

VIDEO GAME STRATEGIES, WEAPONS, AND TACTICS

# S.W.A.T. PRO<sup>®</sup>

GENESIS-SEGA CD-SUPER NES-NES-GAME BOY-LYNX

BY THE EDITORS OF GAMEPRO MAGAZINE

## ROAD RASH 2

TAKE THE INSIDE TRACK TO BEAT THIS ROUGH AND TUMBLE MOTORCYCLE GAME! PAGE 18

## SECRET

PASSWORDS, TACTICS, AND TIPS REVEALED!

**SUPER NES:**  
SUPER MARIO KART

**GENESIS:**  
WORLD OF ILLUSION STARRING MICKEY MOUSE AND DONALD DUCK

**NES:**  
ALIEN 3  
AND MORE!!

DEFEAT BART'S NIGHTMARE!  
(SUPER NES)

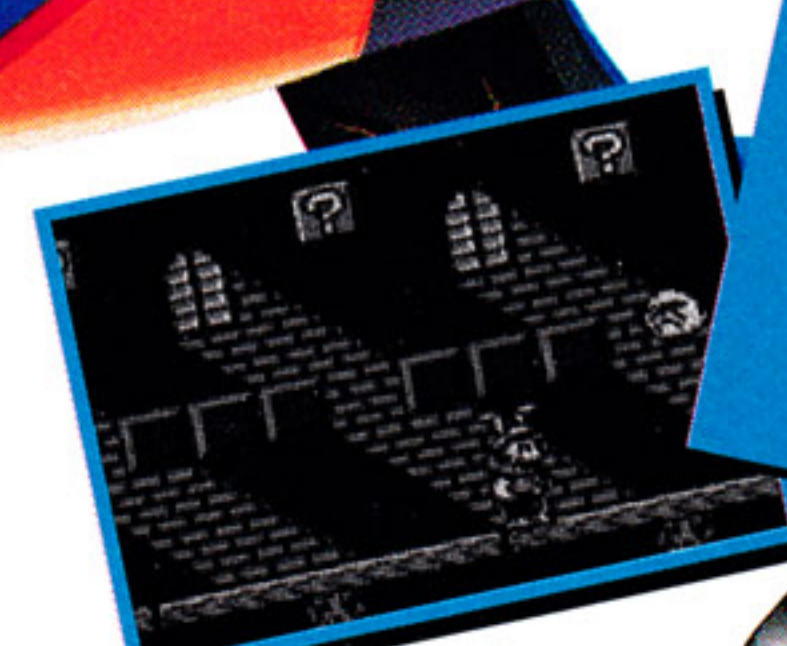


S.W.A.T. PRO

S.W.A.T. PRO

S.W.A.T.

WINNING STRATEGIES FOR SUPER MARIO LAND 2 (GAME BOY)



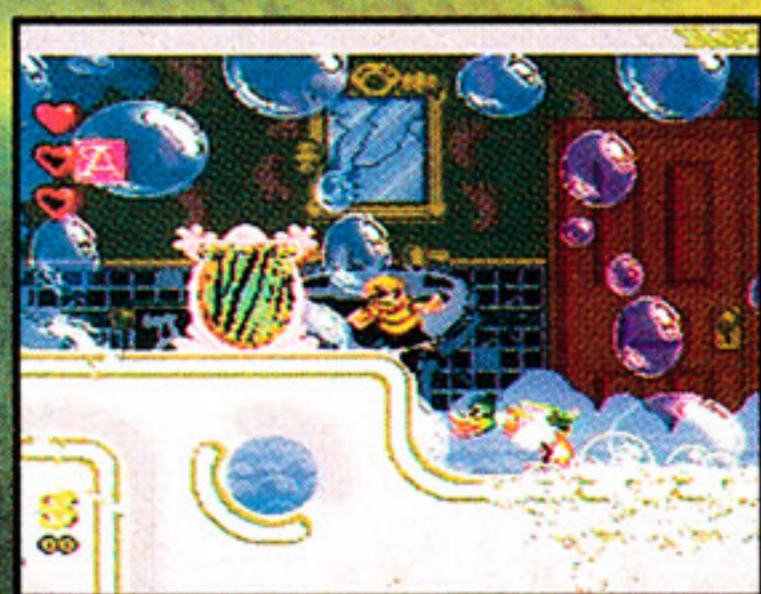
July 1993  
\$4.95 Canada \$5.95

0 71896 46665 2

An IDG Communications Publication  
Display Until July 27, 1993

# PUGSLEY'S SCAVENGER HUNT™

As if things weren't ooky enough! Now Pugsley Addams must go on a simply torturous scavenger hunt. There's all sorts of unnaturally delightful traps. And hidden switches all about, which produce the loveliest, blood-curdling effects when Pugsley runs into them. There's even magic money which has an extra lively effect you won't want to miss. So get ready to get spooky, and get set to get kooky...it's Pugsley's Scavenger Hunt! En garde!



Screen shots shown are from the Super NES version of the game.

The  
Addams  
Family™

*The name of the game*



Ocean of America, Inc.  
1855 O'Toole Ave., Suite D-102  
San Jose, CA 95131



GAME BOY



© 1992 H-B Production Co. All Rights Reserved. Based on the characters created by Charles Addams. TM designates a trademark of Paramount Pictures. Game program © 1992 Ocean Software Limited. Ocean is a registered trademark of Ocean Software Limited. Nintendo, Super Nintendo, Game Boy™, and the official seal are registered trademarks of Nintendo of America, Inc.

# WIN! The Ultimate Gaming Rig!

**PANDEMONIUM**  
INCORPORATED

**\$18,000<sup>00</sup> IN PRIZES!**



**You have the POWER.** In this contest you don't rely on the luck-of-the draw. You determine if you win or not. You win by outscoring others in a game of skill. Can you solve the puzzle below? Then you have what it takes. It looks simple, but it's only the start. Each of five more puzzles gets a little harder. But this time it's all up to you. Stay in to the end with the highest score and the gear is yours. With whatever options you want. Do you have what it takes? Then play to win!

**Video Gaming Rig Contest.** Win the ultimate home theatre/video game rig. You'll win all the audio/video components shown plus the Sega Genesis, Gaming Gear (w/TV tuner), Power Clutches, Intruder and Joystick. Bonus Options include: CD-ROM drive, VCR, \$1,000.00 in games, cash, accessories and more!

**Computer Gaming Contest.** Win a 50 Mhz '486 with 17" SVGA monitor, 8 meg RAM, 340 meg hard drive monster machine (upgrade to '586 or

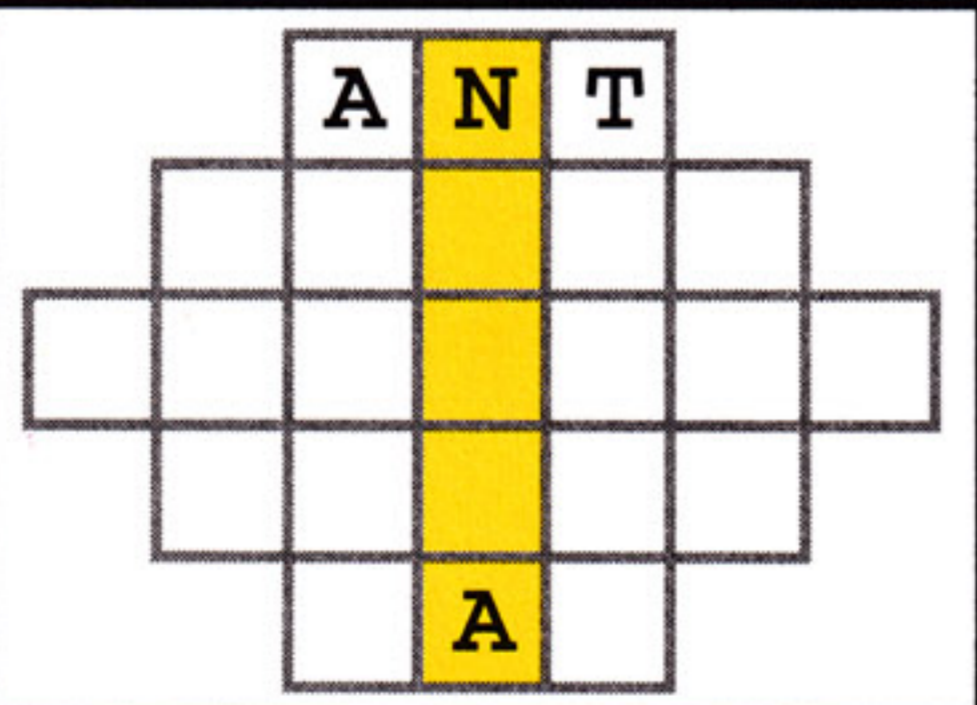
66 Mhz at your option). Bonus options include: CD-ROM, Thrustmaster joystick and weapons controller, Sound Blaster Pro, modem, cash, games and more!

## We're talkin' GAMING HEAVEN!

**Directions.** Fill in the Mystery Word Grid with words going across that spell out the Mystery Word down the middle. Hint: use the Mystery Word Clue.

**In the future.** There will be four more puzzles at \$2.00 each and one tie-breaker at \$1.50 for each prize package which will be sent to you by mail. You will have 3 weeks to solve each puzzle. We don't know how many will play but typically 47% will have the highest score possible score to Phase I, 30% to Phase II, 25% to Phase III, and 20% to Phase IV. The tie-breaker determines the winner. If players are still tied they will split the value of the prizes.

### Mystery Word Grid



#### WORD LIST

- |         |         |         |         |         |
|---------|---------|---------|---------|---------|
| RANGE   | ARC     | QUEST   | APE     | TURBO   |
| ASK     | MAJOR   | ANT     | WINGS   | ACE     |
| MUTANTS | INDIANA | INVADER | RUNNING | CRAWLER |
| CHASE   | EAT     | TOWER   | SIT     | FLINT   |
| PET     | MICRO   | SET     | DREAM   | FIT     |

**MYSTERY WORD CLUE:** One who practices the ancient Japanese martial art of assassination and terrorism.

**Yes!**

ENTER ME TODAY, HERE'S MY ENTREE FEE:

- (\$3.00) Video Gaming Rig Contest
- (\$3.00) Computer Gaming Contest
- (\$5.00) SPECIAL! Enter Both (SAVE \$1.00)

Name \_\_\_\_\_

Address \_\_\_\_\_

City \_\_\_\_\_ State \_\_\_\_\_ Zip \_\_\_\_\_

**SEND CASH, M.O., OR CHECK TO:**  
**PANDEMONIUM, P.O. BOX 26247**  
**MINNEAPOLIS, MN 55426-0247**

VOID WHERE PROHIBITED • ENTRY DEADLINE: POSTMARKED BY AUGUST 7, 1993 • ENTRY FEE MUST BE INCLUDED  
Only one entry per person. Employees of Pandemonium, Inc. and its suppliers are ineligible. Judges decisions are final.  
Where judges are in error the sponsor's liability is limited to the amount of entry fees paid. Not responsible for lost,  
delayed or stolen mail. Merchandise names and models are trademarks of their respective companies who have no  
affiliation with this contest. © 1992 Pandemonium, Inc.

CLIP AND MAIL

# CONTENTS

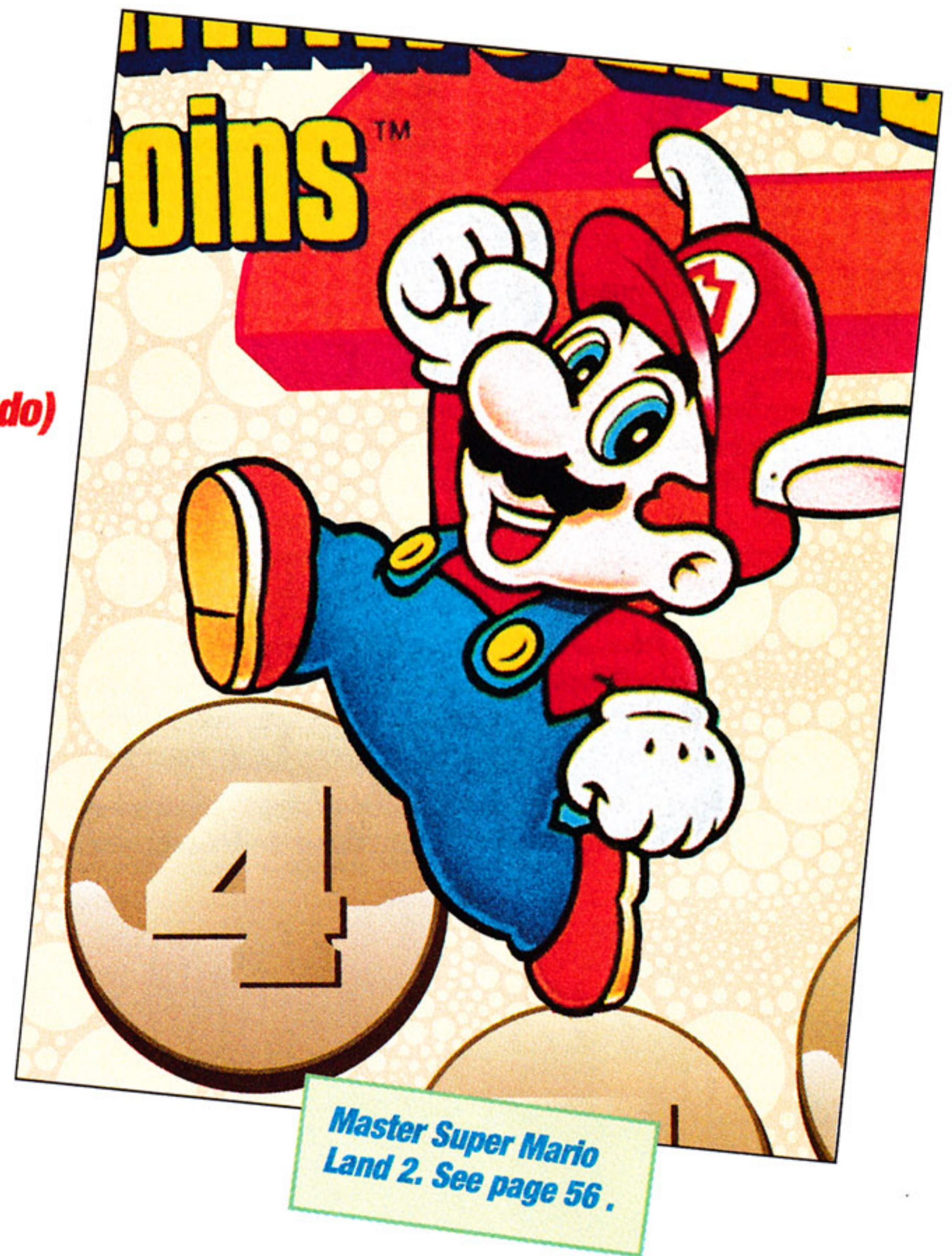


Burn up the track with smokin' codes and strategies for Road Rash 2. See page 20.



Buster busts loose with these great tips for every level of the latest Tiny Toons Super Nintendo adventure. See page 46.

- 3 Letter from the GamePros**
- 4 ProChallenge Board**  
Compare your scores to the pros.
- 6 S.W.A.T. (Secret Weapons and Tactics)**  
Awesome tips and tactics from GamePros everywhere.
- 16 Classic S.W.A.T.**  
Some of the best tips ever discovered for your favorite games.
- 18 Road Rash 2 (Genesis)**
- 20 Road Rash 2 ProTips (Genesis)**
- 24 World of Illusion Starring Mickey Mouse (Genesis)**
- 26 World of Illusion Starring Mickey Mouse ProTips (Genesis)**
- 29 Shadow of the Beast II (Genesis)**
- 30 Shadow of the Beast II ProTips (Genesis)**
- 32 Willy Beamish (Sega CD)**
- 34 Willy Beamish ProTips (Sega CD)**
- 36 The Simpsons: Bart's Nightmare (Super Nintendo)**
- 38 The Simpsons: Bart's Nightmare ProTips (Super Nintendo)**
- 40 Super Mario Kart (Super Nintendo)**
- 42 Super Mario Kart ProTips (Super Nintendo)**
- 44 Tiny Toon Adventures Buster Busts Loose (Super Nintendo)**
- 46 Tiny Toon Adventures Buster Busts Loose ProTips (Super Nintendo)**
- 50 Alien 3 (Nintendo)**
- 52 Alien 3 ProTips (Nintendo)**
- 54 Super Mario Land 2 (Game Boy)**
- 56 Super Mario Land 2 ProTips (Game Boy)**
- 60 Dracula (Lynx)**
- 61 Dracula ProTips (Lynx)**
- 64 S.W.A.T. Pro Index**



Master Super Mario Land 2. See page 56.

SWATPro is published bi-monthly for \$20.00 per year by Infotainment World, Inc., 951 Mariner's Island Boulevard, Suite 700, San Mateo, CA 94404; an IDG Company: The World Leader in Information Services on Information Technology. Application to Mail at Second Class Postage Rates is Pending at San Mateo, CA and Additional Mailing Offices. **POSTMASTER:** Send address changes to SWATPro, P.O. Box 50309, Boulder, CO 80322-0309. **Change of Address:** Please send old label and new address to SWATPro, P.O. Box 50309, Boulder, CO 80322-0309. **Foreign and Canadian orders** must be prepaid in U.S. dollars on a U.S. bank and must include \$10/year additional postage.

Nintendo and Game Boy are Registered Trademarks of Nintendo of America, Inc. Sega and Genesis are Registered Trademarks of Sega of America, Inc. Atari and Lynx are Registered Trademarks of Atari Corp. TurboGrafx-16 is a Registered Trademark of NEC.

# More of What You Asked For

## By The GamePros

No, you're not dreaming. We decided it was time to give SWATPro a facelift. This month you'll notice a new look on the outside, and next month you'll find a new look on the inside, including more all-new pages of red-hot game information. In fact, over the next couple of months, you're gonna see this mag get much bigger and much better than ever before.

In the meantime, we packed this issue of SWAT with enough stuff to keep you gaming until you can get your hands on the bulked-out next issue. Grab your helmet and get on your bad motor scooter to ride through Road Rash 2, with a little help from three pages of biking strategy. Genesis gamers who like their games with a softer touch will enjoy a walk through the World of Illusion with Mickey and Donald, or a stroll in the land of the Shadow of the Beast. Fans of bad boy Willy Beamish, star of Sega CD fame, can help Willy outwit his teacher with a little help from SWATPro.

If you've got a Super Nintendo, you're in luck. This month in SWATPro we've busy helping Bart figure out how to collect all the missing homework in Bart's Nightmare. There's also an entire lineup of racing tips for Super Mario Kart, and we even had time to help the Tiny Toons bust loose.

It won't matter that no one can hear you scream in space, 'cause you'll stop the alien menace in no time with our NES Alien 3 strategies. The Mario Brothers also got a helping hand in Super Mario Land 2 for the Game Boy, and we still had room for a bunch of sinister hints for Dracula on the Lynx.

And no, we didn't forget to include tons of pages of super secret tips, the ProChallenge Board, and, back by popular demand, a couple pages of all-time classic SWAT hints and tricks.

Yup, the times they are a-changin', and so is SWATPro. One thing's not gonna change - SWATPro's gonna continue to focus on bringing you the best, the hottest, the most cutting-edge tips, tactics, and game strategies for your favorite games. If you've got a fabulous idea for how we can continue to make SWATPro bigger, badder, and better, let us know! After all, it's your mag!

S.W.A.T.Pro Magazine  
P.O. Box 50310  
Boulder, CO 80323-0310

## GamePro's Game Rating System

GamePro's Game Rating System

Challenge



**Graphics:** Judges the overall artistic quality of sprites, animation, and background scenery. **Sound:** Critiques music and sound effects. **Control:** Rates how smoothly the control pad commands and the game's interface turn you on to the on-screen action and fun. **FunFactor:** Are you gonna have a good time? **Challenge:** This is the average skill level necessary to play the game. When you can pick skill levels, we label Challenge "Adjustable." **GamePro's Game Rating System:** 5.0=Outstanding! 4.0=Great job! 3.0=Good job! 2.0=O.K. but could be better. 1.0=Wake me up when it's over!

## SWAT PRO

VIDEO GAME STRATEGIES, WEAPONS, AND TACTICS

Publisher	John F. Rousseau
Editor-in-Chief	LeeAnne McDermott
Executive Editor	Wes Nihei
Managing Editor	Susan Lusty
Assistant Managing Editor	Janice Crotty
Senior Editor	Chris Strodder
Associate Editor	Lawrence Neves
Associate Editor	Matt Taylor
Technical Editor	John Fisher
Director of Creative Services	Francis Mao
Associate Art Director	Donna Welsh
Assistant Production Manager	Patricia Ferguson
Production Coordinator	Alex Lai
Production Coordinator	Teresa Hill
Marketing Manager	Debra Vernon
Marketing Specialist	Valerie Hennigan
Director of Manufacturing	Fran Fox
Manufacturing Coordinator	Cathy Theroux
Circulation Manager	Holly Klingel
Subscription Promotion Specialist	Marcia Newlin
Circulation Coordinator	Karen Bollens

### Advertising Sales

#### National Advertising Director

John Sieling (415) 349-4300

#### Western Region

Danna Vedder (415) 349-4300

#### Advertising Coordinator

Michelle Wheatley

#### Central Region/Eastern Region

Russ H. Hoefer (708) 827-6094

#### Advertising Assistant

Dawn Wlezien

### Credit Sales

#### Director of Credit Sales

William M. Boyer

#### Credit Manager

Nancy Mallette

### Single Copy Sales

#### Kemco Services, Inc.

(603) 924-0224



## !INFOTAINMENT WORLD

President/Founder	Patrick J. Ferrell
Executive Vice President	
Global Operations	John F. Rousseau
Executive Assistant and Custom Publishing Production	Lynne Kavish
Accounting Manager	Carmen Mangion
Staff Accountant	Sonia Klise
Human Resource Director	Christine Yam
Operations Manager	Jeannine C. Smith
Receptionist	Lesieli M. Friesen

### For Subscription Problems Only: (303) 786-7459

Volume 4, #7, June/July Issue

For reprints of any article or advertisement that appear in this issue please contact the Infotainment World, Inc. Reprint Dept. at (415) 349-4300.

Copyright 1993 by Infotainment World, Inc. All rights reserved. Reproduction in whole or part without prior written permission by the publisher is prohibited. All submissions including, but not limited to, artwork, text, photographs and videotapes become the property of the publisher. Submissions cannot be returned; senders should retain a copy. The GAMEPRO® name and logo are registered trademarks of the publisher. GAMEPRO® assumes no responsibility for damages due to errors or omissions.

Printed in the U.S.A.

# ProChalle

## Challenge the ProScores!

When you achieve your best score on any Nintendo, SNES, Sega, Genesis, TurboGrafx-16, Game Boy, or Lynx game, you may submit your score by sending us a photo of the screen. If you have the highest score, your name will appear in our next issue of SWAT. Also, in each issue of SWAT a drawing will be held from all high scorer's entries, one in each area. The winners will receive a T-shirt.

For best photo results, turn out the lights in the room, use a 35mm camera, a flash, and stand at least three to four feet from the screen. You can also use a video recorder/camcorder

and submit your score on video tape. (Photos and tapes cannot be returned.)

The following rules apply:

- 1) Players must play the game continuously. For example, finding a safe corner, setting your joystick on auto fire to rack up points, and going on vacation is a no-no. Scores achieved through these kinds of tricks, or scores which are impossible to achieve in normal play, will be disqualified.
- 2) Secret power-ups are allowed.
- 3) Slow motion is discouraged, but will be allowed on certain games where our panel of judges feel slo-mo is necessary.

4) Non-scoring games that you win by "finishing" require the same proof as scoring games. "Finish" scores will only appear once in our magazine's Pro Scores.

Please mail in your super score proof, and print on a piece of paper your name, address, phone number, name of game, game system, score achieved, and mail to:

GAMEPRO Magazine  
**ProScores**  
 P.O. Box 5828  
 San Mateo, CA 94402

## NINTENDO

Game	Player	Score	Game	Player	Score	Game	Player	Score
720 Degrees	Conrad D. Cheslock	365,400	Duck Tales	Jeff Adkins	30,962,00	Monster Party	Nicholas Rohrbaugh	209,800
1942	Jason Wu	138,400	Fist of the Northstar	Jake McKee	1,581,400	Ms. Pac Man	Mark Carlston	228,150
1943	Donald E. Vasquez	2,621,400	Flying Dragon	Bobby Miller	77,748	NARC	Darrin Blazak	1,236,000
Abadox	Jason Turka	377,790	Galaga	Michael Valenzuela	999,300	Operation Wolf	Chris Spencer	1,172,800
A Boy and His Blob	Jason Turka	157,015	Gauntlet	Paul M. Davis	3,999	Pac-Man	Joel Eades	341,320
Addams Family	Stephen Krogman	1,034,200	Gauntlet II	Danny Cincone	5,270	Palamedes	Stephen Krogman	719,900
Adventure Island	Steve Pavlina	613,320	Godzilla	Paulo Wageck	10,256,680	Paperboy	Glenn Stockwell	191,300
Alien Syndrome	Jason Bleistein	204,500	Golf	Stephen Dent	18 under par	Pinball	Melissa Finch	947,720
Alpha Mission	Michael Suggs	425,000	Gradius	Scott Lindsey	3,652,000	Pinbot	Mike Camber	47,297,990
Arkanoid	Stephen Krogman	999,990	Gyromite	Steve Menton	727,240	Pipe Dream	Dan Schillinger	1,986,650
Bad Dudes	Danny Cincone	260,600	Hogan's Alley	Steven Faust	983,500	Popeye	Peter Boardry	74,060
Balloon Fight	Tony Shivley	991,250	Hollywood Squares	Ed Cavanaugh	20,450	P.O.W.	Peter Boadry	366,400
Bart vs. the World	Jeff Adkins	172,000	Hone Alone	Robert Kaziner	133,170	Punch-Out	Ricardo Savile	Finished
Battletoads	Chris Mamitag	999,999	Ice Climber	Steven Faust	428,980	R.C. Pro Am	Ricardo Rodrigues	323,393
Bayou Billy	Peter Boady	Finished	Iron Tank	Ed Van-Tilburg	1,180,900	Rad Racer	Glenn Stockwell	61,296
	Danny Cincone	Finished	Jackal	Cory Lewis	999,670	Rampage	Stephen Krogman	42,999,963
Black Bass Fishing	Darren Wilkes	25.5 lbs.	John Elway's Quarterback	Nicholas Malandrakis	109-0	Renegade	Robert Kazimer	281,200
Bowling	Cary Bell	240 pts	Joust	Tony Grouzis	124,880	Roadblasters	Shawn McTaggart	993,727
Bubble Bobble	Gerard Agbulos	2,071,390	Karate Champ	Adam Albert	999,900	RoboCop	Mark Buchholz	277,340
Bugs Bunny	Misty Kazimer	174,900	Karate Kid	Peter Boadry	557,200	Robo Warrior	Stephen Drogman	9,999,900
Bump 'n Jump	Greg Shill	126,840	Kickle Cubicle	Stephen Krogman	11,111,100	Rock 'n' Ball	R. Wayne Nitta	99,252,030
California Games/ Half Pipe	Matt McGrath	24,445	Kid Icarus	Mason Sheffield	9,999,999	Rollerball	Fred Stallis	9,809,230
Chiller	Alex Childress	1,307,100	Kid Niki	Sam Wu	557,700	Rollergames	Peter Boardry	64,500
Contra	Dan Kennedy	6,553,500	Klax	James Kalyn	3,435,800	Rolling Thunder	E. Charbonneau	179,350
Cyberoid	Brian Davis	61,220	Kung Fu Heroes	Devon Daschko	11,029,700	Rush 'n' Attack	John Orr	1,182,600
Dig Dug	Stephen Krogman	250,000	Kung Fu Master	E. Charbonneau	580,210	Section Z	John J. Whittington	440,580
Dig Dug 2	Charlie Kimble	415,100	Last Battle	James O'Brien	133,000	Shinobi	Justin Lee	800,300
Donkey Kong	Mike Aubrey	196,200	Legend of Kage	Marques Olivera	7,136,940	Shooting Range Party Game	Ray Venosdale	99,990
Donkey Kong Jr.	Michael LeJuez	438,400	Legendary Wings	Conrad Cheslock	2,568,600	The Simpsons: Bart vs. The Space Mutants	Christopher Wall	97,350
Donkey Kong 3	Buzz Morgan	744,000	Life Force	Blair Vanstone	1,216,240	Sky Kid	Todd A. Barber	367,500
Double Dragon	Miles Hardison	527,760	The Little Mermaid	Ricardo Savile	Finished	Sky Shark	Bob Ostrovecky	874,700
Double Dragon II	David Wright	650,000	Mach Riders	Steve Menton	448,860	Snow Brothers	Stephen Krogman	1,331,100
Dr. Mario	Stephen Krogman	9,999,8000	Marble Madness	James Chisholm	153,600	Solomon's Key	Jeff Adkins	17,095,550
Dragon Warrior IV	Jeff Adkins	Finished	Mighty BombJack	The Game Freak	13,008,920	Spelunker	Jeff Adkins	9,999,820
Duck Hunt	Dwayne Julius	4,516,800	Millipede	Stephen Krogman	663,339			

# Change Board

## NINTENDO (cont.)

Game	Player	Score
Squoon	Glen Stockwell	12,012,210
Star Force	Jonathan Henry	6,443,900
Star Soldier	Keyy McKenzie	6,090,000
Stinger	John Whittington	3,318,800
Super Mario Brothers 2	Roger Hayes	Finished
Super Mario Brothers 3	Ricardo Savile	Finished
Super Mario Brothers 3	Roger Hayes	Finished
Super Pitfall	Glenn Stockwell	9,999,500
Skate or Die	Teddy Meadows	127,300
Super Sprint	Matthew Rutter	276,550
Tetris	Chad Okuno	599,023
Teenage Mutant Ninja Turtles III	Peter Boardry	198,200
Tiger Heli	Blair Tuck	381,310
TMNT: The Arcade Game	Enrique Gonzalez	1,578
Toobin'	John Cicpiela	1,586,350
Top Gun	Wayne James	91,600
Total Recall	Brain Stark	999,810
Town & Country Surf Design	Ricardo Rodrigues	309,390
Track and Field	Miles Hardison	1,193,099
Trojan	Rex Cottingham	456,150
Twin Cobra	Ryan Culton	581,000
Werewolf	Edouard Charbonneau	999,900
Wings	Conrad D. Cheslock	1,016,000
Wizards & Warriors II Ironsword	Stephen Krogman	11,000,394
World Runner	Adam Kline	669,650
Yoshi	Misty Kazimer	1,635
Wrecking Crew	Jason T.	999,900
Zanac	Dave Hanych	36,783,810

## GENESIS

Game	Player	Score
Air Diver	J. Zaremba	93,352,000
After Burner 2	Tony Costantini	4,316,640
Altered Beast	Ken Pescatore	11,655,100
Arnold Palmer Golf	E. Holowachuk	37 under Par
Arrow Flash	James Geiger	854,520
Buster Douglas Knockout Boxing	Shea Lamb	22,250,080
Columns	Heath Dalton	99,999,999
Desert Strike	James Geiger	3,216,400
Dick Tracy	Amy Vandale	144,090
DJ Boy	Carlo Hizon	1,836,100
Gaiars	James Geiger	1,441,975

Ghostbusters	Parrish Spinoso	12,371,000
Hard Drivin'	Richard Defino	1:14:80
Home Alone	Peter Boadry	41,550
Klax	Matt Garland	1,811,154
Mercs	James Geiger	1,944,800
Mickey Mouse: Castle of Illusion	Brian Schulze	136,300
Might and Magic	Alex Schram	Finished
Moonwalker	The Nintendo Hater	569,400
Ms. Pacman	Peter Boadry	38,960
OutRun	James Geiger	6,027,990
Phantasy Star II	Alex Schram	Finished
Phelios	S. Krogman	99,999,990
Pit-Fighter	Brian DoBauki	1,827,380
Revenge of Shinobi	Carl Rizzo	8,285,900
Shadow Dancer	Stephen Krogman	99,999,990
Sonic The Hedgehog	Jason McCarty	1,202,170
Space Harrier II	Nils Thingvall	31,756,300
Strider	Teddy Meadows	327,650
Sunset Riders	Peter Boadry	166,190
Super Hang On	André St. Laurent	75,386,620
Super Thunder Blade	Brian Young	11,789,400
Techno Cop	Parrish Spinoso	756,000
Thunder Force II	Kellin Winslow	5,088,210
Thunder Force III	Kellin Winslow	6,706,050
TMNT: Hyperstone Heist	Peter Boadry	159
Truxton	Zubair Nadem	2,255,330
Whip Rush	Parrish Spinoso	348,500
Wings of Wor	Stephen Krogman	752,970

## TURBOGRAFX-16

Game	Player	Score
Alien Crush	Barry Bowman	999,999,900
Blazing Lasers	Mashall Kwok	99,999,999
Bloody Wolf	Ken Shulin	2,348,300
Bonk's Revenge	Gary Wong	476,450
Cybercore	Terry & Ken Chu	9,999,900
Devil's Crush	William Bowen	999,999,990
Fantasy Zone	Jonathon Hall	25,813,800
Fighting Street	Michael Campana	264,400
J.J. & Jeff	C. Camera	10,175,650
KLAX	Randy Green	3,203,720
Legendary Axe	Sir Game Master	1,067,400
Monster Lair	Michael Campana	128,130
Ninja Spirit	Jason Wong	64,617,300
Pac Land	Barry Sikora	1,051,740
Side Arms	Chris Nygaard	867,000
Splatterhouse	Rick Salverson	228,600
Veigues: Tactical Gladiator	Michael Campana	9,788,300

## SUPER NINTENDO

Game	Player	Score
ActRaiser	Scott Hurst	6,840
Castlevania IV	Mason Sheffield	Finished
	Tim Sommer	Finished
	Joey Light	Finished
Darius Twin	Edouard Charbonneau	4,303,300
Final Fight	Chris Saldivar	3,809,783
Final Fantasy Mystic Quest	Ann Priestman	Finished
Pit-Fighter	Carlton Barnes	1,777,510
Rocketeer	Cathy Prisk	58,375
Super Mario World	Brian Haag	Finished
Super Smash T.V.	Rick Weis	79,896,440
Super Star Wars	Annette Rich	436,983
Teenage Mutant Ninja Turtles	Brian Shelby	1,394
Thunder Spirits	Alfred Rasmussen	777,350

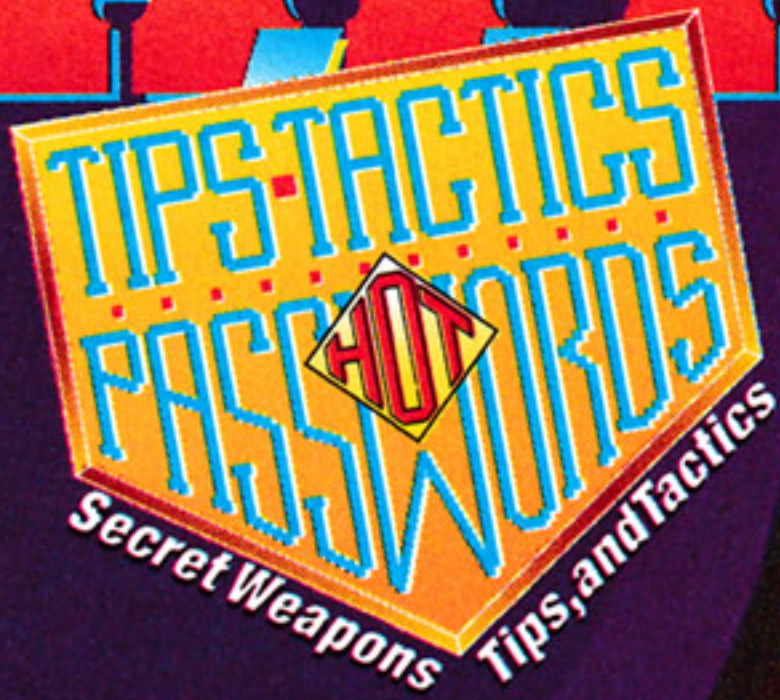
## LYNX

Game	Player	Score
California Games/BMX	Clint Harvey	802
California Games/Footbag	Clint Harvey	6,018
California Games/Surfing	Travis Hawthorne	4,900
	Clint Harvey	8,965
California Games/Half Pipe	Clint Harvey	27,986
Gates of Zendocon	Darren Krolewski	5,154,900

## GAME BOY

Game	Player	Score
Alleyway	Darsi Rash	10,322
Kirby's Dream Land	Jesse Ray Garcia	Finished
Revenge of the Gator	R. Middleton	4,491,960
Paperboy	Kevin Adams	28,450
Tetris	Brad Davenport	623,205

# SWATPRO



## Game Genie Code

### Ninja Gaiden (Game Gear)

#### Ninja Good-one!

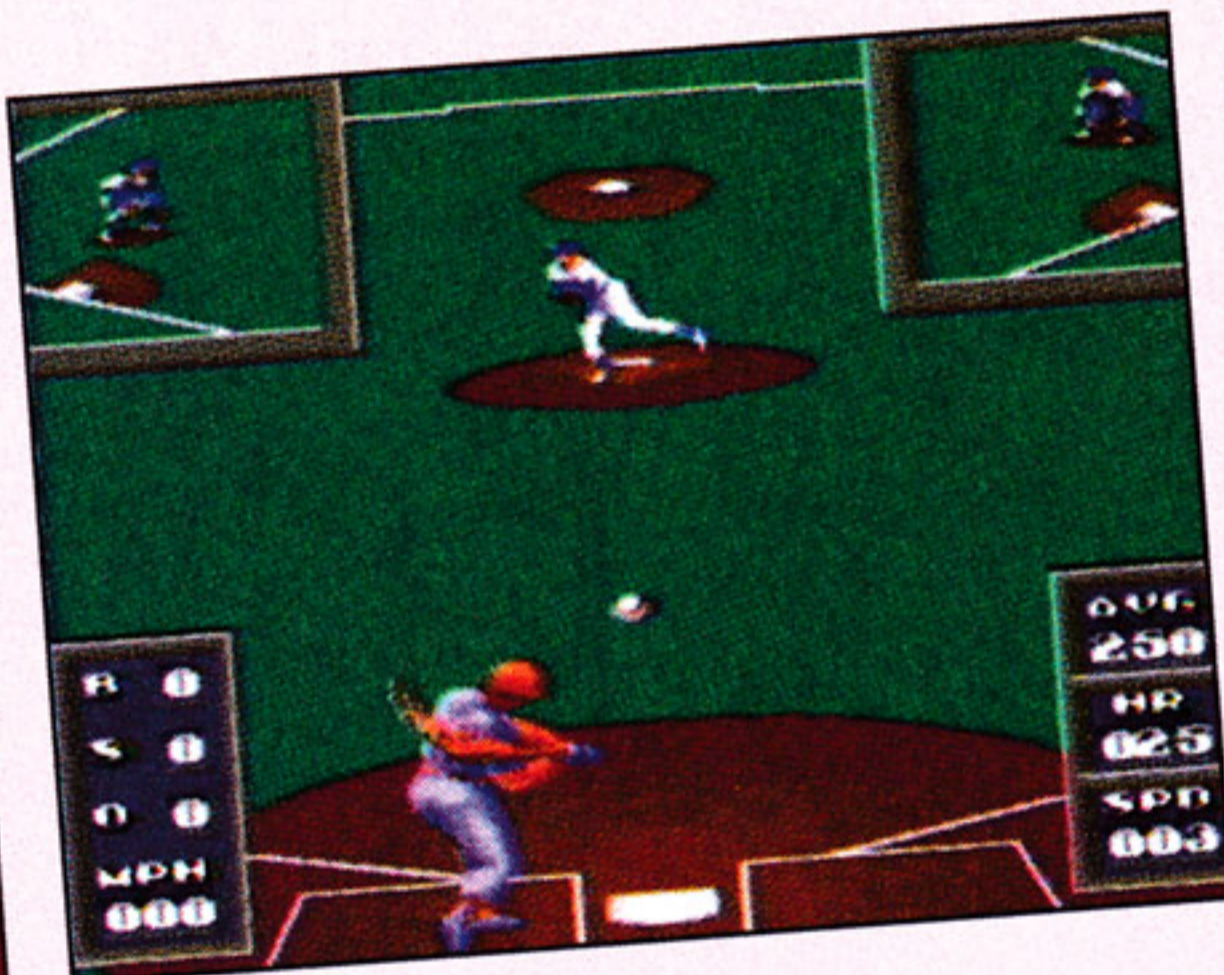
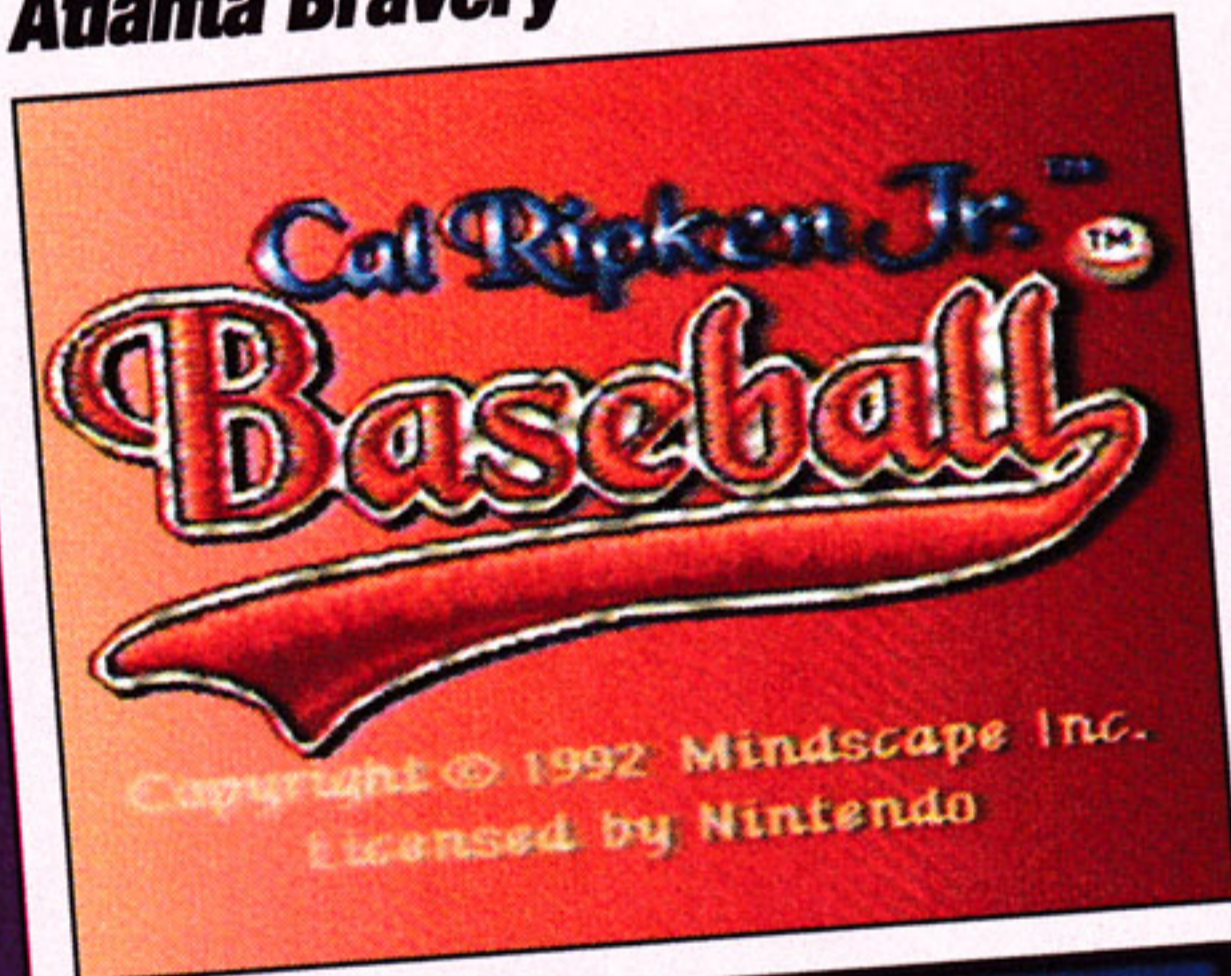
Here are some hot Ninja Gaiden passwords:

- ACT 1: (Press start)
- ACT2: SMUGGLING: NINJA
- ACT3: SKY SCRAPER: GIDEN
- ACT4: COUNTERATTACK: DRGON: SWORD

*Rommy Purnomo, Sumatera, Selatan, Indonesia*

### Cal Ripken Jr. (SNES)

#### Atlanta Bravery



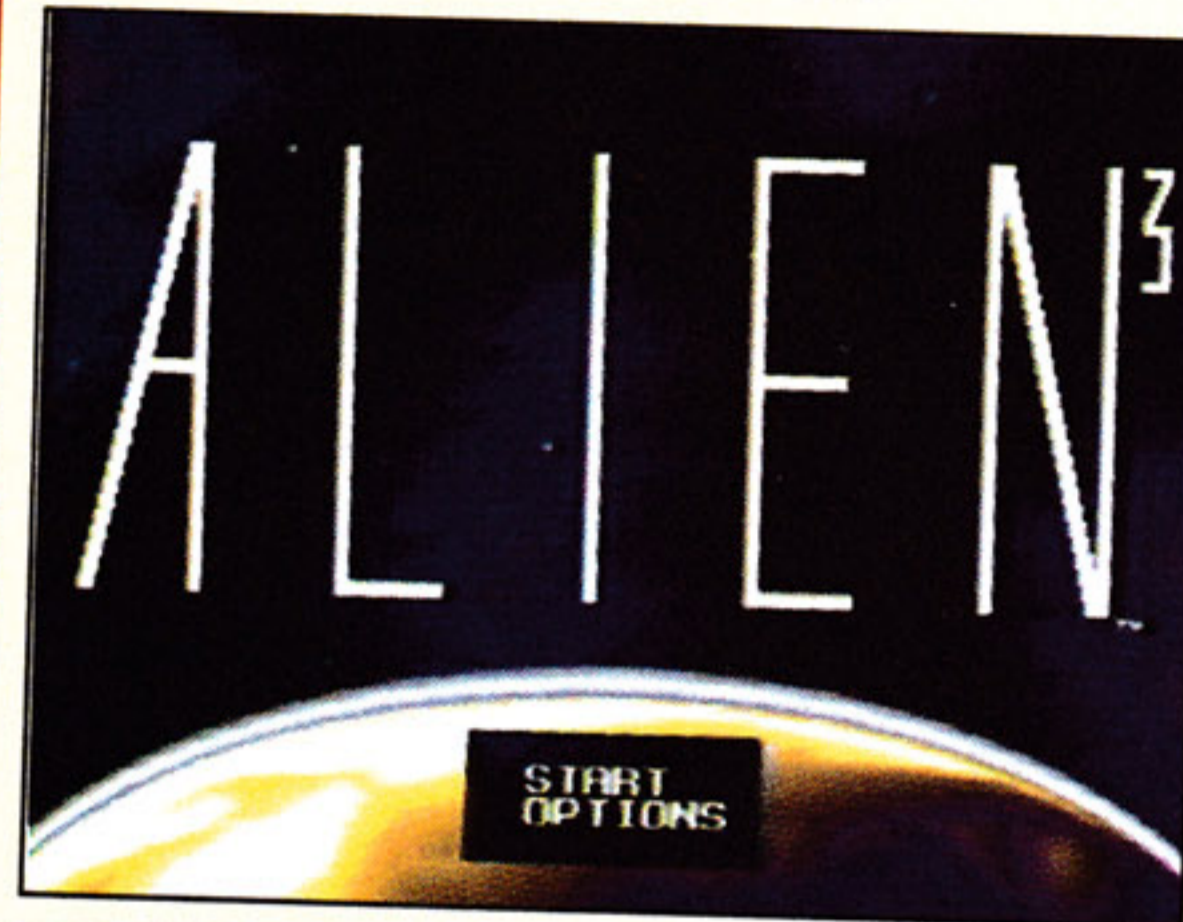
Here are codes that let you play as Atlanta in the Championship Game:

- Atlanta vs. Baltimore: RGGJKJBDSPKDGGGGFFRC
- Atlanta vs. Chicago: RHHJKJBDSPKDGGGGFFRC
- Atlanta vs. Atlanta: RCCJKJBDSPKDGGGGFFRC

- Atlanta vs. San Francisco: RFFJKJBDSPKDGGGGFFRC
  - Atlanta vs. Boston: SLCJKJBDSPLDGGGGFFRC
  - Atlanta vs. St. Louis: SLCJKJBDSPLDGGGGFFRC
  - Atlanta vs. Oakland: VNDJKJBDSPLDGGGGFFRC
  - Atlanta vs. Minnesota: WPDJKJBDSPLDGGGGFFRC
  - Atlanta vs. Los Angeles: XQDJKJBDSPLDGGGGFFRC
  - Atlanta vs. Detroit: XQDJKJBDSPLDGGGGFFRC
- Dennis Bonomini, Woodridge IL*

### Alien 3 (Genesis)

#### Ripley's Believe It or Die



Here are some hot new Game Genie codes to beat the chest-bursters in Alien 3 for the Genesis:

- Ripley Jumps Higher: 5DXA-D93N
- Game Clock Frozen: AACT-CA6J
- Infinite Fuel for Flamethrower: AJMA-EA7C
- First Aid Pickup Restores Health to Capacity: RG2T-C6W4

*Thanks to Dave Tilbor and the Galoob Crew!*



## The Addams Family (TurboGrafx-CD)

79 Lives!

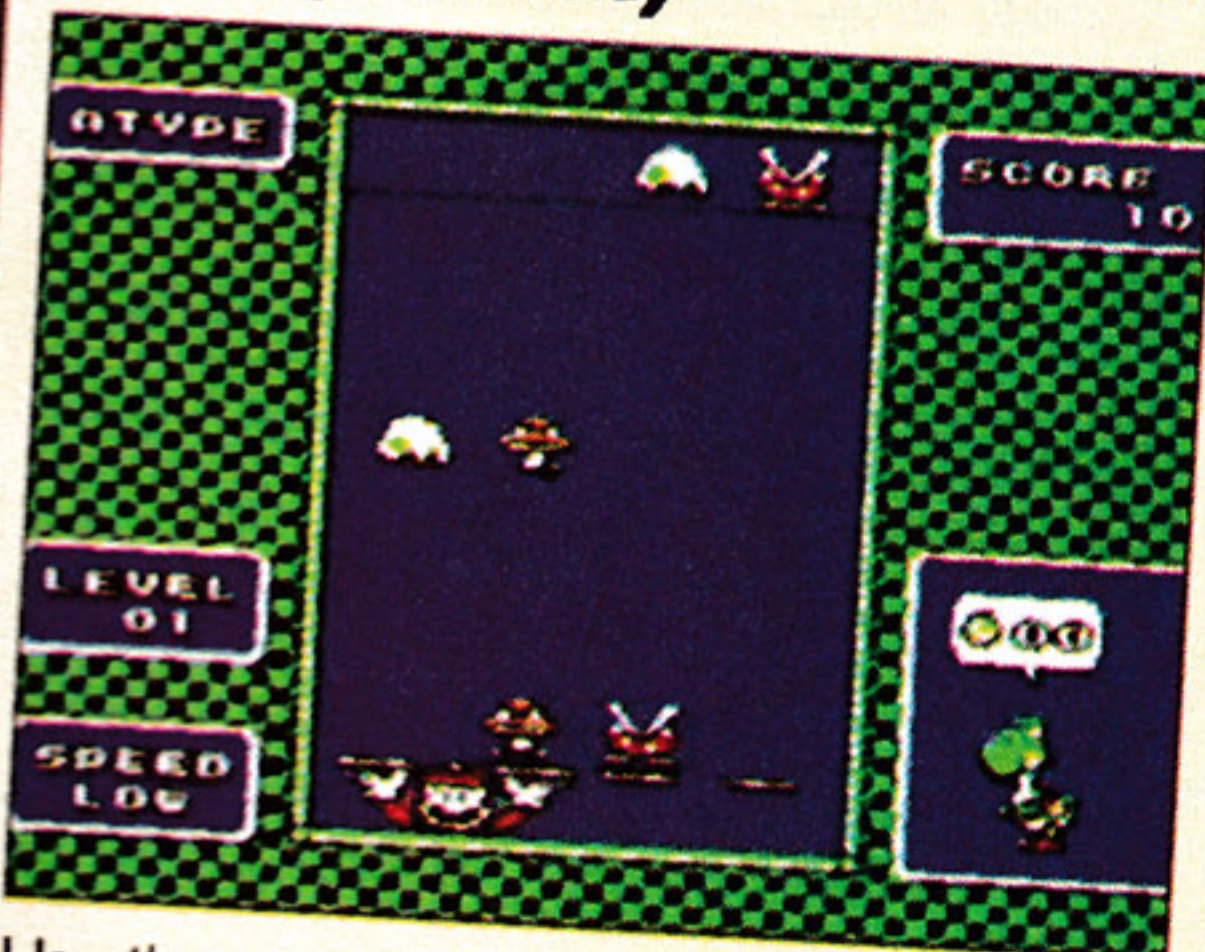


Turn on your Turbo-CD system, and press Run to bypass the opening cinema sequence. When you appear on the game screen and Gomez says, "Tully, my good man, how about playing a round of golf?," quickly press **Up, Up, Right, Down, Left, and Up**. You'll boost your extra lives count to 79!

**John Martinson, New York, NY**

## Game Genie Codes!

### Yoshi (Nintendo)



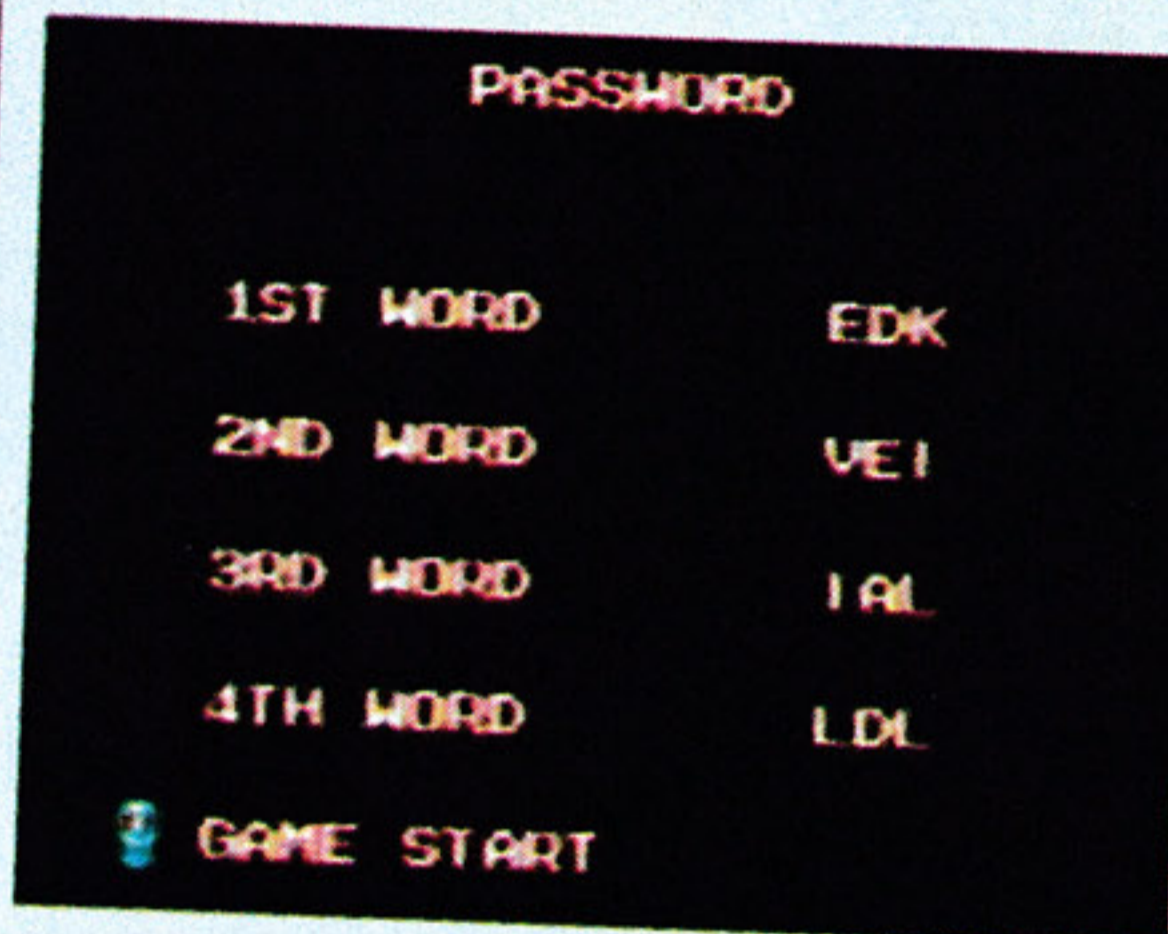
Use these codes with the NES Game Genie:

Need Only Two Victory Eggs to Win:  
ZAVAAPLA + ZESTAZLA + ZEXTL-  
LA

Press Down to Freeze Characters:  
AVSULYZA

## Splatterhouse 2 (Genesis)

Passwords Revealed!



Hack your way through Splatterhouse 2's stages with these codes:

Level 2: EDK NAI ZOL LDL

Level 3: IDO GEM IAL LDL

Level 4: ADE XOE ZOL OME

Level 5: EFH VEI RAG ORD

Level 6: ADE NAI WRA LKA

Level 7: EFH XOE IAL LDL

Level 8: EDK VEI IAL LDL

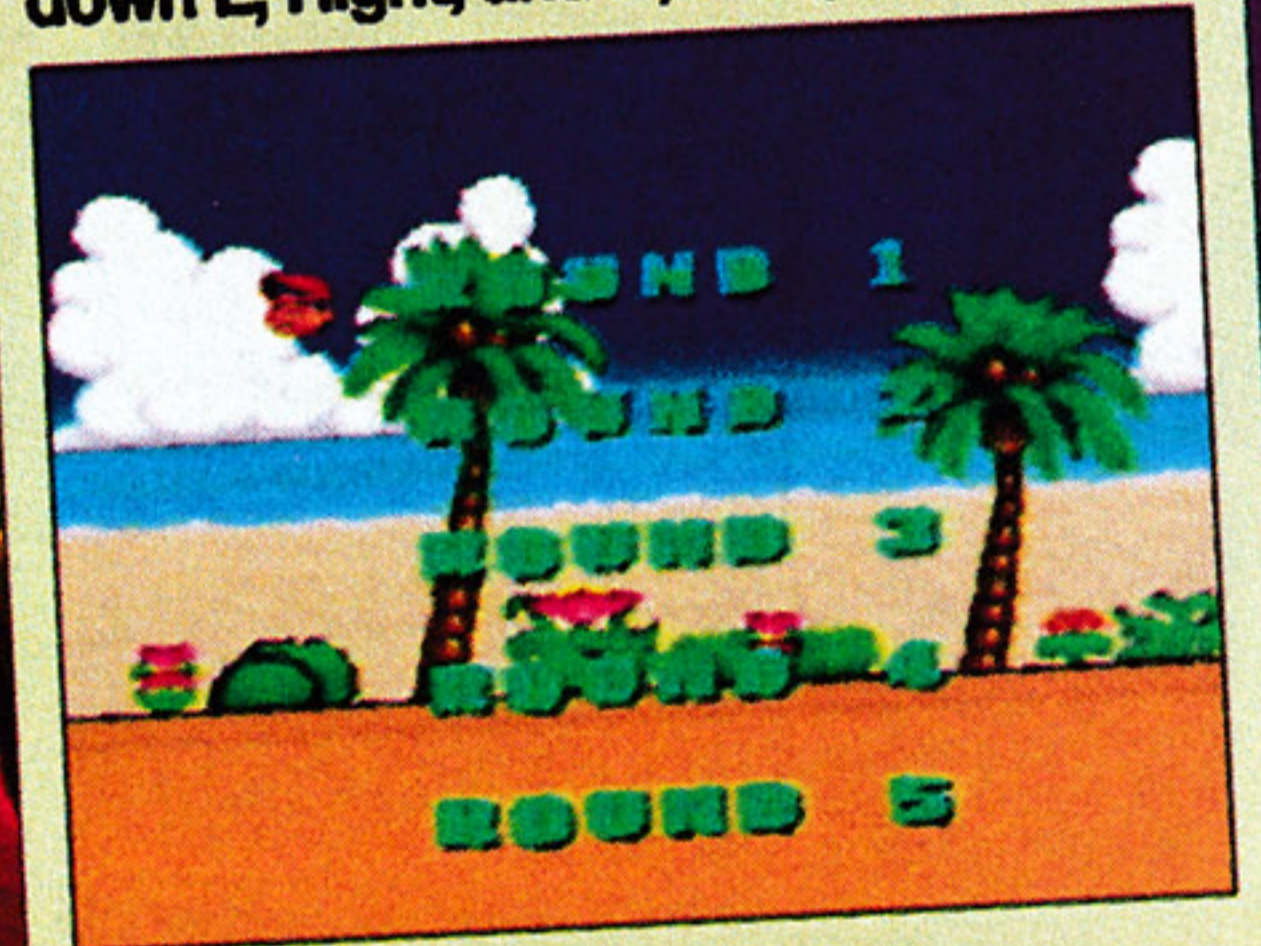
**Mike McCann, Bel Air, MD**

## Super Adventure Island (Super NES)

Stage Select!



Okay, Master Higgins fanatics, now you can choose any level in Super Adventure Island for the SNES. Turn on your system and wait until the title screen appears the second time. Now hold down L, Right, and X, and push Start.



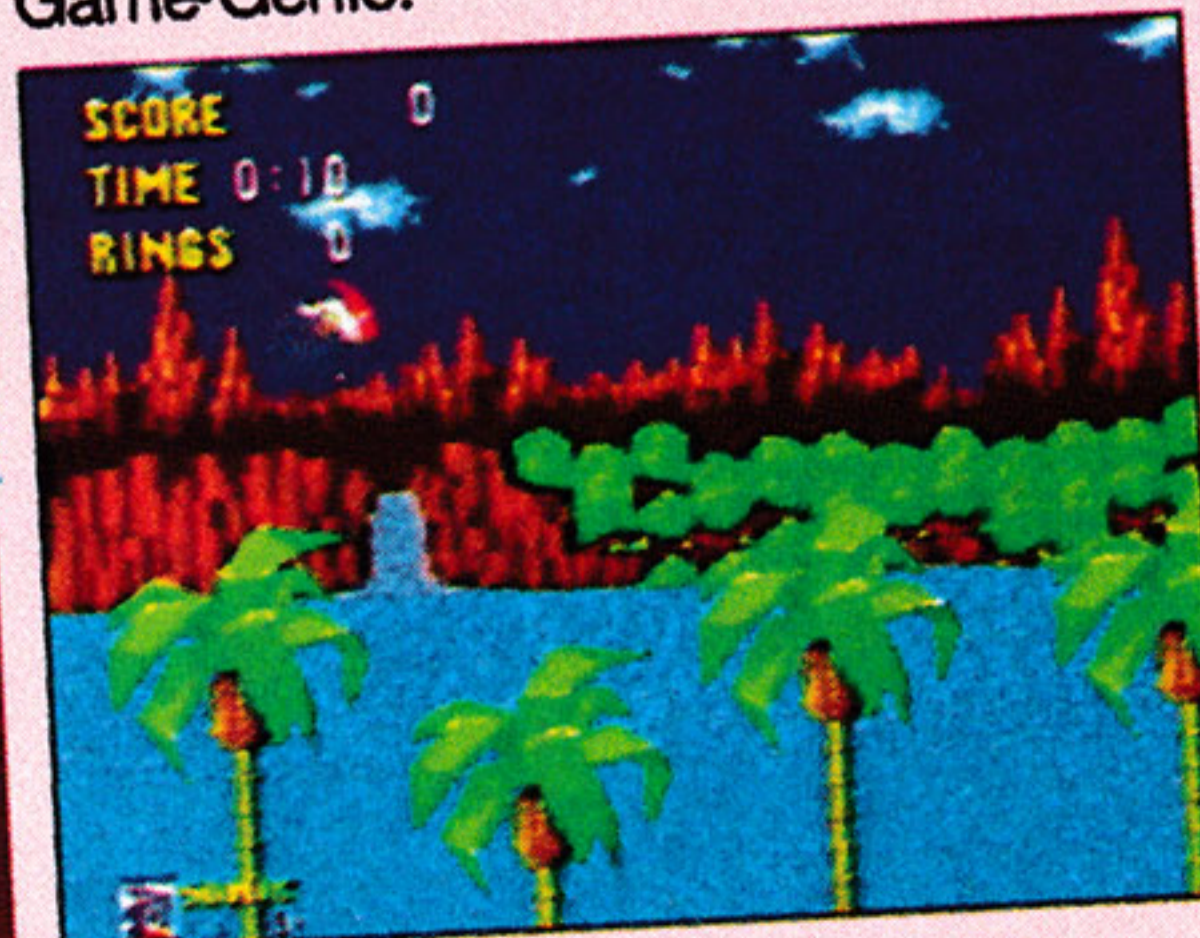
Good work! Now you can pick any Adventure Island in the game. Good luck against the Witch Doctor!

**Bobb Jackson, Albany, GA**

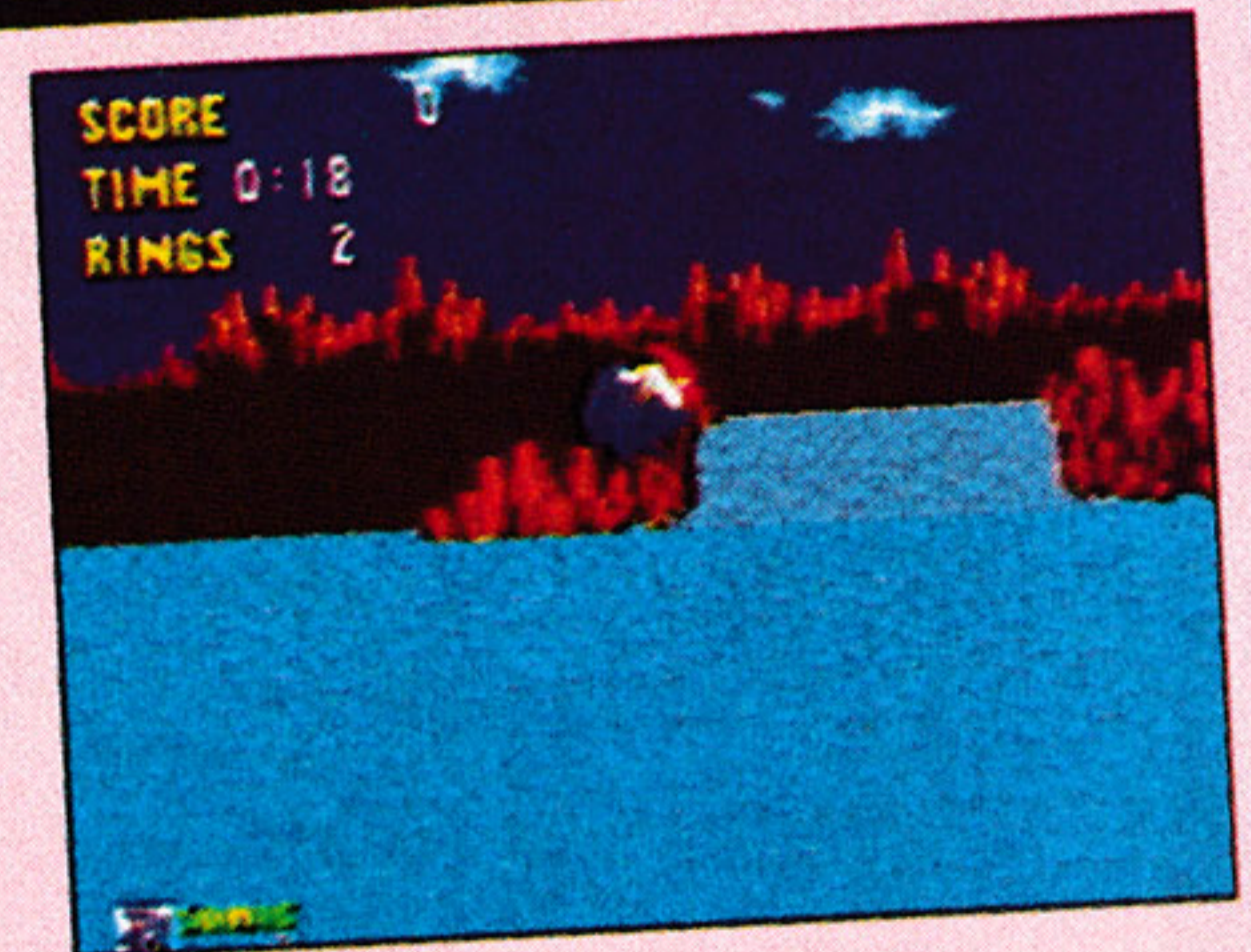
## Game Genie Codes!

### Sonic The Hedgehog (Genesis)

Use these codes with the Genesis Game Genie:



Sonic Jumps Higher: DDLT-AAGL



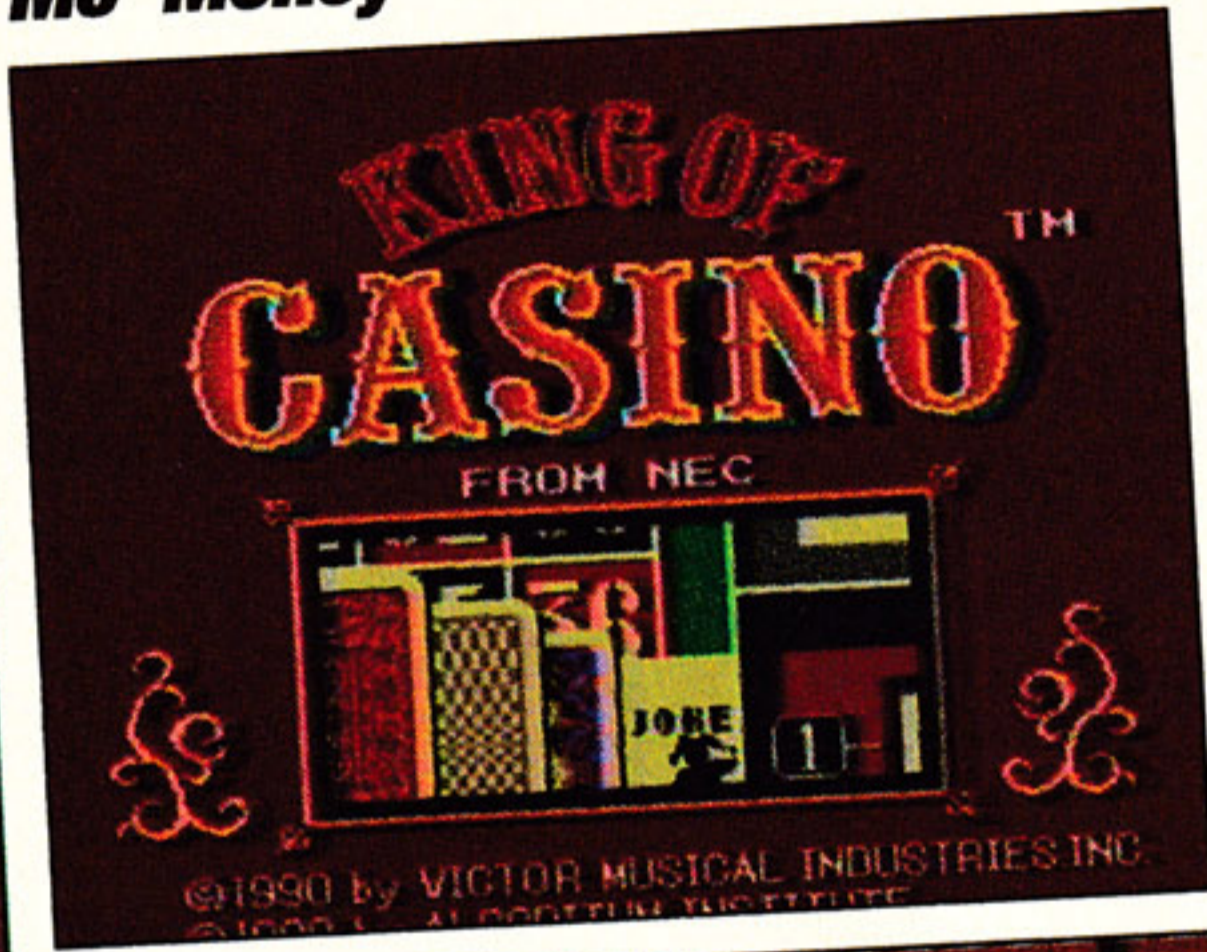
Sonic Skywalks: BDLT-AAGL

# SWATPRO



## King of Casino (TG-16)

### Mo' Money



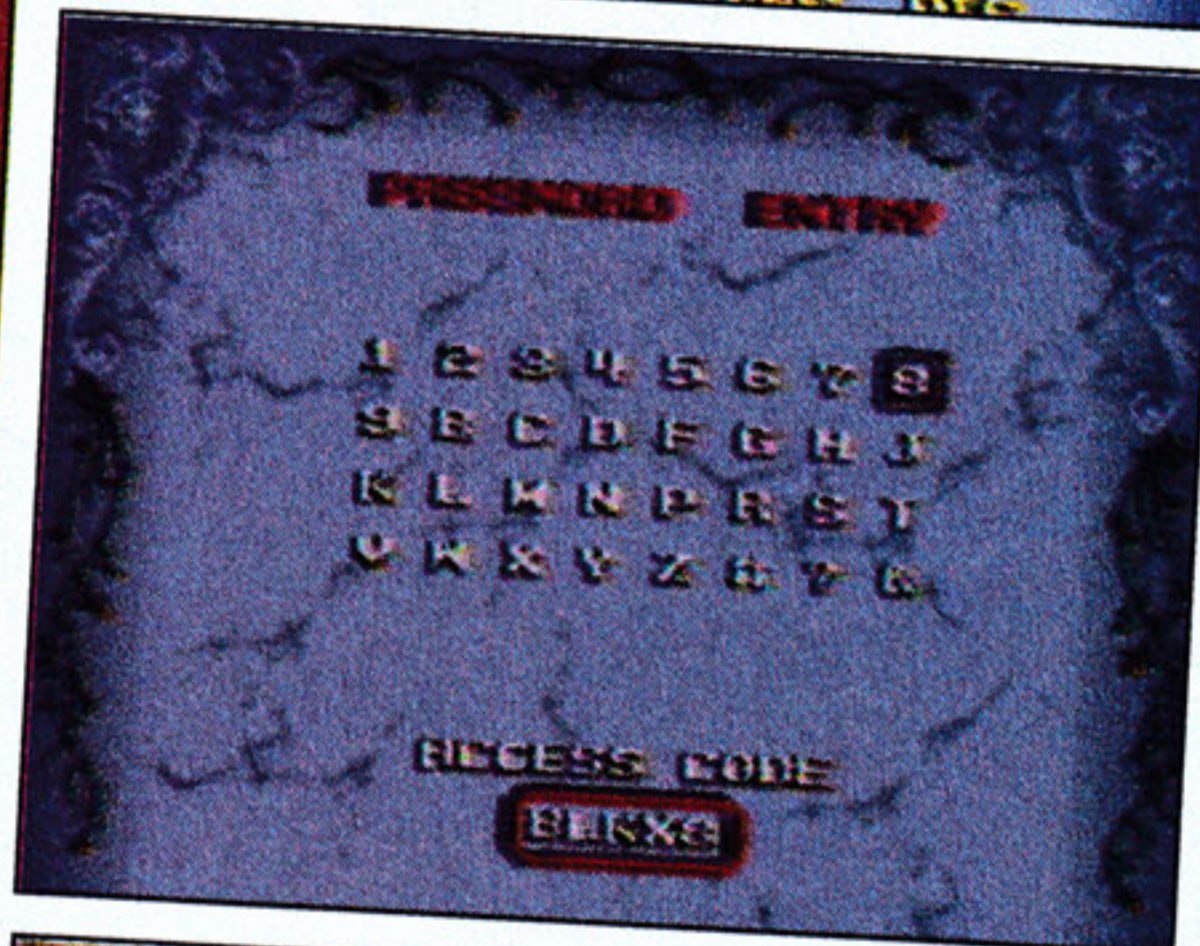
To start off in the Championship Round of King of Casino with 10,000,000 dollars, enter this code:

—KINGof CASINO—

**Chris Anastasio, Greer SC**

## The Addams Family (SNES)

### Life It Up

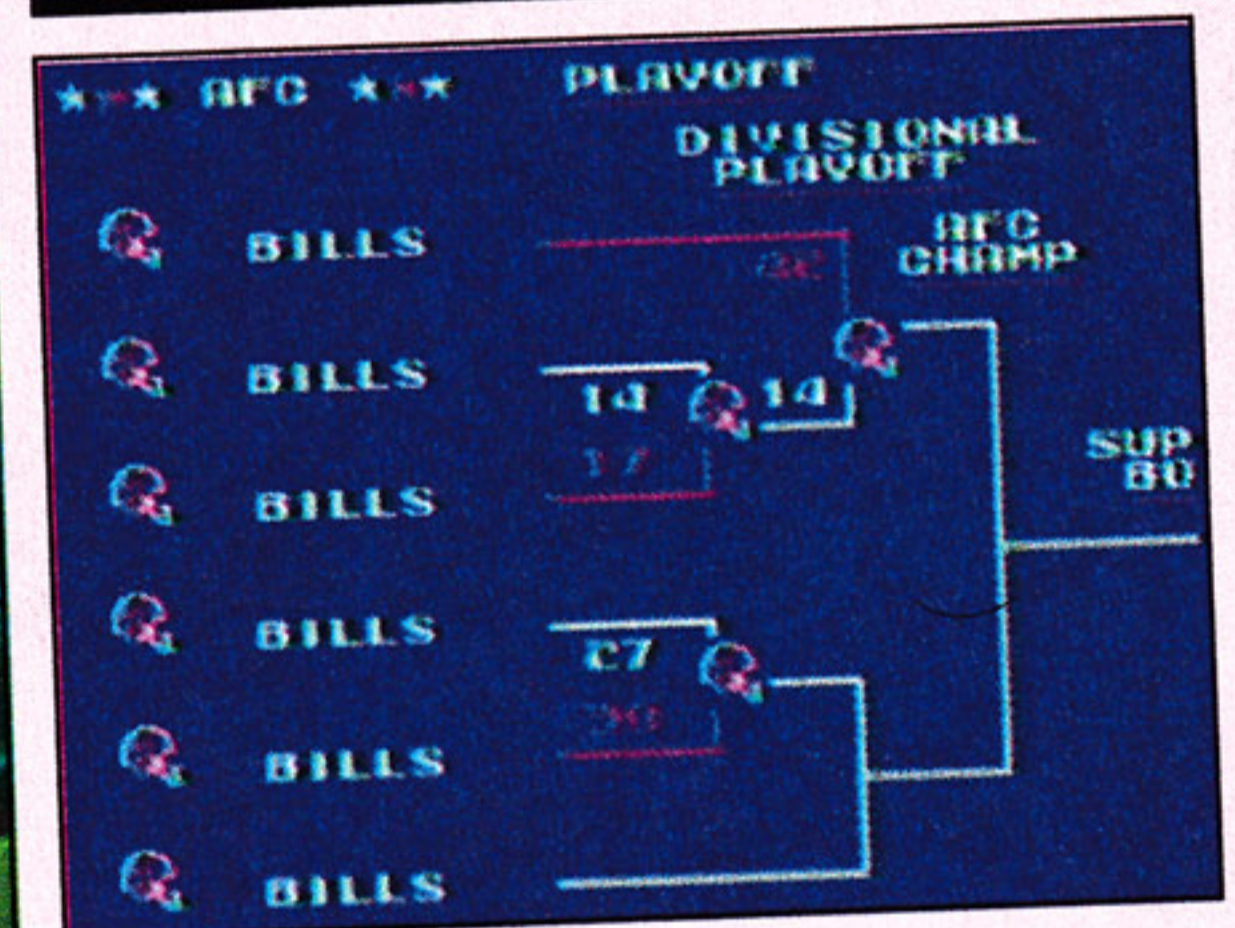


This code gives you Uncle Fester, Granny, Pugsley, and Wednesday in the Addams Family for the SNES. It also gives you 70 lives and five hearts. The code is **BLKX8**. After you input the code, go into the music room and wait for the music to stop. Then, you can enter the basement with 70 lives.

**Marty Bruenig, Sauk City WI**

## Tecmo Super Bowl (NES)

### Buffalo Stampede

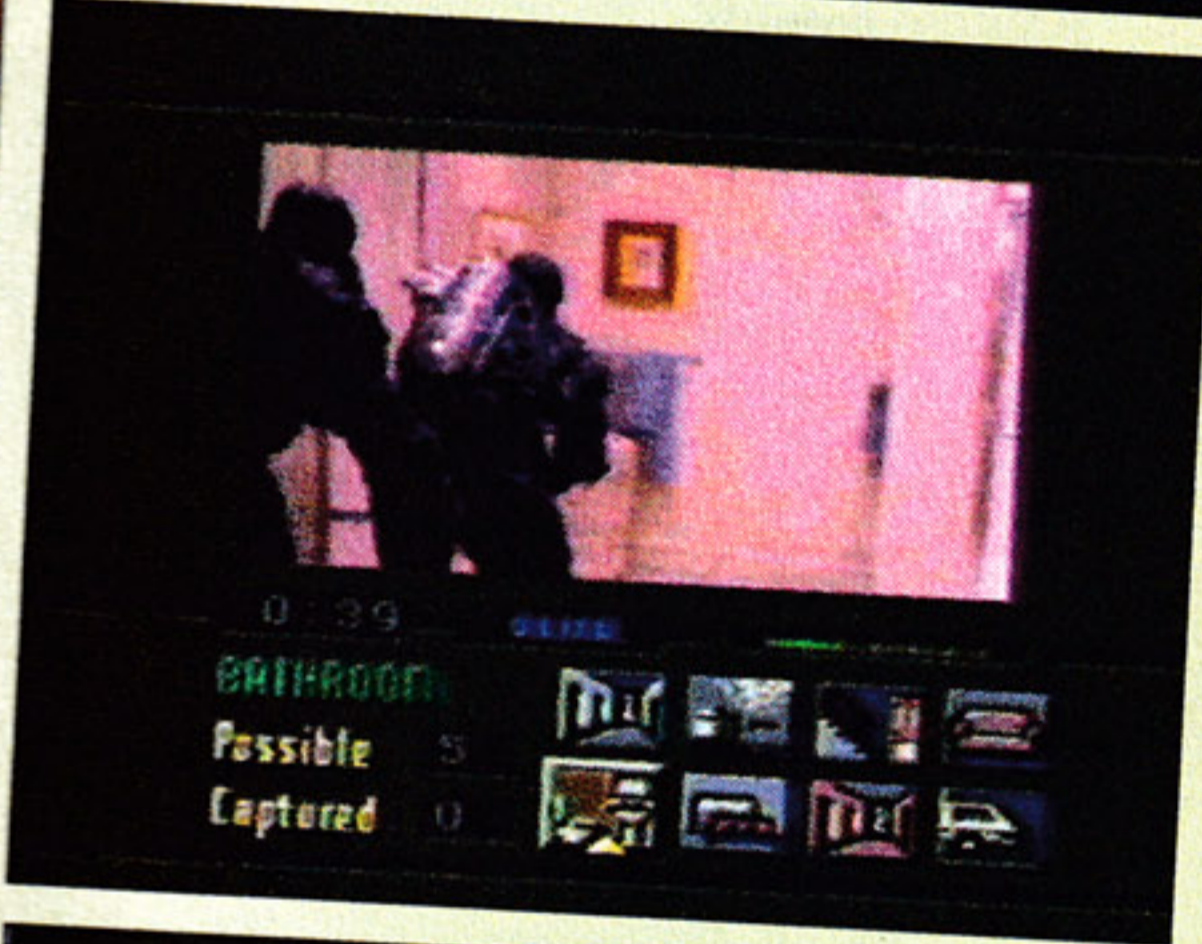


Use this SWAT to make a herd of Buffalo appear. In the seventeenth week of the season, make sure that at least one team does not clinch a division title until after the last game. After the game is over, a scene will play that shows the winner of the division title. While it's playing, press reset. Now the play-offs should show Buffalo everywhere, both in the NFC and AFC.

**Aaron Koebernick, Morris MN**

## Night Trap (Sega CD)

### Trap codes



Thanks to our inside tipster, James Geiger, for these awesome Night Trap codes. He notes that these times will get you through the game if you follow them to the second. If nothing is happening when you get to an area of the house, wait a few seconds. Some times may have as much as a five-second lead time, but other times have no lead time at all. Be quick, and don't wait for traps to close, except in the bathroom at 0:35.

- :03 Hallway 1
- :13 Bedroom
- :35 Bathroom
- 1:00 Living Room
- 1:18 Kitchen
- 1:30 Entry way
- 2:48 Entry Way
- 3:09 Hallway 1
- 3:15 Bedroom
- 3:25 Living Room
- 3:45 Drive Way
- 4:00 Hallway 2
- 4:13 Bathroom
- 4:35 Bedroom
- 4:52 Living Room
- 5:03 Living Room
- 5:15 Hallway 1
- 5:25 Driveway
- 5:37 Entryway (CODE CHANGE)
- 5:50 Living Room
- 6:05 Hallway 1
- 6:10 Hallway 2
- 6:45 Hallway 2
- 6:59 Kitchen
- 7:15 Bedroom
- 7:35 Hallway 1
- 7:59 Bedroom
- 8:10 Hallway 2
- 8:23 Hallway 1
- 8:30 Bedroom
- 8:50 Living Room (CODE CHANGE)
- 9:07 Living Room
- 9:15 Entryway
- 10:45 Hallway 2
- 11:20 Hallway 1
- 12:00 Living Room
- 12:30 Bathroom
- 13:10 Hallway 1
- 13:25 Entryway (CODE CHANGE)
- 13:50 Living Room
- 14:10 Living Room (CODE CHANGE)
- 14:35 Hallway 2
- 15:00 Entryway
- 16:05 Hallway 1
- 16:25 Driveway
- 16:30 Hallway 2
- 16:40 Living Room
- 16:46 Hallway 1
- 17:10 Bedroom
- 17:40 Bathroom
- 17:50 Hallway 2
- 18:17 Entryway
- 18:29 Living Room
- 18:38 Hallway
- 19:30 Entryway
- 21:10 Bedroom
- 21:25 Driveway
- 21:40 Kitchen
- 21:45 Hallway 2
- 22:05 Bedroom
- 22:20 Hallway 1
- 23:00 Living Room
- 24:15 Bedroom
- 24:45 Bathroom
- 25:05 Hallway
- 25:30 THE END

Be very careful when the "Augs" grab the girls. The "Augs" might just drop the girls into the trap you had waiting for them. Wait for the meter to turn red for the second time after they grab Megan in Hallway 1 at 16:46.

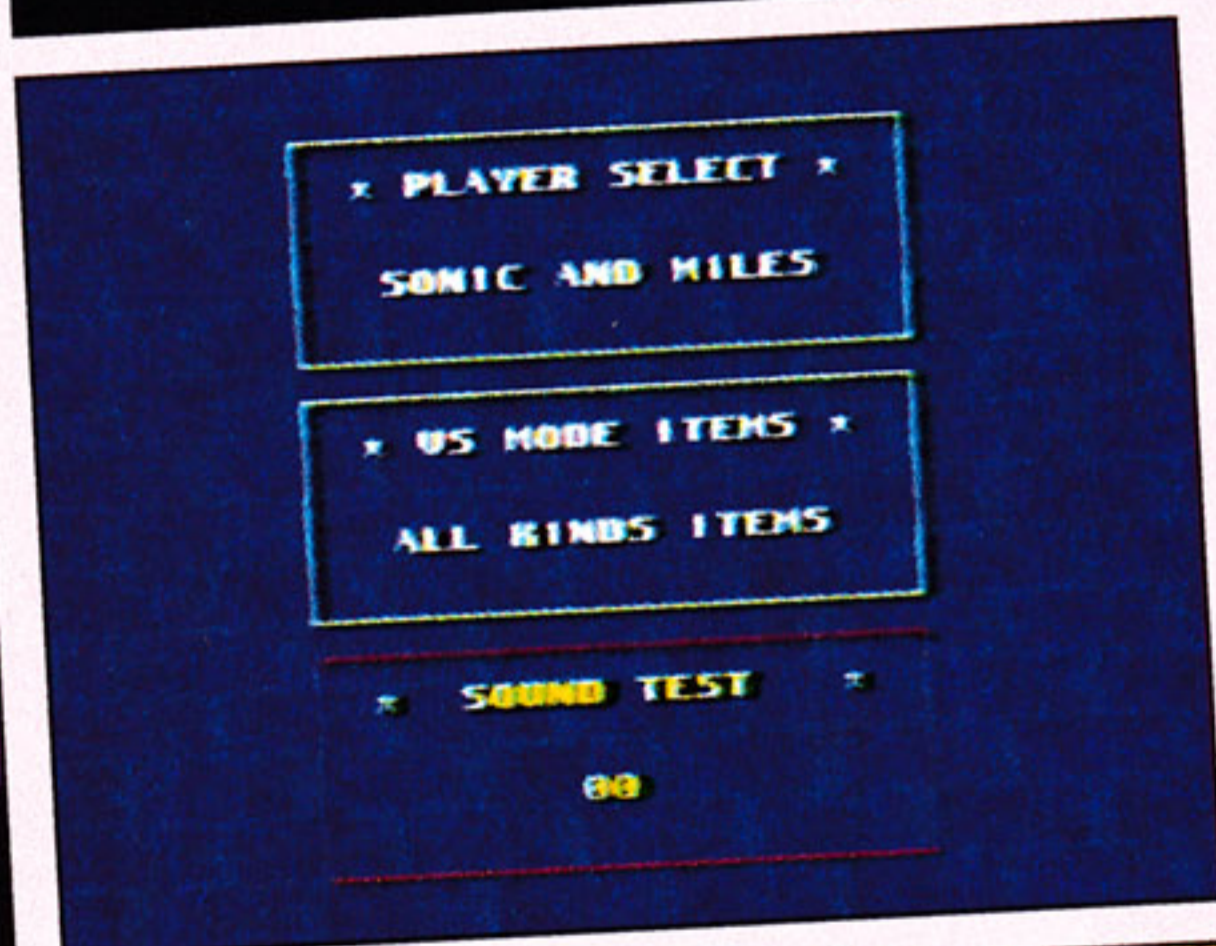
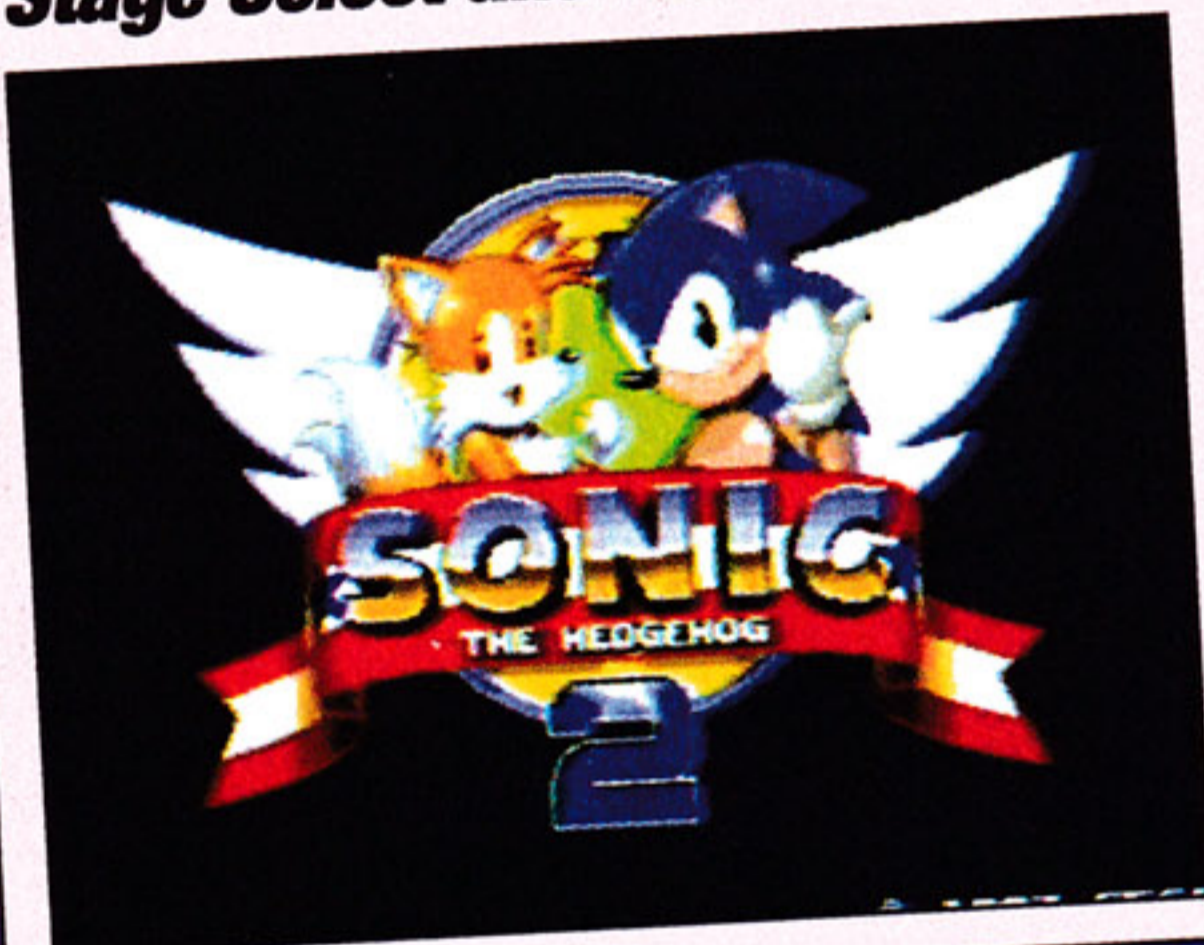
**James Geiger, Vinton IA**

# SWATPRO



## Sonic The Hedgehog 2 (Genesis)

### Stage Select and More



## The Adventures of Rocky & Bullwinkle (NES)

### Be There Next Time for...

Here's some way out warp action for the NES title, Rocky & Bullwinkle. After starting the game, press B, A, A, Start, A, B, B, and A on Controller Two. Now, whenever you press B on Controller Two, you warp to another stage.

**Nana Kawaiiani, Fairfield CA**

Here's a rad way to access hidden features in Sonic The Hedgehog 2! Go to the Options screen and highlight the sound test box. Use your control pad and Button B to change the numbers of the songs, then play them in this order: 19, 65, 9, 17. If you've done the trick correctly, you'll hear a ring at the beginning of song 17. If you do press Start. When the title screen appears, press and hold down Button A, then press Start again. A level select screen appears to let you choose any level in the game.

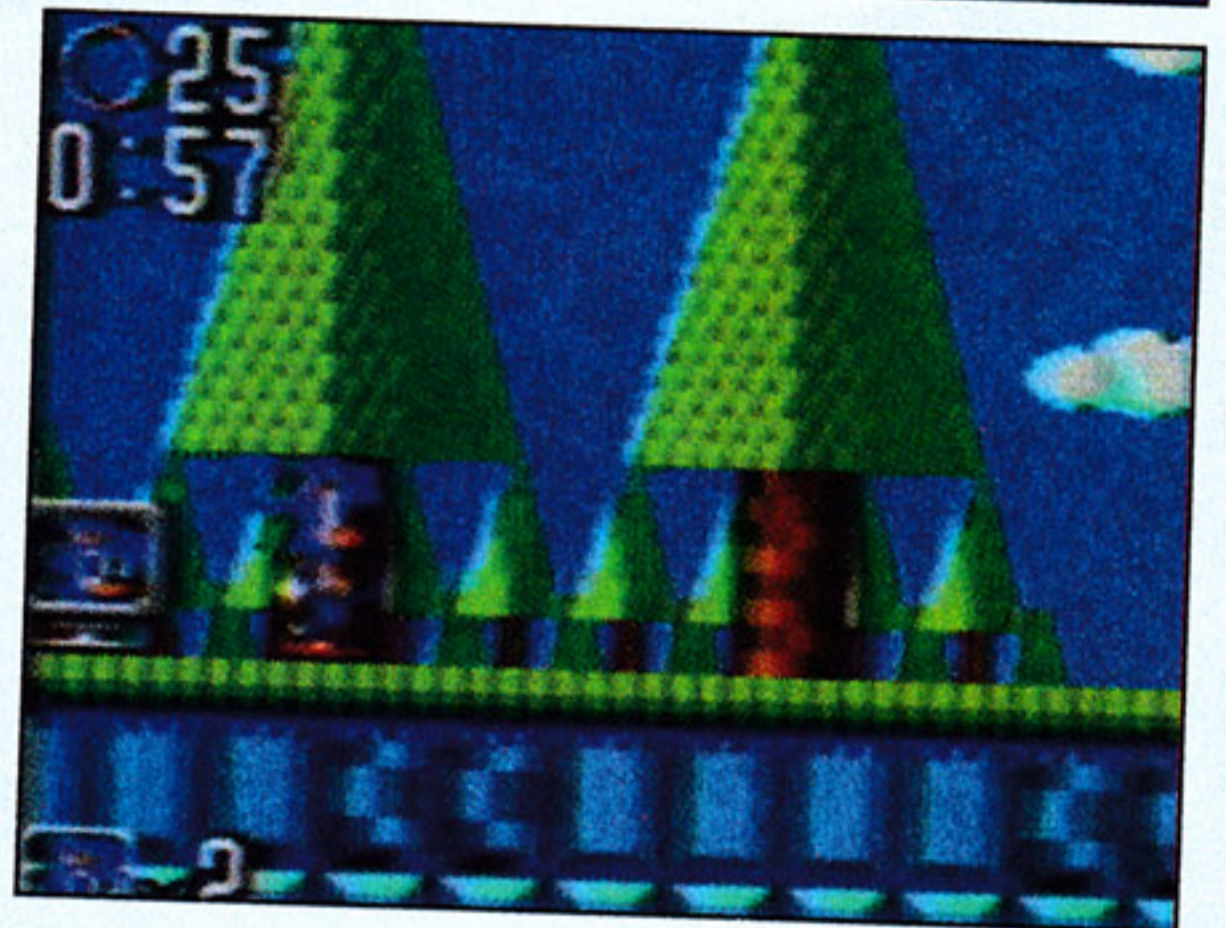
Here's an even cooler trick. Highlight the new sound test screen and play these songs: 4, 1, 2, 6. Then, collect 50 Rings and jump up. You instantly become the Golden Sonic. To exit the level, press Start and Button A.

To reach the Debug mode, select Sound Test again and enter this song code: 1, 9, 9, 2, 1, 1, 2, 4 (Sonic 2's release date). Now, choose any level and press Button B to change into an object, or Button C to duplicate an object.

**Anthony Rosario, Vallejo CA**

## Sonic The Hedgehog 2 (Game Gear)

### Unlimited Lives

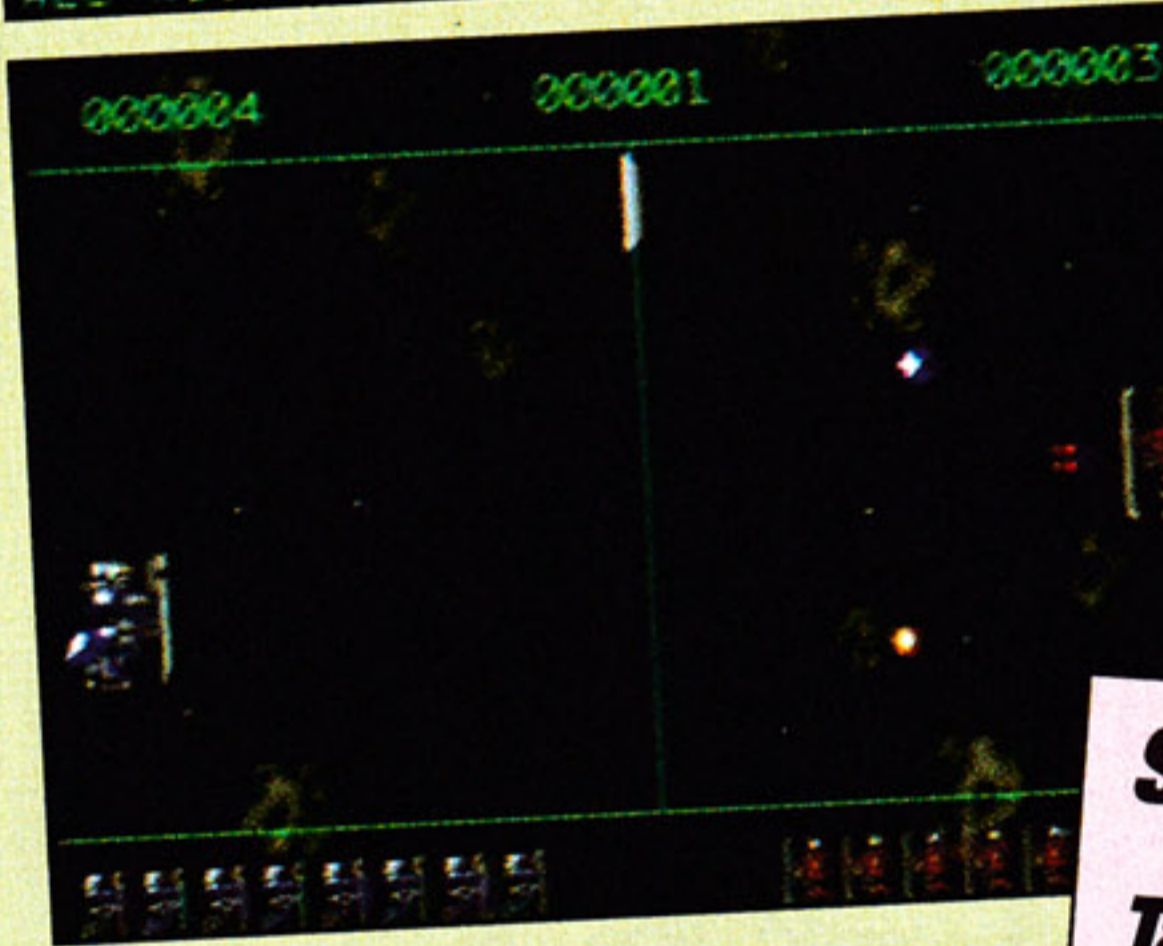
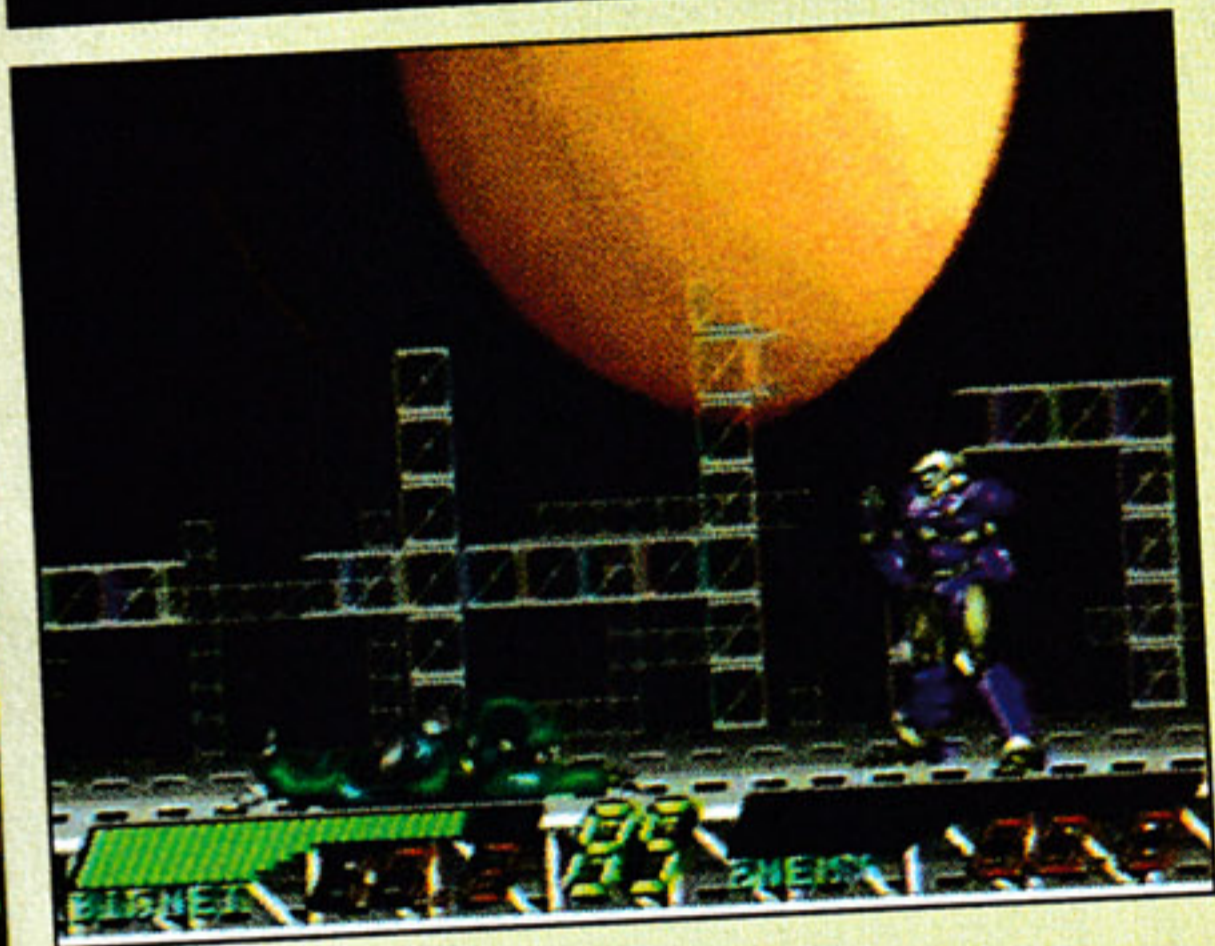
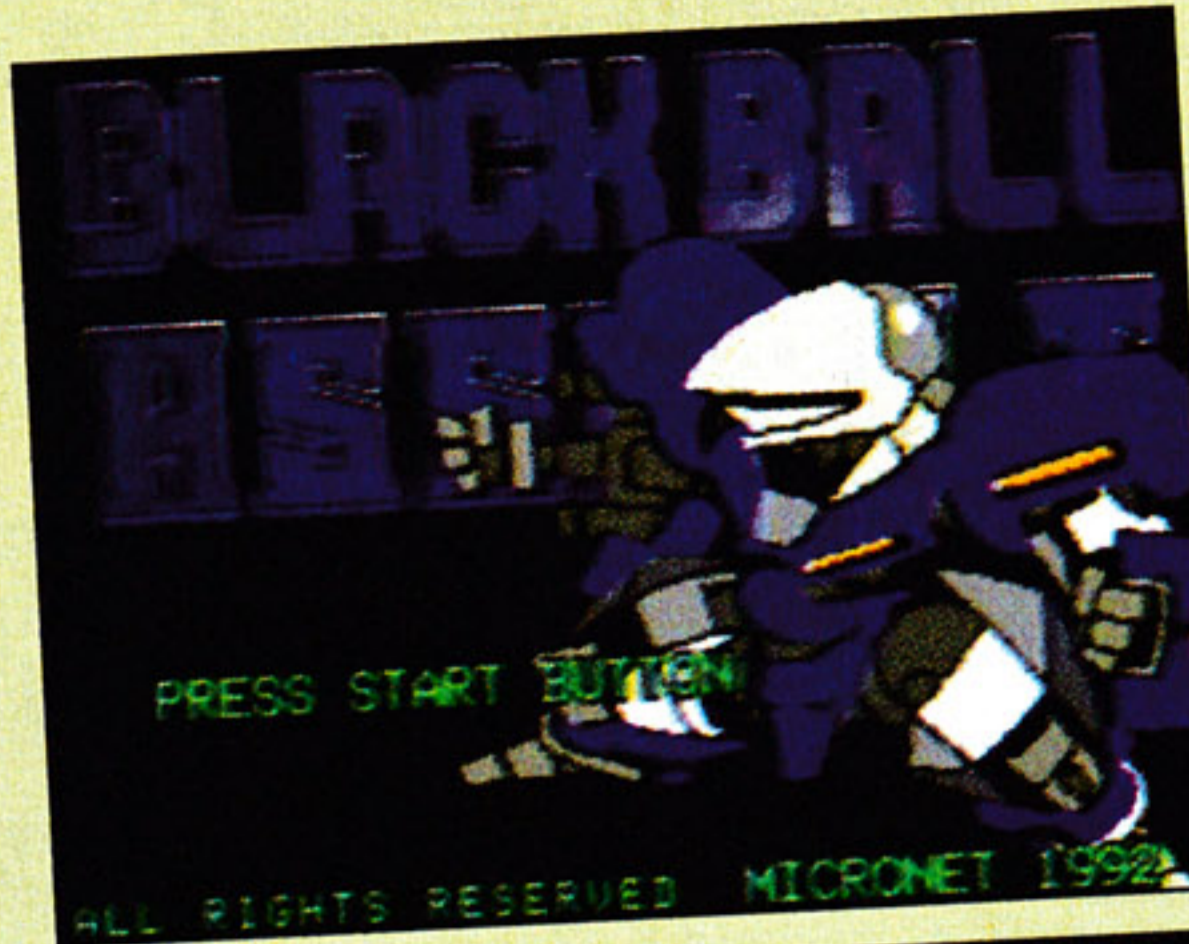


In Act 1 of the Sky High Zone, you can get unlimited lives. Here's how to do it. There are two 1-ups in this act. To get the first one, pass the bridge, jump over the two sets of spikes, ignore the Ring Monitor and the spring. Finally, jump over one more set of spikes to grab the 1-up. Next, go back and jump on the spring, then walk into the horizontal spring, which will roll you through the bricks. You'll reach two more springs. Jump on the vertical spring, and you see another spring. Jump on this one, and hold left on the directional pad until you see a patch of ground with Christmas trees in the background. You'll then see another 1-up. Take it, let yourself die, and then repeat this process until you max out on lives.

**Allen Avedian, Glendale CA**

## Black Hole Assault (Sega CD)

### BHA Death and BHA Pong: What's the Connection?



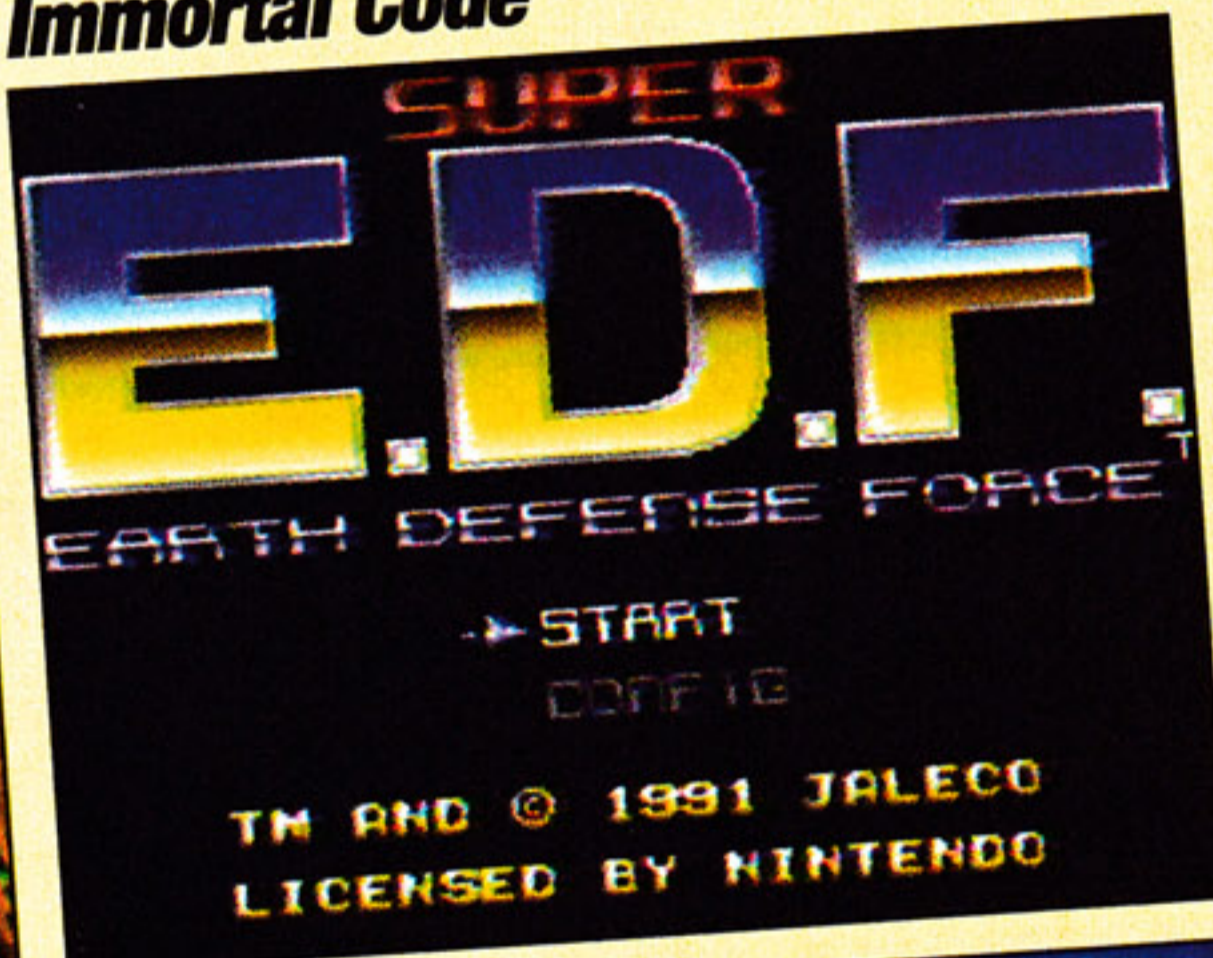
These are a couple cool tricks for Black Hole Assault for the Sega CD. Choose "Name Entry" as an option, and enter **BIGNET** (BHA's manufacturers) as your name. Choose **BIGNET** as your fighter. Then, when you're playing and it looks like an opponent is getting the best of you, **press Start on Controller Two**. Your enemy will be heavy metal history in no time.

Then, enter **AZY** as your name and choose **Operation BHA** on the title screen. Choose **AZY** as your character, and you enter **Black Ball Assault**, a two-player version of Pong.

**Joey Quinones, South San Francisco, CA**

## Super Earth Defense Force (SNES)

### Immortal Code



Use this awesome pad magic to become immortal in Super EDF for the SNES. Pause just after you begin the game, then hit **A, B, X, Y, Right, Left, Up, Down, Left, and Right**.

**Joaquin Palomares Moreno, Madrid**

## Super Battletank (SNES)

### Tanks for the Memories



To make quick work of your enemies in Super Battletank, choose the **62mm Machine Guns** and fire them at your foes. When you score a hit, quickly pause the game. If the enemy is flashing red, your shots will continue to pummel him. When you take the game off of pause, the enemy will be destroyed and you'll be on your way.

**Quentin Jones, Sylvester GA**

# SWATPRO



## Rival Turf (SNES)

### A Rogue by Any Other Name



To change the names of all the characters in this game (enemies included), simply play through the game until you get the high score. When the screen prompts you to enter your

name, enter "CHRCONF" to bring up a character configure screen that you can use to change the characters' names.

**Anthony Johnson, Los Angeles CA**

## Super Buster Bros. (SNES)

### Bust a Move



There's a way to select any stage when playing the Tour Mode of Super Buster Brothers. Go to the Select screen and press L, R, R, L, Up, and Down. The

stage number will then appear on-screen. Use Up or Down to select the stage number of your choice.

**Rogelio Bahena, Chicago IL**

## Yo Bro (TG-16)

### Hidden Prizes

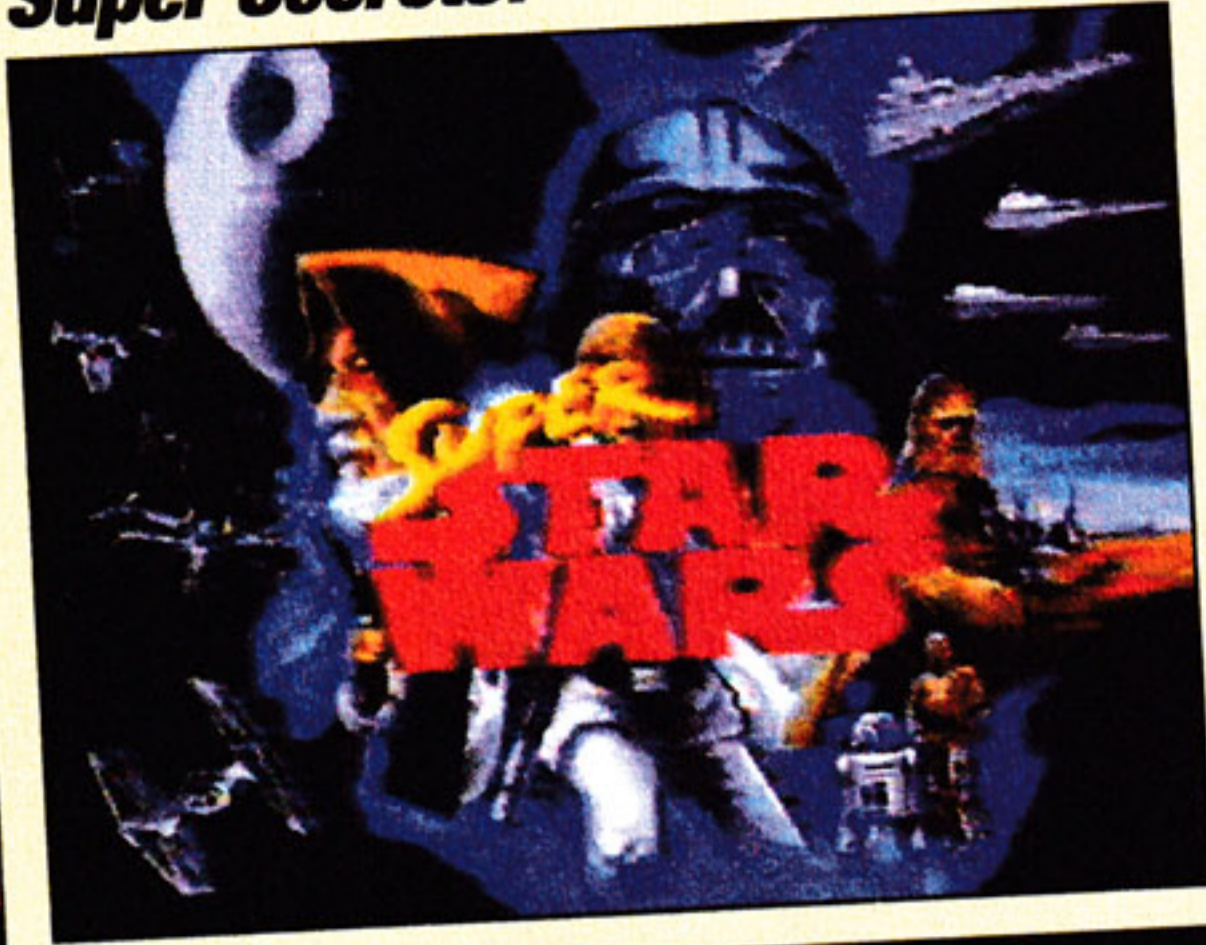


Here are some hidden levels in Yo Bro for the TurboGrafx-16. In the first stage, throw grenades at the door of the building with the red and white brick walls, then enter to get hidden prizes. Also in the first stage is a building with two red doors and a blue awning. Walk left along the sidewalk until you reach the end of the street, then hang a right and throw grenades at the manhole. Enter and collect your reward. In the second level, find the brown door with purple bricks. Throw a grenade at the manhole and you'll find weapons, food, and extra lives.

**Maria Trujillo, Chicago IL**

## Super Star Wars (SNES)

### Super Secrets!



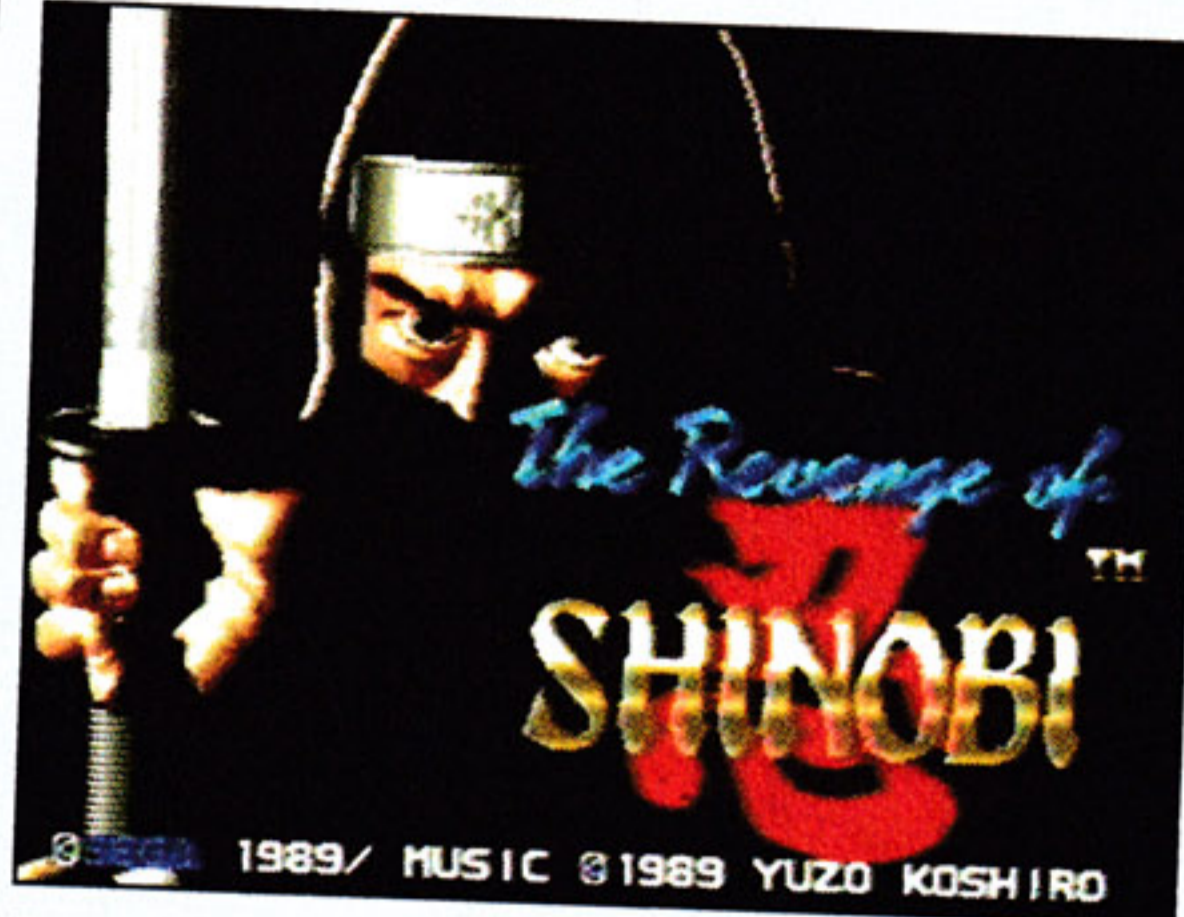
Here's the only code you'll ever need for Super Star Wars on the SNES. Plug in both controllers. Go to the title screen and press **A, A, A, A, X, B, B, B, B, Y, X, X, X, X, A, Y, Y, Y, Y, and B**. When the Jawa shrieks, you've got it made! Press Start, and you can play as Luke, Han, or Chewie! Press L and R on top of the second joystick to bring up the Debug screen, where you can change your number of lives, health meter, weapon, and more. Press Start on Controller One to return to the game.

What's that? Can't beat a certain boss? Press Start on Controller Two and you'll go on to the next level. For invincibility, press **A, B, X, Y, and Select on Controller Two**, and you're there! May the Force be with you!

**Nicky Poose, San Francisco CA**

## Revenge of Shinobi (Genesis)

### Shinobi Shuffle



Here are some fast and furious Game Genie codes for Revenge of Shinobi: Infinite Lives (except when using Jitsu of Mijn):

**ACTT-BA4Y & ACRT-BA32**

Infinite Life Bar:

**BXVA-GA9E & BXTA-GA7E**

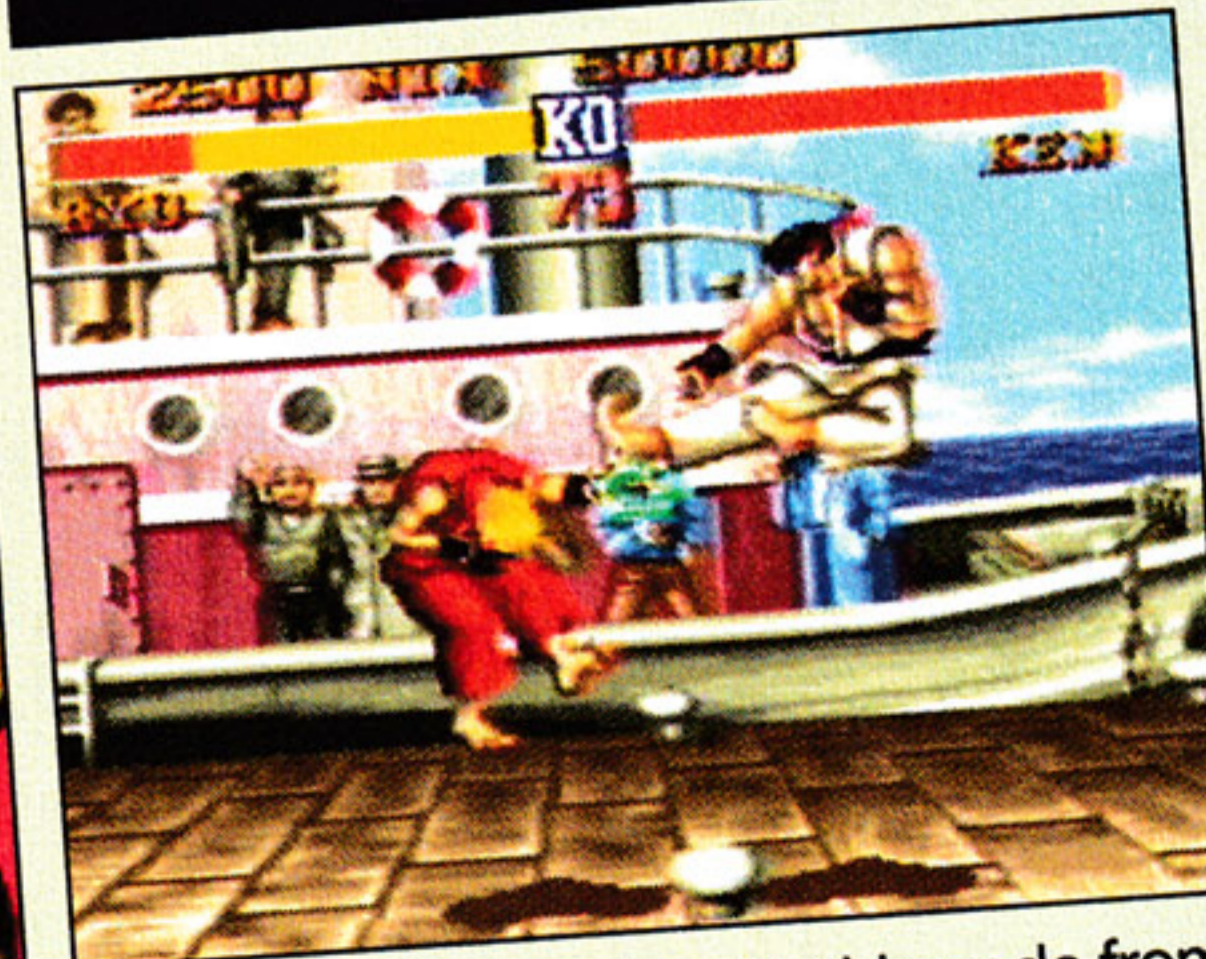
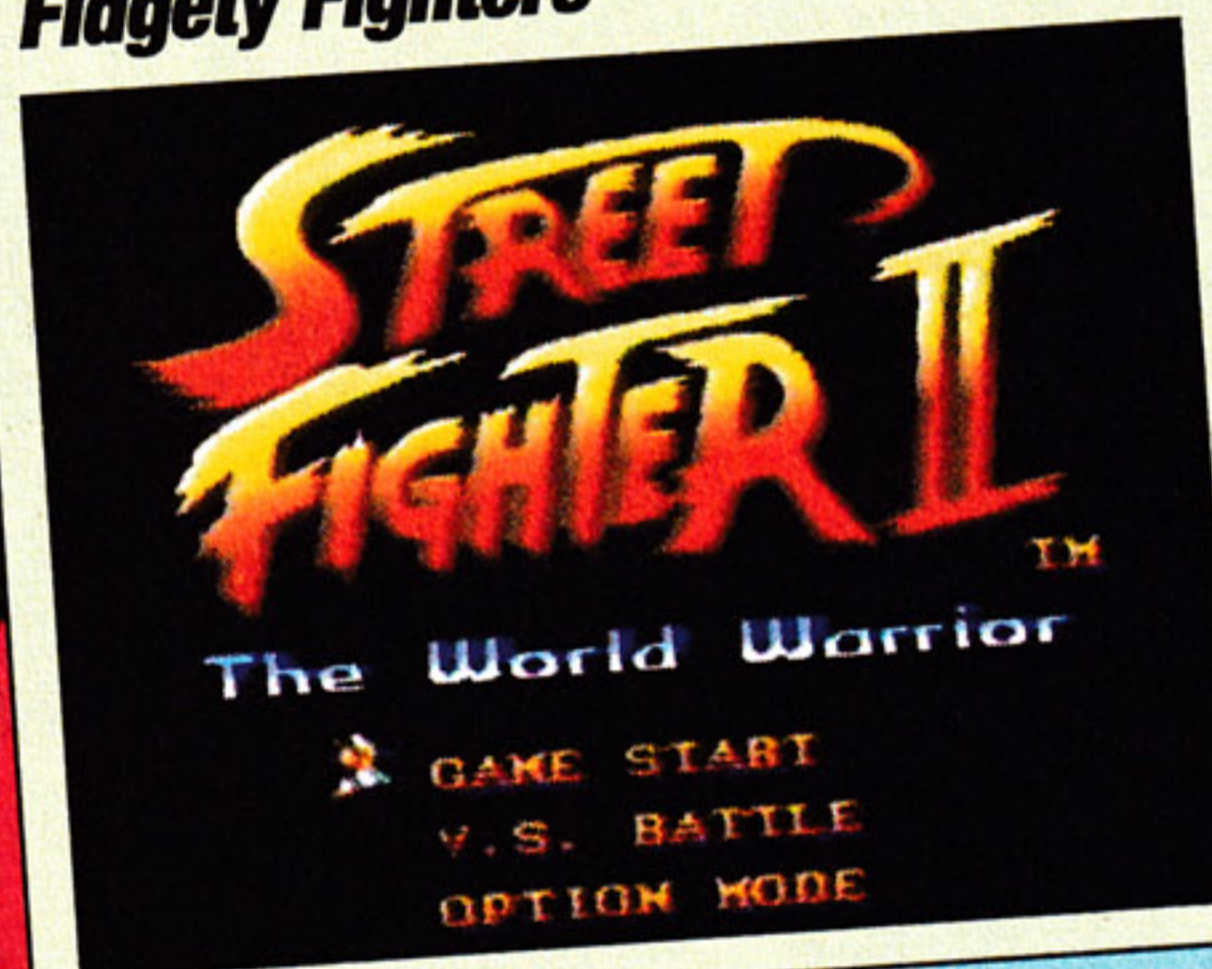
No life lost when using Jitsu of Mijn:

**AC5A-BA46 & AC3A-BA44**

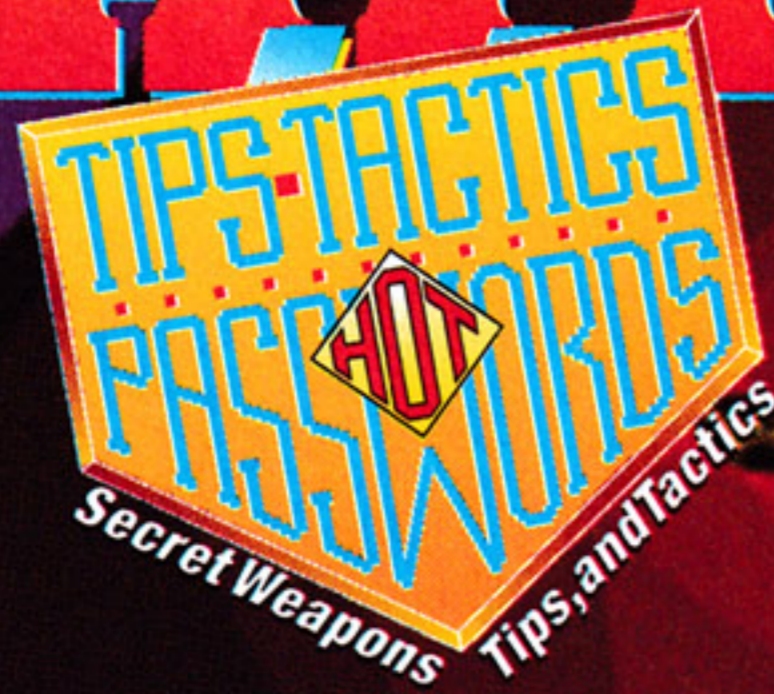
**Thanks to the GamePro's at Galoob!**

## Street Fighter II (SNES)

### Fidgety Fighters

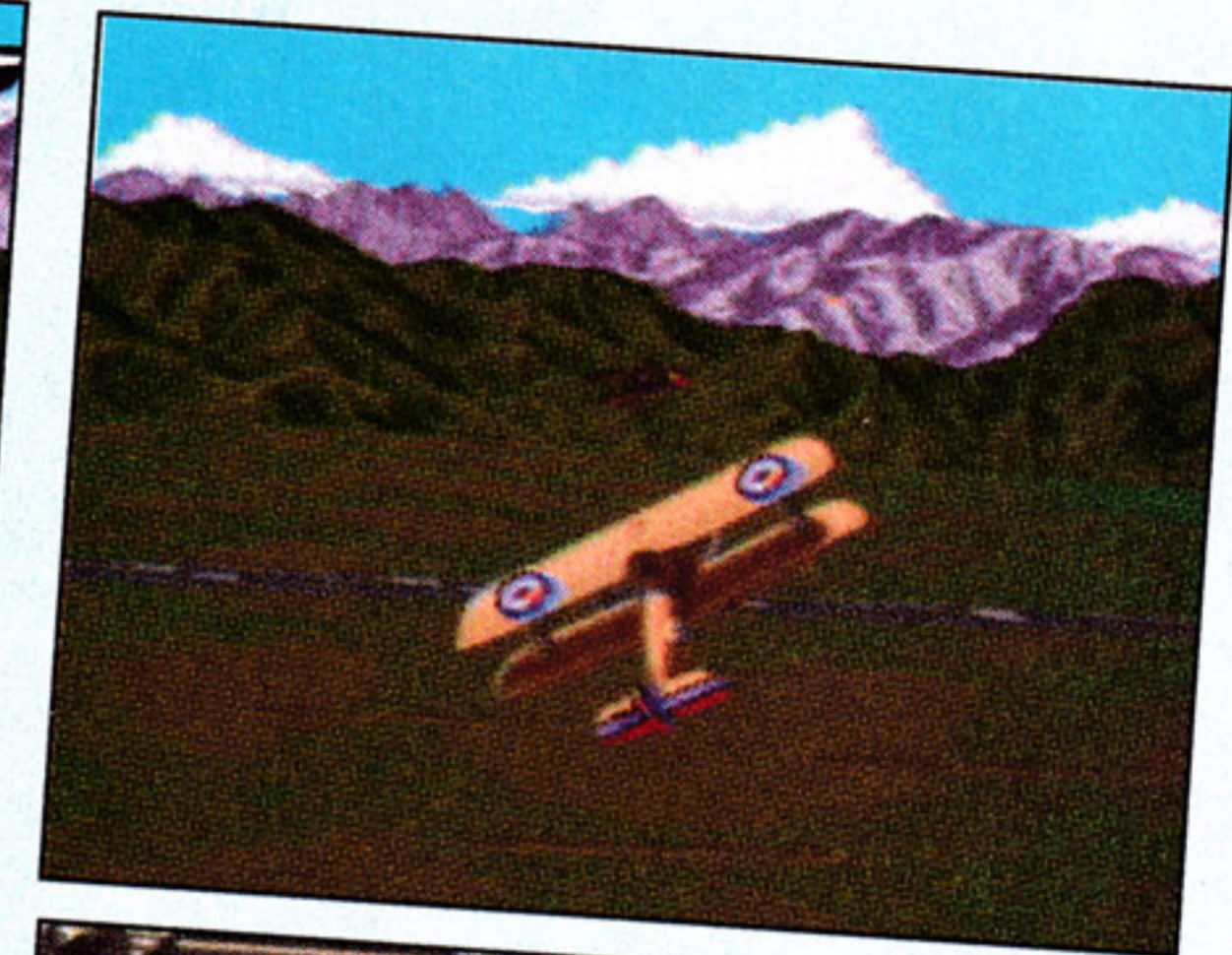


Use the Game Genie with this code from our own Dr. Dave to speed up SFII: Speed Up: **1C65-DFOO**  
Game on, dudes!



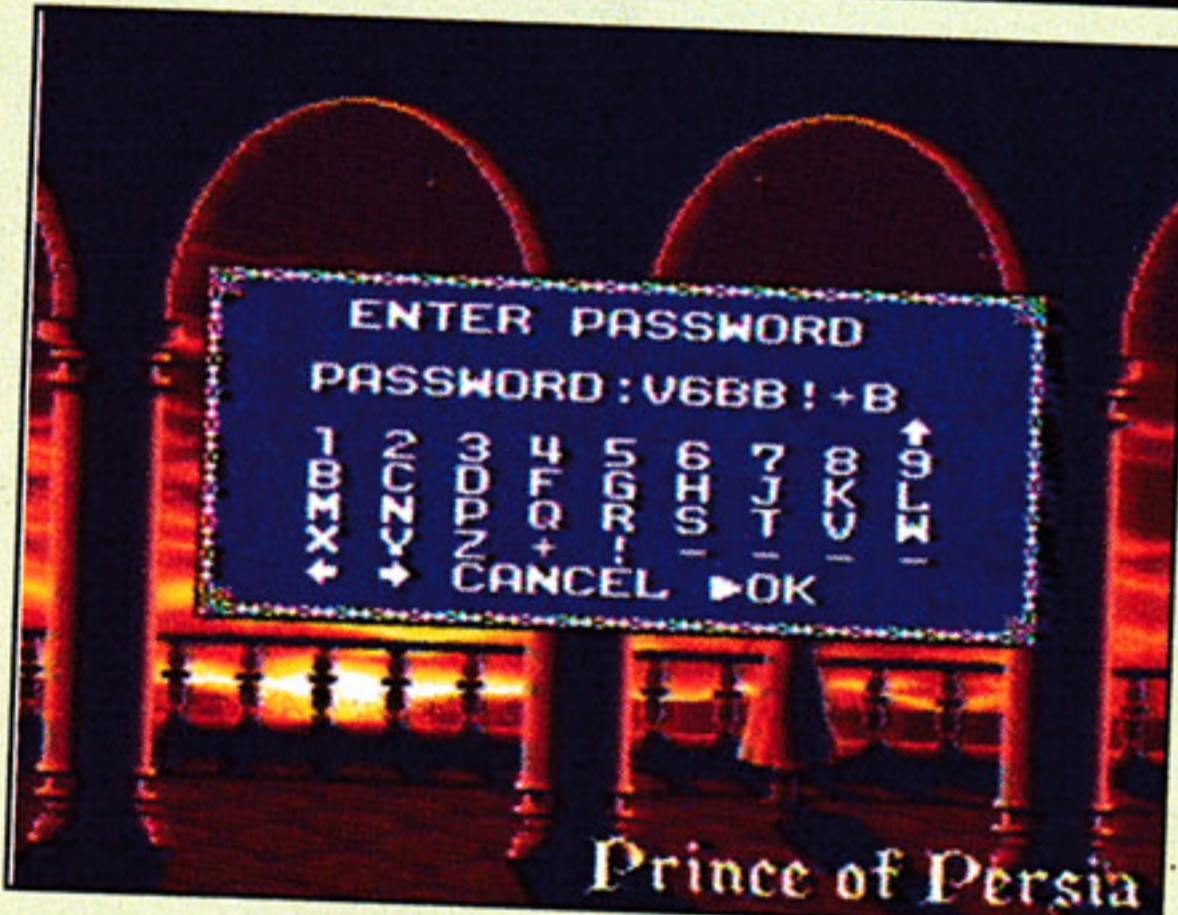
## Wings 2 (SNES)

### Air Leblanc



## Prince of Persia (SNES)

### Princely Password



Here's a cool code that starts you at Level 20 in Prince of Persia. The code is: **V6BB!+B**. You'll only have four energy bottles. With some good swordsmanship, though, you should be able to beat Jaffar.

**Jeff Ramirez, Palmdale CA**

## Battle Clash (SNES)

### Clash Clue



Here's a tip for that awesome shooting cart, Battle Clash for the SNES. At the title screen, press Left and Select at the same time. When the screen goes black and the "Adjust Aim" screen appears, start the game normally. The game play is really tough now.

**Anonymous, Lethbridge, Alberta CND**

To start the game off in the wild blue yonder with Marcel LeBlanc fully powered up, simply select "CONTINUE GAME" at the title screen. Then at the password screen, go to "END."

**Marc Brunet, Gatineau Quebec CND**

## Mega Man 2 (Game Boy)

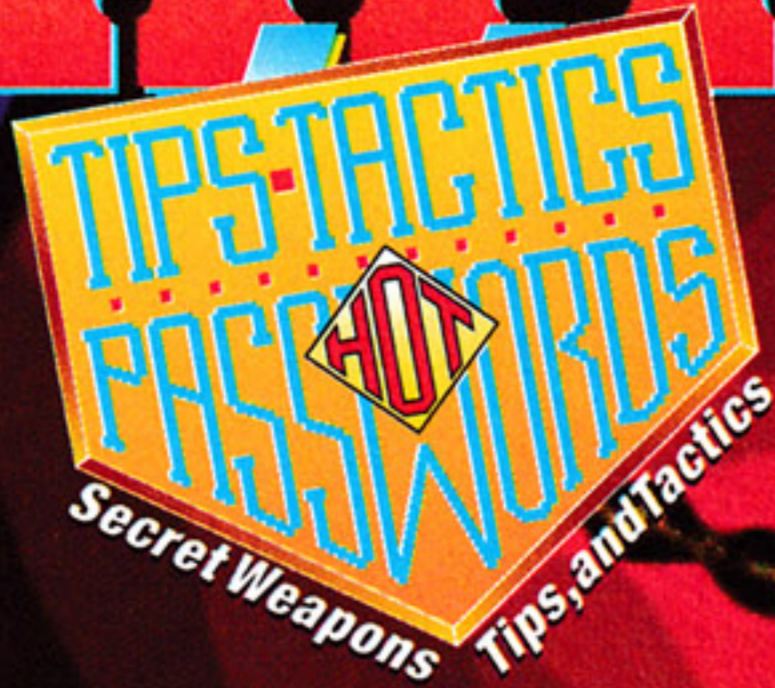
### Power-Up Password

Begin Mega Man's mission in Dr. Wily's fortress with a full supply of five energy tanks! Simply enter this password:

A1, A3, A4, B3,  
C1, C2, C3, C4,



# SWATPRO



## Game Genie Codes

### Looney Tunes (Game Boy)

These cool codes will make Looney Tunes less crazy to beat:

Infinite Lives: 00B-02E-E6E  
Speed Up Timer: 028-9CF-E6E

### Wacky Races (NES)

Stay ahead of the pack with these Wacky Racer codes:

Infinite Lives:  
SASSZEVK + SEKIYEVK

Won't absorb most damage:  
GXSGSVVK  
Start at Race 3, end of Stage 4:  
ENKTEIXT

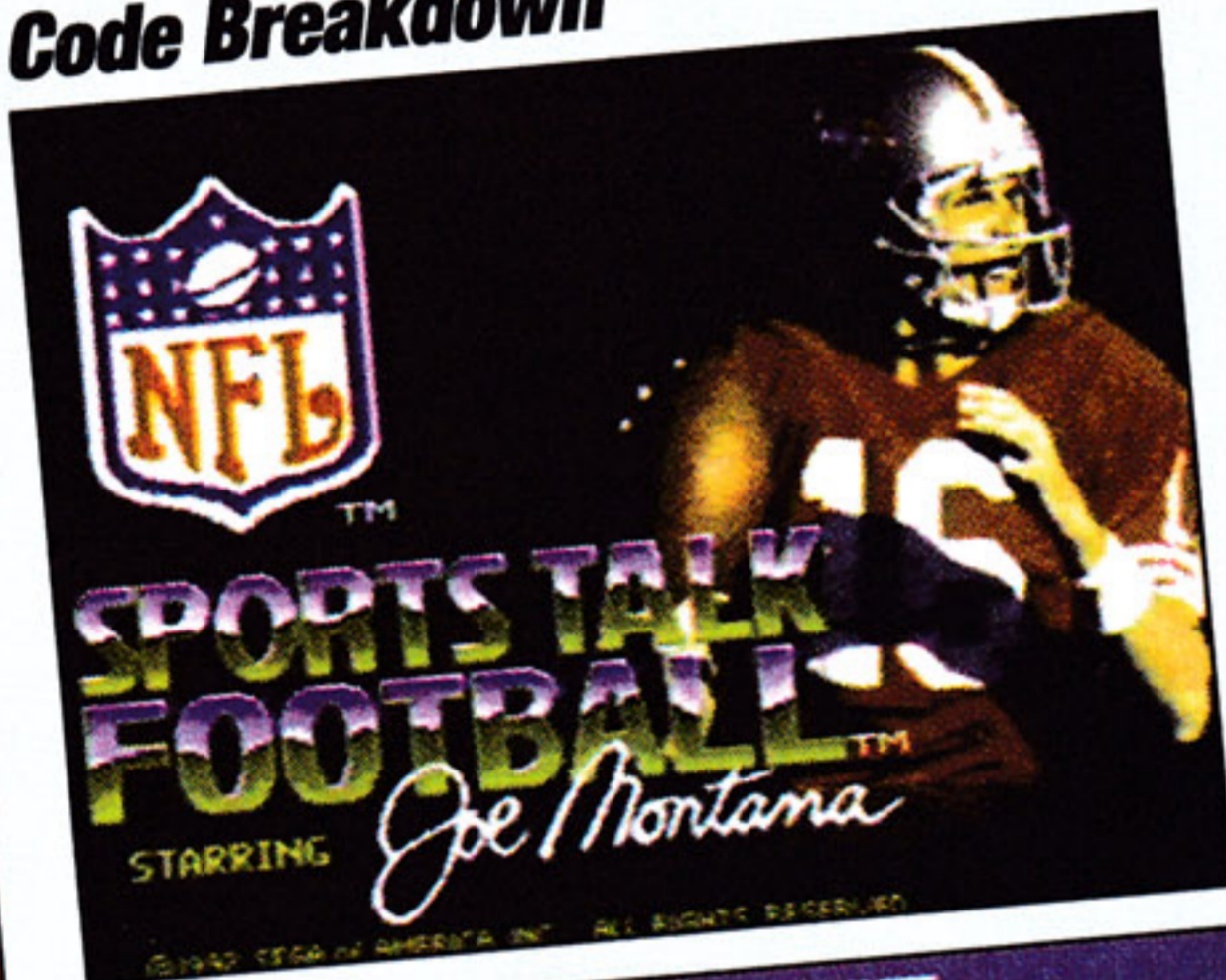
### Bignose the Caveman (NES)

Ugh! Here's a code that gives you infinite lives:  
SXOTPAVG

*All Looney Tunes and Wacky Races Codes are courtesy of our good buddy Dave Tilbor at Galoob. The Bignose code came from Jorge Salcedo, Los Angeles, CA*

## Joe Montana's SportsTalk Football '93 (Genesis)

### Code Breakdown



Here's a way to play any team at any time in the regular season in the cool football cart Joe Montana SportsTalk Football '93. Fill in the first blank with a letter or number that corresponds with your team. Fill in the second blank with a letter that corresponds with the week you want to play:

\_YP\_??KDJ

- Team
- B = FALCONS
  - C = BILLS
  - D = BEARS
  - F = BENGALS
  - G = BROWNS
  - H = COWBOYS
  - J = BRONCOS
  - K = LIONS
  - L = PACKERS
  - M = COLTS
  - N = CHIEFS
  - P = OILERS
  - Q = RAIDERS
  - R = RAMS
  - S = DOLPHINS
  - T = VIKINGS
  - V = SAINTS
  - W = PATRIOTS
  - X = GIANTS
  - Y = JETS
  - Z = EAGLES
  - 0 = CARDINALS
  - 1 = STEELERS
  - 2 = CHARGERS
  - 3 = SEAHAWKS
  - 4 = 49ers
  - 5 = BUCCANEERS
  - 6 = REDSKINS

- Week
- D = WEEK 2
  - F = WEEK 3
  - G = WEEK 4
  - H = WEEK 5
  - J = WEEK 6
  - K = WEEK 7
  - L = WEEK 8
  - M = WEEK 9
  - N = WEEK 10
  - P = WEEK 11
  - Q = WEEK 12
  - R = WEEK 13
  - S = WEEK 14
  - T = WEEK 15
  - V = WEEK 16
  - W = 1ST ROUND PLAY-OFFS
  - X = 2ND ROUND PLAY-OFFS
  - Y = SUPER BOWL

David Cilley, Chenango Forks NY

## Do You Have a Secret Weapon?

If you do, submit it to GamePro. Our Pros will review it. If we publish it, we'll send you a free GAMEPRO Super Shirt! Send your best tips and secrets to:

GamePro Magazine

**Secret Weapons**

P.O. Box 5828

San Mateo, CA 94402

CLASSIC

# SWAT PRO



## Spanky's Quest (SNES)

### Passwords



Use these passwords and Spanky can swing into action in the level of his choice:

- Level 1: 000
- Level 2: 732
- Level 3: 354
- Level 4: 116
- Level 5: 988
- Level 6: 470

## Addams Family (SNES)

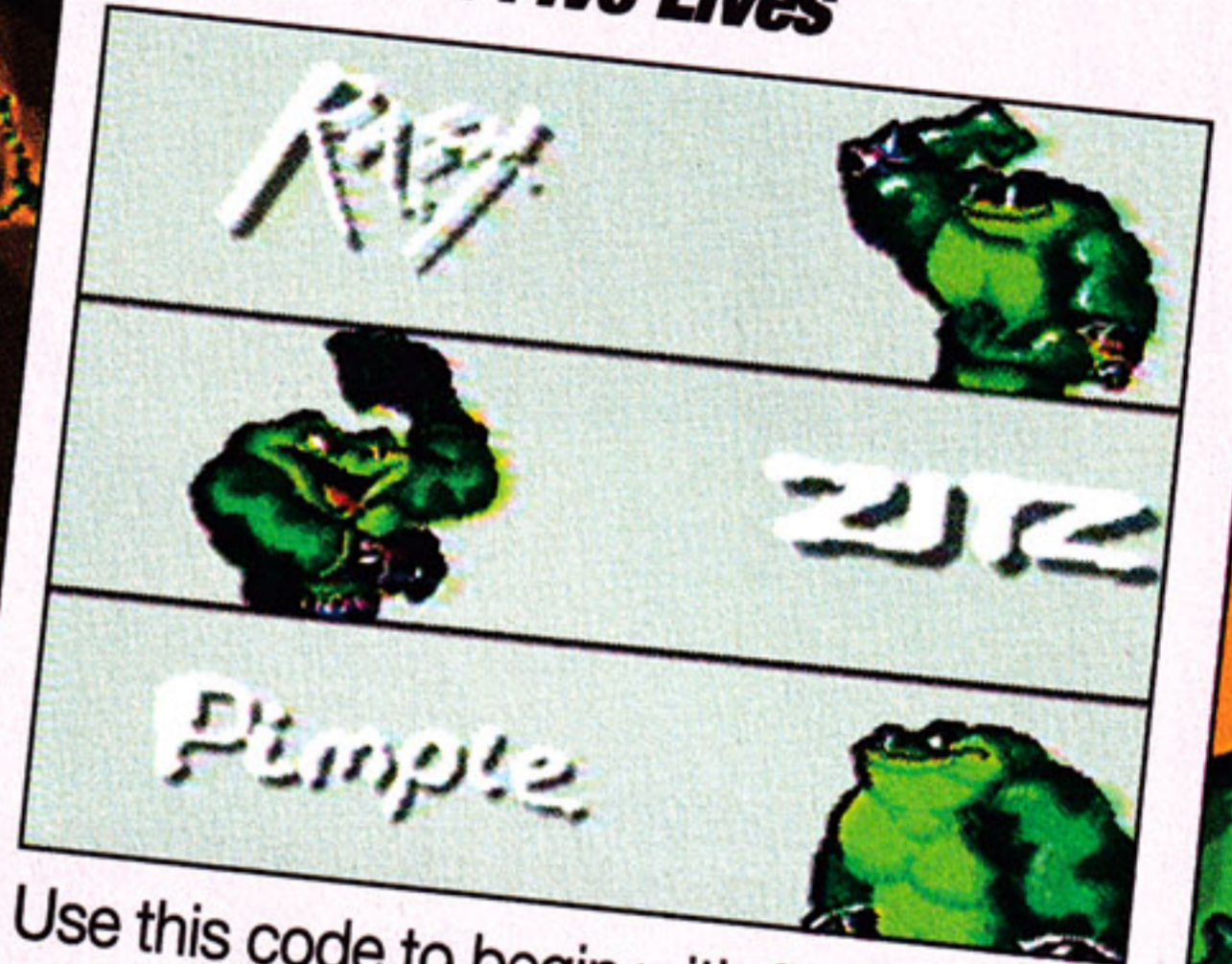
### 100 Lives



To begin the Addams Family with 100 lives, simply type in the password 1111. When you begin the game, the lives will read 00. After you lose a life, the counter will roll over to 99.

## Battletoads (NES)

### Begin with Five Lives



Use this code to begin with five toads in reserve instead of three. When the title screen appears, simultaneously press and hold Buttons A, B, and Down on Controller 1. Then hit Start to begin your game.

## Sonic The Hedgehog (Genesis)

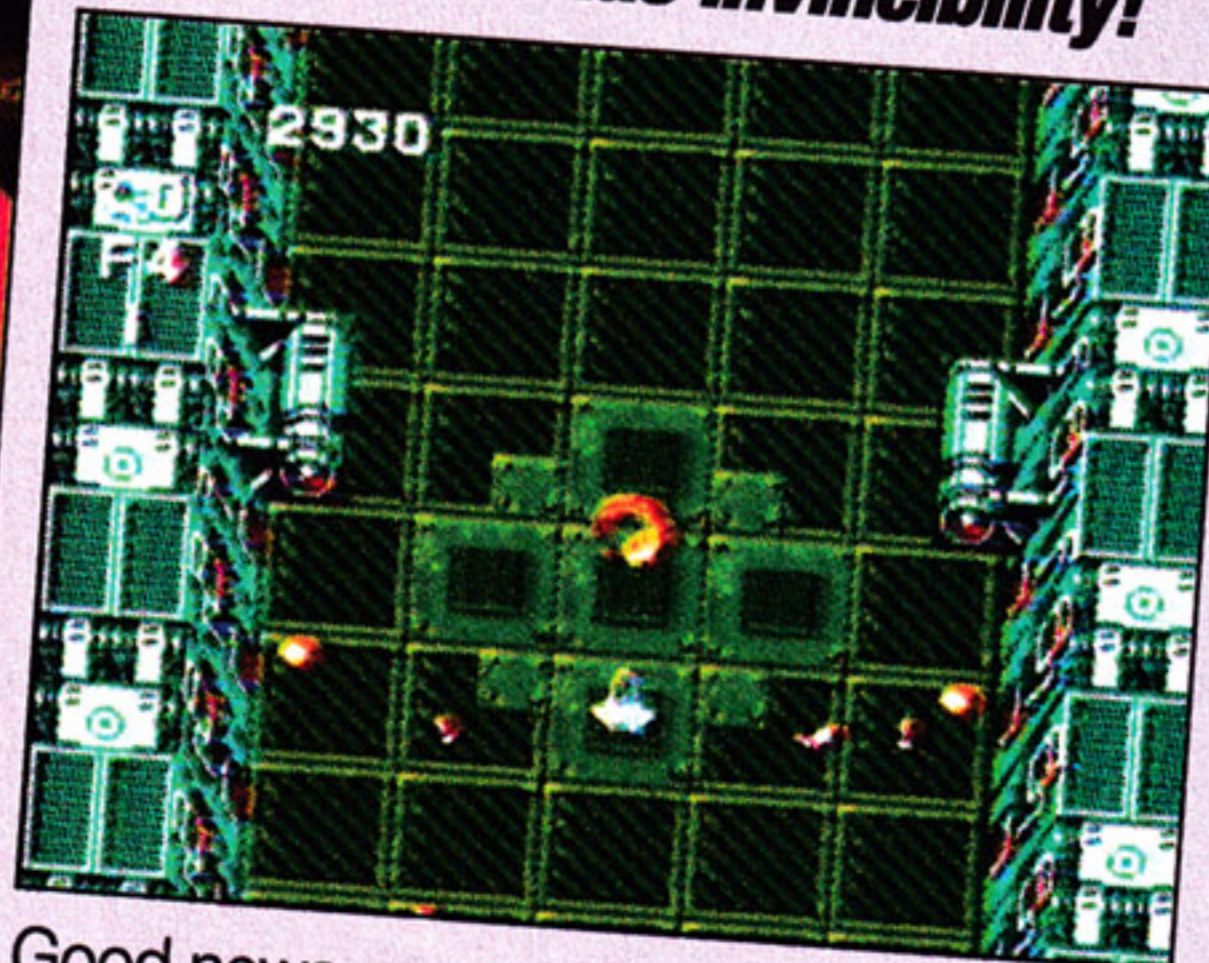
### Level Select



Sonic's even faster than you thought. With this trick you can choose any level in Sonic The Hedgehog. When the title screen appears, press Up, Down, Left, Right. If you've performed the trick correctly you'll hear a bell. Finally, hold down Button A and press Start. Choose your level and go!

## Gun\*Nac (NES)

### Level Select Plus Invincibility!



Good news, gunners, you can now explore any area of Gun\*Nac. At the title screen, enter the Config.Sys mode and set the Sound Test to 05. Now you can choose any area in the game.

## Smash TV (SNES)

### Super Circuit Warp



Choose any circuit warp you like with this stage select code. Enter the Options Mode at the beginning of the game. Next, press Right, Right, Up, Down, R, L. If the trick worked, you'll hear the word "Bingo." You can use the Options mode to choose your number of players. Hit Start to go to the Circuit Warp screen, where you can choose any circuit.

## Magic Sword (NES)

### Level Select and Bonus Health



Fire up your blade with this enchanted Magic Sword trick. Go to the Options screen and then press and hold down L, R, and Start on Controller Two. Continue to hold all of these buttons and press Start on Controller One. Use the screen that appears to choose your game's starting vitality and difficulty level.

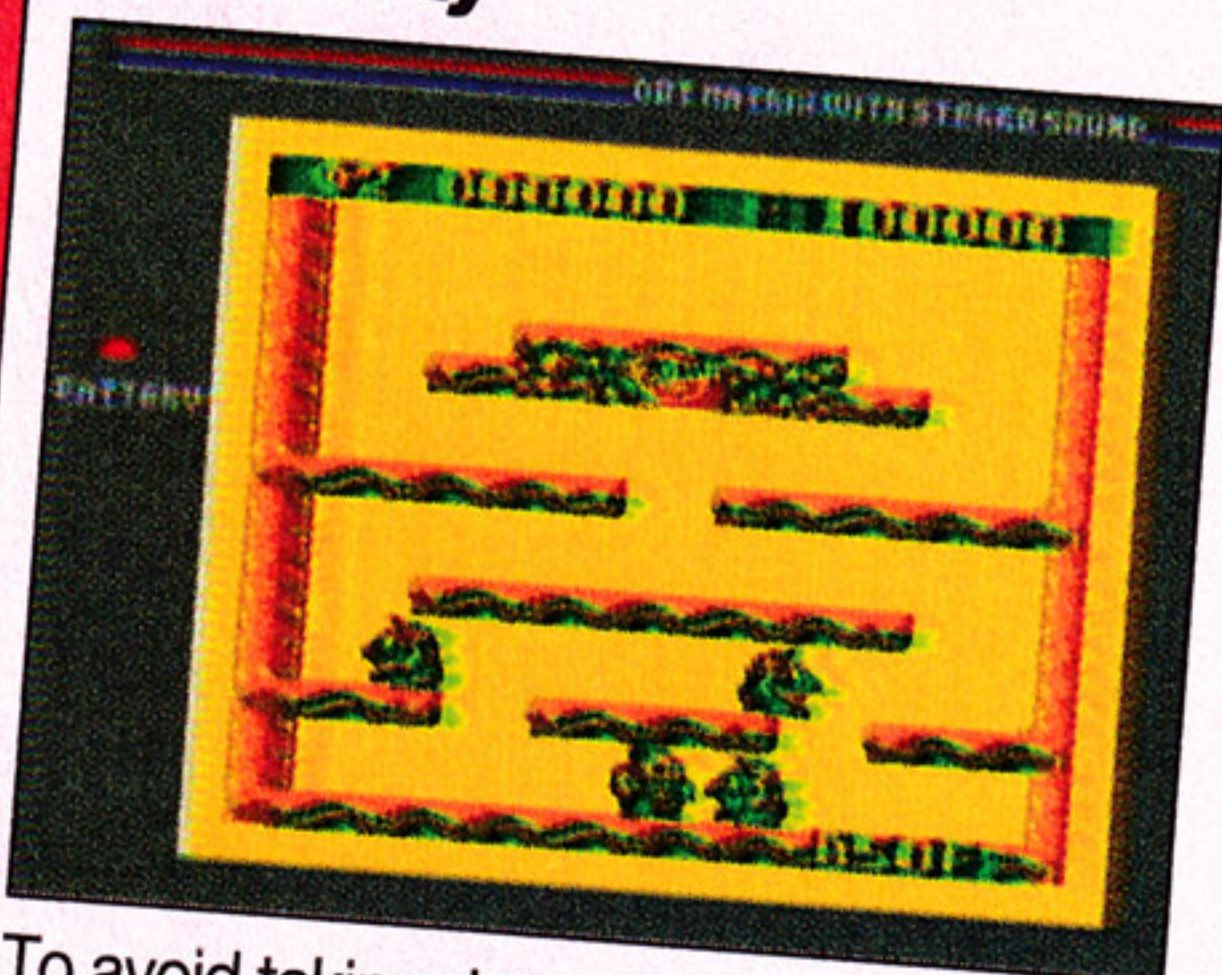
## Teenage Mutant Ninja Turtles: The Arcade Game (NES)

### Begin with 10 Lives

To begin play with 10 turtles, wait until the title screen appears and then press Up, Right two times, Down three times, Left four times, Button B, Button A, Start.

## Snow Bros. Jr. (Game Boy)

### Invincibility



To avoid taking damage in Snow Bros. Jr. for the Game Boy, hold down Left, Down, Button A, and Button B simultaneously during the title screen, then push Start. Now you'll never be damaged.

## Altered Beast (Genesis)

### Choose Any Beast



Be a beast of a different color with this Altered Beast trick that enables you to begin as any creature. Before you turn on your Genesis, press and hold Down and Left on your control pad while simultaneously holding Buttons A, B, and C. Continue to hold these buttons and turn on your Genesis. When the title screen appears, press Start. A screen will appear that enables you to select which alter ego you'd like to be in each round.

## Faceball 2000 (SNES)

### Enter the Cyberscape Warp



You'll really have a nice day when you use this trick to warp straight to the Cyberscape Zone in Faceball 2000. Wait until the title screen appears and then simultaneously press and hold Buttons L and R. Select either one or two players while you continue to hold both buttons. The screen should go blank. When it does, release both buttons and the interface screen will appear. Cyberscape now appears underneath Cyberzone. Select Cyberscape and you're ready to roll.

## Space Harrier (Game Gear)

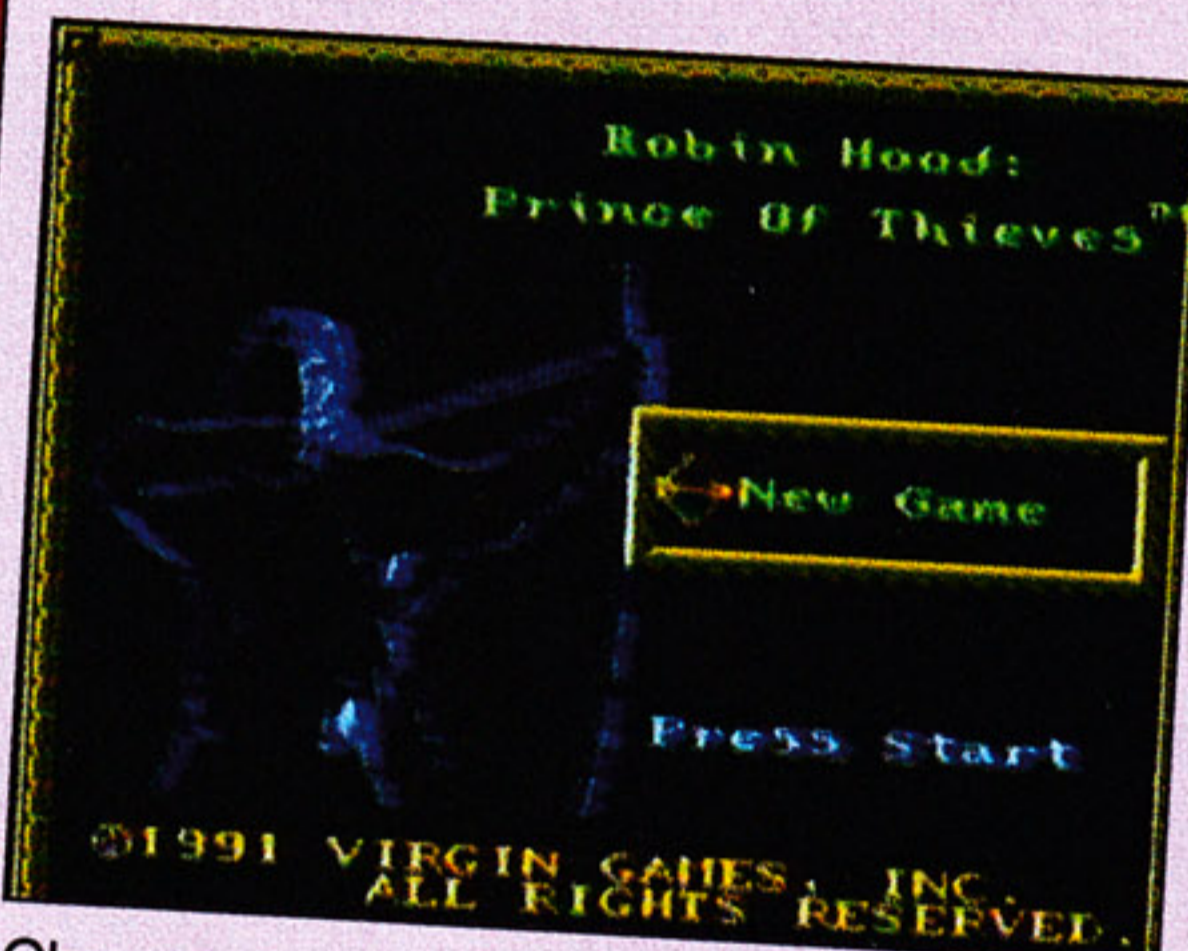
### Passwords!

Type in these passwords to warp ahead in this mind-blowing Game Gear title:

Stage 2: EAGF  
Stage 3: CHFA  
Stage 5: DGBC  
Stage 6: HBGA  
Stage 7: FBHE  
Stage 9: BFCH  
Stage 10: HGDA  
Stage 11: AGECE

## Robin Hood: Prince of Thieves (NES)

### Stage Select



Choose any level in Robin Hood with this pad trick. When the title screen appears, press Button A eight times, then tap Button B eight times. Next, enter one of the following passwords to warp to any area of the game. You can even scope out Robin's marriage to Maid Marion!

CATACOMB  
WALL  
LOCKSLEY  
DUBOIS  
CHASE  
CATHEDRAL  
BOAR  
WELL  
CHAPEL  
TAX  
MASTER  
POND  
VILLAGE  
CELTS  
TOWN  
TOWNHANG  
WEDDING

# GENESIS PRO REVIEW



By Gideon

Clear the streets! Electronic Arts' smash motorcycle racing cart, Road Rash 2, returns in an all-new, souped-up edition with new tracks, bikes, options, opponents, and more importantly, head-to-head action. Tired of the usual video game fare and looking for a driving simulation that really flies? Then tighten your chin strap and take this cart for a spin!

## The Need for Speed

Road Rash 2 plays exactly like its predecessor. You control a high-powered racing bike from a sharp third-person, behind-the-bike perspective. Your only controls are the brakes, throttle, and attack buttons. There are five levels (each with five tracks) set in different parts of the United States — Hawaii, Alaska, Vermont, Tennessee, and Arizona. Finish in the top third on each track and you advance to the longer, and more treacherous, upper levels. Sound easy? Not! You face a field of 14 other racers, all determined to punch, slap, and kick you off the road if they get the chance. Watch out for nasty players carrying spiked bats and chains. However, if you time it just right, you can snatch away their weapons and use them yourself!



**PROTIP:** Repeatedly hit C when opponents sneak up from behind, and they'll approach on the side you're punching.

In addition to your unscrupulous opponents, hazards and obstacles threaten to end your ride permanently. Regular traffic, oil slicks, gravel patches, rocks, and worker's barricades are to be expected, but watch out for wandering deer and cows. Hitting a bovine doing 120 mph nets you a year's supply of red meat!



**PROTIP:** Launch off the small rocks and stones on the sides of the road.

**PROTIP:** Jumping straight nets the most distance.

**PROTIP:** Jump over wrecks and fallen bikers.



**PROTIP:** Ride through a cow and hear it "moo!"

Tearing through the picturesque countryside "slightly" over the speed limit isn't encouraged, so be on the lookout for squads of smokeys determined to nab you and your fellow racing enthusiasts. You can get arrested by taking too long to get back to your bike after a crash or by smashing into a police barricade. Get caught, and it's game over!



**PROTIP:** Hug tight when going into curves.

**PROTIP:** Hit the brakes immediately when you go into a skid.

**PROTIP:** Follow the dotted yellow line for maximum safety. You can easily swerve left or right to dodge oncoming obstacles.



**PROTIP:** It's OK to punch and ram police bikers! Just don't spill out near them!



**PROTIP:** Take out opponents instantly by bumping them into signs and cars.



## Don't Love Thy Neighbor

The one thing that kept the first Road Rash from achieving "instant classic" status was the lack of two-player competitive play. Road Rash 2 makes up for that and more by featuring great two-player, split-screen racing, and one-on-one split-screen action with the weapon of your choice. You can also take turns on the full screen to see who nets the best time and finish. Not to worry, the split-screen graphics and game play are just as nicely detailed and responsive as the full screen's. Not only can you race against your buddy, but you can also punch his lights out!

## The Price Is Right

Winning races nets the prize money you need to upgrade your bike into an even meaner machine. A whole bevy of bikes is available for trade and purchase. Ultra Lights, Super Bikes, and Nitros (three

classes of bikes) present a ride suited for a specific strength and strategy. Ultra Lights are extremely maneuverable but lack in horsepower. Super Bikes are powerful but heavier and difficult to control. Finally, Nitros are immense bikes with massive horsepower and Nitro bursts that peel the asphalt right off the surface! Save up for the exact bike that's sure to fit your racing style. But remember, it's not the horsepower, but the driver!







**PRO TIP: Since the screens in two-player mode are 50% smaller, the controls are 50% more responsive.**

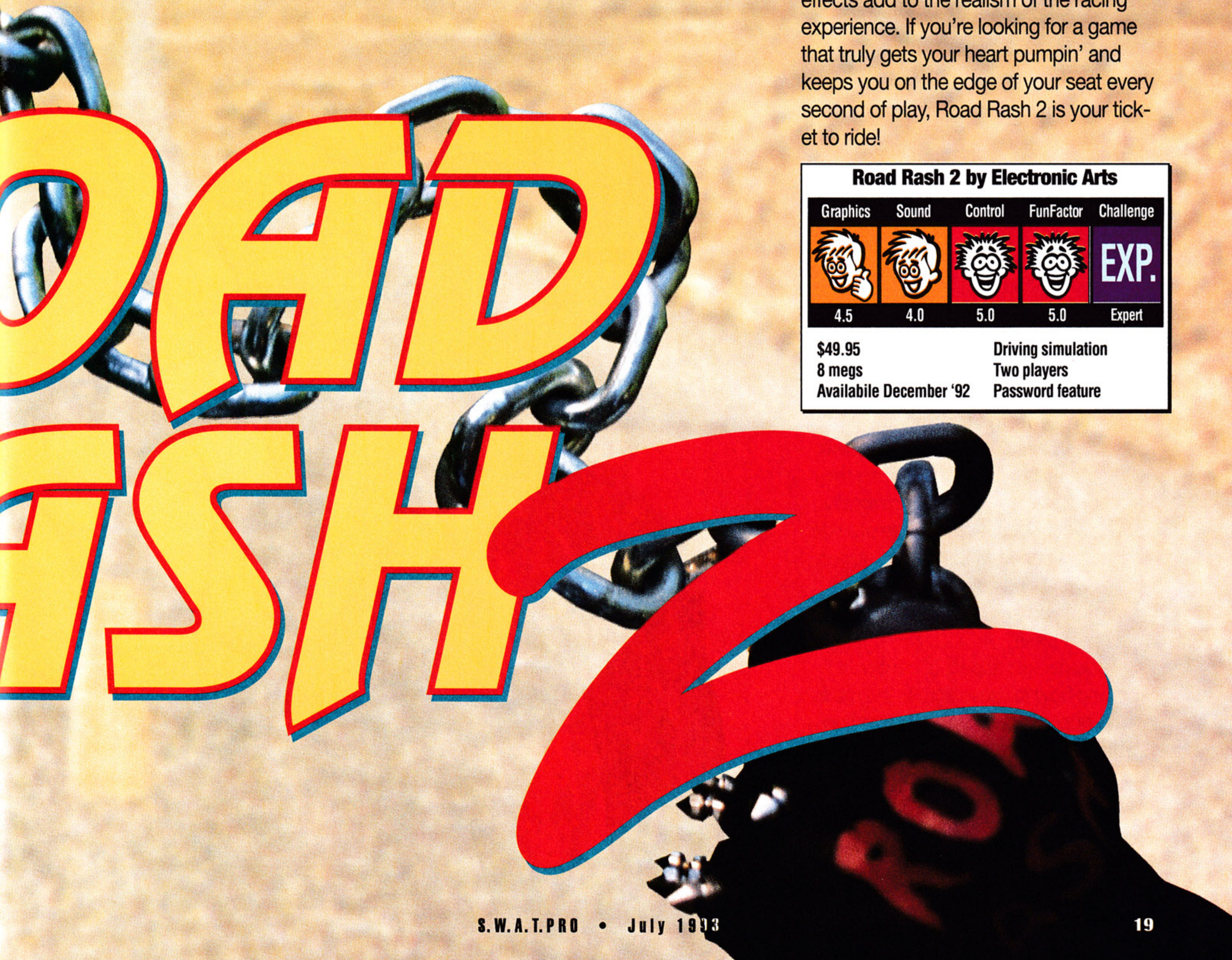


**PRO TIP: Save up for the right bike for you instead of blowing your dough on the first new bike you can get.**

## Road Hog

Road Rash 2 is a noteworthy improvement on an already excellent game. The new tracks, hot game play, and two-player competitive play clearly set this apart from its predecessor. Sharp graphics, plus the smooth and believable driving simulation animation warrant an extra look. Different hip themes for each track and plenty of digitized sound effects add to the realism of the racing experience. If you're looking for a game that truly gets your heart pumpin' and keeps you on the edge of your seat every second of play, Road Rash 2 is your ticket to ride!

Road Rash 2 by Electronic Arts				
Graphics	Sound	Control	FunFactor	Challenge
				<b>EXP.</b>
4.5	4.0	5.0	5.0	Expert
\$49.95 8 megs Available December '92		Driving simulation Two players Password feature		



# GENESIS PRO TIPS

## A Road Rash Primer

### Stay in Control!



The most important factor in your race isn't taking out the competition or avoiding obstacles on the road – it's mastering your ride. Take time to study the specs of each bike. The more horsepower a bike has and the heavier its chassis, the more torque it has and the more difficult it will be in sharp curves and high-speed fisticuffs. However, powerful engines do enable you to race more conservatively and then catch up with the competition.

A common Road Rash mistake is keeping the pedal to the metal at all times. Knowing when to ease up on the throttle and hit the brakes can be the difference between staying alive and spinning out. Remember, anything is better than being thrown off your bike. Hit the brakes while you're still on the throttle. This move doesn't drastically reduce your speed, but it does provide the cushion needed to handle sudden turns. (Don't do this on a real bike, or you'll find yourself paying a fortune in mechanic bills!)

Another key aspect of control is knowing how to move across the roads. Remember, a motorcycle requires constant balance. You can't throw it into curves and expect it to handle like a four-wheeled racing car. Don't press hard on the control pad. Instead, tap the pad repeatedly in the direction you want to move. The bike will balance itself

between each tap. Occasionally, though, you may have to slam hard on the control pad to pull out of a skid or get back on the road after a spill.

### Leaps of Faith



All bikes can take off into the air at a moment's notice. If you launch off a crest at top speed, your bike goes airborne. The more powerful your engine, the longer the hang time. To achieve the

greatest distance, stay balanced and don't jiggle the bike in midflight. Always land on the asphalt, and don't steer your bike until BOTH wheels have touched the ground. On the rare occasion that you take off simultaneously with a fellow Rasher, smash the living daylights out of him by pressing only Button C. Don't touch the directional pad, or you'll lose your balance.



## Level-Select Codes

Check out higher levels with these great codes:



Start the game with \$100,000:  
4E30 110N

Level 1 – Four qualified races and \$750:  
008M 12FE

Level 2 – No qualified races:  
01ER 220E

Level 2 – Four qualified races:  
03BI 2PNC

Level 3 – No qualified races:  
00FG 3608

Level 3 – Four qualified races:  
0107 3TFF

Level 4 – No qualified races:  
0038 4Q09

Level 4 – Four qualified races:  
0BKB 4JFE

Level 5 – No qualified races, Diable  
1000N, and \$18,000: 0E9S 5I0A

The assorted items that litter the roadside can serve as small jump ramps. Don't jump off the larger boulders found on the Arizona circuit, though, or you'll find yourself going airborne – sans bike! You can even jump the cows on the road, but only the ones lying down!

### Slip-Sliding Away



Brake hard whenever you go into a skid. To regain your balance and bring yourself out of a skid, throw your bike in the direction opposite of the skid. Stay on the black to get the best traction and the best chance of straightening out. Keep an eye out for gravel patches, and never hit the nitro or slam hard on the directional pad when you come upon them. To avoid skidding out on "S" curves, chart a straight line through the middle of them. (It's OK to go off the road every now and then, y'know!)

### Gun It!



Keep track of the odometer. You must be within sight of the lead biker by the last

Continued on page 22.

# ROAD RASH

Continued from page 21.

1.5 miles of the circuit to have any chance of catching up to him. If you've been racing conservatively, now's the time to make your move!

### Love Thy Neighbors



Slam hard into your opponent from the rear. If you've got a powerful bike, you may be able to slam into your opponent and drive him right off the road.



Avoid all conflict during sharp turns, "S" curves, and blind crests, or you'll duke it out only to run at max speed into an oncoming vehicle!



Don't waste time or risk skidding out by slamming your bike into an oppo-

Advertisement

nent from the side. Let your fists and feet do the talking. Side-slamming only works if you can force your opponent into roadside obstacles or squeeze 'em into on coming traffic.

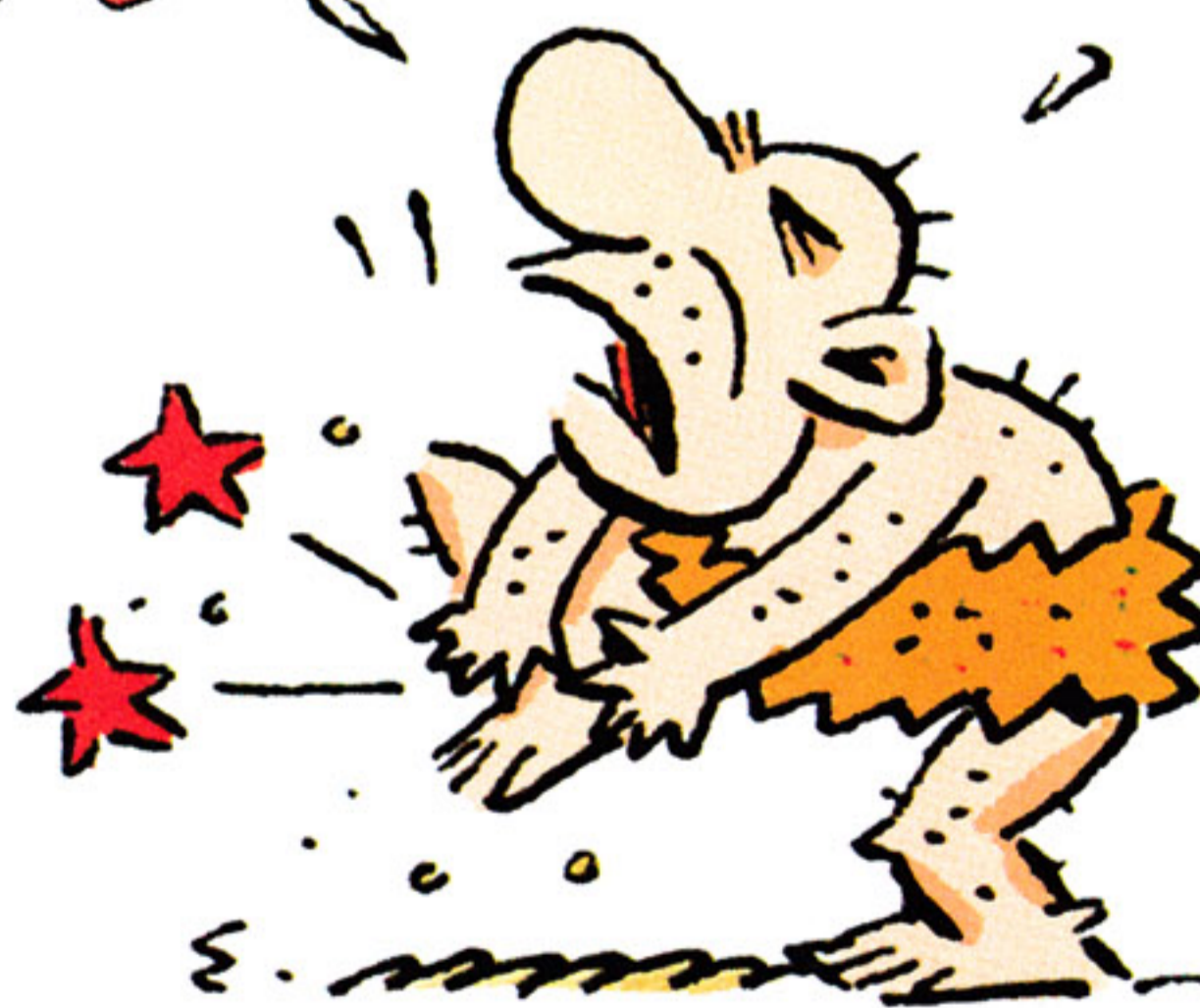
### Drive the Wild Thing



To start the game using the Wild Thing, press **D-pad Up**, **button A**, **button C** and **Start** simultaneously at the initial title screen.



# the HUMANS™



# The Survival Of

Roll over Darwin, THE HUMANS™ have finally evolved. The best-selling PC game is now the coolest game available for the Sega™ Genesis.™ Love, death, food, setting things on fire, all the things that make video games great are here.

Discover stuff like The Spear, Fire, The Wheel, Rope, and Gravity. You'll need all the tools you can get to survive. It's a frantic race against time, with dinosaurs, logic, and the laws of physics standing between you and the next rung on



## Keep Your Eye on the Road



The best place to view the road is just below the horizon line. This lets you see what's directly ahead, while also letting you watch your own bike and driver in your peripheral vision. It's usually best to ride in the middle of the road or in your own lane to avoid on-coming traffic. Stay clearly in the right lane on blind crests and sharp turns. Keep an eye out for traffic at intersections, too. In the upper levels, the cross traffic is often set to nail you!

# ROAD RASH 2

Advertisement



## The Hippest.

the evolutionary ladder. Score points and survive levels by trying to keep as many of your tribesmen intact as HUMAN-ly possible. Screw up, and you're nothing but a time line footnote. As the brilliant Charles Darwin once said, "you

snooze,... you lose." So get your copy of THE HUMANS before they're extinct at your store.

**Keep The Tribe Alive.**

**GAMETEK**

### Each box of HUMANS includes:

- ◆ Over eighty insomnia-inducing unique levels
- ◆ Hundreds of HUMANS, hand rendered to scale size with painstaking realism
- ◆ A generous helping of nasty pitfalls and horrible beasts
- ◆ Funky tribal bongo music

Manufacturer does not claim responsibility for sweaty palms, nausea, obsessive compulsive behavior, or skin rashes caused by frustration.

# GENESIS PRO REVIEW

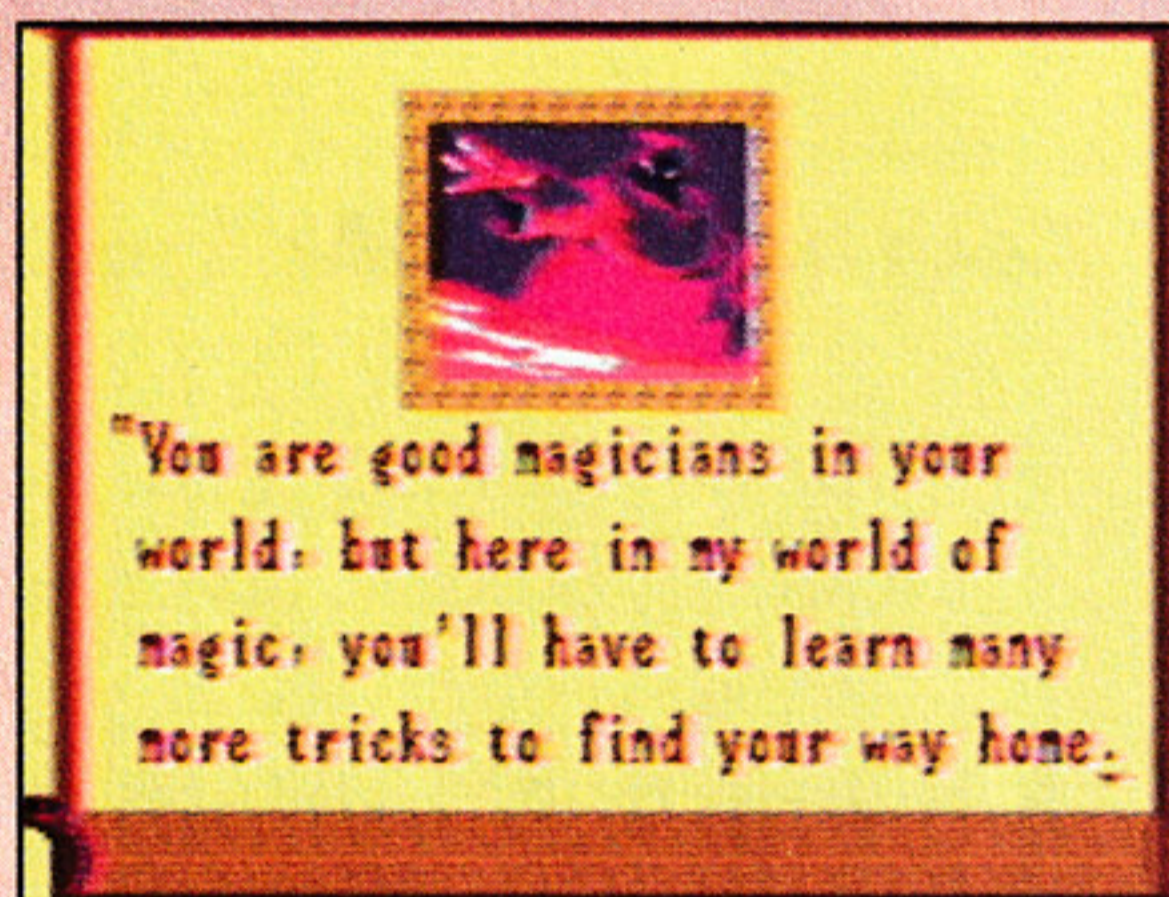


By Brother Buzz

The name "Disney" usually invokes movie magic. With a little help from video game friends, the Mickey Mouse makers have conjured up some magical Genesis carts, too. World of Illusion Starring Mickey Mouse and Donald Duck by Sega is the latest.

## Mean Magic

Mickey Mouse and Donald Duck are two average magicians looking for something to add some pizzazz to their magic act. Suddenly...poof! A magic box appears! Unfortunately for the boys, the Box is bad news. The malicious Magic Master traps them in his World of Magic, and Mickey and Donald must seek him out for the ultimate magic duel.



Oh no!

World of Illusion is a cute, enchanting, action/adventure game that's sure to make you go "awwwwww." The side-view, multi-scrolling game play is just right for kiddoes of all ages. The cart's no thumb buster, but it ought to keep advanced gamers intrigued for a couple of plays.

Your quest to meet the Magic Master covers five stages. On each stage, you must overcome tricky obstacles, defeat weird creatures, and beat a boss to find the exit. You scamper through "The Enchanted Forest" and across its spider webs. You fly a magic carpet and climb perilous slopes in "Among the Clouds." Then, in "Underwater Adventure," you become submersible as you swim through a gigantic fishbowl and



# World of Illusion

## Starring Mickey Mouse & Donald Duck

swash your buckle through a sunken galleon. "The Library" will warp you to new literary heights. Finally, "The Magic Box" spells trouble as the Magic Master awaits you.



**PRO TIP:** When you're stepping across the clouds, don't tarry too long on the small symmetrical clouds. They disappear in a puff of fluff.

**PRO TIP:** Some spider webs will not support you.



**PRO TIP:** When you dance on the piano keyboard in Among the Clouds, the notes turn into bonus items. Be prepared to catch them, but watch out for bombs!

The Magic Master's minions block your path at every turn. Army Ants, Spiders, Eaglets, Tiger Fish, Star Fish, Fire Sprites, and Pencil Birds are among the menacing menagerie. Magic Hat 1-ups and Goodie Bags, which hold handy items such as Health Point Candy, litter the landscape and keep you going.

**PROTIP:** Before you jump into the spiders' lair in the Enchanted Forest, jump up to the rocks on your left to find Health Point Candy.



**PROTIP:** In the Underwater Adventure, keep a sharp eye out for the hard-to-see sea urchins.



**PROTIP:** The Enchanted Forest's giant spider boss chases you in an "N" pattern.



**PROTIP:** In the Underwater Adventure, the clams guard Goodie Bags and exits. If you hang by the bubbles, the mean mollusks move forward and block the bubbles. You can then just float past the shelled nuisances.

### Slight of Hand

Illusion's controls are top-notch. Basic moves are easy to master, and mastering magic items is a snap. Alone, you can either play Mickey or Donald. Two players play both characters. Your standard moves are a Jump, a Crawl, and a mad Dash. When the creepy critters attack, you make a nonviolent defense by waving your Magic Cape, which usually transforms them into peaceful creatures.

After you beat a stage, you acquire additional magic power. You must fly a Magic Carpet, swim inside a Magic Bubble, and master Magic Warp Doors.



**PROTIP:** Jump up and down on flowers. Sometimes the loose petals form steps.

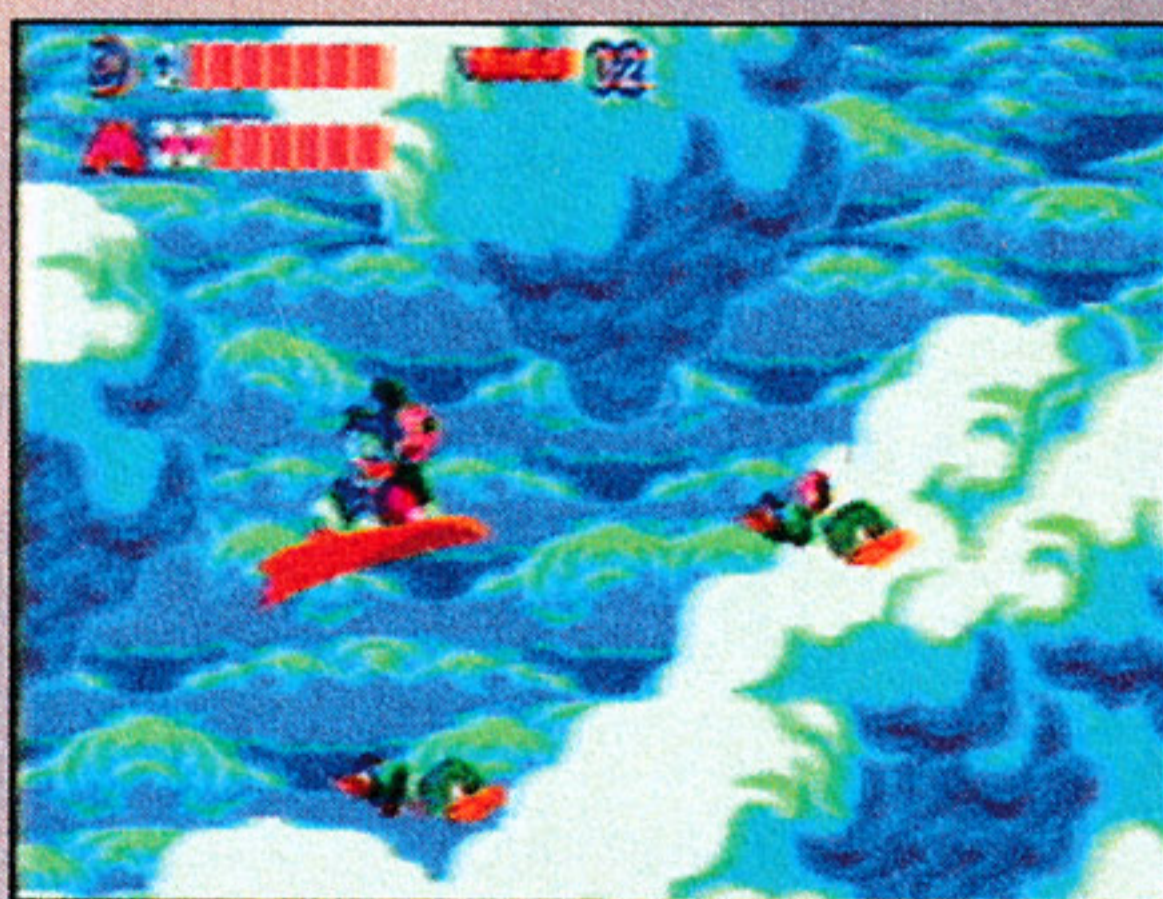
**PROTIP:** In Among the Clouds, there's a hidden Magic Hat (1-up) just past the last set of Goodie Bags.

### Fine Feathered and Furry Friends

World of Illusion really shines in two-player mode. You and your pal encounter stage areas that are inaccessible in single-player mode. Moreover, all the obstacles and puzzles require cooperative solutions. For example, operating the Mining Cart in the Enchanted Forest requires players to alternately jump up and down on a see-saw pulley mechanism.



**Mickey and Donald need each other's help.**



**PROTIP:** When you're ready to fly the magic carpet in a two-player game, remember that the character who conjures up the carpet also controls it.

This cart's cooperative game play is great for gamers at unequal skill levels, such as an adult and a little kid. Players can climb on each others' shoulders to jump to high locations, lower a line and haul their friends up slopes, and pull their buds through tight squeezes.

### A Wonderful World of Color & Sound

The graphics in this game are gorgeous. Mickey and Donald look great, along with the other character sprites. The backgrounds feature far-out fantasy scenes in the classic Disney drawing style. They look like they're straight out of a Disney animated movie.

The character animation is superb. Mickey and Donald teeter precariously on one toe when footing gets uncertain. They even throw you a bundle of hilarious looks.

The sounds are solid overall. The music tries hard to jazz up a basically cutesy score. The effects are competent, if minimal, but at least you get to hear some classic Donald Duck squawk talk.







**Always heed Donald's advice: "Sooo, gersh weekash gogaawkk!"**

### A Magical Adventure

Mickey and Donald are in a World of trouble this time, and that's good news for you. If you dig Disney, go for it. Have no illusions, this is a good game.

#### World of Illusion Starring Mickey Mouse and Donald Duck by Sega

Graphics	Sound	Control	FunFactor	Challenge
				<b>BEG.</b>
5.0	4.0	5.0	5.0	Beginner

\$49.99  
8 megs  
Available March

Action/adventure  
Two Player Cooperative  
Passwords

# GENESIS PRO TIPS

## Make Beautiful Music



Watch your step when you reach the piano keys in the Clouds (Stage 2), because some of the musical notes turn into bombs. Proceed by stepping on a note, then immediately stepping backward, so you can safely see if it turns into a bomb. Take your time!

## Down the Dragon



The Dragon Boss at the end of Stage 2 is an easy opponent. To attack him, wait until he blows fire at you. Leap over the fireball and sweep your Magic Cape at him before he jumps over you.

## Island Hopping



On Donald's Stage 3 islands, there's a

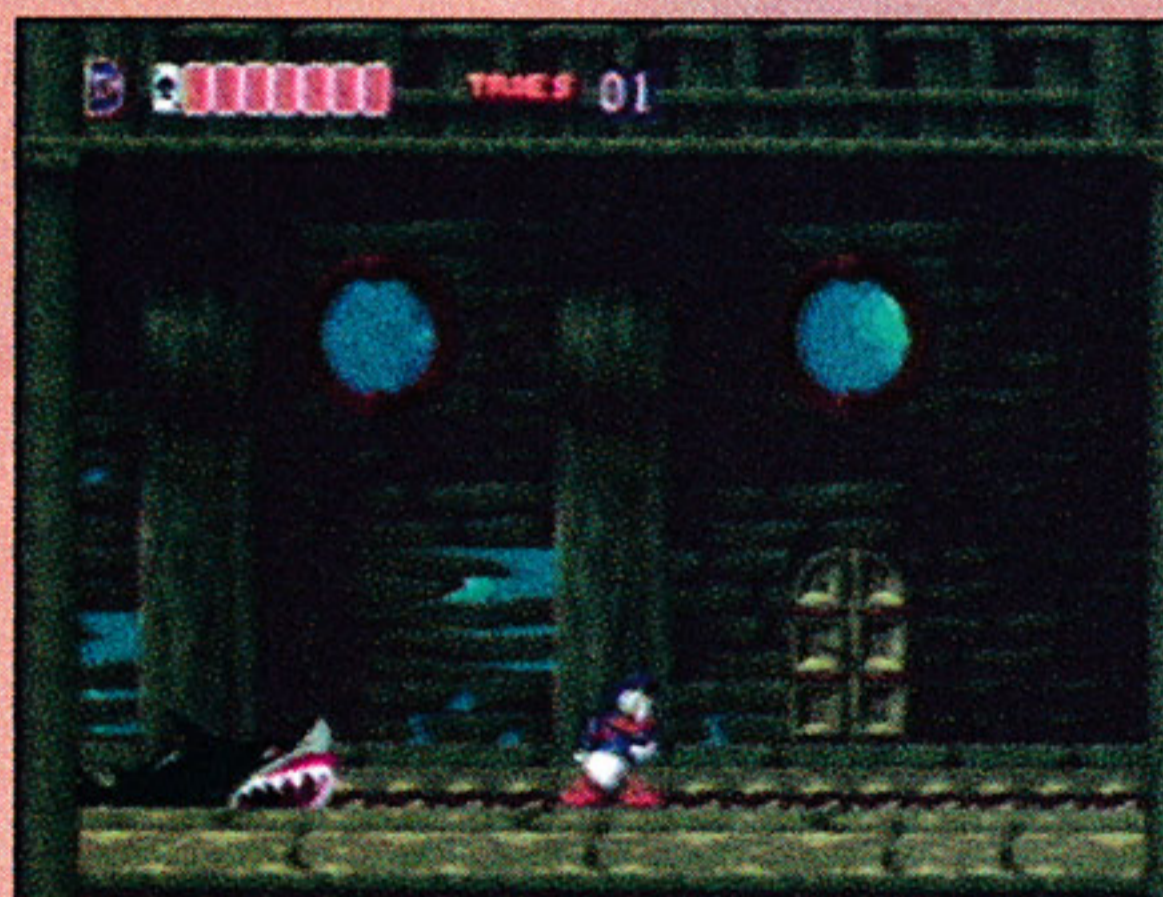
Silver invincibility card on top of the second palm tree. To reach it, hang out on the last life preserver. After a few moments, a waterspout will lift the preserver into the air. From there you can hop onto the palm trees.

## Donald's Underwater Exit



In a one-player game, Donald can't use the obvious exit to Stage 3, because he can't squeeze his tail under the blocks. Leave the exit and float back through the opening in the sea wall. The currents will lift you to the surface.

## Jaws



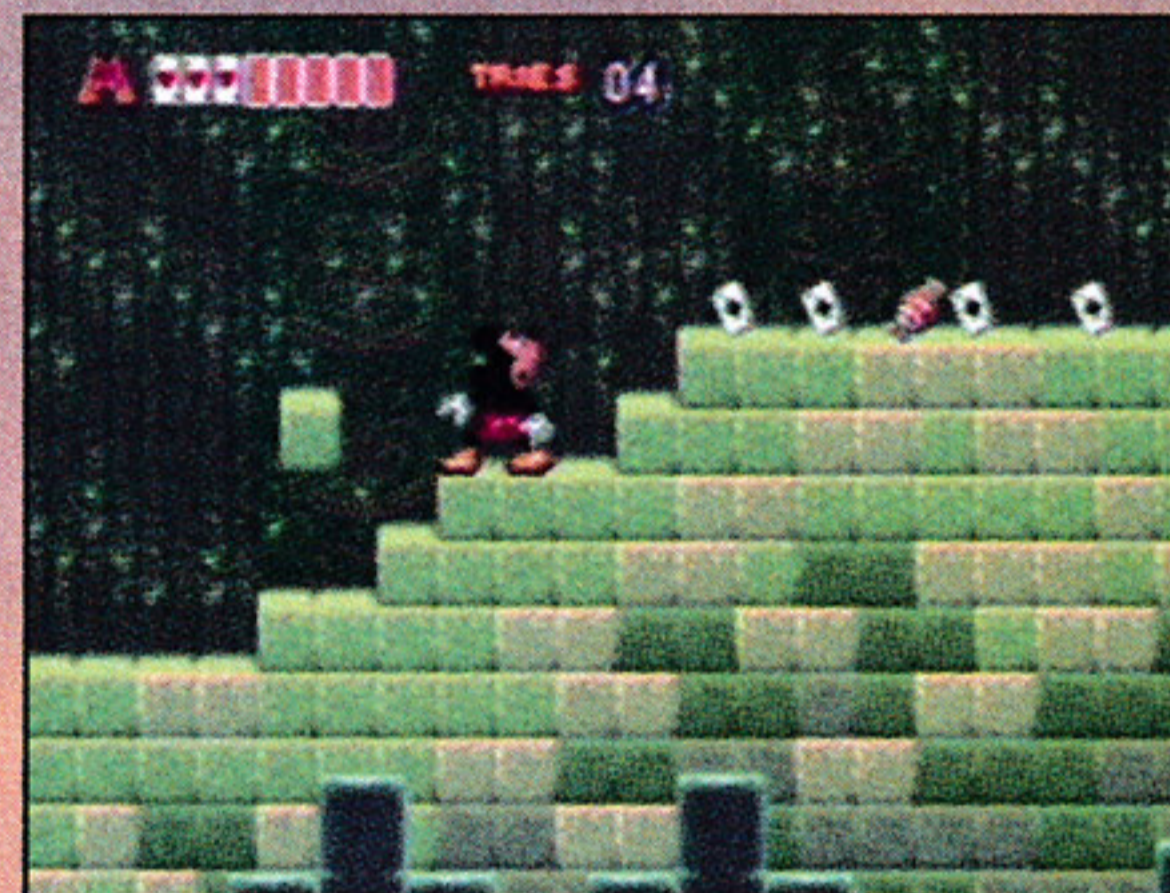
The Shark at the end of Stage 3 is a sharp customer. Watch his dorsal fin when he's underwater. He'll attack you on the side that his fin disappears to. Also, his bite has no effect if you've hit him with magic and he's flashing.

## Library Bonus Areas



In the Library (Stage 4), the Candy Jars and the Cookie Tin open to reveal special bonus areas.

## The Candy Jar Bonus



In the Library's Candy Jar bonus area, the sugar cubes shudder before they pop into the air. Time your jumps accordingly, and use your Magic Cape to freeze the cubes in the air.

## Spray the Way

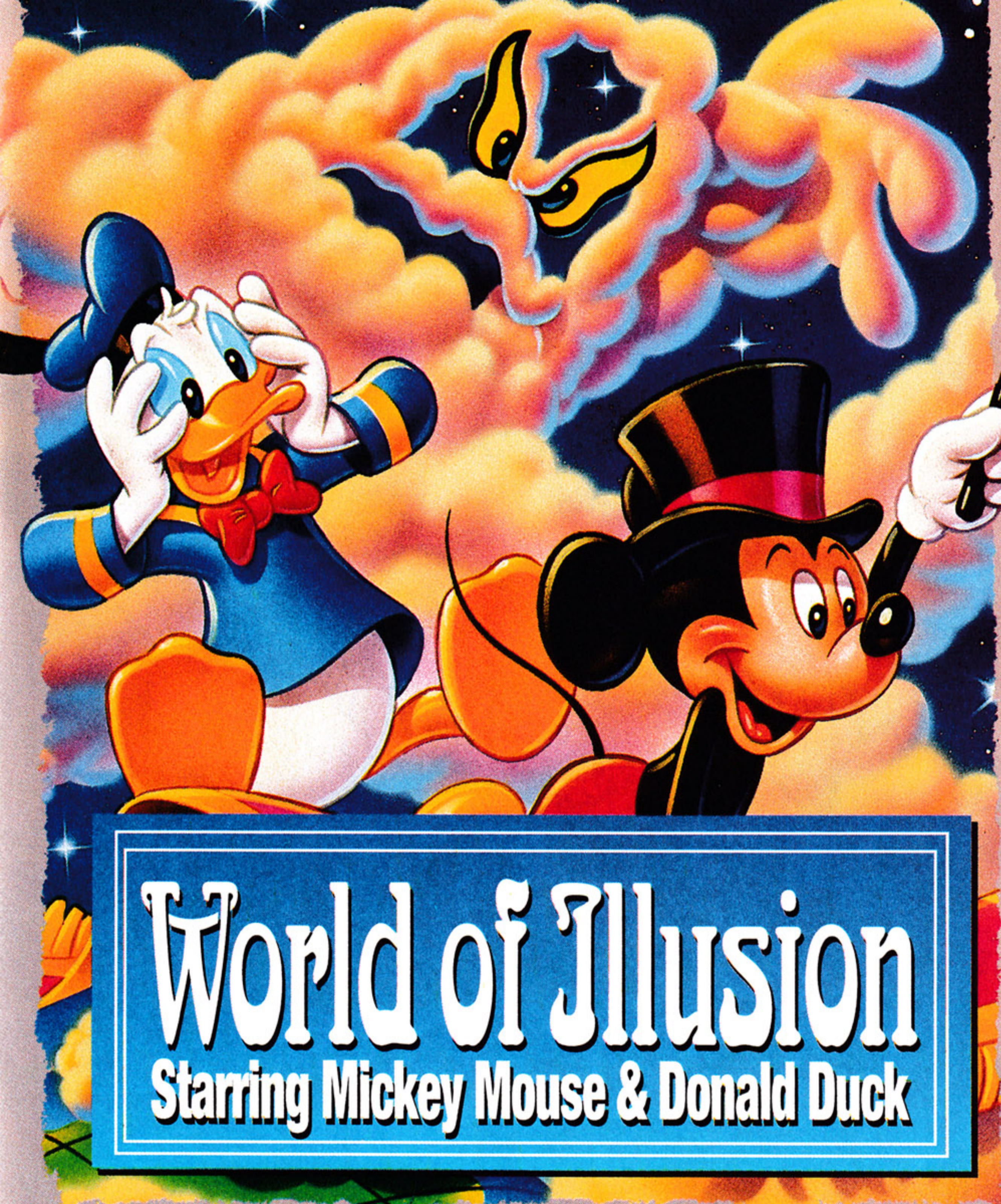


Hop onto the spray bottle in the Library. It creates a pathway through the air.

## Face the Magic



To beat the Magic Master in Stage 5, you



# World of Illusion

## Starring Mickey Mouse & Donald Duck

have to sweep magic into his face. You can't stop the flying imps who guard him.

### Cookie Tin Bonus



In the bonus area inside the Cookie Tin (Stage 4), find the pop bottle in the

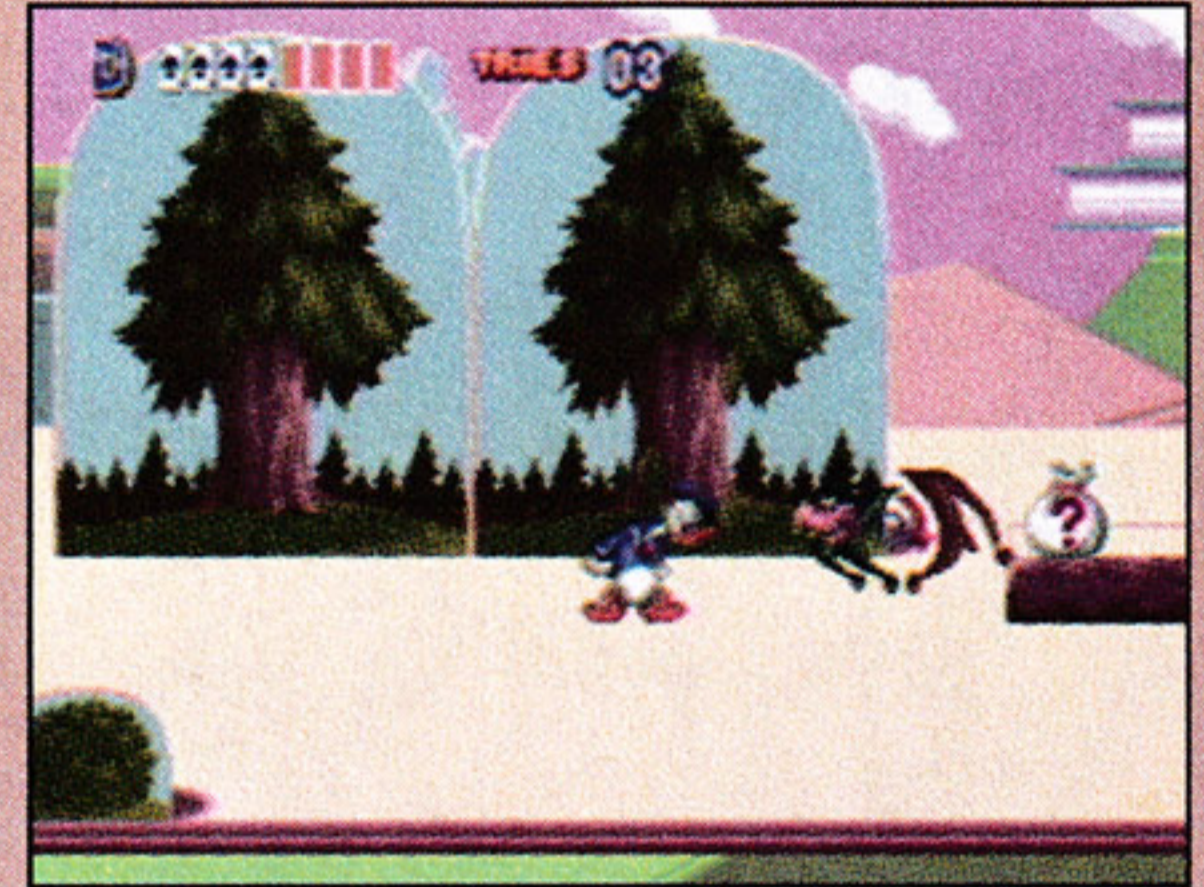
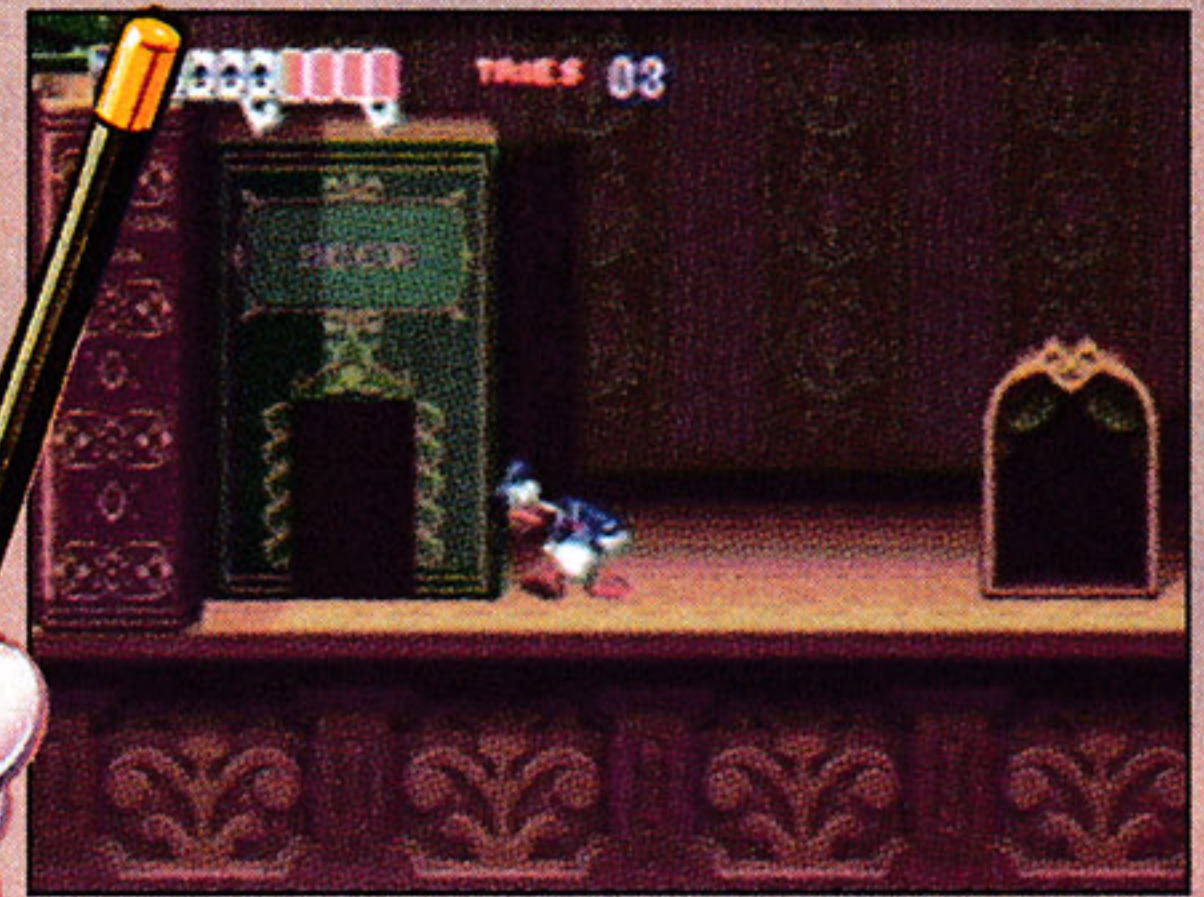
uppermost area of the huge cake. Hop onto the cork and the bottle will blast you to a starry bonus area. Press Up or Down to guide the cork and grab the bonus items.

### The Cookie Tin Witch



The Cookie Tin hides a Witch, who guards the exit to the Stage. To beat her, you must wait until she stops flying, then jump and swing your Magic Cape. She'll drop to the ground to toss fire and magic blasts at you. Be prepared!

### A Reading Adventure



The Book in the upper-left area of the Library in Stage 4 hides a two-dimensional forest bonus area.

### Pick a Present



When you reach the row of presents at the end of the first area in the Magic Box (Stage 5), hop onto the second to the last Present to open the door to the Magic Master's lair.

### First Step to the Magic Master



When you reach the velvet elevator in the Magic Master's lair (Stage 5), be prepared to hop off at the first platform you see. Sweep through the Card Soldiers and the Mad Hatters to find the Magic Master.

# Don't Get Beat, Get Hit!

## Subscribe to GamePro!



**YES!**  
 Enter my one-year subscription to GamePro (12 action-packed issues) at the incredibly low price of \$19.97. I save over \$39.00 (66%) off the cover price!

# Hit Me With GamePro!

Name \_\_\_\_\_  
 Address \_\_\_\_\_  
 City \_\_\_\_\_ State \_\_\_\_\_ Zip \_\_\_\_\_

Bill Me     Payment Enclosed

**GamePro, PO Box 55527, Boulder, CO 80322-5527**

Send Foreign and Canadian orders prepaid, in U.S. funds, with \$10/year additional postage. Annual newsstand rate: \$59.40. Please allow 6-8 weeks for delivery of your first issue. California residents please add \$1.45 sales tax.

**12 Issues only \$19.97**  
 66% off the cover price!

53738

# GENESIS PRO REVIEW



By Toxic Tommy

When we last left our hero, the Warrior-Messenger, at the end of Shadow of the Beast (see GamePro, Nov. '91), he had just shed his beastly bad looks for slightly better human features by beating the foul demon Zelek's horrible hordes. Now, cruel Zelek's in deep doodoo with his demonic boss, so he's wrapped his talons around the Warrior-Messenger's little sister! Zelek's a real animal – but he ain't seen nuttin' yet!

## A Game with Bite

If you beat Shadow of the Beast by Electronic Arts, you'll find Beast II a small step up the evolutionary ladder – but that's alright. This time around, your hero's a hunky Tarzan look-alike who sprints everywhere, usually into packs of nightmare-looking monsters. This is a top-notch action/adventure game that's sure to make you howl.

The side-view, multi-scrolling hit-and-run action jams your thumb muscles as it messes with your mind. The game isn't organized by stages, but instead by tasks you must complete to find key game-winning ingredients, such as the Scroll, the Ring, and the Magic Spell.



**PRO TIP:** You need the Magic Axe to find the Ring. Once you get past the open forest area, follow the Acid Drops up. The Acid creature has the Axe.



**PRO TIP:** On your way to free Israam's prisoner, make sure no one cuts down the first rope you climb down.

## Cruelty to Humans

This game's challenge is hairy – as in HAIR-REE! On your way to Zelek's castle, Beast dishes out a mean mix of intense monster fighting and brain-twisting, multi-step, puzzle solving that's guaranteed to bring out the animal in any Pro. Normal Mode is abnormally hard, and Ridiculous Mode is no laughing matter. Even Easy Mode will make intermediate players cry for their mommas. At least, Treasure Chests relinquish just enough Health Potion to keep you going – barely. Since there are no continues and no passwords, it's all the way in one play.

## Animal Control

Beast II's controls are solid. Your beastie boy runs like a deer. He jumps, he climbs ropes and chains, he flips switches, and he pushes stones. Your standard monster masher is a Mace, which acts like an extended punch. You'll find an Axe, magic spells, and other weapons along the way, too.



The Scroll should be your first reward.

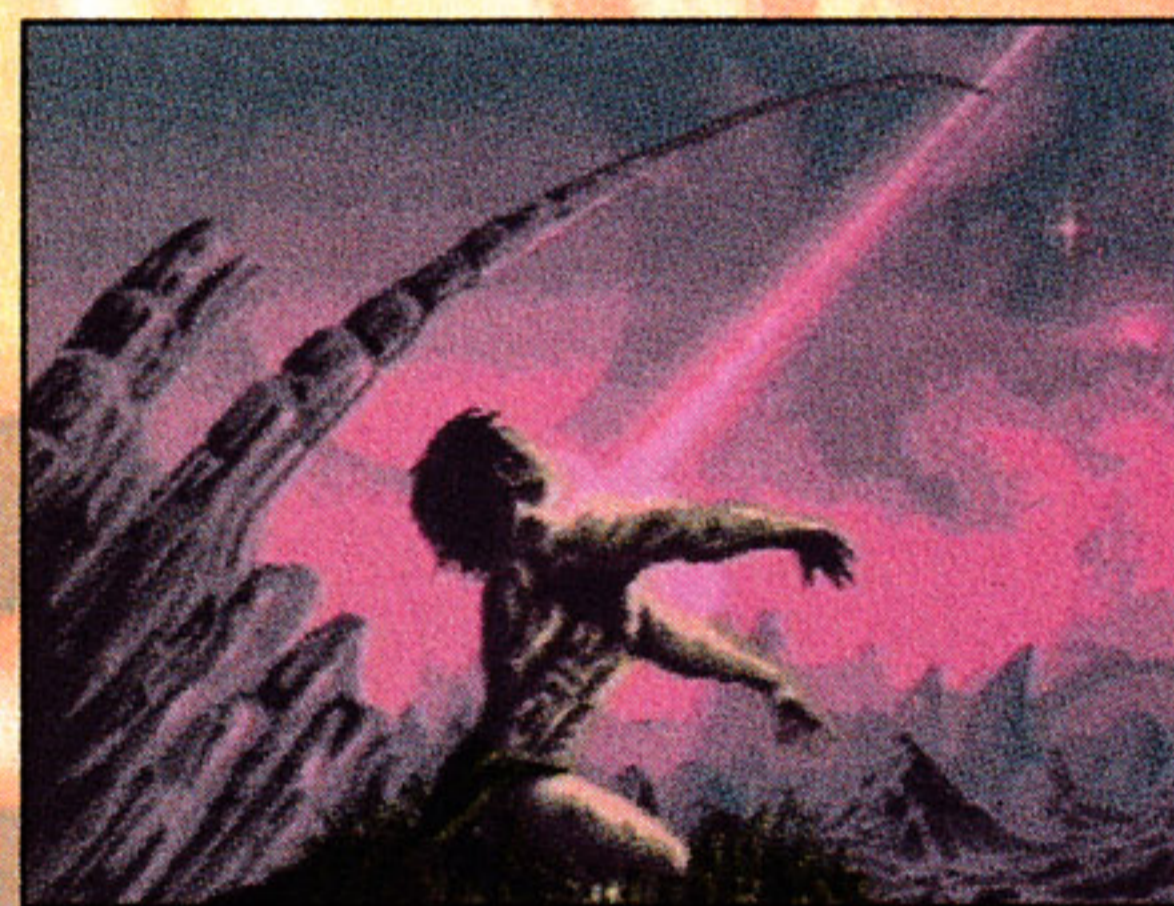
**PRO TIP:** You need 16 gold coins to ultimately complete the game.

**PRO TIP:** To grab the Ring, you must free BOTH of the prisoners locked up in the prison.

The seamless items interface is particularly handy. You can hold four things at any time and a nice, ever-present, on-screen display lets you know what you're holding without intruding on the game play.

## Claws and Effects

Beast II's graphics will catch your eye just like its predecessor's. As in the first version, the animation's a bit stiff, but the artsy pix are beautifully drawn and colored. The psychedelic, fantasyland backgrounds and the detailed character sprites are especially fresh.




Defeat never looked so good!

Beast's sounds really sing, too. The synthesizer music pops, and the sound effects add excitement to the game.

## May the Beast Man Win

Shadow of the Beast II has animal magnetism. If you feel the call of the wild, check it out. Just don't expect any creature comfort.

### Shadow of the Beast II by Electronic Arts

Graphics	Sound	Control	FunFactor	Challenge
 4.0	 4.5	 4.0	 5.0	<b>EXP.</b> Expert
\$49.95 8 megs			Action/Adventure One Player	

# Shadow of the Beast II

# GENESIS PRO TIPS

## The Search for the Scroll

### Cagey Solutions



When you enter the cage area, grab the key from the winged creature. Climb up the rope, jump right, and unlock the door. Follow the path to the right, and ride the cage up. Walk right and fall down into the pit. Hit both switches, then escape before the lion chomps you.



Now return to the pulley-and-cage area. Walk left and operate the levers to grab the large boulder and drop it on the sharp object. Push the small rock right until it rests on the edge of the teeter-totter.

### Confront Ishram



Climb up the rope, then jump and land on the right edge of the teeter-totter.

# SHADOW of the BEAST



Quickly run left and stand inside the cage. The rock's weight will pull your cage up to a new area.



When you get there, walk left and you'll meet Ishram. Stand your ground and nail him in the crystal ball. Free the prisoner and return to the dragon Barloom for your Scroll reward.

### Find the Ring

### Intruder on the Bridge

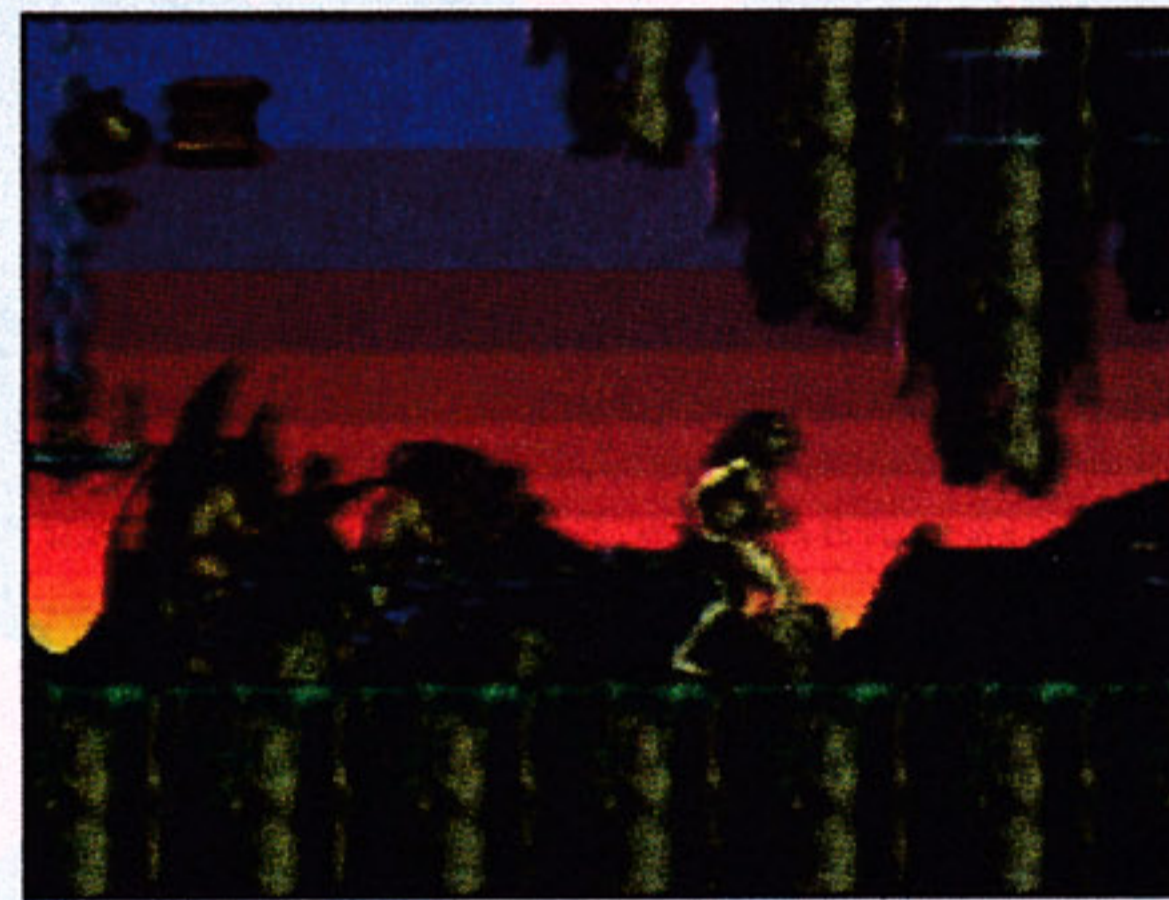


After you retrieve the Magic Axe, look for an odd green patch of ground. Jump on this patch and it will open to reveal a new area.



Follow the path, and be careful to avoid the poisonous swamp. When you

reach the sleeping guard, hit him with your Mace to wake him. Then switch to the Axe and attack him like crazy. Be certain to kill him and his comrade before time runs out, or you're finished.



Break down the barrier with your Mace. Walk left, jump up, and hit the switch marked Spikes. Now run left, hit the switch, run back right, and fall down through the hole. Walk right and snag the key sitting on the table. Then walk left and allow yourself to be captured.

### Break Outta Jail



Use your Mace to break open the door. Climb up and to the right and hit the lever. Free the second prisoner and wait for him to climb ahead of you. Climb up and to the left. Grab the Ring, then follow your friend and use your key to open the door to freedom. Leave the same way you came into the barracks.





## The Call of the Horn

### Enter the Underworld



From the area where you found the Magic Axe, proceed right and climb down the vine. Stand on the stones and kill the River Boss with your Mace. Be careful, some of the stones are actually fish beasts in disguise!



Continue right, climb the vine, and you'll meet a huge, indestructible monster. Stay just out of range of his blade and lure him all the way to the left. He'll step on a trap door, revealing the Underworld area.



Walk right in the Underworld, then climb up and take the Horn. Finally, climb down and pay the snail 16 Gold Pieces for passage back to the main game.

## The Last Battle

### A Fair Exchange



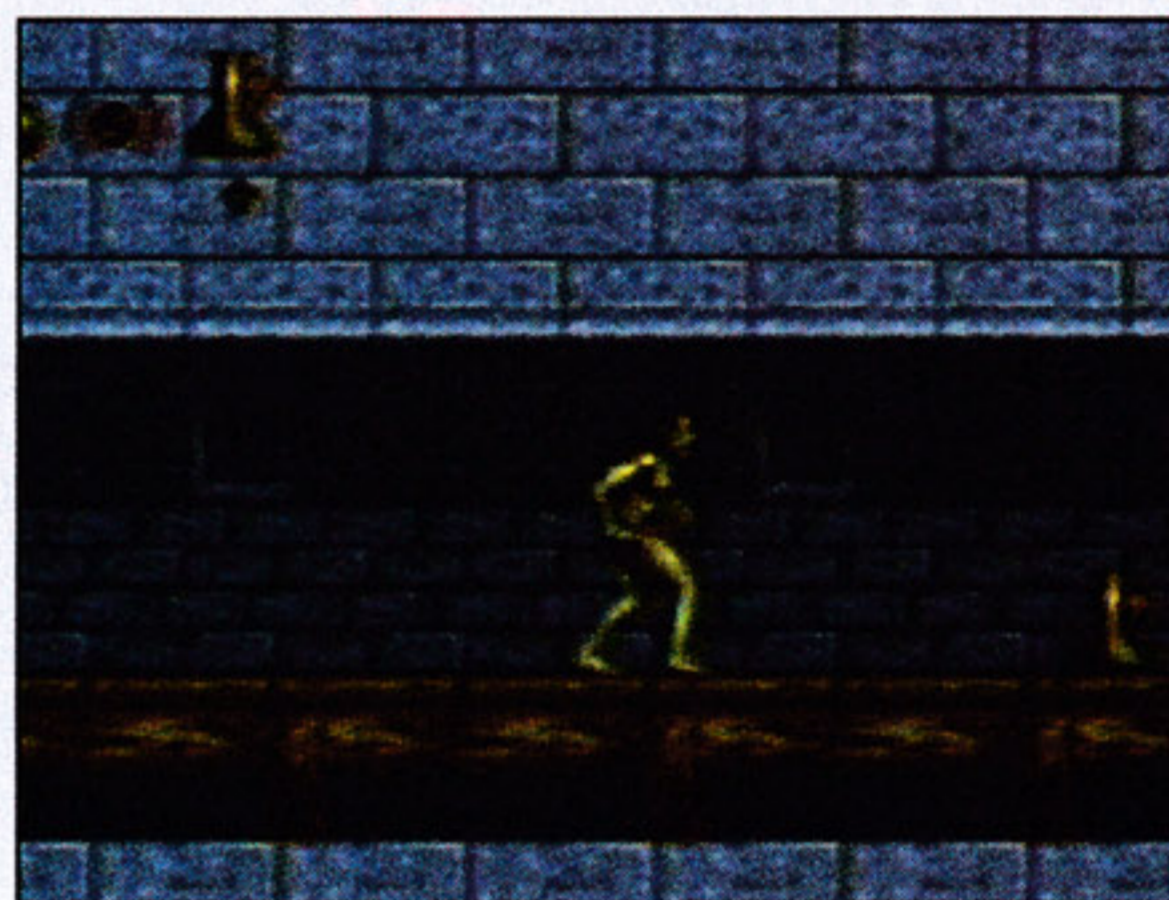
Pause the game and use the Offer command to give the Ring and Scroll to the old man as payment. He'll fashion the final weapon, the Spell, which you must use to defeat Zelek.

## Ride into the Danger Zone



After you get the Spell, walk right, kill the guardians, and fall down. Take a few steps to the left and snare the final Key. Go right and blow the Horn to call a graceful creature from the depths of the seas. Ride it to the far bank – and Zelek's castle.

## Final Respite



Climb up the first set of stairs to find a cache of healing potions. You'll need them for the final fight. Drink one now if you need it, but save the other for later.

## I Put a Spell on You!



The Beast Mage Zelek personifies evil, but, like all powerful sorcerers, his swelled head makes him vulnerable. Jump and shoot with the Spell, but watch out for the extra-deadly red flames. Good luck, brave beast...you'll need it!

## Pro Action Replay Code!

If you're one of the lucky few who owns a Pro Action Replay, use this code:

**Infinite Energy: FF22390080**



**By Otter Matic**

Hold onto your ears, gamers, Dynamix has unleashed *The Adventures of Willy Beamish*, a 330-meg digitized voice monster game for your Sega CD. In their first graphic adventure for the Sega CD, Dynamix has created an "interactive cartoon." Your character and situations are humorous parodies in the best Saturday morning tradition.

This game is the first full-fledged adventure game for the Sega CD that communicates through digitized voice instead of screen text. The voices allow you to take in the digitized painted backgrounds and use your noggin to solve puzzles, rather than trying to decipher screen text. If you own a Sega CD and you're looking for "the next level," look no further.

### Trying to Control Willy

The interface you use to make Willy move and groove is a little tough to master. As in most graphic adventures, you wander from place to place, examine objects, talk to people, and use items to get you out of jams. For instance, if you give a bully named Spider one of your comic books, he won't beat you to a pulp. You'll encounter problems that you must solve by combining items from your inventory. You've got to be pretty sharp to figure out when to combine what.

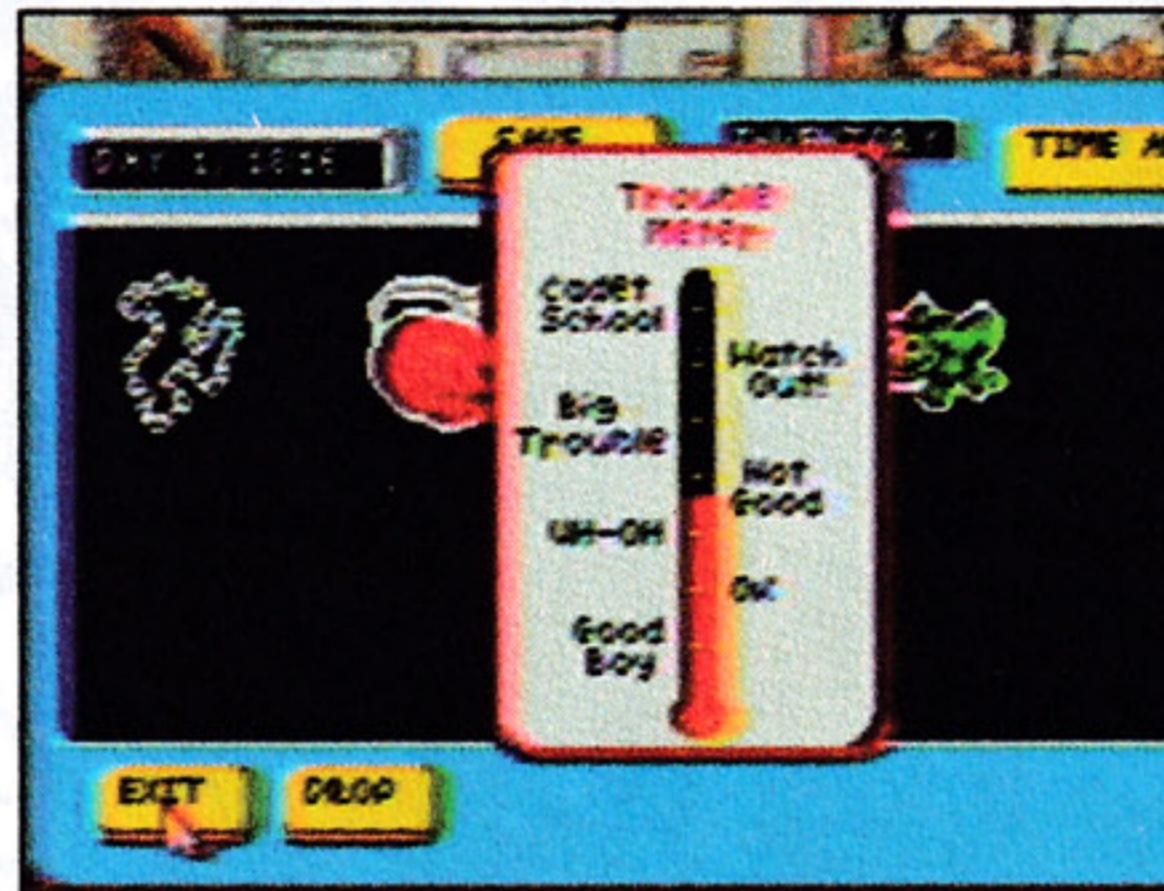
Unfortunately, Willy's controls aren't very responsive. There's often dead time when the game is loading a digitized voice part. Also, the game doesn't distinguish between actions. The same button press applies a band-aid and opens a cupboard. Because of this, you may click onto an object and find Willy doing something totally different than you intended him to do.

### Not Your Average Preteen

You play William J. Beamish, a rambunctious preteen video game

fanatic who's trying to finagle his way to the Nintari Video Game World Championships. The road to the Nintari Square Gardens is divided into four "game days," during which significant events transpire in the town of Frumpton.

The game begins right before summer vacation on the last day of school. At the morning assembly, your frog Horny stole Principal Frick's hairpiece off his scalp. Now you've got to spend your first precious hours of vacation in detention class with the crustiest old teacher in the school, Mrs. Glass. Detention is nothing compared to the trouble you'll encounter later in the game when you fall headfirst into a dirty crime ring that involves the city of Frumpton's plumbing system. P-U!

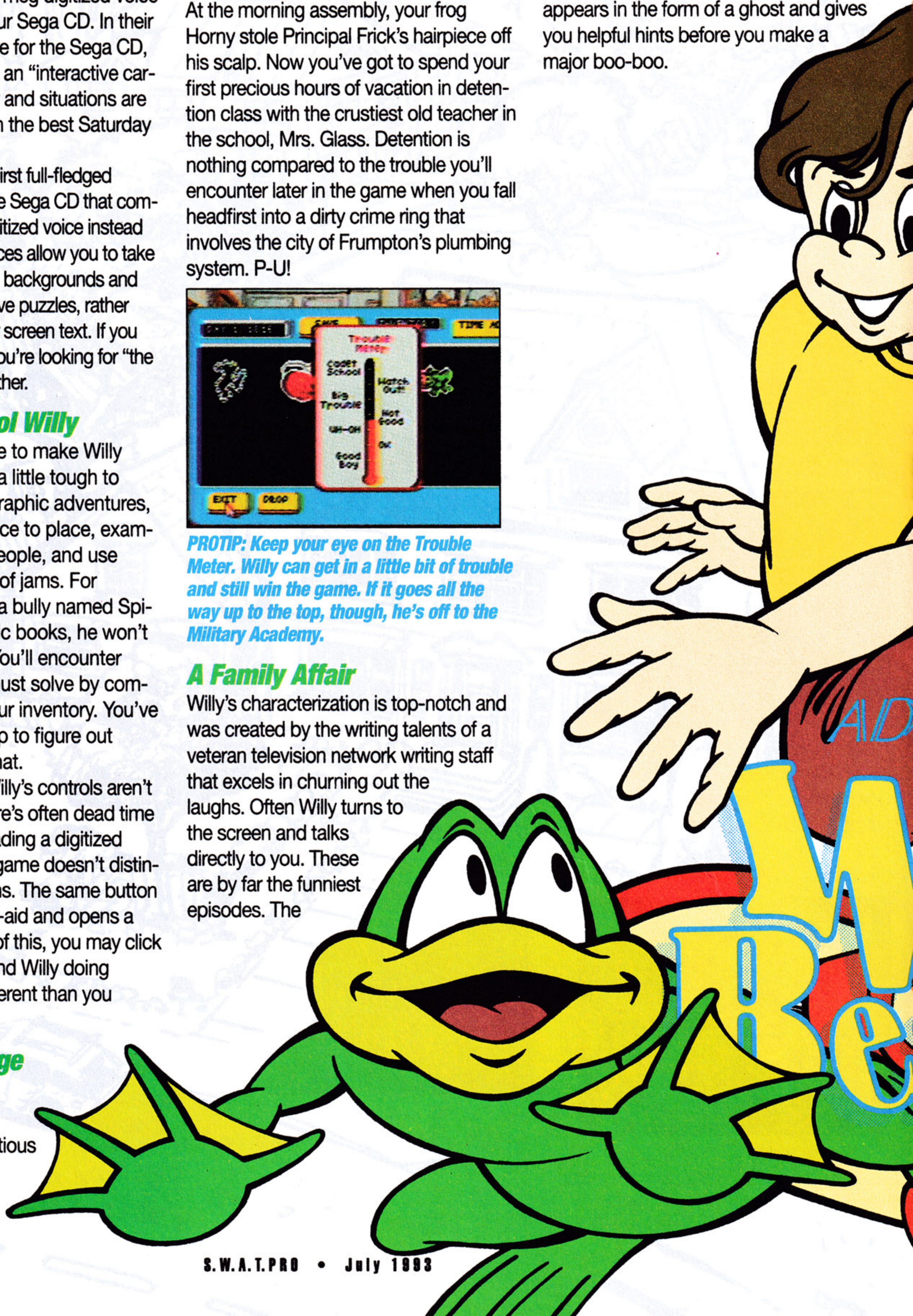


**PRO TIP:** Keep your eye on the Trouble Meter. Willy can get in a little bit of trouble and still win the game. If it goes all the way up to the top, though, he's off to the Military Academy.

### A Family Affair

Willy's characterization is top-notch and was created by the writing talents of a veteran television network writing staff that excels in churning out the laughs. Often Willy turns to the screen and talks directly to you. These are by far the funniest episodes. The

Beamish family is a sitcom scream of characters, including a nagging baby sister, a tattletale older sister, an omniscient mother, and a down-and-out father. It seems like the only Beamishes that help you on your quest for the Nintari Championships are your dog and your frog. Your deceased grandfather occasionally appears in the form of a ghost and gives you helpful hints before you make a major boo-boo.





**PRO TIP:** In Detention, sit tight and be patient. Mrs. Glass will eventually fall asleep. You can sneak out while she's snoozing.

### Sound Off?

Definitely NOT! Keep the sound on for this cool voice extravaganza. There are hundreds of digitized voice segments, including the dynamic, witty voice of the narrator. When you ask for a description of an object, the narrator's responses are some of the best-written material ever to appear in a video game. For music, Willy's got his own theme song that is pure, finger-blistering guitar. What else would a boy his age listen to?



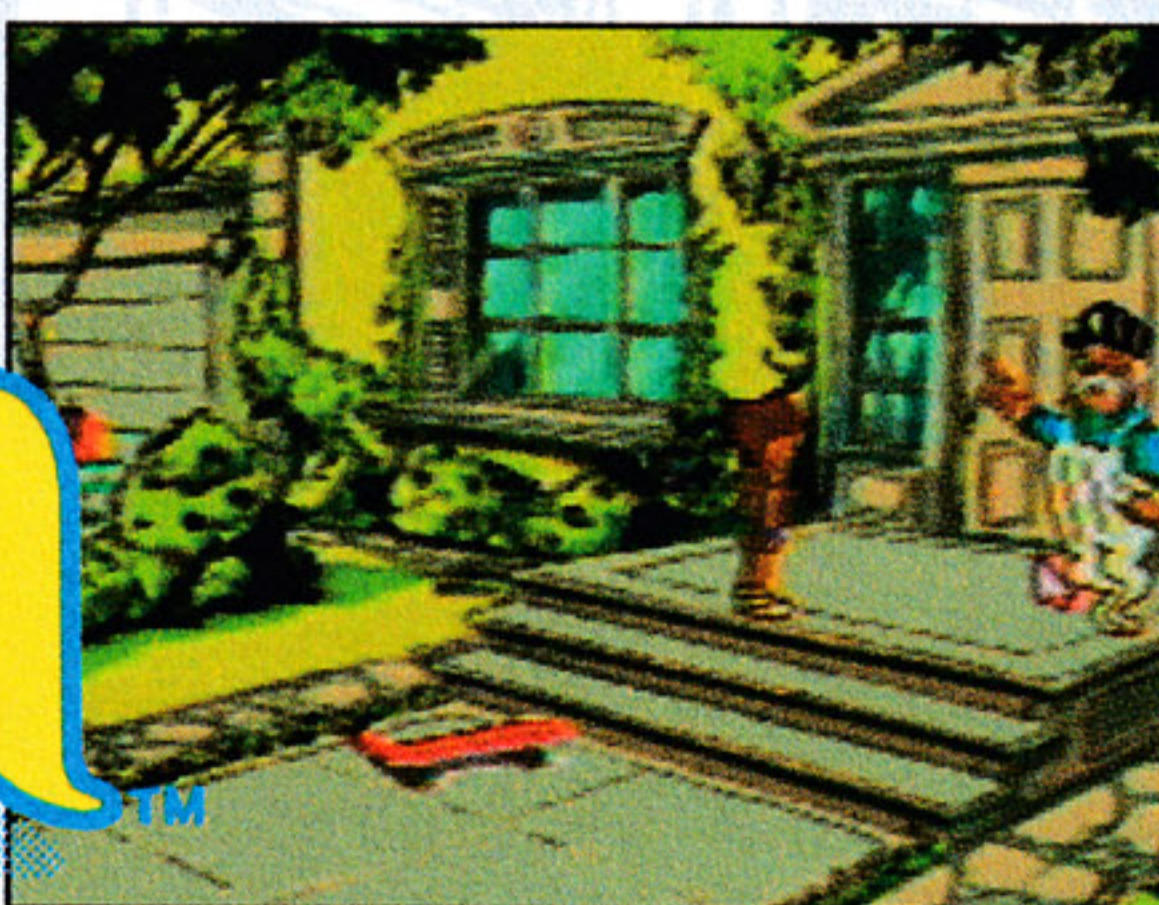
**PRO TIP:** To get past Coach Beltz in the Caruncle Elementary School hallway, create a hall pass with the materials you find in your desk.

### A Brush with Fame

The background graphics in Willy Beamish are digitized versions of hand-painted rooms. Again, Dynamix used tal-

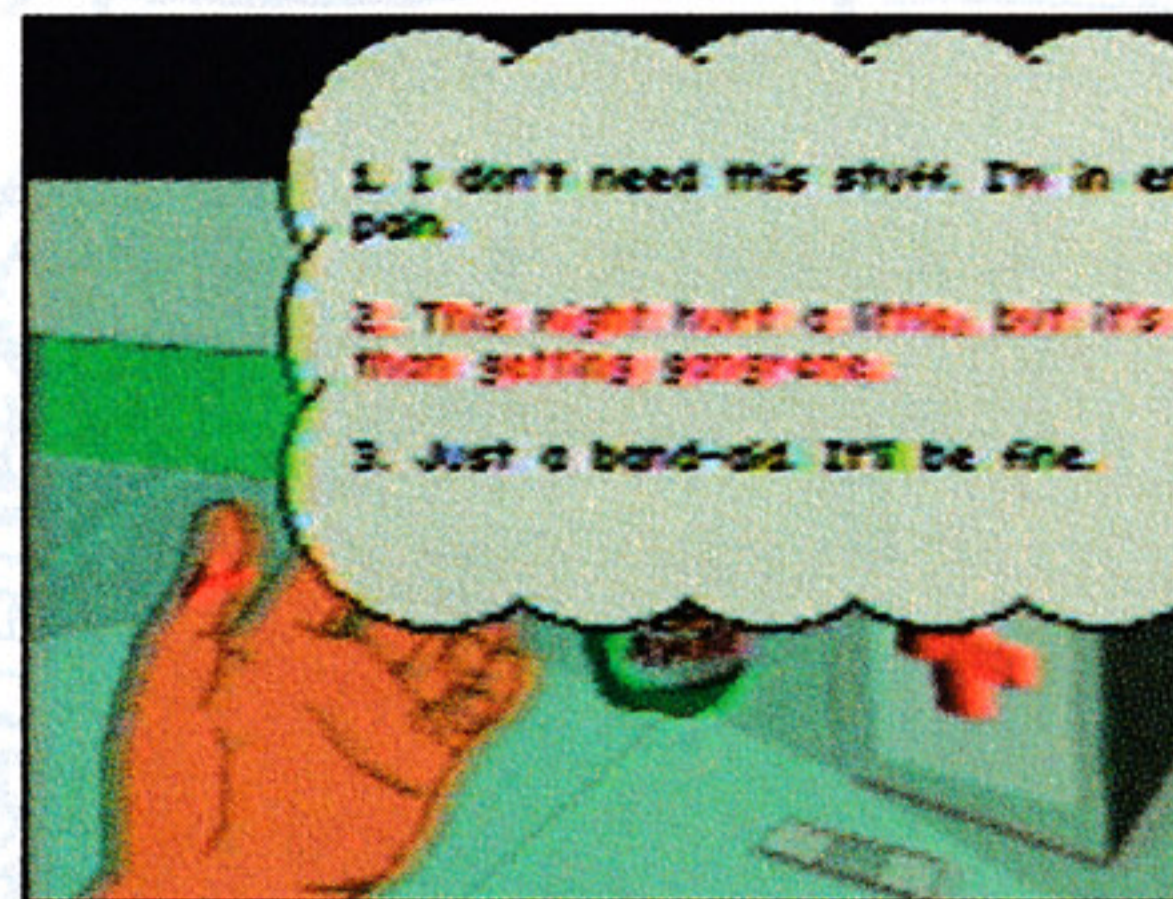


**PRO TIP:** Pay close attention to the dialogue at the dinner table. It will help you figure out what problems need to be solved.



**PRO TIP:** Listen to your grandfather's advice. He's almost always right.

ented artists (Disney and Filmation art crews). The result is an abundance of eye-popping backgrounds and close-up shots of characters that enable you to see their facial expressions. Unfortunately, the animation is minimal and the movements are pretty jerky.



**PRO TIP:** To keep your thumb from being infected after you cut it with a kitchen knife, use both the iodine and the Band-Aid.

### A Game within a Game





Some points of this game feature real arcade-style interfaces, such as Willy's Nintari game system. Taken on its own, the Nintari game is pretty poor. However, it's a nice add-on surprise for an adventure gamer.

### Willy Make It?

The Adventures of Willy Beamish is one of the most enjoyable adventure games on the market. Utilizing some of the enormous storage capacity of the Sega CD, Willy Beamish marks an important step into a new realm of voice storage on home video game systems. Willy's story line, graphics, and digitized-voice actors outweigh this game's slower than average disc access time. Willy is a little less interactive than other graphic adventure games, but the great graphics and funny dialogue more than make up for it. This disc will fly!

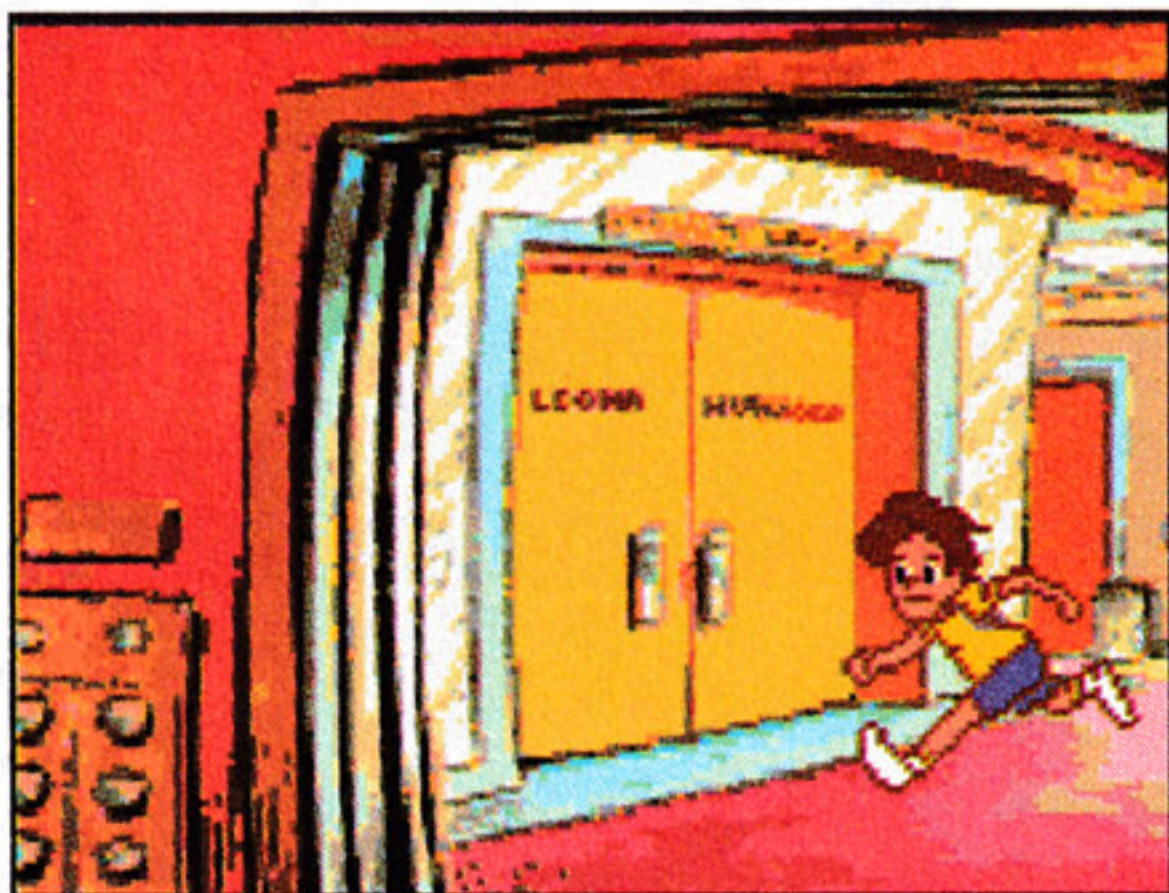
# THE ADVENTURES OF Willy Beamish

### The Adventures of Willy Beamish

Graphics	Sound	Control	FunFactor	Challenge
				<b>INT.</b>
4.5	5.0	3.5	4.5	Intermediate
\$69.95 330 megs Available now		Adventure One player Save game		

# PRO TIPS

## A Wild Frog Chase



After winning first or second place in the frog jumping contest, Horny will try to escape the evil clutches of Leona Humpford by hopping into the Tootsweet factory. When Willy chases him into the hallway, listen carefully to the conversation between Willie's father and Leona.

## Pour It in and It Works



Listen to Louis's speech to the plumbers to gain valuable insights on the unfolding plot.

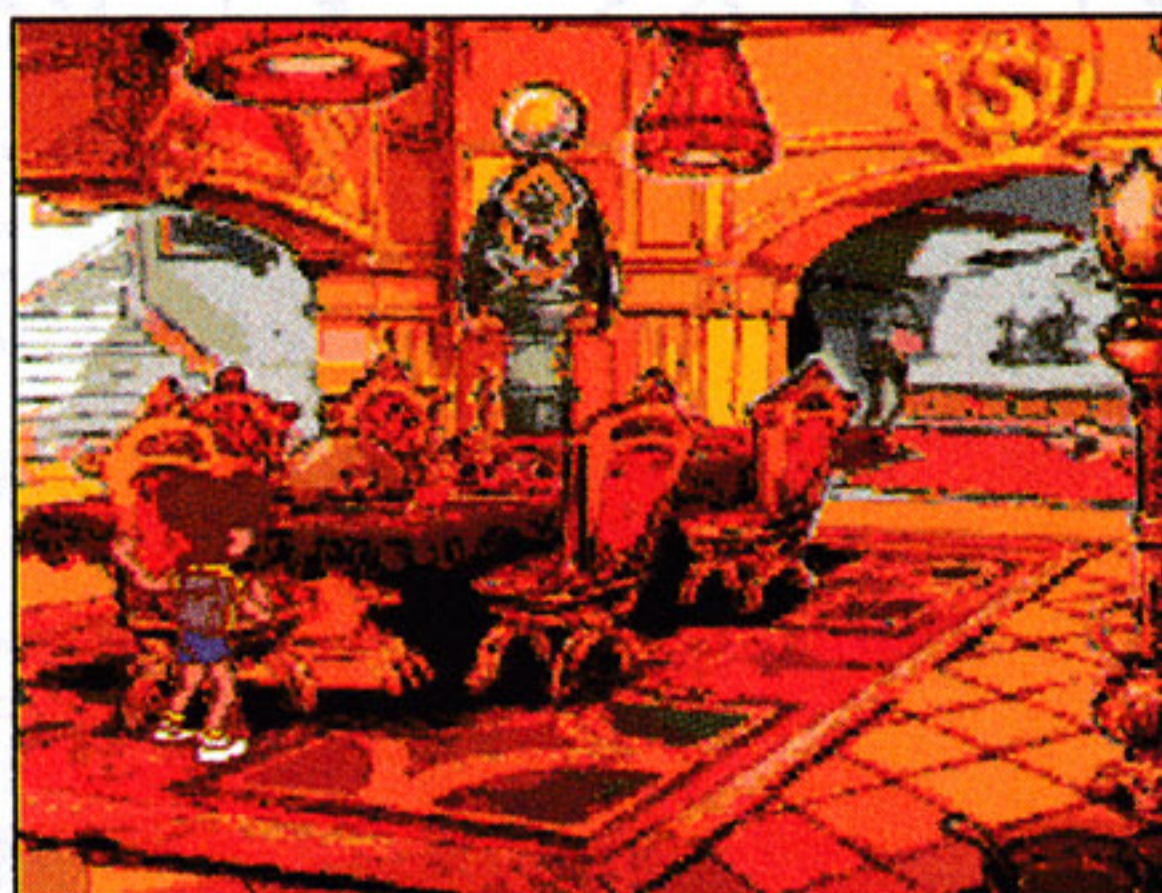
## Polly's Problems



After escaping from the Tootsweet office's security guards, you can jet over to the mansion using a Jet Ski you find by the

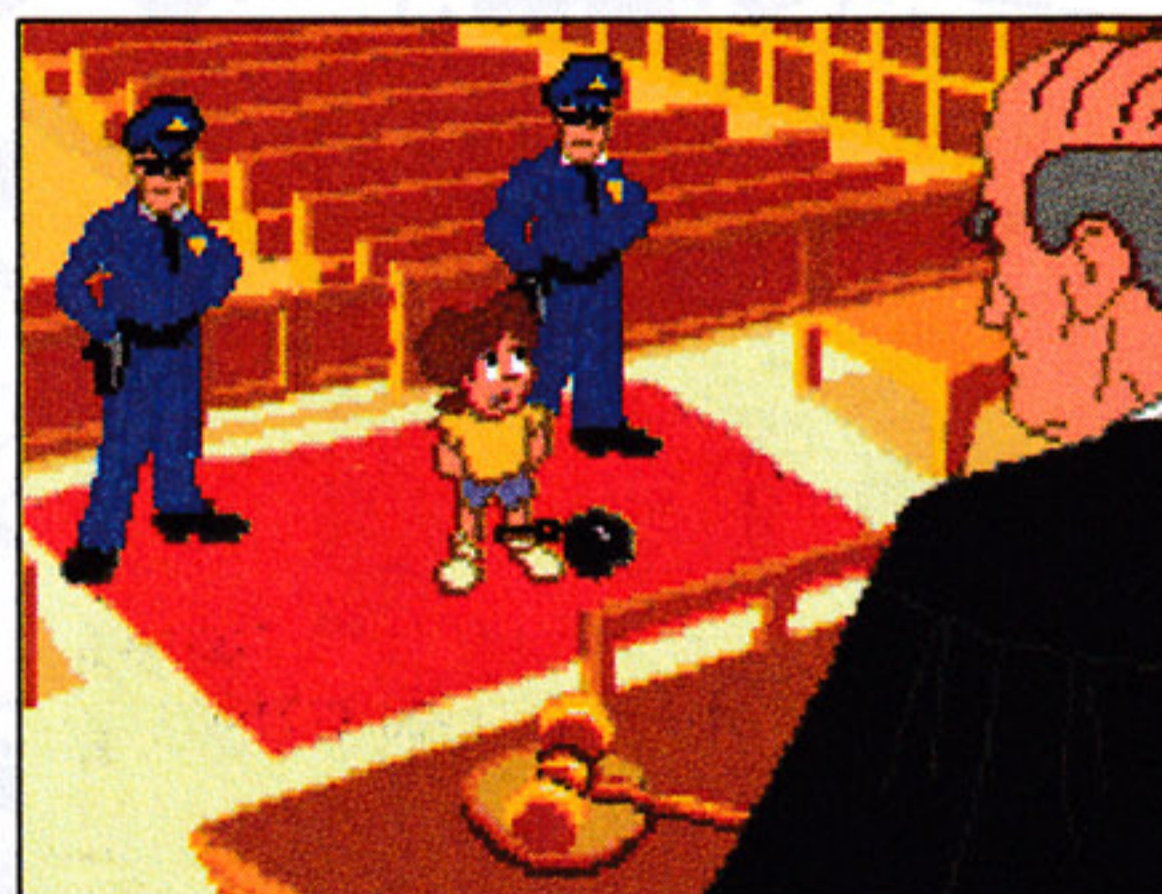
river. Once you arrive at the mansion, you'll encounter a parrot you must listen to – and be sympathetic! If you try any wisecracks, he'll scream and you'll be caught snooping. After you've consoled the parrot, head to the dining room.

## Ta Da!



To retrieve the tablecloth without making a sound, take the goblet off the table and yank the tablecloth so that the remaining items stay on the table. Then, bring the tablecloth into the Living Room (see Polly's Problems) and place it on the floor. This way you can topple the suit of armor without making a loud noise. The contents of the armor are very important!

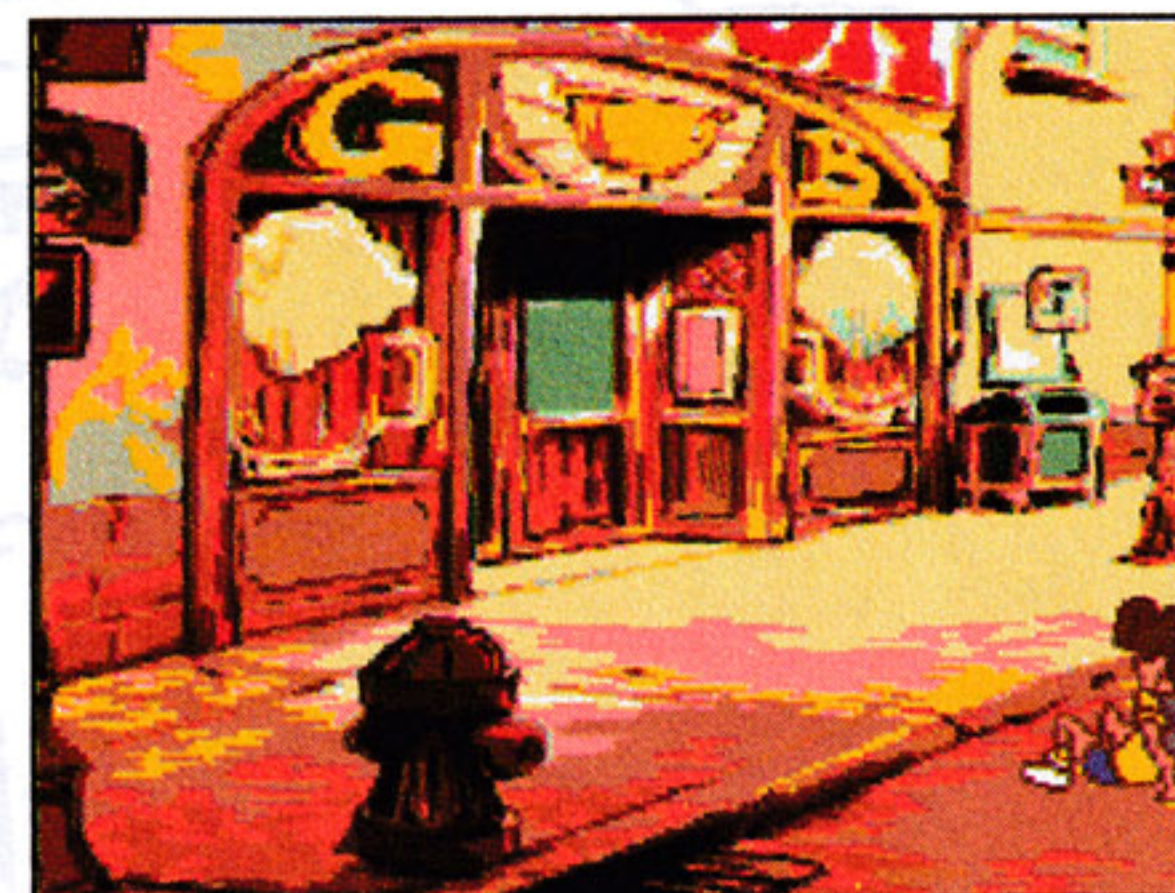
## Here Comes the Judge



When Willy messes up big-time, he gets sentenced by a crusty old judge and thrown in the slammer. There's really no way to avoid abrupt endings like this one, so be sure to Save the game after every correct move you make.

## A Golden Ticket

To get past Ray, the bouncer who guards the Bowl's door, use the telephone outside of the Plumber's Union. Use the recorder to record the astrological hotline, then call the Gold Bowl and play back the message. Since Ray is dating a woman who's interested in astrology, he'll listen to the whole message, leaving the door unguarded.



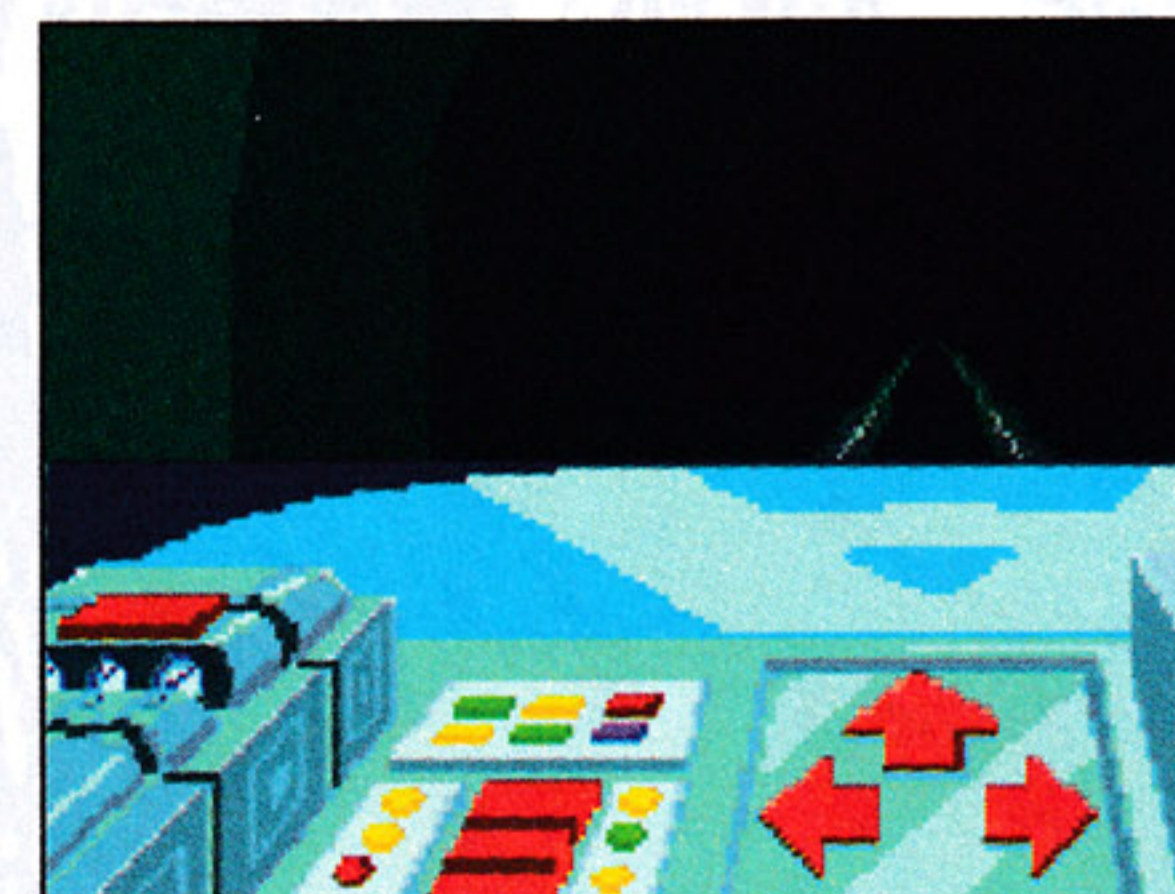
Once you're in the Gold Bowl, give the bartender your lottery ticket. When the results of the lottery are announced, steal the nudie calendar off of the bar. With the calendar, you'll be able to get information back at the Plumber's Union.

## A Hat Trick



Once you get inside the Sludge Works, you'll be dropped onto a conveyor belt. Stay in the middle of the conveyor by clicking your pointer on its center. Willy will automatically duck when the henchman throws his razor-edged hat. When the hat lands on the edge of the conveyor, pick it up and toss it at the henchman. Then, be sure to jump down onto the piston and into the transport car.

## What's Your Function?



After you've hopped into this car, you'll need the map from the Mansion's suit of armor to lead you through the correct turns at the junctions. The lower right of the screen tells you which junction you're currently passing.

## The Big Flush



To save your father from being flushed into the giant toilet, knock Leona and Louis into the bowl with your yo-yo and jump onto the handle. Timing is the key to this puzzle, so be very careful, but act quickly.

# THE ADVENTURES OF Willie Beamish



### 1) It's Not Easy Beating Green

To win the frog jumping contest on Day Four, you'll need to place first or second. Your chances are better if Dana and her frog Gigi aren't there to compete against you. To beat Turbo Frog, the reigning champion, feed him the flies from the jar you found on Willie's bedroom dresser.

### 2) Getting All Your Frogs in a Row

To avoid being disqualified from the contest, hand your frog jumping contest registration form to the judge before the race starts.

### 3) Engaging Conversation

If you look very closely, you may recognize the folks sitting on the right side of the bleachers. Yup, it's the cast from *Star Trek: The Next Generation*. You can actually place the dialog icon on these characters and talk to Captain Picard, Geordi, Data, and Worf. Doctor Crusher is also in the front row, but she won't talk to you.

### 4) Simply Irresistible

The upper-left side of the bleachers is home to two other recognizable characters: Marge Simpson and a Krusty-like clown. You can talk only to the clown, but you can clearly see Marge's stylin' hairdo in all its towering glory.

# SUPER NES PRO REVIEW

By Slasher Quan



Our semi-studious, spike-headed bad boy, Bart Simpson, is a few decimal points away from flunking the fourth grade. He's got one last chance to pass — a homework assignment. Resigned to his fate, Bart grabs a pencil and calculator and promptly...falls asleep!

In his dreams, something strange and unexpected happens. His homework papers blow out the window. Bart chases them and finds himself in a wacked-out version of Springfield, complete with floating Lisa Simpson fairies, mobile mailboxes, and walking TVs. Aye carumba, it's a nightmare — Bart's Nightmare!



**Bart Simpson falls asleep on assignment!**

## Mind Games

Bart's Nightmare is Acclaim's first Simpsons foray on the Super NES, and this is good news for Simpsons fans everywhere. The 16-bit processing power provides excellent cartoon-style animation and cool music. However, the cart is not a dream come true. The game play is fun in places, average in others, and sometimes completely frustrating.

The bad dream begins in Windy World, a surreal, side-view Springfield. The action here is confusing. Bart must avoid figments of his overactive imagination, including Jebediah Springfield Statue heads, Otto-man's school bus, and Blinkie the three-eyed fish. From here, Bart must catch his wind-scattered homework papers to transport into any

of five nightmare sub-levels called Other Worldly Worlds. If he beats a sub-level, he keeps his homework. But win or lose, he returns to Windy World until he retrieves all his papers.



**Pick a door, any door.**

## Doin' the Bartman

The best World is "Bartman." This is a high-flying shoot-em-up sequence. However, it's slightly marred by slow-down and real sharpshooters should find it easy to beat. With his Bartsuit and slingshot, Bart blasts off into the clouds above Springfield to face old TV show foes-turned-bosses, including the mean-spirited twins Sherri and Terri, Barney Grumble and his belching pink elephant, and nuclear power plant owner Monty Burns.



**PROTIP: Pop Krusty balloons to earn Bart 1-ups.**

## Big Lizard, Small City

"Bartzilla" is a two-part World where Bart transforms into a half-kid, half-Godzilla, city-crunching lizard. In the first part of the level, he stomps side-view across Springfield and nails incoming jets, choppers, and tanks with eye beams and bad breath. The control here is limited — all Bart can do is fire and stop moving forward. In the second Bartzilla section, Bart's shrunk from giganto to just really big. He climbs a vertically-scrolling skyscraper. At the top, he tries to electrify Homer Kong.

# The Simpsons Bart's Nightmare



**PROTIP: When you see a jet fighter cruise into the foreground, press X to fire an eye beam and ground it as it circles.**

Bartzilla is a creative monsterpiece. The slick graphics and animation are some of the best ever on the SNES. However, the areas are short and fairly easy.

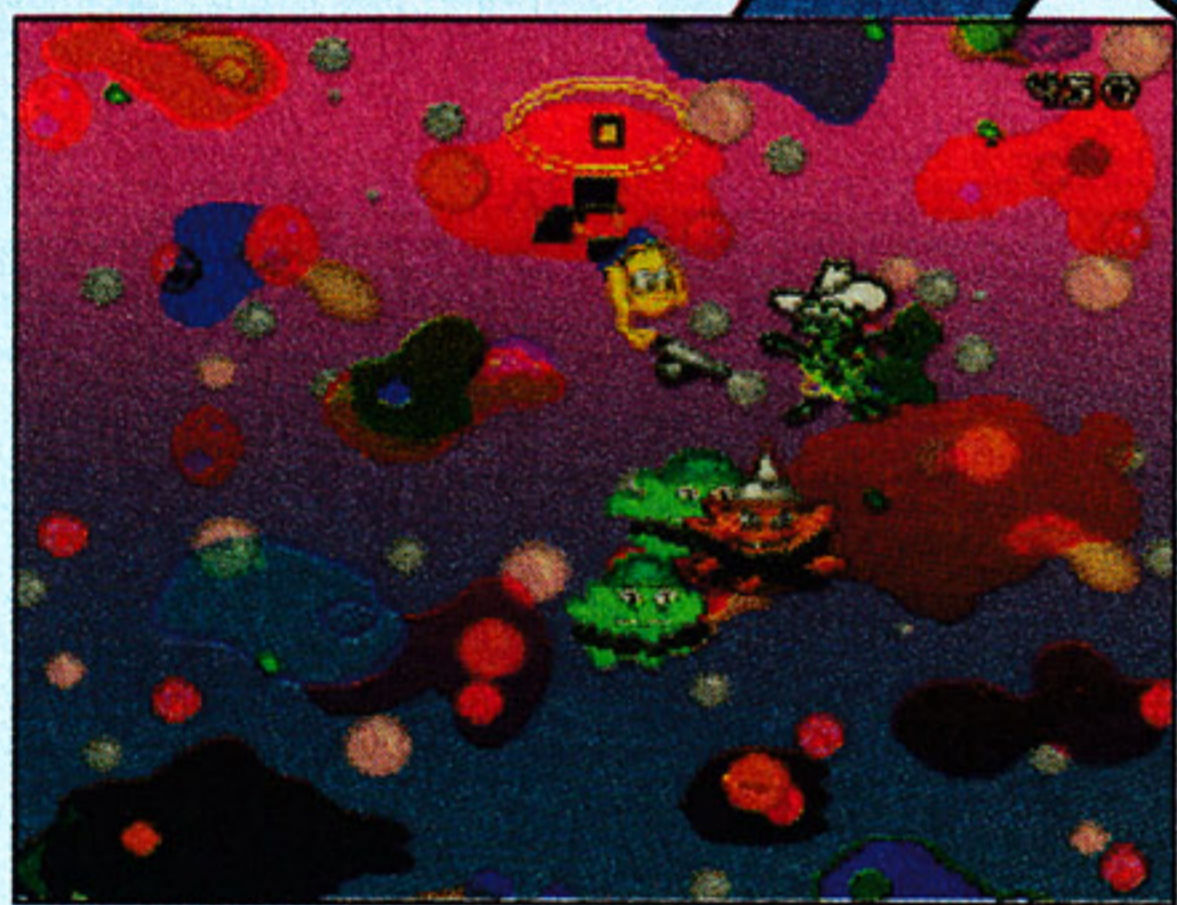


**PROTIP: Wait for Homer Kong to throw a punch. Then, scale up the safe side of the skyscraper and turn on the juice.**

## Bart Under the Microscope

In "Bart's Bloodstream," Bart shrinks to microscopic proportions for a plasma plunge. Bart's blood is contaminated by viruses, so he blows them away with a pump gun à la Dig Dug. As he swims, Bart must touch Smilin' Joe Fission several times to release his homework. The gurgling underwater sounds are great, but the visuals are average. The game play is simplistic swimming and pumping.

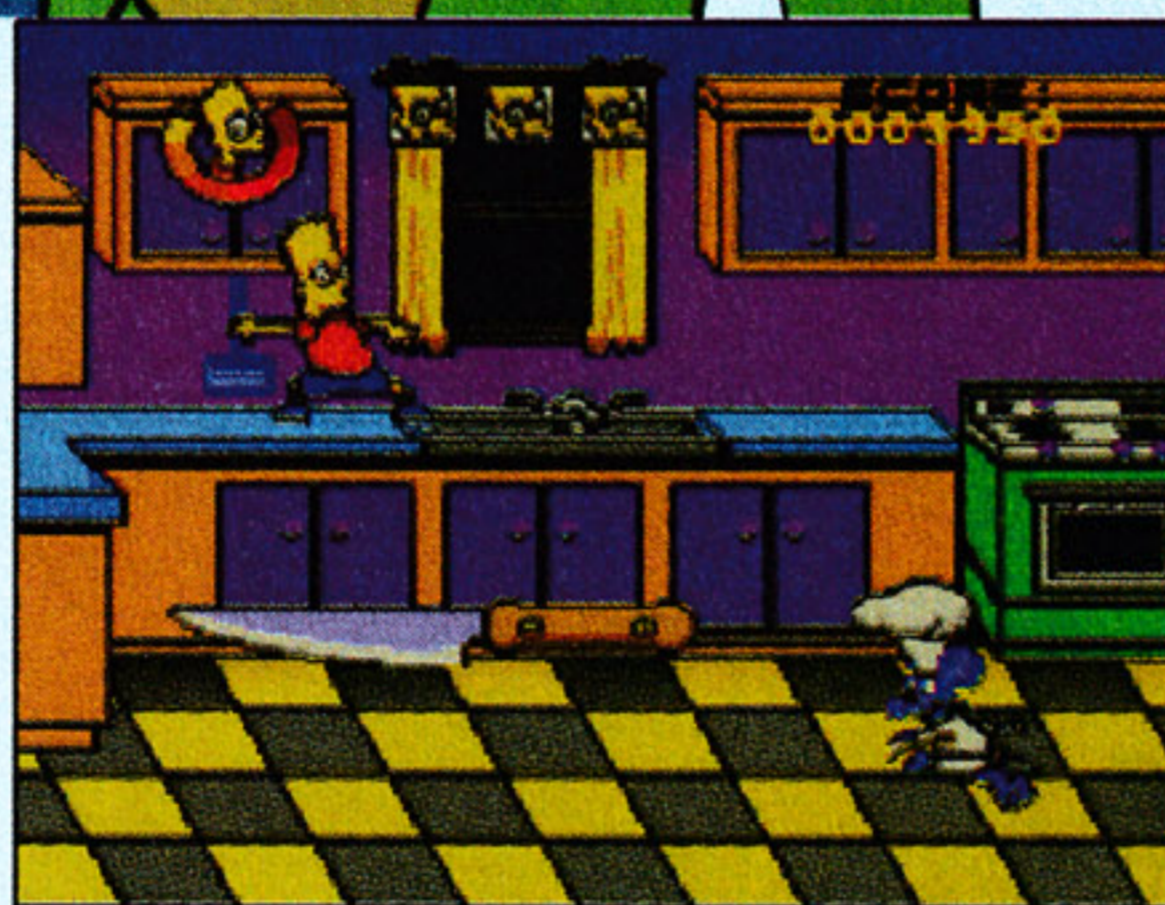
# Sons: mare



**PROTIP:** Viruses slow you down. Concentrate on Joe Fission.

## A Game of Cat and Mouse

In "Itchy and Scratchy," Bart steps into his favorite afternoon 'toon for a side-view, eight-room romp. Itchy and Scratchy incinerate Simpson with their trademark "toys" – bazookas, flame throwers, and giant carving knives. Bart battles back with dart guns, fire extinguishers, and mallets. The frenetic graphics are superb, and the run-and-splat action is good and tough.



**PROTIP:** Stand on the far-left kitchen countertop in Level 1, Room 4 of Itchy & Scratchy. Wait for Itchy to chuck a carving knife, then flatten him with your mallet.

## Indiana Simpson

Bart whips into adventure in "The Temple of Maggie," an Indy-style death walk across a bridge of rickety stepping stones. Bart hops from block to block and avoids or whips pesky blue demons, Maggie's pacifier missiles, and a lava pit. The control is precise, but judging each step is a demanding chal-

lenge. The background and color shadings here are terrific. The sounds are haunting, but sparse.



**PROTIP:** Press R to scroll the screen right and trick Maggie into spitting out her pacifiers.





## Night Sweats

The title, "Bart's Nightmare," is an accurate depiction of this cart's challenge level. The sub-levels range in difficulty, but beating them all without dying in the Windy World is a tall order for a short kid. If Bart gets hit in the Windy World too many times, he wakes up and gets an "F" with no way to continue. That "F" soon stands for "Frustration" as you're repeatedly forced to replay from the beginning.

## A Simpsons Summary

At its best, Bart's Nightmare is an outstanding tribute to Simpsons creator Matt Groening, and the music and sounds are snappy. However, the game is too schizophrenic and repetitive for its own good. The Other Worldly Worlds win for concept, but lack of depth place them in the middle of the pack. You'll want to check out this cart just to see Bartzilla stomp a few buildings, or to see Itchy and Scratchy's violent antics. If you're thinking long-term investment, sleep on it.

### The Simpsons: Bart's Nightmare by Acclaim

Graphics	Sound	Control	FunFactor	Challenge
 4.5	 4.0	 4.0	 3.5	<b>ADV.</b> Advanced

\$59.95  
Available now  
Action

One Player

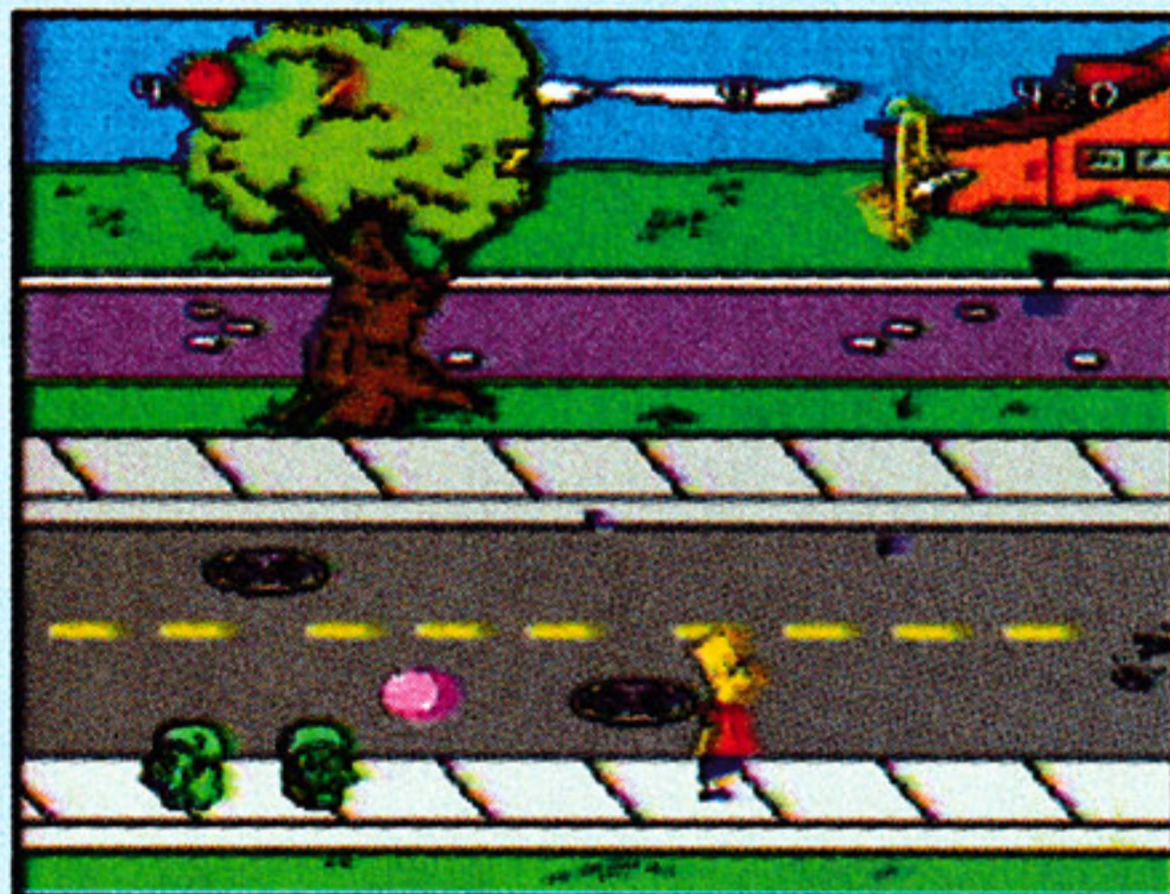
# SUPER NES PRO TIPS

## Windy World

### Catch Mo' Zs than Ever!

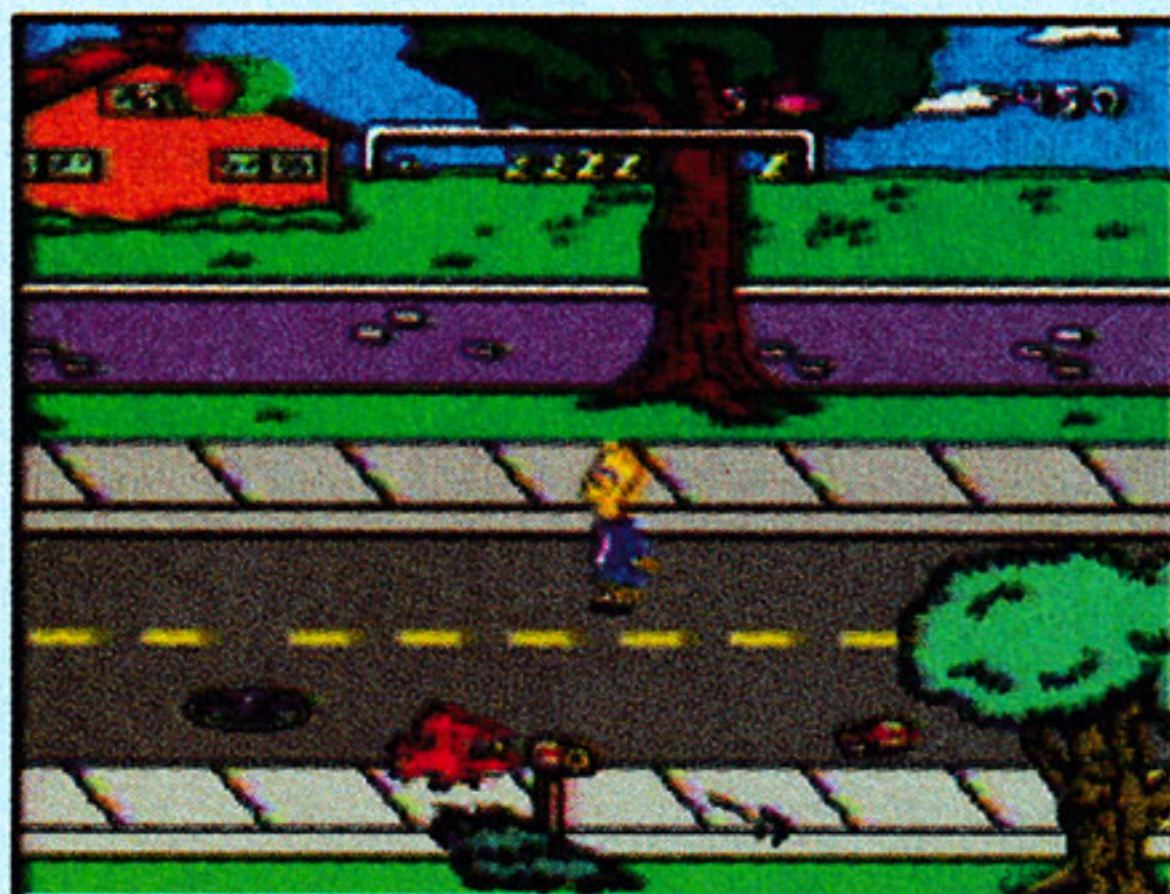


The key to staying asleep in Bart's Nightmare is filling up your Z meter. Here's a sneaky way to do just that. Dissolve your Z meter by allowing yourself to lose all your Zs.



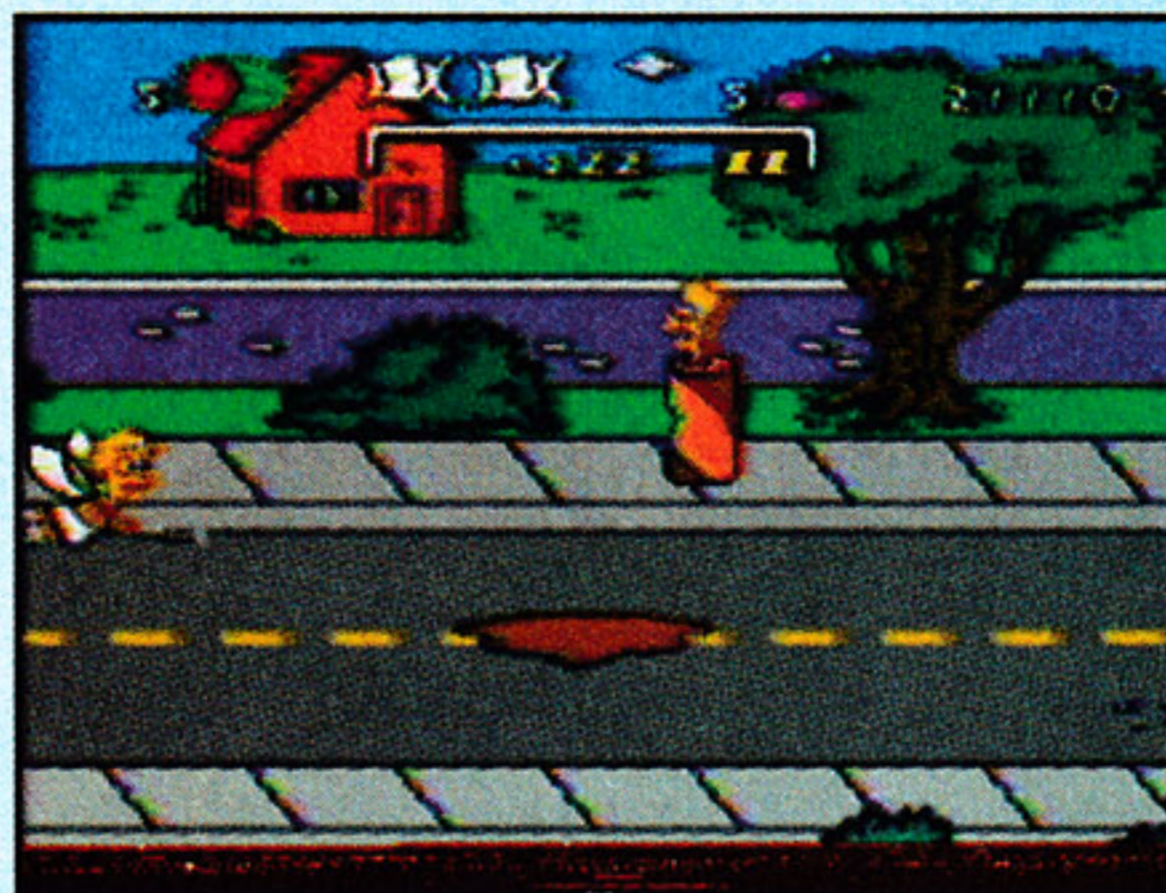
When the screen begins to fade, quickly catch two "anchor" Zs – one at each end of the screen. This will create a longer-than-usual Z meter for maximum slumber!

### The Big Belch



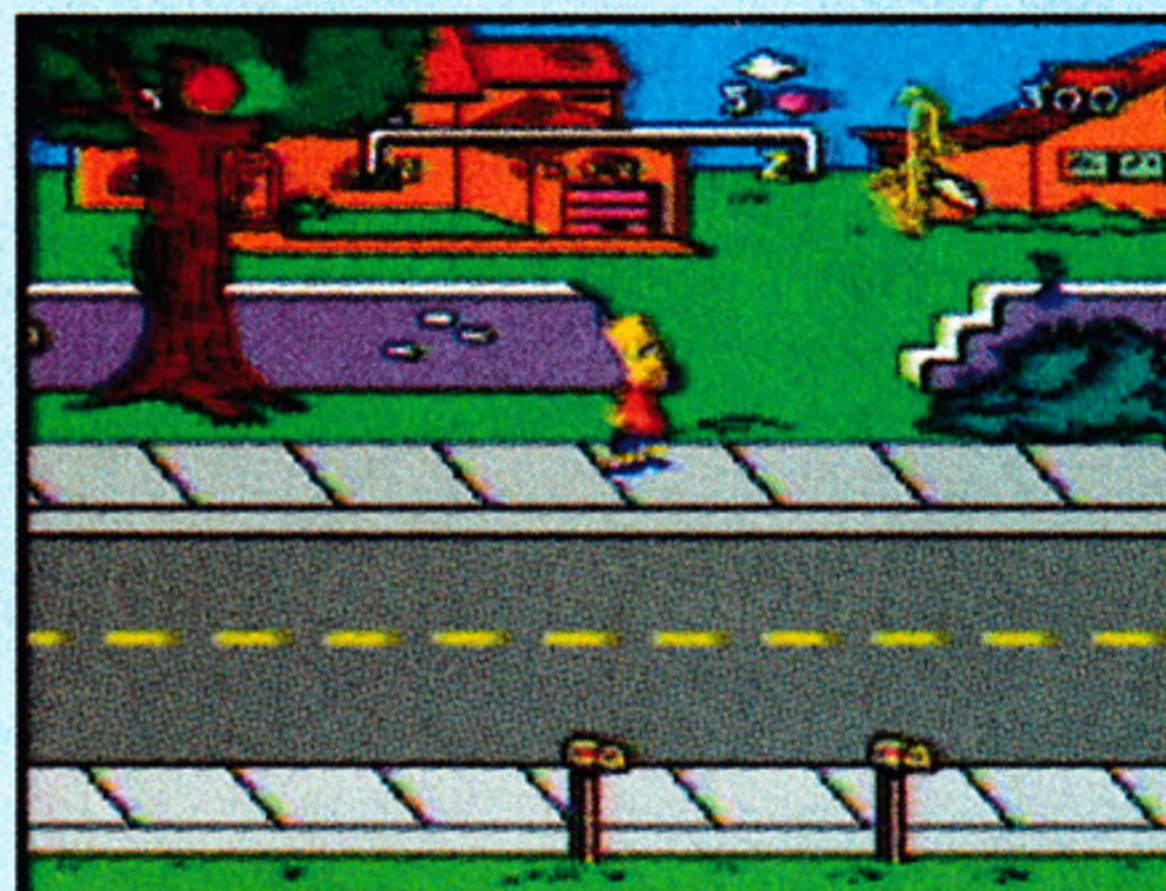
Three-eyed fish are bad news for environmentalists, but they're great news for

teenage rebels. Leap over Blinky to get a soda can.



Imbibe the bubbly beverage and Bart will burp, blasting out all on-screen enemies!

### Gang Avoidance



Stay cool if Jimbo and his cronies ensnare you. Simply jump and touch a passing saxophone, and Lisa will turn the gang into rats for you.



For more 1-ups in the first section of Part II, stand a safe distance away from Homer's portrait and blast its eyeballs.

### Beat the Furnace



When the Furnace Boss's door opens and sparks shoot out, stand here and blast them with the soda can.

# N Bart's NIGHTMARE

## The Itchy & Scratchy Show

### Easy 1-Ups



In the second section of Part I, stand your ground next to the lamp and nail the flying light bulbs to get Barts galore.



Then move in and pound the furnace's door with four gas shots. Quickly return to the safe spot, dispatch the sparks, and repeat the process until the furnace's goose is cooked.



## Bartman Takes Flight

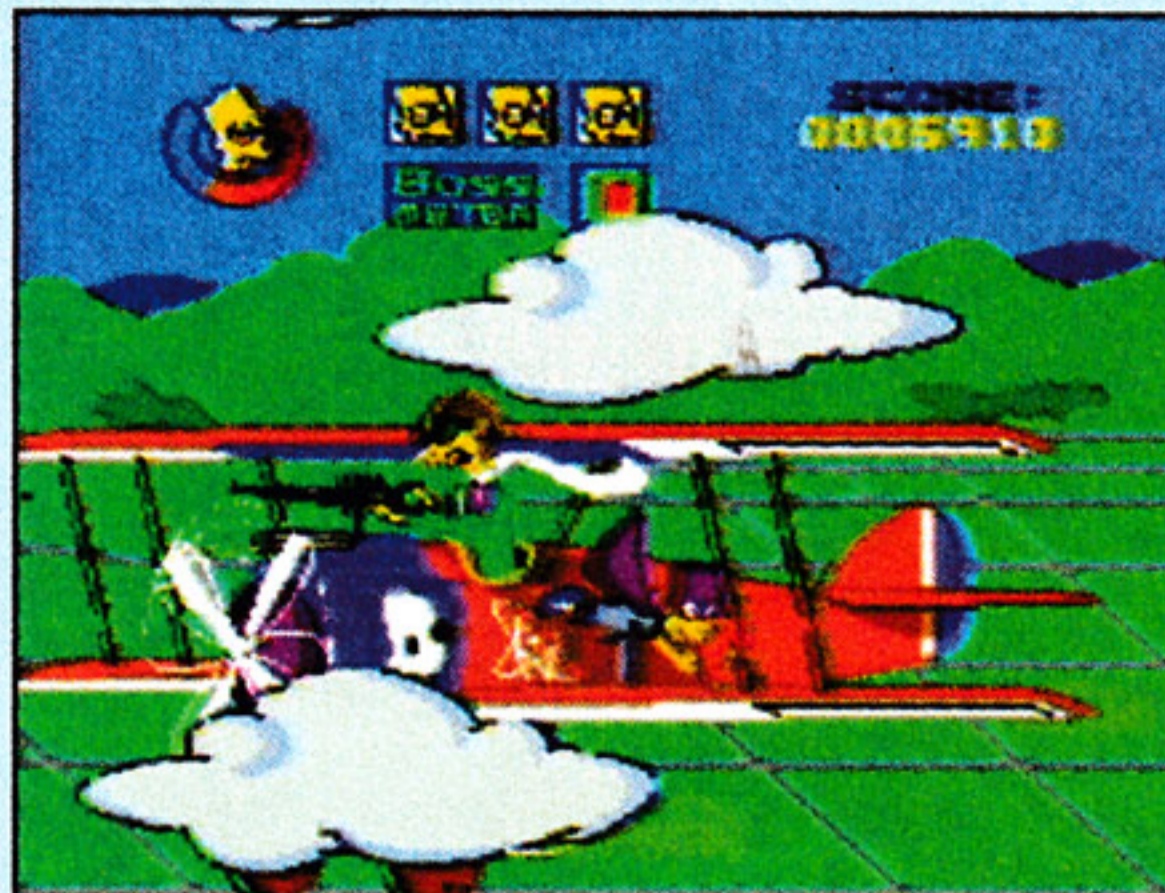
### Pass the Electric Field



Cruise through the electric field's low road to get out alive. It's much easier to out-fly the missiles in the lower section, and there are fewer dangerous twists and turns.



## Shoot Down Red Baron Burns



When you hear the buzz of Burns' propeller, hold down Down and Left and rapidly tap the fire button. The Baron's bullets miss you high and wide, but the rocks from your slingshot will turn his plane into Swiss cheese!

## Bartzilla Stomps Again

### Stomp the Power Plants



For mass Bartzilla destruction, cause a meltdown in one of Springfield's numerous power plants. Just walk up and crush one to nuke all on-screen enemies!

## The Temple of Maggie

### Block Hoppin'



The only way to beat the Temple is to out-smart it. Each block is pressure-weighted, so if you step on one block, another will rise. Try to depress all the raised blocks in the beginning, and the blocks at the end will provide safe passage.

## Time Traps



The Temple's second section is even tougher, because many of the blocks are booby trapped. Don't stand on any block for more than five seconds, or you're a goner! If a demon ambushes you, take one step in any direction, then turn and nail him.

## Egg Bart On



Eggs, which bestow 1-ups to Bart, are the most valuable treasures in the Temple. Be careful, because if you take more than a few seconds to reach the Egg, a vulture's liable to carry you off to an untimely death. Either grab an Egg immediately, or leave it alone.

## Get an A

Bart's Nightmare contains no hidden stages, so don't worry about taxing boss fights at the end of the game. To win, stock up on Zs in Windy World, and practice, practice, practice!

## Attention Game Genie Owners!

If you own an SNES Game Genie, try out these codes:

Infinite bubbles and seeds: 89CB-D9B5

Infinite lives in Bartman and Itchy and Scratchy: C2BE-60EA

Infinite Zs: C2C3-6925 + C2C3-61B5



**By Bro. Buzz**

Tired of that Super Marioesque running, jumping, and flying? You aren't the only ones! Even Mario, Luigi, Koopa Troopa, and Bowser need a break sometime. In Nintendo's Super Mario Kart, these characters and their pals jump behind the wheels of Go-carts for outrageously fun racing action.

## Kart to Kart

True Go-carts are little, single-seat, metal pipe-framed vehicles that are built very low to the ground. Their power plants are miniscule by automobile standards, but their light weight enables them to zip around race tracks like crazy! Super Mario Kart does an excellent job of capturing the thrill of Go-cart racing, and wraps it up in the familiar, fun, Mario-land atmosphere.



**Mario takes a break!**

## Mario's Sights and Sounds

The great graphics are pure Super Mario. Mario, Luigi, the Princess, Yoshi, Toad, Koopa Troopa, Bowser, and Donkey Kong, Jr. are all on hand as drivers you can control. The cart introduces a new Nintendo character, too. He's Lakitu the turtle, who shows up to pull you out of trouble spots like deep water and lava.



**Lakitu will save your can more often than not.**



**PROTIP:** First timers should drive with either Mario, Luigi, Koopa Troopa, or Toad.

The 19 tracks feature familiar Mario-style scenery and backgrounds. Each track sports a unique, rambunctious layout. The entire group offers months of fun for any SNES driver. Well-done familiar details, like the infamous Piranha Plants, Ghosts, Mushrooms, and the ever-present Pipes, will also make Mario fans feel right at home.



**PROTIP:** Be aware of the different courses' unique aspects. For example, Vanilla Lake has an icy surface, so it's slippery. The side

barriers in Ghost Valley disappear when you hit them once. You'll go over the edge next time you hit that spot.



**Ghost Valley is a spooky raceway.**



**Bowser Castle is a hot track.**

You do all your driving from a slick, behind-the-cart view. The wicked racing graphics are a Mode 7 tour-de-force, à la F-Zero. You whip around curves and spin out. Watch out, 'cuz this game can make you dizzy. The controls in this game are tight, and you use all the SNES controller buttons to motor around the track.

# SUPER MARIO KART



**Single-player GP features a nifty track view. You'll be able to see your position during a race.**



**PROTIP: You can cut corners as you race. It slows you down a little, but it sometimes enables you to gain ground on the leaders.**

This game even sounds like a good time. Cutesy tunes and sound effects blend in excellently with the action and the Mario atmosphere.

## Super Mario Race Land

Super Mario Kart features five Go-kart games – the Match Race, the Time Trial, the Battle Mode, and the Mario Kart GP in both one- and two-player modes. Each game dishes out its own brand of fun. Give 'em everything you've got because the battery backup saves your ranking for all to see.

You must master different track layouts against stiff competition. Try to bump your opponents off the tracks. Drive over Question Mark Squares to acquire nine helpful items – Shells to shoot at other drivers; Mushrooms for speed, Stars for invincibility, Feathers for high jumps, and more.

**PROTIP: Fire Shells to clear obstacles, such as Banana Peels, Yoshi Eggs, and Poison Mushrooms, from your path.**

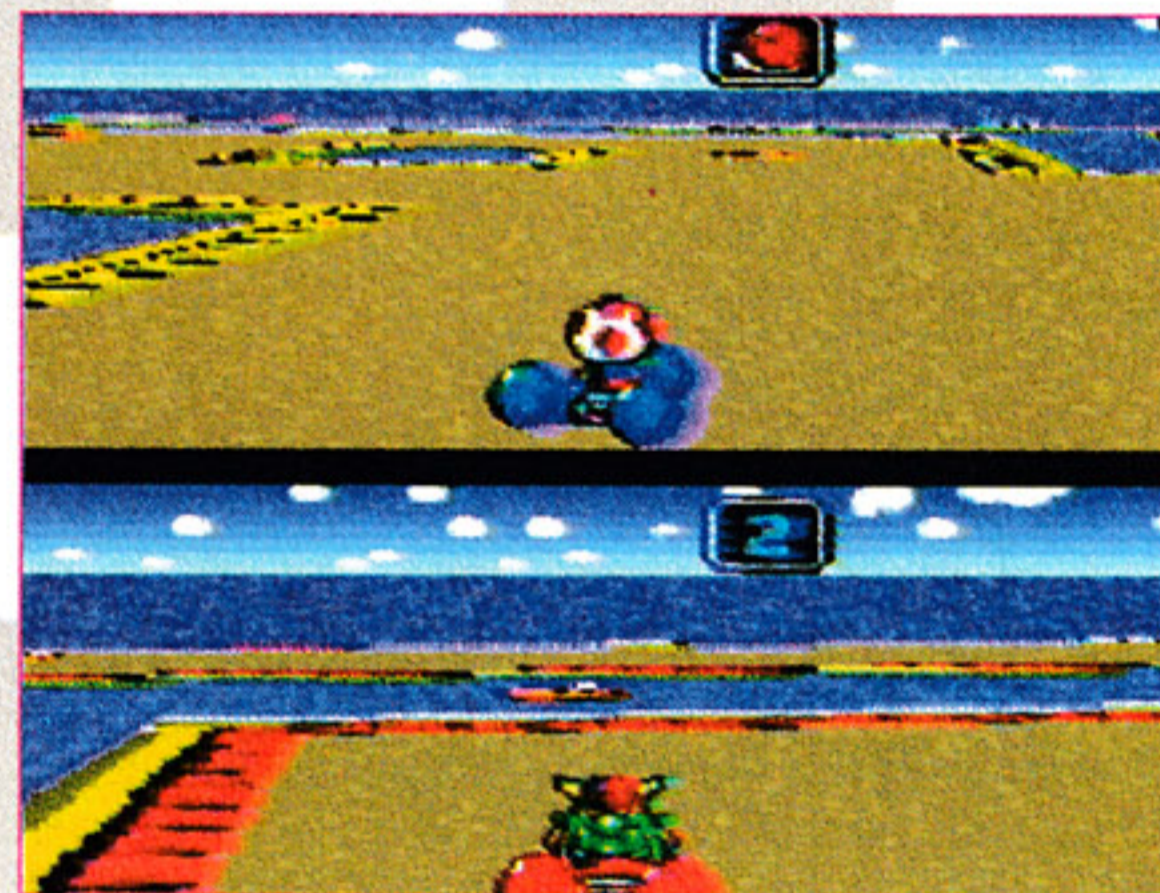
**PROTIP: Green Shells ricochet, so try for bank shots. Watch out, though, they can hit you on the rebound, too!**

The Match Race is a two-player race, where you drive against your bud one-on-one. In Time Trials you drive solo on any

course. If you drive fast enough, you could get the chance to take on yourself in a one-on-one matchup!

**PROTIP: Power Sliding through turns is practically the only way to win in the 100cc class races. Press a directional control to turn and then hit L or R (it doesn't matter which one).**

Battle Mode pits two human players against each other across five tracks. Your carts are outfitted with three balloons. You chase each other around and try to grab those Items that will help you burst your opponent's balloon.



**PROTIP: In Battle Mode, you can tell where your opponent is by watching his screen (of course), and noting the colors of the boundaries he is driving by.**

## Mario Kart GP

Because you take on the tough CPU, Mario Kart GP is the most challenging game in the cart. You pick your favorite character and then race against the seven remaining drivers. You can enter the 50cc class or the 100cc class. In 100cc races, the carts are faster and the drivers are more aggressive. Sometimes they're downright mean.

**PROTIP: In 100cc class races, you must be as aggressive as your opponents, or you'll never earn a number one ranking. Slam into them when they're at your side, or bonk 'em with Shells.**





You have to complete three "Cup" racing series – the Mushroom Cup, the Flower Cup, and the Star Cup. Each Cup series consists of five races on five courses, and they'll blister your thumbs. Races are five laps long, and the top four finishers earn points towards the overall championship. In two-player GP, you and a friend race via an excellent split-screen view. It's a cooperative contest. If either of you finishes in Fourth Place or better, you both move up to the next track. This is a great way for drivers of unequal skills to play together.



**PROTIP: You'll never win a thing, but you can drive completely around a track in the opposite direction.**

## Mario Motors

Maybe you were wondering just how many ways Nintendo could squeeze a good time out of the Mario world. Here's one way that's a winner. Super Mario Kart makes wheel-spinning, bumper-grinding, motor racing actually cute! The little guys definitely have a lot of drive.

Super Mario Kart by Nintendo				
Graphics	Sound	Control	FunFactor	Challenge
				<b>ADJ.</b>
5.0	4.0	5.0	5.0	Adjustable
\$49.95 Available now Racing Simulator		Two Player Battery backup		

# PRO TIPS

# SUPER MARIO KART

## Driver du Jour



Each driver has specific strengths, weaknesses, driving tendencies, and engines. Some rev to top gear more quickly, others have a faster maximum speed, while yet others handle curves better. Take each character for a test spin on the Time Trial to see which driver best suits your racing tendencies.

## A Quick Rundown of the Drivers

**Mario and Luigi:** These are the most balanced drivers, with equal strengths in top speed, acceleration, and control.

**Princess and Yoshi:** These two have the fastest acceleration to top gear.

**Bowser and Donkey Kong Jr.:** Due to their large bodies, these drivers are slow on the accelerator, but they have the fastest top speeds.

**Toad and Koopa Troopa:** With average speed and acceleration, but excellent handling on the curves, these drivers are

good for beginners. Unfortunately, you don't stand a chance of winning the whole enchilada with them.

## Mario Circuit 1 and 2

### Sharp Turns



Cut across just the tip of each corner. You won't lose speed, and you'll avoid having to handle a sharp corner and possible spin-out. Cutting too deeply off course slows your kart. Computer-controlled drivers can't go off course to cut corners.

### Look Before You Leap



Press hard to the left just as your cart launches into its jump. Your cart will hit the course with its wheels already turned toward the sharp corner ahead.

## Donut Plains 1 and 2

### Don't Be Greedy



Most of the coins on the Donut Plains courses are deviously placed over gravel and other areas that are hard to reach without slowing down or spinning out. Don't be greedy – stay on course!

### Hangers On

Push Buttons L and R rapidly to shake off the gophers that attach themselves to your driver. They're ugly, and their weight slows down your kart.

## Bowser's Castle

### Head Trip



The huge stone heads don't start dropping until the second lap. They drop straight down, so aim for the gaps as you approach them.

## Take it Slow



Ease up on the gas after you hit the "Zip" bars, or you'll be going too fast to handle the sharp 90-degree corner ahead.

## Koopa Beach 1

### Plumbing the Depths



Keep an eye on the color of the water ahead of you. The darker the blue, the deeper the water. Aim for the shortest route between each island.

## Ghost Valley 1 and 2

### Stay on Course



This track is positioned over an abyss. Tiny ledges alongside the corners help keep your kart on the track, but it's still wise to keep centered on the roadway.

### Take Flight



If you're lucky enough to get a Feather power-up, use it to jump over sharp 90-degree turns.

## Power-Ups



You must be directly behind a kart to hit it with a green shell. The green shells ricochet straight off of obstacles, though, so be careful that they don't bounce back into you.



Don't launch the Mushroom Turbo Boost until you head into a straightaway. It's also useful to save the Mushroom for a last boost to get you past any leaders as you approach the finish line.



# SUPER NES PRO REVIEW



By Scary Larry

Buster Bunny has come all the way from Acme Looniversity to bring you this action cart for your SNES. They may be Tiny Toons, but their cart is livin' large in the fun department. Join Babs, Hamton, Montana Max, Buster, and the rest of the Toon bunch in an all-out, daredevil dash for excitement.

## Tiny Troubles

Tiny Toon Adventures: Buster Busts Loose by Konami is a real cool cartoon cart. Story line? Nah, not really...like a good cartoon, you never know what's gonna happen until it falls from the ceiling and flattens you. In this one-player, side-scrolling SNES game, you play through six totally unconnected stages of off-the-wall mayhem that take you from Acme Looniversity to the Old West, Acme Acres Stadium, and an outer space hunt, just to name a few. You get to play with and against all your favorite people...err ...Toons, like Calamity Coyote, Dizzy Devil, and Plucky Duck.



**PROTIP:** Always drop kick a few seconds before you reach your opponent. You'll probably land right on them if they're coming towards you.

You start out as Buster, hoppin' and boppin' along and drop kicking your opponents to make them give up stars. You collect the stars, and after a hundred, you get a 1-up. Your moves don't stop there. You can also run, jump, and



**PROTIP:** Go under the staircase in the first level by Dashing towards it and pressing Down. You should slide right under and collect some goodies.

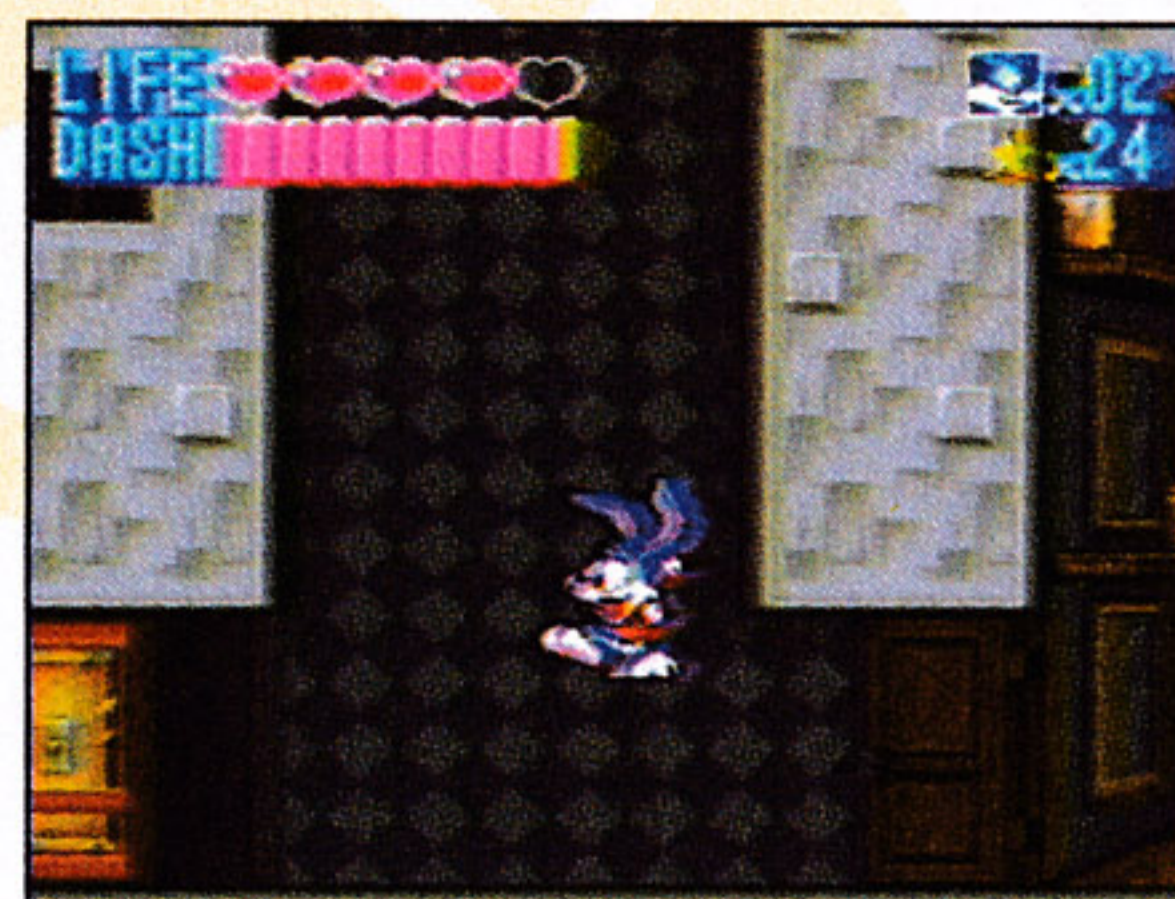


**PROTIP:** Get as close to walls as possible before you Dash so you don't waste energy on flat ground.

Dash (a special burst of speed that gives you the ability to climb walls) your way through the stages. You even get to play football and call your own Run and Pass plays. Combine any two moves and give yourself extra high drop kicks or extra long jumps.

The control of your character is not child's play, so watch it. You must use your Dashes wisely, since they run out. Also, it's necessary to follow warnings along your route (RUN, DASH, JUMP), so keep on your Toon toes!

You're going to need more to move you along than just your fancy moves. Along the way, you find items such as Carrot trophies (silver restores one heart, gold increases all hearts, crystal increases hearts by one), Gogo Dodo trophies (silver fills Dash gauge, gold makes you invincible for a while, crystal destroys all enemies on-screen), and Buster Bunny dolls (1-ups). These treasures are not unguarded though. Buster must fend off mischievous mice, deranged dogs, and viciously cute vultures.



**PROTIP:** By jumping up in the air and THEN starting your Dash, you can scale walls that are unreachable by other means. Try this at the end of the museum in the first stage, and you should find a goodie hideaway.

Unlike other too-cute titles for the SNES, this cart has real diversity. You get five different bonus games after each level that add up to some pretty hilarious stuff. There's a Guess Your Weight round, Bingo, Hungry Boy Hamton, Racquetball, and a Find Your Friends game.



**PROTIP:** To get rid of Dizzy at the end of Stage One, get underneath him and knock food from the conveyor belt into his mouth. Remember, he's hungry and it takes a LOT to feed him!



**PROTIP:** To get past the Train Stage, Dash the hill when you come to it, never letting up on the Dash button. You'll find Gogo Dodos in just the right spots to keep you going. Be sure to jump where it says "Jump."

# TINY TOON



# BUSTER

# BUSTS LOOSE!



**PRO TIP:** Don't waste any time bustin' buzzards in this horse stage. Dash and leap until you clear it or the vultures will swarm you.

### Rabbit Redux

This game's graphics will make you wish you lived in Toons Town. All characters are large sprites, but not huge. They're Tiny Toons for goodness sakes! The backgrounds are gorgeously colored, and the movement of everything (Buster, enemies, assorted other objects) is well done. To top it off, there are no glitches or slow-down, which you would expect in such a

lush-looking cart. The characters all look exactly like their television counterparts.

The sounds in this cart are Looney, but in a good way. The music matches the sequences, going from Wild Western dance-hall music to spooky Mansion melodies. The familiar theme song is also represented in different formats here. The Toons will keep you entertained for hours on end, just like Mario and Sonic used to when you were little. Here's your chance to be little again.







**PRO TIP:** When you catapult up in the Haunted House, always execute a drop kick. You never know what's waiting on the ledge for you.

### Don't Let the Toon Taste Fool Ya

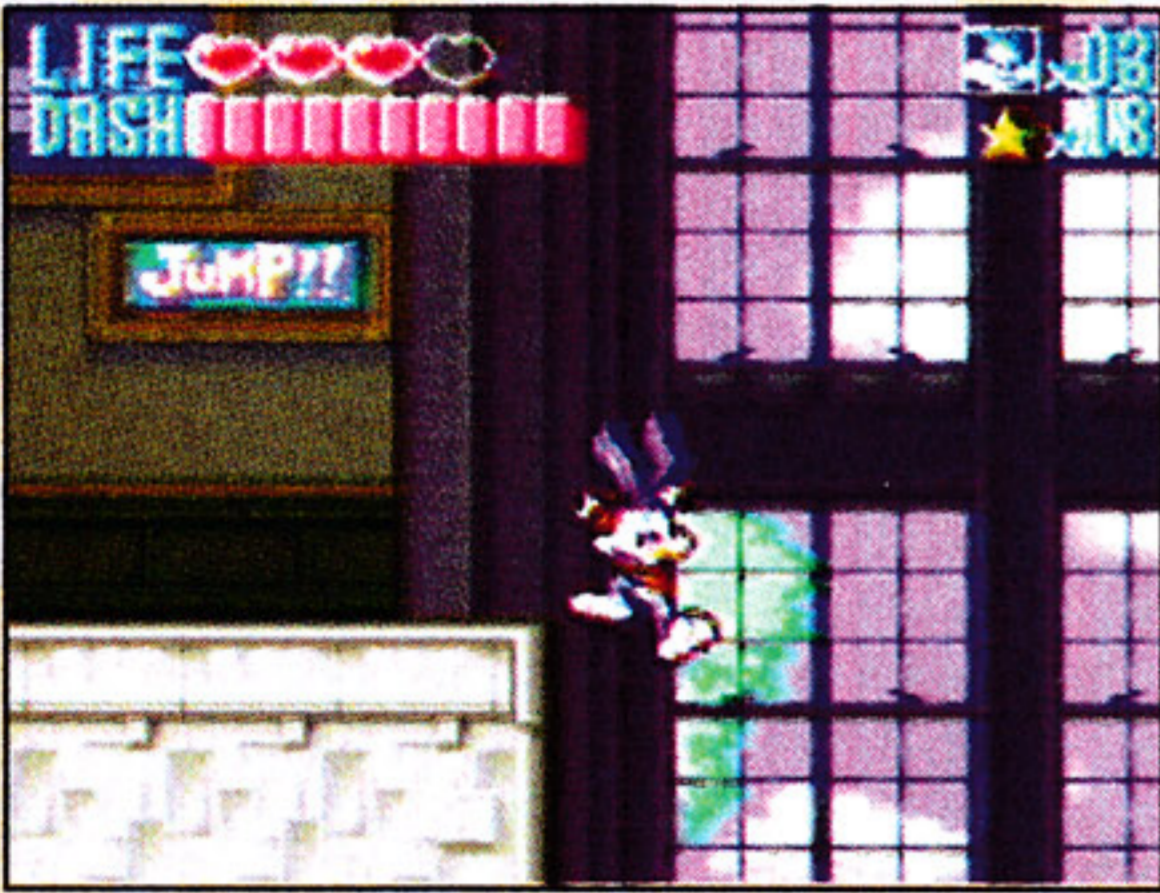
Tiny Toons may look like kid's play, but the challenge is harder than gettin' home early to watch the Toonsters. For those not so Toon proficient gamers, its adjustable challenges make gameplay just a tiny bit easier. The cutesy graphics hide a multi-level, multi-fun game that will keep you twitchin' those thumbs for hours. If you're not watching the TV show, then you definitely should be playing this game. Toon in, GamePros, and keep that rabbit's foot handy!

#### Tiny Toon Adventures: Buster Busts Loose by Konami

Graphics	Sound	Control	FunFactor	Challenge
				<b>ADJ.</b>
5.0	5.0	4.5	5.0	Adjustable
Price unavailable Available March Action			One Player Passwords, Bonus Stages	

# SUPER NES PRO TIPS

## Stage 1: Acme Looniversity

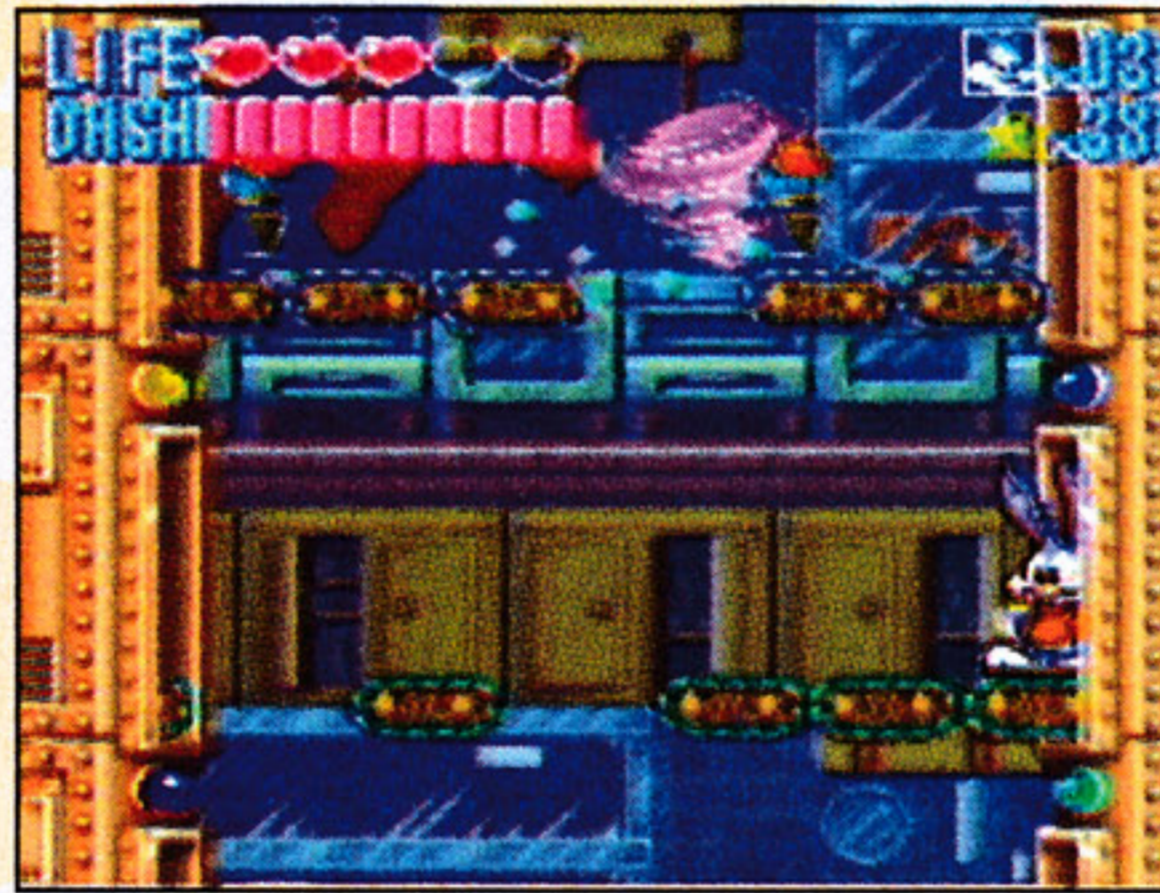


When you see the signs that say DASH and JUMP in the latter part of the first stage, don't be afraid to explore the pits below. You'll have enough DASH left to get out of them, and they hold valuable power-ups.



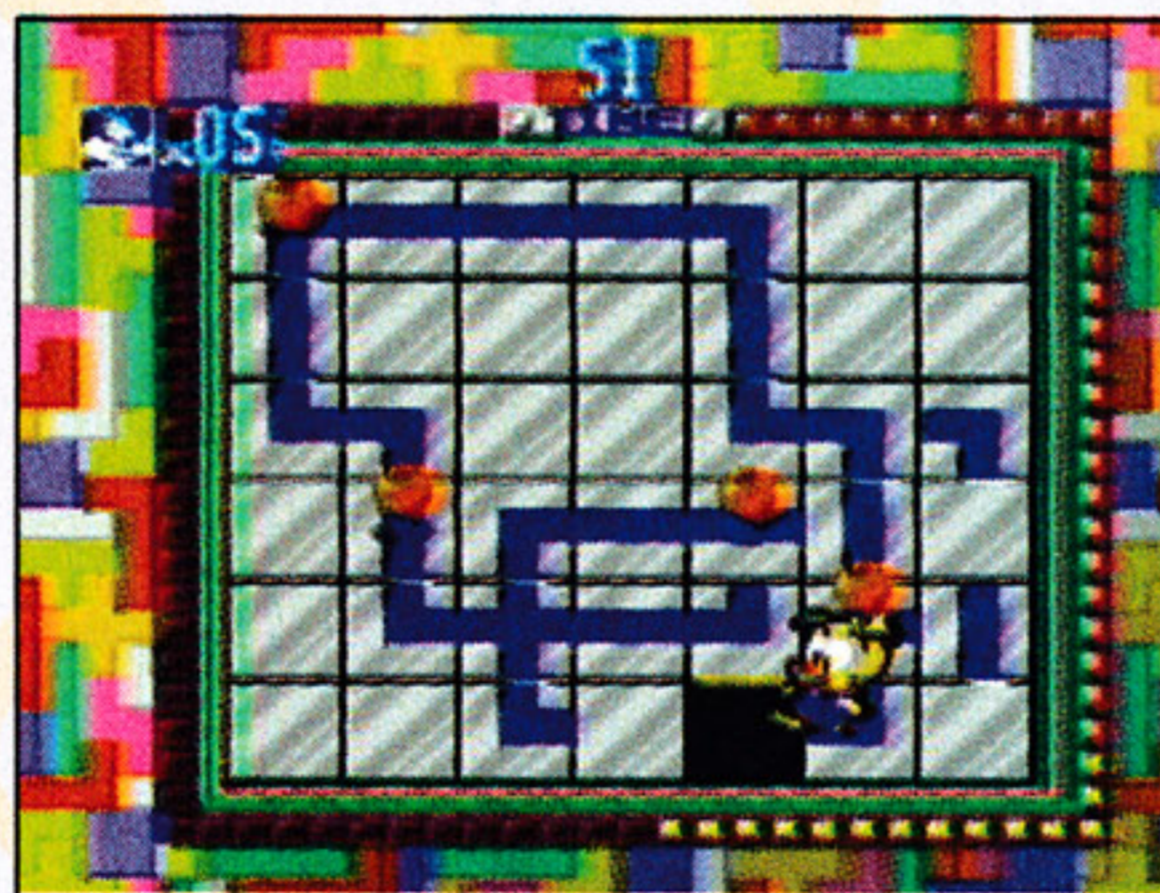
Stand in one spot and repeatedly jump and kick Arnold when he discovers you in the museum. It takes a few more hits to dispatch him than it does anyone else.

## Stage 1 Boss: Dizzy



Stay just inside the doorways when dealing with this cantankerous carnivore. Remember that you'll probably fall between the gaps that Dizzy makes in the food treadmill, but Dizzy will jump across them.

## Bonus Stage: Hungry Boy Hamton

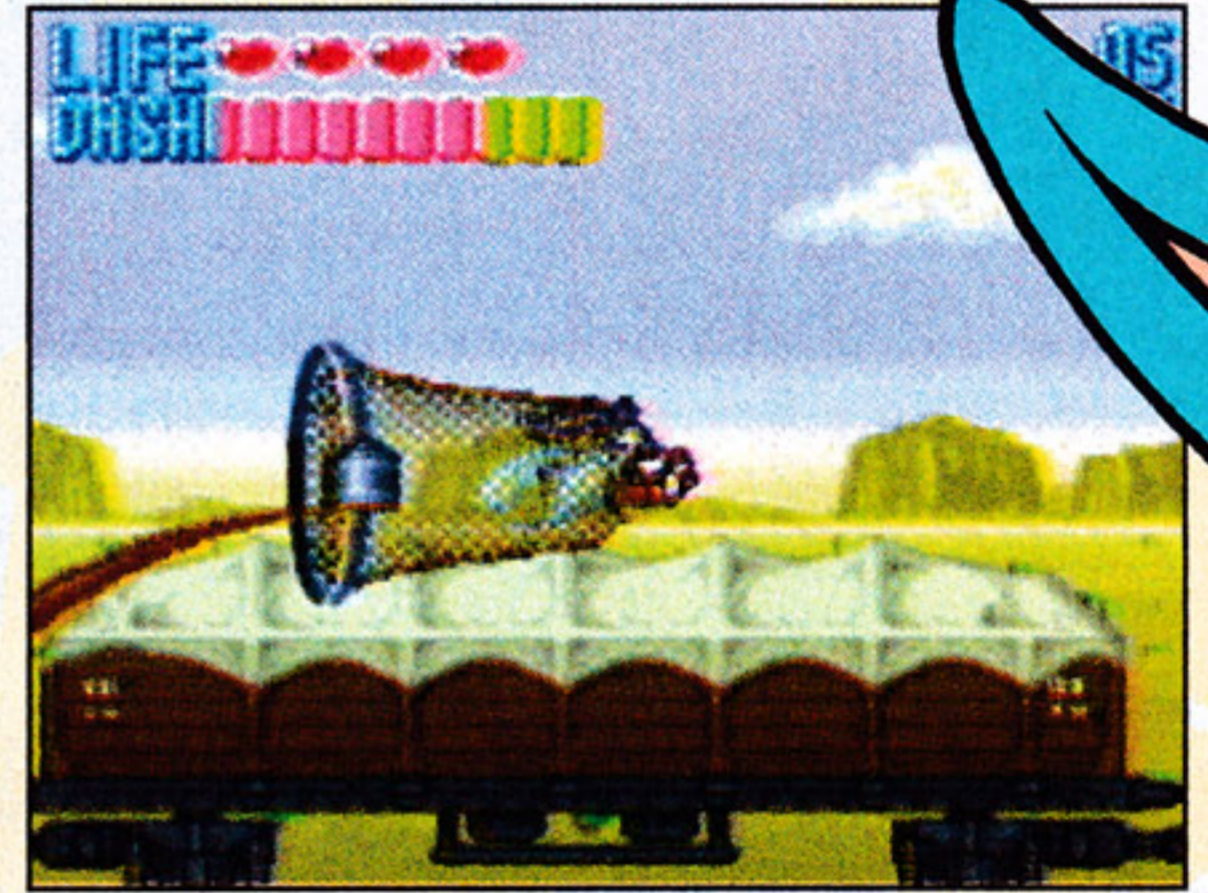


Use the directional pad to move the gap and lead Hamton to the apples. For every apple he gets, you get an extra life. Sometimes Hamton can be coerced onto another tile by rapidly switching the tile and the blank back and forth.

## Stage 2: The Western Movie

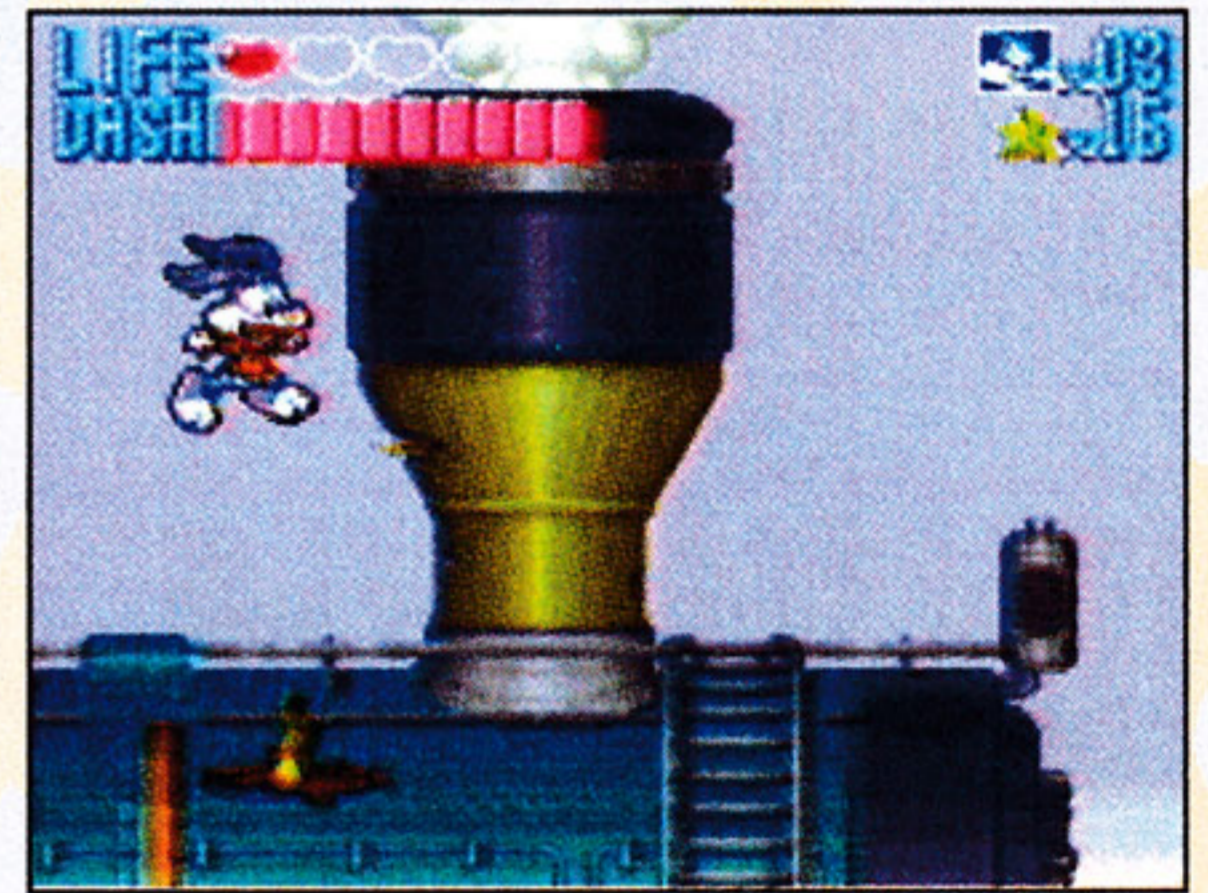


As you're jumping from log to log, you'll hit gaps that seem impossible to cross. Jump into the air and use your DASH to make it onto the next train, then bop Arnold, who's throwing the logs.

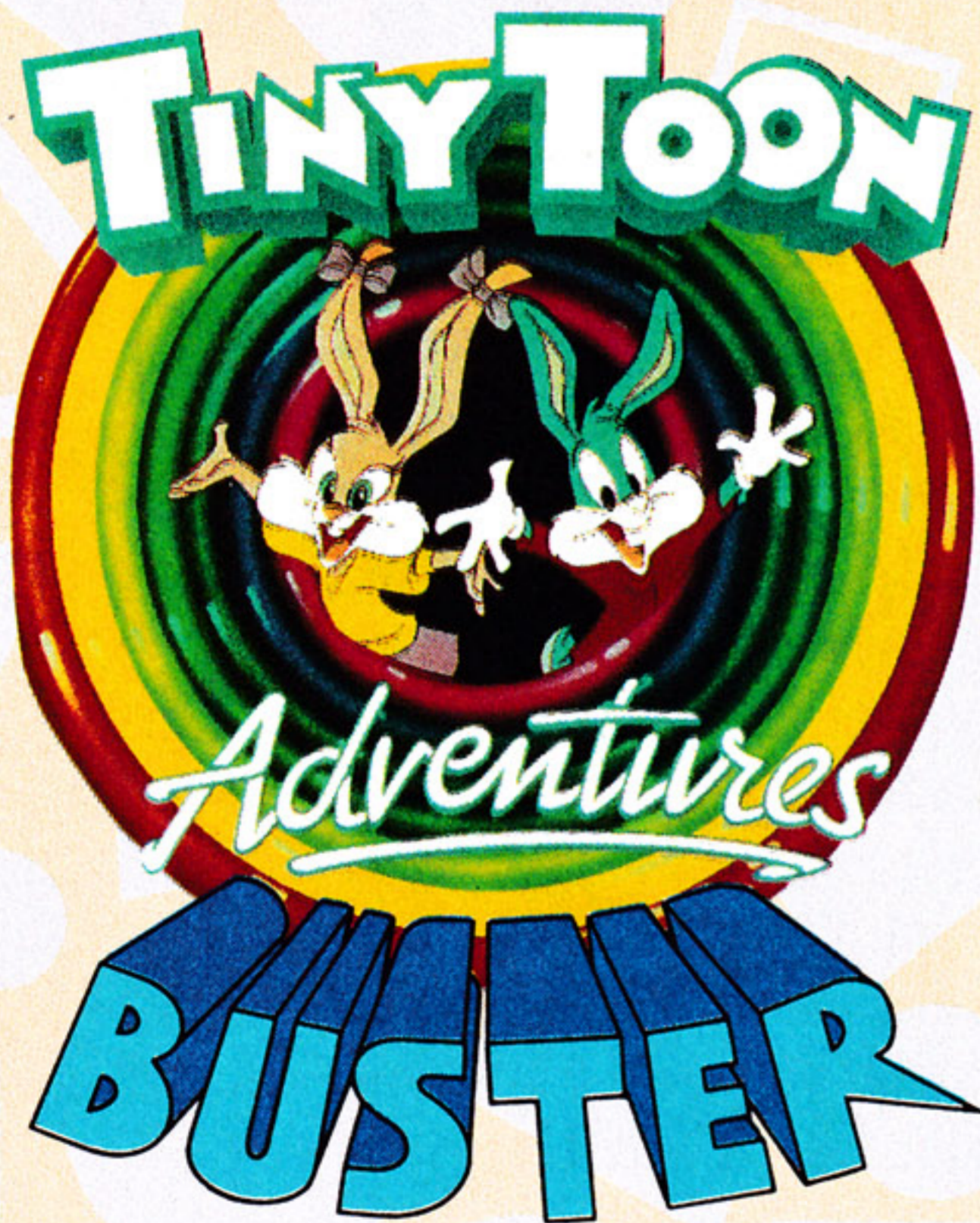


If you get snared by the mail nets, bust Buster loose by using your DASH and the directional pad.

## Stage 2 Boss: Terror Train



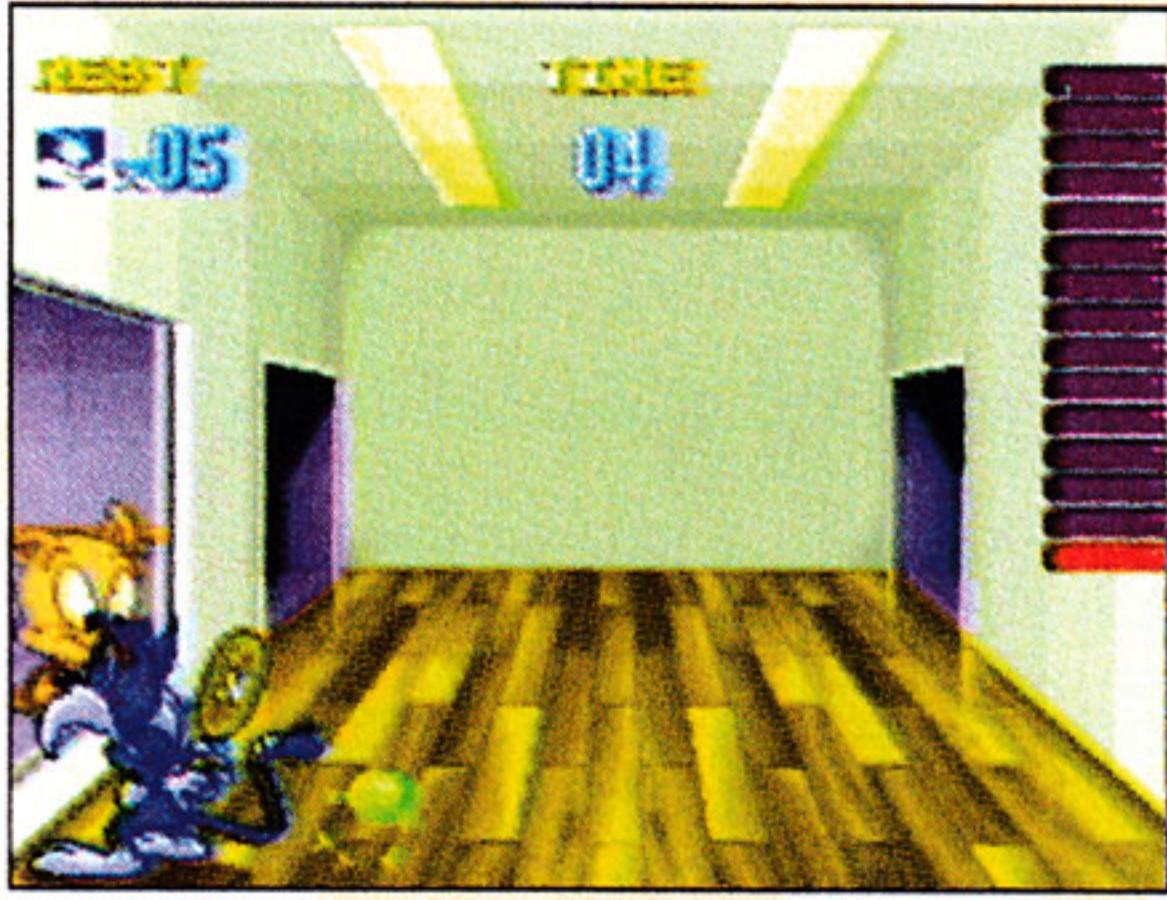
Jump-kick the smokestacks to blow them up. The large smokestack takes many hits, so start workin' on it the second you see it. Climb down for a 1-up, then use your A and B Buttons to get the cart rolling with you and Montana Max on it.



# BUSTERS



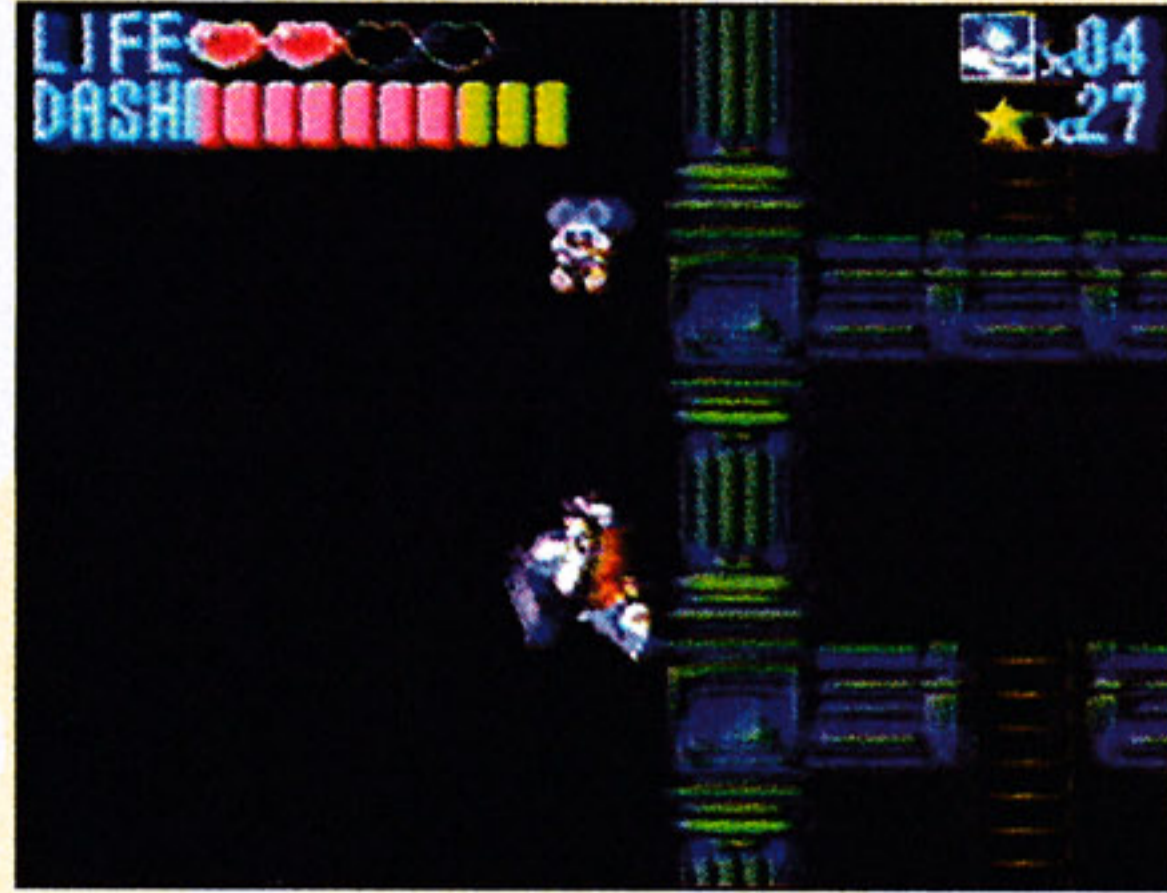
## Bonus Stage: Furball's Championship Squash



Furball plays best from the corners. Hit the

Road Runner for instant 1-ups. Hit the ball 15 times in a row and you earn additional 1-ups.

## Stage 3: Spook Mansion



To find a 1-up, use your DASH to climb the wall.



Knocking a ghoul off a ledge is no assurance that he's gone. If he falls to a lower ledge, he'll be waiting for revenge.

## Stage 3 Boss: Mad Scientist



Actually, you don't have to fight the Mad Scientist – you have to beat the machine he's working on. Forget about hitting the monster he sends after you. Instead, hit the nuts and bolts it throws at you. They should do enough damage to break the machine.

## Bonus Stage: Plucky Duck's Go-Go Bingo



This is a totally random bonus stage. Your luck depends on the turn of the machine. Blank out enough Toonsters and you get an extra life.

Continued on page 48.

# LOOSE!

Continued from page 47.

### Stage 4: Looniversity Football



When running, remember that you can change your direction in midair and fool your opponents.



The easiest way to score is to pass. To catch the long bomb every time, throw the ball, run past the X (bringing the opposing team's tacklers with you), then quickly backtrack to the X. With a little practice, Buster will become varsity material.

### Stage 4 Boss: The Goal

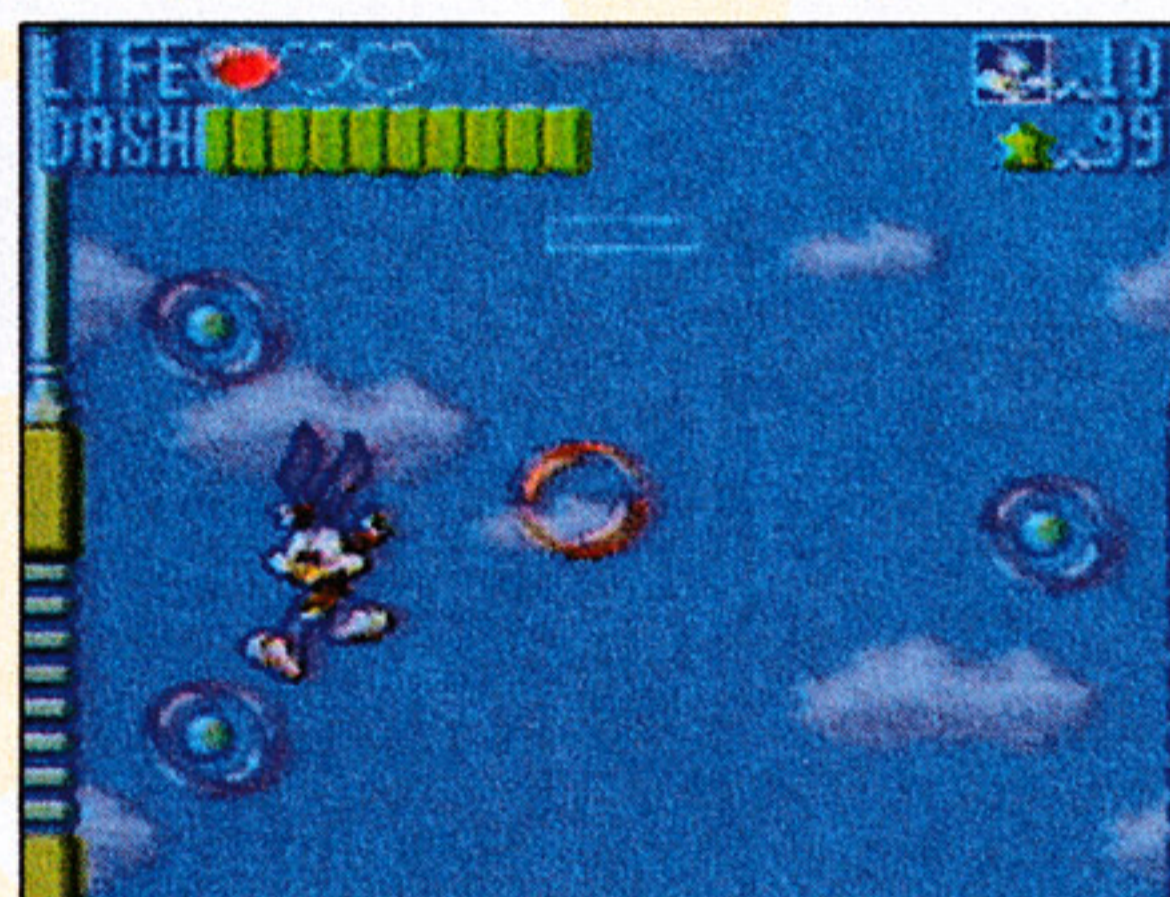
To beat your way to the goal, you only need to overcome your fears.

### Bonus Stage: Mystery Weight Challenge



To get 1-ups, your players must have the greater weight. Pick Elymira, Babs, Plucky, the Dodo, and Sweetie.

### Stage 5: Buster's Sky Jinks



You must collect all the bubbles with balls in them to make the platform appear.



Clear all the multi-colored balls, and the top flippers appear to advance you to the next level. As you're clearing the balls, it's easy to fall past the bottom flippers. Use the outline of the top flippers to help you remember where the bottom flippers are.

### Stage 5 Boss: Collapsing Building



DASH your way through the collapsing building and grab Dodos along the way (there are plenty). Remember that you can scale walls by pressing Up on the directional pad.

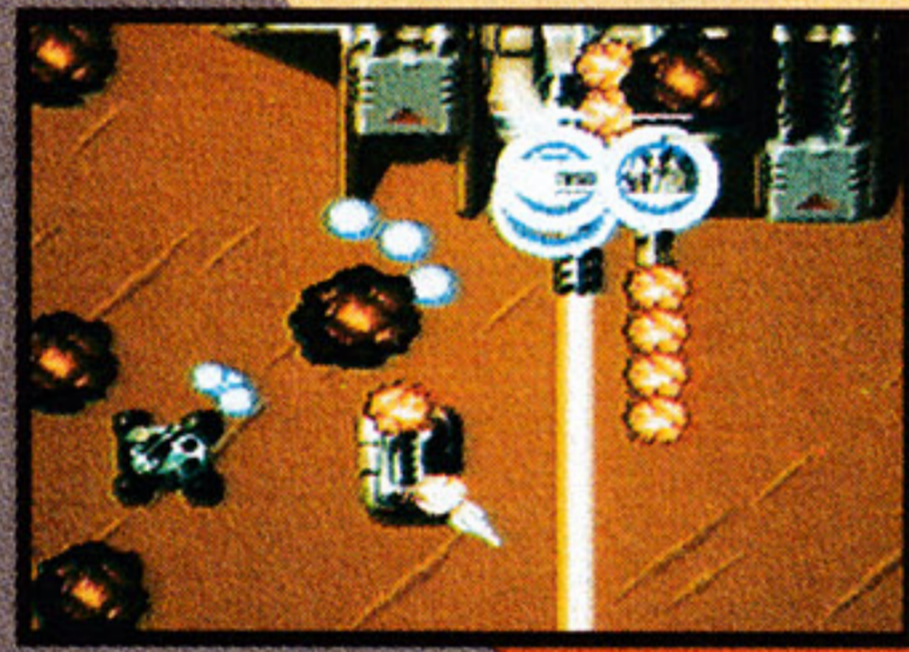
### Bonus Stage: Find Your Friends



Stay at the upper part of the screen until you see Arnold walk away, then go after your 'Toon buddies.



# Beats the hell out of little plastic Army men.



A leading video game magazine calls it  
"...the Mother of All Combat Carts!  
This is no game for SNES sissies!"

**1** OR **2**  
**PLAYERS**

## SUNSOFT®

SUNSOFT® is a registered trademark of Sun Corporation of America.

© 1993 Sun Corporation of America. Nintendo, Super Nintendo Entertainment System and the Official Seals are registered trademarks of Nintendo of America Inc. © 1993 Nintendo of America Inc.

# NINTENDO PRO REVIEW



By Earth Angel

It's a now familiar but still horrifying tale. Ripley, heroine of three chilling space movies, is stranded on a remote mining planet where her ship, the SULACO, has crash-landed. To make matters worse, the planet is now a deserted prison. Well, not quite deserted. A desperate crew of space criminals is incarcerated within the grim tunnels and cells of Fiorina 161, but this band of hard-core thieves, rapists, and murderers are the least of Ripley's problems. The Company's out to breed a vicious race of ravenous Aliens and use them to control Earth. If Ripley doesn't destroy them, our world is doomed.

## The Future Is Now

Alien 3 is a one- or two-player (alternating) shoot-n-run action thriller that does a good job of capturing the suspense and excitement of Alien 3, the movie. This six-level, multi-scrolling cart combines simple, but slick, game play with jazzy tunes from the movie. It's a game that's just plain fun. Naturally, the cart can't hold its own in comparison to the incredible Genesis version of Alien 3, but it's just what NES gamers have been hungering for.

As Ripley, your task is deceptively simple: rescue all of the hostages in each area of the mining colony. Of course, you're gonna have to find them all first. This means that you've got to roam the dark, dank tunnels and passageways of Fiorina 161.

Crisp 8-bit graphics with nary a flicker in sight set the mood in this maximum security prison. Although Ripley's a tiny sprite, the scale of the graphics and the clever rendering of the subterranean tunnels are very effective.

The colony's passageways twist and turn and are fraught with danger, including deadly pits, precarious platforms, locked barriers, and...well, THEM! It seems the Aliens have crash-landed on



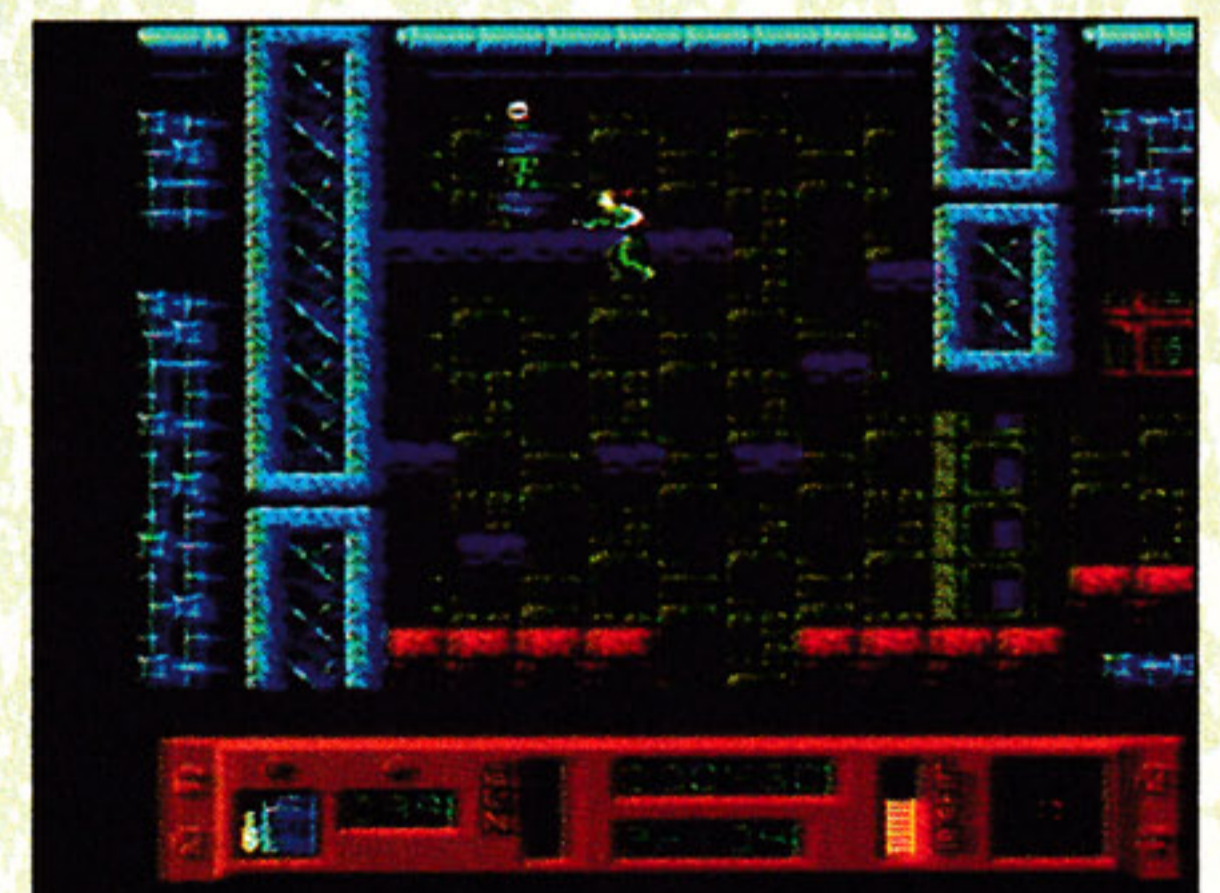
**PROTIP:** Fry pods the second you see them, because they generate Face-Huggers. If a Face-Hugger grabs your mug, rapidly tap Left and Right to shake 'em off.



**PROTIP:** Watch out for Aliens that spit acid. They'll knock you flat on your..er..holster.



**PROTIP:** When you're crawling down a tunnel, fire a shot every few seconds to take out any nasty surprises that may be waiting out of sight!



**PROTIP:** You don't have to climb all the way up to a hostage on an overhead platform. Jump from below to snag 'em.

the planet along with Ripley. They're looking for a snack, and they prefer human meat. The greedy scavengers



Since Ripley can only use one weapon at a time, you'll swap between them with a simple but frustrating button press. All too often you'll find yourself jumping or shooting when you want to swap weapons. To select the weapon you want, you've got to watch an item box at the screen's lower left corner. It's easy to figure out what to do, but sometimes it's tough to pull it off when an Adult Alien is rocketing down a passageway towards you. Other than that, Alien 3's standard run 'n' gun controls are easy to master.

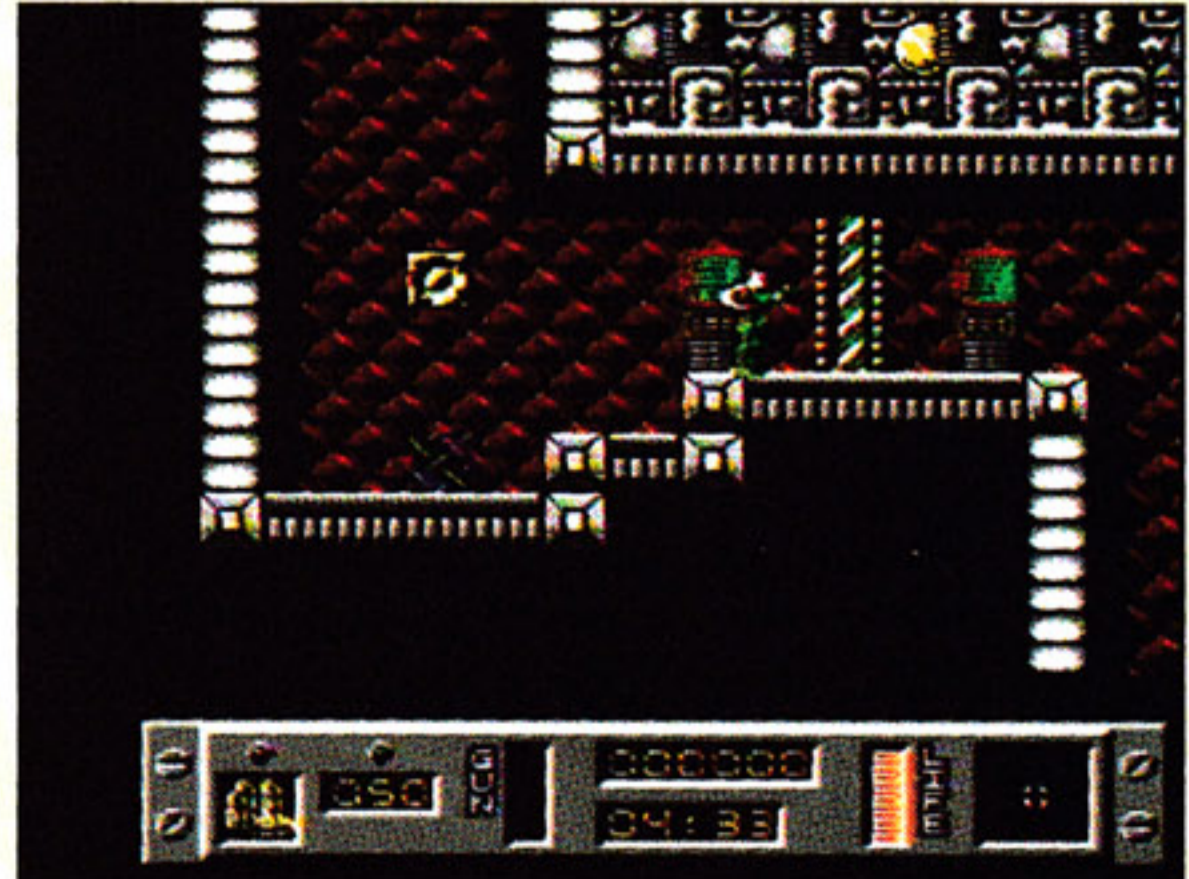


**PRO TIP:** You may not always have time to fire when an Alien comes running at you. Try to leap over them.

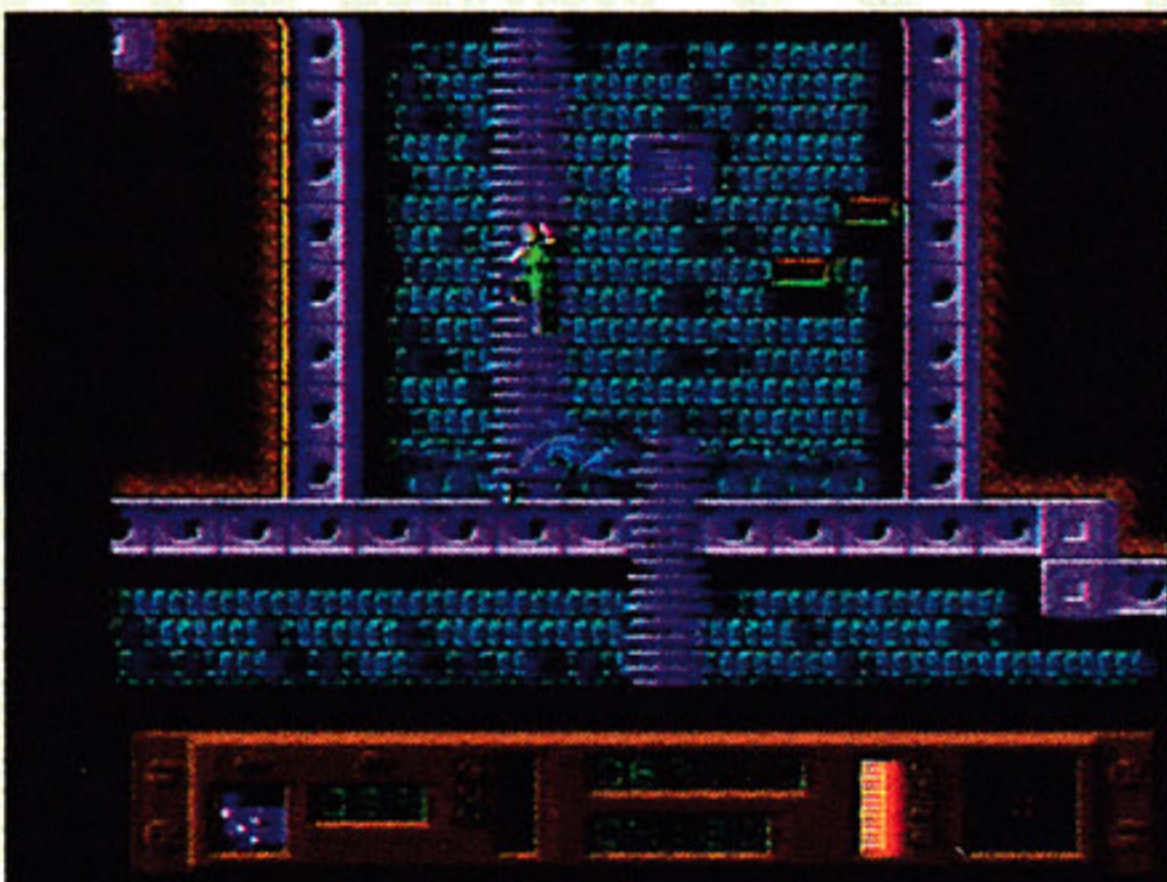
lurk around every corner, and Ripley's got to defend herself against them if she's to have any chance of success in her mission.

**Assassinating Aliens**

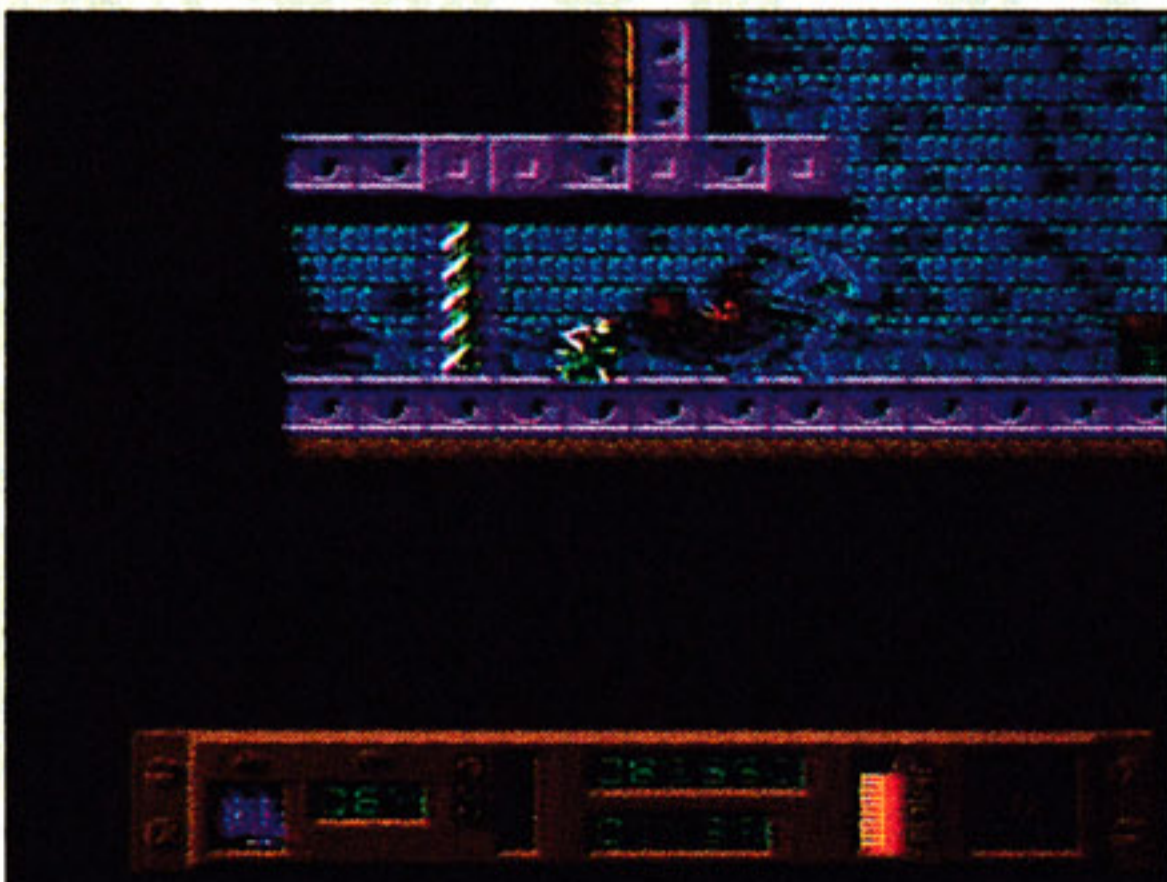
Fortunately, Ripley's armed and dangerous with an arsenal that includes a Machine Gun, a Flame Thrower, a Grenade Launcher, and Hand Grenades. The ammo for each weapon is limited, so part of the game's strategy is to decide what weapon to use and where. It's important to look down every passageway, since additional ammo, as well as extra lives, are hidden throughout the prison colony.



**PRO TIP:** Use your Grenade Launchers sparingly. You'll need them to open doors located throughout the levels.



**PRO TIP:** If a hungry Alien's waiting below you as you climb down a ladder, drop a carefully timed Grenade to blow it to smithereens.



**PRO TIP:** The acid-spitting Alien Guardians at the end of each area usually fight with an easy-to-decipher pattern. For example, in Level 2 stand to the far left near the door and fire at the Alien when it's on-screen.

**In Space, No One Can Hear You Scream**

Alien 3's adjustable challenge makes it fair game for beginner to advanced space commandos. A time limit for each level combines with unexpected Alien attacks to keep your pulse pounding. There's no time to relax in this seek-and-destroy mission, and that's just the way it should be.

Alien 3 reminds us of what the NES does well – entertain! The formula for success here is a great story line, uncomplicated game play that pumps your adrenaline level, decent graphics, and movie-style tunes. You can do it for Newt, but if you're an NES fan, do Alien 3 for yourself!

Alien <sup>3</sup> by Acclaim				
Graphics	Sound	Control	FunFactor	Challenge
4.0	4.5	4.0	4.0	<b>ADJ.</b> Adjustable
\$49.95 Available January		Action Two-Players		

# NES PRO TIPS

## Too Many Prisoners, Too Little Time



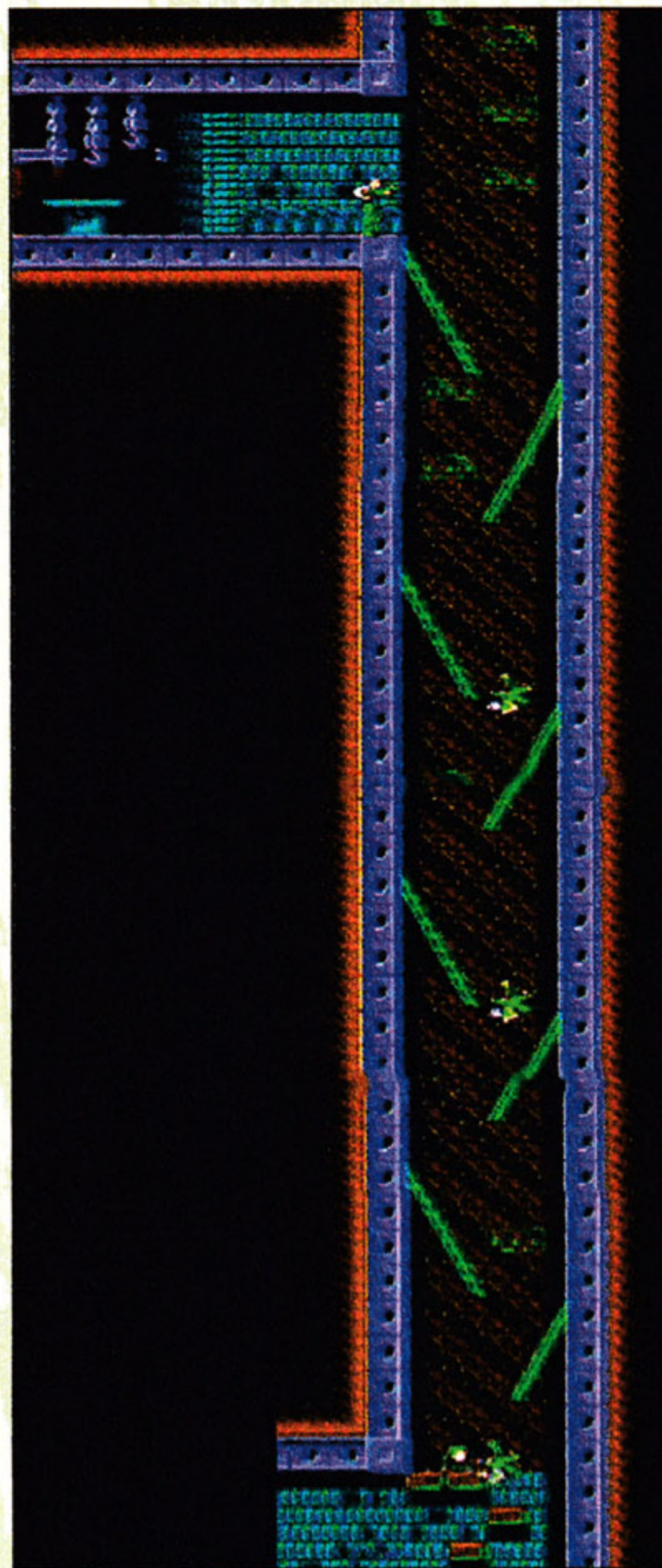
There are quite a few prisoners to rescue in Level 3, and barely enough time to get them all. From the beginning, head down and left to reach one prisoner. Then backtrack to the beginning and head to the right. You'll find the rest of the prisoners by working your way down the right side of the level.

## Head to Head



When you face an Alien head-to-head across a chasm or a jump, shoot it before you leap. If you don't, the Alien may spit acid at you or knock you down.

## Take the Fall



In Level 4, there's a prisoner at the bottom of a long drop. Leap down the chasm and you'll grab the prisoner as you fall.

## Power-Ups



Head left when you reach this area of Level 5 (down and to the left from the

beginning of the level). There's a warren of rooms that contain ammo power-ups.

## Time to Spare

If you have time left after you've destroyed a Level Guardian, gather all of the ammo power-ups scattered around the Guardian level.

## Easy Going

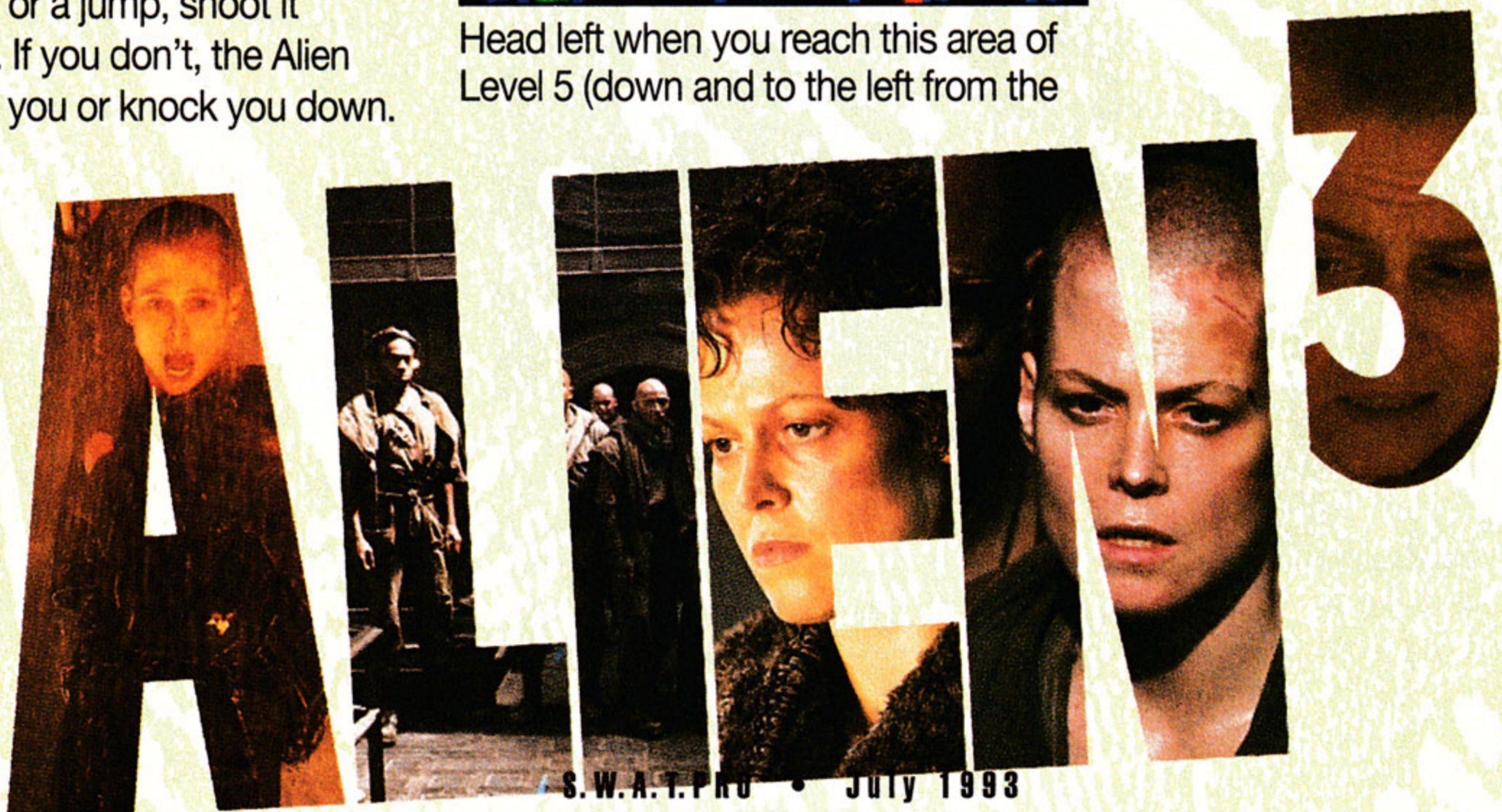


Level 7's prisoners are easy to locate. You'll find all of them down the left side of the level. Once you've freed them, though, you've got a long haul through a maze of tunnels to reach the exit. The entrance to the tunnels is up and to the right of the hostage area. The exit is down and to the far left through the tunnels.

## Close the Door



After you go through a door, it's frequently a good idea to shut it. Why? It traps the Aliens on the other side.



# Here's a Hot Tip!

**One Year  
Only \$17.97  
40% off the  
cover price**

# Subscribe to S.W.A.T. Pro



## NEW

## SPECIAL OFFER

**The magazine devoted  
to what you like best —**

- Awesome strategies
- Hot passwords
- Super tactics
- Killer maps

**YES! Enter my one-year subscription to S.W.A.T.Pro (6 issues) at the incredibly low price of \$17.97. I'll save 40% off the annual newsstand rate!**

Name \_\_\_\_\_

Address \_\_\_\_\_

City \_\_\_\_\_ State \_\_\_\_\_ Zip \_\_\_\_\_

**Bill Me**       **Payment Enclosed**

**Send To:**  
**S.W.A.T.Pro Magazine, P.O. Box 50309, Boulder, CO. 80322-0309**

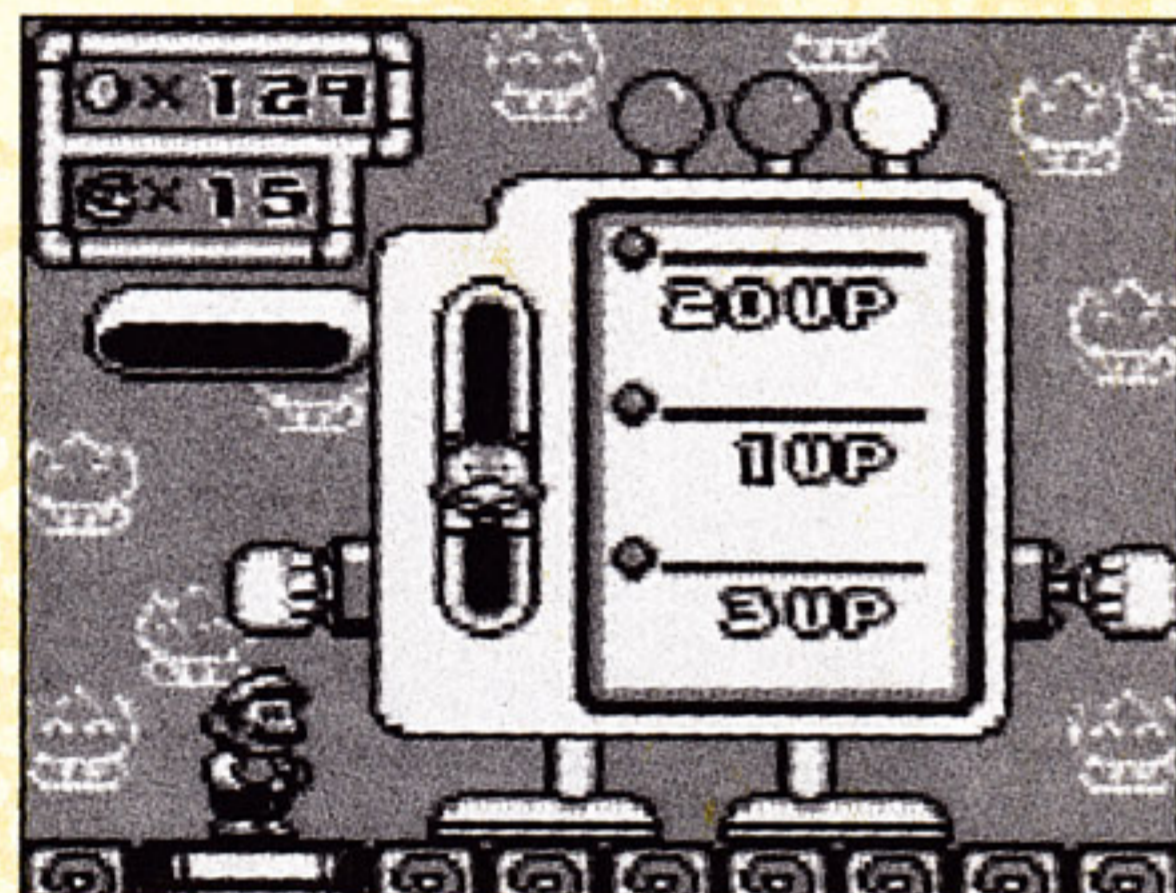
Send foreign and Canadian orders prepaid in U.S. funds, with \$10/year additional postage. Annual newsstand rate: \$29.70. Please allow 6-8 weeks for delivery of your first issue.

# GAME BOY PRO REVIEW

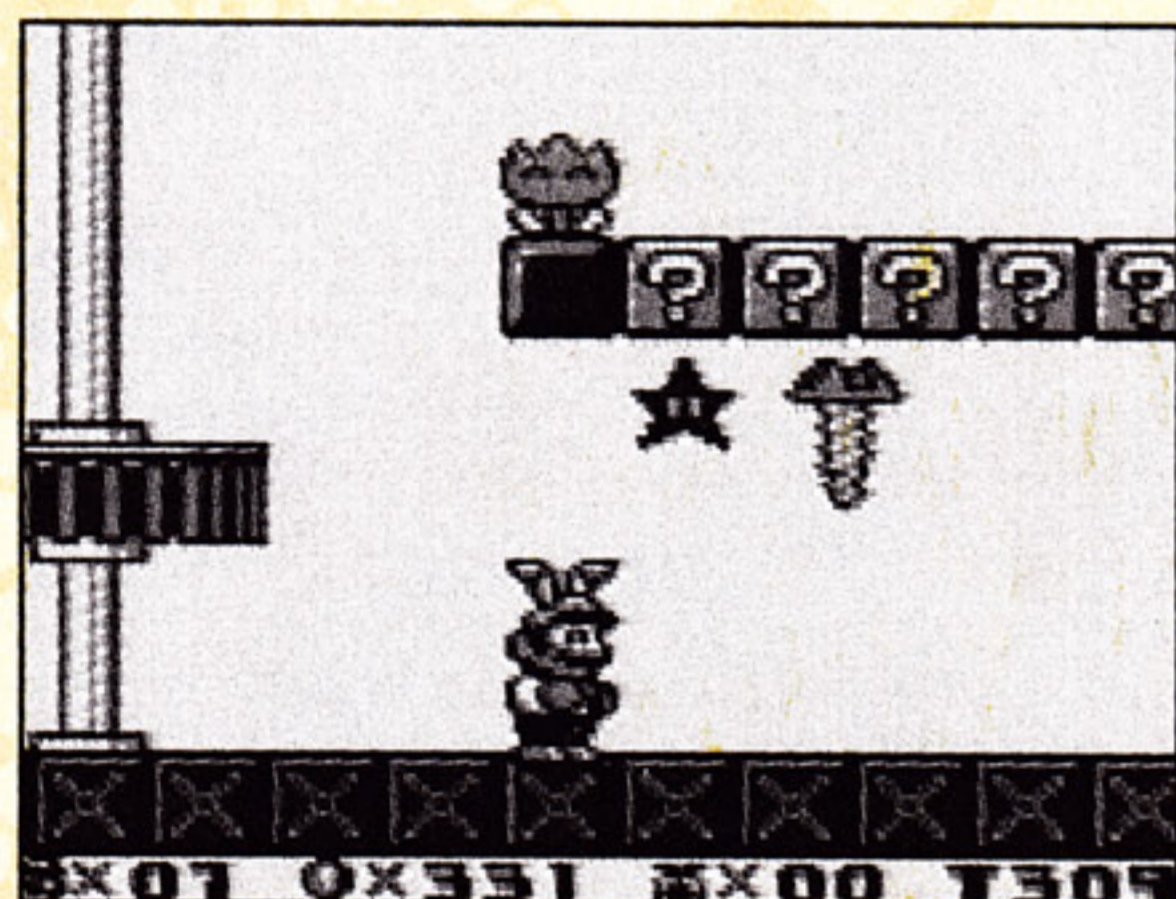


By Scary Larry

The most famous plumber since the Roto-Rooter man is lighting up Game Boy screens once again, and clearing the competition from the pipes. Mario will drain you in this seven-level, multi-stage, mega game, but you'll love every minute of it.



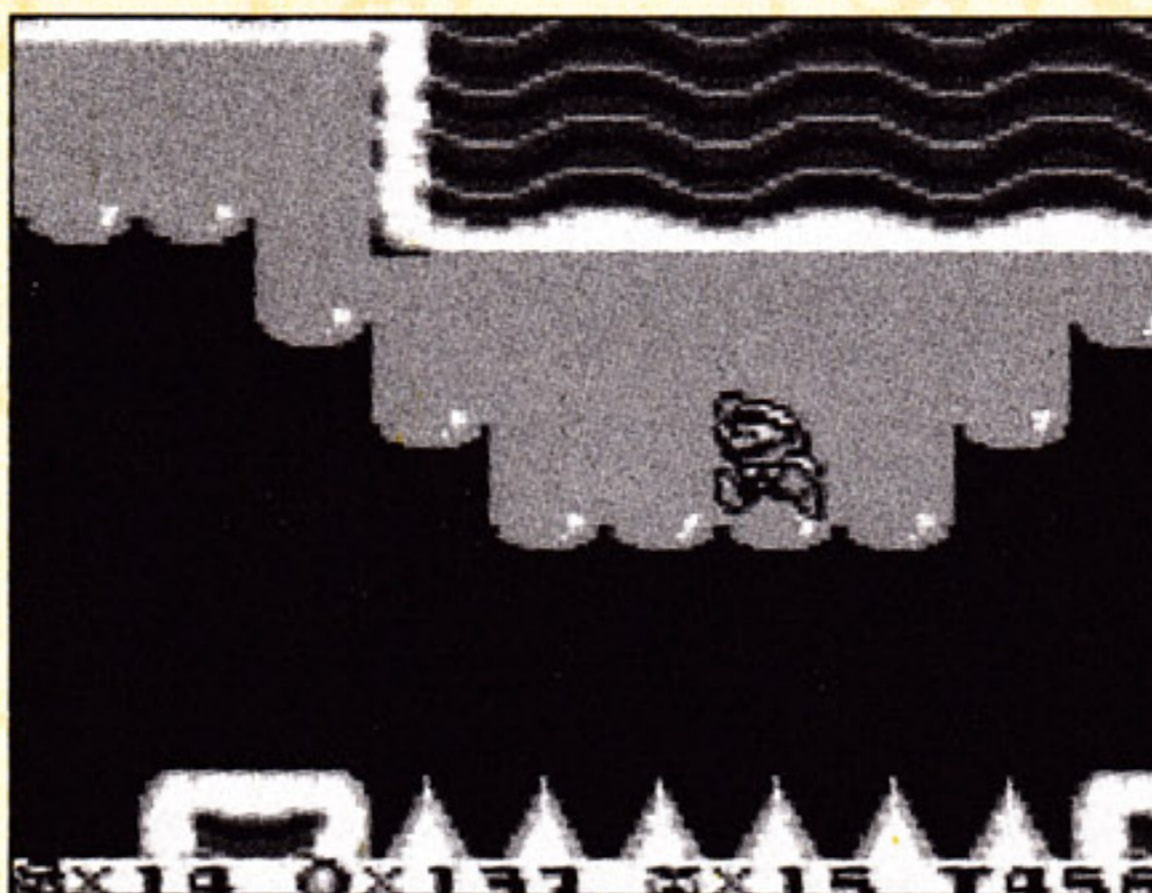
**PROTIP:** Save your coins for the 200 and the 999 coin game. The prizes are multiple (and I mean multiple) 1-ups.



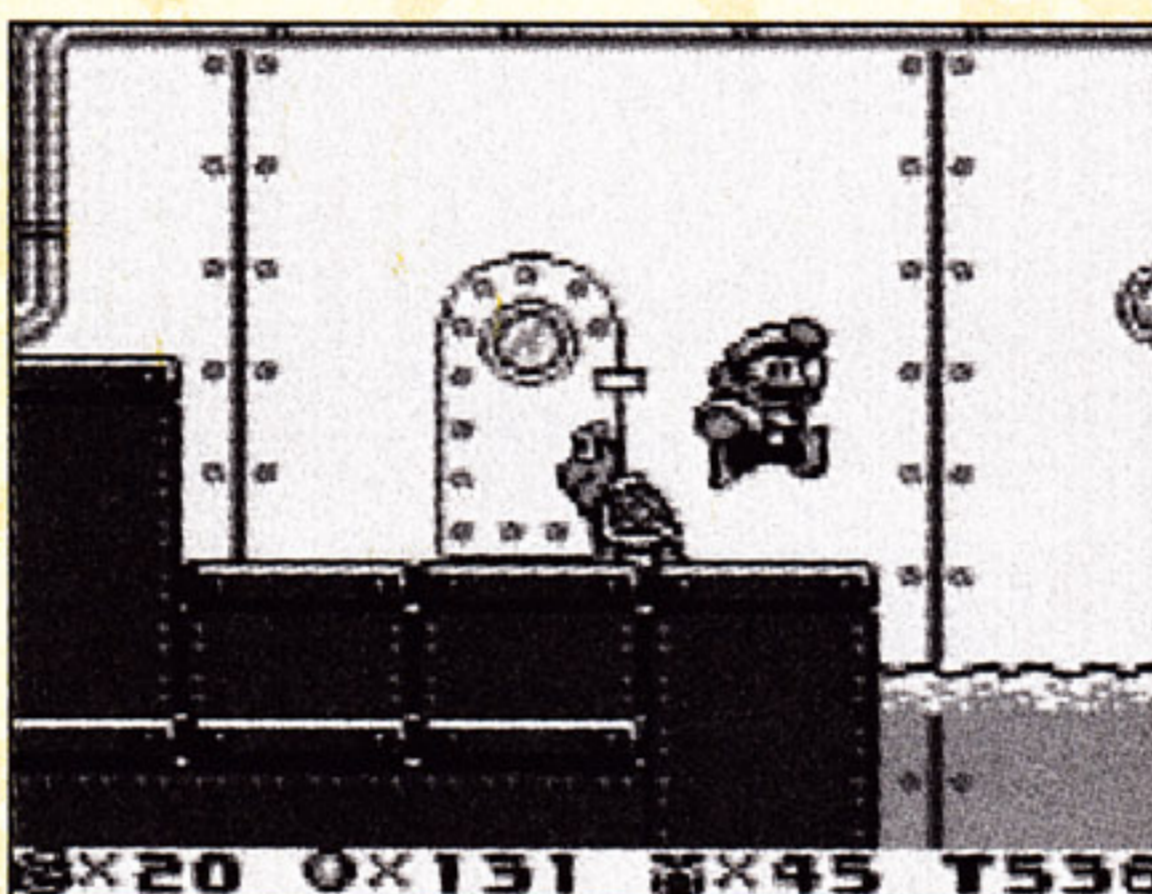
**PROTIP:** You'll earn an invincibility star after you knock off 100 enemies. Watch the meter at the bottom of the screen and time the one hundredth hit wisely.

## Mario Mania

Super Mario Land 2: The 6 Golden Coins is the sequel to the Game Boy hit, Super Mario Land. Our peerless plumber now has to put up with a new archenemy, Wario, who's put an evil spell over the inhabitants of Mario Land and taken over Mario's castle. In order for Mario to gain entrance to his manor, he has to collect the six coins needed to open the gate. Unfortunately, Wario has scattered them all over the kingdom.

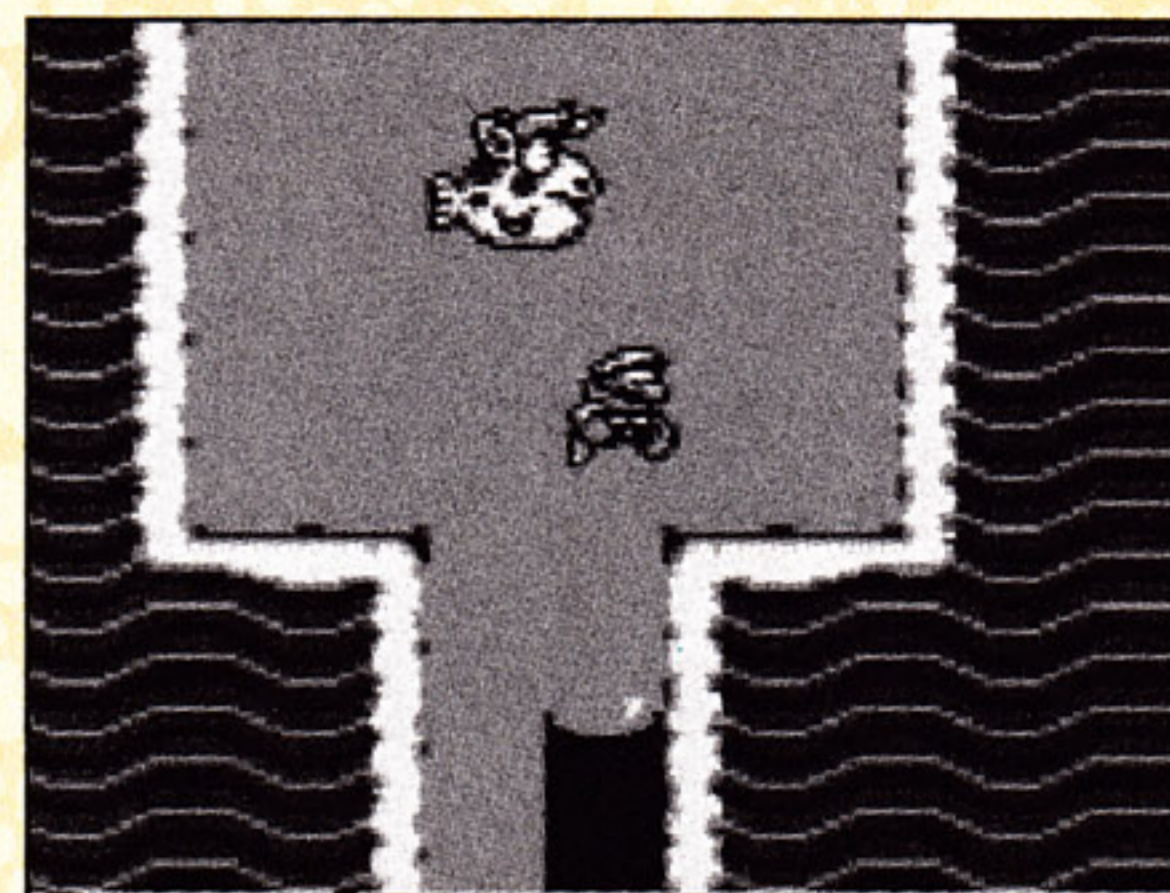


**PROTIP:** To avoid the spikes in Stage 2's Tree Zone, float in the jelly at the top of the screen. Repeatedly hit A to keep afloat, or you'll be in a real jam.



**PROTIP:** Knock off this turtle and go left to find a hidden stage that's not on the map.

The quest for the coins takes Mario through six different levels (with three sub-levels each) of Mario-esque action, spanning everything from the darkest oceans to the deepest space. The game play is identical to Super Mario Land and most of the other Mario carts. You even find Mushroom power-ups, Fire Flowers, and Invincibility Stars. However, there are a few nifty maneuvers that set this game apart from its hand held predecessor. You can grab a carrot that enables you to sprout rabbit ears and fly short distances. You can also save up to three games on the Game Boy, and you'll need that feature. This cart is bigger and bushier than Mario's mustache. Moreover, you can ring bells along the way, which lets you begin from that point if you die. Controlling Mario is as simple as any two-button game can get.



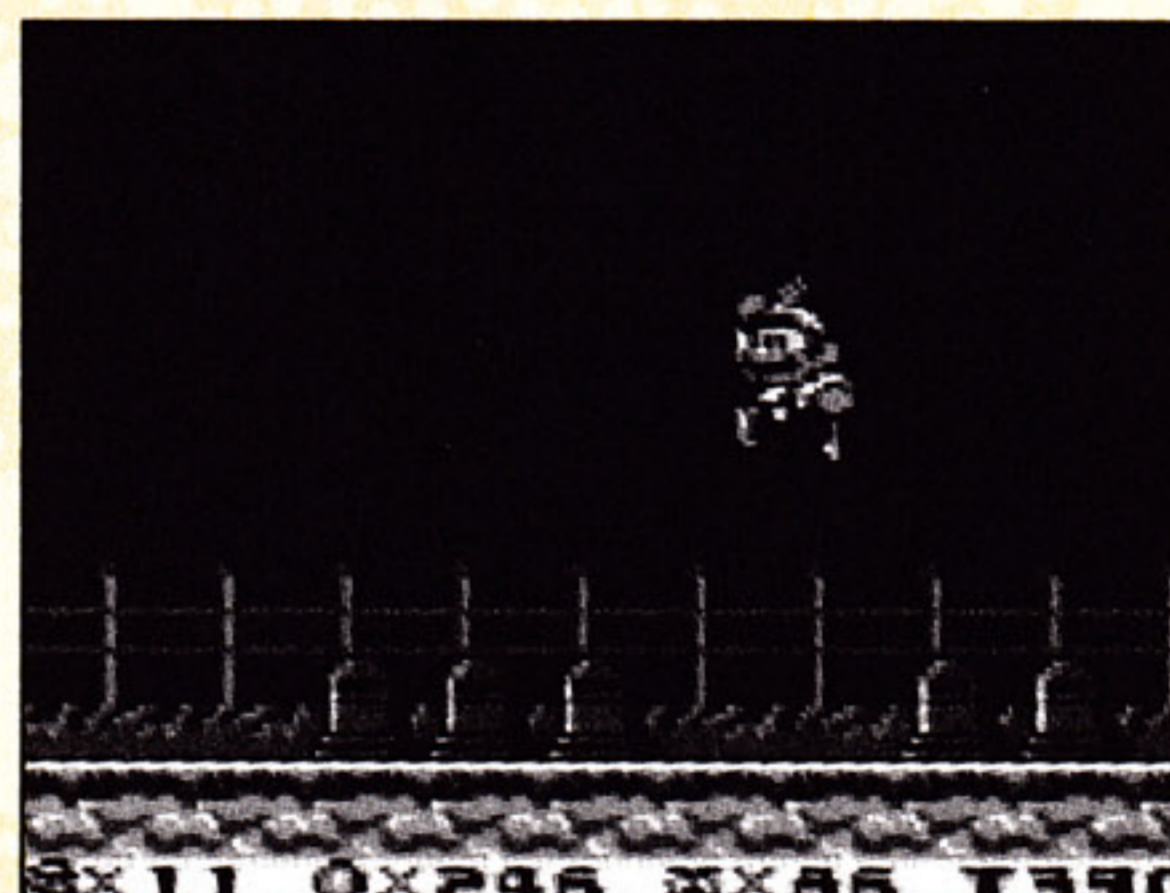
**PROTIP:** Hidden at the bottom of this pile of goo is a smorgasbord of 1-ups, Coins, and power-ups. Feast on them, continue to your right, and find more coins.

## It's a Bird, It's a Plane ...It's a...Plumber???

This cart's graphics look good, an important factor since the advent of color hand-helds. Mario never looked or leapt better. The stages are intricate and well-done. You'll travel through haunted graveyards, enchanted forests, and even the belly of a whale. The screens fill up with hordes of harrassers, so it may look too busy sometimes. Busy is what the



man is, though, as you fight against Wario's weenie work force, which run the gamut of Mario mashing – turtles and piranha plants to tongue-lashing toads, scary skulls, skeleton bees, and even ghosts from Super Mario World.

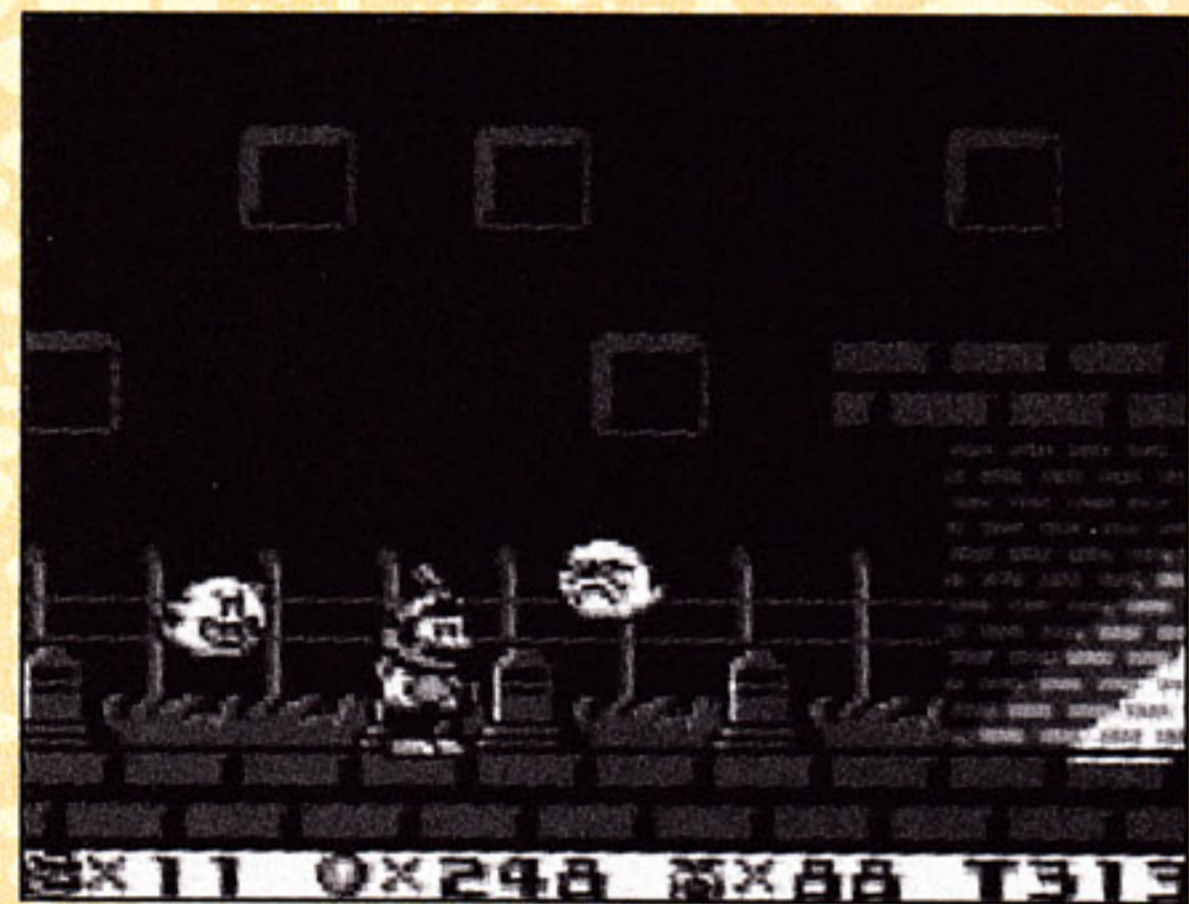


**PROTIP:** Lighten up the contrast on your Game Boy when you reach the Pumpkin Zone. It's so dark you may bump into something you don't want to bump in to.



# SUPER MARIO LAND

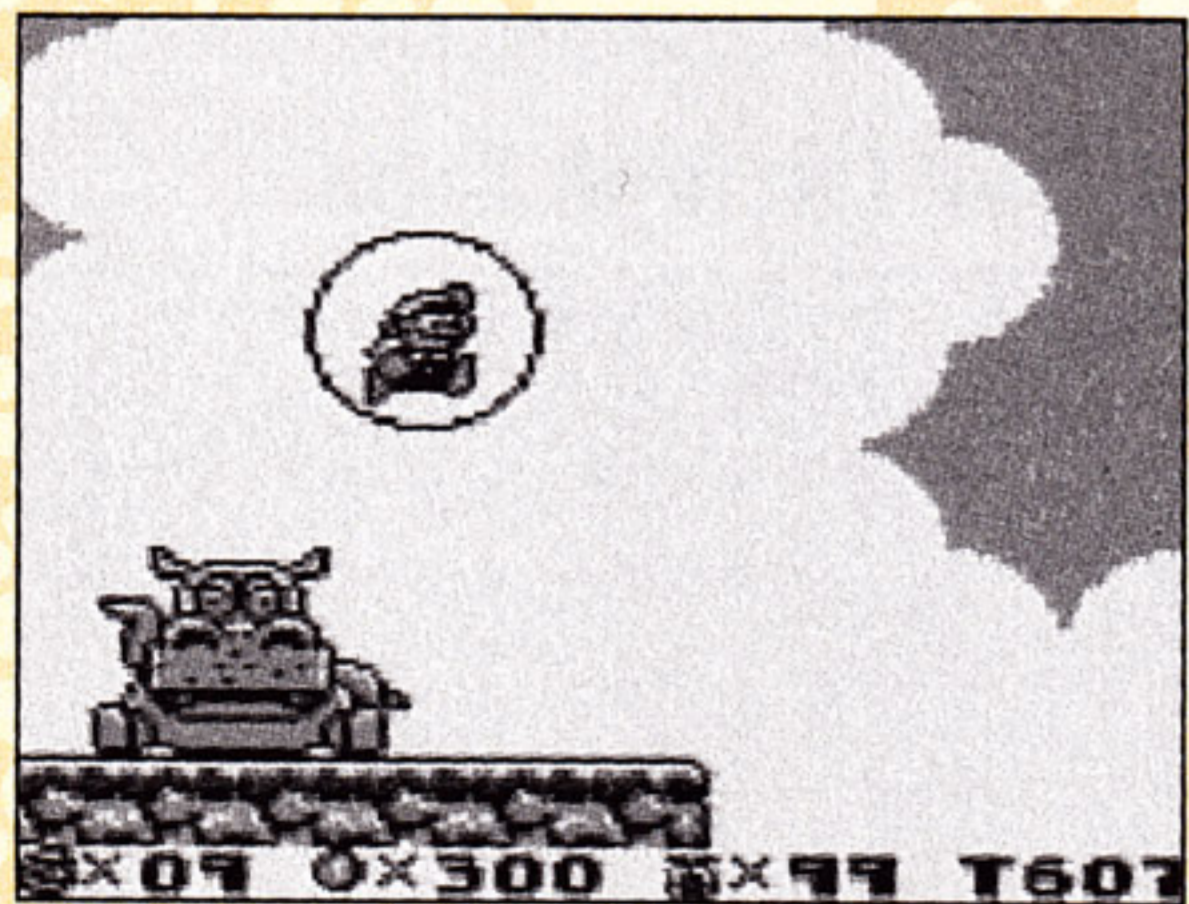
## 6 Golden Coins™



Well, look who's here...it's your old ghoulfiend.

### Sounds like Fun

The music in this cart is cute (like the original) and different on each stage. When you reach the Invincibility Star, you'll hear a mambo Mario tune that gets your feet tapping and your shoulders moving. The other squash and shoot sound effects are exactly the same.



**PROTIP:** To get to the Space Zone, hitch a ride on the Hippo's bubble, float at the top of the screen, and avoid anything that flies your way (water and enemies will burst your bubble). Land at the TOP exit to go to the Space Zone.

### You're in the Funny

Super Mario Land 2 is the most fun found on the Game Boy in a long time. The game play is not effected by the little screen, and some stages are more challenging than their 8-bit counterparts. Super Mario Land 2 is the kind of game that you'll play again and again. With so many hidden stages and so much awesome action, your battery bill will run as high as the plumber's bill. With everything and the kitchen sink included, this cart makes other Game Boy titles seem like sink sludge.



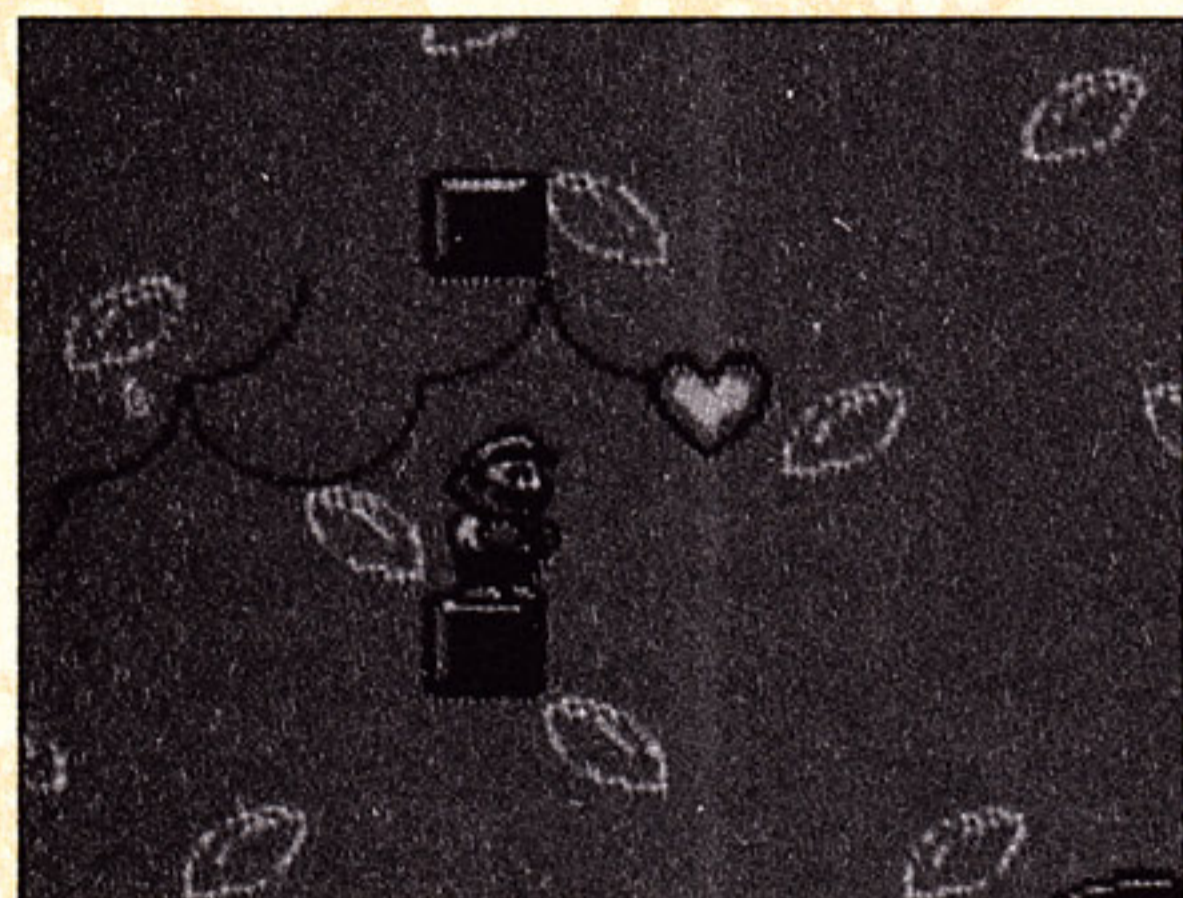
### Super Mario Land 2 by Nintendo

Graphics	Sound	Control	FunFactor	Challenge
4.5	4.0	4.5	5.0	<b>INT.</b> Intermediate
\$29.95 4 megs Available now			Action/adventure One Player Battery back up	

GAME BOY  
**PRO  
 TIPS**

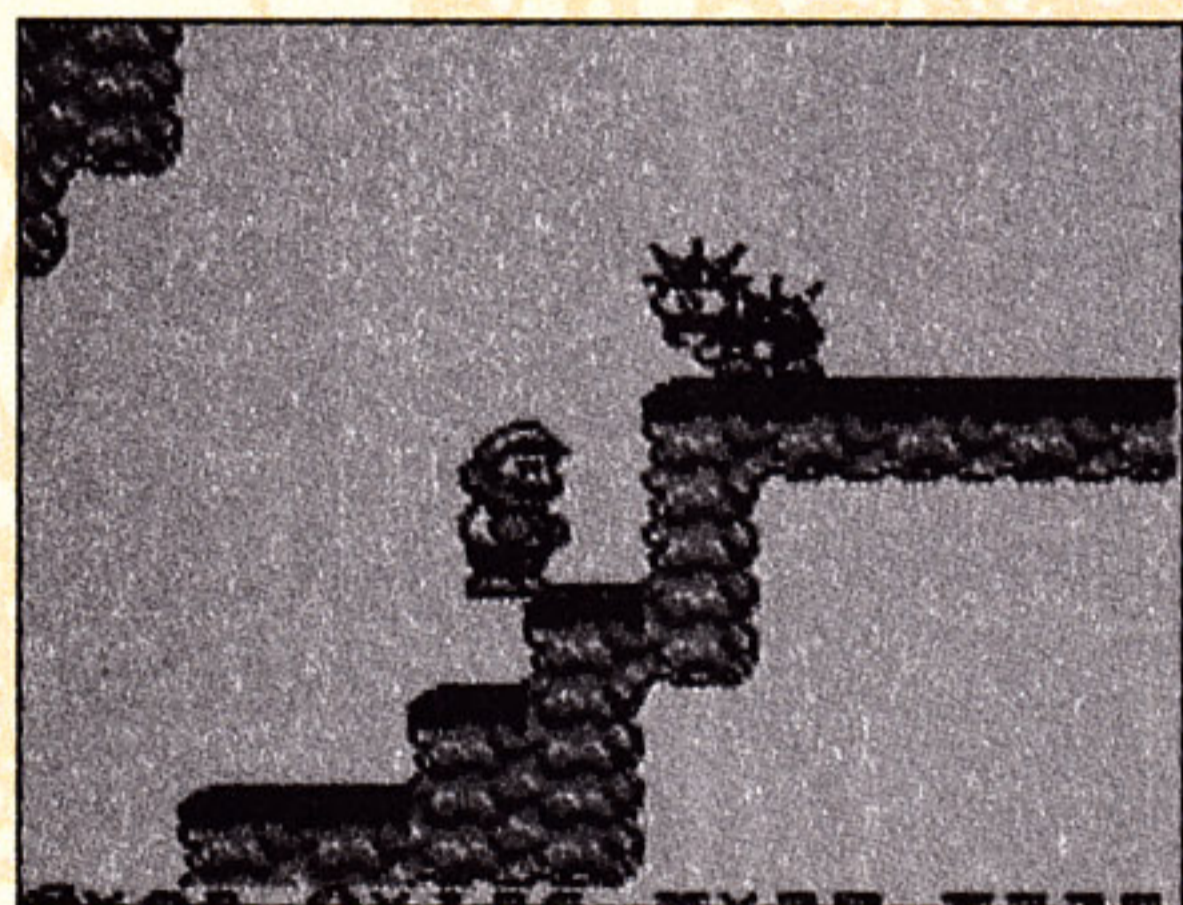
# SUPER MARIO 6 Golden Coins

### 3-Up Loop



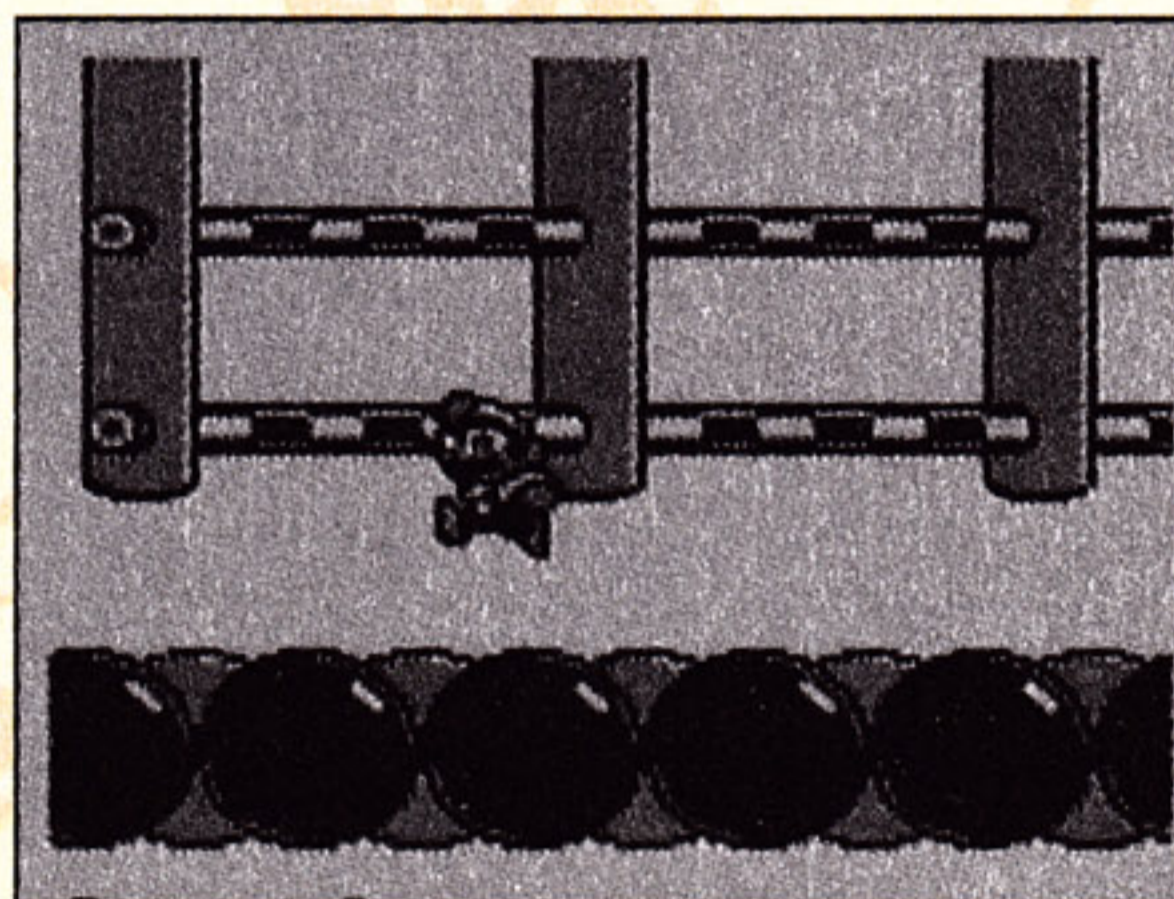
Just above the first power-up block in the third stage of the Tree Zone you'll find a heart 1-up. Jump into the air and the block will appear. Now cross the screen to the right, avoid the enemies, and go up. Hit the power-up block to get another heart, then jump above that block and into the air again to make the third 1-up heart appear. Lose a life and start the stage again. Keep repeating this 3-up loop until you max out your lives.

### You Ant Got a Thang



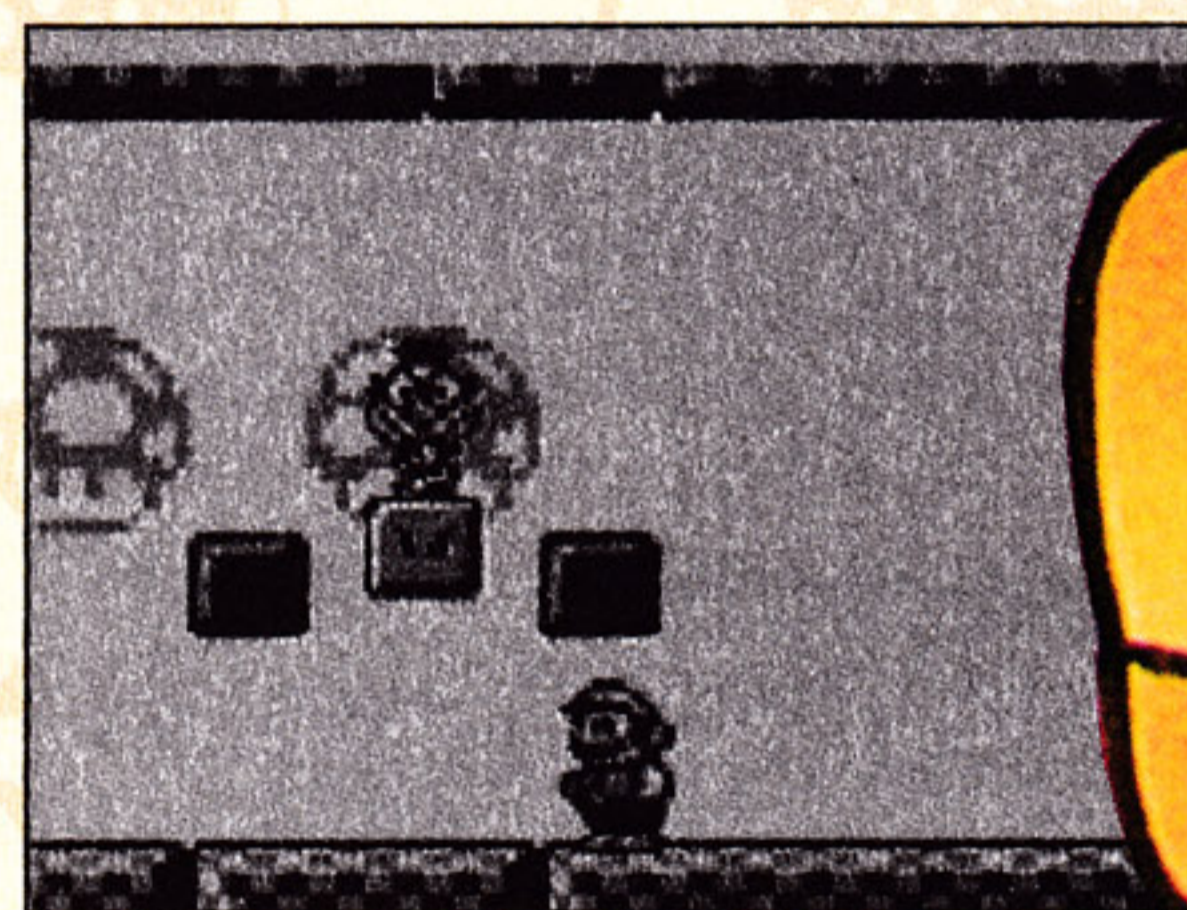
Beware of certain ants in the Macro Zone – they sprout spiked armor at the last minute and your bounce attack is useless against it.

### Power-Up Ponderosa



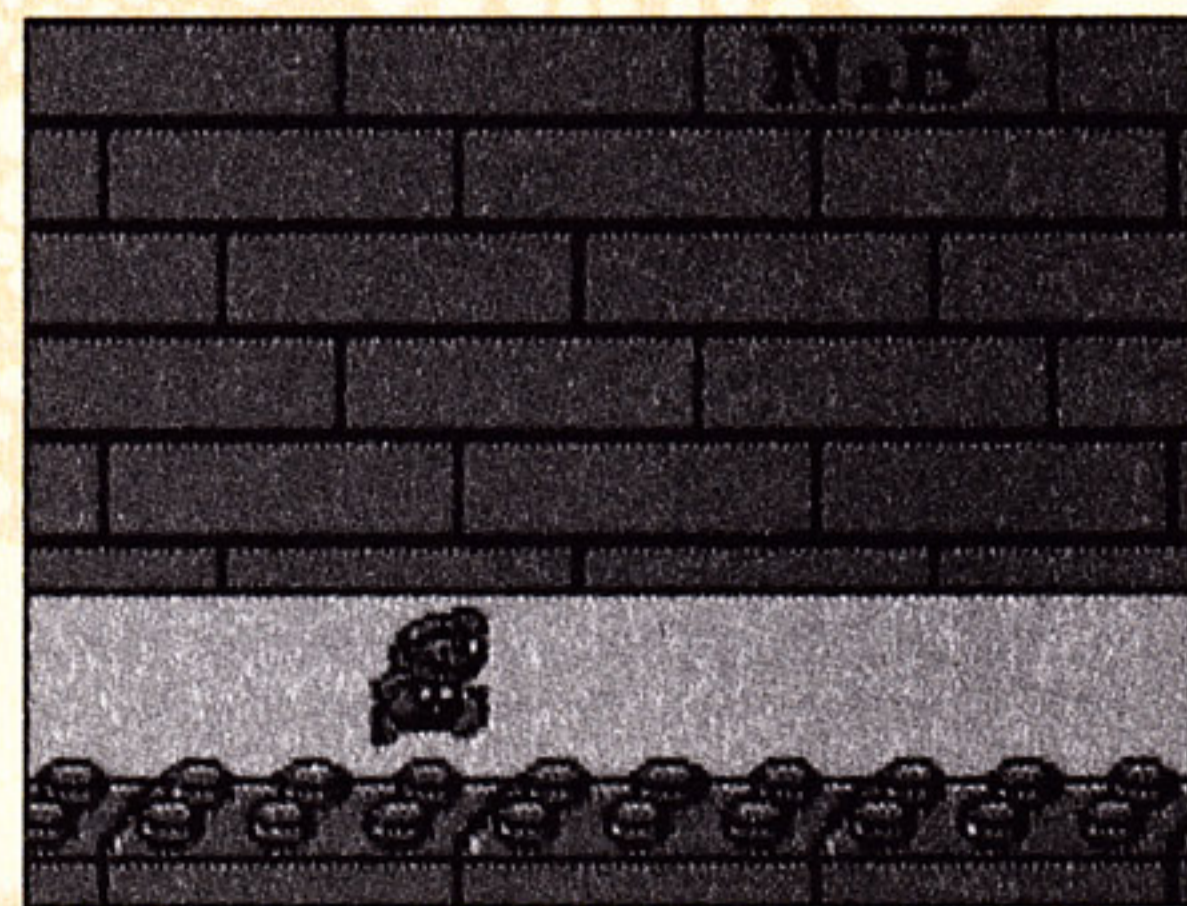
In this section of the Mario Zone, you get your choice of power-ups. The first column contains a Mushroom, the second an enemy, the third a Fire Flower, and the fourth a Carrot. Pick your power accordingly.

### Clownin' Around



Beware of some of the blocks in the last stage of the Mario Zone. They may contain Jumping Jack clowns that will pursue you. Keep your distance, and don't try to bounce on them – they go too high.

### I'll Take the High Road

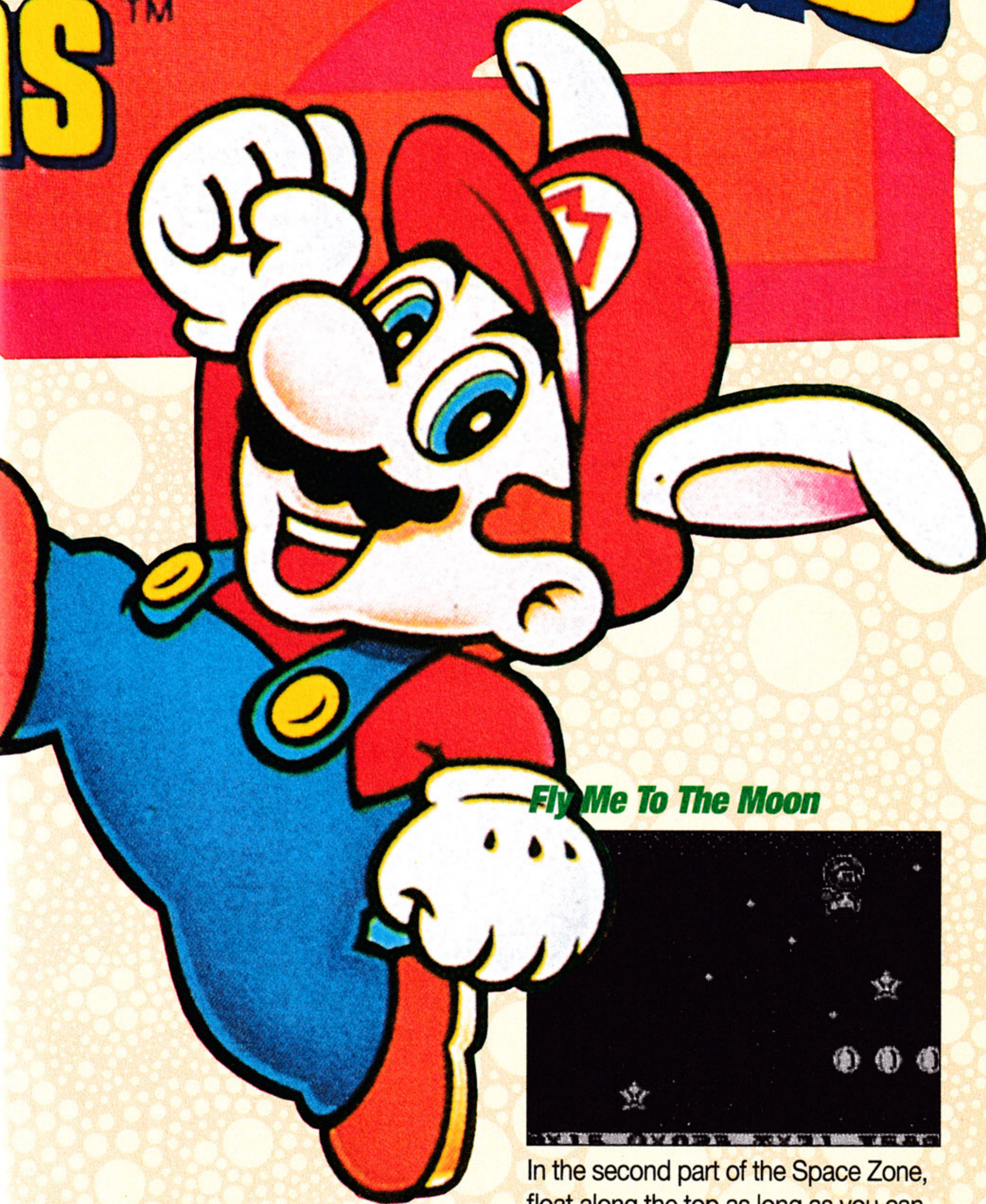


When you get to the Leggo stage of the Mario Zone, always take the upper passages. The lower ones hide nasty surprises.



# MARIO LAND

IS™



## *Fly Me To The Moon*



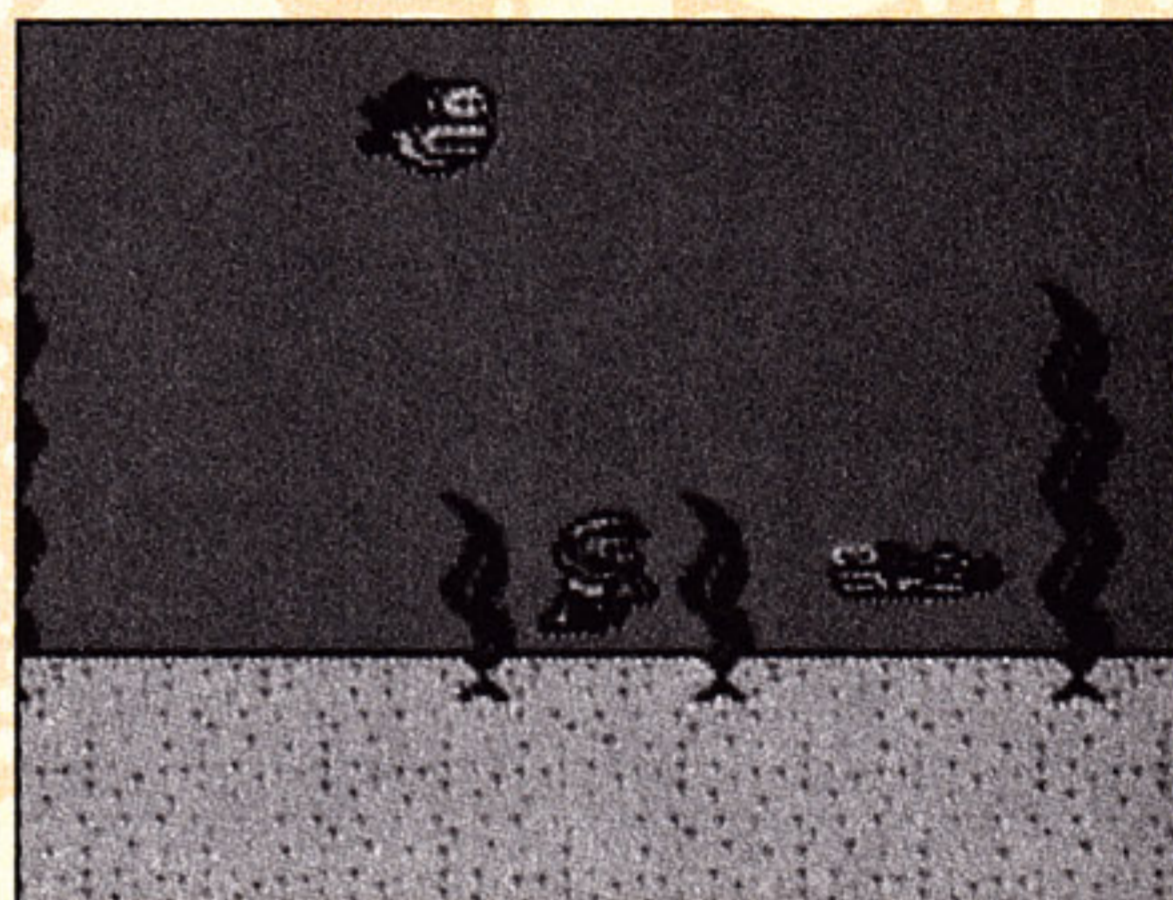
In the second part of the Space Zone, float along the top as long as you can. It's safer there.

## *Someone to Watch over Me*



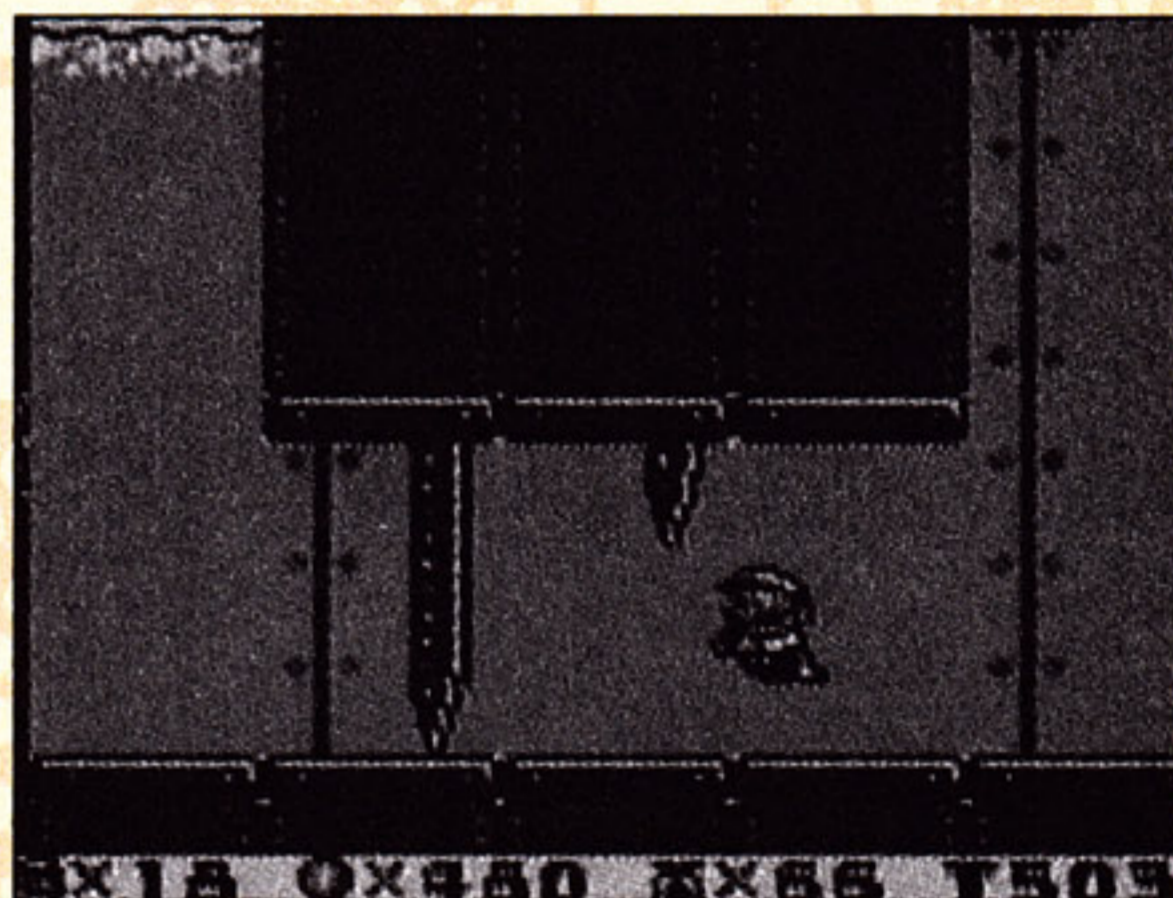
Don't turn your back on the ghosts in the Pumpkin Zone. They freeze when you face them. If you have to use blocks, make sure you face the ghost when you jump.

## *Fish Puff*



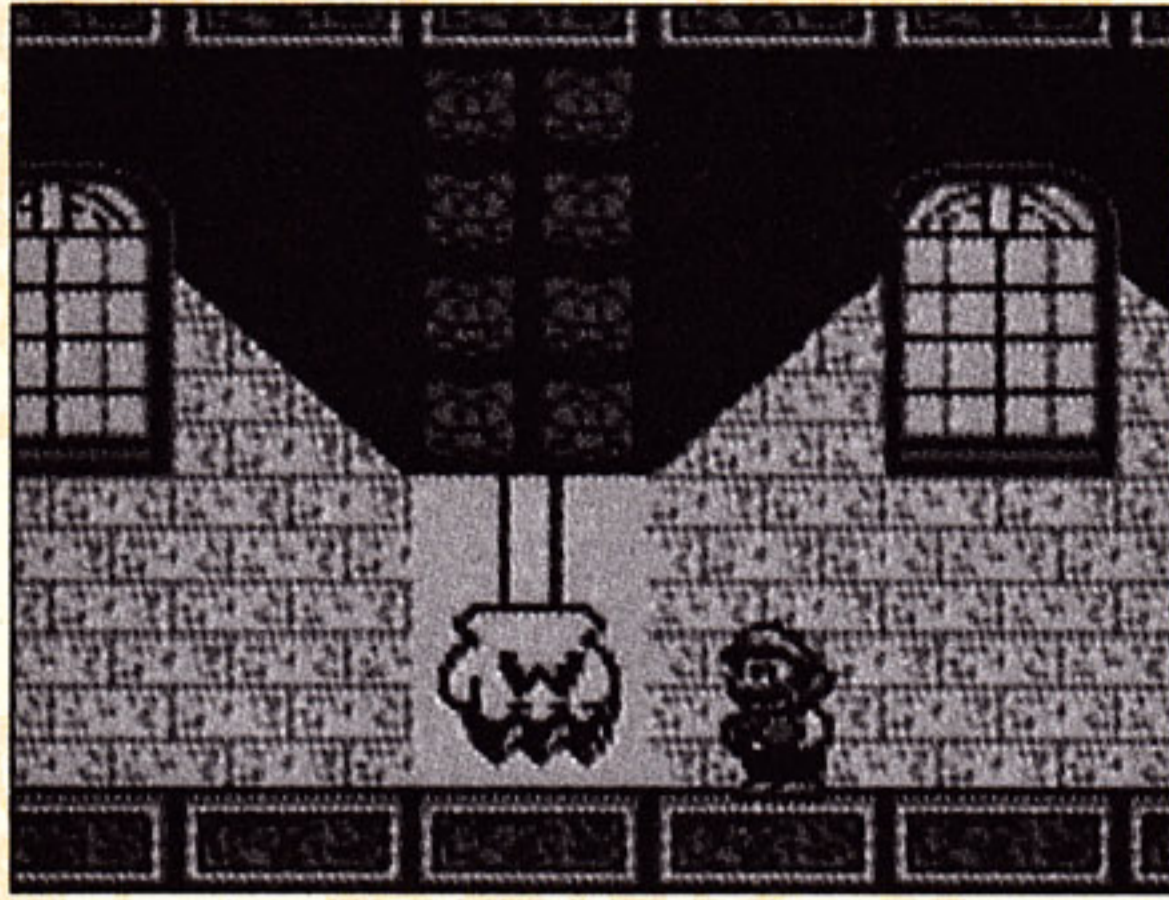
Beware of the seemingly harmless flatfish. They puff up and grow spikes, so swim above them.

## *I Get the Pointy*



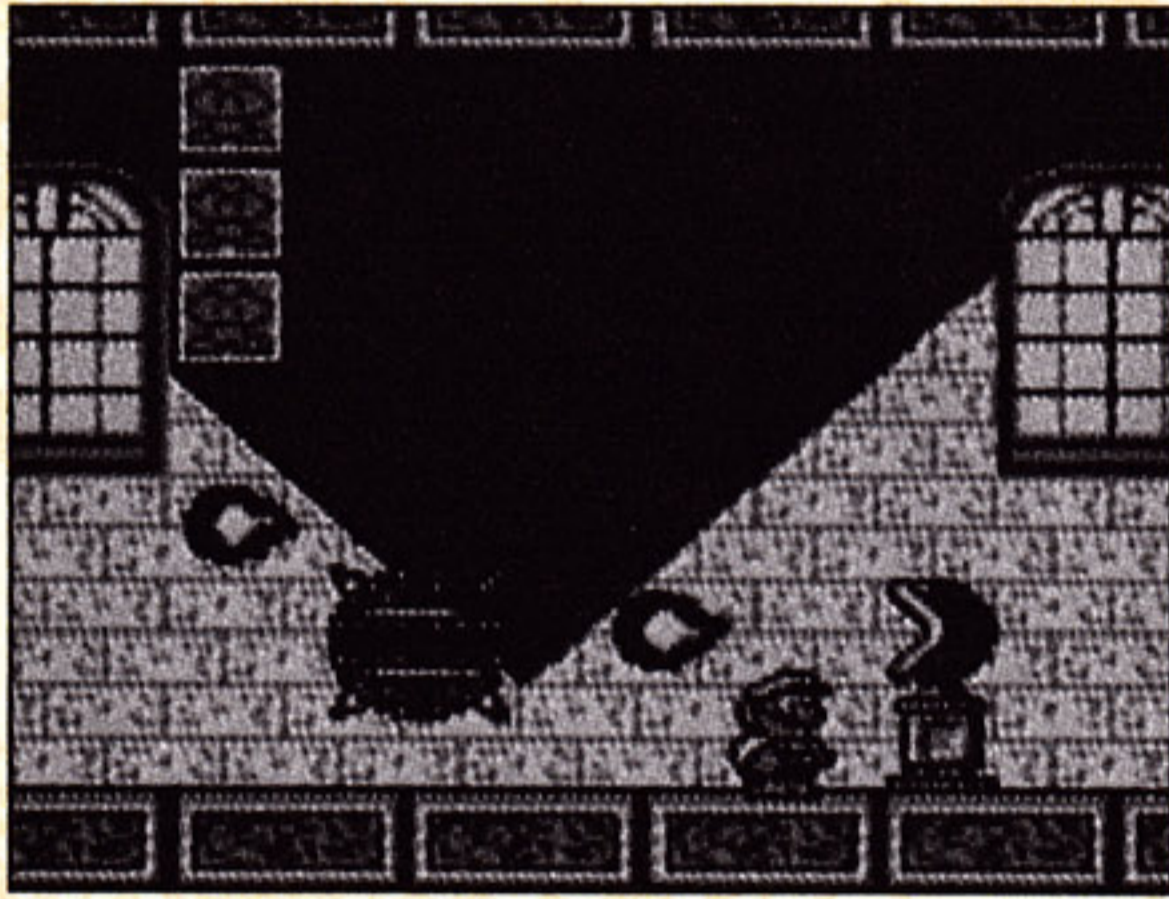
To get past the spikes in the Turtle Zone, swim up next to them and wait. As soon as a spike rises, tap your Swim button to advance just past the spike. This is especially helpful when there's a row of spikes going up and down.

## ***I See a Red Block and I Want to Paint It Black***



In Wario's Castle, memorize the shaded blocks when you pass through the hallway with the smashing giant hands. Then, when you make a second trip (and you will, I guarantee it), just avoid those blocks and the hands won't fall.

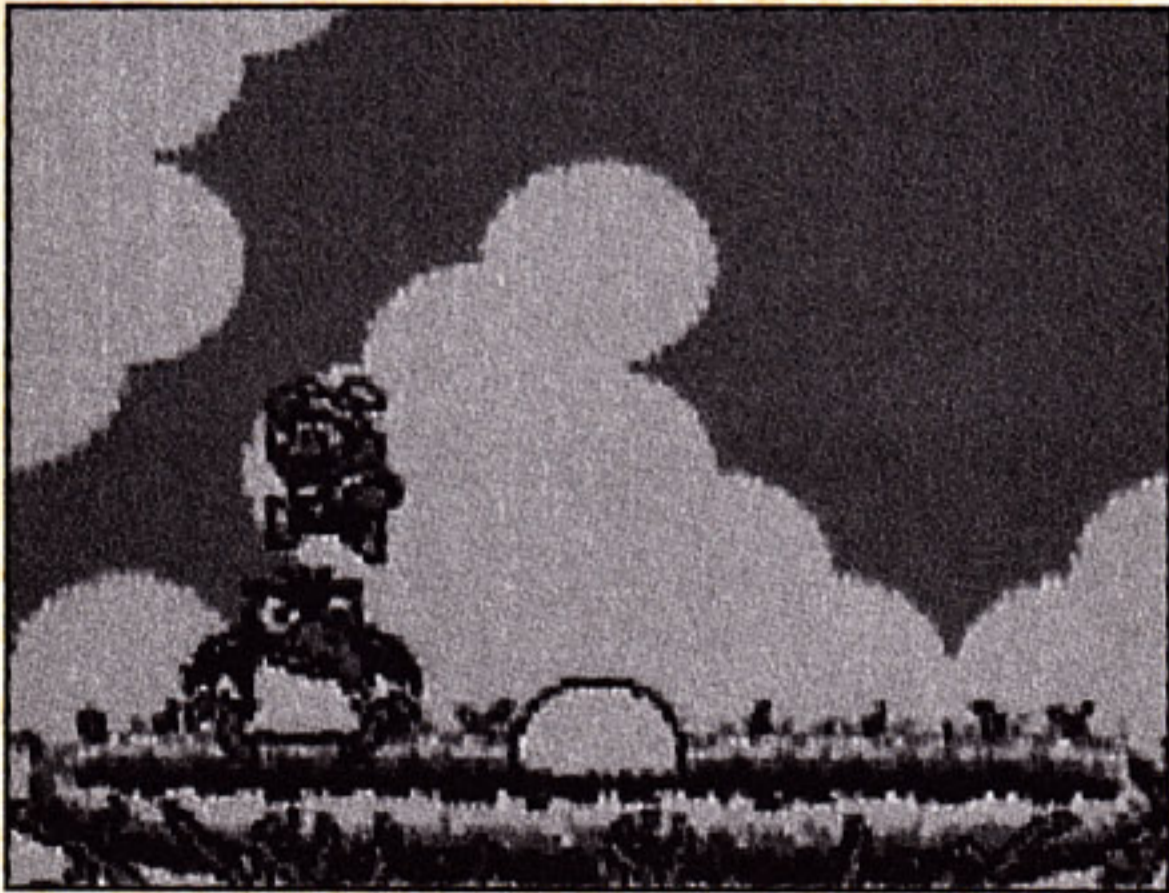
## ***Mashed Mario***



It's better to stay small in the latter half of Wario's Castle. You'll be faster and easier to maneuver.

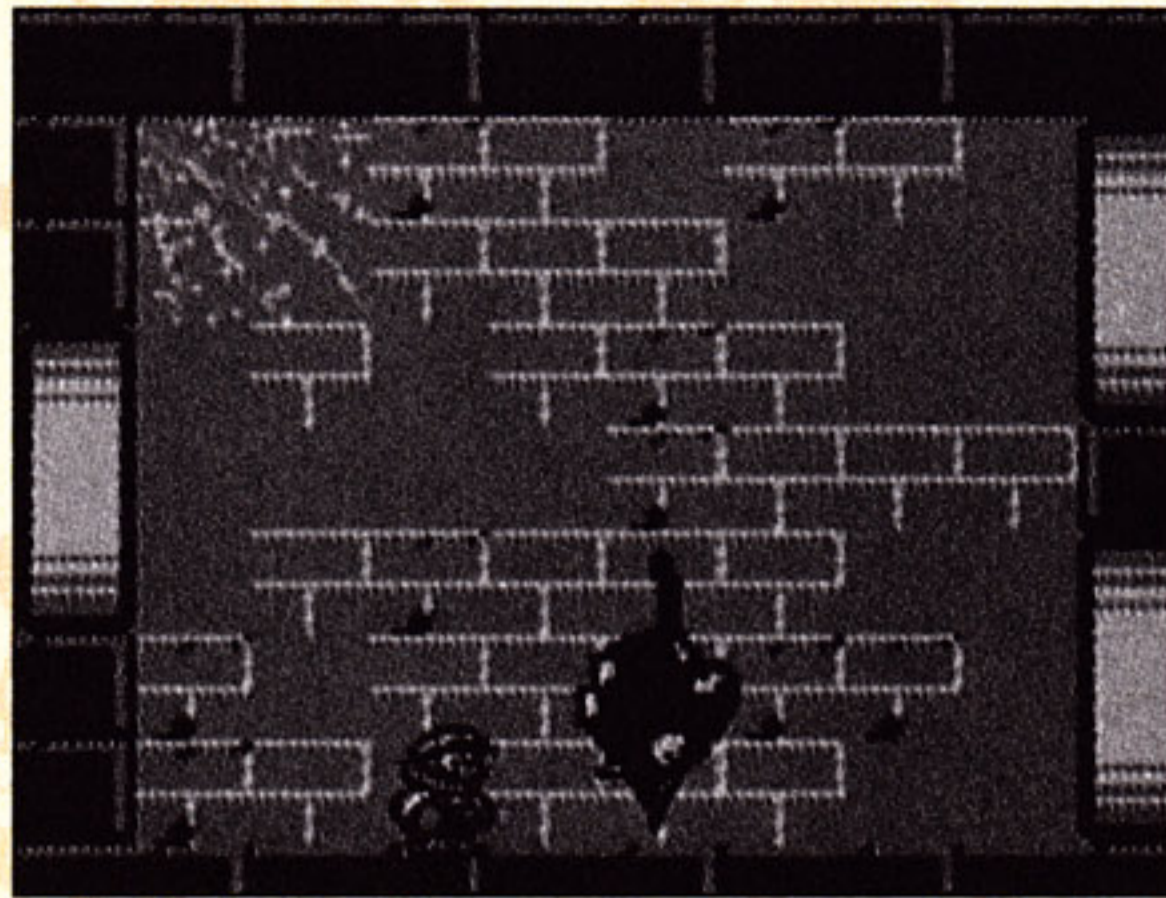
# ***The Bosses***

## ***Tree Zone***



The first boss, a vexing vulture, is the easiest of the six bosses. Just stay in the corners and jump on his head when he swoops. It takes three bonks to de-feather this fiend.

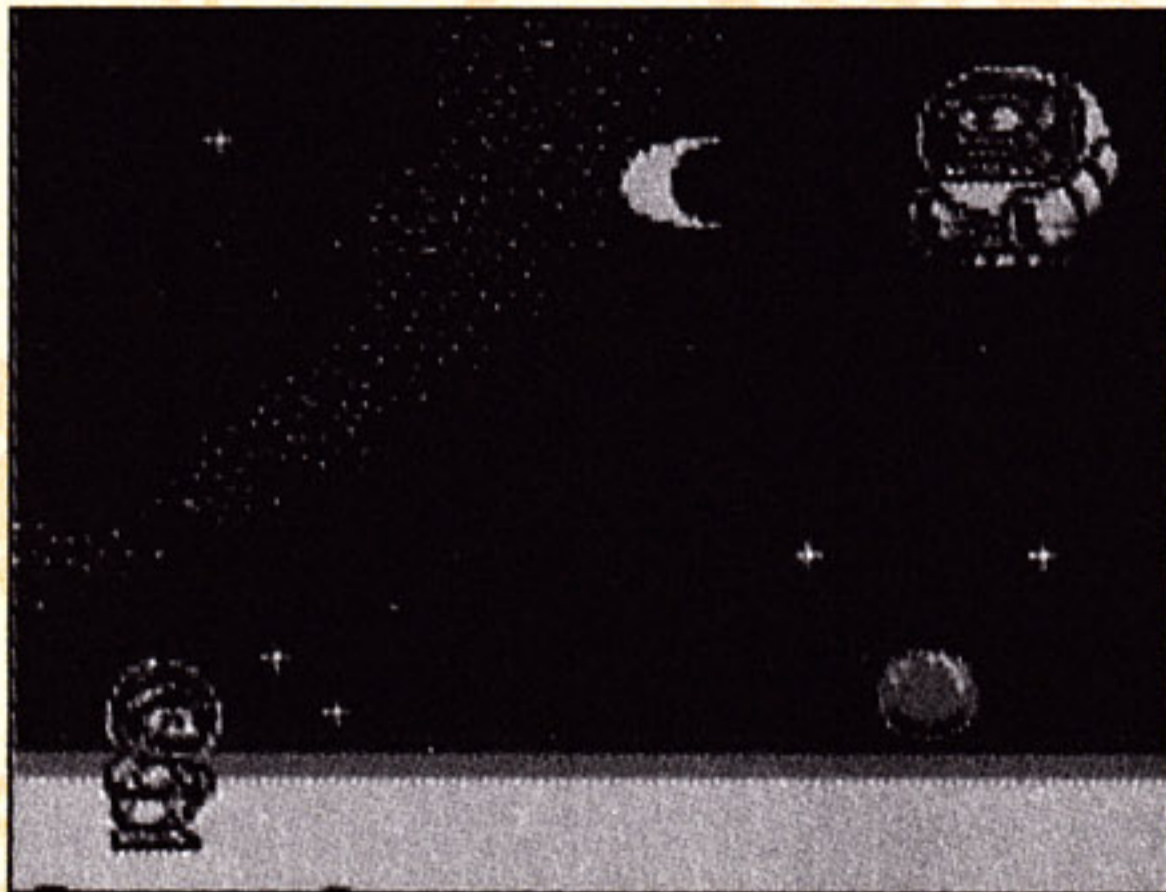
## ***Macro Zone***



To outwit this rodent king, jump on his back when he's facing away from you. Remember not to jump when his snout is pointing up, or you'll get whacked by his whiskers. If you miss him, stay slightly to the right or the left, 'cuz he gets airborne in the center of the screen.

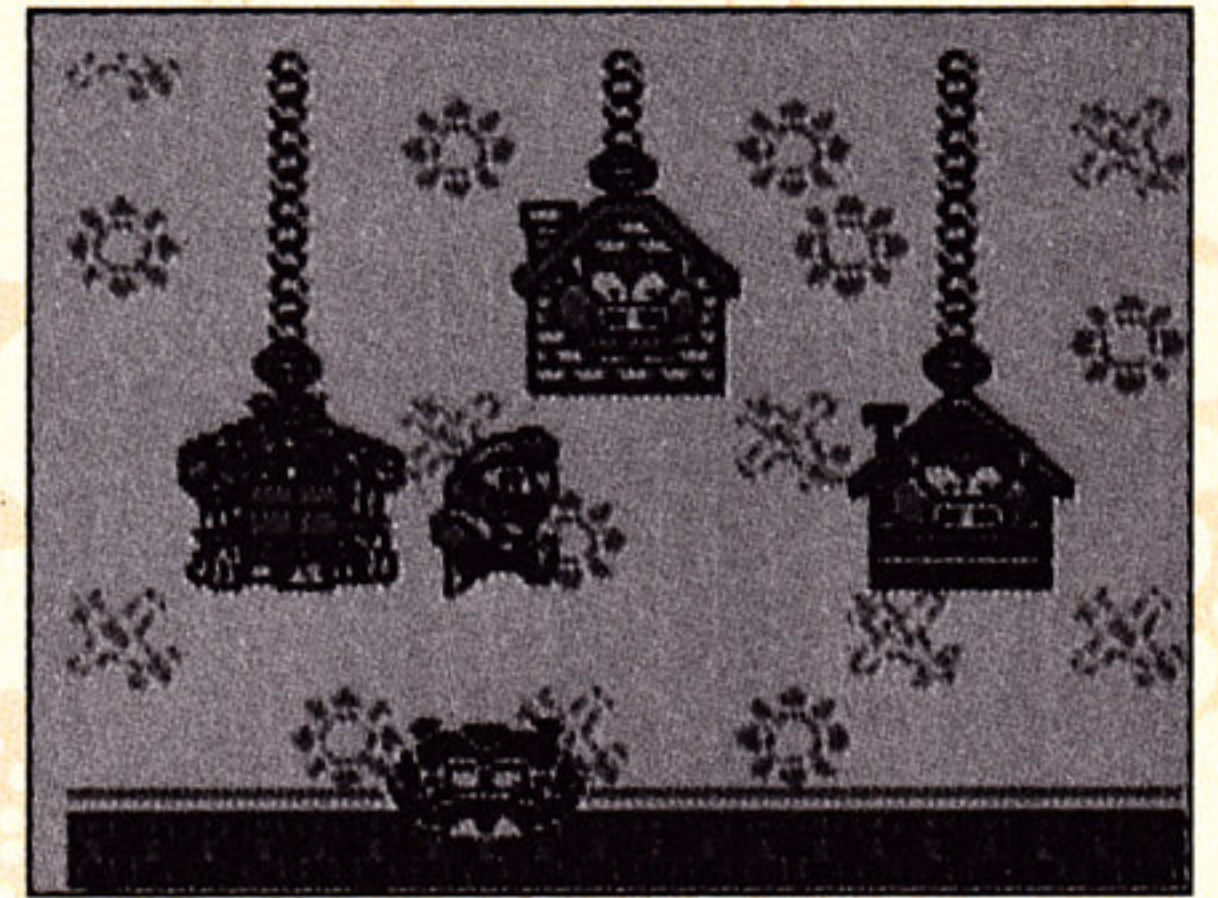


## ***Space Zone***



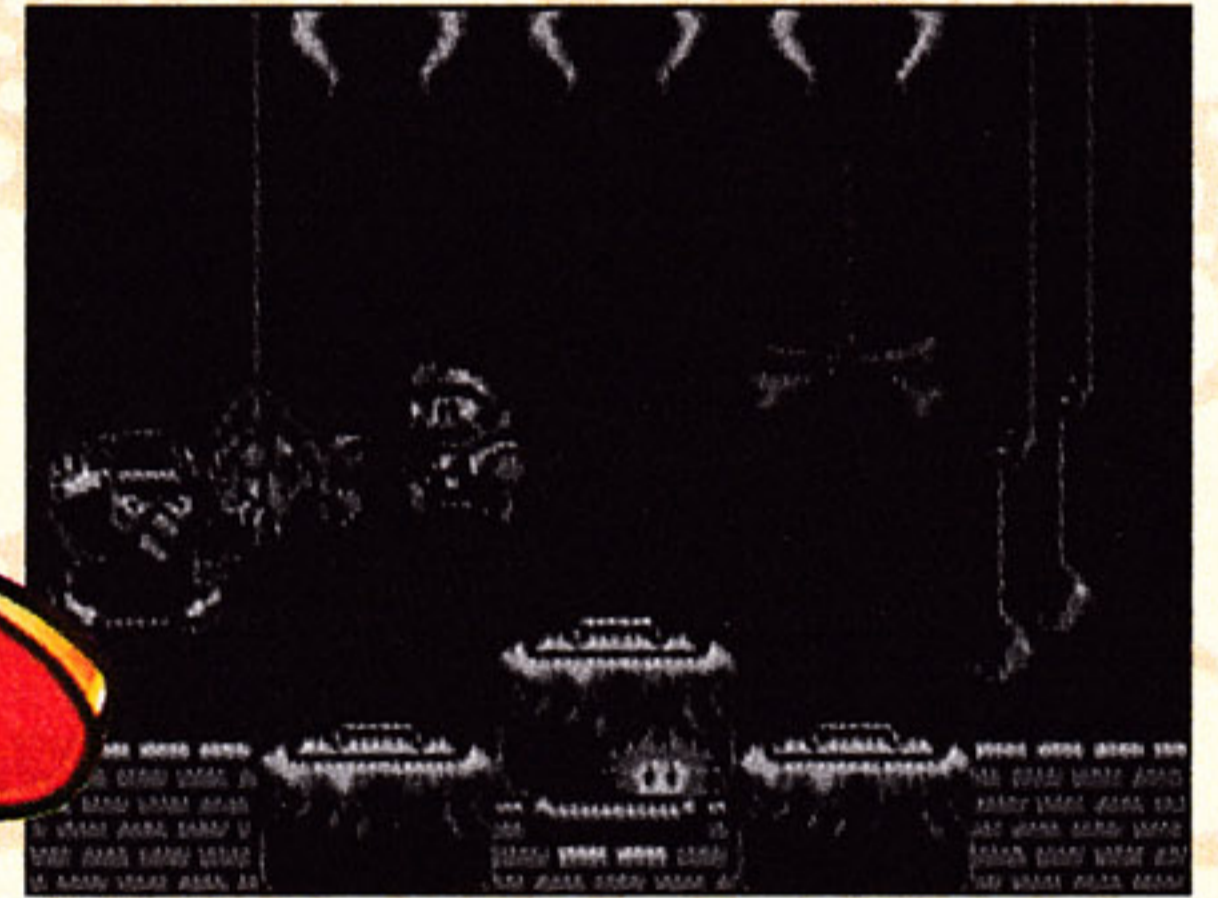
You can easily destroy this alien enemy. First crouch whenever he throws a meteor along the bottom of the screen. After a couple of shots, he'll cross to the other side of the screen. Use this lull to advance to the top of the screen and do the bounce trounce. Three hits will make space travel safe again.

## ***Mario Zone***



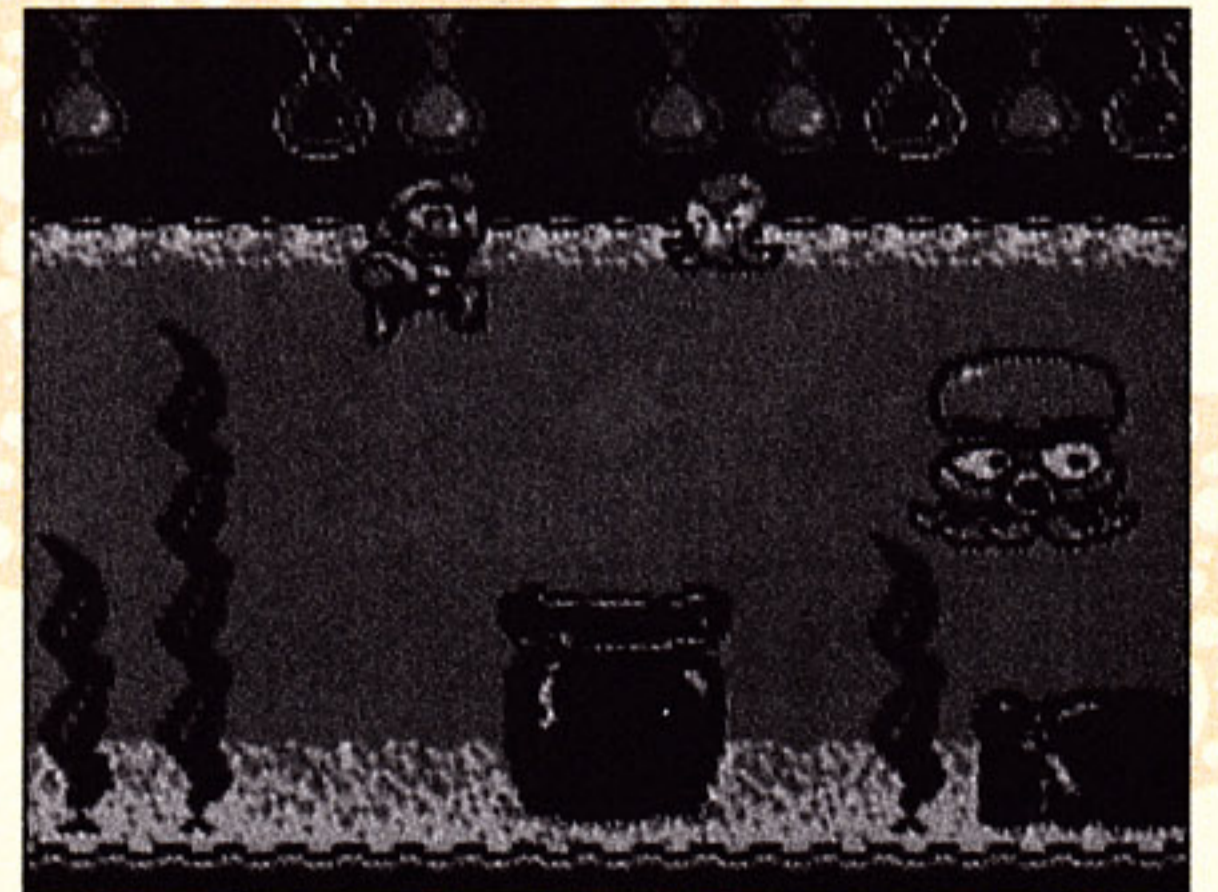
Three little pigs have mistaken you for the big bad Wario wolf, so you'll have to defeat each of them to get out of this Zone. The first pig rolls along the ground. Bounce on him three times to get him out of the way. The second pig leaps at you, so keep just ahead and squash him three times (he gets faster after each hit). The third pig squashes down, so keep to the corners and do the butt bounce on him. Three hits and you'll be makin' bacon.

## ***Pumpkin Zone***



To waste this wily Witch Boss, stand on the middle pot and wait for her to throw fireballs. Leap over them and bounce-attack her. Watch to see where her fireballs land. Avoid the bubbling pots. Their lids will pop you into the spikes above.

## ***Turtle Zone***



The oblivious octopus is a pretty easy kill. Just float to the top of the screen and bonk him three times before he has a chance to send for reinforcements.

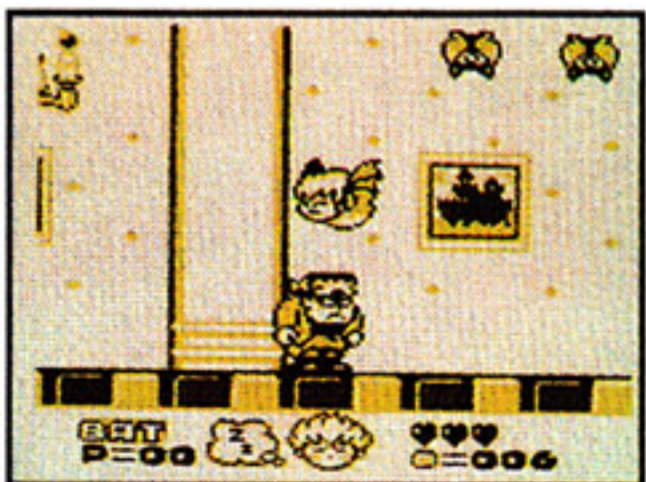


# Meet a Dude You Can Really Hang With.

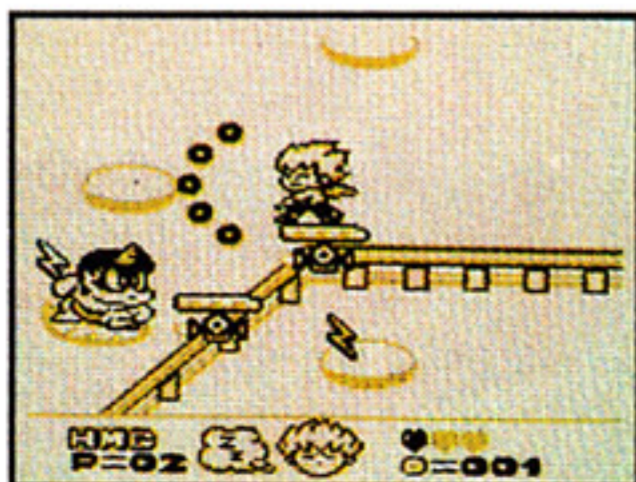
Meet Kid Dracula, the coolest living corpse ever to stake his claim on Game Boy®. He's got 7 powers, 2 fangs and 1 serious attitude. And he'll need it all to rip through the hundreds of creeps who stalk his 8 level, 5 subgame kingdom. It's enough to drive you batty!

**Konami Game Hint and Tip Line: 1-900-896-HINT (4468).**

70c per minute charge. Minors must have parental permission before calling. Touch-tone phone required. Kid Dracula™ is a trademark of Konami, Inc. Nintendo, Game Boy and the Official Seals are trademarks of Nintendo of America Inc. © 1989 Nintendo of America Inc. Konami is a registered trademark of Konami Co., LTD. © 1993 Konami. All Rights Reserved.



Transform into a bat and overcome varicose villains like Frankenpunk.



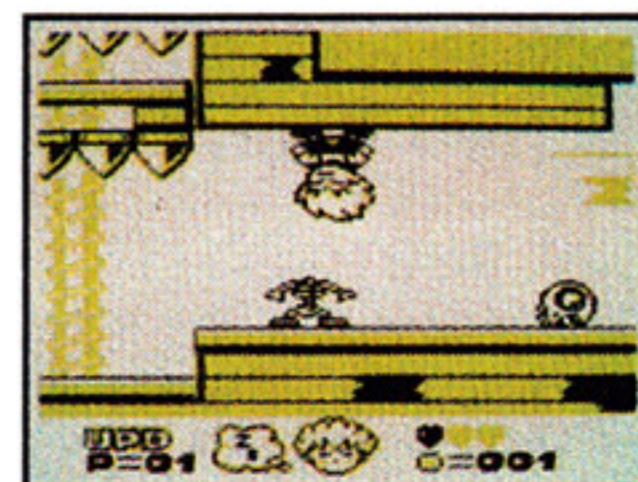
There's no escaping Kid Drac's Wing 'N Homing missiles.



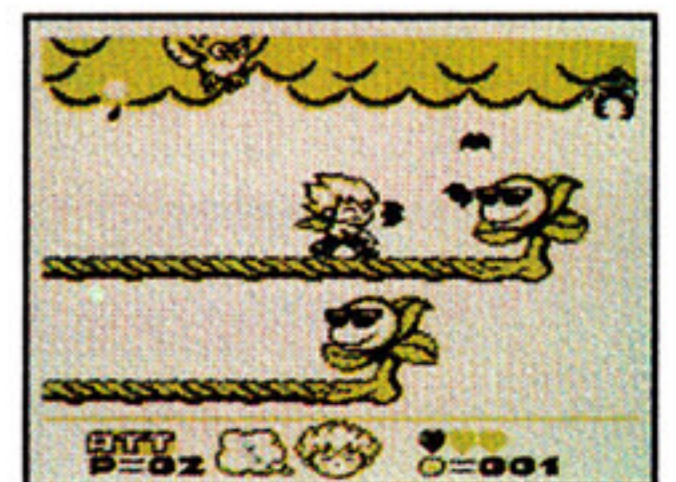
Use the Bitin' Bullet to keep the living dead from getting a big head.



The Umbrella Lagosi will protect you from the exploding volcano.



This amazing power will make your worst enemies look up to you.



These bat dudes will drain the life out of the nastiest nemesis. Cool!

**KONAMI® KID DRACULA™**

# LYNX PRO REVIEW



By Scary Larry

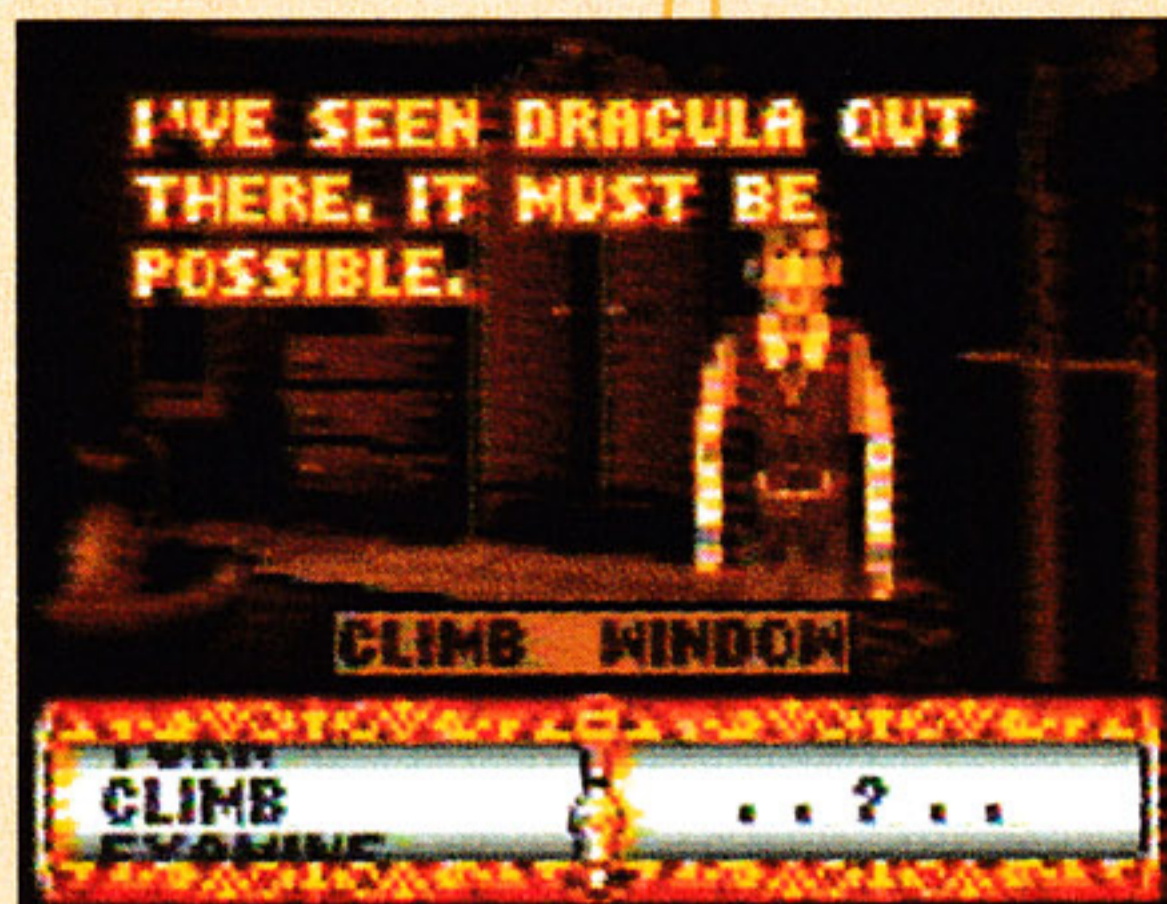
Tired of the same old hand-held shoot-em-up fare? Why not dig up an old friend? Dracula's back! Just when you thought he was down for the Count, he's badder than ever. This moody, creepy version holds true to the book by Bram Stoker, who makes numerous appearances in this cart. It's an extremely well-done adaptation of an extremely over-done theme.

## Drac Attack

Dracula is a stripped down role-play game that really, uhh, flows. The cart switches from a first-person RPG perspective to a third-person adventure perspective, depending on the action. You play Jonathan Harker, a young solicitor from London who gets caught in the clutches of the malevolent Count Dracula. You begin the game in your room with nothing but the clothes on your back and the feeling that all is not right in the castle. To solve the sinister mystery, you must search the castle for clues and objects, such as a notebook, twine, or a crucifix, and talk to its various creepy inhabitants. When the game jumps to a third-person view, there's a lot to explore, and the way you go about it is pretty clever, like climbing the outside castle walls to get into locked rooms.



**PROTIP:** You'll find the crucifix on Jonathan's bed. Be sure to use it right away or the Count will smell the blood from your shaving cut and pounce on you like a 99 cent breakfast.

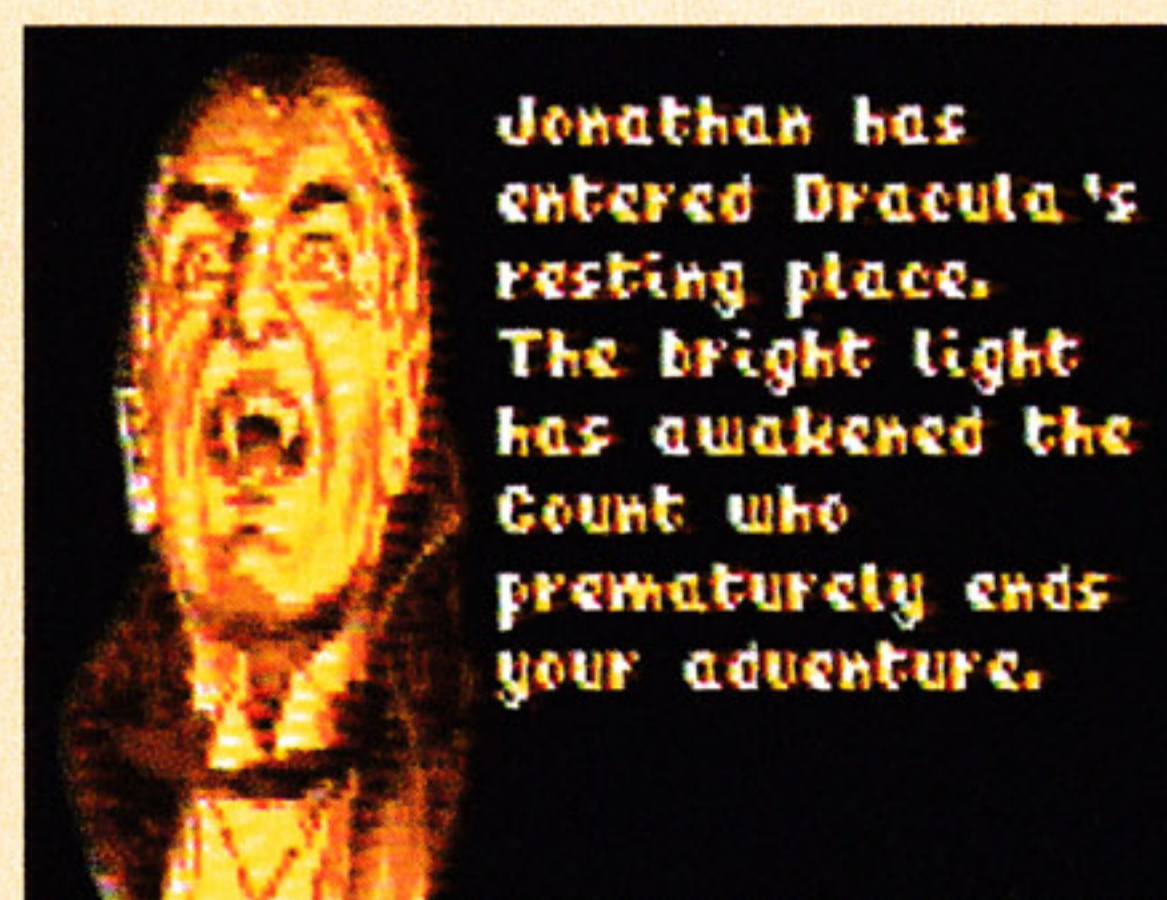


**PROTIP:** You need to open the window in Jonathan's bedroom and climb out to explore the castle. Use the LOOK command to see Dracula do it first, or Jonathan will think it's impossible.

# DRACULA



**PROTIP:** Take notes after you look at the map in Dracula's study. It will help Jonathan remember where the Count bought property in London.



**PROTIP:** There's no game save feature. When you see a warning such as, "Fresh blood. Better be careful where I go next," you better take care.

## Take Note

It takes brainpower to outwit Dracula. The Bram-ster sometimes gives you clues at key moments. You'll need to use

your objects on other objects for desired effects. For example, use the tinderbox with the oil and the lantern to get a light. Take copious notes so the proper authorities believe that the Hickey King is really who you say he is.

**PROTIP:** OPEN everything, including drawers, boxes, and cupboards. Clues and objects are usually hidden within each other.

## Gimme a Blood Light





The graphics and sounds will make your blood run cold – and in this case, that's good. The graphics are painted in sepia-

toned washes that lend to the game's eerie feeling. Although blocky Lynx graphics are the norm, these are effectively done and the blockiness is barely noticeable. The music is hypnotic and sets a blood-sucking mood. If these things don't scare you, wait till you hear Jonathan's blood-curdling scream when you lose a life.

## Down with the Count

Dracula is, quite simply, the scariest RPG you'll ever play. Atari brings a frightening classic to the Lynx that is sure to send a chill down the spine of the most jaded gamer. Grab some garlic. You'll want to stake out a claim for Dracula.

### Dracula the Undead by Atari

Graphics	Sound	Control	FunFactor	Challenge
 4.0	 5.0	 4.0	 5.0	<b>ADV.</b> Advanced
\$39.99 2 megs Available January		Role-play/puzzle One Player		

# PRO TIPS

## Special Items



The crucifix and the tinder box are in Jonathan's bedroom.

## Bargain Basement



Search all over the basement for clues. You'll find a ball of twine and a ladder that leads to the stables.

## Make a Note of That



Take a look at the picture in the Hallway of Vlad the Impaler. Take notes!

## Cold, Hard Cash



Take some money for yourself from the pile in the basement. Use the Look command, because underneath the pile of money is a box that contains a key. Use the key on the door behind you, which leads to Drac's pad.

## A Little Help from Bram



After you climb into Dracula's study, check the papers on his desk. Bram Stoker will come on the screen to tell you what's going on. Take notes when Bram is done. Light the lantern, and head to the door on the right side of the room.

## Open the Drawers



The set of drawers in Jonathan's antechamber holds his notebook. You'll need this before you do anything else.

## Shall We Dine?

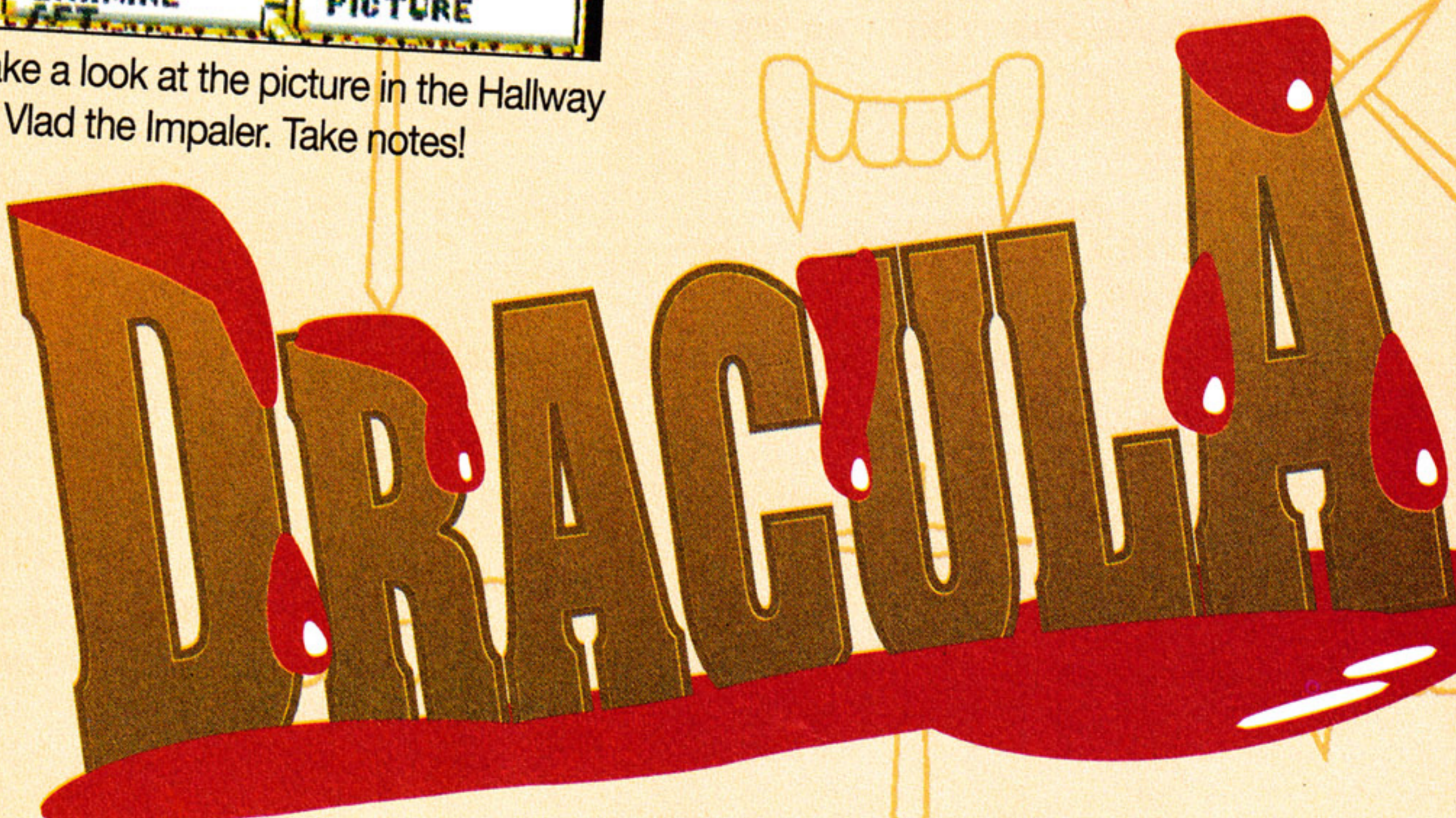


Go into the dining room (make sure you're wearing the crucifix) and grab the oil from the table. Talk to the Count and take notes!

## Tall Tales



After you see Dracula climb the walls outside your antechamber windows, take notes, so people don't think you're making the whole thing up.



# S.W.A.T. PRO READER SURVEY



Hey gamers, we want to find out more about you and the kind of coverage you want to see in upcoming issues of **SwatPro Magazine**. You can help us out by filling in the survey below. **By sending in your completed survey**, you'll also be automatically entered in our random prize drawing. **We're giving away** one Super Nintendo, one Sega Genesis, one Game Boy, 10 HOT new game titles, and 20 one-year subscriptions! So get busy – fill this out and send it in to **WIN!**

1. How old are you? \_\_\_\_\_ 2. Are you: 1 ( ) Male 2 ( ) Female

3. Which video game system(s) do you or your family own? (Please 'X' all that apply.)

- |                                     |                          |
|-------------------------------------|--------------------------|
| 1 ( ) Nintendo Entertainment System | 7 ( ) SNK Neo-Geo        |
| 2 ( ) Super Nintendo                | 8 ( ) Sega Game Gear     |
| 3 ( ) Nintendo Game Boy             | 9 ( ) Sega Genesis       |
| 4 ( ) Atari Lynx                    | 0 ( ) Sega Master System |
| 5 ( ) TTI TurboExpress              | x ( ) Other _____        |
| 6 ( ) TTI TurboGrafx-16             | y ( ) None               |

4. Which video game system(s) do you or your family plan to buy within the next 12 months? (Please 'X' all that apply.)

- |                                     |                          |
|-------------------------------------|--------------------------|
| 1 ( ) Nintendo Entertainment System | 7 ( ) SNK Neo-Geo        |
| 2 ( ) Super Nintendo                | 8 ( ) Sega Game Gear     |
| 3 ( ) Nintendo Game Boy             | 9 ( ) Sega Genesis       |
| 4 ( ) Atari Lynx                    | 0 ( ) Sega Master System |
| 5 ( ) TTI TurboExpress              | x ( ) Other _____        |
| 6 ( ) TTI TurboGrafx-16             | y ( ) None               |

5. In total, how many video games do you own? \_\_\_\_\_

6. How many video games did you buy in the last year?

\_\_\_\_\_

7. How many games do you think you will buy in the next year?

\_\_\_\_\_

8. On average, how many weeks do you usually play a game cartridge before you master it or decide to move on to other games? (Please 'X'—only **one** answer.)

- |                   |                     |
|-------------------|---------------------|
| 1 ( ) 1 – 2 weeks | 4 ( ) 7 – 8 weeks   |
| 2 ( ) 3 – 4 weeks | 5 ( ) 9 – 10 weeks  |
| 3 ( ) 5 – 6 weeks | 6 ( ) Over 10 weeks |

9. Where do you usually buy your video games?

(Please 'X' all that apply.)

- |                         |                        |
|-------------------------|------------------------|
| 1 ( ) Computer store    | 6 ( ) Stereo/TV store  |
| 2 ( ) Department store  | 7 ( ) Toy store        |
| 3 ( ) Discount store    | 8 ( ) Video game store |
| 4 ( ) Electronics store | 9 ( ) Other _____      |
| 5 ( ) Mail Order        |                        |

10. What type(s) of games do you enjoy playing the most?

(Please 'X' all that apply.)

- |                          |                    |
|--------------------------|--------------------|
| 1 ( ) Adventure games    | 7 ( ) Space games  |
| 2 ( ) Role-playing games | 8 ( ) War games    |
| 3 ( ) Puzzle games       | 9 ( ) Sports games |
| 4 ( ) Educational games  | 0 ( ) Movie games  |
| 5 ( ) Driving games      | x ( ) Other _____  |
| 6 ( ) Fantasy games      |                    |

11. About how much time per week do you spend playing video games on either your system or someone else's system?

- |                        |                     |
|------------------------|---------------------|
| 1 ( ) Less than 1 hour | 4 ( ) 10 – 14 hours |
| 2 ( ) 1 – 5 hours      | 5 ( ) 15 – 20 hours |
| 3 ( ) 6 – 9 hours      | 6 ( ) Over 20 hours |

12. Do you rent video games?

- |           |          |
|-----------|----------|
| 1 ( ) Yes | 2 ( ) No |
|-----------|----------|

13. If yes, how many games do you rent per month? \_\_\_\_\_

14. Which video game systems do you rent games for?

- |                                     |                    |
|-------------------------------------|--------------------|
| 1 ( ) Nintendo Entertainment System | 3 ( ) Sega Genesis |
| 2 ( ) Super Nintendo                |                    |

15. Where do you rent your video games from?

- |                                 |                          |
|---------------------------------|--------------------------|
| 1 ( ) Grocery store/Supermarket | 3 ( ) Video rental store |
| 2 ( ) Convenience/Variety store | 4 ( ) Other _____        |

16. Did you buy any of the games you rented during the past year?

- |           |          |
|-----------|----------|
| 1 ( ) Yes | 2 ( ) No |
|-----------|----------|

17. Do you plan to buy a CD video game system within the next 12 months?

- |           |          |
|-----------|----------|
| 1 ( ) Yes | 2 ( ) No |
|-----------|----------|

18. If yes, which one?

- |                                  |                        |
|----------------------------------|------------------------|
| 1 ( ) Sega CD System             | 3 ( ) Super NES CD-ROM |
| 2 ( ) Turbo Technology Turbo Duo | 4 ( ) TG-CD            |

19. Would you rent a CD video game system before buying one?

- |           |          |
|-----------|----------|
| 1 ( ) Yes | 2 ( ) No |
|-----------|----------|

20. Would you rent CD video games before buying them?

- |           |          |
|-----------|----------|
| 1 ( ) Yes | 2 ( ) No |
|-----------|----------|

21. Which of these helps you best decide which video games to buy? (Please 'X' all that apply.)

- |                             |                              |
|-----------------------------|------------------------------|
| 1 ( ) Ads on TV             | 6 ( ) Game rentals           |
| 2 ( ) Magazine articles     | 7 ( ) Arcades                |
| 3 ( ) Ads in Magazines      | 8 ( ) Seeing games in stores |
| 4 ( ) Books                 | 9 ( ) Other _____            |
| 5 ( ) Word of mouth/friends |                              |

22. How much do you think you spent on video game software during the past year?

- |                     |                     |
|---------------------|---------------------|
| 1 ( ) Under \$50    | 6 ( ) \$251 - \$300 |
| 2 ( ) \$50 - \$100  | 7 ( ) \$301 - \$400 |
| 3 ( ) \$101 - \$150 | 8 ( ) \$401 - \$500 |
| 4 ( ) \$151 - \$200 | 9 ( ) Over \$500    |
| 5 ( ) \$201 - \$250 |                     |

23. How much do you think you spent on video game hardware and accessories during the past year?

- |                     |                     |
|---------------------|---------------------|
| 1 ( ) Under \$50    | 6 ( ) \$251 - \$300 |
| 2 ( ) \$50 - \$100  | 7 ( ) \$301 - \$400 |
| 3 ( ) \$101 - \$150 | 8 ( ) \$401 - \$500 |
| 4 ( ) \$151 - \$200 | 9 ( ) Over \$500    |
| 5 ( ) \$201 - \$250 |                     |



## About Your Readership of SwatPro

### 1. How long have you been reading SwatPro?

- 1 ( ) Less than 6 months      4 ( ) 2 to less than 3 years  
 2 ( ) 6 months to less than 1 year    5 ( ) 3 years  
 3 ( ) 1 to less than 2 years

### 2. In total, how many times did you pick up and look at or read this issue of SwatPro? \_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

### 3. Besides yourself, how many people looked at or read this issue of SwatPro? \_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

### 4. Who usually buys SwatPro for you?

(Please 'X' only **one** answer.)

- 1 ( ) Myself                              3 ( ) Friends  
 2 ( ) Parents                              4 ( ) Other \_\_\_\_\_

### 5. If you buy SwatPro, where do you usually buy it?

(Please 'X' only **one** answer.)

- 1 ( ) Bookstore                              6 ( ) Video store  
 2 ( ) Supermarket                              7 ( ) Convenience store  
 3 ( ) Airport                                      8 ( ) Newsstand  
 4 ( ) Drugstore                                      9 ( ) Other \_\_\_\_\_  
 5 ( ) Toy store

### 6. Which of the following SwatPro articles and features do you find the most useful? (Please 'X' all that apply.)

- 1 ( ) S.W.A.T.                                      6 ( ) Atari Lynx Reviews/Tips  
 2 ( ) Nintendo Reviews/Tips                      7 ( ) SNK Neo•Geo Reviews/Tips  
 3 ( ) Genesis Reviews/Tips                      8 ( ) Game Busters  
 4 ( ) Super NES Reviews/Tips                      9 ( ) Mapping  
 5 ( ) Game Gear Reviews/Tips                      10 ( ) ProChallenge Board

### 7. What do you like about SwatPro more than other video game magazines? \_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

### 8. What, if anything, don't you like about SwatPro? \_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

### 9. What would you like to see or read about in SwatPro in the future? \_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

### 10. Do you also purchase or subscribe to GamePro Magazine?

- 1 ( ) Yes                                      2 ( ) No

### 11. Which of these magazines do you read regularly, that is, at least 3 out of every 4 issues. (Please 'X' all that apply.)

- 1 ( ) Electronic Gaming Monthly    5 ( ) Super NES Buyer's Guide  
 2 ( ) Game Player's Magazine    6 ( ) Nintendo Power  
 3 ( ) SwatPro                                      7 ( ) Sega Vision  
 4 ( ) GamePro                                      8 ( ) Video Games &  
     Computer Entertainment  
 9 ( ) Mega Play

## About Your Computer Ownership

### 12. Do you or does anyone in your family own a home computer system?

- 1 ( ) Yes                                      2 ( ) No

### 13. If yes, what type of computer system do you own?

- 1 ( ) IBM Compatible or clone    4 ( ) Commodore/Amiga  
 2 ( ) Apple                                      5 ( ) Other \_\_\_\_\_  
 3 ( ) Macintosh

## Thank You For Your Help! Fill This Out – Send It In To Win!

Send in your completed survey today! To enter your name in the drawing for prizes, please fill out your name and address below. Entries must be postmarked no later than June 18, 1993. Drawing to be held June 30, 1993. PLEASE PRINT CLEARLY!

Name \_\_\_\_\_  
 Address \_\_\_\_\_  
 City \_\_\_\_\_  
 State \_\_\_\_\_ Zip \_\_\_\_\_  
 Phone ( \_\_\_\_\_ ) \_\_\_\_\_

**Mail your entry to:**  
**IDG Research Services**  
**Attn: SwatPro**  
**P.O. Box 9151**  
**Framingham, MA 01701-9151**

# I N D E X

## Genesis

Alien 3.....	6
Altered Beast.....	17
Joe Montana's SportsTalk Football '93.....	15
Revenge of Shinobi.....	13
Road Rash 2.....	18, 20
Shadow of the Beast II.....	29, 30
Sonic The Hedgehog.....	7, 16
Sonic The Hedgehog 2.....	10
Splatterhouse 2.....	7
World of Illusion Starring Mickey Mouse.....	24, 26

## Sega CD

Black Hole Assault.....	11
Night Trap.....	9
Willy Beamish.....	32, 34

## SNES

The Addams Family.....	8, 16
The Simpsons: Bart's Nightmare.....	36, 38
Battle Clash.....	14
Cal Ripken Jr.....	6
Faceball 2000.....	17
Magic Sword.....	17
Prince of Persia.....	14
Rival Turf.....	12
Smash TV.....	16
Spanky's Quest.....	16
Street Fighter II.....	13
Super Adventure Island.....	7
Super Battletank.....	11
Super Buster Brothers.....	12
Super Earth Defense Force.....	11
Super Mario Kart.....	40, 42
Super Star Wars.....	13
Tiny Toon Adventures Buster Busts Loose.....	44, 46
Wings 2.....	14

## NES

The Adventures of Rocky & Bullwinkle.....	10
Alien 3.....	50, 52
Battletoads.....	16
Bignose the Caveman.....	15
Gun*Nac.....	16
Robin Hood: Prince of Thieves.....	17

Tecmo Super Bowl.....	8
Teenage Mutant Ninja Turtles: The Arcade Game.....	17
Wacky Races.....	15
Yoshi.....	7

## TurboGrafx-16

King of Casino.....	8
Yo Bro.....	12

## TTI CD-ROM

The Addams Family.....	7
------------------------	---

## Game Boy

Looney Tunes.....	15
Snow Bros. Jr.....	17
Super Mario Land 2.....	54, 56

## Game Gear

Ninja Gaiden.....	6
Sonic The Hedgehog 2.....	10
Space Harrier.....	17

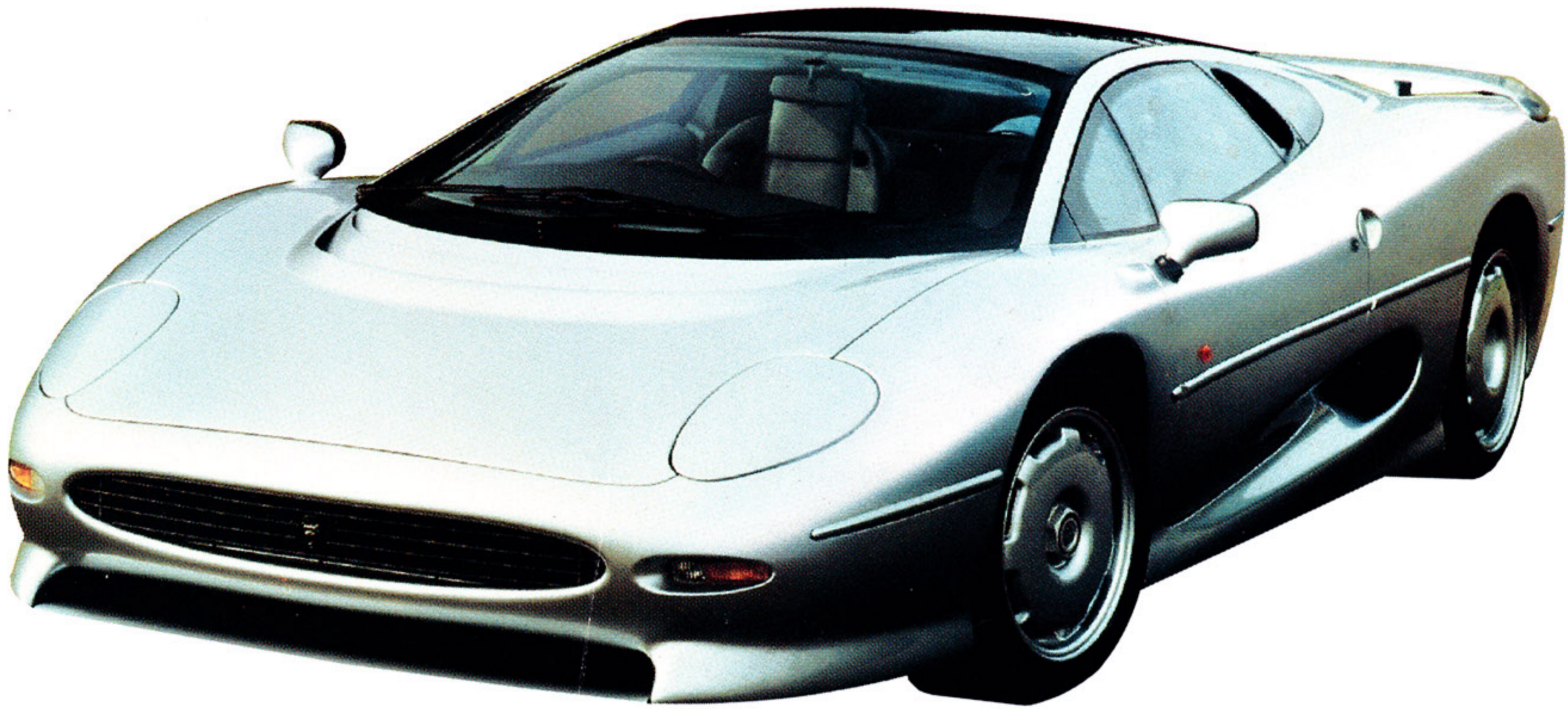
## Lynx

Dracula.....	60, 61
--------------	--------



# “...THE FASTEST PRODUCTION CAR IN THE WORLD...”

*-THE GUINNESS BOOK OF RECORDS 1993*



STRAP A SADDLE ON 542 HORSES AND RIDE THIS SILVER ROCKET TO 213 MPH.

IT'S THE ONLY ROAD BEAST ON THE GLOBE THAT CAN BE CALLED "FASTEST IN THE WORLD."

SO KEEP YOUR LOTUS, FERRARI AND PORSCHE IN THE GARAGE...JAGUAR XJ220 HAS ARRIVED.

"THE TRACKS ARE LADEN WITH HAIR RAISING HAIRPIN TURNS, KILLER CORKSCREWS AND STRAIGHTAWAYS SO FAST THE RED AND BLUE SAFETY TIRES SMEAR INTO PURPLE HAZE..."  
-SEGA VISIONS



GRAB A BUDDY AND JOCKEY FOR THE CHECKERED FLAG AS "TEAM JAGUAR"—INCREDIBLE SPLIT-SCREEN 2-PLAYER VIRTUAL-RACING ACTION AT 200+ MPH.

BURN RUBBER ON WORLD TOUR OR GRAND PRIX CIRCUITS—32 COURSES IN ALL: SAND CHURNERS IN EGYPT, SWAMP FESTS IN THE OUTBACK, EVEN SNOW JOBS IN THE ALPS.

AFTER EACH RACE ON THE CIRCUIT, USE YOUR EARNINGS TO MEND YOUR WOUNDS—FROM BODY REPAIRS TO A FRESH SET OF TREADS TO A NEW TRANSMISSION.

CUSTOMIZE AND SAVE UP TO 16 OF YOUR VERY OWN TRACKS WITH TWISTS, TURNS, HAIRPINS, CHICANES AND BACKGROUNDS—LIKE TUNNELS, BRIDGES AND CROWDS.

© 1993 CORE DESIGN LIMITED.  
© 1993 VICTOR ENTERTAINMENT, INC.  
UNDER LICENSE OF JAGUAR CARS LIMITED, U.K.  
LICENSED BY SEGA ENTERPRISES, LTD.  
FOR PLAY ON THE SEGA CD™ SYSTEM.  
SEGA, SEGA CD AND SEGA SEAL OF QUALITY  
ARE TRADEMARKS OF SEGA ENTERPRISES, LTD.  
ALL RIGHTS RESERVED.



# THE TERMINATOR & ROBOCOP NOW HAVE SOMEONE THEY CAN LOOK UP TO.



Introducing **Cybernator**, the 21st Century's biggest hero and the baddest cyborg ever to blast onto your Super NES™. Standing five stories tall and loaded with stunning graphics and firepower, this mechanized marine overshadows and outguns all other 16-bit metal heads. From the **Cybernator's** command



cockpit you'll control five tons of



tail-kicking, Axis annihilating battle armor and the Enemy Eliminator with 360° firing range. You'll also power a hyper-space propulsion pack that launches **Cybernator** through seven levels of digitized devastation. So if nuts and bolts busting action is your game, check out **Cybernator**. The future of 16-bit warfare today!



**KONAMI®**

KONAMI GAME HINT AND TIP LINE: 1-900-896-HINT (4468).  
70¢ per minute charge. Minors must have parental permission before calling.  
Touch-tone phone required.

Cybernator™ is a trademark of Konami, Inc. Robocop® is a registered trademark of Orion Pictures Corporation. Terminator™ is a trademark of CAROLCO Pictures Inc. Konami® is a registered trademark of Konami Co., Ltd. Nintendo®, Super Nintendo Entertainment System®, Super NES™ and the official seals are trademarks of Nintendo of America Inc. © 1991 Nintendo of America Inc. © 1993 Konami. All Rights Reserved.