GamePro's TopPlayer Series

S.W.A.T. PRO

Secret Weapons TIPS·TACTICS HOT PASSWORDS And Tactics Guide

GamePro TV Show! See Page 49

NES • SNES
Genesis • Game Gear
TG-16 • Game Boy

TMNT IV: Turtles in Time!—For SNES

Plus Game Winning Tips!

Top Tips, Tactics, & Passwords!

SNES—Legend of Zelda
Lemmings • Ultraman
Genesis—Rolling Thunder 2
Alisia Dragoon
Two Crude Dudes
NES—Bucky O'Hare
TG-16—Darkwing Duck
Game Boy—Prince of Persia
Tiny Toon Adventures
Game Gear—Sonic the Hedgehog
and Much More!

An IDG Communications Publication
Display Until Sept. 22, 1992

Teenage Mutant Ninja Turtles TM & © 1992 Mirage Studios

GO FOR T

PRESENTS

OLYMPIC GOLD™

Official Licensed Product of the 1992 Barcelona Olympic Summer Games.

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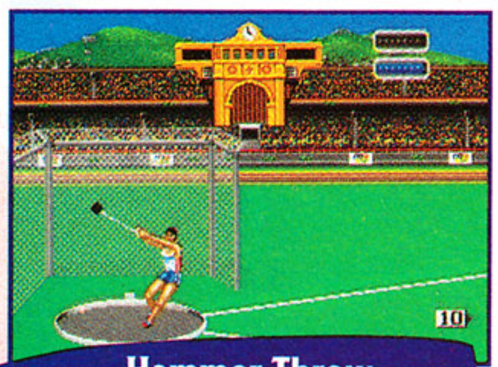
HE GOLD...

7 Olympic Games Events

Barcelona, 1992. It's the Olympic Summer Games, and your once in a lifetime chance to prove yourself in a world arena. You'll hear the crowd, feel the heat and experience the total rush of the ultimate competition. Break a world record. Smash an Olympic Games record. Or beat a friend. Here's the rundown:

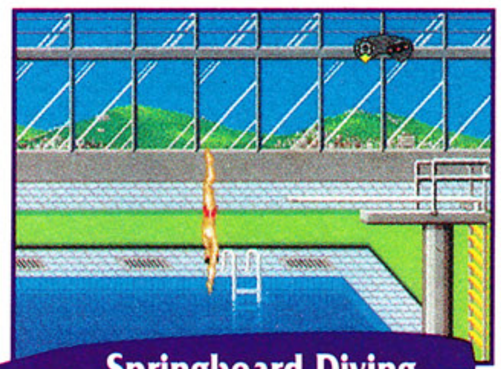


Hammer Throw

Trajectory, speed, angle of descent, you get the idea. Don't you wish you paid attention in physics?

Archery

The farther you pull the bow, the harder to hold your aim steady.

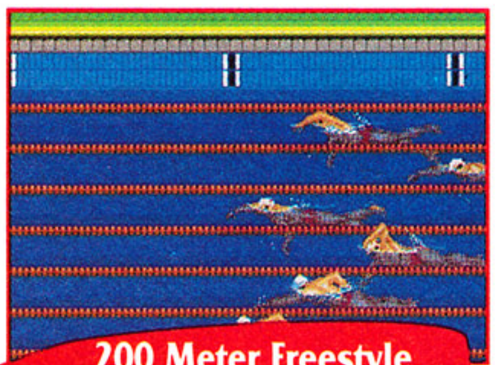


Springboard Diving

Four required dives and one you improvise. Scores based on difficulty, execution and entry into water.

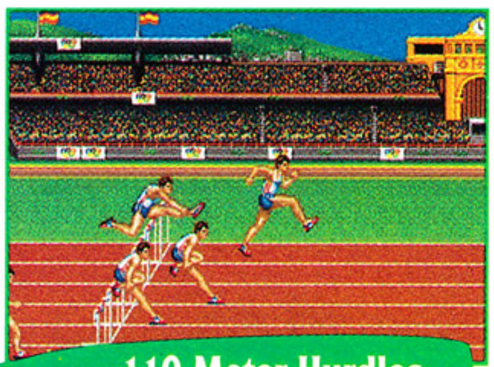
Pole Vaulting

The hardest event. Plant the pole and time your release to clear record heights.



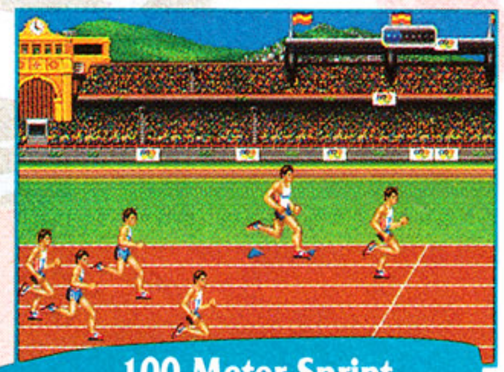
200 Meter Freestyle Swimming

Bang those turns but conserve your strength to sprint for the gold.



110 Meter Hurdles

Timing your jumps is everything in this event.



100 Meter Sprint

You'll need a fast start and warp speed to have a shot at the gold.

Opening and Closing Ceremonies

Light the torch and let the Games begin . . . Fireworks will bring them to a close.

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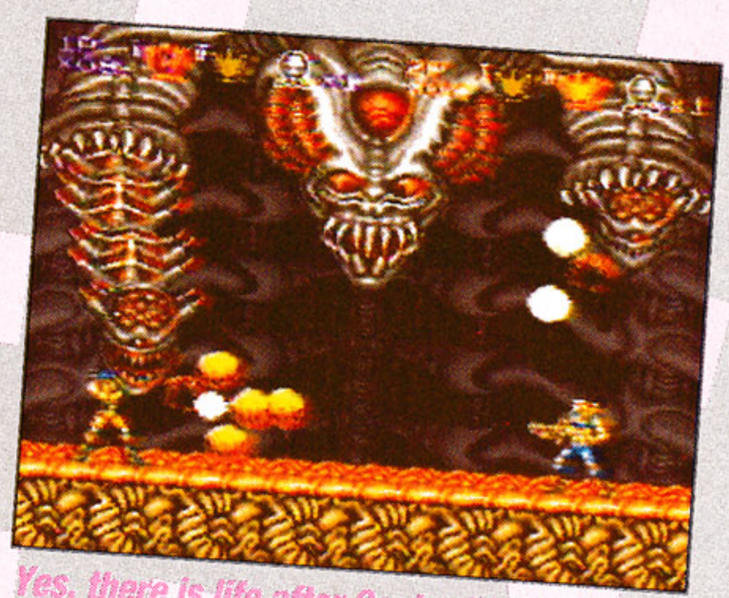

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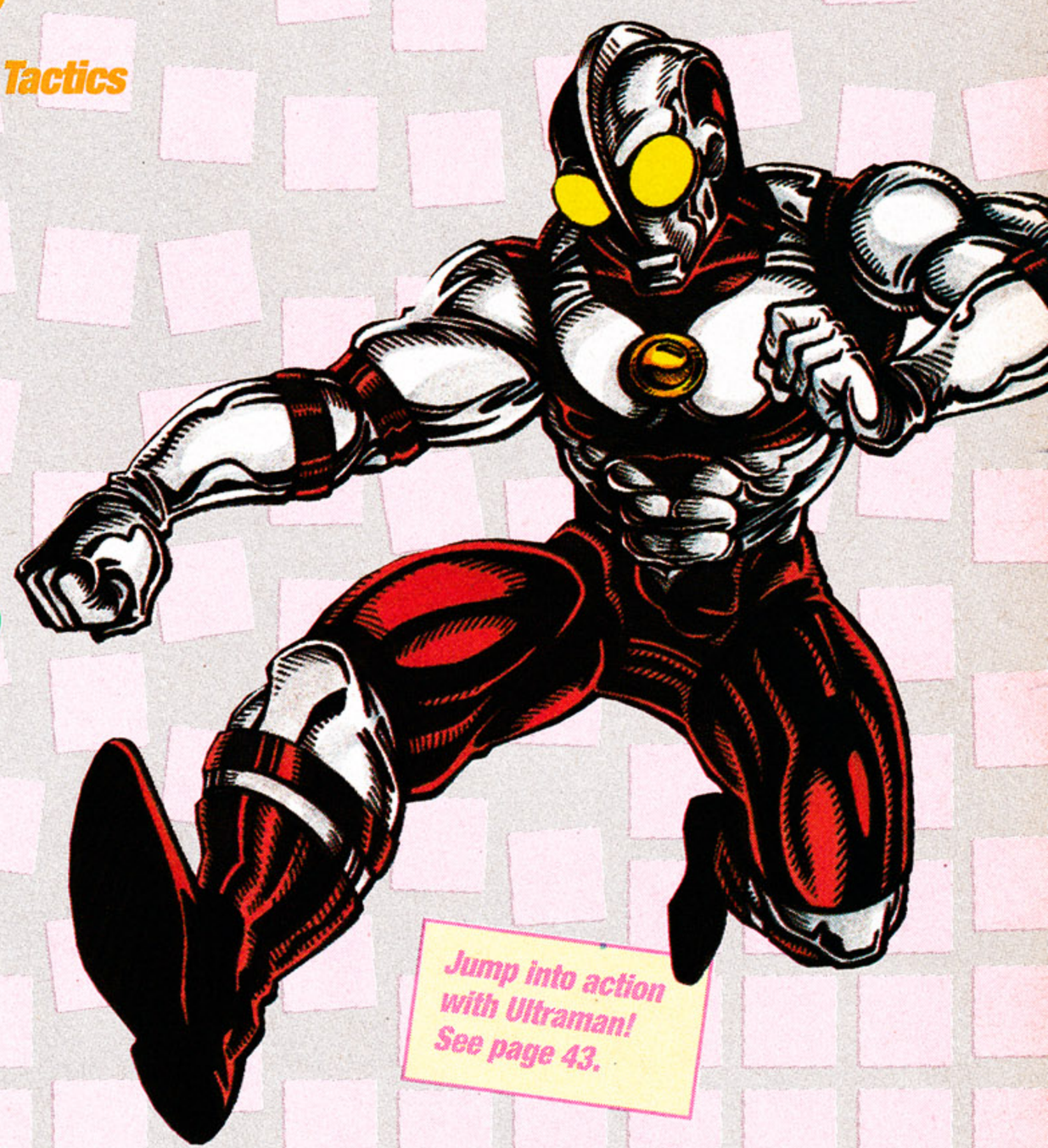

Jump into action with Ultraman! See page 43.

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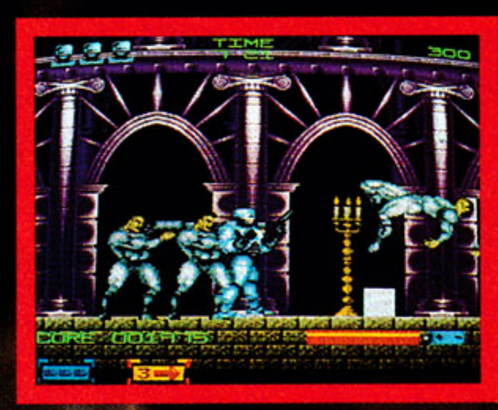
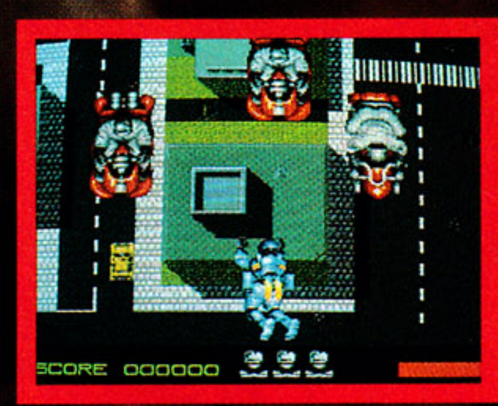
Cover: Francis Mao

ROBOCOP 3™





OCP is sending in Rehab Officers to clear the streets of Old Detroit, making way for the construction of Delta City. When ROBOCOP sees helpless families forced out of their homes as the bulldozers move in, he joins the resistance movement to battle the Rehabs!

Armed with a new multi-weapon arm attachment containing a large-bore cannon and a smart bomb, plus a gyropack for airborne assault capability, ROBOCOP faces a batallion of ED-209's, tanks, heavy artillery and a new adversary, OTOMO. The odds seem impossible, but remember—you're ROBOCOP!

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The name of the game

ocean®

Take a Hint

By The GamePros

If you're holding this magazine in your hands, you're probably a frustrated player stuck on a video game dilemma, or two. You've come to the right place. S.W.A.T.PRO magazine's sole objective is to help you complete the toughest carts around.

Now a bimonthly newsstand publication and soon to be offered on a subscription basis, S.W.A.T.PRO's received an enthusiastic response from gamers hungry for the hottest tips and tactics. However, one recent strategy resource has generated a mixed reaction from players. Several game companies have started packaging hints right in their own games' boxes!

Sega provides a strategy manual with Phantasy Star II and the Sword of Vermillion. Electronic Arts does the same for Might & Magic, Starflight, and Rings of Power. Nintendo includes a tip sheet with the Legend of Zelda: A Link to the Past.

Numerous letters have arrived in our offices, both praising and knocking this controversial policy. On one hand, readers complain that the hints ruin the challenge and fun of a game. Some even suggest that the cost of printing an 80-page, full-color, guidebook could also serve to increase a game's price.

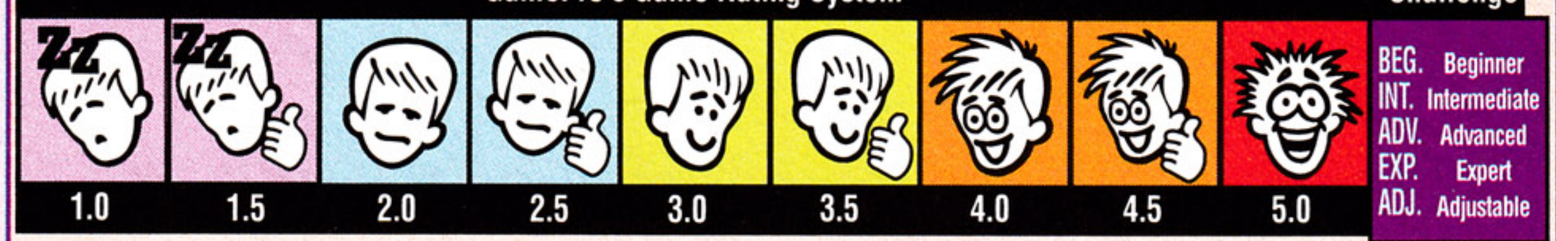
Conversely, other gamers believe that the tips save them the hassle of unraveling tedious solutions to frustrating puzzles. They add that uninterested players should simply shelve the material for future reference.

Our staff's opinion falls in line with a compromise that would satisfy both sides of the issue. Companies could offer an introductory guide, which walks you through the first few areas of the game, but leaves the rest for you to explore (credit to EA's The Immortal and Square Soft's Final Fantasy II). Then, if you're still stuck, you can call the cartridge manufacturer's game counseling hotline.

Of course, S.W.A.T.PRO magazine continues to do the dirty work for you with dozens of boss-beating codes and passwords. This issue, check out 13 ProTip guides to mega-hit carts like Bucky O'Hare, Rolling Thunder 2, Teenage Mutant Ninja Turtles IV, and Sonic the Hedgehog (for the Game Gear). We also answer your Ask the Pros questions, and reveal four pulse-pounding ending sequences in Game Busters.

If you agree, or disagree, with the inclusion of game tips along with the games, write to the respective software publisher and voice your opinion. They'll take a hint, too.

GamePro's Game Rating System



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!

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National Advertising Director
John Sieling (415) 363-5200

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Advertising Coordinator
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S.W.A.T. PRO

TIPS·TACTICS·PASSWORDS

After Burner II (Genesis)
Stage Select, Strange Messages

This trick gives you an After Burner II stage select. At the title screen, hold down Buttons A, B, and C, and press Start. Now choose your level!

To read some odd messages, press and hold Buttons A, B, and C during the reloading segments of stages 9 and 19. Very weird.

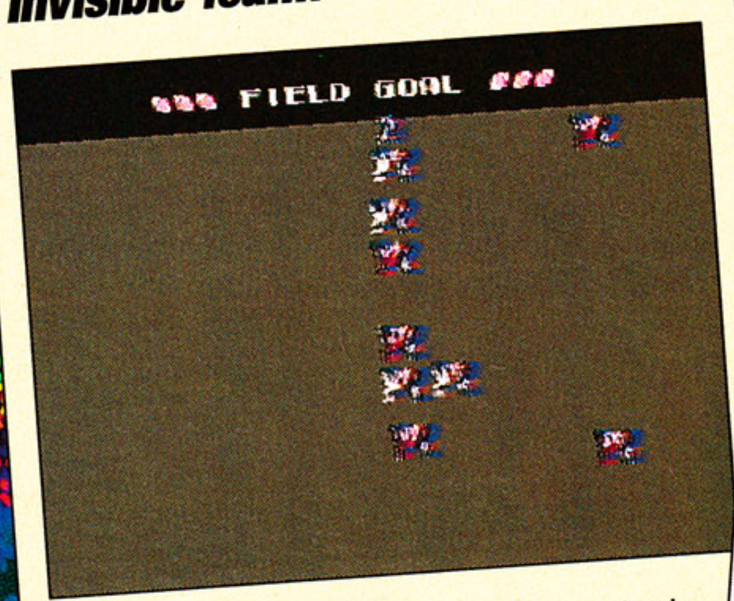
Peter Brodie, Sydney, Australia

Rastan Saga II (Genesis)
Beat the Last Boss

To easily defeat the final boss monster in Rastan Saga II, walk into its Shield, duck and hold down the Attack button. You'll be immune to the boss' Sword and Laser Beam strikes!

Mike Mansley, Las Vegas, NV

Tecmo Bowl (Nintendo)
Invisible Team!

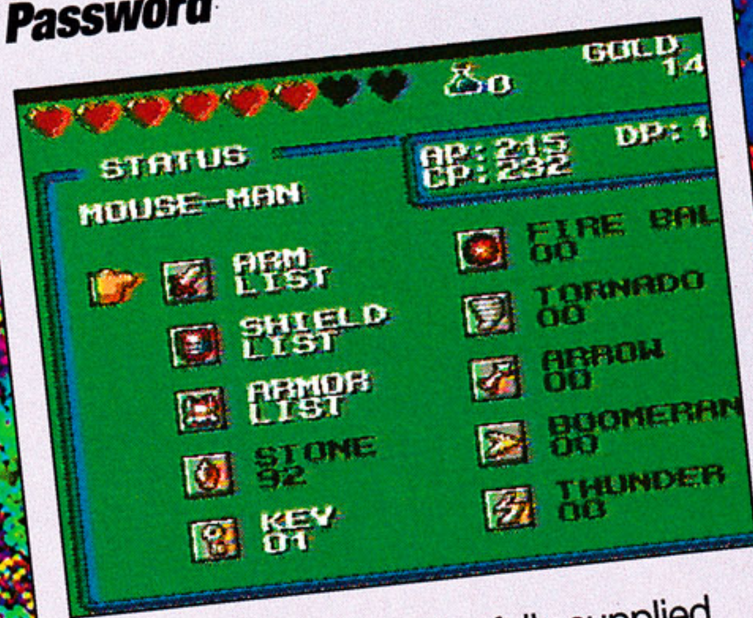


Enter this password to play as an invisible team against Denver!

3FBFF7AO

Michael Massy, St. Albans, NY

Dragon's Curse (TurboGrafx-16)
Password



To start as a bird and be fully supplied with weapons and armor in Dragon's Curse for the TG-16, enter this code:

YOOVDD5VXJE6T5

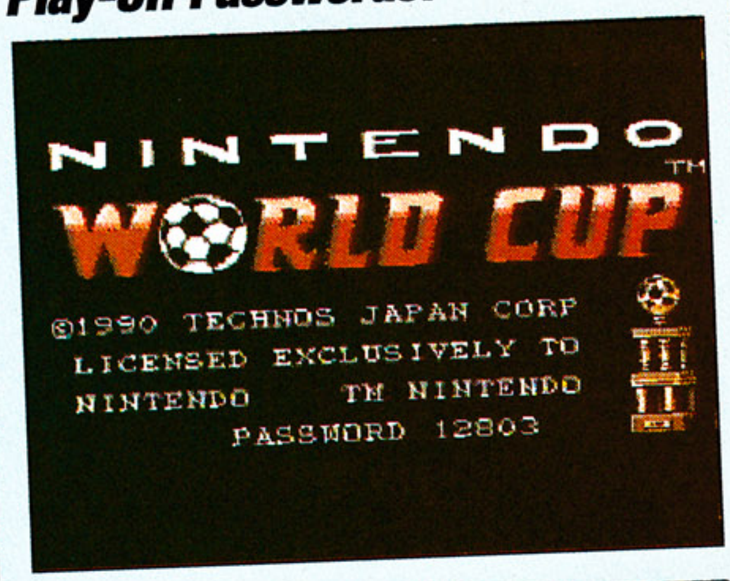
Brooks Snedeker, Mendota Hts., MN

Road Blasters (Lynx)
Level Select

First select Bubble City. Slowly accelerate, and steer right or left as far as possible. Crash into the first tree while holding down Button B. Press Option 1, select your level, hold down B, and press A. Finish the level, and you'll skip to the stage you selected!

Bill Straus, Albany, NY

Nintendo World Cup (Nintendo)
Play-Off Passwords!



Combine a three-digit Match Select code with a two-digit Team Select code to create any Nintendo World Cup password. For example, to play in Match 9 as the Russian team, enter 62605. Use the charts below.

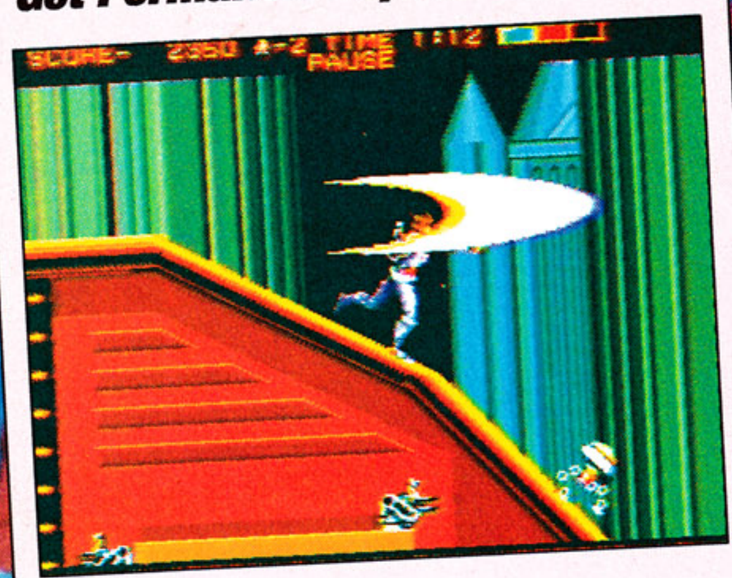
Match	Select
Match 2	103
Match 3	307
Match 4	015
Match 5	220
Match 6	721
Match 7	115
Match 8	424
Match 9	626
Match 10	602
Semifinal	223
Final Match	128

Team	Select
U.S.A.	00
Holland	01
Japan	02
France	03
Cameroon	04
Russia	05
Mexico	06
England	07
Spain	08
Brazil	09
West Germany	10
Argentina	11
Italy	12

Mike Lau, San Francisco, CA

Strider (Genesis)

Get Permanent Dipodal Saucers



Here's a trick that enables you to get permanent robots. Grab two robots – two blocks of your life bar should be red. Now, sooner or later you'll come across a container that has the robo-panther. Open it but DO NOT touch it! It remains curled up in a ball. Now, get hit on purpose so that you lose a robot. Next, activate the robo-panther by touching it. After you play for a short while the robo-panther will go away and leave you with two robots! These robots won't leave even if you die from hits – they'll return when you begin your next life. The only way you can lose them is by falling off the screen or by using a continue.

Steven Hill, Sophia, NC

Devil's Crush (TurboGrafx-16)

Passwords!

Here's a code that gives you 924,000,000 points and 73 balls:

EFGHIJKLMB

Here's a code where you select a two player game but you only get a one player game

AAAAAAAAAAAAAAAAAB

(You'll also have unlimited balls).

Zach Smith, Appleton, ME

BoxyBoy (TurboGrafx-16)

Password!

To reach Level 250, the final level, use the code: MICKY. This enables you to play all of the stages prior to this stage too.

Matthew Zender, Las Vegas, NV

Stormlord (Genesis)

More Time

If time is getting tight in a particular level all you have to do is Pause your game and then hit Button B, Button A three times, Button C, Up three times, and Button A three times to reset the clock!

Power Ball (Genesis)

Passwords!

Use these passwords to play as China:
First Championship Game vs. Mexico: PVDCR
Second Championship Game vs. Germany: CMOPE
Semi-Final Game vs. Canada: BFOOE
Finale Game vs. France: OADBR

Alexandre Fregeau, Quebec, Canada

Cyberball (Genesis)

Take the L.A. Assassins to the Playoffs

Here are passwords for each week of the season for the Los Angeles Assassins:

Week 2:	6BBB BBLV BFTV
Week 3:	6VBB BBXX BFPV
Week 4:	6XBB B7VI BFJX
Week 5:	6IBB BBNV BFMX
Week 6:	6LBB B7OX BF4X
Week 7:	6KBB B7IV BFYX
Week 8:	6MBB BBOX BFCX
Week 9:	6OBB B8CI BFTI
Week 10:	6FBB BLVI BFOX
Week 11:	6CBB BLIS IFMI
Week 12:	67BB B8KI BF6X
Week 13:	64BB B5GS IFDI
Week 14:	6RBB B5OS IFII
Week 15:	6TBB B5PS IF7I
Week 16:	68BB B5PS IF7I

The Playoffs and $999,900:

Round 1:	6ZBB B5PS IF5I
Round 2:	6DBB B5PS IFGX
Round 3:	6UBB B5PS IFLI

The Cyber Bowl and $999,900:

65BB B5PS IFGX

Some tricks of the Cyberball trade

On offense, run the following four plays for easy scores:

1. **Axle Grind:** To score quick TD's throw to the left wide receiver.
2. **Sunday Ride:** For quick yardage to cross the 50 yard line throw to the left running back.
3. **Zig-Zag:** For quick yardage or for scoring inside the 10 yard line throw to the left running back.
4. **Suicide:** To score extra points after TD's or for scoring inside the 10 yard line throw to the left running back.

On defense, to stop the computer with negative yardage and lots of safeties run this defensive play:

1. **Prevent:** For the sack, blitz your linebacker around the left side of the offensive line.
2. **3-4 Defense:** When the computer is inside of your 10 yard line, blitz your linebacker around either side. Be sure to use your powerbooster to get to the QB.

To score on kick returns, run between the two men on the right and then run up the sideline. If you do this correctly, you'll score every time.

James R. Geiger, Fort Worth, TX

S.W.A.T. PRO

TIPS TACTICS HOT PASSWORDS

SECRET WEAPONS AND TACTICS

Bomberman (TurboGrafx-16)

Passwords!

1-1	RXYRNEKA
1-2	UUOWMNEE
1-3	UKFLHLVG
1-4	RURHLPPN
1-5	UOBZJMEU
1-6	MXFEOLYH
1-7	MXFEOGAH
1-8	UXYKHLVH
2-1	UCBZVPEU
2-3	UKRZSGVG
2-4	UBCZTEVV
2-5	UAKKVORA
2-6	UBHZVOSV
2-7	UUVKWBRA
2-8	RXYHITHH
3-1	UWKKOVST
3-2	RBCBJHLH
3-3	MUCCLEVN
3-4	MCHNJMCP
3-5	RAHNQHZC
3-6	MBNNJHZK
3-7	MACCJMVN
3-8	UCCHGPEP
4-1	MXVCNNUH
4-2	RUNANMPS
4-3	ROCCNNZV
4-4	MCHNQPRT
4-5	RAHNQQZV
4-6	MAFCIPET
4-7	RKOCNWVE
4-8	RUWAIWNU
5-1	UCBHLHPU
5-2	UCFHLHPN
5-3	RUNNLJEL
5-4	RUHNGSEY
5-5	UBZHLGAT
5-6	RWANPTVR
5-7	RBECPLVE
5-8	MWECWVTS
6-1	RBBCJEVE
6-2	UBWZBMHK
6-3	RCRBQPEL
6-4	MKHAMQVH
6-5	UOOZNQTA
6-6	UOYZNQTE
6-7	MXCEMVCA
6-8	UOOZNSTZ
7-1	UOOZMITA
7-2	RWGYJNVG
7-3	MACEWGYP
7-4	RCKBJNEV
7-5	UKOZJJAG
7-6	ROWBGIEU
7-7	RULYGQEL
7-8	RBFBHNVG
8-1	UCEOTHNU
8-2	MXLEPHKH
8-3	MAXEGISN
8-4	MORAPBNP
8-5	MWOEGSRK
8-6	MXZEPTGK
8-7	MBKAGERK
8-8	UXAFSOKH

Paul Elliot, Mammoth Lakes, CA

Valis III (Genesis)

Level Select

To pick your level in Valis III hold down Buttons A, B, C, Up, and Start simultaneously during the title screen. The screen will display a map area. Use Up and Down on your control pad to select your level. Hit Start to go to that level.

Moonwalker (Genesis)

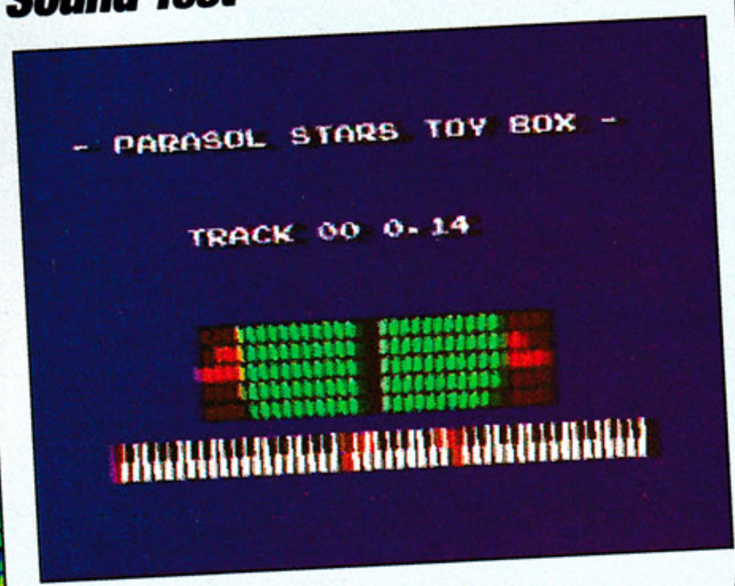
Level Select

Here's a way to select any of the first five levels in Moonwalker. First, plug a controller into Port #2 and turn on the machine. When you see "SEGA" appear on the screen hold Up and Left and Button A on Controller 2 and press Start. Select a one or two player game. When you start the game you'll see a display that says Level 1. Press Left or Right arrows to change the level.

Andy Valentine, Karachi, Pakistan

Parasol Stars (TurboGrafx-16)

Sound Test

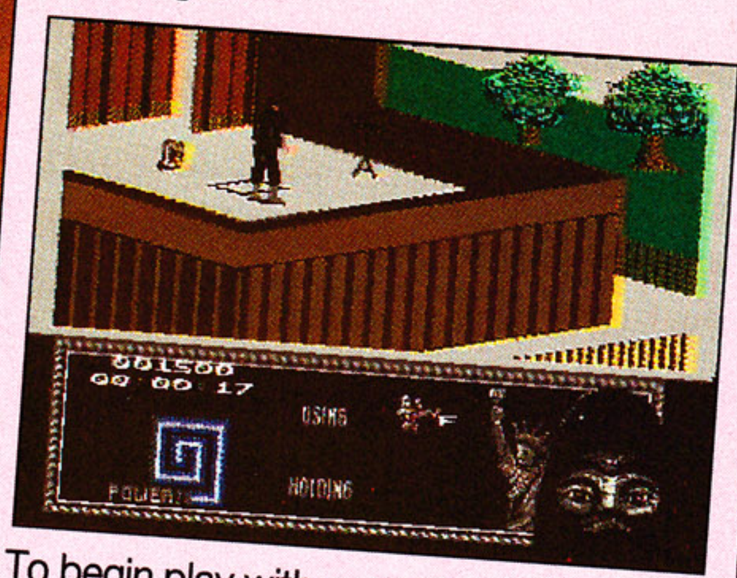


At the title screen, hold down Buttons I, II, and Down on the pad, then press Run. Now you can take in 19 tracks, plus view a cool keyboard!

Justin Hayworth, Houston, TX

Last Ninja (Nintendo)

15 Ninjas!



To begin play with a supply of 15 ninjas, enter this password:

HHHHHHHHHHHH0HHH

Jobella Bryant, San Francisco, CA

Bubble Bobble (Game Boy)

Passwords

Type in these passwords to skip ahead to any of Bubble Bobble's four boss levels.

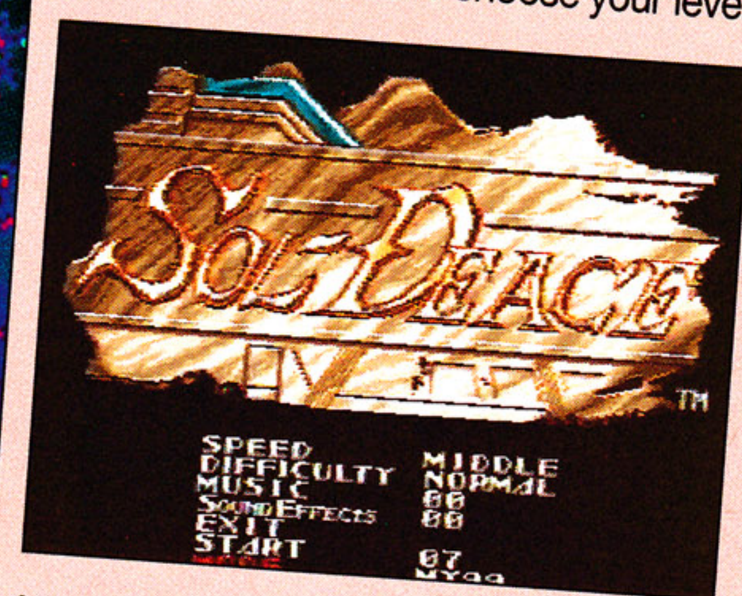
Level 25:	4LL1
Level 50:	1GBF
Level 75:	HLB3
Level 100:	KZBJ

Mike Stec, Woodhaven, MI

Sol-Deace (Genesis)

Stage Select, 99 Ships, and Slow Mo!

Follow these button inputs to score a stage select and 99 ships in Sol-Deace. **At the title screen, key in A, B, C, A, B, C, B, C, B, A, and Start.** Enter the Configuration mode and move the cursor to the Start input. Now choose your level!



Next, **move the cursor to Mode and press Right until the symbol MY99 appears.** This will load you up with 99 reserve Sol-Deaces! Exit the menu and choose Continue to begin your game.

Once you're playing and you'd like **to skip more levels, press Buttons A, B, and C together.** To start up Slow Motion, tap any fire button while your game is paused.

Agnes Debarger, Aspen, CO

Quad Challenge (Genesis)

Heat Passwords!

Type in these Quad Challenge codes to skip to the later areas in the game.

Heat 1:	EASY
Heat 2:	ECGT
Heat 3:	M4SR
Heat 4:	DTXG
Heat 5:	9F2J
Heat 6:	13RB
Heat 7:	PNF5
Heat 8:	CR11
Heat 9:	5JE8
Heat 10:	8SWG
Heat 11:	HGLY
Heat 12:	Q44E
Heat 13:	WHCM
Heat 14:	TVGZ
Heat 15:	SNDN
Heat 16:	B16A

Brian Belcher, Leetsdale, PA

S.W.A.T.PRO

TIPS·TACTICS·PASSWORDS HOT

SECRET WEAPONS AND TACTICS

Teenage Mutant Ninja Turtles III (Nintendo)

Super Options Screen!

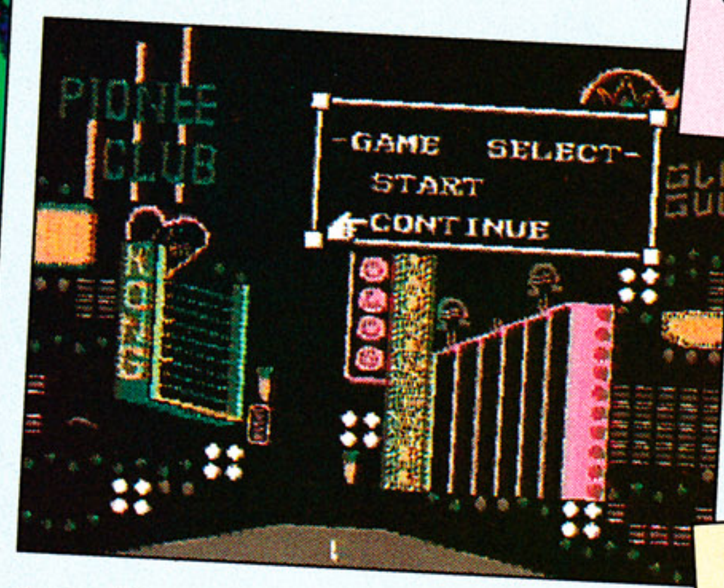
Customize your TMNT III game play with this quick code. **At the title screen, enter Up, Up, Down, Down, Left, Right, Left, Right, A, B, and Start.**

Now the action begins! You can choose your starting level, number of lives, game difficulty, and listen to the cart's music with a sound test.

Arik "Swede" Johnson, Ionia, MI

Vegas Dream (Nintendo)

Ending Password!



Enter this password to start your Vegas Dream with tons of moolah:

G!LG Q4GB 2851! ?3
HB7K 3KH! !!F8

Now choose the Blackjack game and bet your bankroll. Win and you'll see the game's end!

Jon Fuller Jr., Cloquet, MN

Game Genie Code!

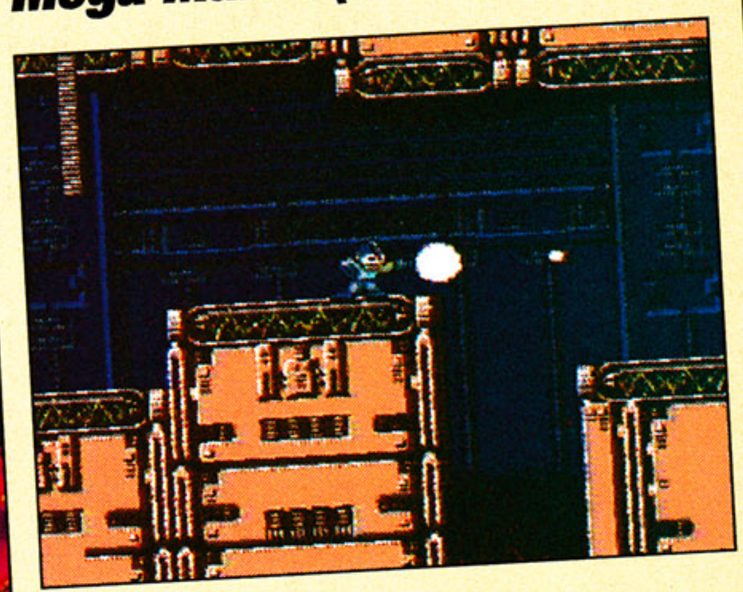
Star Wars (Nintendo)

Use this code with the NES Game Genie.

Immunity to Bullets: SLVUYNSO

Game Genie Code!

Mega Man 4 (Nintendo)



Use this code with the NES Game Genie.

Instant Megablast: AEOAIEPA

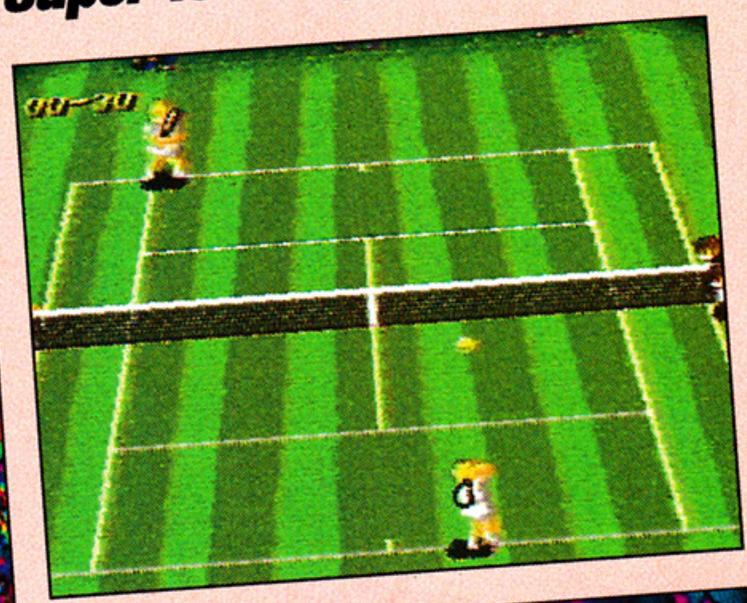
Palamedes (Nintendo)

Sound Test

Here's how to check out Palamedes' music. **At the title screen, hold down the A and B Buttons on Controller Two, and press Start on Controller One.** Now choose a song!

David Ramey, Antioch, CA

Super Tennis (Super NES)



Bonus Player Power

Now you can become the number one seed in Super Tennis. **Choose any character at the Player Select Screen.** While his or her name is highlighted, **use Controller Two and press L, L, L, L, L, X, R, R, R, R, R, R, R, X.** Now you have a powered-up player.

Rey Vasquez, Vallejo, CA

Slaughter Sport (Genesis)

Character Select!

First, **bring up the title screen which displays the "Press Start" message.** Then use the following button combos to choose your favorite fighter in Slaughter Sport.

Bonopart:	A, Up, C
Buff:	Left, C, B
El Toro:	B and C together, A, Up
Guano:	Up, Right, A and B together
M.C. Fire:	Down, C, Right
Mondu:	A and B together, Down, Left
Ramses:	Right, Left, A
Robo Chic:	Right, Up, Down
Sheba:	B and C together, B, B
Skinny:	Right, Down, Right
Webra:	A and C together, Up, Right
Weezil:	Down, Right, Up

Dan Moyer, Stowe, PA

Golden Axe II (Genesis)

Stage Select!

Stage selection is now possible in Golden Axe II. When the intro rolls, hold down A, B, and C, and press Start. Continue to hold down A, but release B and C. While still holding down A, press B and C together to enter the Options screen. Continue to hold down A, but release B and C. Highlight Exit. While holding down A, press B and C together to return to the main menu. Continue to hold down A, but release B and C. While still holding down A, press B and C together to select the number of players. Keep holding down all three of these buttons and press Start to choose the Normal Game. While still holding down A, B, and C, highlight your character, hold down Up, and press Start. Now pick any Golden Axe II level!

Larry Lawton, Carson, CA

Super Mario World (Super NES)

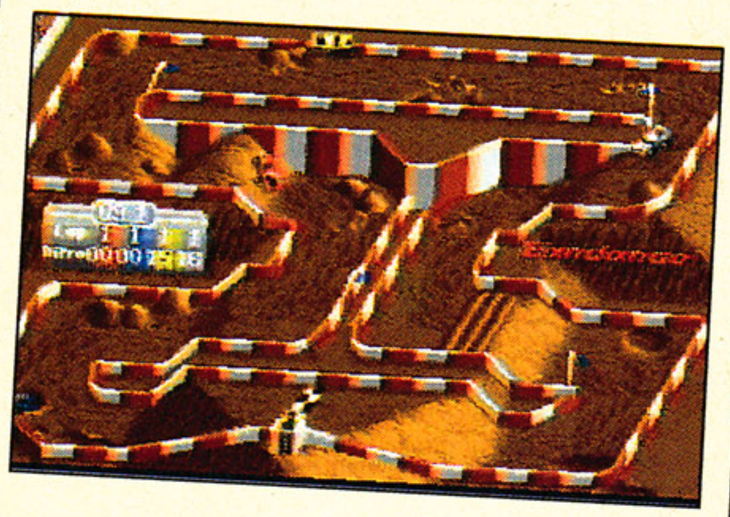
99 Lives!

You can rack up unlimited 1-ups in the Forest of Illusion 4. Grab a turtle shell and drop it under the row of question blocks after the first green pipe. Each time the shell hits a Spiny, you'll earn points, and eventually you'll score a pile of extra lives!

Steven Swanson, Prophetstown, IL

Super Off Road (Super NES)

Free Play!



If you wish to play by yourself forever in Super Off Road, select the two-player mode and only use Controller One. Controller Two's truck will continue to lose, and you'll always place third or higher!

Joseph Schulz, Baton Rouge, LA

S.W.A.T. PRO

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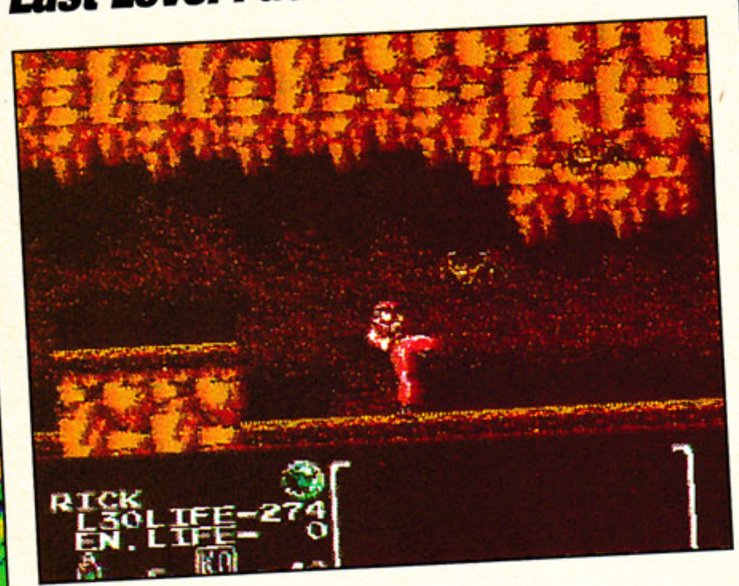
SECRET WEAPONS AND TACTICS

Flying Warriors (Nintendo)
Last Level Password!



To begin your game fully powered-up on the last level, enter this password:
ZL14 CB88 CCCCB

David Chung, Arcadia, CA

Low G Man (Nintendo)
Passwords!

Try out these Low G passwords.
Level 2: MICH
Level 3: ELLE
Level 4: ISAC
Level 5: BILL
Ending: YES ♥
Sound Test: SONG
Challenge Level 1: MARU
Challenge Level 2: TERU
99 Lives: SHOT

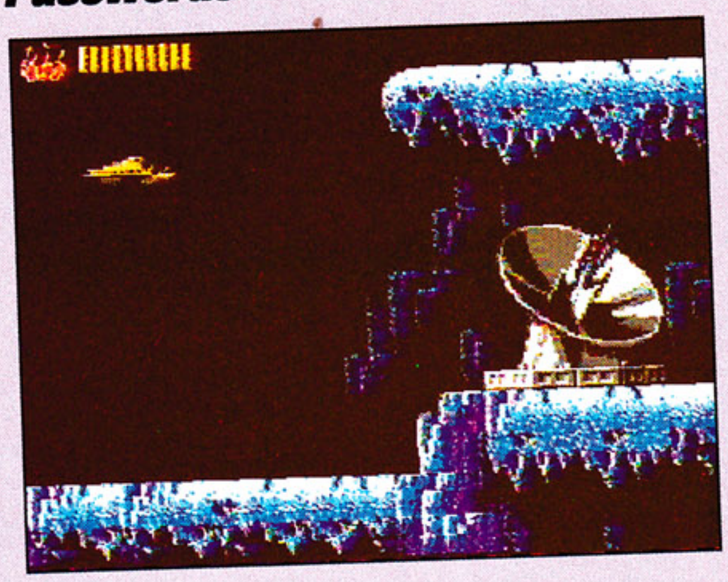
David Chung, Arcadia, CA

Skate or Die 2 (Nintendo)
Stage Skip!

Begin the game and enter any action scene. Then, **on Controller Two press Start, A, Select, and B.** Now push **Right to warp to the Mall level, Left to jump to the Beach, or Up to zip to the Plant level.**

Tony Harris, St. Louis, MO

Captain Planet (Nintendo)
Passwords



Here are the passwords for each level of Captain Planet!
Stage 1-2: 763 754
Stage 2-1: 955 783
Stage 2-2: 637 511
Stage 3-1: 148 574
Stage 3-2: 786 565
Stage 4-1: 920 272
Stage 4-2: 799 274
Stage 5-1: 344 551
Stage 5-2: 829 443
END GAME!: 506 210

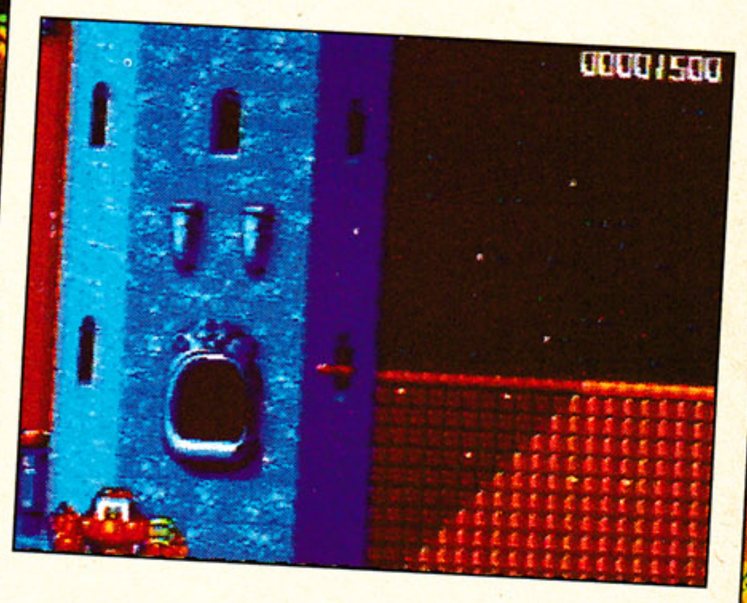
Linda Dean, Newark, NJ

QuackShot (Genesis)
Unlimited Donalds!

Here's how to rack up tons of ducks in QuackShot. Grab the Bubble Gum Blaster in Duckburg, and enter Dracula's castle. Proceed until you reach the first large stack of barrels. Blast the last barrel on the second row to reveal a 1-up. Now leave the castle, return, and get the 1-up again. Repeat this process as often as necessary, and refill your Bubble Gum ammo in Duckburg if you run out.

Sam Kirkman, Abilene, TX

James Pond II: Codename RoboCod (Genesis)
New Level!



RoboCod contains a secret level. To find this one in Level 1, proceed right as far as possible and climb the building. Land on the far right roof, then walk left through the wall. You'll be warped to a weird area inside the Factory.

Dan Buzza, Wisconsin Rapids, WI

Trampoline Terror (Genesis)
Extra Credits and Level Select

This trick pumps up your credits and starting level in Trampoline Terror. At the title screen, move the cursor to the Start selection. **Hold down Buttons A, B, C, Up, and press Start.** You'll get 99 credits and a stage select.

Michael Rieg, Medina, OH

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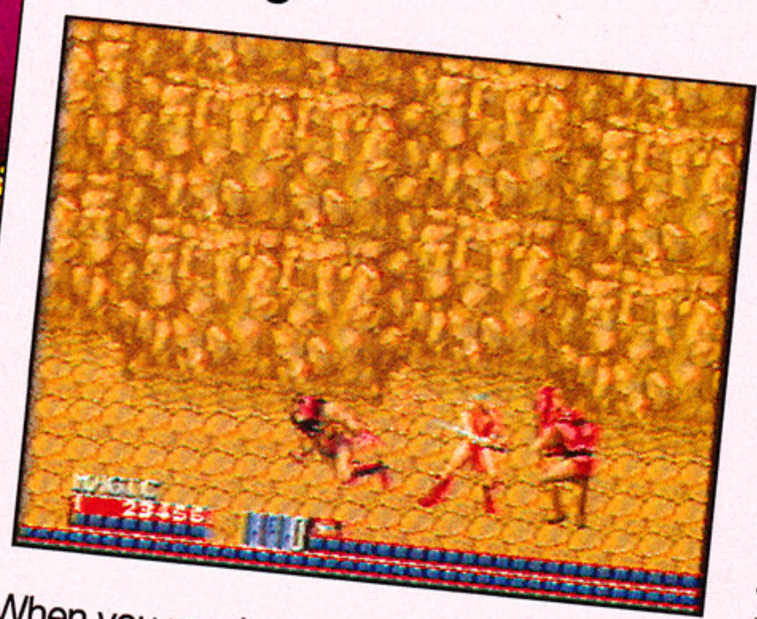
TIPS·TACTICS·PASSWORDS HOT

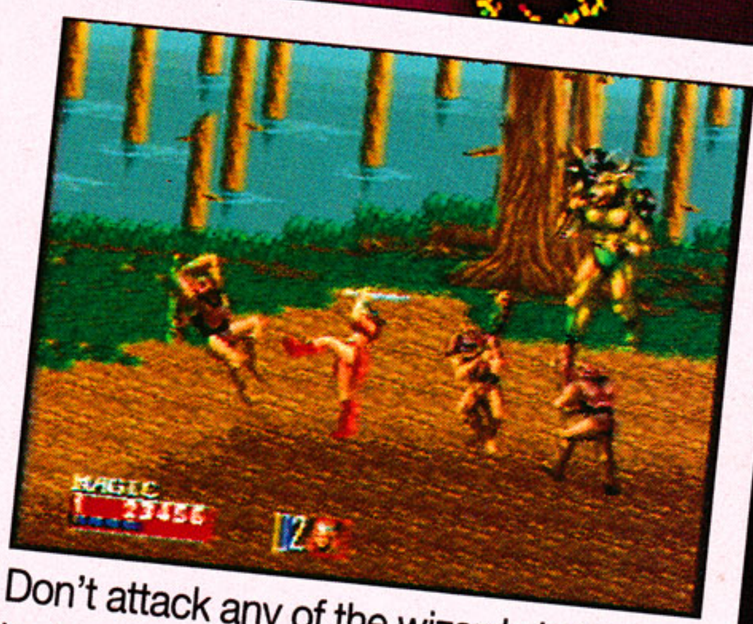
SECRET WEAPONS AND TACTICS

Golden Axe II (Genesis)

Bonus Magic



When you reach any Golden Axe II boss monster, hold down the A button and fight the battle. After you defeat the boss, release A when you enter the bonus stage.

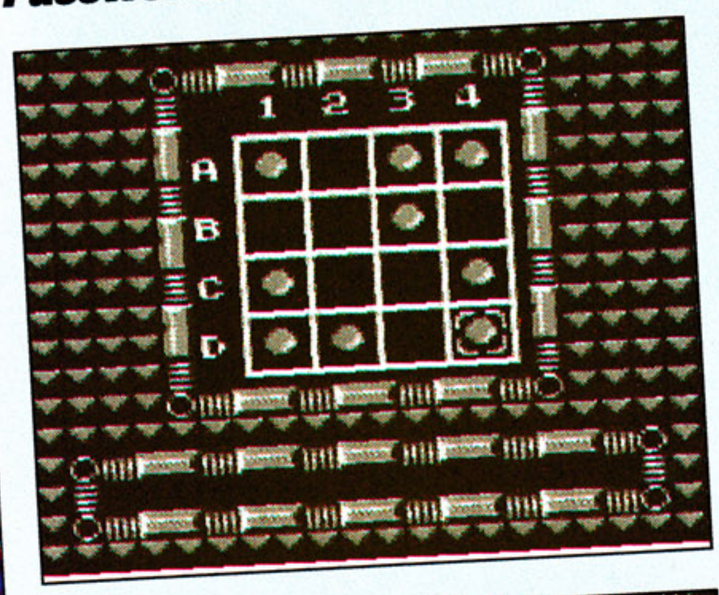


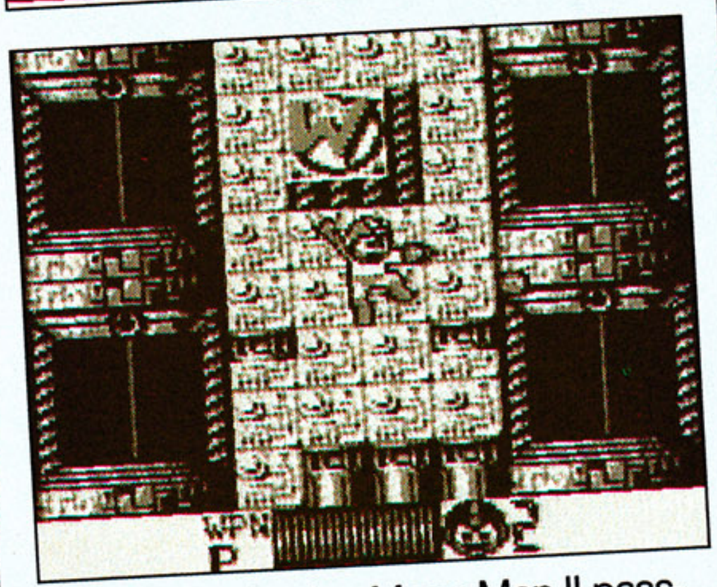
Don't attack any of the wizards in the bonus stage. When the next level begins, you'll have a full collection of magic spells! Don't use too many spells at once, or the game will freeze.

Larry Lawton, Carson, CA

Mega Man II (Game Boy)

Passwords Revealed!





Key in the following Mega Man II passwords to begin with the weapons of your choice.

Air: A2, B1, B3, B4, C3, D2, D4
...plus Clash: A2, B1, B3, B4, C3, D1, D2, D4
...plus Metal: A2, A3, B1, C3, D1, D2, D4
...plus Wood: A2, A3, B1, B4, C3, D1, D2, D4
...plus Hard: A1, B3, C1, C2, D1, D4
...plus Magnet: A3, A4, B1, B3, C1, C2, C4, D1, D3
...plus Top: A1, A3, A4, B3, C1, C2, C4, D1, D3
...plus Needle: A1, A3, A4, B3, C1, C4, D1, D2, D4

Slasher Quan

Game Genie Code!

Totally Rad (Nintendo)

Use this code with the NES Game Genie.

Infinite Magic: GXXAPKSN

Joey Pence, Huntsville, AL

U.N. Squadron (Super NES)

Gamer Skill Level!

Prove your flying skills with this new difficulty setting for U.N. Squadron! Enter the Option Mode and highlight the Game Level. Now use Controller Two and hold down Buttons A and X. While holding down A and X, flip through the difficulty settings with Controller One. A new skill level called Gamer will appear! Go for it!

Dana Nowell, Charleston, WV

Stormlord (Genesis)

Nine Extra Men

Use the trick to snag nine extra men whenever you're running low. Just Pause the game and hit Button A four times, Button C two times, Button B three times, Button C, and Button A. You can repeat this trick as many times as you like durring the game.

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TIPS·TACTICS HOT PASSWORDS

SECRET WEAPONS AND TACTICS

Super Smash T.V. (Super NES)
Bonus Credits!

Here's a code to add seven extra lives and seven extra continues to your Smash T.V. arsenal! Bring up the one or two-player selection screen. Next, **press Down, L, R, and Up.** You'll then enter a special option screen. Now pump up your credits!

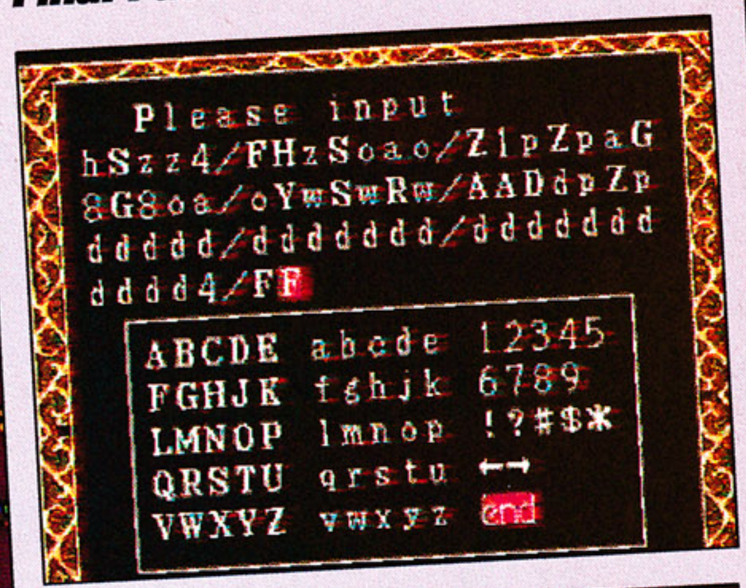
Clyde Diskin, Amarillo, TX

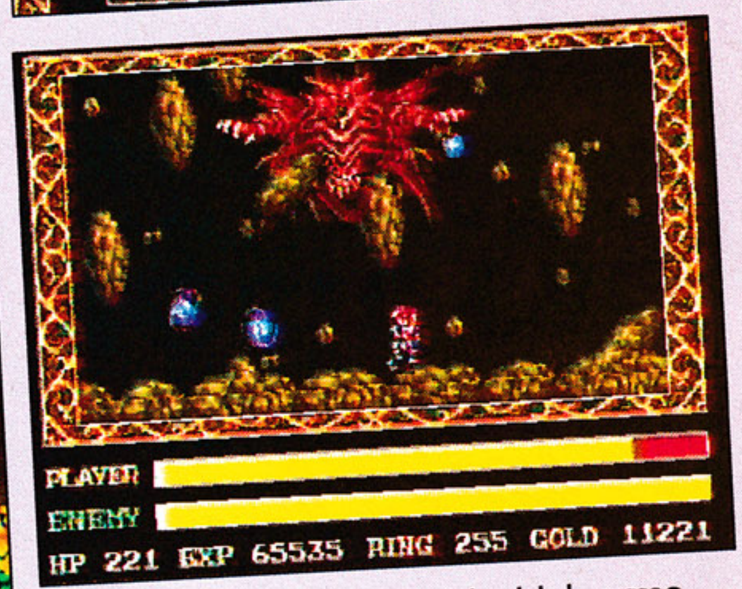
Dragon Crystal (Game Gear)
Speed Up!

This trick speeds up Dragon Crystal's game play. **At the beginning of Level 1, press Start and hold it down** to make the game move faster.

John Consolazio, New York, NY

Ys III (TurboGrafx-CD)
Final Password!

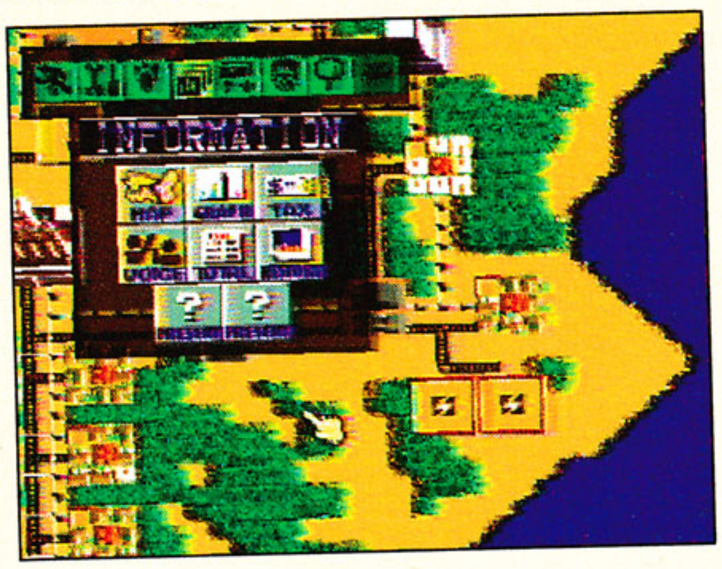




Here's an Ys III password which arms you with all the fire power you need to take on Demanicus:
hSzz4/FHzSoao/Z1pZpaG
8G8oa/oYwSwRw/AADdpZp
ddddd/dddddddd/dddddddd
dddd4/FF

Rod Forsberg, Calmar, CAnada

SimCity (Super NES)
Instant Cash!



Here's how to rake in tons of funds in SimCity. Unload all your money, set the tax rate at zero, and wait until the end of the year. When **the Budget Screen appears, hold down the L Button and exit the screen.** Quickly re-enter the Budget Screen (while still holding L) and boost all your funding levels to 100%. Eureka, $999,999 is yours!

Rey Vasquez, Vallejo, CA

Nintendo World Cup (Game Boy)
Passwords

Here's how to play in any World Cup (GB) match with any team. First enter three digits in your password for the match number, then enter two more digits for a team (use the charts below). For example, to play in the fourth match as the Italy team, enter 53033.

MATCH SELECT
Match #2: 224
Match #3: 033
Match #4: 530
Match #5: 363
Match #6: 172
Match #7: 429
Match #8: 561
Match #9: 513
Match #10: 971
Semi-Final: 086
Final Match: 016

TEAM SELECT
Argentina: 62
Italy: 33
Brazil: 51
Spain: 38
Germany: 13
U.S.A.: 31
Holland: 41
Mexico: 72
England: 45
Japan: 59
France: 26
Cameroon: 54
U.S.S.R.: 17

Jano Brain, Lincoln, MA

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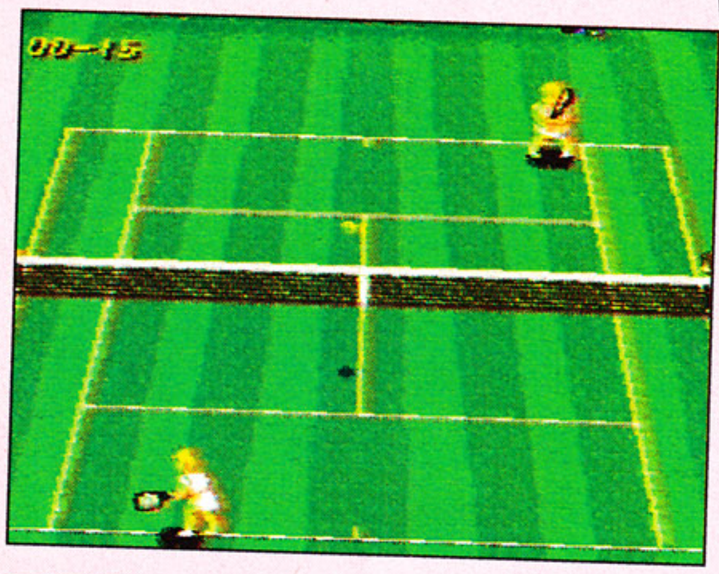
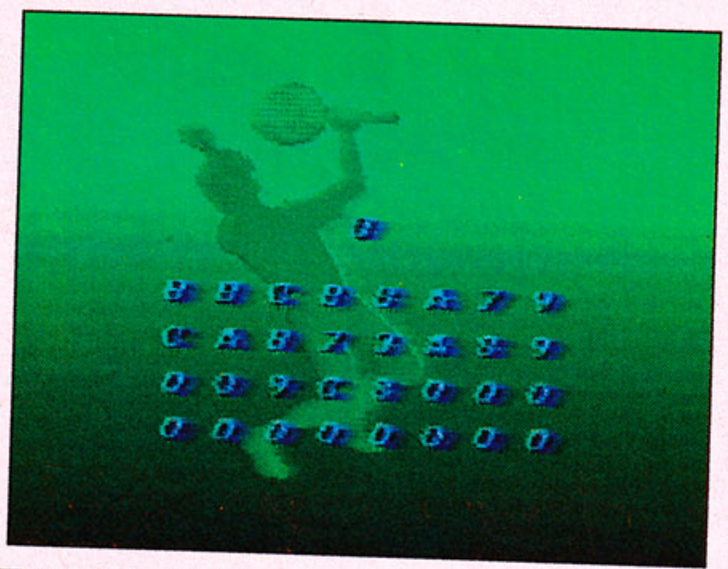
TIPS TACTICS

Super Tennis (Super NES)
Championship Password!





Take Meyer to the New York finals with this password:
4IH7Z7M CSYP6X
QVK9NPY GR6C29C
G9VHJSV K8XD3HR
FTLVRSK ZST

Rod Forsberg, Calmar, CAnada

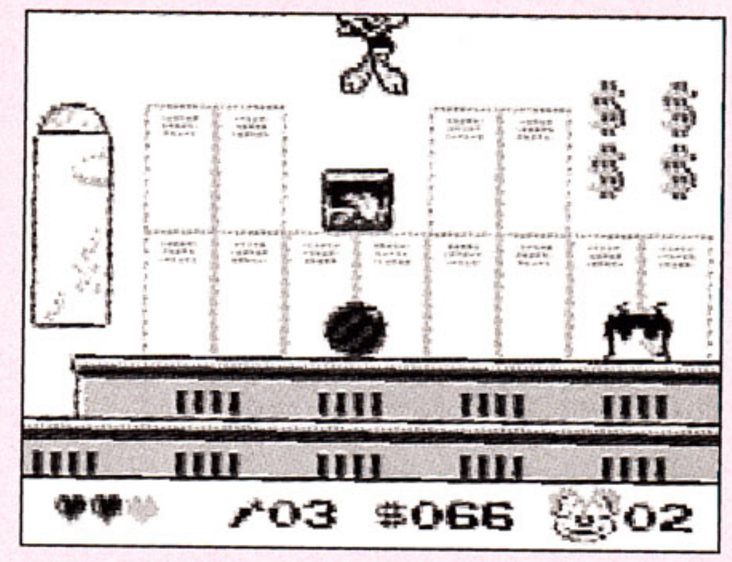
Bill & Ted's Excellent Video Game Adventure (Game Boy)
Phone Codes!

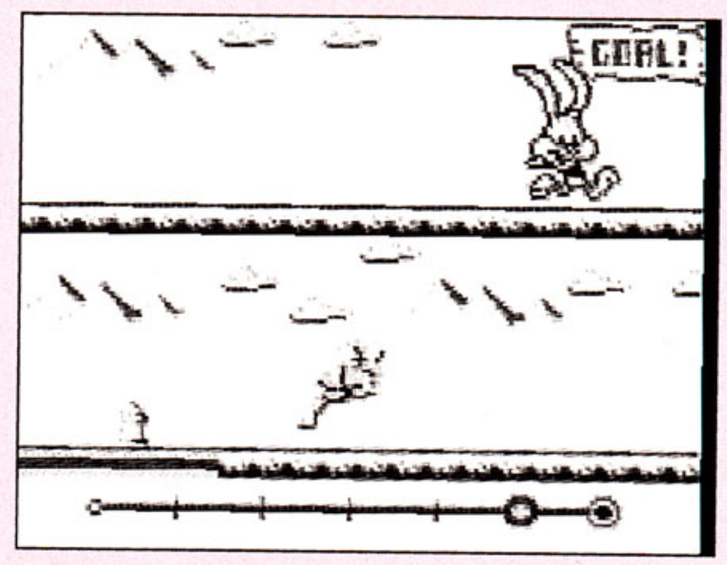
Dial in these passwords to buzz your way to any Bill & Ted level.

Level 2: 555-4239
Level 3: 555-6767
Level 4: 555-8942
Level 5: 555-4118
Level 6: 555-8471
Level 7: 555-2989

Jack Krueger, Los Angeles, CA

Tiny Toon Adventures (Game Boy)
Unlimited Lives!





You can easily stock up as many lives as you need in Tiny Toon Adventures Level 1 for the Game Boy. Jump into the first inverted tree stump of Level 1's second section. Then enter the bonus room and play the Race Game. Choose Sweetie Bird as your opponent, and pay the $10 entrance fee.

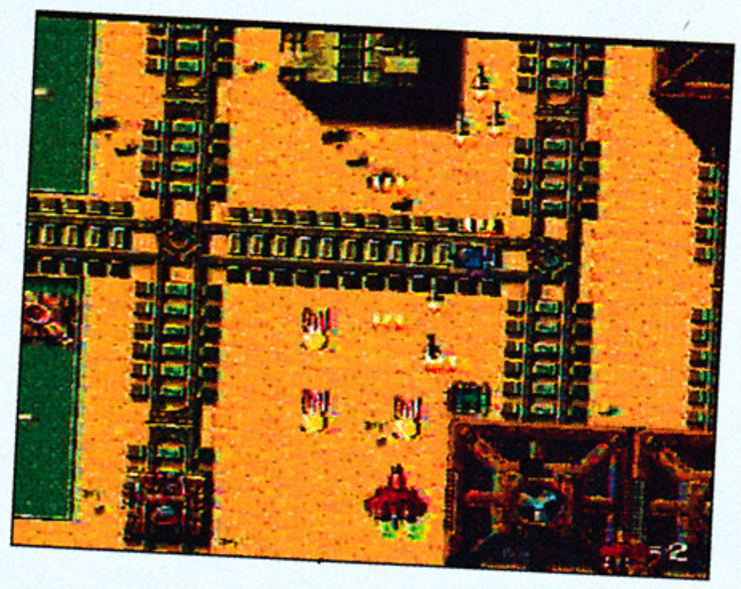
Beat Sweetie for a 1-up! Keep racing Sweetie for tons of lives. If you run out of cash, leave the race and let your Toon die. Replay the level, snag more bucks, and keep racing Sweetie for as many lives as you want!

Burning Force (Genesis)
Ten Lives!

To earn ten lives per continue in Burning Force, **enter B, A, B, A, A, C, A, and A** at the opening Start/Options screen.

Hale Furlong, Ann Arbor, MI

Raiden (TurboGrafx-16)
Secret Power-Ups!



Midway through Raiden's Level 1, touch the fairy in the trees. The next time you crash, the fairy will reappear and restore most of your power-ups. Also, **when you lose and the Continue Countdown screen appears, press Run when the timer hits zero** and you'll continue with a power-up bonanza.

Luis Nakano, Puerto Rico

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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:

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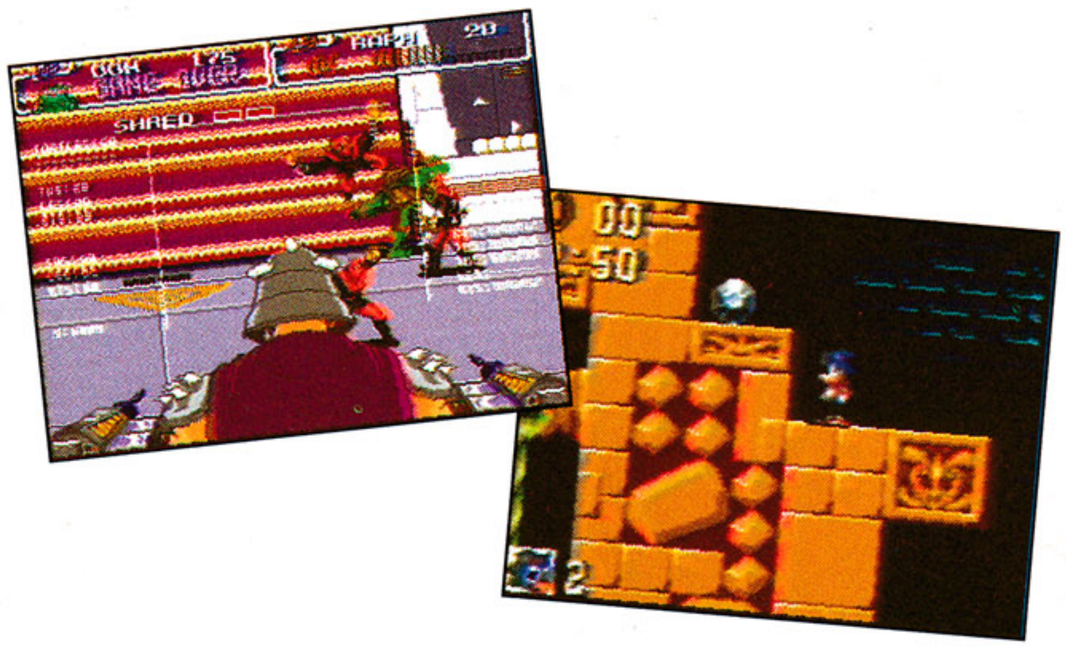

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5ASP6

THE CUTTING EDGE

Last year we made a wish for some hardware help and it came true twice – Galoob's Game Genie and STD Entertainment's Game Action Replay! Now this year's crop of game-beating gadgets and gizmos is rolling off the assembly lines. Here's a rundown on the latest – two hardware helpers for your Genesis and one for your Game Boy. – The Whizz

Hardware Helpers

By Slasher Quan

Coast-to-Coast's Action Replay

Galoob's rubbing its lantern to deliver a Genesis Game Genie soon. However, a company called Coast-to-Coast Technologies beat them to the punch. The Action Replay (not to be confused with STD's Game Action Replay for the NES covered in The Cutting Edge, September '91) is a concept-clone of the Genie, and it's available now. The Action Replay also has a nice little extra feature: it acts as a Mega Drive adaptor. Consequently, Sega's North American and Japanese 16-bit carts can be played interchangeably.

The Action Replay is a snap to install. Simply connect your cart to the device, then plug the Replay into your Genesis. Now the fireworks begin. A code book, which comes bundled with the Replay, contains "cheat" listings for approximately 50 games. Typical codes include extra lives, invincibility, level warps, and instant power-ups. You can key in up to four codes at the Parameter screen, and use the Enable switch to activate and deactivate the codes' effects.

Enter up to four codes and watch the fireworks!

Unfortunately, some of the codes apply to Japanese carts only, and the initial selection is limited. However, Coast-to-Coast promises to keep the new codes flowing with a free subscription to their monthly magazine, Game Busters.

Pro Action

The regular Action Replay's shock therapy for your Genesis, but there's a hardcore model that could fry its microchips! The Action Replay: Pro Version has an awesome feature – user-friendly programmability.

The Pro Version.

In this version, the Enable switch has a third setting called "Trainer." Flick it on and you can use five different techniques, to find your game's codes – Countable Number, Timer, Energy, Status, and Slow but Sure. Each is different in execution, but the principle is the same. You play your game, isolate a statistic, and feed that statistic's numerical value into the Action Replay. You keep changing the numerical value until the Trainer isolates a beneficial code.

For example, if you want extra lives in Strider, you enter your starting lives (five) into the Trainer. The Trainer looks for the number five in Strider's program. Then you play the game, lose a life, and provide the number four. Repeat this process until the Trainer discovers Strider's life code.

The Pro Version won't pull off really weird code creations, such as a sky-walking Sonic, but the techniques help resourceful users create basic cheats for nearly any game. The Trainer is a great complement to the codes documented in the manual.

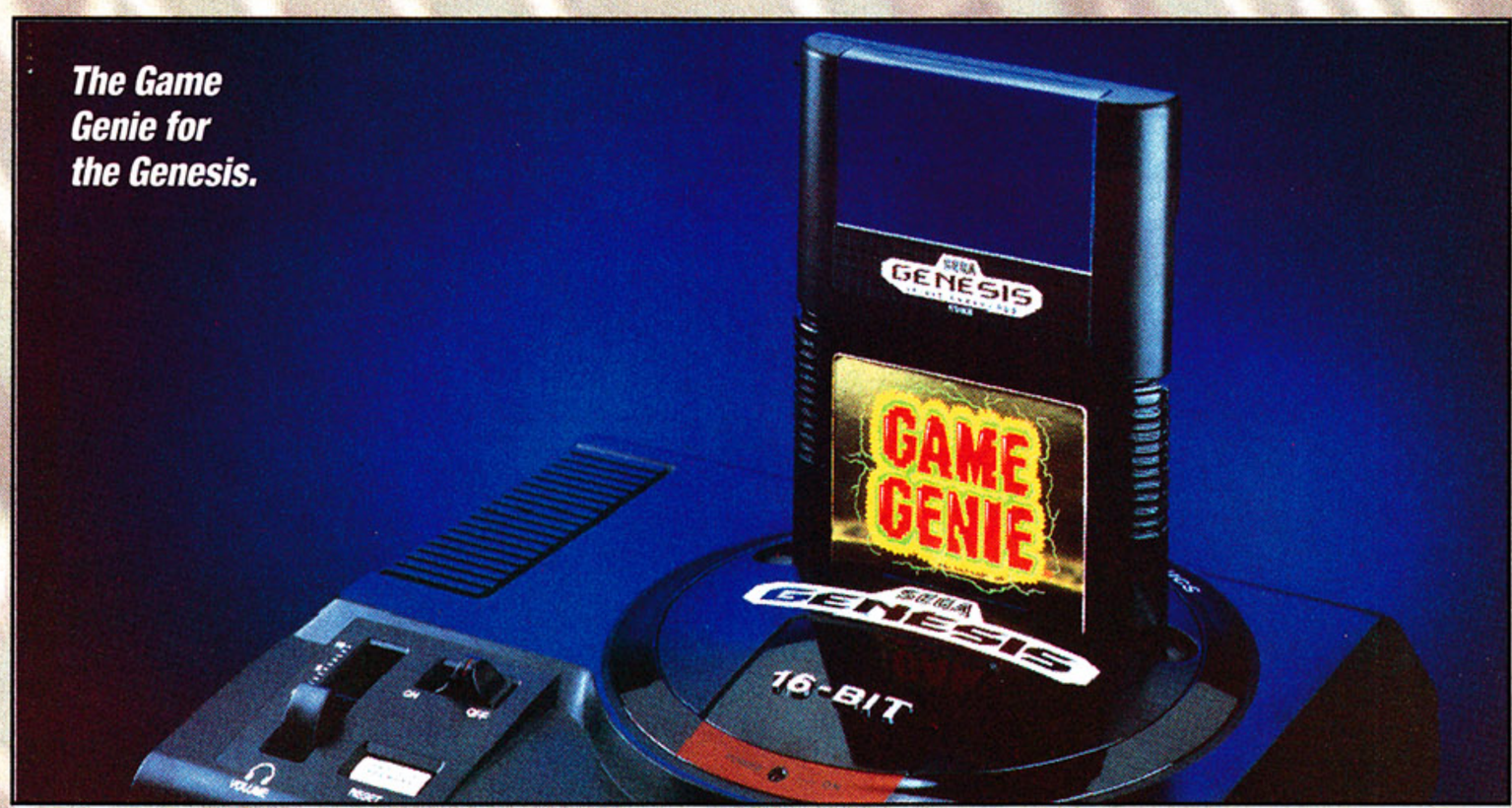
It'll cost you $69 to reach out and crush the Genesis opposition with the original Action Replay or $89 for the Pro Version. For more information on either product, contact Coast-to-Coast Technologies at (800) 962-0494.

Game Genie Goes Genesis

It had to happen! Galoob's Genesis Genie should arrive in stores within weeks.

Galoob stuck with the successful NES Game Genie design formula for the Genesis version, but added a few touch-ups. You plug a game into the Genie, then insert the whole contraption into your system's cartridge slot. As with the Action Replay, you can switch your codes' effects on or off during game play.

Next, you enter up to five, count 'em five, codes for your game. The

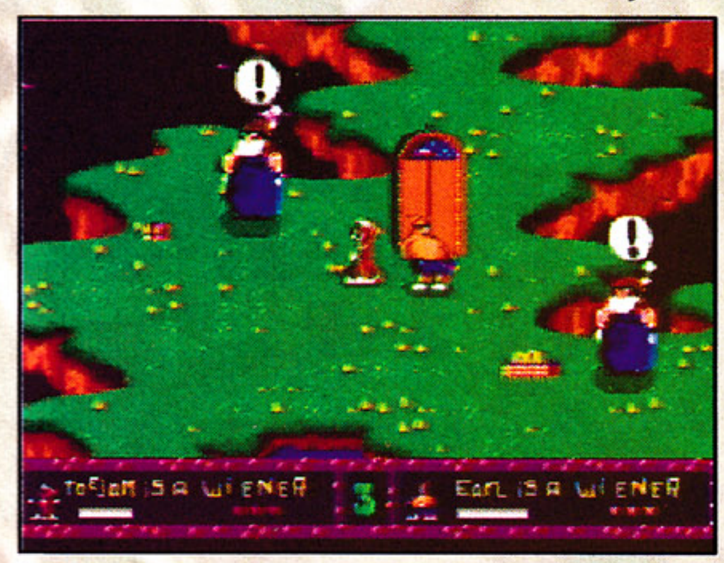


The Game Genie for the Genesis.

code screen is easy to access – simply press Reset. You can then return and edit or delete your codes.

Your code selection is excellent. With around 100 games listed, Genie's manual is larger than the Action Replay's. Updated codes arrive in your mailbox quarterly for a small subscription fee. Also, Galoob plans to include weirdo codes in addition to the cheats. A weirdo code will allow you to manipulate your character's abilities. For example, let's say your hero can only run and jump, enabling a weirdo code could also make it fly.

The Handy Kit.


The Game Genie transforms TJ&E's opponents into Santas.

At a price point of approximately $65, Galoob's latest wonder-toy is affordable and well-endowed. This time around, Galoob grabbed an official Sega license. No messy lawsuits will bottle up this Genesis Game Genie!

Game Genie Rumor Mill

Playing power is in short supply throughout the video dimension. So Galoob's tapping into their U.K. connection, Code Masters, to investigate development prospects for more Game Genies! Game Boy, Game Gear, and Super NES Genies are all under consideration, but no official confirmation yet on if or when Galoob will deliver the goods. To find out more, call Galoob's Game Genie hotline at (513) 868-8835.

Game Boy Gets Handy

STD Entertainment, manufacturer of the NES Game Action Replay, is putting tons of cool functions in the palm of your Game Boy hands. Handy Kit has included all those neat GB enhancements offered by other devices.

The Handy Kit slips over the top of your Game Boy and locks steadily into place. It magnifies the tiny GB screen image close to 150% and adds backlighting for those late-night playing sessions. Game music maniacs will love the speakers, which pipe out distinct, stereo tunes. Handy Kit also cures the cramped-finger blues with a mini-joystick and oversized fire buttons, which fit over the existing Game Boy control panel.

Handy Kit has portability covered. The screen magnifier retracts and the speakers fold over for easy storage. You can even carry the unit with its built-in shoulder strap. The power pack feeds both the Handy Kit and the Game Boy. Get the Handy Kit in your hands for around $25.

Handy Options

To coincide with the Handy Kit's June release, STD also has extra Handy gear that will be sold separately. The Twin Turbo Power system provides 11 hours of juice for your Game Boy, or two hours of power for your Game Gear. An add-on kit, the Twin Power II, doubles your playing hours. Both models charge in around two hours.

A carrying case for the Handy Kit is under development and will retail for $8. Finally, if your prefer private GB sounds, Handy Sound provides personal, retractable earphones for $10. To find out more about the Handy product line, call STD at (410) 785-5661.

Code Updates

Gamers in need of Game Genie assistance are in luck. We've rounded up a ton of codes for the NES Game Genie. Watch these pages for Genesis Game Genie codes later on down the line, too.

Nintendo Game Genie Codes

Use these codes with the NES Game Genie.

Arch Rivals
Run Faster without Ball: **AVNPLAAZ + ATVPAPAZ**

Bignose the Caveman
Infinite Lives: **SXOTPAVG**

Jackie Chan's Action Kung Fu
Infinite Special Attacks: **SXSKEXVK**

S.C.A.T.
Infinite Energy: **AANSUGPA**

Snow Brothers
Start with Three Super Abilities: **YAEEYAAE**

Game Boy Game Genie Unveiled

Flash! Behind closed doors at the Summer Consumer Electronics Show in Chicago, Camerica showed GamePro a prototype of the Game Boy Game Genie. The GB Genie will launch in January for approximately $45. Marketed in the U.S. by Galoob, the compact unit sports a code on/off switch, an LCD indicator light, a 100-game code book, and a three-wish code screen. Camerica also plans to unveil a new-and-improved NES Game Genie later this year.

NINTENDO

Bucky O'Hare

By The Pizza Guys

"Captain, our star map radar is picking up a non-registered space-ship orbiting the Green Planet."

"Andromedan? Betelgeusian?."

"Negative. Sensors tell me that the captain is a Lagomorph. "Wow! That sounds dangerous!"

"Um, actually, it means 'hare' — you know, a rabbit."

"Rabbit! A rabbit captain? Ha ha ha ha..."

"I wouldn't laugh too loudly, sir. He might hear you, and you wouldn't want to get Bucky O'Hare...um, hopping mad. That's one tough bunny."

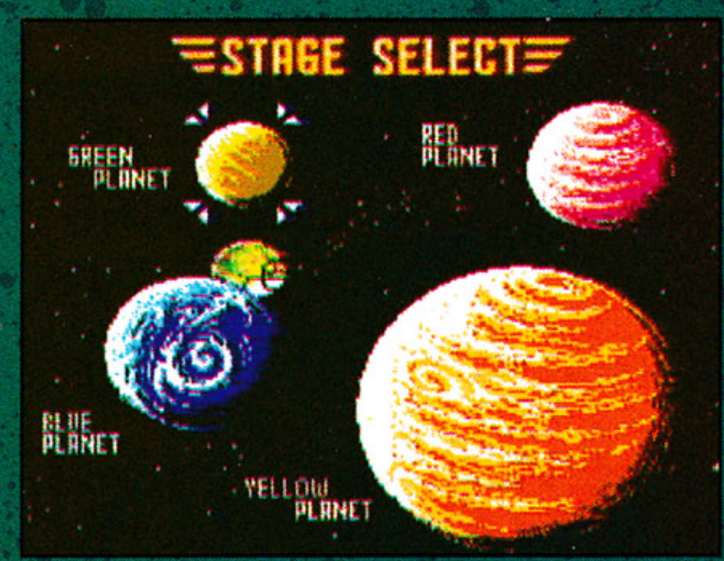
Toast the Toads

Tough bunny is right, but never call Bucky a "bunny" if you know what's good for you! He's the roughest, toughest space fighter in the known Aniverse, a parallel universe where animals rule.

Bucky O'Hare, Konami's single-player NES action/adventure cart, continues the storyline from the TV cartoon and the comic book as the long-eared space ace attempts to thwart the evil Toad Empire in its plans to enslave the Aniverse. This time the Toad Marshall's captured four members of Bucky's crew and stashed each one of them on a danger-filled planet. Bucky must face the perils of the four planets and rescue his warrior friends. Each one he finds joins him, and you can switch characters instantly to take advantage of their unique skills.

No Laughing Matter

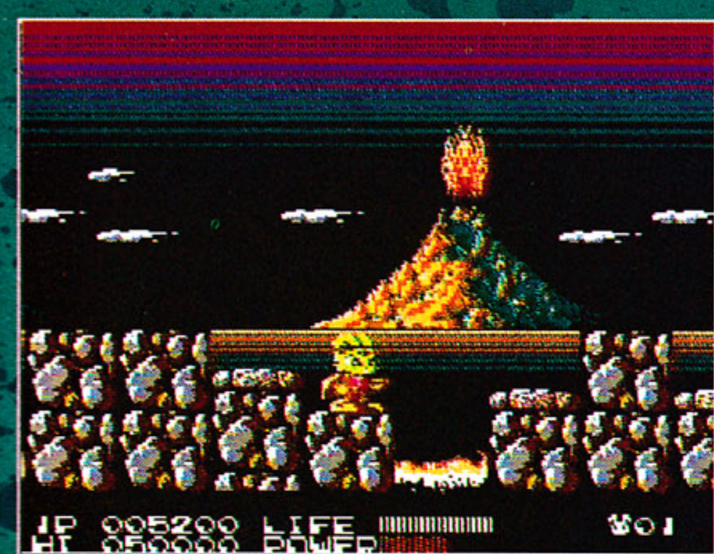
Bucky's graphics are Konami clean. The characters look cool, and there are some nice other worldly backgrounds on the planets, too.



Choose your planet.

Bucky leaps from planet to planet, fighting through jungles and boulder-strewn terrain, across rivers, and around volcanoes, on icy slopes, and in darkened tunnels. Each planet has eight or more stages, some horizontal, some vertical.

Bucky makes like Alice in Wonderland.

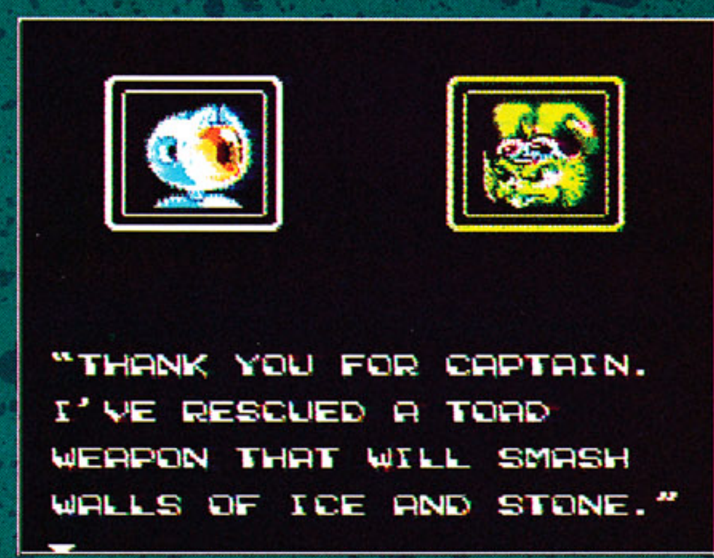


PROTIP: Don't worry about the volcanoes on the Red Planet. When they blow, stand still. Better to take a light hit from flying shrapnel than to slip into a lava pit.

You run up against an army of Storm Toads and weird space creatures, but they're the least of your worries. What makes you hopping mad are the cart's imaginative obstacles. Bucky must hitchhike on meteors, outrace lethal streams of lava, ride Ice Snakes, and more. However, the unlimited continues may cool the cart's challenge for players who like to suffer.

Multiple Personalities

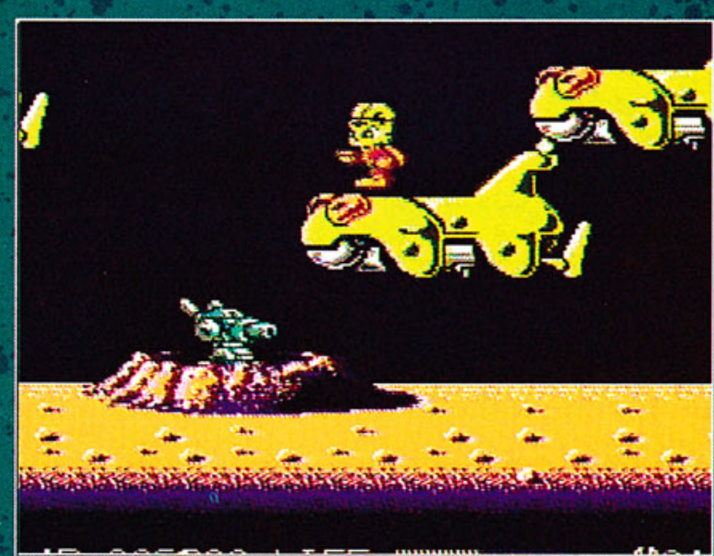
Without your friends it's rabbit stew for you! The key to completing your mission is knowing which character to use and when. Bucky O'Hare's unique feature is the easy-to-use quick-change ability of the on-screen character. Like in Turtles I, you can switch from character to character at will (if you rescue them all), but in Bucky O'Hare, you switch with just a quick press of the Select button.



PROTIP: Keep each character's special abilities in mind. Change often — like a baseball manager going to a pinch hitter or relief pitcher.

PROTIP: Once you figure out which character is best suited to battle each level's boss, make sure that character grabs all the power-ups in that level to get ready for the battle ahead.

Each character's skills are best suited to particular chores. Look to Bucky when you need a sure shot (straight-on or overhead), a high jump, or a quick escape.

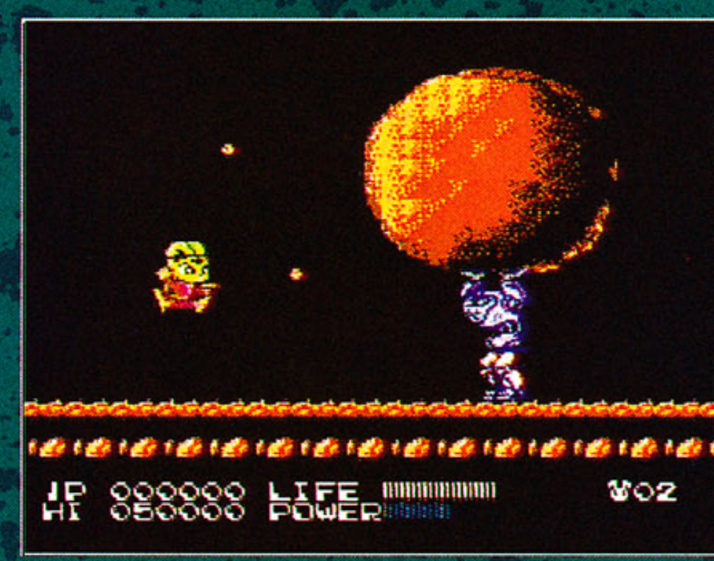


Bucky hitches a ride.

Pilot Jenny, the Aldebaran Cat, transmits a magical beam from her feline forehead. First Gunner's Mate Dead-Eye Duck totes a three-way shooter that clears out enemies lurking ahead in high and low places. Android First Class Blinky flies a little and fires an optional cannon. He's also the smallest character, so he can squirm through places the others can't. Willy DuWitt the Earth Boy, carries a laser cannon that packs a powerful punch.

PROTIP: Since Blinky's smaller than the others, use him to squeeze through tight passages where extra lives and power-ups are hidden. He's great on ice.

PROTIP: When battling bosses, head for the center of the screen and stay there. If you've picked the right character, you'll be able to blast the boss without moving far from center.



PROTIP: Let Bucky take care of the boulder-tossing Atlas-like boss on the Green Planet. Will and his laser are the best bet for the mechanized metal monster on the Red Planet. Try combinations of characters against other bosses until you find the right ones.

Outer Space Fun and Gun

Bucky O'Hare is not a cart for dumb bunnies, but the unlimited continues put persistence on a par with skill. On the surface this game looks like lighthearted fare squarely aimed at younger kids, but it's brimming with hotspots such as the giant mechanical snake maze on the Blue Planet and the flowing lava on the Red Planet that will challenge even the best player.

Bucky's good finger-flexing fun. Even if you don't like the comic book, the cartoon and the action figures, you'll like the game. Expect to see young Bucky fans multiplying like...like kids in math class.

Bucky O'Hare by Konami
Available Feb. '92

NINTENDO

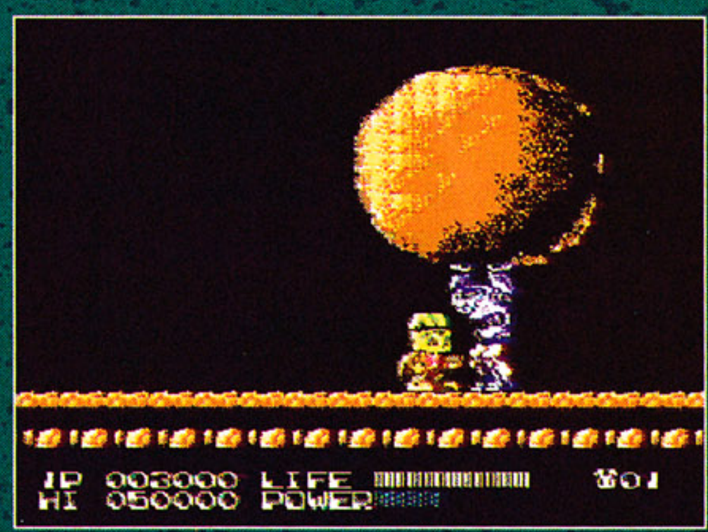
PRO TIPS

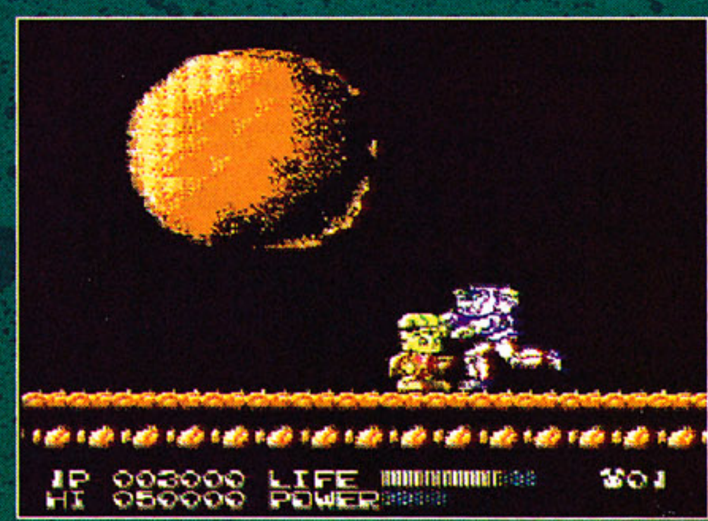
BUCK

Treacherous Green Planet Trees

Act 3 of the Green Planet has some treacherous tree limbs that fall away when you hop onto them. The 2nd and 3rd limbs fall. Also watch out for the two limbs in a row at the end of your log ride!

Green Planet Boss





When the Green Planet Boss catches the huge stone, move right up to his face, but don't touch him. If you're in position, he'll toss the stone over your head and the shattered pieces won't hit you. Now quickly move to the left and jump over him when he runs at you. Turn and shoot him. When he runs back at you, jump again and shoot. He'll turn again, but now he's invincible. Another boulder will drop into his hands from above, so move in close and repeat this strategy.

The Green Planet Falls

Look for Bonus items as you fall down the Green Planet Falls. They usually zip past you so watch the bottom of the screen for green blurs. Those are the items. Try to maneuver towards the center of the screen. As soon as you reach the bottom of the falls scoot to the right quickly.

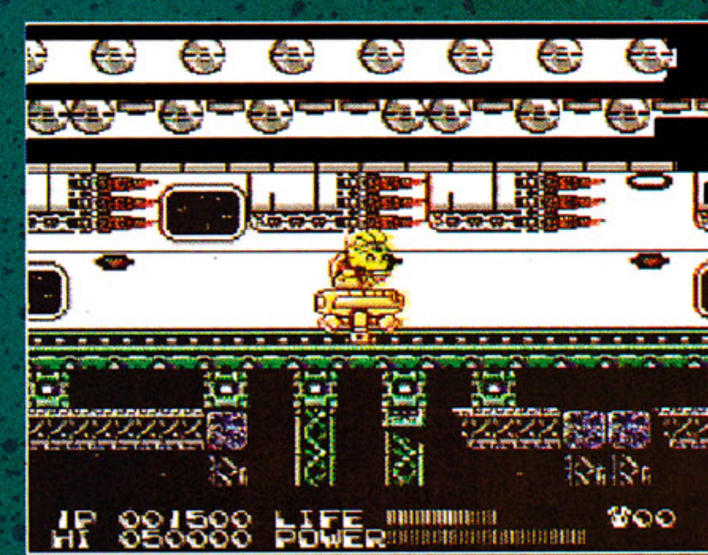
Rocky Paths on the Red Planet

There's plenty of hot stuff on the Red Planet, especially when you go underground. To make a path across the lava here, push the boulders into strategic locations. However, think before you push. Once they're in place they can't be moved!

Jump the Yellow Planet Planetoids

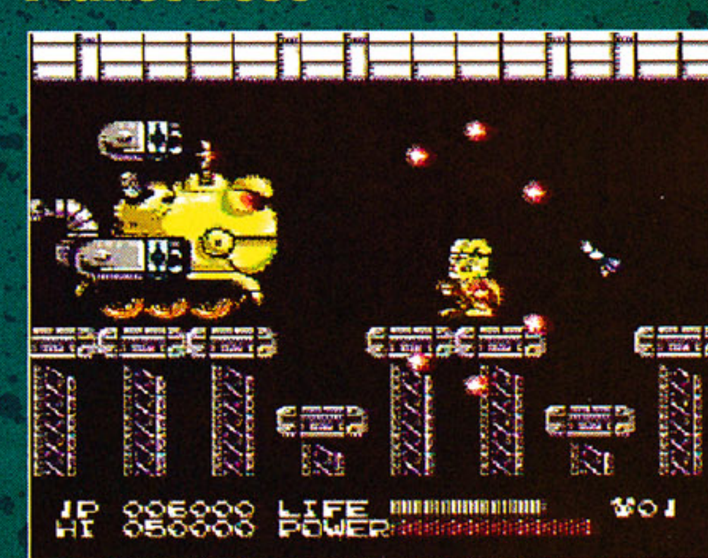
Keep riding meteors that fly up diagonally to the left in Act 5. Hop off on the large planetoids. You'll eventually make it through this Act. Pesky toads will sap your life, so take the time to blast 'em.

Yellow Planet Roller Coaster Ride



In Act 6 on the Yellow Planet, use Bucky and always stand at the center of the rail car. Following the long back and forth ride on the green rails is the trickiest section. As soon as you hop on the rail car, duck. Red, head-level spikes appear immediately. When you see the next rail car (it's a short ride) be prepared to jump up quickly to avoid the end spikes. Land on the next rail car, then duck immediately. There are three sections like this. You can earn a Life-up, a 1-up, and a Power-up at the end.

Versus the Yellow Planet Boss



In Act 7 of the Yellow Planet, Bucky and Dead-Eye are a good team. Hop onto the first platform and stand in the center. From there you can shoot out the Helix

Y
o Hare

Pulse weapon. Use Bucky's long range shot when the Boss is far and Dead-Eye's 3-way Pulse Gun when it gets closer. The 3-way Pulse Gun destroys homing missiles, too. When the Helix Pulse is destroyed, switch to Dead-Eye. Now hop onto the low platform closest to the Boss. Jump and shoot the radar antenna and the homing missile launcher. Finally, shoot its eye. Watch out when the Boss shudders. It's getting ready to steamroll forwards or launch a rainbow blast.

Blue Planet Ice Surprises

On the Blue Planet, ice cubes hide treasures and treachery. Be prepared! Blinky is best because he's small, which enables him to fit into tight spaces.

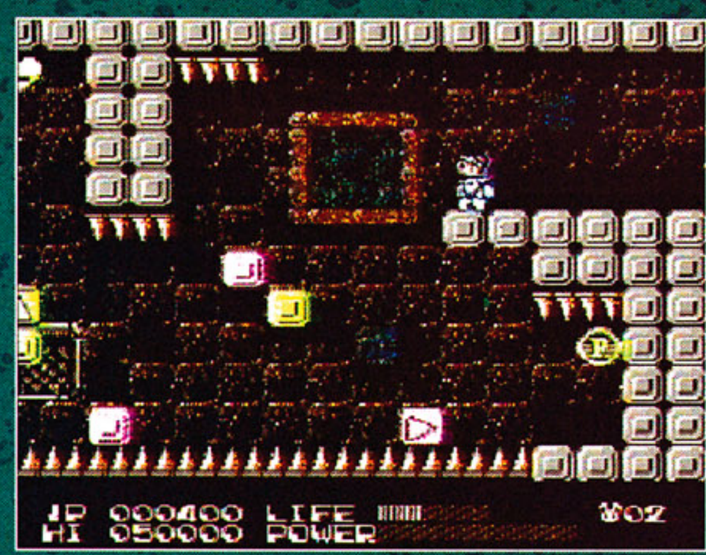
Blue Planet Ice

In the Blue Planet's Act 7, use Blinky. Stand in front of the shower of ice cubes and ice crystals being tossed by the toads. Eventually they weaken the floor, so you drop to the next level. Don't touch the stalactites. They're instant icy death.

Blue Planet Gator Boss

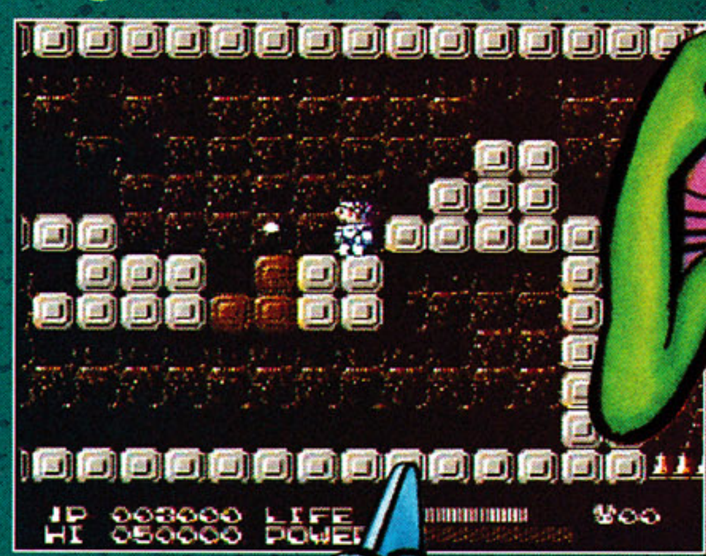
The Blue Gator Boss in the Blue Planet's Act 10 fires a lightning-like freezer bolt after every fifth regular shot. The bolt temporarily traps you in the ooze, so Blue Gator can zap you. Jump when he fires it and you won't be trapped. Now jump over his regular blasts and keep blasting him.

Backwards through the Cell



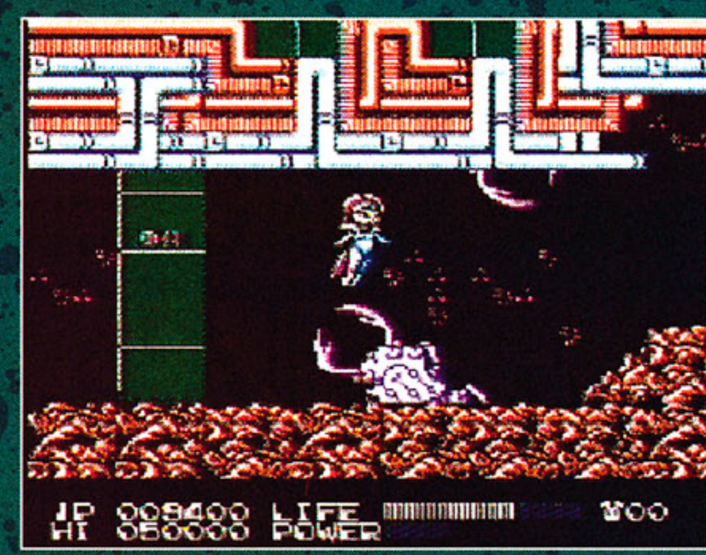
In Act 5 inside the Magma Tanker, you must work your way backwards through the Cell after you save Willy. Use Blinky because he's small and he can fly. In the first section, you can try flying to a moving platform. However, timing your hops across the disappearing blocks is quicker because you have more control over Blinky. The first path proceeds from a green block to a purple block, and then onto a green moving platform. Whenever you get stumped, try to find a way to a moving platform.

Find Dead-Eye in the Magma Tanker



After you complete the journey back through the Cell in Act 5, don't leave through the obvious exit. If you do, you return to the beginning of Act 5. Instead, use Blinky's blaster bolts to bust the brown blocks in the floor. Drop through the opening and you'll find Dead-Eye.

Salvage Chute Bugs

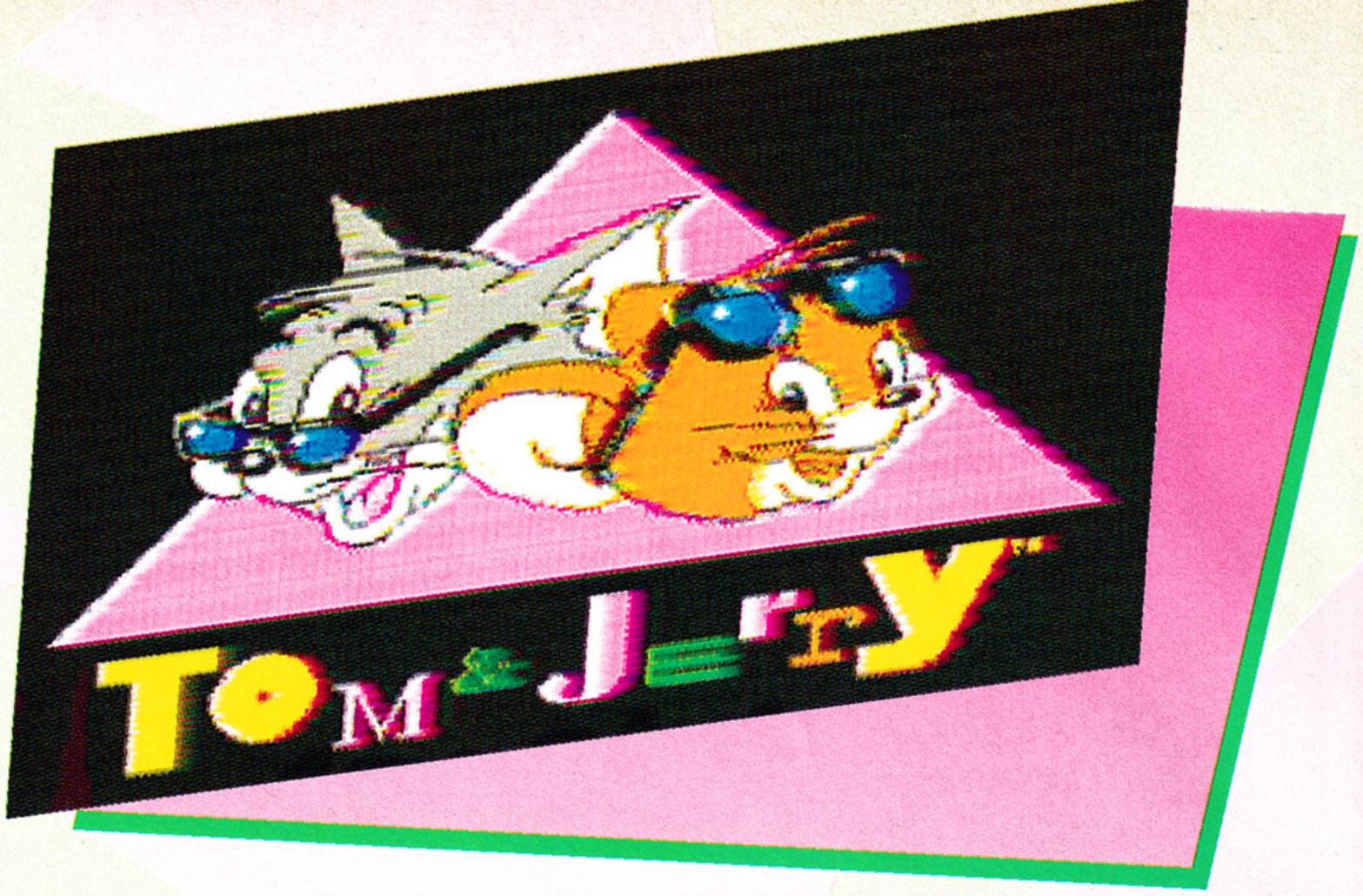


In Act 3 of the Magma Tanker's Salvage Chute, use Jenny's high leap to sail over the large beetles partially buried in the sand.

Codes Versus the Toads

Here are some plucky Bucky codes.

Green Planet	67KZ4
Red Planet	MNKYJ
Yellow Planet	MNK74
Blue Planet	K7JZ5
Inside Magma Tanker	M8L!K
Magma Tanker Final Stage	68L6K



By Feline Groovy

Tom and Jerry are at it again! This time the fat cat's gone and abducted Jerry's cousin, Tuffy, and stuffed him in a trunk in the attic. Jerry's got to get up to the attic and let Tuffy out before he runs out of air – that's a pretty long trek when you're under three inches tall!

A Mouse In the House

High Tech's done big daddy Hanna Barbera proud. Video game Tom and Jerry are spitting images of their cartoon counterparts, and they've got the animated moves to match their good looks.

It's a long, long way to the top, and Jerry starts as low as you can go. The fiasco begins in the basement. From there Jerry works his way up into the kitchen, inside walls and drainpipes, onto the roof, down the chimney, and, finally, across the living room where he makes his final dash to the attic. Add it all up and you have five three-part levels of cat and mousing.

PROTIP: Position Jerry just in front of the webs and fire at spiders from a distance.

PROTIP: If Jerry must jump off a ledge, don't hold down on the jump button (Button A) too long. If you do, Jerry gets too much ooomph in his jump, and he'll hurt himself when he lands.

High Cholesterol

This adventure's a bit on the "cheesy" side – and that's a good thing. Cheese bits are hidden throughout the house. Jerry depends on these delicacies for points (50,000 Cheese Bonus points equals an extra life) and to keep his health meter fit.

With only three lives, Jerry can't afford not to be a cheese-miser. If you find yourself tempted to forgo that out of the way piece of cheese, think twice. It could mean the difference between life and mouse-mortem.

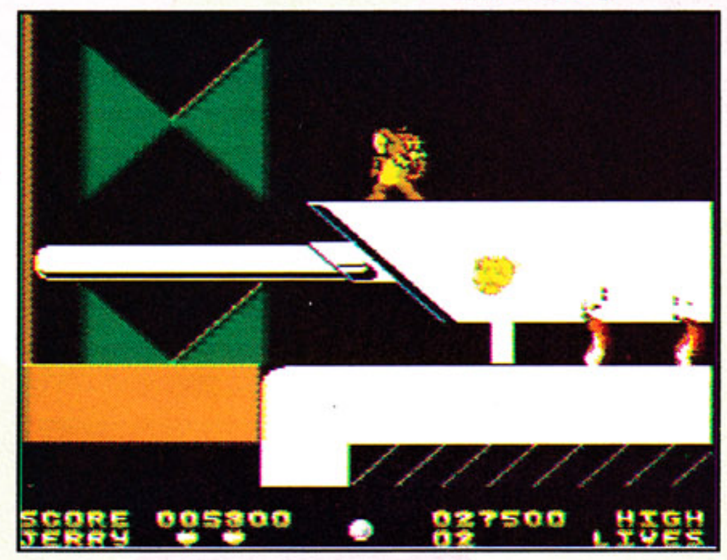
Cat-a-pulting marbles.

Using His Marbles

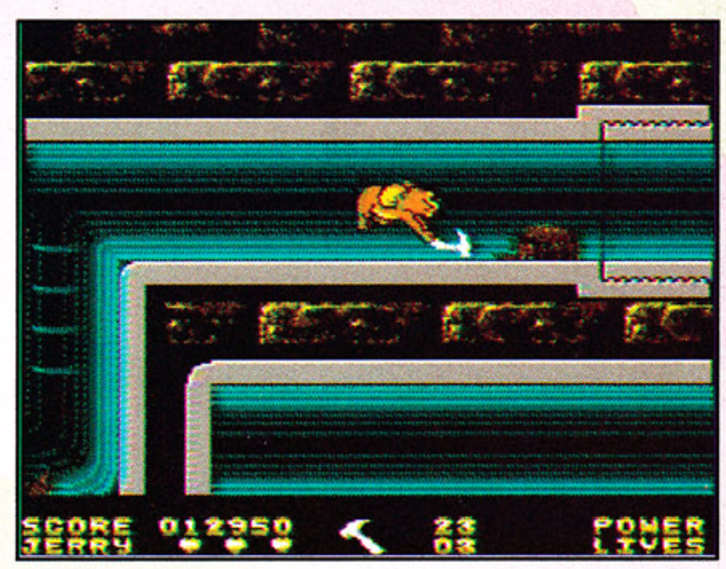
Things look bad for the stunt-mouse. Ordinary household annoyances and common appliances present extraordinary problems. Jerry needs all of his jumping/climbing prowess, which fortunately happens to be both great and easy to control.

He spends much of the time trying to avoid hazards such as spiderwebs and hot embers. When he's not avoiding dangers, he's tossing an endless supply of marbles at an equally deep gang of mini-brutes, including squirrels, bees, and angry spiders. Secret items are available for limited use in very specific circumstances, but finding 'em is your problem!

PROTIP: Jerry can pick up two pieces of bubble gum in Stage One. Use one to help him reach the top of the boiler and escape the basement. Save the other to reach some out of the way goodies in Stage Two.



PROTIP: Avoid the popping corn in the Kitchen by simply making a beeline, without stopping, straight for the end of the pot and then taking a flying leap right over the flame. The key is to keep moving.



Pipe dreams.

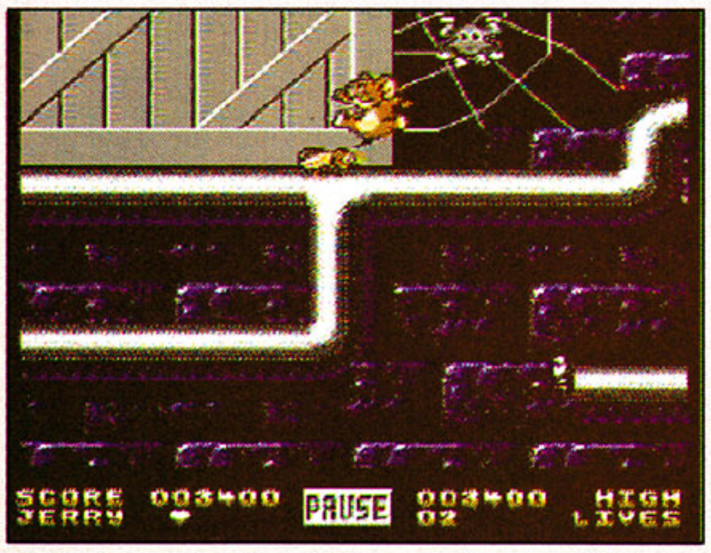
The Tale of Cat and Mouse

This is one of the few times you'll want a mouse in your house, really. One of the better 8-bit titles out this year, Tom and Jerry offers a decent level of challenge and animation that's worth its weight in cheese. Grab a controller and catch that mouse!

Tom and Jerry by High Tech Expressions
$44.95
Available October '91, 2 megs

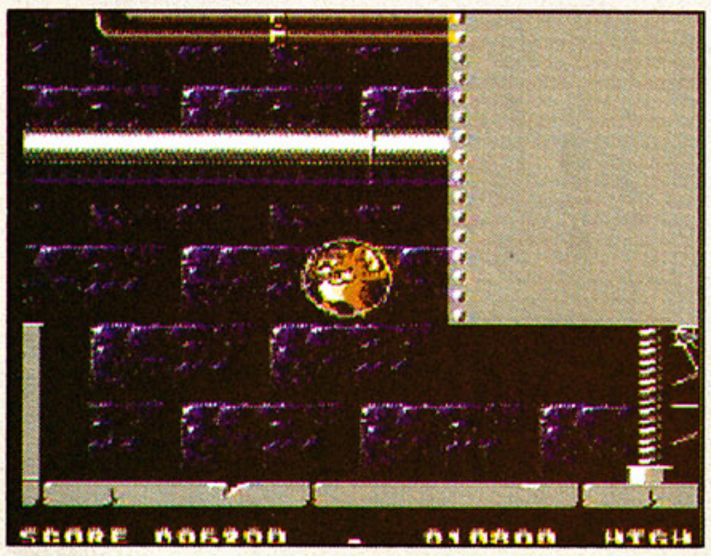
NINTENDO PRO TIPS

Spin a Web



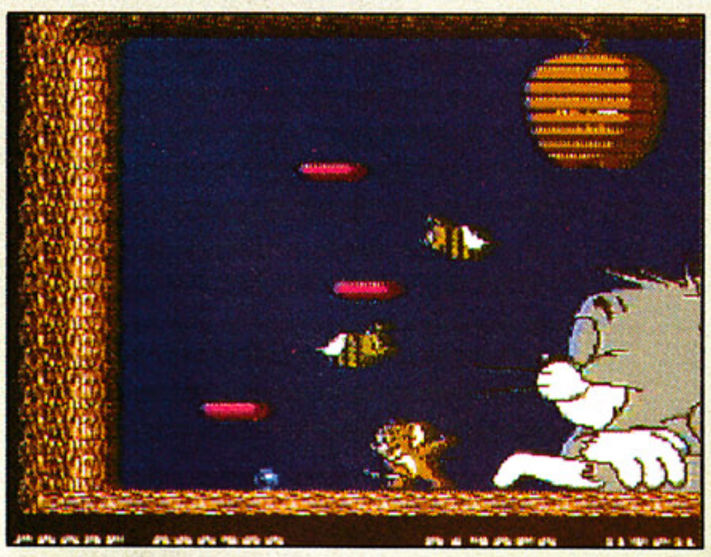
Bees like to bounce Jerry into spiderwebs. Blast 'em before you go for the spiders.

You Bubblehead



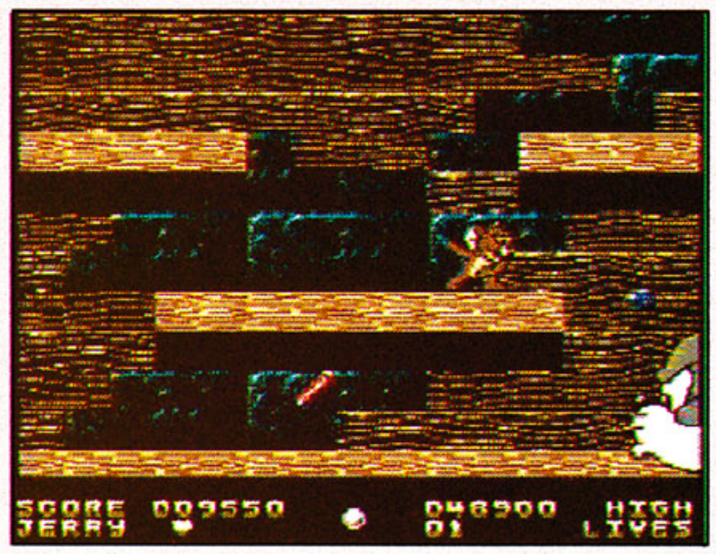
This is the ideal spot to launch yourself on a bubble ride!

Tank Tom



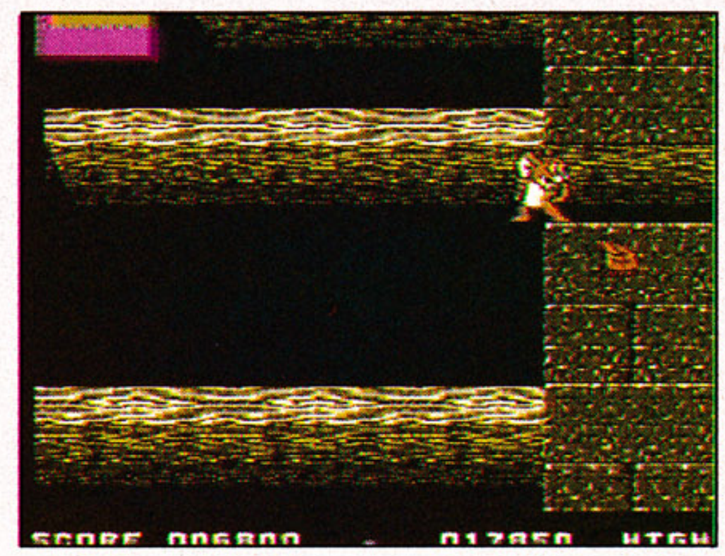
To put the sting on Tom quickly and with relatively little damage to yourself, jump to the top platform. Throw as many marbles as you can as the platform floats towards the beehive. As soon as the bee(s) emerge, jump off the platform to the right and position yourself near Tom's paw. Keep throwing marbles at the bees while they begin to swarm towards you.

Meow



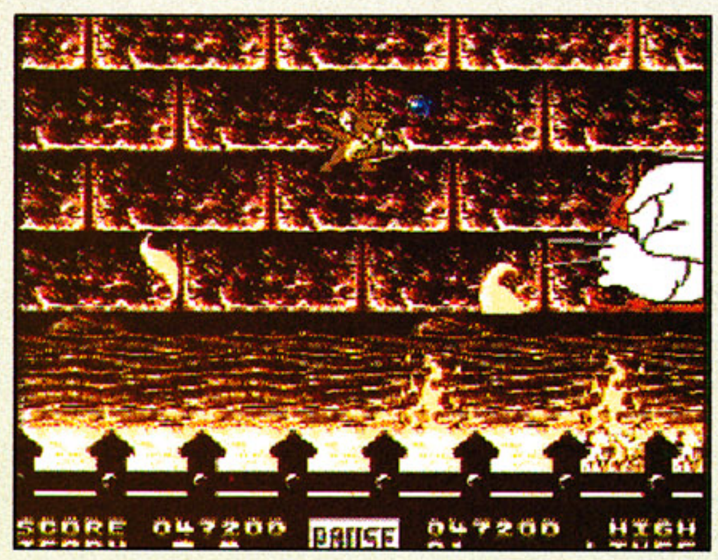
Wherever Tom's paw appears, so will his face (his point of vulnerability). Use this signal to help you dodge the firecrackers he's throwing at you while you're making a beeline towards his face.

World 3 Bonus Round



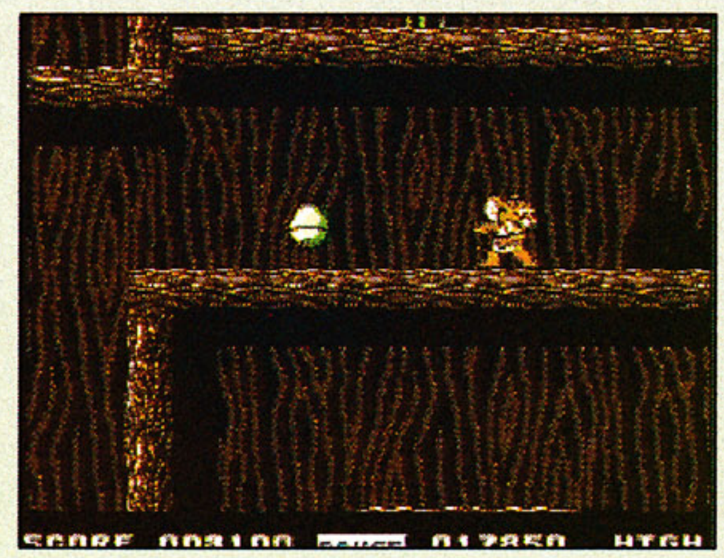
While traversing the rafters, jump into this tiny crevice and head right before you jump onto the next rafter. You'll enter a bonus round in World 3.

It's Crispy Critter Time



When you combat Tom in World 4's fireplace, watch the flames carefully to avoid becoming a crispy critter. Notice the broken, fuzzy-looking flames. These flames won't hurt you. Fuzzy flames are, however, immediately followed by solid flames, which will burn you. Use this knowledge to slowly work your way towards Tom and to avoid getting burned while launching marbles at the top of his head.

Take the Right Path



When you reach this division point in World 2, continue up the right-hand path and you'll find your way to an obscure mouse hole that leads to a bonus level.

GENESIS

PRO REVIEW

Rolling Th

By Ugg the Bugg

It's the information age, so when communications satellites start dropping out of the skies like flies, the world's in BIG trouble. The World Criminal Police Organization (WCPO) calls in its best agent – you! WCPO HQ i.d.'s the terrorist organization Geldra and a rogue arms dealer Gimdo as the high-tech culprits. You try to ignore the goofy names, but you can't, yours is "Albatross."

Handgunner Heaven

Oil up those nine millimeters, gunfighters, Rolling Thunder is back for some hard hittin' shoot-em-up action. Rolling Thunder 2 by Namco builds on the marksman's tradition established by the coin-op and the 8-bit NES versions.

PROTIP: Classic Rolling Thunder tips – You can shoot foes off-screen, and just hold down Up to hide behind doors.

PROTIP: Better practice jumping over shots.

This is an excellent sharpshooter cart that rewards a keen shooting eye and quick reflexes. One or two players can partake in this shoot-out. You play either Albatross or Leila. Unlike most two-player set-ups, it takes teamwork to survive. When one agent eats it, he or she doesn't reappear until the other agent reaches a continue point on the level.

Agents Albatross & Leila

Simple, but Deadly

Gameplay is undemanding and crisp. The action's spread across 11 Rounds, each with a boss and a time limit.

The concept is video game simplicity itself: shoot or be shot. Other than that you can jump up, jump down, or jump higher. There isn't too much strategy involved although beating each Round requires different tactics, and you must duck into doors to find special power-ups,

Waste these grenade tossers quickly!

weapons, and, most importantly, extra ammunition. Key factors to monitor appear at the bottom of the screen: Hit Points remaining, Ammo, Time, and Lives.

PROTIP: When your ammo meter runs dry, your pistol still fires single shots.

This cart can be murder! Normally, you can only take two hits and power-ups help you withstand a just few more. You only get three lives, but Namco generously provides passwords as well as unlimited continues from the beginning of the lethal Round, although your penalty is seven button presses from the Game Over screen.

PROTIP: Use stealth. As soon as you see bad guys at the edge of the screen, stop walking to "freeze" them there until you figure out what to do.

PROTIP: A rolling nucleus smashes the neuron.

Pretty Places to Die

The graphics will grab ya'. They don't explore new territory, but they're nicely drawn and painted with bright colors. The main characters, Albatross and Leila, sport the classic Rolling Thunder look – thin and leggy.

The good looking sideview run and gun action scrolls horizontally for the most part, although there are multi-tiered

hunder 2

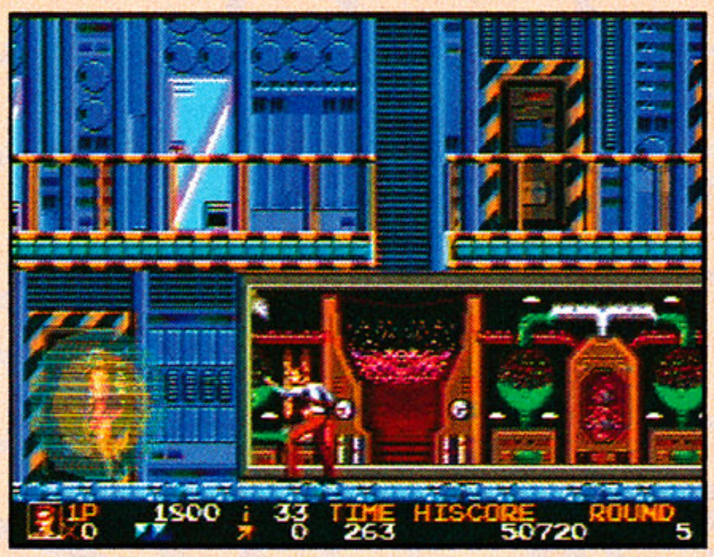
Jump into action!

areas and elevator rides. You encounter skullduggery in some picturesque locales, particularly in the bio-research labs, the weapons warehouse, by the Sphinx, and in the underground desert hideout.

Don't get caught admiring the graphics!

Bring Your Own Bullets

The bad guys put together a tough team. Handgunners and grenade-pitchers make up the bulk of the criminal crew. Some foes have specialized talents for killing such as the Bomb Bowlers and the metal-shelled Roach Rollers.



PROTIP: Shoot the Gimdo agents with the force fields (first appearing in Round 4) from behind.

PROTIP: Laser snipers (first appearing in Round 5) take four pistol shots. Hide in a doorway and step out and shoot as soon as their laser blast passes by.

The mean zoo crew includes Black Leopards and the obligatory Bats. You have your hands full with the routine assasins, but you run into some cool-looking robot Round bosses, too.

Loosen up that trigger finger before you face the bosses.

When you aren't melting down your pistol barrel, you duck into the doors to search for power-ups to extend your time or life meters or weapons. Weapon selection is lean but mean. Your trusty automatic does most of the damage, but you can snatch submachine guns, Flame Guns, and Shot Clusters (a high tech weapon consisting of six pulse lasers mounted on a rifle stock) from Gimdo weapons caches behind the doors.

PROTIP: At the beginning of Round 8 don't go for the Flame Gun right away. You need your pistol's range at first.

Feel the Thunder

Rolling Thunder 2 keeps it simple. Shoot, duck, jump, and shoot some more – it's a tried and true formula that scores again here. Ninja Gaiden, Strider, Shinobi – you can't keep a good action game down, they just keep rolling along – like Rolling Thunder 2.

GamePro's Game Rating System

Rolling Thunder 2 by Namco
$59.95
Available January, 8 megs

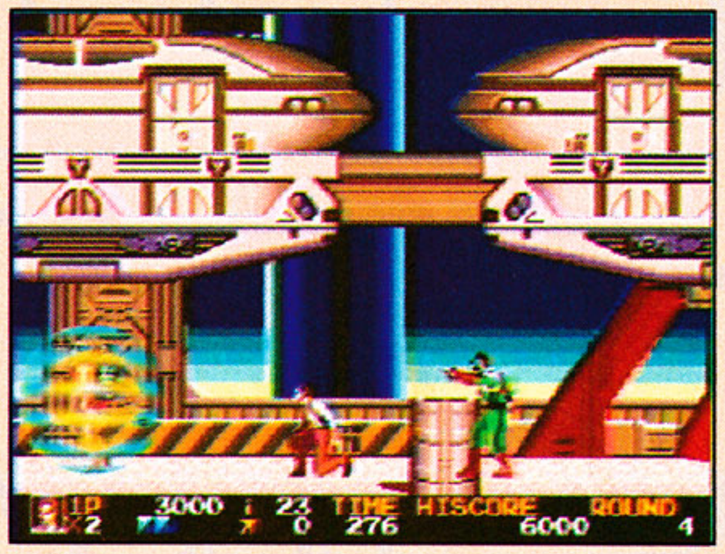
GENESIS

PRO TIPS

Unexpected Help

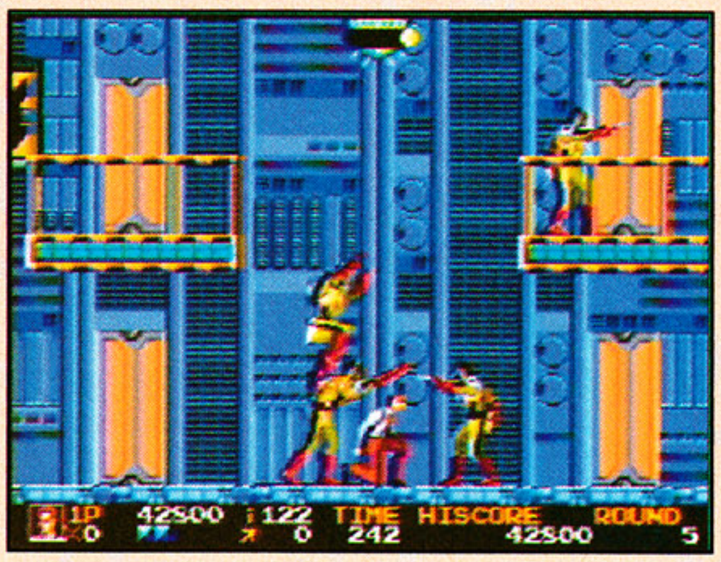
Gimdo agents will blast each other. Keep an eye out for spots where their shots and grenades help you. Also, the bad guys in the glowing electric suits will zap other Gimdo goons.

Flash Fight



You can shoot the guys in the glowing suits from behind. Choose the right time to get them and the brilliant flash they produce will blind other bad guys.

Escape Round 5

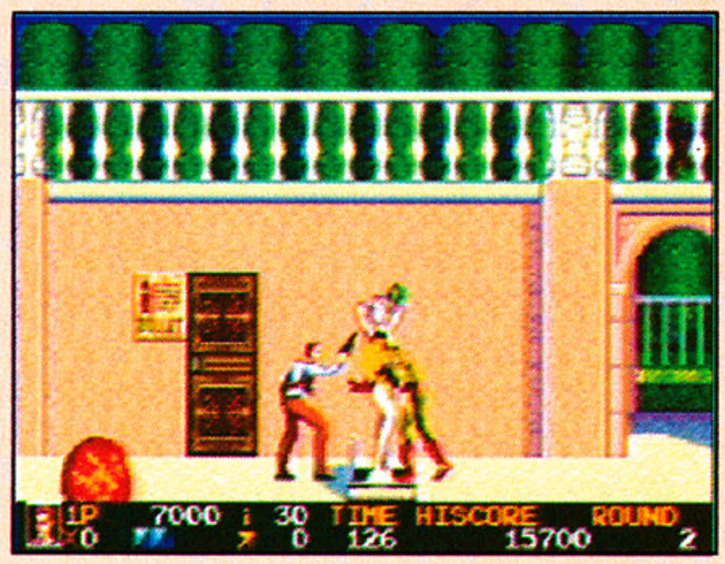


At the end of Round 5 you run into a mess of mercenaries and a laser gun with an automatic targeting system. Stay at the bottom of the screen. Soon, you'll draw a crowd! Keep shooting as they jump down on you. Watch the laser, it fires in bursts. When it swings your way move in the opposite direction away from its aim. If it fires at you, quickly jump over the energy ball. It takes a microsecond for it to explode. Keep up your fire until the last Gimdo gorilla is gone.

Cats Caught

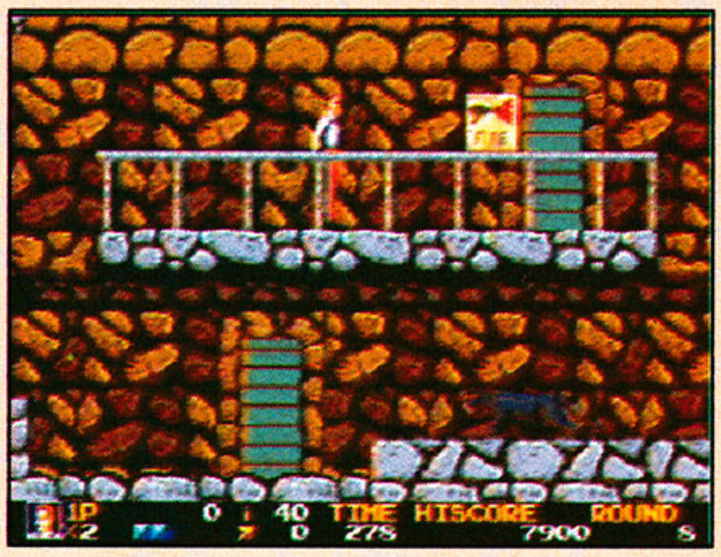
Panthers usually set themselves before they leap at you. Use that instant to time your shots. Also, in some areas the panthers' jumping will trap them. For example, you can make the first panther you encounter in Round 2's upper terrace jump over you and the statue at that location. He'll get stuck there.

Shoot On Through



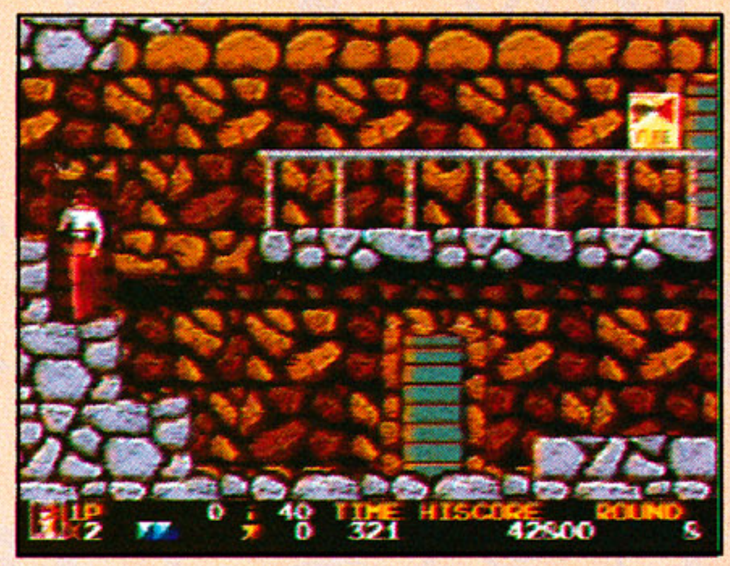
You can shoot past some obstacles. For example, in Round 2 grenade-throwers and pistol-totin' assassins hide behind statues. You can walk up to their statuesque hiding places and stick your pistol in their ears, or you can kneel down and shoot around the statue.

Don't Put Out the Flame



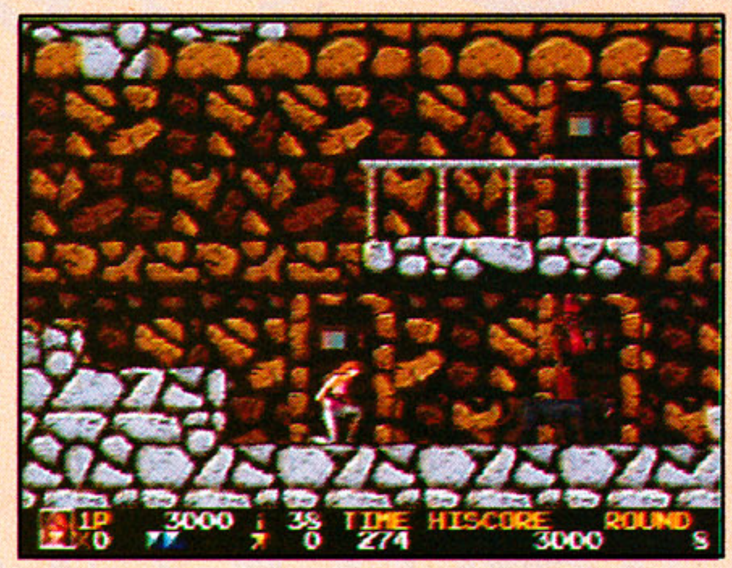
You should know not to grab the Flame Gun at the beginning of Round 8. However, that doesn't mean you don't need it. Once you've blasted the long range doorway assassins, you must get the Gun in order to beat the Round Boss.

Find More Time



At the very beginning of Round 8 there's a secret door to the left, up the stairway. You need the extra time unit you find there to complete the Round.

Kneel-and-Shoot



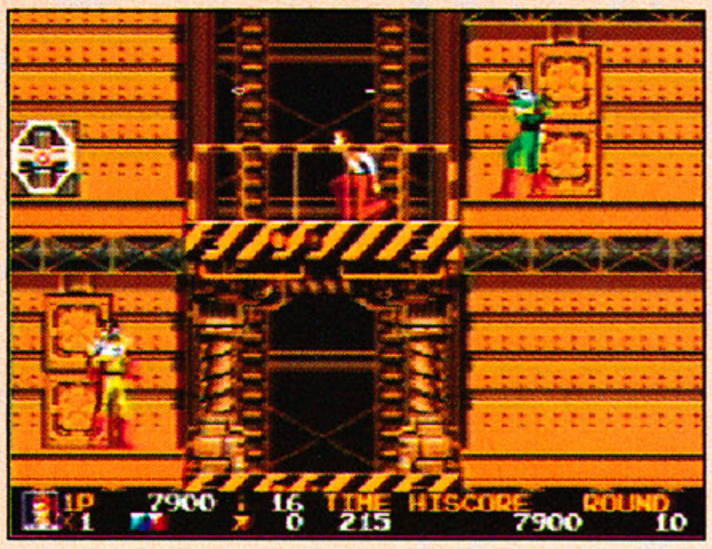
You must master the kneel-and-shoot technique for Rounds that demand door-to-door fighting. Once you're in a doorway, hold down Up to stay there. When the time's right, quickly press Down and B to kneel and shoot. Then immediately hold down Up again to hide in the doorway when your enemy shoots.

New Directions

In Round 7 you can use Up and Down as well as Left and Right to move around. Walk underneath the balconies behind the netting. You'll avoid some bad guys that way, and you'll find several equipment rooms.

Rolling Thunder 2

The Wild Round 10 Ride

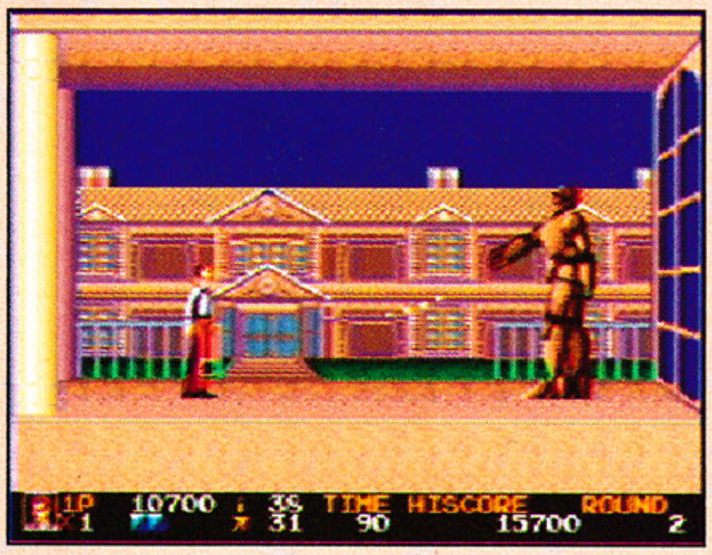


When you reach the elevators in Round 10, keep a wary eye open for the Greens and the Grays. You might have to jump off the elevator to get them. Also, experience will reveal several doors where it's best to get off the elevator and ambush the enemy agents as they emerge from doors.

Hide-and-Go-Seek

In some spots, such as the very beginning of Round 11 the best strategy is to hide until all the Gimdos go away.

Waste Round 2's Robot Boss



Round 2's robot boss is tough. Get the flame gun. To avoid its blasts, draw the sight out to the left then quickly move in to the right and kneel at the robot's feet. Now you can give the 'bot a hot foot until the sight zeroes in on you again. When that happens repeat this technique.

First Quest Codes!

Here are all the passwords for Rolling Thunder 2's first quest.

Round 2:	MTLS
Round 3:	NFCG
Round 4:	RNSN
Round 5:	CPPP
Round 6:	LLBS
Round 7:	PIDT
Round 8:	NREF
Round 9:	MMMK
Round 10:	DNPD
Round 11:	PTCP

Second Quest Codes!

You beat the first quest? Okay, here are all the passwords for Rolling Thunder 2's second quest. Beat this mission to see a special ending!

Round 1:	RPSG
Round 2:	CRLF
Round 3:	MIBD
Round 4:	PLPN
Round 5:	SFEG
Round 6:	DRMS
Round 7:	LTSP
Round 8:	RMDF
Round 9:	SNBT
Round 10:	CICK
Round 11:	NPDN

Alisia Dragoon

By Jinky the Monkey

Unless he is stopped, Baldour the prince of evil will once again awake from his state of dormancy, descend upon Earth, and relentlessly terrorize all living creatures. Only one woman can put an end to Baldour's reign of terror – Alisia Dragoon!

Alisia's gathered together a band of fighting Monsters. With them by her side, she sets out to find Baldour's cocoon and destroy it before he stirs from his sleep.

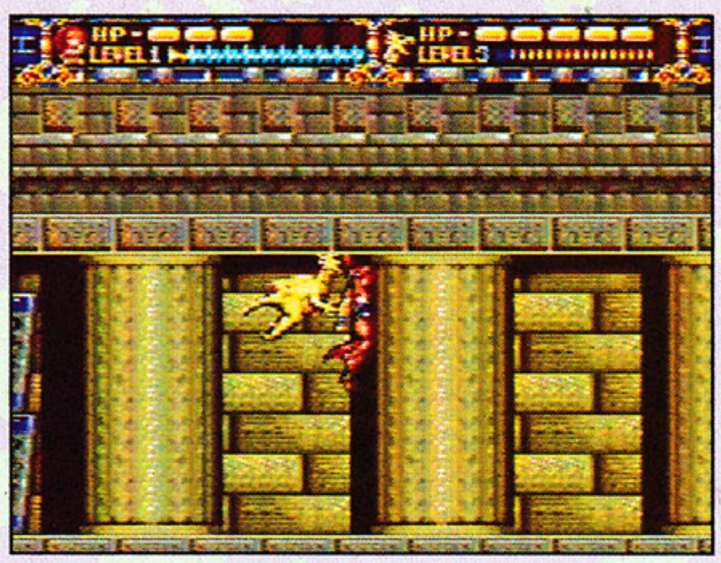
The Long Road to Victory

Alisia Dragoon is one of the finest looking Sega products of the year. Seven rough-and-tumble stages, and the final faceoff round with the supreme dirtbag himself, Baldour, keep Alisia and her monsters up to their eyeballs in action.

An Electrifying Woman

Quick and nimble, Alisia's capable of jumping and ducking. While in motion, she can also launch impressive electrical jolts called Thunder Magic. From the get-go, Thunder Magic easily fries enemies. However, by collecting Level-Ups, Alisia's thunderous blasts become even more devastating.

Other tasty power-boosters include: HP Ups which increase the number of hits Alisia can take; icons that provide her with temporary invincibility; and Potions which restore her life meter.



Jumping to ledge

PROTIP: In Stage 2, make your way to the third staircase. Before you descend, jump over to the ledge on your immediate right. Move along this passage until you hit an area with gray stone columns. Jump up to land in a secret chamber that's filled with goodies.

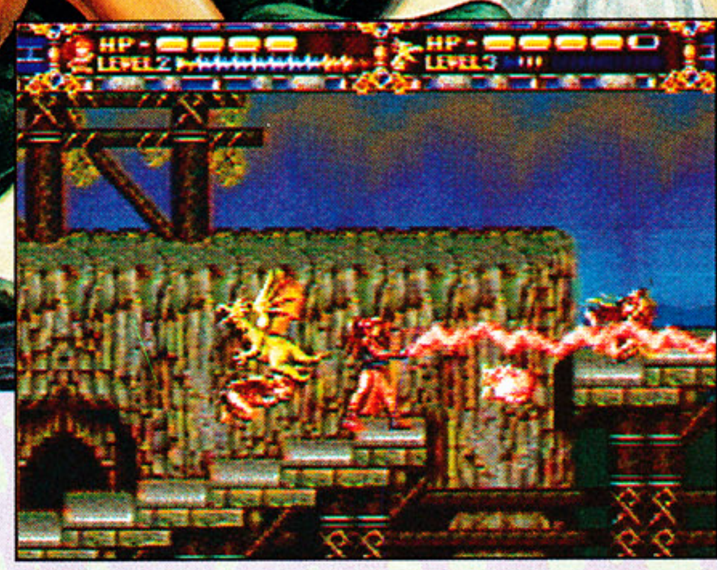
Pet Tricks

Alisia's monstrous companions each have their own unique fire power. You can call upon a Monster whenever you choose, or you can travel alone. Monster's are accessed via a menu, which appears in the far right corner of your screen.

Although they never stray far from your side, Monsters march to their own drummer by flying around and launching attacks at will. At times, Monsters will even jump right into the line of fire. Unfortunately, they aren't impervious to damage. In fact, they can be fatally wounded. It's up to you to build up each Monster's Hit Points, as well as distribute life-restoring Power-ups to them.

If you blow it and one of your Monsters bites the dust, all's not lost. If you're lucky enough to find one, you can revive a deceased beast via Revive icons.

PROTIP: Be prepared to move back quickly when you blast the floating rock creatures. They shoot deadly shrapnel in all directions when they explode.



PROTIP: During the first level, build each of Alisia's Monster's Hit Points up to Level Three.

PROTIP: Travel alone during the molten lava areas of Stage Five. Monsters take damage when they fly anywhere near lava.

Monster Mash

Alisia Dragoon is one monster party that Genesis players won't wanna' miss. It's loaded with all the good things you want. You can expect handsome graphics, responsive game control, and thumb-burning challenge. Go ahead, behave like a monster. Alisia will love you for it.

GamePro's Game Rating System

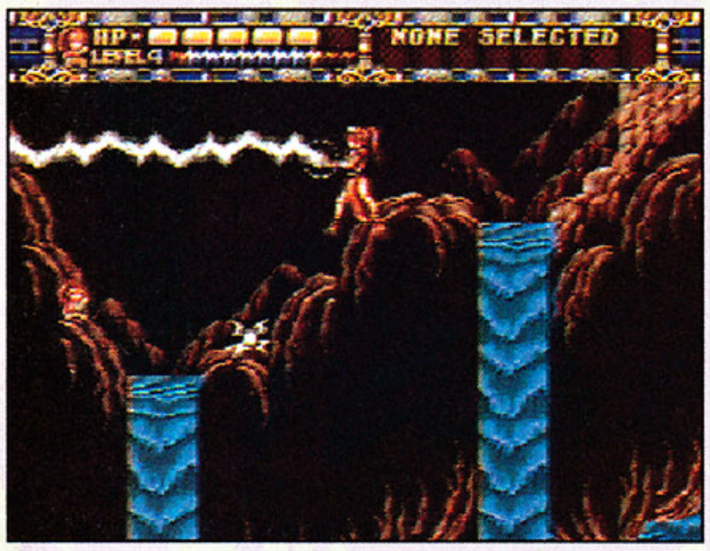
Alisia Dragoon by Sega
Available now, 8 megs
$69.95

GENESIS

PRO TIPS

Alisia Dragoon

Open Sesame



When you enter Level Five, head right until you reach a rock wall. Blast the wall and it will open to reveal a secret cave. Head right and you'll disappear behind a stone wall. When you come out on the other side, you're inside a chamber filled with goodies. When you head back out, stop after you disappear behind the stone wall and jump up and down. You'll eventually land on a ledge that leads to another secret cavern.

Fill 'er Up

Jump off the first cliff in Level Four and head left. You'll find meat and power-up points for your monster companions.

Bring 'em Back Alive

Pay close attention to what's inside an icon before you run over and snatch it up. Icons which vaguely depict your monster companions can bring them back to life. However, you can't restore your friend unless you select the "dead" partner from the menu before you pick up the icon.

Secret Stash

When you enter the second scene of Level One, jump down, head right, and you'll find a stash of power-ups.

Get Ready for Takeoff

To avoid taking hits while you're climbing around the giant aircraft in Level Three, kneel down here with Thunder Raven situated behind you.

Watch Out!

Squat down to avoid being hit when you explode the mushrooms with your fire.

1-Up

Walk to the edge of this platform and grab a 1-up.

By Slasher Quan

Even with its title of "Crime Capital," New York still pulls the tourists in. But when a series of nuclear explosions level the Big Apple in the year 2010, few folks feel like visiting, much less moving there! It takes the Peace Corps Task Force 10 years to reconstruct the once proud city. Their efforts, however, go for naught when an evil-minded organization of bandits, Big Valley, moves in and starts trashing the town all over again!

The government won't sit still while their rebuilt metropolis is being crushed a second time. They have no choice but to call in the most skilled, ruthless mercenaries around – the Two Crude Dudes! Enter you and a friend.

Two Crude to the rescue!

Two New!

Yup, Two Crude Dudes for the Genesis is a double-player, eight-megabit, fistfighting extravaganza! Experienced arcade coin-poppers who played Data East's two arcade versions (Bad Dudes or Two Crude) will love Genesis Two Crude's kick-and-punch action. You also get five stages of side-view, slug-n-slam street fighting. In fact, the game is nearly identical to its arcade predecessors, except the Dudes lose a few of their "too" crude features, like belching.

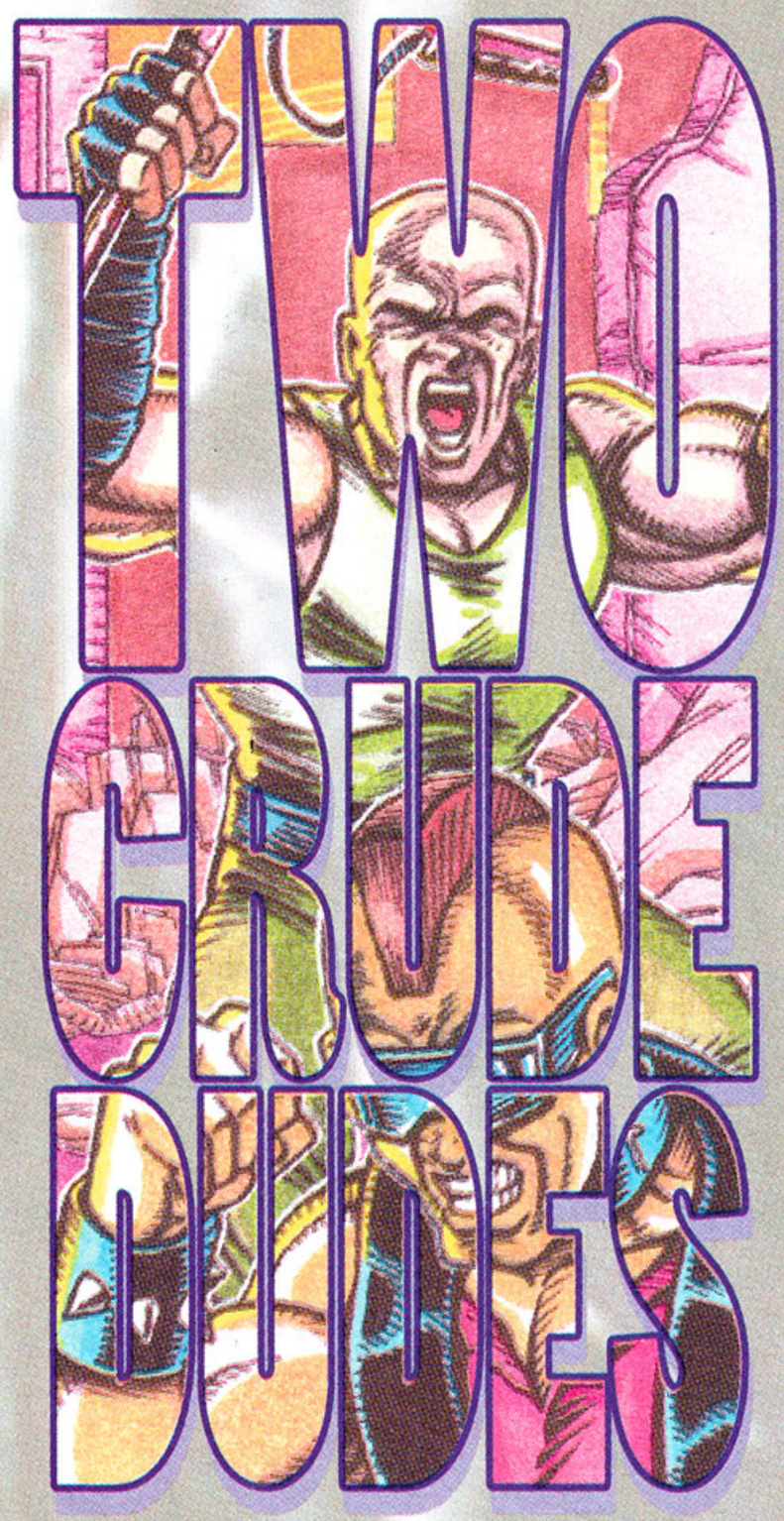
Get Bad, Dudes

Your properly pumped-up individuals, Biff and Spike, are shade-wearing, studly, street heroes with attitude. They know all the basic hand-to-hand assaults, but the most potent and useful is the grab-n-throw. You can toss signs, cans, cars, small tanks, enemy fighters, and even your partner! Not only are Biff and Spike lean and mean, they're also well-dressed for street punks. No wimpy 8-pixel-tall sprites here! All the characters are oversized, graphic health hazards.

PROTIP: Use a jump kick to crunch the cola machines at the end of each level. When the timer ticks down to approximately 15 seconds, gulp down your collection of Power Cola to restore lost energy!

Roadkill War Zones

The Dudes show off their buffed bods when they clear a level, but there's no room for posers when you're crime-busting in Two Crude. This cart's a riot straight from the get-go! As you progress into devastated, mutated New York, you'll pile drive Punks, flame-spitting Pyromaniacs, Rabid Dogs, Snipers, and a slew of cyborgs. Ugly faces deserve beautiful backgrounds, and you'll get plenty of those in the sewers, warehouses, snowy alleys, and subways.



PROTIP: You can take out entire gangs of enemies with a single, flying jump kick!

PROTIP: Try a leap-n-grab attack to ground this thug airlift.

PROTIP: To defeat a Pyromaniac, use a jump kick. Then retreat to a safe area of the screen while he fires his flame gun. Now move in and do it again.

PROTIP: Trap Santa Bomb Claus on the ledge above you. Then rock him with a few fists. You'll be safe from his explosive "gifts."

Killin' for a Livin'

Data East gets a double-fist high-five for Two Crude. Biff and Spike have the fight game down cold with sweet visuals, great rockin' tunes, and controllable, intuitive gameplay. Whether you're a novice or a veteran street-beater, you'll be into the Dudes 'cause you can choose your difficulty setting. Remember: the bigger they come, the harder they fall!

GamePro's Game Rating System

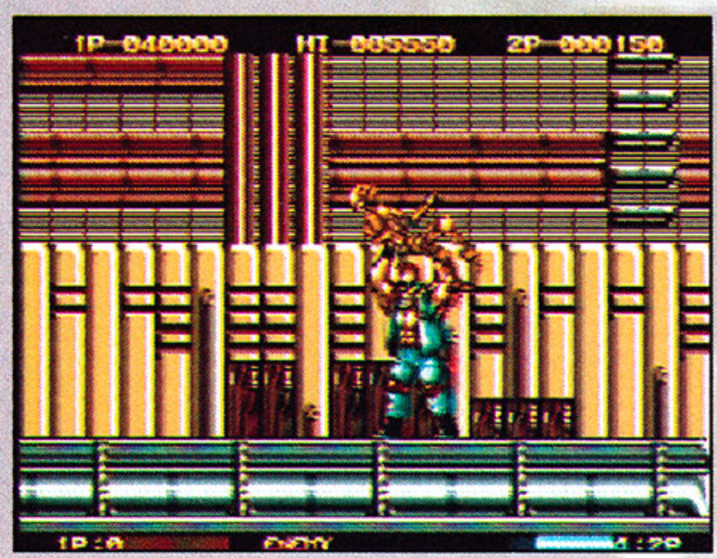
Two Crude Dudes by Data East
$49.95,
Available now, 8 megs

GENESIS

PRO TIPS

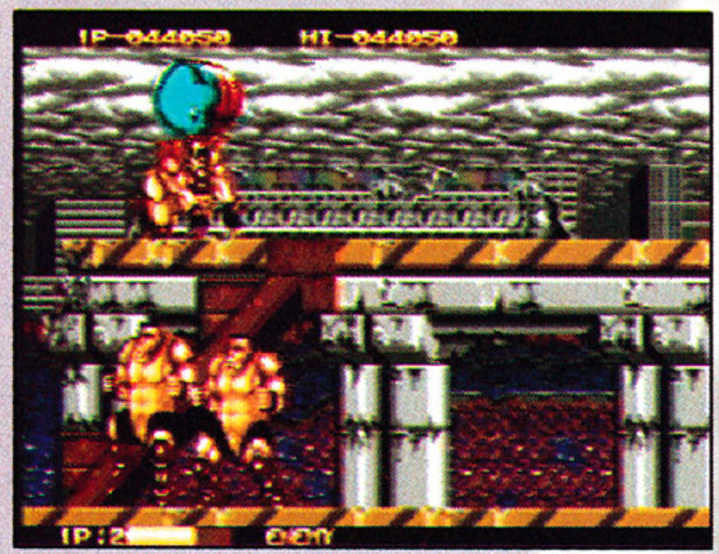
TWO CRUDE DUDES

Double Your Continues!

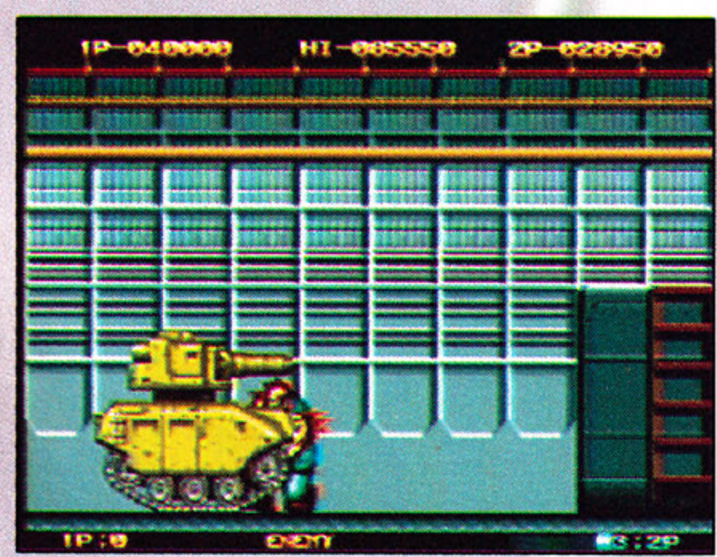


Now you can double your life expectancy in a one-player game of Two Crude Dudes. Before your last life expires, press Start on Controller Two. You'll be back in the game with a fresh batch of lives and continues.

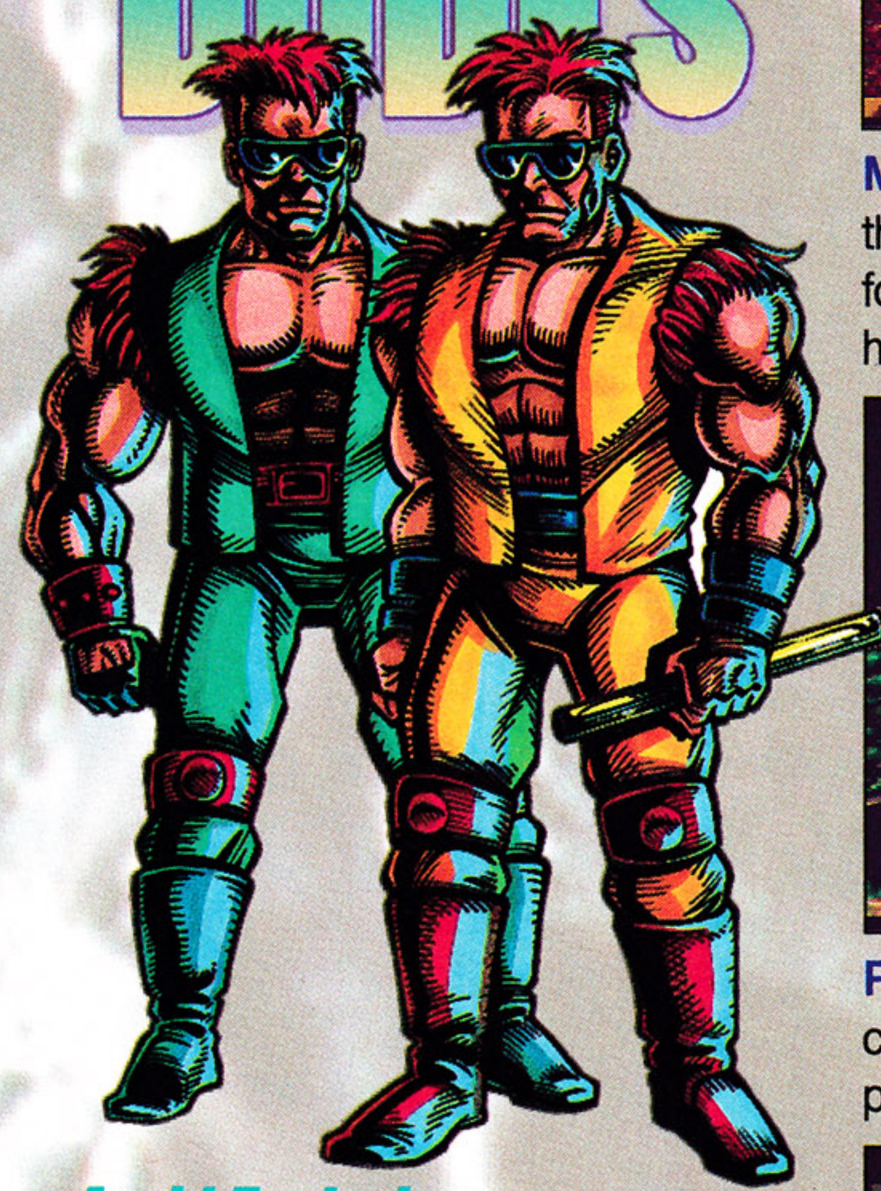
Throw Your Weight Around



Your most powerful attack is to throw any object, including enemies. Toss rocks, cans, barrels, and enemies to eliminate most thugs with just one hit.



Despite massive sizes, you can even lift tanks and toss 'em away in one easy motion!



Avoid Explosions

Keep an arm's length away from barriers when you knock 'em down or you'll be damaged by the explosion backlash. This also applies to soda machines.

Take Out the Mini-Bosses

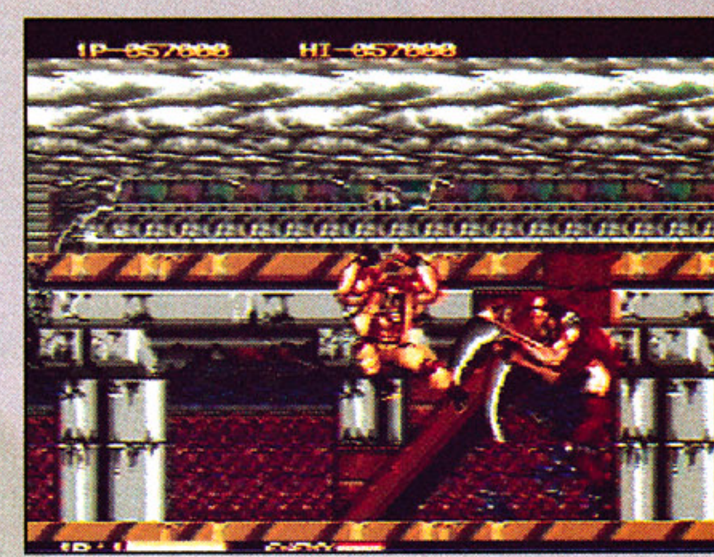
Level 3: To destroy this machine gunnin' guard, use jump kicks to trap him on one side of the screen.

Level 4: Pulverize the extendo-arm boss with flying feet and you'll be untouched.

Level 5: Grab and throw the mechanical skeleton creature for an easy victory.

Beat Up the Big Bosses

Heavy Snake: Waste this slippery sucker with a standing fist. If he leaps over you, kick him and avoid his entangling viper.



Master Reaper: Make your move while the Reaper's standing still and give him a foot in the face. Then back away when he whirls his blades.

Rhino-man: Watch out for the Rhino's charge attack, then stick him with a punch. Don't get flipped out!

Tiny Leo: Nimble and vicious, Leo poses a major obstacle. Use jump kicks to nail Leo in midair, then wait on the top ledge. He'll follow you up. Slam him once, descend, and repeat this hit-and-move process for the kill.

Naily Spider: This hungry arachnid's out for blood. Jump from ledge to ledge, then strike while its back is turned. Punch up to fend off Naily when it swoops down from the skies.

SUPER NES

PRO REVIEW

By Boogie Man

It's Turtle time—again! Those green-spirited Heroes in a Half Shell are back to kick some tail on the SNES in Konami's Teenage Mutant Ninja Turtles IV: Turtles in Time.

In this installment, that disembodied alien brain, Krang, swipes the Statue of Liberty. Everyone knows the Big Apple is Turtles' Turf. So, the guys take off to recover the lost Lady Liberty, only to run smack into the sinister Saki, better known as Shredder! Shred Head zaps the anxious amphibians across several thousand years of history in thumb-burning, side-view, multi-scrolling, hack-'n'-slash action.

The Turtles take on the Technodrome.

Hot from the Arcades

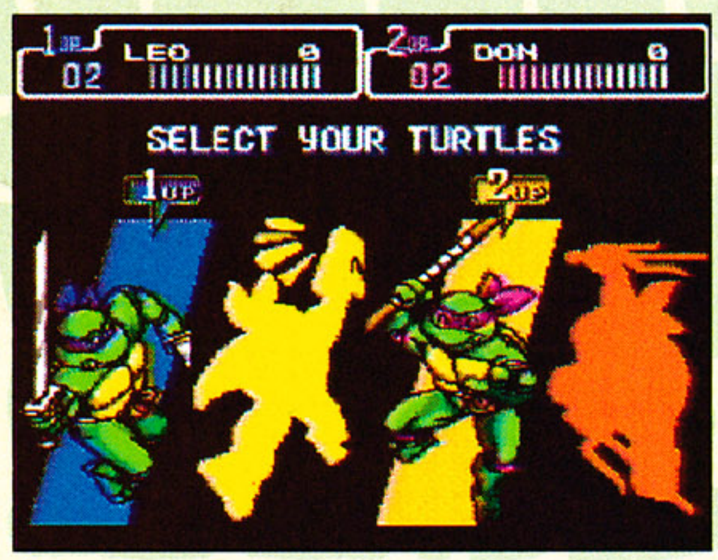
This game is based on the coin-op hit, Teenage Mutant Ninja Turtles II: Turtles in Time. If you've pounded on that quarter-cruncher, you'll be fighting across familiar terrain. The graphics are Turtle-rrific, virtually identical to the arcade version. You can literally throw Foot Clan soldiers right out of the screen. You get some nice Mode 7 effects, especially when the Turtles warp through time. Even when a Turtle's not fighting, he'll twirl his weapon and make a menacing grimace while waiting for his next encounter. The animation scrolls smoothly, and the game's lighting quick. Once again, Konami asks, "What's SNES slowdown?"

The sounds don't embarrass the cart. They feature some nice effects, agonzing grunts and groans, Shredder's sinister laugh, and a catchy rendition of the Turtles cartoon's theme song.

PROTIP: After you beat Rahzar in Level One, Scene Four he turns into a wimpy dog. If you're feeling sadistic, beat the dog to hear pathetic whimpers.

Does Anybody Really Know What Time It Is?

TMNT IV takes you on an awesome adventure. Michaelangelo, Donatello, Leonardo, and Raphael fight through seven murderous historical levels.



You pick your favorite Turtle.

No time for a pizza break here. Each level is swarming with Shredder's Foot Clan slimeballs and mutant misfits who are led by some of your favorite Turtle villains: including Rahzar, Tokka, Metal Head, and buggy Baxter. That's just the first level!

PROTIP: In Level One, Scene Three's sewer section, you can nail the aquatic "Aliens" fugitives by following them as they swim underwater and then positioning yourself at the place where they surface.

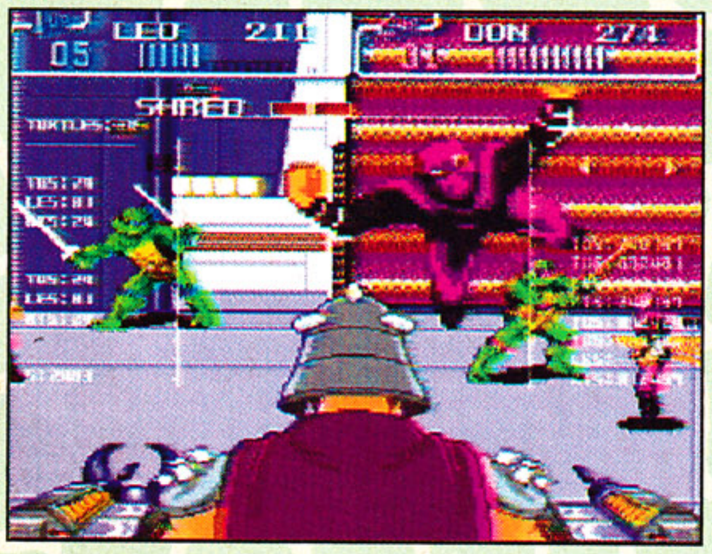
In fact, Level One features four fighting scenes through New York City. You try to beat the streets and surf the sewers. You end up at the Technodrome in a great boss battle that isn't in the coin-op. Here you fight Clanners by looking over Shredder's shoulder as he tries to sight in on you with blasters and pinchers.

Hit the nose of R. King's sewer ship to sink him.

Beat the Dread Shred and he still gets the last laugh as he transports you backwards and forwards in time. Your fist stop is a rowdy prehistoric romp through Level Two's dinosaur land. Beat up on Shredder's minions and you get to take on the same gang again in an old, double-mast galleon in Level Three. Sink Rocksteady and Bebop at the ship's aft, and you warp to an Old West train. All aboard are after your tail, so step lively to

Mutant rtles IV in Time

face Leather Head in the caboose. Next, it's fast forward to Level Five and 2020 A.D. for some anit-gravity disc surfin' a' la F-Zero. Krang's here in his massive cyborg body, but you'll have to chase him to the Level Six Star Base and beat him in his saucer to find Lady Liberty's prison. The final shell-shock occurs back at the Technodrome, where Shredder's ready to cook up some Turtle soup



PROTIP: To beat Shredder at the end of Level One, you have to toss bad guys into the screen.

PROTIP: Keep an eye out for shadows on the ground. If they aren't yours, they're trouble.

PROTIP: Escape damage from explosions in Level Two by jumping into the air as the bombs explode.

PROTIP: If you're playing Normal or Hard mode on the pirate ship, watch out for the ship passing through the background. It fires cannonballs that squash you flat!

PROTIP: In Bury My Shell in Wounded Knee, you can roll some barrels into the bad guys.

Mutant Moves

The Turtles are decked out for action with their classic weapons and new special attacks. You also get the flying side kick and special super moves from the NES games. As in the 8-bit games, the standard single-button press move is tough stuff. With this move, each turtle can fire off the appropriate move for each situation. For example, one button press might make Donatello spin his Bo staff like a propellar, swing it one-handed, or make a devastating overhead chop.

Something for Everyone

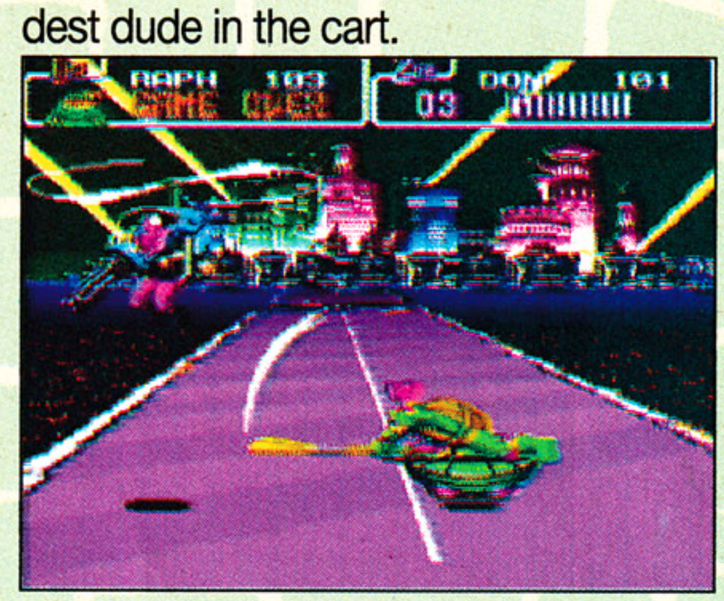
A great feature about this cart is that it dishes out plenty of top-notch action for players of any skill level and age. One or

PROTIP: In a two-player game, try to trap bosses between both Turtles and then wail away.

PROTIP: You score a new life for every 200 bad guys you beat.

two-players can play as any Turtle. Player Two can join in at anytime. You get five continues and you can set the game for 3-, 5-, or 7-lives per continue per Turtle at skill levels of Easy, Normal, or Hard. At each continue you have the option of switching to another Turtle.

This cart isn't an overwhelming challenge, but it's a shell-full of fun. Easy mode is perfect fun for little kids, novices, and players who don't want to work to see the end of the game. At Normal and Hard skill levels, the thumb-burning action may temporarily turn solo players green, but even intermediate video martial artists can conquer the cart eventually. Two Turtle maniacs can really kick shell even in the Hard level. When you and your bud beat the cart, you can try Versus mode to see who's the baddest dude in the cart.



You won't find this level in the coin-op!

Score IV

If nonstop hack and slashin' is your thing and you love the Teenage Mutant Ninja Turtles, get this cart! This SNES game is better than its arcade counterpart overall, despite the coin-op's great four-player buy-in. All the bosses are straight out of the comics. Plus, you get two additional fighting scenes, and you don't need to feed it tokens. If you're still pondering a 16-bit commitment to Nintendo, this cart might make up your mind. Is this game great? Do Turtles have lips?

TMNT IV: Turtles in Time by Konami

Graphics	Sound	Control	FunFactor	Challenge
4.5	4.0	5.0	5.0	Adjustable

$59.95	Action/Adventure
4 megs	2 player
Available Now	5 Continues

SUPER NES

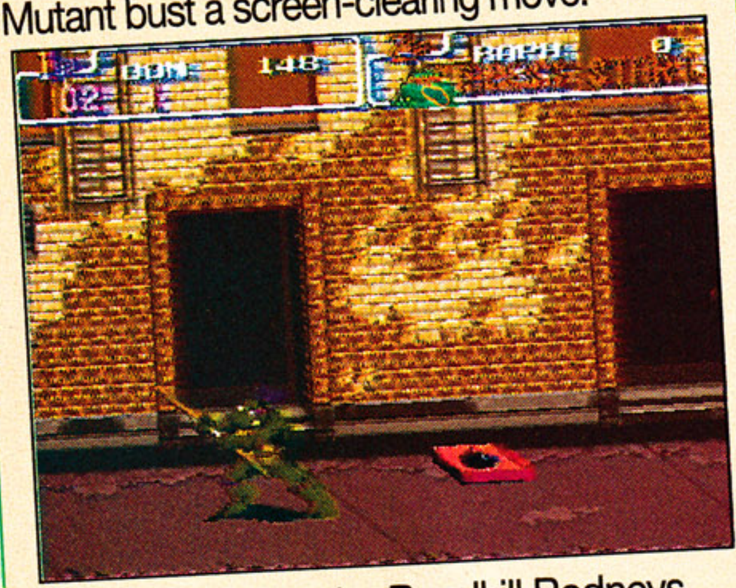
PRO TIPS

Teenage Mutant Ninja Turtles IV

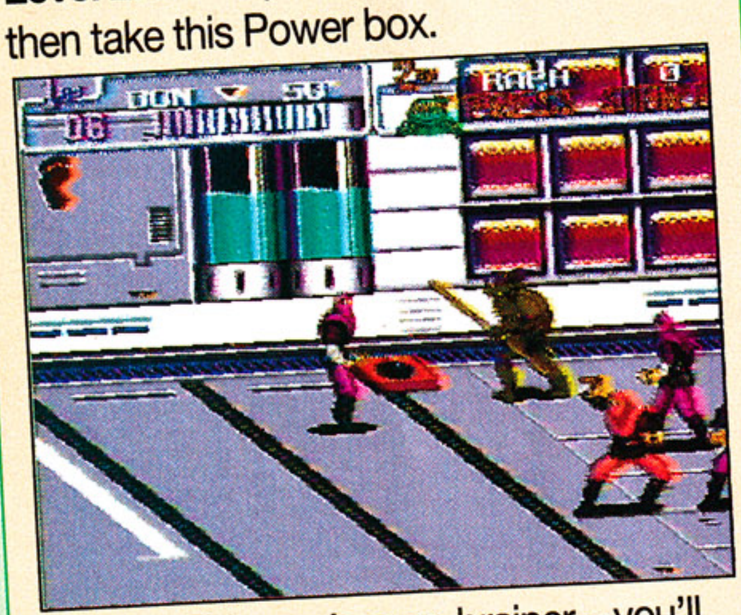
Turtles in Time

Turtle Power!

TMNT IV's loaded with Turtle Power bonuses. The bomb icon pizza boxes make your Mutant bust a screen-clearing move.

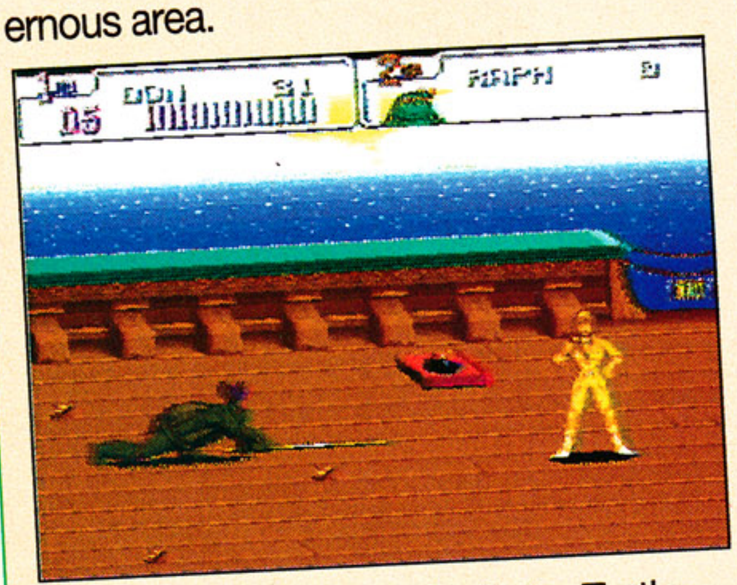


Level 2: Beat up the Roadkill Rodneys, then take this Power box.



Level 4: This one's a no-brainer – you'll find it after the Level 4 pizza pie.

Level 5: Feel the Power in Level 2's cavernous area.



Level 6: Ahoy mateys! Grab the Turtle Power box near the Pirate Ship's creaky planks.

Level 9: Look near the foot soldier air shafts for more Turtle Power.

Pizza Time!

Chow down on TMNT IV's pizza power-ups as often as possible. Give the 'za to the Turtle in greatest need and only grab 'em when you really need 'em!

Level 1: Snag this pizza near Level 1's wrecking balls. You'll find another pie after you encounter Krang's deadly eye-beams.

Level 2: Look for a 'za in Scene 2's back alley, and another near the manhole before Metal Head.

Level 4: Beat Rahzar and Tokka, then be sure to scarf down this pizza in the elevator shaft. There's another pizza prior to the first Shredder encounter.

Level 5: Polish off a pizza near the rampaging lizards.

Level 6: Grab the pizza near the pirate ship's mast.

Turtles Fight with Honor!

Face the ultimate Turtle challenges against Shredder, Krang, and their Turtle-chompin' gang of boss leaders. Here's the lowdown.

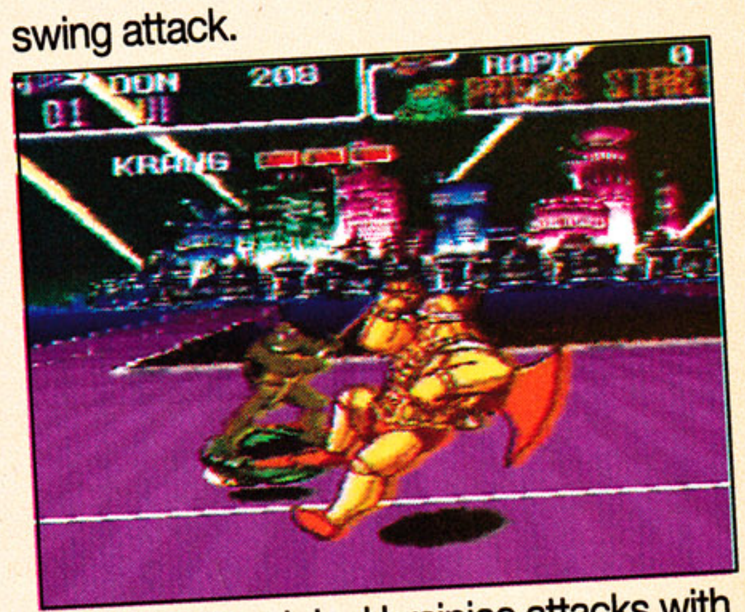
Rocksteady and Bebop: The mindless sidekicks return for more punishment! Slide away from their sword strikes, then bash 'em with flying kicks. In two-player mode, the Turtles should divide and conquer.

Metal Head: Mangle Metal Head with a swing/kick combo attack. Retreat when he fires up his laser gun, then move in again and press your advantage.

Leather Head: This 'gator's back for revenge. Dodge his steel jaws and thump him below the belt.

Slash: Avoid this dude's shell spin-outs, then hack Slash when his back's turned.

Baxter Stockman: Swat this overgrown fly guy with some airborne moves of your own. Leap high, then use the floating swing attack.

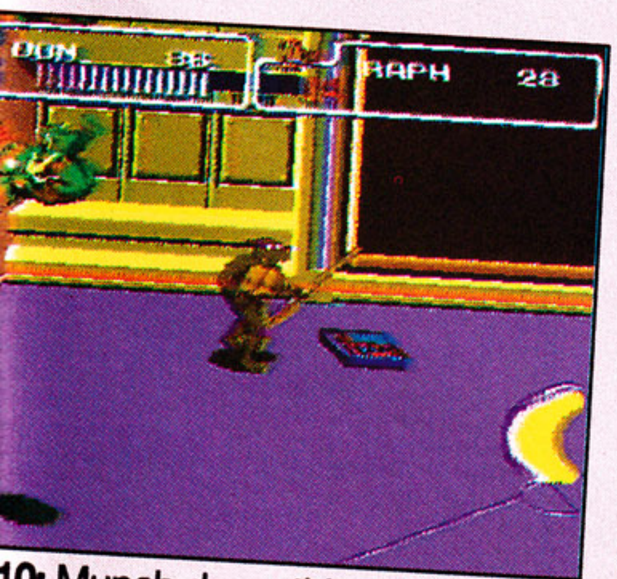


Krang: The original brainiac attacks with bombs and missiles galore. Skate under Krang, then counter-strike with a jump kick to the head.

Don't touch that dial! The Turtles will return to the pages of S.W.A.T.PRO in a time trippin' Game Busters finale.

el 7: Eat the pizza near the boxcar. 'll find another right before you face-vith Leather Head.

el 9: Take a pizza near the Starbase's e section.



10: Munch down this 'za before the ell-shock with Shredder.

Bonus Stages

Chill out in the Sewer Surfin' and Neon Night Riders bonus areas. You'll score tons of Turtle surprises.

Level 2: Surf through this area and snag all the "?" boxes for mucho bonus points and pizza refills.

Level 8: Slide by the electrifying, airborne Clanners and rack up those "?" boxes.

Brawl Buddies

Balance your beating with Donatello and Michaelangelo together. They're the most effective team.

SUPER NES

PRO TIPS

The Legend of Zelda

A Link to the Past

By Monty Haul

Power, if misused, can crumble empires, shatter true love, and in general, make a mess of things. In The Legend of Zelda: A Link to the Past, Ganondorf Dragmire, Prince of Darkness, gets his greedy claws on the omnipotent Triforce. He uses the 'force to cast the Golden Land into shadow, and the kingdom of Hyrule's princess Zelda is next on the chopping block.

Now translated for the SNES, A Link to the Past is Nintendo's third installment in the legendary Zelda saga. (See GamePro, February '92 for an Overseas ProSpect report.) This 16-bit offering strides strongly forward with more impressive graphics, music, and challenge than ever.

Our hero of Hyrule, the well-animated and likable Link, is ancestor to the Zelda I and II Link characters. However, this Link's nimbler on his feet, deadlier with his sword, and more skilled in the spell-casting arts. He battles across two worlds through swamps, forests, deserts, mountains, numerous caves, and 12 maddening mazes en route to overthrowing Ganon.

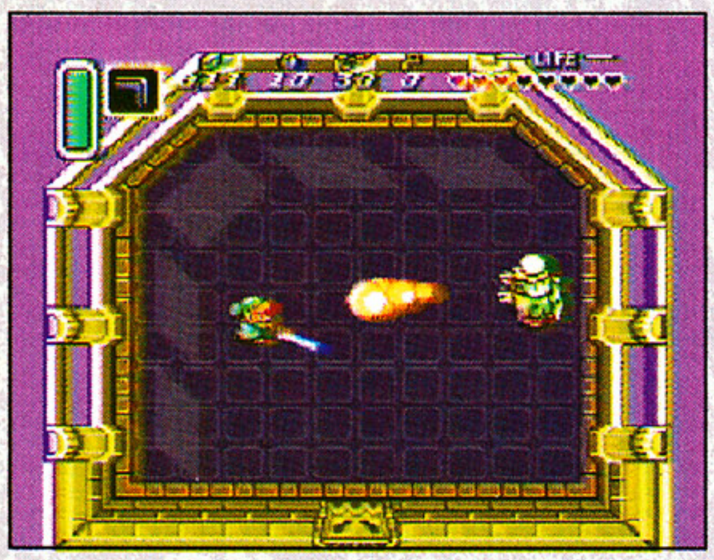
Applause to Nintendo for balancing character interaction, dialogue, great overhead fighting, and mind-bending puzzles. The warped labyrinths are ingenious, with multiple layers of passageways on each screen.

The Legend of Zelda: A Link to the Past is a well-executed fantasy thriller with a good 30-hour quest, rich color shading, excellent sounds, and a fine plot. The only real disappointment comes at the end – if you completed Zelda I, you know how to polish off Ganon here. Despite a somewhat lackluster ending, Zelda III's journey is its own reward. Use the ProTips below, and may the Triforce be with you.

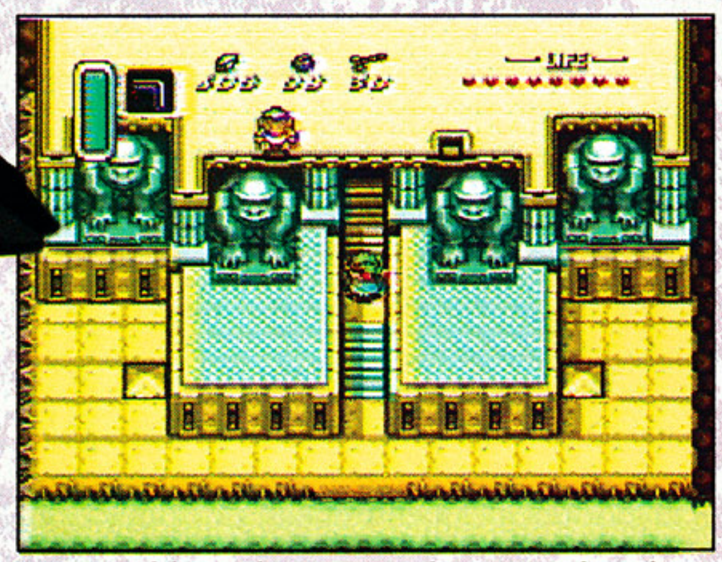
The Legend of Zelda: A Link to the Past
by Nintendo

Graphics	Sound	Control	FunFactor	Challenge
5.0	5.0	5.0	5.0	ADV. Advanced

$49.95	Action/Role-playing
8 megs	One Player
Available now	Battery backup



TIP #1: After claiming all three Pendants of Strength, Courage, and Wisdom, journey to the Lost Woods' northwest corner to earn the powerful Master Sword. Use it to slash open the force field that blocks the entrance to Agahnim's tower in Hyrule Castle. Don't attack the treacherous Agahnim hand-to-hand. Wait, and when Agahnim summons fireballs, deflect them back at him with your Master Sword. Win, and Agahnim will be impressed, but not defeated. He'll simply transport you to the Dark World for the second phase of your quest.



TIP #2: Now the true adventure begins. One at a time, you must rescue the seven maidens of Hyrule before Ganon opens a portal to the Light World. Begin with the first Crystal Palace, and pay Kiki the monkey 300 Rupees to enter. Once inside, you'll need to shoot a statue with your bow and arrow to reveal a secret passage to the boss. Look for the Hammer along the way.

TIP #3: Unmask Helmasur with bombs. Then take him out with spinning sword blows to win a heart piece and a Crystal. Return to the Light World and purchase Flippers from Zoma in the northeast corner waterfall. While you're at it, head to the Pond of Happiness and toss in tons of Rupees to increase your capacity to carry bombs and arrows.

TIP #4: To power-up your Boomerang, drop it into the Light World's Waterfall of

The Legend of Zelda

A Link to the Past

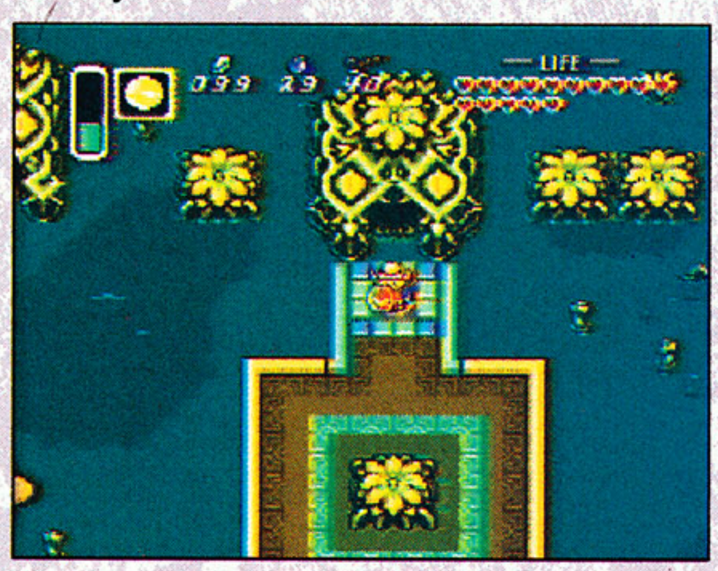
Wishing. Do the same with your Shield. Now zip back to the Dark World, walk south of the first palace, and knock down the pegs with your Hammer. To flood Palace 2, return to the Light World and un-dam the river. Look for the Hook Shot in Palace 2's huge, open sewer room. Against the squid boss, use your Hook to grab its pods and slash them with your sword. Then attack the squid's eye to send it to a watery grave.

TIP #5: Next, walk to the Light World's Lost Woods and open a southwest secret path with your hammer. Remove the stone to transport to the Dark World's Lost Woods and Palace 3. Hop between each dungeon's entrance and be sure to grab the Fire Rod. Use it to burn open this creature's mouth and enter the final section. Destroy the bat boss with Fire, followed by sword blows.

TIP #6: Borrow a man's shovel in Dark World's Haunted Grove. Dig up the Flute in Light World's Haunted Grove, then return it to its owner. Finally, play the Flute in front of Kakariko Village's weathercock. You can now use the Flute to fly anywhere in the Light World!

TIP #7: Pull the gargoyle's pitchfork to enter Palace 4. Use your Hammer to reach Titan's Mitt in the southwest room. Bomb open a hole in the top floor. Then take the princess to the skull room and she'll transform into Blind. To beat Blind, strike its body and ignore the flying heads.

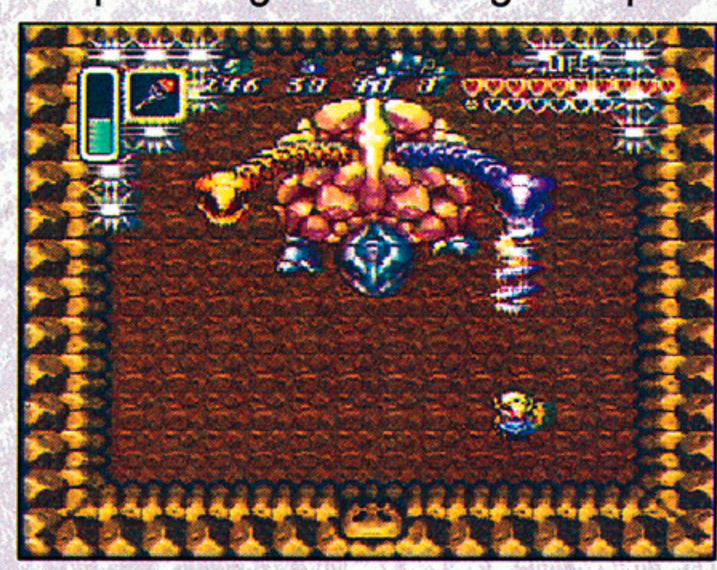
TIP #8: In-between dungeons, claim the Ether Medallion at the top of Light World's Death Mountain. To find the Quake Medallion, throw a skull into the circle of stones near Dark World's Waterfall of Wishing. Also, return the frog to the Blacksmith's Shop and he'll repay you by upgrading your Sword to Level 3. Now head to Light World's Pond of Happiness and use your Titan's Mitt to lift the warp rock to Palace 5. To drop to the Blue Mail (a great suit of armor), bomb B4's easternmost room. Then use your Fire Rod, followed by Sword slashes, to wipe out the crystalline boss.



TIP #9: Play your Flute and select the southwest landing point. Lift the warp rock and you'll enter the Swamp of Despair. Use Ether to bust open Palace 6's gateway. Inside, you must jog across a crumbling bridge to claim the invaluable Staff of Somaria. Then attack the Octopus' big eye with your Sword.

TIP #10: In Light World's graveyard, take a running start and bash the odd-looking tombstone to reveal a path to the Magic Cape. Warp from the Death Mountain portal to Dark World. Fall into the cave, and cross the spikes with the Magic

Cape to receive the protective Staff of Byrna. Grab the chest in what's left of the Dark World's Blacksmith Shop. Then take it to the middle-aged chap in Light World's desert. He'll unlock the chest and give you a Bottle. A camper sleeping under Light World's Lake Hylia bridge will fork over another Bottle. Fill your new-found Bottles with Blue Potions from the low-priced Light World Magic Shop.



TIP #11: Hammer Death Mountain's northeastern posts counter-clockwise. Then cast Quake on the turtle's shell to enter Palace 7. You'll need the Hook Shot to earn the Mirror Shield on B1. Use the Cane of Somaria to complete the dungeon. Stun the giant turtle boss with Ice Rod shots against its red head and Fire Rod shots against its blue head. While either head is immobilized, quickly slash with your sword. Terminate the turtle to rescue Zelda. You only have one dungeon to go!

TIP #12: Zelda releases the black magic barrier, which blocks passage into Ganon's tower. Hit a star tile in the western quadrant of 1F to find the Map, and fall from 1F to B1 to earn the Big Key. Unlock the chest upstairs, and you'll don the Red Mail. Now you're prepared for the final showdown with Agahnim! We'll reveal Zelda's ending in an upcoming Game Busters, so don't touch that dial.

Lemmings

By Earth Angel

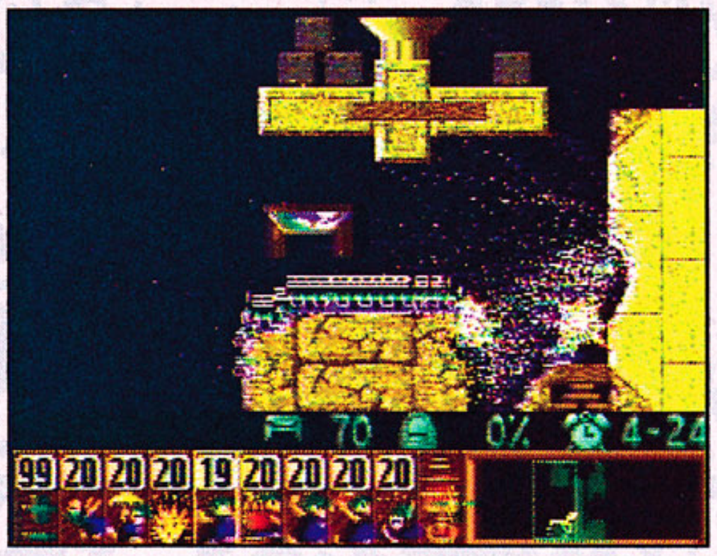
Lemming ('lem-ing): Adorable yet incredibly stupid furry creatures, lost in a maze of confusion. Known for walking off cliffs, wandering aimlessly into dangerous passageways, and drowning by the thousands in small pools of water.

Thanks for the science lesson, but what's that got to do with gaming, right? Well, Sunsoft has joined the S.A.L.C. (Save a Lemming Campaign) and via your SNES you'll be able to take your turn at saving the Lemmings.

Mindless Marchers

This puzzler cart (of PC/Amiga fame) has 30 different screens and four difficulty levels. In each Level your task is to figure out how to safely get as many Lemmings as possible from Point A to Point B. Most Levels are several screens wide, and the terrain on each is different and fraught with disaster for the rampaging rodents, including bubbling lava, water (they can't swim), cliffs (they can't fly), and other obstacles too complicated for the mindless marchers to navigate. On each Level you must save a certain percentage of the entire Lemming population in order to pass on to the next level.

PROTIP: The second each Level begins scan the terrain so you know what you're up against.

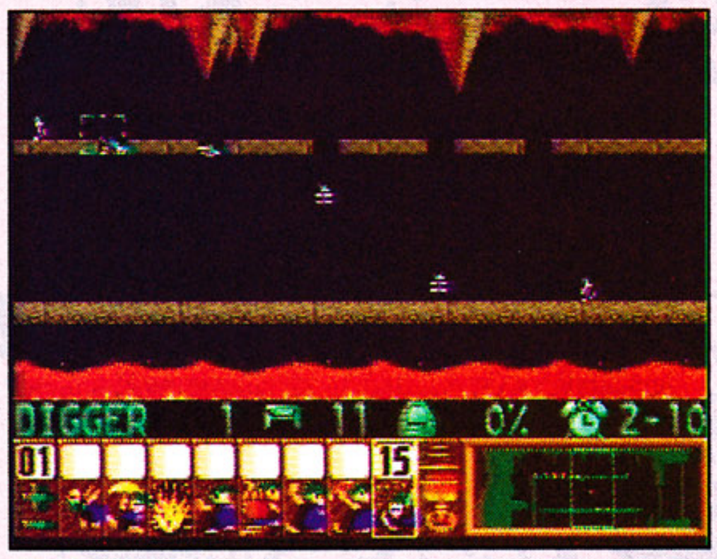


PROTIP: Made a mess of things? Hit the nuke button, blow your Lemmings sky high, and try again. It's not a pretty sight but someone's gotta' do it.

PROTIP: You can speed up the Lemmings or slow them down if it suits your purposes. For example, once you set up a safe path to paradise for them, speed them up so you don't have to wait all day for them to get there.

Lemming-Aid

Each level begins when a trap door opens and Lemmings drop out and begin to march to the right. Here's where you come in. Since the Lemmings are fond of blindly marching to their doom, you're granted special powers to extricate them from the brink of disaster. These include turning some Lemmings into life-savers. For example, you can transform a Lemming into a Blocker who'll keep his buddies from walking into bubbling lava, or you can create a digging Lemming who carves out a tunnel for his friends.



PROTIP: Sometimes Lemmings that dig a hole and fall survive where as Lemmings that simply fall through a hole will die. For example, check out Level 13 You'll need to turn every Lemming on this level into a Miner.

PROTIP: You can use Bombers as well as Diggers to blow through obstacles. Timing is tricky so turn a Lemming into a Blocker (to make him stand still) on the spot that you want him to blow and then turn him into a Bomber.

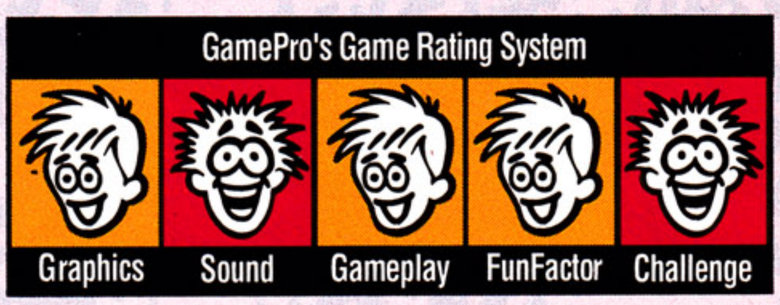
PROTIP: When you reach obstacles with directional arrows on them you can only dig in the direction of the arrows. If you're on the wrong side send a Lemming up and over and then dig through in the other direction.

As you reach higher levels and alter the difficulty settings the obstacles become more and more complicated. Fortunately a password feature enables you to reincarnate your Lemmings on any level over and over again until you get it right.

Puzzling Behavior

Probably the best part of Lemmings is the 20 level split-screen two player version of the game. Each player tries to direct their own green or blue-shirted Lemmings to the right level exit and at the same time tries to block their opponent from rescuing their rodents. Whoever saves the most Lemmings wins!

Lemmings is a definite improvement on standard puzzle fare, with an interactive touch that rivals the fun of the Adventure of Lolo series for the NES. A special bonus are the dozens of different tunes (including old standards like a very jazzed-up London Bridge). And those darn Lemmings are so cute you're gonna' feel guilty if you don't save them – or when you have to blow them up and they scream "Oh no!" In the end you're not gonna' be able to save them all, and you'll probably be ready to follow any Lemming off the nearest cliff!

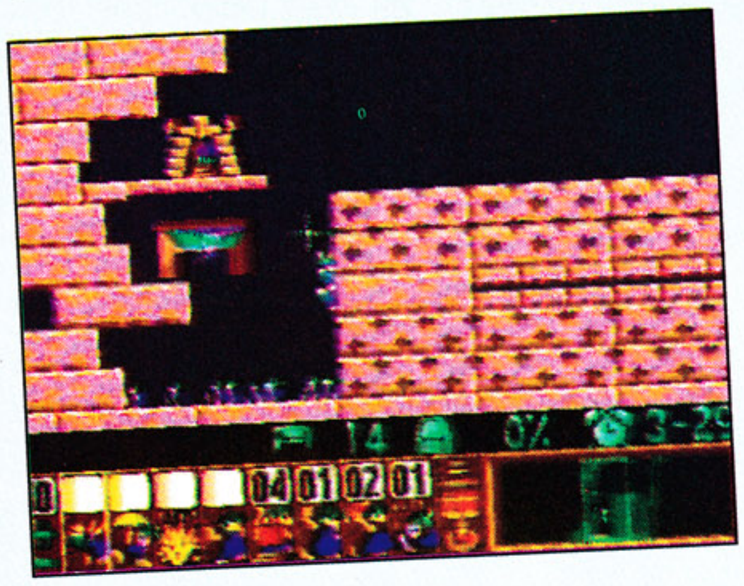


Lemmings by Sunsoft
Price not available
Available February '92, 4 megs

SUPER NES PRO TIPS

Lemmings

Lemmings (Super NES) Password Collection!



Enter these passwords to choose any SNES Lemmings level!

FUN SKILL LEVEL
Level 1: SRDTPT
Level 2: MJDVLXT
Level 3: ZBHPRLQ
Level 4: GWSXMHK
Level 5: NCDKKWG
Level 6: CKWDRKV
Level 7: HCBSMGV
Level 8: JBKZQGS
Level 9: MMDMKKX
Level 10: SKFKNNB
Level 11: LXNLJCP
Level 12: MTPCTNP
Level 13: PCLSRCP
Level 14: KPMDGXZ
Level 15: TLVKLSW
Level 16: HMHRSDR
Level 17: MFLFHSH
Level 18: QXPKCHB
Level 19: MWRTLNR
Level 20: GMXCWPS
Level 21: KBXNLPB
Level 22: DVJJBGM
Level 23: LGSSCZL
Level 24: MVGDKVX
Level 25: LSQHCQS
Level 26: SXRQMVR
Level 27: PMQJPMX
Level 28: DHBPTWQ
Level 29: BCXLWVV
Level 30: FXWBBSL

TRICKY SKILL LEVEL
Level 1: MGQZMGG
Level 2: LXSFDXB
Level 3: ZRVXBWQ
Level 4: NKVKRTB
Level 5: GJWDHMG
Level 6: DJCQQZT
Level 7: JHSVCQL
Level 8: RCHFGNN
Level 9: BJWVRCQ
Level 10: RFPZFBJ
Level 11: JKJBRMQ
Level 12: MZDCDTC
Level 13: ZVMQKXB
Level 14: ZZRHJPL
Level 15: JFLKJPX
Level 16: JQXRNGJ
Level 17: WFVBVJP
Level 18: KWVBVJP
Level 19: TTKLKZT
Level 20: NNFFQPV
Level 21: ZNXBKMP
Level 22: QSLQWTJ
Level 23: BGFVMFR
Level 24: PQZWDKM
Level 25: SBCMSJS
Level 26: BDGQRNX
Level 27: XPPBQWL
Level 28: JHQSPRH
Level 29: GCLKJMQ
Level 30: SRWGXZM

TAXING SKILL LEVEL
Level 1: PQFPTBP
Level 2: HPLHRXL
Level 3: CPZRSRV
Level 4: SMSWSPW
Level 5: DXCQKRX
Level 6: MDGMJLV
Level 7: WZWSDMK
Level 8: HZBCFQM
Level 9: SPRPVHR
Level 10: BWCBKXJ
Level 11: WRFVJDL
Level 12: GGBCXXS
Level 13: TTXQXQL
Level 14: DCBBWNH
Level 15: WCBLDQX
Level 16: PFVFXCR
Level 17: NKVCKDN
Level 18: QPDDJFB
Level 19: QBGBPSW
Level 20: JLXJWNW
Level 21: JLHFSRF
Level 22: WCLJNNK
Level 23: LVFHHMM
Level 24: MHNNCPC
Level 25: RNMKXLP
Level 26: XZZSDDN
Level 27: BBTSGZC
Level 28: LXFLJPX
Level 29: QKZVKFT
Level 30: WFCSHNT

MAYHEM SKILL LEVEL
Level 1: XNMTWVD
Level 2: KDTJQQR
Level 3: VNTGWRB
Level 4: SQDLCRR
Level 5: JHQTCPD
Level 6: RQXNVNP
Level 7: CBWMMLG
Level 8: LCVDQWL
Level 9: KDHWTJL
Level 10: GVNKKJL
Level 11: DXCDGNH
Level 12: GWJTPLW
Level 13: LNZNHWM
Level 14: MZXZKZC
Level 15: RWLTTCQ
Level 16: LGJCRKM
Level 17: SQXKBZN
Level 18: WXTBWCB
Level 19: NPKNRKV
Level 20: PZQWRGP
Level 21: DZTHVNL
Level 22: RMDTBFQ
Level 23: FCSLSPK
Level 24: RNHQXVM
Level 25: LTGNDXH
Level 26: LHLTDDV
Level 27: HCBBKHV
Level 28: MWLGVQJ
Level 29: GSPQCRQ
Level 30: ZTTGRFH

SUNSOFT SKILL LEVEL
Level 1: TPCWFMP
Level 2: WSJCLDX
Level 3: PVNRCMV
Level 4: HZSQQNV
Level 5: KCGHCNC

Norman Dwight, Wausau, WI

ULTRAMAN

By Boogie Man

Jack Shindo's just a regular guy, until he fires up his Delta Plasma Pendant to scramble his molecular structure and become...ULTRAMAN, the ultimate warrior for peace in the universe!

Ultraman is an original Japanese superhero, who made his first appearance on the Super Famicom (see Overseas Prospects, *GamePro*, July '91), but he also battled rubberized Japanese monsters for years on American TV. Since Ultraman's poised to return to the U.S. in an all-new show, this cart features a monster gang that's totally different from the Japanese cart.

Buffed Boxing

Ultraman's good-looking, straightahead beat-em-up fare that's short on maneuvering but long on combat. You basically just try to get into a creature's face and slug it out, but it ain't easy!

Ultraman flies into action!

In this adventure, Ultraman's ancient enemy, Gudis, a gigantic virus has infected the Earth. This germ drives any creature over 100 feet tall wacko, and Ultraman must take on nine vile creatures. Now the 'Man is a true heavyweight, emphasis on the "heavy." He stands 197 feet tall and weighs in at a massive 58,000 tons, but his foes are bigger still! George Foreman, sit down! However, Ultraman only has three lives, and he can only maintain power for three minutes per life.

Yucky Ickies

Ultraman's opposition is ultra bizarre... from their names to their looks. For example, Gudis looks like a slimey stuffed bell pepper. Bogun has a head at each end of its slug-like body. Degola looks like Bigfoot on steroids. Barrangas, Gudis II, Zebokan, Majaba, Kodalar, and Kilazee won't win any beauty contests either, but they look really good – for monsters.

The Bigger They Are...

Be prepared for some fancy finger moves. The gameplay is good, but you end up punching every button on the SNES controller. Ultraman has 10 offensive and defensive Ultra moves including the Ultra Spin Kick and the ultra-slick Ultra Back Flip. When he gets close enough to grab a fist-full of monster, he can make an Ultra Throw.

The Ultra Back Flip is good defense versus Gudis.

PROTIP: Practice quickly activating the Ultra Shield (press Up and then hit Y). It's critical versus some monsters.

These techniques are great for softening up the opposition, but the keys to

The Ultra Throw downs Barrangas.

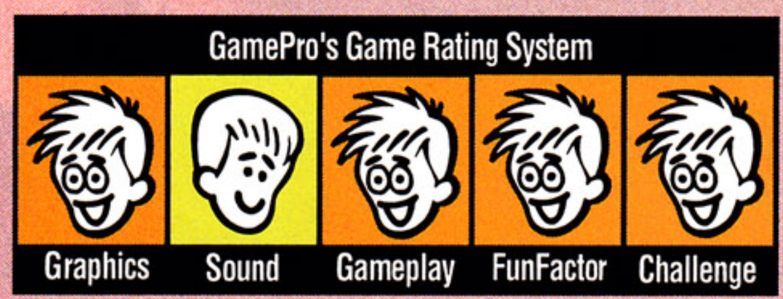
beating the beasts are four special weapons, the Knuckle Shooter, the Arrow Beam, the Magnum Shooter, and particularly the Burning Plasma. In every fight you must first wear down your monstrous opponent, then you quickly select Burning Plasma and blast the thing before its power recharges. Learning what tactics work against what beasts is what Ultraman is all about.

PROTIP: Get as close as you can when you fire Burning Plasma (L-4). It loses potency if you're far away.

PROTIP: Barrangas continually advances on you to breathe gas in your face. Hold down Up and wait for him to approach, that way you can easily press Y to bring up the Shield and then immediately hit A for an Ultra Spin Kick or B for the Ultra Upper Cut.

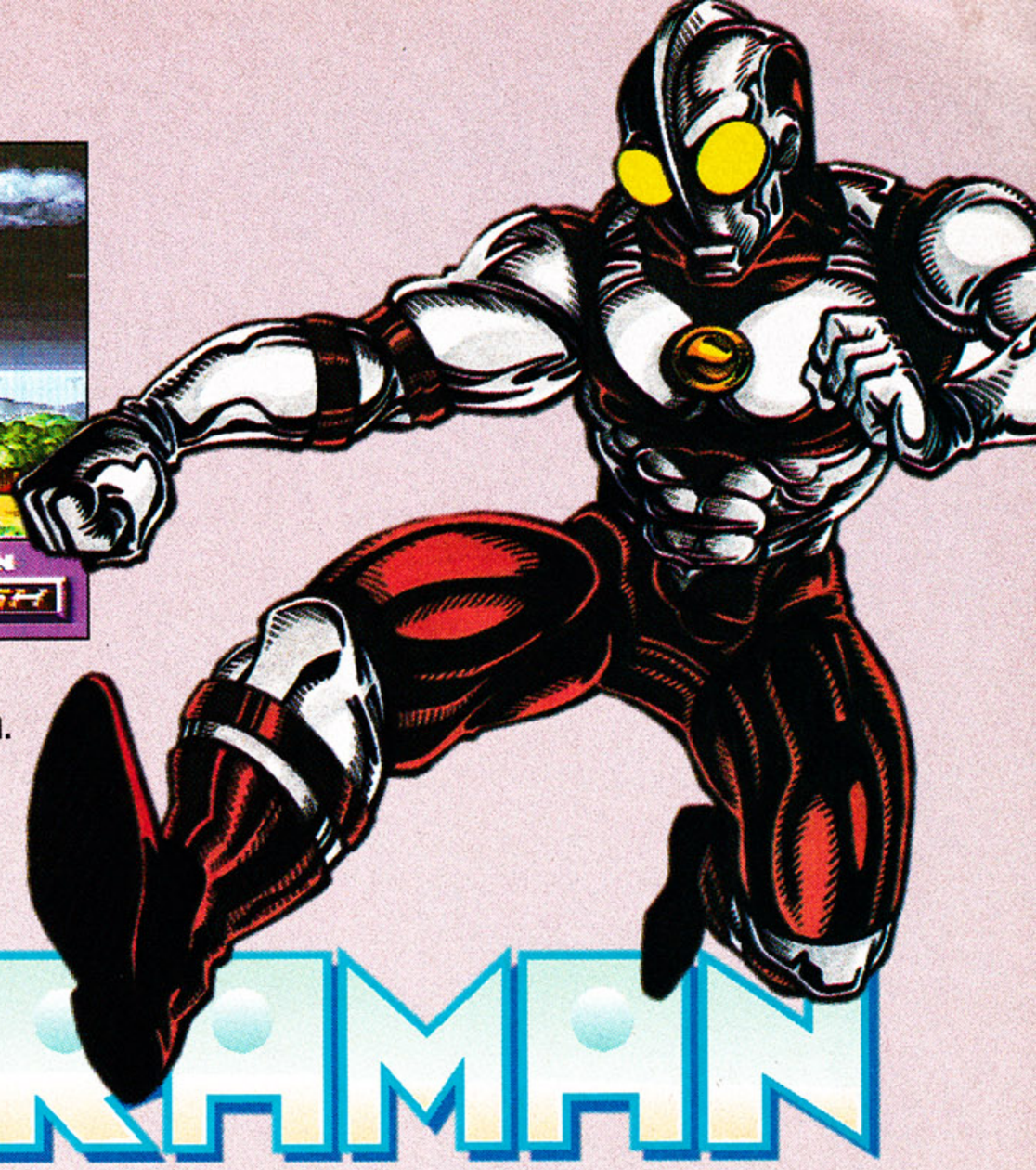
A Basic Beating

Ultraman's simple fun, but it isn't simple-minded. All the Ultra moves look cool, and you must learn to use them all to beat the beasts. In Expert mode the cart will eat your lunch. Players who dig Japanese latex monsters will freak over the sharp graphics. The sounds are just right, from the heroic Ultraman music to the monstrous screams. Ultraman is ultra cool.



Ultraman by Bandai
Price not available
Available now, 4 megs

PRO TIPS



ULTRAMAN

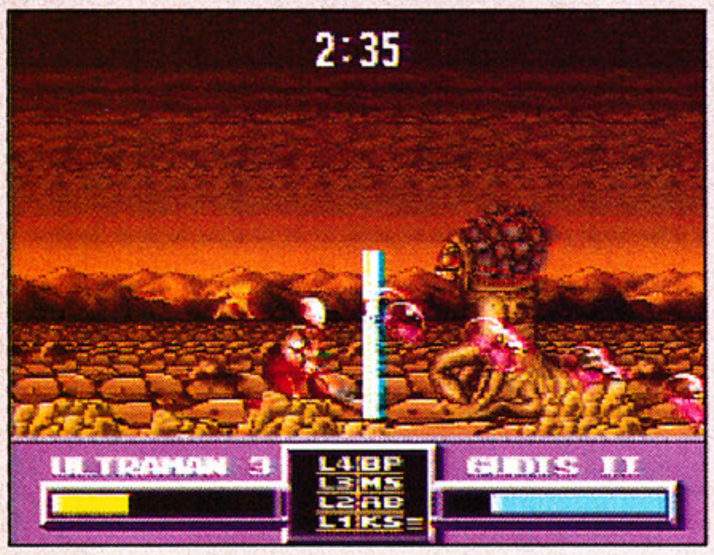
Ultra Defense

Even though they can't penetrate the Ultra Shield (press Up and Y) many monsters, such as Gudis II and Barrangas, like to move in close to the Shield and attack you as soon as it powers down. Create a combo defensive Shield technique by using the Ultra High Jump (press Up and X) or the Ultra Back Flip (press Left Diagonal) from behind the Ultra Shield. Also, remember that you must score at least one hit on a monster before you can activate the Shield.

Beat Barrangas

Barrangas likes to blow two consecutive puffs of toxic gas at you. Use the Ultra Shield. However, Smog Breath likes to swipe at you with his tail as soon as the Shield powers down.

Gudis II



Gudis II lifts its head before it unleashes a bubble blast. Defend with the Ultra Shield, but be prepared when it rushes up to the shield to attack you as soon as the Shield dissipates. Use the Ultra Back Flip or the Ultra High Jump. Also, you can out run the bubble blast. Use Special Weapons for a long range attack on Gudis II.

Zap Zebokon

Zebokon is super fast with his fire breath. You must develop a feel for when to use the Ultra Shield. Also, whenever Zeb is out of kicking range, he'll either jump on you or charge you. Be prepared with the Shield or an Ultra High Jump. You'll to have to zap him with Special Weapons several times to beat him. Intermediate players may have to consider "sacrificing" an Ultraman to sap his Power Meter.

Ultra Strategy

Being able to activate the Ultra Shield quickly is the key to beating this cart. However, sometimes you may have to "sacrifice" an Ultraman to weaken a monster's Power Meter. If time or your own Power Meter is running out, always get in a final Special Weapons blast or a hit before you collapse.

Kilazee

Kilazee is a killer! He has two different blasts. He hits you with his head, and he jumps into you. When he raises himself up, he's going to zap you, so use the Shield. When he jumps at you, stop him in midair with a kick or roll under him with an Ultra Roll (press Right Diagonal). You might have to blast him several times with high-powered Special Weapons, such as the Magnum Shooter or the Burning Plasma. Before you reach him, muster as many spare Ultramen as you can, too.

Massacre Majaba

You must zap Majaba with Special Weapons. He hops around alot so he's tough to hit. However, if you kick him, you may stun him momentarily. If you're powered up, it's a good time to zap him. Punch him when he jumps at you, and watch his eyes!

Crush Kodalar

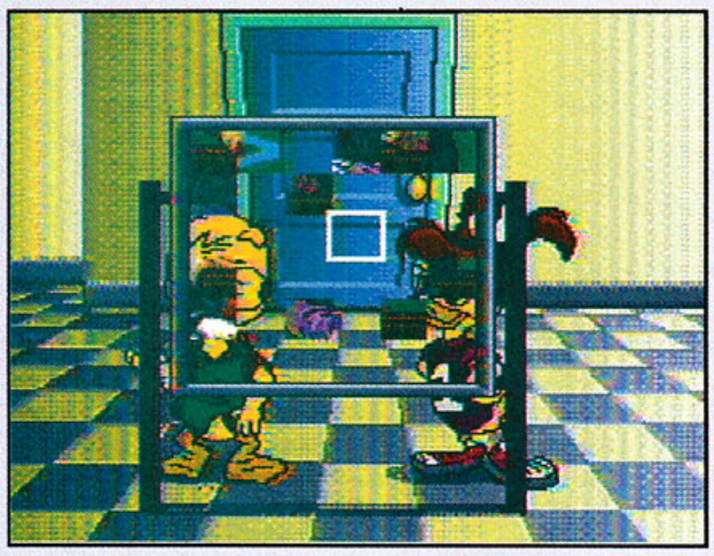
Kodalar has double firepower. There's almost no defense against the blue bolts he fires from his hands. Use the Shield often and try to develop a feel for his attack. The Shield also stops the eye lasers. In a pinch, you can jump over them. Your attack is to zap him often with Special Weapons. It helps to have an Ultraman to spare.

PRO REVIEW

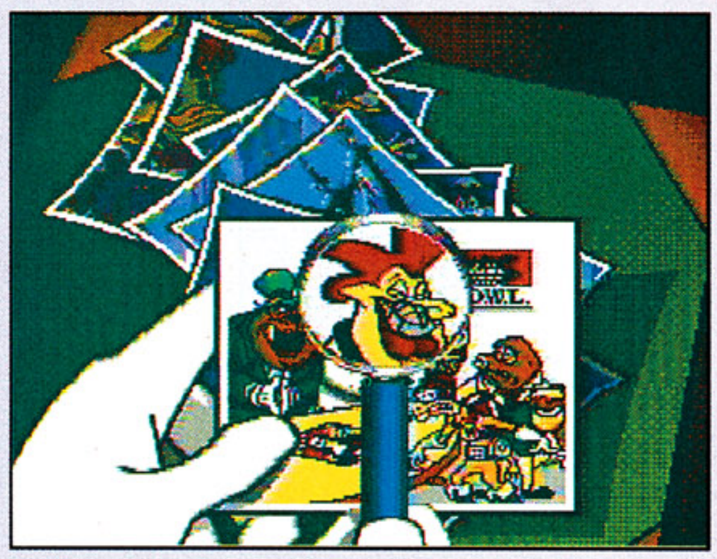
DARKWING DUCK

By The Missing Link

Something smells foul in St. Canard. A fiendish fivesome who call themselves "F.O.W.L." have slashed a valuable painting and hidden the pieces all over the city. This masterpiece-abuse has something to do with an ultimate weapon – it's all a bit vague. But one thing's for sure, if Darkwing Duck doesn't recover the stolen painting, his goose is cooked!



PROTIP: Hint. Does the Mona-Duckette mean anything to you? Think about it when you're trying to piece together the sliding-puzzle.



The gang's all here!

Criminals of a Feather

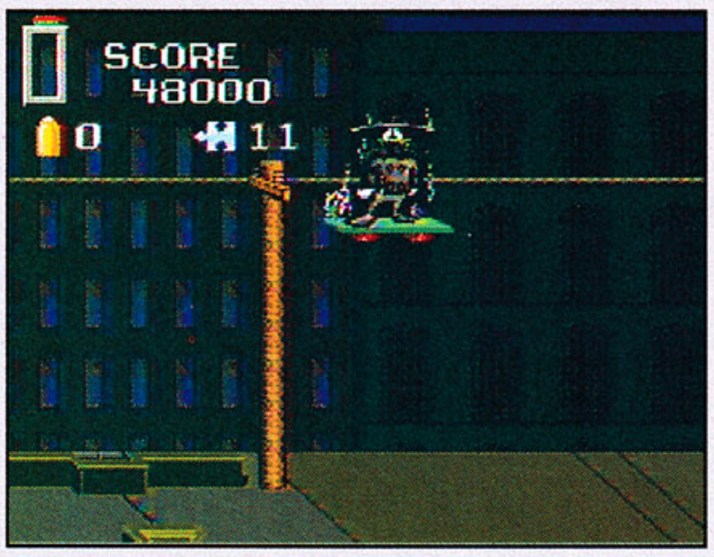
This TurborGrafx-16 duck hunt takes Darkwing through five short, vertically and horizontally scrolling missions, where the task at "wing" is to gather up the pieces of the painting and give the leading members of F.O.W.L. (Steel Beak, Moliarty, Tuskernini, Megavolt, and Ratcatcher) and their cohorts a good thrashing. Conquer one of the F.O.W.L. fowlies and DD enters a puzzle sequence where he tries to fit the new-found pieces together by sliding them around inside a frame.

Although the F.O.W.L goons are menacing in a goofy Disney sort of way, in an "eggshell" their bark is far worse than their bites. It's a given they'll take a few notches off your life meter, but they're not so rough-and-tumble that your thumbs start sweating. To restore his life meter, DD need only grab eggs he finds along the way.

Great Graphics, Flighty Gameplay

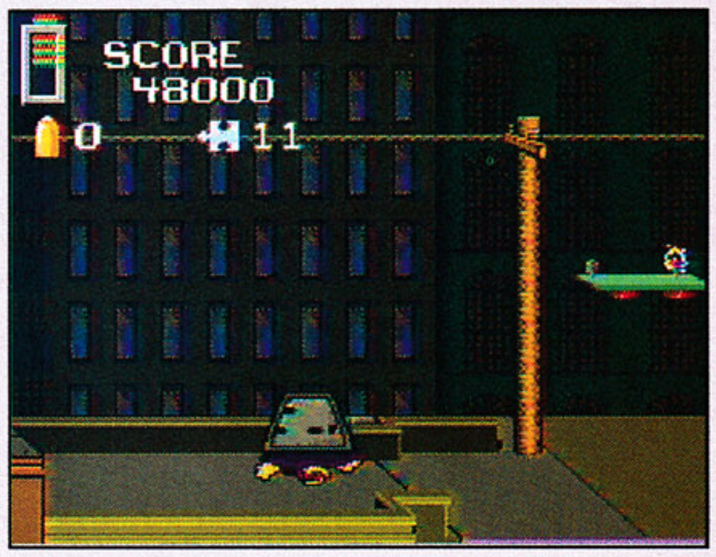
The graphics and sound are both razor sharp, much like DD's popular Disney cartoon. The game, however, can be methodical. If you're a gamester in a hurry, you'd better look elsewhere.

DD gets the Clark Gable debonair award for his stylish threads. Sporty? No doubt, but there are moments when you'd gladly chuck in the gladrags for one pair of working wings! DD's no flyboy and that takes its toll. What Darkwing can do: jumping, ducking, and shooting his Gas Gun he does with ease.



PROTIP: Don't stay atop the electrically charged platforms too long or you'll risk becoming a charcoal-duck.

It's the obstacle courses in each Mission, which DD must go up, over, and through that are likely to bust your brain cells. There's a sizeable number of floating platforms and feather-raising jumps from tiny ledge-to-tiny-ledge, and they rquire very meticulous timing. Slip up a wee bit and Darkwing eats dirt.



PROTIP: Some jumps between platforms are tricky. The best approach is to get as close to the edge as possible and jump early.

PROTIP: There's a time limit. If you need time to contemplate your plan of action, hit the Pause button. If you don't and you wait too long an anvil comes crashing down and flattens DD into a "quacker."

Quack Attack

Darkwing Duck's a grand translation of this very cool Disney character. DD's a looker with smooth moves. In the Minor-Gripe-Department, well, this isn't the speediest of action carts. DD's more of a take-a-chance adventure. Much of the time you don't quite know where you're going to land when you leap, but you got-ta' go for it anyway. Overall, you wouldn't do wrong to wing it with Darkwing Duck.

Darkwing Duck by NEC
$61.99
Available January '92, 4 megs

TURBOGRAFX-16

PRO TIPS

You're on Stage

For an easy win against Tuskerini, position yourself atop this purple stage prop and cut loose with the rapid fire.

A Leap of Faith

Should you slip and fall into this dungeon area, keep moving towards the right. Once you reach this floating platform, which seems to leave you stranded, make a hard leap to the right and you'll land safely on a stone wall below.

It's a Puzzle

Simply envision the Mona Lisa and you won't have any trouble solving this puzzle.

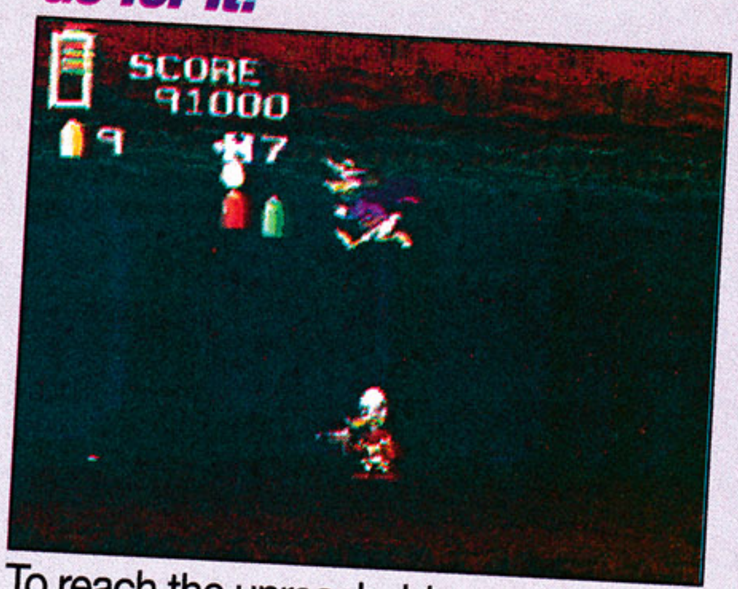
What a Jolt!

When Megavolt's on the ground, position yourself either to the left or the right of him. When he fires the first shot, duck down. Then quickly jump into the air as the second shot is fired. He won't change his pattern of fire, so you won't have to either.

Take Aim

The only way to clear this mega ditch is to bounce off one of the bullets that Moliarty fires at you.

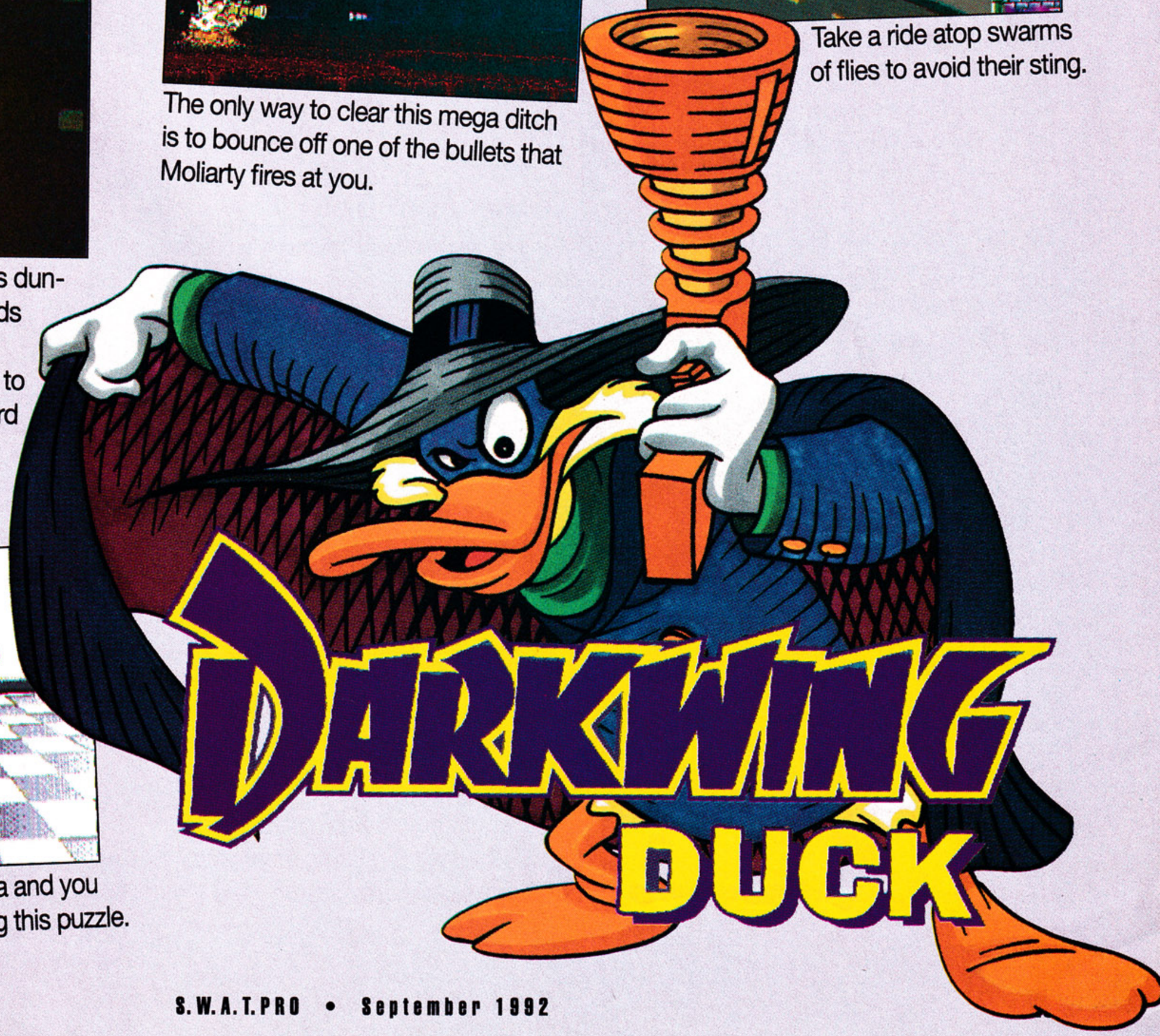
Go for It!



To reach the unreachable goodies, position yourself below them. Next, allow an enemy to get almost face-to-face with you. Then quickly jump up and bounce off them.

The Sting

Take a ride atop swarms of flies to avoid their sting.



GAME BOY

PRO REVIEW

By Boss Music

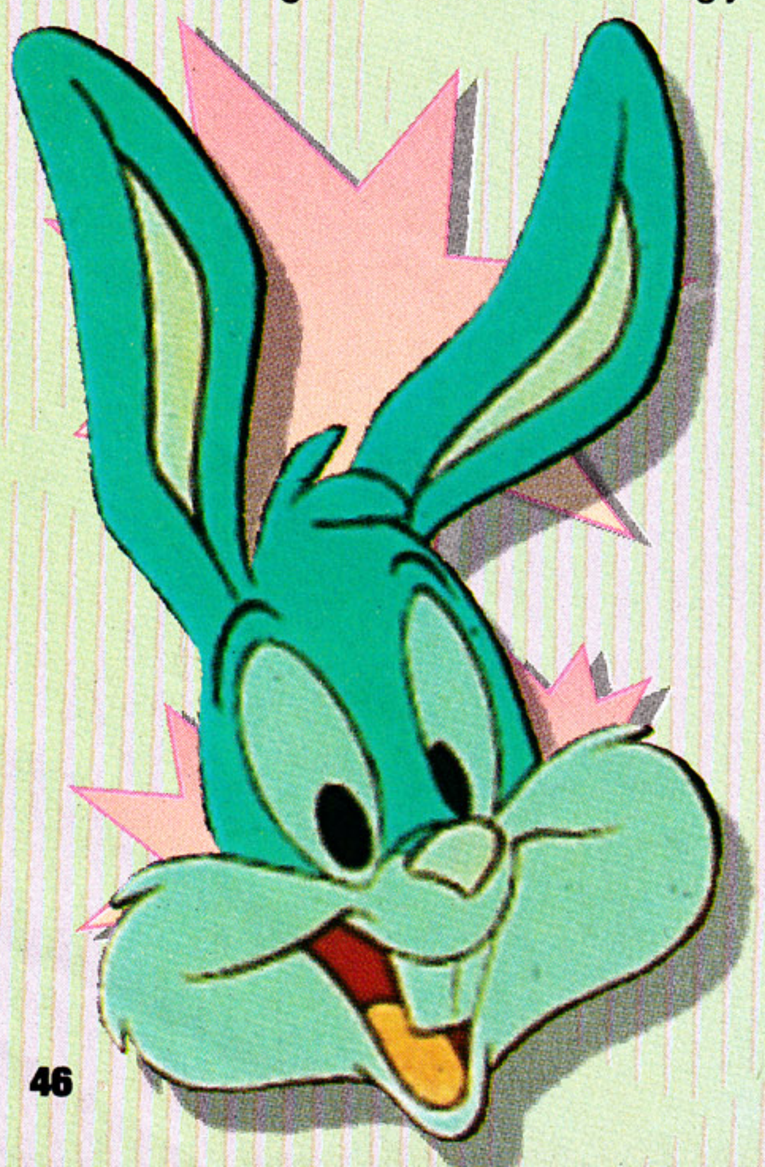
They're tiny, they're Toony, they're all a little loony. They're the stars of the #1 kids-of-all-ages animated show on T.V., they're Steven Spielberg's cartoon creations, and now they have their own Game Boy cart from Konami. They're the Tiny Toons! And you're invited to their first handheld adventure.

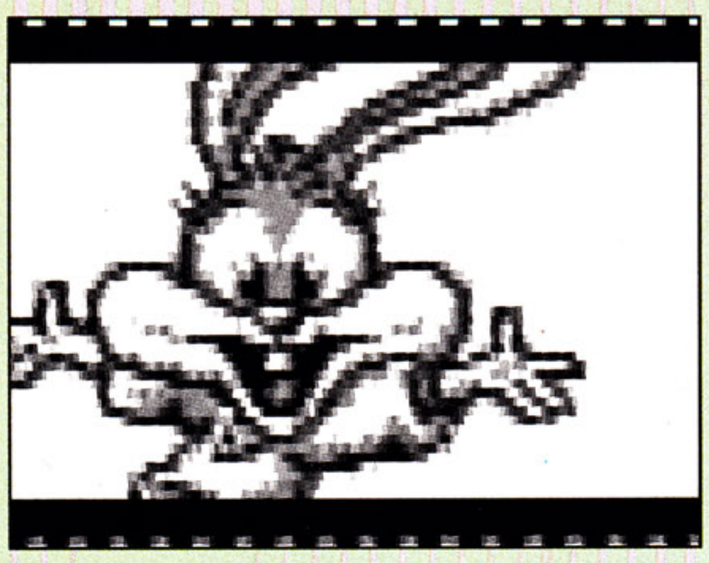
Babs Goes Big Time

Buster and Babs Bunny (no relation) are known as the hip-happenist Toonsters at Acme Looniversity. But when Babs goes Hollywood and auditions for a starring role in an Acme Loo theater production, greedy Montana Max goes cash crazy (so what else is new?) and tries to zone off the theater as his own private vault – with Babs locked inside. Buster's not one to blow a gasket, but now he's hoppin' mad! Along with pals Plucky Duck and Hamton Pig, he vows to bounce Monty's check before Babs is hare fricassee.

True-to-TV Looks and Sounds

So you want to "Toon-in" some great music and graphics? Tiny's cartoon characters are animated like a charm, and the theme song is rendered astonishingly



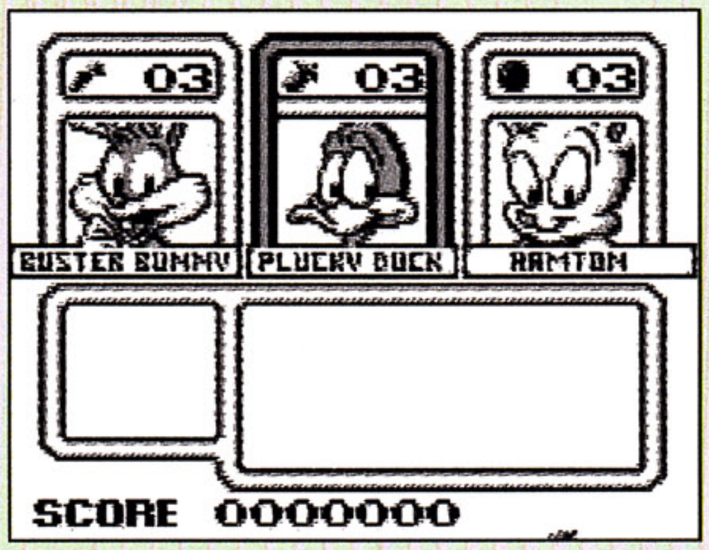


Babs goes broadway.

well on the GB. This cart is as sweet to the senses as it is fun on the thumbs!

Exchange Students

You play the three amigos, Buster, Plucky, and Hamton, and you can switch off between the Toons any time. You get two Montana-bashing moves: the standard stomp-jump and the fruit toss (carrots for Buster, pineapples for Plucky, and watermelons for Hamton). They share three lives, but you can find more along the way. You also get two continues. Each character has his own personality quirks,



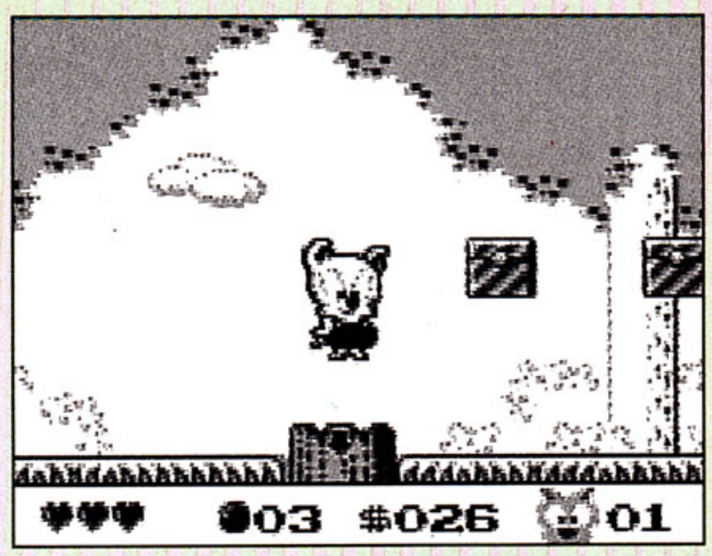
Swap your Toon persona whenever you want.

but they all play basically the same. If you're a Toon watcher, you know and love the cast, even the "extras." So some of your fav furry and feathered friends make cameo appearances to lend a helping hand...or paw.

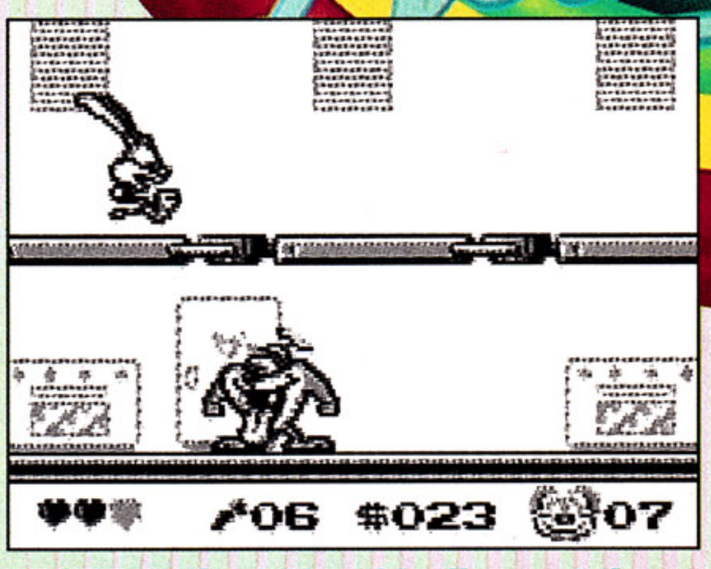
PROTIP: Use an enemy's head as a springboard to hop extra high. Hold Up to enter inverted tree stumps.

Let's Party, Buster Style

You take the Toony trio through four levels of Acme Acres hilariousity. You begin your quest for Babs' safe return in the back lots of the Looniversity, where you fight off Rodney Rats and rolly-poly armadillos. In Level 1 that Tasmanian bud, Dizzy Devil, will help you burrow under a cliff if you can find him first.

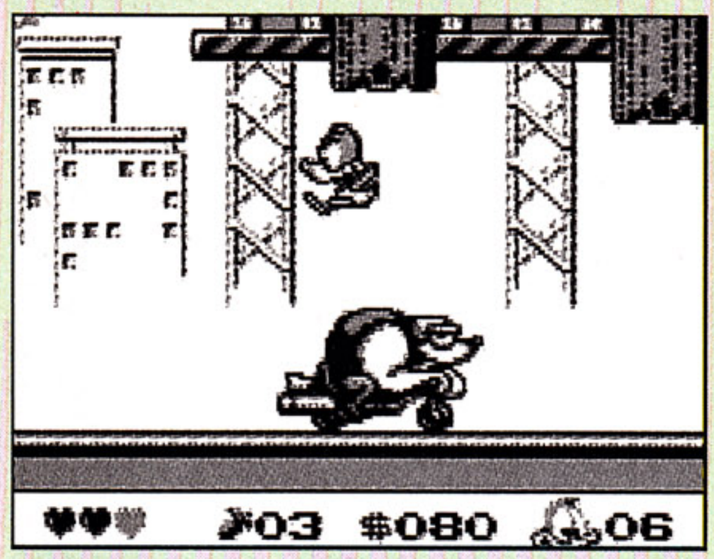


PROTIP: Climb down this tree stump to find and rescue Dizzy Devil.

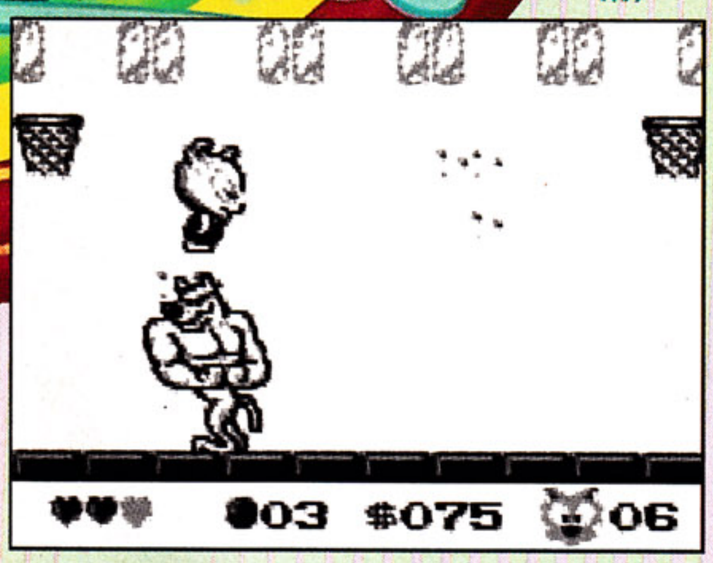


PROTIP: To feed Dizzy his dinner at the end of Level 1, rotate the shelves bearing chow and he'll have a full belly. Watch out for hazardous-to-your-health spikes!

Next you hit the streets and the sewers in Level 2, and you must survive pipe mazes and a train trip. Furball the cat knows the ins and outs of the back alleys, and he'll guide you through if you can defeat him at a game of hide-and-seek.



PROTIP: Bounce off the moving cart to reach Furball's Level 2 hideaway.



PROTIP: To dust Arnold the bullydog stand in the middle of the basketball court and hop over him each time he charges at you. Stomp his head when he rests and poses for the crowd. Be fast or be slam-dunked.

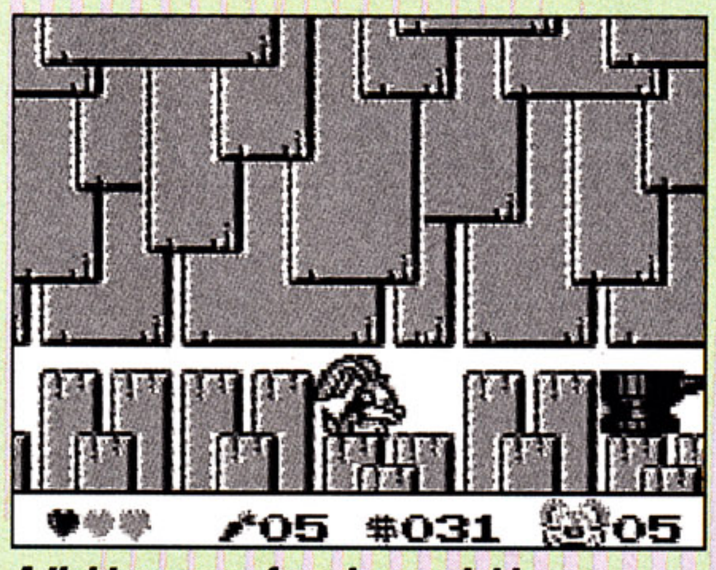
PROTIP: While you're riding the train walk through the walls of the cab compartments to find bonus goodies.

Level 3 is a spook-fest of a forest with a creepy Ghost House at the end. Fifi the skunkette uses her tail's odoriferous emanations to make the evil trees clear the way for you to proceed.

PROTIP: Dodge backwards when the forest ghoulies drop pine cones from the trees.

The Acme company is the self-proclaimed "leader in defective gadgetry," so when Calamity Coyote gives Buster a ride on his Rocket Bike at the beginning of Level 4, you can bet it's fast, it's scary, and it HAS NO BRAKES. Yikes! To make this trip hell on wheels, every hare's worst-playmate-of-the-century nightmare, Elmyra, chases after your tail. And finally Shirley the Loon gives you a lift to Monty's mansion with her mystical powers at the end of the level. If you claw your way to the big house you'll be staring down the cartoon pipe at plenty of Toon-splatting gadgetry.

PROTIP: Press Right to accelerate your Rocket Bike out of Elmyra's all-too-loving arms, but slam on the brakes before each pit and jump.

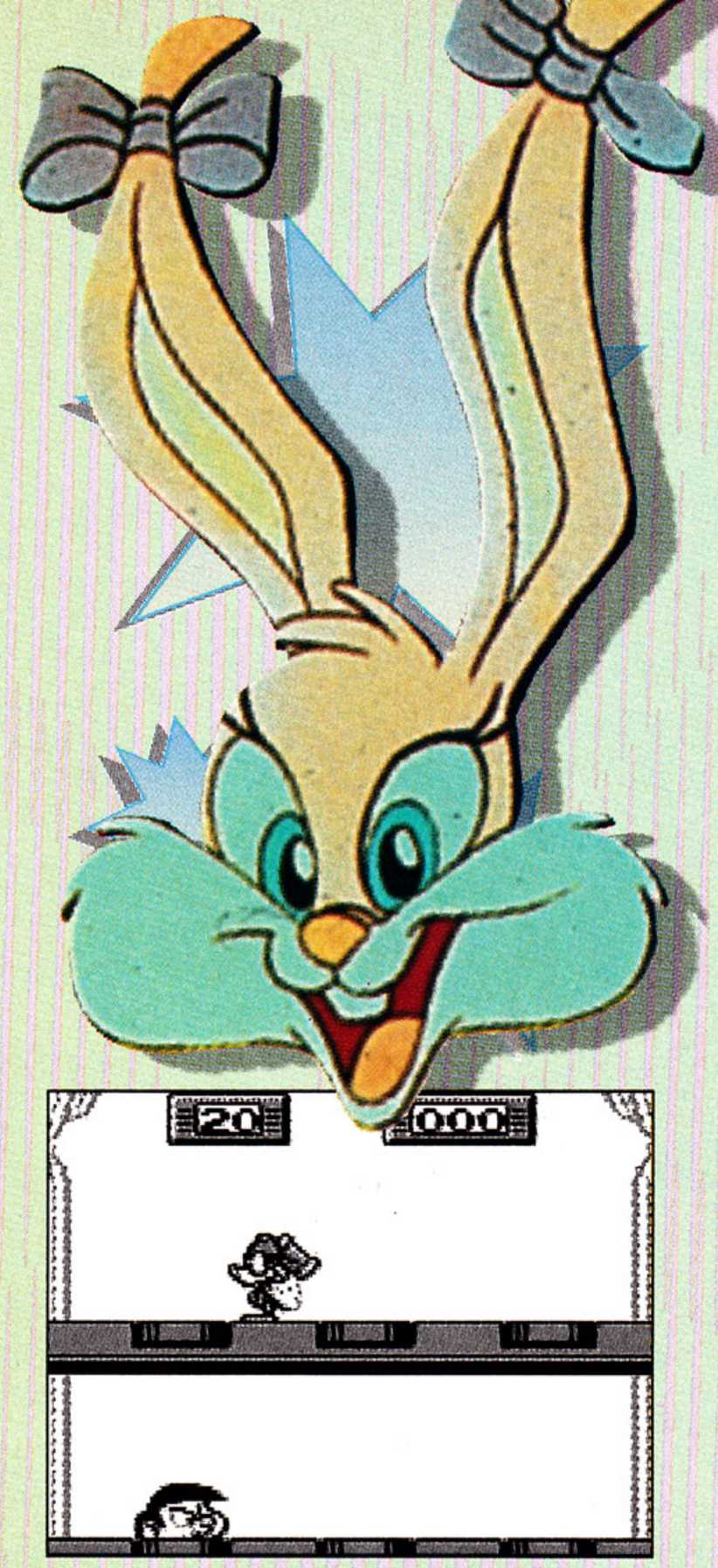


A tight squeeze for a happenin' hare.

Toon Diversions

Somewhere in each level you can play special bonus games for ammo, points, prizes, and extra lives. There's a "Whack the Mole" game only you have to "Whack the Monty," there's a race-off between you and your choice of Tiny Toon opponents, and you can play a Toon slot machine. The games cost money, so grab cash icons and Toon-in when you can.

PROTIP: After you spelunk through an underground passage and appear later on the surface, backtrack to enter bonus games you might have missed while you were underground.



PROTIP: To win at the Montana Mash game, be quick and return to the center of the screen after you bash a rat. If a Monty pops up, sock him for a super bonus score!

Dat's All Folks!

Tiny Toon Adventures is as light-hearted as its broadcast big brother, and if you like the show, you'll love each and every screen in the portable rendition! You don't need to be a GamePro to beat this cart, so Toonsters young and old are invited. Even after you win once, you'll come back to this "Anvil Symphony" of video gaming over and over again. No doubt about it, you'll earn your Toon degree in no time!

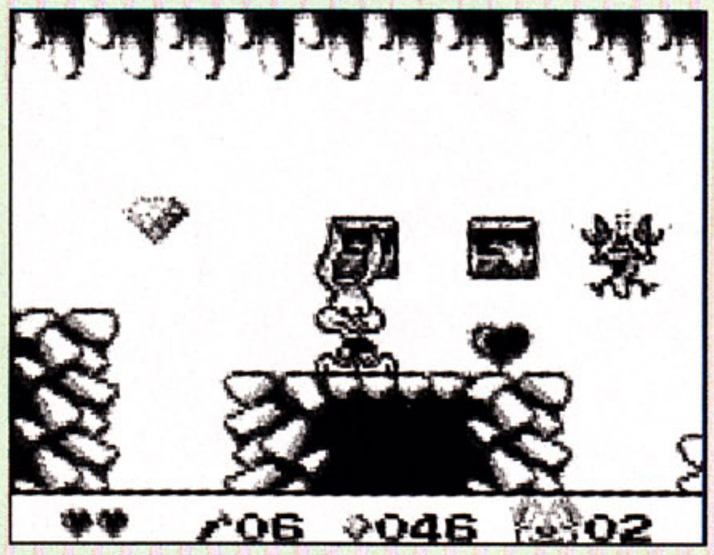
Tiny Toon Adventures by Konami
Price not available
Available March, 1 meg

GAME BOY

PRO TIPS

Take Heart

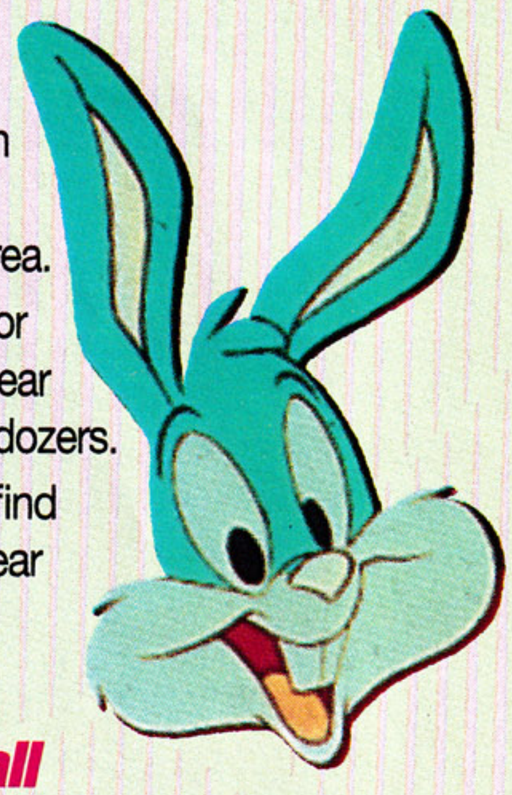
Grab up every big heart you can find, which will add to your lifeline.



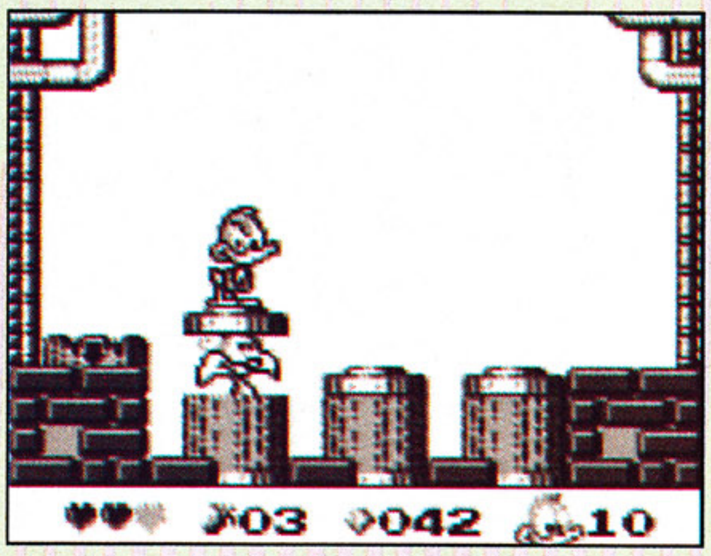
Level 1: Here's the first big heart, located in Level 1's first underground area.

Level 2: Look for another heart near the Level 2 bulldozers.

Level 3: You'll find a third heart near Fifi's cage in Level 3.

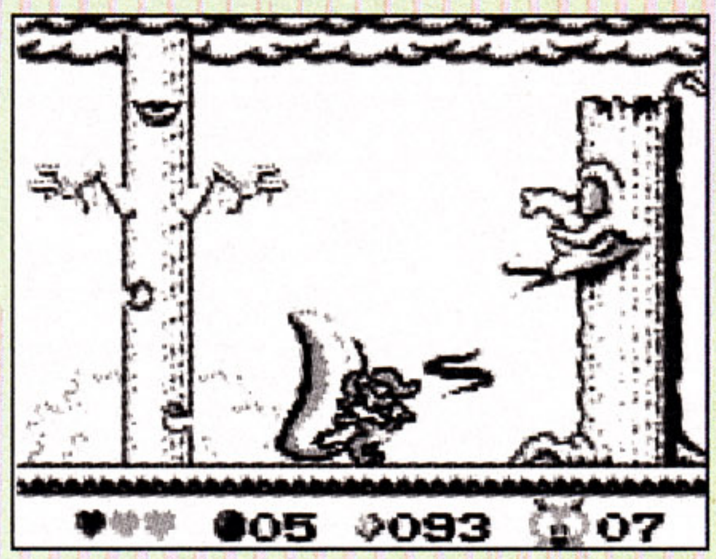


Beat Furball



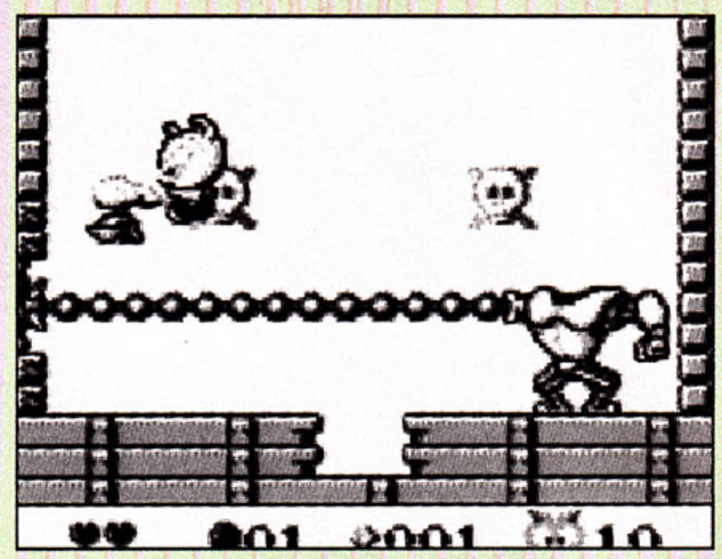
To add Furball to your motley crew, you must beat him at hide-and-seek two out of three times. Watch the height of his jumps to predict which trash can he'll pick. Once Furball's on your side, he'll lead you through the dangerous, low-hanging pipes in Level 2.

Find Fifi



To rescue Fifi, tap the button located in Level 3's cloud path. Return to Fifi's cage and you'll free her from captivity! Now unleash Fifi's odoriferous scents amongst the evil trees.

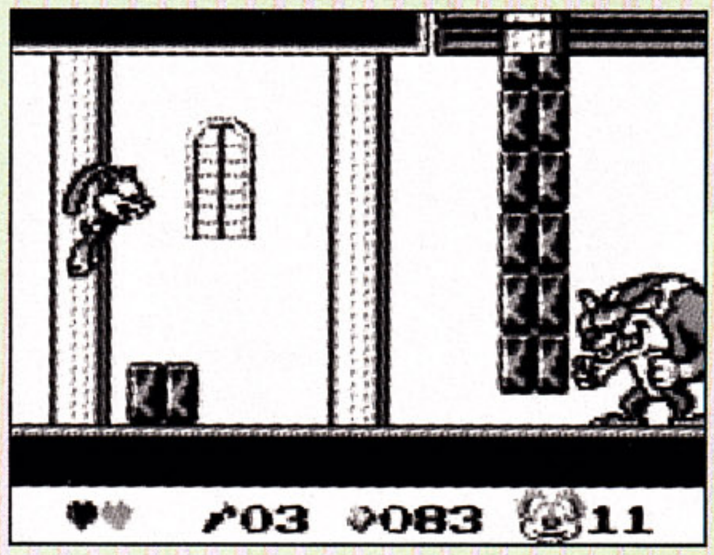
Eliminate Armor



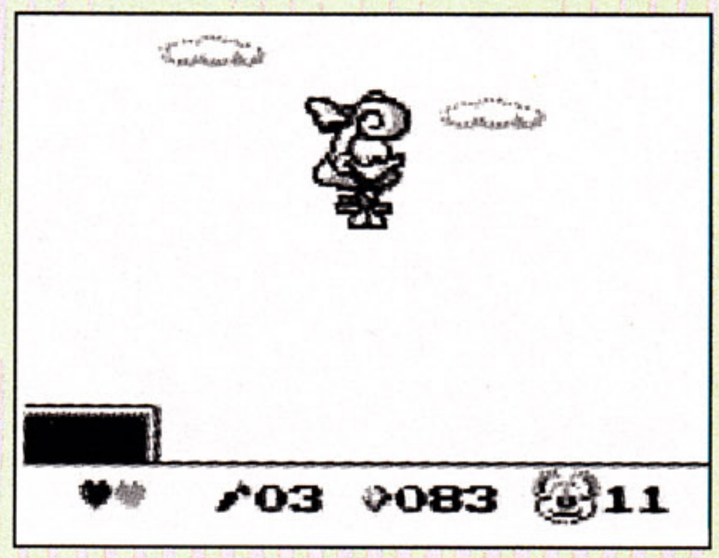
Stand on the chain and leap on Armor's bouncing head. Duck into the crevice when he jumps in the air, and repeat this process several times to give Armor the boot.

TINY TOON Adventures

Save Shirley

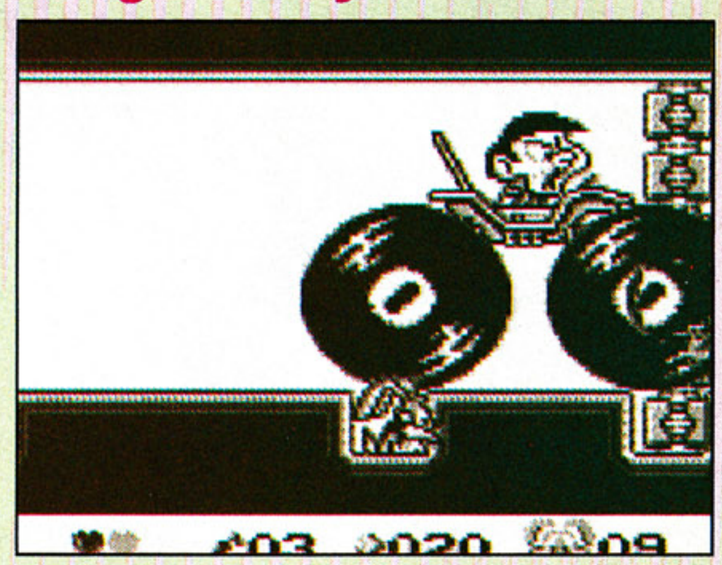


Jump over or duck the blocks Wolverine punches in your direction. To make Wolfy howl, keep dodging the blocks and the ceiling will cave in and crush him flat. You'll then rescue Shirley the Loon.

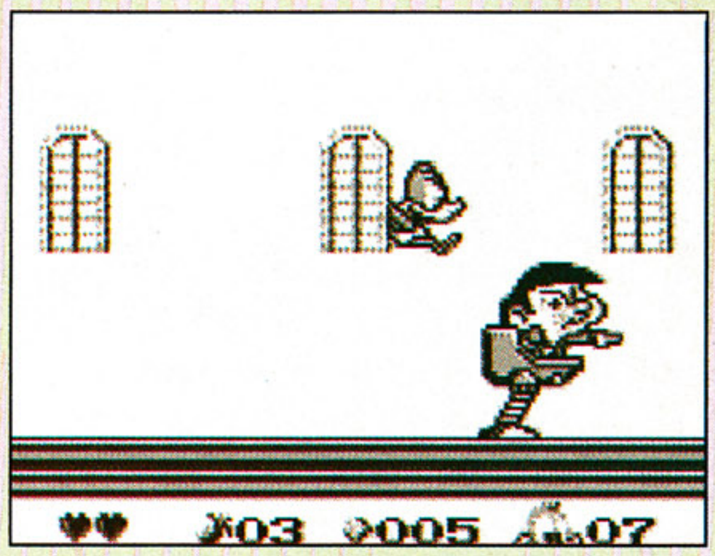


Kind Shirley will levitate you over the cliff near Monty's mansion and blast open his front door.

Mangle Monty



Egads, it's Monty's big truckin' steam-roller! Proceed slowly forward and hide in the crevices along the pathway. Eventually Montana will break down a brick wall.



Run under Monty's monster jumps, then stomp the maggot on his head while he's stunned. You'll teach Montana a lesson, once and for all!

GamePro TV is Here!

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Hot Tips, Tactics and Passwords!

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Albuquerque, NM	KGGM-13	Corpus Christi, TX	KDF-47	Idaho Falls, ID	KIDK-3	New York, NY	WABC-7	Seattle, WA	KCPQ-13
Alexandria, LA	K47DW-	Dallas,TX	KDFI-27	Indianapolis, IN	WTTV-4	Norfolk, VA	WAVY-10	Sioux Falls, IA	KTTW-17
Alpena, MI	WBKB-11	Davenport, IA	KLJB-18	Jackson, MS	WAPT-16	Odessa, TX	KPEJ-24	South Bend, IN	WSBT-22
Anchorage, AK	KIMO-13	Dayton, OH	WKEF-22	Jacksonville, FL	WNFT-47	Oklahoma City, OK	KOKH-25	Spokane, WA	KAYU-28
Atlanta, GA	WXIA-11	Denver, CO	KWGN-2	Johnstown, PA	WWCP-8	Orlando, FL	WKCF-68	Springfield, MO	KDEB-27
Austin, TX	KXAN-36	Detroit, MI	WDIV-4	Joplin, MO	KSNF-16	Ottumwa, IA	KTVO-3	St. Louis, MO	KMOV-4
Baltimore, MD	WJZ-13	Elmira, NY	WETM-18	La Crosse, WI	WLAX-25	Peoria, IL	WHOI-19	Syracuse, NY	WTVH-5
Baton Rouge, LA	WGMB-44	El Centro, CA	KECY-9	Lafayette, LA	KADN-15	Philadelphia, PA	WGBS-57	Tallahassee, FL	WTLH-6
Birmingham, AL	WABM-68	El Paso, TX	KCIK-14	Lansing, MI	WSYM-47	Phoenix, AZ	KUTP-45	Tampa, FL	WTMV-32
Bluefield, WV	WOAY-4	Erie, PA	WICU-12	Las Vegas, NV	KRLR-21	Pittsburgh, PA	KDKA-2	Terre Haute, IN	WBAK-38
Boise, ID	KBCI-2	Eugene, OR	KLSR-25	Lexington, KY	WDKY-56	Portland, ME	WPXT-51	Topeka, KS	KTKA-49
Boston, MA	WBZ-4	Fargo, ND	KXJB-4	Little Rock, AR	KASN-38	Portland, OR	KPDX-49	Traverse City, MI	WPBN-7
Buffalo, NY	WKBW-7	Flint, MI	WEYI-25	Los Angeles, CA	KABC-7	Providence, RI	WNAC-64	Tucson, AR	KGUN-9
Butte, MT	KCTZ-7	Fresno, CA	KAIL-53	Lubbock, TX	KJTV-9	Raleigh, NC	WPTF-28	Tulsa, OK	KTUL-8
Charleston, SC	WCSC-5	Ft. Smith, AK	KPBI-46	Knoxville, TN	WKCH-43	Richmond, VA	WWBT-12	Waco, TX	KWKT-44
Charlotte, NC	WCCB-18	Grand Rapids, MI	WUHQ-41	Marquette, MI	WLUC-6	Roanoke, WV	WSLS-10	Washington, D.C.	WRC-4
Chattanooga, TN	WDSI-61	Green Bay, WI	WXGZ-32	Medford, OR	K24CH*	Rochester, MN	KAAL-6	Wichita, KS	KSAS-24
Chicago, IL	WGBO-66	Greensboro, NC	WGHP-8	Miami, FL	WDZL-39	Rochester, NY	WROC-8	Wichita Falls, TX	KFDX-3
Cincinnati, OH	WSTR-64	Greenville, NC	WFXI-8	Milwaukee, WI	WCGV-24	Rockford, IL	WQRF-39	Wilkes Barre, PA	WBRE-28
Cleveland, OH	WJW-8	Greenville, SC	WLOS-13	Minneapolis, MN	KITN-29	Sacramento, CA	KSCH-58	Yakima, WA	KCY-53
Colorado Springs, CO	KXRM-21	Harlingen,TX	KVEO-23	Mobile, AL	WJTC-44	Salt Lake City, UT	KXIV-14	Youngstown, OH	WFMJ-21
Columbia, SC	WACH-57	Harrisburg, PA	WPMT-43	Monroe, LA	KARD-14	San Antonio, TX	KENS -5		
Columbus, GA	WXTX-54	Hartford, CT	WFSB-3	Nashville, TN	WXMT-30	San Diego, CA	KUSI-51	*Cable Channel	

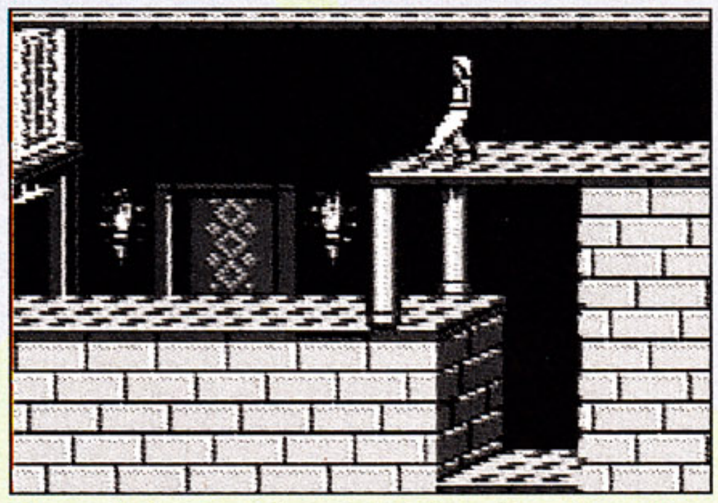
Prince of Persia

By Slasher Quan

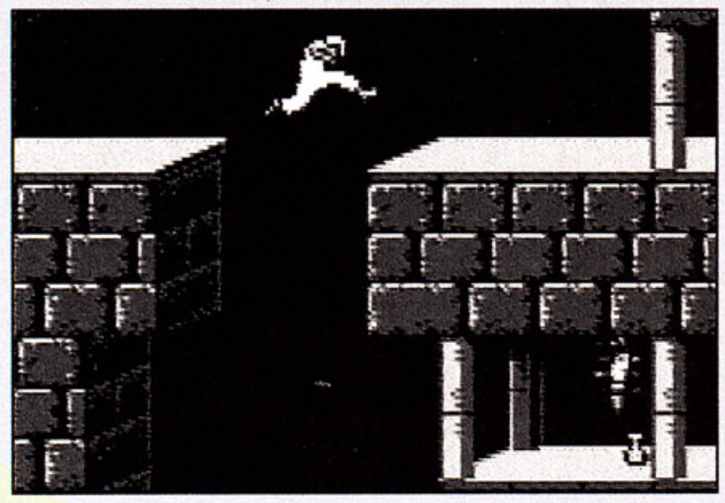
Stop! Hold the music! Don't abandon us yet! Yes, we have another damsel in distress, a fair maiden in need of rescue. But this one's different...she's RICH!

To Heir Is Human

Seems a tyrant named Jaffar usurped Persia's crown while the good Sultan was vacationing and then tossed the former ruler's daughter into a dungeon. Now her loveliness has one hour to marry Jaffar or be executed. Tough choice. It's left to you, a stranger from out of town – a man with no name – to brave a 12-level maze and slay the evil "J." What's in it for you? Her, you dufus, and she'd make you Prince. So get to it!



Press B to step slowly to the edge of a pit.



Get a running start to make it over pitfalls.

Move It or Lose It

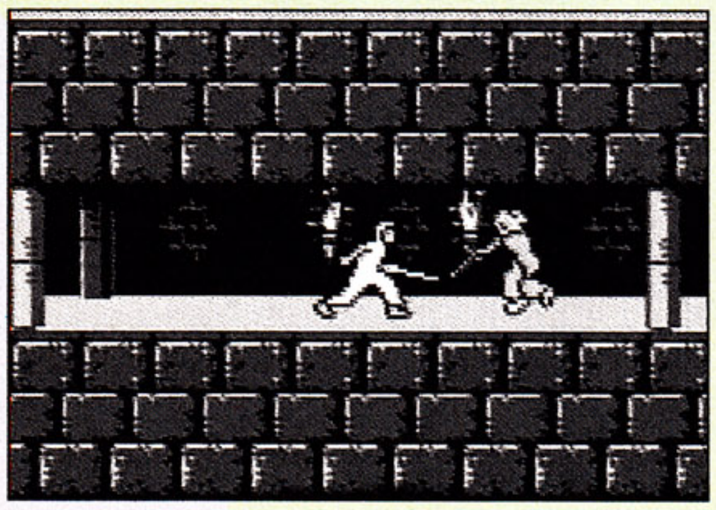
Prince of Persia originally slashed its way across computer screens; now this classic's turned up on the Game Boy. The prince-to-be's dungeon-spelunking takes place in side-view perspective, and scenery changes each time you walk off the edge of a screen.

Limber up those thumbs, the controls are different and more difficult when compared with previous Game Boy action-fantasies, such as Wizards and Warriors. Instead of using just the control pad to move the great nameless one forward, you must use both the control pad and Button B. Press the control pad and he runs; press B and he takes tiny, deliberate steps. Because of this dual control you must make very precise moves if you want to get through the many evils and deadsplats safely.

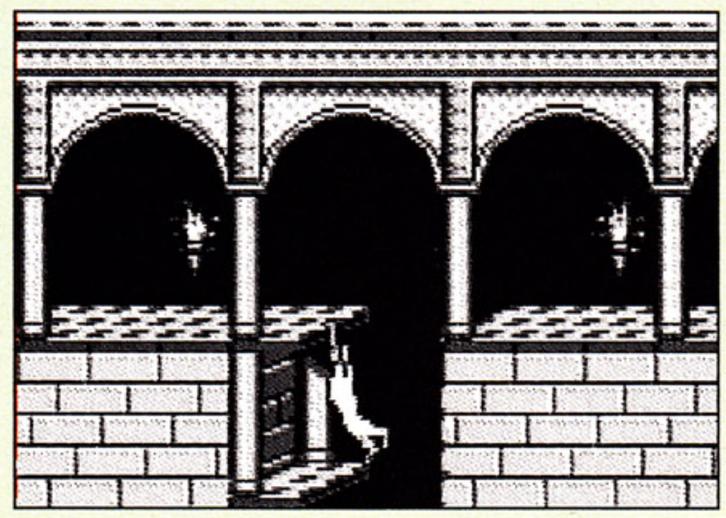
You can grab ledges and swing from them, too, a handy way to avoid long falls and sharp objects which, by the way, suck up your energy. Expect to meet up with plenty of guards who reap great pleasure in chopping you down to size.

Password Priority

The bad news is you've only got sixty minutes to bust this rat-hole your hero's landed in. The good news is that a password appears after each area is completed, so don't sweat the clock if your batteries run low. Other help? Potions may restore strength...or suck it away. Poison or ambrosia, it's a risky gamble, but one you must take.



Duel to the death!



Press A if you fall and you can catch the lip of a ledge.

PROTIP: Run over collapsing blocks and you won't drop off with them.

PROTIP: Carefully approach a prince-crunching slicer by pressing B, then start your dash when it's closed.

PROTIP: Open locked doors by stepping on the right tile.

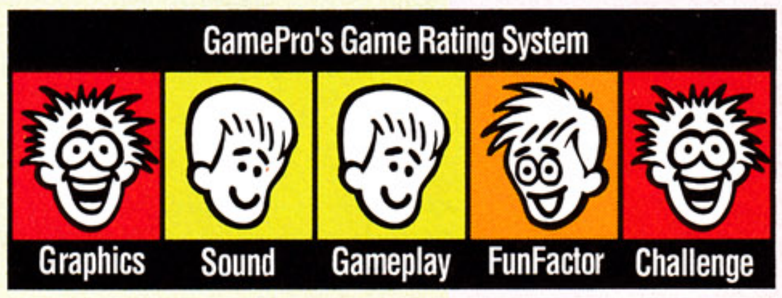
PROTIP: To find your sword on Level One, fall through the first pit and head left until you see it on the floor.

PROTIP: During a fight, allow your opponent to draw nose-to-nose before you take a swing. You can get in multiple hits before he retreats.

PROTIP: If you perish and you've used up too much time, just reset the clock with your password. Allow no more than five minutes per level.

Game Boy Royalty

Prince of Persia is graced with detailed backgrounds and hilarious animations – you'll love the way the prince literally "shakes out the cobwebs" when he bumps into a wall. Although a greater variety of tunes and sounds would have been welcome, effects such as the pitter-patter of his moving feet add a nice, realistic touch. The gameplay is tough to learn, but once you pick up on the controls, Prince of Persia is a negotiable maze-maddening adventure. But once, just once, wouldn't it be fun to play the villain? Nahhhhh.



Prince of Persia by Virgin Games
$29.95
Available Jan. '92, 1 meg

GAME BOY

PRO TIPS

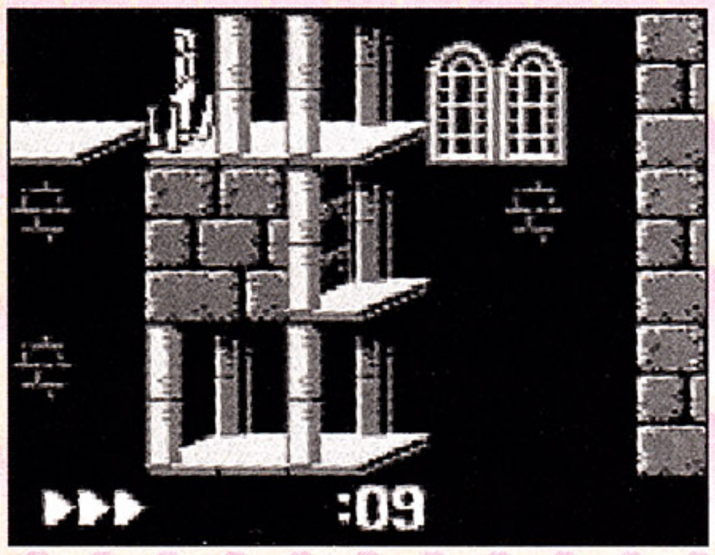
Prince of Persia

Passwords

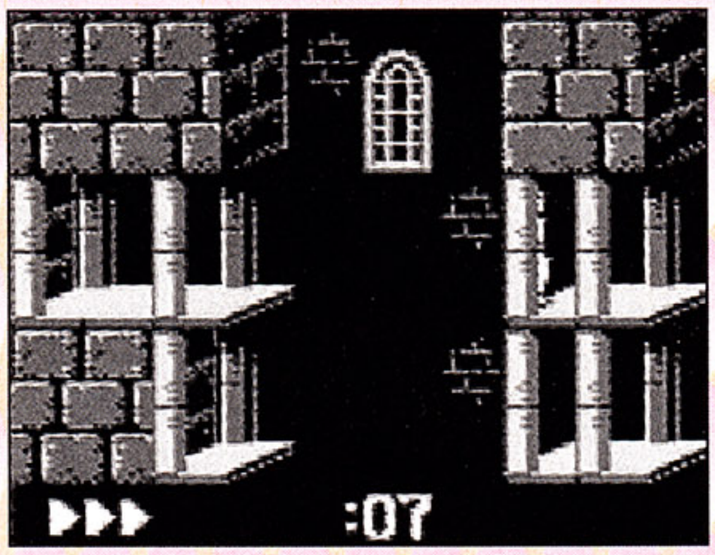
Level 2	00765075
Level 3	36664765
Level 4	99116015
Level 5	53004005
Level 6	46308135
Level 7	65903195
Level 8	13807185
Level 9	25432654
Level 10	92731644
Level 11	80637674
Level 12	56135664

Level Twelve Run Through

Here's how to make it through Level Twelve's final confrontation with Jaffar. From the beginning of the level, run to the right as far as you can go. Now climb up and walk to the right. Turn and climb up three times. Walk to your left until you reach a set of spikes. Now run to the left,

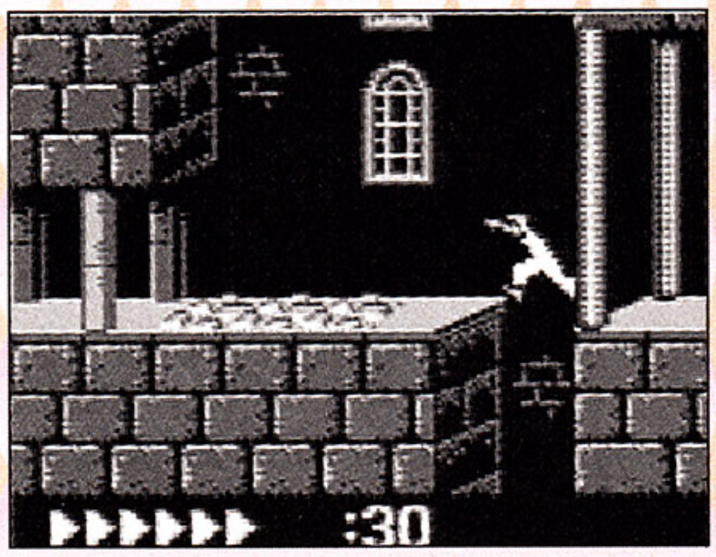


exit, and keep running as fast as you can. When you reach the gap, jump and use Button B to grab the ledge. Climb up two times, move to the left, and turn around.

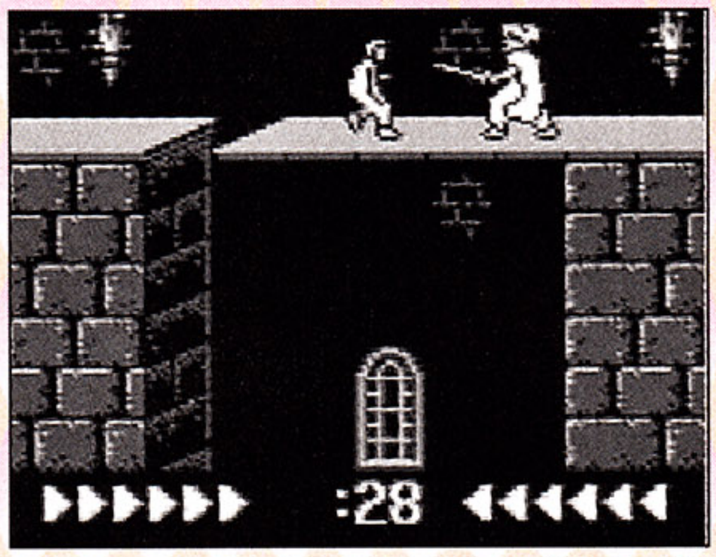


Run and jump to your right, keep running, and jump again. Do it one more time!

Take a breath, walk to your right, and climb up. Leap to knockdown the slab and then climb up three times. Run, exit to the left, then run and jump to the left. Climb up, run left, and exit. Run, jump left, and then climb up four times. Stand on the panel, climb down, and exit through the gate on the left. Turn and run to the exit on the right. Make the tough jump to the right and then climb up. Run to the right and stop at the edge of the ledge. Climb up and jump to knockdown the slab. Jump up, walk right, turn, run left, and then jump over the gap. Run to your left, exit to the left, and then run to the left off the ledge. Use the path that appears to exit left, drop down, and then exit left again. Stand still until the slabs fall and then exit to the left. Wait for more slabs to fall. Jump over the gap, and exit to the left.

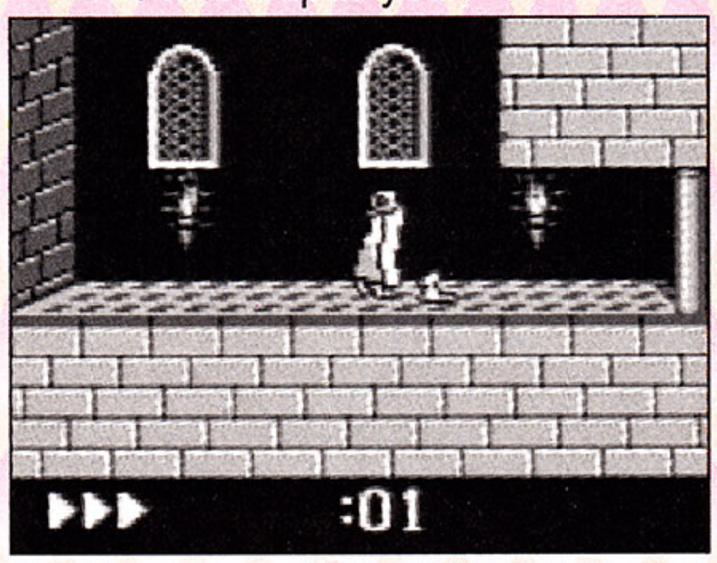


Climb up two times and exit at the top. Climb up one more time, turn around, and jump offscreen to the right. Run to your right and battle Vizier. Turn,



jump over the first and second gaps, and then exit through the door.

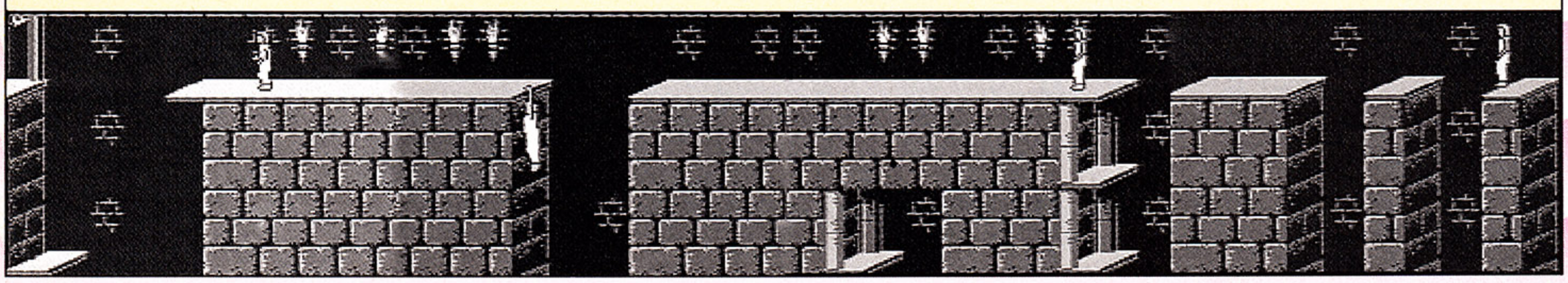
The rest is up to you!



Reunite our hero with the Princess!

Leap of Faith

It's gonna take a leap of faith and more to open the high gate in the middle of Level Three. From the beginning of the level, head right and up to the upper right-hand series of three pillars. After you jump on the third pillar, head back to the left as fast as you can. Run, leap off the edge of the falling platform, and go through the open door. It's all a matter of timing.

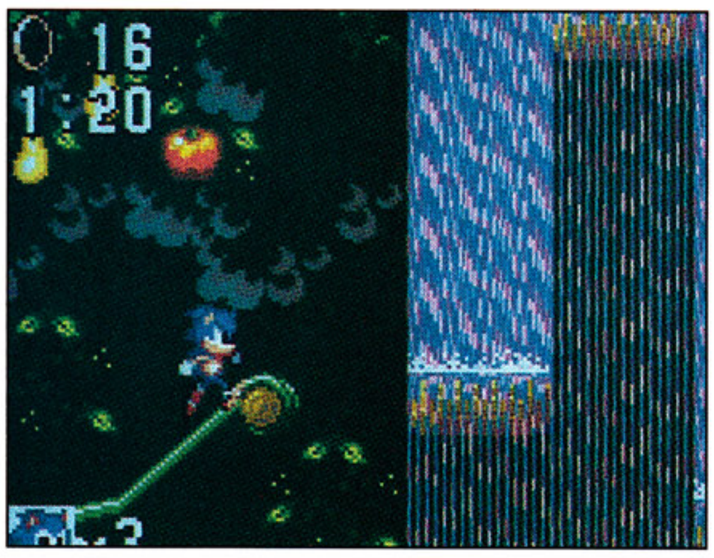


By Rigor Mortis

Fast on the heels of the monstrously popular Sonic The Hedgehog for the Genesis and the Master System, comes more blue, spiked, accelerated fun for the Game Gear! Everyone's favorite speedy rodent returns in an adventure that's almost a pixel-perfect replica of the Master System version of the game and plays just as fast and furious as the 16-bit version.

Suddenly Sonic!

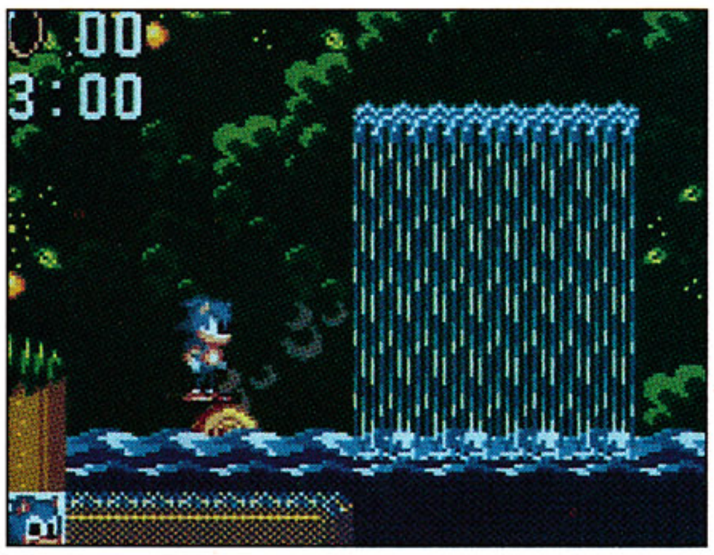
We return to the planet Mobius where the evil scientist, Dr. Robotnik, has transformed all the animals on the planet into mindless, killer automatons in search of six Chaos Emeralds scattered throughout the planet. Once Robotnik gains control of all the Emeralds, he'll rule all of Mobius! Only one short, blue, super-fast, radically cool creature stands between Robotnik and world domination – Sonic the Hedgehog!



Sonic the Hedgehog 1½!

Fleet Feet!

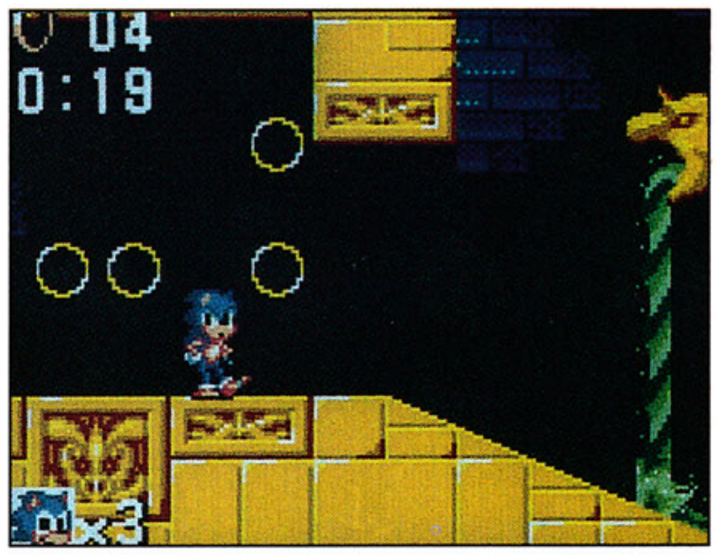
Sonic must rocket through six zones, each consisting of three acts. Each zone presents Sonic with a different challenge: tumbling through the rolling hills of the Green Zone, skipping over traps and zipping across rickety bridges in the Bridge Zone, hacking through the thick foliage of the Jungle Zone, exploring intricate underwater mazes in the Labyrinth Zone, riding conveyor belts in the Scrap Brain Zone, or dodging laser beams and missiles in a showdown against Robotnik in the Sky Base Zone!



Rollin' 'n Floatin'

It's essential to collect the golden rings that appear in abundance throughout the game. They provide valuable protection against enemy attacks, and help you earn a new life every time you accumulate 100 rings! Use Sonic's powerful Super Sonic Spin Attack to smash enemy robots and free Sonic's trapped animal buddies. Bust open video monitors to reveal special items such as shields, power sneakers, 1-Ups, temporary invincibility and the all-important Chaos Emeralds! A Bonus Panel appears at the end of each Act which randomly awards you with extra rings, 1-Ups, or a chance to warp to a Special Stage. There you ricochet through a giant pinball machine chock-full of rings, plus one valuable continue bonus. However, you must finish the Special Stage within the allotted time or you'll lose all the items you've accumulated!

PROTIP: Seek out the Exit when you enter the Special Stage and work backwards. When you hit the halfway mark on the timer, turn around and return to the Exit or you'll lose all your free goodies!



PROTIP: Carry at least one ring at all times. This enables you to take a hit without losing a life.

PROTIP: To qualify for the Special Stage, you must hold between 50-99 rings at the time you hit the Bonus Panel.

Runaway Rodent

Sonic The Hedgehog looks and plays extremely well. It's amazing how Sega's programming wizards effectively crammed the same super-fast gameplay and constant action of its Genesis big brother within the tiny confines of the Game Gear. The music and sound effects are extremely sharp and clear – too bad the audio output is in mono. The graphics are beautiful, and the animation is especially crisp and smooth with nary a flicker in sight! Fast-paced, challenging, and a joy to behold, this cart shatters the fun barrier!

Sonic The Hedgehog by Sega
$39.95
Available now, 2 megs

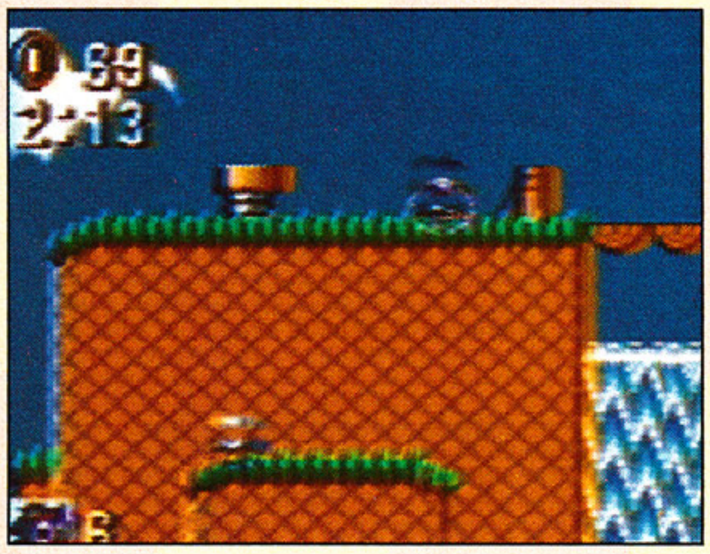
PRO TIPS

Emerald, Emerald, Who's Got the Emerald?

Here's how to find each of the six Emeralds in Sonic The Hedgehog:

Emerald 1: Green Hill Zone, Act 2
After you go through the underground waterfall area, you'll reach a button just past the arrow monitor that vaults you to a higher level. Jump to the ledge and head left inside of the waterfall cave. Keep moving left until you can't go any further. Drop down several levels. On your right, you'll see a ledge with the Emerald!

Emerald 2: Bridge Zone, Act 1



Grabbing the second Emerald is pretty hazardous to Sonic's health. Stand on the second falling bridge (just past the second weighted springboard) and let yourself fall. As you drop, you'll see the Chaos Emerald to your left. Jump left to grab it, and then jump up to continue.

Emerald 3: Jungle Zone, Act 1

When you reach the third waterfall, jump on the falling log and ride it to the bottom of the waterfall. Jump to the ledge on the left. Move left and climb on board the floating log. Roll left on the log until you reach the Emerald.

Emerald 4: Labyrinth Zone, Act 2

The Emerald is in a corner to the left of where you emerge from the water.

Emerald 5: Scrap Brain Zone, Act 2
To find the Emerald, head right at the beginning of Act 2 and go through the door. Go to the upper right-hand area of the conveyor belt room and into the long hallway. When you reach the end of the hallway, drop down and move to the right. When you reach the "y" split, take the lower hallway. Keep moving until you reach a hallway on your right. Jump across the hole to enter the hallway and move right until you reach the transport. Next, go left until you reach two doors. Move to the right to locate the switch that opens the left-hand door and closes the right-hand door. Keep moving right, then drop down, and head left. Jump into the first pit you reach and you'll find the Chaos Emerald. Return to the two doors and take the left-hand door to exit the Act.

Emerald 6: Sky Base, Act 2
Jump left at the beginning of the act. You'll land on a platform that takes you to another platform. The second platform will take you right until you reach a platform that moves up and down. Jump on this platform, move up, and jump to the left onto a ledge. The Emerald is at the left of the ledge.

1-Ups!

You can score 1-ups in special rounds after each act. But, don't forget to hunt for those hidden rounds along the way. There are tons in the first three zones alone! Check it out!

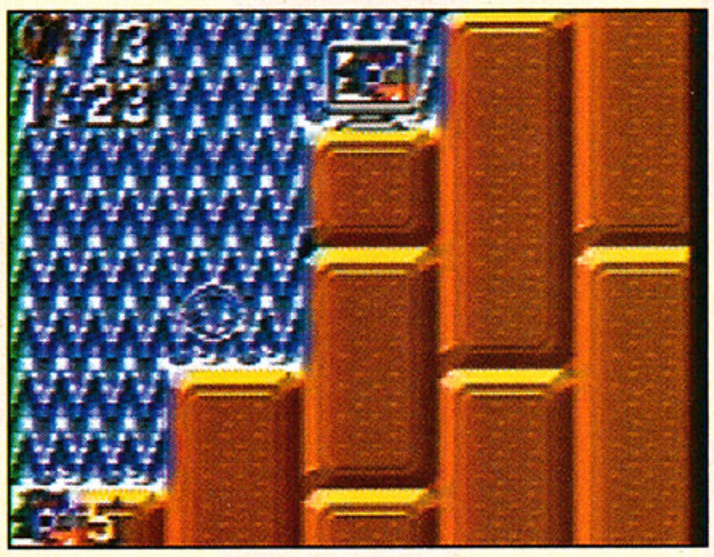
Green Hill Zone, Act 1: Look in the second palm tree after the first set of spikes.

Bridge Zone, Act 1: Use the second weighted springboard to vault to the top of the cliff.

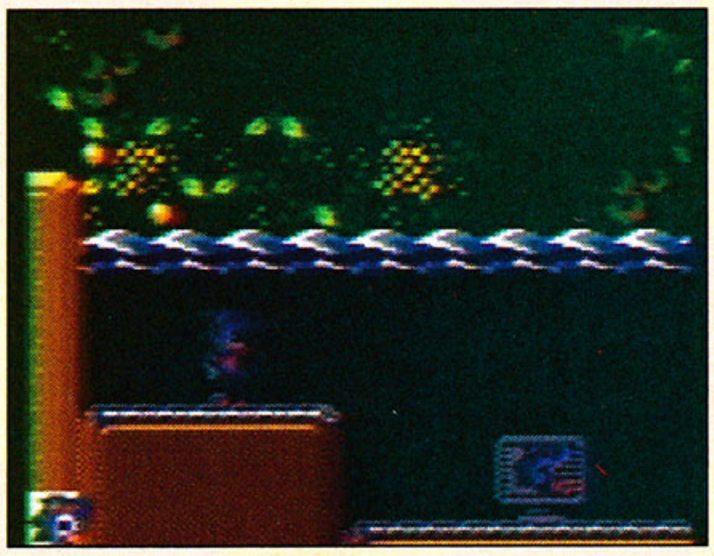
Bridge Zone, Act 2: Just after the first bridge past the first weighted springboard, look and jump on the 1-up. Use it to vault to safety on the bridge.

Bridge Zone, Act 3: At the beginning of the act, move to the left.

Jungle Zone, Act 1: Look on the first waterfall's highest left-hand ledge.



Jungle Zone, Act 2: Look halfway up the waterfall to the right-hand side on a ledge.



Jungle Zone, Act 3: Move to the right, and jump into the water. You'll see the 1-up on the second underwater ledge.

ProChalle

Challenge the ProScores!

When you achieve your best score on any Nintendo, SNES, Sega, Genesis, TurboGrafx-16, Atari (7800 or XE), 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 3329
Redwood City, CA 94064

NINTENDO

Game	Player	Score
720 Degrees	Conrad D. Cheslock	365,400
1942	Jason Wu	138,400
1943	Donald E. Vasquez	2,621,400
Abadox	Jason Turka	377,790
A Boy and His Blob	Jason Turka	157,015
Addams Family	Stephen Krogman	1,034,200
Adventure Island	Steve Pavlina	613,320
Alien Syndrome	Jason Bleistein	204,500
Alpha Mission	Michael Suggs	425,000
Arkanoid	Stephen Krogman	999,990
Balloon Fight	Tony Shivley	991,250
Battletoads	Chris Mamitag	999,999
Black Bass	David Wright	25 lbs.
Bowling	Cary Bell	240 pts
Bubble Bobble	Gerard Agbulos	2,071,390
Bugs Bunny	Michael Gaddis	132,500
Bump 'n Jump	Greg Shill	126,840
California Games/ Half Pipe	Matt McGrath	24,445
Chiller	Alex Childress	1,307,100
Contra	Dan Kennedy	6,553,500
Cybernoid	Brian Davis	61,220
Dig Dug	Stephen Krogman	250,000
Dig Dug 2	Charlie Kimble	415,100
Donkey Kong	Stephen Krogman	185,000
Donkey Kong Jr.	Michael LeJuez	438,400
Donkey Kong 3	Buzz Morgan	744,000
Double Dragon	Miles Hardison	527,760
Double Dragon II	David Wright	650,000
Dr. Mario	Stephen Krogman	9,999,8000
Dragon Warrior III	Bradley Lewis	Finished
Dragon Warrior IV	Jeff Adkins	Finished
Duck Hunt	Dwayne Julius	4,516,800
Duck Tales	Jeff Adkins	30,962,000
Faxanadu	Mason Sheffield	Finished
Fester's Quest	Mason Sheffield	Finished
Final Fantasy	Mason Sheffield	Finished
Flying Dragon	Bobby Miller	77,748
Fist of the Northstar	Jake McKee	1,581,400
Galaga	Michael Valenzuela	999,300
Gauntlet	Paul M. Davis	3,999
Godzilla	Paulo Wageck	10,256,680
Golf	Stephen Dent	18 under par
Gradius	Scott Lindsey	3,652,000
Gyromite	Steve Menton	727,240
Hogan's Alley	Steven Faust	983,500
Ice Climber	Steven Faust	428,980
Iron Tank	Ed Van-Tilburg	1,180,900
Jackal	Cory Lewis	999,670
John Elway's Quarterback	Nicholas Malandrakis	109-0
Joust	Tony Grouzis	124,880
Karate Champ	Adam Albert	999,900
Karate Kid	Peter Boadry	557,200
Kickle Cubicle	Stephen Krogman	11,111,100
Kid Icarus	Richard C. Green	9,999,999
Kid Niki	Sam Wu	557,700
Klax	James Kalyn	3,435,800
Kung Fu Heroes	Michael Liebel	1,754,500
Kung Fu Master	E. Charbonneau	580,210
Legend of Kage	Marques Olivera	7,136,940
Legendary Wings	Conrad Cheslock	2,568,600
Life Force	Blair Vanstone	1,216,240
Mach Riders	Steve Menton	448,860
Marble Madness	James Chisholm	153,600
Mega Man	Steven Barnholtz	2,362,500
Mega Man 2	Mason Sheffield	Finished
Mega Man 4	Jeff Adkins	Finished
Mighty BombJack	The Game Freak	13,008,920
Millipede	Stephen Krogman	663,339
Monster Party	Nicholas Rohrbaugh	209,800
Ms. Pac Man	Mark Carlston	228,150
NARC	Darrin Blazak	1,236,000
Operation Wolf	Chris Spencer	1,172,800
Pac-Man	Joel Eades	341,320
Palamedes	Stephen Krogman	719,900
Paperboy	Glenn Stockwell	191,300
Pinball	Melissa Finch	947,720
Pinbot	Mike Camber	47,297,990
Pipe Dream	Dan Schillinger	1,986,650
Popeye	Jason Turka	57,410
P.O.W.	Robert Orapallo	339,600
R.C. Pro Am	Ricardo Rodrigues	323,393
Rad Racer	Glenn Stockwell	61,296
Rampage	Stephen Krogman	42,999,963
Renegade	Jason Turka	276,550
Roadblasters	Shawn McTaggart	993,727
RoboCop	Mark Buchholz	277,340
Robo Warrior	Stephen Drogman	9,999,900
Rock 'n Ball	R. Wayne Nitta	99,252,030
Rollerball	Fred Stallis	9,809,230
Rolling Thunder	E. Charbonneau	179,350
Rush 'n Attack	John Orr	1,182,600
Section Z	John J. Whittington	440,580
Shadowgate	Jonathon Temple	Finished
	Stephen Krogman	Finished
Shinobi	Justin Lee	800,300
Shooting Range Party Game	Ray Venosdale	99,990
The Simpsons: Bart vs. The Space Mutants	Christopher Wall	97,350
Sky Kid	Todd A.Barber	367,500
Sky Shark	Bob Ostrovecky	874,700
Snow Brothers	Stephen Krogman	1,331,100
Solomon's Key	Jeff Adkins	17,095,550
Spelunker	Jeff Adkins	9,999,820
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	Tony Costantini	Finished
Super Pitfall	Glenn Stockwell	9,999,500
Skate or Die	Teddy Meadows	127,300
Super Sprint	Matthew Rutter	276,550
Tetris	Matt Tabak	490,086
Teenage Mutant Ninja Turtles	Chris Hoffman	2,184,100
TMNT: The Arcade Game	Charles Hart	1,457
Tiger Heli	Blair Tuck	381,310
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

nge Board

NINTENDO (cont.)

Game	Player	Score
Wings	Conrad D. Cheslock	1,016,000
Wizards & Warriors II Ironsword	Stephen Krogman	11,000,394
World Runner	Adam Kline	669,650
Wrecking Crew	Jason T.	999,900
Zanac	Dave Hanych	36,783,810

SEGA MASTER SYSTEM

Game	Player	Score
Action Fighter	David Rapport	1,163,550
After Burner	C. Long	18,362,060
Alex Kidd/Lost Stars	Derek Bolinger	201,500
Alien Syndrome	Gram Crowe	804,500
Altered Beast	Peter Maksym	472,000
Astro Warrior	Gerald E. Shepard Jr.	655,900
Aztec Adventure	DeAngelo Price	87,100
Black Belt	John Polizzi	9,971,700
Bomber Raid	Daniel Montiero	1,198,900
Calif. Games/BMX	Julien Carrasco	181,000
Calif. Games/ Foot Bag	Jonathon Mason	120,550
Calif. Games/ Half Pipe	Phillipe Takla	33,480
Calif. Games/Skating	Julian Carrasco	1,910
Calif. Games/Surfing	Roger Moorefield	8.6
Captain Silver	Jacoby Lucien	1,280,000
Choplifter	Wayne Frick	3,327,200
Cloud Master	Tim Price	502,700
Dead Angle	David Rapport	259,300
Double Dragon	Reginald Stewart	3,456,930
Enduro Racer	Brian Dear	5'58"18
Fantasy Zone II	Jacoby Lucien	8,973,500
GangsterTown	Andrew Frick	194,720
Ghost House	Chris Janik	304,400
Global Defense	Peter Maksym	63,230
Hang On	Gus Zambrano	4,125,080
Kenseiden	Mike Jankuski	999,900
Kung Fu Kid	John Polizzi	5,117,800
Maze Hunter 3-D	Jacoby Lucien	302,500
Missile Defense 3-D	Jacoby Lucien	555,800
My Hero	André St. Laurent	586,590
Out Run	Michael J. Andrus	48,442,140
Parlor Games	D. Sonnenberg	score 200-83
Poseidon Wars	Michael J. Andrus	165,852
Power Strike	Thomas Dreiss	4,657,250
Pro Wrestling	Jacoby Lucien	704,000
Quartet	Jacoby Lucien	246,600
R-Type	Michael Andrus	1,159,300
Rambo	Ovidiu Marina	1,445,900
Rambo III	Jacoby Lucien	81,900
Rampage	Vijay Parthban	942,735
Rastan	Brian Gaudreault	2,081,990
Rescue Mission	Andrew Frick	568,600
Safari Hunt	Ric Elias	1,533,500
Shinobi	Michael Andrus	1,568,450
Shooting Gallery	Jacoby Lucien	333,900
Space Harrier	David Travers	36,035,860
Space Harrier 3-D	DeAngelo Price	18,517,740
Super Monaco GP	C. Lewellyn	W. C. 58 pts.
The Ninja	Jacoby Lucien	2,408,500
Thunderblade	T. Alexandre	2,701,000
Time Soldiers	Robbie Siegmann	7,437,700
Transbot	Alex Kidd	66,666,660
Vigilante	David Rapport	70,200
Wanted	Jacoby Lucien	180,700
Wonder Boy in Monster Land	Dominic Gagnon	2,304,500
Zaxon	Angus Kendziora	109, 400
Zillion II	André St. Laurent	411,000

GENESIS

Game	Player	Score
Air Diver	J. Zaremba	93,352,000
Altered Beast	Ken Pescatore	11,655,100
Arnold Palmer Golf	E. Holowachuk	37 under Par
Buster Douglas Knockout Boxing	Shea Lamb	22,250,080
Columns	Heath Dalton	99,999,999
Dick Tracy	Amy Vandale	144,090
DJ Boy	Carlo Hizon	1,836,100
Ghostbusters	Parrish Spinoso	12,371,000
Hard Drivin'	Richard Defino	1:14:80
Klax	Matt Garland	1,811,154
Mickey Mouse: Castle of Illusion	Brian Schulze	136,300
Might and Magic	Jimbo Lathers	Finished
Moonwalker	The Nintendo Hater	569,400
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
Shining in the Darkness	Justin Sellers	Finished
	Rob and Mike Stasaitis	Finished
Sonic the Hedgehog	Jason McCarty	1,202,170
Space Harrier II	Nils Thingvall	31,756,300
Starflight	Steven Layne	Finished
Strider	Teddy Meadows	327,650
Super Hang On	André St. Laurent	75,386,620
Super Thunder Blade	Brian Young	11,789,400
Sword of Vermilion	John Ihrig	Finished
Techno Cop	Parrish Spinosa	756,000
Thunder Force II	Kellin Winslow	5,088,210
Thunder Force III	Kellin Winslow	6,706,050
Truxton	Zubair Nadem	2,255,330
Whip Rush	Parrish Spinosa	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	Randy Green	217,350
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

LYNX

Game	Player	Score
California Games/ Surfing	Travis Hawthorne	4,900
Gates of Zendocon	Darren Krolewski	5,154,900

GAME BOY

Game	Player	Score
Alleyway	Darsi Rash	10,322
Revenge of the Gator	R. Middleton	4,491,960
Paperboy	Kevin Adams	28,450
Tetris	Brad Davenport	461,427

SUPER NINTENDO

Game	Player	Score
ActRaiser	Michael Demko	4,240
	Mason Sheffield	Finished
	Eric Longdin	Finished
Darius Twin	Eric Longdin	3,476,200
Final Fight	Miles Hardison	3,492,873
Castlevania IV	Joel Eades	Finished
	Nick Comer	Finished
	Edward Sampson	Finished
	James Kelosky	Finished
	Jeremy Foster	Finished
Final Fantasy II	Lowell Beck	Finished
	Eric Longdin	Finished
Lagoon	Juan Herrara	Finished
The Legend of Zelda	Edward Sampson	Finished
Pit Fighter	Carlton Barnes	1,777,510
Super Ghouls 'n Ghosts	Eric Longdin	Finished
Super Mario World	Eddie & James Mobbs	Finished
	Mason Sheffield	Finished
	Justin Sellers	Finished
	Stephen Krogman	Finished
Super R-Type	Eric Longdin	Finished
Super Smash T.V.	Stephen Krogman	47,778,925

Nintendo

Déjà Vu

Dear ASK THE PROS,
How can I unlock the safe in Déjà Vu's first building? Also, how can I avoid running out of money while exploring the town?

Michael Romer, Jamestown, TN

Dear Michael,
Look in the bungalow to find Note 3 and use it to crack the safe. To bulk up your bankroll, enter the casino and play the slot machine to the right.

Werewolf (CLASSIC)

Dear ASK THE PROS,
Werewolf for the NES is driving me nuts! How can I defeat Dr. Faryan at the end of the game?

Brad Logue, Plano, TX

Dear Brad,
When Faryan appears as a werewolf, stand in the middle of the screen and slash him when he leaps over you. Beat Faryan once, and he'll transform. Use back flips to avoid his lightning, then move in and attack before he shoots a fireball. Timing is key!

Genesis

QuackShot Starring Donald Duck

Dear ASK THE PROS,
I need the Viking Key to enter the Viking Ship in QuackShot, but it's frozen solid. How can I thaw it? Also, where can I find the Green Plunger?

Michael Luby, North Roalton, OH

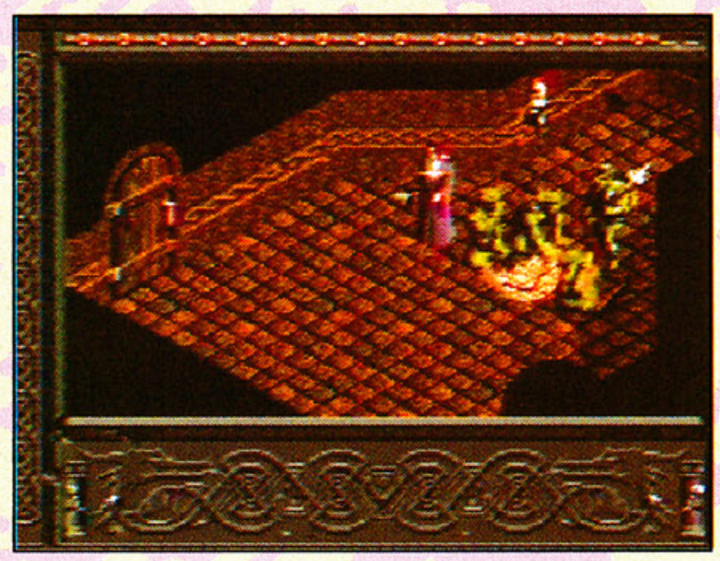
Use the Sceptor of Ra to defrost the key.

Dear Michael,
Use the Scepter of Ra you found in Egypt to melt the South Pole's ice block and claim the Viking Key. Now, enter the Viking Ship's inner hold, destroy the Ghost Knight inside the crates, and you'll win the Green Plunger.

The Immortal

Dear ASK THE PROS,
We're stuck on Level 5 of the Genesis version of The Immortal. We can clear the flying lizard room, but then the killer worms demolish us. How can my dad and I avoid being chomped by the worms?

Matt and Jim Hall, Des Peres, MO



Worm your way out of trouble.

Dear Matt and Jim,
To get past the Worms and reach the puzzle room on Level 5, you need the Worm Sensor found in one of the Level 5 chests. The 10 directions you find with the Sensor correspond to controller button-presses, which you must use immediately upon entering the room. They are: Left, Down, Right, Down, Left, Down, Right, Up, Right, Down. They make the Wizard walk in a diagonal, which helps you creep past the worms. Be sure to listen to the sensor. Also, don't go down the ladder. Head to the door on the far right wall.

Super NES

Lagoon

Dear ASK THE PROS,
I've run into one big Lagoon problem – Natela, leader of Phillips Castle. How can I defeat him?

Andrew Satter, Albuquerque, NM

Dear Andrew,
Natela's a double-headed dragon who spits four clusters of fireballs at you. In-between each cluster, the dragon will pause momentarily. Take advantage of this weakness and strike with hand-to-hand weapons (not magic).

Game Gear

The Lucky Dime Caper

Dear ASK THE PROS,
Magica DeSpell's one tough quack-up in the Lucky Dime Caper for Game Gear. What should I do to eliminate this nuisance?

Robert M. Baum, Smithtown, NY

Dear Robert,
You'll need the Discus weapon. Stand below and to the right of the red crystal. While dodging Magica's lightning bolts and bombs, toss the Discus at the crystal to shatter it. Eight hits and you'll send Magica packing!

Ask the Pros Q&A!

Direct your letter to ONE of our three "Ask the Pros" departments: Current, for recent releases; Classics, for oldie-but-goodie stumpers; and General, for pro-to-pro advice, trivia, and technical queries. We'll try to print a mix in each issue. If your letter is published, you'll get a free GAMEPRO Super Shirt.

S.W.A.T.PRO Magazine
Ask the Pros: Current, Classics, or General
P.O. Box 3329
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1-900-PRO-TIPS

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We're giving away one Super Nintendo System a week from July 1 thru August 30th in the Hot Tips Hotline Summer SNES Giveaway! And every 100th caller to the Hotline will receive a special edition poster.

You are automatically entered in the contest each time you call the Hot Tips Hotline. Or, print your name, address, age and phone number on a 3 X 5 card and send it to:

GamePro's Summer SNES Giveaway,
P.O. Box 3329, Redwood City, CA 94064.

Rules

Winners are selected on a random basis. Winners who enter by phone will be instructed on how to claim their prize by mail. Winning mail-in entries will be notified by GamePro. Chances of winning are determined by total number of valid entries received. Contest ends August 30, 1992. Only valid in the U.S.A. Void where prohibited. GamePro reserves the right to cancel this contest at any time with appropriate notice. Winners names and prize information may be used by GamePro for promotional or advertising purposes without further compensation.

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Calls average three minutes in length and cost $1.29 per minute.

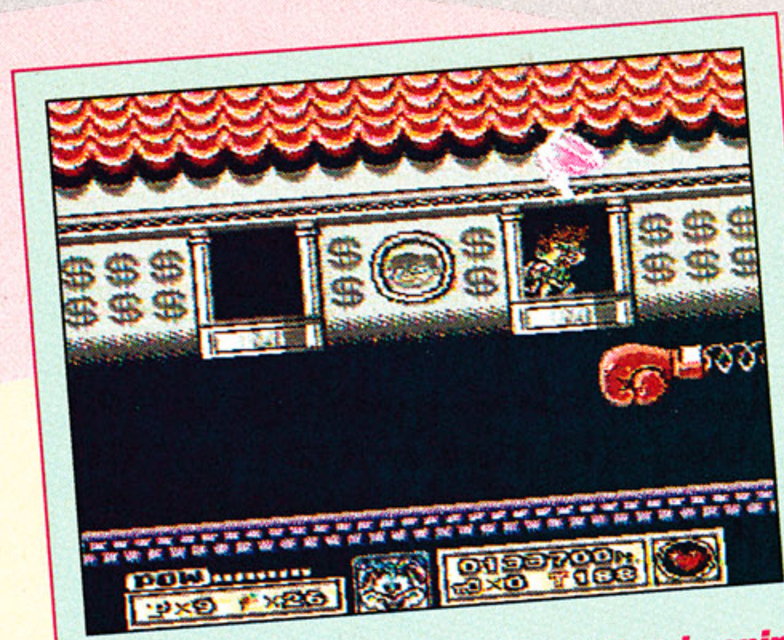
Be sure to get your parents' permission to use the Hotline if you are under 18 years of age. Messages subject to change without notice.

NINTENDO

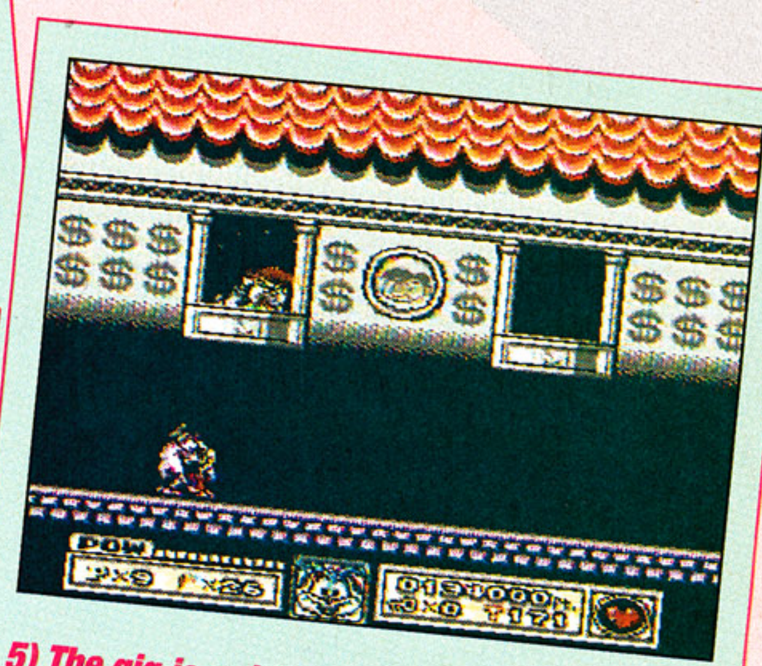
GAME BUSTERS

By Boss Music

Montana Max bunnynaps Babs in Tiny Toon Adventures for the NES. Buster goes loony toons and grabs his pals, Dizzy Devil and Plucky Duck. The trio hits the toon trail to Monty's mansion. Things could get hot and hairy!

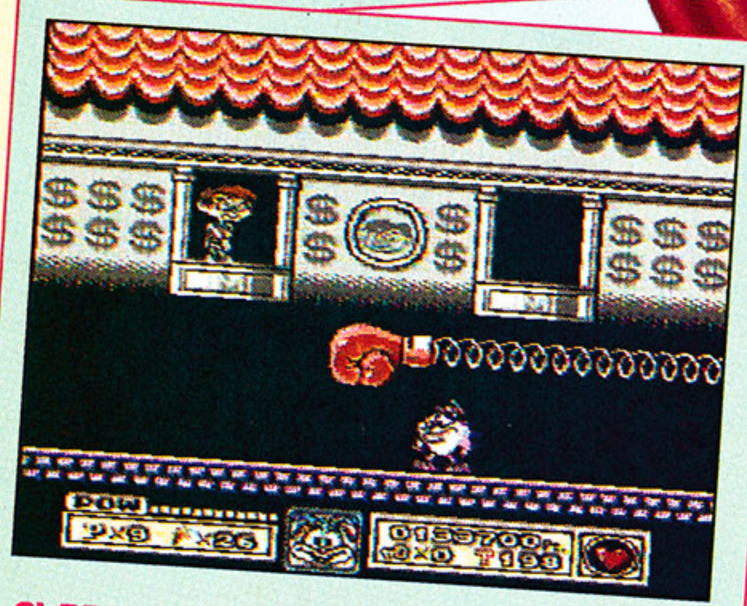


4) PROTIP: Now go for it! Use Dizzy's spin attack to bounce on mean Montana's head.

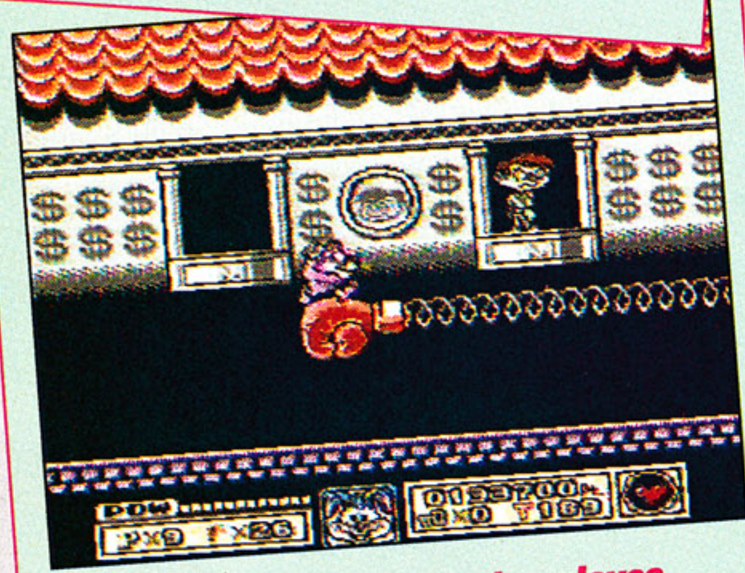


5) The gig is up! Dizzy puts Monty-man on ice.

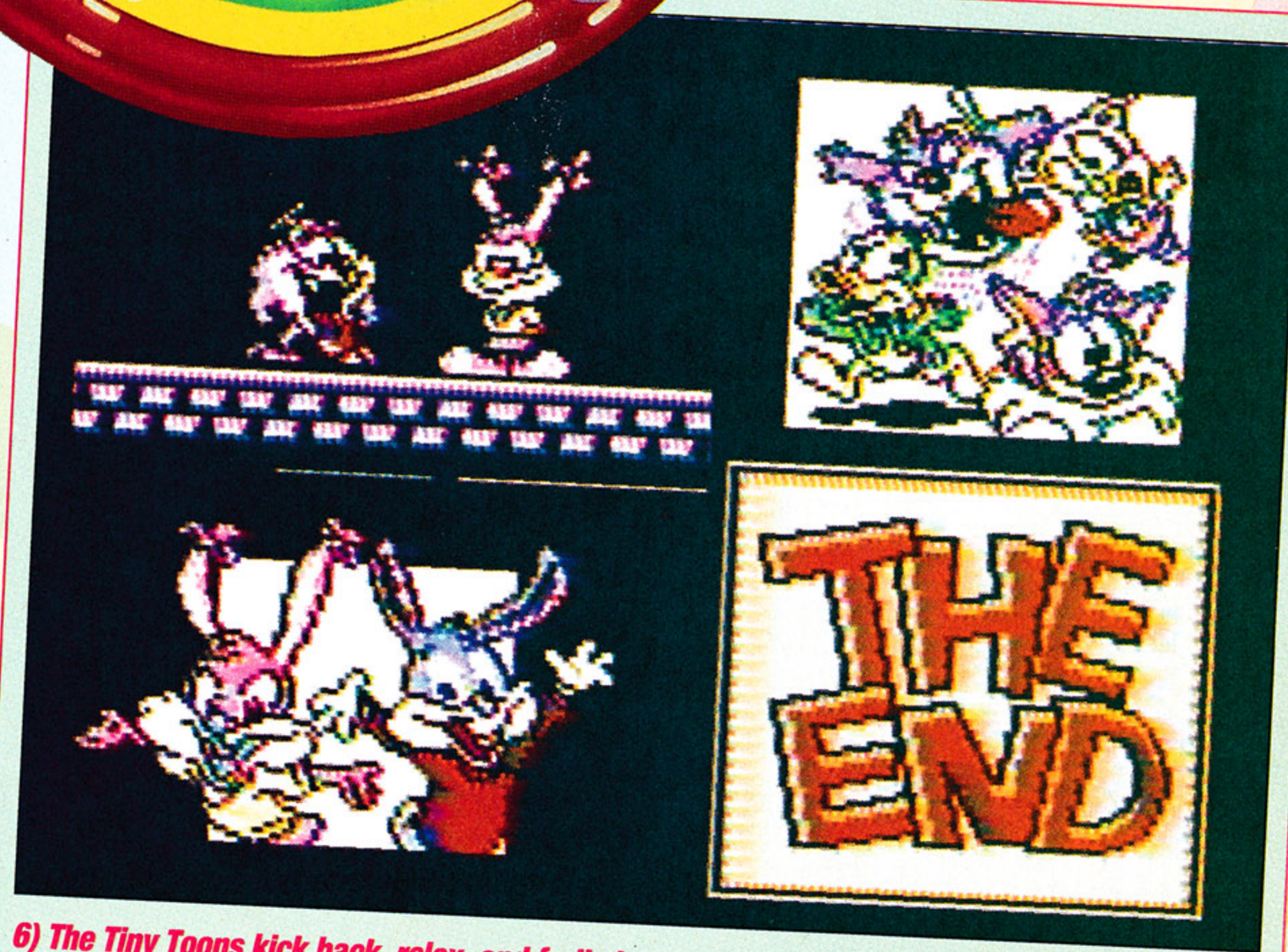
1) PROTIP: Yikes! Montana's dumping his fortune on our toons in trouble. Use Dizzy's spin move to avoid the coins.



2) PROTIP: Duck under Monty's massive boxing gloves located in the heart of his mansion. That was a close one!



3) PROTIP: Hop on the boxing gloves while they're immobilized.



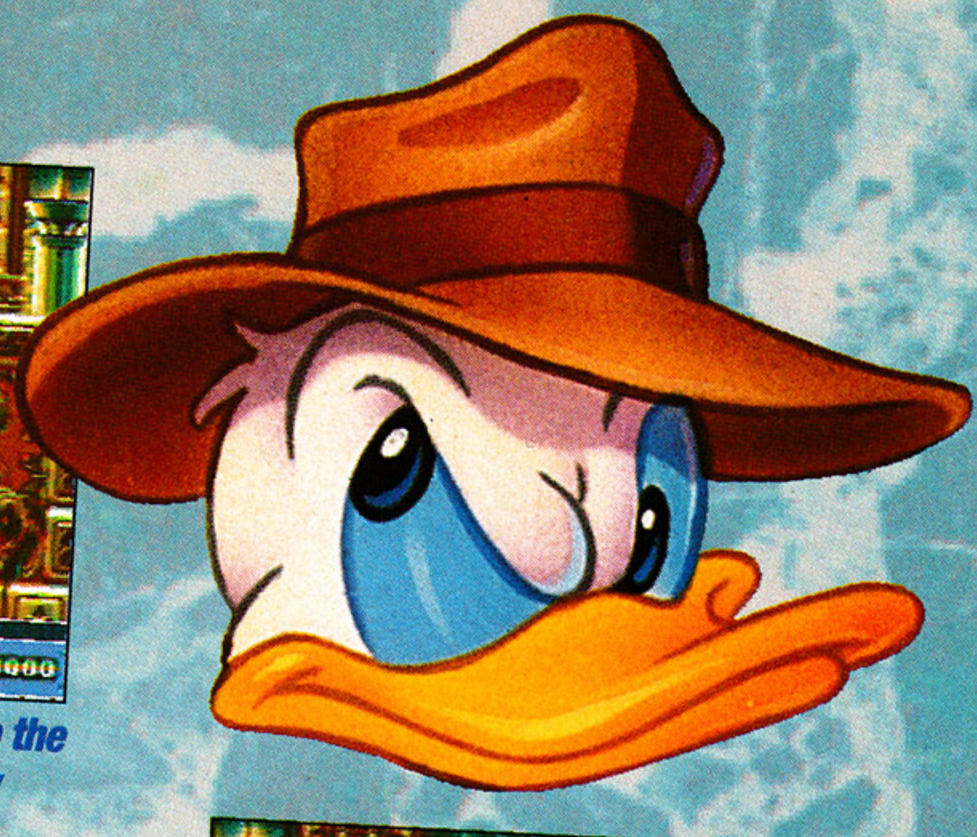
6) The Tiny Toons kick back, relax, and frolic in the once again cheerful Acme Acres. We've had our Game Busters fun, and now this cart is done!

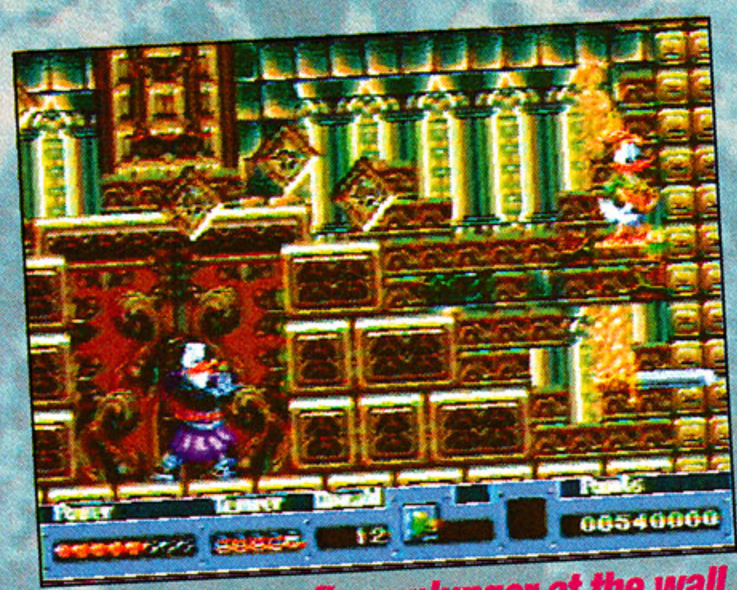
GAME BUSTERS

By Andromeda

Everyone knows Donald Duck's got a temper. Just the same, it's still tough to beat the last boss in Quackshot, especially when you're not toting anything more powerful than a Plunger and a Bubble Gun. If you can keep from quacking up, we'll show you how to waddle straight to the end of the game.

3) PROTIP: Stand above and a little to the left of Sir Duck. This cons the old boy into tossing his sword, even though you're out of range.



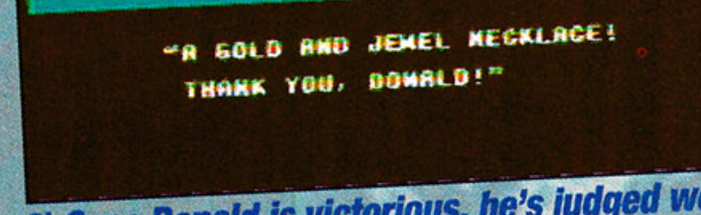


4) PROTIP: Now fire a plunger at the wall to your right. Jump on the plunger and you won't get hit by falling blocks.

5) PROTIP: Now jump to the ground and fire until the duck knight's sword reappears. Repeat this procedure until Sir Duck is done for. It takes about 12-15 hits to can this metallic mallard.

1) PROTIP: To escape from the castle, stand on top of this moving wall section. Fire plungers onto the wall, and jump for your life! When you reach the top, exit stage right.

2) PROTIP: To reach the castle tower and the climactic battle, Donald has to make a leap of faith. Just jump and magic platforms appear. Now you're face to face with a knightly duck. All that stands between Donald and the treasure is a little sword-to-plunger combat.



6) Once Donald is victorious, he's judged worthy of the treasure. Of course, Daisy's waiting for her part of the loot. When she gets the goods, Donald gets his reward. They live happily ever after...or, at least until Donald flies south for the winter.

QUACKSHOT

NINTENDO

GAME BUSTERS

By Boss Music

"Pizza Power! I'm talkin' Pizza Power!" Shredder's Foot Soldiers are ready to rumble in Manhattan's jungle, and TMNT III is the battleground. Now show 'em who's boss!

Teenage Mutant Ninja Turtles III

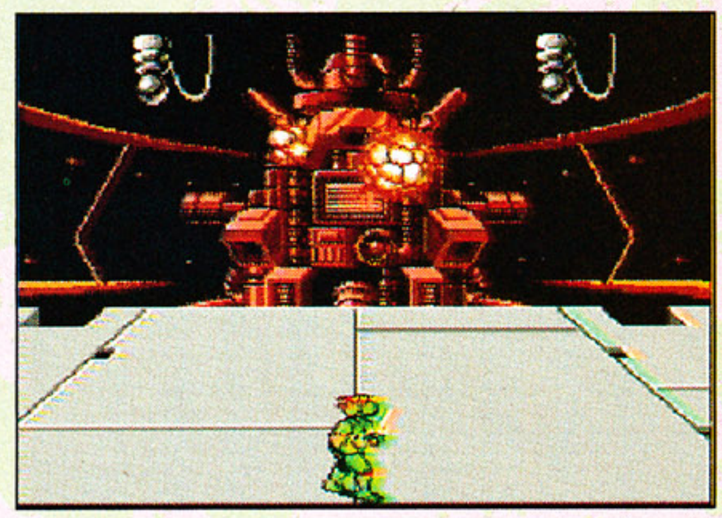
The Manhattan Project

1) PROTIP: Double-team megavillain Krang and trap him against the wall. When his body splits in two, one Turtle should attack the legs and the other should take out the head. Raphael's Corkscrew attack is a big plus.

2) Krang's brain flees to fight another day.

3) PROTIP: Move fast or you'll be roasted alive by Super Shredder's electrified attacks.

4) PROTIP: Give the goo-enhanced Shredder an in-his-face slash with your Sai, Katana, Bo, or Nunchukus.



5) The Technodrome's toast!

6) Thanks once again to our heroes in a half shell, New York's back to Earth. Cowabunga, gamers!

GAME BUSTERS

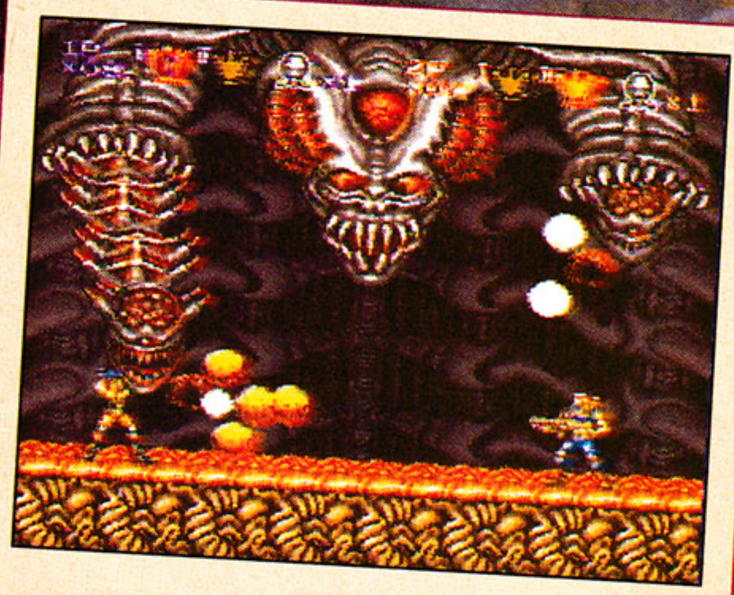
By Boss Music

Red Falcon's on the warpath once again in Contra III: The Alien Wars. For super-soldiers Jimbo and Sully, it's time to lock and load, then reach out and blast someone... or something. Get ready to flush the evil alien empire down the sewage treatment plant with this awesome ending sequence!

WARNING: To see Contra III's grand finale, set the Skill Level to Normal or Hard!

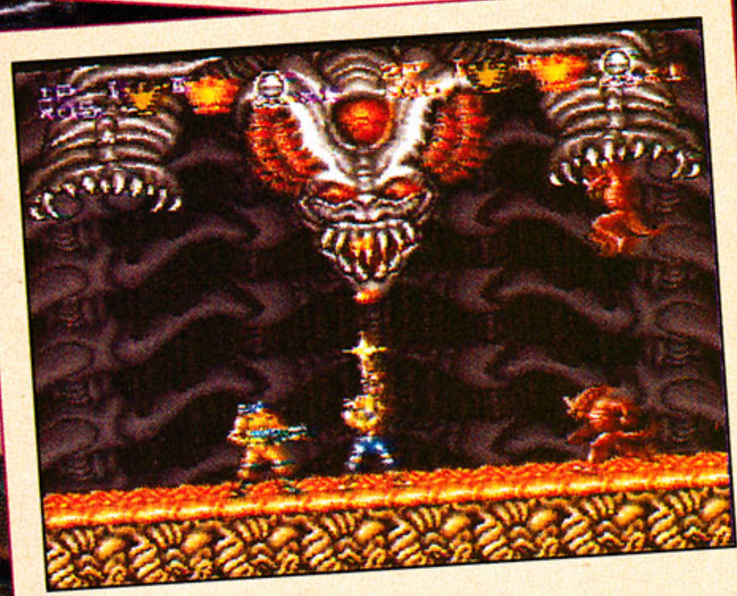
3) PROTIP: That's right boys and girls, it's Red Falcon, take two! This time his disembodied brain encircles you. He also shells you with punishing bombs and gooey, exploding membranes and eyeballs. Look for safe spots on the sides of the screen. Use Helios and angled machine guns to blow his mind.

4) PROTIP: Yup, you guessed it...Red Falcon, take three! He dons a suit of steel and flies after you in hot pursuit. When he strikes with flaring tentacles, leap high and shoot continuously. To ground him permanently, shell Falcon with a bullet/bomb combo.



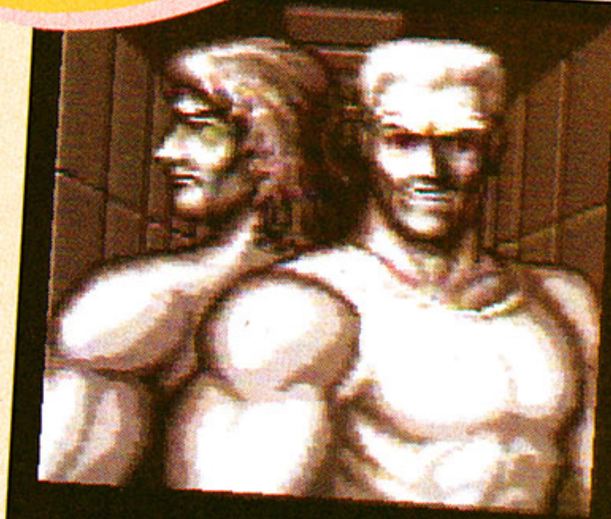
1) PROTIP: It's Red Falcon, take one! When you face off with the main monstrosity, have one player blast his left claw and the other player dismember the right claw.

5) "Great shot kid! That was one in a million. Now let's blow this thing and go home."



2) PROTIP: Now it's face-to-head! One player should shoot Falcon's skull, while the other player picks off the roving alien soldiers.

CONTRA III
The Alien Wars



6) The Contra guys rewrite SNES history books with another spectacular performance. Falcon's dust, his minions are incinerated, and Neo City is finally at peace.

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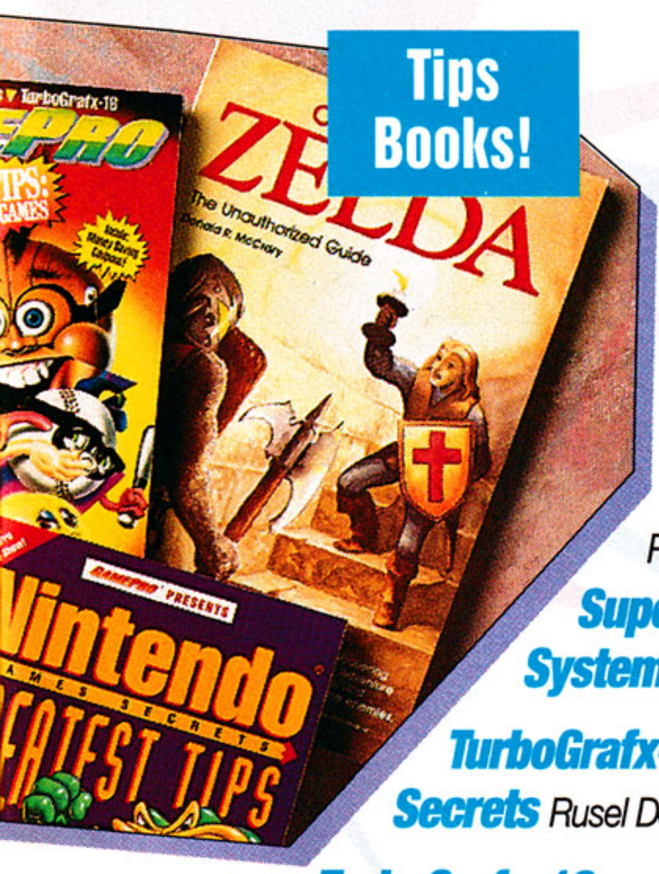

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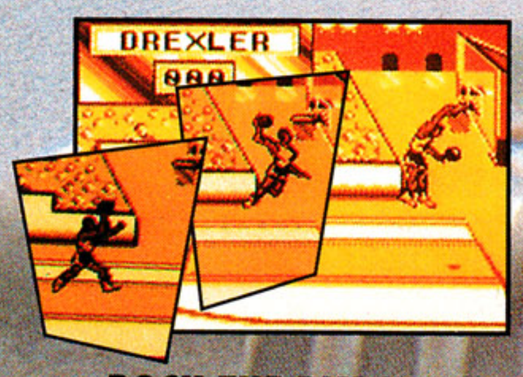

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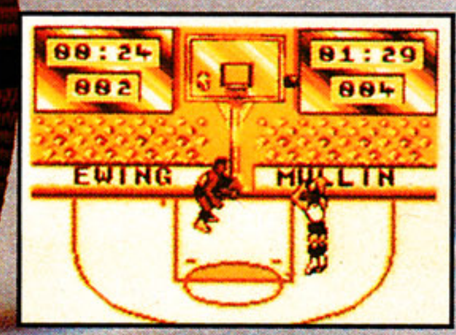

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