

GAMEPRO

An IDG Communications Publication

**Rip Into These
Monster Hits!**

*Mega Man 3 • Dick Tracy
Klax • Afterburner • ESWAT
CosmoTank • Slime World*

**Pigskin
Preview!**

*Fall Football Action With
Cyberball, TV Sports
Football & Much More!*

Game Genie

*Your Game Play Will
Never Be The Same!*

**Game Tips
By Phone!**

See Page 33



September 1990

\$3.95 Canada \$4.95 UK £2.50



A Game So True-to-Life,
You Don't Just Play It.
You Live It!

DUNGEON MAGIC

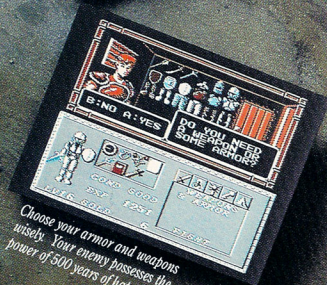
Finally, a fantasy role-playing adventure
that makes you a part of the action.



*Beware of the serpent's bite.
It is deadly. And you are
vulnerable.*



*Master the Magic. Cast wondrously
powerful spells. Create deadly
potions.*



*Choose your armor and weapons
wisely. Your enemy possesses the
power of 500 years of hatred and evil.*

TAITOTM
THE ONLY GAME IN TOWNTM

Taito Software, Inc. 267 West Esplanade, North Vancouver, B.C., Canada V7M 1A5. If you cannot find this product at your local retailer, Visa/MasterCard holders can order direct from anywhere in the U.S. or Canada by calling toll-free, 1-800-888-2486. Taito[®], The Only Game In Town[™] and Dungeon Magic[™] are trademarks of Taito America Corporation. Taito ©1990. All rights reserved. Nintendo[®] and Nintendo Entertainment System[®] are registered trademarks of Nintendo of America Inc. ©1990 Nintendo of America Inc.

Licensed by Nintendo[™]
for play on the
Nintendo
ENTERTAINMENT SYSTEM[™]
GAME PLAY



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

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

TARGET: RENEGADE



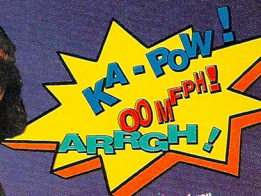
Put the brakes on the Skate Lords' boards.



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



Face double-edge danger against the Dagger Dudes.



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



- More levels
- More screens
- More action



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



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



Big Bob
Look at him wrong and he'll summat you into oblivion.

Graphics so real their looks could kill!

TAITO
THE ONLY GAME IN TOWN.™



Licensed by Nintendo® for play on the Nintendo Entertainment System. 267 West Esplanade, North Vancouver, B.C., Canada V7M 1A5. If you cannot find this product at your local retailer, Visa/MasterCard holders can order direct from anywhere in the U.S. or Canada by calling toll-free, 1-800-837-0015. Taito® and The Only Game in Town™ are trademarks of Taito America Corporation. Taito © 1990. All rights reserved. Target: Renegade™ is a trademark of Ocean Software Ltd. Nintendo®, Nintendo Entertainment System® and the official seal are trademarks of Nintendo of America Inc. © 1990 Nintendo of America Inc.





THEY'VE KIDNAPPED THE PRESIDENT.

THEY'VE TAKEN HOSTAGES.

THERE ARE BATALIONS OF THEM

AND ONLY ONE OF YOU.

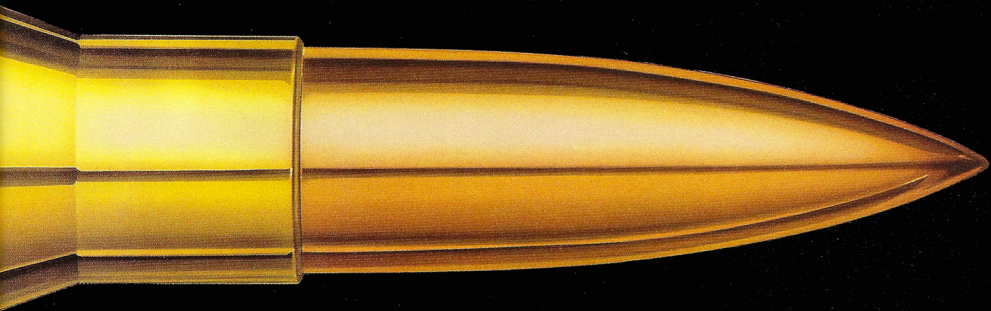
LOCK AND LOAD.

The job is too hot for the marines to handle. It's time to call in Bloody Wolf.™

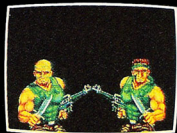
As a member of this top secret tactical strike force, it's your job to find the hideout where the world's most insane terrorist group has hidden the president.

Then you've got to penetrate their massively deadly defenses, nullify their firepower, save the hostages, rescue the president, and terminate the command of their psycho-killer strongman leader.

You'd better eat a good breakfast.



BLOODY WOLF, THE EXPLOSIVE ARCADE GAME FROM DATA EAST IS NOW ON THE TURBOGRAFX-16 SYSTEM.



The world's most elite counter-terrorist organization is looking for a few good gamers.



So this is what they mean by "death from above!" Keep moving and shooting until this bird is cooked, and you're on the way to your next battle.



Ahh, the smell of napalm in the morning. Keep moving or the flame thrower boss will dry roast you.



The odds are hundreds-to-one against you. Steal firepower from enemy ammo dumps.



When it rains terrorists, an umbrella won't do you much good. But a flame thrower will.



Hope you like heavy metal. Blow this tin can to bits, or die.



NEC



This has not been a good day for your Commander-in-Chief.



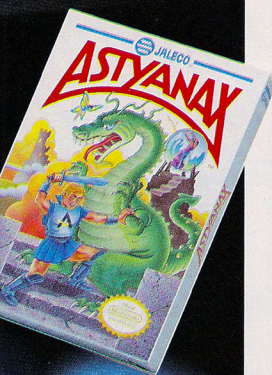
A SIGH....
LET'S GO.....

The legend lives on.

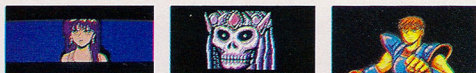


Jaleco™ and Astyanax™ are trademarks of Jaleco USA Inc. Nintendo® and Nintendo Entertainment System® are registered trademarks of Nintendo of America, Inc. © 1990 Jaleco USA Inc.





The name is **Astyanax**™—à-STĪ-à-nāx—and the game is unrelenting, mind-boggling action. Trapped in the nightmare world of Remlia, his only path back to reality is blocked by a hostile army of incredibly large and hostile monsters. His only hope: rescue Princess Rosebud from the clutches of the evil wizard Blackhorn.



A story in 12 stages of countless characters.

How do you kill the Living Dead? Put out the fire of the Flaming Polyp Plants? Chop off the heads of evil Caesar's mutant bodyguard? That's just a sampling of what **Astyanax** faces, and that's just Stage 1!



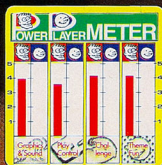
3 magic spells, fueled by 5 mystical power sources.

At your command are: Bind, to freeze your enemies in their tracks; Blast, a furious fireball which few can survive; Bolt, an awesome charge of deadly destruction. Choose your weapons carefully—axe, spear or sword. Wield them mightily to smash the Gold Statues and collect their power items: Power Supply increases your striking power; Potion restores lost life; 1-Up gives you an extra life; Wing enables you to swing your weapon faster; Cutie changes weapons or increases spell power.

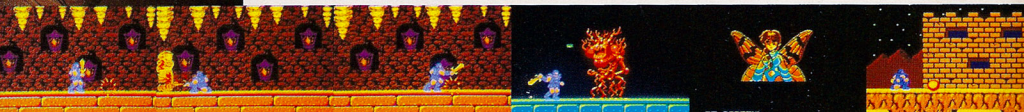


Astyanax is filled with large, realistic creatures that rival the most detailed 16-bit characters on the screen today. There are 12 exciting stages of play and vertical and horizontal scrolling levels that constantly expand the kingdom—features that place **Astyanax** high on the Nintendo Power Player Meter.®

If you'd go to the ends of the Earth in your search for the perfect video game for your NES, you're certain to find a home in Remlia. With **Astyanax**.

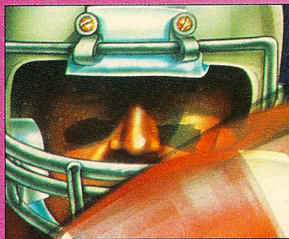


Live Action That Never Ends.



CONTENTS

SEPTEMBER 1990



Kick off the fall with our football preview. See page 38.



Mega Man's back! See page 52.



Are you ready to take over the world in Populous? See page 60.

10 Letter From the GamePros

14 The Mail

18 Cutting Edge

Game Genie - Here today, gone today?

24 ProChallenge Board

Compare your scores with the Pros.

28 Hot at the Arcades

Two more arcade sizzlers.

30 Adventures of GamePro

GamePro goes Psycho.

34 ProNews Report

The latest and greatest in video game news.

38 Fall Pigskin Review

A peak at the fall football titles.

50 ProViews

This issue the GamePros look at:

Nintendo: NARC, Mega Man 3, Low G Man, and Dick Tracy.

Genesis: Populous, ESWAT, Afterburner, and Columns.

Sega Master System: Paperboy and ESWAT.

TurboGrafx-16: Klax and Super Volleyball.

Atari: Planet Smasher.

Game Boy: Penguin Wars and CosmoTank.

Lynx: Slime World

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

The hottest tips and tactics from GamePros everywhere.

104 Ask the Pros

The GamePros answer your game questions.

106 Short ProShots

A quick look at some hot games.

111 Next Issue

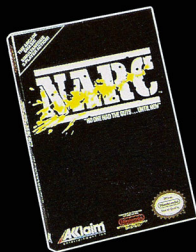
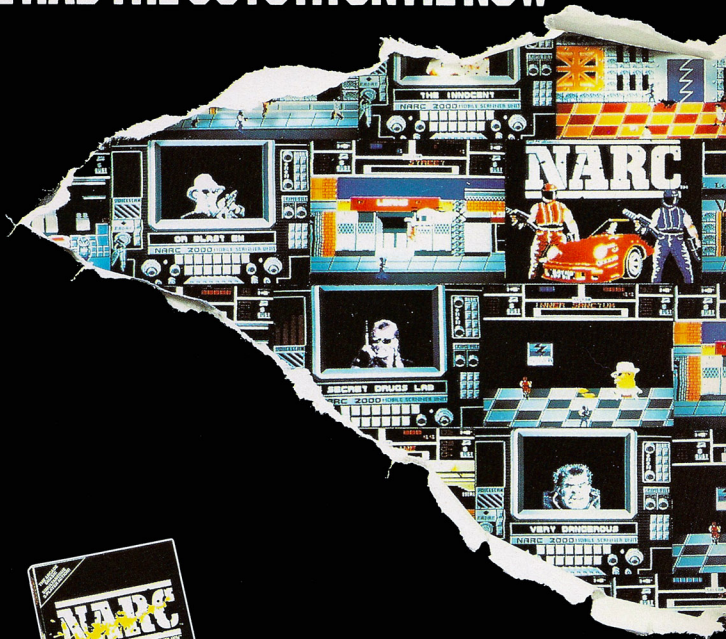
A look at what's coming up next month in GamePro.

©1990 IDG Communications/Peterborough, Inc. The GAMEPRO™ name and logo are trademarks of IDG Communications/Peterborough, Inc. Nintendo and Game Boy are Registered Trademarks of Nintendo of America, Inc. Sega and Genesis are Registered Trademarks of Sega of America, Inc. Atari and Lynx are Registered Trademarks of Atari Corp. TurboGrafx-16 is a Registered Trademark of NEC.

THE ARCADE
SMASH!
SIMULTANEOUS
2-PLAYER ACTION!

NARC

"NO ONE HAD THE GUTS... UNTIL NOW"



You are Max Force... your mission... bust Mr. Big and destroy the dreaded criminal empire... seize all contraband, stolen money, illegal weapons... use rocket bombs, high-powered machine guns... apprehend all suspects... protect the innocent and punish the guilty... stop at nothing!



Licensed by Nintendo
for play on the
Nintendo
ENTERTAINMENT
SYSTEM

just
say
no
INTERNATIONAL

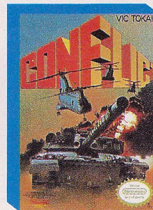
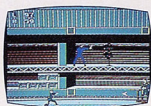
Acclaim
entertainment, inc.
Masters of the Game™

Masters of the Game™ and Acclaim™ are Trademarks of Acclaim Entertainment, Inc. NARC™ TM & © 1988 Williams® Electronics Games, Inc. Nintendo® Nintendo Entertainment System™ and the official seal are trademarks of Nintendo of America Inc. Acclaim Entertainment, Inc. has made a contribution of \$25,000 to "Just Say No" International, the organization dedicated to the prevention of substance abuse in young adults nationwide. © 1990 Acclaim Entertainment, Inc.

VIC TOKAI Revue!

Golgo 13™

Air wolves and iron tanks? Hey, this dude eats heavy metal for breakfast. The man likes to pack a custom M-16, but his karate kicks to the chops are just as deadly. He's anybody's agent if the price is right; and he's everybody's worst nightmare. **Golgo 13™** is the secret code for action. Air combat anyone? **Golgo 13™** takes you right up the tailpipes of bellowing bombers, right through the little choppers, and right around screaming interceptors. Whether it's crunching karate combat, tense underwater tank warfare, or the sizzling laser fights in the best mazes in video, **Golgo 13™** means action. In fact, there's so much action that you'll probably wear down the B-button.



Conflict™

At the break of dawn, the eerie sounds of heavily-laden tanks pierce the morning calm. The metallic reflection in the distance only proves that the sun is bright, but who is it?

Are these tanks the armored support you called for, or has the red machine broken through? There is little time to react. Should you wait till your men are in range, or should you attack them now?

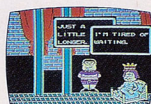
As Commander-in Chief, you've got no time to waste.



Kid Kool™

In a realm that might have been, in a time that could have been long ago, or just tomorrow, a good king lies dying. The enemies of the north are massing for an attack on his kingdom.

The good king's sorcerer has been searching for magic and out of desperation pulls a rockin' rebel from the eighties back in time. **Kid Kool™** is sent on a quest to help retrieve the seven wonder herbs, the only hope to save the king.



The Mafat Conspiracy™

A "StarWars" satellite has been snatched out of earth orbit, the inventor of satellite capture technology has disappeared, the C.I.A. and the K.G.B. are blaming each other, and the world edges toward nuclear oblivion.

Golgo 13 is back just in time. **The Mafat Conspiracy™** is a phantasmagora of action and interaction. Your eyeballs will stretch from their sockets as you speed through Europe in Golgo's Ferrari. Your bones will rattle as you leap across the cars on the Orient Express. And if you think you've seen bad dudes, wait till you feel the power of Duke Togo's wicked karate kick.

The Mafat Conspiracy™ is for those who demand the very best in video games. See it at World of Nintendo, and we'll prove it to you!

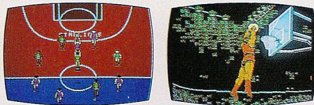
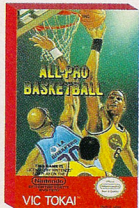
All-Pro Basketball™

Bored with simple-minded one-on-one basketball? Disappointed that only three men on your team can dribble down court? In a foul mood because the guy who made the basketball game you bought seems to be using hockey rules?

If you're a die-hard gym rat who can play the game, and expect your competition to be the same way, then it's time to play ball because **All-Pro Basketball™** has arrived.

All-Pro is true all-court Five-On-Five basketball complete with long-range jumpers, in-your-face stuffs, passes, steals, rebounds, fouls, and even a half-time show.

If you're new to basketball, buy the other games. But if you're a real basketball junkie, leave that weak stuff on your home court, and let's get down to the pro game.



Clash at Demonhead™

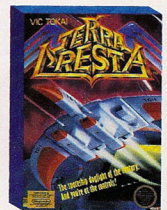
Professor Plum and his designs for the dreaded, death-dealing doomsday device, Dead End, are in the clutches of the diabolical Lawbreakers—a sinister society dedicated to the destruction of mankind. It's only a matter of time before the Dead End Device is assembled and the final countdown to global Armageddon begins.

As Sgt. Billy "Big Bang" Blitz—the youngest and gutsiest commando of the Special Assault Brigade for Real Emergencies (S.A.B.R.E)—your mission is to foil the Lawbreakers' insidious plot. To accomplish your mission, you must find the shortest route to the summit of Demonhead Mountain, where the poor professor is being held prisoner. Rescue the professor, and you save the world from total destruction. But if you should fail. . .

Terra Cresta™

Bored with action on earth? Sick of hohumming it around the neighborhood? Need some excitement in your life?

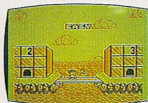
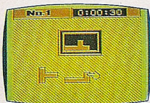
Take off into space with **Terra Cresta™**. You'll be hurled in to space and thrown into a fight with the evil forces of darkness. Only you can break through the enemy's treachery and beat Mandora, the Supreme Commander of the evil that awaits.



GAME BOY GAME BOY GAME BOY GAME BOY GAME BOY GAME BOY GAME BOY

Daedalian Opus™

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



Why Famous Faces on Your Games?

By the GamePros

What do Joe Montana, Ivan "Ironman" Stewart, Chris Evert, Michael Jackson, Arnold Palmer, and Tommy Lasorda have in common? Yes, they're all celebrities, but there's one more thing. If you're a video gamer, you know they've given their all to the cause – that is, they're all putting their names and faces on video games.

Although celebrity endorsements have been around for quite a while in the video game world, it seems that recently more and more celebs are jumping on the band wagon. Why? Well, of course there's the opportunity to make a great deal of money. But the fact is that most celebrities don't go looking for game endorsements – game companies go looking for celebrities. This comes about when a company has an idea for a game that connects with a certain celebrity, or is just looking to lend a little bit more marketability to an existing game. For example, you'd probably check out a golf title with Arnold Palmer's name and face on the box before you'd pick up a game that's just called "Golf."

And, yes, of course the celebrities make money from the deal. In most cases they're paid an initial fee and then earn royalties based on the sales of the game! So does this inspire them to be concerned about the quality and the gameplay of the title that they're endorsing? The answer is a mixed bag. Apparently for some celebs the involvement begins and ends with signing the contract and receiving the checks.

But not all celebrities are in it just for the bucks. Many are gamers themselves. And what gamer would turn down the chance to have a cart with their very own name and face plastered all over it? Michael Jackson, a big video game fan, is a great example of a celebrity who sought out the opportunity to be involved in making a game.

From day one Michael was extensively involved in designing Moonwalker. Via constant communication with Sega, Michael contributed his own ideas, suggested changes, and even lent some of his biggest tunes for use in the cart. Of course Michael was paid for the use of his name on the game, but according to Sega, he enjoyed every step of the process, critiqued every single sprite, and loves to play the game.

Game companies are usually thrilled when a celebrity takes this kind of an interest in a product. It's more than they expect, and sometimes even more than they ask for! We have heard stories of celebrities (and we won't tell tales) who became overzealous in their involvement and actually drove the developers crazy! But for most game developers that's a great problem to have.

So if your favorite dream is to see your face on the box of a great video game, there's a simple solution – you've got to become a celebrity! Good luck, and when you make it give us a call! We'll be happy to review your game.

GAMEPRO

Publisher

Patrick J. Ferrell

Editor-In-Chief

LeeAnne McDermott

Director of Creative Services

Michael Kavish

Director of Production/Operations

Lyne Kavish

Senior Editor

Mike Meyers

Associate Editor

Wes Niehr

Editorial Assistant

Marta Bright

Associate Art Director

Francis Mao

Production Assistant

Pat Ferguson

Marketing Manager

Debra Simshauser

Advertising Sales

Western Region

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

Jack Friend (918) 763-1129

South/SouthWest Region

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

Central Region/Eastern Region

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

Advertising Coordinator

Michelle Wheatley

Circulation Director

David P. Raether

For Customer Service Call:

Helen Lee (603) 924-9471

Sr. Manufacturing Manager

Julie Murphree

President

Roger J. Murphy

Vice President/Group Publisher

James W. McBrien, Jr.

Vice President Manufacturing/Operations

Dennis Christensen

Single Copy Sales Director

Linda Rutli

Newsstand Promotion Manager

Debbie Walsh

Director of Credit Sales

William M. Boyer

GAMEPRO™ (ISSN 1042-9658) is published monthly by IDG Communications/Peterborough, Inc., 80 Elm Street, Peterborough, NH 03458. An IDG Company. The World's Leader In Information Services On Information Technology. **Editorial and Production offices: 2421 Broadway, Suite 200, Redwood City, CA 94063.** Second class, pending at Peterborough, NH, and other additional mailing offices.

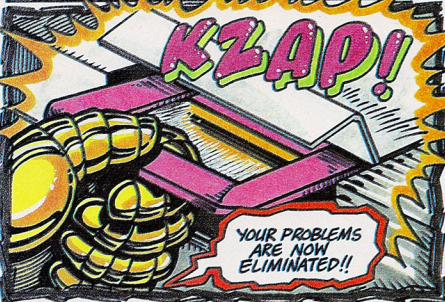
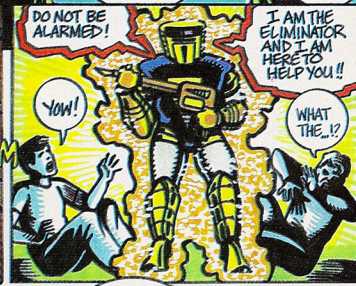
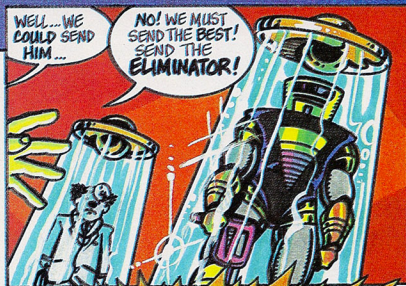
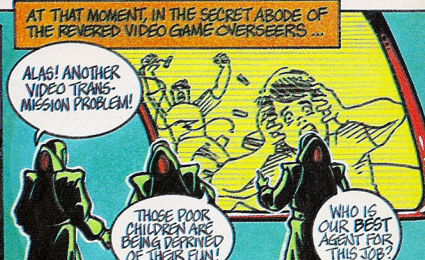
POSTMASTER: Send address changes to GAMEPRO, P.O. Box 2096, Knoxville, IA 50197-0296.

Single copy rates are U.S. \$3.95; Canada and Mexico \$4.95. Subscription rates are \$24.95 for 12 issues, \$39.95 for 2 years (24 issues). Add \$10.00 per year for foreign countries. Canadian and foreign monies to be in U.S. funds, drawn on a U.S. bank.

Copyright 1990 by IDG Communications/Peterborough Inc. All rights reserved. Reproduction in whole or part without prior written permission by the publisher is prohibited. All submissions including, but not limited to, artwork, text, photographs and videotapes become the property of the publisher. 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.

ABC Audit Applied For.

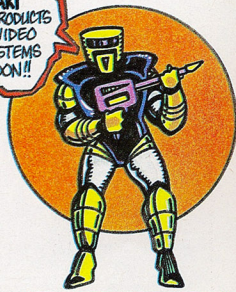
ENTER: THE ELIMINATOR!



THE ELIMINATOR

- The ULTIMATE in video game system and cartridge cleaners!
- Eliminates and prevents: Power Flashes, Blank Screens, and Scrambled Pictures!
- Available for Nintendo, Sega, Genesis, TurboGrafx-16, Game Boy and the Lynx!
- Cleaning materials manufactured by 3M!
- AVAILABLE AT: Kay Bee Toys, Electronic Boutique, Play Co Toys, Blockbuster Entertainment, Major Video, ShopKo, Stop S Shop, Pamida, E. Gottschalk, Adrays, 2020 Video, Shoprite, 24 Hour Video (Canada), KMart (Canada), and Foodland Super Markets (Hawaii)

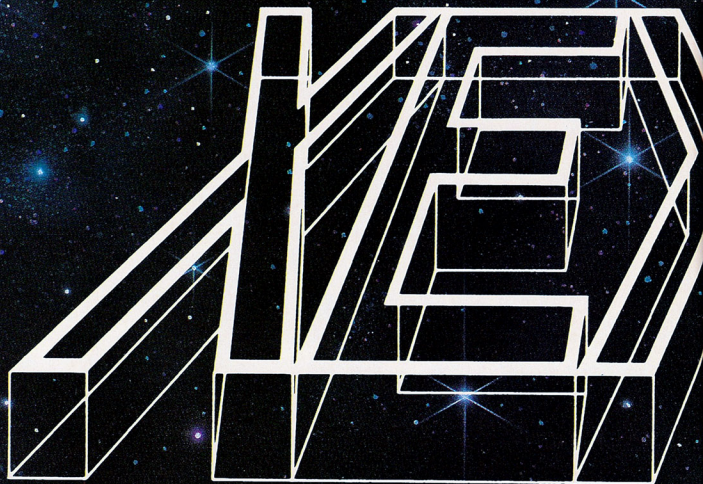
LOOK FOR FUTURE NAKI INDUSTRIES PRODUCTS FOR YOUR VIDEO GAMING SYSTEMS COMING SOON!!



8564 W. PICO BLVD. • L.A., CA 90035
(213) 657-2247 • FAX (213) 657-2249

NAKI
INDUSTRIES

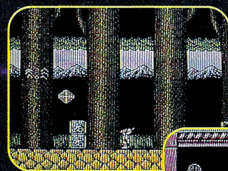
*Enjoy
Hudson*



S P A C E A D

The Future Is Now. The Challenge

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





V E N T U R E

Age Is Real. The Game Is XEXYZ.

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

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

The future is now.



HUDSON GROUP

HUDSON SOFT®

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

LICENSED BY NINTENDO
FOR PLAY WITH THE
Nintendo
ENTERTAINMENT
SYSTEM™



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

Game Genie, Come Forth!

I'm 16 years old and think GamePro is the ultimate in gaming! I plan to buy the Game Genie as soon as it hits the shelves, so I would really love to see the magazine publish Game Genie codes! This is the most detailed and useful gaming magazine and the addition of Game Genie codes would truly make GamePro a must for any serious player! By the way, I have conquered over 70 Nintendo games, and GamePro has helped me on over 35 of them! Keep on rockin'!!

Will Jackson, Clarksville, TN

(See this month's Cutting Edge to discover what happened when we got to play with our Game Genie for the first time, and for an update on the current status of the Game Genie as we're going to press - Ed)

And Yet Again, More ProChallenge Debate

I am writing in response to Bob Christopher's letter which was published in your June, 1990 issue. He says nobody should be allowed a "finished" listing in the ProChallenge section under a game that gives points; I disagree. My reasons are that many players may get discouraged if they can't beat the reigning champion's high score in a certain game. Then they may get even more discouraged knowing that they can't get their names printed in ProChallenge. I think that anyone who wants to be recognized for "finishing" a game, whether it gives points or not, should be given a chance.

Jon Paleologos, Horsham, PA

(The mail is running in favor of Jon's opinion. - Ed)

The Doctor Knows

We the Player commend you! Upon reading your magazine for the first time I discovered there is a magazine I can enjoy. You've given us (the player) an invaluable asset to any game room.

Coming from the era of Pong games, Space Invaders, and Asteroids, it's great to see that home video has endured this long and continues to grow ever stronger.

Which leads to my question; How do I go about ordering back issues? After all, I have to know where "The Adventures of GamePro" started out.

Thanks again, GamePro, for giving me so many options to improve my gameplay. Remember, video games have been proven to reduce stress and therefore the risk of heart attacks. Happy gaming!

Dr. Eric V. Shultz, Orlando, FL

(Thanks Dr. Shultz, we're feeling less stressed already! See pg. 97 to find out about ordering back issues of GamePro and the Collected Adventures of GamePro! - Ed)



Suggestions...

First of all I'd like to tell you what a great mag you have, but I have some suggestions to make the magazine perfect. I think you should have some kind of a rating system to rate games. I'd also like to suggest that you include Mega Drive titles in the Overseas Prospect. Add these two things and I think the magazine will be perfect.

Abraham Mancilla, Bell Gardens, CA

(Look in the next issue of GamePro for our new rating system, the results of our first Readers Rate the Games Survey, and a Mega Drive Overseas Prospect! - Ed)

The Sega Master System Lives

Like many other GamePro fans, I would like you to extend your coverage of the Sega Master System. In your June issue you said Sega will be bringing out many new titles for the Master System by the end of the year. Please include ProViews and Short ProShots on these new games. I think the Sega Master System is great. I prefer its graphics and games to those of the Nintendo. GamePro is a great magazine and improving your coverage of the Sega Master System will make it even better.

Tony "Shinobi" Grauzis, Queens Village, NY

(Tony, we're as excited as you are that Sega is finally releasing a new string of titles for the Sega Master System. For the last couple of months there hasn't been much to report on for the Sega Master System, but now the system has a sleek new design (see ProNews) and some hot new titles for Sega fans everywhere. You'll find ProViews on two great new games in this issue, and we promise there's lots more to come over the next few months. - Ed)

So, Tell Us What You Think.

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

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

Thanks for your input!

THE FINEST IN STRATEGIC GAME

SHINGEN™ THE RULER™

**YOU ARE THE RULER,
MASTER OF YOUR
OWN FATE.**

Now enter SHINGEN'S dream of total domination. Riflemen, Lancers, Cavalry and Ninja spies are waiting for your commands on 42 different battlefields. Only your skill shall determine victory or defeat.

The country has been torn apart into 21 different territories. Only through your strength and wisdom as a ruler will it be restored to its former Greatness! As ruler of 2 territories and commander of a vast army, the POWER is in your hands to attack and conquer the other 19 territories.

**NOW ... ENTER SHINGEN'S
DREAM OF DOMINATING ALL!**



LICENSED BY NINTENDO®
FOR PLAY ON THE

Nintendo
ENTERTAINMENT
SYSTEM™



HOT-B

Nintendo® and the Nintendo Entertainment System® are registered trademarks of Nintendo of America, Inc.

HOT-B™ and SHINGEN™ THE RULER™ are trademarks of HOT-B USA Inc.

©1990 HOT-B USA Inc., 1255 Post St., Suite 1040, San Francisco, CA 94109 (415) 567-9501

Go Under Cover to Find the

Hottest Video Game Action!

Subscribe
to GamePro!

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

GAMEPRO is the magazine for the player who is serious about having big fun. Each issue is action-packed with all the cutting-edge info you need to be the best player anywhere. Our Game Pros search 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 latest technology, and a dynamic look that will knock your socks off. So subscribe to GAMEPRO because like you, we're a cut above the rest.

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

GAMEPRO Magazine

Circulations

P.O. Box 2096

Knoxville, IL 50197-2096

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



Order Now and
Get a Free Poster!!



**GO WITH
THE PROS!**

**SUBSCRIBE
TODAY
AND SAVE \$27.00!**



BUSINESS REPLY MAIL

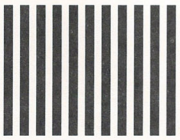
FIRST CLASS PERMIT NO. 542 KNOXVILLE, IA

POSTAGE WILL BE PAID BY ADDRESSEE

GAMEPRO MAGAZINE

P.O. Box 2096

Knoxville, IA 50198-2096

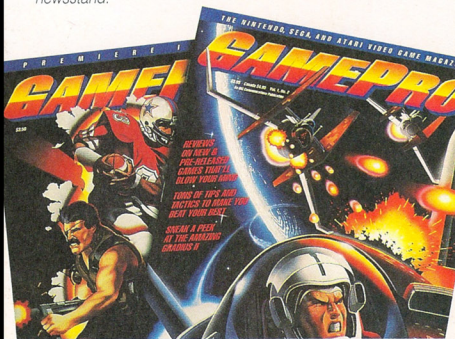


NO POSTAGE
NECESSARY
IF MAILED
IN THE
UNITED STATES



**SUBSCRIBE
AND SAVE
MORE THAN \$27.00!**

Enter a subscription to GamePro for the incredibly low price of \$19.97 for 12 super hot monthly issues. You'll save \$27.43 off the same number of copies purchased at the newsstand.



GAMEPRO
SUBSCRIPTION ORDER FORM

PLACE PAYMENT IN ENVELOPE AND MAIL

YES! Enter my one-year subscription to GamePro for just \$19.97 for 12 monthly issues. That represents a savings of \$27.43 off the cover price, as well as nearly \$5 off the regular subscription price.

Name _____

Address _____

City _____ State _____ Zip _____

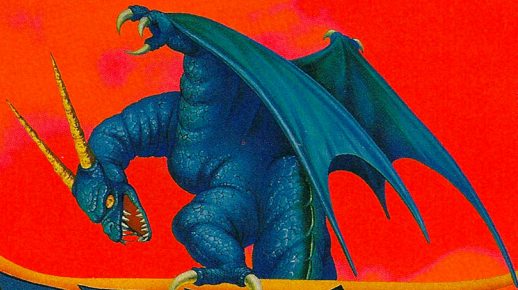
Check enclosed VISA MC AMEX

Card # _____ Exp. Date _____

Signature _____

Please allow 6-8 weeks for delivery. Annual basic rate: \$24.95 for 12 issues. Single copy newsstand price: \$3.95. Offer valid for a limited time. Rates good in U.S. and possessions only. Elsewhere add \$10 U.S. funds.

3051IN



DRAGON SPIRIT

THE NEW LEGEND



Bring arcade magic home to your Nintendo® with the classic nonstop shooting adventure of **Dragon Spirit.**™ The world is in chaos, the princess has been captured, and the fate of the kingdom of Midguld lies in your hands. Transform into the blue dragon and hang on for shooting action wild enough to put a blister on your finger. Blast your way through ten levels of super graphics as you acquire an arsenal of weapons big enough to challenge the darkest forces of evil. Eleven huge boss enemies will put your magic to the test and push your Nintendo® skills to the limit as you battle for the life of the princess. The Spirit of the Dragon must triumph!

Licensed by Nintendo for play on the

Nintendo

ENTERTAINMENT SYSTEM™



The Cutting Edge

Hands On with the Galoob Game Genie

By Tobar the 8-Man

NEWS FLASH!!! June 29, 1990 – Lewis Galoob Toys, Inc., a South San Francisco-based toy company today announced it has been enjoined by the United States District Court, Northern District of California, from distributing its new Game Genie™ “video game enhancer” to its retail buyers pending the trial of Nintendo of America’s complaint seeking a permanent injunction.

What this means to you is that the Game Genie will not be in the stores any time soon. But read on anyhow and see why Nintendo of America is trying to stop this product from reaching the market.

Presto Change-o

In June’s Cutting Edge column, we broke the story about the Galoob Game Genie, a device that “enhances” Nintendo game paks – enabling you to change the game-play features of over 150 available cartridges.

Operating the device is simple. You plug your game cartridge into the Game Genie (which resembles a small game pak with a plastic harness attached), and then plug the Game Genie into your Nintendo Entertainment System. When you turn on your NES, a Game Genie screen displays 16 letters and three spots where you can type in passwords (up to eight letters long).

Using the codes in the manual that comes with the device, you can

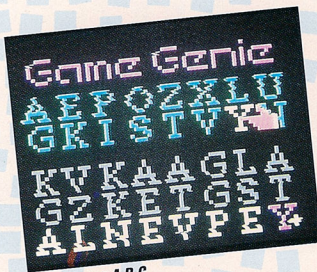
add three features to a game; features such as invulnerability, extra jumping power, bonus weaponry, extra lives, and level selects. Every game has its own set of options. You can use from one to three options during a game.

You Can’t Always Get What You Want

The Genie is a powerful tool, no question, but it’s not a cure-all for every gaming problem. In fact, we discovered that the Genie sometimes causes problems you can’t escape.

Trapped in the Bottle

The Genie trapped us in Mega Man 2 as we entered one of the final areas in Dr. Wily’s castle. Our little Mega Man had infinite energy and had reached the room where you need to blow up a couple of defense devices with the Crash Bombs. We ran out of bombs with one device remaining, so we were stuck! A stalemate. We couldn’t kill it, it couldn’t kill us.



It’s easy as A-B-C.

A similar situation occurred in A Boy and His Blob. There we were, invincible...how nice! Get lost Subway Serpents...ya can’t hurt us! Falling rocks? Ha! They won’t even touch us!

Now let’s go get those gems from the lake. Into our cola bubble we go...and, ooops...accidentally popped the bubble on a stalactite. Now what? I know. We’ll just feed the Blob another cola jellybean. Hey, Blob! BLOB!!!! Blob?

Yes, friends, underwater no one can hear you scream.

Quite a predicament. We can’t jump on to dry land from underwater, and our Blob won’t come to us while

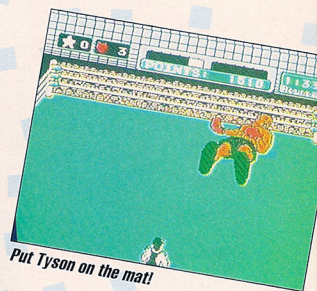
we’re 20,000 leagues under the sea. Wonder what it’s like to be a Mer-man...

Athletic Feets

One of the first things we did when we got the Game Genie was to grab our Mike Tyson’s Punch Out cart and plug it in. Tyson has long been relegated to a dusty shelf reserved for games that drive us nuts! Now, with the help of our friendly Genie, we were going to put Tyson on the canvas! Or so we thought...

There are three codes for Punch Out that will refresh your stamina completely every round, enable you to never lose hearts, and make sure that you never lose stars when punching or being punched.

But you’re definitely not invincible...we found this out the hard way.



There we stood, grinning at Tyson. Hit us, Mike...we dare ya! WHAMMM!!!

Okay, so we weren’t invincible. But we survived the first round and regained all our stamina. At least that’s the way it appeared on the meter. But in actuality, we were a paper tiger – we looked strong and dangerous, but one more shot from Tyson and it would be curtains.

The stamina refreshing code made it harder for Tyson to knock us down, but each knockdown still registered in the game’s memory as normal. So after a couple of knockdowns in the early rounds, it only took one good punch in the third to end our boxing career.

Play Your Game Boy™ In The Dark!

Ask for Nuby's

GAME LIGHT

Don't stop playing your Game Boy just because it gets dark ...

Made in U.S.A.
suggested retail

\$995

Licensed by
Nintendo

Uses four AA batteries (not included).



...Light it up!
With Nuby's
Game Light. It
improves screen
visibility and
contrast. Lets you
play Game Boy in the
shade, in the car—
anywhere light is low.



Great for playing Nintendo at night!



More NUBY Accessories For Your Game Boy™ and NES®

Clockwise (from bottom): Super Extendo Cables for Nintendo Entertainment System—6-ft. long. #NC-1; Game Pak Carry Case for Nintendo's Game Boy—holds 12 game paks. #GC-3; Carry Case for Nintendo's Game Boy—holds Game Boy and 6 game paks. #GC-2; NUBY Game Caddy—holds 10 Nintendo cartridges. #GC-1; Cartridge Soft Pak—holds 8 Nintendo cartridges. #GC-4.

Nintendo, Game Boy and the official seals are trademarks of Nintendo of America Inc.

NUBY
MANUFACTURING CO.

A Division of
Curtis Manufacturing Co., Inc.

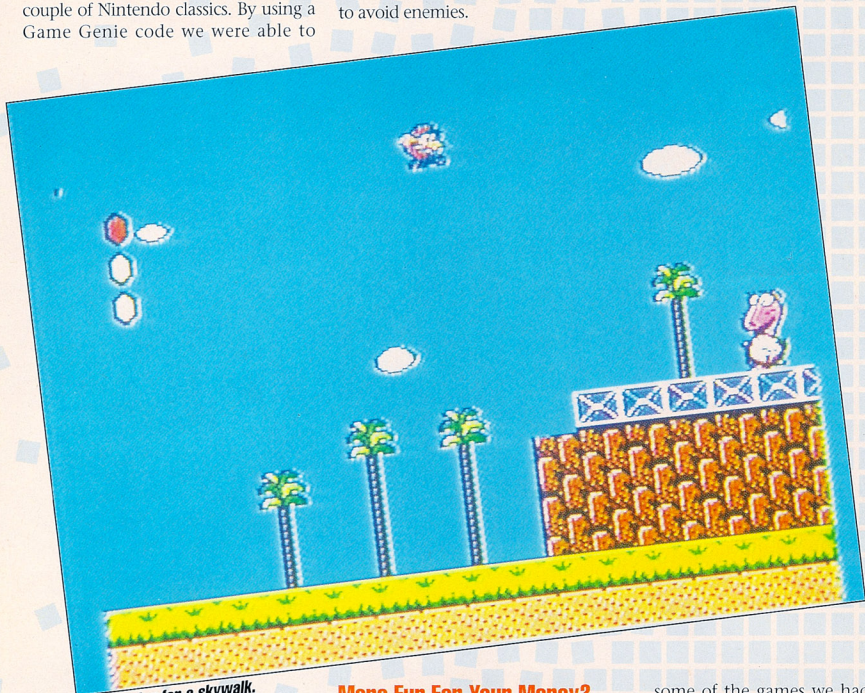
30 Fitzgerald Drive
Jaffrey, New Hampshire 03452
Tel.: (603) 532-8724

And Mario Jumped Over The Moon

Sure... we had some problems when we used the Game Genie to cheat, but we also found some nifty tricks for a couple of Nintendo classics. By using a Game Genie code we were able to

make Mario do all sorts of neat things in Super Mario Brothers, SMB 2, and SMB3. We put a little bounce in Mario's step by using the Mega Moon Jump codes - Mario can jump right off the screen with this trick, a nifty way to avoid enemies.

And speaking of tricks, the Game Genie has a code that enables you to begin Metal Gear with all the items except for weapons. Show this one to your friends!



Mario going for a skywalk.

More Fun For Your Money?

The Game Genie raises a question that every gamer will have to answer for themselves: Which is more important—the journey or the destination?

For now, we're unsure. We were happy to get a Genie so we could beat

some of the games we had given up on. But are you really getting your money's worth from a game, if you can defeat it so quickly?

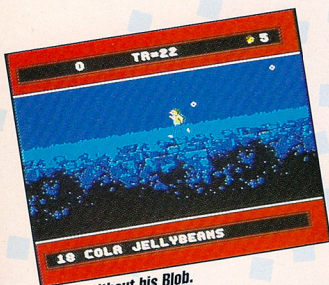
It's an issue that will ultimately be decided by gamers like yourselves.

SOUND OFF

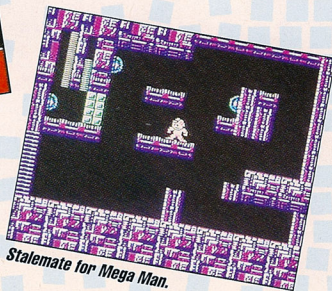
We want to hear from you. Let us know if you'd still buy a cart if you had already rented it and defeated it using the Genie. Tell us if you think the Genie is something good or bad for the game market. And finally, let us know if you'd buy a Game Genie.

Send all letters to:

Game Genie Comments
c/o: GamePro Magazine
P.O. Box 3329
Redwood City, CA 94064.



A Boy without his Blob.



Stalemate for Mega Man.

QUICKSHOT

PYTHON

*The Ultimate
in Comfort
and Control*

QuickShot[®]
by Bondwell

Available at most retailers.

Warning: The Foll Chills, Dizziness And



Atari Lynx™ comes with AC adaptor, Comlynx™ cable and four games on one Lynx game cartridge.

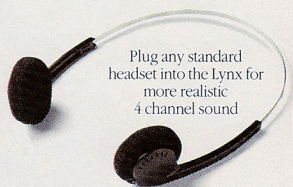


Gauntlet™: Smash arcade hit. The enchanted Star Gem has crashed to earth. Capture it from evil creatures before they use its magical strength to destroy man. 1 to 4 players.

Lots of games are available on compact cartridges, with more being developed as we speak.

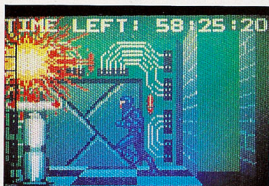


Blue Lightning™: Fly a top secret combat jet while avoiding missiles, ice fields, canyon walls and the dark of night.



Plug any standard headset into the Lynx for more realistic 4 channel sound

Owning May Cause Shortness Of Breath.



Electrocop: Rescue the kidnapped daughter of the president. Invade the Steel Complex where dangerous robot traps protect the Criminal Brain.

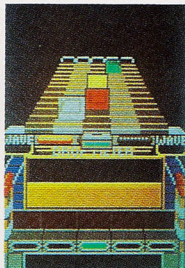


California Games: Surf your brains out. Skateboard the Half Pipe. Juggle the Foot Bag. Slam off the desert berms on your BMX bike.

Chip's Challenge: Help Chip through 144 levels without getting nailed by cherry bombs, water-traps, and hundreds of other hazards.



Connect up to 8 Lynxes. On some games, all 8 players can be on screen at once.



Klax: The latest arcade mega-hit from Atari Games. You must form "Klax" from colored tiles tumbling down the conveyor belt. 100 levels.



The Lynx portable game system is every bit as good as home systems.

It has deep color and sharpness like a big screen TV. It has deep levels of play on popular and new games. And on some games, you will be able to link up to eight Lynxes so everybody can play together.

It's enough to give you chills.

And make our competitors sick.

It's available at all major toy and electronic retailers.

Call 1-800-443-8020 for the dealer nearest you.



ProChallenge

Challenge the ProScores!

When you have achieved your best score on any Nintendo, Sega, Genesis, TurboGrafx, Atari (7800 or XE) or Game Boy game, you may submit your score by sending us a photo of the screen. If you have the highest score, your name will appear in our next issue! Also, in each issue a drawing will be held of all high scorers, one in each area.

For best photo results, turn out the lights in the room, use a 35mm camera, flash, and stand at least 3 to 4 feet from the screen. You can also use a video recorder/cam-

order and submit your score on video tape. (Photos and tapes cannot be returned.)

The following rules apply:

- 1) Players must play the game continuously—for example, finding a safe corner, setting your joystick on auto fire to rack up points, and going on vacation is a no-no. Scores achieved through these kinds of tricks, or scores which are impossible to achieve in normal play, will be disqualified.
- 2) Secret power-ups are allowed.
- 3) Slow motion is discouraged, but will be allowed on certain games when our panel of judges feels slow-motion is necessary.

4) Non-scoring games that you win by "finishing" require the same proof as scoring games. "Finish" scores will appear in one issue of the magazine.

Please mail in your proof of a super score, and print on a piece of paper your name, address, phone number, name of game, name of game system, score achieved, and mail to:

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

NINTENDO

Game	Player	Score	Game	Player	Score	Game	Player	Score
720 Degrees	Conrad D. Cheslock	365,400	Guardian Legend	J.J. Cano	9,999,990	Shadowgate	J. Adkins	Finished
1943	Donald E. Vasquez	2,621,400	Gyromite	Steve Menton	727,240	Shinobi	Jay Koster	Finished
Abadox		Finished	Gyruss	Mike Moore	9,999,990	Shooting Range	Ray Venosdale	99,990
Adventure Island	Matthew Morrill	60,810	Hogan's Alley	J.D. Stevenson	914,800	Party Game		
Alien Syndrome	Jason Bleistein	204,500	Indiana Jones	Kevin McLaren	9,999,999	Skate or Die	Conrad Cheslock	44,500
Alpha Mission	Michael Suggs	425,000	Iron Tank	Ed Van-Tilburg	1,180,900	Sky Kid	Todd A. Barber	367,500
Arkanoid	Craig Pepsis	783,350	Jackal	Cory Lewis	999,670	Soloism's Key	Jeff Adkins	17,036,550
Asyanax	Michael Campana	2,732,200	Karate Champ	Adam Albert	999,900	Snake's Revenge	Jay Koster	Finished
Bad Dudes	Dean Winthrop	790,000	Kid Icarus	Conrad D. Cheslock	9,999,999	Spellnaker	Jeff Adkins	2,453,840
Balloon Fight	Adam Albert	691,950	Kid Niki	Sam Wu	557,700	Spy Hunter	Mike Camp	236,705
Batman	Jay Koster	Finished	Kings of the Beach	Saan Sayegh	Finished	Squoon	Glenn Stockwell	12,012,210
Battle of Olympus	Eric Kutcher	Finished	Kung Fu Master	Edouard Charbonneau	580,210	Star Force	Jonathan Henry	6,443,900
Black Bass	Bill Sunagel	21.9 lbs.	Legend of Kage	Roger Guillate	706,650	Star Soldier	Key McKenzie	6,090,000
Blades of Steel	Eric Kutcher	Finished	Legendary Wings	Vincent Kelly	637,300	Stinger	A.J.F.	2,656,800
Blaster Master	David Wright	21.9 lbs.	Life Force	Pierre Aparicid	1,192,300	Super Contra	David Wright	9,999,990
Bubble Bobble	Blair Vanstone	Ultimate Champ	Mach Riders	Steve Menton	448,860	Super Mario Bros.	Blair Vanstone	Finished
Bugs Bunny	Mike Camp	Finished	Major League Baseball	Jared Bruff	Score 50-0	Super Mario Bros. 2	Daniel L. Cravens	Finished
Bump 'n Jump	Jeff Adkins	Finished	Marble Madness	James Chisholm	163,600		Jeff Morley	Finished
Castlevania	Nicholas Wacker	1,770,390	Mega Man	Bob Christopher	1,227,900		Eric Graf	Finished
Cobra Triangle	Michael Gaddis	132,500	Mega Man 2	Mike Puzrkar	Finished		Billy Terrell	Finished
Contra	John Ciociela	67,030	Metroid	Shawn Donovan	Finished		Shawn Seuterer	Finished
Contra	Anders Svaerd	999,999	Mickey Mousecapade	John Whittington	2,084,950	Super Mario Bros. 3	Jamie Bradley	Finished
Dig Dug 2	Anders Svaerd	999,999	Mighty BomBjack	The Game Freak	13,008,920		Billy Terrell	Finished
Donkey Kong Jr.	Dan Kennedy	6,553,500	Ninja Gaiden	John Whittington	999,900	Super Pitfall	Glenn Stockwell	9,999,900
Donkey Kong 3	Charlie Kimble	415,100	Operation Wolf	Chris Spencer	1,172,800	Tecmo Bowl	Walter R. Prendes	World Champion
Double Dragon	Scott Lindsey	251,000	Paperboy	Glenn Stockwell	191,900	Tecmo World Wrestling	Roberto Beaupre	Champion
Double Dragon 2	Buzz Morgan	744,000	Pinball	Melissa Finch	588,230		Eric Kutcher	Champion
Double Dragon 2	David Wright	210,900	P.O.W.	Roberto Beaupre	6,180,540	Teenage Mutant Ninja Turtles	Christopher Pollock	2,026,800
Double Dribble	Michael Liebel	139,590	R.C. Pro Am	Jeff Dowis	250,300			
Duck Hunt	Bruce Davis	Bruce 104 /Com 24	Rad Racer	255,845	Tetris	David Concepcion	325,413	
Duck Tales	Steve Menton	Finished	Rampage	43,397		Mike Mantion	344,740	
Faxanadu	William Lai	998,500	Robo Warrior	3,807,400		Roberto Beaupre	254,030	
Fist of the Northstar	Dufo Buford	998,500	Robocop	2,724,000	Tiger Heli	John Ciociela	1,586,350	
Countlet	Vincent Barredo	11,877,000	Rock 'n Ball	Finished	Toobin'	Wayne James	91,600	
Goal	Blair Vanstone	Finished	Rush 'n Attack	Jay Koster	Finished	Town & Country Surf Design	Danny Spies	109,770
Godzilla	Conrad Cheslock	Finished	Rygar	Tony Daugherty	99,252,030	Track & Field	Adam Albert	999,999
Govellius	Jake McKee	1,581,400	Section Z	R. Wayne Nitta	1,182,600	Track & Field II	Walter R. Prendes	Champion
Gradus	Kelly McKenzie	3,150	Seicross	John J. Whittington	440,580	Trojan	Berry Kier	308,000
	Sean Sayegh	Finished	Shadowgate	Adam Albert	9,999,990	Who Framed Roger Rabbit	Jay Koster	Finished
	David Wright	9,646,700		Matt Winburn	Finished			
	Conrad D. Cheslock	651,870		David Orchard	Finished			
	Andy Hollingsworth	Finished						
	Scott Lindsey	3,652,000						

Game Board

NINTENDO (cont.)

Game	Player	Score	Game	Player	Score	Game	Player	Score
Willow	Jay Koster	Finished	Space Harrier	David Travers	36,035,860	Phantasy Star II	Paul Campbell	Finished
	Shawn Donovan	Finished	Space Harrier 3-D	DeAngelo Price	18,517,740		Ryan Goldstein	Finished
Wings	Conrad D. Cheslock	1,016,000	Spellcaster	Albert Pernia	Finished		Dusdan Garver	Finished
Wizards and Warriors	J. Atkins	999,999		Sam Mannaberg	Finished		Bobby Selmon	Finished
World Runner	Adam Kline	669,650	The Ninja	Jeremy Childs	Finished		Dennis Christen	Finished
Wrecking Crew	Shane Siebanuk	999,400	Thunderblade	Zak Druzba	2,200,700		Pierre Aparicio	Finished
Wrestlemania	Blair Vanstone	Heavyweight Champ	Time Soldiers	Albert Pernia	2,659,000	Rambo III	Alex Poehlman	Finished
X-Men	Jay Koster	Finished	Transbot	Robbie Siegmann	7,437,700	Revenge of Shinobi	Matt Garland	1,422,640
Xenophobe	Adriano Garcia	999,990	Wonder Boy III	Alex Kidd	66,666,660	Space Harrier II	Brian Gaudreault	25,664,100
Zanac	Dave Hanvch	36,783,810	Wonder Boy in Monster Land	Manuel Cruz	Finished		Lee Venteicher	30,721,000
Zelda	Roberto Beaupré	Finished in 1 game	Y's The Vanished Omens	Vanessa Mihara	1,363,800	Super Hang On	Michael Hill	16,075,600
	Jeff Adkins	Finished in 1 game	Zaxxon	Gram Crowe	Finished	Super Thunder Blade	Craig Churchill	10,442,830
	Erik Cronin	Finished in 1 game	Zillion II	Jeremy Childs	Finished		Lee Venteicher	10,596,010
	Jeff Morley	Finished in 1 game		Gus Zambrano	75,900		Oswald Roberts	3,175,480
	Kuong Lu	Finished in 1 game		Brian Gaudreault	359,000		Manuel Cruz	Won Championship

GENESIS

Game	Player	Score	Game	Player	Score
Action Fighter	Claudio Lorentz	1,149,360	Alex Kidd/Enchanted Castle	Paul Reyes	Finished
After Burner	Albert Pernia	14,225,500		Lonny Arvidson	Finished
Alex Kidd/Lost Stars	André St. Laurent	137,200		Gary Ambrose	Finished
Alex Kidd/Miracle World	Gus Zambrano	210,600		Christopher Ordonez	Finished
	Todd Bustillo	804,500	Altered Beast	Dave Payne	2,728,900
Alien Syndrome	Gram Crowe	472,000	Arnold Palmer Golf	Shark Newman	18 under Par
Altered Beast	Peter Maksym	659,900	Forgotten Worlds	Gary Ambrose	Finished
Astro Warrior	Gerald E. Shepard Jr.	87,100	Ghouls 'n Ghosts	Mike Calagvas	Finished
Aztec Adventure	DeAngelo Price	5,031,200		Khamsai Vongsa	Finished
Black Belt	John G. Pollizzi	785,000		Alec Bemis	Finished
Bomber Raid	Gus Zambrano	60,400		Michael Campana	Finished
Calif. Games, BMX	Alex Bisoño	23,650		Robbie Siegmann	Finished
Calif. Games, Half Pipe	Alex Bisoño	3,327,200		Christian Ritzer	Finished
Choplifter	Wayne Frick	2,607,670		Matt Garland	Finished
Double Dragon	Michael J. Andrus	6,0650		Jonathon Zarembo	Finished
Enduro Racer	Chris Camero	9,999,999		Joseph Ordonez	Finished
Fantasy Zone	A.J.F.	194,720		Paul Childs	Finished
Fantasy Zone II	Vanessa Mihara	6,573,200		Michael Hill	Finished
Gangster Town	Andrew Frick	125,080		Alex & Andy Poehlman	Finished
Hang On	Gus Zambrano	355,400	Golden Axe	Max Maulde	Finished
Kensaiden	Bret Otte	2,217,400		Sebastian Thibaudeau	Finished
Kung Fu Kid	Sean Skierski	2,174,000		Paul Reyes	Finished
Maze Hunter 3-D	DeAngelo Price	Finished		Jacob Fink	Finished
Miracle Warriors	Albert Pernia	Finished		Brett Otte	Finished
	Jeremy Childs	Finished		Dusdan Garver	Finished
Missile Defense 3-D	Sam Wu	345,600		J.S. Waddell	Finished
My Hero	André St. Laurent	586,590		John Cicciola	Finished
Out Run	Michael J. Andrus	48,442,140		Michael Campana	Finished
Phantasy Star	Michael Campana	Finished		Jay Koster	Finished
	Jeremy Childs	Finished		John Michalik	Finished
	Albert Pernia	Finished		Chad Folk	Finished
	Michael J. Andrus	165,852		Dan Adam	Finished
Poseidon Wars	A.J.F.	4,476,990		Mark Williamson	Finished
Power Strike	Michael J. Andrus	552,300		Donny Williamson	Finished
Pro Wrestling	Jordan Crane	1,153,000		Jeremy Johnson	Finished
R-Type	Michael J. Andrus	1,368,320		Jon Paleologos	Finished
Rambo	Albert Pernia	80,750		Tom Cheng	Finished
Rambo III	Gus Zambrano	937,470		Jeremy Childs	Finished
Rampage	Brian Gaudreault	2,081,390		Dave Endresak	Finished
Rastan	Andrew Frick	568,600		Nick Olivo	Finished
Rescue Mission	Matt Slezak	1,321,400		Won Choi	Finished
Safari Hunt	Albert Pernia	1,317,1250			
Shinobi	Donald Simpson	42,300			
Shooting Gallery					

TURBOGRAFX-16

Game	Player	Score
Cybercore	Robert Becker	355,800
Legendary Axe	Sir Game Master	1,067,400
Military Madness	Michael Nixon	Finished
Vigilante	Conrad Cheslock	Finished
Bonk's Adventure	Max Szlagor	999,999

ATARI

Game	Player	Score
Asteroids	J.D. Fielder	99,940
Dark Chambers	John J. Whittington	690,600
Dig Dug	Eugenio Angueira	120,780
Desert Falcon	John J. Whittington	588,034
Donkey Kong Jr.	John J. Whittington	106,700
Double Dragon	John J. Whittington	120,600
Food Fight	Steve Vineyard	11,919,300
Galaga	Dean Bucholz	5,075,010
	Kevin Dulin	337,950
	John J. Whittington	34,330
Jinks	Greg Vandendriessche	337,800T
Joust	A.J.F.	142,640
PACMAN	Delf Meek	42,946
Pitfall	David Thompson	120,536
Popeye	Shane Shaffer	159,950
Rampage	John J. Whittington	3,646,375
Robotron	John Whittington	186,630
Mario Bros.	John J. Whittington	152,940
Tower Toppler	Heath Holloway	2,139,330
Xenophobe	Buzz Morgan	811,91
Xevious		

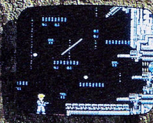
GAME BOY

Game	Player	Score
Super Mario Land	Marc Ehrenberg	577,910
Tetris	Pascal Pelletier	191,616

SUNSOFT
for the Nintendo Entertainment System™

WE DARE YOU TO MAKE THE JOURNEY.

In the ruins of Silius, intergalactic
terrorists are waiting for you.



Sunsoft is a registered
trademark of Sun Corporation
of America.
Nintendo and Nintendo
Entertainment System are
registered trademarks of
Nintendo of America, Inc.
© 1990 Sun Corporation, America

HOT Tips,
News,
Stuff!

Be the best and be in the know with
the Free Sunsoft Game Time News™

Name _____
Age _____
Address _____
City _____
State _____
ZIP _____
Mail to: Sunsoft
P.O. Box 2390
Libertyville, IL 60198

GP 1DG

SUNSOFT
for the Nintendo Entertainment System™

JOURNEY TO
SILIUS



LICENSED BY NINTENDO
FOR PLAY ON THE
Nintendo
ENTERTAINMENT
SYSTEM™

Journey to Silius™ New from Sunsoft®
Go Ahead. We Dare You!

DRAGON WARRIOR II

THE #1 RPG IN JAPAN

NAME	LV	HP	MP
ENEM	29	122	0
GIMP	28	103	75
VAMP	32	100	118

ENEM	GIANT	DRAGON
FIGHT	2	0
RUN	1	1
DRAW		
ITEM		



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



COMING SOON

Licensed by Nintendo® for play on the



ENIX AMERICA CORPORATION
4030 148th Avenue N.E. Bldg. N
Redmond, WA 98052-5516



Nintendo® and Nintendo
Entertainment System® are
registered trademarks of
Nintendo of America Inc.



Hot at the Arcades

G-LOC Air Battle (Sega)

G-LOC is a jet jockey term that stands for "Loss Of Consciousness by G force," and this blazing air combat simulator just might knock you out! Much like the classic jet fighter, After Burner, G-LOC thrusts you into an intense air-to-air dogfight versus a super-sonic onslaught of enemy aircraft in eight missions with three levels of difficulty.

G-LOC's stunning, almost-surreal graphics outshine After Burner's whether you're soaring above the clouds, hugging the ground, or slicing across the horizon at 180 degrees. You get two views. The first is a first person cockpit view with a heads up display. The other is a behind the plane view (à la After Burner) that means trouble since you only see it when there's an enemy aircraft or heat-seeking missile on your tail.

Squeeze through maze-like canyons chasing enemy aircraft and blasting fuel stations. Swoop under bridges as you zoom above a narrow channel hunting for seafaring targets. Don't get careless or you'll go down in a blaze of glory!

You'll find G-LOC in several coin-op formats. We played the enclosed sit-down cockpit unit, which uses hydraulics for intense pitchin' and rollin' in tune with the onscreen action. Better cinch up your seat belts for this one, the furious action and the striking graphics will really shake you up!



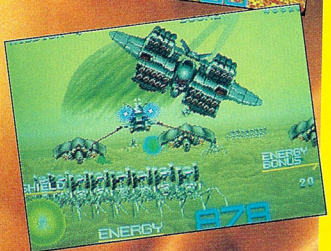
Galaxy Force

Strap yourselves in tight for the ultimate in spaceflight simulators! Unlike most simulators which keep your seat anchored to the game console, the seat and the console are combined in one! Galaxy Force not only spins 335 degrees to the left and right, but it also tilts over 30 degrees as you're spinning around! You sit facing a huge 30" screen flanked by a pair of powerful stereo speakers. Both your hands are on the throttle and the directional joystick which fires missiles and laser cannons!

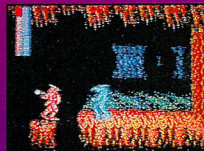
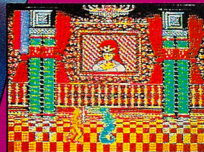
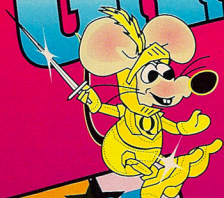
You pilot the most powerful starship in the Galaxy Force fleet and have five different missions to choose from. Each mission launches you onto a different alien planet filled with hordes of enemy fighter jets and surface-based anti-aircraft weapons. Your objective is to locate the enemy's headquarters on the planet, navi-

gate your way through its winding passages, and destroy the power generator at its core!

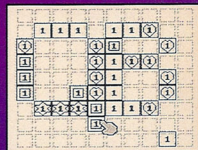
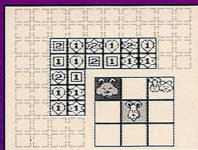
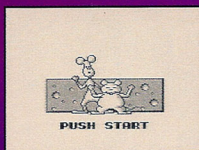
Everything about this game is top-notch! The graphics and sound effects are incredible, and the realistic simulator has to be experienced to be believed! Better save up those quarters though, you're sure to find yourself playing Galaxy Force again and again!



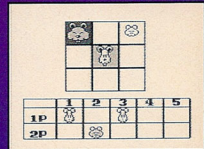
COOL GRAPHICS



Geraden must battle over 40 ghoulish monsters on eight levels. He must collect 9 weapons and magical items and destroy the guardian of each level. Split second reflexes may get you through the Crypt, Dungeon, Game Room and the Courtyard, but You won't escape the surprise waiting for you in the Great Hall!



Burton P. (The Pest) Zoomie keeps wrecking his brother Ned's room by rearranging it and calling Ned "Nedly Smedly, the Stink Cheese Medly". Help Ned straiten a series of challenging messed up, stinky rooms, stacked high with cheese crates.



After you help Ned you can challenge your friends to a fast paced cleaning contest of stinky, messed rooms filled with passwords and multi-level excitement!

FREE MEMBERSHIP QBILLION CLUB CARD

Name _____ Age _____

Address _____

City _____ State _____ Zip _____

How many games do you own?
GAMEBOY _____ NES _____

©1990 SETA U.S.A., Inc. QBILLION™ and Castle of Dragon™ are trademarks of SETA U.S.A., Inc. GAMEBOY, Nintendo® and Nintendo Entertainment System® are trademarks of Nintendo of America Inc.

Mail to: SETA U.S.A., Inc.
105 E. Reno Ave., Suite 22
Las Vegas, NV 89119



GAMEBOY™

THE ADVENTURES OF GAMEPRO

Chapter 12: PSYCHO FOX

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

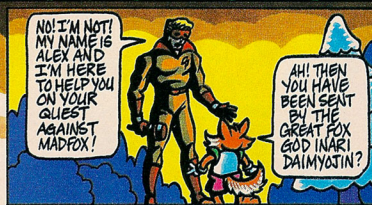
Writer/Artist: Francis Mao Art Director/Co-plotter: Michael Kavish

HEY! We want your input on "The Adventures of GamePro"! We'll randomly select eight (8) responses for two (2) FIRST PRIZES: An original full-color drawing by the artist and an "Adventures of GamePro" T-shirt, and six (6) SECOND PRIZES: An "Adventures of GamePro" T-shirt. Answer the questions, include your shirt size, mail to: "Adventures of GamePro," P.O. Box 3329, Redwood City, CA 94064. Drawing to be held: Nov. 30, 1990.

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

Thanks for your input! Now on with the story!

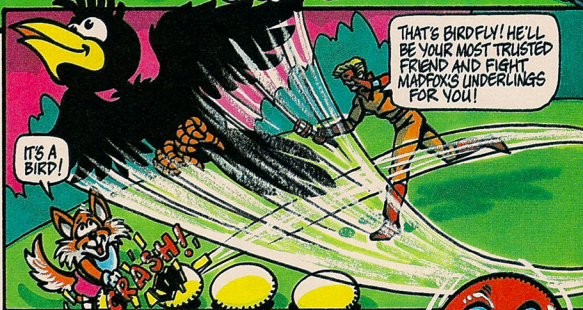
PREVIOUS ISSUES FOUND GAMEPRO THRUST INTO TERMO WORLD WRESTLING WHERE HE WAS ALMOST MAILED BY ITS CHAMPION WRESTLER BEFORE HE WAS ABLE TO PERPET OUT THE EVIL DARKLING AGENT MAG-QUERADING AS THE REFEREE. EIGHT YEARS AWAY, IN A DESANT PART OF THE VIDEO DIMENSION, THE SUPREME OVERLORD OF THE EVIL DARKLING INVASION FORCE WAS DEVISING SPECIFIC PLANS TO DEAL WITH GAMEPRO. STALKER, THE EVIL DARKLING'S MOST FEARED ASSASSIN AND HUNTER WAS DISPATCHED TO BRING GAMEPRO BACK FOR FURTHER EXAMINATION. HE WAS ABLE TO LOCK ONTO GAMEPRO'S TRAIL WHEN ZARDOTH TELEPORTED OUR HERO OUT OF TERMO WORLD WRESTLING AND INTO...



LOOKS LIKE WE'RE AT THE VERY BEGINNING OF THIS GAME... FIRST THING WE GOT TO DO IS FIND YOU SOME EGGS!

LOOK OVER THERE!

EGGS? HOW CAN YOU THINK OF FOOD WHEN MAFFOX IS ON THE VERGE OF CONQUERING THE ENTIRE WORLD!



REMEMBER TO BE CAREFUL WHEN CRACKING OPEN EGGS... THEY EASILY HATCH NASTY SURPRISES INSTEAD OF HELPFUL GOODIES...!

I WILL REMEMBER!

THANKS BIRD-FLY!

AT THAT MOMENT, IN THE FAR REACHES OF OUTER SPACE, THE EVIL DARKLINGS' MOST FEARED ASSASSIN... STALKER... PINPOINTS GAMEPRO'S CURRENT LOCATION...

AGENT ZHEG! BY COMMAND OF THE SUPREME OVERLORD, I ORDER YOU TO SUSPEND YOUR PRIOR DIRECTIVES TO LOCATE AND CAPTURE AN OPERATIVE OF THE HIGH COUNCIL IN YOUR TERRITORY...

...GO TO COORDINATES S26-82FX-1JZ

CAUTION IS HIGHLY ADVISED! THIS AGENT IS EXTREMELY NAUGHTY AND POWERFUL!

USE ANY FORCE NECESSARY TO CAPTURE HIM...!

...BUT HE MUST REMAIN ALIVE!

WHAM!

COMMENCING HYPERSPACE... I WILL ARRIVE ON YOUR PLANET WITHIN THREE QUARTERS CYCLE!

SHAKKOO!!!

MEANWHILE, GAMEPRO AND PSYCHO FOX HAVE ALMOST REACHED THE END OF THE FIRST ZONE...

LOOK ALEX! MORE EGGS!

GREAT! MAYBE WE'LL GET MORE COINS SO WE CAN WAGER FOR POWERFUL MAGIC ITEMS...!

WHAT'S THIS?

IT'S THE PSYCHO STICK! WITH IT YOU CAN TRANSFORM YOURSELF INTO A MONKEY, A TIGER, OR A HIPPO!

MAYBE THERE ARE COINS IN THIS OTHER EGG?!

BRAKOOOM



PREPARE FOR YOUR DOOM!
HA HA HA HA

ITS...ITS MADFOX!

BUT... BUT... THATS...

...IMPOSSIBLE! WE DON'T SEE HIM UNTIL THE END OF ZONE 7!

CONTINUED NEXT ISSUE!!

"Solstice:
a new action/puzzle game...
a challenging task indeed...
three dimensional view!"
Nintendo Power - March/April 1990

Solstice™

The Quest for the Staff of Demnos

It's here.
Challenge your wisdom
with this ultimate new
adventure/puzzle game!



"Solstice Player's Pak" Offer

*Free Solstice Player's Pak to
the first 5,000 orders received by
CSG Imagesoft.

- FREE (plus shipping and handling)**
- 50¢ 3mm Video Tapes
 - The Making of Solstice
 - Solstice Player's Score Card
 - Solstice Trading Cards
 - Solstice Color Stickers
 - Solstice Literature

Name: _____ Age: _____
Address: _____ Zip: _____
City: _____ State: _____
Qty: _____ @ (\$3.50) = _____

Mall to:
CSG IMAGESOFT INC.
9200 Sunset Blvd., Suite 820
Los Angeles, CA 90069

- Over 250 Challenging Rooms to Explore
- Brilliant 3-D Graphics, Music and Special Effects
- Powerful Potions and Magical Keys
- Fearless Evil Characters to Defeat

Licensed by Nintendo® for play on the



Solstice™ is distributed by CSG Imagesoft Inc., Los Angeles, CA. © 1990 Imagesoft, Inc. "Imagesoft" is a trade mark of CSG Imagesoft Inc. "Solstice" is a trade mark of Software Creations, INC. (SFC) Software Creations, INC. (SFC) Developments Ltd. Nintendo Entertainment System™ and Nintendo are trademarks of Nintendo of America Inc.

Dial 1-900-446-8477 And Get Power Packed Inside Info!



GamePro Magazine's Hot Tips Hotline!

Ever wanted to know the inside scoop on your favorite new game? Or get tips that only the game developers would know? Or learn about upcoming releases before they hit the streets?

Well, now the answers are only a phone call away. No way you say?

Better believe it.

Because the GamePro Hot Tips Hotline is talking to you! We're the ultimate video gamers news and info source.

With GamePro Hot Tips Hotline, you'll be the first on your block to get the latest and greatest from GamePro Magazine—game tips, game ratings, and special features.

And you'll get the lowdown on the newest developments for Nintendo, Game Boy, Genesis, Sega Master System, TurboGrafx-16, and Atari games and game systems.

Unbelievable? Read on.

You'll get news on special events, upcoming game releases, contests, sweepstakes, sales, and much more!

Just call the GamePro Hotline number listed above. And when the Hotline directs you, punch in the telephone extensions of the companies and products you're interested in. It's that simple.

So, get with it, call today.

GamePro Hot Tip Hotline

Your Power Player Connection in the Video World

**\$1.75 first minute
90¢ each minute
thereafter**

Be sure to get your parents' permission to use the Hotline if you are under 18 years of age. Messages subject to change without notice.

Dial These Extensions for the Hottest Video Game News, Tips, and Info!

- 6639 Acclaim Entertainment Inc.**
Call now for hot tips, secret hints, and sneak previews of brand new Acclaim and LJN games.
- 5684 Bullet-Proof Software**
Get ready for action-flooz action-with **Pipe Dream™**, for the NES and Game Boy!
- 5924 Capcom USA**
Tips & Tricks for our latest hit game, **Little Nemo the Dream Master!**
- 2246 Data East USA**
Battle Chess—The game of chess brought to life as 3-D animated characters battle for position on the board.
- 3111 Jaleco USA**
Asyanax—Once the journey begins, there is no turning back! **Pinball Quest**—An exciting combination of video and pinball!
- 4623 HAL America**
LoLo 2—He's back and ready for action!
- 1255 Hi Tech Expressions**
Timely tips, helpful hints, and super strategies for **The Chessmaster**, **Remote Control**, and **Win, Lose or Draw**. Sneak previews of **Orb 3D** and **The Hunt for Red October**.
- 9457 Hudson Soft USA**
Call now for the latest news on the hottest games around!
- 2779 SETA USA**
Dare to defy Darklarza, the dragon master, in our newest adventure, **Castle of Dragon**. Call now for secret tips on all of our games.
- 7443 TAITO Software**
Stay tuned for high-level winning strategies, and power play tips for: **Dungeon Magic**, **Wrath of the Black Manta**, and **Indiana Jones and the Last Crusade**.
- 8421 TAXAN USA**
Run, Jump, Stab and Seize in Low G Man, a game that gives you everything and only asks for your extreme concentration.

**New Companies and Products
Added Weekly!**

LIVE FROM CES...Sort Of!!

Well, by the time you read this column much of this news from June CES in Chicago may be old news, but just in case we thought we'd give you the rundown...

Nintendo's monster booth continues to grow and grow and grow. This show featured over 55 NES licenses and a mind-boggling mass of new games that was almost too much to absorb. Here are a few of the NES highlights. **Absolute Entertainment** is readying a follow-up to *Lambda Boy and His Blob* that features a very different look. *Battle Tank*, a tank simulator with a first-person perspective from inside the tank, looked and played really hot. *U.S.M.C. Harrier*, a flying title, was also on hand. We've heard that it will actually be released as *Flight of the Intruder* by **Mindscape**. In addition to *Total Recall* (see Short

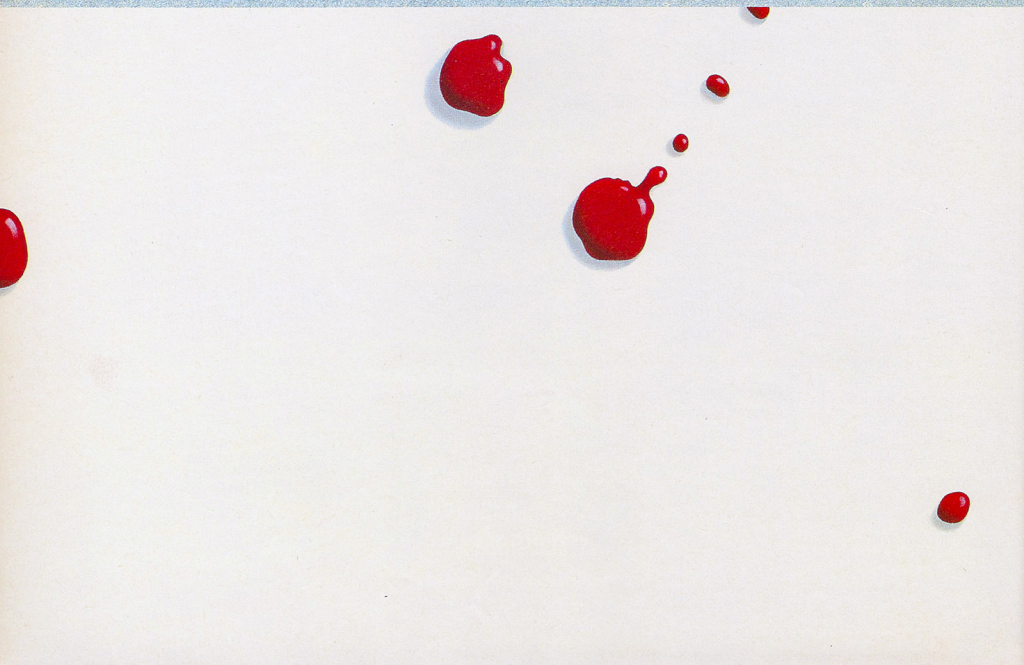
ProShots), *NARC*, and *Swords and Serpents* (a new role-play title) **Accclaim** highlighted two titles with a fun twist. *Arch Rivals* is brawling with the emphasis on brawl. The *Simpsons* title looked fun, with great graphics of Bart Simpson cruising down the street doing lots of damage on a skateboard. **Accolade**, a new licensee, showed their first NES title, *Mike Ditka's Big Play Football*.

Activision showed *Rad Gravity*, an action adventure that sends you from planet to planet on some very strange quests, even one where you're upside down the entire time. **American Sammy** showed their new

B-Ball title, *Ultimate Basketball* (see *Short ProShots*) and *Ninja Crusaders*, an adventure where you turn into assorted animals to navigate through different parts of the game. **Arcadia**, well known in computer circles but new to the NES scene, previewed *Spot* (see August 1990 *GamePro*) and *Silver Surfer*, an action adventure title starring the Marvel Comic Book character of the same name. **Bandai** previewed *Frankenstein*. We'll take a look at this title in next month's issue.

Broderbund was on hand with the *U-Force* and the *U-Force Power* games, four titles on one cartridge all designed especially for play on the *U-Force*. Our favorite was a game where you are a fireman who rescues people jumping from a burning building.

Bullet Proof showed *Hatris* (developed by Alexey Pajitnov, creator



of Tetris) and Pipe Dreams. Both games are excellent puzzle-type titles. As usual **Capcom** had some of the strongest titles at the show. California Raisins, Street Fighter 2010, Little Nemo: The Dream Master, Lord of Lighting, the Noid Game, and best of all, Mega Man 3 (see this issue of GamePro). **CSG Imagesoft** showed Solstice, an intriguing adventure puzzle title, and Dragon's Lair, an NES translation of the landmark arcade title. The graphics for this title looked great – the Knight was huge! **Culture Brain** is plotting a string of sequels, Flying Dragon II and III and Magic of Scheherazade II.

Data East showed Caveman Ughlympics, with stone age track and field action. Events include a dinosaur race and a fire-starting contest. **Electro Brain** showcased an adventure title featuring Puss 'N Boots. **Electronic Arts** had Skate or Die 2 (see the August 1990 issue of GamePro) and a really exciting title in the early stages of development entitled The

Immortal. This fantasy adventure title with a 3-D perspective had exquisite graphics and great action. Dragon Warrior II, the second in the Dragon Warrior series, was on display in the **Enix America** booth. **FCI** highlighted games that go along with their continuing emphasis on role-play titles, including the next in the Ultima series (Ultima: Quest of the Avatar) and the Bard's Tale.

Gametek continues their quest for the game show hall of fame with Double Dare, Classic Concentration, Family Feud, and Talking Super Password. And for the little folks, Fisher-Price Firehouse Rescue. Their change-of-pace title was a basketball cart featuring the Harlem Globetrotters. **HAL America** is working on Power Pad Football, a title that promises to help stomp out video game couch potatoitis. In addition to their titles for the younger set, Jim Henson's Muppet Adventure, Big Bird's Hide and Speak, and Fun House, **Hi Tech Expressions** also showcased ORB 3-D (a 3-D puzzler) and The Hunt for Red Octo-

ber (based on the book of the same name). **HOT-B** previewed their tough new role play title, Shingen, the Ruler, based on Japanese history. Big news at the **Hudson Soft** booth was Adventure Island II, sequel to the hugely popular Adventure Island. Other interesting titles were Princess Tomato in the Salad Kingdom (a role play for young and old) and Mendel's Palace, a game very difficult to describe, but alot of fun. Look for a review in an upcoming issue.

INTV showed their first two titles, Monster Truck Rally and World Trophy Soccer (based on the popular computer title of the same name). Kickle Cubicle, a puzzler with bright graphics and an unusual twist, was at the **Irem** booth. **Jaleco USA** had quite a few new titles on line: Maniac Mansion (a humorous role play designed by **Lucasfilm**), Pinball Quest, Last Ninja (in early form, but looked to be a promising adventure action title), Mechanoids (a fun game where you climb in and out of a robot), and War on Wheels (Roller



Derby action). **Kemco-Seika** is bringing Happy Birthday Bugs to a retail shelf near you in honor of Bug's 50th. They're also following up Shadowgate with a familiar sequel, DeJa Vu. Another role play title in the works is North and South, about, of course, the Civil War. At the **Konami** booth we especially liked Castlemania III, third in the Castlemania series (see the ProView in our next issue). Also on hand was Bill Elliot's NASCAR Challenge. **LJN**, now an affiliate of **Acclaim**, showed Back to the Future II/III, a game that follows the storyline of both of the sequels to the original movie (and looks better than the original game), Beetlejuice, The Punisher, and Bill and Ted's Excellent Adventure. Matchbox Racer fans, **Matchbox** is working on a title that features everyone's favorite little cars in racing action. **Mattel's** Super Glove Ball is a title designed for play with the Power Glove. It's kind of like handball, but three dimensional.

Meldac previewed Samurai Con-

flict and Darc Seed. In addition to their other titles **Milton Bradley** showed Time Lords (an adventure title through time) and Digger (a mining adventure). In addition to the sequel to smash hit Gauntlet, Gauntlet II (which looked good), **Mindscape** focused on movie titles including Days of Thunder, Dirty Harry – the War Against Drugs, and Bruce Lee Lives. Other titles in the works include M.U.L.E. (an Electronic Arts computer classic), Loopz, and Conan – The Mysteries of Time. **Nexoft** is rolling out two blockbuster role plays – Wizardry (of computer fame) and Faria.

NTVIC showed an adventure title with an interesting side angle perspective, Isolated Warrior. In addition to winter adventure title Heavy Shreddin', **Parker Brothers** previewed Drac's Night Out (see the next issue of GamePro). **Seta** jumped into the road race game with Formula 1 – Built to Win. **SNK Corporation** featured the shoot-em-up Mechanized Attack, Little League Baseball: Championship Series, and Crystalis, a role

play title with the feel of the Link series. At the **Sunsoft** booth we fell in love with Gizmo all over again. He's back in a great looking Gremlins 2. Journey to Silius featured great graphics and space shoot-em-up action.

Taito was showcasing an interesting Indiana Jones and the Last Crusade title that had a combination of adventure and puzzle-type action. Planned in the future are New Zealand Story (see our Overseas Prospect look at the Mega Drive version in this issue) and Qix. **Taxan** highlighted Low G Man (see this issue of GamePro), PuttMaster, and G.I. Joe, a title based on one of every kid's favorite toy heroes. **Toho** previewed a different kind of title called Circus Caper, a circus adventure, and a sequel to Godzilla featuring another movie monster, Rodan. **Tradewest** showed off Solar Jetman. At the **Ultra** booth were RollerGames (roller derby action featuring characters from the syndicated T.V. show), Pirates! (a pirate adventure based on



SPLATTERHOUSE

the computer title of the same name), Ski or Die (a winter action title), and best of all, Teenage Mutant Ninja Turtles II, closely based on the arcade version. This sequel had some nice graphics! **Vic Tokai** showed Conflict and the Mafat Conspiracy.

Stay tuned to the next issue of GamePro for more on CES. We'll fill you in on Game Boy, the **Sega** Genesis titles, the Genesis licensees, and the TurboGrafx-16 titles. But for you Sega Master system fans who have waited so long and so patiently here's a rundown on all of the new titles coming for the Master System. See, Sega didn't forget you!

The Master System Lives!

Here's the list **Sega** provided us with at the time we were going to print. Remember that actual release dates for different titles may change. June - Dead Angle (see the November 1989 GamePro), Golden Axe (see the March 1990 GamePro), and Psycho Fox (see the May 1990 GamePro). July - Slap Shot (see the April 1990 GamePro), and Alex Kidd

in Shinobi World (see the July 1990 GamePro). August - Paper Boy (see this issue of GamePro). September - Ultima IV (see the June 1990 issue of GamePro), Aerial Assault (see the August 1990 issue of GamePro), Impossible Mission, and Sub Attack. October - Super Monaco GP, ESWAT, and Columns. November - Cyber Shinobi and Joe Montana Football. December - Strider, Moonwalker, Mick-

ey Mouse, Dick Tracy, Pat Riley Basketball, and James Buster Douglas Knockout Boxing. January - Ghouls 'N Ghosts, Forgotten World, and Golden Axe Warrior.

Note: You can now send questions and comments to GAMEPRO via Compuserve. We are in the GAMERS Forum at 71360, 1361. Type "Go Gamers."



Here's the new and improved Master System.



By Fanatic Fan

CYBERBALL

Sports fans, rejoice! The Sega Genesis finally has a football game! Well, sort of...

Cyberball, Atari Games' monster arcade hit, has been converted to the Sega Genesis, complete with the incredible graphics, sound effects, and metal-crunching action that made it one of the top coin-ops of 1989.



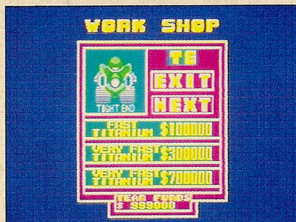
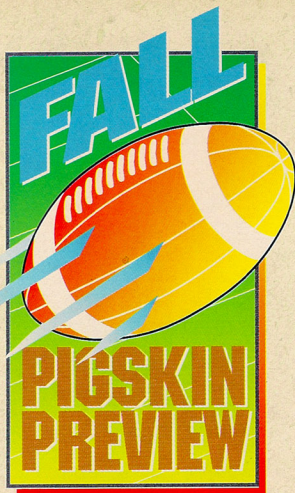
Football of the Future.

A Metal Monster Mash

Ok, so it isn't football as we know it – Cyberball eliminates drawbacks like escalating player salaries and constant injuries by simply replacing humans with robots. What a concept!

Players still cost money, and more talented players cost more money. But these are fixed costs. There's no negotiating and certainly no need for lawyers and agents (Hooray!). The materials a player is "constructed" of and how fast he can move determine his cost. For example, a speedy plastic wide receiver might cost \$45,000. If you want the same speedy receiver made of sturdier stuff (like titanium, for instance), it will run you \$130,000.

PROTIP: If you play in League Mode, try to save your money for the championship game. When you buy players, they can only be used in the upcoming game. There are no carryover players.



PROTIP: The most money you can earn is \$999,999. Once you reach that point, you will cease to gain money. So spend down a little late in the season – you can usually gain the money back.

The importance of buying quality players at the skill positions will become evident as you play. A plastic player can usually take five or six hits before he starts to smoke – an indication that he's damaged. A damaged player can destruct on any tackle, and when he destructs, he fumbles the ball.

Full Metal Season

Cyberball has one- and two-player modes. One-player mode features a password system that enables you to play an entire 16-game season, plus an NFL-style playoff (two wildcard teams and eight playoff qualifiers), assuming your team is good enough to make it that far. The two-player mode is hard hitting head-to-head fare, a true test of your pigskin prowess.

One Hundred Yards To Paydirt

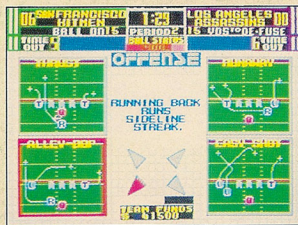
Cyberball follows the basics of regular football – a team of players tries to move a ball up the field by passing it or carrying it. But there are some major differences. The ball isn't almond-shaped, and it isn't made of pigskin. It's metallic, like the players, and it gets hot!



When you're hot, you're hot!

Rather than having four downs to gain ten yards, you must move the metal ball over the fifty yard line to cool it down, then you must get it to the end-zone to cool it down again. If you take too long to gain the necessary yardage, the ball explodes! If one of your players is holding it at that time, you better get a dustbroom to sweep up the remains!

Other differences include: six three-minute periods rather than four 15-minute quarters, earning money for crossing midfield on offense and scoring points, seven players per side and, of course, the all robot half time show.



Pick a play – any play.

Crash and Burn

Play selection breaks down into three categories. On offense, you can choose a play type – a running play, a passing play, or an option play (run or pass).

Then you select a particular play from a choice of four. Each play is illustrated by an X's and O's type diagram. However, you do not have to follow plays exactly the way they're scripted. After all, there may be an opposing player waiting for you in the hole you're supposed to run through.



PROTIP: One of the most effective plays against the computer opponent is the "Alley Dip" pass play. This is a toss to the running back coming out of the backfield. The defenders usually concentrate on the wide receivers and ignore your running back.

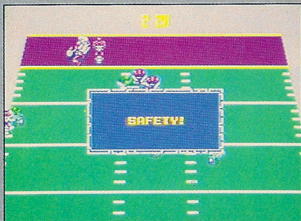
PROTIP: When running the ball, try to think like a running back. Good running backs don't charge into the tacklers, they try to fake them out. You have to do the same thing in Cyberball - dodge, weave, and fake - you'll be surprised at how much daylight you can find by pausing and faking.

On defense, choose a long, medium, or short defense, then select the specific formation. Once your players line up, you can choose which player you control. On offense, you always start as the quarterback.



PBQ TIP: To avoid a computer opponent's blitz (which he usually tries on first down, that is, when the ball is cool), try the running play, "Wide Angle." This play is an outside pitch to either the right or left side running back - both of whom are out of reach of the blitzers.





PRO TIP: Your defense will be a killer if you buy the "Power Boost" for your Safety. Choose a long defensive formation, and select a "Nickel" set up. Now, control the left safety. When the ball is hiked, hit your turbo button and blast through your opponent's line. You'll get a lot of quarterback sacks, and the rest of your defense will be able to stop any play the computer should run – just in case you don't tackle the quarterback.

Cyberball could very well be the future of football. There are no player strikes or injuries, although occasionally a few of your players may overheat and explode. In Cyberball you have to be a good coach – and a good mechanic!

Cyberball by Sega of America (\$49.95).

TV SPORTS FOOTBALL

Lights, Camera, ACTION!

You hear the "thump" of foot meeting ball as you receive the kickoff at the 10-yard line. You see your blockers open up holes ahead of you. You head towards the right sideline and – GRRUNCH!!! You're leveled with a bonejamming tackle by an opposing player. The way that hit sounded, you're surprised you're able to get to your feet at all! Just another day in the NFL? Nope, but it's something similar – Cinemaware's TV Sports Football for the TurboGrafx-16.

Cinemaware has a reputation in the computer world for creating fantastic interactive "movies" – games that let you play a role in an unfolding story. In TV Sports Football, you play a whole cast of characters – coach, quarterback, linebacker, etc. In fact, with the TurboTap, up to five people can play at once with up to four people on any one team.

You can choose to play an exhibition game or a full season using one of the eight teams created for your usage. Then, the top four teams will challenge each other in the playoffs, with the winners going head-to-head in the championship.

PRO TIP: Your best bets when it comes to choosing a team to control are the Thunderbolts and the Sharks. Stay away from the Hounds – they're real dogs!



PRO TIP: Rapidly pressing Button I makes your ball carrier more likely to dodge tackles and outrun defenders.

PRO TIP: NEVER call a Goalline Defense, it leaves too many receivers wide open.

PRO TIP: Surprise the computer team when they're on defense – call a shotgun formation on first down and throw a long pass. Occasionally you'll catch them off guard for a big gain.

Player Ratings

Your players are rated on a scale from 1 to 10 in four different categories.

ST stands for Strength, as in how hard a player tackles, or how far he can throw or kick.

The Hands rating represents how well a player catches and how likely he is to fumble. Agility is how well a player reacts and how well he maneuvers.

Speed, as you may have guessed, is the player's foot-speed.

Quarterback Control

By pushing the down portion of the control pad, you have complete control over your quarterback's actions. Pressing either Button I or II pre-determines whether you call a pass or a run – the computer then executes the play for you. If you do nothing at all, the computer takes over the helm and runs the play.

The realistic passing controls make TV Sports Football more difficult than other gridiron games. To complete a pass to your receivers, you must time and aim your throw – just like a real quarterback. Initially, inexperienced players will find passing frustrating, but with practice it becomes one of the features that makes this game so much fun.



PRO TIP: The trick to passing is to throw the ball slightly ahead of the receiver. You have to "lead" a receiver, just like a real NFL quarterback.



THE EPIC NINJA QUEST

NINJA 外伝™ GAIDEN



THIS GAME IS LICENSED BY NINTENDO FOR PLAY ON THE Nintendo ENTERTAINMENT SYSTEM™

BIGGEST ARCADE HIT!

A Strategic Encounter

TECMO™

THE ADVENTURE BEGINS!

TECMO NINJA 外伝™ II GAIDEN II™

THE DARK SWORD OF CHAOS



THIS GAME IS LICENSED BY NINTENDO FOR PLAY ON THE Nintendo ENTERTAINMENT SYSTEM™

Sequel to NinJa Gaiden, the arcade and Nintendo bestseller!!

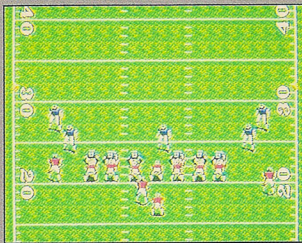
Hard to beat!!

TECMO®

Official Nintendo Seal of Quality

THE REVENGE!

TECMO® Games. . . HARD TO BEAT™



PRO TIP: Here's an easy trick that you can do up to three times per half that is almost guaranteed to rack up yardage for your team. First, on offense in a third and long situation call for a Kick. Next, press Button II to call time out. Quickly press Button II again to bring up the play selection screen – call for a Shotgun Formation and choose a pass play. This leaves the computer stuck in a punt return or a punt block formation – leaving your receivers wide open for an easy completion!

DEE-fense! DEE-fense!

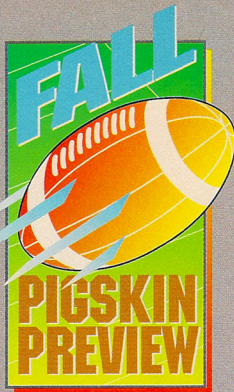
On defense, you control one of the linebackers. You can decide whether you're the inside or the outside linebacker, and where you wish to position yourself at the start of the play.

The key to playing solid defense is to not overplay the man with the ball. Position yourself in the middle of the line and shadow the ballcarrier. If the guy with the ball tries to go around you, make a diving tackle by pressing Button II along with the directional controller.



PRO TIP: On defense, if a hole opens up in the middle of the line, blitz the quarterback. You'll force him to run for his life!

PRO TIP: Defense versus the computer: Choose a 3-4 setup and select Pass Defense. The key to shutting down the computer offense is to "shadow" the computer's quarterback with your middle



linebacker. In this defensive setup, the rest of your players will adequately cover the computer's receivers so he can't throw a pass. Your job is to make sure the computer's quarterback doesn't get by you with the ball.

TV Sports Football is the first football game for the TurboGrafx-16, and it sets high standards for future pigskin releases to come. Don't forget to wave "hi" to Mom when the TV camera's on you.

TV Sports Football by Cinemaware (\$61.99).

MIKE DITKA'S BIG PLAY FOOTBALL

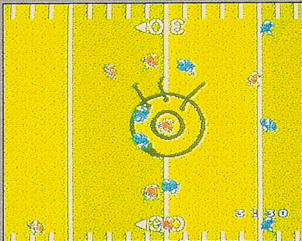
When you think of the Chicago Bears, several images come to mind – Bear linebackers smashing opposing quarterbacks and runners to the turf like they were rag dolls, games played on the mud and frozen tundra of Soldier Field in November, and the papa Bear, Mike Ditka, growling at his players from the sidelines.

Mike Ditka's Big Play Football doesn't have any frozen tundra, but there's plenty of quarterback smashing for those who like to play defense. You'll also find lots of wide-open offense – hence the name, "Big Play."

Running Up The Score

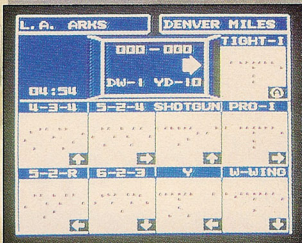
Big Play Football is an easy game to master, but there's enough depth and detail to please the most die-hard fan. You

can play the game versus the computer or a friend, or you can team up with a friend for some real high-flying action.



Find that hole!

The game uses a horizontally- and vertically-scrolling field, along with an overhead perspective that enables you to see your blockers as well as potential tacklers ahead of you. On passing plays, you can freeze the action in mid-play and cycle through your wide receivers to determine who's open.



Unlimited offensive options.

This feature also creates almost unlimited options on offense. You don't have to adhere to the way a play is designed if the defense shuts it down. Now THAT'S realism!



FUMBLE!

You'll play one game against each of the three other teams. Beat all three and you get to play Chicago and then San Francisco in the playoffs.

TECMO®

WORLD

WRESTLING™

TM

Available Now!

TECMO®
GAME PAKS
Licensed by Nintendo
For Play On The

Nintendo
ENTERTAINMENT
SYSTEM™

Official
Nintendo
Seal of Quality



The Newest Challenge in the Tecmo Tradition of Skill Games and Strategy

TECMO is proud to introduce another sure winner game for the Nintendo Entertainment System®, featuring outstanding graphics, realism, and control that will keep you on the edge of your seat!

With **Tecmo World Wrestling**, you can pin your opponent using 36 wrestling moves. You control the action to achieve the world championship.

Work your way to the playoffs as you plan your strategy as a coach or player in **Bad News Baseball™** or **Tecmo Bowl™**.

Bad News Baseball™ is the new cartoon-style, outrageously funny baseball game. Choose boys teams or girls teams, and get ready to laugh.

Tecmo Bowl™ gives you total control of key players as they charge for the winning trophy using the game plan that you select!

In **Ninja Gaiden II™** is the continuing action adventure of Ninja Ryu and The Evil Ashtar. Lightning, snow, rain, wind and ice challenge your Ninja skills.

TECMO®

Victoria Business Park, 18005 S. Adria Maru Lane, Carson, CA 90746 USA PHONE: (213) 329-5880 FAX: (213) 329-6134

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

Rating Ramblings

Each player on your team is rated in three separate categories: Dexterity, which is the player's speed, Agility, a factor in the player's overall performance, and Body, which represents the player's strength. It's important to pay attention to the ratings because they determine an individual's ability to break a tackle or outrun a defender. If it's Fourth Down and one yard to go, you want to give the ball to the guy who has the strength of a baby bull, not the finesse player.

L.A. Araks		Denver Miles	
QB	11 Mitch	QB	11 Mitch
RB	12 Tom	RB	12 Tom
WR	13 Jones	WR	13 Jones
TE	14 Smith	TE	14 Smith
OL	15 Miller	OL	15 Miller
OL	16 Davis	OL	16 Davis
OL	17 Wilson	OL	17 Wilson
OL	18 Brown	OL	18 Brown
OL	19 White	OL	19 White
OL	20 Black	OL	20 Black
OL	21 Green	OL	21 Green
OL	22 Gray	OL	22 Gray
OL	23 Gold	OL	23 Gold
OL	24 Silver	OL	24 Silver
OL	25 Bronze	OL	25 Bronze
OL	26 Copper	OL	26 Copper
OL	27 Iron	OL	27 Iron
OL	28 Steel	OL	28 Steel
OL	29 Lead	OL	29 Lead
OL	30 Tin	OL	30 Tin
OL	31 Zinc	OL	31 Zinc
OL	32 Nickel	OL	32 Nickel
OL	33 Cobalt	OL	33 Cobalt
OL	34 Manganese	OL	34 Manganese
OL	35 Silicon	OL	35 Silicon
OL	36 Boron	OL	36 Boron
OL	37 Fluorine	OL	37 Fluorine
OL	38 Neon	OL	38 Neon
OL	39 Argon	OL	39 Argon
OL	40 Krypton	OL	40 Krypton
OL	41 Xenon	OL	41 Xenon
OL	42 Radon	OL	42 Radon
OL	43 Francium	OL	43 Francium
OL	44 Radium	OL	44 Radium
OL	45 Actinium	OL	45 Actinium
OL	46 Thorium	OL	46 Thorium
OL	47 Protactinium	OL	47 Protactinium
OL	48 Uranium	OL	48 Uranium
OL	49 Neptunium	OL	49 Neptunium
OL	50 Plutonium	OL	50 Plutonium
OL	51 Americium	OL	51 Americium
OL	52 Curium	OL	52 Curium
OL	53 Bk	OL	53 Bk
OL	54 Cf	OL	54 Cf
OL	55 Es	OL	55 Es
OL	56 Fm	OL	56 Fm
OL	57 Md	OL	57 Md
OL	58 Am	OL	58 Am
OL	59 Cm	OL	59 Cm
OL	60 Bk	OL	60 Bk
OL	61 Cf	OL	61 Cf
OL	62 Es	OL	62 Es
OL	63 Fm	OL	63 Fm
OL	64 Md	OL	64 Md
OL	65 Am	OL	65 Am
OL	66 Cm	OL	66 Cm
OL	67 Bk	OL	67 Bk
OL	68 Cf	OL	68 Cf
OL	69 Es	OL	69 Es
OL	70 Fm	OL	70 Fm
OL	71 Md	OL	71 Md
OL	72 Am	OL	72 Am
OL	73 Cm	OL	73 Cm
OL	74 Bk	OL	74 Bk
OL	75 Cf	OL	75 Cf
OL	76 Es	OL	76 Es
OL	77 Fm	OL	77 Fm
OL	78 Md	OL	78 Md
OL	79 Am	OL	79 Am
OL	80 Cm	OL	80 Cm
OL	81 Bk	OL	81 Bk
OL	82 Cf	OL	82 Cf
OL	83 Es	OL	83 Es
OL	84 Fm	OL	84 Fm
OL	85 Md	OL	85 Md
OL	86 Am	OL	86 Am
OL	87 Cm	OL	87 Cm
OL	88 Bk	OL	88 Bk
OL	89 Cf	OL	89 Cf
OL	90 Es	OL	90 Es
OL	91 Fm	OL	91 Fm
OL	92 Md	OL	92 Md
OL	93 Am	OL	93 Am
OL	94 Cm	OL	94 Cm
OL	95 Bk	OL	95 Bk
OL	96 Cf	OL	96 Cf
OL	97 Es	OL	97 Es
OL	98 Fm	OL	98 Fm
OL	99 Md	OL	99 Md
OL	100 Am	OL	100 Am

Check your player's strengths.

PRO TIP: On offense, keep hitting Button A even after it looks as if you've been tackled. Sometimes your runner will regain his balance and pick up extra yardage.

PRO TIP: Don't hit Button B when running back a punt or a kickoff – it automatically downs the ball.

PRO TIP: Zigzag your receiver if the other team is about to tackle you from behind. You can make the tacklers miss you this way.

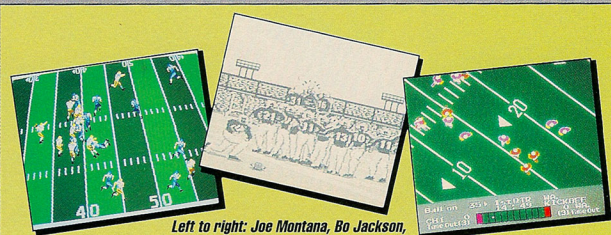
PRO TIP: Here is the ultimate play versus the computer. It is usually good for a long gain or even a touchdown! First, select a W-Wing formation. Next, choose the Reverse play. Snap the ball and move your quarterback towards the running back who is supposed to carry the ball – but DON'T hand it to him. Continue moving in your current direction paying close attention to whether the defensive backs are fooled by your fake handoff. If you're successful, the backs will move in the same direction as your running back –

the opposite direction of your quarterback. Now, press B to pass and then look at the first receiver. He should be wide open because the guys who were supposed to cover him were fooled by your fake handoff. Throw him the ball and watch him run for daylight!

PRO TIP: On defense, if the ball is thrown, knock it down or intercept it by positioning one of your defenders under it and pressing Button B.

Mike Ditka's Big Play Football is ideal for gamers who like sports games with challenge, but don't necessarily like to read a thick manual to master them. And just think... you can play a full season of football without ever feeling snow or wind.

Mike Ditka's Big Play Football by Accolade (\$49.95)



Left to right: Joe Montana, Bo Jackson, NES Play Action Football.

Joe Montana Football

(Sega of America – Genesis and Sega Master System)

Joe Montana Football will feature 16 teams with individual playbooks (18 offensive plays PER TEAM, with mirror-image). What we found really great was that every player has his own characteristics and can fatigue or get injured during the game. Sega is devoting a large portion of the memory in this game for the artificial intelligence of the players and teams. This means every player can function individually, and computer teams adjust on defense if you run the same play too many times.

Other features include: pregame strategy sessions in the locker room, statistics at half-time and at the end of the game, and a "bone-crunching" tackle feature that enables your defender to give the opposing player a nasty lick that could have him seeing stars.

Expect Joe Montana Football before Christmas, just in time for the playoffs!

Bo Jackson Hit & Run 2-in-1 Football/Baseball

(THQ, Inc. – Game Boy)

One of the newer licensees enters the Game Boy market with this two-games-in-one cart. The football portion of this game features an overhead perspective from behind the ball and a vertically- and horizontally-scrolling field. Players will love the large, detailed graphics in this one.

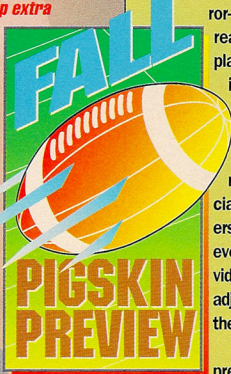
So... does Bo know Game Boy? You'll have to wait until January to find out.

NES Play Action Football

(Nintendo of America – NES and Game Boy)

This NES cart has been much delayed, but NES gamers will find it worth the wait. NES Play Action Football uses real NFL teams (with the real players from the 1989 season) and allows up to four living room coaches to compete simultaneously using the NES Four Score or NES Satellite controllers.

Latest word from Nintendo is that this baby will be out this month. Hopefully they mean it this time.

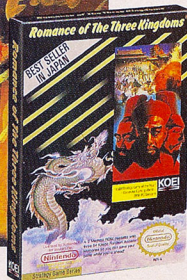
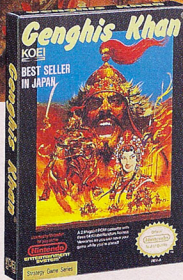




Stimulate Your Mind!

Advanced Economic, Military and Diplomatic Simulations

Now
Best Sellers
in the
United States



A 2 Megabit ROM
Cassette with Three
64 Kilobit RAMs



Nobunaga's Ambition™

The Struggle to Become Shogun

The Best, Longest Selling Simulation Game Ever Released in Japan

Features: For one to eight players; two separate scenarios; five levels of difficulty; battery backed memory; demo mode; complete instruction manual and historical notes; poster included.

👑 Software Publisher's Association's Excellence in Software Awards. (IBM-PC Version)

👑 1989 Best Video Game Innovation
1989 Best Strategy Video Game
Game Player's Magazine



All Titles Also Available for IBM-PC & Amiga



Genghis Khan™

Conquests Of Love and War

Build an empire as Genghis Khan, or one of his rivals. Battle your enemies with a cavalry, lay siege to their castles with archers, or even challenge them to a duel.

Features: For one to four players; battery backed memory; two separate scenarios; five levels of difficulty; demo mode; complete instruction manual and historical notes; poster included.

👑 1989 PC Excellence Award (IBM-PC Version)
Game Player's Magazine

NEW



Romance of The Three Kingdoms™

Live Second Century China

Features: 255 characters, each with a distinct personality; military, economic and diplomatic simulation; five different scenarios; ten levels of difficulty per scenario; for one to eight players; demo mode; complete instruction manual and historical notes; poster included.

👑 1989 Strategy Game of the Year
Computer Gaming World Magazine
(IBM-PC Version)

👑 1989 Most Innovative Video Game
Computer Entertainer Magazine

TO ORDER: Visit your retailer or call 415-348-0500 (9am to 5pm Pacific Time) to charge on Visa/MC, or money order (U.S. \$) to KOEI. U.S. shipping only.

IBM & Amiga are registered trademarks of International Business Machines Corp. & Commodore Amiga Inc. TM designates trademark of KOEI Co., LTD.

KOEI Corporation • One Bay Plaza, Suite 540 • 1350 Bayshore Highway, Burlingame, CA 94010 • Tel: 415-348-0500

KOEI... We Supply The Past, You Make The History

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



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

Daedalian Opus™ (dī-dā'le·ən ō'pəs)



THIS GAME
IS LICENSED BY NINTENDO®
FOR PLAY ON THE

GAME BOY®



VIC TOKAI INC.

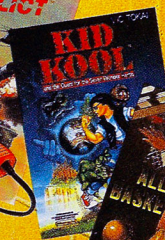
22904 Lockness Ave., Torrance, California 90501 / TEL: (213) 326-8880
Nintendo® and Nintendo Entertainment System® are trademarks of NINTENDO
OF AMERICA INC. Daedalian Opus™ is a trademark of VIC TOKAI INC.

VIC TOKAI INC.
PRESENTS

The \$100,000 Daedalian Opus™

SWEEPSTAKES & TOURNAMENT !!

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



SWEEPSTAKES

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

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

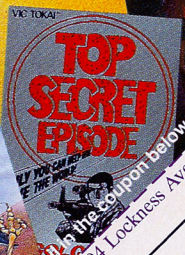
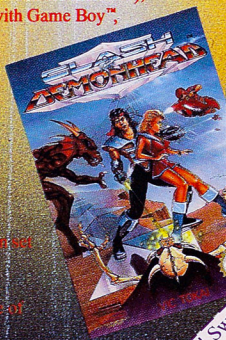
TOURNAMENT

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

TOURNAMENT PRIZES

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

- A 25" high color television set
- A Nintendo Action Net®
- A Mountain Bicycle
- The entire Vic Tokai line of NES® game paks



Mail the support below.
VIC TOKAI Sweepstakes 22904 Lockness Ave., Torrance, CA 90501

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

© 1990 Vic Tokai Inc. Sweepstakes and Tournament are conducted by Vic Tokai Inc. in cooperation with CAPTRON, Inc. and the Nintendo Game Boy™ and NES™ are trademarks of Nintendo. All other trademarks are the property of their respective owners. Sweepstakes ends 11/15/90. Prizes are awarded in cash or kind. Vic Tokai Inc. is not responsible for any prizes that may be awarded in error. Vic Tokai Inc. is not responsible for any prizes that may be awarded in error. Vic Tokai Inc. is not responsible for any prizes that may be awarded in error. Vic Tokai Inc. is not responsible for any prizes that may be awarded in error.

Name (Please Print) _____ Zip _____
 Street _____ State _____
 City _____ Phone _____
 Age _____
 Shirt Size _____
 S M L XL

CLASH WITH US AND YOU'LL GET WHAT'S COMING TO YOU.

Clash at Demonhead™ and we'll give you two free hit singles that will send you dancing out of Demonhead mountain. All you need to do is purchase Clash at Demonhead™ before November 15, 1990, send in the coupon below along with your sales receipt and the U.P.C. code, and we'll send you what's coming to you!

2 FREE HIT RAP SINGLES!



AWESOME.

Hit singles to be selected from current chart ratings. Quantities are limited to availability. Clash at Demonhead must be purchased between September 15, 1990 and November 15, 1990. Void where prohibited.

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

CLASH AT DEMONHEAD™ HIT SINGLES REQUEST FORM.

NAME _____

ADDRESS _____

CITY _____ STATE _____

ZIP _____ PHONE () _____

Yes! I have purchased
"Clash at Demonhead™".
Please send my free hit singles.
(copy of sales receipt must be included)

Send to:

VIC TOKAI INC.
22904 Lockness Ave.
Torrance, CA 90501

Place U.P.C.
Code Here

YOU CAN'T STAY IN THE DARK FOREVER...



LICENSED BY

Nintendo



LightBoy™, there's no better way to see the light.

LightBoy™ is a unique accessory designed to be used with **Game Boy®**. It is a lightweight, compact instrument which unfolds to fit directly onto **Game Boy®**, allowing you to view the screen with light through a magnifying glass.



LightBoy™ for use
with NINTENDO®
Game Boy®

VIC TOKAI INC.

22904 Lockness Ave., Torrance, California 90501

TEL: (213) 326-8880

Nintendo®, Game Boy® and Nintendo Entertainment System® are trademarks of NINTENDO OF AMERICA INC. LightBoy™ is a trademark of Nintendo licensed exclusively to VIC TOKAI INC.

By Brother Buzz

If you're tired of just saying "no" to drugs, now you can say "N.O." — Narcotics Opposition, that is. NARC from Acclaim makes you top cop in that elite government force organized to fight drug trafficking and terrorism.

N.O.'s recently discovered that a big drug operation is being financed and directed by (Who else?) Mr. Big. You're out to stop him.

Shoot to Thrill

NARC is an ultra-intense horizontally scrolling shoot-em-up that takes you on a search and destroy trek through the seamy drug underworld. The theme here is "better living through superior firepower."

NARC's been around as an arcade favorite (see "Hot at the Arcades" in GamePro's Premiere Issue) and an eye-catching personal computer title called Crime Wave. The graphics in the NES version are good, but the cart's strong point is its faithfulness to the gameplay of the original. And that means non-stop, thumb-numbing gunfighting!

The action's top-notch for both one and two players, and the second player can join in any time! Find a buddy that gets off on gunning and running; this is a radical two player cart!

PROTIP: During two-player action, if only one of you goes through a door you both go.

Anti-drug Paraphernalia

This cart's great for itchy trigger fingers. The strategy's basic: Shoot or be shot. You're tricked out with a machine pistol and a rocket launcher. Grab ammo from fallen baddies. You start out with three lives, but you build up points for more.

PROTIP: Ammo meters stop at 99, but you can store more.

PROTIP: You can always shoot single shots, even when the display indicates no ammo left.



Narcs ride in style.

Sometimes, you cruise to bruise in a slick Porsche 911 Turbo Carrera Narcmobile. But don't get attached to it, it takes a beating.

PROTIP: Drive slowly and carefully, it's easy to wreck your car.

PROTIP: When you're in the Narcmobile, the bad guys can't get you but you can run them down to save ammo.

Drug Thugs

You face a formidable horde of slimy villains. Their overwhelming numbers make this shooter tough. Blast 'em or bust 'em. Busting them builds up points, but be prepared to take some hits. You also build up your score by snatching contraband such as cash and drugs.

PROTIP: Crouch and shoot on the move by holding down A and B simultaneously and using the directional pad.

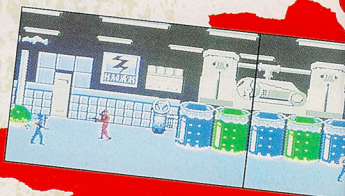
PROTIP: You can't duck shots, but you can leap over them by rapidly tapping B twice.

All the creeps are clones of several basic bad guys. The ever present Das Lof gangsters look a mess, but they'll shoot you down. Dr. Spike tries to shoot you up — full of nasty chemicals. The



Dr. Spike likes to needle you.

muscle-bound Dumpster Man's power punch puts the hurt on you. Kinky Pinky's a slasher down who's pretty



sharp but not as funny as he looks. His dynamite-tossin' partner, Bevon Face, will blow you away. Sgt. Skyhigh is a drug-crazed Rambo wannabee. But you're after Mr. Big, dead or alive, and you have to fight him both ways. Rabid Pit Bulls and Mutant Bugs represent the animal kingdom in this urban nightmare.

PROTIP: You can't bust Kinky Pinky or Bevon Face. Kinky takes several hits unless you use a rocket.

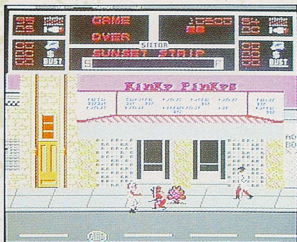
PROTIP: You can outrun the Dumpster Man.

Mean Streets

You have to clean up seven main sectors. Each of these are split into several scenes.

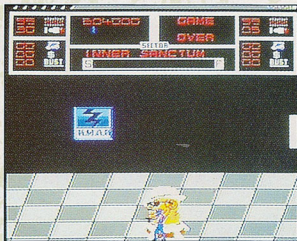
PROTIP: Check the radar in the screen display to see where you are in a sector.

You start at the Junkyard, where you rock and roll through an industrial ghetto and a stifling subway. Next, you're in a gruesome gunfight on K.W.A.K. Street. On the Sunset Strip the Kennel's a dog-fight, and Kinky's Bigtop is no circus. The



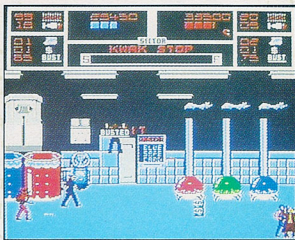
Kinky Pinky's a killer clown.

crazy crowd on the Bridge creates a murderous traffic jam. By the time you finish button pressing your way to Sky-high's Nursery, you'll really have green thumbs, but don't stop to smell the flowers. Downtown is a two-level hotel that's



They don't call him Mr. Big for nothing.

a real riot. When you finally reach Mr. Big's Office, he might be out to lunch but his bodyguards are ready for business.



PROTIP: Every 100,000 points earns an extra life. To rack up mucho points, find the last exit at any level. K.W.A.K. Street is particularly good. First, get the Safe Cards, so you can make a quick getaway. Move to the right edge of the screen near the exit. Now you can slide up and down the screen edge to bust guys as they appear onscreen. Stay sharp, dogs bite you and gangsters can shoot you from offscreen. Exit before you perish. With two players, one at each side of the screen, this move's awesome.

PROTIP: Blast the vats in the drug labs for 1000 points each.

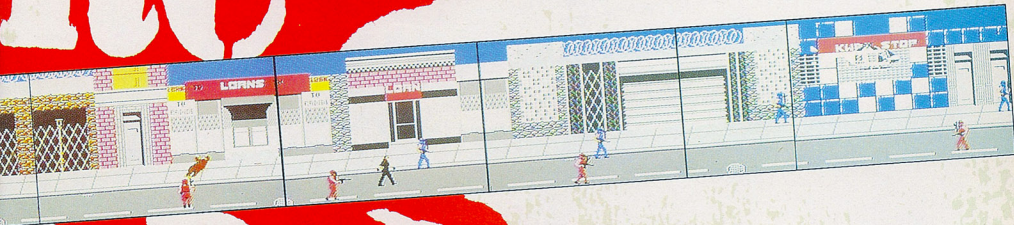
PROTIP: To get the gold Safe Card in Mr. Big's Office, blast Mr. Big with rockets then bust him before he crawls away.

No Guts, No Glory

The drug war is dirty business, and in NARC it's messy, too. Blast criminals with rockets and you're going to see some body parts.

You want action? NARC's got it! Don't get high, unless it's on points.

NARC by Acclaim (\$44.95).



MEGA MAN

3

By Charlie T. Aslan

Look! Up in the sky!! It's a bird!! It's a plane!...

Uh... I think it's a robot.

Mega Man's Back!

That blue, metallic defender of justice, Mega Man, is back in action! Since we just couldn't wait any longer, here's a sneak peek at a preliminary version of Mega Man III!

This time around the formerly-evil Dr. Wily has come to his senses and rejoined Dr. Light to work for the good of mankind. Together they work to create the ultimate peace-keeping robot, "8."

Energy components to fuel this new robot are located on eight mining worlds. Unfortunately, the robotic work forces of these worlds have rebelled, making fuel gathering a pretty nasty chore. Did someone say "This is a job for Mega Man?"

Mega Man's Best Friend

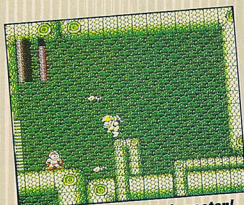
In this one, Mega Man has his faithful robodog, Rush, at his side. Rush is no mere metal canine; this dog's got talent! He can change into a jet sled, a submarine, or a special spring – devices that Mega Man needs throughout the game.

Mega Baddies

Mega Man games have always featured a great gang of supervillains, and Mega Man III is no exception! Here's a quick look at some of the nasties you'll have to tussle with:



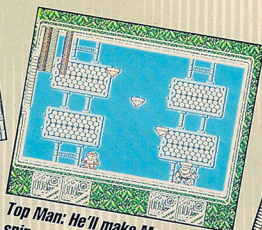
Magnet Man: A real attractive villain (actually, an attractive and repellent villain).



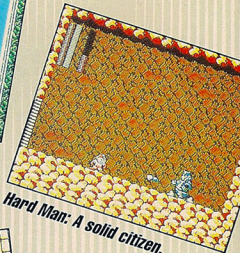
Snake Man: A slimey character!



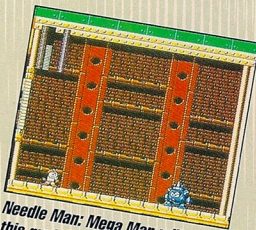
Gemini Man: Double trouble!



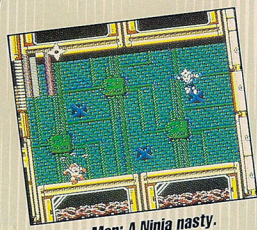
Top Man: He'll make Mega's head spin.



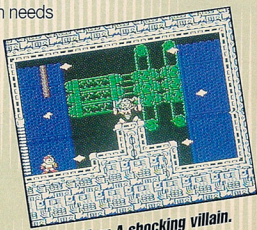
Hard Man: A solid citizen.



Needle Man: Mega Man will get this guy's point for sure.



Shadow Man: A Ninja nasty.



Spark Man: A shocking villain.

Third Time's a Charm

Mega Man III features 3 megas of memory and 21 levels of action. Look for it at the beginning of December, 1990, for a suggested retail price of \$54.95.

Based on the preliminary version we saw it's safe to say that Capcom has another smash hit on the way. Keep your eyes peeled for a full-fledged ProView in next month's GamePro!

GARGOYLES QUEST



Licensed by
Nintendo



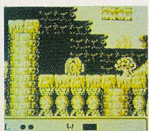
GRAPHICS SO REAL YOU'LL FORGET IT'S ONLY A GAME



Dazzling graphics and excellent sound bring a whole new dimension to the Game

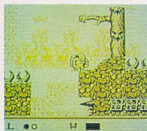
Boy! Enchantment and excitement await you in Gargoyles' Quest.

Prepare to do battle as Firebrand, the last Guardian Gargoyle of the Ghoul Realm. You must act quickly to defend your world against an invading army of



Destroyers. Fight your way through enemy forces to reach the dimensional portal that leads to your home world. Once there, the true nature of the quest begins.

The King of the Ghoul Realm has been kidnapped and it's up to you to save him. Blast the attackers with fiery breath as you fly through their defenses. Unravel the mysteries of this multilevel universe to succeed in conquering the Destroyers and freeing the captive King.



• Highly-detailed artwork sets new standards for the Game Boy!

- Advanced playability, highlighted with 360 degree scrolling.
- Hours of entertainment await you in this diverse adventure.



CAPCOM[®]
USA

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

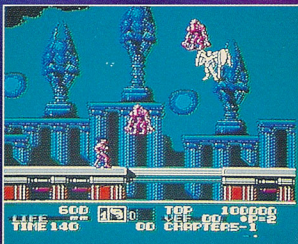
By Gary Barth

The year is 2284 and humans have perfected the use of anti-gravity and hyper-space travel. Now by using robots and robot-generating colonies people could soon populate the entire galaxy. But not if a group of hostile aliens has their way. After discovering a robot-manufacturing plant in the Orion sector they infiltrate the robot-computer databanks and reprogram the robots for war against humankind.

CUE (Countries for United Earth) must somehow stop these human hunting death machines. Enter you as Low G Man. The Low G Men are a highly trained group of warriors, experts in the use of low gravity backpacks. Your assignment: Infiltrate the manufacturing plant and destroy the wormongering robots.

The Mechanical Menace

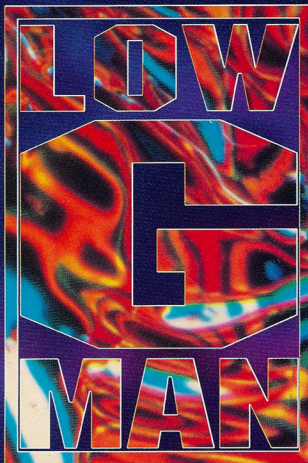
To stash the robot population in the junk yard you'll have to battle your way through five levels with a total of 15 sectors of fast-paced multi-directional scrolling adventure action. Each sector is patrolled by a crew of metalloid monsters both big and small. If you succeed in



The Warpwing and the Meteorillas gang up on you.

short-circuiting them, you face a boss at the end of each sector. These bosses range from the Supertank, a huge enemy robot, to Fourarm, a creature with six limbs who uses them to toss poisonous potions at you.

PROTIP: In Sector 2-2 kill Spiron by stunning him, jumping on his head, and then stabbing him on it. When he blinks you'll fall through. Stun him again and repeat until he's dead.



PROTIP: In Sector 2-3 kill the alien in the Supersub by standing below it (if you jump up it fires at you) and waiting until it sweeps down at you. Now, stun it and hit it with your spear. Repeat this move until it's defeated.

Low G Weapons

As a highly trained Low G Man you're proficient in the use of an armor-piercing spear and an electro-magnetic disrupter pistol (EMDP). This makes you the perfect human can-opener. The EMDP stuns marauding robots in their tracks, and the spear pierces their metallic shells. Using your low gravity pack you can jump fantastically high. Grab AGM (anti-gravity matter) capsules to power-up your pack and jump even higher (almost two screens).



Become upwardly mobile in the vertical screens.

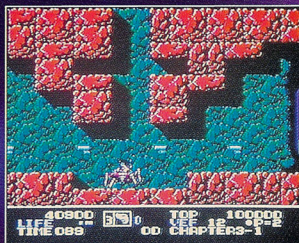
Your rampaging robot enemies have weapons of their own such as Bombs, Waves, Fireballs, and Boomerangs. But

when you blast the robots you can grab their weapons and use them yourself.

PROTIP: When you first attack a boss monster, stun him with the EMDP and then hit him with every special weapon you've got until you find the right combination to do him in.

PROTIP: If you stab the robots with your spear without stunning them, you'll always get a special weapon. If you stun them and then stab them, you'll have less chance of getting a special weapon.

Some robots are vehicles. If you can manage to destroy the drivers, you can hijack the vehicles and drive them yourself. Different vehicles have different abilities. Climb into the Spider and you can creep up the sides of buildings. Fly



Your Spider Vehicle destroys enemies on contact.

above renegade robots and drop bombs on them from the Hover Vehicle.

Other special items to grab include 1-Ups, special life medicines, shields, and power-ups for your weapons.

Mind Over Monsters

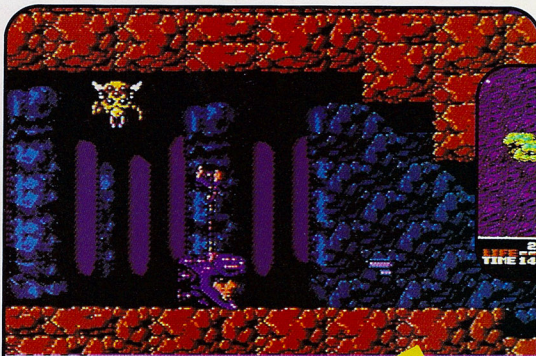
Low G Man is one shoot-em-up adventure that exercises your brain cells as well as your reflexes. You'll have to learn where to best use the different kinds of weapons and how to most effectively attack the different kinds of robots. Designed by Ken Lobb at Taxan USA, this title features tough action as well as exciting graphics and some of the biggest boss monsters you've ever seen. Yes, Mother Earth is once again in danger of being wiped out by evil aliens. But with a little help from a friend (namely you), and a heavy dose of low gravity, Mother Earth will be flying high in no time at all.

Low G Man by Taxan (\$44.95).

Stab!



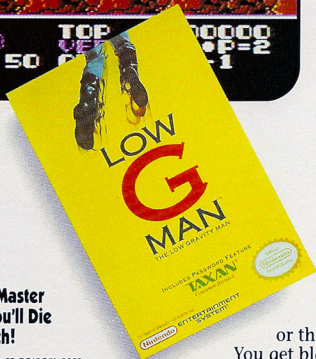
Stab a frozen ForceFace to gain the powerful Wave!



The spear really helps when climbing the mighty cliffs!



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



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

The lives of trillions depend on you – Low G Man, the most incredible warrior alive. If you are to succeed in your near impossible quest, you must master the deadly armor-piercing spear, an electro-magnetic disruptor pistol and a super-human jump (up to 13/4 screens)!

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

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

a Boomerang, Fireball, Bomb, or the awesome Wave!

You get blazing action, detailed scrolling backgrounds, multiple levels, heavy power-ups, infectious music, infinite continue & password.

Are You Worthy of "Low G Man"?

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

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

TAXAN
Consumer Division



By Sweet Polly Purebred

"I'm on my way." If you can identify that quote, we can't promise you a spot in the hall of fame, but we can promise that you're in tune with one of the hottest, hippest characters in town. The name's Dick Tracy to be exact, and this mild-mannered crime-stopper turned NEC cartridge star via Bandai is up to his Fedora in trouble. Faced with five major cases, Dick's going to need more than the average safe cracker to bust this cart open wide and make a clean sweep of the city crime-grime.

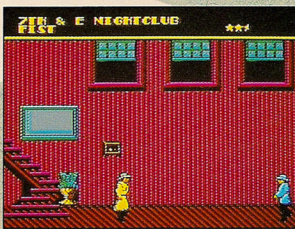
Mellow Yellow

A thriving metropolis filled with an impressive gang of hoodlums forms the backdrop for all D.T.'s cases. The saga begins with a case called "The Bogus Bucks" (could this be counterfeit?!), and it sends Dick on a mad dash through the city in search of pertinent clues. Before peeling out in his Dick Tracy mobile, he needs to take a quick breeze through a book of mug-shots, which contains a brief history on their criminal past as well as the name and address of the last place they were seen.



PROTIP: Rooftop snipers take pot-shots at the D.T. mobile while he motors through the streets. Although Dick can shoot from his car, unfortunately it isn't impervious to gunfire, and it will almost certainly be "curtains" for Dicky boy if he stays behind the wheel. The best move is to get him out of the car (by pressing Select) and over to the protection of a corner or side of a building. Now, D.T. can run out, fire, and then return to the relative safety provided by the buildings.

DICK TRACY



PROTIP: Watch out for safes that mysteriously fly out of windows while you're inside the 7th and E nightclub.

PROTIP: If Dick's health meter is riding on near empty (half a badge or less), duck into a police station for up to one whole badge of fresh energy.



Shoppin' for clues.

Watch Out for the "Stoolies"

Seedy dockyards, warehouses, factories, and sleezy nightclubs are a few of the joints Dick must scope-out for clues. Stay alert, these places are infested with more than just wharf-rats. Make a thorough search of the building and you'll eventually come across a clue or the ugly mug Dick's been lookin' for.

PROTIP: You may want to keep a pen and paper handy to jot down information you get during an interrogation as Dick doesn't record any of it in his notebook.

PROTIP: Avoid a belly full of lead by simply learning the hoods' shot patterns. Some will squat as they fire (they won't alter their stance), while others stand. Once you know that much, you can simply have him jump over or duck under the bullets.

Stewed Pruneface

If all goes well and Dick collects the necessary clues plus avoids making one too many false arrests, he'll be able to nab the culprit, put them in the slammer, and then move onto one of the four remaining cases "A Bang Up Job," "Torchsong Tale," "Bank's A-Lot," and the "Kidnap Caper."



Three strikes and you're out!

PROTIP: Three false arrests will lose you the game. Hint: Guilty people give great clam imitations. Press on for more evidence before you let Dick make an official arrest.

Dick Tracy is quite a colorful character, indeed. Though this cart isn't feverishly high on the action gage, it keeps in sync with Dick's true-blue non-violent personality, and it really makes you use your noodle during your investigations. So, if you like a game with a blend of shoot'em-up and thinking, hit the town with Dick Tracy.

Dick Tracy by Bandai (\$49.99).

**BAN
DAI**

Frankenstein™

**The Monster
Returns**

We've Created a Monster!!!

Frankenstein is alive and he's headed for your living room. Push your Nintendo® system to the limit with awesome graphics and mind-melting action that you won't find in ordinary games. Saving the beautiful Emily from the clutches of the monster will put your gaming skills on the line as you punch, kick, hack, chop, smash, burn, and bomb your way through a goulsh army of horrific enemies, each determined to bring you to a sticky end. Battle your way through the creepy infested billage, the treacherous forest, the horrible graveyard, and the castle of doom, before even thinking of setting foot or sword in the evil dimension where your strength and spirit will be put to the final test. We created the monster... It's up to you to destroy him!



Licensed by Nintendo® for play on the

Nintendo

**ENTERTAINMENT
SYSTEM®**



By Slo' Mo

Welcome to Silent City – and the 22nd century. Crime is at an all time high – high tech, that is. That's why the taxpayers need you: you're a Cyber cop.

You're working the day watch out of ESWAT, Special Weapons and Tactics for the Cyber Police, when your partner bursts through the door with the duty report.

"Heads up, Captain, time to rock and roll. There's a riot at Cyber Prison, prowlers at the nuke power station, a blob oozing out of the old abandoned lab, and someone's impersonating an ESWAT officer, tin suit and all. And that's just the stuff leftover from the night shift!"

Hmmm, no sweat – unless the fake cop is an E.Y.E. terrorist. You strap on your ESWAT battle armor and stomp into the Ready Room.

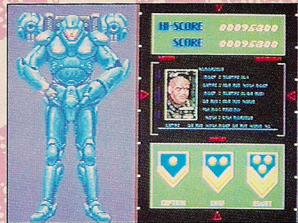
"Yo, Robocop, nice suit! Who's your tailor?" Your partner doesn't believe in mechanized policing.

"Chill out, dude, that joke was old 200 years ago. I'm going to work."

That's how it all starts; you're going to make sure it ends.

In the ESWAT Tradition

ESWAT: City Under Siege is an arcade mega-hit (see "Hot at the Arcades," GamePro, July, 1990) that's just making its debut in home systems (see "ESWAT" for the Sega Master System, this issue).



Work your way up through the ranks from Captain to Chief and, finally, ESWAT commander.

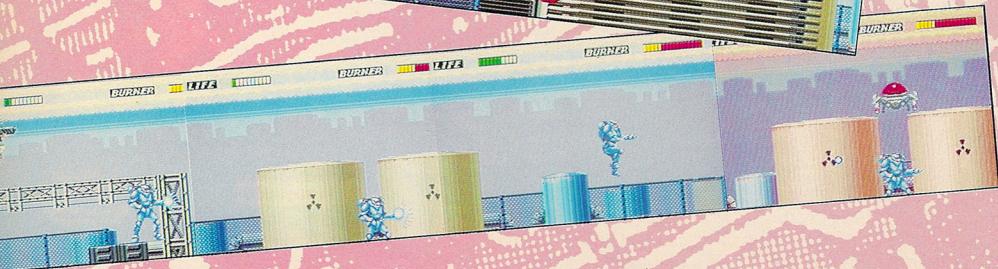
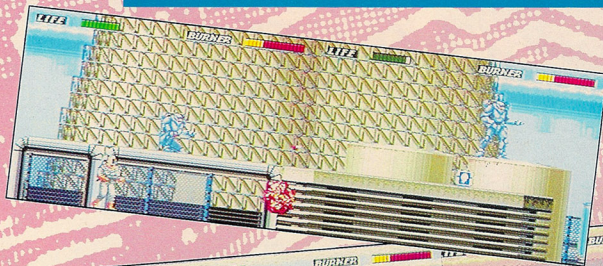
If you liked the shoot-to-thrill arcade action, this Genesis version brings it on home. However, unlike the coin-op, this is strictly one-player fare. And although there's some carryover, you don't get exactly the same missions, villains, or storyline.

PROTIP: If you let the intro screen repeat several times, you can see brief sequences from later levels (beginning at Mission 5).

ESWAT's a real gangbuster that will literally blow you away. The graphics are a knock-out with 360 degree scrolling and a horizontal view of the action. It's exactly the same perspective as that of Revenge of Shinobi.

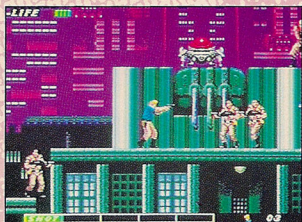
PROTIP: Protect yourself by shooting enemy bullets.

PROTIP: You can inch off any ledge at least full one step.



All in A Day's Work

ESWAT starts out easy, but it quickly hardens into some tough Genesis gaming. You take on eight missions, but the first two, "Guard Silent City" and "Infiltrate Cyber Prison," are mere warm-ups to the rest of the game. In fact, you take



Mission 1 is a rooftop shootout.

on the bad guys in regular uniform as you stalk a highrise free fire zone and clean out a prison gone berserk.

PROTIP: Bad guys shooting up at you or down at you in Mission 1 must hit your torso to damage you. You can creep into their line of fire all the way up to your belt buckle.

PROTIP: The easiest way to beat the chopper in Mission 1 is to wait for it to reach ground level, then dash over, stick the gun in the pilot's ear, and, well, you know.



Don't let the 'copter chop you down.

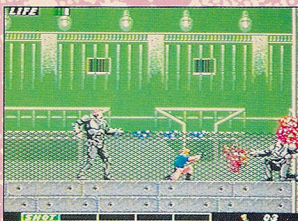
When you earn an ESWAT suit, the hard stuff begins. Mission 3 is "Defend Neo Three-Mile" where you run into a horde of armored goons and robot drones. Then it's Mission 4, "Attack Mad Scientist," where you battle monsters that would make the Blob and the Alien run screaming from the room.

PROTIP: In Mission 3 there's a 1-Up. If you die, it reappears when you continue.



PROTIP: In Mission 4 when you reach the large platform in the chamber that fills up with slime, duck down and shoot the slime droplets before they hit you. The P.C. gun is best.

After that it's "Destroy Dark Base," Mission 5, where you infiltrate the enemy base for a ferocious hardware war. In



Sometimes your trouble doubles!

Mission 6, "Penetrate the Secret Sewer," you attack a dark, vile underground maze full of gooey monsters. In Mission 7, "Annihilate Strategy Place," you're in a deadly robotic manufacturing plant. Finally, it's "Break E.Y.E.'s Plan," where you go eyeball to E.Y.E. – ball with a familiar-looking character.

Hard-Hitting Hardware

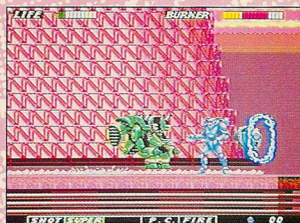
Yeah, yeah, you think you can breeze through this with your hands tied behind your back. But you can't, so be on the lookout for some radical gear.

You start off with a single shot hand gun, but when you earn your ESWAT suit

PROTIP: Mission 3 is where you get all the special ESWAT weapons.

PROTIP: You can shoot offscreen if something shoots at you first.

you can upgrade your firepower. The Super gun rapid fires three shot bursts. The gangster's get a real charge from the P.C. pulse cannon, and you'll have a blast



Your P.C. makes this guy lose face.

with the Rocket Launcher. Fire is a hot weapon that turns you into a living inferno.



Use fire when the action heats up.

Your ESWAT suit also has a Burner that enables you to fly short distances. However, be advised: It has limited fuel and you can't use it in every Mission.

PROTIP: If you're using a special weapon when you die, you lose it. So if your life bars are down to two, switch to the Shot weapon (you never lose that).

The New Sheriff in Town

ESWAT is a cut above typical "cop in a can" shoot-em-up adventures. It seems a little tame at first, but before you know it – game over! If you're looking for a fast-paced gunfight, check this one out. ESWAT's a mechanical cop action/thriller that will really test your metal, err, mettle.

ESWAT by Sega of America (Price not available).

POPULOUS

By *Andromeda*

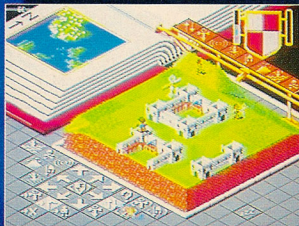
Ever had a craving for power, a yen for omnipotence, an urge to become a divine being? Of course you have! Alas, providence has not decreed that mere mortals may take on the powers of the gods – or has it? Well, with a little help from Electronic Arts you'll find you can achieve divine status in no time at all with *Populous*, a PC smash ported over for the Genesis.

In the Beginning

In *Populous* you are a very powerful and hopefully very wise deity! In the beginning you have a small band of loyal followers from whom you derive your power. Your goal is to increase the number of your followers. As their population and achievements grow so does your power. Unfortunately, the world is also populated by a group of individuals who follow an evil deity. In your supreme wisdom it's immediately clear to you that you must wipe this unredeemable band of misfits and your sinister opponent off the face of the planet.

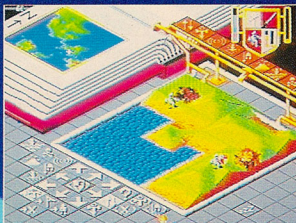
Go Forth And Multiply

Since it's not likely that your unfriendly opponent's people will see the error of their ways, it's necessary for your followers to crush them. You and your people work together to achieve this. You raise and lower land to create areas where they can settle and multiply.



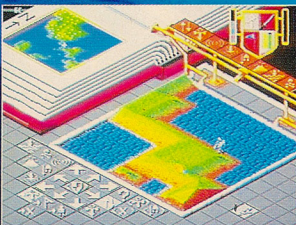
PRO TIP: Raising and lowering land is the key to success, especially in the early worlds of the game. The more flat land you create the faster your worshippers' population will grow, and the more powerful you'll become.

As your population grows you'll have more and more powers at your disposal. Use your Papal Monument to lead your followers to the promised lands to create leaders for them. When you've reached a



Knights will burn enemy settlements to the ground.

certain level of power convert leaders into knights and send them out into the world to burn and pillage your enemy's settlements.



PRO TIP: If you have a remote settlement of evil followers that needs to be destroyed, try building a small land bridge to this area and sending a knight there to destroy the settlements.

As your mana bar (power level) increases, divine intervention of the natural disaster-type is possible. There's nothing like an earthquake, a well-placed swamp, or even a worldwide flood to disrupt the evil population's growth.

PRO TIP: In the early worlds evil has little power. Build high, flat land for your followers so they can multiply quickly, and when you're powerful enough flood the world. Two or three floods usually decimate the evil population.

PRO TIP: Earthquakes, swamps, and volcanoes disrupt the land and make it less habitable and flat.

PRO TIP: Watch out for random natural events beyond your control! For example, a ridge of rock may suddenly develop down the middle of the world. A ridge like this can be impossible to build across and may separate your followers from one another.

Judgment Day

Hundreds of worlds populated by the followers of evil await your divine intervention. As you advance to each new world (there is a password save feature) you'll find the challenges for your followers increase. You'll encounter worlds with rugged, desolate landscapes, as well as worlds where the evil deity is stronger than you!

PRO TIP: In worlds where evil has the power to use some of the same divine interventions that you do your strategy becomes much more complicated. One possible tactic is to focus on keeping the size of your population larger than that of the sinister deity's. To do this you'll have to build land, and strategically use floods, swamps, earthquakes, and other interventions to slow down the growth of the evil population. Of course, the Malevolent One will pull the same tricks on you. Then when you have the strength to declare Armageddon go for it! Neither you nor the evil deity can control what happens from this point on, but if your followers outnumber evil you should emerge victorious!

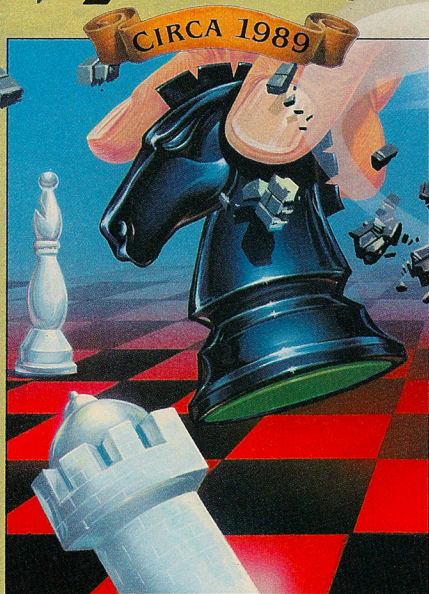
Populous is an addictive game of strategy and luck – or fate as it were! Like a good game of chess, the action is often slow-paced and absorbing. As you move to more advanced worlds the game becomes increasingly complicated and challenging – definitely not a game for those of you who like your action fast and furious and don't want to have to think about it! If you're familiar with the PC version you'll find this a satisfying translation, except for the inability to match your wits against another god of the human variety. Playing god seems like a natural on a system called "Genesis." Now, vengeance is yours!

Populous by Electronic Arts (Price not available).

Battle Chess™



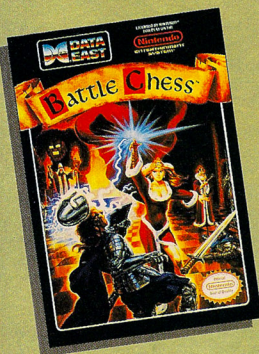
Ye Olde Game is Not the Same



KNIGHT TAKES ROOK



KNIGHT OBLITERATES ROOK!



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

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

Six levels of play make Battle Chess a challenge for veteran chess players as well as the novice. Want to concentrate on strategy — then use the 2-D overview. And when you're ready for action, switch to the colorful 3-D graphics and digitized sound effects!

Take battle strategy into the 21st century with Battle Chess! And leave the chess board behind.



1850 Little Orchard Street
San Jose, CA 95125
Phone (408) 286-7074



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



Battle Chess: TM 1988 Interplay Productions, Inc.
© 1990 Data East USA, Inc.

HIT 'EM HIGH WITH CAPTAIN SKYHAWK.

TAKE THE FLIGHT OF YOUR LIFE
WITH THE ULTIMATE AIR COMBAT GAME.



Air Drop Supplies



Rescue Scientists



Destroy Aliens



Strap yourself into the hottest fighter ever. No other game has more weapons and more missions over more terrain than this ace. Now air combat soars to incredible new heights with Captain Skyhawk.

Nintendo

Nintendo® and the Nintendo Entertainment System® are registered trademarks of Nintendo of America Inc.

HIT 'EM LOW WITH CABAL.

GET DOWN AND DIRTY
IN THE TOUGHEST WAR GAME AROUND.



Sink Subs



Blow Up Tanks



Destroy Jet Fighters

Do you have the guts to battle Cabal—the fiercest terror force of all? Blast your way through twenty action packed missions. It's you alone or with a buddy against Cabal.

Good luck, you'll need it.

Cabal © 1989. Fabtek, Inc.

MB
MILTON
BRADLEY

No Games Hit Harder.

AFTER BURNER

By Boogie Man

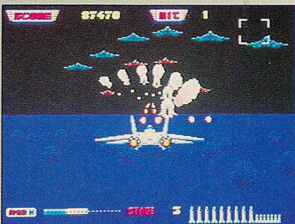
After Burner for the Genesis is a rip-roaring airborne combat cart that duplicates the high flying action from the arcade title and the NES game of the same name. This take-no-prisoners air-to-air shoot-em-up defined the genre.

You're a carrier-based fighter pilot who takes on a ruthless air armada. Who's the enemy? Who knows! And who cares. If you want a storyline, try Phantasy Star II. The premium here is on reflex and reaction, not problem-solving. There's little time to stop and think.

Classic Looks

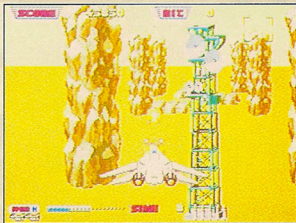
Arcade aces will recognize the now-classic After Burner behind-the-plane forward-looking view. Squadrons of enemy fighters attack you head on in endless waves, and interceptors sneak up on you from behind.

Overall, you get 23 good-looking stages. The graphics are sharp and colorful, but the scenery doesn't change much except for a few vivid night scenes.



Night flying's dark and dangerous.

For a change of face (and pace), Stages 8 and 17 feature bonus missions versus ground targets nestled in between a forest of gigantic stone pillars.



PRO TIP: In the bonus rounds use the Slow button to weave through the pillars.

The aircraft are well-drawn though nondescript. Your fighter resembles a F-15 Strike Eagle. Among the mysterious enemy air forces we recognized Harriers and helicopters. But you really don't have time to admire the scenery, anyway.

Flying Basics, Basic Flying

After Burner doesn't offer a great variety of gameplay. The barrel roll is your slickest move. Other than that, you fly left or right, up or down, slow or fast (that's the "afterburner" part). However, the action is so fierce, that you don't notice the limited movement.

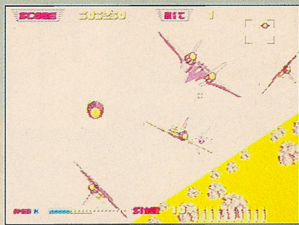
PRO TIP: Move in a box pattern when the enemy jets get thick.

Most enemy jets start out as blips on the horizon, but they quickly become devastatingly clear. Some flights zoom by you from behind, they're dogmeat, but several lone interceptors latch on to your tail.

PRO TIP: Keep your jet below the horizon. It's easier to see oncoming aircraft.

PRO TIP: The more foes you destroy at a distance the better. Learn to quickly sweep the horizon with your sight, lock on, and blast away.

This cart requires that the hand be quicker than the eye. Sometimes the screen gets so crowded with aircraft that it's tough to focus on one target. By the time you actually see an incoming missile, you're air pollution.



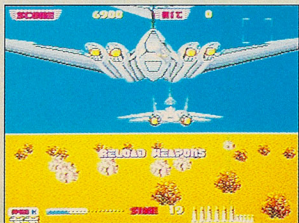
Dogfights are a pack of trouble.

Air-to-Air Armament

Well, you're not sitting duck. Your state-of-the-arcade Vulcan cannon and Side-winder air-to-air missiles can do serious damage to the enemy – if you're fast enough on the draw.

You get a floating crosshair that hovers just off the nose of your jet. You can set cannons to continuous fire or assign the trigger to any button. To fire a missile position your sights on a bogey and the computer voice yells, "Lock!" Then you squeeze off a missile that homes in on the target, so once you fire one, quickly seek out another target. A tiny radar screen helps you watch your tail.

PRO TIP: Use the Speed button to escape missiles on your tail. Remember: Rear radar can't pick up missiles.



The mothership keeps you flying

Fight to the Finish

You want supersonic aerial point-and-shoot action? After Burner delivers. Just don't expect much variety.

After Burner compensates for spartan movements with an overwhelming energy force. Bust through to Stage 23, and you'll really have earned your wings.

After Burner isn't the only way to fly, but fanatic jet jockeys may want to give it a try.

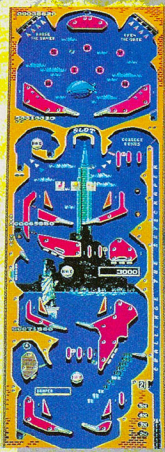
After Burner by Sega of America (Price not available).

COMIN' AT YA!



ROLLERBALL

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



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



HAL AMERICA INC.

The Funtastic Specialists

Licensed by Nintendo for play on the



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

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

Nintendo World Championships is a trademark of Nintendo of America Inc.

From the makers of REVENGE OF THE GATOR



© HAL AMERICA INC.

COLUMNS

By **Andromeda**

Prepare to journey through time with the ancients to a place where magical jewels tumble from the skies. When you reach this mystic gem show you'll face a challenge that requires quick reflexes, intuition, and steady nerves. With practice you'll be ready to take on the ancients themselves.

Match and Catch

Welcome to the world of Columns, an arcade title that's now the first Tetris-style puzzler available for the Genesis. From the moment the first bewitching strains of music twine around your brain cells, you'll find this cart is very hard to put down.

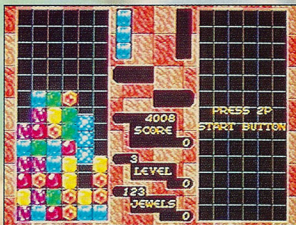
As the game begins, sets of three jewels in vertical columns come drifting down from the top of the screen. Your task is to stack the jewels in such a way that they form horizontal, vertical, or diagonal rows of the same color. As each column falls you can move it to the left or the right and change the order of the jewels in the column.



PROTIP: When a column appears that has two jewels of the same color you should first check if you have a third jewel to match them and if not, quickly switch the similarly colored jewels to the top of the column so they're easily accessible for a match.

Once a column lands you have two last chances to quickly change the order of the jewels.

When you create a row of jewels of the same color, they vanish, you score points, and the other jewels in your stack shift and drop into the openings left by the vanished jewels. Sometimes this creates a chain reaction of vanishing jewels.



PROTIP: As you reach higher levels a set of Wild Card Tiles may appear. Quickly scan your screen to see which color jewel you have the most of. Guide the magic jewels to land on this color and all the jewels of the color vanish from the screen!

As more and more jewels drop you reach higher levels and the game becomes more difficult as the jewels drop faster and faster. Your game ends if the stack of jewels reaches the top of the screen.

PROTIP: Always try to drop jewels in such a way as to keep your stack as low as possible. As your stack gets higher you have less and less time to react in order to place your jewels.

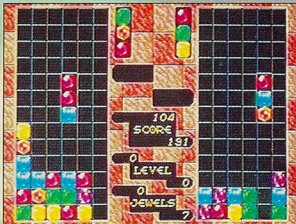
PROTIP: Once you've got the hang of the game try to keep an eye on the window at the top of the screen that previews the next set of three jewels. By the time a column appears on the screen, you should already know where you're going to put it.

Columns for Two

Columns also includes several different game options to make it even more entertaining. In the Arcade Mode one or two players can go head-to-head or play completely independently at easy, medium, or hard levels of play. The game tracks the number of jewels dropped, the point score, and the level reached – so compete any which way you like.

PROTIP: For a more strategic style of play try setting the game to Difficult and then pausing it as the columns appear on screen. You can take your time deciding where to place the jewels, which makes for a different game.

In the Original Mode (which is easier than the Arcade Mode) one or two players can compete head-to-head or try doubles, where players take turns placing the jewels. This mode also enables you



Columns for two!

to select difficulty, pick levels, and even create a time trial situation. There are also three different ancient melodies to lull you into the appropriate state of mind.

It may take a while for Columns to reel you in. There's much more to the game than initially meets the eye. Graphically the game is simple, but the sound and the playability are excellent. Check it out in the arcades and you'll see that Columns definitely stacks up!

Columns by Sega of America (Price Not Available).

**GENESIS
DOES**

WHAT NIN INTRODUCING AFTERBURNER



1. Battle over the desert, keeping an eye on the number of missiles left, in bottom of screen.



2. The thrill of night combat creates new challenges and new dimensions.



3. Execute a victory roll on final approach to a carrier landing.



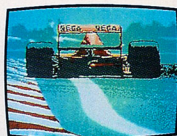
Take command of two of the hottest arcade hits around. Jump into the cockpit of the fastest tactical jet fighter in the world. Or put your hands on the wheel of a sleek Formula I racer. And prepare yourself for the ultimate in raw speed.

Feel the intensity of aerial combat as you lock your missiles onto the enemy target and fire away. Experience the near vertigo as you kick-in the afterburner and roll into a 360 degree loop to avoid the onslaught of six relentless enemy planes.

In your rear view mirror, you see another Formula I car closing in on you. With your adrenaline flowing, shift into 7th gear and hit 220 mph on the backstretch at Monaco. Your tires screech as you hit the chicane and enter the tunnel on your way to the checkered flag.

And with new Arcade Power Stick™ your points will add up faster thanks to the triple

ATTENDON'T. AFTERBURNER II™ AND SUPER MONACO GP.™



1. Downshift for the tight hairpin turn, keeping your RPM's up on the tach.



2. Make the rapid adjustment to total blackness as you enter the tunnel.



3. Your pit crew puts on a new set of rubber and tops off your tanks.

Megaforce™ control. The arcade quality joystick and fire buttons are built to last through the most challenging games.

Super Monaco GP, Afterburner II and the Arcade Power Stick. This is arcade experience.

Only from Sega.® The masters of arcade entertainment.



**REAL ARCADE ACTION
WITH THE NEW
ARCADE POWER STICK.**



GENESIS DOES IT ALL.

ARCADE GAMES:



Golden Axe™



Space Harrier II™



Super Hang-On™



Super Thunder Blade™



Cyberball™



Michael Jackson's Moonwalker™



Altered Beast™



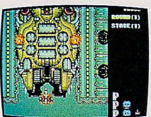
Ghouls 'n Ghosts™



The Revenge of Shinobi™



Rambo III™



Truxton™



Forgotten Worlds™

ADVENTURE GAMES:



Super Monaco GP™



E-S.W.A.T. City Under Siege™



Afterburner II™



Strider™



Fantasy Star II™



The Sword of Vermillion™

SPORTS GAMES:



Tommy Lasorda Baseball™



World Championship Soccer™



Arnold Palmer Tournament Golf™



Pat Riley's Basketball™

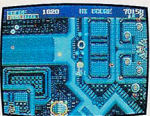


James "Buster" Douglas Knockout Boxing™



Joe Montana Football™

ACTION GAMES:



Thunder Force II™



Ghostbusters II™



Alex Kidd: Enchanted Castle™



Last Battle™



Mystic Defender™



Dynamite Duke™

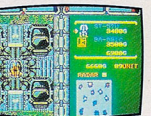
STRATEGY/PUZZLE GAMES:



Zoom!™



Columns™



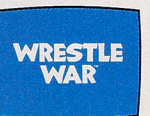
Herzog Zwei™



Dick Tracy™



Spider-Man™



Wrestle War™

COMING SOON:



Altered Beast™, the Sega™ arcade line, comes with the Genesis system. Other games sold separately. Sega and Genesis are registered trademarks of Sega of America, Inc. Ghouls 'n' Ghosts and Forgotten Worlds are licensed trademarks of Capcom, Inc. Rambo III is a registered trademark of Carolco International N.V. Thunder Force II is a trademark of Techno Soft. Zoom! is a trademark of Discovery Software International, Inc. Truxton is a copyright of Toplan Co., Ltd. Cyberball is a registered trademark of Arani Games, Inc. Ghostbusters™ © 1984 Columbia Pictures Industries, Inc. Original game © 1984 Activision. Spider-Man™ & © 1990 Marvel Entertainment Group, Inc. All rights reserved. Dick Tracy is a copyright of The Walt Disney Company. Michael Jackson's Moonwalker is a trademark of Ultimate Productions. Strider is a trademark of Capcom, Inc. Dynamite Duke is a trademark of Seibu & Kaihatsu, Inc. All other game titles are trademarks of Sega of America.

\$10 BACK ON POWER GLOVE.™

MOVE FAST TO GRAB THE CASH!



Get cool cash
to go with the quick moves
and fast-action control of Power Glove.
Just purchase a Power Glove between
July 1 and September 30, 1990 and we'll send
you \$10. That's cash in the palm of your hand
and real power at the tip of your fingers.

OFFICIAL MAIL-IN REBATE FORM

GET \$10 CASH BACK ON POWER GLOVE™

How to get your \$10 Power Glove rebate by mail from Mattel:

EXPIRES 9/30/90

- Buy the Mattel Power Glove between July 1 and September 30, 1990.
- Mail this certificate along with the Power Glove proof of purchase (UPC code on Power Glove box) and your cash register receipt, or photocopy of the receipt indicating the date of purchase to:
Power Glove Rebate Offer, P.O. Box 4273, Monticello, MN, 55365-4273. Print clearly, proper delivery depends on complete address.
- Please send my Name: _____
\$10 Power Glove Address: _____
Rebate to: City: _____ State: _____ Zip: _____

This mail-in certificate must accompany your request and may not be reproduced. Limit one rebate per household or organization. Please allow 8-10 weeks for receipt of rebate. Offer void where prohibited, taxed or otherwise restricted. Purchases must be made between July 1, 1990 and September 30, 1990. Rebate request must be postmarked by 10/31/90. Mattel, Inc. is not responsible for lost, misdirected or late mail. Offer good only in the U.S.A. Source material from non-compliant or duplicate requests will not be returned. ©1990 Mattel, Inc.

By Chip Lange

Remember those childhood days when you got up at five in the morning to brave the pre-dawn streets of your hometown in order to deliver the morning paper? Rise and shine, those days are back! Only this time you can do it all in the comfort of your living room, any time you want.

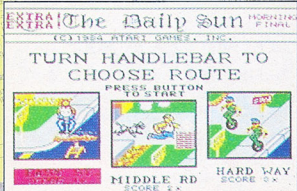
Hot Off the Arcades

You loved the coin-op but could never find Paperboy for your Sega Master System, right? Well, now you can, and the designers at Tengen have done an outstanding job of recreating the feel of the arcade version on the SMS.

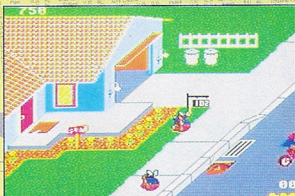
You start out with a map of your route and a full bag of papers – remember to save them all for your customers – a wasted paper can mean a lost subscription later on in your route. You get three levels of difficulty. Each level divides into seven days of paper delivery which get progressively harder.

The object is to toss the newspapers where your customers can get them. You can swerve onto the street or dash across a freshly-mowed lawn in order to get the job done. There are rich rewards in store for you if you can hit the porch or the mailbox with your shots – but that takes timing and a steady aim. One false move and you'll put a paper through a window – a sure fire way to lose a subscriber.

It isn't the end of the world if you lose a paper or two along the way; your manager leaves stacks in key positions – he expects that you'll have a little trouble.



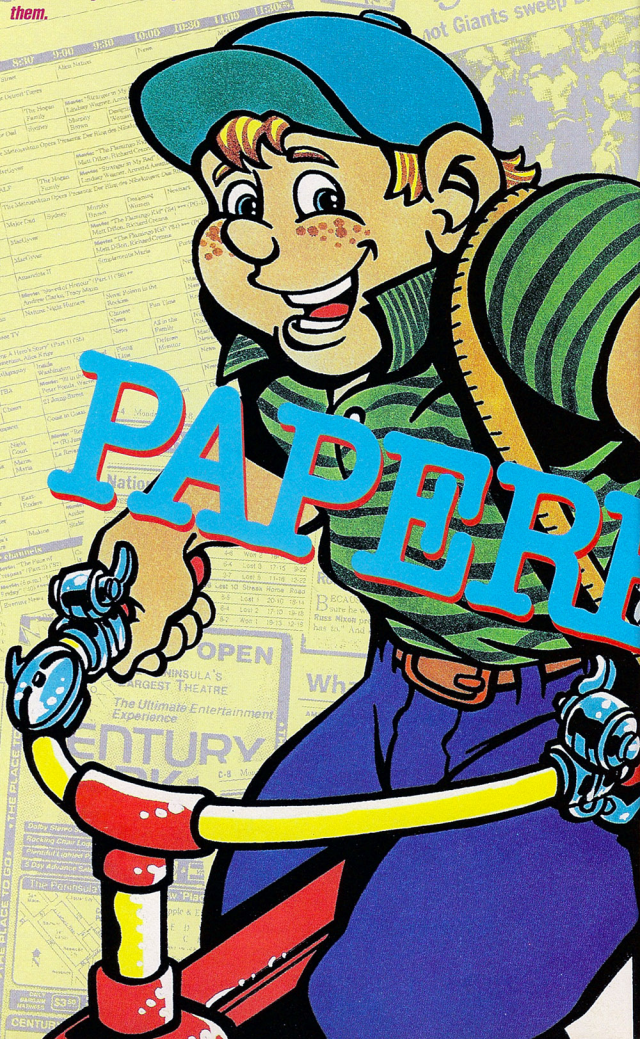
PRO TIP: Study your subscription route before each round. During the harder levels it pays to know where your subscribers live. Also, don't break the windows, you'll lose a subscriber for sure.

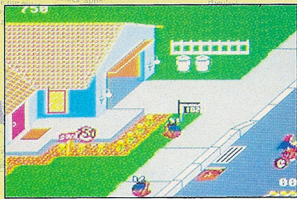


PRO TIP: Unlike the arcade version, here all houses are painted different colors. The best way to identify your subscribers' houses is to look for the mailboxes – they're the only ones who have them.

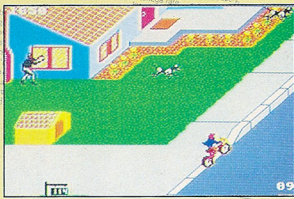
Unfriendly Faces

We all know that mailmen battle rain, snow, sleet, and hail, but it's a sure bet they've never had to face the menaces which line the streets of your paper route! You just happen to work the toughest street in the area. Whether you select Easy Street or the Hard Road, you're up against an army of nasty obstacles that really make it tough for you to get your papers out on time, or alive for that matter.



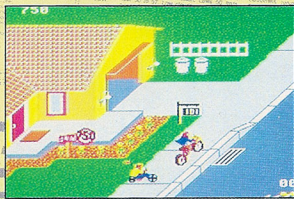


PRO TIP: The safest place on the street is in the upper right-hand corner of the screen. Very little can get you up there, especially if you are constantly steering right.



Robbers are breaking into this house!

From the first house you've got to avoid the punkers on unicycles – they don't move for anybody. Don't swerve too far to avoid them though, you might run into a delinquent child on a Big Wheel – a real terror from below.



Kids on Big Wheels try to run you down.

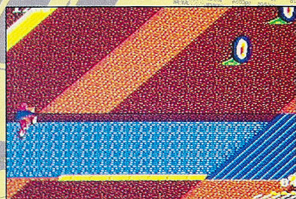
And the dogs of the neighborhood are not your best friends. They lie in wait for you on your route and pounce as soon as you're in sight.

You'll also run across assorted road hazards – some strange and some rather normal. Runaway lawnmowers cut you down when you wander onto a "friendly" lawn, or you might swerve off the sidewalk straight into a drainage ditch. You've got to play heads up!

The Riches at the End of the Road

Whew! You've made it through another frantic day on the street, now it's time to show us what you've really got! A hot-shot obstacle course awaits you at the end of your route. Use your extra papers to rack up bonus points by knocking down targets. Jump rivers and swerve around the course to arrive at the grandstand filled with your cheering, faithful fans. Who ever said paperboys get no respect? The rewards are short-lived however, the news waits for no one.

Now, another day awaits you, only this time the street is even more menacing. Also, you've got cancelled subscriptions to deal with – make sure you keep your customers happy, without them you're nothing. But, hey, who ever said a paperboy's job was easy?

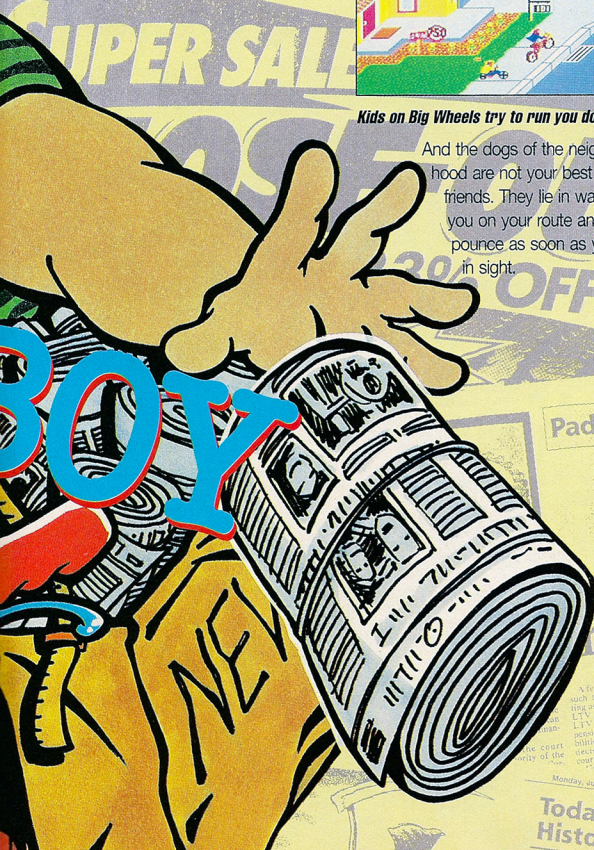


PRO TIP: Be sure to pick up extra papers before you finish your route. Even though you may not have any more customers, it's nice to have a full basket when the bonus round comes along.

Extra, extra!

Paperboy gives you SMS fans another smash hit to keep your systems running full tilt. Fast-paced action combined with superb graphics make for a tremendous rendition of this arcade classic. Paperboy delivers...

Paperboy by Tengen (Price not available).



SUNSOFT
for the Nintendo Game Boy™ System

PUT GOTHAM CITY™ IN THE PALM OF YOUR HAND.



Sunsoft is a registered trademark of Sun Corporation of America.

Nintendo, Game Boy and the official seal are trademarks of Nintendo of America, Inc. © 1990 Nintendo of America, Inc.

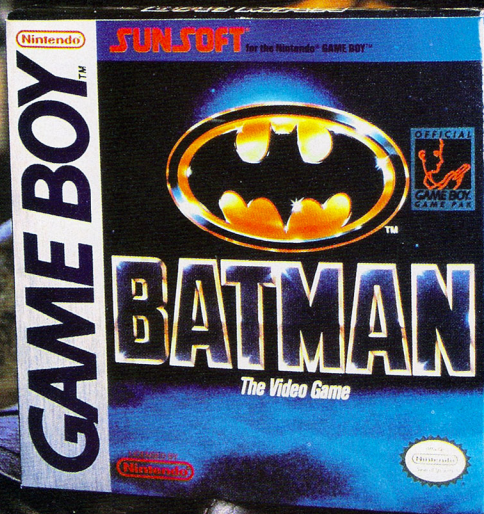
TM & © 1990 DC Comics, Inc. © 1990 Sun Corporation of America.

HOT Tips, News, Stuff!

Be the best and be in the know with the Free Sunsoft Game Time News™

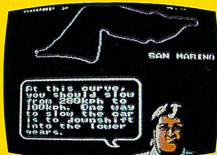
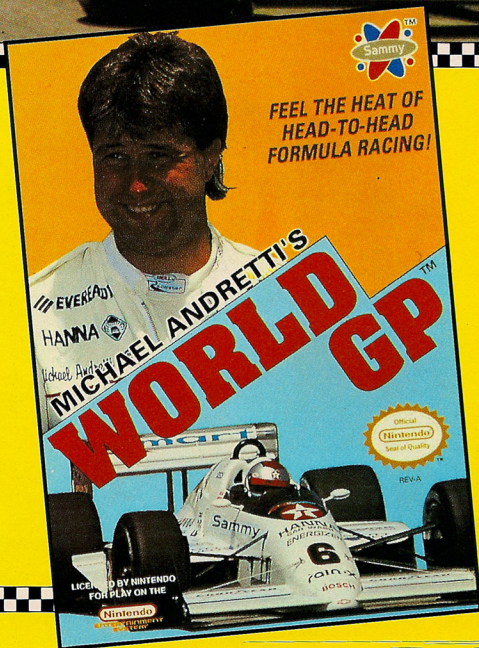
Name _____
Age _____
Address _____
City _____
State _____
ZIP _____
Mail to: Sunsoft
P.O. Box 2390
Libertyville, IL 60198

GP 1DG

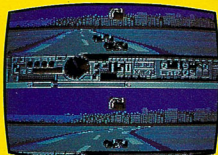


New from Sunsoft.®
BATMAN™ for Game Boy.™
All The Action
You Can Handle.

FEEL THE HEAT OF HEAD-TO-HEAD F-1 RACING!



Michael Andretti will give you a few hot tips on Grand Prix circuit racing!



Head-to-Head Action! Challenge your friends or one of 13 pro-GP racers!

You've played with toy cars long enough; now it's time to sprint in an ultra-sleek Formula One racer! Rev-up and challenge 13 pros on 16 famous raceways, go **head-to-head** against a friend, or sweat it out for #1 in the grueling World Grand Prix!!!



Customize-Select cars, tracks, and laps!



Race in the Grand Prix, if you can stand the heat!

Sammy™ American Sammy Corporation
 2421 205th St., Suite D-104, Torrance, CA 90501
 Phone: (213) 320-7167



CALL (213) 320-7362 FOR GAME COUNSELING OR TO REGISTER FOR YOUR FREE TEAM SAMMY MEMBERSHIP!!!

By Chip Lange

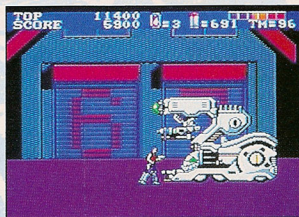
It's the future, crime is at an all time high, and the City of Liberty police are in dire straits! In a last ditch effort to combat this wave of wrong-doing scientists have developed a high-tech suit of armor which just may turn the tables on the villains. You're selected to enter the city's new top secret training program, ESWAT. Your mission is to prepare yourself to battle crime in the streets. If you're skillful enough to survive the training, you'll earn your own ESWAT battle armor and a chance to make the streets safe once again.

Boomerang. In street clothes and armed only with your laser pistol you'll have to square off with hundreds of Boomerang's gun-toting henchmen to even get a shot at the big guy himself. Watch out for the goon with the fireball gun. It locks on to your body heat! Just when you think you've got this guy he'll roll up into a speedy ball and roar right at you – so get out of the way!

Once you've defeated all the goons and rescued the girl you'll finally receive your ESWAT armor and get a chance to hit the streets in search of Liberty City's real criminals.

PROTIP: The key to killing big boss Boomerang is to stay at the far left of the screen. His boomerang won't be able

with an amazing array of bad guys – ranging from thugs on motorscooters to gymnastic criminals.

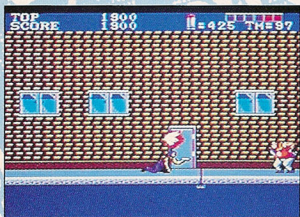


PROTIP: Attack Level 3's robot boss at close range, fast! Take out all of his lasers with your machine gun and then worry about the weapons on the ceiling. You should be able to take out all of his guns before he can knock you out of your armor.



Start At the Bottom

To complete ESWAT you must survive five levels of action, each with four stages. You begin as a lowly cadet-in-training. Your first mission is to rescue a young lady currently held hostage by one of the city's most heinous criminals – the



PROTIP: To make it past the henchman with the fireballs use precision timing. Stand facing him until he fires at you and then, only after he's fired, duck the fireball, and shoot at his ankles. Remember to get right back up and do it again. This guy can eat a lot of lead.

to reach you. Then, once the boomerang is on the way back, rush in and attack. Once you hit him retreat again. He can take a lot of bullets. Also, hold your fire until he looks up from behind his hostage. He uses her as a shield.

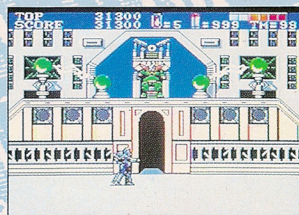
Promotion – You Get Your Own ESWAT Armor

Congratulations! You've been promoted to ESWAT. During the rest of the game you'll have your own suit of ESWAT battle armor. You've also got a machine gun, and your allies, the scientists, have left some power-ups around for you to grab. These give your armor the ability to do awesome things like fire flames or bullets in all directions.

PROTIP: Save your special armor weapons to fight the bosses at the end of the missions. You don't need them to defeat the street thugs. Simply use your machine gun fire on the streets.

You're going to need all of this heavy duty equipment simply to survive. Each of the next four levels is packed

Even worse, each level has a middle boss and a big boss bad guy you'll have to beat to advance – expect anything from armed computers to giant floating skulls. And in the end you'll have to battle Liberty City's most wanted criminal.



PROTIP: Your best bet with this last boss is to shoot his green orbs first to get him off his throne.

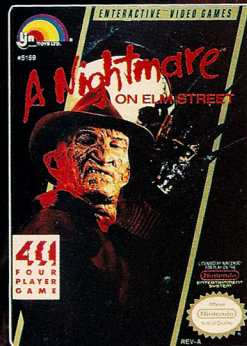
Sega of America's new Master System version of the arcade smash, ESWAT, should leave starving SMS fans reeling from the excitement of fast-paced battle. The party's over for the bad guys now. You've got a suit and you're dressed to kill.

ESWAT by Sega of America (Price Not Available).

NIGHTMARE ON YOUR STREET.



A Nightmare ON ELM STREET



If you go to sleep dreaming about video games--don't. Freddy's back and he's taken on a terrifying new form. You and your friends must search the neighborhood for Freddy's bones. When you enter the fateful house on Elm Street, you'll confront monsters and spooks that would give even Freddy a fright!

But, beware. The farther you go, the deeper in trouble you get. Until, at last, you face the most feared horror legend of all time... Freddy Krueger himself! Will you be the one to put an end to Freddy's reign of terror? Dream on.



Licensed by Nintendo
for play on the
Nintendo
ENTERTAINMENT
SYSTEM



KLAX

By Andromeda

O.K. trivia buffs, file this one away for future reference. Question: What was the first video game to hit the arcades, home computer systems, the Nintendo, the Genesis, the TurboGrafx-16, and the Lynx? The answer, of course, is Klax.

Do Ya Wanna' Klax?

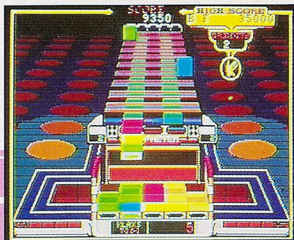
Yes, Klax, a mind-bending puzzle challenge that calls for quick reflexes as well as quick thinking. Here's the deal – you're at the end of a long ramp down which a cavalcade of differently colored tiles tumbles. Your job is to catch the tiles on your paddle and then dump them into a series of slots in order to score points.

Sounds deceptively simple, doesn't it! But wait! In order to score points you can't just randomly drop tiles into slots. You've got to line them up by color so that they form vertical, horizontal, or diagonal sets of three, four, or five to score a Klax. A what? Hey, that's what a row of the same color is called – a Klax.

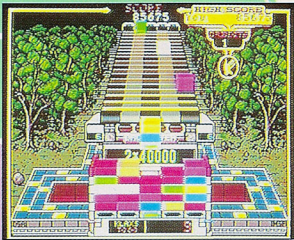
PROTIP: Vertical Klaxes score the least, horizontal Klaxes score more, and diagonal Klaxes score the most!

PROTIP: A four-in-a-row Klax counts as two Klaxes and a five-in-a-row Klax counts as three.

PROTIP: The more tiles you have left at the end of a round the lower your score.



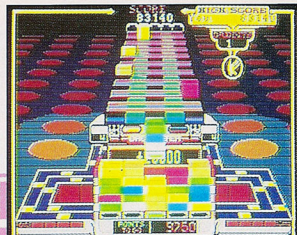
PROTIP: Try to set up multiple Klax possibilities by creating diagonal patterns so you aren't dependent on one color tile to score. For example, if you make a base as shown in the screen shot, you can work different diagonals right across the top.



PROTIP: On some levels you can create a large X-shaped Klax and warp to higher areas of the game. For example, make a big "X" during Wave 6 and you'll warp to Wave 51.

Tricky Tiles

Klax is divided into multiple levels of increasing difficulty. To pass each level you have to complete an assignment ranging from making five diagonal Klaxes to successfully catching 40 tiles.



PROTIP: To complete Wave 3 you must earn 10,000 points. The easiest way to do this is to make a five-in-a-row diagonal. This earns you an automatic 10,000 points and you're on to the next wave.

Just to make this all incredibly difficult there are a few unexpected surprises, all of which can end your game in the twinkling of an eye. You only have so much room in the slots for your tiles. If you drop too many tiles without making Klaxes, you'll find yourself in deep trouble. A Drop Meter monitors how many tiles you drop and if you go over the limit, your game is over. You can also only hold up to five tiles on your paddle. If you miss a tile or your paddle is full, the tile falls (with a truly pathetic scream), and you can only drop so many tiles before your game ends.

PROTIP: On certain levels you can toss your tiles back up the ramp and wait for better tiles. The problem with this strategy is that you end up with all kinds of tiles coming close together, fast and furious down the ramp and it becomes very difficult to catch them.

Just to vary the action Klax allows you to change the difficulty levels, turn the Drop Meter on and off, and decide how many tiles you want to try to catch. Overall the A.Q. (Addictive Quotient) on Klax is very high. There's more to this title than meets the eye and, as mentioned earlier, it's available for almost every game system. We thought the TurboGrafx-16 version had better graphics than the Genesis or Nintendo editions, but the game's the same for each system. Get out there and try it. You'll be Klaxing before you know it.

Klax by Tengen (\$39.95).

Enjoy
Hudson



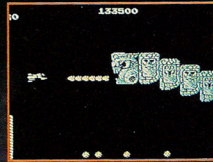
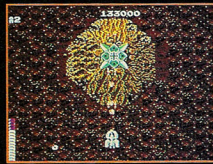
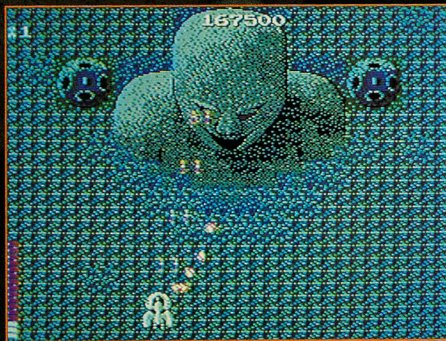
TAKE NO PRISONERS!

Those are your orders, Captain. It's a fight to the finish in the wildest SHOOTING game this side of Saturn: STARSHIP HECTOR.

If zapping bad guys is what you do best, then this is your game. But watch out. 'Cause these dudes aren't just bad, they're BAD! A bunch of gruesome, Bio-Mechanical mutants who have devastated earth. So hold on to your joystick! To save the planet, you've got to blast these goons into cosmic dust!

STARSHIP HECTOR is the ultimate challenge to your shooting skills. There's even a 2 and 5 minute competition mode, plus a furious interchange between vertical and horizontal battle zones.

But remember. Take NO prisoners. Look for STARSHIP HECTOR today. And happy hunting!



LICENSED BY NINTENDO
FOR PLAY WITH THE
Nintendo
ENTERTAINMENT
SYSTEM™



HUDSON GROUP
HUDSON SOFT®

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

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

SUPER Volleyball

By Fanatic Fan

You're down two sets to one in the volleyball world championship. The tough Russian squad launches another killer serve. You dive towards the baseline to return the shot. You send a perfect setup to one of your forwards, Tower. He leaps high above the net and smashes the ball right into the Ruskie's faces!

Take It To The Net

Super Volleyball for the TurboGrafx-16 finally yanks volleyball off the beach – where so many other volleyball games have placed it and brings it indoors in front of a packed house of fanatic fans.

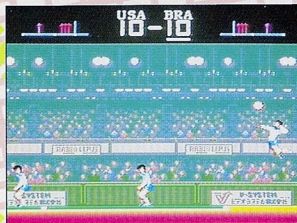
You control one of eight international powers in a World Tournament, or design your own team and play any of the other teams in a one-game series. You can even have a friend join in for a little head-to-head action.



PRO TIP: To block a spike, watch the ball rather than your opponent. The ball always turns pink when it's in position to be spiked. When the ball changes color, leap for the block!

Every player is rated in four skill categories: Serve, Spike, Return, and Block. Spike and Block are very important skills

for frontline players. High ratings in Return and Serve are essential for the guys on the back line.



PRO TIP: The most devastating serve is the Double-Spike. To perform this serve – a running, leaping, overhand smash – press **I** and the right side of the directional controller. Press **I** again when the ball turns pink.



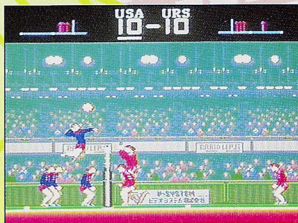
PRO TIP: Here's a trick that lets your best server serve the ball every time. When you control any team except a custom made team, press Select before you serve. This will bring up the Member Change screen, enabling you to replace the server with one of your two bench players. If your best server is already in the lineup, send him to the bench, then hit Select again and replace the current server with your best guy.

PRO TIP: Sugar and Kelly are the best servers for Team USA.

In Yer Face!

A full match is a best-of-five series. Just as in real volleyball, each game is played to 15 points, but you can handicap either team by starting them with points, or start both teams at a set number of points (up to 10) to play a shorter game.

Super Volleyball has great graphics and provides you with plenty of control over your players. Every team has eight players – six on the court and two on the bench in reserve. You determine which players play where on the court – move your best spiker to the front line, shift your return guy to the back. You control player one who can spike, jump, serve, block, hit or use several moves in combination.



Team USA prepares to drive the point home.

PRO TIP: USA, USSR, Holland, and Brazil are the best teams to choose in the World League.

Sugar and Spikes

In the World League, you'll play a seven-game series – one game against each international team. Normal Game mode is a one-game match against either another international team or a customized team.

If you're a sports fan or just looking for a game that lets you smash the ball in your opponent's face, you'll really go for Super Volleyball. Grab a copy and prepare to sweat!

Super Volleyball by NEC (\$48.99).

By Sweet Polly Purebred

It has become a burning question surrounding life in the video dimension. Countless galaxies filled with unclaimed planets exist in the universe, and yet they always insist upon having ours. Who are they? They are aliens, and it's Earth that they're after!

Planet Smashers for the Atari 7800 presents you with yet another entourage of greedy, planet hungry aliens (peaceful negotiations are not their strong point) who won't be happy until they either take Earth for themselves or annihilate it before anyone else gets it. The only thing left to do now is to send up a fleet of spaceships (one or two players) and hold them off until Earth can prepare to receive and destroy them. Unless, of course, you can destroy them and their mysterious leader first.

PLANET SMASHERS

Leave Us Earthlings Alone

This seven level, vertical scrolling shoot-em-up leaves you little time to blink, let alone think. A word to the wise: These alien-dudes come at you fast and furiously, so make sure your reflexes are razor sharp at all times. Also, lacking a protective shield and having only the most basic weapon, you start off as vulnerable as a newborn babe. Not to worry, help is out there and it comes in various forms. Shield capsules, weapons power-ups, warp capsules, and cloak capsules, which make you temporarily invisible, are all randomly hidden inside enemy cargo ships and can be easily collected by simply blasting them open.



The most popular planet on the block.

PROTIP: Each of the seven galaxies has a three capsule color-code assigned. When you collect the capsules in the correct color order, you will automatically be warped directly to the end of that galaxy. **P.S.:** There is a warp meter at the bottom of the screen that enables you to keep track of your progress.



Head to head combat.

PROTIP: Once you obtain a rapid fire weapon it's a breeze to gain mega points, stronger weapons, etc. by simply holding down on the rapid-fire button (left button), and flying your ship in a sweeping motion back and forth across the screen. An added bonus: The more weapons you collect (10 max) the more rapid your fire becomes.

PROTIP: Be careful that you don't become careless and blow up the cargo ship goodies before you can get to them.

Big Boss Blues

Warp is pretty groovy, and they do get you to the end of a galaxy level pretty darn quick, but they don't come without a price. What does it cost? Well, the cost is that you end up face to face with the "big daddy" level boss sooner than expected. No sweat! If you've stored up shields and upgraded your weapons, it's a snap to zap them right outta' the stratosphere!



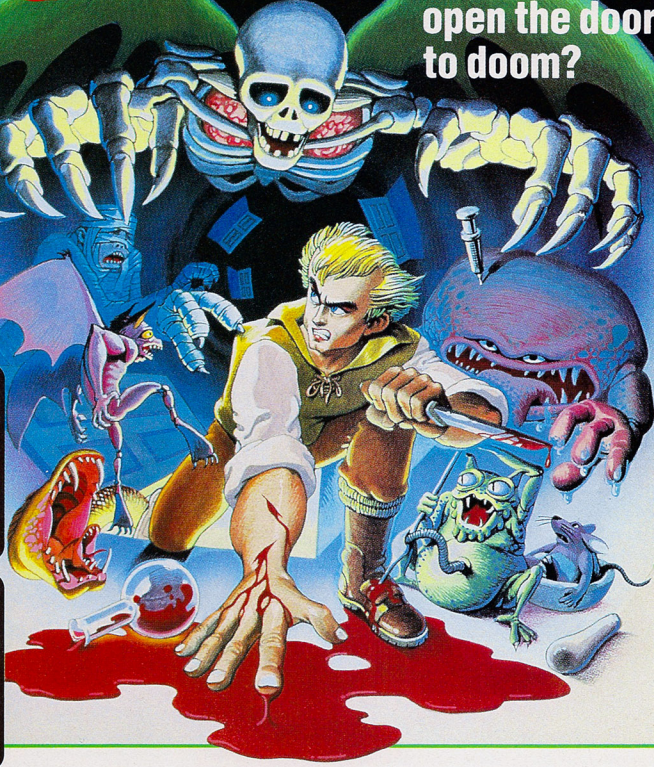
PROTIP: When you run across a warp capsule that isn't the color you hoped it was, no problem. All you need to do is keep shooting at it, and it will eventually change into the color you need.

O.K., Atari-ites, haven't you had enough?! Are you going to let some two-bit aliens invade your personal space yet again? We didn't think so, so get out there, plug in Planet Smashers, and get busy.

Planet Smashers by Atari (\$24.99).

Dr. CHAOS™

Do you dare
open the doors
to doom?



The warp zone experiments of the brilliant Dr. Chaos have gone horribly wrong. They've unleashed armies of bloodthirsty creatures, trapping him in his remote research facility. Now only his brother Michael can rescue him.

To succeed, Michael must brave a haunted house filled with vicious monsters. Can he fight his way through dangerous passageways? Track down the concealed weapons? Find the secret vials of strength? And assemble the only weapon powerful enough to defeat the ultimate beast, Canbarian?

- Thriller graphics
- Three different screen patterns
- Graphic score pad tracks life force, weapons found, weapons in use
- Memory capacity saves your score and restarts the game at any point



* Send the UPC Bar Codes from any two FCI games with your size, name, address, zip code, and \$2 postage and handling in an envelope to this address: FCI T-SHIRT OFFER, PO Box 669508, Charlotte, NC 28266. Adult sizes only: S, M, L, XL. Allow 4-6 weeks for delivery. Offer good through Dec. 31, 1990, or while supplies last.



FCI
Not Just Kid Stuff

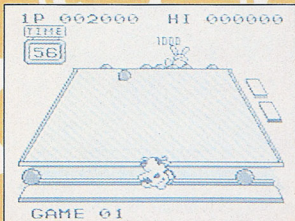
By Maid Marion

You and nine of your best friends have just been drafted to serve in the Penguin Wars. In this wacky contest you become one of five different creeping, crawling, furry creatures who square off against one another in an attempt to roll the most balls across a table in a 60-minute time period. Sure it sounds crazy, but read on...

A Brand New Ball Game

In Penguin Wars for the Game Boy you take on either the computer or up to three people in a round-robin tournament mode with Video Link cables. As the game begins you face off with one other character on opposite sides of a square table. Each player starts with five balls. The object of the game is to end up with the least balls on your side at the end of a 60-second time period. This means that for one minute you dash back and forth trying frantically to hurl all of your balls across the table while the other player hurls his back at you.

The Wars grow even more complicated when you discover that if you accidentally end up in the path of a speeding ball you're flat on your back. It takes several precious seconds of slamming Button A to get back on your feet. Of course, if your toss knocks your opponent over, you have the advantage — temporarily!



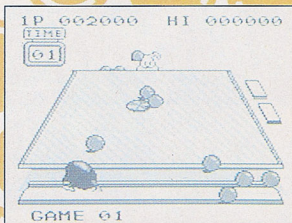
PROTIP: Try to aim your balls to knock your opponent over repeatedly. This means you have to pick the ball up and move around to aim it. This not only keeps your opponent from throwing his balls back, it also earns you lots of bonus points!



PROTIP: If you manage to hit your opponent's ball with yours, you can cause it to ricochet or even knock it back onto their side of the table.

PROTIP: Hold down on Button A extra long and when you toss the ball, it's a power shot. But beware — holding the button too long can cause you to fall over, and then you're an easy target for your opponent.

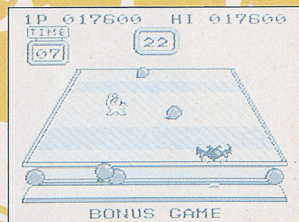
Just when you think you've got the hang of the game, strange obstacles suddenly pop up in the middle of the table to wreak havoc with your game. They range from a spinning disk that catches the ball and tosses it in unexpected directions to a dog who grabs the ball and hurls it right back at you.



This disk spins the balls all over the place.

Playing To Win

To win a "Set" you have to win two out of three games (a 60-second match). To win a game you have to end up with the least balls on your side. For a Perfect Game get all ten balls on your opponent's side at any time during the 60 seconds, and the game is over!



PROTIP: If you get two Perfect Games during a Set, you'll enter a Bonus Round. Here you'll have 60 seconds to toss as many balls down the table as you can to earn bonus points.

If you win the Set, you're ready to take on another opponent. You'll discover that each of the five characters (Penguin, Mouse, Rabbit, Cow, and Bat) has different abilities. You'll have to experiment to discover which character suits your style of play.

PROTIP: The Cow throws the ball extra hard. The Penguin is a good all around player. The Bat throws the ball hard and is hard to hit since he can fly. The Mouse throws the ball very slowly.

Fun For the Entire Flock

Once you get the hang of the game, the action against the computer seems a little slow. Penguin Wars is at its best in the Tournament Mode where you and your friends can take each other on in a hilarious round-robin tournament. As a multi-player game it has great possibilities. This one's definitely for the birds — and everyone else. Waddle they think of next?!

Penguin Wars by Nexoft (\$29.99).

HEY ALIEN!



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



HEY ANKY ALIEN™

(HĀY - YANK - KYŌ)

- This legendary Japanese best-selling video sensation is now a GAME BOY!
- Multi-Matrix Sound System for High-Tech Audio!
- New Two-Player Mode Doubles The Possibilities!
- Both Original And Updated Versions In Single Game Cartridge!

meldac

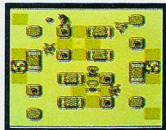
Meldac of America, Inc.
1801 Century Park East • Suite 2210
Los Angeles, CA 90067

For more information
please contact:
National Sales Department
Telephone: 213/286-7040
Fax: 213/286-7039



LICENSED BY
Nintendo

Nintendo, Game Boy and the official seal are trademarks of Nintendo of America, Inc.
© 1989 Nintendo of America, Inc.
© 1989 Meldac/Live Planning



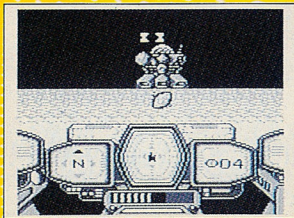
By Slo' Mo

In year 72 of the New Space Age, Mother Earth's just plain worn out. Now mankind's forced to colonize five new worlds – but we aren't alone. We've got bugs. Space bugs! MONSTER BUGS! And it's going to take more than a can of Raid to get rid of them!

A Tiger In Your Tank

In CosmoTank you command the Tiger Alpha-1 super fighting vehicle on a mission of intergalactic pest control. This great Game Boy cart's a vehicle simulator, a shoot-em-up, and an adventure game all rolled into one.

You visit five bugged-out worlds to seek out and destroy the Life Core and the Master Insect infesting each planet. Ultimately you hunt down the Big Bug.

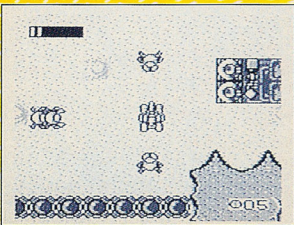


Destroy the Life Core to weaken the Master Insect.

PROTIP: Laser 3 is the best weapon versus the Master Insect.

Looks that Kill

Every world has two tough stages, one on the planet's surface and another underground. The graphics are excellent in both. On the planet surfaces, a two-dimensional overhead view helps you blast through creepy hordes of monsters.



Insectoids swarm across the planets.

COSMO TANK

Moving underground switches on a sharp first person 3-D perspective as you dig out the Master Insects.

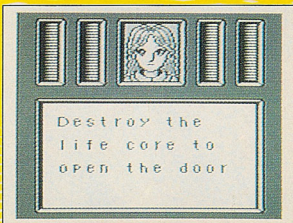
Three-D mode paints a nice forward-looking view over the Tiger's control panel. The neatly detailed panel has a compass, a radar, a life meter, a bomb counter, and a damage gauge. Each instrument is vital to your survival.

PROTIP: Inside the mazes, you only suffer damage when blasts hit the middle portion of the instrument panel.

You automatically start on the planet Desa, but once you clean it out, you get to pick your next stop. Then the Tiger Alpha-1 converts into a rocket ship, but this vertically-scrolling star trek is no joyride as deadly space creatures fight you all the way to the next planet.

PROTIP: On Desa, get Laser 3 and max fire-power to 9, then dive into the caverns.

PROTIP: Build up experience points by blasting creatures, and you increase total shield power.



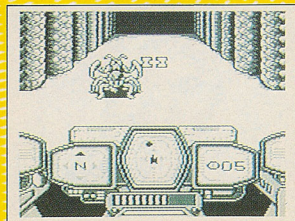
Power Bases provide key information.

Bug Killers

The equipment is standard stuff, but it gets the job done. The Tiger comes armed with a laser, bombs, and an energy shield. Destroy insectoids for power-ups that upgrade your laser and restore your bombs. Power Bases scattered

around the planets recharge your shields; some reveal vital strategy.

PROTIP: Bombs blow up every Thing on-screen, but use them wisely.



PROTIP: Insects inside the mazes hide a few shield power-ups, but you can return to a Power Base to replenish shields.

Additionally, each defeated planet relinquishes a special item – a Shield, a Hover, a Pulse, or a Sensor. The Shield enables you to absorb several hits. Hover helps you traverse the jungle planet. Pulse boosts your laser blasts. And the Sensor tracks down the Big Bug.

PROTIP: Power Bases provide safe haven when you're under heavy attack; when you emerge all the creatures are gone.

Missions À la Mode

You get three play modes – Practice, Versus, and Quest. In Practice train against ten different surface creatures. Versus Mode pits two players via a Video Link in a simultaneous race to beat the bugs. Quest begins your vital mission.

Tank You Very Much

CosmoTank is a wild bug-hunt that's tough in the beginning and gets harder as you go. With radical gameplay, challenging adventure, and top-notch graphics, CosmoTank will really bug you.

CosmoTank by Asuka Technologies (\$29.99).

GAME BOY

ATLUS

COSMOTANK

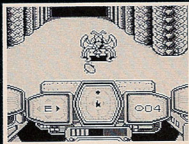
TARGET LOCKED ON.
FIRE!

TM

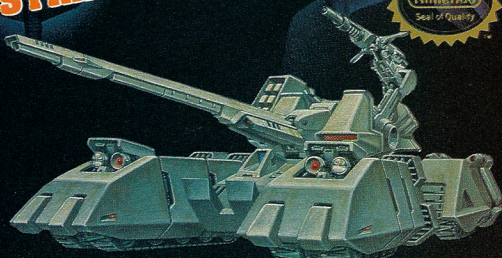
TIGER&I VS THE FORCES OF THE MASTER INSECT
THRILLING 2-D SCENES
STRIKING 3-D GRAPHICS
MIX OF BOTH ACTION & STRATEGY



2-D SCENE



3-D SCENE



TM & © 1990 ATLUS LTD., ASUKA TECHNOLOGIES, INC.
Game Boy™ and the official seal are
trademarks of Nintendo of America, Inc.

TODD'S ADVENTURES IN SLIME WORLD

By Gideon

Need a break from your squeaky-clean daily routine? Looking for a little excitement and adventure along with trillions of gallons of disgusting, sickening, gut-wrenching SLIME?!? Well, you're in muck, err, luck! You'll get all that and more in Todd's Adventures in Slime World for the Atari Lynx. You and up to seven other Comlynx'd friends are in store for the grossest escapade of your lives!

Six Sickening Sojourns

You are Todd, famous intergalactic explorer, and you've located a mysterious derelict starship. Onboard you find a captain's log which describes a planet called "Slime World" that's filled with a vast treasure of priceless Slime Gems.

You throw your ship into a hyper-speed U-turn and rocket straight for Slime World! However, gathering Slime Gems won't be easy because they're scattered within the deepest levels of the planet. And you must venture into the bowels of Slime World on foot! During your quest, you'll trudge, climb, jump, and crawl through hundreds of slime-dripping underground chambers and fight off hordes of repulsive, gooey monsters!

You have your choice of six different adventures! Unfortunately, each time you plunge into the depths of Slime World, you only have a few vague clues to guide you. Fortunately, you have a hefty arsenal of weapons at your disposal. In addition to your laser pistol, you can find Mega Bombs, Slime Shields, Slime Cleansers, and portable Jet Packs along the way. Your most valuable item is the Computer Map which provides a super-detailed diagram of the winding maze of passages around you.



PRO TIP: Setting off Mega Bombs requires extreme caution. Make sure that you can quickly duck into an adjacent chamber as soon as you set one off, or you'll end up charbroiled like everything else!

Slip Sliding Away

You'll be amazed at the multitude of caverns, creatures, and catastrophes awaiting you at every turn. Watch your step.



The Jet Pack helps you keep your Air Jordan's clean.

Carnivorous monsters that lay submerged beneath the slime can swallow you whole! You may also encounter slippery fields of ice, underground rivers of slime, and pulsating orbs that frequently erupt in a shower of green goop!

Try to avoid getting too much slime on yourself. It's deadly stuff that can kill you if you don't use a Slime Shield, find a Super Slime Gem, or rinse off in a pool of clear water.



PRO TIP: Since you can only carry one Slime Shield at a time, it's best to activate a shield each time you find a new one. It never hurts to have extra protection!

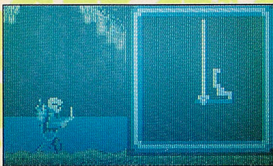
Social Sliming

With the Comlynx you can get down and dirty with your friends. Slosh through the sludge together or muck around individually. Also, in some adventures you cooperate with each other, in others you get into some serious slimeslinging!

Oozin' to the Max!

Adventure gaming fans will flip for Todd's Adventures in Slime World and quickly find themselves knee-deep in slimey suspense and muck-raking action. This cart is a fine showcase for the full range of the Lynx's video and graphic capabilities. Sharp graphics and an engaging storyline guarantee a fun-filled, messy time for all!

Todd's Adventures in Slime World by Atari (\$34.95).



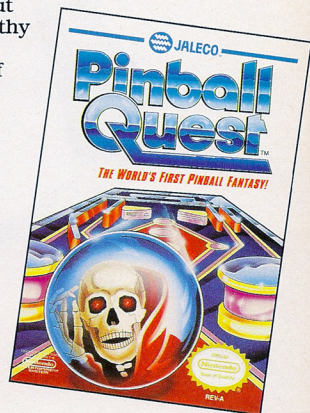
The computer map helps you get out of Slime World!



Pinball Nightmare.

Welcome to the world of things that go bump in the night. A pinball video game where the idea isn't to hit a monster score, but actual *monsters*: skeletons, demons, and goblins with an unhealthy hunger for gold. They'll do anything to get it, from attacking tombstones and gargoyles to racing through 5 scrolling levels of deadly passages and doorways. And you'll do anything to help, because gold is what it takes to buy the stoppers and flippers you need to escape this nightmare.

If you ever get out, you'll find three more traditional pinball games awaiting you: Viva! Golf, Pop! Pop!, and Circus. So if pinball's your game, try your hand at the ultimate challenge of the world's first pinball fantasy. Pinball Quest™. At your favorite video game store now.



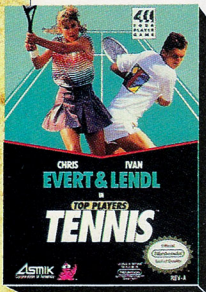
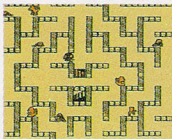
Jaleco™ and Pinball Quest™ are trademarks of Jaleco USA Inc. Nintendo® and Nintendo Entertainment System® are registered trademarks of Nintendo of America Inc. ©1990 Jaleco USA Inc.

New from
JALECO™





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



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



FACE



Nintendo
ENTERTAINMENT
SYSTEM™

Nintendo® and Nintendo Entertainment System™ are Trademarks of Nintendo America Inc.

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

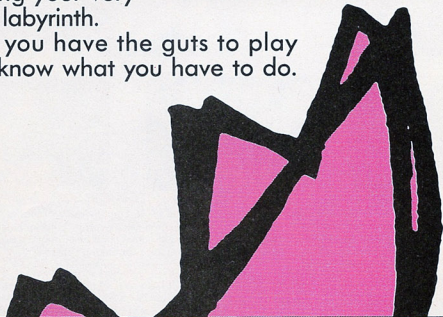
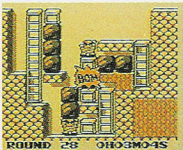
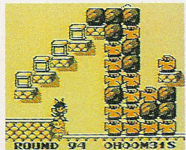
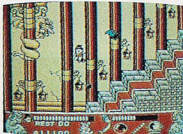
If you're tired of fighting the same small enemies, then return to the throne at the Crystal Palace.

There you will find the evil Zaras in control. Zaras is the toughest, meanest enemy you will face on the NES. Zaras will prevail unless you, with the help of your dog Zap, master the ancient skills of Crystal Palace and discover the secrets in the epic action adventure—Conquest of the Crystal Palace.

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

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

COMING SOON





THE PERFECT SIMULATOR

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

Complete Editing

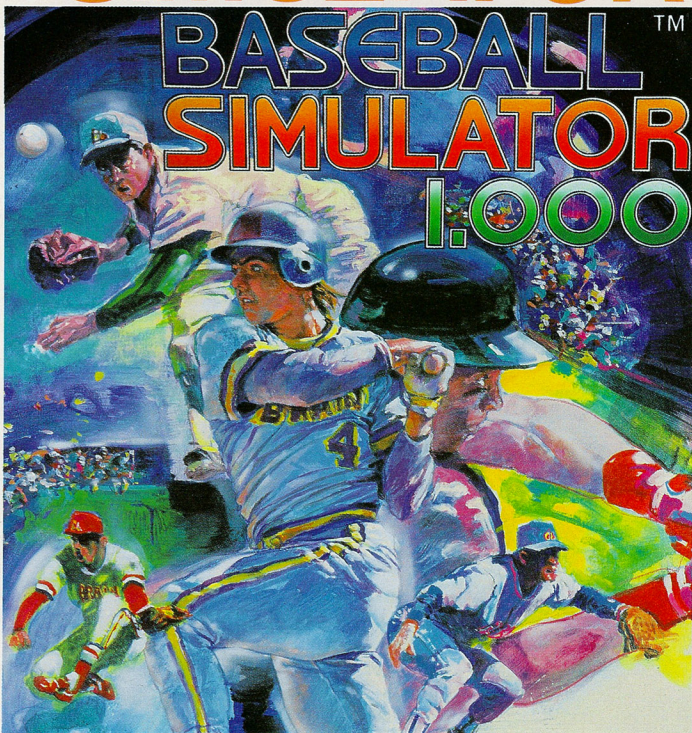
Start with a full team of 12 batters and six pitchers. Then, you decide what kind of team to make. Enter the exact stats you want for a winning team. Use the latest major league stats, make an all-star team, even enter yourself as the star. With six programmable teams, you'll have a whole league of your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

Intense and Realistic Action

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

Televised Season Simulation

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



1 SHEEPERS

BA	NAME	BATP	AV	HR	RSI	PO
1	SMITH	R	250	10	100	10
2	JOHNSON	L	200	5	80	5
3	WILLIAMS	R	180	3	70	3
4	ROBERTS	L	150	2	60	2
5	DAVIS	R	120	1	50	1
6	GARCIA	L	100	0	40	0
7	MILLER	R	80	0	30	0
8	WALKER	L	60	0	20	0
9	PEREZ	R	40	0	10	0
10	RODRIGUEZ	L	20	0	5	0
11	LOPEZ	R	10	0	2	0
12	GONZALEZ	L	5	0	1	0

2 OVERALL

	G	M	L	PCT	GB
1	4	3	0	500	0
2	5	4	1	500	0.0
3	3	2	0	600	1.0
4	3	2	0	600	1.0
5	1	4	0	200	3.0



1 FULL EDITING FOR UP TO SIX TEAMS.

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

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

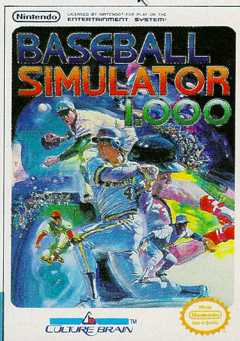
Play a full length season with six teams, for 5, 30, 60, or even 165 games. Follow the teams and players through the season—monitor their stats, even get top-10 rankings in batting and pitching.

4 FULLY AUTOMATIC SIMULATION.

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

3 THE HILARIOUS FEATURES OF ULTRA PLAY.

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



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

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



An action adventure from the Arabian Nights.

**THE MAGIC OF
SCHEHERAZADE**



*Sophisticated
Action
Adventure*

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

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

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



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



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



Giant enemies fill the screen and challenge you to battle.



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



CULTURE BRAIN



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

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

2 ARTIFICIAL INTELLIGENCE ENHANCES THE GAME EVEN MORE!

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

3 MAGICAL BATTLES WITH ELEVEN ALLIES!

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

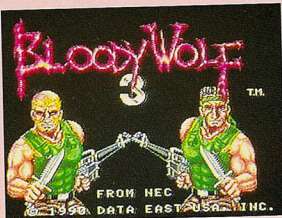
4 GRAPHICS AND SOUND FROM A WORLD OF FANTASY!

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

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



Bloody Wolf (TurboGrafx-16)



Power-Up!

To play with more power in this adventure game, try the following pad tricks: When the title screen comes on, press Up, Down, Right, Right, I, I, I and then Select on your control pad. You'll see a large number 2 appear on the title screen, and your character's speed increases. After you input the first trick, press Down, Up, Left, Left, II, II, I, and then Select on your control pad. A large number 3 appears on the screen. Then, press Start. Now your character is faster, and he can fly too.

Mark Shih, Laguna Niguel, CA

Neutopia (TurboGrafx-16)

Password!

5th Level: (North Pole) Contains all of the power-up enhancements to beat Boss Dirh, plus two additional medicine vials of vitality.

rZtW68PjCG%L
 1d9gSJ2uzn7r



Neutopia (TurboGrafx-16)

Quick Fill-Up!

When Jazeta loses his life he returns to the last place where he received a pass word. Unfortunately, he starts again with only five of his life cells filled (he can earn as many as 16!). To quickly fill-up all of your life cells leave the room and reenter it immediately. When the old lady asks if you want a

password, respond "yes" and answer "yes" when she asks if you would like to continue. Then hit Run and Select simultaneously to reset the game. The title screen will appear. Now select Continue. The password you just received will be displayed. Cursor over to End and you'll start at the same point - but with all of your life cells filled up!

Paul Cochran, Gurnee, IL

Super C (Nintendo)

Sound Test

After you've turned on the power and the two "Supers" come together during the title screen, press and hold Buttons A and B and then hit Start.

Trevor Baird, San Carlos, CA



Herzog Zwei (Genesis)

Passwords!

Here are some codes that enable you to start in different spots in Herzog Zwei:

- 5 Wins:
- 12 Wins:
- 19 Wins:
- 22 Wins:
- 25 Wins:
- 28 Wins:
- 31 Wins:

- GGGKHAGOKLO
- BPHOHACAGML
- NPLOFOCAGKP
- IMLPFEGEMLC
- JAJJBPDNCMC
- LILOPBDPIKJ
- ILJOMGJAOKL

Eli Cook, Shoreham, NY



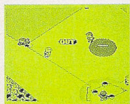
Catch of a Lifetime.



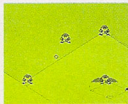
The power of serious baseball action in the palm of your hand—that's what you get from the new GAME BOY® edition of "Bases Loaded." Featuring all of the dazzling plays and realism that made "Bases Loaded" great at home, captured from two separate perspectives that actually move with the action.

"Bases Loaded" for GAME BOY. Catch it at your favorite video game store now!

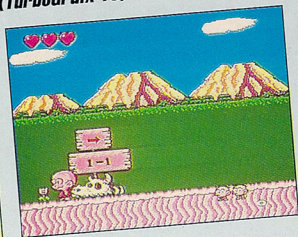
Live Action That Never Ends.



CURRENT HOME TEAM	
USA	OPEN
STARTING PITCHER	0-0
BATTING	0-0
FIELD	0-0
SCORE	0-0
TIME	0:00
INNING	1



Bonk's Adventure
 (TurboGrafx-16)

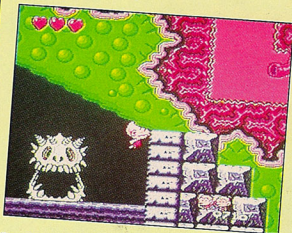


Hidden 1-Up

At the very beginning of Level 1-1 go all the way to the very left edge of the screen. Have Bonk jump and land on his head. A small flower appears. Head butt it. A flower will fall from the sky. Catch it. When it lands a large flower will appear. Jump on it for a 1-Up.

Gary O'Neal, Murfreesboro, TN

Bonk's Adventure
 (TurboGrafx-16)



Another Hidden 1-Up

At the first skull elevator (First Round Boss Elevator), jump on top of the Skull's head when it opens its mouth. Do a high spin, jump right into the green and keep holding right. You'll grab an extra 1-Up.

Sean McNeill, Gainesville, FL

J.J. and Jeff (TurboGrafx-16)

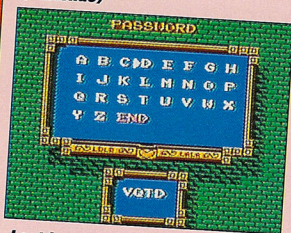


Secret Warps!

Try these two great warps for J.J. and Jeff. On Level 1-4 B find the brick bridge, kick the right corner of the bridge and then fall under the bridge. This puts you in field xxx with a choice of fields 2, 3, or 4. On Level 3-3 B go about half way through until the two rats follow you. Jump on top of them onto the two bricks. From there jump up. This automatically warps you to Level 6-4.

Aaron Peterson, Indio, CA

The Adventures of Lolo 2
 (Nintendo)



Last Level Password

To reach the last level use the following password: VQTD. Now you get to square off against the King of Egger-land. Try him on your own, but if you can't beat

him try this: Move all the way over to the left side against the wall and go up until you're just above the King's feet. Shoot him until he starts getting close to you and then move down so you're below his feet, staying against the left wall. When the King starts moving back to the right, go back up and keep shooting him until he gets close again and then move back down. Repeat this procedure until you beat the King. Then, move to the stairs in the middle of the room and you'll get to see the ending of the game!

Doug Johnson, Oroville, CA

Get A Grip on Great GamePro Products!

Back Issues of GamePro.
Don't Miss Any of the Action!



Number 3



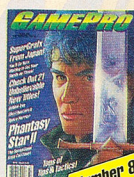
Number 4



Number 6



Number 7



Number 8



Number 9



Number 10



Number 11



Number 12

The Hottest Players Demand GamePro Goodies!



GamePro T-Shirts. Specify Explosion T-Shirt or Hero T-Shirt. White only, in S/M/L/XL. Short-sleeve \$7.95, Long-sleeve \$9.95.



Cool Cup. Holds can or drink insert (included). Black or red, \$2.95.
Baseball Cap. Embroidered logo. Adjustable. White only, \$6.95.



Number 13

60 Action-Packed Full Color Pages!

\$3.45
Includes Postage and Handling.

For Canada add \$1.00 per issue. Foreign orders add \$2.00 per issue payable in US funds only. Allow 6-8 weeks



\$4.50
Includes Postage and Handling. Indicate Issue Number With Your Order.

For Canada add \$1.00 per issue. Foreign orders add \$2.00 per issue payable in US funds only. Allow 6-8 weeks

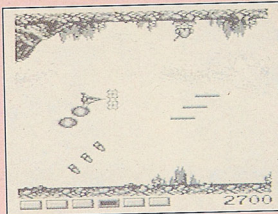
The Collector's Edition Comic Book.
The Collected Chapters From the Pages of GamePro Magazine.

Bonus Story! Find Out How it All Began. Available Only in This Edition!



For all products please fill out the attached envelope with your check or money order to: GamePro Products, 80 Elm St., Peterborough, NH 03458 or call toll-free, 1-800-343-0728.

Nemesis (Game Boy)



Special Options

There is a trick for Nemesis that arms you with the missiles, Laser, two options, and the force field. You can initiate this trick on any round by pressing Start to pause the game, then hitting Up, Up, Down, Down, Left, Right, Left, Right, B, and A. It really helps if you need some good weapons fast, but it only works once per game!

Greg Colton, Deerfield, IL

The Magic of Scheherazade (Nintendo)



Password Level Select

To begin on any chapter (level) enter the letter W and the number of the chapter you wish (1-5) during the password mode. You'll be told that you're incorrect but keep reentering the number and letter and after the third try, you'll begin on that level. If you reverse your choice (i.e. 5W,) you can start on that chapter but with less money and experience.

Ron Majewski, Lansing, MI

Target Earth (Genesis)



Earn Nine Continues

To earn nine continues do the following: Begin the game and destroy your warship. Let Rex die on his way to the shuttle. Choose the Option mode, change pad reset from Cancel to Enable. Now (while still in the Option Mode) push Button C and Start simultaneously. A girl with nine continues will slide onto the screen. Exit the Option Mode and save the universe!

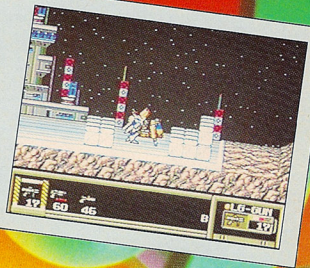
Robert Page, Chicago, IL

Target Earth (Genesis)

Change Your Firing Set Up

To change your firing set up in Target Earth simply press Buttons A, B, and C simultaneously.

Jim Blackwood, Chicago, IL



Target Earth (Genesis)

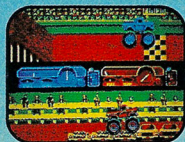
Invincibility!

To become invincible in Target Earth simply press Start on Controller 2!

Jim Blackwood, Chicago, IL

DRIVE THE
KING OF THE
MONSTER TRUCKS!

BIGFOOT

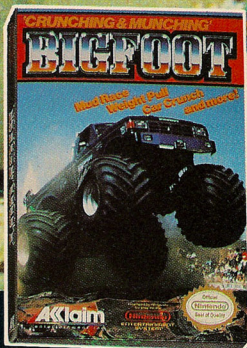


Track your speed, RPMs,
temperature and more!



Crash and bash
your way to the
finish line!

GO HEAD-TO-HEAD IN THE MUD RACE,
CAR CRUNCH AND OTHER MONSTER
TRUCK EVENTS!



AcclaimTM
entertainment, inc.
Masters of the GameTM

Licensed by Nintendo
for play on the
Nintendo
ENTERTAINMENT
SYSTEM



THE MONSTER TRUCK
PHENOMENON IS NOW
PLAYING ON NES.SM

Masters of the GameTM and AcclaimTM are trademarks of Acclaim Entertainment, Inc. BigfootSM and 4x4x4SM TM Bigfoot 4x4x4, Inc. Nintendo, Nintendo Entertainment System and the official seals are trademarks of Nintendo of America Inc. © 1989 Acclaim Entertainment, Inc.

Golden Axe (Genesis)

How To Kill Death Adder Jr.

Here's how to kill Death Adder Jr.: In a two player game first kill the skeletons and then force Death Adder Jr. to the edge of the screen. Position one player slightly above or below him, and then the other player can easily attack and destroy him! In a one player game first kill the skeletons and then force Death Adder Jr. to the edge of the screen. Next, move in front of him when he gets up. Slowly slice him so he doesn't fall. He'll be dead in no time!

Jonathan McEntire, Fostoria, OH

Shove It! (Genesis)



Last Level Password

To check out the last level of Shove It! type in the following: !AYASAM!

R. Stewart, Cleveland, OH



Ironsword (Nintendo)

Password

Here's a great code for Ironsword. Begin with a diamond shield, diamond helmet, and two extra lives:

NTTMNWLPBZD

The Game Master, Madison, AL

Space Harrier II (Genesis)

Get 99 Lives!!

To do this trick you need both Altered Beast and Space Harrier II. First, put Altered Beast in your Genesis and then when the pictures of all of the statues appear on the screen pull your Altered Beast cartridge out with the power on. The screen will freeze. Next, with the power still on, put your Space Harrier II cartridge into your Genesis. The screen will remain frozen but the music will begin to play again, at different speeds and out of tempo. Keep the power

on and hit reset. The Sega logo will appear followed by the Space Harrier II title screen. Proceed as you normally would, but instead of four lives appearing, it fills up with 99 lives. It may take a couple of times to make this trick work.

Jonathan Capra, Mt. Pleasant, NY

WARNING!! This trick and any others that involve inserting or removing games while the power is on can seriously damage your Genesis, TurboGrafx-16, Sega Master System or NES. Perform them at your own risk.

Chip's Challenge (Lynx)

Passwords - Continued!!

Here are the next in the series of Chip Challenge Passwords:

- | | | | |
|----------|-----------|----------|-----------|
| 25. PQGV | 41. GKWZ | 57. UBXU | 79. JINU |
| 26. VYVJ | 42. LMFU | 58. YBLT | 80. EVUG |
| 27. IGGZ | 43. UJDP | 59. BLDM | 81. SCWF |
| 28. UJDD | 44. TXHL | 60. ZYVI | 82. LLIO |
| 29. QGOL | 45. OVPZ | 61. RMOW | 83. OVPJ |
| 30. BQZP | 46. HDQJ | 62. TIGW | 84. UVEO |
| 31. RYMS | 47. LXPP | 63. GOHX | 85. LEBX |
| 32. PEFS | 48. JYSF | 64. IJPQ | 86. FLHH |
| 33. BQSN | 49. P PXI | 65. UPUN | 87. YJYS |
| 34. NQFI | 50. QBDH | 66. ZIKZ | 88. WZYV |
| 35. VDTM | 51. IGGJ | 67. GGJA | 89. VCZO |
| 36. NXIS | 52. PPHT | 68. RTDI | 90. OLLM |
| 37. VQNK | 53. CGNX | 69. NLLY | 91. JPQJ |
| 38. BIFA | 54. ZMGC | 70. GCCG | 92. DTMI |
| 39. ICXY | 55. SJES | 71. LAJM | 93. REKF |
| 40. YWFH | 56. FXJE | 72. EKFT | 94. EWCS |
| | | 73. QCCR | 95. BIFQ |
| | | 74. MKNH | 96. WVHY |
| | | 75. MJDV | 97. IOCS |
| | | 76. NMRH | 98. TKWD |
| | | 77. FHIC | 99. XUVU |
| | | 78. GRMO | 100. QJXR |

GAME WATCH NEWSLETTER

YOU'VE HEARD ABOUT **50 TO 100 GAMES IN ONE CARTRIDGE**, NOW LEARN ALL THE DETAILS. **GAME WATCH NEWSLETTER** IS THE SOURCE FOR THE LATEST UNDERGROUND NEWS ON NINTENDO* AND OTHER GAMES AND ACCESSORIES. IT IS A UNIQUE NEWS SOURCE THAT PULLS NO PUNCHES AND GIVES THE LATEST GOSSIP AND NEWS THAT CANNOT BE FOUND ANYWHERE ELSE.

- ★ LEARN HOW TO BUY NEW GAMES, BEFORE OFFICIAL RELEASE, BELOW RETAIL AND EVEN WHOLESALE PRICES
- ★ FIND OUT ABOUT OVERSEAS SOURCES FOR GAMES IN THE ORIENT AND ELSEWHERE
- ★ SEE HOW SOME PEOPLE ARE PAYING AS LITTLE AS \$2.00 TO \$4.00 PER GAME
- ★ GAMES LIKE TETRIS II, SUPER MARIO INVISIBLE FANCY, STAR SOLDIER, DEVIL WORLD, GOONIES, NINJA ADVENTURE. AND MANY MORE.
- ★ DISCOVER WHAT IS HAPPENING BEHIND THE SCENES AND IN OTHER COUNTRIES

A 45 MINUTE **VIDEO TAPE** SHOWING AND DESCRIBING MANY OF THE ABOVE GAMES IN ACTUAL ACTION, MULTIPLE GAME CARTRIDGES, AND MORE IS ALSO AVAILABLE **FREE** WHEN A TWO YEAR **BIMONTHLY SUBSCRIPTION TO THE GAME WATCH NEWSLETTER** IS PURCHASED. THE VIDEO TAPE IS A \$24.95 VALUE AND IS AVAILABLE IN VHS ONLY. ORDER BOTH NOW BY CALLING:

1-900-990-0606 \$16.50 PER CALL

BUY A SIX MONTH SAMPLE SUBSCRIPTION TO THE NEWSLETTER WITHOUT THE TAPE BY CALLING:

1-900-990-0707 \$5.00 PER CALL

REMEMBER, THE ABOVE CHARGES WILL BE AUTOMATICALLY ADDED TO THE PHONE BILL OF THE PHONE FROM WHICH THE CALL IS MADE. WHEN CALLING, BE PREPARED WITH YOUR FULL NAME, ADDRESS (INCLUDING STREET, APARTMENT NUMBER, AND ZIP CODE)

OR OBTAIN BY USING THE ORDER FORM BELOW. FOR CUSTOMERS IN NEBRASKA, ADD LOCAL SALES TAX OF 6½%. ALL TELEPHONE ORDERS ARE SHIPPED POSTAGE PREPAID WITHIN 48 HOURS. MAIL IN ORDERS TAKE 7 TO 14 DAYS. NO COD ORDERS. U.S. FUNDS ONLY.

DON'T WAIT!!! THESE INTRODUCTORY PRICES WILL NOT LAST!!!!

*NINTENDO IS A TRADEMARK OF NINTENDO OF AMERICA, INC.

GAME WATCH NEWSLETTER, INC.
5078 SOUTH 108TH STREET, SUITE #126
OMAHA, NEBRASKA 68137-2314

PLEASE PRINT:

Name: _____ Age: _____

Address: _____

City: _____ State: _____

Zip: _____ Phone: () _____

Rambo III (Genesis)



Become Indestructible!!

To make Rambo indestructible try the following: During the second mission go to the destructible box up and to the far left from the start point. Proceed left until only a tiny

bit of the box is showing. With an arrow destroy the box (make sure that there are no enemy soldiers in your way or anywhere else on the screen when doing this). As soon as there is an impact, walk left as far as you can with a patch of smoke behind you. Now Rambo should be unstoppable until he reaches the bonus stages where he can be killed by time bombs or by helicopters and tanks. Remember, if Rambo destroys another box he won't be invincible anymore!

Jonathan Paleologos, Horsham, PA

Mega Man 2 (Nintendo)

Get Lots of 1-Ups!

Here's a trick to get Mega Man extra 1-Ups. When you encounter the birds in the Air Man stage, turn on the Leaf Shield (acquired by defeating Wood Man), and don't move! The Leaf Shield destroys all of the little birds that fly at Mega Man. If you wait long enough, some of the little birds leave behind 1-Ups when they're destroyed.

Charlie T. Aslan

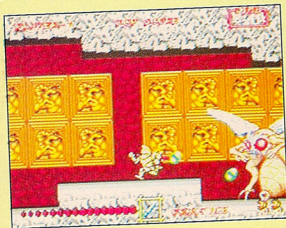
Mega Man 2 (Nintendo)

Stop the Hotdogs!

Defeat the Hotdogs by using the Time Stopper right before you meet them. The Hotdogs won't appear for the duration of the Time Stopper. You can zip right by them.

Charlie T. Aslan

Ghouls 'N Ghosts (Genesis)



Defeat the Fly Boss

There is a simple way to defeat the Fly Boss of Stage Five. Before you reach his lair make sure you are wearing magic armor and have fire water as your weapon. Have the fireball magic ready to use the moment you step inside of the fly's lair. Now, go to the edge of the platform and stand to the left of where the fly is first seen. When the little flies come together and the big fly is forming (this is when it's blinking), release the fireballs. The magic will surprisingly take the fly out with one blast!

Dan and Jon Paleologos, Horsham, PA

A Boy and His Blob (Nintendo)

Turn the Candy Machines Off

There is a way to turn the candy machines in the factory off. In the room before the machine use your trampoline to jump on top of the giant candy cane at the top of the room. Walk to the right and flip the machine switch to "off"! This works for both machines.

Andromeda

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

IF YOU PLAY TO WIN...PLAY THE HOTTEST GAME IN TOWN!



THE HOTTEST GAME IN TOWN!

TRADE-IN YOUR USED GAME CARTRIDGES FOR NEW GAME CARTRIDGES!

Trade in your old Sega 8-bit for a hot new 16-bit Genesis!

Call our 24 hour Hot-line now to become a member and place your order!

1-800-ITS-4-FUN

or 1-800-487-4386 for membership or orders only

All other inquiries call (408) 970-8677

YOURS AS A MEMBER WHEN YOU JOIN:

FREE
(U.S. members only)

- Second Day Delivery on Opening Order
- Trading Zone T-Shirt and Poster!
- Insiders (24 hour toll-free Hot Line)
- Incredible Trading Zone Member only discount coupons for subscriptions to *Gamepro* and *Game Player's* magazines!
- Discount coupons for many accessories!

Plus advanced notice on HOT new game titles, tips and strategies from the pros... And monthly specials for members only! Send us your ideas and suggestions for our hot game and you will automatically be eligible for our drawing to WIN your own COLOR T.V. to play your video game!!! Every new member will also be eligible for this exciting drawing! No purchase necessary. Void where prohibited by law. ONLY \$10.00 to become a member!

YOUR OWN COLOR T.V.!

HURRY! Limited Time Offer!

Nintendo • Sega • GameBoy • Lynx

Here are some of our Hottest Titles:

SEGA GENESIS 16 BIT ENTERTAINMENT SYSTEM

Title	Sell	Non-Member
8-bit Sega System	\$39.95	N/A
Genesis System	\$159.95	\$189.95
Genesis Power Base Converter	\$26.95	\$39.95
<small>(allows you to play regular Sega games on Genesis)</small>		
Genesis Control Pad	\$13.95	\$19.95
Genesis Headphones Set	N/A	\$14.95
Genesis Power Switch	\$33.95	\$44.95
Genesis Genesis Striver	\$51.95	\$29.95
Genesis Genesis Gizmo	\$43.95	\$59.95

SEGA GENESIS

Alex Kidd	\$38.95	\$44.95
Andross	\$43.95	\$49.95
Crackdown	\$43.95	\$54.95
E-Swat	\$43.95	\$54.95
Forgotten World	\$48.95	\$55.95
Ghostbusters	\$48.95	\$54.95
Ghost 'N Goblins	\$68.95	\$55.95
Golden Axe	\$45.95	\$55.95
Golf	\$33.95	\$44.95
Herzog Zwei	\$44.95	\$55.95
Insectar X	\$44.95	\$55.95
Kangaroo	\$44.95	\$55.95
Last Battle	\$44.95	\$49.95
Michael Jackson Moonwalker	\$44.95	\$55.95
Mystic Defender	\$44.95	\$55.95
Phantasia	\$44.95	\$55.95
Phantasy of the Shinobi	\$53.95	\$64.95
Score	\$34.95	\$39.95
Space Harrier II	\$44.95	\$49.95
Pat Riley's Basketball	\$44.95	\$54.95
Super Hang On	\$44.95	\$49.95
Super Hydride	\$53.95	\$59.95
Super Monaco GP	\$44.95	\$54.95
Super Thunderblade	\$44.95	\$49.95
Target Earth	\$44.95	\$55.95
Thunder Force II	\$44.95	\$55.95
Tommy Lasorda Baseball	\$44.95	\$59.95
Truxton	\$48.95	\$54.95
Zoom	\$38.95	\$44.95

NINTENDO

1943	\$21.95	\$35.95
Teenage Mutant Ninja Turfles	\$38.95	\$49.95
Zelda II: The Wand of Melon	\$34.95	\$44.95
Super Mario Bros II	\$38.95	\$49.95
Super Mario Bros II	\$46.95	\$59.95
Ninja Gaiden	\$33.95	\$44.95
Mega Man	\$43.95	\$49.95
Mega Man II	\$38.95	\$49.95
Legend of Zelda	\$29.95	\$42.95
F-15 Strike Eagle	\$33.95	\$49.95
Back to the Future 2&3	\$34.95	\$54.95
Dragon Warrior	\$33.95	\$49.95
Marble Madness	\$31.95	\$44.95
Shiner	\$33.95	\$49.95
Who Framed Roger Rabbit	\$33.95	\$49.95
Ghostbusters	\$36.95	\$47.95
Contra	\$22.95	\$39.95
Metal Gear	\$21.95	\$39.95
Adventures of Bayou Billy	\$33.95	\$44.95
Temno, Bear	\$33.95	\$44.95
Teris Nintendo	\$33.95	\$44.95
A Boy and His Blob	\$33.95	\$49.95
Blat Dudes	\$33.95	\$44.95
Baseball Stars	\$35.95	\$49.95
Mike My Mouse	\$27.95	\$44.95
Blaise Lodeed II	\$33.95	\$49.95
Battler	\$44.95	\$49.95
Blades of Steel	\$27.95	\$44.95
Super Spike V Ball	\$33.95	\$49.95
R. Eyes	\$23.95	\$44.95
Bubble Bobble	\$25.95	\$39.95
Wu! Fighter	\$28.95	\$34.95
Black Maria	\$32.95	\$49.95
Dorkey Kong Classics	\$27.95	\$39.95
Duck Tales	\$33.95	\$49.95
Double Dragon	\$34.95	\$44.95
Double Dragon II	\$33.95	\$39.95
Mappy Land	\$33.95	\$44.95
Mike Tyson Punchout	\$33.95	\$44.95

Call for GameBoy and Atari Lynx prices
Call for any games you don't see listed!

ACCESSORIES

Trading Zone T-Shirt	\$10.00ea	
Adult Leg	Adult Sm.	Adult Med
Adult Leg	Adult Leg	Adult Leg
Please put quantity of t-shirts in space and circle size		
Doc Fix A Game Cleaner	\$6.95	
Doc Fix A System Cleaner	\$6.95	
Power Up Adapter for Nintendo	\$9.95	
Magaby Protector		
<small>(padded case for GameBoy)</small>		
Magaby Protector	\$14.95	
Magaby Protector	\$14.95	
<small>(padded case for Lynx)</small>		

Call for any accessories you don't see listed!

HOTTEST NEW SEGA

ThunderForce III	\$39.95
Burning Force	\$39.95
Columns	\$44.95
E-S.W.A.T.	\$44.95
Afterburner II	\$44.95
Dick Tracy	\$44.95
Mike My Mouse	\$44.95
Alban	\$44.95
Cyberball	\$44.95
Overalls Battle Tank	\$44.95
F-15 Strike Eagle	\$44.95
688 88k Duke	\$44.95
Joe Montana Football	\$44.95
Cross Fire	\$44.95
DJ Boy	\$44.95
Wheels War	\$44.95
Spider	\$44.95
Dynami Duo	\$44.95
Soldierman	\$44.95
Populous	\$44.95
Butt Out	\$44.95
Zany Golf	\$44.95
Trampoline Terror	\$44.95
Firewalk	\$44.95

HOTTEST NEW NINTENDO

(just released or coming attractions)		
Turtles 2	Dungeon Magic	
The Little Nemo, The Dream Master	Toties and Treasures	
Metal Storm	Captain Skyhawk	
State of the 2	Warrior!	
Gauntlet 2	Cave Man Uglymops	
Naga Man 3	Roll Busters	
2010	Super C	
Last Ninja	Roll Busters	
Baywatch	California Flamingo	
Chips and Dales	Block Out	
Rescue Rangers	Metal Conspiracy Golgo	
Castlevania	Frankenstein	
Yo, Noid	Solar Jetman	
Day of the Tentacle	Super Off Road	
Lance of Demos	Crystals	
Red Flower 2	Ninja Gaiden 2	
Isolated Warrior	Final Fantasy	
Hide and Seek	Dr. Mario	
Integrity	Play Action Football	
Solstice	Roller Games	
Kool Adventure		

If you don't see the game you want, call and ask for it! We will get any game system or game cartridges you want.

For members, we will match any advertised price and offer the absolute lowest prices anywhere!

HURRY! LIMITED TIME OFFER!

- Please send me my free gifts and membership card NOW!
- My T-shirt size is (circle one) YthMed AdM AdSm AdLg AdXLg
- Please send me your HOT poster catalog
- I have enclosed my suggestions for the best video game club
- Please enter me in your Sweetstaks (no purchase necessary)

Name: _____
Address: _____

City, State, Zip: _____

I have enclosed a:
 check M.O. Charge my credit card (must be 18 or older) Visa/M.C. (circle one)
_____ exp. _____

Send all orders to:
The Trading Zone, P.O. Box 2030, Sacramento, CA 95682
OR FAX your order in: (916) 677-3919
or call toll-free HOTLINE 1-800-ITS-4 FUN 1-800-487-4386)

ORDER FORM

Game Titles	Price	Qty	Price
\$ _____	x _____	= \$ _____	
\$ _____	x _____	= \$ _____	
\$ _____	x _____	= \$ _____	
\$ _____	x _____	= \$ _____	

TOTAL GAMES \$ _____
Postage 1st item x .50=\$ _____

Call for rest of U.S., Alaska, Hawaii and overnight or second day delivery charges.

1 year membership fee (\$10.00)
Total order _____
Shipping/handling _____
Sales tax/CA residents only _____
TOTAL _____

All items in stock shipped within 24 hours. We do not accept C.O.D. orders. We do not ship to P.O. Box numbers, addresses only. U.S. postage is \$4.00 for the first game, \$3.00 for each additional game. Call for postage on other orders and to Alaska, Hawaii and out of the U.S. Call for overnight or second day delivery charges. All new products are warranted by the manufacturer. All used games are guaranteed for 30 days from the ship date. Any refunds will be credited to a \$5.00 per item handling charge. All reserved game orders must be paid for in advance. We reserve the right to change prices, pricing or specials without prior notice. All used and defective games can only be exchanged for the same game. We make no guarantees for product performance. You must be a member to buy and trade out club pricing or else you pay full price on any accessories and non member price on any games. Please allow 4-6 weeks upon receipt of used games you send us so we can process and test your games, then we will give you credit towards your next order. Once your order is placed it cannot be changed without authorization. Toll-free lines are for orders only. Any other inquiries must call (408) 970-8677. ©1990, Genesis, Nintendo, Atari are registered trademarks and are not related to us nor are we endorsed by them. Prices are subject to change without notice. Some orders will take longer than 24 hours to process due to verification of orders, unavailability of product or other things beyond our control. We are not responsible for typographical errors. NOTE: Due to a 3 month lead time to place this ad, product availability and pricing may be different. We reserve the right to refuse any purchase or sale. Drawing "T.V." to be held in the first week of December, 1990. Entries must be postmarked by November 15, 1990.

Ask The Pros

Nintendo

Ironsword/ Wizards & Warriors II

Dear ASK THE PROS,

In the Ironsword game pak, where do you find the golden object in the Earth level?

Chad Trefry, British Columbia, Canada

Dear Chad,

The "golden object" you are referring to is the "Golden Tankard," a metallic cup. The tankard is located in a circular shaped room at the middle of the Earth level. Once you reach the room, you must head to the top left corner. The tankard will rise from the ground.

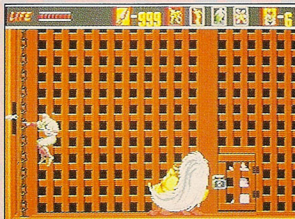
Genesis

Revenge of Shinobi

Dear ASK THE PROS,

At the end of the Revenge of Shinobi, I can defeat Neo Zeed, but Naoko always gets killed. How do I prevent her from being killed?

Reza Vahid, Oakdale, LA



Dear Reza,

While fighting Neo Zeed, keep firing your shurikens into the gaps on either wall.

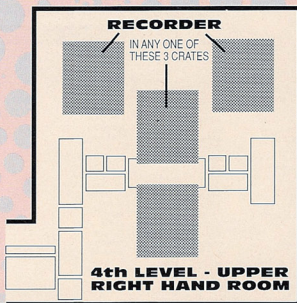
This will jam the chains for three seconds. You can tell if you have successfully jammed the chains if you hear the sounds of creaking wood. To keep Naoko alive, you must jam the chains every three seconds.

Phantasy Star II

Dear ASK THE PROS,

I have recently bought Phantasy Star II for the Genesis and I'm already baffled! In the Biosystems Lab, after I dynamited the center of the fourth level and jumped down the hole into the basement, I got all the items from the containers, but I could not find the Recorder. I have searched everywhere and still can't find it. Can you please tell me exactly where it is?

Charlie Lee, Flushing, NY



Dear Charlie,

To find the Recorder, the first thing you should do is consult your handy hintbook (the one included with the game). On page 23, check out the map of Level 4. The recorder is located in the upper right-hand corner of the map, inside one of the three containers. Just use your "Search" command on the three containers and you're bound to find it!

TurboGrafx-16

J.J. and Jeff

Dear ASK THE PROS,

In J.J. and Jeff for the TurboGrafx-16, I'm stuck on Field 6-4. Can you help me get over that unbreakable wall?

Jimmie Jackson, Columbus, GA



Dear Jimmie,

The unbreakable wall is definitely unbreakable – but there's a better way to get by it without breaking it. Kick in the air by the wall and you'll find some invisible blocks. Use these blocks as stepping stones to get over the wall. Be sure to avoid the green spring on the other side of the wall – it will send you vaulting back to Level 6-3.

Game Got You Baffled?

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

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



MAVEN

DISTRIBUTING



CALL TOLL FREE

800-647-2045

ANYWHERE IN U.S.



THE MIDWEST'S GAME & ELECTRONICS DISTRIBUTOR

- ★ Call Now
- ★ Thousands of Game Cartridges in Stock
- ★ Gameboy™
- ★ Nintendo™
- ★ Sega/Genesis™
- ★ Wireless Joy Sticks
- ★ Accessories
- ★ Hand-Held Games
- ★ Fast and Friendly Service
- ★ Newest Releases & Hard-To-Find Classics
- ★ If You Don't See it... Ask for it
- ★ All Your Favorite Games
- ★ Action Sets by Nintendo™
- ★ Game Cleaning Systems
- ★ Rock Bottom Pricing

SOFEL **GENESIS**

TAITO **KEMCO SEIKA** **TECMO**

TRADEWEST **SETA** **VIC TOKAI**

DATA EAST **KOEI** **CAPCOM USA**

Nintendo
ENTERTAINMENT SYSTEM

BANDAI

HOT-B



KONAMI

TAXAN
Consumer Division

HUDSON SOFT



CULTURE BRAIN

ROMSTAR

HI TECH
EXPRESSIONS
At The Heart of Fantasy™

JALECO

BULLET-PROOF SOFTWARE™

ULTRA

HAI
HAL AMERICA, INC.
The Nintendo Specialists.

FCI

NEXOFT



NAKI INDUSTRIES

AKkaim
ENTERTAINMENT, INC.

SNK

SUNSOFT

NINTENDO, NINTENDO ENTERTAINMENT SYSTEM, AND GAME BOY ARE TRADEMARKS OF NINTENDO OF AMERICA, INC. SEGA AND SEGA/GENESIS ARE TRADEMARKS OF SEGA OF AMERICA.

- ★ VCR'S, Camcorders, Big Screen TV's, Fax Machines
- ★ Televisions, Compact Disc Players, Blank Audio Tape
- ★ Video Tape for VHS, BETA, 8mm & C-Size
- ★ Tripods, Lights & Wireless Microphones

SONY **JVC**

RICOH

Technics

BELL Phones
BY NORTHWESTERN BELL PHONES

MAGNAVOX

Panasonic-Industrial

MINOLTA

TECH

Canon

NADY



Scotch

MURATA

TOSHIBA

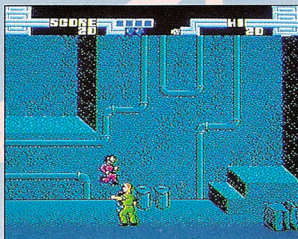
FAX NUMBER: (708) 827-3568

MAVEN VIDEO • 1575 ELLINWOOD • DES PLAINES, IL. 60016

Short ProShots

Nintendo

Total Recall (Acclaim)



If you've been wowed by this summer's block buster sci-fi hit, *Total Recall*, starring the iron man himself, Arnold Schwarzenegger, you'll be thrilled to know that an upcoming NEC title of the same name and concept is on its way. Plunged head-first into the year 2075, you as the main character, Quaid, must cope with a variety of unknown dangers when you fall victim to a conspiracy in which dreams and reality become virtually indistinguishable. Brainwashed by a cerebral implant, you can trust no one as you travel abroad collecting a series of hi-tech weapons necessary to aid you in your quest, and eventually to help you win the final, ultimate confrontation on Mars.

Ultimate Basketball (American Sammy)



Hey, hoopsters, *Ultimate Basketball*, a newborn B-ball title for the NES, is on its way, and it's just itchin' to get some court time on your home system. Pop that baby in, choose your own personalized starting line-up, and head off to the court for some fast paced full-court Ball, complete with zoom-in shots of all your mega-powerful plays. An added bonus: When the going gets really tough and your manpower begins to fizzle, you can take tired players out and replace them with fresh players. With so much B-ball action and so many options packed into one cart, you'd be hard pressed to find any other way to get so up close and personal with professional basketball.

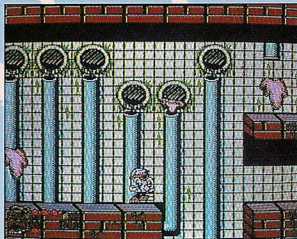
Puzzle (American Video Entertainment)



When it comes to *Puzzle*, a fresh and reasonably priced (under \$30.00) cart for the NES, reality has a strange way of shifting position in the mere blink of an eye. Within the crazy mixed up schema of this game, one minute you find yourself gazing at an ordinary picture of

something such as the Statue of Liberty and the next minute it's been scrambled into a completely nonsensical collage. Racing against the clock, it's now your task to put these pictures (eight regular and two bonus) back into their original form. How? By manipulating the mismatched pieces around the screen. Think it's a breeze? You'll be surprised how confused you become when you begin to forget what the picture looked like before it was mixed up! If this all sounds a bit "puzzling" it is but, hey, the confusion is half the fun!

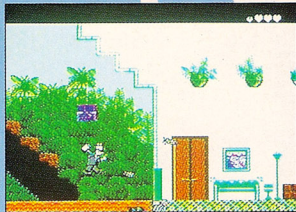
California Raisins (Capcom)



Tragedy has struck California's loveable singing sundried-boys. In their premiere cartridge appearance, the Grape Escape, those rockin' raisins, and all their music, have been taken hostage by an envious, rival band, the Wild Bunch. Trapped high in the penthouse suite of Sky High Records, the Raisins can't get out unless someone can recover the four missing golden notes that act as keys to the Sky High's mega-secure door locks. Scattered throughout four, precarious exotic places, you'll have a 'high-time on the grapevine' while trying to recover those keys. Give this hair "raisin" adventure a try, and help get those guys to their concert on time!

Pesterminator (Color Dreams)

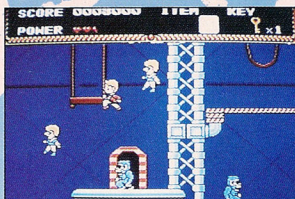
The hour of insect reckoning has arrived. Now, for all those bugs you inadvertently and maliciously squashed over the



a game that tests your memory by having you remember which window, out of several, the Muppets are hiding behind. You're in very good company with this loveable crew who loves to make learning-time seem more like playtime.

Circus Caper (Toho)

years, revenge is on the horizon. As Kernal Kleanup, the familiar character from the Western Exterminator pest control company, you've got to put a stop to the evil doings of Ronnie the Super Rat, a genetically mutated lab-rodent who's decided to practice pest control on humans. This raunchy rat has stationed himself on the dark side of the moon, and it's your mission to take your trusty bug-squasher mallet and find this crazy rat before he lets the pests get the best of us all.



For all you kids out there, both young and old, who've ever entertained the thought of running away to join the circus but were too chicken to do it, have we got news for you! Circus Caper allows you to totally immerse yourself in the thrill of life under the big-top and still be home in time for dinner! The fun begins when young Tim decides to visit the circus only to discover that something is very wrong. Before he can think twice, Tim suddenly finds himself trapped in a funky nightmare, face to face with evil clowns, ferocious beasts, and high-wire maniacs. Armed with just a simple yo-yo, a soccer ball, and his own wits, Tim must maneuver his way through six horrific levels of circus action, complete with go-carts, a shooting gallery, and even, gulp, Godzilla!

Sega Genesis

James "Buster" Douglas Knockout Boxing (Sega)

After James Douglas knocked out Mike Tyson he headed over to Sega of America and scored big once again! He joins the Sega team by putting his name to,



what else, a boxing title! The cart features arcade-style (in fact, it looks just like Final Blow) boxing action. You go head-to-head with other boxers from a side view. The graphics are great (really big sprites), and the sound is good. You'll almost feel like you're in the ring, but fortunately you won't feel the pain when you get KO'd!

Super Monaco GP (Sega)



Super Monaco GP brings it on home with the arcade-style racing action that made this title a smash coin-op. Look for all of the same great graphic features that gave the arcade hit that heart-stopping sense of action. Your car features great handling – you shift gears and monitor speed and other variables – and you're also low to the ground for a realistic race-car perspective. You get a great racer, tough Grand Prix tracks, and big prizes. What more could you want? You'll be on the fast track to success in no time at all.

Big Bird's Hide and Speak (Hi Tech Expressions)



Big Bird's got something special in store for all you little ones out there, and he's itchin' to talk about it in Big Bird's Hide and Speak. In the first real talking NES game, Big Bird helps you practice your reading, spelling, and memory skills. Some of your other favorite pals such as Grover and Bert join in on the fun and games too. What kind of games? Well, there's How Many Words, a challenging game where you must create as many words as you possibly can with just one group of letters. If you prefer a little mystery there's also Muppet Hide and Seek,

The Future Of Video...

WITH
"ALTERED
BEAST"
GAME!

**is only
16 bits
away!**

Why settle for the present?

Move up to the future, with

the most advanced game

systems ever... Sega's

Genesis and NEC's

Turbo Grafx-16. Powered by

16-bit technology, these

systems provide the most

intense graphics, sensational

speeds, and the best play

challenges *ever*. They are the

future, and they are now, at

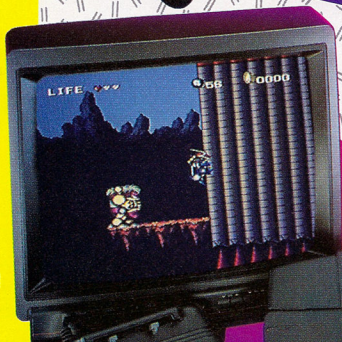
your nearby Toys "R" Us!

SEGA
GENESIS



POWER BASE CONVERTER*

NEC



TURBO STICK CONTROLLER*



COMPACT DISC PLAYER*

TOYS "R" US

*SOLD SEPARATELY.
MONITORS NOT INCLUDED.



**VIDEO REPLAY
PAYS THE
HIGHEST
PRICES!**

\$30
UP TO
FOR YOUR USED...

Nintendo®

TURBO GRAFX 16™

GENESIS®

**GAME BOY™
GAME CARTRIDGES**

WE SELL VIDEO GAMES

**JOIN VIDEO REPLAY'S
VIDEO CLUB**
"YOU RECEIVE..."

- BULLETINS for SPECIAL DISCOUNTS
- OUR MEMBERSHIP CARD & MORE

Send us \$5 and this COUPON NOW...

Name _____

Address _____

City _____ Zip _____

VIDEO REPLAY INC.

97 SHERWOOD AVENUE
FARMINGDALE, NY 11735

TurboGrafx-16

Psychosis (NEC)

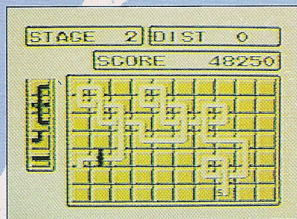


Do you remember the last time you had a horrific nightmare and the great sense of relief you got when you woke up and realized it was all in your mind? What if, by chance, an evil being came along and trapped you inside of that nightmare world? What would you do then? Well, if you're willing to take a chance and find out the answer to that question, then keep an eye peeled for Psychosis. In this technicolor game you are trapped inside your own mind by the Devil himself, Ugar. With nowhere to run and no way to cry out for help, you have no choice but to face the gruesome creatures of Ugar's world. Your only weapons are a special vehicle created by your mind and other items (lasers, thunder etc.) you collect along the way. Proceed with caution, if you dare!

Game Boy

Pipe Dreams (Bullet Proof)

There's no escaping the wrath of a leaky faucet – at least not when it comes to that well known plumber's plague, Pipe Dreams. Now, that oozing sewage slop called "floopz" has leaked its way right off the NES and onto its baby brother, the Game Boy. With seven basic pieces



of pipe to work with, the object of the game is to fit them together accordingly. Why? Remember the flooz? Well, it is flowing through your pipe-creation, and if you don't remain at least three pipe joints ahead of the flow there's going to be flooz oozing all over the place.

Duck Tales (Capcom)



Scrooge McDuck is at it again in Duck Tales for the Game Boy. Yes, that crazy quacker and his brainy brood of nephews, Huey, Dewey, and Louie are all in on a crazy adventure to recover the Five Lost Treasures. Offering Scrooge their expert advice, the boys lend a wing in getting Scrooge into a multitude of precarious positions during his excursions to the ends of the earth. The African Mines, the Amazon, the Moon, and the Himalayas are a few examples of the far away places Scrooge finds himself trekking through. Will Scrooge McDuck become the richest duck in the world, or will he simply get his "goose" cooked trying?!

NEXT ISSUE

In the October issue of GamePro we'll be visiting with spooks, ghouls, ghosts, and other creepy monsters in our Halloween special. Titles we'll preview include:

Castlevania III
Frankenstein
Psychosis
Werewolf
Draco's Night Out

Also, Classic Halloween titles from the past and much more!

Other hot ProViews include...

For the NES
Wizardry
Dragon's Lair

For the Genesis
Whip Rush
Monda's Fight Palace

For the TurboGrafx-16
Dragon's Curse

For the Game Boy
Duck Tales
Ishido

Plus...
Short ProShots
S.W.A.T.
ProChallenge

and all the rest of your favorite
GamePro stuff!

The winners of the Mean Machine Sweepstakes are as follows:

1st Place: Travis Herman

2nd Place: Ken Johnston, Shaun Daugherty, and Bobby Corsaro

3rd Place: Ben Garber, Ben Aragon, Keith Parker, Jon Payne, and Joseph Tesoro Jr.

4th Place: Dave Payne, Steven Koncelik, Arnold D. Carols, Tad Bauer, Vien Tan, Bryant J. Bulao, Gary Altizer, Kristian G. So, Robert Oppito, and Roger Winston.

5th Place: Oscar J. Diaz, Breidan Reid, Christopher Timony, Pat Arellano, Quentin Fisher, Brian C. Morgan, Oliver Heath, Eric Hunter, Ben Rifkin, Kenji Higa, Richard Moore, Kathi Popovich, Todd Johnson, Minerva Monoz, Erik Larsen, Edgar Perez, Paul Modjeski, Mar Chaiyanuwong, Stanley Shain, Greg Laniewski.

Our apologies to DreamWorks!! We mistakenly listed Target Earth as a Genesis title by Sega of America. Target Earth is published by DreamWorks for the Sega Genesis.

**DIRECT
DISTRIBUTORS
1-203-395-0851**

Call For Wholesale Prices

- Wizardry
- Klax
- Nightmare on Elm St.
- Pictionary
- Rally Bike
- Final Fantasy
- Magic Kingdom
- Gale Man 3 (Fall)
- T.M.N.T. 2 (Fall)
- Dragon Spirit



Attention:
VIDEO STORES



- Solstice
- King Neptune
- Side Pocket
- Battle Chess
- New Genesis Games
- New Turbo Grafx Games
- Japanese Games & Systems
- Neo Geo
- Accessories
- Best Prices - Guaranteed
- Fastest Service - Guaranteed

GAME BOY

If We Don't Have It-
They Don't Make It!!

Businesses Only

GAME WORKS

1-405-359-8718

CHECK • MONEY ORDER

A Few Examples Of Our LOW Prices!!

Nintendo GAME BOY

TITLE	OUR PRICE	TITLE	OUR PRICE
Abadox	46.99	Gameboy System	99.99
Archon	36.99	Alleyway	24.99
Arkista's Ring	40.99	Baseball	24.99
Ataraxus	37.99	Bases Loaded	29.99
Bad News Baseball	47.99	Boomer's Adventure	24.99
Baseball Simulator 1000	45.99	Buggs Bunny Crazy Chase	24.99
Baseball Stars	44.99	Castlevania	24.99
Bases Loaded II	45.99	Daedalian Opus	27.99
Battle Of Olympus	37.99	Demistry	27.99
Big Foot	45.99	Empire	24.99
Buggs Bunny 8-Day	45.99	Fist of the North Star	26.99
Captain Skyhawk	46.99	Fortress of Fear	27.99
Challenge the Dragon	41.99	Golf	24.99
Chiller	26.99	Heinleyko Allen	25.99
Circus Caper	45.99	Hyper Lode Runner	24.99
Crystal Mines	40.99	Jeopardy	29.99
Crystalis (Sept.)	49.99	Lock-N-Chain	24.99
Dick Tracy (Aug.)	47.99	N.F.L. Football	25.99
Double Dragon	46.99	Navy Blue (Aug.)	29.99
Dragon Spirit	41.99	Nemesis	27.99
Escape from Atlantis	45.99	Motocross Maniacs	25.99
Event and Lendl Tennis	41.99	Penguin Wars	26.99
F-15 City War (Aug.)	32.99	Pipe Dream (Aug.)	29.99
Fast Break	45.99	Poppye (Aug.)	24.99
Fester's Quest	35.99	Q-Billion	29.99
Final Fantasy	51.99	Quik	24.99
Genghis Kahn	58.99	Quik	24.99
Guardian Legend	39.99	Revenge of the Gator	24.99
Image Flight	45.99	Shanghai	26.99
Ironword	47.99	Solar Striker	24.99
Kid Kool	40.99	Spiderman	29.99
King Neptune's Adv.	41.99	Super MarioLand	24.99
Klax	39.99	Tennis	24.99
Last Starfighter	41.99	Volleyball	28.99
Little League Baseball	40.99	Wheel of Fortune	29.99
Mud Max	46.99	Wizard's Warriors X	27.99
Maat Conspiracy	43.99		
Major O'Scheherzade	42.99		
Major League Baseball	31.99		
Master Chu	39.99		
Mechanized Attack	39.99		
Metal Fighter	39.99		
Monster Truck (Aug.)	39.99		
Mt. Pac-Man	39.99		
MTV Remote Control	37.99		
Narc (Aug.)	45.99		
Ninja Gaiden II	49.99		
Nobunaga's Ambition	55.99		
P-Radius	41.99		
Postermentor	41.99		
Pinball Quest (Aug.)	40.99		
Pipe Dream (Aug.)	43.99		
Puss-N-Boots	42.99		
Puzzle	32.99		
Rally Bike	44.99		
RBI II	44.99		
Rescue Embassy Mission	46.99		
Robo Cop	45.99		
Rocket Ranger	47.99		
Romance of a Kingdoms	36.99		
Shingen the Ruler	47.99		
Silkworm	47.99		
Spike's Revenge	45.99		
Solstice (Aug.)	43.99		
Spot (Aug.)	45.99		
Starlight Hectar	37.99		
Super Dodgeball	39.99		
Super Off Road	45.99		
Tecmo Wrestling	44.99		
Total Recall (Aug.)	45.99		
Vegetas Dreams	46.99		
Wall Street Kid	45.99		
Wheel of Fortune Family	45.99		
Win, Lose or Draw	37.99		
Wizardry	47.99		
World GP	47.99		
Xybots (Aug.)	45.99		

SEGA GENESIS

System	179.99
Arcade Power Stick	47.99
Air Diver	47.99
Alterrur II	51.99
Alex Kidd	27.99
Arnold Palmer Golf	47.99
Budo Kan	51.99
Call	51.99
Forgotten World	52.99
Ghostbusters	69.99
Ohno's Ohno's	52.99
Golden Axe	57.99
Herzog Zee	41.99
Last Battle	47.99
Master Defender	52.99
Phantasy Star II	63.99
Pat Riley's Basketball	47.99
Pippin	51.99
Rambo II	47.99
Revenge of Shindoi	53.99
Shove-It	39.99
Space Harrier II	47.99
Super Hang-On	47.99
Super Hydride	52.99
Super Thunderblade	47.99
Target Earth	47.99
Thunder Force II	51.99
Tommy Lasorda Baseball	55.99
Truxton	47.99
World Championship Soccer	38.99
Zoom	44.99

LYNX

Light Lightning	39.99
Chap's Challenge	39.99
ElectroCop	39.99
Games of Zenobee	39.99
Gauntlet	38.99
Rampage	39.99

System 167.99
CD-Rom 379.99
Many, Many Titles-CALL!!

NO MEMBERSHIP FEES - NO CLUBS TO JOIN

For a FREE list of over 500 games & accessories send the coupon below plus 25¢ postage & handling to: Game Works, 1920 E. 2nd, Ste. 195, Edmond, OK 73034

Name _____ Address _____
City _____ State _____ Zip _____

ALL ORDERS SUBJECT TO SHIPPING CHARGES AS FOLLOWS

(Call for outside Continental U.S. charges):
UPS Ground-1 piece . . . \$4.75 Each additional . . . \$1.25
UPS 2nd Day Air-1 piece . . . \$6.50 Each additional . . . \$2.50

- Call for game system shipping charges and New Release information.
- Prices & game availability are subject to change.
- Lynx, Nintendo, Sega Genesis, Turbo Grafx and Gameboy are registered trademarks and are not related to Game Works nor are we endorsed by them.
- Personal checks must be held 2 weeks for clearance, no exceptions!



Nintendo "Game Boy"
SELL 60 ITEMS

Franklin Spell Checker
SELL 26 ITEMS

Valterra Skateboard
SELL 21 ITEMS

Tyco Race Set
SELL 24 ITEMS

Seylor Snow "N" Surf Tube
SELL 7 ITEMS

The Aqua Tank
SELL 10 ITEMS

CBS CD's & Cassette
SELL 7 ITEMS



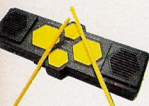
Super Mario Brothers Pinball
SELL 19 ITEMS



Lorus C



G.E. 2-Head VCR
SELL 130 ITEMS



Beat Sound Electronic Drum
SELL 11 ITEMS



Casio Mini-Keyboard
SELL 22 ITEMS



Sony Watchman 2" TV
SELL 65 ITEMS



Wilson "Aerion" Soccer Ball
SELL 12 ITEMS



The Coke Phone
SELL 11 ITEMS



Teenage Mutant Ninja Turtles Game
SELL 9 ITEMS



Academy 2-Man Tent
SELL 12 ITEMS



Music-Mate Compact Stereo System
SELL 60 ITEMS



Conair Hair Dryer
SELL 10 ITEMS



Timex "Aerobix" Watch
SELL 11 ITEMS



Wilson "Joe Montana" Football
SELL 10 ITEMS



Deluxe Gumball Ball
SELL 8 ITEMS



G.E. Walkie Talkie Set
SELL 11 ITEMS



Brown Calligraphy Marker Set
SELL 7 ITEMS



"Wiz" Personal Locker
SELL 12 ITEMS



Unisonic Memory Bank Calculator
SELL 14 ITEMS

ALL THIS— AND CASH, Too!

Hey—it's for real! Just join the **Olympic Sales Club!** Here's the deal: you sell our products to your family, friends, and neighbors, and you earn **outrageous prizes or big bucks**... or **both**—all by yourself!

We'll give you **two dollars** for every item you sell—no other sales club offers more!

All you have to do is call our toll free number: **1-800-777-8907.**

You'll get **totally free**—a complete sales kit, including an **awesome prize catalog** packed with neat stuff just for you, and a bunch of **hot tips** on how to pump your sales to the max!

Sounds too good to be true? Well, **even the call is free**—so grab the phone **right now** and find out! **Call now!**

1-800-777-8907
Just ask for Rose!



Olympic Sales Club, Inc.
Dept. 90GP8
Enfield, CT 06082



Sell for Club 0,
and watch your cash
pile grow!



NFL Films Video
SELL 10 ITEMS



Teenage Mutant Ninja Turtles Sleeping Bag
SELL 15 ITEMS



Gladiators Game
SELL 10 ITEMS



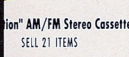
Wilson "Michael Jordan" Basketball
SELL 8 ITEMS



W.O.W. "Jaminator" Electronic Guitar
SELL 55 ITEMS



Arcade Basketball
SELL 14 ITEMS



AM/FM Stereo Cassette
SELL 21 ITEMS



Black Snow "Super Magul Monster" Snow Board
SELL 30 ITEMS



"Electric Flo" Packs
SELL 10 ITEMS



Tiger "Bo Jackson" Football/Basball Electronic Game
SELL 15 ITEMS



Tasso Junior
SELL 10 ITEMS



Blackstone Magic Set
SELL 7 ITEMS



Magnavox Portable CD Player
SELL 85 ITEMS



Magnavox 13" Color TV
SELL 110 ITEMS



Intex 2-Man Boat Kit
SELL 14 ITEMS



Roseart Deluxe Art Caddy
SELL 8 ITEMS



Nintendo "Action" Game System
SELL 60 ITEMS



Huffy 20" BMX Bicycle
SELL 60 ITEMS



Nikko "Turbo Warrior" R/C Car
SELL 19 ITEMS



Girl Talk "Diva" Game
SELL 10 ITEMS

FOR THE FIRST TIME, AN ARCADE HIT FOR ALL GAME SYSTEMS!

KLAX™, the latest, hottest arcade puzzle game, comes home — for play on *all* major game systems!

Appearing first on the NES® KLAX will soon be available on Genesis® TurboGrafx™ and home computers.

KLAX makes you move fast — and think faster!

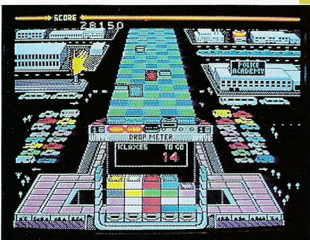
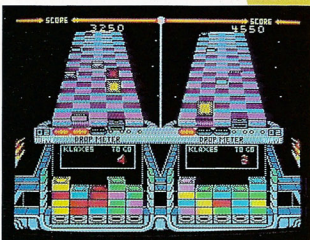
Catch colored tiles coming down a conveyor belt. Score big points by arranging them in stacks and rows.

You'll go nuts trying to catch them all — while figuring out where to stack them before you run out of room!

But the hardest part is pulling yourself away from this fun, fast, and totally mind-boggling game!

MANUFACTURED BY TENGEN
MADE IN U.S.A.

**NEW
RELEASE!**



Tengen's products are designed and manufactured in USA by Tengen. They are not designed, manufactured, sponsored or endorsed by Nintendo.

Displays shown are from the Nintendo version. Displays and features from other versions may vary. KLAX: TM Atari Games, licensed to Tengen, Inc. ©1990 Tengen, Inc. Nintendo and Nintendo Entertainment System (NES), Genesis, and TurboGrafx are trademarks of Nintendo of America, Inc., Sega Enterprises Ltd., and NEC Technologies, Inc., respectively.

ORDER TODAY!
VISIT YOUR RETAILER OR CALL
TOLL-FREE WITH VISA/MC:
1-800-2-TENGEN
(1-800-283-6436)



Tengen's hot lineup of over a dozen super arcade hits includes these exciting titles. Order them today!

TENGEN
ARCADE HITS FOR ALL GAME SYSTEMS
1623 Buckeye Drive, Milpitas, California 95035



NEED WE SAY MORE?

Ultra® dares you to defy the impossible. But if you accept, be forewarned. You and your trio of Impossible Mission Force agents will infiltrate a six level maze of unthinkable danger. A fortress of international evil designed to sap every ounce of your brains and brawn. At each turn you must fend off snipers and fire bomb maniacs. Elude spy cameras and robot sentries. Escape from countless enemies in hot pursuit. All in your desperate search for booby-trapped clues, secret ID cards and life-saving switches.

And why? Because the worldwide terrors known as the Sinister Seven have kidnapped Dr. "O," his nuclear military defense

system and IMF agent Shannon Reed, and now they threaten to wreak planetary chaos.

Luckily, your agents are well schooled in the art of espionage and possess their own favored fire power, from rifles to remote control cluster bombs. But that's no guarantee you'll make it past brutes like Slash Stiletto, Blitz Blizzardski and the Iron Claw. If by chance you do, there's always the hyper speedboat chases through Venice, hand grenade ski runs down the Swiss Alps, and prison camps in the Pyrenees mountains.

Remember, should you choose to accept this mission and fail, you, your Nintendo®, and the world will self-destruct in five seconds.

ULTRA
GAMES