

FREE CHANT FULL COLOR PUN-UP LUSIDE!

# THE REAL

# GHESTBUSTERS





Kwirk's in a bit of a stew. His main squeeze, Tammy, has been trapped, and Kwirk's the only truckin' Tomato with a chance to rescue her. With Kwirk, you'll move bunches of



blockers, outwit plenty of pits, and mash through many a maze.

And just when one labyrinth seems to be licked...an even trickier one appears.

So put on your shades, get your thinker in gear and join the a-maze-

ing Kwirk in his quest to solve this puzzling predicament.



And remember, Tammy's only got one hope...you!

Coming soon for Game Boy: WIZARDS AND WARRIORS X: FORTRESS OF FEAR — a brand new adventure with Kuros, is the gallant knight warrior; and WWF SUPER-STARS™ featuring Hulk Hogan, the Ultimate Warrior™ and more in the best of WWF wrestling action.

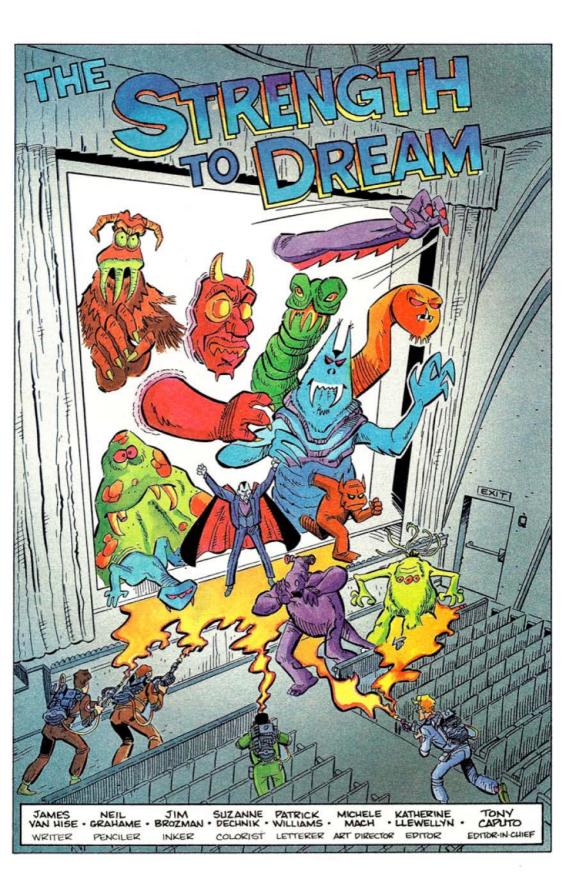


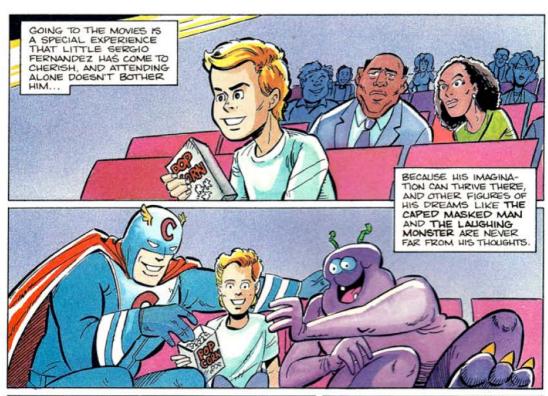


AMEBO



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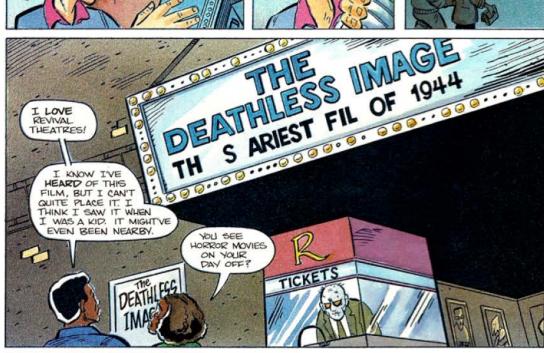
































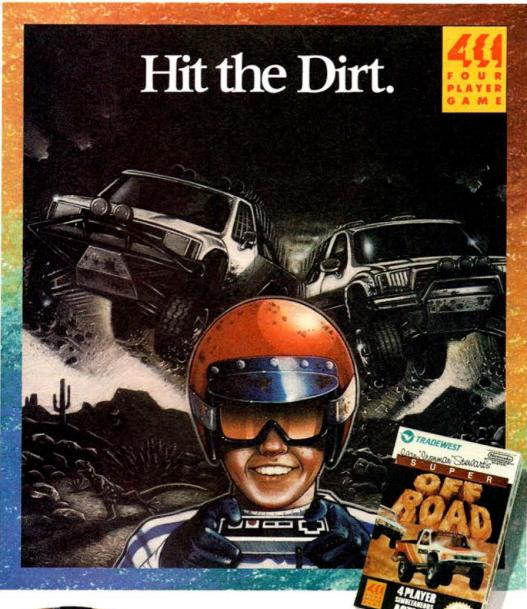














Strap on your helmet for some rough and tumble racing excitement with Ivan "Ironman" Stewart's SUPER OFF-ROAD™

Race up to 4 players at the same time in the game that's just like real dirt racing.

And like the #1 arcade game, this megahit for your Nintendo Entertainment System is filled with mud holes, jumps and other action moves. 8 different stadium tracks and a total of 16 configurations let you play dirty for a long time, too. So get Super Off-Road and hit the dirt flying!



































# You've Read the Comic ... Now Play the Game!

Ghostbusters International

The Humorous Horror Roleplaying Game

Make your own Ghostbusters stories and adventures come to life with the roleplaying game based on the indispensible defense science of the next decade — paranormal investigations and eliminations! Let's face it, Ghostbusting makes you feel good! So, who ya gonna call?

What is a Roleplaying Game?

In a roleplaying game, you and other players take the parts of characters in a story. You decide how your character acts and behaves. One player is the gamemaster. He or she describes what your character sees, establishes the story's plot, and uses the game rules to referee group interaction. Together, you create your own saga as you play.

Roleplaying stresses group participation and cooperation. It emphasizes imagination and creative thinking. It makes use of reading and math skills. And what's more, roleplaying is fun and exciting. Get in on the

action today!

#### Available at all Waldenbooks stores

If you can't find the Ghostbusters game you want at your local hobby or book store, use this coupon. Or call 1-800-338-6140 to place a Visa or Mastercard order.

Ghostbusters International Roleplaying Game	\$18.00
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ApoKermis Now! Adventure	510.00
☐ Tobin's Spirit Guide Supplement	
Pumpkin Patch Panic Adventure	

Lurid Tales of Doom Adventure. \$10.00

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Grand Total

Do not send cash! Send \$US check or money order only.

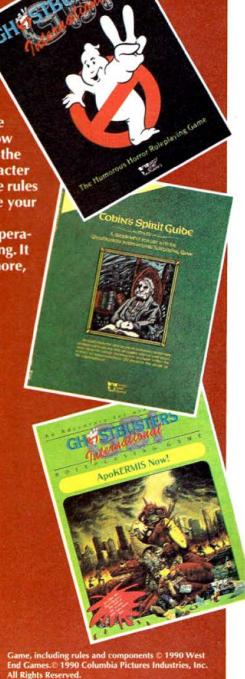
Allow 4-6 weeks for delivery.

Zip: \_\_\_\_\_ Tel: (\_\_\_)

Send to: West End Games RD 3 Box 2345 Honesdale, PA 18431



\* For deliveries to Canada or Mexico, add US \$4.50 for the first game, US \$2.00 for each additional game.













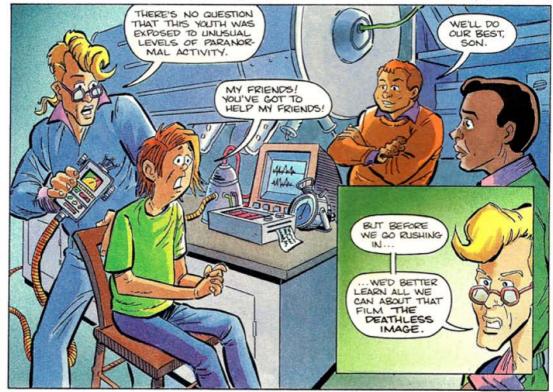










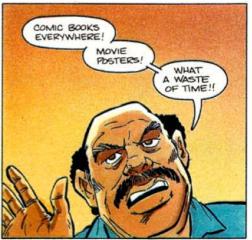






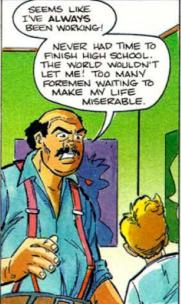


























Vincent Panzeca Age 3 Hunt Sta, NY

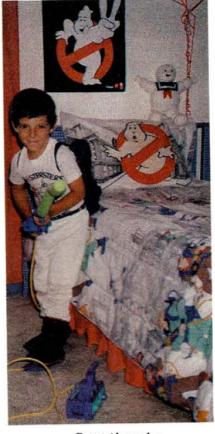


Max Peterson Boulder, Co

Michael McLean Age 5 Fram, MA



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Brent Alasandro Age 5 Ellicott City, MD



Chris Jeffries-Dowling Age 8 Phoenix, AZ

#### REAL GHOSTBUSTERS COLLECTORS!!

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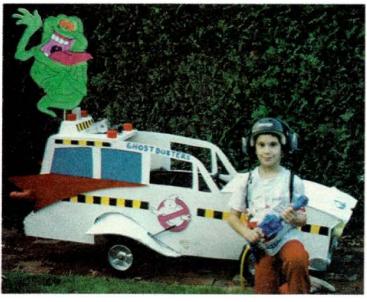
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# Just a Few Fans of THE REAL GHOSTBUSTERS!



Christopher Luczun Age 8 Clifton, NJ



David Enloe Morgan Hanks



Nicholas Hawkins Age 4 Fairbanks, Alaska



Charlie Blackwell Englishtown, NJ

Billy Mayer Age 5 New Lenox, IL





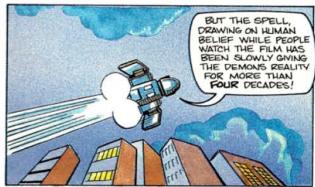


















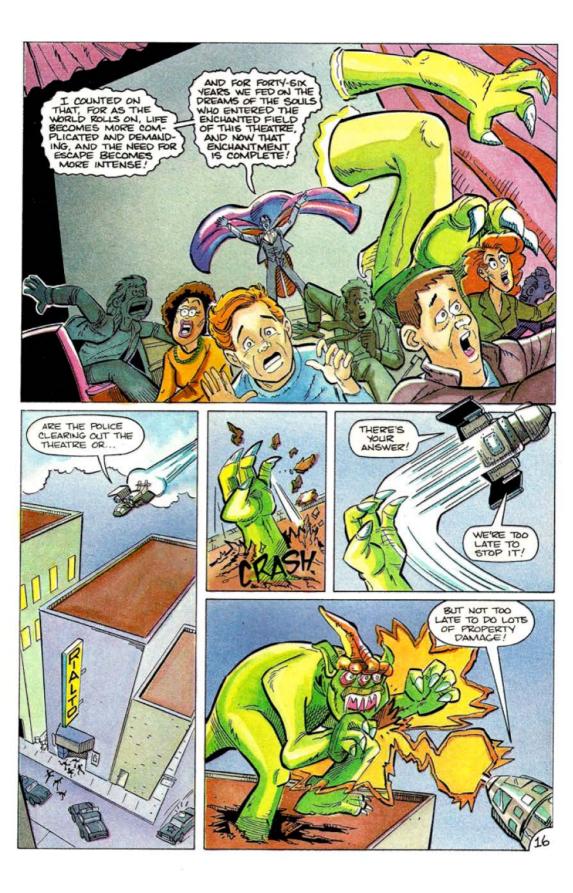




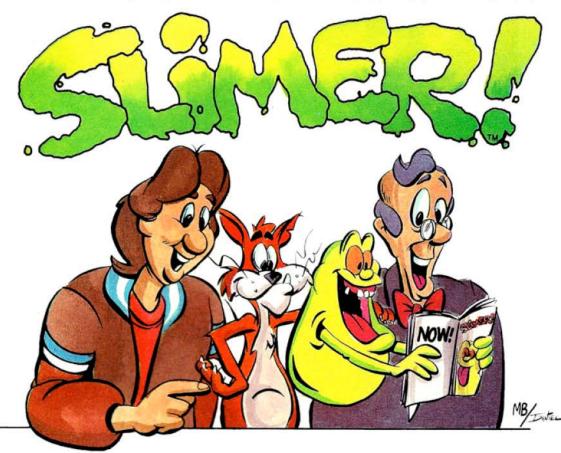








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## A LEGACY WHICH SPANS THREE GENERATIONS.





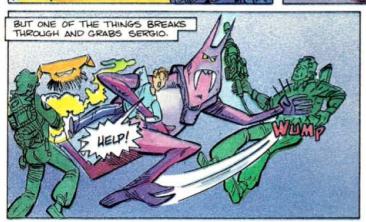
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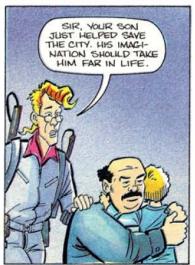




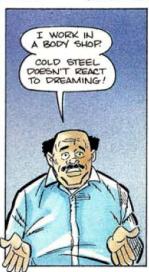


















# PICE Teadings THE REAL DEAR NOW COMICS:

THE REAL
GHOSTBUSTERS
C/O NOW COMICS
332 SOUTH MICHIGAN
SUITE 1750
CHICAGO, IL 60604

Dear NOW Sirs:

Out of 20 issues you guys have put out, I've missed two issues of THE REAL GHOSTBUSTERS. I've seen both movies, bought the movie adaptation, and I collect the regular book. So please answer this for me. I've seen the Ghostbusters toys in my little brother's room. I noticed Ecto-3 is this thing with paddles. I missed the issues you guys showed Ecto-3, so tell me: what the heck is this thing? (Hopefully not like the toy.) Thanks for the good work. Good art, good stories. Keep it up. (Please print this, because this is the only way I can find out what Ecto-3 is, so please, please print this. Please?)

Sincerely,
Pietre Valbuena
L.I.C., NY

Dear Pietre (did I spell that right? Hope so!)Unfortunately, I was unable to find copies of the issues in which Ecto-3 appeared, so I (gasp!) CAN'T ANSWER YOUR QUESTION! AAUUGHH! So what I'm gonna do, is ask the endless crew of REAL GHOSTBUSTERS readers to answer it. SOMEBODY out there must know! Howzaboutit, people? Write in with the answer to Pietre's question, and we'll print it for all eyes to see!

I am 11 years old. I've got all the GHOSTBUSTERS comics. I like Slimer and Peter. I got almost all of THE REAL GHOSTBUSTERS from my Aunt Marlene. My favorite man is the Staypuft Marshmallow Man. It is cool. Please print this letter in your next comic. I love Ghostbusters very much.

From Eric Fleming
Winnipegosis, MB, Canada

Dear Eric: Your wish is our command!

Dear NOW Comics Staff:

I love your REAL GHOSTBUSTERS comics. They are really neat. My favorite one was Issue #6. I would like to see more of Louis Tully as a Ghostbuster. Also, are the counter-clock criminals from Issues #1 and #2 going to return? Are we going to see Peter's dad? Ray's aunt? Egon's uncle? Winston's dad? Why don't you write about the Ghostbusters getting sucked into a ghost world? Also, why don't you ever show the Ghostbusters using Ecto-2 or Ecto-3? I bet a lot of people write about Ecto-2 and Ecto-3 hardly ever getting mentioned. Now, this is not like I don't like Ghostbusters, it's just that I'd like to have the things I mentioned in this letter happen in the comics. I can't wait until I get my next GHOSTBUSTER comic!

From a true Ghostbuster fan, Larry Koestler New York, NY Dear Larry:

Stories are pretty much up to Jim Van Hise, at this point, but I'll send your letter on to him, and see if he takes up any of your suggestions. As for Ecto-2 and Ecto-3, my guess is that Egon is so proud of his new baby, the Ecto-4, that he prefers buzzing around in it to hauling Ecto-2 and Ecto-3 out of the garage. Ecto-1, of course, is the Ghostbusters' much-needed ground vehicle, so it gets used a lot still.

Dear NOW:

Could you please explain to me what happened to John Tobias? He's such a good artist, and I was just curious if he was going to come back to THE REAL GHOSTBUSTERS. Well, even if John Tobias doesn't come back to GHOSTBUSTERS, I'll still be faithful, I have all of the GHOSTBUSTERS comics. and 5 SLIMERs. One more thing: are you going to put in the letter page again? I loved reading the other readers' comments! Especially the letter from the lady who complained about the violence in GHOSTBUSTERS. How silly! And your responses were always good. What I'm trying to say is, could you please make the comic book the way it used to be?

Sincerely, Nora K. McVittie Bartlett, IL

Dear Nora:

John Tobias is not coming back to THE REAL GHOSTBUSTERS; he's working on other things. Neil Grahame, pencilling fiend, has signed on as of Issue #23, and we think he's terrific. As regards letter pages: Issue #21 has one, #22 has one, and now this book has one! Have mail, will print, so to speak.

NEXT MONTH: SURPRISES!

#### NOW ON SALE NOW ON SALE NOW ON SALE NOW

## THE TERMINATOR: THE BURNING

NUMBER FIVE

THE STUNNING CONCLUSION OF THIS BLOCKBUSTER MINI-SERIES!!! Inside Skynet, John Connor and his band battle their way toward the Central Processing Unit! Scripted by Ron Portier, and fully painted by Alexander Ross!

\$1.75 US/\$2.25 CANADA

#### THE GREEN HORNET

ISSUE NINE

The Green Hornet and Kato save Police Captain Thornston from an ambush—but now their prime suspect is in the clear. Ron Fortier, script; Jeff Butler, pencils; David Mowry, inks; Holly Sanfelippo and Suzanne Dechnik, colors.

#### SPEED RACER

ISSUE THIRTY-FOUR

Brazilian drug lords kidnap Spridle, to blackmail Speed into smuggling drugs across the Texas border in the Mach 5! But Racer-X is also on hand--will he and Speed be able to save the day? Written by Diane Piron, pencilled by Norm Dwyer, and inked by Brian Thomas. \$1.75 US\$2.25 CANADA

#### ALIAS

NUMBER ONE: STRANGLEHOLD

THE PREMIERE ISSUE!!! A pretty girl's fiance murders her father with an ice pick, at her mother's request. Days later and miles away, the hitman Alias checks out his next target—only to find that the competition is already there! COVER BY BILL SIENKIEWICZ!!! Chuck Dixon, script; Todd Fox, breakdowns; finishes by Enrique Villagran.
\$1.75 ISS\$2.25 CANADA

#### FRIGHT NIGHT

ISSUE TWENTY-ONE

Charley wakes up to discover that he's a werewolf. He's got to get to his friends; they're his only hope! Written by Diane Piron, drawn by Kevin West, inked by John Stangeland \$1.75 US-\$2.25 CANDA

#### THE REAL GHOSTBUSTERS

ISSUE TWENTY-THREE

Winston goes to the Rialto Theatre on his day off, to see "THE DEATHLESS IMAGE"—which has been playing there since 1944! Little does he know that the film is really a spell, to make demons come to life with the power of human belief! James Van Hise, script; Neil Grahame, pencils; Jim Brozman, inks. \$1.75 US \$2.25 CANADA

## SLIMER AND THE REAL GHOSTBUSTERS

ISSUE FIFTEEN

Rudy finds an old bottle in the ruins of the Indicott Building, with a genie inside it! But the genie wants to stay out of the bottle--so he tricks Slimer into taking his place forever! PLUS THE REAL GHOSTBUSTERS back-up story! Includes activity pages! And a full-color pull-out, pin-up poster! Script by Larry Parr, drawn by Mark Braun. \$1.75 US\$2.25 CANADA

#### RALPH SNART

ISSUE TWENTY-TWO

Ralph and Holly have escaped the slugmonsters, only to be savaged by Dr. Goot's army of crazed sewer rats! Ralph goes off to dreamland, where he and his buddy, Doofus, meet a threat of a different kind! By Marc Hansen. Cover by Mark Martin! \$1.75 US\$2.25 CANADA

#### MARRIED: WITH CHILDREN

ISSUE TWO

Peg wants new life in her marriage-actually, she wants an anniversary present. Al wins her a trip to Las Vegas; America's gambling dens will never be the same! Script, Kate Llewellyn; pencils, Dave Schwartz; inks, David Mowry.

\$1.75 US/\$2.25 CANADA

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# NOW NEWSPLASH

Let us just assume for a minute that you happened to miss the boat, or were one of the unlucky many that had difficulty finding an issue or two of the Terminator: The Burning Earth. Or, quite possibly, you are an avid comic collector. Which ever catagory you fall into, I have the book for you. The Collected Terminator: The **Burning Earth Trade Paper**back. Perfect bound, glossy, and featuring a new fully painted wrap-around cover by Alexander Ross himself. It's the final conflict, the outcome, the life or death of man. Written by Ron Fortier, and fully painted by Alexander Ross, it's a book you won't want to miss, and it ships to comic specialty shops newsstands everywhere

June 15. It'll be your last chance, BUY IT OR BLOW IT!

Also coming soon to your favorite point of purchase is an all new NOW COMICS creation! A book to chill your soul. An army that doesn't give the enemy a chance to blink. A rampaging band of raving mad <u>SU-PERCOPS!</u> They're human, they're armed to the hilt, and they're in Chicago, NOW!

The US government realizes the increasing problem of organized crime in the United States and sets out to create a force capable of squelching the problem. The result is an army of identical genetically enhanced, brainwashed, humans whose sole purpose in life is to fight crime. However, problems are bound to arise considering

the fact that SUPERCOPS are human and are forever bound to their emotions. Stability is often compromised.

The first issue is 48 pages! The origin of the SUPER-COPS! Written by adventure author, Chuck Dixon! Penciled by comic newcomer, Eddy Newell! And inked by the masters of sensuality, the Argentinian boys at Villagran Studios! A regular monthly coming to you May 4, 1990! The first collector's issue will feature a special hot, fully painted cover by an artist yet to be announced. Stay tuned right here for more details, or pick up your free copy of NOW WHAT?! MAGAZINE at your favorite comic shop!

KATHERINE LLEWELLYN



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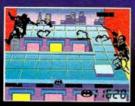


# CAN YOU OUTWIT THE JOKER"?

Help Batman<sup>1M</sup> defend Gotham City<sup>1M</sup> against The Joker<sup>1M</sup> and six of his vicious henchmen in this four level game of intense drama and action. Run to escape or jump from rooftop to rooftop but stay alert! You must pick up as many Bonus Stars as you can to keep your energy level up and you alive ... so stay tough. The Joker<sup>1M</sup> awaits you at the end of every level and you must defeat him or you will lose the game!



# BATMAN



At higher levels Batman<sup>TM</sup> uses new weapons, but your enemies get progress-lively smarter.

The Joker<sup>TM</sup> appears at the

The Joker<sup>171</sup> appears at the end of each stage and you must defeat him at the end of Stage 4 to win.



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