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April 1990
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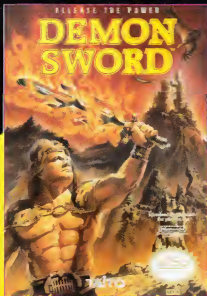
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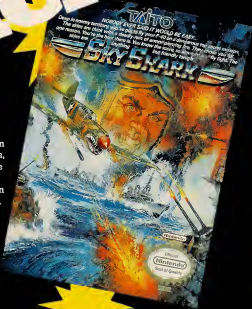
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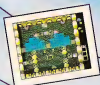
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We're Looking For a Few Great GamePros

By the GamePros



You're going to notice a big change in this issue of GamePro. We received so much positive mail in response to our addition of the Reader Tips on the S.W.A.T. pages in our February issue that we decided to discontinue Reader Tips permanently. From now on we're recruiting GamePros everywhere for our S.W.A.T. team. Send in

your Secret Weapons and Tactics and you might find yourself on the S.W.A.T. pages with the rest of the pros!

But don't flip straight to S.W.A.T.! You might miss some of the other exciting features in this issue. In Cutting Edge we'll take a first look at the new crop of joysticks on the horizon for the Genesis and the TurboGrafx. NES highlights include a nightmarish adventure with Freddie on Elm Street, a journey with everyone's two favorite rodents Chip and Dale, the Rescue Rangers, and a pair of arcade classics for the Nintendo, Silkworm and Twin Cobra. Master System fans, get ready to check the goons in Slap Shot, an ice hockey title. And Joe Musashi is back for revenge in a new Genesis Shinobi saga, along with Mr. Zoom, and the Truxton Super Fighter. Check out NEC's CD adventures of Wonder Boy—Monster Lair, and get ready for Take It To The Hoop for some hot basketball action. Game Boy? You bet we've got Game Boy! From the outer space action of Ultra's sure-to-be-a-classic Nemesis to the sunny sands of Malibu for some Activision beach volleyball.

And don't forget to check out the regulars. Ask The Pros questions are flooding in for Spellcaster for the Master System. In this issue we'll answer two of the most commonly asked questions. Short ProShots looks at some new titles, and ProNews has more follow-up on the Nintendo news from the Consumer Electronics Show as well as a look at CES through the eyes of our own GamePro.

Keep those cards and letters coming. We read them all even though we can't answer them (and we wish we could!). If enough GamePros write in, we'll make the changes you ask for, as with the S.W.A.T. section. As always, it's your magazine!

GAMEPRO

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Nintendo Power™—March/April 1990



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Yeah Team!

I've found all of your reviews on Nintendo, Sega, TurboGrafx, Genesis, Game Boy, and Atari extremely informative. I feel that your magazine should be rewarded, so I rewarded it with seven nice words:

- G** = Gorgeous
- A** = Awesome
- M** = Magnificent
- E** = Excellent
- P** = Promising
- R** = Rewarding
- O** = Overwhelming

Keep up the great work, and don't get the blues just because you can't finish a game!

Danny Miller, Princeton, B.C., Canada

It's All In the Family

Just dropping you a little note to tell you just how much my nine year old son and I enjoy reading your magazine together. We're telling everyone we know about it, so that they can read it to catch up on all of the latest games and secret info. Thanks, GamePro!

Jason Platak, Brook Park, OH

I've been an avid game player since the day I played with my first Atari. I received my first video game when my parents gave my brothers and me Pong. That game was worn out after a year! The game seems boring now, but it was the biggest thing in our house for two years. Next, my older brother bought an Atari game system and we played it day and night. I was hooked! Now I have three different systems...the first Atari and both the Sega Master and Genesis systems, along with about 120 games. I'm planning on playing video games and reading GamePro for years to come. Who knows

what's next—how about an interactive hologram video game?

Larry Kallas, Milwaukee, WI

Here's hoping you and GamePro will both be around long enough to enjoy an interactive hologram video game system. It may be closer than we both think! - Ed.

Lynx Appeal

You have a fantastic magazine! The main reason I'm writing is about the Atari Lynx hand-held system. I like the Game Boy because of the games, but it is only a black and white dot matrix screen. I want the Lynx's quality graphics and

zine for Lynx ProViews? I think it would be a good idea.

Chul Gugich, Lopez, WA

By summer, Atari hopes to have the Lynx widely available in all 50 states. In the meantime, you can check with your nearest major retailer or try the Sears Catalog! As for game availability, Atari plans to release at least 20 new games by the end of 1990. They're emphasizing development of top arcade titles, such as Ninja Gaiden, and top titles from Atari Games, as well as several original titles for the Lynx, including multiple-player games. - Ed.

So You Want To Make Games

I have a question that I hope you can help me with. Over the last several months I have been designing what I feel is a great arcade quality game. I would like to see it developed into a game for the Sega Genesis or the NEC TurboGrafx. Is it possible for me to do this on my own? If so, how? If I am not able to develop the game myself, how does an idea like mine get to the point of becoming a game cartridge?

James Duffy, Parker, CO

We checked with our Technical Editor and found that games for the Genesis and the TurboGrafx are programmed in proprietary programming environments; you cannot make games for these systems on your own. Game companies like Sega and NEC receive unsolicited ideas for games all of the time. They run into difficulty when an unsolicited game idea happens to be similar to a game they are currently working on in house. To protect themselves, game companies have very specific policies regarding how they look at unsolicit-



color screen, though. I would like to see more info on the Lynx, especially the games coming out for it because that's going to be the deciding factor for me. Has the Lynx come out in stores? I live in Houston, Texas, and I haven't seen it anywhere!

Brian Basden, Houston, TX

I'm very interested in the new Atari Lynx. Is there a growing amount of games for the Lynx? And is the Lynx now available in all 50 states?

I was also wondering if you plan to open a place in your maga-

ed game ideas. To find out how you can get Sega or NEC to consider your game idea we suggest you call them directly and ask them about their specific game submission policies. - Ed.

Where Are the Missing 8 Bits??

I love the way you blend all of the great video game systems into one great magazine. This has really expanded my interest in these other systems. At the present, I own an NES and have just purchased a TurboGrafx-16, and I'm pleased with my purchase. Your coverage of the new 16-bit systems helped me decide which system to buy and I want to say thanks, but I also have a question. As I read about my new system in your magazine and others, I get the picture that the TurboGrafx-16 gets many of its present games from the 8-bit PC Engine. Since the TurboGrafx-16 has 16-bit capabilities does that mean that it's only using half of its powers, and, if so, when will NEC produce their own 16-bit games that use all of the power this system has to offer?
Jay Reynolds, Brazoria, TX

In fact, the TurboGrafx and PC Engine are basically the same machine. The TurboGrafx, not a true 16-bit machine,

uses a 7.2 Mhz Custom CPU HuC6280 8-bit processor with special Custom 16 Bit chips. So the answer really is that your TurboGrafx is using its full capabilities in the same way that the PC Engine does—that is, as long as the games are designed to take advantage of these capabilities. - Ed.

Three friends and I in Aruba love video games, and GamePro. We buy your magazine every month at the nearest book store! Thanks for looking at our favorite games, like Golden Axe and Double Dragon II. I recently got the Genesis as a Christmas gift and my friends are getting theirs this year. I love it, and its 16-bit capabilities. I also read your article about the TurboGrafx's new CD system, and now I'm going "nuts" for one of the TurboGrafx machines and a CD. Can you tell me what CD's are available, and will be available soon?

Aaron Hose, Aruba, Dutch Caribbean

At the time we're writing this, CD's available for the TurboGrafx are Fighting Streets and Monster Lair—see our ProView in this issue. Other CD's coming this year include Y's, a Sherlock Holmes adventure, Lord of the Sword, and It Came From the Desert. NEC is

currently reviewing a number of other possible CD titles. We'll let you know more on this soon! - Ed.

I Want My ProChallenge!

I was very disappointed when you did not have your usual high score section in the February 1990 issue. What happened?

Jeff Dawis, Cornelia, GA

According to our GamePro Reader Survey most of our readers dislike the ProChallenge section of the magazine. We're debating whether we should have it in the magazine less often, or delete it altogether. Well GamePros, what do you think?? - Ed.

So, Tell Us What You Think.

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The Video Game Specialists

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A WARRIOR BY HIS COVER

Sure, maybe on the outside, Boomer is cute and a bit on the pink side. But on the inside, he's all fight. Boomer is the last warrior left in Asmik World.

Before Boomer can defeat the dark lord Zoonzoon in his tower, Boomer needs to dig up an assortment of buried weapons and destroy Zoonzoon's mutant guards. But if Boomer cannot find the key to the 8 different worlds of the tower, he will never battle Zoonzoon for control of Asmik World. Time is running out. They need your help now.

Nintendo GAME BOY



Nintendo



The Cutting Edge

Joysticks for the Genesis and the TurboGrafx-16

By The Whiz

Stick and Move

You've mercilessly pounded your TurboGrafx and Genesis controller pads into mush, but the 16-bit gaming action's still intense. You're obviously ready to move up to the heavy-duty hardware. How about a 16-bit joystick?

That move seems like a natural, but you might have some trouble finding a

you turn the pages of this issue of GamePro.

How Do 'Dey Do 'Dat?

Not much distinguishes a 16-bit joystick from its 8-bit NES counterpart. The internal components as you might guess are pretty much the same. In fact, it's safe to say that transforming an NES stick into a 16-bit device is almost as easy as changing a plug. Well, almost.


A joystick's nuts and bolts are simple. The stick's shaft slides into the base and connects with a plate called an actuator that's surrounded by either four or eight microswitches. The micro-switches correspond to the points of the compass (for example, North, South, East, and West). When you move the stick in a particular direction, the switch sends a signal to the game system unit and, in turn, the game cart so you can put Keith Courage or Joe Musashi through his paces.

If a stick has four microswitches, moving the stick in, say, the Northwest position merely presses the North and the West switches simultaneously to produce a NW signal.

Consequently, eight switches are more precise and save a little ear and tear on the stick's internal components.

Turbo fire and slow motion are key features. Two tiny microchips and a timer team up to produce rapid fire—a series of pulses that activates the fire command in the game cart.

Your NES can handle approximately 18 pulses per second, but the NEC and the Genesis can blast up to 30 pulses per second if your joystick's calibrated to that speed. Some sticks feature sliding switches that enable you to regulate the rate of fire.



Slow mo' works similarly to rapid fire. But here the chip slows the action by generating pulses that quickly toggle the pause command on and off.

The TurboGrafx's Dynamic Duo

NEC and Beeshu's early jump on the 16-bit stick action should be a boon for TurboGrafx power players.

NEC's \$44.95 TurboStick is a sleek unit that combines lightweight and solid construction into silky smooth movement. On the outside, it's standard fare. Buttons I and II are laid out for right-handed players. There's a slow mo button and next to each of the main buttons there's a small button for turbo fire. Separate sliding switches enable you to regulate the rate of fire.

The TurboStick's a smooth operator. According to NEC, the TurboStick uses 8 microswitches for precise gaming action. You might not notice the difference in most games, but it's a nice touch that



NEC's TurboStick for smooth moves.

16-bit stick immediately.

NEC and Beeshu are the first out of the gate with joysticks for the TurboGrafx. In their wake, Sega, Advanced Gravis, Bondwell, Camerica, and Suncom will have Genesis and TurboGrafx sticks soon, maybe even as



Beeshu's Ultimate Superstick is a monster!

really speaks for the quality of the unit. It's extremely light weight and compact design makes it easy to handle during intense rounds of gameplay. You can rest it on your lap, although you big hands people might prefer a few more inches of stick.

Beeshu's Ultimate Superstick is a hefty peripheral geared for intense gameplay. The \$39.95 unit, designed for left- and right-handed gamers, has two sets of Fire buttons and Jump buttons located on either side of the handle. Like the TurboStick, the Superstick features a slow mo' switch in addition to run and select.

Also, the Superstick packs four audible array microswitches, which just means it "clicks" when you

move it. A more practical feature are the two knobs that enable you to control the A and the B button's rate of fire. You don't flip turbo fire on and off; you just control the rate, a handy design.

Other nice touches include a 10-foot cord and suc-

tion cups. They don't sound like a big deal but the cups teamed with the long stick handle (1 inch longer than the TurboStick) and the Superstick's bulk come in handy if, like me, you sometimes hunger for coin-op style game play. Just squash the Superstick onto a tabletop and you're set to whip it good!

Stickin' to the Genesis

Joysticks for the Sega Genesis were still in the production phase when we began this report, but they'll probably hit the store shelves soon.

Sega's Arcade Power Stick features sleek styling with solid construction. If looks could kill, this baby'd be mass murder. But it takes more than good looks to blast Space Harrier's bad boys! The right-handed stick offers Mega fire which you can set for each of the three buttons. Additionally, a slider switch adjusts the rate of fire.

Suncom Technologies' \$24.99 Tac50, due out in May, is a compact, aircraft-style stick. This little clicker is the smallest 16-bit stick around. The two A fire buttons on either side of the base make it handy for either left- or right-handers. The B fire button is located on the trigger grip and the C button is positioned on the handle top.

Beeshu isn't standing pat with its TurboGrafx stick; it also has a Genesis stick called the Gizmo. The massive Gizmo is even bigger than the Ultimate Superstick. Unlike the Superstick, the Gizmo will reportedly use state-of-the-art soft carbon contact switches, which means it will be fast but Q-U-I-E-T. But don't

worry, noise freaks, you can plug headphones into the stick for intense audio.

Sticks in Your Future

Beeshu isn't the only joystick maker with its sights on both 16-bit machines. Advanced Gravis sticks, a favorite among personal computer gamers, will be available for the TurboGrafx and the Genesis some time this month. Both sticks will feature several adjustable tensioning systems and programmable buttons that enable you to fine tune stick performance precisely the way you want it.

Finally, two other companies have TurboGrafx and Genesis sticks on the



drawing board. America plans a May debut for its sticks and Bondwell's are due out in June.

The Joy of Joysticks

Gadgets and glitz are nice, but gameplay is the bottom line. The TurboStick and the Ultimate Superstick both offer great stick action and response time—but of course that's a matter of personal taste. Our suggestion: Always try 'em, before you buy 'em.

We plan to review the entire 16-bit pack when they bust out this spring. But what's on the horizon for 16-bit sticks? You guessed it, remote control! Stay tuned, joystick jockeys.



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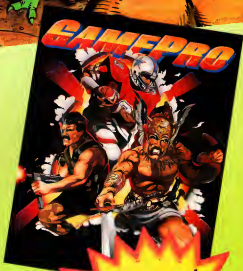
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Giganticrab makes Level 1 a formidable challenge.



Burai Fighter attempts to navigate Level 2.



The terrifying Slime Dragon master of the Burai.

In a remote corner of the galaxy lives a race of super-brains known as the Burai. Their vast mental capabilities are focused upon one goal: the conquest of the universe! They are creating huge armies of robo-mutants, which will soon overrun the galaxy - unless you can stop them! You must somehow penetrate the seven manufacturing bases of the Burai, where you will battle the most fearsome army of mutant rogues ever imagined - including the monstrous super-mutant guarding each base. But with your awesome arsenal of weaponry, victory may be within your reach. It's up to you to rid the universe of the evil Burai once and for all!

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PRO Classics

By Charles Browstein

Oh no! Dr. Wile's in town. Sound familiar? It's Capcom's original classic Mega Man, tougher than the sequel Mega Man II - in fact, one of the toughest NES titles around. In this first Mega Man adventure, Wile has created six robots to stop you from finding him and preventing him from taking over the world.

Never fear, Mega Man, you'll take them. With speed, firepower, and many hours of practice you just might find yourself on top. But first comes the tricky part. It's up to you to decide which of Wile's mechanical goons you want to take on first, and everyone has their own opinion about the best strategy. Defeat each robot and take its special weapon to use as your own to beat the other robots. Each weapon has unique capabilities. Once you've beaten all six robots and have all of the weapons, you're ready for the final and most difficult, stage where you'll battle all of your robot foes again, as well as yourself, a nasty Rock Monster, and Wile himself!

Here's one ProClassic no GamePro should be without. It's truly MEGAnificent!

(Mega Man by Capcom, \$44.95).

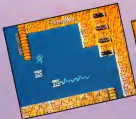


Cutman

Defeat Cutman and earn his blade weapon by dodging the ultimate combination of helicopter-like blades, ladders, deadly octopus batteries, and

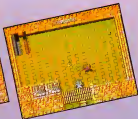


common-like hooks. You can beat Cutman himself easily by standing to the right-hand side of the screen and jumping to dodge his fire while you blast him with the regular weapon.

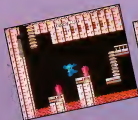


Elecman

This is one tough level! You'll fall, be electrocuted, and tried more times than a Colonel Sanders drumstick. Battle Viking Hats called Spines, UFO-like objects called Watchers, electric wevers,

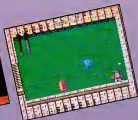


and a big eye. Use timing to jump onto moving platforms and avoid singeing your eyebrows. Dodge Elecman's lightning and blast him with the Regular Weapon.



Fireman

In the Fireman stage you'll have to jump over spurting pillars of fire and dodge fireballs, all while dealing with the constant threat of falling into the molten, blood red lava below you. Survive with-



out being burned to a crisp and you face Fireman himself. Put out his fire by keeping him to your right, jumping and dodging his fire blasts, and shooting him with the regular weapon.

MEGA MAN



Gutsman

Begin the Gutsman level by fighting off three blasting helmets called Mts. Master them and you'll have to tackle the tough moving platform trains. The trains move along the tracks and then drop their cargo—you! So you must jump to another train before you're dumped straight down to eternity. This

takes excellent timing! You must time your initial jump to come down on the train at precisely the right instant so you can jump again as it tries to dump you and then land when the train's back on the track. Beat Gutsman himself by timing your jumps and shooting the boulders he tosses.



Iceman

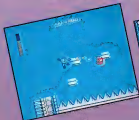
In the slippery ice level you face two tough challenges. First, you've got to jump out of an ice pit by hopping onto disappearing steps that appear, stay for a few seconds, and then vanish. You've got to jump to another step before the one you're standing on disappears or you're in the pits again. Learn

to anticipate the steps so you can jump before they appear. Next, it's timing and steady nerves again as you navigate moving platforms that also try to shoot you! Dodge Iceman's freezing shots and blast him with the Regular Weapon.



The Final Level

In the final level you'll face many of the same challenges you've already tackled, such as the moving and shooting platforms! Beat the giant Rock Man by jumping over the bits of him that come flying, and then blasting him with the Elecman weapon when he's in one piece. Defeat Mega Man (yourself!), by pausing to change weapons, and then quickly switching to the Elecman weapon and blasting him before he can copy you. Use the regular weapon to pop the bubble monster before it crushes you. In the final confrontation with Dr. Wiley, try trying his ship with the Elecman weapon.



Bombman

This level starts out slow and ends with an explosion of action. Watch out for giant popo sticks called Fleas (if you have the Iceflea weapon you can freeze them and then blast them), multi-barreled guns called Screw Bombers (snip them with the Cutman Weapon), and killer

bullets. Dodging across the moving platforms requires nerves of steel and accurate timing or you'll get knocked off onto jagged spikes below. This tricky trip's worth it though! In the end you'll have the satisfaction of blowing up Bombman!

Hot at the Arcades

By C.A.T. and E.B.N.

Day or nighttime is definitely the right time to check out these two arcade greats. Your mission: Save the World! So, prepare to jump behind the controls of some awesome high-tech battle gear and blast your way through sweltering jungle heat and hostile city streets.

Midnight Resistance (Data East)

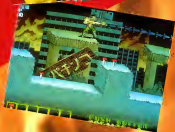
Here's a hot new search and rescue game for one or two players. Your family was kidnapped because of the research your grandfather was doing on a particularly evil being. Now, it's up to you to rescue them. Grab the rotary-knobbed joystick and head into danger-filled cities and jungles patrolled by soldiers, jets, and armored vehicles.

While you search for your family, you'll climb ladders, cross bridges, and dodge missiles and bombs from attacking jets and tanks. Battle enemy troops and collect keys from defeated soldiers. Use the keys to get into the special weapons room located between each level. Here you'll find special backpack

weapons. Choose items such as the homing missiles, three-way shots, and the nitro-flame thrower.

PRO TIP: Try to save some backpack weapon shots for the large armored vehicles at the end of each level.

It's going to take all of your skill and courage to beat the enemy and save your family. It's a tough job but somebody's got to do it!



Night Striker (Taito)

The year is 2009 and things are looking mighty grim. Earth is under the threat of complete global destruction and the man who holds the knowledge which can save the planet, Dr. Lindbergy Masca, the world's leading authority on laser sol-ance, was kidnapped by an evil and mysterious underworld organization.

What happens next?! You guessed it! The future of the planet rests on your shoulders as you, Dick Dagra, head of the Night Striker special services agency, man the controls of the AV 2000.

Get a grip on the fighter plane-style joystick as you drive your multi-purpose, urban combat vehicle into battle. Dodge spider creatures, missile shooting tanks,

boats, and helicopters while maneuvering your vehicle between buildings, over water, and through pipe filled factories. Enemy bosses wait to greet you at the end of each mission. Defeat them, and you can map out your next mission by entering either the right or left tunnel that appears on the screen (collect bonus points for casualties and unused shields).

State of the art weaponry and unyielding will to survive keeps the action hot and alive in Taito's Night Striker.

PHOTOS: WEAVER & CLARK
ILLUSTRATION: WILFONIS BOURLAND

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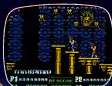
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The Adventures of

Chapter 8: DECISIONS!

GAMEPRO

FRANCIS
MAO
WRITER/ARTIST

MICHAEL
KAVISH
ART DIRECTOR

Previously:

...the West, a computer hacker and video games fanatic, has been suddenly transported off Earth and into the Video Dimension by the wizard Zardoth. The Video Dimension seems peaceful to Earth on a separate electromagnetic plane, and is linked to Earth via all of Earth's electrically oriented mechanisms—such as computers and video games. But, in this dimension, the worlds and events of video games are a reality!! Zardoth seeks Alex's exceptional video gaming skills to help defeat the menace of the Evil Darklings—a cruel shape-changing race that has overwhelmed the Video Dimension and seeks to launch a secret invasion of Earth by way of the electric 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!

LAST ISSUE: GAMEPRO WAS TRANSPORTED INTO GHOSTS 'N GHOSTS BY AN EVIL DARKLING. HE WOULD HAVE BEEN OBLIVIOUS IF NOT FOR THE INTERVENTION OF SIR ARTHUR, THE HERO OF THE GAME. SINCE HE HASN'T HEARD FROM ZARDOTH, ALEX KNEW HE HAD TO LOCATE THE EVIL DARKLING SOURCE THAT IS BARRING THEIR CONTACT. GAMEPRO JOINED SIR ARTHUR IN HIS QUEST TO RESCUE HIS PRINCESS FROM LOKI, THE PRINCE OF DARKNESS. THEY MADE THEIR WAY TO THE VILLAGE OF PEGGY WHERE THEY ARE ATTACKED BY ROCK TURTLES. ALEX DIVES INTO A WINDMILL FOR SHELTER; HOWEVER, SIR ARTHUR WAS REPELLED BY AN INVISIBLE FORCE WITHIN THE WINDMILL, ALEX CAME UPON A STRANGE MACHINE THAT SUDDENLY TRANSPORTS HIM AWAY TO ...



...EARTH!
I'M BACK
HOME ON
EARTH!

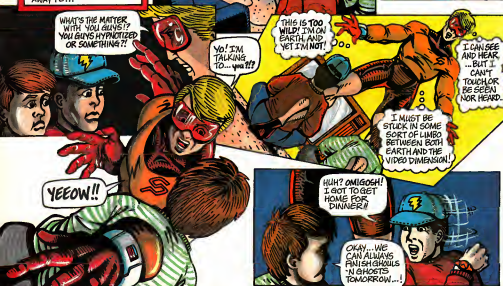
HEH! SORRY
IF I SCARED
YOU GUYS...

YOU'LL NEVER
BELIEVE WHAT
HAS HAPPENED
TO ME ...!



...UH,
HELLO?

DON'T YOU
SEE OR
HEAR ME?



WHAT'S THE MATTER
WITH YOU GUYS!?
YOU GUYS HYPNOTIZED
OR SOMETHING?!

YO! I'M
TALKING TO...
you??

THIS IS TOO
WILD! I'M ON
EARTH AND
YET I'M NOT!

I CAN SEE
AND HEAR
... BUT I
CAN'T
TOUCH OR
BE SEEN
NOR HEARD...

I MUST BE
STUCK IN SOME
SORT OF LIMBO
BETWEEN BOTH
EARTH AND THE
VIDEO DIMENSION!

YEEOW!!

HUH? OHMIGOSH!
I GOT TO GET
HOME FOR
DINNER!

OKAY... WE
CAN ALWAYS
FINISH GHOULS
'N GHOSTS
TOMORROW...!



WE'VE BEEN PLAYING IT A REALLY LONG TIME...!

YEAH... I CAN'T EVER PUT THIS GAME DOWN...

...I'M HOOKED ON IT!

HOOKED?!



ZAKKKT!!!

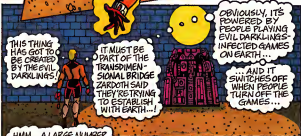
NO!
WAIT!!



WHOA!
I'M BACK
IN THE
VIDEO
DIMENSION!



GOOD THING MY LASER IS STILL WHERE I HAD DROPPED IT BEFORE I WAS ZAPPED AWAY...



THIS THING HAS GOT TO BE CREATED BY THE EVIL DARKLINGS!

IT MUST BE PART OF THE TRANSDIMENSIONAL BRIDGE ZARDOTH SAID THEY'RE TRYING TO ESTABLISH WITH EARTH...

OBVIOUSLY, IT'S POWERED BY PEOPLE PLAYING EVIL DARKLINGS-INFECTED GAMES ON EARTH...

... AND IT SWITCHES OFF WHEN PEOPLE TURN OFF THE GAMES...



BUT... WHY DIDN'T I COMPLETELY TRANSPORT TO EARTH?

MAYBE JUST ONE OF THESE THINGS ISN'T POWERFUL ENOUGH...?



HMM... A LARGE NUMBER OF THESE MACHINES IN VARIOUS GAMES... POWERED BY THE MILLIONS WHO PLAY VIDEO GAMES ON EARTH...

... COULD CREATE A NETWORK OF TRANSDIMENSIONAL LINKS CRISS-CROSSING THE ENTIRE VIDEO DIMENSION!

SOMETHING THAT BIG COULD TRANSPORT AN ENTIRE INVASION FORCE!

!GASP! THE EVIL DARKLINGS COULD SUPPLY POP UP IN THE HOMES OF MILLIONS OF VIDEO GAME PLAYERS AROUND THE WORLD!!

THE INVASION WOULD BE OVER BEFORE WE KNOW IT!!



... THAT'S GOT TO BE WHY I FOUND A WHOLE BUNCH OF THESE ORBS WHEN I WAS IN THE GAME BLASTER MASTER! *

* SEE DECEMBER 1989 GAMEPRO!



ALSO, THESE DEVICES MUST BE HIDDEN IN PLACES ONE WOULDN'T ORDINARILY COME ACROSS IN A VIDEO GAME...

... THAT'S WHY SIR ARTHUR COULDN'T FOLLOW ME INSIDE THIS WINDMILL... IT ISN'T A REGULAR PART OF THIS GAME!

BUT SINCE I'M NOT A REGULAR PART OF THE VIDEO DIMENSION -- MUCH LIKE THE EVIL DARKLINGS...

ALEX... YOU'RE IN WAY OVER YOUR HEAD THIS TIME! WHAT ARE YOU GOING TO DO NOW...?

... ONLY I CAN FIND THESE THINGS!



ELSEWHERE AT THAT SAME MOMENT...
ORBITING SEVERAL MILES ABOVE THE
PLANET THAT BEARS THE GHOULS' N' GHOSTS
GAME DIMENSION...

LOOK! A TRANSDIMENSIONAL
LINK ON THE PLANET HAS BEEN
ACTIVATED!

QUICKLY!
INITIATE A
WIDE-RANGE
SCAN.....
ISOLATE IT!

HOW CAN THAT BE?
IT'S IMPOSSIBLE
FOR ANY NATIVE
TO FIND THEM!..

...MUCH LESS
ACTIVATE
THEM...!

THEN IT ISN'T
A NATIVE THAT
HAS TAMPERED
WITH IT...

WHAT 'AGENT'
COMMANDER?

RECENT REPORTS TELL ABOUT AN
INDEPENDENT ENTITY THAT CAN FREELY
TRAVEL BETWEEN GAME DIMENSIONS.
IT HAS BEEN QUITE AN ANNOYANCE
AND HAS DISRUPTED SEVERAL OF
OUR OPERATIONS ALREADY.

...IT MUST BE
THE AGENT OF
ZARDOTH AND THE
HIGH COUNCIL
THAT WE HAVE
BEEN NOTIFIED
TO KEEP A WATCH
FOR ...!

THIS MUST BE ZAR-
DOTH'S FEEBLE LAST
ATTEMPTS TO HINDER
US! NO MATTER, WE
WILL SOON FIND HIM
AND CRUSH HIM!!

NO MATTER ... WE MUST NOT ALLOW
ANY HARM TO THE TRANSDIMENSIONAL
LINKS! THEY ARE CRUCIAL IN OUR
INVASION PLANS OF EARTH!

DISPATCH AN
ASSAULT UNIT!

ORDER THEM TO
CAPTURE ZARDOTH'S
AGENT ALIVE!

SUCCESS! THE
AFFECTED LINK
HAS BEEN LOCATED!
IT IS IN THE VILLAGE
OF DECAY!

THE SUPREME COMMANDER
MAY WISH TO INTERROGATE IT
ABOUT ZARDOTH'S WHERE-
ABOUTS ...!

AT ONCE,
COMMANDER!

MEANWHILE...

ENOUGH STALLING... THE SOONER I BLAST THIS EVIL DARKLING CONTRACTION, THE BETTER!

WAIT... DO I REALLY WANT TO DO THIS?

THIS THING OFFERS ME A SURE WAY HOME!

AND I'LL HOP A RIDE HOME ON IT!

MAYBE I SHOULD LOOK OUT FOR MY OWN WELFARE!

...LET THEM FINISH THE BRIDGE...

ZARDOTH CAN'T SEND ME HOME UNTIL WE HAVE DRIVEN THE EVIL DARKLINGS FROM THE VIDEO DIMENSION...

I COULD BE STUCK IN THE VIDEO DIMENSION FOREVER!!

WHO AM I KIDDING? EARTH HAS NO CHANCE AGAINST THE EVIL DARKLINGS!

MILLIONS OF INNOCENTS WILL BE HURT IN THE PROCESS!

I MAY EVEN GET KILLED IN THE PROCESS!

I DIDN'T ASK FOR THIS RESPONSIBILITY... BUT I ACCEPT IT!!

HUH? IS THIS AN EARTHQUAKE?!

SURRENDER OR BE DESTROYED! YOU ARE OUR PRISONER!!

SUDDENLY...

KUMMBLE

NO WAY GUYS...!!

LET'S **ROCK!**

MOST DEFINITELY TO BE CONTINUED!



By Brother Buzz

Something frightening is happening on Elm Street. Teenagers go to sleep, but never wake up! Freddy Krueger's back! This time the ghoul with the fingernails by Gillette makes his appearance in an NES cartridge from Entertainer.

Bones to Pick

It's up to you to get rid of this creep. Search the neighborhood for Freddy's bones, which are scattered about in six buildings on Elm Street. Find all 'dem bones and give Freddy a hot foot he'll never forget by dumping them into the furnace in the basement of Elm Street High.



Reunions can be deadly at Elm Street High.

You can take a friend along to help you or, if you use an NES Satellite unit, up to four people can play at once. Multi-player games are literally side-splitting fun, especially for Freddy.

PRO TIP: *There's a bone counter in the middle of the bottom of the screen. Whenever you enter a building, the counter displays the number of Freddy's bones in the building and then counts down as you collect them.*

Don't worry. You get 15 lives and every time you bonesweep a building, you earn an extra life. Sound easy so far? Well, Freddy's ready!



PRO TIP: *inside the buildings, you'll encounter floating stones, that move up and down like an elevator. Sometimes you have to hop onto*

ANi

them to reach a bone or a Dream Warrior icon. It takes good timing to jump onto the stones from the side. But if you stand directly underneath the stone and press A as it drops down on top of you, you'll jump up through the stone and land on it!

Freddy and His Fiends

All right long, you'll battle Krueger's creepy crawlie allies including bats, rats, spiders, bees, snakes, and his zombie partner, Shambler. Watch out for the rock-carrying bats flying overhead—they'll give you a real headache.

Your only weapon, so far, is a powerful right hook. All the swinging and searching makes you drowsy and it's way past your bedtime. Keep an eye on your sleep meter to gauge just how sleepy you are. Nod off and you wake up in the Dream World where all the unfriendlies transform into nightmare creatures. (If you're in a multi-player game, you'll enter the Dream World whenever one of you falls asleep.) Now, you face Death-



Welcome to the Elm Street Dream World.

TM & © 1990 The Fourth Near Line—
Hobby Ventures

Nightmare ON ELM STREET™

wings, Skelos skeletons, Bogle ogres, demon hounds, and skull spiders. Sleepwalking was never scarier.

You'll fall asleep often, but it's no beauty rest when Freddy comes a'callin'. We've all seen his idea of a facial! You wake up in a concrete room with you-know-who hacking and hopping after you. But



Freddy's hopping man!

fight him off. You can take several hits before you lose a life. You can't kill him, but he's basically a coward. He'll chase you forever if you try to dodge him. But the harder you fight back, the sooner he runs away.

Be careful. Wherever Freddy lands when he leaps after you, a claw reaches out of the ground and tries to slash you.

After Freddy skips out, you're back to the business of bone gathering.

Dream Warriors

Freddy and his fiendish friends aren't the only ones with special powers in the Dream World. This sinister slumberland has special Dream Warrior icons scattered

throughout it. Grab one of them and you'll get super powers whenever you're in the dream state. The Acrobat can hurl javelins and do death-defying somersaults to get out of trouble. The Shadow Warrior

PROTIP: Once you absorb a Dream Warrior power you always have it. You don't have to keep picking up the icons.

PROTIP: Sometimes Dream Warrior icons don't appear when you're in the Dream World. Find a boom box. The sounds will blast you awake and unveil the icon.

PROTIP: Dream warriors can fire their power—javelins, magic bursts, and shurikens—through solid objects.

losses shurikens and has a devastating flying kick. The Necromancer conjures up magic fire and has the ability to fly through the air.

It Ain't Over Till It's Over

Got all the bones? Head for the exit. Yowww! Freddy's back! He knows what you're up to, so this time he's in a horrific nightmare form. Sometimes he's a tentacle claw. Another time he shows up as a mutant snake that spits man-eating tongues at you.



A Freddy monster and his many tongues.

Next, he's a bouncing fist that pounds you into the pavement. Watch out for his flying "sheet" head that spits out Deathwings. The best way to fight these monsters is to use your Dream Warrior powers. Make Freddy disappear



The Shadow Warrior is best against Freddy's Flying Fist.

here, Dream Warrior, and he leaves behind a key that you can use to enter other buildings.

PROTIP: Some Dream Warrior powers work better in a given situation than others. Sometimes it's best not to use any Dream Warrior power. Learning to quickly switch Warrior personas by pressing Select is a matter of life and death.

Now, get all the bones and race to Elm Street High. But not so fast. Freddy reappears in all his evil manifestations in a last ditch effort to keep you from sending him back where he belongs.

Nightmare on Elm Street is a ripping good time. Eyelids getting heavy? Freddy says, "Sweet dreams, don't scream."

Nightmare on Elm Street by Interactive (\$42.00).

By Maid Marion

What's that you say? Rock 'n roll? No, but it's pinball with enough twists and turns to keep you rock 'n rollin'. This one's called Rock 'N' Ball, and it's NTVIC's first for the NES. Packed into this cart you'll find seven different pinball variations in four different gameplay modes.



Pick Your Pinball Wizard

Three of the four gameplay modes, Pinball, Battle Flipper, and Sports Pinball, let you become one of six unique Rock 'N' Ball players. Pick such wizards as Billy, the best player with the small flippers, and Lisa, who is really fast with the large flippers and has a style all her own.



Bumper Sports

Kick off or face off with a friend or the computer in sports pinball action. Choose a soccer field or an ice hockey rink. In each contest you get a goal keeper and an offensive player. The object is simply to score more goals than your opponent.

ROCK 'N' BALL



Nineball

This variation is a combination of pinball and bingo! Get chips and then use all your tricks to guide nine balls into special bingo patterns. Don't forget to use some body English to land the balls in the right slots. Grab special Bonus Powers, such as ten free balls and high rebound flippers, by having all of your chips add up to a target number. Even better, you'll earn Bonus Power passwords that you can use in your next game!



Man Your Flipper Stations

In Battle Flipper you square off against a friend or the computer in one of three different pinball duels—Bomber, Thunder, or Attack! In Bomber, blast the ball back and forth, and try to grab special items including a bomb that causes the ball to explode and a skull that freezes your opponent's flippers. In Thunder, the most basic form of Battle Flipper, you simply have to knock the blocks from your opponent's goal, and try to protect your own! In Attack Battle Flipper, make use of the Attack, Help, and Stop switches to defend your own goal and attack your opponent's. Win all three versions of Battle Flipper by knocking the ball into your opponent's goal more times than he knocks it into yours!



Tip!

It's traditional pinball for up to four players! It takes some fancy flipper action to keep the ball in play, score big, and head into a special bonus stage for some last action with a pink Cadillac! Use the Rock 'N' Ball item board to snag special items for bonus points, an extra ball, and other interesting surprises. And don't forget to use body English—you won't win without it!



It's A Straight Shooter!

Pinball mania is back and NTVIC's at the head of the pack with Rock 'N' Ball. There's enough game variation on this cart to keep players of all levels interested—and what's more, no quarters are required!

NTVIC's Rock 'N' Ball (\$44.95).

Bionic Commando. Experience the Power of a One-Man Army.



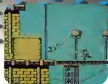
Get set for rapid fire action as you're transformed into the Bionic Commando. This best-seller from Capcom is a dynamic adaptation of the original arcade classic.

Expect an onslaught of challenges and extraordinary graphics when you battle enemy forces in their futuristic lands. Your powerful extending bionic arm and incredible arsenal of weapons gives you all you need to become an unstoppable one-man army.

To the most daring soldiers, this might

seem an impossible test, but they've never experienced the power of Bionic Commando!

- Bionic arm extends, providing unbelievable power and strength.
- Earn the weapons necessary to battle enemy forces.
- Bionic Commando offers some of the best high resolution graphics available.
- This is a challenge for even the best video game players!



CAPCOM
USA

3303 Scott Blvd. Santa Clara, CA 95054 (408) 727-0400

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Chip 'N' Dale RESCUE RANGERS

By Gary Barth

The Rescue Rangers are here and ready for action! When their neighbor Mandy loses her kitten, it's up to the two fuzzy adventurers to save the day. Based on the children's T.V. show of the same name, Capcom's Chip 'N' Dale Rescue Rangers boasts the same fast action and detailed Disney graphics as its predecessors (Capcom's Mickey Mousecapades and Duck Tales).

It's A High Wire Act

You're ready to begin your search for the lost kitten—but wait! Gadget's gone! The nasty Fat Cat has snatched her and it's up to you and your Rescue Ranger sidekick to get her back. Your adventure begins in the garden and takes you up on high wire lines, into a sinister laboratory, through pipes, into ovens, up a bookcase, and even inside Fat Cat's Cuckoo.

PRO TIP: Try to take a different path each time you play the game. This gives you a better chance of running into hidden bonus items such as stars.

A Menagerie Menace

Along the way, all kinds of pesky creatures are out to stop you. Dogs may be man's best friends, but you better watch out for the mechanical bulldogs in the garden. Sinister hands try to grab you in the laboratory. Inchworms, flying squirrels, robo rats, kangeroos wielding tennis rackets, and hawk bombers are just a few more of the beasties you'll run into in some of the strangest places you've ever seen.



PRO TIP: At the end of each level, you must defeat a big boss. The more hearts you go into battle with, the better chance you have of beating them.

You've got more to worry about than just the creeping crawling creatures. High wire power lines can singe your fur. Watch out for dropping owl feathers. Be sure to



Turn faucets off or your quest goes down the drain.

turn off the faucets before you run under them. Beware of the Hopper



Don't let Hoppers

jump you.



Boxes; these seemingly normal wooden crates are actually traps.

PRO TIP: *Use the Bonus! Hide!* Push through the wall in the middle of all second garbage level.

The Best Defense Is a Good Offense

Your best defense against most enemies in the game are the wooden crates you'll find lying around. Just pick one up and throw it at your attacker! Sometimes you'll also find special items under the crates such as stars, flowers, or acorns.



You'll find tasty treats under some crates.



These give you extra power to help you get through the game. Other items such as apples and logs come in handy as weapons.



PRO TIP: *Press Down on the directional controller while holding a crate and you can hide inside that crate until an enemy touches you. But beware. When some enemies touch the crate, you lose it.*



PRO TIP: *After each level there's a bonus screen. Look under darker red boxes since these are usually the ones hiding the bonuses.*

Get By With A Little Help From Your Friends

This is one adventure you won't have to handle on your own. In addition to your trusty Rescue Ranger sidekick, you've got a whole crew of friends to help you out. Gadget scouts ahead and helps you with clues and inventions—until she gets kidnapped by Fat Cat. Monterey Jack shows you secret doors and pathways. When Zipper joins you, he knocks harm out of your way for a short time.



Fat Cat Score

Survive all these perilous adventures and, at last, you reach Fat Cat's Casino. But before you battle with the big boss himself you have to make it past the Rhino Runners. Use the slot machines to evade them as much as possible. Use the large marble to defeat Fat Cat and you've won the game. Or have you? Once you've managed to save Gadget, Fat Cat makes his escape to three new levels with you in hot pursuit.

A Rescue Ranger's work is never done, and it's never easy. But in this game, where the enemies can be hat-throwing lizards and obstacles include giant thumb-tacks, one has to expect the unexpected. So get going! After you...No after you, I insist...No, I really must insist that you go first...

Rescue Rangers by Capcom (\$49.95).

By Brother Buzz

Enter the ultimate battle of the universe—the eternal struggle between Light and Darkness. Activision's *Archon* is a fantastic war waged on a chessboard-like battlefield. You lead an army of mythical creatures against a fearsome foe. But do you choose to command the forces of Light or the forces of Darkness?

Whatever side you play, you'll need a chessmaster's cunning and a video gamer's fingers to overcome your opponent—another player or the computer—to capture

PRO TIP: Once you summon an Elemental it vanishes for the remainder of the game.

PRO TIP: Save the Revive spell for the most powerful creatures—the Phoenix and the Dragon.

and summon Elemental forces—earth, air, fire, or water—into battle. The Wizard's legion has Archers, Golems, Unicorns, Valkyries, an army of Knights, a Djinni, and the powerful Phoenix. On the Sorceress's side are Banshees, Basilisks, Manticores, Trolls, a horde of Goblins, a sneaky Shapeshifter, and the fearsome Dragon.



The Strategy Screen: This means war.

PRO TIP: Watch the color of the squares. Light creatures are hard to defeat on the light squares. Dark creatures are hard to defeat on the dark squares.

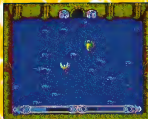
the five mystical Power Points or obliterate the enemy.

Creatures of Light and Darkness

You become either the Wizard or the Sorceress, the respective leaders of the Light and the Dark forces. Command your army and wield powerful spells that shift time, teleport warriors, revive fallen creatures,



The Sorceress is a potent spellcaster.



The Dragon and the Phoenix.

PRO TIP: Most creatures can only travel a few spaces per move, but the Wizard, the Sorceress, the Phoenix, and the Dragon can fly anywhere on the board. Be alert!

A Battle Royale

You play out your tactics on two screens: the strategy screen and the combat screen.

On the strategy screen, your armies line up in a chess-like formation. You and your opponent take turns maneuvering individual creatures across the board.

When two enemies meet, the close-up combat screen zooms in to the action. Here you wage a one-on-one duel across a fantastic landscape to win control of the square.



The Combat Screen: Golem versus Goblin.

PRO TIP: In the combat zone, timing is critical. You can't just blast away. Each creature needs time to replenish its weapon between attacks. Listen for the computer beep.

Archon combines the best elements of strategy and action. It's all creatures, big and small, mean and ugly.

Archon by Activision (\$44.95).

Rock'n'Ball™

Pinball is famous in video game history. Challenge your skills against ROCK'N' BALL'S brand- new twists on this popular game.

Nostalgic pinball is back with some very modern concepts! Enjoy seven different games with six different characters such as Twister Tom for Pinball, Rock'n' Roller Billy for Sports Pinball...etc.! Team up with your favorite ROCK'N' BALL character and reach for higher and higher scores!



PINBALL	NINEBALL	BATTLE FLIPPER		SPORTS PINBALL		
<p>Choose one of the six different characters and play this traditional version of pinball by yourself or against your friends. The most skilled players will be challenged by a special level with a very sophisticated game.</p>	<p>Place your bets and go for "bonus power" in this three-inspired game of pinball. With practice and acquired skills, you can advance to a higher, more challenging level.</p>	<p>BOMBER Challenge your friend or the computer in this explosive game. Try to match the targets in the windows and enjoy some very special effects.</p>	<p>THUNDER This may be the most simple of all three Battle Flipper games, but it takes technique to protect (your goal) and defeat your opponent.</p>	<p>ATTACK Aim for the splendor and hit the targets of "step," "kick" and "kick" to take advantage of your opponent. You can also move both flippers back and forth across the screen to sabotage him and win.</p>	<p>SOCCER An exciting, dynamic and speedy soccer-pinball game!</p>	<p>ICE HOCKEY Many movements on the ice can lead to a missed shot for the goal. Consider the effects of slippery ice when you play this challenging game!</p>

Many more new and exciting games are soon to be released from **NTVIC™**
Keep your eyes open and look forward to playing these new games in the very near future!

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TWIN COBRA

By **Andromeda**

American Sammy is firing off Twin Cobra and Silkworm, two shoot 'em up classics. Hop into the attack vehicle of your choice and get ready for high speed action.

Twin Cobra

Climb into the cockpit of a Cobra chopper and fly into ten tough levels. Game action scrolls left to right, as well as vertically, and features an overhead view. You've got to battle it out over land and sea and destroy the enemy fortress before you can head back to the safety of your carrier.

American Sammy's Twin Cobra (\$44.95).



PRO TIP: Find a white star and you'll have invincibility for a short period of time. You might find a white star on the bridge, on the smokestack of the 2nd or 7th battleships, or in the loading docks of the 3rd or 8th levels!



PRO TIP: Saucers appear when you destroy certain enemies. Blue and Brown saucers give you the most effective ammo. Full-powered Blue ammo wipes out enemies in front of you, but watch your side and back. Once it's powered up, the Brown ammo fires in up to four directions and curves towards enemy vehicles, but it's not as strong as Blue ammo.

PRO TIP: In areas with multiple land mines, destroy the mines, release the shields, and then wait for the screen to fill up with enemies. Blast the shields with your gunfire and all the enemies on the screen will vanish!



PRO TIP: When the IM1 and C2 Snakehead attacks, concentrate your fire on the white vehicle. If you shoot it enough times, it will explode, and instead of one! Once the Snakehead has formed, you must shoot it in the neck to destroy it!



PRO TIP: Each main boss has a special point of invulnerability. Once you've determined the weak spot, you can decide whether the jeep or the helicopter has a better shot. For example, in Wave 2 the jeep can easily wipe out Helideath with a diagonal shot.





PRO TIP: Make sure your weapons are supercharged to the max and you'll do more damage! For example, the Brown saucer weapon won't shoot in all four directions unless it's completely supercharged.



PRO TIP: If you can grab and hold on to ten stars, you'll start seeing one-ups! You'll also get 3,000 bonus points for each star you have when you reach the end of a level.



PRO TIP: Bomb pods appear when you destroy certain enemies. Store up to nine bombs!

Silkworm Zippmosen

Silkworm

The artificial brain, MHC2, has turned our weapons against us. As part of a crack team you'll have to utilize special weapons and battle through seven horizontal stages and a final confrontation in order to stop this menace. In a one player game you choose your vehicle—a G-Cobra attack

PRO TIP: Remember that Silkworm missiles are indestructible—and they'll destroy you in a flash! In areas where missiles appear, both vehicles are safe if they stay close to the ground.

helicopter or a B-Panther interceptor jeep. But Silkworm is the most fun as a two-player simultaneous game, with one player as the jeep and the other as the helicopter.

PRO TIP: The jeep can shoot out flat ground targets. Aim your gun turret straight forward, and by jumping and firing at the same time you'll be able to grab land mine invincibility shields with no problems!

Each vehicle has its strengths and weaknesses and you've got to work as a team or there's no hope of stopping MHC2!

PRO TIP: Adjust the jeep's gun turret at a forward diagonal, fire repeatedly, and you'll wipe out the enemy air forces.



American Sammy's Silkworm (844.86)

By *Andromeda*

The sounds of the crowd become a distant buzz as you clutch your stick ready for face off. Sticks clash, as you battle for control of the puck and feed it to your teammate. You tear down the ice at break neck speed and position yourself near the goal. Someone shoots you the puck, and without thinking you whip around, and slap the puck past the goalie and between the pipes! Your team's up, 1-0.



It's a slap shot into the goal.

Hockey Your Way

In Sega's Slap Shot for the Master System, you choose between several different play options. In the One Player mode you face off against a computer team of your choice in either Exhibition or Tournament play. In Exhibition play, take on another team for one game.



The tournament mode.

Tournament play pits you against up to three different teams within your league in a quest for the championship. The Two Player mode

matches you and the team of your choice against another Player.

In both the One and Two Player Modes, you can select your team from one of three different leagues, each with different skills and difficulty levels. The A League which includes teams like Canada and America, is the toughest. For amateur play, and some practice, go with League C and teams like North Korea and Bulgaria.



The B League.

Body Check The Goons

The action begins when your team skates onto the ice and lines up for the face off.



PRO TIP: Hit Button 2 as fast as you can to have the best chance of slapping the puck to your teammate.

Once you're the puck carrier, use a combination of skating and passing to maneuver the puck down the ice to the attack zone and your opponent's goal. It isn't easy going as your opponent is trying to stone your shots or slam you with a body check to knock the puck loose.



Slap Shot



PRO TIP: On offense use Button 1 to pass the puck to the nearest teammate. When you're clear, use Button 2 to slam a shot towards the goal. But remember that if you slam a shot from behind the center line and miss, you might get called for icing and sent to the penalty box.

PRO TIP: If you get boxed into a corner by your opponents, try slapping the shot off of the boards to get the puck clear of the goons.

When you're on defense use Button 2 to control the player nearest the puck while you try to chase your opponent and block his efforts to score. Take a run at an opponent to check them or even use tight checking to really put the pressure on. But be careful! Body check a goon (an especially rough player) and you may find yourself in a brawl!

PRO TIP: The minute you find yourself in a fight hit Button 1 or 2 as rapidly as possible to throw more punches than your opponent. Whoever loses the brawl heads to the penalty box for two minutes.

When one of your teammates is stuck in the box, you're up against

a power play while your opponents try to take advantage of their extra player and score.

PRO TIP: To avoid letting your opponent score with the power play, try to control the puck to kill the penalty by skating around behind the goal.

Time's Up

Each game is a regulation three 20-minute periods long—although game time is faster than real time. After the second period you head into the locker room, where you'll get chewed out by your coach if you're behind. If your game ends in a tie, the pressure gets really tough as you battle it out in an overtime shot contest.



Your team exults when they score a goal!

Slap Shot brings great ice hockey action to the Master System for the first time ever. Although the graphics feature players that are slightly smaller than the NES smash hit *Blades of Steel*, gameplay is very similar. And Slap Shot has a great bird's eye view that allows for easier maneuvering of your players and especially your goalie. Get ready to use your edge to put them on ice!

By C.A.T.

Three peaceful years have passed, Joe Musashi, since you reduced the evil crime syndicate Zeed to rubble. But now the peace is shattered. The evil masters of Zeed are back as the even more ruthless, Neo Zeed.

They've assassinated your sensei, murdered your comrades, and taken your bride to be, Naoko, hostage. You know what you must do.

Vengeance Is Yours

Take Joe on a mission to the heart of Neo Zeed headquarters. You'll wreak havoc through eight international districts over land, sea, and air. Each district contains three fighting scenes.

If you feel the odds against you aren't stacked high enough, you can select the number of shurikins you begin the game with—90 to none at all. Still too easy? Set your lives at four levels of difficulty from 10 lives to one life!

Tools and Tricks

As you start your quest you have a dagger and a cache of lethal shurikin-throwing knives. And, of course, you're the master of Shinobi, the art of stealth.

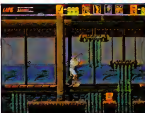


PROTIP: Here's a key move. Press Button C to jump and then hit C again to somersault. Now, press B during the somersault and you'll hurl eight shurikins at once in a radius shot.

Throughout your vendetta, you'll find crates which hold essential items. Split them to collect extra shurikins, hearts for longer life, Musashi (1-Ups), Power Packs, and Ninja magic.

PROTIP: Pick up Power Packs and you'll throw shurikins faster and more accurately, gain a lethal poison sword, and acquire the skill of Cross Guard to block enemy throwing stars with crossed shurikins.

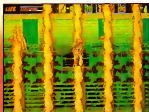
PROTIP: Surprise! Some crates hide bombs. Watch out!



PROTIP: Look for hidden 1-Ups and Power Packs in walls and floors.

The Powers of Ninjitsu

Your Ninja magic is key to success. Use one of four Ninjitsu powers to help you in your blood quest. Call upon Ikazuchi, the Art of Thunder, to surround yourself with an invincible electric shield. Kariu, the Art of the Fire Dragon, envelopes you in a



Scorch the earth with Kariu.

blazing column of fire which scorches every enemy it touches. Fushin, the Art of Floating, enables you to jump and do somersaults for maximum height and distance.



Leap from raft to raft using Fushin.

Mijin is the Art of Pulverizing, it's a desperate measure that takes your life as it turns you into a devastating human explosion.

PROTIP: Fushin, the Art of Floating, stays with you to the end of a scene even if you assume another jitsu.

International Quest

Revenge of Shinobi takes you to eight international districts for bone-crushing martial arts action. District One is the beautiful Japanese countryside where you combat ninjas in the Bamboo Garden and the House of Confusion.

Finally, face the mighty armored samurai, Blue Lobster. In District Two, you fight winged ninjas across a huge waterfall on your way to Tokyo. Then, the warrior nuns and the vicious Flower Dragon gang give you a big city welcome. Get to the nightclub in time to tango with the Shadow Dancer.

PRO TIP: In District Two, use the Jitsu of Fushin to traverse the water falls.

Next, hack and slash your way through the crowd at District Three's airport and take an action-packed flight on Air Neo Zeed. Blow the computer's electronic brains out while you're at it. You land in Detroit, District Four, where you face Motor City hitmen in an auto graveyard. The Master Attacker is waiting, and has he got a car for you!

District Five's just called Area Code 818. That's LA, but the skyscraper and the freeways are no Disneyland! District Six is Chinatown and,



Things are pretty hectic in Chinatown.

as if kung fu killers and a terrorizing runaway train weren't enough, Spiderman tries to bug you. In District Seven you duke it out on the docks of the Big Apple; then you're off on a perilous ocean voyage. When

you reach the ship's hold, be ready for red hot action.

District Eight at last, welcome to Zeed island. Face a deadly maze filled with winged ninjas, samurai warriors, and Pink Dragon assassins. If you find Naoko, she



Save Naoko before she gets squashed.

may be in a tight spot and, well, the main event with the Big Boss gets pretty hairy.

PRO TIP: When your Life Bar runs low, use the Jitsu of Mijin. It takes a life, but it restores your energy and enables you to continue without starting over at the beginning of the level.

Will revenge be yours? Hey Joe, what're you doing with that sword in your hand?

Revenge of Shinobi by Sega of America (\$64.99).





By Hobbs

In the deep, dark abyss of outer space anything goes—right? You'd better believe it because Mr. Smart (the skating space piglet) is caught in what you might call major gridlock, and he's being pursued by a gruesome green hand that wants to squeeze the life out him. Oh yeah, he's also got to avoid colliding with a wacky assortment of this greasy-fingered monster's friends! Hovering Spilers and spiny "Cush Ball" creatures that evaporate and reappear randomly are but a few of Mr. Smart's problems, so loosen up those fingers and get set to help this little piggy (or two in competition mode) go Zoom, Zoom, Zoom all the way home via the Sega Genesis.

Slippery Foot

Warm up the controller with a few practice moves and it's smooth skating when you meet your first challenge against the green meanie. Savor those moments though, because it's your first and last head-to-head battle before a small army of creepy counterparts shows up to add to your woes.



TIP: If the hand is piling at Mr. Smart head-on, press **DP-R** (or **C**) before the fly on the direction pad, automatically and before you blow it, you'll keep clear after the ugly red handprint!

Incredible Edibles

Being chased by all those maniacal monsters has given Mr. Smart a case of the munchies. Luckily, there are lots of point and power-up goodies for him to gobble up for special powers and energy!

TIP: Bunch on a board and slow things down! Grab it and hit it back! Again for several seconds!



TIP: Fill in the squares that are easiest to get to first. Now, wait for a glowing sun orb to appear, grab it gain temporary invincibility, and then go for the squares most heavily protected by monsters.

Galactic Frenzy

Time is of the essence and this little porkchop's clock can work either for or against him. If you blow up the board quickly, you'll score points for every second left on the clock. However, if you waste too much time and your clock runs down to zero seconds, it's panic time as the monster squad nearly doubles their speed!



TIP: Keep 15 seconds for the full feature (1000) symbol. When it shows up, make a beeline for it before it disappears and you'll be pleasantly surprised when your enemies are blown to bits and you get to surge on to the next level!

Piggy Powers

Mr. Smart has a special trick all his own. If he's getting into a monster mash, point his rear end towards the pursuer(s), press the B button and he'll shoot out little rubber balls that will catapult them backwards. This buys him a little extra time to scurry away.

TIP: Analyze the enemy with a clock symbol, then shoot a rubber ball at him and you'll be free to fill in the squares being protected.

With six stages and six force fields in each stage, Mr. Smart, or Mr. Smart and a porky pal are in for lots of skating, jumping, and monster-bumping fun.

Zoom by Sega of America (\$42.98).

ILLUSTRATION FRANCIS MAO

**UNTIL NOW
YOU NEEDED
A COMPUTER
TO PLAY AN
ADVENTURE GAME
AS ADVANCED AS
PHANTASY STAR II.**

NOW YOU DON'T.



Screen 1 The heroine Aki strikes at a monster seen in your dream.



Screen 2. Your party explores the river city and discovers the Control Tower.



Screen 3 In shops, you buy some critical equipment you will need in your quest.



Screen 4. Carefully explore the wilderness outside the city on the planet Mars.



Screen 5. Burnwolf and Head Rot are mazine monsters you must destroy to succeed.



Screen 6. In the dungeons below the city your search is constantly beset by monsters.



Screen 7. Plug an evil fox, leech you from your appoired rounds and possibly success.



TeleGenesis™ Modem



Power Base Converter™



Golden Axe™



Altered Beast™



The Revenge of Shinobi™



Space Harrier II™



Thunder Force II™



Last Battle™



Arnold Palmer Tournament Golf™



Truxton®



Ghouls 'n Ghosts™



Rambo III®

Altered Beast™ the Sega® arcade hit, comes with the Genesis system. TeleGenesis™ Modem, Power Base Converter™ and other games sold separately. Sega and Genesis are registered trademarks of Sega of America, Inc. Ghouls 'n Ghosts and Forgotten Worlds are licensed trademarks of Capcom, Inc. Rambo III is a registered trademark of Canuck International N.V. Thunder Force II is a trademark of Techno Soft. Zoolen® is a trademark of Discovery Software International, Inc. Truxton is a copyright of Topylan Co., Ltd. Power Base Converter, TeleGenesis and all other game titles are trademarks of Sega of America, Inc.



Welcome to the ultimate adventure game. Phantasy Star II for the 16-bit Genesis system features the biggest memory (6 mega) videogame cartridge to date. With 19 multi-level maze dungeons and 9 separate cities to explore, you'll be glad that we've included a 110 page book filled with maps and hints to help you on your journey.

Mother Brain controls the planets, Mota and Dezo. But something has gone awry. The planets are flooding. The temperature is rising. And the cloning process is turning out mutants.

Your mission is to correct the problems. First you'll have to find the Central Tower from which the Algo Star System is controlled. You'll also visit factories, science labs and data libraries to plot your course.

Choose your partners from among Hugh, the biologist, Shir, the thief, Kain, the wrecker, and many more. Travel light—in Knife Boots and Carbonsuit. Stalk boldly into the unguarded wilds armed with magic and an amazing array of armory.

Together you fight hundreds of Biomonsters and solve twisted riddles that will hopefully lead you to your goal. Your quest may last hundreds of hours, so we've included battery memory backup so you can take a break. Then you can resume playing exactly where you left off.

Where else can you find such excitement, but on Genesis from Sega.



Super Hang-On™



Zoom!™



**World
Championship
Soccer™**



**Super Thunder
Blade™**



**Tommy Lasorda
Baseball™**



**Forgotten
Worlds™**



We Bring The Arcade Experience Home.

TOP SECRET MEMO :

To: Tom the Bomb, Borogo's most fearless fighter-pilot.

Mission: Destroy the eight asteroids of the Gidan Empire

By the Pro, A.J.F.

Strategy Briefing

You will be provided with the following equipment:

Fighting Vehicle—The Truxton Super-Fighter

Weapons

Power Shots—A spray of red bullets that annihilates enemy vehicles. It can protect your ship with a rainbow circle shot when fully powered up with three booster capsules.



PRO TIP: If your current weapon is at power three, pick up ten more power capsule boosters. When you die, your next life will begin with the red weapon at power three.

Truxton Beam—This green hot beam melts enemies in front of and behind you.



PRO TIP: Reveal hidden 1-Ups by destroying asteroid buildings with the weapon that's the same color as the building.

Thunder Laser—A powerful defensive weapon, this blue electrical laser locks on to large enemies. It powers up to five lasers with three booster capsules.



PRO TIP: In Stage 2, destroy the exploding glass bulbs from a distance using the rainbow circle shot or the blue laser. When the bulbs explode, watch out for the three pieces of deadly shrapnel they release.

Destroyer Bomb—Destroys everything on the screen, and weakens larger enemies.



PRO TIP: Save your bombs for tight spots. Use them in combination with powered-up weapons to wipe out the Gidan bosses.

Speed Booster—Power up to a max of five to increase your ship's speed.



PRO TIP: Increase your ship's speed to its maximum to receive 5,000 bonus points.

Cleared for Take-Off

Should you choose to accept this impossible mission, you face five stages of non-stop combat with the deadly denizens of the Gidan Empire. Do you have what it takes? If so, memorize these instructions, climb into the cockpit of your Truxton fighter, and good luck!

Truxton by Sega of America
(\$42.99).



Casino Kid™



Wall Street Kid™

GET READY TO DEAL.



"Casino Kid™ where skill and luck are what it takes to win."



"The non-stop casino action of the strip."



"In Wall Street Kid™ compete as the rich and powerful."



"Cruise through the life of success."

It's your turn to wheel and deal with two exciting games from SOFEL. If you like to take wild risks, Casino Kid™ and Wall Street Kid™ are your next challenge.

Take a gamble with the high stakes game Casino Kid™ where blackjack and poker skills are your tools of success. Take the upper hand as you're dealt inside tips in order to make thousands at the tables. What's wrong with a little greed?

If the fast track of Wall Street is more your speed, achieve fame and fortune in Wall Street Kid™. Deal with the stock-

market giants in this life simulation game. Remember, to inherit billions, invest your time and money wisely.

Now, are you ready to deal?

SOFEL™
MIND POWER



Licensed by Nintendo® for play on the
Nintendo
ENTERTAINMENT
SYSTEM™



Monster Lair

LEVELS

The South Pacific: In Areas 1 and 11 you'll battle across a tropical island, fighting off snails, jellyfish, and pelicans. Pick up one of five power boosts that increase your firepower for 10 seconds.

The Jungle: In the steamy jungle of Area 2 you'll encounter poisonous snakes, big apes, alligators, and birds. Watch out for rocks! Try using the Wide Rings when things get tough.

The Ice World: Travel through this freezing climate on slippery terrain, battling off attacking penguins, flying snowmen, seals, and snails.

Count Dranken's Castle: Area 9 is your worst nightmare—a castle filled with poisonous Cobras, bats, and blobs. Get a grip on yourself as you scale these high walls. Rapidly press Buttons 1 and 2 to climb up before you get squashed.

High Baron's Hideout: It's the final shootout when all of the enemies you encountered before, along with some new ones, come blazing back at you.

By the Eliminator

Legend has it that vicious monsters once roamed the Earth. A plucky young lad single-handedly battled and destroyed these abominable creatures with his magical sword and shield.

Now, eons later, a brave young boy, Adam, ventures out in search

of these legendary weapons. Together with his girlfriend, Laura, he sets out to seek the weapons in a secret shrine. Just when he and Laura discover the sacred sword and shield, a blinding red flash lights up the sky and your adventure begins! Journey through 14 levels (each with two areas) of thumb-blistering CD ROM action.

You'll fight to the death with evil level bosses so keep your eyes peeled for power boost weapons. Monster Lair features challenging adventure, incredible graphics, and sound tracks that will blow your mind!

Monster Lair by Hudson Soft/NEC (\$54.99).

BOSSES



Garamanda: This slimy bee constrictor squirms all over the playing field at the end of Area 2.



Royal Mama: Area 4's queen bee is out to sting you good once you've destroyed her hive. Try flying around in a donut pattern while you shoot her.



Saboteria: This ugly, stretching cactus brute with the lat laco inhabits the desert wilderness of Area 8.



Armor King: Area 13's knight has a rocket punch that really knocks you out. Aim for his heart when he's off guard.

WEAPONS



Each of these power boost weapons lasts for 10 seconds. Keep grabbing them so you don't end up defenestrate!

Wide Rings

A fine way about that works well by straddling the enemy on the ground or in the sky.



Laser Beams

Continuous rapid-fire. Vary at-lective in blasting the enemy.



Missiles

A great weapon for many boss-es. Holding the button down makes your missile travel further. Release the button, and the missile explodes.



Fire Balls

An awesome weapon that has roar and frost fire!



Blowtorch

This super weapon rarely comes out, but wreaks great havoc when it does!



Spirals

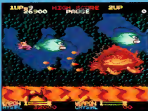
These throwing stars cut your loss down easily.

By The Eliminator

Attention all citizens of the world! Our galaxy is in eminent danger of being vaporized into nothingness by Ordyne, a fearsome nuclear reactor, brainchild of the inscrutable Dr. Tomari. The despicable Kubota and his army of incorrigibles have kidnapped Kana, Dr. Tomari's girlfriend. Unknown to these thugs, the key to Ordyne hangs around Kana's neck. As Dr. Tomari or his faithful sidekick, Felix, you better not waste any time in rescuing Kana before these ruffians discover the key to the destruction of the universe.

Seven Stellar Stages

To rescue Kana and retrieve the key, you'll have to wreak havoc on Kubota and his cronies with your laser beams and bombs through seven stellar stages. In Stage 1 you'll square off with hamburger-like spaceships in air-to-air combat. Watch out for deadly blasts from the fiery tortoises and piping hot lava of Stage 2. Show them that you're the boss with your fighting prowess, especially when your shields turn red from absorbing enemy bullets.



PRO TIP: Use the Stock Bomber to absorb enemy bullets and make your firepower more potent. Power is maxed out when it's red.

In Stage 3 use an outboard motor to increase your speed as you battle among the fishes and submarines. Sail through the air and dive into the water in one fell swoop in Stage 4. Beat the boss of this level by shooting his pin-striped yellow and orange motor. Destroy the rope holding the big

cal world. Battle Kubota on his own ground and rescue Kana and retrieve the key.



Kubota's deadly hideout.

The Secrets To Success

To beat the bad guys you'll need to power up your ship. To do that, blast enemies and earn "crystals" to trade in at the Space Inn.

PRO TIP: Destroy linear or zig-zagged formations of enemies to make crystals appear.

Use the crystals to buy extra speed, firepower, and ships. Play the Dream Company Space Lottery and take your chance at winning homing missiles, firebombs, beam items, and even more crystals.



PRO TIP: Enter the Air or Space Inn regardless of whether you can afford the weapons because your ship becomes invincible for a few seconds when you exit.

An apple a day may keep the doctor away, but it's not going to stop Kubota! This one's up to you!

Ordyne, by Namco/NEC (\$87.50).

ORDYNE

rock in Stage 5 to create an earthquake of little rocks. Every little rock you destroy earns you 1,000 crystals. Use your Vulcan Gun to rapid fire laser beams at the



Grab bonus points by blasting crystals.


red crystal boss at the end of this level. In Stage 6 you'll have to battle all of the enemy bosses one more time. Use the same techniques that worked in the earlier levels. This one's easy! In the end you'll have to survive Stage 7, a deadly mechani-

Enjoy
Hudson

XEXYZ™

SPACE ADVENTURE

FREE
Puzzles!
Just cut out and send
in the XEXYZ logo from the
front of the box. (while supplies last)



The year's 2777. And earth is gripped by terror! XEXYZ, a peaceful global kingdom, has been attacked by a great space fortress of bizarre mechanical beasts! The whole planet is enslaved, doomed to a nightmarish existence. □ Only you, a lone Star Warrior, can challenge the robotic monsters and their cruel empire. Only you can save earth from its horrible fate. □ Play XEXYZ, live XEXYZ. Look for it today at your favorite video store.



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Nintendo
ENTERTAINMENT
SYSTEM™



TAKIN' IT TO THE HOOP

By Slo' Mo

No way a video game compares to real basketball, right? Well, in your face! Alcom's *Takin' it to the Hoop* offers all the excitement, strategy, and action of B-ball on the TurboGrafx-16.

You don't get NBA players, but you may be able to represent your favorite city. You can lead Honolulu, Seattle, Los Angeles, Dallas, Chicago, Boston, New York, or Miami into tournament, league, or exhibition play. Challenge the computer



Who ya gonna play?

or hook up a TurboTap to take on a friend.

PRO TIP: You can spin with any team, but some are fundamentally better than others. Los Angeles, Miami, and New York are solid all around; Honolulu plays ferocious defense.

You Make the Calls

You're a player/coach, so you'll select the starting five from a 12-man roster and make substitutions throughout the game. You can actually play all five players at once by quickly switching among them.



Control any player, any time.

Shoot, dribble, steal, pass, take freethrows, and slam dunk. Players are rated on stamina, speed, shooting ability, passing prowess, and defensive skills.

PRO TIP: Think your starting five can go all the way? Guess again. Substitute for fatigued players or you'll get blown out.

PRO TIP: Try to keep your best shooter in the open and keep loading him the ball.

You call the "D". Play zone, man-to-man, or a combination of man and zone.

PRO TIP: You can grab rebounds, so do it!

Up Close and Personal

Take the ball in for a slam dunk and the view automatically switches to a vivid closeup of your mid-air acrobatics. Too bad, you can't put on slamma' jamma' moves a la



Take it to the hoop!

Michael Jordan or Dominique Wilkins. But if you're in traffic, get set for intense above-the-rim action—defensive players can stuff a jam!

PRO TIP: Ball cops got the ball stolen; pass it around!

Want more close-up graphics? Draw a foul. No foul shot is a gimme, it takes timing. You gauge



Get close to freethrows.

your shooting accuracy with a power meter at the bottom of screen.

PRO TIP: Fouling when the score is close and time is tight can be a winning tactic.

Hardcore gym rats know there's no substitute for an honest-to-goodness game of hoops. But *Takin' it to the Hoop* has all the thrills, none of the spills, and some top notch video roundball. Call time out and give it a try.

Takin' it to the Hoop by Alcom/NEC (\$39).

THE CULTURE BRAIN WORLD

EMPIRE TRAIN

CHAMPIONS TOURNAMENT

If both of you are confident of your skills, come together and be the champions of the U. S.!

Prizes total
\$30,000.00
A pair of winners
can receive
\$10,000.00

2 BIG CAMPAIGNS FOR YOU.



BIG CAMPAIGN PART I

Step 1 The Give Aways

All participating retail stores will be distributing a special made Kung Fu Heroes boardgame and original button. The give aways are limited in quantity.

Step 2 Win prizes

Answer the quiz on the boardgame and enter for a drawing that could win you great prizes!

BIG CAMPAIGN PART II

Kung Fu Heroes Nationwide tournament.

Achieve the highest score with 2 players and send the screenshot of your score to Culture Brain.

The top 8 teams in the U.S. will be invited for the final tournament in Los Angeles.

Please look for ads in newspapers and magazines for more details.

Details are also available on posters displayed at participating stores.

Prizes and tournament location are subject to change without notice.



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CULTURE BRAINTM

2 PLAYERS COMICAL KUNG-FU
ACTION GAME



KUNG-FU HEROES

Jacky and Lee, it's up to you to break through the Demon's Castle and rescue Princess Min-Min!
The exciting ARCADE HIT "Chinese Hero" is back, powered up for the NES!

32 stages packed with action and loaded with excitement! The king of comical fighting games is here!

With family or friends, it's dual-play fun!



Sword

They say that a hero of an ancient legend once held this treasure. There's only one in this world.



Gun Ball

Aim at the enemies and fire away! Once you've tried this weapon, you'll be hooked.



Sake (wine)

Sorry, sake, it's not for kids. But give it to the Dragon, and he'll be reeling!



Shorin Temple Mark B

If the Cat Mage hits you with her beam, you'll turn to stone. But this treasure will protect you from it.



Shorin Temple Mark A

Watch out for Mr. Coffin, he'll grab on to you. But with this treasure, you'll be able to fight back.



Mirror

A mysterious relic of ancient magic, it reflects the enemies' beams. The fighting is a lot easier if you've got the mirror.



GRAB THE TREASURES!

COMICAL ACTIONS!



Heeee, let's see...
Now where does this
warp hole lead to?



Who knows what
wonders and enemies
await you?



There's Bonus Stages, hidden
treasures, Warp Zones, and
plenty of other exciting secrets
to discover!

Look for the legendary treasures that'll help you defeat the
Demon's Army! The Dragon's scales are hard as steel, so
you'll need the Legendary Sword! Watch out for the Medusa
Beams! Better have the mirror
handy! Gather all the treasures,
and you'll be an awesome
Kung-Fu Hero!

So this is the
legendary sword!



The wicked Demon's Army is out to get you! The evil Kung-Fu
Commandos, the Gunmen with their gigantic bazookas,
the magical Medusa Cats, and lots of other enemies inhabit
the eight Demon's Castles. Punch and kick your way to the
ultimate in two-player excitement!



① **Yoww! It's the huge and horrible Uni-Gon!**

If you're not an expert yet,
your best bet is to just
run away. Use the warp
tunnel to escape.

② **Here it is, the warp hole!**

It'll send you through another
dimension to the next castle. What strange
wonders are waiting on
the other side?

③ **A million point bonus!**

There's plenty of hidden tricks, too.
And here's one of them! In one of the
stages, if you jump on to a suspicious-
looking piece, you'll get a million-point
bonus! Can you discover this secret?



It's the **DRAGON!** Now's the time to ④ **use the sword.**

His scales are as hard as steel. There's
only one thing that'll cut
through them—the
legendary sword!

All right! It's the Bonus Stage! ⑤

Go in to the underground room and rack
up points! Grab as many bonuses
as you can, before
time runs out.

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PRODUCT

CULTURE BRAIN™



REALISTIC KUNG-FU ACTION RETURNS!

IT'S A BATTLE OF THE

AFTER A PROLONGED SILENCE
THE LEGEND RETURNS

SUPER REAL KUNG-FU GAME

FLYING DRAGON

You'll face the toughest challengers from six different styles of fighting, at the World Tournament of Contact Sports.

The gong has sounded. Now it's up to you to become the World Champion.



The refined game play and sophisticated action will leave you breathless with excitement. When it comes to realistic kung-fu games, there's only one champion—FLYING DRAGON.

You are Ryuhi, a dedicated student of the ancient art of Kung-Fu. But your wise master has been kidnapped, and with him, the Secret Scrolls, which hold the key to awesome fighting skills. Now, set out to defeat the evil Tusk Soldiers and regain the scrolls. Your goal: The World Tournament of Contact Sports, where you will seek out the evil warriors of darkness.

CHAMPIONS

FLYING DRAGON™

The classic hand-to-hand combat game and arcade hit (Shang-Hai Kid) is back, especially enhanced for the NES!

KUNG-FU SO REAL, YOU'LL BE OUT OF BREATH!

It's the first game to include realistic defensive techniques, letting you thrill to the most authentic kung-fu fighting ever created in a videogame.

With an incredible assortment of moves at your command, you'll feel like an expert fighter, thanks to the support of Artificial Intelligence programming. Here are just some of the fantastic moves you'll master.



1. MANY SECRETS AWAIT YOU!

Set forth on a journey to regain the Secret Scrolls and the hidden techniques they hold.

2. THE POWER OF JUSTICE

Only by completing the mandara seal can you gain its mystical powers and defeat Dargon, the lord of the Tusk Soldiers.

3. TRAINING SESSION

Start your training at Shorinj, the legendary birthplace of Kung-Fu.

4. DEFEAT THE SOLDIERS FROM DARKNESS

It's Dargon, and he's transformed into a deadly opponent! You'll need the ultimate move, the Hiryu-no-Ken kick, to knock him down!

5. YOU WILL BE A HERO!

Fight your way through the World Tournament of Contact Sports. Victory will be in your hands.

Nintendo
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CULTURE BRAIN™



THE PERFECT SIM

Why is it said that this is the top baseball game?

As you may have learned through the articles in magazines and other media, Baseball Simulator 1,000 has been rated as the top baseball game among professional game evaluators. It's because this game cartridge with 2 mega and a backup battery is packed with a great number of ideas that fulfill your needs.

Play the game your way:

For instance, up to 6 players can compete, in addition to that, you can select from 5 games to a full-scale 165 game pennant race. Full-auto pennant simulator feature will progress a pennant race automatically as long as a power supply lasts. Edit function lets you enter any information you want to change any existing team, or you can create six original teams and save them all. This video game is the only place that allows those hilarious and eccentric Ultra-plays. These are just a few examples. Baseball Simulator 1,000 is fully loaded with all the desirable features you can think of. For that reason it's possible for you to play it your own way.



Complete Editing

Start with a full team of 12 batters and six pitchers. Then, you decide what kind of team to make. Enter the exact stats you want for a winning team. Use the latest major league stats, make an all-star team, even enter yourself as the star. With six programmable teams, you'll have a whole league of your own!

TEAM	NAME	POS	HT	WT	AGE	EXP	AVG	R	H	RBI	SLG	OPS	ERA	IP	WHIP	WAR
1
2
3
4
5
6

Intense and Realistic Action

Make a team of quick runners for a fastpaced game. Create players with a awesome power for an all-out Home Run Derby. Or give your team the hottest hurlers for an intense pitching game. No matter what kind of game you want to play, it's all possible.



Television Season Simulation

With the Full-Auto Season, you can play out a continuous season and watch your team from game to game. Even individual players can be tracked with full stats and top-10 rankings. Go for the triple crown!



SIMULATOR

BASEBALL™ SIMULATOR 1,000

The following is the comparative table shows the contrast among baseball games regarded as the top hit. We believe that you can see how exceptional Baseball Simulator 1,000 is.

The newest Baseball games, a comparative table

	Baseball Simulator 1,000	A company's baseball game
SEASON PLAY	5- game season, 30, 60, to full-length 165- game season	From 2 to 125 game season
STADIUM SELECTION	six different stadiums	one stadium
TEAM'S STATS SAVE & DISPLAY FEATURES	Yes	Yes
PLAYER'S STATS SAVE & DISPLAY	Top-10 lists are created for six different categories. Also keeps full stats of all 106 players.	Top-10 lists are created for six different categories.
TEAMS	From 18 to 24	From 8 to 14
TWO PLAYER MODE	7- game series. Series stats are created.	Single game only
FULL AUTOMATIC SEASON SIMULATION	Yes	none
ULTRA PLAY	25 kinds of Ultra play	none



 LICENSED BY NINTENDO FOR PLAY ON THE ENTERTAINMENT SYSTEM



① FULL EDITING FOR UP TO SIX TEAMS.

Play ball with your favorite major league stars, heroes from the past, fantasy leagues—even enter yourself as the star! Enter team and player names, and all the important stats for your very own team.

② A COMPLETE, SIX-TEAM, 168-GAME PENNANT RACE.

Play a full length season with six teams, for 5, 30, 60, or even 165 games. Follow the teams and players through the season—monitor their stats, even get top-10 rankings in batting and pitching.

③ FULLY AUTOMATIC SIMULATION.

Simulate a full season based on statistics. The season can be played automatically, while you can enjoy following a team through its games. And by adding team and player abilities, it's a full-auto simulation game.

④ THE HILARIOUS FEATURES OF ULTRA PLAY.

Add a whole new dimension of fun to baseball with the wacky Ultra Plays. Throw pitches that disappear or speed up in mid-air. Flight back with hits that explode or knock out the fielders. And catch them by leaping hundreds of feet in the air. With the six teams of the Ultra League, you'll play baseball like it's never been played before!

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THE MAGIC OF

SCHEHERAZADE.

TM

SCHEHERAZADE

ONE DAY PEACEFUL ARABIA WAS AT-
TACKLED BY THE DEMONS. THE EVIL MAGI-
CIAN SABARON SUMMONED THEM FROM
THE DARK WORLD FOR HIS EVIL DESIRE.
ONE BRAVE MAGICIAN ATTEMPTED TO
FIGHT HIM.
BUT HE FAILED, AND HIS SWEETHEART
WAS TAKEN AND ALL HIS MEMORIES
ERASED.

The Magic
of
Scheherazade™

HE WAS EVEN THROWN INTO A DIFFER-
ENT TIME PERIOD.
DO YOU REMEMBER THIS! THE YOUNG
MAGICIAN IS YOU.
ONLY YOU CAN SAVE ARABIA. PLEASE
FIGHT SABARON AGAIN!

An action adventure from the Arabian Nights.

The five nations in Arabia have been dominated by summoned giant demons.

The devil of the water, Gilga, is lurking on the bottom of the moving lake to submerge the world. The demon of winter, Troll, snows on the forest and freezes everything.....

You are the direct descendant of the legendary magician Isfa. You must use your magic to face



Summoned spirits come to life on the screen by winds of fire and storms of electricity.

up to these evil spirits. But don't be pessimistic about it. You can get all the help you need from eleven allies who have various strengths to bring on more powerful magics. With them you can call a flash of lightening, you can give rise to a burst of flames to burn your enemies, and more....



Boost your strength with an assortment of magical rods, and special items.

Moreover, when the Alalart solar eclipse blocks out the sun, it is

time for you to bring the Great Magic into play. You can fill up your energy as well as your items, or cover a sunbaked desert with rain. Your mission is to travel through the magical world of Arabia and time to defeat the

great and evil Sabaron and bring peace back to the Arabian nations.



An encounter with the enemy! Create a battle formation with your allies, then fight it out with powerful magic!



Journey into the Arabian Nights as a unique and fascinating adventure begins to unfold.



Great enemies for the spirit and challenge you to battle.

FIVE CHAPTERS OF MAGIC AND MYSTERY, OVER 750 DAZZLING SCREENS.

Unprecedented scale, challenging puzzles, and intense combat, unlike anything else. And a finale full of awe and wonder. The world of Scheherazade is an adventure full of glory.

MAGICAL BATTLES WITH ELEVEN ALLIES!

Seek out your trusty companions and invoke an astonishing variety of magical spells. Through the past and the future, you are the hero, battling the sinister forces of evil.

ARTIFICIAL INTELLIGENCE ENHANCES THE GAME EVEN MORE!

With the support of the Artificial Intelligence programming, even beginning players can enter the magical world of Scheherazade and behold its wonders.

GRAPHICS AND SOUND FROM A WORLD OF FANTASY!

With stunningly beautiful visuals and a musical soundtrack that will captivate your imagination, the Magic of Scheherazade is a gaming experience that'll leave you spellbound!



Nintendo

MEMBER OF NINTENDO GAME PLAY ON THE ENTERTAINMENT SYSTEM™ AND TRADEMARKS OF NINTENDO OF AMERICA, INC.

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CULTURE BRAIN™

King Nemesis is back! Someone let him out of the solar slammer on a technicality and he's out for revenge—and you know who he's after. As chief of the Interplanetary Police, you're the one responsible for putting the King behind bars in the

first place. Now he's ready to put you out of commission for good!

Based on Konami's NES monster hit *Gradius*, this Game Boy Pak sends you into the stratosphere after the nefarious Nemesis one more time. So get ready to climb into your Proteus 911, one of the most sophisticated flying machines ever developed. This state-of-the-art spacecraft can power-up with special weapons including speed burners, lasers, missiles, shields, and deadly dual devices of destruction.

PRO TIP: *In Nemesis, you can earn more than just the regular power-up capsules that appear when you destroy enemies. Occasionally, special power-ups will also appear that destroy all of the enemies on the screen when you grab them. When you see one of these, dodge and let the screen fill with enemies; wait until the last possible moment to grab the capsule.*

A Galactic Tour de Force

Sounds easy, right? Wrong! To even reach Nemesis you'll have to battle through five stages of grueling space combat. Nemesis is holed up in his hideout and he's sent his henchmen after you—and put a billion dollar bounty on your head to boot. This means you're facing a crew of grimly determined alien bad guys in some of the toughest alien territories space has to offer. Battle past the peaks and valleys of Carnage Canyon. Blow up the Pyramids of Pyromania. Dodge the stone heads in the Lair of the Planetary Pirates. Head into the spooky Den of Doom and Gloom. And, finally, face off with Nemesis himself in the Sacrificial Sarcophagus of Saturn.

PRO TIP: *Not your boss of the art show? Don't forget to collect Level 100 bonus, Number of stars, Number of lives, and Number of enemies. Also, practice at various difficulty settings.*

The Bad Guys

King Nemesis' evil crew is made up of a cast of characters familiar to *Gradius* and *Life Force* fans everywhere. You'll recognize the pesky asteroids, the speeding Reflector, Kull, and Winger ships, and especially the pellet-spitting stone heads called the Moai. The big alien bosses are also disconcertingly familiar! Watch out for the laser-spitting Intergalactic Super Force and the eerie, grabbing Venus Destructo.

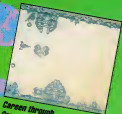
PRO TIP: *You'll find that most of your favorite strategies from *Gradius* work in *Nemesis*. The weapons are the same, although it takes a little practice to learn to aim correctly with the two color screen since the weapon fire is more difficult to see.*

Go For the Cuts

Nemesis also features special bonus stages hidden in the different levels of the game. If you get into a bonus stage and succeed in grabbing all of the bonus capsules, you'll send your score into the stratosphere. If you get lucky, you might also grab a special 1-Up capsule in the bonus stage.

It's just what every Game Boy fan has been waiting for. Classic NES titles are making their way to the shelves for the Game Boy with some new original twists on the old adventures. Shoot-em-up comes to Game Boy in a big way. And don't forget, *Nemesis* wants you!

***Nemesis* by Ultra (\$24.95).**



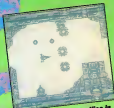
Carve through Carnage Canyon.



Watch out for nasty nests of alien bad guys.



Moai heads spit stones at you.



Don't end up as a sacrifice in the big bosses' Sarcophagus hideout.

TECMO WORLD WRESTLING™

Available
April 90



It's here! It's new and it's bad! Play against the computer or play with someone you've always wanted to stomp. Choose from 10 different wrestlers. Just give the announcer your name and you are ready to romp, stomp, kick, gouge,

punch, poke, lift, throw, knee or maybe you just want to be nasty. There are 34 different moves in all and each wrestler has over twenty. Wrestle through the tournament until you meet your doom, "The Blue King".

FEATURES:

- 1 or 2 Players
- Superior graphics
- Animated announcer
- Outside-the-ring action
- 34 Different killer moves
- Power meters
- Training mode for 1 player



TECMO® Games... HARD TO BEAT™

Malibu Beach VOLLEYBALL

By Maid Marion

The surf may be up but all the action's on the sand in this volleyball cart for the Game Boy. Malibu Beach Volleyball features two-on-two men's or women's volleyball action. Play options are one player against the computer (you control both players on your team), Player One versus Player Two (via Video Link), and Player One and Two teamed against the computer.

It's A Smorgasbord

Choose from an international menu of teams—the USA, Japan, Brazil and Italy. Each team has a duo with



Pick your favorite team.

their own personality like Yoko and Kumi, Japan's top-notch women spikers, and Spike and Buzz, the macho men's team from the USA. Play a one-game match with each of the other three teams, or play a best-of-three series against another team.

Hit the Beach

Serve up the ball and get set for fast and furious action.



PRO TIP: Mix up your serves by shifting your position back and forth. You might catch your opponents off the sidelines.

Strategy roughly follows real volleyball, with each team trying to set and spike the ball to sandblast the other team out of action.

PRO TIP: Keep an eye on the ball as it flies through the air, but position yourself on the sand by using the joystick. The ball appears on the ground. It takes some coordination to get the ball to land the right way, but practice makes perfect.

Play follows a general pattern of three hits. You dig your opponent's return out of the sand (often with some fabulous diving saves), then your teammate sets it, and you loft or spike it over the net. Your opponents use the same moves, with killer spikes in the case of the computer.



PRO TIP: Send one of your players up to the net to go head-to-head with the spiking opponent. You can often jump and block the ball back over the net—usually scoring the point for your team.

Don't give up when you can't get into position to block a spike. As the ball is spiked, you can dive



Dig it out of the sand and save the point.

and usually dig it out of the sand to save the point.

PRO TIP: As your opponent is about to hit, you can't block to save the ball. Your own player will set it for you. The net is low, and usually, you can't block it.

Hey dudes and dudettes, no need to snoop on your beach towels! There's more than one way to get a tan, and you might as well get some exercise! It's beach-blasting volleyball the California way. Can you dig it?

Malibu Beach Volleyball by Activision (\$24.95).

Boys Mode

Girls Mode

BAD NEWS BASEBALL™

Available April 90



TECMO®
GAME PAKS
Licensed by Nintendo
For Play On The



REV A

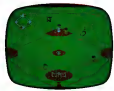
It's new! It's fun! It's Bad News Baseball, the new cartoon-style, outrageously funny baseball game from Tecmo. We're sure you have never seen anything quite like this baseball game. It's

fast-paced and jam-packed full of new animated cinema screens. Play against the computer, play with a buddy, or use the spectator mode, but you had better get ready to laugh.

FEATURES:

- 1 or 2 Players
- Superior graphics
- Password for continued action

- Instant close-ups
- Over 20 different cinema displays
- 24 Different teams
- Choose from 11 different pitches



TECMO® Games... HARD TO BEAT™

By Hobbs

Arrgh! Umph! Wham! Crash! Pow!!! No, it's not the Caped Crusader and his faithful sidekick, it's those radical wrestlers in Mat Mania, a new release for the Atari 7800! So, it's time to get off that couch and get down for the count as you surround your senses with some mad mat mashing and heavy hulkster body tossing for one or two players.

Round One

Mat Mania pits you against your opponent in the standard three minute wrestling round, and points are earned by making body contact through the type and difficulty of a maneuver. Achieve a clean cross out punch and you'll earn 50 points. Kick him where it counts and you get an easy 100! Or, if you're feeling energetic, pump up those muscles and go for some fancy high scoring moves such as the Shoulder Jab, (300 pts.), the infamous Pile Driver (800 pts.), or if you prefer, the nasty Knee Drop (1,000 pts!).

Kickin'em When They're Down

When you've got your opponent exactly where you want him (flat on his back!), pin him down and keep him there by moving towards him and pressing the right button. Get him down and out three times, and he's too weak to get up. You take the round! Remember though, the same thing also applies to you!



PROTIP: If you're trapped in a headlock, flip him off with a knee drop by moving the joystick left.

On The Rebound

Boing, whoosh! Timing is important if you're going to rebound off the ropes. Comparatively speaking, it's more difficult in the one player mode, mainly because your opponent is programmed to stay on you like a wet blanket! It's a good strategy move though, so try going for it at the beginning of a

round, or by delivering a few blows and backing off while he's still reeling!

PROTIP: Weaken your opponent for a knock-down. Punch him repeatedly by pressing the left button on your joystick. Then, as he hunches over from energy loss, move in quickly and kick him by pressing the right button. Down he goes!



PROTIP: Flatten your foe with a shoulder jab by running at him and pressing the left button just before you collide.

These muscle heads aren't the most agile creatures, but it makes maneuvering them with precision in this three level, best two out of three (easy, medium, difficult) game a great challenge that keeps you, knockin', sockin', and Pile Driver droppin' all day (or night) long!

Mat Mania by Atari, (\$34.99).



NINJA GAIKEN II

The Dark Sword of Chaos

Available
June 90



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For Play On The
Nintendo
ENTERTAINMENT
SYSTEM

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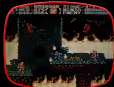
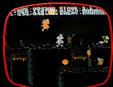
The long-awaited sequel to Ninja Gaiden is coming soon. The Dark Sword of Chaos is the continuing action adventure of Ninja Ryu and The Evil Ashtar. Fight your way through 20 different stages and 10 new animated "Tecmo

Theater" cinema screens. Your skill, cunning and strategy can earn you 5 different "power-up" items including the powerful new Ghost Ninjas.

FEATURES:

- Single play action
- Superior graphics & music
- Continue Option

- 5 "Power up" items
- 10 Cinema displays
- 20 Different stages
- 6 Special weapons



TECMO® Games... HARD TO BEAT™

S.W.A.T. HOT TIPS

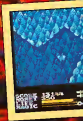
SECRET WEAPONS AND TACTICS

Wonder Boy in Monster Land (Sega)

Get 45 Free Gold Pieces

After you've gotten your first sword, press Pause 73 times and you'll receive 45 free pieces of gold.

Justin Linberg, Coon Rapids, MN



Thunder Force II (Genesis)

Did you know that your Exceliza ship is invincible to the power-up ships that drop weapons both in the vertical and horizontal stages? Take advantage of this quality, especially in the horizontal stages when you're trying to avoid enemy bullets.

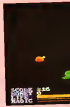
The Eliminator

Ironsword (Nintendo)

Where is the Golden Fly in the forest?

Look for the Golden Fly in the forest in the upper right hand corner of the level. You need to be boosted up with the Water Spout spell.

The Eliminator



Double Dragon II (Nintendo)

Don't Get Sucked Out!

In Mission Three when the helicopter door opens and starts to suck you out press the Pause button, count to three seconds, and un-pause. The door will close!

Chris Fosty & Philip Fiegel, Pittsfield, MA



After Burner (Nintendo)

Sound Test

During the Game Over screen press A, B, and Select simultaneously to get to a sound test mode!

Shawn Himmelman, Nova Scotia, Canada

Super Mario Land (Game Boy)

Hidden Elevator

To find the secret elevator proceed to the ledge in World 1-3 with the Gao just to the right of it. Kill the Gao and break the third block twice without moving it. An elevator appears. Climb on top of it and ride it to the top. Find the tube and go down it.

Jack Sturgeon, Mountain Home, AK

Ironsword (Nintendo)

Where is the Blightwater Spell in the Water Level?

Try looking for the Blightwater Spell in the secret cave. To get there, you must walk through a wall from the left.

The Eliminator



Spellcaster (Sega)

Refill Your Power While Fighting the Dark Lord

I found a way to bring back all of my power while I was fighting the Dark Lord. Before you go to the Kashima Temple to meet the Dark Lord go to Izuma. There you can defeat an enemy and get a charm. Go to Kashima Temple and awaken the Dark Lord. While fighting him, when your power goes all of the way down, the necklace charm will refill your power.

Brian Thibault, Lindenhurst, NY



Ironsword (Nintendo)

Passwords!

Here are some passwords with all of the necessary spells!

PPPTHNTMDHPP

OR PRESS START TO PLAY

Wind Level PPTHNTMDHPPX

ZZTWBZXTKDN

OR PRESS START TO PLAY

Fire Level ZZTWBZXTKDNB

WBTMKZQZGPTX

OR PRESS START TO PLAY

Forest Level WBTMKZQZGPTX

The Eliminator

Military Madness (TurboGrafx)

Sound Test

At the password screen enter "On-gaku" to get to the Sound Test mode.

B.A.J.



Military Madness (TurboGrafx)

Password to Level 21!

STAGE 21
WAP NAME <TETHOS>

At the password screen enter "Tethos" to begin to play at Level 21.

By B.A.J.



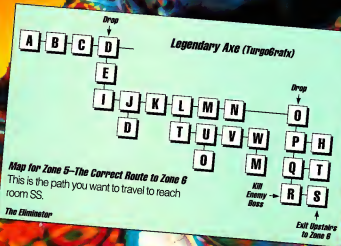
Super Thunder Blade (Genesis)

Avoid Enemy Fire

Here's an easy way to avoid enemy fire! When the title screen appears go into the options menu. Set the difficulty on Hard. Then leave the options screen and start the game. Finally, bank to the upper right or left hand corner. None of the enemy's fire will hit you!

Note: This trick only works for Levels One, Two and Three.

Alex Raye, Jefferson, ME



Fester's Quest (Nintendo)

Manual Changes!

Here are a few things from the Fester's Quest manual that Sunsoft would like to clarify:

- At the start of the game you don't automatically have the whip! To get the whip you've got to defeat McWimple, and then head to the house where Morticia is. There you'll find the whip.
- In the game manual Vice Grips is spelled incorrectly. It should be Vise Grips and not Vice Grips!
- You can only increase your health one unit at a time! To receive the third unit enter the house off the path and pierce a dead end wall. (See the March issue of GamePro). You'll receive the fourth unit by going around the back of the families' house and through the bushes to the home.

8 Eyes (Nintendo)

Lots of 8 Eyes Codes

First Ending: ONAPPMBPPF
 Second Ending: CKBPPAAPEE
 Third Ending: GBCPHAAHAD

I suggest doing the levels in this order: Spain, Egypt, Italy, India, Africa, Germany, Arabia, and then, of course, the House of Ruth.

Jake McKee, Downey, CA

(Ed - You've got to figure out the jewel placement on your own. We can't give everything away!)

▶ SPLAY. SPLAY.
 Password: ONAPPMBPPF
 Cost: 1000.

▶ SPLAY. SPLAY.
 Password: CKBPPAAPEE
 Cost: 1000.

▶ SPLAY. SPLAY.
 Password: GBCPHAAHAD
 Cost: 1000.

8 Eyes (Nintendo)

Passwords for Two Secret Levels!

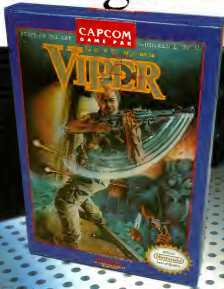
8 Eyes has two secret levels. If you complete the game once, you get the special password TAXAN-TAXAN which lets you play the game again, only much harder.

▶ SPLAY. SPLAY.
 Password: TAXANTAXAN
 Cost: 1000.

If that isn't enough, there is a third level of play, even harder than the second. The password is FINAL-STAGE. From there, you're entirely on your own.

▶ SPLAY. SPLAY.
 Password: FINALSTAGE
 Cost: 1000.

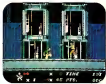
Code Name: Viper You're The Drug Lord's Worst Nightmare!



Your commander has instructed you to destroy a powerful drug cartel in South America, free innocent hostages, and bring in the murderous Drug Lord. No Sweat, Right?

Within minutes of landing in the South American Jungle, you've infiltrated the drug cartel's bases. Dodging bullets, you stumble into a hidden door to find better firearms and ammo. Hostages, too. Things are lookin' up! You must now locate your fellow agent and collect the explosives you'll need to finish your mission—and the murderous Drug Lord.

- **Power Jumping:** A great skill when you need to dodge bullets or mount sneak attacks.
- **Hidden Doors:** Behind them, find hostages, additional weapons and ammunition.
- **Secret Communique:** As you advance through the 8 levels, you'll uncover the message—and the dreaded Drug Lord.
- **Bombs:** Handed off by a fellow agent, use these to escape to a more challenging level.
- **Spectacular Graphics:** Sensational graphics make South America's dangers come alive!



CAPCOM
USA

3303 Scott Blvd. Santa Clara, CA 95054(408) 727-0400

Code Name: Viper is a trademark of Capcom U.S.A., Inc. Capcom is a registered trademark of Capcom U.S.A., Inc.



Revenge of Shinobi (Genesis)

Get Lots of 1-Ups!

Here's an easy way to beat Revenge of Shinobi. Go to Round Three, the Cargo Jet. Head for the first elevator and go up. When you get to the upper level go right. When you come to the second elevator go down and shoot the last box on the upper level. You'll get two 1-ups! Once you've got the 1-ups let yourself die, and then repeat this process as many times as you want! The counter won't increase after nine, but you can still earn more extra lives.

Lars Boettcher and Jon Wark
 Brooklyn Park, MN

Robocop (Nintendo)

Unlimited Continues

Once you've used your first three continues hold down Buttons A, B, Select and Start simultaneously. You'll switch to the main title screen with Robocop in large letters. Move the cursor to "continue" and you're back to the last level where you left off.

Roger Carrillo, Huntington Park, CA



Revenge of Shinobi (Genesis)

Limitless Shurikens!

The bad news is that there is a mistake in the Revenge of Shinobi manual. It says you can level select, but you can't! However, you can get unlimited shurikens! Go to the option screen and select 00 shurikens, then wait about 15 seconds. The number of shurikens will change into an infinity symbol!

Kevin Knox, Dearborn, MI

Gates of Zendocon (Lynx)



Codes for All 51 Levels

- | | |
|----------|----------|
| 1. BASE | 27. TRAX |
| 2. ZYBX | 28. ZEBA |
| 3. XPXS | 29. ROXY |
| 4. ANEX | 30. NEXA |
| 5. NEAT | 31. STAB |
| 6. YARR | 32. BOXX |
| 7. EYES | 33. TENT |
| 8. NYXX | 34. NEAR |
| 9. ZYRB | 35. XRAY |
| 10. SRYX | 36. RATT |
| 11. BARE | 37. NYET |
| 12. STAX | 38. NEXT |
| 13. SZZZ | 39. EBYX |
| 14. RAZ | 40. ZEST |
| 15. TRYX | 41. ZORT |
| 16. STYX | 42. BRAN |
| 17. YARB | 43. ROXX |
| 18. BREX | 44. NERB |
| 19. SEBB | 45. TREY |
| 20. SNEX | 46. STAR |
| 21. ZAXX | 47. SSSS |
| 22. BRCT | 48. TENA |
| 23. STOB | 49. BYTE |
| 24. XTNT | 50. BETA |
| 25. BOTZ | 51. ZETA |
| 26. SNAX | |

Forgotten Worlds (Genesis)

A Two Person Continue Trick

At the beginning of your game select rapid fire and two players. Leave one player where he is, or have a friend join in and play this player. When one of the players dies press A and Start on that player's controller. He'll come back to the screen with full power and all of the items he had at the time he died. Just keep bringing back

to life whichever player dies. As long as one man's left alive on the screen your game doesn't have to end!

Chad Trauger, Baton Rouge, LA



NOW
AVAILABLE FOR
NINTENDO™

HEAVY BARREL

LICENSED BY NINTENDO™
FOR PLAY ON THE

Nintendo

ENTERTAINMENT SYSTEM™



THE ULTIMATE WEAPON WILL
BLOW YOU AWAY.

Official
Nintendo
Seal of Quality



It's the ultimate weapon. The one they call **HEAVY BARREL**. It's the only thing that can stop an ugly assortment of terrorists who are holding the world hostage with a cache of nuclear goodies they fully intend to use.

The problem is that **HEAVY BARREL** is in six pieces

carefully hidden in a heavily guarded armory. What you have to do is get in, find and assemble **HEAVY BARREL**, then do what any red-blooded American would do when faced with the end of the world. But hurry. The clock is ticking. The terrorists are ticked off. And you've got a job to do, **HEAVY BARREL**. It blew you away in the arcades.

And now Data East is bringing this arsenal of action home.

DATA
EAST

Data East USA, Inc., 1850 Little Orchard St., San Jose, CA 95125 (408) 286-7074

Willow (Nintendo)

Strategies!

Here are some tricks of the trade for Willow. Avoid nasty monsters by going out and coming back into the scene a couple of times. Often the monsters will disappear. Sometimes you can prevent monsters from appearing in the first place by hugging the edges of walls, as opposed to the centers of the screens.

A quick way to build up energy points is to head below Baumorda's Castle to a scene with two ghosts. Let them divide once. Then hit them with thunder magic. Each ghost is worth 100 points and each ghost leaves a magic ball. You can do this forever and fast!

When battling Baumorda discover which weapon works on her (think for a minute!) then stand in a

corner. She'll come to you! It's easy! Do the same in the last scene with your sword, but make sure you make it to her hideout with full magic power and at Level 16. She looks ugly but she's a pushover!



To Kaal:
 rtw fPP Bj9
 mb? ISq H7h



To Baumorda, Level 15
 Mo! aCC vei
 Nxx ISD knV

Lewis Hall, Sequim, WA

Altered Beast (Genesis)

Score 100,000 Bonus Points!

To score 100,000 bonus points in any round of Altered Beast do the following: Kill the first, second, and third blue wolves that come to you. At the same time successfully grab all three power-up balls and turn into the Altered Beast. If you happen to miss one power-up, Neff won't turn into the enemy boss right away when you first meet him. The round



becomes longer, and your bonus for killing the enemy boss is only 50,000 instead of 100,000.

Teenage Mutant Ninja Turtles (Nintendo)

Underwater Survival

It is very difficult to disarm eight bombs in 2 minutes and 30 seconds! However, here's a trick that doubles your time...making it easy to disarm all eight bombs.

Disarm the most difficult bombs including the two bombs

past the "electric seaweed." Chances are one of your turtles will be in bad shape by the time you pass through the seaweed. When six bombs are disarmed, allow your injured turtle to be captured. You'll find yourself back at the beginning with a fresh 2:30, and only two bombs remaining!

Charlie T. Asian



Galaga 90 (TurboGrafx)

Extra Weapons

To get special extra weapons in Galaga 90 hold the controller Up and press Run simultaneously when you start the game. You'll know the trick is activated because the capsule above your ship which is normally blue will be red! At the beginning of each stage shoot the last enemy as he is descending towards your ship. He'll drop a barrel that gives you either an extra ship, a speed up, or extra fire power.

B.A.J.

Put Your Brain in Action



The Portable Puzzle for your Game Boy System

BOXXLE is the go-anywhere brain teaser that makes action games look easy. Your challenge is to move the boxes into their proper spaces and clean up the "warehouse." Sounds simple? Just try it! You need more than manual labor to win, it takes *brain* power to beat BOXXLE! Once you clear a screen there's another. And another!

Each more difficult than the last. Over 100 screens! Plus you can choose which screen to play or use the edit function to create your own screens. Get your Game Boy ready to go. You'll never get bored once you get BOXXLE!



- 108 screens
- 3 edit screens
- Password memory
- Animation and synthesized sound

Boxxle™ is a trademark of Fuzzyware Communications International, Inc. and is licensed by FCI for play on the Nintendo Game Boy, Nintendo Game Boy and the Official Sega™ 4x trademark of Nintendo of America, Inc. Fuzzyware Communications International, Inc. 100 East 52 Street, New York, NY 10022. Domestic information: (212) 688-7422.

GAME BOY



FCI

Not Just Kid Stuff

Goal (Nintendo)

Password!

Here's a password that starts you in the finals as USSR. Holland is your opponent.



FTXAREZC
GOLGPIMB

Christi Skill, Canton, MA

Blazing Lasers (TurboGrafx)

Difficulty Select

Put Buttons I and II on top turbo speed and hold them and the Select button simultaneously. Now you can choose from "Normal Dog" or "Hard Human" game settings. Put the turbo on the lowest settings for Button I and II and hold the Select simultaneously and you can choose from "Super Mania" and "God of the Game" settings. After you have selected your mode use the Start and Select buttons to reset the game.

Chris Lohr, Cranford, NJ

Alien Crush (TurboGrafx)

Extra Balls

To get extra balls in the upper screen of Alien Crush, shoot your ball to wherever the green and yellow arrows are pointing. By doing this you'll light up the bonus counter. Everytime you fill up the bonus counter it lights up a yellow lamp below the bonus counter. When you have lit up all of the lamps on the bonus counter and the yellow lamps below it, light up all of the upper gate lamps to open the Dead Bones Lock 3. Shoot the ball into Lock 3 to receive an extra ball!

To get extra balls on the lower screen you must bounce your ball off of the scorpion bumpers. Doing this lights up your bonus counter. When you light up all of the bonus lamps, the yellow bonus lamps below it light up. When you've lit all of the lamps on the bonus counter and the yellow lamps below it, hit all six alien targets to open the Mouth



Trap. Shoot the ball into the Mouth Trap to receive an extra ball.

B.A.J.

China Warrior (TurboGrafx)

Continue!

You can continue up to three times in China Warrior! When "The End" screen appears push hold down Buttons I, II and Right on your directional controller simultaneously.



While pressing these, push the Run button two times. You'll be able to continue at the beginning of the level where you were killed.

William Serriss, Washington D.C.

Do You Have a Secret Weapon?

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Ask The Pros

Sega Master System

Spellcaster

Dear ASK THE PROS,

I would like to know where to find the Body Armor in the pyramid?

Jason Brooks, Anaheim, CA



Dear Jason,

To find the Body Armor in the pyramid you need to do the following: First, enter the pyramid on the south side. Once inside go right. Go past two doors and past the stairs. You will come to a row of bricks. Break through them with KI Force, and then go past the first door, and into the second door. Go right and go past two doors, and into the third. Go left, jump over the holes, and go up the stairs. Go right and go past the first door and into the second. Go left until you come to a brick wall, hit Pause, and select Makiri. Now, fly to the top and break all of the blocks at the top of the wall. Now you've got the Body Armor!

Dear ASK THE PROS,

In Sega's Spellcaster, Daikak keeps the Sword of Seven Branches and the charm. We haven't found a way to use them or anyone to use them on. Also,

how do we get into the Cave of Fire to find the Robotic Hand? The best we can do is go through the Passage of the Well, into the Cave of the Bell and into the Laser Passage to the Cauldron. We're stuck. HELP!

Cheryl Szathmary, Jacksonville, FL

Dear Cheryl,

Well, hang on to the Sword of Seven Branches and the Charm. You'll need them near the end of the game. As for your other problem, when you reach the Cauldron select LOOK, and point to the center of the Cauldron. Select LOOK again, and point to the top of the Cauldron. It will say, "There is a round depression." Select USE, and select BALL OF SHIMAZU. You will have a shocking experience! Select SPELL and INDR. Now select USE, then select BALL OF SHIMAZU, then LOOK, TERRAIN, LOOK, then AT WHAT? Point the Finger at the hole in the top of the Cauldron, then select MOVE, then select INSIDE OF POT. Once inside select LOOK, TERRAIN, LOOK, AT WHAT? and point the finger to the far left. When Kane says, "I can't figure out how it works," select LOOK, AT WHAT?, and point the finger at what looks like a hand on a table on the bottom center. Kane should say, "There's a hand shaped hole here. It's huge." Now select MOVE, GO OUTSIDE, SPELL, and PASSWORD.

Then select MOVE, GO OUTSIDE, and then go left. Be careful as you jump on the rocks. Stand on the small rock and push Down on your controller. You're now outside of the Ancient Base. Go back and forth until your energy is 990, and no higher. Then go left, jump onto the high ledge, walk to the very edge and select MAKIRI. Fly across the large gap. Position yourself to land on the little ledge on the far left when you deactivate the MAKIRI spell. Now, carefully walk to the edge and jump diagonally up to the right. If you do this correctly you should appear on the well. It make take a couple of tries. Next, go left to Kumano Shrine. TALK to Asaka and Utsuno. They will explain a great deal. Select SPELL and get a PASSWORD.

OK, now select MOVE, then IZUMO, TAKE, SPAGHETTI. Now pick MOVE, KUMANO SHRINE, MOVE, MT. HINOKAMI. You're into the hardest action

screen of the game, the Fire Cave. Jump onto and cross over the first ten platforms without shooting the fire chickens. Avoid the Fire Tubes, and shoot the enemy that looks like a group of four coconuts with Kannon or a full sized blast of KI Force. Jump onto the bottom platform between the two lava sewers. From now on you need to alternate between MAKIRI and MARS. Stay at the top of the screen and move right. If something hits you you'll fall. If you reach the end of this long stretch of lava you're in Hinokami. Here you have to battle Kezeus. Use MARS to heal yourself while you battle this bad guy with full sized blasts of KI Force. Stay on his left hand side. Once Kezeus is defeated Daikak appears. To defeat Daikak alternate between MARS and KANNON. Jump and shoot Daikak from the far left with full KI Force. When Daikak is defeated select LOOK, TERRAIN, LOOK, AT WHAT? and point the finger to the hand in the middle of the screen. You may have to do this two or three times. Then select TAKE, and ARMOR BRACERS. Return to Izumo for some spaghetti and a password. Move to Kumano Shrine, select TALK, USE ARMOR BRACERS, MOVE, and KAKOGEN. Go down the well, select MAKIRI, and fly back and forth until you're back to 990 points. Leave the well, just as before, and return to Kumano Shrine for a password. OK!!! Now, select MOVE, KAKOGEN, and go back down the well. Go right, return to the small stone in the pile of rocks, go right and go into the shrine. Select MOVE, and INSIDE OF POT. Once you're inside the cockpit select USE, and then select ARMOR BRACERS. Now the rest is up to you!!!!

Game Got You Baffled?

Our GamePros will solve your unsolvable problems or answer any tough questions you have. So send 'em and we'll solve 'em. If your letter is published, you'll get a free GAMEPRO Super Shirt.

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Short ProShots

Nintendo

Adventures in The Magic Kingdom (Capcom)



Now you can head off for adventures in the Magic Kingdom—Disneyland—any time you like. This next in the series of Capcom's Disney titles is coming later this year and features lots of Disney for fans everywhere. To win this game you'll have to search for the silver keys, and answer Disney trivia questions. You'll also get to dodge meteors and falling stars while you career through Space Mountain at break-neck speed, ride a coal car past falling boulders on Thunder Mountain, or dangle from the chandeliers in the Haunted Mansion. This final in the quartet of Disney titles (Mickey Mousecapades, Duck Tales, and Rescue Rangers) promises just as much good old fashioned Disney family fun as the others!

Mad Max (Mindscape)



It's the world of the future—post-holocaust. In this futuristic nightmare world survival is the name of the game. As you career across dusty roads enemy vehicles try to block your progress and stop you from locating the precious supplies you'll need to survive. Defend yourself with ammo and dynamite you find during your adventure. You'll also battle enemy gangs in caves and three action-packed arenas. Below ground you're on foot. Work your way through a maze of rooms while you search for food and water. And remember, you may be a road warrior, but in the end you'll have to fight and defeat the Ultimate Warrior! It'll take fuel, ammo, dynamite, food, water, and wits to stop this road boss. But after all, you're Mad Max!

Fantasy Zone (Tengen)



Nintendo fans everywhere are about to find out what Sega fans

have known for a long time—everyone should make time out for an adventure in the Fantasy Zone. This classic cartoon-like space shoot-em-up is finally coming to the NES format. Featuring the charming Opa-Opa, a spaceship with more than a little personality, this game packs in eight rounds of non-stop stellar space action. As you battle the evil Menon forces you'll also encounter some of the most intriguing bosses of all time—such as Bigmouth from the Planet of Water, Pocarius, or the frosty Snowman Birds from Polaria, the Planet of Ice. It's a classic adventure for every GamePro. Are you ready for the Fantasy Zone?

Genesis

Alex Kidd in the Enchanted Castle (Sega of America)

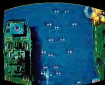


Alex Kidd fans take heart! Alex has arrived for the Genesis. In this powered-up 16 bit version of the Master System's Alex Kidd in Miracle World, everyone's favorite Kidd has the adventure of a lifetime. He's out to rescue his father and along the way he's going to have to find his way through castles, mazes, and under the sea. Alex also has to collect charms and other special items that give him more power

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and life. And of course he'll encounter the Janken bosses, and play the inevitable rounds of Paper, Rock, and Scissors. Yup, Alex is back 16-bit bigger and better and Kidds everywhere, young and old, should enjoy this video adventure.

Ghostbusters (Sega of America)



Who you gonna call? How about Bill Murray and the Ghostbusters! In this Genesis version of a movie classic you can choose which Ghostbuster you'd like to be as you climb into your ectomobile and get ready to go out and bust some ghosts. Along the way you'll grab special items and purchase special ghost-busting equipment. Use it to grab, box and store those pesky ghosts. The game features great music and graphics—it's hard to miss Bill Murray. If you're lucky you'll clear the city of ghosts and not get slimed too many times. Who ya gonna call? Ghostbusters!

TurboGrafx

J.J. And Jeff (Hudson Soft/NEC)

Enter the crazy world of two of the wackiest detectives of all time—J.J. and Jeff. These bungling private eyes are out to solve a kidnapping case and along the way they'll



encounter all kinds of bad guys and obstacles. The duo has to work their way through eight different stages, with 32 playing areas. They constantly search for keys, coins, food items, clues to the mystery, and even hidden screens. Both J.J. and Jeff defend themselves with well-aimed kicks, jumps, and spray cans! It takes a combination of crazy techniques to beat the bad guys, especially Boss Kara at the end of the game. This is one game you'll never forget!

Bonk's Adventure (RED: Atlas/NEC)



If you fancy yourself as somewhat hard-headed this game is for you. Evil King Drool has kidnapped the Dragon Princess, Za. It's 10,000 B.C. and you are Bonk the Cave-man! Due to a lack of weapons you're going to have to use your head to get Za back—literally! It's tough going in this prehistoric world of deserts, volcanos, tropical forests, dinosaurs and other un-

pleasant monsters. Battle off the bad guys with well-aimed head butts. When in doubt, jump! And remember, you can use special techniques, such as the jumping head-butt, and the spinning jump. You'll even have to climb cliffs. Along the way keep up your energy by eating fruits, meat, and vegetables. Survive and you'll battle it out with King Drool himself—and it's going to take more than a towel to mop up this nasty mess!

Game Boy

Paperboy (Mindscape)



Mindscape's monster hit from the arcades and the NES is coming to a Game Boy near you. Hey, now you don't have to get up at 5 a.m. to have the thrill of delivering papers. Toss them from the comfort of your favorite lounging place. Paperboy for the Game Boy features all of your favorite suburban enemies. Toss papers into the boxes of your favorite subscribers and make sure to break the windows of non-subscribers! Along the way you'll have to avoid tricycles, lawnmowers, bratty kids, and some less than friendly canines. It's all rather simple, as long as you stay on your bike and don't get run over by any cars. It's a tough job, but somebody's got to do it.

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Nintendo Is Still Number One

What's coming up this year for your NES?? More than we can describe in this short space! We'll just try to fill you in on what caught our eye at the Consumer Electronics Show, and then we'll update you with details during the next several months.

The Sagas Continue

Sequels seem to be as big in the video game arena as they are in the movies. **Nintendo's** long awaited Super Mario III is coming and it's bound to be a number one hit with Mario fans everywhere. You'll find the game has some unique twists that make it an entirely new kind of Mario adventure. **HAL America** is bringing us a new, tougher version of Lolo—The Adventures of Lolo II! **Sunsoft** is revealing Super Spy Hunter, while **Tecmo** brings back everyone's favorite ninja in Ninja Gaiden II. **Jaleco** is on schedule for a second season of top baseball action in Bases Loaded II, and **Square** is on course with a great looking sequel, Rad Racer II. **Teogon** is up to bat with RBI II. Super C, **Konami's** sequel to their smash hit Contra, is also coming soon. Super C features game play similar to Contra along with some different overhead sequences. **Mindscape** is planning to release Gauntlet II later in the year. Look for **Ultra's** Snake's Revenge, not an official sequel, but similar to Metal Gear.

Hoorary For Hollywood!

Movie titles, perhaps one of the last frontiers for video games, are becoming hot properties. **Sunsoft's** Batman looks well worth the long wait. Great graphics and unique game play should make this a top hit. Other movie titles in development include Back To The Future II and Beetlejuice from **Enteactive**, Mad Max, Days of Thunder, Dirty Harry, and Bruce Lee Lives from **Mindscape**, Indiana Jones and The Last Crusade from **Taito**, and Total Recall, **Acclaim's** cart based on Arnold Schwarzenegger's upcoming movie. Get ready for madcap adventures in

Teogon's Police Academy, and adventures with 007 in License To Kill. In late breaking news we've just heard that **Tradewest** has licensed the rights to make a video game based on TV's new first family, the Simpson's.

Amazing Adventures

A new crop of arcade, action, and adventure titles are on their way. **America Sammy** is releasing arcade hits Twin Cobra and Silkworm, both shooting classics (see our ProView in this issue of GamePro). **NARC**, based on the explosive arcade hit, is coming from **Accolite**. Captain Skyhawk from **Milton Bradley** features interesting 3-D graphics and unusual game play, and **Cabal** is based on the arcade hit of the same name. **Hudson Soft** has a duo of space shooting games, Xexyl and Starship Hector. Starship Hector was shelved earlier, but Hudson Soft has received so many requests for it that they're bringing out this very difficult game after all. **Dato East's** Heavy Barrel, an arcade hit, has Ikari Warrior-type game play, and Dash Galaxy in the Alien Asylum is a wild shoot-em-up adventure. **Taxan** is bringing us Burai Fighter, a space adventure title, and, later this fall, Low G Man—an exciting game designed by Ken Lobb from Taxan in conjunction with a group from Japan. Watch for **Color Dreams'** first space shoot-em-up, Metal Fighter, as well as their version of the infamous Master Chu and The Drunkard Hu. In addition to their quartet of **Sega** classics, Alien Syndrome, Shinobi, After Burner, and Fantasy Zone, **Tanigon** is also releasing Ms. Pac Man and Hard Drivin'. Blockout is coming from **Americana Technos** later in the year. **FCI** is ready to release the first Advanced Dungeons and Dragons adventure for the NES, based on the Dragons of Despair DragonLance module.

Interesting role play titles included Crystalis from **SNK**, which looked similar to Zelda. Princess Tomato In The Salad Kingdom from **Hudson Soft** is a role play cart designed specifically for younger children, but entertaining for adults also. Wizardry from **Nexoft** is based on the classic computer role play game of the same name. Dungeon Magic from **Taito** features a Dark Ages theme and an interesting 3-D scrolling perspective. **Hi Tech's** War In Middle Earth is based on Tolkien's best selling trilogy of fantasy books. Genghis Kahn, another historical epic from **Koel**, is set to conquer the shelves of your favorite retailer soon. **Jaleco**, in conjunction with **Lucasfilm**, is developing an NES version of the smash computer title, Maniac Mansion, a truly American style role play title billed as a combination of the Rocky Horror Picture Show and the Addams Family.

And Now For Something Completely Different

And what was unusual or different that really caught our eye? **Hi Tech** is developing another in their series of games for children. Big Bird's Hide and Speak features games which help children learn simple letters and sounds. And Yuppies everywhere get ready—your life has been turned into a game! **Solo's** Wall Street Kid puts you into the double-breasted suit of one Wall Street Wizard hovering on the brink of disaster. To win big in this title you have to play the stock market, keep your girlfriend happy, buy a house, and avoid dropping dead of a heart attack!

Great Games For The Game Boy

In the meantime the Game Boy is forging full steam ahead. The Nintendo booth featured more than 35 new Game Boy titles from all of your favorite game makers. Action/Adventure/Arche titles that caught our eye included **Luigi's** Spiderman, **Tradewest's** Double Dragon, Nemesis, based on **Gradius**, from **Ultra** (see the ProView

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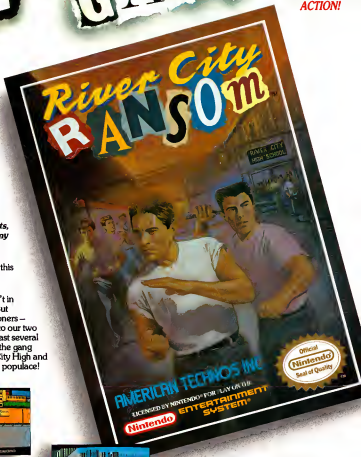
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section of this issue of GamePro), the Castlevania Adventure from **Konami**; Fortress of Fear, **Acclaim's** Game Boy continuation of the Wizards and Warriors saga, and **Taito's** classy version of the classic Space Invaders. **NTWC** is bringing us an interesting high seas war simulation game called Power Mission, complete with a password memory for continuing play. This year we can also expect such hot properties as **Mindscape's** Paperboy and a version of Gauntlet, **Ultra's** Skate or Die and Teenage Mutant Ninja Turtles, **Sunsoft's** Batman, Kung Fu Kid from **Culture Brain**, and more to hit the shelves for Game Boy. What's up, Doc? Everyone's favorite rabbit, that's what. **Kemco-Seika** is bringing him to Game Boy in the Crazy Castle. The puzzle format, so well suited to the Game Boy's two color screen, was also well represented. Intriguing titles included **Bulletproof Soft-**

ware's adaptation of the **Lucasfilm** plumbing masterpiece, Pipe Dreams, and **Hatris**, **Alexey Pajitnov's** newest brain teaser that challenges you to stack hats—it's a lot more intriguing than it sounds and totally addicting. In **Taito's** Flipull, you score points by flipping magic cubes in a series of patterns. **Seta's** Mr. Mouse solves puzzles in Q Billion as does **Boomer in Aamik's** Boomer's Adventure. We're also going to see such well known games as **Ishido** (from **Nexoft**), Wheel of Fortune (from **GameTek**), and Super Scrabble (from **Milton Bradley**). Sports fans have lots of Game Boy options to look forward to also. In addition to **Jaleco's** Bases Loaded GB, gamers can grab Soccer-Mania from **CSG Imagesoft**, Jordan Vs. Bird from **Milton Bradley**, Malibu Beach Volleyball from **Activision**, NFL Football from **Konami**, **WWF Superstars** from **Acclaim**, and more. Role Play fans should watch for The Great Warrior

Saga from **Square**. It looks like there's going to be more than enough Game Boy to go around in 1990!

Too much to absorb? We agree! And there's lots more we didn't even have room for. That's why we'll keep you up to date and expand with more details on these titles as they near release.

Contest Alert!!

Are you ready to win the Black Manta Live-Action Party Contest? Win this contest by calling a toll-free 800 number to learn the name and address of your nearest **Taito** dealer. The grand prize is a "live-action" party for you and 100 of your best friends hosted by the Black Manta and his friends. Second and third prize winners will win other great prizes. See the **Taito** ad in this issue of GamePro to find out how you can enter this contest!

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The Nintendo booth.



We spied Chip and Dale checking out the Tengen booth.



Soaring into the stratosphere—courtesy Tengen's Alter Burner.



GamePro gets a dance lesson in the Genesis booth.



GamePro pals around with Evira.



One of Dick Tracy's pals is ready to put GamePro in the slammer.



GamePro meets the Barbarian from Sega's Golden Axe.



GamePro tries his hand at the Power Glove.



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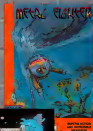
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For best photo results, turn out the lights in the room, use a 35mm camera and no flash, and stand at least 3 to 4 feet from the screen. You can also use a video recorder/camcorder and

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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

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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.

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NINTENDO

Game	Player	Score	Game	Player	Score
720 Degrees	Conrad D. Chestlock	365,400	Kung Fu Master	Shane Stabanuk	527,650
1943	Donald E. Vasquez	2,621,400	Legend of Kage	Roger Gullatte	706,650
Alien Syndrome	Shane Stabanuk	202,500	Life Force	Pierre Apanoid	1,192,300
Alpha Mission	Craig Mooney	242,220	Mach Riders	Shane Stabanuk	277,270
Arkanoid	John Mooney	783,350	Martie Madness	Kevin Dulin	118,440
Bad Dudes	John G. Polzoi	694,800	Mega Man	Nicky Howland	Finished
Balloon Fight	Adam Albert	651,250	Mega Man 2	Kelly McKenzie	Finished
Battle Bobble	Andy Lee	1,587,480	Mickey Mousecade	Mike Gamp	365,600
Bugs Bunny	Michael Gaddis	132,500	Mighty Bombjack	Andy Robbins	13,008,900
Castlevania	Jeff Adams	999,990	Miss Joan's Punch Out	The Game Freak	Finished
Cobra Triangle	Conrad D. Chestlock	979,300	Ninja Golden	Shane Stabanuk	400,000
Contra	Jim Hernandez	6,553,500	Operation Wolf	John Wilmington	505,050
Dig Dug 2	Charlie Kamble	115,100	Paperboy	Andy Beall	130,800
Donkey Kong Jr.	Scott Lindsay	251,000	Pinball	Chris Pfeiffer	466,270!
Donkey Kong 3	Buz Morgan	744,000	Pro Wrestling	Richard Metzger	Champion
Double Dragon	Augusto Celso	196,580	R.C. Pro Am	Willy Swain	255,845
Dragon Warrior	Shane Stabanuk	Finished	Rad Racer	Jeff Dawis	37,680
Duck Hunt	Loren Moore	998,500	Robo Warrior	Kelly McKenzie	2,724,000
Duck Tales	Doug Buford	10,267,000	Rush 'n Attack	Frank Maruca	1,182,600
Foxnadu	Rick Loctos	Finished	Section Z	John Orr	232,300
Gauntlet	Conrad D. Chestlock	3,150	Sekirox	James McPartland	9,999,900
Ghosts and Goblins	Kelly McKenzie	Finished	Shadowgate	Adam Albert	Finished
Gotcha (round 61)	Shane Stabanuk	651,870	Shooting Range	Miles Puzdjak	99,990
Gradus	Conrad D. Chestlock	3,652,000	Party Game	Ray Verosdale	Finished
Guardian Legend	Scott Lindsay	9,999,990	Simon's Dust	Kevin Davin	44,500
Gyromite	J.J. Cano	368,050	Skate or Die	Conrad Chestlock	367,500
Gyryes	Kelly McKenzie	3,000,000	Sky Kid	Todd A.Barbar	6,148,140
Hogan's Alley	Challenge Score	596,900	Solomon's Key	Ray Inman	238,705
Indiana Jones	Randy Bachmier	9,999,999	Spy Hunter	Mike Gamp	6,443,900
Iron Tank	Kevin McLaren	1,180,900	Star Force	Jonathan Henry III	6,050,000
Jackal	Ed Van-Tilburg	957,130	Star Soldier	Kelly McKenzie	2,656,300
Karate Champ	John Meara	999,900	Strider	A.J.F.	Finished
Kid Icarus	Adam Albert	9,999,999		Tosh Ashikawa	Finished
Kid Niki	Conrad D. Chestlock	557,700		Kelly McKenzie	Finished

Score Board

NINTENDO (cont.)

Game	Player	Score	Game	Player	Score
Super Mario Bros.	Katy McKernan	Finished	Power Strike	A.J.F.	4,476,980
Super Mario Bros. II	Kevin Davin	Finished	Pro Wrestling	Jonathan Zaremba	547,209
	Katy McKernan	Finished	R-Type	Jordan Crane	1,153,000
	Shane Stebanuk	Finished	Rambo	Michael J. Andrus	1,388,320
Super Dodge Ball	Conrad D. Cheslock	Finished	Rambo II	Shane Grandsden	60,500
Super Pitah	John Howland	Finished	Rampage	Gus Zambrano	937,470
Teenage Ninja	Glenn Stockwell	9,999,500	Rastan	Craig Morris	421,290
Mutant Turtles	Christopher Pollock	2,026,800	Rescue Mission	Andrew Frick	968,600
Tecmo Bowl			Satan Hunt	Mac Slesak	1,321,400
Tetris	Scott A. Hammond	World Champ	Shinobi	Todd Druzba	1,165,750
Top Gun	Randall Kennedy	185,824	Space Harrier	Zak Druzba	35,540,810
Track & Field	Wayne James	91,600	Space Harrier 3-D	DeAngelo Price	18,517,740
Trojan	Adam Albert	999,999	Spellcaster	Matt Kelley	Finished
Wings	Berny Kiel	308,000	The Ninja	Zak Druzba	2,200,700
World Runner	Conrad D. Cheslock	1,016,000	Thunderblade	Michael J. Andrus	2,510,000
Wrecking Crew	Adam Kline	669,550	Time Soldiers	Robbie Siegmans	1,069,000
Zaxxon	Shane Stebanuk	999,400	Transbot	Alex Kidd	66,556,660
Zelda	Deve Hanych	36,783,810	Wonder Boy in	Vanessa Mihara	1,363,800
Zelda II	David DiMarcantonio	Finished in 5 games	Monster Land		
	Xueng Lu	Finished in 1 games	Zaxxon	Gus Zambrano	75,900
			Zillion II	George Sun	342,500

SEGA

Game	Player	Score
Action Fighter	Claudio Lorentz	1,149,360
After Burner	Robert Wong	9,999,400
Alex Kidd/	Shawn Pottart	81,200
The Lost Stars		
Alex Kidd/	Gus Zambrano	137,200
Miracle World	T.J. Sackfield	115,000
Alien Syndromes	DeAngelo Price	116,500
Altered Beast	George Sun	365,700
Astro Warrior	Gerald E. Shepard Jr.	655,900
Aztec Adventure	DeAngelo Price	87,100
Black Belt	John G. Polzak	5,031,200
Bomber Raid	Gus Zambrano	457,500
Choplifter	Wayne Frick	3,327,200
Double Dragon	Patric Desrochers	1,199,080
Enduro Racer	Michael J. Andrus	6,2244
Fantasy Zone	A.J.F.	9,999,999
Fantasy Zone II	Vanessa Mihara	6,573,200
Gangster Town	Gus Zambrano	167,820
Gowffler	Christopher Ordóñez	Finished
Hang On	Gus Zambrano	4,125,080
Kansai den	Jake Harvey	112,700
Kung Fu Kid	Sean Skierski	2,217,400
Maze Hunter	J.K. Cruz	156,800
Miracle Warriors	Mike Tschupp	Finished
Missile Defense 3-D	Sam Wu	345,800
My Hero	André St. Laurent	586,590
Dut Run	André St. Laurent	39,592,690
Phantasy Star	Matt Cameron	Finished
	Fred G.	Finished
	Mike Tschupp	Finished
	Mar Milner	Finished

GENESIS

Game	Player	Score
Altered Beast	Todd Bustillo	2,381,100
Arnold Palmer Golf	Dennis Banomini	4 Pars/13 Birdies/ 1 Eagle/level 12/total 16
Forgotten Worlds	Chris Smith	Finished
Ghosts and Ghouls	Greg Melick	Finished
	Jason Thibart	Finished
	Chad Folk	Finished
	Shane Stebanuk	Finished
	Chris Smith	Finished
Revenge of Shinobi	Ben Ritchey	973,500
Space Harrier 2	Chris Fnaeborg	16,489,800
Super Thunder Blade	Shane Stebanuk	9,185,560
Thunder Force II	Chris Camera	592,580

ATARI

Game	Player	Score	Setting
Asteroids	Joe Knox	97,700	INT
Dark Chambers	Brandon George	529,710	
Desert Falcon	Consy Christian	308,048	STD
Food Fight	Steve Vineyard	11,919,850	INT
Galaga	Mike Cossello	432,330	ADV
Joust	Greg Vandendriessche	337,800	INT
PACMAN	A.J.F.	142,640	Banana
PopEye	Peter Boadry	116,910	
Rampage	Shane Shaffer	159,950	INT
Marlo Bros.	Chris Hubbard	126,440	STD
Xenophobe	Lindsay Anne Cyr	582,485	
Xevious	Buzz Morgan	811,910	INT

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WIN THE BIG GAME AND DEFEAT THE GANGSTER KING WITH YOUR BARE THUMBS.



Better make sure your mitt's well oiled and your fists are primed for a slugfest. Because the fate of your team and your girlfriend's life are on the line in two new hand held games from Konami, based on the awesome arcade and home video hits.

The boredom bustin' starts with "Bottom of the Ninth," where the action comes faster than a Hershey's hummer as you're tested for major league talent. In "The Adventures of Bayou Billy," it's a fight for your life in Cajun country as you're pitted against the evil swamp mobster who stole your best girl Annabelle.

Both games are portable too, so you can load the bases at the breakfast table or take on vicious villains from the comfort of the cafeteria.

And don't forget about the other action-packed games in our line-up: Double Dribble®, TOP GUN™, Teenage Mutant Ninja Turtles®, Gradius®, Skate or Die® and C™. Why not take matters into your own hands and give your thumbs a crash course in survival?

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