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March 1990

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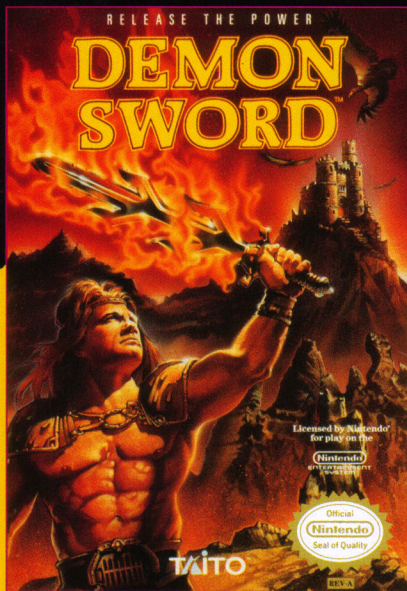
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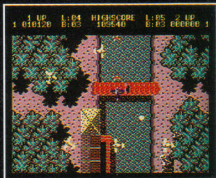
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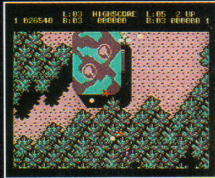
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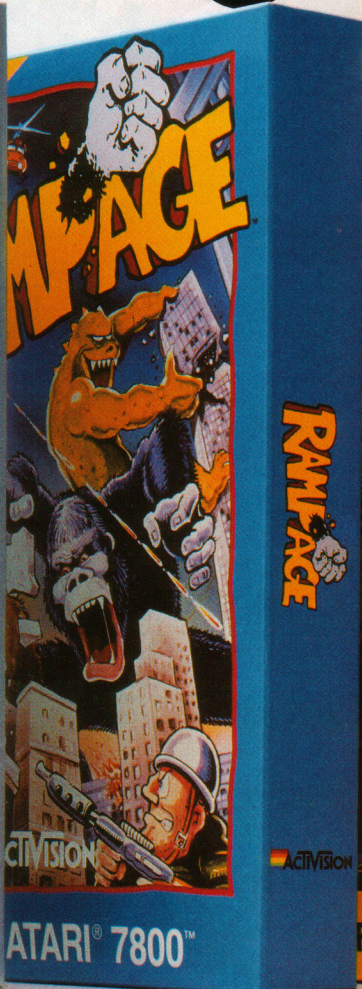
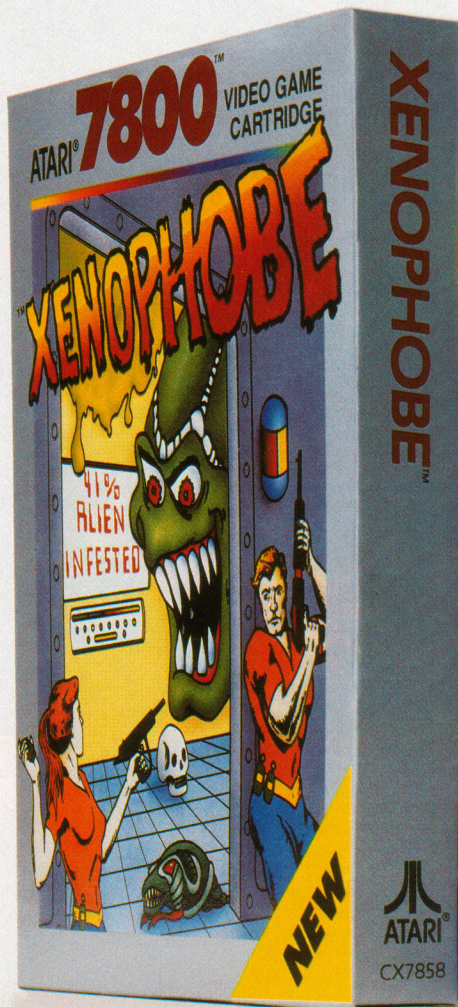
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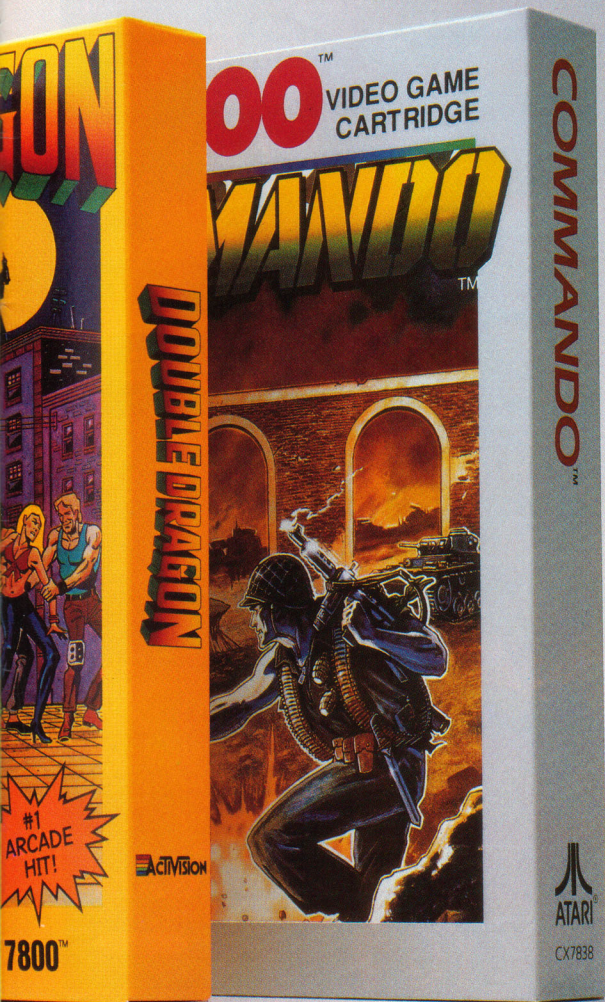
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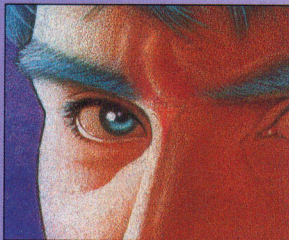
So pick up one. Or all four. And get ready for the fight of your life.

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CONTENTS

MARCH 1990



Phantasy Star II: The adventure of a lifetime. See page 40.



SuperGrafx from Japan. See page 14.



Shinobi strikes again! See page 18.

6 Letter from the GamePros

10 The Mail

14 Cutting Edge

Check out NEC's three new game machines from Japan.

18 Overseas ProSpects

Shinobi returns once again.

24 Adventures of GamePro

Our hero has some ghastly experiences in Ghouls 'n Ghosts.

30 ProViews

This issue the GamePros look at:

Nintendo: *Romance of the Three Kingdoms*, *Ghostbusters II*, *X-Men*, and *Road Blasters*.

Sega Master System: *Golden Axe*.

Genesis: *Phantasy Star II* and *Forgotten Worlds*.

TurboGrafx: *Military Madness* and *Space Harrier*.

Atari: *Ikari Warriors*.

Game Boy: *Kwirk: The Chilled Tomato*.

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

The hottest tips and tactics from the GamePros.

62 Reader Tips

Tips from GamePros everywhere.

66 Ask the Pros

Our pros answer your questions.

68 Short ProShots

A quick look at some hot new titles.

70 ProArtist Series

The winners of the Design Your Own Hero Contest.

Announcing an incredible new art contest.

74 ProNews Report

Headlines from the Winter Consumer Electronics Show.

78 Next Issue

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

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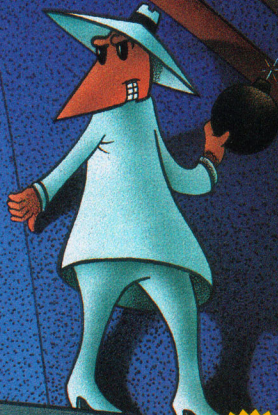
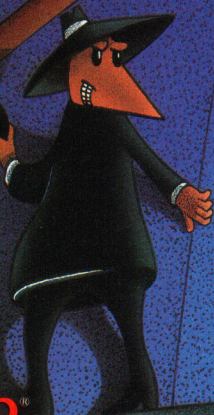
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Phantastic Pfun with PS II...

By the GamePros



Are you ready for the adventure of a life-time? In this issue of GamePro we're inviting you to join us as we fly to the Algal Star System for a look at the long-awaited sequel to Sega's monster role play hit Phantasy Star. That's right, come with us to the world of Phantasy Star III! Over time

we've received more mail on Phantasy Star than on any other title. The game's ardent fans everywhere have eagerly awaited the next adventure in the series. The wait is over! Turn to page 40 for your first look at Phantasy Star III! You'll find all kinds of other adventures waiting for your journey through this issue of GamePro. One of our overseas correspondents will bring you up to date on NEC's newest gaming machines from Japan. In other news from Japan, Overseas Prospects takes a look at Shinobi for the PC Engine. In news closer to home, we've got a report on the big gaming news from the 1990 Winter Consumer Electronics Show.

Travel worldwide in the ProViews section. Nintendo fans can sail to ancient China to battle it out in Romance of the Three Kingdoms, hit the streets of New York City in an ectomobile for some Ghostbusters II action, become a comic strip hero in X-Men, or voyage to the futuristic world of Bubble City in Road Blasters. Master System owners will find themselves fighting their way through the barbaric world of Golden Axe. Climb aboard your Genesis and fly to Phantasy Star II's Algal Star System, or the dust planet of Forgotten Worlds. Power up your TurboGrafx as you try to save the moon from Military Madness, or vanquish an evil alien race in Space Harrier. And last, but not least, it's hand to hand combat in the jungle world of Atari's Ikari Warriors, and some quirky craziness with Game Boy's Kwik: the Chilled Tomato.

Now take a deep breath because we're not done yet—Reader Tips, Ask the Pros, Short ProShots, the winners of the latest ProArtist contest and more. This is one trip you'll never forget!

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GAMEPRO™ (ISSN 1042-8658) is published monthly by IDG Communications/Peterborough, Inc., 80 Elm Street, Peterborough, NH 03458. **Editorial and Production offices:** 2421 Broadway, Suite 200, Redwood City, CA 94063. Second class pending at Peterborough, NH, and other additional mailing offices. POSTMASTER: Send address changes to GAMEPRO, P.O. Box B83, Farmingdale, NY 11737.

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

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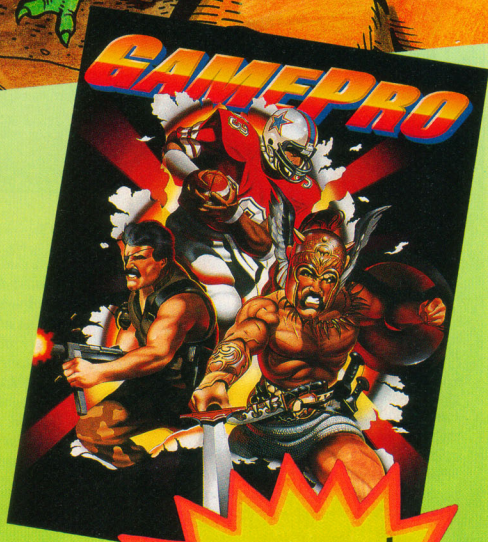
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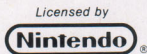
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Phantasy Star II Is Here!

I congratulate you on a great magazine. I really enjoy your reviews, tips, and previews. I own a Nintendo and a Sega Master System. I find your coverage of both systems very satisfying and I plan to purchase a Sega Genesis very soon. After that, I might also purchase a TurboGrafx. Your reviews, plus a couple of other magazines' reviews, have prompted me to decide to purchase a 16-bit system.

My favorite overall game is Phantasy Star for the Sega Master System. I am anxiously awaiting the arrival of Phantasy Star II. That's one of the reasons I decided to buy a Genesis. I must admit I'm slightly impatient and really excited about Phantasy Star II. If at all possible, please include a review or even a couple of screen shots of this great game.

Dean Martino, Ghent, NY

Your wait is over, Dean! Flip to page 40 for a look at Phantasy Star III - Ed.

Golden Axe for the Sega Master System?

In the January issue of GamePro you previewed Golden Axe for the Genesis, and you also indicated that there will be a version for the Master System. I wonder, could you do a ProView on the Master System version of Golden Axe?

Ho Truong, San Jose, CA

You'll find a review of Sega's Golden Axe for the Master System in this issue of GamePro—and it's a fabulous game! - Ed.

Please Don't Print Any Tips!

I'm writing to ask you not to print any tips, please! What is the fun of

playing a game if you can't find out the secrets yourself? It ruins the game when you read tips. I buy a game for three reasons: 1) To figure it out myself, 2) to enjoy the discovery of free men, weapons, and other hidden things, and 3) to be challenged. I don't like to finish the games too quickly. I think you should stop giving tips on the games so game players won't get tired of the games so easily.

Louie Espinoza, San Diego, CA

Well...most of our mail asks for more tips and tactics! But we do sometimes wonder how much



of the games to give away because we also enjoy discovering game secrets and learning to master games on our own. We have avoided maps in GamePro because they take away much of the excitement of exploring a game for yourself. Write us and let us know what you think! - Ed.

Moms Love GamePro, Too!

I just came home from the book store with your November and December issues and I wanted to tell you what a great magazine you have. I am impressed!

Your art work is terrific! I'm probably considered one of your

older readers, but I really enjoy your art. I subscribe to four other video game magazines and I think yours is by far the best.

Some magazines I read in half an hour and some have the same old tips and tactics. I have to say your magazine has new games reviewed and previewed that I haven't seen in other magazines. They are still reviewing games that have been out for a year or so. Your magazine is fresh, exciting, and state-of-the-art!

I have a small day-care center and the kids all love your magazine, too!

A Mother of Four,
Redmond, WA

Thanks "Mom," and thanks to all of you who write and compliment our GamePro art! We're also very proud of our staff of designers and artists. In fact, that classy crew just won another award! The December cover of GamePro was named 1989's Best Newsstand Cover in the Computer Division by Magazine and Bookseller's Magazine. - Ed.

So, Tell Us What You Think.

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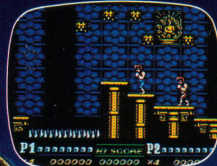
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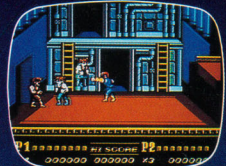
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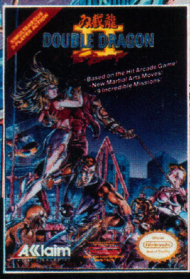


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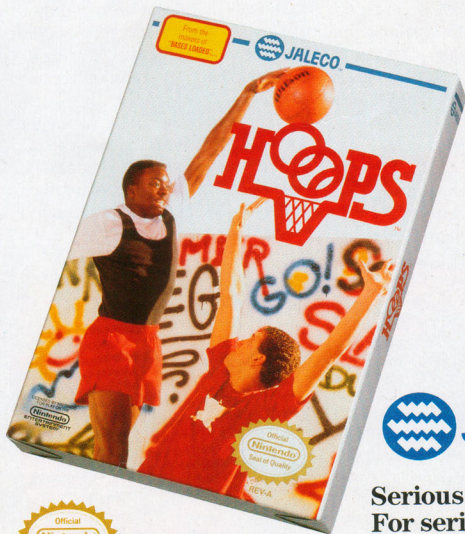
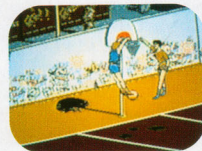
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The Cutting Edge

New PC Engines in Japan

By the Whiz

The Little Engines That Can

If the video game action is hot in the U.S., it's sizzlin' in Japan. NEC recently turned up the heat and cooked up three new versions of the PC Engine, (the guts of the TurboGrafx-16 in the U.S.) Now, the Shuttle, the CoreGrafx, and the SuperGrafx form NEC's three-machine team in the Japanese video games arena.

Thanks to our secret correspondent, we recently had a chance to play with the new NEC trio.

Same System, Only Different

The Shuttle and the CoreGrafx will likely replace the PC Engine on Japanese store shelves, but not in the hearts of Japanese

gamers. Since the Shuttle and the CoreGrafx both play regular PC Engine Turbochips, there's little incentive for veteran PC Engine-ers to switch. First-time Japanese video gamers, on the other hand, now have two ways to tap into the huge PC Engine games library.

The SuperGrafx takes Turbochip gameplay to another level. But hold on to your controller pads, GamePros, this isn't the 16-bit monster reportedly lurking around NEC's testing labs. The SuperGrafx, similar to the TurboGrafx-16, is a super duper 8-bit machine with a few modifications, but, oh, what a difference!

The Shuttle

The Shuttle is NEC's new entry level game unit and it enables Japanese gamers to play standard PC Engine games. Making the conversion from yen to U.S. dollars rings the system up at roughly \$130.

The Shuttle is so-named because its plastic case is molded into the shape of a spacecraft that looks like a Frisbee with tail fins. It's roughly the size of your average Frisbee, too. The unit sports sockets for a controller pad and a DIN plug for an audio/video (A/V) cable with phono plugs.

The back of the Shuttle (where the rocket thrusters would be) has a 48-pin socket that connects with a standard PC Engine backup device to save games. However, the Shuttle will not connect with a PC Engine CD-ROM unit.

The CoreGrafx

The CoreGrafx is the spittin' image of the PC Engine. This handy little unit looks more like a portable CD player than a game machine; it's small enough to fit into a coat pocket. The unit supports all standard PC Engine Turbochips and CD-ROM discs.

CoreGrafx features are pretty much standard PC Engine fare. The main difference between the two is that the Core has built-in A/V connectors with RF an extra cost option. The PC Engine is the exact opposite. Additionally, you get one joystick with rapid fire mode. An external bus in the back enables you to plug into either a CoreGrafx memory backup unit or a standard PC Engine CD-ROM player. The Japanese retail price is approximately \$175.

The SuperGrafx

The SuperGrafx is a Turbochip monster! No doubt, NEC expects the SuperGrafx to make Japanese gamers bid sayonara to the venerable PC Engine.

The SuperGrafx is roughly the size of the TurboGrafx-16 and the unit's price tag is approximately \$275. The eye-popping graphics and booming stereo sound knock you out of your seat at first. But, if you ever get your hands on one, take our advice: Jump back in and keep on playing!

The SuperGrafx is a souped-up 8-bit machine, however, it packs a whopping 32K of random access memory. By com-

The Console has a speed-ometer, a running time clock, replay for up to three screens, and you can also slow down your games to make them easier to play. There are also inputs for up to four additional control units. The Power Console is reportedly slated for release in Japan some time in 1990.

Super Games

Of course, before the SuperGrafx takes off it'll need more games. As of this writing, there were four games supporting the new format: Ghouls and Ghosts, Strider, Granzort, and Battle Ace. Our sources report that Hudson Soft, Namco, NEC Avenue, and Taito are among the companies supporting the SuperGrafx in Japan.

We rocketed into action with Hudson Soft's Battle Ace, which puts you be-

hind the controls of a super space fighter. The game requires slick flying and fast reflexes as you blast your way through the stratospheres of several alien worlds. And, the SuperGrafx graphics are excellent!

Enemy spacecraft appear as tiny dots on the horizon and then suddenly zoom right up to your windshield. You get vivid colors and picture-perfect detail on all alien craft. Brilliant electrical storms and frosty-looking ice asteroids are among the other picturesque hazards you'll encounter. Even your untimely demise is a feast for the eyes.

It'll be interesting to see whether the SuperGrafx, like the PC Engine, eventually makes the trip overseas. We suspect there's still a true 16-bit NEC system in the works. Whatever NEC's scheme is, it obviously has a few tricks up its sleeve for U.S. GamePros.

parison, the CoreGrafx and the PC Engine house 8K RAM. The extra memory gives the SuperGrafx the processing muscle to easily juggle 128 graphic objects (sprites) on screen. By comparison, Nintendo's Famicom supports 64 sprites.

Additionally, the SuperGrafx can paint two pages of background visuals versus the PC Engine's single page of background. That extra background depth means lush, detailed scenery and 3-D special effects.

Needless to say, the SuperGrafx will play old PC Engine games, however, the PC Engine (and the CoreGrafx) will not play SuperGrafx games.

The system's external bus enables you to hook-up with a SuperGrafx backup unit and a CD-ROM, although the SuperGrafx reportedly can't use the PC Engine CD-ROM unit. Rumor has it that NEC is developing a separate CD-ROM for this unit, which will work with the CoreGrafx and the Shuttle as well.

Super Add-Ons

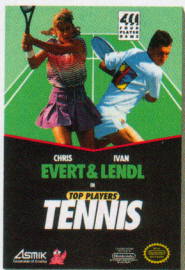
CD-ROM is an obvious add-on for the SuperGrafx, but the external bus can be used for other extras as well. The Power Console, for example, is a control column with an aircraft-style steering wheel and a shifter on the side. The entire SuperGrafx unit slides into the back of the Power Console.



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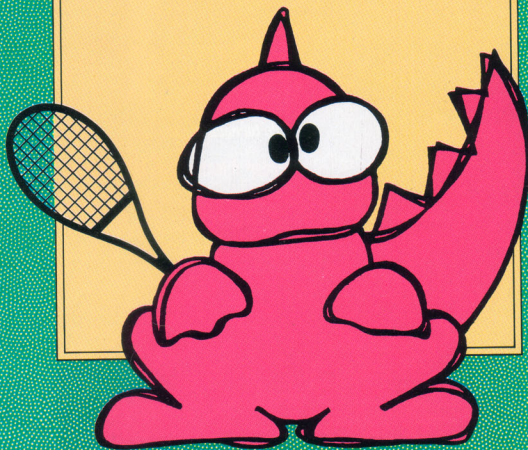
Asmik Corporation of America



441**FOUR
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GAME**

SCORE BIG WITH ASMIK

“Greetings, gamers. I’m Boomer. You’ll see me representing all the exciting games by a new company called Asmik. Asmik, has had popular success in Japan, so I’m sure you’ll be seeing a lot of Asmik’s great games for your Nintendo Entertainment System.® I’ll be appearing in my own game, too. You can help me battle the enemy in a prehistoric adventure for Nintendo’s portable GAME BOY.™ So when you want action and adventure remember Asmik, and remember me, Boomer.”



Overseas Prospects

By the Pro, A.J.F.

Evil terrorist ninjas, known as the Ring of Five, are holding the children of the world's leaders hostage. As Joe Musashi, master ninja of Shinobi fame past and present, you've got to rescue the children and return them to their parents. It's Shinobi for the PC Engine—currently a top title in Japan!

The Ring of Five

This version of Shinobi features all of the evil terrorist ninjas you love to hate. You'll square off against karate punks, thugs armed with knives, gunmen, sword-tossing Mongols, wall-scaling spidermen, multi-colored ninjas, and a slew of enemy bosses too wicked for words.

Pick Your Weapon

To beat this bunch of bullies you'll need top notch Ninjutsu skills. But it's going to take more than Ninjutsu to stop the Ring of Five! You have an unlimited stash of shurikens, that you can toss as fast as you can press the fire button, to mow down nasty ninjas in their tracks. Even more powerful are the three types of ninja magic that you can use to kill all of the enemies on the screen, or to weaken the enemy boss at the end of each mission.

The Eight Hands Magic clones your body into a mini-fighting force. Fry your enemies with bolts of lightning when you use the Lightning Magic.

The Tornado Magic turns you into a terrifying and deadly twister.

Shinobi



The tornado magic.

Four Menacing Missions

Shinobi features four missions, each with several different areas. In Mission One you battle your way through deadly city streets. All of your favorite ninja terrorists try to cut you down. They attack from behind crates and boxes and even leap from the rooftops. The infamous Ken-Oh, the enemy boss of this mission, tries to ambush you at the end of each area with his deadly fireballs!

PREPARE YOURSELF
FOR....

CONFLICT™



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

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

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



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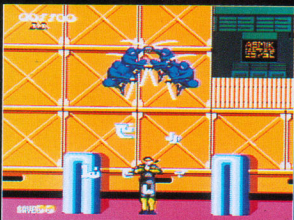
PRO TIP: Complete each area of Mission One without using your ninja magic and receive a 5,000 point bonus.

To make it through Mission One you must rescue all of the hostages and face a final battle with Ken-Oh.



PRO TIP: Defeat Ken-Oh by crawling up in front of him. Wait until he tosses his second fireball, jump and shoot him in the eye several times and then duck. Repeat this process until you've drained all of his energy.

Mission Two finds you battling the same assortment of bad guys you faced in Mission One, plus blue, green, and red ninjas who seem to appear out of nowhere!



Battle barbaric blue ninjas.

These colorful enemies fly through the air, spinning their swords while they try to hack you to pieces. Once you work your way into the enemy complex, the fight gets fast and furious. Near the close of Mission Two, you must destroy five deadly Mandara statues before they push you into an electrical field. The enemy boss in Mission



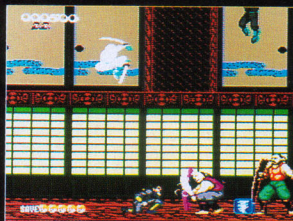
PRO TIP: Weaken the Mandaras with your ninja magic, then duck and rapidly throw your shurikens rapidly.

Two is a fire-spitting head. Jump and duck to avoid the fireballs as you shoot this enemy several times in the eye.

In Mission Three you'll face all of your previous foes as well as Mongos and strange green creatures. In the second area of this mission you must jump from one wooden pillar to the next as you battle enemies in this multi-directional scrolling level. Mission Three's enemy boss is a giant samurai warrior called Lobster.

PRO TIP: When you face Lobster, use your ninja magic, then time your shots to hit him in the face when he lowers his sword.

If you reach Mission Four you'll find yourself scaling the walls of the Masked Ninja's hideout. Fight to the death with ninjas and Mongos

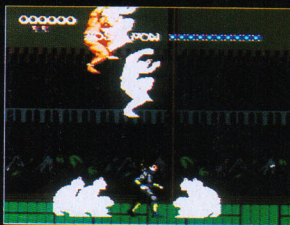


The going gets tough in the Masked Ninja's hideout.

and try not to fall into the bottomless pits. You'll also battle through a

bamboo forest filled with flying ninjas. In the end you'll face the Masked Ninja himself in a fight to the death.

The Masked Ninja uses his own ninja magic to try and stop you for good. Watch as he makes three clones of himself, each with different abilities. You'll have to beat them before you can fight the real Masked Ninja. The first clone is protected by an electrical shield that kills on contact. The second clone uses tornado magic for protection. The final clone tries to multiply himself as he attacks you. But the Masked Ninja himself is the



The Masked Ninja clones himself.

toughest challenge. He flashes across the screen like lightning as he tries to punch and kick you to death.

PRO TIP: Surprise attack an enemy by jumping on top of him, and then quickly shooting him before he gets a chance to hit you with his weapon.

With the exception of a few minor changes, such as the absence of bonus stages, this version of Shinobi is virtually identical to the arcade classic! All of the level layouts, character animation, musical soundtracks, and fluid game-play will be familiar to Shinobi fans everywhere. We'll all be waiting anxiously for NEC to bring this title to the United States. Be still, Joe Musashi, your time draws near.

An encore performance!



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

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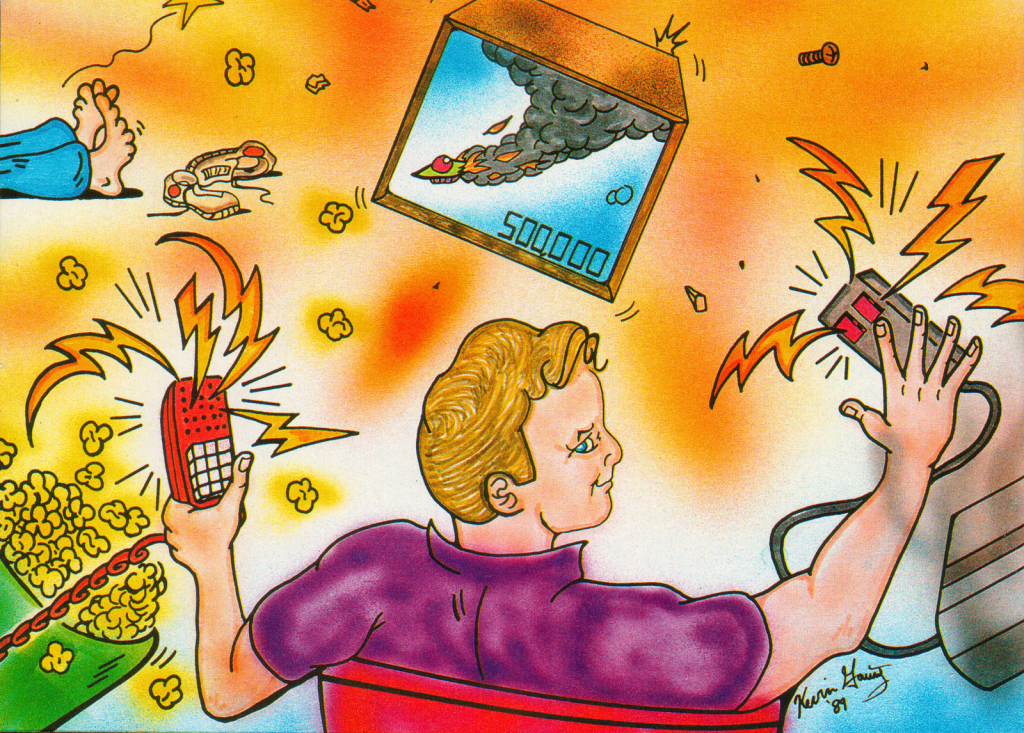
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**BAN
DAI**



DIG DUG II

Trouble in Paradise

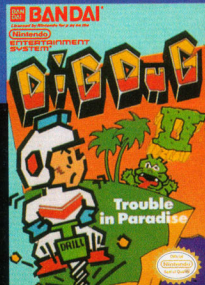
DIG DUG has decided to chill out from the pressures of the real world by taking a long overdue vacation on a beautiful Caribbean island. "At last," he thinks to himself, "sun, sand, surf, and no more hassles from those miserable pests, POOKA and FYGAR!" Lying in a hammock strung between the graceful 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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The Adventures of

GAMEPRO

Chapter 7: GHOULS 'N GHOSTS!

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 electric transcendental 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!

MOMENTS AGO, ALEX WEST A.K.A. GAMEPRO, WAS COMPETING FOR THE CHAMPIONSHIP OF CALIFORNIA GAMES AGAINST AN EVIL DARKLING AGENT IN DISGUISE. IF THE EVIL DARKLING HAD WON, IT WOULD POST THE HIGHEST SCORE, THIS BECOMING A PERMANENT PART OF THE GAME PROGRAM AND RENDERING THE GAME DIMENSION VULNERABLE TO AN EVIL DARKLING TAKEOVER. IT WOULD HAVE BEEN YET ANOTHER IN THE EVIL DARKLINGS SYSTEMATIC INVASION OF THE VIDEO DIMENSION. BUT THE TWO CONTESTANTS DISQUALIFIED EACH OTHER BY KNOWING'S ENEMY OTHER OF THE ROLLERSKATING COURSE. GAMEPRO WRESTLED THE EVIL DARKLING AGENT TO THE GROUND ONLY TO FIND THAT IT HAD SHED ITS HUMAN DISGUISE AND TELEPORTED THEM BOTH INTO THE GAME DIMENSION OF...

GHOULS 'N GHOSTS
THIS CAN ONLY BE GHOULS 'N GHOSTS!



...AND MORE TO THE LAST MOMENTS OF YOUR LIFE!!

UNGH!

PAY LESS ATTENTION TO YOUR SUIC ROUNDDINGS HUMAN...



WOW!! HE'S A LOT STRONGER THAN HE LOOKS!



YOU ARE MINE HUMAN!

YEOW!

KRAPI!

BRASHH!



SHOOT! I STILL GOT THESE DARN SKATES ON! I CAN'T GET AWAY!!!

WHUMP!



I EXTEND AN OFFER HUMAN...WE KNOW YOU ARE AN AGENT OF ZARDOH AND THE HIGH COUNCIL...

TELL US WHERE ZARDOH IS... AND WE WILL LET YOU LIVE...



...DON'T COOPERATE...

...THEN PREPARE TO DIE!



Whack!

YAARGH!

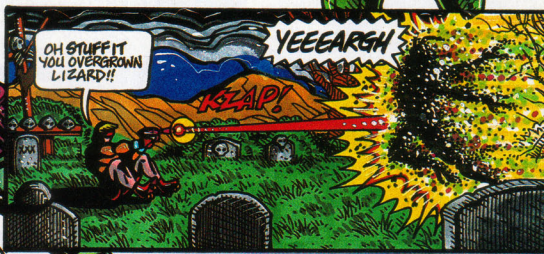
HUH?



THE GUN!



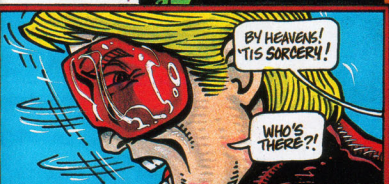
DIE HUMAN!



OH STUFFIT YOU OVERGROWN LIZARD!

YEEEARSH

OH, I'M DEFINITELY A FRIEND! LOOK, I'M DROPPING MY WEAPON ...



BY HEAVENS! TIS SORCERY!

WHO'S THERE?!

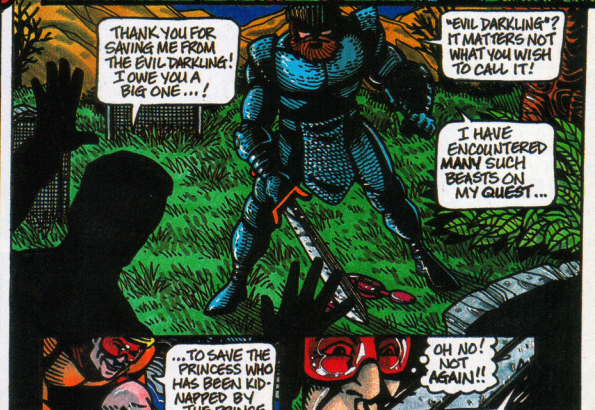


HEY! I KNOW YOU!
YOU'RE SIR ARTHUR!

HAVE WE CROSSED PATHS BEFORE YOUNG SORDBORER? MAY YOU BE FRIEND OR FOE? BE QUICK!

THANK YOU FOR SAVING ME FROM THE EVIL DARKLING! I OWE YOU A BIG ONE ...!

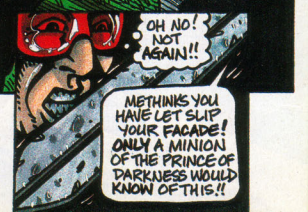
"EVIL DARKLING"? IT MATTERS NOT WHAT YOU WISH TO CALL IT!



I HAVE ENCOUNTERED MANN SUCH BEASTS ON MY QUEST ...

...TO SAVE THE PRINCESS WHO HAS BEEN KIDNAPPED BY THE PRINCE OF DARKNESS, RIGHT ...?

OH NO! NOT AGAIN!!



METHINKS YOU HAVEN'T LET SLIP YOUR FACADE! ONLY A MINION OF THE PRINCE OF DARKNESS WOULD KNOW OF THIS!!

NO! WAIT!! I'M NOT AN AGENT OF THE PRINCE OF DARKNESS! I'M REALLY AN AGENT OF ZARDOTH AND THE HIGH COUNCIL!

WOW! I DIDN'T KNOW ZARDOTH HAD SUCH PULL AROUND HERE!

ZARDOTH?? THEN THAT EXPLAINS HOW YOU KNOW! PLEASE FORGIVE MY SUSPICIOUS YOUNG SORCEROR...

IT'S ALRIGHT SIR ARTHUR... I CAN UNDERSTAND WHY YOU CAN'T TRUST A STRANGER LIKE ME...

BELIEVE ME... WE'RE BOTH FIGHTING FOR THE SAME SIDE!

JUST LIKE YOU... I'M ALSO ON A QUEST!

ZARDOTH HAS SENT ME TO DEFEAT AN EVIL ENIGMA GREATER THAN THE PRINCE OF DARKNESS!

HAVE YOU ENCOUNTERED ANY OTHER SUCH CREATURES AS THE ONE I WAS JUST FIGHTING?

NO... I HAVE NOT...

AYE! 'TIS AN HONOR TO BATTLE ALONGSIDE AN EMISSARY OF ZARDOTH, YOUNG SORCEROR!!

VERY WELL SIR ALEX! LET US MAKE HASTE AND RESCUE MY BELOVED PRINCESS!

HOLD ON A SEC! I HAVE TO DO SOMETHING FIRST!

THEN THE SOURCE OF THE EVIL DARKLINGS MUST BE FURTHER ON AHEAD IN THIS GAME...

SIR ARTHUR? MAY I JOIN YOU ON YOUR QUEST? I CAN BE A GREAT HELP TO YOU!

BUT... MY NAME IS ALEX! ... PLEASE CALL ME ALEX...

THERE! NO MORE WHEELS... I'M MOBILE!

GAMEPRO AND SIR ARTHUR QUICKLY MAKE THEIR WAY THROUGH THE FIRST LEVEL OF GHOULS 'N GHOSTS...

GET EVERY SINGLE VULTURE OR THEY'LL FOLLOW YOU EVERYWHERE YOU GO!

RARRGG!

QUICK! SHOOT AT THE BASE OF THE TENTACLE IN ORDER TO DESTROY IT!!

SIR ARTHUR! AIM FOR HIS HEAD! THAT'S THE CREATURE'S ONLY VULNERABLE SPOT!

GOOD CALL SIR ALEX!



LOOK! THE GATEWAY IS OPEN! WE NOW HAVE ACCESS TO THE NEXT LEVEL--THE VILLAGE OF DECAY!

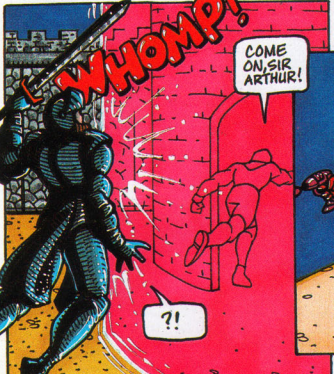


WE MUST BE VERY CAUTIOUS SIR ARTHUR! HORDES OF ROCK TURTLES MAY ATTACK AT ANY MOMENT!

SUDDENLY...



THERE'S TOO MANY OF THEM! LET'S SEEK SHELTER WITHIN THAT WINDMILL!



WHOMP!

COME ON, SIR ARTHUR!

SIR ARTHUR? SIR ARTHUR!?

?!

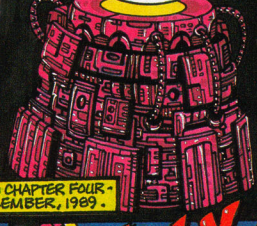


WHERE IS HE?

GAMEPRO TURNS TO FIND...



HUH? IT'S MORE OF THOSE ORBS I FOUND WHEN I WAS STUCK IN THE GAME BLASTER MASTER*



* SEE CHAPTER FOUR - DECEMBER, 1989.



WHAT ARE THESE THINGS? THOSE ARE DEFINITELY IMAGES OF PEOPLE ON EARTH PLAYING VIDEO GAMES...

BUT, WHAT DOES IT MEAN? IS THIS SOME KIND OF COSMIC TV?!



BUT... WHAT IS THE PURPOSE OF THIS THING? WHY IS IT HIDDEN INSIDE THIS GAME...?!



HOLD UP AND THINK THIS THROUGH ALEX...

THIS MACHINERY IS DEFINITELY FOREIGN TO THIS GAME... IT CAN ONLY HAVE BEEN PUT HERE BY THE EVIL DARKLINGS!



YOW! I'M ON EARTH! I'M HOME!



SIR ARTHUR WASN'T ABLE TO FOLLOW ME INSIDE THIS WINDMILL...

...THAT MAKES SENSE SINCE I COULDN'T ENTER THE WINDMILLS WHEN I PLAYED THIS VIDEO GAME...

...I'M JUST AS FOREIGN TO THIS GAME AS THIS MACHINE... IS THAT WHY ONLY I CAN FIND OUT ABOUT THIS THING?

TO BE CONTINUED!!

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**



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ROMANCE *of the* THREE KINGDOMS

By Bro' Buzz

What's a warlord to do? Your northern neighbor's invasion force has just crossed your border, one of your generals has decided to defect, and now your slimy southern neighbor wants to marry your daughter. Toss in pestilence, plague, floods, a rebellion or two, and an order of rice for 500,000 people, and it looks like this month's going to be a bumper. Welcome to Second Century China.

A Classic Scenario

Koei's *Romance of the Three Kingdoms* is a strategy role-playing cart that's based on a classic novel from Chinese literature. The characters and events in *Romance of the Three Kingdoms* are as famous in China as King Arthur and the Knights of the Round Table are in Europe.

In the Second Century, China was a country divided into three kingdoms with 58 warring states. Your task is to unify the states, whether they want to or not. How quickly do you think you can pull the country together? It only took the Chinese 100 years to do it!

An Epic Challenge

You must conquer your enemies, but *Romance of the Three Kingdoms* is no shoot-em-up. This cart emphasizes brains over brawn, strategy over thumb-blistering action.



Play five classic Chinese adventures.

The game covers a period in Chinese history from 189 A.D. to 280 A.D. You can play five different scenarios. Each scenario is so complex, it's like getting five games in one cart. In addition to playing with 58 states, you'll encounter 255 characters and you can play at 10 different skill levels. Up to eight players can play a game or you can challenge the computer. Players take turns in order, but the computer randomly selects the states you can play.

Better set aside a hefty chunk of play time, *Romance* is a monster. Needless to say, this cart isn't your typical video game fare.

The Masters

You play one of 16 Masters. Each master rules several states and commands a brain trust of generals. It's up to you and your cohorts to conquer the remaining states. Masters and generals are rated according to 15 characteristics including IQ, military prowess, charm, loyalty, and luck.

PROTIP: *When you're learning the game, it pays to choose a strong Master. Cao Cao has the highest characteristics ratings. Liu Bei is another good choice for beginners.*

What You See

All the action takes place on three screens: the Main Display, the Map Display, and the Battle Display.



Second Century China.

The Main Display enables you to conduct the internal affairs of your various states. The Map Display shows you a map of China with all the states numbered and color-coded by ruling Master. The Battle Display shows the terrain of the state being invaded and enables you to position troops, conduct a battle, and monitor the outcome.

A Turn for Every Season

Don't think you can just fight your way to the top. Neglect the well-being of your states and neighbors may overrun you or your people may just decide to kick you out.

You start each turn at the Main Display where you use 15 commands to rule your state. Among



The Main Display: All moves start here.

these are War, Give to bestow gifts to generals and peasants, Develop to plant fields for rice, View to spy on other states, Train to build up the army, Diplomacy to negotiate deals (including marriages) with other masters, and Trade to buy rice and weapons.

Strong Arm Tactics

Want to quickly convince a neighbor to join your side? Conquer him. Choose your attacking generals and allocate gold and rice for the campaign. Position your generals and their armies to attack enemy castles and hide your gold and rice.

PRO TIP: *Hide your rice well, and use the Move feature's Divide command to leave a rear guard to protect your supplies. An army travels on its stomach; if your enemies capture your rice cache, snap, crackle, pop—you lose!*

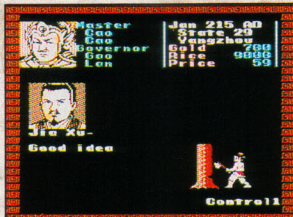
Next, your opponent sets his defenses. Now, use the Battle Display to begin the war. Maneuver your forces for the attack. When you get close enough to engage the enemy force, you can fight with archers, charge with calvary and foot soldiers, or launch fireballs. A brief animated sequence appears to let you know the computer is refereeing the match. You'll have to defeat several armies to win a campaign.

PRO TIP: *If you fight with fire, assess your location and judge the wind direction. Don't accidentally surround yourself with fire and don't let the wind blow flames back onto your army!*

Romance of the Three Kingdoms is probably one of the most complex strategy role-play carts around. It's almost impossible to finish a scenario in one sitting, but don't worry you can save your game. This is a captivating cart that combines elements of entertainment with education into hours of gameplay. Want to make history? Try a little Romance.

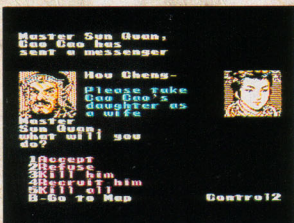
Romance of the Three Kingdoms by Koel (\$64.50).

Each state has basic resources which include Gold, Rice, Castles, Horses, Metal, Population, Soldiers, and Land Value. You'll need to build up all of these to keep your people loyal, beef up your defenses, and conquer enemy states.



Use the Develop command. A wealthy state is a happy state.

PRO TIP: *If your state doesn't have Metal, try to trade with a merchant for metal weapons. These can mean the difference between victory and defeat in battle.*



Marriage is one way to keep the peace.

PRO TIP: *If your state doesn't have any critical needs, spying on enemy states is a good strategic move. The information you gather may not help immediately, but it can prove invaluable when one of your other states is ready to wage a war.*

PRO TIP: *It's a good idea to use the Give command once in awhile to reward your people and your generals. It reduces the likelihood of rebellion and keeps generals from defecting to the other side.*

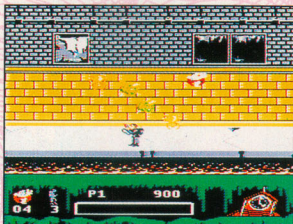
By Gary Barth

They're back and they're ready to believe you! It's been five years since the Ghostbusters battled the Stay-Puff Marshmallow Man to save New York from being overrun with spooks and slimers. Now Vigo, Scourge of Carpathia, threatens to bite the Big Apple. Trapped inside his own 17th century portrait standing in the Manhattan Museum of Art, Vigo plans to escape at the stroke of midnight on New Year's Eve and terrorize the world. He draws his power from the river of slime that flows beneath the city to the museum. This is no ordinary slime, mind you, it feeds off the nastiness and rudeness of New Yorkers. Mood Slime, if you will. Seeing what you're up against, only one question comes to mind. Who ya gonna call?

Armed only with your proton pack slime blower and ghost traps, you've got to make it through seven action-packed levels of ectoplasmic fun, shooting ghosts and dodging slimers in an attempt to save the Big Apple from Vigo's reign of terror.

Your mission begins deep beneath the city in the Van Horne Tunnel. As you run down the passageways, blowing green slimers out of the air, beware of the flying objects that either rise and fall or bounce past you. Your slime blower has no effect on them.

If all else fails, set a ghost trap which snares everything that flies into it until its power runs out. Don't forget to shoot Ghostbuster logos as they float by. You get an extra life for every twenty logos you collect.



PROTIP: Watch all the flying objects to learn their patterns. With perfect timing you'll be able to dodge them with no trouble at all!

Level Two puts you behind the wheel of the ECTO-1A, as you cruise through the tenements, dodging barricades and ghostly enemies. Watch out for sections in this level where there's no roadway. You'll have to hit the blinking red arrow at high speed while pressing the jump button to make it to the other side.



Fly over gaps at high speed.

In Level Three, your task is to rid the courtroom of flying objects and pesky poltergeists. Level Four has you once again manning the ECTO-1A for a drive through Central Park. As in Level Two, aim your slime blower at the floating green globs that pass overhead. When a bonus medallion falls from a destroyed glob, you must touch it to get one of five bonus abilities; a temporary shield: increased firepower, lasers, a screen blast, or an extra logo. Try not to hit the obstacles on the road or you lose valuable time.

PROTIP: However, if you're about to get slimed on the driving levels, it's better to hit an obstacle! This gives you temporary invincibility.



Stay to the center of the road to easily blast the green ghosts!

Once you fight your way through the ghouls and spooks in the subway in Level Five, you've got yourself a date with Miss Liberty.



Don't get slimed in the subway.

In Level Six, you take control of the Statue of Liberty and march your way through the harbor and the skyscrapers of New York.



Be sure to make your date with Miss Liberty!

GH**OST**STBUSTERS II



Watch out for low flying ghosts. These slimers travel in packs and one touch can put you out of commission permanently. Pressing A shoots a fireball out of Liberty's torch. That stops all ghosts in their tracks. If the competition gets tough, Press B. This releases Miss Liberty's book, which becomes a smart bomb that wipes out every enemy on the screen.

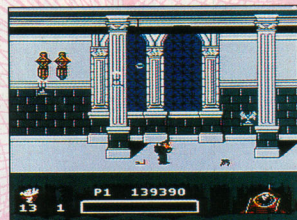
PROTIP: Only use the Statue of Liberty's book when you have a large group of enemies on the screen.

Occasionally, another book flies by. Shooting it down will replace it in your arsenal. If a floating torch happens to cross your path, shoot it. This gives you the ability to move Miss Liberty's arm and aim your shots.

PROTIP: Watch for a slightly larger solid white ghost to float by. Shoot him and you'll have temporary invincibility.

Checking the message space at the bottom of the screen warns you if you're about to be attacked by invisible ghosts. You can't see them, but you'd better dodge their slime.

As in the running scenes in earlier levels, the museum stages in Level Seven require you to dodge and destroy ghosts and



If things don't look bad drop a trap for pesky ghosts.

other flying objects. You must make it through this level four times (using all four Ghostbusters) with each time becoming progressively harder. If all the Ghostbusters make it to the restoration room, you can slime Vigo's portrait and save the Big Apple from impending doom.

Activision's Ghostbusters II is a snappy sequel to the ever popular Ghostbusters. Lots of gook and slime make for great gaming. Who ya gonna call? Ghostbusters!

Ghostbuster II by Activision (\$44.95).

you have one or two X-Men, the game stops so you can check your X-Men's power level. If you have two X-Men left, press Select to freeze the onscreen action.

Special Weapons

The X-Men don't have to rely on their super powers alone to survive. Destroying your opponents sometimes releases special items that activate as soon as you touch them. Smartbombs wipe out all the bad guys on the screen. Force shields provide temporary invincibility. Stasis Bombs immobilize all onscreen enemies. And Energy Cells completely recharge your X-Man's life meter. The one surprise you should avoid is the Magnetic

Mine, which freezes you for 10 seconds.

PROTIP: Find a force shield icon before you attempt to maneuver your X-Man through any of the pulsating force fields or trap doors. These deadly barriers are difficult to time. However, Nightcrawler can teleport safely through these hazards and Colossus will make it if his life meter has sufficient power.

Bad to the Bone

Make it to a secret room and you face one of Magneto's supervillains. Juggernaut is a huge powerhouse who's nearly unstoppable as he tries to ram you. Sabertooth will viciously rip you to shreds. True to his name, Boom-

erang attacks with an arsenal of flying weapons. The White Queen is the most devious foe; she uses telepathic powers to turn into your X-Man's double and use his own powers against him.

PROTIP: Only attack the shape-changing White Queen, who appears at the end of the Living Starship, when she's in her own form. When she changes into your X-Man's double, stay away!

It Takes Teamwork

In the comic, the X-Men perform best when they work as a team. This holds true in the game as well. If you really want to kick some behind, team up with a friend. As a



Two X-Men are better than one.

two player cooperative game, this cart excels!

The one-player mode is for hardcore Game Pros since you must play two characters simultaneously. You can only control one at a time; the computer maneuvers the other X-Man. You can switch between the two characters, but you'd better be quick or both of them will bite the dust. Part of the fun is figuring out what combinations work best in certain situations.

X-Men is a fair adaptation of a great comic book. Although it's difficult to play alone, this is an ideal game for you and a friend. Can you resist Magneto's magnetic personality? Teamwork is the key.

X-Men by LJN (\$36.99).



By Ronald "Chip" Lange

The scene is a futuristic land where drivers have more to worry about than speeding tickets. You can't get gasoline at the corner station anymore—you've got to fight your way to a fill up. Prepare to strap yourself into your armored roadster and race through a Rally with 50 different levels. Mindscapes new home version of the arcade smash hit, Road Blasters, will really test your nerves.

It Starts With a Screech

Your car lurches into first gear with a gut-wrenching wheely and suddenly you're up to 200 miles per hour. At speeds like this even the simple task of keeping your car on the road is difficult. But then, to make matters worse, you look in front of you and see enemy cars screaming towards you. This is no ordinary freeway! Just dodging the



Watch out for toxic waste spills.

bad guys isn't going to be enough. It's time to get rough! You place your fingers on the trigger of your cannon and let fly with a couple of rounds, opening up a fiery hole in the traffic.

PRO TIP: Use your shots sparingly. Every miss you make lowers your bonus multiplier, which drops your point total.

A Fight For the Fuel

As you tear towards the finish line, you'll need to find gas and it's not as easy as you think. The green orbs placed sparingly along your route provide you with fuel. However, they're not always in the most convenient locations. Sometimes you'll see them on the side of the road. Don't dally too long in getting them. Your speed is precious and you can't possibly keep up 200 mph in the off-road terrain of Bubble City.

Don't fret if you can't get to all of the globes. In Bubble City, destruction often provides generous rewards. Your enemies frequently carry red fuel orbs which will survive the force of your cannon.



Fight for the fuel.

Pick them up to power yourself to the finish. These red orbs usually mean the difference between being stranded on an isolated roadway infested with enemy vehicles or basking in glory at victory square.



PRO TIP: At the end of every stretch of the race, you'll receive fuel for

your reserve tank. The amount of fuel is based on your score. Make sure you hit as many enemies as possible to beef up your reserve tank. You'll need it later on.

You Are Not Alone

You have friends in high places. Just when you think your life is over, your allies fly over and drop a modification onto your car. Just maneu-



You have friends in high places.



ver your car under the ally plane and you're in business. At first, you'll get a U.Z. Cannon—great defense against large motorcycle gangs. One quick squeeze and those riders go flying. But that's not all. Next, you'll get a special fuel enhancer, the Nitro Inject, that enables you to cruise to the finish at over 300 mph!

As you travel inland you'll need more advanced weaponry. Your friends come through in excellent

fashion. The next weapon they give you is a Cruise Missile—capable of destroying everything in sight with a single explosion. The only things that survive are your car and your opponents' fuel orbs. And, finally, you find yourself in a situation where you think you'll need a miracle to survive, your friends drop some new technology on your vehicle—an Electro Shield that protects your car from everything! Use it correctly, and you can cruise into victory square untouched!

PRO TIP: Use these weapons sparingly. They have limited use. Be careful not to crash when you have them on your car or you'll lose them.

They're Not All Friendly

During your race, you'll encounter a huge variety of obstacles that make the finish line seem like an impossible dream. A quick blast from the laser cannon will finish off the standard orange racers called Stingers. But the blue sedans, or Command Cars, aren't so easily destroyed.



PRO TIP: The Command Cars are not impervious to all of your weapons. Try the Cruise Missiles or the Electro Shield.

Annihilating the pesky motorcycles requires pin point accuracy. Try using the U.Z. Cannon. Enemy Gun Turrets will try to blast you as you fly by. Dodge their fire or destroy them. Land mines sometimes block your path. Skillful navigation around these is your only hope for survival. Later in the course the deadly Rat Jeeps hop onto the track behind you. Kill them quickly with a timely cannon blast. This



Rat jeeps come out of nowhere to blast you.

takes quick reflexes as they appear almost instantly. This army of enemies will make your trip to victory square difficult. But the joy of leaving them behind you in smoking ruins is truly great.

Once the smoke clears, you can look back with pride at the gauntlet you've run. It's a difficult task, which requires expert precision, but hey, nobody said it was going to be easy.

Road Blasters by Mindscape (\$49.95).



By John Sauer

The mighty Golden Axe has been stolen by the Titan, Death Adder. As long as he holds it, Death Adder will rule Yuria mercilessly. You, Tarik, are the only warrior with the swordsmanship skill and the courage to try to get it back. Will you dare to take on Death Adder?

The Quest for the Axe

Golden Axe takes you through five rounds of action and adventure. When you begin your quest, you have a razor sharp barbarian's sword, and you choose one of three types of magic. During the course of the game, you'll be able to increase your magic powers as well as capture strange creatures you can ride into battle! From the start, Golden Axe features non-stop hacking and slashing as you fight Death Adder's forces of evil. Begin in the Forest of Yuria and slice your way to Turtle Island. Defeat the Hammer Giants and earn a night's rest and a chance to increase your magic power! Survive the battle of Turtle Island Village and ride across the sea on the back of a giant turtle!

Next, you fight your way to Eagle Island. On the way, you must cross the dreaded Fiend's Path, where a horde of Yuria's meanest creatures, living and dead, wait to cross swords with you! If you make it, you'll fly on the back of a giant eagle to the balcony of Death Adder's palace. Then it's on to the final confrontation—after some of Death Adder's loyal creatures try to soften you up.

Battle Evil Enemies

Though the enemies in Golden Axe are few in variety, they are many in number and keep even the sharpest gamers on their toes. The first ruffians you meet are the club- and mace-carrying bandits. The Club Bandits are the weakest. If you get close enough to throw them, one toss is usually enough to do them in. The Mace Bandits are tougher but still no match for a couple of solid sword cuts. Be bold!



PRO TIP: Never let the enemy box you in. If you're surrounded, the enemy can strike you from both sides at once. You can't defend against an attack like this without using up your magic. Move! Jump out of the way and come down fighting!

The Amazons are brutal foes. They cut swiftly with their long battle axes so you better watch out, especially if two of them try to box you in. Amazons also ride three different types of creatures: chicken stingers with sharp beaks and whip-like tails and two dragons, one that shoots blue flame and a more powerful one that spits fireballs. If you knock the Amazons off the creatures, you can ride them and use their powers in battle.



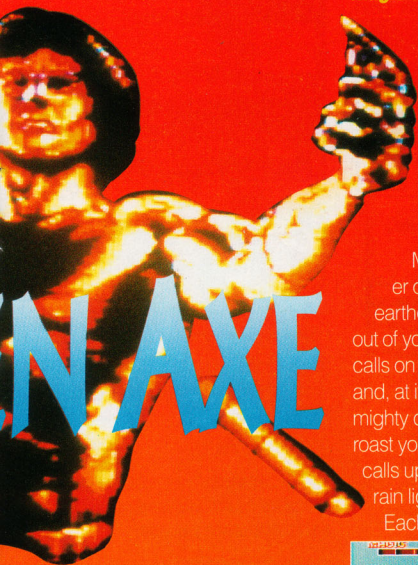
GOLDE

PRO TIP: If you capture a chicken stinger or a dragon from an Amazon, do everything possible to stay on it as long as you can. You'll defeat your foes much more easily. For example, it just takes two or three swipes of a chicken stinger's tail to do in a Hammer Giant!

Skeletal Soldiers follow closely behind the Amazons. These undead warriors are fast with a cutlass and hard to defeat. When you knock them down, their bones scatter. In seconds, they reform and come



Skeleton bones scatter when you knock them down.



Magic and Midgets

At the very beginning of Golden Axe, you select from three types of magic: Earth, Fire, and Thunder. Magic is essential to beating the game. It gets you out of spots where sword play does no good! Earth

Magic calls down the power of the Earth Titan to start an earthquake that shakes the life out of your enemies. Fire Magic calls on the power of the Fire Titan, and, at its most powerful, brings a mighty dragon from the sky to roast your foes. Thunder Magic calls upon the Thunder Titan to rain lightning on the evil ones.

Each magic gains different and



Thunder Magic!

more powerful effects with every potion you collect. But to collect potions, you must battle the Elves.

The Elves don't really fight back, but they do move fast. Each time you connect with your sword, the Elf throws out a blue potion.



Grab magic potions—if you can catch the speedy Elves.

Touch it, and it shows up on the magic meter in the upper left cor-

ner of the screen. Some Elves even carry Magic Meat. Munch on this and your life meter increases one bar for every bone you grab. Magic Meat Elves move very fast, so hit them quickly!

Crushing Your Foes

Beating Golden Axe takes more than just hacking at your enemies. However, you can combine different fighting forms into some very powerful attacks. Pressing Button 2 to jump and then pressing Button 1 moves Tarik in an overhead sword strike.

PRO TIP: A jumping attack is faster and more powerful than a normal sword cut—three times as fast! Use it to defeat enemies quickly.

If you're close to the enemy and you press Button 1 rapidly, Tarik kicks the bum. Get closer still and he tosses the enemy to his doom! Pressing the D-Button twice rapidly makes Tarik run in the direction pressed. If you press Button 1 while running at an enemy, you'll ram him with your shoulder—a powerful fighting technique developed by samurai warriors!

If you run, press Button 2 to jump and then press Button 1. Tarik will leap and fall on his enemies, sword first, in the most powerful and spectacular attack form! Add magic to your bag of tricks and you have a formidable arsenal of skills equal to the challenge of Golden Axe!

For graphics, playability, and challenge this cart is hard to beat. It's one of the best Master System titles yet. Come on—get into the swing of things with Golden Axe!

Golden Axe by Sega of America (Price not available).

right back at you—spooky! It may take 12 to 16 normal sword cuts to take one out of the game—and they usually attack in pairs! A blast of magic helps to weaken these creatures.

Hammer Giants and Mailed Giants are servants of the Titans. Both move quickly and can cause you maximum damage! Hammer Giants attack by swinging sledge hammers or by charging and ramming you with a shoulder, which sends you flying! Mailed Giants appear to move slowly, but their pointed sword spears are long and can get you before you're within striking range of them! When you begin fighting Mailed Giants, you know you're getting close to the end of the game. But you still have to defeat Death Adder to win the Golden Axe...and that's the toughest battle of all!

By John Sauer

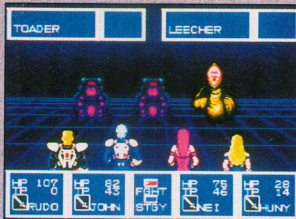
It's here!! Phantasy Star II for the Sega Genesis system, a stunning sequel to the 8 bit Phantasy Star game released over a year ago.

Discover the Secret of the Algol Star System!

Phantasy Star II takes place a thousand years after the first game. You are an agent with an assignment: Find out why biomonsters are running loose on the planet Mota. The job quickly turns into a quest that leads you across the planet, above and below ground, underwater, into space, and out to another world! As you move towards the ultimate showdown with one of the meanest monsters ever to cross a video screen, you'll learn the true nature of the threat to the Algol star system and the story of your own heritage.

Fighting Friends and Companions!

Since Mota is so thoroughly overrun with biomonsters, getting from place to place on the planet's surface is pretty tricky. You'll need to battle these mutant beasts with swords and other edged weapons. You'll also learn some pretty powerful magic spells that help you defend yourself. And take heart! In Phantasy Star II you don't have to fight alone. You can control up to four players, yourself and three computer players. As you play the game, you'll meet seven computer characters willing to fight at your side. Each one has special magic and fighting abilities. The first to join you is Nei, your faithful companion. She is a half-mutant, half-human



This time around you get to watch the fighting.

girl, who fights like a tiger and has powerful magic. Equip Nei with two ceramic fighting bars and she'll crush your enemies with blows from each hand! Nei knows the powerful RES magic, a healing spell, and quickly learns more spells to heal your friends and fry your foes!

Next, you're joined by Rudo, a hulking warrior who specializes in hunting down biomonsters. While Rudo doesn't have any magic ability, he gains high hit points quickly and uses a number of very powerful weapons with deadly efficiency, including the shotgun and the cannon!

Your other companions include a biomonster huntress who is a master with a spaceage type boomerang, a doctor, a biologist, a thief, and a mechanic. You can switch between players at your home in Paseo Town, using characters as situations demand. You even get to name them as a sign of friendship and intimacy!

Towns and Towers

Your travels across Mota and the planets of the Algol star system take you to many towns and factory towers. In towns you can obtain

PROTIP: When you explore Mota, be sure and return to your home in Paseo frequently. Surprises will often await you there!

clues by talking with the townsfolk. Different shops can supply you with the items you need...if you have enough Mesetas, the local



Explore every town thoroughly.

gold coin! You can buy weapons, armor, the monomate and diomate healing agents, escape pipes, and more.

PROTIP: Starmist can restore you to complete health and magical power. Get it whenever you can!

If you're wounded, hospitals will heal you for a price. If a member of your party dies, you can have them cloned back to life. Tele-

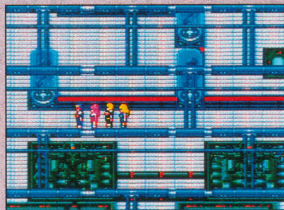


Dead? Don't despair! You can always clone yourself.

port shops can take you back and forth from any town you have visited and data centers allow you to save games for future play.

When you leave a town your destination is usually a factory tower. Each one is multi-floored and full of strange twists and turns and powerful biomonsters. You move from level to level via teleport plates. Each one takes you some-

PHANTASY STAR II



Find your way through complicated factory mazes.

where...but you have to figure out where! It could be to a room filled with treasure chests. If you're unlucky you might end up in a room filled with monsters! When adventuring in the towers it's best to make careful maps of where you've been. Exit whenever you run low on materials or hit points. You can get healed and try again!

PROTIP: To get the recorder from the Biosystems Lab Tower, use dynamite to open the center of the fourth level, then jump to the bottom floor. You'll find it there!

In addition to testing your skill, each tower holds an item you need in order to get farther in the

PROTIP: The only way to get the control cards from the command tower is by using Muzik Technique on the tower keyboard. To learn the technique, see Urbanchin in Oputa Town.

game! You'll also notice your skill level increasing much faster in towers. That's because the biomonsters you fight there are much more powerful than the monsters outside!

Weapons and Armor

In addition to the magic spells characters gain as they advance in levels, throughout the game you're able to buy weapons and items and learn different magic techniques—all of which strength-

**UNTIL NOW
YOU NEEDED
A COMPUTER
TO PLAY AN
ADVENTURE GAME
AS ADVANCED AS
PHANTASY STAR II.**

NOW YOU DON'T.



Screen 1. The heroine Alis strikes at a monster seen in your dream.



Screen 2. Your party explores the inner city and discovers the Control Tower.



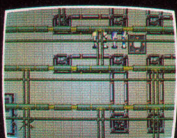
Screen 3. In shops, you buy some critical equipment you will need in your quest.



Screen 4. Carefully explore the wilderness outside the city on the planet Mota.



Screen 5. Burnwolf and Head Rot are mutant monsters you must destroy to succeed.



Screen 6. In the dungeons below the city your search is constantly beset by monsters.



Screen 7. Pug, an evil foe, keeps you from your appointed rounds and possibly success.



Golden Axe™



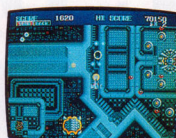
Altered Beast™



The Revenge of Shinobi™



Space Harrier II™



Thunder Force II™



Last Battle™



Arnold Palmer Tournament Golf™



Truxton®



Ghouls 'n Ghosts™



Rambo III®

Altered Beast™ the Sega® arcade hit, comes with the Genesis system. TeleGenesis™ Modem, Power Base Converter™ and other games sold separately. Sega and Genesis are registered trademarks of Sega of America, Inc. Ghouls 'n Ghosts and Forgotten Worlds are licensed trademarks of Capcom, Inc. Rambo III is a registered trademark of Carco International N.V. Thunder Force II is a trademark of Techno Soft. Zoom! is a trademark of Discovery Software International, Inc. Truxton is a copyright of Toaplan Co., Ltd. Power Base Converter, TeleGenesis and all other game titles are trademarks of Sega of America, Inc.



Welcome to the ultimate adventure game. Phantasy Star II for the 16-bit Genesis system features the biggest memory (6 mega) videogame cartridge to date. With 19 multi-level maze dungeons and 9 separate cities to explore, you'll be glad that we've included a 110 page book filled with maps and hints to help you on your journey.

Mother Brain controls the planets, Mota and Dezo. But something has gone awry. The planets are flooding. The temperature is rising. And the cloning process is turning out mutants.

Your mission is to correct the problems. First you'll have to find the Central Tower from which the Algo Star System is controlled. You'll also visit factories, science labs and data libraries to plot your course.

Choose your partners from among Hugh, the biologist, Shir, the thief, Kain, the wrecker, and many more. Travel light—in Knife Boots and Carbonsuit. Stalk boldly into the unguarded wilds armed with magic and an amazing array of armory.

Together you fight hundreds of Biomonsers and solve twisted riddles that will hopefully lead you to your goal. Your quest may last hundreds of hours, so we've included battery memory backup so you can take a break. Then you can resume playing exactly where you left off.

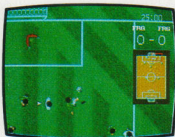
Where else can you find such excitement, but on Genesis from Sega.



Super Hang-On™



Zoom!™



**World
Championship
Soccer™**



**Super Thunder
Blade™**



**Tommy Lasorda
Baseball™**



**Forgotten
Worlds™**



By C.A.T.

Blast through the stratosphere to the Forgotten Worlds of the 29th Century. In ancient times human beings ruled this desolate planet, but cold wars, organized crime, nuclear war, and an invasion by fiendish aliens turned Earth into the Dust Planet. Now humans are the miserable slaves of a predatory alien race and its evil leader, the War Tyrant. Hope was all but lost until a group of human beings secretly raised two small boys, training them to be valiant warriors.

Now you, or you and a friend, become these warriors—the Nameless Ones. Armed with a satellite, a gun, and the ability to levitate and fly through the air, you set out to battle through the strange worlds of the Dust Planet. Destroy the alien race and their weapons and prepare for the final battle with the War Tyrant!

Battle Through Three Worlds

Your quest begins on the Dust Planet at the outskirts of a devastated city. Reptilian Thugs zoom out, trying to skewer you with their razor sharp spears. Spider creatures, the Spydroids, creep along the



Watch out for rowdy Reptilian Thugs.

ground and spit fire balls. It takes more than a couple of shots to stop these arachnoid robots. They'll keep creeping even after repeated blasts.



PROTIP: Remember to grab all of the Zenny coins you can when you destroy your different enemies. Then you can stop in at Mirabella's Store, when it appears on each level. Buy extra lives, health, and the other special items you'll need to defeat your deadly foes.

Next, you'll find yourself fighting through a tunnel filled with gun turrets, grinding gears, and pipes that shoot out streams of deadly fiery gases. Watch out for a horrible creature known as the Paramecium, who tries to incinerate you with his fiery breath.

PROTIP: Position yourself to the left of the Paramecium and blast him repeatedly in the blowhole.

Make it to the Doomed Harbor and you're ambushed by more Reptilian Thugs and slimy indestructible Zipper Worms. The deadly Dust Dragon lurks in the dark waters of the harbor.

PROTIP: The Napalm Bomb makes short work of the Dust Dragon. Shoot him right in the heart.

Destroy the Dust Dragon and gain passage into the fortress of the Iron Warlord.

PROTIP: Use the Napalm Bomb to blast the Iron Warlord in the shoulders. He's easy to finish off as long as you avoid his mighty arms.

The Pyramid of Terror

Next, you travel to a futuristic Egyptian world where you'll face many dangers including the soldiers of Rah, the Sun Czar. Glyphs shoot arrows at you and Wolf-Faces fire deadly blue suns. Watch out for the laser arrows that shoot out of the bricks and stones in the pyramid walls.

PROTIP: The clock starts ticking from the moment the aliens appear in each level. Make it to the end of the level before the clock stops, and you'll earn bonus points and extra Zenny.

It's a fight to the death and beyond with the terrible Sphinx. Even if you destroy the Sphinx, this enemy resurrects as a deadly centipede whose only vulnerable spot is its eye. Choose an upward or a downward path in the pyramid by shooting the appropriate pillars that come out of the mask of the Sphinx. The tunnels in the upward path of the pyramid are filled with



Square off with the Sphinx.

falling rocks and debris. In the lower tunnels you'll have to fight and

dodge pulsating blobs and rotating pods that try to zap you with electric shocks.



PROTIP: Take the downward paths in the pyramid and destroy the electric pods that hold large coins worth 10,000 Zenny.

The final confrontation in the pyramid pits you against Ymesketit, a monster who's literally falling apart—and you've got to destroy him piece by piece.

The Cosmic World

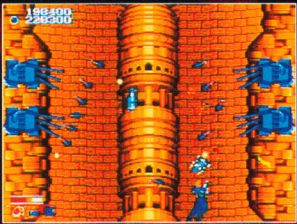
Soar through the clouds to do battle with a host of evil beings in this strange ethereal world. Small dragons fly through the sky and over the snow-capped mountain tops. Avoid the fireballs hurled by Double Men who appear out of thin air. Watch for a giant bully who pops his head up through the clouds



This big bad bully's bite is worse than his bark.

and spits his teeth at you! Dodge the bullets of the shogun-like warriors and head for the Temple of Ice to do battle with the Iceman! You'll have to melt down this mass of ice crystals to get past him!

Now, the War Tyrant is within reach. All you have to do is fight your way up the Tower of Dread! Along the way you'll have to splatter large snail-like creatures that ooze down the walls and leap out at you. Barricades explode from the sides of the tower to block your path. Dodge the enemy homing missiles launched from wall-mounted cannons. At the top of the tower the War Tyrant waits. He'll leap off his throne to finish you off, and he's



Fight your way up the Tower of Dread.

practically invincible. But you're the Nameless One, and you're sure to be victorious in the end. You won't forget Sega's Forgotten Worlds.

Forgotten Worlds by Sega (\$57.99).



By B.A.J.

It's the twenty-first century! The moon and all of her vast resources have become mankind's new frontier. However, Earth's greediest nations have united to form the Axis Empire, bent on controlling the Moon's resources for their own twisted purposes. On April 6, 2089, the Axis declared war on all of the other nations on Earth. They're using the Moon's resources to develop new and deadly weapons, including the supreme atomic missile—S.A.M.—which could destroy the Earth and all of her people. But you're not going to let that happen! As head of the Allied Powers you must stop the imperialistic Axis powers, and free the captured Allied leaders before it's too late.

Moon Madness

In order to stop the Axis you'll have to conquer the Moon for the Allies. As supreme military commander,

you control all aspects of the war. You'll do this by using your knowledge of military tactics, strategies, and weapons to rescue prisoners and destroy the Axis forces as you lead the Allies to victory. Onscreen



Plan your strategy.

displays and maps of the lunar terrain help you monitor unit strength and casualties, scan the terrain, and deploy your fighting forces.

Military Madness is an epic struggle consisting of 32 stages. Each stage ends with the capture or the complete destruction of enemy units. If you suffer defeat, don't worry; at the start of each stage you'll get a password so you can continue the war.



PROTIP: Keep passwords handy for future battles.

MILITARY MADNESS

ILLUSTRATION: FRANCIS MAO

Prepare To Attack

To prepare for battle you'll develop strategy using conventional warfare tactics and deploy your units, which consist of various tanks, aircraft, armed vehicles, transporters, and foot soldiers.

Each unit has different abilities, such as mobility, defensive strength, ground attack strength, and range. Some specialize in anti-aircraft weapons and tactics. You'll need to learn how to best use these abilities and exploit the weaknesses of your enemy.





PROTIP: Use any type of tank to combat units that have zero ground attack strength.

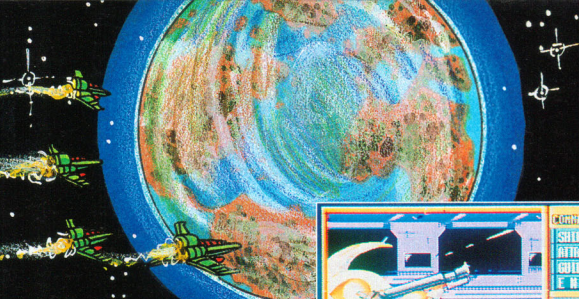
With each turn you either move a unit or attack an enemy. The Axis army is no pushover and makes counterstrokes against your moves. When you attack, the computer conducts the fight and displays the outcome onscreen. Your attacking unit's experience, the position of your other forces against the enemy, the terrain, and even luck all determine the outcome of the battle.

Making War

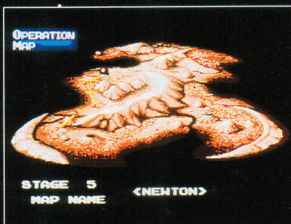
Once the fighting begins, the scenario can go something like this. You scan the terrain and discover that the Axis Empire has already been alerted to your presence and has positioned 32 armies for their defense. The fighting begins and you plan your strategy with the knowledge that you've got to make every move count—either to rescue your prisoners or to demolish small frontiers to win the battles and the war.



PROTIP: For a quick win, try to use your transporters to carry your troops to the enemy prison.



Before you advance your units you scan your operation map to plan your attack. Study the Moon's ter-



The Operation Map.

rain, and you'll find that it consists of deserts and roadways, as well as mountains and valleys.

PROTIP: Always use foot soldiers to cross valleys.

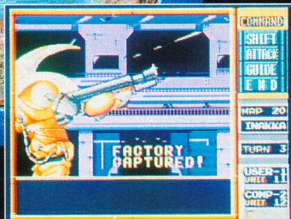
Use the lunar landscape to your advantage when you position your units.

PROTIP: Keep your anti-aircraft units behind your frontline of battle.

Now you send your Polar tanks out to converge in battle with the enemy's fleet of soldiers. Before the onslaught begins you notice that your tanks have the greater attack power and defense ability.

PROTIP: If an enemy unit is unfamiliar to you, use the manual to look at the unit's statistics before you make a costly mistake!

The soldiers destroy two of your Polars but you retaliate and leave three retreating soldiers. Now you must direct your tanks back to your factory for repairs.



PROTIP: When your units decrease in number guide them to your factory to increase their numbers. Be the first to capture a neutral base to use the stored units.

Halfway through the battle you notice that all of your foot soldiers have been slaughtered. Now you know the only way to win this battle is to annihilate all of the enemy's units. Only your strategic planning and quick thinking can get you past this enemy battle front.

Return to the Scene of the Battle

If you do survive this battle, prepare for the next stage where you'll encounter different and stronger enemy units. You'll fight many campaigns before you win this war and claim victory over the Axis Empire.

Military Madness is a game that puts you in exciting and unpredictable strategic combat situations. Terrific stereo sound, realistic battle simulations, and awesome graphics are only a few of the reasons why Military Madness is an interesting addition to any TurboGrafx collection. If you should have to retreat from battle, don't forget the words of General MacArthur, "I shall return..."

Military Madness by Hudson Soft/NEC (\$54.00).

By the Eliminator

Gear up for the greatest space battle of all time. Hostile intergalactic forces have traveled many light years to destroy the once peaceful planet called Dragon Land. Only one friendly dragon, Uriah, doggedly resisted the vicious onslaught of these abominable creatures. Enter you, as Space Harrier, the extraterrestrial warrior! Armed with only your legendary super human powers and your trusty autolock energy launcher, you've got to save Dragon Land from annihilation.

Dragon Land Needs You

Fly, fire, and fry alien bad guys as you zoom through 18 stages of non-stop, one player, 3-D action. Each area features battalions of horrible enemy creatures, deadly obstacles, and an enemy boss who is determined to thwart you in your efforts to rescue Dragon Land. Whether you zip along at ground level or soar through the skies, your only chance for escape are your quick reflexes, awesome agility, and deadly accuracy with your weapons.

On The Ground Or In The Air

An army of alien creatures creeps, crawls, and stampedes across Dragon Land's weird landscapes.



Make mincemeat out of these mammoths.

Watch out for such monstrous foes as the giant Woolly Mammoths and the weird Matsutake Mushrooms.

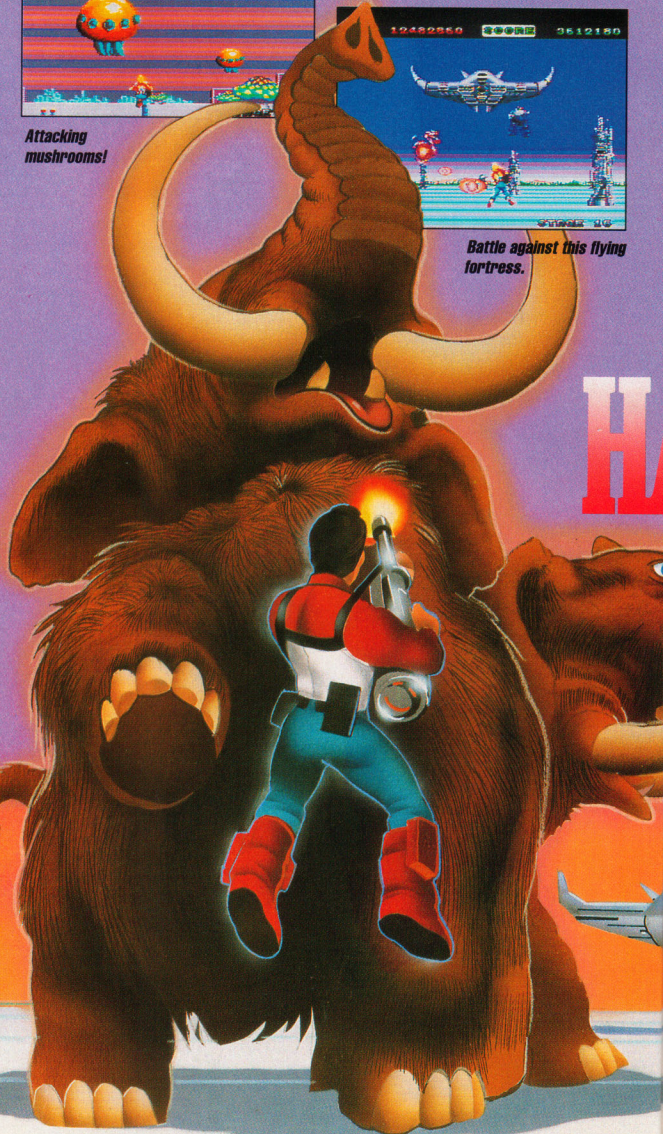


Attacking mushrooms!

Destroy these moving menaces with your autolock energy launcher. There are other land obstacles you won't be able to destroy such as trees, the Towers of Doom, and the Incaia Poles. Your only hope is to dodge them. Run into them and



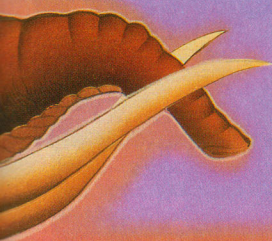
Battle against this flying fortress.



you'll lose a life—and feel it in every bone of your body as you lie groaning on the ground!

Take to the air and you'll also find more than a few surprises waiting there. You'll earn big points in the skies, but you'll risk life and limb as you dodge a bewildering variety of alien goons such as Squilla, the horned green centipede who shadows your every move while he undulates and emits flesh-burning fireballs. You'll hear the distant early warning cries of Mukadens, the bug-eyed fighter ships that form collision courses with you before you actually see them. In Stage 4

SPACE HARRIER



the sky closes in on you and the air pull enables you to fly forward at double normal speed. The only problem is your enemies come at you twice as fast also! Other alien oddities include BinsBeans, 3-D



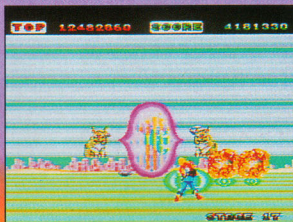
Don't let BinsBeans make you a has-been!

octagonal balls that flood the top and bottom of the screen to crush you, and Dom, a sinister robot who hurls missiles at mach speed.

PROTIP: When a formation of robots charges in on you, move around in a square pattern to avoid being hit.

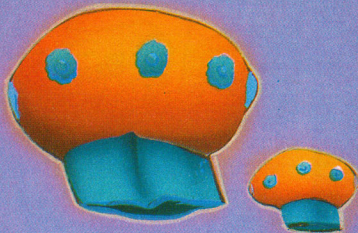
Stormy Weather

At the end of each level you'll notice a change in the weather—and not for the better. Just when you're ready to collapse the Level Boss appears! You've got 18 bosses to



Go head to head with this wacky alien.

beat, including the slithering Dragon Snake, Orbitus, and others too horrible to contemplate. It takes 16 hits to the head to do in most enemy bosses—hopefully before they do you in!



PROTIP: When fighting an enemy boss, shoot it after it starts re-treating. It won't shoot back until it comes around again!

Uriah To The Rescue

There is one light at the end of this alien tunnel! Make it to Levels 5 and 12 and you'll team up with Uriah, the friendly dragon, to become temporarily invincible. As you ride piggy-back on Uriah your slightest touch destroys every land target and obstacle, including those that you can't destroy in other levels. Take advantage of the additional 50,000 points you'll earn for every land target you destroy!

PROTIP: Add on to your three lives by reaching 5,000,000 points!

Will you make it through all 18 stages? Will you destroy each and every one of those nasty bosses? Will you save Dragon Land from the brink of extinction? Stay tuned to NEC's channel for arcade quality Space Harrier action, and you can solve this cliff hanger for yourself!

Space Harrier by NEC (\$87.50).

By Hobbs

The Mission

Sleep has become a luxury, and you can barely remember the last time you had more to eat than a cold tin of beans. But you don't have time to worry about such trivial human needs for you are an Ikari Warrior! Tough and fearless, it



Blast enemy choppers out of the skies.

is your mission to find your way through miles of treacherous, enemy-infested jungles, locate the enemy camp, and destroy it!

The Weapons

Rapid-fire machine guns and hand grenades are your main weapons. Take on the challenge, however, and you may win yourself a tank. Advance with a vengeance, drive your foes back, and you'll buy yourself enough time to jump into a tank before your foes blast it into oblivion.

PROTIP: While commanding a tank, keep your ears on alert. If you haven't collected enough fuel squares, your tank will begin to buzz. If this happens, get out immediately and run like a rabbit, otherwise, you'll be blown to smithereens!

The Combat Zone

This jungle mission pits you against a variety of sharp shooters. Blue soldiers tend to travel and advance

in packs, but are killed off easily with a quick spray of bullets and perhaps a grenade or two. The men in orange, however, are far more dangerous. It's best to shoot them on sight! If you don't and an "orangie" slips past you, rest assured he'll double back and shoot you from behind!



PROTIP: Remain alert for the blue/green flashing soldiers. These guys are human land mines just waiting to explode in your face!

Shooting some enemies results in power-up letters. Grab them to gain different, stronger weapons and abilities.



PROTIP: When a letter "K" appears, hang back and wait until the screen fills up with enemy soldiers. Now, with bullets blazing, make a mad dash, scoop up the "K," and relax for a moment as all enemies miraculously disappear!

Places To Hide

If you need to take shelter, rocks and bombed-out buildings are plentiful. Don't bet on total safety. Stray grenades can penetrate these barricades, costing you one of your precious lives. And don't forget to blow up enemy fortresses for an array of points!



PROTIP: Enemy snipers positioned atop fortress walls are best dealt with by gunning them down as you move towards them in a straight line. You'll also find you can shoot enemies on the other sides of fortress walls by standing right next to the wall and blasting away.

Whether you play on your own or with a friend in the two-player mode, Ikari Warriors' heavy artillery action for the Atari 7800 will keep you on your fingertips for hours!

Ikari Warriors by Atari (\$34.99).

Rock'n' Ball™

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

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



PINBALL	NINEBALL	BATTLE FLIPPER	THUNDER	ATTACK	SOCCER	ICE HOCKEY
Choose one of the six different characters and play this traditional version of pinball by yourself or against your friends. The most skillful players will be challenged by a special level with a very sophisticated game.	Place your bets and go for "bonus power" in this Bingo-inspired game of pinball. With practice and acquired skills, you can advance to a higher, more challenging level.	BOMBER Challenge your friend or the computer in this explosive game. Try to match the images in the windows and enjoy some very special effects.	THUNDER This may be the most simple of all three Battle Flipper games, but it takes technique to protect your goal and defeat your opponent.	ATTACK Aim for the spinner and hit the targets of "stop", "help" and "attack" to take advantage of your opponent. You can also move both flippers back and forth across the screen to sabotage him and win.	SOCCER An exciting, dynamic and speedy soccer - pinball game!	ICE HOCKEY Hasty movements on the ice can lead to a missed shot for the goal. Consider the effects of slippery ice when you play this challenging game!

Many more new and exciting games are soon to be released from NTVIC™
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FOR PLAY ON THE



By Hobbs

Who is this topsy turvy tomato and what could he possibly want from you? Well, he calls himself Kwirk and he's usually a pretty cool dude but now this veg-head has pulled a not so cool move and he needs your help to get out of a pickle!

It all began when Kwirk took his girlfriend Tammy tomato out on a date to explore this awesome underground maze. Unfortunately, this is where Kwirk lost his cool. You see he sort of misplaced Tammy and now she's nowhere to be found! But wait! Here's your big chance to show Kwirk who's really cool as a cucumber by helping him get through two different types of mazes to find Tammy. Oh, by the way, a few of Kwirk's veg-head friends (Curly Carrot, Eddie Eggplant, and Pete Pepper) may show up to lend a hand. Don't rely on these couch potatoes too much though, because you'll have to guide them through the maze also!

Going Up?

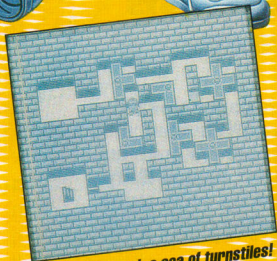
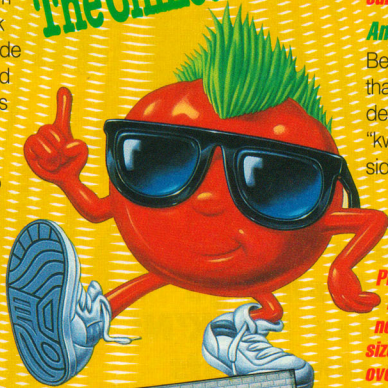
Put your sneakers on for this stair climbing escapade. Guide Kwirk and possibly one of his friends safely through the various mazes by pressing the control pad to move him left, right, up, or down. Find your way to the staircase and 'woops' you're not safe yet, but you have made it to the next level.

The Long Tunnel

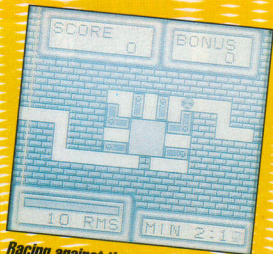
In this second brain bending game you'll find yourself trekking through one continuous tunnel leading from one hidden room to the next (99 to be exact). Just to add more pressure, in this game tiny menus dis-

KWIRK

The Chilled Tomato



Plowing through a sea of turnstiles!



Racing against the clock!

playing a timer, a scoreboard, and the number of rooms left to complete provide a constant reminder of how well...or how poorly you're doing!

PROTIP: If you find that you've managed to totally box yourself in with no possible escape, try pressing

A button, choosing the redo mode when the menu appears, and then pressing Start. You'll jump back to the beginning of that floor so you can give it another shot.

Amazing Mazes

Be forewarned! There's much more than the usual twists, turns, and dead ends in both games. This "kirkly" maze sports holes, multi-sided turnstiles, and moveable blocks, as well as plenty of solid, immobile brick walls you must maneuver around.

PROTIP: When there's a hole blocking the exit to the staircase, maneuver the block that's similar in size into it. This gives you a bridge over the hole!

Choose Your Challenge

If things are getting a little hairy and you think you may be squashed by this subterranean nightmare, don't worry! There are three different levels of skill (easy, average, hard) and two vantage points (diagonal or birds-eye) that you can choose to help build your search and rescue skills. If you get too frustrated with any one floor, skip to the next. The best part is that it's all up to you.

PROTIP: Turnstiles are tricky and confusing. It's best to guide Kwirk towards one of the turnstiles and flip it around to see if it clears a path. If it does, move onto the next similar turnstile and repeat the process.

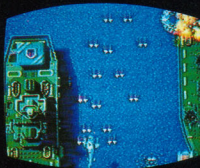
Mention vegetables and some people think "Yuk!" Not this time, though. Acclaim's Kwirk and Tammy are a couple of tasty little Game Boy tomatoes guaranteed to keep the action as hot as a tamale!

Kwirk: The Chilled Tomato by Acclaim (\$27.95)

TWIN COBRA™

You pilot the world's swiftest chopper with unlimited firepower, four types of ammo, and devastating napalm bombs. Flying over military strongholds and naval barricades, you duck merciless aerial assaults, armored tank attacks, and bombard your way past heavily armed battleships. Up ahead, you see the island's menacing main defenses, loaded and ready for your arrival - if you survive.

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S.W.A.T. HOT TIPS

SECRET WEAPONS AND TACTICS

Alex Kidd: High Tech World (Sega)

Beat the Maids at Their Game!

Having trouble beating the maids at their game? Here is their order! Linda is Number 1.

Betty is the thinnest.

Janet is the third from left.

Cindy is the third from right.

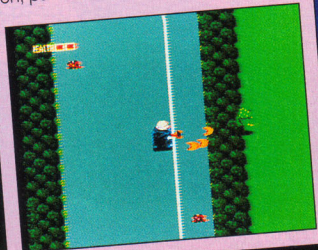
Kate is the fattest, and that leaves Susan!

Fester's Quest (Nintendo)

By the Eliminator

Turn Off the Music

Tired of the music? How about sound FX mode only? Just purposely ram Uncle Fester into a wall, fire rapidly, and press Select to pause. Then un-pause immediately afterward to turn off the music. To turn the music back on, pause and un-pause without firing!

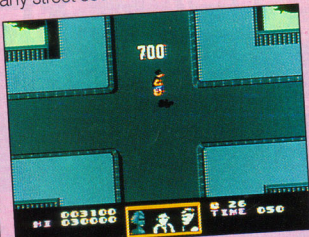


Back to the Future (Nintendo)

By the Eliminator

Get 100-900 Bonus Points!

To get up to 900 bonus points, simply make Marty jump as high as possible when the screen freezes at the end of any street scene!

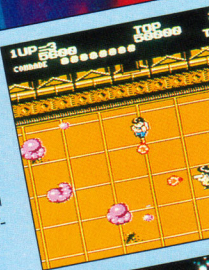


Alien Syndrome (Nintendo)

By the Pro, A.J.F.

Two Players Get the Same Weapon

When you're playing a two player game and you come across a weapon that you both want, don't get into a fight! Simply make both players touch the weapon power-up at the same time. Now you'll both have the same weapon!

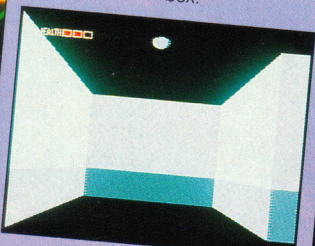


Fester's Quest (Nintendo)

By the Eliminator

Find the Health Container Box

In the first building there is no enemy boss. But if you look hard enough inside, and clumsily ram into a dead end, you'll uncover a hidden health meter box!





Shinobi (Nintendo)

By the Pro, A.J.F.

Perfect Bonus Rounds

One easy way to complete a bonus round perfectly is to set your rapid fire controller to its fastest rate and then stay centered in the middle of the screen. If you stay in this spot and rapidly throw your stars, you'll get the ninja magic every time!



Dragon Warrior (Nintendo)

By Charlie T. Aslan

Find Erdrick's Armor

You'll find Erdrick's Armor buried under a tree behind a shop in the east part of Hauksness. This armor is one of the most important magic items your character can own. It protects you from force fields, the poisonous thorn marshes, and heals one hit point for every step taken.



Golden Axe (Genesis & Sega)

Toss the Giants Off the Bridge

When fighting the second set of Hammer Giants, stand on the bridge and let the Giants come to you. You'll be able to knock them off the bridge, beating them easily!

Blazing Lasers (TurboGrafx)

By the Eliminator

Get 16 Lives and 36 Bombs!

To snag 16 lives and 36 bombs, head to the triangular enemy boss at the end of the First Level. Be sure to get there with lots of shield! Avoid this ship until it chickens out and leaves. In addition to the 16 ships and 36 bombs, you'll also double your current point total!

All (Sega)

A Sneaky Way to Grab All of the Items!

In the kitchen, first get the salami, then the cat. Go to the children's bedroom, press Pause on your Power Base, and then press Up, Left, Button 1 and Button 2 simultaneously. You'll get all of the items!

Golden Axe (Sega)

Continue!

Golden Axe has one continue that is used automatically at the end of the game. If you use the first continue, a second hidden continue can be called up by pressing the directional pad Up, Left, and Buttons 1 and 2.

Wizards and Warriors (Nintendo)

Escape from the Red Lava Caves

If you're stuck in the Red Lava Caves, you need to find the Red Key! First head to the right hand portion of the second, or right, lava cave. Above you is a vertical passageway leading up. Use the fire bubbles to ride as far up as you can go, and then jump from ledge to ledge, using the Potion of Levitation as necessary. Near the very top you'll find a ledge. Use the Blue Potion to jump all the way across the ledge. Here's where you'll find the Red Key!



S.W.A.T. HOT TIPS

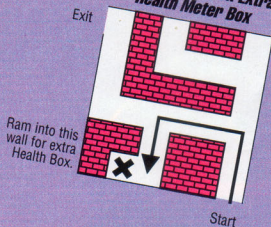
SECRET WEAPONS AND TACTICS

Fester's Quest (Sunsoft)

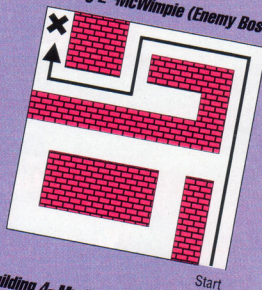
By the Eliminator

Building Maps to Enemy Bosses

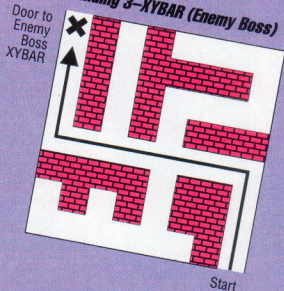
Building 1—Hidden Extra Health Meter Box



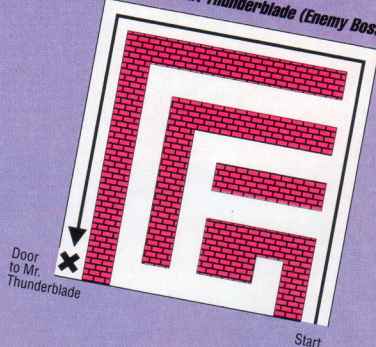
Building 2—McWimpie (Enemy Boss)



Building 3—XYBAR (Enemy Boss)



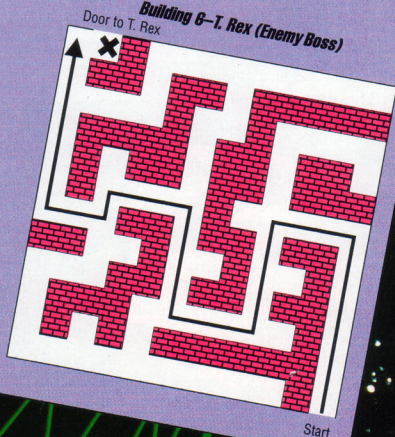
Building 4—Mr. Thunderblade (Enemy Boss)



Building 5—Mutilator Troy (Enemy Boss)



Building 6—T. Rex (Enemy Boss)

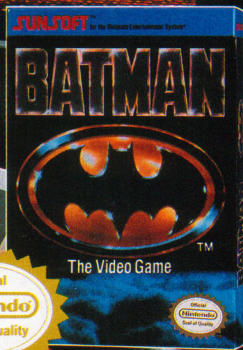


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S.W.A.T. HOT TIPS

SECRET WEAPONS AND TACTICS

China Warrior (TurboGrafx)

Level Select and Invincibility Mode

Reset the game with the controller and hold down the Select Button. Press Up once on the controller, and then release Select. Press the Controller Up three times, right six times, down twice and left twice.

Blazing Lasers (TurboGrafx)

By the Eliminator

Get Over 15 Multibodies!

On the title screen, enter the sound test mode by alternating Left and Right rapidly on the controller while holding Select. Once in this mode press Button I, then II, and then Select over 30 times until you see the robot or graphics appear. Select Sound 83 and press Run. While playing grab all of the pink gels you can. At the end of the level no boss will appear!



Alien Syndrome (Nintendo)

By the Pro, A.J.F.

Steal Lives!

If you die off while playing a two player game, hold down buttons A and B at the same time to steal a life from the other player.

Super Hang On (Genesis)

By the Eliminator

Ending Password

To see the ending of Super Hang On try this: after defeating King Arthur in the original mode, punch in this password:

6FF3F546F35564
FFOSLPIMFJEDGH

Thunder Force II (Genesis)

By the Eliminator

Bonus Points

Did you know that 250,000 points can be awarded on any top view (vertical) stage if you destroy all four bases in under one minute?! This works on Stages 1, 3, 5, and 7.

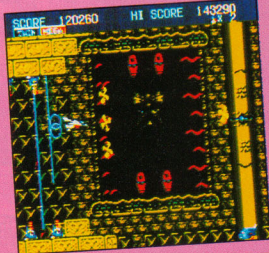
Here is the Time Chart:

Bonus	Time
250,000 pts.	under 1 minute
100,000 pts.	under 2 minutes
50,000 pts.	under 3 minutes
20,000 pts.	under 4 minutes
0 pts.	over 5 Minutes

Bonus points during any side view mission (horizontal) are based on the number of enemies destroyed.

Here is the Bonus Points Chart:

Number of Enemies Destroyed	Bonus Points
200+	100,000
150+	50,000
100+	20,000
50+	10,000



Super Hang On (Genesis)

Super Enhancements

Have the best souped-up motorcycle with the twin turbo from the original mode to play in the arcade mode. Just type in this password to see the ending in the original mode, but this time select Arcade Mode after the code is punched in.

6FF3F546F35564
FFOSLPIMFJEDGH



#12 DEALERS PICK
 #29 PROS PICK
 NINTENDO POWER TOP 30
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GP

Reader Tips

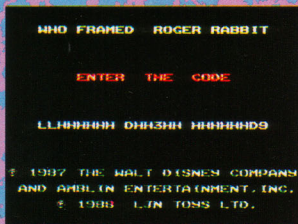
Nintendo POW

Twenty Free Men

To get 20 free men press: A,B,B,Up,Up,Down and Left on Controller 1 after the title screen appears.

Bill Tsoukatos, Mesa, AZ

Who Framed Roger Rabbit



Use this code in Who Framed Roger Rabbit and you'll be powered up with everything including the four pieces of the "Will." Go to the warehouse and go to the right end of the screen. Stand between the boxes and edge of the screen, throw a baseball, then run to the left and go into the warehouse while the Weasel is occupied with the ball. The bomb and exploding cigars do the most damage to Doom besides the powered-up punch.

LLHHHHH-DHH3HH-HHHHH-HD9

Cindy Taylor, Spokane, WA

Genesis Super Hang On

To choose game difficulty, time adjustment, messages and hear a sound

test press A,B, and C simultaneously during the Super Hang On title screen.

Glen Cianciulli, Marietta, GA

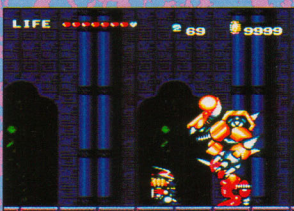
TurboGrafx Dragon Spirit Continue



On the title screen make sure both turbo switches are down and press Buttons I and II at the same time. The easiest way to do this is to hold down one button then press the other one. You should hear a "clink" sound. Now when the game ends, instead of "To Start Press Run", the title screen will read, "To Continue Press Run." You will be able to continue your game up to two times from the beginning of the area you were on.

Derek Hunter, Arlington Heights, IL

Keith Courage Beat the Titan Boss



Here is the quickest way to dispose of the Titan Warrior, the Big Boss of BAD. You don't need any Bolt Bombs, just the Alpha Sword.

The object is not to allow Titan to separate into his two components. When you are near the entrance of his lair, you'll confront Baron Chairman and Stitch - the last two bad guys you'll have to defeat before the Big

Boss himself. After defeating them, go right and jump into the hole. Go to the left until you reach the end of the plain you're standing on. Gently ease Keith to the left, letting him land to the cliff or a piece of land. To the extreme left there is another piece of land separated from you by a hole (this hole is the gate of Titan's lair). Jump to the piece of land in the left. Then run to the right, letting Keith fall diagonally to the right. Keith will land in front of Titan Warrior. Surprisingly he won't move a bit or throw a fireball at you. Continuously strike him with the alpha sword while jumping up. In no time he'll blow into smithereens.

Kristoff Pantaleon, Los Angeles, CA

Legendary Axe Extra Continues



When the screen says "Game Over", hold down Button I and Select while pushing the control pad Left as many times as you can.

Ben Gibson, Portland OR

Do You Have a Secret Weapon?

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

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

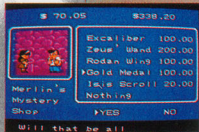
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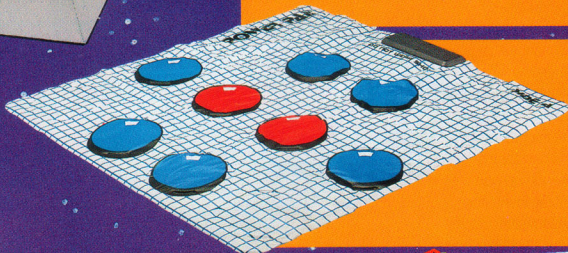
Nintendo

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Ask The Pros

Sega Master System

Alien Syndrome

Dear ASK THE PROS,

I was wondering if there are any codes, continues, round selects, or other special tactics that can help me beat Alien Syndrome? I can only get to Round 4...if I'm lucky!

James McHardy, Winter Haven, FL

Dear James,

Alien Syndrome is a tough game! Lots of GamePros write us asking the same question! We checked with Sega and they don't know of any codes, continues, or round select modes for this game. They do, however, have some strategy suggestions that you might want to try. First, shoot all of the green faces on the floor of the ships until they turn white. When they're white, they can't harm you and you can pass by safely. Watch for holes in the floor and, of course, the deadly catwalks. Each level has a pattern. Study the ship's pattern one section at a time, going into each section systematically to ensure that you don't miss any hostages. Finally, remember where the Fire Ball appears before you enter the Boss door. You haven't got a chance without it.

As for the round bosses, here are some suggestions to help destroy them from Round Three onwards. Round Three's boss is the Tacapy Boss. Make sure you have your Fire Ball ready. Shoot Tacapy's big blue eyes and the worms oozing out of them. Remember, you can move faster than this boss. Keep moving, shoot for his eyes, and you'll make short work of him.

Round Four's Masher Boss has a weak underside, where he releases his worms. Shoot him with the Fire Ball, just when his two front legs open. The problem, of course, is that he's going to come after you! Keep moving around the outside edge of the screen, continue firing, and watch out for his shots. He fires in sets of three when his legs are open.

Haggah Boss is the ultimate foe in Round Five. He is vulnerable just below his mouth, which looks like a vertical slit. Try firing at his mouth from the bottom center of the screen using, of course, your Fire Ball. This Boss spits fire from his mouth, and shoots sets of three balls from his side.

In Round Six you'll face the deadly Minosar Boss. Use the Fire Ball and just keep blasting away at his ugly green face. His attack pattern is to shoot sets of three balls at you, and then suddenly stretch out his neck and spit at you! Your best chance is to stand at the bottom or top right corners of the screen.

Boom, you're right into Round Seven! There are no hostages to save here, just horrid Mr. Mimi to beat! Mimi's weakness is his mouth. Shoot into it when it's open. He alternates between shooting three spiralling objects from his mouth and firing two balls from his ears. Watch out for his tricky ears—they've got eyes inside of them and can stretch around to get you!

Aztec Adventure

Dear ASK THE PROS,

I find it impossible to finish the game Aztec Adventure. Is there a round select or a continue mode? Or, can I somehow earn extra lives?

Robert, Quebec, Canada

Dear Robert,

It is possible to select rounds in Aztec Adventure. Try the following procedure: When the title screen appears and the scroll containing the words "Aztec Adventure" is closed, press Up on your directional pad five times. When Nino tosses the money to the other characters, press Right on the directional pad three times. When Nino walks to the left, followed by the other characters, press Left on the directional pad once, and then Down once.

If you do the procedure correctly, a miniature Nino appears to the right of the scroll. Below him is a square with two numbers. Use your directional pad to select from rounds 1-11!

Genesis

Thunder Force II

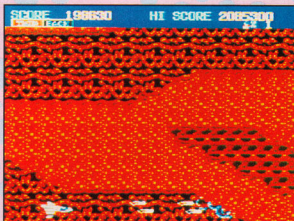
Dear ASK THE PROS,

In Thunder Force II, Stage 8, side view, how do you get past the part where your ship starts to pick up speed and, as you're going faster, you have to pick which direction to go?

Peter Chow, Ontario, Canada

Dear Peter,

This part of Thunder Force II requires that you make quick decisions and have excellent reflexes. These skills develop with practice, but there is also a strategy that may help you with this level. The last path on the bottom of Stage 8 eventually gets blocked off. Stick with the top paths and with practice you shouldn't have any trouble whizzing right through this level!



Game Got You Baffled?

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

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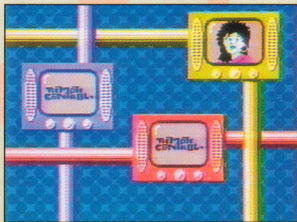
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Short ProShots

Nintendo

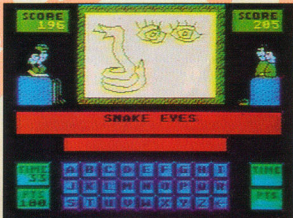
MTV Remote Control (Hi Tech Expressions)



Hey trivia buffs, MTV's top television show, Remote Control, is invading your living room in the form of an NES title. Brush up on your Rock n' Roll and T.V. "junk" trivia. You'll need to know as much useless information as possible to beat this wacky game. Answer questions in different categories ranging from the humorous to the absurd. While you're trying to think of the answers, all kinds of unpredictable events such as the "Home Shopping Zone" and "Ranger Bob" are likely to keep you completely off balance.

Win, Lose or Draw (Hi Tech Expressions)

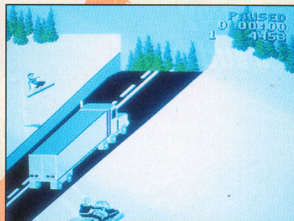
If you love the television show "Win, Lose or Draw" you'll probably enjoy this NES version of the game. In this title you need to solve picture puzzles of famous people, titles,



and phrases. Play against the computer or team up with friends or family for a little friendly competition. Your NES does the sketching, and reveals humorous clues along the way. Or, test your own artistic skills with a special controller feature that enables you to draw your own pictures. Either way you've got 60 seconds to solve the puzzle before the timer runs out. Win, Lose or Draw boasts about 500 different pictures that appear randomly. It's hilarious fun for the entire family.

Heavy Shreddin' (Parker Brothers)

Parker Brothers is hitting the Nintendo shelves with their first cartridge for the NES, Heavy Shred-din'. This winter extravaganza is based on snowboarding, one of the fastest growing sports in the United States, Europe, and Japan. Snowboarding, a combination of downhill surfing, skateboarding,



and sailboarding, is packed with non-stop excitement. You'll compete in events such as the slalom, the downhill, the halfpipe, the mogul and the backwoods as you challenge other players for high scores and try to become the World Cup Snowboarding Champ! To win you'll have to pull off death-defying stunts such as leaping a waterfall or a crevice using a mule kick, flying over logs, ice, moguls, and even a ski chalet, and even turning a mid-air 360. Hey, when the going gets tough, the tough go shreddin'!

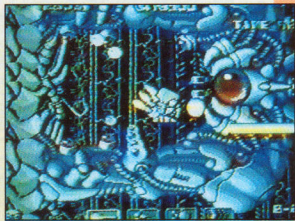
Sega Master System

Shinobi Kid (Sega of America)

So you think you've heard everything? Well, Master System fans, in this new title two of your favorite heroes become one in an all new adventure. That's right, join Alex Kidd as he becomes a ninja warrior and battles the bullies in a Shinobi-like game. It's great martial arts action in combination with an Alex Kidd story line. All fans of this Sega hero will want this cart to round out their collection of Alex Kidd classics. We'll have more on this title soon!

Genesis

Atomic Robo-Kid (Treco)

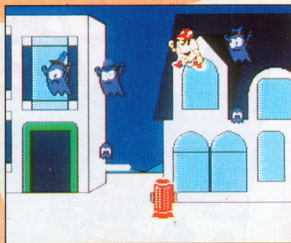


It's the early 20th century! A strange blast of cosmic radiation has bombarded the Earth, destroying or mutating any organism exposed to it. Horrifying mutant life forms control the planet. The few remaining human beings have little chance of survival. But the situation is far from hopeless. A brilliant human scientist has unleashed the most advanced synthetic soldier ever created-Atomic Robo-Kid! Driven by nuclear power and armed with four types of vicious laser and missile weapons, you become Atomic Robo-Kid, humankind's only hope for the future. Based on the arcade hit of the same name, this first Genesis title from Treco looks like one of the hottest battles this side of the Milky Way!

TurboGrafx

PacLand (Namco/NEC)

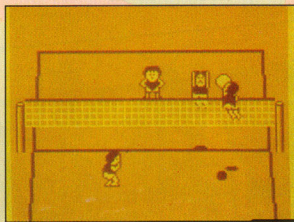
PacMan is back, and he's on a heroic mission: to safely return a lost fairy who has mischievously strayed from fairyland into PacLand. As PacMan you'll face all kinds of pesky ghosts and monsters as well as Blinky, Pinky, Inky,



Clyde, and Sue-all out to foil your plans. Become PacMan and outwit your foes in eight enchanting trips, each with four rounds. In the end, if you rescue the fairy, you'll be awarded a pair of magic shoes that you can use to fly home to Mrs. Pac and Baby Pac. This translation of Namco's latest classic in the PacMan series is a must for video game lovers young and old.

Gameboy

Malibu Beach Volleyball (Activision)



Get ready for sandblasting' volleyball action in Activision's first title for the Game Boy. Play is two on two and you match up against the world's best men's and women's teams from four countries. Each team has different strengths and specialized shots. You choose game options that include playing against the computer, taking on another player (via the video link), or

teaming up with another player to take on the computer. Show off your stuff with specialized moves including bulldozer digs, spring-loaded spikes, and air-tight sets. The game also features a special ground target mark that lets you line up your shots and eliminates the perspective problem of the two-color screen. Altogether it's enough action for any beach bum. Down, set, spike!

Lynx

Blue Lightning (By Epyx/Atari)



War has broken out, the allies are losing, and the Pentagon is desperate. Your job is to climb into the brand new untested Blue Lightning combat jet and save the day. Fight through ten air missions in your quest to destroy the enemy's air and land forces. Dodge enemy forces in aerial battles and then blast them out of the skies. Swoop in low to bomb and destroy enemy ground forces and bases. Blue Lightning makes excellent use of the Lynx's forward scrolling action and color capabilities. Onscreen detail and accurate perspective make for hair-raising, jet-screaming action at top speeds. A password function enables you to return to uncompleted missions until you get it right! It's hand-held to hand-held combat at its best.

Winners of "Design Your Own Hero" Contest

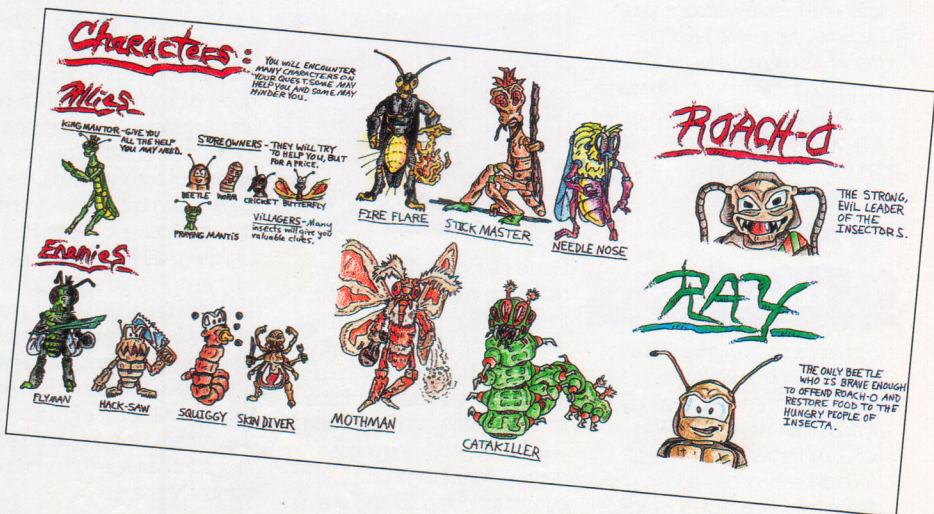
First Place

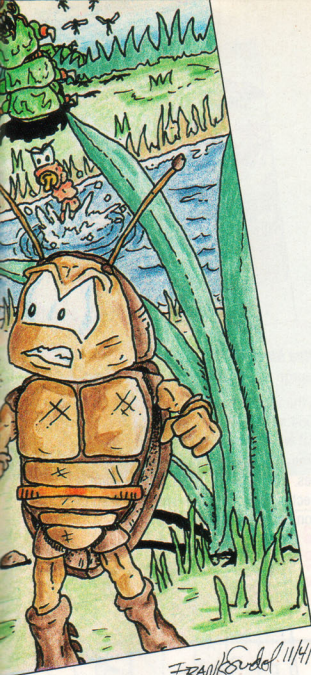
Insect Invasion

Frank Sudol, Sussex, NJ (age 14)

Who is strong enough to restore Insecta's food supply? Ray the Beetle, of course!

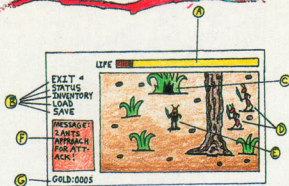
With a blade of grass and a few drops of life-saving honey, Ray must set off on the quest of his life to recapture the stolen food supply from the evil tyrant, Roach-O. Scurrying through vast plains, humongous forests, and the sky above, Ray must fight huge hordes of corrupt insects.





FRANK SUDER 11/4/89

MAIN SCREEN:



- A. Life Meter
- B. Menu
- C. Hut - Inside is a small insect who can help you.
- D. Enemies
- E. Ray
- F. Message Window
- G. Gold

OFFENSE

Here are a few of the weapons Ray can find and use to defeat his foes:



Blade of Grass - Uses as a sword to chop down weak enemies.



Horned Staff - Most powerful attack weapon.



Sticker Spur - Spins forward and returns to thrower.

DEFENSE

Here are a few of the items Ray can use to defend himself:



Nut Shield - Provides good protection from enemy creatures.



Hollowed Cocoon - Reduces damage inflicted by enemies.



Mushroom Umbrella - Makes you indestructible for five enemy hits.

HELPFUL ITEMS:



Drop of Honey - Replenishes your life meter by one unit.



Treebark - Commonly used as money. Worth five on your money bar.



Golden Cake - Find this magical cake to create food for your people.



Powerwings - With these powerful wings you can soar to new heights!

Second Place

Bad Motor Scooter

Don Alexander, Wallaceburg, Canada (age 23)

Meet Harvey Hinklemeier. He's a real cool dude who writes a column in a video game magazine! Harvey's a humble soul whose only problem in the world is getting to work on time. No big deal, right? Wrong! It seems that ever since he purchased his brand new shiny blue scooter, getting to work has proven to be a living nightmare!

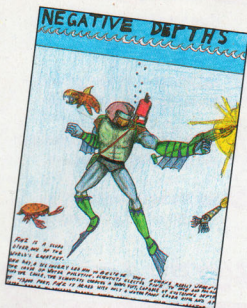
Harvey's problems include rush hour traffic, speedy sports cars, and super bikers who whiz by at warp speed causing him to become nervous and lose control of his machine. If you don't get Harvey to work on time, he'll get fired. If you do get him to work, he'll put in a full 12-hour day and then—horror—this is where it really gets scary. Harvey has to head for the supermarket, and then get his groceries home safely. On the way home he hits more traffic, gets attacked by thugs who lurk in dark alleys, and has to dodge construction workers and pot holes in the road. Harvey fends off these pests with his giant fly swatter and mallet.

He's also got modified mufflers that spit out tacks and slime to stop speed demons in their tracks. If you get home with food from all four basic food groups, you'll have a good

square meal and increased firepower for your scooter on the next day. So get ready to head for the concrete jungle, and get on your Bad Motor Scooter and ride!



Third Place



Negative Depths

Michael Campana, Poland, OH (age 14)

Scuba hero, Finz, journeys underwater in a special deep sea diving suit to destroy robotic aquatic animals and their evil creator. Eventually he'll discover the true cause of water pollution.



Captain Cluck

David Silverman, Canton, MA (age 15)

It's the year 6063 on a distant planet. You are Captain Cluck, armed with a mighty mystical drumstick that shoots eggbombs. Journey to Weaselworld to save the Chiconians from being enslaved by the evil Weasel Men.



Captain Carnage

Matt Sullivan, Colorado Springs, CO (age 16)

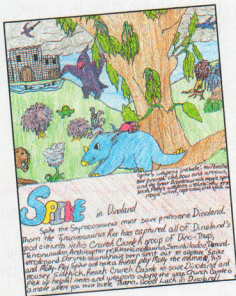
Aliens, led by a cruel and sadistic tyrant, have begun a major assault on the Earth. As Captain Carnage, highly trained member of the American special forces squad, you'll attempt to infiltrate and destroy the massive alien command ship.



Ultra Marines

George Acoff (age 24)

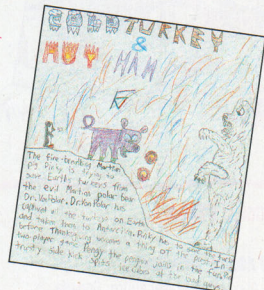
In the face of severe alien attacks in the year 2064 scientists developed Bio-Mech armor that would bestow upon their wearer, strength amplification and other special abilities. You become a U.S. Marine with Bio Mech armor. Your job—stop the alien invasion before it's too late!



Spike In Dinoland

Michelle Campana, Poland, OH (age12)

Spike the Styracosaurus is out to save Dinoland. Evil Thorn, a Tyrannosaurus Rex, has captured all of Dinoland's citizens and holds them captive in Crunch Castle. Spike, and his sidekick, Molly the Mammel, must journey through Dinoland, collecting items and weapons, in their quest to rescue their friends and save the day.



Honorable Mention

Cold Turkey and Hot Ham

Flynn Nisbet, Woodburn, OR (age 9)

Dr. Von Polar has captured all of Earth's turkeys and holds them hostage in Antarctica. You are the fire-breathing Martian pig, Pinky! You and your sidekick, an ice cube spitting penguin named Pengu, must rescue the turkeys before Thanksgiving becomes a thing of the past.

The theme for the next ProArt Series is **Phantasy Star III!** Create an incredible drawing based on this stunning new game and you could win some fabulous prizes. As usual you may use any medium for your art—color is preferable. The winners will be featured in the July, 1990 issue of GamePro magazine and will appear in Sega of America's booth at the Summer 1990 Consumer Electronics Show in Chicago!!

All entries must be original (no tracing allowed!!) and must be postmarked by April 30, 1990. No drawing should exceed 11" x 14" in

size. Don't forget to include your name, address and age so we can judge the entries fairly! Send your artwork to:

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Where can you have your picture taken with Elvira and Chip and Dale, play Super Mario III, get videotaped with giant ants, talk with Jay Leno, see Michael Jackson dance, and play all of the newest video games? There's only one place of course—the **Consumer Electronics Show**, in this case, the 1990 Winter Show in Las Vegas! In this first of a two part series, we'll tell you about the hottest ProNews that caught our eye at the show, as well as give you an update on the Genesis and TurboGrafx. In our next issue we'll give you a complete rundown on the Nintendo and Game Boy news from CES, as well as give you a peek at our photo album from the show.

I Wanna Hold Your Hand!

Hand-held games were hot at CES. The biggest hand-held news to hit the show was the tip off that both **NEC** and **Sega** will be entering the market with hand-held game units of their own. For **NEC** a third party has developed a hand held color unit similar in shape to the Game Boy, but larger. The unit's key feature is its compatibility with NEC's TurboGrafx-16 game cards!! Imagine playing Blazing Lasers or Legendary Axe whenever and wherever you want! Although the unit's screen is only 2.6 inches wide, the clarity and definition of game play are remarkable. The prototype requires 6 AA lithium batteries for three hours of continuous play, has an AC adaptor, and pumps out stereo sound via head phones. You can also link two units for head-to-head action. Even more incredible, you can hook the unit up to a portable T.V. and watch your favorite shows right onscreen. Wow! We'll bring you more info on this as it's available. Look for a release of this product sometime before Christmas 1990.

Sega is planning to bring out a color or hand-held unit of their own. They promise that tons of classic Sega games will be available for the unit, and are looking for a release in the second half of this year. We'll have more on this soon.

See the next issue of **GamePro** for the latest news on the more than 35 titles coming soon for the Game Boy!

CD's for Nintendo?

That's right! A company from the United Kingdom, **Codemaster**, has developed an audio CD player for use with the Nintendo system. **Samsung** is manufacturing the hardware for this unusual unit and **Camerica** plans to distribute the product in the United States beginning this summer. If you buy the CD player and the interface together, the cost will be \$159.95. One CD containing two games is included with the unit. Gamers will also be able to purchase the Nintendo Interface separately for \$44.95. This should enable anyone with an audio CD player to hook it up to their Nintendo. Advantages to this system include game cost—one CD containing two or three games will be the same price as one traditional cartridge game, and one three-five meg game will cost less than a comparable cartridge game. Camerica currently plans to have six CD's available in July when the unit is released—three CD's with two games each on them, and three CD's, each with a three-five meg game on them. No word yet on what the games will be and remember, they're not likely to be compatible with other CD ROM game players. Since Nintendo has yet to announce any plans for an audio CD player or a CD ROM for their system we'll all be watching the development of this product with great interest.

The Power Pak Packs Some Punch

Look for **Camerica** to distribute another unusual device from the **Codemaster** group. Called the Power Pak, this innocent looking Nintendo interface hooks onto your favorite Nintendo cartridge and then plugs into your

unit. What it does next is what's really unusual. When you buy your interface you'll receive a booklet of codes. A password entry screen appears, and you enter codes that actually change the parameters of the game. For example, if you want to play Super Mario, use the interface and the provided codes, and you'll be able to make such nifty changes in the game as giving yourself 20 lives, increasing your jump strength, and selecting your starting level. Even more interesting, you can customize a two player game to compensate for different abilities. For example, use the Power Pak to handicap the better player. Camerica and Codemasters have reportedly developed codes for over 100 popular Nintendo titles already. They plan to continue developing codes for new games as they come out. Codemasters and Camerica claim the device will enhance rather than diminish game play by putting new life into old titles. We'll be watching this one closely...

In The Beginning There Was Genesis

Sega's booth was more than a booth—it was an event! Visitors were ushered through a maze featuring hot new Genesis titles demonstrated by actors dressed as video game characters. In addition to the titles already available, visitors got a sneak preview of the newest games in the works. **Dick Tracy** is based on the comic strip featuring the famous crimestopper of the same name. The game is being promoted in conjunction with this summer's planned release of the movie **Dick Tracy**, starring Warren Beatty and Madonna. Look for the Genesis **Dick Tracy** to make his debut this fall. The long awaited **Alex Kidd** in the Enchanted Castle, featuring Sega's famous hero, bops and bounces his way through a secret forest, down palm-tree lined streets, and into an enchanted castle. This should be released by summer! Invite **Bill Murray** in to slime your living room in **Ghostbusters**. The character really looks just like **Bill**. The **Doomsday Pulse** is an-

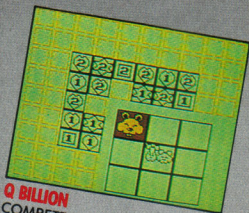
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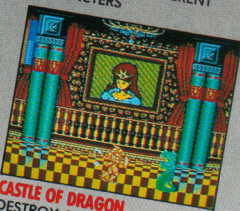
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other comic strip adventure featuring everyone's favorite web slinger-Spiderman! Sega is also working with the Disney group to develop a Mickey Mouse game. The combination of Disney's super animation and 16-bit graphics should make for something spectacular! Sega's hottest game announcement was Michael Jackson's Moonwalker! That's right, Sega has worked extensively with Michael (a self-professed Sega fanatic) to develop a title for the Genesis. Planned for a July release, this cart features Michael going up against all kinds of bad guys while using some pretty fancy footwork, including a Dance Attack. The preliminary graphics looked spectacular, and the soundtrack features a hot musical score, including Michael's hits *Beat It*, *Bad*, *Smooth Criminal*, and *Dirty Diana*.

Sega continues to promise 20 third party licenses by the end of 1990. Third party titles at the show included **Microprose's** F15 Strike Eagle, **Electronic Arts'** 688 Attack Sub and Abram's Battle Tank, and **Spectrum Holobyte's** Vette. All of these titles are being translated for the Genesis with scrupulous attention to maintaining the detail found in the computer versions. Eight other third party licenses previewed Genesis titles at the show. **Treco** showed us Atomic Robo-Kid (see Short ProShots). **Tengen** announced that they are creating Genesis versions of *Hard Drivin'*, *Skull and Crossbones*, *Road Blasters*, and *Paperboy*. **Hot-B** showed *Kageki* (martial arts), and **Insector X**. **Seismic** previewed *RC Grand Prix* and *Super Hydlide*. **Tecno Soft** showed a really spectacular looking shoot em' up called *ThunderForce III*. And **Namco** was on hand with *Phelios*. *Shove It* (a puzzle title) and *Target Earth* (a space fantasy) were on display from **Dreamworks**. And last, but not least, **Activision** had a captivating version of their unusual beat em' up, *Tongue of the Fat Man*, as well as a football title, *Hard Yardage*.

Demos of the long awaited Telegenesis unit were impressive. Sega

showed three titles expressly designed for Telegenesis play-Baseball, Cyberball and Battling World.

Also, Master System fans, you haven't been forgotten. Sega previewed a fabulous version of *Golden Axe* for the Master System (see our ProView section), as well as *Golfmania*, *Tennis Ace*, *Basketball Nightmare*, *Shinobi Kidd*, *Assault City*, *Slap Shoot*, *Psycho Fox*, *Ultima IV*, and more. Sega promises Master System game development will continue. After all, the Master System is still number one in the European cartridge market, and the Mega Drive probably won't be introduced in Europe before this fall.

And The TurboGrafx Is In There NEC and Neck

In a spectacular booth of their own, **NEC** packed in eager TurboGrafx fans. All of the latest turbo titles were just begging us to play them--and so we did! The games included shoot em' ups, *Ordyne* (with a cartoon style similar to *Fantasy Zone*) and *Deep Blue*. Action/Adventure/Arcade style titles featured the ever popular *Space Harrier*, *Cratermaze*, *JJ*, and *Jeff* (featuring two irascible comedians from Japan), and *Bonk's Adventure* (a sort of TurboGrafx Mario). The Strategy/Role Play category was well represented by *Military Madness* and a magic and monsters type role play called *Neutopia*.

Rumors abounded as to just who is going to make third party titles for NEC. Confirmed licensee, **Cinemaware**, was on hand to talk about *It Came From the Desert*, a CD title they are developing for the TurboGrafx. The techniques used represent a marriage of T.V. and movie technology with digital programming. Real actors play their parts in front of a special green background called a "green screen." The computer backgrounds and animations are then combined with the live action in real time. The result is a completely unique adventure. The CD features a realistic grade B horror movie with giant ants invading a small town. You become a reporter

whose job is to uncover the mystery and hopefully find a way to save the town. There are many ways to succeed in the game and even more ways to lose. However, each decision you make during the game affects the remainder of the game. Also, since the game takes place in a real time environment, you'll be able to play many different ways. One time you may meet another character in the local bar while the next time, at that same moment in the game, you may encounter someone else in another location. And the characters you encounter speak with real human voices! During CES, NEC invited show attendees to participate while they taped sequences from the game using actress Lauren McKim from the soap opera "Santa Barbara." It was exciting for us all to see this cutting edge technology coming to the video game arena. *Lords of the Rising Sun*, a role play title, is Cinemaware's other CD in development for the TurboGrafx. Cinemaware is also behind T.V. *Sports Football*, a sports title with up to five player simultaneous play (using the TurboTap). This card is touted as the most realistic football video game yet. The game includes such features as a television announcer who introduces the game and comments at half time, a three dimensional spectator's view of the screen, and animation sequences simulating actual televised football footage. NEC is planning to offer similar basketball, baseball, and boxing titles, all with multi-player capabilities.

In an unconfirmed rumor, **Lucasfilm** will reportedly develop CD titles for the TurboGrafx. Tengen will develop *Xybots* and *RBI Baseball II*. More on this later. And don't forget to check out our next issue for a look at NEC's hot CD title, *Monster Lair*.

Whew! We're breathless, and you probably are too. As if all of the previous news isn't enough to absorb, we've still got lots to tell you about *Game Boy* and *Nintendo*. Tune in next time for the latest and greatest on the NES.

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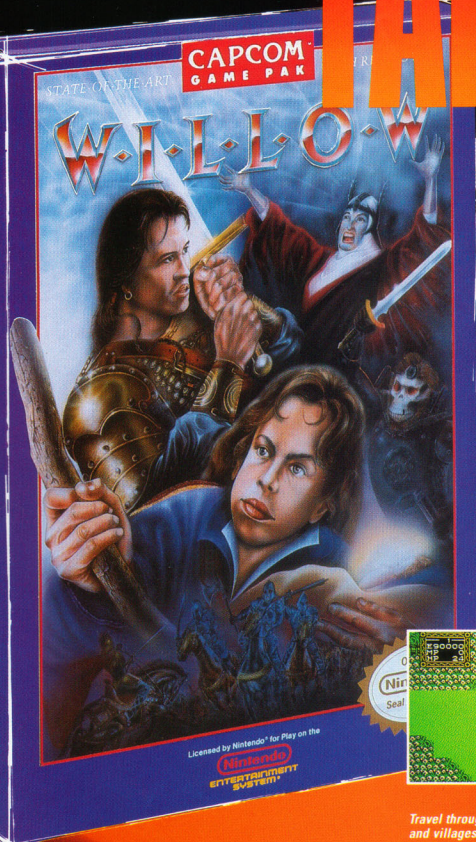
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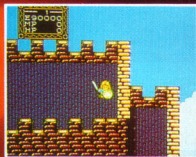
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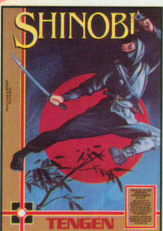
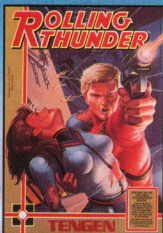
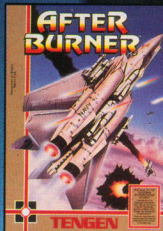
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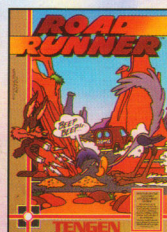
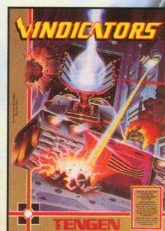
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