

GAMEPRO™

An IDG Communications Publication

Tales From The Crypt!

A Creature Feature Starring:
Castlevania III • Frankenstein
Beetlejuice • Drac's Night Out

Bury Yourself in the Coolest New Carts!

Mondu's Fight Palace
Wizardry • Ishido
Dragon's Curse
Mercenary Force
Dragon's Lair
DuckTales

Let's Rock!

Turn Your Nintendo Into One Mean Music Machine. Pg. 10

Get Your Hands On GamePro's Hot Tips Hotline! See Pg. 33

October 1990

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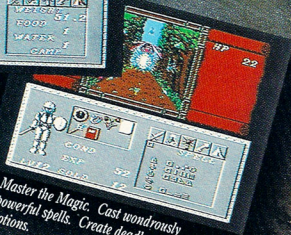
A Game So True-to-Life,
You Don't Just Play It.
You Live It!

DUNGEON MAGIC

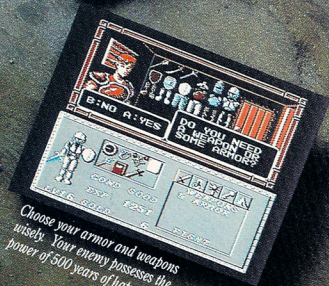
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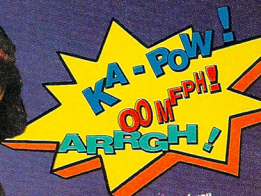
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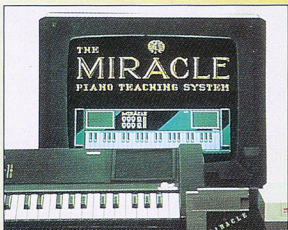
RESCUE THE TORNID BABE

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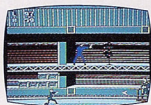
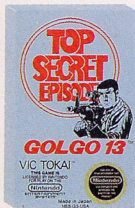


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VIC TOKAI Revue!

Golgo 13™

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



Conflict™

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

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

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



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

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



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

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

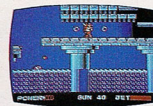
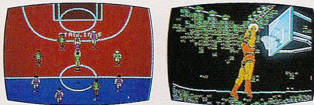
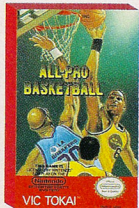
All-Pro Basketball™

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

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

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

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



Clash at Demonhead™

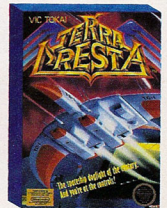
Professor Plum and his designs for the dreaded, death-dealing doomsday device, Dead End, are in the clutches of the diabolical Lawbreakers—a sinister society dedicated to the destruction of mankind. It's only a matter of time before the Dead End Device is assembled and the final countdown to global Armageddon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

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

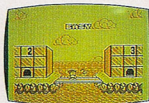
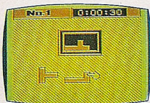
Terra Cresta™

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

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




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




Daedalian Opus™

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



ENTER THE WORLD OF SWORDS & SERPENTS



 Come with us deep into the Serpent's dungeon... Many have gone before you; few have returned. And none have defeated the evil Serpent that has brought terror to your village for centuries.




Take courage; you won't be alone. In this role-playing game, an unlikely band of adventurers - a thief, a wizard, a mystic and a warrior - each with special powers.

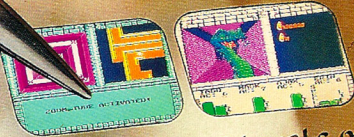


But the vile inhabitants of the dungeon have their own mysterious powers, too. Step by step, you'll explore the depths...





gaining strength, experience, weapons, spells and armour.

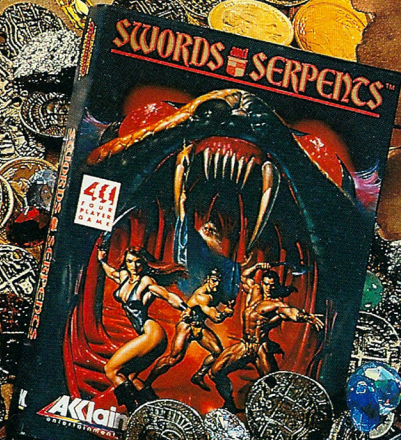


Down you'll go-through 16 levels of adventure-each one packed with fabulous treasures, demons and dangerous monsters-you'll even discover the secrets of the Zoom Tubes.

Until, at last, you confront the evil Serpent, coiled and writhing, waiting to strike. Will you finally end his reign of terror... or just be another one of his victims?



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To Rate or Not to Rate

By the GamePros

You'll notice a change on the pages of GamePro magazine this month. When you reach the ProView section jump to the end of the first ProView and you'll discover something that looks like this:



What you're staring at is our new game rating system! So many of you have called and written asking that we rate the games in these various categories that we've decided to implement a rating system. We've been reluctant to rate games up to this point because it's our belief that any rating system is highly subjective. We have our own biased likes and dislikes just as you do. So, before you begin reading this issue of GamePro please read through this letter so that we can clarify for you just how this system works.

Each game we review is rated from 1-5 in five different categories: Graphics, Sound, Playability, Challenge, and Fun. Our standards are based on the current state of the art for games for each video system we cover in the mag. Here's how the face of our gamer correlates with the numbers:



Here's what the five categories mean. **Graphics** is the quality, color use, definition, and originality of the graphics used in the game. One is poor, three is average, and five is outstanding. **Sound** is the quality and originality of the music and sound effects used in the game. One is poor, three is average, and five is superior. **Gameplay** is the ease with which a player can learn how to interact with the game. One is difficult, three is average, and five is easy. **Fun Factor** is simply how fun the game is to play. One is boring, three is average, and five is fantastic. Finally, **Challenge** is how difficult the game is. One is easy, three is average, and five is the ultimate.

Each game is rated by the gamer who reviewed the product in conjunction with the rest of our staff. But please remember, any rating system of this kind is bound to be subjective! One gamer may love a specific game while another gamer may think it's boring. The Ratings always represent someone's opinion! You may or may not agree. We always say, "Try it before you buy it!"

And finally, this rating system is an experiment. We are counting on your feedback to see how effective it is, whether or not it needs to be changed or refined, and how useful it is to you. Let us know what you think!

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"THE REALISM OF UNCANNY"

—International Snowboarding Magazine

HEAVY SHREDDIN'



If you want snowboarding action to the bone, "HEAVY SHREDDIN'"™, the outrageous new video game by Parker Brothers, is not only the first snowboarding game for your Nintendo Entertainment System®, it's also the closest you'll come to the real thing without getting a face full of powder. Jam down the downhill and try to work your way through the other levels (half-pipe, slalom, mogul and survival). Just try. Sure, it's a sweat, but you'll probably be using mule-kicks, toe grabs and 360 degree turns in no time, as you rocket down the slopes at over 50 miles per hour to go for the World Cup Trophy. Out of control? No way, dude. Just think fast and use a hand plant to get back on course. And speaking of the course, seriously realistic diagonal 3-D feel, dude! And grok on this: each game cartridge sports a special International Snowboarding Magazine offer! So, get ready to leap the chalet, beat the clock and generally powder out with the "HEAVY SHREDDIN'" game!

Cosmic Chasm Leap.

Do a mid-air 360 in the half-pipe.

Pull a gnarly jump over the highway.



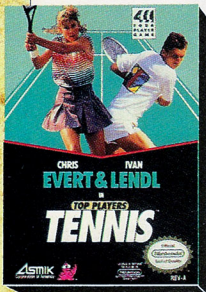
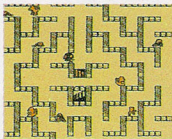
"W@M, DUDE!"
—Joy Z. Snowboarding Friend



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FACE



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

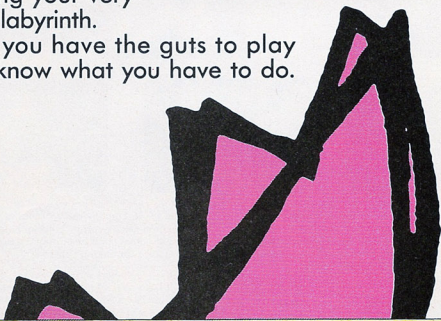
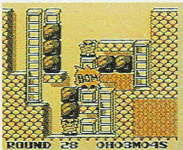
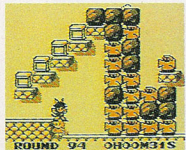
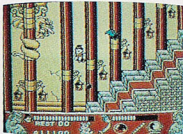
If you're tired of fighting the same small enemies, then return to the throne at the Crystal Palace.

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

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

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

COMING SOON



Classic Game Tips

I am responding to a letter I read in the July '90 GamePro. In this letter, Donna Erickson requested that a ProTips section be included on older games for the newer players.

Obviously there are a great number of valuable tips for many different games. It would be a problem to list every game and tip in every issue. I suggest there should be a number to call where people can find out these tips.

Layne Ezell, Desoto, TX

(See pg. 33 to check out our new 900 Line for game tips. Each month the line will include tips for Classic games. - Ed)

I am writing in response to Donna Erickson's letter from the July issue of GamePro. I have been playing video games since the release of the Atari 2600. I now have an NES, a Game Boy, a Genesis, and a Power Base Converter. When I received my Power Base Converter I didn't know what Sega games to purchase because I've never been associated with the system until I bought the Power Base Converter. I have subscribed to three different gaming magazines, but they all feature the newest games in their reviews. That's why I was happy to see that your publication had a ProClassic section in it. But you only feature ProClassics every other month. I suggest you include this section each month and also add a page or two of tips and tactics on older games. Do this and your magazine will be more informative for me and others who find themselves in the same situation.

Mike Reisinger, Sevierville, TN

I am an older GamePro (33). I received my NES last April for my birthday - after I begged for one for over a year! I think you have the best magazine concerning video games on the market. I have video game fever, and I'm always looking for information concerning games, their characteristics and strategies. I think an older games tip section would be perfect! Especially for us GamePros who are new to gaming. Keep up the great work.

Russell Vira, Joshua Tree, CA

In your July '90 issue Donna Erickson suggested a column on older Nintendo video games. I say YES!!! When I bought my Nintendo over a year ago the first games I bought were some "classics" like Super Mario 1 and 2, the Legend of Zelda, Double Dragon, and Castlevania. Friends who already had a Nintendo recommended these games highly, but I can't find any tips on them in current magazines. Even your magazine started after all of these games were released. So please add this column to your fine magazine!

Richard Noland, Burke, VA

(Thanks for all the input! We're considering the possibilities and planning



how to regularly include classic game tips in GamePro. - Ed)

Where's The Art Contest?

I recently entered your Phantasy Star II art contest. For the past two drawing contest your winners have been 21 years or older. I came in third place in your first contests. I appreciated this until I found out how old the second and first place winners were. Why should kids compete against adults? I don't think people over 18 should be allowed to compete.

Jimmy Thomas, Rancho Cordova, CA

(We're with you, Jimmy! We've already decided that our next art contest will be judged according to age group categories. Details will be announced when we announce the contest. - Ed)

I was disappointed to find that there were no instructions in the July issue for the next art contest. Naturally I thought this meant that you would be discontinuing the art contest from your magazine and I have one thing to say: PLEASE DON'T! I have entered every contest because I enjoy drawing and it gives me something to strive for. I'm sure thousands of other readers agree with me, so could you please keep the art contest for GamePros everywhere! I look forward to seeing it in your future issues.

John Pennal, Toronto, Canada

(We'd never abandon the art contests - they're too much fun! Look for a new art contest to be announced in one of our holiday issues. - Ed)

The Family That Games Together...

My name is Karl, and I'm a real idiot. I love your magazine because of the tips and codes that it gives out. I am but one of five game players in my house - my mom, dad, sister, grandfather, and myself. I'm 13, my mom is 33, and my dad is 41. My grandfather is 72, and he loves puzzle games that give his mind a challenge. My sister is only seven, and she just loves Nintendo. Without your magazine I probably wouldn't have beaten half the games I've beaten. Thanks. Keep up the awesome work!

some work!

Karl Raulerson, N. Lauderdale, FL

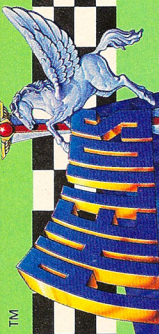
So, Tell Us What You Think.

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

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Dear Editor
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Redwood City, CA 94064

Thanks for your input!

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Phelios... The Sword of Light

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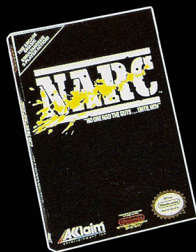
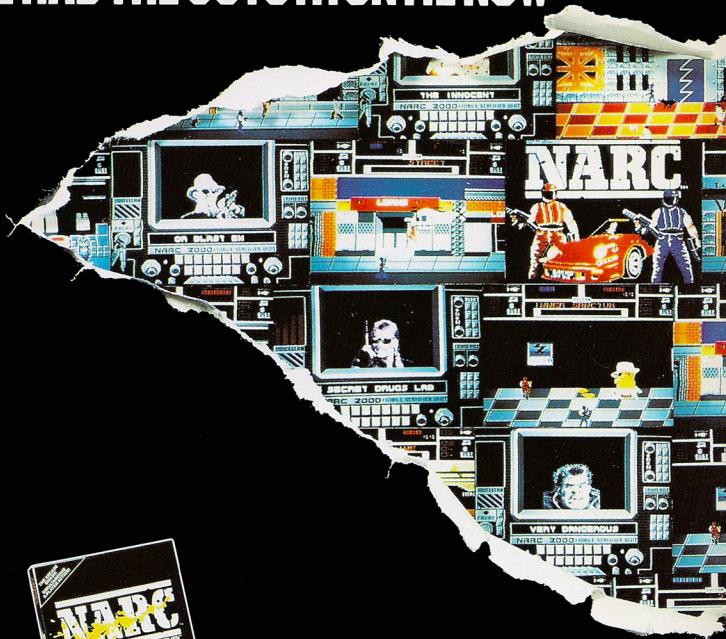
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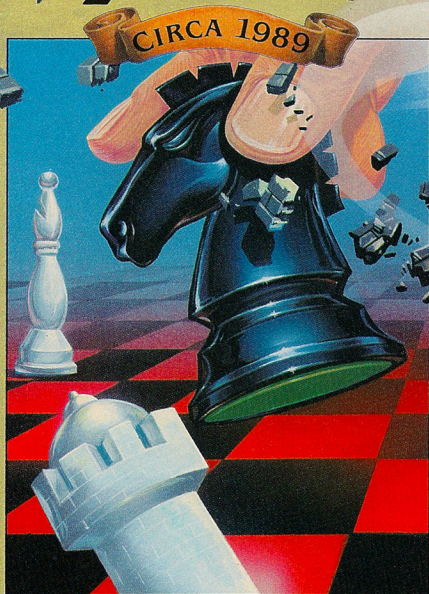
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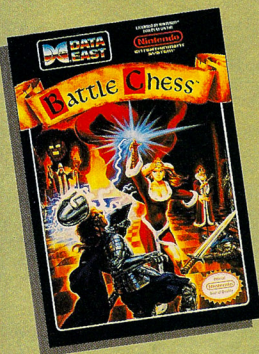
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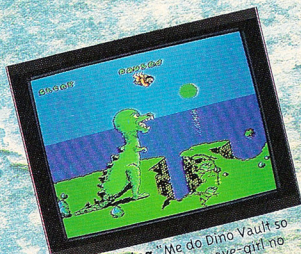


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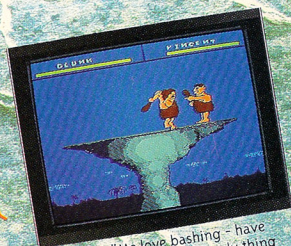
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Sabertooth Tiger Race "Race not easy. Hungry sabertooth chase me. But me use competitor as shield. Better him eat food than me Kitty-litter!" - Glunk



Clubbing "Me love bashing - have best club. Cavemen head only thing harder than club. But hard to aim with head. So use club." - Gronk



Mate Toss "Me know best way to handle mate - by feet. Grab mate by feet and spin, spin, spin - then let go. Make world record." - Crudla

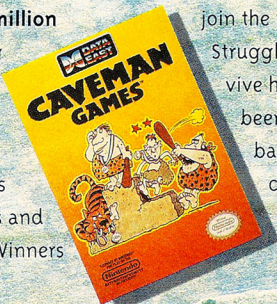


Dino Race "Me best dino jockey. Before race, tell dino he no win - me make dino steaks for dinner - and he make guest of honor. He run good!" - Ugha



Firestarting "Firestarting easy. Rub sticks make spark. Me make big fire - stay warm. Too warm - fire burn clothes. Then me learn firestopping." - Thag

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She'll say, "If you play Devil's Crush video pinball in the underworld, you'll get horribly burned."

And you will.

You'll probably get fried many times while locked in immortal battle with the Devil's elite guards. The

dragons will roast you. The skeletons will toast you. The sorcerers will plan a barbecue around you.

But you'll have to flip your way past all of them to fight the ultimate Armageddon with the Devil himself. The big Kahuna awaits.



This happy skeleton keeps an eye on you and laughs like a demonic clown when you die.



The 5-headed dragon spits fire and brimstone at your pinballs.



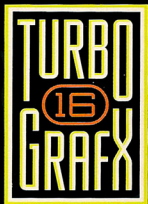
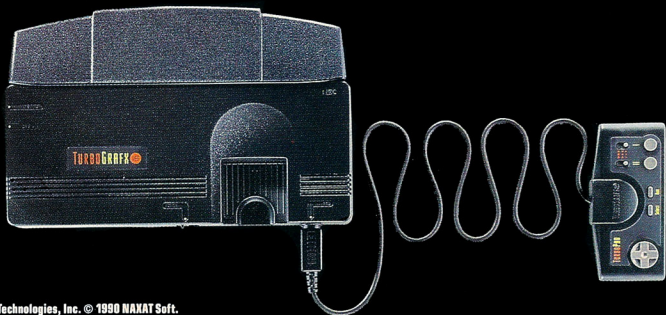
There she is, The She Giant. So beautiful when she sleeps. Such an evil skag when she awakens.



Could this be the evil skag prophesied in an earlier caption?



The robot-ones can help you focus your rage.



NEC

The Cutting Edge

The Miracle Piano Teaching System

By the Whizz

It's a Miracle!

Remember those great Reese's Peanut Butter Cup TV commercials where the peanut butter dude crashes into the other dude hauling a load of chocolate? You know – "Hey, you got peanut butter on my chocolate! Hey, you got chocolate on my peanut butter!"

Well, video gameplaying just ran into music instruction, and hey, you got piano lessons on your NES!

Keyboard Meets Controller

The Miracle Piano Teaching System from Software Toolworks teams a stand-alone electronic piano keyboard and the NES for do-it-yourself home piano lessons. You just plug the full-size keyboard into a regular controller slot, pop in the Miracle cart, fire up the NES, and then start trying to find Middle C.

And you'll do that easily. The cart displays a keyboard onscreen with a musical scale (if you like) above it. Every key you press flashes on the onscreen keyboard and shows up as the corresponding note (in appropriate musical notation) on the scale.

Additionally, the cart contains an assortment of drills, musical pieces, and games designed to teach you the fundamentals of piano playing. According to Software Toolworks, you can learn music notation, proper fingering technique, pedaling, how to read and play rhythm, and how to play a new piece of music.

Playing Music

But don't let all that scare you off. The Miracle System does it all through some

classic NES gameplaying techniques. For example, you learn to recognize notes on



A piano for the NES!

the scale by shooting ducks flying across a musical scale (left and all).

In a lesson on rhythm, you make a robot traveling through a high-tech factory jump up to hit power plugs on the ceiling. Time the sequence correctly to sound out a tune with the proper rhythm.

Beyond "Chopsticks"

Software Toolworks claims the Miracle can isolate trouble spots in note recognition, rhythm, and fingering. You can then tailor the system lessons to meet individual student needs. For example, if you have trouble reading the notes to a complete piece of music in any lesson, the Miracle can re-display the piece as freestanding whole notes only. Now you can concentrate on learning the notes and their sequence without also having to worry about rhythm or fingering.

Additionally, as students progress from lesson to lesson, the Miracle will offer to play one or both hands, slow the tempo, display the keys being pressed, add a metronome beat, or provide a full orchestral background to the exercise.

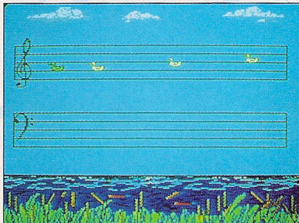
Tickling the Ivory

The Miracle's keyboard is no toy. The keys are full-sized and velocity-sensitive, which means that the sound you produce depends on how hard or softly you hit the keys. That little touch gives you tone and expression similar to that of a regular acoustic piano. There's even a foot pedal to sustain long notes.

The keyboard comes with full stereo capability and two built-in stereo speakers. If you want to pound out music for all

the world to hear, connect the keyboard to your stereo system.

And should you tire of your basic finger plinking, you can make the Miracle sound like another instrument. You get over 100 instruments and sound effects including 12 guitars and basses, 6 types of brass, 3 pianos, steel drums, a moog synthesizer, voice effects, and too many others to list here. The built-in musical repertoire includes over 100 hundred songs in several musical styles including classical, rock, pop, and several original tunes written for the Miracle.



Hunt for the right note.

Not only that, if you're really serious about your music, the keyboard is fully MIDI-compatible with MIDI in and out jacks. That means you should be able to hook the Miracle keyboard into some pretty sophisticated equipment to play heavy duty sounds!

Curtain Calls

Software Toolworks plans an October release for the Miracle System at a suggested retail price of \$299.95. The company will follow-up the first cart with others that offer further instruction or focus on individual types of music (i.e. rock, blues, classical, etc.).

Of course, there's no substitute for formal lessons, and you can't make someone learn to play the piano if they don't really want to, but the Miracle may encourage more people to try. In fact, stay tuned to the Cutting Edge, GamePro and the Miracle System plan to make beautiful music together.

And, yes, we have a taste for peanut butter cups, too.



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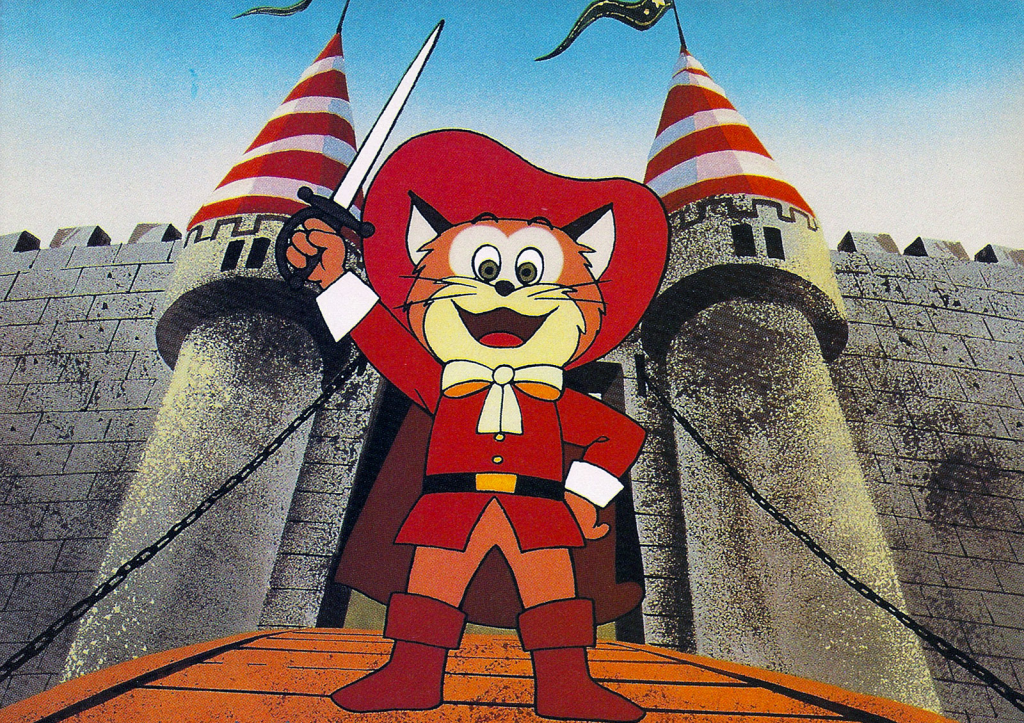
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PRO Classics

By Andromeda

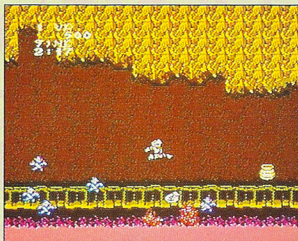
Talk about a ProClassic! To remember this one you'll have to think way back to the bygone days of 1986. That's when Capcom brought out their creepy arcade classic, *Ghosts 'n Goblins*, for the NES. The storyline will be vaguely familiar to gamers everywhere – a beautiful princess is kidnapped and you, the handsome Knight in shining armor, must get her back! Sure game stories are a little more sophisticated these days, but the basic plot seems to stay the same.

The Gates of Hades

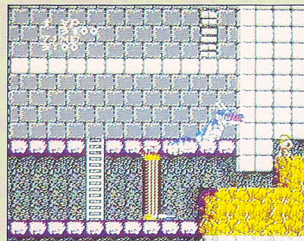
To save the poor princess you must pass through seven gates. Just to make you sweat you only have a limited amount of time to reach each gate. The levels range from the haunted desolation of the graveyard to the burning planks of the fire bridge to the creepy corridors of Lucifer's palace.



PROTIP: When you're leaping across the platforms in Stage 2 remember to keep jumping. Some of the platforms fall as soon as your feet hit them.

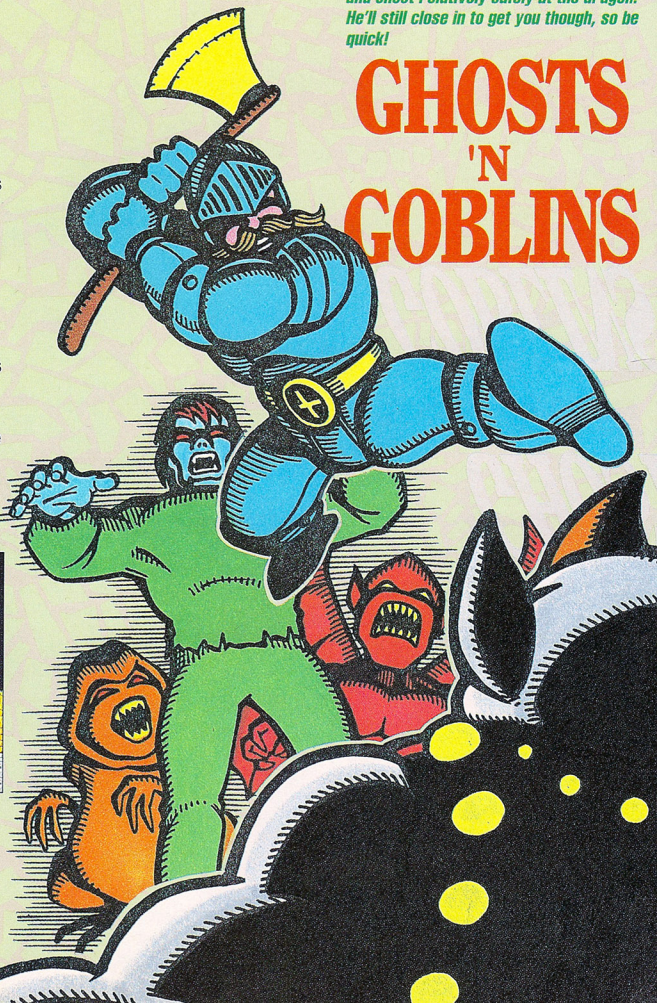


PROTIP: A good strategy for making it across the Fire Bridge is to keep moving to your right as quickly as possible. You can outrun many of your enemies.

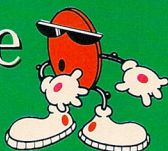


PROTIP: In Stage 6 you'll battle another fire-breathing Dragon. If you head all the way to the right on this level, you'll discover a little nook where you can hide and shoot relatively safely at the dragon. He'll still close in to get you though, so be quick!

GHOSTS 'N GOBLINS



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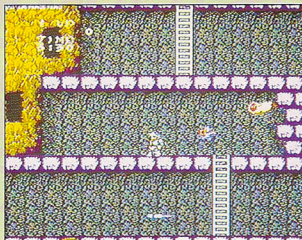
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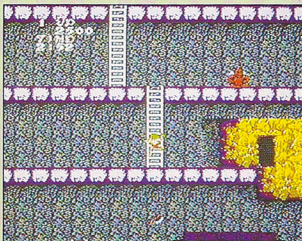
PROTIP: Watch out in Stage 5. Some of the ladders lead to dead ends.

A Spooky Assortment

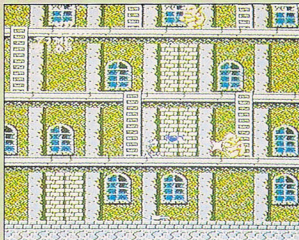
To even have a chance at reaching each of the seven gates you'll have to vanquish a strange collection of demons, ghouls, and other assorted nightmares. Enemies out to put you six feet under include the flying Raven, the speedy Red Devil, the lumbering Big Man, and a fire breathing Dragon.



PROTIP: Beat those pesky Red Devils with a sneaky trick. When you reach a Devil seated on the ground put him just on the edge of the screen, fire once to hit him, and then turn and run at least a half or a full screen back in the opposite direction. When you return you'll find the Devil has flown the coop.



PROTIP: Don't disturb the Red Devil you meet on the ladders in Stage 5, and he'll never move or come after you.



PROTIP: During Stage 2's ladder area the Big Men try to drop bombs on you from above. Two strategies work with these nasty boys. First, get rid of the Big Men on the other side of the building by shooting them through the walls. When you get to that side you'll have already disposed of them. Secondly, if they're guarding the ladders, run to your left or right to lure them away and then quickly return and climb the ladders.

A Brief Problem

As you leap across the landscape in your armor you'll discover a disconcerting fact: When an enemy hits you, you wind up in nothing but your underwear. Not the best of conditions for confidently attacking demons and zombies, especially when you know the next hit you take will end your quest permanently. Fortunately, you're armed and dangerous, and you can grab weapons that make you even more dangerous. Watch for the Jars that hide the five different kinds of weapons: Javelins, Torches, Sword, Axe, and the Cross.

PROTIP: The Sword is an excellent weapon. It's deadly accurate and rapid-fire. The Torch and Ax work well to get at enemies that swoop down from above since they both fly in an arc when thrown.

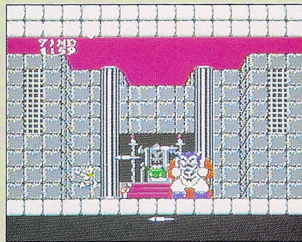
But weapons aren't the only thing you'll find hidden inside of jars. Other surprises range from the money bag to different kinds of stone soldiers to the king. Each of these snags you bonus points.

Other items to watch for along the way include Time (which can increase or decrease your time limit), 1-Ups, Armor

(an extra suit to keep you out of jail for indecent exposure), and the Magician (who turns you into a frog). Any and all of these items can arrive just in the nick of time to save you or sink you!

A Haunting Memory

To pass each gate you'll have to battle a fiendish Guardian for the key. You'll also have to challenge the final boss to rescue the Princess.



PROTIP: Stand to the left and jump and fire at the final boss, dodging the shots he fires at you. He's a cinch!

PROTIP: This game is tough, but you can select the level you'd like to begin on. Do the following during the title screen: Hold Right on the controller, press Button B three times. Next, press Up and release, and then press Button B three more times. Now, press Left, and then push Button B three more times. Finally, push Down and then press Button B three more times. Hit Start to reach the level select screen and then use the directional pad on your controller to pick your level.

Although the graphics may seem a little primitive, the playability and challenge of this game are just as tough as many current titles. Today's gamers may be more familiar with the Genesis sequel, *Ghosts 'n Goblins*, but this is one of the carts that started it all — a true ProClassic.

***Ghosts 'n Goblins* by Capcom (\$32.99 — Available now).**



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Stay tuned for high-level winning strategies, and power play tips for: **Dungeon Magic**, **Wrath of the Black Manta**, and **Indiana Jones and the Last Crusade**.
- 8421 TAXAN USA**
Run, Jump, Stab and Seize in Low G Man, a game that gives you everything and only asks for your extreme concentration.

**New Companies and Products
Added Weekly!**



SPATTER

JUST KEEP TELLING YOURSELF:

IT'S ONLY A VIDEO GAME...

ONLY A VIDEO GAME...

ONLY A VIDEO GAME...

It started as a college field trip to an old and somehow evil mansion. You just wanted to study the gruesome experiments of the world's most renowned, yet twisted parapsychologist.

Then, things started going wrong. Terribly wrong.

The last things you remember were a blood curdling scream and a dull thwack to the back of your skull.

You awaken to find someone or something has taken your girlfriend, and to save her you'll have to slaughter seven levels of monstrous ghouls.

You're about to find out exactly why this horrible place is called Splatthouse.

And why no one has ever entered, and lived long enough to talk about it.

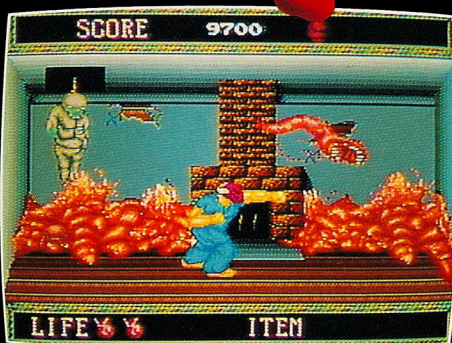
SPLATTERHOUSE



To get a ghoul's attention, try a two-by-four to the head. (The slime stains should come out in the wash.)



He's got a chainsaw. You've got a 12-gauge shotgun. Who will cut who in half?



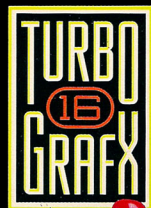
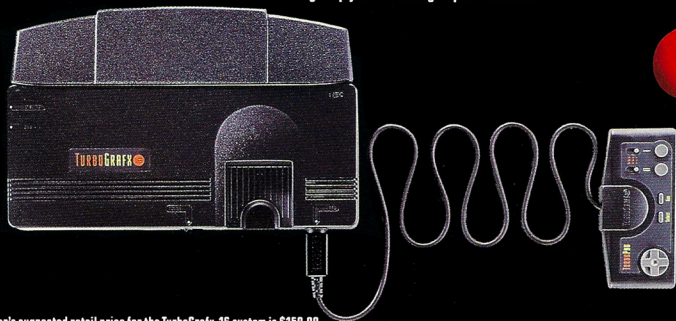
Punch and kick the bloody guts before they suck the life out of you. That surgical get-up you're wearing is quite attractive.



Killing the head is tough. To have a ghost of a chance, try the two-by-four again.



How tough is this maggot-eaten boss? You've got to give him a hand, he uses his head.



NEC

Manufacturer's suggested retail price for the TurboGrafx-16 system is \$159.99. Splatterhouse is a trademark of NAMCO. © 1988, 1990 NAMCO Ltd.

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Hot at the Arcades

Moonwalker (Sega)

Trying to figure out who to be this Halloween? How about Michael Jackson? All it takes is one token and you can be MJ in Moonwalker, which is loosely based on the "Moonwalker" and the "Smooth Criminal" videos. You even play to the sounds of "Beat It," "Bad," "Billy Jean," and "Thriller."

Michael bops his way through a dangerous urban jungle in five rounds and thirteen stages, trying to track down Mr. Big and rescue some kids from nasty criminals. This is definitely not a meeting of the Michael Jackson Fan Club. MJ faces gangsters, soldiers, zombies and an assortment of cool-looking robot menaces.

Michael zaps the bad guys with his magic fingers, and his Moonwalk power blast. You also get Dance Magic power

each time you save a kid. Press the Dance button; a spot light hits Michael, and he's a "dancing machine." Every body and thing on screen tries to mimic his moves, but it's all over — for the bad guys.

This cart features three-player simultaneous play, and players can join in any time. Have you got the moves to groove with Michael?

PRO TIP: Touch Bubbles (the chimp) to become Robot Michael with heavy duty armor and laser blasts.



Beast Buster (SNK)

Okay, you want monsters? You get monsters! Beast Buster's a sort of Coin-op of the Living Dead. Everybody in the City's zombied out — literally! Someone (with a strong stomach and plenty of tokens) has to find out why.

In this gory seven level shoot-em-up, you get a life-size Uzi submachine gun with a grenade launcher. The zombies and a mess of other monsters are all over the place. They even pop up so they're eyeball to eyeball with you! Shoot first and ask questions after your quarter's up!

You also run into some pretty scary-looking boss monsters, and some of them transform into another creature just when you think you've beaten them. At the last level you fight all the end-of-level monstrosities again to get to the mystery madman.

Three players can play simultaneously, but the more people shooting, the harder it gets. With three players there's only so much ammo to go around, so you have to protect each other.

Warning: The graphics are great-looking but gruesome, ranking right up there with the creepiest horror flicks around. This coin-op is definitely not for the non-violent, or kids given to nightmares. In fact, we're sleeping with the lights on tonight!

PRO TIP: You can protect yourself by shooting daggers, grenades, and monster blasts out of the way.

PRO TIP: Birds and other flying creatures must be in your face before you can shoot them.



THE EMPEROR'S PROBLEMS HAVE

**FREE
T-SHIRT OFFER!**
See details
below

JUST DOUBLED

The mad emperor Garuda rules the capital city. With his army of followers, he has constructed a fortress that has withstood all armed resistance. His forces have crushed all opposition. Yet, he is worried...

Out from the shadows, two figures appear. Moving as silently as ghosts, they stalk the war zone. Garuda knows and fears these invaders, for they are Ninjas - the world's most dangerous warriors.

Join the Ninjas on their mission to overthrow the evil emperor and destroy his empire from within.

- *Uncover hidden weapons to increase your power.*
- *Master the hidden arts of Ninjitsu to defeat the enemy.*
- *Two Ninjas, Two players, Too Much!*

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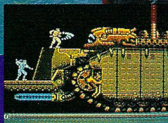
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SHADOW OF THE NINJA



Official
Nintendo
Seal of Quality

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for play on the

Nintendo
ENTERTAINMENT
SYSTEM

Warning: The Foll Chills, Dizziness And



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

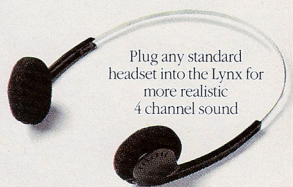


Gauntlet™: Smash arcade hit. The enchanted Star Gem has crashed to earth. Capture it from evil creatures before they use its magical strength to destroy man. 1 to 4 players.

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



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



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

Owning May Cause Shortness Of Breath.



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

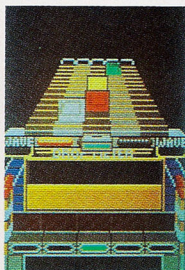


California Games: Surf your brains out. Skateboard the Half Pipe. Juggle the Foot Bag. Slam off the desert berms on your BMX bike.

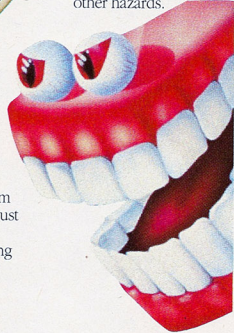
Chip's Challenge: Help Chip through 144 levels without getting nailed by cherry bombs, water-traps, and hundreds of other hazards.



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



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



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

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

It's enough to give you chills.

And make our competitors sick.

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

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



THE ADVENTURES OF GAMEPRO

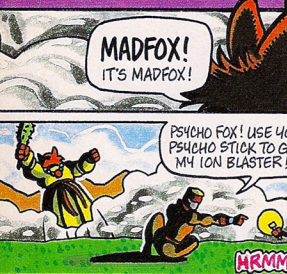
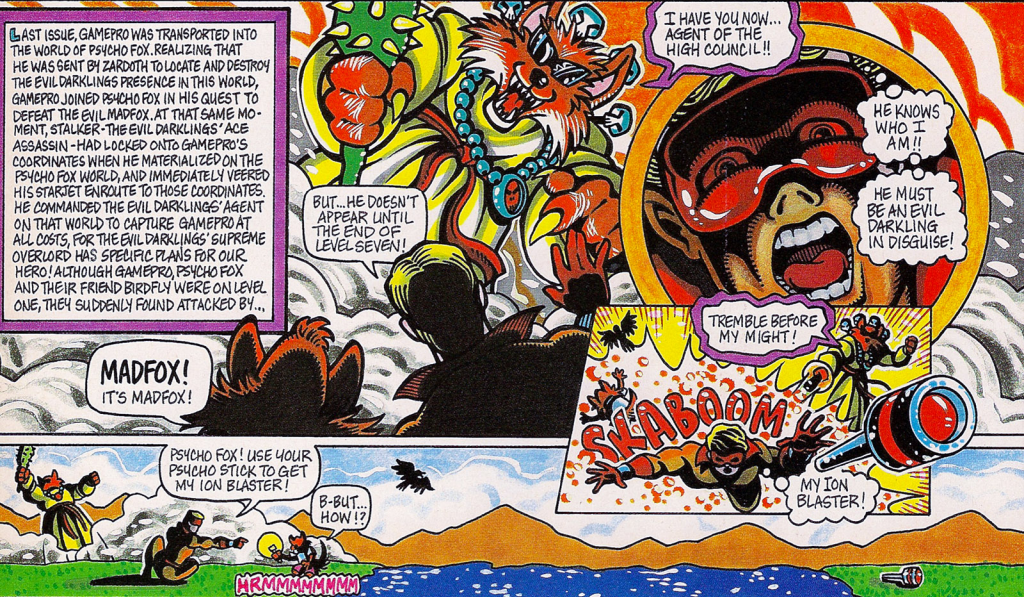
Chapter 13: MADFOX

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

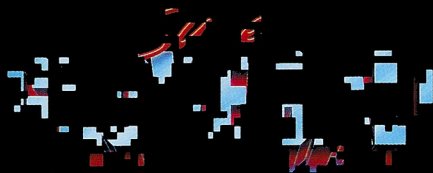
Writer/Artist: Francis Mao Art Director/Co-plotter: Michael Kavish

- HEY! We want your input on "The Adventures of GamePro!" We'll randomly select eight (8) responses for two artist and an "Adventures of GamePro" T-shirt, and six (6) SECOND PRIZES. An "Adventures of GamePro" T-shirt, "Answers the questions, include your shirt size, mail to: "Adventures of GamePro," P.O. Box 3329, Redwood City, CA 94064. Drawing to be held Nov. 30, 1990.
- 1) On a scale of 0 (lowest) to 5 (highest), how much do you enjoy the "Adventures of GamePro" feature?
 - 2) Would you like to see a monthly/bimonthly/quarterly "Adventures of GamePro" comic book?
 - 3) Do you prefer single-chapters or continuing stories?
 - 4) Should this feature be longer/shorter/as is?
 - 5) Would you like to see this as a TV cartoon?
 - 6) Which games would you like featured in future stories?
 - 7) Please add any other comments.
- Thanks for your input! Now on with the story!

LAST ISSUE, GAMEPRO WAS TRANSPORTED INTO THE WORLD OF PSYCHO FOX. REALIZING THAT HE WAS GENT BY ZARDOTH TO LOCATE AND DESTROY THE EVIL DARKLINGS PRESENCE IN THIS WORLD, GAMEPRO JOINED PSYCHO FOX IN HIS QUEST TO DEFEAT THE EVIL MADFOX. AT THAT SAME MOMENT, STALKER...THE EVIL DARKLINGS' ACE ASSASSIN...HAD LOCKED ONTO GAMEPRO'S COORDINATES WHEN HE MATERIALIZED ON THE PSYCHO FOX WORLD, AND IMMEDIATELY VERBERD HIS STARGET ENROUTE TO THOSE COORDINATES. HE COMMANDED THE EVIL DARKLINGS' AGENT ON THAT WORLD TO CAPTURE GAMEPRO AT ALL COSTS, FOR THE EVIL DARKLINGS' SUPREME OVERLORD HAS SPECIFIC PLANS FOR OUR HERO (ALTHOUGH GAMEPRO, PSYCHO FOX AND THEIR FRIEND BIRDFLY WERE ON LEVEL ONE, THEY SUDDENLY FOUND ATTACKED BY...



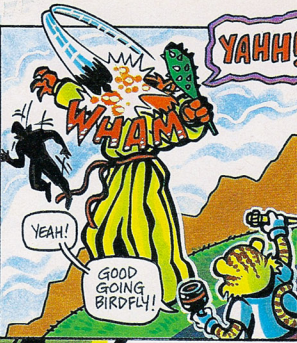
**THEY TOLD YOU
IT WAS STRANGE
AND POWERFUL.**





HA HA HA HA HA HA

I WILL BE HANDSOMELY REWARDED FOR THIS PRIZE!!



YAH!!

YEAH!

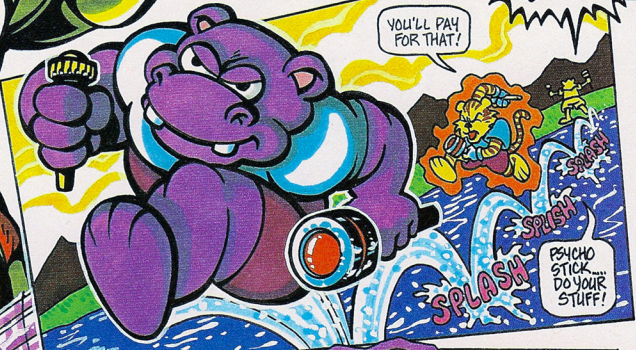
GOOD GOING BIRDFLY!



PUNY BIRD!

SQUAWK!!

NO!



YOU'LL PAY FOR THAT!

PSYCHO STICK... DO YOUR STUFF!

SPASH

SPASH!



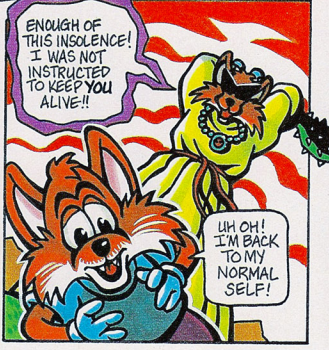
SLAM!!



HUH?

...MY ION BLASTER?

PLINK!



ENOUGH OF THIS INSOLENCE! I WAS NOT INSTRUCTED TO KEEP YOU ALIVE!!

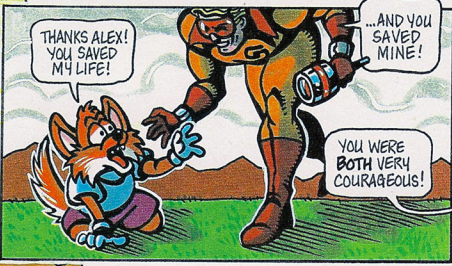
UH OH! I'M BACK TO MY NORMAL SELF!



ARGH!

FORGET IT PAL!

KZAP



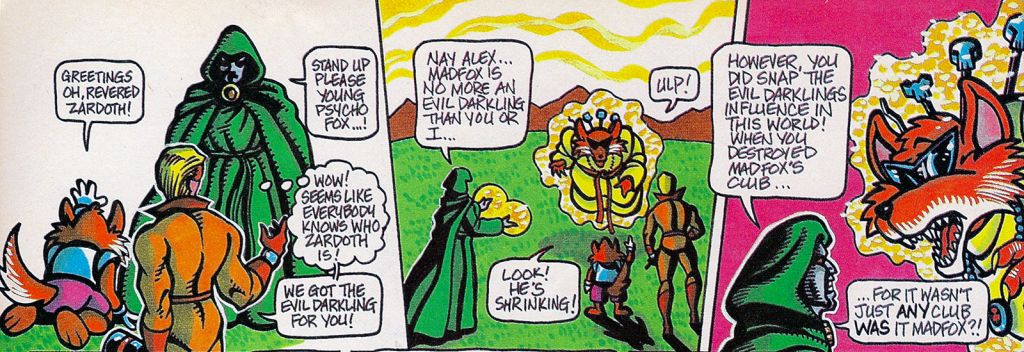
THANKS ALEX! YOU SAVED MY LIFE!

...AND YOU SAVED MINE!

YOU WERE BOTH VERY COURAGEOUS!

**THEY TOLD YOU
IT WOULD
PULL YOU IN.
DEEP.**





GREETINGS OH, REVERED ZARDOTH!

STAND UP PLEASE YOUNG PSYCHO FOX....

NAY ALEX... MADFOX IS NO MORE AN EVIL DARKLING THAN YOU OR I...

UHP!

HOWEVER YOU DID SNAP THE EVIL DARKLINGS INFLUENCE IN THIS WORLD! WHEN YOU DESTROYED MADFOX'S CLUB...

WOW! SEEMS LIKE EVERYBODY KNOWS WHO ZARDOTH IS!

WE GOT THE EVIL DARKLING FOR YOU!

LOOK! HE'S SHRINKING!

... FOR IT WASN'T JUST ANY CLUB WAS IT MADFOX?!



I-I IT WAS A G-GIFT FROM THE DARK-LINGS!

THEY SAID IT WOULD GRANT ME GREAT POWER!

FOOL!

IT IS A HOMING BEACON TO THEM!

BY ALLOWING THE EVIL DARKLINGS TO HAVE ANY PRESENCE IN THIS WORLD IS TO RENDER IT VULNERABLE TO THEIR TOTAL DOMINATION!



IF NOT FOR THEIR INTERVENTION, YOUR GREED WOULD HAVE DOOMED EVERYONE IN THIS WORLD... INCLUDING YOURSELF!

LOOK AT HOW PITIFUL YOU ARE NOW!

...STRIPPED OF YOUR POWERS, RETURNED TO YOUR TRUE FORM!

P.PLEASE! I BEG FOR YOUR FORGIVENESS! I KNEW NOT ANY OF THIS!



BEGONE! I RETURN YOU TO YOUR LAIR!

COME ALEX...

SSHRRZZAKK

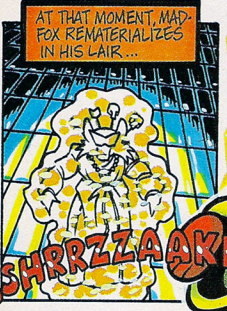


...YOUR ATTENTION IS REQUIRED ELSEWHERE!

FAREWELL PSYCHO FOX!

SEE YA PSYCHO FOX!

GBYE!



AT THAT MOMENT, MAD-FOX REMATERIALIZES IN HIS LAIR...

SSHRRZZAKK

STALKER!

IDIOT, YOU HAVE COST THE SUPREME OVERLORD HIS PRIZE!

BAH! LEAVE MY SIGHT!

YOU BEST NOT BE LYING TO ME!



SCANNER ORB: ACTIVATE!

ZZZZK!

YOU WERE LUCKY THIS TIME AGENT OF ZARDOTH...

NOW... THE TRAP IS READY AND YOU WILL BE MINE!



URK!

N-N-NO!

NOT TRUE!

I DIDN'T SAY ANYTHING! NO ONE KNOWS OF THE SUPREME OVERLORDS' PLANS!

I-I SWEAR IT!

NEXT ISSUE: RAD GRAVITY!

THEY TOLD YOU, BUT YOU DIDN'T LISTEN.

And now you're lost. Inside Super Glove Ball.™ The futuristic video game for your NES.™ A 3-D odyssey that's woven together in an awesome maze of challenges.

Arm yourself with your favorite controller. Or punch up the intensity with the Power Glove.™ Super Glove Ball. Plug it in. And consider yourself warned.

Super GLOVEBALL

ENTER AT YOUR OWN RISK.



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



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

Daedalian Opus™ (dī-dā' lē-an ō pās)



THIS GAME
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FOR PLAY ON THE

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P R E S E N T S

The \$100,000 Daedalian Opus™

SWEEPSTAKES & TOURNAMENT !!

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



SWEEPSTAKES

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

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

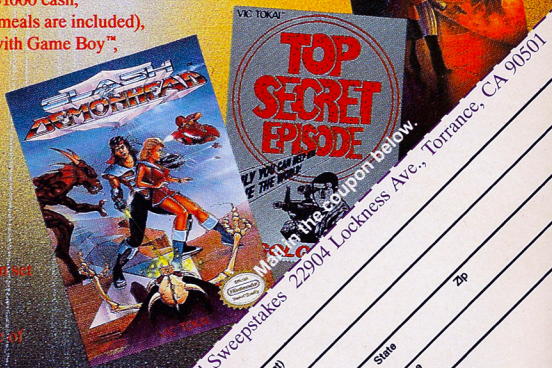
TOURNAMENT

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

TOURNAMENT PRIZES

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

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



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

The Daedalian Opus™ Sweepstakes and Tournament are conducted by VIC TOKAI INC. in cooperation with CAPTRON. Prizes are awarded to the winners of the sweepstakes and tournament. The sweepstakes and tournament are open to legal residents of the United States who are at least 18 years old at the time of registration. The sweepstakes and tournament are open to legal residents of the United States who are at least 18 years old at the time of registration. The sweepstakes and tournament are open to legal residents of the United States who are at least 18 years old at the time of registration. The sweepstakes and tournament are open to legal residents of the United States who are at least 18 years old at the time of registration.

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

Mail to the support below.

Name (Please Print) _____ Zip _____

Street _____ State _____

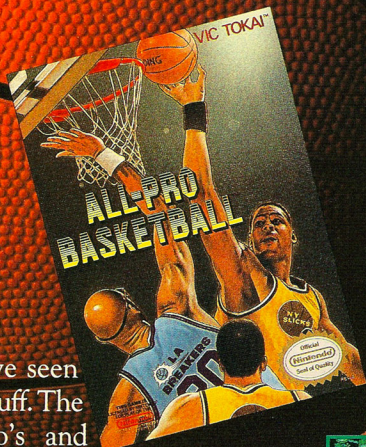
City _____ Phone _____

Age _____

Shirt Size _____

S. M. L. XL

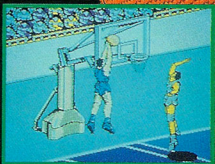
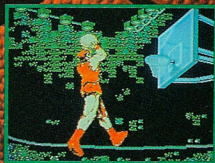
DON'T GET FAKED OUT OF THE GYM.



You've seen the weak stuff. The two-on-two's and the bogus "full-court" games. But you're a die-hard gym rat who can play the game and expect a lot more than what they've got. Now, you're going to get it!

All-Pro Basketball gives you true all-court, five-on-five pro ball, tournament mode, 1 or 2 player control, player substitutions for tiring starters, slam dunks, blocked shots, fouls, cheerleaders, and a half time show!

Now leave that weak stuff behind, and get down to the pro game.



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Castlevania III

By Gideon

So, you think you're hot stuff for defeating Count Dracula not once, but twice in Castlevania I and Castlevania II? Sorry, folks - he's back. Castlevania III - Dracula's Curse is perhaps the most challenging and entertaining game released so far this year!

Déjà Vu for You!

The setting is familiar: The village of Warakiya is being terrorized by Count Dracula and his evil army. As usual, the world's only hope for salvation rests upon the shoulders of the young lad named Belmont - TREVOR Belmont, that is! This game takes place 100 years before Simon Belmont's birth.

The game looks, sounds, and plays almost identically to its predecessors. Fans of Castlevania I will find the same features, weapons, and time-constrained levels of play, as opposed to the long, drawn out quest in Castlevania II.

As in Castlevania I, you must work your way through increasingly difficult levels of play. This time, however, there are 17 different levels. Along the way you use your Mystic Whip to break open candles looking for valuable hearts or special weapons such as the Battle Axe, the Banshee Boomerang, or the all powerful Rosary which eliminates every enemy onscreen. Other useful items such as



PROTIP: If the timer permits, load up on extra hearts for your special weapons by repeatedly reentering the previous section you were in. The candles will re-light and yield hearts each time.

food, money, or 1-ups may be hidden behind certain sections of the walls and the floors.



PROTIP: Strike all the walls and floors for hidden items!

Although this game is most similar to Castlevania I, fans of Castlevania II will appreciate the fact that it's still a quest. Unlike Castlevania I which places you on a preset course, you can choose your path at various crossroads. Some lead to new levels, while others lead to your doom!



Choose the path you take wisely!

Your enemies are a veritable monster menagerie. There are also plenty of familiar faces such as Bats, Zombies, Skeleton Dragons, and good ol' Frankenstein. There are also

hopping Quasimodoes, and a Boss that looks like King Kong!



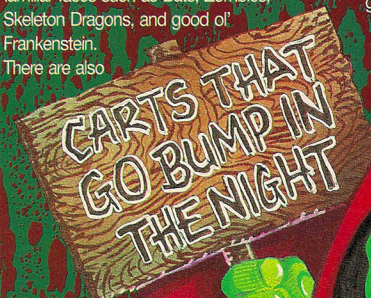
PROTIP: One way to avoid the Medusa heads is to use the Pocket Watch and freeze their flight.

Awesome Allies!

The most innovative aspect of Castlevania III involves our hero's three new allies: Alucard - the son of Count Dracula, Grant Dynasty - the ghost of a Pirate Captain, and Sypha Belnades - the mystic walord of Warakiya. Trevor must first defeat each character before he is able to transform himself into them and take on their specific abilities. Alucard fires a powerful Ball of Destruction and can turn into a bat. Grant Dynasty sticks to walls and ceilings, and Sypha Belnades can shoot flames, ice crystals, and balls of lightning.

A Feast for the Senses

Castlevania III looks and sounds great. The music is upbeat and lively with a variety of tunes, eerie sound effects, and the familiar Castlevania theme. The graphics outshine previous versions with intricate backgrounds and a wide range of colors.



new nasties such as flying Medusa heads.





Extremely detailed graphics accentuate Castlevania III.

Password Blockade

Like Castlevania II, this game has a password feature that enables you to begin at the last level you played. A new feature, however, is the lithium battery which customizes the passwords for each specific gameplayer and each specific cartridge.



Customized passwords just for you, and ONLY you!

A Spooky Dish!

Konami has done an exemplary job of combining the best elements of Castlevania I and II with new ingredients to make this an extremely familiar yet exciting new game. Castlevania fans will love this new chapter of the monster saga. The numerous levels, detailed graphics, and challenging gameplay make this a mouth-watering video game delight! Sink your teeth into Castlevania III, before Count Dracula sinks his into you!

Castlevania III - Dracula's Curse from Konami (\$49.95 - Available Fall 1990).



Beetlejuice

By Boogie Man

The Afterlife can be a pretty dead place for rookie ghosts, unless someone shows them the ropes – that's where you come in! You're the ghost with the most, the ghoul who's cool – Beetlejuice!

Beetlejuice from Acclaim follows along in the spooksteps of the popular movie and Saturday morning cartoon show. You're out to help the recently departed Maitlands rid their happily haunted house of those boring human dweebs, the Deetzes.



Haunting Adventure

Your search takes you through seven 360 degree-scrolling levels. You get two views – a standard side view and a maze-like overhead view – as you visit familiar locales from the movie such as the Attic with the model village, the Afterlife Waiting Room, and Saturn.

The gameplay is similar to that of adventure-oriented carts such as Super Mario Bros. and Duck Tales – where you basically jump over obstacles, figure out puzzles, and bop bad thingies.

PROTIP: An easy way to hop onto elevator clouds is to stand directly underneath them and then press A to jump.

PROTIP: Exit the cavern with the huge skeleton head by making a running leap from the top of the first ledge to the second ledge.

PROTIP: Even if you're turned to bones in the caverns, your skull can still score a few hits on your adversaries.

The Ungrateful Dead

Along the way you'll run into a monster party that's not in your honor: Mad Bees, Killer Scorpions, Spike Porcupines, and

a gang assortment of pesky ghosts would like nothing better than to foul up your journey. Cavern Monsters, Slippery Squids, Sandworms, and the Flat Man are also after you.

PROTIP: If a creature sticks you, you lose a life point but they're temporarily stumped.

PROTIP: When you face the large skeleton head, try to hop on its head several times in a row to rack up the points.

Scare Tactics

How do you get by these supernatural meanies? By outscaring them, of course!

Beetlejuice can find or purchase eight types of Scares. Using Scares is similar to firing shots in other carts, and, naturally, you have to figure out the best Scare for the job at hand. For example, the Skeleton Scare makes no bones about Bee stings, and the Egyptian Mummy Scare puts the wraps on the Crazy Octopus. If you aren't at your Scare-y best, however, your adversaries blast you into a mess of bones.

The Dead End

Beetlejuice is a good brain teaser, where the challenging gameplay overcomes average-looking graphics. (Although you do get some great still shots.) Can you scare the Deetzes? You've got a ghost of a chance.

Beetlejuice from Acclaim (\$44.95 – Available Winter 1990).



Drac's Night Out

By C. T. Aslan

Think you've heard everything? How about Dracula wearing The Pump athletic shoe? Drac's Night Out, a wacky, original video game, features everyone's favorite Count and Reebok shoes.

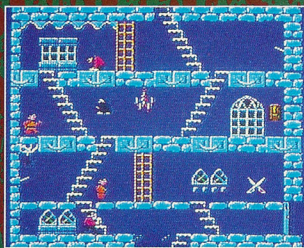
A Vampire's Home Is His Castle

Drac's Night Out is a two-part game. In the first half, the Count awakens in his coffin finding a little peckish – or should I

say, neckish! He must head for town to get a quality snack, namely his love, the Maiden Mina.

But nibbling on Mina is the juicy second part of this game, first Dracula must get out of his castle. The villagers have invaded while he slept, and now he's trapped on the 30th floor, with no place to go but down.

PROTIP: You can't hypnotize the villagers in your castle when you're standing on a small platform. Platforms must be at least three body lengths wide for successful hypnotism.



It's your job to get Drac out of the castle as quickly as possible, springing traps, hypnotizing villagers who get in your way, and, of course, filling up on villager blood. When you've had your fill of villagers, you'll turn into an indestructible bat, or a wolf if you're in the town.

PROTIP: When springing traps, timing is everything. Wait for a villager to get close to the trap's release point, then pull the lever. Don't forget to feast on the stunned villager.

Pump It Up!

So where does the Pump fit into all this undead madness? You'll find Reebok Pump icons throughout Drac's castle. When you grab them you can move super fast and jump like an Olympic athlete. The Pump's effects last about 20 seconds, so move quickly.

Strangers in the Night

Once you escape from your castle, it's off to the village to find the lovely Mina. You must find her by 6 a.m. or you'll be out for the Count! Bite the necks of sleeping victims, and they lead you in the right direction. Or consult a wizard in town for clues to Mina's whereabouts.

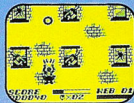
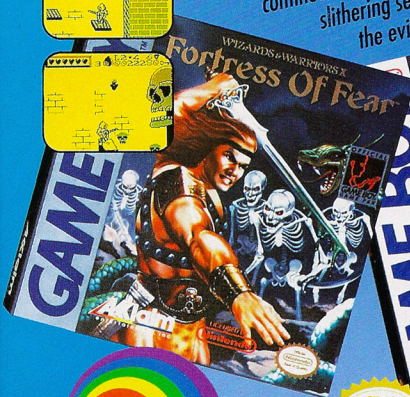


DRAGON SLAYING! GAME BOY ACTION! WEB SLINGING!



DRAGONS AND DANGER
The incredible saga of Wizards & Warriors™ continues on Game Boy. As Kuros,™ battle slithering serpents, giant skulls, and the evil wizard Malkil himself.

SPIDEY ACTION!
Command the ultimate super hero in bouts of web-slinging, wall-climbing action, through city streets and over rooftops. Battle the likes of Mysterio™, Dr. Octopus™ and more...



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You'll need Keys, 4-Leaf Clovers, and Lanterns to get through the doors, tunnels, and gates that stand in your way.

PROTIP: In the village, if you're up to your neck in vampire killers, enter a building and run out the back. It is better to waste a key than to face certain death.

Drac's Night Out is an extremely inventive and enjoyable video game. The graphics aren't the greatest, but it makes up for that with humor and depth. The castle has over a hundred rooms. Old style movie music and black-and-white messages give Drac's a "silent picture" feel — an original concept for a Nintendo game!

If you're dead tired of run-of-the-mill carts, Drac's Night Out will bring you back to life!

Drac's Night Out by Parker Brothers
(\$42.95 — Available Spring 1991).



Frankenstein

By Sweet Polly Purebred

Frankenstein's life was little more than a series of cruel rejections that planted in him the seeds of hate and contempt. Now, those seeds have blossomed, and the tormented monster wants revenge!

In Frankenstein, a one-player cart from Bandai, the bolt-necked bad guy is back, and he's out for blood. He's destroyed a village and taken Emily, the daughter of the village elder, hostage. Now, it's up to you to find her and put Frankenstein to rest once and for all.

Let's Be Frank

Throughout the five (multi-level) areas of your journey you'll encounter a horde of angry creatures that are under Frankenstein's spell. With the proper weaponry (which you collect along the way) and a bit of ingenuity, you can beat these beasts. What's more, if you defeat the boss monsters, thus releasing them from the evil spell, they may leave you with a

special gift such as a potion for extra life or a more powerful weapon.

PROTIP: When the "Grim Reaper" is in the throes of death, beware of his scythe. It transforms into a flying demon that grabs you and carries you back to the beginning of the village. To avoid its demonic grip strike it in the head as it swoops downward.

PROTIP: The most vulnerable spot on the "Demon Horse" (Area 1's boss monster) is where the reptile and the horse portions of his torso meet.

PROTIP: Beware of flaming balls that fall out of the trees in the second section of the Evil Forest.



A Monstrous Legacy

Good things come in very ugly packages in the world of Frankenstein. Clubs, Maces, and special Swords are a few items you can confiscate from creatures. However, weapons can be taken away or weakened nearly as quickly as they're acquired.

PROTIP: To avoid the grasp of the blue-furred beasts in the dungeons of the Castle (Area 4), first pause, then take a forward swipe with your weapon. This should frighten them off long enough to enable you to sneak past them.

PROTIP: To defeat the Dark Warrior's servants, first position yourself as close to them as possible. Next, jump over their sling-projectiles, land, duck down, and then lash out at their legs. It's a tricky but very effective pattern.

PROTIP: To gain mega energy in the Evil Dimension, smash the floating green balls, pick up the blue life potion, then take a few steps in any direction and wait for the ball to regenerate. Repeat the process until your life meter maxes-out.

Frankenstein is a "monster" — in more ways than one. Dark graphics en-

hance an eerie horror-story atmosphere. Persistent hordes of terrifying creatures demand all your fighting energy and the added twist of having to battle to keep your best weaponry makes this monster mash all the more challenging. Don't come apart at the seams.

Frankenstein by Bandai (\$44.99 — Available Winter 1990).



Ghostbusters II

By Maid Marion

Ghostly beings are once again rearing their ugly heads in the Big Apple, and, for a change of pace, on Game Boy screens. It's up to the Ghostbusters to catch the creeps and keep New York from a slime-filled future.

Keep New York Boo-tiful

To right the ghostly wrongs you become part of the Ghostbusters team ready to scour the city's local haunts for spooks. Your search takes you through offices, subway mazes, and trashed art museums. You've got to clear more than 13 levels of ghosts before you can advance to the next stage and, by the way, you're time's limited.

PROTIP: If your time runs out, the ghosts convert into spinning coin-shapes that are much tougher to catch.

Ghostbusting for Two

Ghostbusters work in pairs. One carries a Proton Beam, and the other carries a Trap. The Beam stuns the ghosts, and the Trap sucks them into safe keeping. If a Ghostbuster gets slimed by a ghost he's knocked unconscious for a few seconds.

PROTIP: Keep the Ghostbuster with the Proton Beam in the lead. Stun spooks with your Proton Beam then move to one side and let the other Ghostbuster trap them.

PROTIP: It takes practice to maneuver your team. If you paralyze a ghost and your buddy isn't there to trap him, you're wasting your time.



 HOT TOPS ROUTINE

 1 900

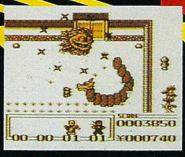
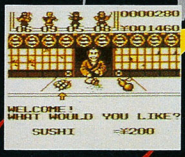
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 EXT. 7752

Let's Get Mercenary!



mercenary FORCE™



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Over one hundred years ago during the mighty Shogun Era, the Lord of Darkness sent his fearsome army to terrorize the Japanese countryside. Using the Dark Lord's powerful magic, his evil minions spread famine, plague, and pestilence wherever they went, leaving the peaceful population hopelessly oppressed. It's up to you to recruit a lethal Mercenary Force from a band of deadly warriors and free the country from the Dark Lord's ruthless reign of terror.

Now Nintendo® Game Boy™ players can get mercenary with Meldac's completely new type of action/shooting game, **MERCENARY FORCE**. Voted one of the top 10 game introductions in 1990 by Japan's Game Boy Club Magazine, Mercenary Force brings superior graphics and incredible stereo sound to Game Boy™ software. So if you have a head for strategy and a body for action, what are you waiting for? **Let's Get Mercenary!**

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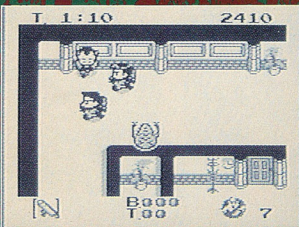
Spiritual Assistance

As you cruise the haunted hallways you'll occasionally run into one of the other two Ghostbusters. He'll be glad to lend a helping hand by giving you some tools of the trade such as additional power for your Beam or Trap, a Moodsliimer which temporarily snags ghosts, or even a handy Wall Smasher.

PRO TIP: The ultimate goody is Ghost Power which enables you to make like a ghost and float through solid objects.

Happy Haunting

This new twist on the ever-popular Ghostbusters theme is a slimy, er slick trick. Nice graphics and clever gameplay make for a good Game Boy time. Special surprise levels add a bewitching twist to the plot. So who ya' gonna' call? How about Ghostbusters III!



Ghostbusters II by Activision (\$24.95 – Available Winter 1990).



Werewolf

By Boogie Man

The evil Dr. Faryan and his Bio-monsters have taken over the Earth and even the best high-tech weapons have no effect on them. The world must turn to a far more ancient power for help – the werewolf! As Chief War Wolf, last of the werewolves, you pit tooth and claw against Faryan's Death Slaves through five levels of horizontally – scrolling action across a nightmarish urban landscape.

Of Wolves and Mutants

In human form, you have a solid punch, and a Power Ray. But when things get hairy so can you. Find a Red W and you transform into the Werewolf! Now you have tremendous speed, agility, and a heck of a fur coat! Your arms become mighty blades that enable you to scale walls, snag ceilings, and chop down your enemies.

PRO TIP: If you begin a level without Werewolf power, there's always a Red W somewhere near the beginning.

Your adversaries include the usual suspects: Ninjas, gun-toting soldiers, bald-headed wrestlers, and bats. But you also encounter bizarre creatures such as weird water beings, gooey blobmen, and iron-headed thugs. Most villains here eventually succumb to steady punching or slashing, but when the monsters team up with endless obstacles such as vile sludge, lightning, and falling concrete slabs, you'll really start to howl.

PRO TIP: To heat the Level 1 Green Slimer, slash him before he turns into green jelly balls. When he does, scoot to one side and slash the balls as they come at you. When they vanish, run towards the pipe on the opposite side. The Slimer reforms there, so keep chopping till he's down.



Sniff Out Surprises

Useful items – seen and unseen – can be anywhere. Bash baddies for extra life points, more time, bonus points, and Anger bubbles. Collect five of these and you become Super Werewolf with all your wolf powers at a fever pitch. You can also punch or stab the scenery to reveal hidden surprises such as maximum lives and 1-Ups.

PRO TIP: In Level 2, you can punch dynamite and concrete slabs out of the way.

PRO TIP: In the sewers you can't jump over pipes while sludge flows out of them. The flows come in twos.

Survival is highly unlikely, but to help you along, you get five continues and extra lives every 50,000 points.

PRO TIP: If you fall in between girders in Level 3 without Werewolf powers, you're stuck.

PRO TIP: Find red Power Bubbles for protection from lightning, but figure out the danger spots first.

Howling at the Moon

Werewolf doesn't really toss anything at you that you haven't sunk your teeth into before. But even though the basic storyline and the gameplay are familiar, this challenging cart will give you a run for your money.

The graphics are average, but the animated sequences in between levels and when you get wolfish are slick. The sounds, however, could use a few lively wolf howls.

Werewolf doesn't pull ahead of the pack, but it's no dog either.

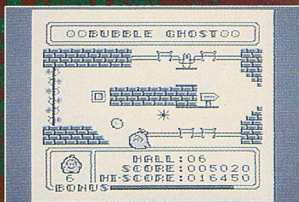
Werewolf: The Last Warrior by Data East (\$49.95 – Available Winter 1990).



Creepy Cartridges

Some oldies and some brand new games, all designed to send a shiver down your spine!

The New



Bubble Ghost (FCI for the Game Boy)

A cute little ghost has to blow a bubble

HELLFIRE



Psychotic Aliens are Blasting You From All Directions!

Escape is nearly impossible, you feel the end is near. Don't worry, you wield the *ultimate weapon* "HELLFIRE"! This weapon will destroy any enemy in your path, but beware, your onboard supply is limited.

Don't think you can get out alive with blinding firepower alone, you'll need to utilize your four weapons with strategy and great prowess!

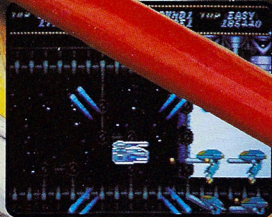
Complete with 4 Mbit ROM, 6 Levels, Continue, Selectable Firing Direction, Multiple Endings and 16-Bit Graphics.

At least you'll look good as you go down in flames!

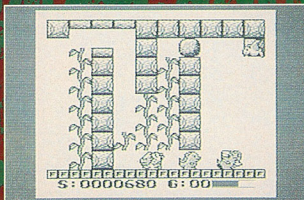
Distributed by:

SEISMIC

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Santa Clara, CA 95054



past various obstacles. Guess there's not much to do in the afterlife.



Godzilla (Toho Co., Ltd for the Game Boy)
The big lizard is at it again...but this time he's smaller! And in black and white! This game is a cutesy, multi-level game - nothing like the NES cart of the same name.



Hellraiser (Color Dreams for the NES)
Based on the macabre Clive Barker book and movie. Yes, Pinhead and all the gang are in this one.



Zombie Nation (Meldac for the NES)
A game where you take on a multi-level mega-mall? Hardly. This game features the gigantic decapitated head of a long-dead samurai warrior. Player One controls the head, Player Two controls the city the head wants to destroy. Heads up!

The Old

Still searching for a good scare? Still hunger for some horror? Here are some other monstrous carts that ought to make your hair stand on end!



Altered Beast (Sega Genesis)



Ghostbusters (Sega Genesis)



A Nightmare on Elm Street (LJN for the NES)



Ghostbusters II (Activision for the NES)



Dr. Jeckyl and Mr. Hyde (Bandai for the NES)



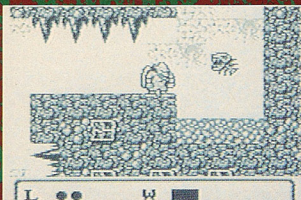
Godzilla (Toho Co., Ltd. for the NES)



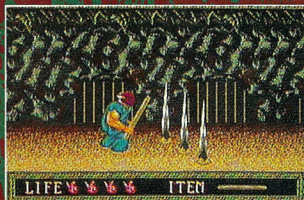
Fester's Quest (Sunsoft for the NES)



Monster Party (Bandai for the NES)

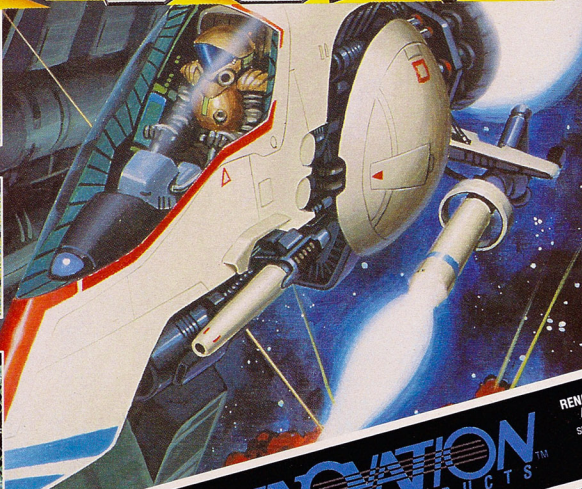


Gargoyle's Quest (Capcom for the Game Boy)



Splatterhouse (NEC TurboGrafx-16)

WHIP RUSH



In the 22nd century, Earth Defense Headquarters detected a huge unidentified object approaching our system. A probe revealed three of our own Alpha-type robot spaceships at its core. In the hands of a hostile alien intelligence, the ships had been transformed into a gigantic, heavily-armed, flying fortress – bent on destroying Earth! The defenses of Earth have all failed to halt the juggernaut. In a final desperate bid for survival, all resources have been expended to create one mighty jet fighter: Whip Rush. You must pilot Whip Rush on a noble mission to deliver mankind from certain doom!

AVAILABLE IN OCTOBER

RENOVATION PRODUCTS, INC. 987 UNIVERSITY AVENUE, SUITE 40, LOS GATOS, CA 95030
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RENOVATION PRODUCTS

You are about to be transported 100 years in the future, where the latest wave in warfare is the New Age Power-Suit, or NAP – a robotic combat machine which gives the wearer unheard-of fighting ability. Your NAP can be equipped with up to 15 weapon, speed, and maneuverability options, out of 100 available – including flame throwers, land mines, and both hand-held and body-mounted firing equipment. With this kind of firepower to command, your only limitation will be your own strategic sense and combat savvy. The ultimate battlefield – the FINAL ZONE – awaits you!

AVAILABLE IN NOVEMBER



FINAL ZONE

Charlie T. Aslan

Dragon's Lair, the latest NES cartridge from CSG Imagesoft, can be summed up in one word – YEARRRRRRGH!

"Yearrmgh" describes how you feel as your character dies – over and over again. Yes, folks, in this game, you'll be turned to dust and bones in all sorts of amusing and creative ways. After a while, you might get to like it.

Drawbridge to Danger

In this seven-stage adventure, you play Dirk the Daring, a pointy-nosed, cleft-chinned knight. The lovely Princess Daphne has been kidnapped by an evil wizard named Mordroc and is being held in his castle. His pet dragon, Singe, serves as watchdog over the princess. Rescuing her won't be easy!

A Chip Off the Old Coin-op

The original Dragon's Lair coin-op set the arcade industry on its ear in 1983. At the time, the coin-op biz was starting a downslide. Dragon's Lair, boasting brand-new laser disc technology and cartoon-quality animation, was a breath of fresh air. Game players everywhere were entranced.

The NES version of Dragon's Lair has a couple of things in common with its arcade predecessor – brilliant graphics and a high frustration factor.

However, the frustration is part of the fun. Dragon's Lair isn't a typical slash and hack adventure game, where you have a limited number of lives to chop your way from point A to point B. True, there's some tough swordplay along the way, but you primarily get from one point to another by learning to make the right moves at the right times, not by fighting your way through. Sometimes this requires jumping, crawling, or simply walking. To succeed, you must learn from your mistakes.

Look Before You Leap

If you use a wild, breakneck, slice and dice strategy you're doomed in this cart. It's important to move cautiously throughout the castle. Running blindly

Dragon's Lair

ahead is the way to sure death. Many of the things you have to do require instantaneous action, so a good strategy is to move slowly to allow yourself a few extra milliseconds.

Another reason to move cautiously is so you don't miss any of the lettered blocks that appear throughout the castle. These blocks provide you with better weapons, energy, gold, 1-ups, or candles (which you'll need to navigate the dark portions of the castle).

A Hard Day's Knight

Dragon's Lair will test your mind a little more than your muscles. It's a real hüsker du! ("Do you remember?") type game. You have to recall exactly where and when to step each time you go through. If you let up on your concentration for a moment, it's curtains!

And it's easy to lose your concentration in this game because the visuals are so striking. But try to remain focused – after all, you're rescuing the Lovely Princess Daphne, who is even more striking than the rest of the game. What other incentive do you need?

Dragon's Lair by CSG Imagesoft (\$44.95 – Available Fall 1990).



Graphics Sound Gameplay FunFactor Challenge

Section 1



1. Go to the third link in the chain holding the drawbridge, throw a dagger at the approaching bat.



2. Jump up and right (using the upper right portion of the directional controller and the B button). You get the "Gold" icon and avoid the weak part of the bridge. You'll also cause the serpent in the moat to rise.



3. Jump back (using the upper left portion of the directional controller and the B Button).



3. Crawl through the descending gates one at a time. Watch out for the second gate - it follows a different pattern than the first.



6. Pass another Cell Fiend, and you'll encounter Wall Snake #3.



4. Fire several daggers at the serpent, then jump to avoid his fireball. You'll have to hit him with 10 daggers to destroy him.

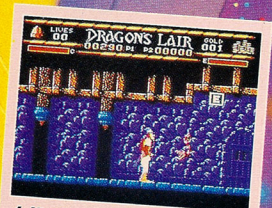


7. After Wall Snake #3, head right, until your toes are just over the edge of the stair. Wall Snake #4 appears, followed by more descending gates.

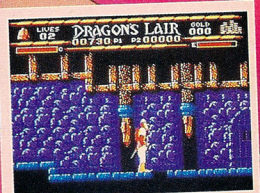
Section 2



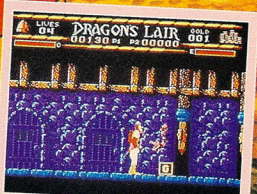
1. Quickly walk past the first Cell Fiend. Position yourself on the outer right edge of the first cell and wait for the second Cell Fiend to throw his exploding skulls.



4. After the gates, another Wall Snake. Kill him the way you killed the first (three daggers).



8. To make it over the crevasse between the gates, press the right side of the directional controller AS you press the B button lightly. A light press of the button gives you a low jump, so you don't hit your head on the ceiling.



2. Move past the second Cell Fiend and you'll encounter a Wall Snake. Wall Snakes can be killed by throwing 3 daggers. But you have to do this quickly or they'll shoot at you (certain death if you're hit).



5. Move past another Cell Fiend and towards the step. You may encounter the Lizard King, who materializes and floats towards you. If he touches you, he'll steal all your gold, which he'll store in the treasury. He'll also take some of your energy. The Lizard King does not appear everytime.



9. This next move takes some timing. You must go under the second gate and past the Cell Fiend after he has thrown his second rock (or go under the gate, stand as far away from the Cell Fiend as you can, and wait for him to throw his two skulls, then move ahead).

By Charlie T. Aslan

There we were, sitting around Gilgamesh's Tavern, having a few ales and wondering what to do with the rest of our weekend. It was just the six of us: Sir Charles the Pig-Headed, Clorox the Whitener, Bolbi the Baggy, Oprah the Interviewer, Merloen the Unwashed, and Bob the Healer.

It wasn't long before our tavern talk turned to boasting, as tavern talk usually does. Sir Charles claimed he once journeyed through the dreaded Realms of Moorder – alone! "In search of a lost kitten," he said matter-of-factly.

"That's nothing!" shouted Merloen, "why I once fought a small blue dragon, and I was completely out of spell power!"

And so it went for hours, until some joker – I think it was Sir Charles – suggested we head down to the Proving Grounds of the Mad Overlord to really see who was the toughest.

So, now here we are, trapped in the dark...wounded, out of magic – and I think I hear some big, nasty creatures coming around the corner.

Who's bright idea was this anyway?



Slimes are the least of your worries in the monster-infested dungeon.

Prove Your Worth

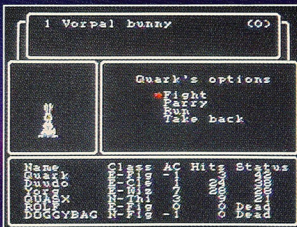
Wizardry: Proving Grounds of the Mad Overlord is a multi-level roleplaying game that has come to the Nintendo world via the personal computer. The Wizardry series is one of the most successful PC game series, having sold over 1.7 million copies over the past eight years. There are currently five games in the PC series, with Proving Grounds being the game that started it all.

Wizardry

The Proving Ground of the Mad Overlord

Your mission is to retrieve an Amulet belonging to Trebor, the Mad Overlord. The Amulet was borrowed (read: stolen) by the Great Wizard Werdna, and he doesn't want to give it back. Of course, Trebor promises recognition and riches to whomever gets it back.

A successful group consists of six characters – three Fighters, a Thief, a Cleric, and a Wizard makes a good mix.



It looks cute and cuddly – but will take your head off if you pet it!

If you're familiar with the roleplaying game, Dungeons and Dragons, you'll be used to the character creation sequence of Wizardry.

You've Got Character!

Diehard fantasy gamers will love the details in Wizardry such as characters who age as time goes on, characters who change their alignment (from Evil to Good or vice versa) based on their actions during the game, and a wide assortment of magic and clerical spells (if your character has the ability, of course). Your character doesn't even have to be human – he can be an Elf, a Dwarf, a Hobbit, or a Gnome. The race you select has a decided effect on your character's abilities.

PROTIP: When a character changes alignment during the game, the next time you stop by the inn, the newly-enlightened character may not want to hang out with your party any more. To avoid this awful problem, try to create char-

acters of Neutral alignment. Neutrals never change alignment, they just do their own thing!

PROTIP: If your party's Thief can't disarm a trap early on in the game, it's a good idea to forfeit the gold and leave the chest alone. Since a beginning party has no way to cure paralysis, poisoning, death, etc., it has far more to lose than it has to gain from an early level chest.

Hey, Bud...Can You Spare 2000 Gold Pieces?

Once you put together a group of six, it's time to go shopping. Since you're starting with first level characters (who always have little wealth) expect your first visit to Boltac's Trading Post to be a quick one.

There'll be no expensive magic item purchases today! You'll only have enough cash to outfit your characters with weapons and some cheap armor.

PROTIP: To start the game with a lot of money, create several characters who you have no intention of using. Put these "dummy" characters in a party with one character you are planning to keep. We'll call this character the "gold holder." Pool all the gold to the gold holder, then eliminate the dummy characters from the roster.

Like A Rat In A Maze

There are 10 levels in the Proving Grounds. Every level is maze-like and extremely tricky. It's a good idea to map each level on a piece of 20x20 grid paper (See the enclosed maps of Levels 1 and 2).

Even if you're a skilled cartographer and you painstakingly map every detail of the dungeon, count on getting lost more than once. Take a quick look at the map of the first floor we have enclosed for you. The arrows drawn through walls signify one way entrances – you can go in, but you can't get out the same way. Those shaded areas? Total darkness. It's



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hard to get your bearings in there. The squiggly lines represent teleportation places – just try mapping after going through one of those!

PRO TIP: The Clever Reset Trick. A nifty trick you can do with Wizardry is to hit the Reset button on your NES whenever your party is about to die or you're just generally in a bad situation. After you hit the Reset button, choose the Restart An "Out" Party menu selection. This sends your party back in time several turns before your run-in with death or another type of nastiness.

It Doesn't Get Much Better Than This

Fantasy roleplaying fans will get hours, weeks, and months of enjoyment from this cart. We spent several days just working our characters up to the 3rd skill level. The initial challenge of this game is survival, but the ultimate goal is to create a well-balanced, six-player party that can overcome any obstacle. That only takes several months!

If Wizardry has a drawback, it's that there's no animation. The graphics are three-dimensional from a player's perspective. You'll see a picture of the enemy you encounter, but you won't see the enemy or yourself move during a fight. However, animation is never a big part of fantasy roleplaying games anyway. After all, the best fantasies are always acted out in your mind.

Wizardry: The Proving Grounds of the Mad Overlord by Hexoft (\$54.95 – Available Now).

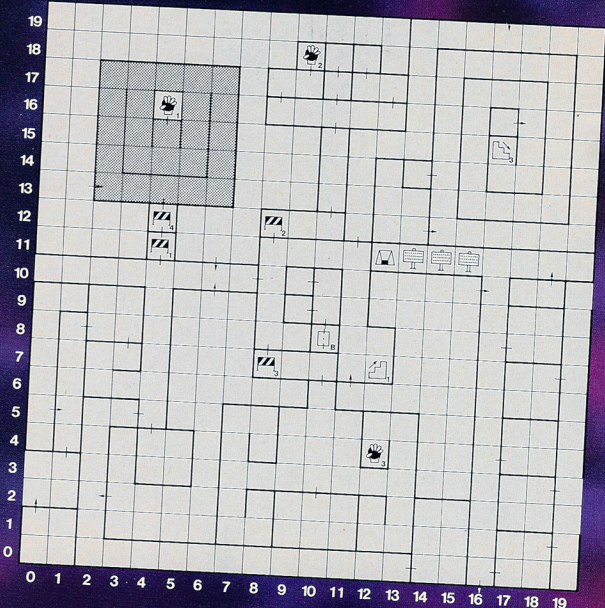


Graphics Sound Gameplay FunFactor Challenge

- Key of Silver
- Key of Bronze
- Key of Gold required
- Murphy's Ghost
- Forced teleport to castle
- Elevator between F1 and F4
- Gate to 1-way path
- Key of Gold
- Statue of Bear
- Statue of Frog
- Statue of Bear required
- Key of Silver required
- Key of Bronze required
- Statue of Frog required

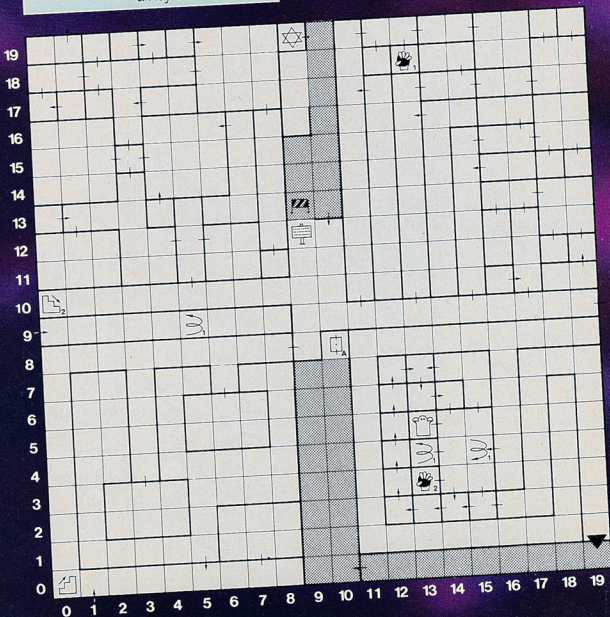
FLOOR 1

Silver Key, Bronze Key, and Murphy's Ghost



FLOOR 2

Sacred Statues and a Key of Gold.



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By Slo'Mo

Your mission: Find the mysterious Dr. O, the genius behind the U.S. military defense system, and his bodyguard, who have been snatched by the Sinister Seven, the most ruthless criminal organization on the planet. The kidnapped couple could be anywhere in the world.

Sound impossible? Exactly!

Good Morning, Jim

Konami's Mission: Impossible is an adventure cart, based on the popular TV show, that emphasizes strategy and problem-solving without scrimping on the action.

You are Peter Graves look-alike, Jim Phelps, leader of the Impossible Mission Force (IMF). However, unlike your TV counterpart, you don't get to pick your team. Instead, you guide three crack agents. You play them one at a time, but you can switch characters at will.



Your Mission

Your search and shoot assignment takes you to six international hot spots: Moscow, Venice, East Berlin, the "Persian" mountains, the Swiss Alps, and Cyprus. The graphics are picturesque, but don't expect postcard snapshots.

PROTIP: Before you head into the Area 1 sewers, get the street pass.

PROTIP: In the East Berlin temple, the passage from the second floor to the third is through the room in the lower left-hand corner. Watch your step!

Walk That Walk

The graphics are crisp and clear. You get a 360 degree-scrolling overhead view that looks straight down at your characters' heads and shoulders. This seems hokey at first because your guys move with an exaggerated shoulder-swinging march. However, the engaging gameplay and the downright sharp display quickly make you forget the stiff sashaying.

Team Work

Part of the fun is learning to manage your team against the terrorists. Max is a crack shot, who also carries remote control cluster bombs. Grant uses fists and sleep bombs. Nicholas tosses a boomerang, and he's a master of disguise.



Watch your step against the Ninja Guardian

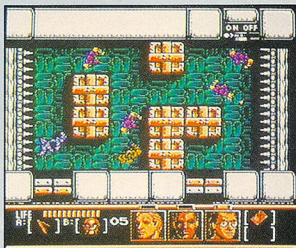
PROTIP: Nicholas' boomerang can knock off two thugs at once.

A-Mazing Action

Most of the action takes place in six multi-level mazes where you try to find Safety Switches that control booby traps, hidden doors, and other surprises. The mazes aren't too hard to figure out, but fighting the hordes of mercenaries is a major brain-bruiser.

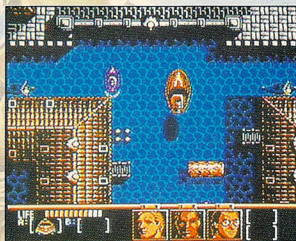
In addition to the mazes, you get two fast-paced overhead chase sequences: a splashy, Spy Hunter-type boat fight through the Venetian canals and a wild ski run-and-gun in the Alps.

PROTIP: Grant's punches put a dent in robot swordsmen.



Flick the switches – if you can!

PROTIP: Whenever you flick a Safety Switch, a brief message describing what it does flashes once in the Life meter.



See the Venetian canals – the hard way.

That's Him, Jim

Mission: Impossible fans will freak over the cart's classic opening sequence: the hip theme song, the fuse-lighting sequence, and even the self-destructing message. However, familiar references to the TV show tail off sharply after that.

What doesn't let up are the great graphics and the tricky gameplay (reminiscent of Konami/Ultra's Snake's Revenge). This is a solid offering for espionage adventure enthusiasts looking to add another "mission" to their gameplay dossier.

But, as always, should you or any member of your IMF force be captured, the Secretary (and GamePro) will disavow any knowledge of your actions.

Mission: Impossible by Konami (\$43.95 – Available Now).





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I'll be back...
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By Persona non Grata

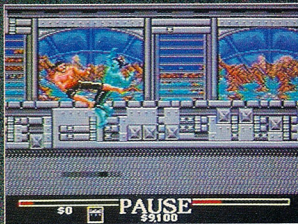
If ever a man has discovered a way to capitalize on throwing his weight around (literally) in the galactic business world, it's Mondu. Tipping the scales at 1,000 kilograms this ill-mannered ball-o'-blubber has created a very profitable niche for himself in the world of inter-planetary competitive martial arts by opening his own fight palace.

In this PC-gone-Genesis title Mondu's Fight Palace (a.k.a. Tongue of the Fatman) the fat man himself invites one or two players to test their skills, and hopefully part with a few bucks, against more than twelve of the strongest creatures currently competing at the palace.

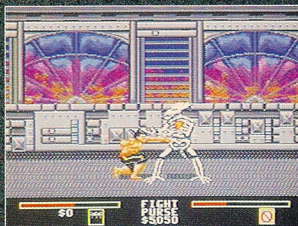
It's a long grueling eight-round road to the top of the heap. Then just when you think you've made it through all of your alien opponents and are about to fight "el lardo" himself (Mondu), guess what? You get to go through the entire alien variety pack one more time. To darken matters further, the members of the second-alien wave are of the same species (different cal-names), but are far more powerful than their body-double predecessors. GamePro will take you through the first set of opponents.

When the Fat Man Sings

Bouts One and Two put you face to face with both man and beast. Your first opponent is a "Bruca Lee wanna-be" called Rex. Sporting a Mr. Universe physique, Rex's appearance is a bit more forbidding than his actual fighting ability. Agility and a powerful kick are Rex's strong points. However, once observed, his style is fairly predictable. In fact he has one move (the forward leap) you can turn to your advantage. As for competitor number two, Bonapart, his name says a great deal. A hardcore dieter, this living skeleton looks creepy but lacks mega muscle-power.



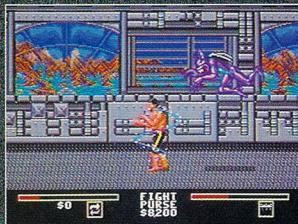
PROTIP: To defeat Rex get yourself approximately two jump lengths away from him then, as he makes a forward leap at you, meet him in mid-air with a flying kick to his mid-section. When he gets back up, he'll almost always use the same forward jump to get back in the fight.



PROTIP: To de-bone Bonapart simply kneel down, wait for him to approach you, and then punch him repeatedly in the mid-section of his rib cage.

Shoppin' For Magic

If bare brute force just isn't cuttin' it you may want to consider buying some special magic items. You have a choice of 12 different items such as bee swarms and temporary mental confusion. These can be real life-savers when you're taking a nasty beating. The one drawback: The beasts have access to magic, too.



Feeling a bit confused?!

PROTIP: There's little time to go rilling through the magic weapons you've pur-



MON

FIGHT PALACE

MONDU'S

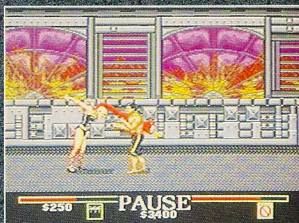
FIGHT PALACE

Chased when you're in the midst of a battle. To avoid confusion use up one item at a time.

PROTIP: The victory purse increases with every blow (yours or theirs) that makes body contact. Prolong a fight as much as possible and you'll have that much more money to buy magic, health, or attack power.

Gals with Big Hair

You'll be thrown for a loop in Round Three when Sheba, the leather-bound femme fatale, saunters in. Don't be distracted by the spike heels and scanty get-up, though — this gal's got a Mohawk hairdo with a mind (and teeth) of its own. Lashing her locks at you, Sheba uses her hair as a whip to crack the life right outta' ya'. To avoid this scary hair try to remain a few jump-lengths away between head-to-head confrontations. Rounds Five through Eight introduce you to an even mottier crew including a leg-less brute (Stump), a robotic-chicken (Robo-Chick), a goat-man (Ramses), and a kick-boxing gargoyle (Guano).



PROTIP: Sheba's bare-belly is her point of vulnerability. However, if you really want to knock her outta' those heels corner her in the far right hand portion of the screen (this traps her) and punch, punch, punch!

PROTIP: Webra, the spider-woman, is not only quick and strong, she's got multiple arms. Magic and strong fight power are your best bet, so max out on both.

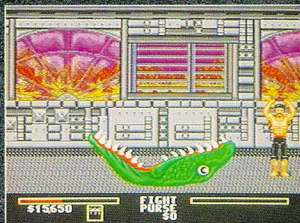
PROTIP: Ramses will kick you with his hind goat-legs. When he does, punch him in the behind. This knocks him flat on his belly. When he gets up his behind is still towards you, so simply repeat the process until you've "kicked his butt," so to speak.



Havin' a gas at Mondu's.

War-Torn and Tattered

If you get burned out fighting as a human, good news! There's a little added bonus that enables you to play from an entirely new perspective — as a monster to be exact. All it takes is a few special codes. Win at least two rounds as a human against an alien and you'll earn special codes to use when you reset the game. You get to do special tricks such as, ripping off your leg and using it as a weapon when you're playing Bonapart or emitting noxious fumes when playing Guano.



Landshark!

This game is a kick in the pants for contact sports fans. 16-bit graphics make even the gruesome aliens easy on the eyes, and the special monster-select codes keep the game from slipping into monotony. It's always more fun to be a monster! Think you can breeze right through Mondu's Fight Palace? Fat chance!

Mondu's Fight Palace by Activision (\$49.95 — Available Now).



WHIP RUSH

By David Winstead

At the start of the 23rd century, mankind decided to spread out into space, the final frontier. To prepare the way, a team of three Alpha-type robot spaceships were sent out to look for new lands in deep space – they disappeared. But now, they're on the way back – in the belly of a huge alien vessel that's destroying everything in its path! Next stop – Earth!

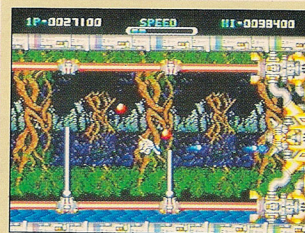
There's only time to build one mighty jet fighter to stop interplanetary threat. The Jet's name: Whip Rush. And guess who's the only pilot good enough to pilot it?

Whip Rush is an action-packed one-player Genesis shoot-'em-up (by Renovation) that's definitely worth looking into. You get seven rounds of both horizontally and vertically scrolling fast-paced blasting! You face a deadly fleet of weird alien spacecraft, and as you destroy enemy vessels, you pick up power-ups and additional weapons such as Power Claws, Lasers, Missiles, and Fireballs. What a rush!

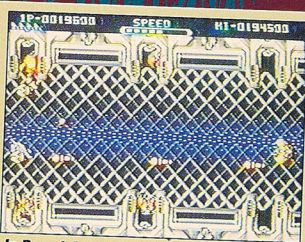
Whip Rush by Renovation (Price not available).



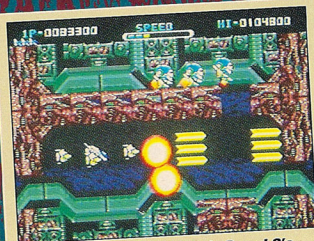
It's a tight squeeze underwater in Round 2. Make sure that you keep your ship towards the middle right side of the screen at all times.



Dodge the deadly force beams of the Round 2 boss vessel while firing at the eye in its center. Make sure that you adjust your ship's speed to match the speed of the sliding force beams!



In Round 4, use your Power Claw to destroy enemies in small places by pressing Button C while firing.



The Power Claw is handy in Round 3's vertically scrolling screen, but be careful not to pick up Lasers since they only fire horizontally.



In Round 1 pick up two Power Claws to add some major firepower to any other power weapon.



Watch out for the Boomerang ships in Round 2. Even after you destroy them, they return.



Be sure to destroy all three of the forward firing ships near the end of Round 4 to pick up three extra lives!



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IT ENDON'T. WORD OF VERMILION.™



1. You start your journey in a village; meet shopkeepers, buy supplies, weapons, and trade-in your armor for magic potions.



2. In the dungeons you meet a motley crew of characters, all seen from your point-of-view. On the right you see an overview of the whole area.



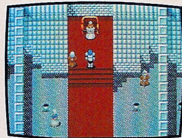
3. You go inside buildings and find customers walking around you can talk to. For more help, enter a store, house or sacred place.



4. Inside a building you defend yourself with a sword of gold against hooded wizards sent by the evil Tsarkon.



5. When you're making your way through the forest to the next town, you are attacked by scorpions which you defeat with a circle of magic.



6. You meet the mysterious Princess amidst all the pomp of this ancient court. Her two evil chamberlains are advising her against you.



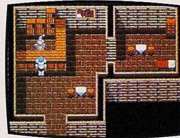
7. Advance into the fray against the dragon wielding your sword of diamonds, using your controller and fighting in real time.



8. Weary from your journey, you arrive at a restaurant where you can eat. Look out for poison.



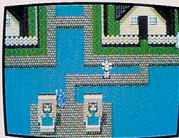
9. You arrive at the Inn, where you can find out important information about what lies ahead. Be careful about who you trust.



10. Inside the Inn, you can rest and recover from battles, recuperate your health and replenish your magic points.



11. As you move through the forest between towns, you encounter a fireball which you must extinguish or destroy using the Magic of the elements.



12. Gargoyles guard the watery entrance to the floating village of Cartahena. Careful, there are more bad guys hiding in the dungeon outside town.

the screen displays them from your own personal point of view.

In the world of The Sword of Vermilion,™ your father, Erik the Fifth of Excalabria, was killed by the evil Tsarkon of Cartahena. Your father's trusted servant Blade took you into safekeeping as a baby, and now eighteen years later, it's your mission to restore yourself and peace to the Kingdom.

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Explore Watling, Stow and Keltwick. Meet Mordegarde the Wizard and Bearwulf the loyal shield bearer. The Sword of Vermilion™ on Genesis from Sega®... You can't do this on Nintendo.®





Joe Montana Football™



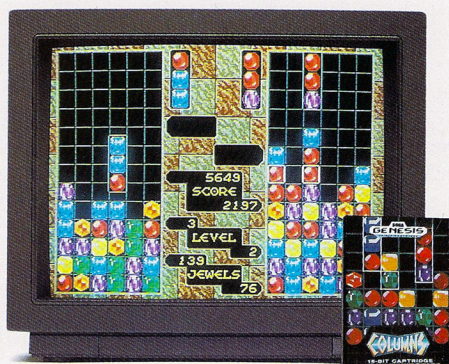
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Columns™

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Of course, you still get the arcade hit Altered Beast™, the three button Control Pad and the Genesis system that you've always wanted. So why wait. Act now. See your Sega® Genesis retailer for full details. The 16-bit Genesis system by Sega. Like we've been saying, you can't do this on Nintendo.®

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By Chip Lange

Attention, video racers, it's time for the Super Monaco G.P.! Your racing team has put together what they feel is the best car in the pack, but it's up to you to take charge and fine tune your car for that winning edge.

World Tour Racing

Super Monaco G.P. takes you on an international tour of 16 challenging tracks, from Brazil to Australia and points in between. Sega of America's newest road



Drive 16 challenging tracks.

racer for the Master System is only vaguely reminiscent of the smash hit coin-op, but it still captures the spirit of Grand Prix racing.

You get a split screen view of the road – two windows, one on top of the other. In a single player game, the top screen displays a typical behind-the-car view of your car. In the bottom screen, you can see cars chasing you (like a rear view mirror except you view the cars from behind). Two players get one window each, and they can see each other as they jockey for position.

But, hey, keep your eyes on the road! You're not here to sightsee, you're here to race and win! Some tracks toss



Careless driving can cost you the race.

nothing but hairpin turns and steep banks at you while others let you turn up

the heat as you stream down mile long straightaways. With the right car you can hit speeds of over 320 m.p.h!

You're up against stiff competition, though. Just be sure to stay with the pack, once you get left behind it's almost impossible to get back in the hunt.

-RANKING-

	NAME	POINTS
1ST	COMPUTER	9
2ND	B. MILLER	8
3RD	P. LINSER	4
5TH	G. DEARA	3
6TH	J. HERRIN	2
14TH	K. HOSE	1

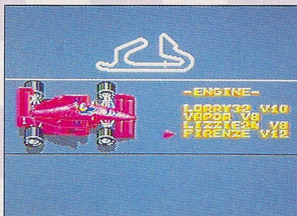
Grand Prix rankings.

PROTIP: In order to stay in the G.P. try to finish in the top 7 of every race. Too many sub-7th place finishes leave you without a sponsor. No sponsor – no car.

Designer Driving

Before each race you customize your car for that particular track. Certain courses require specific modifications to your car in order for you to finish with the pack.

You start by choosing your tires – do you go with super softs or take the hard type? Next, you pick a spoiler – be careful, wind can really slow you down if you've got too much drag.

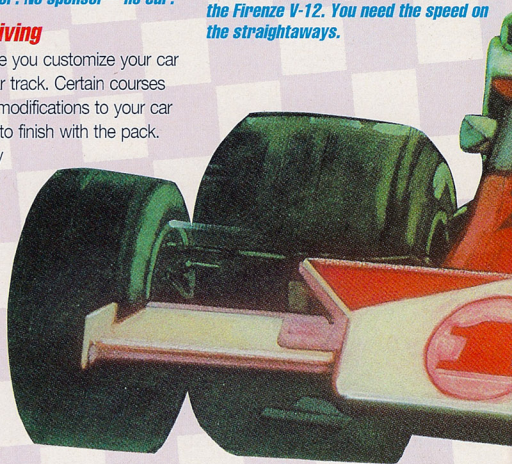


The right engine can be the winning difference.

Obviously you need an engine. You get four to choose from. Should you take the huge Firenze V-12 which top-ends at 320 m.p.h? Perhaps the lighter Vapor V-8 will give your car the acceleration which you need out of the curves.

Lastly, you pick a transmission. The automatic is by far the easiest to control, but it really cuts down your acceleration at top speeds. On the other hand, the 3-, 5-, or 7-speed trannies can pull your concentration off the road and onto your gear box. It takes a really good driver to maneuver a car through a hairpin turn with a 7-speed V-12 engine, but you should see how the car moves down a straightway!

PROTIP: Use the light Vapor engine for curve tracks – it's got faster acceleration out of the curves and it won't weigh you down. But for straight tracks use the Firenze V-12. You need the speed on the straightaways.



PROTIP: The automatic transmission limits your engine's output. The more gears you have, the faster you'll go. Use the 3-speed for the winding tracks and the 7 for the straights.

Put the Pedal to the Metal

O.K., now that you've got the car primed for the track it's time for the green flag. Take a practice lap or two in order to get a feel for the curves. It's a lot easier to figure out how fast you can take a hair-

pin when 15 other cars aren't trying to do the same thing.



Study the course.

Once you feel you've got the hang of it, take your time-trial lap. Don't blow it. It's hard to win a race when you start at the back of the pack.



Split screens double the challenge.

PROTIP: If you keep your car directly in front of the cars behind you they'll bounce off you and fall back, giving you a split second to put some distance between you.

PROTIP: Team up with a friend against the computer cars to block out the competition.



To the victor goes the spoils.

It's a wild ride to the finals in Australia. Only the best in the world will be there to compete in the Super Monaco G.P. showdown. Do you have the nerve – and the thumbs – to run for the checkered flag?

Super Monaco G.P. by Sega of America (Price not available).

SUPER MONACO G.P.

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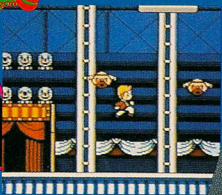
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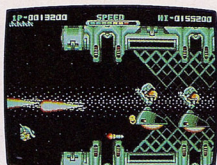
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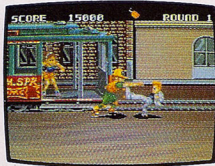
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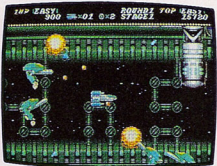
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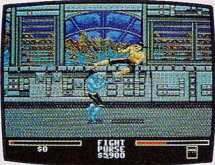
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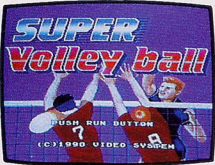
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Dragon's

CURSE

By David Winstead

You are Hu-Man, handsome hunk and buff dude, but it's going to take more than good looks to save you now. You're trapped in the dreaded Dragon Castle, and to free yourself you must fight the fearsome Mecha Dragon. Luckily you're armed with the awesome Legendary Sword, the Shield, and Armor – the most powerful weapons around.

Unfortunately, when you defeat Mecha Dragon, he casts a curse upon you. Now you're an ugly Lizard Man – this really bags your social life! The only thing hot about you now is your fire breath. Only the legendary Salamander Cross can restore you to human form.

A Saurian Safari

NEC's Dragon's Curse is a one-player, horizontally scrolling game that takes you on an epic dragon hunt. Once you slay the Mecha Dragon you must defeat five more dragons to claim the Salamander Cross. Each dragon rules a multi-level domain – the Desert World, the Sea World, the Jungle World, the Cave World, and the Sky World – that's overrun with vile monsters. On each world, you have to hack through the vermin, find the dragon's castle, and then hunt down the dragon.

You're going to need all the help you can get. Fortunately, on each world you can obtain better weapons and armor by buying them with gold or finding them behind hidden doors. Sometimes when you beat a beast, you get a Special Weapon – Fire Balls, Arrows, Boom-erangs, a Tornado, or Thunder.

Don't worry about gold, you get plenty of it by beating the fearsome

creatures you face in every world. You might even come across a treasure chest or two.

Of course, you take a fair share of hits before you find all the weapons you need, but Hearts and Medicine Vials keep you healthy enough to continue your quest.

The Cursed Journey

There's a lot of cursing going on in this game, and all of it's aimed at you!

As Lizard Man, you venture into the Desert World where you search for the Mummy Dragon. He's the ruler of this dry and hot land, that's full of poisonous snakes and deadly flowers.



Things get hot in the Desert World.

Your reptilian powers enable you to swim through hot lava ponds and defeat enemies with long range fire-balls. Unfortunately, you don't have access to armor, shields, or weapons. Needless to say, this makes your defense pretty weak.

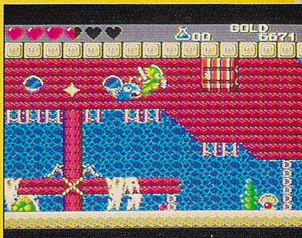
If you defeat the Mummy Dragon you suffer another curse. This time you become a tiny cheeseburner, Mouse Man. Now you scurry into Jungle World to find the Zombie Dragon, who lies deep within his castle near the end of the jungle.



The Zombie Dragon's castle in the Jungle World.

You can climb walls and ceilings and squeeze into small openings, so you can duck the evil Skeletons, fire-spurting smog clouds, and blood-thirsty bats scattered throughout this land.

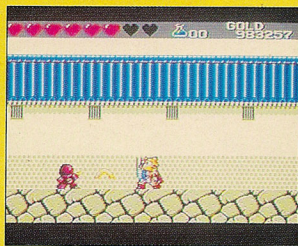
Next, things get a little fishy when the Zombie Dragon's curse turns you into Piranha Man. Now you can swim at high speeds under water. This comes in handy for the aquatic stop on your quest, Sea World. Here you must find the Captain Dragon, who hides deep within a sunken pirate ship. Along the way you encounter a school of sea monsters including raging crabs and deadly watersnakes.



PROTIP: Keep a lookout for doors on the ceiling of the pirate ship. One of them leads to the Captain!

When the Captain Dragon lays its curse on you, you become the Tiger Man. Now you can soar into the Sky World where the Vampier Dragon awaits you in a heavenly castle in the clouds. Once inside the Sky World castle, you face every enemy that you've met along the way from the earlier worlds.

The last curse turns you into Hawk Man. Now you can soar into the Sky World where the Vampier Dragon awaits you in a heavenly castle in the clouds. Once inside the Sky World castle, you face every enemy that you've met along the way from the earlier worlds.



PROTIP: Boomerangs work the best on the ninjas that patrol the ancient underground castle!



PROTIP: Find the key to the Vampier Dragon's castle by flying all the way back to the door at the end of the Sea World. Find the room with the treasure chest; the key's inside of it.



PROTIP: Keep a lookout for secret doors. There might be a transformation pad behind them that transforms you back into Mouse Man, Piranha Man, or Lion Man.

It'll Slay You!

Dragon's Curse is a good-looking, action-packed game that's perfect for hard-core TurboGrafx-16 swordsmen. Heavy-duty hackin' and hewin' is the order of the day, but be prepared to do a mess of jumping à la Bonk's Adventure, too. Each world is a complex puzzle, with adventure similar in intensity (though not in look) to Dungeon Explorer. Dragon's Curse won't drag on.

Dragon's Curse by NEC/Hudson Soft (\$48.99 — Available Now).

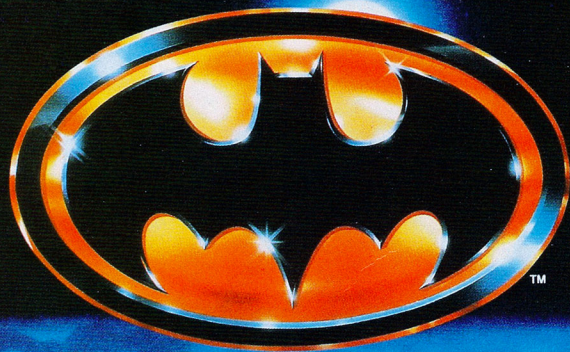


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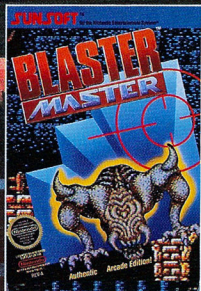
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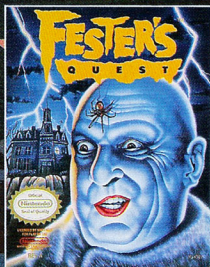
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MELTDOWN

By Abby Normal

NEWS FLASH: Ladies and gents, it appears that a group of international saboteurs have gone out of their collective minds! Sabotaging a cluster of nuclear reactors with core-damaging sparkx, these maniacs have put the future of Mother Earth on the line. Should these sparkx actually penetrate through to the reactor cores, the result would be a complete nuclear meltdown, and if this happens none of us will ever have to worry about taking out the garbage, feeding the dog, or for that matter, ever seeing the light of day again!

In no uncertain terms this is a very desperate situation, and now the whole of humanity is counting on you and your super hi-tech sparkx-destroying gun to save them. Your mission: To intercept the sparkx before they penetrate the protective rods that surround the reactor core.

Atomic Woes

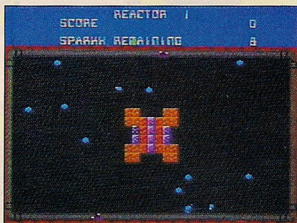
With light gun in hand, bathe the sparkx in ammo as they make their way towards the reactor. Modeled after the high action style of an arcade coin-op the game play is fast and furious. In fact, you may need to hit Pause and rest your trigger finger from time-to-time. Not to worry, though, there is a built-in "saving-grace" feature to your gun. Should you fire a shot and miss both the sparkx and the reactor, a temporary barrier (sparkx will bounce off the barrier) appears for a few seconds.

There are other special items, too, such as Big Shots, Freezes, Killer Barriers, and Continuous Shots. Found within the reactor these special items will come in handy when those sparkx's start to multiply like amoeba! Marked by capital letters the special items are easily identified.

PROTIP: Hold your light gun as close to the screen as possible.



PROTIP: The Continuous Shot weapon (marked capital "C") is probably your single greatest weapon asset. Don't go sparkx hunting without one!



PROTIP: Buy yourself some extra time by using the misfire barriers to surround the reactor walls.



PROTIP: Use the freeze crystals to temporarily immobilize sparkx. Static targets are always easier to destroy.

Gettin' Seismic

Unfortunately, a certain amount of radiation leakage is inevitable. The less you let slip past you, though, the better as radiation leakage causes seismic activity. As everybody knows, when the earth moves

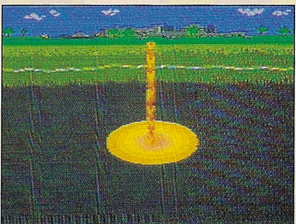
everything moves right along with it, including the already damaged reactors.



PROTIP: Use power-crystals (found inside of the reactors) to protect the power rods. Crystal-protected power rods will suffer less damage from earth tremors.

PROTIP: If a sparkx gets inside the portion of the reactor where the rods are located it is best not to shoot at it. Your own misfired shot will also cause rod damage.

PROTIP: Red sparkx are more damaging than blue sparkx.



Total melt down!

MeltDown makes a pretty keen addition to the video game shoot-em-up family. Graphically it isn't the most glamorous game in the world, but the fun of using a light gun along with the fast action, make up for it nicely. Radioactivity! Earthquakes! This cart's a real disaster and loads of fun.

(MeltDown from Atari is \$29.95 - Available Fall 1990).



ATARI 7800

IKARI WARRIORS

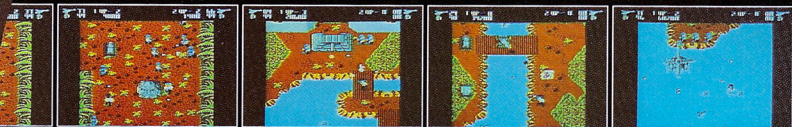
You are the Ikari warrior on the Atari 7800 system.

You go behind enemy lines with nothing but machine guns, tanks, grenades and a prayer. You and your buddy wipe out the enemy, dodging bullets, knives and missiles. You have to rescue the colonel from an impenetrable fortress. And ammo is running low. Yes, war is hell. But you can handle it—

with one or two players.

One of the new games for Atari 7800. Try it. If you're man enough.

THE BOYS ARE MAKING HOUSECALLS.



By Andromeda

Everybody's favorite skinkflint, Uncle Scrooge, is back and, he's on another treasure hunt. In *Duck Tales* for the Game Boy, Scrooge must search high and low across the land, and even in outer space to discover five lost treasures and make himself richer than ever. Yes, Scrooge is ready to risk life and webbed limb all for the thrill of adventure...oh, and of course, the love of money!

Look Who's Quacking

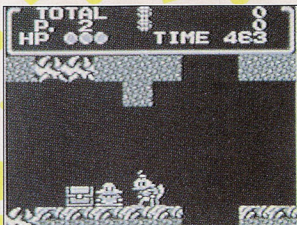
As Scrooge you begin your journey from, where else, the Duckburg Bank. The treasures are scattered in five different areas – the Amazon, Transylvania, the African Mines, the Himalayas, and the Moon. You and your quacking nephews, Huey, Duey, Louie, and beautiful Webby, can begin your search anywhere you like. Set the game difficulty to easy, normal, or difficult – it all depends on how wet you feel like getting your feet! You've got three lives and a limited amount of time to find all of the treasures.

Sure Scrooge is a little awkward as he waddles along, but wait'll you see him pogo! Use your Pogo Jump to pounce on creepy critters, blast through barriers, and knock the locks off of treasure chests (the last is Scrooge's favorite of course). Scrooge can also use his cane to whack open treasure chests and slam boulders into pesky enemies.

Fine Feathered Finds

All kinds of helpful goodies are hidden inside of the treasure chests. Tasty Ice Cream and Cake snacks restore your energy points, Scrooge Dolls give you 1-Ups, special Life Boosts give you extra energy, and Diamonds, large and small, are cash in the beak, er, bank!

PROTIP: Search for the illusionary wall in Transylvania, go through it, and enter the hidden room; you'll find a chest that holds a Life Boost. In the Himalayas search for Bubba Duck by going to the far left of the icicle level, and then climbing up the rope. Defrost Bubba and he'll reward you with a Life Boost.



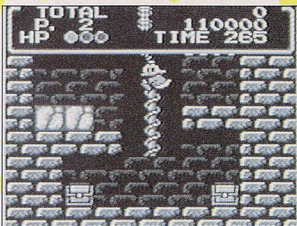
PROTIP: On every level you'll find a hidden Scrooge Doll 1-Up. In the Amazon search for the treasure chest in the middle of the underground passage. In the Himalayas search to the far right of the underground icicle level. On the Moon you'll find the Scrooge Doll in the upper right corner of the UFO.

PROTIP: Look for Launchpad in each level. He's your flying duck buddy, and he's always ready to lend a wing to fly you back to Duckburg to stash your cash.

Sometimes treasures are hidden in areas where there are no treasure chests. Just Pogo Jump like heck and you'll find all kinds of treats. This is usually how you'll find the Magic Coin that makes you temporarily invincible.

Fowl Adventures

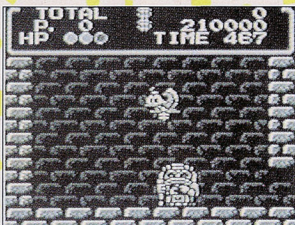
Hey, you say, Pogo around, search for treasure, eat ice cream and cake – it's a swim in the pond. Oops! Guess we forgot to mention the strange and unpleasant obstacles you'll encounter in each of the mysterious lands you visit. In the Amazon you've got to climb vines, avoid spiked logs, leap across collapsing bridges, and fight the giant Statue Guardian for the treasure, the Sceptre of the Incan King.



PROTIP: Don't forget to search for hidden attic rooms. You'll find these in areas where you Pogo Jump against what seems to be the ceiling, but discover

that you can bounce to the left or right into a secret tunnel. In the Amazon there's a secret treasure attic at both ends of the underground tunnel. There's another secret room high in the sky, just to the left of Launchpad.

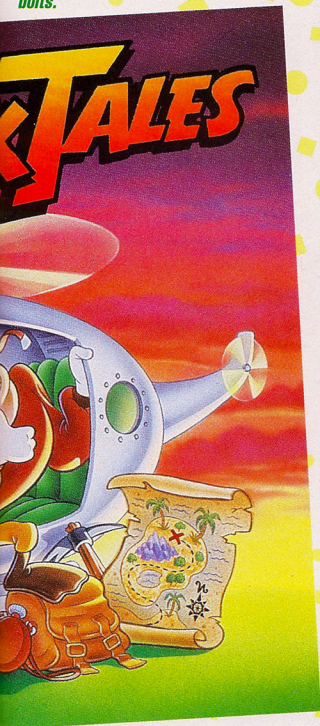
PROTIP: To avoid paying money to fight the Guardian go straight up from the secret room and follow the tunnels until you come to the Guardian.



PROTIP: Beat the Guardian by waiting until he slams down, and then Pogo Jump on his head!

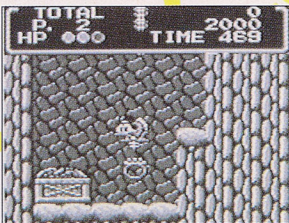
Deep in the depths of the Transylvania Castle you'll encounter Duck Mummies, Duck Skeletons, and other fine feathered enemies, including a Vampire Duck who's out to make you into duck soup. Beat him and you'll earn the Coin of the Lost Realm.

PROTIP: Pogo on the Vampire Duck's head right after you dodge her lightning bolts.

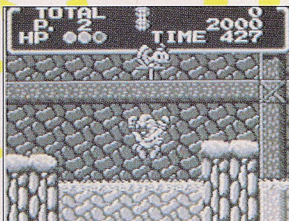


sure chest that holds the Skeleton Key you'll need to enter the African Mines.

Hope you don't get claustrophobic because you'll have to search deep down in the African Mines in order to find the Giant Diamond of the Inner-Earth.



PROTIP: Walk through an illusionary wall in the mine and you'll find a secret Ring treasure worth lots of money.



PROTIP: To cross the underground swamp Pogo off of the heads of the swamp creatures.

Get ready to freeze your tailfeathers in the Himalayas, and remember, you can't Pogo in the snow. In this subzero environment you'll find that your webbed feet slide on the ice, icicles fall on your head, and you've got to battle an Abominable Snow Monster for the Crown of Genghis Kahn.

PROTIP: Launchpad is at the bottom right of the lowest tunnel.

PROTIP: Grab the Magic Coin by Pogoing near the icicles. Now run, don't walk, straight through the icicles with no problem.

PROTIP: Put the abominable Guardian on ice by Pogoing on his head after you dodge the snowballs he tosses.

It seems the Moon is now populated by strange aliens, including some pretty crafty Space Ducks. Search their giant UFO for a few items you'll need to beat the Guardian of the fifth treasure, the Green Cheese of Longevity.



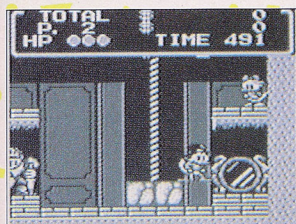
PROTIP: You've got to find the Remote Controller so you can summon Gizmo Duck. It's inside the locked room in the UFO, just to the right of Webby. The key to the locked room is in the upper left part of the UFO, in a treasure chest in a hidden attic room.

PROTIP: You can't get out the way you came in! Once you're in the UFO you'll have to seek an alternate route out!

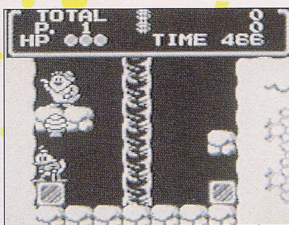
Everything's Ducky

If you loved Duck Tales you'll love Duck Tales for the Game Boy. The gameplay is essentially the same, the graphics are excellent, and there's enough variation on the original game to keep you interested in the new version. The difficulty setting also enables you to make the game as hard as you like. Don't fly south for the winter - there's plenty to take care of right here in Duckburg.

Disney's Duck Tales by Capcom (\$29.95 - Available Fall 1990).



PROTIP: Use the mirrors to move to different areas of the Castle. After you enter the Castle, go to the right. The first mirror you come leads you to the trea-



PROTIP: What a great place for ice cream! Go down the middle rope, and move up and to the left into a secret attic room. Mrs. Beakley will serve you some frozen treats.



ISHIDO

By A Rolling Stone

Ishido, the Way of the Stone. The name alone conjures up images of players huddled deep in thought over a game board. This mystical game, played for centuries in western and eastern cultures, was serious stuff. In fact the ancients believed the stones had magical powers that made them a tool of Divination – the stones could tell your future.

Well, when Nexoft created this version of Ishido for the Game Boy their intent wasn't to predict your fate – they just wanted to create a mesmerizing game that would keep you just as spell-bound as stone games have kept people across the ages. It worked! You'll find you can't put Ishido down.

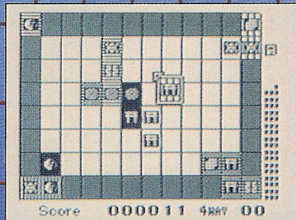
Don't Get Stoned

When you begin Ishido you'll discover that game play takes place on a grid covered board. The board is 12 squares long and eight squares high. You'll have 96 different squares to choose from when you place your stones.

Stones? Yup! The playing pieces in Ishido are called stones. Choose from three different sets of stones – Shapes, Music Marks, and Ishido. Each stone has

two important elements on it – a symbol and a pattern. At the start of the game you have a set of 72 stones, one pair of each of the 36 different types. Your stones are kept in a "pouch" on the side of the board.

The board is empty as the game begins, save for one stone in each of the four corners and two stones placed diagonally in the middle. Now it's time for you to go into action. A marker, called the Touchstone, displays the stone that has been drawn (by the computer) from your pouch.

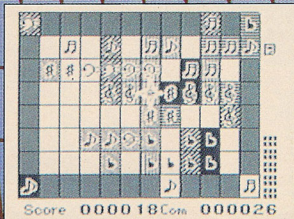


PRO TIP: If you look to the right of the game board, you can see how many stones are left in your pouch. Stones are drawn from left to right, top to bottom.

Match Making

Your task is to place your stones on the board in a way that earns you the most points. You place your stones adjacent to other stones with matching symbols or patterns. The more matches a stone makes, the more points you earn. For example, a One-Way match is when you place your stone next to one other stone which matches either its pattern or symbol. A Two-Way match is when your stone matches with two other stones – one stone must match the symbol and the other the pattern. The ultimate score is a Four-Way match. You place your stone down in the middle of four other stones – the pattern must match two of the stones and the symbol the other two. Of course, the higher the match the more points you score.

PRO TIP: Remember, you don't score points if you place your stone in the dark border of squares, even if it matches.



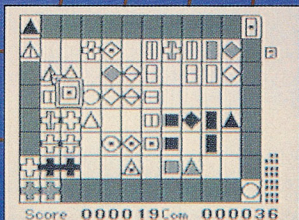
PRO TIP: You earn bonus points at the end of a game for each Four-Way you place. You also earn double the points for stones you place after you placed the Four-Way. The moral: The more Four-Ways you make earlier in the game the higher your score!

Stones for Two

There are several different ways to play the basic game. In all cases the game ends when no more stones can be played. In Solitaire you place each stone yourself until there are no more matches. See how high you can score. In Tournament play you play a set of stones yourself and then you can either replay the exact same set of stones or have another player replay them. See who can score the highest. You can also play against the computer or another player. You alternate placing the stones. The high score wins.

There's much more to Ishido than we can possibly describe here. Like Chess, it becomes more complicated as you learn it. If you enjoy games that require a blend of strategy, patience, and skill – along with a hefty dose of luck – Ishido might just be your next addiction. Victory is only a stone's throw away.

Ishido by Nexoft (\$29.99 Available Fall 1990).



PRO TIP: Use Shapes when you first begin to play. They're the most familiar to most people in terms of pattern and symbol because they use such shapes as circles, squares, and triangles. As you get better try the Music Marks, and then when you're an expert, the Ishido stones.



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You'll face Androboy the Hunter whose box is bigger than his bite.



Fight hard or the Tornado parasites will spin you to death.

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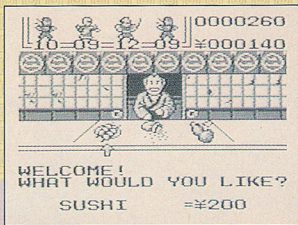
CAPCOM[®]
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By Brother Buzz

Welcome to ancient Japan where the good old days have just become the bad old days. The Lord of Darkness and his fearsome army are terrorizing the countryside, but the great Shogun has two secret weapons, the Mercenary Force—and you!

Mad in Japan

Mercenary Force from Meldac is an unusual, challenging shoot-em-up for the Game Boy in which you command a small band of four against the overwhelming forces of Darkness.



Sushi, Medicine, or Tea?

You can choose to play with one to four mercenaries at a time, and your force can form into four formidable fighting formations at any time. The game scrolls horizontally left to right and your group can move forwards, backwards, up, and down.

PRO TIP: When you blast Tigers and Flying Squirrels; they fire a parting shot.

PRO TIP: The evil army can shoot through any obstacle.

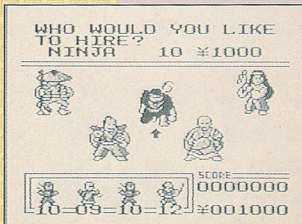
Team Spirits

Desperate situations call for desperate measures. Each warrior except the Servant has a Spirit Warrior counterpart—an invincible flying demon that transports your band across the land and destroys all evil doers in its path. The cost, however, is your mercenary's life!

A Yen for You

In order to delay your warriors' ultimate sacrifice, spend your hard-earned yen wisely on Sushi, Medicine, and Tea to re-

Mercenary Force



The Mercenary Force

You get six wild stages where you fight your way across a neatly-drawn ancient Japanese landscape. Along the way you collect Japanese yen from fallen foes, so you can hire new mercenaries to replace your casualties.

This Band for Hire

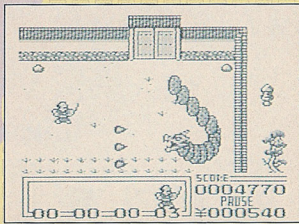
Organizing your little army requires strategy and planning. You retain your fighting four from a group of five mercenary warriors, each armed with different weapons: the Servant (single-shot rifle), the Samurai (double crossbow), the Ninja (shurikens), the Monk (diagonal power blasts), and the Mystic (vertical magic bullets).

PRO TIP: Your formations compress when they run into obstacles, so you can hide your group in corners.

PRO TIP: Try using two warriors to get through Stage 1, so you have enough yen to hire mercenaries in Stage 2.

Forces of Darkness

The Lord of Darkness' influence knows no boundaries. The massive enemy force includes evil Monks, rogue Samurai, nasty Ninjas, and even ferocious Frogs and fighting Fish. If that's not



The Dark Lord commands 54 demons.

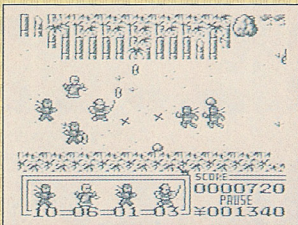
plish life points. You can also gamble for lucky charms or pay the Daibutsu (a holy man) to resurrect a dead warrior. These scenes switch to a snazzy first-person perspective as you negotiate the transactions.

Sayonara, Dude

Mercenary Force features great-looking graphics and furious gameplay. The different fighting formations, the Spirit Warriors, and the huge armies of unusual enemies make this original, fun-filled, thumb-numbing shooter a real winner!

Got a yen for some epic Game Boy action? Check out Mercenary Force.

Mercenary Force by Meldac (\$29.95).



Choose your formation: Wind, Forest, Fire, or Mountain

enough, the 54 demons such as the Razor Rat, the Death Worm, and Eyeclips are even harder to defeat!



HEY ALIEN!



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



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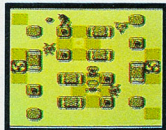
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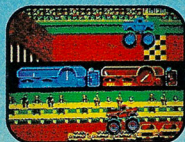
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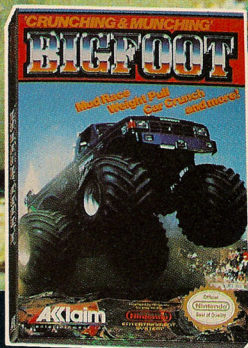


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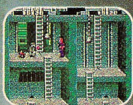
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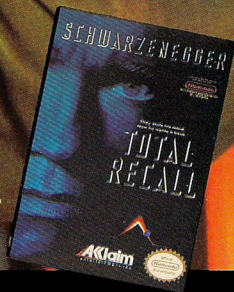
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Ultima IV (Sega Master System)

How do I get a sextant?

To get a sextant go to the guild and ask for Item D. It will cost 900 gold pieces.

Casey Stengler, Saskatchewan, Canada

Ultima IV (Sega Master System)

Where can I find the White Stone?

The white stone is located in the mountains of Serpents Spine.

Casey Stengler, Saskatchewan, Canada

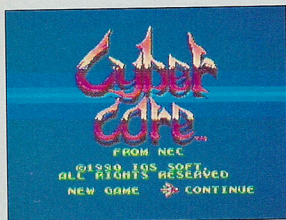
Ultima IV (Sega Master System)

Get Lots of Money

To get lots of money go into Lord British's castle, find the guard's room, go into the secret door, and collect the money. You may repeat this as many times as you want and collect lots of money.

Casey Stengler, Saskatchewan, Canada.

Cybercore (TurboGrafx-16)



Unlimited Continues

To get unlimited continues in Cybercore try the following: During the title screen hold down buttons I, II, and Select and then press Run. If you accidentally reset the game while you're playing don't worry. Just repeat this trick and you'll begin again where you left off.

Mark Brunet, Gary Petit, Gatineau, Canada

Vegas Dream (Nintendo)



Password!

Here's a password for Vegas Dream. When you type in this password you'll only need one dollar to finish the game.

G!E! K7H 18UL QF
9T7K !!!! !!P1 A2
VGAU 8LVK RGAU 8L
5QK7 DQ12 GLS4 IP
3MWJ SHBU 9M22 22
22J3 ?MIT CWAN XM
TICW AN33 3333 G4

Alexander Berlerowic, Ontario, Canada

Takin' It To the Hoop (TurboGrafx-16)

Beat the Computer 99-0

You can beat the computer 99-0 without playing the full game! To do this make the computer foul out all of his men except for four of them. The easiest and quickest way to do this is to get the ball in the bottom left-hand corner and push the Run button right before he touches you. This results in a foul (and your timing must be perfect to do this). When you're on the foul line make the first shot and miss the second shot on purpose, then grab the rebound to repeat the process until you have eight men fouled out. The game automatically stops and the final score is 99-0.

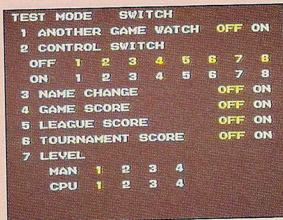
Mike Kleiner, Dayton, OH

Takin' It To the Hoop (TurboGrafx-16)

Secret Options Screen

To reach the Secret Options Screen first choose Mode Select, then choose Game Select, and then press Buttons I, II, and Run simultaneously. When the options screen appears change the options using Select and Button I. Options include turning off the sound, seeing the end of the game, or having symbols over the players' heads.

Chuck Depue, Sparks, NV



DRAGON WARRIOR II

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

ENEM	GI	HE	SP	DR	SN	ST
FIGHT	1	1	1	1	1	1
RUN	1	1	1	1	1	1
DRAW	1	1	1	1	1	1
ITEM	1	1	1	1	1	1



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Your Quest. The
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Double Dragon II (Nintendo)

Continue!

To continue after the first six missions of Double Dragon II do the following: Press Up, Right, Down, Left, and then press Buttons A and B.

To continue in missions 7-9, press A, A, B, B, Down, Up, Right, and Left on Controller 2.

Nathan Boot, Vancouver, WA

Baby Boomer (Nintendo)



Grab Some 1-Ups!

Here's how to get some 1-Ups:

Level 1 – Shoot the fire hydrant 10 times.

Level 2 – Shoot the tall, thin tombstone.

Level 4 – Shoot the stalactite over the bridge.

Level 6 – Shoot the torch.

R. Stewart, Cleveland, OH

Dash Galaxy (Nintendo)



Level Select

During the title screen simultaneously press Buttons A and B, Select, and Upper Left diagonal. Now you can choose the level you'd like to start on. When the appropriate number appears press Start to begin play on that level.

Chris Camera, Williston Park, NY

Mega Man 2 (Nintendo)

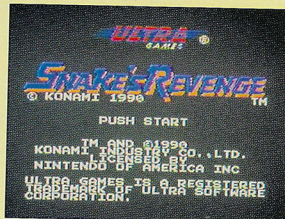


Change the Backgrounds

To change the background screens in Mega Man 2 try the following: During the round selection mode hold down both Buttons A and B while you press the pad in the direction of the boss character you want to go after. Now hit Start. When the boss appears on screen and does his little dance he'll be standing in a screen full of little chicks instead of the usual star background.

Justin Crow, Gunter, AL

Snake's Revenge (Nintendo)

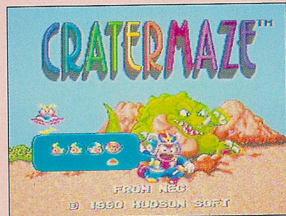


Get Past the Pitfalls

To pass the two pitfalls in the room outside of Card Key 7 do the following: Set off the alarm on the board and then go back along the left wall. The grenade throwing soldiers appear. Get hit by one grenade (put on armor so there is not as much damage) and quickly run past the pitfalls while you are invincible.

Phil Mazovec, Centereuch, NY

Crater Maze (TurboGrafx-16)



Passwords!

In the Normal and Difficult Modes:

Level 30: Pink/Forward, Blue/Forward, Blue/Left, Pink/Backward.

Level 60: Blue/Left, Blue/Left, Blue/Right, Pink/Forward.

Expert Mode:

Level 30: Blue/Right, Pink/Right, Pink/Left, Blue/Backward.

Level 60: Blue/Backward, Blue/Backward, Pink/Right, Blue/Forward.

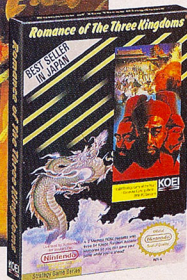
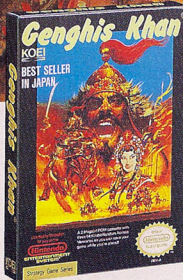
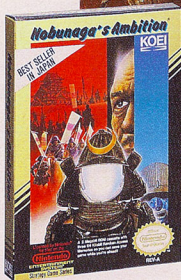
Richie Check, Bethlehem, PA



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1989 Best Strategy Video Game
Game Player's Magazine



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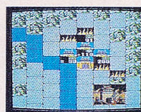
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- Towers - 8237
- Winds - B595
- Lords - 27F1
- Fries - 91E3
- Togas - 306B
- Bears - 3233
- Ducks - 99DB
- Buddhas - 8ADB
- Sharks - 68CO

Tom Whitlock, Woodbury, NJ

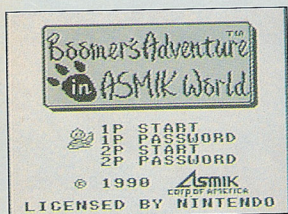
Daedalian Opus (Game Boy)

Passwords

To choose any level enter the password "ZEAL." This takes you to a menu screen that enables you to select various levels. The password for the final level is: FINE.

Gayle Lauro, Los Altos, CA

Boomer's Adventure (Game Boy)



Passwords!

- Stage 8 - AXOLOTL
- Stage 9 - BLUTEN
- Stage 16 - CHIMERA
- Stage 17 - DEWLAP
- Stage 24 - ELYTRON
- Stage 25 - GILA
- Stage 31 - HYDRA
- Stage 33 - IBEX
- Stage 33 - JEDOCH
- Stage 24 - KURZER
- Stage 23 - MINORCA
- Stage 16 - PANGOLIN
- Stage 15 - REMORA
- Stage 8 - SCARAB
- Stage 1 - ZAHNBELA

Charlie Crowell, Gardner, KS

Super Hang On (Genesis)

Passwords

Try these great passwords:



Jose Alvarez, 0 wins, 0 losses,
 \$34,400

69F1A122F05101
 DFJNCG9D6DJEHW



Felicia Perez, 1 win, 0 losses,
 \$30,500

1721D243221131
 D9FOCG9D6DPSMH



Hans Braun, 0 wins, 0 losses,
 \$35,300

5942E233325232
 BCKMCG(D6DMLKM



Marie Lefoure, 0 wins, 0 losses,
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 BCKMCG9D7DDQNL

Jimmy Wilkinson, Louisville, KY

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Bases Loaded II: The Second Season (Nintendo)



Password!

Here's a password that makes you D.C. with a 71-15 record. You only need 75 victories to win the pennant and a trip to the World Series:

PUKVECW

Andrew Petering, Yoakum, TX

Duck Tales (Nintendo)



You Don't Have to Bribe the Statue!

In the Amazon level of Duck Tales there's a giant statue who demands a pay off before he'll let you proceed. Don't pay! Stand next to the statue and when the native comes along to attack you Pogo Jump off of his head and grab the vine.

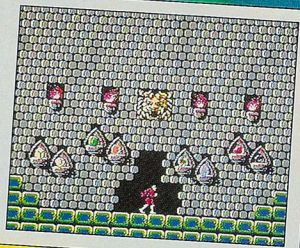
Jennifer Matthews, Zachary, LA

8 Eyes (Nintendo)

The Order of the Jewels

In the Jewel Room at the end of 8 Eyes you must place the jewels in a particular order. Here's the order to use: Yellow, White, Green, Orange, Blue, Purple, Red, and Black.

Michael Neuwirth, Staten Island, NY



Dynowarz (Nintendo)

Password!

The code for the last level of Dynowarz is:

6425

Stan Sembroski, Garland, TX



Phantasy Star II (Genesis)

Beat the Dark Force and the Mother Brain

Here are some strategies for defeating the Dark Force and the Mother Brain: Before battling either of these enemies you must have all of the eight items of Nei. Try using the characters Rolf, Rudo, Anna, and Amy. Rolf should have at least 165 technique points (enabling him to use the Megid Technique three times) and Amy should have at least 160 technique points (enabling her to use the Rasar Technique three times and Nasak once). When battling the enemy have Rolf use the Megid Technique and Amy the Nasar Technique. Rudo should have the Neishot and Anna should have a Neislasher and an Acid Slasher.

Press Button B frequently during the battle so that the fighting stops for a while and you have a chance to plan your next strategy. When Rolf has used Megid three times make him battle with the Neisword. When Amy has used up all of her Nasar Technique she may have some technique points left. If so she should use the Nasak Technique, since she's a weak fighter. Now it's up to the others to defeat the enemy. Remember to keep pressing B during the battles so you can plan your next strategy.

Once you destroy the Dark Force use the Neisword, revive your companion, get your energy restored by Lutz, and go get the Mother Brain! If you defeat the Mother Brain get ready to enjoy a spectacular ending!

Jonathan Paleologos, Horsham, PA

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Blue Lightning (Lynx)

Fly Topsy-Turvy!

In Level 6 you fly to air strips and land. By doing a barrel roll (Option 2 and left or right) and holding the plane steady upside down while pressing Up (landing) over an airstrip you can land upside down! The cockpit opens from the fuel tank, and you take off backwards!! It doesn't help you any, but it's fun to watch!

Eric Foirster, Powell, TN

Bugs Bunny's Crazy Castle (Game Boy)



Passwords!

- Stage 10 - wzfs
- Stage 20 - ztpz
- Stage 30 - wycz
- Stage 40 - tx9w
- Stage 50 - 2twx
- Stage 60 - ytkx
- Stage 70 - she2
- Stage 80 - xho2

Mason Weems, Grapeland, TX

Zoom (Genesis)



Special Selection Screen

To get to the special selection screen do the following: During the One or Two Player screen press Up, Up, Down, Down, Left, Right, Left, Right, A, and B. If you do this correctly you'll see the special screen. If you select Debug during this screen and then play the game when you press Button A, the screen splits into two and reveals a screen full of numbers and letters – the programming!

Kevin Tsay, Marlboro, NJ

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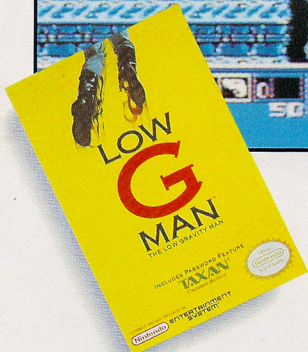
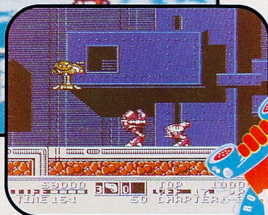
Play bombardier in the Hover vehicle!



Snag a few Wave weapons to help in your grueling fight!



Climb on ceilings using the Spider vehicle! Spray bullets with the help of the Walker(L).



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Ask The Pros

Nintendo

Mega Man 2

Dear ASK THE PROS,

I'm very stumped on the game Mega Man 2 for the Nintendo. After you destroy Dr. Wily's spaceship and he takes off in his UFO you have to go under the drips to get to Dr. Wily. Then his UFO comes down and he jumps out and turns into an alien. How can I destroy him and defeat the game?

David S. Ongley, Greenwood, IN



Dear David,

Dr. Wily is almost unbeatable in his spacesuit! Mega Man possesses only one weapon that can harm the Doctor - his Bubble Lead. You need to hit Dr. Wily with seven or eight well-placed shots from the Bubble Gun to destroy him. Good luck!

Super Mario Brothers 3

Dear ASK THE PROS,

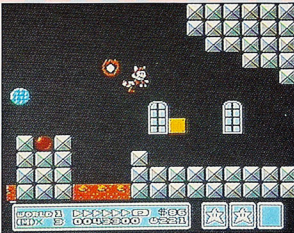
How do you get the second whistle of Super Mario Brothers 3?

Cody Parker, Costa Mesa, CA

Dear Cody,

To get the second whistle, enter the castle in World 1. Go to the part of the castle where the Dry Bones first appear.

You must change into Raccoon Mario to get the whistle, but luckily, there is a Super Leaf right here. Once you're in Raccoon form, fly straight up from where you found the Super Leaf and head over the wall to the right. You'll end up in a room with a single treasure chest. This chest holds the second magic whistle.



Sega Master System

Spellcaster

Dear ASK THE PROS,

I can't seem to get past the evil ghost spirits at the ocean in the Sega Master System game, Spellcaster. How do I get past these guys?

Robert Keast. Pleasant Hill, CA

Dear Robert,

To get past the evil ghost spirits you'll first need to find the LUTE. When you're in the boat, move it to the far right row of blocks (select Look and Current Position and you'll see what we mean) and have your character JUMP IN THE SEA. You'll encounter the monk, who can be destroyed using the KANNON spell. Just use the spell once and he will be instant-



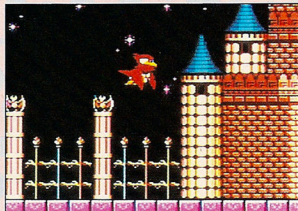
ly destroyed. Once destroyed, the monk leaves behind the lute. Use the lute to destroy the ghost spirits.

Wonder Boy III

Dear ASK THE PROS,

In the game Wonder Boy III, where is the Legendary Shield?

Kim Seben, Geneva, IL



Dear Kim,

You can only get the Legendary Shield when you're Hawkman. Fly to the far right of the screen until you hit a wall. You'll find a well at the bottom of the screen. Slowly fly down the well until you disappear from the screen and then press Up on your directional controller. You should end up with the shield.

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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Ask the Pros

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S'more HOT HINTS

"FROM THE GUY IN THE BACK".

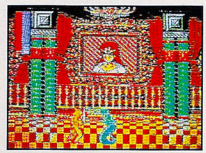
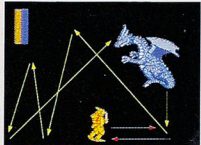


MINOTAUROS holds the most powerful weapon...THE MACE. Use the start button to select **THROWING KNIVES**. Minotauros moves from left to right so hit him with the knives until he gets close then jump up and let him pass under you.



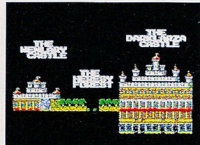
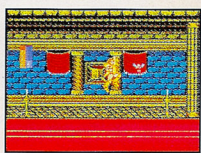
In **THE CRYPT**, you will come to this pillar, stay on the pillar! The **SALAMANDER** will attack and fall off the cliff if you don't try to fight him. Once again, discretion is the better part of valor!

GUARDIAN DRAGON bars the exit to a level of **CASTLE DARKLARZA**. All weapons have the same power against them so use the **THROWING KNIVES** to the head. Use this pattern to avoid **GUARDIAN DRAGON**.

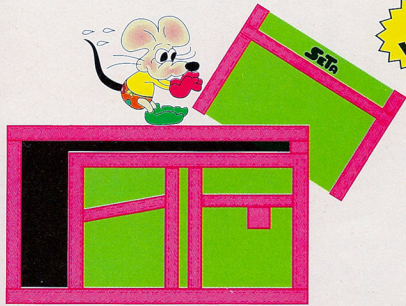


The trick to destroying **MEDUSA** is to keep her away from you. Using **THE MACE**, you can quickly push her away, out of range from her gaze. For a challenge, try using throwing knives and timed jumps.

Jump up and touch fairies to restore your health. The red meter is health and the blue is experience. Trashing creatures adds to the experience meter and each time it fills up, both meters get bigger.



You must battle your way through 9 stages to free Princess Amoreena. Use the control pad to select any one of 5 levels of **CASTLE DARKLARZA**. You must clear the top and bottom two levels before moving to the center.



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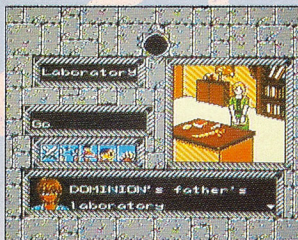
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Short ProShots

Nintendo

Tombs and Treasures (Activision)



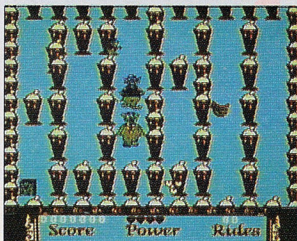
The secret of the Mayan treasures had eluded countless fortune hunters for centuries. Then, it happened. Professor Imes, world famous archaeologist, uncovered a series of tablets inscribed with the legend of the Sun Key, a magical key which opens the door to the world of the gods. While searching the ruins of Chichen Itza for the key, Professor Imes accidentally released some evil Mayan spirits. There to protect the Sun Key at all costs, the spirits killed the professor and all of his crew except for one guide, Jose. Now, with the help of Jose, it's your task to dive head-first into this super role play adventure, avenge the death of Professor Imes, and solve the mystery of the Sun Key once and for all.

Dragon Warrior II (Enix of America)



Peace and tranquility prevailed throughout the kingdoms of Cannock, Midenhall, and Moonbrooke for more than 100 years. Then, one fateful day it all came crashing to a terrible halt when the evil sorcerer, Hargon, called upon the dark-gods and attacked the kingdom of Moonbrooke. As one of the few to escape the attack, it's your responsibility to stop the sorcerer before he casts a curtain of evil around the world. In the spirit of adventure-role play titles, this sequel to Dragon Warrior I takes you on a long, complex journey throughout the lands of the three kingdoms. Magic, armor, healing potions, etc. are all there to help you; however, it is up to you to find them. Action, adventure, magic – what more could you ask?

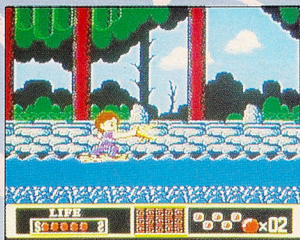
Muppet Adventure (Hi Tech Expressions)



Skill, timing, and luck are all part of the fun in Muppet Adventure: Chaos at the Carnival. The illustrious Miss Piggy has been snatched-up by the evil Dr. Gump. Now, Kermit, Fozzie, and the rest of the

crazy clan must rescue the fair pork-princess before it's too late! Navigating their way through a Fun House, mishaps abound as the crew attempts to collect a series of hidden objects as well as survive the dangers of Ice Mountain, Alligator Swamp, and Punch-Out Panel. Life's never boring when you hang-out with the Muppets!

Jackie Chan's Action Kung Fu (Hudson Soft)



Whether you're an aspiring martial arts master or simply an armchair-athlete fan, you'll get a big kick out of Jackie Chan's Action Kung Fu. Stepping into the role of this martial arts superstar you must fight it out with everything from birds and rats to fellow kung fu specialists. Give it your fighting best and you'll be rewarded generously. With what? With superior fighting skills such as kick spins and flips, a must for fighting the big-boss thugs. Almost three times larger than the average game character, Jackie appears bright, bold, and easier to control, too. And, to top it off, you'll get a multitude of non-repeating bonus rounds, a great opportunity to rack up mega-points.

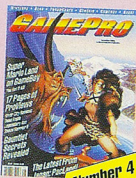
Kickle Cubicle (IREM)

Something's gone sour in the land of sweets and surprises. Determined to ruin life in the happy little toy and candy kingdom, the Wicked Wizard King decided to use his evil magic to create a life-size labyrinth in which he could trap all of the innocent citizens. The situation was beginning to look grim until out of the blue came Kickle. Who's Kickle? He's the clever little character who's come to res-

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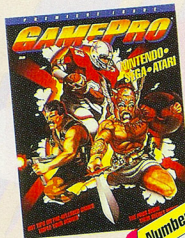
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cue the people and return the kingdom to normal. It's not going to be easy, though. With tricks, traps, obstacles, and riddles around every turn Kickle's going to need some helping brainpower to get him safely through this hazy, crazy maze.

Bandit Kings of Ancient China (Koei)



It was a cruel twist of fate when Gao Qui became the new Minister of War because he had no intention of protecting the vast lands of China but, rather, wanted to take them for his own. The Emperor, now helpless within the walls of his own palace, is depending on you to overthrow the evil Gao Qui. Over and above all of this, there's also a band of barbarians who would like to have the empire's riches for their own. With over 200 different characters involved in the game, the complexities are endless. Conquering territories, surviving the ruthless brutalities of nature, as well as keeping up the moral of your warriors are but a few tasks of the game. Drawing upon the real-life happenings in ancient China, this thought provoking military adventure will not only be a challenge but a learning experience as well.

Back to the Future II/III (LJN)



What would you do if somebody told you that you had less than a week to change the course of history past, present, and the future? Well, that's exactly what's happened to Marty, our friend from the hit movies Back To The Future, Parts I and II. As if those outrageous adventures weren't enough; according to Doc Brown Marty's got to jump into the video-dimension and do it all over again on the NES. Get into the action as Marty bumbles his way through multiple levels of action complete with Marty clones and time challenge puzzles. Set your watches, folks, there are a lot of people and places to see, and you certainly don't want to be late for the past!

The Punisher (LJN)



Freely roaming the streets, taking whatever they please, criminals have literally taken over the city. If life without terror is ever going resume something's got to be done, pronto! With a task this size there is, however, only one man who can handle this messy situation. Who? Why the Punisher, of course, Marvel Comic's man

of wonder. A man with no patience for street scum, the Punisher knows playing hard-ball is the only way to get rid of these guys. He's on his own, however, as he soon discovers even the coppers can't be trusted. Getting through this multi-level crime-maze isn't going to be easy, but that's why they're counting on the Punisher to get the job done.

Indiana Jones (Taito)



Imagine being thrown head first into a pit of writhing snakes, dangled face first over the moving treads of a tank, or perhaps being chased by a runaway boulder. Sounds like the makings of one heck of a nightmare unless, of course, you happen to be Indiana Jones, mild mannered archaeologist. For Indiana, occurrences such as these are a part of everyday existence. Fumbling through life, literally by the skin of his teeth, this first rate adventurer's now gone into the video dimension, and he wants you to come along for the ride. Fashioned after the Last Crusade storyline, this game gives you the look and feel of the movie with original musical scores, as well as life-like animation, and real digitized images. With six levels filled with maps to decipher, puzzles of logic, and a few thugs to take care of on the side, this cart guarantees continuous game play excitement and action. If you don't mind living life on the edge, try spending the afternoon with Indy.

Kiwi Kraze (Taito)

It's pretty hard to resist the allure of a fuzzy little kiwi bird, especially one that's in a whole "peep" of trouble. His name is

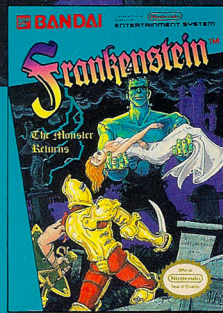
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Tiki the Kiwi, and that's exactly what he's in, trouble. It all started when this big sloppy walrus came a waddlin' along one day and kidnapped all of Tiki's little birdy friends. Tiki's birdie buddies are spread out over twenty different hiding places throughout the zoo. Tiki's got his work cut out for him, especially when he comes across some of the other local, and not always friendly, zoo inhabitants such as ornery octopi and slithery snails. Poor Tiki's just a little guy, and he needs your help. After all, he can't help it if he's a bit of a bird-brain!

Genesis

Thunderforce III (Techno Soft)



You are the pilot of the super-sonic Thunderforce III spacecraft. Your mission: To seek out and destroy the creatures King Fish, Twin Vulcan, and Gargoyle, monsters who are inhabiting the planets Hydra, Gorgon, and Seiren. It's full scale war in this single-player three world shoot-em-up. Determined not to have to face up to you yourselves, the big boss's have each sent out a whole slew

of dangerous creatures to stop you. You are not easily dissuaded, however; every monster has its weak points, and you won't give up until you find it.

TurboGrafx-16

Sherlock Holmes (Icom Simulations)



That illustrious English crime-solver, Sherlock Holmes, has set foot into the modern world via the magic of NEC's CD ROM technology, and now he'd like invite you to join him in his world of mystery and intrigue in a new role play for the NEC. Portrayed through live actors, Holmes and company set up the scenarios of three mysteries by acting out the various steps of an investigation such as interviewing suspects and witnesses. After these scenes, however, it becomes your responsibility to act as the mystery-solving mastermind. As Holmes would say, "It's elementary, my dear Watson."

Y's Book I and II (NEC)

A new CD title from NEC, Y's Book I and II whisks you off into semi-animated wonderland in search of the six books of Y's. Dominated by an evil force, the land of Y's cannot be released until the six books (part one of your journey) are recovered and returned to the six priests living deep under the ground in the divine caverns. Return the books, and the priests will be able to open the doors of the shrine. Once opened, the shrine doors lead back

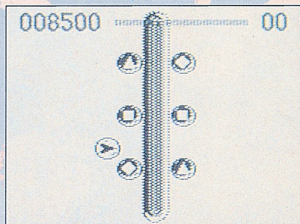


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 PLAYER _____
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into the land of Y's where the remainder of the evil forces lie (second half of your journey). Defeat the evil forces and return peace to the land of Y's.

Game Boy

Harmony (Accolade)



Harmony, is an unusual new Game Boy title where the emphasis is on bringing orbs together, harmoniously. Strange, but true, the object of the game is to maneuver around a "seeker," a hovering sphere that acts as a sort of pool cue. Using the seeker you must match together other spheres that have various shapes inside of them. Your goal: To push together similarly shaped spheres before they explode. Though the concept is quite basic, the game play is a whole different story. With barriers blocking you and elastic strings binding mismatched pairs together, creating shape-harmony isn't going to be easy, especially when you're working under the threat of explosion.

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NEC Opens First Turbo Zone Store

NEC has opened their first Turbo Zone, an outlet that exclusively carries the TurboGrafx-16 product line. The Seramonte Shopping Center in Daly City, California is where the kick-off kiosk is located, but you can expect to see more of these stores in your area soon.

CES Revisited

We couldn't cram all of the neat stuff we saw at this Summer's CES into our September column, so this month we'll spin through the rest - new products for the TurboGrafx-16, the Sega Genesis, and Game Boy.

What Genesis Does

There were more than a few hot, new Genesis titles at the massive **Sega** booth. Arcade conversions such as Super Monaco GP, After Burner, Cyberball, Dymite Duke, and Strider (reportedly the first eight meg cart) were on hand, along with some sharp sports titles like Buster Douglas Boxing (the arcade game "Final Blow"), Joe Montana Football, and Pat Riley's Basketball. Sega also exhibited their incredible new RPG game, The Sword of Vermillion. This detailed game will be packaged with a free 110-page hint book, and from the looks of this game you'll need it.

New third-party licensees, such as PC gaming king **Electronic Arts**, made a big splash with floppy disk conversions. The titles included Budokan, Populous, and my personal favorite, Lakers Vs. Celtics. Another new licensee, **Activision**, was showing a Genesis version of their PC hit, Tongue of the Fatman. The Genesis version is called Mondu's Fight Palace, and it's got plenty of unusual creatures, each with their own fighting moves - we loved it! Check out the review in this issue to find out more.

Exiled Nintendo licensee, **Tengen**, showed off some **Atari** coin-op hits; Hard Driving, Klax, and Roadblasters. Tengen also plans a version of RBI 2

for the Genesis. Hopefully they'll take advantage of the Genesis' graphic capabilities and upgrade the game.

Over in NEC's NECK of the Woods

NEC was hard to locate (they were in a hall totally separate from the other video game booths, but worth the trip once we got there. The booth was abuzz with the news of their new color handheld, the NEC TurboExpress. This unit has a sharper picture than any handheld around, and you can convert it to a color TV by buying the optional tuner. By the way, this system can play ANY TurboGrafx-16 card. Talk about your instant software library!

The new TurboGrafx-16 CD ROM games blew our socks off. The Sherlock Holmes RPG adventure is like watching a movie, and Y's Books I and II looks great!

NEC has signed its share of third-party licensees, most notably **Cinemaware**, makers of the TV Sports series and some great interactive movie games. "It Came From The Desert," a game about some giant mutant ants running rampant through small town America, was previewed along with their first sports title, TV Sports Football.

In other NEC news: NEC has completed negotiations with Gary Gygax, creator of Dungeons & Dragons - the game that defined roleplaying games for a generation. Gygax is creating a new roleplaying title for NEC and is heavily involved in the design of future NEC rpg releases.

But What About the Game Boy?

There was an overwhelming number of new releases for **Nintendo's** Game Boy. Some of the hot ones included: Gargoyles Quest from **Capcom**, Dragon's Lair: The Legend from **CSG Image-soft**, Mechanoids from **Jaleco**, The Fi-

nal Fantasy Legend from **Squaresoft**, and Bo Jackson! Plays Football & Baseball from new licensee **T•HQ**, Inc.

A Genie Bottled

The **Galoob** Game Genie saga continues. Last month we reported that **Nintendo of America** secured a preliminary injunction blocking Galoob from selling the Game Genie, a device that enables gamers to "change" a game - allowing extra lives, better jumping ability, level select, etc. Now, a federal court of appeals in San Francisco has granted a motion by Galoob for a rapid appeal of the injunction. A lawyer for Galoob said the company hopes for a decision on its appeal within 60 days. If the court's decision is reversed, you can expect Game Genie's to appear on retailers' shelves soon afterward.

Nintendo Gets Japan Fit

Nintendo has inked a deal with major tire manufacturer, **Bridgestone Tires**, to develop and market a Nintendo Home Fitness System in Japan. The system includes an NES, software, a special motion hookup, and AN EXERCISE BICYCLE! The system allows users to attach their cycle to their game systems and find out how their performance rates with other users across the country. Price is approximately \$2,000 U.S.

No NES-Compatible Color Handheld...for Now

The **BDL Enterprises** portable NES-compatible system (see May ProNews) is on hold for now. According to a BDL spokesperson, the unit is complete, but won't be marketed until **Nintendo of America** grants BDL a license. Nintendo has told BDL that, so far, the system is not in their marketing plan.

The handheld has a four-inch LCD color monitor with a unique backlighting system that provides a sharp, easy to see image. It's also compatible with all NES software except gun games, and runs 30-40 hours on 4 C batteries.

The Simpsons Go Pinball!

Just when you thought you'd seen enough Simpson's products, we've got one more for you: The Simpsons are the subject of a new **Data East** pinball machine. The game has the most extensive use of speech in a coin-op ever and features the actual actors' voices from the show. Expect The Simpsons machine in your local arcade by the end of October.

Oops!

Back in August we reported on **FCI's** special World Championship Wrestling T-shirt giveaway. However, we made a boo-boo regarding the number of games you must purchase to get one. All you have to do to get your shirt is purchase TWO FCI games before December 31, 1990, and send in the UPC codes, receipt, and \$2 for shipping and handling. The offer is good while supplies last – so you better hurry.

Become the Genesis Champ

Sega is sponsoring a College Tournament starting in September 1990 at over 60 college campuses across the country. The tournament champ will be crowned with the title of top college Sega Genesis Player. Winners from each school go to the national finals in Hawaii. A brand new 1991 sports car goes to the national champ. But professional video game players are NOT eligible (Sorry, Andromeda, you'll have to stay home for this one!). This means all of us at GamePro...bummer!

32 Bits?

An unconfirmed rumor: We've heard that **Sega** is developing a 32-bit converter for the Sega Genesis. Sega is mum on this project, but we'll follow up on this item as soon as we have something more definite (like pictures!).

Mediagenic Becomes the First North American Developer for New 16-Bit Nintendo System

Mediagenic is the first U.S. company to be granted a license by Nintendo, Ltd., of Kyoto, Japan, to develop video games for Nintendo's new 16-bit "Super Famicom." Mediagenic will market its 16-bit cartridges under its **Activision** name in the U.S. once the new system is released here.

The first three titles will be a game based on **FASA Corporation's** Battletech universe, an air combat flight simulator and a state-of-the-art sports game (perhaps football?).

The Super Famicom is due for release this month in Japan. Sources tell us that the U.S. can expect it in Summer 1991.

Accolade Joins the Video Game Party

Accolade, a leading entertainment software publisher in the floppy disk market, has become a licensee for the Nintendo Entertainment System.

Their first title, Mike Ditka's Big Play Football, was designed by Pony Canyon in Tokyo and should hit the shelves by November '90. It features competitive and cooperative play with plenty of offense!

Accolade has also inked agreements to produce games for the TurboGrafx-16 and the Sega Genesis. Ishido – The Way of the Stones will be available for the Genesis by Christmas, and Jack Nicklaus' Turbo Golf will be available in both cartridge and CD-ROM formats for the TurboGrafx-16. The cart will feature one complete course (Australian Golf Club in Kensington, Australia). The CD-ROM will feature five complete courses: Castle Pines (Colorado), Royal Troon (Scotland), Kemper Lakes (Illinois), St. Creek (Japan), and the Australian course. It will also have a digitized Jack Nicklaus voice offering tips and tactics on how to play each hole. Both versions of the game should be ready by November '90.

More Adventure/RPGs Cookin' at Kemco-Seika

Expect more games from **ICOM Simulations** to be part of **Kemco-Seika's** '90-'91 NES product line. After the blockbuster success of ICOM's first title, Shadowgate, Kemco-Seika is pulling out all of the stops and releasing six new ICOM Simulations adventures between now and Fourth Quarter '91.

First up on this list is the game that started it all in the PC world, Déjà Vu, a 1920's Chicago detective mystery. Expect it around Christmas. The Uninvited, a creepy adventure in a haunted house, is expected to ship early in '91. Déjà Vu II: Lost in Las Vegas and Beyond Shadowgate should be in the stores by Spring, and a third Shad-

owgate adventure should be ready by Summer.

Those "Dragon's Lair" Guys

Sullivan/Bluth Studios has a reputation for producing animated films that rival **Disney** in both visuals and story. You may remember their '89 flick, All Dogs Go To Heaven. They also achieved their fame by wowing the arcade industry with their innovative Dragon's Lair and Space Ace machines.

With the completion of the NES version of Dragon's Lair (see feature in this issue), Sullivan Bluth Interactive Media (an offshoot of their studios) is stepping up production on their Nintendo and computer game development. Space Ace is currently being jointly developed with **Elite Systems** of England, who did a great job with Dragon's Lair. The licensee has not yet been determined.

Sullivan/Bluth presently has two titles in the works. Sea Beast is a humorous, post WW II sea adventure. The Sea Beast has supposedly started all wars and disasters of the past because of its hatred for mankind. The Sea Beast was also responsible for sinking Atlantis. You must aid Serena, high priestess of Atlantis, in creating a magical object to destroy the creature. You'll travel through time to get the ingredients necessary to create the magical object.

Studman Brothers is a game starring three zany master mechanics from Devil's Breath, Texas. The game is basically a wacky around-the-world race that takes place over every kind of terrain imaginable. The brothers are able to create vehicles for any situation they encounter, and they must contend with a baddie named Eldon Titus who is trying to thwart them at every turn. Both titles are expected to ship by late 1991 – early 1992.

And in a Late-Breaking News Flash!

Electronic Arts is expanding their software exchange program to include owners of the Sega Genesis. The program called "Software for Life" enables owners of Electronic Arts titles for personal computers to purchase that same title at half price when it becomes available for the Sega Genesis. All right!



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

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

The following rules apply:

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

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

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

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

NINTENDO

Game	Player	Score	Game	Player	Score	Game	Player	Score
720 Degrees	Conrad D. Cheslock	365,400	Indiana Jones	Kevin McLaren	9,999,999	Skate or Die	Conrad Cheslock	44,500
1943	Donald E. Vasquez	2,621,400	Iron Tank	Ed Van-Tilburg	1,180,900	Sky Kid	Todd A Barber	367,500
Adventure Island	Matthew Merrill	60,810	Jaokal	Cory Lewis	999,670	Sky Shark	Ed Cason	320,380
Allen Syndrome	Jason Bleistein	204,500	Karate Champ	Adam Albert	999,900	Solomon's Key	Jeff Adkins	17,495,850
Alpha Mission	Michael Sugs	425,000	Karnov	Mike Esquivel	Finished	Spelunker	Jeff Adkins	2,453,840
Arkanoid	Craig Beggs	783,350	Kid Icarus	Conrad D. Cheslock	9,999,999	Spy Hunter	Mike Camp	236,705
Asyanax	Michael Campana	2,732,200	Kid Niki	Sam Wu	557,700	Sqouon	Glen Stockwell	12,012,210
Bad Dudes	Dean Wiensch	799,000	Kung Fu Master	Edouard Charbonneau	650,210	Star Force	Jonathan Henry	6,443,900
Balloon Fight	Tony Shively	846,750	Legend of Kage	Roger Guillate	706,650	Star Soldier	Key, McKenzie	6,030,000
Biome Commando	Shane Snuffer	Finished	Legend of Wings	Vincent Kelly	637,300	Stinger	John J. Whittington	3,318,800
Black Bass	Darren Wilkes	24.1 lbs.	Lile Force	Blair Vanstone	1,216,240	Super C	David Wright	9,999,990
Blades of Steel	Blair Vanstone	Ultimate Champ	Mach Riders	Steve Menton	448,860	Super Mario Bros.	James McQueen	Finished
A Boy and His Blob	David Wright	140,600	Major League Baseball	Jared Bruff	Score 50-0	Super Mario Bros. 2	Steve & Greg Menton	Finished
Bubble Bobble	Janet Oley	1,902,660	Marble Madness	James Chisholm	153,600	Super Mario Bros. 3	Andy Phang	Finished
Bugs Bunny	Michael Gaddis	132,500	Mega Man	Bob Christopher	1,227,300	Super Pitfall	Todd Aspinwall	Finished
Bump 'n Jump	John Ciociola	67,030	Metal Gear	Shane Snuffer	Finished	Temno World Wrestling	Matthew Wilson	Finished
Castlevania II: Simon's Quest	Tim Tuttle	Finished	Metrod	Tim Tuttle	Finished	Teenage Mutant Ninja Turtles	Glenn Stockwell	9,999,600
Cobra Triangle	Anders Svaerd	999,999	Mickey Mousecapade	John Whittington	9,999,920	Tetris	Jo Osleen	Finished
Contra	Dan Kennedy	6,553,500	Mighty BombJack	The Game Freak	13,008,920	Tiger Heli	Christopher Pollock	2,026,800
Dig Dug 2	Charlie Kimble	415,100	Mike Tyson's Punch-Out	Dexter Adams	Beat Tyson	Beat Tyson	Mark Mathiesen	360,166
Donkey Kong Jr.	Brad Teague	304,700	Ninja Gaiden	John Whittington	999,900	Toobin'	Roberto Beaupre	254,030
Donkey Kong Jr. 2	Buzz Morgan	744,000	Ninja Gaiden II	Mikw Mowder	Finished	Top Gun	John Ciociola	1,586,350
Double Dragon	David Wright	210,900	Operation Wolf	David Ashpaugh	Finished	Town & Country	Wayne James	91,600
Double Dragon 2	David Wright	167,380	Paperboy	Chris Spencer	1,172,500	Surv Design	Conrad D. Cheslock	136,480
Double Dribble	Mike Drake	Bruce 113 (Com 22)	Pinball	Glenn Stockwell	191,200	Track & Field	Adam Albert	999,999
Dragon Warrior	Dexster Adams	Finished	Pinbot	Melissa Finch	588,230	Trojan	Berny Kiel	308,000
Duck Hunt	Heather Templeman	Finished	P.O.W.	Ed Cason	19,063,200	Tron	John J. Whittington	323,750
Duck Tales	Doug Buford	998,500	R.C. Pro Am	David Wright	311,500	Willow	Joseph Smith	Finished
Dynowarz	Brice Alt	11,952,000	Rad Racer	Hoff Jellis	268,663	Wings	Conrad D. Cheslock	1,016,000
Faxanadu	Mike M.	Finished	Rampage	Andrew Weyrich	43,397	Wizards and Warriors	J. Atkins	999,999
Fist of the Northstar	Joseph Smith	Finished	Robo Warrior	Mike Olinger	3,807,400	World Runner	Conrad D. Cheslock	1,016,000
Galactik	Jake McKee	1,581,400	Rock 'n Ball	Frank Maruca	99,252,030	Wrecking Crew	Adam Kline	669,650
Gotcha!	Kelly McKenzie	3,150	Rush 'n Attack	R. Wayne Witte	1,182,600	Wrestlemania	Shane Stebanuk	999,400
Gotcha 2	David Wright	9,646,700	Section Z	John J. Whittington	40,580	Xenophobe	Blair Vanstone	Heavyweight Champ
Gotcha 3	Conrad D. Cheslock	651,870	Seicross	Adam Albert	9,999,900	Zanac	Adriano Garcia	999,990
Gradus	Scott Lindsey	3,662,000	Shadowgate	Adam Hitchcock	Finished	Zelda	Dave Hanyon	36,733,810
Guardian Legend	J.J. Cano	9,999,990	Shooting Range Party Game	Brian D. Stark	Finished		Conrad D. Cheslock	Finished in 1 game
Gyromite	Steve Menton	727,240		Ray Vonostale	99,990			
Gyryss	Mike Moore	9,999,990						
Hogan's Alley	J.D. Stevenson	914,800						

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Game	Player	Score
Action Fighter	Claudio Lorentz	1,149,960
After Burner	Albert Pernia	14,225,500
Alex Kidd/Lost Stars	André St. Laurent	123,200
Alex Kidd/High Tech	Rhett Tavernetti	Finished
Alex Kidd/Miracle World	Gus Zambrano	137,200
	Todd Bustillo	210,600
Alien Syndrome	Gram Crowe	804,500
Altered Beast	Peter Maksym	472,000
Astro Warrior	Gerald E. Shepard Jr.	655,900
Aztec Adventure	DeAngelo Price	87,100
Black Belt	John G. Polizzi	5,031,200
Bomber Raid	Gus Zambrano	785,000
Calif. Games, BMX	Alex Bisano	60,400
Calif. Games, Half Pipe	Eric Green	26,150
Choplifter	Wayne Frick	3,327,200
Double Dragon	Michael J. Andrus	2,607,670
Enduro Racer	Chris Camero	6,065,000
Fantasy Zone	A.J.F.	9,999,999
Fantasy Zone II	Vanessa Mihara	6,573,200
Gateway Town	Andrew Frick	194,720
Golvelius	Jason Bleistein	Finished
	Craig Scribner	Finished
	Eric Green	Finished
Global Defense	Peter Maksym	63,230
Hang On	Gus Zambrano	4,125,080
Kenseiden	Cody Bunting	428,300
Kung Fu Kid	Sean Skierski	2,217,400
Maze Hunter 3-D	DeAngelo Price	217,400
Miracle Warriors	Jeff Cimio	Finished
	Craig Scribner	Finished
	Sam Wa	345,600
Missile Defense 3-D	Michael J. Andrus	166,852
My Hero	André St. Laurent	586,590
Out Run	Michael J. Andrus	48,442,140
Phantasy Star	Ronald Gedrich	Finished
	Kevin Tsay	Finished
Posidon Wars	Michael J. Andrus	166,852
Power Strike	A.J.F.	4,476,980
Pro Wrestling	Jonathon Zaremba	554,000
R-Type	Jordan Crane	1,153,000
Rambo	Ovidiu Marina	1,445,900
Rambo III	Albert Pernia	80,750
Rampage	Gus Zambrano	937,470
Rastan	Brian Gaudreault	2,081,990
Rescue Mission	Andrew Frick	568,600
Safari Hunt	Matt Slezak	1,321,400
Shinobi	Albert Pernia	1,317,1250
Shooting Gallery	Donald Simpson	42,300
Space Harrier	David Travers	36,035,860
Space Harrier 3-D	DeAngelo Price	18,517,740
Spellcaster	Craig Scribner	Finished
The Ninja	Zak Zubza	2,200,700
Thunderblade	Albert Pernia	2,659,000
Time Soldiers	Robbie Siegmann	7,437,700
Transbot	Alex Kidd	66,666,660

Game	Player	Score
Wonder Boy	Vanessa Mihara	1,363,800
in Monster Land		
Y's The Vanished	Jeff Cimio	Finished
Ornens		
Zaxxon	Gus Zambrano	75,900
Zillion II	Brian Gaudreault	359,000

GENESIS

Game	Player	Score
Air Diver	Jason Warnes	147,000
Alex Kidd/	Kevin Tsay	Finished
Enchanted Castle	Kyung Mi Kim	Finished
Altered Beast	Dave Payne	2,728,900
Arnold Palmer Golf	E. Holowachuk	87 under Par
Forgotten Worlds	Brain Pho	Finished
Ghouls 'n Ghosts	Jesse Phelps	Finished
	Jeff Cimio	Finished
	Jeff Stenke	Finished
	Ovidiu Marina	Finished
Golden Axe	Conrad Cheslock	Finished
	Jeff Cimio	Finished
	Darius Siwek	Finished
	Jeff Stenke	Finished
	Andre Pilgrino	Finished
	Derek Norcross	Finished
	Eric Green	Finished
	Art Hirst	Finished
	Kevin Tsay	Finished
	Brian Bush	Finished
	Tony Gilmore	Finished
	Jeff Cimio	Finished
	Oscar E. Serrano	Finished
	Jonathon Zaremba	Finished
	David St. Lawrence	Finished
	Ryan Policky	Finished
	Jeff Cimio	Finished
	J.J. Schoenholtz	Finished
	B.W. & R.L.	Finished
	Andrew S. McNeil	Finished
	Steve Verraastro	Finished
	Eric Green	Finished
	Nick Maiorino	Finished
	Kevin Tsay	Finished
Rambo III	Matt Garland	1,422,640
Revenge of Shinobi	Tan Hoang	3,565,200
Space Harrier II	Brian Gaudreault	25,684,100
	Lee Venticheer	30,721,000
	Rob Doane	63,077,900
	Craig Churchill	10,442,830
	Lee Venticheer	10,396,010
	Brian Young	11,789,400
	Stuart Lee	3,212,450
Thunder Force II	Craig Scribner	Won Championship
Tommy LaSorda	Luke Albrecht	Won Championship
Baseball		
Truxton	Zubair Nadeem	2,255,330

TURBOGRAFX-16

Game	Player	Score
Alien Crash	Barry Bowman	999,999,900
Blazing Lasers	Gaine Chung	13,264,520
Bank's Adventure	Max Szlagor	999,999
Cratermaze	Scott Graesberg	Finished
Cybercore	Robert Becker	355,800
Dungeon Explorer	Conrad D. Cheslock	Finished
Legendary Axe	Sir Game Master	1,067,400
Military Madness	Conrad D. Cheslock	Finished
Neotopia	J.J. Cano	Finished
	Max Szlagor	Finished
	Scott Graesberg	Finished

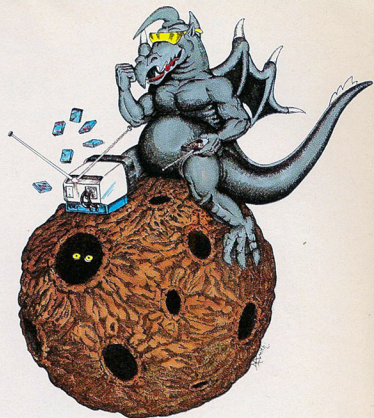
ATARI

Game	Player	Score
Asteroids	J.D. Fielder	99,940
Centipede	John J. Whittington	44,768
Crossburn	John J. Whittington	771,000
Dark Chambers	John J. Whittington	680,600
Dig Dug	Eugenio Anqueira	120,780
Desert Falcon	John J. Whittington	588,034
Donkey Kong Jr.	John J. Whittington	106,700
Double Dragon	John J. Whittington	120,600
Food Fight	Steve Vineyard	11,919,800
Galaga	Dean Buchholz	5,075,010
	Kevin Dulin	337,950
	John J. Whittington	34,330
Jinks	Greg Vandendriessche	337,800
Joust		
PACMAN	A.J.F.	142,640
Pitfall	Delf Meek	42,946
Popeye	David Thompson	120,536
Rampage	Shane Shaffer	159,950
Robotron	John J. Whittington	3,648,375
Mario Bros.	John J. Whittington	186,630
Tower Toppler	John J. Whittington	162,940
Xenophobe	John J. Whittington	5,225,095
Xevious	Buzz Morgan	811,910

GAME BOY

Game	Player	Score
Revenge of the Gator	Ed Cason	971,150
Super Mario Land	Ryan Cole	663,270
Tetris	Pascal Pelletier	191,616

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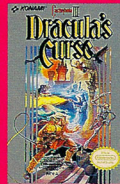
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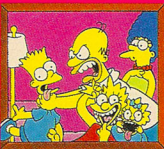
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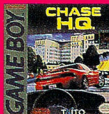
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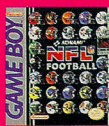
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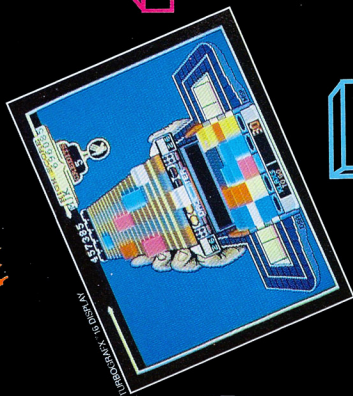


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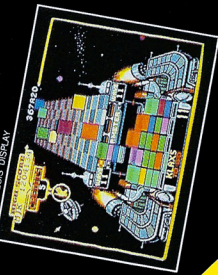


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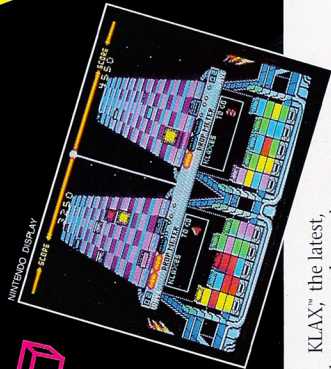
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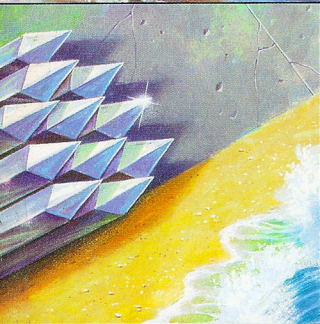
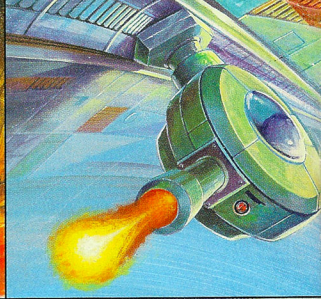
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