



ME BO

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, the
gallant knight warrior; and WWF SUPERSTARS—featuring Hulk Hogan, the
Ultimate Warrior and more in the best
of WWF wrestling action.

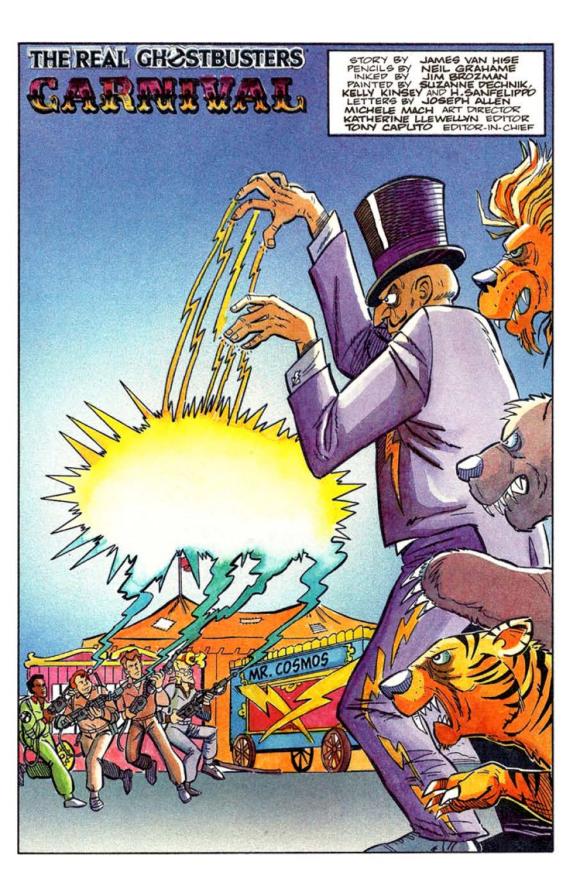








Musiers of the Garne







































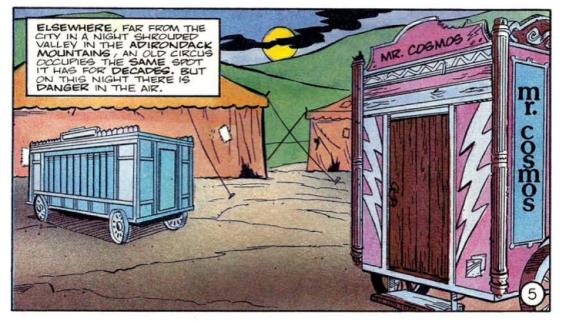














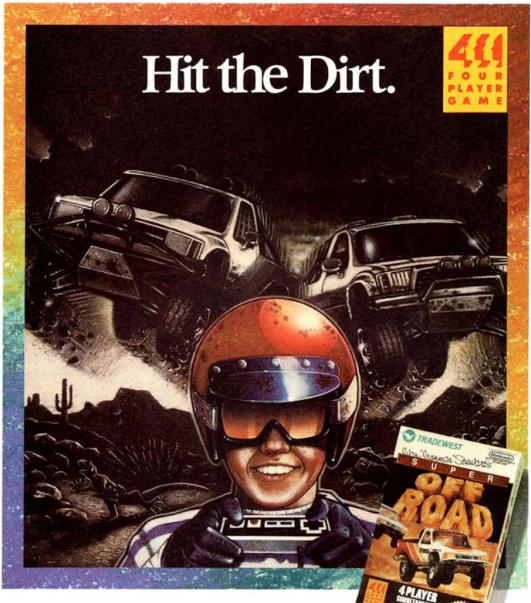














Strap on your helmet for some rough and tumble racing excitement with Ivan "Ironman" Stewart's SUPER OFF-ROAD.™

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!





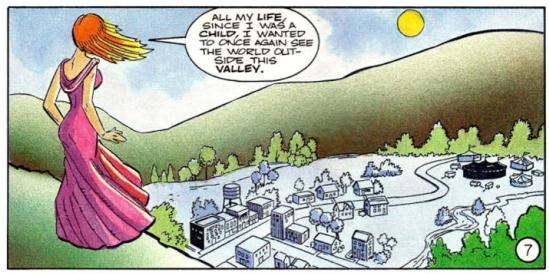
















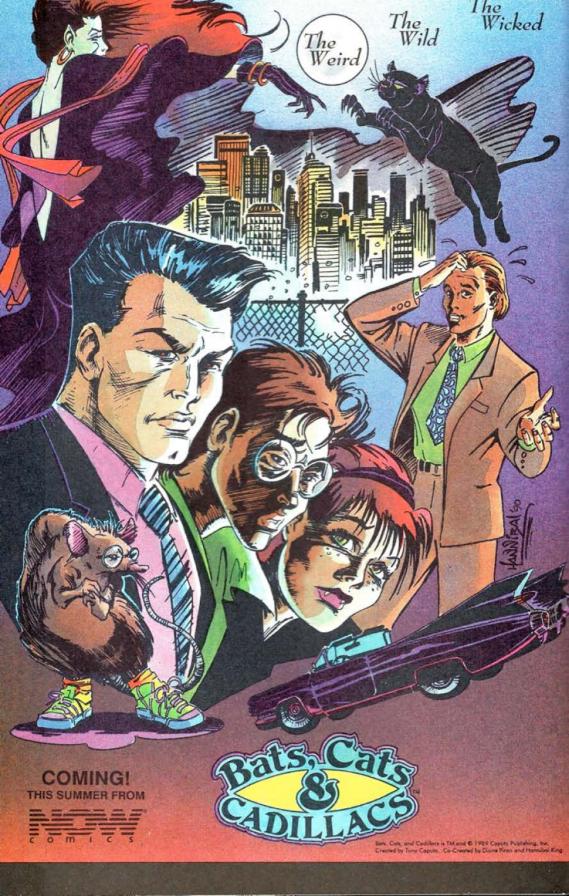


















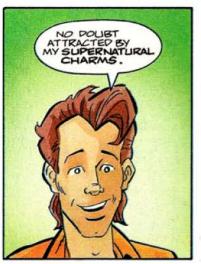
















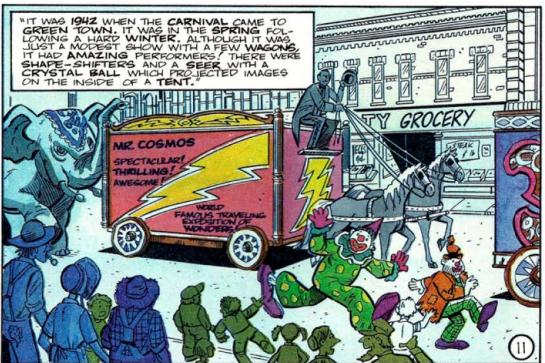


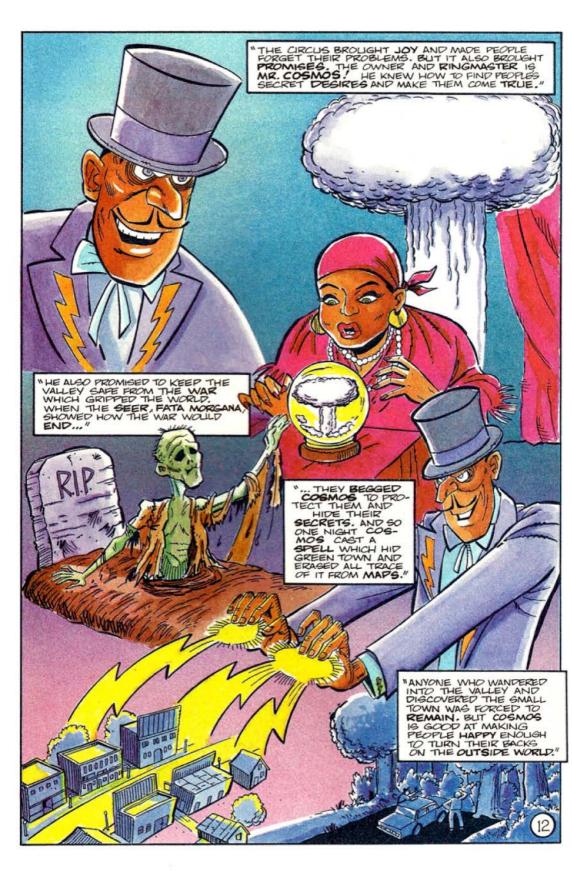














Erik Groset Wheaton, IL



Justin Lovelace St. Louis, MO Age 3



Paul & Gina DeSantis Tonawanda, NY Ages 5 & 4

#### REAL GHOSTBUSTERS COLLECTORS!!

#### DON'T PASS UP THE CHANCE OF A LIFE-TIME!

FOR YOUR OFFICIAL GHOSTBUSTERS T-SHIRTS, SWEATSHIRTS, BELTS, UNIFORMS, WATCHES, BOOKS CALENDARS, AND FLORIDE TOOTHPASTE SEND \$1-50 POSTAGE AND HANDLING FOR A FREE CATALOGUE TO:

CREATIVE CHARACTERS, INC. P.O. BOX 7 COMMACK, NY 11725



Tom Kelly & Todd Hendricks Houston, TX







## Just a Few Fans of THE REAL GHOSTBUSTERS!



Jordan Peloquin & Eric Stewart Chicago, IL Ages 4 & 5



David & John LaForgia Fortworth, TX



Stevie Kerwin Bedford, MA



Tim Griffen Seattle, WA Age 3



Michael Piran Sharon, MA Age 6



Patrick Garlepy Pittsfield, MA Age 7



































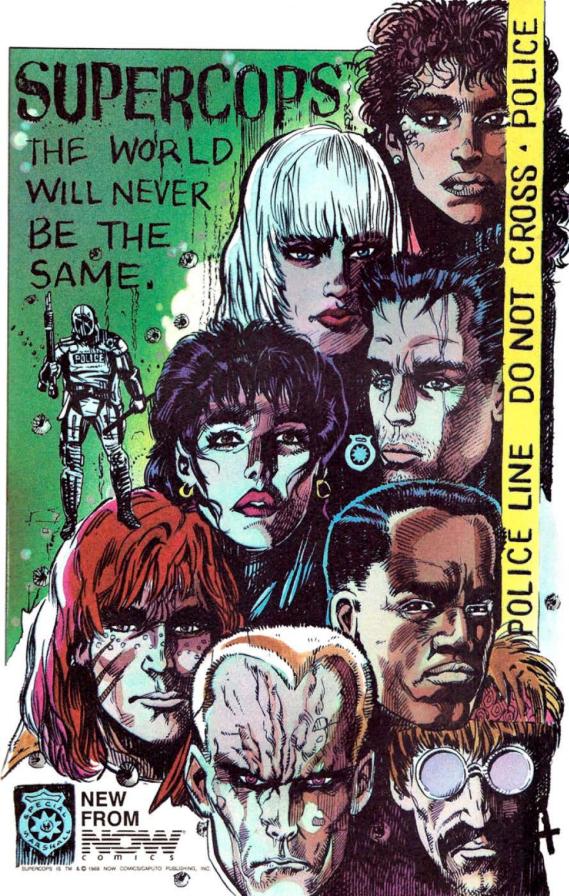


































# DICE readings

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

Dear NOW crew:

I was pleased to see the return of the letter pages in Issue #21. I hope it's back to stay, because I do enjoy the input of other fans. I was rather surprised to see my own letter in NOW WHAT, but I'm glad to know that you continue to listen to your readers (even mega-writers like myself!) I don't mind the occasional appearance of Marvel UK stories in NOW's comic, but I, like David Peattie and most older fans, prefer to see the Real Ghostbusters treated in a more sophisticated manner. Though I don't care to see the Ghostbusters become as grim & gritty as THE TERMINATOR, they do have a depth that few other animated characters have been allowed to achieve, and this deserves further exploration. I do understand NOW's predicament in the debate over & the direction the comic book should take. When you attempt a more sophisticated approach to this title, you are invariably met with irate letters such as the one appearing in Issue #21. NOW is caught between the proverbial rock & a hard place, and either way you turn, you're bound to upset somebody. I agree with David Peattie--your SLIMER comic is aimed at the younger market. Take a chance, and allow the Ghostbusters to reach their full potential. By the way, it

seems to me that the "objectionable language" several letters have alluded to boils down to an occasional "hell" or "damn" (and goodness, we know kids never encounter words like that in the real world!) I must admit, I was surprised by Peter's rather interesting play on Hardenmeyer's name on Page 17 of the final installment of GHOSTBUSTERS II, but this was straight out of the movie's original scripting, & I'm sure it went right over the younger audience's heads. My daughter didn't bat an eye. Well, it's time to wind down and blow this pop stand! Thanks for the ear!

Deborah Van Fossen



Dear Deborah:

As you see, we appreciate mega-writers like yourself! Thanks for an intelligent letter. Story direction is pretty much up to James Van Hise, within the limits of a licensed property, but I agree that depth of characterization is a wonderful thing, and Jim's been doing pretty well so far. Not to say that there isn't room for improvement with any of us comic book writers—there always is. The few letters we get

complaining about our "objectionable language" tend to be from hyper-nervous people who would rather we do their parenting for them than make choices for their children themselves. THE REAL GHOSTBUSTERS, as is, is hardly the kind of stuff that will warp the malleable minds of America's tender youth, and most people, like yourself, realize this.

Dear Sass Kickers:

What's going on here? ANOTHER new art team in GHOSTBUSTERS #22? The book hasn't had a steady inker yet, and ever since John Tobias left after

GHOSTBUSTERS II, you've bounced around from penciller to penciller. Artisitic continuity is important, and for about the last year or so, GHOSTBUSTERS has had none. They were all good, but try to find someone to stay with the series for more than four issues! And now, on to completely different things. GHOSTBUSTERS #22 was a satisfying end, both to the story and to Nurtog himself. I personally have no problem with the concept of a semi-regular villain (in fact, I'd welcome it) but to me, Nurtog just didn't fit the bill. OSTBUSTERS lacks equivalents of

just didn't fit the bill. GHOSTBUSTERS lacks equivalents of such stock villains as The Joker, Klingons, The Master, and others, villains who get almost as developed as the heroes. Mister Blaque from Issues #9-#11 would be ideal—he could be a threat on his own, or team up with other nasties. The end of GHOSTBUSTERS #22 was good, also. It was thought out, made sense, and in the context of the GHOSTBUSTERS universe, believable. Definitely, I was pleased to see my other favorite character, Janine, play an active part in the story. "Let's kick

the sass out of those lizards!" sums her up beautifully. Ah, well. On to the letters page! THANKYOU THANKYOU THANKYOU THANKYOU THANKYOU!!!

'Nuff said, Fritz Baugh

#### Dear Fritz:

I always recognize your letters--the thickest envelopes that cross my desk! Thank God, you stuff them with intelligent insights. (Of course, if you didn't, I wouldn't read them all the way through...) Sorry about the editing job on this missive (say that ten times fast!), but other scribblers need space, too. ANYWAY ... we're sticking with Neil Grahame for the foresceable future. We think he's terrific, hope you do, too. As for somi-regular villains, that's up to Jim Van Hise, but I think it's an idea he'd go for. The question is who...One of the nice things about Janine's shining moment is that supporting characters like her sometimes get short shrift. People concentrate so much on the main characters, that they forget the rest of the cast. It was great to see a really strong supporting character step off the sidelines for an issue and "come into her own," so to speak. She's too good a character to ONLY serve as a secondary player.

#### Dear Sirs:

You've done background stories on most of the other Ghostbusters by now. How about doing a story revolving around Janine's background? She's my favorite character in the series.

Best wishes, John Lockwood

Dear John:

Another Janine fan! That's not a bad idea. I'll pass it on to Jim Van Hise, and see what he does with it. OK? Dear NOW:

I'm back again, and with more comments. First off, I would like to say, overall, I like the comic! It's a hit! GHOSTBUSTERS will live forever. But personally, I feel that the comic book's sort of been going downhill. The story lines have been a little weak (and dull) lately. You need excitement and danger to liven things up a little! What you need is the Master Villains! Bring back some of the oldies-but-goodies, such as the Sandman or the Bogeyman. I'm dying to see a Bogeyman story. I can see another crazy plan to take over the world by those three ninjas (whoever they were!), and bring back Mr. Blaque! We never did find out what happened to him. Please, to more character development too! The book needs more of Peter's wisecracks. Egon's incomprehensible statements, Ray's childlike simplicity, and Winston's ... well, Whiston is just Winston, t guess and I lose him that way. I do have inst a few questions:

1. What's the deal with the purple

2. How come #20 is "To Be Continued" but it is 179 Was it to be continued sometime in the near future?

#3 How does Peter telepathically contact Slimer in the ghost trap in Issue #21?

Thanks for starting the comicdespite what this letter may infer, I think you guys are doing a pretty good job!

Sincerely,

Carrie O'Brien

#### Dear Carrie:

Another request for Master Villains! We have a Bogeyman story planned; I think it's Issue #20. So sit tight for the next 3 issues, and you'll get your wish! The purple Slimer was a printing goof-the color plates got switched. (Don't ask me why this turns green to purple, I don't know.) Issue #20 was continued, as you

know if you've picked up Issue #22. About Peter's telepathy: anybody could touch Slimer's mind (such as it is) because, being entirely composed of paranormal energy, he is extremely sensitive to manifestations of paranormal abilities. Slimer has a special link with Peter, though, because Slimer loves Peter all to death. Emotional bonds make telepathy stronger. I figure all of our boys are probably a little bit psychicmost people are, and they've spent so much of their time in the presence of the paranormal, it would be surprising if a little didn't rub off.

Dear NOW: Boy! Among other things, I thought I'd never see a letters page in THE REAL GHOSTBUSTERS again. But I'm sare glad it's here. I enjoyed #22 of THE REAL GHOSTBUSTERS. I thought the gays would never leave the Earth's fore, Glad to know Egon and the others made it out OK. The script by James Van Hise was with and bright, and the coloring by Suzanne Dechnik was excellent. Good work, everybody, and always remember to look for a yellow rainbow wherever you go.

Ciao,

Steven Aceuedo

Dear Steven:

Did I spell that right? Sorry, if I didn't! Waitasecond...yellow rainbow? If it's yellow, how is it a rainbow? I thought rainbows were a bunch of colors. You're making my head spin...Anyway, thanks for the compliments. We think the world of Ms. Suzanne and her delightful colors-it's nice to know others do, too! All you REAL GHOSTBUSTERS fen, keep scribbling! We've heard you raising Cain for a letters page, and we PROMISE we'll have one-but only if we get lotsa letters!

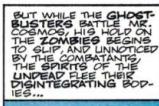




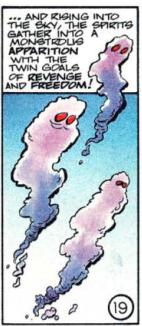














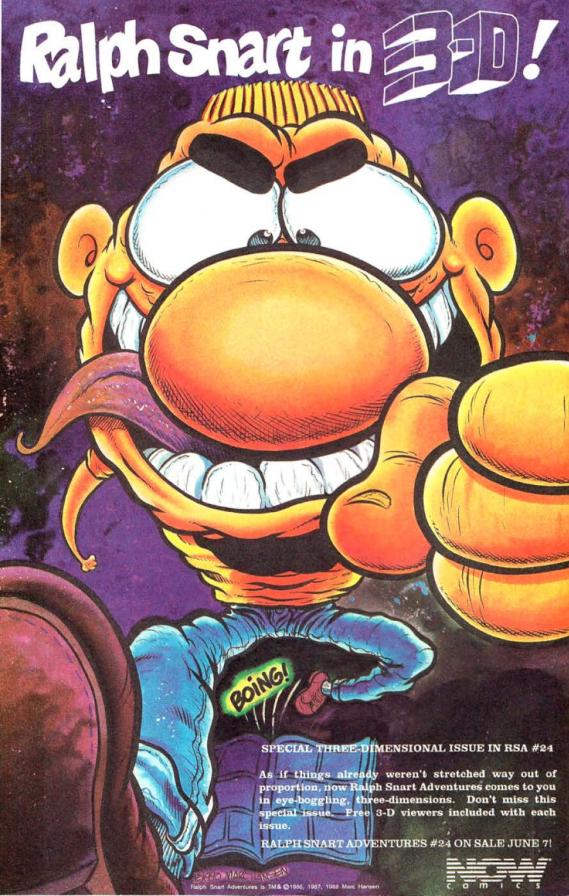












NOW ON SALE NOW ON SALE

### THE TERMINATOR SPECIAL MINI-SERIES

NUMBER ONE OF TWO

BEFORE THE MOVIE! A plane crashes in California, A single, human survivor lives just long enough to pass secret information to two young boys, who have to get to John Connor!! Chuck Dixon and Ricardo Villagran!

#### THE GREEN HORNET

**ISSUE TEN** 

The Green Hornet and Kato tangle with a gang of highway hijackers! It's Mishi's last case! Ron Fortier, Jeff Butler, Mark Heike, David Mowry, Holly Sanfelippo and Suzanne Dechnik.

#### SPEED RACER

ISSUE THIRTY-FIVE

Speed's in Paris, for a twisting, tricky race down the streets of the City of Light. But one of his fellow racers is playing fatal tricks on Speed! Diane Piron, Norm Dwyer, and Brian Thomas.

#### ALIAS

NUMBER TWO: STORMFRONT

Special Agent Neal Mathis puts together his strike team. Their target: the phantom killer, that only Mathis believes is out there! Meanwhile, Alias moves into position to hit his next mark! Chuck Dixon, Todd Fox, and Enrique Villagran.

#### FRIGHT NIGHT

ISSUE TWENTY-TWO

Jerry Dandridge surfaces in Paris. He's creating a new army of vampires, bite by bite! Diane Piron, John Stangleland and Kevin West.

#### THE REAL GHOSTBUSTERS

ISSUE TWENTY-FOUR

The circus came to Greentown, New York, in 1940 and never left! It's up to the Ghostbusters to free the people of Greentown! James Van Hise, Neil Grahame, and Jim Brozman.

#### SLIMER AND THE REAL GHOSTBUSTERS

ISSUE SIXTEEN

An ENORMOUS egg drops out of the sky-right into Slimer's sandbox! Slimer sets off on a quest for the egg's owner! Kate Llewellyn, Diane M. Piron, Gordon Morrison, Jim Brozman.

#### RALPH SNART

ISSUE TWENTY-THREE

Holly Hornswoggle has beaten off the sewer rats--but they've chewed poor Ralph unconscious! By Marc Hansen.

#### MARRIED: WITH CHILDREN

ISSUE THREE

A trip to the supermarket turns ugly, when Al mixes it up with a Neanderthal customer named Mad Dog. Mad Dog challenges Al to a He-Man contest! Kate Llewellyn, Mark Braun, David Mowry.

HEY KIDS!HAVE THE POWER TO ORDER ALMOST ANY VIDEO GAME EVER MADE WITH 1 PHONE CALL BY JOINING THE

## THE ULTIMATE GAME CLUB HERE'S JUST SOME OF THE BENEFITS

- We stock almost every video game for every video system!
- We stock all the games the stores have & all the games they don't!
- · We'll match any advertised price on items they have in stock!
- We'll buy your used games you don't play anymore for cash or credit towards your next purchase!
- We sell used games that other kids sell to us at \$15 \$20 lower than the price of a new game.
- We ship all orders within 24 hours overnight FED EX at the lowest prices anywhere!
- We offer specials, discounts, prizes, contests plus a subscription to our quarterly magazine jam packed with secret tips & strategies found nowhere else!
- Buy any 12 games over any period of time & get a free game of your choice: Just save the receipts of 12 games you ordered, send them to us in the mail & pick out your free game. It's that simple!
   A 1 year membership is only \$10.00. 3 year membership is \$25.00
- We accept MasterCard, Visa, Discover & American Express.
- Dial 1-203-388-6741 to order or join. Dial 1-203-388-6366 for questions and information. Kids - Make sure your parents are with you when you call to order & get their permission.

Call us for prices on Genesis, Atari, Turbografx, Sega, Nintendo, & Lynx games or fill out the coupon to get a free catalog.

Buy any Atari Lynx, Turbografx system or CD Player & get a free membership



Yes, I want to join The Ultimate Game Club. Enclosed is my money for □ \$10 for 1 year or □ \$25 for 3 years

14911 BOSTON POST RD., OLD SAYBROOK, CT. 06475

ADDRESS

CITY STATE ZIP

D MC/VISA Exp

CHECK D MONEY ORDER TELEPHONE:

SIGNATURE\_

## NOW NEWSPLASH

Take note, folks! NOW COMICS has come out with yet another biggle! On sale this month is an all new Terminator mini-series. It's a hot number one for your collection! And here's the best part; it's fully painted! Written by Chuck Dixon, who brought you Racer-X and is hard at work on ALIAS: and SUPERCOPS, this Terminator metal machine backs up time to the beginning. What happened before that fateful night when Kyle Reese jumped through the time machine and was followed by Mr. Muscle himself? Well, I'm not going to tell you. You'll have to buy it. I can tell you, however, that the events that led up to the film should have been included in the film, but, hey, two hours is not much. In fact, it's not enough! That's where comics come in. Addictive, continuing, and monthly! Get your fix of the Terminator. Get it here. And get it this month. Like the man said, "I'll

#### STAFF

Tony Caputo Publisher, President Nanette Injeski Vice President Katherine Llewellun Associate Editor Michele Mach Art Director Diane Piron Assistant Editor Nancy Peloquin Coordinative Assistant Mike Mulvihill Circ. and Promo Director Suzanne Dechnik Production Coordinator Joseph Allen Kelly Kinsey Holly Sanfelippo Patrick Williams Production Assistants

Jayne Rockmill
Foreign Sales Director
Ralph Perricelli
Irwin Billman
Distribution Consultants
Bernie Slotnick
Advertising Representative

be back!" Again. And Again. And Again.

And next month, of course, is also chock full of goodles! The Burma Horse! An all new Green Hornet two Issue mini-series, scripted by Van Williams, written by Robert Ingersoil, and fully painted by Deli Barras, will force its way onto the shelves of comic stores and newsstande! This story covers the adventures of the 60's Green Hornet and Kato! And, get this, Kato becomes a kung fu actor!

That's just one of next month's little gernal Also premiering is SU-PERCOPS! An all new full color monthly comic about a team of genetically enhanced cops, who, eventhough they are emotionally distraught, kick bad guy butt! This first issue is double sized! That's forty two pages of premiere issue, death, guns, and sci-fil!

But wait! that's not all! Also popping out at you off the stand will be the Raiph Snart Anniversary issue in 3-D! it's big, it's bad, and it's in your face! Raiph jumps off the page in this special edition featuring a double cover and enclosed 3-D glasses! The collector's dream and Ralph Snart's nightmare!

It's time now to begin our convention updates. Keep in mind that this information is subject to change as we get closer to the conventions. As we go, NOW COMICS will be adding artists, dates, other conventions, and giveaways to the list. Anyway, here we go! The Chicago Comic-Con will be held at the Ramada Inn O'-Hare (as It was last year), July 6-8. At this point, on hand will be THE NOW COMICS STAFF, including myself, Katherine Llewellyn, Tony Caputo, Mike Mulvihili...plus the whole gang. Rumor also has it that Barry Petersen, Mark Braun, Marv Wolfman, Todd Fox, and others will be on hand to sign autographs and such. At the San Diego Comic-Con, THAT GOOD OL' NOW COM-ICS STAFF, and the rumored Van Williams, Dave Schwartz, The Real Ghostbusters, and very possibly, some of the actors that portray the beloved Bundy clan on MAR-RIED...WITH CHILDREN. Keep tuned to this station for more

Katherine Llewellyn



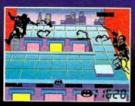


## CAN YOU OUTWIT THE JOKER"?

Help Batman<sup>™</sup> defend Gotham City<sup>™</sup> against The Joker<sup>™</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>™</sup> awaits you at the end of every level and you must defeat him or you will lose the game!



## BATHAR



At higher levels Batman<sup>TM</sup> uses new weapons, but your enemies get progress-lvely smarter. The Joker<sup>TM</sup> appears at the end of each stage and you

must defeat him at the



MIGER LCD VIDEO GAMES
VIDEO EXCITEMENT IN THE PALM OF YOUR HAND

BALTAN THE DNEE and all related characters logis and insignia are trademarks of DC Comics Inc. 2 1989. TGERING.