

NINTENDO • SEGA • ATARI • TURBOGRAFX • GENESIS

GAMEPRO

September/October 1989
An IDG Communications Publication

***10 Packed
Pages of
Tips & Tactics***

***Blow-out
ProViews:***

***Phantom Fighter
Wonder Boy III
World Class
Baseball***

***Atari's
Hot New
Hand-Held***

***Win a Free
TurboGrafx!***
See page 24

\$3.95 Canada \$4.95



WIN A TRIP TO MTV STUDIOS TO SEE "YO! MTV RAPS"

Now to find your real claim to fame
Write down five of these TAITO games
Sky Shark®, QIX®, Bubble Bobble®, Renegade® and Rastan®
Demon Sword®, Operation Wolf®, Rambo® III, Revenge of DOH®
And ya just might win a trip to "YO! MTV RAPS."

All red hot rappers wear cool dark shades
It's the way to look, it really makes the grade
You're a guaranteed winner struttin' down the street
With the right pair of shades and a rappin' beat
Like cool **RAY-BAN® DRIFTERS.**

Now all rappin' fools look slick on their feet
Wearin' funky treads and lookin' real neat
Treads with color, personality, too
The kind of treads that let you be you
Like colorful **REEBOK® HI-TOPS.**

Cool dark glasses and bright colored treads
Ain't complete without radical threads
Somethin' real wild, somethin' hot
Cool lookin' threads to take ya to the top
Like radical **SIDEOUT® SPORTSWEAR.**

Now don't forget, for your chance to win
Ya gotta write down the games, send 'em in
There's RAY-BANS, REEBOKS and SIDEOUTS, too
And a hot grand prize that's waitin' for you
SO SEND IN YOUR ENTRY FORM TODAY.



HERE'S HOW to WIN

To qualify for prizes, print the
names of five Taito games here:

- 1) _____
- 2) _____
- 3) _____
- 4) _____
- 5) _____

Mail your entry to: "Say Rap. Say Taito. Say Yo!" Sweepstakes, P.O. Box 7768, Woodside, NY 11377

Name _____
 Address _____
 City _____ State _____ Zip _____
 Telephone _____
 Apparel Sizes: T-Shirt _____ Shorts _____ Shoes _____
 Age _____

OFFICIAL SWEEPSTAKES RULES

No Purchase Necessary

1. To enter, correctly hand print the names of any five Taito games and your name, address and zip code on an official entry form or a 3"x5" card. Mail entries to: "Say Rap. Say Taito. Say Yo!" Sweepstakes, P.O. Box 7768, Woodside, NY 11377. Entries must be received by February 1, 1990. Only one entry per envelope. No mechanical reproductions permitted. Sponsor not responsible for lost, late or illegible mail. One prize per family.

2. Winners will be selected in a random drawing by the Independent Judging Organization, Inc., a subsidiary of Comart-KLP and will be notified by mail. By entering the sweepstakes, entrants agree to these rules and the decisions of the judges. Odds of winning depend on the number of entries. Affidavits of eligibility and liability/publicity releases may be required for major prize winners (in case of a minor, their parent/guardian). Travel companion of Grand Prize winner must sign release. Void where prohibited or restricted by law.

3. One Grand Prize: A five-day trip for two to New York City consisting of round-trip airfare from the major airport nearest the winner's residence, four nights hotel accommodations, a visit to MTV studios and \$10,000.00 spending money. Winners under 18 must be accompanied by parent/guardian. Dates to be determined by sponsor. (Approximate Retail Value \$3,500.00) 100 First Prizes: Reebok Hi-Tops (ARV \$65.00) 250 Second Prizes: Sideout Sportswear "Rap Ensemble," including T-shirt and pants. (ARV \$65.00) 1,000 Third Prizes: Ray-Ban Drifter sunglasses. (ARV \$60.00) No prize transfers or substitutions except by sponsor due to availability at time of drawing. Such replacement will be of equal or greater value.

4. Open to residents of the United States except employees and their families of Taito Software, Inc. and their promotion agencies.

5. For a list of major winners, send a self-addressed, stamped envelope to: "Say Rap. Say Taito. Say Yo!" Winners, P.O. Box 7769, Woodside, NY 11377.

©1989, Taito America Corporation. All rights reserved. Printed in USA. Sky Shark® Bubble Bobble® Operation Wolf® Demon Sword® A.L.C.O.N.® Renegade® GXX® and Arkano® II The Revenge of DOH® are registered trademarks of Taito America Corporation. Taito® Say Rap. Say Taito. Say Yo!® and THE ONLY GAME IN TOWN® are trademarks of Taito America Corporation. Rambo® III is a registered trademark of Carolco. Ray-Ban® is a registered trademark of Bausch & Lomb, Inc. SIDEOUT® is a registered trademark of SIDEOUT Sportswear. MTV is a registered trademark of MTV. Reebok® is a registered trademark of Reebok, Inc. MTV Network is indemnified and held harmless along with its officers, directors, agencies, employees and affiliates from and against any and all claims arising out of this promotion.

TAITO™
 THE ONLY GAME IN TOWN.™

Ray-Ban

Reebok



WIN!

One of these
exciting prizes
just by naming
5 Taito™ games

Grand Prize

5 Days/4 Nights in New York
 A Visit to MTV Studios to See
 "Yo! MTV Raps"
 \$1,000 Spending Money

100 First Prizes
 Reebok Hi-Tops

250 Second Prizes
 Sideout Sportswear T-Shirt
 and Pants

1,000 Third Prizes
 Ray-Ban Drifters

CONTENTS

SEPTEMBER/OCTOBER 1989

6 The Mail

10 The Cutting Edge

A look at some hot new peripherals and Atari's new hand-held games.

14 Hot at the Arcades

Three more sizzling arcade titles.

16 ProClassics

The GamePros take another look at the Sega classic, Fantasy Zone.

20 Adventures of GamePro

Rejoin our hero as he goes up against a Battletron and discovers the secret of the Evil Darkling Empire.

26 ProViews

This issue the GamePros look at:

For Nintendo: 720°, Phantom Fighter, DuckTales, and Dr. Jekyll & Mr. Hyde.

For Sega: Alex Kidd in Hi Tech World, Reggie Jackson Baseball, Wonder Boy III, and Phantasy Star.

For Atari: Karateka and Rampage.

For TurboGrafx: World Class Baseball.

50 S.W.A.T. (Secret Weapons and Tactics)

10 packed pages of hot tips and in-depth tactics.

60 Reader Tips

S.W.A.T. info from Game Pros everywhere!

64 Ask the Pros

The Pros answer your questions.

66 Overseas ProSpects

From Japan: Dragon Spirit for the PC Engine.

70 ProNews Report

Industry bits, pieces and profiles.
A visit with Konami and Acclaim.

78 ProChallenge Board

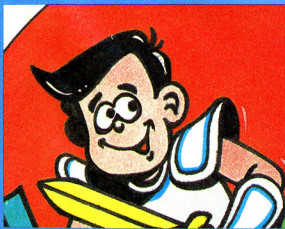
Compare your scores with the Pros.



Atari's new hand-held unit lets you put the power in the palm of your hand. See page 12.

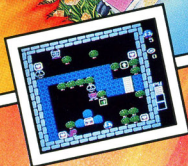
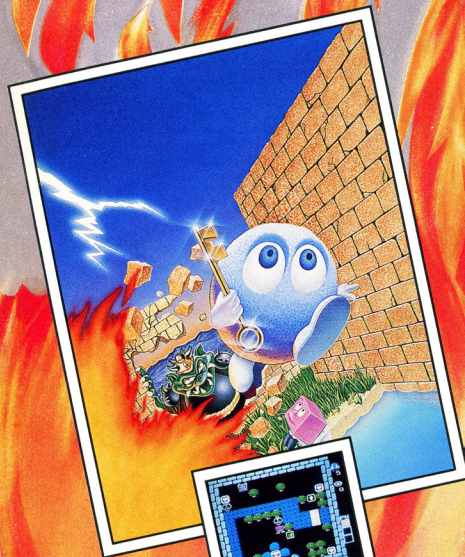


Zardoth reveals the secrets of the Evil Darklings. See page 20.



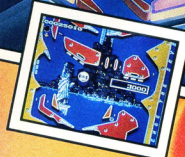
Check out the wonder of Wonder Boy III. See page 38.

HAL America Brings You 2 Hot New Games!



ADVENTURES OF
LOLO™

Challenge Your Wits With LOLO: The excitement sizzles with this one. Can you help LOLO save the princess LALA from the Great Devil? You must guide LOLO through a series of 50 different mazes filled with evil spirits. Each maze offers an ingenious triple challenge: dodge the evil guardians, move the maze objects in correct sequence, and solve the lethal puzzle by collecting the power objects. A game the whole family can enjoy, LOLO, from HAL America, is designed to improve your thinking skills.



ROLLERBALL®

Challenge Your Skill With ROLLERBALL: Fire up for the ultimate pinball challenge. Four vertical scrolling screens extend ROLLERBALL's play area, and your fun. You can have multiple balls on all four screens. It's hot! Can you keep your ball in play long enough to reach the highest score? Play against the game, or one on one with friends on the second screen, hockey version. You'll become a pinball wizard! It's the perfect family game (parents will love it because there's lots of fun, but no violence).

Licensed by Nintendo for play on the

Nintendo
ENTERTAINMENT
SYSTEM™

HAL™
HAL AMERICA INC.

The Funatic™ Specialists

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

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



© 1989 HAL AMERICA INC.

GAMEPRO Goes Monthly!

By the GamePros

It's an avalanche! No, it's just the daily mail. OK, OK, OK!! Letters from everywhere in the U. S., the Philippines, Mexico, Canada and even Qatar! And what's it all saying? Well, Paul Fletcher writes from Corpus Christi, TX to say, "Having just finished your spectacular second issue, I hope the response you receive may tempt you to go monthly." Alright, you want monthly, you'll get monthly! Starting with the November issue of GamePro, we'll be coming at you 12 times a year. We're excited and we hope you will be, too.

In the meantime, while you're waiting, crack open the cover of this issue of GamePro. You'll find all the latest and greatest in video games. For Nintendo fans it's a little bit of everything—from adventures with Uncle Scrooge in DuckTales, to 720° skateboarding, to a karate quest with the Phantom Fighter. If that all makes you a little crazy, no problem! Just grab a copy of Dr.Jekyll & Mr.Hyde for a really weird adventure. For Sega aficionados, a peek at an all-time Sega favorite, Phantasy Star. Also,

a look at two new Sega titles featuring two of our favorite heroes, Wonder Boy III and Alex Kidd in Hi Tech World. And with the series coming up, we headed out to the ballpark with Reggie Jackson Baseball. For Atari lovers, get ready to go on a Rampage or show off your karate skills in Karateka.

Make sure you also check out our ProView coverage of NEC's new game system, TurboGrafx. We've got World Class Baseball and an Overseas Prospect of PC Engine fame—Dragon Spirit. Hey, Genesis fans! We didn't forget you. Regular Genesis ProViews start with the next issue!

Besides all of the regular stuff, you'll find more new tips and tactics in this issue. We're working overtime to come up with top notch S.W.A.T. to keep your gaming hot and your scores high.

By the way, the Reader Tips are fantastic. In fact, we love getting all the mail. Keep those cards and letters coming. We read them all even if we can't answer them personally. Remember, it's readers that make this mag work, because after all, when we say GamePro, we mean you!

GAMEPRO

Publisher

Patrick J. Ferrell

Editor-In-Chief

LeeAnne McDermott

Director of Creative Services

Michael Kavish

Director of Production/Operations

Lynne Kavish

Senior Technical Advisor

Richard Frick

Writers

The Pro A.I.F. B.A.I. The Eliminator, E.B.N. C.A.T. (Chomp of All Time), Charlie T. Aslan, Gary Barth, David Winstead, Miguel Rodriguez

Advertising Sales

Western Region

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

South/Southwest Region

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

Central Region

Walter H. Baumgartner, Qualitative Access
(312)-381-8770

Eastern Region

William J. Smith, IDG/Peterborough
(603) 924-9471 or (800) 441-4403

Advertising Coordinator/Business Manager

Janet Calhoun

Circulation Director

David P. Raether

Customer Service Manager

Shauna Crowley
(800) 525-0643

Manufacturing Manager

Leslie Walden

President

Roger J. Murphy

Executive Vice President

Stephen D. Twombly

Group Publisher

James W. McBrian, Jr.

Vice President Manufacturing/Operations

Dennis Christensen

Single Copy Sales Director

Linda Ruth

Newsstand Promotion Manager

Debbie Walsh

Director of Credit Sales

William M. Boyer

GAMEPRO™ (ISSN 1042-8658) is published monthly by IDG Communications/Peterborough Inc., 80 Elm Street, Peterborough, NH 03468.

Copyright 1989 by IDG Communications/Peterborough Inc. All rights reserved. Reproduction in whole or part without prior written permission by the publisher is prohibited. All submissions including, but not limited to, artwork, text, photographs and videotapes become the property of the publisher. Submissions cannot be returned; senders should retain a copy. The GAMEPRO™ name and logo are trademarks of the publisher. GAMEPRO™ assumes no responsibility for damages due to errors or omissions.

Single copy rates are U.S. \$3.95; Canada and Mexico \$4.95. Subscription rates are \$24.95 for 12 issues. Add \$12.00 per year for Canada and Mexico; add \$12.00 per year for other countries. Foreign air mail \$80.00. Canadian and foreign monies to be in U.S. funds, drawn on a U.S. bank.

POSTMASTER: Send address changes to GAMEPRO Magazine, P.O. Box 57138, Boulder, CO 80322.

For subscriptions call toll-free 1-800-288-GPRO. For Customer Service call toll-free 1-800-289-0644. Editorial and Production offices: 2421 Broadway, Suite 200, Redwood City, CA 94063.

ACTIVISION'S EXCELLENT NINTENDO® SWEEPSTAKES

Win a complete library
of **HOT** Activision
Nintendo® games

*No purchase necessary,
just fill in the order form below.*

Enter me to WIN!



Name _____

Address _____

City _____

State _____ Zip _____

Phone () _____

Mail To: Excellent Nintendo Sweepstakes
Dept. T-00110
P.O. Box 6123
San Francisco, CA 94128

2 More Hot New Games From HAL America



AIR FORTRESS™

A Great Adventure Game:

Stand by for launch. Your mission is to save the planet Farmel from the evil Air Fortress. And you're in for a hot time. You have to fly between defense structures, fight off defense forces, pick up bombs and energy cells to help you—and that's before you go in! Can you knock out the central nuclear power source of each complex before you run out of energy? Great! But the game's not over yet. Get ready as the fortress generates its second set of eight, tougher defense complexes. You'll use all your skill before you save the planet Farmel in *Air Fortress* from HAL America.

VEGAS DREAM★™

A Great Party Game:

Wondering what to do with your friends at your next party? Why not go to Vegas? *Vegas Dream*. Play Black Jack, Roulette, Slot Machines, Keno, and when you select the "Vegas Dream" option extend your fun and meet panhandlers, con artists, accidents of fate and maybe the person of your dreams. Play with up to four friends at a time, and the game remembers your scores if you want to continue later. No matter what your game, odds are you'll love this exciting casino adventure from HAL America.

Licensed by Nintendo for play on the



The Funatic Specialists

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

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



© 1989 HAL AMERICA INC.

Keep It Up GamePro!

Your magazine is awesome! I don't like it, I love it! Especially the clearness of the pages and screen pictures that you take from games. WOW!

You're making a real slippery magazine. The interviews and sections are all cool. I thought no one would come out with a magazine that I would really enjoy this much.

This is what I would tremendously love to see in your future issues of GamePro:

- More previews on Sega games.
- More hot arcade games.
- More pages.
- More game pak pictures and those cool painted pictures that you guys make.

Luis Navarro
Castaic, CA

I love your magazine! You guys give the best tips and you review hot games. Those are the two most important things that I look for in a magazine and you've got them both! Keep on coming out with those rad magazines and you can bet that I'll get every one of them.

Robert Shaffer
Renton, WA

Nintendo Vs. Sega Vs. Atari

Here are some of the things I would like to see in your magazine: Warp zones and shortcuts, passwords, information and help in some of the older games that didn't get write ups, and more information on Nintendo games since they are by far the most popular.

I enjoy playing Nintendo. I'm 67 and need all the help I can get in finishing most of the games.

Ann Rockwell
Walkerton, IN

We liked Ann's idea about looking at older games so much that we've

started a new section called ProClassics. Each issue we'll do a ProView on an older, classic videogame. Write us and suggest some classic games you'd like to see in GamePro. - Ed.

I liked the fact that you gave overviews of all the different game systems, but it was still obvious that the game ProViews were dominated by Nintendo. I used to own both a Sega and a Nintendo. I invested over \$500 in Nintendo games and equipment. Each game I bought was solved within a month or shorter. However, as time went by I noticed my Sega games got more and more use and seemed



to become more and more challenging. It has now been almost a year and I have not solved one Sega game. I have nine games and they have all presented a unique challenge. Sega's graphics, games ideas, and even sound effects are obviously better than Nintendo. I realize Nintendo gets readers, but Sega, I believe, needs a fair chance to prove itself.

Nathan Solinsky
Rush, NY

I am extremely disappointed with you. Even though the Atari 2600 system is still the most popular system around, you never even once mentioned it. Do you realize how very few Nintendos and Segas

there are out there compared to the 2600? I am surprised at you people! I have played Nintendos, Segas and all the other Atari models and I prefer the 2600 to all of them.

Jeff Westermann
Sacramento, CA

To make your magazine better I think that you should give more information on Nintendo and Sega and less on Atari. And also give more information on Japan's games. Add more details about the game and give more information

about future released games. Give more previews on role-playing games.

David Chan
Los Angeles, CA

We get volumes of mail from owners of each of the different game systems - all passionately devoted to their favorite game unit! We'll continue to provide coverage on all of the available home video game systems, but we need your help in striking the right balance. Write us and let us know which system you'd like to see more or less of. Remember, this is your magazine! - Ed.

So, Tell Us What You Think.

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

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

Thanks for your input!

GET SET FOR RADICAL ACTION



Stand by, gamers! Capcom introduces two new thrilling games to its Nintendo series. And as always, the graphics are hot and the action intense.

First, experience the ultimate character adventure game! As MegaMan, you must conquer and control the eight empires of the evil Dr. Wily. But beware of his sinister robots that rule each empire. Their special powers present a unique challenge at every level.

Then, prepare for undercover action as the Strider. Your orders are to enter Russia and infiltrate the Red Army, returning enemy secrets to your superiors. But be extremely cautious. You know what the Russians do to spies!

So get set for radical action in these exciting additions to the Nintendo Entertainment System. From Capcom, U.S.A.



MegaMan 2 Screen Shot



Strider Screen Shot

CAPCOM®



Extra Innings.

Everything you've heard about it is true. The nerve-wracking tension, the explosive graphics, the awesome action of baseball at its best.

If that's your bag, you've finally met your match. "Bases Loaded™" has arrived!

At your favorite video game store now!



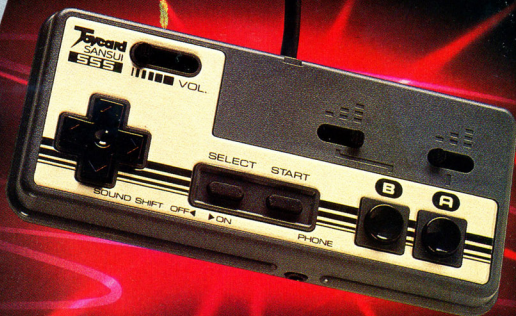
**Serious sports.
For serious players.**

Jaleco™ and Bases Loaded™ are trademarks of Jaleco USA, Inc.
Nintendo® and Nintendo of America® are registered trademarks
of Nintendo of America. © 1989 Jaleco USA, Inc.

The Cutting Edge

Sensational Sound

Jazz up your NES gameplay with Hudson Soft's Joycard Sansui SSS. This controller features a precision control directional pad and rapid-fire of up to 15 shots per second. But what really sets the Joycard apart is its stereo simulator system. Just plug a pair of stereo headphones into the Joycard and you've got stereo game sound! The Joycard makes you feel like you're in the middle of all the action and gives gameplay a terrific new twist.



Smooth Moves

Take a peek at Happ Control's latest in the Competition Pro line of peripherals. Called the Professional Control Pad, this sleek little joystick controller features options that will make your NES gameplay better than ever. Blast enemies with the multi-functional turbo, and up to 18 shots per second rapid fire. Use the eight direction precision control to work your way out of tricky spots. If you're still stuck switch into slo-mo to practice until you're a pro. We give this dynamite little control pad the GamePro thumb's up!



PHOTOS: WEINBERG & CLARK



EVERYTHING ELSE IS CHILD'S PLAY.

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

3-D sensors track the position of your hand, giving you free-flowing, instant response. It's a complete connection. Intense. And powerful.

Plus, the Power Glove has a unique programmable keypad that gives you amazing new ways to play almost every Nintendo® game. All your joystick games become different. More exciting. And with games specifically designed for the Power Glove, you'll be blown into another dimension.

So look for the Power Glove when it hits stores this Fall. Once you put it on, everything else becomes child's play.



POWER GLOVE™

Licensed by Nintendo for play on the
Nintendo
ENTERTAINMENT
SYSTEM™



© Mattel, Inc. 1989. All Rights Reserved. Nintendo and Nintendo Entertainment System are registered trademarks of Nintendo, Inc., used under license. Manufactured under license from Abrams/Gentile Entertainment, Inc. Lightning bolts not included.

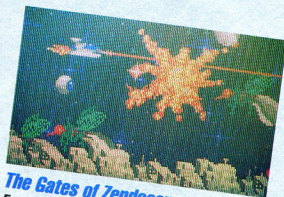
Pocket Power

Hand-held games are hot! Check out Atari's new portable Lynx Entertainment System. Priced at under \$150.00 this unit goes anywhere you go—the beach, the car, school or work! Game units feature an eight-way joystick, two fire buttons and five function buttons. Plug into the headset jack to play without bothering others. Hook up with up to eight other units for multi-player competition play. Games for the system are credit-card sized—look below to see what's available!



Impossible Mission

Rescue the president's daughter from the Criminal Brain. Face all kinds of electrifying danger as you maneuver through mazes and other obstacles.



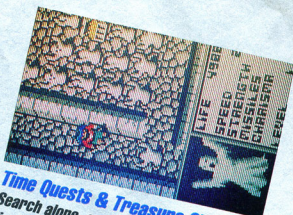
The Gates of Zendocon

Escape from the evil alien Zendocon's! Evade all kinds of horrible aliens as you attempt to flee to safety.



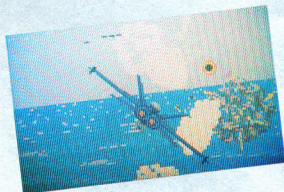
Monster Demolition

Crunch buildings, cars and trucks as you and your friends smash your way through this monstrous adventure.



Time Quests & Treasure Chests

Search alone, or with your friends to find the Star Gem, a source of eternal life. Choose one of eight different characters and meet obstacles you won't believe.



Blue Lightning

Fly 10 different missions in the fastest aircraft ever designed. Use speed, tricky maneuvering and special weapons to knock the enemy out of the sky.



California Games

Hey dudes! This Golden State extravaganza comes with your game unit! It's a surfing, skateboarding, foot bagging and BMX bike racing adventure. This rad game is for multiple players.

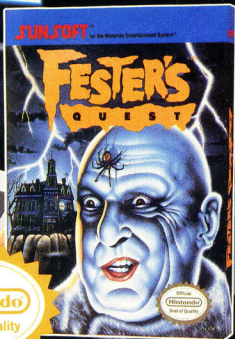
GET THE TITLE THAT JUST MIGHT DRIVE YOU CRAZY!

You rang.



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

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



SUNSOFT® THE TITLEHOLDER!

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

Hot News for Hot Shots!

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

Name _____ Age _____

Address _____

City _____ State _____ Zip _____

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

GP

Hot at the Arcades

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

Summer's here fellow game pros. That means warm weather and hot video games...not necessarily in that order. Sports is the main game theme of our reviews this issue, along with a shoot-em-up that will make everybody's hot games list.

Also included in this issue are a few more ProTips to improve your arcade game play. Look forward to future issues where we'll include arcade game tricks and strategies.

Cyberball (Atari)

Step up to a mini-stadium game cabinet equipped with two screens and four separate player controls. Choose from one to four players and play football in the 21st century, with robots instead of humans. Pick your favorite team - running, passing, or well-balanced. You control the quarterback when the ball is hiked...lateral to a running back, or pass to a wide receiver. Watch out for interceptions. Collect bonus money for completions and touchdowns. Buy star players to replace damaged ones with team funds. Select the defensive player you'd like to control. Play back to guard against the run. Hit smoking robots who have the ability of preset offensive and defensive plays. Cyberball is hard-hitting and explosive football action of the future.

PRO TIP: Learn to disguise yourself as a defensive drone robot. Use the mall-drop for a quick score.



Arch Rivals (Bally Midway)

What do you get when you put two on two in basketball and let players punch and grab...you get a basketball brawl. Select one of eight different players to control. Team up with a computer-controlled team mate and get ready for some hot basketball action. Pass the ball back and forth to your partner and wait for a good shot. Punch your opponents and insure a rebound if you miss. Grab and pull down opponent's shorts. Then steal the ball. Your coaches watch from the side as the crowd shouts "de-

fense, defense." Cheerleaders cheer you on, and do a nifty half-time show. Watch for coach's tips during quarters. Checkout your shooting, rebound and steal statistics after the game. Play against the computer or a friend. Great graphics and game play, combined with music, human voices and lots of humor, make this a really hot summer game.

PROTIP: Stay close to your opponent's basket, jump up and block the ball when they shoot.

Twin Eagle (Taito)

You're the pilot of Twin Eagle, a jet and helicopter combination aircraft. Armed with missiles and bombs you pilot your ship through hostile territory. Destroy anything and everything that gets in your way. Collect power-up balloons and blimps dropped by a supply jet to increase your ship speed and firepower. Action takes place over land, sea, and air. Ground targets include shooting tanks, soldiers and heat-seeking missile bunkers. Destroy the trees and buildings where enemy soldiers hide. Avoid and shoot waves of enemy mini-helicopters. Take to the air for an all-jet level. Enemy jets attack from the front and rear while shooting bullets and missiles. In later levels fly over the sea and attack a giant aircraft carrier. Drop a bomb and wipe out all enemy ships when the action heats up. Wild, wild music and game play, along with good graphics, make this one of the all time hottest shoot-em-up games.



PHOTOS: WEINBERG & CLARK
ARCADE: MILPITAS GOLDFLAND

PRO Classics

Fantasy Zone

By The Pro, A.J.F.

Ready for an adventure that's out of this world? Then come with us on a trip through Sega's Fantasy Zone!

Climb into Opa-Opa, a charming space-fighter. Your mission—recover the stolen funds of the eight allied planets of the Fantasy Zone and destroy the evil Menon forces.

1
ROUND

Pliafeet, Planet of Greenery

Begin your journey with the standard parts of your ship—Small Wings, Twin Shot, and Single Bombs. Grab better weapons by blasting enemy creatures and collecting the coins they drop. Once you've got enough money a Weapons

Shop appears. Your best buys in the first shop are the Big Wings or Jet Engine, the Twin Bombs and any other weapon you can afford! Destroy six enemy bases to clear this stage and stop attacks from generator enemies.

Stop the Block Head at the end of this level by shooting into his mouth when he opens it!

2
ROUND

Tabas, Planet of Fire

Battle lots of weird creatures on this planet. Head first to the Weapons Shop and buy the Laser Beam and 7-Way Shot. Begin by destroying all

six enemy bases with the Laser Beam. When the Weapon-Select Balloon appears, switch to the 7-Way Shot to finish off the enemy boss.

Watch for unidentified flying objects he spits from his head.

3
ROUND

La Dune, Planet of Sand

Start this hot and sandy level off with the 7-Way Shot. Destroy all the enemy bases and you face an enemy boss armed with deadly lasers.

Zap him by getting directly above his laser cannons and dropping a Heavy Bomb.

4
ROUND

Dolimicca, Super Planet

Among the rolling hills and giant mountains of Dolimicca, the 7-Way Shot is your best bet at the

start. Blast all the enemies on this planet; you'll face an evil, Pac-Man type creature

ROUND 5

Polaria, Planet of Ice

Go with the 7-Way shot once again! Make your way through this chilling level only to face monster snowmen who toss deadly snowballs.

Melt these beasts with a laser beam and destroy all of their same-sized frosty friends at the same time.

ROUND 6

Mockstar, Planet of Clouds

By now you're getting the hint that we think the 7-Way shot is the best weapon on almost any level! Grab it again and destroy all those enemy

bases in the clouds. When you come down to earth you'll confront a Giant Killer Turtle, who launches circular objects out of his unique back.

Stop this hard-shelled fiend with a heavy bomb dropped on his back. Time it to land just when he first pops his head out of the shell.

ROUND 7

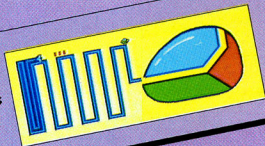
Pocarius, Planet of Water

Arm Opa-Opa once again with the 7-way Shot and zap all your enemies. Take some time to

enjoy the beautiful scenery—including spectacular waterfalls. But watch out for Bigmouth.

He'll try to materialize on your ship. Fight Bigmouth with the Laser.

ROUND 8



Using the full capabilities of the Sega Master System, Fantasy Zone features vibrant colorful scenery backgrounds, vibrant musical soundtracks for each and fun musical soundtracks for every level. Fantasy Zone is a must for every Sega Master System owner—a true ProClassic!

Salfar, Planet of Evil Spirits

You begin this round in the Weapons Shop. Choose your weapons wisely. If you've already got many weapons, don't buy any. Make sure you have a few men in reserve. The best weapons to start out with are the Laser Beam and all the Heavy Bombs you can carry.

Are you ready? Face all the enemy bosses you met in each of the previous levels! They're out for revenge and meaner than ever! When your Laser wears out, you'll have to rely on your manual firepower and Heavy Bombs. If you die, you're back in the Weapons Shop to try again!

Your final enemy launches six snake-type weapons at you, each faster than the last. To beat him use the 7-Way Shot (if you have it) and Heavy Bombs, carefully dropped on the fifth and sixth snake heads.

The best weapon against this beast is the Laser—shoot his tongue when he sticks it out at you!

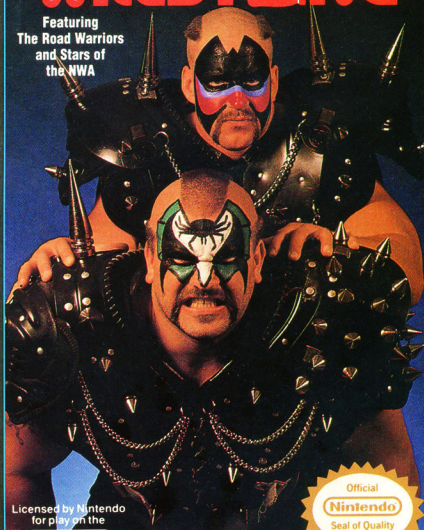
A BREAKTHROUGH IN REAL WRESTLING ACTION!

FCI

WCWSM
WORLD CHAMPIONSHIP

WRESTLING

Featuring
The Road Warriors
and Stars of
the NWA



Licensed by Nintendo
for play on the

Nintendo
ENTERTAINMENT
SYSTEM™



Take a break from play wrestling and get into the real action! Make your choice from 12 top NWA wrestlers, each with his own speciality move and then select four additional moves to clobber your way to victory in tag teams or single player matches. Become 6'5" of solid muscle as "Total Package" Lex Luger. Use the *Flying Body Press* of Ricky Steamboat. Stun your opponent with Sting's *Scorpion Death Lock*. Master Road Warrior "Animal's" *Power Slam*.

The action keeps going even outside the ring! Two players or solo against the computer!
World Championship Wrestling—It's so real, it's unreal!

FCI
Not Just Kid Stuff

Fujisawa Communications International, Inc., 150 East 52 Street, New York, NY 10022 Tel: (800) 255-1431. In NY State (212) 753-8100. Phone Counseling Hotline (312) 968-0425.
WCW and World Championship Wrestling are service marks (SM) of World Championship Wrestling, Inc., and are licensed by FCI for play on the Nintendo Entertainment System.
Nintendo and Nintendo Entertainment System are registered trademarks of Nintendo of America, Inc. FCI is a trademark of Fujisawa Communications International, Inc.



Subscribe to
PCGames Magazine
and Release the Power
of Your Imagination.

**Experience PCGames.
The Ultimate Buyer's Guide for
MS-DOS Recreational Software.**

**The Best Players Trust
The Best Source.**

PCGames is jam-packed with in-depth playing techniques, product reviews, and key strategies to keep you in top form.

We also keep you up to date with all the latest developments in hardware, monitors, graphics, and joysticks.

And our writers are seasoned pros who know their stuff and dig deep to bring you the hottest information on the market.

Built to Help You Beat Your Best.

PCGames is designed to maximize your fun, sharpen your skills, and show you the best in imaginative adventures, out-of-this-world fantasies, children's games, paint programs, simulation software and much more!

**An Amazing Magazine
With An Amazing Offer.**

Subscribe now and receive 4 issues for only \$12.97. That's 20% off the cover price!

To order, call toll free **1-800-258-5473** and charge it on your VISA, Mastercard, or American Express. Or, simply return the coupon below.

So, subscribe today. And see how far your imagination will take you tomorrow.

☒ **Please send me 4 issues of
PCGames for only \$12.97. I'll
save 20% off the cover price.**

☐ Payment Enclosed

☐ VISA ☐ Mastercard ☐ AMEX

Card# _____

Exp. Date _____

Signature _____

Name _____

Address _____

City _____

State _____ Zip _____

Mail to: PCGames, IDGC/Peterborough,
80 Elm Street, Peterborough, NH 03458.
Allow up to 10 weeks for delivery.

**To Order Call Toll Free:
1-800-258-5473**

Canada & Mexico \$14.97; Foreign Surface \$19.97; Foreign Airmail \$31.97.
(Prepayment in U.S. Funds drawn on U.S. Bank is required for all foreign orders.)

The Adventures of

Chapter 2: REVELATIONS!

GAMEPRO

FRANCIS
MAO

WRITER/ARTIST

MICHAEL
KAVISH

ART DIRECTOR

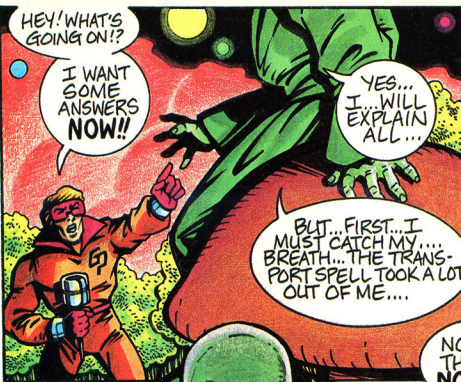
Previously:

From a dimension parallel to Earth, five mysterious robed figures observed Alex West, a computer programmer and video games enthusiast, who had progressed further than anyone on a notoriously unbeatable video game called GAMEPRO. Quick reflexes and sharp concentration enabled Alex to be the only person to ever destroy the ominous Battletron and complete the game! Suddenly, arcs of electricity shot out of Alex's TV screen, transporting him into the chambers of the Video Dimension. Before all could be fully explained, the group found themselves under attack. With no time to spare, Alex was transformed into the hero in the GAMEPRO video game, just as a huge explosion rocked the chambers. To Alex's horror, a monstrous Battletron unit loomed overhead with its cannons aimed directly at him...





SHHRRZAAKK!



HEY! WHAT'S GOING ON?!

I WANT SOME ANSWERS NOW!!

YES... I... WILL EXPLAIN ALL...

BUT... FIRST... I MUST CATCH MY... BREATH... THE TRANS-PORT SPELL TOOK A LOT OUT OF ME....

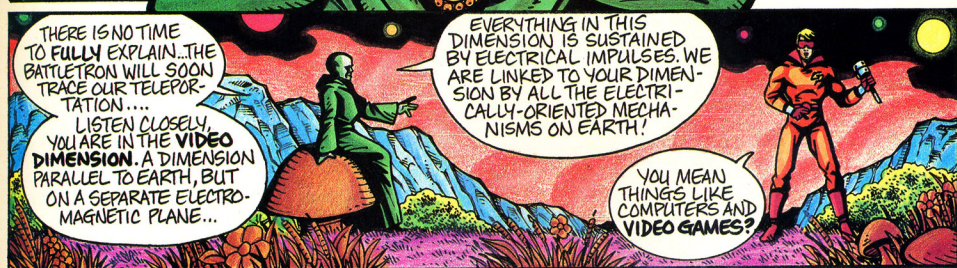
WELL, HOW ARE YOU GOING TO EXPLAIN WHAT HAPPENED? THAT WAS A **REAL** BATTLETRON! IT ALMOST KILLED US!!



AND THIS COSTUME I HAVE ON! IT'S LIKE THE GUY IN THE **GAME-PRO** VIDEO GAME! ARE WE PLAYING SOME DUMB VIDEO GAME!?

NO, ALEX. THIS IS **NO** GAME!

UNCOUNTABLE LIVES ARE AT STAKE...!!



THERE IS NO TIME TO FULLY EXPLAIN... THE BATTLETRON WILL SOON TRACE OUR TELEPORTATION....

LISTEN CLOSELY, YOU ARE IN THE **VIDEO DIMENSION**. A DIMENSION PARALLEL TO EARTH, BUT ON A SEPARATE ELECTRO-MAGNETIC PLANE...

EVERYTHING IN THIS DIMENSION IS SUSTAINED BY ELECTRICAL IMPULSES. WE ARE LINKED TO YOUR DIMENSION BY ALL THE ELECTRICALLY-ORIENTED MECHANISMS ON EARTH!

YOU MEAN THINGS LIKE COMPUTERS AND VIDEO GAMES?

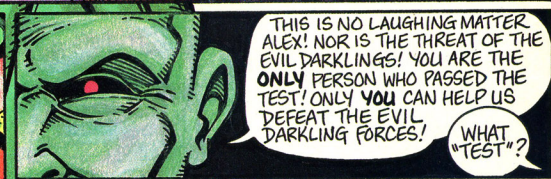


EXACTLY!!

EXCEPT, WHAT YOU CONSIDER A VIDEO GAME IS A **REALITY** IN THIS DIMENSION.... FOR THIS DIMENSION SUSTAINS THE DETAILS AND IMAGES OF YOUR COMPUTER SIMULATIONS AND BRINGING THEM TO LIFE!!

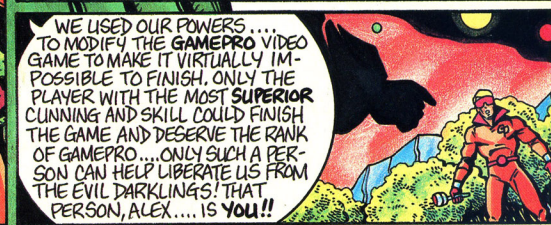
HA! THIS IS NUTS!!! SO, WHAT ARE YOU TELLING ME!?

IF I'M LUCKY, I MIGHT GET A DATE WITH M.S. PAC-MAN?



THIS IS NO LAUGHING MATTER, ALEX! NOR IS THE THREAT OF THE EVIL DARKLINGS! YOU ARE THE **ONLY** PERSON WHO PASSED THE TEST! ONLY **YOU** CAN HELP US DEFEAT THE EVIL DARKLING FORCES!

WHAT "TEST"?



WE USED OUR POWERS.... TO MODIFY THE **GAMEPRO** VIDEO GAME TO MAKE IT VIRTUALLY IMPOSSIBLE TO FINISH. ONLY THE PLAYER WITH THE MOST **SUPERIOR** CUNNING AND SKILL COULD FINISH THE GAME AND DESERVE THE RANK OF **GAMEPRO**.... ONLY SUCH A PERSON CAN HELP LIBERATE US FROM THE EVIL DARKLINGS! THAT PERSON, ALEX.... IS **YOU**!!

WHABOOOMM!

ZARDOTH!
TRANSPORT
US OUT
OF HERE!

NO! I AM
STILL WEAK...
YOU MUST
DEFEAT IT
WITH YOUR
ION STAFF!

BUT...HOW?
THIS ISN'T
A GAME...
IT'S REAL!

HAVE FAITH
IN YOUR
ABILITIES!

ALRIGHT
YOU...

SKABOOOMM

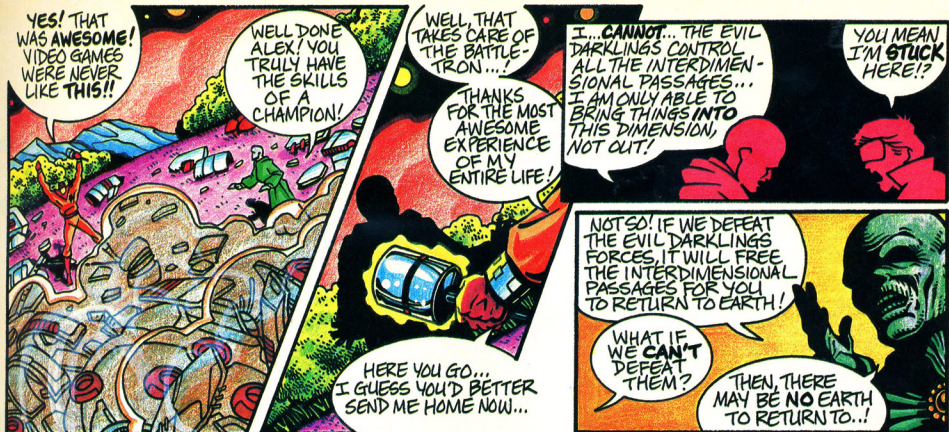
...YOU'RE
GOING
DOWN!!

JUST LIKE
THE GAME ALEX...
FIRST, THE
LEGS...

...DISRUPT
THE CIR-
CUITRY...

...AND
TAKE OUT
THE MAIN
SENSOR!

CRASHOW



YES! THAT WAS AWESOME! VIDEO GAMES WERE NEVER LIKE THIS!!

WELL DONE ALEX! YOU TRULY HAVE THE SKILLS OF A CHAMPION!

WELL, THAT TAKES CARE OF THE BATTLE-TRON....!

THANKS FOR THE MOST AWESOME EXPERIENCE OF MY ENTIRE LIFE!

HERE YOU GO... I GUESS YOU'D BETTER SEND ME HOME NOW...

I... CANNOT... THE EVIL DARKLINGS CONTROL ALL THE INTERDIMENSIONAL PASSAGES... I AM ONLY ABLE TO BRING THINGS INTO THIS DIMENSION, NOT OUT!

YOU MEAN I'M STUCK HERE!?

NOT SO! IF WE DEFEAT THE EVIL DARKLINGS FORCES, IT WILL FREE THE INTERDIMENSIONAL PASSAGES FOR YOU TO RETURN TO EARTH!

WHAT IF WE CAN'T DEFEAT THEM?

THEN, THERE MAY BE NO EARTH TO RETURN TO..!

THE EVIL DARKLINGS ARE A WARRING RACE BENT UPON TOTAL CONQUEST AND DESTRUCTION OF ALL LIFEFORMS. THEY ARE USING THE VIDEO DIMENSION AS A BRIDGE TO LAUNCH THEIR INVASION OF YOUR WORLD...!

BUT... COMPUTERS AFFECT EVERYTHING ON EARTH... BANKING, COMMUNICATIONS... ...DEFENSE SYSTEMS!

YES! WE MUST DESTROY THE EVIL DARKLING STRONGHOLD WITHIN EACH GAME THEY HAVE INFESTED. BY SYSTEMATICALLY REMOVING THEM FROM EACH GAME WE CAN FLUSH THEM OUT FOR THE FINAL CONFLICT!

THE EVIL DARKLINGS MUST BE STOPPED!

BUT..

...I'M NOT SURE... THIS DOESN'T SOUND AS SIMPLE AS YOU MAKE IT... WILL YOU HELP ME, IN BATTLE?

ENOUGH TALK! WE MUST LEAVE BEFORE THEY COME TO INVESTIGATE THE LOSS OF THE BATTLETRON!

NO... I AM ONLY ABLE TO TRANSPORT YOU BETWEEN GAMES.

NO WAIT! I DON'T THINK I CAN DO THIS!

YOU MUST ALEX! ACCEPT YOUR DESTINY... YOU ARE GAMEPRO!

THEY ARE A SHAPE-CHANGING RACE AND ARE VEILING THEMSELVES BEHIND THE INNOCUOUS NATURE OF VIDEO GAMES TO INFILTRATE THE ELECTRICAL AND COMPUTER NETWORKS OF EARTH!

SHHHHRZZZ ZZZZZZZZ

CONTINUED NEXT ISSUE!

**Tell us
about you...**



**and you could win
a TurboGrafx-16!**

**Enter GamePro's
Reader Survey
Contest!**

We want to find out more about you
and what you like.

So we thought up a great way to
thank you for filling out our Reader Survey.

We'll enter your name in our drawing to
win the amazing new TurboGrafx-16 or
one of these other incredible prizes!

Just fill out both sides of this survey
and mail it to the address on the backside
by **October 31, 1989.**

It's that simple to win big!

Don't delay, enter today!

Only one entry per person please.
Winners will be notified by mail by
November 30, 1989.

**One 1st Prize:
A TurboGrafx-16!
A \$199.00 Value.**

**Five 2nd Prizes:
Two cartridge games
of your choice!
An \$80.00 Value.**

**Twenty 3rd Prizes:
A GamePro SuperShirt!
A \$7.95 Value.**

BANDAI

Licensed by Nintendo for play on the

Nintendo ENTERTAINMENT SYSTEM

"EXCELLENT!"

BANDAI
GOLF

Challenge Pebble Beach

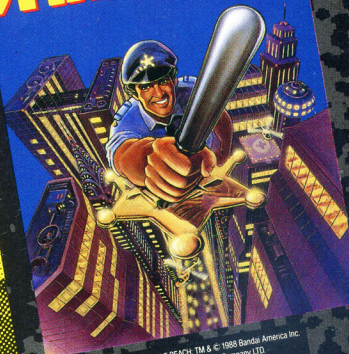


SHOOTING
RANGE



DR. JEKYLL
AND MR. HYDE

STREET COP



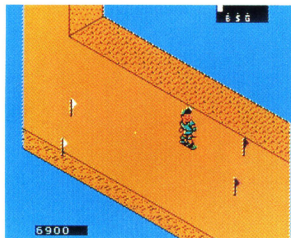
WILD BOYS



BANDAI GOLF: CHALLENGE PEBBLE BEACH: TM & © 1988 Bandai America Inc.
DR. JEKYLL AND MR. HYDE: TM Bandai © 1988 The Company LTD.
MONSTER PARTY: TM & © 1989 Bandai America Inc.
SHOOTING RANGE: TM & © 1989 Bandai America Inc.
STREET COP: TM & © 1989 Bandai America Inc.
WILD BOYS: TM & © 1989 Bandai America Inc.
NINTENDO and NINTENDO ENTERTAINMENT SYSTEM are
Trademarks of Nintendo of America Inc.
Distributed by Bandai America Inc. 12951 E. 166th St., Cerritos, CA 90711
(310) 395-0947

By The Eliminator

720° the daring mid-air double spin, is the world class skateboarder's tour-de-force. Set against the backdrop of Skate City, this high-speed action video game is an endless display of awesome stunts, rad jumps, handstands, and



Slalom down ramps at high speed!

brehtaking spins. Your skillful skating maneuvers score points and earn you tickets to participate in four events—downhill, slalom, jump and ramp. As you tear down waves of ramps with hairpin curves,



Can you make the meanest 720°?

you must also fend off motorcycle maniacs, mean-looking goons, and



Buy hot equipment at skate shops.

other obstacles. Cash prizes can be used to purchase hot skating equipments from the shops, to boost your overall performance, like helmet, skateboard, pads, and high-top shoes. You can also beat the clock to earn bronze, silver or gold medals.

Skate or Die

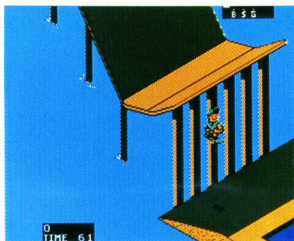
Whether you are flying down through a series of gates at top speed, or using your quick reflexes and landing on bonus markers, you



Dodge all kinds of crazy obstacles.



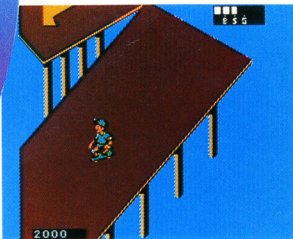
must race against the time bar. The time bar dwindles as you do your maneuvers. When the time bar disappears completely, you are given a couple of seconds to enter an event before a nasty swarm of stinging bees gets the better of you.



PROTIP: Remember, the more you spin, the more points you earn. Earn extra points by jumping and spinning over water hazards, grass patches, ramps and curbs.

720° by Mindscape is an entertaining game, challenging you every minute, as the screen scrolls along. The graphics and animation are spellbinding. The musical scores taken right off the coin-op are impressive. As you skate up the side of the concrete tidal wave, can you execute the meanest 720°?

PROTIP: At the beginning of the game buy as much equipment as possible with your \$100. Then go to a skate park and your performance will be top notch.



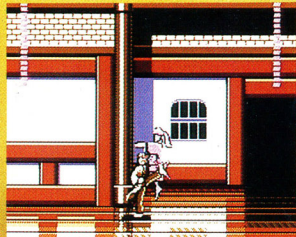
Hey dude, go for it!



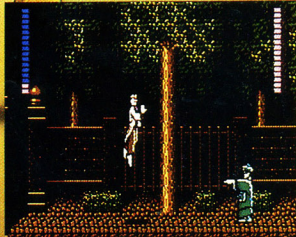
PHOTO: JAKE ROSENBERG
RIDER: JOHN SONNER, H STREET SKATEBOARDS
COMPUTER ILLUSTRATION: TRACYE GRIEVS

Skate City is skateboard heaven!

PHANTOM FIGHTER



Use turn-kicks to trash Kyonshies.



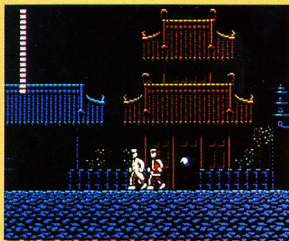
Kyonshies are everywhere!



Learn new moves in the training hall.

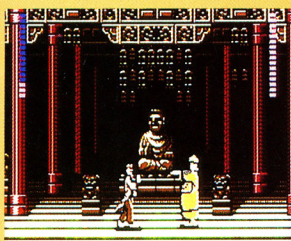
By The Pro, A.J.F.

You are the skilled, hired assassin, Kenchi. Your call—rid the villages of the evil zombies known as Kyonshies. To complete your mission you'll have to journey through eight villages, learn new martial arts skills, and find powerful weapons.



Explore each village carefully.

In the first village, explore seven houses, including a temple, a training hall, a grave yard, a garden and a cave. Go into a house and you'll find a Kyonshi waiting to ambush you. Kyonshies come in all shapes, sizes and various colors. Beware of their deadly sharp claws.



PROTIP: Always locate the nearest temple in each Village. If you're about to die, head to the temple for unlimited healing!

Defeat Kyonshies before they beat you with multiple timed kicks and punches. Each time you beat a Kyonshi you are rewarded with a

special weapon, valuable information, or a scroll.

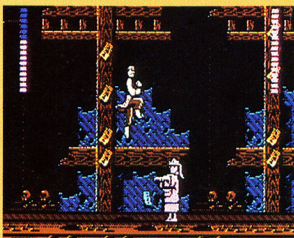
After you've earned a few ancient scrolls, head to the nearest training hall to master some new martial arts skills. Before you enter



Kyonshies attack you in the cemetery.

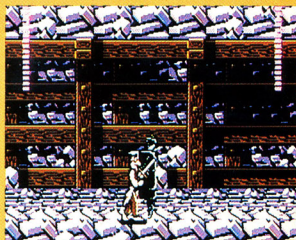
the hall you've got to answer a trivia question! Fail to answer correctly and you're kicked out. Learning new moves helps you do more damage to your enemies. New skills are cheap to learn in early villages, but more expensive later on.

Some of the different special weapons you can earn are the sacred sword, the tonten and the talisman. Experiment to discover the weapons that work best with the different Kyonshies. For example, some weapons work best against the enemy boss in Village 1 (Note: You must have three objects in the upper right-hand corner before you can enter the cave where he's



Use jumping maneuvers to demolish Kyonshies.

hiding). To beat this enemy use either the sword or tonten, with a combination of powerful kicks.

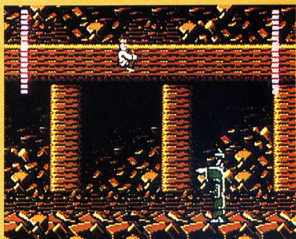


Battle Kyonshies in caves.

Once you've finished Village 1 you've got the basics of how to play the game. Each village along the way is more difficult and dangerous than the last. Never leave a village without learning all the martial arts skills possible. You'll need them to win at later levels.

PROTIP: The only way to defeat the witch in Village 8 is with the Phantom Punch.

Great graphics, charming music, and some fantastic animation make FCI's Phantom Fighter a kung-fu game that packs some punch.



Fantastic flipping moves keep you out of the Kyonshies' reach.

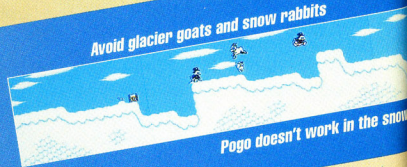
DuckTales



The African Mines

You won't get far in this underground maze unless you've gotten the Skeleton Key in Transylvania. Once you're inside of the mines search for a hidden treasure called the Giant Diamond of the Inner-Earth. To reach this treasure you'll have to get past flying bats, underground swamp creatures and other creepy crawly beasts. Use your pogo-jump to cross the underground swamp. If you're low on energy, look for Mrs. Beakly in the mines. She'll give you a tasty snack. Walk through the illusion wall and you'll find a Scrooge Doll for a 1-up. Beat the King of the Terra Fermies and you'll get your treasure.

Avoid glacier goats and snow rabbits



Pogo doesn't work in the snow

The Amazon Jungle

Search through the steamy jungles and climb the Inca ruins as you look for the missing Septre of the Incan King. Remember to perfect your pogo-jump so you can avoid pesky gorillas and buzzing bees. Find a Scrooge Doll in the cave below the jungle—between the spiders and spiked logs. This gives you a 1-up! If you find Launchpad here, or in any other area, you can head back to Duckburg, and unload the treasures you've collected before continuing your journey. Head up among the ruins to face the final foe of this area in an Incan Temple—the evil Zarduck! Beat him and he'll hand you the missing Septre.

Watch for bees

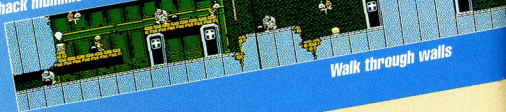


Watch your step

Welcome to Capcom's DuckTales™

As millionaire Scrooge McDuck your mission is to journey through five weird, wacky (or should we say "quacky") and wonderful areas to collect five lost treasures. Your crazy nephews, Huey, Dewey, Louie, and Webby are along to help you and give you hints in each of the different lands. A few other bird brains, like Bubba Duck, and Launchpad give you special treats or treasures just when you need them most. Here's a bird's eye view of the journey ahead of you...it's an adventure you won't want to miss.

Whack mummies with your cane or pogo-jump them



Grab treasure to increase your score

The Moon

Yipes, you're in outer space! Space ducks fly right and left as you search for the Green Cheese of Longevity—the final treasure that gives you the strength to complete your mission. To search all the rooms in the giant UFO, you'll need to find the key—hidd-

Grab a Scrooge 1-up here

A treat from Mrs. Beakly

Walk through this wall

Pogo over these swamp creatures

Head this way to the King

The Himalayas

Brrr...This is a chilly spot, filled with ice and snow. You'll find that your pogo-jump doesn't work in the snow. Even worse, that ice gets awfully slippery under your webbed feet! Watch your step down here or you'll plummet into an ice crevice. Bubba Duck is trapped—frozen in the ice. If you rescue him, he'll give you a special power-up to increase your maximum energy. Make your way through this icy maze and you'll go up against an Abominable Snowman. Knock him out and you'll get the Crown of Genghis Kahn.

Your ice skating nemesis

This ice is slippery

One of these vines leads to treasure

Watch for creepy spiders

Pogo over spiked logs

Grab a Scrooge Doll

Transylvania

It's a thrilling, chilling scene as you wander through the halls of this haunted mansion. Watch out for duck mummies and skeletal duck zombies! A quick swing of your cane sends the mummies spinning. Talk to your nephew Huey for a clue. Use mirrors to transport yourself to the different rooms of the mansion. Remember, this is a haunted mansion—in some places you can walk right through the walls and find special secret treasures, or dangers, on the other side. Behind one of these walls grab a special power-up that increases your maximum power level. Beat Magica de Spell at the end of this level and he'll give you the Coin of the Lost Realm.

Go through mirrors to other rooms

An illusion wall

Search this UFO for a key

A tasty cake treat

Jump on Space Ducks for burgers

The Final Level

Succeed in collecting all five lost treasures and you're set to face the fowlest and final of your battles with Flintheart Glomgold—the worst of all Scrooge's enemies. So what are you waiting for? Uncle Scrooge and all your other beaked buddies from Duckburg are ready to go treasure hunting!

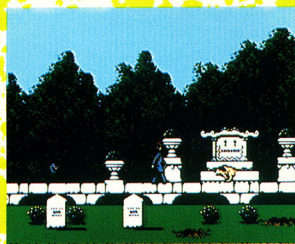
high up in the farthest left hand corner of the space ship. Once you've got the key you can find Gizmo Duck's lost remote controller. Use this to contact Gizmo Duck. He'll help you get past the giant wall on the Moon's surface. Then it's on to the cheese.

By Gary Barth

Your spirits rise as you stroll through the streets of London. It's your wedding day and you're off to meet your lovely fiancée, Miss Millicent. But will you make it to the church on time? In fact, will you make it to the church at all? Along the way, you'll meet with many unexpected accidents and obstacles. If these frustrations get to you, you'll find yourself thrust into a world of evil.

Welcome to the world of Dr. Jekyll and Mr. Hyde, the newest action game from Bandai for your NES. The game has six fast-paced levels of non-stop action. In the world of good, test yourself against seemingly normal men, women, children, and animals. If you're not up to the test, you'll become Mr. Hyde, forced to fight demons, floating rocks, and fire monsters in order to build up your strength. Only then can you transform back into Dr. Jekyll, a scientist whose own experimental potion made him what he is: a man torn between good and evil.

Your adventure begins on the streets of London. As you head to church, you'll soon find out who is friend or foe. Watch out for Billy Ponies, who'll take a shot at you



Murphy and Luna both come after you.

with his slingshot. Next comes Luna the cat and Murphy the dog. When

this furry twosome is peaceful, you'll have nothing to worry about. But if they come running at you, you're in trouble. Falling spiders will drop from trees to try and bite you. The most dangerous of your opponents is the Bomb Maniac, a mysterious man who likes to drop bombs in your direction. Get away from him as fast as you can.



PROTIP: To get away from the bomb maniac, get next to him as he drops his bomb. Move away and when you hear the lit fuse, jump up in the air. This should give you minimal damage.

Level two takes you through a cemetery. Avoid crows flying overhead. Watch out for Jan, the old ditch digger. Jan likes to hit people with flying dirt.

In level three, stinging bees appear. Luckily, they're the one enemy you can kill with your cane. Be quick on the offensive though or they'll sting you many times before you hit them.



PROTIP: Although the bees can be killed by the cane, they are also destroyed if you kneel down and they hit you in the head.

In level four meet Miss Elena McCowen, a tone deaf singer whose wrong notes are fatal. You'll have to avoid Elena and her deadly flying notes for the rest of the game—she won't give up!

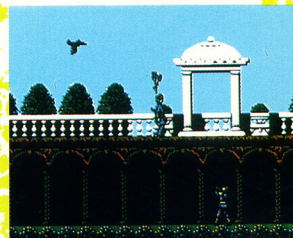


Elena serenades you!

But, you can get past her by giving her a bag of coins you earn while you are Mr. Hyde in the world of Demons.

When you reach level five you face many of your enemies at the same time. Be quick or you lose! Watch out for old Arnold Ebetts—he doesn't aim when he fires his rifle.

In level six, jump over the rolling barrels and



Arnold's wild shots are dangerous for Dr. Jekyll.

DR. JEKYLL

&

MR. HYDE

bomb maniacs. Pass this level and it's almost wedding time.

Sounds pretty easy, right? Wrong! One hit from an enemy turns you white and moves you back a couple of inches. If this happens too many times, your Jekyll and Hyde meter decreases and transforms you in-

to the evil Mr. Hyde. It's up to you to transform back to Dr. Jekyll by hitting the demons and monsters with your psycho-wave. Push Up and B on the controller and shoot out a curving ball that returns to you like a boomerang.



PRO TIP: As Mr. Hyde, use the psycho-wave as much as possible. It goes after items that you miss.

Collect coins as Mr. Hyde - Dr. Jekyll needs them to avoid certain dangers. REMEMBER! Mr. Hyde can never go farther in his world than Dr. Jekyll has gone in his.



A bolt of lightning ends the game.

If Mr. Hyde goes too far, a bolt of lightning blazes down from the sky and ends the game. It's up to you to save Dr. Jekyll from himself and help him make it to the church on time.



ALEX KIDD

IN HIGH TECH WORLD



By C.A.T.

Head for the Arcade

High Tech World, the hottest new arcade around, has just opened up in the next town. Alex Kidd, the Crown Prince of Radactian, is jazzed to get over there and play some games! But the only map with directions to the arcade was torn up into eight pieces and spread all over the castle where Alex lives. You become Alex and search for the lost pieces of the map all over the hallways and rooms of the castle. Piece of cake, right? Wrong! It's 9 a.m. in the morning and the arcade doors close at 5 p.m. You'll have to hustle to find the map pieces, fight your way through the woods, and make it past the border guards before the arcade closes.

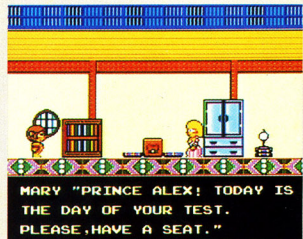
The Castle

In the many rooms of the castle you'll find a whole cast of crazy characters. Some give you information you need to find map pieces. But remember, they won't always tell you the truth!



PROTIP: Telephone your friend Rockwell for some good advice when you're in James' room. And don't touch the ashes of that map.

Others, like Mary, the Castle School Teacher, try to stop your search. You'll have to pass Mary's pop quiz before she'll give you a piece of the map.



Mary gives you a test.

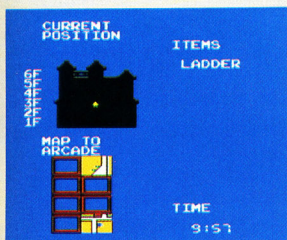
John, the library guard, is a nice guy, if you catch him at the right time—say about 10 o'clock. You'll like Mark and Tom—if you ever find them. They're only around when the clock reads 30-45 minutes to go.

Remember, you've only got one life in this game, so one false move and it's back to the beginning for you, kidd! So, try to avoid getting a reprimand from Mama or falling down the stairs. You'll have to discover the other pitfalls on your own.

ILLUSTRATION: FRANCIS MAO

PROTIP: Once you've cleared the castle your trusty password will let you resume the game where you left off.

Don't forget to grab special items you might need later on, even though you'll find that some things, like the magic lamp and the dictionary, won't do much for you at all.



Use your castle map to keep track of puzzle pieces.

Keep checking your map; it'll let you know where you are, what items you have, and how many map pieces you've already collected.

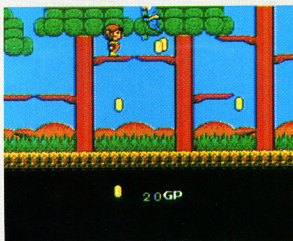


PROTIP: Some rooms seem empty at first, but they're not. You'll have to return two or three times before you get your piece of the map.

The Forest

Once you've collected the eight pieces of the map in the right order you can leave the castle and hit the road for the arcade. To get there you've got to battle your way

through a forest filled with star-throwing blue ninjas. Jump from tree to tree or run along the ground to avoid the nasty ninjas. Dodge killer stars while tossing a few of



Dodge blue ninjas in the trees.

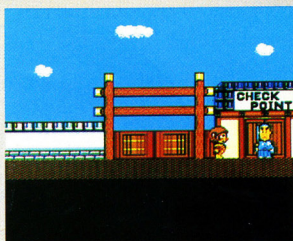
your own in their direction. Along the way grab all the gold point coins and hidden bills you can safely snag. Watch out for bomb-tossing ninjas at the beginning of the lake. Jump from one island to the next to cross the lake without drowning, and don't forget to shoot ninjas as they pop up from under the water.



PROTIP: Shoot ninjas in trees before they jump, or run past them. Jump and shoot lake ninjas while you're moving forward.

The Border

Whew! You made it through the forest and now you'll just slip across the border and—but wait! You've got to find a travel pass in the village or the guards will never let you



The check point.

past the checkpoint. To locate your travel pass try visiting the different shops and stands. Buy a hot dog, or sell a few extra items at the pawn shop.



PROTIP: Pray to the gods at the temple 100 times to ensure that you'll receive your travel pass.

Hand the guard the travel pass and he'll let you past the checkpoint. Now you're on the outskirts of town and the arcade is in sight. Fight your way through one more forest filled with ninjas and animals, including some sneaky slithering snakes, flying birds, and jumping cats. Make it past the final booby-trapped bridge, a few ninja stragglers and you're in town. Sprint down the street and you'll just slip into the arcade doors in time to make that 5 o'clock deadline! High Tech World by Sega—a fitting sequel to the growing Alex Kidd tradition.

Reggie Jackson

BASEBALL 1988

BASEBALL™



By Charlie T. Aslan

You're stuck in the middle of a pitcher's duel—too bad because you're a hitter and it's your turn at bat! The tying run stands on third base with one out in the ninth. Get some wood on this ball and you can tie things up! The third base coach flashes you a sign to go for a suicide squeeze bunt. The pitcher goes into his windup—can you lay down the perfect squeeze?

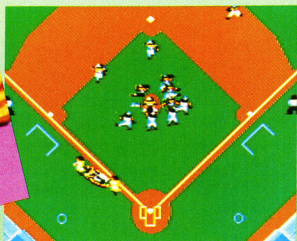
Reggie Jackson Baseball has the hottest sports play to date for the Sega Master System. Sure, Sega sports games have always "looked" great. But Reggie Jackson Baseball doesn't just look great—it plays great too.

There are plenty of ways to play Reggie Jackson Baseball. Play a one game exhibition. Compete in a tournament in one of baseball's four divisions. Watch the computer play a game, or practice your swing in a home run contest. If all that isn't enough, vary the exhibition games and home run contests by going up against the computer or a friend.

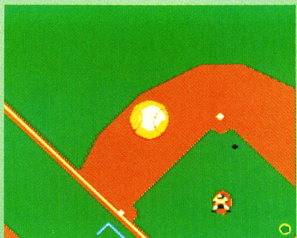
Here's your chance to make the major leagues as you choose from one of 26 different clubs. You won't see the names of real major league players for legal reasons, but the teams are styled after their real-life counterparts. For instance, the Oakland A's have one of the best power-hitters in the league. The New York Mets have a well-balanced lineup. The St. Louis Cardinals have great base stealers.



Check out your team on a map of the U.S.A. cartoon picture of the team's real-life manager appears on the screen.



You'll see cheerleaders, mascots and players between innings. Hit a batter with a pitch and both teams will fight it out on the field.



Hit a deep pop fly and you'll get a bird's-eye view of the stadium below. Actually, it's a "ball's-eye" view.

Choose your team and the ump shouts "Play Ball." The visiting team goes to bat first.

PROTIP: It's very difficult to field with the defense set on "manual." The first couple of games you play are more competitive if you keep the defense set on "automatic."

Getting a hit in the early innings is difficult. The computer mixes up its pitches well and keeps you off-balance by alternating between blazing fast balls and off-speed pitches. Get a base hit and watch your base runner sprint to first on the right side of the screen.

If your runner makes it to 2nd, you'll see him standing on base behind the other team's pitcher. See the runner on third in a box on the left of the screen. Watch your runners take their lead off a base. Keep a close eye on them and stealing a base is easy!



PROTIP: It's much easier to steal second base after a single, than to try to turn a single into a double. The computer outfielders are quick and have strong arms, but the computer pitchers aren't very good at keeping base runners close to the bases.

Pitching is tougher than hitting and base stealing. Every pitcher has a right curve, a left curve, a fast ball and a specialty pitch. You've got four specialty pitches—fork ball, slider, palm ball and slow ball. Use all four of your pitcher's pitches. Throw too many of the same pitch to the computer batters and your pitcher will be lit up like a Christmas tree.

Your pitcher has great control and lightning speed in the first innings. By the third inning your starting pitcher's fast ball slows to about 75 mph (not very fast for the major leagues). By the fourth inning he's down to about 60 mph, and then down to a 52-56 mph range.

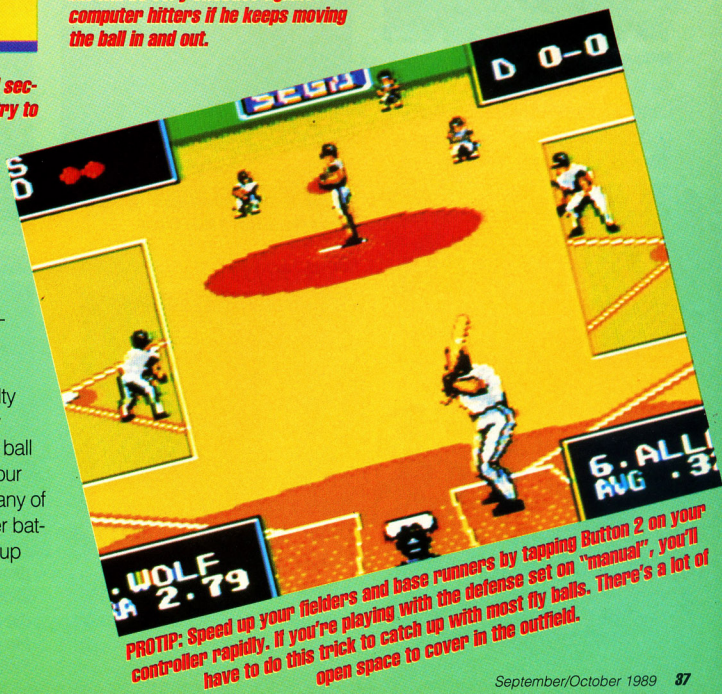
But hey, it's easier to strike out the computer's batters when your pitcher's throwing slow! Just move the ball from the inside to the outside part of the plate just as the computer player gets ready to swing!

PROTIP: A pinch hitter on a National League Team makes a pretty good relief pitcher. First, have the pinch hitter hit for your pitcher. Then, don't replace the pinch hitter with a new pitcher when the next inning begins. You now have a relief pitcher with an ERA of 0.00. He can't throw very fast, but will be very effective against computer hitters if he keeps moving the ball in and out.

It takes real baseball strategy to win at Reggie Jackson Baseball. You've got to know when to steal, when to "hit and run", and when to sacrifice.

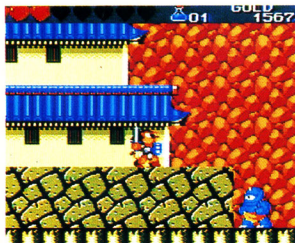
PROTIP: The "Suicide Squeeze", bunting with less than two outs and a runner on third base, is very effective against the computer. Have your runner on third charge towards home when the pitch is released. Have your batter swing halfway and bunt the ball. In the confusion, your runner from third should score easily.

You'll have to think like a major league manager and hustle like a major league player to succeed. If you're a fan of America's greatest pastime, then it's time to go to bat with Reggie Jackson Baseball.



By C.A.T.

As our favorite hero, Wonder Boy, you find yourself smack in the middle of a life or death battle with the infamous Meka dragon. If you beat the nasty lizard, you'll find your troubles are just beginning. The dragon uses his dying breath to transform you into a lizard man! Your only hope is to search Monster Land for the Salamander Cross—the only thing that has the power to transform you back into human form. Your search won't be easy. Monster



Battle nasty Beasts!

Land is full of obstacles and dangers. Battle a string of nasty enemies as you journey through deserts, jungles, underground passages, and even oceans. Capture treasure chests and collect special items you find along the way.



Bird Man to the rescue!

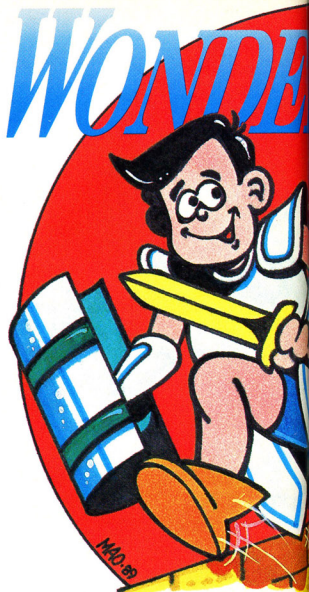
Your search for the Salamander Cross eventually brings you face to face with five of the creepiest dragons around. To finish your quest you'll have to defeat each of these beasts. When destroyed each will shoot a blue flame that changes you into another form! These different forms bring you special abilities that help you reach remote areas and beat the dragons.



Lizard Man battles a Giant Cobra.

Begin your quest as Lizard Man, able to shoot fire balls and duck quickly under enemy shots. Travel through an arid desert where shooting Fire Flowers and Giant Cobras attack. Try using arrows to shoot straight up at Hovering Smog Clouds. Use spring blocks to hop along the ground and up to higher floors. Fight your way through a pyramid to face the first dragon, a Dragon Mummy who hides out in the pyramid.

ILLUSTRATION: FRANCIS MAO



PROTIP: Defeat most dragons by using a combination of jumping and stabbing them in the face once you've studied their attack pattern. When you defeat the dragon remember to collect all the coins you can before the blue flame hits you and transforms you.

WONDER BOY III



The Dragon Zombie changes you into Piranha Man, a fierce swimmer. Swim through ocean waves while battling Fire Octopuses, Side Crawler Crabs, and Giant Fish.



Swim like a fish as Piranha Man.

Enter an eerie sunken ship and fight your way through the ship's decks filled with goblins and ghosts. At the end face an evil pirate who was changed into the Captain Dragon by black magic.

As Lion Man, smash indestructible blocks while you travel underground. Slithering snakes line the caves and bats swoop down at you as you leap over pits of boiling lava. Make it through the cave and you'll face Cyclops, star-throwing Ninjas, and sword-swinging Samurai. Reach the Japanese Castle and face the Daimyo Dragon.

At last you are transformed to Bird Man. Fly and use your magical



Soar through the air as Birdman

saber to find the entrance to the Vampire Dragon's castle located high above Monster Land.



PRO TIP: Stock up on weapons in the Sphinx Treasure Room before entering the Vampire Dragon's Castle.

Once inside battle your way through monster-filled hallways and rooms. Use special transformer rooms along the way to change form so you can use the different abilities you'll need to fight unusual enemies and get past obstacles. If you make it through the castle, you'll face the Vampire Dragon himself. Defeat him and the Salamander Cross is yours—and you transform back into Wonder Boy. You won't want to miss grabbing this game pak by Sega. It's truly an adventure worthy of Wonder Boy.

Next, as Mouse Man, use your ability to cling, climb and squeeze through small openings. Find your way through a small maze and over walls patrolled by moving Fuzzballs. If you make it past shooting volcano creatures, climb high above a jungle and face a wicked Dragon Zombie.



PRO TIP: Use boomerangs to destroy enemies from a safe distance.



PHANTASY STAR

By Gary Barth

Welcome to Space Century 342. You are Alis, a brave female warrior with a quest that spans the three planet Algol solar system located in the Andromeda Galaxy. Your mission—stop the evil tyrant, King Lassic, and avenge the death of your brother, Nero.

This is the story behind *Phantasy Star*, an interactive adventure role-playing game from Sega. The quest to kill Lassic takes you through the three planets of the Algol solar system; Palma, Motavia, and Dezoris.

Continued on Page 42





You've always
known what to
expect from
a video game
system.



Until now.

*Introducing the TurboGrafx-16
video game system.*


TurboGrafx-16 is the video
game system that's built
around a 16-bit graphics
processor. Compared to the
8-bit systems you're used
to, it's four times faster,
with better graphics, almost
ten times as many colors,
head-splitting stereo sound
and deeper, more challeng-

ing gameplay.

In short, the bad guys
are bigger, the good guys
are smarter, the action is
faster, and the challenge
is greater.

TurboGrafx-16 gives you
dozens of great game titles
to choose from. As well as
optional accessories that let
you expand your system.

For example, there's a



NEC

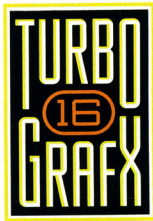
CD player that plays video games in addition to audio disks. A TurboBooster™ audio/video enhancer. Even a TurboTap™ connector that lets up to five friends play all at the same time.

TurboGrafx-16. Because the last thing a video game system should be is predictable.

**TURBO
16
GRAFX**™

The higher energy video game system.

TurboGrafx-16. Because the last thing a video game system should be is predictable.



The higher energy video game system.

Where the system gets its energy.

TurboGrafx[®]-CD Game Interface and Compact Disc Player

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

TurboLog[®] Multi-Controller Adapter

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

Tons of Arcade-Quality Games.

Packed with high-energy action, our TurboChip[®] game cards bring you some of the best arcade-quality titles around. Adventure games like *The Legendary Axe*.

Action games like *Vigilante*[®] and *China Warrior*[®].

Racing games like hard-driving *Victory Run*[®]. And, when you're ready, you can even expand your system to play

TurboGrafx-CD games, for even more excitement—with more characters and levels, real voices, CD music, animation, and more.

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

TurboPod[®] Controller

Specially designed to help you control the amazing energy of the TurboGrafx-16 system, it's precise and fast, with three levels of "turbo" fire.

TurboStick[®] High-Performance Controller

Lets you aim better and move quicker than you thought possible! Variable speed "turbo" fire gives you high-energy action—up to 16 shots per second. Or you can go into slow motion!

TurboBooster[®] Audio-Video Enhancer

Working with your stereo TV or mono TV and stereo audio equipment, TurboBooster's special pre-amp function gives your game full stereo sound and sharper, clearer graphics through direct video input.

TurboGrafx-16 Entertainment SuperSystem

The heart of the incredible TurboGrafx-16 system. With a custom 16-bit graphics processor that delivers an amazing 512 colors, a CPU that's four times faster and six stereo sound generators.



The higher energy video game system.

[®]TurboGrafx-16[®] "TurboChip" "TurboPod" "TurboBooster" "TurboStick" "TurboLog"

"Victory Run" "The Legendary Axe" "Vigilante" and "China Warrior" are trademarks of NEC Home Electronics (USA) Inc.

All systems go.



Launch your video game career
at the world's
biggest toy store.

For the best selection of video games and systems, come to . . .

TOYS 'R' US®

THE WORLD'S BIGGEST TOY STORE

Over 350 Toys "R" Us stores coast to coast, check your local directory for the store nearest you!
We accept VISA, MASTERCARD, AMERICAN EXPRESS and DISCOVER cards.



Explore all areas completely!

As you begin this adventure, remember to talk to everyone in homes and streets of all the areas. You'll get clues and helpful information on what items you need as well as important directions to follow. There are many ways to complete the game, but some are more difficult than others. Good clues are not always easy to find.

Don't go on this mission alone. You'll need friends to join you in your adventure. Each of these will have special powers and defenses to help you defeat the evil Lassic.

The first to join your quest is Myau, a cat-like animal who speaks



Myau.

the human language. Myau is found on Motavia. Trade the Laconian pot for her. She has a potion called alsulin around her neck that you need. Next is Odin, the second comrade of Alis. Find him in a cave on Palma, south of the



Odin.

fortress. Use the alsulin to release him from his stone form. The next company you seek is Noah, an esper wizard from Motavia. Best known for his magical powers,



Noah.

Noah is found in the Mahara cave near Paseo. Give him the Governor's letter and he will go with you.

You begin your adventure armed with only a short sword, but you'll need different weapons and armor to defend yourself against enemies you and your company face. For instance, the attack strength of the Ceramic Sword is higher than that of the Iron Sword. Some weapons are extremely powerful and only for your comrades to use. A good example is the Needle-gun. It's a good weapon to use against all of your enemies. But only Odin is strong enough to use it. Besides weapons, you'll also need armor to protect you against monster attacks. Like your weapons,

each armor has a strength level suited for fighting certain monsters.

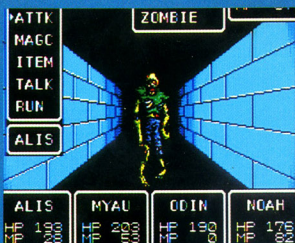
To buy these and other items (keys, shields, spells, and other invaluable things to help you on your quest) you'll need money! In Phantasy Star, money comes in the form of Mesetas. Beat a monster, and you'll receive a treasure chest as a bonus. Open it and one of three things can happen. If you're lucky, you'll receive money and special items. On the other hand, if an arrow shoots out, one person in your group gets injured. Even



Exploding treasure chests are bad news.

worse, if you see a flash, everyone in your group is hurt. Of course, it's up to you whether or not to open the chest!

But money can't buy everything! Good examples of this include the Laconian Armor and Axe and the Hovercraft. Look for the Laconian Armor in the Guaron Morgue on the Planet Dezoris.



A morgue zombie!



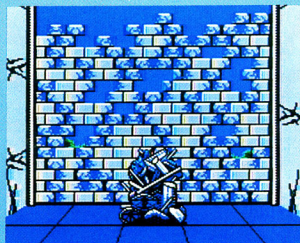
You'll know you're in the morgue when you're surrounded by Zombies! But watch out for the pit trap. Get the Laconian Axe after you defeat Medusa in the mountains south of Gothic on Palma. To find the Hovercraft first go to the city of Casba on Motavia. Talk to the villager in the town who asks you about



Finding the Hovercraft.

the Hovercraft. Answer "yes" to his question. Return to the Bortovo junkyard on the first planet Palma and enter the first house on Alis' left. Go in and "search" and, at last, the Hovercraft!

If you're getting low on energy, head to the hospital to replenish your hit points (for a minor fee, of course). If the worst happens, head to a church. Here you can resurrect a member of your group who dies in battle. Other buildings include a Weapons and Armor Shop, a Second Hand Shop (yes, they even have them in the future), a Fast Food Shop (for items that boost your hit points when they're low), an Exit, a Roadway and a Spaceport.



The Junkyard.

There are spaceports on both Palma and Motavia. Find a pass-port, and you can use a spaceship to travel between the worlds.

Along with spectacular three dimensional graphics, like those seen in the catacombs, the game includes a special save function. Using a battery contained in the cartridge, Phantasy Star allows you to save up to five games and continue from the exact point where you left off. This comes in handy, because chances are a complex game such as this will take you longer than a day to finish (ha, ha, ha!)

The ultimate goal of Phantasy Star is to locate and defeat King Lassic. This, however, as they say, "ain't easy." You've got to have the right weapons and armor as well as strength and experience points to beat him. So good luck and remember: explore everywhere and talk to everyone. The smallest piece of information could be vital. Use ALL the characters. You must work together to defeat Lassic. Write down the information you learn for later use. Try to make a map of the different mazes to help you find your way around. Lastly, save your game constantly! This saves you from having to build up your characters again if they are killed in battle.

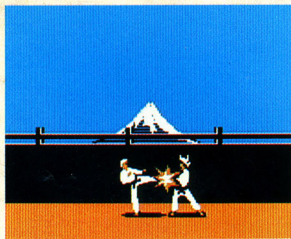
Good luck on your quest and let us know how it's going!

By B.A.J.

If your deepest, darkest ambition is to transform yourself into the world's best karate expert, then stand back—the moment has arrived for you to learn the way of the Karateka. This game by Atari for your XE ensures that soon you'll execute every karate move with grace and perfection.

The task of transformation isn't easy. An evil warlord, Akuma, has burned down your village and kidnapped your lovely bride-to-be, the Princess Mariko. To get her back you'll have to defeat Akuma's toughest guards whose instructions are simply to kill any intruder.

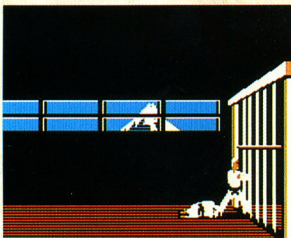
Some of the guards are tougher opponents than others. The first few you face are easier to battle. Try using the straight kick on them. Just hold down the fire button and let them have it. You've got to beat each and every one of them in order to reach the palace doors.



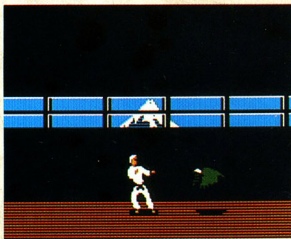
PROTIP: When fighting a tougher opponent use all the skill and strategy you're capable of. Wait until he does his kicking and then move towards him. Punch him one or two times and retreat a step backwards.

Keep a close eye on your hit points. If you're getting blown away by your opponent, take a step or two backwards; you'll start to get some hit points back. Keep your wits about you—as the guards get stronger they'll hurt you more and more easily and you'll have a tougher and tougher time hurting them. You'll need to fight each guard with great skill to beat them.

If you defeat the guards that block the palace gate you're at last within sight of Mariko.



PROTIP: When you come to the third arch, the gate, make sure you take half steps until the gate closes. When it reopens you can enter safely.



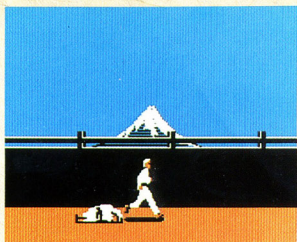
Watch out for deadly eagle attacks.

Once in the palace you face four of the toughest guards yet. Even worse, Akuma unleashes his deadly pet eagle to do you in.

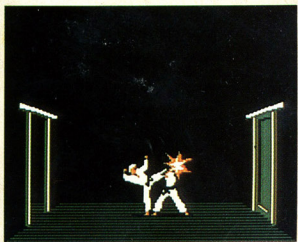
KARATEKA



RATEKA



PRO TIP: After every guard you kill, run! Speeding down the palace halls limits the number of opponents you'll have to fight.



A swift kick to the head will knock off life meter points.

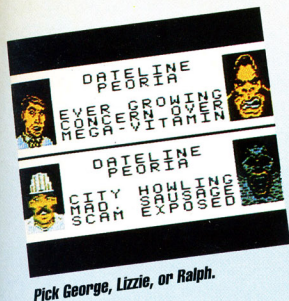
If you get past all of the strong warriors and killer eagles, you face the greatest challenge of your life—the ultimate battle with Akuma himself. He is very smart and very strong, but not invincible. Use all your accumulated knowledge and skill to defeat the evil Akuma. But don't let him back you into a corner or you won't have a chance!

At last you defeat Akuma and rescue Mariko from her lonely cell. Don't be surprised if you find she's a little annoyed at having had to wait so long! Feel proud of yourself! You've mastered the skills that make you a true karate master.



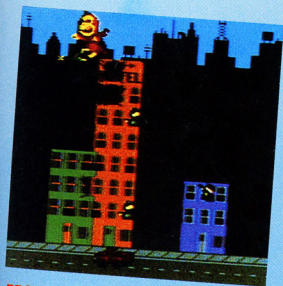
By B.A.J.

Had a bad day? In the mood for a little mass destruction? If so, Rampage by Activision for the Atari 7800 is just what you need. In this wacky smash em' up game transform yourself into one of three crazy villains. Pick from George the Ape, Lizzie the Lizard, or Ralph the Wolf!



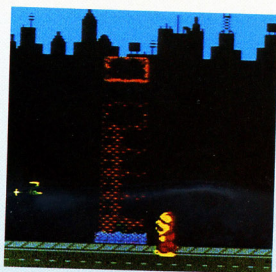
Once you're transformed, begin your mad rampage. You'll have to punch, chomp, munch and stalk your way through 132 cities. Search and destroy buildings by scaling the outside walls and punching out some windows. You'll find all kinds of tasty people inside. Gobble these down and get lots of energy for your romp.

Oh, oh! Frightened civilians have already alerted the police and army, and they're out to stop you! They'll shoot at you from buildings, police cars, and even tanks.



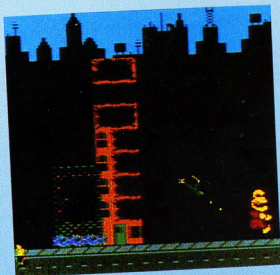
PROTIP: When a vehicle shoots at you, try hopping from building to building to dodge their shots.

Defend yourself by smashing cars and tanks before they drain away your strength. Trashing them also gives you extra energy.



PROTIP: When a vehicle or person is running away from you, jump towards it to catch up to it faster.

Just when you think you've got the hang of this smash and destroy business, you'll look up and see army helicopters coming in at 12 o'clock high. They'll shoot at you but no problem—grab and punch them and you can get back to breaking buildings.

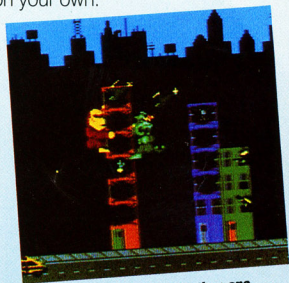


PROTIP: Punching out a helicopter is one of the best ways to recharge your damage bar.

Once you've thoroughly smashed one city, move on to the next. Each city's defenses are a little tougher than the last, but just keep punching and chomping and it's no problem.

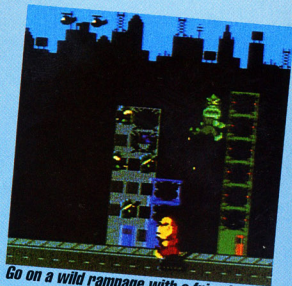
If the worst happens and you run out of energy, you'll find yourself transformed into a human being! If you press the joystick button before you're off the screen, you're a mon-

ster again! If you're off the screen, or get eaten, press the joystick button and you'll get a new monster—courtesy of the Rampage Blimp—but only two times. After that you're on your own.



Two monsters are better than one.

For extra fun and games bring along a buddy. Two monsters are better than one, especially in the destruction business. Have fun crunching buildings and fighting over tasty humans. If you get tired of your friend, punch him and take away all his energy. If he turns into a defenseless human being, gobble him up for lots and lots of points.



Go on a wild rampage with a friend.

This game is addicting—both by yourself and with a friend. So, if you're in the mood for a wild romp, just give George or Lizzie or Ralph a call. They'll be only too happy to join you on a Rampage.

By the Eliminator

With one eye on the pitcher you inch away from the base. As he hurries the pitch you take off for second. The catcher throws the ball, and you slide towards the plate. When the dust clears the ump yells "you're out." Oh well, next time!



Play ball!

With the next generation of video game machines comes the next generation of baseball games. World Class Baseball, encased in a state of the art "smart card" is a Hudson Soft title available for NEC's new gaming unit, TurboGrafx. Each credit-card sized game contains 2.5 megabits of memory. This translates into some of the hottest baseball action you've ever seen.

You Are There

World Class Baseball lets you feel you're in the infield or dugout calling the shots right from the beginning. Each of the 12 teams has a total of 25 active players; nine batters, three farm fielders, four fielders, four pitchers, and five farm pitchers. If you don't like one of the 12 ready-made rosters, use the EDIT mode to switch playing positions of the members within a team. Choose



Choose from 12 different teams.

your star players based on each player's performance record. Check out their earned run and batting averages. No two players are alike, so beef up your team with a good mixture of talent—be it a fast base stealer, a strike-out pitcher, or a power hitter.

Four playing modes let you pick your style of competition. The VS mode pits two teams against each other. The Open mode lets a player take on the computer. If you're tired and feel like checking out a game, switch to the Watch mode. You'll see two computer goliaths go at each other, while you enjoy your roasted peanuts or popcorn. This mode is also a good time to look for strategies and learn to better predict certain pitches. For the real diehard baseball aficionados, the Pennant mode will earn you the much-coveted pennant after you wallop five of the 12 teams. The good news is that every time you win over a team you get a password that lets you play the next team. If you lose, you can play the same team again and again until you beat them.

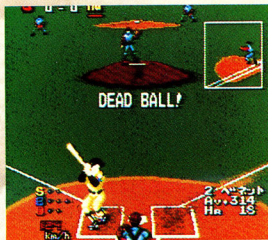
The Power Behind Every Game

As in real baseball, pitching is key. Use your control pad to throw sizzling pitches at your opponent. Throw a curve ball by pressing the directional button before or after the pitch has started. Press down on the directional pad, then press Button 1 for a fast ball. Press Button 1 alone for a slow pitch. Hit a batter





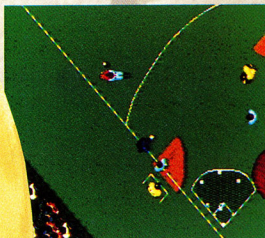
Let fly with a curve ball.



Watch out for stray pitches.

with a pitched ball and he'll slump over in agony before he gets to take his base.

You'll also get a chance to show off your fancy moves in the outfield. If your pitcher's having an off day and they're getting some hits off you, you'll have to show some hustle. Make a diving catch in center

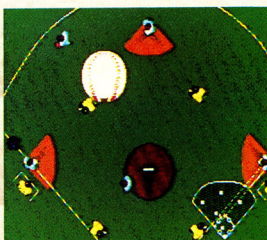


Go for a diving catch.

field. Go for an impossible double play. When a runner tries to steal, throw him out. Come on, let's see your stuff!

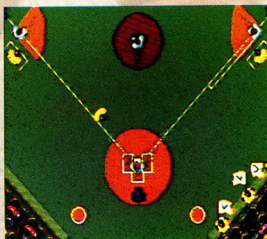
When you're at bat, adjust your stance and swing at home plate by shifting around in the batter's box. Decide to go for a bunt, or a home run. Hit a high fly ball and send your runners back to their original bases. Just like real baseball practice makes perfect. Throughout the game remember to replace weakened players, bring in pinch hitters or call time-outs!

Get great views of all the action throughout the game, from player's close-ups to bird's-eye views of the outfield. Hit a home run and catch a



A bird's-eye view of the ball.

sweeping view of the packed stands as the ecstatic crowd roars and waves flags. No matter what view you're seeing just glance at the super-imposed baseball diamond at the right of the screen to see where the runners are.



The crowd roars when you hit a homer.

"But," you say, "The season's almost over." No problem. If you want to experience pennant fever all year round, World Class Baseball is the name of the game.



S.W.A.T. HOT TIPS

SECRET WEAPONS AND TACTICS

Fantasy Zone (Sega) Cheap Lives

To get some extra cheap extra lives do the following...during the demo mode's story of the game, wiggle the control stick up and down quickly over 50 times, then press Start. Build up your money, then go to the shop and buy as many opa-opas as you can afford for \$1,000 each. This trick will work only with the first shop you enter.



Phantom Fighter (Nintendo) Passwords, Passwords, Passwords

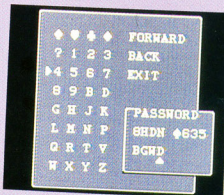
Here are some passwords so you can take a sneak peak at each of the amazing levels in this game. You'll still have to get the special weapons on your own!



Town 2 9♦N8 ZD7Z
B1Z♦



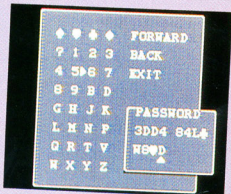
Town 3 M873 LLXD
H5♦♦



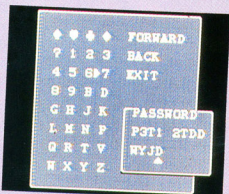
Town 4 8HDN ♠635
BGWD



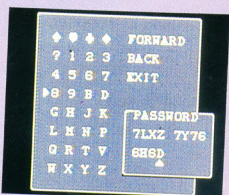
Town 5 4?9? RJ1Z
RBQ♦



Town 6 3DD4 84L♣
W8♥D



Town 7 P3T1 2TDD
WYJD



Town 8 7LXZ 7Y76
6H6D

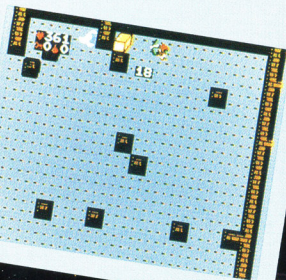
Indiana Jones (Nintendo) **Extra Lives**

This little trick lets you get as many lives as you want. Head to an area such as level 8, where there is hot lava running closely beneath a path-way. Next start rapidly whipping the guards into the lava for 500 points each. You can do this as long as you like to rack up points and extra lives.



Gauntlet (Nintendo) **Extra Supershots**

Can you carry more than 10 supershots? You bet! You can hold a little more than 200! Find a 10 supershot box in a loop of rooms. Head around the loop 20 times, picking up the 10 supershot box each time. You'll have enough supershots to last you quite a while!



Action Fighter (Sega)

Here are the two best passwords we know for Action Fighter.

PLEASE ENTER YOUR NAME.

1 UP SPECIAL.

To begin with the car, A, B, C, and D already collected, and super invincibility against enemy bullets:

SPECIAL.

PLEASE ENTER YOUR NAME.

1 UP DOKI-PEN

To begin with the car, A, B, C, and D already collected, and the three extra lives:

DOKI PEN

This password also gives you special extra qualities!

Zanac (Nintendo) **Yes, it's another Zanac Continue**

To keep going on the 11th and 12th areas after your ships are depleted do the following....When your game is over set the ship to Continue on the title screen. On Controller 2 hold Down, Up. Then press Start on Controller 1.

Trojan (Nintendo) **Continue, Continue, Continue**

This one's simple. To continue your game, press upwards at the title menu, then press Start!

S.W.A.T. HOT TIPS

SECRET WEAPONS AND TACTICS

Marble Madness (Nintendo)

More time

If you want a couple of extra seconds added on to your time on the second level, try this...Put two players on and select the marble that you want to finish the game with. Have that marble win the race. Then, on the next level, the one who won the last race is awarded an extra five seconds. This works on any level.



Racket Attack (Nintendo)

Passwords for Every Level

Here are some passwords that will

INSERT PASSWORD

J S L P V Y C

2nd Match: JSLPVYC

INSERT PASSWORD

K Y I M Y D D

5th Match: KYIMYDD

INSERT PASSWORD

G K V Y L W C

3rd Match: GKVYLWC

INSERT PASSWORD

I X K O W C D

6th Match: IXKOWCD

INSERT PASSWORD

P S F R C H C

4th Match: PSFRCHC

INSERT PASSWORD

R Y T O N M D

7th Match: RYTONMD

Adventures of Lolo (Nintendo)

Second Level Password

Here's a password that lets you start on the second level of Lolo, Room 5.

BMBJ





Star Force (Nintendo)

Bonus Points

At the end of each area, there are greek letters to shoot for bonus points. At each level the movement of these letters gets faster and faster. To predict the beginning movement of these letters look at the 100's digit. If the digit is even, the letter will start to move to the right. If the digit is odd, the letters will start to move to the left.



Power Strike (Sega)

Weird Extra Level

To play a strange hidden extra level in Power Strike try this...When you make it to the very end of the game press Select, then Continue. This starts you at level 00. It's a strange, ultraviolet light colored level. Remember, you've got to finish the game for this trick to work.



Star Force (Nintendo)

Cleopatra Face

If you've never seen the hidden Cleopatra face, here's what to do...Head to the pink area near the lappa. Go all the way to the right and shoot! The face is around this area in a slightly different place each time you play. Searching for Cleopatra is well worth the time because finding her gives you 1,000,000 points!

Bases Loaded (Nintendo)

Super Password

Some of you, try as you might, are only able to manage a ball club to a .500 record. This isn't anything to be ashamed of—Heck! Most years it would be good enough for 2nd place in the American League West. In Bases Loaded, though, a .500 record won't win you the pennant. So here's a little help:

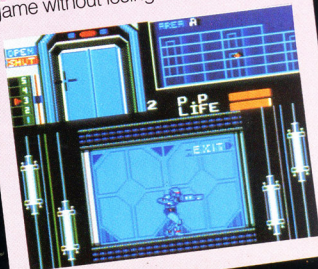
GEEDFBH

This little password gives you a 34 win - 7 loss record with those perennial pennant contenders, the Jersey Jants. You only need 80 victories to win the pennant, so this password puts you almost halfway there. The rest is up to you!

Cyborg Hunter (Sega)

Unlimited Bombs, Energy and Psycho Power

Every level of this game has bombs, energy, and extra psycho power just lying around waiting for you to collect! If you're low in energy or bombs, just do the following...Take the power-ups, head into the elevator, close the doors, open the doors, and you'll find that the power-up items reappear in the exact place you took them from! Keep repeating this process as many times as you like. You can end the game without losing a life!



S.W.A.T. TACTICS

SECRET WEAPONS AND TACTICS

Bases Loaded (Nintendo) I Could've Been a Contender!

It takes the right team to win the pennant. Your team has to have speed, power, durable starters, and unflappable relievers. Hey! This ain't no beauty contest! It's baseball. If you don't have team balance, you're just another also-ran.



So, here's a quick overview of some of the Bases Loaded teams:

Philly

A well-balanced team. Good hitting and pitching. Gantos is the #1 starter. He's got a great fast ball and the best vertical curve. Oki is ranked in the top ten for average and home runs. Their leadoff hitter, Jones, has great speed and is an excellent base stealer.

DC

Very good power, but average pitching. Fendy finished 2nd in home runs and 5th in batting aver-

age. Best base stealer is Gomez. The #1 starter for DC is Morgan. He has the best velocity on his fast ball and the best movement on his curves.

Boston

This offensive machine is the top home run hitting squad in Bases Loaded. The entire front half of the batting order could pop a dinger at any given at bat. Freida is 2nd on the batting average list and 3rd on the home run list. Lots of speed sitting on the Boston bench, including the fastest player in Bases Loaded; Uma. Pitching is solid, but not spectacular.

Jersey

Here lives the best baseball player to ever step into a Bases Loaded contest. His name is Paste, and he carries an average team on his back. He is the leader in batting average and home runs. He makes opposing pitchers tremble in fear. The rest of the Jersey team is average. The Jersey pitching staff is below average. Well...you can't have everything!

Lord of the Sword (Sega)

Lots and lots of people have written to ask: "Where do you find the three keys in Lord of the Sword?" We checked with Sega and here are their suggestions.

Begin on Tegea on the continent of Areos:

The Heaven Key

Head south 16 small squares. When you come to a block of sand standing by itself, press Button 2 and a secret invisible monument will appear. Use the spell "Come, lason" to go into the monument. Search the monument for the treasure chest that holds the key.

The Earth Key

Head west 16 small squares and repeat the same procedure as for the Heaven Key.

The Hell Key

Head north 10 small squares and again repeat the same procedure as for the Heaven Key.

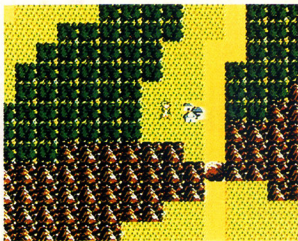
The Adventures of Link (Nintendo)

By the Eliminator

Which items are in each of the palaces?

Parapa Palace	Candle
Midoro Palace	Handy Glove
Island Palace	Raft
Maze Island Palace	Winged Boots
Fifth Palace	Flute to make the River Devil move!
Sixth Palace	Cross to make invisible enemies appear

By looking thoroughly in each palace, in every nook and corner, you'll eventually find what you're looking for! A word of caution—don't forget the keys or other items in the palaces after you defeat an enemy boss. After you leave, the palace will turn to stone and you won't be able to reenter! If you've missed something you'll have to start over again.

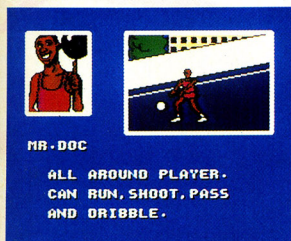


Hoops (Nintendo) **An On-Court Who's Who!!**

You can't tell a player without a scoreboard. And in Jaleco's Hoops, it's real important to know who's who. You can't defend Mr. Doc the same way you defend Legs.

Here's a brief look at the play-ground champs of Hoops:

Mr. Doc



Mr. Doc stands about six feet high, making him one of the taller players on the court. His shooting range extends a couple of feet outside the paint, but every once in a while he'll hit from long range. His speed is above average, but not quick enough to play the point. Team him up with Barbie, Bomber, Legs or Wiz.

Jammer

Jammer is slow-footed and a poor outside shooter. So why would anyone want him on their team? Simple. He's a defensive and rebounding monster! Jammer has very quick hands so he is good at stealing the ball. Because he is slow-footed, don't make him your point guard. Team him up with someone quick like Bomber or Wiz.

Barbie

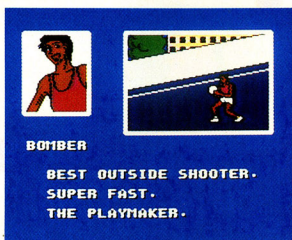


Don't let her name fool you—she's no doll! Barbie is quick and a talented ball thief. She's a streaky shooter; when she's cold, it's a brick city, but when she's hot, look out! Barbie makes an ideal point guard and teams up real well with Face, Mr. Doc or Zap.

Face

Almost unstoppable in the paint! Face specializes in the inside game - slamdunks, shot blocking - typical "big" man skills. Face has average speed and a strong tendency to get called for "charging." Don't use him as a point man. Good teammates for Face are - Bomber, Legs, Wiz, Barbie and even Zap.

Bomber



Bomber is very quick and an excellent ball handler. But his best skill is his outside jumpshot. Bomber has almost unlimited range (especially

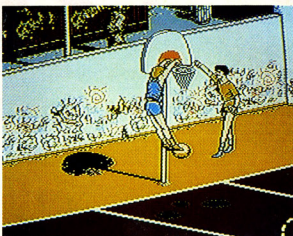
when he's open) and loves to shoot from the left baseline. Because Bomber isn't much of an inside player, he makes a good teammate for the big men—Face and Mr. Doc. He also can be teamed up with Zap for a dangerous outside shooting duo.

Zap

An outside shooting big man? Anything is possible in Hoops! Zap has an outside shot that rivals Bomber's. He has average speed and can slam dunk with the best of them. He is a below average defender. Good teammates for Zap are Wiz, Legs and Jammer.

Legs

A demon ballhawk. Legs is small but a great rebounder. She has quick hands, so she is extremely talented at stealing the ball. Because of her aggressive playstyle, she'll get called for pushing and charging fouls occasionally. She teams up well with Mr. Doc, Zap and Face.



Slam dunk with the best of them.

An excellent playmaker. The best passer of the players and very quick. The prototype point guard. Below average outside shooter, but a great defender. A duo with Mr. Doc, Face, Jammer, or Barbie would be a tough team to stop.

Continued on Page 58.

Check Out These Cool Products for Hot Players.

Stock up on this great stuff before someone beats you to it!

10A. The Super Poster. Show you mean business with this huge (18"x 23") wall poster. \$1.95



11A. GamePro Explosion T-Shirt.

Show you're a cut above the rest with this cool 100% cotton shirt. White only. Specify S/M/L/XL. \$7.95

11B. GamePro Hero T-Shirt. Be a part of our hero's adventure. 100% cotton. White only. Specify S/M/L/XL. \$7.95

12A. Cool Cup. Keep your drinks as cool as your game moves. Holds can or drink insert (included). Black or red. \$2.95

12B. Baseball Cap. Be a part of our dynamic team with this classic cap. Adjustable. White only. \$6.95

13A. Beach Towel. Make a statement wherever you go with this 100% cotton towel. 30" x 60". \$14.95

Please fill out the attached card with your order.

Order Now: GamePro Products, 80 Elm Street, Peterborough, NH 03458 or call toll-free 1-800-343-0728.

CSG IMAGESOFT INC.

**ON
SALE NOW!**
Free Poster Offer Below!

SUPER dodge ball



Thrash, Bash, and Smash the Competition.

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

Have you slammed into Super Dodge Ball yet?

Licensed By Nintendo For Play On The **Nintendo** ENTERTAINMENT SYSTEM

AND COMING SOON!

**Score Big with
the Ultimate
Pinball Game!!**

Hey! get with the program! In Super Sushi Pinball™, you either fish or cut bait. But be careful, if you try it once, you may get hooked.

S U P E R
**SUSHI
PINBALL**

- 8 ACTION PACKED LEVELS OF PLAY
- EXCITING AND REALISTIC TILT FEATURE
- UP TO 4 PLAYERS AT A TIME

Announcing the Free Imagesoft Newsletter!
Just fill out and mail in this coupon for your free quarterly newsletter* full of game playing tips and information on new game releases. Also, you can get a free Super Dodge Ball™ poster while supplies last.

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

Send coupons to:
CSG IMAGESOFT INC.™
9200 Sunset Blvd.
Suite 820
L.A., CA 90069
Please send me:
☐ Newsletter
☐ Poster



SUPER DODGE BALL™ is distributed by CSG Imagesoft Inc. Los Angeles, CA. "CSG Imagesoft" and "Imagesoft" are trademarks of CSG Imagesoft Inc. "SUPER DODGE BALL" is a trademark of Technos Japan Corp., ©1988 Technos Japan Corp., Nintendo and Nintendo Entertainment System are trademarks of Nintendo of America Inc. SUPER SUSHI PINBALL™ is a trademark of CSG Imagesoft Group Inc. ©1988 CSG Imagesoft Group Inc.

S.W.A.T. TACTICS

SECRET WEAPONS AND TACTICS

Black Belt (Sega)

How to Defeat Each Enemy

By C.A.T.

Sega's Black Belt is still one of the best martial arts games available for any game system. In Black Belt you're Riki, master of all arts. Your beautiful girlfriend Kyoko has been captured by your arch enemy Wang. To save her you must fight your way through a world scourged by nuclear war. There are six chapters of fighting action. At the end of each chapter you face a big enemy. Each enemy is well-trained in different fighting styles. To defeat these enemies you will have to use special moves and techniques. Here is a list of your foes and the ProMoves to use to defeat them.

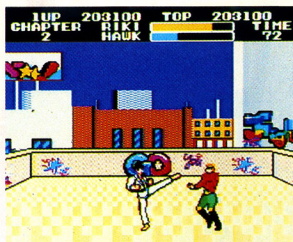
Chapter 1



The first enemy you fight is Ryu, a Kung Fu Master. He comes at you throwing kicks and punches to your

body and head. The best way to defeat Ryu is by jump-kicking his face and following that up with punches to his head and body. A punch to his face when his energy runs out will finish him.

Chapter 2



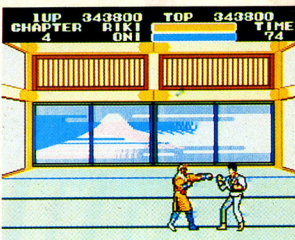
Now fight Hawk, a street punk armed with boomerang-throwing stars you must jump over or duck under to avoid. When fighting Hawk stay close to prevent him from throwing his stars. Quickly punch and kick his body and face. A kick to his head will put him away.

Chapter 3



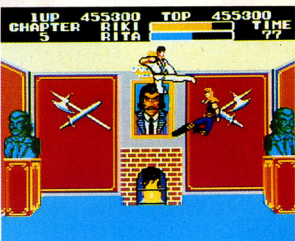
Gonta is your enemy here, a sumo wrestling master who packs a lot of weight. He likes to charge with a straight arm and hit you with his stomach by jumping up and down. Jump over Gonta when he charges at you. Don't kick him while he's in the air or he'll sit on you! jump-kick Gonta to the face continuously while you defeat him. Do this immediately when he's against either wall.

Chapter 4



Oni studied long and hard to become a shoalin priest. His reflexes are lightning fast and he's usually a counter-puncher. He's only vulnerable when he tries striking first. Stand still and let Oni move back and forth at you. The third time he moves towards you is when he'll punch. Move backwards when he gets an arm's length away. As soon as he misses his punch move in and punch his mask once. Keep doing this and you'll be the victor.

Chapter 5



Go up against Rita, a Karate expert. Her favorite move is the high-flying jump-kick. She also likes throwing flurries of punches and kicks. The best way to wear out Rita is by punching her in the face and body when she's against a wall. You can also jump-kick her while she's in the air and she'll stay suspended in mid-air for a few seconds. While she's stuck there get in a flurry of punches and do some damage.

To put her away, you must hit her with a high-flying jump-kick while she's in the air attempting her own.

Chapter 6



Now you finally face Wang, your arch enemy. Wang recieved the same martial arts training as you, so defeating him won't be easy. Do jump-kicks to his face when he's at the right distance. Punch him when he's coming down from a jump-kick. jump-kick his face and then immediately punch it to finally defeat Wang and save Kyoko.

Tower Toppler (Atari)

By B.A.J.

If you've made it to the very top of the last tower (edge of doom) you've got a choice to make. You must enter one of four doors and only one is correct. To finish this tower, choose the third door from the right.

Airball (Atari)

Sight Without Light

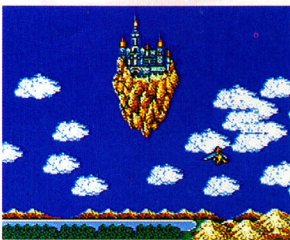
By B.A.J.

In darkened rooms it is possible to see without using lighted objects: simply maximize the contrast on the TV, adjust brightness to desired level, then increase color so room becomes visible.

Phantasy Star (Sega)

By Gary Barth

Once again, we've received more mail on Phantasy Star than on any other single game. Check out the special Phantasy Star feature in the ProView section. In the meantime, here's the answer to one of the most commonly asked questions: "When should Myau eat the nuts in order to find the Dark Castle?" And, "How do you get the aeroprism to work to show you where the Dark Castle is?"



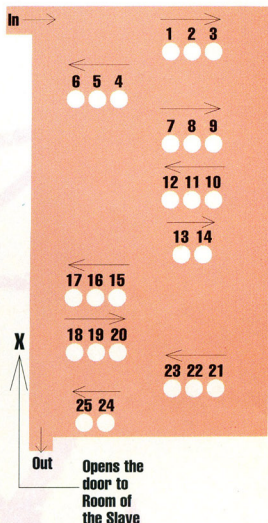
Well, here's what to do: Return to Scion on Motavia. North of Scion is the Baya Malay Tower. Head to the top of the tower. You've got to find your way through the maze! Raise the aeroprism in the air and you'll see the Dark Castle. Have Myau eat the Laerma nuts. She'll sprout wings and fly you to evil Lassic's lair!



Mighty Bomb Jack (Nintendo)

By The Game Freak

Collect the bombs in the correct order and you'll open the door to the Room of the Slave in Level 13. The bombs in the passage are like this:



If you collect the bombs in the order shown, the cannon will sound, opening the door and giving you 10,000 points!



Reader Tips

NINTENDO

Super Pitfall

Get Frogs for Extra Lives!



Try this! At the starting point (you begin the game with 20 bullets), get the gun that ups your bullet count to 40. Jump over the first waterfall to the right, kill the frog and jump just before the second long ladder to the right for a gun. Get the gun and continue to the right. Fall down the opening in the floor and go down the ladder. Go left, kill the frog, run to the left just barely past the ladder, go back to the right and kill the frog again. Each time you run to the left and go back to the right the frog should be back. After the seventh frog is killed, you'll hear a musical sound and receive five extra lives. You earn five lives for every seven frogs killed.

There are other frogs throughout the game that let you do the same trick. The quickest way to find

out if it is an extra-life-giving frog is to kill it, run to either the left or the right and return quickly. If the frog has returned, it's probably a bonus frog!

Cindy Taylor, Spokane, WA

Bases Loaded

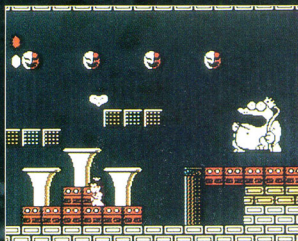
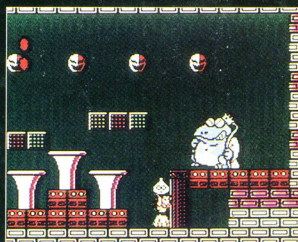
Keep from Getting Ejected

I've discovered a secret on Bases Loaded on how to keep a player from getting ejected after he fights the pitcher. After he finishes fighting press A and B at the same time real fast and the player should stay in the game.

E. Kariem Belcher, Glassboro, NJ

Super Mario Brothers 2

An Easy Way to Beat Wart



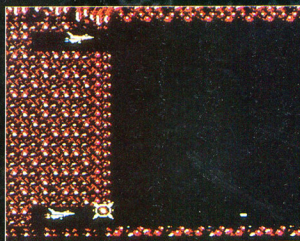
I'm so excited because I have just stumbled upon the ultimate tip on beating Wart in Super Mario Brothers 2. Just catch a vegetable and jump behind Wart. He will keep on shooting bubbles as if you were in front of him. Then, when he opens

his mouth, throw the vegetable in it. You can't miss! Believe me, it's 110% easier than standing in front of him!

Andy Coombs, Madison, WI

Life Force

Special Bonus Points



Run up your score by blasting through the very top wall at the end of Stage 1 for 5,000 points. In Stage 2 take the middle passageway near the volcanos for another 5,000 point bonus.

Nicolas Boileau, York, PA

You can also blast through the bottom wall for the same results! - Ed.

1943

Secret Password

I found a mission code for 1943. It takes you to Mission 23. The password code is: TX29U



Kent Henderson, Columbia, SC

BAD DUDES MAKES DOUBLE DRAGON PALE BY COMPARISON

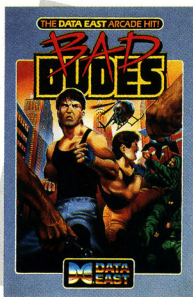
Ask anyone who's played them both in the arcade. Bad Dudes is clearly the game of choice. It's no contest.

BAD DUDES has better graphics. Better action. Better playability. From the arcade to the Nintendo to computer formats, you can count on a better game with BAD DUDES. And we're even available on more systems than they are.

The joystick play is incredible—fast, smooth and responsive. And the game play and graphics of the home versions are amazingly true to the arcade original.

Check it out for yourself. The martial arts excitement of BAD DUDES makes Double Dragon play like a dinosaur. One soon to be extinct.

BAD DUDES. From Data East. Now available on Commodore, IBM, Tandy, Amiga, Atari ST and Apple II personal computers and the Nintendo Entertainment System.



© 1988 DATA EAST USA, INC.

IBM is a registered trademark of International Business Machines, Inc.; Amiga and Commodore are registered trademarks of Commodore Business Machines, Inc.; Apple is a registered trademark of Apple Computers, Inc.; Atari ST is a registered trademark of Atari Corporation; Nintendo and the Nintendo Entertainment System are registered trademarks of Nintendo of America, Inc.

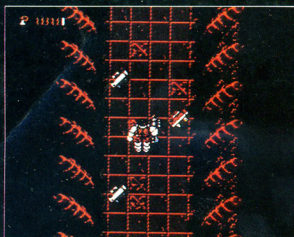
Double Dragon Computer versions: © 1988 Mastertronic International, Inc. Licensed from Technos Japan. Double Dragon is a joint publication of Acclaim and Tradewind.

Double Dragon Nintendo: © 1988 and TM Tradewind, Inc. licensed from Technos, Japan.

Double Dragon Arcade: © 1987 TAITO AMERICAN CORPORATION



Ikari Warriors II: Victory Road **Secret Tunnel**



If you've gone through a level without having to use the continue, try this. When you come to a tunnel at the end of the stage use a grenade to blow it open. Then push Select and put on the armor. Enter the tunnel with the armor on and there will be one boomerang and three bazookas. If you enter the tunnel with the wings on, you will receive one sword and three boomerangs. It is very important that you blow open the tunnel before you push Select or it will not work. It is equally important that you push A to put the armor on before you enter the tunnel.

Jamie Chronister, Littlefield, TX

SEGA **Enduro Racer** **Round Select**

When the title screen appears move your directional pad Up, Down, Left, and Right. When this sequence is over you'll see a small number at the right hand portion of the title screen. Choose from rounds 1-10. Use the directional up to select the round you want!

Luis Faustino, San Jose, CA

Transbot **Secret Command**

Before the power switch is turned on press Button 2 and down on the

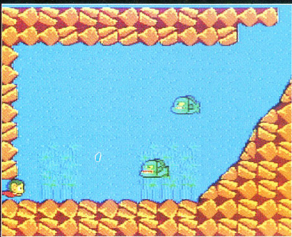
directional pad. Turn on the Sega Master System and wait a little while until a screen appears with the four-secret commands. These are four special options you can turn from off to on. The four options are:

- 1) Ten men.
- 2) Arm Power not Decreasing.
- 3) Life Power not Decreasing.
- 4) Slow Roulette Move (slows blinking of the weapon select).

Jocelyn Briones, Oxnard, CA

When you're done with your selections push Button 1 on control pad 2. You can try this with two players as well. - Ed.

Alex Kidd in Miracle World **Secret Underground Water World**



When you are in the water with the Octopus's, destroy the first one you come up to by hitting him in the face. After he's gone put Alex's stomach on the treasure chest, and you'll find it is a secret passage way to another water world. This hidden bonus level has a lot of money and a free man!

Also, there's a way to continue. If you have at least \$400 left when

the GAME OVER screen appears, hold up on the directional pad and hit Button 2 eight times. Then you can continue!

Joe Amato, Toledo, Ohio

Alien Syndrome **Typo in the Instruction Book!**

The instruction book had a typographical error in it. You get an extra life at every 100,000 points (not every 10,000 points). Drat!

Melissa Reekers, Richmond, CA

Rastan **Unlimited Continues**



To get unlimited continues on Rastan during the title screen push Down, Left, and both Buttons 1 and 2 simultaneously and hold. You can tell if you did this trick successfully because Rastan will be witten in blue instead of gold.

Chris Roberts, El Paso, Texas

Do You Have a Secret Weapon?

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

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



**WATCH
FOR THE
HIGH SCORE
CONTEST!**

Now that you've shot down a few... Here's your chance to see one up close.

You've spent some time behind the triggers of a plasma-drive galactic fighter. And more than one horde of fungal-faced aliens has bitten the interstellar dust for standing in *your* way. But now...

Star Soldier Sweepstakes! Over 100 Prizes! Anyone can win!

Here's your chance to hobnob with the enemy. **1st PRIZE:** One lucky hero will win an all-expenses-paid trip to Disney/MGM Studios (home of the

alien) for himself and his family. **2nd PRIZE:** Another savvy fighter will receive a Sony portable stereo/CD player. **3rd PRIZE:** One more galactic pilot will win a Casio digitizing sampler keyboard. **4th PRIZE:** One hundred electronic warriors will receive sizzling pre-release copies of the next fast-action Taxan game, before they hit the stores.

To enter, just cut out the coupon, attach it to a Star Soldiers game box top, and mail to: Taxan Star Soldiers Sweepstakes, 161 Nortech Pkwy., San Jose, CA, 95134.

OFFICIAL RULES: All entries must be received by Jan. 30, 1990. Limit: One entry per person. Not responsible for postal service errors. Winners will be chosen at random. Judge's decision is final. Prizes won by minors may be awarded in the name of parent or guardian. All taxes responsibility of winners. Employees (and their families) of Taxan and their affiliates are not eligible. All federal, state, and local restrictions apply. Void where prohibited. Individuals may also enter through direct contact with Taxan regarding non-box coupon.

(name) _____ (age) _____
(street) _____ (city) _____
(state) _____ (zip) _____
(phone) _____



TAXAN
Consumer Division



Ask The Pros

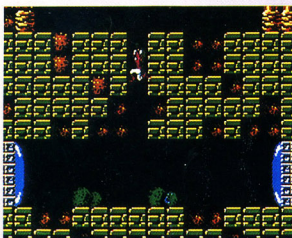
NINTENDO

Metroid

Dear ASK THE PROS,

I have searched everywhere and I can't find the Varia in Metroid. Can you please tell me where to find it?

Andrew Wright
Seattle, WA



Dear Andrew,

You'll find the Varia in the green block area of Brinstar. Once you've reached the green block area go to the right through the pipe tunnels. After you're through the tunnels head through the next blue door to your right. Move halfway in between the blue door you just went through and the next one—you'll see them both on the screen at once. Next, shoot straight up and you'll blow a tunnel through the blocks. Jump up into the tunnel you've created and keep jumping until the blocks form beneath you. Next, run and jump up high to the blue door on your left. Fight your way through this passage to the left until you come to a red door. Through that door is the Varia!

Karnov

Dear ASK THE PROS,

How do you defeat the Snake Lady in Level 4 of Karnov?

David Fleece
Cuyahoga Falls, OH



Dear David,

We think the best way to handle the Snake Lady is as follows: Use the wings and fly up to where you have a clear shot. Then, as the Snake Lady comes down, shoot her in the face continuously. Remember, though, that your wings will wear out so you've got to move quickly! Dodge and shoot rapidly and you'll do the Snake Lady in in no time at all.

SEGA

Golvellius

Dear ASK THE PROS,

In Golvellius, Valley of Doom, I cannot find the Aqua Boots or the Ring of Invincibility. I have been looking for months and I need them to fight Fosbus. Can you help?

Allen
South Carolina

Dear Allen,

Sure we can help. First, the Aqua Boots—you'll find them in the beach area. Make sure you can carry \$20,000 and then head for the beach. Follow the river to the south and then cross the bridge. Head to the northwest until you reach two lakes with rats milling around them. On the right hand side of the larger lake is a palm tree. Hit the bot-

tom right side of the palm tree and a hole will open up on the sandy beach at the top of the screen. Just jump in there and buy those Aqua Boots for \$20,000!



As for the Ring of Invincibility, head to the Swamp area. You'll need \$10,000. Go to the meadow and head south to an area of dead trees. Head southwest through the dead trees. In



the farthest southwest corner you'll find a little lake with an island with a patch of bricks in the center. Kill a few beasties in the area and a hole appears on the island. Pop inside and buy the Ring of Invincibility for \$10,000.

Game Got You Baffled?

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

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

NOBUNAGA'S AMBITION™



**New For
Nintendo!**

WE SUPPLY THE PAST, YOU MAKE THE HISTORY.



Best Seller in Japan

Sixteenth Century Japan was controlled by feudal lords. Each ruled a single fief, each wanted to become Shogun and rule the entire nation. One man, Oda Nobunaga, came close but failed. He paid the penalty for failure, death.

Take Nobunaga's place and unite Japan. On the battlefield, control your troops in close tactical detail. Take advantage of terrain, attack and retreat. Administer the areas you control to increase their wealth. Negotiate with other lords, or perhaps you would rather just send Ninja.

Battery backed up memory means you can save your games. Nobunaga's Ambition is historically accurate and comes with a detailed map, poster, and historical notes.

Unite Sixteenth Century Japan with Nobunaga's Ambition. Available where Nintendo games are sold.

KOEI



Overseas Prospects

Wielding your mighty sword on top of the mountain you are transformed into a blue dragon, with a majestic wing span and torching fire power. This odyssey takes you through eight tortuous areas of fierce encounters with nature's harsh elements, as well as a menagerie of prehistoric creatures.

D R A
S P

By The Eliminator

NEC's TurboGrafx-16 is scheduled to arrive in the United States this September so we decided to give you a sneak peek at a hot TurboGrafx overseas prospect from Japan.

Namcot unleashes credit-card sized video games that duplicate arcade-quality graphics and crisp animation, coupled with full-bodied musical scores. Made to be played on the gaming unit known in Japan as the PC Engine, and in the United States as TurboGrafx-16, these new games are second to none. The fast-paced action of these sophisticated "smart cards" are as fiery in proportion as the game Dragon Spirit. Here's hoping this popular Japanese game will soon be available for the TurboGrafx-16.

Time Machine

The storyline transports you to Kingdom Cloud, a medieval fantasy world filled with mythical wonders and prehistoric monsters. You are cast as Amul, a brave warrior. Your task, to rescue Princess Alicia from her demented abductor, Zawell. You must stop Zawell before he sacrifices Alicia in hopes of rejuvenating himself.

Karusto

Begin your mission in the rocky area of Karusto, where you fly over a long, treacherous river inhabited by fire-breathing sea dragons. Watch for fireballs hurled feverishly at you from



Fly over a treacherous river.

behind greenery. In the skies are deadly bats and pterodactyls. Grab one of the eight power-ups and you might transform into a three-headed dragon, intensify your firepower, or speed up your dragon's movement. At the end of this area you come face to face with Ryu, a foe with a



Ryu is a formidable foe.

Continued on Page 68.

ILLUSTRATION: CARL BUELL

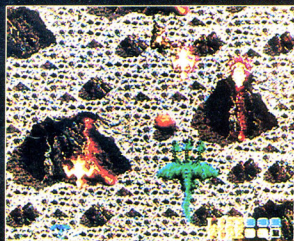
GON
IRIT



long, serpentine neck. Ryu is out to fire you and stop you from venturing to the next level.

Volcanic Mountains

You've reached the Volcanic Mountain area, where angry volcanoes spew molten lava and fill the air with ashes. Rumor has it that the



Watch for erupting volcanoes.

Phoenix reign over this region. Fend off fierce dinosaurs and dodge bursts of hot lava aimed at you. Once you journey safely out of this inferno you must destroy Hinotori, the master of the Phoenix, who is big and mighty in all his splendor.



The fiery Phoenix.

The Forest

Next, travel through a dense Forest, inhabited by poisonous flowers, bull frogs and beehives of gargantuan proportions. Here lurk the giant red



Poisonous flowers are everywhere in the forest.

flowers that emit deadly spores. By concentrating your bombs on the roots before the spores appear, you will overcome this menacing obstacle.



The giant red flower shoots deadly spores.

The Desert

The Desert is strewn with sun-bleached bones and boulders. Flying dragons and scorpions greet you and attempt to lead you to a fiery death. Gameplay speeds up



The desert is a deadly place.

when you grab three red items and increase your firepower by one level. Two blue items will transform you into a three-headed dragon. Destroy the ghastly skeleton of a monstrous pterydactyl and you'll move on to the next area.



The skeleton pterydactyl.

The Cave

Fire-breathing frogs and creepy spiders thrive in the damp, dark Cave area. Fight your way through the jagged teeth of shifting cave walls that try to enmesh you. Armies of



Cave walls close to crush you.

blood-sucking bats make vain attempts to defeat you. Eliminate the enormous mother spider and stop it from propagating its own kind. Fireballs hurled by the tiny spiders could put an end to your journey.



Mother spider and her babies try to catch you in their webs.

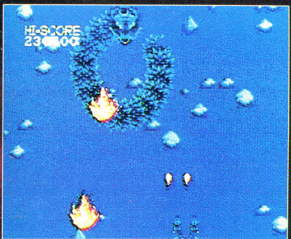
The Glacier

You are transported to Glacier, a world of freezing temperatures, ice floes, sea dragons, and prehistoric beetles. Use your firepower to torch



You'll need all your firepower to melt ice barriers in the glaciers.

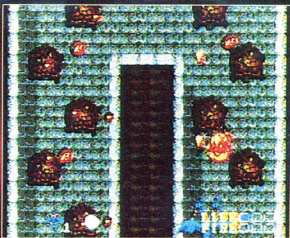
your way through the walls of ice. They'll crackle and sizzle from the heat. Defeat a Serpentine enemy who'll put your strength and stamina to the test.



This serpentine foe lurks in the glacier.

The Palace of Evil

You've reached the entrance to the Palace of Evil. First, get past the fireball-spitting gargoyles who stand as sentinels. The onslaught of giant centipedes, turtles, and spiders seems endless. Your final



The Palace of Evil.

encounter with the three-headed serpent, Yamata, is a battle to remember. Aiming flames at each of his serpent heads will send each one to an explosive end.



Yamata, the three-headed serpent.

The Palatial Labyrinth

As you battle your way through the Palatial Labyrinth, hordes of turtles, slimy toads, and spiders continue to put your endurance to a test.



Watch for sinister spear traps.

Poisonous plants emit fire-like ejecta as you face the danger of being impaled by retracting spears that block the entrance to Zewell's hideout.

Finally you come face to face with the half-man, half-serpent Zewell. His horns can hurl a swirling blade with a lethal edge to slice you into dragon cutlets. He uses his



Zewell—half man, half serpent.

magic sword as a shield against your barrages of fire power. After a long, hard battle, Zewell is destroyed. You glide over the red carpet leading to the palace entrance, and are transformed to a handsome prince again as you and Princess Alicia are reunited. Peace and tranquility are once again restored in Cloud Kingdom, thanks to the Dragon Spirit.

PRONIEWS

VIDEUS MAXIMUS

Vol. 1 No. 2

"All the News



Taito is running a contest you've got to enter! It's simple. Just look for the entry blank at your local retailer. Read the brochure, answer the questions correctly, mail in your entry blank, and you're in line to win some of the hottest prizes around.

Hey Yo—get those entry blanks in early and you might get some cool prizes,

like buttons and T-shirts. If you win second, third, or fourth place, you'll get fun stuff like Ray Ban Sunglasses and Side Out Sportswear. Say—if you win the Grand Prize you, a friend and two parents or other adults get to head to New York City to visit MTV's top-rated show, Yo! MTV Raps, and meet with a rap star! ■

CAPCOM DONATES GAMES TO HOSPITALS

Beginning this past August, Capcom, maker of such NES classics as MegaMan I and II, Strider, Mickey Mousecapades and DuckTales, donated \$50,000 worth of video game equipment to pediatric wards of hospitals. Capcom's Vice President of Sales and Marketing, Joe Morici, points out that "For some hospitalized children who are immobile, video games are one of the few diversions available to them." This is why Capcom has decided to set up Capcom's

Children's Corners in pediatric wings of California hospitals. Each corner will include two Nintendo Entertainment Systems, an Amiga computer and a Commodore C-64. Along with the systems each hospital will get a complete selection of Capcom game titles, to be supplemented with new titles as they come out! If things go well, Capcom may consider putting Capcom Children's Corners in hospitals nationwide. ■

NEC ANNOUNCES TITLES FOR TURBOGRAFX

NEC has announced the six software companies who are developing titles for their new gaming system, TurboGrafx. Topping the list is Hudson Soft, whose titles Keith Courage in Alpha Zones, Legendary Axe, Dungeon Explorer, Victory Run and Alien Crush are available this fall when TurboGrafx goes on sale. Hudson Soft is also developing other popular titles for TurboGrafx,

including World Class Baseball (see this issue of GamePro for a sneak peek), Power Golf, J.J. and Jeff, China Warrior, Fighting Street, R-Type, Blazing Lazers and Military Madness. Also developing games for TurboGrafx are Irem (Vigilante), NCS (Moto Rider), Pack-In-Video (Deep Blue), and NEC Avenue (Fantasy Zone). It looks like an unbeatable line-up! ■

GALAXY OF GAMES

Watch for the Galaxy of Electronic Games opening its doors from November 17-19 at the San Jose Convention Center in California.

The show features a display of more than 300 computer and video games. Some of your favorite popular game characters are also planning to appear! Exhibitors will show the latest in software, including MS-DOS, computer equipment, peripherals, the hot new hand-held games, and the 16 bit home entertainment systems.

The best news for all you gamers is that the show features a 2,500 square foot

arcade area loaded with games. You'll get to play whatever game you like! You can also try your hand at some game contests and treasure hunts.

If you make it to the show, be sure to come by and say hi at the GamePro Booth. We'll be there with our sister publication, PC Games, which covers MS-DOS games. We'd love to meet you!

Admission is \$6.00 per person and group discounts are available. The show is produced by Pinnacle Productions, located in San Francisco. For further information, call (415) 346-4281. ■

S REPORT

That's Fit to View."

September/October 1989

GAMES THAT RECREATE THE PAST?

KOEI is bringing something new to the NES—PC simulation-type games like you've never seen available for the Nintendo.

In Nobunaga's Ambition, the first title released for the NES, journey back to sixteenth century Japan and take on the role of a feudal lord or Daimyo. Your goal is to defeat all the other Daimyos, unite the entire country under a single ruler, and become the Shogun! To achieve this goal, you'll have to use all the strategy and tactics you can muster. Control your troops on the battlefield, administer your fiefs, keep your peasants and army loyal, or risk revolt! In addition you'll have to deal with events you can't

control, like the weather, and other Daimyos!

One to seven players can try to become Shogun at once, and play is guaranteed to never be the same for any given game! Save your game with the battery and you can continue your quest to become Shogun indefinitely. A great game for the whole family to play together!

KOEI is committed to bringing out titles that represent quality both in terms of historical accuracy and gameplay. With the release of two more historical simulation games planned for late 1989/early 1990, KOEI should keep us all busy working towards our next conquests! ■



NEED HELP? CHECK OUT THESE GAME COUNSELOR NUMBERS

Here's where to call to get the answers you need to solve the problems you're having with your favorite game:

Acclaim

(516) 624-9300

Activision

(415) 329-7699

American Sammy

(213) 320-7167

Bandai

(213) 926-0947

Broderbund

(415) 492-3500

Capcom

(408) 727-1665

CSG Imagesoft

(213) 858-3777

Culture Brain

(206) 882-2339

Data East

(408) 286-7074

FCI

(312) 968-0425

Gametek

Nintendo Game Line

HAL America

Nintendo Game Line

Hi Tech

(212) 941-9703

Hudson Soft

(415) 495-HINT

Jaleco

(312) 647-7077

Koci

(415) 348-0200

Konami

(312) 350-1268

LJN

1-800-628-3579

Milton Bradley

(413) 525-3545

Mindscape

(312) 480-8715

Nintendo Game

Counselor Line

(206) 885-7529

Romstar

(213) 539-2744

SNK

1-800-PLAY SNK

Sega

1-800-872-7342

Seika

Nintendo Game Line

Sunsoft

(312) 350-8800

Taito

1-800-663-8067

Taxan

(408) 946-9500

Tecmo

(213) 329-5880

Tengen

(408) 433-3399

Tradewest

(214) 874-2683

Ultra

(312) 350-1263

Vic Tokai

(213) 320-1199

(Remember: Unless the number you are calling is an 800 line, it's a toll call and you pay for the call.)

Don't Get Caught Without GamePro!

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

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

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

GAMEPRO Magazine
Circulations
P.O. Box 57138
Boulder, CO 80322

(Foreign residents add \$10.00 per year, U.S. funds only.)

Call toll-free and
subscribe by credit card.
1-800-288-4776

(The GAMEPRO representative will need
to talk to the person whose name appears
on the card)



STEREO
SIMULATOR

ToyCard SSS™

SANSUI

STEREO SIMULATOR SYSTEM

Hudson's Joycard Sansui SSS™ has Repeat Rapid-Fire function which shoots up to 15 shots/sec. and Stereo Simulator System which provides you a sensational sound shifting effects..

with RAPID-SHOOTER
Max 15 shots/sec.

Another Dimension
in Nintendo Fun



ADVENTURE ISLAND™

Princess Leilani was kidnapped and taken to Adventure Island in the South Pacific. The island is thick with tropical forest, caves, ocean and mountains. Many dangerous demons and creatures are waiting for you. Are you up for the challenge? Can you live through Adventure Island to save Princess Leilani?



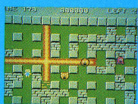
Milon's Secret Castle

If you think you have played the hardest of all video games, try this one. Each level has a different challenge, the higher the level, the tougher the challenge! Can you beat the monsters? How many coins can you collect? Are you ready for the challenge of your game playing career? This is it!!!



BOMBERMAN™

Bombberman has been put to work in an underground compound at the center of the Earth. One day he learned that he can become a human by escaping from the center of the Earth and make it to the surface. He can only rely on bombs of his own production for his defense. Will Bombberman ever make it to the surface?



ADVENTURES OF DinoRiki™

In pre-historic times, where ancient dinosaur creatures ruled, the adventures of Dino-Riki began. A courageous young man, Dino-Riki is determined to establish mankind's future in this violent age. Dino-Riki must fight his way through lotus swamps, dark caverns, deep canyons, deserts and giant dinosaur bosses.



LICENSED BY NINTENDO
FOR PLAY ON THE

Nintendo

ENTERTAINMENT SYSTEM™



HUDSON GROUP
HUDSON SOFT™

601 California Street, Suite 2004
San Francisco, CA 94108
For questions, call (415) 495-HINT

Hudson Soft is a trademark of Hudson Soft Co., Ltd. HUDSON'S ADVENTURE ISLAND™, Milon's Secret Castle™, BOMBERMAN™ and Adventures of Dino-Riki™ are registered trademarks of Hudson Soft USA, Inc. JOY CARD SSS is a trademark of Hudson Soft USA, Inc. SANSUI is a trademark of SANSUI ELECTRIC CO., LTD. Nintendo and Nintendo Entertainment System™ are trademarks of Nintendo of America Inc.

By Steve Massey

Like any serious gamer, Greg Fischbach plays to win.

Acclaim Entertainment posts huge scores with Greg Fischbach at the controls and the company continues to thrill Nintendo users with releases like IronSword, the sequel to Wizards and Warriors. And, says Fischbach, since NES gamers will number 18 million by the end of this year, we can expect to see Acclaim stay among the top of the industry's hottest developers.

"I look for a beginning, a middle and an end [in a game]. And continuity. I look for a theme that carries itself throughout the game," says Fischbach, Acclaim's founding President and CEO. "A game that's too easy is not good and a game that's too hard is not good. It's got to be a cross between the two."

In less than two years, Acclaim's gutsy management style netted the company some \$50 million in revenues. That's a winning score in any game and Fischbach says Acclaim's line of Nintendo-compatible games, VCR and hand-held games will keep the growing company a big contender in the cut-throat software industry. The key to success is flexibility and diversity, says Fischbach, a former entertainment lawyer and president of RCA International. Always ready to stretch its legs into new markets, the company formed Acclaim Japan Ltd., to develop and market Acclaim's home entertainment products for the Japanese market.

"We're different from a lot of our competitors in that we feel there's an advantage to

not having a dependent development group that works solely with us," Fischbach says. "We have the privilege of searching the world, in essence, to look for good product and good developers."

This diverse development base has proven itself: Wrestlemania, Wizards and Warriors and the incredible sequel, IronSword, were all developed in England by a group called Rare. Acclaim

"I think we have a long way to go before we exhaust the capabilities of Nintendo's machine."

home video products are also developed in America, Australia and elsewhere in Europe. Although willing to test almost any market for its products, Acclaim is dedicated to American video gamers. Located in a New York village called Oyster Bay, Acclaim executives are sure that the best fantasy and role-playing games of the future will come from the United States market.

Acclaim strategies include releasing games that appeal to broader audiences and games based on hit movie themes. Fischbach says games like Othello—which boasts enough computer power to provide even the best strategists with stiff competition—are a good market niche, since the age of computer gamers is increasing as software improves.

But as much as he's willing to take a risk, Fischbach is cautious, particularly in the development of games based on box office hits.

"Anything in a limited sense works," he says. "If the consumer thinks that you've deceived him by using popular license, such as Rambo or Wrestlemania, and then haven't been able to follow through with a product that's on it—you only get one chance to do that. We believe we have to be very careful with movie themes. Licenses just can't be used willy-nilly. The secondary meaning of the license has to have some sort of relevance to the consumer who's going to buy it."

Fischbach hints that Acclaim is "cautiously" preparing to release video games converted from movie titles, but he's tight-lipped about what types of games home video fans should expect to see.

"We do have movie conversions, but we're not talking about it yet," he says, adding that gamers may also see more titles like Othello on the shelves of video retailers



soon. "We haven't announced them yet, but there are products we're developing that we feel will appeal to a broader audience—even a more mature audience."

Asked about the impact of new game units, such as NEC's TurboGrafx, on the software market, Fischbach says, "I think we have a long way to go before we exhaust the capabilities of Nin-

tendo's machine. There are a lot of great machines—like the Amiga and Atari ST—but without enough software to drive them, they're interesting but don't make the market." Nintendo will have an NES unit in 16 percent of America's households by the end of this year.

Fischbach says he's content with the market that exists for cartridge-type games and expects that market to exist for quite a while. But don't expect Acclaim to stand still and let new developments in game technology pass by. Fischbach, also a past president of Activision International, is used to an ever-changing industry. His company is one of 35 that have the right to market and distribute Nintendo video games in the United States. And Acclaim boasts the only wireless infrared remote controller approved by Nintendo.

And Acclaim's hand-held electronic games allow serious gamers to take their action anywhere and feel a challenge that's just as fast as the Nintendo version. Older audiences can turn to Acclaim's powerful VCR sports games to participate in "live" football, golf, basketball, wrestling or hockey action.

Whether you enjoy hand-helds, action-packed Nintendo games or VCR sports, Acclaim is a company that delivers. And with games that match or surpass hit titles like Night Rider and Airwolf on the horizon, gamers nationwide can expect to see Acclaim at the top of the home video industry for a long time. ■

By Vince Vosti

Despite its position as the number one independent supplier of video games for the Nintendo Entertainment System, Konami keeps on finding new ways to make sure you can play the hottest video game titles—no matter where you are.

Konami, Inc., the wholly-owned subsidiary of Konami Industry Company, Ltd. of Kobe, Japan, was established in 1982 in Los Angeles. Like most video game companies, Konami got its start with coin-ops, producing such video classics as "Frogger," "Super Cobra" and "Track and Field."

Today, the company is based in Buffalo Grove, IL, where it continues to be an arcade favorite with such titles as "Devastators" and "The Main Event." Despite the popularity of home entertainment systems, 70% of Konami's video games are still introduced in coin-op format to make sure that only the best titles are available for your home system.

Konami expanded into the home video game market in February 1987 with "Gradius", an arcade hit from the previous year. With a string of hits under its belt, Konami flew to new heights with "Top Gun"—a million copy seller which walked away with the "Innovations '88 Award" at the June, 1988 Consumer Electronics Show.

Konami is once again ready to meet the needs of its gamers with the introduction of its own line of liquid crystal display (LCD) handheld video games this summer.

"Because of renewed interest in video gaming and the enormous success we've had with our NES software, developing our own line of hand-held games should be an easy transition," says Konami's Emil Heidkamp.

Konami's hand-held games make sure you can enjoy exciting video action, whether you're cruising in a car or spending an afternoon at the park.

"Double Dribble", "Gradius" and "Top Gun" will be the first titles available, with hand-held versions of new titles "Skate or Die", "C" and "Teenage Mutant Ninja Turtles" soon to follow.

"We have some 200 designers in Japan—and they are the best in the industry."

Konami's hand-held games are easy to hold and manipulate. Colorful backgrounds combined with excellent visual effects will keep players entertained for hours at a time.

"Advances in liquid crystal display technology, better and more sophisticated graphics and action-packed special effects should make these games popular take-along versions of their video game and arcade counterparts," says Heidkamp.

Konami also continues to make inroads in the personal computer game software industry. "More than 18% of U.S. households own home computers today, and that percentage is increasing rapidly," says Heidkamp. "We're ready to grow with the industry, providing a continuous library of popular

games for home computers as the market expands."

As the top third party supplier of video games for the Nintendo Entertainment System, Konami cannot afford to sit back and relax on its achievements. With sales projected to top \$150 million for fiscal 1989, Konami remains busy developing new games for the home entertainment market. In fact, to market all of the great new titles developed without infringing on Nintendo's game per year limit, the people at Konami spun-off the Ultra Software Corporation in 1988.

"We had more than enough titles to do more than the five games allotted us by Nintendo," says Hejtmank. "We have some 200 designers in Japan—and they are the best in the industry."

Three of Konami's games back up Hejtmank's claim; "Metal Gear", a game of strategy that was the first released by Ultra; "The Adventures of Bayou Billy", the first video game to feature three special action elements (zapper power, hand-to-hand combat and driving action); and Ultra's "Teenage Mutant Ninja Turtles" all were recognized as winners of the CES Innovations '89 Award.

"We are looking forward to continuing our success in the home entertainment software industry and plan to make great games for consumers well into the next century," says Heidkamp.

But what about later this year? What surprises are Konami developing down the line?

From Ultra, the two newest games in the works are "Silent Service" and "Kings of the Beach".

"Silent Service" will be the first sea battle game of its type for NES, according to Heidkamp. Players will try to complete fictitious World War II submarine missions.

"It is much more than an action thriller—it will be a test of strategy and skill," says Heidkamp. "Kings of the Beach" is a volleyball game that allows up to four people to play simultaneously.

Konami will have "Jack Nicklaus Greatest 18 Holes of Championship Golf", featuring holes selected by the "Golden Bear" himself as the toughest around, as well as a yet to be titled sequel to the million-seller "Top Gun."

With the volatile and very competitive video game market expecting sales in the billions, it is sometimes the little things a company does that create the loyalty every company is searching to obtain. Konami has a toll-free hotline for players who need helpful advice on how to play their Konami or Ultra games. The game counselor hotline handles an average of 3,500 calls and letters each week.

"With the new complexity, sophistication and challenge of video games, it is important for game makers to stand behind the players," says Heidkamp.

It is that concern for customer satisfaction, combined with hot titles available in many media, that makes Konami the success story that they are today. ■

- ★ Are You Tired Of Playing The Same Old NINTENDO® Games Or Buy One You Didn't Like?
 ★ Tired Of Your Local Toy Store Always Sold Out Of Your Favorite Games?
 ★ Tired Of Just Paying Too Much For Games & Accessories?

THEN JOIN THE ULTIMATE GAME CLUB & SAVE UP TO 20% OFF EVERY NINTENDO® GAME & ACCESSORY!

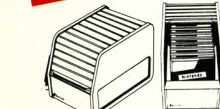
We Buy, Sell & Trade New & Used NINTENDO® Games, Sega & Atari. As A Member You Are Entitled To The Following:

1. We sell new & used Nintendo games at the **lowest prices** possible!
2. We **buy your used Nintendo games** at the highest price possible!
3. We provide prompt efficient service with a **100% satisfaction guarantee!**
4. We test & clean all used games for **maximum efficiency!**
5. We provide the **largest stock** of any other mail order firm!
6. If we do not have the game you want in stock, we'll reserve it for you & ship it to you as soon as we get it. **We'll even reserve new titles before they're available!**
7. For every 10 friends you get to join the club we'll give you a Nintendo game of your choice Free! That's right FREE!
8. We offer **Discount Prices** on practically everything PLUS **monthly specials** on top of that!
9. We have a toll free hotline for all new memberships & orders **1-800-TOY-CLUB** (1-800-869-2582) 9 AM-9 PM EST! For people in CT or Canada and any questions you may have dial 1-203-368-6366!
10. We accept **MC, Visa, check or money order!**
11. We'll also give you a **free Club Membership Diploma & subscription** to our quarterly Newsletter, **Hot New Catalog** plus details on up & coming games.
12. You get all this for the low cost of \$10! So Hurry! **Membership is limited!**

HERE'S JUST
 SOME OF THE ITEMS
 YOU CAN BUY NOW!



How to Win at Nintendo
 Over 40 games reviewed
 in detail with secret
 codes unavailable in
 any other magazine.
 Supply is limited!
 List Price 3.95
 Club Price 2.95



Suncom Docking Bay 10+
 List Price 15.99
 Club Price 14.99



Tees List Price 8.99
 Sweats 19.99

Nintendo T-Shirts & Sweatshirts
 Zelda II, Super Mario II,
 Nintendo Logo, Super
 Mario Club & other de-
 signs. Youth sizes 6-16
 Adult sizes S-M-L.
 Club Price 7.99

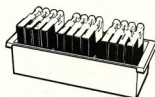


Nintendo Baseball Caps
 Mesh 4.99
 Cotton 5.99
 Corduroy 6.99
 Club Price 3.99
 Club Price 4.99
 Club Price 5.99

Suncom Docking Bay 20+
 Holds 20 Nintendo games
 List Price 25.49
 Club Price 22.99



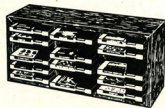
Curtis Game Caddy
 List Price 5.99
 Club Price 4.99
Super Extending Cables
 6' extension for controllers & light gun
 List Price 9.99
 Club Price 6.99



Nintendo Cartridge Organizer
 List Price 5.99
 Club Price 4.99
 Also holds 18 Sega cartridges

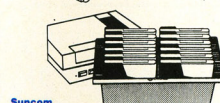


Nintendo Entertainment Center
 Holds control deck,
 zapper, 2 controllers,
 12 game cartridges. Also
 holds complete
 Sega System
 List Price 27.99
 Club Price 22.99



Nintendo Cartridge Cabinet
 List Price 14.99
 Club Price 10.99

Z-Bag Official Nintendo Carry Case
 List Price 29.99
 Club Price 24.99



Suncom Transporter 12"
 List Price 6.99
 Club Price 4.99



Aladin Plastic Nintendo Lunch Kit & Thermos
 List Price 9.99
 Club Price 8.99

Suncom Mother Ship™ Control Enhancer
 For use with Nintendo
 Entertainment System™
 Turns Standard Controller
 into Joystick
 List Price 13.99
 Club Price 12.99



Kraft Deluxe Starmaster Joystick
 List Price 14.99
 Club Price 12.99



Beeshu Jazz Stick
 List Price 29.99
 Club Price 25.99
 (see list next page for more Beeshu joysticks)



Happ Competitive Pro Joystick #500N
 List Price 14.99
 Club Price 12.99



Suncom Transporter 4
 List Price 6.99
 Club Price 4.99



NINTENDO ACCESSORIES

	LIST PRICE	CLUB PRICE
Bandai Super Controller	6.99	5.99
Bandai Mega Controller	59.99	54.99
Camiera Gift Pak (2 Freedom Sticks)	129.99	119.99
Camiera Freedom Pad	39.99	34.99
Camiera Freedom Stick	69.99	62.99
Camiera Supersonic Joystick	59.99	54.99
Camiera Video Blaster	29.99	25.99
Eclectic's Pro Play Home Arcade	249.99	229.99
Doc's Fix A Game (repairs all video game cartridges)	9.99	8.99
Nintendo Beach Towels; Mario's Party, Mario's Beach, Mario & Luigi, Mario & Zelda	19.99	16.99
Nintendo Slumberbag	36.99	32.99
Nintendo Underwear	3.69	3.99
Nintendo Suspenders	6.99	5.99
Nintendo Belts	4.99	3.99
LJN Roll & Rocker	59.99	49.99
Tara Deluxe Game Pack 15 Game Carrycase	11.99	9.99



Nintendo Rain Slicker
 3 designs & assorted colors
 List Price 14.99
 Club Price 11.99

WE ALSO CARRY A WIDE SELECTION OF SEGA & ATARI GAMES & ACCESSORIES. CALL FOR DETAILS TO GET OUR FREE CATALOG!
 IF YOU DON'T SEE WHAT YOU WANT, THERE'S MORE ON THE NEXT PAGE. IF YOU DON'T SEE IT THERE CALL US & WE'LL GET IT FOR YOU!

TO ORDER SEGA'S 16 BIT GENESIS — 1-800-TOY-CLUB



SEGA GENESIS 16 BIT ENTERTAINMENT SYSTEM WITH ALTERED BEAST GAME INCLUDED. AVAILABLE NOW! LIST PRICE \$199.00 CLUB PRICE \$189.99

GENESIS	LIST PRICE	CLUB PRICE	AVAILABLE	GENESIS	LIST PRICE	CLUB PRICE	AVAILABLE
Genesis Power Base Converter (allows you to play regular Sega games on Genesis)	49.99	39.99	NOV	Last Battle	60.99	55.99	NOV
Genesis Headphone Set	24.99	19.99	NOW	Rambo III	60.99	55.99	OCT
Genesis Game Cartridges				Soccer	50.99	45.99	NOW
Alex Kidd Enchanted Castle	54.99	48.99	NOV	Space Harrier II	60.99	55.99	NOW
Basketball	55.99	49.99	OCT	Super Hang On	60.99	55.99	NOW
Forgotten World	65.99	59.99	NOV	Super Thunder Blade	60.99	55.99	NOV
Ghouls 'n Ghosts	65.99	59.99	NOV	Thunder Fox	65.99	59.99	NOW
Golf	61.99	56.99	OCT	Tommy Laserdisc Baseball	69.99	64.99	NOW
				Phantasy Star II	TBA	TBA	TBA
				Hybrid Special	TBA	TBA	TBA

SEGA GAMES

TITLE	WE BUY	WE SELL	WE SELL
Action Fighter	8.00	19.99	32.99
After Burner	15.00	29.99	49.99
Alf	10.00	24.99	34.99
Altered Beast	10.00	24.99	49.99
Alex Kidd Hi Tech World	10.00	24.99	34.99
Alex Kidd In My World	10.00	24.99	32.99
Alex Kidd Last Stars	10.00	24.99	37.99
Alien Syndrome	10.00	24.99	37.99
Astro Warrior	8.00	19.99	32.99
Atic Adventure	10.00	24.99	32.99
Black Belt	8.00	19.99	32.99
Blade Eagle 3D	10.00	24.99	38.99
Bomber Bird	10.00	24.99	42.99
California Games	10.00	24.99	38.99
Carmen San Diego	10.00	24.99	37.99
Casino Games	10.00	19.99	38.99
Choplifter	8.00	24.99	32.99
Cyborg Hunter	10.00	24.99	37.99
Cute Zone	10.00	24.99	44.99
Dark Lord	10.00	24.99	44.99
Double Dragon	12.00	29.99	44.99
Enduro Racer	8.00	19.99	32.99
F-16 Fighting Falcon	7.00	18.99	27.99
Fantasy Zone	8.00	19.99	32.99
Fantasy Zone II	10.00	24.99	37.99
Fantasy Zone 3 The Maze	10.00	22.99	32.99
Gateway Force	15.00	29.99	48.99
Golden Axe	8.00	19.99	32.99
Golf	8.00	19.99	32.99
Gunstar Heroes	8.00	19.99	32.99
Global Defense	8.00	19.99	32.99
Gowling	10.00	24.99	38.99

SEGA GAMES

TITLE	WE BUY	WE SELL	WE SELL
Great Baseball	10.00	19.99	32.99
Great Basketball	8.00	19.99	32.99
Great Football	8.00	19.99	32.99
Great Golf	10.00	24.99	32.99
Great Ice Hockey	8.00	19.99	32.99
Great Soccer	8.00	19.99	32.99
Great Volleyball	8.00	19.99	32.99
Hangon/Safari Hunt	We	Don't Buy	
Kenshiro	10.00	24.99	39.99
King's Quest	10.00	24.99	37.99
King Fu Kid	8.00	19.99	32.99
Lord Of The Sword	10.00	24.99	38.99
Markman/Trap Shoot	6.00	17.99	32.99
Maze Hunter 3D	10.00	24.99	29.99
Maze Hunter 3D II	10.00	24.99	29.99
Missile Defense 3D	10.00	24.99	38.99
Monopoly (Battery)	15.00	34.99	49.99
Montezuma's Revenge	10.00	24.99	37.99
My Hero	7.00	18.99	27.99
Out Run	10.00	24.99	37.99
Out Run 3D	10.00	24.99	37.99
Phantasy Star (Battery)	10.00	24.99	34.99
Penguin Land (Battery)	10.00	24.99	34.99
Play Action Games	20.00	34.99	49.99
Poisoned Waters 3D	10.00	24.99	38.99
Power Strike	8.00	19.99	29.99
Princess of Persia	8.00	19.99	32.99
Quartet	8.00	19.99	29.99
Rambo	8.00	19.99	32.99
Rambo II	8.00	19.99	32.99

SEGA GAMES

TITLE	WE BUY	WE SELL	WE SELL
Rambo III	10.00	24.99	44.99
Rampage	10.00	24.99	42.99
Rastan	15.00	29.99	44.99
Riggle Jackson Baseball	15.00	29.99	44.99
Rescue Mission	8.00	19.99	34.99
Rocky	10.00	24.99	37.99
R-Type	10.00	24.99	49.99
Safari Hunt/Hangon	We	Don't Buy	
Shanghai	10.00	24.99	34.99
Shinobi	10.00	24.99	44.99
Shooting Gallery	8.00	19.99	32.99
Shogun	10.00	24.99	37.99
Space Harrier	10.00	24.99	39.99
Space Harrier 3D	8.00	19.99	32.99
Sportspede Football	8.00	19.99	32.99
Spy Vs Spy	8.00	19.99	29.99
Super Basketball	10.00	24.99	38.99
Super Tennis	7.00	18.99	27.99
Teddy Boy	7.00	18.99	27.99
The Ninja	10.00	24.99	32.99
Thunder Blade	10.00	24.99	39.99
Time Soldiers	12.00	32.99	44.99
Tinabot	7.00	18.99	27.99
Villagers	12.00	32.99	44.99
Walter Payton Football	12.00	32.99	44.99
Warrior Quest	12.00	34.99	49.99
Win Boy in Monsterville	10.00	24.99	37.99
World Grand Prix	8.00	19.99	32.99
Ys (Battery)	10.00	24.99	32.99
Zaxxon	10.00	24.99	38.99
Zaxxon II	10.00	24.99	32.99
Zillion/Tri Formation	10.00	24.99	32.99



ACCLAIM REMOTE CONTROLLER
Complete Freedom! No wires, no cords!
List Price \$39.99 Club Price \$34.99



MATTEL POWER GLOVE
Complete control of your fingerless!
List Price \$99.99 Club Price \$89.99



HOMEWORK FIRST NINTENDO GAME LOCK
The first security system for Nintendo!
List Price \$21.99 Club Price \$19.99



SCORES MORE POINTS! #1 & 2 BY KOON
Learn secret tricks & strategies of 5 games on each tape!
List Price \$14.99 ea. Club Price \$13.99 ea.

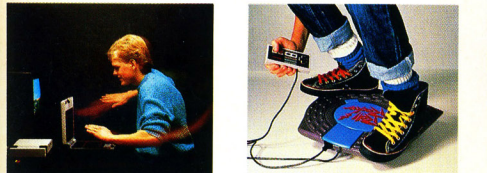
Call us to order from our stock of 1000's of Nintendo & Atari Games & Accessories

NEW SEGA GAMES

TITLE	WE BUY	WE SELL	WE SELL
Basketball Nightmar	NOV	12.00	26.99
Captain Silver	SEPT	12.00	24.99
Cloud Master	NOV	15.00	32.99
Dead Angel	NOV	15.00	32.99
Dynasty Duo	NOV	15.00	32.99
Golden Axe	JAN	15.00	32.99
Scramble Spirit	NOV	15.00	32.99
Super Golf	NOV	17.99	39.99
Warrior	NOV	15.00	32.99
Ultima IV	JAN	20.00	42.99
Worm Boy 3	NOW	12.00	24.99
World Games	SEPT	12.00	26.99

SEGA ACCESSORIES

TITLE	WE BUY	WE SELL	WE SELL
Sega Control Pad		19.99	17.99
Sega Control Stick		29.99	22.99
Sega Light Phaser		39.99	28.99
Sega 3rd Glasses-w/adapter		69.99	59.99
Sega Rapid Fire Control Stick		39.99	29.99
A.L.S. Cart. Organizer Holds 18 Carts		5.99	4.99
A.L.S. Sega Entertainment Center		27.99	22.99
Beehive Ultimate Stick		49.99	44.99
Beehive Viper		14.99	12.99
Beehive Wireless Ultimate Superstick		69.99	59.99
Cameras Wireless Freedom Stick		69.99	59.99
Cameras Wireless Double Pack		129.99	109.99
Doc's Fi-A Game Cart Cleaner		12.99	10.99
Ectodiscs Prophecy Home Arcade		249.99	229.99
Haga Comp. Pro Joystick #3000S		12.99	10.99
Haga Comp. Pro Joystick #5000S		19.99	17.99
Hartnell Video Game Storage Center		27.99	23.99
Sega Base System		139.99	99.99
Sega Master System		179.99	159.99
Scotchbot GS118 Game Controller		49.99	44.99
Advanced Gravis Joystick		49.99	44.99



Brother's N-U Force
Quality limited-order toy set!
List Price \$9.99 Club Price \$7.99

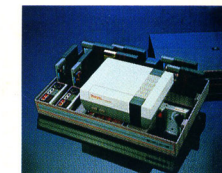


Happy Competition Pro Joysticks
Model #1's Clockwise List Price Club Price
3000 for Atari 10.99 9.99
3000S for Sega 12.99 10.99
5000 for Atari 17.99 16.99
5000S for Sega 19.99 17.99
5000 for Nintendo 24.99 22.99
5000S for Nintendo 26.99 24.99
List Price 9.99 Club Price 8.99

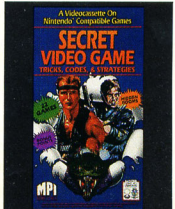
L.J.R.'s Roll N' Rocker
Quality limited-order toy set!
List Price 49.99 Club Price 39.99



LEBDO Video Game Carry Case
Holds complete Nintendo, Sega, or Atari system!
List Price 27.99 Club Price 23.99



Hartnell Video Game Organizer
Holds complete Nintendo, Sega, or Atari system!
List Price 27.99 Club Price 23.99



Secret Video Game
Learn 60 secret passwords, tricks & strategies found nowhere else on 22 of the most popular new games! Call for game list.
List Price 15.99 Club Price 17.99



Nintendo 80m Video Tapes #4
Learn all the secrets & strategies to win stage by stage of 10 of the hottest new games available! Call for game list.
List Price 9.99 Club Price 8.99

ProChallenge Board

Challenge the ProScores!

When you have achieved your best score on any Nintendo, Sega, 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, each issue a drawing will be held of all high scorers, and one in each area (Nintendo, Sega, 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 autofire 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.

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, California 94064

NINTENDO

Game	Player	Score
Arkanoid	Mike Pirring	669,070
Bionic Commando	Frank Maruca	Finished
Bubble Bobble	Jim Hernandez	1,480,410
Castlevania II	Frank Maruca	Finished
Contra	Jim Hernandez	6,553,500
Donkey Kong Jr.	Jean Paniccia	75,000
Donkey Kong 3	Buzz Morgan	744,000
Double Dragon	Jim Hernandez	128,870
Duck Hunt	Brad Strazisar	535,900
Gauntlet	Glen Gilmore	2,135
Goonies II	Jamie Bunker	Finished
Gradius	Rick Lambath	1,401,500
Iron Tank	A.J.F.	562,000
Jackal	John Meara	957,130
1943	A.J.F.	1,441,400
Legendary Wings	Mario Lima	Finished
Marble Madness	Challenge Score	55,000
Mega Man	Dusty Dimercurio	Finished
Metal Gear	Ivan Tam	Finished
Mighty Bomb Jack	The Game Freak	13,008,920
Operation Wolf	Jason Heller	174,300
Pinball	Brian Godfrey	159,460
Robo Warrior	Frank Maruca	2,724,000
Rus'n n' Attack	John Orr	1,182,600
Sky Kid	Todd A. Barber	367,500
Solomon's Key	Jason Heller	321,730
Spy Hunter	Jonathan Rothrock	141,580
Star Force	Challenge Score	6,000,000
Star Soldier	Challenge Score	3,000,000
Stinger	A.J.F.	2,656,300
Super Dodge Ball	Dan Kaslick	Won World Cup
Super Mario Bros.	Joe Cesario	1,092,700
Super Mario Bros. 2	Simon Moffat	Beat Wart
Super Pitfall	Jim Hernandez	2,115,000
Track & Field	Adam Albert	999,999
Trojan	Tyler Crawford	279,600

World Runner	Challenge Score	500,000
Xenophobe	Jason Siler	999,990
Zelda II	Challenge Score	Finish w/50 games or less
Zanac	Challenge Score	5,000,000

SEGA

Game	Player	Score
After Burner	Zak Druzba	6,422,600
Alex Kidd	Mike Pirring	Finished (Miracle World)
Astro Warrior	Gerald Shepherd	366,200
Black Belt	Eric J. Metzner	1,113,800
Double Dragon	Zak Druzba	136,970
Fantasy Zone	A.J.F.	9,999,999
Golvellius	Jim Hernandez	Finished
Hang On	Eric Kelly	1,092,700
Kung Fu Kid	Andy Hayes	119,300
Maze Hunter	J.K. CR42	195,800
Out Run	Ovidu Marina	38,693,460
Phantasy Star	Challenge Score	End It
Power Strike	A.J.F.	4,476,980
Safari Hunt	Chris Fitzgerald	1,198,800
Shinobi	Jason Sabbato	827,300
Space Harrier	Jim Hernandez	33,924,610
The Ninja	Zak Druzba	2,200,700
Thunderblade	Stuart Brown	1,420,000

ATARI

Game	Player	Score	Setting
Asteroids	Joe Knox	97,700	INT
Food Fight	Steve Vineyard	11,919,800	INT
Galaga	Kyle Snyder	227,810	ADV
Joust	Justin Ballantyne	128,050	INT
PACMAN	A.J.F.	142,640	Banana
Popeye	Peter Boadry	116,910	
Xevious	Buzz Morgan	811,910	INT

Next Issue!

New ProViews

The best and latest new games—Dead Angle, River City Ransom, Legendary Axe, Space Harriers II.

ProClassic

The Pros revisit Tengen's mega-hit Gauntlet.

Overseas ProSpects

PACLAND! The GamePros take a look at this monster hit from Japan.

Short ProShots

Returning due to popular demand!

PLUS...

Tons of great tips and tactics and all the other features you've come to expect from GamePro!

WE GOOFED!

In the July/August issue of GamePro we incorrectly identified Taito Software Inc. as Taito of America. Taito Software Inc., based in North Vancouver, British Columbia, Canada, publishes game software for use with Nintendo video game machines and home computers, including Commodore 64 and 128, Amiga, Apple II, Atari ST, Tandy and IBM PC compatibles. Sorry for the mix up!

VIDEOGAMES

100'S OF TITLES AVAILABLE

ATARI  5200™ 

ADAM™ IBM Amiga

7800™ SEGA 

COLECO VISION® 520-ST

INTELVISION™ ATARI XE™

JOYSTICKS

ATARI 2600™



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

TELEGAMES USA

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

Puzzle Challenge Answers

From the July/August
'89 Issue.

- | | |
|------------------|--------------------|
| 1. Ninja Taro | 11. Gun Smoke |
| 2. Life Force | 12. Bubble Bobble |
| 3. Wrestle Mania | 13. Sky Shark |
| 4. Bases Loaded | 14. Operation Wolf |
| 5. Side Pocket | 15. Air Fortress |
| 6. Robo Warrior | 16. Black Tiger |
| 7. Double Dragon | 17. Chester Field |
| 8. Boot Camp | 18. Cobra Command |
| 9. Freedom Force | 19. Dr. Chaos |
| 10. Spy Hunter | 20. Pac-Man |

G B U M P N J U M P Q A S G N I W Y R A D N E G E L
U A I N A V E L T S A C R O S S S O R C I E S C T
N S O O D O U B L E D R A G O N S I M O N C K I O S
S E I C R O S S I N I N J A S E S L A K A D E N M A
M B A S E S L O A D E D R C I T Y D O N K E Y N M C
O I W B I O N U C C O B R A C O M M A N D I M E A R
K O N G C O N S T A R O M I N G E R H E I M T N A
E N C N E D M T W U F O E W E A L A C I T N S O D T
A I G N L A S U N E A N R G O A L A B R F F R P P O S
Y C O N T R A G E S E A A B B C T U E O E H O G S U
P C O B R A O I L R S G M I K E O N K N O H I U L P
S O T H E L L O F S S Y A C Y Y O W U T D A R K L E
S M A R B L E T O T U R N R A T T A C A V Y R G V R
V M A G M A X S Q O R T B O D Y D W N C A S O M
Y A D O U B P I T O I B A T O C L O O K O N W I N A
P N R T I O R S B S V S N C S T A N N I K E I P R N
S D A C O N T O A U E S O X B U L I Q U E R T A W
N O G H U N T I L P X B I M D L R A C K C A O G T
I N S A I O N E L E O O A I R R I Z O G L T K N E R
L K N E C M B A C E N E G A D E P P A O U C E C
B E A T D O O M M X I C E H O C K E Y I G M T R C
O G R R O U Q U A A E N P U N C H N O R H O A S
G N S A U T D F K R N T E O P A R D Y T B U M O F
N I O E B I D L I O A A H I L O E R O H E N L N L
S K L G L P C I A O P G S W C E A L W Y A G B A E
T G D L E R K O E B H A E L S H D L P G F O R C E W
S N I A D E H R E R O I D A R E S S E U R E D T A R
O I E T A P U N T D O B D A W R A D R A C E R O V I
H R B E R R U N E I S E L K T D N I K D D F M V A
G G A M E S T M S P I N B A L L A G O L G O I 3 S T

YOUR V WILL NEVER

Sega Arcade Classics



Space Harrier II™



Super Hang-On™



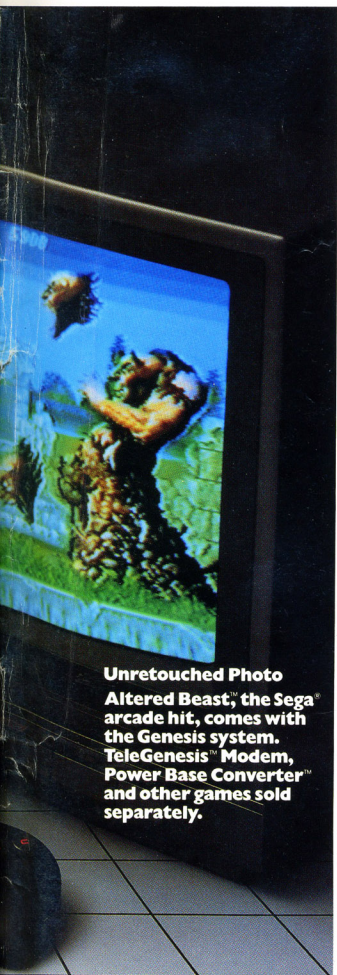
Super Thunder
Blade™



Sega and Genesis are registered trademarks of Sega of America, Inc. Ghost 'n Goblins and Forgotten World are licensed trademarks of Capcom, Inc. Rambo III is a registered trademark of Carolco International N.V. Power Base Converter, TeleGenesis III and all other game titles are trademarks of Sega of America, Inc.

TeleGenesis Modem and Games: These products are planned for future availability and are sold separately. Each player needs a Genesis console, TeleGenesis modem and TeleGenesis game cartridge to play.

WORLD BE THE SAME.



**Unretouched Photo
Altered Beast™, the Sega
arcade hit, comes with
the Genesis system.
TeleGenesis™ Modem,
Power Base Converter™
and other games sold
separately.**

Genesis® 16-bit. The ultimate dimension in game play.

For the first time, the powerful technology used in arcade games has come home to let you play games that look, sound and play exactly like they do in the arcade.

Genesis brings games alive with vivid high-definition graphics. Voices, sounds and music so true they turn the game into a reality you can feel. Plug in a pair of headphones for stereo sound that surrounds you. And soon, with the TeleGenesis™ modem, you'll be able to play against friends in other cities. Or across town.

The incredible reality of Genesis could only be brought to you by Sega®, the master of arcade entertainment. Creator of arcade blockbusters like Out-Run™, Altered Beast™, Thunder Blade™, Afterburner™, Zaxxon™ and Shinobi™.

The power has been unleashed. The adventure begins. And this is just the beginning of the Genesis era.



Soccer



Forgotten World™



**Tommy Lasorda
Baseball™**



Thunder Force II™



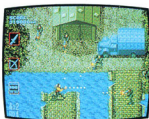
**Arnold Palmer
Tournament Golf™**



Hollo Fighter™



Ghouls 'n Ghosts™



Rambo III™



Last Battle™

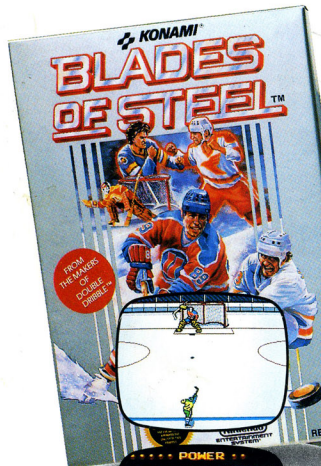
And more to come.



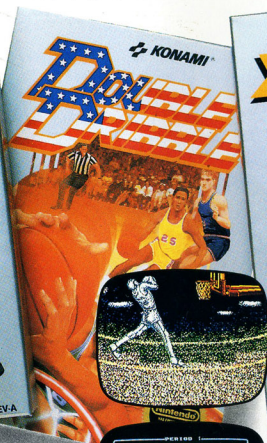


LET THE GAMES BEGIN.

Whether you stand poised for the tip-off, hang tough for the face-off, or get set for the gun, get ready to give Konami® sports for Nintendo® everything you've got. Because, against a friend or the Nintendo Entertainment System®, it'll take 110% to finish first.



Pass, shoot and score in the hottest hockey game on ice, with bone jarring action and full-blown fights.



Run and gun in the first 5 on 5, full court contest featuring in-your-face slams and 3 point bombs.



Challenge the world's best in 15 grueling events, including Pole Vaulting, Fencing, Tae Kwon Do and Skeet Shooting.

Coming in February.

KONAMI®