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Games



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Welcome one, welcome all! Here we are at another exciting issue of TurboPLAY. What's happening, you ask? Well, we have more info on what games are upcoming. We'll take a look at the latest games and tell you how they are. Finally, we offer our second installment of *TurboPLAY Rates the Games*, where we give ratings for all of the TurboGrafX-16 games that are out. Don't hesitate—take a look below, then turn the page and enjoy.

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TURBOMAIL

The mailman came while you were away, and he had some pretty important letters. Do you want to hear about them?

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CONTEST WINNERS

Again, the artistic TG-16 crowd showed its abilities, competing for top honors—and prizes—in our second annual drawing contest. We've got the winners on display, and we'll get you ready for the next contest!

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There's so much going on in the TG-16 world, we can't even start talking about it here. A new system, upcoming games, contests and more.

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TURBOPLAY SPECIAL

TURBOPLAY RATES THE GAMES, VOLUME TWO

There are tons of titles for the TG-16 owner to buy, but which are the best? Our editors have put their heads together to come up with ratings for all of the games currently available. See if your scores match ours.

Cover art: Van Arno





I am writing you to see if you have some information on solving a problem I have with the game *Chew-Man-Fu*. I found that, once you have 99 diamonds, the game tells you the following: "You've collected 99 diamonds, so I will let you play a special game. Answer: Yes or No. Push the upper-left of the control pad, button 0, and SELECT at the same time." We have tried this several times but are unable to get it to work.

—Fred R. Lautenbach
Schaumburg, Illinois



Sorry, Fred. We tried the trick ourselves, and we couldn't get it to work either. We also called NEC, and they had no information on it. We even went as far as talking with Hudson Soft in Japan. They said a "special game" should have appeared and were unsure why it didn't.



I would like to know if it's possible to play SuperGrafx games on the TurboGrafx-16.

—John Price
Canton, Michigan

No, we're sorry, but you can't play SuperGrafx games on your TG-16. PC Engine games and Turbo-

Grafx-16 (with a converter, if it exists) cards can play on the SuperGrafx, but not the other way around.



In the *Ultimate TurboTips Guide*, in the October/November 1991 issue, you listed the sound mode of *Bloody Wolf* as, "on the title screen, press U then press and hold I, II and SELECT." I've tried this repeatedly and can't get it to work. This is also true for the stage select.

—George Jusko
Cleveland, Ohio

Sorry for the mix-up. The correct code is as follows: At the title screen, press U then press and hold button II and the SELECT button at the same time.

For the stage select, see the update on page 15, in the TurboTips section.



I wanted to point out some mistakes in the *Ultimate TurboTips Guide*. For *King of Casino*, the password for the special game is —KI NGOF CASI NO— . There should be dashes instead of spaces. And for the *Pac Land* tips, the title over your tips says *Pad Land*.

—Ron Spoto
LaVerne, California

Once again, we apologize for the mistake. The gremlins must have been working overtime that week.



I've heard through the video-gossip line that *Shadow of the*

Beast and *Raiden* are coming soon. Do you have any more information on them? Are the games listed in *Games Around the World* guaranteed to come to the U.S. eventually? And is NEC planning to bring a two-player action game like *Streets of Rage* and *Final Fight* to the TG-16?

—Name withheld by request

By the time you read this, *Raiden* will have already been released to U.S. store shelves. As for *Shadow of the Beast*, look for the game to come out sometime this spring, maybe late March or early April; but, for now, check it and others out on the newest list of games for the TG-16 in a special Winter Consumer Electronics Show Coming Soon, starting on page 10.

Games listed in *Games Around the World* are ones that we would like to see come over, but they are in no way guaranteed to do so. Each issue we will try to show you the best games we have come across at that time, to showcase the titles that we would love to see come to America.



First, I'd like to say that I love the magazine. It's a great source of information on all the new games, tips and other vital information I can use for my TG-16. I do have some other questions. In *Ys—Book I and II*, I found a golden vase outside of Minea Town, and it's not listed in the instruction manual. Does the vase have any particular purpose? If so, what?

Secondly, I found my June/July 1990 issue of *TURBOPLAY*, and in an

ad in the back there was a list of games coming soon that had *Lords of the Rising Sun* on it. Since I haven't heard any more about it, I was wondering if it still exists? If it does, what is it about? Also, the last few issues have talked about a game called *Astralius*; when will that be available?

—Mike Nelson
Moline, Illinois



Thanks for the praise, Mike. It's much appreciated.

The golden vase found in *Ys—Book I and II* is just to give you an extra way to get some quick cash. Take the vase to the pawn shop in *Minea Town* and sell it back to the owner. That way you don't have to fight the enemies outside the town to get enough gold to buy your equipment.

Lords of the Rising Sun is very much alive. Turn to the special Winter Consumer Electronics Show Coming Soon for more details. Unfortunately, *Astralius* will remain a Japanese game only—for now. It looked like there was a chance it would actually make it here, but it was not to be. That could change in the future, so keep your eyes on *TURBOPLAY* for any news of new releases.



I have a few questions for your awesome magazine:

- 1) Can Japanese CD-ROM games play on my TurboGrafx-CD player?
- 2) If so, where is the best place to buy them?

3) How can I get back issues of *TURBOPLAY*?

Thanks. Keep up the great work!

—Jay Dess
Lowellville, Ohio

Yes, Japanese CD-ROM games will play on the TG-CD. With a few exceptions (J.B. Harold Murder Club, for instance), they will be in Japanese. So, if you don't understand Japanese, you might not want to go this route. Of course, some games (such as shooters and action games) don't use much text. If there isn't a store in your area that sells imported games, you might try mail-order companies like *The Ultimate Game Club*.

Finally, to order back issues, call (310) 858-7155, ext. 531. The helpful people in our subscription office can tell you if they have the particular issue you're looking for.



I am glad to see more games and product (the Duo) are around the corner for TG-16 fans. But I'm a little upset that I have to pay \$400 for a new machine to play them on. Will NEC have an adapter to play the new games on the old TurboGrafx-CD Player?

—Jeff Munsen
San Jose, California

Good question, Jeff. NEC will have the Super System Card that will let you play the new games. Rumors from the Winter CES have the Duo listed as low as \$259, and possibly throwing in a TurboTap for good measure. Stay tuned to *TURBOPLAY* for info as it comes in. ★

Send your mail to:
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Plus many other PC Engine games we couldn't fit in this list!

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

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 parents' permission first.

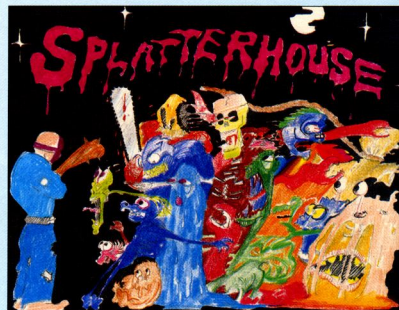
WINN



Under 7

Grand Prize: Jonathan Bryan Tiu, 6, Brooklyn, NY

Honorables: Raymond Maluyo, 4, La Mirada, CA
Cedric A. Bynum, 6, New Haven, CT
Jim Sherman, 6, St. Paul, MN



7 to 9

Grand Prize: Antoine Fillion, 9, Montreal, Quebec, Canada

Honorables: Dwight Lee, 7, Brooklyn, NY
Timothy Kevin Tiu, 8, Brooklyn, NY
Kristian Mroczko, 9, Whitefield, NH



17 and Over

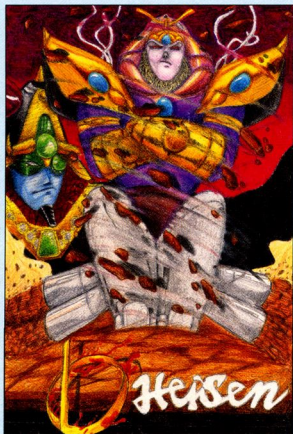
Grand Prize: Wilfredo Diaz, 24, Bronx, NY

Honorables: Susan Pfeiffer, 23, Halifax, Nova Scotia, Canada
Edward G. Ticson, 20, Albany, NY
John Trinh, 27, Brea, CA

NEW CONT

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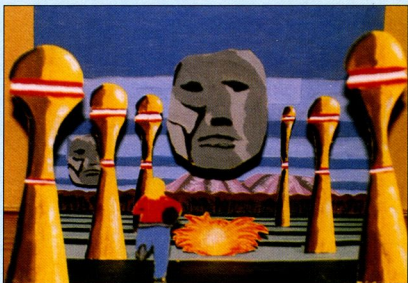
As with last year's drawing contest, the entries all showed the spark of artistic genius that our TURBOPLAY readers have. The sad part is that our staff had to narrow down the sizable field to a single winner and three honorable mentions in each age group. What follows is the cream of the crop. The grand-prize winner in each group receives a TurboStick and five TurboChips, and each honorable mention gets a TurboChip. Congrats to all who entered.



10 to 12

Grand Prize: Lester Abarquez, 12, Willowdale, Ontario, Canada

Honorables: Rodrigo D. Tovar, 11, Pico Rivera, CA
Andrew Huggett, 12, Hartford, CT
Brian Koch, 10, Holmdel, NJ



13 to 16

Grand Prize: Steve Krawczuk, 16, Bloomfield, NJ

Honorables: Tom Koszyko, 15, Palos Park, IL
Jason Morris, 16, St. Francis, MN
Jason Casper, 14, Pottstown, PA



Here comes winner #2 of the TURBOPLAY Contest Search (August/September 1991 TURBOPLAY).

Eric Bynum, of New Haven, Connecticut, had a great concept for a contest: We pick a photo of a game and the readers have to come up with the best punch line for the picture. Simple, right?

The shot at right is from Working Designs' *Parasol Stars*, and it's your job to come up with the snappy one-liner to go with the picture. The line has to be 25 words or less on a postcard—we can't make it a novel, okay? Please, no envelopes. While multiple entries are accepted, please send each entry separately. Make sure you *clearly* write your name, address, age and your punch line, then send it to: Crazy Punch Line Contest, c/o TURBOPLAY Magazine, 9171 Wilshire Blvd., Suite 300, Beverly Hills, CA 90210.

Deadline for entries is April 10, 1992; and the winners will be the ones judged by the staff of TURBOPLAY to be the best. There will be five winners, and each winner will receive five TurboChip games of our selection, plus have his or her comedic talents displayed in the June/July 1992 issue of TURBOPLAY. No purchase necessary. All entries become the property of TURBOPLAY. Good luck!

OFFICIAL CONTEST RULES

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Five winners will be selected by the TURBOPLAY judges, who shall have complete and sole discretion in selecting winners. All decisions are final. All taxes on prizes are the sole responsibility of the winners. Winners release TURBOPLAY, L.F.P. Inc., and their subsidiaries and affiliates, in all matters relating to the use of prizes.

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

Before this year's Winter Consumer Electronics Show (WCES), it was announced there would be a new management team heading up the TurboGrafx-16. NEC and Hudson Soft will be forming a new company called Turbo Technologies that, as of April 1, 1992, will be in charge of the TG-16. On that date, NEC Home Technologies will no longer exist; the new company will be comprised mainly of Hudson Soft employees from the Tokyo and Sapporo offices in Japan.

But what does all this mean to you, the consumer? It means more, bigger and better games. Turbo Technologies, which will be located in Los Angeles, will be comprised of many of the same people responsible for making the PC Engine a number-one system in Japan. Using their great relationships with the Japanese video-game companies, they expect to bring over the very best games. Today, their list of projected games, running from April 1, 1992, to March 31, 1993, contains over 40 titles. But, more importantly to you, the consumer, it means there will be no interruption in the sale of TurboGrafx-16 or its games in the U.S. In fact, most of you will probably never see any evidence that there was ever a change, with the exception of more new and better games—and the copyright statements on the games and boxes.

Things are starting to look so good for the TurboGrafx-16 that even Konami is considering bringing titles over. In fact, it has created a special department in a separate building called the Konami Technical Institute that will house some of its very best programmers to make, not only carts, but CD-ROM games as well. When these games will actually make it to the U.S. hasn't been decided, but we do have pictures of its first two titles, *Gradius* and *Salamander* (better known as *Lifeforce* in the U.S.).

The Duo, being shown behind closed doors, isn't expected to be officially released until the Summer CES in Chicago. The name of the American unit hasn't been decided as of yet, but don't look for it to be called the Duo.

On another front: *Working Designs* will be holding a contest on *Parasol Stars: Bubble Bobble III*. The idea is to get the highest score, without getting the Rainbow Necklace, on the first level of Round 1. Along with a videotape and/or photo of your high score, you must also cut out and send in the UPC bar code from your *Parasol Stars* box as proof of purchase. It must be a one-player game, and the photo must show your score while you're still in Round 1, Level 1. If you send in a photo showing any other round or level, it will be disqualified. Send your entries to: Parasol Stars TurboTest, 18135 Clear Creek Road, Redding, California, 96001. Along with your tape or photo, include a 3 x 5 card or piece of paper with your name, complete address, telephone number and age on it. Entries must be received by Working Designs by April 15, 1992, at midnight. The Grand Prize is the PC Engine Duo, with two SuperCD or HuCards, a top-of-the-line Pioneer DIS Audio/Video Dolby Pro-Logic Surround Sound Receiver, pumped out to the 150-watt-per-channel Infinity Reference Six Loudspeakers. You'll also get a 26-inch stereo color TV/monitor to play your new system on. The runner-up will receive his or her very own *Cadash* arcade machine for the home. Two third-prize winners will get a TurboGrafx-CD with their choice of games. Five fourth-prize winners will get a TurboTap, two TurboSticks and a *Cadash* TurboChip. All qualified entries will also be eligible for the second and third drawings (the first was at the end of January) for a *Cadash* TurboChip. They will take place at the end of February and March.

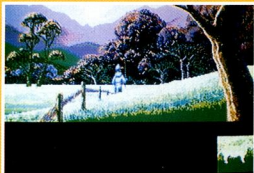
But, for now, take a look at a couple of the new Super CD-ROM games for the PC Engine Duo (hence our cover) that NEC plans for the near future—plus many, many more. For most games, actual story lines have not been finalized, but the following descriptions will give you a general idea.

Coming
soon...

BY DONN NAUERT

Loom

Based on the computer game, this Super CD-ROM adventure game takes you back to a time when the Great Guilds, such as blacksmiths, shepherds and clerics, were a way of life. Another such guild, the weavers, perfected their craft until they were actually able to change the limits of physical cloth and actually began to weave reality itself. However, a strange, unknown power has wiped out the entire guild except for one lone boy, who must now save the guild, as well as the universe. Features CD music of Tchaikovsky.



Ghost Manor



Gruesome creatures rise from the dead and begin attacking the helpless people of your town. It's up to you to find the secret passage into their mansion and defeat the monster leader, Orb Gamut. This cart was about 20% complete at viewing.

Prince of Persia

This Super CD-ROM version of the Brøderbund computer game pits you, the young hero, against an evil man who has just taken over as Sultan of Persia. You have one hour to escape the Sultan's prison cell, while avoiding the traps and palace guards, in order to save the princess who is being held against her will.



Falcon

This four-meg cart is also based on the computer game. You play a squadron commander of eight F-16 Falcons who sets out on various missions. You can choose from a wide range of arsenals as you try to take out both ground and air targets. The game will also feature a two-player mode that will allow you to play head-to-head when using the TurboExpress.



Camp California

This CD-ROM game has you select one of five characters at different locations around Southern California and Las Vegas. From there, you must successfully rescue the remaining characters from that location to complete the level. This game uses the actual music of the Beach Boys.



Lords of the Rising Sun

This CD-ROM game is actually three games in one. Each scenario, which deals with the conflict between feuding lords, is based on actual Japanese history that occurred around 1100 A.D.



Super Schwarzschild

For those *Military Madness* lovers out there, here's a new military strategy game you're sure to enjoy as you are pitted against the evil invading force.



Dragon Slayer

Also a Super CD-ROM game, the beautiful princess has been captured, and all of the towns and their people have been kept at bay by demons and monsters—that is, until you show up to save the day.



Shadow of the Beast

Based on the Psygnosis computer game, you awaken to find that you have been turned into a beast. You must now travel over land, fight through the massive underground tunnels and find keys that unlock other areas. All in an effort to locate and defeat the creature that changed you from your human self.



Shape Shifter

In this CD-ROM hack-and-slash game, you must battle your way through the various areas to save the land. You also have the ability to change into the best-suited form (warrior, black panther, Rock Man, a shark or Hydra) for that area. Includes 40 different original backgrounds and a soundtrack that uses live actors' voices.



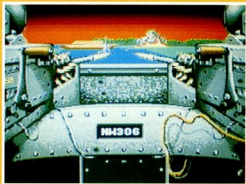
Order of the Griffin

Based on TSR's Dungeons & Dragons series, choose from 21 characters to play as you try to find the Crown of Halav before the evil Iron Ring can. Rescue Marianna from the Clan Radu, then defeat the Black Baron to save Karamelicos.



GUNBOAT

As the crew of a U.S. Navy river patrol boat, you must battle your way through 20 different missions, which include stopping a Colombian drug cartel, fighting troops of a Panamanian dictator and going against some renegade Viet Cong.



Gradius

This new PC Engine game from Konami is identical to the arcade and NES versions, right down to the weapon power-up code found in the NES version.



Gate of Thunder

This is a sharp-looking horizontal shooter that looks like it could be a sequel to *Aero Blasters*, but it's not—even though it's made by the same design team.



Salamander

Better known as *Life-Force* in America, Konami continues to bring out its classics as you battle viruses throughout the human body in this horizontal shooter.

IMPOSSAMOLE



Here are some codes to start at different scenes in the game. The first code will show that The Orient has been completed, followed by the Bermuda Triangle, Iceland and the Amazon Jungle. The number following the code indicates how many lives are remaining:

The Orient
WIIBYG5KGL8T—3

Bermuda Triangle
IPSSY15G28GB—5

Iceland
GYTIYP592GGY—1

Amazon Jungle
9M2HYP5KG29V—3

To begin play with the Bermuda Triangle complete and six lives, input:

JKBQYG5BGCNW



BY DONN NAUERT

YO' BRO!

You can use grenades and rockets to open secret doors and sewers. An example can be found in Level 1. Move toward the upper right from starting place of Lil' Bro, turn right, down the first street that you cross, then use a grenade to bomb next to the door of the first building you see.

KING OF CASINO

The code in the *Ultimate TurboTips Guide* in the October/November 1991 issue needs to be corrected. The proper code should read —KI NGOF CASI NO— . The first and last two spaces should be dashes.



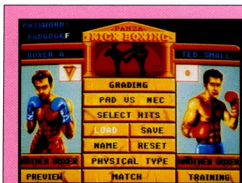
BLOODY WOLF

The correct code (from the *Ultimate TurboTips Guide*) for stage select should read: "On the title screen, press II, I, I, II, I, II, I, I, press and hold in the direction of the level you want to play, as shown below, and then press **RUN.**"

ANDRÉ PANZA KICK BOXING

Enter this code to begin play with 99% on all three attributes and \$900,000 in earnings: DGDGDGKF

Throughout most of the game, you can use one of two moves. Using Selection 1 moves, press and hold U and L and button 1 or U and R. This is when you're facing to the right; when you're facing to the left, press U and R and button 1 or U and L.



TV SPORTS: BASEBALL

ONE TO FOUR PLAYERS
NEC—TurboChip

SOUND/MUSIC

GRAPHICS

PLAYABILITY

OVERALL

The fourth game in the *TV Sports* lineup, *TV Sports: Baseball* completes the Cinemaware legacy of realistic multiplayer sports games for the TurboGrafx-16. Sure, it's always possible that there will be a *TV Sports: Soccer* or even a *TV Sports: Bowling*, but, with this release, the four most popular team sports in the United States have been accounted for.

Eight teams battle it out in two divisions in the race for the pennant. There's also an All-Star team in each division that can be used in exhibition games, that is, when you're not playing a full password-backed season. Two players can control the same team, whether it's against the computer, a single player or another pair of TurboTappers. When cooperating this way, the two teammates take turns at the plate—during the other half of the inning, one pitches while the other controls all the fielders.

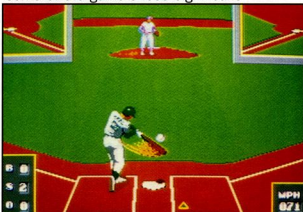
Unlike *TV Sports: Hockey*, which represented an improvement over the seemingly incomplete basketball game, *TV Sports: Baseball* is lacking in certain areas. Many elements of traditional American baseball are missing or convoluted. For example: The scoreboard often shows the line score with the home team's numbers on the top row instead of the bottom; the catchers don't wear pro-

Closer LOOK

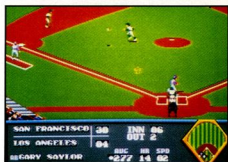
tective equipment of any kind; and new batters walk out of the dugout instead of the on-deck circle. The latter wouldn't have bothered me if it wasn't for the fact that the on-deck circles are clearly drawn on the field!

The game's soundtrack is another sore spot. The music is weak and repetitive, and, if you choose to turn it off, you'll still be left with the embarrassingly exaggerated words of the umpire, who howls "STEEER-RIKE!" with all the false bravado of a WWF wrestler.

Fortunately, there are some nice graphic touches that make up for some of the game's less significant



flaws. Player animation is excellent, particularly in the medium shots of the pitcher and batter—I love the way the batter turns to glare at the umpire when a pitch grazes the corner of the strike zone. The outfielders bend down to pick up grounders that escape the infield, and sometimes a disgruntled player will snap



his bat over his knee after striking out. The batters even pick up their feet while moving around in the batter's box, a rarity in the land of baseball video games. In defense of the game's sound, the crack of the bat is extremely true to life—it accounts for one or two notches of the "Sound/Music" rating all by itself.

Like the other titles in the series, *TV Sports: Baseball* features a formidable computer opponent, but really excels as a multiplayer contest. It's not the ultimate TurboGrafx baseball game—most players would prefer a Stateside release of Japan's finest PC Engine baseball titles, the *Power League* series—but it is respectable enough to earn a spot in this landmark sports video-game collection.

—Chris Bieniek

NIGHT CREATURES

ONE PLAYER
NEC—TurboChip

SOUND/MUSIC

GRAPHICS

PLAYABILITY

OVERALL

While I always thought it might be kind of neat to be a vampire, a werewolf or some other such monster, the object of *Night Creatures* is to avoid such a transformation. While out strolling the moonlit countryside, our hero has been bitten by an evil creature known as "Hecate," who has taken the form of a bat to swoop down on unsuspecting victims. If you can gather your courage, that, along with a few choice weapons and perhaps a bit of luck, will allow you to defeat Hecate and save yourself from this change. However, you have only until dawn to accomplish this, otherwise your fate will be sealed.

Your quest starts right after you recover from Hecate's attack. Travel to a nearby village and you will receive help from the wise woman of the village, who will pop out occasionally with hints and advice throughout the game. Your first goal should be to acquire some weapons; your fists work well against the rats, but they aren't too hot against much else. A few of the villagers will offer you some special items, but most of them must be found scattered within the different scenes of the game.

You must travel through graveyards, swamps, underground mazes, crypts and forests while searching for weapons and other items that will help you during your quest. Within some of these areas



Your vitality meter must be watched carefully. The constant barrage of attacks from all around will knock it down quickly if you don't fight back. Fortunately, some creatures turn into small vitality power-ups when killed, which will restore a small portion of your health. Patience and care are essential, because you start the game with but one life and only three continues.

The areas are all connected in a circular fashion, and may be reached either by scrolling to the left or the right, so the game is somewhat nonlinear in play, though there are still certain tasks that must be completed before you may progress.

Night Creatures starts off with a good story line, but supports it half-heartedly with mediocre game play and sound support. The back-



grounds are okay, as are the creatures themselves (except for somewhat jerky animation), but the soundtrack doesn't change, and sound effects other than the blunt "thump!" of a bat's skull being lightly crunched are nonexistent. The cumulative effect for me is an average

game that has some good points, but otherwise doesn't have much to draw me into it or get me particularly interested in saving the character from his fate.

are special boss creatures that, when defeated, will reward you with the ability to change into an animal, such as an owl or a wolf. These transformations are costly, however, as they drain your vitality when you use them.

game that has some good points, but otherwise doesn't have much to draw me into it or get me particularly interested in saving the character from his fate.

—Brent Walker
continued on page 23

GAMES AROUND THE World

by Donn Nauert

Neutopia II

Frey is a brave man, as well as a descendant of Maldork. The story of *Neutopia II* begins on the 16th birthday of Frey's son. On that day, he awakes from a nightmare in which his father had been killed by a demon. He later learns from his mother, Rosa, that his father, in fact, had been killed in the dungeons in a foreign country many years ago. So, following the wishes of his father, he starts on a long journey.

HUDSON SOFT—HuCARD



Power League IV

Positively, without a doubt, one-of—if not the—best baseball game in the world on any console system. *Power League IV* allows you to choose whether or not the computer will control your fielders. You can still take overall control, and you must throw the ball once the player has it. But imagine line drives that no longer fall safely into the outfield due to your not gaining control of your outfielder in time to catch the ball—your fielder will already be there waiting. A ball hit between first and second base no longer goes into the outfield as a result of the second baseman running to second instead of to the ball. On steals, when you're running the bases, the runner will automatically run back to the base on a fly ball. Imagine starting the season with a .000 batting average and 0.00 ERA, then having the game automatically update each player's stats based on what happens, including other games played by the computer.

There are six fields (with one dome) that can be chosen, day and night games and five different mode selections that include a Pennant (ten- to 130-game season), All-Star and Home Run selection. You get an edit mode that lets you change the team makeup and a setup mode that lets you alter such things as the number of innings in a game. During the game, you'll be given stats on what the batter did in his last at bat and how many pitches your pitcher has hurled through the game. In the Pennant mode, your record will determine your place in the standings, just as in real life. There are also instant replays and updates from around the league.

Though it's still not the perfect baseball game, it's as close as anyone has come so far.

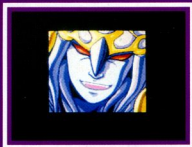
HUDSON SOFT—HuCARD



World Jockey

You won't find very many horse-racing games on the market, which makes *World Jockey* a unique game. You can choose to race as either the horse or the jockey, or you can simply place wagers on the outcome of the races. Each track features different obstacles, including hedges, mud and other weather elements, which will create havoc during the race and hinder each horse differently.

NAMCO—HuCARD



Valis IV

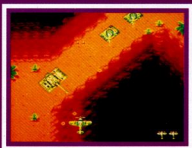
Many years have passed since the warrior Yuko destroyed Demon King Grimes and went to the heavens. Now the demon world has reproduced itself and has conquered the human world. Will the agony and sorrow reach Yuko in the heavens? The game takes the basic characters from the last version and gives them multiple movements.

TELENET JAPAN—CD-ROM

Great Sensation = Custom (Daisenpu Custom)

In the year 193x, some fascists planned to conquer the country "R," with their first target being the small city "s." The plan was to mix a special medicine in with the food supply that would cause the people to become weak and less resistant. Some people escaped danger, however, and formed an air force called Daisenpu in a deep forest. But, just as they were about to finish the air base, they were discovered by the fascists. Now Daisenpu must scramble in a violent, last-ditch effort to remain free.

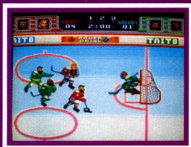
NEC AVENUE—CD-ROM



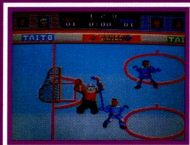
Hit the Ice

Based on the Williams arcade game, *Hit the Ice* is a great translation, featuring all the great game play and cartoon-style animation with facial expressions. There's also a two-on-one penalty-shot mode that lets you attempt to outscore the computer in five tries.

TAITO — CART



| | | | |
|---------------|----|---------------|----|
| GOALS | 13 | GOALS | 03 |
| SHOTS | 82 | SHOTS | 18 |
| SHOTS ON GOAL | 38 | SHOTS ON GOAL | 26 |
| SCORES | 20 | SCORES | 19 |
| GOALS | 02 | GOALS | 09 |
| SHOTS | 22 | SHOTS | 28 |
| SHOTS ON GOAL | 13 | SHOTS ON GOAL | 31 |
| SCORES | 09 | SCORES | 17 |
| SHOTS ON GOAL | 28 | SHOTS ON GOAL | 44 |
| SCORES | 77 | SCORES | 74 |





High Grenadier

Because of severe pollution and a shortage of natural resources, the Earth is about to face a major catastrophe. The remaining oil resource is being depleted at an alarming rate, and the two major nations are at war with each other. These two nations have been at war for a long time already. They are equally matched and seem to be in a deadlock. In order to get a definite advantage, one nation decides to develop no-man-weapons. These weapons are not human—they are only killing machines. They don't get fatigued; they just keep fighting until the end, and their attacks are extremely precise.

With these new war machines, the one nation has caused the war to become very one-sided. The opposing nation tries to eliminate this advantage by deploying conventional weapons, but time is now on the enemy's side. The war machine has shown its superiority. Two days after the defeat in the war, the losing nation tries its second attack against the war machines. Now, you—yes, you—are commander of this operation. Good luck!

RENOVATION
GAMES—CD-ROM



BALLISTIX

ONE OR TWO PLAYERS

NEC—TurboChip

SOUND/MUSIC ★★★★★

GRAPHICS ★★★★★

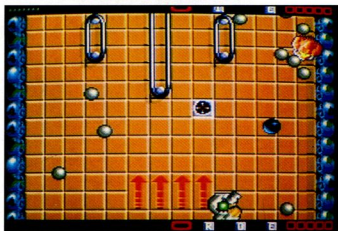
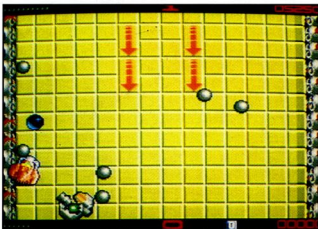
PLAYABILITY ★★★★★

OVERALL ★★★★★

Ballistix, a futuristic sports game originally available only on computer systems, has just been released for the TurboGrafx-16. While the graphics don't hold up very well in the translation, the game play is as fast and furious as ever, including virtually all of the options available in the computer version.

For those of you who are not familiar with *Ballistix*, a short description is in order. *Ballistix* is like a combination of air hockey and pinball, except that it's played on a "human sized" playing field and it takes place far in the future. Like air hockey, the object is to get the "puck" (in this case, a ball) into the opponent's goal, but, like pinball, there are frequently many obstructions that keep you from getting to the goal too easily.

The game begins when an alien arm appears on the screen and drops the ball on the playing field. Once the ball is in play, you and your opponent shoot balls from your playing machines in an attempt to knock the main ball into the other's goal. As you play, various bonus items appear on the screen. These bonus items, when shot, give you bonus points, add shooter balls to your supply, set up a gate in front of your goal, cause interference for the other player and more. If you can gather



enough bonus letters to spell R-I-C-O-C-H-E-T, you get an extra 10,000 points. A pain to do, but worth the effort.

In the first few levels, there's little more on the screen than you, your opponent and the balls. However, as the game progresses to higher levels, more obstacles and bonus features begin to appear. Acid pools, for example, dissolve the main ball if it falls into one, forcing the round to start over. Also, pinball-like bumpers block the ball and bounce it around crazily, while trapdoors swallow the ball if it rolls over them while they're open, causing the ball to fall through a tunnel and reappear elsewhere.

While *Ballistix* is best played against another human player, the computer player can be configured to match your playing skills. Some game attributes that can be modified include the speed of the ball, the amount of gravity applied to the playing field, the number of goals needed to win a game and the skill of the computer player.

Ballistix may not be the most original game you'll ever pop into your TurboGrafx-16, but, if you like sports games that can be played against a human opponent as well as against a configurable computer player, this ball-bopping contest will probably please you.

—Clayton Walnut

TURBOPLAY RATES THE GAMES

VOLUME TWO

Aero Blaster

Arcade
TURBOCHIP
\$61.99



TWO PLAYERS

SOUND ★★★★★★

GRAPHICS ★★★★★★

PLAYABILITY ★★★★★★

OVERALL ★★★★★★

Alien Crush

Simulation
TURBOCHIP
\$29.99



ONE PLAYER

SOUND ★★★★★★

GRAPHICS ★★★★★★

PLAYABILITY ★★★★★★

OVERALL ★★★★★★

André Panza's Kick Boxing

Sports
TURBOCHIP
\$51.99



TWO PLAYERS

SOUND ★★★★★★

GRAPHICS ★★★★★★

PLAYABILITY ★★★★★★

OVERALL ★★★★★★

Ballistix

Strategy
TURBOCHIP
\$51.99



TWO PLAYERS

SOUND ★★★★★★

GRAPHICS ★★★★★★

PLAYABILITY ★★★★★★

OVERALL ★★★★★★

Battle Royale

Sports
TURBOCHIP
\$61.99



FIVE PLAYERS

SOUND ★★★★★★

GRAPHICS ★★★★★★

PLAYABILITY ★★★★★★

OVERALL ★★★★★★



Blazing Lazers

Shooting
TURBOCHIP
\$39.99



ONE PLAYER

SOUND ★★★★★★

GRAPHICS ★★★★★★

PLAYABILITY ★★★★★★

OVERALL ★★★★★★

Bloody Wolf

Arcade
TURBOCHIP
\$61.99



ONE PLAYER

SOUND ★★★★★★

GRAPHICS ★★★★★★

PLAYABILITY ★★★★★★

OVERALL ★★★★★★

Bomberman

Strategy
TURBOCHIP
\$49.99



FIVE PLAYERS

SOUND ★★★★★★

GRAPHICS ★★★★★★

PLAYABILITY ★★★★★★

OVERALL ★★★★★★

Bonk's Adventure

Adventure
TURBOCHIP
\$49.99



ONE PLAYER

SOUND ★★★★★★

GRAPHICS ★★★★★★

PLAYABILITY ★★★★★★

OVERALL ★★★★★★

Bonk's Revenge

Adventure
TURBOCHIP
\$49.99



ONE PLAYER

SOUND ★★★★★★

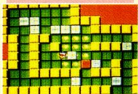
GRAPHICS ★★★★★★

PLAYABILITY ★★★★★★

OVERALL ★★★★★★

Boxy Boy

Strategy
TURBOCHIP
\$45.99



ONE PLAYER

SOUND ★★★★★★
 GRAPHICS ★★★★★★
 PLAYABILITY ★★★★★★
 OVERALL ★★★★★★

Bravo Man

Action
TURBOCHIP
\$61.99



ONE PLAYER

SOUND ★★★★★★
 GRAPHICS ★★★★★★
 PLAYABILITY ★★★★★★
 OVERALL ★★★★★★

Cadash

Arcade
TURBOCHIP
\$61.99



TWO PLAYERS

SOUND ★★★★★★
 GRAPHICS ★★★★★★
 PLAYABILITY ★★★★★★
 OVERALL ★★★★★★

**Champions
Forever Boxing**

Sports
TURBOCHIP
\$61.99



TWO PLAYERS

SOUND ★★★★★★
 GRAPHICS ★★★★★★
 PLAYABILITY ★★★★★★
 OVERALL ★★★★★★

**Chew Man
Fu**

Action
TURBOCHIP
\$49.99



TWO PLAYERS

SOUND ★★★★★★
 GRAPHICS ★★★★★★
 PLAYABILITY ★★★★★★
 OVERALL ★★★★★★

Deep Blue

Shooting
TURBOCHIP
\$29.99



ONE PLAYER

SOUND ★★★★★★
 GRAPHICS ★★★★★★
 PLAYABILITY ★★★★★★
 OVERALL ★★★★★★

Devil's Crush

Simulation
TURBOCHIP
\$61.99



TWO PLAYERS

SOUND ★★★★★★
 GRAPHICS ★★★★★★
 PLAYABILITY ★★★★★★
 OVERALL ★★★★★★

**Double
Dungeon**

Role-Playing
TURBOCHIP
\$61.99



TWO PLAYERS

SOUND ★★★★★★
 GRAPHICS ★★★★★★
 PLAYABILITY ★★★★★★
 OVERALL ★★★★★★

Dragon Spirit

Arcade
TURBOCHIP
\$39.99



ONE PLAYER

SOUND ★★★★★★
 GRAPHICS ★★★★★★
 PLAYABILITY ★★★★★★
 OVERALL ★★★★★★

**Dragon's
Curse**

Adventure
TURBOCHIP
\$48.99



ONE PLAYER

SOUND ★★★★★★
 GRAPHICS ★★★★★★
 PLAYABILITY ★★★★★★
 OVERALL ★★★★★★

Final Zone II

Shooting
CD-ROM
\$61.99



ONE PLAYER

SOUND ★★★★★★
 GRAPHICS ★★★★★★
 PLAYABILITY ★★★★★★
 OVERALL ★★★★★★

Galaga '90

Arcade
TURBOCHIP
\$29.99



ONE PLAYER

SOUND ★★★★★★
 GRAPHICS ★★★★★★
 PLAYABILITY ★★★★★★
 OVERALL ★★★★★★

Impossamole

Adventure
TURBOCHIP
\$61.99



ONE PLAYER

SOUND ★★★★★★
 GRAPHICS ★★★★★★
 PLAYABILITY ★★★★★★
 OVERALL ★★★★★★

**It Came From
the Desert**

Adventure
CD-ROM
\$61.99



ONE PLAYER

SOUND ★★★★★★
 GRAPHICS ★★★★★★
 PLAYABILITY ★★★★★★
 OVERALL ★★★★★★

**J.B. Harold
Murder Club**

Strategy
CD-ROM
\$61.99



ONE PLAYER

SOUND ★★★★★★
 GRAPHICS ★★★★★★
 PLAYABILITY ★★★★★★
 OVERALL ★★★★★★

China Warrior

Action
TURBOCHIP
\$29.99



ONE PLAYER

SOUND ★★★★★★

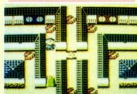
GRAPHICS ★★★★★★

PLAYABILITY ★★★★★★

OVERALL ★★★★★★

Crater Maze

Action
TURBOCHIP
\$29.99



TWO PLAYERS

SOUND ★★★★★★

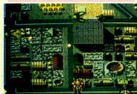
GRAPHICS ★★★★★★

PLAYABILITY ★★★★★★

OVERALL ★★★★★★

Cyber Core

Shooting
TURBOCHIP
\$61.99



ONE PLAYER

SOUND ★★★★★★

GRAPHICS ★★★★★★

PLAYABILITY ★★★★★★

OVERALL ★★★★★★

Darkwing Duck

Action
TURBOCHIP
\$61.99



ONE PLAYER

SOUND ★★★★★★

GRAPHICS ★★★★★★

PLAYABILITY ★★★★★★

OVERALL ★★★★★★

Davis Cup Tennis

Sports
TURBOCHIP
\$51.99



FOUR PLAYERS

SOUND ★★★★★★

GRAPHICS ★★★★★★

PLAYABILITY ★★★★★★

OVERALL ★★★★★★

Drop Off

Action
TURBOCHIP
\$48.99



ONE PLAYER

SOUND ★★★★★★

GRAPHICS ★★★★★★

PLAYABILITY ★★★★★★

OVERALL ★★★★★★

Dungeon Explorer

Role-Playing
TURBOCHIP
\$39.99



FIVE PLAYERS

SOUND ★★★★★★

GRAPHICS ★★★★★★

PLAYABILITY ★★★★★★

OVERALL ★★★★★★

Fantasy Zone

Shooting
TURBOCHIP
\$29.99



ONE PLAYER

SOUND ★★★★★★

GRAPHICS ★★★★★★

PLAYABILITY ★★★★★★

OVERALL ★★★★★★

Fighting Street

Action
CD-ROM
\$61.99



TWO PLAYERS

SOUND ★★★★★★

GRAPHICS ★★★★★★

PLAYABILITY ★★★★★★

OVERALL ★★★★★★

Final Lap Twin

Arcade
TURBOCHIP
\$39.99



TWO PLAYERS

SOUND ★★★★★★

GRAPHICS ★★★★★★

PLAYABILITY ★★★★★★

OVERALL ★★★★★★

J.J. & Jeff

Action
TURBOCHIP
\$29.99



ONE PLAYER

SOUND ★★★★★★

GRAPHICS ★★★★★★

PLAYABILITY ★★★★★★

OVERALL ★★★★★★

Jack Nicklaus Turbo Golf

Sports
TURBOCHIP AND CD-ROM
\$48.99/\$61.99



FOUR PLAYERS

SOUND ★★★★★★

GRAPHICS ★★★★★★

PLAYABILITY ★★★★★★

OVERALL ★★★★★★

King of Casino

Strategy
TURBOCHIP
\$49.99



THREE PLAYERS

SOUND ★★★★★★

GRAPHICS ★★★★★★

PLAYABILITY ★★★★★★

OVERALL ★★★★★★

Klax

Arcade
TURBOCHIP
\$49.99



ONE PLAYER

SOUND ★★★★★★

GRAPHICS ★★★★★★

PLAYABILITY ★★★★★★

OVERALL ★★★★★★

Last Alert

Action
CD-ROM
\$61.99



ONE PLAYER

SOUND ★★★★★★

GRAPHICS ★★★★★★

PLAYABILITY ★★★★★★

OVERALL ★★★★★★

**Legendary
Axe**
Adventure
TURBOCHIP
\$48.99



ONE PLAYER

SOUND ★★★★★★

GRAPHICS ★★★★★★

PLAYABILITY ★★★★★★

OVERALL ★★★★★★

**Legendary
Axe II**
Adventure
TURBOCHIP
\$51.99



ONE PLAYER

SOUND ★★★★★★

GRAPHICS ★★★★★★

PLAYABILITY ★★★★★★

OVERALL ★★★★★★

**Magical
Dinosaur Tour**
Educational
CD-ROM
\$61.99



ONE PLAYER

SOUND ★★★★★★

GRAPHICS ★★★★★★

PLAYABILITY N/A

OVERALL ★★★★★★

**Military
Madness**
Strategy
TURBOCHIP
\$61.99



TWO PLAYERS

SOUND ★★★★★★

GRAPHICS ★★★★★★

PLAYABILITY ★★★★★★

OVERALL ★★★★★★

Monster Lair
Shooting
CD-ROM
\$61.99



TWO PLAYERS

SOUND ★★★★★★

GRAPHICS ★★★★★★

PLAYABILITY ★★★★★★

OVERALL ★★★★★★

Pac-Land

Action
TURBOCHIP
\$29.99



ONE PLAYER

SOUND ★★★★★★

GRAPHICS ★★★★★★

PLAYABILITY ★★★★★★

OVERALL ★★★★★★

Parasol Stars

Action
TURBOCHIP
\$59.99



TWO PLAYERS

SOUND ★★★★★★

GRAPHICS ★★★★★★

PLAYABILITY ★★★★★★

OVERALL ★★★★★★

Power Golf

Sports
TURBOCHIP
\$61.99



THREE PLAYERS

SOUND ★★★★★★

GRAPHICS ★★★★★★

PLAYABILITY ★★★★★★

OVERALL ★★★★★★

Psychosis

Shooting
TURBOCHIP
\$48.99



ONE PLAYER

SOUND ★★★★★★

GRAPHICS ★★★★★★

PLAYABILITY ★★★★★★

OVERALL ★★★★★★

Raiden

Arcade
TURBOCHIP
\$61.99



ONE PLAYER

SOUND ★★★★★★

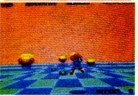
GRAPHICS ★★★★★★

PLAYABILITY ★★★★★★

OVERALL ★★★★★★

**Space
Harrier**

Arcade
TURBOCHIP
\$39.99



ONE PLAYER

SOUND ★★★★★★

GRAPHICS ★★★★★★

PLAYABILITY ★★★★★★

OVERALL ★★★★★★

Splatterhouse

Arcade
TURBOCHIP
\$61.99



ONE PLAYER

SOUND ★★★★★★

GRAPHICS ★★★★★★

PLAYABILITY ★★★★★★

OVERALL ★★★★★★

**Super Star
Soldier**

Shooting
TURBOCHIP
\$61.99



ONE PLAYER

SOUND ★★★★★★

GRAPHICS ★★★★★★

PLAYABILITY ★★★★★★

OVERALL ★★★★★★

**Super
Volleyball**

Sports
TURBOCHIP
\$48.99



TWO PLAYERS

SOUND ★★★★★★

GRAPHICS ★★★★★★

PLAYABILITY ★★★★★★

OVERALL ★★★★★★

**Takin' It to
the Hoop**

Sports
TURBOCHIP
\$48.99



TWO PLAYERS

SOUND ★★★★★★

GRAPHICS ★★★★★★

PLAYABILITY ★★★★★★

OVERALL ★★★★★★

MotoRader

Driving
TURBOCHIP
\$39.99



FIVE PLAYERS

SOUND ★★★★★★★★
 GRAPHICS ★★★★★★★★
 PLAYABILITY ★★★★★★★★
 OVERALL ★★★★★★★★

Neutopia

Role-Playing
TURBOCHIP
\$61.99



ONE PLAYER

SOUND ★★★★★★★★
 GRAPHICS ★★★★★★★★
 PLAYABILITY ★★★★★★★★
 OVERALL ★★★★★★★★

**Night
Creatures**

Adventure
TURBOCHIP
\$61.99



ONE PLAYER

SOUND ★★★★★★★★
 GRAPHICS ★★★★★★★★
 PLAYABILITY ★★★★★★★★
 OVERALL ★★★★★★★★

Ninja Spirit

Action
TURBOCHIP
\$61.99



ONE PLAYER

SOUND ★★★★★★★★
 GRAPHICS ★★★★★★★★
 PLAYABILITY ★★★★★★★★
 OVERALL ★★★★★★★★

Ordyne

Shooting
TURBOCHIP
\$39.99



TWO PLAYERS

SOUND ★★★★★★★★
 GRAPHICS ★★★★★★★★
 PLAYABILITY ★★★★★★★★
 OVERALL ★★★★★★★★

**Sherlock Holmes:
Consulting Detective**

Strategy
CD-ROM
\$61.99



ONE PLAYER

SOUND ★★★★★★★★
 GRAPHICS ★★★★★★★★
 PLAYABILITY ★★★★★★★★
 OVERALL ★★★★★★★★

SideArms

Arcade
TURBOCHIP
\$48.99



ONE PLAYER

SOUND ★★★★★★★★
 GRAPHICS ★★★★★★★★
 PLAYABILITY ★★★★★★★★
 OVERALL ★★★★★★★★

**Silent
Debuggers**

Action
TURBOCHIP
\$61.99



ONE PLAYER

SOUND ★★★★★★★★
 GRAPHICS ★★★★★★★★
 PLAYABILITY ★★★★★★★★
 OVERALL ★★★★★★★★

Sinistron

Shooting
TURBOCHIP
\$61.99



ONE PLAYER

SOUND ★★★★★★★★
 GRAPHICS ★★★★★★★★
 PLAYABILITY ★★★★★★★★
 OVERALL ★★★★★★★★

Sonic Spike

Sports
TURBOCHIP
\$49.99



FOUR PLAYERS

SOUND ★★★★★★★★
 GRAPHICS ★★★★★★★★
 PLAYABILITY ★★★★★★★★
 OVERALL ★★★★★★★★

TaleSpin

Action
TURBOCHIP
\$61.99



ONE PLAYER

SOUND ★★★★★★★★
 GRAPHICS ★★★★★★★★
 PLAYABILITY ★★★★★★★★
 OVERALL ★★★★★★★★

**The Addams
Family**

Adventure
CD-ROM
\$61.99

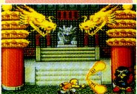


ONE PLAYER

SOUND ★★★★★★★★
 GRAPHICS ★★★★★★★★
 PLAYABILITY ★★★★★★★★
 OVERALL ★★★★★★★★

Tiger Road

Action
TURBOCHIP
\$61.99

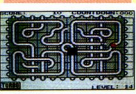


ONE PLAYER

SOUND ★★★★★★★★
 GRAPHICS ★★★★★★★★
 PLAYABILITY ★★★★★★★★
 OVERALL ★★★★★★★★

Timeball

Strategy
TURBOCHIP
\$48.99

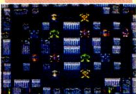


ONE PLAYER

SOUND ★★★★★★★★
 GRAPHICS ★★★★★★★★
 PLAYABILITY ★★★★★★★★
 OVERALL ★★★★★★★★

Tricky Kick

Strategy
TURBOCHIP
\$48.99



ONE PLAYER

SOUND ★★★★★★★★
 GRAPHICS ★★★★★★★★
 PLAYABILITY ★★★★★★★★
 OVERALL ★★★★★★★★

TurricanAction
TURBOCHIP
\$54.95

ONE PLAYER

SOUND ★★★★★★

GRAPHICS ★★★★★★

PLAYABILITY ★★★★★★

OVERALL ★★★★★★

**TV Sports:
Baseball**Sports
TURBOCHIP
\$51.99

FOUR PLAYERS

SOUND ★★★★★★

GRAPHICS ★★★★★★

PLAYABILITY ★★★★★★

OVERALL ★★★★★★

**TV Sports:
Basketball**Sports
TURBOCHIP
\$49.95

FIVE PLAYERS

SOUND ★★★★★★

GRAPHICS ★★★★★★

PLAYABILITY ★★★★★★

OVERALL ★★★★★★

**TV Sports:
Football**Sports
TURBOCHIP
\$61.99

FIVE PLAYERS

SOUND ★★★★★★

GRAPHICS ★★★★★★

PLAYABILITY ★★★★★★

OVERALL ★★★★★★

**TV Sports:
Hockey**Sports
TURBOCHIP
\$51.99

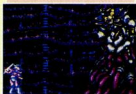
FIVE PLAYERS

SOUND ★★★★★★

GRAPHICS ★★★★★★

PLAYABILITY ★★★★★★

OVERALL ★★★★★★

Valis IIAdventure
CD-ROM
\$61.99

ONE PLAYER

SOUND ★★★★★★

GRAPHICS ★★★★★★

PLAYABILITY ★★★★★★

OVERALL ★★★★★★

Valis IIIAdventure
CD-ROM
\$61.99

ONE PLAYER

SOUND ★★★★★★

GRAPHICS ★★★★★★

PLAYABILITY ★★★★★★

OVERALL ★★★★★★

**Veigues Tactical
Gladiator**Shooting
TURBOCHIP
\$61.99

ONE PLAYER

SOUND ★★★★★★

GRAPHICS ★★★★★★

PLAYABILITY ★★★★★★

OVERALL ★★★★★★

Victory RunDriving
TURBOCHIP
\$29.99

ONE PLAYER

SOUND ★★★★★★

GRAPHICS ★★★★★★

PLAYABILITY ★★★★★★

OVERALL ★★★★★★

VigilanteArcade
TURBOCHIP
\$39.99

ONE PLAYER

SOUND ★★★★★★

GRAPHICS ★★★★★★

PLAYABILITY ★★★★★★

OVERALL ★★★★★★

**World Class
Baseball**Sports
TURBOCHIP
\$29.99

TWO PLAYERS

SOUND ★★★★★★

GRAPHICS ★★★★★★

PLAYABILITY ★★★★★★

OVERALL ★★★★★★

**World Court
Tennis**Sports
TURBOCHIP
\$29.99

FOUR PLAYERS

SOUND ★★★★★★

GRAPHICS ★★★★★★

PLAYABILITY ★★★★★★

OVERALL ★★★★★★

Y's Book I & IIRole-Playing
CD-ROM
\$61.99

ONE PLAYER

SOUND ★★★★★★

GRAPHICS ★★★★★★

PLAYABILITY ★★★★★★

OVERALL ★★★★★★

Yo' Bro!Action
TURBOCHIP
\$61.99

ONE PLAYER

SOUND ★★★★★★

GRAPHICS ★★★★★★

PLAYABILITY ★★★★★★

OVERALL ★★★★★★

**Ys III: Wanderers
From Ys**Adventure
CD-ROM
\$61.99

ONE PLAYER

SOUND ★★★★★★

GRAPHICS ★★★★★★

PLAYABILITY ★★★★★★

OVERALL ★★★★★★

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|-------------------|---|
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| | |
|--------------|---|
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| ROLE-PLAYING | |
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