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GAMEPRO™

December 1989
An IDG Communications Publication

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**28 Pages of
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You've Just
Gotta Have**

**Rolling Thunder
Dynamite Dux
The Last Battle
Alien Crush**

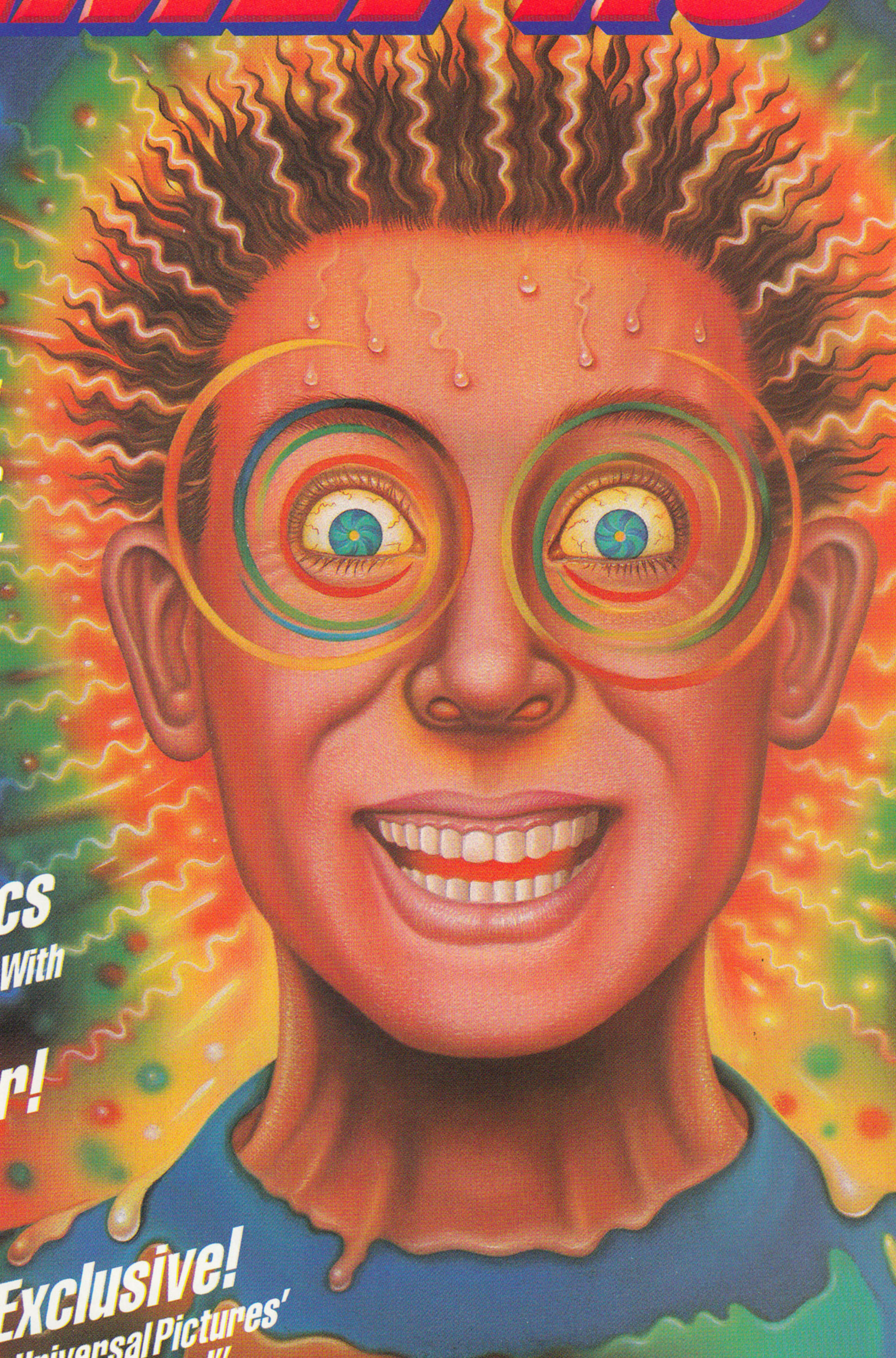
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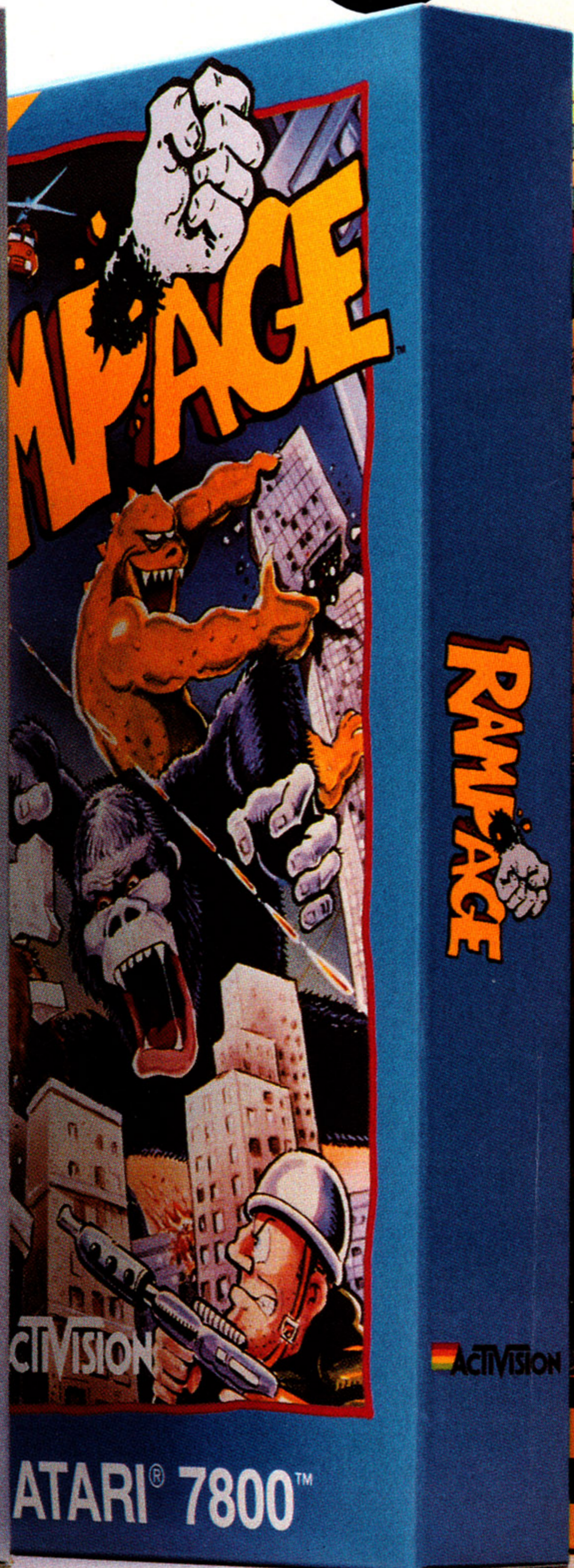
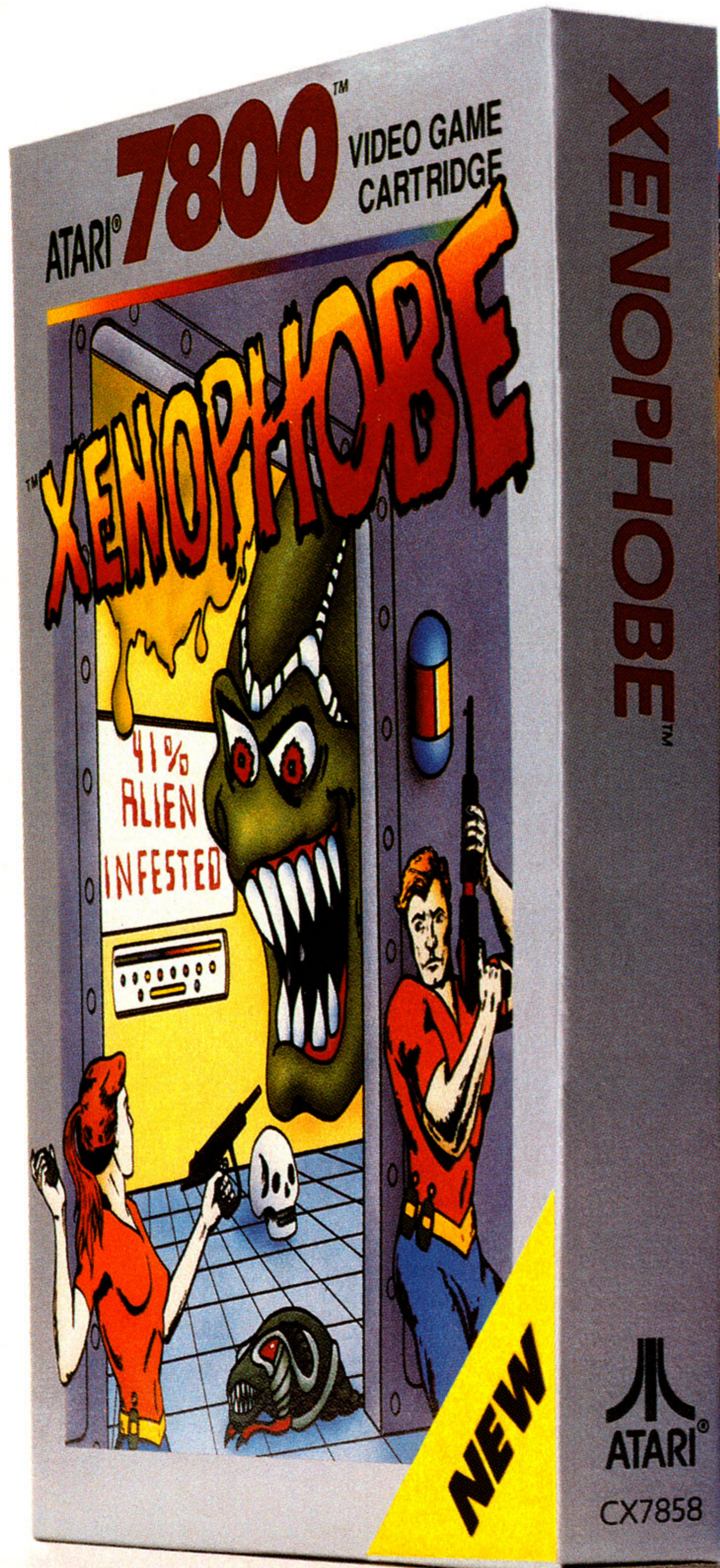
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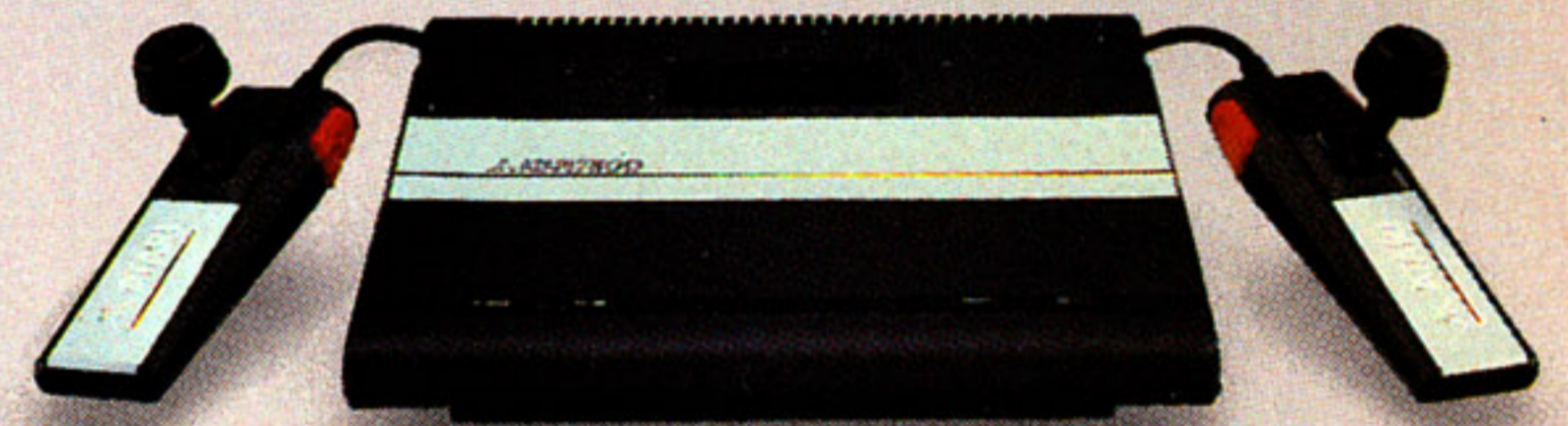


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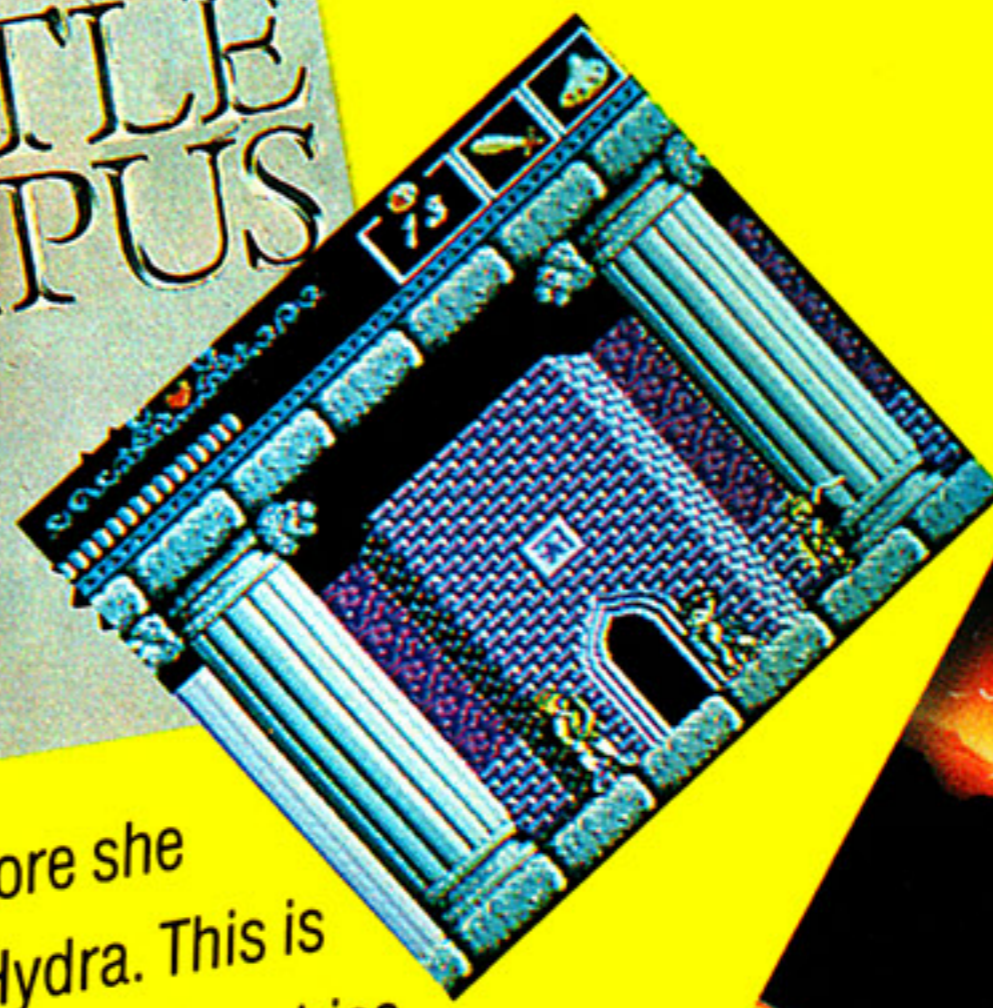
*Sept./Oct. 1989 issue.



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TOP 10 ranking by Nintendo Power*!



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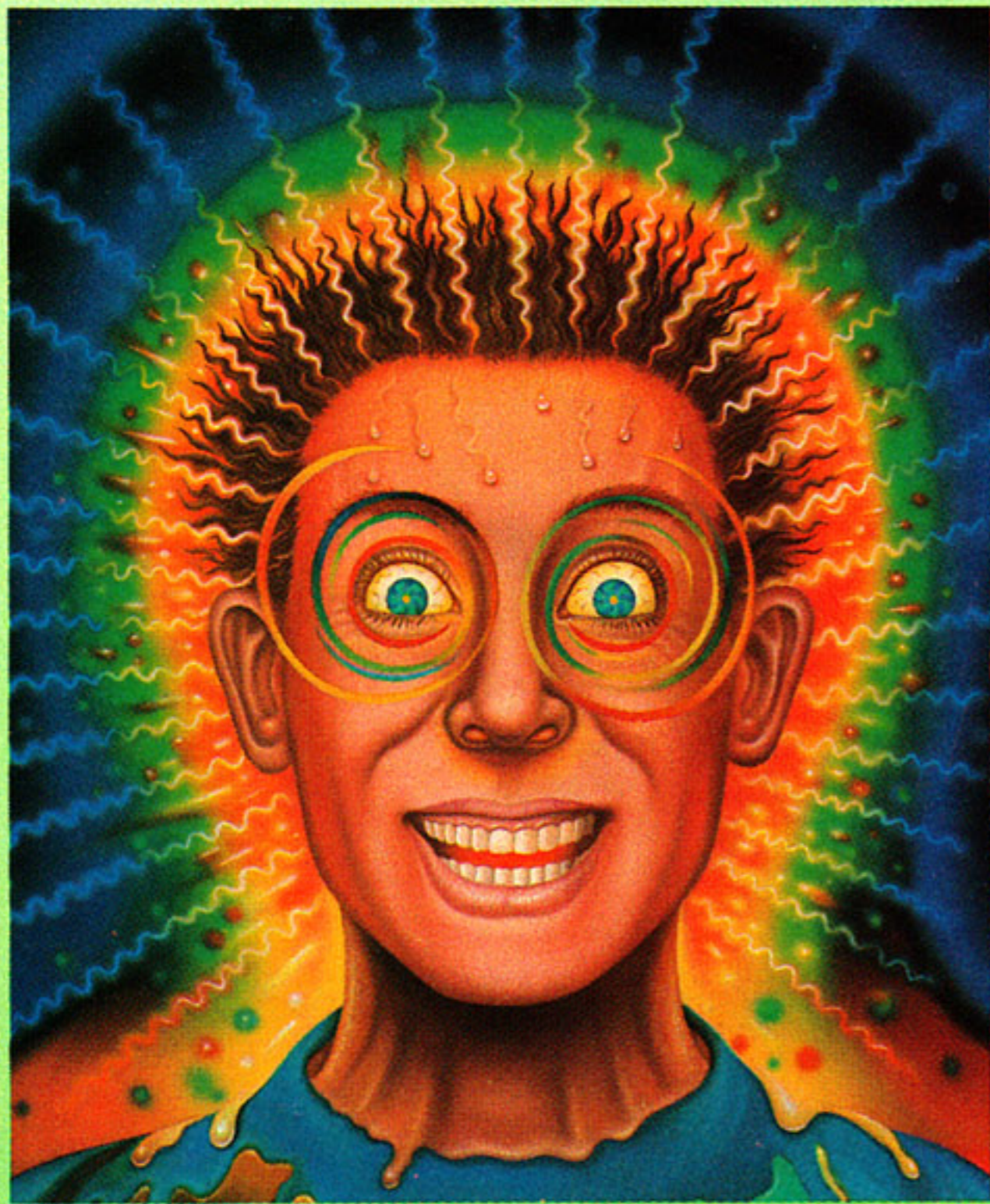
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Jam-Packed Holiday Issue!

By the GamePros



WOW! If we're looking a little wild-eyed, you can hardly blame us! Two big quakes have hit the nation this year! Here in California we rocked and rolled in the October quake. But the bigger quake to hit the U.S. this year is the flood of new video game products rolling on to re-

tailers' shelves this fall and holiday season. With Genesis, TurboGrafx, Game Boy, Lynx, U-Force, the Power Glove, new peripherals, and a ton of new game titles pouring into the video game market, it's the biggest shake-up to hit GamePros everywhere since the resurgence of the popularity of home video gaming.

Do not despair! This onslaught of products may seem overwhelming but GamePro is here to guide you through it. For this holiday issue we've picked out some of our favorite titles. Inside you'll find ProViews on 15 new titles for everything from Nintendo to Game Boy to TurboGrafx and Genesis, including maps and hints for the last two levels of Super Mario Land. In the ProClassics feature we revisit that galactic shoot-em-up classic, Zanac. Plus, there's the usual collection of fab S.W.A.T., Reader Tips, and Ask the Pros, ready to rocket your scores to new heights. And don't forget to check out the further adventures of our favorite hero, Game-Pro! This issue he'll escape from Blaster Master and learn more about the mysterious dimension he finds himself trapped in. And finally, in Cutting Edge we'll take a look at Acclaim's fabulous Remote Controller, as well as give you a few hints and tips on getting to know your U-Force and Power Glove.

So don't panic! This is one shake-up that GamePros everywhere will welcome. We're heading into a new age of video gaming and it promises to just keep getting better and better. And as always, we'll do our best to keep you up to date on the latest.

GAMEPRO

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Hooked On GamePro Art!

Just a little note to let you know what an excellent job you are doing. The first issue I ever saw was the September/October 1989 issue of your magazine, and I instantly fell in love with it. You are by far the best, most informative magazine yet. There was nothing I didn't like. You can expect a subscription from me. And that's saying a lot since I like to preview before I buy.

You reviewed the game Phantasy Star in your last issue. In all of my reading of other video game magazines I have never seen this game reviewed. I'm really glad you did, though, because \$70.00 is a lot to pay for a game. And I wanted to be sure.

Your visuals and art work are astounding. You're really collaborating with some good artists and layout people. Good work guys! Keep up the brilliant work!

Jeremy Pack, Bandon, OR

Thanks! We think our artists and creative design team are pretty fantastic too! In fact, GamePro just won a third place medal for Outstanding Design and Production in the 1989 Ozzie Awards. The Ozzie's are a kind of Academy Awards for magazines! - Ed.

I've played and finished Phantasy Star and it beats them all!! When I saw the picture of it in GamePro I said, "I have to have that." So the question is, how can I order one? I will do anything to get it. I must have it!

Dan Adams, Waukegan, IL

That's one of our favorite pieces of art also! It really captures the spirit of Phantasy Star. Unfortunately, we don't currently have any plans to sell prints of it or make it into a poster.

But you never know. If enough people write in... - Ed.

PC Engine vs. TurboGrafx-16

I've purchased a PC Engine from Japan a few months ago. I was wondering if PC Engine games work on the new TurboGrafx system from NEC? And also, do TurboGrafx games work on NEC's PC Engine?

Howard, Houston, TX

We called NEC for the answer to this one. They report that games for the two systems are not com-



pable, except those designed for the CD Rom. CD Roms are still interchangeable between the two units! - Ed.

And the Debate Continues...

I just finished reading my first copy of GamePro and I'm thoroughly impressed by your magazine's fair coverage of all of the game systems, as well as the level of intelligence with which these articles are written. Other magazines seem to aim their publications at a strictly teen audience.

I was also impressed by your coverage of games for the Atari 7800 and XE, as well as the Sega Master System—three systems that

are highly underrated and overlooked by other magazines.

Dennis Chimelis, Bellport, NY

I'm very impressed with your publication and just subscribed to it. I like your very large SWAT section and exceptional coverage of the 16-bit game systems. I only have two complaints. First, you shouldn't put Atari in your magazine. Atari is the past. And second, please talk more about the Sega Genesis.

Darren Beam, Baytown, TX

I think you should have more information on the Atari 7800. It's a great system, with good graphics and some of the best games around! My friends and I agree it beats out Nintendo any day.

Johnny Montalvo, Brooklyn, NY

We love it! All readers are passionately devoted to their favorite gaming system and would like to see more of it in GamePro. As always, we're committed to continuing coverage of all the home video game systems! And we'll do it in a way that's based on our information from readers. So keep those cards and letters coming! - Ed.

So, Tell Us What You Think.

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

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P R E P A R E F O R A

WICKED FANTASY

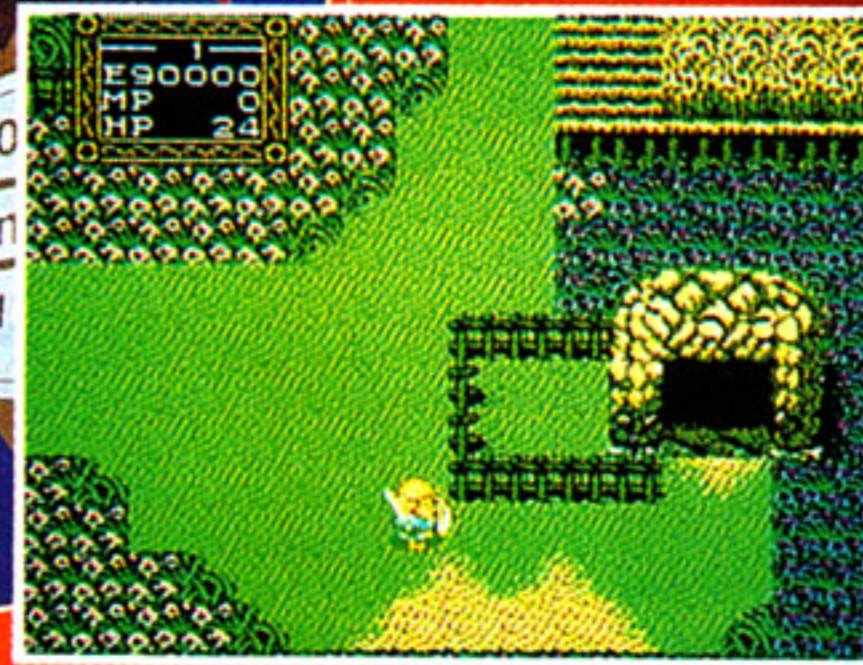


Travel back to a time of sorcery and magic when the evil Queen Bavmorda ruled the land under a reign of terror.

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As Willow, the child's chosen protector, you must face the deadly challenge of mysterious forests and villages while battling the Queen's Nockmaar army. In the meantime, your fate depends on collecting an arsenal of swords, shields and magic for the ultimate confrontation with the Queen!

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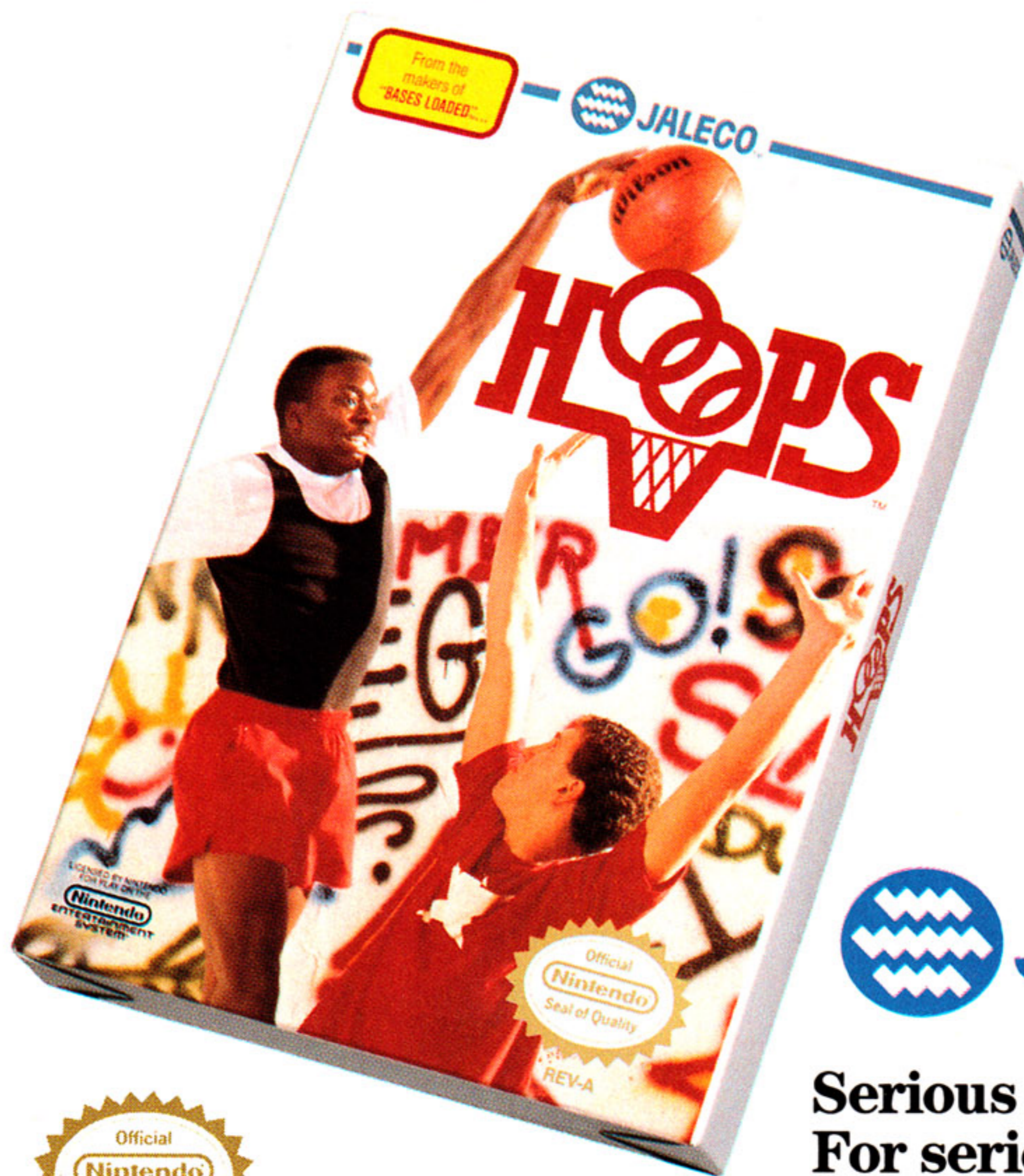
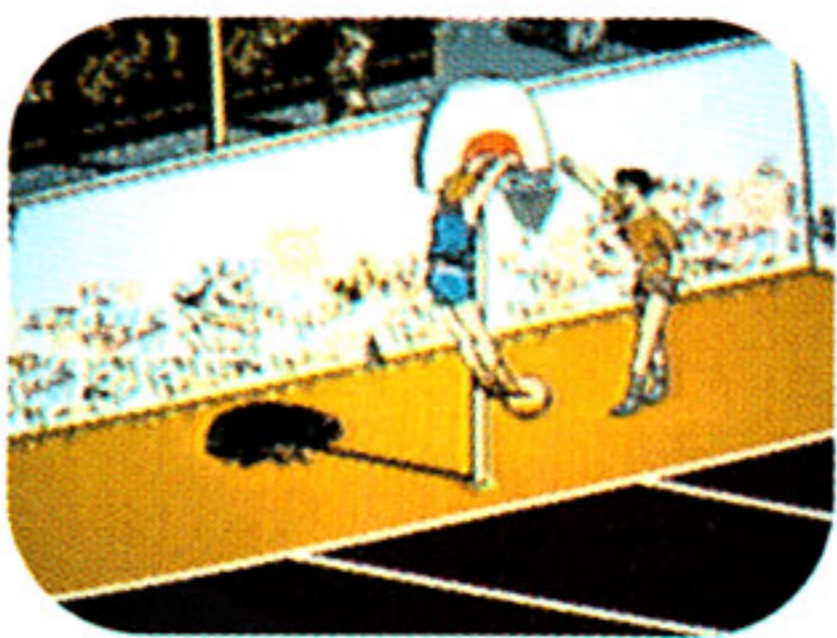
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The Cutting Edge

Double Player Firepower From Afar

You've finally got the upper hand in a heated battle with the Abobos. Suddenly you're hit with a humongous craving for those chocolate chip cookies sitting on the counter not more than 20 feet away. Oh no! Do you satisfy the munchies or do you beat the Abobos. With Acclaim's Wireless Infrared Remote Controller, you can punch and munch at the same time! In fact, you can cruise around the room, check out what's happening on the street between reverse jump kicks, and even answer the phone without getting wiped out!

This nifty little device uses an infrared beam to lock on to your game from any part of the room. Just plug the Infrared Receiver into your Nintendo unit. The receiver can sit on top of your NES or directly on top of the T.V. As long as there's a clear, unobstructed path between the Infrared Receiver and your Remote

Controller, you can play games from up to thirty feet away with pinpoint accuracy. Go ahead! Dive, roll, grovel on the floor - you won't get tangled up in wires! And there are no wires to unravel when you set up your NES! The Remote Controller takes 4 AAA alkaline batteries and features a rapid-fire mode. You can use this unit with most Nintendo games, although some older games won't work with infrared technology. (Note: In some jumping games, Rapid-Fire Mode impairs your ability to jump, and it's better to use Single Fire Mode). The Wireless Infrared Remote Controller works with one or two player games, but with two player games the second player has to use a regular controller.

If that doesn't sound fair, don't worry; Acclaim's newly released Double Player System enables you and your buddy to rock and roll head-to-head. The Double Player system

Power A Playability


consists of two wireless controllers and one Double Player Infrared Receiver. In addition to remote game-playing capability, the Double Player controllers have some great additional features, including Slow-Mo and twin Turbo Rapid-Fire for both the A and B buttons. The Double Player system works with both one and two player-alternating and head-to-head games. Don't let wires hog-tie your gameplaying. Cut loose with infrared remote control! The Wireless Infrared Remote Controller costs \$39.95 and the Double Player System is just \$44.95.



Tools: ty Profile

Power Glove

Grab The Glove and Power-up

Unless you've been in a cave for the last six months you've heard all about it—the Power Glove! This device blasts gaming into the third dimension. Just slip your hand into the glove, and your every hand movement is translated into on-screen action. The Power Glove, from Mattel, retails for \$79.95 and works through ultrasonics. Transmitters in the glove send signals to three special receivers you place on top of your T.V. and connect to your Nintendo System. Mattel has developed 15 special programs that incorporate standard glove movements for different types of games. You simply figure out which program works most effectively for the game you're playing, program it in, learn the glove movements, and you're off to the next dimension of gaming! Mattel is also committed to ongoing development of games specifically designed to use the Power Glove's unique capabilities. These games take advantage of actions that are impossible with joysticks. And so, they represent an entirely new class of games that wipe out the previous conceptions of what a video game can do! But before you begin the countdown, here are a few hints we discovered with our Power Glove. Use these Power Glove ProTips to help you get off to the right start with your glove. 



PROTIP: Read the instruction manual from cover to cover.

It's really well written! If you don't read it you're sure to miss out on some of the Glove's more subtle moves.

PROTIP: PRACTICE! Don't expect to strap the glove on and have it work perfectly the first time. "Power Gloving" is different than using a regular joystick. Getting the hang of keeping the glove centered, moving your hand in the right direction, and bending the correct finger at the right time all takes practice. It's kind of like rubbing your head and patting your stomach at the same time—with practice it's no problem! We found it easiest to learn on driving or flying games, like *Rad Racer* and *Top Gun*.

PROTIP: Take the time to understand the glove's special moves. You'll find that in games like *Double Dragon* or *Mike Tyson's Punch Out* the glove lets you complete actions with one movement that would take two or more with a traditional joystick.

PROTIP: *Slo Mo* is great when you're learning a new game with new glove motions. It gives you more time to practice reacting. But it doesn't work with all games. And you'll know when it isn't working—your T.V. screen goes crazy!

PROTIP: You don't have to be Charles Atlas or Arnold Schwarzenegger to use the glove, but unless you're in great shape your arm gets mighty tired! Using the glove is definitely an isometric exercise! If your arm is

tired, try sitting in a chair while you center your glove. Use your other arm or a pillow to prop up the glove arm!

PROTIP: Don't forget to check out the Gaming Series Programs. These are specifically designed for certain types of games. They feature special moves or fun variations of regular moves. For example, in Program D everything is the reverse of normal! You move right and your man moves left! Mattel is committed to working with third party licensees to continue to develop Gaming Series Programs for new carts that come out. You'll be able to input these into your glove when you play these new games.

PROTIP: Don't expect to instantly match or exceed your previous game scores. The Power Glove makes your old titles harder! Until you get the hang of the different ways the glove operates you'll find yourself really working. But this breathes new life into some games that are just collecting dust on the shelf!

PROTIP: The Power Glove is very sensitive! Don't be surprised if you have difficulty controlling precise movements, such as the direction you're trying to shoot in a game like *Contra*. The key is learning to keep your hand motions compact and controlled. The more wildly you wave your arm around, the more wildly your on-screen character behaves! You'll find that the glove works better for you when you learn to make crisp, precise movements.



PROTIP: Read your manual! If you don't you won't be able to operate the U-Force effectively!

PROTIP: Don't expect U-Force to increase your gaming scores, especially at first. It's designed to make gaming more difficult, more challenging and a different kind of experience.

PROTIP: There are five different set-up modes for U-Force. To get the most out of your games you obviously need to use the right mode! The manual lists different recommended modes for different games. If the game you want to play isn't on the list, select a game that is similar to the game you want to play and use that mode.

PROTIP: U-Force comes with control accessories. Sometimes they make gameplay easier, and sometimes more difficult. For example, for driving and flying games we liked the T-Bar. It's easier to control your flying and use the Firing Grips. It's hard to keep the Firing Grips directly over the sensors if you're not using the T-Bar. You might find that in driving games you tend to skid off the road. This comes from bending or twisting the T-Bar. Keep the bar straight and you'll avoid this problem.

PROTIP: You'll find that U-Force is faster than some of your Nintendo games. Since they aren't programmed for U-Force they can't respond as quickly to your movements. This isn't a problem once you get the hang of timing your rhythm to the game's.

PROTIP: We found it difficult at first to keep our hands over the sensors in games where you're using the flat position, like *Super Mario Brothers*. The best remedy is practice! Once you learn to control your movements it's not as much of a problem. If you're having a lot of difficulty you can always switch to the Standard position and use the T-Bar. It also takes some practice and coordination to get the hang of waving your hand over the right sensor to time your left and right movements and jumping and shooting, all while watching for Koopa Troopas. Like we said, it makes the games quite a bit more challenging!

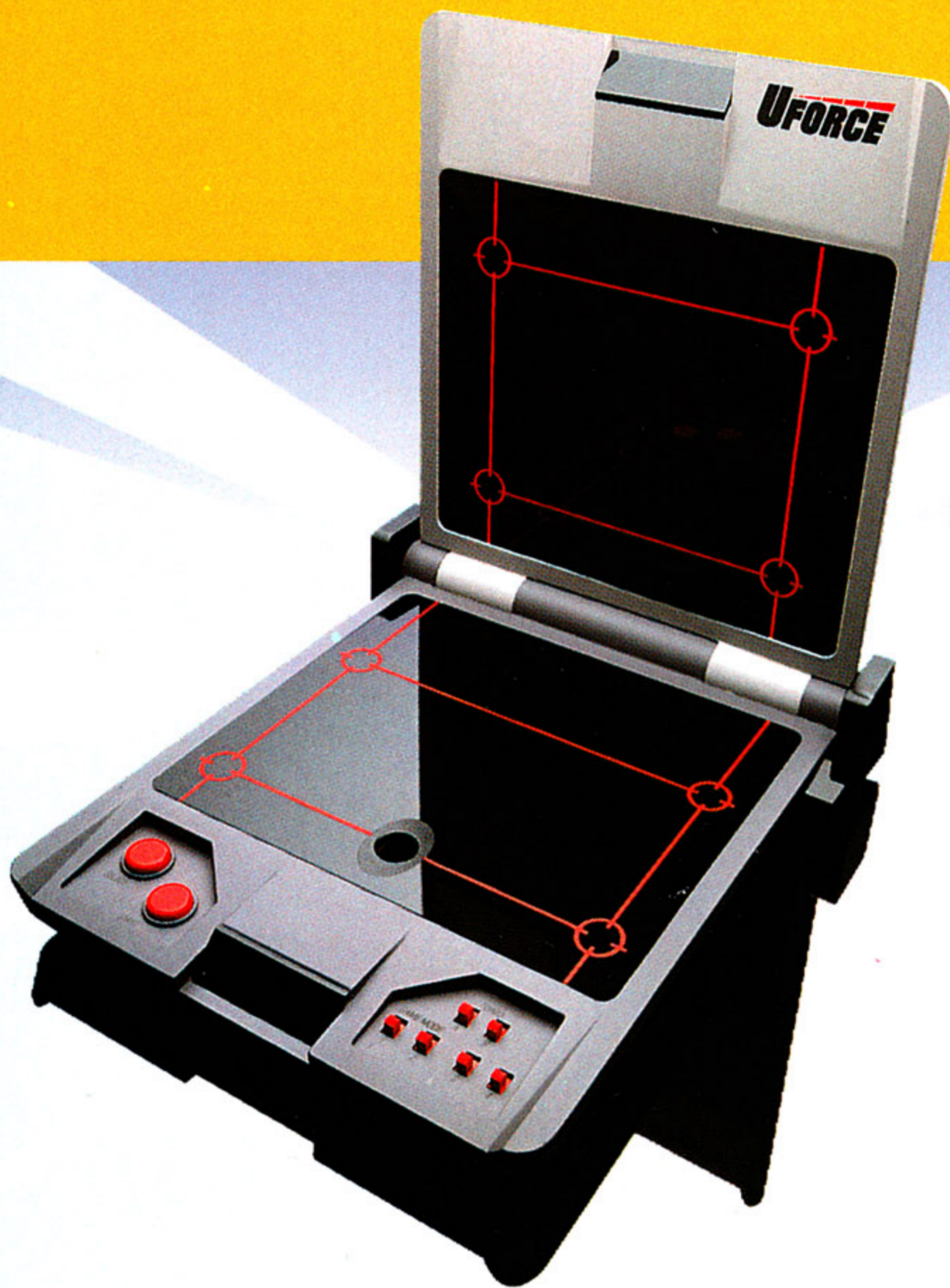
PROTIP: You'll find you get pretty excited when you're throwing a punch at Mike Tyson, or trying to get Mario to jump. We ended up accidentally punching or slapping the unit quite a bit! Broderbund assures us it's built to take the punishment, but smaller, more controlled movements work better anyway! So, try not to abuse your U-Force!

U-Force **The Master in Motion**

U-Force is here! This long awaited video game controller finally hit retail shelves this fall. We're getting yet another peek at the twenty first century as U-Force, retailing at \$69.95, takes space age technology and translates motion into on-screen video game action. Designed to work with your Nintendo, and virtually all NES cartridges, Broderbund's U-Force uses infrared sensors to detect the motion of your hands over the unit, and instantly tells your Nintendo what you

want to do. U-Force's revolutionary no-hands, three-dimensional control can detect motion, velocity and direction. What this means in terms of gaming is an entirely different feel for old games. As far as new games—the sky's the limit. Broderbund promises a whole range of exciting new game products, geared to take advantage of U-Force. This means we can look forward to different sorts of games than we've seen before. Here's a couple of suggestions to keep in mind as you get to know your U-Force.

DON'T TOUCH



INTRODUCING U-FORCE™, THE REVOLUTIONARY CONTROLLER FOR YOUR NINTENDO ENTERTAINMENT SYSTEM.® SO HOT, NO ONE CAN TOUCH IT.

Now you can feel the power without touching a thing. It's U-FORCE from Broderbund®--the first and only video game controller that, without touching anything, electronically senses your every move. And reacts.

There's nothing to hold, nothing to jump on, nothing to wear.

U-FORCE creates a power field

that responds to your every command--making *you* the controller. It's the most amazing accessory in video game history--and it will change the way you play video games forever. It's

the challenge of the future.

U-FORCE. Now nothing comes between you and the game. **Broderbund®**

U-FORCE™

Licensed by Nintendo
for play on the

Nintendo
ENTERTAINMENT
SYSTEM



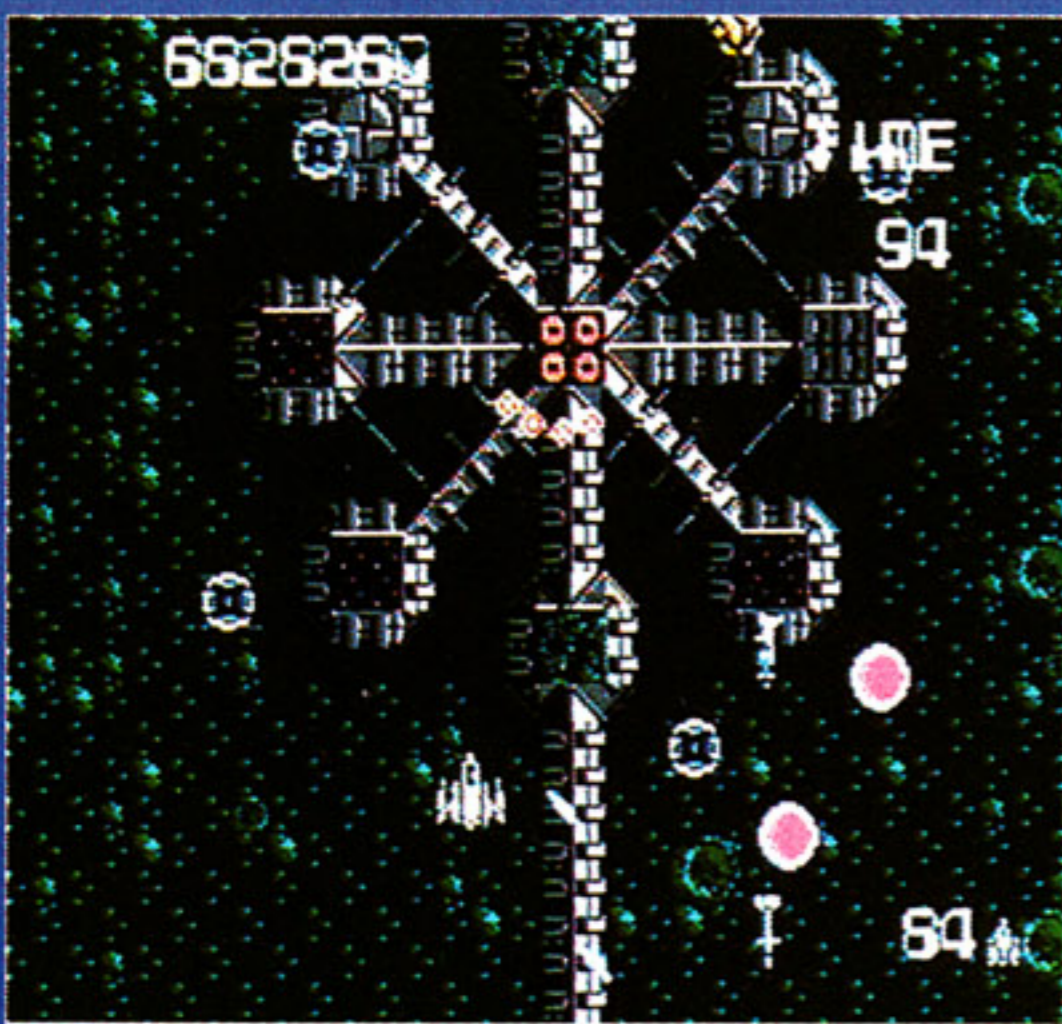
PRO Classics

By the Pro, A.J.F.

Itching for some intense shoot-em-up action? Look no further. FCI's ProClassic, Zanac, is one of the all-time best NES space shootouts.

The System's out of control. Eons ago this supercomputer shared its wisdom with those who used it properly and destroyed those who abused its power. Now the System's slaughtering human beings everywhere. Only the starfighter AFX-6502-Zanac, and you, can stop the holocaust.

To shut down the System, you'll fight through 12 rounds of vertical game action, combat 11 types of evil aliens, and eliminate enemy fortresses. Enemy strength and



An enemy fortress.

attack skill changes with every game and automatically adjusts to your skill level.



Fortunately, your Zanac can pack a formidable array of weapons. For maximum blasting power, outfit your fighter with two weapons at a time. As the game

begins you're armed with a Machine Gun Cannon and Special Weapon 0, which fires an energy ball in eight directions. However, as

you streak through the galaxy, you'll find eight special weapons.

PROTIP: Make it to Round 11 or higher and you can continue your game by moving the selector to Continue, holding down A and Up simultaneously, and then pushing Start.

Special Weapons

Earn special weapons by scooping up numbered power chips as you battle through space. Grabbing the same weapon several times powers it up.

PROTIP: After you grab a power chip, you're invulnerable to enemy shots for a few seconds—until your ship stops blinking.

Zanac's potent arsenal has something for every situation. For example, the Field Shutter fires two energy balls that rotate around your ship forming an awesome shield.



The Vibrator emits a powerful laser beam.



The Plasma Flash.

PROTIP: Grab a bundle of 1-Ups by collecting six Special Weapons, six power-ups, and then using this option. All the characters on the screen will turn into 1-Ups!!

The Vibrator, at full power, is a destructive laser beam that you can guide to its target. The Plasma Flash fires a high speed beam that obliterates almost everything in its path.

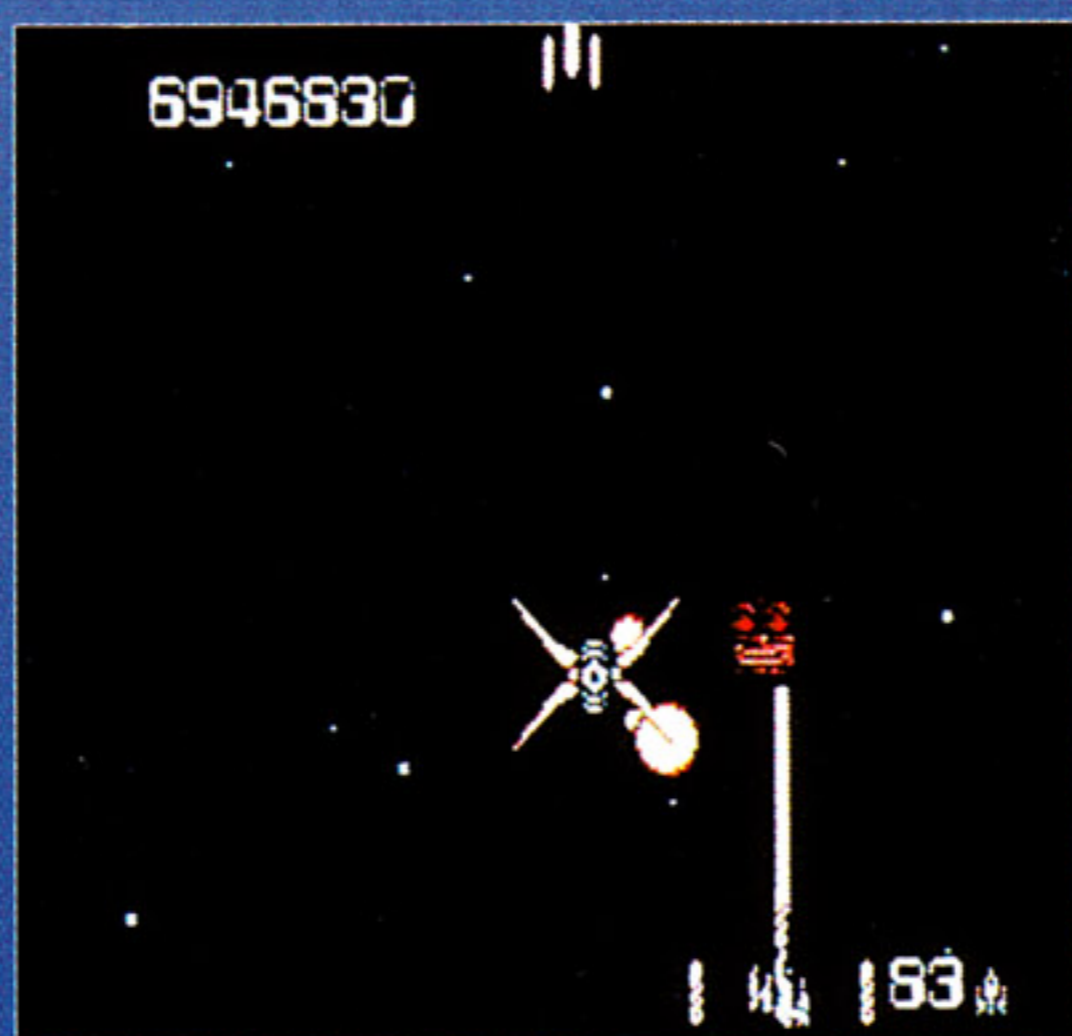
Hidden Surprises

Be on the look out for ground icons. Blast the owl icon and it may launch an Enemy Eraser that instantly destroys all airborne adversaries. Special owls grant you a



An Owl icon and an enemy eraser.

free life! Zap a smiley face and you either power up your weapons to the max or release an Enemy Eraser. Leave this eraser on the screen



Watch for smiling face icons.

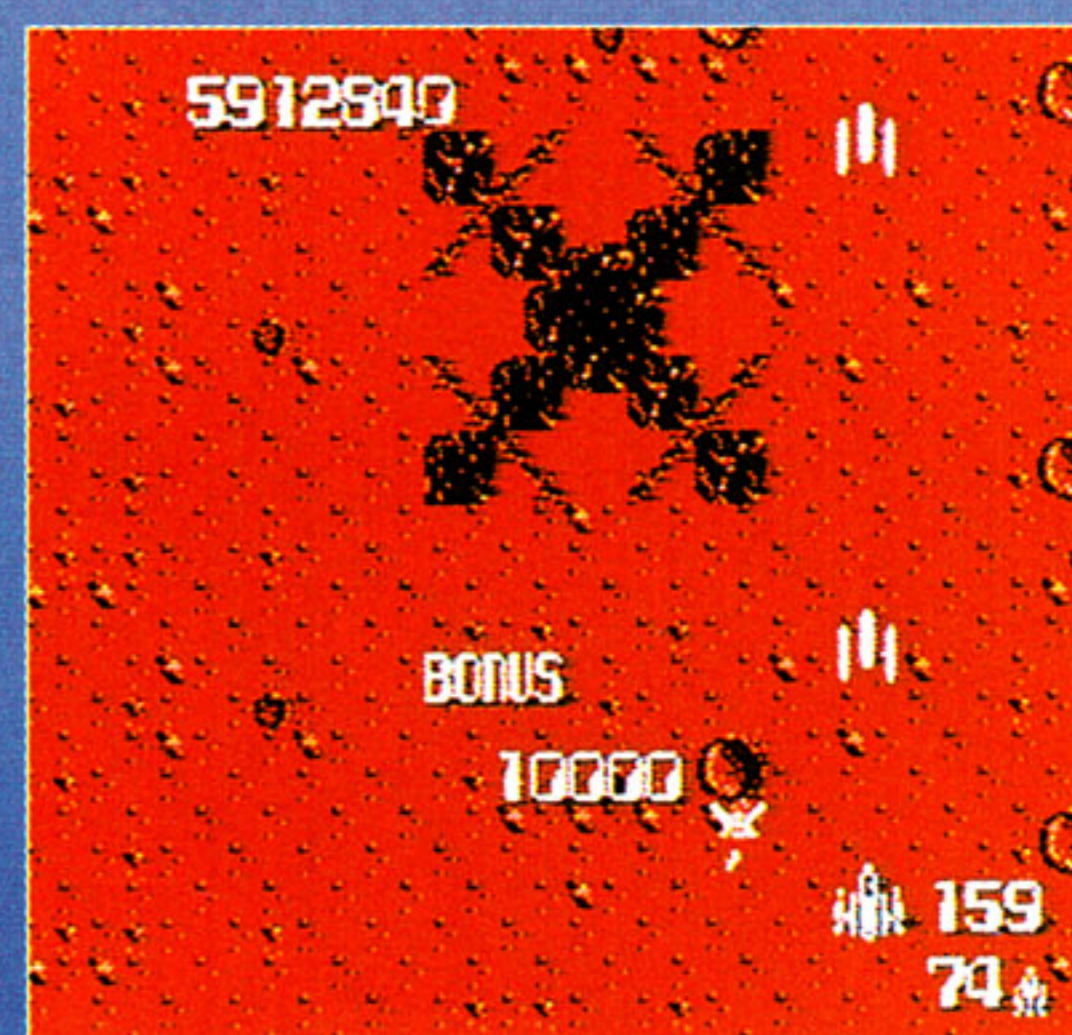
long enough, and it becomes a warp gate. Touch the gate, and you jump either a level forward or a level backwards.

PROTIP: To select levels when you begin Zanac, hit the reset button 13 times after powering up your NES. Press Start and select Continue. You can move left or right to pick your level!



Go through warp gates and skip to another level.

Hidden fairies pop up when you destroy special ground targets. Touch a fairy while it's blue to instantly destroy all flying aliens. Better yet, the fairy follows you and instantly destroys the next fortress.



Fairies help you blast the aliens.

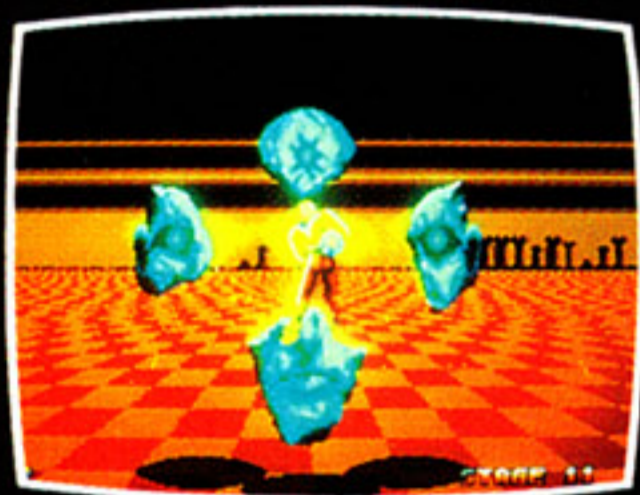
A True Video Classic

Besides its hefty collection of special weapons and hidden surprises, Zanac is also well known for a seemingly endless bag of tricks. Check out SWAT for the latest Zanac tips.

Non-stop action, top-notch spaceage weaponry, sharp sound effects, and stunning graphics make Zanac a mindbending challenge no shoot-em-up fan should be without. (And, if you love Zanac like we love Zanac, try Power Strike for the Sega Master System and Blazing Lasers for the TurboGrafx-16. Both titles were produced by Zanac's creators, Compile, in the Zanac tradition). Fire up Zanac and give 'em the gun.

YOUR WORLD WILL NEVER BE THE SAME

Sega Arcade Classics



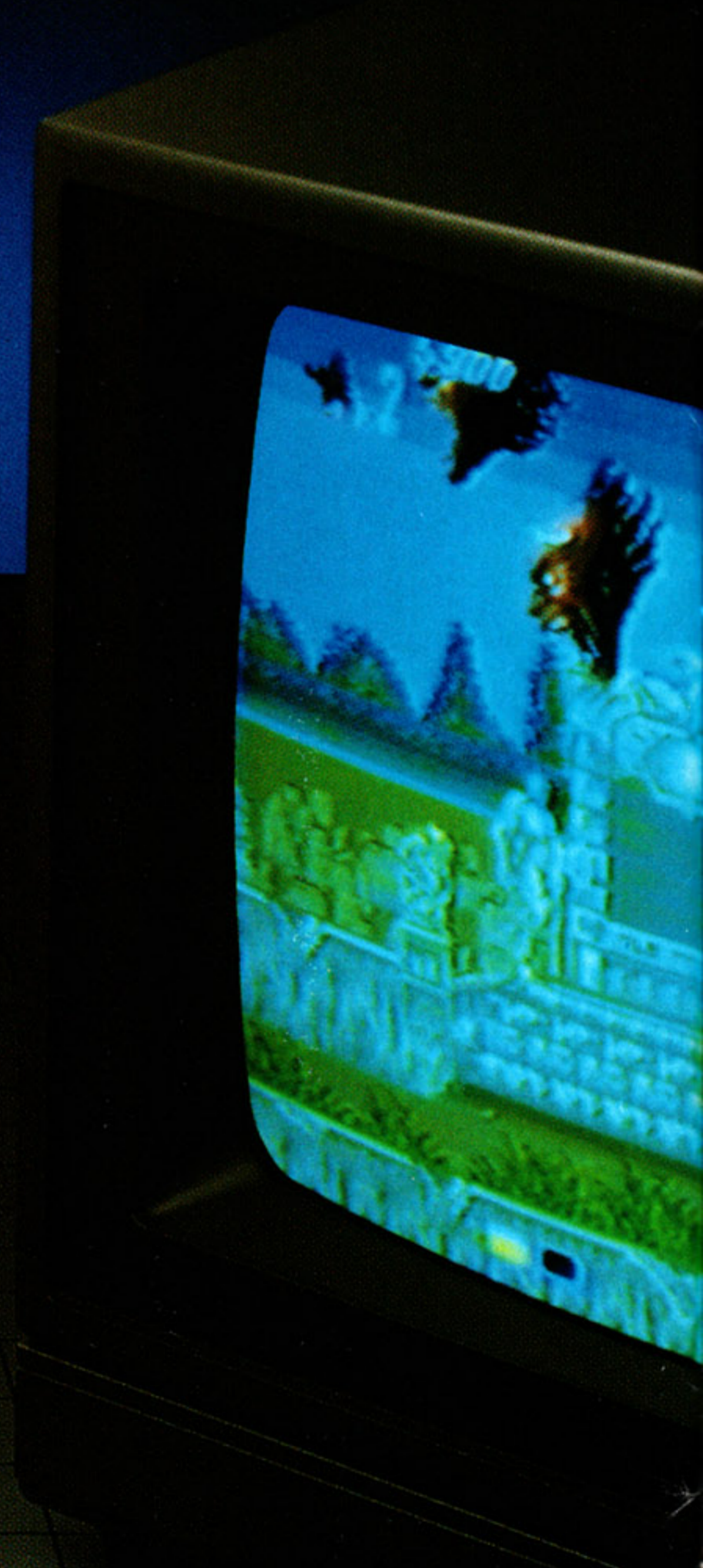
Space Harrier II™



Super Hang-On™



Super Thunder Blade™



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

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

WORLD BE THE SAME.



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

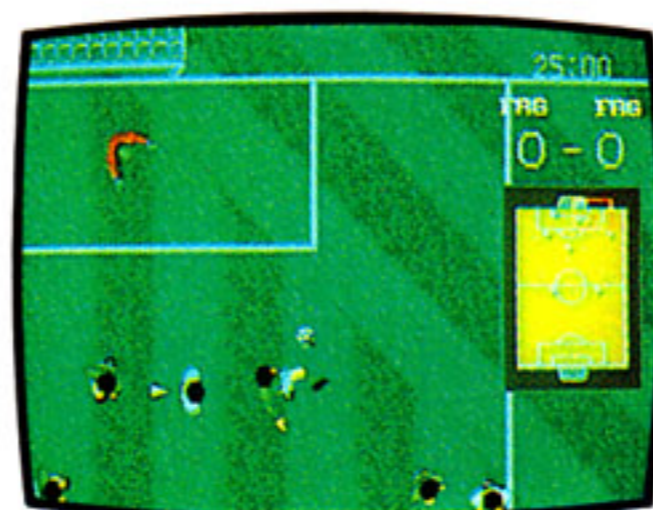
Genesis® 16-bit. The ultimate dimension in game play.

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

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

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

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



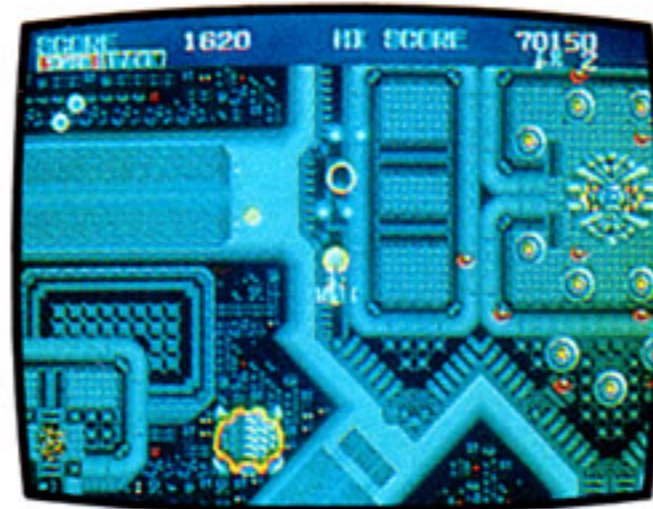
Soccer



Forgotten World™



**Tommy Lasorda
Baseball™**



Thunder Force II™



**Arnold Palmer
Tournament Golf™**



Holo Fighter™



Ghouls 'n Ghosts™



Rambo III®



Last Battle™

And more to come.



The Adventures of

GAMEPRO

Chapter 4: VISIONS OF EARTH!

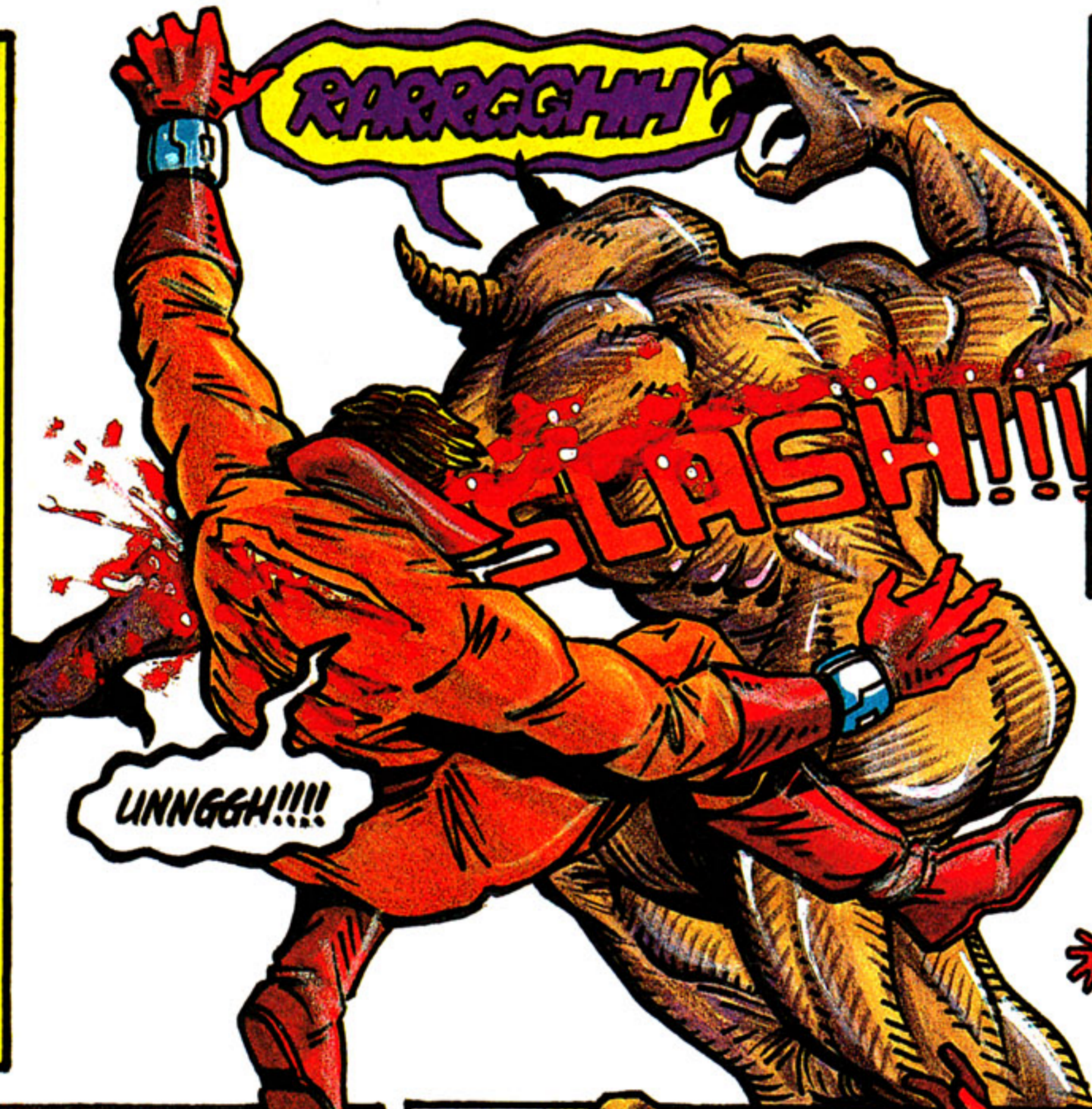
FRANCIS MAO
WRITER/ARTIST

MICHAEL KAVISH
ART DIRECTOR

Previously:

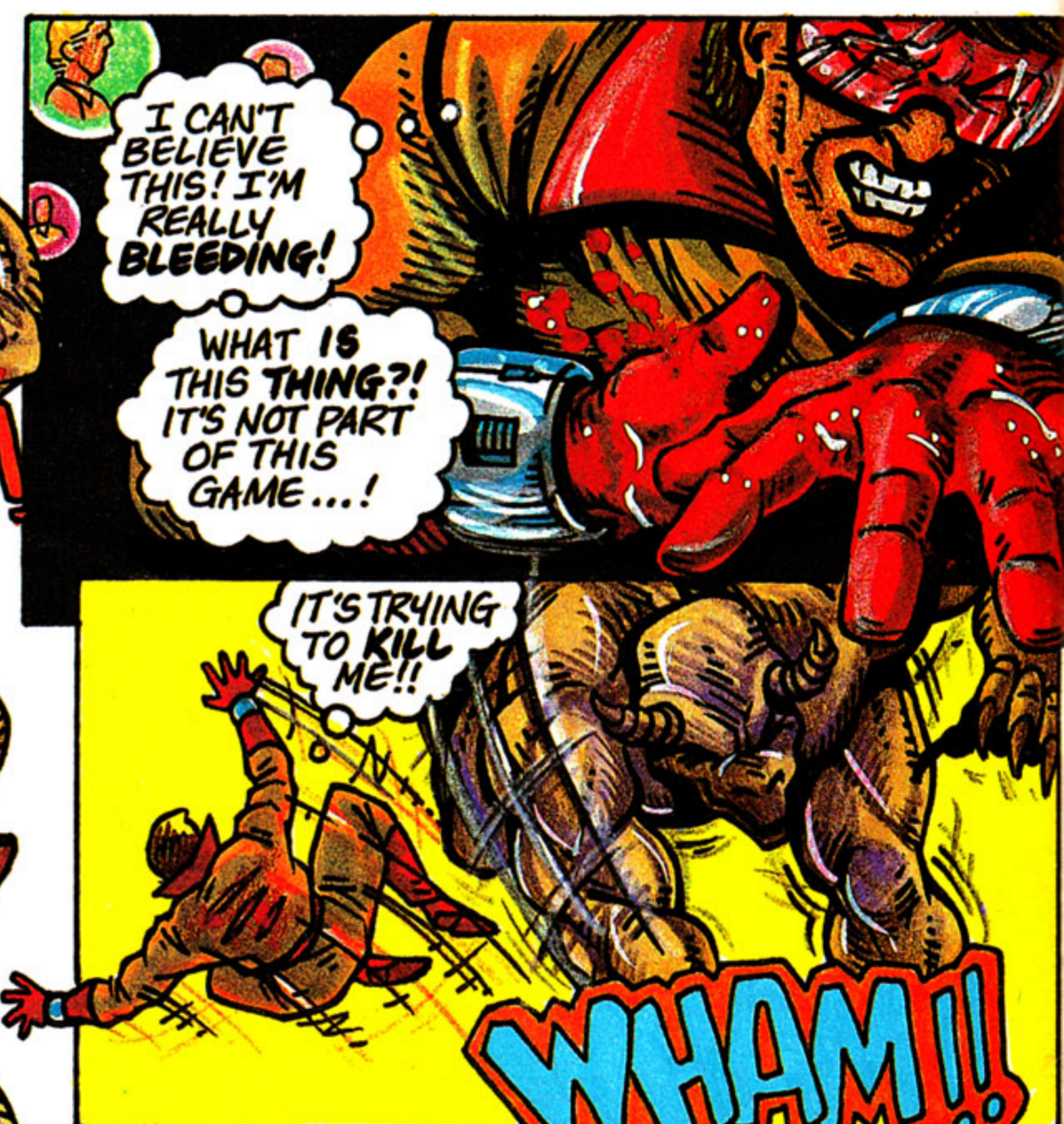
Alex West, a computer hacker and video games fanatic, has been suddenly transported off Earth and into the Video Dimension by the wizard Zardoth. The Video Dimension exists parallel to Earth on a separate electromagnetic plane, and is linked to Earth via all of Earth's electrically oriented mechanisms—such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

GAMEPRO WAS TRANSPORTED INTO BLASTER MASTER AND DEFEATED THE BOSS. MUCH TO HIS SURPRISE, HE DISCOVERED A MYSTERIOUS CHAMBER THAT ISN'T A REGULAR PART OF THE GAME. WITHIN, IS A BLACK VOID HOLDING NUMEROUS GLOWING ORBS PROJECTING AN IMAGE OF PEOPLE ON EARTH PLAYING VIDEO GAMES. TWO ORBS EVEN HELD THE IMAGES OF HIS FRIENDS FROM HOME. BEFORE HE COULD INVESTIGATE FURTHER, HE IS SAVAGELY ATTACKED!...



RARRGGHHH

UNNGGH!!!!



I CAN'T BELIEVE THIS! I'M REALLY BLEEDING!

WHAT IS THIS THING?! IT'S NOT PART OF THIS GAME...!



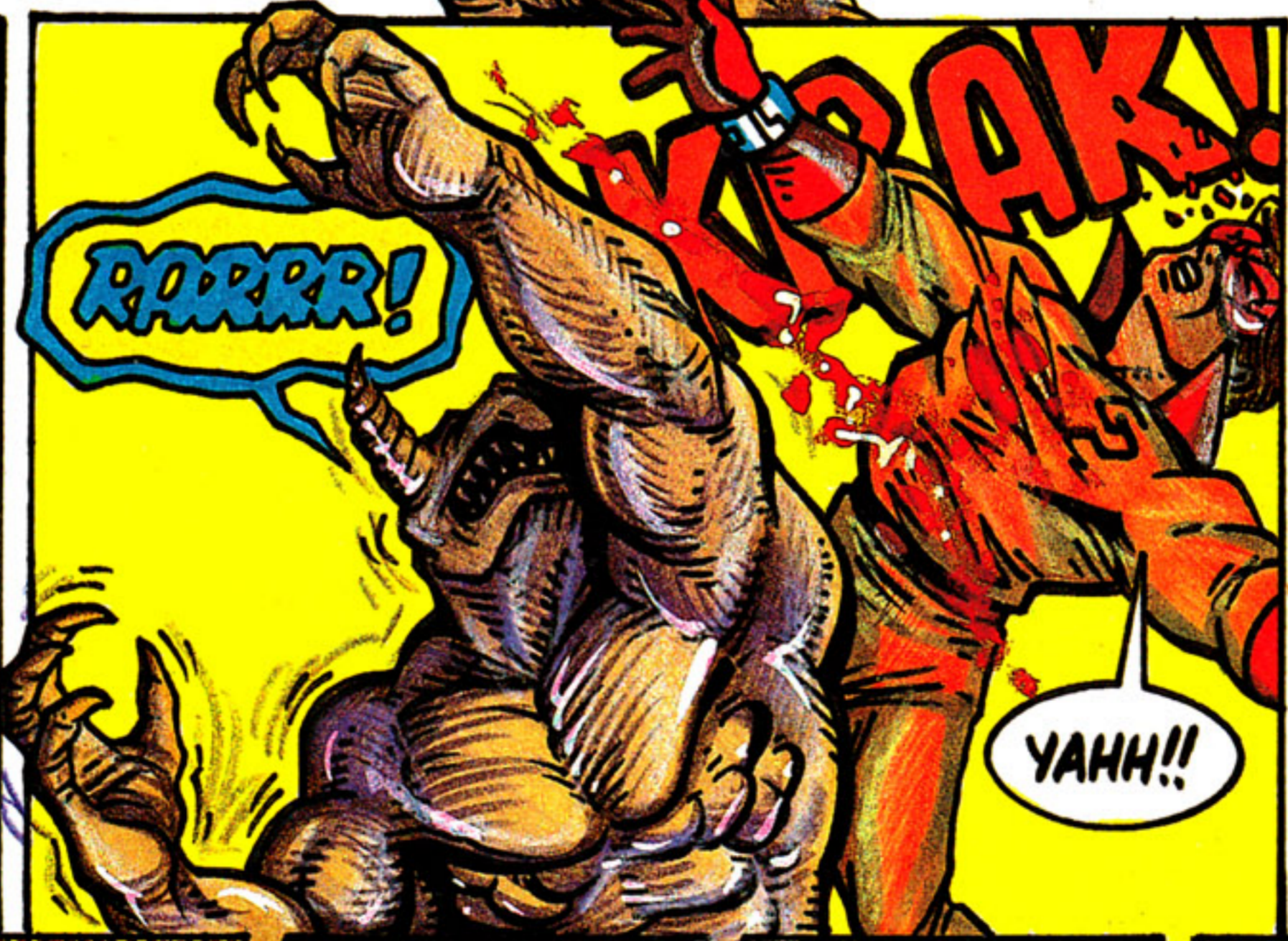
IT'S TRYING TO KILL ME!!

WHAM!!



MY ION STAFF! IT'S MY ONLY HOPE...

I CAN'T TAKE IT ON HAND-TO-HAND...!



RARRR!

YAH!!



ION STAFF... M-M-MY ONLY CHANCE...

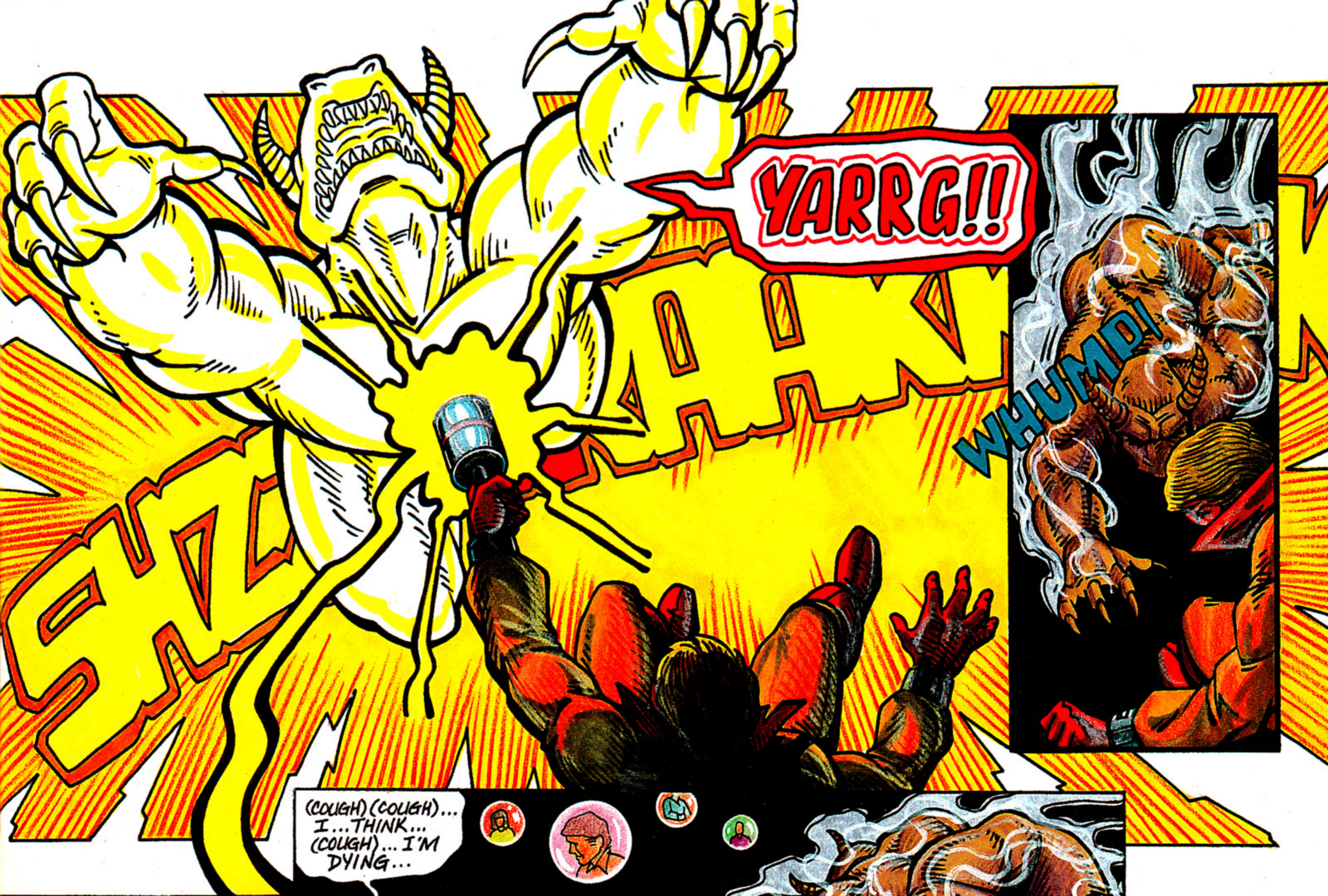


COME ON MAN... DON'T BLACK... OUT...



ROWR





YARRG!!

WHUMBI!

(COUGH) (COUGH)...
I... THINK...
(COUGH)... I'M
DYING...



I CAN'T BELIEVE I'LL
NEVER SEE EARTH... NEVER
SEE HOME AGAIN... I'M
GOING TO DIE IN SOME ALIEN
DIMENSION... NO ONE
WILL EVER KNOW...



MY FRIENDS...
I'LL NEVER SEE
THEM AGAIN...



IT'S SO IRONIC...
I'M SURROUNDED BY
IMAGES OF EARTH...
YET... I'M SO...
ALONE...



SCOTT... I'LL NEVER
ADMIT IT (COUGH)... BUT
YOU DID FINISH GRADIUS
FIRST... (COUGH)... BUT,
I'M STILL THE BEST
GAME PLAYER... HEH,
HEH!... (COUGH)...



KELLY... WHY
(COUGH) DIDN'T I
EVER HAVE THE
GUTS TO TELL YOU
HOW MUCH I
CARE FOR YOU...!



IT'S GETTING
SO DARK...
(COUGH)...
NO... THIS
CAN'T BE
THE END...



NO, ALEX.
IT IS NOT
YET YOUR
TIME...

ARISE AND
BE WHOLE!!

SSSHRRZZ

ZARDOTH!

I'M
ALIVE!!

YOU DID
WELL IN YOUR
BATTLE WITH
THE EVIL
DARKLINGS'
SENTRY
BEAST!

WAKK

SENTRY BEAST!
YOU MEAN THAT IS
NO MORE THAN
A WATCH DOG?!

THAT IS A
YAMMARG, A NATIVE
OF THE EVIL DARKLINGS
HOMEWORLD. THEY
ARE FIERCELY LOYAL
AND CHERISHED PETS!

"PETS"?!?

YOU HAVE
UNCOVERED
SOMETHING
QUITE...
FASCINATING...

...I HAVE NEVER
ENCOUNTERED
THESE OBJECTS
BEFORE...

THEY'RE
OF PEOPLE
ON EARTH...
PLAYING
VIDEO
GAMES!

THIS MUST BE PART OF
THE EVIL DARKLINGS INVASION
SCHEME TO ESTABLISH A LINK
WITH EARTH. EACH GLOBE MUST
REPRESENT A SEPARATE
CONNECTION... A DIFFERENT
PERSON PLAYING THIS GAME
ON EARTH...

BUT, HOW
DOES IT
WORK?

WHAT IS
THE PURPOSE
OF THESE
THINGS?

THOSE ARE MY
FRIENDS, BUT... THEY
DON'T LOOK TOO WELL...
AS IF THEY'RE MESMERIZED
BY THE GAME THAT
THEY'RE PLAYING...

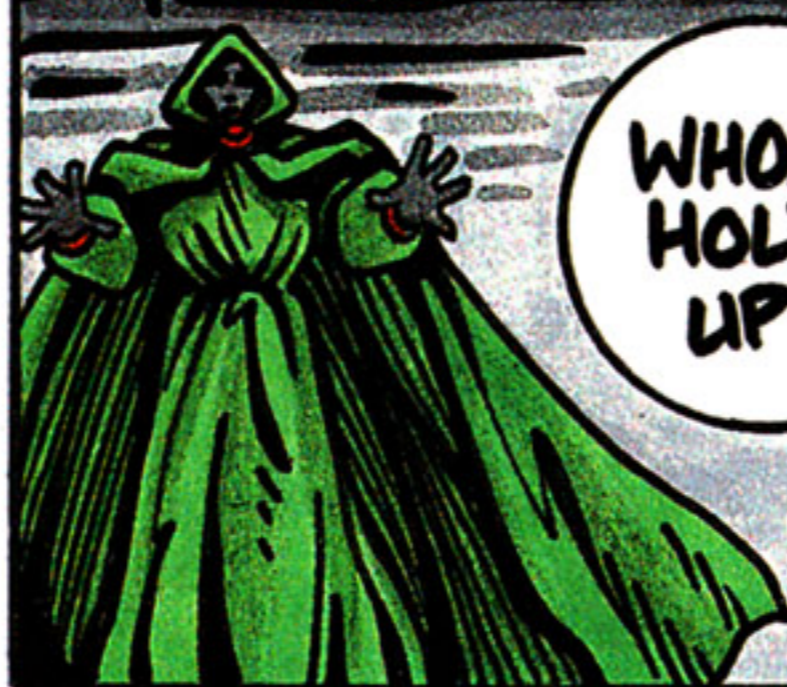
...THIS ISN'T
SOME KIND OF...
BRAINWASHING
IS IT....?

PERHAPS... THE EVIL DARKLINGS ARE CAPABLE OF SUCH THINGS. IF THIS IS SOME SORT OF BRAIN-INFLUENCING... THEN THE INVASION OF EARTH MAY HAVE ALREADY BEGUN!



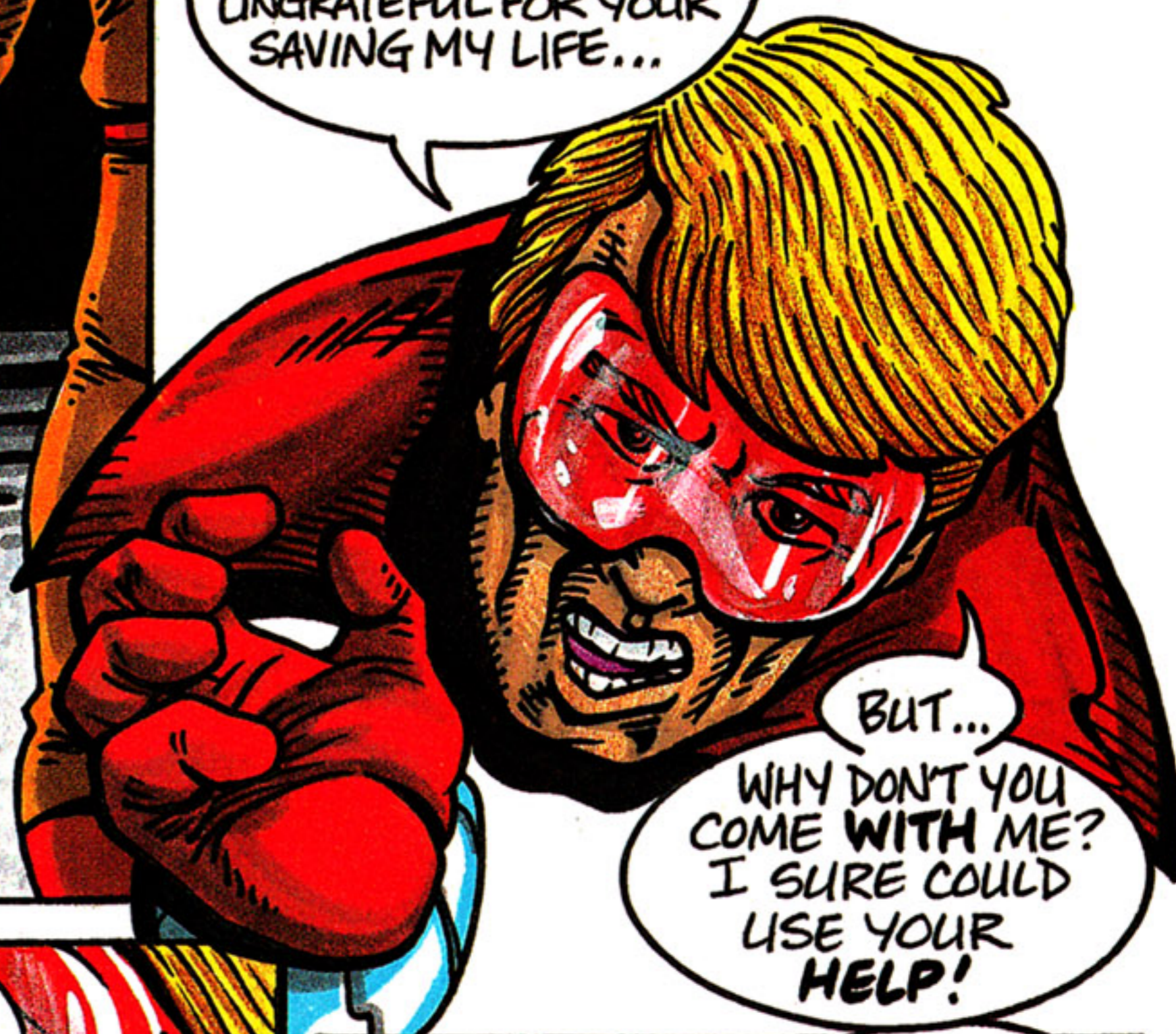
I REQUIRE MORE TIME TO FULLY EXAMINE THE TRUE FUNCTION OF THESE ORBS!

I SENSE A DISTURBANCE IN ANOTHER GAME... I MUST SEND YOU THERE TO INVESTIGATE!



WHOA! HOLD UP!

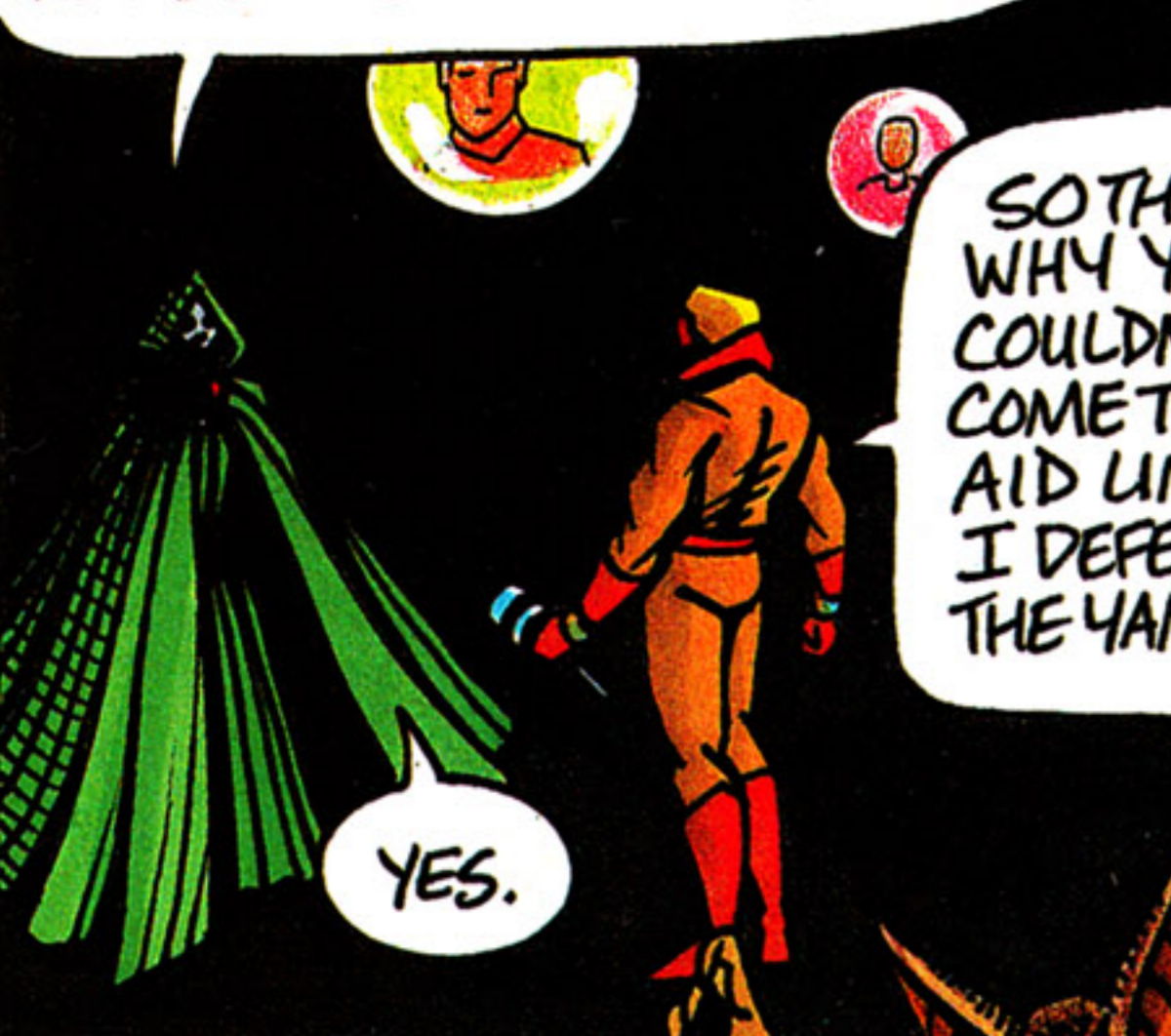
IT'S NOT THAT I'M UNGRATEFUL FOR YOUR SAVING MY LIFE...



BUT...

WHY DON'T YOU COME WITH ME? I SURE COULD USE YOUR HELP!

UNFORTUNATELY THAT IS BEYOND MY CONTROL. I AM UNABLE TO PHYSICALLY ENTER AN EVIL DARKLING-INFESTED GAME UNTIL THEIR INFLUENCE HAS BEEN ERADICATED!



YES.

SO THAT'S WHY YOU COULDN'T COME TO MY AID UNTIL I DEFEATED THE YAMMARG?

BUT... WHAT IF I CAN'T DEFEAT THE EVIL DARKLINGS INFLUENCE?



WHAT IF I DON'T MAKE IT!?

ZARDOTH!? WHAT IF I CAN'T...!



SHRZAK!



OH, THIS IS JUST GREAT!

Next Issue:

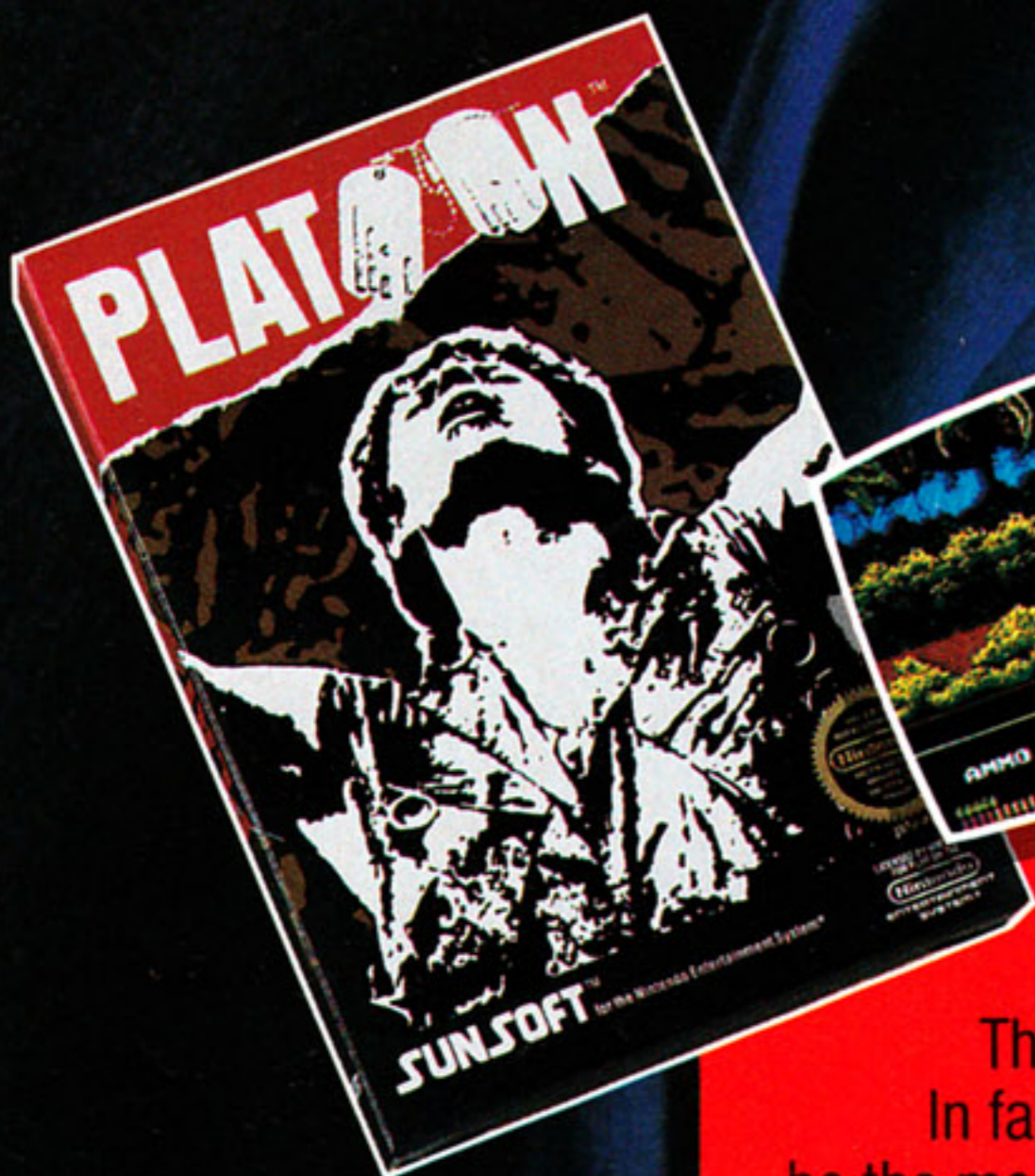
Castlevania

TAKE ON THE TITLES THAT



FESTER'S QUEST™

Join the undisputed Champion of the Weird in the strangest alien shoot-em-up you've ever seen!



PLATOON™

This isn't kid stuff. In fact, it just might be the most frighteningly real video game ever!

Want the most explosive titles in the history of video gaming? You got 'em! Sound effects that'll make the room rattle? Stand back! Graphics so huge, so fast-moving, so incredibly lifelike, you'll think your TV just might explode? Hold on to your joystick!

This is the world of Sunsoft, a world of video entertainment that's light years ahead of anything you've ever seen. So if you're up for the ultimate challenge, strap yourself in, and take a trip with the Titleholder!

SUNSOFT® THE TITLEHOLDER!

PROVIEW

By the Pro, A.J.F.

The word's out on the streets. "Mabu is coming! Mabu arises to conquer the world." Secret Agent Leila went undercover to discover the details of Mabu's evil plot.

Before she was captured, Agent Leila sent word that Mabu, leader of the Evil Society, is behind a conspiracy that plans to take over the world.

You guessed it! This is where you come in! In Tengen's Rolling Thunder, your code name is Albatross. You're the top agent of the secret police organization, Rolling Thunder. As Agent Albatross, you've got an almost impossible

Rolling Thunder

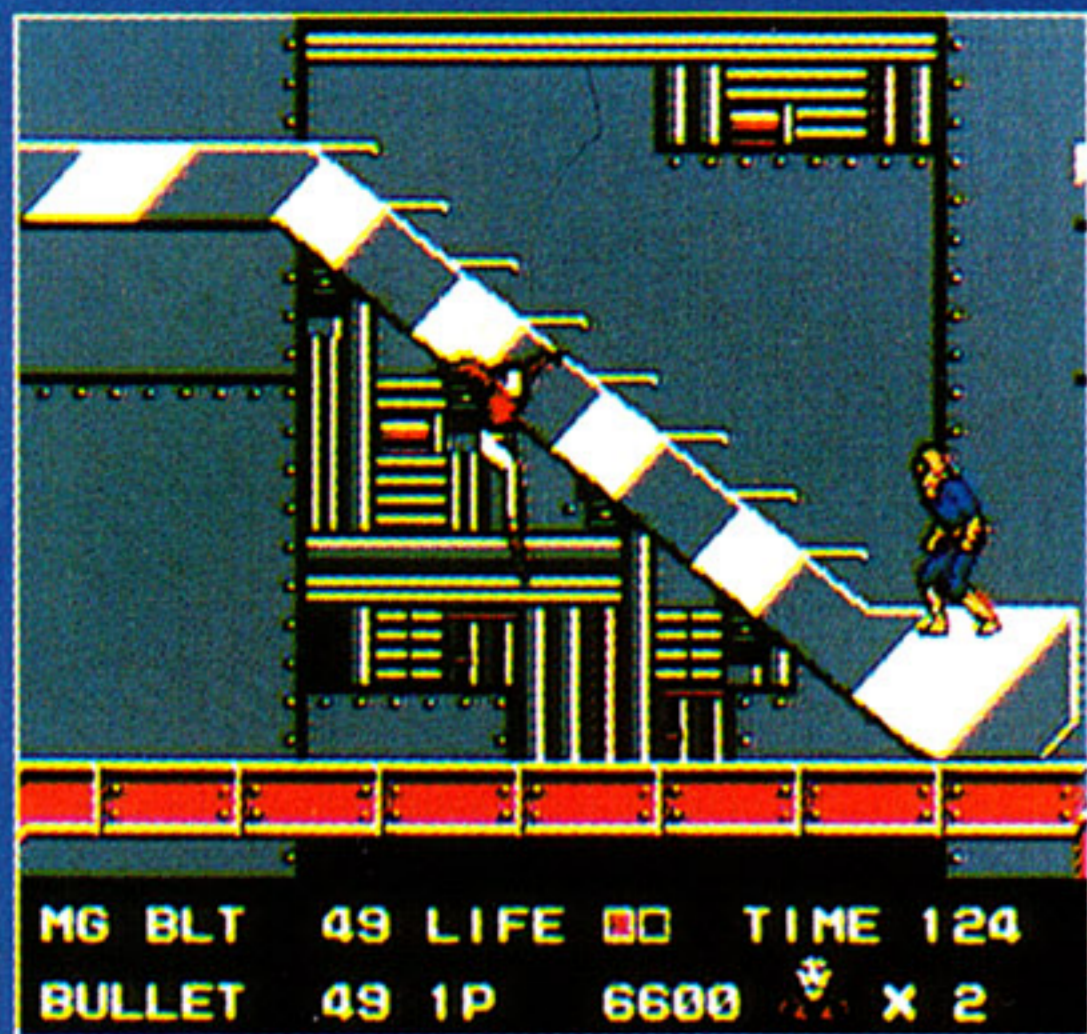


Beware of the Bats.

assignment—Infiltrate the secret fortress, defeat Mabu and his army of assassins, and finally, rescue beautiful Agent Leila. You'll have to work quickly. Mabu's evil henchmen are torturing Leila and she won't last long. This mission is the toughest, most challenging of your entire career. It'll take all you've got to save Leila and stop Mabu from carrying out his diabolic plan.

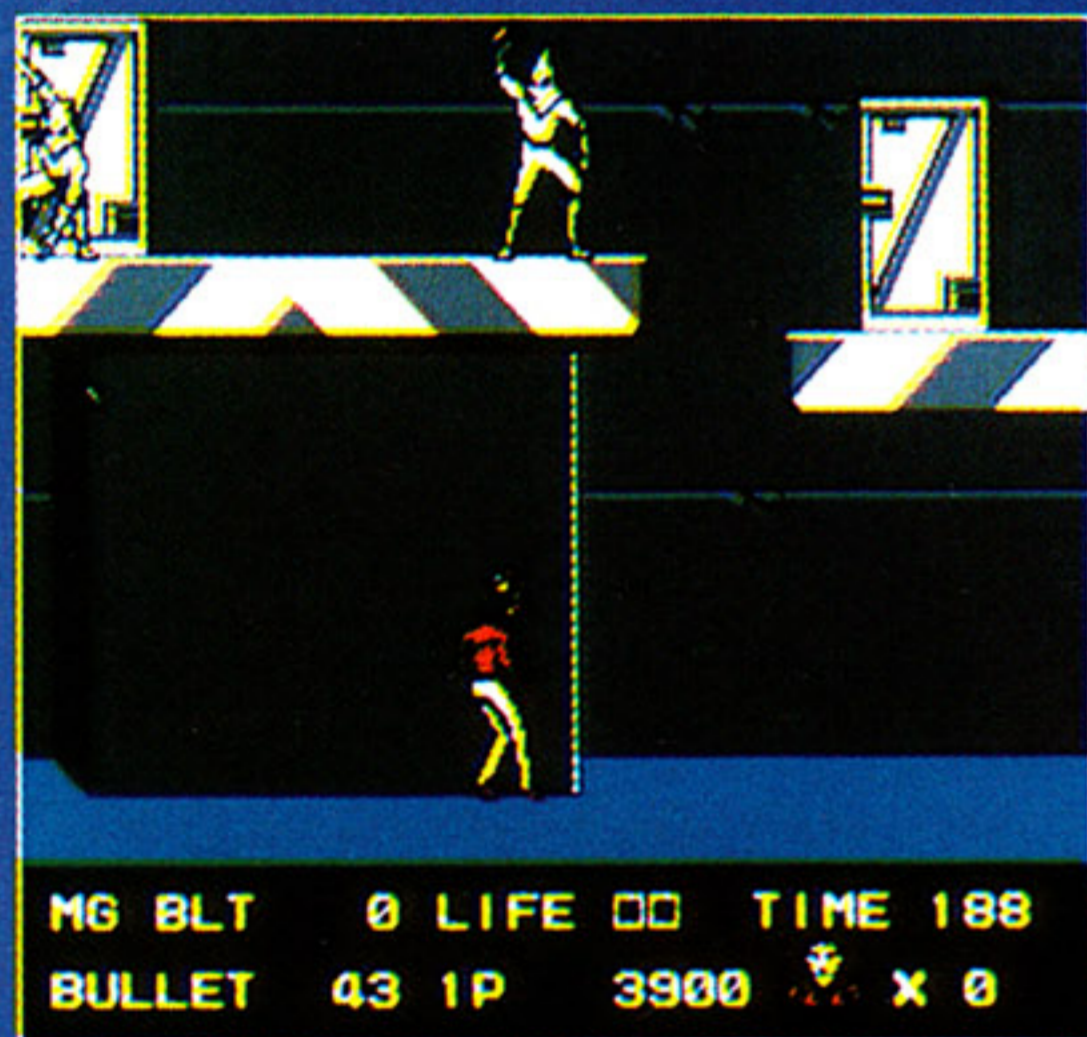
Mission Impossible

Leila only left one clue—the location of the entrance to the headquarters of the Evil Society. You've got to fight your way through the entire headquarters—torturous passages in ruined buildings, huge warehouses, even caves, lava fields, and command centers—before you meet Mabu himself.

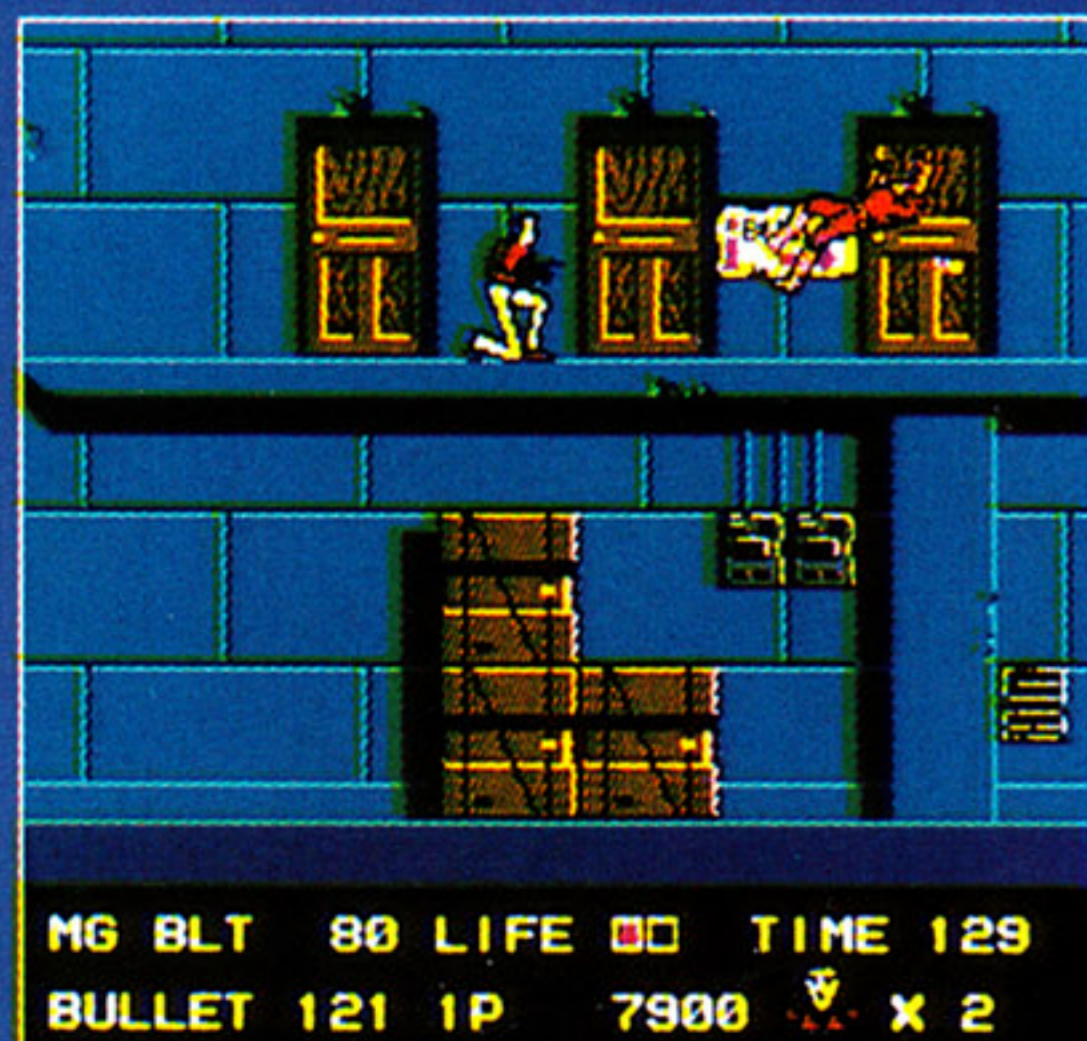


PROTIP: A quick way to get down a flight of stairs is to pull down on the joystick and press jump. You'll leap to the ground instead of walking down.

Your only company is your trusty single-fire handgun and fifty rounds of ammunition. From the start Mabu's henchmen attack from all directions. They're armed with clubs, guns, and grenades. To stay alive, don't give the enemy a chance. Shoot to kill.



Watch out for the Mad Bomber.



PROTIP: Check the door to the left of a marked door. Sometimes you'll find extra time.

As you fight your way through the enemy headquarters you'll find many doors. Check behind the doors marked Bullets and Arms for additional ammo. You'll also find a machine gun with 100 rounds of continuous fire.

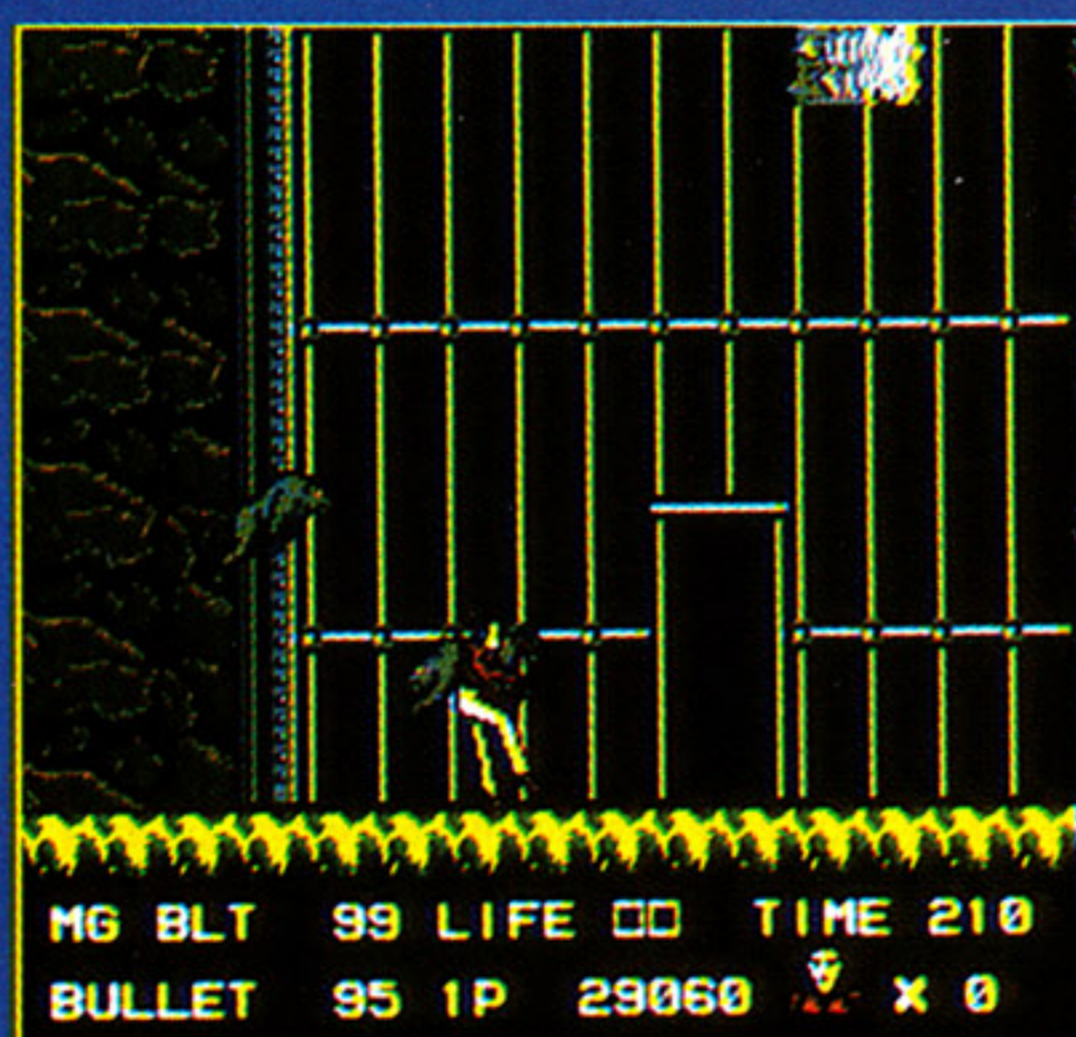
PROTIP: When you've got the machine gun, conserve bullets by shooting in short bursts.

Mabu has sent the toughest members of the Evil Society after you. Blast hooded thugs of different colors. Learn to recognize their strengths and attack strategies by the colors of their hoods. Deadly Ninjas materialize from behind walls.



Ninjas materialize from behind walls.

Breaker, a hunch-backed ape man, is a relentless foe. Human-faced bats, called Geruzo's, attack you in groups. Black Panthers pounce to claw you to bits.



Deadly Black Panthers.

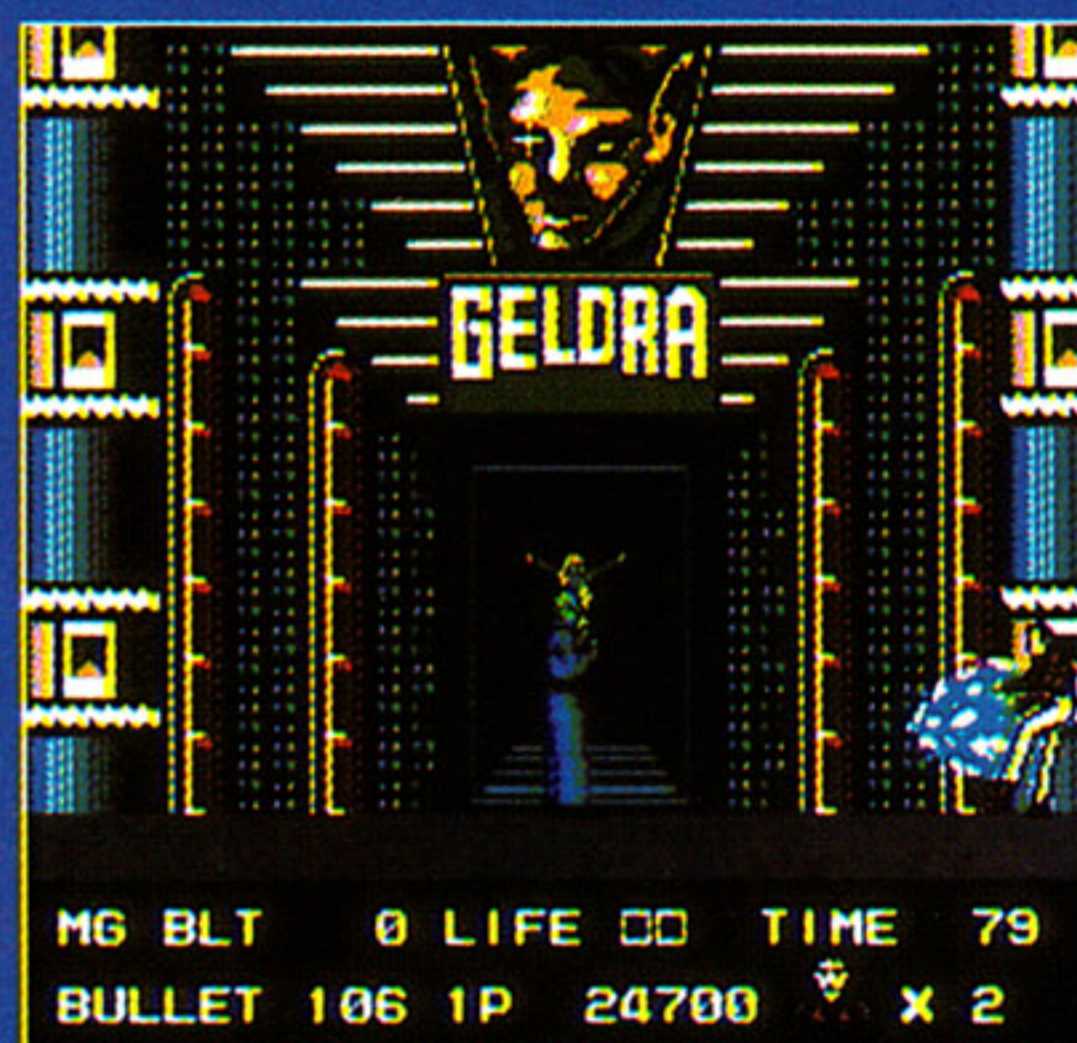
Flamer leaps from boiling lava pits to stop you in your tracks.



The Flamer.

You get three chances to stop the Evil Society. Rolling Thunder features a password function for Levels 3, 5, 7, and 9. Make it to one of these levels and, if you die, you get a password that you can use to continue your battle against Mabu.

Fight through all ten areas and you'll confront Mabu himself in a showdown to the death. You'll have to use all your agility and shooting ability to dodge his fiery shots and stop him for good.



The final battle against Mabu.

Rolling Thunder is a fantastic arcade-to-home translation. Smooth scrolling and great graphics and scenery, in combination with nice soundtracks and incredible gameplay, make this a top Nintendo title for the holiday season.

By Stomper

The 24-second clock is down to 6 and Jordan has Bird pinned in the corner. Bird jumps. Jordan jumps. Steal! Jordan pivots, races for the basket, skywalks the last 15 feet, and jams home a 360 dunk. Bird is left in the dust. But on the very next play, Bird buries a silky-smooth three-pointer and takes the lead.



Jordan hits a 360 jam.

Now it's Jordan's turn again. The pressure's on. Can Michael Jordan's speed and dunks beat Larry Bird's outside shot?

PROTIP: Bird will usually make three-point baskets if he's open. You can sometimes back in toward the basket, then quickly run back outside the three-point line and fire a jump shot.

You'll have to ask yourself the same question when you play Jordan Vs. Bird: One on One. Do you play Jordan and blow by Bird for a sure two points or do you take the outside shot and rack up three-pointers?

PROTIP: Sometimes it's just as well to foul if you've been driven too close to the basket. Foul before the other player gets off a shot. Your opponent gets a new 24-second clock, but has to start from the outside again. And you can't foul out.



If you can't beat 'em, foul 'em.

Play at one of four ability levels against the computer or play against your friends in exciting two-player competition. Learn to turn



Choose your ability level.

your player, back into position, then blow by for the dunk or shoot a fade-away jumper to light up the scoreboard. Play smart defense to keep your opponent from scoring, and be sure to block out so you'll get all the rebounds. Check your



Play smart defense.



PROTIP: On defense, try to stay in front of the other player and back him into the corner. From that position he can't escape. You can go after a steal, then blast by untouched to the basket.

stats at the end of each quarter to see how you're doing. Maybe that three-point shot percentage tells you you're missing too many long ones and you need to drive into the lane.

PROTIP: You can almost always get by Bird for the jam. Just press down on the controller pad and the B-button, then step right around Bird. He usually can't follow and you'll score a quick two points.

ONE ON ONE					
STATS	1ST	2ND	3RD	4TH	TOTAL
POINTS	19	23	0	0	42
FIELD GOALS	5	4	0	0	9
ATTEMPTS	8	7	0	0	15
PERCENT	62	57	0	0	60
3-POINTS	3	5	0	0	8
ATTEMPTS	4	8	0	0	12
PERCENT	75	62	0	0	66
STEALS	0	1	0	0	1
BLOCKS	0	0	0	0	0



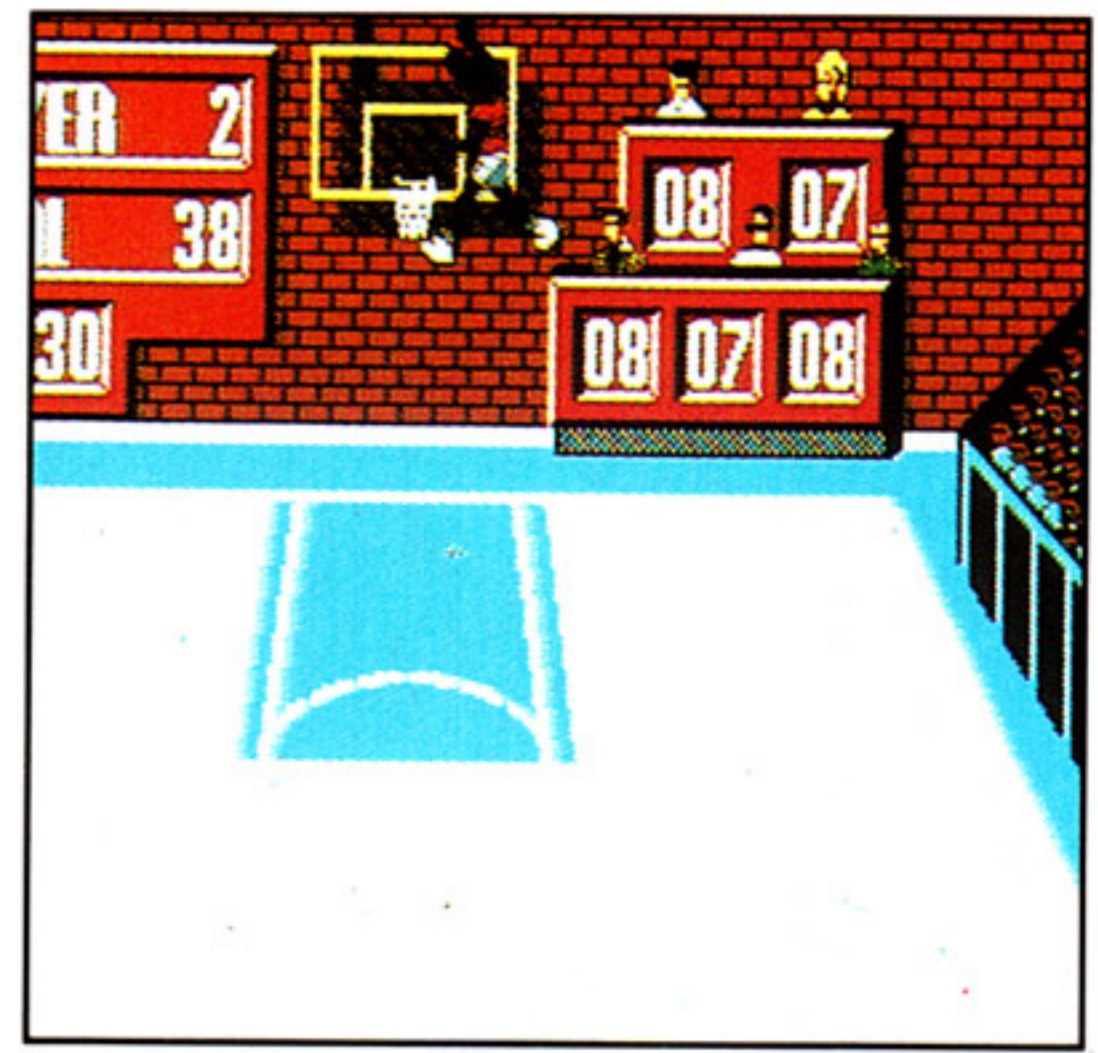
POINTS	14	15	0	0	29
FIELD GOALS	7	6	0	0	13
ATTEMPTS	10	6	0	0	16
PERCENT	70	**	0	0	81
3-POINTS	0	1	0	0	1
ATTEMPTS	0	2	0	0	2
PERCENT	0	50	0	0	50
STEALS	2	2	0	0	4
BLOCKS	0	0	0	0	0



Check your stats at the end of the quarter.

Between games of One on One, try your hand at Jordan's Slam Dunk Contest or Bird's Three-Point Shooting Contest. In the Slam Dunk Contest, try watching Jordan perform the moves in Follow the Leader, then go to the Practice mode to perfect each dunk in turn.

Finally, when you think you have them down cold, enter the contest. Up to four players can compete in this three-round dunk-fest.



Dunk à la Jordan.

Jordan's dunks like Air Jordan, Kiss the Rim, and Windmill take good timing and execution. If you do them just right, you'll score a perfect 50 from the judges, but 50s aren't easy to come by. It's lots of fun to try each dunk, though. They're all intense.

Timing is the secret in the Three-Point Shootout. Play Larry Bird as he shoots five balls from



Challenge Larry Bird in the Three-Point Shootout.

each of five bins. Learn to shoot in a smooth rhythm and hit nothing but net. You have to move quickly or time will run out before you're done. Also, be sure to sink the fifth ball from each bin. That's the "money" ball—worth 2 points!

So get ready for basketball action. Find a friend so you can go One on One. Scrap for the rebounds, fake the other guy out with your footwork, and shoot the sweet shot with Bird or take to the sky with Air Jordan.

JORDAN VS. BIRD:
 on
ONE

A BOY AND HIS BLOB



By *Andromeda*

Yipes! The evil emperor is forcing everyone on the planet Blobolonia to eat nothing but marshmallows and chocolate! Blobert ("Blob" for short) has journeyed to Earth to find someone to help rid his home planet of this sweet-toothed fiend. You'll help him, won't you? Of course you will!

Jellybeans Galore

You've got the smarts to figure out how to stop the emperor. And the Blob? Well...he's got some amazing abilities you can't do without. Together you're an awesome duo! Just remember, the Blob is your buddy but sometimes he lags behind. Keep whistling and he'll stay with you. But don't let him out of your sight or you may not find him again.

PROTIP: Lost the Blob? Although the Blob normally hates ketchup jellybeans, try tossing him one when you can't find him. The results are a pleasant surprise!

The Blob loves jellybeans of every flavor, from tangerine to coconut. Even more amazing, every flavor turns the Blob into a different useful object. Yes, the Blob himself is your ultimate secret weapon.

The Adventure on Earth

Your adventure begins on Earth. With a good supply of jellybeans and the Blob in tow, you're ready to head down into the subway and the other underground passages beneath the city. Why? Because you've got to search for hidden treasures and priceless gems.



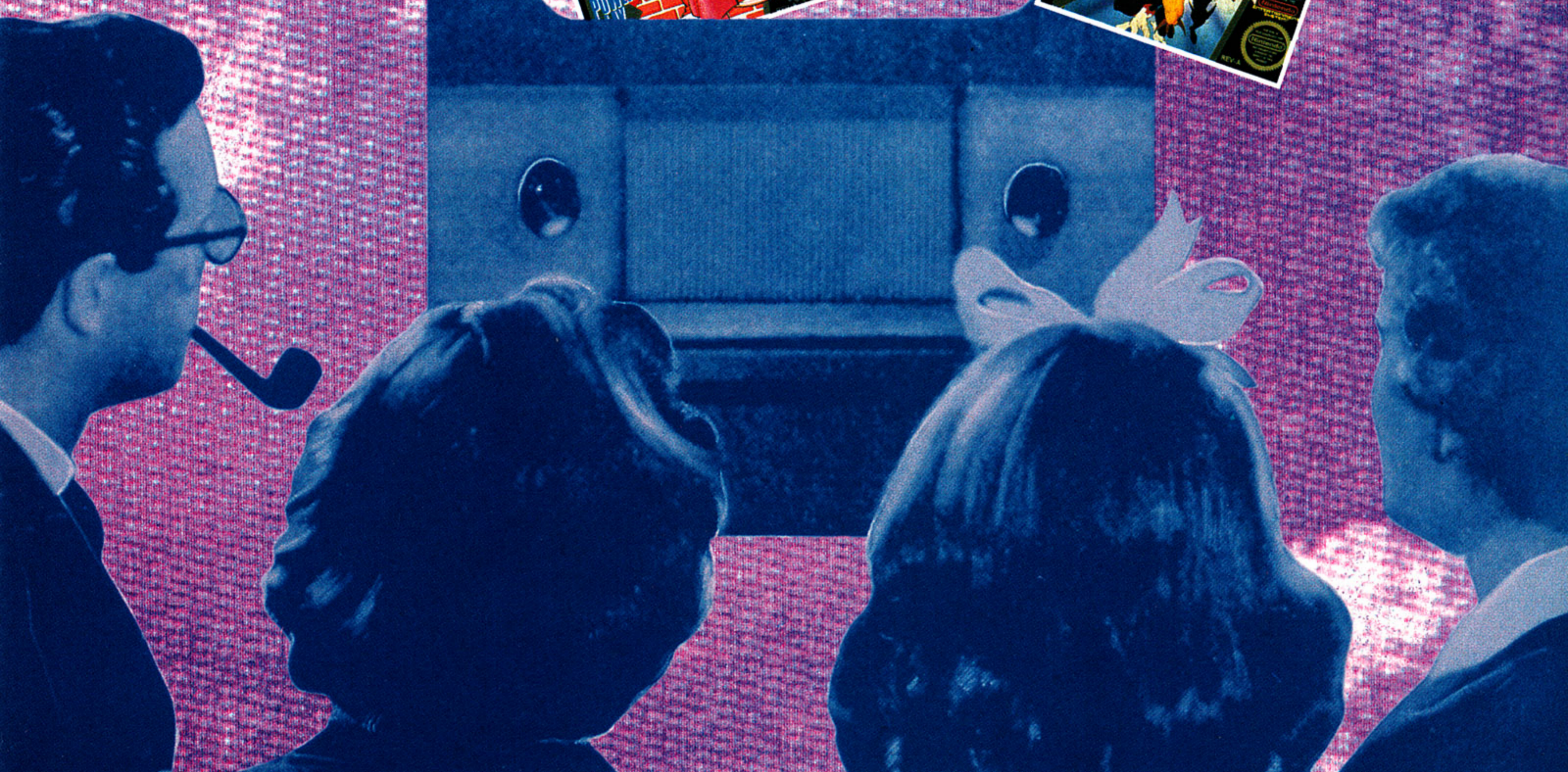
Priceless gems are hidden under water.

Why? Because you need the money to buy a supply of vitamins. Why? Because you've got to defeat a sugar-crazed marshmallow, chocolate-eating emperor. That's right! Only something healthy, like vitamins, can stop this saccharine sadist.



PROTIP: Get past subway serpents by carefully studying their movement patterns, and then running underneath them.

INTERACTIVE[®] * VIDEO GAMES



THE WILD BUNCH.

from Enteractive



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Does more than just promise all the action and strategy of real football.

Marvel's X-MEN.[®]

Magneto and his band of super villians are on the rampage.

A Nightmare on Elm Street.[™]

Coming Soon.

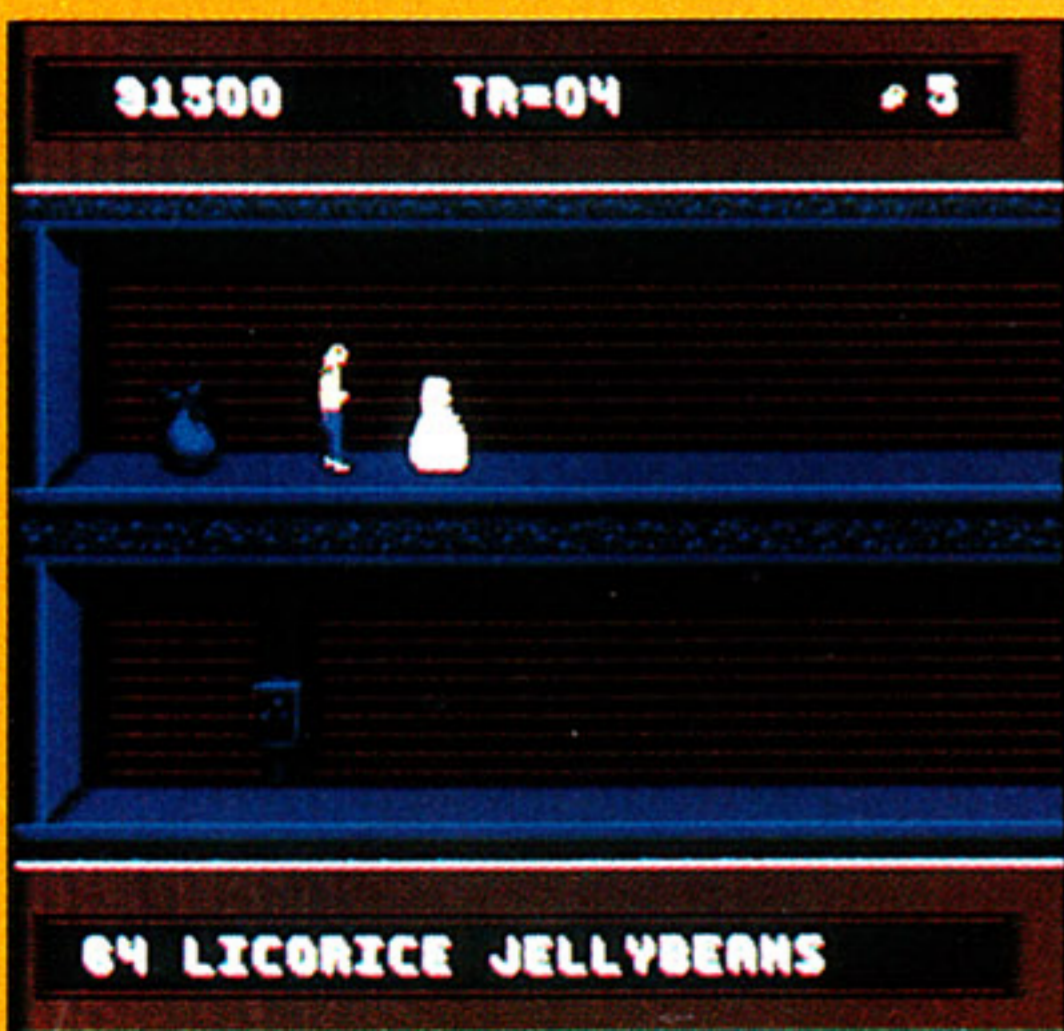
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In your journey through this underground maze, you'll face every obstacle imaginable. With the Blob's help, and the right combination of jellybeans, you'll navigate past deadly cliffs, underground lakes, razor-sharp stalagmites, and vicious subway serpents.

Some treasure chests and gems seem impossible to grab, but they're not! Just keep trying different tricks with the Blob and you'll hit on the solution sooner or later.



PROTIP: The treasure chest guarded by the subway serpent seems impossible to grab. Use the Blob as a hole, putting him right above the treasure. When the serpent moves to the right of the treasure, jump into the hole and whistle immediately. With one fell swoop, you'll grab the treasure and drop down to safety through the hole the Blob forms.



PROTIP: Two bags of jellybeans are hidden underground. Find them to replenish your jellybean supply and give you weapons you'll need on Blobolonia.

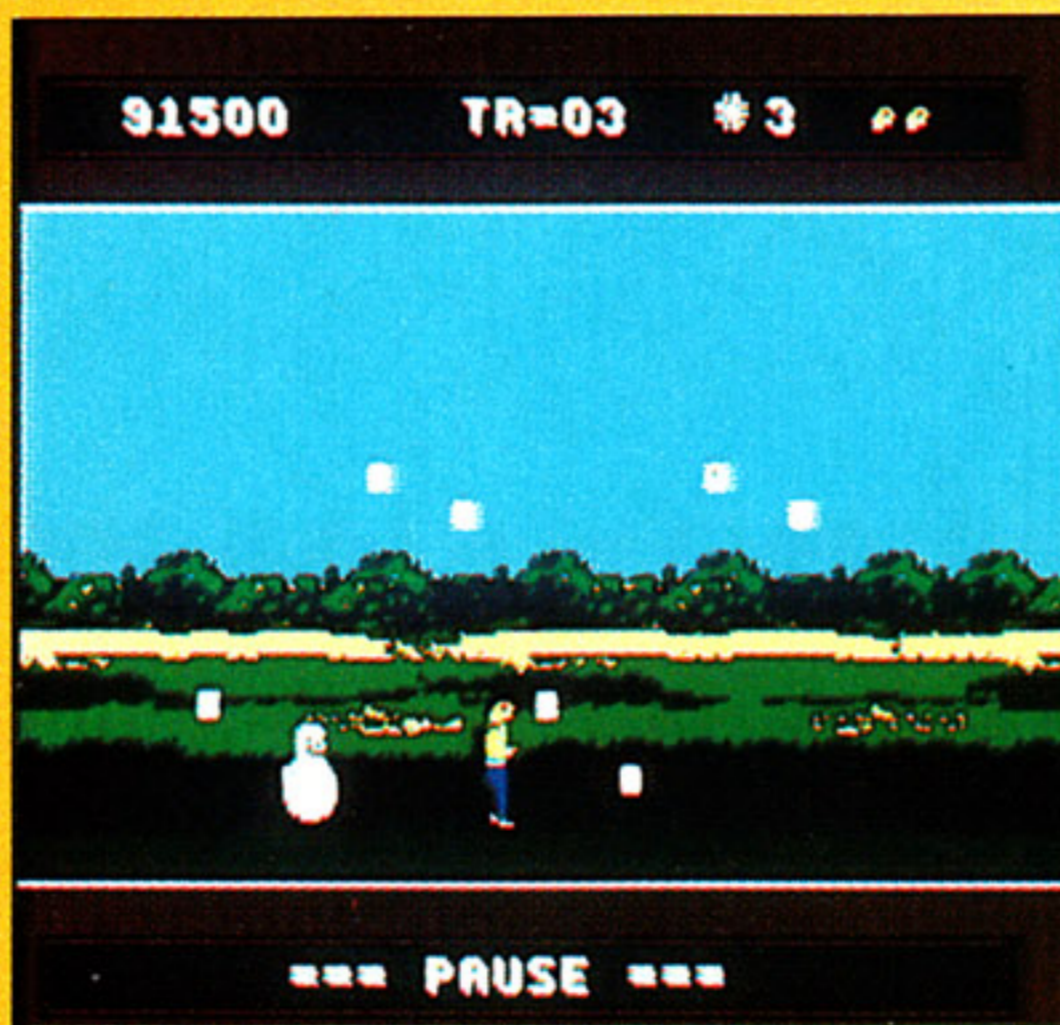
Once you've collected all of the treasures and returned to the city, you're set to head for Blobolonia. Just make sure to stop at the Health Food Store to buy the vitamins you'll need to power your VitaBlaster.



Shopping at the Health Food Store.

Blobolonia

When you're ready, the Blob helps you travel to Blobolonia—it just takes the right jellybean snack to convince him to take off! At first, Blobolonia seems a pleasant land—blue skies, warm weather, and beautiful orchards. But wait! Up ahead falling marshmallows, exploding cherry bombs, popcorn, and deadly chocolate kisses are just a few of the obstacles in your path.



PROTIP: Marshmallows fall in patterns! Once you've studied the pattern it's a piece of cake to walk right by them. Use markers in the background scenery to line up where you need to stand to avoid getting clobbered.

The Blob is right by your side, ready to help in any way he can. It's easy to forget all of his talents on Blobolonia and just use him as the VitaBlaster. But don't do that! You might miss finding some special helpful items. You've got five chances to beat the emperor.



Collect five tasty peppermints for a 1-up.

Collect five peppermints on Blobolonia and you'll earn an extra life. Make sure you search everywhere—in the skies and even below the ground.

PROTIP: There is a way to turn off the candy-making machines! We're not going to give it away, but just remember to search everywhere, above and below the planet Blobolonia.

A Boy and His Blob is Absolute Entertainment's first Nintendo title. It's also the first NES title by David Crane, creator of such well-known games as Pitfall and Ghostbusters. It's an original game featuring great sounds (you'll love whistling to the Blob), cute graphics, and a play style that asks you to use ingenuity as well as arcade shooting skills.

Warning: Watching the Blob eat all those tasty snacks makes you mighty hungry. We recommend you B.Y.O.B. (Bring Your Own Beans).

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

Not doing your homework could be a mistake. Every move you make could jeopardize your fellow rescuers, and those held captive.

RESCUE: The Embassy Mission. The action comes fast and furious. Itchy-fingered enemy gunmen. A perilous rappel down the sheer face of the Embassy. If you survive that, don't get cocky. You've still got to out-manuever and out-think your opponents inside and mastermind the escape.

There are 15 levels of difficulty, from "Training Mission" to wickedly-fast "Jupiter Mission." Thrills are delivered in bold strokes, with super high quality graphics and animation.

With *RESCUE: The Embassy Mission*, brainpower is as important as firepower.

KEMCO ▲ SEIKA



RESCUE
THE EMBASSY MISSION

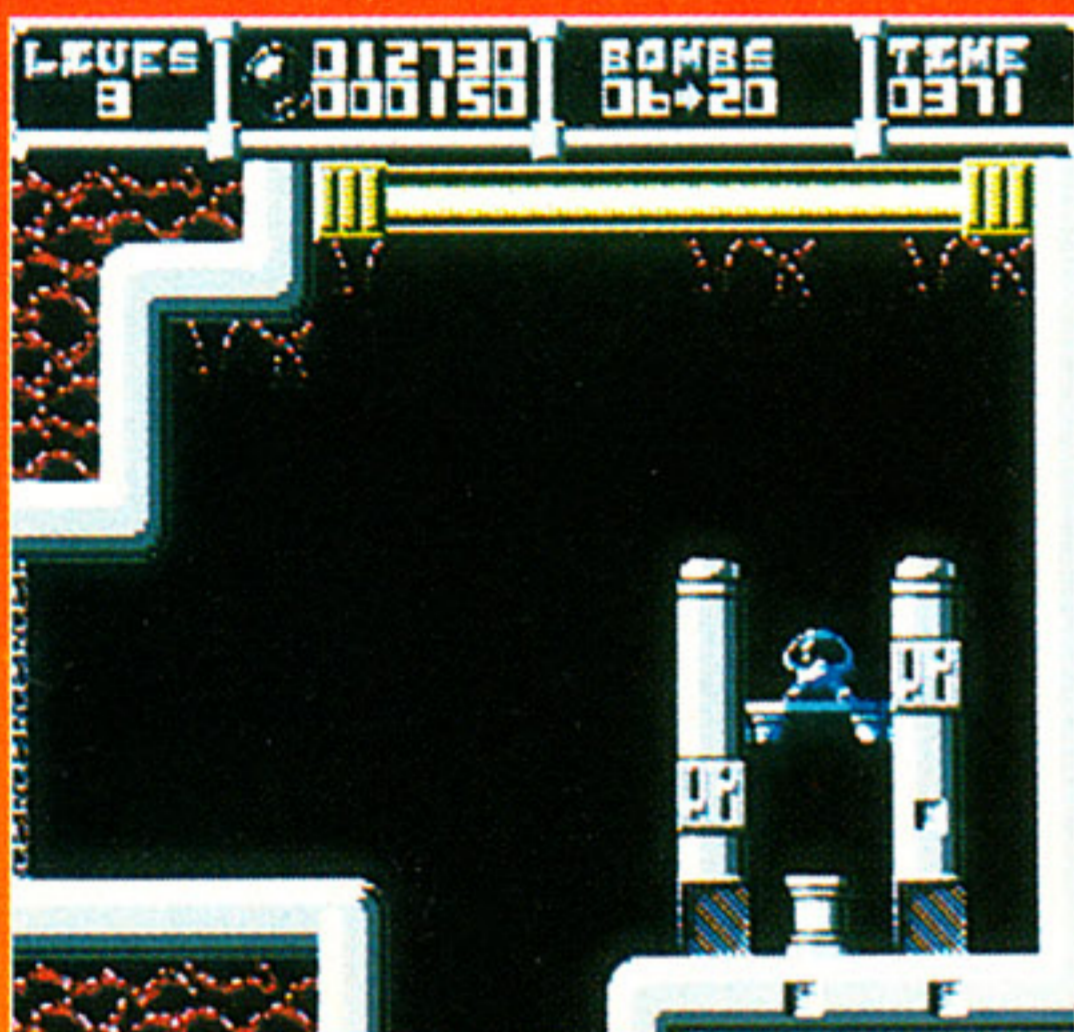


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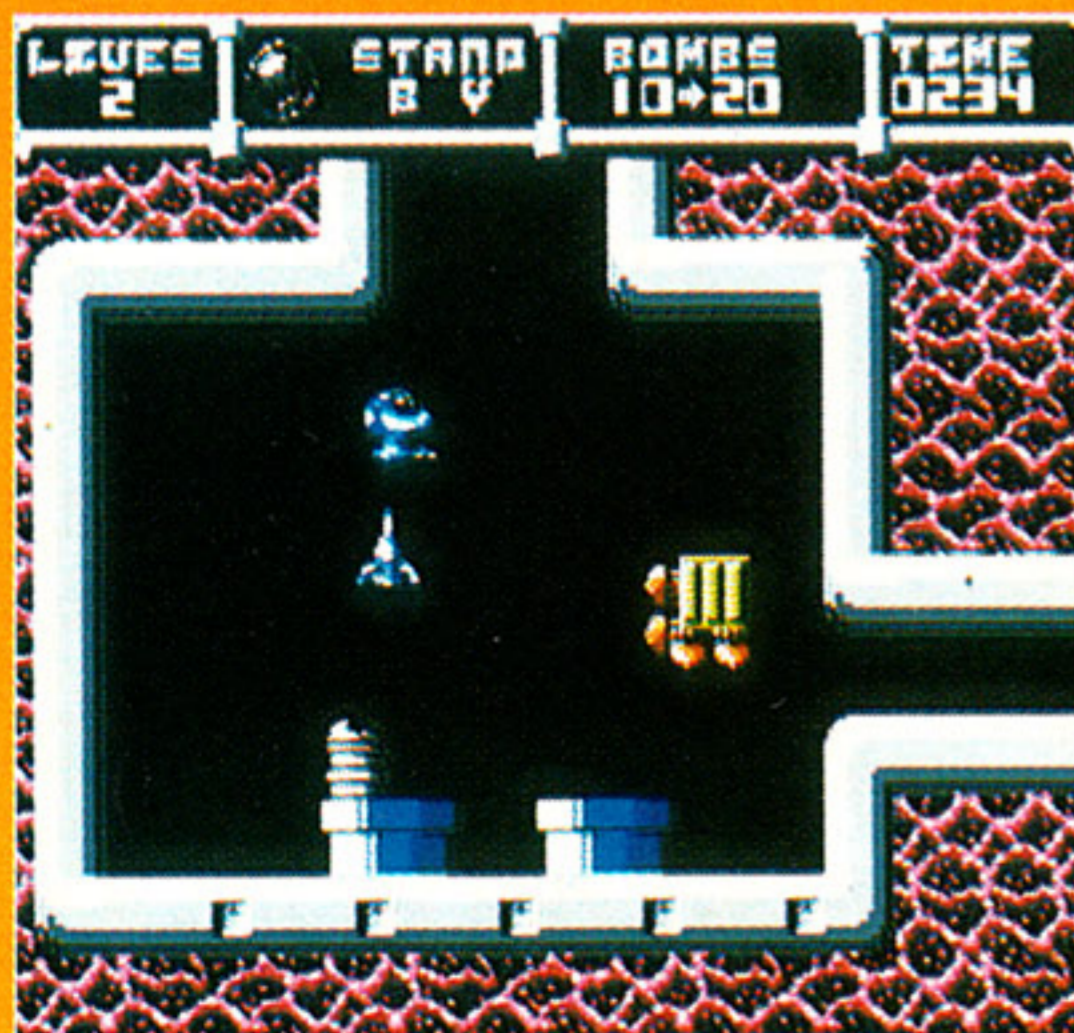
By the Pro, A.J.F.

Untold riches in minerals and precious gems lie safely stored on three nondescript asteroids. No one will ever find them, right? Wrong! Leave it to those dastardly Zoggian pirates to hunt down the hiding place. They're out to steal jillions of astralbucks worth of Federation treasure. But the Federation has two secret weapons with the potential to stop these thieves—the Cybernoid and you.



Phew! Rest for a few seconds at the second level launch pad.

Climb aboard a state-of-the-art spacefighter and get ready for battle. Each asteroid conceals a huge labyrinth. You fight your way through them, destroying Zoggian pirates and their bases. Clearing out the planetoids is the only way to ensure the safety of the Federation's treasury.



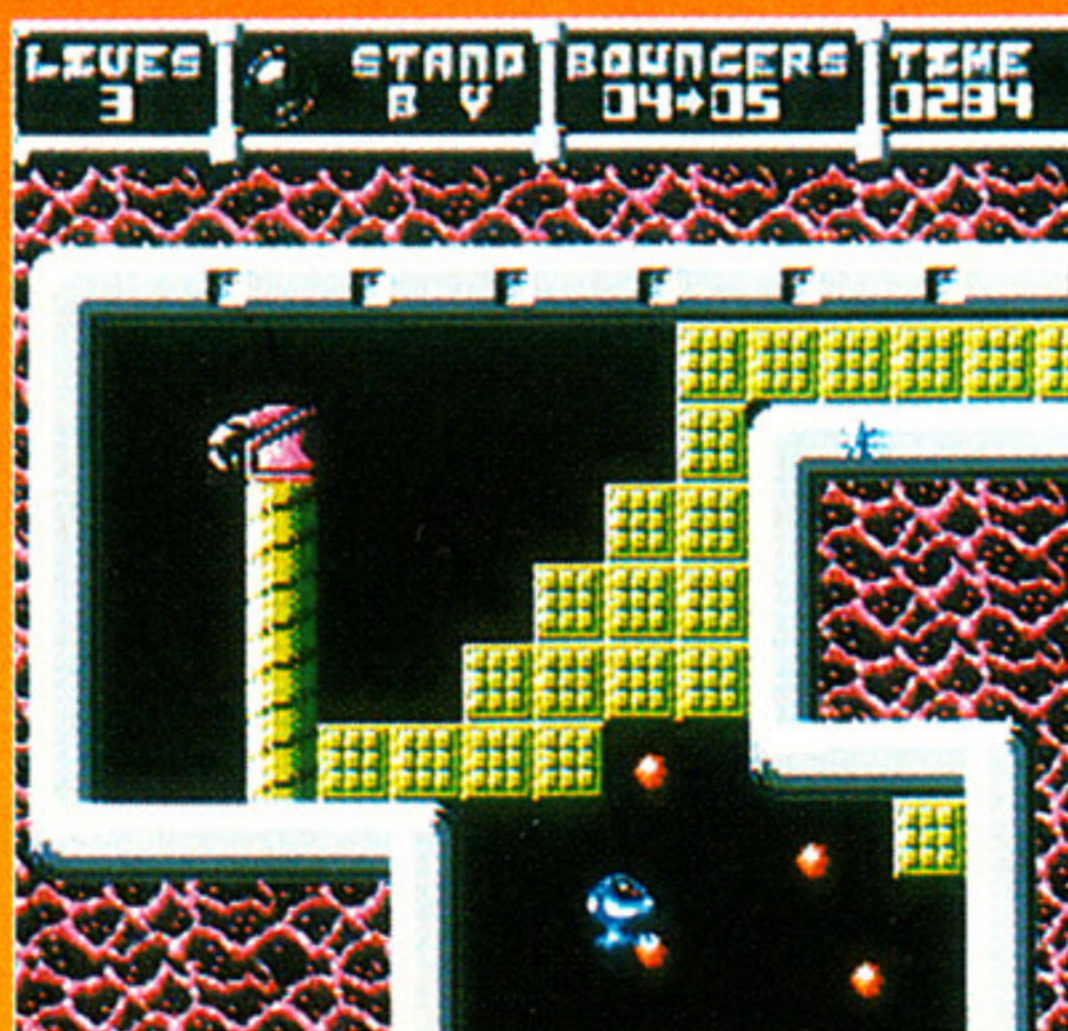
It's a Zoggian missile attack!

Fortunately, the Cybernoid is armed with space-age firepower that'll blow your mind. As the pilot you choose from a formidable arsenal of hi-tech weaponry. Your supply of standard Laser Blasts is unlimited. But you'll need to search for other more powerful weapons to accomplish your mission. Use



PRO TIP: Increase your weapon power by picking up the A.C.M.E. packing cases you'll occasionally find when you destroy those nasty Zoggians.

Bombs to clobber foes, knock out enemy installations, and blast through walls. Fire four energy



Use bouncers to destroy walls.

balls called Bouncers that ricochet around the screen massacring Zogs and destroying certain walls. Shoot Seekers at active ground installations. They'll home in on their own—all you do is fire. Launch the Genocide Missile to wipe out all the enemies onscreen, but you'll lose your valuable cargo, too. If you're really in a jam, energize the Shield for invincibility.



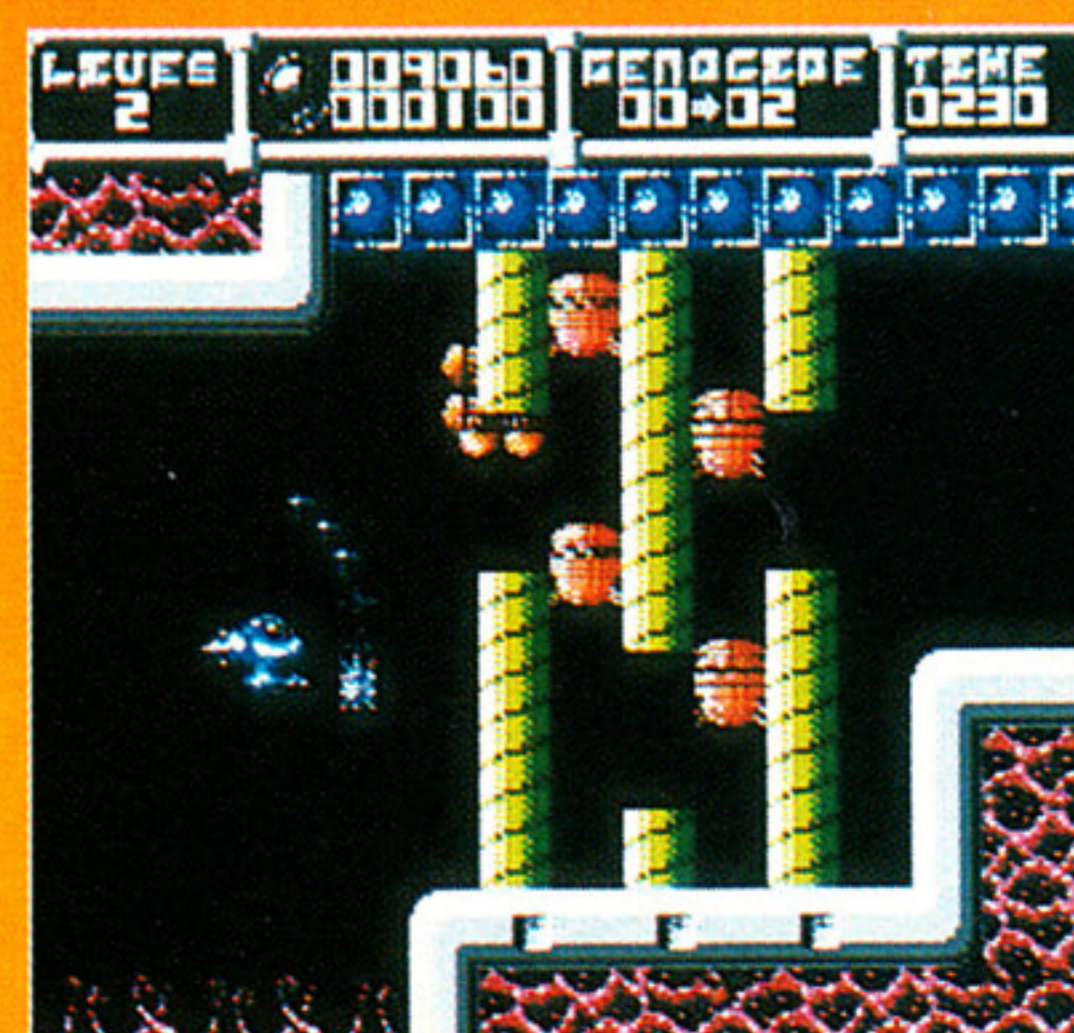
Seekers home in on enemy targets and blast them!

PRO TIP: Sometimes in the heat of battle, you don't have time to select weapons. Cybernoid lets you press pause and select your weapon. No pressure!

Since these Zoggian pests are especially difficult to defeat, you'll be happy to know that Cybernoid allows you to attach two special weapons directly to your ship—if you can find them! The Rear Firing

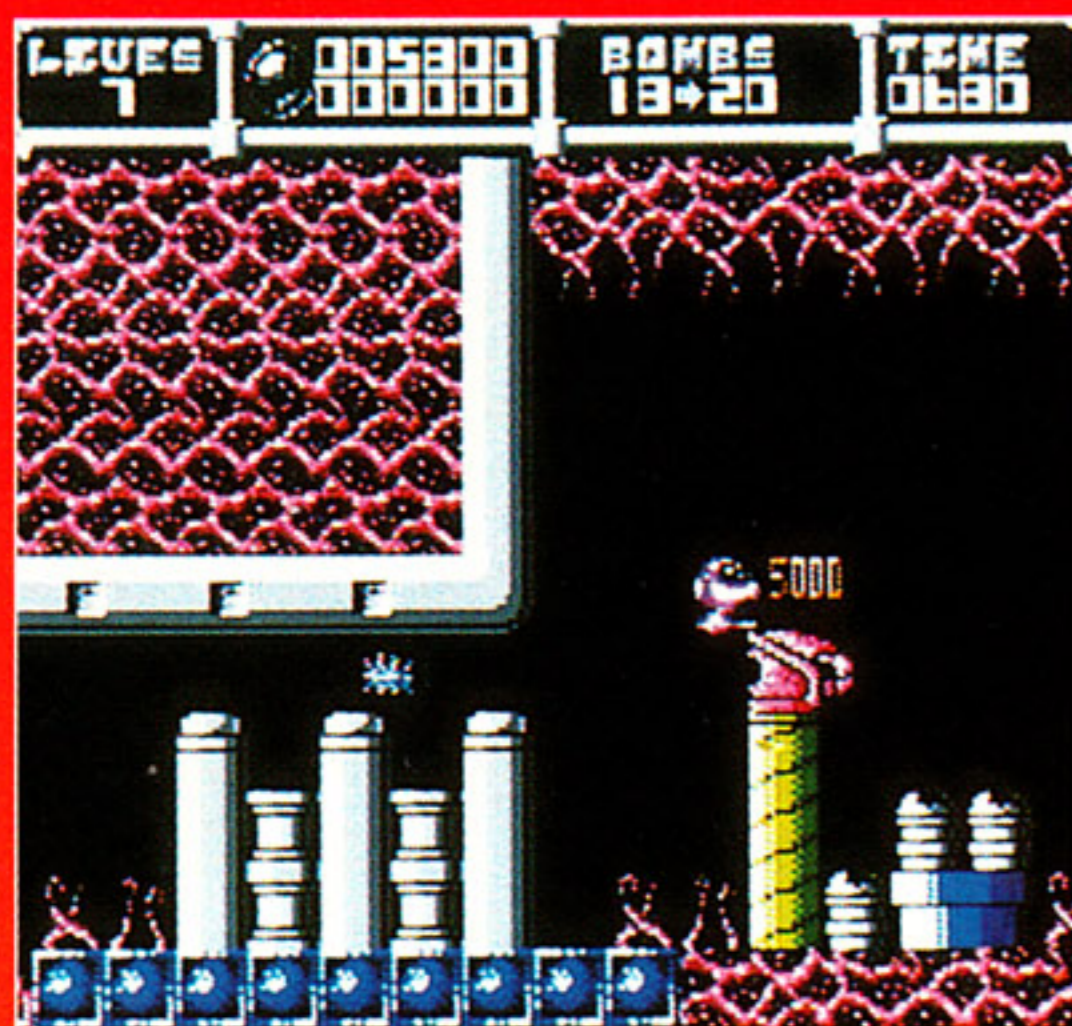


Attacking a Green Blob with the Rear Firing Blaster.



The Cybermace.

Blaster snaps on to the back of the fighter and enables you to shoot the laser beam behind you. The



PRO TIP: Shoot the pink, ball-spitting creature near the center of his mouth many times and earn a 5,000-point bonus!

Cybermace circles around your spacecraft providing some protection

against the Zogs. You can use up to two Cybermaces at a time, just wiggle the joystick left and right to control their direction of rotation.

If you're looking for non-stop, interstellar space action climb into Acclaim's Cybernoid and blast off. But be forewarned, even on the Easy setting this game is tough. Shoot-em-up fans will find Cybernoid more than challenging. For maximum pressure, select Lethal and switch the sound mode to the

super, state-of-the-art sound effects. Experience the thrill of victory as you hear the crisp explosions of Zoggian craft and the zing of lasers zapping through the stratosphere. Of course, you also suffer the agony of defeat when you hear your own ship exploding! This mode is definitely for the best players only. So keep your trigger fingers loose and get ready for a rock'em sock'em space battle.

CYBERNOID



By Charlie T. Aslan

"The last thing you remember is standing before the Wizard Lakmir as he waved his hands. Now you find yourself staring at an entryway that lies at the edge of a forest." The Evil Warlock is threatening to unleash the Behemoth upon the land. You are the last of the Line of Kings. If you can't stop him, no one can.

So begins your journey into the castle, Shadowgate. The skull carving above the door grins maliciously as you prepare to enter. Perhaps it is laughing at the seemingly impossible task that lies ahead of you. Or perhaps it holds some secret to the danger that lies within.



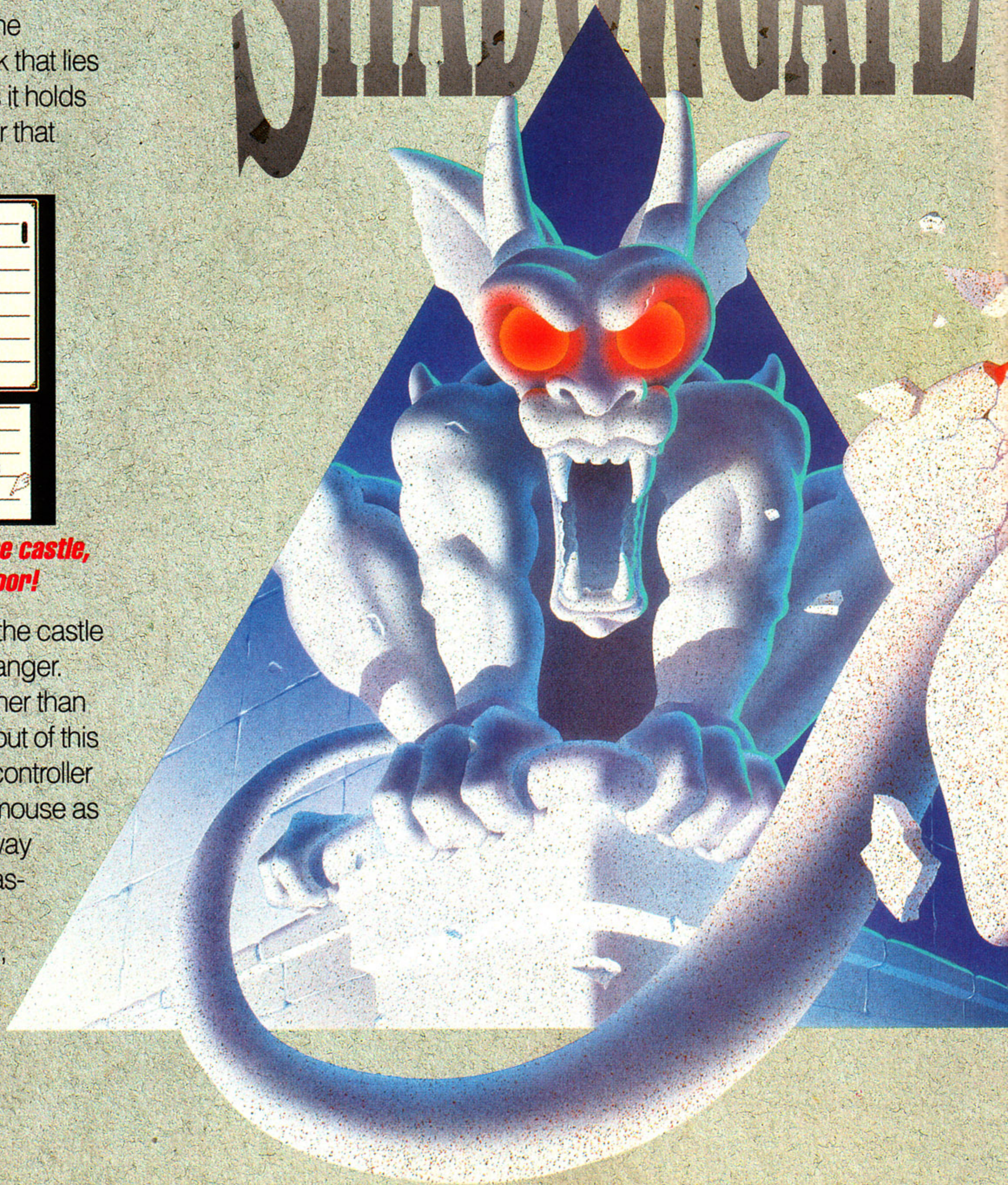
PROTIP: Before entering the castle, check the skull over the door!

Your journey through the castle is fraught with constant danger. You'll need your mind, rather than your joystick skills, to get out of this one alive. Use your NES controller like an Apple Macintosh mouse as you point and click your way through the dark, dank passageways, underground caverns, collapsing floors, and even more unimaginable obstacles.

PROTIP: Use common sense. Jumping down unlit holes, attacking creatures larger than yourself, and lingering too long in dangerous areas are sure ways to death! So investigate everything, but always proceed with caution.

Windows will help you survive your journey through Shadowgate. Use the View window to keep track of where you are and decide what you want to do next. Pick from a variety of actions with the Command window—including Examine, Take, Open, Close, Use, Hit, Leave, Speak, and Move!

SHADOWGATE



PROTIP: Take all the torches you can get! The safest bet is to have two lit at all times. That way, if one goes out, you aren't left in the dark to stumble and fall, and...well...you know what happens then!

You can quickly check what objects you're carrying by flipping through the cards in the Inventory Window. With the Self box you can use an object on, or do something to, yourself. This lets you gulp down potions, or whatever else you need to do!

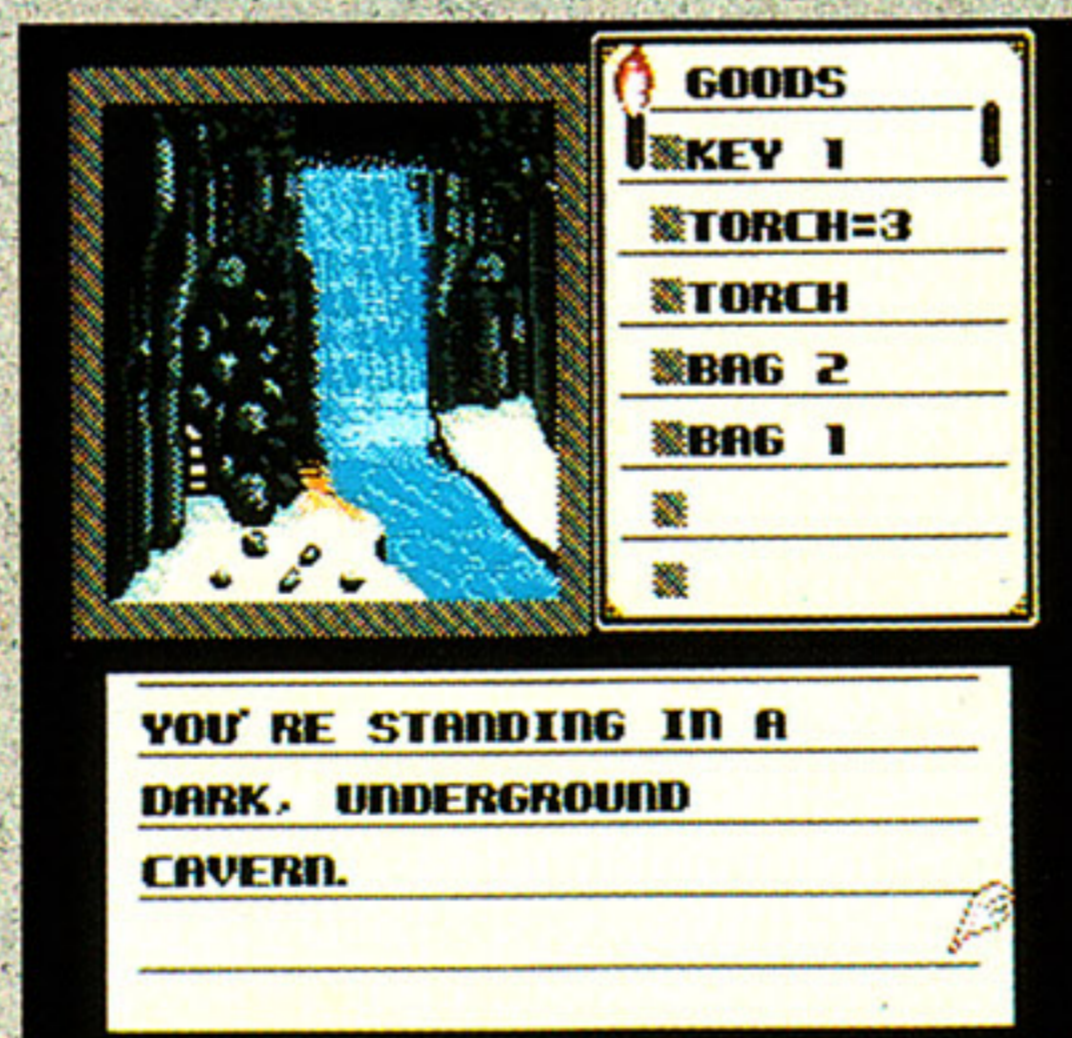
PROTIP: There's a way to get across the weak rope bridge over the chasm—without shedding all of your equipment. Just search for the right potion.

To succeed in your quest to prevent the hideous Behemoth from rising from the depths of Hades, you'll have to defeat the Warlock.



PROTIP: You've got a limited amount of time to find and defeat the Warlock. The evil one materializes throughout the game (in ghost form). Consider each appearance a warning. A half dozen warnings or so and it's curtains!

To stop the Warlock you'll need special magical items. Find them by exploring the castle. Some items are where you'd least expect them, so make sure to check for secret passages. Doors are not always obvious.



PROTIP: In the Lake Area there's a hidden cave behind the waterfall. Be sure to explore it!

Save everything! You can carry an unlimited number of objects and you'll use almost everything you find. Heed the clues you discover along the way—they'll help you determine what special items you'll need for your final showdown with the Warlock.

PROTIP: Don't forget to hit the Start button in different areas. You never know when you'll get an extra hint!

Shadowgate, from Kemco-Seika, is a classic one-player fantasy adventure game taken from the computer gaming world and re-designed for your NES! Unlike most adventure games for the Nintendo, Shadowgate requires you to "think before you hack." Brains, memory, and cunning will conquer this castle, not brawn!



Read everything you can read. It's the best way to learn the magic spells you need.



Sometimes you open things and get much more than you bargained for!

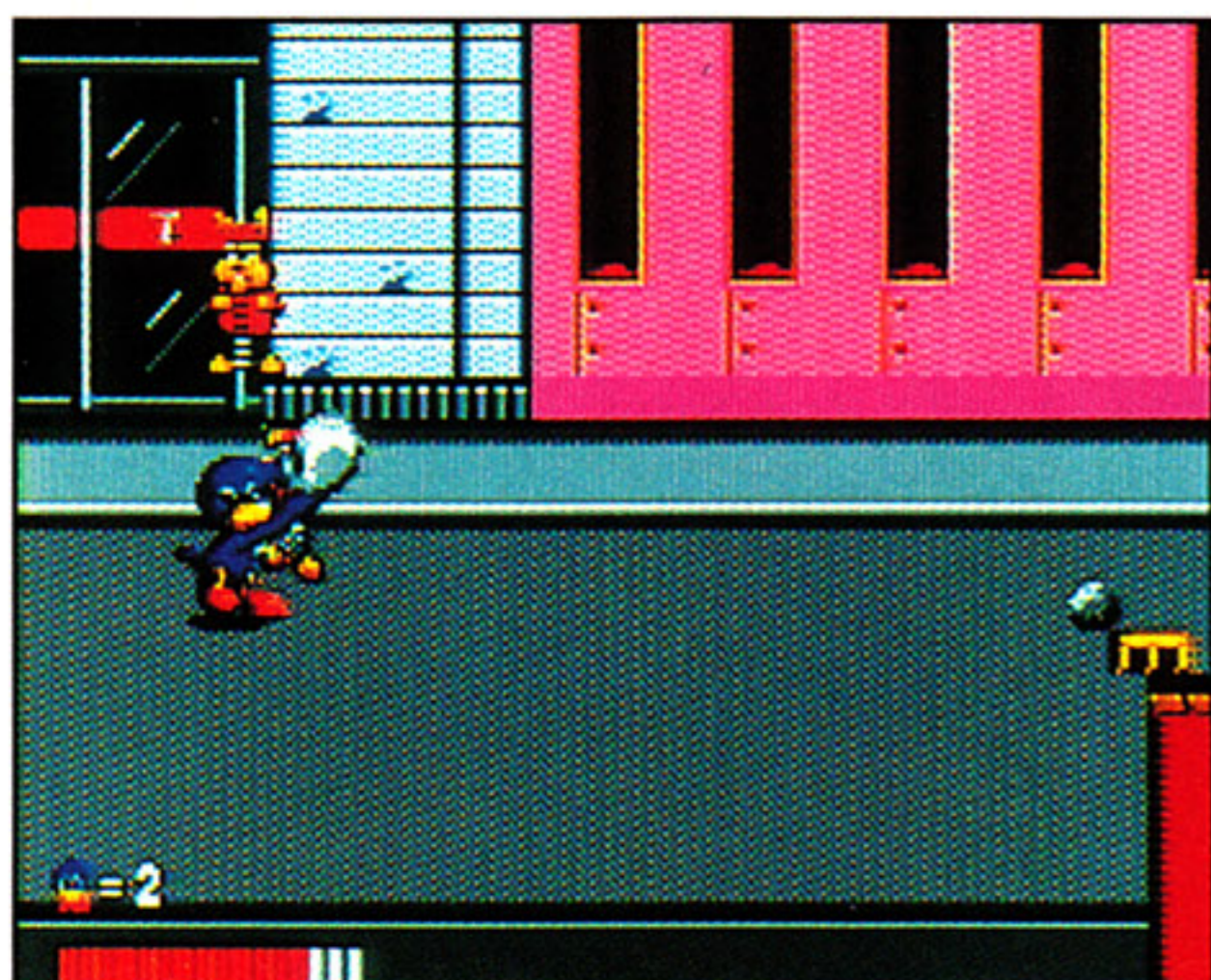
DYNAMITE DUX

By John Sauer

Get ready for intense, beak-blasting action. Here's a bird-brained adventure that really ruffles your feathers. Your picnic was ruined by a little green ogre named Achacha the Great, ruler of the Achacha dimension. He's swiped your girlfriend, Lucy, and split back to his own dimension. Even worse, he's turned you into a duck! There's only one thing to do. Enter Achacha's dimension and fight your way through fair and fowl weather. Beat Achacha's evil followers, and you'll get Lucy back and return to human form. Fail, and it's duck soup for you.

The Beaked Brawler

You're more than just an ordinary duck. In the Achacha dimension you've got tremendous fighting powers. Jump high. Punch as fast



PROTIP: You're no ordinary duck. Use a Super Punch to take out two enemies at once!

as a pro boxer. Do aerial kicks that would make Bruce Lee jealous. If you hold down Button 1 for a couple of seconds before letting it go,

you'll make a Super Punch that's stronger than anything that stands in your way!

And this game lets you move! Punch left or right, towards the screen or away from it. All the major compass points are covered. You've got the tools to beat Achacha the Great. But do you have the skill?

Into the Zones

After you step through the door, you're dropped into the Achacha dimension. You better hit the ground fighting because that's what this game is all about. Yes, sad to say, in this game you have no friends. During the next five rounds every creature you see is out for a duck dinner...you! Start the brawl in downtown Achacha City. It could be a nice place to live, if all its inhabitants weren't trying to get you!



Pesky penguins toss ice cubes at you!

First off are the Nice Doggy packs. These cute little dog heads with razer sharp teeth just love to chomp on ducks. Quick punches work best on these canine craniums. They're followed by sausage deer, moose-like monsters with club-shaped bodies. They hop slowly and try to crush you. Treat them like punching bags, but don't get stomped. And look out for mor-

tar wolves. They'll try to blast you from far away as other enemies attack you.

Make it to the middle of a round and you'll have to fight the Sub-Boss and his allies.

PROTIP: If you touch a Boss while you're making a Super Punch, you'll receive no damage!

In Round 1 it's Achacha Fire and the Little Fires. They're going to try to scorch your tail feathers! To beat the fires you need fire's biggest enemy. Look for a water cannon and spray the Little Fires first.

If you put the fires out, you move into the second phase of the round—and your showdown with the Round Boss. Survive and you transport to Pseudo Japan, then to other zones of the Achacha dimension until you reach the castle of the little green ogre himself—Achacha the Great!

Achacha Dimension Bosses

Each round of Dynamite Dux is well-guarded by a Sub Boss and a Round Boss. And each boss is tougher than the last! To beat most of the bosses, you must beat their guardians. Achacha Stone has the Little Stones.

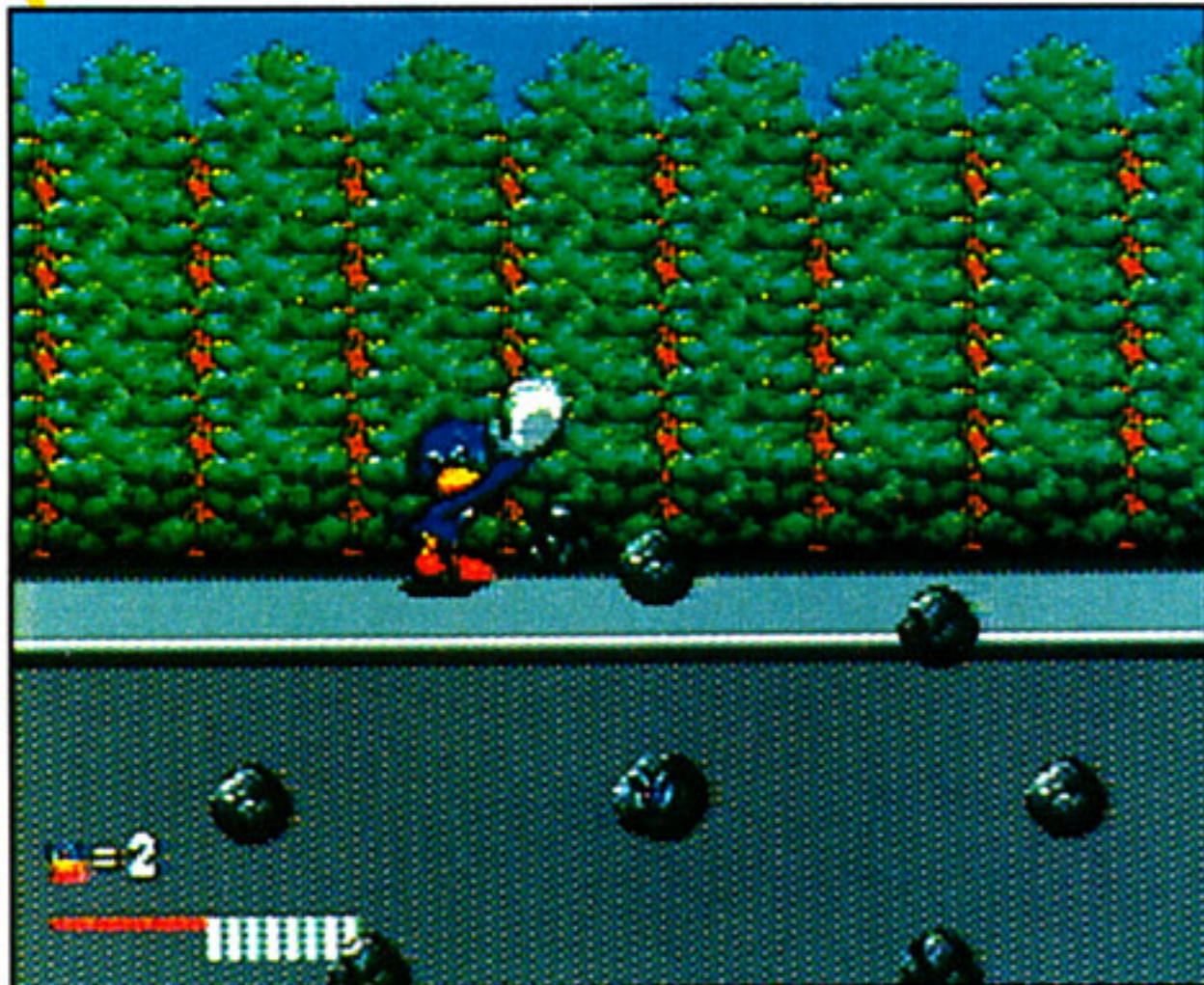


Achacha Fire and the Little Fires.

The Round 2 Boss, Achacha Thunder, has the Guard Clouds—complete with lightning! Achacha Iron has Iron Guards who whirl

around at high speed. A knock on the head from one of these tough guys really hurts.

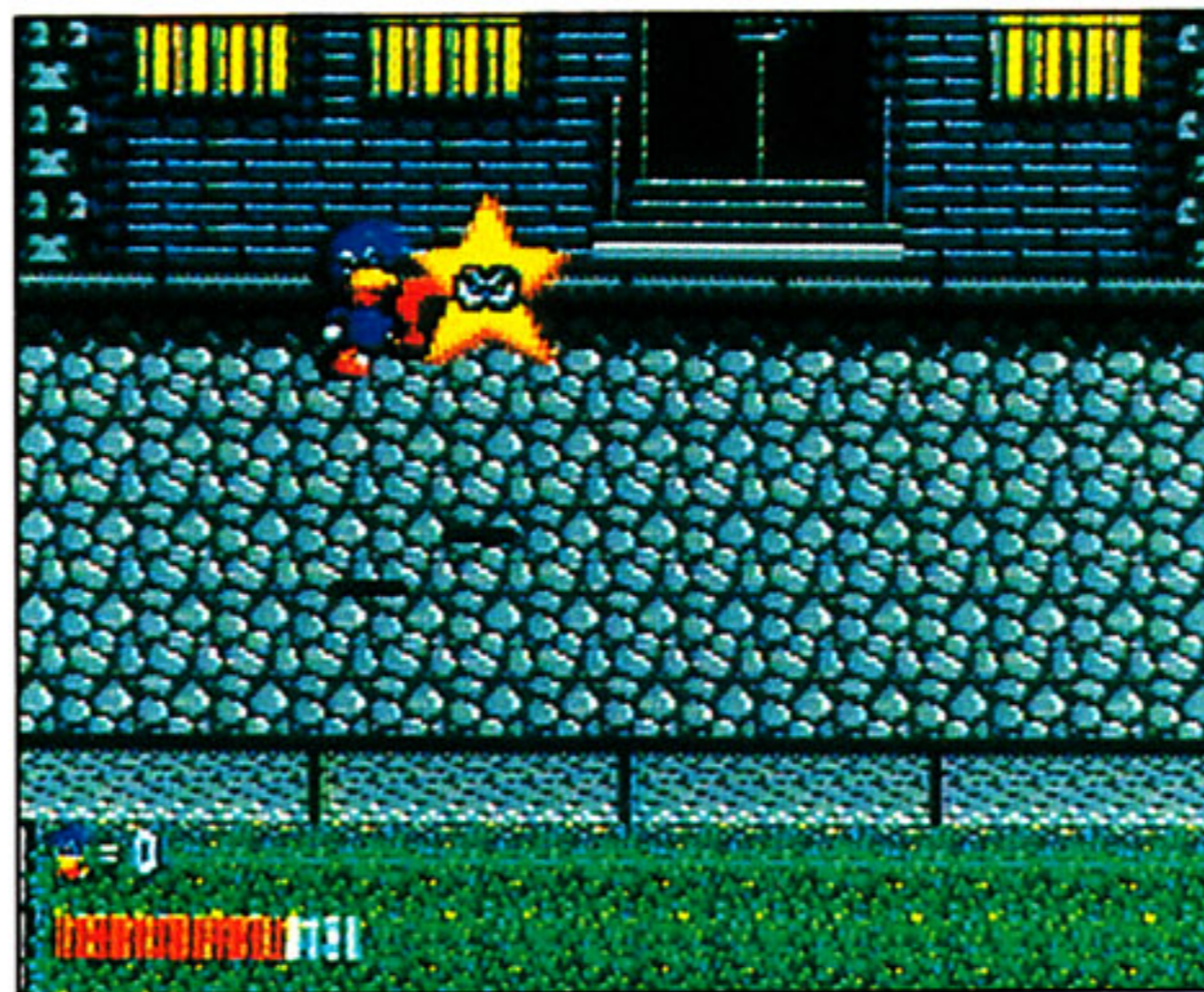
Beating the bosses is hard. It calls for a careful blend of positioning, timing, and strategy. The guardian formations expand and



PRO TIP: To beat Achacha Stone, try standing one third of the way in from the left side of the screen, by the bushes. Face the back of the screen. Time your punches to hit the Little Stones as they make the "expand" pattern.

contract as the boss moves. If you can find the pattern to the boss's movements, you just might find an ideal place to stand or jump to where carefully delivered punches and super punches do you the most good! But don't relax if you beat them because you'll soon be going through the door to another zone of the Achacha dimension!

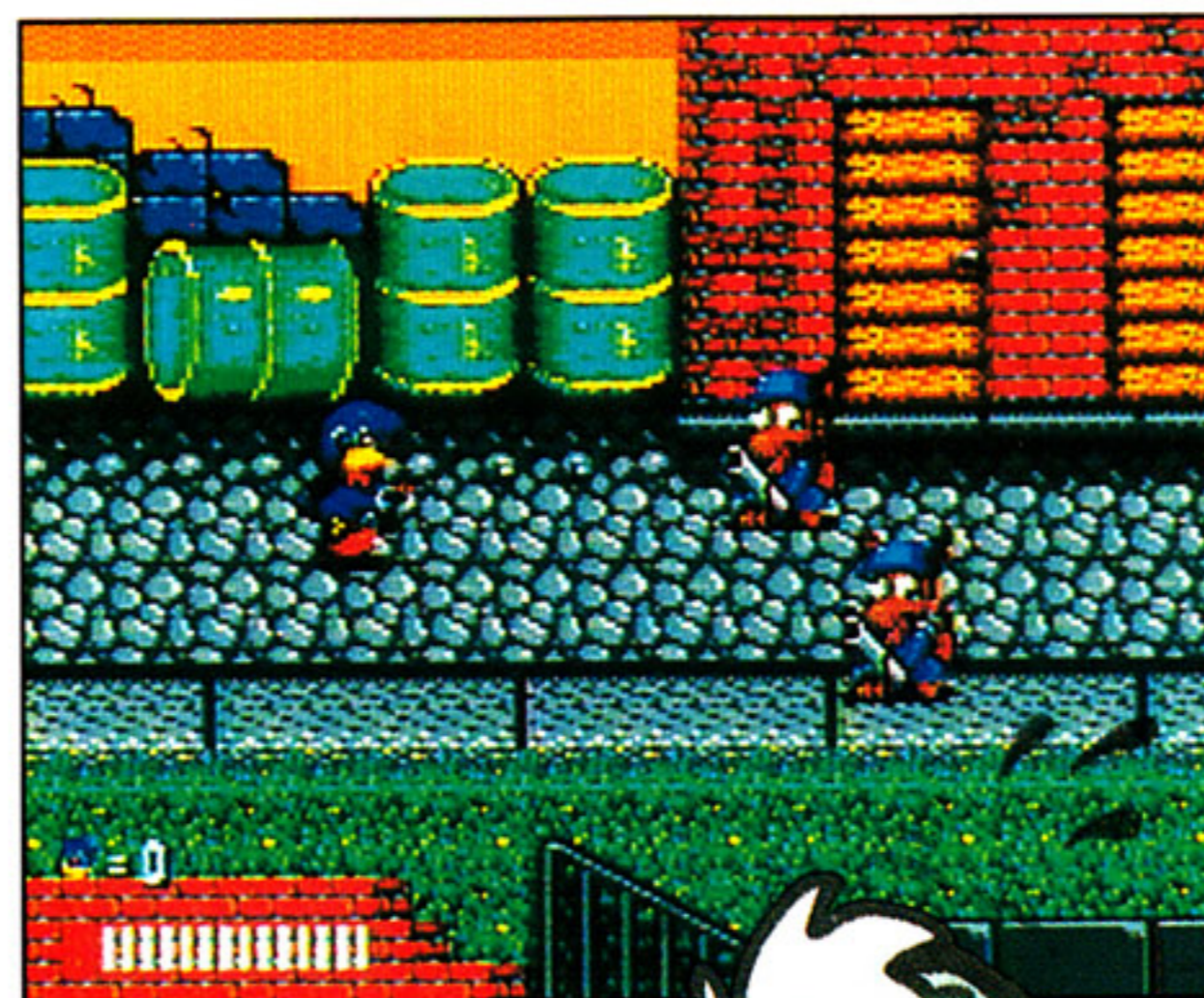
ILLUSTRATION: FRANCIS MAO



PRO TIP: Some Guardians are only beaten by kicking them in the air. Press Button 2 to Jump, Button 1 to kick, and the D-Button to give you direction for a guided, leaping attack!

Weapons and Special Stuff

Special, helpful items are found in the Achacha dimension—if a resourceful duck knows where to look. Some are primitive weapons such as stones and the more powerful bombs. Others, like the bazooka, really blast the enemy.



Blast these bad guys with a machine gun.

You'll also find machine guns and missile launchers—great high-powered weaponry for a duck on the prowl!

Remember that each round of Dynamite Dux is timed. If you stand around too long, your life meter loses two units. If your meter runs low, look for food in different parts of the rounds. You'll find everything from hot dogs to cake! The bigger the food item, the more your life meter is restored when you chomp down. Often, finding a food item gives you the strength to finish a round. Take every one you see. Last, but not least, are bonus points. If you see a treasure chest lying around, grab it! You might get 1,000, or even 10,000, points.

Dynamite Dux makes you some beaked brawler. With great graphics, sound, and game play, it's the newest addition to the Sega Master System's library of fun. So don't fly south for the winder—dux everywhere are planning to curl up with this adventure instead.

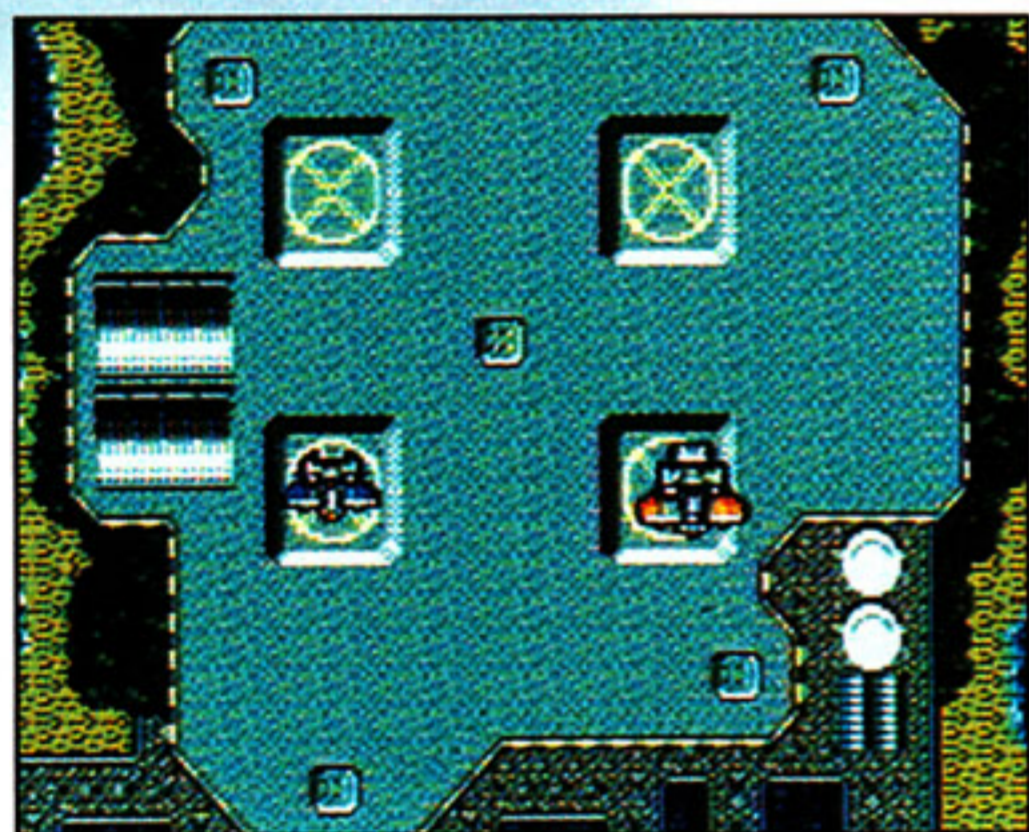


By John Sauer

Earth has been attacked by aliens with strange and powerful weaponry. Become earth's best fighter pilot and face planes, tanks, and warships that almost defy description! Do you have the courage, the skill, and the reflexes to beat the enemy at their own game? Scramble Spirits for the Sega Master System tests your gaming skills in a six-round non-stop aerial dogfight!

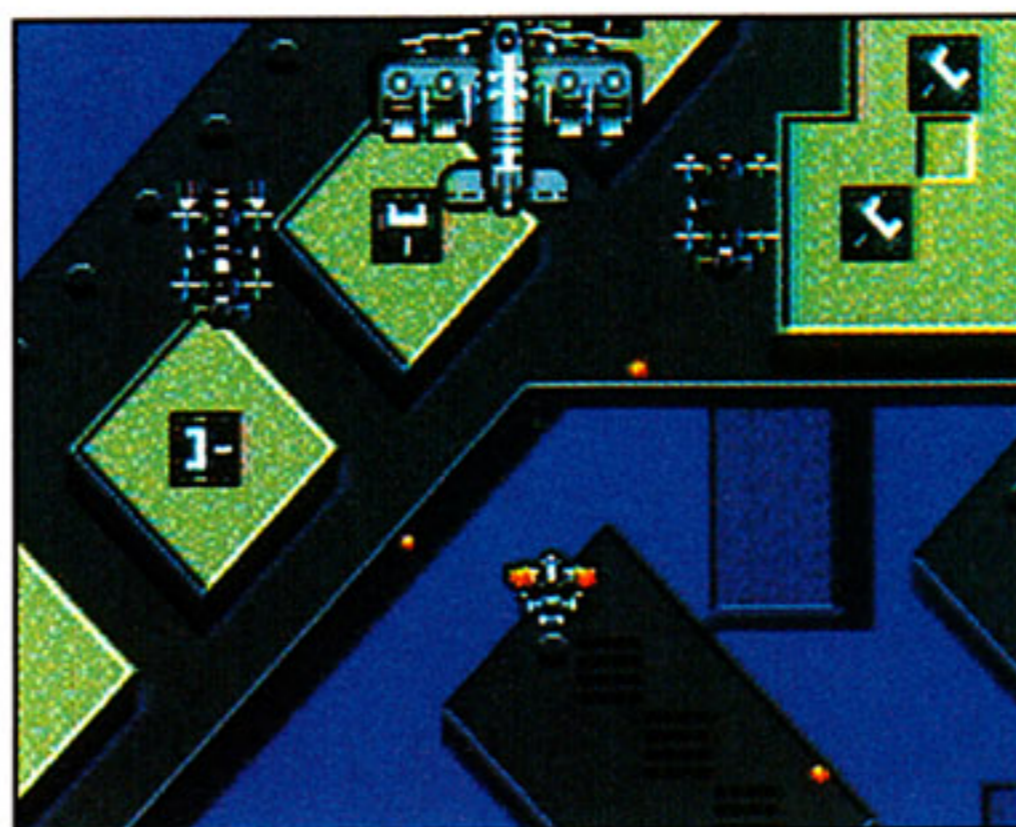
Into Combat

Each round of Scramble Spirits begins as you lift-off from the Group One World Air Force secret base. You're behind the



Scramble from the Group One base.

stick of an advanced vertical take-off turbojet fighter, equipped with cannon and air-to-ground bombs. At the beginning of each mission you're briefed and sent to the skies. Get ready for action because as soon as you're launched, the enemy is after you! Squadrons of enemy fighters attack in formation. Fire as fast as you can to prevent them from getting off a shot!



PROTIP: Keep moving. If you stay in place for more than a few seconds, the enemy blasts you out of the sky!



Hit ground targets with air-to-ground bombs.

SCRAMBLE SPIRIT



Enemy ground attacks give you double trouble! Tanks, Harbor Craft, and stationary Turret Bases all open fire as soon as they see you. But you can't hit them with the cannon. You'll have to rely on the air-to-ground

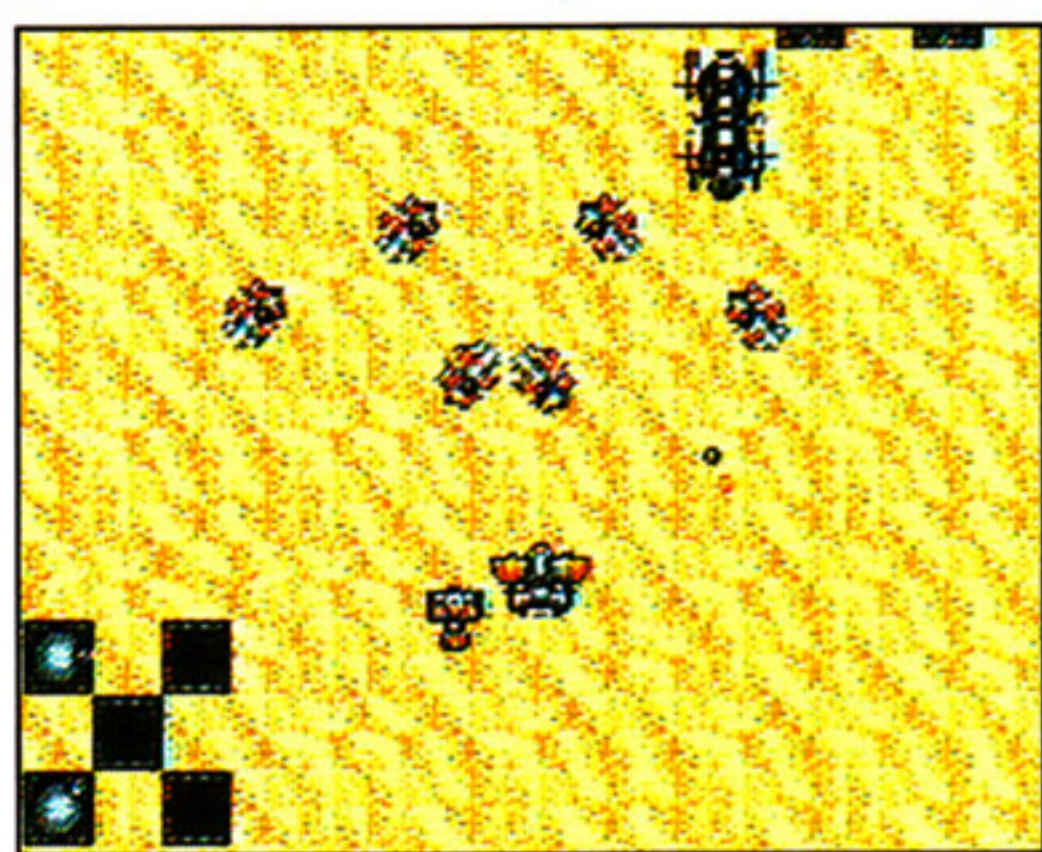
ILLUSTRATION: MARC ERICKSEN

bombs. Placing bombs for direct hits can be tricky...especially when you're fighting off squadrons of enemy aircraft at the same time.

Support Fighters

Towards the middle and the end of each round, two whirlybirds appear at the top right and left of the screen.

Shoot them down, and you release mini Support Fighters. Touching a Support Fighter with your fighter captures it and puts it under your control. Every time you shoot or move, the Support Fighter shoots and moves in formation with you! Although the Support Fighter doesn't have bombs, you

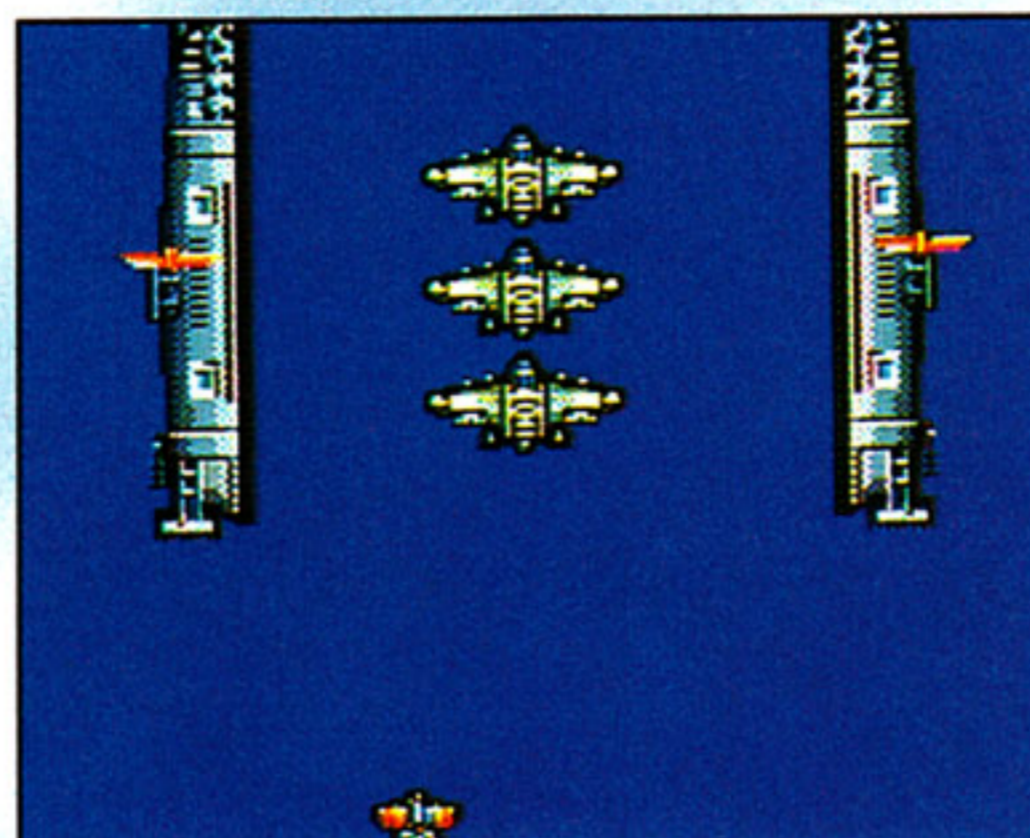


Shoot whirlybirds and grab mini Support Fighters.

can move it to ground level by pressing Button 1. The Support Fighter will do a back roll and drop to the surface, where it can deliver cannon blasts to all ground-based enemy weapons. This is serious firepower! If you're playing a one-player game, try to get both whirlybirds so you'll have three fighters in your formation. The game manual calls this a "double formation." In two-player games each player should take on a Support Fighter so attacks are balanced. But remember, if you're shot down or if your Support Fighter is hit, you'll lose the Support Fighter and you're on your own until the next whirlybirds appear!

Battle and Command Fortresses

At the end of each round, you'll combat one of the enemy's battle command fortresses. Beat some, like the Round 1 Air Zipper, with a little common sense and proper positioning. Others, like the Round



The Round One Air Zipper.

6 Bruiser Cruiser, test your gaming skills to the max with barrages of bombs, cannon fire, homing missiles, and other hard-to-beat weapons. Each command fortress is harder to destroy than the last. They'll keep your blood racing as you blast your way through their defenses! Succeed in knocking them out of the sky, and you're back to the base to set off on your next mission!

PROTIP: Every Command Vehicle has a weak spot. Quick bursts of rapid fire will find it. Watch for flashes or things that move when hit!

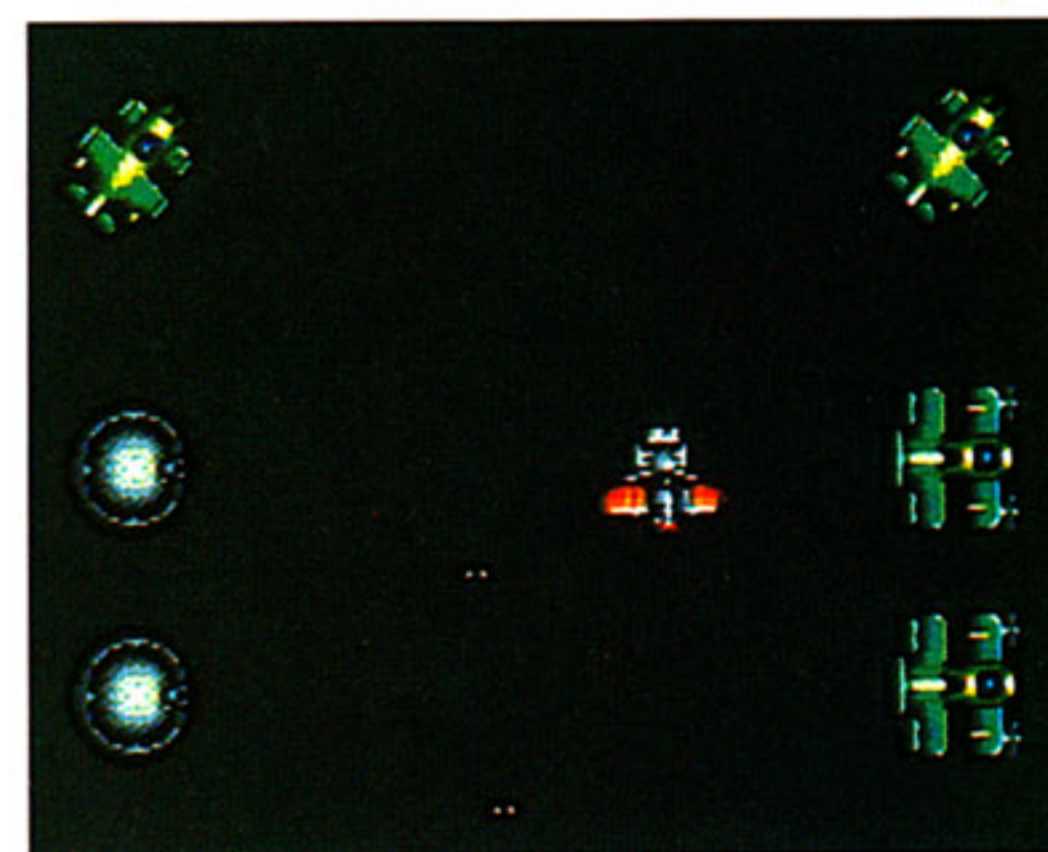
Bonus Points

In Scramble Spirits you'll find Bonus Stages in Round 1, Round 3, and Round 5. The Bonus Stages begin when you make a dive for a surface level attack. Destroy as many of the enemy vehicles as you can without taking a hit. Each hit stops your ability to fire—and score points—for a second. If you collide with the enemy you'll destroy their vehicle, but you won't get points for it! If you're hit, you won't lose a life. The Bonus Score you receive is based on the

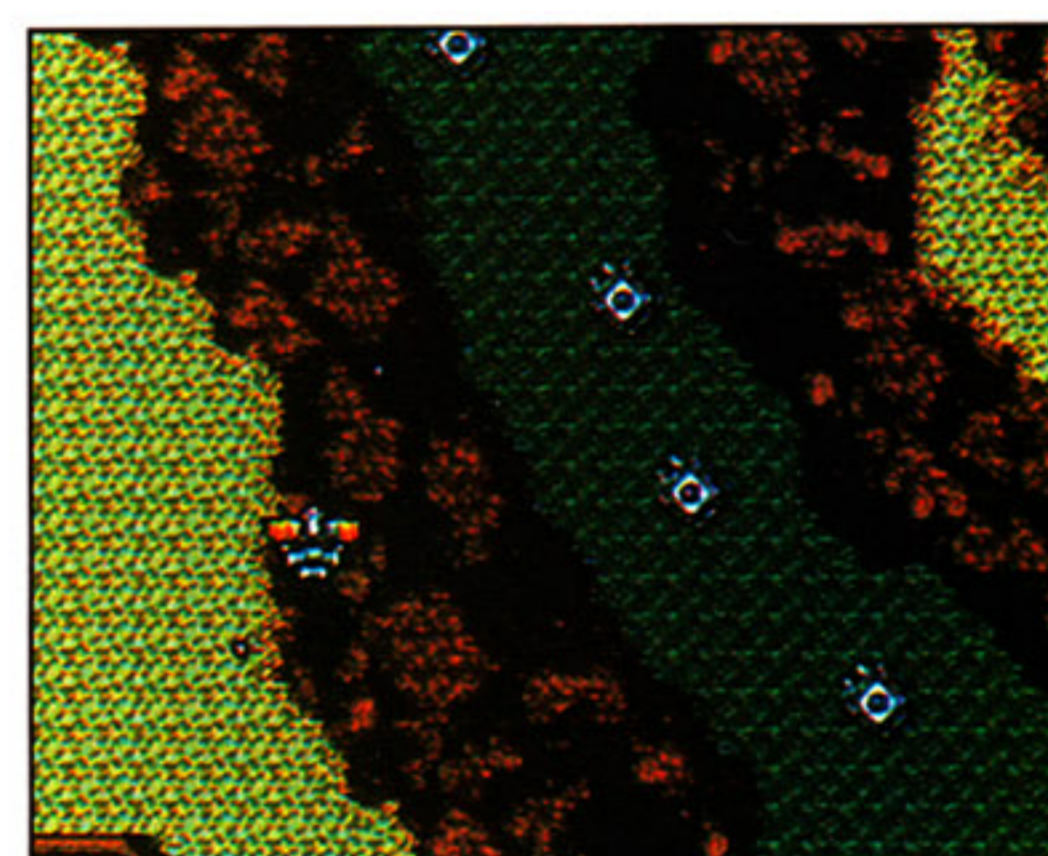
percentage of enemy vehicles you shoot.

Get additional bonus points by picking up both mini Support Fighters at the beginning of the round to make a double formation. The first time you get both mini-fighters you receive an additional 10,000 points. The second time you get 20,000 points, then 40,000 points each time you make a double formation. Double formations definitely put your scores in the high ranges!

PROTIP: If you get into a tight spot and have a Support Fighter, press Button 1 and 2 at the same time. The Support Fighter will make a surprise attack! But if you make a second attack before the Second Fighter stops smoking, you'll lose it!



Bonus Round.



Fly over all kinds of terrain.

If you like aerial dogfights, fast-paced gaming action, and sky-fulls of fun, take a look at this hot new game. Get into the spirit with Sega's Scramble Spirits.

CAPTAIN SILVER

By *Andromeda*

Heave ho matey's! It's a pirate adventure that'll shiver your timbers. You're First Mate Jack Avery and you're out to find Captain Silver's buried loot. With a crumpled treasure map in one hand and your trusty cutlass in the other, you're off to search for buried treasure.

Battle through six rounds—the Town of Barren, the Pirate Ship, the Island, the Cave, the Jungle, and finally Captain Silver's Treasure Island. Don't dawdle; there's a time limit to each round.

To beat the area boss at the end of each level, and all of the oth-

er enemies along the way, you'll need to make the most of your cutlass. Learn to swing it to the left, right, and even above, while you walk, jump, and climb. Slice your foes and earn gold coins. Use your treasure to buy special extra equipment in the shops. Defeating enemies also earns you letters. Spell Captain Silver and you get a 1-Up.



Battle pirates at sea.

Special items include keys to unlock doors, special jumping boots, magic potions, and treasure chests. Watch for the Power-Up Pixie who casts a spell that makes your cutlass fire shooting stars. All these items, in combination with your cunning and skill, ensure that you're one sailor who won't end up swabbing the decks. Aye, aye matey! You'll be counting your treasure in no time at all!



Dodge the Musical Clown.

CLOUD MASTER

By *Andromeda*



Shoot Chinese dumplings for power-ups.

You are the mysterious hermit, Michael Chen. Your years spent deep in the mountains of China have filled you with the knowledge of the ancients. You're well pre-

pared for the treacherous adventure that lies ahead of you.

And what a challenge it is! You've got to battle through five rounds of action in your quest to wipe out the evil powers and become a Cloud Master. You've got four lives to beat your nefarious foes. Earn extra lives by racking up high scores.



Use special Crescent weapons.

Survival depends on your ability to grab the awesome power-up jars you'll earn by destroying formations of Chinese dumplings or Chinese shrimp dumplings. These jars increase your shot power and speed, and even give you a 1-Up occasionally.

Even better than the power-ups are the special weapons you earn by defeating middle bosses and entering the power-up chambers. Here you choose from Three-Way Guards, Four Crescents, Bouncing bombs, Super Bombs, and many more. These weapons, in combination with your powerful wisdom, will help you defeat all the nefarious villains you encounter. You'll find yourself the Cloud Master in no time at all!



THE WIZARD

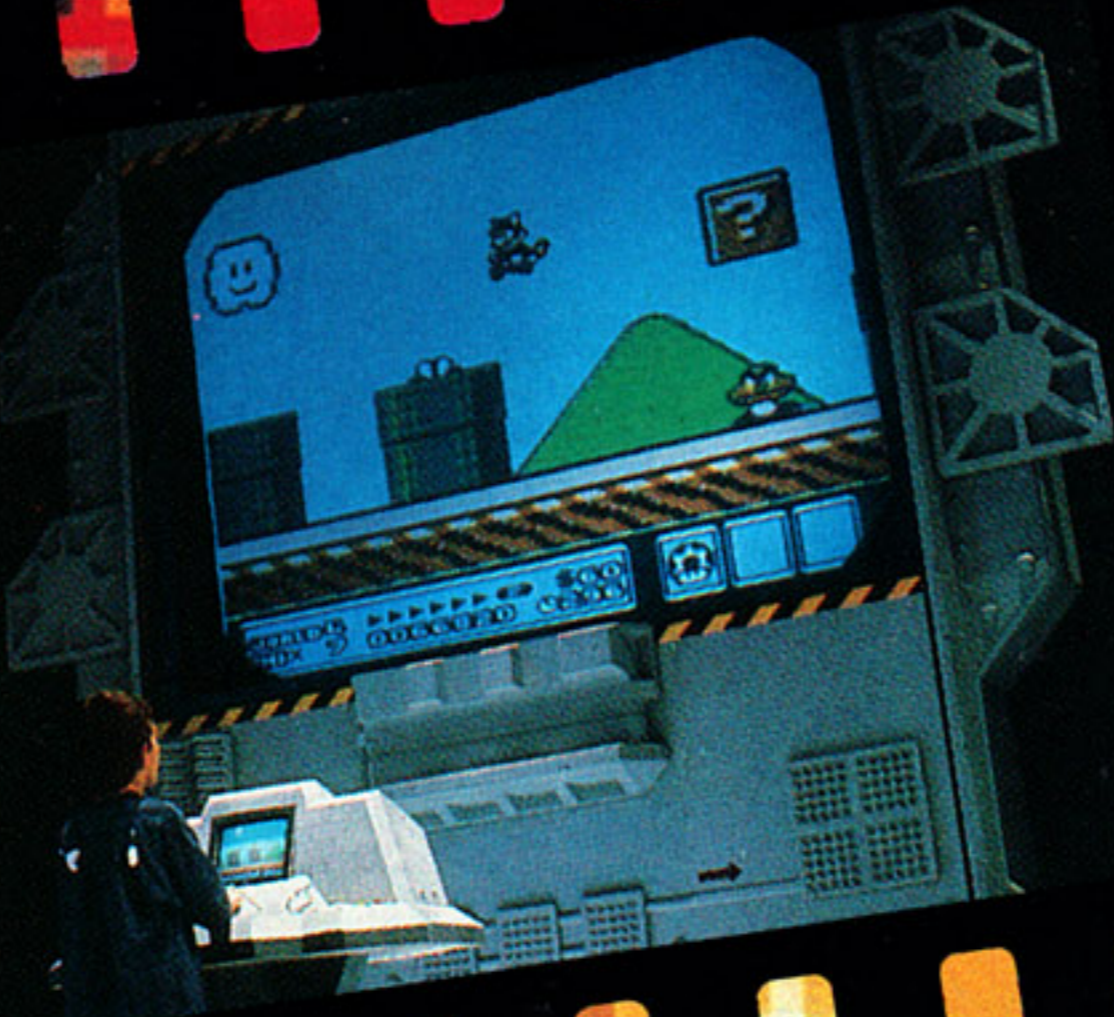
UNIVERSAL'S™ HOT NEW MOVIE



THE WIZARD

IT'S THE ADVENTURE OF A LIFETIME!

Fred Savage, star of the hit television series, "The Wonder Years," stars as Corey Woods, the only person who understands his troubled 12-year-old brother, Jimmy. Remote and withdrawn, Jimmy repeatedly runs away from home—always in the direction of California. No one has any hope for Jimmy except Corey, who discovers Jimmy's amazing secret: an incredible talent for playing video games!



With only twenty-seven dollars between them, Corey and Jimmy hit the road and join up with Haley, a street smart girl who helps them along with their journey. When Corey and Haley discover that Jimmy is a "wizard"—the hottest video game player around—they decided to head for California and enter him in the National Video Game Championships!

"The Wizard" tracks the adventures of Jimmy, Corey, and Haley as they travel cross country and learn about life, love and the pursuit of high scores in video games!

The movie features some famous video game products, including the debut of Nintendo's Super Mario Brothers III, Konami's Contra, and Mattel's Power Glove.

This is the movie GamePro's everywhere have been waiting for. Universal Pictures' "The Wizard" hits theatres December 15. It's one flick that no video fan will want to miss.



F R E E D S A V A G E

They're on a cross-country
adventure to the world's greatest
video championship.

But for these three, it's more than a game...
it's the chance of a lifetime.

THE WIZARD



A FINNEGAN-PINCHUK COMPANY Production BEAU BRIDGES "THE WIZARD" CHRISTIAN SLATER Music by J. PETER ROBINSON
Executive Producer LINDSLEY PARSONS, JR. Written by DAVID CHISHOLM Produced by DAVID CHISHOLM AND KEN TOPOLSKY Directed by TODD HOLLAND

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DOLBY STEREO
IN SELECTED THEATRES

COMING SOON

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EVERYTHING ELSE

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

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

You actually knock out Mike

Tyson. Grab the steering wheel of Rad Racer.[®] All simply by moving your hand.

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

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





IS CHILD'S PLAY.

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

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

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

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

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

And feel everything else become child's play.



POWER GLOVE™

Licensed by Nintendo for play on the



Look for the Power Glove in the movie



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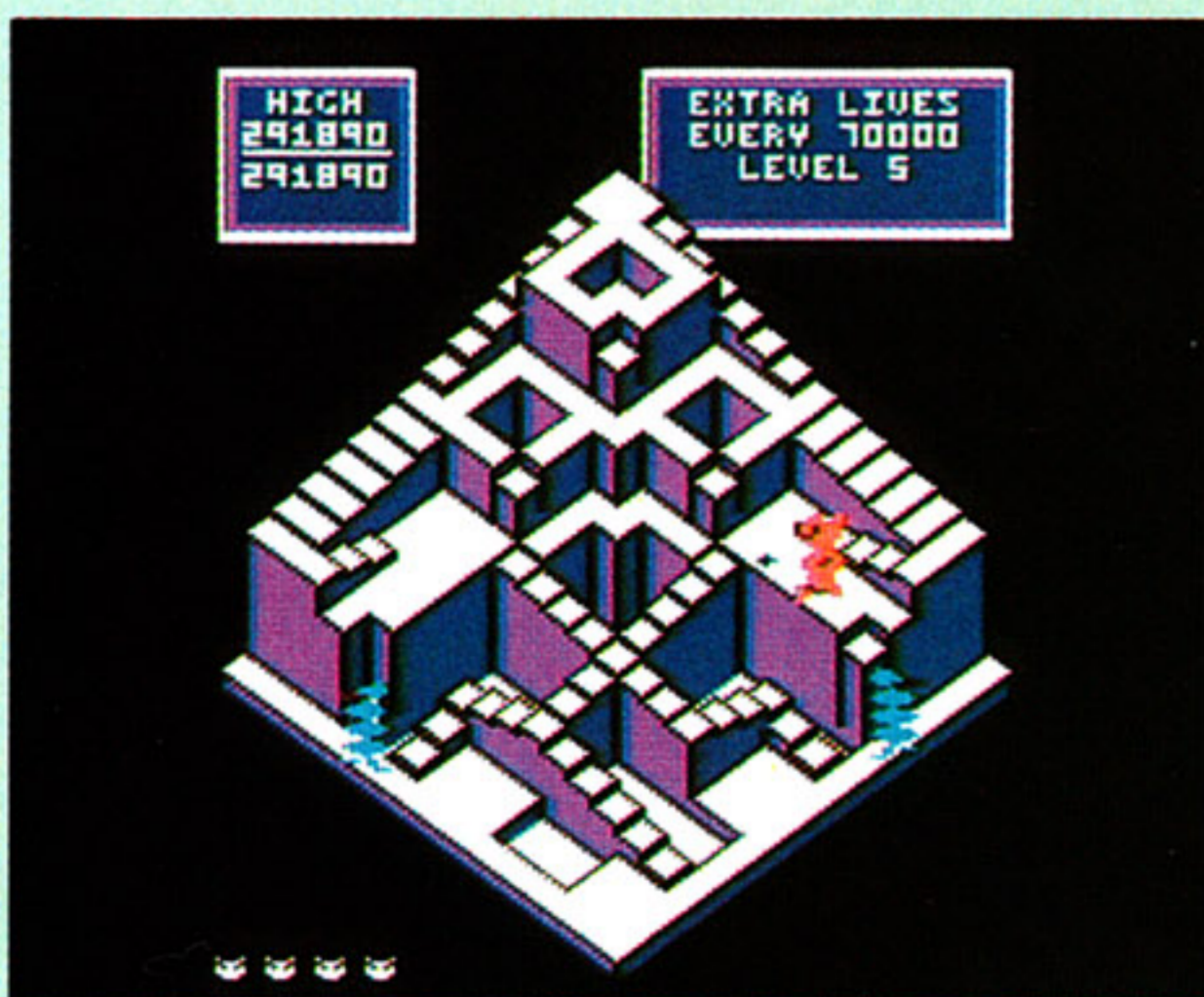
COLOR DREAMS products are designed and manufactured by COLOR DREAMS, INC. They are not designed, manufactured, sponsored or endorsed by Nintendo®. NES and Nintendo are trademarks of Nintendo of America, Inc.



As you begin your journey you'll discover you can't advance to the next castle until you've cleared the current castle of gems. And collecting gems isn't easy. A nasty horde of gem guardians do everything in their power to stop you in your tracks. These bizarre beasts include: Crystal Balls that try to roll into you, Gem Eaters who hunger for your gems, Nasty Trees who'll chase you, a swarm of pesky Bees, and creepy Ghosts and Skeletons. Your ultimate enemy is

By B.A.J.

Well, Bentley Bear, you're really done for this time! Witch Berthilda has whisked you away to the Crystal Castles. These shining palaces are filled with a never-ending trail of gems and rubies. The only way to escape your crystal prison is to collect all of the gems in each of the 37 castles. But beware, fearsome creatures dwell within these castle walls, and Witch Berthilda is not about to let you escape.



Always eat the last gem of each castle to receive bonus points.



Jump over trees and gem eaters to stun them for a short time.

Witch Berthilda. She fancies herself somewhat of a cook, and bear stew is her specialty. Stay away from Berthilda's bubbling cauldron.

The situation isn't completely unbearable, though. You've got one top secret weapon to help fend off your foes—the Magic Hat. The hat begins to appear in Level 2. Run and put it on and you're invincible...until it disappears.

You've got three lives to clear the castle. Earn an extra life every-



Earn bonus points by clearing mazes of all gem eaters.

time you collect 70,000 points. Earn points by collecting gems and the all-important honey pots you'll find along the way. However, your biggest scores come whenever you smash Berthilda. She's worth 3,000 points.



Grab honey pots and smash Berthilda.

Being smarter than the average bear you've got one final trick up your sleeve. Find the locations of the secret warps. You'll earn extra lives and special bonus points. Even better, the warp tunnel in the first castle of Level 1 lets you continue your game at the highest level you previously completed.

This great arcade translation for the Atari XE features the same great gameplay and strategies you've enjoyed in the coin op version. We'll bet you can "bearly" wait for a chance to try out this sweet adventure.

Acclaim™

PRESENTS

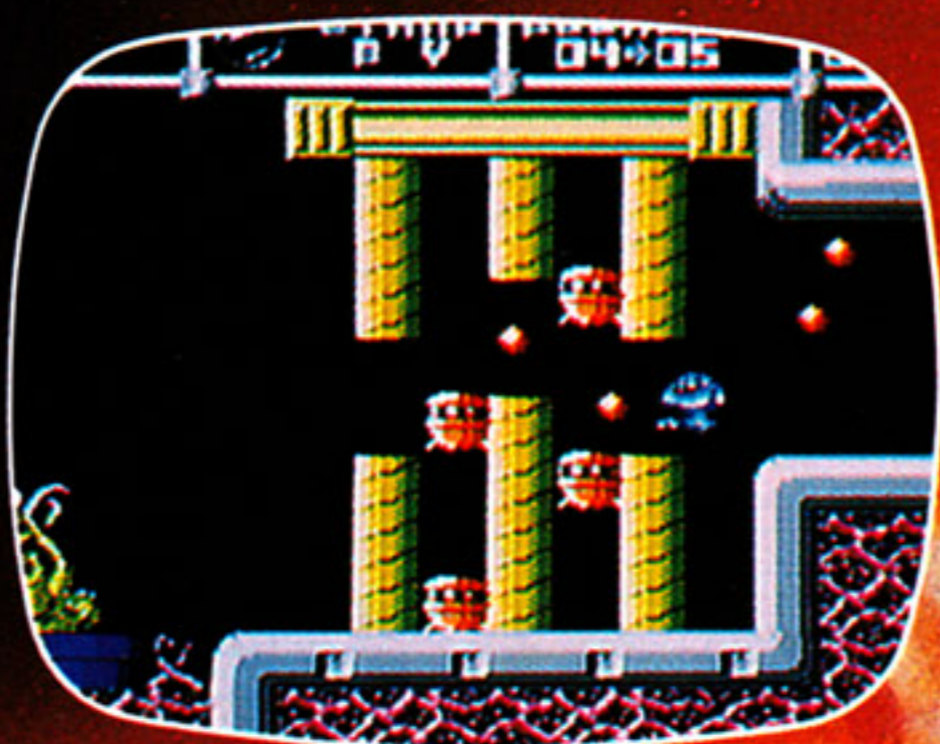
CYBERNOID

THE FIGHTING MACHINE

3 SKILL LEVELS
MULTIPLE SCREENS



Explosive graphics and sound effects!



Battle hostile space bandits!

MAN THE ULTIMATE FIGHTING SPACECRAFT!



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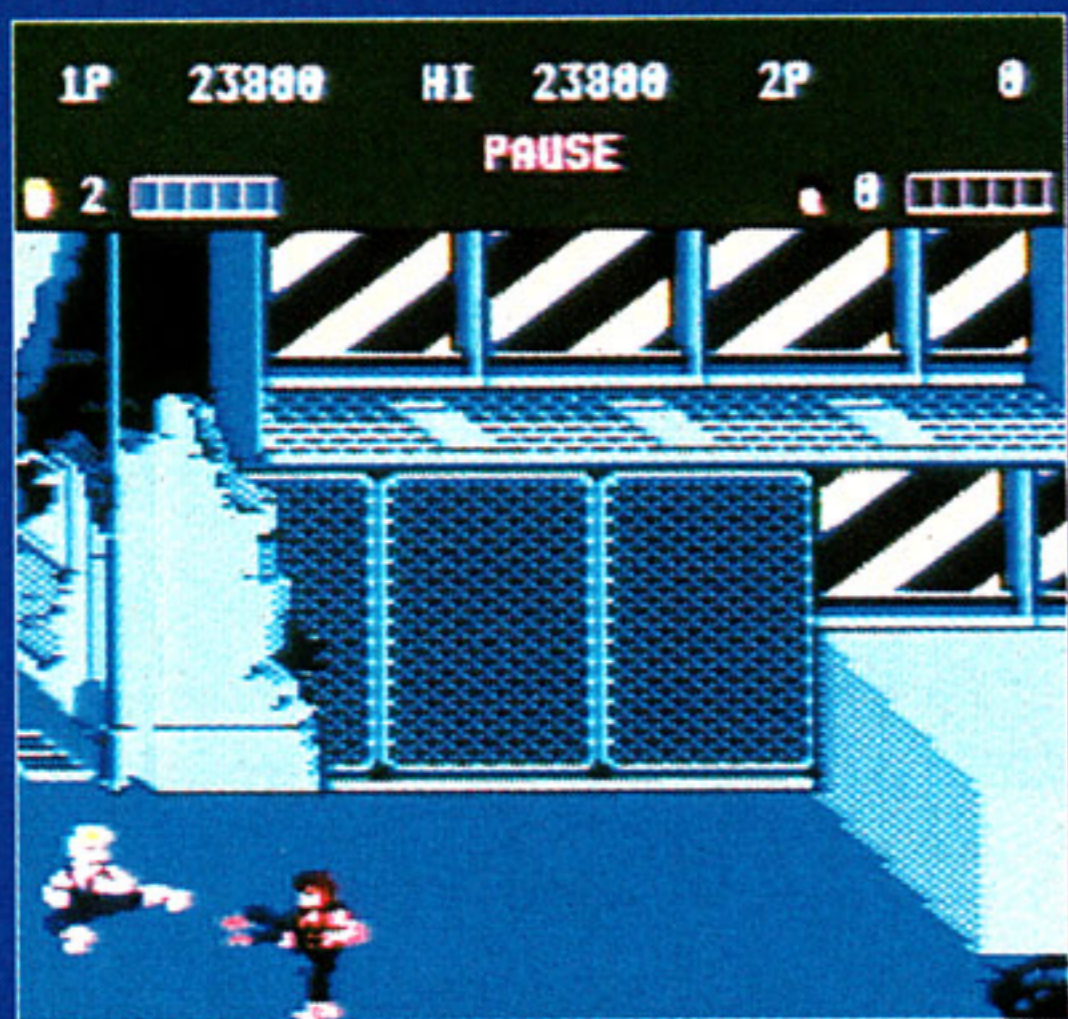
By Gary Barth

Your girlfriend, Marion, has been kidnapped by a tough street gang. This gang is led by the savage, machine gun-toting Shadow Boss. Step into the role of Billy Lee, a dirty-fighting street brawler whose martial arts abilities are unparalleled. You've got to search the city streets, taking out anyone who stands in the way of rescuing Marion.

Sound familiar? You bet it is! This classic martial arts title is finally available for the Atari 7800 and 2600 systems. Released by Activision, the game boasts four action-packed levels of non-stop combat.

Begin your quest in the city slums. Vicious thugs attack from every direction. Watch for enemies brandishing weapons. If you get them first, the weapons can come in handy.

Level Two takes place in the city's industrial areas. Here ramps, girders, and crates become your fighting ground. Pit your skills against all kinds of goons.



PROTIP: The reverse jump kick is the best weapon to use throughout this version of Double Dragon. It also gets you the most points!

Double Dragon



Use your jump kick to demolish your enemies.

stumble off the ledges. If you slip you'll find yourself bouncing off of some very sharp daggers. Make it to the final room and you're up against seven of the Shadow Boss' henchmen. When you're finally face to face with the big man, watch out for his Uzi. A few direct hits and it's curtains for you and Marion.

PROTIP: For maximum scoring in Double Dragon start up a two player game. The trick is for one player to do nothing but run and stay away from enemies. The other player fights all the bad guys and racks up lots of points, since knocking off enemies earns higher points in a two-player game!

OK Atari fans everywhere—here's a chance to enjoy one of the best-selling game titles of all time. Brush up on those martial arts skills, and get down and dirty with Double Dragon.

Level Three leads you to the outskirts of town. Pass through a forest filled with gang members. Make sure your jumping skills are up to par. You'll need them to get across the old, delapidated bridge.

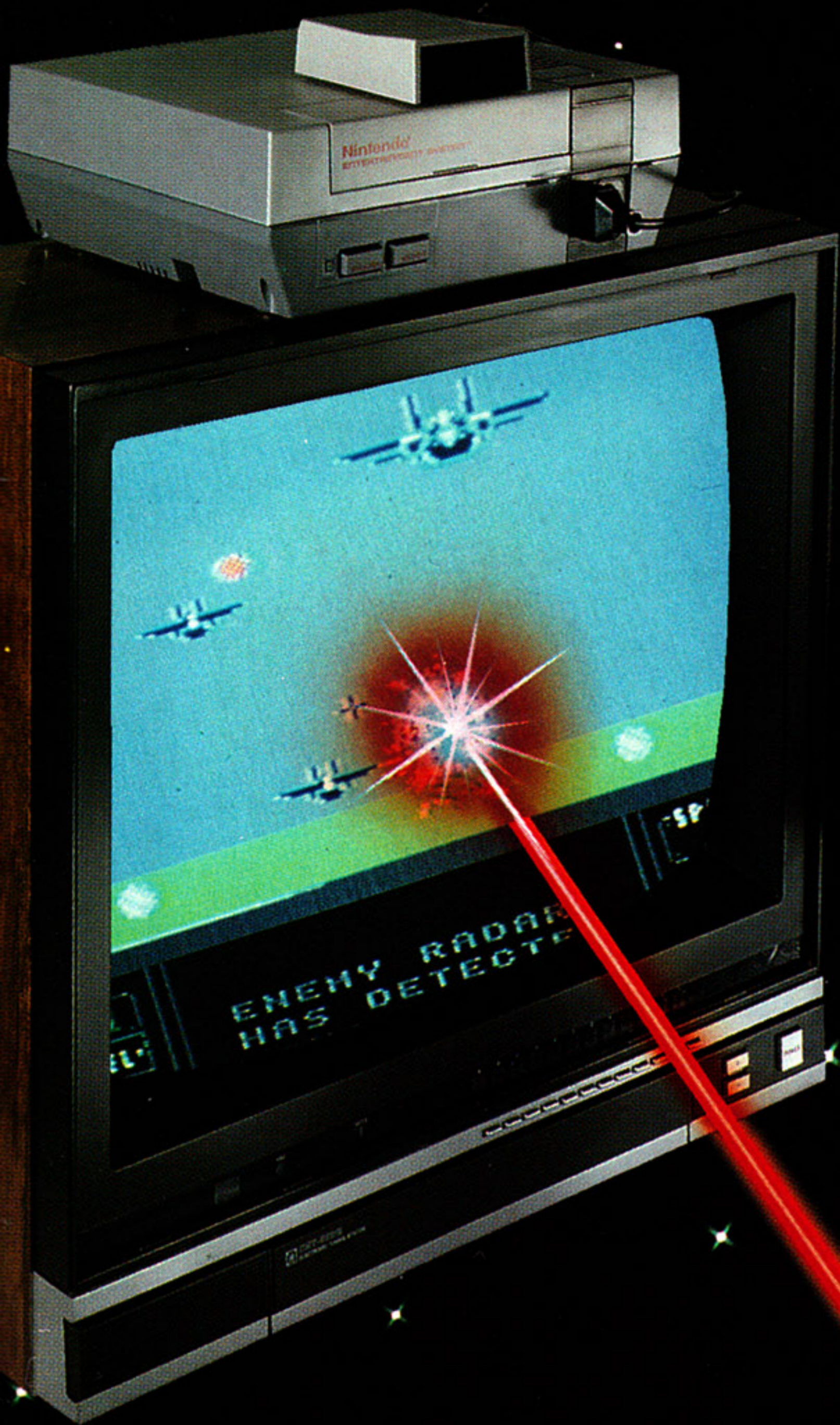
PROTIP: To avoid the bridge, go up to the top of the bridge, towards the top of the screen. Jump kick forward two times. You'll find you can walk across the grass at the top of the bridge!

Watch out for holes in the ground. If you fall in, there's no one around to help you out.

If you make it to Level Four don't congratulate yourself too soon. You still have to invade the enemy base. As you walk the dimly lit passageway toward the Shadow Boss' lair, be careful not to



Marion's in sight—but you've got to beat these guys first.



GET THE POWER TO MOVE

with the
ACCLAIM REMOTE!

Acclaim's Wireless Remote Controller gives you the power to really get into the action of your favorite Nintendo® games. With no wires to tie you down, you can roll and tumble through your greatest adventures. It's accurate from up to 30 feet away and features a Rapid-Fire mode that gives you a shot at super high scores. It even looks and feels like the Nintendo® controller you already know. And the Acclaim Remote carries the Nintendo® Quality Assurance Seal. Now nothing gets between you and the action!



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ALIEN CRUSH

TURBOGRAFX

By the Eliminator

Horror of Horrors

It's pinball with a horrifying twist! You're trapped in the body of a mutant alien creature, infested with gruesome monstrosities. Gnashing teeth, pulsating giant eyeballs, green slimes, and large convoluted brain-like eggs are only some of the grim surprises that await you inside of this creepy body cavity.

With flippers in a frenzy and bumpers a-flashing, your goal is to knock out the creepy denizens of the playfield and bag big points.

Score over 1 billion points and you'll eliminate the alien. To get high scores you'll have to journey into hideous bonus rounds, earn extra balls, and take advantage of the score multiplier.

Get the Ball Rolling

Pick ball speed and background music during the title screen. Choose either the rapid pace of "Lunar Eclipse" or the slow, eerie, throbbing beat of "Demon's Undulate". Either soundtrack is guaranteed to render the rhythm you need to wreak havoc with the ball. Your trusty left flippers are controlled by pressing the joystick in any of the eight directions. The right flipper is controlled by Button I. Just as in real arcade pinball, body English helps. Nudge the machine or "shake the stage" by repeatedly pressing Button II. Don't overdo it or the machine tilts!

Name of the Game

Alien Crush guarantees you hours of chilling fun! Designed by Naxat Soft, this monstrous masterpiece makes magnificent use of NEC's TurboGrafx-16 graphics and

sound capabilities. Our challenge to you—make the ProChallenge Score Board by scoring over 1 billion points and crush this alien forever!

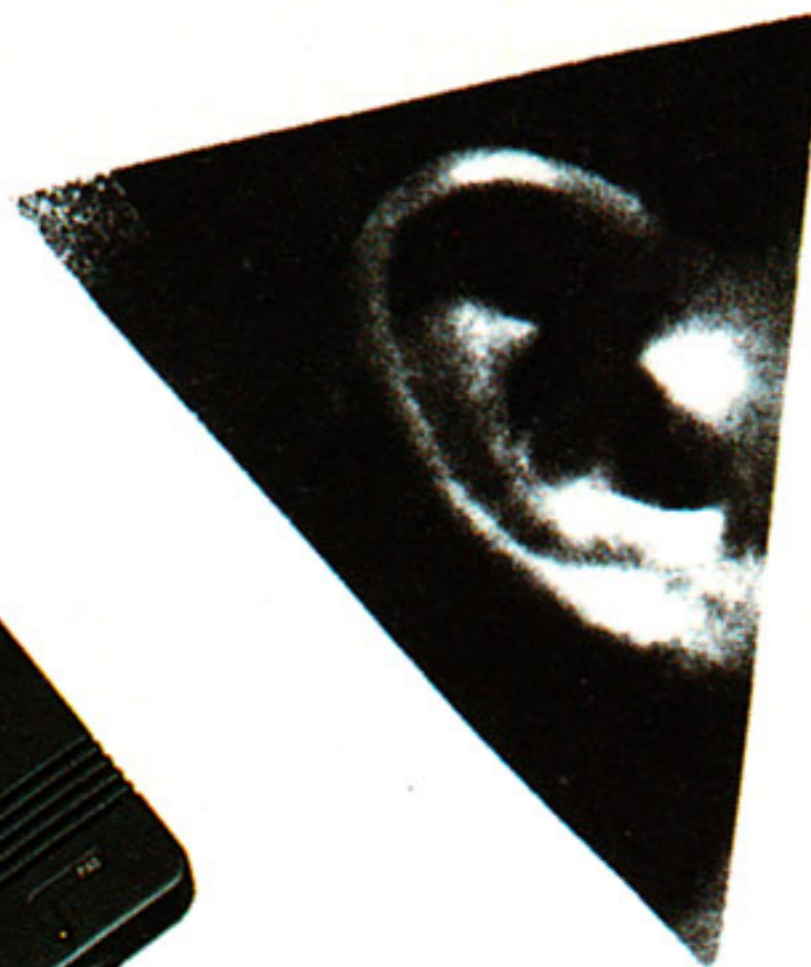
Continued on page 52.





TurboGrafx™-CD Game Interface and Compact Disc Player

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



Where
the system
gets its
energy.



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



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

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



TurboGrafx™-16 Entertainment SuperSystem

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



Tons of Arcade-Quality Games.

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



Action games like *Vigilante™* and *China Warrior™*. Racing games like hard-driving *Victory Run™*. And, when you're ready, you can even expand your system to play

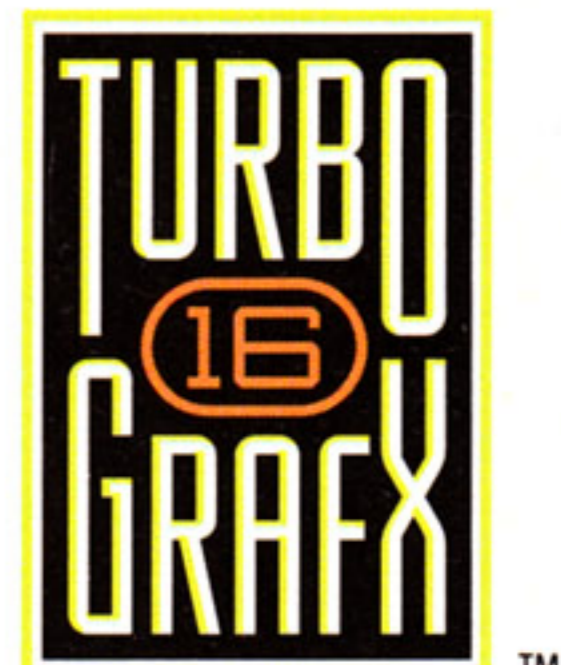
TurboGrafx-CD games, for even more excitement—with more characters and levels, real voices, CD music, animation, and more.



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



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



The higher energy video game system.

Bonus Stages

Alien Crush features four different bonus stages. Reach these by rolling the ball over certain drop targets or destroying the rows of alien heads that are to the side. When an alien mouth opens, shoot the ball in and you're transported to another part of the alien body.

Centipede Stage



Bombard and destroy all the slimy, squiggly pieces of the elusive centipedes. Eliminate six centipedes for a whopping 500,000 point bonus.

PROTIP: Go for the head first!

Slime Stage



Get rid of these nasty slime creatures and the four little guards around them for 300,000 bonus points.

PROTIP: Go for the little ones first.

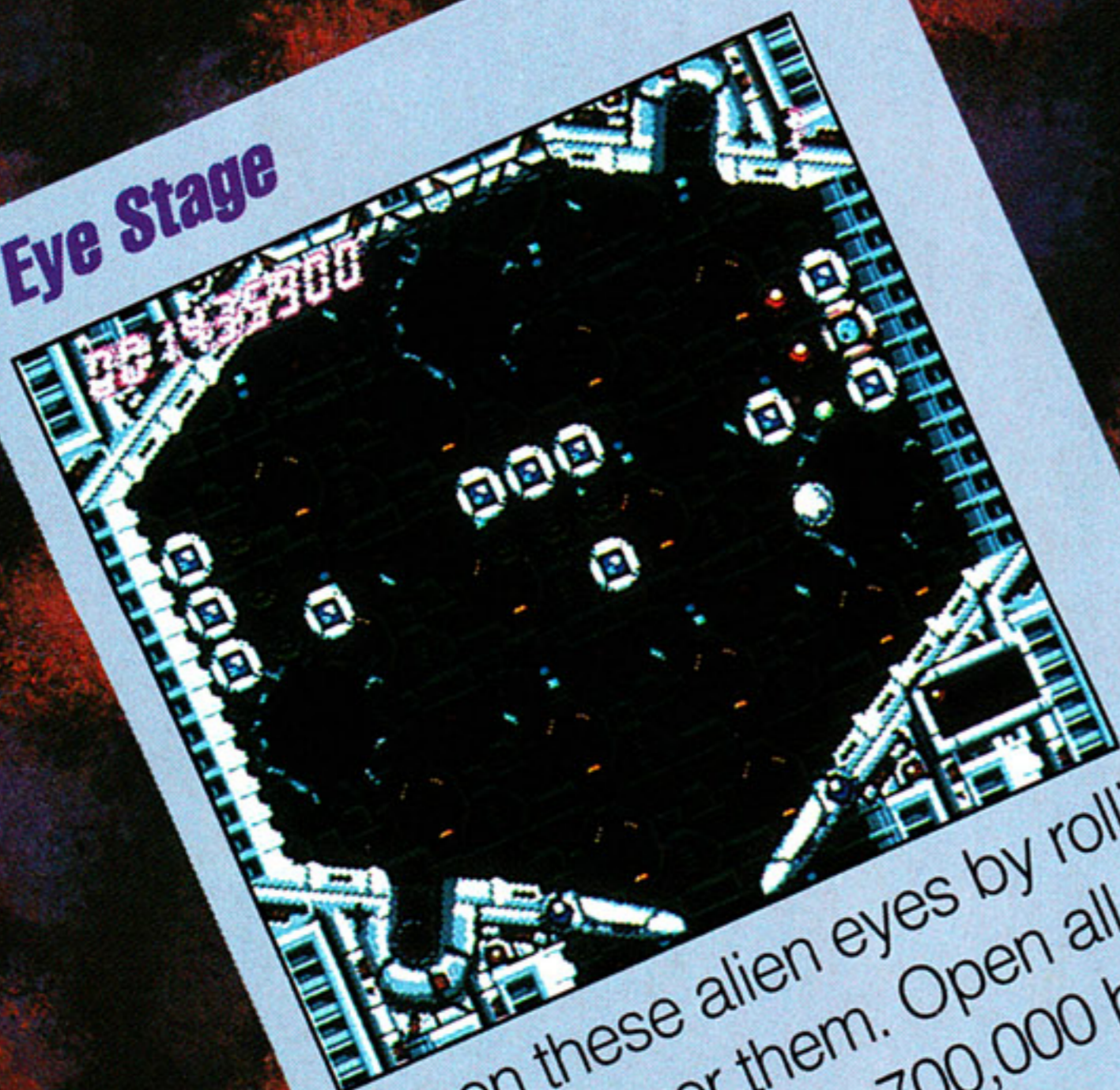
Monster Belt Stage



Green monsters and spinning skulls abound here. The trick is to hit them hard into the holes. Be careful, the bumpers may bang the ball right down the drain.

PROTIP: Don't despair if you lose your last ball. You've got one last chance to get an extra ball with the number matching game. If the last three numbers of your score match the number the game selects, you've got another shot at crushing the alien.

Eye Stage



Open these alien eyes by rolling the ball over them. Open all nine eyes for an easy 700,000 bonus points.

STEREO



SIMULATOR

Joycard SSS™ SANSUI

STEREO SIMULATOR SYSTEM

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

with RAPID-SHOOTER
Max 15 shots/sec.

*Another Dimension
in Nintendo Fun*



ADVENTURE ISLAND™

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



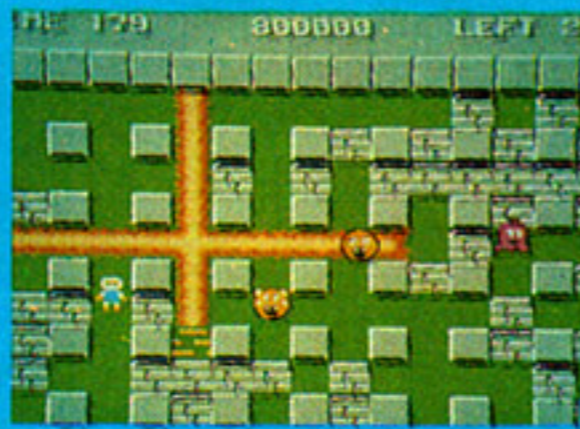
Milon's Secret Castle

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



BOMBERMAN™

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



ADVENTURES OF DinoRiki™

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



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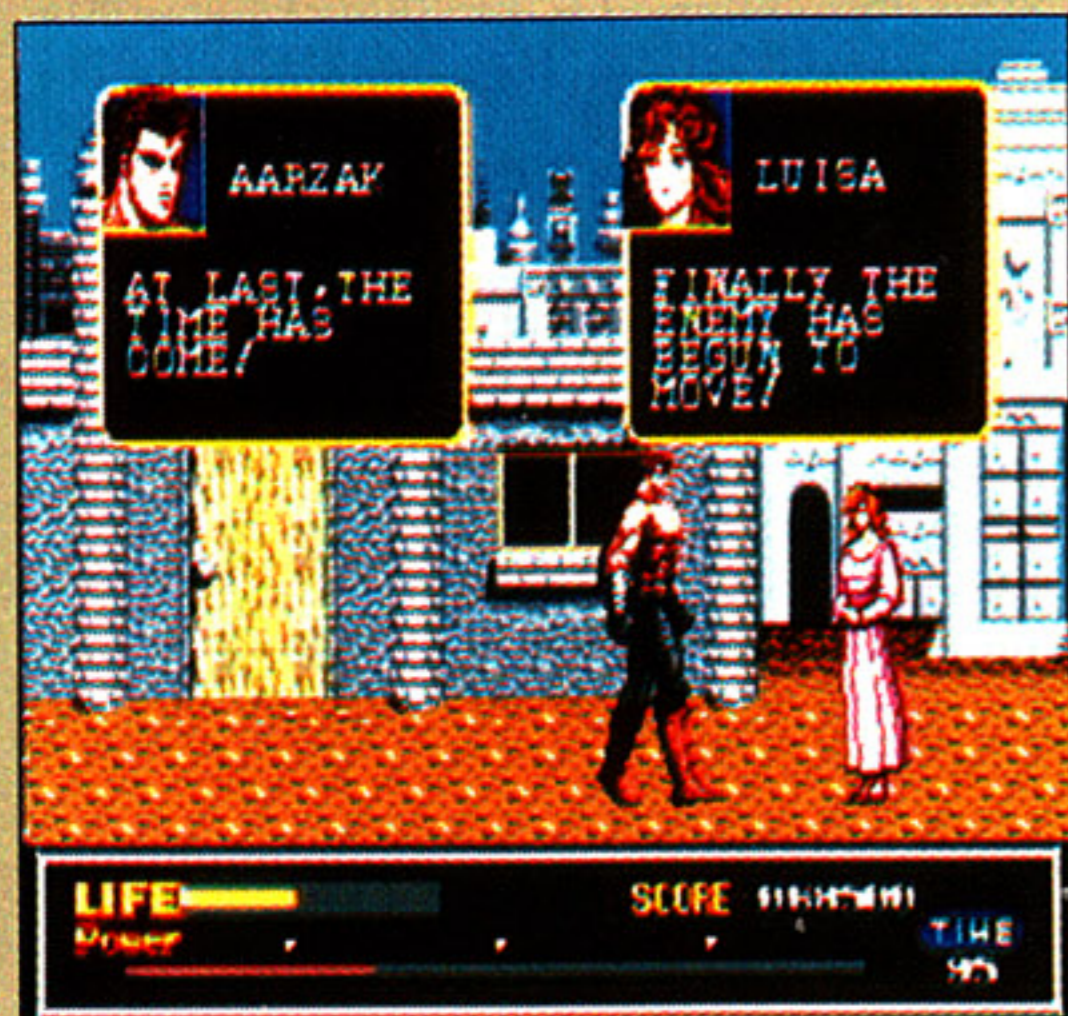
By C.A.T.

You are mighty Aarzack, renowned for your bravery and strength. Alas, an evil empire has destroyed your homeland in a great war. Devastation lies everywhere and the people are treated like slaves. It's up to you to journey through the land and reclaim it from the evil tyrants, Gromm, Gross, and Gyrokk. They're not going to just hand it over, though! You'll have to fight every step of the way. And your time is limited. If you don't work quickly, all is lost.

Ahead of you lie four brutal chapters of deadly action—each filled with adventures in different cities, on shore and at sea, and even below the ground. Use your maps to explore the different areas.

PRO TIP: Make sure you check all areas at least once, and some twice! And don't leave out any friends or enemies. If you miss something important, you'll have trouble making it to special areas later in the game.

During your travels you'll meet friends, like Max and Alyssa, who are eager to help you free the land. They'll offer advice, extra strength, or special fighting powers.



Luisa is a good friend.

But you'll also meet a host of unfriendly foes. Your enemies are large, powerful, and quite willing to fight you to the death. They use terrible weapons—pitchforks, axes,



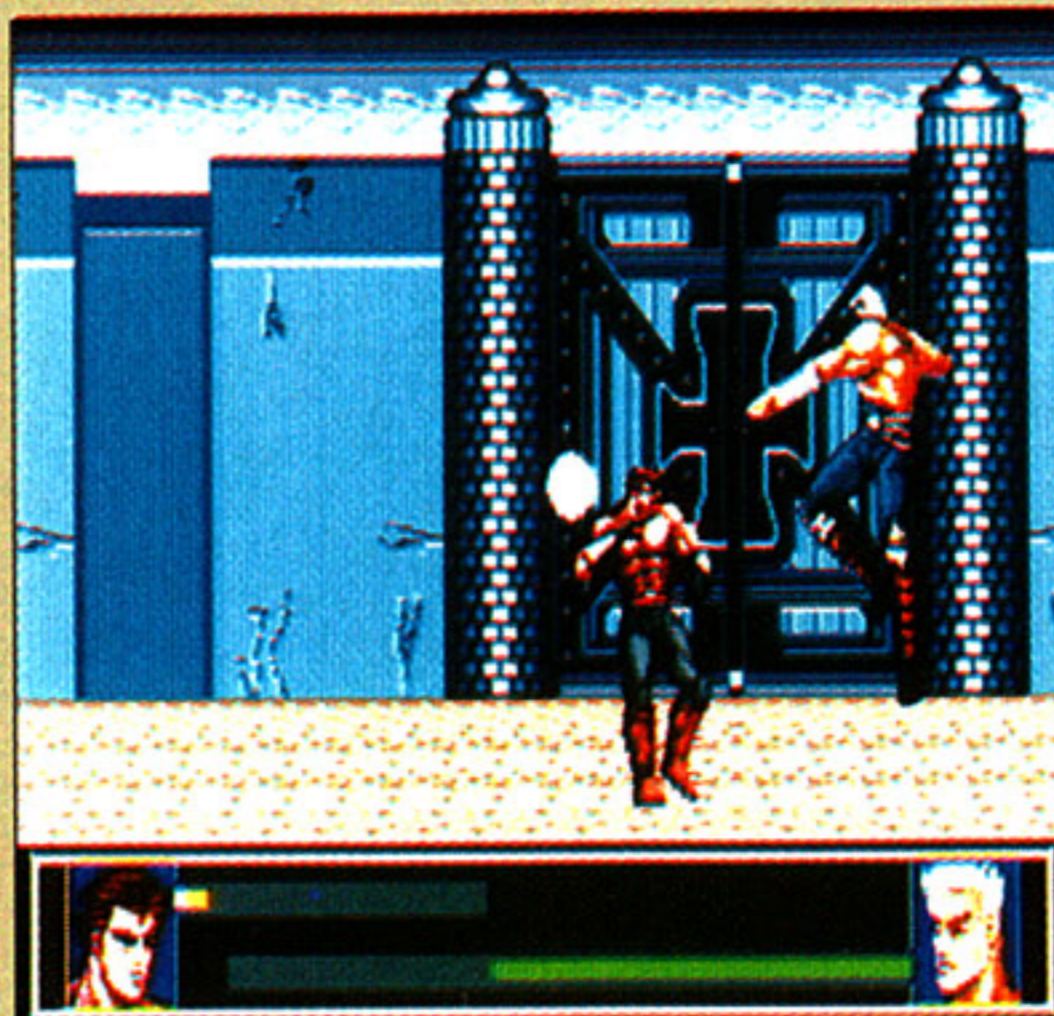
Motorcycle madmen try to run you down.

flamethrowers, and worse—to try and stop you for good. You'll also battle it out with bosses like Syd.



PRO TIP: To finish Chapter 1 you'll have to defeat one-eyed Syd. Stop him by sweep kicking underneath the fiery shots he hurtles at you. Keep away from his power fist, and then move in to punch and kick him.

If you succeed in defeating lesser bosses like Syd and Dare Devil, you'll face final showdowns with each of the four deadly Bosses—Duke and the three Generals; Gromm, Gross, and Gyrokk.



PRO TIP: Defeat Duke by moving in close when he jumps and shoots. Then punch him once. Retreat after he lands.

Don't forget to locate the entrance to the special underground labyrinth found in each chapter. Here you can grab points and power with no time limit. If you can't get into the labyrinth, you need to journey back through the chapter and see what you missed!

Defend yourself against all of your foes with your incredible Jet-Kwon-Do skills. Jump, slash, punch, kick, twirl, and fly through the air bewildering your enemies with your amazing abilities.



PRO TIP: Make sure to fight all of the enemies you can in succession. When your power gauge reaches a certain level, you'll Power-Up. Suddenly you're bursting with muscles and stronger than ever before.

Your courage and stamina ensure that victory is yours in the end! But patience is required to battle through this 16-bit Sega Genesis adventure. You'll find yourself traveling far and wide across the land and vanquishing many enemies before you finally discover how to break the seal and reach the final battle with Garokk, the top General, and ruler of this savage land. Along the way, you'll love the spectacular graphics, from crumbling wastelands to brilliant seascapes. So, come on mighty Aarzack. They're all waiting for you to save the day!



In this town axe and knife-throwing enemies attack from all sides.



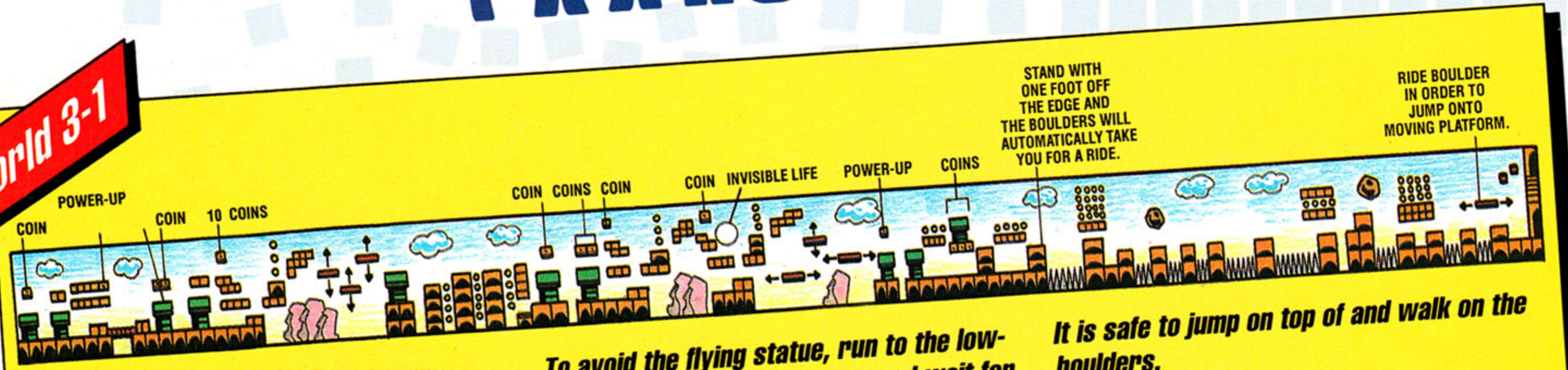
LAST BATTLE



Battle past bazooka and harpoon-shooting pirates on the deck of this ship. Beat them and you can take on Dare Devil, the Ship's captain. If you can subdue Dare Devil, he'll sail you across the sea!

GAMEBOY SUPER MARIO LAND

World 3-1

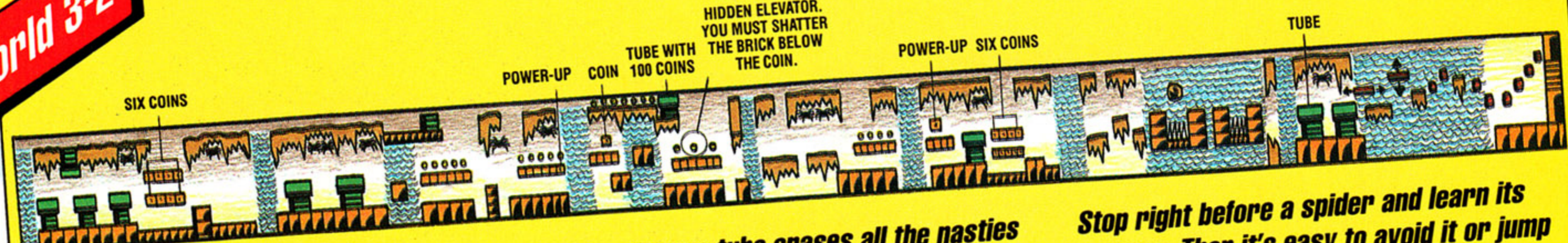


It is safe to sit on top of the cannons. Jump on bullets for extra points.

To avoid the flying statue, run to the lowest corner of the screen and wait for it to bounce out of the screen.

It is safe to jump on top of and walk on the boulders.

World 3-2



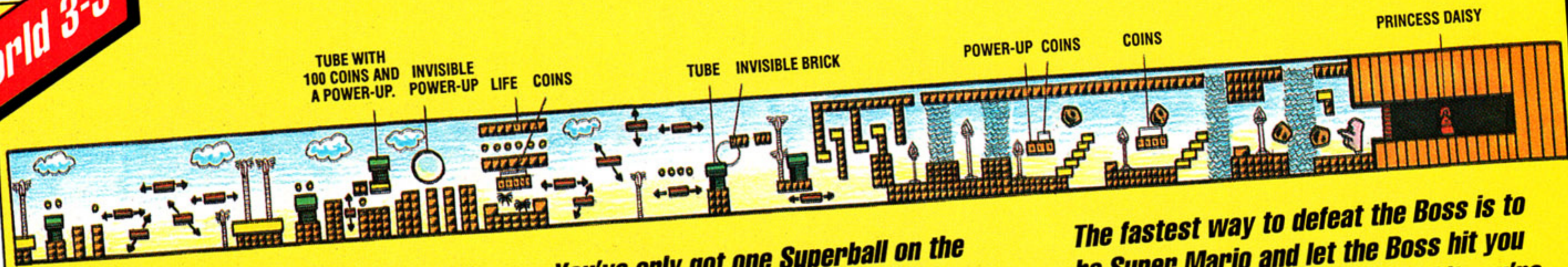
You can't step off on the boulders as in the previous level. Jump on them in order to get a free ride.

Going down a tube erases all the nasties around you when you reappear.

In tubes with a lot of coins, use the Superball to help get all of the coins in a hurry.

Stop right before a spider and learn its pattern. Then it's easy to avoid it or jump on it.

World 3-3



You've got to directly confront the statues in this level. You can't hide from them. Jump on them from higher levels.

You've only got one Superball on the screen at a time. You can't fire again until the present ball has hit a nasty or flown off the screen.

The fastest way to defeat the Boss is to be Super Mario and let the Boss hit you with his boulders. Once you're hit you're momentarily invulnerable. This gives you time to run by the Boss and get to the Princess.

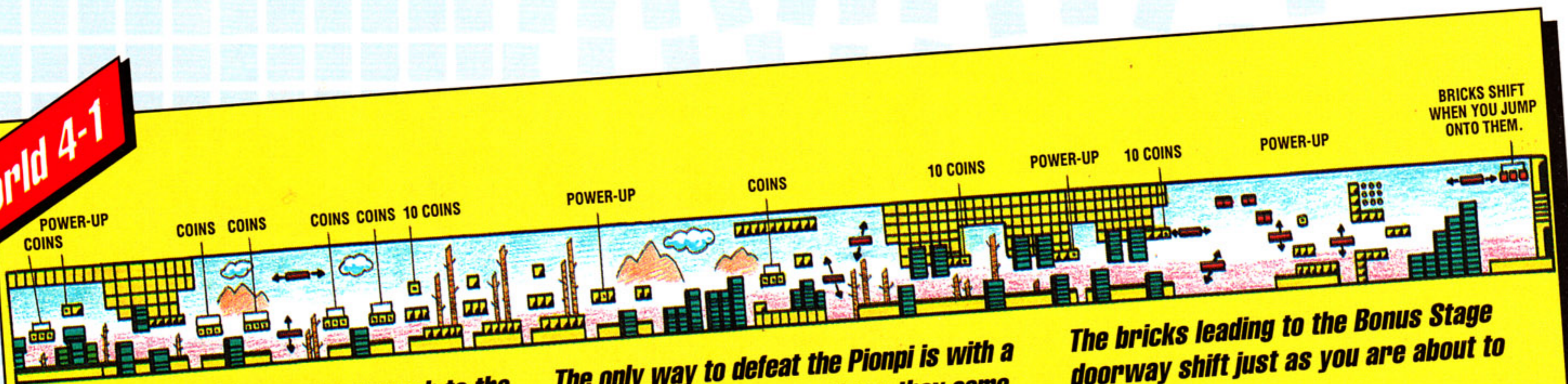
By Gideon

Welcome back to Super Mario Land! Did you rescue Princess Daisy? If not, here are the maps for the final two worlds of the game, complete with all of its secrets and surprises. Even with the maps

you'll find it isn't easy to finish the game. You'll encounter faster and ever more powerful foes as you get closer to the princess. The final level is a fast-action aerial shoot-out as you face off in your airplane against Tatanga the Mysterious

Spaceman, in his rocket-firing space ship, and other flying obstacles. But, take heart! After you rescue Princess Daisy the final scene makes it all worth your while! Good luck!!

World 4-1

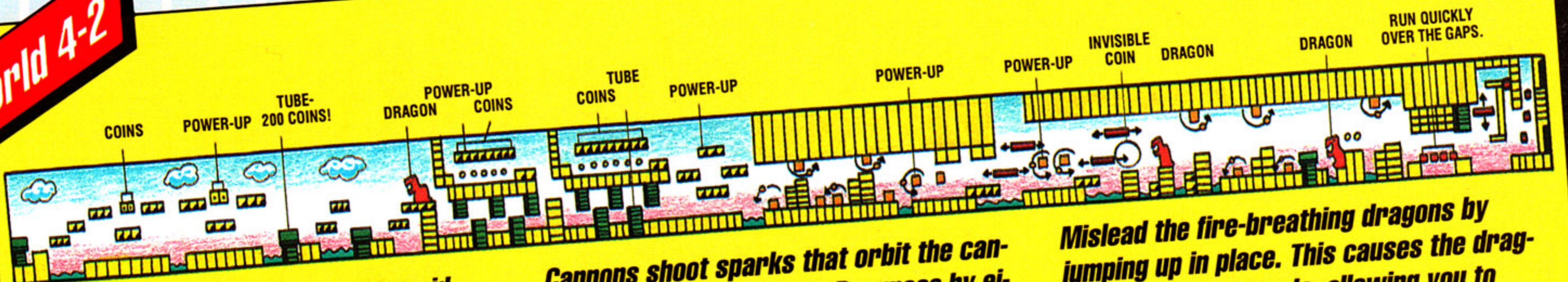


For the first tube, immediately push to the right once you've entered the tube. If you don't you'll miss out on a whole lot of free coins!

The only way to defeat the Pionpi is with a Superball. If you jump on them, they come back to life within 5 seconds. You can avoid getting eaten by plants when you're standing on top of the tube, but not when you're standing under the tube.

The bricks leading to the Bonus Stage doorway shift just as you are about to jump onto them.

World 4-2

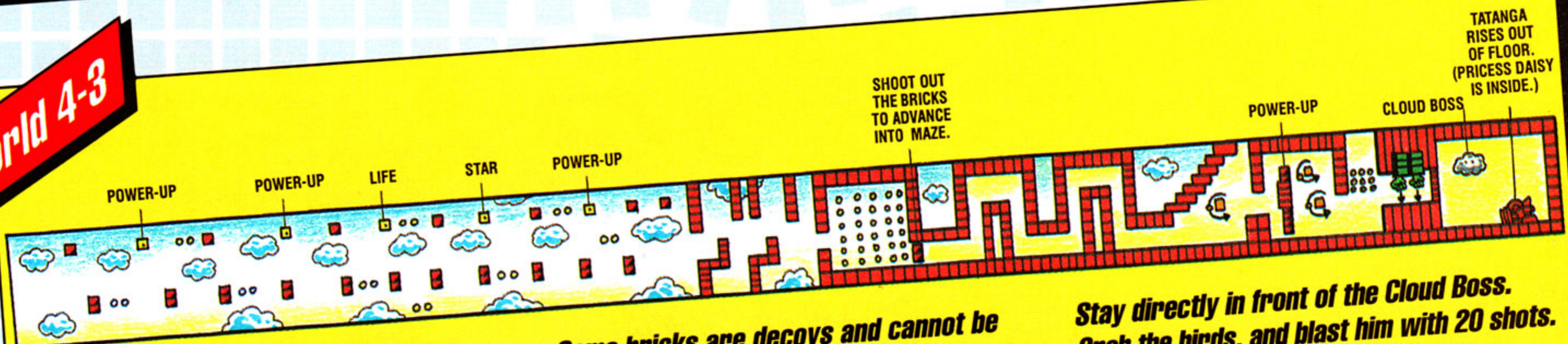


Pod-shooting plants are easy to avoid. They shoot one pod every couple of steps without aiming.

Cannons shoot sparks that orbit the cannon in a regular pattern. Progress by either following the spark or jumping over it as it approaches you.

Mislead the fire-breathing dragons by jumping up in place. This causes the dragons to shoot upwards, allowing you to quickly jump on top of them from below.

World 4-3



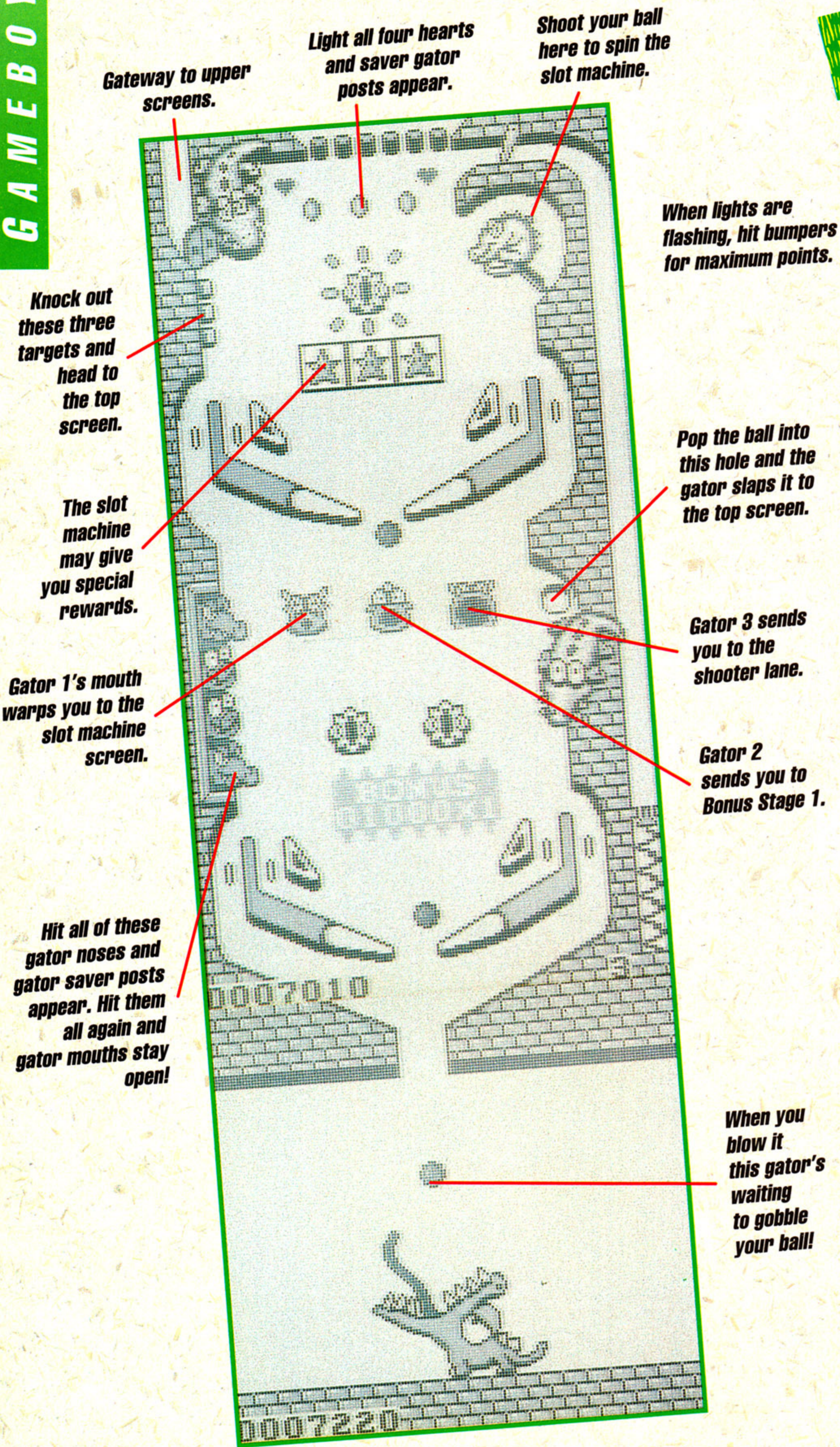
The birds travel in pairs and do not directly aim for you.

Beware of the attack plane that can shoot backwards.

Some bricks are decoys and cannot be destroyed. Don't waste your time shooting them or you'll find yourself pushed off the screen. Move quickly through the maze. Stay to the far right at all times.

Stay directly in front of the Cloud Boss. Grab the birds, and blast him with 20 shots. When you've defeated the Cloud Boss, start shooting at the lower right corner as soon as Tatanga rises. Aim for the ship's cannons in order to destroy it.

Revenge of the Gator



Gateway to upper screens.

Light all four hearts and saver gator posts appear.

Shoot your ball here to spin the slot machine.

Knock out these three targets and head to the top screen.

The slot machine may give you special rewards.

Gator 1's mouth warps you to the slot machine screen.

Hit all of these gator noses and gator saver posts appear. Hit them all again and gator mouths stay open!

When lights are flashing, hit bumpers for maximum points.

Pop the ball into this hole and the gator slaps it to the top screen.

Gator 3 sends you to the shooter lane.

Gator 2 sends you to Bonus Stage 1.

When you blow it this gator's waiting to gobble your ball!

The best Game Boy pinball romp is HAL America's outrageous Revenge of the Gator! Gang up with the most charming bunch of carnivores you've ever seen for non-stop pinball action. There's much more than meets the eye to this cart. Shoot into the main screens and you'll quickly discover that it takes quick reactions to stay in play. Bounce off bumpers and gators to score big. With some luck, and a lot of skill, you'll fly into the hidden top two areas of the game, as well as the three Bonus Stages. There's eight different screens in all. Blow it and you'll drop with a plop into a hungry gator's open jaws. Play by yourself, take turns with a friend, or go head to head in Matchplay using your video link. Matchplay pits you and a friend against one another—your flippers at the bottom of the screen and your friend's at the top. You try to hit targets and lower your friend's scores to zero. Revenge of the Gator's snazzy little reptiles show off GameBoy at its best.

Based on a
TRUE STORY!

It really happened in the year 2342! Space monsters were attacking Earth. Only you and MagMax could save us! Meanwhile, on the planet Colura, the barbaric Basrah tribe has captured the people of Petras. The space cycle is your only hope!

MAGMAX

You construct the giant warrior MagMax to battle the three-headed mechanical monster trying to destroy the Earth. Fight off over 30 enemy attackers on four different battle-grounds. It's robot against robot in exciting outer space action for one or two players!



SEICROSS

You maneuver the super space cycle across dangerous terrain in a race against enemy suicide bikers. Speed across three scrolling screen patterns facing increasingly difficult challenges as the game goes on. Can you make it past the cannon shells, booby traps and Dinosaur Tank? Hold on!

Get MagMax and Seicross—two true-to-life future action games that challenge your skill and imagination!



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FCI 
Not Just Kid Stuff

S.W.A.T. HOT TIPS

SECRET WEAPONS AND TACTICS

Athena (Nintendo) By The Video Junkie

Some tips to help you finish the game.

Athena is one hard game to conquer. To meet the final Medusa-like creature you've got to make sure and do the following things:

1. Don't pick up a key for any reason while completing Levels 1-6.
2. The only way to defeat the Ice Boss is with arrows.
3. When in Level 7, "The Last World," you must defeat the first six bosses again. When the last boss is defeated he'll drop a key. This time, pick it up!
4. In the Labyrinth (the key brings you here), look for a princess completely covered with blocks. After all the blocks are broken, she'll drop a harp. Pick it up. Now go right to the next open area. Break the blocks in the top left corner and find the magic lamp. Go Up, then Right. You'll see another princess. Don't pick up her harp. Continue to the Right. Now you can find the boss.

RoboWarrior (Nintendo) By Charlie T. Aslan

The Locations of the Wells of Hope

Level 1-1: Look in the middle of the square rock formation, to the left of the chalice. Enter through the East wall. You'll need to bomb the wall five times.

Level 4-1: The well is at the end of the first screen. Look for the two squares of water. The Well of Hope is in the water square on the right.

Level 6-3: The well is in the middle of the letter "P" in the rock formation spelling the word "HELP". Enter through the East wall.

Level 7-1: Try the top square of the second area of water. Enter from the East, and go one square North. Make sure to wear a life preserver.

Level 8-1: Check the top square in the South river. Enter from the West.

Slalom (Nintendo) By the Eliminator

Extended Time



When your time runs out on a ski run, don't get ready for Game Over. Try putting the jump buttons A and B on turbo. Sometimes your guy will keep jumping at a slow speed even if the time is out!!!



Legendary Axe (Turbo Grafx) By the Pro A.J.F.

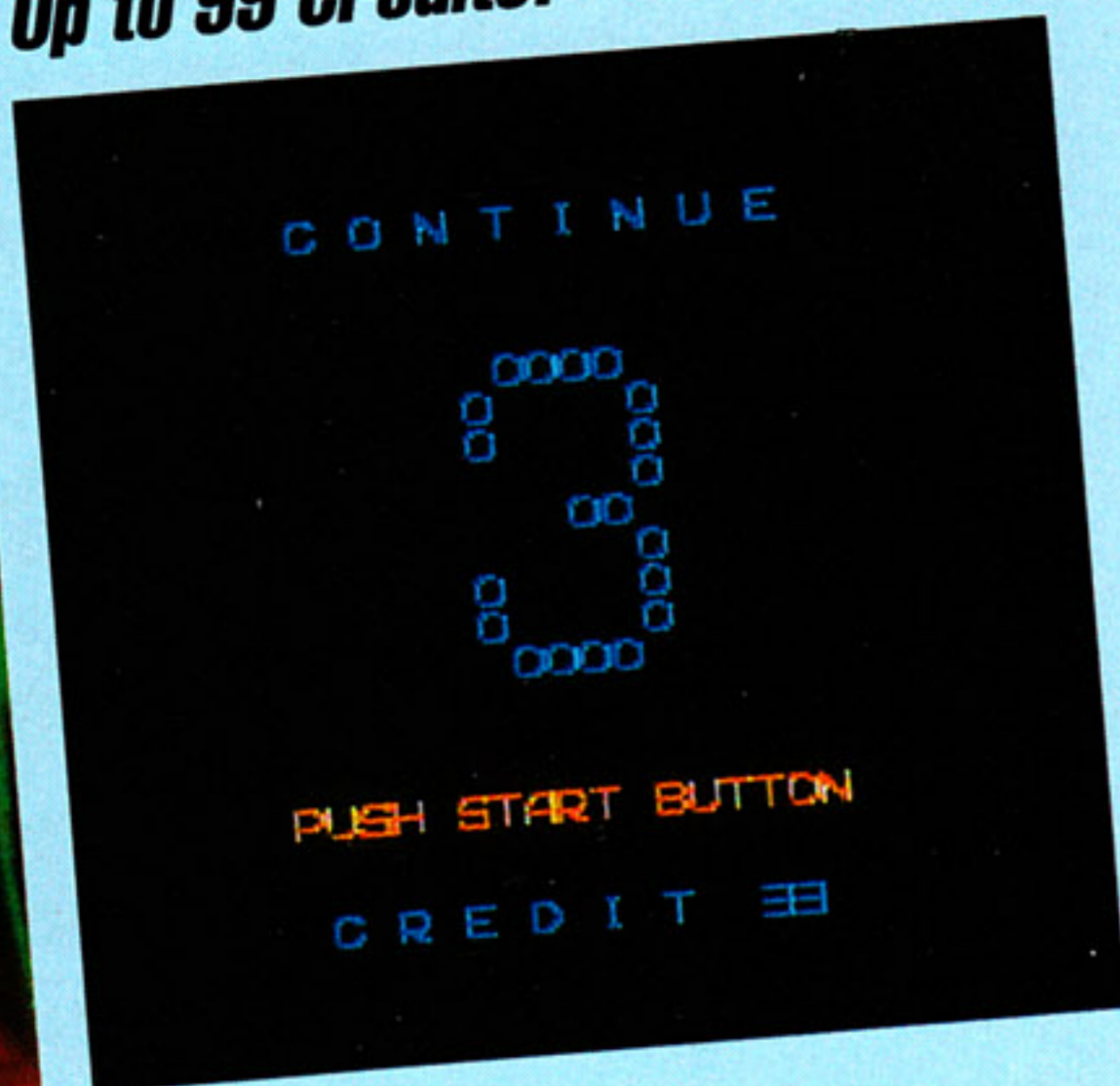
Avoid the Monkey Pits

In Zone 4-C, after you've grabbed the last axe power-up, you're faced with the monkey pits! To avoid falling into the pits just make sure you jump between the stone pillars every time you see them!

R-Type (Sega Master System)

By Brad Williamson

Up to 99 Credits!



Here's a way to add up to 99 credits in R-Type! Get into the extended sound mode, as

described in the other R-Type tip in this section. Go to sound effect 62. This is the sound effect you hear when you gain credits. Now, press Button 1 three times to play sound effect 62 three times!

Next, exit the sound test. This adds to your limit of credits. The limit you can normally get is up to 12. But this lets you gain up to 30 more credits.

To take advantage of this move to the countdown feature. That is, when your game ends and the continue screen counts down, rotate the directional controller clockwise. You'll find the

counter moves past the 12 limit, and gives you up to 30 credits. If you have to, start the game before the counter runs out, kill off your ships, and move the pad clockwise to max up your credits.

To go beyond the 30 credit limit, go back into the extended sound test, play sound 62 three more times. Then back to the credit feature, etc. By repeating this method several times you can get your credits up to 99! But don't go over 99 because the counter will flip over to 00 and all you've gained will be lost!! Good Luck!

Adventure Island (Nintendo)

By The Eliminator

Avoid the Brown Kellos Frogs

If you're tired of these pesky frogs, here's an easy way to deal with them. Run at them head on with full speed and they'll jump right over you! But remember, this doesn't work when they are looking to the right because they can't see you coming!

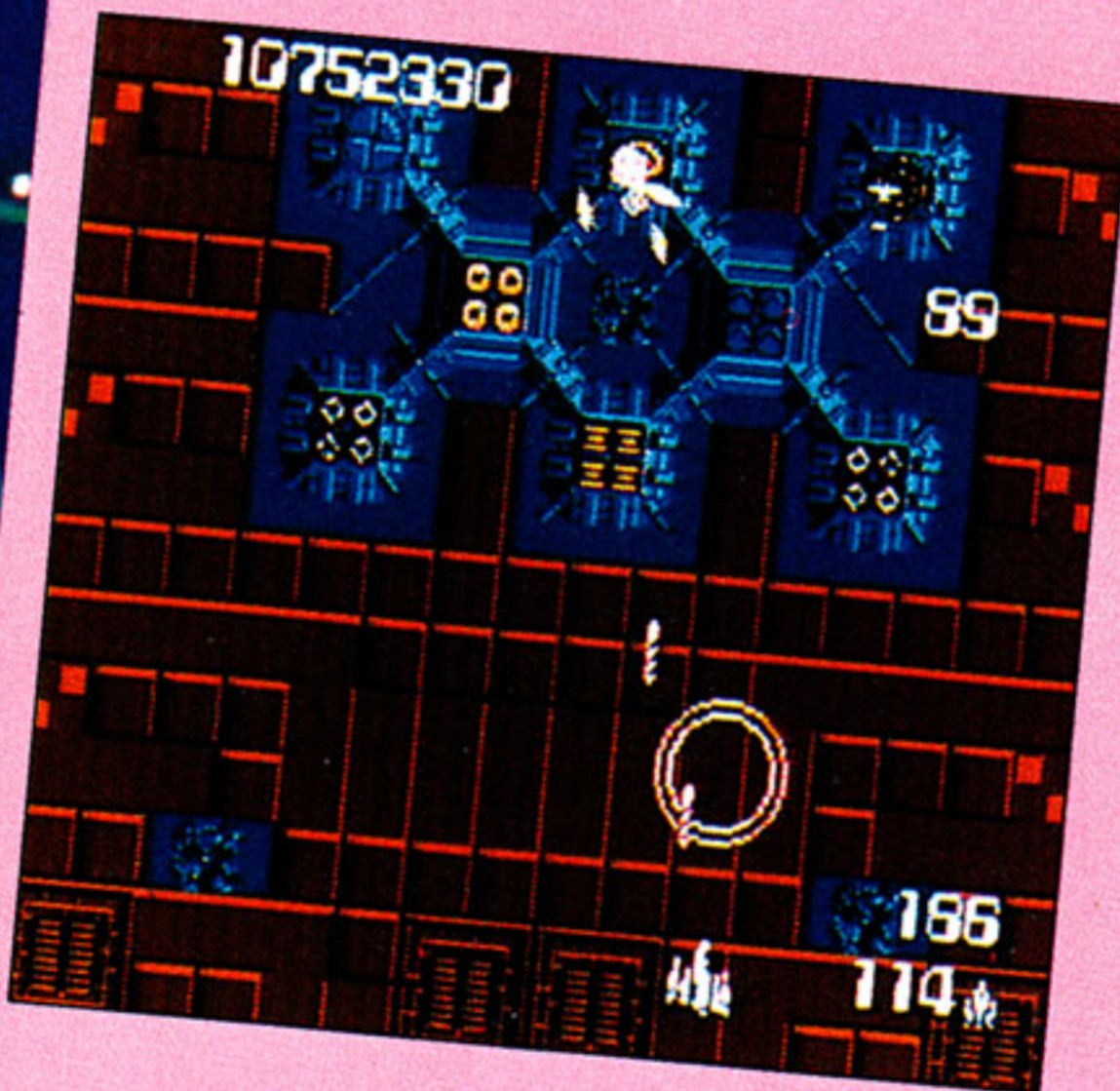


Zanac (Nintendo)

By Brad Williamson

Change the Music

Does the game over music on Zanac get boring? Why not change it! Here's how....



When your last ship is destroyed, quickly press and hold the select button. You'll hear an entirely new sound. The sound doesn't stay like that—just while you hold the Select button down! This works on every area.

In area 10 you can change the background music! After you destroy a boss, any boss on area 10, press and hold the Select button. When your ship starts to move you'll find the background music is different! After you destroy the next boss, the background music changes back to the original—unless you press and hold the select button again!!

Q-Bert (Nintendo)

By J.D. Cameron

Unlimited Continues

To get unlimited continues in Q-Bert try the following: Simultane-

ously hold down Up and Select on Controller 1, and Down and the B Button on Controller 2. Release the buttons. Push Left and Start on Controller 1.

S.W.A.T. HOT TIPS

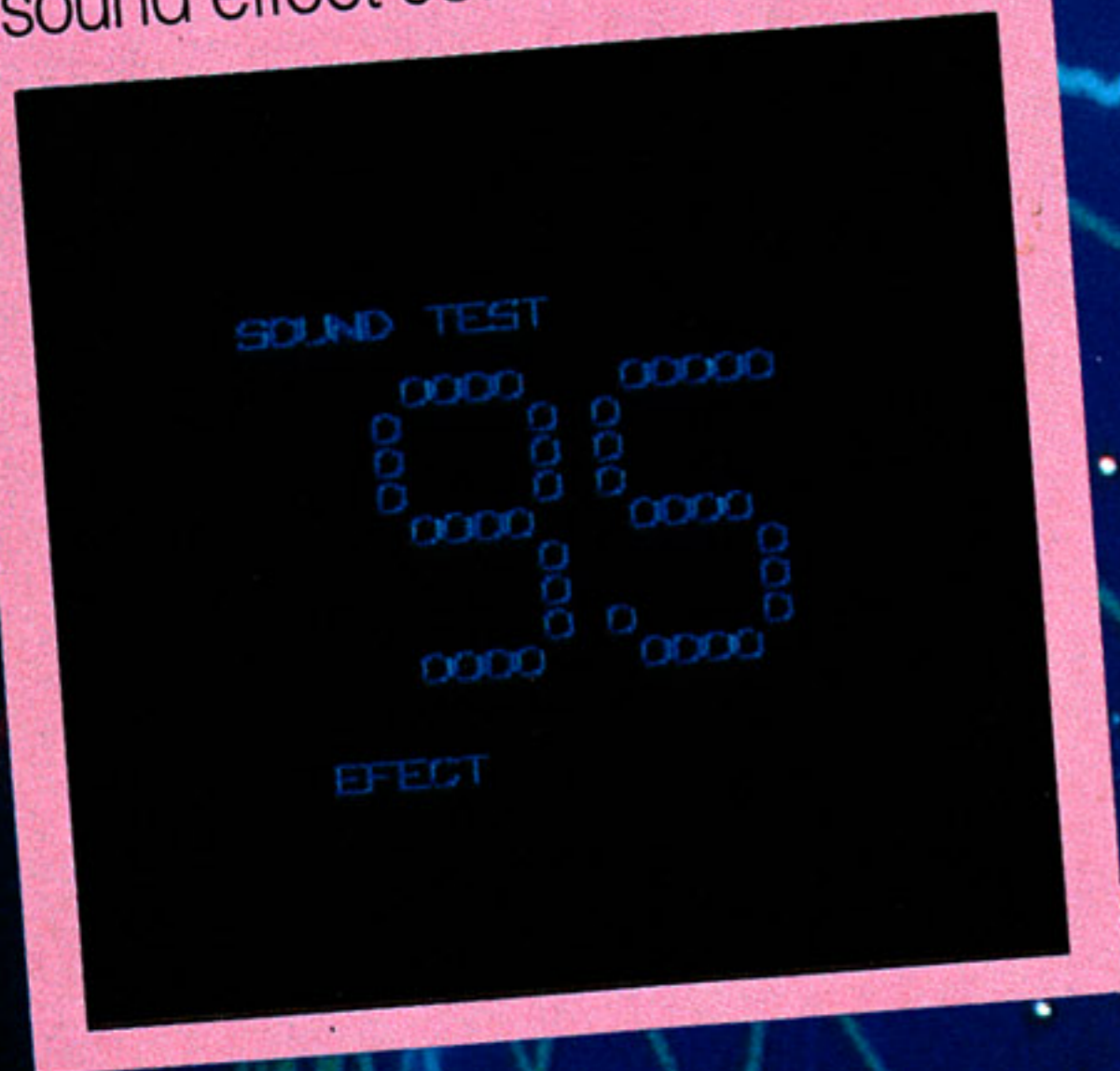
SECRET WEAPONS AND TACTICS

R-Type (Sega-Master)

By Brad Williamsor.

Extended Sound!!

To do the basic sound test, roll the directional controller counterclockwise during the continue screen. This allows you to hear sounds from 01-17. But did you know about the extended sound test that allows you to hear effects from 18 to 95? Here's how it works. When you are on sound test 17, press and hold Button 2 on Controller 1 and push right. This puts you on sound test 18! Keep pushing right and it will count up to 95. The same trick works from effect 00 (exit) when you press and hold Button 2 and press left. This puts you on sound effect 95!



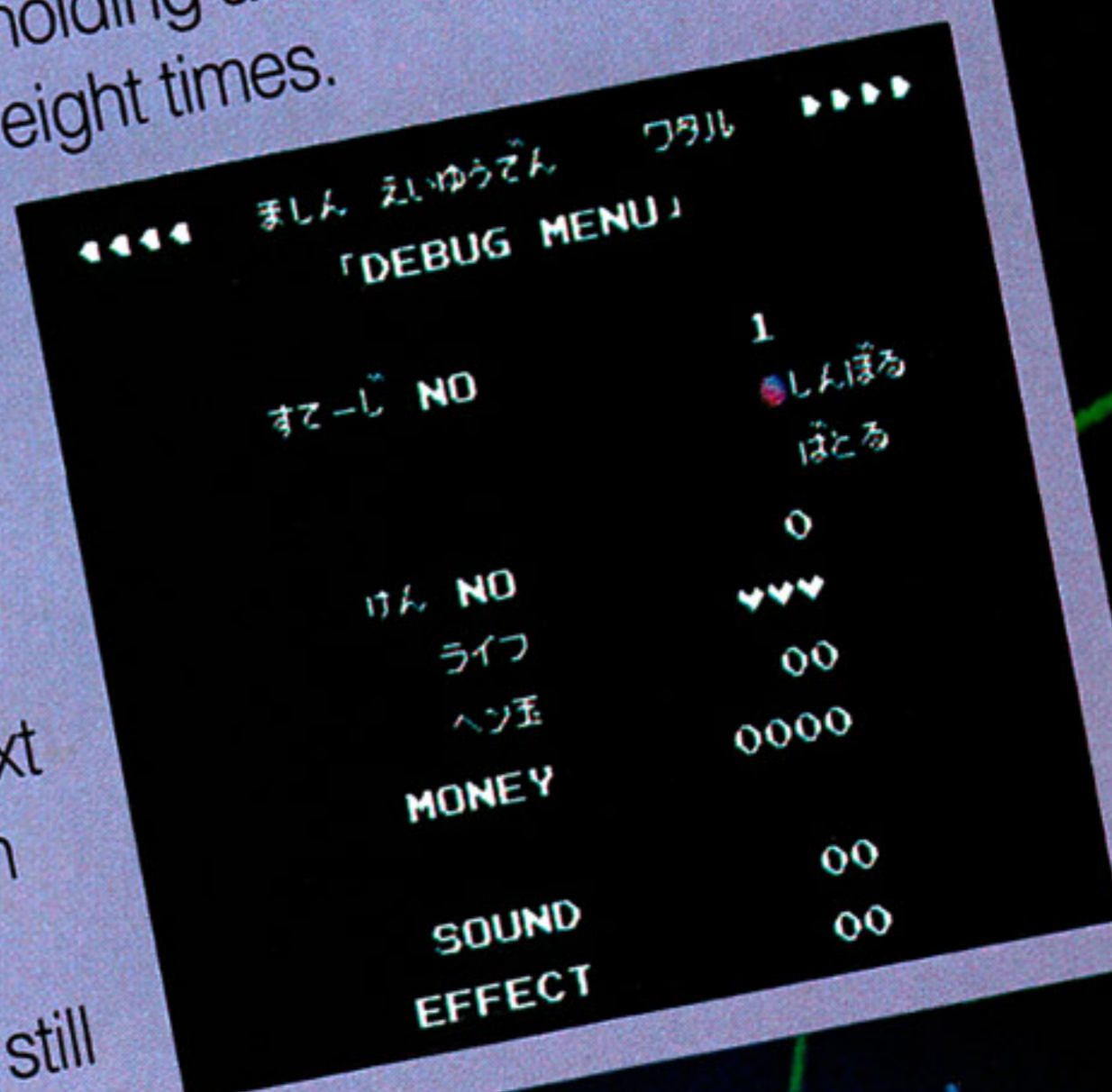
Keith Courage in Alpha Zones (TurboGrafx)

By J.D. Cameron

The Super Screen!

Here's how to get to the screen that lets you select your level, your power, your weapon strength, and more! Here's what to do: Turn the power on, and push Run and Select to reset the game. Next push Button 1, Button 2, Run and Select simultaneously. Start appears again. While still

holding all the buttons, push Up eight times.

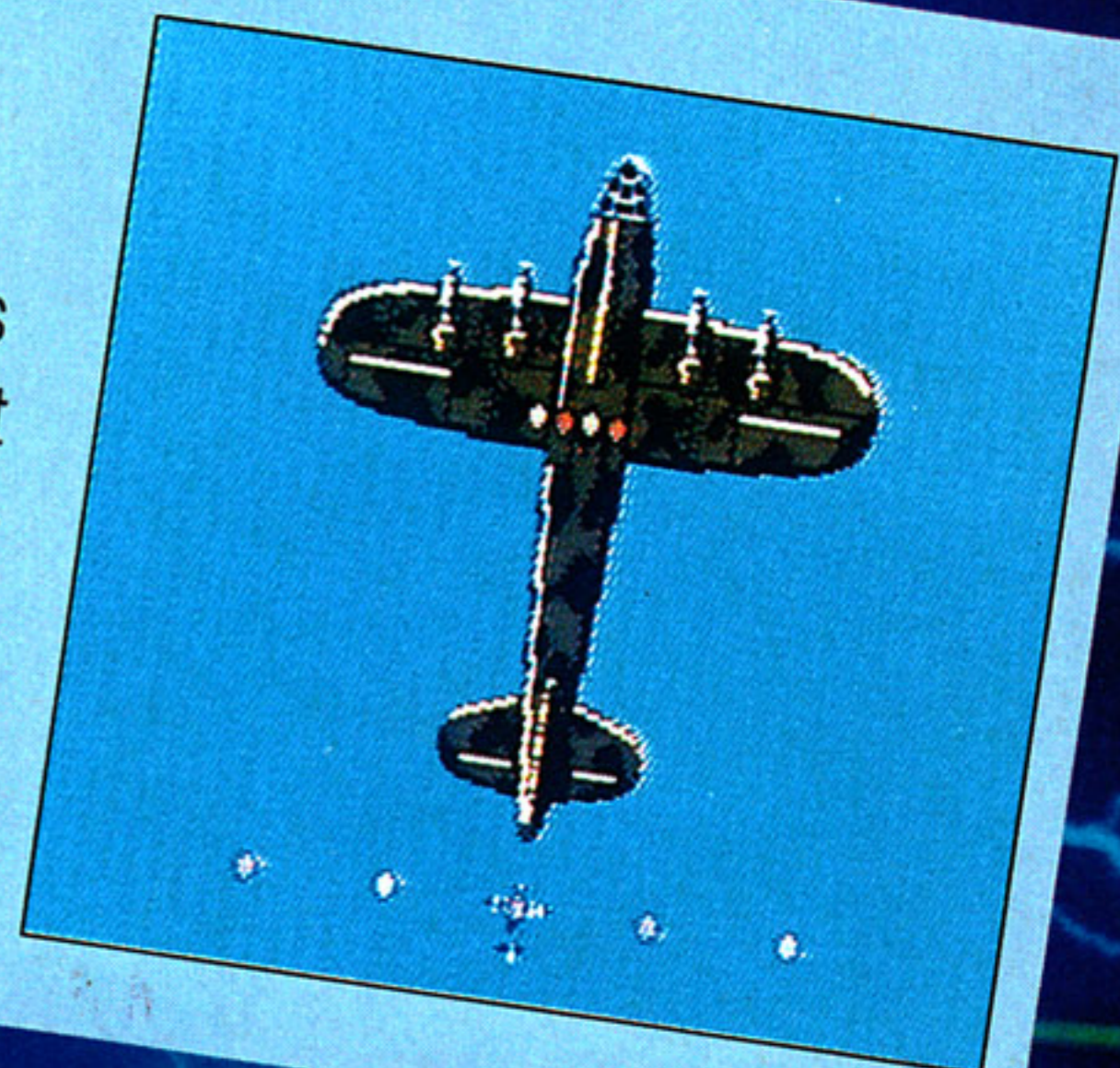


Sky Shark (Nintendo)

By the Pro A.J.F.

Beat the Last Boss

The last enemy you face in this fabulous shoot'em up is a giant plane. Beat this enemy by staying directly behind the tail of the plane. The enemies' shots can't do you any damage as long as you're in this spot.



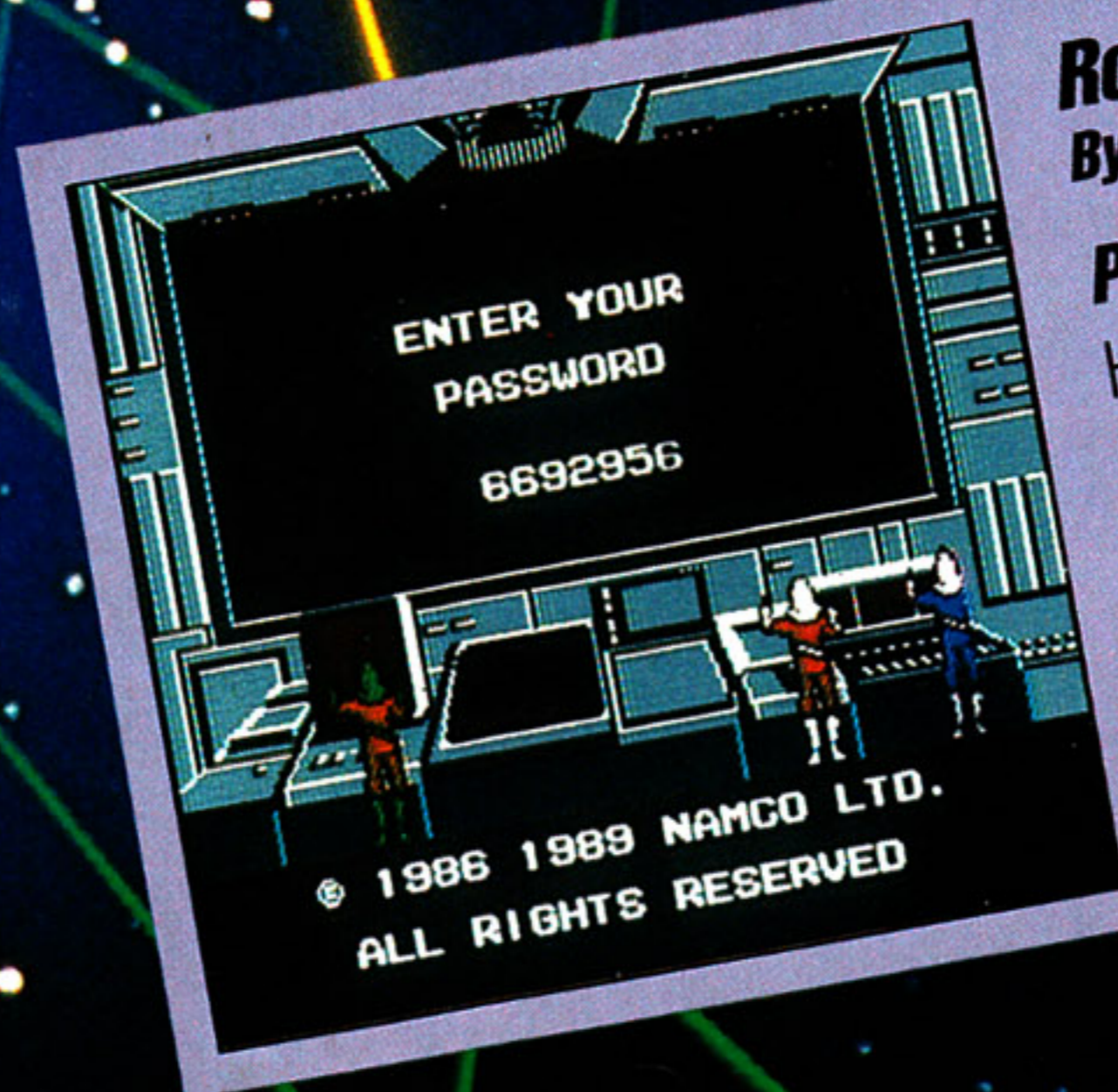
Rolling Thunder (Nintendo)

By the Pro, A.J.F.

Password

Here's a code that lets you try Story Three, Area One in Rolling Thunder:

6692956



ESCAPE

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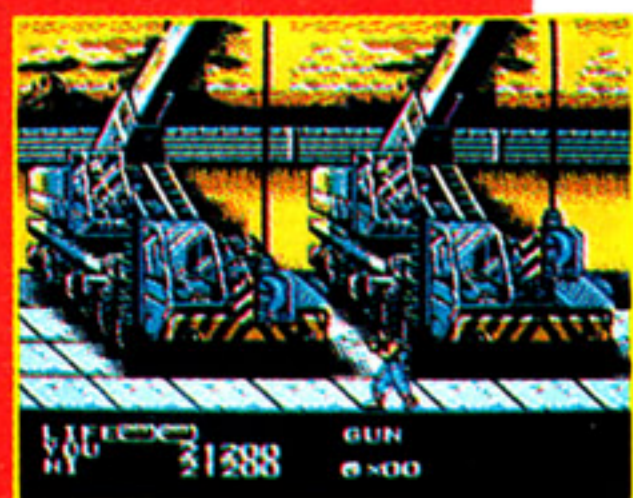
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S.W.A.T. HOT TIPS

SECRET WEAPONS AND TACTICS

Alien Crush (TurboGrafx)

By The Eliminator

If you're trying to beat your friend's high score and you want to see the high scoreboard while still in play do the following:

- Pause the game;
- Then press select;
- Press it again to return to the paused game.

Poseidon Wars 3-D (Sega Master System)

Continue

To continue press Down four times, Right three times, Up two times, and Left once!

Poseidon Wars 3-D (Sega Master System)

By The Eliminator

Sound Test

To hear the sounds of Poseidon Wars press: Up once, Left two

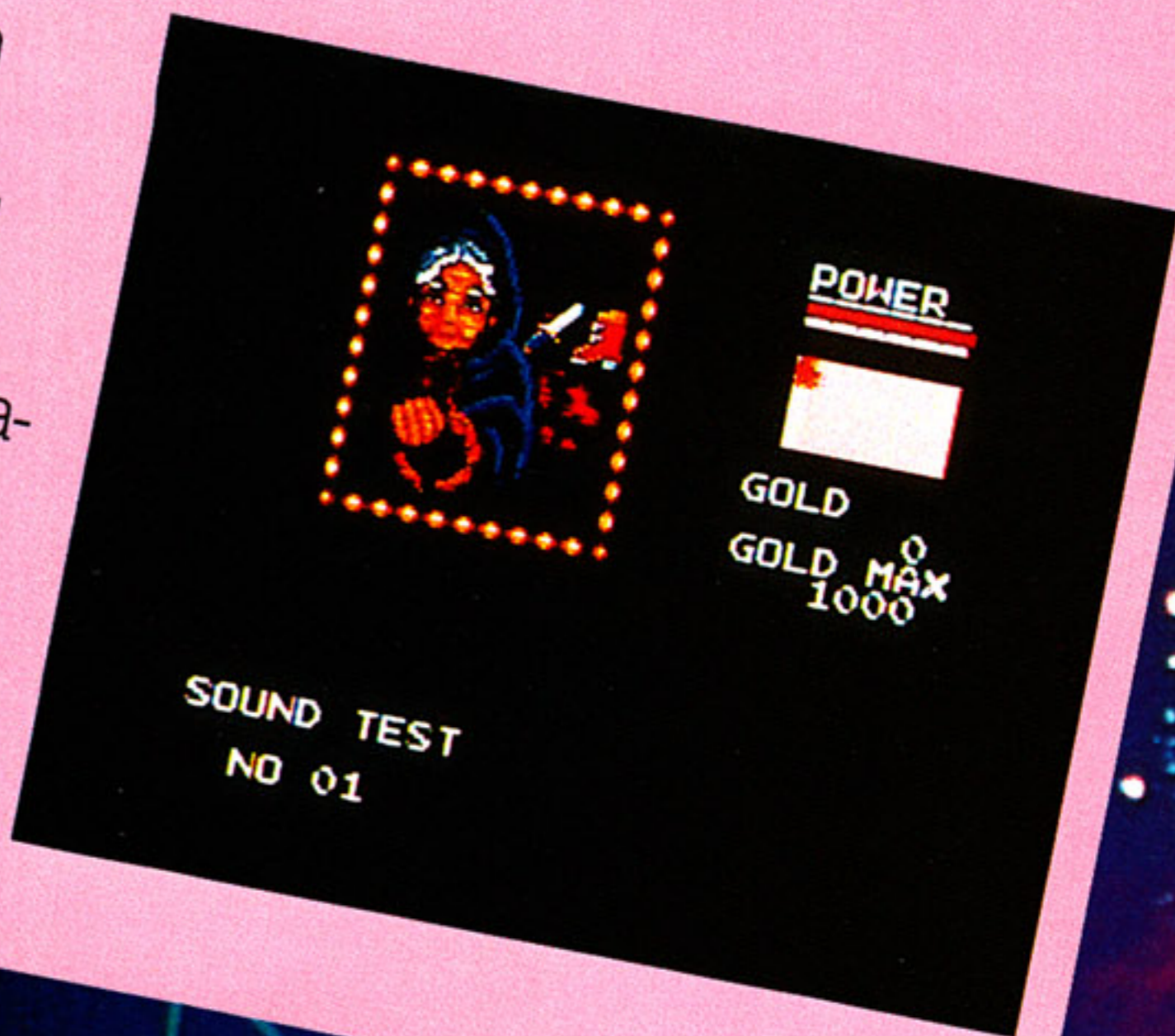
times, Down three times and Right four times during the title screen.

Golvellius (Sega Master System)

By the Eliminator

Sound Test

Try this simple pad and button trick to get into the Sound Test mode. Begin a new game, and when the screen shows Kelesis walking toward the tunnel simultaneously hold diagonally Upper Left on the pad, and Buttons 1 and 2. The screen with the old lady appears. Now release, and check out the sounds.



Crystal Castle (Atari XE)

By B.A.J.

First Warp: Go to the rear corner of the first castle of level one and jump to receive 140,000 points and extra lives.

Second Warp: Wear the hat and go to the rear corner of the hid-

den ramp of the first castle of Level 3 and, while still wearing the hat, jump. You'll receive 280,000 points and extra lives.

Third Warp: Go to the rear corner of the Crossroads of Level 5 and jump to receive 420,000 points and extra lives.

Flying Dragon (Nintendo)

By the Eliminator

Password

To head straight to the World Championship, type the password **BAAA**.

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E X P E R I E N C E

BIONIC POWER



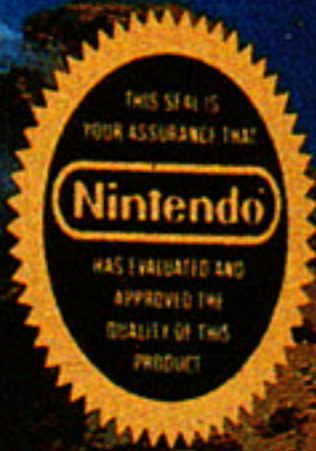
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Screen shots from the
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Reader Tips

NINTENDO

Bugs Bunny

Last Level Password

In the Nintendo game, Bugs Bunny's Crazy Castle, there are 60 levels. To get to the last level, when the Game Start/Password screen appears, input this code:

YTKX

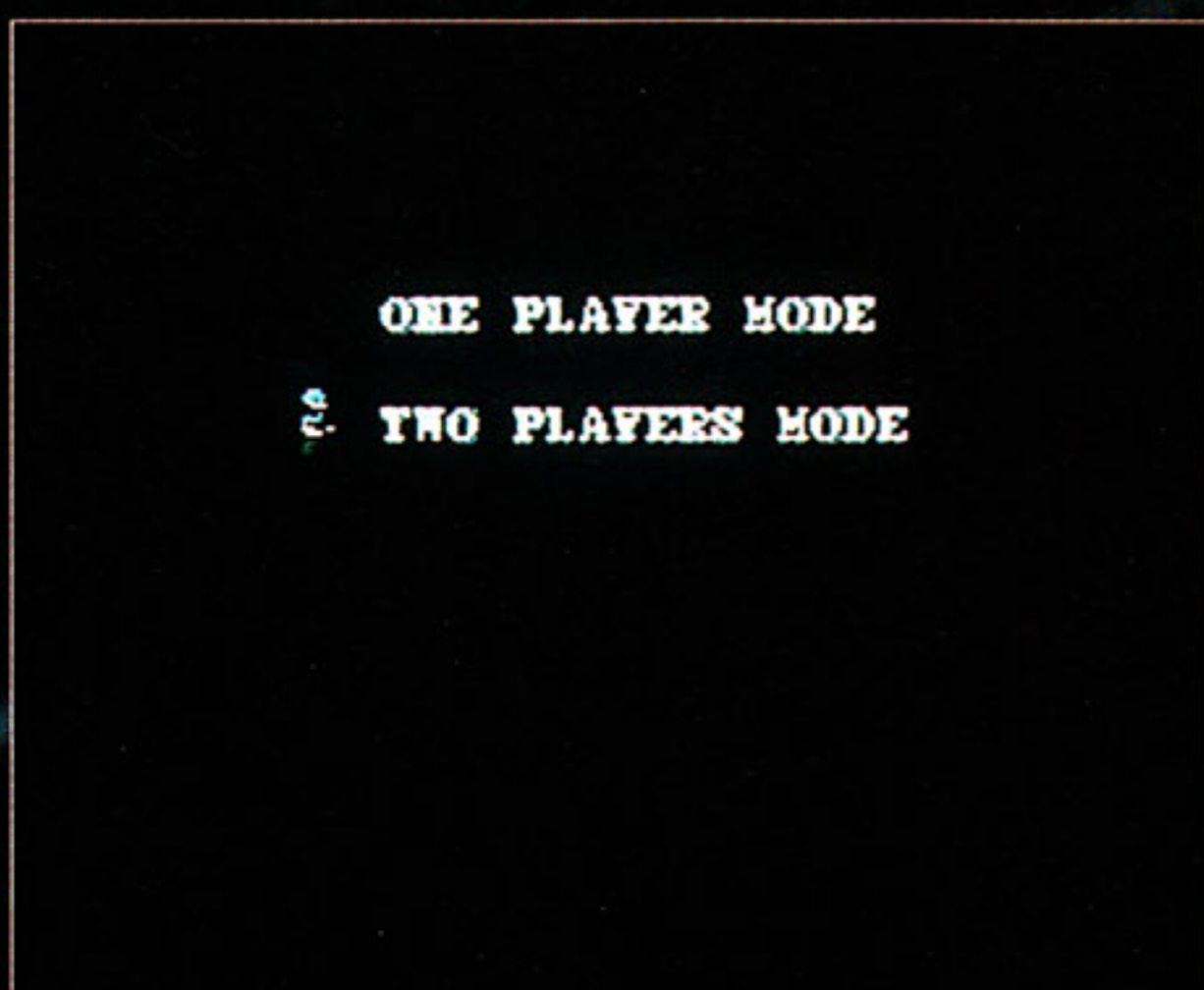


AVOID THE NO-CARROTS SIGN! If you avoid it, you have a good chance of saving Honey Bunny!

Pete Lents, Hartford, CT

Guerrilla War

Stage and Difficulty Select



During the one player, two-player screen, push and hold A and Start. After the screen switches, use left and right to choose levels 1 through 9. After selecting your level, push down and choose easy, normal, or hard.

Kenneth Rachal, Richmond, VA

SEGA MASTER SYSTEM

Captain Silver

Continue

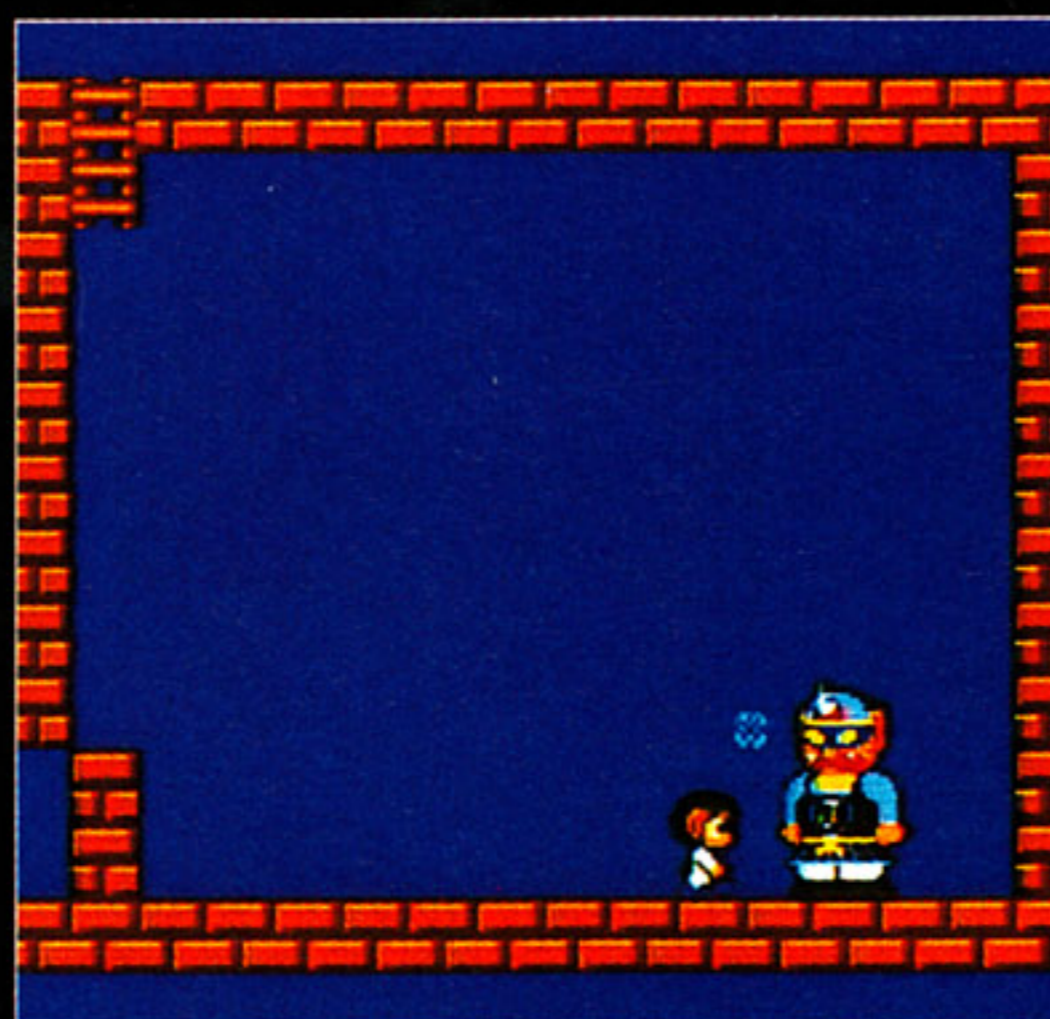


Recently, while playing Captain Silver, I found a way to Continue up to three times. When the Game Over screen appears, push Up and Buttons 1 and 2 at the same time. This lets you start at the beginning of the level where you got killed.

Victor Lams, Ann Arbor, MI

Alex Kidd in Miracle World

Defeat Janken the Great!!



I've discovered the easiest way to defeat Janken the Great. When he's shooting balls at you, die inten-

tionally! When you come back, you're temporarily invincible so you can walk up to him and punch him in the face!!

Jason DeMarco, North Royalton, OH

Vigilante

Level Select!



To select your levels in Vigilante, hold down the upper left corner of the directional pad and Buttons 1 and 2 simultaneously. A screen will appear that allows you to choose a level by using your directional pad.

Eric Beltmann, West Bend, WI

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Nintendo

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You are the successor to Hiryu-no-Ken, master of the ultimate kung-fu skills, in rigorous training at the legendary Shorinji monastery. But from a world of darkness, the evil Tusk Soldiers have appeared to abduct your wise teacher and steal the secret scrolls of Hiryu-no-Ken. Now you must regain the scrolls and the powers they hold, then use them to complete the mystical mandara talisman and seal up the forces of evil. It will be a journey full of adventure and mystery. Your strongest skills lie in defense. To defeat the evil boss Dargon, you must rely not on violence, but the power of justice and your mastery of Kung-Fu.



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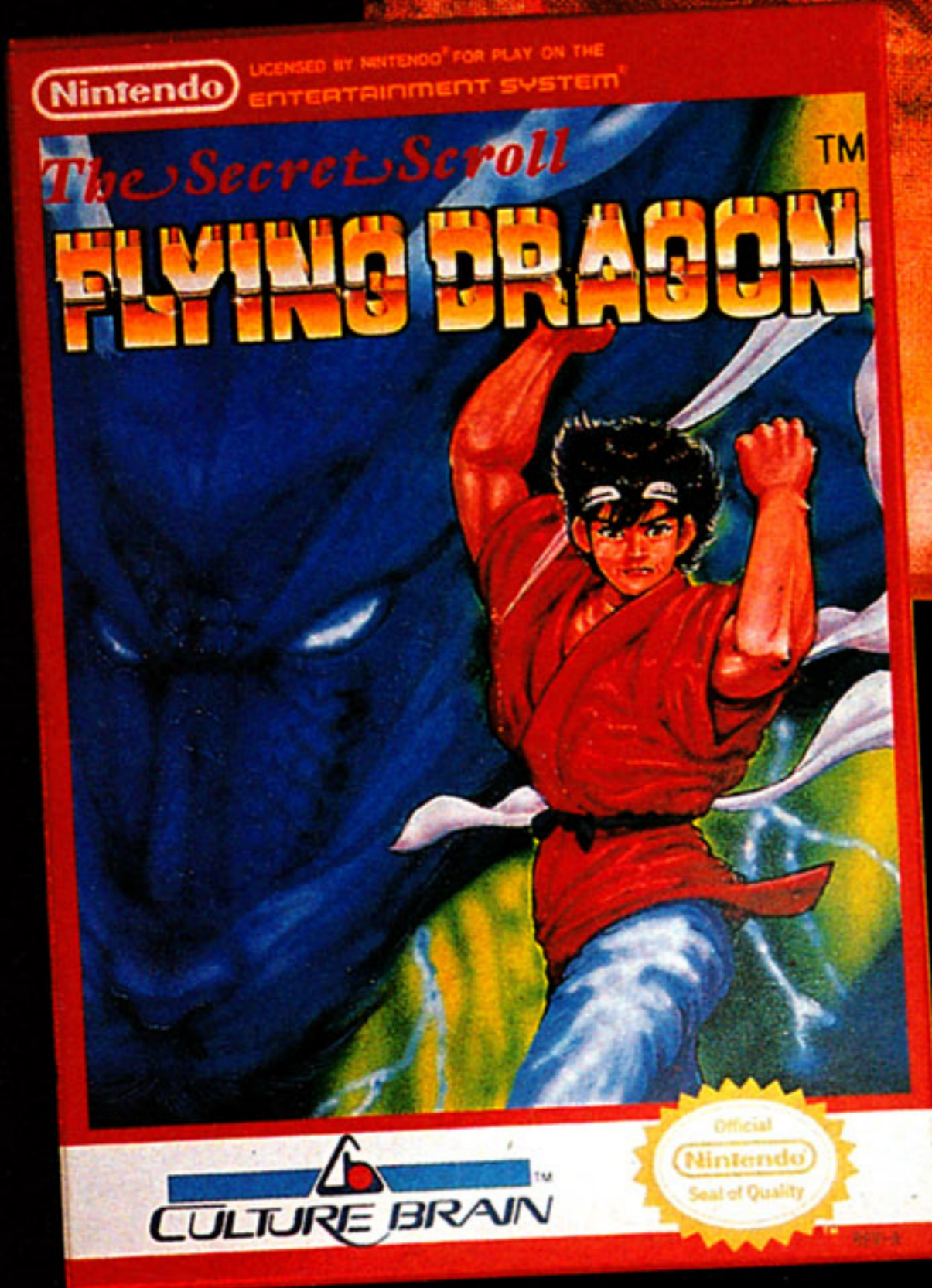
Train at Shorinji to master the sophisticated moves and awesome techniques you'll need to survive.



Your opponents will challenge you with their skills from six different styles of fighting.



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Ask The Pros

NINTENDO

Adventures of Lolo

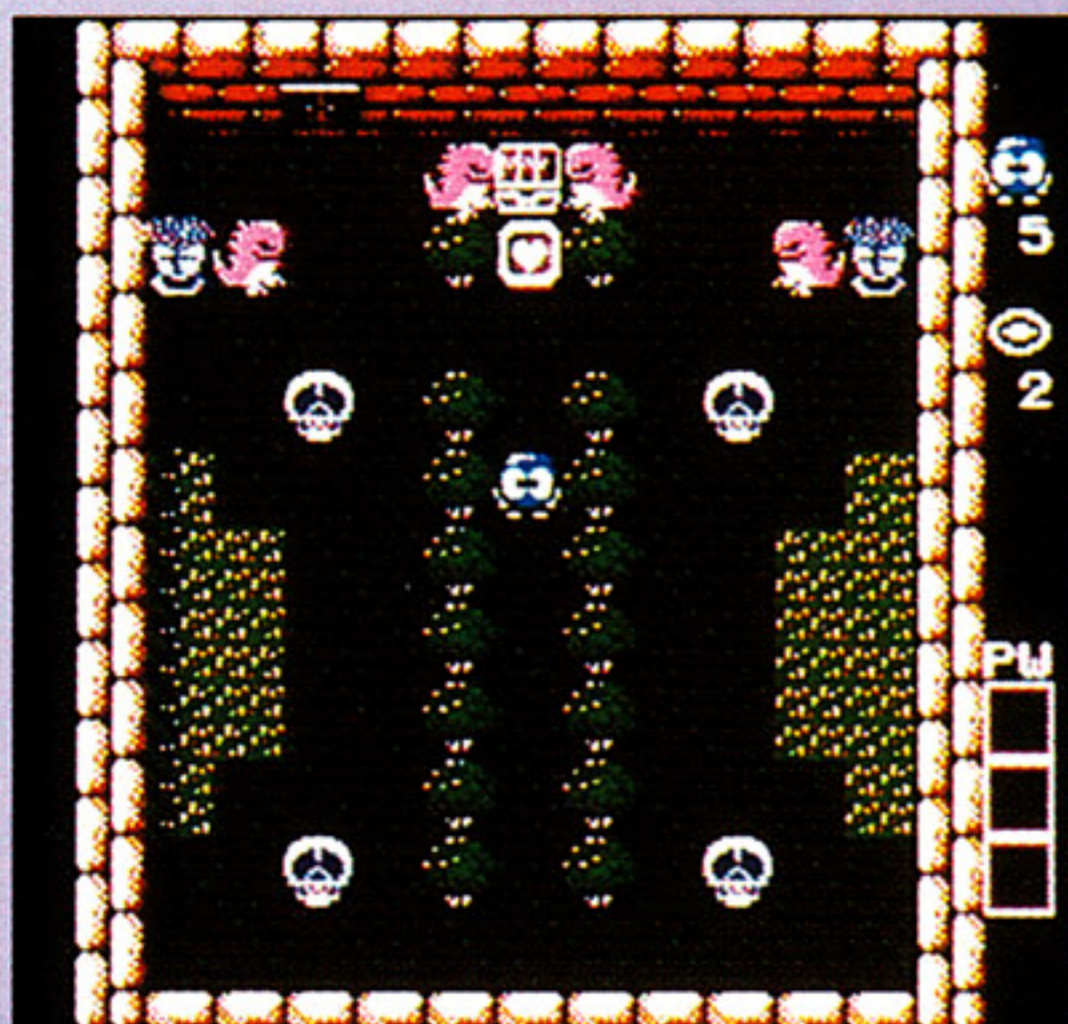
Dear ASK THE PROS,

Lolo is my favorite game, but I'm stuck. I've made it to Level 7, Code DBYV. I've tried everything I can think of to block the Medusas and move the Gols, but it seems impossible with only four Magic Shots. Please help me! I must get through this. It's driving me crazy!

LaWanda Wrast, Col. Spgs., CO

Dear LaWanda,

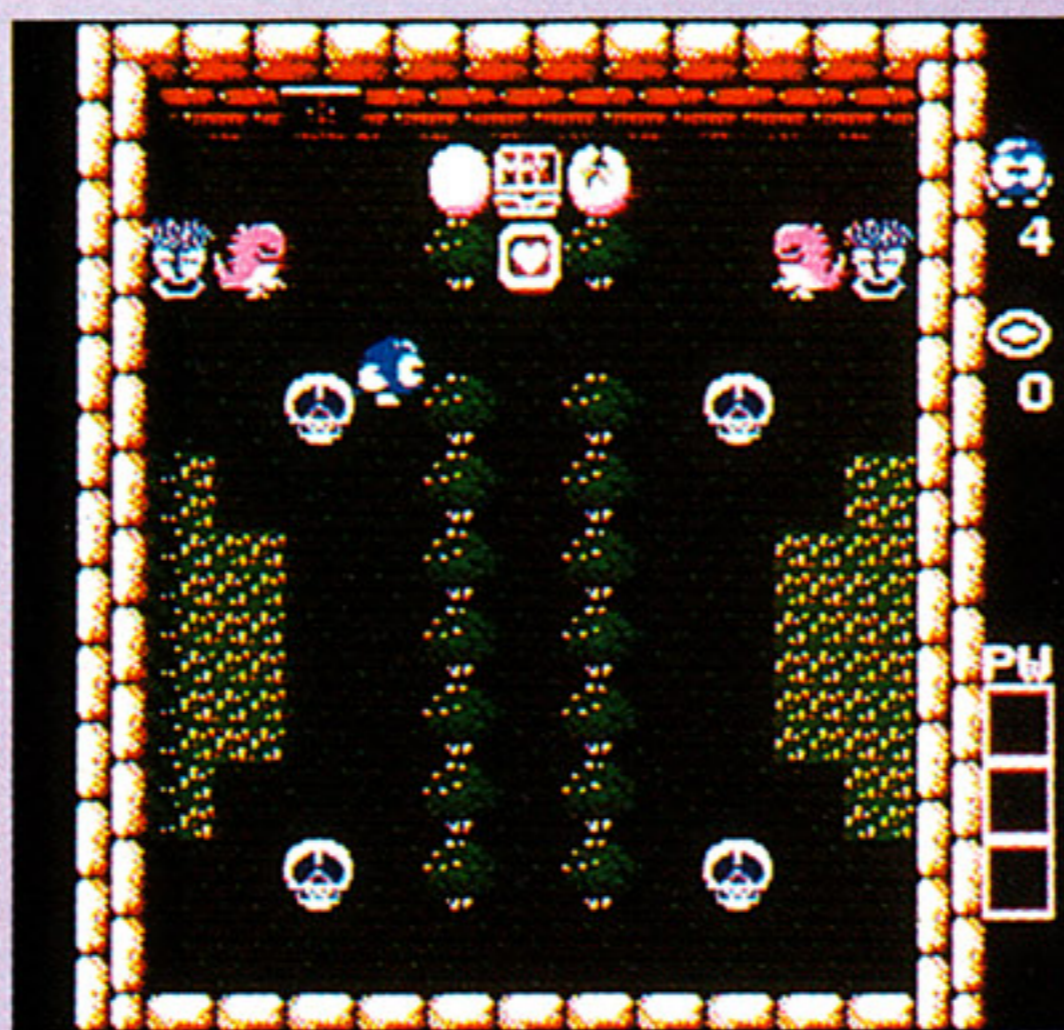
The key to this maze is precision and speed. The first thing you need to do is grab the two heart framers to the far right and far left of the rows of trees. Next, proceed between the rows of trees to the first two Gols. Move them one at a time, turning each into an Egg. Now push the Eggs over to block the inside shot of each Medusa.



Turn Gols into eggs to block Medusa's inside shots!

The next move requires calm nerves and a steady hand! Run to the Gol on the right and turn it into an Egg. Then, run back around, under the heart framer, to the Gol on the left side. Turn it into an egg also. Next, sprint back to the heart framer and dive into the Jewel Box! You've made it! And you're on to the next maze.

Turn these Gols into eggs, dash to the Jewel box and dive in!



SEGA MASTER SYSTEM

Rastan

Dear ASK THE PROS,

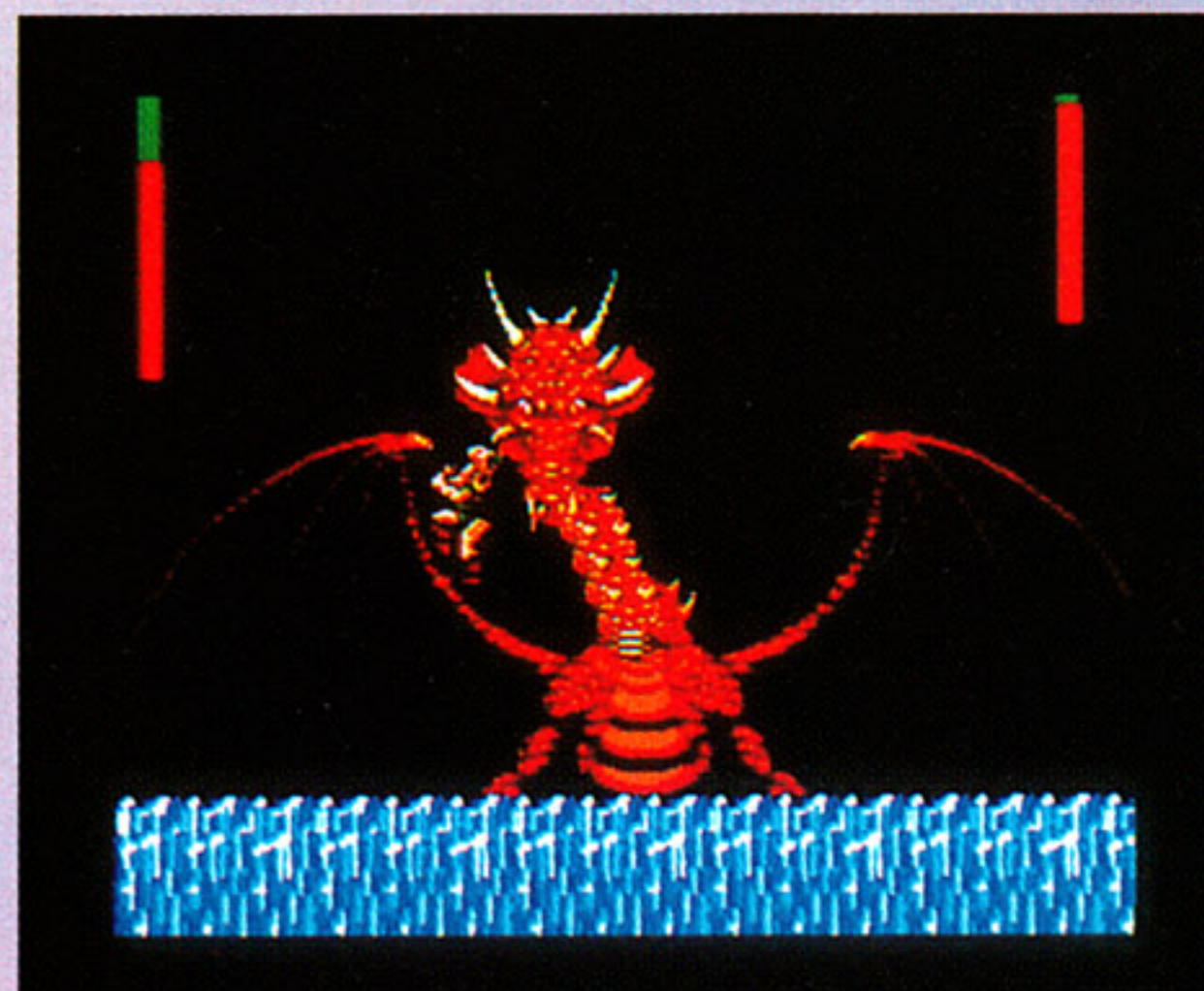
I would like to know how to beat the Read Dragon in the 6th round of Rastan.

Jason Karle, Cincinnati, OH

Dear Jason,

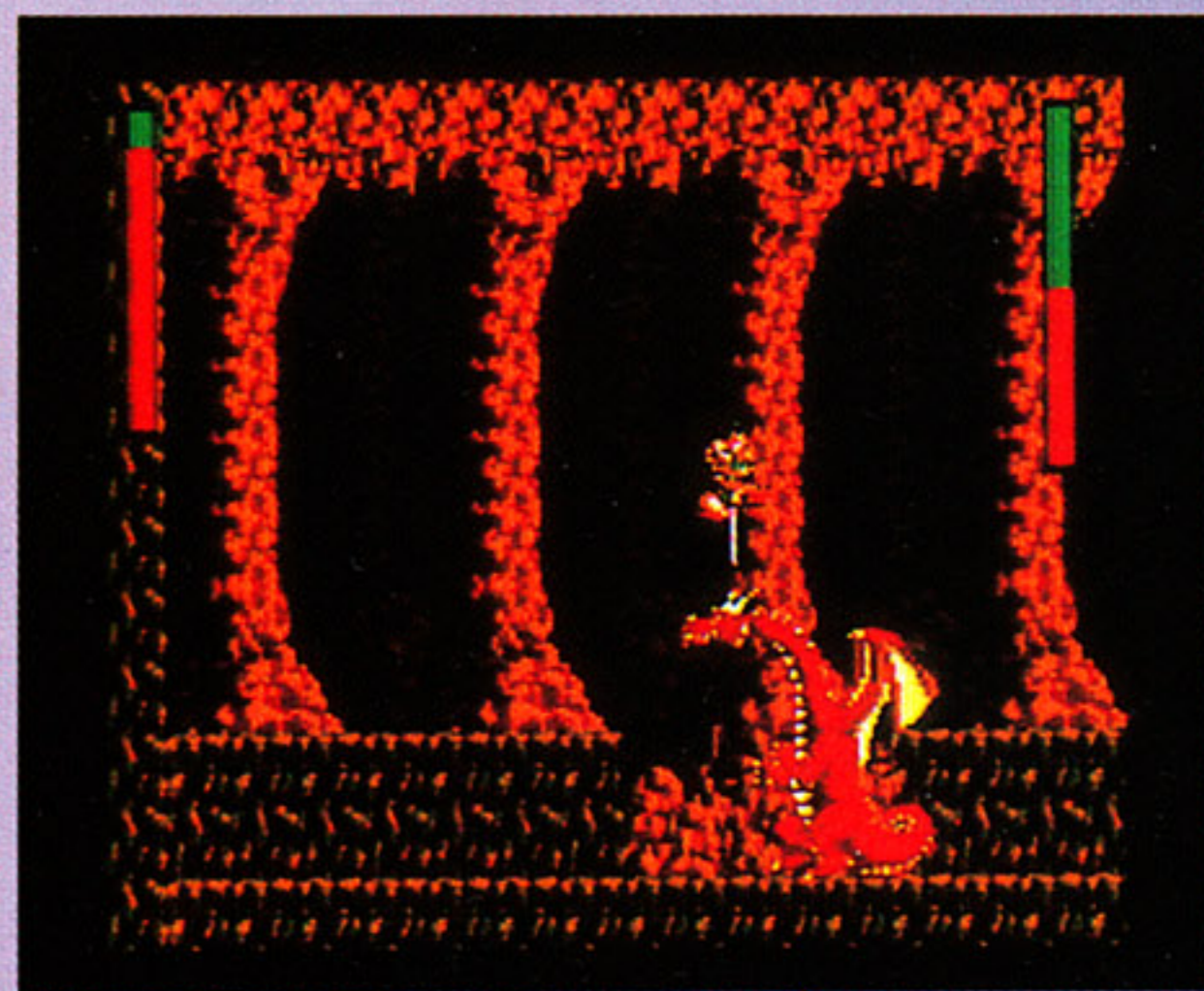
To defeat the Read Dragon try the following: duck into the screen corners while the Dragon is shooting. Then, run out and stand underneath him. Jump and stab straight up, wounding him in the mouth and face. By using this technique you'll make short work of this troublesome fiend.

After you face the Read Dragon, you'll have to work your way to the final Dragon Boss. There are two techniques that work best with



The Read Dragon.

this beast. One is to jump down on him from above, pointing your sword straight down and stabbing him in the head. The other technique to try is getting underneath the Dragon and using your sword to stab straight up into his chin!



Final Dragon Boss.

Game Got You Baffled?

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

GAMEPRO Magazine

Ask the Pros

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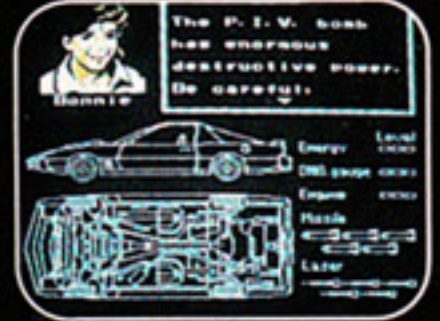
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MISSION: Retrieve top secret weaponry stolen by terrorists.

VEHICLE: KITT, the Knight 2000 supercar.



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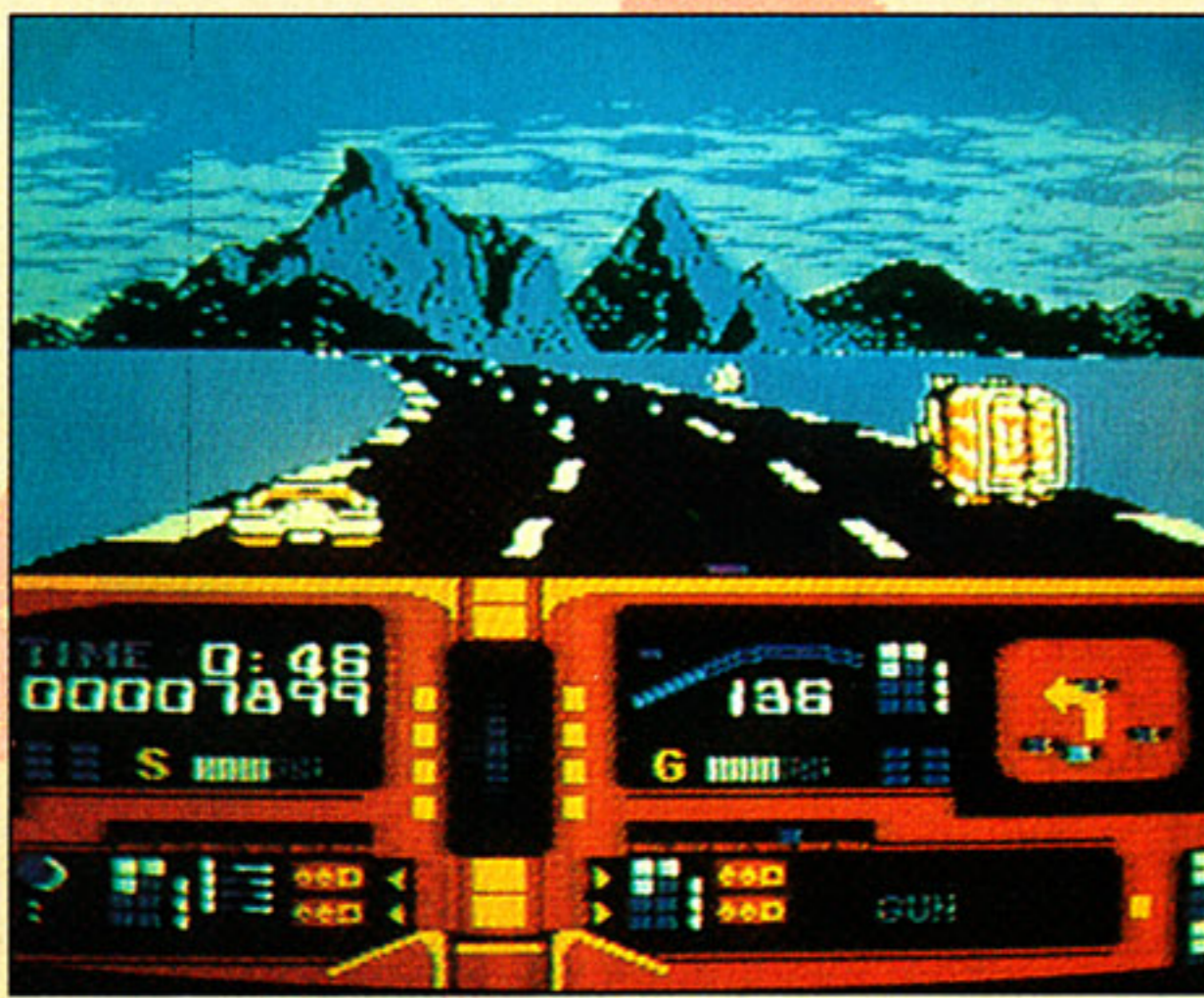
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Short Proshots

Nintendo

Knight Rider (Acclaim)



In this long-awaited NES title, you are Michael Knight and you climb behind the wheel of KITT, the amazing supercar from the TV series series Knight Rider. You and KITT are on a 15-city mission. Select Mission Mode and Devon, your friend and contact at the Knight Foundation, will brief you on your assignment. If you need some driving practice, enter the Drive Mode. Before you hit the road your mechanic, Bonnie, lets you pick from up to five different options—gas, shield, engine, missile, or laser. Select which items you want based on what you think you'll need for your mission. Once you hit the road you've got three lives to complete your task. Chase criminals across the country and even into Canada. You've got to destroy as many bad

guys as you can in a limited amount of time. Everything from Tanker Trucks to Luxury Cars to Spy Planes are out to get you. Bonuses like Timer Extensions and Extra Missiles are always worth grabbing. If this mission seems a little daunting, you can take a vacation and come back later by using your Stand By Code to continue right where you left off! If you're a fan of Knight Rider or even if you've never seen the show, KITT's engaging personality will win you over in no time.

The Three Stooges (Activision)



Everyone's all-time favorite clowns come to the NES in this crazy title. It's comedy at its best with Moe, Larry, and Curly. The three legendary loonies are out to try and save a poor widow and her orphanage from the clutches of an evil banker. You'll actually hear the Stooges wisecracking their way through this adventure. In scenes reminiscent of actual Stooze adventures, you'll play a game within a game. "Activities" include pie-throwing, punching/slapping, boxing, Stooges trivia, a wild chase through a hospital, and other even more oddball scenarios. If you love the Stooges, you'll especially love the fabulous graphics and sound. Nyuk! Nyuk! Nyuk!

Baby Boomer (Color Dreams)



Whahhhhh! Here's an unusual twist for a game. You're babysitting and your baby is on the prowl. Baby Boomer keeps roaming into the middle of all kinds of dangerous situations and you're in charge of trying to keep him safe. Zap bad guys with your light gun as the baby crawls across ledges, lava pits, bridges, and worse! You'll need a Light Gun for this game, and possibly your blankey if things get too stressful!

Black Bass Fishing (Hot-B)



Fishing?? You bet! A group of editors from Fishing Magazine, black bass fishing enthusiasts, and computer engineers worked together for six years to develop this project. You compete in a fishing tournament with over 200 other anglers as you try to bring home the

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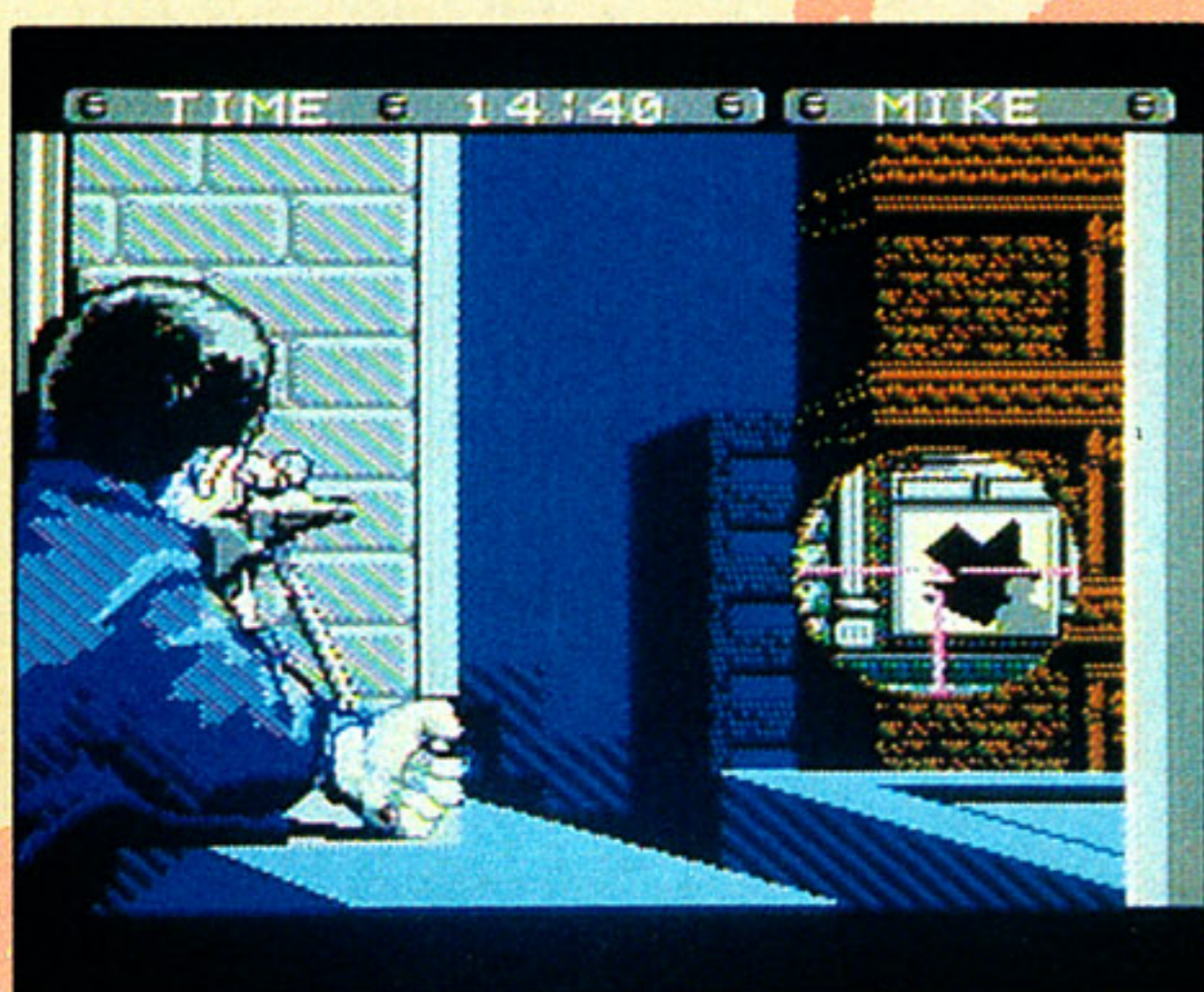
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G

biggest Black Bass. Pick your lure and land your fish. It's not that easy, though. Hot-B tests have shown that professional anglers do better than novices in this game. Fishing enthusiasts, as well as those who've never baited a hook will find this game equally intriguing.

Rescue the Embassy Mission (Kemco-Seika)



This is it! Desperate terrorists have taken over our embassy. They've made their demands; embassy personnel are in grave danger. It's time to call in the experts. You head a crack crisis intervention team of six specially-trained men. Your task—save the hostages and recapture the embassy. To succeed, you'll need to infiltrate the embassy and overcome the terrorists. You control all six men in your assault squad, and they are one talented crew! You'll find yourself rappelling, maneuvering, and shooting your way through the embassy. You'll never know when hostile terrorists will suddenly appear. Vary this adventure by using each of the three difficulty settings and different mission time settings. Let's see if you've got the right stuff to rescue the Embassy Mission!

Romance of the Three Kingdoms (Koei)



In this massive role play you enter the world of second century China. The government is in a state of collapse and warlords throughout the country are battling for supremacy. Your goal—control of all of China. To succeed, you'll need to recruit followers and keep them loyal. Fight, barter, and trade to build up your strength. You may even make temporary alliances with other warlords. During peacetime you'll work to fortify your land for the coming conflicts. You never know what will happen in this game. The weather may change, famine might strike, or other fateful events may occur that are outside of your control. Your only chance for success is the careful management of all your resources. If you're a wise, brave, and courageous leader, China is yours.

Clash at Demonhead (Vic Tokai)

The diabolical Lawbreakers have kidnapped the brilliant scientist, Professor Plummer. The Professor has designed an instrument called the DEAD END, which in the wrong hands can destroy the



world. In Clash at Demonhead, you become Seargent Billy "Big Bang" Blitz, the most fearless commando of the Special Assault Brigade for Real Emergencies (S.A.B.R.E.), and you're hot on the trail of the Lawbreakers. You discover that Professor Plummer is held captive on the summit of Demonhead Mountain, where the Lawbreakers are trying to get him to reassemble the DEAD END device. This game doesn't have levels. Instead, you work your way through a maze of highways and subterranean routes, overcoming different obstacles and running into more than a few dead ends! To succeed, you'll need to plan strategically, stock up with weapons and gear from the store, and search for hidden clues. If you're lucky, you'll rescue the Professor before he's forced into doing something that could destroy the world!

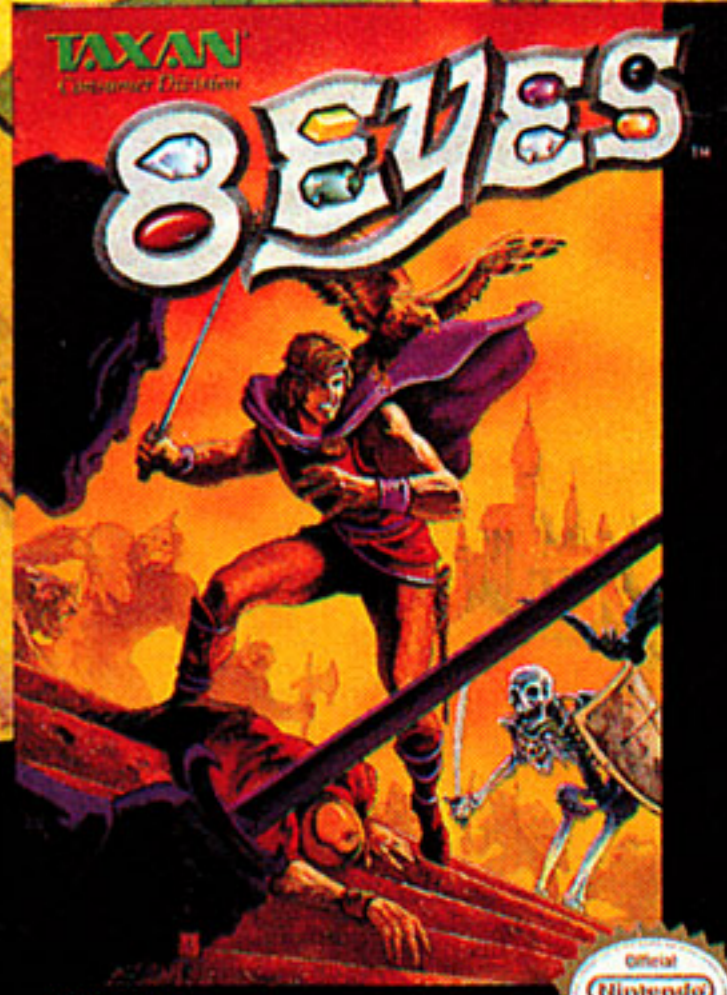
SEGA Master System

SpellCaster (Sega)

You were raised by your parents, simple farmers, in the hills of Japan. But now you've journeyed to the Summit Temple to learn the ancient arts of battle and become a great and noble warrior. Because



8 EYES

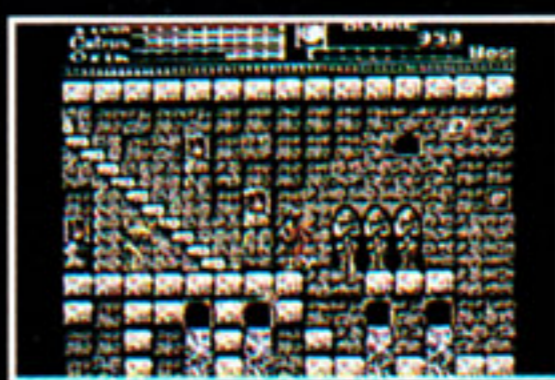


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As Orin the Falconer, you must save the world from the evil of the 8 Eyes. These Jewels of Power are held by the King's dukes, who plan to use them to rule the



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

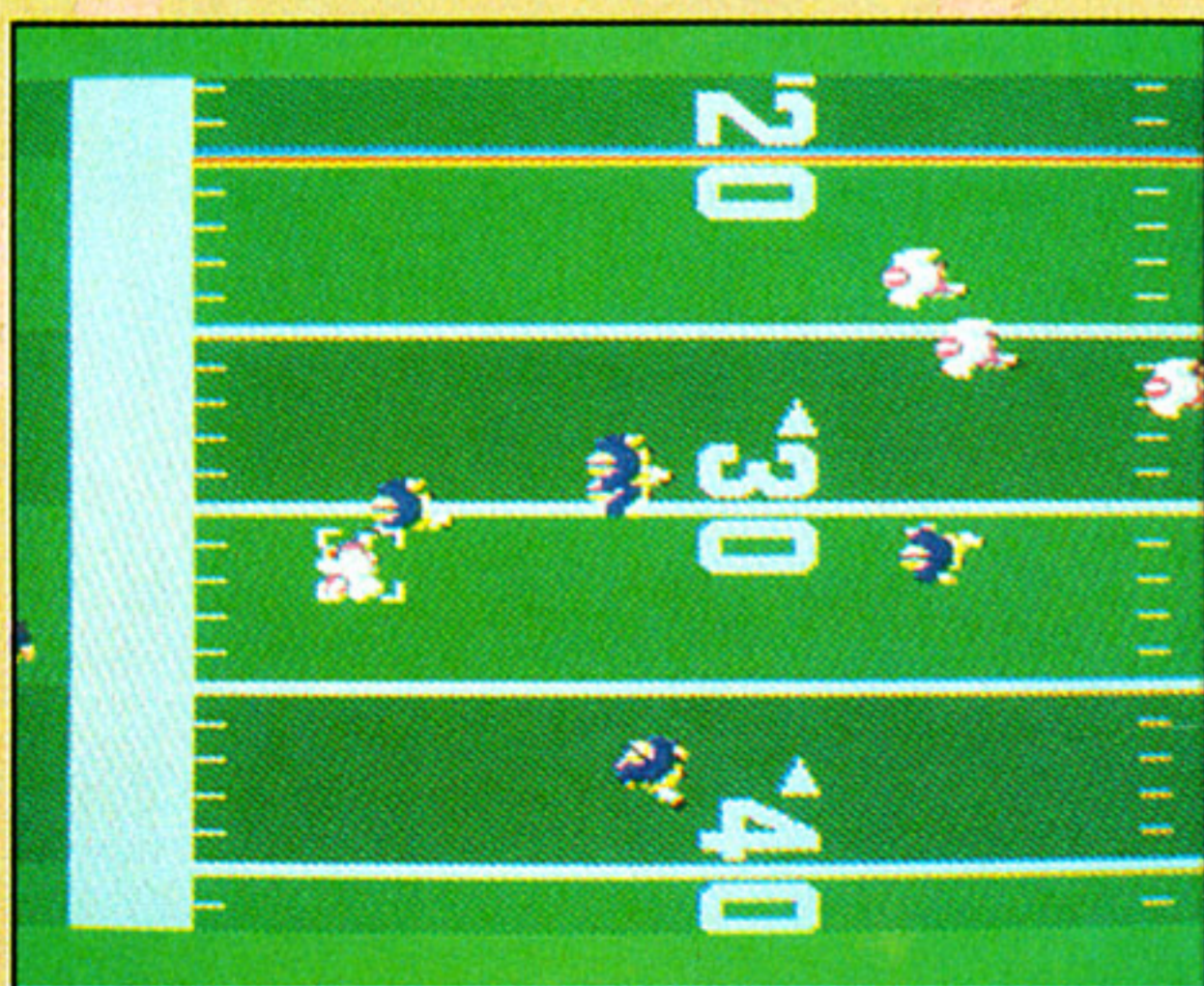


TAXAN
Consumer Division



of your skills the leader of the Summit Temple selects you to lead a group to visit other temples that have reportedly been attacked by a strange group of evil creatures. SpellCaster takes place in two formats—action and adventure. In action scenes you'll use all of your powers to battle attacking enemies. In adventure scenes you'll use your mind to piece together the clues given to you during conversations with other characters. You'll need these in order to unravel the mystery behind what is happening to the temples. Along the way you'll search for the weapons, special items, and powerful magic spells to help you succeed in securing the safety of the temples.

Walter Payton Football (Sega)



It's Walter Payton Football gridiron action—the Sega football title you've been waiting for. Pick from among

28 west, central, and eastern teams as you play either a Monday night game or a series on the road to the Superbowl. Kick off! Pick your plays in the huddle. Select from three different defensive formations and seven defensive plays—from the Zone to the Blitz. When you're the offense, try everything from the Power Sweep to the Quarterback Sneak—14 different plays in all. Play against a friend or the computer. Keep track of your stats and your season record. No need to worry about the end of football season this year. You can stretch it all year round with this new Master System cart.

Wanted (Sega)

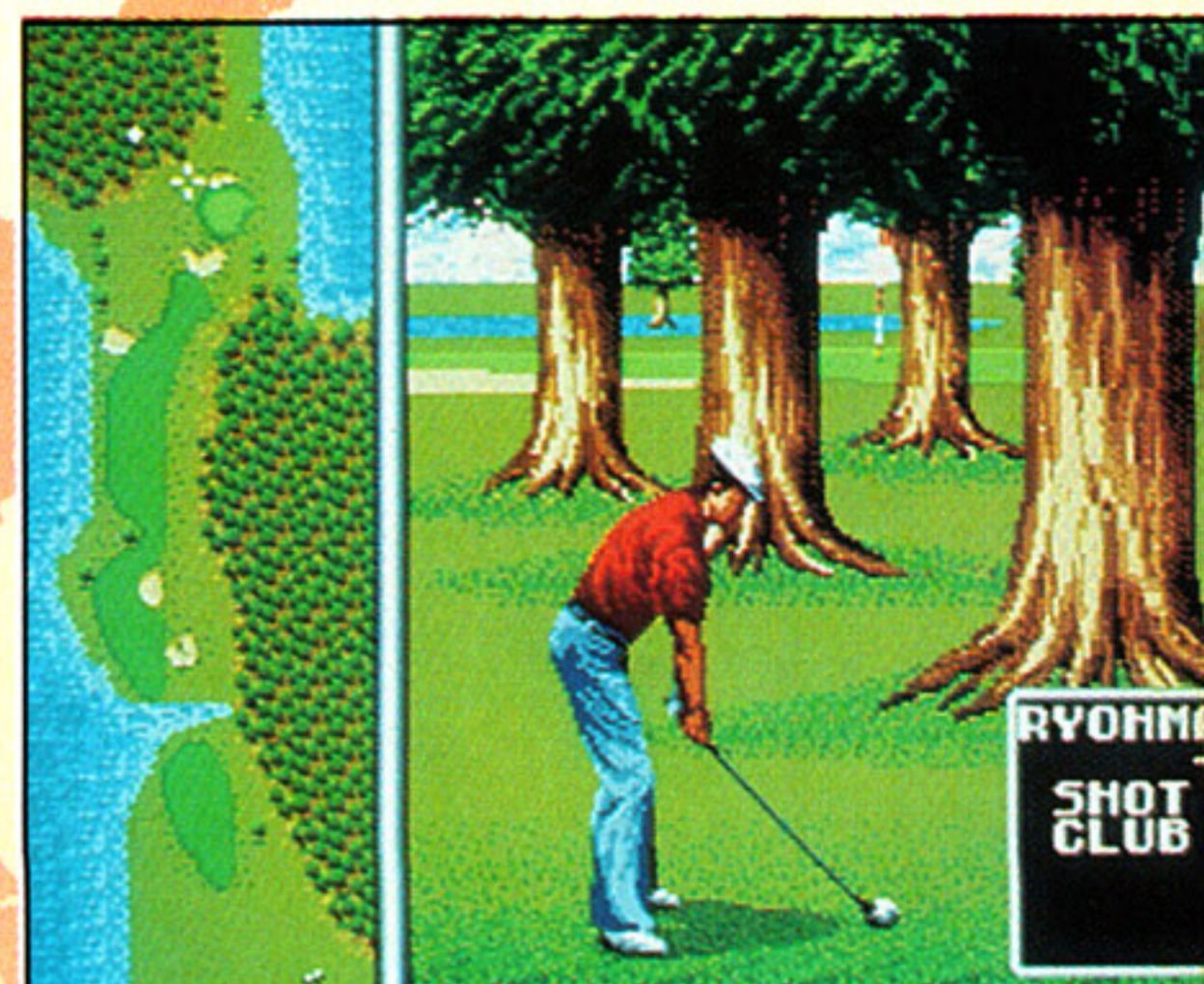


Hey pardner! It's the shoot out at the O.K. Corral all over again, only this time you're in the saddle as the Sheriff of the western territories.

- The bad guys have taken over the town and they're out to get you for good! You've got to strap on your Light Phaser and head to town for the final showdown. These outlaws are no pushovers and you're in for seven rounds of guts and gun-smoke. It's the wild, wild west at its best!

Genesis

Arnold Palmer Golf (Sega)



You've made it! It's time to tee off for one of the great golfing competitions of all time—the Arnold Palmer Tournament. You're one of 16 players chosen to compete, but you'll have to prove yourself to qualify. It's great golf action with everything from sand traps to water hazards to holes-in-one! Check wind and weather conditions. Pick your club. Line up your drives and putts. Head straight for tournament play or warm up in the practice mode. Rainy day?? No problem. Settle down on the living room couch and tee off!

The Revenge of Shinobi (Sega)



He's back! One of the best known Ninjas around has returned for another adventure, more great martial

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arts action, and his toughest challenge yet. It's all the great Shinobi action that made this a Sega Master System hit the first time around. And there's more—more weapons, more enemies, and more obstacles to overcome. Combine this with 16-bit Genesis graphics and great sound, and you've got a fitting sequel to Shinobi.

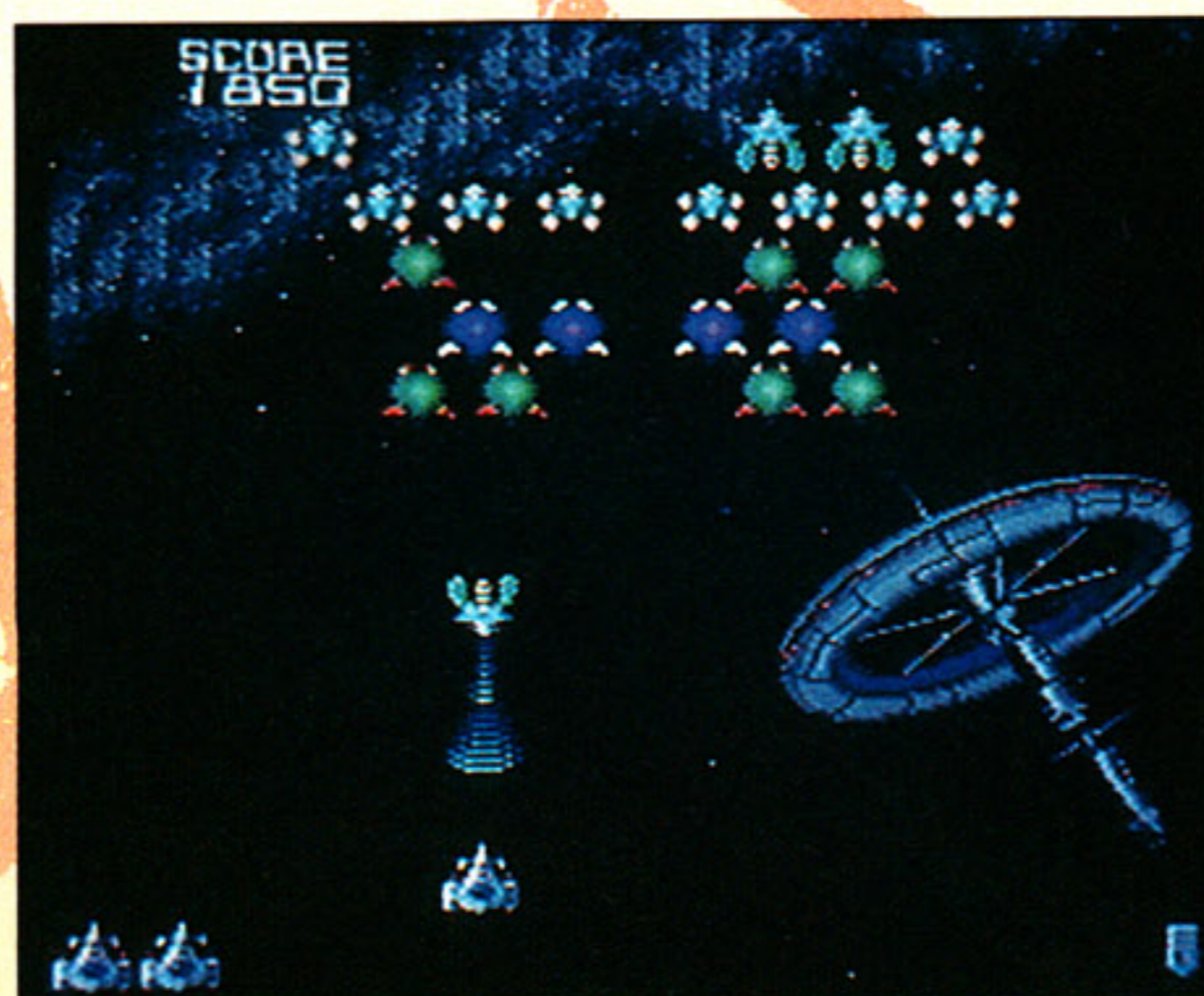
Super Hang On (Sega)



You're ripping around the corner at an impossible angle, picking up speed every moment. It's the motorcycle race of your life, as you lean into the turns and head for the finish line at break-neck speed. If you loved Hang On you'll really love Super Hang On. Choose from 24 different courses as you give your racing skills the ultimate test. With 16-bit graphics and sound you'll almost feel the wind in your hair and the adrenaline pumping as you scream around corners and tear down straightaways. Climb aboard for the ride of your life!

TurboGrafx

Galaga 90 (NEC)



In this sequel to the 1981 arcade hit, Galaga, you'll find the same great arcade action that made the original a hit. It's still a space shoot-em-up, but, unlike the original Galaga, this cart features forward scrolling action. At the beginning of the game, you choose one of four dimensions. As you battle through your chosen dimension, you'll face the usual crew of space aliens and enemy bosses in the continuing attempt to rid the universe of those pesky Galaga aliens once and for all! Make it to the end and you'll discover that each of the four dimensions features a different ending!

Fantasy Zone (NEC)



Sega fans will recognize this title as a favorite for the Master System. It's

a quirky space adventure with a twist. Climb into Opa-Opa, the most charming space fighter ever. Your mission is to recover the stolen funds of the allied planets of the Fantasy Zone. To do it you'll have to defeat the evil Menon forces. Earn money by defeating enemy bosses and buy special weapons to use against the different Menon fiends. This classic space adventure is a must for TurboGrafx owners.

Fighting Streets (NEC)



Here's a CD ROM title for the TurboGrafx. Games on CD have memory, sound, and graphics capability that make for fabulous action. Fighting Streets, a top title from Japan, is a martial arts game. Use your Karate skills to battle your way through different countries around the world. Beat your foe in two out of three matches and you earn the right to advance further in the game. Perfect a variety of moves including your Punch Kick, Helicopter Kick, Foot Sweep, and many more. Play against the computer or another person. Earn extra points in special bonus grounds where you chop bricks or kick statues in special tests of your Karate ability. This CD ROM title is the ultimate in martial arts gaming.

**BAN
DAI**



DIG DUG II

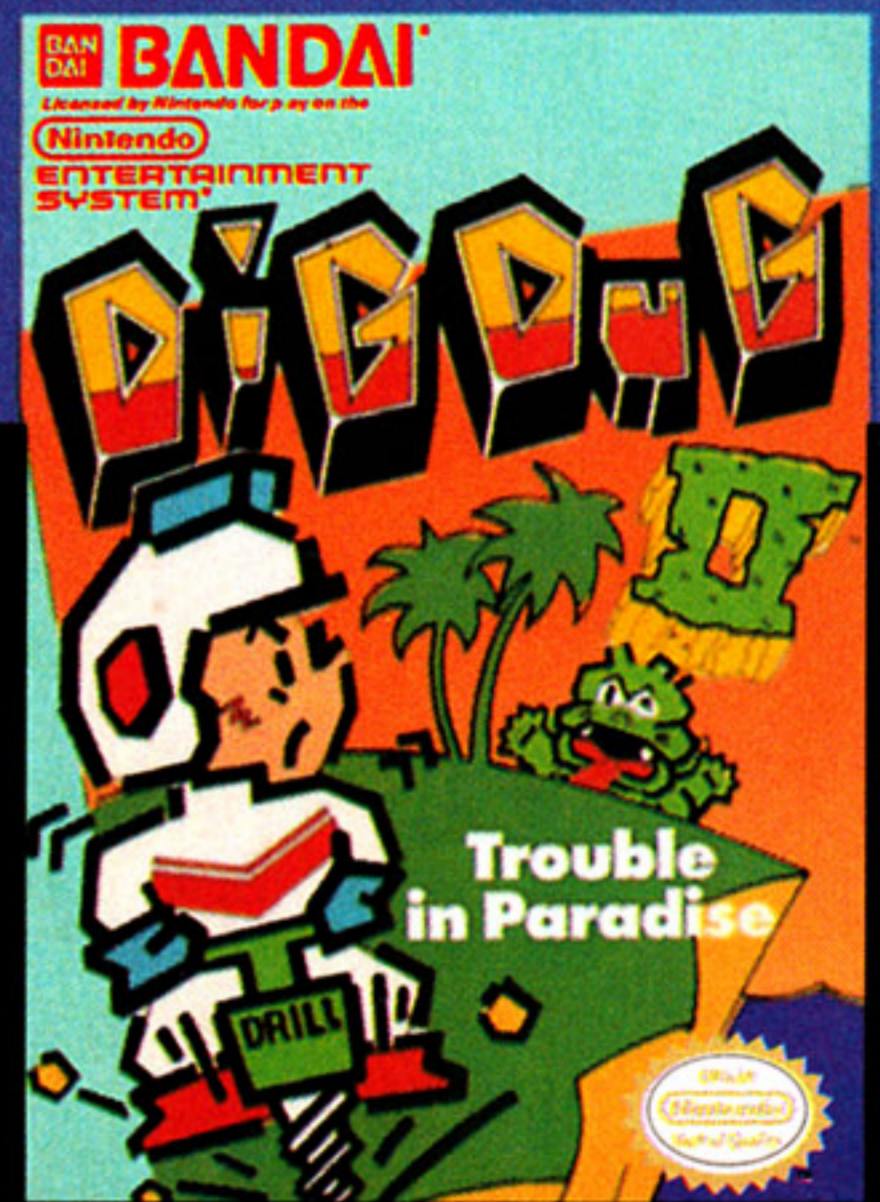
Trouble in Paradise

DIG DUG has decided to chill out from the pressures of the real world by taking a long overdue vacation on a beautiful Caribbean island. "At last," he thinks to himself, "sun, sand, surf, and no more hassles from those miserable pests, POOKA and FYGAR!" Lying in a hammock strung between the graceful palm trees, he drifts off into a blissful dream of beautiful bikini clad native girls catering to his every wish. But just when he thinks he's got it made in the shade, along come his troublesome enemies to turn his peaceful paradise into a tropical nightmare. Help DIG DUG rid the island of these irritating intruders and bring tranquility back to his vacation by the sea.

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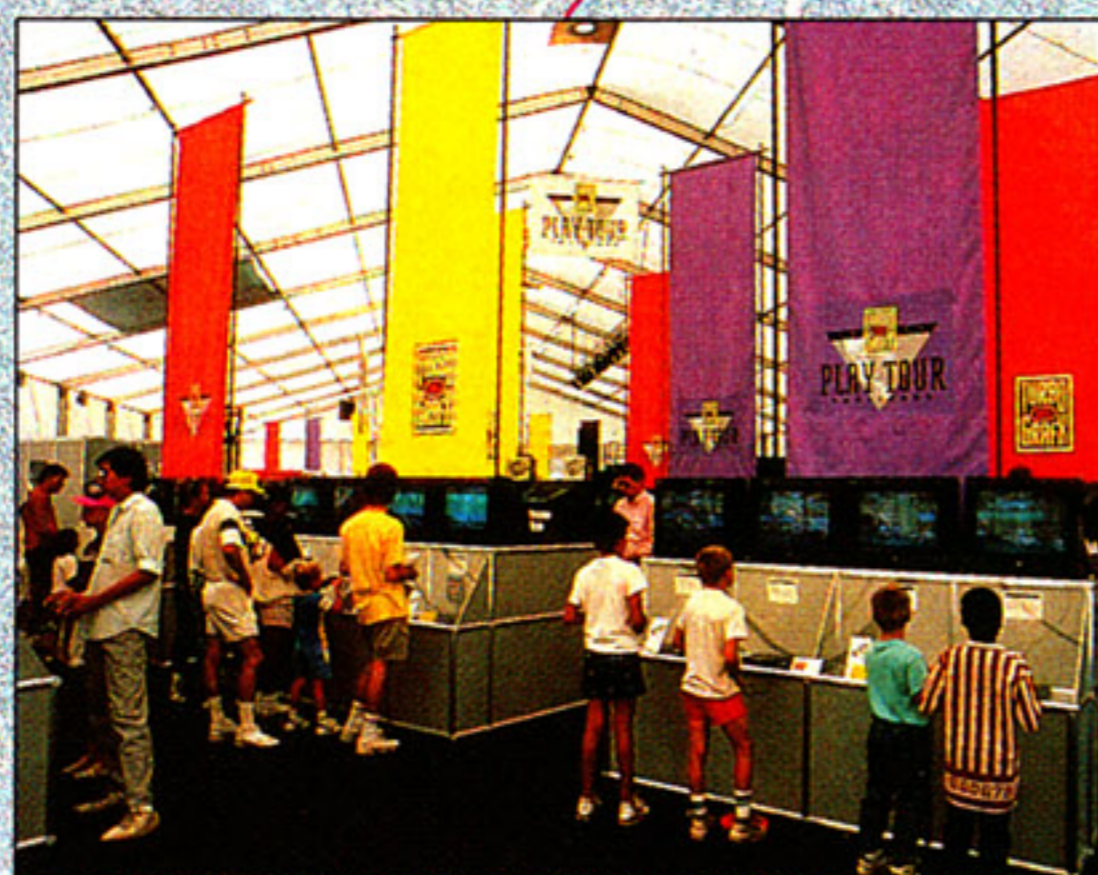
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NEC hit Los Angeles the first weekend of October with the PlayTour Challenge, a six-city video game, music, and sports extravaganza! More than 5,000 TurboGrafx fans showed up for the big event to compete for TurboGrafx-16 systems and other prizes. The big winner of the day was Jim Hakola, 17, of Lakewood, CA. During the final five-minute heat of the competition, Jim scored 220,080 points on Blazing Lasers to become the first PlayTour champ! Besides all of the great prizes, the PlayTour winners also earn the chance to become part of NEC's TurboTeam! Hey! NEC is looking for a few good players. You could be next!



Where's The Lynx??

As we went to print, **Atari** was planning a two-market launch of the Lynx over the holiday season with plans to go national after the first of the year. So for now, you'll have to hunt for the Lynx in either New York or Los Angeles.

Who's Playing Video Games?

Konami has released the results of a study that will come as no surprise to kids everywhere! Parents play videogames! It's now estimated that adults comprise as much as 44% of the primary game players, and lots of kids have to compete with mom or dad to get time with the Nintendo. The only consolation, parents don't score as high and kids can beat them most of the time...if mom or dad will just stop playing so the kids can get a chance!

And In Other News...

Color Dreams is on schedule with the release of their new titles for the

Nintendo system. The first four games are the Adventures of Captain Comic, Baby Boomer, Raid 2020, and Crystal Mines. Designed and developed completely in the States, these games show some real creativity and innovation. **CSG Imagesoft** is planning a second quarter

1990 release of an exciting new title called Solstice. The software comes from England and is a unique strategy, adventure game with the addictive feel of a Tetris! We'll let you know more on this one soon. **Culture Brain** is looking forward to a first quarter release of the Magic of Scheherazade (see the Nov. issue of GamePro) and Baseball Simulation 1,000. They're touting this title as the best baseball game yet to hit the gaming scene. Great news for fans of **Jaleco's** Bases Loaded. Bases Loaded II is on the way and features a unique system designed to simulate players' streaks and slumps. Your team members will peak and then have off days! You'll have to decide when to bench them and send in someone from the dugout. With better graphics and complete infield/outfield control this one's sure to be a hit. And the best news—it looks like the team charts are going to be included in the manual! We'll have much more on this one as the release date gets closer. Jaleco is also releasing a one-player adventure title called Astyanax. In this game you journey to another world to rescue a princess. The most interesting aspects of this cart are the special animated se-

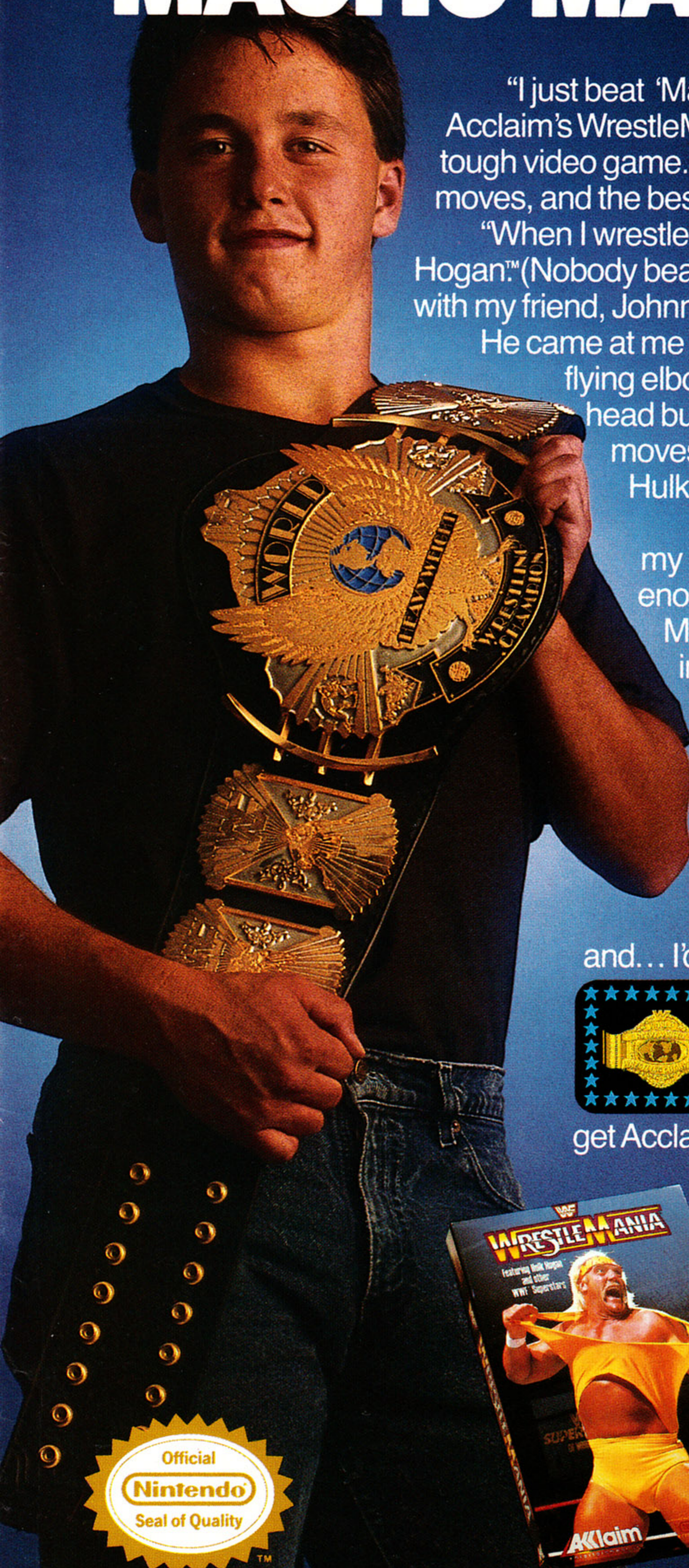
quences that take place between game levels and expand on the story line of the game. Busy Jaleco is also releasing a pinball Game Boy title called Flip Out and a Game Boy version of Bases Loaded. **Konami** has launched the Crumble Competition! You guessed it! Cookies! Look for rub-off cards in specially marked packages of Chips Ahoy! and Oreo cookies. You might win a free Konami title! Konami has also joined with Ralston to put their most famous game characters, Teenage Mutant Ninja Turtles, on America's breakfast tables. Yup, now you can crunch "ninja nets" and "ninja turtle marshmallows." What a way to start your day! **Nintendo** announced plans to jointly develop a home trading system for financial services with Fidelity Services. It looks like NES owners can look forward to checking out their portfolios between rounds of Double Dragon! **Sunsoft** says the long-awaited Batman title is tentatively planned for an end of January release. We're all waiting to see this one! Sunsoft is also promising another big name movie title soon! **Taito** is planning a newsletter that features hints and tips not found in their game manual and information on new Taito releases. To get on the mailing list, fill out the card you'll find in this issue of GamePro, or call this toll free number—1-800-663-8067. **Vic Tokai** is looking at the beginning of 1990 to release two NES titles; Conflict, a war strategy game, and Kid Kool, an action adventure cart.

And In Late Breaking News...

Sega and Tonka have come to a parting of the ways! Rumor has it that game development for the Sega Master System will move to Sega in San Francisco. This puts all of the Sega game development, Master System and Genesis, in the Bay Area and should be a good change for Sega fans everywhere.

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by Chris "the Crusher" Johnson



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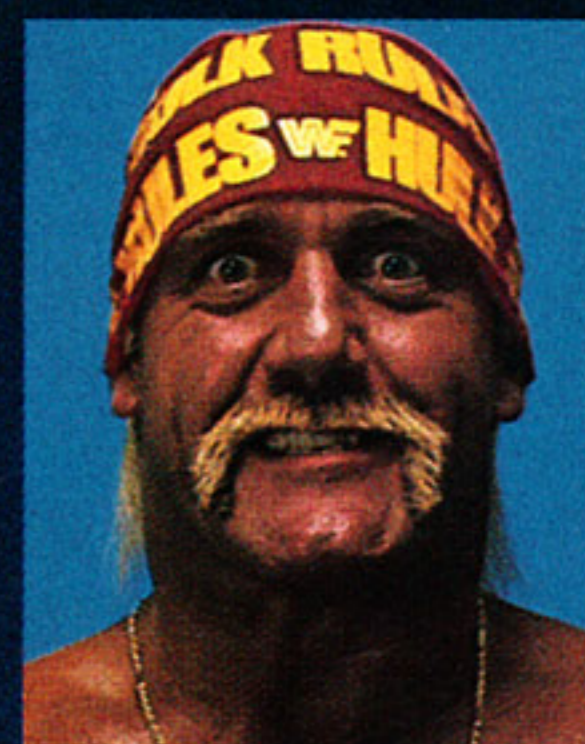
"When I wrestled 'Macho Man', I was Hulk Hogan™. (Nobody beats the Hulk.) I went head-to-head with my friend, Johnny Sterner. He was 'Macho Man'. He came at me with his patented flying elbow smash and a head butt, two of his best moves. But I was the Hulkster™, down but never out.

"At first I kept my distance, letting my power level build up. I was smart enough not to corner the 'Macho Man', because that's when he turns into a real Savage. Then I came back with a furious attack — an uppercut smash, a head butt and a drop kick, wearing him down and keeping him from grabbing his energizers.

"I finished him off with the ultimate body slam and... I'd tell you more, but if we met — you might beat me the same way.



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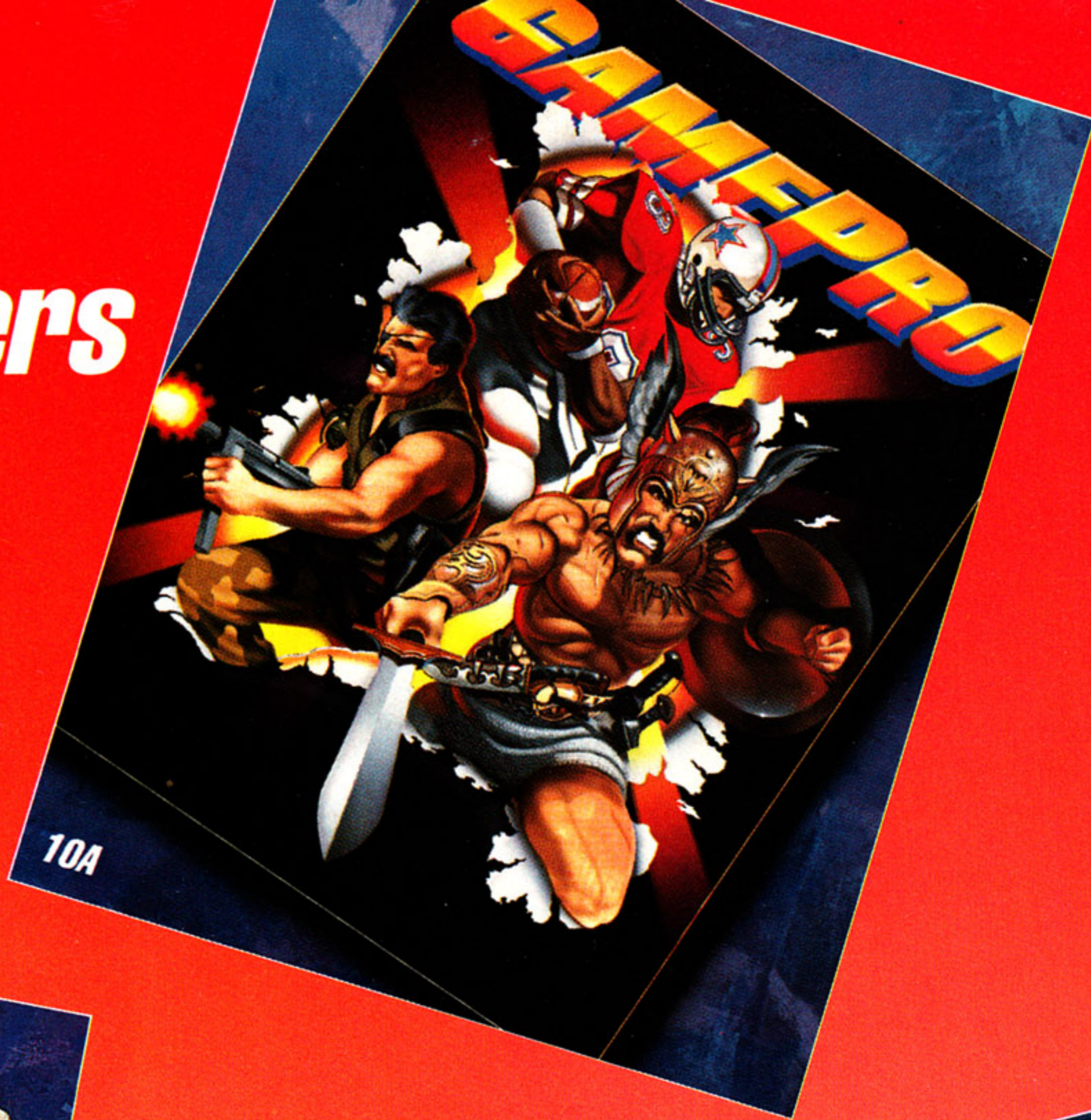


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When you have achieved your best score on any Nintendo, Sega, or Atari (7800 or XE) game, you may submit your score by sending us a photo of the screen. If you have the highest score, your name will appear in our next issue! Also, each issue a drawing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

For best photo results, turn out the lights in the room, use a 35mm camera and no flash, and stand at least 3 to 4 feet from the screen. You can also use a video recorder/camcorder and submit your score on

video tape. (High scores submitted on photos and tape cannot be returned.)

In order to be fair to all players, please abide by the following rules:

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

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			Score		
Game	Player	Score	Game	Player	Score
1943	Joe Porter	2,292,900	Legend of Kage	Roger Gullatte	706,650
Arkanoid	Mike Pirring	669,070	Life Force	Pierre Aparicid	1,192,300
Bad Dudes	Adam Albert	691,300	Marble Madness	Kevin Dulin	118,440
Balloon Fight	Adam Albert	691,950	Mega Man II	Robert O'Sullivan	Finished
Bubble Bobble	Andy Lee	1,587,480	Mighty Bomb Jack	John Paul Urban	Finished
Castlevania	Challenge Score	850,000	Ninja Gaiden	The Game Freak	13,008,920
Contra	Jim Hernandez	6,553,500	Operation Wolf	Chris Fitzgerald	261,100
Donkey Kong Jr.	Scott Lindsey	251,000	Pinball	Andy Beall	505,050
Donkey Kong 3	Buzz Morgan	744,000	Robo Warrior	Frank Datwyler	216,850
Double Dragon	Gus Adkins	172,100	Rush n' Attack	Frank Maruca	2,724,000
Duck Hunt	Adam Albert	970,000	Section Z	John Orr	1,182,600
Gauntlet	Glen Gilmore	2,135	Seicross	Challenge Score	150,000
Gradius	Scott Lindsey	3,652,000	Shooting Range	Adam Albert	9,999,900
Gyruss	Challenge Score	3,000,000	Party Game	Ray Venosdale	99,990
Hogan's Alley	Ray Little	486,900	Sky Kid	Todd A.Barber	367,500
Indiana Jones	Kevin McLaren	9,999,999	Solomon's Key	Jason Heller	321,730
Iron Tank	Ed Van-Tilburg	1,180,900	Spy Hunter	Jonathan Rothrock	141,580
Jackal	John Meara	957,130	Star Force	Jonathon Henry	6,443,900
Karate Champ	Adam Albert	999,900	Star Soldier	Challenge Score	3,000,000
Kid Icarus	Ray Venosdale	9,999,999			
Kid Niki	Joshua Cesana	260,100			

High Score Board

NINTENDO (cont.)

Game	Player	Score
Stinger	A.J.F.	2,656,300
Super Mario Bros.	Mark Corey	8,028,350
Super Pitfall	Matthew Larson	2,206,000
Teenage Ninja	Floyd Hopfinger	601,600
Mutant Turtles		
Track & Field	Adam Albert	999,999
Trojan	Tyler Crawford	279,600
Wings	Conrad D. Cheslock	1,016,000
World Runner	Challenge Score	500,000
Xenophobe	Jason Siler	999,990
Zanac	Dave Hanych	36,783,810
Zelda	Challenge Score	Finish w/ 50 games
Zelda II	Mike Gamp	2 games

SEGA

Game	Player	Score
Action Fighter	David Rapport	1,105,950
After Burner	Zak Druzba	6,422,600
Alex Kidd/ The Lost Stars	Shawn Pottorf	81,200
Alex Kidd/ Miracle World	Mark Sulowski	100,200
Altered Beast	George Sun	365,700
Astro Warrior	Gerald Shepherd Jr.	495,000
Black Belt	Cory McKee	1,440,900
Bomber Raid	Gus Zambrano	457,500
Choplifter	Gary Harstad	2,565,300
Double Dragon	Pierre Aparcid	1,075,440
Enduro Racer	Chris Camera	7'33"61
Fantasy Zone	A.J.F.	9,999,999
Fantasy Zone II	Vanessa Mihara	6,573,200
Guardian Legend	J.J. Cano	9,999,990
Hang On	Robbie Siegmann	1,803,150
Kung Fu Kid	Ted Moffitt	1,380,900
Maze Hunter	J.K. Cruz	195,800
Miracle Warriors	Steve Schulz	Finished
Out Run	Gus Zambrano	38,789,940

Game	Player	Score
Phantasy Star	Chris Fitzgerald	Finished
	Reginald Carolpio	Finished
	Michael Poole	Finished
	Karl Knutsen	Finished
	George Sun	Finished
	Julian Lierano	Finished
	Chris Massey	Finished
	Vanessa Mirhara	Finished
	Frank Cwick	Finished
	Richard Ott	Finished
	Bob Nedic	Finished
	Sean Cassone	Finished
	Pierre Aparcid	Finished
	A.J.F.	4,476,980
	Jordan Crane	1,153,000
	Jonas Manalansan	1,337,150
	Jeffrey Rosenzweig	72,100
	Chris Fitzgerald	687,985
	Lucian Ceteras	360,890
	Matt Slezak	1,321,400
	Zak Druzba	941,800
	Zak Druzba	35,540,810
	Zak Druzba	2,200,700
	George Sun	2,139,000
	Robbie Siegmann	1,669,000
	Vanessa Mihara	1,363,800
	George Sun	342,500

ATARI

Game	Player	Score	Setting
Asteroids	Joe Knox	97,700	INT
Desert Falcon	John Whittington	180,777	STD
Food Fight	Steve Vineyard	11,919,800	INT
Galaga	Kyle Snyder	227,810	ADV
Joust	Justin Ballantyne	128,050	INT
PACMAN	A.J.F.	142,640	Banana
Popeye	Peter Boadry	116,910	
Mario Bros.	Cnris Hubbard	125,440	STD
Xevious	Buzz Morgan	811,910	INT

Next Issue!

New ProViews

A look at some hot new titles—
Double Dragon II, 8 Eyes, SpellCaster,
Golden Axe, Dungeon Explorer,
Arnold Palmer Golf,
AND MORE!

ProClassic

We'll revisit the original Double Dragon.

Overseas Prospects

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hero finds himself stuck in the middle of
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We Goofed!

On page 72 of the November issue of GamePro we
incorrectly identified the title of NEC's Dungeon Ex-
plorer as Dungeon Spirits! Sorry for the mix-up!



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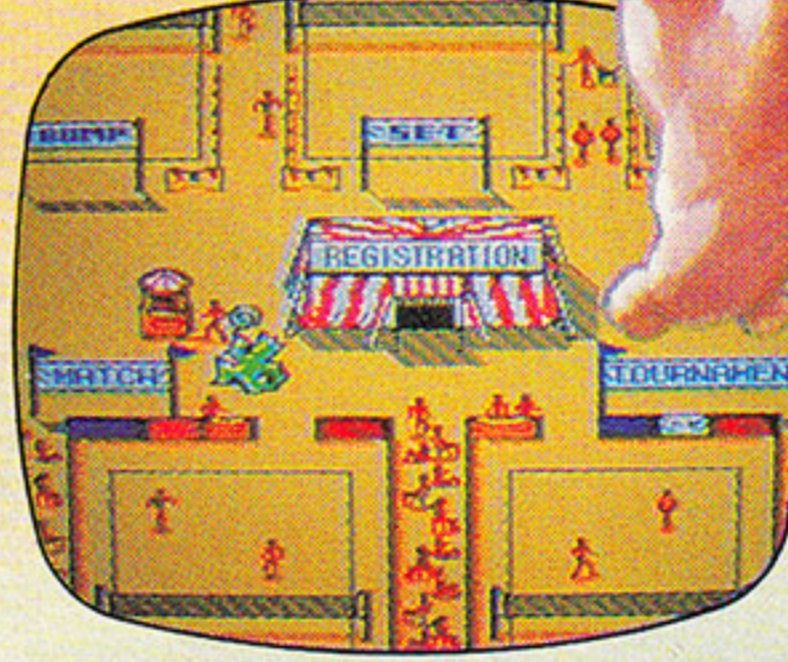
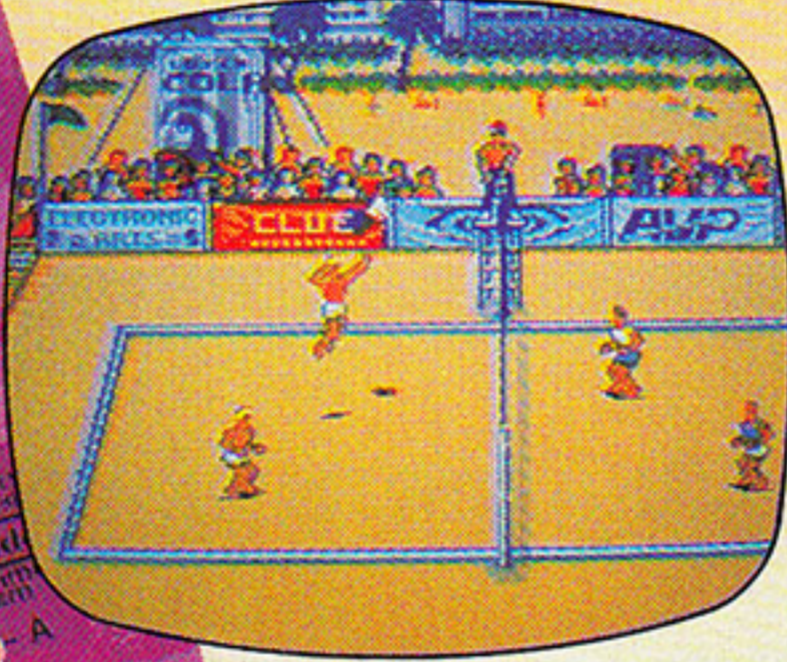
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