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Welcome to the exciting world of the *TurboGrafx-16* and the first issue of *TurboPlay*! Every other month we'll bring you the latest game tips, news, previews, reviews and winning strategies—and all in full color. If you haven't subscribed yet, use the card in this issue so you don't miss a single issue!

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NEUTOPIA



As our young hero, Jazeta, battles his way through a labyrinth, he remembers a time when the land was peaceful and the people were blessed by the wisdom and kindness of Princess Aurora. He also remembers the day the Evil Demon Dirth appeared. Dirth then kidnapped the Princess and took the eight precious medallions with him. Jazeta decided that he must be the one to save the Princess and recapture the medallions. So that day, his journey began.

Jazeta must travel through the four spheres of the world—the Land, the Subterranean, the Sea and the Sky—in order to reach the frozen wasteland that Evil Boss Dirth calls home: the north pole. Each sphere has its own gateway. To open the gateways, Jazeta must retrieve the medallions hidden in the labyrinth of that sphere. To help him in his quest, monks that live in the various spheres will provide Jazeta with life, and citizens will give information on where to find essential items such as swords and armor—all in the hope that Jazeta will be the one to restore peace to their land known as "Neutopia."

LAND SPHERE



The first area is Land Sphere. The most important mission here is to obtain the fire wand and increase the life meter of Jazeta. The first dungeon is in the upper left of the starting point. Before you go to the second dungeon, you must obtain the fire wand and build up your life.



1. GET THE BOOK OF REVIVAL. You may find this in the basement right after you come out of the pavilion. You need this in order to get a password.



2. OBTAIN THE FIRE WAND. This is hidden in the area where six rocks are located in the lower right.



3. EARN MORE LIFE. See the monk at the lower right of the map. He'll increase your life.



1. DROPSLIME: He's slow and easy to kill with a sword.



4. BLUEFIGHTER: He only wanders around, but has a high attack power. Don't get too close.



2. SCORPIT: He approaches you horizontally or vertically when you are both on the same line. Shoot him in the side.



5. FROGGER: Jumps up and down. Strike the instant he reaches the ground.



3. SOJO: One is not a problem, but if there are a lot, use the flame and burn them down.



6. MAFRIZARD: Only walks around, but has high hit power. Strike as often as you can.



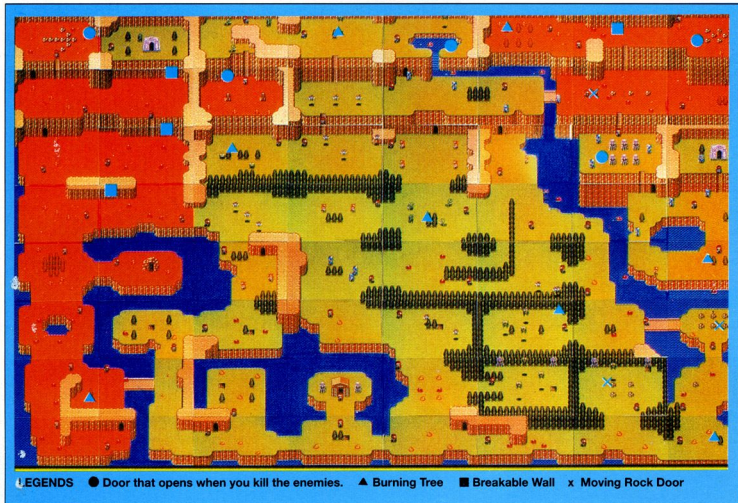
7. MAD DOG: He shoots arrows when you're on the same level vertically or horizontally. Use your shield.



8. SANDY: Moves in and out of the sand. He is a strong foe.



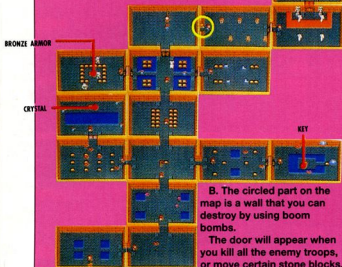
9. SEABLOON: You can ignore him.



LEGENDS ● Door that opens when you kill the enemies. ▲ Burning Tree ■ Breakable Wall x Moving Rock Door

CAVE OF GAUIS

A. First, you must get the bronze armor; then you should get the key and the crystal.



B. The circled part on the map is a wall that you can destroy by using boom bombs.

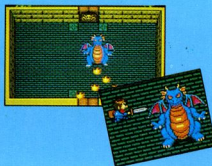
The door will appear when you kill all the enemy troops, or move certain stone blocks.

NEUTOPIA

Cave of Gaius: This is the first dungeon of the game and is relatively straightforward. You must use caution when fighting Batal and Grade.

You should get the armor first, then the key and the crystal. When you have obtained these items, you are ready to find the boss. You should have more than five boom bombs in order to destroy the necessary walls. Otherwise, you must patiently wait until the enemy comes out and you can obtain their bombs.

VALCAN



VALCAN (boss): When you kill him with the sword, you need to swing 16 times. If you are skilled enough, you can strike twice in one try.

He belches flame at Jareta. You should observe his motion, and step in and strike. If you have extra boom bombs, four will kill him.

CAVE OF ISTOM

This dungeon is spread out horizontally. First go to the top where the Old Man will give you a hint. Follow his advice, and go toward the right, then attack the left side. This is the best strategy.



If you obtain the bronze sword, you will become twice as strong.

GOLEM



He breaks into smaller pieces and then reassembles back into one big piece. He will repeat this.

He is not difficult to defeat because you can destroy the pieces.

His weak point is the red heart that appears when his body breaks apart.

If your flame is weak, fight him with your sword.



1. Batal: Flies slowly. Sting when he's about to land.



2. Snakid: Easy one. Moves sideways, so attack vertically.



3. Grade: Moves fast vertically. It can be dangerous if you have bad timing.



4. Wolfman: His hit power is very high. Keep a safe distance away.



5. Patara: Stronger version of No. 1.



6. Gyudes: A little quicker than 4 but that's all.



7. Ropes: Stay away about two body lengths, and use a sword to defeat.



8. Stroob: When he comes on the same horizontal line, he gets faster. Keep a safe distance away. Use a sword when fighting.

SUBTERRANEAN SPHERE

NEUTOPIA

This world is divided by a broad body of water. If you follow the path naturally, you'll conquer the left-hand side, then the right side. The enemy troops are more powerful than before, so you must be ready.



1. **SPRAT:** When it comes to the same horizontal level, it attacks you with full force, striking you with its sword.



2. **GAMEBA:** Slowly get close to it and strike!



3. **KERAKERA:** High hit power. DO NOT GET SANDWICHED!



4. **FADER:** Keep your distance and use the flame.



5. **HOLDER:** Walks around and throws stones. His movement is hard to predict, so keep your distance. Use the flame.



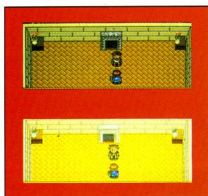
6. **OAK:** Shoots arrows. Protect yourself by using the shield. Step in and strike by getting close to him from behind.



7. **ROCK'N:** Looks like a rock. If you get close, it starts moving away. Make sure you don't bump into it.



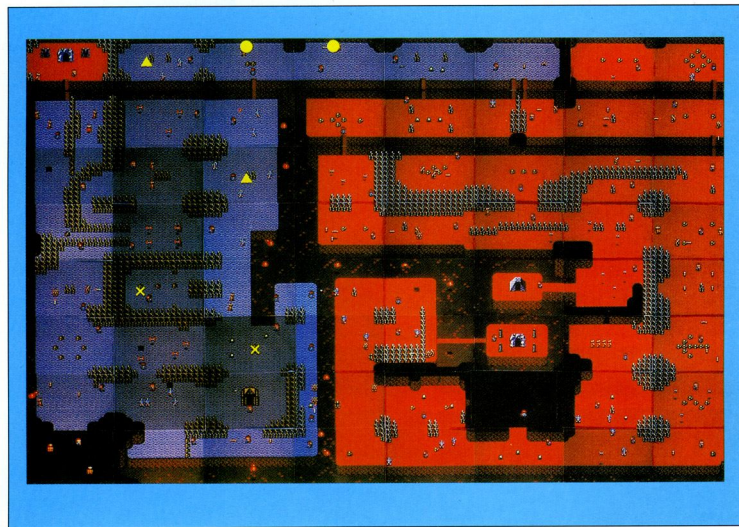
8. **GRAIN:** Dangerous creature. It comes out from under the water. You can't protect yourself unless you have the bronze shield.



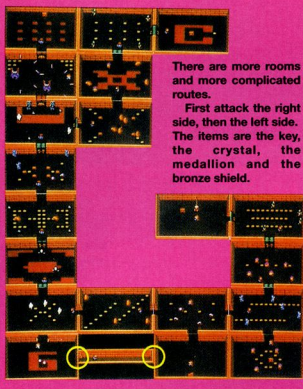
In this underground world, you must have two necessary items: **MOONBEAM MOSS** and **RAINBOW DROPS**.

These items are obtained at the same spot in this world. The **RAINBOW DROPS** are not obtainable until you find out the message.

Besides these two items, you may see a monk who can increase the amount of boom bombs you can carry.



DARK CAVE



There are more rooms and more complicated routes.

First attack the right side, then the left side. The items are the key, the crystal, the medallion and the bronze shield.

This underground dungeon is very tough. Your enemies are stronger. Because some of the rooms are dark, you may need moonbeam moss before you enter this cave.

The most dangerous enemy here is the GHOSTCLOTH. He is nearly unbeatable. You cannot use fire attack against him, and he can teleport himself to other locations in the room. If you can't handle him, use the MAGIC RING and turn him into a harmless character.

If you are short on items like BOMBS and RINGS, you can obtain them in the room with the generator. You may get them by beating "NU."

GARGOYLE

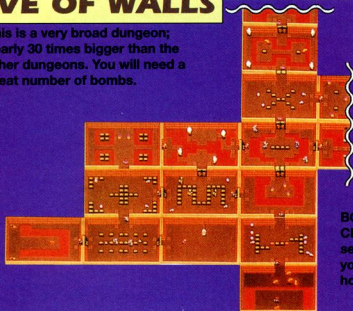


BOSS-GARGOYLE: They appear as a pair.

They will shoot missiles in all directions, but always in the same pattern. Once you get used to it, they are not too difficult to dodge.

CAVE OF WALLS

This is a very broad dungeon; nearly 30 times bigger than the other dungeons. You will need a great number of bombs.



The first part of this dungeon has a canal. You must have a RAINBOW DROP to go forward. If you still don't have it, visit the funny-shaped house right above the entrance.

BOSS-MONSTER CENTIPEDE: If you search the dungeon, you can find a hint on how to defeat this boss.



1. UNID: Walks around shooting bullets. Its speed is slow; use the flame.



2. BARSTAR: When it gets damaged it will shrink and start to move faster. Never give it a chance to attack; keep charging!



3. DORMER: Almost always appears in groups. You must kill it, or them, quickly.



4. NU: Moves back and forth horizontally; use the flame. When you use your sword, approach him from beneath.



5. LIZZARD: High hit power. It poses no problem, but be careful not to get sandwiched between two of them.



6. GHOSTCLOTH: Teleport specialists. Do not face them where you have little room to maneuver.



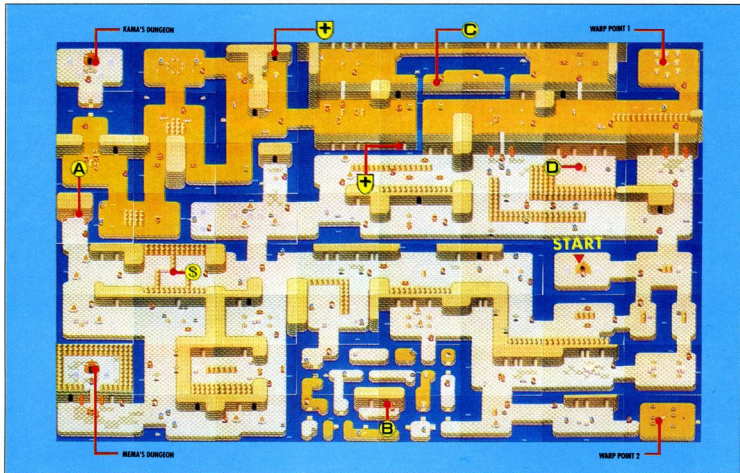
7. ANTO: It has a sword, so you better watch out. Keep out of the sword's reach.



8. KOMID: Floats in the air like a jellyfish. Use the flame.

STRATEGY TO CONQUER THE 3RD WORLD SEA SPHERE

NEUTOPIA



There are many secret points and hidden rooms in this world. It is difficult to conquer.

The map above shows you where the hidden rooms are located and where you can find the warping points (spots where you can transport yourself to another area).

The enemies are vicious, so go to the spots on the map first and do actions A-D. Then enter the dungeon.



A MEET THE SAINT ORIONAE!



The dungeon of MEMA has been hidden by Dirth's magical power. The key to enter the zone is located at the end of this cave. (A) You meet the Saint ORIONAE; he'll show you the way.

B GET THE SILVER SHIELD!



In order to protect yourself from the bullets, you must obtain the silver shield. **IMPORTANT:** As soon as you begin the game, you should come here first. You must take the ROUTE that curves in from the left above.

C SPEED UP WITH THE FALCON SHOES



Get this item to speed up Jazeta. The entrance will appear when you completely destroy the enemy troops. Be sure to come here on the way to Kama's Dungeon.

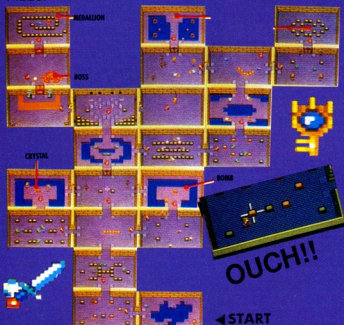
D YOU'LL HAVE 12 BOMBS



This room has a monk who will increase the number of your bombs to 12. This surface has a lot of hidden rooms. That's why your extra bombs will help.

MEMA'S DUNGEON

First should you explore the lower half of the dungeon, then the upper right, followed by the upper left. This is the most reasonable route. Bring two jars of MEDICINE PILLS.



THE BOSS OF MEMA'S DUNGEON: MAD CRAB

He moves only up and down, left to right, and belches bubbles. Your only chance to beat him is the instance when he belches bubbles. You can tell by watching his eyes turn white. Attack with the sword for flame. You've got to be very patient because he doesn't belch bubbles too often.



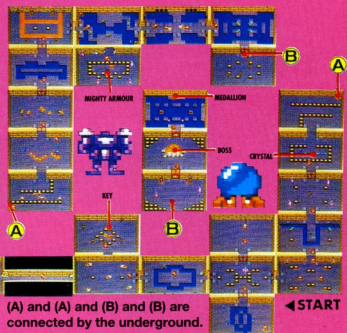
KAMA'S DUNGEON

There are two underground passages, but the dungeon has a very simple layout. Push the rocks and continue using bombs.

STRATEGY FOR BEATING THE BOSS (TURTLE-RICH)
It helps if you have enough bombs. This will help kill the three-headed turtle.

Turtle-Rich shoots his heads like bullets.

If you have bombs left, you should read his motion and set the bombs strategically. If you don't have bombs, utilize your sword or fire wand to destroy him. His weak point is his head. **THIS IS IMPORTANT.**



(A) and (A) and (B) and (B) are connected by the underground.

MAGIC RING IS A GREAT WEAPON HERE

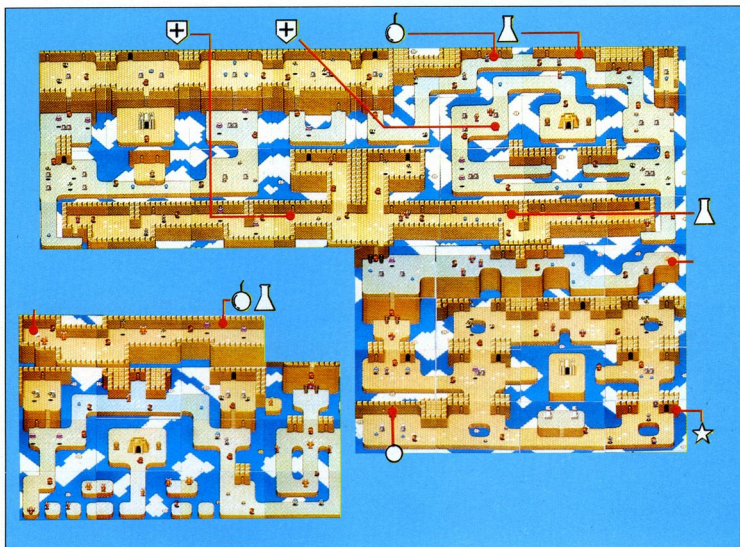


Acaracemus Dungeon is nearly unbeatable, mostly because GHOST exhales flames from its mouth. You should use the magic ring to turn him into another character. When you conquer the two dungeons, you will enter the castle in the sky.



THE FINAL WORLD: THE SKY SPHERE

NEUTOPIA

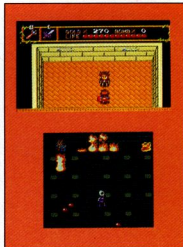


Map: Legends:

⛑ /Hospital ⚡ /Medicine Pill ⚡ /Place where you get bombs ⚡ /Place where you meet the man that gives you message! ○ /Place where you get more life from the monk!



1. Last stage: The route is very complicated, and the enemies are very powerful. You must locate the three important items and the Bell of Heaven to get through this stage. The three items are the Strongest Sword, Strongest Armor and Strongest Shield. The Strongest Sword is located in the Pavilion in the Sky. To get there, you must have the Bell of Heaven. You will find many important items in the dungeon.



2. The most significant weapon Jazeta can have is the fire attack. Because the enemies are fast and tough, the best strategy is to keep a safe distance and use the fire attack. But keep track of your life count. If your life count gets below eight, your fire attack will become weak. If you have a high life count, you can be aggressive.



MUMMY: It moves at random. Watch its movements carefully.



FLYMAN: Slow-moving, but extremely tough. Don't get pinched.



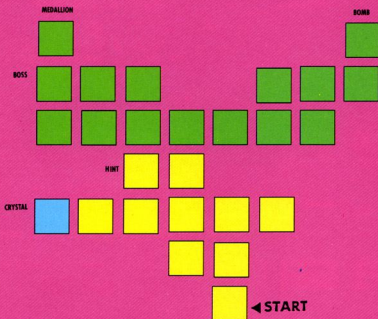
BETTON: It jumps around like mad. Attack with fire.



SHEEPMAN: Only the mighty shield can block his attack with the spell. Use the sword after blocking his attack.

3. The Dungeon in the Sky

The key to the dungeon is to get the medicine, key and shield.



4. Be careful of these blocks. They look like normal blocks, but when you get close, sword blades will spring out and damage you. Approach the blocks carefully.



5. When you have a strong fire, this is a good place to build up your life, gold, money and bombs.



6. Here the stone statues shoot fireballs that will constantly chase you. So keep moving.



7. Use bombs to check the walls. You never know where hidden entrances might be.

8. Crystal—This boss is tough, but after he shoots two fireballs he transforms into a robot. This is your chance to attack. If your life count is below eight, you will have a hard time defeating him. So be sure to have medicine pills when you face him.



SIDE ARMS

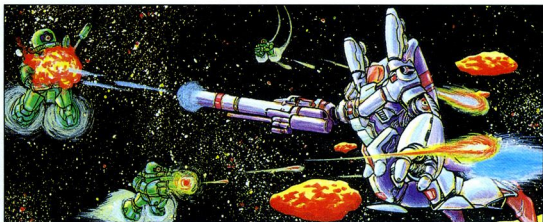
The classic arcade game SideArms has made a comeback on the TurboGrafx-16



The creatures that lived before the first beings appeared on the earth were called Hozone and they were very vicious. They've been hibernating since the beginning of time, but now they are awake and ready to conquer the human race.

It's up to you to rid the Earth of these creatures. After preparing the Hyper-Dine, you're ready to fight.

The following strategy looks at Rounds 1 through 7. We have decided to let you finish the last two rounds (not including the end boss) on your own. Good Luck!



HYPER ONE CONTROL MANUAL

Direction Key - Also determines which weapon to use but only when applying (A) button for weapon selection.

Select Button (pause)



Direction Key - Vertical

Run button - changes your weapons

II Button (shoot backward)

I Button (shoot forward)



1. This game demands that you score substantial power-ups.
2. Prepare yourself with various pow's that you can get when you kill your enemy. Each effect is shown on the next page.
3. When you shoot a pow, it changes into various items. Pick the one you need the most.
4. The enemy found at the same horizontal level is the toughest.



POW & SHOOT CHOOSING YOUR ITEMS

ENEMY CHARACTERS



A. Zec—Appears at the top of the screen. When they reach the ground, they will begin to hop.



F. Saber—Shoots four consecutive missiles.



B. Duc—Ground-based enemy character. Shoots in three directions.



G. Zogoc B—Appears in the water and in the air. Moves horizontally and shoots missiles.



L. Pharanke—Shoots guided missiles continuously. Try to destroy early.



Q. Mohogan—Suddenly attacks after moving in an orderly fashion.



C. Shutter—Opens and closes with a set interval. It can be destroyed.



H. Centipede A—Closes in at high speed and is tough to destroy.



M. Flash B—Appears in groups of four. You'll get a pow when you destroy them.



R. Grove—Gun turret that shoots super-powerful missiles. Watch out for these.



D. Zogoc A—Appears in the water and shoots a guided missile.



I. Shabellin—A fixed character. Shoots in three directions.



N. Ceiling Missiles—A guided missile that falls from the ceiling.



S. Flash D—Another body attack character. Relatively slow moving.



E. Turtle—Sticks to the wall and protects itself with a hard outer shell.



J. Flash A—A body-attack character.



O. Slayer—Gun turret on the side walls. Placed in hard-to-destroy locations.



T. Comanche—Appears in groups of five. Each ship moves in a different pattern.



K. Centipede B—A quicker, stronger version of Centipede A.



P. Flash C—Comes out spawning. Appears in a large group.



U. Apache—When it shoots, smaller ships come out.

POWER - UP ITEMS AND WEAPONS

ORBITAL BIT

Circles warrior, adding to firepower.



x1—shoots laser

SHOTGUN (SG)

Can destroy enemy shots. Has limited range.



x1—three-way multiple shot

MEGA-BALLISTIC LASER (MBL)

A single-shot cannon that can quickly destroy most every enemy.



x1—ultimate destructive laser beam.

THREE-WAY (3 WAY)

Shoots in three forward directions.



x1—three-way multiple shot

POW

Increases player's speed up to three levels

FULL AUTO

Fires at a high rate of speed (forward only).

WOP

Decreases player's speed

STAR

Fires at a high rate of speed in three directions.



x2—stronger support



x2—five-way multiple shot



x3—useful against upper and lower enemies



x3—seven-way multiple shot



x2—transforms into Long Beam

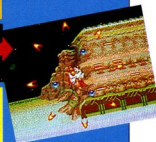


x2—three-way multiple shot; each one is larger.

TRANSFORMATION ALPHA



The player is joined by alpha space drone. Player now has automatic night-way firing and can take two shots before losing a life.



START

Watch out for the cruising bullets. This kind of bullet appears throughout the game. Be careful of the Zogac A.



You don't want to miss any Ducs because they carry pows.



This is the best order to pick up the weapon power-ups and get maximum firepower:
BITx3, 3-WAY, AUTO 1, POW, SGx2, MBL, TRANS. ALPHA, SG, MBL, 3 WAY, POWx2.

ROUND 1

This is an ancient city that sank into the sea because of a large storm.

START

ROUND 2

If you have lost power during the previous battle against the Round 1 Boss get as many 3-way items as possible



This is an entrance to an underground city and it scrolls both vertically and horizontally



If Sabre starts shooting 3-way it can be very tough, so you must get rid of him quickly



Centipede is a powerful monster. He charges you with full speed. He has stamina but his weakness is his head. Concentrate on it.

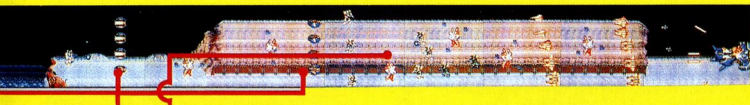


Gigala- Gigantic saucer shoots a lot of bullets



The center core is its weakness-shoot MBL into the core





The most difficult part of this area. So many Zacs emerge that you will want to shoot them as soon as they appear.



The Boss Tartaros: The weapon to use for this enemy is the three-way laser.



As you come onto the screen move up toward the top.

After defeating Tartaros, collect as many items as you can.



When Tartaros comes to life, move below him and shoot up.

When he reaches the bottom of the screen, move to the center and continue the assault.

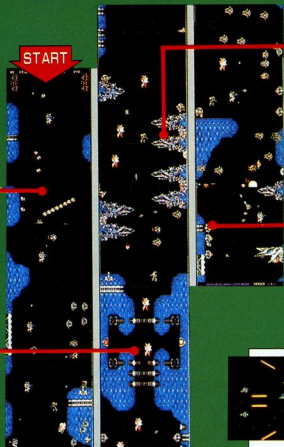
ROUND 3

It's a short stage, but the enemies appear at difficult places, so it's hard to shoot them. You must become an accurate shooter.

First enemy is Mohegan. He moves up, down, left, right and attacks from four directions. Use three-way against them. If you don't have one you must hit and run.



You must learn the timing of the shutter. If your shot gun is high enough (seven-way), you can destroy it from above.



When you come to the Central Zone stay alert because a tough enemy is there. The crystals are very close together making it difficult to shoot the enemy.



Destroy the Stayers that appear in front of the Boss first then when the Boss blinks shoot it.



The strategy against this Boss is the same as the Round 1 Boss Tartaros, but this guy is tougher.

Remember, SideArms has ten rounds. Although we won't show you the last three, we will tell you that Round 10 contains just the final boss and that you might want 3-way when you meet up with him. But for now, here are maps for Rounds 4 through 7, considered to be the toughest part of the game.



START ▶



ROUND 4

The longest and largest area in the whole game. You need to be careful as you go through the Rocky Cave. The Zogoc B appears before and after the rocks. The Centipede and Apache also appear. It is recommended that you have Yoshichi or three-way.

This is right after you start. You'll have to override the cruise missile (bullet) by outmaneuvering it. To do this, your speed should be at two. Watch out for the guided missiles shot from Pharanks. After you get rid of the bullet, knock out the Pharanks immediately. If you take too long, another enemy appears.



This is where a lot of Zac and Apache appear. Because one is quick and the other is not, timing is very difficult so you must learn the patterns of Apache. Find the safe area and set Micar (Smart Bomb), which will destroy Zac.



Here you will face Comanches. They always appear in groups of five. Each one moves differently, so observe their movement and shoot accordingly.



BIT



You'll be able to max out at three. This is for the more advanced players. It doesn't shoot as fast, but you can shoot up, down and to the front. There are not very many places you would need to use this weapon.

SHOT GUN



Shot gun (SG) can shoot 3,5,7 way. This can destroy the energy bullets but it is weak. You must power-up to seven way to be effective.

M.B.L.



Mega Ballistic Laser (MBL) is a strong beam cannon with two types: short and long range. It's very powerful but you can only shoot one at a time.

3 WAY



If you get two power-ups, the bullets will get larger. With this weapon you can cover a lot of ground. It's the best weapon overall, especially for beginners.

FULL AUTO



This is Yashichi—a very fast machine gun.



You will have limited power after the middle territory. The enemies will be quicker and more powerful. You should get the Alpha Power-Up to get through this round. So memorize their location. The first one is located next to the very first Grave cannon (enemy) on the left. Simply kill the enemy and push on it. The Alpha will appear.



This (Grave) part is very hard but if you can use the MBL, you can destroy all of them in one shot. Avoid the first bullet, then move in for the kill.



The flash C will appear from the bottom. If you kill the slow one you will get the alpha power. You should stay in the lower left of the screen.



This guy appeared in Round 2. But this time his pattern is different. Last time he just shot bullets in a scattered pattern. This time he also shoots eight laser beams. The best way to defeat him is to get into the upper right or lower right and use SG or three-way.



Round 5

Vertical & Horizontal



Prepare three-way.
Aim at enemies from
lower-left angle.

The background is an underground lake with an ancient robot.
This area scrolls between horizontal/vertical three times.
When scroll changes you become more vulnerable to the enemies' attack.



This area has a very involved
landscape. The enemies are very
frequent. You must kill them almost
the instant they appear.

Find the four inline strawberries
worth 12,000 points.



Centipede B is tough,
you must have SPEED 2.

You must learn where
he appears first.

If he get too close, you
must immediately
escape to the opposite
side. Shoot his head
repeatedly until he
dies.



They appear from
top and bottom.
Before they get
close prepare
three-way.

You must have
SPEED 2 in order to
attack.

When they move
backward you
should attack with
three-way.

Round 7

Dangerous Magma Zone

You'll face the charge of centipedes and saber
missiles.



HIDDEN ITEMS



Dragon Fly
(3,000 points)

Appears randomly. Shoot it
down to receive score.



Cosmic Cow
(10,000 points)

The highest scoring item.
Must run into for score.



Space Barrel
(3,000 points)

Appears when you destroy
ground base enemies.



Interstellar Strawberry
(3,000 points)

Appears unexpectedly



**Mobi
1-Up**

Round 6 Vertical

Enemy's charge gets very intense here. They appear from both lower right and lower left. You must be able to shoot in both directions quickly. Don't miss Transformation Alpha.

The boss of Round 5 is the same as Round 3's, so the strategy is the same. Dodge his three-way laser beams and cruise missiles and use MBL or three-way.



There are 2 different ways the Apaches appear:

- They appear when you shoot centipedes.
- They explode as time goes by.

When they come out of the capsule, they scatter in three directions. Do not get hit by them.

You may hit Apache and other enemies at this point, but if you have Yoshichi you will not be an easy target. Remember you can always run away from them if you have to.



Even after you destroy the Cannon, it can damage you with its explosion. Shoot it down by keeping a safe distance.

When there are a few graves left, change your weapon to MBL and destroy them with one shot. When you destroy them an item will appear.

If you fail to get them you'll have many more chances of scoring "pows."

All the fortress-like houses have "Alpha" and "I-up" items.



The area is the enemy's Energy Arsenal. It is a pretty difficult area, especially with the Zogoc, which appears from the lower left. So be sure to have transformation alpha all the time. Try not to chase them too far or you'll become vulnerable to the other enemy's charge, which comes mostly from the front and back. Therefore, the more practical strategy is to stay away rather than kill them.

You must score transformation alpha before you fight with the boss. You have to look for this item, which is hidden somewhere.



R-Type

Bent on the total destruction and occupation of the universe, BYDO and his mutant creature followers have inhabited the incredible world of R-Type. At the controls of the Nectarian Battle Cruiser, "R-9", you must confront and smash the evil BYDO Empire. But not to worry, it's only the future of mankind you're fighting for.

R-Type, by NEC, stays true to the arcade classic as far as graphics, sound and playability are concerned. If they would have stuck to the Japanese version (rounds one-four on one card and rounds five-eight on another) for the system, it would have been an incredible game. Unfortunately there is far too much flicker to call this version unique (when compared to versions on other systems). If you're a real fan of R-Type you'll enjoy the game, otherwise it's an average shooter.



Ordyne

An outer-space gang led by Kubota has kidnapped Miss Kana, fiancée to Dr. Tomari, the inventor of "Ordyne", the colossal nuclear reactor. And what they don't know is that Dr. Tomari gave Miss Kana the key to Ordyne, and she wears it around her neck. Are you brave enough to help Dr. Tomari and Felix Mockle save Miss Kana before Kubota realizes what he's really got?

This little-known arcade game features some great graphics and animation. The cartoon style of the characters and background make this game very enjoyable to play. Don't miss the chance to add this game to your collection.



Cratormaze

What a way to start a vacation! First we're attacked by Kublai, and then he takes my friends captive. To make matters worse, he's taken them to another world in another time period. So what if he is second in command to the evil Zenzombie? He's not going to get away with this.

In Cratormaze you must guide your character through six different time periods ranging from a primitive era to space alien that make up 60 rounds of play. Each have their own characteristics and three difficulty

settings: normal, difficult and expert. (You could say there are really 180 rounds.) Thanks to these many different settings, Cratormaze is fun for the whole family.



Vigilante

Your girlfriend, Madonna, has been kidnapped by a ruthless street gang...and you're the only one who can save her. You'll have to fight your way through some of the toughest back streets and junkyards around. Using your bare hands and occasional nunchaku, you'll have to beat skinheads, punks and thugs if you ever want to see your girlfriend again.

Once again NEC has brought another outstanding title from the arcades, home to the TurboGrafx-16. Although Vigilante has outstanding graphics and animation, the game is too easy for seasoned game players (especially with three continues). This would be a great game for younger players or persons just getting into video games.



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First-rate axe-swinging action, awesome true-color animation



Devil's Crush

The sequel to the high-powered video-pinball *Alien Crush* features three fields of play instead of two and a host of new ghastly creatures. You can expect the same fast pace with greater difficulty from this excellent video-pinball simulation.



Klax

Based on the hit arcade game, *Klax* is Tengen's first entry for the TG-16. Tengen kept this puzzle game true to its arcade counterpart by including the special bonus points and warps. *Klax* is sure to become a classic.



coming soon...

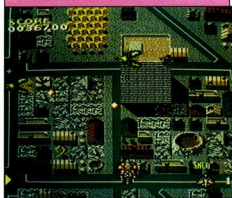
Splatterhouse

Your car has broken down in front of a haunted house. Monsters are everywhere. And now your girlfriend is missing. Can you find her in time before she becomes one of them? *Splatterhouse* features seven ghoulish levels and all of your worst horror flick nightmares.



Cyber Core

After a century in space you and your expeditionary party return to Earth only to learn that giant hyper-insects now rule the planet. Merging with the ultra-life form Kimyra, you become half-man, half-insect. Now you have the strength to fight these insect monsters, for you are mankind's only hope.



Double Dungeons

Don your suit of armor and prepare for battle as you enter the world of *Double Dungeons*. A split-screen feature allows you and a friend to play cooperatively or against one another as you try to negotiate the vast levels and confusing mazes of *Double Dungeons*.



TV Sports Football

The first in a series of great games, Cinemaware introduces *TV Sports Football* for the TurboGrafx-16. *TV Sports Football* includes everything from a pre-game show to halftime (featuring a marching band) to updates of games from around the league and everything in between. Using the TurboTap, up to five people can play. Choose to be the coach or a player in both offensive or defensive positions, as you tackle your way through the 16-game

seasons into the playoffs. What a great way to spend the off season!



Bloody Wolf

The President's plane has gone down in South America, and now a psycho general turned drug lord has announced he's kidnapped the President. You alone must fight through thick forests and enemy strongholds to prove once and for all, that you belong to the special combat team known as "Bloody Wolf."



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arcade smash, split-screen viewpoint



Military MadnessTM Maneuver your troops in strategic battle!
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NEC

Turbo TIPS



Fighting Street

SPECIAL MOVES: You must first achieve the high score and input one of these initials .LK, .AS, .HU, .SD. Once you've selected the initials allow the continue game timer to run out. Then during the title screen press and hold LEFT, 1, 2, SELECT.

What They Do:

- .LK - press in the direction of your opponent and select to do a fireball press away from your opponent and select to do the Hurricane kick press diagonally down, left or right (towards your opponent) to do an uppercut
- .AS - after picking your country, you can now select the stage you want
- .HU - gives you 7 credits
- .SD - allows you to do all of the above



Galaga '90

Extra Firepower: During the title screen, press and hold UP then press RUN. On the select mode pick a single ship and the first pod (from the last enemy shot) will give a triple ship.



DUNGEON EXPLORER

If you're having trouble defeating Natas even though you're on Level 14, here's a code that will help. For a Level 19 fighter, input this code: AEPAJ-DPIAA.

BY DONN NAUERT

Crater Maze



Hu card icon: To get the Hu card worth 10,000 points you must dig 255 holes.



NEC icon: To get the NEC icon worth 20,000 you must get all treasure chests in the round without killing an enemy.



Extra men: To get free men, kill 64 enemies or create 64 tombstones.

Double Dungeons™, Bloody Wolf™...



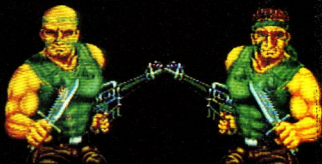
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role-playing intensity, split-screen lets 2 play



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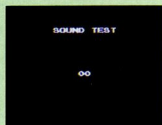


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NEC

Pac-Land

Game Options: On the title screen, hold down 1 and 2, and press RUN. You can now select from the many game options. To return to the title screen press RUN.



Sound Test: During the Game Option mode press RUN to enter the sound test.



Pro Select: During the stage-select (SKIP) screen, press UP on the pad ten times. The word PRO will appear above SKIP.



No-Hit Mode: During the stage select (SKIP) screen, press DOWN on the pad 100 times. The words NO HIT will appear under SKIP. You will lose a life, only if you fall off a ledge.

MOTO ROADER

Slip Select:

During the course – selection screen, press: SELECT and LEFT. This causes your car to slide more around turns.

Time Mode:

During the course –selection screen, press: SELECT and RIGHT. This mode will keep track of the amount of time it takes to complete the course.

Extra Cash:

During the course selection screen, press: SELECT and 2 to start with \$50,000.



R-Type



Extra Credits: On the title screen, hold down the SELECT button and rapidly hit 1. You must hit the button quickly to activate this trick. For 21 credits place auto-fire in the highest position.



Side Arms

Black and White Mode: During the title screen, press UP, 1, 2, and RUN at the same time.

Slo-Mo Feature: During the title screen, press DOWN, 1, 2, and RUN at the same time.

Ordyne



Princess Mode: When the title screen appears, hold down the 1 button for ten seconds. You'll see a message on the Ordyne sign.

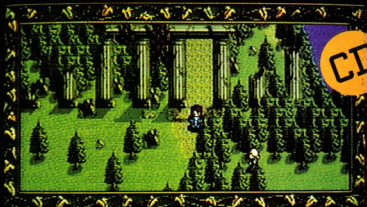
Test Mode: This includes a sound test, a round select and more. When the title screen appears, hold down the RUN button and press SELECT five times. Then press and hold down UPPER LEFT, 1, 2 and then press RUN. Be sure to reset at least five times.



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R-Type
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Red Alert
Lords of the Rising Sun
Final Zone II
Magical Dinosaur Tour





Bloody Wolf

Here's a list of the different features that can be found in Bloody Wolf:

Stage Select: When the title screen appears, press 2, 1, 1, 2, 1, 2, 2, 1 and then push the pad to the level that you want to play.

- 1
- 8 2
- 7 * 3
- 6 4
- 5

Sound Test:

When the title screen appears, press UP then hold down 2 and the SELECT buttons at the same time.

Extra Firepower:

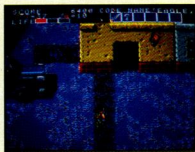
When your characters strength is at 2, climb up a fence or truck etc., and for 50 Shotgun shots press RIGHT, 1, 2, at the same time. 50 Bazooka shots press LEFT, 1, 2, at the same time.

Special Weapons:

When your characters strength is at 1, on the barricade, press:

UP-RIGHT, RUN, and 2 at the same time for 10 shots of FLASH BOMB. And for 10 shots of a more powerful grenade, press:

DOWN-LEFT, RUN, and 2 at the same time.



Fast Mode:(Bloody Wolf 2)
When the title screen appears, press: UP, DOWN, RIGHT, RIGHT, 1, 1, 2, SELECT, and the RUN button. This trick makes your man run faster.



Flame Thrower:

When you're parachuting down at the beginning of Rounds 2 and 5, press: UP, 1, 2, and RUN at the same time.

If you've done this correctly you'll receive 50 rounds of ammunition on the flame thrower.

Hover Mode:(Bloody Wolf 3)

When the title screen appears, press: DOWN, UP, LEFT, LEFT, 2, 2, 1, SELECT, and the RUN button. Instead of jumping up and down, hold down the jump button and you can now make your man hover.



J.J. and Jeff

Continue: When Game Over is on the screen press and hold 1 and 2 then press RUN to continue on the area you died on.



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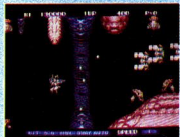
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Tengen

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