

LOOK WHERE KONAMI® IS GOING TO TAKE YOU



 **KONAMI**®

Konami's building a new world of software for you to explore. And we've got the power to do it. Years atop the video game industry gives us the know-how to bring you the best titles in entertainment software. From our own imagination and from overseas.

We're forming partnerships with software giants like Mirrorsoft,[™] an innovative European publisher that's been dazzling computer game players for years. Mirrorsoft, under their Image Works[™] label, lets Konami deliver spectacular hit games from literally around the world. Indeed, we're determined to assemble one of the most exciting collections of action/arcade, strategy, simulation, adventure and fantasy role playing games anywhere.

What's more, we'll stay right on top of the latest advancements in hardware capability to create games packed with new challenges and intrigue. Yes, your computer can become an entryway to a wonderful new world of entertainment. And Konami is going to take you there.



BILL ELLIOTT'S NASCAR® CHALLENGE™

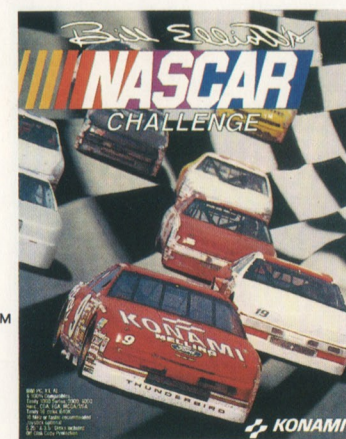
Konami introduces the only NASCAR® endorsed stock car simulation that turns your disk drive into a pit pass to the most authentic NASCAR racing environment available. Co-designed by Winston Cup Champion Bill Elliott and Distinctive Software™—developer of Test Drive™ and The Duel™—this is a test of your mettle and milliseconds on the banked ovals of six official, perfectly scaled NASCAR tracks like Daytona, Talladega, Bristol, Darlington, Michigan and Atlanta. Or the two twisting road courses of Sears Point and Watkins Glen.

A scaling technique combined with bit map graphics creates images so detailed you can actually read the car's make when you go bumper to bumper. And you get one of the most comprehensive instant replays ever, with a VCR replay mode that lets you tape and play back the action from six camera positions. Including the never before seen three quarter perspective Tower Cam with horizontal and vertical movement. Plus, you'll command an incredibly realistic pit stop sequence featuring seven different maintenance options.

But before you race, adapt your car to each unique track by adjusting gear ratio, transmission, spoiler angle and tire stagger. Depending on whether you're racing or qualifying for pole position, you must also decide which type of engine to use. But "dial in" your car carefully. One miscalculation could send you reeling into the wall.

When you think you have the right stuff, drop the hammer on NASCAR's finest field of racers—including Bill Elliott himself—in single races or compete for the Cup in the Championship Season.

Supports Ad Lib™, Tandy®, Sound Blaster™ and Roland™ Sound.



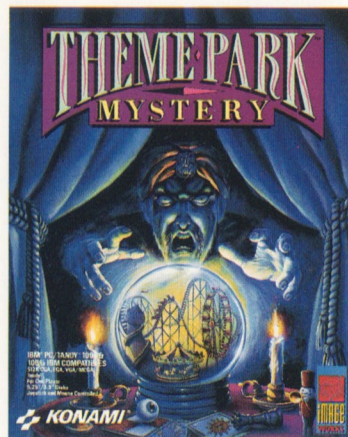
Format	Part No.	Price
MS-DOS	25021	\$49.95
Amiga	23021	\$49.95 Available Spring 1991
Macintosh	27021	\$49.95 Available Spring 1991

THEME PARK™ MYSTERY

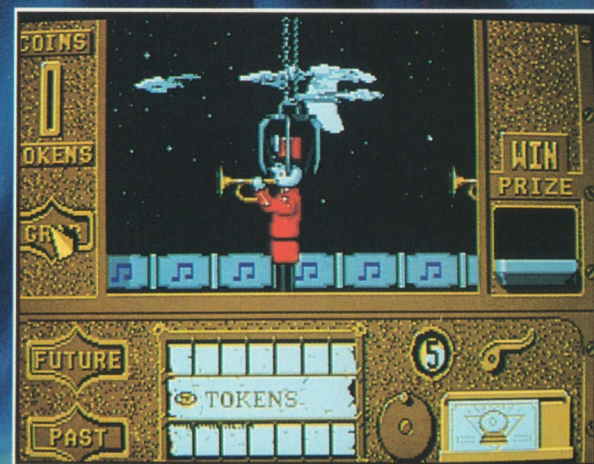
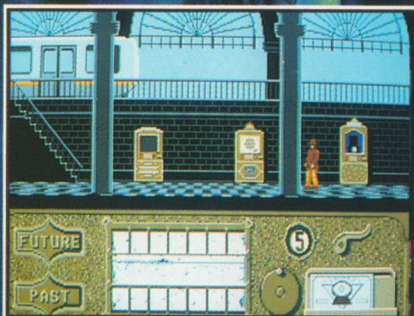
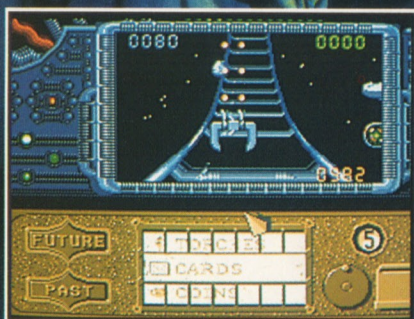
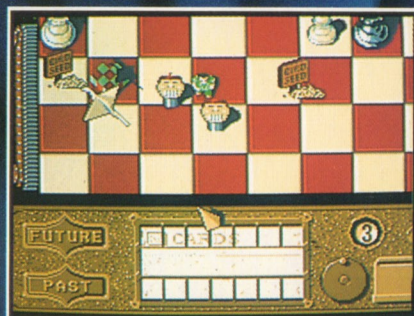
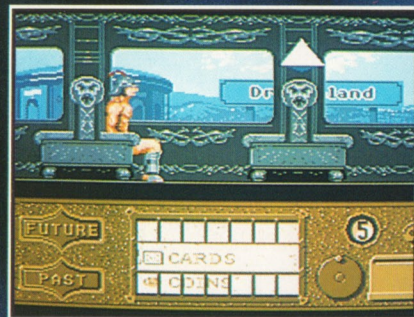
What shocking evil lurks in your uncle's Magic Canyon Theme Park? What drove the fun seekers away and your uncle insane? Only you can find the answer during your fright-filled trip through this playground of peril.

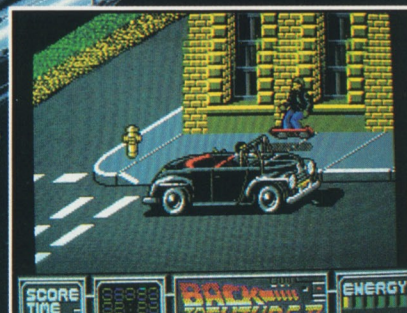
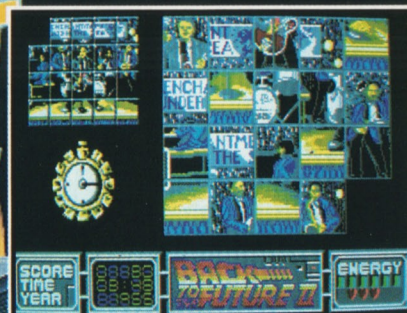
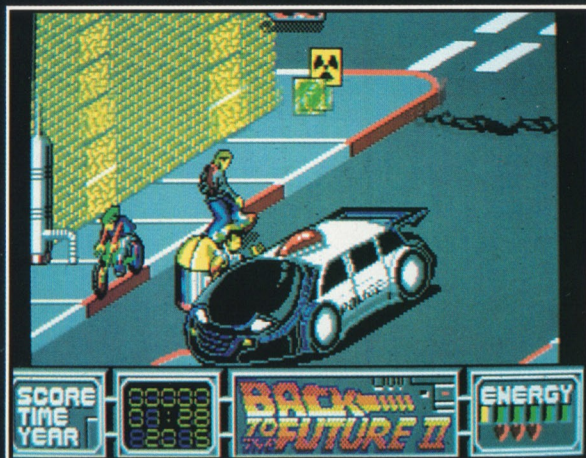
Creep aboard the Monorail of Fear and journey through four wicked worlds. Dragonland, with its horrible gremlins, sinister creatures and armed apes. Dreamland, where you become a pawn in a nightmarish chess game and you're haunted by your own imagination. Futureland, with its floating ghouls and spine tingling, enemy infested coaster. And Yesterdayland, where Zoltan the mysterious fortune telling wizard dispenses valuable clues, essential tickets and life saving magic. All at a price. So play the Spirit Slot Machines and press your luck. You may even win enough to buy back your life.

But no amount of money can spare you the unearthly evils of Magic Canyon. Your only hopes are strategy and courage as you hunt for secret items like hidden keys, fiery torches and supernatural potions. So step through the creaking turnstiles and begin. Remember, you must avenge your uncle's death. Just don't forget, the theme of this park is terror.



Format	Part No.	Price
MS-DOS	25201	\$49.95
Amiga	23201	\$49.95





BACK TO THE FUTURE II™

Doc is back from the year 2015. And he says the future looks bleak for you, Marty McFly, and your yet-to-be youngsters. Time for another time warp, movie fans. So hop on your hoverboard and try to keep your future family from becoming history.

Based on key scenes from the hit film, the five levels challenge you to think fast, think hard and think ahead. Try to retrieve the fateful sports almanac of the future before Biff uses it for ill-gotten gains. In the meantime, you must keep your son out of the slammer, rescue Jennifer, recover your DeLorean, and solve the puzzle of the Enchantment Under The Sea dance. It'll take a lot of amazing moves to get past dangers like open manholes, cruising cars, trash collectors, scorching steam and rolling barrels. And you'll have to punch your way past a slew of slimy attackers including Biff, his grandson Griff, even the Hill Valley police!

The street's also filled with futuristic thingamajigs worth big bonus points, as well as weapons like frisbees, rocks and rope you can use. And don't miss the valuable speed-up and power-up items too. You'll need them all. Because if you don't change the course of history, you may be doomed to repeat the future.

**Supports Ad Lib,™
Roland™ and Tandy®
Sound.**



Format	Part No.	Price
MS-DOS	25200	\$39.95
Amiga	23200	\$39.95
C64	21200	\$29.95



TEENAGE MUTANT NINJA TURTLES® from Ultra®

Obsessed by revenge, the Teenage Mutant Ninja Turtles are out to rescue lovely April O'Neil™ who's been captured by SHREDDER™. But if they're to succeed, you must command the role of each turtle, rumbling through six New York territories patrolled by Ninjitsu Warriors, blood descendents of the Foot Clan™.

Map out strategies that will lead you to secret sewage passages, alternating your turtle identity to match up each turtle's strengths against the likes of Bebop™ and Rocksteady™.

It's an action adventure in which you control every leap, chop, slice and dice, until you knock heads with Shredder and either splatter him senseless or get yourself turned into turtle soup.

Supports Ad Lib™ Roland™ and Tandy® Sound.



Format	Part No.	Price
MS-DOS 5.25	82002	\$39.95
MS-DOS 3.5	84002	\$39.95
Amiga	83002	\$44.95
C64	81002	\$29.95



METAL GEAR® from Ultra®

Outer Heaven leader Colonel Vernon CaTaffy has activated the ultimate super weapon: Metal Gear! Responding to the crisis, covert unit "Fox Hound" is called into action, and that's where you come into play. Trained in hand-to-hand combat and skilled in every weapon known to man, you're Fox Hound's lethal fighting machine, code named "Solid Snake."

But on this mission you better be sly as well, to surprise heavily armed enemies, busting 'em up quietly and rescuing their hostages before alarms are triggered. Plus you must maintain radio contact with Commander South, who'll feed you crucial info on Metal Gear's whereabouts.

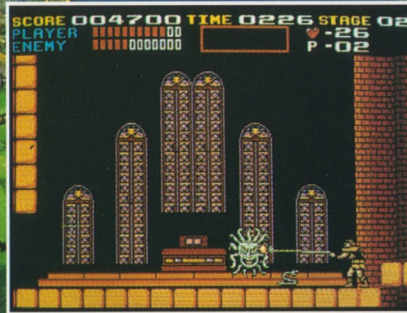
To survive, capture submarine guns, Berettas, grenade launchers and plastic explosives...until you find and destroy Metal Gear, ending CaTaffy's reign of terror.

Supports Ad Lib™ and Tandy® Sound.



Format	Part No.	Price
MS-DOS 5.25	82001	\$19.95
MS-DOS 3.5	84001	\$19.95
C64	81001	\$14.95





CASTLEVANIA®

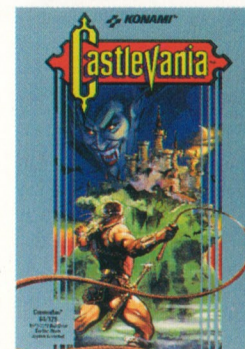
Beyond the twisted iron gates of Castlevania lurks the unearthly terror Count Dracula who stalks the night in search of revenge ...and blood. Only you, Simon Belmont, have the power to entomb him forever.

To survive you'll need the strength to wield weapons like the whip, dagger, hatchet and fire bomb. As well as the intellect to find the sacred invisibility potion and magic clock that suspends time. Both hidden in the maze of cobwebs, torture chambers and haunted hallways.

Inside you'll battle Gothic horrors such as the Ax Man, the Skele-Dragon, the Mummy Man, the She Worm and that cursed "dead-head"—the Grim Reaper. But beware the blood sucking Count, for this ultimate encounter could leave you drained.

Supports Ad Lib™ and Tandy® Sound.

Format	Part No.	Price
MS-DOS 5.25	22017	\$19.95
MS-DOS 3.5	24017	\$19.95
Amiga	23017	\$19.95
C64	21017	\$14.95



SUPER C™

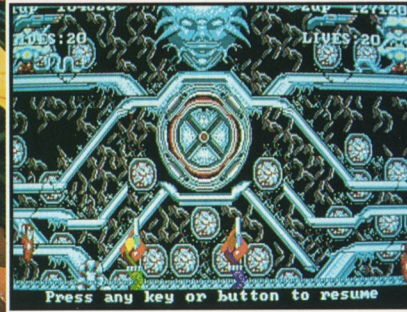
The vile alien war monger Red Falcon has sent his intergalactic warriors to seep into the brains of America's armed forces. Now it's on to a full-scale annihilation of the planet's five billion innocent inhabitants.

You, Scorpion, and your fellow Super Commando Mad Dog must get through Red's merciless mazes of terror. It'll take super survival skills, ferocious firepower, cunning, instincts and good old-fashioned guts. And with terminal terrors in each level and a massive enemy arsenal, you'll need every power-up weapon you can grab. But not even that can ensure you'll save us all when you go face to face with the vile one himself.

Supports Ad Lib™ and Tandy® Sound.

2 player capability.

Format	Part No.	Price
MS-DOS 5.25	22020	\$19.95
MS-DOS 3.5	24020	\$19.95
Amiga	23020	\$19.95



DOUBLE DRIBBLE®

Ranked number one by the scouts, this world championship caliber, 5 on 5, full court, board banging contest has arcade action so real it'll knock your high tops off! From the opening tip to the final buzzer, you'll have a shot at leading your team to the title against either a friend's squad or the computer's all-star lineup.

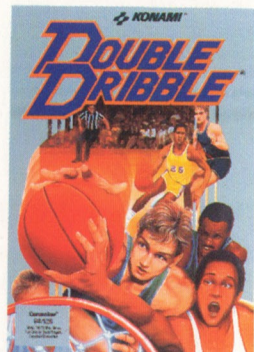
You'll need speed in the lane, touch for 3 pointers, muscle to power past picks and the skill to crash the glass. And if you break free underneath, you can ram home one of three rim rockin' slams. But if you're style is too rough the refs will whistle you and give your opponent a couple of "Free-Bs."

So pull up your shorts and take a deep breath. It's crunch time, time to show your stuff.

Supports Ad Lib™ and Tandy® Sound.

2 player capability.

Format	Part No.	Price
MS-DOS 5.25	22018	\$19.95
MS-DOS 3.5	24018	\$19.95
Amiga	23018	\$19.95
C64	21018	\$14.95



BLADES OF STEEL®

Finally, speed, guts, instinct and raw physical talent are the deciding factors in a game designed to simulate all-pro championship caliber hockey.

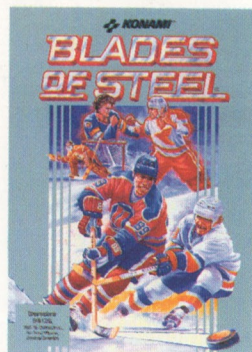
Eight of your favorite teams are here for you to captain. And you'll control the players' every hard hitting move including passing, checking, slap shooting, goal tending and penalty shots. When the action heats up you'll have to duck jabs and throw punches during the incredibly detailed, full-blown fight scenes. Whether you're battling to keep your victory dreams alive in Sudden Death Overtime, or trying to rack up Penalty Shot Points, the one-on-one shooter vs. goalie scene is one of the most intense

modes you'll ever confront.

So pick your level of competition (Junior, College or Pro) and the play mode (Exhibition Season or Konami Tournament) and put a chill on the opponent.

2 player capability.

Format	Part No.	Price
MS-DOS 5.25	22019	\$19.95
MS-DOS 3.5	24019	\$19.95
Amiga	23019	\$19.95
C64	21019	\$14.95



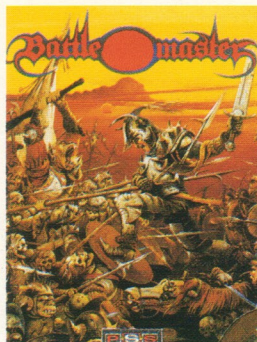
COMING SOON!

BATTLMASTER™

A critically acclaimed epic! With one of the most captivating storylines ever and highly imaginative graphics, Battle master takes you to a seething world of myth and feudal strife. The Age of Conflict is upon the land and the four races, yearning for unity of their crowns, teeters on the brink of oblivion. Only you the conquering hero can save all from extinction.

Select your leaders from each race based on their health, morale, skill and weaponry. Then march your armies from barbaric scenario to barbaric scenario, across a brutally diverse landscape, engaging Elves, Orcs, Dwarves, Men and all matter of creatures from the Book of Monsters. But your might is futile unless you are wise in the ways of magic and sorcery. Consult the Book of Armaments and choose your battles wisely, for the Watcher awaits you, your destiny in his hand.

**Available for MS-DOS and
Amiga.**



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