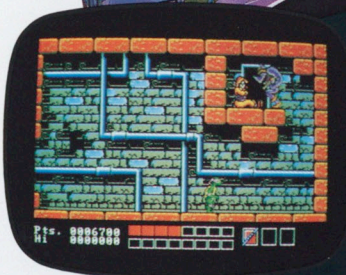




**INTRODUCING  
THE  
HARDEST  
SOFTWARE  
EVER**

**ULTRA**<sup>®</sup>  
GAMES





Screen shown:  
Amiga

## 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 and a machine gunnin' party bus, mixing it up with the nasty Ninjitsus, knocking them senseless or getting yourself turned into turtle soup.

**Available for IBM and Amiga.**

**Available Summer 1990  
for Commodore 64/128.**

**For 1 player.**

Teenage Mutant Ninja Turtles® is a registered trademark of Mirage Studios, U.S.A. All Rights Reserved. Used with permission. Based on characters and comic books created by Kevin Eastman and Peter Laird. © 1990 Mirage Studios, U.S.A. Exclusively licensed by Surge Licensing, Inc.



Screen shown:  
IBM

## 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 Summer 1990 for  
IBM and Commodore 64/128.  
For 1 player.**

Metal Gear® is a registered trademark of Ultra Software Corporation.





Screen shown:  
Amiga

## CASTLEVANIA®

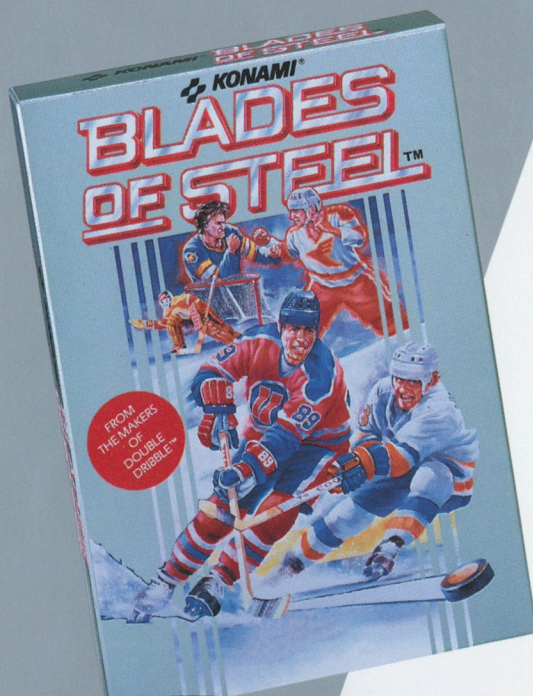
If you think it's scary on the outside, wait'll you see the basement.

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 Count Dracula, he'll be going for the jugular. So keep your courage high and your dagger sharp. And say your prayers.

**Available for IBM and Commodore 64/128. Available early 1991 for Amiga. For 1 player.**

Castlevania® is a registered trademark of Konami Inc.



Screen shown:  
IBM

## BLADES OF STEEL®

It's time for full speed, high contact hockey.

The puck is dropped, you take control, center it and...Whoa! Your opponent viciously checks you from behind.

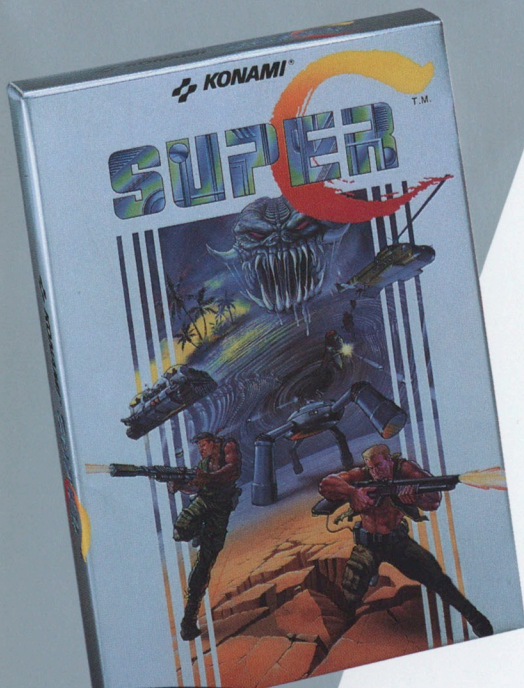
You charge after him. Suddenly tempers flare, off come the gloves and you're swinging fists like a prize fighter.

You can even rack up assists or play goalie in the penalty scenes. So strap on Blades of Steel. And imagine those immortal words — "He shoots, he scores!"

**Available for IBM, Amiga and Commodore 64/128. Featuring simultaneous play for 2 players or play against the computer.**

Blades of Steel® is a registered trademark of Konami Inc.





Screen shown:  
Amiga

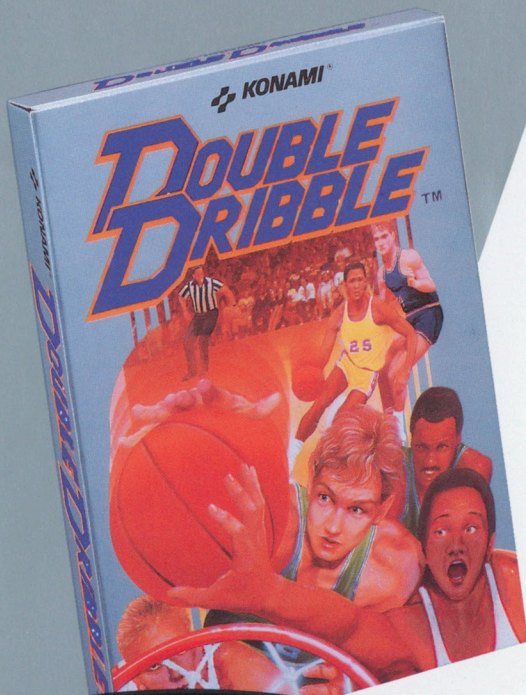
## SUPER C™

After losing his confrontation against Super Commandos Mad Dog and Scorpion, the juices of destruction drip from the spiked tongue of the vile alien war monger — Red Falcon.

Now, he's coming back stronger than ever, with a sinister plan that includes having his intergalactic warriors seep into the brains of the American Army. Once again, Earth's only hope rests with Scorpion and the Dogster. And if their spread guns, lasers, flame throwers and mega shells fail to destroy Red Falcon's five levels of terror, it's all over but for the shouting, the screaming, and the cries from a disintegrating world.

**Available Summer 1990 for IBM and Amiga. Available Spring 1991 for Commodore 64/128. Featuring simultaneous play for 2 players or play against the computer.**

Super C™ is a trademark of Konami Inc.



Screen shown:  
Amiga

## DOUBLE DRIBBLE®

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

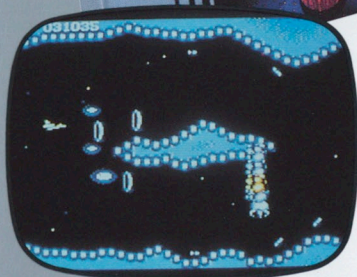
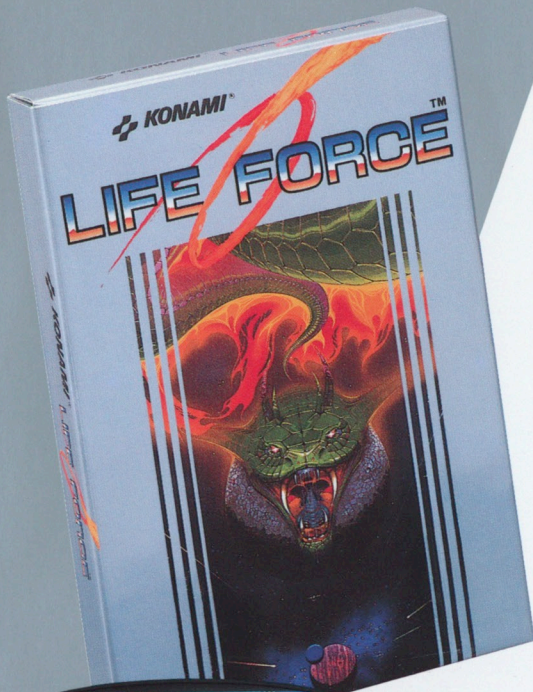
You've got every trick in the book, but so does your opponent. He'll match you man for man, move for move. Steals, switching defenses, fast breaks, 3 point bombs and 3 kinds of slams — the Gorilla, the Rim Rockin' Reverse and the In-Your-Face Jam.

The clock is ticking. The coach is screaming. The pressure's on. It's time to hit the shots or hit the road.

**Available Summer 1990 for IBM, Amiga and Commodore 64/128. Featuring simultaneous play for 2 players or play against the computer.**

Double Dribble® is a registered trademark of Konami Inc.





Screen shown:  
Commodore

## LIFE FORCE®

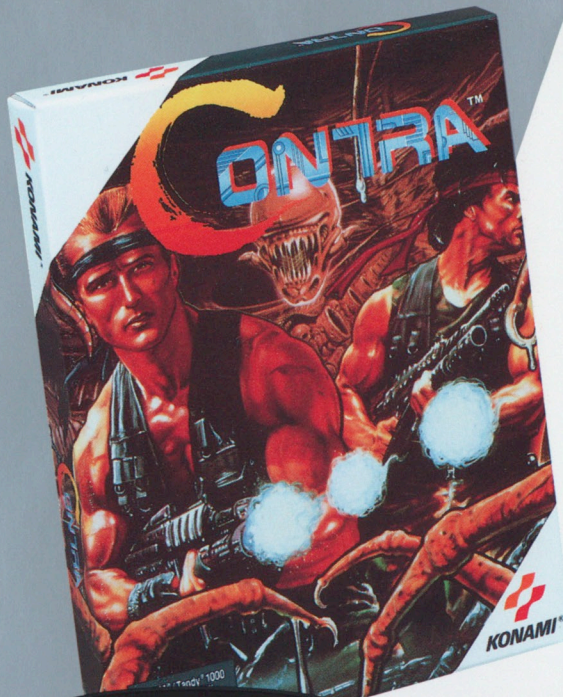
You've saved the innocent people of Gradius from the vile Bacterions. Now an even deadlier plague has slimed into the neighborhood.

It's Zelos, an all-engulfing, planet-eating alien who's hungering to take a bite out of you.

You'll be gunning for max power-ups, with ripple lasers, plutonic missiles and impregnable force fields. And you better be on target, for this isn't your ordinary space scum.

**Available for Commodore 64/128. For 1 player; keyboard and joystick compatible.**

Life Force® is a registered trademark of Konami Inc.



Screen shown:  
Amiga

## 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 eight alien infested levels. Just a few of these mind-blasting challenges include 3-D mazes, underground security systems and tropical forests surrounded by giant waterfalls and alien cannons.

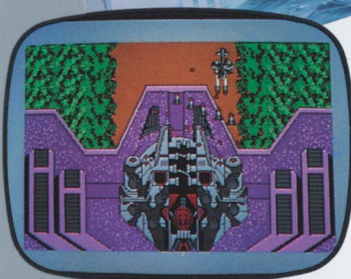
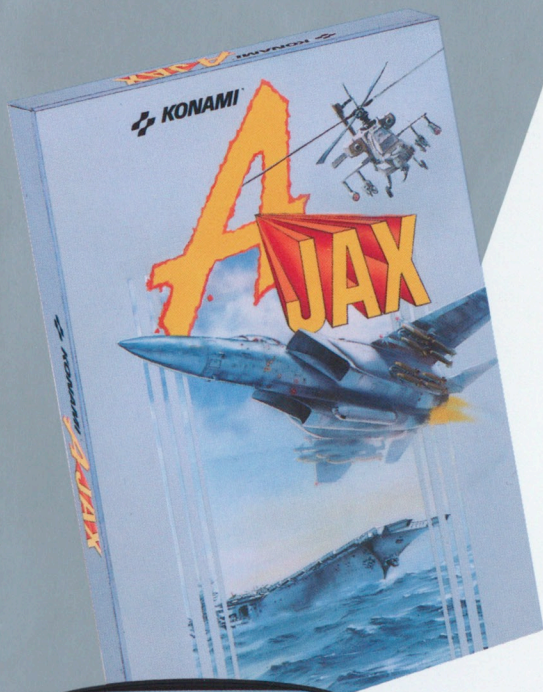
This is the ultimate test for the ultimate guerilla warrior. And if you survive, Earth survives.

**Available for Commodore 64/128 and IBM. Featuring simultaneous play for 2 players or play against the computer; keyboard and joystick compatible.**

Contra® is a registered trademark of Konami Inc.

Commodore® is a registered trademark of Commodore Electronics Ltd. Amiga® is a registered trademark of Commodore-Amiga, Inc. IBM® is a registered trademark of International Business Machines, Inc.





Screen shown:  
IBM

## AJAX®

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

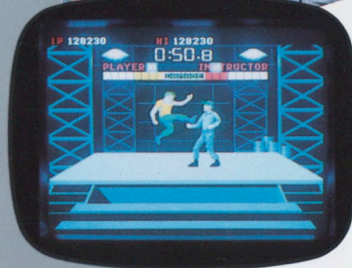
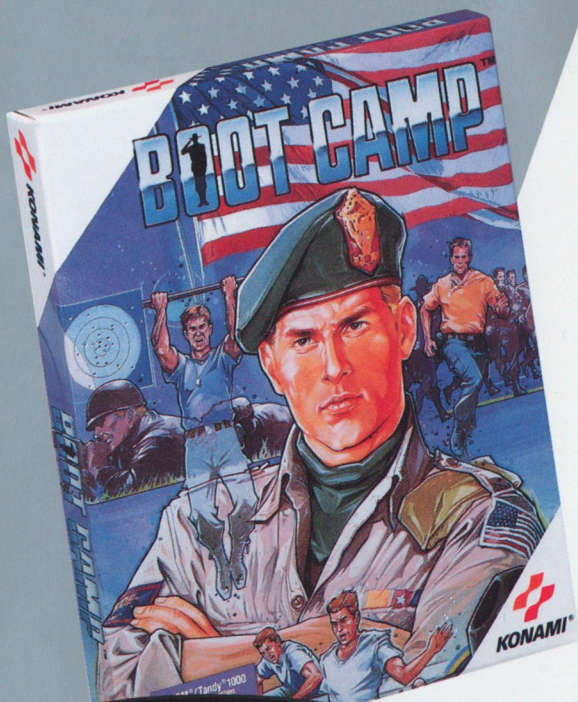
You command the Army's ultra-secret, supersonic attack copter, and the Navy's multi-billion dollar air-to-air, air-to-ground, air-to-anything-that-moves jet fighter. Because of your ability to clean the enemy's clock, with bombs, lasers, cannons and an ultimate super weapon, your copilots have code named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

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

**Available for IBM.**

**Available Summer of 1990 for Amiga. For 1 player; keyboard and joystick compatible**

AJAX® is a registered trademark of Konami Inc.



Screen shown:  
Amiga

## BOOT CAMP®

My name's Sgt. J. T. Tail Kicker, and I'm gonna whip you into shape. Your lungs will burn on the obstacle course. Your fingers will cramp on the firing range. Your muscles will ache during chin ups and arm wrestling. Your stamina will suffer in the ironman race.

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

Can you take it, boy? You better. Cause terrorists have attacked our embassy, and America's depending on you to save the day.

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

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