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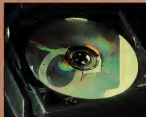
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Double Dragon returns in a fantastic sequel. See page 28.



Search for the DRA Stone in Dungeon Explorer. See page 46.

CONTRIBUTION: ERIC LEE

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It's the 90's!

By the GamePros

Welcome to 1990! It's the beginning of another fabulous year for GamePros everywhere. This year's forecast—GREAT! All indications point to a game market that is growing strong and steady. It looks like clear sailing ahead for game fans in every land.

To help you chart your course we've packed this issue of GamePro with some titles we think you'll want to add to your own game fleet. Nintendo fans will enjoy our in-depth look at Double Dragon II, as well as ProViews for 8 Eyes and Captain Comic. SpellCaster is ready to weave its magic with Sega Master System owners. For Genesis devotees we've got an in-depth look at the hot new Golden Axe cart, as well as "the sequels"—Rambo III and Thunderforce III. If you love TurboGrafx you'll love our ProView packed with tips for Dungeon Explorer. Make sure you also check out Cutting Edge, where we take a look at NEC's CD Rom for the TurboGrafx.

And the rest is business as usual...great S.W.A.T., hot Reader Tips, answers to your questions in Ask the Pros, and all of the rest of your GamePro favorites.

Oh, and by the way, we're off to the Consumer Electronics Show the first week of January. We'll be checking out all of the latest and greatest heading your way! And of course we'll let you in on all of the secrets...

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Do It Yourself!

You really impressed me with your magazine. I mailed my charter subscription form and my check in last week. You seem to cover all of the hot topics and you do it well.

I thought I would pass on a little project that I have just completed. I installed a color T.V. and Nintendo



control deck into an old upright arcade game housing. By using the two joy sticks I also installed, it gives the feeling of a real arcade game, but with the ability to change the game whenever you like!

By the way, I'm 42 years old, and I have a tough time getting my turn on the den Nintendo set. That's why I had to put a Sega in my office, and the upright for the "Wreck" room. My three kids, John, 7, Amanda, 9, and Jessica, 13, make me look stupid when we play games together, but I keep trying!

John Zocco, East Hartford, CO

Genesis Please

I've been looking at and reading your magazines for a long time now and I think they're terrific. What I like about your magazine are the

reports about new games and also information on the different new systems like TurboGrafx and the Genesis. My other favorite is the Pro Artist Series.

I thought it would be a good idea if GamePro would give more information on the new games coming out for Sega. Specifically, I want to know about Golden Axe—the different levels, the enemies you fight, and especially the different creatures you can ride. I also want to know about the three brave fighters you can pick from.

Kenneth Smith, Dolton, IL



This is a great issue of GamePro for Genesis fans. We've got three great ProViews, including Golden Axel - Ed.

Diverseas Fans

Dozens of my friends and I in the Dominican Republic love your magazine. We love it not just because of the games we get to know about, but also because of all of the options we get (Nintendo, Sega, Atari, etc.). You just don't get this in other magazines. I get to solve many of my problems with your tips, and I get to know about the games that are coming out, and even compare

the U.S. high scores with those of the Dominican Republic.

The problem I have with all of this great stuff is that I get perhaps one issue every four months and it's one or two editions old. I think there are many fans not just here, but all over our continent, that are interested in knowing how to subscribe to your magazine from our countries.

Jan Martin Battle, Dominican Republic

We're working hard on getting GamePro to fans all over the world.

Currently GamePro is available in Australia, Canada, West Germany, Greece, Holland, Mexico, New Zealand, Panama, Sweden, and the United States. If you can't find GamePro where you live your best bet is to become a subscriber! Use the subscriber form on page 8, and consult the bottom right hand corner of page 10 for information on foreign subscription rates. - Ed.

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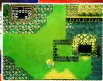


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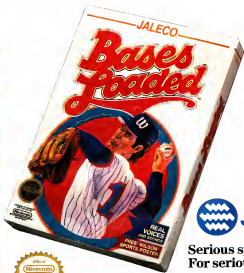


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The Cutting Edge

TurboGrafx CD System

TurboChips Meet Compact Discs

Hey, TurboGrafx fans. You like that great 16-bit gameplay? Think those graphics look pretty neat? Well, get set for even better gaming action, more elaborate video displays, and monster sounds to boot. The TurboGrafx-CD System and CD games are here! Hold on to your TurboPads and start saving those nickels and dimes.

CDs—Games & Music

NEC jumped out of the gate with its 16-bit system. Now it's trying to stretch its technological reach even further. Sure, you've just begun to savor your great 16-bit TurboGrafx games, but start thinking "compact disc."

How much better might your game playing get? One CD holds 550 megabytes of digital information. According to NEC, that's equivalent to 2000 regular game cards! Although it's highly unlikely new games will fully utilize that much programming space in the near future, you get the picture. Not only that, the CD player can play your regular music discs as well.

From TurboGrafx to CD

The CD system teams your regular TurboGrafx game unit with a special CD player and hooks them up to your stereo system for an out-of-this-world gaming experience. But don't worry about junking your regular TurboChip games. The CD system is strictly an add-on. Be-

sides that, the CD player is pricey. It costs \$399. And CD games are still sparse. There are only two so far.

The price tag includes the CD player, a TurboGrafx-CD Game Interface platform, a TurboChip system card, a power converter, cables, and a carrying case. Snap your TurboGrafx-16 and the CD



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player onto the platform, slide a special system card into the game unit, and start playing. The rugged carrying case is particularly handy if you're a gamer on the go. You can easily pack the complete system and a bunch of games anywhere you want.

Two to Tangle

Currently, you can only buy two CD games for the unit—Fighting Streets from Capcom and Hudson Soft, and Monster Lair, a collaborative effort by Hudson Soft, Alfa System, and Westone. Fighting Streets is an action-packed beat-em-up with an international twist. You fight your way through a formidable array of villains in four different countries—Japan, China, England, and the United States. Each opponent is susceptible to certain kinds of moves. The trick is to figure out what works, and do it. Monster Lair drops you into a creepy land overrun with fiendish creatures. You must find a power sword and a magic shield lost generations ago and vanquish the monsters from the land. This title features horizontal gameplay and 14 challenging levels. Better find the sword first; you'll never win without it.

The graphics in both games are outstanding. The background detail is particularly lush with a real three-dimensional look. And naturally, the sounds are hot! For example, Fighting Streets blasts out its sound track, along with every grunt and groan. You better win your matches because hearing the bad guys taunt you in stereo really steams you up! But that's okay, your CD hero has some great face-saving moves, particularly a whirling, flying hurricane kick that'll

knock you (and your opponent) O-U-T! NEC says you can expect future games to be even better.

Both CDs list for \$49.50. That's all the games there are for now, but keep your eyes open. NEC plans to release 12 more titles by April 1990. You can also expect to see some current TurboGrafx titles ported over to the CD format. Of course, you just have to swap the CD system chip with a regular TurboChip game card to play your old favorites sans CD sounds.

Easy Listening

When it's time for a music break, the TurboGrafx-CD jams. Just pop a music CD into the unit, crank up the stereo, and you're rockin' and rappin'. The CD can also play discs in the new CDG format that produces MTV-like music and video. According to NEC, it's one of only two CDG systems currently available in the U.S. and it's the only one that plays video games and CDG discs.

CD buffs will like the easy-to-use system controls. Use the TurboPad or the TurboStick controller to select commands from menus displayed on your TV. Like any CD, you can select random play or programmed play. A special 10-key menu enables you to select the tracks you want to play and a Music Calendar displays the order of the tracks. You can choose which track you want to begin play from, fade out between tracks, and just listen to the intros of every track till you find the one you want.

For sounds à la carte, pull the CD player from the game unit and use it as a stand-alone player. All you have to do is hook up some speakers and plug in the power adapter.

If you want your games and your music too, check out the TurboGrafx-CD System. Looks like NEC's charted a clear course for the evolution of TurboGrafx gaming. Enjoy the ride.



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The Black Bass



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As the shadow of the fish appears from the depths, the competition begins. He will hide and he will jump. He weighs over 20 lbs., and won't be easy to land. The editorial staff of Fishing Magazine, Black Bass Fishing, and computer engineers spent many years on this project. This EXCITING NEW fishing game is now available to you. Are you ready for the BLACK BASS?



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PRO Classics

By Gary Barth

Yup! It's official! TradeWest's mega hit Double Dragon is a ProClassic. One of the most popular arcade and home video games of all time, Double Dragon is the forerunner of many great side scrolling martial arts hits.

The Story

Double Dragon centers around our hero, Billy Lee, who with his street smarts and martial arts skills, attempts to take on the city that has turned him "bad to the bone." Enter the Black Warriors. Led by the mysterious and unseen Shadow Boss, they kidnap Billy's girlfriend, Marion. Not one to wait around for a ransom note, Billy takes on the challenge of fighting his way through four levels filled with savage gangmembers to rescue Marion.

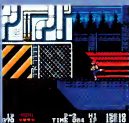
The Weapons

As tough as you are, a good weapon goes a long way towards making your task easier. Luckily, you've got many to choose from. You can grab bats, knives, whips, rocks, dynamite and whatever else from the vicious thugs and use it against them. Even better, use your smooth moves to beat up the bad guys. But choose your moves wisely. Even though Billy learns 11 different methods of attack, certain

you'll find your way through the city and defeat the Shadow Boss.



PRO TIP: The Shadow Boss can't be defeated by using a combination of Jump Kicks and regular Kicks to beat him. Practicing on thugs doesn't work well and you get most of the lootbag.



PRO TIP: Get maximum hearts to Mission 2! Play until you reach the Williams with the baseball bat standing on top of the ledge. Beat this goon and walk slowly to the right towards the very top of the screen until you're facing a pile of red girders. A Williams will come after you. Walk back to the left and head towards the wire fence. Just as the Williams is in front of the left edge of the girders, begin to climb up the wire fence. Climb all the way to the top of the fence, and walk on the ledge to the left until you come to another wire fence. Climb down this fence and then head as far to the left as you can. When you can't go any further, head back to the Williams. He'll be gone, but if you start punching the exact spot where he was standing, you'll get lots of points and max up your hearts!

DOUBLE DRAGON

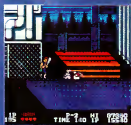


Collect different skills, such as Flying Jump Kicks, and flipping your opponent by collecting hearts. Even when you know all of the tricks reaching the Shadow Boss' lair isn't easy. You've got to fight through four stages filled with Black Warriors before you even get a crack at the big guy.

The Missions

Begin Mission 1 in the city slums. Using the ladders to your advantage climb to the top and when gang goons follow you, kick them while they're still climbing. In Mission 2 you battle through the city's industrial area.

DOUBLE DRAGON



PRO TIP: Keep an eye out for enemies tossing dynamite. Once they throw it, back away quickly so it hits the floor and not you. Before the TNT explodes, lead the enemy into it so it kills him when it goes off.

Right now, you're in his top-down lair in the east building.



PRO TIP: When you reach the top, you must drop to the top of the building, which drops the ladder and the man below it. All of a sudden you're in Mission 3 and the robot told a hand on you!

In Mission 3 you'll fight through a forest. The Flying Kick works well, if you're fast. Your foes will often duck and run before you can do any damage. Practice your Hair-Pull move. There's nothing like tossing a Chintai over your



Jump the bridge and pity "Batman."

shoulder! Leap across the bridge and finish off all of your foes in the forest. Then you're ready for your showdown with the big guy himself.

Mission 4 finds you deep in the lair of the Shadow Boss where, SURPRISE, you find out the Shadow Boss is really your evil twin, Jimmy. You can avoid some of the enemies in Mission 4. When the Abobo



Watch out for icicles in the cave!

breaks down the wall you don't have to fight, you can run! Climb the ladder to escape. Avoid beating the Williams in the ladder section and no other Williams will appear. Before you fight Jimmy the Shadow Boss, you've got to take out Willy. Armed with a machine gun, Willy's going to do his best to turn your body into swiss cheese. Beat him and it's a battle to the finish between you and your twin, with Marion as the prize.

PRO TIP: Remember, Willy can only shoot horizontally. Stay above or below his shots and then attack after he fires. Try cornering him so he's shooting off the screen.

The End

If you're not ready for the big leagues, get a friend to duke it out with you one-on-one in Double Dragon's special practice mode. Get your moves in top shape and head out on your own. It's some of the best ProClassic beat-em-up action ever for the NES. Try it, you'll like it!

Hot at the Arcades

By C.A.T.

Itchin' for some fast track action? Here are two driving simulators that should have coin-op speedsters putting the pedal to the metal. Drop a couple of quarters into the gas tank and remember, speed thrills.

Super Monaco GP (Sega)

Here's a super-charged driving game that pits your road racing skills against the pros in the Monte Carlo Grand Prix. Flashy graphics put you in the driver's seat of a sleek Formula One racer, ready for action on the streets of Monte Carlo. At the starting line, you select a difficulty level and choose either an automatic transmission or a 4- or 7-speed manual gear box. Dash through a preliminary heat to determine your starting position and set a position limit that you try to best during the race for extra playing time. Once the Grand Prix action starts, you bump wheels with the computerized competition and cycle through the gears with a unique steering wheel shifting plate. The engine emits a stereophonic

roar as you weave your way thru the pack and career around twists and turns. The high-tech heads-up display has a tachometer to guide you to the optimum shift points and a digital speedometer to propel you towards maximum acceleration. A miniature display of the track indicates your position on the course. A major accident during the race or failing to equal or better the position limit at the checkered flag ends the game. Attention racing hotshots, start your engines for intense Grand Prix action!



Hard Drivin' (Atari)

Slide behind the wheel and get ready for a rip-roarin' ride that recreates the sights, sounds, and feel of high performance driving. The 3-D graphics here are outstanding! Twist the key to start your muscle car and take off for either the stunt circuit or the speedway. At the stunt circuit, jump an open drawbridge and defy gravity as you whip around the inside of a 360-degree vertical loop. At the speedway, stomp on the accelerator to roar down the straightaways, then weave thru the two-way traffic and hold on tight as you try not to lose it on hairpin turns. Hard Drivin' is loaded with special features such as continuous feedback steering that relays bumps and cornering force to the steering wheel and a birds-

eye-view replay of crashes and collisions. Turn in a superquick lap and you'll earn a championship duel against the Phantom Photon, the ghost car that holds the current lap record. Better buckle up for safety; you'll lean into the curves and jump out of your seat!

PRO TIP: To save time, drive up to the drawbridge and the other jumps as fast as you can, slam on the brakes, and slow down to 80 mph just before you jump.

PRO TIP: Here's another time-saver. After jumping the drawbridge, turn right and cut across the grass to quickly get to the loop.

PRO TIP: For faster acceleration, learn to use the manual transmission.



PHOTOS: WENNING & CLARK
ARC-106; WILFONG; BOULANGER

The Adventures of

Chapter 5: SHOWDOWN WITH THE COUNT!

GAMEPRO

FRANCIS
MAO
WRITER/ARTIST

MICHAEL
KAVISH
ART DIRECTOR

Previously:

After Alex, the computer hacker and video games fanatic, has been suddenly transported off Earth and into the Video Dimension by the wicked Zardoth. The Video Dimension exists parallel to Earth on a super-level, dimension-like plane, and is linked to Earth via all of Earth's digitally connected machines—such as computers and video games. But in the dimension, the worlds and elements of video games are a reality! Zardoth seeks Alex's exceptional video gaming skills to help defeat the remnants of the Evil Darklings—a cruel shape-changing race that has overwhelmed the Video Dimension and seeks to launch a second invasion of Earth by way of the electronic transdimensional bridge created when people play video games. The Evil Darklings influence has trapped Alex in this dimension, and the only way for him to return to Earth is to physically enter various video games, and seek out and destroy all of the Evil Darklings hidden within. To aid Alex's mission, Zardoth has magically bestowed upon Alex the costume and powers of GAMEPRO—the ultimate video gaming champion!

IN BLASTER MASTER, GAMEPRO HAD DISCOVERED MYSTERIOUS CRYSTALS WHICH SHOWED IMAGES OF PEOPLE PLAYING THAT VIDEO GAME ON EARTH. ZARDOTH BELIEVED IT TO BE A NEW EVIL DARKLING CREATION TO AID THEIR INVASION PLOTTING OF EARTH—PERHAPS IT MAY EVEN BE SOME SORT OF BRAINWASHING DEVICE. ZARDOTH HAD TO CONTINUE EXAMINING THE CRYSTALS ALONE, FOR HE SENSED A DIRE EMERGENCY THAT GAMEPRO MUST ATTEND TO IN ANOTHER GAME. GAMEPRO FOUND HIMSELF SUDDENLY TRANSPORTED RIGHT INTO THE MIDDLE OF...



Castlevania
I'M IN CASTLEVANIA!!



THIS IS GREAT!
I KNOW THIS GAME INSIDE AND OUT!
GOON! GET OUT OF HERE!
THIS IS GOING TO BE A BREEZE!



MY GOAL STAFF HAS TURNED INTO THE CHAIN WHIP THAT SIMON BELMONT USES...
...DOUBT IT'LL BE ABLE TO HOME IN ON THE EVIL DARKLINGS LIKE LAST TIME...



I'M A LITTLE DISORIENTED... DON'T KNOW WHERE I AM IN THIS GAME...
WHERE DO I GO FROM HERE?!!
YOU MUST TRAVEL TO THE END OF THIS GAME!



I SENSE A VERY STRONG EVIL DARKLING PRESENCE NEAR THE END OF THIS GAME. THAT IS WHERE YOU MUST GO...
BE CAREFUL, ALEX... I SENSE GREAT DANGERS AHEAD...



NO PROBLEMS ZARDOTH!
I'VE FINISHED THIS GAME BEFORE. BESIDES, I AM GAMEPRO!!

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BUT FIRST I
HAVE TO STOCK
UP ON AMMO...

CANDLES ARE THE
BEST SOURCE FOR
POWER AND WEAPONS!



JACKPOT!
THIS IS ALL
I'LL NEED!

THE HEARTS WILL
PROVIDE A STEADY
SUPPLY OF HOLY
WATER...!



HOLY WATER IS
THE BEST WEAPON
TO HAVE... NOTHING
CAN STOP IT!



TIME TO GO!
AND THE ONLY
WAY IS UP!

ALL THE WAY TO
THE CASTLE'S TOWER...
ALL THE WAY TO
COUNT DRACULA!!

GAMEPRO EASILY DISPATCHES THE MONSTROUS BOOGIES THAT ANNIHILATE HIM AT THE END OF EACH LEVEL BY USING THE STRATEGIES HE USED WHEN HE PLAYED THIS VIDEO GAME BEFORE...





WHEN!

THAT'S A LOT TOUGHER THAN I THOUGHT IT'D BE... THESE GUNB ARE REALLY TOUGH IN PERSON!!



JUST ONE MORE LEVEL TO GO... NO EVIL DARKLINGS SO FAR... THEY MUST BE UP THERE WITH COUNT DRACULA...!



AT THE TOP OF THE STEPS...

I DON'T LIKE THE LOOK OF THINGS... IT'S TOO QUIET... WHERE'S THE COUNT?!



RARRR!!



WHRUMPH!!!

UNGH!



HOLY WATER! THIS WILL STOP HIM!



RARR!!

IT HAS NO EFFECT ON HIM!!



DRACULA!



SOMETHING'S WRONG... HE'S TOO POWERFUL! THIS SLEET CAN'T BE DRACULA!



CAN'T MOVE! I'M PINNED UNDER THIS TABLE!

PREPARE TO DIE HUMAN!



THINK FAST ALEX...

THINK!

GRARR!!

SCATCH!

ARAH!

HUH?

DRAKULA WAS AN EVIL DARKLING ALL ALONG!

I TOLD YOU THEN ARE A SHAPE-CHANGING RACE!

HOW NICE OF YOU TO JOIN US ZARDOTH!

TOO BAD YOU MISSED THE PARTY!

DON'T BE CURT ALEX.

YOU KNOW I AM UNABLE TO ENTER ANY GAME UNTIL THE EVIL DARKLINGS INFLUENCE HAS BEEN ERADICATED...

THIS WAS AN EVIL DARKLING ADVANCE SQUAD. ITS MISSION IS TO INFILTRATE A GAME AND ESTABLISH THE FOUNDATION FROM WHICH THEY EVENTUALLY TAKE OVER THE ENTIRE GAME...

UNFORTUNATELY YOUR SUCCESS WILL SOON DRAW THE EVIL DARKLINGS ATTENTION! WE HAD NO CHOICE BUT TO HAVE THE ELEMENT OF SURPRISE AGAINST THEM!

FORTUNATELY YOU STOPPED HIM BEFORE HE COULD ACCOMPLISH ANYTHING!

NOW THAT I'VE TAKEN THEM ON ONE-TO-ONE, I'LL BE READY FOR THEM!

VERY WELL THEN PREPARE TO TRANS-PORT!

WAIT! DON'T YOU THINK I DESERVE SOME REST AND RELAXATION AFTER ALL I'VE BEEN THROUGH?!

NO DUDE! HEADS UP!!

I AGREE THAT HE WOULD MIND TOO MUCH YOUR NEXT DESTINATION...!

HUH?

NEXT ISSUE:
CALIFORNIA
GAMES

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strangest alien shoot-'em-up
you've ever seen!

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real video game ever!

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the room rattle? Stand back!
Graphics so huge, so fast-moving,
so incredibly lifelike, you'll think
your TV just might explode? Hold
on to your joystick!
This is the world of Sunsoft, a
light years ahead of anything
you've ever seen. So if you're up
for the ultimate challenge, strap
yourself in, and take a trip with
the Titleholder!

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Double Dragon II

By the Pro, A.J.F.

The Black Shadow Warriors are back and they're out for blood! Once again step into the shoes of martial arts marvel, Billy. You're out to avenge the death of your beloved girlfriend Marion, who was

murdered at the hands of the fiendish Shadow Boss. But this time you're not on your own. Take along a friend and together you'll face the toughest simultaneous two-player martial arts action you'll ever see.

Come Out Fighting!

You'll need to train long and hard. Start your game by choosing either Practice, Warrior, or Supreme Master settings. Once you've perfected your moves with the Practice mode, you're ready for the Warrior setting and a real battle with those tough street brutes, the Black Shadow Warriors.



But you better polish all of your martial arts skills before you try the Supreme Master setting, which involves nine missions and a final, deadly confrontation with the Shadow Boss himself.

Moves you'll need to master include Punch, Kick, Jump-Kick, Upper-cut, Hair-Pull Kick, Throw, Noggin-Knockers, Elbow-Drop, Spinning Cyclone, Hyper Uppercut, and the Flying Knee-Kick. Some techniques require precise timing.

PRO TIP: Use a rapid fire joystick and fine-tune your punches and kicks for the fastest rate possible for lightning quick attacks against gang thugs.



PRO TIP: The Hyper-Uppercut is a double move. Not only can it stop the biggest gorilla in a few punches but it also enables you to score more points than usual. The easiest way to throw the hyper-Uppercut is to set both buttons to raise like this person's Jump-Kick by pressing the 4 and 5 buttons simultaneously. As you're hitting, hold down the hyper-kick button to launch the enemy.

The Weapons

Gang thugs are armed with pesky weapons ranging from brass knuckles, iron pipes, jumpsticks, and handgrenades. If Mission 5 can help these and control the situation.

The Missions

The city streets are a jungle. In Mission 1, the first animals you'll face are four acrobatic thugs. Practice your new moves to see what works best against this rowdy bunch. You'll also battle Lopars, Lindas, and other armed goons. Face a masked enemy boss at the end of this level. Knock him down and then rapidly punch him.

Mission 2 puts you high above the streets as you leap from rooftop to rooftop, taking out Lopars and other enemies along the way. Work your way to the heliport where you'll fight a couple of Chintais armed with Naggar-Judohammers.



PRO TIP: Fight off thugs in the heliport.

Stop them with a combination of Punches, Jump-Kicks, and Hyper-Uppercuts.

Grab the Naggar-Judohammer from Miss 3's red enemy and trade it with Q1 and Q2 buttons.



PRO TIP: Stay away from the door to the right side of the screen during Mission 3 or one of your lives will be sucked out of reserve.

The Abobo is a big find. Instead try to deck him with a Hyper-Uppercut, then stand on his waist and punch rapidly. When he tries to get up, your punches will knock him down again, most of the time.

Begin Mission 4 on the Shadow Boss' secret island. Face boomerang-throwing Lopars and a couple of Lindas. Don't go looking toward the bottom of the screen; you'll drown in icy-cold water. Head to the underground passage where you're attacked by several goons and a big guy in a kilt called a commando. Don't jump in the area or you'll bury yourself at the bottom of the hole. Try a Back Kick (East Coast) or a Hair Pull Kick and fight grubs by using the Hair Pull Kick, Hair Pull Kick, and an Arrow. The enemy will throw you down and grab their own weapons against them. Watch out for the conveyor belt.



PRO TIP: With the Warrior setting you can creep across the bottom conveyor belt. But with the Supreme Master setting you need to quickly run to your left on the top conveyor belt. Hang off the left edge a little, jump, then quickly pull down on the controller to drop to the bottom belt. With perfect timing, you can jump to the door that leads to the next mission.

The Forest of Death awaits you in Mission 5. Use your best moves to fight off chain-swinging Lindas,

firebomb-throwing hoodlums, Abobos, Williams, and other assorted bad guys. At Mission's end, climb onto the top of a giant bulldozer to fight a horde of brutes who want to pound you into the pavement.



Battle on top of this Bulldozer.

If you survive to Mission 6, you reach the Shadow Boss' Mansion of Terror. From here on out it's really tough going. Dodge falling fire torches and time your jumps perfectly to get past disappearing ledges. Make it past five more dis-

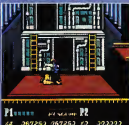


TIP: As soon as the fire torches stop falling, jump to the first ledge to your left and it appears. As the ledge starts to sink, quickly jump up and to the left to grab the next ledge. And when you're on the last ledge, you've won.

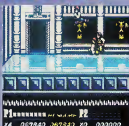
appearing ledges and several bands of thugs, and you're ready for the next Mission.

Step lively in Mission 7. Calico sends three hot bills and a drill cutting a way through the doorway. Hold that yourself in River Chase room was live, ready to be

ing gears. Dodge flying spears as you jump from gear to gear when they briefly stop spinning. Beat back firebomb-throwing Lopars and you'll find yourself in an arena. Here you'll battle many of the same goons you've already faced, including a commando.



TIP: An easy way to stop the commando is to knock him down with a Hyper-Dupercut. After you do, he stands on his knees and marches slowly. As he starts to get up, your punches will send him back down.



Watch out for icy floors.

Mission 8 is a real tear-jerker. Hell, Williams would've loved it with his cap. After a round with a goon, a jumbo cop jumps on you. Enter an arena with the Shadow Boss. You'll have your own special fight. "You're a tough guy," says the boss. "You can take my punches, but you can't take my Hyper-Dupercuts." You'll have to take a few more punches before you can take the Hyper-Dupercuts.

TIP: To defeat your Shadow Boss, take him down when he throws a fireball, sock him with the Hyper-Dupercut, and rapidly punch him out.

Mission 9 reunites you with your lost love, Marion. But it's only a cruel illusion by the Shadow Boss. But he's no illusion and this final battle is like nothing you've ever experienced. The Shadow Boss fights with martial arts and superpowers. The best way to get around is to use a combination of Super Kicks, Hyper-Uppercuts, and Super Punches. And when other tricks you've got up your sleeve. But beware, the boss can make himself invisible.

Shadow Boss is from Capcom and is known for his fast and furious style. You know how they get dirty and play a game where they get really hot and sometimes they'll use you as a weapon. And the more you use, the more you'll use. And the more you'll use, the more you'll use. And the more you'll use, the more you'll use.



HOT HANDS!

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Eight Eyes



Nuclear war has devastated the planet, bringing on hundreds of years of darkness and chaos. But the Great King has discovered how to harness the strange and powerful energy generated by the eight jewels formed in the atomic blasts. He's using them to restore order in the world. That is, he was going to use them to restore order until the eight evil Dukes snatched the jewels and scattered them throughout the world. Even worse, they've

banished the Great King to the radioactive wastelands. That's where you come in. On a wing and a prayer you play Orin, the King's devoted falconer. Along with your faithful bird, Cutrus, venture into each of the eight enemy castles. Here you must defeat the underlings and the mutants, and then battle it out with the Duke. When you've captured all eight jewels, return them to their proper positions in the Altar of Peace.

The Quest for the Jewels

Discovering the order to search each of the castles, from Germany to Spain to Arabia and elsewhere around the world, is a key part of the puzzle. Although you can enter any castle, you'll only be able to defeat the Duke if you advance in the proper order. To see if you're in the right place, make it to the Duke

and hit him with the sword. If you do about a half section of damage, you're all right. If you only slice off a quarter of him, better try another castle first! Completing each castle earns you a password to skip that castle in the future.



PRO TIP: Figuring out the castle order is tough and time consuming. Get started by trying Spain, Egypt, then Italy.

To succeed in your quest, you'll need to find special weapons and the powerful swords that allow you to defeat each of the evil Dukes.



Grab white crosses to power up. Pay attention to the narrow hole.

Max up your item power by killing various enemies and collecting the white crosses that appear. Red crosses give both you and Cutrus power. Search each room for other special items such as the jars that increase your life force. Also look for scrolls that offer clues about the placement of the jewels on the altar at the end of the game.



PROTIP: Before you enter a castle, check around by hitting various bricks. Often you'll reveal a power-up item that gives you full item power.



PROTIP: Whenever you reach a Duke's room, search for a special item in the walls. Sometimes you'll need to use Cutrus. Usually there's an invincibility potion, a sword power doubler, or something that helps you defeat the Duke. Also, you can usually find full power-up jars somewhere before you reach the boss's where.



In the House of Ruth fight all of the Dukes again. Check for super power-up jars.

Two is More Fun Than One

Play a one-player game and control both Cutrus and Orin.

Using the joy pad, make Cutrus fly or attack.



Sometimes Cutrus helps you to reach things you can't get to on your own.

If you play a two-player game, one of you plays Orin while the other wings it with Cutrus. Good teamwork makes two definitely better than one, especially in the last castle where you have to fight each Duke a second time, one after the other.

PROTIP: *8 Eyes* seems very hard at first. Learn to use Cutrus and then learn to fight smart! Don't just rush in. If you time it right, you can dodge in, strike, and dodge out again between enemy attacks. Use that technique and you'll make it to the next power-up jar and eventually to the Duke's room.

PROTIP: Sometimes you need to grab something just out of reach. To get Cutrus to fly a little higher, jump up, then release the bird.

8 Eyes will keep your eyes glued to the screen. Each castle is full of unique scenes and enemies, and there are lots of different strategies you can use. Walk through most castles from one stair well to the next. However, the castles called Africa and Germany contain Mazes. These are tough, especially Germany. Don't give up though. You can do it! In a future GamePro, we'll give you solutions for both mazes, just in case.



PROTIP: In Africa, don't just run down the stairs or jump down the holes. Try alternating between stairs and the holes.

The Altar of Peace

Once you gather all of the clues and kill the Dukes, place the jewels on the Altar of Peace. Get the order



Place the jewels on the Altar

right and you win. But that's not all! Your reward is a password that enables you to play the game again, only now it's harder. There are three quests in all.

PROTIP: There's an especially important clue in Arabia. Don't miss it!

Taxan's 8 Eyes is an excellent action adventure title. Cutrus adds something special to the game, making it better than your ordinary hack and slash adventure. There are plenty of challenges throughout and loads of great graphics. Even the music is pretty cool. So start flapping and soar to new heights with 8 Eyes.

By *Andromeda*

It's that magic time...the time for the festivities of the Trimillennial. Alas, the elders of Osmic are quite upset. Those majestic symbols of power and majesty, the hereditary badges of office—the Crown of the Ages, the Mystical Gems of Lascorbanos, and the Thousand Coins of Tenure—are missing!

It's not quite clear who snatched these priceless heirlooms. What is clear is that somebody's got to get them back! They're reportedly hidden on the planet Tambi. Only one individual has the quick wits, the razor-honed reflexes, and the other heroic qualities needed to rescue the treasures. And that's you! As Captain Comic, well-known galactic super hero, you're set for an adventure of cosmic proportions.

Begin your search by the castle in the woods on Tambi. You've got five lives and your Mark VII environment shield, complete with shield protection and a Blastola assault weapon.



PROTIP: When your shield power reaches zero you lose a life. Replenish it by grabbing shield packs you'll find in different areas.



Hope's a lucky double bonus! A can of Blastola Cola and a Shield of Invulnerability.

Your Blastola isn't much use at first. Search for the five Blastola Cola cans hidden on Tambi. Each cola increases the power of your assault weapon by one shot.

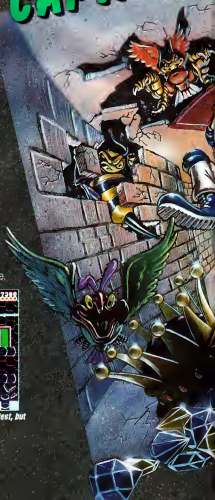
Your quest for the Osmic treasures takes you into every strange and wonderful nook and cranny of the Tambian planet. Wander through woods, over lakelands, across the surface of the Tambian moon (with little or no gravity), through a dilapidated space station, into a dark, dank cave, and inside a hi-tech computer room maze.



The Computer Room is the shortest, but most difficult level.

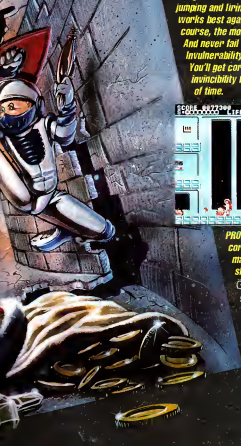
Each area of Tambi is populated by hordes of the strangest critters you're likely to see on any planet. These incredible creatures range from the Pyreball (a deadly beastie composed of equal parts of sulfuric acid and a substance much like goat cheese) to Petrified Space

CAPTAIN COMIC



Pollen (pollen of the now extinct parabolic reflector plant) to Mosfets (massive, living static electrical charges formed by the Tambian ritual of simultaneous hair combing).

OMIC



To make these tricky jumps, move right to the edge of the blocks before you leap. Otherwise, you'll bang your head and plummet into the hole!

PROTIP: Your best defense on Tambi is a good offense. A combination of jumping and firing of the Blastola works best against all beasts. Of course, the more shots the better. And never fail to grab Shields of Invulnerability when they appear. You'll get corkscrew shots and invincibility for a brief period of time.



PROTIP: Find this corkscrew to get permanent corkscrew shots!

Once you've searched Tambi thoroughly you should have two of the lost treasures in hand.



PROTIP: You'll find the Mystical Gems of Lascorbanos on the Tambian Moon.

To recover the last treasure, you'll have to return for a final, fateful battle through the Tambian Castle itself. Things here are not always what they seem, but with diligence and patience you'll soon have all the treasures in hand.



The Tambian Castle holds the final lost treasure.

Captain Comic, by Color Dreams is one tough title! It'll take many hours of practice, much patience, and your best jumping and shooting skills to beat this cart. But not to worry! Captain Comic's fabulous graphics and great tunes keep you entertained all through your voyage. Save those treasures and you might earn an Osmic Knighthood!

By John Sauer

An evil army of Otherworld gods and demons are sweeping the countryside. You are Kane, a warrior and SpellCaster from Summit Temple. Your mission is to discover the identity of these enemies and the nature of their diabolical plans. It's a journey that takes you from outer space to the Land of the Dead...in one of the most awesome Sega 4-Mega adventure role-playing games ever created!

Two Games in One

SpellCaster is actually two games in one, with both Action and Adventure sequences. During action

scenes search for four different magical items and special clues. Conversations with different characters reveal different facts about people and places...if you ask the right questions!



Talk with Dalkaka your mentor.

SpellCaster

Adventure scenes test your speed, timing, and courage. Use your moves and magic to battle the full forces of the enemy! Run, jump, duck, and fire "Ki" force from your fingertips! Or, if your magic energy is high enough, use spells to battle your foes. As the game advances you'll battle shape-changing witches, creatures that defy description, and even powerful demons from the Otherworld! Only by beating them can you advance.



PRO TIP: The Passage of the Well is a good place to increase your store of energy by defeating the creatures there. Simply moving back and forth down the passage keeps the creatures coming. Blast away and collect the energy spheres that fall about every tenth creature!

Weapons and Armor of Power

Although you begin SpellCaster armed only with your knowledge of spells and the Ki force, you'll soon acquire weapons and armor that make you more and more powerful.

The first weapon you'll receive is the Dokko, a hand-held steel spike with sharpened ends. Your attack strength increases with this and each of the other

new weapons you get such as the Vajira, a steel claw, and the Trident, which is forged from magic metal.



Use different weapons to battle your foes.

Kane's armor is magic, forged in centuries past by his ancestors. Search for the different parts of the armor. Each piece increases Kane's defense strength by a factor of one.

Magic Spells

Besides the Ki force, you'll also have the power to use nine magic spells. Casting spells uses energy but can make all of the difference between winning the game and being overcome by the forces of evil. Spells range in simplicity from the simple Password that lets you save your game to Hakuji, which concentrates your Ki force into a beam of destructive light.



PRO TIP: Using the Makiri spell to fly often keeps you above the attack line of many creatures. But remember: if you're touched, the spell is broken and you fall. Watch where you fall!

Use a spell to call on Mars, the God of War, and he'll restore your life strength to its fullest!

PRO TIP: If you find the restless ghost of the monk on the sea floor, use the Kannon spell to put him to rest. His spirit rewards you with an item you really need.

Items of Importance



Battle through action and adventure scenes.

To beat SpellCaster you'll have to find several special items and figure out how to use them. The Sword of Kusanagi comes from the eight tails of the Serpent God and is used to defeat a certain enemy. The Sword of Seven Branches frees a god, if you know where and when to use it! Keep track of the items you've got. Sometimes trying to use them on certain characters in action scenes gets you an important clue toward solving the game.

The Lands Beyond Space and Time

SpellCaster begins in the time and place known to us as ancient Japan. But in the course of learning the true nature of the enemy your adventures will take you across the stars to lands that until now were only myths and legends.

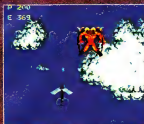
An ancient spaceship transports you across the light years to a distant planet where evil once was trapped.



KANE IS TRANSPORTED TO THE COCKPIT OF A CRAFT.

PRO TIP: If you can't get the spaceship to go, you need to find the robotic hand to fit the control port! Find it by defeating an enemy beyond the cave of fire.

Befriend the ferryman at the River Styx and you'll enter the Land of the Dead to learn about ancient relics of mystical power, and your own destiny as a warrior and a magician! If you accomplish your quests and can free a certain God, you'll be sent into the void with more power than you ever dreamed of... for a battle that decides the course of history for time ever after!



The Land beyond space and time.

Are you up for the adventure of a lifetime? Take a journey into the land of SpellCaster, where magic and adventure await your every move.

ILLUSTRATION: ERIC LEE

GOLDEN AXE



By John Sauer and Andromeda

Yuria, land of myth and legend, is ruled mercilessly by the evil Death Adder. His iron hand has wreaked destruction, but has not crushed the people's spirit. Choose from three mighty characters—the Barbarian Ax Bettler, Tyr's the Amazon Woman, and Gilius the Dwarf. Each of these valiant warriors seeks revenge against Death Adder.

The Warriors

Each character possesses different strengths and magical powers.



Tyr uses sizzling Fire Magic.

Tyr combines her razor sharp sword with agile moves, but isn't as

strong as the others. Her sizzling Fire magic is the most powerful. The Barbarian uses the potent Earth magic in combination with his great strength and lethal slashing sword. He can also ram enemies with his mighty shoulder. Gilius the Dwarf is the strongest of the three, although his Thunder magic is the weakest. Gilius with his deadly axe leaps and clobbers his foes. He can also knock them down with a head butt.

The Quest for Death Adder

Golden Axe takes you through eight rounds of action and adventure, including three new rounds not found in the arcade version of the game. From beginning to end it's non-stop battle action against Death Adder's evil forces. Battle through the Forest of Yuria and make your way to Turtle Island. Defeat your foes and you'll earn a night's rest...and a chance to increase your magic power! Survive the battle of Turtle Island Village and you'll be taken across the sea on the back of a giant turtle!

Next, fight your way to Eagle Island. Battle more giants and face

the dreaded Fiend's Path. Here a collection of Yuria's meanest creatures, living and dead, wait to cross swords with you. Survive this horror and you must fight your way across the battlements into Death Adder's castle. Here you'll face Death Adder Junior! Beat him and the grateful King and Princess will ask you to fight one final battle deep within the castle walls. It's the final showdown with Death Adder himself.

The Enemies

Death Adder's forces are many in number and almost too horrible to imagine. The first ruffians you'll meet are the club and mace-carrying bandits. The club and mace bandits are the weakest foes. Two or three tosses or good solid whacks over the head are usually enough to stop them.



PRO TIP: Don't let the Amazons, or any of your foes, box you in or you're in big trouble! If you get stuck try rolling, jumping, or anything that works to get out from between them!

Amazon women are mean. Their battle axes are deadly and they'll run to knock you flat. Don't stand still! If you dodge back and forth they'll run right by! Amazons and the others ride three different types of creatures: Chicken stingers with beaks and whip tails, the green fire-breathing dragons, and the pink fireball-spitting dragon. Knock your enemies off these creatures. Then you can ride them and use them to your own advantage...if you don't get knocked off yourself!

PRO TIP: If you can grab a dragon and manage to stay on board you'll easily defeat Death Adder's goons with minimal damage.

Hammer Giants and Mailed Giants are servants of Death Adder. Both move quickly and cause maximum damage! Hammer Giants attack by swinging sledge hammers, charging and ramming you with their shoulders, or simply knocking you flat with a well-timed kick of their giant feet! Mailed Giants move more slowly, but their pointed sword spears are long and they'll get you before you realize you're within striking range.

Spooky skeletons are among the toughest of your foes. A Skeleton's cutlass can slash you to bits in seconds.



PRO TIP: The best bet against all of these foes is a combination of dodging and well-timed hits, especially leaping attacks which are the most

powerful. Gilus is especially effective when he jumps and hits people over the head with his battle axe. With four well-aimed blows he can send skeletons back to the grave where they belong.

Using Magic

Magic is essential to succeed in your quest to defeat Death Adder! It can get you out of tight spots where sword play does no good. Whichever character you choose, learn how to use their particular magic and how it works on Death Adder's evil minions. Earth magic brings on an earthquake that shakes the life out of your enemies. Fire magic at its most powerful summons a mighty dragon from the sky to roast your foes. Thunder magic rains lightning upon those you fight. Each magic gains different and more powerful effects with every potion you collect. To gather these potions you must battle the Elves.

Elves don't fight back, but they do move fast. Hit an Elf and he'll throw you a potion that increases your magic power. Some Elves carry magic meat! Grab it and your life meter increases one bar.



PRO TIP: Remember where you encounter Elves in the game. This way you can plan the best times to use your magic. You're at your most powerful when you use a combination of lighting and magic to destroy Death Adder's followers.

The Final Battle

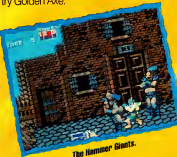
With all your magic, incredible acrobatic skills and formidable weapons, beating Death Adder's a snap, right? Wrong! Death Adder is huge, powerful, and has some pretty mean magic himself. You'll have to fight the battle of your life, to save yourself and the Kingdom.

This Genesis version of Golden Axe is magnificent. The graphics are stunning, and the music features especially catchy jungle drum tunes! The title also includes



The Duel Round.

a Duel round that lets you battle different enemies one on one in a coliseum, as well as a beginner practice round that lets you hone your battling skills. Listen up Sega Master System owners! There's an 8 bit version of Golden Axe for you too! So, if you've got an axe you'd like to grind, we heartily recommend you try Golden Axe.



The Hammer Giants.

By C.A.T.

Flash: A Soviet attack helicopter has intercepted Colonel Trautman's team just across the Afghanistan border. They're holding Trautman



THE SOVIETS INTERCEPTED TRAUTMAN'S TEAM JUST OVER THE BORDER. ONLY YOU CAN HELP HIM. RAPID.

Rescue Trautman.

and his party prisoner. Step into the combat boots of John Rambo. It's your job to rescue Trautman. Grab your weapons and head for grenade-smashing, machine gun-shooting, bomb-blasting action to the nth degree. To complete this impossible mission, you'll have to journey through enemy territory, destroying enemy attack soldiers, tanks, and helicopters in your quest to save hostage Trautman.

You're Armed to the Teeth

It'll take every trick you've got up your sleeve and all the weapons you can carry to make it through Rambo III's six missions of terror and four bonus battles. Your only chance for success against fanatical enemy soldiers is your instinct for survival and your grim determination to save Trautman. You're armed with a machine gun, survival knife, bow and arrow explosives, and time bombs. Each weapon works well in different situations. Spray machine gun fire as you run toward the enemy. Your survival knife is great for hand-to-

hand combat situations. Use explosive arrows to blast enemies and their vehicles. Set Time



Blast hostile tanks!

Bombs to destroy vehicles, barriers, watch towers, and other annoying obstacles. You've got an unlimited supply of machine gun fire, and you'll never lose your knife. Grab symbols you'll find throughout the game to replenish your supply of arrows and bombs.

Infiltrate Enemy Lines

During Mission 1 you'll dash through enemy lines, using your machine gun to mow down hordes of enemy troops jumping from the back of trucks. Dodge their bullets



Use time bombs to blow up the watch towers.

and grenades as you head towards a large door guarded by two snipers on top of watch towers. Use exploding arrows to blast through these doors, and you're in the first bonus battle—a showdown with a hostile helicopter.



PRO TIP: When fighting helicopters and tanks in bonus battles, take shelter behind solid objects until they shoot their weapons. Then move out and take your best shot!



The snowy prison.

Mission 2 finds you behind enemy lines searching the prison for a secret agent who'll give you important information to help you find Trautman. Check every cell for the agent and when you've freed him, head for the exit—the prison explodes in two minutes! Search for the enemy Arsenal in Mission 3. Watch out for camouflaged enemy troops near the Arsenal. They'll pop out from behind trees for a little hand-to-hand combat. Battle your way across bridges and around enemy jeeps trying to run you down.



PRO TIP: During the game try to use the knife to stab enemies. You'll earn the most ammo, points, and lives this way. A great place to do this is near the gate in Mission 3. Stab the man in the bushes, collect the goodies, then pull the screen up and then back down. He'll keep reappearing. Get him over and over again and max up your ammo!

Blast through the final gate and straight into the second bonus battle. You'll be face to face with a monster tank!

Enter the enemy Arsenal in Mission 4 and run to destroy everything in sight! Use all of your weapons to blast through doors that lead to stores of enemy ammo and enemy vehicles. Shoot soldiers and use bombs to blow up weapons. When your percentage meter reaches 100, you can escape from the Arsenal.



Blow up enemy ammo.

You're on the grounds of the enemy headquarters in Mission 5. Avoid hostile tank fire while you search for the entrance to the Fortress where Trautman is being held. When you reach the three large Fortress doors, a wave of soldiers come pouring out to annihilate you. Blast them with machine-gun fire and head through the doors. This bonus battle takes place in the heliport as you try to destroy two enemy helicopters.

You're inside of the Fortress! In this final Mission you've got to search the maze-like Fortress for Trautman, while avoiding heavy fire from enemy guards. Find Trautman and make your escape. Just when you thought you were safe, you'll face the final bonus battle with a tank and a helicopter!

RAMBO III

Rambo III for the Sega Genesis is one guaranteed blast of good old fashioned shoot-em-up action/adventure. Great 16 bit graphics and some nice explosions of sound make this a winner for Rambo fans everywhere. Remember...take no prisoners!

By the Pro, A.J.F.

It's not déjà vu, it's Thunder Force III! Once again, the Lone Star System is waging war against the Planet Nebula. Nebula's leader, Reficul, is preparing his forces to attack from the mother ship Plealos. Enter you! As Ryder Jupiter, ace fighter pilot, take the controls of the super space jet Thunder Force II and lead the attack against the Lone Star forces high in the skies above Nebula. Ahead of you lie eight stages of action, above, on, and below the surface of the planet. Survive to the final stage for a confrontation with the Ultra Combat Weapon Fortress Plealos. Select difficulty level, number of jets, and rapid fire options to vary your game play. During vertical gameplay, choose from eight different weapons. Horizontal screens feature four additional weapon options. Yipes! If this isn't the space battle of your life it ought to be!



Stage 1: Fly through four different quadrants in the skies over Nebula. Battle enemies and destroy enemy installations. To move from quadrant to quadrant, find the gate in the thin/wall section and open it by firing at the point where the gate meets the thick wall.

PROTIP: Destroy all of the largest ground targets in a vertical stage in less than two minutes and receive 100,000 bonus points.



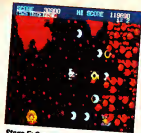
Stage 2: Zoom through this enemy port, zapping enemy space fighters as you go. The best weapons for this stage are the Wave Shot, the Mega Flash, and the Hunter. Destroy the giant laser-blasting enemy boss by repeatedly shooting him in the center.



Stage 3: Here you must avoid towering skyscrapers and countless enemy ships. If a swarm of Red Seekers gets on your tail, use Back Fire, Hunter, or Wide Shot Weapons to blast them. HIT the four main ground targets to end the Stage.



Stage 4: Travel along this underground highway as you battle enemy ships. Watch for walls that suddenly close in front of you. Attack a giant tank as missiles fly everywhere. Shoot rapidly under the tank's main gun to destroy it.



Stage 5: Soar through treacherous underground caverns while fighting off enemy ships. Avoid crashing into twisting cave walls. You've got to destroy the four main ground targets to finish the stage. Head to the upper right caverns, then blast through destructible cave walls to locate the main enemy targets.

PROTIP: To find the fourth and final target, shoot through several destructible walls and then sacrifice a ship by crashing into a solid wall.

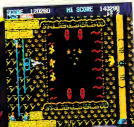


Stage 6: Battle through an attack fleet of space fighters. The best weapons to use here are the Wave Shot and the Hunter. Fight off an oversized caterpillar and end this stage. Destroy him by blasting him in the eyes.



Stage 7: Fly over ancient ruins and statues. Wipe out the statue heads for extra points. Shoot through destructible walls and destroy the four main ground targets to end the stage.

ILLUSTRATION: MARCO FROZEN



Stage 8: In this stage you'll face an enormous enemy fighter fleet, battle droids, gun turrets, and laser cannons. Your best weapons here are the Laser and the Hunter. Watch for the game to speed up, testing all of your reflexes. At the end of the stage, shoot the enemy boss right in the center of its body.

PRO TIP: Shoot down 200 or more enemies during a horizontal stage and receive 100,000 bonus points.

Stage 9: It's the ultimate confrontation against Planos. Fly all around this giant space ship, destroying all the small gun turrets and the four large ones. The Hunter and the Wide Shot work well against this boss. When all four large turrets are destroyed, work your way to the giant laser cannon near the center of the ship. Then move in for the kill!

THUNDER FORCE

NEC

Where
the system
gets its
energy.

The TurboGrafx-16 system has many high-energy components and accessories that not only let you enjoy an amazing level of excitement now, but also let you expand your system in the future.

TurboGrafx™ CD Game Interface and Compact Disc Player

Energy CD sound and an even higher level of gameplay to the TurboGrafx-16 system—with more characters, more levels, and more challenges. Also plays regular audio and the new CD graphics (CD + G) discs.



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Now up to five friends can play specially selected games at once. Compete in head-to-head action or work together towards victory.



Zax of Arcadia-Gusty Games

Packed with high-energy action, our TurboGrafx™ game carts bring you some of the best arcade-quality titles around. Adventure games like The Legendary Axe™



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By David Winstead

The King of Oddesia needs your help! The sacred ORA stone, holding the power to life, light, and happiness, is lost deep within the ancient dungeons. Become a mysterious adventurer through a strange and ancient land while you search far and wide for the magical lost treasure.

Your quest takes you deep into an underground labyrinth of dark, dank dungeons, filled with nightmare creatures too horrible to imagine. Even worse, the evil alien king, Natás, is also searching for the stone. He promises death to anyone who tries to stop him.

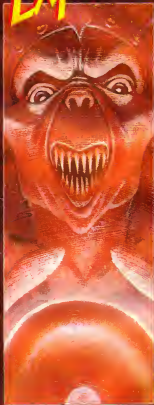
There's Safety in Numbers

Venture alone or better yet, take along up to four companions with you on your gallant quest. All you need is the TurboGrafx-16 Turbo-Tap and enough controller pads for everyone! Each player can choose to become one of eight different characters with different magic and weapons. You'll face the dungeons much more bravely when you have a thief, a fighter, a warlock, a witch, a bard, a bishop, an elf, or a gnome on your side.

PRO TIP: If you're playing by yourself, try using the Fighter. When a group plays together, it's best to use several different characters.

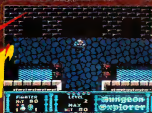
Begin Your Quest

When you and your companions are ready to venture forth, you'll begin your search for the precious ORA stone by battling through over a dozen different game levels including villages, dungeons, and castles.

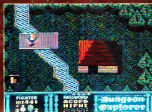


In villages, remember to talk to the townspeople in the buildings. They'll often give you important information that helps you on your quest—secret information you can't continue without.

Dungeon Explorer



At the Axis Castle entrance there are three doors. The center door leads to the King. The left and right doors lead to the stairway to Rotter head.



Journey through the countryside.

When you enter the dungeons monsters immediately spring to the attack. Globes on the floors generate the monsters, so destroy these as quickly as possible before you're overrun with ghouls. Evil beasts you'll battle include such creepy dungeon denizens as the Metallic Slime, Skeletal Knights, Mudmen, Evil Knights, and the Enchantresses. Sometimes, when you destroy a monster, you'll get valuable special items or potions that increase your White or Black Magic.

Beating Back Beasties

Defeating monsters takes a combination of weapons and magic. Each character has unique weapons. For instance, the Fighter has a special sword and the Witch uses Gleam Force to defeat her enemies. Each character also has special White and Black Magic abilities. White Magic is protective.

For example, the Warlock uses White Magic called Stunner that temporarily stops the enemy from moving. Black Magic is used to attack. The Bishop uses the Black Magic called Vaporizer to randomly zap different enemies.

Use the special items you collect to increase your defensive and attack abilities. For example, the Boots of Ability raise your quick-wittedness and the Reflector acts as a wall to deflect enemy shots away from you.

PRO TIP: You'll only have the ability to use these items until you die. If you lose a life, they're gone!



Defeat these Statue Guards and battle the mighty Grimrose.

Mini-Bosses

As in all adventure titles, you've got to complete certain steps in order to advance to the next levels. In *Dungeon Explorer*, you've got to defeat the different Mini-Bosses to get through doors leading you to different areas. Don't forget to grab the crystals the mini-bosses leave behind when you defeat them. They'll increase your maximum hit points and build up your strength in one of the four abilities.



PRO TIP: To get across the bridge you'll have to defeat at least four Mini-Bosses—Bullbeast, Gutworm, Grimrose, and Catakiller. Defeat them, and the bridge is repaired. By the way, you'll find Tiger and Alexs on the other side of the repaired bridge!



Battle the Tiger!

An Epic Adventure

It takes more than one sitting to finish this epic adventure. Be sure to record your passwords so if you take a break you can return to continue right where you left off.

PRO TIP: Princess Aki has a fun password. You've got to save the impris-

oned Princess from evil Grimrose's prison. First, defeat Grimrose. He's a giant rose bush who fires little in-



Grimrose is a thorny problem.

sects at you. Hide from the insects by running to the top right hand corner. Then, fire your weapon repeatedly at Grimrose until you wipe out all of his rose bud heads. Next, re-

enter the prison. You'll notice that the Princess has escaped from her chamber. Walk to the entrance of the chamber and you'll get a password: JBBVJ-HDCOG. This lets you continue your game from this point...but now as the Princess! She's a stronger character!

Work your way through the villages, the castle, the intricate dungeon passageways including the deadly mazes in the Ratorix and Mistos Dungeons, and you're well on your way to beating Natas in the quest for the ORA stone. Of course, you do face one final battle—Natas is not about to give up that stone without a fight.



PRO TIP: Battle Natas by heading to the upper right or left sides of the screen and shooting him in the head. You might also try a little Black Magic.

Victory

In the end you're bound to defeat Natas. The King of Oddesia will be happy because you've brought peace to the land. You'll be happy because you've finished the game!

It's a magnificent adventure for the TurboGrafx-16, made even better by the fact that you can play with your friends! So what are you waiting for? There's no time to waste. After all, ORA Stones don't grow on trees!

COMMANDO™

By *Andromeda*

As you dive behind a rock for cover, the sound of gunfire rips through the air. You're deep in enemy territory and the rebel forces are advancing. Armed with only a rifle and a few hand grenades you're on an impossible mission—break through enemy lines and destroy the rebel headquarters.

Your only hope is your skill as a crack shot Commando. Sneak through enemy terrain, using trees and rocks to block enemy fire. Rebel soldiers bent on stopping you for good leap from trenches, caves, and other strongholds.

PROTIP: Always keep moving forward as quickly as possible. If you stop to do battle with the rebels, they'll quickly converge on you! As a lone Commando your only chance is to keep on the go at all times!

Fanatic rebels in jeeps and on motorcycles try to run you down. The



Enemy vehicles try to run you down.

only enemy vehicles you'll have a chance of destroying are the dynamite trucks. Try to lob grenades on to them for big points.

Watch your grenade supply and use them carefully. Look for packing cases that contain extra grenades. Grab these to replenish your supply. Keep an eye out for other special weapons. With a ma-

chine gun in hand the odds are a little more in your favor.

There's more to this game than meets the eye. For combat action below, as well as above ground, search for the eight hidden underground enemy bases.



PROTIP: To find the first enemy base head to the first bridge.

Then toss a grenade to stop the sniper tossing grenades on the right side of the bridge. A hole appears in the side of the bridge. Head for the hole and you'll find yourself in the underground enemy camp!

Commando for the Atari 7800 is loaded with non-stop combat action. Making you search for the underground bases is a nice touch. Rough and tumble subterranean battles, fast-paced overall action, and explosive graphics make Commando a formidable addition to your games collection. Warm up your grenade-tossing arm and sharpen your shooting eye. You say you want a revolution? Commando's for you.



Save hostages in underground enemy base camps.



8 EYES



Featuring the new
DUAL ATTACK MODE!



As Orin the Falconer, you must save the world from the evil of the 8 Eyes. These Jewels of Power are held by the King's dukes, who plan to use them to rule the



world for their own profit. Control Orin and your falcon Cutrus, alone, or in the unique simultaneous mode, where you are Orin, and your friend is Cutrus. Contains Password feature.



TAXAN
Consumer Division

By *Andromeda*

The problem: A deadly group of hostile aliens, the Xenophobes, are over-running space stations throughout the universe. The solution: You! As a top member of an elite security team you must search the nine infested space stations and destroy all of the Xenophobes.

Once aboard each space station you'll have to quickly search each of the levels. There are eight different rooms per level and up to five levels per ship. To clear a station destroy all of the aliens on board before your time runs out. This won't be easy! Xenophobes range in size and strength from the fairly innocuous Critter and Pod to the deadly Rollerbaby and Snotterpillar!

PROTIP: Clear a level of all aliens and get a 200 point health bonus.

To destroy the stronger Xenophobes you'll need the most potent weapons available. You'll find these as you search the space stations. Keep swapping weapons until you've got the Pooler Gun. With a puff you'll destroy even the most pugnacious Xenophobes.



PROTIP: Grab grenades to make short work of Rollerbabies and Snotterpillars. Destroy the Tentacle by jumping and blasting with your gun.

Besides weapons, you'll also find other valuable hardware scattered throughout the space stations. Some pieces, like the transmitter or skull, earn you extra points. Other items, like the flask and those tasty hamburgers, beef up your health.



Grab hardware and hamburgers.

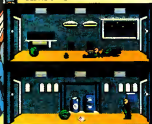
Even with the best weapons your mission is daunting. Exploring each level of a ship takes time, and your time is limited.

PROTIP: Move from level to level via the elevators. However, check the level name before you go up or down. If it's in red, you've still got more aliens to find on that level.

If you fail to destroy all of the Xenophobes and time runs out, you're transported back to the Mother Ship and the Space Station blows up! You'll still get points but not as many.

PROTIP: If you're stuck in a particularly difficult station and you're running out of health or time, you can grab the self-destruct code and head back to the Mother Ship. You'll still get points for the aliens you destroyed.

Venturing on your own into space stations teaming with aliens is pretty spooky. Take a friend along and you search the station together. A split screen enables both of you to head into different areas at the same time.



Two players can split up to search the station more quickly.

PROTIP: If your friend has a better weapon than you do, you can knock him down and take his weapon!

What better way to spend an evening than searching space stations for Xenophobes? It's addictive and challenging with or without a friend along. And if you get too good at it, just flip the difficulty switch and you'll have more Snotterpillars than you can handle nipping at your heels. Try Xenophobe and help keep space beautiful.

**BRING
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WOMAN
HOME TO
MEET MOM.**

INTRODUCING

Arcade Levels:



Round 1. You fight through the forest to start your journey to the castle of the evil Death Adder.



Round 2. You enter Turtle Village and face axe-wielding amazon women and fire-breathing dragons.



Round 3. You cross the hard back of the turtle as he swims toward your destination and face fearsome knights.



Round 4. Crossing the bridge of Fear, you throw enemies screaming to their death.



Round 5. Past the eye of the eagle, you battle your way closer to the dreaded inner sanctum.

New Levels:



Round 6. Your magic earthquakes sprout mystically from the ground, blasting your enemies.



Round 7. Now at the evil Death Adder's castle, you must leap across the chasm to face killer skeletons.



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TeleGenesis Modem and Games. These products are planned for future availability and are sold separately. Each player needs a Genesis console, TeleGenesis modem and TeleGenesis game cartridge to play.
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S.W.A.T. HOT TIPS

SECRET WEAPONS AND TACTICS

Dungeon Explorers (TurboGrafx)



Password to Invincibility!!

To become invincible type in the password:

DEBDE
DEBDA

Then, press RUN and Button 1 simultaneously. The screen reads password error. Now press Button 11 and choose your character!

Astro Warrior (Sega)

Quick Double Options Power-Up!

To grab two free options, do the following: When the game is in play and the screen says, Galaxy Zone, Asteroid Zone, or Nebula Zone, rapidly alternate Buttons 1 and 2. If you do this at just the right speed, free options will appear!



Double Dragon II (Nintendo)

By the Pro, A.J.F.

Extra Lives!!

To start out with seven lives, begin a Two Player game (2P play B). Next, beat up Jimmy and kill him off! Each time you take one of Jimmy's lives, you'll gain a life yourself. This lets you start with seven lives!



Mega Man II (Nintendo)

By the Eliminator

Here are the weapons the Eliminator likes to use to get Dr. Wile and his henchman, as well as the order to do the levels in.

1. Metalman: Use Regular Weapon and use Metalman Weapon in Wile Stage.
2. Bubbleman: Use Metalman Weapon
3. Woodman: Use Metalman Weapon
4. Airman: Use Woodman Weapon
5. Flashman: Use Metalman Weapon
6. Crashman: Use Airman Weapon
7. Heatman: Use Bubbleman Weapon
8. Quickman: Use Regular Pea Shooter
9. Dragon: Use Regular Weapon
10. Guts-Dozer (tank): Use Quickman Weapon
11. Heat-Seeking Bullet Launchers: Use Crashman Clamp Bombs
12. Forming Boxes: Use Regular Pea Shooter
13. Dr. Wile Spaceship: First use the Pea Shooter at the window. When the window is destroyed, use Quickman Boomerangs on Wile.
14. After passing the acid stage, use the Bubble Lead on Wile!

Mega Man II (Nintendo)
By the Eliminator

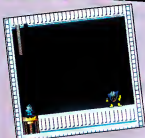
All the Passwords!

There's a password here for each of Mega Man's enemies. Start wherever you like!



Metalman Killed:

A1, B5, C3, C4, D2, D5, E2,
E4, E5



Airman Killed:

A1, B0, C4, D1, D3, D5, E2, E3,
E4, E5



Heatman Killed:

A1, B2, C1, C4, C5, D1, D3,
E3, E5



Bubblieman Killed:

A1, B5, C4, D1, D2, D5, E2,
E4, E5



Flashman Killed:

A2, B1, C2, C5, D2, D4, E1,
E3, E4



Quickman Killed (Start at Willey's Hideout):

A1, B2, B4, C1, C5, D1, D3,
E3, E5



Woodman Killed:

A1, B0, C4, D1, D2, D3, D5, E2,
E4, E5



Crashman Killed:

A2, B1, C2, C5, D1, D2, D4,
E1, E4

S.W.A.T.

HOT TIPS

SECRET WEAPONS AND TACTICS

Keith Courage (TurboGrafx)

By the Pro, A.J.F.



Grab tons of gold coins!
In Level Two, near the beginning of the reverse zone, right in front of the Wise Wizard's hut, you can build up as much money as you wish! Just scroll the screen to the left, then move back to the right. The same enemy attacks over and over again, each time you scroll back and forward. Just keep killing this enemy, picking up the coins, and you're as rich as you want!

Dragon Warrior (Nintendo)

By Charlie T. Astan

Find the Silver Harp!

The grave of Gerin holds the Silver Harp. Use a magic key to enter the large building in the north part of Garinham. The entrance leading to the grave is along the north wall of the building, three spaces from the west wall (in the darkness!). You'll find the Silver Harp on the fourth level of the dungeon.

Bad Dudes (Nintendo)

By the Eliminator



Quick Way to Get Past the Intro Screens!

If you're tired of staring at the Data East logo while you're waiting for the game to load, just hit the Reset button right away and you're off. You can also skip the screen where the sergeant says, "The President has been captured by Ninja..." Just press Select!

Duck Tales (Nintendo)

By Andromeda



Bounce Across the Swamp Creatures
Scrooge has to get across the Swamp in the bottom of the mine. It doesn't matter that Scrooge can't jump far enough to get over the water in the swamp. If he jumps just right, he'll land right on the heads of the swamp creatures that spring out of the water. Scrooge bounces off of their heads and on to the next patch of land in the swamp!

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S.W.A.T. HOT TIPS

SECRET WEAPONS AND TRICKS

Star Soldier (Nintendo)

Super Laser Weapon!

Quite a few GamePros have written in stuck on that tough space shoot-em-up *Star Soldier*! Here's a trick that gives you a super laser weapon! Before powering on the NES, on Controller 1 hold diagonally UP and to the Left, and the A and B buttons simultaneously. Keep holding all of these down, and power up the system. Without letting go, press

the Select button 10 times, while still holding all of the directions and buttons! The screen will flash to let you know the trick worked. When your game begins you'll find you have the shield and 5-way fire already equipped on your ship. By pressing Select, your pea-shooting firepower is turned into intense laser blasts. You'll have no trouble getting *Star Brains* with these weapons!

Alex Kidd: In High Tech World (Sega)

Locations of Eight Pieces of the Map!

Here's where to find the eight pieces of the map Alex needs to escape from the castle:

1. Papa's Room: You'll have to enter more than once before the real map piece is found.
2. Kitchen: Look inside the waste basket!
3. Mary's Room: See James on



the 4th floor and then take your test from Mary. Answer more than eight questions correctly on the test and you might get a piece of the map.

4. Maid's Room: Name the names of six maids!
5. Digital Clock: Check the back of the clock on the third floor. A mini ladder is necessary!
6. James' Room: When you enter



the room after the test you'll find a note burned to ashes. Don't touch the note! Telephone Rockwell and ask him to bring the Restorer Powder to the drawing room. Take that powder to James' Room and spray it on the note paper that turned to ash. It'll turn into a piece of the map.

7. Library: First you need to meet John, and then Barbara. Listen for the name of the book and then go to John in the library. He'll show you a piece of paper—your map piece! But remember, John doesn't come to the library until about 10 o'clock.

8. Empty Room: When the digital



clock shows a time from 30 to 45 minutes, head for the empty room to find Mark and Tom. You won't find them here at any other time. Meet them three times and they'll give you a piece of the map!

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Reader Tips

Nintendo Bomberman Password



Here's a password to Stage 50 of Bomberman:

FECPIANNMJGGKGIDJABA

Chau Hua, Kaneohe, Hawaii

Castlevania II: Simon's Quest

Here are codes for two different endings for Simon's Quest:



1st Ending:

**QVZY UQAU
R12S SMIA**



2nd Ending:

**CIDF O26D
L1KN SWJK**

Michael Randles, Pasadena, TX

Guardian Legend Last Level Password



Here's a last level password for Guardian Legend. You'll be equipped with third power weapons and maximum enemy erasers.

M7wT QVhU TRxw W3xU Z1xY 2x31 !Dmj 5fVh

Michael Campana, Poland, OH

Monster Party Tons of Monstrous Passwords!

- Level 2: **c7E Mc" NJ6**
- Level 3: **Nei QaS,TF**
- Level 4: **.Nb Rrq qb"**
- Level 5: **LjG "Gz rz8**
- Level 6: **I6H uC" Rfk**
- Level 7: **K7" 8,b Cie**
- Level 8: **DTv gs. iNT**

Bad Dudes

I've discovered four moves in Bad Dudes that are not shown in the instruction booklet.

1. Back Kick: press "A," and "L" or "R."
2. Jump Kick: press "A," and "B."
3. Flying Spin Kick: press "A," "B" and "L" or "R."
4. Power Punch: hold "A" until character glows then release (make sure to hit something to make this trick work).

Payton Gaudin, Lynchburg, VA

Sega Master System Altered Beast



For up to five extra continues, when you die rotate the Controller pad clockwise, while pushing Buttons 1 and 2.

Chris Gallop, Bethesda, MD

Altered Beast

I have found a way to get five life gauge meters instead of three. When the title screen appears, push the directional button Up and to the Left diagonally, and push Buttons 1 and 2 at the same time. When the game begins you have five life meters!

Paul Wilson, Howell, MI

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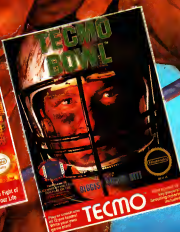
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In Ninja Gaiden™ you'll travel through distant lands as you wage battles against relentless enemy warriors in this incredibly realistic adventure.

TECMO

Black Belt

In your September/October issue, C.A.T. listed some "ProMoves" to defeat each enemy boss. I've got ways of beating Oni and Rita that I think are easier!



Oni

Move immediately to the far left side of the screen and start punching. He'll hit you first, but eventually what happens is that he takes your energy down to nothing. But you do the same to him. The difference is that you need an extra hit to die, but Oni doesn't, so he croaks immediately.



Rita

Rita's weak point changes. To get her, I start with either a jump kick or a regular kick, then a punch, then a low punch, and then a foot sweep. Repeat the pattern until she's down to no energy. A jump kick to her while she's in the air (doing a jump kick) should finish her off!

Bryan Peroni
Vancouver, B.C., Canada

Miracle Warriors

Finding the Dark Lord, Terrarin

Once you've found the keys to Heaven, Earth and Hell you've got to find Iason's Monument. Here's what to do. When you get the last key (the Key to Hell), go west six spaces, or squares. Press Button 2 and use the same spell you used to get the keys (Come, Iason).

You'll find yourself inside the monument. Before you head for Terrarin make sure you have all of the special items, food in full, and life meters in full. In not, you'll never beat the Dark Lord. Collect the special items you'll find in treasure chests in the Monument. There are three levels in the monument. Move fast in Level One to beat all kinds of fierce monsters. Head for the stairs in the upper left corner of the maze. These stairs take you down to Level Two. Go to the lower right corner where you'll find more stairs going down! The stairs on Level Three are at the top center edge of the level. Head down these stairs and you're face to face with Terrarin!

DeAngelo Price, Portland, OR

Zillion

Try this for Zillion! You can become invincible! Get the Zillion Power in A6, then go to the bottom of the entrance elevator shaft and go left to the first screen, C3. Open the door and get in the elevator next to the Laser Barrier. Stick your arm in the Laser Barrier and go down in the elevator as far as you can without going off the screen. Repeat this procedure until your energy hits zero and you fall through the elevator floor. An alarm goes off and you're

invincible. (This is tough to do and you may lose a few lives in the process).

Mitchell Jackson,
Broken Arrow, OK

Genesis

The Last Battle

Continue!



In the Last Battle you can continue from the beginning of the last chapter played by pressing the A, B, and C Buttons, and Start simultaneously when the title screen displays start. This only works from Chapter 2 on.

Ken Cordova, Santa Clara, CA

Do You Have a Secret Weapon?

If you do, submit it to GAMEPRO. Our Pros will review it, and if we publish it, we'll send you a free GAMEPRO Super Shirt! Send your best tips and secrets to:

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Challenge your friend or the computer in this explosive game. Try to match the images in the windows and enjoy some very special effects.



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This may be the most simple of all these Battle Flipper games, but it takes technique to protect your goal and defeat your opponent.



ATTACK
Aim for the spinner and hit the targets of "stop", "help" and "attack" to take advantage of your opponent. You can also move both flippers back and forth across the screen to sabotage him and win.

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Ask The Pros

Nintendo

Wizards and Warriors

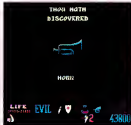
Dear ASK THE PROS,

In the game *Wizards and Warriors*, how do you use the horn?

Sudheer Bhatta, Northridge, CA

Dear Sudheer,

The magic horn is a special item you can use to find hidden invisible doors. You'll find these invisible doors in several areas of *Wizards and Warriors*. The doors lead to bonus rooms. If you're in an area where you suspect there are invisible doors, blow the horn (by pushing the select button). Any invisible doors in the area will become visible!



The Horn.

Sega Master System

Y's: The Vanished Omens

Dear ASK THE PROS,

I'm currently at a stand still in *Y's: The Vanished Omens*. I'm in a room deep

in the mine, battling the Bats and the Creature they join to form. At best I've been able to reduce this one by half before I'm destroyed. How do I beat this guy?

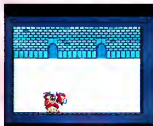
Kevin Dimsho, Buena Park, CA

Dear Kevin,

There is no easy way to beat this creature! To put up a good fight you need maximum levels of strength. Your best bet is to only attack when he's formed into Birdo. When he splits into multiple bats, don't even try to destroy them. If you stand a little to the left or right middle of the screen you can dodge and avoid the bats. If you stay still, they are lured to where you're standing, and then you can move away at the last moment. When they form into Birdo, move



Stand where you can dodge the mini-bats.



Slash Birdo's wings.

above him and try to slash him along the side of his wings without getting too close. This is the least damaging way to attack him. Then move away quickly and avoid those deadly bats. Once you get the hang of this pattern

of attack, this Birdo is fairly easy to destroy. Just take your time. Trying to attack too quickly usually ends in disaster!

ALF

Dear ASK THE PROS,

I would like to know where and how to find the fuel in ALF?

Dan Armstrong, Palm City, FL

Dear Dan,

You'll find the fuel in the same cave where you found the gold nugget. To get to the fuel you'll need to go twice as far into the cave as you went when you found the gold nugget. Make sure you have the lantern and the ladder or you won't be able to reach the fuel. When you make it all the way into the cave you'll come to a shack. There you'll find the fuel!



There's the fuel!

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Overseas Prospects

Time Machine

The year is 1993. Bangura, an evil dictator, controls society with an iron hand by brainwashing people into submission. He uses his personal army to mercilessly destroy those who oppose his rule and wreak havoc worldwide.

Maruk, the former president, was stripped of his power during Bangura's disastrous reign. He and a group of scientists fled seeking refuge in an underground laboratory. There they devised a secret, strategic plan to end Bangura's evil domination.

The Ultimate Army

Using their own brainwashing techniques and advanced technology, Maruk and his group developed the ultimate humanoid

machine: half-man, half-robot. These state-of-the-art soldiers have humanoid-like tissue and skin covering their bionics as well as the incredible strength, agility, and reflexes of Ninja Warriors. Using artificial intelligence, the freedom crusaders programmed their male and female warriors to destroy Bangura and his ruthless infantry men. Exercise your heroics by stepping into the bionic shoes of the Ninja Warrior. Using all of your amazing capabilities, stop this evil dictator and his army.

Man Against Machine

Pick the Ninja of your choice! Be the Red Kunoichi with the long, blonde hair, or the mysterious Blue Ninja. They are equal in fighting

ability, but each character gives the game a different look and feel. If you're tired of red and blue you can also change the colors of your Ninja to green, yellow, or several other different colors! Whatever choice you make, get ready to catapult into six rounds of mind-boggling martial arts action.



Use your knives to slash all sorts of creatures.

To defend yourself in your battles against the Dictator and his henchmen make use of your bionic ability to walk, run, duck and flip through the air with incredible precision. You're armed with 30 Ninja Throwing Stars and two deadly knives. Use your knives to slash enemies, and block enemy shots. If your enemies are farther away, hurl Ninja Stars at them.

PRO TIP: Kill enemies like the Clay creatures and get five more Stars each time.

Ninja Warriors

**BAN
DAI**

Hyper Lode Runner™



The Labyrinth of Doom

Earthdate: 2264. These are troubled times for the planet. After centuries of peace, the renegade Red Lord of Darkness has led his cyborg fanatics in a bloody revolution that has overthrown the United World government. Millions of political prisoners are being tortured in his infamous Labyrinth of Doom far beneath the surface of the planet. Very little is known about this subterranean maze of brick-walled catacombs. Just vague rumors about the hidden millions in stolen gold guarded by a ruthless army of mutant cyborg zombies commanded by the merciless General Zed, governor of the Red Lord's death camps. Only one thing is sure...none of your predecessors have ever come out of this dreaded place alive. But, you must find a way out with a lode of gold big enough to launch the counter-revolution. You are the last hope, the best of the great Lode Runners.

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Battle Through the City

Your route to Bangura's Hideout takes you through six deadly levels filled with fearsome foes. In the Ruined City you'll have your first encounter with Green Army troopers. Use your quick, flashing knives to stab and attack the scum,



PRO TIP: Hold the knife button down to guard against enemy bullets.

Level 2 takes you to the Airport where you'll face the Fire-Breather. He'll try to scorch your flesh. Your best bet against this ghoulish character is to use your amazing ability to flip over him, and then slash him from behind.



Flip over the Fire Breather.

In Level 3's Artillery Warehouse Bazooka launchers, Masked Ninja Bats, and many others attack. Face off against the Barbarian with his spiked ball and chain.



PRO TIP: Remember, you can block the ball part of the chain with the knives, so attack wisely and defensively by knifing under the belt.

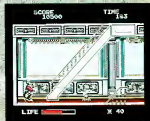
Night falls in Level 4, but Bangura's evil cohorts are still out and about the town. Don't even think about stopping for a bite to eat. Bangura's goons jump you in front of the restaurant. Level 5 really stinks! Whew, you're in the sewer!



Bats try to gnaw on your flesh in the sewer.

ters. They'll help when the action gets too rough.

Bangura's Hideout



3SVO tries to zap you with lasers.

If you survive to the final battle with the Dictator himself, you'll find yourself in the White House—home of

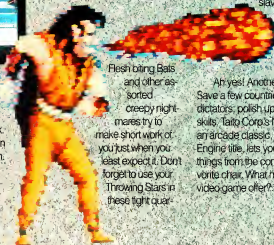


Bangura runs when he sees you coming!

Bangura, and a complicated maze of different stairways and floors. Heavily guarded by hypnotized

slaves, and 3SVO, a robot who emits circuit-trying lasers, this level is the ultimate challenge.

Ah yes! Another day's work. Save a few countries, defeat a few dictators, polish up your bionic skills. Taiko Corp's Ninja Warriors, an arcade classic, and a top PC Engine title, lets you do all of these things from the comfort of your favorite chair. What more could a video game offer?



Flesh biting Bats and other assorted creepy nightmares try to make short work of you just when you least expect it. Don't forget to use your Throwing Stars in these tight quar-

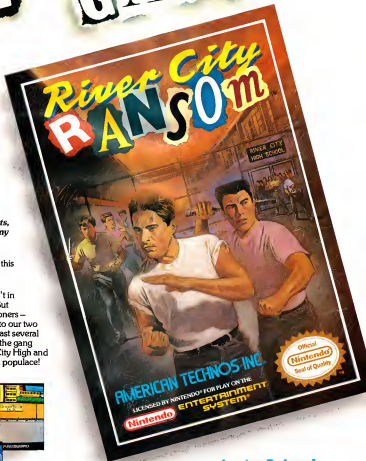
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*"To the Citizens of River City:
I hold your high school captive!
With my gangs of students and
vicious bosses roaming the streets,
nobody can stop me now. Meet my
demands – or else!"*

Slick, the meanest, most powerful gang lord in River City, has issued this ultimatum – and the entire town is powerless in a grip of fear!

Fortunately, Alex and Ryan weren't in school the day Slick took it over. But now, their fellow students are prisoners – including Ryan's girlfriend! It's up to our two young heroes to battle their way past several dangerous city gangs, then defeat the gang lord, to free the students of River City High and restore peace to the panic-stricken populace!



American Technos, Inc.
10080 North Wolfe Road
Suite SW3-372
Cupertino, California 95014

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Short ProShots

Nintendo

Ghostbusters II (Activision)



Hey guys and ghouls! The entire Ghostbusters crew is coming your way once again. Something evil is brewing in the Museum of Modern Art, so climb into your Ectomobile. You've got to drive around New York City, getting rid of slimy ghosts. This sequel to the hit Ghostbusters cart promises to be a smash. It looks as good, if not better, than the original.

Tombs and Treasure (Activision)

Professor Dale led a team of archaeologists to the ruins of Chichen Itza in the Yucatan. While in search of the sacred "Sun Key" the Professor accidentally released a nasty bunch of evil spirits. As the only surviving



member of the team you've got to return to the Yucatan, find the Sun Key, and destroy the evil Mayan spirits. Battle demons, explore ruins, and search for untold treasure while you try to put the spirits in their place.

Astynax (Jaleco)



You're a meek, mild mannered high school student until a beautiful girl invades your dreams. Nothing unusual you say? Wrong! One day as you're strolling down the street the sky changes color, the sun turns into a blazing purple ball, and you're zapped into a strange world. This one-player adventure leads you along a treacherous road to the castle of the evil wizard, Blackhorn. Grab special items and battle all kinds of foes during your quest. In between levels enjoy "movie-like" sequences that continue the story. It's a captivating adventure—even if you can't pronounce Astynax!

Castle Quest (Hexoft)



Alas, Princess Margarita was kidnapped by the Mad Mizer. This Dark Lord has imprisoned her deep in grim Groken Castle. You must rescue Margarita by finding your way through the treacherous maze of rooms to the Princess' prison. Avoid deadly traps while you search for two fairies held captive in the Castle. This is no quest for the faint-hearted!

Godzilla (Toho)



In a far off distant future, the invaders from Planet X threaten to attack the Earth as part of their diabolic plan to conquer the universe. To defend itself, the Earth sends the monsters Godzilla and Mothra to attack the alien invaders. Battle through different Ring Fields in interplanetary space and take on the legion of creatures from Planet X in this monstrous adventure.

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Sega Master System

Ultima IV (Sega)



This famous computer title translates fabulously for the Master System. Prove your worthiness in the quest to become an Avatar. It's a magical journey through towns, villages, and even below the ground into deadly dungeons. Ultima IV promises to be the ultimate quest for role-play fans everywhere.

Genesis

Forgotten Worlds (Sega)



It's the 29th Century. The planet Earth was destroyed by cold wars, organized crime, nuclear bombs, and, finally, the big War. Alien space warships attacked and enslaved the Human inhabitants of the planet. Now Reptilian thugs and other horrible creatures are

roaming the streets. You become one of two Male Children raised in secret and trained as Warriors. Your mission is to destroy the aliens and free the planet! Battle through three worlds—the Dust Planet, the Pyramid of Terror, and the Cosmic World. Carry weapons and also use an attack satellite. Collect Zenny and use it to buy special power-up items. Go it alone or take along a friend. The future of the planet depends on you.

Mystic Defender (Sega)



The lovely maiden Alexandra is held hostage deep in Azuchi castle. You are her champion. To rescue her you'll need to journey through the castle, battling snakes, mutated dragons, firebreathing caterpillars, and other assorted nightmares. Search for special items, climb on tree limbs for extra magic, and fight to save the beautiful Alexandra in this mystic, epic struggle.

TurboGrafx

Dragon Spirit (NEC)

In this medieval fantasy you set out to rescue Princess Alicia from her



demented captor. Transform into a mighty flying dragon and battle through eight tortuous areas, including a forest, volcanic mountains, a cave, a glacier, and more. Along the way collect different power-ups and become a mighty three-headed dragon. Only you can save the Cloud Kingdom.

R-Type (NEC)



This classic Sega Master System hit is here for the TurboGrafx-16. The Bydo Empire is making a bid to take over the galaxy. As usual you've got to stop them! Pilot the newest galactic attack fighter, R-9, into a battle to the death with these menacing enemy forces. You've got space age weaponry including power-ups that let you increase speed, firepower, and also add droid ships to your arsenal. R-Type features some of the most fabulous outer space graphics you'll ever see!

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*Sept./Oct. 1989 issue



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TOP 10 ranking by Nintendo Power*



Save the beautiful Helena before she is devoured by the hideous Hydra. This is relentless role-playing action with graphics that need to be seen to be believed!

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Extra Innings.



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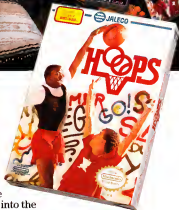
If you thought soccer was a game for the rest of the world, here's America's answer. A fanatical crowd, a full team of 11, and action so precise, so powerful, so *awesome*, you can almost taste it. Win or lose, one thing's certain: GOAL!™ will win you over.

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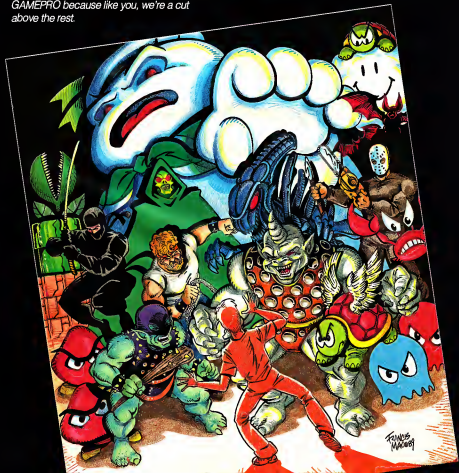
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The biggest news this month is the appointment of Michael Katz, former President of Atari Corp., as the new President of **Sega of America**. Katz' expertise and experience in the game industry in combination with Sega's dynamite product line, headed by the Genesis, seems to indicate that 1990 could be Sega's year!

Looking for a good book? Try Corey Sandler and Tom Badgett's *Ultimate Unauthorized Nintendo Game Strategies!* The first in Bantam Book's new Game Mastery Series, the book features full story lines, secrets, and winning strategies for 100 top games—including 30 just-released new games, 32 top hits, all time classics and special previews of top games coming in 1990.

Over the next month or so, all of **Activision's** latest for the NES will be reaching retailer's shelves—including Tombs and Treasure, Archon, Super Pitfall II, and Ghostbusters II. Everyone is hitting the airwaves—from Nintendo to NEC, plus Sega and Tengen. T.V. advertising is growing in popularity with many game publishers. **Acclaim** released four new spots this holiday season, targeting NES titles Othello, WWF Wrestlemania, the Acclaim Remote Controller, and Double Player System. **Cineware** expects to have a first quarter 1990 release of its TurboGrafx version of T.V. Sports Football. They're also working on developing Lords of the Rising Sun

and It Came From the Desert for the NES. By the time you read this **Data East's** long awaited NES Robocop cartridge should be on the shelves of your favorite retailer! **Konami's** Castlevania—The Adventure, and Motocross Maniacs are out for GameBoy (see the November issue of GamePro). **LJN/Interactive** are busy with a variety of different projects. Nightmare on Elm Street for the NES is being polished, and should be available soon, along with X-Men. Look for Beetlejuice, based on the movie of the same name, around February. GameBoy projects include Spider Man, Beetlejuice (based on the Saturday morning cartoon show), NBA (GameBoy's first basketball title), and T & C Wood and Water Rage. **Mindscape** is planning for a first quarter release of Road Blaster and Infiltrator for the Nintendo. They're also working on a Mad Max title based on the popular movie of the same name. Over the next couple of months NEC will release Space Harrier, Final Lap Twin, Military Madness, Ordyn, and Pac-Land for the TurboGrafx! The word is that the sequel to **Nintendo's** Dragon Warrior, Dragon Warrior II, will be released in 1990 along with Super Mario III. We'll have more on this after the

Consumer Electronics Show. **Sharedata** is planning the release of their first title, the Exidy coin-op hit Chiller! The title is being billed as the first "budget" Nintendo cart—that is, under \$20.00! Sharedata has licensed other Exidy titles for conversion. We can look for them in 1990. Check the next issue of GamePro to see how you can win your own copy of Chiller! **Tengen** is rocketing out games as fast as they can! Eight new games are planned for release during the Christmas season, including Sega hits, Afterburner, Shinobi, and Alien Syndrome. The other five titles are Police Academy, Road Runner, Vindicators, Toobin and Xybots. If you look closely at **Tradewest's** Magic Johnson's Fast Break you'll discover that Tradewest has signed an agreement with Pepsi that allows the Pepsi logo to appear in the game. Adding a new dimension of reality to video basketball, the Pepsi logo appears twice in the game—during the opening title sequence and again as "signage" in the video game basketball arena. Tradewest has also reached a licensing agreement with **American Technos**, and will be releasing a Game Boy version of top hit Double Dragon during the second quarter of 1990. **Pepsi** has also been busy awarding over 4,000 Gameboy systems via an instant, under-the-cap contest with different Pepsi soft drinks.

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When you have achieved your best score on any Nintendo, Sega, Genesis or Atari (7800 or KE) game, you may submit your score by sending us a photo of the screen. If you have the highest score, your name will appear in our next issue! Also, in each issue a drawing will be held of all high scorers, and one in each area (Nintendo, Sega, Genesis and Atari) will win a free GAMEPRO Supershirt!

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/camcorder

and submit your score on video tape. (High scores submitted on photos and tape cannot be returned.)

In order to be fair to all players, please abide by the following rules.

1) Players must play the game continuously...for example, finding a safe corner, setting your joystick on auto-fire to rack up points, and going on vacation is a no-no. Scores achieved through these kinds of tricks, or scores which are impossible to achieve in normal play, will be disqualified.

2) Secret power-ups are allowed.

3) Slow motion is discouraged, but will be allowed on certain games

when our panel of judges feels studio is necessary.

4) Non-scoring games that you win by "finishing" require the same proof as scoring games. "Finish" scores will appear in one issue of the magazine.

Please mail in your proof of a super score, and print on a piece of paper your name, address, phone number, name of game, name of game system, score achieved, and mail to:

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NINTENDO					Score
Game	Player	Score	Game	Player	Score
1943	Joe Porter	2,292,900	Kid Icarus	Ray Venosdale	9,999,999
Arkanoid	Mike Pirring	669,070	Kid Niki	Sam Wu	557,700
Bad Dudes	Adam Albert	691,300	Kung Fu Master	Shane Stebanuk	527,050
Balloon Fight	Adam Albert	691,950	Legend of Kage	Roger Gultatte	706,650
Bubble Bobble	Andy Lee	1,587,480	Life Force	Pierre Aparicid	1,192,300
Castlevania	Challenge Score	850,000	Marble Madness	Kevin Dulin	118,440
Contra	Jim Hernandez	6,553,500	Mighty BombJack	The Game Freak	13,008,920
Donkey Kong Jr.	Scott Lindsey	251,000	Milon's Secret Castle	Anne Yung	Finished
Donkey Kong 3	Buzz Morgan	744,000	Monster Party	Michael Campana	Finished
Double Dragon	Gus Adkins	172,100	Ninja Gaiden	Chris Fitzperald	261,100
Dragon Warrior	Jeff Adkins	Finished	Operation Wolf	Andy Beall	505,050
Duck Hunt	Adam Albert	970,000	Pinball	Richard Metzger	466,270
Faxanadu	Michael Campana	Finished	Pro Wrestling	Shane Stebanuk	The Champ
Gauntlet	Glen Gilmore	2,135	Rad Racer	Ivan Brown	32,449
Gradius	Scott Lindsey	3,652,000	Robo Warrior	Frank Maruca	2,724,000
Guardian Legend	Michael Campana	5,085,470	Rush 'n Attack	John Orr	1,182,600
Gyross	Challenge Score	3,000,000	Section Z	Challenge Score	150,000
Hogan's Alley	Ray Little	486,900	Selcross	Adam Albert	9,999,900
Hydlide	Jeff Adkins	Finished	Shooting Range	Ray Venosdale	99,990
Indiana Jones	Kevin McLaren	9,999,999	Party Game	Todd A Barber	367,500
Iron Tank	Ed Van-Tilburg	1,180,900	Sky Kid	Jason Heller	321,730
Jackal	John Mears	957,130	Solomon's Key	Jonathan Rothrock	141,580
Karate Champ	Adam Albert	999,900	Spy Hunter		

Score Board

NINTENDO (cont.)

Game	Player	Score	Game	Player	Score
Star Force	Jonathon Henry	6,443,900	Kung Fu Kid	DeAngelo Price	441,200
Star Soldier	Challenge Score	3,000,000	Maze Hunter	J.K. Cruz	195,800
Stinger	A.J.F.	2,656,300	Miracle Warriors	Joseph Drdonez	Finished
Super Mario	Michael Crutchfield	Finished		DeAngelo Price	Finished
Super Mario II	Michael Crutchfield	Finished	Missile Defense 3-D	Sam Wu	345,600
	Matthew Grande	Finished	Dut Run	Gus Zambrano	38,789,940
Super Pitfall	Glenn Stockwell	9,999,500	Phantasy Star	Sam Wu	Finished
Teenage Ninja	Floyd Hopfinger	601,600		Brian Herrman	Finished
Mutant Turtles				Robert Connally	Finished
Tecmo Bowl	Sam Wu	World Champion		Michael Goens	Finished
Track & Field	Adam Albert	999,999	Power Strike	A.J.F.	4,476,980
Track & Field II	Paul Chung	Finished	R-Type	Jordan Crane	1,153,000
Trojan	Tyler Crawford	279,600	Rambo	Jonas Manalansan	1,337,150
Wings	Conrad D. Cheslock	1,016,000	Rambo III	Jeffrey Rosenzweig	72,100
World Runner	Challenge Score	500,000	Rampage	Chris Fitzgerald	687,985
Xenophobe	Jason Siler	999,990	Rastan	Lucian Ceteras	360,890
Zanac	Dave Hanych	36,783,810	Safari Hunt	Matt Slezak	1,321,400
Zeida	Challenge Score	Finish w/ 50 games	Shinobi	Zak Druzba	941,800
		2 games	Space Harrier	Zak Druzba	35,540,810
Zelda II	Mike Gamp		Space Harrier 3-D	DeAngelo Price	18,517,740
			The Ninja	Zak Druzba	2,200,700
			Thunderblade	George Sun	2,139,000
			Time Soldiers	Robbie Siegmann	1,669,000
			Wonder Boy in Monster Land	Vanessa Mihara	1,363,800
			Zillion II	George Sun	342,500

SEGA

Game	Player	Score
Action Fighter	David Rapport	1,105,950
After Burner	Zak Druzba	6,422,600
Alex Kidd/ The Lost Stars	Shawn Pottorf	81,200
Alex Kidd/ Miracle World	Mark Sulowski	100,200
Alien Syndrome	DeAngelo Price	116,500
Altered Beast	George Sun	365,700
Astro Warrior	Gerald Shepherd Jr.	495,000
Aztec Adventure	DeAngelo Price	87,100
Black Belt	Cory McKee	1,440,900
Bomber Raid	Gus Zambrano	457,500
Chopflifer	Gary Harstad	2,565,300
Double Dragon	Pierre Aparcid	1,075,440
Enduro Racer	Chris Camera	733*61
Fantasy Zone	A.J.F.	9,999,999
Fantasy Zone II	Vanessa Mihara	6,573,200
Guardian Legend	J.J. Cano	9,999,990
Hang On	Steve Little	2,580,920
Kenseiden	Serge Gravelle	101,700

GENESIS

Game	Player	Score
Ghosts 'N Ghouls	Doug Mathieson	Finished

ATARI

Game	Player	Score	Setting
Asteroids	Joe Knox	97,700	INT
Desert Falcon	John Whittington	180,777	STD
Food Fight	Steve Vineyard	11,919,800	INT
Galaga	Kyle Snyder	227,810	ADV
Joust	Greg Vandendriessche	337,800	INT
PACMAN	A.J.F.	142,640	Banana
Popeye	Peter Boadry	116,910	
Mario Bros.	Chris Hubbard	125,440	STD
Xevious	Buzz Morgan	811,910	INT

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