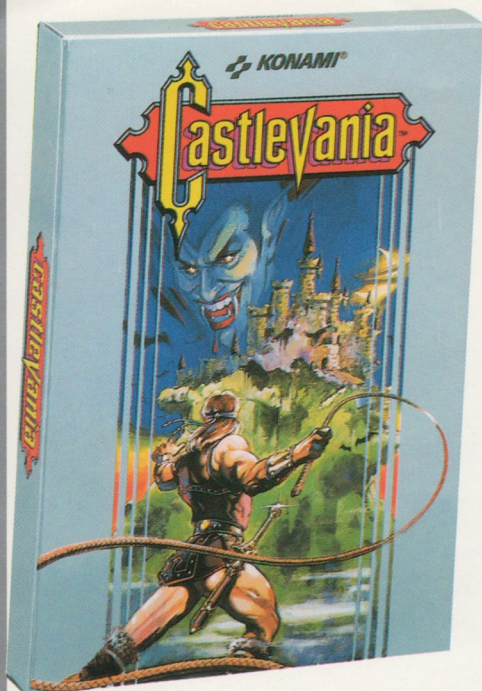


KONAMI'S NEW COMPUTER GAMES CURE TERMINAL BOREDOM



KONAMI®

Konami Inc.
815 Mittel Drive
Wood Dale, IL 60191
312/595-1443



CASTLEVANIA™

If you think it's scary on the outside, wait'll you see the basement.

You're in for a regular Death Row tour as ghosts, goblins, demons, wolves and bats thirst for your blood. Grope through the caverns, and maybe you'll find a weapon or two. You're gonna need 'em.

Because when you finally meet the Count, he'll be going for the jugular. So keep your courage high and your stake sharp. And say your prayers.

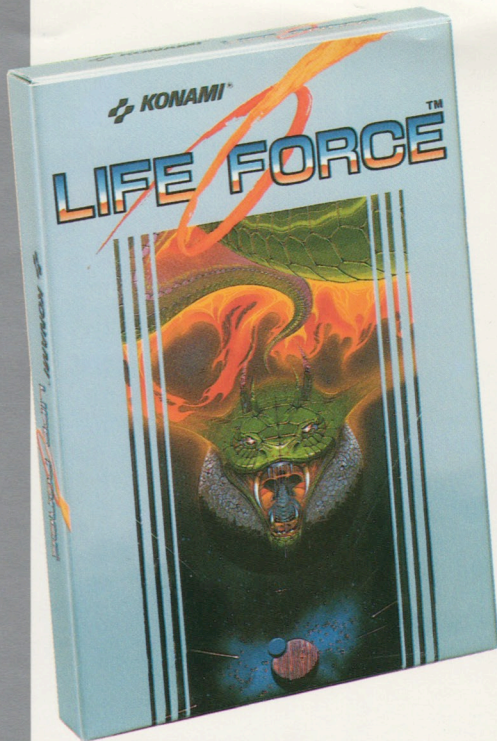
Available for Commodore

64/128, IBM and Amiga.

For 1 player; keyboard and joystick compatible.



Screen shown: Amiga



LIFE FORCE™

You've saved the innocent people of Gradius from the vile Bacterions. Now an even deadlier plague has slithered into the neighborhood.

It's Zelos, an all-engulfing, planet-eating alien who's made you his main course.

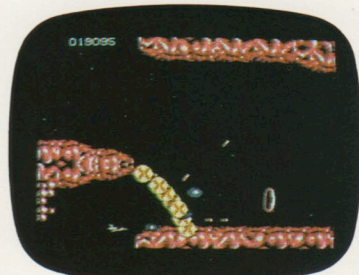
But this time, you can call on a star-fighter friend from the planet Latis to fight beside you.

You'll both be gunning for max power-ups, and you better be on target, for this isn't your ordinary space scum.

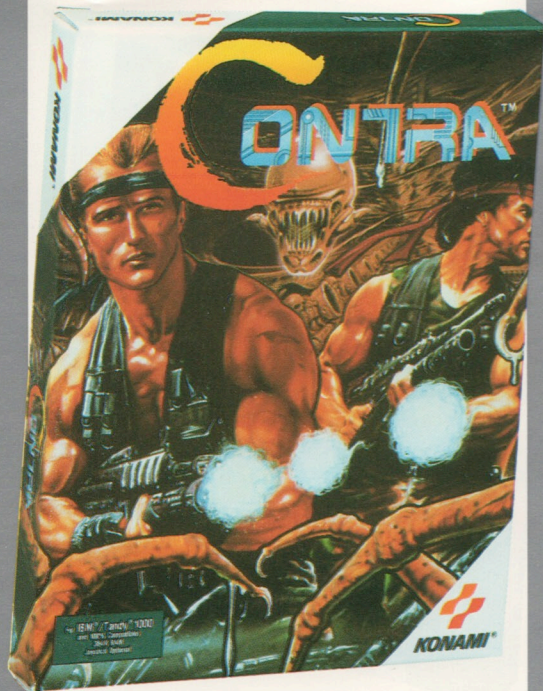
Available for Commodore

64/128.

Play against the computer or with a friend; keyboard and joystick compatible.



Screen shown: Commodore



CONTRA™

Pitted against the galaxy's fiercest foe: Red Falcon, you either win or the whole world loses.

A multitude of weapons, from rapid-fire machine guns to high-tech lasers, are at your disposal as you sweat blood, fighting past 3-D mazes, underground security systems and tropical forests surrounded by giant waterfalls and alien cannons.

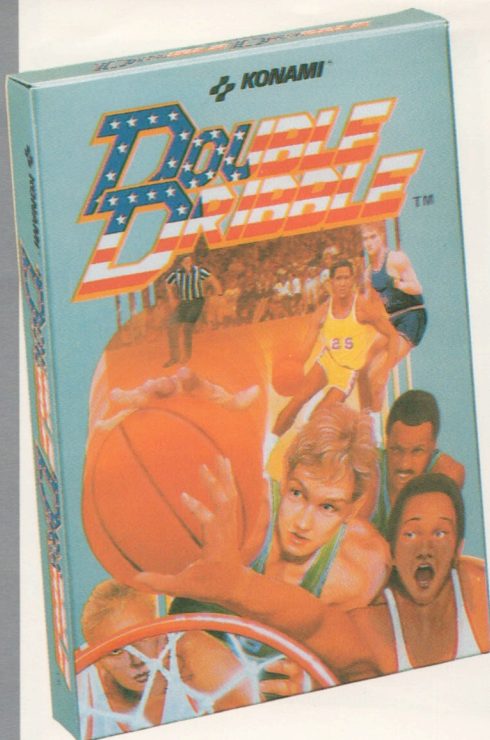
This is the ultimate test for the ultimate guerilla warrior. And if you survive, Earth survives.

Available for Commodore 64/128, IBM and Amiga.

Play against the computer or with a friend; keyboard and joystick compatible.



Screen shown: Amiga



DOUBLE DRIBBLE™

Onscreen it's 5 on 5, but at the controls, it's the ultimate one-on-one matchup.

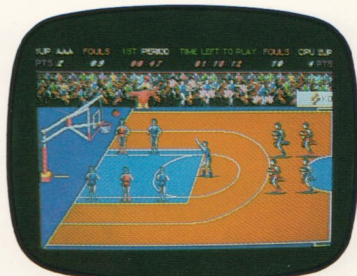
You've got every trick in the book, but so does your opponent. He'll match you man for man, move for move. Slams, steals, switching defenses, fast breaks, you name it.

The clock is ticking. The coach is screaming. The pressure's on. Will it be in the hole...or in your face?

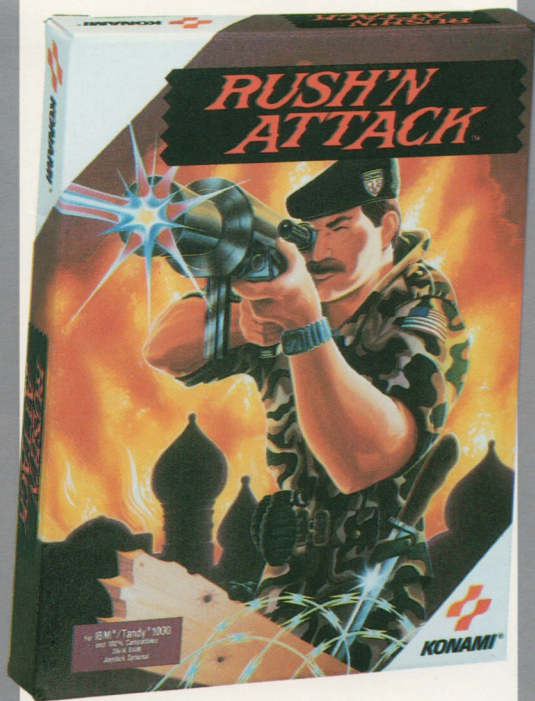
Will be available in 1989

for Commodore 64/128, IBM and Amiga.

Featuring simultaneous play for 2 players or play against the computer; keyboard and joystick compatible.

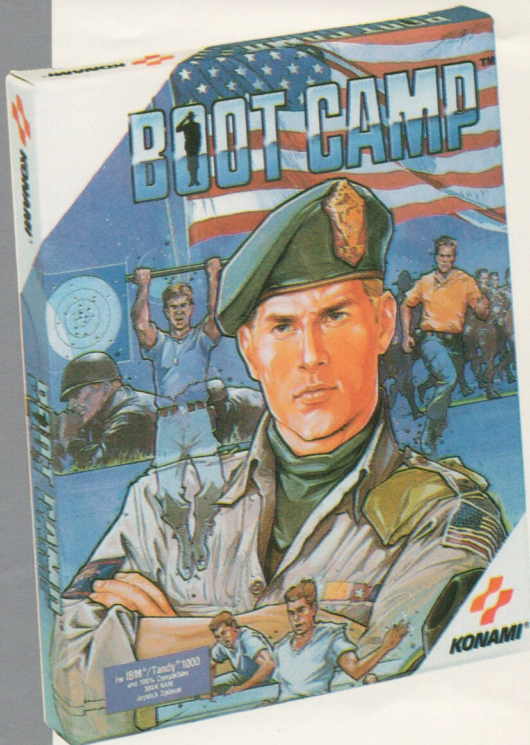


Screen shown: IBM



You're behind enemy lines, armed with only a knife and a mission: to free dozens of POWs hidden in an isolated enemy camp.

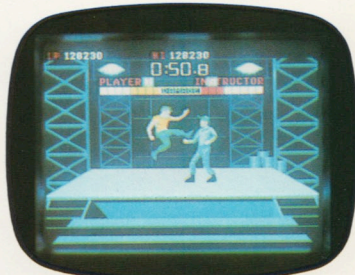
Available for Commodore 64/128, IBM and Amiga. Play against the computer or with a friend (2 player option for IBM and Amiga); keyboard and joystick compatible.



My name's Sgt. J. T. Tail Kicker, and I'm gonna whip you into shape.

And if there's anything left of you,
I'll give you a shot at me.

**Available for Commodore 64/128, and IBM.
Play against the computer or
with a friend; keyboard and
joystick compatible.**





JACKAL™

Your brothers-in-arms are hostages behind enemy lines, and you're their only hope for freedom.

But the firepower you'll face to rescue them is awesome.

To defend yourself, you control the army's advanced all-terrain attack jeep, with its arsenal of guided missiles and incendiary grenades. But this mission will take more than a handful of gunpowder.

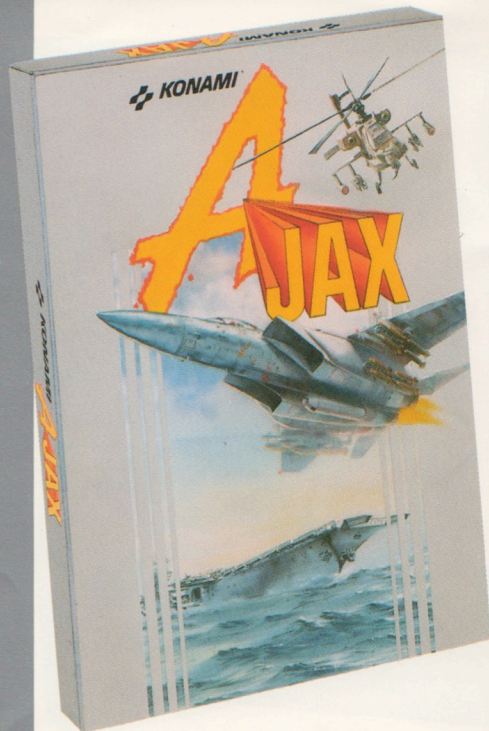
You'll need a pocket full of miracles, and the ferocity of a wild jackal.

Available for Commodore 64/128, and IBM.

Play against the computer or with a friend; keyboard and joystick compatible.



Screen shown: Amiga



AJAX™

You're the hottest fighter jock ever to blister the skies with a heat seeking missile.

You command the Army's ultra-secret, supersonic attack copter, and the navy's multi-billion dollar air-to-air, air-to-ground, air-to-anything-that-moves jet fighter. Because of your ability to clean the enemy's clock, with bombs, lasers, cannons and an ultimate super weapon, your copilots have code named you — AJAX!

And with the world under siege, now's the time to make like a janitor and mop up!

Available early 1989 for Commodore 64/128, IBM and Amiga.

For 1 player; keyboard and joystick compatible.



Screen shown: Commodore



TEENAGE MUTANT NINJA TURTLES®

Carnivorous robots chow down in China Town, while brutal "Foot" Clan Ninjitsu Warriors bust up bystanders from the Bronx to Broadway.

Police Swat Teams can't stop them, but the Teenage Mutant Ninja Turtles can.

You'll team up with these heroes in a half shell armed with nunchukus, wacko bombs, an armed blimp and machine gunnin' party bus, mixing it up with the nasty Ninjitsus, knocking them senseless or getting yourself turned into turtle soup.

**Available mid 1989
for Commodore 64/128,
IBM and Amiga.**

**For 1 player; keyboard and
joystick compatible.**



Screen shown: Nintendo®



METAL GEAR™

Outer Heaven leader Vernon CaTaffy has activated the ultimate weapon: Metal Gear.

Trained in hand-to-hand combat and skilled in every weapon known to man, you'll have to surprise heavily armed enemies, busting 'em up quietly and rescuing their hostages before triggering alarms.

Plus you'll have to maintain radio contact with headquarters, via your transceiver, for crucial info on how to locate submachine guns, Berettas, grenade launchers, plastic explosives...

And you'll need it all to find and destroy Metal Gear.

**Available early 1989
for Commodore 64/128,
IBM and Amiga.**

**For 1 player; keyboard and
joystick compatible.**



Screen shown: IBM

70201 REV-A

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