

# GAMEPRO

An IDG Communications Publication

GamePro  
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**"Gremlins 2  
The New Batch"**

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**Mega Man 3!**

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For This Wild Smash Hit!  
See Page 78.

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Thunder Force III  
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November 1990  
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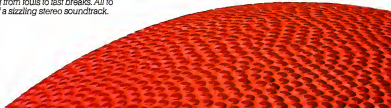
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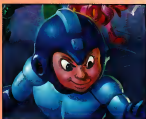


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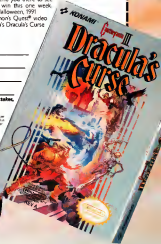
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Please mail no later than February 28, 1991 on Dracula's Curse Sweepstakes.

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- NO PURCHASE NECESSARY. To be purchased on the Dracula's Curse game package at retail multiple purchase consideration of \$15 each. Play in or purchase and enter mail to receive PRIZES. 1991. Dracula's Curse and other products Plus the U.S. or Canadian residents in prize. List of winning depends on number of entries received. Cash value may be required to receive a full response.
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Down you'll go-through 16 levels of adventure-each one packed with fabulous treasures, demons and dangerous monsters-you'll even discover the secrets of the Zoom Tubes.

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*You've conquered Super Mario Brothers 3™, beaten Ninja Gaiden II™, trounced Tetris™, now you must face Solstice—The Quest for the Staff of Demnos.*

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## Masters

*of Nintendo—Should you search for Solstice in vain, send us the names of three rooms you have visited. And we will assist you in beginning your quest. Masters of Solstice—please send us your tips, maps, ideas for Solstice 2.*

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*Nintendo Master.*



**Goldstick™**

# It's All in the Chips



## By the GamePro

You often hear complaints about the high prices of video games. Why does one game cost \$42.95 when another game for the same system costs \$64.95? Maybe you've complained yourself.

Well, it's all in the chips, or more specifically the chip configuration of the game. Most of you have a general idea of what a video game is made of: computer chips, capacitors, etc. But

how many of you know the difference between a 1 megabyte game and a 3 megabyte game?

With increasing competition from 16-bit machines, Nintendo is improving their software for the 8-bit NES by upgrading the chips in the cartridges. One way they do this is by adding memory. Basically, the more memory (or higher number of megabytes) in a cartridge, the more complex and detailed that game is. Super Mario Brothers 3 is a 3 meg game, likewise Mega Man 3.

Another hunk of silicon that plays an important role in the quality and the price of a game is the MMC chip. MMC stands for Multi-Memory Controller. It's a vital component in today's Nintendo games because the NES uses an old microprocessor that can't produce detailed graphics and complicated game play without some help. The MMC chip "tricks" the NES into thinking it has more memory than it really does, allowing for better graphics and gameplay.

Most Nintendo titles use an MMC1 or an MMC3 chip. The difference between the graphics in a game using an MMC3 chip versus a game using an MMC1 chip is noticeable even by novice gamers. Since the MMC3 chip is a more advanced chip, it costs more to use. Recently, Nintendo licensees have started using the newly-developed MMC5 chip to produce more spectacular graphics. Once again, the improved technology costs you, the consumer.

The more advanced a game is (the more megs of memory it has), the more expensive it will be. Sega Genesis carts and NEC TurboGrafx-16 games are good examples. Many of the 16-bit titles use 4 megs of memory or more, which is why you'll pay \$15-\$20 more for a 16-bit game than for an NES cart. In most cases, a company isn't making greater profits by charging more money for a cartridge. The price usually reflects what is inside the cartridge. If it costs more for the company to manufacture the game, that cost is reflected in the price YOU pay.

Beginning with the next issue of GamePro we'll list chip configurations (when available) for games covered in our ProViews section. You'll find this information at the end of the review, along with the price and the availability date. We hope this info will help you make more informed purchases in the future.

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# "THE REALISM OF UNCANNY"

—International Snowboarding Magazine

## HEAVY SHREDDIN'



If you want snowboarding action to the bone, "HEAVY SHREDDIN'"™, the outrageous new video game by Parker Brothers, is not only the first snowboarding game for your Nintendo Entertainment System™, it's also the closest you'll come to the real thing without getting a face full of powder. Jam down the downhill and try to work your way through the other levels (half-pipe, slalom, mogul and survival). Just try. Sure, it's a sweat, but you'll probably be using multi-kicks, toe grabs and 360 degree turns in no time, as you rocket down the slopes at over 50 miles per hour to go for the World Cup Trophy. Out of control? No way, dude. Just think fast and use a hand plant to get back on course. And speaking of the course, seriously realistic diagonal 3-D feel, dude! And grok on this: each game cartridge sports a special International Snowboarding Magazine offer! So, get ready to keep the chalet, beat the clock and generally powder out with the "HEAVY SHREDDIN'" game!

Cosmic Chase! Leap.

Do a mid-air 360 in the half-pipe.

Pull a gravity jump over the highway.



**PARKER BROTHERS**

# Welcome to Maniac Mansion! Heh-heh-heh-heh!!!

Once you go in, you may never  
come out!



Watch the Maniac Mansion TV Show  
on The Family Channel



The weirdest house  
on the block!



"Dr. Fred should  
chill out."



A game of life  
or death.



# Maniac Mansion



## Why is there a chainsaw in the kitchen?

And a scalpel-wielding doctor with an attitude? And a cheerleader held captive in the basement?

Just your average day in Maniac Mansion®! Totally weird! Definitely wacky! It's the first game for your Nintendo Entertainment System® that combines the challenge of a mystery with the off-the-wall humor Americans love.

Your goal — rescue the cheerleader and keep the mad doctor from taking over the world. There are over 50 rooms to search for clues. A cast of dangerous characters to avoid. And five completely different endings. It's even based on the original from LucasFilm Games.

You pick three of seven teenagers to go inside to solve the mystery. Who you pick determines the course of the game.

Want to take a break? No problem. Maniac Mansion's battery back-up always saves your place.

Maniac Mansion is different every time — sometimes scary... sometimes silly... but always a challenge... the kind of a game that will keep you up nights trying to figure it out — or afraid to fall asleep!



The secret lab.



This box is ticking!



Listen!  
A nuclear reactor!



"I'll suck out  
your brains!"



The Tentacle is  
hungry!



Don't get Weird Ed's  
hamster mad.



Into the dungeon,  
Dog Breath!



This mummy is  
no dummy!



"Nurse Edna,  
you are U-G-L-Y."



A chainsaw  
in the kitchen?!



The hamster's  
in the microwave!!



Look for clues  
on the film.

## The mystery has just begun.

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Hint Book. Call 1-800-STARWARS

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(81 TO East states, 50¢ each  
additional minute.)

## I Want My Game Genie

*(So far more than 80% of the mail we've received in response to our article in the September issue of GamePro about the Game Genie has been in support of the product. The following are samples of some of the letters. By the way, check out the ProNews section to read more about the Game Genie. The product is now available in Canada. - Ed)*

From the minute I read your issue about the Game Genie I was foaming at the mouth! I even cut it out and pinned it on the wall!

To answer the first question you asked in your September Game Genie article, if the game is really good, yes, I would buy it after defeating it. For example, I have rented Mega Man 2 and defeated it, but I'm about to buy the cart with some extra birthday money.

I think the Game Genie would be wonderful for the game market. I have purchased over 30 carts, and I'm dissatisfied with most of them because they are so hard. If I had a Game Genie I believe it would make dusting the carts off and trying again worthwhile.

Finally, the first time I see the Game Genie anywhere I'll pick it up and hold on to it until my Mom loans me the money or she goes home to get my wallet. I think the Game Genie represents a new generation of gaming, and I hope it will be out in stores sometime soon!

Matt DeArman, Evans, GA

I'm 17 years old and in the 10th grade. I play football and baseball, and I have a job. I also hang out alot with my friends. Therefore, I don't have much time to play the NES! My younger brothers beat games and tell me about their feats. I don't beat many games because I don't have enough time to practice, or I get frustrated and give up.

When I read about the Game Genie I was delighted. It sounds like a dream come true, a solution to my problem!

And, yes, I would still buy carts even though I beat them. For example, Section Z. I rented it for three days, conquered it, turned it in, and bought it a week later. Of course this is a challeng-

ing game. What about an easy game like Kung Fu? Well, I borrowed it from a friend, beat Mr.X in one hour, and then bought it from my friend for a reasonable price.

Overall, I think the Game Genie will be good for the game market because many people, like myself, don't have enough time to play. It'll help us to conquer games. And beating a game makes me feel good. Heck yes, I will buy the Game Genie as soon as it's available.

Skeeter, Address Withheld

Nintendo (and soon Genesis) gamers should be allowed to use their own judgment on this subject. For in-



Jim Weber, Dallas, TX

stance, just because the Game Genie has codes which involve skipping levels or invincibility does not give Nintendo the right to abolish this peripheral altogether! Obviously much time was spent in the development of this product and the codes for 150 plus games.

Maybe tricks that are considered straight-on cheats could be denoted by a star, so GamePros can make their own decision. That way, people who buy the Genie could be forewarned about tricks that might spoil the game. After all, anybody with a brain would not buy a \$50 game in order to go home and beat it in 15 minutes. I think the basic idea is that the product would breathe life into dusty, old games. Besides, cheat tricks have

been around for a long time anyway. This is just a new variation.

Dain Gore, Laveen, AZ

The Game Genie is a good alternative to regular Nintendo playing. Nintendo should support the Genie. It may boost sales of older games. It's true you may get stuck in some games, but that should not eliminate the fun of playing other games. It's an added dimension that shouldn't be denied.

As for which is better, the journey or the destination, both are important! The journey takes work, and the destination is the reward for that work. But some destinations are impossible to reach. I never finished Ninja Gaiden I, and I feel the work is incomplete. I want to see the ending and would feel more satisfied with the help of a Genie. Sure, it wouldn't seem right to use it on a game you'd never played before. That would be cheating. But after endless effort a little help from a friend would be a great relief. The Genie is really not that different from the invincibility codes implanted in some games. The Genie adds spice to closeted Nintendo games. It also brings out the little pirate in all of us. I'll buy a Genie.

I am writing in response to your article on the Game Genie. I'm sure I would buy a game even if I had already defeated it using the Genie - as long as it was a good game. If I beat it with the Genie, the next challenge would be to beat it without the Genie.

I think the Genie is good for the game market. People who are frustrated with games they can't beat can use the Genie to beat them.

If the Genie was released today, I'd buy it in a second. And for anybody who thinks the Game Genie would ruin the fun of the game - just don't buy a Game Genie!

Eric Pickar, Stratford, WI

Continued on Page 18.





Over 18,000 years ago many of the men in China dedicated their life to the study of philosophy. And then applied it to a war to end all wars.

The country was plagued by a bandit hoarde known as the Yellow Scarves. Who amassed a power no one had yet to conquer. Fact is, no one could assemble a force strong enough to destroy them.

In *Destiny of an Emperor*, your challenge is to change the course of history forever. For the good of China. And the world.

This full scale, role playing adventure game for the Nintendo System will put you deep in the throes of that war.

The action is as real as it gets thanks to the discovery of authentic documents detailing the era.



Characteristics of 180 warlords have been simulated based on the renowned text of Sanquozhi Yanyi.

Even 20th century strategists are destined to spend hours, even days on each game. And when you take a break to philosophize on your next action (if you can pull yourself away) you

**Conquering this game will take you centuries.**



can actually save up to three histories exactly where you've left off.

You can put yourself in the place of Liu Bei, dedicated to raising an army for the restoration of the dynasty. Or Guan Yu, an exceptionally skilled warrior, match for a thousand soldiers and worshipped as a god.

But no matter who you are, it will be hard to win the war against Zhang Jao, the deadly leader of the Yellow Scarve rebels and founder of the Tai Ping sect. Not to mention the most feared



*In the mountains, rebels assault behind every tree.*

Chinese warlord of all, Lu Bu, destined to be a traitor because of his great strength and courage.



You'll use every strategic cell in your brain to fulfill your constant requirements for weapons, food and manpower. You'll give important commands that could mean your life, and the life of your armies. And in true Chinese tradition, you'll engage in battle again and again to defend your honor. An honor certified by an oath signed in blood.

When all is said and done, there will be room for only one Emperor. Whether or not that will be you is your destiny alone.



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ENTERTAINMENT SYSTEM

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Personally I think they should keep the Game Genie off the market. I am a 13 year old who loves video games for the fun and the challenge, and I like to get my money's worth. I think the Game Genie has problems, and it's a good way to cheat on games. I personally would not buy a game cart if I rented it and beat it with the Game Genie because it's simply a waste of money and time. I would definitely not buy a Game Genie either. I think it would be bad for the game market. Please keep us posted on further Game Genie developments.

James Martel, Kennebunk, ME

### **Calling All Lynx Players, ProChallenge Needs You**

I read your magazine every month, and I love it. My only complaint is that I'd like to see more information on the Lynx. I know there aren't many games out there yet, but I'm eager to hear about the new titles that will soon be available. I'd also like to see the Lynx on the ProChallenge scoreboard.

Mike Cheung, Redlands, CA

*(We're committed to covering the Lynx and are reviewing the new products as fast as we can get them! Check out our Preview in this issue on Xenophobe. As for the ProChallenge board, send in your scores! If a system isn't included on the board it's because no one has sent us any scores for that system. When we get some Lynx scores we'll print them! - Ed)*

### **Back Issues**

I have to say that I thoroughly enjoyed reading the article on Michael Jackson's Moonwalker in the August issue. Thanks so much! But I'm sorry to say that I missed the July issue and since it was a two-part article I missed the first part! I was wondering if there is any way I can get hold of the July issue?

Blythe Laszky, Simi Valley, CA

*(To find out how to order back issues of GamePro see pg. 188. And for all of you who's been asking for the Premiere issue here's your chance! For a limited time we're offering back copies of the Premiere issue! But remember, this is a*

*once-in-a-lifetime opportunity - we only have limited copies and we are not planning to reprint this issue again. It'll be first come first serve, so get your order in on this collector's item now! - Ed)*

### **Genesis in Japan?**

If the PC Engine is the Japanese version of the TurboGrafx-16, what is the Japanese version of the Sega Genesis?

Daniel Shafran, Houston, TX

*(The Japanese version of the Sega Genesis is known as the Mega Drive! - Ed)*

### **Mega Man 3??**

I am a great fan of Capcom's Mega Man series, and I've conquered both Mega Man 1 and 2. Seeing as your magazine is always the best at releasing all of the latest gaming information, I have decided to write to you concerning Mega Man 3. I was wondering if you have any idea if there will be a Mega Man 3, and if so, is it soon to be released?

Justin Norrie, Antaman, Australia

*(See pg. 78 for a Preview on Mega Man 3! - Ed)*

### **Some Thoughts on Hand-Helds**

I am the owner of a TurboGrafx-16 and a Nintendo. I cannot take my systems with me when I go on a trip, so naturally I've been looking for a good hand-held unit.

The Game Boy is a good hand-held, but I'm visually impaired and the blue graphics and yellow-green background are hard to see. Also, my NES carts don't work with the unit.

Lynx is an exciting advancement over the NES unit. Atari really out-did itself when it designed that 16-bit hand-held unit with a color screen, stereo sound, and capability for four players to link together. But again, I would have to buy completely different carts that are not TurboGrafx-16 or NES compatible.

Now I've learned from GamePro that NEC will soon have a hand-held unit compatible with the TurboGrafx-16 TurboChip carts. The TurboExpress looks like a Game Boy, except with a few added controls and a color screen that

has better resolution than the Game Boy or Lynx. My decision is suddenly a lot easier!

NEC has made a decision that I feel will increase the popularity of the TurboGrafx-16. If Sega comes out with a hand-held that is similar to the TurboExpress, then the Game Boy and Lynx will certainly have powerful competition. I congratulate NEC for having the sense to make the TurboExpress compatible with the TurboGrafx-16. It's good news for GamePro everywhere!

Michael Haney, Detroit, MI

### **Lost Art**

I'm writing to ask you to please bring back your ProArt contests. I think your mag is great, but it misses a beat when you don't print anything about upcoming contests. Can you help?

Hubert Ahn, Canton, MI

*(We think the ProArt contests are pretty cool, too. However, our reader-surveys indicate that people want more ProViews and, unfortunately, fewer contests. But don't go away mad - remember, it's readers like you that can help bring back these long lost favorites. It's easy, just fill out our next reader survey and tell us what you want - art contests! Get your friends to fill theirs out, too. We need your input to help us make GamePro the best magazine possible. - Ed)*

### **So, Tell Us What You Think.**

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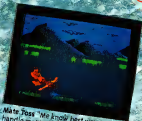
**Dino-Vaulting** "Ma do Dino Vault to  
mully (sneak in) Caverns Cave, goshes  
more. Also hope (sneak) wa lon (sneak)  
the one Cave-babel (sneak)!"



**Sabertooth Tiger Race** "Race not only  
hungry sabertooth - these me. But me  
use competitor as shield. After hunt  
eat food than me kitty (tiger). Grrrrr!"



**Grabbing** "Me to a bailing - have  
that club. Cavemen and only thing  
harder than club. But I try to aim  
with head, so use club." Grrrrr!"



**Mate Toss** "Me know best way to  
handle mate - by feet. Grab mate by  
feet and spin, spin, spin - then let  
go. Make world record for Cradle."



**Dino Race** "Me best dino jockey.  
Before race, tell dino he no win - me  
make dino shake for dinner - and he  
quest of horse. He run good."



**Firestarting** "Firestarting easy. Rub  
sticks make spark. We make big fire  
stay warm. Top worst - fire burn clothes.  
Then me learn firestopping." Grrrrr!"

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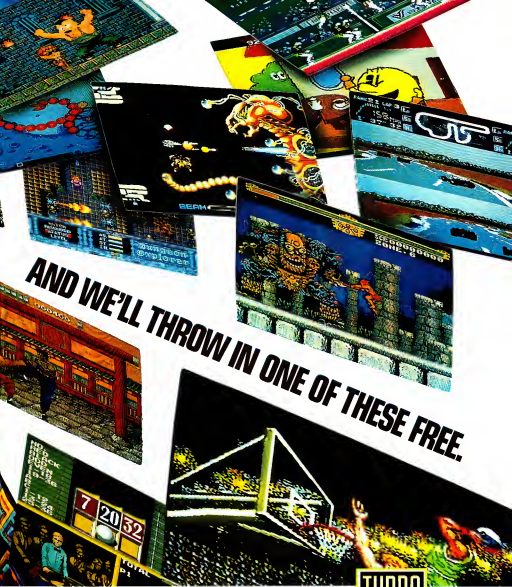
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# The Cutting Edge

## Virtual Reality

By the Whizz

### Living in an Immaterial World

Some day soon when you hear someone say they're "into" video games; they may really be "INTO" video games. This thanks to innovations taking place in the all-too-real world of virtual reality (VR).

Virtual reality technology is opening the doors to new, unexplored regions of computer-generated activity including video gaming. VR is the fantastic made real. The term refers to computer technology that enables users to step through their monitors and into a completely computer-generated world. You thought space was the final frontier? Wait till you get a load of cyberspace.

### Virtually Possible

VR technology does its magic by linking two video monitors, which completely fill the user's field of vision through a state of the art computer system. An electronic tracking device enables a computer to follow the movements of your head and adjusts the picture accordingly. The systems software translates that movement into onscreen visuals.

The result is a multi-sensory 3-D journey into cyberspace where you not only see things onscreen, but you can also reach out and grab them as well. Imagine taking a walking tour of the human heart or sitting on the rings of Saturn. VR technology creates a living, breathing computer-generated world that you can manipulate.

NASA (National Aeronautics and Space Administration) has been heavy into VR research to develop ways to safely explore strange new worlds. The Air Force has the ultimate flight simulator for fighter pilot combat training, that specializes in new ways to annihilate non-virtual enemy aircraft.

### Hands On Computing

Naturally, those systems enjoy the backing of huge bucks. But VR is beginning to filter down into the private sector.



VPL Research in Redwood City, California took a giant step towards bringing virtual reality to everyday applications when it designed the EyePhone and the DataGlove.

The EyePhone is a head-mounted display consisting of two small color monitors, one for each eye. It incorporates wide-angle binocular optics, a color LCD, a special head movement tracking system, a microphone, and high quality audio headphones. Additionally, the glasses also have sensors that can sense your facial expressions.

The DataGlove enables you to reach out and touch things that aren't really there. The glove is "wired" with fiber optic sensors that detect hand movement and position, then transmit them to the EyePhone screens. The inside surface of the glove has tactile stimulators so that when you "touch" a virtual object you actually feel something solid.

VPL has gone beyond the glove and designed a full body suit that allows all sorts of body movements to control a simulation. The software

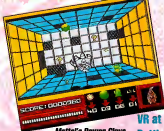


that controls the entire system is called, naturally, Body Electric.

Understanding virtual reality requires no breath-taking conceptual leaps as far as video gamers are concerned. After all, dropping into alien worlds and bumping heads with computer-generated beings and machines is old news for us. But talk about the ultimate way of cutting out game-dismaying distractions! Actually stepping into cyberspace could be the ultimate vidiot trip.

### Giving Video Games a Hand: Mattel's PowerGlove

If VPL Research's DataGlove sounds suspiciously similar to Mattel's Power Glove, it's because the DataGlove



Mattel's Power Glove.

game of video handball by whipping your Power-Gloved hand around. Onscreen a video hand duplicates all your movements.

The Power Glove replaces the DataGlove's expensive fiber optic cable with a penny's worth of electrically conductive ink printed on strips of Mylar plastic. Flexing your fingers literally stretches the ink strips which alters their resistance

of human hearing. The ultrasonic pulses locate the glove's position relative to three small ultrasound receivers on a frame that you attach to your TV.

### VR at the Arcades: the Battletech Center

VR-influenced gaming isn't limited to single-user paraphernalia. The Battletech Center in Chicago is a huge 4,000 square-foot game parlor that houses 16 Simulator Cockpits set up for an interactive game called Mechwarrior. Battletech allows two teams of four players each to invade the realm of VR by completely sealing them into the cockpits — and thus the Mechwarrior universe.

The Cockpits are computer-driven capsules which serve as the nerve centers of huge humanoid robot tanks fighting it out in a computer-generated world. Once the cockpit doors snap shut, the players are cut off from the outside world.

A 25-inch color video monitor is the player's only window on the computer-generated landscape, which changes according to the player's movements, time of day, and weather. A radar screen at the player's elbow tracks enemy tanks; another provides a satellite view of the battlefield. Pedals power and turn the player's robot over the terrain. Teammates communicate with each other via radio headsets.

Interactive video parlors such as the Battletech Center will likely launch an entire generation of gamers into cyberspace. Battletech's next project is an outer space combat simulator called Interceptor.

### Let's Get Unreal

How far out will VR games get? You might as well write in your own answers here because the possibilities are virtually endless. For instance, imagine playing any role-play game —

Continued on Page 30



served as the basis of the Power Glove. In fact, VPL did the preliminary work on a prototype to the Power Glove.

By now you've all seen the ads and the demos. Just hook the Power Glove into the NES and you can literally hand it to specially designed Mattel video games. In Super Glove Ball, for example, you play a wild

to low-voltage electric charges. The cart reads the change as the position of your fingers.

The Power Glove also features an NES controller woven into the wrist section, but above that is tiny pair of ultrasound emitters that produce high-pitched tones above the range



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Wave goodbye to kid stuff. And pull on the Power Glove™—the controller of the future.

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No longer is game play limited to left,

right, up, down. With the Power Glove controller, you'll also move in. Out. We say it's like playing in a virtual reality. Others say it's the future of video games.

So get a grip on the glove. And get a grip on your game. Everything else is child's play.



## POWER GLOVE<sup>™</sup>

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Super Mario Bros., Phantasy Star, you name it – except that you're actually running and jumping, hacking and slashing in your favorite video world. Or how about a golf game where you can play and walk any course. Too tame? OK, as a handicap you're a lobster. Maybe you'd like the ultimate concert where you play any in-

strument in any setting with any-body you want.

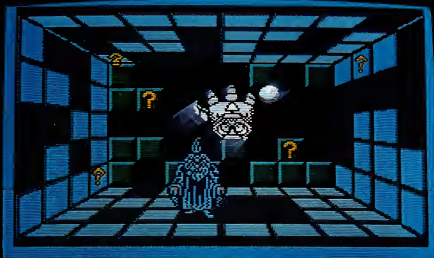
Let's get even further out there. Someday it's possible that VR will produce a device like the Holo-deck of the Starship Enterprise in "Star Trek: The Next Generation," where a huge room serves as a gigantic VR projector?

Alright, back to non-virtual reality. Today, full-fledged virtual reality hardware and software costs are out of sight as far as video gamers are concerned. In the meantime, you can bet that cyberspace jockies and companies with an eye on the cutting edge will continue their efforts to explore cyberspace. Why? Because it's there. Sort of.



*The Battletech Center: Stepping into virtual reality gaming.*





SCORE: 0002310



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# PRO Classics

## By Sit Mo

The Joker's got Gotham City in the grip of a vicious crime wave. This time the Clown Prince of Crime's really got nerve—nerve gas, that is. And he plans to use it at his earliest convenience!

That means it's time to call you-know-who!

## It's a Gas!

Batman stars in this action-packed video game based on the hit 1989 movie. This time the Dark Knight's one-man war against crime takes you through five levels of play in order to destroy the Joker's gas plant and put the hook to his insane plans.



## The Joker wants the last laugh.

However, the pasty-faced maniac's recruited a monstrous mix of mad men to make your life miserable. The Killer Moth fires killer moth balls. The Electro-cutioner puts on a shocking display. Firebug likes the action hot, and he really burns you up.

You'll have to get by these boss guys and ten other villains to face the Joker, no laughing matter.

## Bat-Play

The gameplay is first-rate. Like many video superheroes, Batman packs a powerful punch. But he also has a Batarang, a Spear Gun, and a Dirk.

You get bonus items by beating the Joker's henchmen or destroying some of his seven types of booby traps. Pellets add ammo to your weapons. Hearts re-



If Batman takes a hit, have a little heart. generate your life points, although you get several continues. There's no pass-ward feature.

You'll have to pull some fancy fighting to beat the villains, but there's usually time to figure out the best tactic versus obstacles. Batman also has a gravity-defying wall jump that's definitely a cool move.



## Step lightly between these electric traps.

## Thank you, Masked Man

Batman's definitely a winner! The cart's graphics are terrific with great animated sequences between levels and a dark overall look that really captures the mood of the movie. The only reason you'll finish



## You are the Dark Knight.

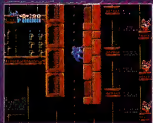
this cart in a few days is because you won't be able to stop playing.

Anyway you look at it—comic, movie, or video game—Batman's a classic.

## Batman by Sunsoft (\$46.95).

**PROTIP:** You nab goodies by beating bad guys. To stock up, back out of scenes to make them reappear.

**PROTIP:** Batman can stand with one foot off the edge of ledges.



**PROTIP:** The Wall Jump works when you jump down as well as up. Just step off a ledge, press A, and use the directional pad to move towards a wall.

# BATMAN

**PRDTIP:** In Stage 1-1 defeat Heatwave by waiting at the edge of the shooting flames. When his flame is off, charge forward and punch his lights out.

**PRDTIP:** Take on the Flying Enforcers in Stage 1-2 by staying low and using the Dirk.

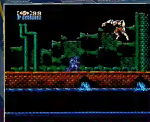
**PRDTIP:** When you beat the Enforcers get your Spear Gun ready before you drop off the ledge. That's so you can attack Stage 1-2's K.G. Beast quickly, before he can pull his sword.



**PRDTIP:** To beat the Killer Moth in Stage 1-3, stand on the sideline while he throws his fireballs at you. When the Moth comes down to your level, hit him with your Dirk or punch him.

**PRDTIP:** When you face the three-part Machine Intelligence System in Stage 2-4, use the Dirk or the Gun to demolish the

dual cannon first. The cannon fires two shots high, then two shots low. Next, take out the Electric Current Controller on the upper left. Stand on the top right platform (watch out for the electric jolt), jump up, and shoot. When you blow the ECC, immediately drop off the platform to avoid the shots from the Nerve Center behind you. Now, jump up to the Nerve Center and crouch in front of it to avoid its triple shot. Jump and punch the blue eye.



**PRDTIP:** The jumping Jeders will give Batman (and you) a real headache. Move towards them as you strike, so that they jump over you rather than on you. Sometimes you can make the Jeders in the beginning of Stage 3-1 disappear. Get them to chase you to the left and jump over you. Then run forward to make the screen scroll over them. You can also shoot them offscreen. When their hands appear on the right edge of the screen, they're stuck there unless you move forward.



**PRDTIP:** To defeat the Electrocutator in Stage 3-4 jump to the top platforms and stay on the same side as he is. When he jumps to the other side, follow him over, face the center, and punch him or shoot him continuously.

**PRDTIP:** When the Firebug in Stage 4-4 raises his arms to throw fireballs, jump over them and toss the Batarang at him. The Batarang only uses one shot to hit him twice coming and going, so it conserves your weapon energy for the battle with the Joker. When Firebug rushes at you, run towards him and jump. Your momentum should carry you safely over him, then you can hit him from behind.

**PRDTIP:** The Joker's attack pattern is similar to Firebug's, but he calls down Righting from the sky when he raises his arm. Avoid the lightning and jump over the bullets he fires, then use your Batarang. You can also defeat the Joker by ducking down right where the tip of his gun is at the floor and punching away at his stomach. You'll be able to avoid both the deadly shots from his gun and his lightning bolts.



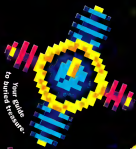
Graphics    Sound    Gameplay    FunFactor    Challenge



# HOW TO PLAY SOLAR JETMAN AND LIVE TO TELL ABOUT IT.

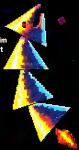


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strangers.



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PRESENTS

# The \$100,000 Daedalian Opus™ SWEEPSTAKES & TOURNAMENT !!

- 400 prizes awarded each month!
- Five winners fly to Los Angeles!
- Winners compete in "Daedalian Opus™" Tournament!



## SWEEPSTAKES

Each month, beginning July 15th, 1990, a drawing will determine 400 winners who will receive prizes including a Daedalian Opus™ jacket. The last drawing for the final 400 winners will occur on November 15th, 1990.

After the November winners have been drawn, all entries received from July through November will go into a new drawing for the Daedalian Opus™ tournament.

## TOURNAMENT

Five entries will be drawn for the tournament. Each of these five winners will be awarded \$1000 cash, a trip for two to Los Angeles (hotel accommodations and meals are included), two tickets to Disneyland, a Light Boy accessory for use with Game Boy™, and a chance to compete against each other in the Daedalian Opus™ tournament at a CAPTRON™ World of Nintendo center.

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The champion of the Daedalian Opus™ Tournament will win the following prizes:

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- A two-week vacation trip
- A Game Boy™ accessory
- A chance to compete in the Daedalian Opus™ tournament
- The entire VIC TOKAI line of NES™ game packs



**Hurry! Fill in the entry form for this month's sweepstakes and the Daedalian Opus™ Tournament!**

Prizes are awarded to the winners of the sweepstakes and tournament. The winners of the sweepstakes and tournament will be selected by random drawing. The winners of the sweepstakes and tournament will be selected by random drawing. The winners of the sweepstakes and tournament will be selected by random drawing.

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# Overseas Prospects

By Dave Winstead

It's a beautiful New Zealand day, just perfect for a bunch of flightless birds like you and your Kiwi friends to take a field trip to the zoo. But no sooner do your little feet touch the zoo grounds when a nasty walrus waddles onto the scene and bags your flock. You're the only Kiwi bird to escape, so it's up to you to rescue your bird-brained comrades!

The New Zealand Story from Taiko of Japan is an awesome avian adventure for the Mega Drive that you may have seen in your local arcade. If you have, you know the gameplay's top-notch! In fact, among carts for American video game systems, the style of the play compares favorably with Super Mario Bros., Psycho Fox, and Bonk's Adventure.

## What A Zoo!

In this one player, 360-degree scrolling action game, you search for your fowl friends through 20 perilous sections of a massive, zany zoo. Your stops also include several screwy zoo habitats includ-



**PROTIP:** Underwater you can find air pockets to replenish your oxygen level while you search for the exit.

ing a snowy ice land and an underwater maze. One of your birdie buddies is trapped in each section, and you have to free him.

## Little Fiends

If you ever want to see your bird-brothers again, you must beat a monstrous menagerie of menacing creatures. There are 16 different types of enemies in this wild little game. Don't let the cutie graphics fool you. These characters are real animals!

In fact, you have innumerable run-ins with assorted freaky fauna such as little, arrow-shooting bats in hovercrafts and axe-wielding foxes. And you also never know when you might run into vicious bantam-weight bears in tough-skinned balloons.



The walrus runs off with your Kiwi friends.

However, not all your adversaries are members of the animal kingdom – at least, as we know it. You also face weird, midget space dudes, shrumpy fire demons, and horny little devils among others.

These creatures are so tough, there are only two types of level bosses – an Ice Whale and a Robo-Dolle. If you manage to make it through all 20 levels, you finally meet up with the wily Walrus himself.



**PROTIP:** An easy way to beat the Ice Whale in Level 1-4 is to get the UFO from the enemies outside the entrance to his lair and use it to fire missiles at him.



**PROTIP:** When you fly near spiked walls, the best vehicle to have is the steel hovercraft. You can ride on top of it and use it to float along spikes on the ground.



**PRO TIP:** Grab a balloon as soon as possible so you can fly high above dangere on the ground, but watch out for enemy teleporters that open up around you.



**PRO TIP:** Be especially wary of spikes and other sharp objects whenever you fly the hot air balloon. If your balloon pops, you always fall on more spikes down below.



**PRO TIP:** Don't bother with the bombs. They have a very short range and are very difficult to use.



**PRO TIP:** The Laser is the best weapon since it fires through solid walls.

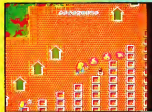
The bad beasts are well-equipped. Most of them can fly in hot air balloons and hovercraft. Some ride in on mouse-head airships, but if you knock them off you can ride the "mice," too. The bad guys' weapons vary, but they have limited range. However, they like to sneak up on you. Also, all enemies can teleport

through hidden doors that open up every 20 seconds. So when you knock off an enemy, get away from the area quickly — they teleport right back.

### Bird Toys

Luckily you're a resourceful bird, so you came prepared this trip. You have your trusty bow and arrow with you — and you're going to need it! Your arrows have long range, and you can quickly rapid-fire them against stronger enemies.

You also find helpful items along the way. You can nab an assortment of heavy-duty weapons such as bombs, fire balls, and even lasers. Even though Kiwis can't fly, you can jump very high for a tiny bird. If you really need to go airborne, you'll find hot air balloons, hovercraft, friendly swans, and even UFOs to help you.



**PRO TIP:** Grab the joystick icons if you see them. They make it easier to control your hovercraft and your balloon.

### Kiwi Craze

New Zealand Story is a great action-adventure game with cute-looking characters, snappy animation, and lively sounds. This bird-based saga is a tough egg to crack!

It looks like Taiko of Japan's got a hot one! But it's only available for the Mega Drive at this time. The price is 6800 yen (in case you don't know the current exchange rates, that's roughly \$67). We don't know at the moment whether a Genesis version will ever see the light of day. But we do know that Taiko of America has an NES version entitled "Ki-Wi Kraze" slated for late Fall, 1990 release.

Kiwis everywhere (but the U.S.) are flipping out for New Zealand Story — a little bird told me.

# Hot at the Arcades

## By Hack 'n Slash

SNK's new Neo Geo is taking the arcades by storm. But what's really pumping up the excitement surrounding this cutting edge coin cruncher is that the arcade games feature exactly the same quality that you'll get in the home system. It looks could kill, the graphics in this machine would be mass murder!

### Magician Lord

Beautiful graphics and an upbeat digital soundtrack highlight this side-scrolling adventure game. You are the young sage, Magician Lord, on a quest to defeat an Evil Sorcerer that has laid claim over a fantastic kingdom. Hordes of unearthly monsters bar your path. Only your quick wits and magical powers stand between you and certain destruction!

You use magic blasts and well-timed jumps to beat the beasts. Each enemy you beat relinquishes magic items. Accumulate enough magical power and Magician Lord transforms into a host of new identities such as Dragon Warrior, Waterman, Shinobi, Poseidon, Samurai, and Raijin. Each new character has fierce powers and

great looks. But the more hits you take the sooner to revert back to plain ol' Magician Lord.

Might and magic are the ticket here. Magician Lord's got plenty of both.

**PRO TIP:** The weird bear monster boss at the end of level one fires a confusing array of shots. Just stay at the left edge of the screen and duck. Then quickly stand and shoot back. Be patient, it takes time to beat it.



### Ninja Combat

The title just about says it all for this martial arts monster, but it doesn't reveal a clue about the awesome visuals. However, more than the graphics will knock you out in this one- or two-player Ninja adventure.

You'll really punch out those game buttons as enemies attack from both sides of the screen. You face the usual arcade crude crew including nasty ninjas, muscle-bound thugs, psycho samurai, masked

marauders, and mad truckers. These guys look good and play dirty, but the all-girl round is really imaginative. It starts out with a surprise that we can't reveal here — but watch out! These women are MEAN!

You need some great moves — and you get 'em, such as the cool flying cartwheel. You can also grab spiked bats, nunchaku, swords, hand axes, and battle axes. When things get heavy, you can invoke devastating Ninja magic.

More much-needed help arrives from an unlikely source — your enemies. At the end of the first round, one of the evil dudes, Musashi, offers to join you, and he's probably the best character to be, especially in a one-player game. His sword fires deadly magic blasts, and his magic power is an fearsome 360° power burst.

Here's a sure cure for gamers with the Ninja blues.



# An encore performance!



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## Baseball Stars Professional

Better slide on some batting gloves as you prepare to grip the control stick of this awesome baseball simulator. Quick reflexes and a champion's attitude are imperative if you want to win the Neo Geo Pennant!

Baseball Stars Professional presents a 12-team line up of the most intriguingly named ball clubs around such as the Creative Brains, the Shadow Demons, the Celestial Planets, and the Ghostly Monsters. It offers standard head-to-head play with either your best video buddy or versus the computer. You can opt to play within a climate controlled domed stadium or face unpredictable wind currents in the open air SNK Stadium. As with any major league baseball game, you have total con-

GamePro will feature a peek under the hood of the home version of the Neo Geo in an upcoming issue. Until then, here are four winners from the multi-game Neo Geo: Magician Lord and Ninja Combat are radical adventure cars, and sports fans will really break a sweat over Baseball Stars Professional and Top Player Golf.

trol over pitches, along with the option to lead off, steal, and bunt.

The most outstanding features of Baseball Stars are the beautifully detailed graphics and realistic digital sound. The characters are large, colorful, and smooth moving. The screen scrolls 360 degrees as it follows the path of hit balls, and the crack of the bat hitting a homerun is almost deafening! Animated sequences after most homeruns and instant replays on the stadium's giant viewscreen are nice touches that add to the enjoyment of this game.

Professional Star's basic features aren't radically different from other baseball games, but its graphics and gameplay definitely put it in a league all by itself. Batter Up!



## Top Player Golf

Top Player Golf is a sharp-looking golf cart that nets you a tee time on the beautiful SNK Championship Course. One to four players can opt for Match Play, Stroke Play, or a Nassau. The course is a tough par 72, with long fairways and more strategically positioned hazards than you'd like.

You'll see some stunning scenery, including two great overhead views. You can scroll over the entire hole and get a closeup of the green with a view that reveals cuts and breaks.

The screen displays all the information you need to make a winning shot, but a caddy will tell you how to play the hole. Naturally, you get to select your clubs and monitor the wind.

The game flows fairly quickly, since unlike many golf games, it only takes two button presses to make a shot. Club control is precise. You can line up your shots, vary the power of your swing, and hook or slice the ball.

One thing to bear in mind before you tee-up, arcade operators can set this game to play from 1 to 9 holes per coin, so you might need some change to go for a mean 18. Fore!

**PRO TIP:** The computer automatically aims you directly at the flag, but always check ahead for hazards.



# DON'T GET FAKED OUT OF THE GYM.

You've seen the weak stuff. The two-on-two's and the bogus "full-court" games. But you're a die-hard gym rat who can play the game and expect a lot more than what they've got. Now, you're going to get it!

All-Pro Basketball gives you true all-court, five-on-five pro ball, tournament mode, 1 or 2 player control, player substitutions for tiring starters, slam dunks, blocked shots, fouls, cheerleaders, and a half time show!

Now leave that weak stuff behind, and get down to the pro game.



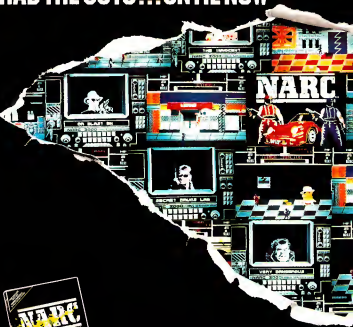
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Join Pendrich, the Prince of Penguins as he battles the enchanted armies of the wizard Borbon the Great. The evil magician has sent scores of animated erasers, metal clips, crayons and pencils to block the passage-ways of the Penguin Realm.

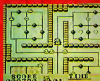
Attack with mighty kicks that blast the enemies across the screen. Reverse their direction by bursting the power seals. Clear all the panels to progress to the higher levels.

Split-second timing combines with the challenge of multiple mazes in this action-strategy game. It takes quick reflexes and keen tactics to help Pendrich win back the Penguin Realm from Borbon's invaders!

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- Password feature returns you to your last completed zone.
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THE WIZARD OF BORBON AND  
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for 2  
players

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# GAMEPRO

## Chapter 14: Rad Gravity

Alta West, an extraordinary videogamer, has been suddenly transported off Earth and into the Video Dimension by the wild Zardoth. Although existing on a separate plane of existence, the Video Dimension shares an electromagnetic bond with Earth, for in this dimension all the winks and blinks of video games are a reality! Zardoth sees Alta's exceptional video gaming skills to defeat the forces of the Evil Darklings - a cruel space-changing monst that has overwhelmed the Video Dimension, and is intent upon finding a way to launch a full-scale invasion of Earth! Alta's only hope of returning to Earth is to enter various video game worlds and seek out and destroy the Evil Darklings lurking within. To aid Alta's mission, Zardoth has magically bestowed upon him the uniform and powers of GAMEPRO - the ultimate video gaming champion!

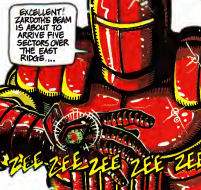
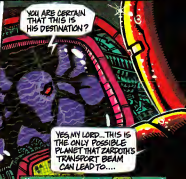
Writer/Artist: Francis Mao Art Director/Co-plotter: Michael Kavish

HEY! We want your input on "The Adventures of GamePro!" We'll randomly select eight (8) responses for two (2) FIRST PRIZES: An original full-color drawing by the artist and an "Adventures of GamePro" T-shirt, and six (6) SECOND PRIZES: An "Adventures of GamePro" T-shirt. Answer the questions, include your short story, mail to "Adventures of GamePro," P.O. Box 3228, Redwood City, CA 94064. Drawing to be held Nov. 30, 1986.

- 1) On a scale of 0 (lowest) to 5 (highest) How much do you enjoy the "Adventures of GamePro" feature?
- 2) Would you like to see a monthly/bi-monthly/quarterly "Adventures of GamePro" comic book?
- 3) Do you prefer single chapters or continuing stories?
- 4) Should this feature be longer/shorter/stay as is?
- 5) Would you like to see this as a TV cartoon?
- 6) Which games would you like featured in future stories?
- 7) Please add any other comments.

Thanks for your input! Now on with the story!

GAMEPRO HAD BECOME QUITE A nuisance TO THE EVIL DARKLINGS IN DEFEATING THEIR AGENTS AND DESTROYING THEIR INSTALLATIONS ON SEVERAL GAME WORLDS. HIS ACTIONS HAVE CAUGHT THE ATTENTION OF THE EVIL DARKLINGS' SUPREME OVERLORD WHO DETERMINES HIS PREMIERE HUNTING STALKER TO CAPTURE HIS CURSED HERO FOR EXTENSIVE EXAMINATIONS. STALKER TRAILLED GAMEPRO FROM TOWN WORLD WRESTLING TO THE FAME WORLD OF POKER FOR LESS THAN JUST MINS. GAMEPRO WAS TRANSPORTED TO ANOTHER WORLD BY THE SUPERIOR ZARDOTH. HUNTING STALKER WAS ABLE TO LOCK ON TO GAMEPRO'S COORDINATES JUST AS HE TRANSPORTED OFF THE WORLD OF PSYCHO FOX. BUT, ONCE STALKER GOT HIS SCENT OF HIS PREY... THEY ARE INEVITABLY DOOMED!





**Supersonic**

**PHW!**  
WHAT A STENCH!

**ZARDOTH!**  
WHERE AM I???

**BWARE!** I SENSE AN EXTREMELY EVIL, POWERFUL, DARKLING'S PRESENCE ON THIS WORLD!

**NO GINEAT!** LET THEM GIVE ME THEIR BEST SHOT!

**DON'T TELL ME ZARDOTH** ZAPPED ME INTO SOME-ONE'S TRASH!

**NOT EXACTLY ALEX...**

**YOU ARE ON THE** GARBAGE DUMP PLANET OF EFFLUVIA IN THE GAME DIMENSION OF RAD GRAVITY!

**HEY!**

**YOU THURS!**

**COME BACK** HERE WITH MY COMPU-MIND!

THERE'S **RAD GRAVITY** HIMSELF!

**RAD GRAVITY ©1990** ACTIVISION, FOR THE NES.



**DRAT!**

**OH GREAT!**

**THAT'S JUST GREAT!!**

**vrooom**



**I GET MY SPACESHIP** TOWED FOR ILLEGAL PARKING...

**...TWO JERKS** STEAL MY COMPU-MIND...

**...AND NOW** I'M STUCK ON THIS STINKING PLANET!

**WHAT NEXT?**

**HEY YOU!** RAD GRAVITY!



**FRESSE!**

**WHO ARE YOU?**

**HOW DO YOU** KNOW MY NAME?

**HEY! RELAX...** I'M A FRIEND!

**I'VE BEEN** SENT BY ZARDOTH TO HELP YOU!



**ZARDOTH OF THE HIGH** COUNCIL? REALLY?!

**IT'S BEEN QUITE** SOME TIME SINCE ANYONE HAS HEARD NOR SEEN REPRESENTATIVES OF THE HIGH COUNCIL!

**YEAH, WELL...IT'S A** FATHER LONG STORY...

**MOST OF THEM** PROBABLY WERE DESTROYED LIKE ZARDOTH'S COLLEAGUES WHEN I FIRST GOT TRANSPORTED INTO THE VIDEO DIMENSION!\*

**\*WHY BICK IN CHAPTER 2!**

SUNSOFT  
for the Nintendo Entertainment System™

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## NEW...

We warned you!



# Battle Chess

## Ye Olde Game is Not the Same



KNIGHT TAKES ROOK



KNIGHT OBLITERATES ROOK!



**F**orget your old man's game! This is chess like you've never played it. Because Battle Chess™ isn't a game — it's war!

Now when you capture an enemy's soldier, the struggle unfolds in 3-D animation. Knight versus knight has never been so exciting!

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San Jose, CA 95125  
Phone (408) 286-7074



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© 1990 Data East USA, Inc.

SUDDENLY...



SKKRRREEET

MUA!

WATCH OUT!  
THOSE ARE  
PLASTIC  
WRAP BATS!

BE CAREFUL!  
THEIR TOUCH  
IS LETHAL!

BLAST  
THEM!

PRETTY GOOD  
SHOOTING...!  
WHAT'S YOUR  
NAME?

ALEX...  
CALL ME  
ALEX!

YOU SEEM TO  
KNOW WHAT IS  
GOING ON HERE...

SO...WHAT'S NEXT?!

WE MUST RETRIEVE  
YOUR BOMPMIND IF  
YOU EVER HOPE TO  
GET OFF THIS PLANET!

YOUR COMPMIND IS  
BEING HELD IN A GIANT  
RECYCLING FACTORY AT  
THE END OF THIS  
LEVEL... IF WE DON'T  
HURRY, IT MAY BE  
TURNED INTO SCRAP!

ALEX AND RAD SOON MAKE  
THEIR WAY TO THE VALLEY  
OF LAVA PITTS...

DEAD END!  
NO WAY WE  
CAN CROSS  
THIS!

PLUS... I  
MAY FIND THE  
EVIL DARKLINGS  
PRESENCE ON  
THIS WORLD!

NOT SO  
WATCH  
ME...

LET'S GO THEN!  
I CAN'T WAIT  
TO GET OFF  
THIS ROTTEN  
PLANET!

BUT... I DON'T  
KNOW WHERE  
THOSE TWO  
JOKERS TOOK  
IT TO...

GGGYA!

HEY! WHAT  
ARE YOU  
DOING?!

COME  
BACK  
HERE!

IT'S OK RAD!

THESE BUBBLES CAN HOLD YOU UP FOR A COUPLE OF MOMENTS!

CAREFUL! JUMP ACROSS THESE BUBBLES TO CROSS THIS PIT!

IT'S EASY AS...

1...

...3!

2...

BOOP!

I'M NOT SO SURE ABOUT THIS!

HURRY UP RAD! WE CAN'T WAIT ANY TIME!

YOUR COMPLAINING MAY BE SCRAPPED AT ANY MOMENT!

TAKE YOUR TIME ACROSS!

I'M GOING ON AHEAD OK? ...

Y-YEAH! GO AHEAD!

I CAN'T BELIEVE I'M GOING TO DO THIS! ...

WELL... HERE GOES NOTHING!



SO... HIS NAME IS ALEX AND HE IS AN AGENT OF ZARDOTH!

HIS SKILLS ARE QUITE EXTRA-ORDINARY!

SOON, AGENT OF ZARDOTH...

...YOU WILL BE MINE!

TO BE CONTINUED!



Boomer's Adventures in Asmik World is the story of a last-chance warrior who battles an evil world and his army of mutant guards.



We'll take you to the ultimate sports challenge in 1, 2, 3 or 4 player games with EVERT and LENDL'S TOP PLAYERS TENNIS.



# FACE



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ENTERTAINMENT  
SYSTEM™

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# ME

Presenting four new games by Asmik that will take you to worlds where adventure and challenge is not just an option, it's the law.

If you're tired of fighting the some small enemies, then return to the throne of the Crystal Palace. There you will find the evil Zoros in control. Zoros is the toughest, meanest enemy you will face on the NES. Zoros will prevail unless you, with the help of your dog Zop, master the ancient skills of Crystal

Polce and discover the secrets in the epic action adventure—Conquest of the Crystal Palace.



If these games aren't exactly up your alley, then there's Catrap, a unique labyrinth of complicated mazes and monsters that seems to go on forever. And if you manage to solve Catrap's puzzle, amaze your friends by designing your very own mazes for the labyrinth.

So, if you think you have the guts to play with us, then you know what you have to do. Face me.





# IF YOU FIGURE THIS READY FOR

Pipe Dream. If you're a Game Boy™ or NES® player, you're looking at the next big thing. Because it all comes down to you vs. a whole warehouse full of plumbing parts. And the forces of chaos. But you've got four powerful weapons. Your right hand. Your left hand. Your right brain. And your left brain.

In the real game, this slimy green stuff called flooz starts flowing through the pipes. To stay ahead of it, you have to build the most radical pipeline you can dream up. And that's exactly what you have to do with this puzzle.

Start where it says **START**, and put each of the nine pipes in an empty square. Make sure every little white dot stays in the top left corner, or your entry won't count. Some pieces have two straight pipes crossing each other. The flooz always flows straight across these pipes and out the opposite side. If you can make your pipeline loop around so the flooz crosses through one of these pieces twice, you'll score bonus points.

(Hint: To get the high-score, you don't have to connect all nine pieces to every pipe on the grid.)

So if this sounds like



## PIPE DREAM CONTEST ENTRY FORM

Name \_\_\_\_\_ Age \_\_\_\_\_

Address \_\_\_\_\_

City \_\_\_\_\_ State \_\_\_\_\_ Zip \_\_\_\_\_

Phone \_\_\_\_\_ My score is \_\_\_\_\_

**\$1000 BONUS PRIZE!** Answer question 1 or 2 to qualify. (Optional)

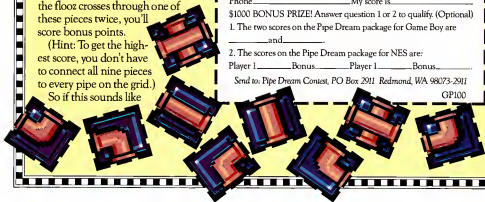
1. The two scores on the Pipe Dream package for Game Boy are \_\_\_\_\_ and \_\_\_\_\_.

2. The scores on the Pipe Dream package for NES are:

Player 1 \_\_\_\_\_ Bonus \_\_\_\_\_ Player 1 \_\_\_\_\_ Bonus \_\_\_\_\_

Send to: Pipe Dream Contest, PO Box 2911 Redmond, WA 98073-2911

GP100



# OUT, YOU MIGHT BE PIPE DREAM.™

your kind of game, try it now. Then go down to your Nintendo dealer, and see what it's like for real. When you've got nine million gallons of floss breathing down your neck. And gaining.

## HOW TO ENTER:

Cut the puzzle pieces out of this magazine and paste them in the right places on the grid. Or make a copy and work with that. Then send in the puzzle and the completed form to us.

All entries must be received by January 31, 1991.

**IMPORTANT:** Write your score on the back of the envelope. Unscored or incorrectly scored entries will be disqualified.

**OFFICIAL CONTEST RULES (No Purchase Necessary)** One entry per person, please. All entries must be received by January 31, 1991. No responsibility is assumed for lost, stolen, or missing entries. In the event of a tie, winners will be chosen by random drawing on or about February 5, 1991. Regardless of score, BONUS PRIZE will be determined by random drawing from all entries that answer Bonus question. It is not necessary to answer this question to qualify for Grand, Second, or Third Prize awards. Winners will be notified by mail. By acceptance of these prizes, winners consent to use of their names, photographs, or other likenesses for the purpose of advertising or promotion on behalf of Bullet Proof Software (BPS) without further compensation. Chances of winning are determined by the total number of entries received. Limit one prize per household. No substitution of prizes is permitted. All prizes will be awarded. A list of winners will be available at February 5, 1991 by sending a self-addressed, stamped envelope to Pipe Dream Winners, 8317 156th Ave. NE, Redmond, WA 98052. BPS will arrange air travel and hotel accommodations for each Grand Prize winner and his or her guest. BPS will also provide \$300 spending money lunch at Cafe Mena, and dinner at the Space Needle. All other expenses are responsibility of game winner. Approximate value of each Grand Prize: \$2,500. Grand Prize expiration dates will be determined by BPS. If the winner is under 18, they must be accompanied by their parent or guardian. They must be under the age of 18 (must provide actual personal contact and release). Some restrictions apply. Contest not open to employees of BPS, Lucasfilm, Ltd., Nintendo of America Inc., their affiliates, agencies or their immediate families. This contest is void in Canada and elsewhere where prohibited by law. This contest is subject to all federal, state, and local laws and regulations. Taxes and fees are sole responsibility of winners.

## GRAND PRIZE— A TRIP TO NINTENDO!

If you're one of our three

Grand Prize winners, you'll get a trip to Seattle for 4 days and 3 nights. Your prize includes round trip airfare for two, and hotel accommodations.

You'll get the grand tour of Nintendo. Meet Nintendo Game Counselors.

Talk some hard-core NES with them. You'll even have lunch at Cafe Mario™ where all the Nintendo people eat. And a

dinner at the Space Needle in your honor.

So, if you want to see how intense Pipe Dream really is,

2<sup>ND</sup>  
PRIZE  
(25)

FREE BPS  
GAME OF  
YOUR  
CHOICE  
AND A  
BULLET-PROOF SOFTWARE T-SHIRT!

3<sup>RD</sup> PRIZE (75)—FREE BPS T-SHIRT!  
BONUS PRIZE—\$1,000!

Enter our \$1,000 drawing, too! Answer one bonus question on the entry form and you could win. Here's how: On the back of the Pipe Dream package, there are pictures of two screens with scores on them. Include the scores from either the NES or Game Boy box on the entry coupon.

head on down to your Nintendo dealer. When you get there, this is what the packages look like. But you better get there soon. Or they'll look

like an empty space on the dealer's shelf.



BULLET-PROOF  
SOFTWARE™



# HOLLYWOOD



# VIDEO HITS!

## *They Came from the Movies!*

The Big Screen features classic thrills and chills, but all you GamePros know the Little Screen is no slouch when it comes to radical entertainment! And you can bet that game designers have your favorite movies in mind for new video kicks. Check out these seven star-studded carts - you've got the best seat in the house.



April 1990  
ILLUSTRATION: ERIC AVE

# GREMLINS 2

By *Mald Marion*

Everybody's favorite fuzzi-ball, Gizmo, returned to the big screen this summer. Luckily for video gamers everywhere Sunsoft has decided to return him to the little screen, too - namely your nearest NES. *Gremlins 2* is a video adventure based on last summer's hit movie in which our hero Gizmo finds himself trapped inside the Clamp Plaza with a bunch of Mogwais gone Gremlin in the strangest way.

It seems that Gizmo was supposed to stay put inside of Billy's desk drawer. Instead he decides to roam the office and before you know it he's in big trouble. As Gizmo you have to successfully navigate through the six stages of the game: Billy's Office, the Air Duct System, the Basement of the Plaza, the Office of President Clamp, the Genetics Lab, and finally the Control Center of the Plaza.

Gizmo's got big problems as he races through the Plaza. In Stage 1 he battles it out with Rats, Spiders, and bouncing Tomatoes from the Genetics Lab.



**PRO TIP:** Toss Tomatoes over the wall to nail these pesky arachnids in Stage 2 with no problems.

As if he can't get into enough trouble on his own, beginning in Stage 2 Gizmo's got to contend with the crazy antics of the Mogwais on the loose as Gremlins Lenny, George, Daffy, and Mohawk are up to some serious shenanigans, especially when they start messing with the potions in the Genetics Lab and turn into Bat Gremlins, Spider Gremlins, Electric Gremlins, and more - all out to singe Gizmo's fur.



**PRO TIP:** Nail George by jumping right up next to him and blasting him as fast as you can.



**There's even a pesky Gremlin boss waiting at the end of each Stage!**

To defend himself Gizmo earns new weapons in each stage. He tosses Tomatoes, hurts lighted Matches, flings Paper Clips, and even uses a troy Bow

and Arrow made from a Paper Clip and a Pencil or a Match! He can also grab special items by defeating his enemies, including a Flashlight which trashes all enemies on the screen and a Time Stopper which freezes all of his foes for a few seconds.



**PRO TIP:** Grab the Pope Stick and hop on all of the enemies in sight without any damage to yourself.



**PRO TIP:** Look for the special shops where Gizmo can purchase items from the Old Man such as Balloons to carry him across tough areas, extra lives, 1-Ups, and even a Power Pak with extra fire-power.

Gorgeous graphics, tough action, and beautiful animated sequences portraying the story line combine to make Gremlins 2 a must for all gamers this holiday season. It's movie gaming at its best!

**Gremlins 2: The Next Batch by Sunsoft**  
(\$47.95 - Available November).

## BACK TO THE FUTURE II AND III

By Boogie Man

Unfortunately for Marty McFly, the future is now. Movie geeks will remember that Marty set the clock straight in Back to the Future II and III. But now that bully Biff has altered the past to totally mess up the space-time continuum.

In Back to the Future II and III from LJN you are Marty, and you must journey to three time periods - 1955, 1985, and 2015 - to find 30 objects in order to return them to their proper time periods. What's great about this nifty cart is that in addition to the overall adventure and gameplay you must tackle more than 30 arcade style games. The action here is reminiscent of the Super Mario Bros. trilogy with horizontal scrolling, several "worlds," and lots of jumping.



**Marty McFly: Time Traveller.**

**PRO TIP:** To quickly hop onto any platform, moving or stationary, just stand directly underneath it and jump.

All the objects are hidden in special Object Rooms scattered throughout 16 streets in each time zone. The streets are connected by portals that zap you to different locations. The rooms aren't hard to



**Get the jump on strange creatures.**

find but in order to get into them you have to secure keys by stomping the weird creatures that inhabit the zones. Naturally, this zany zoo can get you, too.

Get into an Object Room and the fun really begins. Now, you must use your jumping skills and timing to beat a maze-like mini-game. And when we say



**Games within a game.**

"mini" we aren't kidding - Marty and the obstacles are roughly a third of the size of the normal sprites. All 30 rooms feature complex single-screen puzzles with fall-away floors, aggressive foes, time limits, and unique names.





**PROTIP:** In "That Sinking Feeling," you can make a mad dash to grab all the orbs, but there are safe places to land on the second row. Find one and you find them all.

**PROTIP:** At "Teddy Bear's Picnic" you need a running start to hop over the Bears.

But even if you win the objects your tasks aren't complete. Now, you must ferret out the Puzzle Rooms where you unscramble a bunch of letters to spell out the name of the object that belongs in the room. Guess wrong and you lose the object.

Luckily you get 10 lives and unlimited continues, but there's no password feature. You can also score extra lives by playing more brain-busting mini-games in special Bonus Rooms.



**PROTIP:** If you collect all the items in a Bonus Room before the timer runs out, don't relax. You can dash for a Pizza for extra lives.

Back to the Future II and III doesn't seem like much at first, but the deeper you get into the game the more compelling it becomes. The multiple games makes this cart as challenging an NES scavenger hunt as there is, guaranteed to provide hours of fun. But work quickly, time isn't on your side.

**Back to the Future II and III by L.J.N (\$44.95 - Available September).**

# DAYS OF THUNDER

By Fanatic Fan

Take to the track and put the pedal to the metal! You're Cole Trickle, rookie stock car driver, and you're about to experience the eight-race Series Cup, a test of both endurance and driving skill.

Days of Thunder from Software Tooworks pits you head-to-head against 15 of the most skilled stock car drivers in the country. To help keep you in the race,

it's easy to slip up when you're motoring at speeds exceeding 150 miles per hour! You have to know when to be aggressive, bumping into and cutting in front of opponents, and when to ease up on the accelerator to avoid collisions.

And most importantly, you have to know how to get in and out of the pit stops quickly. Your car won't withstand the grueling punishment of a 30-lap race without replacing the tires and refueling occasionally. Heck, in real life you can't even drive to the beach in your own car without stopping for gas once or twice!

Pit proficiency comes with practice. Some key things to remember: You can't fuel up when your car is on the jack, you can't take off until the jack's pulled away from the car, and only the guy with the wrench can fix your engine.



your driving perspective is from behind your car, so you'll see every turn coming and every opponent who's directly in front of or along side of you.



**Drive hard during the time trials to earn a choice starting position.**



**PROTIP:** Slow down sufficiently before you coast into the pits. If you're going too fast, you'll coast right through without stopping.

Days of Thunder isn't like most NES racing games: there are plenty of realistic touches to give you a feel for high speed competition driving. Every racing game has a speedometer, but this cart has a

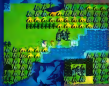
# DRAGON WARRIOR II

THE #1 RPG IN JAPAN

ENEMY	HP	EXP	ITEM
DRAGON	100	200	70
WARRIOR	50	100	35
MONSTER	20	50	15

ENEMY	WEAPON	DEFENSE
DRAGON	SWORD	10
WARRIOR	SHIELD	5
MONSTER	CLAW	2



Seek Allies for  
Your Quest. The  
Vast Journey  
Lies Ahead.

## HAS ARRIVED

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Redmond, WA 98052-5516



tachometer, a damage indicator, and a fuel gauge as well. And your opponents use every stock car tactic in the book to get ahead. Some drivers are aggressive side-slammers, they'll bump you aside and cut you off at the first opportunity. "Slipstreaming" is another racing technique featured in *Days of Thunder*. To slipstream, you get nearly bumper-to-bumper close behind a fast-moving car, so it drags you along in its wake. You not only save fuel, but you can accelerate faster than normal when you jump out of the slipstream to grab the lead.



**PRO TIP:** You don't have to keep the accelerator (Button A) pressed during the game. Once you achieve a certain speed, you maintain it until you bump a wall or a car, or apply the brakes. Staying off the accelerator, cuts down on engine wear-and-tear.



**Back to driver's ed. for you, buddy!**

*Days of Thunder* takes a little more skill than the typical NES racer. You not only have to worry about your opponents, you have to keep an eye on your car's condition. After all, driving a damaged car is "risky business."

*Days of Thunder* by Software Toolworks (\$54.95 - Available Fall '90).



## DICK TRACY

By Andromeda

"Calling Dick Tracy, Calling Dick Tracy!" Everybody's favorite private eye was busy investigating movie theaters across the country this past summer, and now he's ready to investigate your home via the Sega Genesis. This is a big case for Dick Tracy - Mr. Big to be exact. There will be no rest for the man in the yellow coat until Mr. Big is safely behind bars.



**Dick Tracy's on his way!**

The Genesis version has Dick busting crime through more than six stages of detective adventure. The side-scrolling horizontal action also features a view from behind Tracy's back - you look over his shoulders right into the eyes of the bad guys as they try to gun you down.



**Shootouts resemble an arcade-style target range.**

And the bad guys are everywhere! To solve the case Detective Tracy is going to have to investigate the Train Yard, the Club Ritz, the City Streets, the dangerous Warehouse, the Alleyways, and even the Sewer. He'll even climb into his favorite roadster for a few hair raising car chases.



**Sometimes Tracy likes to ride.**

America's number one private eye has to put more than just Mr. Big behind bars. He's also on the trail of numerous

# NO MORE "MR. ICE GUY!"



## KICKIE CUBICLE™

Don't let Kickie's "nice guy" image fool you. He's really the hot new hero in this relentless strategy-action game on NES!™ He plays it cool while blowing away the bad guys with lethal kicks and blizzard breath.

Discover why Nintendo® Game Counselors rated Kickie Cubicle so highly "10+ on the cake" game-play features include:

- Numerous obstacles and traps in over 100 maze-like courses that send shivers of excitement up and down the spine.
- Increasingly difficult levels which make Kickie Cubicle impossible to put down.

With titles ranging from *Kid Niki™* and *Kung Fu Master™* to *R-Type™* and *Image Fight™*, you've probably played Irem America games before. Now chill out as Kickie Cubicle heats up the screen.

**Irem**  
IREM AMERICA CORP.™

Irem America Corporation  
8335 154th Avenue N.E.  
Redmond, WA 98052  
FAX: (206) 883-8038



LICENSED BY NINTENDO  
FOR PLAY ON THE  
**Nintendo**  
ENTERTAINMENT SYSTEM™

infamous villains, including Lips Manless, Itchy, and even Pruneface. To defend himself from these ruthless hoodlums the famous crime-stopper makes use of his two-way Wrist Radio (to check in with his crime-fighting cohorts), his Hand Gun, a Machine Gun, and even his fists in time of need.

**PRO TIP:** *D.T. may occasionally lose his Hand Gun and find it's time for some Histicuffs.*

**PRO TIP:** *There are some spots where Tracy's two-way Wrist Radio doesn't work, and he's on his own.*

Just as in any good mystery, a few other surprises are in store for you. Bonus Rounds put you in a Firing Range, taking aim at three silhouettes, but the silhouettes turn around to fire at you! You've got to take them out before they put you six feet under.

**PRO TIP:** *Reverse! Two of the silhouettes are likely to be friends of yours such as Tass Truthhart or the Kid. If you accidentally shoot them you'll lose big points. On the other hand you'll score big if you peg the bad guy.*

The version of this game that we reviewed was too preliminary for us to be able to report the final word on this cart, but the graphics and the animation are no mystery at all – gorgeous, vibrant, and detailed – right down to Tracy's famous coat flapping in the wind and the machine gun bullet holes raking across the



*The graphics are well as the bad guys will knock you out.*

buildings. Sega's currently on the case with this cart and by the time you read this, who knows, Detective Tracy may be "on his way" to a retailer's shelf near you!

**Dick Tracy** by Sega of America (Price not available – Available Winter '90).

# DIRTY HARRY

By *Slo Mo'*

Drug crime is getting out of hand in San Francisco, and now the Anaconda, a notorious Columbian drug lord, is about to set-up shop. Looks like the streets are getting dirty, but you know that's how Police Inspector Harry Callahan likes them – he's Dirty Harry.



*"Do ya feel lucky?"*

Dirty Harry from Mindscape features three levels of one-player horizontally-scrolling street fighting action. Your task is to wipe out the drug gangs, destroy their secret weapons, confiscate their drug stashes, and capture the Anaconda – all in a day's work for Harry.

You walk the streets of San Francisco, search buildings, and explore the sewers, battling gangs every step of the way. Your trademark .44 magnum revolver works overtime, and if you run out of ammo you'll get a good workout, too, punching and kicking.

**PRO TIP:** *To quickly bust out of the gangsters' nets rapidly press Left and Right.*

Your search takes you to all the rough parts of town – the mean streets, back alleys, roof-tops, sewers, and the waterfront. Wipe out the bad guys and you end up on Alcatraz Island to fight the Anaconda's army.

Everybody's out to get you in this cart. You have to beat street gangs such as the Hooligans, who attack you with knives and chains, and the pistol-packing



*The thugs gang up on Harry.*

Longcoats. Individual gang members are pushovers, but sheer numbers make them tough to beat. The gangleaders, however, definitely stand on their own as tough bosses.



# Your mission may be man's last!



## Only you can save the planet.

**T**here's no time to waste. Alien forces are threatening to destroy humanity and you're the last hope.

Simulation flight drills train you for combat, but nothing can prepare you for what's to come in the

most critical battle in space history.

You'll have the most powerful arsenal of weapons at your defense. But even then, you'll have to give it everything you've got to stop the enemy and return alive.

Save yourself and you'll save mankind.

Image Fight—judged a hands-on favorite by the Nintendo Game Counselors for play on your NES.

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**PRO TIP:** You can jump up and stomp the Anaconda's anacondas.

On Alcatraz you face Mercenaries, Paratroopers, and Sharpshooters. Their firepower is awesome, but you're up to the task. In addition to your .44, you'll find a missile launcher, a harpoon gun, and plastic explosives. Inside the buildings you break open crates and drawers to find other key items such as a gas mask, a flashlight, and crowbars.



**A flashlight will shed some light on the sewers.**

**PRO TIP:** On the streets, grab trashcan lids for protection.

**PRO TIP:** Break open the small crates by jumping on them.

The action in Dirty Harry isn't bad, but the graphics and the gameplay won't knock you out. For instance, sometimes when you break open crates and cabinets it's unclear just what you've found until you display the Inventory Screen to see what's new.

The gameplay gets involved. To jump up you must press A and B simultaneously. To jump left or right you press A, B, and the directional pad.



**Check your gear with the Inventory Screen.**

**PRO TIP:** Don't try to shoot directly overhead if you're standing in front of a door. You'll wind up inside a building, and when you come back out everybody you thought you wasted appears again!

However, as with any cart, you get used to the quirks. Then you'll find that the action is engaging, and that the challenge gets tougher as you go. If you can live with the average graphics, then Dirty Harry just might make your day.

**Dirty Harry by Mindscape (\$54.95 - Available Fall '90).**



## INDIANA JONES AND THE LAST CRUSADE

By C.T. Ashton

Dr. Indiana Jones is well-known to movie goers as a adventurous character constantly getting in and out of jams - in the name of archaeology. Now you can leap into Indy's shoes with Taito's Indiana Jones and the Last Crusade to face the ultimate jam. Dr. Jones must rescue his father from the Nazis while trying to find the elusive Holy Grail. The cart features seven levels of arcade action and puzzle-solving, each with different graphic perspectives.



**PRO TIP:** The difficulty levels of the arcade sequences are determined by the order that you take them on. The first sequence you choose is always set at the lowest difficulty level. The second sequence and all those thereafter are set at harder difficulty settings. A good initial order would be: get the Cross, rescue Dad, then go to Vonic.

Face The  
New Challenge  
of Ultima!

No Previous  
Experience  
Necessary.



**FREE!**  
84-page full color  
hint book with game.  
A \$10 value!



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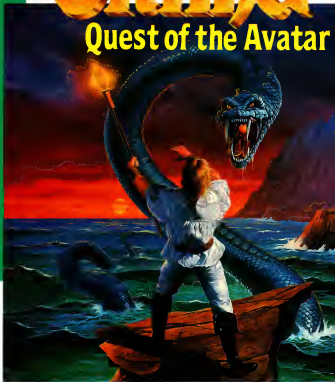
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- Hundreds of characters
- Dozens of screens
- More than 2 megabytes of memory
- Over 100 hours of game time
- 5 year lithium battery saves scores and play positions

**ORIGIN** A Lord British Game

# Ultima®

## Quest of the Avatar



*Ultima® Exodus* made history as one of the first role playing games for NES and won the coveted Role Playing Game of the Year® award. Now face a new challenge with the next game in the series, *Ultima® Quest of the Avatar*. At last, the ruthless Triad of Evil has been vanquished and peace reigns in the land. But darkness dwells in hidden places and in the hearts and minds of the peoples of the realm. The countryside is plagued by orcs, dragons, and long-dead wizards. Only an *Avatar*, a shining example of heroism, can destroy the monsters and conquer wickedness with his mastery of magic and weapons. Discover your personality traits in sophisticated tests of ethics and heroic virtue. Become the *Avatar*! Save Britannia! And master the challenges of the ultimate quest—the search for good within yourself. Get *Ultima, Quest of the Avatar*, the latest role playing game from FCI.

**FREE World Championship Wrestling T-Shirt**  
with the purchase of two FCI games.



**FCI**   
Not Just Kid Stuff

The arcade sequences in this cart have something for everyone! First you rescue the Cross of Coronado from a ship off the coast of Portugal. Your goal is to beat up the sailors on board, while the waves toss the ship back and forth. Defeating the ship's captain nets you the Cross.



*Thanks for the memories...*

Next, you visit Venice to unscramble a picture of the Holy Grail. Put the pieces together correctly, and you can use the diagram to pick out the right Grail at the Valley of the Crescent Moon. This puzzle would be pretty easy, if you didn't have to worry about the fire that's raging through the catacombs. If you don't jump out in time, you'll lose the picture completely, so you'd better work fast!



**PRO TIP:** Pause the game when you've assembled the Holy Grail puzzle in Venice, and sketch the Grail. The picture in the game can only be viewed ONCE, then you must rely on your memory.

Finding your father in Castle Brunwald requires a combination of fighting and puzzle-solving skills. The castle is a maze that requires mapping so you don't lose your way, and there are plenty of Nazis to stomp.



*Pick a Grail, any Grail.*

**PRO TIP:** In the castle (and on the ship), defeat the Nazis by running to a wall, and hitting the jump button. You bounce off the wall and execute a perfect jump kick.

Lose any of the other sequences and you end up on the road to Berlin, where the Nazis have taken your father's diary (containing all his notes about the Grail). This overhead scrolling motorcycle challenge requires driving skill, plus the ability to fight off Nazis as you ride.



*Hang on to the diary, Indy! You're going to need it.*

Taito has captured the excitement of the Indiana Jones movie trilogy in a cart that is graphically spectacular and fun to play. The graphic "movie" sequences between each arcade scenario add to the realism...you'll feel like a true archeologist ready to find "fortune and glory." Just be sure to bring your whip along for the ride.

*Indiana Jones and the Last Crusade by Taito (\$49.95 - Available Fall '90).*



*By Sweet Polly Purebred*

Musculus-maximus, better known as Arnold Schwarzenegger, is back for an encore performance of this summer's blockbuster hit, Total Recall. This time, though, with the help of Acclaim, Arnold (as Quaid) is playing out his role in the video dimension. Now, you get a chance to pump yourself up and take a trip to that vaporous wasteland, Mars.

# TOTAL RECALL

"Do You, Sir Cucumber, Take This Princess  
As Your Lawfully Wedded Tomato...?"



**P**RINCESS TOMATO IN THE SALAD KINGDOM.

Tune in to the wackiest videotale ever told! The bride is npe and the groom is ready. But will Sir Cucumber and Princess Tomato really live happily ever-after?

Or will Minister Pumpkin have his wicked way? Will he enslave the Salad Kingdom? Will he put Sir Cucumber on ice? Will our Princess wind up on the tip of a french fry?

The fate of the realm is in YOUR hands!

PRINCESS TOMATO IN THE SALAD KINGDOM.

Look for it today!



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Acclaim has taken a fresh angle by not organizing Total Recall into traditional stages with a big boss at the end. Instead, they have designed the game as one, continuous journey with over ten different scenarios. The only major division in the game takes place when Quaid finishes his business on Earth and then journeys onto Mars.

**PRO TIP:** For a quick boost to your energy bar, make a stop at the movie theater on your way home. Be sure to watch all the credits role.



Jumpin' over alleyway thugs.

### I Married a Murderess

After a visit to the fantasy vacation center, Rekal Inc., your mind feels a bit fuzzy, and some strange things begin to happen. People are taking potshots at you, and whenever you pass by an alleyway you get jumped. To top it off, when you mention to your wife that you'd like to take a vacation on Mars, she points a machine gun at your head! Something's definitely gone wrong here, and you're going to find out why.

Prepare yourself for a mind-boggling head trip, where the name of the game is fusing together your hazy past with the life-threatening present.



**PRO TIP:** To escape your gun-slinging wife and her accomplice, you must first confiscate her gun. How? Punch her!



Once you've got the gun, run over to the doorway and kneel down. Remain kneeling near the doorway. You must finish her off below you can knock off her accomplice, your key to freedom.



**PRO TIP:** The two vagrants resting by the lift in the cement factory will sometimes release "energy cannisters" when they're shot. By killing them repeatedly (1-2 dozen times) you can collect enough energy to max-out your meter. To slow the vagrants to a snail's pace over and over again, you must walk back and forth between this scene and the previous one, located at the left right of the screen.



**PRO TIP:** Once fully energized (via the vagrants) you will be strong enough to conquer the hot-throwing thug. Climb down the ladder and charge him. Once you reach him, kneel down in back of him (get as close as you can) and punch.



### Low-tech security!

Total Recall doesn't come out of the starting gates with a bang, but when the action picks up, this cart runs a strong race. Action, mystery, danger - it's all there in full force. Take a walk on the wild side, try Total Recall.

Total Recall by Acclaim (\$44.95 - Available Now).

Enjoy  
Hudson

# JACKIE CHAN'S ACTION KUNG FU™



**Ready... Set... POW!!! It's a Black Belt Blowout  
with JACKIE CHAN'S ACTION KUNG FU.™**

Punch. Kick. Flip. Dive. Hurl fire bolts at legions of demons!  
Who knows? You just might last long enough to face the  
Prince of Sorcerers.

Battle your way past molten lava pits, creep by the skull  
and crossbones tomb, slay man-eating tigers!

And NO wimpy graphics. Everything's big, splashy, exploding with  
color through hundreds of levels!

JACKIE CHAN'S ACTION KUNG FU. Look for it wherever you buy super  
video games.



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**IF IT WERE ANY MORE REAL,  
YOU'D NEED SHOULDER PADS  
AND A HELMET.**

What makes TV Sports Football for TurboGrafx-16 more real than any other 16-bit video football game?

It's the only one for 5 players. The only one that lets your quarterback call audibles and reverse direction plays at the line of scrimmage. The only one that lets

you put a man in motion. The only one that lets you control both field goals and punts. The only one that lets you assign 3 different jobs to 3 defensive players. Throw in sports announcers, bone-crunching league play and killer graphics and sound, and TV Sports Football makes everything else look like pee-wee league.



It's the first video football that lets you play like a team.



It's up! It's good! If it were any more real you could smell the locker room.



A winning season has many rewards.



Here's your best Turk McBitt with the play by play.



The name of the game for video gridiron action.



NEC

## By Tobar the 8 Man

When we last saw Mega Man, he had just mopped up the floor with the evil Dr. Wily and his team of super robots (Wood Man, Crash Man, Quick Man, Heat Man, Metal Man, Air Man, Flash Man, and Bubble Man, for those of you who have forgotten).

Dr. Wily, having suffered his second defeat at the hands of our hero, is switching sides. Yep, that's right, campers! The evil Dr. Wily is now one of the good guys. He's even volunteered to help Dr. Light (his ol' lab partner) create the ultimate peace-keeping robot, called "8."

8 is just about ready for a test run, but first it needs some energy crystals to power it up. The crystals are located on eight nearby mining worlds. But the robot work forces of these worlds have rebelled, attacking all visitors.

So it's Mega Man to the rescue!

### Give a Dog a Bolt

Mega Man doesn't take on this mission solo; this time he's got a faithful canine companion named Rush. Rush is no mere mutt, he's a robot dog that can change into three extremely helpful devices: a trampoline, a submarine, and a hover car. He and MM make a powerful Mega team!

### The Spin Cycle

As in his other adventures, Mega Man fares better if he takes on his adversaries in a particular sequence. So, we'll describe the eight worlds in the order that worked for us.

First stop for the blue, metallic defender of justice is Top Man's world. Here you'll encounter a horde of robotic monstrosities that'll make MM's head spin.

**PROTIP:** Beat the 1st Spinning Top robot by waiting for him to release three tops. When the tops reach the bottom right corner of the screen, jump down off the ladder onto the stairs and blast him.

The giant robotic cats are particularly nasty. They sit perched on ledges, tossing their deadly toys and robot fleas down on MM's head. Mega will need nine lives to survive these mechanical mouse-catchers.

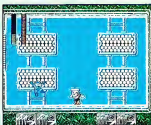


**PROTIP:** Defeat the first robo-kitty by staying to the far left side of the screen and destroying ONE of the two bouncing balls that it tosses at you. Avoid the second ball by jumping over it when it's near you. While avoiding the ball, jump and shoot the leline in the paws.

**PROTIP:** Destroy the second robo-kitty by jumping over the two bouncing balls, then shooting two of the three robo-fleas. Slide under the remaining flea when it jumps and shoot the cat in its paws (Just like the first one).



**PROTIP:** A great place to pick up 1-Ups is right after the second kitty, where you meet the second chubby Top-spewing robot. Jump up to the second level of this screen and shoot the tops as they come towards you. Let them get close so you don't have to slide far to pick up all the 1-Ups, weapon power ups, and energy power ups that appear.



**PROTIP:** Your best chance to defeat Top Man is to jump over him when he comes

# MEGA



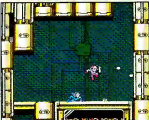


*spinning towards you, then fire rapidly with your blaster. If you can avoid him each time he charges at you, you can outlast him.*

### **Chased by Shadows**

With Top Man disposed of, it's off to Shadow Man's world. This level isn't as dark as you might suspect, but it does have areas where special projectors create an illusionary background. MM will have to watch his step while these movie machines are rolling.

During this level Mega Man encounters his evil brother Bruce (an early experiment of Drs. Light and Wily that failed) for the first time. Sometimes he'll just get in MM's way, and other times he'll try to destroy MM by shooting him or pouncing on his head.



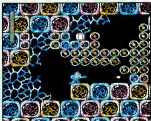
*PRO TIP: To beat Bruce, time his jumps and run under him just as he's about to jump on Mega Man. Then, turn and shoot him with the Mega Blaster.*



*PRO TIP: The Top Spin is your best weapon against Shadow Man.*

### **Split Personalities**

Gemini Man's world is a combo of space and water. MM starts off on the surface, with an outer space backdrop. Then, he works his way inside and underwater. When MM reaches the end of the level, it's time for a face-to-face confrontation with Gemini Man, a real double-header.



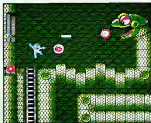
*PRO TIP: Gemini Man's lair is a great place to pick up T-Ups, energy power-ups, and weapon power ups. Shoot as many bubbles as you can find to collect all the bonus items.*

### **A Needle in a Haystack**

Needle Man has a point to make with Mega Man and he's aiming it at MM's head. But Needle Man won't get a chance if the Needle Harrys get MM first. Needle Harrys (the main inhabitants of Needle World) resemble robot porcupines. They love to shoot metal quills, then roll up in a ball and bowl over their enemies.

### **Tipping the Scales**

Hope Mega Man doesn't have a fear of reptiles, because Snake Man is next on the agenda. There's all kinds of slimy robotic reptiles here – small snakes, large snakes, etc. Later in the level, MM will take to the clouds as he makes his way to Snakey's lair.

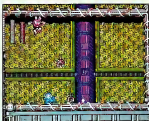


*PRO TIP: Destroy the large, rippling snakes by jumping two fireballs, then firing the Gemini Laser at it. It takes four shots to destroy it.*

### **Opposites Attract**

Once he skins Snake Man, Mega Man should assault the lair of Magnet Man. Magnet Man's world is a real attractive place – it's full of magnetic fields that

cause trouble for anything made of metal. Guess what Mega Man is made of?



**PRO TIP:** Magnet Man can be defeated with the regular Mega Blaster. When Magnet Man leaps high in the air, run under-

neath him so he can't hit you with his magnets, then run to the far left or right so he can't land on you. Now, chase Magnet Man to the other side, firing continuously.

### Hard Times

Rocky terrain will greet Mega Man when he gets to Hard Man's world. Mechanical Bees will buzz him, and Mechanical Apes will swing into action, trying to pounce on MM's noggin.

Hard Man himself isn't all that hard. Nail him with your Magnet Missiles or blast him with your Mega Blaster. Just be sure to move out of his way when he tries to land on you.

### Shocking Blue

Spark Man's world is an exciting place. You could almost say, the air is "charged" with electricity. There are plenty of obstacles to zap our hero.

Spark Man resembles a little spark plug with an attitude problem. Defeating him will net Mega Man the Spark Gun. This pistol packs a real wallop to most robots; it short circuits them, freezing them for several seconds.



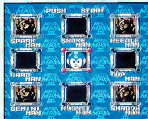
**PRO TIP:** Defeat Spark Man by standing on the first stair and using the Shadow Stars on him.



### Will Our Mystery Guests Sign in Please?

When you've defeated all the basic badies, there are four more tough guys to tangle with. Their identities are a mystery, their faces are masked, but those of you who have Mega Man 2 will recognize these creeps right away.

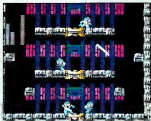
The mystery villains have taken up residence on the former worlds of Spark Man, Gemini Man, Needle Man, and Shadow Man. However, they've altered the worlds, making them more challenging. And you thought these places were tough the first time around!



**Unmask these baddies if you're good enough.**

### The Big Boss

What would a Mega Man game be without an ultimate evil? In the first two carts in the series Dr. Wily played the Snideley Whiplash role. But Dr. Wily's one of the good guys now, isn't he? We'll let you discover who's behind the robot rebellion for yourself.



**So many Mega Mans...so little time!**

### A Mega-Hit!

Fans of the Mega Man series will be ecstatic that Capcom has retained the same game style - graphics, game play, challenge level - as MM 1 and 2. Why mess with success? MM's sidekick, Rush the Robo-Dog, is a great addition to the series, and Mega Man's M.V.W. (Most Valuable Weapon).

Mega Man 3 is packed with 3 megs of memory and uses a password system similar to the first two games in the series, except this time, due to the game's complexity, the password uses both blue and red dots (rather than just a red dot), and uses the letters A through F and the numbers 1 through 6.

Gamers can safely bet that Mega Man 3 will be one of the monster hits of 1991. It's got everything that a great video game should have: incredible challenge, exceptional game play, stunning graphics, and some nifty weaponry. It's mega-riffic!

**Mega Man 3 by Capcom (\$54.95 - Available Winter '90).**



See page 82 for a guide to Gemini Man's World.

ATARI 7800

# ALIEN BRIGADE

The Alien Brigade has entered the Atari 7800 system. Attacking with full frontal fury. Infiltrating your army. Turning your men into slimy zombies.

You've got a war on your hands. You've got to stay alive, man. You've got hostages to rescue. And your weapons are joystick or light gun controlled. So start wasting 'em. But be careful, you could be 86ing your own men.



One of the new games for the Atari 7800. Now oozing its way to a store near you.



**AN ALIEN IS A WONDERFUL THING TO WASTE.**



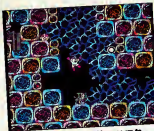




1. Nail these floating space creatures before they hover over and drop their fire seeds.



2. Your evil twin brother, Bruce, will have you paralyzed with fear. There's nothing you can do here but watch and wait.



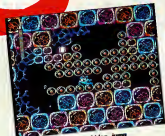
3. Give Rush a whistle, and bounce up to grab the power-up to the right. You'll need Rush in his jet sled form to get the 1-Up to the left.

# MEGA MAN

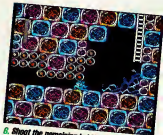
# 3



4. Using your Mega Blaster, shoot the second row from the bottom (the row with the bubbles jutting farthest to the left).



5. Clear the row of bubbles, jump up and slide right.



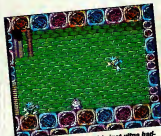
6. Shoot the remaining bubbles in the row and you'll be able to reach the next section.



7. Mechanical penguins will give you a chill. Hop over the small ones, and blast the big masses in the head with your Shadow Stars.



8. It's time to call Rush again, this time in his submarine form. Jump in and cruise to the middle of the water area. Don't forget to blast the large fish that get in your way.



9. Seeing double? Nope, it's just ultra bad-die, Gemini Man. Blast away at one of the doubles with your Shadow Stars or Mega Blaster, then concentrate on the other. It helps to have one energy can in reserve for this tough area.

ATARI 7800™

# IKARI WARRIORS™

You are the Ikari warrior on the Atari 7800 system.

You go behind enemy lines with nothing but machine guns, tanks, grenades and a prayer. You and your buddy wipe out the enemy, dodging bullets, knives and missiles. You have to rescue the colonel from an impenetrable fortress. And ammo is running low. Yes, war is hell. But you can handle it—with one or two players.

One of the new games for Atari 7800. Try it. If you're man enough.

**THE BOYS ARE MAKING HOUSECALLS.**



## By Bro' Buzz

It's 2029 in America, but this year the citizenry won't be celebrating Independence Day. The evil Emperor Garuda has built an impregnable fortress around New York City, and no force has been able to stop his malevolent plans to enslave the U.S. This looks like a job for ~ Ninjas?

## Shadow Warriors

That's right. Ninjas show up from out of nowhere to try to save America in Shadow of the Ninja. Does the name "Natsume" ring a bell? This is the first NES cart from that company, whose programming prowess appears in a bunch of other carts such as Contra and Abadox.

Natsume's video game-making experience is certainly in evidence here. This is an exciting adventure cart with excellent graphics and challenging gameplay. The graphics are sharp with picture perfect stills between levels. The sound effects are great, even the background tunes are catchy.

## Dangerous Places

Shadow features five levels with sixteen stages that will definitely stretch your video Ninjitsu skills. The action flows horizontally from left to right and scrolls 360 degrees. One or two gamers play either Hayate or Lady Kaede, Ninjas of the Iga clan who are out to stop Garuda and his malicious minions.



Hayate and Lady Kaede.

You begin at the Sea Port for a vicious fight across a fleet of derelict ships. Next, you dive into the dark, dank Underground Sewers that are overflowing with slimy villains. On the Rooftops of the City you engage in skyhigh action

against an awesome urban backdrop. The Air Fortress is a flying platform of death where acrobatics are as important as martial arts skills. In the Final Fortress,



The Air Fortress.

Garuda's army wages an all-out onslaught against you - and then you face the Mad Emperor himself.

**PRO TIP:** In Stage 4-2 you can jump down (and off-screen) into shafts with elevators going up. In fact, ride elevators all the way up and off-screen and you reappear on the elevator at the bottom of the screen. However, don't fall into a shaft with down-going elevators or try to ride a down elevator off-screen; you'll lose a life.

**PRO TIP:** You can automatically hop onto Stage 4 elevators by standing off ledges on one foot and letting the elevator run into you.

## Bad Company

Garuda's forces are formidable, and they are about as imaginative a hatch of bad guys as there is. You face 17 types of guards, creatures, and robots as well as five boss bodyguards.

Several villains require some fancy fighting. Capt. Hawk and his bird of prey buddy, for example, are double trouble, but they're even worse when you beat them. Cybork stands on his own two



Capt. Skyhawk's Bird in the Hand.

feet, and they attack you when you split him in half. Precise swordsmanship makes the Golden Samurai fall apart, but he quickly reforms someplace else. There are few pushovers here.



Breaking up the Golden Samurai is hard to do.

**PRO TIP:** In Stage 2, try to get the Water Ninja while they're still spinning in the air to hold down your injuries.

**PRO TIP:** The Boomerang Master's boomerangs won't hurt you on their return flight.

**PRO TIP:** Watch out for ahols from the Gamotrons' grenade launchers; they'll go you over after you defeat them.

**PRO TIP:** To banish the Stage 2 Killer Tank first blast the pulse cannon. Then hop on to the top and slash the other pulse weapon when the "eyes" appears. But you must hop off to avoid the pulses.

## Ninja Moves and Weapons

Shadow offers standard video Ninja weaponry with something a little bit different. Naturally, your basic weapon is the Katana (sword). Along the way you break open Item Boxes to find Shurikens and the Kusarigama (Sickle and Chain).

The Kusarigama is an unusual weapon that you toes and retract. It can impale hard-to-reach adversaries, and you can fling it at an upward angle as well as straight up.



**The Sickle and Chain.**

**PRO TIP:** Use the Kusarigama to keep Palonke and his sliding kick at a distance – or jump over him and run away.

In addition to weapons, Boxes also relinquish Healing Potions, Bombs, and Scrolls that increase weapon range. You won't find any Ninja magic; however, even though magic would add some flair to the fighting, the weapons get the job done.

Hayate's and Kaede's moves are basic – running, jumping, ducking, and fighting – but they've got one slick maneuver. Jump up and grab overhangs and you can either slide along them or do a cool flip up onto a platform.



**The One-hand Grab.**

**PRO TIP:** Make Time Bombs explode harmlessly by walking towards them and then quickly reversing your path.

**PRO TIP:** You can use weapons as you dangle from an overhang.

### Out of the Shadows

Ninja clans practiced their art in relative secrecy for centuries – until video games latched onto them. Now, these masters of invisibility are definitely in danger of overexposure. Shadow of the Ninja, however, is above average Ninja fare with top

of the line graphics and fast-paced gameplay. One minor hang up is the no-



**The final stage is a Ninja nightmare.**

ticeably sluggish transition between dialog screens. But all in all this is a top flight, fast-paced action cart.

Can two Ninjas free the Land of the Free? In America anything's possible.

**Shadow of the Ninja** by Natsume (\$44.99 – Available Fall 90).



## By Johnny Arcade

Yo, gamers, Dragon Warrior rides again. That's right, the Dragon Warrior role play saga continues in Dragon Warrior II. In case you haven't heard the Dragon Warrior series is one of the biggest game crazes to ever hit Japan (they're up to Dragon Warrior IV). Last year Dragon Warrior came to the states. Now, Erik America, a new Nintendo licensee, is bringing us part two.



## Family Ties

If you battled your way through the first title you'll remember that you were a descendant of Eridick who saved the Kingdom of Aefgard from the Dragon Lord himself. The second saga takes place about 100 years later. Hargon, an evil Sorcerer, trashed the Castle of Moonbrooke, leaving a trail of death and destruction. It's up to you to make Hargon chill out before he puts the kingdom on ice permanently.

## Get Ready to Rock and "Role"

If you've never checked out a role play game, Dragon Warrior II is a good place to start. It's a classic role play scenario where you head out across the land in search of information, special items, companions, and clues as to how to stomp on the bad guys. The cart features a map of the entire land, including oceans, mountains, deserts, and caves. When you reach towns, castles, towers, or caves you flash to an up close and personal view which enables you to explore the buildings and talk with the inhabitants.



Talk to everyone!

**PRO TIP:** Here's a standard role play tip. Before you save your game with the King or the Wizard in the different towns, charge yourself up at the inn, buy whatever you want to buy, and equip yourself completely. That way if you somehow forget to save your game you don't have to waste time and money buying all of those items again.



**PRO TIP:** To cross the ocean, jam over to the town of Lienport and rescue the girl held hostage by the evil Gremkins. She'll have a solution to your problem.

## Pump Yourself Up

You may be the heir to Midenhall Castle, but you're a wimp at the beginning of the game. To get really buffed you've got to head on out and battle some bad guys. Just as in any role play, it's a good idea to stick close to town and build your



## Check out your character's status.

character up before you go for a cruise. Dragon Warrior II features the same menu and command options as Dragon Warrior.

You get really hyped, of course, by destroying the bogus beasts, creepy creatures, and other assorted monsters and goons partying outside of the towns. When you run across these dweebs the

screen switches to a battle scene where you'll come face to face with whatever is waiting to chew on your hide. With experience you'll learn how to defeat the different enemies. You also decide how each character will fight.

**PRO TIP:** Sometimes the dumbest thing to do is to try to be too cool! If you're only packing a weak sword and you come face to face with a Baboon, run!

You earn points and gold by trashing the bad guys. Earn enough points and you advance to higher levels, with more Hit Points, Magic Points, Defense Points, etc. Use your gold to buy



## Buy some weapons.

weapons, armor, special items like potions, and to revive yourself or your companions in the Houses of Healing.



## Revive a dead comrade.

**PRO TIP:** Early on in your quest it's smart to carry as much of the Medical Herb as you can, along with an Antidote Herb or two. Otherwise, you're going to die alot!

**PRO TIP:** If one of your characters dies you can trade that character's items to someone else. For example, if Arthro gets bumped off, your character and Elmi can still use his Medical Herbs, etc.

# Dragon Warrior II



## **Cruisin' for Bruisin'**

Once you've built up a little strength it's time to head out across the countryside in search of bigger and better things. You won't be able to advance to some areas until you've completed all of the tasks in the area you're in. That's cool because you won't be strong enough to battle the bad guys in the next area.

**PRO TIP:** Your journey begins at Nidenhall Castle. Once you've reached Level 3 head west in search of Leftwyna. From there head north to the Castle of Cannock. When you've reached Level 6

you've got the stuff to head northeast to the Spring of Bravery.



**PRO TIP:** You'll discover doors in many areas that you can't open because you

need the Keys. You'll find the first key, the Silver Key, in a cave west of Cannock. Try not to explore this cave on your own.

**PRO TIP:** You'll have to search for the elusive Golden Key in the town of Zaban. Look for a friendly dog to help you.

## **Motley Crew**

Lucky for you some of the younger royal set of the nearby castles have decided to help you defeat Hargon - namely the Prince of Cannock and the Princess of Moonbrooke. The problem is you've got to find these two before they can help you.

**PRO TIP:** You'll just miss the Prince when you visit the Spring of Bravery. To catch up with him try checking out the Inn in Midenhall, Leftwyna, and Cannock.

**PRO TIP:** You won't find the Princess until you journey to the second major area of the game. She thinks she's a dog, but if you let her look at herself in the mirror you might convince her otherwise.

Neither the Prince nor the Princess have your fighting skills, and they can't carry weapons as powerful as yours, but both of them know awesome magic. With a little strategy on your part their skills are a perfect complement to yours.

## **All This and Dragon Warrior, Too!**

In order to even find Hargon you face countless hours of exploration, battles, and even aimless wandering! If you liked Dragon Warrior you'll enjoy Dragon Warrior II. It's a good role play for beginners and average gamers, but although advanced gamers may enjoy it, they may find it a little tame. And, hey, if you haven't tried Dragon Warrior, check it out first. It's fun to do these games in sequence to get the full effect of the saga. You'll be a legend in your own time before you know it!

**Dragon Warrior II by Enix America (Price Not Available - Available Fall '90).**



ILLUSTRATION: ERIC LEE

## By Andromeda

Candy's dreams have all turned into nightmares – that is, ever since she discovered she's trapped in them. During one of her visits to the Land of Nod Candy's favorite dolls came to life, and now they're determined to keep her from ever waking up again. Who will save her? Well, Mr. Sandman is all booked up, so Candy's best friend, Bon-Bon (alias you), is the next best person for the job.

## Oh, You Beautiful Doll

To rescue Candy you must defeat the wicked dolls in each of eight dollhouses, and then take on the challenge of Mendel Palace. You can take along a



**House hunting here can lead to real headaches!**

friend (Non-Non) to help you in cooperative play, or to compete against you.

**PRO TIP:** Check out S.W.A.T. to discover how you can play an extra 100 rounds of Mendel Palace.

To clear each dollhouse you'll have to wipe out all of the wicked dolls in the ten increasingly difficult rounds found in

ILLUSTRATION: FRANCIS MAD

each house. Each round is a grid of panels. The dolls run, jump, dance, and even swim around the panels, and you race around after them...or away from them. To get rid of a doll you have to smash it against the edge, or a wall, of the grid. You do this by shuffling the panels with your feet, causing the dolls to slide into the walls.

There's a different kind of doll in each house, and each one has a unique and surprising trick up its sleeve. For instance, the Tako, seemingly innocent dancing dolls, whirl and twirl faster and faster, becoming more and more difficult to avoid. The Moko-Moko, kind of a cross between Yoda and a unicorn, will sometimes split into two Moko-Moko's when you smash them against the wall.



**PRO TIP:** The Sumo dolls jump up and smash down on the panels, sending you sliding across an entire row. Try to get as many Sumo's as you can in a row and then jump.

*They'll all start jumping and often end up smashing each other against the wall.*



**PRO TIP:** The Dragon dolls leap into the air constantly, and you can't knock them against the wall when they're jumping. The trick is to wait until they land and then quickly shuffle the panel before they can jump again.



**PRO TIP:** You'll notice the Vinci kneel and draw on panels with their chalk. Once they've completed their drawing you can't move that panel anymore. Don't let them box you in! Watch out for the Ghost Vinci that appear in the Vinci House. Those are just as deadly as the real Vinci, but hard to see – they're just chalk outlines.

As you shuffle the panels you'll discover all kinds of hidden surprises beneath them that either make it easier or



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more difficult to stop the dolls. For example, kick one panel and you may uncover a Cross Panel which shuffles an entire row of panels and knocks dolls every which way. Kick over another panel and you'll reveal an Enemy Panel which creates more dolls.



**PROTIP:** Try to turn over the Enemy Panels as soon as you see them or you'll have more dolls attacking you than you can manage.

**PROTIP:** Use Attack Panels to fly down rows of panels and smash all of the dolls in your path. If you can get two Attack Panels revolving in opposite directions and then get between the two, you'll fly back and forth endlessly. Now, wait for the enemy dolls to attack you and wipe them out one by one.

**PROTIP:** You can't walk on the Metal Panels, but you can smash enemy dolls against them.



**PROTIP:** The Sun Panels shuffle all of the panels and usually wipe out a lot of dolls. A caution though: Don't shuffle the Sun Panel after you've cleared a room of dolls. You might accidentally turn over an Enemy Panel, which will create a new doll, and you'll have to redo the room.



**PROTIP:** Some rooms have a time limit and the dolls speed up when time expires. Run across Time Panels to give yourself five extra seconds of time.



**PROTIP:** Star Panels are the most common panels and for a good reason. You'll earn a 1-Up if you collect 100 of them. Watch for the special panel that turns the screen into a Bonus Round filled with Stars.



**PROTIP:** Grab the Special Star Panel that earns you 10 regular Stars.

**PROTIP:** You can also grab a 1-Up with the Roulette Panel. Four different items spin on this panel. Hop on at just the right time and you'll earn a 1-Up.

**PROTIP:** After you've cleared a room you have a few seconds until you advance to the next room. Use this time to grab any Stars you can. They'll still count!

## What a Doll!

You may think you're too old to play with dolls but reserve your judgment until you've checked out this title. Ever-clever Hudson Soft has created yet another original game at a time when we're seeing fewer and fewer carts that feature anything original or innovative. And it's nice to see a title with a theme that seems to be oriented towards the growing ranks of female gamers! Hello, doll!

**Mendel Palace by Hudson Soft (\$44.95 -- Available Fall 90).**



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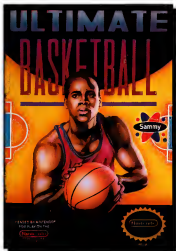
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## By Andromeda

As Jay McCray, space-age wonderboy and all around good guy, you've got your work cut out for you. You wanted to be just like Dad, a member of a Space Colony Team in the Silius Solar System. The problem is that Dad, along with the rest of the #428 Space Colony Team, got blown to smithereens by a crew of space terrorists on the rampage. Now it's up to you to deliver your father's plans for the Space Colony development into the right hands. Along the way you'll have to destroy the terrorists and hopefully avenge your father's death.

## Silius Stages

As you seek out and destroy the terrorists you'll battle through five stages of vertically and horizontally scrolling action.



**PRO TIP:** To make this tricky jump in Stage 4 try the following: Move to the edge of the platform and jump to lure the first flying blue creature in your direction. Either shoot the alien or duck under it. Now leap quickly across the four dropping platforms and shoot at the second blue alien that's coming your way. If your timing is right you won't be knocked into the void.

Stage 1 to the Giant Exodus Spaceship at the end of Stage 5, some of these bosses are easy to beat and some are difficult. Just remember to go after each boss's vulnerable point (as shown in the manual) and choose your weapons carefully. To end the game you'll have to defeat a giant Android who looks like a metallic human skeleton.

**PRO TIP:** To destroy Stage 2's War Vehicle Tank Robot Jump and use your Homing Missiles to blast the tank's blue eye.



**PRO TIP:** The Troop of Cannons at the end of Stage 3 is one of the toughest bosses to beat. There is a safe spot for you to stand, just behind the ledge to the left of the boss (as shown in the screen). Check out the firing patterns. The left Laser fires, and then the right Laser fires. The three Cannons on the right fire in sequence from top to bottom. The firing of ten works so that the right Laser and the middle Cannon fire simultaneously, and then you can jump up and over the bottom Cannon's fire and blast the boss in the eye between the first and second Cannons. Repeat this procedure until the boss blows up!

# JOURNEY TO SILIUS

In Stages One and Two you'll fight metallic monsters and other assorted tin terrorists inside the ruined space colony. The twisting, turning tunnels of the dark, deserted colony make for rough going.

**PRO TIP:** When you reach the small space-age tank in Stage Two stand to the far left, keeping the tank just on the right edge of the screen. Jump to dodge the tank's blasts and fire back when you land.

Stages Three, Four, and Five pit you against robotic creatures and "Alien" lookalikes as you race through the hit-tech confines of the Terrorist Headquarters and the Spaceship Factory. Laser blasting terrorists, weird metallic machinery, and even space-age spiders lie in wait for you around every corner.

## Winning Weapons

When your adventure begins you might experience a moment of panic as you realize you're taking on brigades of metallic terrorists with only a Hand Gun to defend yourself. Fortunately you get more powerful weapons by blasting the metaloids. By the end of Stage 4 you could have a trusty arsenal consisting of a Machine Gun, a Shotgun, a Laser Rifle, Homing Missiles, and the ever-handly Grenade Launcher.

**PRO TIP:** Remember that your supplies of ammo for the different weapons are limited. Learn when and how to use your different weapons, so you'll have them when you need them.

## Beating the Bosses

At the end of each stage a boss terrorist lies in wait for you. Ranging from the conventional Helicopter at the end of

## Interrupted Journey

Journey to Silius features great graphics and a dynamite sound track. However, in terms of substance, the game doesn't quite live up to the way it looks. The cart won't challenge experts for long. It's likely many gamers will enjoy a Journey to Silius, but the real pros will have to consider if this trip is necessary.

**Journey to Silius by Sunsoft (\$44.95 - Available Now).**



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By C.T. Astor

It looks like a big metal thumb, or perhaps, an unpopped kernel of popcorn, but it's your vehicle for a wild trip through the galaxy in *Solar Jetman*, a new game from Tradewest.

A bunch of alien pirates nabbed the Golden Warship, took it apart, and hid the pieces on twelve alien worlds. As *Solar Jetman*, a card-carrying member of the Federation of Space Loonies, you must track down the pieces and rebuild the ship. Then, you must pilot the ship in a final showdown with the pirates.



*See...from up here it looks like New Jersey!*

## Wild Planets

*Solar Jetman* is a unique NES game. It isn't really a space shoot-em-up, although you have to shoot down enemies to survive. And it isn't a roleplaying game, although there are roleplaying elements – you shop for better weapons and defensive devices. *Solar Jetman* is a game of space exploration where you seek out hidden treasures and battle dangerous adversaries on the twelve worlds.



*Bring whatever you find back to the mother ship, or dump it in one of the special warp holes.*

During your planetary explorations, you'll encounter an unusual obstacle – gravity. Some worlds have relatively low gravity, so flying and maneuvering is as easy as driving a car. However, some

# SOLAR JETMAN

planets are an entirely different story – incredible gravitational forces threaten to smash your spaceship into the ground the moment you take off!

If the gravity doesn't get you, hordes of flying, shooting enemies will try to knock you from the sky – or at least alter your flight pattern so you crash.

## Soup Up Your Spaceship

What good would a spaceship be without some nifty weaponry? Would Captain James T. Kirk (or Captain Jean-Luc Picard) fly the starship *Enterprise* to an alien world without some trusty phasers and photon torpedoes? You'll find weapons and helpful devices such as booster rockets and shields on the same planets that hide the pieces of the Golden Warship.

*PRO TIP: Each world has special warpholes that transport any object you find back to the Mothership. To use them you must drag the object you are transporting over the hole.*

*PRO TIP: On World 1 (Prelusion), you'll find a special warp hole to a bonus level if you head to the far left at full speed when you first take off.*

## One Being's Trash...

Earthlings aren't the only litterbugs in the universe. Yep, aliens have dumped their unwanted food, garbage, and assorted objects throughout the galaxy.

But what's garbage to one person is gold to someone else, and alien trash will reap you mucho profits if you drag it back to the Mothership. And with your trash-cash you can buy some great

weapons at the Interstellar Marketing Co. Trading Post.

Time bombs, anti-gravity devices, super powerful shields, turbo boosters, and homing missiles are just a few of the items for sale. Make sure you properly

equip your space ship for the more difficult planets ahead.



*PRO TIP: In the planets' underground caverns, you can cover more ground more quickly when your ship is destroyed. Since you fly around in your spacesuit with a jetpack, you're able to maneuver better and fit into tight crevasses much easier, although you lose the safety of your ship's metal walls.*

*PRO TIP: On World 8 (Shiahkabab), you can reach a warp hole that will take you to World 13 (Urownd) by going to the upper far right at full speed when you first take off.*

## Where No One Has Gone Before

*Solar Jetman* is not as fast-paced as most NES titles – you'll do more exploring and maneuvering than fighting aliens. But it's a lot of fun, and many of the worlds are expansive and maze-like – you'll take hours to explore them. With all the weapons to choose from and the different atmospheres to test your flying skills, *Solar Jetman* is a real blast!

*Solar Jetman by Tradewest (\$48.95 – Available Fall 90).*



# The Ancient World Needs A Few Good Men



*Bandits Kings* available for NES, PC and Amiga.  
New Enhanced Microchip provides... Better Graphics! More detailed information! Better overall game play!



Start up Screen



Playing on a ship



Battle Map

The Song Empire faces two dire threats. From within - Gao Qiu, the minister of War. A man who has usurped the power of the throne from a weak, but just Emperor. His corrupting touch has infected every level of the Kingdom. Honorable men are hunted and exiled while the wicked are rewarded with positions of authority.

From outside the borders - The Mongol Horde waits for the perfect opportunity to invade. But these are the days when tigers walk as men. Join the band of outlaw heroes as they unite to defend the honor of the Empire from the evil tyranny of Gao Qiu and the might of the barbarian armies.



**Nobunaga's Ambition** - Become a Daimyo warlord in 16th century Japan. Set in the brutal warring states period, the conflict begins as the Shogun has fallen. Your quest is to use military might as well as peacetime negotiations to unite the separate provinces. With the right moves, you can secure the command of the entire nation!

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**Genghis Khan** - Become the greatest warrior the world has known. Through battles and alliances, forge the mighty Mongol Horde. With armies at your command, the empires of the world are tempting targets. Fight bravely to achieve the ultimate goal of world conquest.

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  - 2) What famous game defined the end and re-birth of the Song Empire?
    - (A) Total War (B) Romance of the Three Kingdoms (C) Genghis Khan
  - 3) What was the epic, defining the power struggle at the end of the Song?
    - (A) Romance of the Three Kingdoms (B) Genghis Khan
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# KOEI

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## By Maid Marion

Alas, it's happened again! Yet another lovely creature has been snatched by an evil monster, in this case the sinister beast-god Typhon, ruler of darkness! Unfortunately for Typhon he made a serious mistake. The maiden he chose to grab was none other than Artemis, Goddess of the Moon. She and Apollo, God of the Sun, were all set to rule the world of light together forever – and boy, is Apollo angry! Now he's out to recapture the powerful Sword of the Sun, destroy Typhon, and return Artemis to her rightful place at his side.

## On the Wings of Love

Fortunately for Apollo he's got a powerful ally. He'll battle the loathsome gods and demi-gods of the mythological world astride Pegasus, the most famous flying steed of all time. You'll view the action and the graceful flapping of Pegasus' wings from overhead in this one-player title.

You've got three lives, and you can continue three times on your quest. As Apollo you'll also have all the powers of the gods at your disposal. He wields the mighty Phelios Sword, whose powerful beam intensifies with energy.

**PRO TIP:** Power your sword to maximum levels by holding down the fire button until it's fully energized. You'll do greater damage to your enemies with fully powered sword hits.

Apollo receives other gifts during his journey. Golden Owls soar through the sky bearing weapons and special powers. When Apollo takes them with his sword they may bestow such items as a Speed Up, the Option (an extra diamond sword), the Beam (a deadly sweeping beam of light), Homing (a light beam that automatically homes in on your foes), and Across (devastating ricocheting bullets).

## No Horsing Around

To destroy Typhon you'll first have to vanquish the evil creatures, demons, and monsters found in each of the six chap-

ters. Your quest begins in Delos, a peaceful land that has been invaded by enemies too horrible to contemplate. Beware of axe-hurling Skeletons and poison-fanged Butterflies.



**PRO TIP:** Grab the Beam weapon early in Chapter One and then use it carefully – you'll only have limited shots. The Beam is excellent for destroying Dragon Heads and poison-fanged Butterflies.

In Chapter Two you'll venture into a dark and mysterious cave known as the Death Dungeon. Mysterious green hooded monsters seek to destroy you, and a giant spinning wheel fills the screen.

**PRO TIP:** Stay to the center of the screen and the projectiles hurled by the green-hooded monsters won't hit you.



**PRO TIP:** To destroy the spinning wheel stay in the lower left-hand corner and fire shots at the wheel with your weapon at full power. You'll destroy the spheres and eventually the wheel itself.

Take to the Parboiled Skies in Chapter Three where you'll battle the mighty Griffons, winged foes who are determined to end your equestrian career.



**PRO TIP:** The Griffons attack you from behind. To defeat them zig zag from side to side, luring them near the rocks. If you're lucky they'll crash into the rocks and destroy themselves.

Chapter Four's Fire Kingdom is one hot spot you'll wish you'd never explored. Fire Bees and Birds, flames, and other blazing menaces threaten to turn you and Pegasus into instant Bar-B-Que. Just when you think things are too hot to handle you'll find yourself slipping and sliding through the frozen wasteland of Chapter Five's icebound Soul. Here giant exploding boulders called Giga tumble at you in a terrifying avalanche.



*If you knock them back into the water quickly they can't throw any rocks at you.*

The final battle takes place in Chapter Seven's Temple of Typhon, the home of the evil Typhon himself.

**PRO TIP:** Destroy the green blocks to break up the ramps that deadly boulders roll down. If you destroy the ramps the boulders will fall past you instead of on top of you.

**PRO TIP:** It's safer to avoid shooting the Blue Hende because when you shoot some of them they break up into many Red Hende that attack you.

### **They Shoot Horses, Don't They?**

Just surviving each Chapter unfortunately isn't enough to save Artemis. At the end of each chapter you must venture into a Temple of Doom to defeat a horrible enemy boss, including Medusa, whose snakey head is a slithering mass of destruction, and Cerberus, the guard dog of the underworld whose vicious fangs could spell your doom.

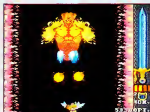
**PRO TIP:** Stay near the bottom of the screen to avoid Medusa's shots in Chapter One. Watch out for her shots which ricochet off of the side walls.



**PRO TIP:** The Grain lurk at the end of Chapter Two. To destroy them first bleed their arms, and then you'll only have to contend with the flying hende while you try to destroy the crystal eye.

**PRO TIP:** Scylla, the spinning wheel-boss in Chapter Five, is easy to destroy. When it appears quickly bleed as many of the flying purple hende as you can. As the hende spin out dodge inside of the wheel

and bleed the center. As the wheel spins in again dodge out and destroy more purple hende. Just repeat this pattern until the wheel blows up.



**PRO TIP:** Antea, the devil-boss in Chapter Four, shoots fiery hands at you. If you sit in the middle and bleed the hands with full power, you'll destroy them and get a shot in at Antea simultaneously. Then, back out to the left or the right to avoid the fire that falls from this burning monster. Repeat this pattern until he's done for.

Your final decisive battle takes place at the end of the Temple of Typhon where you must confront and destroy Typhon himself. To vanquish this fearsome fiend you'll need to grab the pieces of Phelios, the Sword of the Sun.

**PRO TIP:** As you fly through the temple destroy the Golden Orbs and grab the letters you need to spell "Phelios." When you've succeeded you'll own the Sword of the Sun. Then you're ready to destroy Typhon!

**PRO TIP:** When you reach Typhon you have a good opportunity to earn a few extra lives. Destroy the little Ninja monsters that appear above his shoulders for big points!

### **It's A Horse of a Different Color**

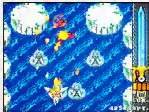
Phelios, the first Genesis title from well-known game designer Namco, is a first class cart. Gorgeous graphics, tough gameplay, and interesting animated story sequences make this an excellent addition to the Genesis stable of titles. It's up, up, and away with Phelios.

**Phelios by Namco (Price Not Available - Available Fall 88).**



**PRO TIP:** Remember that the red-spiked Gs explode when they make contact with anything.

In Chapter Six wicked Earth Demons rise up out of the waters to hurt giant stones at you and Pegasus. Beware of the Water Tarantula or you'll soon be in a watery grave.



**PRO TIP:** Watch for the Earth Demon's feet to appear at the top of the screen and bleed them as soon as you see them.





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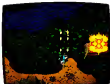
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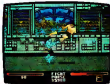
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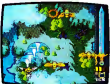
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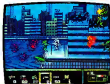
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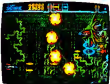
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By *Sia Mo'*

The Galactic Union's been waging war against the Lone Star System for a century. It won't take you a hundred years to fight through Thunder Force III, but a hundred hours is definitely within reach.

Thunder Force III from Hot-B is the hard flyin', hard fightin' sequel to Thunder Force II. And TF II vets can warm up their trigger fingers, this one's as tough as they come.



*The Hundred Years War continues.*

## A Perilous Journey

You pilot the Styx spacefighter through an eight stage mission to five deadly base planets and three stages on the home planet of the Lone Empire. Your stops include Hydra the Forest Planet, Gorgon the Fire Planet, Seiren the Water Planet, Hades the Rock Planet, and Ellis the Ice Planet.

Get through these murderous worlds and you reach the Lone Empire's home planet where you face the Cerberus (a huge space juggernaut), Ombese, and finally Omcore, where the Cha Os robot-monster awaits you.

**PROTIP:** When you're destroyed, don't hit Start right away. Let the screen scroll on and you can study the terrain ahead of you.

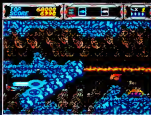
Like all flying fighting carts you have to strap in for the long haul - no passwords or saves. However, four lives, seven continues, a smattering of 1-Ups, and lives every 20,000 points help improve your odds.

**PROTIP:** Find a 1-Up on Gorgon at the bottom of the screen just past the large guided missiles. Watch out for the fire balls.

**PROTIP:** At the beginning of Seiren the Water World, blast the fourth mine to reveal a 1-Up.

## Fierce Looks

Thunder Force III's graphics are dazzling with intricate backgrounds and nicely detailed enemy creatures that easily outshine Thunder Force II's. This time, however, you don't get an overhead view. All the action scrolls horizontally, left to right.



*The action's hot on Hades.*

The mindbending graphics are a knock out, but distracting at first, especially when the screen gets crowded and the action gets hot. On the Fire Planet for example, the psychedelic red fire background waves and shimmers which makes it hard to see your ship. The Lancer pulse cannon is devastating on the Water Planet, but you'll wait the blues when its blue shots mix in with your enemies' blue bubbles and blue pulses! Nat-



*Seiren: Underwater Blues.*

urally, it's easier to focus in on targets the more defeats you suffer.

## Fighting and Flying

The Lone Empire forces feature familiar firepower, but they look great! You'll face a handsome horde of robots, space fighters, and gun emplacements. Serpents, centipedes, chambered nautiluses,

fire birds, dinosaurs, and fish are among the menacing mechanical menagerie.



*You're just bait to this boss!*

The boss thingies and the mid-level opponents are formidable adversaries. They're all large, and their attacks virtually cover all your maneuvering space. You



*Bosses attack all over the screen.*

must shoot them on the go and fly between their shots to beat them. The Twin Vulcans, the King Fish, the Combined Fortress, and Cha Os are particularly nasty.



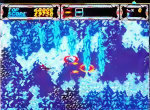
**PROTIP:** To destroy Hydra's reptilian Gargoyte, stay at the left screen edge. Fire can't reach you there, and the fire balls spread out enough for you to dodge them. Shoot the eye in the robo-dragon's stomach.

**PROTIP:** Shoot the radar antennas to destroy the Twin Vulcans at the end of Gorgon. These vulnerable spots are the shafts that pop out of the top of their heads.

This game is a thumb-numbing shooter, but fancy flying is equally important. Quick reactions and a steady hand are essential. What really eats up your lives are the unique natural hazards such as huge mountains that rise up to crush you, sizzling volcano blasts, and gigantic icicles that spear you,



**PRO TIP:** On Gargon watch the bottom of the screen. Fire spouts burst from breaks in the volcanic rock when fire bubbles.



**PRO TIP:** On Elys the icicles retract if you shoot them.

**PRO TIP:** Gargon's fire spouts block your blasts which makes it difficult to get enemies flying in behind them. Dodge, don't die.



**PRO TIP:** As soon as you encounter a narrow passageway between a mountain and the top of the screen on Hades, quickly accelerate to avoid a crushing experience.

Your seven weapons are standard stuff, but max out their power and they lay down a awesome field of fire. Like

many shoot-em-ups, you build up a hefty arsenal by shooting little robot drones that scoot across the screen.

**PRO TIP:** On Gargon you can snatch a Shield, as soon as the screen scrolling speeds up. Stay below the center line, watch out for fire balls, and keep shooting.

**PRO TIP:** On Seiren, the Shield helps you beat the end boss. After you blast the large mid-level fish-thing, immediately position yourself just below the center of the screen and keep shooting. You'll hit the drone with the Shield.

### Rolling Thunder

Thunder Force III is a straightforward flying shooter with gorgeous graphics. However, you'll have little time to admire the scenery; the challenge is excruciating. Get set to move up a level of difficulty from Thunder Force II, even minus the overhead fighting. This one is definitely recommended for serious Genesis combat pilots itching to carve another notch in their controllers.

Few shoot-em-ups steal Thunder Force III's thunder.

**Thunder Force III by Hot-B (\$56.95 - Available Fall '90).**



ILLUSTRATION: MARK THORNTON

# THUNDER FORCE III



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## By Abby Normal

Little did you know when you bade your father goodnight that evening that those simple words would be the last he would ever hear you speak. That night a hideous wolf-like animal creeps into the camp and attacks your father. Unable to help, you're forced to watch helplessly as he dies a brutal, painful death. The creature disappears without a trace, but holding back your grief, you strike out into the darkness to search for your father's murderer.

## You and Your Shadows

Ninja Spirit from IREM is a seven level, two player (non-simultaneous) tale of revenge. From the onset you wield an incredible variety of weapons including a sword, dynamite, shurikens, and a grappling hook. Each weapon has three levels of power, and you can easily change weapons anytime by simply punching Select.

In addition to the standard ninja gear, you also command "spirits." Spirits are shadow warriors that mirror your image and your moves. You get them by grabbing special power-up orbs. You can control up to two spirit shadows at once. More importantly, though, you can position them above, behind, or in front of you to serve as shields. They also use the same weapon you do.



**PROTIP:** The sword is a great weapon to block falling ammunition with when you're under aerial attack (which happens often).

## Flying Moon-doggles

The first leg of your journey (Stages 1, 2, and 3) takes you through the ruins of a

temple, a dark forest, an expansive valley, and, finally, a spooky moonlit swamp, complete with ghostly foes! Dogs, evil ninjas, animated temple statues, and tree-spirits are just a few of the enemies who attack you from every direction, including from under the ground!

**PROTIP:** Use dynamite to defeat the tree-spirit (the Stage 2 boss). Begin by positioning your Spirits above you one atop the other in a vertical line. Bombard your foe immediately. When he vibrates he's about to dive towards you. Jump

over him as he dives, pelting him as you fly overhead.



**PROTIP:** It's certain death if you give the twirling-staff soldiers the chance to hurl



their staves into the air. To prevent them from letting go of their staves, charge them the moment they make an appearance. Don't back down!

**PRO TIP:** Big boss number 3, "Hanzo the Fiend," walks softly and carries a big sword. Position yourself and your spirits in front of Hanzo, then pelt him with dynamite blasts. Take care to jump up and over him while his sword is at the lowest point of its swing. Don't fire at him as you're flying over his head. If you do, it slows your momentum and makes you drop low enough so that his sword grazes you.

### Beyond the Den of the Demons

The next leg of your journey takes you through yet another three levels of terrify-

ing danger. First, you find yourself in a subterranean passageway where the ceiling threatens to crush you. Next, you climb the side of a sheer cliff while being pelted by the Evil Wind. Finally, it's up and over the top of the cliff and right into the heat of a raging thunderstorm, where ghost warriors rain down on you from the sky.



**PRO TIP:** Begin running the moment you enter the drop-ceiling passageway and don't stop until you've reached the end.



**PRO TIP:** At the end of Stage 5, the big boss appears beneath a large boulder on the left side of the screen. Position yourself and your spirit(s) on top of the rock, and stay there. Shower dynamite down on the monster's head. Straightly enough, he won't try to run away, and his sword won't be able to hurt you either.



### Clan of the Cave Ninjas

In the seventh and final part of the journey, appropriately dubbed the Bloody Battle, you'll find yourself inside the belly of an eerie stalactite-encrusted cave. It's here that your nemesis awaits you. Getting to him presents a serious problem, however, as you must jump off a cliff to reach his hideaway. And, that's the simple part! As you free-fall downwards, ninjas with swords charge upwards, right at you. You'll have a heck of a time figuring out their flight patterns, but it can be done.



**PRO TIP:** Try swinging the grappling hook in a downward motion as you're falling down the cavern.

### Superior Spirit

Ninja Spirit is by far one of the finer TurboGrafx-16 games to hit the streets this year. As always, the graphics are incredibly detailed, colorful, and pleasing to the eye. The Spirits add a unique dimension to the game, but although they're easy to maneuver, it can get confusing when all three ninjas are jumping around at once. Some of the big bosses are a bit on the easy side, too. In the overall picture, however, the great gameplay easily overcomes these minor drawbacks. And, if you're really a hot-shot, try tackling the Turbo-Mode. In this mode you begin the game with just one life, as compared to the five you start off with in the Standard Mode. Lots of luck!

**Ninja Spirit by BREN (Price not available - Available Fall '90).**



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**WELCOME TO THE  
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By Abby Normal

Beware the devious thoughts which pass through your minds, fellow humans. Ugar's watching! Goofy name or not you'd best take this creature seriously 'cause he's the devil himself, and he's out to play games with your brain in *Psychosis*, a new cart for the TurboGrafx-16.

This isn't easy because the brilliant colors and the psychedelic 3-dimensional setting can sometimes make it quite difficult to distinguish between what's an enemy or merely part of the terrain.

**PRO TIP:** *F.Y.I. weapon power-ups are pretty scarce in the third cause. Moral to the story: Do your best not to miss out on any in Causes 1 and 2.*

even further into his demented world. He probably thinks teasing you is quite clever, but, if anything it only doubles your determination. You'll need it, too, as the creatures multiply in number and ferocity in Causes 4 and 5, the Outer Tomb of Ugar and, finally, the Resting Place.

**PRO TIP:** *To avoid getting munched by the Japanese Noh mask monsters in Cause 4, stay as far ahead of them as possible*

# PSYCHOSIS

With Ugar making the rules and using your mind as his pawn, it's a terrifying fight to the finish when you become trapped inside the darker recesses of your own imagination. There's virtually no escape, so you've little choice but to climb aboard a super-duper, mind-powered jet and battle your way out of the evil dimension in which Ugar has you trapped.



Ugar's got an eye on you!

## "Causes" and Effects

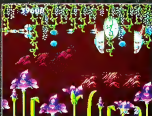
Jetting your way through five horizontally-scrolling levels called "Causes," the name of this one-player game is to upgrade your vessel's arsenal whenever possible.



A technical nightmare!



**PRO TIP:** *Dodge the multi-linked bubble creature (Cause 1) by letting it move in an upward arc over your ship. Then, as it begins to come down again back your ship up a few inches and you'll have a clear shot at its vulnerable spot, the gold colored bubble in the middle of its snake-like body.*



**PRO TIP:** *To avoid damage from the flying mask-faces that appear in the Gardens of the Dead, stay at the far left side of the screen and fire at them in a direct line as they move towards you.*

*then fly down to the lower right hand portion of the screen and keep firing. The Noh masks will breeze right over you. By continually firing you protect yourself from any smaller creatures that may be lurking down below.*

**PRO TIP:** *The final big boss has a definite pattern. To kill off the first half of its two-layered face fly up to the very top of the screen (don't hit the ceiling) and stay there without moving. Sure enough, all the balls it spits out won't hit you. Now, as the mask starts to retreat into the second half of its face, lower your ship down and fire at its head on. Repeat the process and half number one is a goner. As for the second half, well, that's up to you.*

## A Major Head Trip

From a purely visual standpoint this cart is worth its weight in gold. The graphics are gorgeous. A minor hitch: Without a TurboStick's slo-mo option, surviving certain scenes is a bit questionable. You may collapse in a heap as you attempt to survive the wrath of Ugar, but you won't get bored trying.

*Psychosis* by NEC (\$48.99 - Available Fall 80).

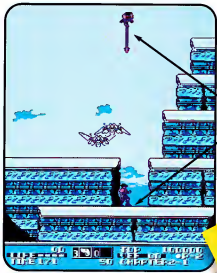


## The Devil Makes You Do It

Wagging a bony reptilian finger, Ugar beckons you (between causes) to come



# JUMP!



Power-up your anti-gravity belt, then jump almost 2 SCREENS HIGH!

END JUMP HERE!  
START JUMP HERE!

Use super-human jumping skills to climb giant cliffs & tall towers.



With Low G Man you can Run, Jump, Stab, Seize & more!



### Can You Handle the Responsibility to Save the Countries of United Earth from War-Crazed Robots?

The lives of trillions depend on you - Low G Man, the most skillful warrior alive. If you think you've got the guts, your stash will include a deadly armor-piercing spear, an electromagnetic disruptor and a super-human jump (up to 1 3/4 screens)!

### If You Fail, No One Survives!

So don't. But just in case you'll have infinite continue & a password. You'll get rapid action, detailed scrolling backgrounds,

bundles of surprises, multiple levels, infectious music, heavy power-ups, and outrageously massive Bosses.



### Are You Worthy of the Prestigious Title "Low G Man"?

Everyone can play Low G Man, but only a few can master the skills to save the CUE.

If you're ready for a game that gives you everything and only asks for your extreme concentration, then watch for Low G Man.

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# LEGENDARY AXE II

By David Winstead

Legendary Axe left TurboGrafx hack 'n slashers banging their shields for more. You can stop grinding your axes, the long-awaited sequel is finally here. In *Legendary Axe II* you are Prince Sirius, and you must win back the throne from your evil brother, Zach. That's it for the storyline, now come out swinging!

There's no mystery about *Legendary Axe II*'s intent: Chop till you drop! This one player game features both horizontally and vertically scrolling side view mayhem. You get seven levels, 12 different types of enemies, and a time limit for each level.

## More Power-Ups to You

Despite the cart's title, you begin your quest armed with the *Legendary Sword* and three *Magic Bombs*. You get three continues per game, but you earn extra continues every 50,000 points.

Vanquish enemies and they release power-ups. You can soup-up your sword's attack force and pick up the *Sickle* and *Chain* or the awesomely lethal *Axe*. Stars, Half Moons, and Medallions recharge your life meter to keep you in the fight.

## On the Levels

It isn't really clear how all the levels are actually connected, but they look good, and they're really just a backdrop for the ferocious swordplay anyway.

In the first level, you fight through the courtyard of the Royal Palace against a swarm of zombies and wild winged women. Watch out for the bizarre jumping creature that guards the palace.



**PRO TIP:** The Level 1 boss is hopping mad. When he jumps just keep swinging.

In Level 2, you slice your way through the dungeons. Test your jumping skills by leaping across falling metal boxes up a waterfall. The stone boss is a real hardhead so power-up.

Level 3 is an armful, but while you're ducking the wall's skeleton limbs, don't overlook the axe-throwers or the skeleton soldiers. The boss swings a mean ball and chain, so quickly attack him at the right edge of the screen. Beat him, however, and you really have a ball!



**PRO TIP:** Shatter the dragon skulls to recharge Half Moons for one life.

Level 4 keeps you on your toes as you hop onto stone heads up the dungeon wall. Step lightly, some heads are fragile. The boss at the top is a real doll! Use five *Magic Bombs* accurately or it splits into a dolly gang.



**PRO TIP:** Go up the left side of Level 4 to find a dragon with seven extra lives.

Level 5 takes you into narrow underground caves overflowing with pink slime. Defeat the snake boss with *Magic Bombs*. If you run out, try to hit its head.



Keep the Doll boss from ganging up on you.

Lightning adds some deadly flash to Level 6. Head to the top of the shrine to defeat the golden robot. Stay on your knees and keep swinging to protect yourself from his rolling bombs.

The final level is a high tech nightmare starring robots firing homing missiles and laser cannons. Beware of the deadly electromagnets; they find you very attractive!

## The Legend Continues

*Legendary Axe II* has the same magic as the first version, but with snazzier graphics. You get more power-ups here so you can stay in the hunt longer, enhancing the game's arcade feel. There's also a better variety of enemies.

If you like thumb-numbing, hack-em, slash-em action, give this sequel a try! Remember, you axed for it!

*Legendary Axe II* by NEC (\$51.99 - Available Fall 1990).



# Stab!



Stab a frozen ForceFace to gain the powerful Wave!



The spear really helps when climbing the mighty cliffs!

Power-up your spear to attack "Long-distance"!



**Do You Have the Intense Concentration Required to Save the Countries of United Earth from War-Crazed Robots?**

The lives of trillions depend on you – Low G Man, the most incredible warrior alive. If you are to succeed in your near impossible quest, you must master the deadly armor-piercing spear, an electro-magnetic disruptor pistol and a super-human jump (up to 1 3/4 screens)!

**If You Don't Master the Spear, You'll Die a Quick Death!**

After you power-up your anti-gravity backpack you can blast from above: WAY ABOVE! Stab or use one of your many acquired weapons:

a Boomerang, Fireball, Bomb, or the awesome Wave! You get blazing action, detailed scrolling backgrounds, multiple levels, heavy power-ups, infectious music, *infinite continue & password.*

**Are You Worthy of "Low G Man"?**

Everyone can play Low G Man, but only a few can master it.

If you're ready for a game that gives you everything and only asks for your extreme concentration, then watch for Low G Man.



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## By Ann Arctic

Life in the kingdom of penguins was always happy and festive. How could it not be? After all, they sport permanent mini-tuxedos! Alas, the festivities came to a screeching halt one day when an unwelcome guest named Borbon decided that the penguins were having too much fun. Using his wicked magic, Borbon cast an evil spell over all the pencils, erasers, crayons, and metal clips, turning them into wicked creatures. With the help of his newly animated servants, Borbon blocked all of the passageways of the castle, trapping the penguins.

Fearing for the lives of his subjects, the king called upon the fastest and bravest penguin in the kingdom, his son Prince Pendrich. The burden of undoing Borbon's spell now rests on the tiny shoulders of Pendrich. However, before he can get to Borbon's hideaway, Pendrich must first travel through the expanses of the castle and de-animate all of Borbon's servants.

## Eraser Heads

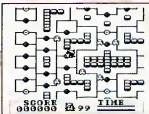
Pendrich's trek takes him through the entire 40 room layout of the penguin castle. Each room is divided into small areas called "panels". Racing against the clock, it's Pendrich's task to remove from the panels all pencils, erasers, paper clips, etc. To do this Pendrich must make use of two, different types of dots (black ones and white ones) called "seals".

Found along the walkways, seals can be used in different ways. By kicking the black seals at the enemy, Pendrich can knock those outta' control office supplies right off the screen and into oblivion! The white seals, on the other hand, can be used for more strategic purposes. Each time Pendrich picks up a

white seal, the enemy will automatically reverse the direction in which it's moving.

**PRO TIP:** Erasers and Paper Clips (the most often encountered enemies) will never travel down the length of a room without turning off at the point where the panel sections meet, forming a corner.

**PRO TIP:** Don't challenge an Eraser to a race! More simply put, when Pendrich travels across a pathway in one direction and an Eraser travels towards him in the opposite direction, make a quick guesstimate of Pendrich's distance from the seal before proceeding. Why? If Pendrich doesn't have a good head-start on the enemy, he will rarely have enough time to reach the seal and still get into the optimal kick-position, before getting killed.



**PRO TIP:** The higher the room number, the greater the number of panels to be cleared. Because of this, it is a good idea to stick to one panel and complete it, before moving on to the next.

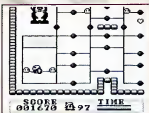
## Talkin' 'Bout My Re-Generation

Pendrich's great speed and agility are a big plus for getting through the first 20 rooms of the castle. Once you pass the half-way mark, however, it's going to take not only speed, but planning and strategy as well. Also, not all rooms have the white seals which is very unfortunate, as their direction-changing powers are very handy when Pendrich is in danger of being cornered.

**PRO TIP:** Erasers and Paper Clips have a very annoying habit of regenerating at

most anywhere, anytime. Be especially wary of the corners, that is where they will most often regenerate.

**PRO TIP:** Enemies will blink on and off as they regenerate. Unfortunately, while they're flashing they're also invincible. The moral of the story: Don't waste a seal on them.



**PRO TIP:** Use both types of seals to fling several enemies off the screen at the same time! How? Position Pendrich in front of either a white or a black seal. Then, wait for a couple of enemies to come skating along the same line. When they do, simply grab the seal and both of them will be carried away at once. Also, if there is one black seal left inside of a panel, and two or more enemies come into the panel, all Pendrich has to do is kick the seal (not necessarily at an enemy), and off they go!

There's no doubt about it, this is one perilous penguin-journey. Frustration, panic, elation – you'll feel them all. Each time you master a room, though, you'll receive that much needed burst of glory which is just what you need to carry on. A minor problem: Pendrich is a little guy, making him a bit difficult to find amidst all the panels and creatures in the upper levels. Overall, Amazing Penguin is a great, enjoyable one-player challenge.

**Amazing Penguin by Natsumo (\$27.50 – Available Fall '90).**



# AMAZING PENGUIN

# Seize!



Play bombardier in  
the Hover vehicle!



Snag a few Wave weapons to  
help in your grueling fight!



Climb on ceilings using the Spider!  
Spray bullets with the help of the Walker!



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Required to Save the Countries of  
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netic disruptor pistol and a super-human jump (up to 1 3/4 screens)!

**Are You Sly Enough to Seize  
Enemy Vehicles & Weapons?**

Capture the Hover, Walker, and amazing Spider vehicles! Freeze the enemy with your EMDP, then jump on and stab the robot driver.

With these vehicles you'll have loads of weapons and you can pilfer even more: a Bomb, Fireball, Boomerang, and the mighty Wave!

With Low G Man you get blazing action, detailed scrolling backgrounds, infectious music, multiple levels, heavy power-ups, infinite continue & a password.

**Can You Handle "Low G Man"?**

If you're ready for a game that gives you everything and only asks for your extreme concentration, then watch for Low G Man.

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By Charlie T. Aslan

"Quick...give me a six-letter word with an 'X' in it!"

That's something you may hear a lot this winter because Super Scrabble from Milton Bradley will be available for the Game Boy. Super Scrabble lets you play versus the computer, head-to-head against a friend (using the link or with one Game Boy), or solitaire against the clock.

## SUPER SCRABBLE

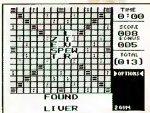
Scrabble is one of the nation's favorite board games with over 50 million sets sold in the U.S. alone. Invented during the Depression by an architect named Alfred Butts, the game has stood the test of time, spawning tournaments with prizes as high as \$10,000.

### Rules To Live By

If you've never played Scrabble, here are the rules in a nutshell:

The game is played on a 15 by 15 grid board. In the beginning of the game each player chooses seven letter tiles at random for play. The player that goes first must create a word from his letters that's at least two letters long.

Once the first words in place, the player selects new tiles to replace the ones he used and the next player tries to create another word by adding letters to the existing letters on the gameboard, either horizontally or vertically.



"Liver," huh? I suppose you'll try "pan-cress" next!

**PRO TIP:** When playing the computer, keep this two-letter word list handy to get yourself out of tight situations: AA, AD, AE, AH, AI, AM, AN, AR, AS, AT, AW, AX, AY, BA, BE, BI, BO, BY, DA, DE, DO, EF, EH, EL, EM, EN, ER, ES, ET, EX, FA, GO, HA, HE, HI, HO, ID, IF, IN, IS, IT, JO, KA, LA, LI, LO, MA, ME, MI, MU, MY, NA, NO, NI, OO, OF, OH, OM, ON, OP, OR, OS, OW, OX, OY, PA, PE, PI, RE, SH, SI, SO, TA, TI, TO, UN, UP, US, UT, WE, WO, XI, XU, YA, and YE. All of these two-letter words are acceptable in the game of Scrabble.

### Triple Word Scores

Every letter has a point value... the less common the letter, the higher its value. A "Z" or a "Q" is worth 10 points; the most valuable letters. Common vowels like "E", "A" and "O" are only worth one point.

Bonus squares play a big factor in scoring. There are Double Word Score and Triple Word Score squares, as well as Double Letter Score and Triple Letter Score squares. Place a word like "oxidize" over a Triple Word Score square and you'll rake in the points!



It becomes tough to find a home for all your letters at the end of the game.

If you use all your letters during one turn, it's known as a "Bingo." A Bingo is definitely something to shoot for in Scrabble - it's worth a 50-point bonus.

**PRO TIP:** Use the letter "S" sparingly. If you can't make two words using one "S" you're wasting the letter. "S" becomes extremely valuable at the end of the game when there isn't any place for new words. By adding "S" to any noun you

create an entirely new word and collect plenty of points.

### Scrabbled Eggs

If you're a Scrabble aficionado, you're going to be very happy with this cart. It remains faithful to the board game and has over 40,000 words in its memory.



There are over 40,000 words in this cart's memory - but "silver" isn't one of them!

With five different skill levels and a solitaire (playing against a timer rather than an opponent) option, Super Scrabble is great for players of all skill levels. And since there is nothing to hit, shoot, smash, jump over or run through in this game, it is easy to see on the Game Boy. There's even a Zoom feature to get a closeup of any portion of the game board you choose.

FINAL SCORES	
PLAYER 1	
SCORE USED	256
REDUCED	00
BONUS	12
TOTAL SCORE	268
COMPUTER	
SCORE USED	328
REDUCED	12
BONUS	00
TOTAL SCORE	316

The computer got us this time, but just wait...next time we'll use our dictionary.

Playing Super Scrabble is sort of like building a crossword puzzle backwards. Words are all interconnected, but there are no clues to tell you what words to build. That is left to your imagination, and the luck of the draw.

Super Scrabble by Milton Bradley (\$27.95 - Available Winter 90).





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Most videogamers will want to hog Pictionary all to themselves for the arcade action. Others might choose to play the electronic version of the legendary board game. Better yet, everyone can join in on the fast-paced, video quick-draw super arcade action together. So, get ready for Pictionary like it's never been played before.



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## By Gideon

The Merriam Webster Dictionary defines "xenophobe" as: One unduly fearful of what is foreign, and especially of people of foreign origin. However, considering Atari's latest Lynx hit, *Xenophobe*, a more accurate definition would be: A consuming terror of swarms of hideous alien monsters bent upon devouring your flesh aboard a deserted space station!

## Human Hors D'oeuvres

The setting is several hundreds of years in the future, on a planet that's home to the remnants of the population of Earth. This planet is under the constant threat of attack by the dreaded Xenos - a race of nightmare creatures intent upon consuming the entire human race! To defend against further Xenos attacks, a system of nine space stations guards the planet. Now, all contact with the space stations has been ominously cut off! The last garbled transmission warned that they had all been overrun by the Xenos! It's your task, along with up to three other friends via the Comlynx cable, to venture to the stations and eradicate the Xenos once and for all.

You can be any one of nine different characters on this mission, including the old veteran Col. Schlokn, the curvaceous Dr. Pink, the half man-half duck Dr. Kwak, and the robot U2 R B52. Once a character meets his end, you can continue as another character until all the characters have died off. In multiplayer games, each player has fewer lives since all Comlynxed players must share the same pool of nine characters.



Choose among 9 different heroes.

## In Space, No One Can Hear You Scream!

To begin the game, you beam aboard a deserted space station, and the only way

to get off is to seek out and destroy ALL the Xenos aboard. Each station is bursting at the seams with all kinds of alien nasties, from the Pocs that they hatch from to the large, leaping Snottopillar that spits slimy phlegm at you!

Computer screens located in various sections of the station helpfully display the percentage of Xenos that remain as you continue your hunt. Each character begins with 2000 health units which decreases each time you're attacked or hit by Xenos projectiles. Be extra careful of the Critters and the Tentacles, who latch onto you and drain your health units.



**PRO TIP:** Avoid overhead tentacles by crawling and floor tentacles by jumping over them.



**PRO TIP:** An alarm sounds whenever a Critter latches onto you. Throw it off by quickly jumping around.

## Levels of Terror

Every space station features a different number of levels, but there are always

# XENOPHOBE



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# XENO

eight rooms per level. In multi-level stations, you must use an elevator to move between levels, which offers a brief escape from the carnage. On certain stations, you can venture outside into the alien landscape.

Regardless of where you are, Xenos lurk behind every corner. Be especially wary of Fester, the largest Xenos creature, who pops up when you least expect it and paralyzes you with his telekinetic gaze. He also launches Xenos pods that can bowl you over and hatch new Xenoses.



**PRO TIP:** Break out of Fester's control by hitting the jump button.

## Armed to the Max

Fortunately, you have an arsenal of five weapons at your disposal. You begin with a phaser, but you'll discover more powerful weapons such as the Lightning Rifle and the Poofier Gun as you explore each level. Keep track of the maintenance droids; they often carry extra weapons. You'll also come across grenades that can destroy large groups of Xenos at a time.



**The robots are your only chance if you ever lose your weapon.**



**PRO TIP:** Use all your grenades when your health units dip near zero, since you can't carry grenades over to your next character.

## Mission: Impossible

You can use three methods to finish a mission. Method One is to stay alive as long as possible until the Xenos completely overrun the station. You'll automatically transport back to your ship just before the station explodes; however, you won't receive any bonus points for your efforts. Method Two is to completely eradicate all the Xenos in the station. You return to your ship a triumphant hero and reap bonus points galore. Method Three is to locate the Self Destruct mechanism aboard certain stations and destroy them. You are automatically transported back to the ship before detonation, and you receive bonus points for each Xenos destroyed before the station blew up.



**PRO TIP:** Save lives and health units by making some of the stations self-destruct.

## Stellar Scarefest

Xenophobia is a faithful adaptation of the arcade megahit. The graphics take full advantage of the Lynx's color capabilities, and the action is fast and furious. The game itself isn't extremely difficult, but the fun of blasting zillions of slimy, goopy aliens makes it an addictively good time for all.

**Xenophobia by Atari (\$34.95 - Available Fall '90).**



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# SWAT

## TIPS-TRICKS PASSWORDS

SECRET WEAPONS  
SECRET STAGES

### Rescue Rangers (Nintendo)

#### Crate Trick



Stack some metal crates straight up and then take two from the bottom so that there is a two crate space to fit your chipmunk into. Stand under the crates and rapidly hit Button A to jump. You'll go up through the crates and end up on the top of the stack!

Michael Bretsch, Worthington, OH

### Alex Kidd in the Enchanted Castle (Genesis)

#### An Easier Way into the Sky Castle



At the beginning of the Sky Castle stage use the Pedicopter to fly up and onto the ledge outside of the castle. Grab the treasure chests that you find along the way. When you've gone as far up as you can go you'll find a ledge on the right. Land on the ledge, lie on your stomach, and punch. You'll break an opening in the castle wall. Crawl through this opening and you'll find yourself beginning on a higher level of the Castle.

Jon Paleologos, Horsham, PA

### Ninja Gaiden II (Nintendo)

#### Sound Tests!



There are three different sound tests on Ninja Gaiden II. The first sound test plays all of the music from Ninja Gaiden II, and you will see a cartoon-style picture of Ryu Hayabusa. To make this sound test appear, press the control cross to the upper left corner while pressing Select, B, A, and Start simultaneously during the title screen.



The second sound test has a picture of Irene Lew and allows you to check out the music also. To get this one to work, just wait until the title screen fades to black, then press Start (the title screen should then reappear). Now press the control cross to the upper left corner, A, B, and Start simultaneously.



The third sound test will show a picture of both Irene and Ryu. The menu will also let you check out the music and sounds with names. You will also see a meter for each channel of sound. To get to this, let the title screen fade to black then press start (the title screen should reappear), let the title fade to black again, then press start. Now press the control cross to the upper left corner, A, B, and Start simultaneously.

### Mendel Palace (Nintendo)

#### Extra Stages



Press Select and Start and hold them while turning the power on simultaneously. Now play the extra stages!

# HEY ALIEN!



A thousand years ago, the ancient Japanese city of Kyoto is threatened by predatory aliens which swoop down from the sky. It is up to you to repel the attack—by digging underground traps in which to bury the monsters alive!! But when? And where? That's for you to decide!!



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# TIPS/TACTICS PASSWORDS

SECRET WEAPONS  
HIDDEN TREASURES

## Boxxle (Game Boy)

### Passwords



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Here are the passwords to each area of the game:

1. BDBD
2. DBBD
3. GBBG
4. HBBH
5. JBBJ
6. KBBK
7. LBL L
8. MBBM
9. NBBN
10. PBBP
11. QBBQ

Chadwick Severn, Ontario, Canada

## Metal Gear (Nintendo)

### Password

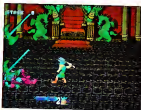
Here's a password that takes you to the end of the game with the last boss destroyed:

T1111 11611  
1111 11111  
11116

Jazz Fokzon, Sanborn, IA

## Golden Axe (Genesis)

### Get Up to Three Axes out of Death Bringer



You can get up to two Axes out of Death Bringer in a one-player game. The trick is to save your magic and kill him by fighting him. Then, just after you strike the last blow that kills him, immediately

use your magic. Two axes will fly into the air and bury themselves in Death Bringer's chest. In a two-player game you can get three axes. To do this divert the two Skeletons while you attack Death Bringer. Back Death Bringer into a corner on one side of the room and begin slashing him with your weapon just fast enough not to knock him down. Continue slashing him and have your partner walk straight up and down on the far side of the room. If your partner can get both Skeletons to follow him up and down the room, they can't hit him and they won't attack you. But remember, just as Death Bringer dies be quick with your magic or you won't get all three Axes.

Toby Boyd, Texarkana, TX

## Golden Axe (Genesis)

### Up to 30 Men



Now you can begin a one-player game with up to 30 men. Select a one-player game and select Arcade Mode. Next, press and hold the bottom Left corner on the directional pad, making the warriors spin continuously. As you do this press Buttons A and C simultaneously. Now, let go of everything and press Start. You'll have nine credits instead of three!

Brian Johnson, Ontario, Canada

## China Warrior (Genesis)

### Invincibility



Make sure both turbo switches are down, then reset the game while holding Buttons 1, 2, and Select simultaneously. Now, push Up once. Then release both buttons and hit Select. Then push Up three times, Right six times, Down two times, and Left two times.

Scott Sheldon, Tustin, CA

# Let's Get Mercenary!



mercenary  
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# TIPS & TACTICS PASSWORDS

SECRET WEAPONS  
HOW TO WIN

## Target Earth (Genesis)

### A Fighting Trick

Having trouble fighting off the Zoutafel (those middle sized green ships that turn on a dime) and all of the other menaces on the third stage? Try the following trick. Get as many of your enemies as you can to follow you, go down to Earth's atmosphere, and slam on the brakes! The ships that were dumb enough to follow you go by into the atmosphere. If they stay there for at least two seconds, they'll perish. You get rid of some enemies and save ammunition to boot!

Michael Blaze, Bedford, NH

## Wonderboy III (Sega Master System)



### Password

Hint 1: Begin as Wonderboy with tons of money, maximum charm stones, a little bit of magic, and every single kind of sword, shield, and armor.

3YGUPYZ ZY7K NRR

John Pennal, Toronto, Canada

## Target Earth (Genesis)

Get All of Your Weapons on the First Level



To earn all of the weapons on the first level you have to destroy the warship at 52 miles or before the base. While getting to the warship don't destroy any other enemies during the entire first stage or the trick won't work. If you do the trick correctly you'll have 2800 points and no bonus weapons. Now, when you begin the Stage 2, you'll discover that you have all of the weapons.

Al McInvin, Oklahoma, OK

## Target Earth (Genesis)

### Infinite Continues



To continue infinitely play to Level 2 or any level after Level 1. Now die, then go to the Options screen and press Start. A girl appears along with the words "Continue Up." Next, exit the Options screen. You'll see the title screen and you should have nine continues. You can repeat this procedure any time during the game but only if you have under three continues left!

John Williams, Oak Ridge North, TX

## Wall Street Kid (Nintendo)

### Password



Here's the last code for Wall Street Kid:

MCAiB 10W0? SH40Q 2020E  
0?%4? 4?%-4 2V8MK CQ208  
M30C0 C

Marc Brunet and Gary Poff,

## Super Mario Land (Game Boy)

### Change the Music

Put Super Mario Land into your Game Boy and plug in a pair of headphones, pushing them all the way in. When you're in World 1-1 let Mario stand still while you slowly pull the headphones out of the Game Boy until the music changes.

Joe McQuiston, Corry, PA

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# TIPS-TACTICS PASSWORDS

SECRET WEAPONS  
SECRET TACTICS

## World Championship Wrestling (Nintendo)

Become the Champion



With this code you're only two victories away from becoming the World Championship Wrestling Master as the Road Warrior Animal.

H5YT 1YQ7 OHNZ

Jeremy Kautz, Antigo, WI

## Snake's Revenge (Nintendo)

Password



To get to the last building with everything you can have and the highest rank input the following code:

5WN3 8#MV RML9 BRP!  
%IHT N67Z 3QZ8 26

Juan Gutierrez, Chihuahua, Mexico

## A Boy and His Blob (Nintendo)

Run Off the Cliff



Sometimes the Boy can run off a cliff and you'll still have the option of running back onto the cliff. To do this, get a running start. Then, when you're near a cliff, simply let go of the control pad. The Boy slides. If he slides off the cliff, you'll be able to make him run back onto the cliff, or if you want him to look down and fall, don't touch the control pad at all.

Marc Klontz, Eastlake, OH

## Captain Skyhawk (Nintendo)

Skip Levels



Skip levels during any level of play at any time by simultaneously pushing Buttons A, B, and Up on Controller 2 - you'll automatically jump to the next mission! This trick doesn't work on the final alien boss stage.

David Mandl and Jason Bettio,

## Herzog Zwei (Genesis)

Password



Here's a code for the Blue Army Victory:

IEJOJEIKNLA

Derin Zerr, Sioux Falls, SD

## Ninja Gaiden II (Nintendo)

Grab Lots of 1-Ups

In Stage 4-2, grab the 1-Up, run back to the beginning of this part of the Stage, climb up and then back down the ladder, and then grab the 1-Up again! By repeating this over and over you can build up to nine Ninjas in reserve!

Mario Salvatore Librizzi, Cicero, IL

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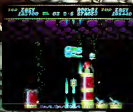
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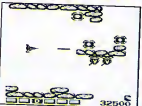




# TIP-TACTICS PASSWORDS

## Nemesis (Game Boy)

### Find the Level 2 Bonus Round

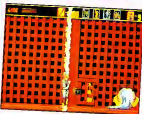


To reach the Bonus Round on Level 2 do the following: When you get close to the end of the stage and pass the squarish robot, you'll find two "coda's," one on the top and one on the bottom of the screen. Destroy the one on the top and go through the space where it was. You're in the Bonus Round!

Chadwick Severn, Ontario, Canada

## Revenge of Shinobi (Genesis)

### Kill Neo Zeed in 15-20 Seconds



When you reach Level 8 stock up with Ninjitsu Magic. Try not to use any of it, except Miijn - the Art of

Pulverizing. You may use that when you get to the room before Zeed (the one that says exit). Get the power pack on the left wall, then go get Zeed. As soon as you enter the room with Zeed use your Ikazuchi Magic. When Zeed reaches the top kneel down right next to him and start firing at will. In about 10 seconds you'll lose your Ikazuchi Magic. Immediately use your Ikazuchi Magic again, kneel down right next to Zeed, and keep firing at will. You should kill Zeed in about five more seconds!

Louis Zimmerman, LaVista, NE

## Air Diver (Genesis)

### Invincibility



To become invincible turn the power on and go to an area of the map where there are no enemies. Hold down Start while you press A, B, C, B, A, A, B, C, B, A, and B. Release Start and then hold it down again until the round starts. You're invincible!

Reginald Stewart, Cleveland, OH

## Timeball (TurboGrafx-16)

### Reach 100 Levels



Type in the following code to have access to the first 100 levels of the game:

10898.

When you complete level 100 you finish the game.

Eric Apel, Chesterland, OH

## After Burner (Genesis)

### Level Select



To warp as high as level 20 try the following: When the Start prompt appears on the title screen press and hold Button C, A, and B, and then Start. A Level Select screen appears.

Chris Camera, Williston Park, NY

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# SECRET WEAPONS

## TIPS/TACTICS PASSWORDS

SECRET WEAPONS

### **Metal Gear (Nintendo)**

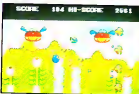
#### **A Strange Password**

Here's a strange password for Metal Gear that starts you in the room before the Super Computer (already destroyed) and with over 200 bullets for both the Hand Gun and the Machine Gun, 10 Rockets, 10 Rations, and various other equipment:

ELLEN DIANE  
JENNI FERBI  
GBOSS

Brian Paszone and Heath Wintz,  
Columbus, OH

### **Arnold Palmer Golf (Genesis)**



#### **Head for the Fantasy Zone**

There is a secret hidden mini Fantasy Zone in Arnold Palmer Golf. To find it start a new game and then take 100 strokes on any hole without putting out on that hole. The words "Game Over" appear on the screen. Then press Up, Up, Down, Down, Left, Right, Left, Right, and Button A on the controller. You're in the Fantasy Zone! Button B fires and Button C bombs.

Jeff Hobas, Atascadero, CA

### **Military Madness (TurboGrafx-16)**

#### **Change the Computer**



Turn on your TurboGrafx-16 and then reset the game once. But don't let go of your Select button. Choose "One Player Continue". While still holding the Select button down, enter a map name from one to 32 and press Start. The Computer is now Blue and Player One is Green. You'll also have 64 stages of play instead of 32!

Marc Brunet and Gary Pettit,  
Gatineau, Canada

### **Heavy Barrel (Nintendo)**

#### **A Continue Trick**

Plug both controllers into the NES deck and start a two-player game. Start fighting and get all of Player Two's commandos wasted. Now, Player Two has the option to go back to the game, but ignore the display and just continue playing as Player One until all three Player One continues are used up. Now just switch controllers and you can continue the game as Player Two.

Martin Yan, San Francisco, CA

### **Mega Man 2 (Nintendo)**

#### **Beat the Big Dragon**

Right before you reach the Big Dragon, you'll come to some solid blocks that function as stepping stones in space. When you reach the fifth single block, use your Time Stopper and jump to the far right block. When your Time Stopper runs out, the screen will begin to scroll to the right. Keep jumping on the blocks that appear on the right side of the screen - the Big Dragon should be hot on your tail at this point. When you reach the end of the row (three blocks stacked one above the other), jump up to the highest block and fire at the dragon with your Quick Boomerang. If the dragon knocks you off your perch with one of its fire blasts, jump back up to the top block and continue firing. It only takes a couple hits from the boomerang to do in Mr. Dragon.

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**BAN  
DAI**

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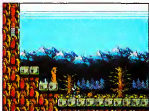
## Nintendo

### Castlevania II

Dear ASK THE PROS,

In Castlevania II I've been stuck for some time searching for the Diamond. I've found a clue on the floor inside of a village which says I'll receive a Diamond from an old man at the foot of Deborah Cliff. How do I get the Diamond?

Steve Brown, Cypress, CA



Dear Steve,

To get the Diamond do the following: Get the Ferry Man to take you to Brahm's Mansion by holding Dracula's Heart when you ride with him. Go to the left past the mansion and keep going until you come to the very end of the wasteland and can go no further. Here you'll meet a merchant who gives you the Diamond.

### Mega Man 2

Dear ASK THE PROS,

I'm having trouble with the Quick Man level in Mega Man 2. I have passed all the other levels. Can you give me some tips on getting through Quick-man's level?

John Reinhart, Temecula, CA

Dear John,

The Quick Man stage is one of the trickiest in Mega Man 2. We recommend you attempt it after completing the other seven levels so you have all the weapons (other than Quick Man's Boomerang) to use.



The key to defeating Quick Man is the Timestopper (acquired when you defeat Flash Man). When you reach the point in the level where you are about to drop through space (while laser beams shoot across the screen), get the Timestopper ready. On the SECOND screen you drop into, use the Stopper. This will give you enough time to make it safely to the bottom and pick up some extra power and a 1-Up, too!

Once you reach the bottom, it's important to recharge your Timestopper's power. When you reach Quick Man, use the Timestopper to cut Quick Man's power in half, then blast him with your regular gun to finish him off.

### Batman

Dear ASK THE PROS,

On Level 5-2 in Batman, how do you beat Firebug? I've tried everything but nothing works. Is he impossible or what?

Tim Morszyk, Johnstown, PA



Dear Tim,

I guess it's "Or what." Of Firebug can be beaten, it just takes good timing. Firebug will raise his arms everytime he's about to blast Batman with a fireball. Jump over the fireballs and nail him with the Batarang. The Batarang is the best weapon to use because it only uses one shot, and you need to conserve Batman's weapon power for his next foe: the Joker.

When Firebug charges at you, run towards him. His momentum should carry him over you, so you don't get hit.

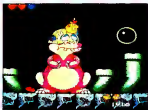
## TurboGrafx-16

### Bonk's Adventure

Dear ASK THE PROS,

In Bonk's Adventure I am having trouble defeating King Drool. Do you have any suggestions on how to beat him?

Rob Dinsmore, N. Andover, MA



Dear Rob,

King Drool is one tough customer, but if you can get above his head, he's a pushover! To beat Drool, first push your spin button turbo switch all the way up. Make sure the jump button turbo switch is down.

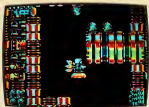
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# Short ProShots

## Nintendo

### Arch Rivals (Acclaim)



Prepare yourselves for a heavy dose of bad-boy basketball 'cause Arch Rivals, for one or two players, is on its way. In this arcade hit gone NES, you have eight different players from two different teams (Chicago and Los Angeles) to pick from, and each player has one highly polished skill guaranteed to aid in sinking lots of baskets. It doesn't stop there, though. Rivalry is a serious part of the game for these boys. Using moves such as the "fake out" and the "punch/lunge steal" to gain control of the ball, it's practically full scale war on the courts! These tough guys even have the ability to smash back-boards! It's not what you'd call "kosher" basketball but, hey, sometimes you gotta' break the rules if you really want to have some fun!

### Galaxy 5000 (Activision)

If grabbing a quick taste of life in the futuristic fast lane (the 51st century to be exact) peeks your curiosity, then you



might consider snackin' on Galaxy 5000 from Activision. Strapped into an armored turbocraft racing vehicle, you rip into action by racing your turbo-machine on the tracks of Mercury and Pluto. Show up the competition on the rookie-tracks of Mercury, and before you know it you'll find yourself moving onto the big time, the awesome, professional tracks of that frozen wasteland, Pluto. Getting to the top requires more than just fast driving, though. It also requires finding short cuts, picking up and using the best weapons (against your opponents) and, of course, earning lots of prize money. Put your prize money to good use by upgrading your vehicle, and Pluto is yours for the taking!

### Little Nemo the Dream Master (Capcom)



Most of us are just a bit too young to recall Winsor McCay's classic 1905 (I wasn't joking when I said we were too young!) comic strip, Little Nemo in Slumberland. However, we're definitely not too young to get the same, great enjoyment out of its story line that people did, all those years ago. We've got an even bet-

ter deal, though, 'cause Little Nemo has now jumped right off the pages and into the video dimension. The story begins when Little Nemo is awakened during the night by a messenger sent by the Princess of Slumberland. The messenger tells Nemo that the princess wishes for him to be her new playmate. Nemo agrees, but on his way to the Slumberland castle he discovers that the King of Slumberland has been kidnapped by the King of Nightmares. Yipes! If the king isn't rescued there may never be any sweet-dreams again! And so, off Nemo goes into an eight level, one-player dream-land adventure. He placates some of the predators he meets along the way by feeding them candy, which enables him to literally jump into their skins. Then, he can sneak past dangerous creatures unrecognized as he searches for the keys which unlock the doors that separate each of the eight worlds. Wake up Little Nemo, you've got a dream to conquer!

## The Immortal (Electronic Arts)



Electronic Arts invites you to step into the magical shoes of a wizard and take a journey. Where? In search of your long lost mentor, the wizard Mordamir.

Trapped somewhere deep in the bowels of a medieval dungeon, Mordamir may never see the light of day again if you don't find him. It's a far from simple task, however, as this seven-level nightmare is filled with goblins, trolls, and slimes, not to mention man-eating worms that erupt out of the floor. Keep your eyes open and you shall discover hidden goodies such as keys, notes, and magic scrolls—items that will prove quite useful during your search. Benevolent creatures will cross



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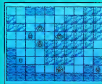
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your path from time to time, too. This friendly lot will be quite happy to share their knowledge of the dangers that lurk in the darkness. Also, the three-quarter, close-up views of the characters might make you forget you're not actually there! Catch a dose of wizardry at its finest in this epic tale of magic and betrayal.

### Harlem Globetrotters (GameTek)



What do you get when you cross the NES with those crazy clowns of basketball, the Harlem Globetrotters? You get fast action hoops, vaudeville style, for one or two players, that's what! You can either take on the personalities of the masters of b-ball deception themselves, the "Trotters," or if you dare, you can go head to head against them. Execute some of their hilarious Globetrotter moves, and you'll have a hard time keeping a straight face during the heat of competition. Win or lose, Harlem Globetrotter NES basketball will, at the very least, put a big smile on your face.

### Adventure Island II (Hudson Soft)



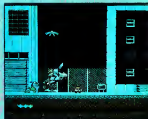
That zany island-hopping chap, Master Higgins, is at it again in Adventure Island II. Shake down those thermometers, island-fever is raging hotter than ever in this souped-up sequel. Containing nearly twice as many adventure scenes as the eight-level original, Higgins has his work cut out for him in a big way. Snakes, snails, and water monsters are but a few of the obstacles Higgins will meet up with. However, with the help of his trusty skateboard and some good-hearted island creatures Higgins has no problem breezing right past those troublesome "island-ickies." No time to grease up on the sun tan oil, there's no resort on Adventure Island!

### The Last Ninja (Jaleco)

Take a 9th century Master Ninja, drop him into Central Park in modern day Manhattan, and you've got the story behind The Last Ninja. A popular PC game, the new NES version of The Last Ninja comes complete with 3-D graphics and 360 degree scrolling, qualities which made it such a hit in the computer world. Armakuni has chased his nemesis, the Evil Shogun, through time to New York City. Now, by using the items he finds throughout the city, he must arm himself and prepare for the final battle. The Last Ninja is a combination action/puzzle game where you must think as well as punch your way to victory. Guide Armakuni through seven stages and numerous screen-scapes. Don't let this fight be your last, Ninja!

### Metal Mech (Jaleco)

The Mech is the family attack vehicle of the future. No longer are station wagons, sports cars, and four-by-fours the standard American car, they're just not equipped to handle the dangers of the 21st century. Make way for the mighty Mech, a fusion-driven, subterranean powerhouse that doesn't take "no" for an answer. Anything that blocks the Mech's path can be stomped on or blasted to oblivion. One of the unique features of



Mech is your ability to leave the Mech at any time to explore the roofs, underground passages, and back alleys of future civilization. After all, a large metal vehicle is much bigger than a bread box-it won't fit everywhere. Mech features six levels of fast-paced action. It's your job to single-handedly save mankind. Now, if you can only figure out how to work your Mechi!

### Déjà Vu (Kemco Seika)

Déjà Vu - something overly or unpleasantly familiar. Or in this case, the newest graphic adventure game from the folks that brought you Shadowgate. Déjà Vu is an interactive text mystery thriller using the same Apple Macintosh-like "cursor/pointer" system that made Shadowgate so popular. In Déjà Vu you wake up on the floor of a bathroom, and you're not sure how you got there. For that matter, you're not even sure who you are! There's blood on your hands, and it isn't yours. And, someone has obviously stuck you with a needle in your left arm. Perhaps that's why you were unconscious. There are over 100 different screens to explore, each filled with nicely detailed animation and graphics. Different command options enable you to inspect, open, close, use, pick up, or put down a large number of objects. Get ready for the Déjà Vu experience. It may feel very familiar to you.

### Zombie Nation (Meldac)

If anybody ever tried to tell you that you don't have to use your head to get

Continued on Page 154.

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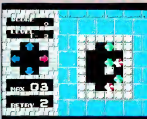
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through a shoot-em-up, boy, were they wrong! If you're still not convinced, just check out Meldac's new shooter, *Zombie Nation*, where using your head (literally) is a key part of the game. Designed for one or two person play, the game revolves around a battle for vitality, between you and your opponent. Player one controls the flying head of a Samurai (the aggressor), who defends himself by head-butting and spitting blood. Player two on the other hand assumes the defensive role, taking on many different characteristics (ranging from a national monument to a giant octopus) throughout the game. As aggressor and defender travel through the six, different environments, they'll battle it out; each one attempting to destroy the other's vitality (shown on a power-bar graph) with lethal blows. Survivor takes all! Heads up, *Zombie Nation* is on its way!

### *Puzznik (Taito)*



All of that "shapely confidence" you gained playing Tetris will be hurled right out the window when you attempt to conquer its contemporary, *Puzznik*. The concept is simple: Earn points by matching geometric shapes. Each time you correctly match shapes together, they disappear, leaving room for the remaining batch of shapes to be put together. Piece of cake, right? Wrong! In the beginning levels you simply match pairs. As you progress into the upper levels (160 to be exact) the number of shapes (groups of 3 or more) to be matched increases. You cannot proceed to the next round until you match all the shapes. It doesn't stop there, though, you also race

against the clock. After *Puzznik*, you may hanker for the simplicity of those childhood jigsaw puzzles, where matching shapes was simple. Then again, no one ever said growing up and playing adult puzzle games was ever going to be easy!

### *Roller Games (Ultra Software)*



In the world of competitive roller skating, word has it that a group of thugs-on-wheels has kidnapped the owner of *Roller Games*. This man plays a vital role in the world of competitive skating, and if he isn't recovered there may not be any more roller games. The authorities know that the T-birds the Hot Flash, and the Rockers ("good skating teams") are the only people who understand the workings behind these vicious hoods-That's why they've been chosen to carry out the search-and-rescue mission. Pick a team to skate for, and then prepare to roll through the nightmarish city streets in search of the owner. Manholes, gaping crevices, ramps, as well as a small army of punch-happy brutes are all there to greet you. Grease up those wheels, there's some serious skating to be done in *Roller Games*.

### *Sega Genesis*

#### *Lakers vs. Celtics (Electronic Arts)*

Video-dimension basketball can't get much more genuine than this! *Electronic Arts'* *Lakers vs. Celtics* packs quite a



whallop in the realism department. How real is real? You can choose from the 10,1990 NBA play-off teams. Another option: Play solo or with a buddy. What else? True-to-life graphics depict each team member's actual appearance, and each player has his "notorious" moves, too! Imagine using Michael Jordan's gravity-defying sky-walking dunk! Even the feel and movement of the ball is realistic. Cause a foul or make a good shot, and there's a ref with an awesome, digitized voice to make the calls. The coach will even pace the sidelines! What more could you possibly ask for? It's fast action hoops-extraordinaire in *Lakers vs. Celtics*. Don't miss it!

### *Spiderman (Sega)*



The most popular comic book hero of the past 25 years is *Marvel Comic's Spiderman* (Take that, *Batman!*). So it's only fitting that Spidey will be swinging his way through his own video game this year. The Kingpin, one of Spidey's biggest adversaries (literally), has hired several of Spiderman's enemies to destroy the weblinger. All Spidey's greatest foes have been pulled from the pages of his mag: *Dr. Octopus*, *Electro*, *Sandman*, *Hobgoblin*, and the *Lizard* are

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all at their very baddest in this one player game. Your goal is to locate and capture the Kingpin, so you can defeat him. Spiderman will utilize two perspectives, an overhead tactical map providing you with a birds-eye view of the Big Apple and a horizontal and vertical scrolling side view of all combat and action sequences. Webs away, Spiderman.

### Mickey Mouse (Sega)



The evil witch, Mizrabel, has kidnapped ("mouse-napped?") Minnie Mouse and has taken her to her castle. But don't expect the ever-courageous Mickey Mouse to take this lying down! That's where your adventure begins in Mickey Mouse, a new Disney one-player adventure for the Sega Genesis. You control Mickey as he travels through seven treacherous levels in an effort to reach Mizrabel's castle. Along the way, you will encounter strange creatures made of leaves, animated toys, giant gingerbread men, ghosts, bats, insane clocks, and plenty of other magical enemies. It's like the Sorcerer's Apprentice and Alice in Wonderland combined. By collecting seven magical gems, you can create a rainbow that will lead you to the castle. Your final battle takes place in Mizrabel's castle against the bad witch herself. Defeat her and Minnie is yours.

### HellFire (Seismic)

Over one thousand years of peace in the galaxy has been completely shattered in just a few, short moments. By who? By



"Super Mech", an evil being who lives in our very own sister star system, the Black Nebula. Controlled by the evil Super Mech, a force from the dark side of the galaxy, the Black Nebula has seized our sole weapons power unit. Without it we're helpless. Just when all hope was nearly lost, along comes Lancer, captain of the aircraft carrier Sylphide. A seasoned air-warrior, Lancer knows that there is only one weapon powerful enough to destroy the forces of Super Mech. That weapon is HellFire, our galaxy's most powerful secret weapon. Help Lancer guide his CNCST Fighter, armed with HellFire, into Super Mech's dark world and recapture the power unit. Six levels of fast paced shooting filled with swarms of enemies will keep you, Lancer, and Super Mech at wits end for hours. Will good overcome evil?

### TurboGrafx-16

### Tiger Road (Capcom)



One day while Lee Wong was out practicing the ancient, little known art of Oh-Lin Temple Boxing tragedy struck the

temple. All of the priests and disciples were brutally attacked, and the children of the temple were abducted by the evil Dragon Master. The only person powerful enough to challenge the Dragon Master is Lee Wong, himself. And so the journey begins. However, before Lee Wong can even get to the Dragon Master, he must first recover the missing secret scrolls which are strategically placed throughout five grueling levels. Many creatures, under the employ of the Dragon Master, will attempt to curb your efforts. With all this mega-martial arts action, you and Lee Wong will be hoppin', jumpin', and kickin' for hours!

### Last Alert (NEC-CD ROM title)



Your name is Guy Kazama, and you're the one tough military-dude. In fact, you're the only one tough enough to deal with the evil Dr. Garcia. It appears that the not-so-good doctor has decided to take over the world. This is where you come in. You must stop this mad man before it's too late! In order to survive this arduous military expedition you must acquire weapons, increase your rank, and earn medals. Everything comes with a price: Before you can get to these special items, you may find yourself performing a task such as planting a bomb or going on an under cover spy mission! With six, multi-staged missions in all, there's rarely a moment's peace in this arena of military madness. Stay alert in Last Alert.

Continued on Page 158.

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## Battle Royale (NEC)



In the wrestling world there are grudge matches, steel cage matches, and tag team matches, but what do you get when you have five crazed wrestlers in the ring at the same time? You get a Battle Royale. NEC's definitely pulled out all the stops on this game. Even the audience goes crazy throwing eggs and rotten veggies as you battle with characters like Spitfire Spike and the Man Eater. These guys look as scary as they sound, too! You can go for it alone or with up to four additional players. If you're feeling really brave you can even take on five computer opponents at once. And, with the built-in instant replay option you can have the pleasure of seeing yourself hurl the competition right out of the ring. If you get tossed out on your rear, you have the option to either quit and move on or to have rematch. There's body slammin' action galore in Battle Royale.

## Game Boy

### Bubble Ghost (FCI)

What does a ghost do to keep himself entertained when there's no one around to scare the pants off of? Well, after witnessing a strange new Game Boy phenomenon called Bubble Ghost, we discovered one goofy-ghost who keeps himself busy with bubbles. Huh? The ghost flies through a series of halls, pushing a bubble along with tiny puffs of breath. The tricky part is that these rooms are filled with obstacles



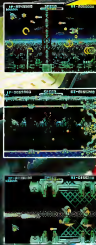
such as spike-embedded ceilings and fans. As you can imagine, the little ghost runs into many panicky situations, especially when those fans stir up the air-currents and sail that little bubble right towards those spikes. With 35 halls to master, this ghost may even miss Halloween! Bubble Ghost is bubblin' with challenge, not to mention fun!

## In Your Face (Jaleco)



Pocket-sized basketball is here, and Jaleco's new Game Boy basketball cart, In Your Face, brings it on home to you. Whether you go solo or play with a buddy, the action is hot and fast. There's some nifty game play selections, too! For example you can play one-on-one or two-on-two. You can play against the clock (in one minute intervals) or, if you prefer, in a 25-point round. You even get to choose between two teams, New York and Los Angeles. With all these fantastic options plus the mobility of the Game Boy, you can play In Your Face b-ball just about anywhere, anytime. We'd like to see the NBA top that!

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In the 22nd century, Earth Defense Headquarters detected a huge unidentified object approaching our system. A probe revealed three of our own Alpha-type robot spaceships at its core. In the hands of a hostile alien intelligence, the ships had been transformed into a gigantic, heavily-armed, flying fortress — bent on destroying Earth! The defenses of Earth have all failed to halt the juggernaut. In a final desperate bid for survival, all resources have been expanded to create one mighty jet fighter: Whip Rush. You must pilot Whip Rush on a noble mission to deliver mankind from certain doom!

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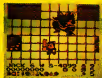
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## Super Famicom Released in Japan; Licensees Gear Up For U.S. Rollout

Nintendo is finally joining the 16-bit system party. **Nintendo of Japan** has announced that on November 21, 1990 they'll rollout the long-awaited Super Famicom in Japan. The suggested retail price will be 25000 yen (about \$166).

Reliable sources have told GamePro that a U.S. rollout can be expected sometime around Summer '91. In the U.S. the system will be called the "SFX," and it reportedly will have a full megabyte of internal RAM memory.

The first games available for the Super Famicom will be an impressive group. Leading the pack is "Su-

per Mario 4", featuring improved sound and multi-layered, scrolling backgrounds that will create a three-dimensional feel to the game.

"F-Zero" is a three-dimensional auto racing game featuring high-speed scrolling. "Flight Club" is a flight simulator that is "unlike any U.S. flight simulator around." These titles will be available at the same time as the system.

In the wings are "The New Legend of Zelda", a sequel to the immensely popular Legend of Zelda

and Adventures of Link carts, and "SimCity", a title from the PC market that lets you play the roles of Mayor, City Planner, and Real Estate Developer as you try to survive the trials and tribulations of running a city. You'll have to deal with natural disasters such as plane crashes, floods, and earthquakes. You'll also have to keep the taxpayers happy, or they'll leave for greener pastures.

See the box below for a tentative Super Famicom release list including release dates and companies who have announced SFX support but have no products yet for Japan.

## Nintendo Allows Licensees to Produce Their Own Software

According to reliable sources, Nintendo has decided to allow third party licensees to mass produce their own game carts for the NES. Nintendo's reasoning behind this dramatic shift in philosophy is that they don't feel the quality of the games will suffer if they're produced completely by the licensee. The move also alleviates growing dissatisfaction from manufacturers with Nintendo's iron grip on software production.

Currently, licensees create and program their games, design the packaging, and publish the instructions. **Nintendo of America** mass produces the title for the licensee and sells it back to them. With the new system, licensees would be allowed to manufacture as few or as many copies of a title as they choose; similar to what **Tengen**, a non-licensed software producer, currently does.

What this means to the consumer is this: Licensees will be able to more accurately predict when a new game will be in the stores, and hot games that sell out will be more readily available. You may also see lower prices, as licensees cut production costs by purchasing cartridge components at a cheaper cost from sources other than Nintendo of America.

### Super Famicom Games on the Horizon

Manufacturer	Title	Release Date	Manufacturer	Title	Release Date
ASCII (Nextoft)	(Japanese-style RPG)	NA	Kemco-Seika	<b>Drakhen, Bombuzai</b>	NA
Asmik	Action/ shoot'em up)	Summer '91	KOEI	(Historical Simulation Game)	Dec '90
Bandai	NA	Mar '91	Konami	<b>Gradius III</b>	1991
Bumpst	<b>SD Hero Battle II</b>	Dec '90	Pony Canyon	NA	1991
Bulstproof	NA	NA	Sets	<b>Gadulin (RPG)</b>	Mar '91
Capcom	<b>Arthur's Quest, (Ghost &amp; Goblins) Final Fight</b>	NA	S.N.K.	NA	NA
CBS Sony	<b>Jelly Bean</b>	NA	Sofel	NA	NA
Data East	NA	NA	Square	(RPG)	NA
Erik	<b>Laser</b>	NA	Sunsoft	<b>Pepper</b>	Spring '91
Epic, Inc.	NA	Dec '91	T&E Soft	<b>Distant Augusta (Golf)</b>	NA
HAL Research	(Golf)	NA	Taito	NA	NA
Hot B	NA	Summer '91	Teamo	NA	NA
Hudson	NA	NA	Toho	NA	NA
Imaginia	<b>Populous</b>	NA	Torkin House	<b>Ys Book III (RPG)</b>	Jan '91
IREM	<b>R-Type II</b>	NA	Vic Tokai		Dec '91
Jaleco	<b>Big Run, Super Professional Baseball</b>	Aug '91			

(Actual Game Titles in Bold, NA = Not Announced, RPG = roleplaying game)

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## SNK to Quit Nintendo?

There have been whispers that long-time Nintendo licensee, SNK will drop out of the NES licensing program to concentrate on development of their new home system, the Neo-Geo. We checked with SNK's Sue Jarocki to get the facts of the matter. According to Jarocki, the rumors are just that - rumors. SNK has no plans to leave the NES licensing program anytime soon.

True, SNK will be introducing the Neo-Geo in Japan, and soon after, in the US. But, they also will continue the development of new titles for the NES.

And, yes, SNK will have a booth in the Nintendo area at this January's Consumer Electronic Show.

And while we're on the subject of SNK, they announced two new titles for the NES to be released in the first quarter 1991. Touchdown Fever is an old football coin-op being converted for the NES. Touchdown Fever lets one player go against the computer, two players play head-to-head, or two players play cooperatively against a computer opponent. Ikari Warriors III (tentative title) finishes up SNK's successful two-player action series.

The Super Famicom will be an extremely flexible system, expandable by plugging additional hardware into an external port. There are also rumors of a special CD-ROM unit being created to connect to the base of the unit.

## "I Want My GPTV!!!"

Check out the hot new TV show devoted to video games, Video Power, which debuts October 1, nationwide. Video Power is a syndicated 30-minute live action/animated program that will air five days a week.

But the really big news is that GamePro is going to play a major part in this show. Look for GamePro's Game of the Week, every week, featuring a hot new title that we recommend. Once a month you'll see GamePro's Game of the Month, which also features a great cart that we think will be a hit.

Video Power is hosted by Johnny Arcade, the ultimate video game "Whiz Kid." Johnny will have a monthly review column in GamePro Magazine starting this issue.

## Game Genie Materializes in Canada

As of this writing, the Game Genie, the much talked about game enhancement device, is available in Canada. According to David Harding, President of **Camérica Corporation**, the Genie is available at most major retailers in Canada, including **Toys 'R Us, K-Mart**, and **Zellers**, as well as many independent toy stores. According to Harding, Genie sales are "Fantastic."

But how long will the Genie be available? Nintendo has recently sued Camérica for copyright and trademark infringement. No injunction preventing the sale of the Genie in Canada has been issued... yet.

## Let Your Fingers Do the Walking

GamePro's Hot Tips Hotline is your source for the latest gaming news, as well as great tips and tactics from a multitude of your favorite games. You can reach the Hot Tips Hotline by dialing 1-900-446-8477, 24 hours per day, seven days a week.

In addition to tips, GamePro's Hot Tips Hotline features the Developer's Beat, where YOU can hear new product news and info on current games from the companies of your choice, all at the punch of a button! Check out the extension numbers for your favorite developers on page 33 of this issue, or look for the Hot Tips logos throughout each issue of GamePro.

Vote for your favorite games in the Rate the Games section of the Hotline. Your votes will be featured in upcoming issues of GamePro. Games change weekly, so you can vote more than once.

The Hot Tips Hotline costs \$1.75 for the first minute and 90¢ for each minute thereafter, so check it out with your folks before you call.

## The "Game Rental" Issue Goes to Washington

H.R. 5297 is a bill currently under consideration by the House of Representa-

tives. It provides copyright protection for all software media (floppy disk and cartridge) and establishes royalty payment procedures similar to those for the rental of movie videos. The bill would allow game developers to exercise some authority over and receive royalties from game rentals.

According to Bruce L. Davis, chairman and CEO of **MegaGenie**, who testified before the House in July, "Unrestrained rental of video game cartridges is a problem that no other entertainment medium shares. Like motion picture studios, we invest a great deal of money in product development, yet we do not have the control over the terms of its distribution that they have. Our inability to influence and benefit from video game rentals is unfair and cuts severely into retail sales. We see rental as an important and viable channel of distribution, but we are frustrated by the lack of adequate safeguards for rights of copyright owners."

## Tengen Announces "Rent and Sell" Program

Ex-Nintendo licensee **Tengen** isn't waiting around for Congress to make a decision. It plans to cash-in on cartridge rentals with a new program that offers video rental store customers a \$5 rebate with the purchase of a Tengen video game playable on the Nintendo, the Sega Genesis, or the NEC TurboGrafx-16 video game systems.

The program, the video game industry's first ever "rent and sell" policy, was enthusiastically received by video retailers and video distributors at the August Video Software Dealers Association Show in Las Vegas.

"We're in the home entertainment industry along with the major film studios and other video software manufacturers," said Ted Hoff, Tengen's senior vice president of sales and marketing. "It

makes sense for us to offer our customers the opportunity to sample our games while also offering the video rental stores the opportunity to sell Tengen games and tap into a new revenue market."

Continued on Page 168.





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## Game Companies Bring Smiles to Gloomy Places

Several Nintendo licensees have recently made contributions to children's hospitals across the country. **Electronic Arts** donated two NES control decks and a load of video games to Children's Hospital in San Francisco.

**Acclaim Entertainment** contributed a library of video games and an NES control deck to Children's Medical Center at University Hospital at Stony Brook (Stony Brook, NY). "We are delighted we could supply the hospital and its children with an activity that not only distracts them from their medical procedures but offers them a form of entertainment with which they are familiar," said Robert Holmes, president of Acclaim.

**Jaleco USA** has been a steady game contributor to both Memorial Sloan-Kettering Hospital in New York City, one of the leading cancer centers in the country, as well as Children's Memorial Hospital in Chicago. Jaleco has also donated games to the Lake Tahoe Polio Network for use with the Nintendo Hand's Free™, a controller that enables a user to control video games without the use of hands. In July, Jaleco took 50 kids from the Boys and Girls Club of Chicago to see the Chicago Cubs.

**Kemco-Selka** recently held a giant birthday party at Wyler Children's Hospital in Chicago to help celebrate Bugs Bunny's 50th birthday. Bugs and his friends were at the hospital posing for pictures, giving out hugs and copies of the latest Kemco NES release, "Bugs Bunny Birthday Blowout."

Way to go, guys... keep up the good work!

## New Lynx Developers

**Atari Computer Corporation** has contracted with **U.S. Gold**, **APTI Game Systems**, **Telegames USA**, **Shadowsoft Inc.**, **Reflex Software**, and **Cyber Labs** to produce a total of 13 new games for the Lynx.

U.S. Gold will produce original and licensed titles including "Leaderboard," a golf simulation, "E-Motion," a sub-atomic warfare game, "Italy

1990," a World Cup soccer game, "Rotox," and "GOLD."

**APTI Game Systems** will introduce two multi-player games: "Battle Universe," where you outmaneuver your friends for control of the universe, and "Alternate Earth," a futuristic four-player game where you must save the earth from destruction.

**Telegames USA** will design a chess title, "The Fidelity Ultimate Chess Challenge," a three-dimensional miniature golf game, and a multi-player driving/stalking/shooting game.

A fast-paced adventure that dares players to overcome a barrage of obstacles and invading bugs is the premise behind Shadowsoft Inc.'s "Bugs." "Cards" is a multi-player game from Reflex Software that features popular card games such as Cribbage, Gin, Hearts, and Solitaire.

**Cyber Labs** will introduce two not-yet-named titles. The first is an action game that's part two-dimensional and part three-dimensional. The other game is a first-person mythological game.

## Sega Notes

For those of you wondering about **Sega's** TeleGenesis Modem for the Genesis, don't expect to see it any time soon. According to Sega sources, the modem is currently being re-designed, and there is no planned release date as yet.

Don't hold your breath over the Game Gear handheld either. There are still no plans to bring this product to the U.S.

Something that is coming is Power Drift, the rad arcade racer. Expect a translation of this hot hit for the Genesis in January.

## Sega Genesis CD-ROM Unit

Ever wonder what that slot located on the lower right side of your Genesis was for? For the CD ROM Unit, of course!

You heard right, **Sega** will be introducing a CD unit in Japan this Spring that will attach to that expansion port. The reported price is under 40,000 yen (around \$185 in U.S. dollars).

Continued on Page 170

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The memory buffer is going to be four to eight times larger than the TurboGrafx CD-ROM's buffer, which means the Sega unit will operate much faster than its NEC counterpart.

### Taito To Bring "Flintstones" and "Jetsons" to the NES

Taito Software, Inc. and Hamilton Projects have entered into an exclusive licensing agreement to bring "The Flintstones" and "The Jetsons" to the NES. The agreement allows Taito to develop and produce several titles for the NES and the Game Boy under the Flintstones and the Jetsons banners. Yabba-dabba-doo!

### Electronic Arts Announces New Video Game Titles

Computer game veteran, Electronic Arts, who recently jumped into the Nintendo market with Skate or Die 2: The Search for Double Trouble, announced their latest NES and Sega Genesis titles.

The Immortal, a sharp-looking fantasy adventure, is scheduled for release this month. The Immortal is unlike any NES adventure game to date, with a unique three-quarter 45° perspective that creates a fuller view of the character and his surroundings. Combat takes place in "real-time" - you dodge and strike your enemies when they give you an opening - much more realistic than traditional NES roleplaying games that have you choose the command "fight" or "attack" then make you play spectator while the computer has all the fun.

Electronic Arts has also announced two additions to the Sega Genesis game library. "John Madden Mud & Guts Football" is a pigskin simulation that combines great action with realistic strategy. You'll be able to make your players dive, tackle, jump, and even spin away from another player. There's also a special "umph!" button to let you lay a bone-crunching hit on an opponent. Special "pass-

ing windows" will appear at the top of the screen (when you're on offense) showing close-ups of your receivers and any defenders around them to aid you with your passing game. There will even be highlights from games around the league during pregame, halftime, and postgame shows starring (who else?) John Madden.

"Lakers vs. Celtics" is a translation of the PC b-ball hit starring all the NBA teams from the 1990 playoffs, plus the West and East All-Star squads. From what we've seen of this game, it is, by far, the best basketball game to date for any video game system. What's particularly impressive are the extremely accurate onscreen images of all the NBA players (including all your favorites such as Michael Jordan, Magic Johnson, Isaiah Thomas, and Charles Barkley).

Both of these sports titles are scheduled for Christmas 1990.

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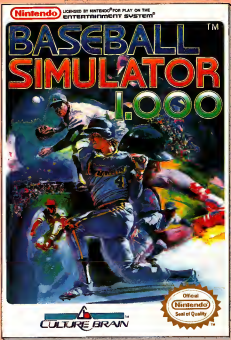


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# ProChallenge Board

## Challenge the ProScores!

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

For best photo results, turn out the lights in the room, use a 35mm camera, flash, and stand at least 3 to 4 feet from the screen. You can also use a video recorder/cam-

order and submit your score on video tape. (Photos and tapes cannot be returned.)

The following rules apply:

- 1) Players must play the game continuously—for example, finding a safe corner, setting your joystick on auto fire to rack up points, and going on vacation is a no-no. Scores achieved through these kinds of tricks, or scores which are impossible to achieve in normal play, will be disqualified.
- 2) Secret power-ups are allowed.
- 3) Slow motion is discouraged, but will be allowed on certain games when our panel of judges feels slo-mo is necessary.

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

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

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

## NINTENDO

Game	Player	Score	Game	Player	Score	Game	Player	Score
720 Degrees	Conrad D. Cheslock	865,400	Gyromite	Steve Menton	727,240	Slute or Die	Conrad Cheslock	44,500
1943	Dominic E. Visquez	2,821,400	Gyrus	Lara Smith	5,999,990	Sky Kid	Yoshi A Barber	367,500
Adventures Island	Matthew Merrit	60,810	Hogan's Alley	J.D. Stoverman	914,800	Sky Shark	Ed Gason	320,380
Alan Strydom	Jason Bratton	204,500	Indiana Jones	Kevin McLaren	9,969,999	Solomon's Revenge	Mason Sheffield	Finished
Alpha Mission	Michael Sappis	425,900	Iron Tank	Ed Van-Tilburg	1,900,500	Solomon's Key	Jeff Adams	17,235,568
Arkanoid	Crab Beggs	713,350	Jockey	Cory Lewis	999,870	Spektr	Jeff Adams	2,452,840
Ashynak	Michael Campara	2,732,299	Kassio Champ	Adam Albert	998,900	Spy Hunter	Mike Gump	226,705
Bad Dudes	Dean Wernsh	790,000	Kerov	Colvin Vincent	Finished	Spoon	Ben Stackwell	12,312,219
Balloon Fight	Tony Shively	94,500	Kid Icarus	Mason Sheffield	9,999,999	Star Force	Jonathan Henry	6,443,900
Beetles	James Kalerstorf	215,490	Kid Nite	Sam Wu	507,700	Star Soldier	Key McAdams	6,600,000
Battle of Olympus	Jimbo Lathes	Finished	Kung Fu Master	Edward Charbonneau	505,219	Strider	John J. Whittington	3,316,000
Blazing Commando	Renee Lipinski	Finished	Legend of Kage	Myrius Diversi	1,694,100	Super C	Mason Sheffield	Finished
Block Bass	Garren Wilkes	24 1 Tbs.	Legendary Wings	Max Solgar	1,218,240	Super Dodge Ball	David Wright	5,999,900
A Boy and His Blob	David Wright	140,600	Life Force	Brian Viersma	448,680	Super Mario Bros.	David Somerberg	World Cup Champion
Bubble Bobble	Michael Gaddis	1,302,960	Mach Riders	Steve Martin	153,600	Super Mario Bros. 2	Joseph Klecka	Finished
Bugs Bunny	Michael Gaddis	132,500	Manic Madness	James Choshim	1,227,300	Super Mario Bros. 3	Blair Berryhill	Finished
Bump 'n Jump	John Gascoia	67,000	Mega Man	Bob Christopher	1,097,300	Super Mario Bros. 3	Philip Kaplan	Finished
Castlevania II	Mason Sheffield	Finished	Mega Man 2	Mason Sheffield	9,999,960	Super Mario Bros. 3	Tom Soarson	Finished
Simon's Quest	Mason Sheffield	Finished	Mickey Mauscapade	John Whittington	12,024,920	Super Mario Bros. 3	Andri St. Laurent	Finished
Cabin Frenzy	Andes Sevier	999,999	Mighty BombJack	The Game Freak	999,999	Super Mario Bros. 3	Jack Zuh	Finished
Contra	Don Kennedy	6,553,000	Moby Gades	John Whittington	999,999	Super Mario Bros. 3	E. Mike Spang & Heck	Finished
Cybernoid	Brian Davis	61,220	Nep Gaden II	Michael Campara	Finished	Super Mario Bros. 3	Renee Lipinski	Finished
Dig Dug 2	Charlie Kunkle	445,100	Nep Gaden II	Renee Lipinski	Finished	Super Pitfall	Glen Stackwell	9,999,500
Donkey Kong Jr	Brad Teague	304,700	Operation Wolf	Mina Lofritz	Finished	Super Pitfall	Edoee Dohle	2,157,990
Donkey Kong 3	Burt Morgan	744,000	Paperboy	Chris Spencer	1,172,900	Tennis	John Schab	428,840
Double Dragon	Chris C. West	279,910	Paperboy	Glen Stackwell	191,300	Tiger Hawk	Roberto Bessup	254,930
Double Dragon 2	Michael R. Rhodes	248,330	Penball	Malissa Finch	19,063,299	Tombi	John Cepela	1,506,260
Double Dragon	Mike Drake	Blue 113 Corn 22	PG W	Ed Gason	311,500	Top Gun	Wayne James	91,600
Dragon Warrior	Mason Sheffield	Finished	PG W	David Wright	250,065	Town & Country	Jonathan Lantz	173,600
Duck Hunt	Cory Bouscage	999,900	R.C. Pro Am	Jeff Hallis	43,297	Track & Field	Adam Albert	999,999
Duck Tales	Frank Miller	12,577,000	Rad Rider	Andrew Weytch	33,767,826	Trigon	Benny Keel	368,000
Excitebike	Mason Sheffield	Finished	Rampage	Daniel Bodaly	Finished	Trigon	John J. Whittington	323,750
Excitebike	Adene Orlich	Finished	Rescue Rangers	Blair Jarrard	Finished	Trigon	Joseph Smith	Finished
Fester's Feast	Mason Sheffield	Finished	Rescue Rangers	Mark Jersey	Finished	Trigon	Conrad D. Cheslock	1,316,000
Final Fantasy	Stan Mikucovic	Finished	Rescue Rangers	Stace Snuffer	Finished	Wings	999,999	
Fist of the Northstar	Mason Sheffield	Finished	RoboCop	Jason Turko	79,200	Wizard and Warriors	John J. Whittington	869,850
Galaga	Jaie McKee	1,581,400	RoboCop	Frank Marica	2,734,000	Wizard and Warriors II (JandKard)	J. Adams	999,999
Galaga	Michael Volmoula	998,300	Rock 'n' Roll	R. Wayne Nitz	99,252,300	Wizard and Warriors II (JandKard)	Brian Davis	764,760
Galaxian	3 159	9,159	Rock 'n' Roll	Michael Label	33,670	World Racer	Adam Kline	869,850
Geonix	Kelly McAdams	9,648,700	Rolling Thunder	Rolling Thunder	33,670	World Racer	Suzee Shebausk	999,000
Godzilla	David Wright	9,498,700	Rush 'n Attack	John Dir	1,182,600	World Racer	Adriano Garcia	999,999
GoTcha	Mike Fackie	708,510	Section Z	John J. Whittington	440,500	Xenophobe	Dave Hanych	36,753,910
Grandpa	Scott Lindsay	3,652,091	Section Z	Adam Albert	9,969,900	Xenophobe		
Grandpa Legend	J.J. Cano	9,969,999	Shooting Range	Ray Wendstale	99,960	Xenophobe		
Guns'n'Kros	Gregory Vanroeschhaut	999,990	Party Games			Xenophobe		



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# SEGA MASTER SYSTEM

Game	Player	Score	Game	Player	Score	Game	Player	Score
Action Fighter	Giulio Lorenzi	1,149,360	Shooting Gallery	Jacoby Lucien	333,900	Thunder Force II	Shant Lee	\$212,450
Alter Bomber	Albert Perria	14,225,550	Space Harrier	David Travers	36,035,960	Truxton	Zubin Nodim	2,238,300
Alex Kidd's Lost Stars	Andri St. Laurent	123,200	Space Harrier 3-D	DeAngelo Price	16,517,743	Wyatt Championship Soccer	Michael Cho	World Champion
Alex Kidd/High Tech	John Geacem	Finished	Spellcaster	Sam Malinski	Finished			
Alex Kidd/Missile World	Jacoby Lucien	Finished	Super Tennis	Chad Luck	6-0, 6-0 Level 5 win			
Alex Kidd/Missile World	Todd Bushlo	210,600	The Lord of the Sword	Jacoby Lucien	Finished			
Alma Synchro	Grant Crowe	864,900	The Ninja	Jacoby Lucien	2,408,000			
Altercat Beast	Peter Makym	472,000	Thunderblade	Albert Perria	2,659,000			
Assault City	Jacoby Lucien	Finished	Time Soldiers	Rabbe Segmann	7,437,700			
Aster Warrior	Geordie E. Shepard Jr.	855,900	Tombat	Alex Kidd	66,066,660			
Arce Adventure	DeAngelo Price	87,100	Wonder Boy II	Victor Dods	Finished			
Back Bet	Jacoby Lucien	7,942,900	Wonder Boy III	Matt White	Finished			
Bomber Raid	Gus Zambrano	785,000	Wonder Boy in Monster Land	Venessa Mihara	1,263,600			
Call Games, BNX	Alex Basso	80,400	Wanted	Jacoby Lucien	160,700			
Call Games, Half Pipe	Jacoby Lucien	31,400	Y's The Vanished Omens	Jeff Gino	Finished			
Captain Silver	Jacoby Lucien	1,280,000	Zaxxon	Gus Zambrano	75,900			
Chapliner	Wyne Frick	3,327,300	Zillion	Jacoby Lucien	Finished			
Cloud Master	Matt White	329,000	Zillion II	Andri St. Laurent	411,000			
Cyborg Hunter	Jacoby Lucien	Finished						
Deaf Angle	Jacoby Lucien	243,300						
Double Dragon	Michael J. Andrus	2,607,670						
Enduro Racer	Chris Cameri	6,0970						
Fantasy Zone	A.J.F.	9,999,999						
Fantasy Zone II	Venessa Mihara	8,573,200						
Geogrid/Town	Andrew Frick	194,720						
Ghost House	Chris Janik	304,400						
Gohawks	Sylvester Rozio	Finished						
Global Defense	Jacoby Lucien	Finished						
Hang On	Peter Makym	80,290						
Kenseiden	Gus Zambrano	4,125,000						
Kung Fu Kid	Mia Jenkins	999,900						
Master Hunter 3-D	Sean Skenske	2,217,400						
Missile Defense 3-D	DeAngelo Price	217,400						
My Hero	Sam Ihu	345,900						
Out Run	Andri St. Laurent	526,590						
Parlor Games	Michael J. Andrus	40,442,140						
Phantasy Star	David Sonnenberg	score 200-83						
Phantasy Star	Dave Bondi	Finished						
Phantasy Star	Grant Whitehead	Finished						
Phantasy Star	Tony Games	Finished						
Phantasy Wars	Michael J. Andrus	165,652						
Power Strike	A.J.F.	4,476,980						
Pro Wrestling	Jacoby Lucien	704,000						
Psycho Fox	Todd Lister	Finished						
Psycho Fox	Jacoby Lucien	Finished						
Quartz	Chad Luck	Finished						
Quartz	Jacoby Lucien	245,600						
R-Type	Jordan Crowe	1,153,000						
Rambo	Geordie Mann	81,600						
Rambo III	Jacoby Lucien	1,445,900						
Rampage	Gus Zambrano	937,470						
Rastan	Brian Gaudreault	2,061,990						
Rescue Mission	Andrew Frick	368,600						
Roady	Jacoby Lucien	Finished						
Safari Hunt	Matt Bink	1,321,400						
Shinobi	Albert Perria	1,317,120						
Shooting Gallery	Jacoby Lucien	333,900						
Space Harrier	David Travers	36,035,960						
Space Harrier 3-D	DeAngelo Price	16,517,743						
Spellcaster	Sam Malinski	Finished						
Super Tennis	Chad Luck	6-0, 6-0 Level 5 win						
The Lord of the Sword	Jacoby Lucien	Finished						
The Ninja	Jacoby Lucien	2,408,000						
Thunderblade	Albert Perria	2,659,000						
Time Soldiers	Rabbe Segmann	7,437,700						
Tombat	Alex Kidd	66,066,660						
Wonder Boy II	Victor Dods	Finished						
Wonder Boy III	Matt White	Finished						
Wonder Boy in Monster Land	Venessa Mihara	1,263,600						
Wanted	Jacoby Lucien	160,700						
Y's The Vanished Omens	Jeff Gino	Finished						
Zaxxon	Gus Zambrano	75,900						
Zillion	Jacoby Lucien	Finished						
Zillion II	Andri St. Laurent	411,000						

## TURBOGRAFX-16

Game	Player	Score
Alien Crush	Barry Bowman	999,999,900
Blazing Lasers	Gene Chung	13,264,520
Barik's Adventure	Max Schjor	999,999
Cyberzone	Robert Becker	356,800
Dungeon Explorer	Conrad D. Cheslock	Finished
Legendary Ave	Sir Game Master	1,067,400
Six Arms	Conrad D. Cheslock	831,300
Vigilante	Rob Dinshaw	Finished

## ATARI

Game	Player	Score
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Asteroids	J.D. Pieder	99,940
Centipede	John J. Whittington	44,788
Commando	John J. Whittington	355,300
Crossfire	John J. Whittington	771,000
Cark Chambers	John J. Whittington	690,600
Dig Dug	Eugene Anguira	125,790
Desert Falcon	John J. Whittington	585,004
Donkey Kong Jr.	John J. Whittington	106,700
Double Dragon	John J. Whittington	107,600
Food Fight	John J. Whittington	15,000,000
Galaga	Dean Bucholz	5,075,010
Jurik	John J. Whittington	34,300
Joust	Greg Wenderesscha	337,600
Mano Bros	John Whittington	186,600
PAWMAN	A.J.F.	142,400
PeBall	Deff Meak	42,946
Poppy	David Thompson	121,536
Rampage	Kevin Christie	304,800
Robotron	John J. Whittington	3,640,376
Super Huey	John J. Whittington	267 kils
Touch Down	John J. Whittington	152,940
Tower Toppler	John J. Whittington	Score 65-0
Xenophobe	John J. Whittington	5,226,096
Xenious	Ruzz Margan	811,910

## GAME BOY

Game	Player	Score
Revenge of the Gator	Ed Casco	871,150
Super Mario Land	Ryan Cole	663,270
Tetris	Mike Wozniak	241,253

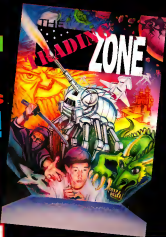
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On page 64 of the October GamePro we accidentally swapped the two Wizardry maps. The map labeled Floor 1 is actually Floor 2, and the map labeled Floor 2 is Floor 1.

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