

GAMEPRO™

An IDG Communications Publication

N.E.S. Baseball!

Swing Your Way Into
These All Star Greats
See Pg. 42

15 Pages
of Power
Reviews!

Ultima IV
Spiderman
Cratermaze
Ghostbusters
Maniac Mansion
Matat Conspiracy

Exclusive!

Disney Pictures'
Dick Tracy



June 1990

\$3.95 Canada \$4.95



0 74470 65945 7

Free Poster
Inside!



NEVER BEFORE HAS A FORCE OF ONE BEEN SO POWERFUL!

As Seen At The
Nintendo
World Championships



Rated 4 out of 5 for graphics and sound, challenge and theme/fun on the Power Player Meter!

Nintendo Power
March/April 1990

PUT THE FORCE OF ONE ON YOUR WALL!

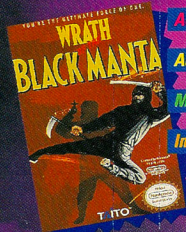
Send for your FREE Black Manta poster today! Quantities are limited. Write to:
Black Manta Poster
Taito Software, Inc.
P.O. Box 1439
Bothell, WA 98011

INTRODUCING

WRATH OF THE BLACK MANTA

Crime and kidnapping have put a death grip on New York, Tokyo and Rio. A solitary figure strives to squelch the misguided dealings of a bunch of underhanded terrorists bent on kidnapping innocent kids. Only the Black Manta possesses the powers that can save them.

- * Master the awesome power of ten magical, Ninpo martial arts
- * Gather clues that allow you to track down El Toro, the evil drug lord
- * Exterminate international terrorists
- * Sensational color graphics
- * Exciting soundtrack
- * Furiously challenging



Action!

Adventure!

Mystery!

Intrigue!

TAITO
THE ONLY GAME IN TOWN.™

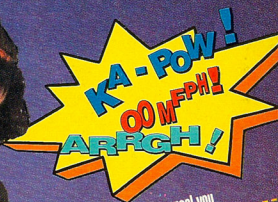
Licensed by Nintendo®
for play on the



267 West Esplanade, North Vancouver, B.C., Canada V7M 1A5. If you cannot find this product at your local retailer, Visa/MasterCard holders can order direct in the U.S. or Canada by calling toll-free 1-800-933-0015. Taito®, Taito Times™, The Only Game in Town™, Bubble Bobble®, Demon Sword™ and Wrath of the Black Manta™ are trademarks of Taito America Corporation. Taito © 1990. All rights reserved. Nintendo®, Nintendo Entertainment System®, Nintendo Power™, and Nintendo World Championships™ are trademarks of Nintendo of America Inc. © 1990 Nintendo of America Inc.

You've got the strength. You've got the moves. You are the weapon!

The bone-crushing sequel to the original smash arcade hit, *Renegade*.



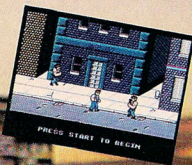
Sound effects so real you can feel the punches.
A soundtrack so hot your ears will burn!



Put the brakes on the Skate Lords' boards.



Throw a wrench in the Sleazy Rider's motorcycle mayhem.



Face double-edge danger against the Dagger Dudes.



- More levels
- More screens
- More action



ACHILLES
All the charm of a used tire iron and a mean streak to back it up.



SIEG
Don't let those baby blues fool you. This woman's dangerous!



BIG BOB
Look at him wrong and he'll pummel you into oblivion.

Graphics so real their looks could kill!

TITO
THE ONLY GAME IN TOWN.™



Licensed by Nintendo® for play on the Nintendo Game Boy system.
267 West Esplanade, North Vancouver, B.C., Canada V7M 1A5. If you cannot find this product at your local retailer, Visa/MasterCard holders can order direct from anywhere in the U.S. or Canada by calling toll-free, 1-800-937-0015. Tito® and The Only Game in Town™ are trademarks of Taito America Corporation. Taito © 1990. All rights reserved. Target: Renegade™ is a trademark of Ocean Software Ltd. Nintendo®, Nintendo Entertainment System™ and the official seal are trademarks of Nintendo of America Inc. © 1990 Nintendo of America Inc.



Quick!

Can you guess who's behind these great Nintendo® games?



Technos!

Now with the hottest
2-player action anywhere!

River City Ransom.

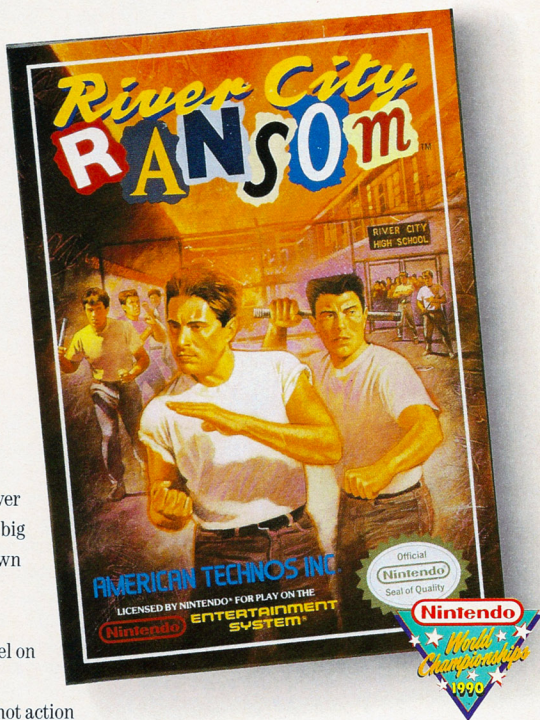
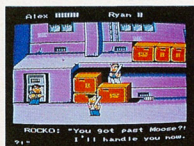
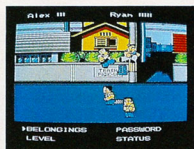
It's you and your buddy versus the meanest, baddest drug lord in town. He's holding the entire high school hostage, and only the two of you can expel him.

You'll both go to battle against ghoulish gangs and depraved dropouts. Along the way, you'll gain extra power and strength. And you'll need all you can get. School's out forever,

unless you answer the call!

Hurry. Head over to your nearest video game store. Ask for River City Ransom. It's your big chance to be a hometown hero.

And look for the American Technos label on many other Nintendo games. We have more hot action coming your way.



TECHNOS
AMERICAN TECHNOS INC.™

Suite SW3-372, 10080 N. Wolfe Road, Cupertino, CA 95014
Phone (408) 996-1877

Double Dragon II™ "The Revenge" is TM and © 1988 Technos Japan Corp. Licensed exclusively to Acclaim Entertainment, Inc.
Super Dodge Ball is TM and © 1989 Technos Japan Corp. Licensed exclusively to CSG Imagesoft, Inc.
Policing in the City and Ray Raze are TM and © 1989 Taito of American, Inc.
Superman V Ball is TM and © 1988-89 Technos Japan Corp. TM and © are trademarks of Nintendo of America, Inc.
Double Dragon is TM and © 1988 Technos Japan Corp. Licensed exclusively to Tradewest, Inc.
River City Ransom is TM American Technos, Inc. © 1988 Technos Japan Corp.
Nintendo, Nintendo Entertainment System, and Nintendo World Championship are trademarks of Nintendo of America, Inc.
*American Technos, Inc. *American Technos, Inc.

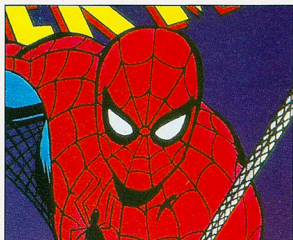
CONTENTS



Play ball with the GamePros. See page 42.



Who 'ya gonna call? See page 68.



It's the webbed wonder. See page 80.

JUNE 1990

9 **Dick Tracy—The Movie and the Game**

America's favorite detective comes to the big and little screens.

12 **Letter From the GamePros**

14 **The Mail**

22 **Cutting Edge**

It's The Game Genie—aka the Power Pak.

28 **ProClassic**

Mad Dog and Scorpion ride again in Contra.

30 **Hot at the Arcades**

Check out our S.T.U.N.ning arcade hits.

36 **Adventures of GamePro**

GamePro hits the mats in Tecmo's Pro Wrestling.

42 **ProViews**

This issue the GamePros look at:

Nintendo: Bases Loaded II, Baseball Simulator 1000, Bad News Baseball, RBI Baseball 2, Dusty Diamond's Softball, Little League Baseball Championship Series, Maniac Mansion, Mafia Conspiracy, and Ms. Pac Man.

Sega Master System: Ultima IV.

Genesis: Super Hydlide and Ghostbusters.

TurboGrafx: Cratermaze and Moto Roder.

Atari: Alien Brigade.

Game Boy: Spiderman.

84 **S.W.A.T. (Secret Weapons and Tactics)**

The hottest tips and tactics from GamePros everywhere.

100 **Ask the Pros**

The GamePros answer your game questions.

104 **Short ProShots**

A quick look at some hot games.

116 **ProNews Report**

The latest and greatest in video game news.

122 **ProChallenge Board**

Compare your scores with the Pros.

126 **Next Issue**

A look at what's coming up next month in GamePro.

©1990 IDG Communications/Peterborough, Inc. The GAMEPRO™ name and logo are trademarks of IDG Communications/Peterborough, Inc. Nintendo and Game Boy are Registered Trademarks of Nintendo of America, Inc. Sega and Genesis are Registered Trademarks of Sega of America, Inc. Atari and Lynx are Registered Trademarks of Atari Corp. TurboGrafx is a Registered Trademark of NEC.

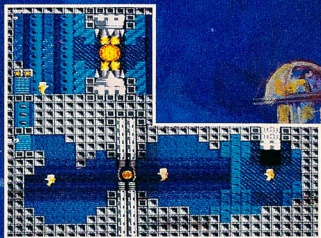
Air Fortress

TM



16 challenging levels of video game play

- Battle enemy forces on the Air Base, picking up energy and weapons!
- Into the Air Fortress, to search out and destroy the Central Reactor!
- Find your way back to your ship before the Air Fortress self-destructs!



Danger around every bend in the Air Fortress!



High-speed arcade action on the Air Base!

HAL
HAL AMERICA INC.™

The Funtastic Specialists™

7873 S.W. Cirrus Drive, Building 25F, Beaverton, Oregon 97005
Tel. 503/644-4117 Fax. 503/641-5119

HAI is a trademark of HAL America Inc. Nintendo® and Nintendo Entertainment Systems® are trademarks of Nintendo of America Inc.

Nintendo

ENTERTAINMENT
SYSTEMS



Watch for our games at the Nintendo World Championships. Soon to be in a city near you.



Licensed by Nintendo for play on the



I'm On My Way

BAN
DAI

DICK TRACY

"Calling all Nintendo players... Calling all Nintendo players!!"



The exciting new Dick Tracy video game is racing toward a Nintendo Dealer near you. Soon you'll be able to help America's greatest detective rid the crime-ridden city of Big Boy Caprice and his band of villainous thugs, including Pruneface, Ichy, and Flattop. Get on the case now, and ask your dealer for further details.

FREE POSTER INSIDE BOX

Licensed by Nintendo for play on the

Nintendo
ENTERTAINMENT
SYSTEM™



**OK BOYS
LET'S GO!**

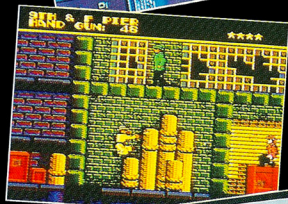
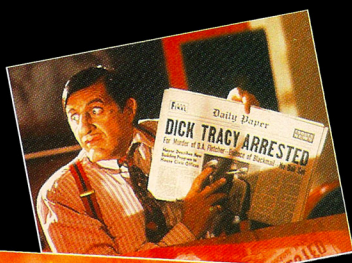
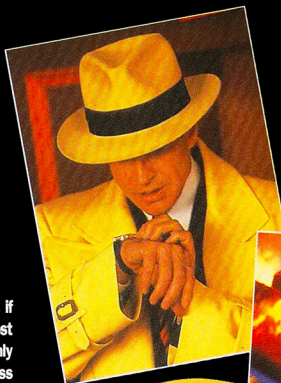


DICK TRACY THE MOVIE

Guess who's coming to the big screen? Well, if you guessed the bravest, smartest, and most popular comic strip crime-fighter ever, the only man tough enough to take on gangster boss "Big Boy" Caprice and his band of menacing mobsters, the Legendary police detective Dick Tracy, you're right! Walt Disney's comedy-adventure features Warren Beatty as the one and only Dick Tracy-out to stop organized crime in the big city.

It's an all-out war between Big Boy and his marauding mob, including the likes of Flattop, Pruneface, The Rodent, and Itchy. In order to continue his racketeering activities Big Boy's got to eliminate his law-enforcing opponent once and for all. And so he devises an elaborate scheme to frame Tracy for murder and undermine his integrity as an officer of the law.

What next? Would you believe a mysterious and faceless villain known as The Blank? How will Dick stop Big Boy and The Blank? How will he restore his good name? Where will it all end? Head to a theater near you to find out!



DICK TRACY THE GAME

As ace detective Dick Tracy pores over the crime files and mug shots piled on the desk in his dimly lit office down at police headquarters, he realizes there's only one conclusion...the recent crime wave is the work of Big Boy Caprice. And so begins Bandal's version of Dick Tracy for the NES. In this one player action/strategy title you put on Dick Tracy's trench coat and hit the streets in search of Big Boy, Itchy, Flattop, and the rest of the gang. Check your notebook for clues, and scan the mug shots for profiles of the bad guys. Climb into your car and drive to the hideout of the criminal you're after. Once you're there you'll have to fight your way through an assortment of Big Boy's thugs while collecting

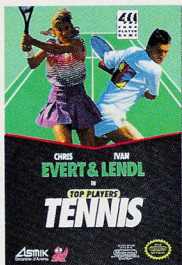
energy, more powerful weapons, and evidence to make your case stick. Capture a criminal and you can either arrest or interrogate him for more clues. Once you've rounded up the entire gang you're after Big Boy himself. "Calling Dick Tracy, Calling Dick Tracy." Get going—they're calling your name!



444
FOUR
PLAYER
GAME

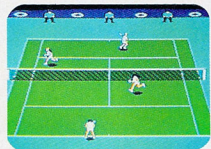
ACE THE GRAND SLAM

CHRIS EVERT & IVAN LENDL



- PLAY SINGLES, OR DOUBLES WITH LENDL OR EVERT AS YOUR PARTNER
- PLAY 4 MAJOR TOURNAMENTS TO WIN THE GRAND SLAM TITLE
- TOTAL BALL CONTROL WITH SPINS AND THE "MIRACLE SHOT"
- GET ADVICE FROM LENDL AND EVERT AS YOU PLAY
- CREATE YOUR OWN PLAYER PROFILE
- 1M-1M ROM MEMORY

IN
TOP PLAYERS
TENNIS



ASMIK
Corporation of America



Nintendo, and Nintendo Entertainment System are trademarks of Nintendo America Inc.



Boomer's AdventureTM in ASMIK World



NEVER JUDGE A WARRIOR BY HIS COVER

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

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

endo[®] GAME BOY[™]



Official
Nintendo



PLAY. DON'T PREY!



By the GamePros

And just how crazy are people about video games? Well, in Japan, where video game mania's reached a fever pitch, a store owner in Osaka recently filed a damage suit against two primary school children. What was the kids' crime? It seems these two sixth graders allegedly smashed the windows of his shop and

stole 338 video games. Although the children returned the games and the parents offered to pay for damages, the owner claims that 238 carts are still missing. In particular, 171 copies of Dragon Quest III vanished. This isn't the first time that this game and others in the series have sparked cases of juvenile delinquency. To get copies of the incredibly popular Dragon Quest games (Dragon Warrior in the U.S.) some Japanese gamers have mugged other gamers and resorted to robbing game stores as well.

Well, we thought that kind of craziness would never happen in the U.S...but it seems we spoke too soon. This past March a 40-foot long container arrived at the Port of Oakland in California. Workers unloaded the container, readied it for transfer onto a special truck for delivery to Capcom, and then went to get the next container. When they returned the container and 50,000 copies of DuckTales, valued at \$2.5 million, were gone! Workers on the scene figured that the thieves must have had their own special truck. Nobody knows whether they were actually after the games or just snagged them by mistake. After all, a 40-foot container of garlic was stolen from the same docks!

What's next? Who knows with video games, but we suggest that you save your energy for game playing and leave the real-life video shenanigans to the creeps. Stay cool, GamePros! Inside this issue, you'll find more than enough to keep you occupied. In addition to page upon page of tips, tactics, new game info, and news, we've got *Proviews* on hot new titles such as *The Mafia Conspiracy*, *Ms. Pac Man*, *Ghostbusters*, *Cratermaze*, and *Spiderman*. And since the baseball season got off to a bit of a late start this year, we've got a mid-season round-up of the six newest baseball titles for the NES - make your comparisons and decide which ones are for you! And as usual there's more, much more, so start turning these pages. But before you go, remember that if anybody comes up to you in a trench coat and tries to sell you a cut-rate copy of *DuckTales*, you better give Capcom a call!

GAMEPRO

Publisher

Patrick J. Ferrell

Editor-in-Chief

LeeAnne McDermott

Director of Creative Services

Michael Kavish

Director of Production/Operations

Lynne Kavish

Senior Technical Editor

Richard Frick

Associate Editor

Wes Nilhe

Editorial Assistant

Marta Bright

Associate Art Director

Francis Mao

Production Assistant

Pat Ferguson

Writers: The Pro A.J.F., B.A.J., The Eliminator, C.A.T. (Champ of All Time), Charlie T. Aslan, Gary Barth, David Winstead, Gideon, Andromeda, Brother Buzz, The Wiz, Maid Marion, Slo' Mo, Stephen Bernard, Hobbs

Marketing Manager

Debra Simshauser

Advertising Sales

Western Region

Tony Sureau, Sureau & Associates (415) 421-7920

Jack Friend (818) 763-1129

South/SouthWest Region

Thomas Smith, Smith & Assoc. Adv. Counselor's Inc. (318) 688-1439

Central Region/Eastern Region

Walter H. Baumgartner, Qualitative Access (708) 381-8770

Advertising Coordinator

Michelle Wheatley

Circulation Director

David P. Raether

For Customer Service Call:

Helen Lee (800) 343-0728

Manufacturing Manager

Leslie Walden

President

Roger J. Murphy

Executive Vice President

Stephen D. Twombly

Group Publisher

James W. McBrien, Jr.

Vice President Manufacturing/Operations

Dennis Christensen

Single Copy Sales Director

Linda Ruth

Newsstand Promotion Manager

Debbie Walsh

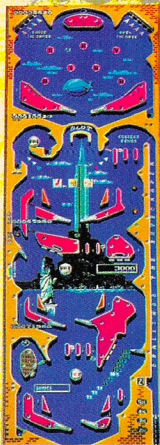
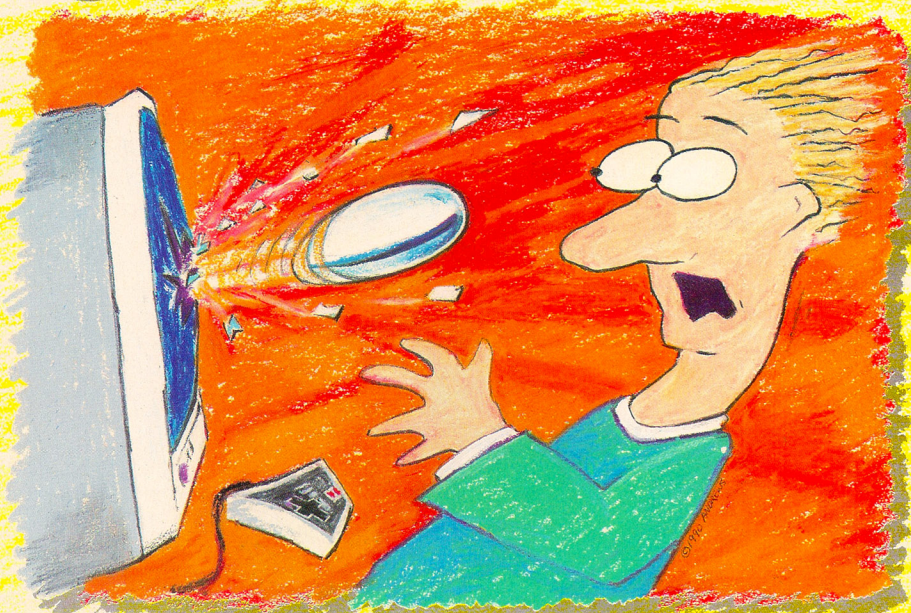
Director of Credit Sales

William M. Boyer

GAMEPRO™ (ISSN 1042-9658) is published monthly by IDG Communications/Peterborough, Inc., 80 Elm Street, Peterborough, NH 03458. **Editorial and Production offices:** 2421 Broadway, Suite 200, Redwood City, CA 94063. Second class pending at Peterborough, NH, and other additional mailing offices. POSTMASTER: Send address changes to GAMEPRO, P.O. Box 2096, Knoxville, IA 50197-2096.

Single copy rates are U.S. \$3.95; Canada and Mexico \$4.95. Subscription rates are \$24.95 for 12 issues, \$39.95 for 2 years (24 issues). Add \$10.00 per year for foreign countries. Canadian and foreign monies to be in U.S. funds, drawn on a U.S. bank. Copyright 1990 by IDG Communications/Peterborough, Inc. All rights reserved. Reproduction in whole or part without prior written permission by the publisher is prohibited. All submissions including, but not limited to, artwork, text, photographs and videotapes become the property of the publisher. Submitters cannot be returned; senders should retain a copy. The GAMEPRO™ name and logo are trademarks of the publisher. GAMEPRO™ assumes no responsibility for damages due to errors or omissions.

COMIN' AT YA!



ROLLERBALL

The pinball game of the '50s meets the technology of the '90s! ROLLERBALL brings you two exciting new games in one. **SKYSCRAPER**—A four-screen, vertical-scrolling pinball tour-de-force guaranteed to challenge any player, beginner or pinball wizard! **MATCHPLAY**—Fast-paced head-to-head competition with a few twists you've never seen before! The electronic pinball game with true pinball flipper feel and ball action! The only thing it won't do is TILT!



Watch for our games at the Nintendo World Championships. Soon to be in a city near you.

HAL
HAL AMERICA INC.

The Funatic Specialists

7873 S.W. Cirrus Drive, Building 25F • Beaverton, Oregon 97005 • Tel 503/644-4117 • Fax 503/641-5119
HAL is a trademark of HAL America Inc. Nintendo® and Nintendo Entertainment Systems® are registered trademarks of Nintendo of America Inc.
Nintendo World Championship is a trademark of Nintendo of America Inc.

From the makers of REVENGE OF THE GATOR

Licensed by Nintendo for play on the



© HAL AMERICA INC.

Neither Rain Nor Sleet Nor Hail Nor Snow...

Every month I ride my bike four miles to Lee's Hometown Newstand to get a fresh hot copy of GamePro, and I tell you the trip is worth it! I love your previews on games, especially those for the Genesis. I have collected GamePro ever since the Premiere Issue, so every month means another four mile trip to get the "Secret of My Success!"

Derek Chamorro, Ft. Lauderdale, FL

And Still More Letters About Tips and Tactics

We just purchased the Sega Genesis. Therefore we looked through all of the video game magazines and decided on yours. Besides being totally entertained by the graphics we were impressed with the hints.

My reason for writing is that after reading your Dear Editor section I feel you need another point of view! As a new owner of the Genesis system I would definitely like you to continue to provide hints as both my sons, aged 7 and 14, need them. Also, there are enough variations of levels (easy-hard) to test your skills. I know this sounds crazy, but my husband and I are getting hooked on video games also and we really need the hints so we can beat the children!

My suggestion would be to go even farther and include a monthly column that reviews old hints. We can't get the hang of Altered Beast which was obviously previewed in an earlier edition. Video game experts can continue to read your magazine and avoid the hints by not reading them!

May you continue to enjoy success with your well-written magazine.

The Pattison Family, Honolulu, HI

I am writing in response to Louie Espinoza's letter in your March issue. He says that tips and tactics shouldn't be printed, and I totally disagree. Mainly

because it's almost impossible for us to find them ourselves. I mean, who is going to accidentally push Up, Up, Down, Down, Left, Right, Left, Right, B, A, Start on Contra's title screen? There are thousands of possible button combinations. That's why I enjoy reading about what other players may have found or what you may have learned from the game companies themselves. Besides, codes and tricks don't hinder the fun of the game, but rather, they enhance it. For instance, I just completed Super Mario Brothers 3, and it's so long that you almost don't want to play it through. That's why a stage select or warp would be good—so we could ex-

perience the fun of the higher levels whenever we want. I think there should be more tips and tactics and not less. That's why most people buy GamePro! That and Francis Mao's artwork!



perience the fun of the higher levels whenever we want. I think there should be more tips and tactics and not less. That's why most people buy GamePro! That and Francis Mao's artwork!

Chris Slate, Archdale, NC

I am writing in response to the letter in your March 1990 issue of GamePro regarding not printing any more tips for games.

I'm a Nintendo fan and have mastered games such as P.O.W., Super Mario Brothers 2, Mike Tyson's Punch-Out, Contra, and others thanks to tips in your magazine. As far as I'm concerned you should continue to print tips

on all games. If people don't like the tips (and I can't understand why they wouldn't) they don't have to read them. As for me, I will continue to buy and read GamePro because I feel it is the best video game tip magazine on the market today. Keep up the good work and keep on printing tips!

The Tip Freak, Fredericton, NB, Canada

(The Mail continues to run totally in favor of keeping tips and tactics. - Ed)

And Lots of Letters About ProChallenge

I am responding to the question in the April issue of GamePro about the ProChallenge scores. I think you should continue to include this feature in your magazine, and most of my friends feel the same way. We like to see how well other people are doing, and then try to beat them! It gives us something to strive for.

Gavin Quinn, Geneva, IL

Stop the presses! (I always wanted to say that!) Don't touch that ProChallenge Board. Leave it alone! For one thing, why take it away in the first place? It's a great way to check out how good your scores really are. And for another thing, it's inspiring! I played like heck to beat the high scores for Operation Wolf and Alien Syndrome!

Justin Lee, St. Laurent, Quebec, Canada

Yes! Please keep the ProChallenge high score section. It gives players who have already conquered a game a reason to dust it off and play it again with the hope of being the best in the country.

But if you keep it, do it right. While I can appreciate anyone who has "finished" Mega Man or Super Mario, having struggled through them myself, both of these are scored games. They

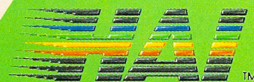
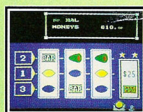
VEGAS DREAM IS HERE!



Bring the Strip to your neighborhood—and the casino of your choice home to your living room. Set off with your friends to that magical oasis where dreams come true, and fortunes are made and lost. Combining four of the most popular casino games into one exciting package, VEGAS DREAM lets up to four players compete in the Hal Palace Hotel casino. Side bets, sub-plots and a cast of fascinating characters assure non-stop action. Try your hand at Blackjack or Roulette, spin the Slot Machines in denominations from \$1 to \$100, then take a little break in the action and play a few games of Keno. Loan money back and forth, change to a different game at any time, or save your bankroll to use next time. Take a chance on VEGAS DREAM—odds

are you're going to love it.

Available April, 1990.



HAL AMERICA INC.

The Funatic Specialists

7873 N.W. Cirrus Drive, Building 25E, Beaverton, OR 97005
Tel 503/644-4117 • Fax 503/641-5119

HAL is a trademark of HAL America Inc. Nintendo and Nintendo Entertainment System are trademarks of Nintendo of America Inc.



Go Under Cover to Find the
Hottest Video Game Action!

Subscribe
to GamePro!

12 issues only \$19.97! Over
57% off the cover price.



GAMEPRO is the magazine for the player who is serious about having big fun. Each issue is action-packed with all the cutting-edge info you need to be the best player anywhere. Our Game Pros search for the most in-depth tips, strategies, and secret moves to keep you at the top of your form. And you won't want to miss out on the probing interviews, pre-released and overseas game reviews, the latest technology, and a dynamic look that will knock your socks off. So subscribe to GAMEPRO because like you, we're a cut above the rest.

Use the convenient order card or enclose your name, address, (including zip code), and age, and game system with a check or money order for \$19.97 to:

GAMEPRO Magazine
Circulations
P.O. Box 2096
Knoxville, IL 60197-2096
(Foreign residents add \$10.00
per year, U.S. funds only.)

Order Now and
Get a Free Poster!!



The Ultimate Dragon Slayer.



No make-believe Dragon here. This is the original. The ultimate DOUBLE DRAGON.™ The top Nintendo Entertainment System game. And right now, they're in big supply!

Do whatever it takes to rescue Marian from the savage street gang of the mysterious Shadow Boss.

Get fighting mad with the Punch, Head Butts,

Uppercuts, Low Kicks, Hair-Pulls and the dreaded Over Shoulder Throw.

So make sure you only insist on the ultimate Dragon slayer. The ultimate DOUBLE DRAGON from Tradewest.

Don't sit still for anything less.



WE PUT YOU IN THE ACTION
TRADEWEST
P.O. Box 2097, Corsicana, TX 75151



Double Dragon™ licensed to Tradewest, Inc. by Technos Japan.
© 1990 TRADEWEST, INC. NINTENDO AND NINTENDO ENTERTAINMENT SYSTEM
ARE TRADEMARKS OF NINTENDO OF AMERICA INC.

give points. No one should be allowed a "finished" listing in ProChallenge on a game that gives points. After all, both games mentioned above offer respectively unlimited continues and warp zones to help you finish them.

Bob Christopher, Coventry, RI

(Our rationale for printing "finish" scores on these games is to allow more players to get their names on the ProChallenge board. Well, GamePros, should we continue this policy or strictly allow scores only for score games? Let us know what you think. - Ed)

I am writing to ask you to keep ProChallenge. I understand that according to your Reader Survey most people dislike it, compared to the rest of the magazine. Unfortunately, I was one of those who marked it as the item I least liked (if I had to choose). Now if asked if there was one item I would want to see deleted from your magazine I would have to say NOOOO!!!! You have a very good magazine and I don't think you should mess with success.

David Ross, Englewood, CO

As a regular GamePro reader I would like to say what I think about the

ProChallenge board. I think you should stop it completely. The reason I feel this way is because I think it makes players feel bad when they can't do well enough to get their scores on the board.

Santosh Narayan, Dinuba, CA

(The mail is running about 99% in favor of keeping ProChallenge—so it stays! - Ed)

The Collected Adventures of GamePro

I just read the March 1990 issue of GamePro and I wanted to let you know what I think about your magazine. The graphic designs and layouts of your magazine are excellent. It really is a pleasure to read the articles. I like the balance of your focus between all of the game systems. I especially like your reviews of Genesis games since that is my favorite system.

I also appreciate how you distinguish yourselves from other video game magazines by including things like ProNews report, Contests, and the Comic Strip. I'm a die-hard comic book fan and appreciate how you feature the character of GamePro in a serious light. The story is very in-depth and shows a

lot of research about the games featured in the strip. The art work is Marvel Comics quality. How about collecting all of the previous chapters of GamePro into one edition?

Jeff Goldberg, Elmsford, NY

(Francis Mao, who has been involved with comics for many years, designs and draws the Adventures of GamePro. We think he's great, too. For all of you Adventures of GamePro fans, see pg. 114 to find out how you can get the collected Adventures of GamePro, along with a special never-before-published prologue! - Ed)

So, Tell Us What You Think.

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

GAMEPRO Magazine
Dear Editor
P.O. Box 3329
Redwood City, CA 94064

Thanks for your input!

The Video Game Specialists

JUST A FEW EXAMPLES:

NINTENDO:		GENESIS:	
Action Set	\$99.95	16 Bit System	\$189.95
Super Mario III	\$54.95	Herzog Zwei	\$42.95
Top Gun II	\$42.95	Super Basketball	\$47.95
Double Dragon II	\$54.95	Phantasy Star II	\$69.95
SEGA:		LYNX:	
Master System	\$79.95	Game System	\$189.95
Basketball Nightmare	\$29.95	Gauntlet III	\$37.95
Dynomite Dux	\$29.95	Rampage	\$39.95
Golden Axe	\$39.95	Chip's Challenge	\$37.95
ATARI 2600:		GAMEBOY:	
Game System	\$49.95	Game System	\$89.95
Bump N Jump	\$17.95	Revenge of Gator	\$29.95
Kung Fu Superkicks	\$14.95	Solar Striker	\$24.95
Quest For Quintana Roo	\$14.95	Kwirk	\$29.95
TURBO GRAFX-16:		ATARI 7800:	
Game System	\$159.95	Game System	\$69.95
Final Lap Twin	\$59.95	Dig Dug	\$16.95
Pac-Land	\$44.95	Food Fight	\$16.95
R-Type	\$69.95	Ballblazer	\$21.95

FOR A COMPLETE CATALOG

SEND YOUR NAME, ADDRESS, AND MACHINE TYPE
PLUS \$1 FOR POSTAGE AND HANDLING TO

TELEGAMES USA

BOX 901-P • LANCASTER, TEXAS 75146 • (214) 227-7694

OVER 30,000 CARTRIDGES IN STOCK

SEGA™
2600™
ADAM™

ATARI™ 7800™

COLECO VISION™

ATARI™ 5200™

GAME BOY™

TURBO 16 BRAX™

Nintendo™ **LYNX™**

SEGA™
GENESIS™

Personal Arcade™

ATARI XE™ **TURBO 16 BRAX™**

JOYSTICKS

ACCESSORIES

HAND HELDS

Intellivision™

**4
FOUR
PLAYER
GAME**

Hit the Dirt.



Strap on your helmet for some rough and tumble racing excitement with Ivan "Ironman" Stewart's **SUPER OFF-ROAD™**

Race up to 4 players at the same time in the game that's just like real dirt racing.

And like the #1 arcade game, this mega-hit for your Nintendo Entertainment System

is filled with mud holes, jumps and other action moves. 8 different stadium tracks and a total of 16 configurations let you play dirty for a long time, too. *So get Super Off-Road and hit the dirt flying!*



WE PUT YOU IN THE ACTION
TRADEWEST

P.O. Box 2097, Corsicana, TX 75151



Nintendo
ENTERTAINMENT
SYSTEM™

Ivan "Ironman" Stewart's Super Off-Road™ is licensed to Tradewest, Inc. by the Leland Corporation, one of the world's leading U.S.-based coin-operated game manufacturers. Championship Off-Road Race Truck Driven by Ivan "Ironman" Stewart®™ NINTENDO AND NINTENDO ENTERTAINMENT SYSTEM ARE TRADEMARKS OF NINTENDO OF AMERICA INC.

QUICKSHOT

PYTHON

*The Ultimate
in Comfort
and Control*

QuickShot[®]
by Bondwell

Available at most retailers.

© 1990 Bondwell Global Ltd. Bondwell is a registered trademark of Bondwell Global Ltd.

CES

McCormick North
Booth 7741
Next to
Nintendo

GH**0**STBUSTERS II



ACTIVISION

Licensed by Nintendo
for play on the

**Super Nintendo
Entertainment System**



The Slime is Rising Fast... Who Ya Gonna Call?

The Ghostbusters are Back! And Activision brings you the slimiest scenes from the blockbuster movie. Shift into high gear in your Ectomobile. Exterminate the paranormal pests at the courthouse. Pound the pavement with the Statue of Liberty. And slime Vigo at the Museum of Art before he rings in a nasty New Year!

- Hear the hottest bustin' tunes from the movie, including the "Ghostbusters Theme" and "Higher and Higher."
- Eight levels packed with hundreds of ghostly enemies.
- Digitized images of your favorite ghostbusting movie stars.



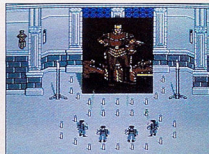
Ecto-1's fully loaded. Super Zapper, Ghost Shield, Slime Blower, and more.



Tunnel underground and discover a river of oozing slime.



Torch some ghouls with Lady Liberty.



Hose down Vigo with a mood slime shower.

ACTIVISION

Licensed by Nintendo
for play on the

Nintendo
ENTERTAINMENT
SYSTEM



Ghostbusters™ II © 1989 Columbia Pictures Industries, Inc. All rights reserved. Nintendo and Nintendo Entertainment System are trademarks of Nintendo of America Inc.

See your local retailer or call 1-800-227-6900 to order.

An encore performance!



Golgo 13 is back in The Mafat Conspiracy! Top Secret Episode knocked the wind out of you; this one will blow you away!

THIS GAME
IS LICENSED BY NINTENDO®
FOR PLAY ON THE



VIC TOKAI INC.

22904 Lockness Ave., Torrance, California 90501 / TEL: (213) 326-8880
Nintendo® and Nintendo Entertainment System® are trademarks of NINTENDO
OF AMERICA, INC. The Mafat Conspiracy™ is a trademark of VIC TOKAI INC.



Mail the coupon below for a secret tip.

SNEAK PREVIEW

VIC TOKAI	Name: _____	VIC TOKAI
	Address: _____	
	City: _____	
	State _____ Zip _____	
	Send more info. <input type="checkbox"/>	
	Telephone: (____) _____	

22904 Lockness Ave., Torrance, California 90501

JUST ANOTHER SECRET EPISODE

GOLGO 13

TOP SECRET

"Nominated for best game ever."

Nintendo Power - 3/89

"First game to capture the flavor of a James Bond adventure"

Game Players - 10/89

"Excellent sound effects and music. The secret agent theme song adds to the game's suspense."

Compute's Guide to Nintendo Games - 1989

THIS GAME
IS LICENSED BY NINTENDO
FOR PLAY ON THE



Mail this coupon for a
Free **GOLGO 13** Comic.

NAME _____
STREET _____
CITY _____
STATE _____ ZIP _____
PHONE _____

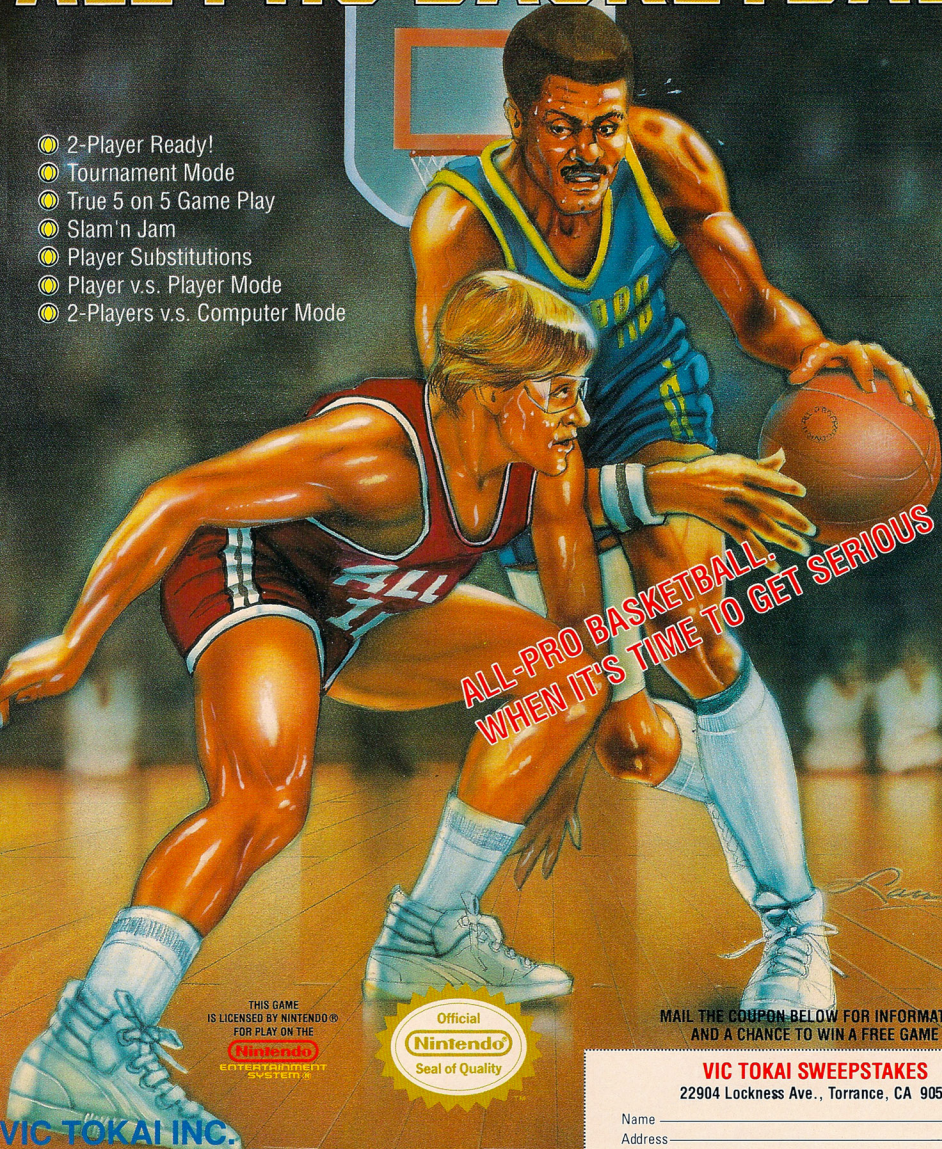
VIC TOKAI, 22904 Lockness Avenue, Torrance, CA 90501



Golgo 13 is a trademark of VIC TOKAI INC. Nintendo Entertainment System are trademarks of Nintendo of America, Inc.

ALL-PRO BASKETBALL™

- 2-Player Ready!
- Tournament Mode
- True 5 on 5 Game Play
- Slam'n Jam
- Player Substitutions
- Player v.s. Player Mode
- 2-Players v.s. Computer Mode



ALL-PRO BASKETBALL.
WHEN IT'S TIME TO GET SERIOUS

THIS GAME
IS LICENSED BY NINTENDO®
FOR PLAY ON THE



MAIL THE COUPON BELOW FOR INFORMATION
AND A CHANCE TO WIN A FREE GAME

VIC TOKAI SWEEPSTAKES

22904 Lockness Ave., Torrance, CA 90501

Name _____
Address _____
City _____
State _____ Zip _____
Telephone (_____) _____
☐ Send More Information
☐ Enter My Name in the Sweepstakes

VIC TOKAI INC.
22904 Lockness Ave., Torrance, California 90501 / TEL: (213) 326-8880
Nintendo® and Nintendo Entertainment System® are trademarks of NINTENDO OF AMERICA INC.
All-Pro Basketball is a trademark of VIC TOKAI, INC.

Only the power of the mind can
Solve the puzzles of time



The ancient land of Daedalus is governed by symmetry and time. It is a land, where your progress will be severely tested by the challenge of myriad shapes and blocks. It will take the art of Daedalus and the power of your mind to solve the confounding riddles of the blocks. To master Daedalian Opus™ is to achieve the art of victory.

Daedalian Opus™ (dī-dā'le-on ō'pas)

THIS GAME
IS LICENCED BY NINTENDO®
FOR PLAY ON THE

GAME BOY

VIC TOKAI INC.

22904 Lockness Ave., Torrance, California 90501 / TEL: (213) 326-8880
Nintendo®, Game Boy® and the official seals are trademarks of NINTENDO
OF AMERICA INC. Daedalian Opus™ is a trademark of VIC TOKAI INC.



Mail the coupon below for a secret tip.

SNEAK PREVIEW

Name: _____

Address: _____

City: _____

State: _____

Zip: _____

Send more info. ☐

Telephone: (_____) _____

VIC TOKAI

VIC TOKAI

22904 Lockness Ave., Torrance, California 90501

The Cutting Edge

The GameGenie

By The Mild-Mannered Reporter

Abacadabra, Presto Change-o

When we last left this story (see May's ProNews Report) our hero, PowerPak, was ready to "socket" to those nasty NES carts. But PP is now GG — GameGenie, that is.

After a quickie marriage to a Mystery Distributor, Camerica's revolutionary superpowered NES add-on is finally ready for market. At press time, Camerica was mum as to the MD's secret identity. But the word on the streets is that it's Galoob Toys, the \$200 million San Francisco, California-based international toy company.

Make A Wish

The GameGenie is roughly a third of the size of a regular NES cart. It houses chips programmed to unlock any NES game. Camerica's got the Genie's secret under monster security, but it's likely they're cracking codes at the assembly language level. According to Camerica, the GG works with any existing game and will work with ALL future NES games!

Summoning your Genie is a breeze. Plug a cartridge into the GameGenie and then slide the entire assembly into your deck. Next hit the power button. The GG screen pops up with a typical password display. Enter the codes and then hit Start to display the game's regular opening screen. Now, let the fun begin! There's no on-screen indicator, but you know your newfound superpowers are there.

And like any Genie worth its salt, this one gives you three Wishes.

Wish-ful Thinking

The Wishes are the heart of the Genie's magic. They're a series of codes 6-8 letters long that enable you to make NES carts jump through some radical hoops. For example, in Super Mario Brothers, endow Mario with gravity-defying moves. Mike Tyson Punch Out players can max out their stamina between rounds. Program one life or infinite lives in any game!

You program the three Wishes before you start a game. They're stored in onboard RAM, so you don't lose them unless you turn off the game or program in three more Wishes.

Want to give Gradus or Legend of Zelda another try, now?

The Double Whammy

If three wishes don't make it, double your pleasure. Called the Double Whammy, this GG move provides six Wishes instead of three. Figured it out yet? That's right, you can connect any two GameGenies together. Since some special features require three Wishes (to make Mario stay big, for example), the Double Whammy makes for some outrageously creative Wish-making.

Yes, you can link more than two Genies. Triple Whammy, anyone?

Catching A Code

A booklet containing 200 codes comes bundled with every GG, and Camerica

will periodically publish updates to it. Additionally, Camerica is aggressively pushing video game magazines to publish new GG codes as a regular feature. There'll also be a 900 phone number that you can call for the latest codes.

Hacker Heaven

By now you password-busting, code-crunching GamePros are foaming at the mouth. Yes, you CAN use the Genie to figure out your own codes to any game!!

In fact, find a juicy one and Camerica/Whoever will reward you. Somewhere there's a whole warehouse full of turbaned Oscar look-alikes and one of them could have your name on it! Called, what else, the GameGenie Awards; beginning in early fall, enterprising hackers can get one with their name, feature, and code engraved on it. Winning codes will be published.

I Dream of Genie

The GameGenie should materialize on store shelves any day now. At press time, it was slated for release in June. Price? Again, all Camerica says is that the GG will cost "about the same as a NES cartridge."

Frustrated gamers, the end is in sight! And start dusting off those old carts. With the GameGenie, it's a brand new ballgame.



ELASH™ DEMONHEAD



Challenge. Defeat the grotesque and vile keepers of the medallions!

Challenge. Escape the molten lava pits and searing heat beneath the earth's crust!

Challenge. Speed through labyrinthine caverns and subterranean springs!

Challenge. Solve the riddle of the medallions!

Challenge. Disarm the Doomsday Device that looms over Demonhead!

MAIL THE COUPON BELOW FOR INFORMATION
AND A CHANCE TO WIN A FREE GAME

VIC TOKAI SWEEPSTAKES

22904 Lockness Ave., Torrance, CA 90501

Name _____

Address _____

City _____

State _____ Zip _____

Telephone (_____) _____

☐ Send More Information

☐ Enter My Name in the Sweepstakes

THIS GAME
IS LICENSED BY NINTENDO®
FOR PLAY ON THE
Nintendo

ENTERTAINMENT
SYSTEM™

Official
Nintendo
Seal of Quality

VIC TOKAI INC.

22904 Lockness Ave., Torrance, California 90501 / TEL: (213) 326-8880

Nintendo® and Nintendo Entertainment System™ are trademarks of NINTENDO OF AMERICA, INC.
Clash at Demonhead is a trademark of VIC TOKAI, INC.

PRO

Classics

By Andromeda

Thirty years ago a mysterious UFO crashed into the Amazon basin deep among the ruins of an ancient Mayan civilization. Thinking it was just another meteor, no one thought twice about the incident—that is, until now! Strange rumors of frightening events taking place deep in the jungle have reached the Pentagon. Now the top brass knows the aliens have landed, and they've decided to send two members of their elite Special Forces corps deep into the steaming jungle to investigate and destroy the alien forces led by the repulsive Red Falcon. As Lance and Bill, otherwise known as Scorpion and Mad Dog, you're about to begin the adventure of a lifetime!

Go Team!

Go it alone if you choose, but Contra is in a class by itself as a simultaneous two-player adventure. You each get three lives and you can earn extra lives by completing different levels. Or you can use the ultimate Contra tip.

PROTIP: To begin with 30 lives in a one- or two-player game do the following: During the title screen press Up, Up, Down, Down, Left, Right, Left, Right, B, A, and Start. You may have to try this a couple of times to get it to work.

Zone Defense

Once the action starts in this game, it never lets up. Ahead of you lie eight

zones of the Red Falcon's defense. At the end of each of the first seven zones of destruction, you'll encounter one of Red Falcon's mammoth Detection Sensors designed to warn the Falcon of your approach. Wipe these sensors out to advance to the next defense zone.

The Tools of Your Trade

To defend yourself and wipe out the Falcon's forces, you'll have to use your incredible ability to run, jump, and fire with deadly accuracy. Normally you're armed with a standard machine gun, but destroy Flying Capsules and Pill Box Sensors to earn special weapons like the Laser, the Rapid Fire, and the Force Field.

PROTIP: Our favorite weapon is the Spread Gun.

Reach Out and Blast Someone

Your adventure begins as you battle hordes of alien soldiers through the jungle alongside of the Amazon River.



PROTIP: Destroy the Sensor at the end of the jungle by first taking out the sniper and the cannon. Next, jump to the ledge where you're out of reach of the gunfire of the sensor, and then blast the guns to smithereens from this safe position.

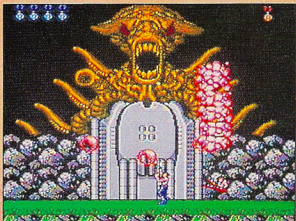
Next, it's a shoot-out at the first enemy base where you'll have to destroy countless security walls before you can penetrate the base.

PROTIP: A good strategy inside of the bases is to jump and shoot simultaneously. You can dodge enemy bullets, as well as rolling bombs, and still hit the sensors to destroy the gates inside of the base.



PROTIP: Blast the jumping red enemies inside of the bases for special weapons.

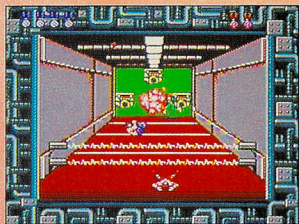
If you succeed in storming the base, you and your buddy face a deadly climb up the side of a waterfall while enemy snipers try to pick you off.



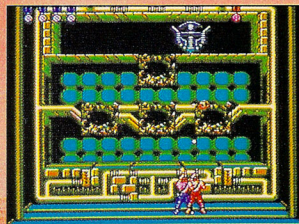
PROTIP: Destroy the Detection Sensor at the top of the waterfall by first blasting its tentacles and then positioning yourself as shown in the picture. You can safely blow up its head without being shot.



Another enemy base lies just past the waterfall. Then you'll find yourself running along an eerie snowfield where aliens lob bombs at you from behind trees and giant bulldozers try to run you down.



PROTIP: Some gates inside of the bases have large central sensors. Destroy these first and the entire gate may blow up without your having to destroy the other sensors.



PROTIP: Blow up the sensor at the end of the second enemy base by first destroying all of the red sensors and then blasting the blue targets at the top of the screen. You can only destroy them when two of them are together.

PROTIP: On the snowfield dodge the bombs lobbed over the treetops by jumping so you're in the air when they explode.

PROTIP: Lie on your stomach and blast the bulldozers repeatedly. With luck you'll blow them up before they run you down!

Beyond the snowfield lies the Energy Zone. Here you'll have to dodge both enemy troops and the blasts of giant lasers that singe you in seconds.



PROTIP: Study the firing patterns of the lasers. Then jump and lie down, and jump and lie down to get by them. In some spots you can leap over the laser altogether!

PROTIP: Blast the boss at the end of this zone by shooting him and then somersaulting over him when he attacks you! Repeat this procedure until he's done for!

Succeed in unplugging the Energy Zone and you're into the Red Falcon's Hanger Zone. It's the Falcon's last line of defense, and it's a deadly one!

PROTIP: For the best success try taking the upper route in this zone.

Finally, you're inside the Falcon's Lair. Horrible enemy aliens, larvae, and guts try to block your path. Make it past this biological mess and it's the final confrontation with the Red Falcon himself.



PROTIP: Blast this large alien boss by standing right up against the wall and shooting diagonally.

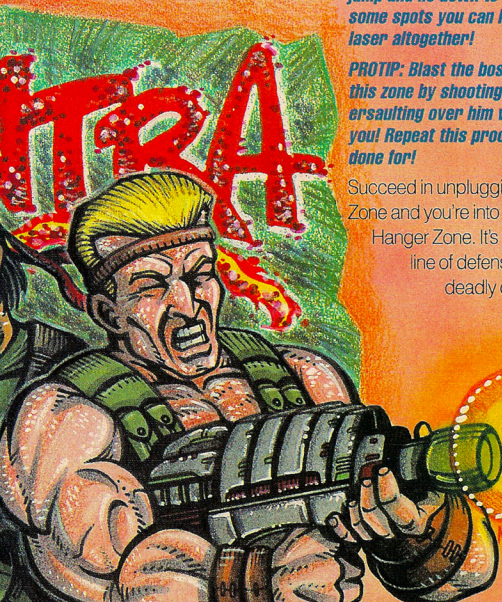


PROTIP: Inside the Falcon's Lair your best weapon is the Spread Gun. Spray nests of aliens and destroy the Red Falcon's Pods, as well as his heart, by standing in one place and using the Spread Gun!

self. Konami's Contra is a true ProClassic in every sense of the word. It's got great graphics, great sound, great gameplay, and what's more, it's just plain fun. And don't forget to check out Konami's Super C, the sequel to Contra. You haven't lived and died, and lived and died, and lived and died until you've tried Contra!

Contra by Konami (\$39.95).

ILLUSTRATION: FRANCIS MAO



Hot at the Arcades

By Hack 'n Slash

The action's blazing at the Arcades this month, GamePro! Coin-op graphics are seriously turning heads; the two games featured here are real sharp lookers. And remember pinball machines? They're making a comeback, so here are two that ought to get you punching the flippers one more time.



S.T.U.N. Runner (Atari Games)

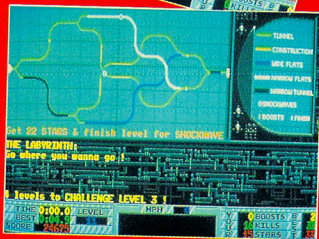
Welcome, S.T.U.N. Runner. It's some time in the future and S.T.U.N. Running is the ultimate sport. Straddle your ultra high-tech powercycle, pop-in a couple of tokens, and blast off for a ride on the wild side!

Take on one of three game levels to make a supersonic run against the clock on a mess of mind-twisting tracks. Go 360° through tubular tunnels and even take a ride through the stars. 900 mph too tame? Find the Turbo Boost pads for higher speed.

You'll face menaces both vehicular and airborne as bird-like Ornobotts, Attack Drones, and Terrigibles try to slow

you down. Hit them and you'll bust up your bike. If you don't get to the finish line in time, it means two more tokens or "later, babe." Make it through and you earn lasers, shields, and awesome Shock Wave pulse weapons to help you blast a path.

Dynamite 3-D graphics and radical gameplay make this two-wheeler white-knuckle time all the way. S.T.U.N. Runner's a stunner!



PROTIP: In *Advanced Level tracks*, the very first *Turbo Boost* warps you to the next level. Be quick, they show up fast. In the first track, the boost appears immediately, high up on the right side of the tunnel.

PROTIP: It's tough, but try not to pull back on the controls when you fire your weapons. Even a slight tilt throws off your aim and there's no time for a second shot.

Whirlwind

(Williams Electronic Games)

Kansas is about to be blown away—literally. There's a heavy-duty twister in town that's full of hot air. Who ya' gonna' call? Storm Blasters!

Whirlwind's a pinball machine that really blows up a storm. Use your flipper fingers to help the Storm Blasters keep the hurricane moving. Move the storm by hitting the flashing compass points. Hit them all and you'll score mucho points and fire up a stormy lightshow to boot.

The action's hot, but this Pin helps you keep your cool. There's a fan mounted at the top of the scoreboard. If you rack up the points to start a storm, you get a cool breeze in your face. You'll need it, too.

Three twisters in front of your flippers revolve at random points during your game, each in a different direction. They put a weird spin on your ball before it reaches your flippers that can really throw off your timing, so be alert!

If the action gets too heavy for you, hide your ball in the Cellar. You get a break as well as big points. Try shooting a ball up onto one of the two Skyway Ramps to earn Toll points towards an extra ball.

You'll need all your flipper skills to master Whirlwind. Don't blow it!

PHOTOS: WEINBERG & CLARK
ARCADE: MILPITAS GOLDFIELD

Continued on Page 34.

JVC

JVC MUSICAL INDUSTRIES INC.
6363 SUNSET BLVD., SUITE 500
HOLLYWOOD, CA 90028

BOULDER DASH



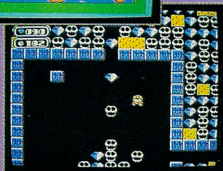
Rockford, the son of an adventurer, takes up the quest from his late father's will. To find the Secret Jewel of the Six Worlds, the quest begins in the strange and perilous Boulder Dash!

An underground world swarming with weird enemies, all out to prevent you from collecting the priceless diamonds just waiting to be mined. Can you master the enchanted walls, transform butterflies into jewels, find the mysterious escape tunnel, and get away from the growing amoeba before it engulfs you? Six different magical worlds of adventure await you in BOULDER DASH!

Official
Nintendo
Seal of Quality

LICENSED BY NINTENDO®
FOR PLAY ON THE

Nintendo
ENTERTAINMENT SYSTEM.



BURAI FIGHTER™

無頼戦士



**DEFEAT
THE BURAI
USING
MASSIVE
WEAPONRY!**



A formation of deadly robo-mutants approaches.



Giganticrab makes Level 1 a formidable challenge.



Burai Fighter attempts to navigate Level 2.



The terrifying Slimedragon, master of the Burai.

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

Taxan USA Corporation – Consumer Division, 161 Nortech Parkway, San Jose, California 95134.

© 1990 TAXAN USA CORP.
NINTENDO, NINTENDO ENTERTAINMENT SYSTEM, AND GAME BOY ARE TRADEMARKS OF NINTENDO OF AMERICA, INC.



LICENSED BY NINTENDO®
FOR PLAY ON THE



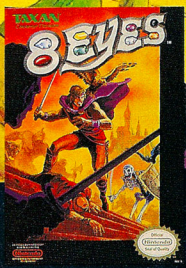
ENTERTAINMENT
SYSTEM™

COMING
SOON FOR
NINTENDO®
GAME BOY®
**BURAI
FIGHTER
DELUXE**



8 EYES

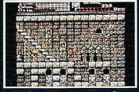
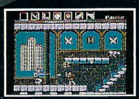
Featuring the new
DUAL ATTACK MODE!



TAXAN
Consumer Division

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

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



Final Fight (Capcom)

Metro City's no garden spot; gangs overrun it like weeds. New mayor Mike Haggar's a former street fighter, so he figures to do some two-fisted cultivating. But the Mad Gear Gang's snatched his daughter, Jessica, and unless he lays off the status quo, she's history.

Final Fight is a 6-level arcade street fighter's nightmare. You can try to rescue Jessica solo as one of three hard-fisted characters, but two player action is the way to go. Get set to kick some serious behind; the bad guys and gals are everywhere! Beat them and you face maniacal bosses.

Use Pile Drivers, spinning back kicks, and assorted punches to waste the baddies. If that don't work, grab a pipe or a sword and start swinging! Get beat and you'll find yourself in an explosive situation that's a real blast—especially for you.

You're baaaad, but you'll need eats such as sushi and BBQ to stay healthy. Japanese yen, diamond rings, and a topaz earn you points towards extra lives. The Bonus Screen's a scream as you bash a gangster's brand new car into junk. The action's brusin', Hornes! Awesome graphics and furious gameplay make FF a prize fighter.

PROTIP: Fight to the edge of the screen and it's easy to hop thugs before they even appear. This classic move's especially effective with two players, but it's tough to hang there.

PROTIP: If the Industrial Area's flame pit burns you up, move to the right edge of the screen. You'll get fried along the way, but the flames can't harm you there, and they'll waste the thugs behind you. Now, punch offscreen to reach the next level.



Earthshaker (Williams Electronic Games)

Earthshaker's a rockin' rollin' pinball game that really rattles your cage. Send your steelies to visit the nine earthquake zones that the Earthquake Institute predicts will cause the next big shaker. You'll tour famous earthquake landmarks such as the Nevada-California border and Hollywood.

When you tally enough points, send a ball to visit the Fault. That sets off an Earthshaker. The game gets really shakey at this point; California and Nevada split apart! You better hold on as the machine actually rocks big-time according to the magnitude of the quake. Now the fun really begins.



The earthquake activates a lock mechanism which grabs the ball. Lock two balls and the third ball starts Multi-ball game action—a real juggling act as you try to keep all the balls in play. It's a kick, and with luck you can rack up the points.

For extra balls, shoot a ball up one of the two Earthquake View Ramps. Log enough Ramp Miles and you'll light up an Earthquake Shelter for an extra ball.

If you like fast-paced pins with a little pizzazz, give this one a try. With Earthshaker you'll really get on a roll.

PHOTOS: WEINBERG & CLARK
ARCADE: MILPITAS GOLFCLUB

The Adventures of

Chapter 10: THE SUPREME OVERLORD

GAMEPRO

FRANCIS
MAO

WRITER/ARTIST

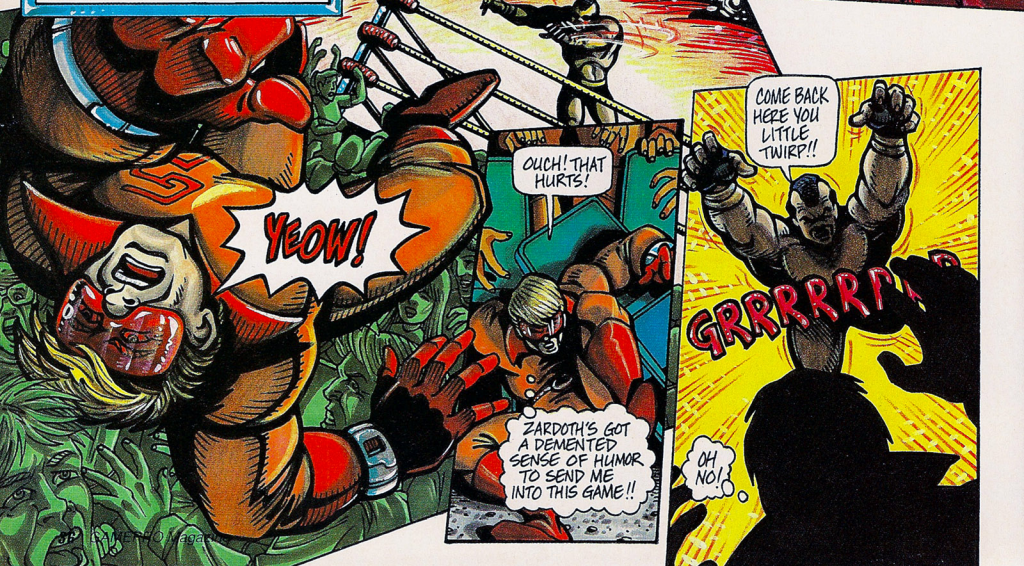
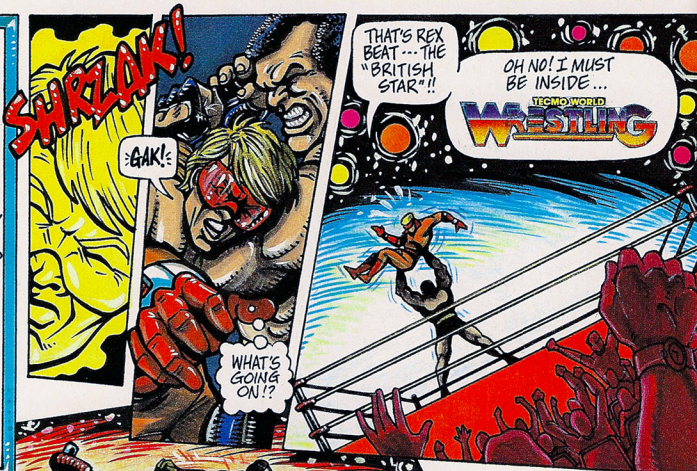
MICHAEL
KAVISH

ART DIRECTOR

Previously:

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

GAMEPRO HAS JUST BATTLED HIS WAY THROUGH GHOLLS 'N' GHOSTS. DURING THAT TIME HE LEARNED MORE ABOUT THE EVIL DARKLINGS BY STUMBLING UPON A SECRET MACHINE THEY HAD WITHIN THE GAME. THIS DEVICE WAS ABLE TO TEMPORARILY TRANSPORT OUR HERO BACK TO EARTH! BUT IT DID NOT HAVE ENOUGH POWER TO MAKE A COMPLETE TRANSPORT. GAMEPRO DEDUCED THAT THE GAME WAS JUST ONE OF A WHOLE NETWORK OF SIMILAR MACHINES HIDDEN IN VARIOUS GAMES WITHIN THE VIDEO DIMENSION! THEY ARE ALL POWERED BY PEOPLE WHO UNKNOWINGLY PLAY EVIL DARKLING-CONTROLLED VIDEO GAMES ON EARTH. UNITED TOGETHER, THESE MACHINES COULD CREATE A TRANS-DIMENSIONAL BRIDGE LARGE ENOUGH TO TRANSPORT AN ENTIRE EVIL DARKLING INVASION FORCE! THEY WOULD SUDDENLY APPEAR IN EARTH HOMES ALL OVER THE WORLD SIMULTANEOUSLY... THE INVASION WOULD BE OVER BEFORE ANYONE KNEW OF IT! GAMEPRO NOW REALIZES THAT THE FATE OF BOTH EARTH AND THE VIDEO DIMENSION HINGES ON HIS ABILITY TO THWART THE EVIL DARKLING'S PLANS!...



LIGHT YEARS AWAY, IN ANOTHER PART OF THE VIDEO DIMENSION, ABOARD THE DESTRUCTOR - THE EVIL DARKLING'S SUPREME COMMAND SHIP....

...HE IS SAID TO BE MERCILESS!

IT IS SAID THAT HE ONCE PUT AN ENTIRE BATTALION TO DEATH FOR NO REASON AT ALL....!

HALT! IDENTIFY YOURSELVES!

22Q97 AND Y458 REPORTING AS COMMANDED!

YES... YOU ARE EXPECTED!

IS THIS YOUR FIRST AUDIENCE BEFORE OUR LORD?

YES.

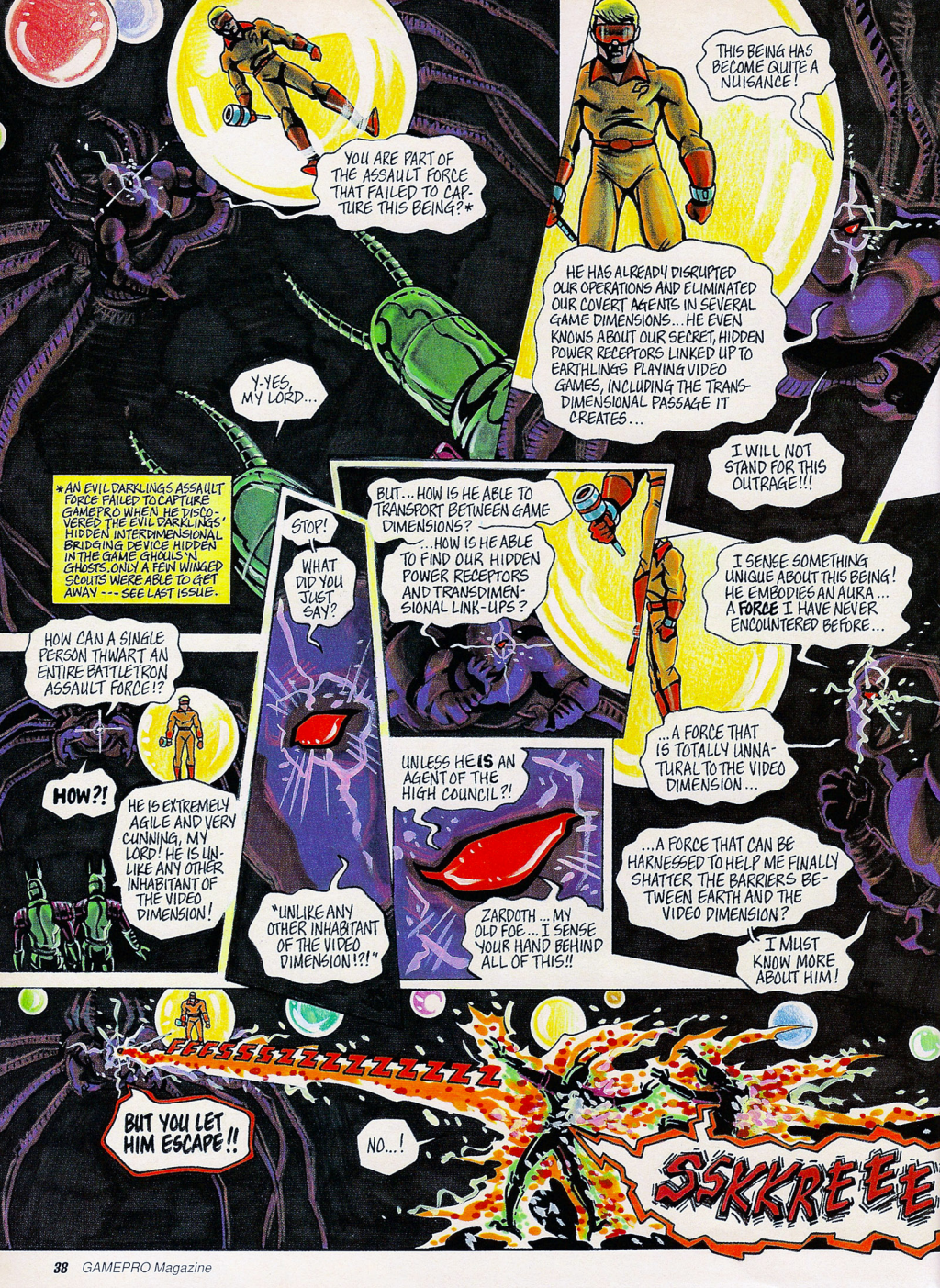
SPEAK ONLY WHEN SPOKEN TO. OBEY OUR LORD'S EVERY COMMAND UPON FORFEIT OF YOUR LIFE. YOU TWO ARE WORTHLESS HUSKS BEFORE THE MIGHT OF THE SUPREME OVERLORD!! ANY QUESTIONS?

NO!

VERY WELL...

ENTER AND BE HUMBLIED BEFORE THE MAJESTY OF THE LORD AND MASTER OF THE DARKLING EMPIRE!

APPROACH ME...



YOU ARE PART OF THE ASSAULT FORCE THAT FAILED TO CAPTURE THIS BEING?*

THIS BEING HAS BECOME QUITE A NUISANCE!

HE HAS ALREADY DISRUPTED OUR OPERATIONS AND ELIMINATED OUR COVERT AGENTS IN SEVERAL GAME DIMENSIONS... HE EVEN KNOWS ABOUT OUR SECRET, HIDDEN POWER RECEPTORS LINKED UP TO EARTHLINGS PLAYING VIDEO GAMES, INCLUDING THE TRANS-DIMENSIONAL PASSAGE IT CREATES...

Y-YES, MY LORD...

I WILL NOT STAND FOR THIS OUTRAGE!!!

*AN EVIL DARKLINGS ASSAULT FORCE FAILED TO CAPTURE GAMERO WHEN HE DISCOVERED THE EVIL DARKLINGS' HIDDEN INTERDIMENSIONAL BRIDGING DEVICE HIDDEN IN THE GAME. SHOULD A GHOSTS, ONLY A FEW WINGED SCOUTS WERE ABLE TO GET AWAY --- SEE LAST ISSUE.

HOW CAN A SINGLE PERSON THWART AN ENTIRE BATTLETRON ASSAULT FORCE!?

HOW?!

HE IS EXTREMELY AGILE AND VERY CUNNING, MY LORD! HE IS UNLIKE ANY OTHER INHABITANT OF THE VIDEO DIMENSION!

*UNLIKE ANY OTHER INHABITANT OF THE VIDEO DIMENSION!!

BUT... HOW IS HE ABLE TO TRANSPORT BETWEEN GAME DIMENSIONS?

...HOW IS HE ABLE TO FIND OUR HIDDEN POWER RECEPTORS AND TRANS-DIMENSIONAL LINK-UPS?

UNLESS HE IS AN AGENT OF THE HIGH COUNCIL?!

ZARDOTH... MY OLD FOE... I SENSE YOUR HAND BEHIND ALL OF THIS!!

I SENSE SOMETHING UNIQUE ABOUT THIS BEING! HE EMBODIES AN AURA... A FORCE I HAVE NEVER ENCOUNTERED BEFORE...

...A FORCE THAT IS TOTALLY UNNATURAL TO THE VIDEO DIMENSION...

...A FORCE THAT CAN BE HARNESSSED TO HELP ME FINALLY SHATTER THE BARRIERS BETWEEN EARTH AND THE VIDEO DIMENSION?

I MUST KNOW MORE ABOUT HIM!

BUT YOU LET HIM ESCAPE!!

NO...!

SSKKREEE

INCOMPETENTS!
I CANNOT RELY
ON ANY OF THESE
MINDLESS DRONES!!

THAT IS WHY
YOU HAVE
ME...

REMEMBER!
HE IS USELESS
IF DEAD! HE
MUST BE ALIVE
SO THAT I CAN
USE HIM TO
LUKE ZARDOTH
OUT OF HIDING...

STALKER!

YOU KNOW
WHAT I AM
EXPECTING
OF YOU?

YES, MY
LORD...

...THEN I WILL
CRUSH ZARDOTH
AND THE REMNANTS
OF THE HIGH COUNCIL
ONCE AND FOR ALL!

THE ENTIRE
VIDEODIMENSION
WILL COWER
BEFORE ME!

UNDERSTOOD,
MY LORD!

NOW GO!
FAIL, AND
I WILL HAVE
YOUR MISERABLE
LIFE!!

YOU CANNOT HIDE
FOR LONG ZARDOTH!

OUR ETERNAL
CONFLICT WILL
SOON COME TO
ITS END!

I WILL SOON
HAVE YOUR PUNY
AGENT...

KSMASH!

...AND THEN,
I WILL HAVE
YOU!!

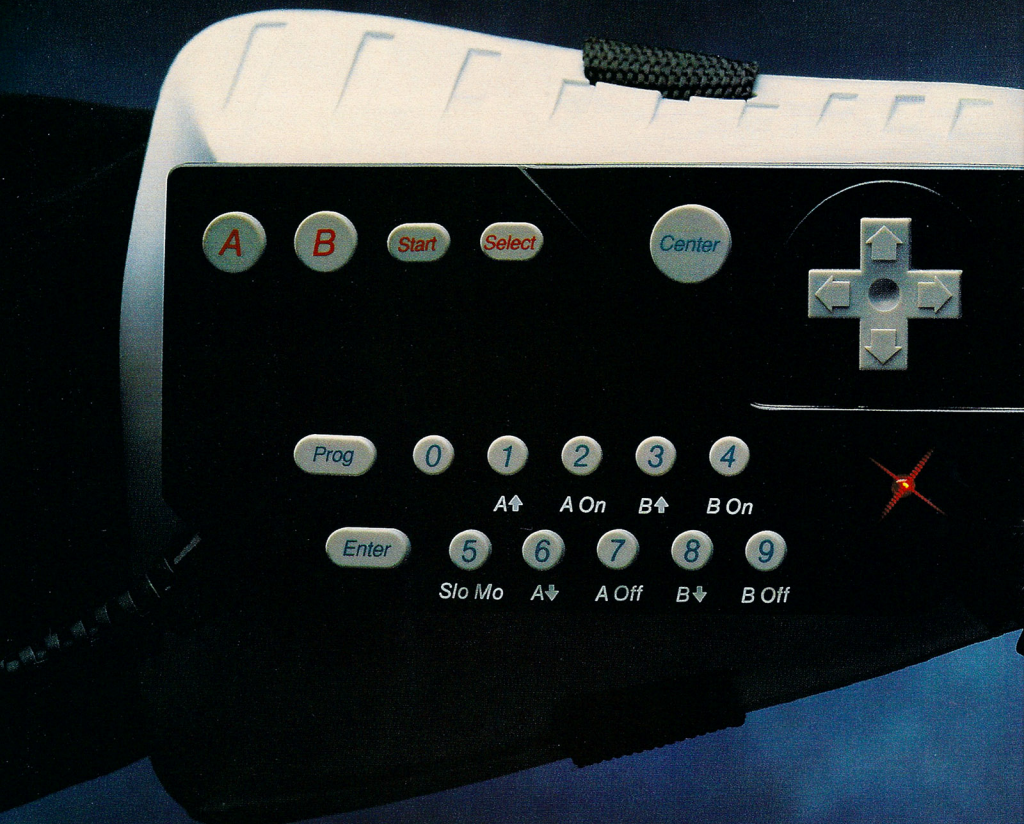
HAHAHAHA

I WILL NOT
FAIL YOU,
MY LORD!

MEANWHILE...

UNGE!
HELP!!

CAN GAMEPRO SURVIVE THE PERILS
OF TEGMO WORLD WRESTLING?
WILL STALKER TRACK DOWN OUR HERO?
FIND OUT NEXT ISSUE!!



EVERYTHING ELSE

The Power Glove. You plug it in like any joystick. But the similarity stops there. Because now you don't just guide the action. You're in the action.

As soon as you put on the Power Glove, its 3-D sensors track the position of your hand in space. You enter the program code. Calibrate the glove. Center it. And feel the mechanical moves of a joystick give way to free-flowing, instant response.

You actually knock out Mike

Tyson. Grab the steering wheel of Rad Racer.* All simply by moving your hand.

The Power Glove also gives you moves you've never had before—and never will have with a joystick. Twist your wrist for an immediate head butt in Double Dragon. Bend a finger for "Thrash Mode"—your character turns and shoots in all possible directions.

Bend another for "One-Shot Turnaround": you automatically change direction and fire faster than





IS CHILD'S PLAY.

you ever could with a joystick. With new moves at your disposal, the Power Glove makes your joystick games, especially vertical scroll games, new. Different. More exciting.

And that's only the beginning. Because with games specifically designed for the Power Glove, you'll be blown into another dimension: the third dimension.

In the '80's, all video game play occurred

in two dimensions: up, down; left, right. Starting in the summer of 1990, software designed for the Power Glove adds the third dimension—depth—so that you're playing in a "virtual reality." It's the future of video games. Years ahead of schedule.

So put on the Power Glove and put on the power of the future.

And feel everything else become child's play.



POWER GLOVE™

Licensed by Nintendo for play on the
Nintendo
ENTERTAINMENT
SYSTEM®





Play Ball!

Baseball season's fast approaching the midway point and even the All-Stars are ready for a break. But that doesn't mean YOU have to quit playing ball! Load up on peanuts and grab your controller, GamePros. Here are six hot, new players on the NES baseball scene. Batter up!



BASES LOADED II: SECOND SEASON



By Charlie T. Aslan

Every baseball lover knows there's much more to the game than pitching, hitting, and catching a little white ball. If you're an NES ballplayer who's prone to ponder the poetry of "hitting streaks," "double steals," "backdoor sliders," and "hustle," check out Bases Loaded II: Second Season, Jaleco U.S.A.'s heavy hittin' sequel to Bases Loaded.

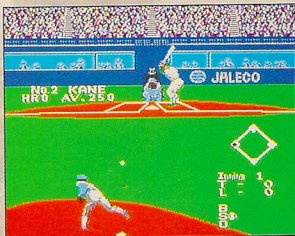
Bases Loaded Basics

In BL II you manage one of 12 teams during a 125-game season against the computer or head-to-head versus a friend. Should you win your division, a seven-game league championship series awaits you.

PROTIP: The strongest teams are Jersey, Boston, New York, and LA.

The Real Thing

BL II retains Bases Loaded's most impressive quality—realism. Unlike most NES baseball games, BL II displays real-life baseball strategy and logic. For example, your fielders back each other up during gameplay and they all jump and dive for balls out of reach.

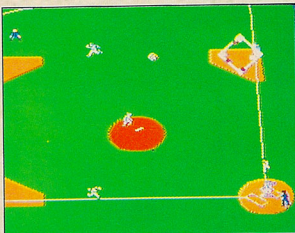


The view from the mound.

Likewise, your computer opponent has flashes of baseball smarts. For example, it won't be fooled by the same pitch too many times in a row.

PROTIP: When the computer gets a hit, get the ball quickly back into the infield or the computer players take an extra base.

Seasoned Bases Loaded players will appreciate the fact that the base-running controls have been moved to the B button. Now you can hit and run, steal, double steal, and take long leads with ease.



Get a hit and the runners take off.

PROTIP: The umps are blind when you slide into a base! During close plays, you might be called out even if your player's foot is on the bag. Take this into consideration when you gauge whether to advance or retreat.

Batting and Biorhythms

Another nice bit of realism is the biorhythm system, which is designed to help simulate the streaks and slumps major leaguers go through during a season. The system rates pitchers and hitters in three categories. Pitchers are rated for stamina, power, and control. Batters are rated for hitting, clutch hitting, and power.

Although this feature causes players to fall into "off days," they can also take off on hitting streaks, but it doesn't make the game unrealistic. A positive power rating for a light-hitting shortstop will not enable him to suddenly start belting homeruns. However, it may

cause a single to travel a bit further and become a double. Likewise, a .356 hitter with a negative power rating is still a better batter than a guy who's barely hitting his weight.

Pitcher Perfect

Bases Loaded vets will find pitching in BL II familiar. You still get a view from the mound looking in on the batter (something unique among NES baseball games). The difference this time is in what your pitchers can do with the ball.

Every pitcher on your team has different abilities. With some practice, you'll have your hurlers tossing nasty breaking stuff—vicious curves and backdoor sliders. You can effectively set up a good curveball with a fastball. As in real baseball, mixing up your pitches and locations will help stifle your opponent's bats. Even the pick off play works!

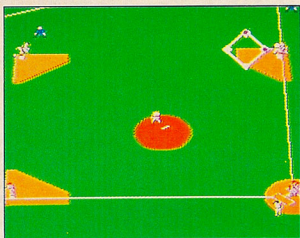
Bases Loaded Is Loaded

Bases Loaded II: Second Season is not without a few flaws, but you really have to dig to find them. The background music is annoying and non-stop, and it seems that much of what the umpire says is garbled. See what I mean?



Watch those Biorythms.





Try to hold the runners on base.

To call Bases Loaded II a mere upgrade would be unjust. BL II dwarfs the original in every category, including graphics, playability, and realism. In fact, this cart should serve as a benchmark for other companies vying for video baseball's top spot. Bases Loaded II: Second Season is a pennant contender for sure!

Bases Loaded II: Second Season by Jaleco (\$48.95).

★★★★★★★★★★★★ **BASEBALL SIMULATOR 1000** ★★★★★★★★★★★★

By Charlie T. Aslan

Just about anything can happen in the game of baseball. But I don't think balls that cause earth tremors or pitches that catch fire en route to the plate are what Abner Doubleday had in mind when he invented "America's Pastime."

Yet, it's these bizarre occurrences and many other special tricks, that make Culture Brain's Baseball Simulator 1000 such a kick—it's a great change from the typical baseball video game!

That Championship Season

In Baseball Simulator 1000 you can choose from any of 18 different teams or you can build a team from scratch.

Face the computer or challenge a friend to compete in a 5-, 30-, 60-, or 165-game season. You can play in four different leagues and games take place in six stadiums.

Building A Better Ballclub

As the manager you build up your team by allocating a set bunch of points for batting average, homeruns, running speed, and fielding ability among your players. Then, you customize your pitching staff by divvying up points for ERA, speed, right and left curveballs, sinking pitches, and stamina. Your managerial responsibilities also include deciding who's right-handed and who's a lefty, and whether your pitchers throw overhand or sidearm.



Try to hold the runners on base.

PROTIP: It's important to have a centerfielder with a high fielding rating (40 or better). He has to cover more ground than any other player on your team.

PROTIP: Give your catcher a fielding rating of 50 or higher; that way he'll catch every foul tip and pop-up for an out.



Burn one in with the Flame pitch.



Ultra Play

If straightforward baseball is a little too mundane for you, take a turn in the Ultra League. Ultra League play enables you to give your hitters and pitchers special abilities. Pitchers can make the baseball practically unhittable with some incredible moves—causing it to zigzag, spin, fly like a missile, or even explode!



It's a hit!

PROTIP: Eliminate one of the power hitters on the other team by beaming him with a Fireball pitch. The batter has to leave the game!

Hitters can take several wacky whacks at the ball. The Tremor Hit leaves the opposing defense a little shaky. The Missile Hit can send the ball into orbit. The Bomb Hit is a blast for opposing fielders to catch.

PROTIP: You can stop the computer from using super pitching and hitting! When the computer begins to select a super ability, call Time Out by pressing Start and go to the Pinch Hitter or Relief Pitcher screen. Select Cancel and return to the main screen. The computer no longer has super ability selected.

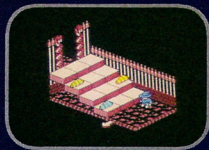
From Out of
the Darkness Shall
Arise
a Challenge
to Your Wisdom.

Solstice™

Quest For The Staff Of Demos

"Solstice, a new action/puzzle game...a challenging task indeed...three dimensional view."

Nintendo Power™—March/April 1990



Licensed by Nintendo for play on the

Nintendo

ENTERTAINMENT SYSTEM®

PROTIP: When you play the Outer Space arena, you can make your right fielder fly through space. When you take the field, hit Start and select Shift. Move your rightfielder against the fence. Now, whenever a ball's hit to that side, he'll fly into space to make the catch.

AUG TOP 10		
	NAME	AVG
1	PO SETH	0.500
1	EF PETE	0.500
1	EF ALEX	0.500
4	PO ADAM	0.500
4	EF JEFF	0.500
4	EF NICK	0.500
7	PO ROB	0.500
7	PO LEO	0.500
7	EF ALAN	0.500
10	PO GLEN	0.400

Make the Average screen as a top 10 hitter.

Time Out

The only downside to Baseball Simulator 1000 is the "skip" feature for league play, which is supposed to create a completed game between two computer-controlled teams. Unfortunately, a skipped game takes anywhere from 5 to 10 minutes to generate.

Despite the lengthy league play, Baseball Simulator 1000 is good fun. The Ultra play portion of this game, in particular, brings some much-needed originality to the glutted Nintendo baseball scene.

Baseball Simulator 1000 from Culture Brain (\$49.95).



BAD NEWS BASEBALL

By Charlie T. Aslan

Welcome to the wayout world of Bad News Baseball, a place where rabbits serve as umpires, homeruns escape the earth's atmosphere, and batters are knocked unconscious when they make an out. If you guessed that Bad News Baseball from Tecmo isn't the most serious baseball game to ever hit the NES, you win a corked bat.

Bad News Baseball is a Japanese import for a younger audience. The overall gameplay is standard fare, but it features plenty of interesting cartoon sequences that keep the game humorous.

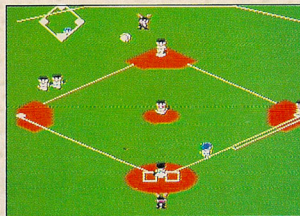


Batter up! Men on first and third.

Play Ball

You get two leagues—the Ultra and the Super leagues—with 12 teams that represent major league cities without using real team or player names. There are several play modes to choose from at the start of the game. You can play a one-player tournament versus the computer; pick a team and play against every other team once. Or, you can play a three-game series against a friend. There's also an all-star mode, which enables

you to build a 23-player team from the rosters of the Ultra or Super league. And if you just want to watch a game, there's a spectator mode.



Take your best shot!

PROTIP: Here's an interesting switch. You can change all the teams to women's teams, including a super-powered team and a special players' team. During the opening screen, press the left lower diagonal on controller 1. Simultaneously, press Up on controller 2. Now keep pressing the control pads, and press Start on controller 1. The Texas team becomes a superstar team. There will also be a few superstars on some of the other teams.

Playing the D

As in other baseball games, pitching and defense are as important as hitting. Pitchers have the basic array of pitches—fastballs, curves, sliders, and changeups. Effectiveness depends on their ERA.

PROTIP: Put the brakes on your pitcher's fastball by pressing Up on the directional controller while the ball is en route to the plate.



The Ultra and the Super Leagues.

CSG IMAGESOFT INC.

S U P E R dodge ball

#12 DEALERS PICK
#29 PROS PICK
NINTENDO POWER TOP 30
NOV/DEC 1989



Thrash, Bash, and Smash the Competition.

Team USA is on its way in the Super Dodge Ball World Cup Championship. From out of nowhere, this scrappy bunch of rookies are fighting for a long-awaited grudge match with the undefeated, defending world champions, Team USSR.

Have you slammed into Super Dodge Ball yet?

Licensed By Nintendo For Play On The **Nintendo** ENTERTAINMENT SYSTEM[®]

AND COMING SOON!

Solstice[™]

CSG Imagesoft proudly introduces Solstice, an exciting 3-dimensional test of wits, skill, courage and conviction. Join Shadax's quest as he searches through the deadly fortress of K stler ck for the magical staff of Demnos.

Announcing the Free Imagesoft Newsletter!
Just fill out and mail in this coupon for your free quarterly newsletter full of game playing tips and information on new game releases.

Name _____
Address _____
City _____ State _____
Zip _____ Age _____

Send coupons to:
CSG IMAGESOFT INC.
9200 Sunset Blvd.
Suite 820
L.A., CA 90069



GP

"SUPER DODGE BALL" AND "SOLSTICE" are distributed by CSG Imagesoft Inc. Los Angeles, CA. "CSG Imagesoft" and "Imagesoft" are trademarks of CSG Imagesoft Inc. "SUPER DODGE BALL" is a trademark of Technos Japan Corp.   1989 Technos Japan Corp. "SOLSTICE" is a trademark of Software Creations Ltd.   1989 Software Creations, Ltd. Nintendo and Nintendo Entertainment System are trademarks of Nintendo of America Inc.

Fielders are rated either A, B, or C at one or more positions. If possible, try to have A rated players at every position. A players can do the extras such as jump for balls over their heads or dive for balls out of reach. B players have average skills and C players have limited range. For some really adventuresome defense, try placing a player at a position for which he isn't rated.



Switch fielders anytime.

Hit and Run

Batting is similar to that of RBI Baseball, Major League Baseball, and other "home plate view" games. You don't have to worry about the height of the pitch, just whether or not it's over the plate.

The running game is a key ingredient in a successful game of Bad News Baseball. Runners are rated from 1 to 8, with 8 being the fastest. A runner with an 8 rating can usually beat out a bunt for a hit, then steal second and third unchallenged.

PROTIP: In the one-player pennant mode, you can make the rabbit in the hot tub make "bubbles" by pressing the B button on the controller once from the password screen.

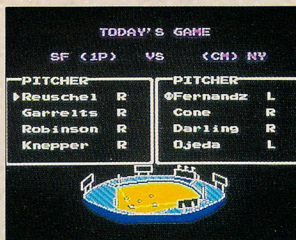
Tecmo's Bad News Baseball will give you a solid game of ball in a variety of modes. Get into a tournament and you'll have to draw on all your video baseball savvy to emerge victorious.

Bad News Baseball by Tecmo (\$44.99).

RBI BASEBALL 2

By Charlie T. Aslan

Did you ever want to BE Bo Jackson or Dave Stewart? Here's your chance, NES baseball fans. If you're the type of game player who wants to control animated versions of your favorite baseball players, Tengen's RBI Baseball 2 is for you!

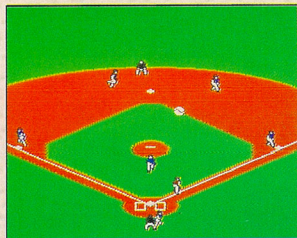


Pitchers screen: The Real Thing.

Unlike any other baseball games available for the Nintendo Entertainment

System, RBI 2 features all 26 major league teams, each with a full roster of players. All your favorites are here: Jose Canseco, Dwight Gooden, Will Clark, even Omar Vizquel! You can choose any National League or American League team. You can even play one of the 1989 All-Star squads.

PROTIP: RBI II uses the teams and statistics from the 1989 season. This means division winners Oakland, Toronto, Chicago, and San Francisco are the strongest clubs.

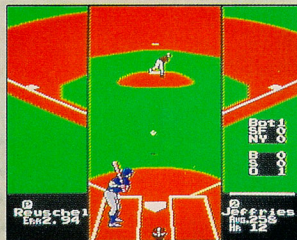


A hit reveals the entire diamond.

RBI—The Sequel

RBI 2 isn't much different from the original RBI baseball. The graphics are a little better-looking and the players aren't as "roly poly" as they were in the original cart. As with the original, you ought to study the stats of all teams before you pick your squad. There's definitely a lot to think about before the game gets underway. Of course, if you're a real fan throw strategy out the window and just go with your favorites.

RBI 2 has one-player and two-player options as well as a password mode to enable you to play a full season (one game against every team in the division). In addition, a Watch mode provides you with the best seat in the house for a computer-controlled matchup.



Stand in there against major league pitching.

Traditional Looks

Like most baseball carts, the view in this game is from the batter's box looking out. This perspective eliminates the effect of height on pitches so there's no such thing as a high fastball in RBI 2. Pitchers must rely on mixing the

DESTINATION EARTHSTAR

COMMAND THE ULTIMATE STAR FIGHTER!

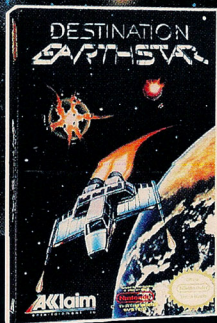


Blast enemies
with front-end
lasers and rear-
firing missiles.



Monitor warp
speed, damage,
fuel, weapons
and more.

8 incredible star systems
to conquer!



SPACEFLIGHT SIMULATION WITH
ARCADE-STYLE ACTION!

Licensed by Nintendo
for play on the
Nintendo
ENTERTAINMENT
SYSTEM™

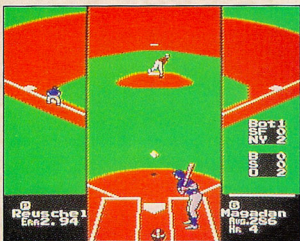


Acclaim™
entertainment, inc.
Masters of the Game™

Destination Earthstar,™ Masters of the Game™ and Acclaim™ are trademarks of Acclaim Entertainment, Inc. Nintendo, Nintendo Entertainment System™ and the official seals are trademarks of Nintendo of America Inc. © 1989 Acclaim Entertainment, Inc.

speeds of their pitches and their ability to curve the ball to the left or the right.

PROTIP: The most consistently effective pitch against computer batters is the inside out fast slider.



Man on third.

The most effective way to keep your team out of trouble is to have your pitcher throw nothing but curveballs with the occasional heater mixed in. There are several great forkball pitchers here, but this pitch can be dangerous if it doesn't drop.

PROTIP: Most pitchers can hurl a strong breaking ball for 2 or 3 innings, so switch pitchers about that often. This pitching strategy is particularly effective with teams such as the Oakland A's who have monster pitching staffs.

PROTIP: Forget the bunt; it's very difficult. The defense reacts very quickly and batters can't place bunts.



Swap players via the player substitution screen.

Playing the Bigs

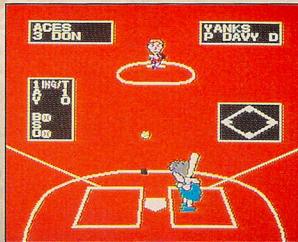
RBI Baseball 2's great selling points are the American and the National Leagues. The game-play is okay, but the real draw here is the chance to play on and manage a major league team. Is your home team headed for the cellar already? Batter up!

RBI Baseball 2 by Tengen (\$44.95).

★★★★★★★★★★★★★★★★★★★★ DUSTY DIAMOND'S ALL-STAR SOFTBALL ★★★★★★★★★★★★★★★★★★★★

By Slo' Mo

All weekend ballplayers know softball's serious stuff, but that doesn't mean you can't have a little fun with it. And that's certainly the approach Broderbund takes in Dusty Diamond's All-Star Softball. These are the wackiest bunch of players to ever hit a diamond!



Be a patient hitter in slow pitch.

The Ole' Ball Game

If you video baseball vets rub your eyes a little, you should recognize Dusty Diamond's batter-faces-pitcher look. But the graphics here are right out of the Saturday morning cartoons.



However, softball aficionados will appreciate the fact that you can play fast pitch or slow pitch games. As in real life softball, games are seven innings long, and there's a ten run rule—the team that's up by ten wins automatically.

You play games on six fields and about midway through a tournament, the cart switches to nighttime action. And for some players night time is the right time!



Faces you'll remember: The Roster Screen.

In one player mode, you face the computer in a five-game elimination tournament. Win them all, and you earn the right to challenge the awesome Amazons—All-Star Softball's all-time championship team. Of course, you and a friend can play each other in a head-to-head contest.

The Un-Natural

There are no preset ball clubs so you recruit a 10-member squad from a roster of 60 weird players with out-of-this-world ball-playing skills.

Naturally, some players are strong in basic attributes such as arm strength, speed, and homerun power.

HARD TO BEAT!

NEW



On Sale Now

TECMO, INC. 18005 S. Adria Maru Lane, Carson, CA 90746 • (213) 329-5880

But in order to emerge victorious at all the tricky fields, look for special skills such as the abilities to whip through sand traps, dive into water, or climb fences. Want even more powerful defensive specialists? How about outfielders who can float in mid-air or fly at night?

Perfect Pitch

But no matter what, you still have to hit and run, and Dusty Diamond's got plenty of both. In fast pitch, you can hurl that baby in three speeds. But stay alert, baserunners steal and batters bunt. In slow pitch, you can lob the ball short or long. You can also make your pitches curve left or right. However, some players have better control than others.



Every hit's an adventure.

PROTIP: When you play the computer fast pitch, use pitches to set up the batters. A tight inside pitch brushes the batter back, and he'll stay back until after the next pitch. So toss a quick pitch to the outside corner for a strike.

PROTIP: Just as in some softball leagues, hit a foul ball after two strikes and you're out.

Keep Your Eye on the Ball

Fielding the ball takes practice, but your guys can also dive for hard grounders and leap up to snare line shots! For quick double plays, infielders can tag a base then throw the ball.



Each diamond has its own rules.

PROTIP: If you have men on base and the batter hits a fly ball, your runners take off automatically. If the fielder catches the ball, you must make the lead runner retreat back to his base or suffer a double play. Once the runner touches a base, you can't move him.

PROTIP: When you're at bat, watch where the pitcher positions himself and position your batter accordingly.

You're Outta Here!

Despite the goofy graphics and some unreal player skills, there's plenty of action and just enough off-field strategy. The video high jinks teeter on the brink of hokey, but all in all it's rowdy softball!

Dusty Diamond's All-Star Softball by Broderbund (\$39.95).

LITTLE LEAGUE BASEBALL CHAMPIONSHIP SERIES

By Slo' Mo

Oh, I can hear you Big League hardball freaks snickering already. Hey, eat some peanuts and Cracker Jack! Little League's no joke! And Little League Baseball from SNK definitely has the muscle to stand out among NES baseball's big boys.

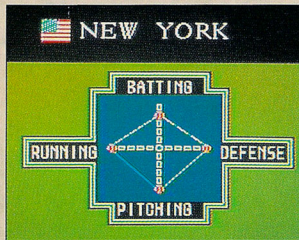
International Flair

Right off the bat Little League's graphics and animation will grab you. The screens are highly detailed and the characters sport clean, well-defined lines.

You get your choice of 16 teams to play, 8 domestic teams and 8 foreign teams from Asia and Europe. In one player mode you play the computer in an international tournament. For two players, you each have a squad in the tourney. All games are seven innings long.



To help you pick a team, a Power Analysis screen enables you to see how teams rate on hitting, pitching, overall defense, and running.



Use the Power Analysis screen to choose a team.

PROTIP: Korea, California, Texas, and New York are strong, well-balanced teams.

Little Kids, Big Hits

At the plate, you get the typical NES baseball view above and behind the batter. Your players, like kids in real-life,

FUN TO PLAY!

NEW



Available in May

TECMO, INC. 18005 S. Adria Maru Lane, Carson, CA 90746 • (213) 329-5880

come in all shapes and sizes. You can move batters around in the batter's box, and they can take either an upper cut to dig out low fast balls or a normal swing.

Bunting can be an effective offensive weapon. There's a kind of drag bunt that catches the defense off-guard, although the contact accuracy is low, and a sure-fire bunt where the batter's usually thrown out but runners always advance.



Little League's an international sport.

PROTIP: If you're at bat with no outs, bunt. Keep bunting till you make an out. The computer has a hard time defending against this strategy. The top of the order is usually most effective.

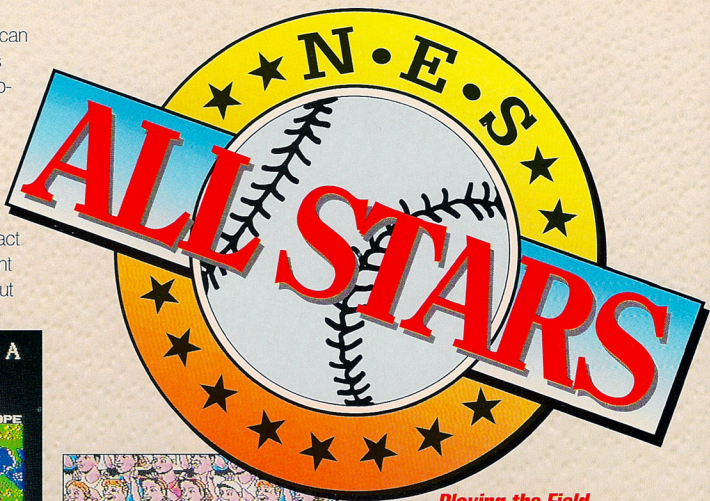
PROTIP: Versus the computer, try a squeeze play with the bases loaded. If it works, do it again!



Traditional view.

Moves on the Mound

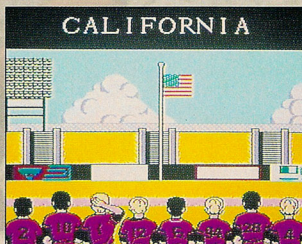
Pitchers can burn 'em in, slow 'em down, spin 'em right, or curve 'em left. Slide the pitcher around on the rubber to throw inside or outside. Don't throw the ball in too tight or you'll bean the batter (and, boy, do they look hurt!).



Swing for the fences!

PROTIP: You can put real movement on your pitches by pressing Left and then Right just after you throw the ball. Try pressing them as fast as you can to really fool a batter.

If the runners take a lead, try a pick off play or just fake your move to make them jam back to the bag.



Play for that championship season!

Playing the Field

On defense, all players can dive for balls or jump up to snare line drives. Infielders can tag one base and throw to another. As in other carts, you must maneuver outfielders while they're still off-screen by following the shadow of the ball across the ground.

PROTIP: To throw to a base, select the base by pressing the directional pad and then press A. But to throw in a hurry, press both buttons simultaneously.

A great defensive plus here is the ability to move players into pre-set defensive shifts; for example, to defend deep against power hitters or play up for bunts.

Little League Ain't Little

Don't let the Little League label fool you. The video baseball here is top notch, as good as any around. The graphics are excellent; the animation is notably quick and smooth. Also, this cart's full of nice visual details, still and animated, that really add to the quality of the gameplay.

Little League Baseball is guaranteed to send some Big League baseball carts down to the minors. Bye, bye, Baby!

Little League Baseball by SNK (\$44.95).

AWESOME!

NEW



On Sale Now

TECMO, INC. 18005 S. Adria Maru Lane, Carson, CA 90746 • (213) 329-5880

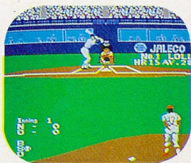


Dream Season.

Infielders dive for grounders in the hole. Outfielders crash into the wall to snare long drives. Sluggers take the curveball to the opposite field, or pull the inside fastball down the line.

In this game, you control it all, and much more. With special biorhythm/conditioning charts that give you the vital information you need to set your lineup. So you know when to pull a tiring starter. Or go to the bench for a hot pinch hitter.

It all adds up to a dream season for every game player who likes to use his head as well as his hands. So get into "Bases Loaded II: Second Season." At your favorite video game store now.



Live Action That Never Ends.



Jaleco,™ Bases Loaded® II: Second Season™ are trademarks of Jaleco USA, Inc. Nintendo® and Nintendo of America® are registered trademarks of Nintendo of America. © 1990 Jaleco USA Inc.

By Maid Marion

Maybe you've been to the Fun House and you've probably heard about the Mad House; now you can explore the wierdest house of all—Maniac Mansion. This new NES role play cart from Jaleco plunges you into a brain-spraining mystery that introduces you to as strange a crew of people as you've ever likely to meet.

Sounds like a good place to stay away from! Sorry, as Dave, the local teenage heartthrob, you've got to turn this crazy house upside down in search of poor, kidnapped Sandy—your cheerleading girlfriend.

Don't Go Alone

Dave can take along two of his teenage buddies to help him save Sandy. Each of the six different teens you can choose from has different skills and weaknesses, as well as their own hidden goals. Depending on the

PROTIP: For example, Bernard is "Mr. Wizard." He knows a lot and can fix things and operate equipment. But he's also a chicken. You might have difficulty getting him to go to certain scary areas, and he really hates sushi!

teenagers you select, the game can change each time you play—and can even have an entirely different ending!

To find Sandy, you and your companions have to search Maniac Mansion from top to bottom—without getting caught yourself. Getting from place to place in the mansion is quite challenging. As in any role-play adventure you'll have to search for clues, special items, and advice from other characters in order to solve the mystery.

When in Doubt, Click!

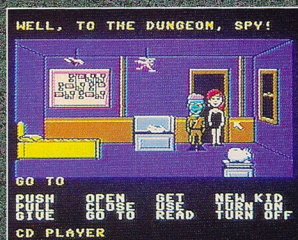
The interface is similar to the computer version of the game, although the Nintendo format is much easier to manage. The Message Line displays the words spoken by the characters that

you encounter. The Animation Window enables you to view the room that you're currently in. Use the Sentence Line to tell your characters what to do by linking together nouns and verbs in simple commands. For example, "Get glass of water."



Check in the trunk for some tools.

Search the house by moving the kids around it so they can look, get, open, take, use, etc. the variety of strange objects they find in the mansion and talk to the different characters they encounter. Investigate everything.

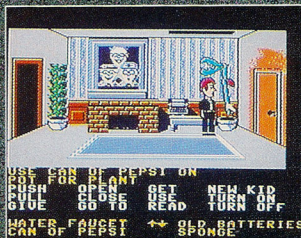


PROTIP: Be cautious as you move from room to room in the mansion. You never know who you're going to run into!

PROTIP: If you leave your characters standing around in the main hallways, they're likely to get caught!

As in all role plays, the small item you overlook is sure to be the key to getting on to the next area of the game.

PROTIP: Check the ceilings in every room. There just might be a key hidden in one of the light fixtures!



PROTIP: The pool water is radioactive. It makes some things grow, but it makes other things die!

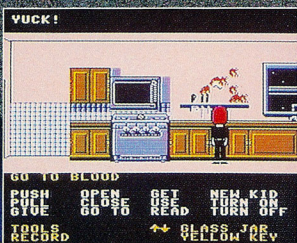
Along the way special animated sequences cut into the action to give you clues and information about the strange things that are happening to you.

The Game's Afoot

Your adventure begins at the gate that leads to the front yard. Your first puzzle is to figure out how to get inside the mansion. You can knock on the door or ring the bell, but Dr. Fred isn't going to let you in. One of your buddies, however,



will figure out a solution. Once you get inside try heading into the kitchen. You can raid the refrigerator and get other special items you'll need. Next, find the



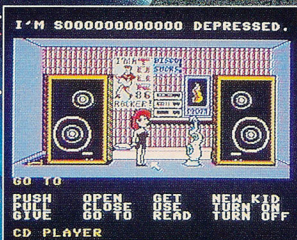
Check out this crazy kitchen.

storage room. There you'll find everything from canned goods to film developer!

PROTIP: To easily search an entire room click the "What Is..." command.

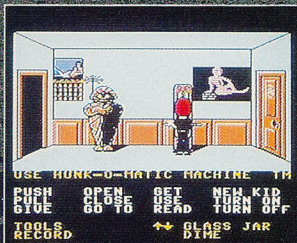
and then scan the entire room with the pointer. You'll quickly discover whether there are any special objects you should pay attention to, such as loose panels. This technique also comes in handy in dark rooms when you don't have a flashlight. It's a quick way to find the light switch without getting hurt.

From there you're on your own. To find Sandy you and your companions have to search Maniac Mansion from top to bottom—without getting caught yourself. Getting from place to place in the mansion is quite challenging. As in any role play adventure you'll have to search for clues, special items, and advice from other characters in order to solve the mystery. Just remember



Get this special key from the green tentacle.

there's more than three floors in the mansion, not including the basement and the attic, and you've got to explore them all!



PROTIP: Having trouble getting into the garage? Well, you better go and find a place to work out to make yourself stronger!



PROTIP: It sure is hard to get that basement door open since it doesn't have a knob. Hey, maybe you could try fiddling around with the gargoyles at the base of the staircase!

As long as Dave and the gang can hang in there and keep searching they'll eventually solve the mystery of Maniac Mansion and rescue Sandy. It's a horrifyingly refreshing adventure for the NES—sort of a role play à la Rocky Horror Picture Show meets the Addams Family! Keep your head clear, don't drink any radioactive water, and you'll be out of the mansion before you can say, "Come up to the lab and see what's on the slab!"

Maniac Mansion by Jaleco (Price not available).

Maniac Mansion



THE MAFAT CONSPIRACY

By Brother Buzz

Aren't Star Wars satellites supposed to be the state-of-the-art solution for a safe and sane world? Then why are they suddenly dropping like flies all around us?

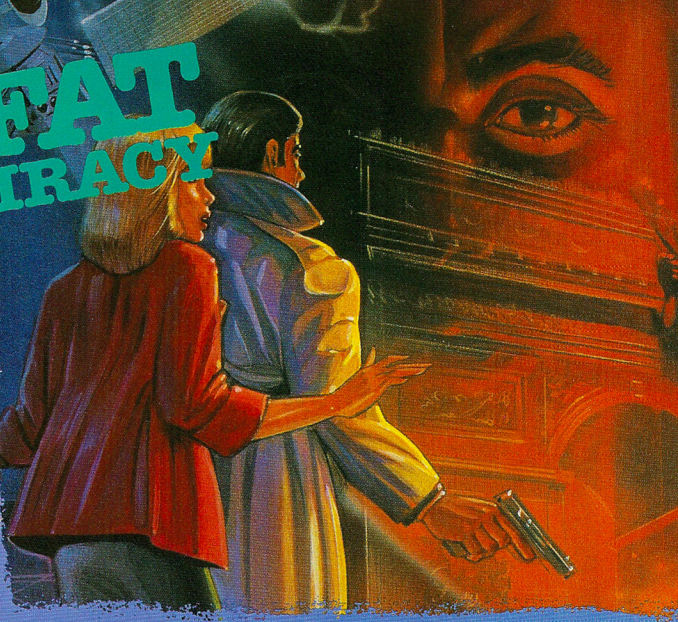
Even as another electronic snooper falls blazing into the Earth's atmosphere, the governments of the Soviet Union and the United States receive terrorist demands: Hand over a nuclear attack sub and electromagnetic weapons technology or no more eyes in the sky. The Mafat Revolutionary Group has sabotaged the critical Star Wars satellite system! Now, at least, the C.I.A. knows who put the snatch on the famous Dr. Barrows, the brains behind a super secret satellite capture system.

That, however, is all the Agency knows. Their only clue is a rumor that Dr. Barrows is in confinement somewhere in Paris. What's a super secret spy organization to do? Call Golgo 13.

Sales Like Us

The Mafat Conspiracy from Vic Tokai features the continuing exploits of agent provocateur Duke Togo of Golgo 13 fame. This time the super secret agent must track down the radical Mafat Revolutionary Group, destroy the satellite capture system, and rescue Dr. Barrows.

As Togo (codename: Golgo 13), you enter the murky world of international intrigue for thumb-mashing one-player action. You're an experienced streetfighter and an expert marksman. A Python pistol is your everyday side-arm, but for more detailed "work" you use a customized M-16 equipped with a telescopic sight.



Views to Kill

Like Golgo 13, Mafat features excellent gameplay. You work your way through six stages and play in four different types of arcade-style screens. It's like getting four games in one. The graphics are great and the animated backgrounds are excellent! In between the action, you'll enjoy animated sequences that narrate a hard-boiled

too soon, you might begin the first round of the next stage without a critical item such as your Python pistol.

The horizontal action provides a world tour from the Champs Des Elysees in Paris to the desert plains of Afghanistan. But there's no time for



Things are hopping in Afghanistan!

sightseeing because the shoot-em-up action here is hot, heavy, and non-stop!

PRO TIP: In the horizontal screen the bad guys must be shooting dumbbells because these bullets are slow! If you duck a shot, don't stand up too quickly or you'll get hit anyway.

See the French underground up close in 3-D screens that plop you into mind-boggling, deadly mazes. You'd



Animated sequences: Every picture tells the story.

comic-book storyline. Stay alert for important clues and information here.

PRO TIP: When you have to replay a stage, don't be in too great a hurry to skip the dialogue screens. If you do it



engage in a deadly high-speed chase as you race to a critical rendezvous in the city.

PROTIP: When you're in the Ferrari, work the gears by pressing Up and Down, especially when you hit the curves, or you'll never beat the clock (or the bad guys).

The sniper screen enables you to draw a bead on Mafat agents. Have



Good snipers squeeze the trigger.

you got the steady finger and the icy nerves to pull the trigger? Don't hit the wrong target.

PROTIP: In sniper mode, use the wind indicator to adjust your shots for windage.

Friends and Foes

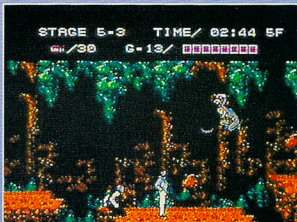
Golgo 13 isn't alone in his quest to unravel the Mafat Conspiracy. C.I.A. support agents, Sylvia and James, supply you with critical equipment and info.

Unfortunately for you, you'll encounter more enemies than friends in this tale of international intrigue. You'll match wits with the shifty Gerbach, head of the Soviet KGB, and the diabolical Ahmad Khan, a lynchpin in the Mafat organization. At their command is an army of agents who'd like nothing better than to terminate you with extreme prejudice.

The international cast of villains is armed with pistols, submachine guns, shotguns, and grenades. But some of them like their mayhem up close and personal, so you'll have to duck daggers and shurikens, too.

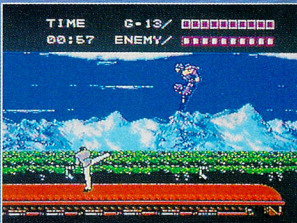
If you get past the relentless men in grey, there are some special assassins waiting to snuff you out. The Monkey

Men pounce on you from out of nowhere and the hockey-masked Boomerangers get you coming and going.



The Monkey Men and the Boomerangers are double trouble.

The Arm of Mafat is a giant scimitar swinger who'd like nothing better than to put you on the cutting edge.



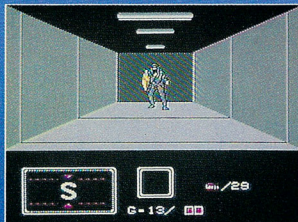
PROTIP: When you face the Kickboxer on top of the train at the end of Stage 4, you can defeat him by backing him to the edge of the railroad car, pressing Down and A to execute a low kick, and then rapidly pressing A to continue kicking until he's down.

It seems like even the animal kingdom has agents on your tail. Dogs are definitely not your man's best friend and Scorpions try to put the sting on you.

Go Golgo

Golgo 13 is pretty nonchalant about all the murder and mayhem going on around him, but you'll be sweating, swearing, and busting your brains trying to figure out the mystery. Who's at the heart of the Mafat Conspiracy? What kind of name is "Golgo" anyway? As Golgo 13 always says, "..."

The Mafat Conspiracy by Vic Tokai (\$42.98).



Solve the maze but don't get stuck.

better make a map if you ever hope to find your way out alive.

PROTIP: When you get into a maze, keep an eye open for the infrared scope. You'll need it!

Hop into your Ferrari as you guide Golgo 13 in a life and death drive through the French countryside. You'll



Driving mode can be a blast!

By Hobbs

Small and round with voracious appetite, this gal's on the move to avoid quite a fright.

Zippping 'round corners and gobbling up food, in hopes of killing a ghoulish brood.

I'm sure you know her, there's no need to guess, it could only be Ms. Pac Man who's caught in this mess.

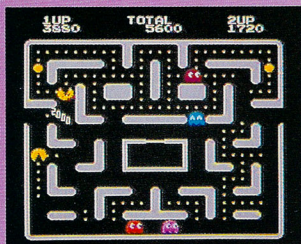
Master or novice, there's plenty a maze, guaranteed satisfaction for many long days.

With one or two players, it's all up to you, so plug in your Nintendo and show us who's who.

Are you the master, or will a ghost one up you? Tengen's Ms. Pac Man for the Nintendo.

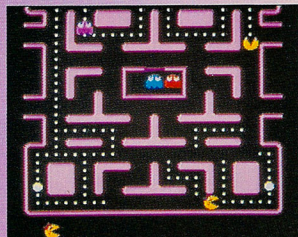
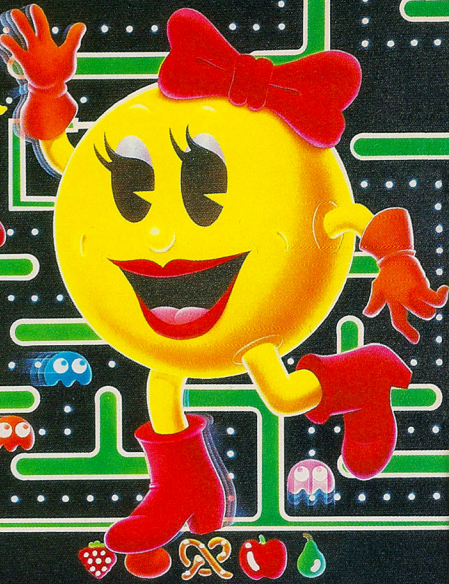
Big Mouth

With over 25 different mazes to choose from, there's plenty of action and food to keep even the hungriest of Pac women (and men) happy. Of course there are those pesky ghosts hanging around who would just love to see you starve. Not to worry though, just flip on your Pac booster and burn past those foolish ghouls at top speed. Or, better yet, swallow a power pill and eat them for dinner!



It's double trouble for the ghouls when you've got a pal!

MS. PAC MAN



Pac boostin' for a power-up!

PROTIP: Position Ms. Pac Man right next to a power pill and wait until a few ghosts swoop down to surround you. Now, just as you're on the verge of death from their ghostly grasp, chow down on the power pill and beat them at their own lethal game.

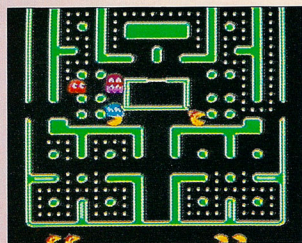
Double Trouble

If you've got a buddy handy, go for a two player game. You can either play as allies in the cooperative play level or as enemies in competitive play.

PROTIP: It's a Pac eat Pac world in the competition mode. Good strategy is your best ally, so gain the edge by hogging as many power pills as possible. This is effective because every power

pill you eat will automatically paralyze your opponent, allowing you a chance to rack up mega points!

PROTIP: If you really want to get aggressive in competition, ram straight into your opponent. This will catapult him (or her) backwards and, with some luck, right into the arms of a ghost!



Caught in a ghostly grasp!

With a great selection of crazy mazes and four different levels of difficulty, there's plenty of food for thought to satisfy even the most insatiable "big Pac attacks"!

Ms. Pac Man by Tengen (\$39.95).



Fist of the North Star™

10 BIG BRAWLS FOR THE KING OF THE UNIVERSE!

NORMAL MODE: Challenge the computer!

VS. MODE: Go head-to-head with a friend!

TEAM MODE: Create an invincible "dream team" of warriors, each with a special power!

PRESENTED BY



ELECTRO BRAIN™

This game pack for use with the Game Boy Compact Video Game System.

Toei Animation Co., Ltd.

TM & © BRONSON • TETSUO HARA / SHUEISHA • FUJI TV • TOEI ANIMATION 1990
TOEI ANIMATION • SHOEL SYSTEM 1990 PRESENTED BY ELECTRO BRAIN CORP.
NINTENDO® GAME BOY™, THE NINTENDO OFFICIAL SEALS ARE TRADEMARKS
OF NINTENDO OF AMERICA, INC.



FOR PLAY ON THE





By Hobbs

You always knew that your buddies at the barracks were a little weird—aren't we all?! Nevertheless, when they started pulling stunts such as lobbing grenades under your bed, seeping green ooze, and having episodes of spontaneous regeneration, suddenly weird was no longer funny. In fact, you knew it was time to start sniffing out some answers. Unfortunately, what you discovered was mighty grim. It seems your buddies aren't so weird after all. Instead, they've been brainwashed and taken over, along with the rest of the planet, by Aliens from another dimension! JINKIES! Guess who gets to save the world? You got it, GamePros! So jump behind the controls of your Atari 7800 and get ready to splatter some space matter as you face the Alien Brigade.

Jungle Fever

In the first of five missions (with novice, standard, advanced, or expert levels), you'll find yourself deep in the jungle, where aliens have set up camp and are holding hostage not only your troops but innocent civilians as well! Select your weapon from the weapon bar and release the hostages from their alien confines by blasting off the doors of the huts. Don't shoot them down as they run for safety.

PROTIP: Keep your eyes peeled for hostages. They are a little tough to identify in the heat of battle. Some sure signs to look for are people who wave their arms, wear blind folds, or move a bit sluggishly.



PROTIP: Beware! When you reach the end of the enemy camp in level one, be careful not to blow up the landing helicopter. If you do, you can kiss your hostages' transportation and the success of your mission goodbye!

Club Dread!

You'll think twice about taking a vacation if you survive level two. The slimos have taken over your favorite resort. Now, terror stricken guests are forced to look on as their boats and jet skis whiz past them with, you guessed it, alien tourists. Remember, the more aliens you gun down early on in the game, the more food and weapons you'll stock-pile for the more difficult levels.



PROTIP: In level two, blast off the arm of the soldier dressed in brown. Then, before the arm falls to the ground and disappears, shoot it again and you'll earn an extra, random surprise.

Frog Legs à la Alien

It's no frog jumping contest in level three! Evil Alien frogmen want to destroy your government's underwater research lab and will stop at nothing to accomplish it. Never fear! If you've stocked up on ammo, frying these froggies will be breeze.

PROTIP: Watch out for mine-laying submarines!

E.T. Go Home!

Levels four and five, the most crucial of your mission, will pit you against ?????? Hmmmm! We'll just keep that part a secret and let you discover for yourselves how you, and only you, can save mankind in Alien Brigade.

Alien Brigade by Atari (\$34.95).

ILLUSTRATION: FRANCIS MAO



Casino Kid™



Wall Street Kid™

GET READY TO DEAL.



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



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



"In Wall Street Kid," confide in the rich and powerful."



"Cruise through the life of success."

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

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

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

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

Now, are you ready to deal?

SOFEL
MIND POWER



Licensed by Nintendo® for play on the

Nintendo
ENTERTAINMENT
SYSTEM™



By The Mongoose

For centuries the good folk of Fairyland have lived in peace and harmony, all memory of evil wiped from their consciousness. Suddenly, one dark and stormy evening, a mysterious column of fire exploded from deep beneath the ground. Overnight peaceful Fairyland changed into a nightmare world. Massive cracks scarred the earth, floods destroyed villages, and famine devastated the countryside. Soon strange doors appeared in the ground—those who entered were never seen again. Even worse, hideous monsters emerged from below the earth to terrorize the innocent inhabitants of Fairyland as these evil forces invaded the land. The people looked to a wise old oracle for advice on how to stop the madness. The oracle predicted that a young man would come forward to search out the evil powers and destroy them. Now, you, Fairyland's only hope, must step forward and save the day.

Super Hydlide, a role play title, is Seismic's first game for the Genesis. To find the source of the evil that has befallen Fairyland, you'll have to search far and wide for information and clues to the mystery, battle monsters, build up your experience and strength, and even travel to far off lands.

Pick A Character, Any Character

To begin the game you select your character and pick one of four careers: Warrior, Thief, Priest, or Monk. Each of the characters has different strengths and weaknesses.

PROTIP: For example, the Thief is very strong but not trusted by the townspeople. When you go into the stores as the Thief, you'll find the prices are higher.

Once you step into the shoes of your chosen character you're ready to set off on your adventure. But first you'll have to absorb a few of the realities of life in Fairyland. For instance, just as in

real life, Fairyland's days are 24 hours long. This means you'll have to remember to eat at least two meals a day and get a good night's sleep.



PROTIP: You can buy food at the General Store to carry with you. If you're carrying food, your character will automatically eat when necessary. But remember, the stronger your character the more food he can carry. If you try to carry too much, it really slows you down.



PROTIP: Make sure to always carry at least 1,000 gold pieces so that when night comes you can retreat to the city to sleep at the Forest Inn. A room here costs 1,000 and is well worth the price. You'll awake refreshed, rejuvenated, and ready to go. Try to go without sleep and you'll find you lose all of your abilities slowly but surely.

As you move around the countryside, you'll have to increase your many abilities to handle all of the challenges you face on your quest. Vital Statistics to track include your Life Force, Magic Power, Attack Power, Agility, Experience, Armor Class, Handle, Level, Strength, Health Status, Gold, Load Capacity, Current Weight, and Equipment. Strengthen these different areas by fighting monsters, collecting gold,

buying more powerful weapons, discovering special items, and caring for your health.



PROTIP: When you come to the "Music Door" (a sound check room), keep going in and out of the door. Every time you enter and exit you'll replenish some of your Life Force. You can repeat this procedure until you're at full force.



PROTIP: Find the Money Changer! Your character can't carry all of the money he finds—it slows him down too much. The Money Changer is located on a small peninsula along a river. Use it to turn your small change into larger value coins that are easier to carry.



PROTIP: Early in the game the Sling is an excellent weapon. Even though it's the cheapest long-range weapon, the Sling is super fast to use as opposed to the more awkward, and much more expensive, bow and arrow.

PROTIP: Buy a helmet as soon as possible! It really helps deflect those enemy shots!



PROTIP: Every character can learn certain magic spells that give them special powers. Journey to the Wizard's Mansion and exchange Experience Points for spells.

Monsters, Morals, and Traps

Use your many abilities to battle the fierce population of monsters that roam the land. Remember, however, that not all of the monsters are bad—some are good. If you destroy the good monsters, you'll lose Morality Points! You'll also have to keep an eye out for the many dangerous traps set to catch the unwary traveler. Ranging from Electric Shock to Bomb to Hunger, these traps can really put a damper on your quest.

Fortunately, you can use the battery backup to save your game and character and continue whenever you like. In fact, you can save up to four different games at once, so try different strategies with different characters for an entirely different adventure. Altogether Super Hydlide is a lively cart that draws you into an epic adventure. You'll spend long hours unraveling the mystery of Fairyland's plight, but you must! Fairyland needs you—you've got to change those evil ways!

Super Hydlide by Seismic (Price Not Available).



PROTIP: Work your way through the maze on the second floor of the tower. You'll find a treasure chest that holds a powerful Talisman. It's difficult to find and you'll grow tired searching for it, but holding it doubles your Attack Power.



PROTIP: Keep a sharp eye on your Experience Points. In some role-play titles you automatically increase your experience level when you acquire enough points to advance a level. In Super Hydlide, you have to earn enough points, return to your home city, and then visit the monks at the Sacred Monastery.

By C.A.T.

A major quake has rocked the city letting loose scads of ghosts and other creepy spooks! Now they're roaming the city, taking over buildings, and terrorizing the populace. But hey, if you're a Ghostbuster that's great news! Your phone's ringing off the hook! Who they gonna' call? You, of course!

A Spirited Revival

Pick your favorite Ghostbuster—Peter, Raymond, or Egon, grab your nuclear accelerator pack, and hop into the Ecto-plasmicmobile. You've been hired to clean up the city, so get ready to bust some ghosts.

Each building is overrun with spooky specters, flying objects, and

When you beat a building's big ghost, he gives you a part of a stone tablet that holds a clue to the mystery of all these ghostly happenings.

Once you've cleaned out the ghosts, your client pays you handsomely! Use your cash to purchase special ghostbusting equipment in the item and weapons shop. Then, return to headquarters for your next assignment!

You Ain't 'Fraid of No Ghosts

Your assignments range from hard to downright impossible! A sweet little old lady finds her Home Sweet Home haunted by a pesky poltergeist. Tables and silverware fly around the room and chandeliers drop on unsuspecting passersby. Watch out for the tablecloth ghost who tries to smother you and a

GHTMSTBUSTERS

supernatural spirits galore. To clear a building you'll have to search it and capture the spooks. You won't have much trouble fending off the smaller ghosts, but watch out for the mid-size and big ghosts in each building. You've got to defeat them and then slap them into your trusty trap.



PRO TIP: When you fight most middle-sized and large ghosts, shoot their heads—usually their most vulnerable spot.

PRO TIP: Defeat the medium ghosts, catch them in your photon ray, and move them over the ghost trap. For extra traction, tap on the fire button while they're at the end of the beam.

nasty shell ball ghost who throws his scales at you. Be sure to crack open the safes you find throughout the house. You might find cash—or bombs—inside!



PRO TIP: When you're in the Select Mode, use your building scanner to see what rooms you've already been to and which ones you still need to visit.

Another client wakes up to find the inside of his Apartment has become a deep freezer! Slip and slide across the ice while you dodge green slimer ghosts, a flying lady spirit, and a two-faced Snow Man who shoots at you with a carrot nose! The Woody House is some hot spot! Flames spurt out of



These ghosts put you into the deep freeze.

the walls and the floors, and pits of fire burn beneath you. Watch out for the



small, indestructible blue flame ghosts and the giant dragon who breathes fire.

PRO TIP: The Bubble Projectile is a good weapon to use against enemies that are hard to kill with regular shots.

Climb into a High Rise that's literally crawling with spooks, including worm-monsters and a creepy snake-like eye ball creature. Your old friend, the Stay Puft Man, is no marshmallow here!

Once you've collected all of the pieces of the tablet, journey to the Castle to rescue your ghostbusting buddies. Inside, you'll face the ultimate supernatural challenge—but you'll make it!

It's A Scream

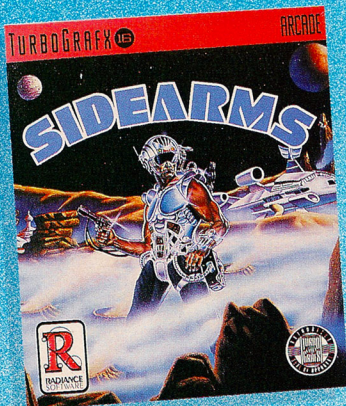
Sega's Ghostbusters for the Genesis captures the fun of the original movie and turns it into great video game action. Now go bust some ghosts, and try not to get slimed!

Ghostbusters by Sega of America (Price not available).

"TURBO" CHARGED ARCADE ACTION FOR YOUR TURBOGRAFX-16!

Now that you own the hottest game machine on the block, leave your quarters in your pocket and let Radiance Software "Turbo" charge your living room with the classic arcade mega-hit, **SIDEARMS**.

Featuring authentic "Coin-Op" quality, **SIDEARMS** brings you furious action, dazzling graphics and stereo sound previously available only at the local arcade.



LET THE BATTLE FOR SURVIVAL BEGIN...

Thrill to the intergalactic action as you, earth's last interstellar warrior, defend the galaxy against the invading nemesis from a distant Black Hole. With your government-issued sidearm, you are mankind's only hope against total annihilation.



Battle alien life forms bent on your destruction!



Choose from six awesome weapons!



Ten levels of non-stop action!

SIDEARMS is a registered trademark of Capcom Company Ltd.

TURBOGRAFX is a registered trademark of NEC Home Electronics (USA) Inc.

© 1990 Radiance Software
11288 Ventura Blvd, Suite 338
Studio City, CA 91605

Available at your local video game retailer or call 805-496-7898.



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



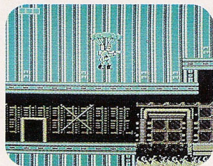
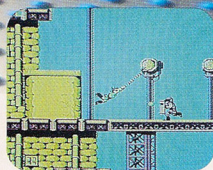
Get set for rapid fire action as you're transformed into the Bionic Commando. This best-seller from Capcom is a dynamic adaptation of the original arcade classic.

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

To the most daring soldiers, this might

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

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

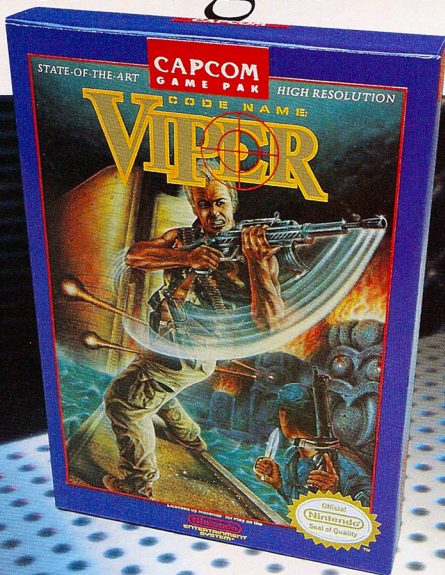


CAPCOM
USA

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

Bionic Commando is a trademark of Capcom U.S.A., Inc. Capcom is a registered trademark of Capcom U.S.A., Inc.

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

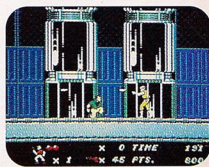


Your commander has instructed you to destroy a powerful drug cartel in South America, free innocent hostages, and bring in the murderous Drug Lord. No Sweat, Right?

Within minutes of landing in the South American Jungle, you've infiltrated the drug cartel's bases. Dodging bullets, you stumble into a hidden door to find better firearms and ammo. Hostages, too. Things are lookin' up!

You must now locate your fellow agent and collect the explosives you'll need to finish your mission--and the murderous Drug Lord.

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



CAPCOM®
USA

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

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

Craterrmaze

Let's take a trip through time aboard the magic carpet ship!

I am Kublai. I am the dedicated follower of the evil Zenzombie.

By The Eliminator

It's just another ho hum day. You, Opi the intergalactic spaceman, are traveling through alternate universes, cruising through the space/time continuum on your jaunty magic carpet ship. Along with four of your best buddies you're looking for some action! Suddenly you get more than you bargained for when your carpet is attacked by Kublai, assistant to the evil Zenzombie. Next thing you know your four friends are being held hostage by Zenzombie, and it's up to you to save the day.

Get Ready For A Magic Carpet Ride

To locate your friends you'll have to journey through 60 tortuous mazes each representing a different period in time—from the prehistoric era to the days of the samurai to the war years. To finish the game you'll have to complete

the different mazes, rescue your friends one by one, and in rounds 30 and 60 battle it out with the big bosses, Kublai and Zenzombie.



Kublai...



And Zenzombie!

Each individual round is a twisting turning maze of obstacles—that includes bridges, pits, and rivers. You'll have to collect each of the 16 treasure chests in the maze and then grab the green key which enables you to enter the door of time and transport to the next maze.

Time Bandits

Of course Zenzombie's trusty cohorts are going to try and do everything they can to stop you. You'll have to stay on



Watch out for gun-toting gangsters!

red alert constantly as club-wielding caveman, sword-swinging samurai warriors, gun-toting foot soldiers, gangsters, and pesky space aliens pursue you.

PROTIP: *Bury the same type of enemy several times in a row to double your score to a max of 3,250.*

To defend yourself against this horrendous horde, use a combination of craftiness and skill to dodge your ene-

I'm going to kidnap your friends and put them in prisons of another world.

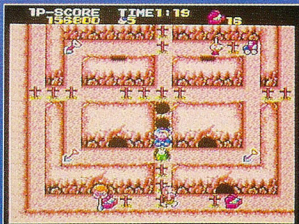
Don't worry my friends! I'll do my best to save you. Believe in me!

mies in the maze. Use your trusty shovel to put Zenzombie's allies six feet under by digging crater traps for them to fall into.

Don the helmet to render yourself invincible. Use bubble gum to encase the enemies in floating bubbles and literally blow your troubles away.

Can You Dig It!

Cratermaze is a game of skill and quick thinking. Mastering the Turbopad controller is the key to achieving high scores and overrunning the enemies.



PROTIP: Make use of all of the special power-ups you'll find to increase your points and keep the haddies at bay.

Once you find the roller skates you can zip around the maze at top speed.

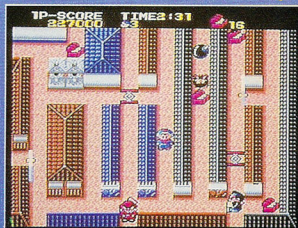
PROTIP: Get the power of your shovel and skates to maximum levels and you'll blaze through the mazes.

Grab the stopwatch to bring all of your enemies to a screeching halt or pack them in ice before destroying them. Knock down robots or gangsters by pushing Button II to throw the yo-yo.



PROTIP: Picking up extra shovels enables you to increase the number of craters you can dig to bury pursuing enemies and to uncover secret warp holes that transport you to higher rounds!

Watch out that you don't dig yourself into a hole—or fall into your own trap as it were! Hop on to the springboard to catapult yourself over walls. Try using



Use the springboard to catapult.

doors to escape and also to knock down Zenzombie's cronies.



PROTIP: Use the door next to this river to knock your enemy into the water.

Cratermaze is holey fun. In addition to mesmerizing maze action and cute graphics its one-player action also features three difficulty levels for a continuing challenge. Each different time period also has its own jazzy little tune. You'll be quite a-MAZE-ed to find out just how addicting it is!

Cratermaze by NEC/Hudson Soft (\$39).

MOTO ROADER

By B.A.J.

It's the year 2015 and the Earth (now here's a change) is a peaceful place! Hunger, war, and crime have been wiped out. Human beings live a life of leisure—machines and computers do all of the work. So what do people do for kicks? Not much—and they're pretty bored! But now—the sound of roaring engines and a cheering crowd signal the birth of a new pastime—Moto Roder!

Moto Anyone?

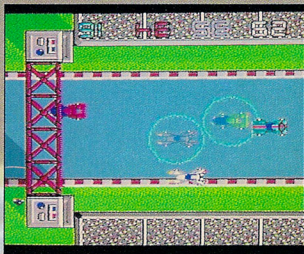
Moto Roder is a racing game of strategy, skill, quick reflexes and luck. Choose from seven different race courses where you'll battle it out in eight heats of hot and heavy racing. Use a Turbo-Tap to race against up to four of your friends, or go it alone against the crafty computer cars!

You start the game with \$5,000 in your pocket, but that gives you a pretty limited choice of parts. Use the cash to make your mean machine even meaner. Parts for sale include different body types, engines, brakes, and tires. Other nifty devices you can buy are extra Gas Tanks, Warpers (to warp past other cars on the track), Turners (to quickly switch directions), Nitro Boosts (for a short burst of acceleration), and Hoppers (to make your car jump over obstacles). But high-tech racing gear isn't all you can buy; a Grenade Launcher and a Bomb Dropper are also for sale. Put some thought into your equipment selection; you can only carry one special item at a time.

PROTIP: If you're an experienced racer, buy these items in the following order: 4800 cc engine, Body+4, and Bi-Turbo.



PROTIP: When you play against friends, using bombs and grenades can be the best way to win. When playing against the computer cars, it's smart to save up enough money to upgrade your car to make it unbeatable.



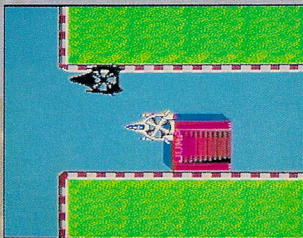
PROTIP: Preview the course from the helicopter to plan your strategy and locate sharp turns, icy roads, and other hazards.

On Your Marks, Get Set, Go!

Once the race is underway the action gets fast and furious. The amount of gas and the number of laps required are always posted during the race. Ram and jam your way through the pack as you maneuver through each maze-like track. Depending on your equipment choices before the race, you can make fantastic moves or blow the competition away.

PROTIP: Beginning racers should always have an extra tank of gas. Use it when your gas meter reads five or lower.

If your car runs off the road or heads in the wrong direction while the other cars pass you, it gets pushed forward automatically and your gas supply takes a sharp drop.



PROTIP: If you're nearing the finish line and you're behind, let off on the accelerator so that you're pulled forward, then stomp the accelerator to speed up.

At the end of each heat Moto Roder ranks you among the top five racers. Depending on how well you did you'll earn cash prizes and points. Use the cash to buy more parts for your car. At the end of all eight heats, the driver with the most points is the Moto Roder Champion.

Moto Roder is one of the first TurboGrafx games to take full advantage of the five player Turbo-Tap. Racing against a group of friends definitely adds an entirely new dimension to video racing. This one's a must for all speed demons. See you at the finish line!

Moto Roder by NCS/NEC (\$45).

**WHAT DO
PAT RILEY,
TOMMY LASORDA
AND
ARNOLD PALMER
HAVE IN COMMON?**

THEY ALL PLAY BA



TOMMY LASORDA BASEBALL™ Review the stats and coaching reports to select your line-up. Pick a pitcher with the stuff to face the opposing batters. Select pitches. Change them mid-pitch. Bunt or swing away. Shift your fielders. Put in a pinch hitter. Or change your rotation between games. If you can think of it, you can do it.

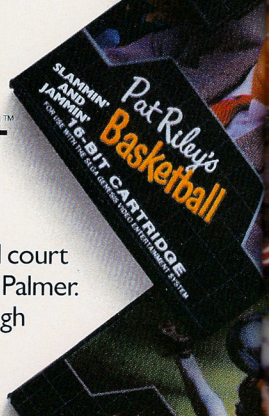
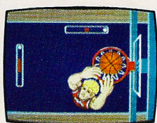


PAT RILEY'S SLAMMIN' AND JAMMIN' BASKETBALL™

Check the stats and pick your players. Run the fast break or half-court offense. Defend with man-to-man or zone. Hit the three-pointer, shoot a jumper, drive the lane or baseline. Slam dunk straight on, from the side or backwards. Block shots or shoot free-throws. With this game, it's all your call.

Imagine setting your defense like Tommy Lasorda, pulling off a full court press like Pat Riley, or playing the wind to cut the dogleg like Arnold Palmer.

Only Genesis® captures the realism of professional sports. With high definition graphics and three-dimensional figures that look, move and feel like the real thing. With 16-bit power, Genesis increases the



PLAY WITH GENESIS.



ARNOLD PALMER TOURNAMENT GOLF™ Choose an open or closed stance to create a hook or slice around the dogleg in the fairway. There's a practice mode to get it down perfect. Select your swing for the sand trap or approach shots. Check the wind direction and velocity. It will affect your shot.



WORLD CHAMPIONSHIP SOCCER™ Pick players from the world's best teams. Check their stats and choose your starting team. Take the field and institute all the traditional set plays. Make corner kicks. And watch your goalie from behind the net as you direct him to make spectacular plays. Watch out for offsides. The refs are tough.

depth and quality of play beyond the capability of any 8-bit system. But, then, when you remember that it comes from Sega®, the master of arcade entertainment, you might just say you knew that's the way it would be all along.

SEGA
GENESIS™
It's a whole new ballgame.

By Hobbs

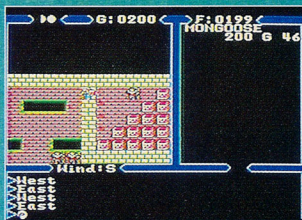
No bigger than the tiniest of flickers was the light of hope that remained in the hearts of the people when the evil, but fortunately now slain wizards, Mondain, Minax, and Exodus ruled the land. Alas, distraught and light of heart as the people were during those hours of near total darkness, they held tightly to their hope, and it was through this collective will of soul and the bravery of the soldiers who laid down their lives, that peace and goodness once again prevailed.

Now under the gentle rule of Lord British, the vast lands of New Britannia along with its people are free to prosper. Amongst these inhabited areas, there are eight extraordinary townships not to be looked upon lightly. You see, not only do each of these eight towns specialize in a trade, they also have amongst their people certain members of honour who hold within them crucial information relevant to one of the eight sacred shrines of virtue. In turn, each of these most sacred shrines holds pieces of the puzzle that when put together will lead to the most revered symbol of all, the Avatar, holder of all virtues known to man.

Welcome to the fourth Ultima saga, newly converted for single person play on your Sega Master System. This super role play puts you on an incredible quest to find what no man ever has before, the Avatar.

One Small Problem

The adventure begins when you are summoned by Lord British to visit him in his castle. You, as a self-named character, discover that although for the moment things are peaceful throughout the land, Lord British fears that his people are lacking in direction. HMMM! What kind of aimless plague is this that afflicts the good people of Britannia? Alas, as the story unfolds, you soon learn that according to Lord British,



Choose your character's path carefully.

what the people need is a new standard, a new vision of life for which to strive, and it is through obtaining the ultimate symbol of virtue, the Avatar, that the people may live, not only in peace, but in the ultimate wisdom of the virtues.

Getting Goods

Setting out with no more than the clothing on your back, you must acquire supplies by battling the evil ones who inhabit the wild, uncharted lands of Britannia. Emerge victorious from these



Buy supplies for your journey.

PROTIP: Magical weapons can also turn the tide of battle. These, however, are not to be used hastily. The Fire Skull is especially tempting and extremely powerful. But be warned! Think twice about what a skull represents before you use its magic.

battles, and you will get money to buy things such as the finest magical herbs from the townspeople of Moonglow or the strongest weapons and armours from the forges of Jhelom.

PROTIP: Don't be fooled by the size of a sling, for though it is small, it can prove to be a most valuable weapon. Not only is it inexpensive, it is light and has a long shooting range.

Out on The Town

Although the number of places to visit may seem endless, it is to the advantage

ULTIMA

of the weary traveler to stop and visit each and every one. Look around and



Iolo joins you in the town of Britannia.

chat with the people, for there is often more to be known than meets the eye.

PROTIP: While visiting towns, look closely for black spots on the inner village walls. Should you find one try pushing on it, for it may lead you to places filled with interest.

PROTIP: Merely finding a shrine is not enough. Before you enter, you must first prove yourself worthy by performing good deeds as well as collecting pieces of the ancient script called Runes. An example of a good deed is to give generously to the needy.

IV

The Ultima-te Bestiary

Creatures, both desirable and not, will frequently lend you their presence.



You find yourself in the midst of horrible battles.

Fire-breathing Dragons, boulder-throwing Cyclops, and blood-sucking bats are but a few of the beasts known to frequent these parts. Hint! Not all creatures are bad!

PROTIP: Careful! Although you must keep up your defenses and destroy those who threaten you, should you accidentally kill an innocent, you will be stripped of all virtues you may have earned.

Lunar Sailing

Ships come in mighty handy during your virtue-gathering travels. Should



Sail the high seas.

you find yourself in need of one, there are fine boatmakers in the harbor who are quite happy to sell you their finest, for a small fee, of course.

PROTIP: Two tiny moons rise and set in the top left corner of your screen. Watch their patterns and learn. Their movements open "moongates," that will take you to places abundant with necessary supplies. Hint! Moongates are to be found in more than one place.

PROTIP: During your travels by land, watch where you step. Stinky swamp-land (bluish-yellow-green in appearance) can prove to be less than desirable to your well-being.

The journey through the lands of Britannia, complex and treacherous, is not for the faint of heart. However, if you love a true in-depth challenge, Ultima IV is an enchanting, mystical adventure that keeps you caught in a timewarp somewhere between home and a land deep in the web of medieval mysticism.

Ultima IV by Sega of America (Price Not Available).

the AMAZING SPIDER-MAN

By Gideon

Great news, Spiderman fans! Now you, too, can swing across the rooftops of New York City and go up against classic Spiderman villains such as Mysterio and Dr. Octopus. Better yet, you can take your adventures anywhere you go with LJN's Spiderman for the Game Boy!

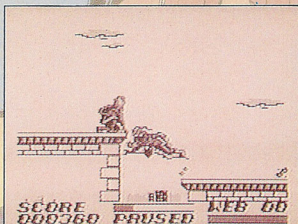
Rescue Mary Jane!

Someone has kidnapped Mary Jane Watson Parker, wife of Peter Parker, who just happens to be your friendly neighborhood Spiderman. As everyone's favorite Web-slinger, you must battle your way through six treacherous levels of goons and obstacles to rescue Mary Jane. You'll fight across city alleyways, parks, and sewers. You even scale a pair of skyscrapers! If you're sharp enough to make it to the end of each level, you still have to face some of Spidey's greatest foes including the Hobgoblin, the Scorpion, Rhino,

his clouds of smoke. Hit him as soon as he materializes and jump away. Repeat this move until you beat him!

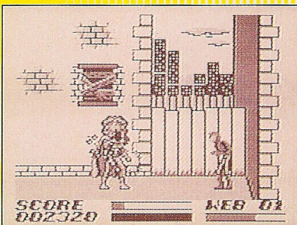
and Venom! Each villain has different powers and attack strategies, it's up to you to figure out the best way to defeat them with the least amount of harm to yourself.

Spectacular Spider Powers!



PROTIP: The Green Goblin awaits you at the end of Level 2. Position yourself at the tip of the top roof ledge and kick. The Green Goblin will fly into your kick each time.

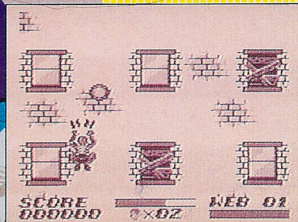
As Spiderman, you punch, kick, jump, and swing your way through the game. Of course, you'll have Spidey's famous Spider Sense and web shooters at your command. Shoot webbing to snare your enemies or to swing over their heads. You only have a limited supply of web fluid, but you can replenish your web supply by knocking down your enemies and picking up the web cartridges that they drop.



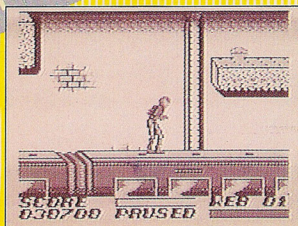
PROTIP: In Level 1 you face Mysterio. Move counter-clockwise and jump over

Spider Specifics

Spidey gets three lives at the start of each game. Keep an eye on your energy meter; you lose energy every time you're hit or shot. Lose all your energy and you lose a life. To replenish your energy supply, grab all the food items that appear. If you fall, don't worry. You can continue up to four times, and you get to start at the exact point where you died off.



PROTIP: When you crawl up a building in Level 2, crawl between the windows in order to avoid goons that try to hit you with baseball bats. Move to the side as soon as your Spider Sense starts flashing—that means something's being thrown at you from directly overhead.



PROTIP: When Spidey's on the subway on Level 3, leap for the food on the ledges. Jump back immediately onto the subway or you'll be pushed off the screen!

Spiderman should be loads of fun for any Game Boy fan. The gameplay is top-notch, and the funky Spiderman theme is a groove. From the awesome start-up screen to the radical final blow-out with Venom, Spiderman is excellent video fun!

Spiderman by LJN (\$29.95).

SEGA
GENESIS

BRAIN BEATS BRAWN!

Introducing the newest, most challenging puzzle game ever: **SHOVE IT!** ...The Warehouse Game.

If you've mastered *Tetris*, you're ready to "SHOVE IT!" You're Stevedore, the Einstein of "Box City" with brains as big as your biceps. You'll need that mental power to clean up the warehouse. What a headache! 160 crowded rooms and 16 confusing levels overflowing with crates. Each needs to be shoved into just the right spot.

Before it's over you'll have a numb skull! The more rooms you master the more mind-boggling it gets. Sweat out every brain-bending puzzle and grab hold of your dreams. Big bucks, fine babes and the keys to a hot set of wheels.

SHOVE IT!
YOU'LL LOVE IT!



DREAMWORKS

©1990 DreamWorks. All Rights Reserved.
SEGA® and GENESIS® are registered trademarks of
SEGA Enterprises Ltd. SHOVE IT! and DREAMWORKS
are trademarks of Toy Soldiers, Inc.
Design: Pendragon Studios



THE PERFECT SIMULATOR

Only Baseball Simulator 1.000 lets you play ball any way you want it. It's fully programmable baseball unlike any other game.

Complete Editing

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

Intense and Realistic Action

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

Televised Season Simulation

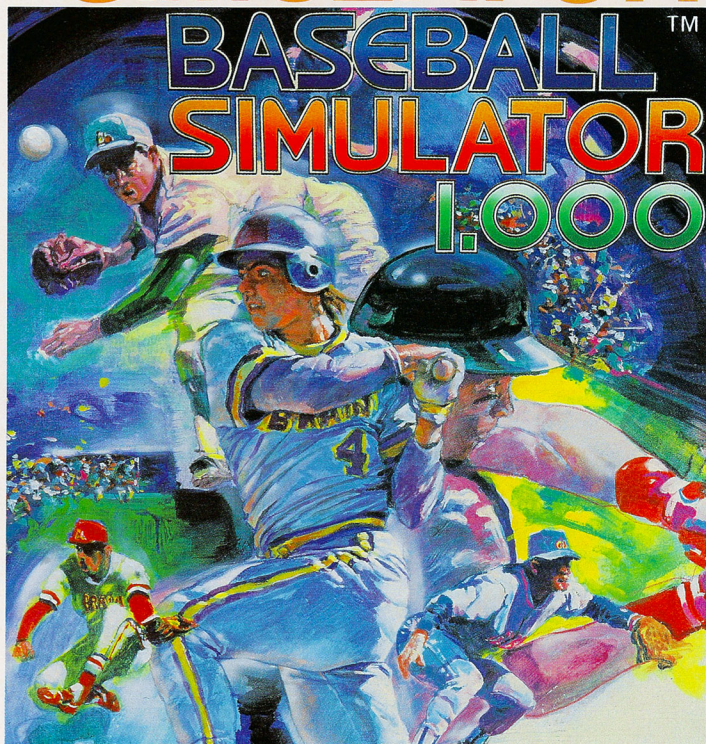
With the Full-Auto Season, you can play out a continuous season and watch your team from game to game. Even individual players can be tracked with full stats and top-10 rankings. Go for the triple crown!

1 **TEAM DATA**

BA	NAME	BATT	AV	HR	RBZ
1	WILLIAMS	R	1.000	10	10
2	SMITH	L	0.900	5	5
3	JONES	R	0.800	3	3
4	BROWN	L	0.700	2	2
5	DAVIS	R	0.600	1	1
6	MILLER	L	0.500	0	0
7	WILSON	R	0.400	0	0
8	MOORE	L	0.300	0	0
9	WALKER	R	0.200	0	0
10	YOUNG	L	0.100	0	0
11	ALLEN	R	0.000	0	0
12	ROBERTS	L	0.000	0	0

2 **OVERALL**

G	M	L	PCT	GB
1	5	4	1.0	500
2	5	4	1.0	500
3	5	3	2.0	600
4	5	3	2.0	600
5	5	1	4.0	200
6	5	1	4.0	200



1 FULL EDITING FOR UP TO SIX TEAMS.

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

2 A COMPLETE, SIX-TEAM, 165-GAME PENNANT RACE.

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

4 FULLY AUTOMATIC SIMULATION.

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

3 THE HILARIOUS FEATURES OF ULTRA PLAY.

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



Culture Brain™ and Baseball Simulator 1.000™ are trademarks of Culture Brain U.S.A., Inc.™ and © 1989 Culture Brain U.S.A., Inc. All rights reserved.

Nintendo LICENSED BY NINTENDO® FOR PLAY ON THE ENTERTAINMENT SYSTEM™
NINTENDO AND Nintendo ENTERTAINMENT SYSTEM™ ARE TRADEMARKS OF NINTENDO OF AMERICA, INC.

An action adventure from the Arabian Nights.

THE MAGIC OF SCHEHERAZADE



Sophisticated Action Adventure

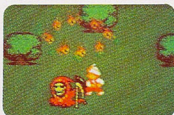
The ancient land of Arabia has fallen into despair. The evil magician Sabaron has released his demons from the underground, and now they are about to take over a once-beautiful land.

You have lost your memory, but you are the descendant of the legendary magician, Isfa. Now it is time to return to Arabia. You must fight to defend peace and unravel puzzling mysteries to save the kidnapped princess Scheherazade.

You and your allies will travel throughout the beautiful and mysterious land of Arabia, through the future and the past, and to worlds of water, deserts, forests and flowers. It's a grand adventure waiting to be fulfilled.



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



Magical spells come to life on the screen in winds of fire and storms of electricity.



Giant enemies fill the screen and challenge you to battle.



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

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

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

2 ARTIFICIAL INTELLIGENCE ENHANCES THE GAME EVEN MORE!

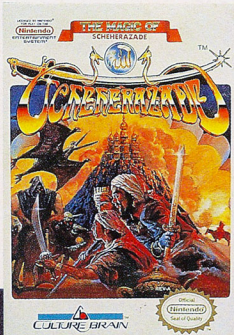
With the support of the Artificial Intelligence programming, even beginning players can enter the magical world of Scheherazade and behold its wonders.

3 MAGICAL BATTLES WITH ELEVEN ALLIES!

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

4 GRAPHICS AND SOUND FROM A WORLD OF FANTASY!

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



Culture Brain U.S.A., Inc.
15315 N.E. 90th Redmond WA 98052
Culture Brain™ and Scheherazade™
are trademarks of Culture Brain U.S.A., Inc.
TM and © 1989 Culture Brain U.S.A., Inc.
All rights reserved.



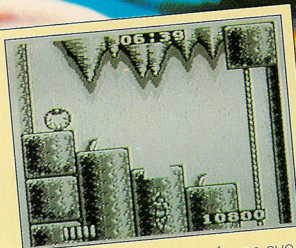
S.W.A.T. HOT TIPS

SECRET WEAPONS AND TACTICS

Castlevania: The Adventure (Game Boy)

Secret Strategies

In Area Two, after going down the rope and past the bridge with the rolling eyes, you come to an area with three falling blocks and two ropes. Get the candle at the far left by getting as far as you can off of the ledge. The candle is a 1-Up! Then go down the right rope to the next screen. Get the two candles to become invincible (you'll need it!) and then go down the left rope to the steps on the next screen. Go to the very edge of the third step and



bend Simon down. Wait for an eye, let it hit the step, whip it, and the explosion blows open a shaft. Go down the invisible rope and whip all of the candles for a 1-Up, a full power up, a coin, and a crystal!

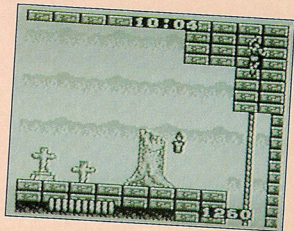
Kenneth Wooldridge, Birmingham, MI

Castlevania: The Adventure (Game Boy)

Secret Room

Go to the fifth rope on Stage One. Once on it, climb up through the bricks. After climbing out of the screen, you'll find yourself in a bonus room containing four helpful items.

Patrick Tonkin, Fairmont, WV



Ordyne (TurboGrafx)

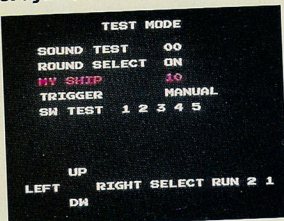
Use the Girl in the Orange Ship!

To use the girl in the Orange Ship hold down Button I during the title screen until the word Kana appears on the screen.

The Eliminator



Ordyne (TurboGrafx)



Enter the Secret Test Mode!

To get into the Secret Test Mode do the following: During the title screen hold Run, then press Select Six times, and release. Hold Buttons I and II and Upper Left on your Turbo Pad simultaneously and press Run. This mode contains a sound test, round select, number of ships, autofire, and more. To move the selector down press Select and Run together.

The Eliminator

R-Type (TurboGrafx)

21 Credits

Put the turbo switch to its max on Button I, turn on the game, hold down Select and Button I and your credits will start to rise. When you get to 21 continues press Run to start the game.

Gus Celso, Los Angeles, CA



Snake's Revenge (Nintendo)

Passwords

This password puts you inside the Fortress on the First Level. You've got Card 1 and 2, Three Foods, One Truth Gas, One Oxygen Tank, 50 Pistol, 50 Machine Gun, Seven Grenades, Seven Explosives, and a Silencer:

99DP Q13N G4!!! PHNR
7.72 YN6T 46RY 65
ENTRY COMPLETE
0 1 2 3 4 5 6 7 8 9
P D G H I K L M N

99DP Q13N G4!!! PHNR
7.72 YN6T 46RY 65

This password starts you at the Transport Trains:

J06J -XZV 6B.. PJ3Y
W37W I3..!! 8X2M 3G
ENTRY COMPLETE
0 1 2 3 4 5 6 7 8 9
P D G H I K L M N

JQ6J -XZV 6B.. PJ3Y
W37W I3..!! 8X2M 3G

Ordyne (TurboGrafx)



More Scores In The Safety Zone

In Stages Five and Six the Crystal Boss appears and emits small white beans. Take advantage of this by shooting the beans for unlimited points. When the Crystal Boss appears stay in the upper left corner of the screen to avoid his beans. Once there, instead of shooting, use bombs on the beans to destroy them for unlimited points. You're safe as long as you stay in the hiding hole!

The Eliminator

Godzilla (Nintendo)

Go Right to the Last Battle!

To go straight to the last battle of the game type in:

DESTROY ALL MONSTERS

Steve Bernard

Godzilla (Nintendo)

Password!!

This password takes you near to the end of the game:

MGRJ1YLK0JYRHO05

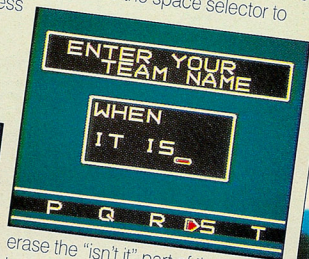
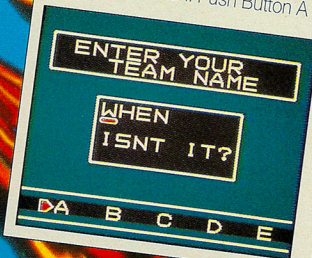
Steve Bernard

Baseball Stars (Nintendo)

Make Your Team Ultra Strong!

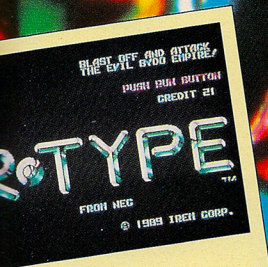
Once you've selected a team press Down, Right, Left, Down, Down, Right, and Up on the control pad. This puts the cursor at the "balanced team" icon. Push Button A

to pick it. The screen will say "When Isn't it?" for the name of the team. Use the space selector to



erase the "isn't it" part of the sentence. Put "It is" so the full sentence says "When it is." Now you'll have the most powerful team in the game.

The Eliminator

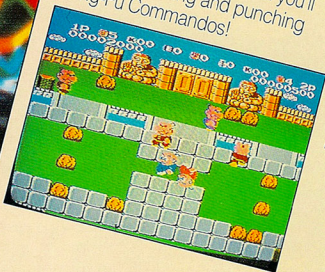


Kung Fu Heroes (Nintendo)

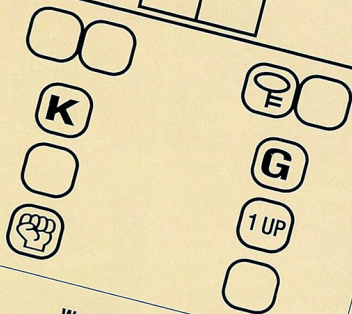
Here are some tips to help Game-Pros everywhere who are trying to win Culture Brain's Kung Fu Heroes contest:

Tips for Worlds 1-1 and 1-2

World 1-1: Make sure to collect all of the items. Find the key to enter the bonus stage. Collect five "E" encounter kicking and punching Kung-Fu Commandos!

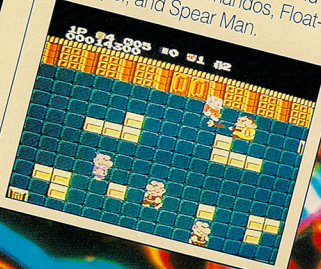
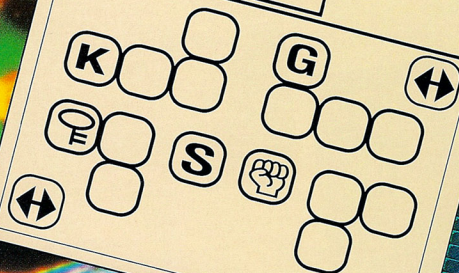


1 - 1

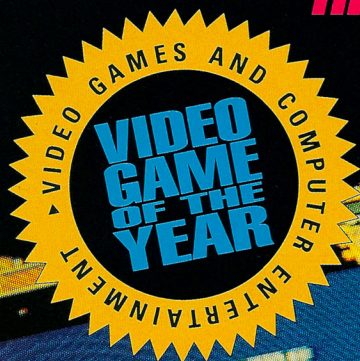


World 1-2: You'll see quick passages. They'll appear on both sides of the screen. Pass through them from right to left. You must get a "punch up" and an "S" mark. After you find the key go down stairs. You'll find warp zones that lead you to the advanced stage. Beginners shouldn't take these warps because their power isn't strong enough at this stage. Grab a "punch-up" before you attempt to enter into the warp zones. In this level you'll encounter punch and kick Kung-Fu Commandos, Floating Viper, and Spear Man.

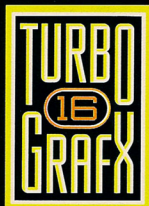
1 - 2



The system that brought you Legendary Axe™ / Video Game of the Year...



Legendary Axe™ Video Game of the Year! Take on the great Jagu in the year's hottest adventure!
First-rate axe-swinging action, awesome true-color animation

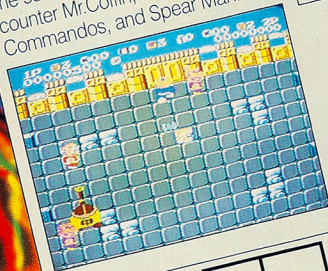


S.W.A.T. HOT TIPS

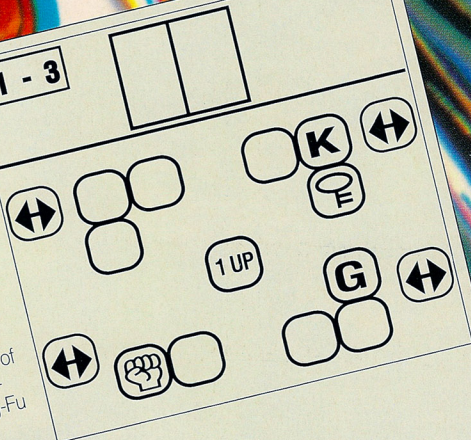
SECRET WEAPONS AND TACTICS

Tips for Worlds 1-3 and 1-4

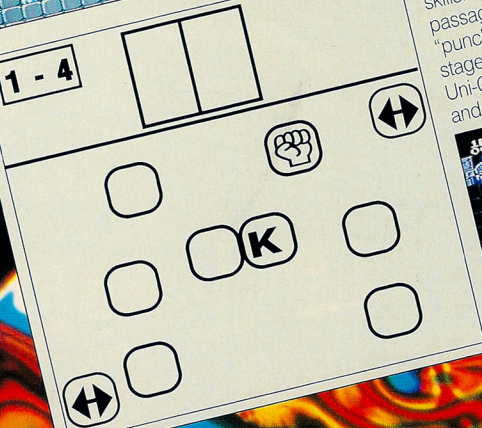
World 1-3: You'll need an "s" mark from World 1-2 to defeat Mr. Coffin. You can defeat him with kicks. However, if you prefer to use punches, you'll need a "punch-up" of three in addition to your "s" mark. After you get a key, you can get another 1-Up in the bonus stage. When you return to the original stage from the bonus stage, you can get another 1-Up by punching in the air in the middle of the screen. In this level you'll encounter Mr. Coffin, kicking Kung-Fu Commandos, and Spear Man.



1 - 3



1 - 4



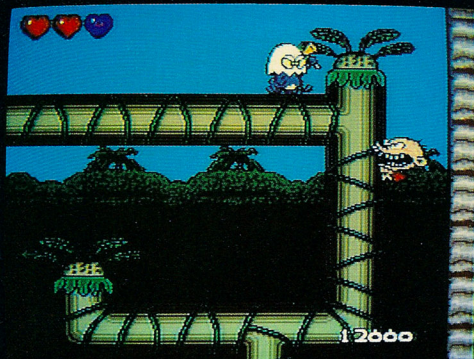
World 1-4: Here Uni-Gon appears for the first time. You need to attack his upper body five times in order to defeat him. It is difficult unless you're confident of your skills. Avoid him by using quick passages. Don't forget, another "punch up" is available in this stage. In this level you'll encounter Uni-Gon, Spear man, Mr. Coffin, and Floating Viper.



Brings you Bonk's Adventure,TM Final Lap Twin,TM Cybercore,TM...



Final Lap TwinTM Drive like never before through 20 courses!
arcade smash, split-screen viewpoint



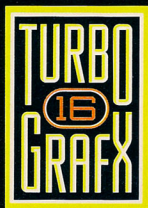
Bonk's AdventureTM Bonk through 5 prehistoric worlds!
thrilling adventure, zany power-ups



Military MadnessTM Maneuver your troops in strategic battle!
32 stages advance in difficulty, on-screen manual



CybercoreTM Shoot swarms of giant killer insects! 8 stages of
attacks, huge mutant bosses



Final Lap TwinTM is a trademark of NAMCO LTD. © 1987, 89 NAMCO LTD.
Bonk's AdventureTM is a trademark of NECT, Inc.
© 1990 Hudson Soft, © 1990 Alus Ltd., © 1990 Red.
Military MadnessTM is a trademark of NECT, Inc. © 1989 Hudson Soft.
CybercoreTM is a trademark of NECT, Inc. © 1990 IGS SOFT.

NEC

S.W.A.T. HOT TIPS

SECRET WEAPONS AND TACTICS

Kung Fu Heroes (Nintendo)

Special Techniques

Attack Enemies From the Back or the Sides

If you can't escape an enemy it is best to attack from the enemy's back or sides. It's very difficult to defeat enemies such as Kung-Fu Commando and Spear Man with punches from the front or the Moonsault kicks. Hide behind the various rocks, and then the enemies appear, catch them off guard and attack them with punches and the Moonsault kick. Use the Miracle Kick when your enemy is looking away and you'll have a better chance of defeating him.

Kicks vs. Punches

Don't use kicks against kicks or punches against punches! When an enemy throws a punch at you counter it with a kick. If the enemy kicks at you, throw a series of punches.

Battle of Olympus (Nintendo)

Password for the Final Round

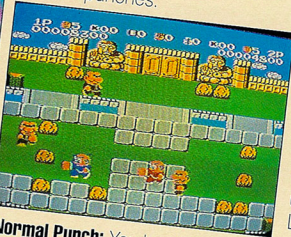
zJzFDZ THajtdO
MKHKSj aIkSXlo

John Inzer, Marietta, GA

Kung Fu Heroes (Nintendo)

Intensive Training One

Here's the blow by blow on your different punches:



Normal Punch: You begin the game with this punch. It's good for destroying various rocks, and is al-

so useful against weak enemies such as Kung Fu Commando, Spear Man, and Gun Man.

Dynamite Punch: Punch up one. It's faster than a normal punch, but not much more powerful.

Iron Punch: Punch up two. Your punch power is increased and you're ready for stronger enemies, such as the Bison Commandos.

Speed Punch: Punch up three. The ultimate punch for both Jacky and Lee. Try to get this punch as soon as possible by collecting treasure boxes.

Kung Fu Heroes (Nintendo)

Intensive Training Two

Get ready to kick up your heels:

Moonsault Kick: This flip kick lets you defeat weak enemies and escape from slow enemies. To control the kick, press the Control Pad and Button B. This kick doesn't work well against the more powerful and faster enemies.



Miracle Kick: The Miracle Kick is a double flip kick. It's more powerful, and lets you kick further across the screen than the Moonsault Kick. As you collect treasure boxes you can see the number of kicks available to you at the top of your screen. To use the kick, press the B Button and immediately press the Control Pad in the direction you want to go.

Golden Axe (Genesis)



Level Select

There is a level select in the arcade mode of Golden Axe. Select Arcade, then, when the character selection screen appears, hold the directional button Down and Left so that the characters onscreen continuously spin around. Then press Button B and Start simultaneously. A "1" should appear in the upper left hand corner. Now press the directional button Up or Down to choose your starting level.

Rocky Stargel, Gainsville, GA

Double Dungeons™, Bloody Wolf™, ...



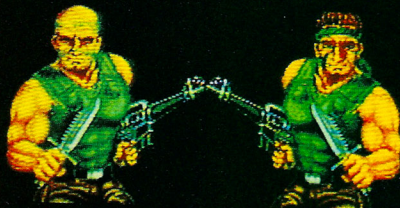
Double Dungeons™ Journey through miles of dungeons! role-playing intensity, split-screen lets 2 play



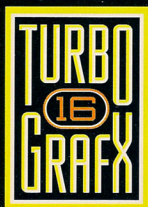
Takin' It To The Hoop™ Dribble, shoot, slam!—real-sports action! spectator point of view, huge graphic dunks



Neutopia™ Delve into dungeons, secret passageways and more! 4 complex stages, 150 different screens



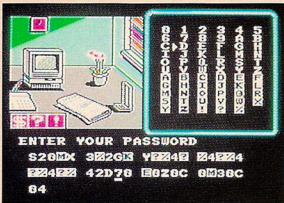
Bloody Wolf™ Infiltrate enemy lines to rescue hostages! arcade hit, 8 dangerous stages and bonus games



NEC

Double Dungeons™ is a trademark of NECT, Inc. © 1990 NECT.
Takin' It To The Hoop™ is a trademark of NECT, Inc. © 1989 ALCOM Corp.
Neutopia™ is a trademark of NECT, Inc. © 1990 Hudson Soft.
Bloody Wolf™ is a trademark of Data East Corporation. © 1990 Data East Corporation.

Wall Street Kid (Nintendo)



Password To Receive the First Loan

S20MX 3%2GK Y?%4? %4?%4
?%4?% 42070 E0Z0C 0M30C
04

Hobbs

A Boy and His Blob

Secret Underground Caverns

All through Blobalonia you'll find secret caverns with hidden treasures. Check for these by turning the Blob into a hole and seeing if you can drop below!



Twin Cobra (Nintendo) The Bell Maneuver

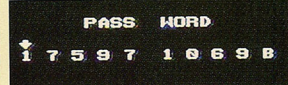


The Bell Maneuver is a good way to avoid squads of hostile attack helicopters when there are no transports or ground cannons in the area. To pull off the maneuver wait until the helicopters reach Line B. When they reach the line they'll target you. Fly to the left or the right, and up the side of the screen. Once you get around and past the choppers they'll lose track of you or turn around. When you reach the top right or left of the screen fly to the middle and down to dodge new attack squadrons and blast the choppers that have followed you to the side of the screen.

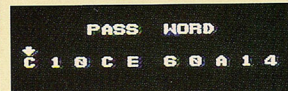
The Guys at American Sammy

Xexyz (Nintendo)

Passwords



Here's a password that puts you in Area 1-1 with 295 E-Balls and the first Force Star: 17597 1069B

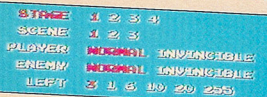


Here's a password to Area 12-3: C10CE 60A14

China Warrior (TurboGrafx)

Secret Options Mode

To get into the Secret Options Mode do the following pad trick during the title screen: Hold down



the Select and Up on the directional controller simultaneously. Let go of the Select button and press Up three times, Right six times, Down two times, and Left two times. Now you're in the options mode!

The Eliminator

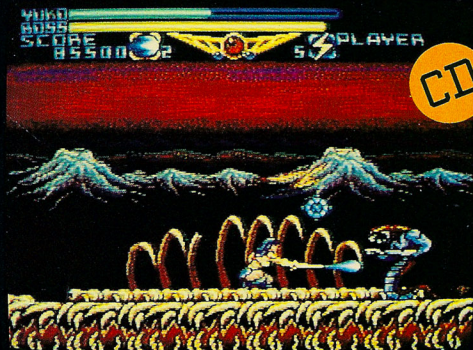
Alien Syndrome (Sega)

Invincibility!

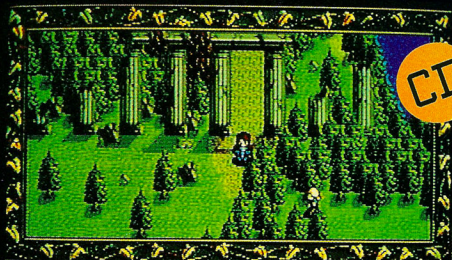
To be invincible for a few seconds grab the mystery questions mark when the countdown timer reads 272, 267, 232, 222, 171, 161, 131, or 121.

John Ramos, Whiting, IN

And more. The hottest video games. Only on the TurboGrafx-16 system.



Valis™ II Wield the magical sword against demonic forces!
6-level action/adventure, spectacular CD quality



Ys Book™ I & II Destroy Evil in this role-playing epic! Incredible CD sound, depth and intensity



CD Innovation Supplement the system with CD intensity!
superior CD graphics, incredible CD stereo sound
(TurboGrafx™-CD sold separately)

The TurboGrafx-16 game system from NEC. Video Game of the Year. First video games on CD-ROM. And the largest 16-bit library with more to come.

Arcade

Vigilante
Dragon Spirit
R-Type
Galaga '90
Space Harrier
Final Lap Twin
Bloody Wolf
Sports
Power Golf
World Class Baseball
World Court Tennis
Takin' It to the Hoop

Adventure

The Legendary Axe
Keith Courage in
Alpha Zones
Bonk's Adventure

Action

China Warrior
Alien Crush
Pac-Land
Cratermaze
JJ and Jeff
Shooting
Blazing Lasers
Fantasy Zone
Ordyne
Deep Blue
Cybercore
Driving
Moto Rider
Victory Run

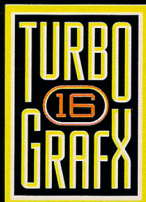
Role-Playing

Dungeon Explorer
Neutopia
Double Dungeons
Strategy
Military Madness
CD Games
Fighting Street
Monster Lair
Ys Book I & II
Valis II

The Library

Splatterhouse
TV Sports Football
Super Volleyball
King of Casino
Legendary Axe II
CD Games
Red Alert
Lords of the Rising Sun
Final Zone II
Magical Dinosaur Tour

COMING SOON!



NEC

Ironsword (Nintendo)

Passwords!!

Here are two passwords for Ironsword!!



Water Level -
NBTHMKPNHDPZ



Last Level Password -
ZJTZWTDPGLW

The Eliminator

Ironsword (Nintendo)



How do I enter the fiery cavern?
To enter the fiery cavern you need to make your way up to the very top of the volcano!

The Eliminator

A Boy and His Blob (Nintendo)

Avoid the Marshmallows and Cherry Bombs!

After landing on Blobolonia, move to the next screen to the right and toss Blobert a coconut jellybean. Stay in this screen and toss the coconut to



the right and WAIT for about twenty seconds or so and then whistle for

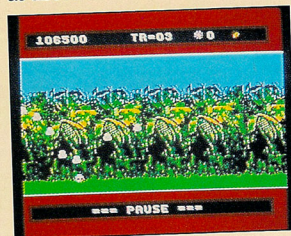


Blobert. WAIT FOR HIM TO RETURN TO YOU. This takes a half minute or so because he rolls through nine to eleven screens after being tossed. This trick eliminates the marshmallows and cherry bombs. The boy and Blobert can now walk through these screens and the aforementioned evils have vanished!



(We couldn't get the Blob to roll as far as Vicki did. Watch to see how far he goes and you can then move safely to that point, and go from there! - Ed.)

The next coconut toss occurs two screens beyond the last cherry bomb trees. Use the same method as above and Blobert the coconut



will clear a path through the popcorn in the cornfield and will usually roll past the first marshmallow conveyer belt. Turn off the second conveyer belt and then roll out Blobert the coconut (in the first brown mountain scene) to clear a path past the first two sets of "monster" molars. This puts you in good stead for completing the game.

Vicki Smith, Portland, OR

Moto Racer (TurboGrafx)

Change the Music!

While racing Pause the game, then press and hold the Select button. While holding Select tap the A or B Button to change the music!

B.A.J.

LITTLE LEAGUE ENDORSEMENT MEANS BIG LEAGUE FUN.



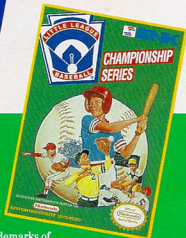
Little League Baseball's Championship Series! It's the game every kid in America dreams about. Now here's your chance to go for the glory, right in your own living room!

Create your own winning team. Dive for a tricky catch. Take a full swing or bunt. Shift fielders at will. Choose a fast ball, slow ball or curve ball. Even steal a base. You're in control of everything!

Challenge your family and friends. Hold your own Championship Series tournament. Who knows, you just may be the next Little League legend!



CHAMPIONSHIP SERIES



LICENSED BY NINTENDO®
FOR PLAY ON THE

Nintendo
ENTERTAINMENT
SYSTEM®

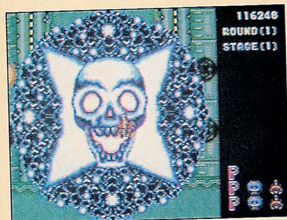


Nintendo and Nintendo Entertainment System are trademarks of Nintendo of America Inc. © 1990 SNK Corp. of America.

SNK

SNK CORPORATION OF AMERICA
246 Sobrante Way, Sunnyvale, CA 94086

Truxton (Genesis)



Kill Big Enemies With Just One Bomb!

To kill enemies that normally take more than one bomb using just one bomb do the following: When you're ready to bomb the enemy push the bomb release button, and just after that push the Pause button, and let the game sit for two or three seconds. Next, push the Pause button twice, so the game is paused again, and let it sit for another two or three seconds. Keep this up until your bomb is gone. By then your enemy is destroyed, or pretty close to it.

Tony Bittner, York, ME

Blue Lightning (Lynx)

Codes for Each Mission!

- Level 2 - Plan
- Level 3 - Alfa
- Level 4 - Bell
- Level 5 - Nine
- Level 6 - Lock
- Level 7 - Hand
- Level 8 - Flea
- Level 9 - Life

R.J. Nixon, Malvera, PA

Ghouls 'N Ghosts (Genesis)

Invincibility

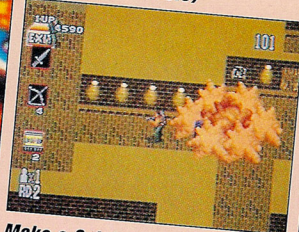
Do the following to become invincible in Ghouls 'N Ghosts: After turning on the machine press the Reset button four times. When the title screen comes on press Button A four times. Next, press the directional pad Up, Down, Left, and Right. You should hear a distinct tone at this point. After hearing the tone, press the Start button to get the Player Selection Screen. At the Play-



er Selection Screen, hold down Button B, and press Start to begin the game. Now Arthur is invincible

Yeechung Fu, Foster City, CA

Rambo III (Genesis)



Make a Quick Escape

In Round 2 of Rambo III there is a "get out quick" secret. Rescue the two left prisoners first, then go to the last prisoner in the upper right hand corner. After you rescue him, start putting bombs in a line down the wall on the left side of the prison cell. They will blow an opening in the wall. Go through it, and you're right at the exit! This saves you a lot of time and ensures that you'll escape safely!

Dan McArthur, Anaheim, CA

Do You Have a Secret Weapon?

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

GAMEPRO Magazine
Secret Weapons
P.O. Box 3329
Redwood City, CA 94064

Rock'n'Ball™

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

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

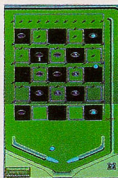


PINBALL



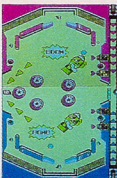
Choose one of the six different characters and play this traditional version of pinball by yourself or against your friends. The most skillful players will be challenged by a special level with a very sophisticated game.

NINEBALL



Place your bets and go for "bonus power" in this Bingo-inspired game of pinball. With practice and acquired skills, you can advance to a higher, more challenging level.

BATTLE FLIPPER



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



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



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

SPORTS PINBALL



SOCCER
An exciting, dynamic and speedy soccer-pinball game!



ICE HOCKEY
Hasty movements on the ice can lead to a missed shot for the goal. Consider the effects of slippery ice when you play this challenging game!

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

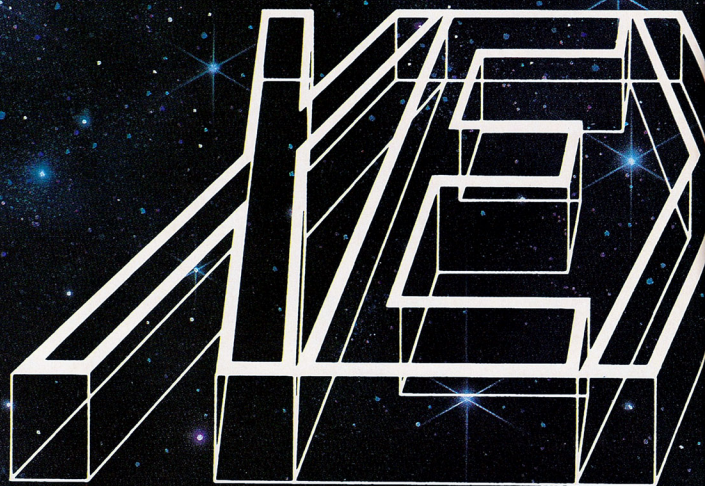
NTVIC™
NTV International Corporation
50 Rockefeller Plaza, NY, NY 10020
Tel: (212) 489-8412

LICENSED BY NINTENDO
FOR PLAY ON THE
Nintendo
ENTERTAINMENT
SYSTEM™



TM & © 1989 VAP INC. Nintendo® and Nintendo Entertainment Systems® are trademarks of Nintendo of America Inc.

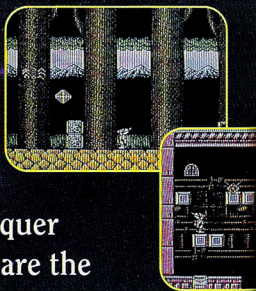
*Enjoy
Hudson*



S P A C E A D

The Future Is Now. The Challenge

The future in gaming has arrived! At last, a space adventure with loads of action, dynamite graphics, and fantastic challenges at every level. ■ The year's 2777. A time of terror. XEXYZ, a peaceful world kingdom, is attacked from deepest space by bizarre and bloodthirsty mechanical beasts out to conquer the earth! ■ Yet there's still hope! And you're it. *You* are the one Star Warrior who dares to battle the robotic monsters and their empire. Only you can save the planet!





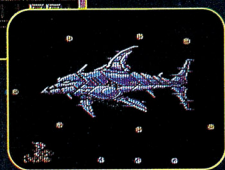
V E N T U R E

ge Is Real. The Game Is XEXYZ.

But be careful. You'll need all your courage and cunning to succeed. Otherwise, the entire human race is doomed to extinction!

So get ready, Star Warrior. Play XEXYZ, live XEXYZ. Look for it today at your favorite video store.

The future is now.



HUDSON GROUP

HUDSON SOFT®

Hudson Soft USA, Inc., 400 Oyster Point Blvd., S-515
South San Francisco, CA 94080 • Tel: 415-495-HINT

LICENSED BY NINTENDO
FOR PLAY WITH THE
Nintendo
ENTERTAINMENT
SYSTEM™



Hudson Soft™ is a trademark of Hudson Soft Co., Ltd. XEXYZ™ is a trademark of Hudson Soft USA, Inc. Nintendo® and Nintendo Entertainment System™ are trademarks of Nintendo of America Inc.

Ask ThePros

Nintendo

Black Bass Fishing

Dear ASK THE PROS,

I'm having problems with breaking my line in Black Bass Fishing. I'm in Class A but I can't figure out how to bring in the big Bass. Any suggestions?

Bill Campbell, Monticello, IL



Dear Bill,

There's no easy way to bring in one of the big boys. It usually takes three or four fights with the same fish to land it. When you hook a hog, fight it as long as you can, but hit Select to yank the lure out of its mouth before it snaps the line. Now, try to catch the same fish again. Sometimes he's where you unhooked him, but he's probably returned to the spot where you first caught him.

Also, to help you improve your chances, input HBMAX where you usually enter your name (the manual says MYRUN but that's incorrect). This activates a gauge at the bottom of the screen that measures your lure's action (keep above 6.0) and the stress on your line (stay below 12.6) when you catch a fish.

Sega

King's Quest

Dear ASK THE PROS,

In the game King's Quest for the Master System, I'm having trouble finding the Magic Shield. I can get into the cave by flying with the condor and I can get out of the cave by eating the Mushroom, but I can't seem to get the Shield. I'm able to get the Magic Mirror and the Magic Chest and many other helpful items. Can

you help me?

Jeff Cimo, Hilton, NY

Dear Jeff,

When you reach the large cave wait for the condor to appear. Jump onto the condor and he'll fly you to a screen where there's a hole. From here go one screen to the left and you'll get a Mushroom. Head back to the hole and go into it. You'll meet up with a rat. Give him a piece of cheese and go through the door. Now you're in the Leprechaun's Den. Serenade him with the fiddle. Go into the next room and you'll find the king on his throne. He'll give you the Magic Shield and the Scepter. Head out the door and eat the Mushroom. Go up the stairs to the doorway at the top.

Genesis

Mystic Defender

Dear ASK THE PROS,

In Mystic Defender for the Genesis, I'm stuck in the staircase maze of Round 2. Can you help me find the exit?

Frank Marins, Hialeah, FL

Dear Frank,

The exit to the maze is in the upper right-hand corner of the level. To find it just keep working your way up and to the right! Frequently you'll come to spots that are blocked to your right by tall walls. When you try to move up and



past the wall, you'll come to a dead end. Backtrack down below the wall, walk to your right, and usually you'll come to a place where you can jump



to a platform to the right. Jump across, and then continue to move up and to the right.



Here's the exit!

Revenge of Shinobi

Dear ASK THE PROS,

I have worked my way to Level 8-2 in Revenge of Shinobi, and now I'm having trouble getting out of the labyrinth. I don't know which doors to take or which way to go. Help!

Gary Damian, Erie, PA

Dear Gary,

Here's how to get through the maze: When you first enter the maze, move to your right. Jump over the first circle door. Go down to the right to the little lower room and enter the next circle door you come to. Next, enter the circle

"YOU STAND AT THE EDGE OF A DEEP CHASM. FROM THE DARKNESS BELOW RISE THE SCREAMS OF THE UNDEAD."

Can you outwit and overcome the thoroughly-evil Warlock Lord? His mysterious spell holds Castle Shadowgate captive. Dozens of hidden pitfalls and nasty entities lurk in every corner.

Probe along menacing stone corridors looking for hidden passageways. Discover mysterious artifacts in dark chambers. Clues are there for those bold enough, and wise enough.

*Torches. Keys.
Gemstones.*

Slay a dragon, cross a river of fire. But be careful. A wrong move could bring your quest to an untimely end.

A whole world of options are at your command with

dynamic graphics to bring the dark mysteries of the Middle Ages to life.

The question is...are you up to the challenge of Castle Shadowgate?

KEMCO • SEIKA



Shadowgate™



SHADOWGATE™ is a trademark of ICOM Simulations, Inc., and is used with permission. Licensed in conjunction with JPL ©1987, 1989 ICOM Simulations, Inc. NINTENDO® and NINTENDO ENTERTAINMENT SYSTEM™ are trademarks of Nintendo of America.

This official seal is your assurance that Nintendo® has approved the quality of this product. Always look for this seal when buying games and accessories to ensure complete compatibility with your Nintendo Entertainment System.™



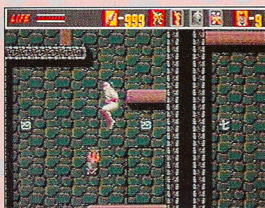
door immediately to your right. While you do this, hold the directional pad right, so you land on the ledge on the other side of the door without falling down into the pit. Now, move to your



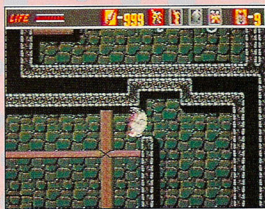
right. Jump over the first circle door. When you come to a dead end move left, crouch, and jump down through the small opening. Grab all of the spe-



cial power-ups in this area, so you'll be able to beat Neo Zeed at the end of the game. Go back up through the small opening. Head straight up, jumping from wooden platform to wooden platform. When you can't go



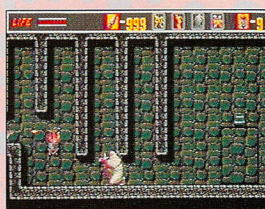
up any further go to the left. Keep going left until you can't go any further, and then go up and to the right. There's a power-up hidden high above you in this room. Go right and take the far right circle door. Now,



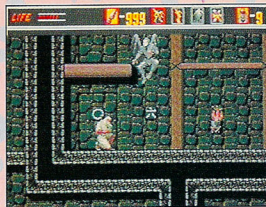
move to the right until you come to a wall. Jump up and over the wall through the small opening. As you go



down the other side drop straight along the edge of the wall, so you don't land in the door at the bottom. Jump over the door and move to the right. Enter the door to the far right. Now you're between two crates. Move to the left, crouching down underneath all of the walls. Go into the



first circle door you come to past the rifle snipers. Finally, go left and battle the flying ninjas. Take the far left bottom door and you're out of the maze.

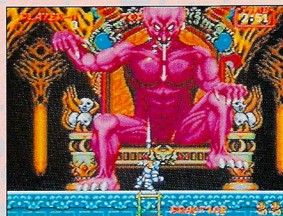


Now go get Neo Zeed!

Ghouls 'N Ghosts

Dear ASK THE PROS,
How can I beat Loki at the end of Ghouls 'N Ghosts?

Robert Becker, Los Altos, CA



Dear Robert:
We think the easiest way to beat Loki is to stand as shown in the picture and blast him right on the chin as rapidly as possible. The dagger or the sword are the best weapons to use although the shield will also work.

Game Got You Baffled?

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

GAMEPRO Magazine
Ask the Pros
P.O. Box 3329
Redwood City, CA 94064

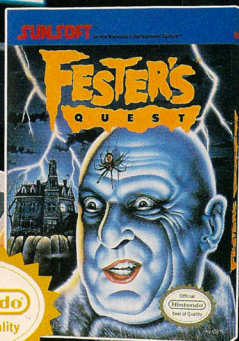
GET THE TITLE THAT JUST MIGHT DRIVE YOU CRAZY!

You rang.



Fester's Quest™ takes the skeletons out of the closet for a trip to outer space.

If "space games" are your thing, here's the spiciest one yet! With Lurch, Pugsley, Thing, and the rest of the Addams crew at his side, Uncle Fester leads the way in the wildest, wackiest alien shoot-'em-up ever! The action is manic, the graphics explosive, and the story is guaranteed to leave you howling. So find out for yourself how much fun going crazy can be. Get "Fester's Quest." At your favorite dealer now!



SUNSOFT® THE TITLEHOLDER!

Sunsoft® and Fester's Quest™ are trademarks of Sun Corporation of America. Characters for Fester's Quest™ are licensed from Barbare Artists, Inc. Television rights for Fester's Quest™ are licensed from Orion Television, Inc. Nintendo® and Nintendo Entertainment System™ are trademarks of Nintendo of America, Inc. © 1989 Sun Corporation of America.

Hot News for Hot Shots!

Get the inside track on Sunsoft games in the **FREE** Sunsoft Game Time News.

Name _____ Age _____

Address _____

City _____ State _____ Zip _____

Mail to: Sunsoft, P.O. Box 2390, Libertyville, IL. 60198

Short Proshots

Nintendo

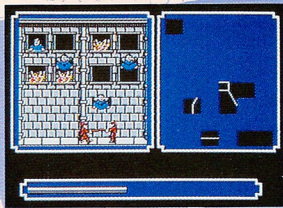
Narc (Acclaim)



If you're going to "just say 'no' to drugs," you've got to first "just say 'yes,'" to the destruction of Mr. Big and his fiendish K.R.A.K. criminal empire. Now, the drug-infested streets of Narc, an arcade blockbuster, can be fought on the NES in your own living room! As Max Force (one player) and Hit Man (two players), battle your way through eight levels of treachery, seizing illegal drugs and the ruthless scum that sell them along the way. Subway stations, pawn shops, and barbed wire fences make up the seedy terrain where Mr. Big's drug dealing lackies love to hang out. Get past these losers and you'll get to meet face-to-face with the ultimate sleezeball himself, Mr. Big. Help fight the war on drugs!

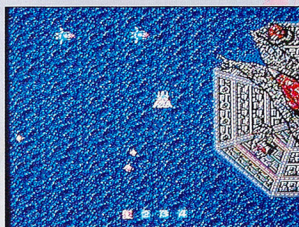
Pictionary (Interactive/LJN)

The heat is really on! The score is 7-3 in your favor, you haven't made a decent move all night, and now it's up to you to



save the game! Your fingers are sweating as you frantically scribble what's supposed to look like "Phantom of the Opera," but really looks like a "raisin in a cape." You look on in horror as your teammate stares at you with a totally blank face. Things couldn't possibly get any worse! Now, the challenge is yours, or yours and a few of your friends', as you take on the non-artist's nightmare, Pictionary. Don't get discouraged yet, there are three different types of Pictionary games, not all of which require drawing. WHEW! In fact, some of the games, such as the Warehouse Shuffle, allow you to use your masterful Nintendo skills as you move and stack crates before some pesky warehouse gremlins make them disappear! Sharpen your pencils, Nintendoists!

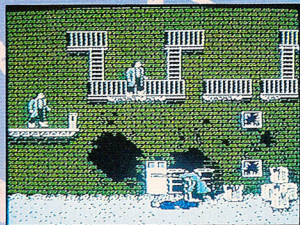
Image Fight (Irem)



The commanders words, "Your mission may be man's last", hang in the air like a bad stench. There's no getting away from it. Now, the weight, or rather the fate of the world is on your shoulders, as it is in the hit arcade version. It's time to climb behind the controls of the awe-

some fighter rocket, Daedalus, and do battle with the aliens who threaten the very existence of your race. Twist and turn your way through multi-levels of galactic danger, destroying all who dare challenge you on your mission to save the world! It'll take everything you've got, but somebody's got to do it.

Dirty Harry (Mindscape)



San Francisco, the beautiful city by the Bay, has been overrun with drugs and crime, and now it looks as if the Golden Gate Bridge may just become the gateway to doom if something isn't done about it. Who else but Dirty Harry, that 44 Magnum-packing mad man of movie fame, could rid the city of its filth. Yes, detective Harry Callahan, the rough and tumble, is on the loose again, and he's hot on the trail of the scuzball drug lords who rule the streets, sewers, and dockyards with a dirty fist! Go ahead, get ready to play 'cause wiping out these guys is gonna make Harry's day!

Rad Racer II (Square Soft)

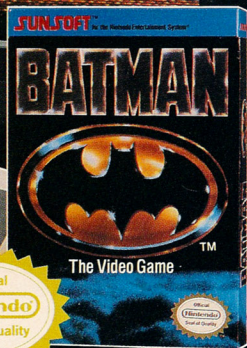
With just a flick of the wrist and a tap of a finger, you were burning up the highways at top speed in Rad Racer I. The excitement was nearly unbearable, but when the dust settled and the crowds had all gone home, things just weren't the same. Bet you'd never thought you'd have that feeling again, right? Wrong! Just when you thought all was lost, along comes Rad Racer II. Whew!

GET THE GAME TITLE THAT BRINGS BATMAN™ INTO YOUR LIVING ROOM.



The CAPED CRUSADER™ is back, as you've never seen him before!

If the stark reality and explosive action of the movie BATMAN left you screaming for more, this is the moment you've been waiting for! It's a trek from the streets of GOTHAM CITY™ to the darkest depths of the city underworld, brought to life with graphic magic. Get BATMAN today at your favorite dealer now.



SUNSOFT THE TITLEHOLDER!

Sunsoft® is a registered trademark of Sun Corporation of America. TM & © DC Comics Inc. 1989. Nintendo® and Nintendo Entertainment System® are registered trademarks of Nintendo of America, Inc. © 1989 Sun Corporation of America.

Hot News for Hot Shots!

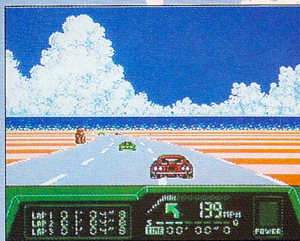
Get the inside track on Sunsoft games in the **FREE** Sunsoft Game Time News.

Name _____ Age _____

Address _____

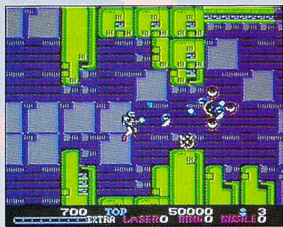
City _____ State _____ Zip _____

Mail to: Sunsoft, P.O. Box 2390, Libertyville, IL 60198



Now, once again you can feel that powerful rush as you switch on your "Turbo Boost" and power your way through eight new cities, including New York, Las Vegas, and San Francisco. There's a hot new selection of drivin' tunes to help get you revved up, too! So on that note, if it's the thrill of speed that you need, keep an eye open for Rad Racer II, ease yourself behind the controls and get down to some hard drivin'.

Burai Fighter (Taxan)



Some people, or shall we say some creatures, are just never satisfied! In fact, some are just plain greedy! To be more specific, it seems that the Burai, a race of super-brains, aren't happy with just one measly galaxy. No way, the greedy monsters have decided that they've just got to have the whole Universe all to themselves! And, to make matters even worse, they've created massive armies of creepy robo-mutants to do their dirty work. Alas, there's nothing left to do but dig out your laser cannon, strap on your proton pack, and get ready to shoot your way through seven horrifying levels of mon-

stermania, some with a gruesome big boss at the end, and others with mutant-infested enemy bases. Beam me up, Scottie!

Genesis

Moonwalker (Sega of America)



Mr.Big is taking over the world! He's capturing children everywhere and holding them hostage. To stop Mr.Big and rescue the children you'll have to step into just about the most famous shoes of all time—Michael Jackson's! As Michael you'll have to battle Mr. Big and his assorted gangs of punks, laser gun-toting bad guys, zombies, and other hoodlums through Club 30, the streets, the sewers, a dark and mysterious graveyard, spider-filled caverns, and even Mr.Big's hideout. Along the way Michael defends himself with his deadly Dance Attack—when the J-man starts dancing the bad guys try to dance along and quickly drop from exhaustion! Michael also has to grab special power-ups so that he can increase his strength and transform himself into the ultimate robot weapon to battle it out with Mr.Big. Michael Jackson himself collaborated with Sega on each and every one of the game's 18 different rounds, resulting in unique and exciting gameplay. Hey, and you can also sing along with such MJ favorites as Bad, Smooth Criminal, Billy Jean, Thriller, and Beat It. Just remember "You're bad, you're bad..."

TurboGrafx

Cybercore (NEC)

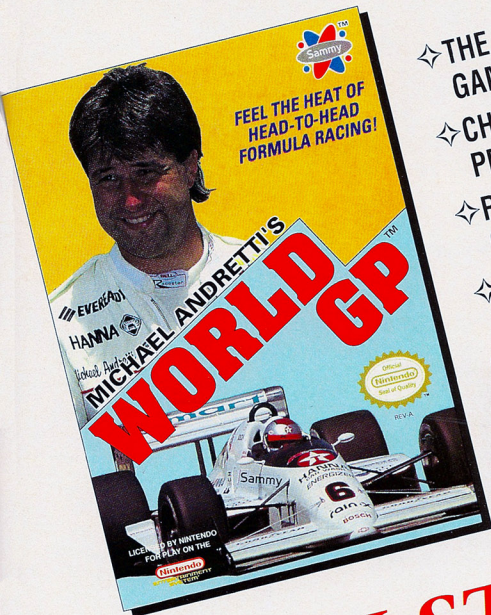


If you've got a passion for a good shoot 'em up, you'll be "blown" away when you feast your eyes on NEC's newest, Cybercore. Four different types of weapons, each with three shooting variables, keeps things heated up as you guide your super hi-tech spaceship through what seems to be an endless variety of levels, where being bombarded by maggot-tossing flies and king-size mosquitos is not unusual. For you extra heavy speed-demons, there's a warp select, so if things aren't fast enough slip into high gear and exterminate those ugly insects!

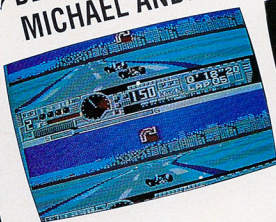
Kings of Casino (NEC)



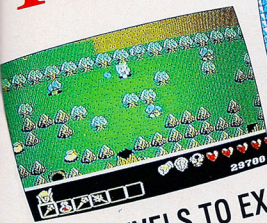
Vegas, Reno, Atlantic City—names synonymous with flashing neon lights, high roller big bucks, and, unfortunately, empty wallets. Good news! If you love to gamble, but don't want to part with your hard earned dollars, listen up.



- ✧ THE MOST ADVANCED DRIVING GAME EVER DEVELOPED FOR THE NES!
- ✧ CHALLENGE 16 RADICAL WORLD GRAND PRIX COURSES!
- ✧ RACE AGAINST TIME, ANOTHER PLAYER, OR A PRO RACER!
- ✧ BE PERSONALLY GUIDED BY MICHAEL ANDRETTI!



THE FUN STARTS NOW!



- ✧ 125 LEVELS TO EXPLORE AND MASTER
- ✧ EPIC ADVENTURE FOR THE ENTIRE FAMILY
- ✧ DISCOVER THE POWERS OF THE ELVEN TREASURES



American Sammy Corporation

2421 205th St., Suite D-104, Torrance, CA 90501

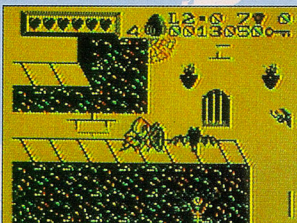
Phone: (213) 320-7167

Sammy™, WORLD GP™ AND ARKISTA's RING™ are trademarks of American Sammy Corporation. Nintendo and Nintendo Entertainment System® are registered trademarks of Nintendo of America, Inc.

Kings of Casino, soon to be released for the TurboGrafx, lets you have all the glory and excitement of playing dice, cards, roulette, keno, or slots without parting with a single dime or leaving the comfort of your own home! Who knows, it may even prepare you for the real thing! Either way, you'll have some fun with this one you can bet on it!

Game Boy

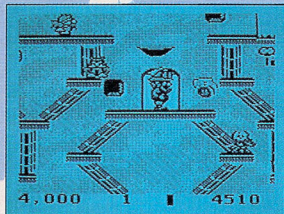
Wizards and Warriors (Acclaim)



Once again the brave and honorable Kuros, of Wizards and Warriors fame, finds himself plagued by the evil deeds of Malkil, the wicked wizard. However, now Kuro's big problems have been scaled down into a small package (your very own Game Boy), which means you can now take him most anywhere to lend him your skills as he travels on clouds, leaps through castle ruins, and battles a host of Malkil's merciless warriors. Two-headed eagles, giant bats, and, even worse, slithering serpents, are but a few of Malkil's attempts to destroy Kuros. Can he do it? Will good triumph over evil once and for all? If you want to know, you'd better tune in and turn on your Game Boy, and get ready to experience Kuros' most exciting adventure to date!

Miner 2049er (Mindscape)

Bounty Bob's his name and digging uranium is his game. There's a prob-



lem, though, and poor old BB is never gonna strike it rich until he sifts out the dirty radioactive creatures that are clogging up his mine! They're a crafty bunch living in this progressive underground tunnel/maze, and you can bet your bottom dollar they're gonna sabotage your efforts to unearth the precious uranium. Cannons, pulverizers, and radioactive rats are but a few of the dirty tricks they've got in store. So, what's it gonna be? Will you take on the challenge and help old Bounty Bob strike it rich, or will he simply get the shaft?

VIDEO GAME EXCITEMENT

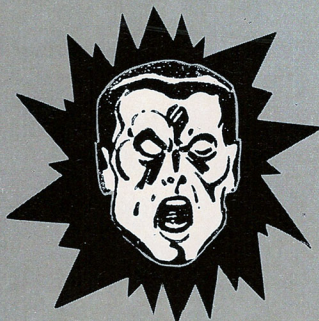
We have the largest selection of Video Games in the USA. We have the lowest prices on Nintendo, NEC, Game Boy, Atari, Sega and Genesis games and accessories. We buy direct from major manufacturers and pass the savings on to you!! No clubs, no membership fees, and no merchandise at list price!!

KEMCO • SEIKA

JALECO™

Acclaim™

CSG INC
IMAGESOFT



Nintendo

ENTERTAINMENT
SYSTEM™

TAITO

Broderbund

SEGA™

CAPCOM™

CALL TOLL FREE IN U.S., HAWAII, PUERTO RICO, AND U.S.V.I.

CALL TO ORDER

1-800-222-5584

CALL FOR
FREE
PRICE QUOTE

Your mission may be man's last!



Image Fight

Only you can save the planet.

There'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.

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



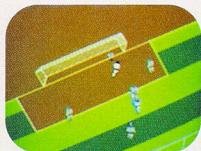
**KICK IN
WITH GOAL!
AND SUPPORT THE
U.S. SOCCER TEAM
AND YOUTH
SOCCER ASSN.**

DETAILS ON GOAL!
BOX

Sudden Death.

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

At your favorite video game store now!



**Serious sports.
For serious players.**



Jaleco™ and GOAL!™ are trademarks of Jaleco USA, Inc.
Nintendo® and Nintendo of America® are registered trademarks
of Nintendo of America. © 1990 Jaleco USA, Inc.

**Blow Away Your Competition
With These Great Products.**
The Hottest Players Demand GamePro Goodies.



Cool Cup. Keep your drinks as cool as your game moves. Holds a can or a drink insert (included). Black or red. \$2.95
Baseball Cap. Be a part of our dynamic team with this classic cap. Adjustable. White only. \$6.95.



GamePro Shades. See the world like you've never seen it before. Five electric colors: blue, green, pink, yellow, or orange. \$6.95.
Sunglass Straps. You won't loose your cool with these rad shade straps. Black, blue, or white. \$4.95.



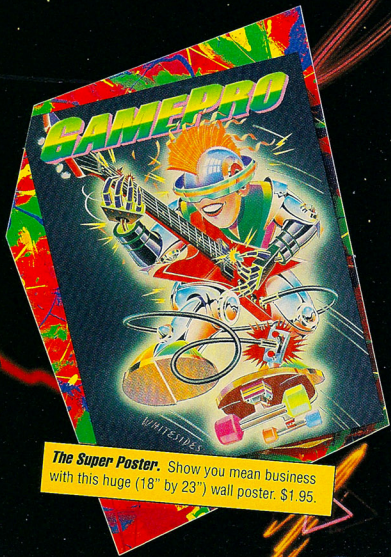
GamePro T-Shirts. Show you're a cut above the rest with these cool 100% cotton shirts. Specify Explosion T-shirt or Hero T-shirt. White only, in S/M/L/XL. Child sizes S/M/L. Short-sleeve \$7.95. Long-sleeve \$9.95.



GamePro Hero Sweatshirt. Our favorite hero helps you warm up for action. White only. Specify S/M/L/XL. \$12.95.



Beach Towel. Make a statement wherever you go with this 100% cotton towel. 30" by 60". \$14.95.



The Super Poster. Show you mean business with this huge (18" by 23") wall poster. \$1.95.

Please fill out the attached card with your order.
**Order now: GamePro Products, 80 Elm St., Peterborough,
NH 03458 or call toll-free 1-800-343-0728.**

Experience
the Most
Complete
Cartridge and
Computer Show
Ever!

Check Out the
Latest in Game
Machines
and Accessories!

Get Amazing Tips,
Tactics & Strategies
Right From the
Game Developers!

The Biggest Show
of Its Kind!
Featuring Products For
Your Nintendo, SEGA,
TurboGrafx, Genesis,
Game Boy and Atari Systems.

Door Prizes
and Free
Prize Drawings!

Here's Your
Chance to Play
Hundreds of
New Games
Including Hot,
Unreleased Titles!

November 29 - December 2, 1990
Oakland Convention Center
Oakland, California

Sponsored by

GAMEPRO

For Exhibition Information, call:
(914) 741-6500

Yes! I Want More Information!

☐ On Attending

☐ On Exhibiting

Name _____

Company _____

Address _____

City, State, Zip _____

Return form to:

Electronic Games Expo
c/o AMI Shows, Inc.
465 Columbus Avenue, Suite 285
Valhalla, NY 10595

EGE690

Blast Your Way Through the Video Dimension With This Collector's Edition Comic Book!

THE ADVENTURES OF
GAMEPRO

**The Collected Chapters
From the Pages of
GamePro Magazine!**



**Limited Quantities.
Order Today!**

Bonus Story!
Find Out How it All Began.
Available Only in This Edition!

**60 Action Packed
Full Color Pages!**

\$2.95 each plus .50 for postage and handling for each issue. Total: \$3.45.

Please send me _____ copies for a total of \$_____.

Name _____

Address _____

City _____ State _____ Zip _____

Credit Card No. (VISA/Master Card only) _____ Exp. Date _____

Name on Card _____ Signature _____

Place your check or money order, payable to GAMEPRO, in an envelope and mail to:
GAMEPRO Magazine, Comic Edition, 80 Elm St., Peterborough, NH 03458

No cash please. Offer valid in USA. For Canada add \$1.00 per issue. Foreign orders add \$2.00 per issue payable in US funds only. Allow 6-8 weeks.

C0690

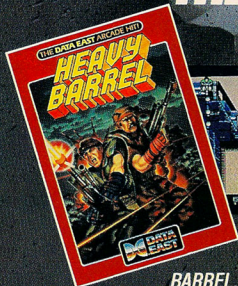
NOW
AVAILABLE FOR
NINTENDO™

HEAVY BARREL

LICENSED BY NINTENDO®
FOR PLAY ON THE
Nintendo
ENTERTAINMENT
SYSTEM

**THE ULTIMATE WEAPON WILL
BLOW YOU AWAY.**

Official
Nintendo
Seal of Quality



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

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

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

HEAVY BARREL. It blew you away in the arcades. And now Data East is bringing this arsenal of action home.

**DATA
EAST**

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

Joe Knows Sega

Sega of America scored a quick touchdown in the 16-bit ballgame by signing up San Francisco 49er superstar Joe Montana for its first Genesis football game. Montana joins the Genesis' star-studded lineup which includes Michael Jackson, Tommy Lasorda, and Arnold Palmer. Montana inked a five year, multi-million dollar deal in which he will help Sega develop football games — principally for the Genesis, but also for personal computers and coin-ops. All-world in the football stadium, Montana's no rookie in the video arena either. "I've always been a video nut," he says, "I probably spent my first two years signing bonuses at the arcades." The ultimate team player, Joe notes, "I enjoy Genesis games more than anything else I've played. My favorite cart is Arnold Palmer Tournament Golf. I'm much better at that than real golf." Sega plans to incorporate the three-time Super Bowl MVP's classic moves such as short passes and passing on the run as well as his ideas on imaginative plays. Montana has his own hopes for the game. "I'd like the defensive and offensive plays to be as life-like as possible with audio-blitzing at the

line — I also hope Lawrence Taylor's not in there blitzing me. With an electronic arm, maybe I can improve my deep passing game, and for the sake of realism, I'll probably be slower than the rest of the guys and my moves won't be as smooth as Michael Jackson's in Moonwalker." At press time, Montana's cart existed only in the minds of Sega programmers, but it's tentatively scheduled for December '90 release—just about Super Bowl time.

Good News for Master System Fans!

By the time you read this five new long-awaited titles for the Sega Master System will be on retailer's shelves

—Psycho Fox, Golden Axe, Dead Angle, Slap Shot, and Ultima IV (see this issue of GamePro). Sega of America assures us that they are continuing game development for the Master System and plan to release 22 titles for the system between now and the end of the year.

In July we'll see the new and improved Alex Kidd in Shinobi World (see the July issue of GamePro), as well as a major arcade translation. Later in the year titles slated for release include E-SWAT, Super Monaco GP, Dick Tracy, a new basketball game, and a Joe Montana football game (see above). The Sega Master System lives!

Origin's an Original

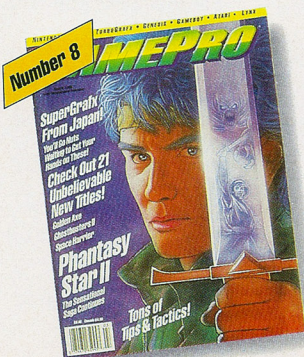
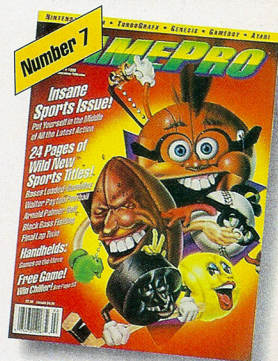
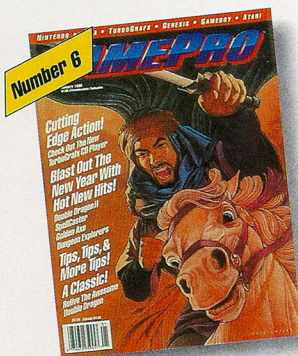
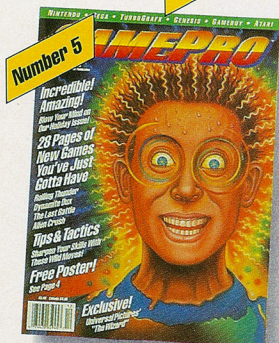
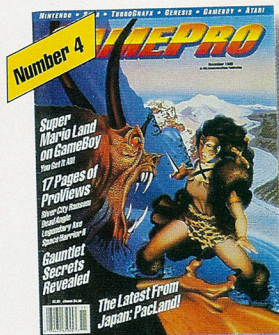
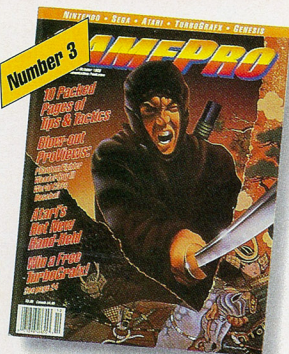
Who says it's difficult to do business in Japan? Certainly not Austen, Texas-based **Origin Systems**. Origin's Ultima series is the ultimate in Japan. There are Ultima billboards, Ultima comics, an Ultima cartoon show on T.V., and several Ultima Castles, where folks can play their fav cart on a few hundred video systems. According to Rich Garriott, Origin Systems' vice president, "We make more profit in Japan than we do in the U.S." And some things even the Japanese can't handle. Porting Ultima III and IV to the NES and Ultima IV for the SMS was such a bear, that the control boys in Japan freaked out at the thought of tackling the even more complex Ultima V and VI. So, Origin is bringing the conversion project home to Texas. U.S. born NES versions of the games are slated for '91 and '92 release dates respectively. That's right, eagle-eyed readers, the Ultima series is currently out for both the NES and the SMS. We all know that's a no-no as far as **Nintendo's** concerned. In fact the self-appointed cartridge sheriff tried to put the clamps on Origin to head off Ultima IV (see Preview) for the SMS. However, Origin got help from **FCI**, publisher of Ultima III and IV for the NES, and a subsidiary of Japanese corporate giant **Fujisankei** (the folks who paid ex-prez Ronald Reagan a cool \$2 mil to talk his talk in Japan earlier this year). Fujisankei is by some reports at least ten times as large as Nintendo. And when cor-



Joe Montana goes all the way with Sega.

Don't Miss Any of the Action. Order Back Issues of GamePro!

*If you missed out on these hot issues the first time around
here's your chance to complete your collection!*



Please send me the following back issues: ☐ No. 2 ☐ No. 3 ☐ No. 4 ☐ No. 5 ☐ No. 6 ☐ No. 7 ☐ No. 8

\$4.50 each (Includes postage and handling)

Name

Address

City State Zip

Credit Card No. (VISA/Master Card only) Exp. Date

Name on Card Signature

Place your check or money order, payable to GAMEPRO, in an envelope and mail to:
GAMEPRO Magazine, Back Issues, 80 Elm St., Peterborough, NH 03458

No cash please. Offer valid in USA. For Canada add \$1.00 per issue. Foreign orders add \$2.00 per issue payable in US funds only. Allow 6-8 weeks.

JUNE 90

porate push came to shove – well, Nintendo should know “might makes right” in the vid biz.

Get A Lynx!

Atari has set up a toll-free number that anyone can call to order a Lynx and Lynx cartridges! The number is 1-800-443-8020. Each Lynx system costs \$179.95, and games are around \$34.95.

Lots of News From Acclaim

In the last issue of ProNews we incorrectly stated that **Tradewest** had bought the rights to design a game based on The Simpsons, T.V.'s current first family. We have since discovered that it's actually **Acclaim** who'll be making an NES title based on the Simpson family. And speaking of Acclaim, **MCA** and Acclaim Entertainment have jointly announced that Acclaim is purchasing **LJN Toys**, a subsidiary of MCA. Gregory E. Fishback, chairman and executive officer of Acclaim, stated that “In addition to providing us with the opportunity to market LJN's strong line of current and future Nintendo products, this agreement marks the beginning of a naturally beneficial relationship for the two entertainment companies.” The agreement gives Acclaim the right to release an additional five NES titles a year under the LJN label. No word yet on how this will impact LJN's current line-up of planned releases. Acclaim has also announced that **Virgin Mastertronic** will distribute their hand-held electronic games in France, Germany, Spain, and the United Kingdom. And last, but certainly not the next time you buy Jell-O Pudding Pops and Jell-O Gelatin Pops you'll find three Double Dragon II: The Revenge game tips in each box!

The Stuff Dreams Is Made Of

Color Dreams is busy, busy, busy as usual. In addition to their plans to do

Genesis titles, they're also still planning new NES releases, including **Robo Demons** (with digitized sound), **Challenge of the Dragon**, and a **King Neptune** type game. At CES they're going to present their new Super Cartridge games. These games have a Z80 processor inside of the cartridge itself, which doesn't effect resolution but makes for more colors, full bit mapping, and larger sprites – and this translates into what **Color Dreams** claims will be 16-bit style graphics for the Nintendo! Their current plans include the licensing of many hot Amiga titles from European and U.S. developers. **Color Dreams** believes that the Super Cartridge format can do justice to the incredible graphics familiar to Amiga fans. The first two Super Cartridge titles planned are **Storm Lords** (from **Hewson** in England), a shoot-em-up adventure title, and **Hell Raiser**. Based on the movie of the same name and the **Marvel** comic, this title is one strange adventure that's almost impossible to describe. We suggest you look for the comic book to get an idea of what we mean!

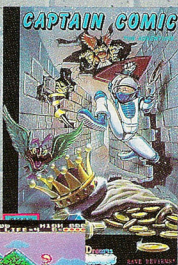
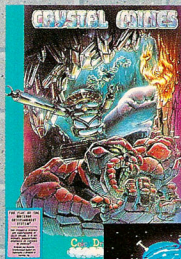
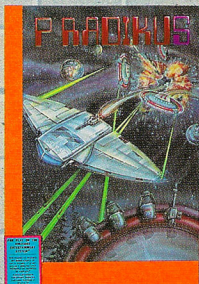
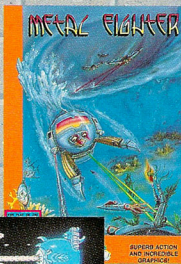
And All of The Other News...

Thunderbirds, an NES flying title from **Activision**, is coming in September. In the game you become a member of the elite International Fighting Force trying to keep the world save for democracy. **American Sammy** is busy working on their new Ultimate Sports Series games. The first game in the series is **Ultimate Basketball**, planned for a fourth quarter release. Other games in the series include **Ultimate Soccer** and **Ultimate Baseball**. Look for **DJ Boy**, **American Sammy's** latest coin op, at your local arcade. The game features **Double Dragon** type action on roller skates, and the voice of **Wolf Man Jack**! See page 9 for a sneak peek at **Bandai's** NES version of **Dick Tracy**, based on the

movie of the same name. The game is scheduled for a fall release. **Hal America** is busy working on a new NES football title that works with the Power Pad. In this game you become a football player, controlling all of the action by jumping and moving on the Power Pad. **Capcom** is planning a third quarter release for yet another imaginative title – this one is called **Little Nemo** – the Dream Master. The cart features **Nemo**, a hero from a classic comic strip that ran in newspapers in 1905. Set in that era, the game follows **Nemo** as he journeys through **Slumberland**, trying to free the kidnapped **King of Slumberland**. **Nemo** tosses candy from his bag at the monsters who attack him. He can capture some of the monsters and either ride them or become them. If he becomes the monster he can use its abilities. For example, if **Nemo** becomes a frog he can jump, and if he becomes a bumblebee he can fly and sting! Sounds like another winner from **Capcom**! And don't forget to check for **Gargoyle's Quest**, released this month, featuring some of the best Game Boy action/adventure to date. The folks at **CSG Imagesoft** have announced several exciting new titles for release later this year, including the arcade title, **Dragon's Lair**, which they've licensed from **Sullivan Bluth Interactive Media**. **Sullivan Bluth** who's also responsible for several animated movie classics (i.e. *The Land Before Time*), does much of their gorgeous animation work in Ireland. We can expect to see **Dragon's Lair** for the NES and **Dragon's Lair: The Legend** (an entirely different adventure for the Game Boy) in the fourth quarter. **Soccer Mania**, **CSG's** soccer title for the Game Boy, is also being readied for a fourth quarter release. On the horizon for **Jaleco** are two unusual new action/adventure titles. The first, **Ri-**

FLY INTO ACTION

WITH COLOR DREAMS AND EXPERIENCE THE GAMES OF YOUR DREAMS!



Color Dreams

Brea, California 92621 TEL: (714) 579-0693

COLOR DREAMS products are designed and manufactured by COLOR DREAMS, INC. They are not designed, manufactured, sponsored or endorsed by Nintendo®. Nintendo® is a trademark of Nintendo of America, Inc.

GAMEWORKS

1-800-843-9757

MON-FRI - 9-6 CST • SAT - 9-5 CST



CHECK OR MONEY ORDER

COMPARE OUR PRICES AND SAVE!

Nintendo

TITLE	OUR PRICE	TITLE	OUR PRICE
Abadox	44.99	Mystery Quest	41.99

SEGA GENESIS

Genesis System	195.99
Control Pad	24.99
Power Base Converter	28.99
Serial Slot	43.99
Monitor Cable	14.99
Genesis Kid	49.99
Arnold Palmer Golf	50.99
Forgetting World	61.99
Ghostsbusters	54.99
Chou's N' Ghosts	54.99
Golden Axe	61.99
Herzog Zwei	47.99
Last Battle	48.99
Mystic Defender	47.99
Phantasy Star II	61.99
Rambo II	50.99
Revenge Of Shinobi	61.99
Show II	44.99
Space Harrier II	48.99
Super Baseball	47.99
Super Hang-On	47.99
Super Thunder Blade	47.99
Thunder Earth	53.99
Thunder Force II	57.99
Tommy Lasorda Baseball	57.99
Truxton	57.99
World Champ Soccer	48.99
Zoom	48.99

1-405-359-8718

NO MEMBERSHIP FEES • CALL FOR PRICES ON NEW RELEASES AND GAMEBOY TITLES

• ALL ORDERS SUBJECT TO SHIPPING

AND HANDLING CHARGES

• PRICES SUBJECT TO CHANGE

NINTENDO IS A TRADEMARK OF NINTENDO OF AMERICA, INC.
SEGA & GENESIS ARE TRADEMARKS OF SEGA OF AMERICA.

val Rollers, is one- or two-player smash-and-kick roller derby action. Game play includes some unique roller derby moves, including kung fu, as well as very involved fans who fight with each other and harass the roller derby players. The Last Ninja based on Ninja II, a PC game, revolves around the story of an ancient evil Shogun transported into modern-day New York to set up an empire. The Gods transport the Last Ninja into modern times to battle the Shogun. The game combines action with a puzzle-type challenge and includes extra-large graphics and unusual movement. For example, the Ninja can rotate 360 degrees. Jaleco has also announced that a T.V. show based on Maniac Mansion will air three times a week during prime time beginning in late August on cable's Family Channel. The show will be a live action comedy series (a 'la' "The Munsters") based on the Maniac Mansion storyline. Watch for **Midway's** newest comic op, **Trog**, to appear at an arcade near you. The game features **Trog**, a hungry one-eyed caveman, who's out to hunt down four dinosaurs. **Milton**

Bradley has recently released the first in a string of new titles planned for 1990. **Abadox** is an action shooting adventure reminiscent of **Life Force**. This 2 meg cart with MMC1 chips to help boost the graphics looks really hot. See our ProView in the next issue. Other titles coming soon are **Cabal**, based on the arcade shooting game, **Time Lords**, in which you journey through time and space to defeat evil aliens, and **Captain Skyhawk**, a flight game that combines a Zaxxon-type 3-D perspective and vertically scrolling shoot-em-up action with dog fight screens similar to **Top Gun**. Look for **Captain Skyhawk** during the summer months. On the horizon **Milton Bradley** is working on a racing game called **ZR-1: The Corvette Challenge**.

The game features an unusual pair of windows, called the **Dynamic Tracking Window**. These windows bring an entirely new head-to-head dimension to video game racing which makes for dynamite competition. This game is coming late in 1990 or early in 1991. On the **Game Boy** front, **Milton Bradley's** first release will be **Scrabble!** The game is beautifully suited to the **Game Boy** format and features authentic **Scrabble** play, down to the last triple letter square. Play against the computer (complete with its own dictionary to check out the accuracy of words as well as make its own words) or play with the **Video Link** against a friend. We'll have a complete review on this one soon. Other **Game Boy** titles include **Jordan Vs. Bird** (and the early demo we saw had great graphics and **Mousetrap** (loosely based on the original **Mousetrap** game - you're a mouse who has to work your way through a series of obstacles to battle the bad guys). **NEC** has a slew of new **TurboGrafx** titles scheduled for release in 1990, including many top PC Engine games from Japan. The Japanese cards include **Splatter House**, **Bravoman**, **Barunba**, **Boxyboy**, **Veigues**, **Legendary Axe II**, **Tiger Road**, **Paranoia**, **Devil's Crash**, **Blood Wolf**, and **Super Volleyball**. In addition to **Dinosaurs** and **Ys**, CD titles will include **Valis II** and **Super Darius**.

Electronic Games Expo

Get ready for the first **National Electronic Games Exposition and Trade Show**, featuring products for **Nintendo**, **Sega**, **Atari**, **NEC**, **Commodore**, and **IBM**. This event will be held November 29-December 2 at the **Oakland Convention Center** in **Oakland, California**, and is **OPEN TO THE PUBLIC**, as well as to retailers, dealers, and distributors. **GamePro** is an official sponsor of the event and we'll be letting you know more about how you can attend soon!

Zip

Challenge the ProScores!

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

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

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

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

- 1) Players must play the game continuously—for example, finding a safe corner, setting your joystick on auto fire to rack up points, and going on vacation is a no-no. Scores achieved through these kinds of tricks, or scores which are impossible to achieve in normal play, will be disqualified.
- 2) Secret power-ups are allowed.
- 3) Slow motion is discouraged, but will be allowed on certain games when our

panel of judges feels slo-mo is necessary.

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

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

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

NINTENDO

Game	Player	Score	Game	Player	Score
720 Degrees	Conrad D. Cheslock	365,400	Jackal	John Meara	957,130
1943	Donald E. Vasquez	2,621,400	Karate Champ	Adam Albert	999,900
Alien Syndrome	Shane Stebanuk	202,500	Kid Icarus	Conrad D. Cheslock	9,999,999
Alpha Mission	John Mooney	242,220	Kid Niki	Sam Wu	557,700
Arkanoid	Craig Beggs	783,350	Kung Fu Master	Shane Stebanuk	527,050
Bad Dudes	Patrick Ackley	Finished	Legend of Kage	Roger Gullatte	706,650
Balloon Fight	Adam Albert	691,950	Life Force	Pierre Aparicid	1,192,300
Bionic Commando	David Wright	Finished	Mach Riders	Shane Stebanuk	277,270
Black Bass	David Wright	21.9 lbs.	Marble Madness	Rohit Bose	124,480
Blaster Master	Conrad D. Wright	Finished	Mega Man 2	Telly Lau	Finished
Bubble Bobble	Nicholas Wacker	1,770,390	Metroid	David Wright	365,600
Bugs Bunny	Michael Gaddis	132,500	Mickey Mousecapade	Andy Robbins	13,008,920
Castlevania	Jeff Adkins	999,990	Mighty BombJack	The Game Freak	525,000
Cobra Triangle	Conrad D. Cheslock	979,300	Ninja Gaiden	Frank Nieradko	761,900
Contra	Jim Hernandez	6,553,500	Operation Wolf	Joe Greenlee	130,800
Dig Dug 2	Charlie Kimble	415,100	Paperboy	Chris Pfeiffer	466,270
Donkey Kong Jr.	Scott Lindsey	251,000	Pinball	Richard Metzger	224,700
Donkey Kong 3	Buzz Morgan	744,000	P.O.W.	David Wright	229,800
Double Dragon	David Wright	210,900	Prisoners of War	Bryan Clickener	255,845
Double Dragon 2	David Wright	100,660	R.C. Pro Am	Jeff Davis	37,680
Duck Hunt	Doug Buford	998,500	Rad Racer	Kelly McKenzie	2,724,000
Duck Tales	Doug Buford	11,877,000	Robo Warrior	Frank Maruca	1,182,600
Faxandu	Vincent Barredo	Finished	Rush 'n Attack	John Orr	232,300
Fist of the Northstar	David Wright	1,581,400	Section Z	James McPartland	9,999,900
Galaga	Jake McKee	284,710	Seicross	Adam Albert	Finished
Gauntlet	David Higgins	3,150	Shadowgate	Frank Nieradko	99,990
Godzilla	Kelly McKenzie	9,646,700	Shooting Range	Ray Nenradale	44,500
Gotcha	David Wright	651,870	Party Game	Conrad Cheslock	367,500
Gradius	Conrad D. Cheslock	3,652,000	Skate or Die	Todd A. Barber	6,149,140
Guardian Legend	Scott Lindsey	9,999,990	Sky Kid	Roy Inman	236,705
Gyryuss	J.J. Cano	9,999,990	Solomon's Key	Mike Gamp	6,443,900
Gyromite	Mike Moore	368,050	Spy Hunter	Jonathan Henry	6,090,000
Hogan's Alley	Kelly McKenzie	596,900	Star Force	Keyy McKenzie	2,656,300
Indiana Jones	Randy Bachmier	9,999,999	Star Soldier	A.J.F.	
Iron Tank	Kevin McLaren	1,180,900	Stinger		
	Ed Van-Tilburg				

Game Board

NINTENDO (cont.)

Game	Player	Score
Strider	David Wright	Finished
Super Mario Bros.	Andy Robbins	Finished
Super Mario Bros. 2	Andy Robbins	Finished
Super Pitfall	Glenn Stockwell	9,999,500
Teenage Ninja	Christopher Pollock	2,026,800
Mutant Turtles		
Tetris	Randall Kennedy	185,624
Tetris (Game Boy)	Jonathan Wheeler	79,559
Tiger Heli	John Ketchum	108,950
Top Gun	Wayne James	91,600
Town & Country	Danny Spies	109,770
Surf Design		
Track & Field	Adam Albert	999,999
Trojan	Berny Kiel	308,000
Wings	Conrad D. Cheslock	1,016,000
World Runner	Adam Kline	669,650
Wrecking Crew	Shane Stebanuk	999,400
Zanac	Dave Hanych	36,783,810
Zelda	David DiMarcantonio	Finished in 5 games
Zelda II	Xuong Lu	Finished in 1 game

SEGA

Game	Player	Score
Action Fighter	Claudio Lorentz	1,149,360
After Burner	Robert Wong	9,599,400
Alex Kidd/Lost Stars	Shawn Pottorf	81,200
Alex Kidd/High Tech	Martin Ciolek	Finished
Alex Kidd/	Gus Zambrano	137,200
Miracle World	T.J. Sackfield	115,000
Alien Syndrome	DeAngelo Price	116,500
Altered Beast	George Sun	365,700
Astro Warrior	Gerald E. Shepard Jr.	655,900
Aztec Adventure	DeAngelo Price	87,100
Black Belt	John G. Polizzi	5,031,200
Bomber Raid	Gus Zambrano	785,000
Calif. Games, BMX	Alex Bisono	60,400
Calif. Games, Half Pipe	Alex Bisono	23,650
Choplifter	Wayne Frick	3,327,200
Double Dragon	Pierre Desrochers	1,199,080
Enduro Racer	Michael J. Andrus	6'22"44
Fantasy Zone	A.J.F.	9,999,999
Fantasy Zone II	Vanessa Mihara	6,573,200
GangsterTown	Gus Zambrano	167,920
Golden Axe	Charley White	Finished
Hang On	Gus Zambrano	4,125,080
Kenseiden	Jake Harvey	112,700
Kung Fu Kid	Sean Skierski	2,217,400
Maze Hunter 3-D	DeAngelo Price	217,400
Miracle Warriors	Jacoby Lucien	Finished
Missile Defense 3-D	Jonathan Bush	Finished
My Hero	Sam Wu	345,600
Out Run	André St. Laurent	586,590
Power Strike	André St. Laurent	39,592,690
Pro Wrestling	A.J.F.	4,476,980
R-Type	Jonathan Zaremba	547,200
Rambo	Jordan Crane	1,153,000
	Michael J. Andrus	1,368,320

Game	Player	Score
Rambo III	Shane Gransden	60,500
Rampage	Gus Zambrano	937,470
Rastan	DeAngelo Price	503,390
Rescue Mission	Andrew Frick	568,600
Safari Hunt	Matt Slezak	1,321,400
Shinobi	Todd Bustillo	1,165,750
Shooting Gallery	Donald Simpson	42,300
Space Harrier	Zak Druzba	35,540,810
Space Harrier 3-D	DeAngelo Price	18,517,740
Spellcaster	Don Duncan	Finished
	Jim Mountain	Finished
	Jacoby Lucien	Finished
The Ninja	Zak Druzba	2,200,700
Thunderblade	Michael J. Andrus	2,510,000
Time Soldiers	Robbie Siegmann	7,437,700
Transbot	Alex Kidd	66,666,660
Wonder Boy in	Vanessa Mihara	1,363,800
Monster Land		
Y's The Vanished Omen	Nick Olivo	Finished
	Jacoby Lucien	Finished
Zaxxon	Gus Zambrano	75,900
Zillion II	George Sun	342,500

GENESIS

Game	Player	Score
Alex Kidd, The	Jim Mountain	Finished
Enchanted Castle		
Altered Beast	Todd Bustillo	2,381,100
Arnold Palmer Golf	Dennis Banomini	4 Pars/13 Birdies/ 1 Eagle/level 12/total 16
Ghouls N' Ghosts	Jim Mountain	Finished
Golden Axe	Jason Hynum	Finished
Rambo III	Ben Ritchey	443,650
Revenge of Shinobi	Bruce Haggerty	1,128,600
Space Harrier II	Jason Giardino	23,071,800
Super Thunder Blade	Shane Stebanuk	9,185,560
Thunder Force II	Lee Venteicher	2,983,310

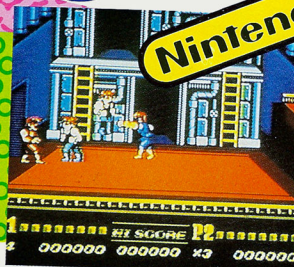
ATARI

Game	Player	Score	Setting
Asteroids	Joe Knox	97,700	
Dark Chambers	Brandon George	529,710	INT
Dig Dug	Eugenio Anguiera	120,780	
Desert Falcon	Corey Christian	308,648	STD
Food Fight	Steve Vineyard	11,919,800	INT
Galaga	Dean Bucholz	5,075,010	
Joust	Greg Vandendriessche	337,800	INT
PACMAN	A.J.F.	142,640	Banana
Popeye	Peter Boadry	116,910	
Rampage	Shane Shaffer	159,950	
Mario Bros.	Eugenio Anguiera	120,780	INT
Super Mario Bros.	John Whittington	186,630	
Xenophobe	Heath Holloway	2,139,930	
Xevious	Buzz Morgan	811,910	INT

POWER PACKS



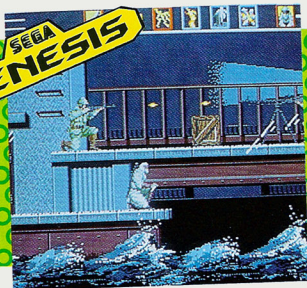
GAME BOY



If you play your video on the
run, or at home with state of
the art game systems,
we have your game.

The newest,
the latest,
the hottest.
Toys "R" Us,
your #1
video game
headquarters.

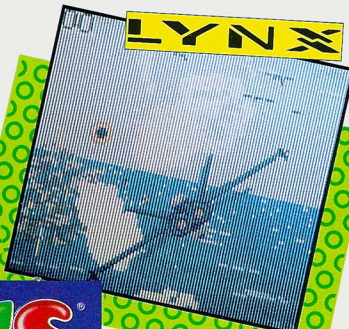
**SEGA
GENESIS**



TURBOGRAFX 16



LYNX



OVER 400 TOYS "R" US
STORES COAST TO COAST.
CHECK YOUR PHONE BOOK
FOR THE STORE NEAREST
YOU. WE ACCEPT VISA,
MASTERCARD, DISCOVER
AND AMERICAN EXPRESS.

TOYS "R" US

Next Issue!

Lots and lots of ProViews
on new titles...

For the Genesis

Michael Jackson's Moonwalker!

And don't miss...

For the NES

Burai Fighter

Super C

Code Name Viper

Rad Racer II

For the Sega Master System

Alex Kidd in Shinobi World

For the TurboGrafx

Cybercore and Bloody Wolf

For the Game Boy

Teenage Mutant Ninja Turtles

Fortress of Fear

AND MORE!

Plus...

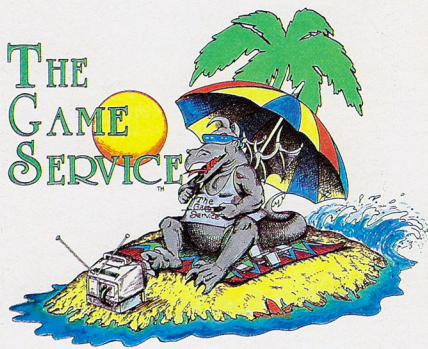
Winners of the Phantasy Star II Art Contest

Short ProShots

S.W.A.T.

ProChallenge

and all of the rest of your
favorite GamePro stuff!



**12 TOP GAMES
A YEAR for only**

\$99.⁹⁹

Anybody can sell you a video game, but only one company offers you what you really want and at a price that's hard to believe. This is the once a month game service that delivers to your door. Every month you will receive a new game and return the one from the previous month. Each game comes in a self-addressed, reuseable mailing box, so all you have to do is drop it in the mail.

We make it **SIMPLE**, we make it **FUN**, and we make it **AFFORDABLE**. (about .27¢ A DAY) for you to play and enjoy the best games all year long.

OUR PROMISE TO YOU!

We sincerely value your business. This is why our researchers and buyers closely monitor the rapidly changing market, to ensure that we provide you with the **LATEST & GREATEST** video games available from NINTENDO, AKLAIM, BANDAI, COLOR DREAM and others. All games are compatible with the Nintendo entertainment system.

**SERVICE IS NOT JUST PART OF OUR NAME.
SERVICE IS THE NAME OF THE GAME.**

TO ORDER: SEND CHECK, MONEY ORDER OR CREDIT CARD
NUMBER TO:

THE GAME SERVICE, INC.

P.O. BOX 45503

ATLANTA, GA 30320

1-404-474-4040



There will be a one time charge of \$24.00 to cover postage & handling. Georgia residents please include 5% sales tax. Sorry - Service not available to those outside of the Continental United States. We reserve the right to refuse any order. All games are the property of The Game Service, Inc. Games more than five days late will be assessed a late charge of \$2.50 per day. For more information send a self-addressed, stamped envelope plus \$1.00 to the above address. Allow 4-6 weeks for original delivery.

THE GAME SERVICE, INC. 1990 ALL RIGHTS RESERVED.

**HOT
SUMMER
DEAL!**

**\$5.00
OFF
THE BEST
ARCADE HITS!**

One company makes the hottest games for play on your Nintendo®—TENGEN. Tengen's awesome library includes all-time hits like *After Burner*,[™] *Rolling Thunder*[™] and *Shinobi*.[™] And new, great titles like *Klax*,[™] *RBI Baseball 2* and *Ms. Pac-Man*.[™]

Now, you can have a blast playing Tengen's games — and get cash back!

That's right, for a limited time, buy any Tengen game from your favorite retailer, and you can get a \$5.00 rebate for each game directly from Tengen! Just use the coupon; it's got all the details.

Hurry! This hot summer deal to get \$5.00 off the best hits won't last long!

TENGEN
ARCADE HITS THAT HIT HOME

1623 Buckeye Drive, Milpitas, California 95035



Tengen's products are designed and manufactured in USA by Tengen. They are not designed, manufactured, sponsored or endorsed by Nintendo.[®]

ORDER TODAY!

Visit your retailer or call toll-free with VISA/MC:

1-800-2-TENGEN

(1-800-283-6436)

TENGEN \$5.00 REBATE

To receive your \$5.00 rebate, mail the proof of purchase (UPC code from the box back and the box's top flap), this completed coupon, and your complete original cash register receipt (must show store's name and date of purchase) with purchase price circled to:

TENGEN \$5.00 REBATE OFFER
P.O. Box 2687
Young America, MN 55399-2687

Rebate applies only to Tengen games for play on the Nintendo Entertainment System.[®]

Rebate requests must be postmarked by August 31, 1990. Purchases dated prior to April 1, 1990 will not be honored.

Limit: Five (5) \$5.00 rebates per family or address. Certificates submitted by groups or organizations will not be honored.

Offer is good only in those states in the U.S.A. where not prohibited, taxed, or restricted by law. Only this certificate will be accepted. Reproductions will not be honored. Allow 6-8 weeks for delivery.

PRO-6

PLEASE PRINT

Send my \$5.00 rebate to:

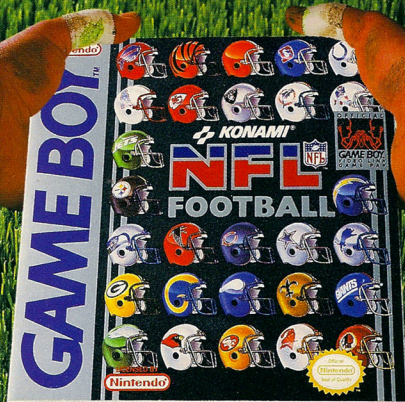
Your Name: _____

Street Address: _____

City: _____ State: _____ Zip: _____

AFTER BURNER, SHINOBI, ALIEN SYNDROME, FANTASY ZONE, TM & ©1987, 1989 Sega Enterprises, Ltd. Manufactured under license from Sega Enterprises, Ltd. GAUNTLET: © Atari Games; ©1988 Tengen, Inc. PAC-MAN: TM & ©1989, 1994 Namco, Ltd. R.B.I. BASEBALL: © Atari Games; ©1989 Tengen, Inc. ©1989, 1990, Namco, Ltd. ROAD RUNNER: TM & ©1989 Warner Bros. and Atari Games. All rights reserved. Used by Atari Games under license. ROLLING THUNDER: TM and ©1988, 1989 Namco, Ltd. SUPER SPHERES: © Atari Games; ©1988 Tengen, Inc. R.B.I. BASEBALL 2: TM Atari Games, licensed to Tengen, Inc. ©1990 Tengen Inc. MS. PAC-MAN: TM Namco, Ltd. licensed to Tengen, Inc. ©1990 Tengen, Inc. T.O.U.S.N.: © Atari Games; ©1989 Tengen, Inc. VINDICTORS: © Atari Games; ©1988 Tengen, Inc. KLAX: © Atari Games; ©1989 Tengen, Inc. Nintendo and Nintendo Entertainment System are trademarks of Nintendo of America, Inc.

HUT HUT HUT



INTRODUCING KONAMI'S NFL FOOTBALL THE ALL-PRO GAME THAT PUTS YOU IN A POSITION TO CALL ALL THE SIGNALS.

Here's your chance to prove once and for all whether you've got the agility, strength and brain power to play in the NFL.

Sanctioned by the National Football League, all 28 of your favorite teams are here for you to captain, including the Forty-Niners, Bears and Dolphins. And 13 of the most famous pro-style plays are here for you to call—from the shotgun attack on offense, to the goal line stand on defense.



First downs, four quarters, kickoffs, punts, field goals, extra points, team stats... everything's here but the bruises. You can even run the Video Link™ option and challenge a friend.

So take on Konami's Game Boy® game breaker. And take center stage in a punishing league that'll test your athletic skills and play calling prowess.

KONAMI

Team names and logos are the registered trademarks of the NFL and its affiliated leagues. NFL is a registered trademark of the National Football League. Nintendo, Game Boy and the Official Seal are trademarks of Nintendo of America Inc. © 1990 Nintendo of America Inc. Konami is a registered trademark of Konami Industry Co., Ltd. © 1990 Konami Inc.