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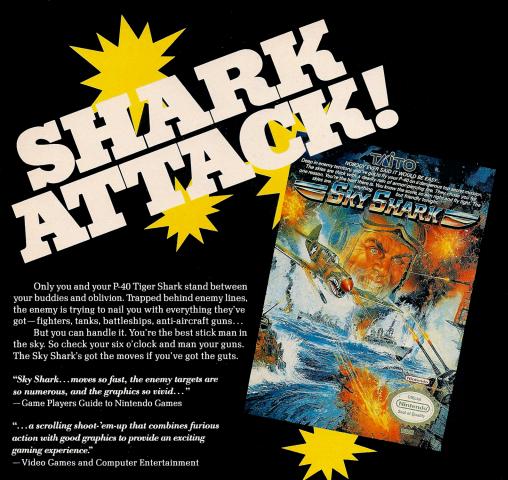


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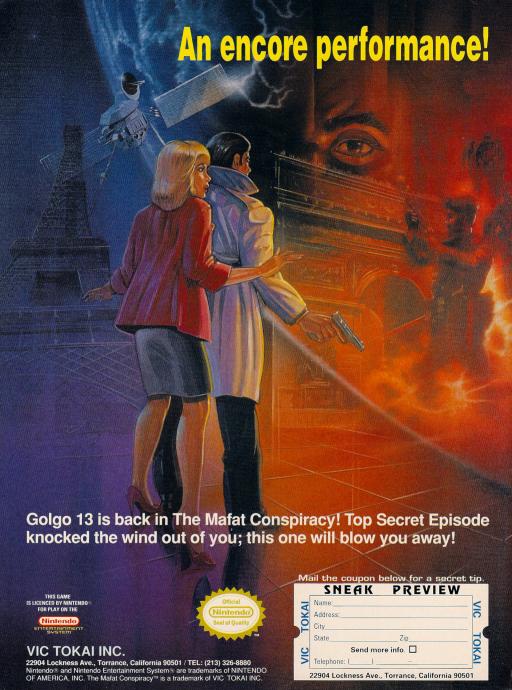


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Snake gets his revenge. See page 30.



Alex is back-no Kidding! See page 42.



Bonk's bite is worse than his bark. See page 46.

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Sega Master System: Psycho Fox.

Genesis: Alex Kidd in the Enchanted Castle and Atomic Robo Kid.

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Do You Know Who's Playing Your Video Game System?



By the GamePros

In a recent article in the Orlando Sentinel, Linda Shrievers reported what kids everywhere already knew: Mom and Dad-especially Dadplay video games as much as they do. In 1986. Nintendo plavers were primarily under the age of 18. Well, kids, move over! As we head into the 90's as many as 43 percent of Nintendo

gamers are over 18, and the same probably holds true for other video game systems.

It seems some of these adult gamers got hooked on video games when they were younger. They've stayed hooked and they've upgraded their equipment with each new development in the industry! Other closet video gamers are parents who bought game systems "for the kids!" One night, after the kids were asleep, Dad just decided to try a guick round of Super Mario to see what all the fuss was about. We all know what happened next...one round is never enough!

Well, that's OK! There are plenty of us here at GamePro who play video games regularly and are over 18! GamePros everywhere know that gaming is a perfectly respectable way to spend your free time-and probably therapeutic, too! Don't kick the dog! Take your aggressions out on an Abobo!

Ms. Shrievers also reports that competitive older gamers read game magazines and call hotlines looking for hot tips and tactics. Well, GamePros young and old, you've come to the right place! This issue of GamePro is packed with ProViews on hot new games as well as tons of tips and tactics for all of your favorite game systems.

And when you're done reading this issue of GamePro, drop us a line to let us know what you think! GamePro is designed to provide the game information that you want. If you have any ideas on how we can do that better, we're eager to hear them. We'd also like to get to know you. Kids, tell us about your parents' secret gameplaying. And you "mature" gamesters, tell us about your video gaming experience. After all, as we always say, no matter how old you are, it's your magazine.

And Big Kids everywhere, just remember that if you can't share the video game system nicely, you should go out and buy your own!



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GamePro. Get Better!

They say if you put your mind to it you can create anything. But if you put many minds together you create something spectacular, such as GamePro. The more one improves the better one becomes, and GamePro is getting better with every new issue.

Please consider these suggestions to help improve your magazine even more:

- Add another page of GamePro mail.
- Never interrupt sections with advertisements.
- Check to see if photos of games are clear and not blurry before publishing.
- Don't overload on advertising.
- Reprint the Premiere issue.

John Ramos, Whiting, IN

(You'll notice in this issue and the last that we've added another page of mail! As for ads, magazines like GamePro have to have advertising in order to cover producing, printing, and shipping costs! We try to keep the balance of editorial and advertising fair, and we also try not to split up the ProView sections with ads. We'll keep working on it! As for the screen shots, we've just moved to a new process that we hope makes our screens clearer and sharper than ever before. Check them out and see what you think! Sorry folks -no plans to reprint the Premiere as yet. - Ed)

I think your magazine is the best. Before I bought any magazines I compared them to see where I could get my money's worth, and I picked yours. I'm glad you previewed Phantasy Star II and Golden Axe. I own a Sega Master System and I plan to buy a Sega Genesis and the new Sega hand-held game unit when it comes out.

I think your addition to the magazine. Rate the Games, is going to be a smash. But I'm sad to see ProChallenge has disappeared. I've also noted that ProClassics was not in the March

issue. Does this mean you're not going to have it anymore?

Chris Janik, Alexandria, VA

(ProClassics appears every other issue! - Ed)

In December, 1989, while I was shopping for Sega software, I accidentally came across the November and December issue of your mag and was interested and impressed enough to

I'd like to add to the list of suggestions already given to you by others. Change nothing about the topics dis-



the Hi Scores section. I find that section of your magazine has helped me to reach much further than just the completion of a game. It also shows me who's the new 'Game-Pro' to be defeated/worshipped! Adding a critics corner for newly released and past overrated and underrated videogames would be an extremely interesting topic, especially if readers and GamePro experts alike could give their constructive, yet untame opinion, of their chosen videogames.

Don Duncan, Brooklyn, NY

(ProChallenge is here to stay for the moment! You'll find another opportunity for GamePros everywhere to critique

the games in this issue's GamePros Rate the Games section. After all, what vou sav goes! - Ed)

GamePros Gone By

I've been enjoying your magazine for have many of your magazines, but I'm

(Write to the address listed in the masthead to check on back issue availability. Beginning with the next issue of GamePro, we'll have an order form for back issues in every magazine! - Ed)

CES Blues

I've heard a lot about the Cona public event? Can anyone go? When and where is the next one

(Sorry to say that the Consumer Electronics Show is not open to the general public. This huge trade show happens twice a year, in Las

Vegas in January and in Chicago in June. At the show, the latest electronics products of all kinds are on display for retailers and luckily the press! For now, vou'll just have to rely on Game-Pro to let you know what happens at CES. - Ed)

Turtle Power!

called Teenage Mutant Ninia Turtles. gamer happy, but the graphics and sound are the best thing about the

Joshua Phelps, Newport News, VA

(We agree! See Hot at the Arcades for a look at this incredible coin-op! - Ed)

Keep Those Tips and Tactics Coming

wrote and suggested that you not run any more tips in the magazine. I think shouldn't buy the magazine. Besides, isn't that the purpose of a game magazine? I mean, the name of it is GamePro!

Joe Hinners, Farminadale, NY

I just read a letter in your March, 1990 disagree entirely. No one forces readhave many Nintendo games that have away simply because we got stuck at tips and maps. Thanks for a great mag-

zine. I think you should print tips! It's part of the magazine. I suggest that

readers who don't like reading tips on people do like to learn new game tips. I know I dol

Jaims Skolfield, Scarborough, ME

(The mail is running about 100 percent in favor of tips and tactics! - Fd)

Color In Hand

I am writing to ask about the portable hand-held color unit from NEC mentioned in your March issue. I was wondering if this unit will play its own games and not just the regular TurboGrafx games. Could you please publish some more information on this subject?

Craig Metzbower, Bel Air, MD

(Based on what we currently know, the unit should play regular TurboGrafx games, and, undoubtedly, games will be developed especially for play on the unit. According to our latest information, the unit is not expected to be released in the United States in 1990. We'll all just have to wait patiently. - Ed)

Waiting For SuperGrafx

In your March issue of GamePro you described NEC's new SuperGrafx. which seems to have some improvements over the TurboGrafx-16. You

didn't speak of a release date for this new system in the United States. I'm trying to decide which system to buy. Is this system coming soon, or should I go ahead and choose from the systems that are currently available.

Ken Hearrean, Slidell, I.A.

(Since the TurboGrafx-16 was just released in the fall of 1989, gamers in the states should not expect to see the SuperGrafx in the United States anytime soon. It seems likely that the system will come to the states eventually, but how well the TurboGrafx does on the U.S. market may determine the timing of any U.S. release of the SuperGrafx. - 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:

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Thanks for your input!

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Outside the city in the woods, you begin your quest by fighting minor enemies to power your character up for the long quest ahead.

Enter the Realm of Myths and Legends.

A wise old oracle has predicted the second coming of evil. One young man has been chosen to save Fairyland from the source of the evil and eliminate it. What fate awaits our hero and Fairyland? Only you can answer this question.

Two NEW Exciting Games for Genesis

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

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

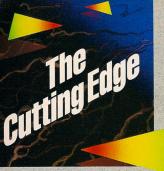
And like the #1 arcade game, this megahit for your Nintendo Entertainment System is filled with mud holes, jumps and other action moves.

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!





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 FURFATIAMMENT SYSTEM ARE TRADEMARKS OF NINTENDO OF AMERICA INC.



Turbo Blaster

By The Whiz

Stickin' to the Pads

Joysticks are great, but you can't beat your standard NES control pads for portability. They're lightweight, relatively easy to use, and the cords are long enough so you can either kick back or whip some wicked body English that's just impossible with a stick. But we all know NES controllers lack two critical features that can help you beat those mind-blowing games-rapid fire and slow motion.

Maybe you've solved the problem by purchasing a joystick, but, of course, if you and buddy take on a two-player game, one of you goes stickless.

Well, don't dump your trusty NES controllers just vet. Now you can have your turbo and your regular control pads, too. Scope out the Turbo Blaster from BDL Enterprises!

Compact Control

The Turbo Blaster is a handy dandy little grev box that provides turbo fire for both of your NES controllers. Additionally, you get slow motion and a unique temporary slow-mo feature.

The unit sports ports for two regular NES control pads. All you do is plug the Turbo Blaster into the NES controller sockets and then plug the controllers into the Blaster. It runs off the NES power supply.

The petite Blaster is the same length and width as a control pad; it's just twice as thick. The "Nintendo" grev cast metal case blends right in with the NES. And this is no twobit box-it's readily apparent that much attention was paid to the design and construction of the unit.

Turbo for Two

The Turbo Blaster features adjustable rapid fire for both the A and the B buttons. You simply hit separate switches to activate turbo for either button. Additionally, individual knobs adjust the rate of fire, which maxes out at a blazing 32 pulses per second.

The unit is great for games which require a button for jumping since it keeps turbo from affecting onscreen movement. Turbo vets know that with some third party control units, rapid fire mode automatically affects both controller buttons and sometimes makes jumping jittery at best. With the Turbo Blaster, you can switch either button to normal mode.

If you want to give your partner a handicap, you can plug controller 2 straight into the system unit and keep controller 1 connected to the Turbo Blaster.

Mo' Slow Mo

When the game play gets furious, don't panic; the Turbo Blaster mellows things out. Like slow-motion features on third party controllers, you can pause a game and hit the Slow button to activate slow mo.

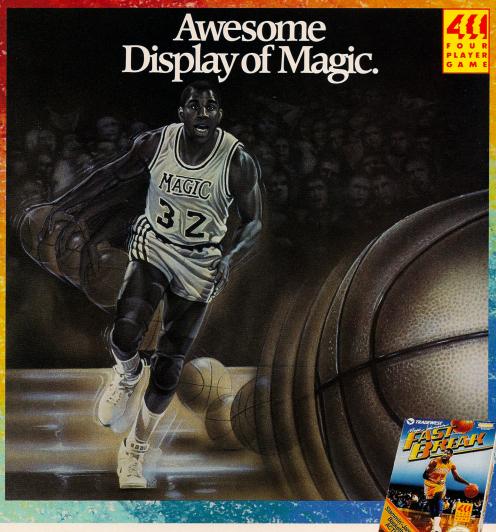
Temporary slow-mo, however, is a Turbo Blaster highlight. During gameplay, press the Slow button. Now, whenever you find yourself in a dicey situation, just hit Start on the control pad to instantly toggle slow motion. Solve your problems and press Start to jump back up to normal action speed.

The Blaster's A Master

The Turbo Blaster is a solidly built, simple to use unit that really adds value to your NES. BDL also has an adapter for four-player input in the works. The Blaster supports any NES-compatible joystick or remote control device, although they usually sport their own turbo and slow-motion controls.

If you're heavy into two-person gameplay or you prefer the touch on your regular controllers and just want to add turbo and slow-mo, check this baby out! The Turbo Blaster retails for \$39.95 from BDL Enterprises (Bloomington, MN).







Bring home the Magic! Hit the boards with some Magic moves of your own in the fast action of Magic Johnson's FAST BREAK™ game for

the Nintendo Entertainment System.

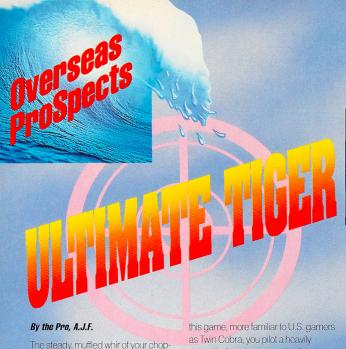
Up to four players can get in on the reallife basketball excitement of slam dunks, free throws and 3-pointers. You control the action as you pick up rebounds, pass, dodge, steal, and jump your way to edge out the competition. And when you win you get a salary bonus just like the pros!

Swish into full-court video basketball thrills at home with Magic Johnson's FAST BREAK.™









per's blades drones in your ears as you hover ever closer to the giant battleship. Suddenly, enemy choppers come blazing across the horizon, determined to blast you out of the sky. You zoom in for the kill, guns blazing. and let loose with a scatter bomb. Bullseve! The bomb disarms the enemy battleship and takes out more than a few enemy copters too.



Blow enemy forces to smithereens.

Slip into the cockpit of the ultimate attack chopper for one of the best P.C.

armed helicopter over vertically scrolling, highly-detailed scenery. The



Enemy choppers and gun boats converge on you from all angles.

action is fast and furious as you fly over a landscape littered with enemy tanks, anti-aircraft cannons, enemy choppers, and battleships-all on a suicide mission to blast you out of the skies for good.

Ten To One Odds

To finish the game, you'll have to successfully complete ten grueling missions over land and sea. Dogfight with enemy aircraft, including giant planes and hordes of determined choppers. From below, enemy forces, including tanks, anti-aircraft cannons, and gun turrets, try to destroy you.



PROTIP: Shoot at the enemy landscape to reveal hidden stars. Collect these and hold onto them without being destroyed, and you'll earn bonus points at the end of each mission. Stars are often hidden on the bridge of enemy battleships and in gun turrets as well as small enemy gun emplacements on land.

PROTIP: If you pick up and hold onto lots of bonus stars, you'll start to reveal hidden 1-Ups.

Armed To the Teeth

missions that lie ahead of you. You begin the first mission armed with a Red Multi-Missile weapon and three Napalm Bombs. As you battle through the various missions, you can power-



Fully powered, the Yellow Shot fires in four directions.

blast the command choppers, they release a weapon power-up, a bomb pod, or a color-changing sphere that enables you to select four different color weapons—the Red Multi-Missile, the Green Laser Cannons, the Blue Spread Shots, and the Yellow Multi-Directional Bazooka.



PROTIP: Keep grabbing weapon powerups until your weapon of choice maxes up to full power.



PROTIP: As in the arcade version of this game, the Blue Spread Shot at full power is the best overall weapon.

PROTIP: Save your Bombs for the toughest areas of each mission. Your supply is limited, and when you use them you lose them! Replenish your

bomb supply by grabbing the Bomb Pods that appear occasionally when you destroy command choppers.

Tank You Very Much

During each mission, you'll have to go head to head in a shoot out with one or more huge enemy boss tanks. Destroy



Use combinations of Bombs and Blue Spread-Shot fire to destroy tanks.

these enemy bosses with a combination of bombs and maxed-up weapon fire.

PROTIP: You can easily destroy the first giant tank by quickly dropping a bomb on it, and then charging and rapidly firing the Blue Spread-Shot.

Ultimate Tiger features the shootem-up fan's ultimate dream-smooth scrolling action with virtually no flicker or slow-down. It's an intense challenge with great graphics and stereo sound-tracks. We hope Taito Corporation releases this, and some of their other awesome PC Engine hits, in the U.S. of A soon!

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

What's hot, hot, hot at the arcades you ask? Well, do the words "pizza," "mutant," and "green" mean anything to you? You've got it, GamePros, Teenage Mutant Ninja Turtles, the phenomenal home-system hit, has gone coin-op! The moral to this story: Start stashing those quarters!



Things are looking mighty stinky in Ratville. (Level 3)

Teenage Mutant Ninja Turtles (Konami)

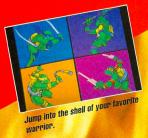
In this scorching martial arts action game, you can play with one to four players and choose your favorite weapon-packing reptile to fight with, whether it be Donatello with his Bo staff or Leonardo with his razor-sharp Katana sword. Your mission is to rescue your friends, April and Splinter. Fight your way through burning buildings and city streets that are choc-abloc with hooded bad guys who've got a passion for hammer and spear throwing-at you!

Get athletic in Level 4 as you hop on a jet-powered skateboard and maneuver your way over bridges and through enemy territories that are heavily quarded by helicopters.

There's no time to cool the fire under these amphibious heroes, so stoke up the flames and head on out to see just how hot things can really get at the arcades.



PROTIP: When the ice jets appear in the final level, knock them out as soon as they pop out of the ground. Be quick! If you don't get them right away, they'll freeze you up like an ice cube!





PROTIP: As you fight your way through all the treacherous obstacies, as only a mutant turtle can, be sure to replenish your energy by eating the pizzas you'll find on the ground along the way.



PROTIP:To defeat the splinters in the final level, first knock off their helmets with multiple blows, and then go in for the kill. Beware! If you don't knock off their helmets first, you'll get an unpleasant surprise when they clone themselves!



PROTIP: When you battle the robot in the final level, always aim for his head. This is his most vulnerable point and each blow is equivalent to multiple body hits.

HE'S A-MAZE-ING

Kwirk's in a bit of a stew. His main squeeze, Tammy, has been trapped, and Kwirk's the only truckin' Tomato

with a chance to rescue her. With Kwirk, you'll move bunches of



blockers, outwit plenty of pits, and mash through many a maze.

And just when one labyrinth seems to be licked...an even trickier one appears.

So put on your shades, get your thinker in gear and join the a-maze-

ing Kwirk in his quest to solve this puzzling predicament.



And remember, Tammy's only got one hope...you!

Coming soon for Game Boy: WIZARDS AND WARRIORS X: FORTRESS OF FEAR™ a brand new adventure with Kuros,™ the gallant knight warrior; and WWF SUPER-STARS™ featuring Hulk Hogan,™ the Ultimate Warrior™ and more in the best of WWF wrestling action.









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TRUXTON: The Gidans have ambushed your Super Freighter in deep space and now control its cargo of secret weapons. They plan to

REVENGE OF SHINOBI.

With your samurai sword and the help of the shuriken, you face the dreaded Neo Zeed. Fighting your way through highrise elevators, across factory conveyor belts, and atop a speeding Bullet Train, you avenge the death of your ninja teacher.











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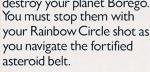
Burn through the tight turns of a European racing circuit in your open-wheel Grand Prix car, shifting through 7 gears as you take your tach to redline and watch the buildings of the cityscape rush at you at 200 mph.

SUPER HANG-ON."

Pick a top factory team mechanic to customize your superbike and take on worldclass opponents like Hans

E EXPERIENCE HOME.







GOLDEN AXE. You fight through the forest and Turtle Village facing fire breathing dragons and fearsome knights, across the Bridge of Fear and

GENESIS







on the back of a turtle, past the eye of the eagle to Death Adders castle where you rescue the princess.









"The Iron Man" Braun or Mia "Rocket Girl" Ferraru as you race across the terrains of Africa, Asia, America and Europe.

Only Sega® brings you today's hottest blockbuster arcade hits. As well as real arcade classics like Space Harrier II, Super Thunder Blade and Altered Beast.

On Genesis," you get to play two new levels of Golden Axe that aren't even in the arcade version. And Revenge of Shinobi even goes beyond the arcade hit in this new exciting sequel. Truxton and Super Hang-On bring you the same action and

gameplay you've come to count on in the arcade hits. And Super Monaco GP continues to deliver on the arcade

> promise in months to come. But, that's what you'd expect from Sega. The masters of arcade entertainment.



We Bring The Arcade Experience Home.









PROVIEW

By Brother Buzz

There's something rotten in Teristan and someone better do something about it. It's Snake time! Snake's Revenge. Ultra's high-powered sequel to Metal Gear, marks the return of Lt. Solid Snake for another thumb-blistering commando adventure.

In the previous episode. Snake defeated the villainous Colonel Vermon CaTaffy and destroyed his awesome robo-tank Metal Gear. But the crazed Colonel escaped, and now he's found asylum with the Higharolla Kockamamie (eight-time winner of the Merciless Man of the Year Award). Not only that, CaTaffy's contributed his latest mechanized death weapon, the Ultra-Sheik Nuclear Attack Tank, to the Higharolla's evil army.

Ready to save the world from Kockamamie terrorists? Read on.

Slithering Down Memory Lane

For the most part, Metal Gear vets will find Snake's Revenue familiar territory. But this cart goes a step beyond Gear with some of the most challenging oneplayer gameplay around.

As Snake, you must secure weapons, equipment, rations, and eight essential pass cards in order to punch, stab, shoot, and blast your way through eight deadly locales.

The 45-degree vertical display is the same as Metal Gear's, but this time you get fast-paced horizontally scrolling action, too. Although the graphics and

Snake goes horizontal.

animation have a familiar look, you'll find plenty of eve-catching goodies stashed throughout the cart.

Your trusty team members-Jennifer, Nick, and John- are back, and a transceiver screen keeps you in touch with them. Weapons and Equipment screens enable you to manage your gear. The life line is a critical gauge to watch. If you don't replenish your life with rations, you



PROTIP: Don't be a lone wolf. Communicate with your team or you'll never make it.

The Kockamamie World

At game's start, a Stealth chopper drops the team off at a jungle landing zone. Work your way through the underbrush, and implement John's plan to sneak into Fortress Fanatic.



John's plan opens the Fortress.

Inside the multi-level fort, search for pass cards and essential equipment. You'll have to defeat a roomful of man-mashing robots to advance to



the next level. Have plenty of rations on hand.



The Robots are happy to run into you.

Beat the mechanical maulers and you can climb aboard the Battleship. Blow the men down as you make your way below decks to the weapons hold to obliterate the ship. Then, your chopper plucks you out of the sea and drops you off at the Enemy Camp. Watch your step! If you make it to the trains, it's all aboard for a murderous ride. Find John; he's got something to show you.



The Train is treacherous!

By now, you should have four pass cards; only four more to go and the party's just starting! Noxt, you take a terror-filled ride on an elevated tram. Enjoy the scenery, if you can.

The tram takes you to two death-dealing castles. The Higharolla's henchmen are furious that you've made it this far and they double their efforts to turn you into mincemeat. Survive and you face the Higharolla's Ultra-Sheik tank.

Tools of the Trade

To get anywhere in this cart, you must master your arsenal.



The Weapons Screen: You need all you can find.

When you hit the LZ, you're armed with a combat knife, a Beretta pistol, and a powerful punch. Keep your eyes open, and explore every path and secret room to uncover other valuable weapons such as a submachine gun and a shotgun. Grenades, Claymore

PROTIP: The silencer keeps things quiet. Look for it by the truck after you've entered the Fortress and found your way back out again.

mines, explosive plastique, land mines, and remote control missiles will make you a big hit with the bad guys. You'll also need special items such as truth gas, scuba tanks, a mine detector, infrared goggles, and body armor. Whew! It's a load, but you're gonna need all that gear and more.

PROTIP: Whenever you find supplies such as rations or ammo, stock up. Take the item, exit the screen, and then return immediately. More supplies appear.

Snake in the Grass

Stealth is the key to success. The Kockamamie's forces use searchlights, electronic intruder detectors, remote cameras, boobie traps, and an interminable army of guards to try to ferret



Avoid the lights.

you out. Sneak by, if you can, if you're quick, you can overpower several guards before they sound the alarm.

PROTIP: It's critical that you learn to grab extra rations and ammo from the guards. Sneak up on them and punch three times. To hit up the same guard for more supplies, exit the screen and return.

Make a slip and you trip an alarm. Then, the Kockamamies are on you like fleas on a dirty dog! You'll have to wipe out the guards and, probably, take a few hits in order to restore peace and quiet.

PROTIP: True to his name, Snake's fast enough to dodge enemy bullets and tough enough to survive several shots (although his life line shrinks). Rememher: He who fights and runs away lives to fight another day.

This mission is a monster and the fighting's ferocious. Luckily, Snake's Revenge has continue options and a password feature.

PROTIP: When firefights get intense, don't panic. Press Start to pause, or hit Select to pause and swap weapons or recharge your life line with rations.

Snake Wants You

Okay, hotshots, we're talking serious sequel here. Overall, this excellent combat cart has it all: finger-busting game-play, brain-draining problems, shocking plot twists, hidden surprises, and several serpentine scenarios. Bro' Buzz says, "Check it out!" But only heavy-duty Snake charmers need apply.

Snake's Revenge by Ultra (\$43.95).

PROVIEW

By Gary Barth

It's been a year since everyone's favorite ninja, Ryu Hayabusa, defeated the evil demon. Jaquio, and rescued Irene, the beautiful and mysterious CIA agent. Now, evil stirs across the land once again as Ryu, now known as the Ninja Dragon, sets out to battle Lord Ashtar in Ninja Gaiden II. It's Tecmo's sequel to their smash arcade/action hit, Ninia Gaiden. Like the original, this cart boasts excellent action sequences and superior graphics, along with special animated story-line sequences that take place between the different levels.



Leap over blazing lava pits.



Follow the story in these a<u>nimated</u> sequences.

Enter the Ninja Dragon

Prepare for a barrage of obstacles and opponents as you make your way through the seven acts and their subacts (22 levels total!). Battle through city streets, across mountain tops, past boiling pits of lava, and even on top of a speeding train.







PROTIP: You'll find yourself in the midalic of a wicken Humble storm. Move only when the highting Hoshes and you can see where you're going-othgrevise, you'll find yourself in deep trouble! To protect yourself pross Pause when there's no lightning, Nothing can hit you but the storm continues. When the lightning flashes ngain, hit Pause and move on.

PROTIP: The rotal and snow in Act 2.2 blows you around and mos a dampler on your agility. When you make long jumps across ellits, don't jump into the wind.

Ninia Magic

Hack the red dragon crystal balls and grab the different power-up items and weapons to increase your strength and Ninjutsu skills. Red and blue ninja power increases your overall power. The Scroll of the Dragon Spirit increases your maximur power levels.

Macticine heals

Medicine heals you and revital izes you for your battles. Grab ghost ninja clones. They'll back you up and battle side by side with you



Your Ninja clone is your only friend on this speedy train.

As your powers increase, use the special Ninjutsu skills to make yourself a formidable foe. The deadly Throwing Stars are the basic Ninjutsu weapon. When you're stronger, try the Art of the Fire Wheel and burn your enemies to a crisp. Use the power of your Dragon Sword to transform electrical energy into Fire Dragon Balls which you can hurl at your foes. Your strongest Ninjutsu skill is the Invincible Fire Wheel. When you call on this magic. blazing flames appear and whirl around your body, frying your enemies and making you invincible for several seconds.

PROTIP: Bemember, this item won't work when you have other items in your possession.

Reat the Boss

At the end of each level, you must fight and defeat a special boss. As you progress through the game, the bosses become harder and harder to beat. Each villain has either a special power or a weapon that decreases your physical strength by as much as three units with just one hit, so watch out!



PROTIP: In Act 2-3 dodge the spikers that Baron Spider hurls at you. The best way to beat the Baron is to climb to the top of the wall on the right of the screen and then when the Baron Jumps off his fedge, follow him down and hit him as many times as possible before he jumps back up. Repeat this strategy until you defeat him. And, by the way, watch out for snow flurries!



PROTIP: Beat Naga Sotiva, the underworld water dragon, by climbing up one side of the waterfall while his claw snipes at you from the other side Use your special climbing ability by holding down the A button and pushing either Left or Right on the controller (depending on which direction you're facing). Once you're up on top of the waterfall, you've got a clean shot at Name Sotive.

The End?

Will Ryu meet up with Irene again? Who is the mysterious Robert T.S.? Where is Ashtar, and how is Ryu going to stop him? Ninja Gaiden II features the same top notch action found in Ninja Gaiden (there is a Continue option this time!), as well as classy graphics and fun movie-style animation to keep the story line flowing. Here's your chance to prove once again that you're not just another ninja!

Ninja Gaiden II by Tecmo (Price not

PROVIEW

Magic Johnson's

You control one player at a time. An arrow appears onscreen above the head of the player you're running. Just hit B to switch players. You can play against the computer or a friend. With an NES Satellite, four people can play at once.

PROTIP: Team defense creates turnovers. Learn to double team the ball handler by pressing B quickly to always keep a player in his face.

Your team starts each game at a certain salary level. Your goal is to beat the pants off the opposition to earn a larger salary. Keep winning and you might etch your name onto the Big Earners screen.

By Slo' Mo

What looks like basketball, plays li basketball, and even sounds like bas ketball, but isn't exactly basketball? Nawww, it isn't the L.A. Clippers or the Charlotte Hornets. Try Magic Johnson's Fast Break from Tradewest.

Two-On-Two

Now, don't lose your cool, Lakers fans. You can bet a new pair of Air Jordans that any NES B-ball cart with the Magic Man's name on it is going to provide some monster hoops. But basketball purists should note that Fast Break offers fast-paced two-on-two basketball action rather than the usual five-onfive contest.

On screen you get full-court, horizontally scrolling action. There's a 24second shot clock, a scoreboard, and a Team Foul counter. A referee monitors the action and a fanatical crowd cheers you on.

Big winners become Big Earners.

Technical Fouls

Hoops freaks will quickly notice Fast Break's soft spots. First off, all the players have the same moves and the same skill levels.



Bombs away from Three-point Land.

Shooting's really hit or miss. You can pull up for jumpers, take a three pointer, or drive to the basket, but you can't put any touch on your shots. The closer you are to the hoop, the more likely your shot will drop. And although vou can dunk after a fashion, you can't perform spectacular slams. Most shots inside the paint resemble the old twohand set shot.

Finally, you can steal the ball and grab rebounds, but you can't block shots

On the whole, for a game that bases its draw on one of the most creative players in the NBA, Fast Break is a tad limited in the degree of creativity it allows you on court.

So much for the basketball-junkie gripes.

Takin' It to the Hoop

What Fast Break trades off in sweaty details it makes up for with non-stop action. You don't have to spend a lot of time setting up the game, selecting teams, or substituting players; you just suck in a deep breath and go to it.



PROTIP: If you dribble the ball upcourt, hug the near sideline. It's almost impossible for the defender to make a steal, and you never step out of bounds.

When they labelled this cart "Fast Break," they weren't kidding around! Since there are only four players onscreen, there's plenty of room for noholds-barred, run and gun hoops. You even hear the fans roar and the basketball shoes squeal as players zip up and down the court. And both teams can really rack up the points for radical



PROTIP: The draw and kick is a good offensive play. Drive to the hoop, draw the defenders to you, and then kick the hall out to your open man for an uncontested shot.

The computer, in particular, is no slouch. It'll burn you if you don't get back on defense and pop a threepointer when you jam up the middle.

PROTIP: Computer opponents are fast, so don't try to make a pass when they're near your passing lane or they'll intercept it.

PROTIP: After they score, the computer players are a might slow getting back on D. When you inbound the ball, send a player downcourt off screen. Then press B to pass. (The longer you wait, the closer he gets to the basket, but watch out for a five second violation.) It's an easy two, if you don't blow the shot.

Making A Game of It

You get five skill levels from Rookie to Professional. Each level provides quicker gameplay, tougher defense, and bigger bucks if you win.

A game lasts four three-minute, real-time quarters. In between quarters, you can review stats such as field goal percentage, three-pointers made, rebounds, and steals.



Check your stats each quarter.

If the score is tied at the final buzzer, you play additional quarters until someone wins.

As you play, an excellent image of the Magic Man pops up to congratulate you for a good shot and offer a few words of basketball wisdom.



And now a word from Magic!

Foul Play

The referee isn't there just for looks. He'll call fouls (including offensive fouls) if the gameplay gets too rough. Five team fouls nets two free throws. The ref also whistles back-court violations. He'll even call five-second violations for taking too long to inbound the ball and ten-second violations for not making it across midcourt in time.

At the Buzzer

Magic Johnson's Fast Break is a fastpaced, addicting game of video Two-On-Two. The gameplay is simple to learn, and it really grabs you. Playing the computer is a kick and multi-player games are a blast! So, lace up your sneakers and loosen up your fingers: Fast Break ain't Showtime, but it's still aot Magic.

Magic Johnson's Fast Break by Tradewest (\$44.95).

PROVIEW

By the Pro, A.J.F.

In the far distant future, the planet Earth has been devastated by nuclear war. Only five islands, the nation of Xexyz, remain. Now, as if this holocaust weren't enough, the evil space fortress, Goruza, has unleashed its weird mechanical creatures to conquer Xexyz. And they've taken the queens of the five islands hostage.

Enough is enough! As the mighty space warrior, Apollo, strap on your armored battle suit and set out to rid the planet of the cruel invaders.

Action A' la Mode

Xexyz doubles your fun with two styles of gameplay—Action Mode and Shooting Mode. Action Mode is regular "find it or shoot it" game fare and Shooting Mode is pure horizontally-scrolling shoot-em-up action.



Shoot 'em un action!

Fight through eleven stages spread across five islands—the islands of Ruins, Forests, Crystals, Lakes, and Volcanos. In Action Mode, you collect



Forage through fearsome forests.

items, gather info, and fight off extraterrestrial hordes on your way to Goruza HQ, the Mechanic Castle.

First, track down the isle's sole surviving residents-spirits and robots-for vital information. Then, find the Force Stars, which unlock the castle gates. Also, watch for Energy Balls and Life Balls. Trade Energy Balls for weapons when you come across a weapons shop. midst of your search you'll encounter a fearsome boss monster. Here the game switches to Shooting Mode. For help, you'll get one of ten different Cyborg Riders, which you can fly into battle. Prevail, and you continue your quest only to face still another gigantic boss before you rescue the queen.

PROTIP: Enter bonus rooms twice to double your rewards!

PROTIP: In some places, you can enter and exit the same room to make enemies reappear. Keep shooting them to rack up Energy Balls!

Build up your arsenal with awesome weapons such as the Laser, the Hand Beam, and the Wave Ball. For a quick burst of whirling invincibility, try the Typhoon.



PROTIP: Use the Foot Wing to fly over enemies and bottomiess pits by pressing Up and Button A simultaneously to high jump and then rapidly pressing Button A.

When you're adequately armed, blast your way to the Mechanic Castle to rescue the queen. The castle is a multi-level maze of menace and in the

Big Bosses

The eleven, fierce stage bosses are huge cyborgs bent on mangling your molecules. You'll face deadly creatures such as the cunning, shark-like Jawza and the enery ball-spitting Jeliza. In the final showdown, you'll trade blasts with the gigantic Goruza fortress itself.



PROTIP: The laser is most effective against enemy bosses.

Xexyz is a little like a spaceage combination of Super Mario Brothers and Wizards and Warriors, geared towards the average to novice player. Save what's left of Earth from an extraterrestrial scourge! Spacethings, go home!

Xexyz by Hudson Soft (\$42.95)

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

to use next time. Take











a chance on VEGAS DREAM—odds

are you're going to love it.

By Hobbs

On the mean streets of the concrete jungle, life is never easy. The bull and the bear rule the financial kingdom named Wall Street and it takes a lot more than cash, cars, and collateral to satisfy the appetite of these voracious beasts. Investment skill and a cunning will to survive are what carries you through this jungle safely and, with some luck, profitably! So, if you're prethe prowl. Your business day begins at 9:00 a.m. Monday morning and ends at 5:00 p.m. During your busy day. you'll need to do things such as buy and sell stocks, keep up with the financial news and current events, pay visits to the bank or perhaps to your financial advisor, take phone calls from your your girlfriend, Priscilla the prima donna, happy. (She loves expensive gifts and outings).

Cash Only Please!

Before you can even think about buying the castle, you must first purchase range of one million dollars. You must purchase this house within the first 30 days or you'll automatically lose the game. To complicate matters even further, you must also take out a loan to help pay for the house. Remember, loans require collateral and Ruth. the ruthless banker, won't give you a loan

ALL STREET

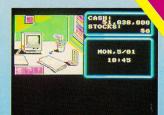
pared to test your brain in a taxing men tal and financial challenge, try Wall Street Kid, SOFEL's new game for the Nintendo

Hold the Phone!

Brrring brrring! It was just another ordinary day when the shrill cry of the phone broke the silence of the Walltwice, he picked it up, and before he could barely utter a "hello" he heard vour late Uncle Benedict's estate. It seems you are his only surviving rela-

PROTIP: Every seven seconds is equal to 15 minutes in the Wall Street world, so keep an eye on how you spend your time.

So, the jungle awaits you, and with \$500,000 in the bank, it's time to go on



PROTIP: Keep an eye on the barometer (health monitor) and the flower pot in vour office. If the barometer begins to turn black or the flowers begin to wilt. this means you're in danger of getting sick and/or getting dumped by Priscilla. To avoid this, get some exercise (at least once a week) and take Priscilla out on a date or two.



FIREDMAN'S FUND PROTIP: Take notes on the tidbits of information (hot stocks, interest rates, and news) in the financial section of the newspaper, They may come in handy when you're ready to play the market.

CARNIVORE CRUISE LINES

AMERICAN DEPRESS RATTEL TOYS

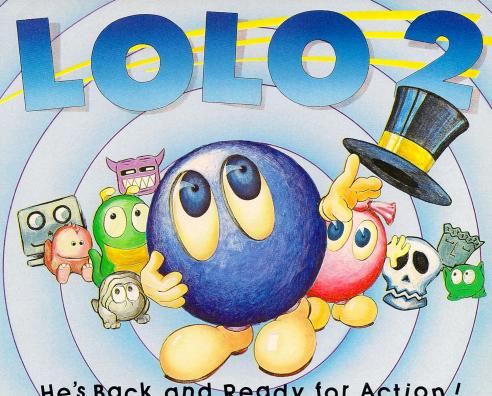




MY NAME IS RALPH. I'M A REAL ESTATE AGENT. LARRY TOLD ME THAT YOU ARE INTERESTED IN PURCHASING A HOUSE FOR AROUND \$1 MILLION.

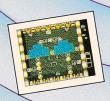
PROTIP: You must make a major purchase (such as a boat, a painting, or a car) each month. If you don't uphold these obligations, or are short of cash when a sale goes through, you'll automatically be considered unworthy and lose the game.

Wall Street Kid by SOFEL (\$49.95).



He's Back and Ready for Action

Our hero Lolo has charmed, enchanted, and confounded puzzle-loving game players around the world with his unfailing courage and plucky persistence-and now he's off for his second quest! Join forces with Lolo and his faithful sidekick Lala for another journey full of puzzles and pitfalls. Praised by players, critics and educators alike, the Lolo series teaches logical thinking and patience without sacrificing the fun! Improved graphics, increased difficulty, and new tricks and techniques will keep you guessing through every fun-filled moment. A game for mental giants of all ages. Available March, 1990.







Licensed by Nintendo for play on the



HAL AMERICA INC

The Funatic Specialists





By Brother Buzz

For centuries, the benevolent Fox spirits ruled the land from their Inari
Shrines. But the Mad Fox cast chaos across the world! Now, the crazy canine and his strange creations are in control. The good foxes have ordered Psycho Fox to vanquish this mad menace. Guess who's about to get foxy?

Sly Moves

Psycho Fox for the Sega Master System is a one-player cart that takes you on a brain-draining quest. You journey through seven stages, three rounds each. Climb the clouds or jog down into dark chambers; there are always several possible paths to take. It's up to you to find the route that works best for you.

Enemies and traps abound, but Psycho Fox is up to the task. He packs a powerful punch and he can run, long jump, and high jump to escape trouble.



PROTIP: When you encounter a wide body of water that you can't jump over, just take a running start and skip across it.



PROTIP: The Monkey and the Fox can use flag poles to make great jumps.

Wise Cracks

Your path is strewn with eggs, which you crack open to reveal hidden surprises. Psycho Sticks transform you into one of three helpful creatures. The ghostly clones are 1-ups, which you have to catch before they disappear. The Straw Effigy destroys all enemies onscreen. Magic Medicine makes you temporarily invincible. Finally, you'll find Money Bags which you bet at the end of each round for more powers or lives. Watch out for enemies hiding in bad eggs!



PROTIP: Whenever you crack open an egg, stand to the right so you don't have to chase 1-up characters, who

scamper right when they emerge from eggs.

Animal Friends

Psycho Fox doesn't travel alone. Your closest (and most powerful) companion, Bird Fly, resides in some of the eggs. He perches on your shoulder, until you meet a bad guy. Press Button 1. Your fine-feathered friend flies out to bop him and returns to you. And Bird Fly is a life saver, too. If he's with you when a beastie nails you, he vanishes, but he takes the enemy with him (and you don't loose a life). Don't worry, crack the right egg and Birdie returns.

PROTIP: Use Bird Fly like a boomerang to bash enemies in hard-to-reach locations. Position Psycho Fox so that B.F. will hit your foe on his return flight and hit Button 1. Keep trying till you succeed.

Bird Fly's pretty cool, but the Psycho Sticks help you help yourself. Use the Sticks to become a monkey, a tiger, or a hippo. The monkey is an excellent jumper. The tiger is a speedy runner as well as a strong long jumper. The brawny hippo can bust through walls, but his bulk makes his other abilities suffer. Naturally, learning to choose the right animal for the job is key.



Bash through walls with the brawny hippo.

The Mad Fox and His Minions

You'll need all the help you can get because your foes wage a relentless attack. You'll face Red Hoppers, Hermit Crabs, Bad Bees, Animated Stone Warriors, Propeller Heads, and Skulking Skulls. They look cute, but looks can kill

PROTIP: Psycho Fox can punch the baddies through obstacles. Pull up to a

barrier and press Button 1 to punch the beast on the other side.

At the end of each level, you square up against one of three boss monsters. Luckily, special tools appear to help you beat them. The segmented Mad Tumbler tries to ram you with his body parts. Use the air gun to knock his insides out. The mechanical Robo



Disassemble the Mad Tumbler.

Fly is a pesky villain, but bug spray bugs him. The Innocent is a four-legged thingie that's anything but. Hit it on the head. In the final showdown, the Mad Fox hurls lightning bolts at you, but you can fight back with a bomb launcher.

The Psycho World

Psycho Fox battles the bad guys across seven colorful (and weird) land-scapes. The Mystical Mountains are filled with scary stairways, luscious lakes, and sky islands. Skull Land features eerie totem poles, topped with skulls that crash down on you. More tricky stairs greet you in the Diabolical Desert. Wind Zone is a breezy place where sudden gusts of air either help you leap high into the sky or impale you on beds of needles. The Underground Passageway is a menacing pipe-filled maze. Ice Zone is a slippery place



Let these puffs of air blow you across. If you try to jump you're doomed.

where running is tough and fireballs heat up the action. Ride the Underground Cavern's steel ramps and escalators to terrible places. Here, too, all the other traps and obstacles await you.

At the end of each stage (after you defeat the boss), you enter the Amida lottery, a special bonus round, where you bet your Money Bags. You might



Try to win 1-Ups in the Amida Lottery.

win extra lives, Magic Medicine, and Straw Effigies-or you might drop into a foxhole and land at the next stage without your cash.

PROTIP: To skip to other levels, find the hidden Warp Zones. Check out stairways or paths that appear to lead nowhere! Throw a punch or unleash Bird Fly, and you might create a "tear" in the air. If you do, pound it till the Zone opens up. Hop in!

Can you outfox the Mad Fox? Go psycho with Psycho Fox!

Psycho Fox by Sega of America (\$34.95).



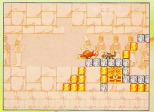


By C.A.T.

Oh no! Alex Kidd's father, King Thor, is missing and there's good news and bad news. The good news is that Alex knows who kidnapped his father-evil Ashra, the ruler of planet Paperock. The bad news is that Paperock is home to all kinds of ferocious creatures, large and small, that are intent on keeping Alex from rescuing his father. You know what comes next-it's non-stop adventure in this first 16-bit escapade for the famous Kidd.

Just Kidd-ing

As Alex, you must battle your way to Paperock's Sky Castle through eleven danger-filled rounds. Along the way.



Lie on your stomach to punch these scorpions.

use your powerful jumps and kicks to protect yourself and also to uncover hidden items and power ups. Break open treasure chests to find gold. Tokens, and 1-Ups.

PROTIP: Sometimes vou'll find 1-Uas in the black treasure chest-but watch out for chests that are booby-trapped with bombs.

Wind your way through the cobblestone streets of Rookietown, a pretty place where you'll have to avoid being run down by cars while airplanes divebomb from overhead. On the Prairie, dodge Prairie Dogs and watch out for Hedgehogs who curl into indestructable balls. Swim through the clear blue water of the Splashy Sea, but remember to come up for air and investigate

through the burning sands of the Scorgiant Pyramids.

PROTIP: Use the Pedicopter to fly high above the Pyramids for hidden trea-

If you make it as far as the Hi Ho forest. you'll have to fight your way through the trees. Waiting for you on the other side of the forest is Tropics Town, sister city to Rookietown. The toughest part of your journey begins in the dangerous Rocky Mountain area, and your adventure concludes with the final showdown in Sky Castle.



PROTIP: In the different areas, such as Rookietown and the Prairie, try doing little jump-kicks on the ground. You may find that things are not as solid as they appear, and you can drop into secret underground rooms.

Paperock Predators

Watch for Ashra's creatures everywhere you go. They're out to get you and they'll stop at nothing. Rookietown and Tropics Town are populated by speeding cars and low-flying planes. On the Prairie, in addition to Prairie Dogs and Hedgehogs. you'll also have to contend with Crazy Condors. Underwater, strange creatures like the Pufferfish, Spinning Turtles. Octopus attack vou.







PROTIP: Destroy the Octopus by blasting the ends of his tentacles.

The blazing sands of the Scorpion Desert are populated by Scorpions, Ant Lions, and Stalking Mummies. Bees, Masked Woodcutters, and Maniac Monkeys make sure the forest



Fly your Pedicopter past Manic Monkeys and "Jason-type" characters.

is no walk in the park. Besides more Scorpions and Condors, you'll also find mysterious Old Wizards in the Rocky Mountains. In the skies above the Sky Castle, Blimps attack, and the castle itself is guarded by Ashra's soldiers, Fire Ghosts, and other intimidating foes.

Rock, Scissors, Paper

In addition to your more mundane enemies, you'll also get to match wits with a series of different foes in a round or two of Janken! In each level you'll have several opportunities to enter a Janken house and try to beat the character there in a game of rock, scissors, paper to earn a special item. Items you can win include the Pedicopter (a powerful flying vehicle), the Pogo Stick (to help you jumo



Alex "pogos" in the Sky Castle.

higher), and the Cape (to make yourself invincible for a short period of time). If these Jankens beat you, they just take your money. If you beat them, you get the prize! Other Janken matches are tougher-you won't be able to advance to the next level without winning them.



PAOTIP: Your first "life or death" anken match takes place in the Scorpion Desert where you'll meet the Queen of the Oasis when you punch and kick through the walls of the pyramids. Make sure to select the Token necklace BEFORE you go up against one of these tougher Jankens. The necklace reveals what your exponent is thinking!

The game lets you select your level of difficulty and continue when you've collected enough gold, ensuring that the adventure is entertaining for gamers of all levels. If you make it to the end, you'll match wits in the ultimate Janken challenge with Ashra himself—whose motto is "six hands are better than two." With 16-bits backing him up, Alex Kidd, always a popular video game hero, is bigger and better than ever. Here's looking at you, Kidd!

Alex Kidd in the Enchanted Castle by Sega of America (\$44.95).

PROVIEW

By Andromeda

It's the early 21st Century and the Earth has been changed forever by a blast of cosmic radiation from outer space. The powerful radiation has mutated the Earth's organisms and strange life forms have over-run the planet. The few remaining humans are forced to hide or face extinction at the hands of the mutants.

In desperation a brave handful of humans, determined to save their planet, created an advanced, synthetic solider—the Atomic Robo-Kid in pursuit of the mutants. In Treco's Atomic Robo-Kid for the Genesis you'll have to make Earth safe for human beings again.

Atomic Stages

As the Atomic Robo-Kid you'll have to battle the mutants in five different kinds of stages. In the horizontally



Blaze through this stage and head for the door.

scrolling stages, blast your way across weird landscapes to reach a door at the end. More often than not, you'll have to



Blow up this mutant to get by.

face off with a mutant monster. To find the door in Maze Stages, you'll have to wind your way through a complicated labyrinth while monstrous creatures try to put you out of commission for good. You'll face the big bosses of the mutant



Battle it out with this mutant boss.

alliance one by one in a single room. Then, in a sort of bonus stage you'll battle against another robot with the same weapons and skills as you. If you succeed in blasting him to smithereens, you're treated to a roomful of power-ups. Finally, as you journey through the other stages you'll discover

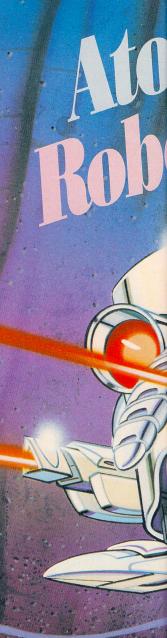
full of powerups by knocking down special walls deep in enemy territory.

PROTIP: Each area has a time limit. It's up to you whether or not to hattle the area hoss or move on through the door. Depending on how much time is left you may want to skip the boss and head for the door!

Robo Power

To defeat the mutants you'll need to use all of your special Robo-Kid skills, as well as collect and use the different weapons and power-ups. To power up, watch for special crystals that appear when you destroy different enemies. When you see the crystals, shoot them

PROTIP: Watch for crystals when you blast the metal birds. Crystals also appear during battles with the big mutant bosses.





the direction you're facing. To destroy enemies from long range, fire missiles, powerful projectiles that destroy any-



thing within their explosion radius. The Five Way shot fires five horizontal beams and is useful for blitzing a small herd of smaller mutants in one fell swoop.

Other power-ups include Fly (one of the first things you'll grab), Speed Up (don't get too fast or you'll find yourself in trouble), Rensha (Rapid Fire for thirty seconds), and Shields.

PROTIP: You need to collect four Shields before your shield is fully functional. Once you've got them you can move

Treco's Atomic Robo-Kid is one of the first third party Genesis titles available, and it backs up Sega's promise of top quality third party support. Based on an arcade title that wasn't widely distributed, the game features especially gorgeous graphics with a very 3-D feel.



A strange mutant forest.

In the end you'll destroy the mutants because you have no other choice-it's human-kind's only chance for survival. No Kidding!

Atomic Robo-Kid by Treco (Price not available).







to jump and then hit Button II. This move is twice as powerful as a normal headbutt. To increase your jumping distance



Bonk, the human cannonball.

and hang time, tap Button II continuously after you jump. Plough into your enemies with this spin move and you'll really knock 'em out.

Creatures That Time Forgot

To complete your quest, you must bash prehistoric beasts on land, sea, and air.

Go head-to-whatever with snapping 'gators, near-sighted dinosaurs, eggshellheads, slimey leeches, and other creepy crawlies.



by butting a had guy into the air, getting under him, and continuously bumping him to keep him there.

You also face the loony level bosses-Huey, Punchy Pedro, Gladdis, Kongo Zilla, and Tractorhead.

By The Eliminator

At the dawn of time. Homo Sapiens (that's us) learned to use their heads to survive in the perilous prehistoric world. Now Bonk's Adventure from NEC/ Hudson Soft returns you to the Stone Age as Pithecanthropus Computerus (that's Bonk) where you learn to use your head, literally, all over again.

Neanderthal Moves

There's big trouble in this zany primitive land. The abominable King Drool has snatched the beautiful Princess Za. As Bonk, the hardheaded caveboy, you decide to save her

But it's 10,000 B.C. and few weapons have been invented. So, to rescue the Princess, you'll bash your cranium against any beasties in your way. Miss your foes, however, and they'll send you into a coma, after you throw a bug-eved, foaming-at-themouth fit. That costs you one life.

To keep your headaches to a minimum, here are some vital techniques.



Bonk's bite is worse than his bark.

Use Bonk's powerful bite to scale walls and trees. Run and leap into them until Bonk chomps down. Now. press Button I rapidly to climb. To divebomb headover-heels into your foes, push Button J



A big bad boss.

Now, you don't want to do them in, you just want to make friends. They've been hypnotized into thinking you're an enemy, so bump their heads until you break the spell.

PROTIP: Punchy Pedro can be mean and he usually punches your lights out. Dodge his blows and go for his head.

Primordial Pathways

Bonk's Adventure takes place across a fantastic primeval landscape. Head-butt your way through five circuitous levels (broken down into seven areas) that lead to soupy swamps, perilous waterfalls. parched deserts, and deadly tropical forests. Each area is a complex multi-leveled maze that taxes your brain, in more ways than one. Save the Princess at the end of the fifth level and you head to another planet to fight King Drool.



PROTIP: The twinkle-toed dancing trees help you grab more Smiley Faces.

Just headbutt them in the right direction and climb aboard.

But before you go, search for four bonus stages, where you can earn awesome points towards extra lives. Bonk the walls till you find them. One stage features cliff climbing, where you try to climb as high as you can in 10 seconds. In the continuous spinning stage, you jump off a cliff and spin in the air as many times as possible by pressing Button II. Land on your feet or you



Bonk munches out.

lose. At the munching spree, you hop from flower to flower to gulp as much food as possible. Finally, a volcanic stage has you headbutting rocks which pop out of a volcano.

Ronk Want Food!

Bonk is a spirited neolithic toddler with a voracious appetite. Satisfy his hunger pangs for points and power.

Eating fruits and vegetables racks up points towards extra lives. For a real mind-blowing, atomic experience, gobble up a chunk of meat. Small pieces of meat make Bonk's headbutts twice as powerful. Swallow a large hunk of meat or two small meats to render yourself invincible for ten seconds.



Power up with meat!

PROTIP: Power up with one meat and you can also slam your head on the ground to freeze your enemies.

You can also increase your bonus points and vitality by collecting Smiley Faces, which periodically appear when vou bash vour enemies. Also, keep your eyes peeled for hearts. Three hearts equal one life.

An Early Flower Child

Just because you're on a quest, doesn't mean you can't stop and smell the flowers. In fact, squash 'em if you want to succeed. Pink Flowers relinquish fruit, veggies, and, sometimes, a heart. Yellow Flowers add spring to your jumps. Red Flowers hide meat. Rare Green Flowers reveal crystal hearts which you can fill up with energy.

PROTIP: When you jump on the spring flowers, beware of the wicked flowers; they zap you.

Bonk's Adventure is a fanciful. wacky game that delivers hours of challenge, fun, and laughter. The graphics and the animation are great! And you'll enjoy Bonk, a good-natured little cavedude who just wants to make friends. Don't be King Drool's blockhead; Bonk your way to victory.

Bonk's Adventure by NEC/Hudson Soft (\$54).



By Maid Marian

Two detectives are trying to hunt down the evil Boss Kara. Along the way they look for clues, coins, special powerups, etc. Sound like just another video game? Well, you better have a seat. J.J. and Jeff, based on a bawdy Japanese title for the P.C. Engine called Kato and Ken, is like no cart vou've ever seen!

When In Doubt, Kick

In this one-player title you become either J.J. or Jeff. You'll kick, jump, spray, and LAUGH your way through eight uproarious levels each with four stages.

Your journey takes you through strange towns (the only buildings are Rest Rooms), bizarre forests, creepy underground passages, and more. You'll need to get past all of the wacky obstacles by running, jumping, and sometimes using your handy dandy spray paint.

But the most important strategy is KICK EVERYTHING! Any fence post, tree trunk, street lamp, or sign can contain a vital item. You'll have to endure a few unpleasant surprises as well.

PROTIP: If you don't like what you get when you kick an object, try kicking it from the opposite side.

Special items you'll find include tasty snacks to power up your vitality, coins you can use for gambling, and even an occasional 1-Up!

PROTIP: Kevs are important items to snag. If you don't have a key when you need one, retrace your steps until you find one. Keys are often found in garbage cans, but not always! For example, in Level 3-3 find the key by kicking the red arrow sign at the exit to the underground level.

PROTIP: Never jump on green springs unless vou're missing vour key. Green springs warp you backwards to an earlier area!

Open The Door For Your Mystery Date

Kick open each and every door you see. Inside, your buddy often waits with helpful clues as well as a boost for your vitality. Other secret rooms have slot



Get some helpful clues from your friend.

PROTIP: Hit three Cans on the slot machine to win 1-Ups. Bet five coins and you'll win five 1-Ups!

machines. Use your hard-earned coins to gamble for more money, increased maximum vitality, 1-Ups, and other surprises.

Some doors are only revealed by a well-aimed kick. When fountains or platforms appear, climb aboard. They can take you to other areas or, sometimes, special bonuses.

The Good, the Bad, and the Ugly

Every level is packed with a cast of enemy characters too numerous to describe. The villainous highlights include a flock of attacking birds called Poopatrosses (watch out for their nasty little "bombs"), Furspurs who drop from the trees, pesky barking dogs, the marauding Pizzano family, and a bout with Boss Kara at the end of each level.



Dodge the Boulders tossed by the boss.

And you never know when your buddy is going to turn up to help-or hinderyour efforts to find the boss. Try different techniques to rid yourself of these pesky foes.



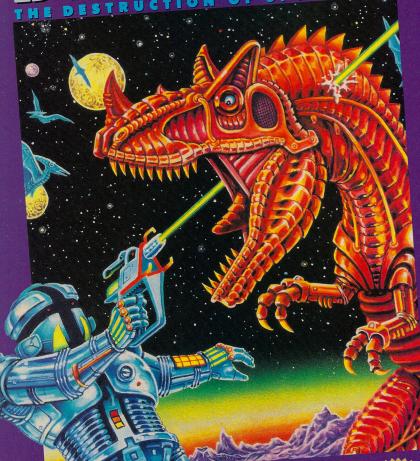
PROTIP: When your buddy tosses cans, jump on them for big points.

PROTIP: Bomb the dragons that pop up in underground levels by blasting them with your spray can.

Despite the fact that some of the more gross humorous touches have been removed during the porting over process. J.J. and Jeff is an unusual and entertaining adventure with plenty of challenge for even advanced gamers. Just remember to stop at every Rest Room - when you gotta' go you gotta' go!

J.J. and Jeff by Hudson Soft/NEC (\$39).

DESTRUCTION



Power the Mighty Robot Dinosaur, Cyborasaurus on a Mission to Save the Spondylus System!

feld a

By Hobbs

Sweat pours down your temples as you wait in agonizing anticipation for your master. Much time passes, but at last he arrives. Now, with great patience, you listen as he tells you of your final and most difficult task: "After years of fierce and relentless training, you are but one step away from becoming a master Ninja. Ah yes, Ninja, a word synonymous with stealth, honor, secrecy, bogie, par, hole-in-one." (Wait a minute, has the master lost his marbles?)

"No. I am not crazy as you are thinking. It is tradition that as your final and most difficult test, you must play the game of death, nine holes of Ninia Golf'

So, now you must take on the challenge of Ninia Golf for the Atari 7800. prepare yourself for a nightmare on the

A Day On The Green

Whether it be in the easy, normal, hard. or kamikaze level, you've got to play a pretty mean game of golf if you want to preserve your honor (you 'll also earn) points for great shots). However with just ten throwing stars and two extra ives, don't be wasting time admiring your hooks and slices. Between strokes, you must fight off giant frogs, dirt-slinging gophers, snakes, and evil Minja foes, just to name a few.



PROTIP: To avoid losing energy from the gopher's dirt clods, jump over them as they're flying at you. Then, when you get close enough, jump over his head, spin around, and kick him.

Fore!

When it's time to show off that awesome swing, watch the golf window located in the lower left-hand corner of the screen. You can control the direction you want to hit the ball with the joystick. You can also control where you want the ball to land by taking your swing when the shooting white ball in the golf window reaches the point you desire Careful! Take a bad shot and your bal may end up in the forest or, even worse, in a shark-infested pond!

PROTIP: Avoid ponds and forests. It may cost you a few extra strokes, but in the long run it pays off as the green is a far safer place to be.

When The Chips Are Down

If you're taking a pretty good beating, all is not lost as there are plenty of helpful hidden items you can pick up along the way. Find the right tokens and you may gain an extra life, revitalize your health, or even get teleported to the next green



PROTIP: When you're under water and the sharks start swimming towards you, it's best to kill the upper one with a blow to the snout, and then jump over the lower one.



PROTIP: When you're fighting the dragon (disguised master Ninja) at the end of each hole, it's most effective to remain in the center of the screen as you dodge his fireballs.

Just when you thought you'd seen it all, along comes Ninia Golf. No. it's not your typical mission, but that shouldn't tee you off because you're tough, and more importantly you're a Ninja! So strap on your golf bag and get ready to putt your best foot forward.

Ninja Golf by Atari (34.95).



THE NEXT GENERATION





QuickShot offers the most complete selection of video game controllers in the market. Models are available to suit all the most popular video game machines and just about any playing style. And no matter which model you choose, you can be sure you're getting the kind of performance and value for the money that have made QuickShot the biggest name in the business.













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FOOTR

By Gideon

Sure it's only May and the NFL superstars aren't going to hit the gridiron for another couple of months. But why should that stop you from enjoying bone-crunching, smash 'em-up football action? Now you can do just that whenever and wherever you want to with Konami's NFL Football for the GameBoy!

NFL Football features a highly detailed screen including all 22 players on both sides of the line of scrimmage. You even have a referee that scoots into the action at the end of each play to spot the ball or call a touchdown. The field is set vertically so you move your team up and down the screen to the goal lines. This gives you a birds-eve view of the action and helps you keep track of just where everyone is on the field



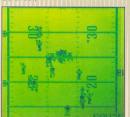
You have your choice of all 28 NFL teams.

Choose from 28 NFL teams, and play against the computer or with the Video Linkup and a buddy. Just as in real life, each team has its own strengths and weaknesses. You'll have to put each team through their paces in order to find the team that's perfect for your gameplan.



Detailed offensive plays await you.

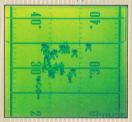
The best part of this game is that it allows you to be both the head coach and a player. As head coach you choose from among six offensive plays. including Slot T, Shot Gun and I Formation, and seven defensive plays including Blitzes, Zone, and a last ditch Goal Line Stand. Once you've chosen your play zoom down to the playing field and control the actions of the quarterback and the receiver on the offense, and the defensive player of choice on the defense.



PROTIP: Open receivers often give themselves away by waying their hands to the quarterback.

PROTIP: As quarterback, don't drop back too far after a hike or you'll lose sight of your receivers.

You've got your work cut out for you since the action is just as nerve-wracking as a real NFL game. As quarterback. duck blitzing linebackers and make sure you pick the correct open receiver to pass to-or suffer an embarassing interception! As receiver, evade pursuing cornerbacks and make sure that your route crosses the path of the oncoming pass. On defense, you have the unenviable task of immediately recognizing the offensive formation and choosing the right defensive man to control before the ball's snapped



PROTIP: It's often best to have the quarterback run the ball himself if the defense has all the receivers covered. Don't risk forcing the ball to a receiver and cause an interception.

PROTIP: As receiver, remember that you have to come back to a pass. The pass won't automatically come to you.

The action is fast and hot. It takes the sharpest wit and quickest reflexes to defeat the NFL's best. So slap on your shoulder pads and strap on your helmet. It's show time!

NFL Football by Konami (\$24.95).

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



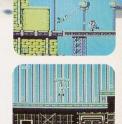
Get set for rapid fire action as you're transformed into the Bionic Commando. This best-seller from Capcom is a dynamic adaptation of the original arcade classic.

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

To the most daring soldiers, this might

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

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





By Andromeda

the most famous, or infamous, alien attackers of all time-the Space Invaders! classic game for a new format-the Game Bov.



They're back!

A Classic Invasion

Prepare to meet again or encounter for the first time, the addicting action of Space Invaders. Your task is simplestop waves of advancing alien intruders before they stop you. The aliens aren't particularly clever or evasive. They just swing back and forth across the screen in columns, edging ever lower towards you. Those of you uninitiated in Space Invader lore may think this game is a snap. You're wrong! As the columns of invaders drop lower, they move more and more quickly. At the same time the pulse of their engines gets faster and faster, sounding like a train picking up speed. As you frantically try to blast pesky aliens, your palms grow sweaty. your mouth goes dry, and before you know it you're blown to smithereens.

Alien Cannon Fodder

In a one-player game, you must clear 50 levels of alien invaders to win. Your



PROTIP: Once vou've fired your cannon. it won't fire again until your shot reaches the top of the screen. Don't waste your fire-you'll lose time as the aliens edge closer to the bottom of the screen! Aim carefully and make each shot count.

each level by blasting each and every alien invader.



PROTIP: Every pro has his own strategy for beating the Space Invaders. Some like to pick off entire columns of aliens along the sides, moving towards the middle. Others like to blast the bottom rows of aliens and move up. Try both approaches, and others, to see what works for you.

You've got three laser cannons to by disintegrating aliens. Earn extra points and bonuses by knocking the flying saucers that cruise across the top of the screen out of the sky.

Dueling Invaders

Space Invaders for two via the Video Link has some interesting variations. across your opponent's skies. Fire your while also firing the saucer's guns at your opponent! Beat your opponent by finishing off five consecutive screens of aliens or destroying your opponent's fly-

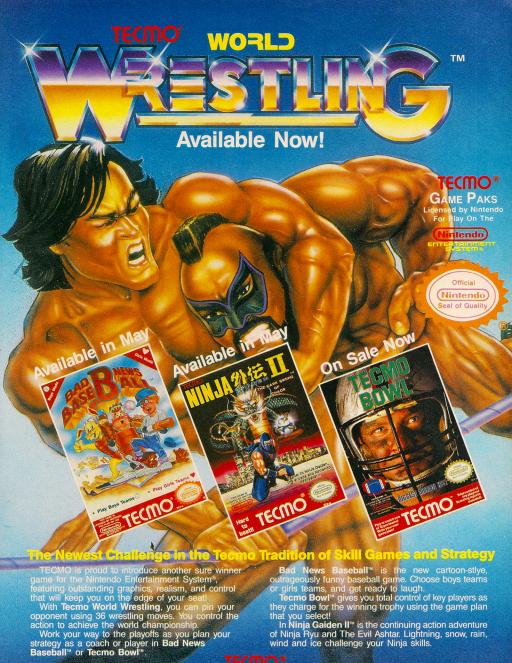


PROTIP: Blast a row or a column of five alien invaders and they'll appear on your opponent's screen!

If you're quick enough, the aliens will reach the bottom of your opponent's screen first, and your invasion will succeed. Space Invaders may be a blast from the past, but it's well suited to the Game Boy format and as addicting as ever!

Space Invaders by Taito (\$24.95).

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CALLA Encounter

By Gideon

The mazes are back!! Forty treacherous new levels await you and up to three other friends in Gauntlet-The Third Encounter for the Atari Lynx. You've only got your weapon and a lot of guts standing between you and a horde of ghastly nastles, including: spiders, ghosts, giant frogs, walking cacti, scorpions, and even land sharks!

In this game, you're on a quest to find the magical Star Gem that fell from the skies and landed somewhere in the depths of an eerie castle on a nearby mountain. You and your allies must venture through endless winding passages in order to find the hidden doorway to the next level. If you're brave enough and smart enough, you just might fight your way to the last level where the Star Gem is hidden.

Unlike the previous Gauntlet, this game offers a wide variety of new characters for you to choose from. You have your choice of: an Android, an Amazon, a Gunfighter, a Wizard, a Pirate, a Punk-





New characters await you in Gauntlet-The Third Encounter.

rocker, a Samurai, or even a Nerd! Each character differs in his Speed, Strength, Weapons, and Missile levels. Some characters are faster than others but are not as durable when taking hits from monsters. You'll have to put each character through his paces in order to find out which one is perfect for you.

There are a lot of useful items scattered about the mazes that really help you in your travels. Most importantly are apples that increase your life ratings and keys that open the many doors that block your way. There are a variety of ancient scrolls that can revive you when you die, make you invisible from your enemies, increase your life ratings, and repel all enemies from you for a couple of moments, among other things. Located on each level is a computer terminal that displays vital messages or allows you to purchase valuable items for your inventory.



The computer sometimes offers valuable tips and information.



PROTIP: When you fight off enemies, it's best to position yourself in a corner so they can't come up from behind you.

PROTIP: Use your food items as soon as you get them in order to keep space open in your inventory.

Gauntlet-The Third Encounter is radically different from other Lynx games because it features a 90 degree game view to take advantage of the full length of the screen. To play, you have to flip the Lynx on end and hold it upright. The main screen gives you an overhead perspective of the action, and a smaller window at the bottom of the screen provides a first-person perspective that enables you to see things that lie directly ahead of you just off the edges of the overhead screen. At first, it's a little awkward to operate the unit at an upright angle, but it's easy to get used to and soon you'll be blasting away!



PROTIP: Watch out for giant frogs that can jump over walls and other obstacles to get at you!



PROTIP: Drop an object from your inventory to block off passageways. This will help keep nasties away from you as explore each chamber.

PROTIP: Drop gold coin bags first if you ever need space in your inventory. There are more gold coin bags than anything else in the mazes.

PROTIP: Shoot at all the walls and obstacles, some just might blow away to give you easy shortcuts through the maze.

Gauntlet-The Third Encounter is more than a sharp sequel to the original Gauntlet. The choice of extra characters, complex mazes, new nasty villains, and the ability to play it anywhere you go, puts it in a class by itself!

Gauntlet-The Third Encounter by Atari (\$39.95).

Nintendo
Entertainmen

THE ULTIMATE WEAPON WILL BLOW YOU AWAY.

It's the ultimate weapon. carefully hidden in a he

Official
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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 DATA LAST AND A SHOP

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

The one they call HEAVY

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

HEAVY BARREL. It blew you away in the arcades. And now Data East is bringing this arsenal of action home.



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

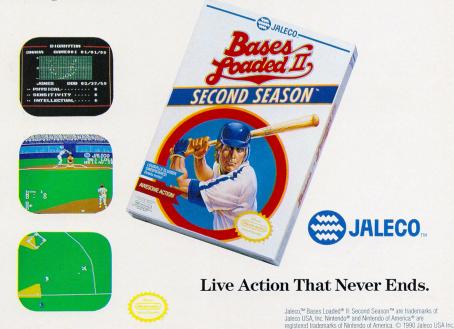


Dream Season.

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.



SECRET WERPONS AND TACTION

Golden Axe (Genesis)

Start With 15 Men!

For a one player game (which gets nine men continuing) you can get 15 men. Simply push two players and kill one man right away. Now you have three men plus four credits left, for a total of 15 men!

D. Bechthold, Strathmore, Canada

Revenge of Shinobi (Genesis)



Keep Naoko From Being Crushed

While you're busy killing the final boss, Neo Zeed, in Revenge of Shinobi, Naoko gets squashed by a slowly lowered cement slab. Prevent Naoko from being crushed by jamming the gear mechanism of the slab. Do this by using the Fushin spell in combination with your flipping jumps. Position yourself near the right wall and flip up, so you're almost off the top of the screen. On your way down toss shurikens. Some will hit Zeed and some will go into the gear mechanism of the slab to jam it. You'll know your hitting it because you'll hear the sound of creaking wood. You have to keep doing this because the slab begins to move again after two or three seconds, but you'll have enough time to kill Zeed and rescue Naoko.

The Pro, A.J.F.

Demon Sword (Nintendo)

Codes for Each Level



BYY JO! JER DT+F*AYD



CAO MKE LNE K?N YEA ID



TFE GBN AK? AII GAD ED



UFE KCN AE ■ AFB ZWD OD



FOF CBF BHB LLQ ALF QD



WOF SCF B A XK- AOH ME

Tony Ceccarelli, Valparaso, IN

Alex Kidd In High Tech World (Sega)

Password

Here is a password that lets you start outside of the house!

LgqXsRtMSa

Andrew McFarlane, Winnipeg, Canada



Blazing Lasers (TurboGrafx)

HIGH SCORE-YOUR SCORE- 200

CONTINUE 30
GAME OVER

Unlimited Continues

When the title screen appears press Select and then Run, and continue to hold both buttons down until the game starts. When your first game is over you'll discover that you have 30 continues. Now instead of pressing Run right away press Select two times, moving the indicator to Game Over and then back to Continue. Now press Select and then Run, and continue to hold them both down until the game starts. You now have unlimited continues! The number of continues will always read 30.

Paul Kissee, Ozark, Missouri

Afterburner (Nintendo)

Reverse Mode

To enter the Reverse Mode hold down A and B on Controller 2 and press Start on Controller 1

David Garrett and David Powell

Quartet (Sega)

Locations Of Missiles First Level:

When you get to the boss drop your jet pack (if any) by letting the boss hit you once. Then crawl under the platform that the boss lands on and start firing. After firing a few shots a missile appears which increases your power level.

Second Level: Surface World

Go to the first Maback creature you see, jump up, and shoot him a few times. Sooner or later a missile appears that makes the aliens seem harmless.

Second Level: Under World

You'll find a missile that increases your power level beside the Star-Power.

Third Level: Surface World

When you get to the place that separates you from the boss creature shoot at the lowest cluster of balls that are jutting out from the wall. You'll notice that the balls won't disappear with one shot. Keep shooting and soon a missile appears that makes the aliens seem harmless.

Third Level: Under World

After crossing the first chasm shoot the ChimeChime creature that is on the platform, get the Point-Ball and fly over the platform. You'll see a missile that increases your power level appear. Lose your jetpack and crawl and get the missile.

Fourth Level: Surface World

After destroying the Abukutsu creatures go to the right of the platform that the Hodate creature is on. Start shooting at the platform and after a while a missile that increases your power level appears.

Sixth Level: Surface World

Go past the Slyme and Amappo creatures, grab the jet pack, and keep on flying forward until things that look like screws with nuts on them appear on the upper half of the screen. Fly straight up to them and shoot at each one of them until you find one that your bullets won't go through. Start shooting at that and after a few shots a missile appears that increases your power level.

Michael Sharma, Utica, MI

Fighting Streets (TurboGrafx)

Tons of Tips

To get seven credits qualify anywhere on the scoreboard and enter the initials ".HU." Then at the beginning of the title screen hold Left, and Buttons I and II simultaneously while rapidly pressing Select until the player selection appears. To have seven credits and special moves enter the initials ".LK" and then perform the same trick. Finally, get a high score that takes first place, enter the initials ".SD", and during the title screen

STAGE SELECT

111 JARPAN COURSE 112

12007AN

1 J.RETSU 2.GEKX BONUS GANES

3.JOE 4.KIKE BONUS GANES

1 CICINO.

5.LEE 6.GEN BONUS GANES

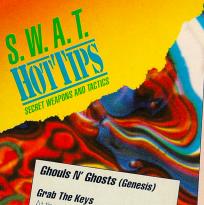
1 PORTOR OF BONUS GANES

1 TOTAL OF BONUS GANES

9.ADON 10.8AGAT

press Left, Buttons I and II, and Select. Keep pressing the Select button, pick a country, and the stage select screen appears.

The Eliminator



At the conclusion of each stage you can grab the key and see the sign "Nice Catch!" To get the comment have the key on your left side, stand close to it but not too close, and jump toward the left. Timing is crucial. If you grab the key just when you start to jump you should see the sign along with a Bonus 5.000.

George Sun, Chatsworth, CA

Ghouls N' Ghosts (Genesis)



Climb The Mystery Ladder

See something wrong? Of course! You can achieve this on the second ladder of Level One. Stand in the center, jump straight up, and twist the direction button continuously Left and Right. Then move up!

George Sun, Chatsworth, CA

Ghouls N' Ghosts (Genesis)

Getting Extra Chests

There are many hidden chests in Ghouls N' Ghosts. Here's how to find those that are hidden in Level 1 (Practice).



At the very beginning of the Execution Place go to the extreme left and jump. A chest will appear and it is a Magician. Open the second treasure chest and get the Silver or Magic Armor.



Half way through the Execution Place climb onto the second floor. At the very edge, near the Tree of Death, jump off. Don't open the chest you find yet because if you do you might be stuck with whatever weapon faces you. Stand on the chest and jump over the guillotine. Destroy all of the vultures and go back to the chest. If you like the weapon given, take it!



On the Floating Island On the Lake a chest appears if you jump around the left side of the second tree with leaves on it. It appears on the left side of the screen. If you find it watch out for the hurricanes and prepare for a Magician.



Jump to the second level of the Island and go left. Jump around the space in between the tree and the post. Another chest appears.



At the very top of the island go to the left. Once done, a chest appears.

George Sun, Chatsworth, CA

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



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

Nintendo Power"—March/April 1990









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Ghouls N' Ghosts (Genesis)

Level Select

To start from any level of Ghouls N' Ghosts press the directional button Up, Down, Left, and then Right during the title screen. After this do one of the following procedures to reach your desired level. You may have to try this several times to get it to work.

Level 1

The Execution Place-Push Start. The Floating Island On the Lake-Push A and Start simultane-

Level 2

The Village of Decay-Push Up, B, and Start simultaneously. Town of Fire-Push Up, A, and Start simultaneously.

Level 3

Baron Rankle's Tower-Push Down. B. and Start simultaneously. Horrible Faced Mountain-Push Down, A, and Start simultaneously.

Level 4

The Crystal Forest-Push Left, B, The Ice Slopes-Push Left, A, and

Level 5

Beginning of Castle-Push Right, B and Start simultaneously. Second Half of Castle-Push Right, B, and Start simultaneously. Loki-Push Down/Right, A, and Start simultaneously.

Chaz Childs, Sarasota, FL

Monster Lair (TurboGrafx) **Unlimited Continues**



To receive unlimited continues in Monster Lair hold down Select when you enter your initials on the scoreboard. Enter "68K" while still holding Select. Release the Select button when your name has been saved and the title screen appears. Your next game will have an unlimited supply of continues.



Two Players Into One!

Have double firepower while controlling two players with one pad!! Do the following:

- A. Connect five-player Turbo Tap.
- B. Have one controller in port two.
- C. Turn on your system.
- D. Select two players.
- E. Once the game begins, pause.
- F. Remove the five-player Turbo Tap.
- G. Plug a single pad or joystick into the system.
- H. Unpause, and try overlapping the two.
- I. Now you have double firepower!

The Eliminator

Knight Rider (Nintendo)

Passwords

Try these Knight Rider codes! Your best bet is to choose missiles for your extra weapon with the last code.



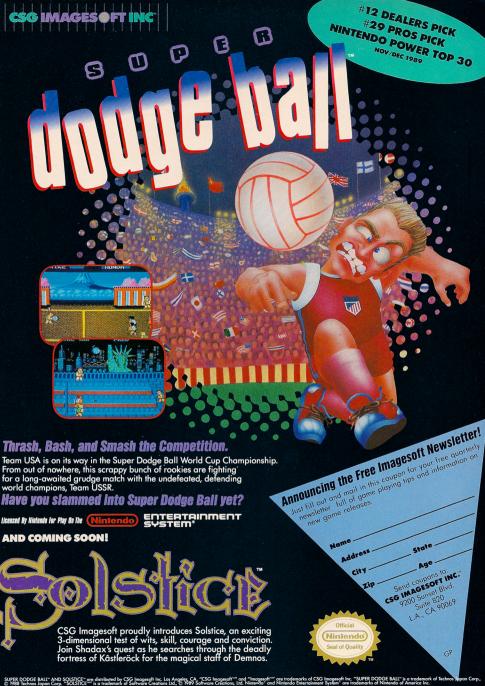
TAGNEZMECYIPC-To Toronto



OCJRHYIEEYIPD-To Washington D.C



NEMRIXIEGWIRD-To Phoenix Darryll Compton, Indianapolis, IN





Duck Tales (Nintendo)

Bonus Stage

To reach the Bonus Stage look for Launchpad when you have a seven in the ten thousands place in your score. On the way back to Duckburg Launchpad will drop you in the Bonus Stage.

David Velez, Greensboro, NC

Choplifter (Sega)

Increase Your Hostages Running Speed With Superman!?!

Just past the first barracks in Choplifter is a dome that opens and closes to release air mines. Hold your helicopter at a steady speed and shoot at least nine air mines in a row. If you do this Superman appears and flies to the top of the screen. You can't do anything to him, but he almost doubles the speed of your hostages. You can repeat this procedure until all of your hostages are so fast that can get into the helicopter before a tank comes. The extra speed continues until you pass a level or lose a life.

Jeff Kosman, Valparaiso, IN

Duck Tales (Nintendo)



Avoid the Water in the African Mines

To avoid the water climb all the way down the ropes as usual. When you reach the water jump on the first monster to reach the next piece of land. You'll notice that on the edge of this land you can jump higher then in the center. Now, using your

Pogo Jump, jump up and move to the right. You'll avoid the rest of the water!

Dave Higgins, Lagrangeville, NY



(Try this same procedure anywhere you can jump up high enough. Jump up here, move to the left and go up the rope! - Ed.)

Duck Tales (Nintendo)

Onward and Downward

In the Himalayas, instead of going down the first rope keep going straight ahead. When you have gone as far as you can go, step down into the dip in the snow. You'll find that the ground is not solid and that you'll fall through the floor. Here you'll find two treasure chests. Once you've grabbed the money go to the other side of the rope and jump around (without the pogo jump) and a 1-Up will appear. Get it, and climb down the rope. You'll find that



Launchpad is waiting for you. Ask him to take you back to Duckburg so you can stash your cash.

Fredrik Lidskog, Concord, MA

Pac-Land (TurboGrafx)

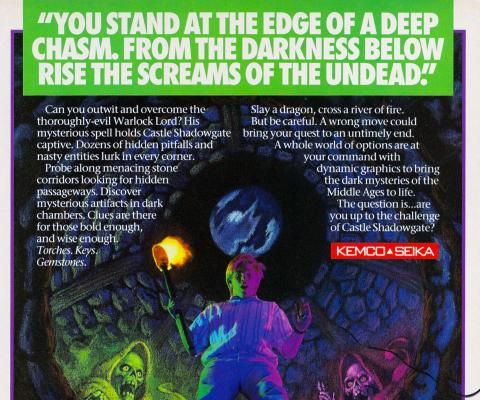
NVPAC 9

Level Select, Sound Test, and Extra Lives!

Hold down Buttons I and II, then press Run. You'll see a giant Pac-Man on the screen. Continue to press Buttons I and II and press Run again. You're now in the Game Options screen. Here you can select the number of lives you want, or put the skip to the On po-

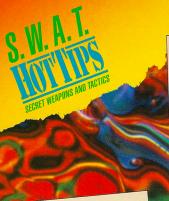
sition so you can begin at higher than Trip 5. Next, press Run again and you'll be in the Sound Test Mode. Press Buttons I and II to select different music and sound effects. Press Run again and you'll see the title screen. Press Run one more time and you'll see the word Skip 1 on the screen. Now, press Buttons I and II until you find the level you want to start on, and then press Run. If you beat Round 32 you'll see the first game ending, and then begin on the second quest where the game is much more difficult.

The Pro, A.J.F.



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Twin Cobra (Nintendo)

Unlimited Free Men

Grab unlimited 1-Ups and shoot your score through the stratosphere by storing your super bombs until you've got nine. Once your reserves are filled you can bomb ground targets and expose 1-Ups instead of invincibility and bonus point stars!

Cliff Wilson, Holland Patent, NY

Teenage Mutant Ninja Turtles (Nintendo)

Unlimited Pizza Tricks

Check out these areas to get maximum pizza with minimum risk! Just at the exit to the first sewer area there is a slice of pizza. Take the pizza and then exit the sewer. Now, go back down the exit and you'll find more pizza! Simply destroy the Foot Clan Foot Solider (by not moving from the ladder) and take the slice. You can do this an unlimited number of times-and power up all of your turtles! Try this same trick in the sewer just before the area where April is being held captive.

Charlie T. Aslan

Magic of Scheherazade (Nintendo)

Passwords to the Demons

Here are the last codes before the Demon on each world:

ENTER THE PASSWORD

WIUT STSO USEU RZUW BNG2 WSNH ZEJH YKOI 1ZUY WE36 UU

World 1:

W1UT STSO U5EU RZUW BNG2 WSNH 2EJH YKOI 1ZUY WE36 UU

ENTER THE PASSWORD

W2NH LHLL NAGH ZRN2 8G6U PLDN 3NGA RTU6 6K5V B.6XY 4ZN

W2NM LMLL NAQM ZRN2 SG6U PLDN 3NGA RTW6 6K5V O6XY 4ZN

ENTER THE PASSWORD

WSLK JKJJ LG30 SLMP YEAS NJ58 NEP5 HOEA HISR DGW1 GKL

W3LK JKJJ LG3O SLMP Ye4S NJ5S NEP5 MQE4 HI3R OGW1 GXL

("Chocola" is the word for the Cimaron Fruit)

ENTER THE PASSWORD

WAZY XYXX 13WP 1X1X GSLA 2X9.6 GODJ G4SH SWIH SYET YVB

W4ZY XYXX 13WP 1X1X GSLA 2XQ6 QODJ G4SM 3WIH 3YEI YVB

> ENTER THE PASSWORD WSON HNHH PIWE NFRS PHAY BHCY IDEZ BSHE 2NDS RNNL NHW

W5ON MNMM P1WE NFR5 PHAV QMCY ID6Z QSH6 2NOS RNNL NMW

(Coronya is not with you anymore so you have to remember where to use the "Oprin.")

Cindy Taylor, Spokane, WA

Tommy Lasorda Baseball (Genesis)

The Ultimate World Series Passwords!

Here's a code that gives you an incredible range of World Series options!

H__flmnjia VXhLQZPqBCVA

Select your team by putting one of the following in Blank A:

(Toronto) (Milwaukee) G (New York Yankees) (Baltimore)

(Kansas City) (Oakland) (Seattle)

(Chicago White Sox) P

Q (Texas)

(New York Mets)

(Philadelphia) (Pittsburg) (Chicago Cubs)

(San Francisco) (Cincinnati)

(Houston) (Los Angeles) a (Atlanta)

* Milwaukee, Minnesota, Philadelphia, and Houston must be played versus one of the following teams: Milwaukee, Philadelphia, Baltimore, San Francisco, Kansas City, Los Angeles.

Chicago White Sox, or St. Louis.

Use Blank B to select your opponent by putting one letter higher in the alphabet than the team's regular letter. For example, Detroit is "D," so if you nent you would put "E" in blank B. Oakland is "M." To play Oakland enter "N" in blank B

Matt and Ben Ritchey, Wilmington, DE

DO NOT ATTEMPT YOUR MISSION UNTIL THE CHOPPERS ARE OVERHEAD, SNIPERS ARE IN POSITION, AND YOUR HOMEWORK'S DONE.



Quick!

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unless you answer the call!

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Suite SW3-372, 10080 N. Wolfe Road, Cupertino, CA 95014 Phone (408) 996-1877 for cash and prizes that let you upgrade or repair your truck between events—as well as afford the pricey Championship Race entry fee. So why would anybody want to drive around this silly looking truck? Because it's fun!

Master Chu and the Drunkard Hu (Color Dreams)



It's long ago and far away in a mythical land somewhere in the Far East. The Siamese-Twin Shiva, God of Destruction, is on the move and has cursed your village with some pretty gruesome evil spirits. Your good old buddy. Master Hu, is depressed because he hasn't been able to run the spirits out of town and has taken to the bottle. To save your village, and your friend Hu, you're going to set out to search through evil palaces and temples to find and destroy Shiva's four-armed incarnation. In a two-player game you can take Hu along for the ride. It might perk up his spirits. Along the way you'll have to collect special items such as the Flaming Key of Freedom, the Scrolls of Knowledge, and Living Ginseng. You'll have to complete ten worlds, each with nasty spirit bosses, before you come face to face with Shiva himself. It's a tough job but somebody's got to do it!

Metal Fighter (Color Dreams)

Blast into outer space to clash with an evil alien enemy army. The aliens are intent on wiping out all of civilization on



the Planet H17! Yipes! That's your planet, However, you, MCS-920 (a. robotic creature), have been off on a little jaunt through time and space-three centuries worth of intergalactic missions to be exact. You return to discover your planet is infested with aliens. Your own civilization has been driven underground or turned into bionic mutants. You've got to battle the aliens, steal their weapons, and at the same time fend off the mutants. From barren landscapes and colorful coral reefs to ancient abandoned cities, it's one long, hard battle. Whoever said "There's no place like home," was wrong!

Heroes of the Lance (FCI)



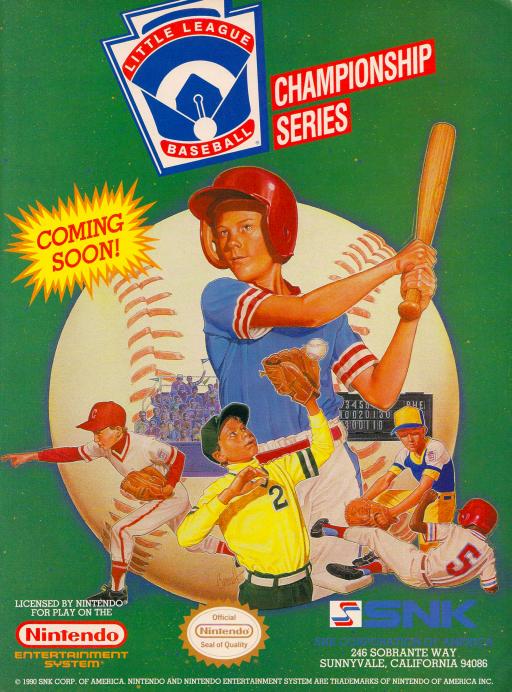
Dungeon and Dragon fans everywhere rejoice! FCI is bringing you the first official Dungeons and Dragons game for the NES. Heroes of the Lance is an action game based on the Dragons of Despair. In this mythic adventure, you take control of eight fantasy characters. From the warrior to the dwarf, each of your characters has dif-

Nintendo

BigFoot (Acclaim)



Why would anybody want to drive around a silly-looking 4 x 4 pick up truck with giant wheels? Well, BigFoot plays off of the monster truck phenomenon, in a series of five competitive events. The game includes split screen graphics for two-player competition, vertical and horizontal scrolling screens, and a dashboard that enables you to track your MPH, RPM's, fuel level, engine temperature, vehicle damage, and more. Once the action begins you go head-to-head with a friend or the computer in events that take place from coast to coast. Your route takes you through treacherous terrains, including narrow bridges. deep mud pits, white water rapids, and harrowing winding roads. The events themselves include the Car Crush, the Mud Race, the Hill Climb, the Tractor Pull, and the infamous Oyster Bay Championship Drag Race. Compete



ferent skills and attributes. You and your brave companions set out in search of the Disks of Mishakal knowing your success or failure may determine the fate of the entire world of Krynn. During vour journey you'll have strange and magical encounters with dragons, dwarves, and other mythical monsters. To defend yourself you'll have magic, an arsenal of weapons, and all of the smarts you can muster. This game, the first in a long-awaited series based on the Dungeon and Dragon computer titles, is a must for fantasy adventure

Starship Hector (Hudson Soft)



The Starship Hector has just returned from an exploratory mission thousands of light years into deep space. The crew missed alot of things about Earth-luckily, they missed the Fourth World War! Now, the Earth is a devastated planet overrun by gruesome Bio-Mechanical creatures. Looks like you'll have to start to re-build civilization from scratch, but, first, you must get rid of the Bio-Mechanicals! This futuristic shoot-em-up features blazing vertical and horizontal action as the Hector fights its way through six Bio-Mechanical empires. The Bio-Mechanicals are a disease infecting the Earth. The Hector's Sparkle Gun and Crater Bombs are the cure. You'll face 35 types of biomonsters and six formidable boss creatures. Complete a stage and you'll earn valuable points towards extra

lives. Also, find the bonus panels to help you continue your vendetta. Starship Hector's non-stop action will really blister your trigger finger.

Maniac Mansion (Jaleco)



Why is there a chainsaw in the kitchen? And a nuclear reactor in the basement? And disembodied tentacles hopping around? And why does that peculiar doctor keep going, "Heh, heh, heh..."? To answer this and other equally weird and wacky questions, you'll have to enter Maniac Mansion for adventure/ role play that's out of this world! This monster computer title is coming to the NES via a joint venture between Jaleco and Lucasfilm. What this all means is that you can expect a gaming experience not quite like any you've had before. It all starts when a meteor crashes into Earth and strange things start to happen at Dr. Fred's old mansion. Now Dave and his friends have got to solve the mystery, and you get to come along for the fun...heh, heh, heh.

Super C (Konami)

In the classic NES cart, Contra, the evil alien Red Falcon got blown out of town by Super Commandos Mad Dog and Scorpion. Now this nasty alien is back for revenge and stronger then ever. This time his sinister plan involves infiltrating the American Army with his villainous intergalactic warriors. Hey, who can stop this creepy alien menace?



Well, if you haven't already guessed, it's Mad Dog and Scorpion-back on track and ready to ground the Falcon permanently. This time around you'll have to use many familiar weapons. including spread guns, lasers, flame throwers, and mega shells to stop the Falcon and his evil cronies. The game features horizontally scrolling, as well as overhead horizontal and vertical scrolling levels. And Konami has added three entirely new levels to the five already familiar to arcade fans. This is one sequel you won't want to miss.

Chiller (Sharedata)



It's just another ho hum day some time during the middle ages. You're just sitting around twiddling your thumbs when you overhear a rumor regarding a sinster presence that has invaded the castle outside of town. Supposedly the dead are coming back to life, and things are looking pretty rotten -so to speak! Anyway, unless certain evil talismans are quickly found and destroyed, the undead are going to be the only game in town-talk about ruining the neighborhood! So you set out,



GET BIGGER KICKS FIGHTING PHANTOMS!



Phantom Fighter is the martial arts game with a big difference. It's the new action game that lets you chop and kick against ghostly enemies with supernatural powers! These zombie phantoms get even bigger and stronger as your skill improves. (But don't worry—you've got some magic of your own.) You'll be challenged by some tricky questions. Ghosts, puzzles, and dialogue make this Kung Fu challenge more unpredictable. Get your kicks with Phantom Fighter!

■ Over 100 Ghosts! ■ Dialogue! ■ Password Memory!





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either on your own or with one friend, to stop the undead. Use your controller, or arm yourself with your trusty light gun. You'll have to find all 32 talismans—eight levels with four talismans on each level. As you discover all of the talismans, you'll reveal a secret message. When you've found all 32 talismans, you can advance to a special hidden level. From the graveyard to the inner sanctum it's gory, it's gross, it's killer-er, Chiller!

Toobin' (Tengen)



"Let's ao Toobin' now, everybody's Toobin' now..." Hey dude, get ready for some wild white-water action on the river of your choice. Climb aboard your favorite toob and get ready to cruise down up to 49 different rivers in nine different classes. The rivers range from prehistoric, complete with yellow dinosaurs, to southwestern, complete with six-gun shotting caballeros, to Martian, complete with purple water! And this isn't any ride down the lazy river either-vou'll have to dodge all kinds of obstacles sharp enough to pop your inner tube, including things like axes, gunfire, and flying penguins that come winging at you from the river banks. But, like, you can also grab cans and six-packs to toss at obstacles. If you're feeling really gnarly, grab power-ups, like spinning beach balls. that let you wing cans fast and far. Based on the arcade title of the same name, this game is a wet and wild change from your normal everyday sports title. Hey, like, it's totally toobular!

The Mafat Conspiracy (Vic Tokai)



Golgo 13 is back! In this all new adventure vou're on a mission to recover a stolen Star Wars satellite which has vanished from its orbit around Earth. What's more, the inventor of the satellite capture technology has also disappeared. The C.I.A. and the K.G.B. are both feigning innocence and claiming the other is responsible. If this whole mess doesn't get straightened out soon, the world is headed towards nuclear oblivion. This is where you come in. As a top secret agent you've got to solve this mystery, and fast! The ensuing adventure finds you zipping across Europe in a Ferrari, leaping across the tops of the speeding cars of the Orient express, and showing your stuff in a karate match with evil Duke Togo, Yup, Golgo 13 is back with a vengeance.

Genesis

Shove It! - The Warehouse Game (DreamWorks)

Get ready to Shove ItI-with Dreamworks' first title for the Genesis. Your challenge, as Stevedore the warehouse man, is to solve a series of com plicated puzzles. The tricky part is you've got to do it by shoving a bunch of boxes into specific locations in each room. Overall, you've got to put 160 different warehouses on 16 different levels into order. With each level the difficulty of the puzzle increases. Play by your



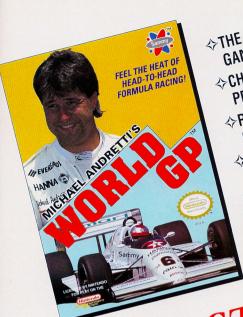
self or match your wits against another warehouseman. The game keeps track of how many moves it takes you to solve the puzzle, so you can see who's the smartest and most efficient at Shoving It! And don't worry if you get tired out by moving all of those heavy boxes. The game lets each warehouseman take a break between warehouses to dream about wealth, cars, and their beautiful oirfriends.

TurboGrafx

Neutopia (NEC)



In a far away land called Neutopia, a place of peace and prosperity, the people worshipped at a Sacred Shrine. Their beautiful princess, Raran, ruled with wisdom and kindness. Then one day the inevitable video game catastrophe happened! Beautiful Princess Raran was kidnapped by nasty, evil Boss Dirth. On his way out, he also snagged eight special medallions from the Shrine. The nerve of some people! Anyway, as you might already have quessed, you as brave young Jazeta,



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must set out to rescue the poor Princess and recapture the stolen medallions. Along the way, you'll battle through strange and dangerous lands, complex labvrinths, and even more daunting obstacles. Battle the bad guvs, collect special items, find magic potions, rescue the Princess, and save the day!

Atari 7800

Alien Brigade (Atari)

A few of the guys in your barracks are acting really weird lately. Wouldn't you know it, you're assigned to observe their odd, almost alien behavior. Soon you discover that aliens from another world have invaded the Earth and are intending to take it over. These creepy aliens have entered the bodies of seeminaly normal soldiers, and turned them into M-16-toting zombies, com-



pletely controlled by the aliens. Your mission is to save the world before the aliens take over and brainwash the entire human population. To accomplish this task, you'll have to seek out all of the aliens and destroy them. The bad news is that this involves trekking through five different, increasingly difficult, levels. The good news is that along the way you'll find weapons and other helpful items to help you stay alive. Well. it was sort of good news! Anyway, you better succeed or else the Earth is doomed. Now, how's that for pressure!

GameBov

Daedalian Opus



Journey back through time to the ancient, mystical land of Daedalus. governed by symmetry and time. To journey through this strange land, you must face the challenge of solving puzzles with a myriad of shapes and blocks. It takes the art of Daedalus and the power of your mind to figure out the puzzlina riddles of the blocks.



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

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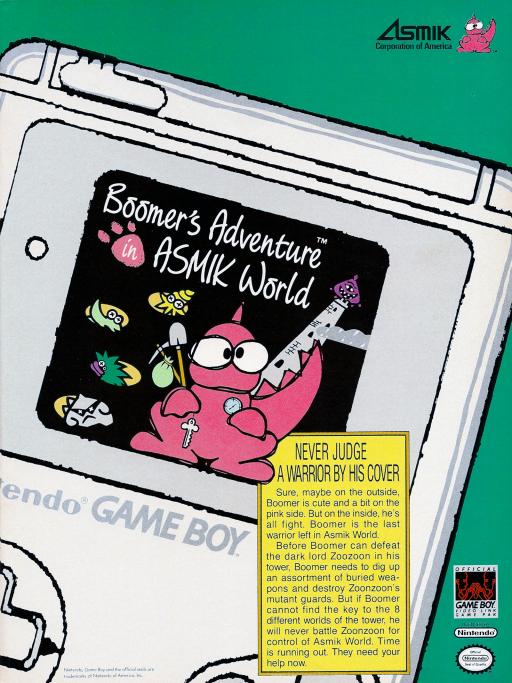
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And the Battle of the Hand-Helds Continues

The battle for a niche in the hand-held market continues with the news that BDL Enterprises has a portable NES-compatible system in the prototype stages. The unit sports a four-inch LCD color monitor and plays your regular NES carts with standard hand controllers. It's six inches wide by eight inches high by two inches deep and draws its power from four C cells. You'll be able to play almost any NES cart, however, it won't support gun cartridges. More on this as it develops.

As mentioned earlier in the magazine, we've also heard rumors indicating that NEC won't introduce the color-hand held unit that is compatible with Turbo-Grafx-16 cartridges into the U.S. this year. As for the Sega hand-held, new games are currently in development for this unit, which hopefully will be on display at the lune CES. More soon!

Westward Ho!

We just heard that Sunsoft is pulling up stakes and moving their whole operation to the Los Angeles area. Mindscape is also heading west. They were recently purchased by Software Toolworks and are relocating to the San Francisco Bay Area. And speaking of being bought, rumor has it that LJN Toys, including Enteractive their video game division, is about to be bought by an as yet unnamed party.

Goodbye Power Pak, Hello ... ??? Flash: Camerica will NOT distribute the code-altering Power Pak, the NES-compatible CD interface, or the game-playing audio CD player! But that doesn't mean the innovative products (all developed by Codemaster in England) have been banished to gizmo limbo. At press time, Camerica was putting the finishing touches on a hush-hush deal with a "major" distributor to take over all three products. In fact, it's highly likely that the Power Pak will change its name and the outward design of its box in addition to its company logo. Stand by for more on this hot deal!

And the Games Begin...

The mammoth 1990 Nintendo World Championships is well underway. The



the summer are April 19-22, Boston,

tour visits Hartford, CT, and then

and 26-29. New York City. May 3-6 the

Chicago, IL May 10-13. As we write this

dates in other cities are still pending.

The competition is divided into three age categories: 1) 11 and under, 2) 12-17, and 3) adult, ages 18 and over. Winners in each category from each of the thirty cities will journey to the World Championship Event in Orlando, Florida later this year.

The contest itself features a triathalon video game cartridge, designed especially for the championship. Each contestant must first collect 50 coins in Super Mario Brothers, then navigate through a certain distance of the Rad Racer course, and finally, test their skills at Tetris.

When they're not competing contestants can check out the Power Walk, a series of more than a dozen pavilions that showcase current and future Nintendo games.

And More Games...

Culture Brain has announced a game contest of their own, but with a twist. To enter this contest you have to walk no further than your own personal Nintendo unit. Here's how it works: The contest game is Kung Fu Heroes. You compete as a team with one other player, whoever you choose, in one of two categories. In the family category both players must be 12 years old or under as of March 31, 1990. In the General Category both players must be 13 years or older by March 31, 1990. The two of you play Kung Fu Heroes for a high score (the highest score pos-

sible is 99,999,999) and then photograph your game screen to validate your high score. Your entry must be postmarked by August 31, 1990. Selected teams will be sent to Los Angeles for the finals and a trip to Disneyland! Visit your favorite retailer for more details on the contest. And watch upcoming issues of GamePro for tips and hints on how to score big in Kung Fu Heroes!

Bayou Billy Meets Archie??

If you were depressed when you came to the end of Konami's The Adventures of Bayou Billy for your NES, cheer up! Now in it's third issue, the Adventures. of Bayou Billy comic book takes up Billy's story where the video game leaves off. It's the same old Billy, a.k.a. William lackson West. Now, he and his girlfriend, Annabelle, are busy hunting down notorious New Orleans criminals. No word vet on whether or not this means they'll star in an NFS sequel to Bayou Billy.

And Some Game News

lnex is tentatively planning a fall release for Dragon Warrior II. This sequel to Nintendo's Dragon Warrior is based on the smash series from Japan, Dragon Quest. During the recent release of Dragon Quest IV in Japan, gamers waited in huge lines to buy the cart, and people were actually mugged by thieves in search of copies of the game! LJN has scheduled a fourth quarter release for Bill and Ted's Excellent Video Game Adventure. The game idea comes from the movie Bill and Ted's **Excellent Adventure and incorporates** history, adventure, and time travel in an all new adventure for Bill and Ted. Sega of America hints at the release of a role play/adventure title this fall, that they're touting as bigger and better than Phantasy Star II. This title will be announced at the summer Consumer Electronics Show. Sunsoft is developing an NES title based on Gremlins II. The movie of the same name is scheduled for a summer relase, and the game should be on retailer shelves during the fourth quarter. A Game Boy version of Gremlins II is also in the works.

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Profinale

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

				Planer	Score
NINTENDO		Coore	Game	Player	9,999,999
	Player	Score	Kid Icarus	Conrad D. Cheslock	557,700
Game 720 Degrees 1943 Alien Syndrome Alpha Mission Arkanoid Bad Dudes Balloon Fight Bionic Commando Blades of Steel Bubble Bobble Bugs Bunny Castlevania Cobra Trangle Contra Dig Dug 2 Donkey Kong 3 Double Dragon Dragon Warrior Duck Hunt Duck Tales Faxanadu Fist of the Northstar Gauntet Ghosts and Goblins Gordia Gradius Guardian Legend Gyromte Hogan's Alley Indiana Jones Iron Tank Jackal Jackal	Conrad D. Cheslock Donald E. Vasquez Shane Stebanuk John Mooney Craip Beggs John G. Polizzi Adam Albert Michael & Jon Weldon Etrain Pardo Alice Grobarcik Michael Gaddis Jeff Adkins Conrad D. Cheslock Jim Hernandez Charlie Kimble Scott Lindsey Buzz Morgan Augusto Celso Michael Stubblefield Michael Crutchfield Doug Buford Vincent Barredo Evan Miller Jake McKenzie Michael Grutchtie Conrad D. Cheslock Scott Lindsey J.J. Cano Kelly McKenzie Randy Bachmier Rewin McLaren Ed Van-Tilburg John Meara Adam Albert	365.400 2.621.400 2.02.500 2.42.200 783.350 684.800 681.950 Finished Ultimate Champ 1.605.400 132.500 999.990 979.900 6.553.500 415.100 251.000 744.000 196.580 Finished 988.500 11.877.000 Finished 651.870 9.99.999 3.86.050 5.96.900 9.999.991 1.180.900 9.999.991	Kid Niki Kung Fu Master Legend of Kage Life Force Mach Riders Marble Madness Mega Man 2 Metroid Mickey Mouscapade Mighty BombJack Ninja Gaiden Operation Wolf Paperboy Pinball Prisoners of War R.C. Pro Am Rad Racer Robo Warrior Rush in Attack Section Z Secross Shadowgate Shooting Range Party Game Simon's Quest Skate or Die Sky Kid Solomon's Key Spy Hunter Star Force Star Soldier	Sam Wu Shane Stebanuk Roger Gullatte Pierre Aparicid Shane Stebanuk Kevin Dulin Julian Sanehez Evan Miller Eric Brocki Evan Miller Andy Robbins The Game Freak John Wittington Andy Beall Chris Pfeiffer Richard Metzger Bryan Clickener Jeff Dowis Kelly McKenzie Frank Maruca John Orr James McPartland Adam Albert Robert Connolly Kevin Martin Ray Venosdale Vincent Barredo Conrad Cheslock Todd A.Barber Roy Imman Mike Gampp Jonathan Henry Keyy McKenzie	527,050 706 650 1,192,300 277,270 118,440 Finished 13,08,920 400,000 505,050 130,880 466,270! 229,800 225,845 37,680 227,24,000 1,182,600 232,300 9,99,900 Finished Finished 99,990 Finished 44,500 367,500 6,149,140 236,701 6,443,901 6,090,000

BIB BIRTH

NINTENDO (cont.)

INIINI EINDU (C	VIII.)	
Game	Player	Score
Stinger Strider Super Mario Bros. Super Mario Bros. II Super Dodge Ball Super Pittall Teenage Ninja Mutant Turtles Tetris Top Gun Track & Field Trojan Ullimate Exodus Wings World Runner Wrecking Crew Zada Zelda II	A.J.F. Evan Miller Derek Norcross Joey Black Tad Fatum John Howland Glenn Stockwell Christopher Pollock Randall Kennedy Wayne James Adam Albert Berny Kiel Robert Connolly Conrad D. Cheslock Adam Kline Shane Stebanuk Dave Hanych David DiMarcantonio Xuong Lu	2,656,300 Finished Finished Finished Finished Finished Finished Finished 9,999,500 2,026,800 185,624 91,600 999,999 308,000 Finished 1,016,000 669,550 999,400 36,783,810 Finished in 5 games Finished in 1 games Finished in 1 games

Game	Player	Score
Rampage Rastan Rescue Mission Safari Hunt Shinobi Shooting Gallery Space Harrier 3-D The Minja Hunderblade Time Soldiers Tansbot Vonder Boy in Monster Land 's The Vanished Omen axon Illion II	Gus Zambrano DeAngelo Price Andrew Frick Matt Slezak Todd Bustillo Donald Simpson Zak Druzba DeAngelo Price Zak Druzba Michael J. Andrus Robbie Siegmann Alex Kidd Vanessa Mihara Josh Carlson DeAngelo Price Gus Zambrano George Sun	937,470 503,390 568,600 1,321,400 1,165,750 42,300 35,540,810 18,517,740 2,200,700 7,437,700 66,666,660 1,363,800 Finished Finished 75,900 342,500

SECA

	Game	Player	Score
	Action Fighter After Burner Alex Kidd/ The Lost Stars Alex Kidd/ Miracle World	Claudiu Lorentz Robert Wong Shawn Pottorf Gus Zambrano T.J. Sackfield	1,149,360 9,599,400 81,200
	Alien Syndrome Altered Beast Astro Warrior Aztec Adventure Black Belt Bomber Raid Choplitter	DeAngelo Price George Sun Gerald E. Shepard Jr. DeAngelo Price John G. Polizzi Gus Zambrano Wayne Frick	115,000 116,500 365,700 655,900 87,100 5,031,200 785,000
H H	Double Dragon Enduro Racer Fantasy Zone Tantasy Zone II BangsterTown dang On Genseiden	Pierre Desrochers Michael J. Andrus A.J.F. Vanessa Mihara Gus Zambrano Gus Zambrano Jake Harvey	3,327,200 1,199,080 6'22'44 9,999,99 6,573,200 167,920 4,125,080
N N N	fung Fu Kid faze Hunter 3-D lissile Defense 3-D ly Hero ut Run nantasy Star	Sean Skierski DeAngelo Price Sam Wu André St. Laurent André St. Laurent Donald Simpson Ron Huskiewicz	112,700 2,217,400 217,400 345,600 586,590 39,592,690 Finished
Pr R- Ra	ower Strike o Wrestling Type mbo mbo III	AJ.F. Jonathon Zaremba Jordan Crane Michael J. Andrus Shane Gransden	Finished 4,476,980 547,200 1,153,000 1,368,320 60,500

GENESIS

Game	Player	Score
Altered Beast Arnold Palmer Golf	Todd Bustillo Dennis Banomini	2,381,100 4 Pars/13 Birdies/
Ghouls N' Ghosts	Ryan Spangler Jeremy Palacat	1 Eagle/level 12/total 16 Finished
Rambo III Revenge of Shinobi Space Harrier II Super Thunder Blade Thunder Force II	Alexander Ewart Ben Ritchey Bruce Haggerty Jason Giardino	Finished Finished 443,650 1,128,600
	Shane Stebanuk Lee Venteicher	23,071,800 9,185,560 2,983,310

ATARI

Game	Player	Score	Setting
Asteroids Dark Chambers Desert Falcon Food Fight Galaga Joust PACMAN Popeye Rampage Mario Bros. Super Mario Bros. Xenophobe Xevious	Joe Knox Brandon George Corey Christian Steve Vineyard Mike Clesseliko Greg Vandendriessche A.J.F. Peter Boadry Shane Shaffer Chris Hubbard John Whittington Lindsey Anne Cyr Buzz Morgan	97,700 529,710 308,648 11,919,800 432,330 337,800 142,640 116,910 125,440 186,630 582,485 811,910	INT STD INT ADV INT Banana INT STD

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-	1943	11	21	Defender II	10	19	Jaws	10	19	Punch Out	25	49	*Terra Cresta
	720 Degrees	18	34	Desert Command	16	29	Jeopardy	16	29	Q-Bert	10	19	Tetris (Tengen)
١	8 Eves	18	34	Defender/Crown	20	38	Jeopardy Jr.	18	34	Racket Attack	13	24	Three Stooges
١	Adv. Bayou Billy	16	29	Dig Dug II	18	34	John E. Qtrback	10	19	Rad Racer	16	29	*Thundercade
-	Adventure Island	16	29	Dino Riki	18	34	Jordan vs. Bird	16	29	Raid Bungl. Bay	10	19	Tiger Heli
1	Adv. of Lolo	12	27	Donkey Kong	12	24	Joust	10	19	Rambo	10	19	*Titan Warrior
1	Adv. Tom Sawyer	16	29	Donkey Kong Jr.	12	24	Karate Champ	10	19	Rampage	14	26	Top Gun
1	*Aiging Proph.	16	29	Dnky Kg Jr Math	18	36	Karate Kid	10	19	RBI Baseball	10	19	Touchdown Fever
	After Burner	16	29	Donkey Kong 3	13	26	Karnov	10	19	Renegade	10	19	Town & Country
1	Air Fortress	16	29	Donkey Kong 3	13	26	Kid Icarus	25	45	Ring King	16	29	Track & Field
١	Airwolf	15	28	Donkey Kg Clas.	14	26	*Kid Kool	18	34	*Road Runner	18	34	Track & Field II
	Alien Syndrome	16	29	Double Dragon	16	29	Kid Niki	18	34	*Robo Cop	20	38	Trojan
	All Pro Basketball	18	34	Double Dragon II	27	48	King Knight	16	29	Robo Warriors	12	22	Twin Eagle
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	Arkanoid			Duck Tales	20	38	Legend of Kage	10	19	Rush 'N Attack	10	19	*Vindicators
	(controllr only)		19	Elev. Action	16	29	Legendary Wings	10	19	Rygar	10	19	Volleyball
١	Athena	14	27	Empire City			Life Force	10	18	Section Z	10	19	Wheel/Fortune
	Athletic World	10	19	Excitebike	10	19	Lode Runner	18	34	Seicross	14	26	Wild Gunman
1	Baby Boomer	18	34	Faxanadu	15	29	Lunar Pool	20	38	Sesame Str 123	10	19	*Willow
	Back to Future	18	34	Fester Quest	18	34	Mach Rider	10	19	Sesame Str ABC	10	22	Winter Games
1	Bad Dudes	18	36	Fighting Golf LT	12	22	*Magic Shahrazad	18	34	Shinobi	18	34	Wizards/Warrion
	Bad Str Brawl	18	34	Fist/North Star	16	29	Magmax	10	19	Shooting Range	10	19	World Games
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1	Basesloaded	12	25	Galaga	10	19	Mario Bros.	25	48	Sky Kid	20	38	Xenophobe
	Bashi Bazook	12	23	Gauntlet	10	19	*Marvels Xmen	20	38	Sky Shark	18	34	Xevious
	Bionic Commando	16	29	*Genghis Khan	26	48	Mega Man	30	59	Slalom	16	29	Zanac
١	*Black Tiger	20	39	Ghost & Goblins	10	19	Mega Man II	18	34	Soccer	16	29	Zelda
١	Black Bass	20	36	Ghost Busters	18	34	Metal Gear	10	19	Solomons Key	20	39	Zelda II
	Blades of Steel	16	29	Goal	16	29	Metroid	14	26	Spelunker	16	29	* Zeta Gundam
١	Blaster Master	16	29	Godzilla	20	38	Mickey Mouse	12	26	Spy Hunter	10	19	*Zombie Master
1	Bomber Man	14	28	Golf	10	19	Mghty Bmb Jack	20	38	Spy vs. Spy	10	19	
١	Breakthru	14	26	Golf Pebble Bch	10	19	Millipede	10	19	Sqoon	26	48	NINTENDO
1	Bubble Bobble	18	34	Golgo 13	10	19	Milons Sec Castl	12	26	Stadium Events	10	19	Game Cleaner
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1	Bump and Jump	13	24	Gotcha	10	19	Monster Party	18	34	*Star Force II	20	38	Control Deck
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	Castlequest	16	29	Gunsmoke	10	19	Ninja Kid	16	29	Super Off Road	18	34	Forgotten World
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1	Castlevania II	10	19	*Heavy Barrel	18	28	Nobun. Ambition	20	38	Super Mario I	.10	19	
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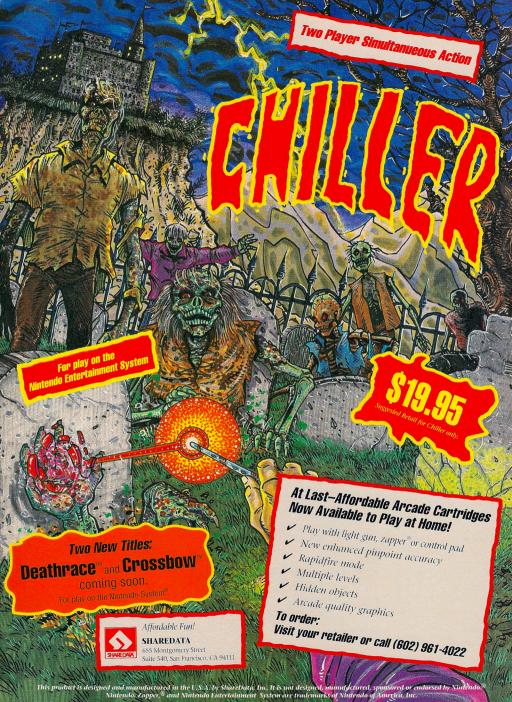
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Playability: How well can you interact with the game using your controller? (1 = poor playability, 10 = great playability)

Difficulty: How challenging is the game? (1 = not challenging, 10 = very challenging)

Fun Factor: Is the game fun to play? (1 = not fun, 10 = the most fun).

300	Graphics & Sound Pla	yability	Fun Difficulty Factor		Graphics & Sound	Playability	Difficulty	Fun Factor
Adventures of Bayou Billy	A VENT		Life April	Cybernoid		-		
Adventure of Dino-Riki		A COL	178 1884 J	Destination: Earth Star				1
Adventure of Tom Sawyer	1. JK	7,48	E O S	Dr. Jekyll & Mr. Hyde				
Air Fortress	99. PAY		100	Double Dragon		-		A
Airwolf				Double Dragon II				<u> </u>
Alpha Mission				8 Eyes				36
Amagon	200		**************************************	Fist of the North Star				
Athena				Flying Dragon				
Back to the Future		<i>-</i>		Ghosts 'N Goblins				4.2
Bad Dudes				Godzilla				
Bad Street Brawler	AM)44		A L	Gradius			1	وسليان
Balloon Fight	-201	1	The state of	Guerilla War				
Bomberman	<u> </u>	u (B ,		GunSmoke		<u> </u>		
BreakThru	<u> 14.)</u>	Shi.	A POST OF THE PARTY OF THE PART	Hudson's Adventure Island				- · ·
Bugs Bunny's Crazy Castle	NO TO SE	920.9	4 1	Ice Climber			4	
Bump 'N Jump		-		Ikari Warrior		-3	(D)	
Burai Fighter	The To			Ikari Warrior II: Victory Road		Pho		
Castle of Dragon	100		A ANCHOR	Indiana Jones and		75	17.	1500
Castlevania	The A		<u> </u>	the Temple of Doom		1.0		
Chubby Cherub	25 K		300	Infiltrator		1500	W-7.6	107
City Connection				Iron Tank		S. 100		
Clu Clu Land				Jackal			THE	Section 1
Cobra Command	ا (پانتان	五美.	<u> </u>	Jaws	2.2		W. 15	
Cobra Triangle				Karate Kid	1.0	00		4
Code Name: Viper	er [<u>'</u>	Karnov	1	1 5		
Commando	100			Kid Kool	46	S F		
Contra				Kid Niki	1 6 100			

Continued on page 94 May 1990 83

	Graphics & Sound	Playability	Difficulty	Fun Factor		Graphics & Sound	Playability	Difficulty	Fun Factor
King's Knight			THE WAY	- 2	Seicross				7 7 7 7 7
Knight Rider	1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1	1000		17.5	Silent Service	-			
Kung Fu		750			Skate or Die				
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Life Force		CA TOWN	1	Man 3	Spelunker				
Mach Rider	-				Spy vs. Spy				
Magmax					Squoon	-			
Marvel's X-Men		753	- 10		Starforce		-		
Metal Fighter	Mark. Co	er e			Star Soldier				
Micky Mousecapade	911		CAN DE		Star Voyager				
Mighty Bomb Jack	ATT.		1.50		Stealth ATF	1			
Monster Party	245	with the	2.814		Stinger				
Mystery Quest	14 C 4		4	5775-A	Super C				
1942			300		Super Mario Bros.				
1943	Total .	12.	1	100	Super Pitfall				
Ninja Kid	A . 1			5 14	Target: Renegade				
Phantom Fighter			DEX.		Terra Cresta				
Pinball		7			3-D World Runner				
Platoon	Tan A	3° 24 3			The Three Stooges				
P.O.W.		A	1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1	200	Thundercade				1
Predator	33 44			-5,	Tiger-Heli				
Puss 'N Boots	15.4		Carrie	3 /	Top Gun				
Raid 2020	5,000		45		Top Gun II:				130
Raid on Bungling Bay	750		1		The Second Mission				2 34
Renegade	A STATE OF				Trojan				* ******
Rescue:	4	770	777		Twin Cobra			- 2	
The Embassy Misssion		15.90		3	Twin Eagles				
RoboCop	28:2	THE .	4 43		Urban Champion			4	
Rock 'N Ball					Wrecking Crew			AR I	7
Rush 'N Attack			216		Zanac			00 g (0)	100
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