

THE NINTENDO, SEGA, AND ATARI VIDEO GAME MAGAZINE

GAMEPRO

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An AOL Communications Publication

REVIEWS
ON NEW &
PRE-RELEASED
GAMES THAT'LL
BLOW YOUR MIND

TONS OF TIPS AND
TACTICS TO MAKE YOU
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You Asked For It, You Got It.

LeeAnne McDermott, Executive Editor

Gamers, we promised to deliver quality so check out this issue!

We've read your mail and listened to your phone calls and were striving to bring you the type of magazine you're asking for. Inside the pages of this issue you'll find MORE pre-release ProViews, MORE of the latest and greatest in tips and tactics, and loads of other hot features, some old and some new, to enhance your gaming.

You'll also find up-to-date news to keep you current with the exciting developments in the video game industry. The new advanced game machines are rolling out! GAMEPRO™ is working closely with people in the industry to bring you the scoop on new games, technical developments, and all other aspects of this exciting new third generation of products.

And for all you Sega readers, we think you'll find that GAMEPRO is

going to provide you with more coverage on Sega games, new and old, as well as tips and tactics for you Sega gamers, than any other magazine on the market! We're glad you're a part of the GAMEPRO team!

What to look for in this issue? A sizzling look at a hot, new Overseas ProSpect. A peek at the new gaming machines that are ready to take America by storm, including some screen shots that really let you see the difference between the old and new generations of machines? Thirteen ProViews on the hottest new titles around for Nintendo, Sega and Atari players. Lots more pages of tips and tactics, or S.W.A.T. as we like to call it (Special Weapons and Tactics!). You'll also see the winners of the first ProArtist series, and find out the theme for the next contest. So what are you waiting for?

Press the START button and let's get going.

GAMEPRO

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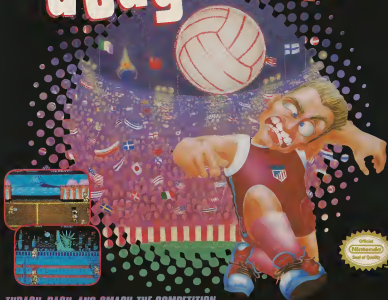
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Off to a Great Start!

I just finished reading your premiere issue of GamePro Magazine and I am writing to tell you how impressed I am with the format, writing and artwork of your magazine. I especially enjoyed the advanced sneak preview of Super Mario Bros. 3, and the fact that your articles are direct and to the point.

Although I swear on my Nintendo Game System and have a subscription to Nintendo Power Magazine, I liked the fact that you also include Atari and Sega Game Systems in your magazine. I hope that you will continue doing articles on game programmers and game system manufacturers in future issues.

Richard Gonzalez
Compton, CA

Keep on the Cutting Edge

I like the format of GAMEPRO. I'd much rather read news about upcoming games and cutting edge technology than about the past. Video game technology has improved tremendously over the past year, especially on the home systems. The games are much more sophisticated and interesting due to greatly improved graphics and new digitized sound effects. I hope that game designers will keep up the great work and continue to outdo themselves. The cutting edge technology they're developing really looks spectacular.

Steve Ehrlich
Westwood, NJ

Check out the latest in gaming technology in this issue's Cutting Edge section. - Ed.

More SEGA, Please!

Thank you so much for GAMEPRO Magazine. It's so refreshing to have a magazine direct itself to the actual players of the games. The ProWow and Secret Weapons sections are especially helpful to those gamers like myself who are a little older and can only play after work. Your help is greatly appreciated and has already helped me up my scores or complete

some games that before seemed impossible.

My only regret is of a personal nature. It is, of course, due to the nature of the video game market place, but so few game magazines provide information (enough of it) about Sega and the tips to play these games as well as info on new games. I can only hope that your magazine will continue to improve on its great start. The features on Shinobi and R-Type were great. I can't wait until your next issue. I was begging for it within minutes after going through your magazine for the first time.

John P.J. Gavas
Indianapolis, IN



I think your premiere issue of GAMEPRO was fantastic! It was just about everything I ever wanted in a video game magazine! You're definitely a cut above the rest! The two most important things I like about your magazine are the high-quality tips and photos that only GAMEPRO can deliver!

The second and most important thing I like about your magazine is the fact that you dedicate a good amount of space to Sega info and game reviews. It only goes to show that you guys have the guts to "buck the trend." Although you do give a lot of space to Sega info, you don't have equal amounts of Sega and Nintendo coverage.

My suggestion is that you start putting more Sega info in future issues of GAMEPRO. By doing this you'll

gain even more Sega System readers, while still keeping all your Nintendo fans happy. And once and for all, you'll show everybody who plays video games that your magazine is number one!

Jayson Dismore
Wayne, MI

You'll find lots more Sega coverage in this issue! - Ed.

METROID Correction!

I am writing to thank you for your wonderful new magazine GAMEPRO. I really enjoyed your premiere issue so much that I have subscribed. I especially liked your ProWow and Secret Weapons sections. Although I must admit I tried your Metroid hint to no avail. How about a shot of passwords as the letters offer from game to game and magazine type set?

Your review of R-Type was so intriguing that I may buy a Sega System to keep my Nintendo company. Thank you also for not reviewing computer-based games. I do own an Apple IIGS which I adore, but there are more than enough magazines to cover computer games.

Paul Fletcher
Corpus Christi, TX

We posted! Check the Secret Weapons section for the corrections on the Metroid and Double II codes. From now on we'll try and show screen shots of each password to avoid confusion. - Ed.

So, tell us what you think.

This is your magazine so tell us what you would like to see in it. Here's your chance to design the kind of magazine you've always wanted. Send your suggestions in.

GAMEPRO Magazine
Dear Editor
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The Cutting Edge

Move Up to the New Machines for the Ultimate in Action.

By Steve Massey

The future of home video gaming is here—and a handful of development giants have the goods to prove it. The much-lauded 16-bit invasion will bring to our living rooms what the arcades have offered for years: superior graphics resolutions, incredible stereo sound, and impressive game play.

Genesis, The Start of Something Big.

One of the larger splashes made in the world's cutthroat home video industry came from Sega, a company whose long-awaited Mega Drive has been rumored for months. But Sega officials decided to change a few things before bringing this state-of-the-art system to the United States. The 16-bit console was renamed "Genesis" to better suit the American market and a few modest design changes were made to please North American gamers.

Genesis is the first true 16-bit console to appear on the home video game market. At the Consumer Electronics Show in June Sega introduced 15 hot titles for Genesis, as well as a tremendous line up of third party software developers, who are already working on Genesis cartridges.

Here's what Genesis offers:

- The first system to feature true digital stereo sound—sound you can actually listen to with your favorite headphones
- A low-cost adapter that allows gamers to enjoy existing Sega Master System cartridges
- Hot titles like Space Harrier, Alex Kidd and Phantasy Star II.
- Graphics sizing capabilities (enabling characters to appear to be getting increasingly larger or smaller) and a color capacity of over 250,000 colors.

Not impressed yet? Wait. There's a lot more. Sega of America Chairman, David Rosen, promises that Genesis will feature a broad array of software titles. This includes not only arcade conversions, but also new titles, many including concepts never before seen in home video games.

With new titles on the horizon and a price tag of just under \$200, this new system sounded good when Japan's Mega Drive was released and looks even better now that it's been unveiled in the United States. It looks as if Sega, with Genesis, is well on its way into a new video dimension.

The TurboGrafx-16.

NEC's TurboGrafx-16 is also on its way to the American home video market and gamers should brace themselves for the arrival of this impressive unit by the end of this year. With 20 titles scheduled for release by Christmas, the TurboGrafx-16 offers hours of serious video game play.

Firms like Data East are now working on titles for the Turbo-



Japan's 16-bit Sega Mega Drive.

Grafx-16 and third party support must be addressed before the unit can challenge Sega and Nintendo. But the PC Engine, NEC's Japanese version of the system, has already attracted more than 1.5 million users in Japan. The TurboGrafx's greatly enhanced screen resolution and five-voice stereo sound are sure to make it a hit in the United States.

TurboGrafx uses credit card sized cartridges as the game information storage vehicle; the small cards simply fit into a port hole on the top of the unit and a start button snaps the card in place. Then the fun starts! A games line-up that includes Fantasy Zone and China Warrior, as well as a host of action, adventure titles make the TurboGrafx a safe bet for serious gamers. The TurboGrafx also features an optional CD-ROM player that boosts computer memory power substantially. That means more elaborate video displays, better sound and digitized graphics capabilities are now at your finger tips!

The CD-ROM unit plays music compact discs too, as well as the sound portion of CD videos. But not just any CD player will work with the TurboGrafx. The option contains a special decoder that regulates data flow. The CD-ROM also requires the use of an interfacing that holds it and the TurboGrafx.

NEC's TurboGrafx rides the crest of this latest wave in the new home video technology. The only shred of discouraging news with all this is that some of NEC's hot PC Engine titles have only been licensed for play in Japan. Whether a U.S. Company can bring these

games to the North American market remains to be seen. Nevertheless, NEC's latest contribution is a welcome addition to our home video war chests. And, with an expected price of \$199, the TurboGrafx will be relatively easy on our wallets too!

Tate of America officials say TurboGrafx, with its 16-bit graphics processor is guaranteed to change the shape of home video gaming. The software firm, whose giant Japanese parent company "invented" home video gaming with the release of Space Invaders nearly 10 years ago, is now working on the release of titles that will fit this new high-tech development.

TurboGrafx is not compatible with any other home video system.

Play the New Hand-Held Games. Anywhere.

Although hand-held units offer gamers a different breed of home video action, development-

ments from Nintendo and Konami are just as exciting as the PC Engine and 16-bit systems. Nintendo's GameBoy, an interchangeable cartridge system that plays a host of arcade-style games via a hand-held unit, is sure to bring hot video action anywhere you want it. You'll no longer have to stay near the arcades or your home video unit to enjoy non-stop thrills with this powerful, but small system. And with a retail price of just under \$70, GameBoy could very well change the way we look at video games.

Konami also plans to expand its market share by introducing its own line of hand-held games. In fact, Double Dribble, Gradius and Contra are already on retail shelves. Konami's games, much like GameBoy, are self-contained and portable, and can be played anywhere, at any time. New titles are on the way, Konami officials say.

Continued on Page 10



"Your integrity and your respect in the industry goes up when you're developing your own originals," said Lynn Hejmanek, Konami's marketing manager. "We work hard to make sure each game is strong. We don't expect to sell a game on its name alone."

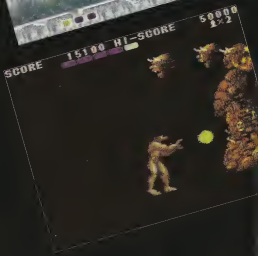
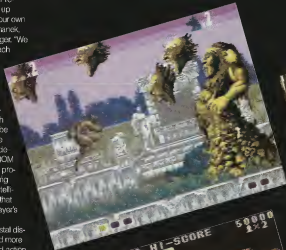
Hejmanek said she expects CD-ROM technology—like that featured with the NEC PC Engine—to be the next logical step for the industry to take in games development. She said CD-ROM developments are leading programmers toward producing games with real artificial intelligence. The result, games that vary and change at the player's command.

Advances in liquid crystal display technology, better and more sophisticated graphics and action-packed special effects make these hand-helds the perfect take-along versions of their home video and arcade counterparts, officials said. And, since similar games were a hit with kids in the late 1970's, Konami officials expect improved technology to carry the new generation of hand-helds far into the exploding video game market. The games are sleek, easy to hold and manipulate. And they retail for about \$15.

Nintendo's huge price difference is caused by GameBoy's ability to play a number of games. Konami's games are sold individually and are not cartridge oriented.

Super Famicom. The Next Generation from Nintendo.

A high-tech unit even farther away from release is Nintendo's so-



Top: Screen from *Altered Beast* on Sega's 16-bit System. **Bottom:** The identical screen from Sega's 8-bit Master System.



Another comparison between (top) Sega's 16-bit Machine and (bottom) Sega's 8-bit System.

called Super Famicom. Although Nintendo officials could not be reached for comment about this top-secret project, industry rumors say the unit won't be released until current sales for the 8-bit NES subside. And that might take some time! The unit is rumored to be released sometime in 1990 and may carry a price tag of between \$100 and \$200. A new Super Mario Brothers IV adventure game may herald in Nintendo's Super Famicom.

A Decade of Change.

As far as software and hardware developers are concerned, the 1980's were a decade of drastic changes in home video gaming. Imagine that: just ten years ago, the hottest home video game was Pong, an oh-so-slow tennis game that started a nation-wide craze. The Atari 2600 and Odyssey games followed.

But in 1986, the "new generation" of home video games arrived as the NEC was introduced across the United States. Since then, it's been a high-tech battle for control of the volatile industry.

The European Connection.

Japan's Nintendo still tops the pack, but are the European developers ready to take a large slice of the American home video market? According to British game reviews, the answer is YES!

The Konix Multi-System—the so-called Dream Machine—is rumored to be available in the

Continued on Page 14



Screens from late P.C. Engine games.

United States late this year. Featuring an optional light gun with recoil and a bike, complete with pedals, this system is probably the closest thing yet to the real arcade action. The system also is said to boast a cockpit-style chair, holding both the game console and a TV, or monitor.

Acclaim Entertainment officials say they're working with European game developers to bring new and unprecedented home video titles to the U.S. market.

From the Sega Genesis to Nintendo's GameBoy, these new hi-tech advances are sure to keep our home video game fun improving by the month. But industry leaders know they'll have to keep producing better games, if the market slump of four years ago is to be avoided. That's why the release of these new games is going so slowly—companies are patiently waiting for the right window through which to plug their latest breakthroughs.

Check Out These Moves!

What's round, but flat, black and blue, but red all over? Well, it's not a newspaper! It's the latest dynamic, exciting new entry into the expanding collection of peripherals available to spice up your NES games. It's LJN's Roll and Rocker.

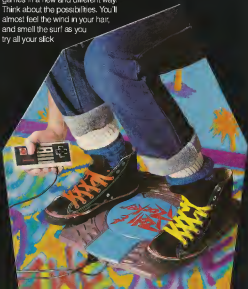
The Roll and Rocker is a radical new way to rock and roll your way through your favorite video games. Here's a chance to test your reflexes, gameplay skill, and even get some exercise at the same time!

Simply plug the Roll and Rocker into your NES and get ready for some wild action. Designed to translate your reflex movements into on-screen action, the Roll and Rocker lets you really get into your games in a new and different way. Think about the possibilities. You'll almost feel the wind in your hair, and smell the surf, as you try all your slick

moves in a skateboard or surfing game. In fact, the Roll and Rocker really gives you a chance to pull some of those dusty, old gamepaks out of the closet and revitalize them with some brand new action.

Use your Roll and Rocker, along with your Nintendo hand controller to fine tune all your moves. For a more challenging twist grab a buddy and plug in two Roll and Rockers side by side. Roll and Rocker gives two-player competition a new kind of thrill.

LJN's Roll and Rocker is another great addition to the growing collection of peripherals that varies your game play, and keeps you on your toes. So head on out and get ready to do some roll and rocking!



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HOOPS™: the most realistic rendition of roundball ever!

On this playground, basketball is very serious business. A half court battle of fast hands and moves, monster dunks and defense. Featuring 8 different players, shakin' and bakin' and showcasing their own individual styles.

You can team up with another player against the computer. Or play one-on-one or two-on-two, against the computer or another player. And you've got all the

moves: steals, blocks, lightning passes and monster slams.

In fact, you control just about everything in this incredible new title from Jaleco™. What "Bases Loaded™" is to baseball, "HOOPS™" is to basketball: sports action at its very best!



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THE ADVENTURES OF GAMEPRO

CHAPTER █

ENTER: THE VIDEO DIMENSION!

WRITER/ARTIST: ART DIRECTOR:
FRANCIS MAO MICHAEL KAVISH

IN A DIMENSION
PARALLEL TO EARTH...

IT WILL herald
THE END OF BOTH OUR
WORLD AND THE
EARTH!!

WE ARE RUNNING
OUT OF TIME... THE
DARKLINGS WILL SOON
SOLIDIFY THE DIMEN-
SIONAL LINK!



OUR SEARCH
DOES NOT GO WELL...
NO ONE HAS BEEN ABLE
TO PASS THE TEST... NO
ONE HAS THE ABILITIES
REQUIRED TO SAVE
US...!

PERHAPS
THE TEST
IS TOO
DIFFICULT?

THEN...
WE ARE TRULY
DOOMED...

NO! THE
TEST MUST
BE DIFFI-
CULT!



ZARBOOTH
IS RIGHT!

SUBJECT #1717
HAS PROGRESSED FURTHER
THAN ANYONE ELSE. HE
ALMOST REACHED THE
FINAL LEVEL IN HIS TWO
PREVIOUS ATTEMPTS!

ADJUST THE
CRYSTAL SO
THAT WE MAY
MONITOR
HIS PRO-
GRESS!



NOTE HOW
WELL HE
REACTS TO
THE THER-
MAL DRONES!

HE HAS
EXCELLENT
CONTROL OF
THE VARIOUS
POWERS OF
THE SON
STAFF...

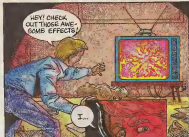
DO NOT
LOSE HOPE MY
BROTHERS!

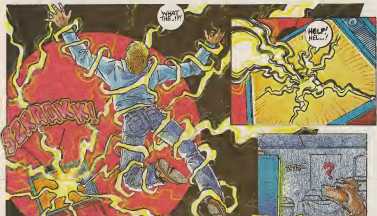
LOOK! SUBJECT
#1717 HAS JUST INITIATED
THE TEST AGAIN! OF ALL THE
CANDIDATES, HE IS THE MOST
PROMISING.....

HE ADVANCES
VIGOROUSLY YET
CAUTIOUSLY THROUGH
EACH WAVE...

YES, MY
BROTHERS...

IF ANYONE
CAN PASS THE
TEST... IT IS HIM!





SHZRAAKKKK!!



WHOA! HOLD UP A MINUTE PAA! WHAT DO YOU MEAN BY YOUR DIMENSION?



AND WHAT "SKILLS"? I'M JUST A REGULAR COMPUTER HACK...

YOU ARE INVITED TO THE VIDEO DIMENSION, A DIMENSION THAT EXISTS PARALLEL TO YOUR WORLD ON A DIFFERENT ELECTROMAGNETIC FREQUENCY...



WE REQUIRE YOUR SUPERIOR BATTLE SKILLS AND STRATEGIES TO HELP US DEFEAT THE DARKLING FORCES WHO HAVE INVADED THE VIDEO DIMENSION!

DARKLINGS? WAIT A MINUTE! THOSE ARE JUST SOME DINKY CHARACTERS IN A VIDEO GAME...



THE ALARM!! WE HAVE BEEN FOUND!



NO! NOT NOW!

THERE IS NO TIME...

...ALEX WEST, HEED YOUR CALLING!!



HUH?



THIS CAN'T BE!



THAT'S A B-BATTLETRON! IT'S REAL!!

TO BE CONTINUED!

Hot at the Arcades

By G.A.

Here are three new games to check out at the arcade—games that will travel and are exciting, action-packed, and fun to play. Investing money in coins—besides being the most excitement you can get for a quarter—is one way to let the

game makers know you would like to see a home version of a particular game for your PlayStation, Sega, or Atari system. So get your quarters ready to go when you come across one of these great games at your local arcade.

Operation Thunderbolt (Taito)

News Bulletin...wants Global Flight #100 has been hijacked and passengers taken hostage. The sole sector to lead a mission to rescue the hostages has a heavily armed and dangerous group of rebels. You are also heavily armed, but the gun-shooting, grenade-throwing, foot solvers are not easy targets. Shoot your way through enemy territory and seize extra ammo. Blast attacking jets and tanks as you travel through jungles to reach headquarters. Rescue the hostages and escape back to the plane! This hot game is loaded with special game features, including two-player simultaneous play, a machine gun equipped with missile launchers, amazing graphics, and sounds.



The Final Round (Konami)

Step into the ring of this hot new boxing game and face some of the toughest fighters in the world. You're a fighter with 100% skill divided the way you like it. You choose your own speed, power, and stamina to face such heavies as Mad Mongol, Red Falcon, Knock-out Nick and Steel Fat Fritz. After every two rounds you can improve

your skills in a training round. Push your ring skills to the limit as you throw and counter punch to the body and head, squish your opponent's power meter and he goes down! Earn extra cash for quick knock-outs and special punches. Join in with a friend for greater challenge and more fun.

Turbo Outrun (Sega)

Hop into the seat of a turbo-charged Ferrari and race across America in this hot driving game. Pick auto or manual transmission and race against an assortment of other cars. Cruise through plains, mountains and deserts, in clear and harsh weather conditions. Watch out for road hazards and annoying smokers. There are four stages with a total of 16 different scenes. After each stage you can select special performance options for your car. Use on-screen speedometer, tachometer and engine temperature gauges to rack up more miles using the continuous play option. Get ready to jump behind the wheel for the ride of your life!

PRO TIP: Keep your eye on the engine temperature when pressing the turbo boost button.



By S.P. Gundaw

The land of Hudson is populated by a peaceful people who communicate with music. You are Milton, one of the residents of Hudson, but one who cannot communicate with the others. You decide to leave Hudson, and journey to other lands where you might find people who speak your language. As you begin your search you stop to visit Queen Eliza, in the Hudson Secret Castle.

Alas, you discover that good Queen Eliza is being held prisoner by an evil warlord from the North Region. He and his fiendish demons have attacked the peaceful people of Hudson, stolen their musical instruments and hold the Queen hostage in her very own castle.

Quickly you decide that you, Milton, will save the Queen. To rescue her you must discover all the mysteries of the secret castle, and defeat the evil warlord and his

Milton's Secret Castle

demon sidakicks. You'll have only your strength, wits and courage, as well as the magic bubbles a kindly wizard has equipped you with, to succeed.

You begin your quest outside the front of the castle. When you enter the door you find yourself in a maze-like room, filled with hordes of creeping, crawling, flying demons. These lesser demons are found in each of the 15 different areas of the castle, and are killed by shooting with a bubble! Watch out, because some shoot back at you! Rooms in the castle range from the Distant Coin Room (a fairly easy maze), to the Domino Room

(you drop through rows of Domino's in this dizzy scene), to the Well (a deep, dark, mysterious place), to the Fire Room (where flames will singe you if you don't watch out), to the Marshito Room (the most difficult of all, where you face the evil warlord himself—if you can figure out who he is and which are the three fake Maharaja's!).

Fortunately, the wizard has warned you about the difficulty in finding your way through the castle. He tells you that Queen Eliza has hidden many special secret items in the castle to help you vanquish the demons, guide you



Secret Castle



TIP: Constantly shoot or push blocks in all areas of rooms to check for hidden items. Check each room thoroughly or you may find yourself returning later for objects you don't have that prevent you from going further.

through the different levels and discover where she is held captive.

As you journey through the different rooms in the secret castle remember that your magic bubbles do more than just destroy dangerous demons.

Collect all the money you find. If you miss any in one area you'll find yourself short of cash to buy valuable items later on. Keys are the only way to open doors that let you go to the next room. Special bonus rounds help you collect extra money, but you've got to find them first! If you can catch the Hubsy Bee you'll get a magic protective shield.



TIP: If your shield is losing energy, shoot small demons until you earn a power heart and replenish your shield!

Secret shops sell you items you'll need to survive in the castle as well as provide you with hints and tips.

Continued on Page 26

ILLUSTRATION: JENNIFER WALKER





PROTIP: Remember that hints you receive in the secret shops are for the next level of the game. Don't waste your time looking for these things now! Just remember them when you reach the next level.

Fending off demons is tough on your life meter. If you see it falling too low, change your strategy or Milon will die! Grab blue hearts that appear when you destroy demons. Fill your life meter to the top and increase its capacity by munching on secret honeycombs you'll find hidden in the rooms. This is the only way you'll have enough strength to fight the giant demons later in the game.

Collect the right items and a giant demon appears guarding the entrance to the next area.



PROTIP: Never take on one of these giant demons without having full power. Grab two umbrellas to make your bubbles at maximum rapid fire mode! Bubble hits must be directly on their heads!

You must destroy seven of these nasty brutes before you are victorious. These beasts range from Homer (a winged, purple horror) to the evil Cahma (a skeletal version of Homer with wings). Each demon is more difficult to destroy, and more deadly to you than the last.

Defeat the deadly demons and you get to move on. You also get a magic crystal ball. Collect all seven balls to prepare for the final

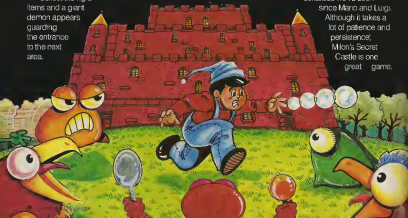


Things get hot in the fire room

showdown with Mahanto. Each crystal ball gives additional power or speed to your bubbles. Once you have the first crystal ball you can continue your game at the last level you reached. To continue, press LEFT and START on your control when GAME OVER appears.

In order to find the seventh crystal ball you must have the cane and the crown. Get these by destroying the Phony Princess in the Devil's Sanctuary.

Milon has one of the most entertaining and engaging personalities we've seen since Mario and Luigi. Although it takes a lot of patience and persistence, Milon's Secret Castle is one great game.



By the Eliminator

The Reign of Terror

Your once peaceful tropical island is under siege. An evil dictator has taken over the country and controls the Capital City. Armies of hostile troops, heavily armed with deadly artillery, crawl through the thick, tropical jungles. They are constantly on the alert for unwelcome intruders.

You are the Guerilla Leader. You face the task of landing secretly on the island, battling enemy troops, freeing trapped hostages and fighting your way to the Capital City. Your mission—to free your country from this unfriendly takeover and become the hero of the revolution!

Cry Revolution

The moment you disembark from your battle-worn river boat you are embroiled in a fierce, non-stop battle scene the likes of which you've never experienced.

Battle through eight levels of play under a constant barrage of enemy explosives from land, air and sea. Struggle through the hot, steamy jungle. Survive a river raid. Shoot your way into a coal mine and lasso hostages into your speeding railroad car. Breach the Capital City. Fight your way through the city sewer's underground maze of tunnels and stagnant pools.

Fanatic enemy soldiers, willing to die for the cause, oppose you every step of the way. They may all look the same but watch for their different attack patterns. Enemy tanks rain death and destruction on you, as they steamroll through the defenseless villages. Some fire

flames and others bomb you with explosive shells.

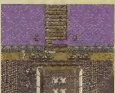
Use your ammunition supply of grenades, machine guns, flame throwers, and sheer brute force to infiltrate the enemy fortresses. Kill red soldiers and collect special weapons such as bullet launchers, flame throwers, and three way bullet machine guns.



PRO TIP: Look for the hidden power ups that energize you as you fight for survival.

Blasting yellow soldiers can reveal such special items as the clearing bomb, bonus points, and extra lives. Frantic frightened pigs and chickens dash back and forth in the melee. Shoot them for extra points.

Terror-stricken hostages are trapped in all the areas. Use your skills to rescue them any way you can. In their fear and excitement they may run in the wrong direction.



PRO TIP: Don't accidentally shoot your hostages or you'll lose 500 points.

If you succeed in making your way to the last level you face a brutal fight to the finish with the dictator. The last enemy base is the heavily guarded ammo dump. Blow this up and you're clear to head for the Palace and the mad tyrant himself. With cunning and stamina you can maneuver your way into the stately Palace grounds. The final battle with the tyrannical despot is dramatic and your mission is well worth fighting for.

Guerilla War by SNK Electronics has excellent graphics and colorful scenarios with painstaking attention to detail. The continuous action scrolls smoothly and easily. The background music for each designated area is not repetitious, but keeps pace with the intense feeling of the game. The special effects used to show the dramatic explosions of enemy vehicles are a definite plus. Guerilla War is sure to rate as one of the best action games to hit the NES shelves this year.



JERRILLA

WAR



Leave terrified hostages in the cool zone.



Battle your way through the city streets.



Start your way into the enemy command center.



The final showdown at the Palace.

© 1999 Electronic Arts Inc.



GOAL!

By The Eliminator Soccer Mania

Pandemonium breaks loose among the jubilant spectators as the score indicates a tie between your team and the powerful national soccer team from Brazil. The cheers heighten to a deafening roar as the minutes dwindle to seconds. Your team has one last chance to make the right move to win the much-coveted World Cup.

Within seconds, your teammates have slipped a ball past your opponent. You dribble the ball towards the opponent's goal and wait for the goalie to come forward to stop your shot. Then, with a perfectly timed maneuver, you hook the ball to the corner of the net past the goalie and score!

You Call the Shots

A truly realistic game of strategy and skill, Goal! allows one or two players to participate in an actual soccer game simulation. You can play against the computer, a friend, or cooperatively with a friend against a friend.

In addition to capturing the sights and sounds of the real thing, Goal! offers the soccer en-

thusiast, as well as the amateur, a variety of playing modes to challenge any playing skill.

You can choose any one of the sixteen countries and compete in the World Cup Competition, or choose one of the eight American professional teams and compete in a three-round tournament. A much simpler game option, the "shoot" competition allows you to choose one of three players and compete against a goalie and two defensive players. There is also a



Choose from 16 top teams!

continue mode that allows you to pick up where you left off in the competition.

By using the directional controller in conjunction with the "A" and "B" buttons, you control the shooting, dribbling, passing, tackling and other movements of the players. Depending on your offensive or defensive play selection, you control one of the team members.



Feel the thrill of victory!



Go for the goal!

Like a real soccer game, the referee whistles a penalty when an infraction is committed, such as "offsides" or "kicking" (tackling an opponent from behind while on defense).

One of the keys to scoring in Goal! is to master the trickier maneuvers, like heading the ball and hooksliding. With a lot of practice you can sharpen your skills and improve your strategy as you advance in the tougher World Cup Competition or the Professional Tournament.



PRO TIP: Keep a defender between the goal and the computer offensive player. If the computer moves past one of your defenders, switch your control to one of your other defenders.

Can you make it to the Goal?

By the Pro, A.J.F.

The year is 2040 A.D. You are Hiryu, a highly trained ex-member of "Strider," the top secret organization of ninja-style assassins. Strider conducts terrorist activities throughout the world, smuggling, kidnapping, demolition and disruption are their specialty.

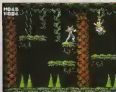
You were once a Super-A grade Strider, but chose to end your career. Your only wish now is to live in peace in Mongolia.

But Matic, the Vice Director of Strider, is ordering you out of retirement. He informs you that your friend, Kan, was captured by the enemy. "Search for Kan," Matic demands. "And when you find him, kill him!" You refuse, but Matic blackmails you and you have no choice but to go in search of Kan.

During this mission you'll face the ultimate in deadly obstacles: Battle fanatic enemy soldiers—human, mechanical, and who knows what—as you try to infiltrate massive hostile enemy complexes.

Begin your mission aboard the starship, Blue Dragon. Here you analyze acquired data disks for clues, teleport to various locations on earth, or take down your current password for future play.

Your mission takes you around the world as you try to discover where the enemy is hiding Kan. Journey from the high scaffolding and winding passages of the enemy complex in Kazakh, to the speeding Phantom Train and majestic Pyramid in Egypt, to the dark jungles of Africa. In between you may make stops in Japan, China or Australia.



PRO TIP: Take your time to explore each area thoroughly or you will miss important messages and clues that tell you where to go next.

As you infiltrate each enemy complex you must battle an endless array of deadly foes. Fortunately, as you increase in experience you'll have access to more powerful weapons and special tricks that will help you beat these enemies. These tricks include Fire (flaming bullets), Spark (a special electrical weapon), Jump (the ability to jump higher) and Warp (immediate return to the safety of the Blue Dragon).



PRO TIP: Search for the one who gives you the powerful Plasma Arrows in Japan. To activate these hold your cipher in the air for five seconds and then fire.

Destroying the different enemies you meet along the way brings you increased energy and strength. You'll need energy to

STRIDER



RIDER

access the special tricks you must use to defeat the tougher enemies. Use your special boots to survive in tricky situations



PRO TIP: Don't forget to master the Triangle and Acceleration Jumps and the Slide. Some areas are impossible without these skills.

Beating certain foes also gives you the data disks you need to analyze in order to discover Kam's location. Pay attention to the important data on these disks and the clues given you by sympathetic people along the way.



PRO TIP: Analyzing data disks aboard the Blue Dragon allows transportation to new locations on earth.

After you rescue Kam, you discover to your horror that Matic is the real traitor and he has created an organization known as Enterprize. Enterprize is behind a diabolic secret plan known as "Zain." This plan for a mind-control weapon could destroy the world. You must stop Matic and Enterprize before it's too late.

With persistence you'll beat Matic in the ultimate battle in his hideout, the Red Dragon, and protect the future of the world.

By the Eliminator
Teaming up for Action

The stalwart U.S. Dodgeball Players have teamed up to challenge their opponents from around the globe for the title of World Cup Champions. Their ultimate goal is to wallop the indelible Soviet team that remains the undefeated contender. You must take command of your buffed U.S. team and work your way up to victory



Scout the Soviets with your "power shots."

The Name of the Game

Super Dodge Ball is a vigorous sport, consisting of two teams with six players on each side of the court, three players in and three out. The object is to clobber your opponents by hurling the hard ball at mach speeds so as to deplete their energy.



Challenge the Chinese!

This gamepak offers several modes for your playing enjoyment. World Cup Play pits the U.S. team

against eight other countries in the quest for the World Cup. In Versus play, you represent a country and play against a friend's country. A practice game called Bean Ball matches you against the computer, or two players can compete with each other against the drones. The rules are simple: Knock all opponents out!

Survival of the Fittest

Using the directional pad, you control the basic movements, such as walking, running, jumping, throwing, passing, and catching. Each international team in Super Dodge Ball possesses a unique skill, such as excellent throwing power, agility, ball breaking, catching technique, energy, fancy throwing techniques, and damage capacity.



The British are cooking, but you're ready for them.

These skilled behemoths are pitted against each other as they try to be the best in the world. Most players have a specially timed "power shot" or two hidden under their sleeves. There are 13 different "power shots" with fancy maneuvers that can unexpectedly slam an unsuspecting opponent or simply psyche him out. Use power shots such as the Blaster, Upper Cut, Boomerang, the Psy-

cho and the Warp to mobilize your team against the eight competing countries.



PRO TIP: Walk back to the sideline, then run to the center line and throw at your opponents, for a better chance for a "power shot."

Go for the Gold

Super Dodgeball is CSG Imagesoft's premiere release. The sound and musical score are high in quality. The game play, though seemingly simplistic, requires stamina and high precision. If you enjoy stiff competition, be sure to nab this one. Get ready to take home the World Cup!



The U.S. Team saves the day!

**UPER
ODGE
BALL**



By *B.P. Gurdan*

Here's your chance to climb behind the controls of Stealth ATF, one of the most realistic fast-action flight simulation games created for the NES. Stealth ATF features a unique instrumentation panel with a three-dimensional forward view of all the action. As you take off in Stealth ATF you become an ace fighter pilot, off on a top secret mission against enemy fighters. The advantage you have is your secret weapon, a "stealth" feature that allows you to avoid enemy detection for a limited time. So climb aboard, strap on your helmet, and get ready for the ride of your life.

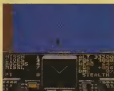
Your first task is to master the art of taking off. Develop the right touch, keep your nose and landing gear up, and pick up your speed. In no time you'll find yourself screaming down the runway and soaring into the wild blue yonder.

Once you've mastered the basic skills it's time for your first mission. At the beginning of each mission you'll receive a briefing on your assignment. Eight different missions are possible. More if you're brave enough to fly at night! You're likely to find yourself sent around the world and back again.

Once you're airborne you won't have long to enjoy the spectacular view. Enemy planes bear down on you rapidly. To defend yourself use your unlimited gunfire, and a limited number of missiles to attack your enemies. Scan your instrument panel to check your altitude, speed, ammo supply and number of enemy planes left to destroy.

But don't just sit there and let them come to you! Maneuver

Stealth ATF in a series of moves that will give you goosebumps. Experience breathtaking nosedives, climbs and 360 degree rolls. Use these stunts to fake out the enemy fighters, slip around behind them, get them in your target sites and blow them out of the skies.



PRO TIP: *When you have the enemy in your target site, lock in and fire a missile immediately. A second too late and you'll miss your target.*

Your radar screen allows you to monitor the skies for enemy fighters. Switch into the stealth mode and they won't find you with their radar for a limited time. If they manage to get you in their sites an alarm will warn you. Dodge quickly to avoid getting hit by a heat seeking missile! There isn't much time to get out of the way.

To complete your mission and advance to a new one, clear all the enemy fighters and return to your home base safely. With each mission the enemies grow tougher to out-manuever and destroy. You'll also face unpredictable landings under difficult situations. Be ready

STEALTH ATF



to land on anything from an island, to an aircraft carrier to an arctic snowfield.

PRO TIP: When landing your Stealth jet, keep your nose down, remember to drop your landing gear and try pressing the throttle down button four times.

Play with a friend and let them take the controls of one of the enemy fighters. You can battle it out in a dogfight!



Monitor enemy planes both visually and with your instrument panel.

Stealth ATF combines the excitement of manning the controls of a top secret stealth fighter with the thrill of aerial combat.

So strap yourself in, grab the throttle, hold your stomach, and watch your backside—this ride isn't for wimps!



Use all your fancy moves to dodge enemy jets.

By C.A.T.

You were once a Roman Centurion, strong and brave. But you died long ago on the battlefield. The mighty Zeus, God of Thunder, has brought you back from the dead to save his daughter Athena from Neff, Lord of the Underworld. Collect two spirit bells by defeating the white three-headed wolves, and transform yourself into the different powerful forms of the Altered Beast. In human form you'll have the ability to punch and kick your enemies on the ground, or in the air by leaping at them. Fearful of your superhuman powers Neff has sent a sinister horde of his own demons, monsters and other assorted creatures of the underworld to stop you.

If you succeed in surviving a round with these nasty brutes and change into one of the altered beasts, you'll grow too powerful for ordinary demons to defeat. Neff himself appears and sends one of his most fearful monstrosities to



TIP: When the title screen appears hold down the directional button diagonally, UP and LEFT, and press Buttons 1 and 2 simultaneously. This gives you extra health on your life gauge.

ALTERED B



EAST



PHOTO: To defeat Aggar stay close and shoot fire balls. Run away when heads are thrown.

attack you. Defeating Neff and his different evil sidekicks uses all your energy and you alter back to your goal. You must survive four different chilling encounters with Neff's evil creatures and Neff himself in order to rescue Athena.

Through the Graveyard

Green grass, tombstones, and crypts—a peaceful cemetery scene? Far from it. Here the dead won't stay dead. To escape this



The Altered Beast

nightmare, you'll have to kick or punch a few headless and horned zombies and assorted flying demons intent on swooping down to claw you into submission. Capture the first spirit ball and you receive greater strength and size. Your blows smash the demons with *Agger* ease. The second spirit ball changes you into a ferocious, howling Werewolf. In this form you shoot fire balls, or become a flaming arrow, sizzling evil beasts and burning them up. Aggar himself confronts you at the end of the level. He is a grotesque being who cuts off his head, hurls it at you, then grows a new one to throw!

The Cavern

In this bone chilling scenario, you battle through a dark, dank cavern. You take on creeping, crawling creatures, called Chicken Stingers, that whip their tails at you.

Continued on Page 40

Thunderbolts try to drill to your hind legs, and drain away your power. Watch for Flame Balls, the jet-like spheres that pop up from the ground and either down from the trees. As quickly as possible, shoot yourself into the form of the War-Ugajah. Then you can fly, flash lightning, and electrocute anything that touches your body with your conductive shield. Becoming the Weredragon is your only chance of trapping Octeyes, a pitiful plant creature who tosses poisonous spores at you.



PRO TIP: Stay about one body length away from Octeyes and shoot directly at his eye. Use your energy field to protect you when thrown spores get too close.

The Fortress Gates

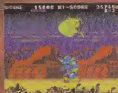
Breach the gates of Neff's underworld fortress and face a new horde of horrible demons. Cave Needles (giant mutated ground wasps) run along the ground and try to sting you. Hammer Demons attack from above, trying to smash you with their huge hammers. Zombies and demons appear from all directions as you get closer to Athena. After into a Weredragon and you'll have golden fire to blast your foe. Defeat them and you face Crocodile Wyrm, a terrible reptilian creature who flies and spits fire.



PRO TIP: When fighting Crocodile Wyrm shoot him from underneath as he goes to the top of the screen. When the stony island is low, jump over single fire balls and duck and shoot after four are thrown.

Neff's Stronghold

Your hair stands on end as you enter the stronghold of Neff, Lord of the Underworld, where skeletons and corpses flick up from the ground. Neff's lair is populated by the most evil brutes of all: You'll battle jump-kicking Dark Unicorns and swift Catty Gears. Jump over Saw Fish who'll slice you with their spines that are sharp as saw blades. Watch out for the clever Bad Boar who is smart, defensive, and difficult to destroy. In the end you face Neff himself, the final and toughest of your foes. He takes on demon form and it's a battle to the death. To defeat Neff you must take the form of the Golden Werewolf, the most powerful of the altered beasts. Triumph in this ultimate challenge and victory is yours!



PRO TIP: To defeat Neff only shoot one fire ball at a time. Then jump up and over him when he charges.

Altered Beast is another great arcade translation for Sega owners! The excellent graphics and sounds, along with the exciting play make this game one of the hottest new titles for the Sega system. So go ahead, let Altered Beast bring but the savage beast in you!

BAD DUDES MAKES DOUBLE DRAGON PALE BY COMPARISON

Ask anyone who's played them both in the arcade. Bad Dudes is clearly the game of choice. It's no contest.

BAD DUDES has better graphics. Better action. Better playability. From the arcade to the Nintendo to computer formats, you can count on a better game with BAD DUDES. And we're even available on more systems than they are.

The joystick play is incredible — fast, smooth and responsive. And the game play and graphics of the home versions are amazingly true to the arcade original.

Check it out for yourself. The martial arts excitement of BAD DUDES makes Double Dragon play like a dinosaur. One soon to be extinct.

BAD DUDES. From Data East. Now available on Commodore, IBM, Tandy, Amiga, Atari ST and Apple II personal computers and the Nintendo Entertainment System.

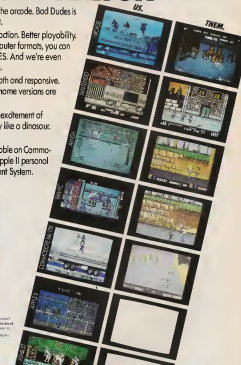


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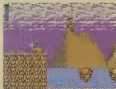
DATA
EAST

By **Charlie T. Astan**

The king has summoned you, Rastan, a barbarian of great strength and skill, to rescue his beautiful daughter. She is the prisoner of the minion lords in the darkest reaches of Semia. Untold riches await you if you succeed.

Armed with only your deadly broad sword and your wits, you set out into the wilderness, ready to do battle.

This is a difficult quest, even for a barbarian with your skills. You'll have only one life per game. There is, however, a continue mode that lets you start from the beginning of the last level you reached. You can continue in a game up to three times.



You face all kinds of obstacles!

As Rastan you must survive seven grueling rounds of battle, each with three different scenes. As you travel through dark and mysterious Semia you find deadly weapons and magic items to aid you in your quest. Grab weapons such as the razor sharp battle axe, the mace, and the flaming sword. These help ensure that you'll beat the evil brutes who try to do you in. Watch for protective items such as the shield, the mantle and the armor. These help you to survive and ward off the attacks of your foes. You'll also find special items such as medicine, magic rings, a

golden necklace, and gorgeous gems.

Plenty of evil villains populate Semia and their only desire is to destroy you. The first enemies you encounter are the Gardis, slimy lizard creatures that walk like men and attack with swords. The Gardis are easily killed because they aren't too bright. Simply swing your sword at them and they're history!

But don't get too confident! Next, you'll face the nasty bug-like Mantis, who tosses knives, and the evil Kemmler, a beast with three heads (wolf, goat and dragon!) who tosses fireballs at you. Jump high above these creepy pests and land on them with your sword pointed downwards. In fact, overhead attack is effective against most of the beasts that populate Semia, except for flying creatures.



like the Gorgon and Herpies. To shoot down these winged horrors jump and stab them with your sword as they fly overhead.

But wait! There are even more horrible monsters. You'll also have to fend off Meduza, who sprays you with poisonous gas. The skeletal Spartoy attacks with a sword and then fades into the ground. A faceless Wizard hurls scrolls at you that take away your weapons and other protective items.



PRO TIP: Don't waste time hanging around! Day becomes night, and the bats come out to get you!

In addition to your enemies you'll face obstacles, including lava pools, that erupt with flaming rocks, falling icicles, rolling boulders, poisonous water, and many other unpleasant surprises.



PRO TIP: When traveling inside the various dungeons where the Evil Lords of Semia live, watch out for small "points" protruding from walls or floors. These are spear traps. Running over them costs you part of your life meter.

The last section of each round pits you against some of the loudest foes you'll ever encounter. Defeat these brutes as quickly as possible! The air in their chambers is toxic, and sucks energy from your life meter continuously while you battle them.



PRO TIP: The Evil Lords are most easily defeated if you stay on one screen and allow them to come to you.

Each of the Lords of Semia is uniquely menacing and dangerous. Kentorous, the first lord, is half-man, half-beast. Beat him by jumping in the air as he approaches, and landing on him with your sword pointed downwards. Hit him three times and he's gone!

The second lord, Anyous, is a mighty Viking-like warrior. Defeat Anyous by standing on the block to the left of the screen and jumping under him as he goes into the air. Stab quickly as many times as you can. Slayer, the third lord, has bat wings and a dangerous sword. It's easy to destroy Slayer, crouch down and slash his legs quickly while dodging the fire he shoots.

As for the remaining lords, you, mighty Rastan, will discover these horrible villains on your own (we don't want to give the whole game away). Remember this, though, the final battle with the Red Dragon is the most perilous you'll ever face. It takes all your strength, wit, courage and experience to defeat this mighty beast. A victory against the Red Dragon ensures the safety of the beautiful princess, and you will go down in history as the greatest hero of all time!



By The Pro, A.J.F.

You are the Vigilante, defender of your town. A fearsome gang, the Rogues, have come to take over and it's up to you to defend your turf. They've kidnapped your sweetheart, Mana, and stashed her in their headquarters. Only you can get her back!

Success depends on your highly trained body—adept at the martial art of Kung Fu. Flits and feet fly fast and furious as you fight your way through the urban jungle to Mana. To reach her you must make your way through five levels of non-stop action. Punks, thugs and gang members wait to ambush you at every turn.

Your enemies are heavily armed with guns, knives, clubs and crowbars. Besides your martial arts skills you have only the nunchakus you find along the way. Watch for them carefully. They'll help you knock a few Rogues out of the way! These brutal bulks are eager to grab you by the throat and put you into a choke hold. If you make it past them you still have to beat an Area Boss at the end of each level to advance—and you don't have long to finish the job. If you survive to reach the Rogue headquarters you face a big, bad bully, the Big Boss himself.

Level 1: Main Street

It's Main Street USA like you've never seen it before. Don't let the members of the Rogues intimidate you—they aren't really as tough as they seem. Be persistent in using martial arts to overcome them. Beware of the enemy with the gun



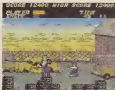
PRO TIP: Defeat the Area Boss at the end of Level 1 with your nunchaku or duck and rapid punch him.



PRO TIP: You can easily avoid an unarmed gang member by jumping over him before he grabs hold of you. Do this by pressing Buttons 1 and 2 simultaneously.

Level 2: The Junkyard

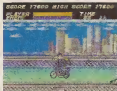
Rogues come looking for you from behind rusted out car hulks and piles of old tires. Battle them off no matter how numerous they are, just keep punching. The armed enemies are defeated after three punches each.



PRO TIP: Defeat the Area Boss by ducking and using low, rapid punches.

Level 3: The Bridge

Murderous motorcycles speed across the bridge, determined to run you down. There's no place to run and hide so you'll have to jump the cyclists to avoid them!



PRO TIP: One accurately timed jump, kick or punch will defeat a cyclist.

When the mace-swinging Area Boss arrives on the scene, defeat him by using a combination of jump kicks and low punches.

Level 4: Down Town

As you near the sinister Rogue stronghold the gang members circle you to take their stand. Hold your ground. Mana's not far now. Watch out for the mad bomber who tosses sticks of dynamite everywhere at the end of this level. Defeat him by dodging and repeatedly jump-kicking him.

Level 5: Rogue Headquarters

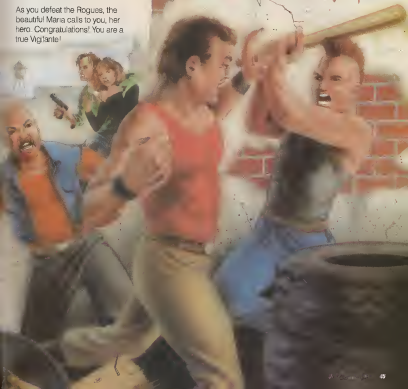
Victory and Mana are in sight! This rumble takes place at the Rogue headquarters—from rooftop to the steel girders of a construction site. The gang-boss himself comes out to fight. Try to weaken this enemy's health meter so it is a little less than yours. Next, duck and rapidly punch to defeat him.



PRO TIP: Don't let the Big Boss touch you or he'll hit you up and toss you!

As you defeat the Rogues, the beautiful Maria calls to you, her hero. Congratulations! You are a true Vigilante!

VIGILANTE



By the Pro, A.J.F.

The Junos Galaxy is in great danger. The evil Fourth Empire is determined to attack, invade and conquer every planet in the galaxy.

Only you can save Junos. Your single chance for victory is to infiltrate and destroy the four main enemy strongholds, established on planets throughout the galaxy. Even if you succeed, you still face the ultimate challenge—find and destroy the Green Death, the Fourth Empire's monstrous mother-ship. The odds are against you in this final battle, but only your triumph can ensure the future survival of the galaxy!

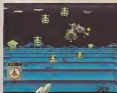
You begin your mission as the pilot of a heavily armed space fighter,

Commander of the elite Galaxy Force Fleet. Your only weapons are machine guns and homing missiles. Luckily, both weapons have an unlimited supply of ammo!

Each of the four different planet strongholds (Nebula - the green planet, Solaria - the red planet, Fauna - the blue planet, and Gobi - the white planet) pose different challenges and levels of difficulty for the Galaxy Force. You plot your strategy carefully by deciding which stronghold to attack first. Once you've chosen your target, the action begins as the Galaxy Carrier Ship launches your fighter into the thick of battle.



Hordes of alien attack vessels immediately engage you as you elude killer asteroids and enemy firepower. You must destroy such horrible enemies as the Schroomboid, Larva Leech, Sinatron and Thornhead. While you dodge and return enemy fire, you also have to avoid dangerous obstacles that can cripple your fighter. These deadly hazards include solar flares and tornadoes.



PRO TIP: Fly in a circular motion to dodge enemy firepower.



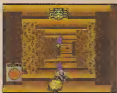
How will you survive this nightmare? Only through reliance on the defenses of your ship, your lightning-fast reflexes and your shields. The protective shield that surrounds your fighter is not invincible, but helps you survive the attack of the evil Fourth Empire

ships. The shield can take eight enemy shots or 16 obstacle collisions before it is depleted.



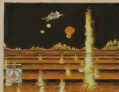
PRO TIP: Carefully watch the color change in your shield indicating how much protection is left. When your shield is weak, fly more defensively.

If you and the fleet succeed in penetrating the treacherous Fourth Empire fleet surrounding the planet, an even deadlier obstacle awaits you. Your fighter is drawn into the tunnel leading to the planet's Nerve Center, which you must destroy to defeat the enemy stronghold. The tunnel's walls shift and twist. But don't get dizzy! If you lose your head even for a second, you'll crash.



PRO TIP: Watch the directional arrows carefully and try not to oversteer when coming out of a turn.

Don't despair if your craft is destroyed. A built-in continue option allows you to save completed missions and go after the stronghold that defeated you again and again until you succeed.



Look out for solar flares.

Rack up high scores in Galaxy Force by destroying as many treacherous beasts as you can. When you defeat an enemy stronghold, you earn bonus points based on the amount of enemies you hit and the protection level left in your shield.



PRO TIP: A rapid fire controller works wonders in this game.

As your skill improves, try to make it through without the continue option. This allows you to see a special ending—the "real" ending—of the game!

The 3-D action in this game is similar to that found in Space Hammer. Galaxy Force has colorful graphics and sharp animation. Each character is highly detailed and fast moving. Each level has a musical soundtrack that blends into the non-stop, shoot-em-up action of the game. Line up to take your shot at blasting the enemy and saving Junos from the Fourth Empire.



Dark Chambers

By B.A.J.

Do you crave adventure? Have you ever wanted to go on a treasure hunt? Would you go into the depths of the darkest and most dangerous dungeons ever encountered to find treasure that could make you rich beyond your wildest dreams? Sure you would! Amulets, gold and silver chalices, and treasure chests await your discovery in the 26 levels of this game. But beware! Many other less pleasant surprises await you also. Welcome to the underground world of Dark Chambers.

Before entering you must decide whether to take a friend along to share in your fortune, or you must go it alone! Such ghosts as zombies, skeletons, wraiths, wizards and grim reapers fill the damp, dank passages and try to stop you at every dark turn. To protect yourself from the monsters, search every crevice for weapons such as daggers, guns, bombs or shields. Destroying the evil

creatures isn't easy. Some mutate into lesser creatures when shot so you have to repeatedly attack them. You must rely heavily on your quick reflexes and a heavy dose of courage!

The evil denizens of this dungeon are created by "spawners." To stop the ghosts from appearing you must shoot and destroy the spawners. This isn't easy because it takes multiple shots and the monsters will try to protect the spawners from your fire.



PRO TIP: If there are ghosts guarding a couple of spawners, use hit and run tactics until most of the ghosts are cleared—then destroy the spawners!

During your search for treasure you may grow weary from battle and weak from hunger. Carefully watch the on-screen bar that indicates your energy level. To regain your lost strength search for food or potions, but watch out for deadly secret poisons and traps. These can quickly put an end to your treasure hunt.



PRO TIP: Remember, if you're sharing your adventure with a friend and one of you collapses, you can both revive by finding a heart and shooting it.

Your treasure hunt is fraught with other dangers besides the evil beasts. Different levels of the dungeon are locked. Don't miss the keys that let you unlock the doors leading to treasures and the lower depths of the dungeon. Increased danger threatens you every step of the way—but more fabulous treasures beckon you onward. So don't let the danger stop you on your quest.

Dark Chambers is an excellent game that provides arcade quality gameplay, a sense of adventure, and eye-catching graphics. Since this game is easy to understand it appeals to players of all ages. In addition, Dark Chambers offers a difficulty selection option in case your adventure becomes too easy. The only question that remains is, do you have what it takes to survive the Dark Chambers?



Monsters gang up on you in corners!

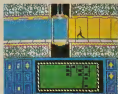


PRO TIP: If a bomb is protected by ghosts, shoot the bomb to destroy all the monsters surrounding it. Conserve your supply of bombs and use only when in extreme danger.

By S.A.J.

Quick, call the President, the FBI, the CIA and the Agency! Elvin Atom-bender has gained access to the world's military defense computers. If crafty Elvin cracks the computer's codes, he will threaten the world with nuclear holocaust.

The Agency has taken the matter into their own hands. They have chosen you, special agent 4125, to carry out and finish this so-called "Impossible Mission." Your mission, should you choose to accept it, is to use your quick thinking and brains to put Elvin behind bars. It



The IMPOSSIBLE MISSION Computer

won't be easy. To complete your task you must search Elvin's entire 32-room hideout, evade his robot guards, and discover his secret security code. If you succeed, you enter Elvin's control center and stop his evil plans. Enter the elevator to begin your mission.

Elvin's stronghold is not impenetrable, but it takes some ingenuity on your part to master its secrets. The 32 rooms in the hideout are all different. Each has multiple floors, or catwalks reachable by lifts. Some floors end abruptly in deadly chasms. Somersault over them to avoid falling.

ILLUSTRATION: DAN SULL

IMPOSSIBLE MISSION



PRO TIP: If a hole in the floor is no larger than a lifting platform, just walk over it.

In these rooms Elvin has stashed his vast collection of computer equipment. You'll also find furniture and Elvin's human-seeking guard robots.

Elvin's robots often have different behavior patterns. Some robots are faster than others, some cannot see or hear. Some shoot deadly lightning bolts.



PRO TIP: Watch robots closely to discover their patterns and decide the best way of handling them.

Search the furniture in Elvin's rooms for the three different types of codes or passwords you'll need to complete your mission. One password (SNOOZE) temporarily disables the robots guarding Elvin's rooms. Another password (LIFT INIT) allows you to operate the lifts. Use these first two passwords (SNOOZE and LIFT INIT) by plugging them into the security terminals near the entrances of the different rooms.

PRO TIP: Only use passwords when you can't avoid the robots any other way.

Collect extra
SNOOZE or LIFT
INIT passwords

by discovering two secret code rooms hidden in the hideout. You sort musical notes into specified orders to earn the passwords. The computer begins with easy sequences and then asks you to unscramble more and more complicated tunes. Remain in this code room earning bonus passwords as long as you like.

When you collect enough pieces of the secret security code, you use your MI49688B pocket computer to piece them together. The computer flips, rotates, and changes the color of the pieces. Don't despair if you can't solve the puzzle. The computer can tell the Agency to help you. This help isn't free! The Agency charges you two minutes on the game clock. Finish the puzzle and you'll find you have what looks like a computer punch card! You'll have to solve nine puzzles with four pieces each before you're ready to go get Elvin.

When you've solved all nine puzzles, you can assemble the secret security code. When your code is ready, enter the control room and bring Elvin Atom-bender to justice!

Once Elvin is safely out of the way and your mission is complete, you evaluate your wits, skill and dexterity. Your score is determined by the number of passwords and puzzle pieces found, codes and puzzles solved, and the time remaining on the clock when your mission is complete.

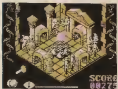
Impossible Mission for the Atan 7800 is an excellent game. Every game is different because the room configuration and robot behavior change with each play. Don't let the title fool you—anything is possible. In fact, this article will self-destruct in 10 seconds.

By S.A.J.

With the words "Mortal, mortal, weak and small, turn into a bouncing ball," the Evil Wizard transforms you! You are left to bounce, roll and career around the more than 150 rooms in the wizard's mansion while you search for his spellbook. This magic book is the only chance you have of learning how to return to human form.

You begin your search in the main room of the wizard's mansion. Roll in different directions using the joystick or bounce by pressing the fire button. The game allows you four balls, so you've got four chances to succeed.

Sounds easy? Wrong! The wizard neglected to tell you that you are leaking air through a small puncture, so your time is limited. Your air gauge will indicate when you need air, so keep track of where the air pumps are to keep yourself going. But, be careful not to overinflate or you'll explode!



PRO TIP: Always keep in mind the location of the nearest air pump for emergencies.

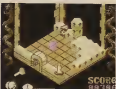
Wait, there's more! You've also got to watch for all of the other sneaky surprises the wizard left for you to discover. These range from prickly floor tiles to spikes to other sinister piercing objects. One false

bounce and it's all over! You'll find yourself whizzing around the room like a popped balloon!



PRO TIP: Draw a map of every known room in the mansion, making special notes to avoid hazards.

Stairs and doorways lead you from room to room in the mansion. Look for the crates that are sometimes moveable. Use them to shield yourself from nasty puncture hazards by strategically placing them around these dangers.

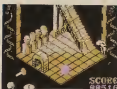


PRO TIP: Always look behind or beneath crates! You never know what you'll find there (pick crates and all other objects up by pressing the **OPTION** or **SPACE BAR**).

While you're searching for the spell book you also get the chance to cash in by stealing a few of the wizard's treasures. Look for precious stones and gold bricks scattered about.

You'll also need some of the more practical items you discover, such as flashlights, lanterns or

candles. Some rooms are so dark you won't stand a chance without a light.



PRO TIP: Since you only hold one object at a time, carry lighted objects to the difficult rooms and leave them there to help you avoid hazards whenever you enter.

If you manage to discover the spellbook and return it to the wizard he'll give you the choice of ending your quest or beginning a new one. If you choose a new quest the wizard gives you six objects to find. This is no easy job since there are many mysterious and hazardous unexplored rooms in the mansion. Succeed and consider yourself an expert adventurer, since this is a challenging task.

Arball has fun graphics that combine nicely with the sound effects and gameplay. The game provides a scoreboard that allows you to enter your initials if your score is better than the top five scores. Arball is a game all can enjoy. Don't be an airhead, play Arball today.

Airball



S.W.A.T.

(Secret Weapons And Tactics)

Your Secret to Success

For Secret Weapons edition to win its out game expansion and a few latest moves, tips and tricks. You'll find GAMEPRO readers all that you can barely go wrong with the Plus, here's some before. Check out these hot moves!

Space Harrier

Find the secret game option. Go to the sound check mode to select the game's different sound effects and music sound-tracks. When the title screen appears, push the controller RIGHT, LEFT DOWN, then UP. While you're in the sound test mode, make the following selections in this order: 7-4-3-7-4-8-1. Press Button 1 after selecting each number. An option screen will appear, allowing you to change your character and the game's difficulty setting.

Alex Kidd in Miracle World

Continue, Continue, Continue! When the words, "Game Over" appear, hold the controller up and press Button 2 eight times to continue where your last game ended. But remember, this won't work unless you have at least \$400.

Sky Kid

If you want to continue, hold DOWN and LEFT at the same time on Controller 2, then press START on Controller 1 to resume the same level you ended your game on.

Correction from the Premiere Issue Goonies II

It's easier to save Anne if you have all the implements and six Goonies rescued (you still need to find the water hole on your own). Here's the code:

Y * *4 *U *S * 3 *CR

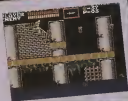
ENTER YOUR PASSWORD

Y * *4 *U *S * 3 *CR

SECRET WEAPONS

Castlevania

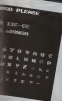
Power Up! To reset the candles on the screen do the following: run up or down a stairway to make the screen switch. You can use this method almost anywhere and it is a sure fire way to kill the evil count at the end of the game. This lets you get unlimited hearts, money bags, and certain weapons!



Correction from the Premiere Issue

Metroid

Play the girl in Metroid with all the arsenal weapons... the password is
mMUiS1 Il6-GE JIs7h0 m00WRM



Spy Hunter

Get 10 free cars! When the title screen appears, hold right on the joystick, SELECT and START simultaneously. When the timer is obliterated you will receive 10 free cars if you don't crash. If you crash before the timer is depleted, the 10 cars will be subtracted one by one depending on how many times you crash!

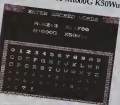
Wonder Boy

Pick any level! When you first start the game and the screen shows the round and area numbers, press Button 1 twice, Button 2 twice, hold them both down, and move the control pad to select the round and area desired.

Kid Icarus

Last Level Password! This password takes you to the last level to defeat Medusa with 9,999,999 points.

AuW2e5 XcdF00 Mi000G K50Wuu



Gyruss

Thirty free lives! As soon as you see the title screen, quickly press the controller as follows: A, B, RIGHT, LEFT, RIGHT, LEFT, DOWN, DOWN, UP, UP. This trick must be done before the title screen disappears.



S.W.A.T.

(Secret Weapons And Tactics)

Ninja Golden

To enter the sound test, do the following: Hold diagonally LEFT and DOWN, hold Buttons A and B, SELECT and START simultaneously when the title screen appears.

Power Strike

Ten free lives! To start out with 10 free lives instead of three, press your controller DOWN, RIGHT, DOWN, DOWN, LEFT, RIGHT, UP, RIGHT. After this sequence is complete, press Button 1.



Golvellus

A password that takes you straight to the top! You start with all seven enemy bosses destroyed. Now go kill Golvellus! Here's your equipment: Legendary Sword, Arusazus Shield, 18 Life Potions, Maximum seven Crystals, Ascent Boots, one Purple Mas, Ramuras's Pendant. The password is:

W4KQ AH85 LDSX KNGF Q5N7
2K3L 7TSE QKQL

HINT The cave to Golvellus may be found in Crawky's forest where there is a dead tree with two brown

rocks in front of it. The rock on the right is the one to strike with the sword a couple of times.

ENTER PASSWORD
A B C D E F G H I
J K L M N O P Q
R S T U V W X Y Z
0 1 2 3 4 5 6 7 8 9
* * * * *
HINT: 6475 1058 183E
199E 202L X13K 209A

Karnov

Level select! You need both controllers to make this trick work. On Controller 1 hold A, B, and SELECT all at the same time. On Controller 2 press A the number of times for the level you want, then START (i.e. press A two times to begin level 7/ree).



Zanac

Pick your level! When the Zanac title screen appears, press RESET on your Nintendo deck 13 times, then press START. Select CONTINUE, and move the controller LEFT and RIGHT to select stages 1-10, then press START.



Gauntlet

Have you found the hidden warps? They are on Levels 1, 5, 79 and 94. To make the warp exits appear, shoot all the walls in the maze until you find them!



Duck Hunt/Gotha/Wild Gunman

Your light gun doesn't ever have to miss! Just turn the brightness control on the TV to the right setting and no matter where you shoot on the screen it will hit a duck or an enemy every time!

Choplifter

To select any level during the title screen move the directional pad UP, DOWN, LEFT, RIGHT, then press Button 1. Do the exact same thing during the player 1/player 2 screen. The words SELECT ROUND 1 will appear. Numbers rotate from 1 to 6. When the number of the level you wish to select appears, press START to begin the game. Timing is tricky so keep trying if it doesn't work the first time.

Altered Beast

A secret continue! When the words "Game Over" appear, hold Buttons 1 and 2 down simultaneously, and rotate the directional control or joystick clockwise.

Black Belt

Unlimited lives! After starting the game, you will see a screen showing how many lives you have, then a blank screen flashes for 30 seconds. Hold the RESET button down until PK appears in the upper left-hand corner of the screen and you'll have unlimited lives. You must time the tap perfectly during the flash of the blank screen, for the trick to work.

R-Type

Invincibility! Plug both Control Pads (1 and 2) into the Sega console. Before powering on the system, hold down the lower right-hand corner of the directional pad of Controller 1 and the upper left-hand corner of the directional pad of Controller 2, plus Button 1 simultaneously. Power on the system and don't release the above positions until the title screen fully appears.

How to End Bubble Bobble (Nintendo)

By The Pro A.J.F.

Did you know there are two endings to Bubble Bobble? If you went all the way to the end of this game, defeated Grumple Grommit and it said "Bad End", then you finished the game incorrectly. To correctly finish the game and see the other ending, you must be aware of the following:

In room 99, quickly get the crystal ball when it appears near the top of the screen. This will cause a secret door to appear near the bottom of the screen. The secret door is guarded by an enemy.

First, drop down from the top middle of the screen, float beside this enemy and quickly shoot and kill him. On the second pass, quickly touch the door before it disappears. If you carry out the above procedure correctly, you will advance to level A.O. which is really room 100.

When you finish the 12th level after room 99, you face a showdown with Grumple Grommit. The first thing to do on this final round is jump to the top of the screen and grab the Drug of Thunder Jer. Next, fall to the bottom of the screen and dodge the enemies' shots by skillfully moving left and right. To damage Grumple Grommit, face the wall in either bottom corner of the screen, then rapidly start blowing bubbles into the wall. When the bubbles touch the wall, they will pop and release a bolt of thunder. Each bolt inflicts one point of damage to Grumple Grommit on contact.

It takes 80 shots to imprison Grumple Grommit in a giant bubble. But wait! Before you pop him, pause the game and press SELECT, then unpause and kill Grumple Grommit. For this trick to work correctly, you must have at least one dino-might in reserve. After all this is done, you will finally see the first ending. Are you ready for Super Bubble Bobble?



Metal Gear (Nintendo)

By B. Prime Gundam

There's a secret way of getting the two most critical items in Metal Gear—the Rocket Launcher and the Compass. You'll need these weapons to destroy the boss, survive the heat and make your way through the desert. Get them by calling Jennifer with your radio. Call her outside the room where the weapons are supposed to be. Use radio frequency 120.48. Jennifer will tell you that you'll find your weapons in the room as soon as you get inside. She'll make sure that your weapons are ready, since you require the right tools to survive the whole game. Once you've got the Rocket Launcher and Compass you'll be ready to complete your mission.

S.W.A.T. info on Platoon

(Nintendo)

By **S. P. Gandam**

In order to survive and escape from the wild forest jungle in platoon, follow this procedure at the start of the game

Walk to your **RIGHT - DOWN - RIGHT** to the third opening passage. Go **DOWN - RIGHT - DOWN - RIGHT - UP - LEFT - UP - RIGHT**

- DOWN - RIGHT - DOWN - RIGHT - UP - RIGHT - DOWN. Keep walking to your **RIGHT**, you'll end up with the explosives. Pick them up, then turn around, walk to your **LEFT - UP - LEFT - DOWN - LEFT - UP - LEFT - UP - LEFT - DOWN - RIGHT - DOWN - LEFT** to the second passage; **UP - LEFT - UP - LEFT - UP - RIGHT - UP - RIGHT - DOWN - RIGHT - UP**.

DOWN - RIGHT - UP - RIGHT - DOWN - RIGHT to the last opening passage, **DOWN - RIGHT - DOWN - RIGHT - DOWN - RIGHT** to the second opening, **UP - RIGHT - DOWN - RIGHT - UP - LEFT - UP - LEFT - UP**, then go straight ahead to your **RIGHT**. You'll see the bridge. Now cross the bridge to the Village and on to your next mission. Good Luck!

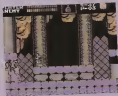
Castlevania (Nintendo)

By **S. P. Gandam**

In Castlevania one great weapon lets you wallop every enemy in the game—the Holy Water. This powerful stuff zaps every enemy imaginable—from the Vampire Bats to Medusa to the Mummies to Frankenstein. It's even effective for stopping your most deadly foe, the Grim Reaper. To beat this nasty

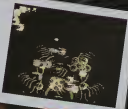
specter stand on the last block next to where you last saw him drop by. Just as he drops by again, jump directly up and splash him with the Holy Water. Using this method it's possible to stop the Grim Reaper dead in his tracks in less than 7 seconds! Hint: Although the Holy Water is your best weapon, make sure you have triple fire power and some ammunition

to help you succeed in defeating all the monsters



R-Type (Sega)

Kill the second enemy boss with one shot! Simply place your R-9 ship and probe right over where the eye opens up. Charge your beam up to maximum power. When the eye opens, let 'er rip. It's dead in one shot.



Continued on Page 90

S.W.A.T.

(Secret Weapons And Tactics)

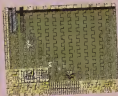
Mega Man (Nintendo) By The Eliminator

The following are the best weapons for killing the main bosses!

Bombman	Regular Weapon
Fireman	Regular Weapon
Gutsman	Regular Weapon
Cutman	Regular Weapon
Elecman	Cutman Weapon
Iceman	Electric Weapon
Rock Monster	Electric Weapon
Yourself	Any Weapon
Bubble Ships	Regular Weapon
Dr. Wily	Fireman Weapon

The Pros suggest the best order for doing the levels for easy completion is

1. Bombman
2. Fireman
3. Cutman
4. Gutsman
5. Elecman (Use Gutsman Weapon to get the M Weapon. It is a must!)
6. Iceman
7. Dr. Wily



Ninja (Sega)

For the many readers who wrote asking for the location of the five hidden scrolls in Ninja—we checked with Sega and they suggest that to find the scrolls:

- #1 Look in Screen #1 if you succeed in killing the transforming Ninja, the scroll will appear
- #2 Try Screen #4. Blast the Dog Statue on the far left hand side five times and you'll find the scroll!
- #3 Found in Screen #6. Look for the first Samurai House surrounded by a moat to the left of the screen. Cross the foot bridge and head for the upper right corner. Shoot to the left of the bush in the corner and scroll will appear. Grab it and head back across the bridge
- #4 Try Screen #8. Head out through the gate to the open field. Find the last bush toward the back wall and shoot it. There's the scroll!
- #5 Last but not least, try Screen #9. Creep up the right side of the wall (it is a good idea to disappear). Watch out for



falling rocks! Stop them by blasting the rock hole at the far right 46 times (optional). Get past the rock holes and you'll face the main boss—but don't do him in yet! Go to the far right of the screen (staying on the same walkway as the main boss) and you'll have the final scroll! Don't forget to go back and get the boss!

Gauntlet (Nintendo) By the Pro A.J.F.

Need to stock up on keys in Gauntlet? Here's what to do: find a key in a room that is part of a loop of rooms. Keep going around the loop and pick up the same key again and again. When you maximize your keys at ten you're set to go!

Phantasy Star (Sega)

We received more mail on this incredibly complicated game than on any other! Many of you who wrote found yourself stuck in a seemingly endless maze or dungeon when you went to find the governor after having killed Lassic. We went straight to Sega for the answer to this one. Here are the tactics they suggest.

After you've beaten Lassic you must return to the governor. Be sure to keep Mayu alive or have a transfer that allows you to return to Palma.

As many frustrated players have discovered when you enter the mansion you'll fall into a pit trap! Don't panic! Keep following the corridors and eventually you'll fall through two more pit traps. Head to the right and around two corners. Take three steps and face the wall on the left. And... a secret door will appear! Enter and follow this hallway to a magic door. This is a good time to heal yourself with burgers because when you go through the door you'll face your last enemy!

Hope this stops those of you who were ready to "throw it out the window!"



Golvelius (Sega)

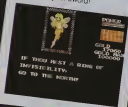
By The Eliminator

Keep in mind the following word corrections concerning some of the names of the enemy bosses. Several of the names were changed during the Japanese to American conversion, so there is a discrepancy between the manual and the game. This chart helps you to immediately identify the enemy bosses you must destroy before challenging the evil Golvelius.

Enemy Bosses:

Manual	Game
Desba	Desba
Saypa	Fotick
Taruba	Bachular
Fosbus	Fosbus
Waruso	Warick
Jaspa	Crawky
Heidi	Hardee
Golvelius	Golvelius

Note: The Ring of invisibility as said in the game is incorrect. It is actually a RING OF INVINCIBILITY! Notice the key difference: The ring does not make you invisible, but does allow you to destroy rocks with your sword!



Reader Tips

NINTENDO

Super Mario Bros. II

The Warp Zones

The first warp zone is at the beginning of World 1-3 and warps to World 4-1. In order to enter the warp you must carry a potion to the vase on the right of the tower, throw it down, then enter sub-space. Enter sub-space and warp by going down the vase.

The second warp zone is at the beginning of World 5-1 and warps to World 5-1. To find this warp, you fall down the second waterfall on World 3-1. You must land on a narrow hill in the middle of the waterfall, then go in a door in the hill. Inside, there is a long row of grass that can be pulled up. The 11th one from the left, or the sixth one from the right, are potions. You can either use a potion to get a lot of coins, or carry it further to the right to a vase, and use it as a warp to the right of the vase is a door that you can use to return to the top of the waterfall again.

The third warp zone is on World 4-2 and warps to World 6-1. The warp zone is in the section with all of the whales. You have to carry a potion to the vase toward the end of the Section. Since there is only one vase on World 4, it is pretty easy to spot.

The fourth warp zone is located on World 5-3, just after you exit the Mask Room. If you intend to warp, I suggest that you use Luigi. Although it is possible for the Princess and others to make it, it is highly improbable. If you have Luigi, after you come up the ladder from the Mask Room simply jump up on the ledge above the ladder, pick up the potion, enter sub-space, and crouch while standing on

the vase to enter it. You then begin on World 7-1. If you have any of the other characters you must get up on an Albatross going the right direction and stay there (which is no easy trick!). Ride it across to the ledge and drop off. Then you do the same as indicated for Luigi!

Amor McGatha, Tulsa, OK

Spy Hunter

To begin with all the weapons in Spy Hunter, push A, B, and SELECT simultaneously when the title screen appears.

Victor Cheung, San Francisco, CA

Castlevania II

Simon's Quest

This code will allow you to start with all the weapons that you need to defeat Dracula. You'll have the shield, the crystal, the flame and lot's more. The code is: **DY31 LXDY W45X TGJX**

Thanh Nguyen, Marana, LA

SEGA

Kenseiden

To obtain the round select mode do the following—before turning the power on, press HOLD and Buttons 1 and 2 down simultaneously. Continue to hold the buttons; turn the power on and wait until the title screen appears with the status. Let go of both buttons, and push the directional pad to the upper left. Continue to hold this and press Button 1 simultaneously. Use the directional pad to select your round and press either button to start!

Jessie Huaster, Scranton, PA

R-Type

In R-Type there is a hidden super-stage. To get to it you first go to Stage 4. Almost near the end of Stage 4 is a wall of cells on the upper side of the screen. In the wall of cells there are two poles sticking down from the top of the screen. Maneuver your ship between these two

poles and hit the pole on the left with the back of your ship. Instantaneously, you will be warped to a super stage. If you live through this stage you will be sent to Stage 5.

Chetan TriAha, Hicksville, NY

Double Dragon

At the beginning of the fourth level, do at least 30 jump kicks (either front or back) when you first enter. With two players each must jump 30 times. That means that if you run out of map, you can push Buttons 1 or 2 to fix same play.

Jonathan Powell, Trenton, NJ

PRO TIP: With one player you have unlimited continuous play through the main boss. In the two-player mode you have unlimited continuous play until the two players fight each other.

Rocky

I have discovered that on the game Rocky, there is no other way to defeat Drago except by getting "7" on the sandbag against Ling.

Victor Hingress, Houston, TX

PRO TIP: Also, on the training against Drago your best score should be 80 or over. Drago's weakness is in the 10th round. Concentrate on Button 2.

Do You Have a Secret Weapon?

If you do, submit it to **GAMERPRO**. Your tips will receive \$1, and if we publish it, we'll send you a free **GAMERPRO Super Short Story** (your best tip) and a secret code.

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GET SET FOR

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Steady by gamers? Capcom introduces two new thrilling games to its Nintendo series. And as always, the graphics are hot and the action intense.

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So get set for radical action in these exciting additions to the Nintendo Entertainment System. From Capcom, U.S.A.



MegaMan 2 Screen Shot



Strider Screen Shot

CAPCOM

Ask The Pros

NINTENDO

Milon's Secret Castle

Dear ASK THE PROS,

Here is a game that has us baffled to death! In Milon's Secret Castle we cannot get past the first three doors on the first level. One room is empty. One is a shop. And in the other two we can find the doors to get out again, but end up back in the same place. How can we continue to the next level? Also, we're having problems getting Milon to jump up high enough in some parts of the game.

The Pantelis Family
Manchester, NH

Dear Pantelis Family,

Milon's Secret Castle is a difficult and complicated game! Here are some ProTps to get to the second level! Go into the Distant Cow Room, the first door on the left. Gather all the money you can (16 dollars are available in this room) and buy the shoes (you must have these to make the demon monster appear and they will solve your jumping problems!). To find the shoes you must enter the hidden shop located in the bottom right

corner of the room. Go along the bottom until you come to three blocks. Shoot the two outside blocks, push the middle one aside, and shoot a bubble at the space to reveal the secret door to the shop. Don't forget to collect extra money by gathering musical notes in the bonus round (bump your head against the bottom side of the blocks you walked under along the bottom. Get the music box when it appears. Remember to hunt for the honeycomb in all rooms to increase your energy level! Also, the Hudson Bee gives you a protective shield. Grab two umbrellas for extra firepower you'll need later.

Leave the Distant Cow Room and go in to the next door to the right to purchase the medicine. Once you have the medicine and the shoes Homer, the first demon monster, appears when you go through the window between the second and third doors. Shoot him 14 times in the head and he'll vanish, leaving you with the first crystal ball. This crystal ball allows you to continue your game if you die (push LEFT and START simultaneously to continue.)

Before going through the new door to the second level, we suggest you go to the Stone Block Room (third door on the first level) first and collect money, and whatever else you can find there. Don't worry about purchasing the lamp; you can get it cheaper on the second level! After you leave the Stone Block Room go back to where you defeated Homer and head through the door at the back of the room. You'll find yourself on the second level! We'll let you take it from there!

Metal Gear

Dear ASK THE PROS,

In the game Metal Gear I am having trouble destroying the super computer with my time bombs. I just don't know where to put them?

Grace Yang
Woodside, CA

Dear Grace,

When you spoke with Dr. Petrovich he asked you to rescue his daughter. If you haven't rescued her yet you can't blow up the computer. Here's what to do: Head back to the pitfall zone. Rescue Dr. Petrovich's daughter by freeing her from the room where she is held hostage. Then, return to the super computer and try setting your plastic explosives on and around it again. Ten to 20 explosives should do the job!

SEGA

Teddy Boy

Dear ASK THE PROS,

On Teddy Boy, for the Sega, I know there must be some way to continue, but I don't know how?

Logan MacDonald
Port Angeles, WA

Dear Logan,

You're right! There is a way to CONTINUE in Teddy Boy. Here's what you do: when the title screen comes up, move the directional pad UP, DOWN, LEFT, RIGHT. A new screen appears with a CONTINUE option. Continue your game by selecting "yes!" Remember you can only use this option if you have already played a game and died.

We thought you might also like to know that *Teddy Boy* has a LEVEL SELECT feature that lets you choose where you'd like to start the game. To get to LEVEL SELECT, move the directional pad UP, DOWN, LEFT, RIGHT when the title screen appears. When a new screen appears move the directional pad UP once and DOWN nine times. Next press Button 1 on the control pad. The word "ROUND" appears at the bottom of the screen, followed by a number. Select rounds one through 50 by using LEFT and RIGHT on the directional pad. When you get to the level you'd like to start on, press Button 1 and you're ready to go.

Wonder Boy

Dear ASK THE PROS,

I would like to know how to find the dragon in *Wonder Boy* in *Monster Land*.

Britton Smith
Hemdon, VA

Dear Britton,

Finding the dragon is pretty tricky! Here's what you need to do: When you get to round 12 head to the right and drop down the first well. You'll come to a fork in the well. Head to the right. When you land on the ground, go left, but look out for Fireballs. Drop down the first well you come to. Take the first exit on your right. This exit brings you to yet another well. Jump right in! Take the first exit on the right. You'll find yourself in a room with blue Goblins. Go along the hallway until you come to moving bricks. Jump up onto the moving bricks, and you'll be carried up five levels. Don't take any of the exits while

you're still on these stairs. At the top, go left. Just keep following the screen along to the left until you reach an elevator. Jump in the elevator and ride to the top where you'll discover a blue snake. Kill the snake and head to the left.

At the end of this passage you'll find a Rohpah (green shooting pot) on the top of a well entrance. Go down the well. Go out the first exit you come to in the well. You'll find another well to your right. Jump down it, exit and go to the bottom. Go off to the right of the screen. You'll come to an area with Crabs. Some of the Crabs contain hearts. Keep heading to the right and drop down the well at the end. Go all the way to the bottom of the well, and then head off to the left. At the far left you'll discover a Red Knight and a red Snake at the end of the hallway. The Dragon's lair is just on the next screen. To enter knock on the red door. Remember, you'll have to kill him by aiming at his head!

Shinobi

Dear ASK THE PROS,

I would like to know how to beat the Masked Ninja in *Shinobi*.

Leroy Lang
Grand Prairie, TX

Dear Leroy,

The Masked Ninja may seem invincible but he's not! He changes form four times and you've got to beat him each time before you finally do him in. He comes at you first as a glowing Ninja. Shoot him three times and he's done for. Next he'll change into a whirling lethal tornado. Get down into a crouch

position, and let him come after you.

When he gets close enough, kick him. Let him back away and do the same thing again. After three kicks you'll be free of this whirling dervish. Next, he's a jumping Ninja. When he jumps and lands he leaves behind a white shadow of himself who also attacks you. The only way out of this mess is to jump every time he jumps and shoot him in the air each time. As long as you hit him in the air he can't leave a shadow when he lands. Once again, three hits and he's gone. Last, but not least, he becomes the Masked Ninja and attacks you. Make sure your energy meter is high because you're going to have to let him run past you once. After he's past, turn and start shooting him as fast as you can while he is far enough away so as not to be able to attack you. Keep shooting and you'll be rid of this nasty menace once and for all!

Game Got You Baffled?

Our Game Pros will solve your uncrackable problems or answer any tough questions you have. So send in mail with your problem. If your letter is published, you'll get a free GAMEPRO Super Shirt.

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Ask the Pros
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Overseas ProSpects

By the Pro, A.J.F.

In the beginning there was *Gradius*, a duel to the death with the evil Bacterians. Then came *Life Force*, bringing the galaxy to the edge of doom once more.

Now, make way for *Gradius II*, the third in a series of fast action Konami space shoot-'em-up games! *Gradius II* is currently one of the top twenty NES titles in Japan. We've chosen it as this issue's Overseas ProSpect because of its spectacular graphics, sound effects and non-stop action.

In *Gradius II*, Zelos and several of the enemy bosses of *Life Force* return with an army led by a more powerful and uglier planet-eating enemy boss. This new enemy poses a disastrous threat to the Gradian Galaxy.

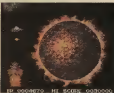


The powerful Vic Viper.

You control the most powerful Vic Viper starfighter ever built!

Once you press START, a power meter selection screen appears, allowing you to choose one of the four power-up meters, with six power-up weapons in each.

Some of the new weapons you have to select from are Spread Bombs, Tailguns, Photon Torpedoes, and two-way Fire. You have up to four options at the same time, with even a fifth power-up to make your weapons rotate around your ship, giving you unequalled firepower for a limited time. Once you select the power-up meter of your choice, your adventure begins. Just as in *Gradius* and *Life Force*, you power up your weapons by collecting power capsules left after the destruction of enemy fighters.



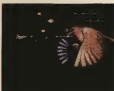
Face blazing suns and fiery serpents in level one.

Adventure Through Seven Enormous Stages

Superflava Stage

In this first stage of your journey you confront two squadrons of enemy fighters. Defeat them and move into a blazing inferno filled with fire spheres and giant flaming suns. Giant fiery serpents move in to attack you. These sinister serpents are only stopped by concentrating your fire power at their heads. Watch for mechanical satellites launching enemy fighters.

Small fiery phoenix squadrons next swarm out to attack. Destroy the small phoenix and fire spheres by shooting them. Dodge the gigantic solar flares.



The Fiery Phoenix Bird.

At the end of this level you face the huge Fiery Phoenix Bird. This flaming nemesis emits fire-balls and laser beams from his mouth. Blast him in the mouth to beat him.

Giga's Hideout Stage

Begin by facing another small enemy squadron. Journey through an awesome metallic green maze. Midway, beware of the death hands that reach out to grab from ceilings and floors. Keep blasting them and they'll retreat into the wall.

Near the end of this level you encounter purple scorpions who creep out of pods on the ceilings and walls. Enemy gun installations also appear.

You must battle two enemy bosses at the end of this level. The first is guarded by two giant, indestructible death hands. Avoid the hands, and kill him by shooting him right in the eye! The second enemy boss is Giga, a large yellow skeleton head that tries to eliminate you with a giant laser beam. Avoid his head as he tries to lunge.

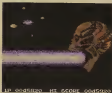
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GRADIUS





at you and dodge those deadly laser shots. Giga's weakness is the lower part of his jaw



Avoid Giga's deadly laser blast.

Inverted Space Volcano Stage

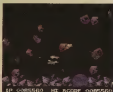
Another enemy squadron tries to gun you down. Don't crash into the volcanic islands hanging in mid air—watch out for the hot molten lava exploding from each



Don't let molten lava and deadly volcanoes stop you.

volcano. Next, blast your way through a spectacularly beautiful asteroid storm of blue and purple ice crystals. Look out for enemy cannons implanted in the blue crystal walls. Shoot a cluster of crystals and you'll discover they break apart into many pieces, each as dangerous as the next.

At the end, fight a giant blue crystal enemy boss. Two huge arms protect its center core (eye). Destroy these arms to defeat it



Fly through a storm of purple and blue ice crystals.

Moai Stage

The Moai, huge stone heads that look like the ones found on Easter Island, are armed with deadly ion guns planted in their mouths. Stop their attack by firing at their mouths rapidly until they are blown apart.



The Moai ziner heads.

In this stage, as in the first stage of the game, you may stroll far beyond the borders of the TV

screen. Scroll up, down and to the right, but watch out for the enemy installations! Next, face an unusual enemy boss. This jumping stone head tries to collide with and shoot you with its ion cannon. You'll hear a thunderous boom each time he slams into the ground. Beat him



Green heads spit smaller heads at you.

only to face three green heads that spit smaller heads that spit bullets at you! Blast their mouths to stop their fire.

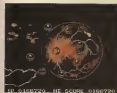
Attack Stage of the Big Enemy Bosses

Here you face nothing but enemy bosses, two of them! And they all intend to wipe you out! First, avoid space mines, flying through time and space. Shoot them to make power capsules appear. The first enemy boss on the horizon is the massive Xerous Mother Ship. Fire at its central core while avoiding its deadly lasers.

Next comes Golem, the Big Brain Boss. This huge pile of brain matter has death hands to grab you. Fire at the eyeball.

Four giant propelling arms swing around your next challenge, the Intruder. Dodge intruder until you can destroy its central core.

Zelco, an old enemy boss from Life Force, appears next. Blast Zelco in the eye while you avoid the energy balls he tosses at you.



Zelus appears once again.

Last, but not least, comes the Giant Armored Boss, with weird, spinning mechanical shields. This creature spits out small, indestructible space slugs. Dodge these as you battle him or you won't get any further. Shoot the blue central core to defeat him.



The Giant Armored Boss.

Mechanical City Stage

After fighting off the enemy squadron at the beginning of this stage, flash through the trenches of this fortress and destroy cannon installations in walls and ceilings. Look out for space mines that try to adhere to the top of your ship. DON'T PANIC as the things speed up midway. You fly at top speed through a giant maze of tunnels. Be quick in deciding which path to take or you'll meet instant death!



Skip through space-age gates before they smother you.

Next, the ceilings and lower walls begin to bombard you with debris that you must dodge or destroy. A giant blue battery barricade now appears. Blast more enemy cannons but watch out for projectile barricades that suddenly protrude without warning from floors and ceiling. PROCEED WITH CAUTION.

Finally, you meet the Giant Mechanical Spider. This mechanical arachnid has giant legs. You must escape by letting him walk over your ship without touching it. Get behind him and aim at his center to destroy him.



The Giant Mechanical Spider.

Main Enemy Boss Stage

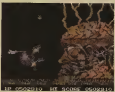
Fly through the large intestinal structure of this last creature in one of the most difficult levels you'll ever experience. Blast your way through membrane walls as enemy antibodies and blue, red, and

orange amoebas attack you. Toward the end intestinal villus explode from the walls to try and crush you.



Watch out for blue amoebas.

The last boss, a squirming mass of tissue, is difficult to destroy. Watch out for the balls he spits. DODGE THEM OR DIE! Shoot him in the eye. He seems to try to talk to you. Destroy him and you have once again beaten Zelco and his horde of creatures. Head home victorious!



The Final Boss.

Gradius II is indeed a spectacular sequel to the Gradius story. The bad news is, don't expect to see this game available in the United States anytime soon. To achieve such spectacular special effects in graphics and sound requires special chips, making its manufacture expensive. But you never know—maybe this game will arrive in a 16-bit version? Well, we can always dream.

Industry Profile

DATA EAST

Each quarter we slip into a Data East arcade game brings it a step closer to our home video unit.

That's what brought BAD DUDES heroes Blade and Striker to the Nintendo Entertainment System—the action-packed street fighting game won national acclaim among hit arcade games and is well on its way to becoming a top-seller in the home video market.

"First and foremost, we're a coin-op arcade company. And we like to use the arcade as a test market for home video products," says Data East's Jim Whims. As the company's general manager and executive vice president of its consumer division, Whims knows that when a game is an arcade winner, it's easier to do a home video translation.

Data East USA, Inc., founded in 1979, is a wholly-owned subsidiary of Tokyo's Data East Corporation. Robert Lloyd is president of the American subsidiary and says Japanese technology is vital to Data East USA's success. But just shipping a game from Japan to the States alone doesn't make for a

top-selling American video game.

"When we get a game here, we have to Americanize it," Lloyd says, "we have to change it—weak it. That can take up to two months."

Lloyd says there's also programming involved when games are translated from Japanese for the American market. Why? "The

uct list is a testimony of success. The company's consumer division received Software Publisher Platinum Awards for KARNOV, KARATE CHAMP and RING KING in recognition of sales in excess of 250,000 copies each. So far, Data East has received 22 awards for software sales records.

Also in the consumer category, Data East is scoring big among avid gamers with hits like

PLATOON and IKARI WARRIORS, as well as COBRA COMMAND. The company now offers 12 software titles and supports every major software format, including Amiga, Atari ST, Apple II, Commodore 64/128, IBM PC, Macintosh, and Tandy. Data East also boasts nine hit NES titles and has plans to release more in the very near future.

Located in San Jose, California, Data East has 120 employees in four divisions: Coin-Op, Consumer, Operating and a Pinball subsidiary.

What's on the horizon for this video game giant? Lloyd says he's not quite ready to announce Data East's new Nintendo themes, but the ink is still drying on several contracts guaranteed to please home video game fans. The company plans to expand into games that go beyond the action-adventure category, in an effort to reach a broader audience.

"Action games will continue to be a primary thrust of the company," Lloyd says. "However, we feel that Nintendo's demographics are changing. And because there's roughly two-thirds of the home software market we're not addressing, we do want to expand into some of these other categories."



Robert Lloyd aims high. Jim Whims?

Japanese may have something as simple as a real strong action game, except it has purple tanks," Lloyd explains. "Who wants to destroy purple tanks? Not our gamers!"

But there's one thing about a hit video game that transcends nationalities. It's a trait that's hard to put a finger on. Data East officials call it "that magical mystical quality."

The strategy seems to have worked wonders. Data East's prod-

Since the object of the coin-op business is to get a quarter in the machine every two minutes or so, it's no wonder Data East has focused its development efforts on action-adventure games. Lloyd hopes games like *BURGER TIME*—which stray from the "kill, maim and hurt" theme—will appeal to a larger group of video game players. But there's a catch: With so many hot titles on the market or waiting for release, Data East is one video game leader with too many games and not enough computer chips! As frustrating as it may seem, it's not a bad position to be in.

"It gets to be difficult in terms of numbers of games," Lloyd says. "We have about six games ready to release—but whether we release them is hard to say. It's a matter of having enough chips to introduce games into the marketplace."

With technology changing the home video market so rapidly, Data East knows it can't rely solely on arcade conversions. But while other video experts sing the virtues of the PC-Engine and the much-awaited 16-bit machine, Data East officials say the new technology is not yet a threat to the existing cartridge systems, Nintendo, Atari and Sega.

"Until Nintendo launches its own 16-bit machine, I don't expect that these things will have a major impact at all," says Whims.

Lloyd adds: "It's sort of getting the horse before the cart. As a developer, you've got to put your resources behind the area where you'll get the most return.

several titles that could be converted to PC-Engine games in a very short period of time. The Japanese parent company is now working on a system of making existing games ready for the PC Engine.

But it'll take more than improved technology to change the home video game market. Data East is ready to be a leader in catering to older players, and those who like something besides action-adventure games. Even games based on movies, such as *ROBOCOP*, make for an exciting change of pace.

Many of the newer game categories are risky, like movie conversion. "It's really a touchy-feely business," Lloyd says. "Everybody starts out trying to make *Gone With the Wind* and ends up making *Heaven's Gate* instead. There have been a zillion clones of *Super Mario Brothers*, but many have not been as popular because they missed that magical, mystical part of game play."

There's even more good news for gamers from Data East. Although the company continues to release high quality games, officials say cartridge prices are unlikely to rise. So until 16-bit machines come to the market, don't expect the \$50 cartridge price barrier to be broken!



Top: Mark Diamond checks out some Data East arcade action. **Bottom:** Testing some hot new Data East titles.

The software is the key to the hardware."

Don't worry gamers. Data East isn't about to sit still while stereo sound, better graphics and more complicated story lines forever change the way we play video games. In fact, the company has

Check Out These Cool Products for Hot Players.

Stock up on this great stuff before someone beats you to it!

104. The Super Poster. Show you mean business with this huge (18" x 23") wall poster. \$4.95



111. Short Sleeve T-Shirt

Slide into fall out above the rest with this 30-100% cotton tee. White only. Specially fitted. L, XL, 2XL.

118. Long Sleeve T-Shirt. Get the shirt all the best players will be wearing. 100% cotton. White only. Specially fitted. S, M, L, XL. \$11.95.

124. Cool Cap. Keep your drinks cool at your party. Holds can or drink in its foam. Soft. Black or red. \$4.95.

121. Baseball Cap. Be a team with your pals in a white classic cap. Acquire it at \$11.95.

126. Beach Towel. Make a beach with GamePro on it. This 100% cotton towel is 60" x 90". \$10.95.

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every
video
game
in
town?



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PRO NEWS



Vol. 1 No. 1

"All the News

BECOME THE SUPER DODGE BALL WORLD CUP CHAMP!

CSG Imagesoft has announced that they're holding a giant Super Dodge Ball World Cup Championship through the summer and fall of 1989! The contest pits you against other Super Dodge Ball fans in five regional contests, and then the Grand Championship!

The five regional contests are being held in Los Angeles (July 15-16 and 29-30), Chicago (August 5-6), New York (September 9-10 and 16-17), Boston (September 23-24) and Seattle (October 14-15). Each regional contest will have three age groups (6-8, 9-11, and 12-15). Contestants will play against the computer and the four fastest times from each age group will advance to the quarter finals.

The quarter finals will pit players against each other

in one-on-one competition in the Versus mode. Winners will advance to the semi-finals, where they will face off against one another for a chance at the title of "Super Dodge Ball Champion" of their region and a trip to Seattle, Washington for the "Super Dodge Ball World Cup," October 27-28.

The contest is co-sponsored by CSG Imagesoft and Sony. Winners will receive an assortment of exciting Sony products as prizes.

Keep an eye out for how you can apply to enter this exciting contest in your area. Call CSG Imagesoft (213-858-3777) for more information on how to register in your area! Don't wait too long - registration is limited to the first 100 applicants per age group in each region. ■

ENTER THE "PLAY THE WINNER" SWEEPSTAKES

Jaleco USA, maker of such hot titles as Hoops and Goal, is having a special "Play With the Winner" sweepstakes. The contest runs from May 1, 1989 through July 15, 1989, with the lucky winners receiving over \$10,000 worth of Panasonic home entertainment products.

To enter the contest write to Jaleco directly (5617 W. Howard St., Niles, IL 60068) for an entry form, or head to the nearest major video game retailer and ask for a Jaleco brochure. Fill out the contest entry form, pop it in the mail, and you're in line to win some of the hottest prizes you've seen in a long time.

Each of the two Grand Prize winners will receive a Panasonic 40" Diagonal Stereo Projection TV. The First Prize winner gets a Panasonic VHS Camcorder/HQ. Five lucky 2nd Place winners take home Panasonic Hi Fi Stereo Component Systems. The ten 3rd Prize winners collect Panasonic Programmable Compact Disc Players.

When you grab your Jaleco brochure you get more than just a chance to win some of these great prizes. You also get to read about Jaleco's newest game titles, and some great tips and tactics for your favorite Jaleco games. Sounds like too good of an offer to pass up! ■

CAPTAIN COMMANDO OFFERS YOU A SPECIAL BONUS!

Look for a big surprise the next time you open the box of a new Capcom game. Captain Commando, hero of Capcom fame, is offering an up to

\$10 money back refund on new Capcom home video and computer games.

Here's how it works: If you buy two games you get \$2.50 back. If you buy

S REPORT

That's Fit to View."

July/August 1989



Brandishing his weapons of choice, Golgo 13, AKA "Duke Togo," secret agent for hire, embarks on yet another exciting action adventure escapade in the soon-to-be-released Golgo 13 Covers

GOLGO 13 COMIC BOOKS!

Coming in July, Golgo 13 arrives in comic book form! Based on a popular Japanese series, *Golgo 13 Graphic Novel Series*, this hot new comic is expected to infiltrate and captivate video game fans. *Golgo 13 Comics* features the continuing adventures of "Duke Togo," secret

agent, and his company of spy-biz aliens and enemies. In addition, the comic is jammed-packed with all kinds of hot, confidential and top-secret tips and tactics for serious Golgo 13 video game players. Watch for this exciting new comic at your local retailer! ■

four games you get \$5.00 back. And, if you buy six games you get \$10.00 back! To get your refund mail in the special certificate found in your game box, along with proof of purchase seals, and your receipts. You've got until December 31, 1990 to take advantage of this great offer!

You'll find your mail-in certificate in Mickey Mousecapade and all Capcom games for the Nintendo introduced in 1989. The offer is good on Capcom's new computer games as well! This is one offer you can't afford not to take advantage of! ■

NEED HELP? CHECK OUT THESE GAME COUNSELOR NUMBERS

Here's where to call to get the answers you need to solve the problems you're having with your favorite game:

Acclaim
(516) 624-8300
Activision
(415) 329-7699
American Sammy
(213) 320-7167
Bandai
(213) 926-0947
Broderbund
(415) 492-3500
Capcom
(408) 727-1665
CSG Imagesoft
(213) 858-3777
Culture Brain
(206) 882-2339
Data East
(408) 286-7074
PCI
(312) 968-0425
Gametek
Nintendo Game Line
HAL America
Nintendo Game Line
Hi Tech
(212) 941-9703
Hudson Soft
(415) 495-4463
Jaleco
(312) 647-7077

Koel
Nintendo Game Line
Konami
(312) 350-1268
LJN
1-800-628-3579
Milton Bradley
(413) 525-2545
Mindscape
(312) 480-8715
Nintendo Game Counselor Line
(206) 885-7329
Romstar
(213) 539-2744
SNK
1-800-PLAY SNK
Sega
1-800-872-7342
Selka
Nintendo Game Line
Sunssoft
(312) 350-8800
Taito
1-800-663-8067
Taxan
(408) 946-9500
Teccmo
(213) 329-5800
Tongon
(408) 433-3999
Tradewest
(214) 874-2683
Ultra
(312) 350-1263
Vic Tokai
(213) 320-4199

ProArtist Series

Winners of "THE VILLAINS"



3rd Place

Left Johnny Tolosa, El Paso, TX, Right Chad Smith, Benson, NC



3rd Place

Top: Glenn P. Brown, Jr., Philadelphia, PA
Middle: Sara Calhoun, Winchester, MA
Bottom: John Vasquez, San Jose, CA

2nd Place

Jacinto G. Ponce, Fremont, CA



1st Place

Scott Hixson, Indianapolis, IN

Each issue, the editors of GAMEPRO announce a theme for you aspiring player-artists to make an original drawing and enter in our contest series. Examples of themes are favorite villain, most awesome weapon, favorite hero...and so on. Entries should be in color—you can use anything you desire to make your drawing. The Nov/Dec issue will feature the winning art!

Next Issue's ProArtist Contest

"THE HEROES"

All entries must be postmarked by August 30, 1989. Don't forget to include your name, address and age so we can judge the entries fairly! Send your artwork to

GAMEPRO Magazine
ProArtist Series
 P.O. Box 3329
 Redwood City, CA 94064

Enter Today!



3rd Place

Top: Xavier Guzman, El Paso, TX
 Middle: Andy Ang and Mike, FL
 Bottom: Jeremy Thomas, Rancho Cordova, CA

1st Prize

\$100 and your drawing in GAMEPRO

2nd Prize

\$50 and your drawing in GAMEPRO

3rd Prize (8 given)

A GAMEPRO Super Poster and your drawing in GAMEPRO

One entry per person. Artwork will not be returned and becomes the property of GAMEPRO Magazine.

ProChallenge Board

Challenge the ProScores!

When you beat a high score on any Nintendo, Sega, or Atari (2600 or XE) game, it's only natural your victory deserves a place in the lexicon. If you face the highest score, your name will appear in our "Hot Score" Also, each year a winning score is held at all high scores, and only match-ups (Nintendo, Sega, and Atari) will be a true GAMEPRO Superstar!

For best photo results, turn out the lights in the room, use a 35mm camera and no flash, and stand at least 3 to 4 feet from the screen. You can also use a video recorder/cassette and submit your score on video tape. (High scores

submitted on photos and tape cannot be retained.)

In order to be in to all players, please abide by the following rules:

1) Players must play the game continuously...for example, finding a soft corner, setting your joystick on auto, or to rack up points, and going on "replay" or a re-run. Scores achieved through these kinds of tricks, or scores which are impossible to achieve in normal play, will be disqualified.

2) Screen power-ups are allowed.

3) Slowing/stop is discouraged, but will be allowed on a "hot" score which the panel of judges holds as the highest score.

Please mail your mail-in super score, and pack on a piece of paper your name, address, photo (include name of game, name of game system, score achieved), and mail to:

GAMEPRO Magazine
ProScores
P.O. Box 3388
Redwood City, CA 94061

ANYENDO

Game	Player	Score
Advanced	Mike Pitting	658,070
Bionic Commando	Frank Maruca	Finished
Bobbie Boobie	Jim Hernandez	1,480,410
CastleVania	Challenge Score	850,000
Castlevania II	Frank Maruca	Finished
Centipede	Jim Hernandez	6,353,000
Darky Kong Jr	Challenge Score	75,000
Darky Kong 3	Buzz Morgan	744,000
Double Dragon	Jim Hernandez	128,878
GunShot	Ben D'Amico	2,135
Superhero II	James Benker	Finished
Gradius	Elroy Tai	1,735,400
Gradius	Challenge Score	5,000,000
Iron Tank	A.J.F.	362,000
Joust	Bryan Data	678,500
Kid Nite	Challenge Score	592,000
1943	A.J.F.	1,411,400
Legendary Wings	Mark Lind	Finished
Martin Madness	Challenge Score	53,000
Mega Man	Ducky Demerits	Finished
Metal Gear	Yusef Tam	Finished
Mighty Bomb Jack	Challenge Score	750,000
Robin Walker	Frank Maruca	2,724,000
Roadie Attack	Challenge Score	1,000,000
Scorpio Z	Challenge Score	160,000
Bay Kix	Leslie Barber	367,500
Star Force	Challenge Score	8,000,000
Star Sektor	Challenge Score	3,000,000
Striker	A.J.F.	7,856,300
Super Dodge Ball	Don Radtke	Won World Cup
Super Mario Bros. 2	Simon Moffat	Beat Win
Super Pitfall	Jim Hernandez	2,115,000
The Legend of Kage	Challenge Score	450,000
Truck & Field	Andrew Taylor	600,000
Proza	Challenge Score	6,000,000
World Runner	Challenge Score	500,000

Zaxx

Game	Challenge Score	Final #50 games or less
Zaxx II	Challenge Score	Final #50 games or less
Zaxx	Challenge Score	5,693,000

SEGA

Game

Player

Score

Alex Kidd	Mike Pitting	Finished (Marzo West)
AfterWarrior	William Bone	309,100
Back Ball	Dan Gray	847,900
Choplifter	Challenge Score	1,000,000
Fantasy Zone	A.J.F.	8,993,560
Gobolius	Jim Hernandez	Finished
Hang On	John Phillips	999,600
King Of Kid	Andy Hayes	119,300
Mike Hansen	J. K. CR42	195,800
Out Run	Dwain Marina	38,693,480
Phantasy Star	Challenge Score	End It
Pinkie Strikes	A.J.F.	4,476,960
Rambo II	Challenge Score	25,000
R-Type	Challenge Score	950,000
Salon Hall	Steven Petzel	1,000,800
Shenob	Huan Yi	687,500
Space Harrier	Jim Hernandez	33,924,610
Thundercade	Steve Brown	1,401,000

ATARI

Game

Player

Score

Settin

Asteroids	A.J.F.	71,000	INT
Desert Falcon	Challenge Score	100,000	STD
Frost Fight	Buzz Morgan	2,213,880	INT
Kalaga	Kyle Snyder	1,977,810	AD9
Javel	Bob Potter	121,550	INT
FRANW	A.J.F.	142,840	Steno
Xenopus	Buzz Morgan	611,910	INT

PUZZLE CHALLENGE

By Excalibur Can you unscramble these words?

- | | |
|-----------------------|-------------------------|
| 1 AJNII OTAR _____ | 11 NGU KEMOS _____ |
| 2 FELI ECRFO _____ | 12 BBULRE BBBOEL _____ |
| 3 WRSELE ANIAM _____ | 13 YSK KRHSA _____ |
| 4 BESSA DADOLE _____ | 14 NOITPEORA FOLW _____ |
| 5 EDSI TEKOCF _____ | 15 RAI SESRITFRO _____ |
| 6 BRDO RROIRAW _____ | 16 KLBCA RTGIE _____ |
| 7 ELUBOD ROGANO _____ | 17 RTSCEEH DLFEI _____ |
| 8 TBOO PMCA _____ | 18 ARBOD MOMONAD _____ |
| 9 MDOEREF ECFCD _____ | 19 RD SCHOA _____ |
| 10 YSP RNTUEH _____ | 20 PCA-NMA _____ |

By The Eliminator NES GAME ROUNDUP!
How many of the super NES games can you find in this maze? Circle them horizontally, vertically, or diagonally. Good luck! Hint: There are 68 hidden games.

GBUMPNI UMPQASGNI WYRADNEGEL
 UAINAVELTSACROSSSSORCIESCT
 NSOODUBLEDRAGONSIMONCKIOS
 SEICROSI NIJASESLAKCAIENMA
 MBASESLOADEDRCITYDONKEYNMC
 OIWBIONUQCOCBRACOMMANDLMEAR
 KONGCONSTAROMTICERHELI MTNA
 ENCNE DMWUFOEWALAGIINSODT
 AIGNLASUNENRGOALI ABRFRPOS
 PCONTRAGFSRAABBCTUEOEHOGSU
 SOTHELLOFSSYACNYDOWUTDARNLE
 SMARBLETTOTURNRATTACAYRGVR
 VMAGMAXSQOORTBOYXUWNGUASOM
 YADOUBPTOI BATOGLOOKONWINA
 PNRTIORSBVSNCSTANNI KEIPRN
 SDACONTOAUESOXIBULIQBERTAW
 NOGHUNTILPXBIMTDLKRACKCAOKT
 INSATONELEOQAI RRIZOCLTKNER
 LKTECMBACRENEGADEKPPADICFC
 BEATDOOMOMXICEHOCKEYIGMTRC
 OGBROUQUAAENPUNCHNORHONAKS
 GNSAUTDFKRNI EOPARDYTBUMUOF
 NIOEBIUDLI OAAHIL OEROHPLNL
 SKLGLPCIAOPGSWCEBAI WYAGRBAO
 TGDLEKROEBHABLS HDLPGFORCEW
 SNI ADEHREROI DARESSEUKED1AR
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Puzzles

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Redwood City, CA 94064

Answers will appear in the
 September/October issue.

Rip Into Our Next Issue!

New ProViews

The best and latest new games.

Reggie Jackson Baseball

See how Sega's new baseball title compares with Great Baseball.

720°

Mindscape's long awaited skateboard hit comes to the NES!

GAMEPRO

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Follow the continuing saga of our Hero in the Video Dimension.

New! ProClassics

A look at a classic title from the past.

New! The New Game Machines

ProViews on the titles available for the next generation of game systems.

New! The Game Finder

A complete listing and rating of every game on the market.

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BOMB BLAST SUIT
Shields you from explosions.



FLASHLIGHT
Illuminates underground passages.



AWES
Set them in key locations
Up to three per screen.



INGRAM MAC-10
Semi-automatic submachine gun.
Silencer optional.

GEAR UP



GARETZ M52F
Single-action hand gun.
Silencer optional.



EDDY ARMOR
Will reduce damage by 50%.



ROCKET LAUNCHER
Destroy enemy equipment
from a safe distance.



ANTIDOTE
Neutralizes poisons.



GAS MASK
Only means of survival in gassed-out areas.



REMOTE CONTROL MISSILE
Guide it with your control pad!



OXYGEN TANK
Keeps you breathing underwater.



INFRARED GOOGLES
Used to detect infrared alarm sensors.



TRANSCIVER
This is your most valuable piece of equipment. WITH IT, you'll receive vital information from headquarters telling you where to find essential weapons and supplies.



COMPASS
Helps you navigate through uncharted deserts.



ANTENNA
Allows you to use transceiver despite enemy jamming devices.



PLASTIC EXPLOSIVES
For perfectly timed explosions.



BINOCULARS
Allow you to see one screen ahead without taking your life.



GRENADE LAUNCHER
Launch deadly grenades into strategic locations.



MIKE DETECTOR
Discovers location of enemy mines.



IRON GLOVE
Allows you to locate Angles in obscurity with a single punch.

METAL GEAR

Your Nintendo Entertainment System® has never seen a weapon as obstructive as METAL GEAR. To help you destroy it, ULTRAGAMES has supplied the equipment. To get through the METAL GEAR maze, you'll have to supply the wits.

ULTRA
GAMES





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