

GamePro's TopPlayer Series

**GamePro
TV SHOW!**
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SWATPRO

Secret Weapons

And Tactics Guide

**Nintendo
Super NES
Genesis • Game Boy
TurboGrafx-16**

**TIPS-TACTICS
PASSWORDS**

**Batman:
Return of
the Joker!**

**The Dark Knight Gets
the Last Laugh! Pg. 32**

**Tips, Tactics,
& Strategies!**

**Treasure Master • Star Trek
Fantasia • Joe and Mac
The Addams Family • TMNT III
Mega Man/Game Boy • Quackshot
& Tons More!**

**Fantasy
Thrillers!**

**Top Role-Playing
Secrets Revealed!**
**Final Fantasy II • Might & Magic
Super Ghouls 'N Ghosts**

An IDG Communications Publication
Display Until May 26, 1992

April/May 1992
\$4.95 Canada \$5.95



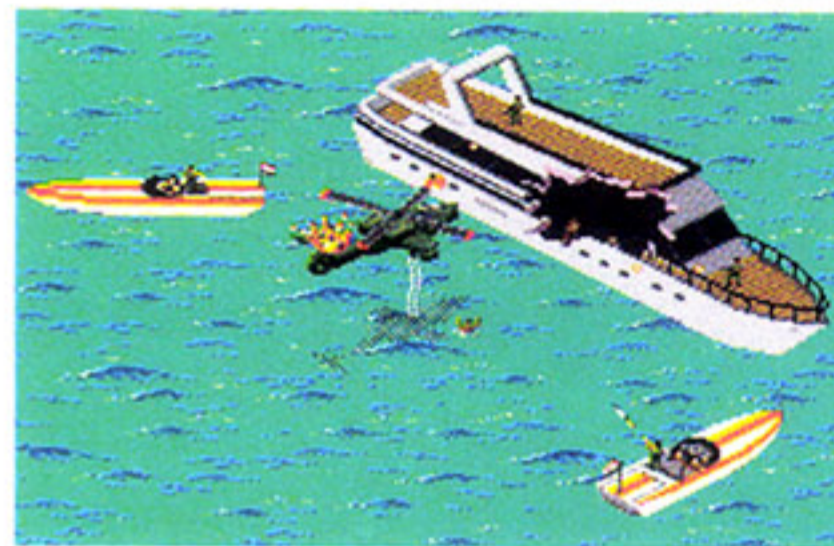
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spies. Protect the oil fields. And work towards your ultimate goal: hunting down the madman and obliterating his nuclear arsenal.

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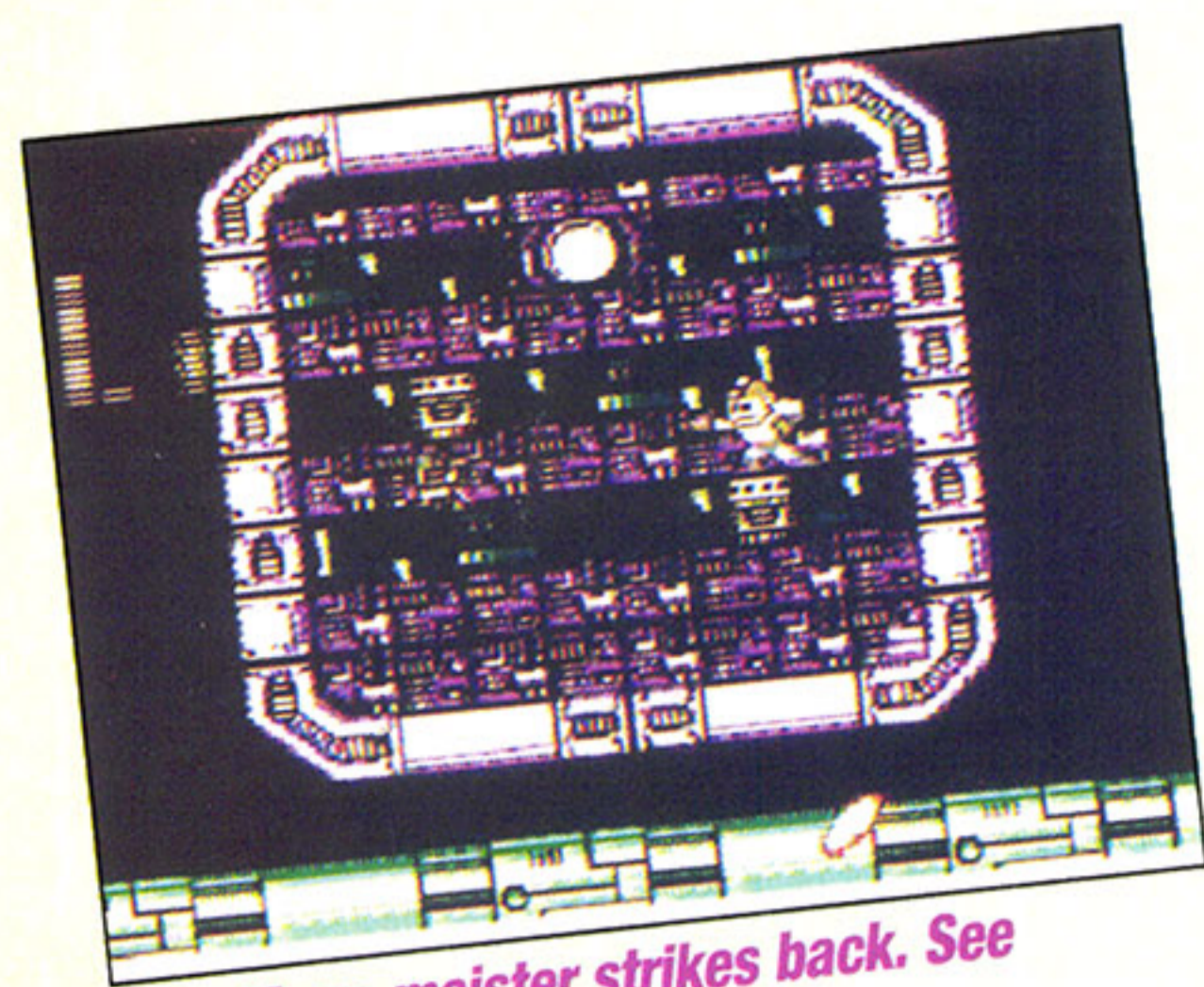


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The Mega-meister strikes back. See page 30.



Finally, here's some help in unraveling this fantasy. See page 46.

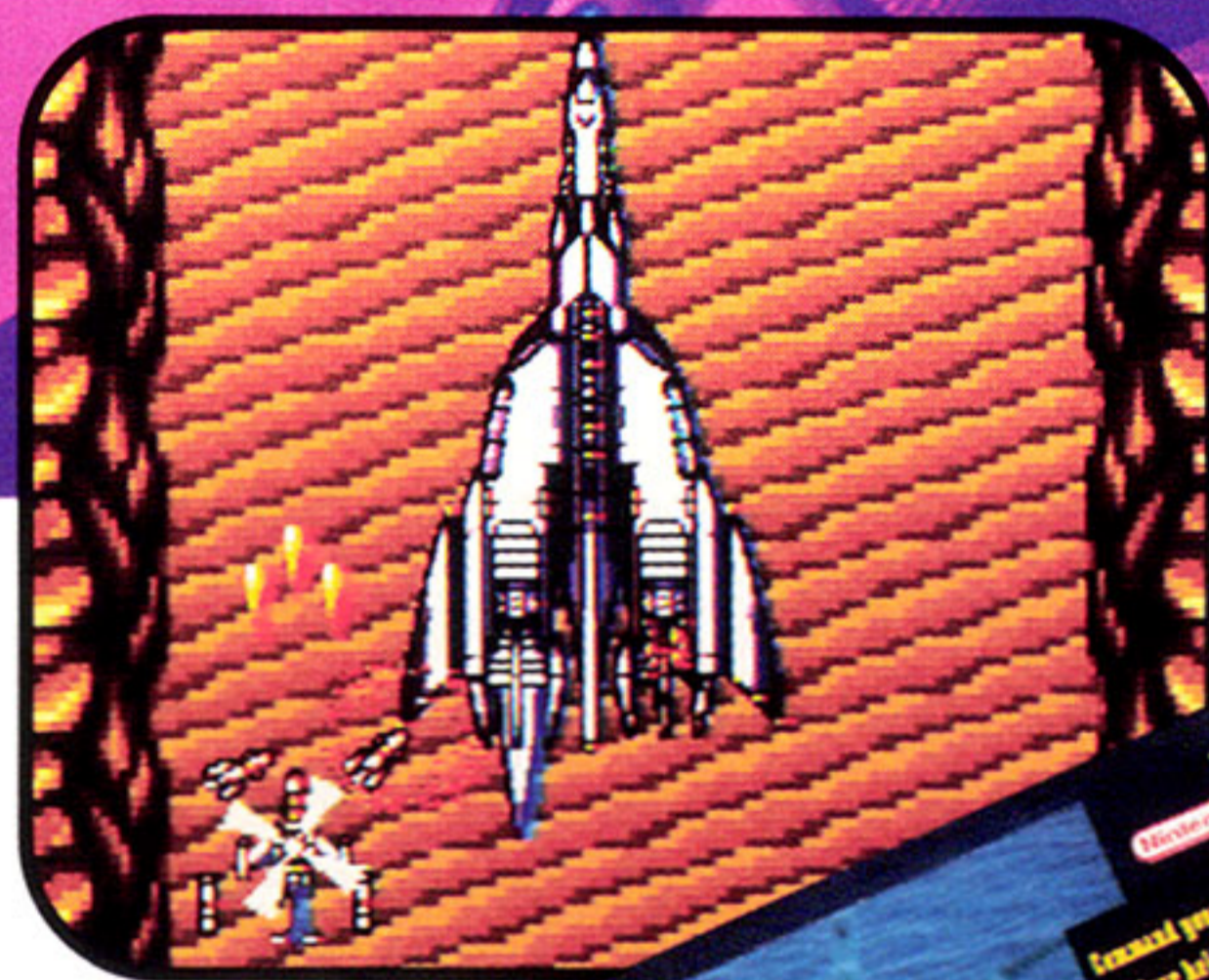


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In this issue, the Pros show you how to beat Ninja Gaiden and Battletoads for the Nintendo and Super Ghouls 'n Ghosts for the Super Nintendo.

D-FORCE

SEEK & DESTROY!



16 Bit High-Tech Warfare!

You've got the fastest bird to be had, but we're not sure you can handle it. If you succeed, you'll roam six countries on your search for a powerful oil-rich Mid-Eastern Dictator. If you bail like those before you, we'll all be learning a new language soon.

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SUPER NINTENDO
ENTERTAINMENT SYSTEM

You Asked for It, You Got It

By The GamePros

Welcome to the fifth issue of S.W.A.T.PRO magazine. It's been over a year since the first issue of SWATPro hit the newstands back in 1990. The magazine was originally created to satisfy GamePro reader's needs for a publication devoted exclusively to tips, tactics, and strategies for their favorite video games. What started out as an annual special issue of GamePro has grown into something bigger and better than we ever imagined possible – a magazine totally devoted to tips, tactics, and play strategies for the hottest video games around.

Now, in response to increasing demand from GamePro readers for more, More, MORE S.W.A.T.PRO we're happy to announce that beginning with this issue we'll be publishing a new issue of S.W.A.T.PRO every other month!! So don't forget to check your local newstand regularly – and stay tuned for the next issue of the magazine where we'll tell you how you can subscribe to S.W.A.T.PRO to ensure that you never miss an issue.

In the meantime, this issue is packed with the kind of info that makes S.W.A.T.PRO the mag you've gotta read (right after you read your GamePro!)

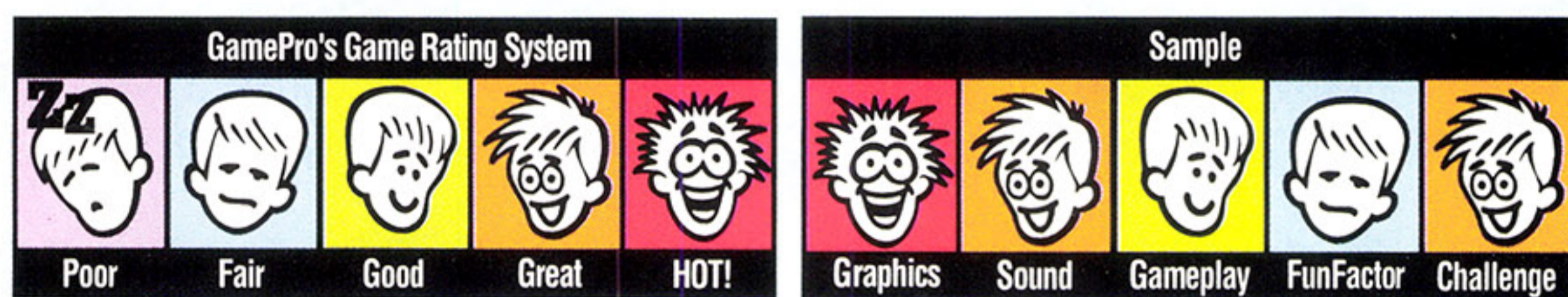
First and foremost, check out S.W.A.T., the latest and greatest in tips and tactics. Next off, we've got some heavy duty ProTips action. Check out the ProTips sections on Teenage Mutant Ninja Turtles 3, Mega Man 4, Batman: Return of the Joker, and Star Trek for the NES, Might and Magic, Fantasia, and Quackshot for the Genesis; and Final Fantasy II and Joe and Mac for the Super NES, The Addams Family for the TG-16 CD, and Mega Man for the Game Boy. OK, catch your breath, and don't forget to compare your scores with the pros on the ProChallenge Board and line-up for some Game Busting action with Ninja Gaiden III and Battletoads for the NES, and Super Ghouls 'n Ghosts for the Super NES!

And by the way, now that we're sending S.W.A.T.PRO your way every other month we need your ideas more than ever! Write to us at:

S.W.A.T.PRO

P.O. Box 3329
Redwood City, CA 94063

Tell us what games you'd like to see strategy features on, whether or not we should include more mapping, should we keep the ProChallenge Board, and any other feature ideas you might have. Our philosophy is still the same – S.W.A.T.PRO is just as much your magazine as GamePro is, so let us know what you want and we'll make it happen!



Graphics: Judges the cart's pix, animation, and artistic design; **Sound:** 5 = Turn up the volume! 1 = Noise pollution; **Gameplay:** Rates how smoothly the game's command interface and controller functions translate into onscreen action and fun; **FunFactor:** Here's the bottom line: Is it fun? **Challenge:** Rates the computer's smarts and game skills, but remember a low rating here isn't necessarily bad and vice versa. See Graphics, Sound, Gameplay, and especially FunFactor.

SWATPRO



Publisher

John F. Rousseau

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LeeAnne McDermott

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Assistant to the Publisher

Jeannine C. Smith

Advertising Sales

Western Region

John Sieling (415) 363-5200

Central Region/Eastern Region

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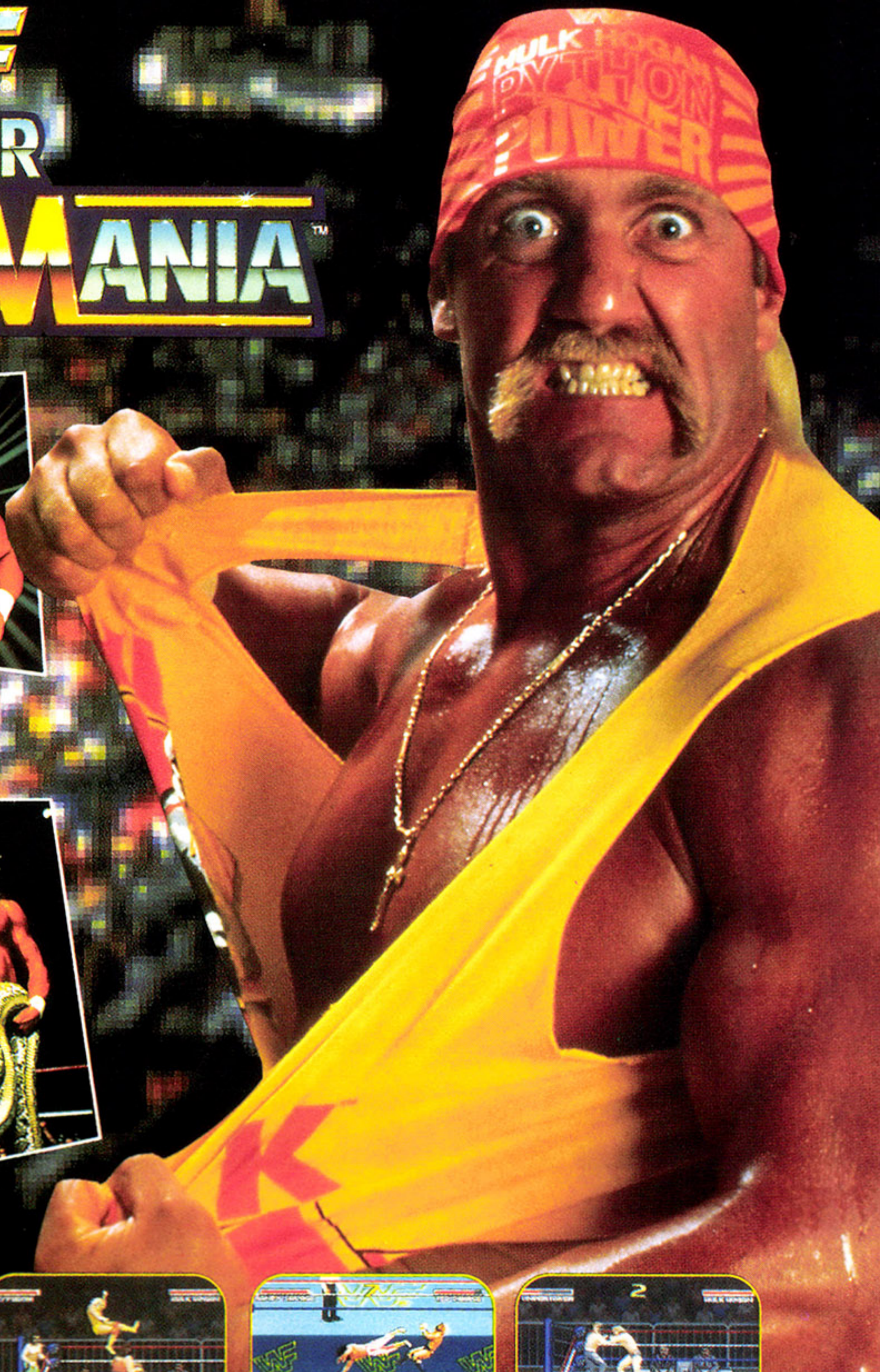
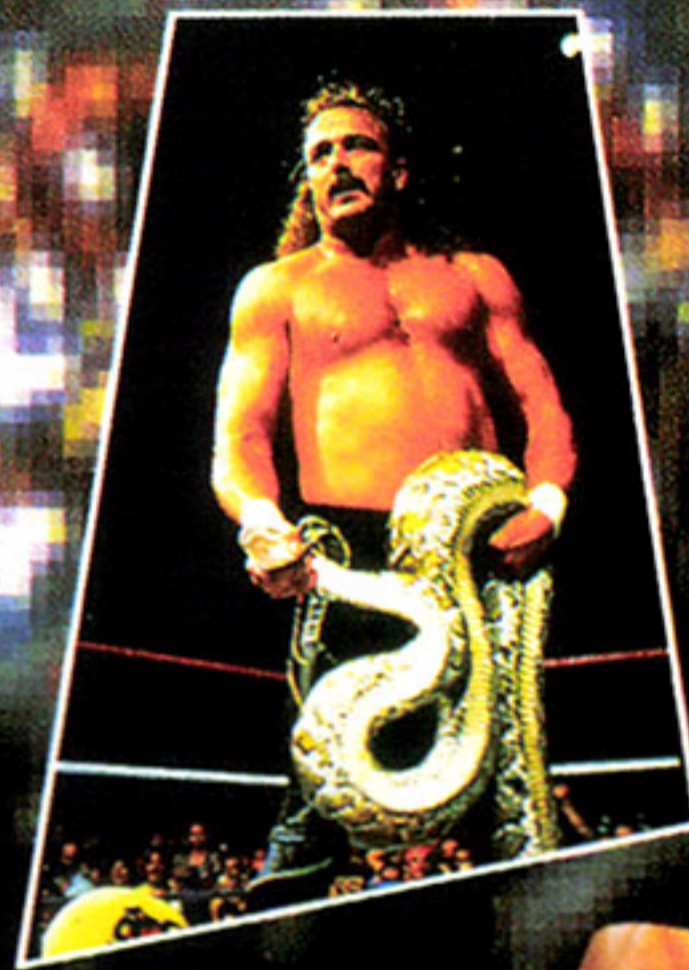
Johanna Rivard

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SO REAL YOU'LL WISH IT WAS JUST A GAME!

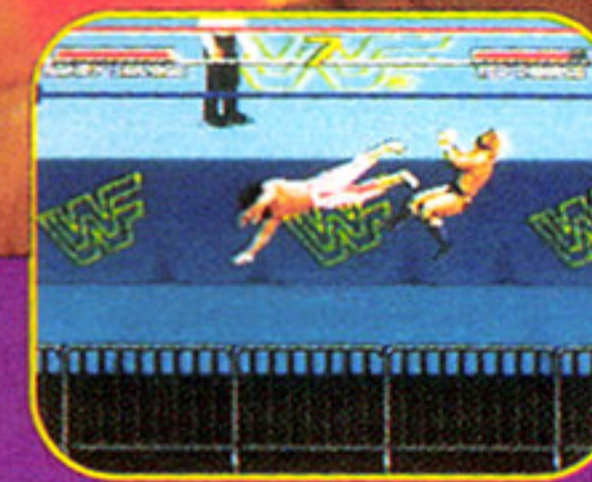
WF SUPER WRESTLEMANIA™



FEATURING
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SINGLES AND TAG TEAM
MATCHES



IN AND OUT
OF THE RING ACTION



4-ON-4 SURVIVOR SERIES
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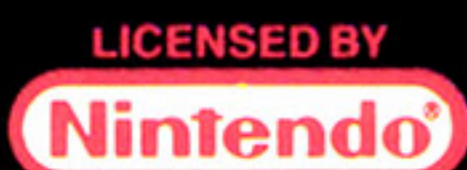
Charge down to ringside in WWF Super WrestleMania™!!!

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SWATPRO



Demon Sword (Nintendo)

Last Level Password



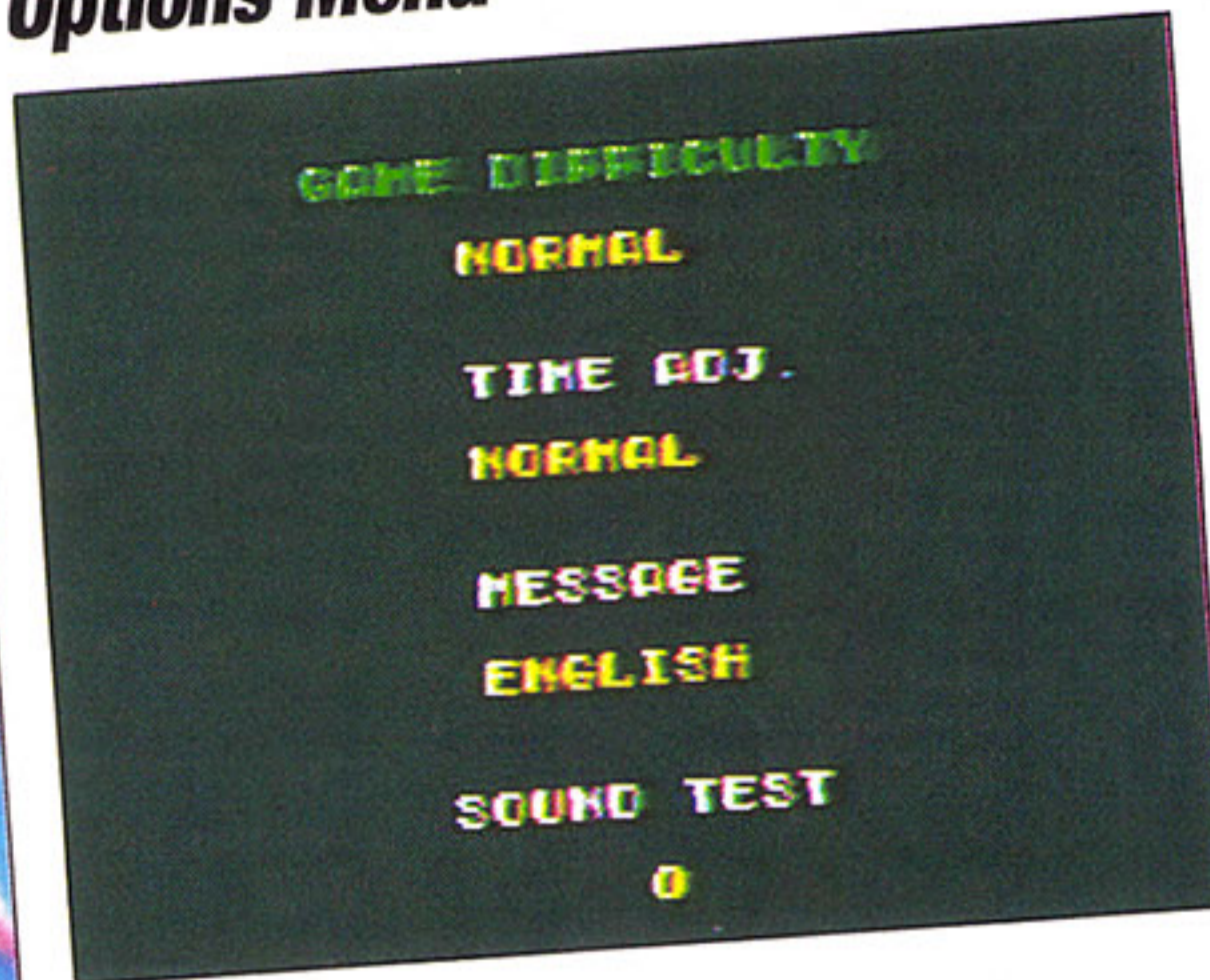
Type in this code to jump ahead to Demon Sword's last level:

WGI QSH QBQ
?TZ LAG YD

Allan Brown, Ann Arbor, MI

Super Hang-On (Genesis)

Options Menu



At the title screen, hold down Button A and press Start. You'll bring up a game modifying menu that enables you to select difficulty, time, language (Japanese or English), and different sounds and music.

Peter Brodie, Sydney, Australia

Sonic The Hedgehog (Genesis)

Speedy Sonic Demo



If you want to have a blast during Sonic's demo, hold down buttons A, B, and C to make him run at super speed. Press and release the same buttons to make him go nuts! This also works during the end credits. Try to grab the Invincibility Monitor and something special will happen.

Tom Hite, La Verne, CA

IT WAS THE WORST OF TIMES.

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TWO CRUDE DUDES™



BANGIN' RULES

Altered Beast (Genesis)

Become Unstoppable

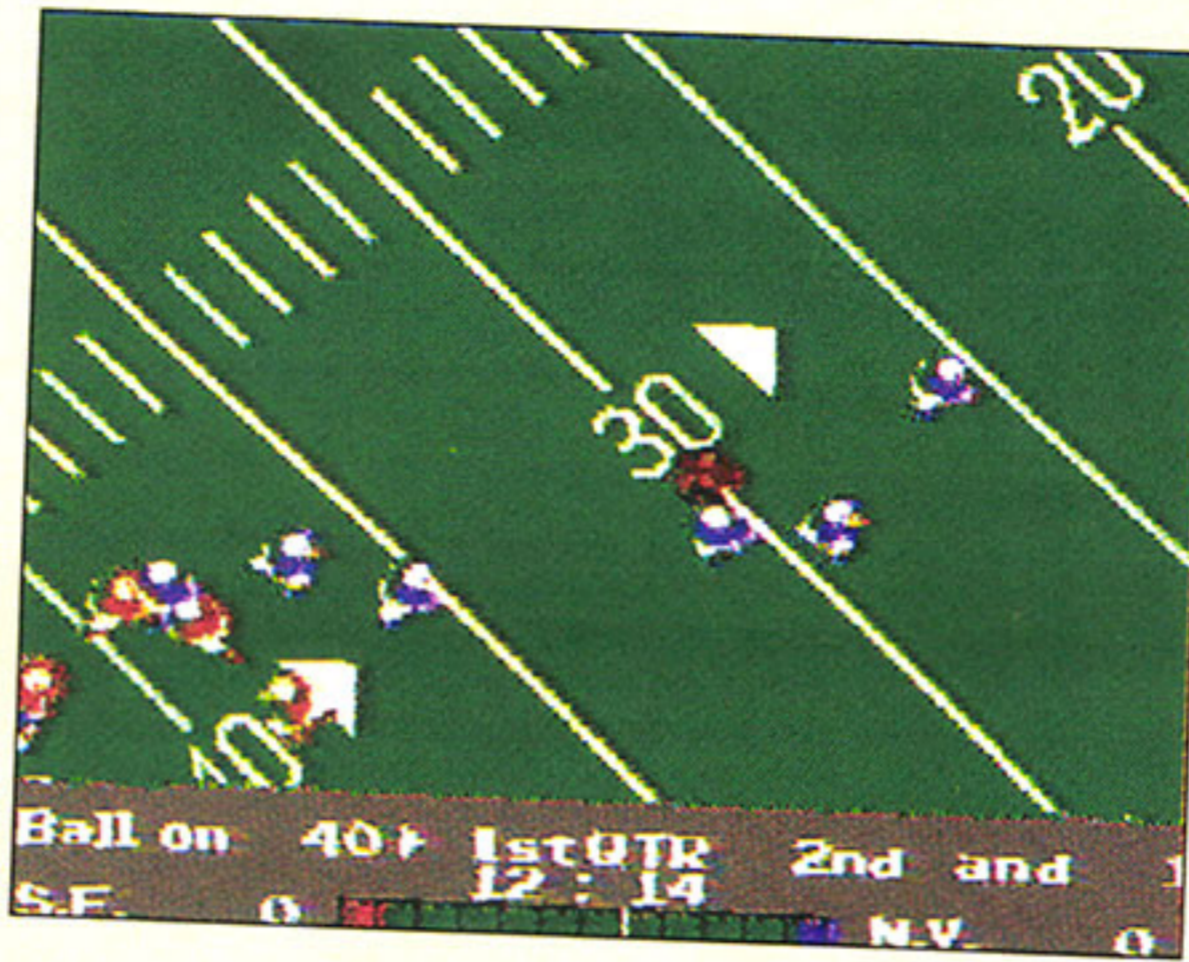


First, insert Super Thunder Blade in your Genesis. When the Sega logo appears, remove it and insert Altered Beast. Then press Reset. Begin to play and your stats should be graphically messed-up, but your power will never decrease.

Rashiid Cummins, Bronx, NY

NES Play Action Football (Nintendo)

First Down Trick!



Here's a strategy that'll help you score big in NES Play Action Football. Choose San Francisco as your team. Pick the Crossing Deep Pass on offense and toss the ball to Ronnie Lott. You'll get an easy first-and-ten.

Christian Ainojosa, Los Angeles, CA

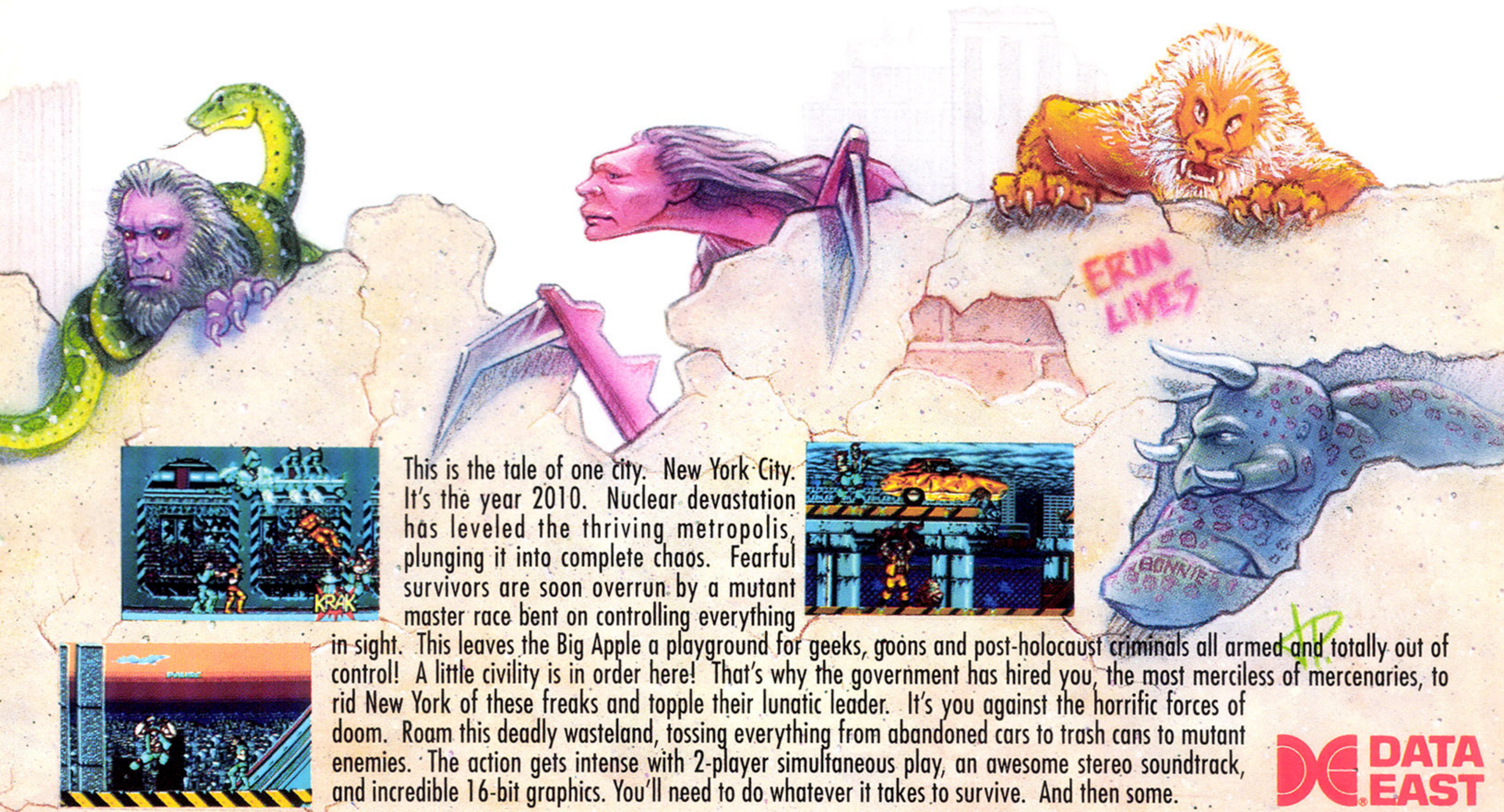
Streets of Rage (Genesis)

Second Ending!

Here's how to see a new ending to Streets of Rage for the Genesis. Play in the two-player mode until you reach the Syndicate Leader. When the boss asks you to join his gang, have one player answer "Yes" and the other "No." Since one of the heroes betrayed the police force, the players will face off against each other to gain control of the Streets of Rage.

Mariano Potter, Mount Vernon, NY

IT WAS THE WORST OF TIMES.



This is the tale of one city. New York City. It's the year 2010. Nuclear devastation has leveled the thriving metropolis, plunging it into complete chaos. Fearful survivors are soon overrun by a mutant master race bent on controlling everything

in sight. This leaves the Big Apple a playground for geeks, goons and post-holocaust criminals all armed and totally out of control! A little civility is in order here! That's why the government has hired you, the most merciless of mercenaries, to rid New York of these freaks and topple their lunatic leader. It's you against the horrific forces of doom. Roam this deadly wasteland, tossing everything from abandoned cars to trash cans to mutant enemies. The action gets intense with 2-player simultaneous play, an awesome stereo soundtrack, and incredible 16-bit graphics. You'll need to do whatever it takes to survive. And then some.

DATA EAST

SWAT PRO



The Lone Ranger (Nintendo)

Passwords for Every Stage!



Here are passwords for every level in The Lone Ranger:

- Stage 2: HUYB YBNB WLYB GGJX
- Stage 3: YJYJ NPHB QLYB HDJT
- Stage 5: RYBK BNRY BHBY KGMG
- Stage 6: BMBG PYLY LTBY LZMG
- Stage 7: GVBQ PZGZ TYDP MGHJ
- Stage 8: ZQYM GHZK GRZP YGTH

Gonzalo Solas, Tamaulipas, Mexico

The Punisher (Nintendo)

25 Bazooka Rounds



At the wanted poster sequence, press A, B, B, Up, Up, Left, Down, and A on Controller Two. Now press A on Controller One. Check it out - 25 bazooka rounds!

Shawn Phillips, Lincoln, ME

Super Ghouls 'n Ghosts (Super NES)

Nice Catch



After you defeat a boss in Super Ghouls 'n Ghosts for the SNES, hold Up on the control pad and you'll get a "Nice Catch!" message.

Bob Libreg, El Paso, TX

BA OOGA BOOGA, UH, UNGAWA

(In this day and age, uh, rescuing our lost cavebabes can be a

Join Joe and Mac as they smash, bash, and trash dive-bombing pterodactyls and cavedude-eating dinosaurs into extinction on a babe-hunting, creature-slaying adventure. Club your way through 12 swinging levels and 6 death-defying bonus levels.

Find the 6 hidden levels if you're caveman enough. Get into the amazing 16-bit cartoon-style graphics, 2-player simultaneous game play, and non-stop action on 24 levels. Just be careful.

It's a jungle out there.

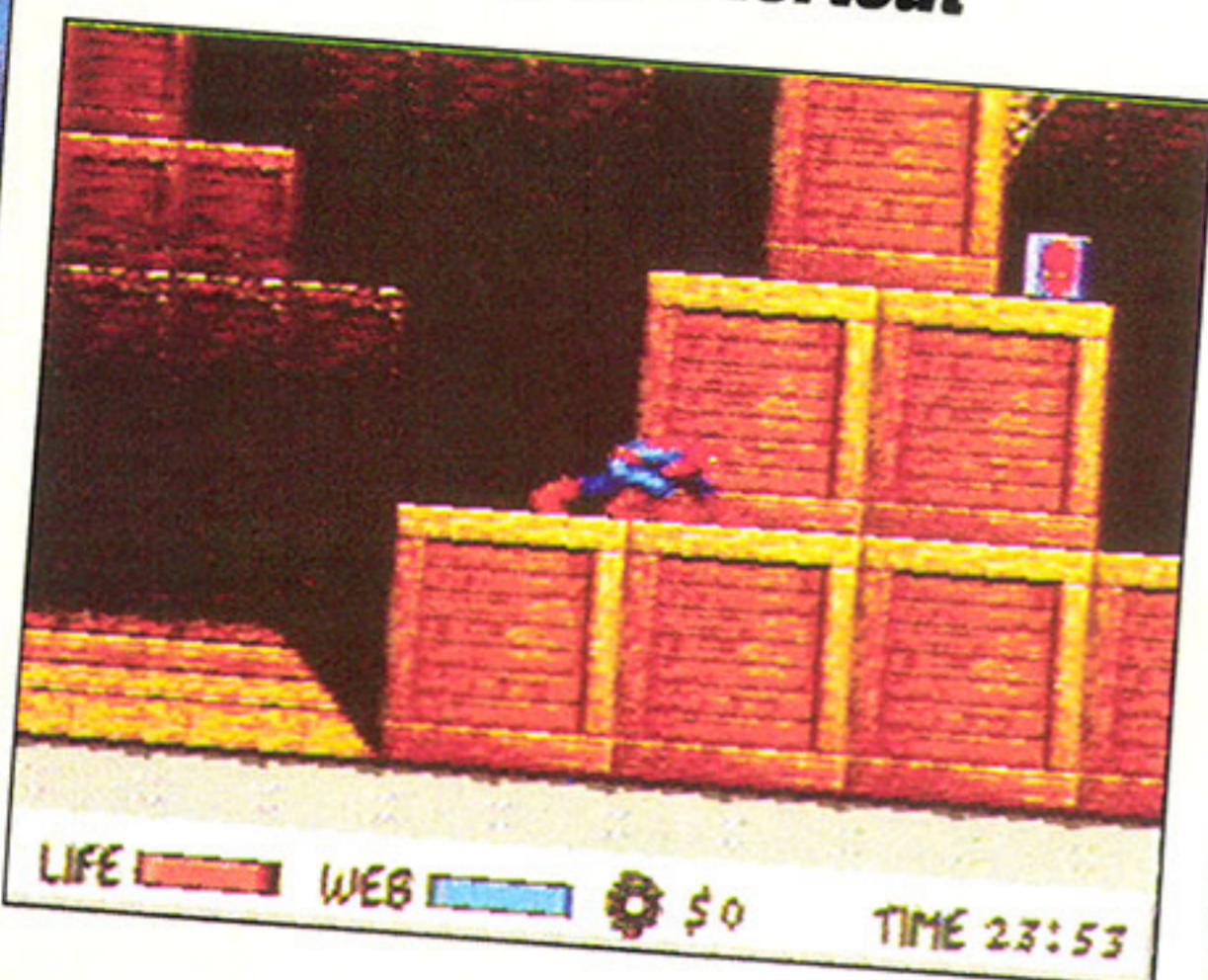


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Spider-Man (Genesis)

Nightmare Level Shortcut



You can save time and energy by skipping directly to Level 1's forklift on Spider-Man's Nightmare setting. After passing through the invincible dog, you will come to a wall of boxes. Jump up to the second row and crawl along the right. You will pass through the wall and wind up at the forklift.

Robert Ignatowicz and Terry Hamm
Orlando, FL

Final Fantasy (Nintendo)

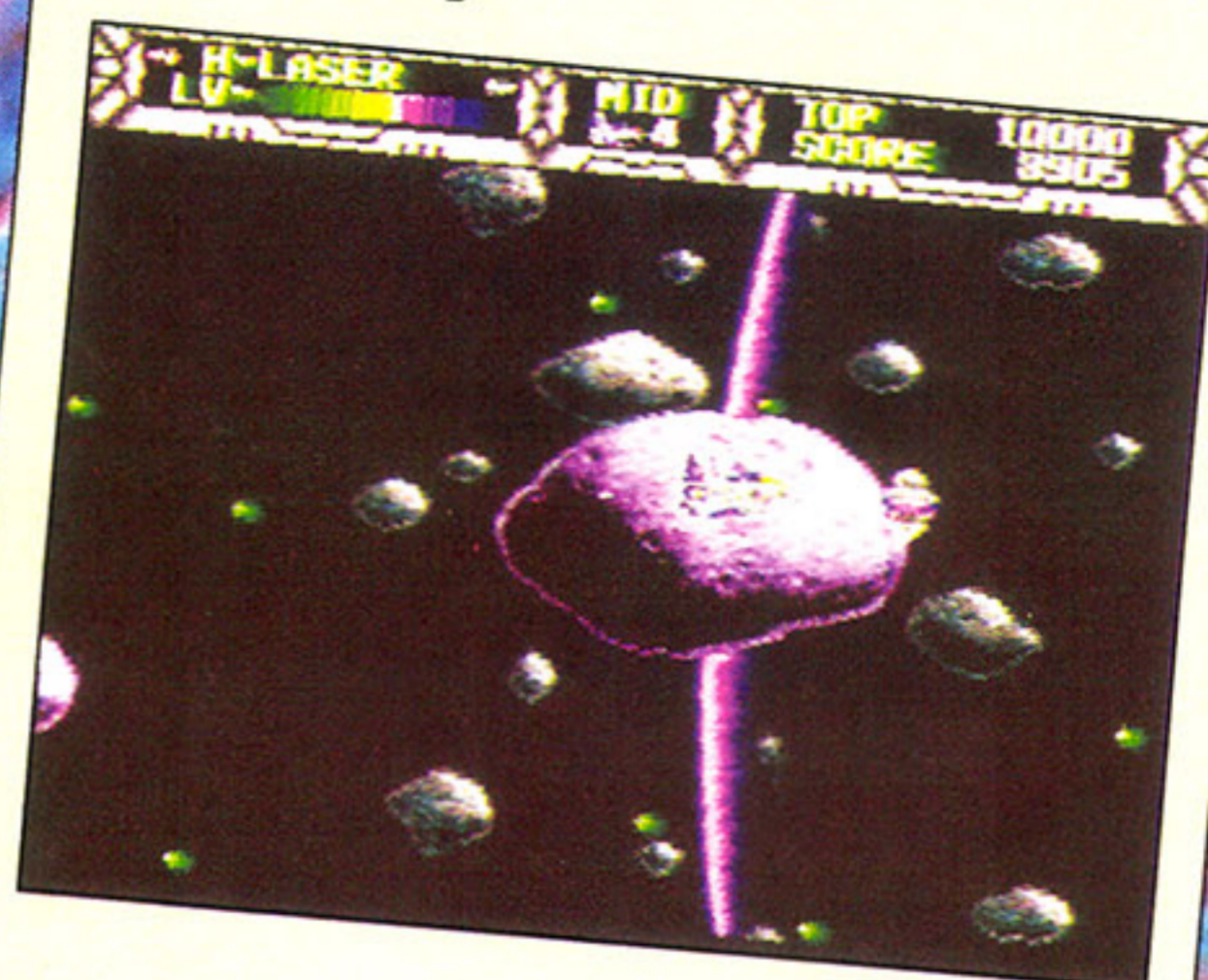
Quick XP Trick

If you need to raise your levels in a hurry, this tip should help. Enter the Ice Cave and steadily keep fighting the Eye which guards the Floater's chest. You'll earn lots of experience points for little effort! (P.S. Your characters should be near level 20 when you try this, or you run the risk of being RUBbed out of existence!)

Jake Robertsen, Buffalo, NY

Gaiares (Genesis)

Invincibility



To become indestructible in Gaiares for the Genesis, pause the game. Then press A, C, and Left simultaneously. The screen will stop if you do it right. You must use this code at every level.

Eddie Trojillo, Simi Valley, CA

MONGO WONGO. BINGA BONGA.

(most dangerous and laborious task. Not to mention painful.)



SUPER NINTENDO
ENTERTAINMENT SYSTEM

SWAT PRO



Arcus Odyssey (Genesis)

A Plethora of Passwords



Here's an assortment of codes for Arcus Odyssey's different characters.

Diane Fireya

- Act 2: GJEIACRT
- Act 3: GJWZAI AEKM
- Act 4: GIRCTQIJ1X
- Act 5: IISDUXIPUI
- Act 6: IIUHUZMRNZ
- Act 7: IIXBUYIUGW
- Act 8: IJXBU2J0HB

Jedda Chef

- Act 2: GDHAAIAABZ
- Act 3: GIEIAAAECA

- Act 4: GJECAIL1Q
- Act 5: IJCECJIOU0
- Act 6: KICBEPIQ3F
- Act 7: KICBHIIVWG
- Act 8: KJCBHNIYXR

Erin Gashuna

- Act 2: HJIAAIAABB
- Act 3: HIIYAIAGC3
- Act 4: HIIAQQIKDK
- Act 5: HIIAQYIOUZ
- Act 6: HIKEQYIRVC
- Act 7: HIKEQYIVOH
- Act 8: HJKBQYIZPK

Bead Shia

- Act 2: FA2HAIADRR
- Act 3: FI4IAIAESB
- Act 4: HK3CDIILDO
- Act 5: HL0DAQIPMX
- Act 6: HN0DE5IQVR
- Act 7: HN0DE5IVWZ
- Act 8: KR0DE2IZX5

You can combine passwords for a two-player game as long as both players enter the Act number.

Joshua Symmonds, San Francisco, CA

Centurion: Defender of Rome (Genesis)

Own the World!



Talk about the ultimate password! Type in this code to simply own the world:

QDUA YQ25 5555
55NK VKXW IPJI

Michael Rieg, Medina, OH

Moonwalker (Genesis)

Invincibility

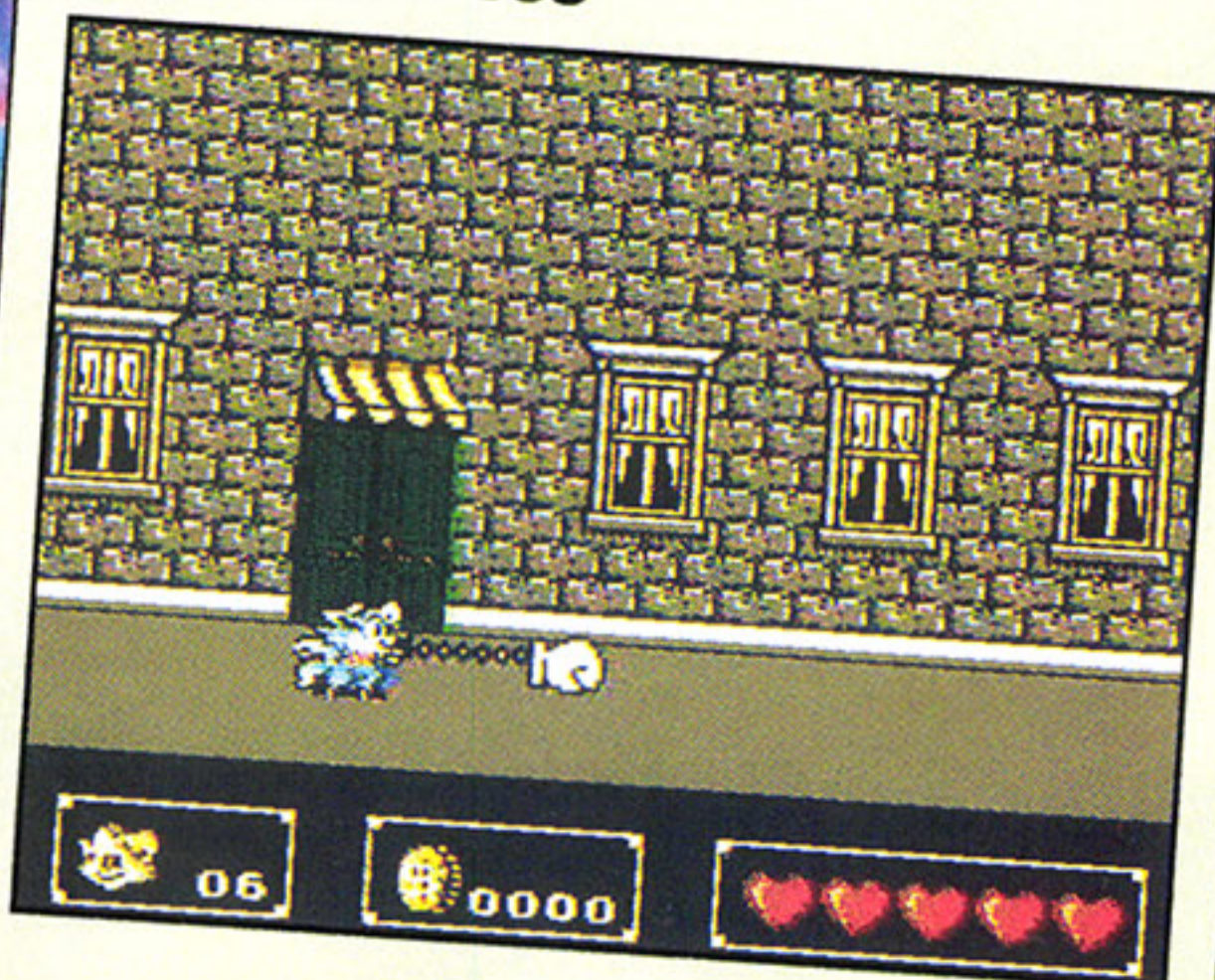


Insert Space Harrier II into your Genesis. Remove it when the title screen appears, and insert Moonwalker. Finally, push Reset and you should be invincible.

Andrew Shive, Louisville, KY

Rockin' Kats (Nintendo)

Six Extra Lives



To power-up your character and earn six extra lives, simultaneously hold Down plus buttons A and B. Then press "Start" twice. You can use this trick as often as you desire.

John Worken, Winona, MN

Faria (Nintendo)

Invincibility Code!



Enter your name as "GaoGao" to receive invincibility, unlimited gold, and other great bonuses.

Padlarr Davis, Foster City, CA

Saint Sword (Genesis)

Passwords



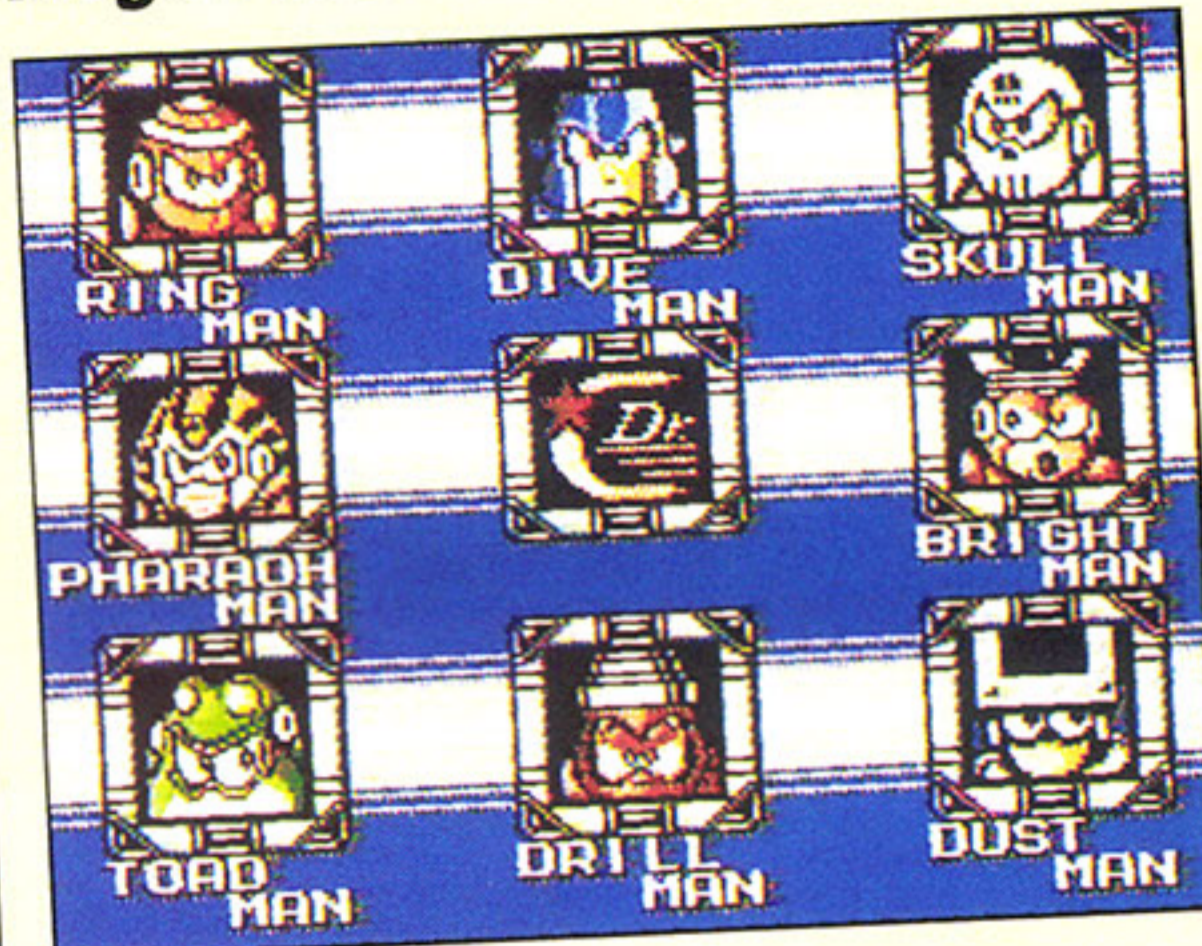
Here are the passwords for each level of Saint Sword:

Chapter 1:	GOQJHJ
Chapter 2:	HYZD4W
Chapter 3:	GSOGIA
Chapter 4:	NZNFWL
Chapter 5:	MQOFA1
Chapter 6:	UZKGMH
Chapter 7:	VWJFSK

Allen Pendaruis, Charleston, SC

Mega Man 4 (Nintendo)

Mega Passwords!



Enter the following codes to begin your game with the following weapons:

Toad:	A3, A5, A6, B1, D1, E3
and Bright:	A1, A3, A5, B2, D1, E3
and Pharaoh:	A1, A5, B4, C1, D1, D3
and Ring:	A1, B4, B6, C4, D1, D3
and Dust:	A1, B4, B5, C6, D1, D3
and Skull:	A1, B4, B5, D2, D3, F2
and Dive:	A1, B4, B5, E2, E6, F3
and Drill:	A1, A4, B5, E2, F1, F3

Boss Music

Hardball! (Genesis)

Championship Passwords



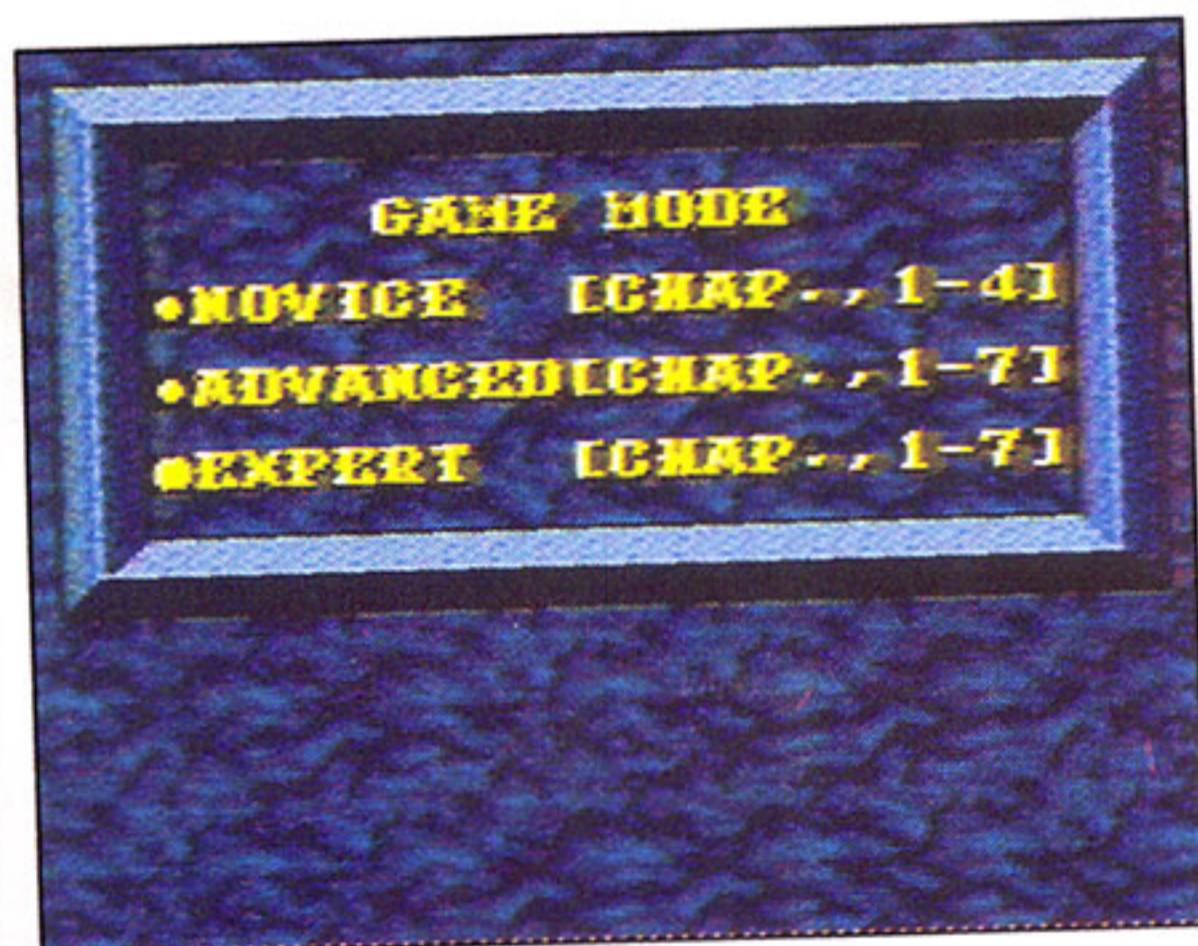
Here's the pitch Hardballers. Each of the following passwords launches you into the World Series with a commanding lead of three games to none.

Boston vs. Texas:	iAAEIGbe
California vs. Baltimore:	kcB3GIDi
Chicago (AL) vs. Chicago (NL):	2cA2cADi
Chicago (NL) vs. Chicago (AL):	2AAGGAbf
Cincinnati vs. New York (AL):	dcA2FHD8
Cleveland vs. Houston:	KcD0acDK
Detroit vs. Milwaukee:	acA7HJD2
Houston vs. Boston:	ccA7EGD6
Kansas City vs. Cleveland:	0cA7IKDa
Milwaukee vs. Kansas City:	0AAE
Minnesota vs. Cleveland:	1cB5IKDa
Montreal vs. San Diego:	gAAEGEBk
New York (AL) vs. New York (NL):	FAIeBHbf
New York (NL) vs. Atlanta:	hAAEHFbh
Oakland vs. New York (AL):	jcA2FHD2
Philadelphia vs. Los Angeles:	eAAEECb5
Pittsburgh vs. San Francisco:	fAAEFDb2
St. Louis vs. Cincinnati:	dAAEDBb7
San Diego vs. Cleveland:	gcA7HKDg
San Francisco vs. Boston:	fcA7EGD3
Seattle vs. Toronto:	3cC6JbDE
Texas vs. Detroit:	icB6JaDb
Toronto vs. Los Angeles:	eAAjFbbA

Deverell Baty, East Lansing, MI

Phelios (Genesis)

Expert Mode

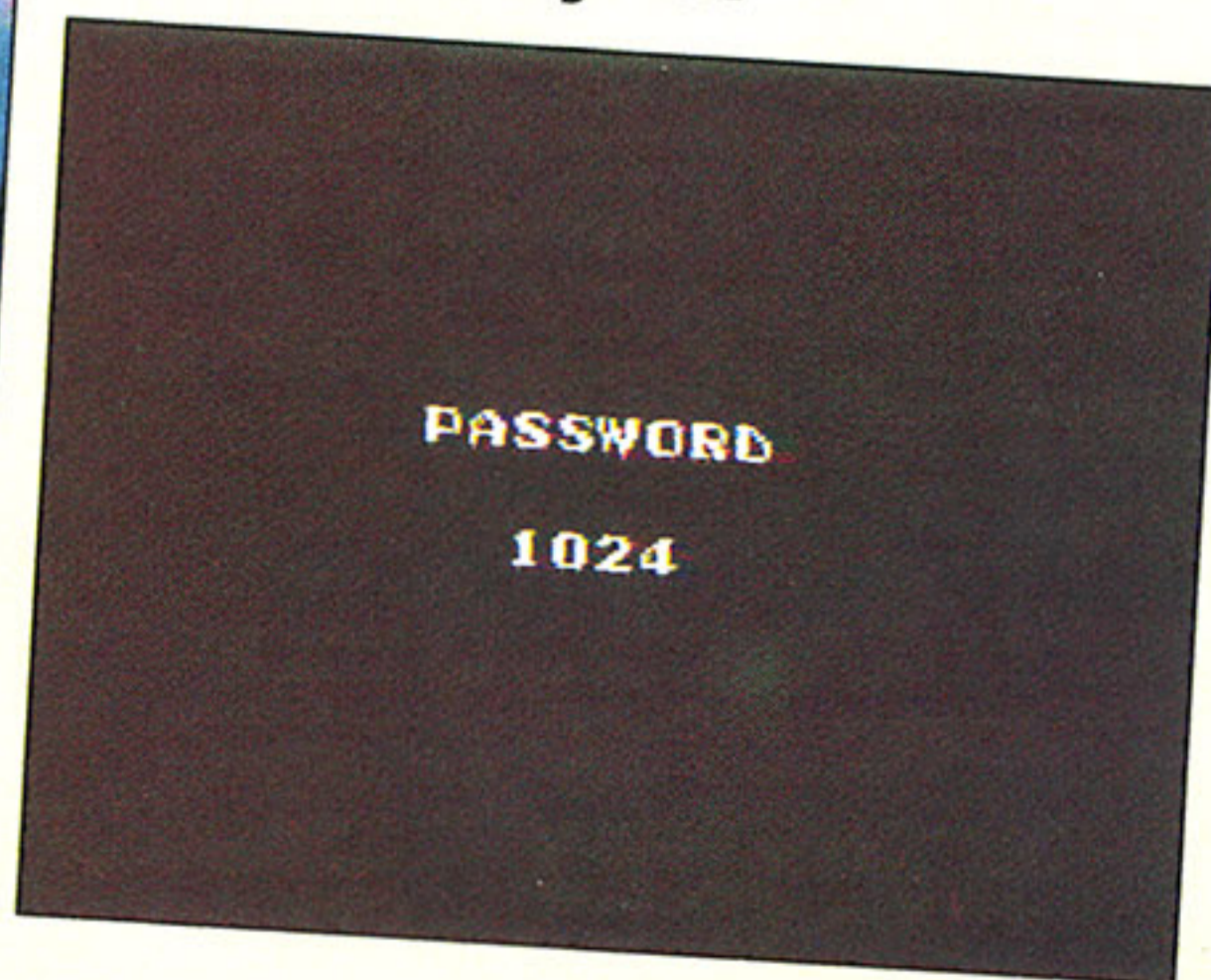


To play an Expert mode in Phelios, insert Golden Axe, remove it at its title screen, insert Phelios and press Reset. Try it a few times and you'll be in expert mode.

Rachel McPhee, Waldoboro, MA

Wurm (Nintendo)

Journey to Any Act



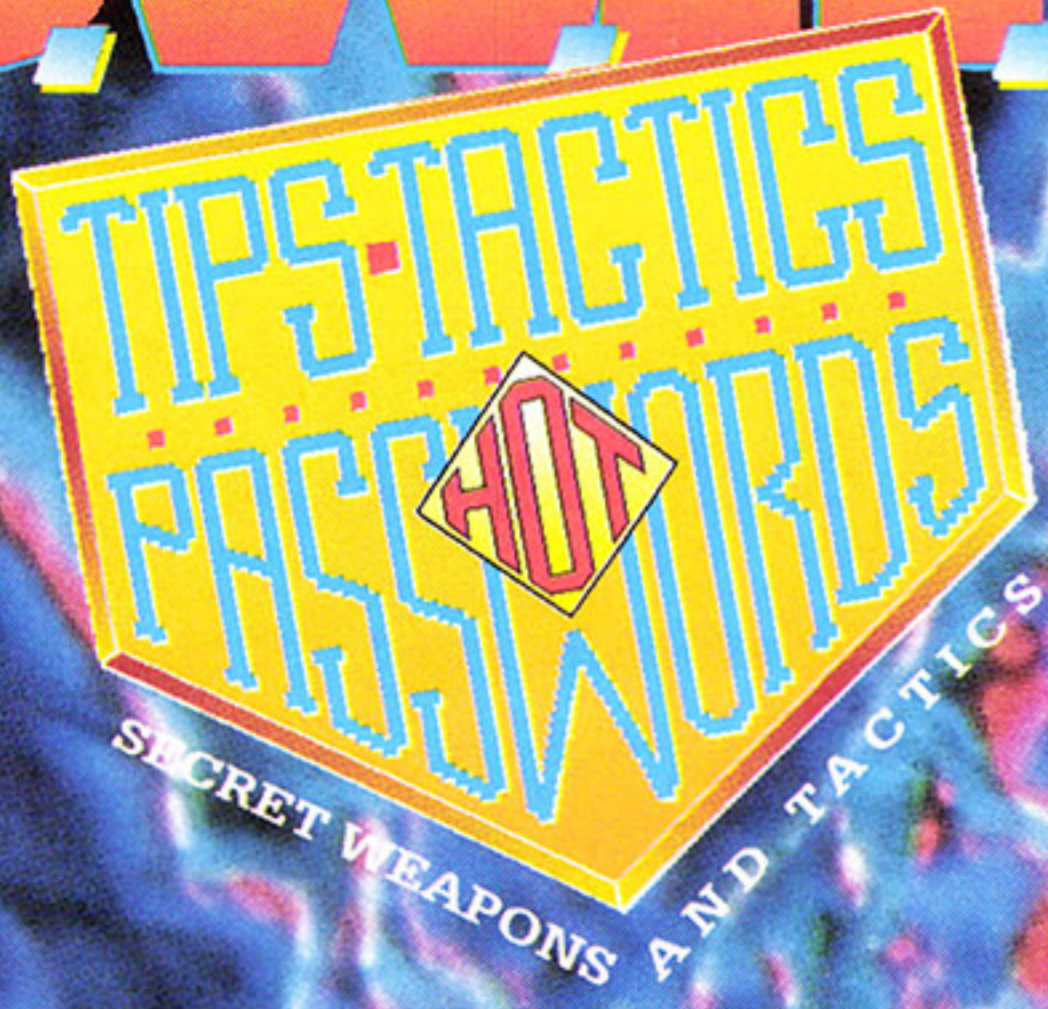
Use these passwords to start deep inside the center of the Earth.

Act 2:	3196
Act 3:	3569
Act 4:	1719
Act 5:	1024

Brian Koziol, Topeka, KS

Remember: Pulling any cart out of your system when the power is on can permanently damage your game unit. Perform this trick at your own risk.

SWAT



Double Dribble (Nintendo)

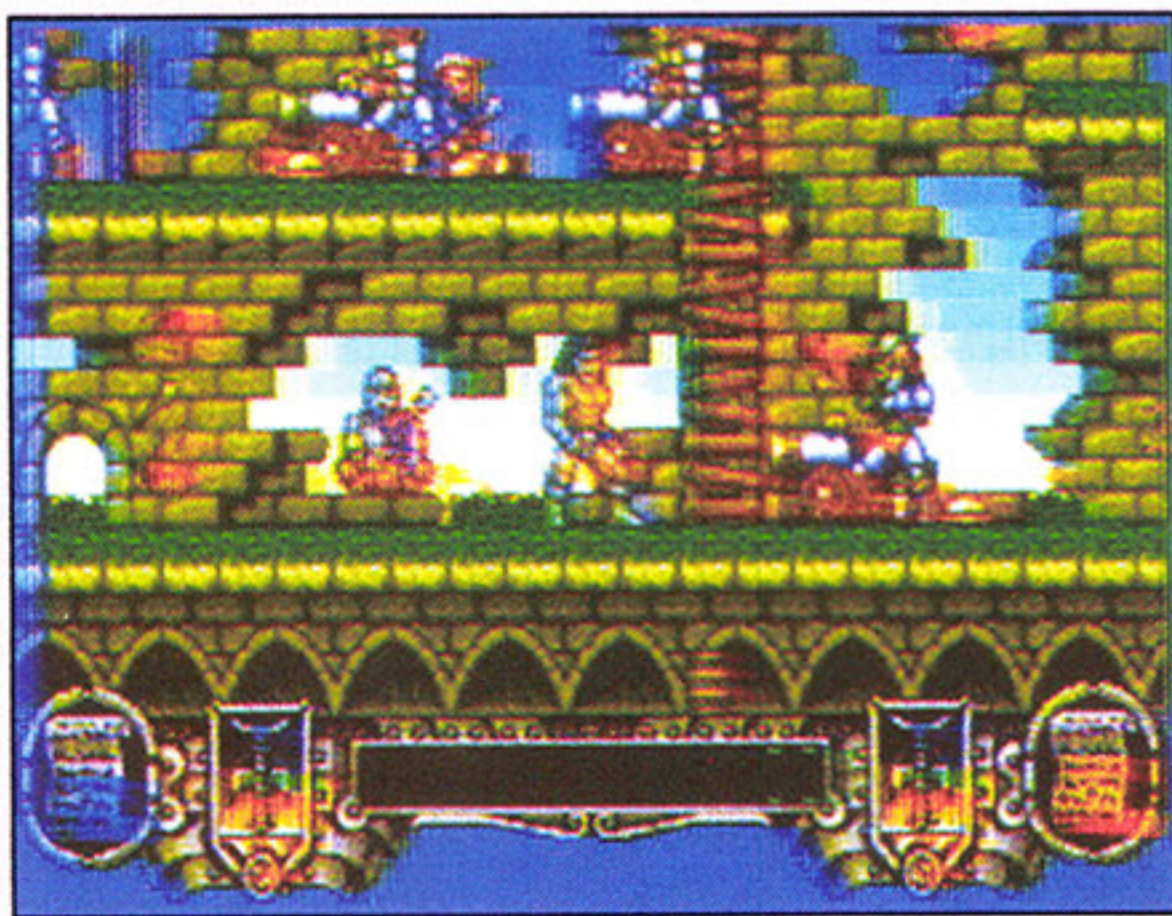
Shatter the Backboard!

To shatter the backboard, select Chicago and when you have the ball, go to the foul line. Pause the game. Press A, B, A, B, un-Pause, and then Pause again very quickly. Repeat the same sequence, un-Pause, and do it all one more time. Then, either execute a fast dunk or take a quick shot. When you do, the backboard shatters!

Michael Buchanan, San Antonio, TX

Onslaught (Genesis)

End Password



Use this password to begin with all territories conquered except for 10:

0000,0000,00

Michael G. Brooks, Shallote, NC

Maniac Mansion (Nintendo)

Freeze the Purple Tentacle

I've discovered a new way to pass the Purple Tentacle. Here's what to do:

1. Have Wendy send away for the Publishing Contract.
2. Have Bernard open both doors to the lab.
3. Have Bernard close the inner door!
4. Have Dave turn off the power in the Mansion.
5. QUICKLY have Bernard open the inner door.
6. Switch to Dave and give the contract to the Purple Tentacle.

This paralyzes the Purple Tentacle in the basement so that Bernard can launch the Meteor in the Weird Edsel.

Scott Smith, Yucaipa, CA

A.P.B. (Lynx)

Double Fuel!

On Highway 12 you will find gas pumps right next to one another. Park directly in the middle of the two pumps and the gas pumps twice as fast.

Charles Nelson, Las Vegas, NV

Scrapyard Dog (Lynx)

Warp!

To warp to the Forest World go to the toilet near the blue office in the second Scrapyard. Press Down while standing on the toilet and a door appears. Knock on the door and you'll zap straight to the Forest World.

Paul Smith, New Baltimore, MI

Maniac Mansion (Nintendo)

New Ending

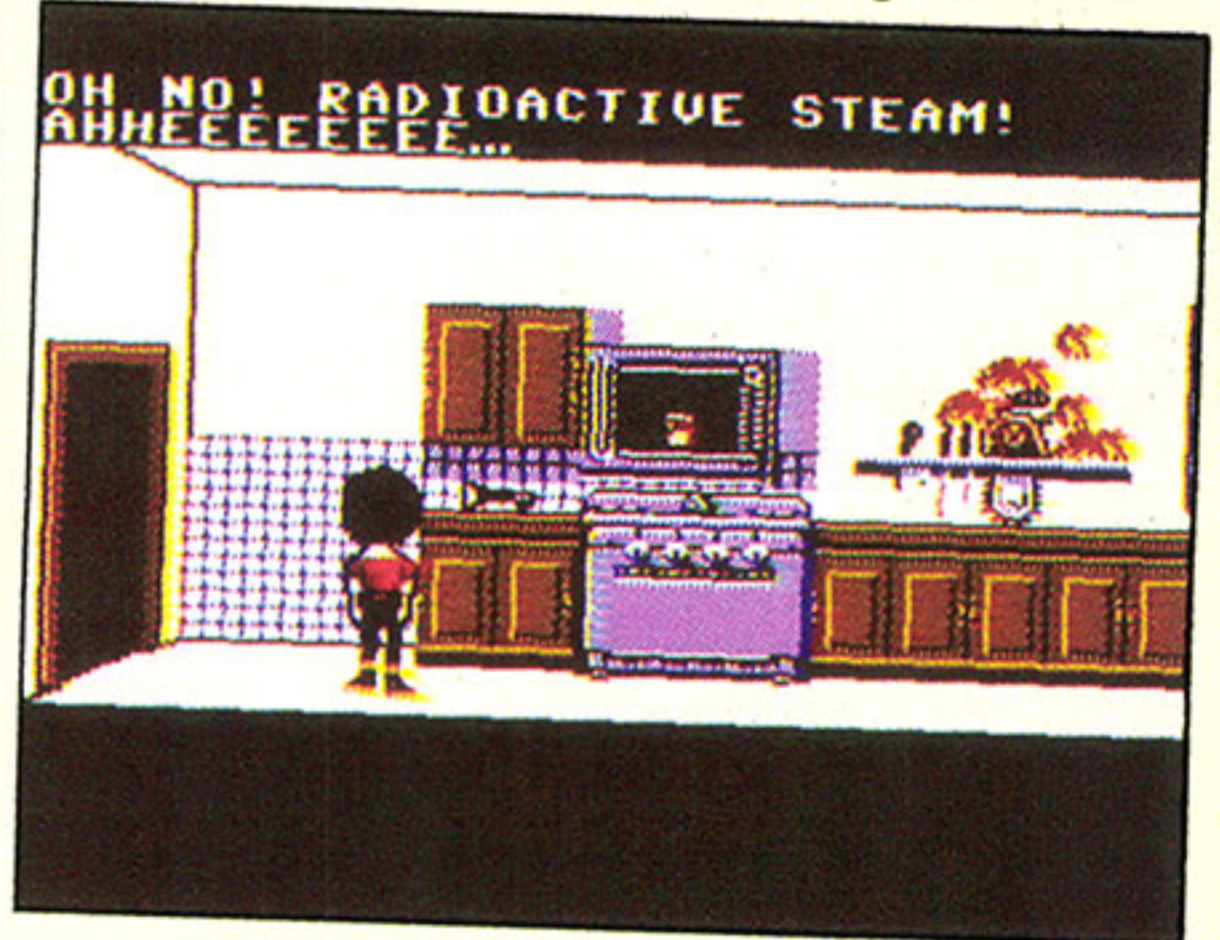
I read about the six different endings to Maniac Mansion in GamePro: I tried them all and they worked! So I made up my own ending. Here it is:

Ending #7:

1. Choose Dave, Bernard, and Wendy as your characters.



2. Have Wendy send away for the Publishing Contract.
3. Give Bernard the Publishing Contract.



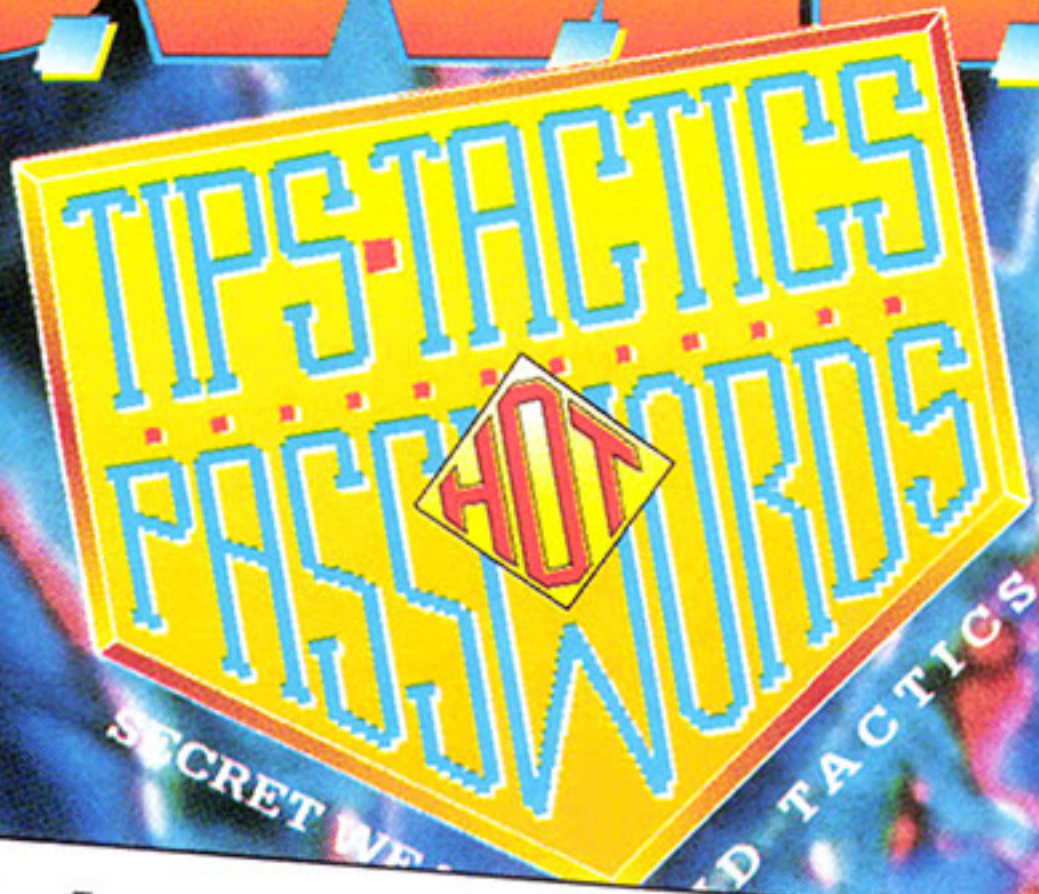
4. Have Dave turn on the Water Valve and drown Wendy in the pool or kill her with radioactive water.
5. Give the Meteor the Publishing Contract.



6. When the Meteor is interviewed by Mark Eeter, Sandy will appear instead of Wendy!

Scott Smith, Yucaipa, CA

SWAT

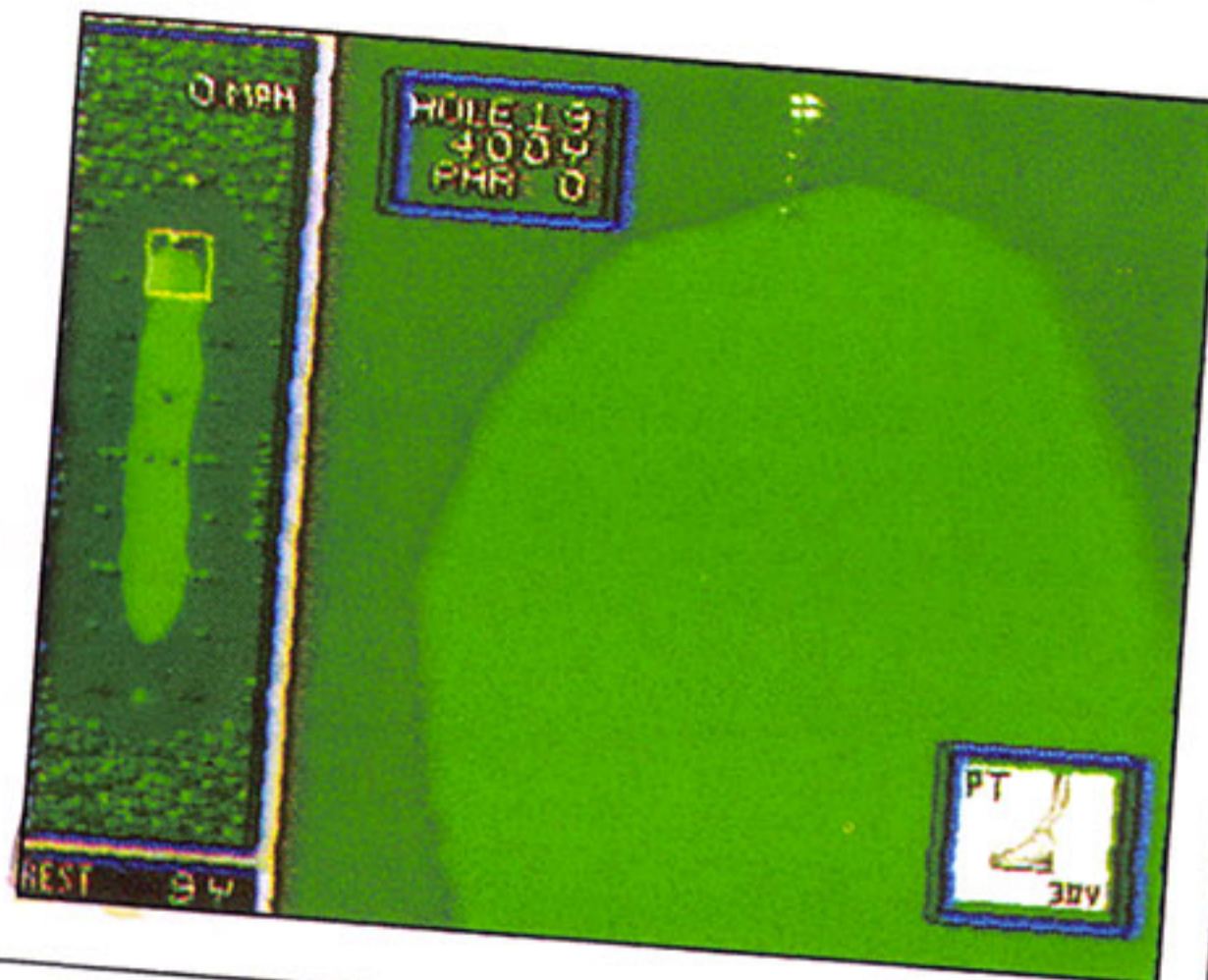


Hole-in-One Golf (Super NES)

Secret Hole!

Select practice mode and advance to Hole 19. There's no pin displayed on the screen, but you can putt into a secret hole. Work your way to the out-of-bounds top portion of the course and aim for the point shown in the above photo. And it's good!

Fanatic Fan, Dr. Dave, and Colorful Commentator



Magician Lord (Neo Geo)

Dodge the Living Ghouls

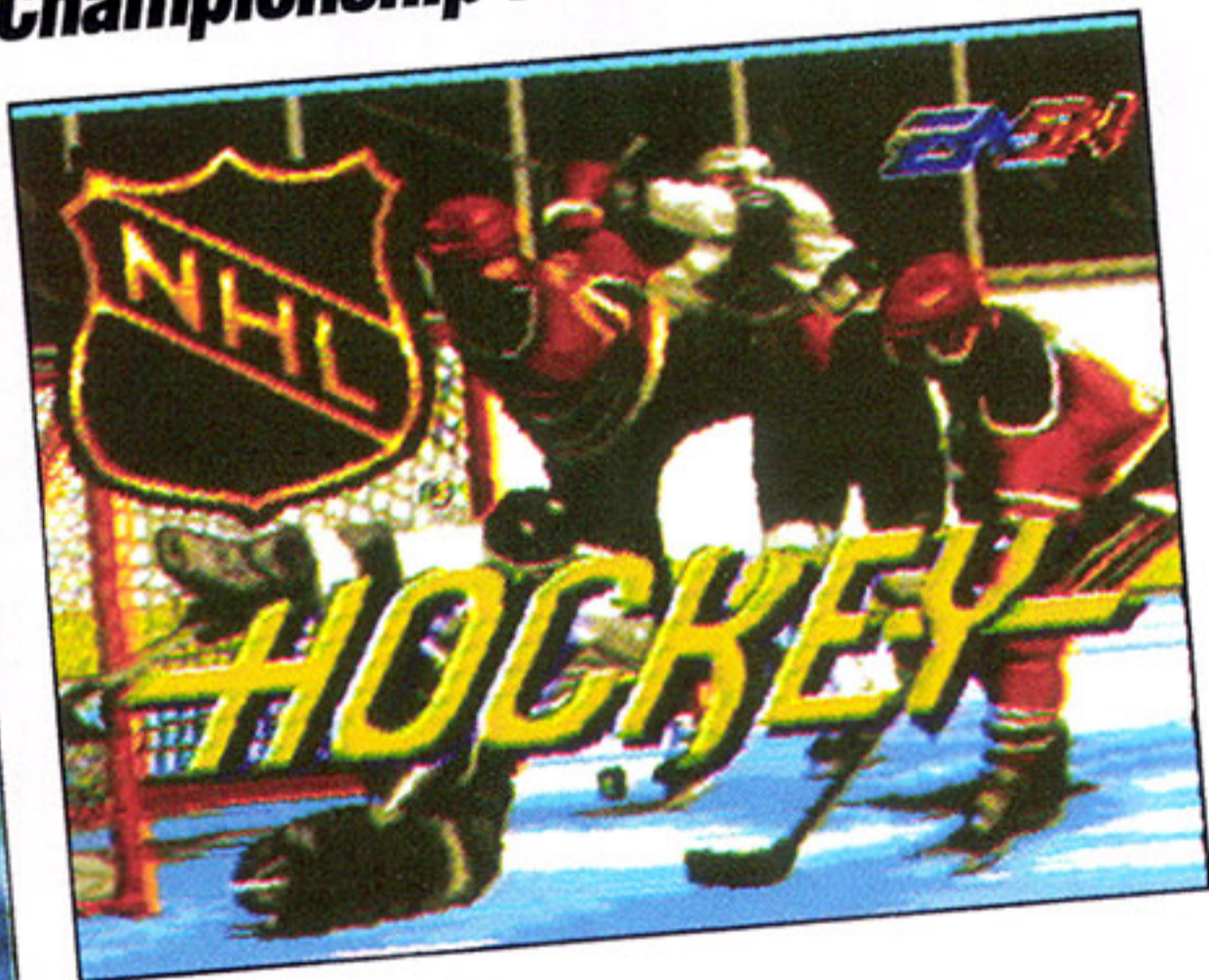


It's easy to make the Living Ghouls go away! Just head to the area where they appear and go down the long ladders. Head back up the ladders (until you're out of sight) and then head down again. The ghouls are gone!

John Thomas, St. Louis, MO

NHL Hockey (Genesis)

Championship Passwords!



Here are passwords for the NHL championships for all 22 teams:

Chicago Blackhawks:
H5J3V79RM4ZVHW2P

Calgary Flames:
H5L19CYS9FPZPT2

Pittsburgh Penguins:
BN7Y34ZSP46D1T4R

Buffalo Sabres:
BN6YXDK951C0YVX8

Toronto Maple Leafs:
DHYLKFDGB0B402SP

Quebec Nordiques:
C42Z8MN44Y4YLG39

New York Islanders:
HRFYV9X5CJNWCT9M

Minnesota North Stars:
HZ2B48N9HY55MK8W

Los Angeles Kings:
GDS4KOGHC1S1L698

Boston Bruins:
HFPY7KLT9VX7CFV1

New Jersey Devils:
HL7CMPMG5WKZZS1

Edmonton Oilers:
BYPYDDL9VCSJL7BC

St. Louis Blues:
C4Z3S8NMFJG3JMK0

Hartford Whalers:
FZV795XCZ344SNSM

Vancouver Canucks:
B14J9L0YLTC9LDS

San Jose Sharks:
G75X97V90T0M6MNY

Washington Capitals:
FZX6MY7TXMXKRKDG

Winnipeg Jets:
HFNB55PZ9WLTMZSN

Montreal Canadiens:
HL61CRJ3NX49PT3K

New York Rangers:
B17F5MF0ZG238V8F

Philadelphia Flyers:
HTPTRGHGWB79VHZP

Detroit Red Wings:
FFB1LC1K10YVWOV2

Danny Stark, Dakota, IL

AeroBlaster (TurboGrafx-16)

Phase and Difficulty Select

Use this trick to select the Phase of Aero Blasters. Enter the extra credits trick (at the title screen press Right, Select, Right, Select, Right, Select) and then press Button I the following number of times for the desired Phase:

Phase 2: Button I 10 times.

Phase 3: Button I 11 times.

Phase 4: Button I 12 times.

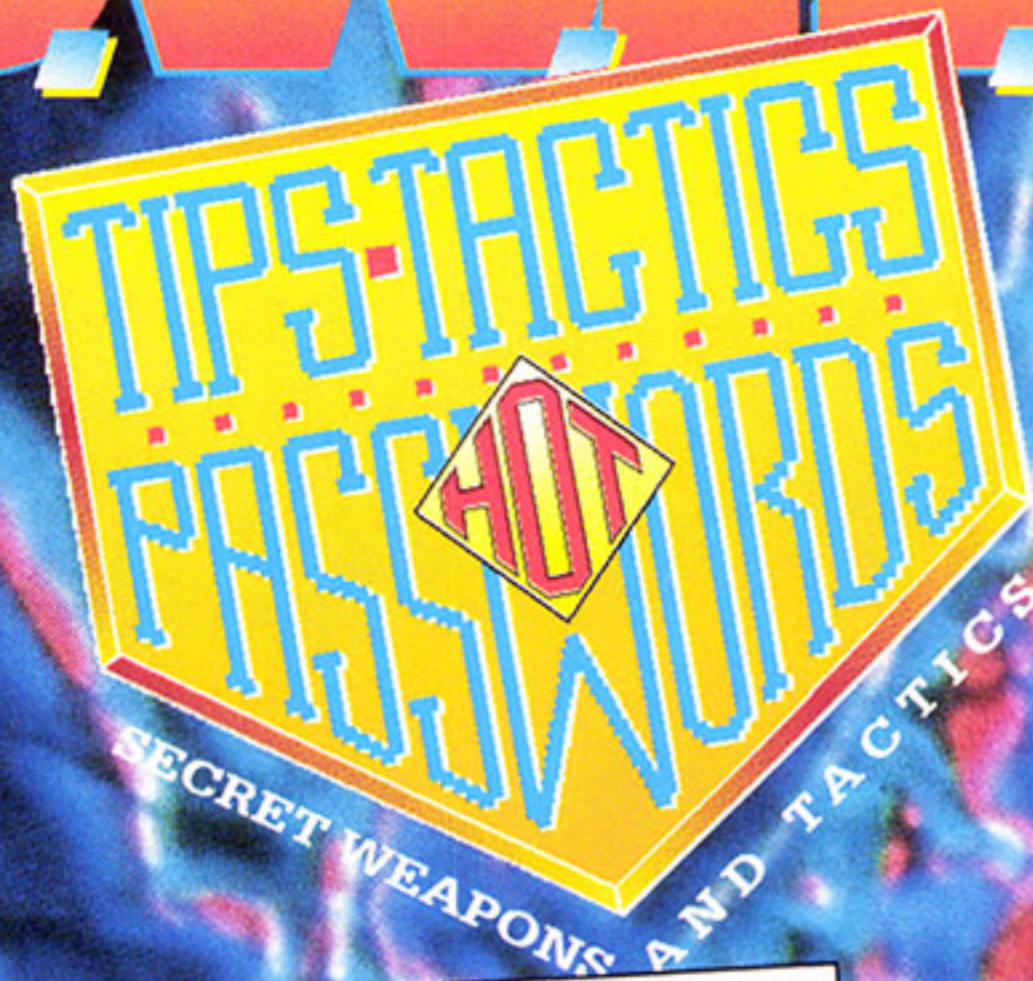
Phase 5: Button I 13 times.

Phase 6: Button I 14 times.

Then press Select, choose "Dual Scramble," "Blaster 1 Scramble," or "Blaster 2 Scramble," and then hit Run.

To choose a difficulty level, press Up and Left and then Down and Right while pressing Select repeatedly and continue doing this until the screen turns yellow or blue. Blue is an easier level, yellow is more difficult.

Jon Ruttle, Calgary, Canada



Game Genie Codes!

Ninja Gaiden (Nintendo)

Power-Up Codes

Enter all three of these codes for an explosive frontal assault.

1. ESTSSI
2. AOTSSI
3. EOTSSI

Steve Alejandro, Corpus Christi, TX

Super Mario Brothers 3 (Nintendo)

Make Your Enemies Disappear

Use this code to make your enemies appear and disappear:

IIIII

Julio Gavino, Durango, Mexico

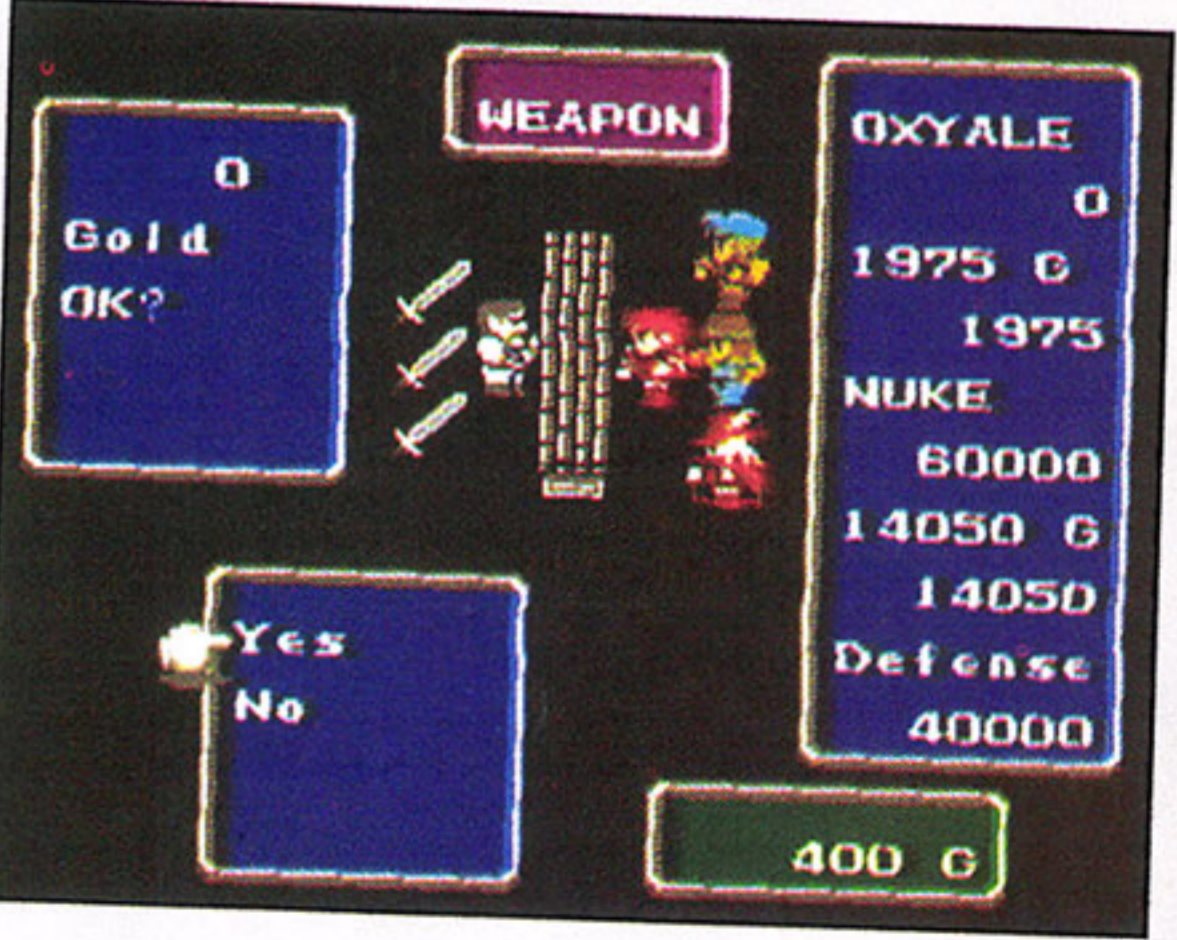
Final Fantasy (Nintendo)

Here are some really cool Game Genie codes for Final Fantasy:

	PIWE L 1 HP 247/247	LALA L 1 HP 90/90
63376 G	ITEM MAGIC WEAPON ARMOR STATUS	KKOP L 1 HP 90/90 MAGIC 2000/0 0/0/0

NYKLPALZ – Gives fighter 247 Hit Points. Use with AEAGGN and everyone has 247 Hit Points!
 NYOUIAPA – Begin with 63,376 Gold.
 IEZGGN – Everyone but your fighter has 1,000 Hit Points.
 ZIKLTAIE – Fighter has 90 Luck Points.
 IEAGTN – After Equipping Armor, awesome Evade Points!
 IEAGIY – Gives most warriors stunning attributes.

And the best code of all: AEGGGN
 Enter this code and wait a few minutes. Your party will either enter a Weapon Shop or an Inn. Reset the game and reenter the code if you enter the Inn. In the Weapon Shop you can buy free OXYALE for everyone. You can make money by selling the OXYALE. If you



used NYOUIAPA with this code, then buy NUKE. Buy and sell the OXYALE over and over until you get enough money for the 14,050 Gold.

Chad Moore, Griffin, GA

Super Mario Brothers 3 (Nintendo)

Play as Tanooki Mario

To begin the game and stay as Tanooki Mario use this code:

UOKXGLIE

Craig Nelson, Wells, MI

Crystalis (Nintendo)

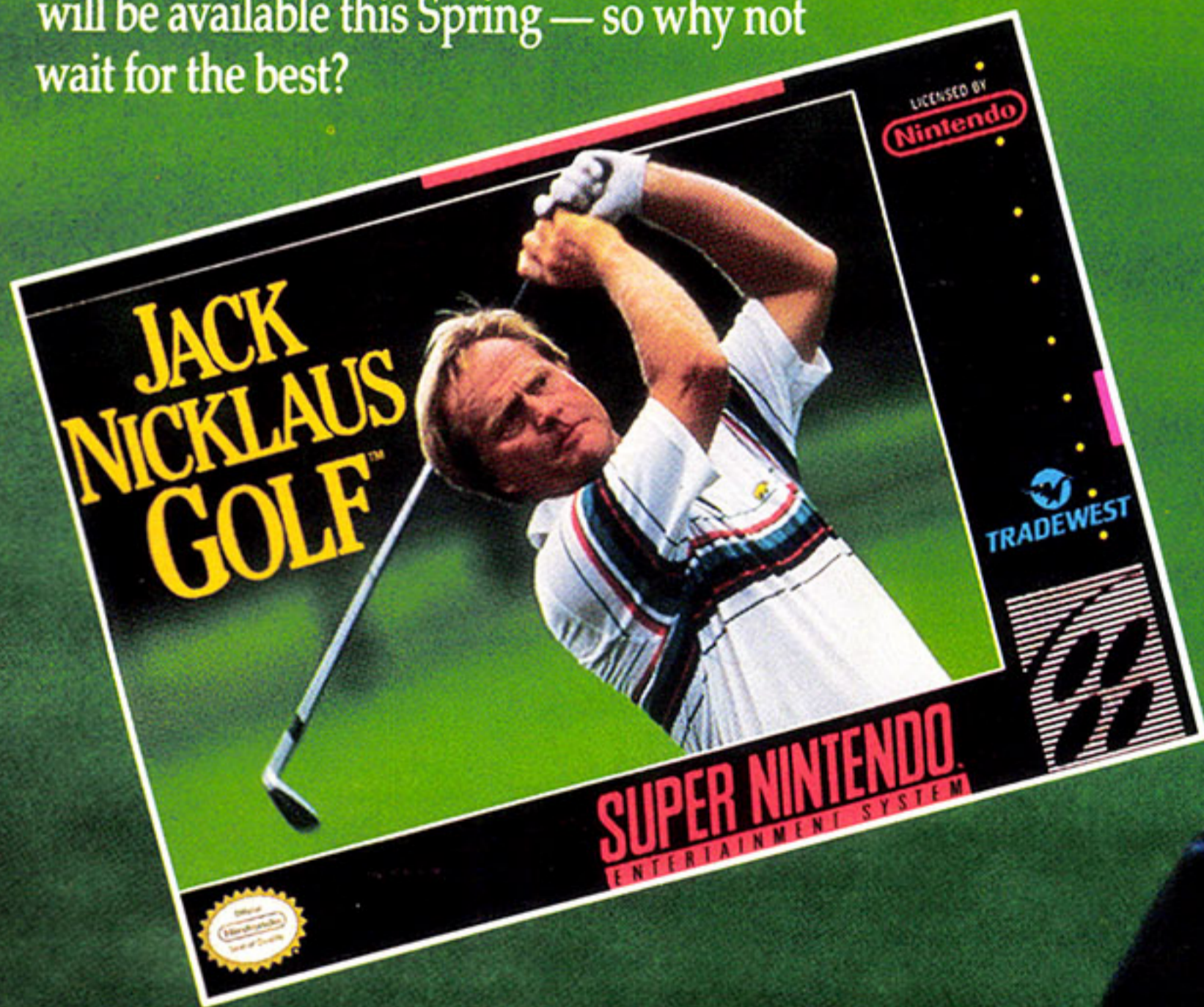
Tons of Cash!

Use this code to begin Crystalis with \$60,000: VEOGUOSE

Greg Ervay, Lauderhill, FL

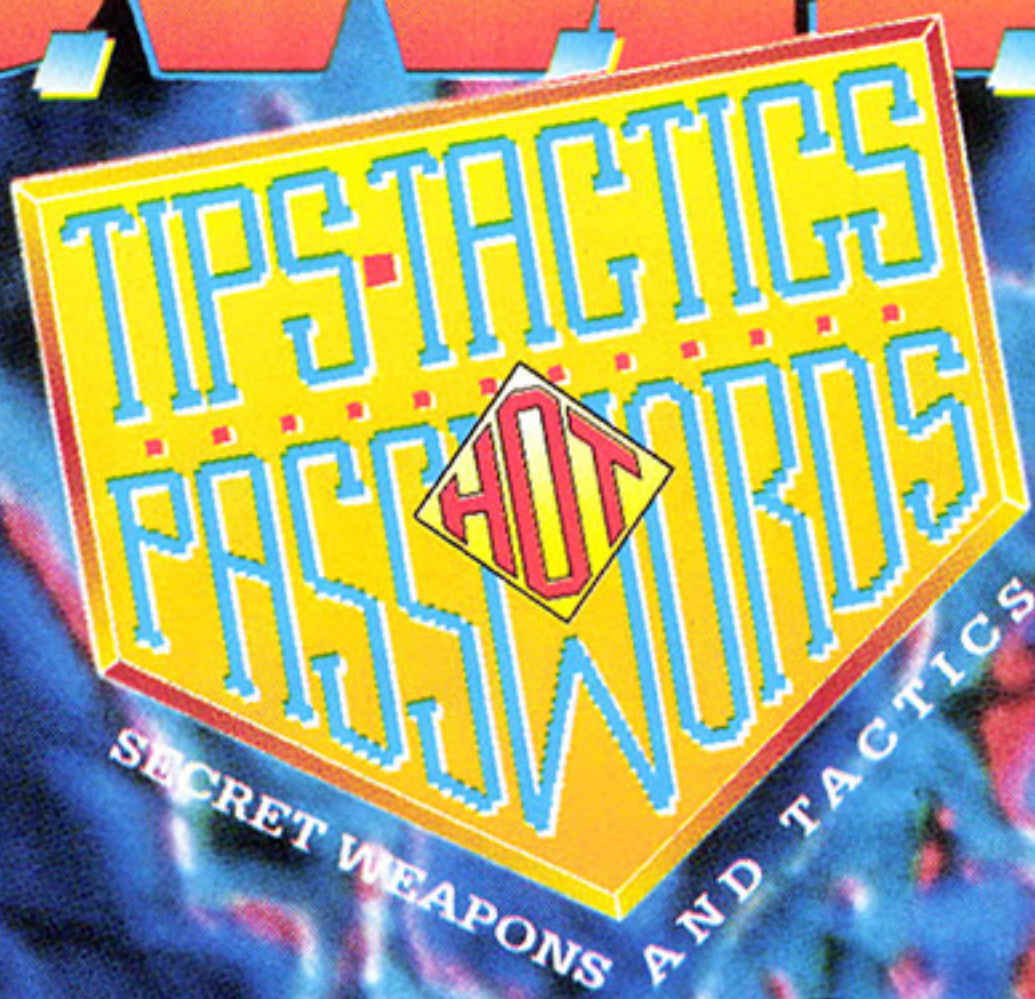
The Best Is Yet To Come.

Tee it up this Spring with Tradewest! JACK NICKLAUS GOLF for the Super NES improves upon the popular Accolade "Greatest 18 Holes of Golf" by allowing you to design an unlimited number of courses to play. You'll experience an incredibly realistic feel of the course via the enhanced digitized graphics. One to four players can compete on beginner to expert levels, and a password feature lets you take a break at the turn. The Game Boy version will pack many of the same great features, and both games will be available this Spring — so why not wait for the best?



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2400 South Highway 75
Corsicana, Texas 75110

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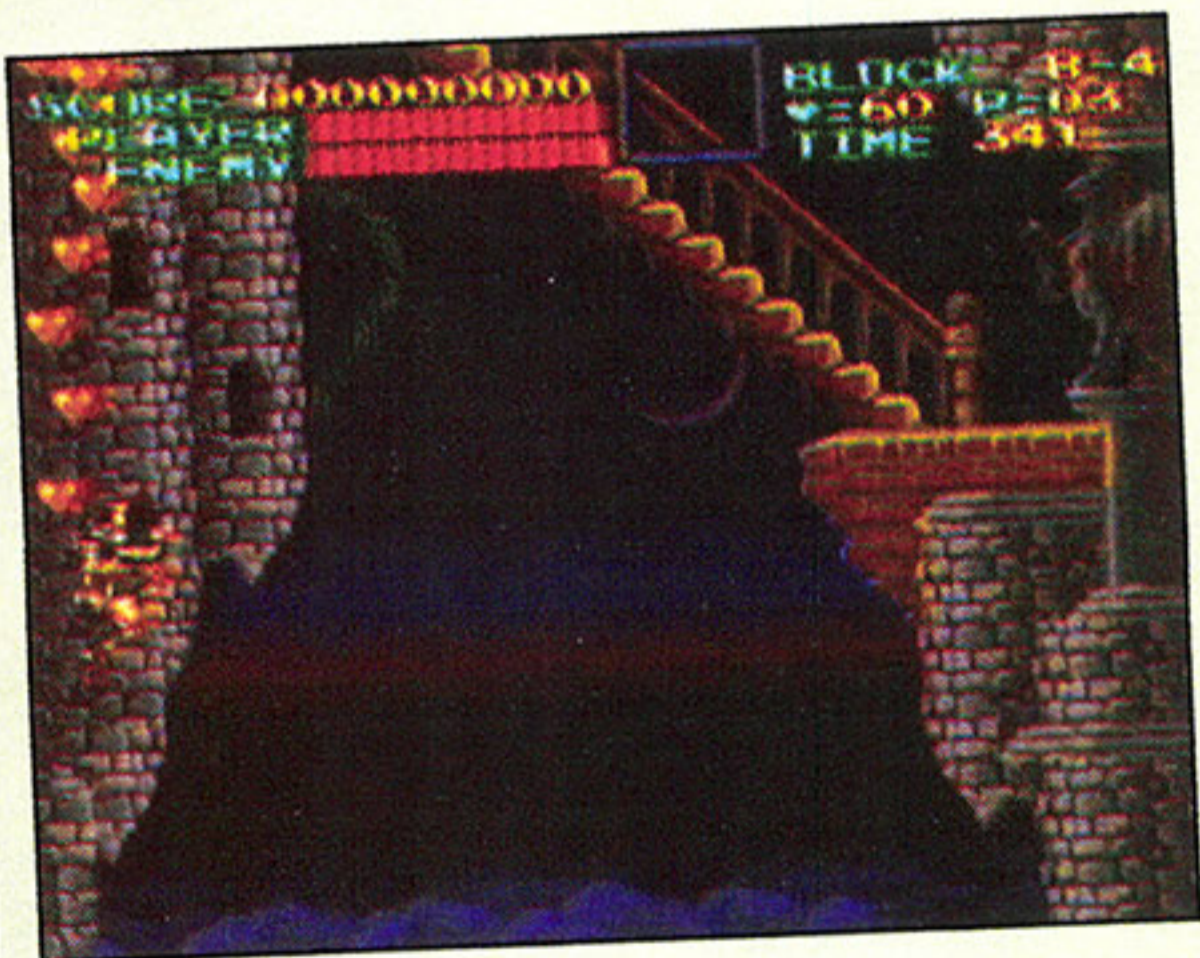
Super Castlevania IV (SNES)

Drac's Secret Power-Up Station!

I recently discovered a secret power-up station near the end of Super Castlevania IV. Just before Count Dracula's lair is a staircase leading up to the top of the tower.



Leap off the ledge and you'll land on an invisible platform. Then jump left one more time, land on a second platform, and walk to the edge of the screen.

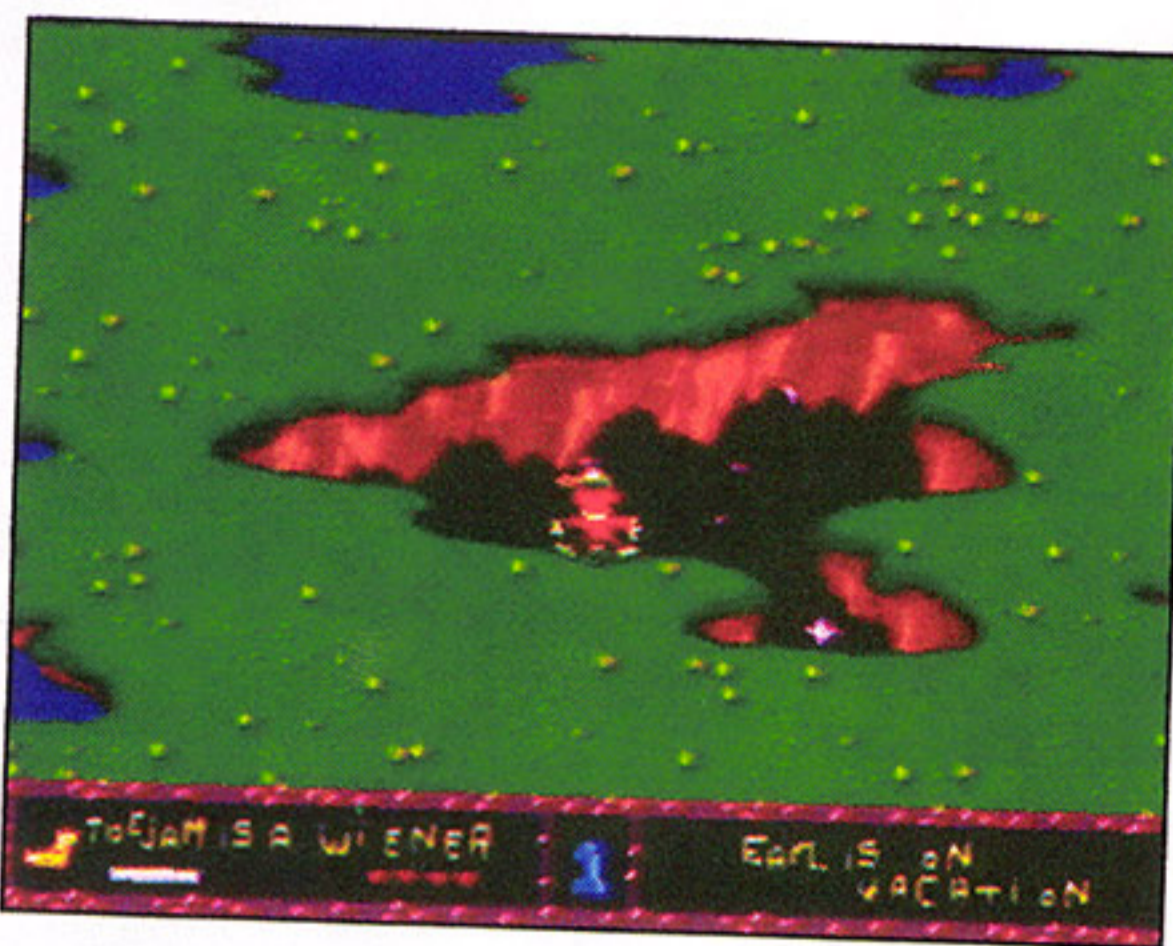


Wait for a few seconds and tons of power-ups will rain down on you. You'll collect 99 Hearts, a fully-powered Chain Whip, a Boomerang, and a Triple Shot Multiplier. To return to the top-left ledge, climb the invisible sets of stairs. Good luck against Count Dracula!

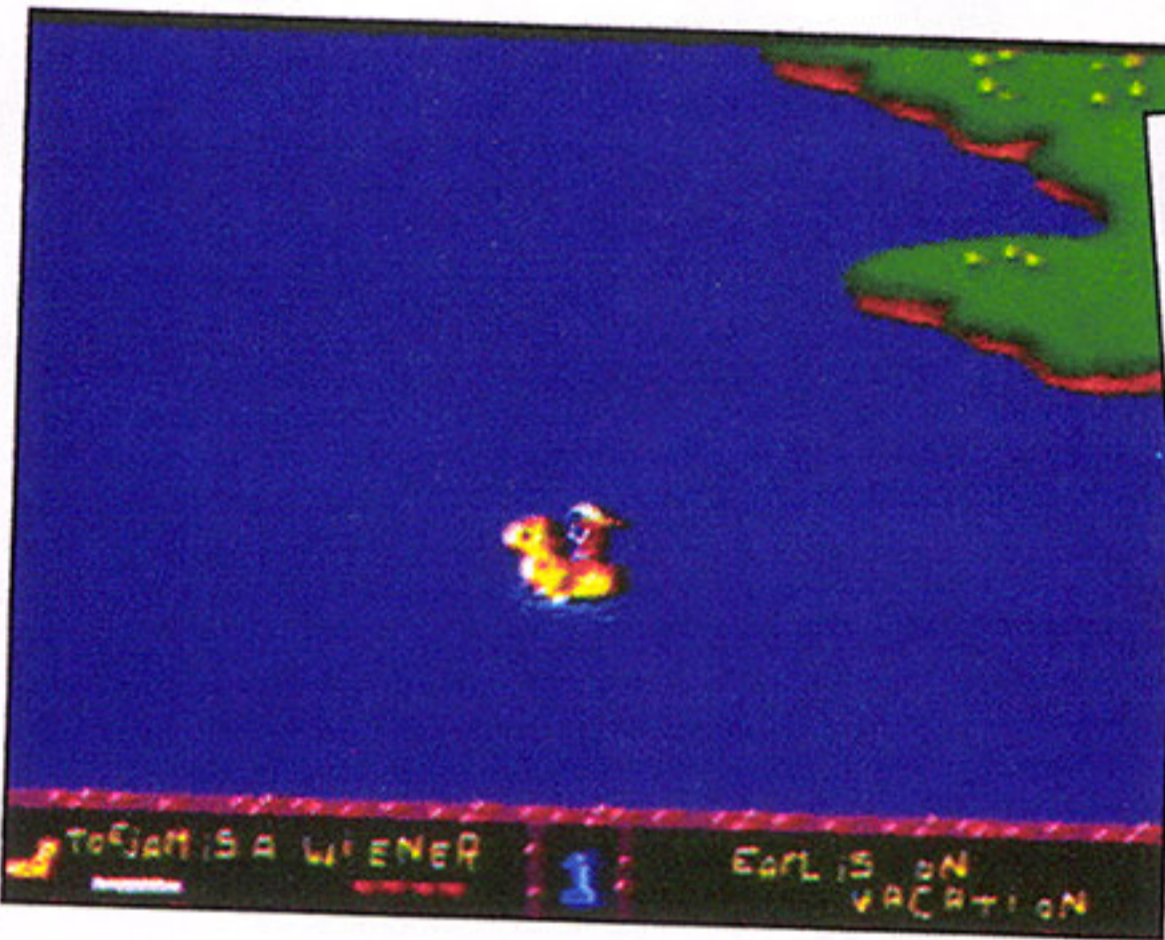
Ben Silver, Olivette, MO

ToeJam & Earl (Genesis)

Secret Level!



Follow these directions if ToeJam and Earl are running low on life energy. Use the Icarus Wings, Rocket Skates, or the Inner Tube in Level One to go all the way to the lower left portion of the map. You'll come to an island. In the center of the island is a



hole. Drop down the hole. You'll zap to Level Zero. Here you'll find a Lemonade Stand and a Hot Tub with Wahines in it!

Go to the Lemonade Stand and push Up. The man at the stand will give you a glass of Lemonade. Drink it and you'll receive an extra life. Next, jump into the Hot Tub by pushing Left or Right while standing on the tub. Stay in the tub and chat with the



Wahines for a while. This powers-up your life bar. When you fall or jump off this island in space, you'll reappear on the highest level that you've reached so far in the game!

John Hannum, Wood Dale, IL

Castlevania II: Belmont's Revenge (Game Boy)

Pick a Castle or a Tune

Start deep in Drac's den or access a sound test with the following passwords:

Sound Test: Heart, Heart, Heart, Heart

Nine Lives to Start: Candle, Candle, Heart, Heart

Defeated Crystal Castle: Candle, Heart, Heart, Ball

Defeated Crystal, Plant: Heart, Heart, Heart, Blank

Defeated Crystal, Plant, Rock: Heart, Heart, Ball, Blank

Drac's Castle, Level 1: Heart, Ball, Candle, Blank

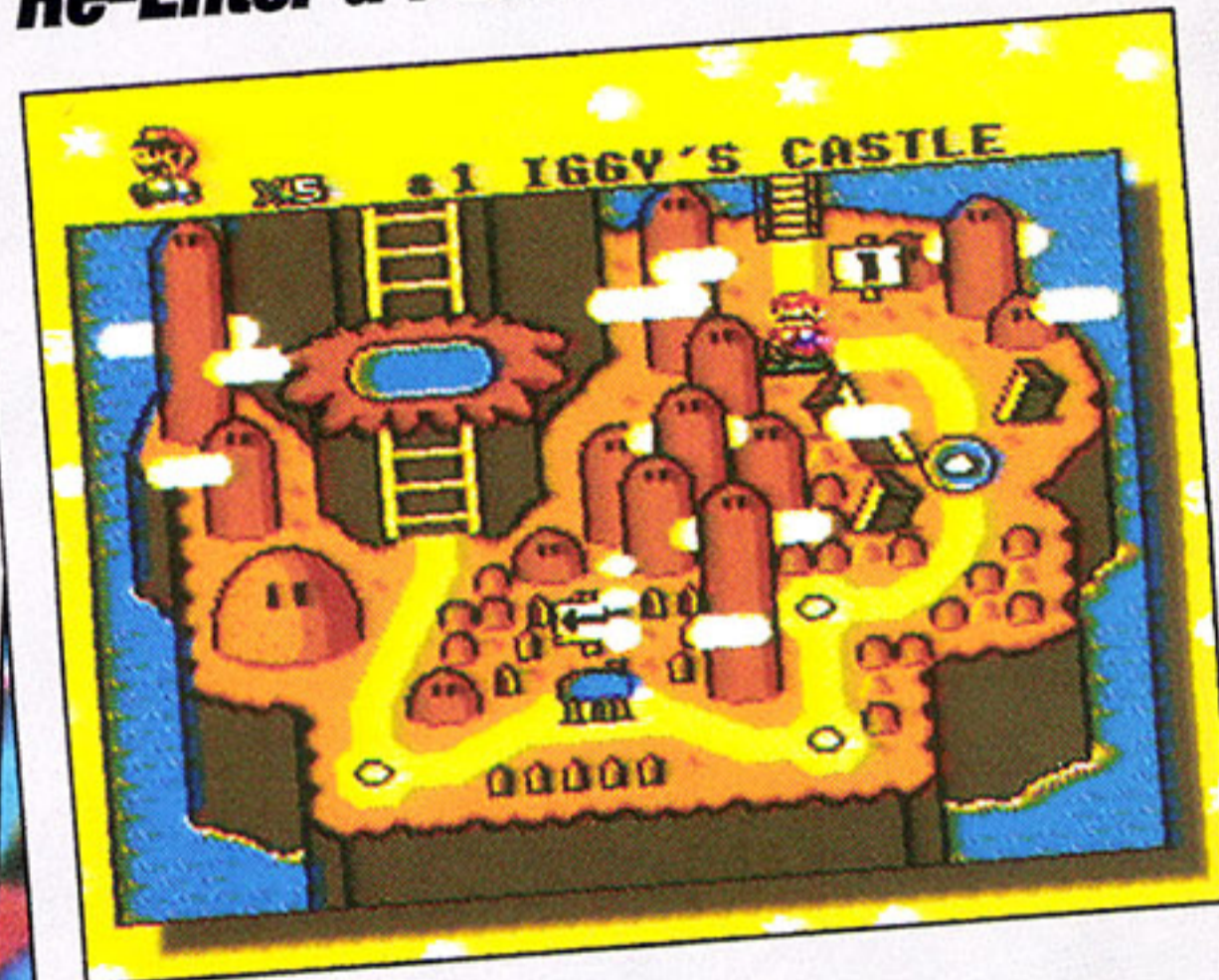
Drac's Castle, Level 2: Heart, Candle, Ball, Ball

DRACULA!: Ball, Heart, Candle, Heart

Slasher Quan

Super Mario World (Super NES)

Re-Enter a Finished Castle!



Normally when you beat a castle or mini-fortress it rumbles to the ground and is sealed off forever. To return to any already-beaten castle, stand on it and press Left and Right at the top of your controller.

Andrew McNeill, St. Paul, MN

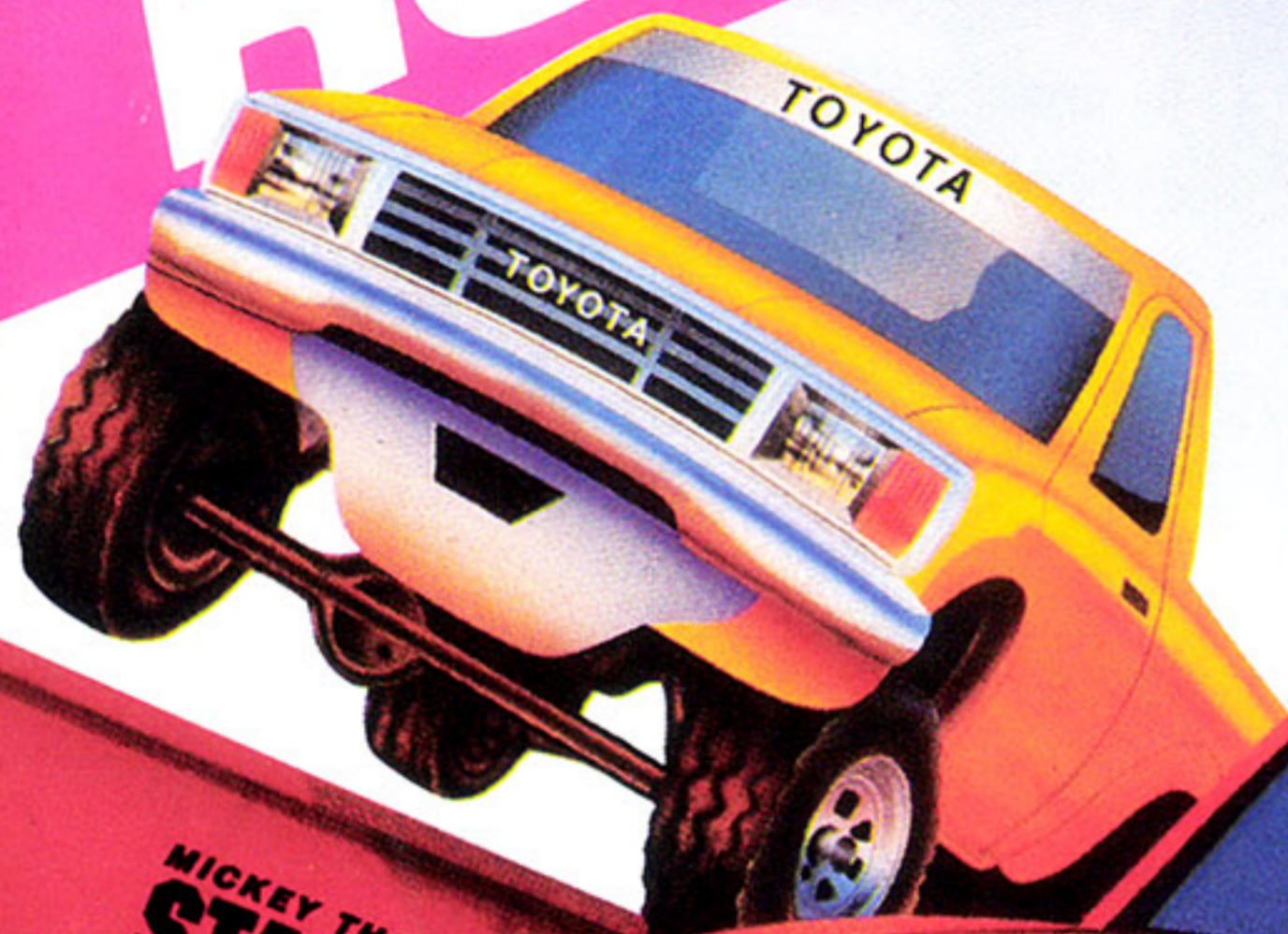
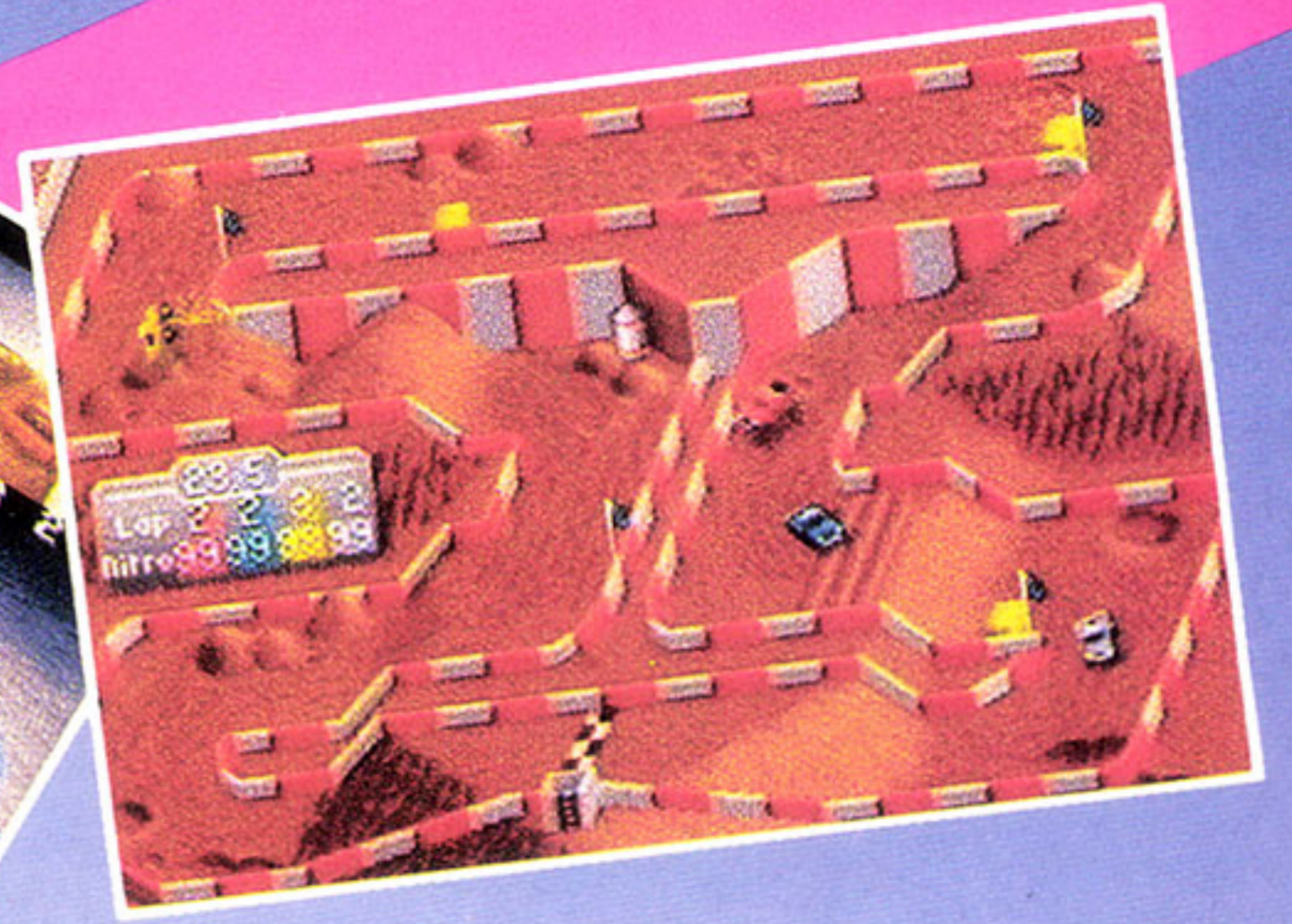
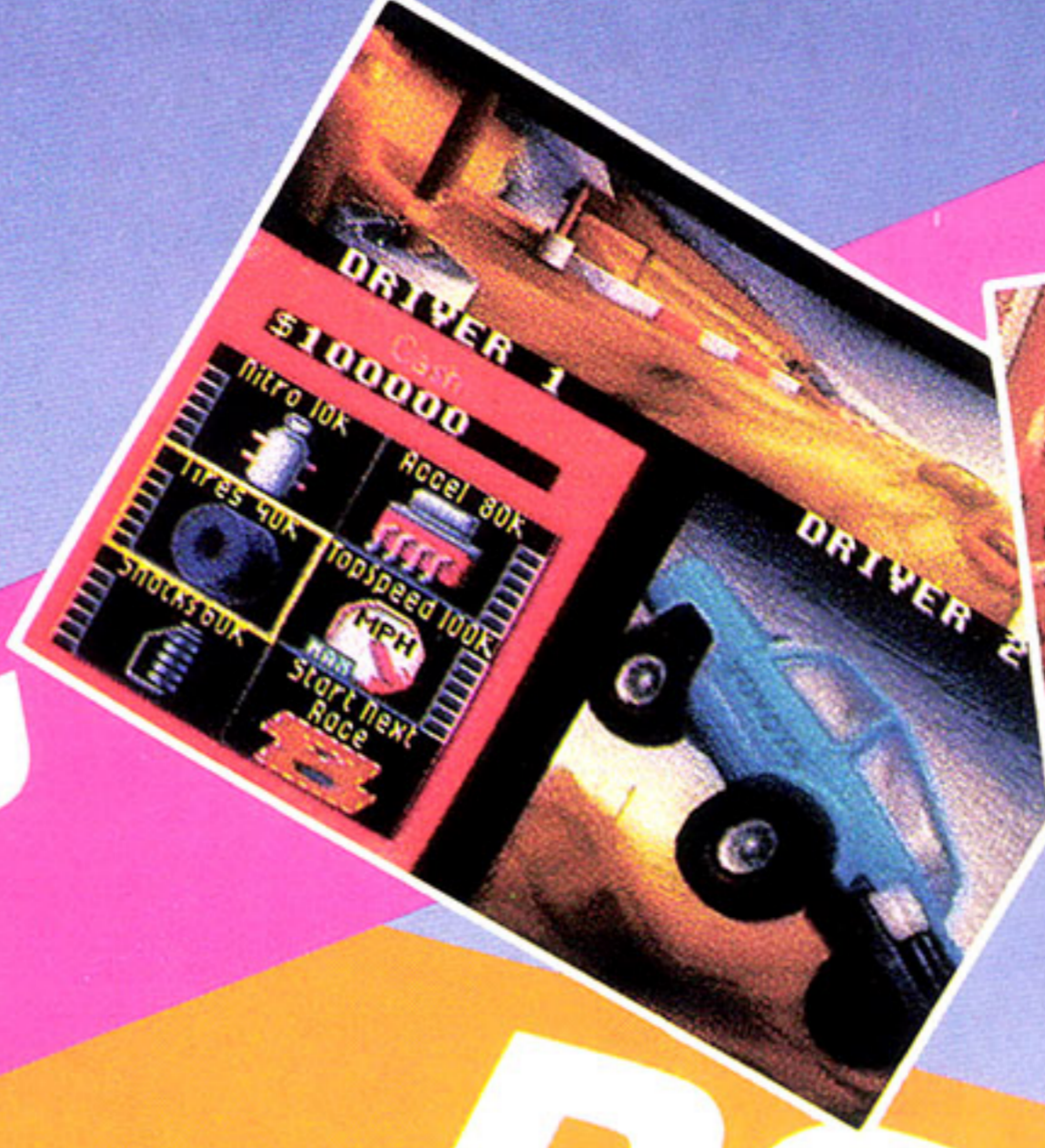
Narc (Nintendo)

Extra Continues

To begin the game with two continues, do the following at the title screen: Press and hold A, B, Select, and Up. Next, push Start.

Pete Christiansen, Macon, GA

ROCKIN' ROLLIN'



MICKEY THOMPSON
STADIUM
OFF-ROAD RACING SERIES



SUPER OFF ROAD™

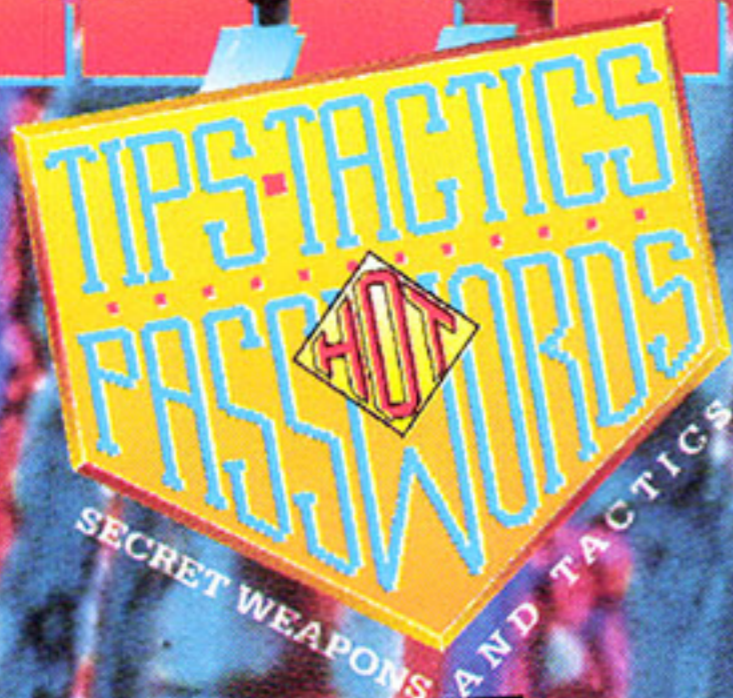
Grab the wheel of your Toyota super-truck and hit the gas! Based on the #1 arcade game, SUPER OFF-ROAD for the Super Nintendo Entertainment System brings you all the thrills of real off-road racing...but without the mud in your face. Watch out for the jumps, mud holes and other obstacles on the 64 different Mickey Thompson Off-Road track configurations! Race against a friend and two computer-controlled trucks simultaneously! Trade in your winnings for accessories at the Speed Shop and improve your chances for victory! From match-offs to spin outs, this is as close to genuine short-course racing as you can get. And for off-road action on the go, check out SUPER OFF-ROAD for your Game Boy!

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SWAT PRO



BaseWars (Nintendo)

Super Weapons

TEAM EDIT			
EDIT	TERMINATOR		2
1	CYBORG	WOLF	CF R
2	CYBORG	BLAU	LF R
3	TANK	BENNETT	RF R
4	FLYBOT	MULLINS	3B L
5	CYBORG	FRANZ	1B R
6	MCYCLE	LOPEZ	SS R
7	TANK	KAHN	2B L
8	FLYBOT	RUSSELL	C R
9	MCYCLE	JACKSON	P L

Here's a way to get a supercharged BaseWars hardball team. Select Team Edit, Choose Team A or B, and type in "Terminator 2" as your name. Team A will have Laser Guns or Team B will have Laser Swords.

Jay Beem, Knox, IN

Super R-Type (Super NES)

Stage Select



If you want to cheat a little, or cheat a lot, in Super R-Type – here you go. At the title screen, hold down the R button and press Up nine times. You'll hear a tone. Press Start, then Pause the game. Hold down R and A together, and then press Select. Finally, press Up or Down to choose your level.

Ricardo Scott, Detroit, MI

Dynamite Duke (Genesis)

Secret Option Screen

SUPER OPTIONS	
▶ GAME LEVEL	EASY
BGM	01
EFFECT	01
MISSION	01
LIFE	08
CONTINUE	05
D PUNCH	05
EXIT	

To access a secret Option Screen, enter the Option Mode, press C ten times and then the Start button. You can skip stages, add extra lives, and boost your continues.

Jermaine Hanks, Chicago, IL

Super Ghouls 'n Ghosts (Super NES)

Stage and Sound Select!



To enter a stage select mode, go to the options screen, place the cursor on Exit, hold L, R, Start, and Select on Controller Two, and press Start on Controller One. Now pick a stage or a sound!

Boogie Man

Darius Twin (Super NES)

Start with 50 ships



To kick off Darius Twin with a full complement of 50 ships, hold down L and R on Controller Two, and press Select plus Start on Controller One. The ships are now yours!

Liz Taylor, Honolulu, HI

BurgerTime Deluxe (Game Boy)

Passwords Revealed!

Punch in these codes to access BurgerTime's many levels:
 Level 2-1: Two Eggs, Hot Dog, Burger Guy
 Level 3-1: Hot Dog, Two Burger Guys, Pickle
 Level 4-1: Pickle, Two Eggs, Pickle
 Level 5-1: Two Tomatoes, Pickle, Burger Guy
 Level 6-1: Pickle, Two Tomatoes, Hot Dog

James Stockwell, Parchment, MI

Slider (Game Gear)

Passwords!

Slip slide ahead of your game with these Slider passwords:

Level 25: JAPI
 Level 50: AGAG
 Level 75: JGPO
 Level 99: PCJK

Gary Indiana, Gary, IN

Do You Have a Secret Weapon?

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

GamePro Magazine

Secret Weapons

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Lynx

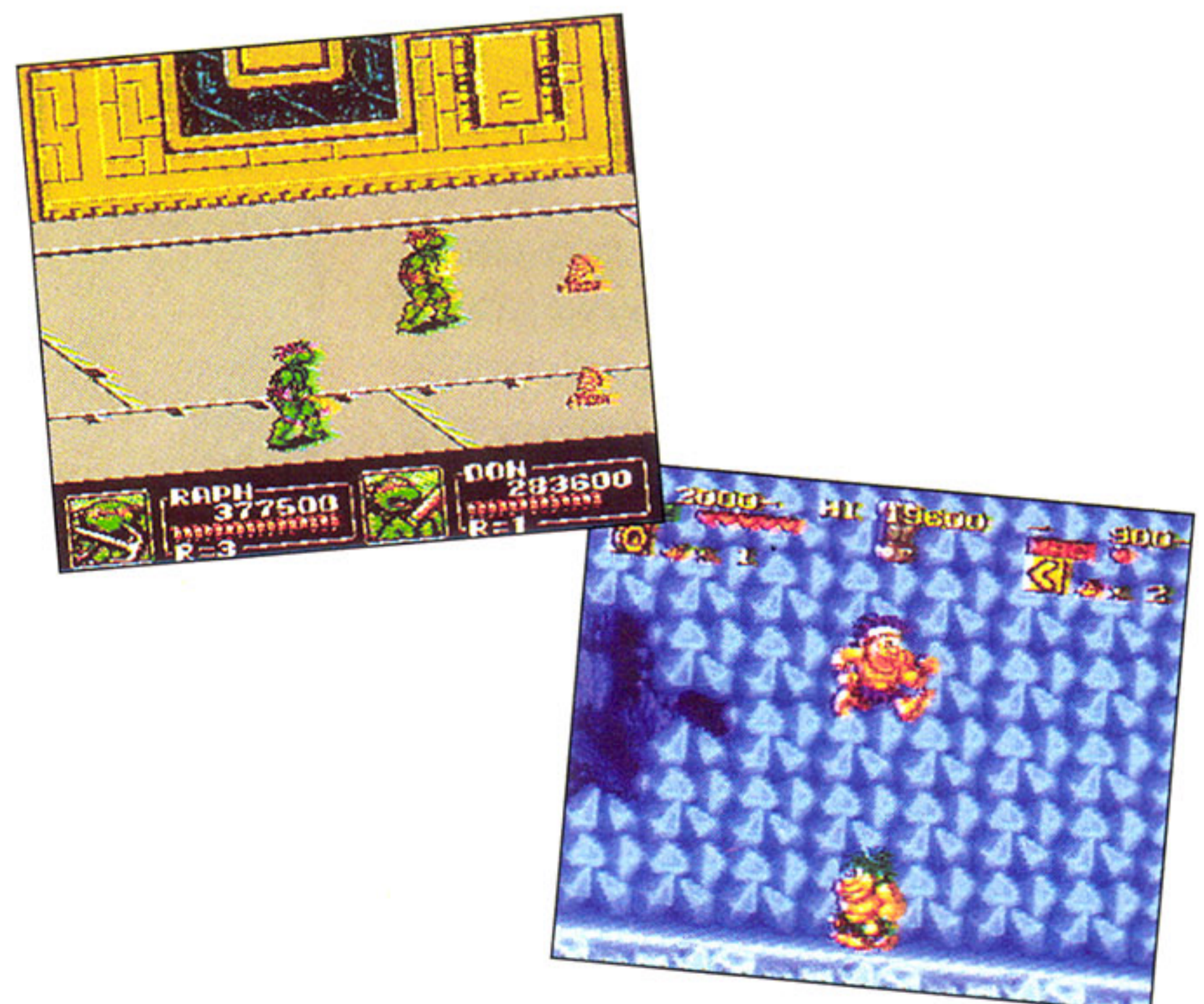
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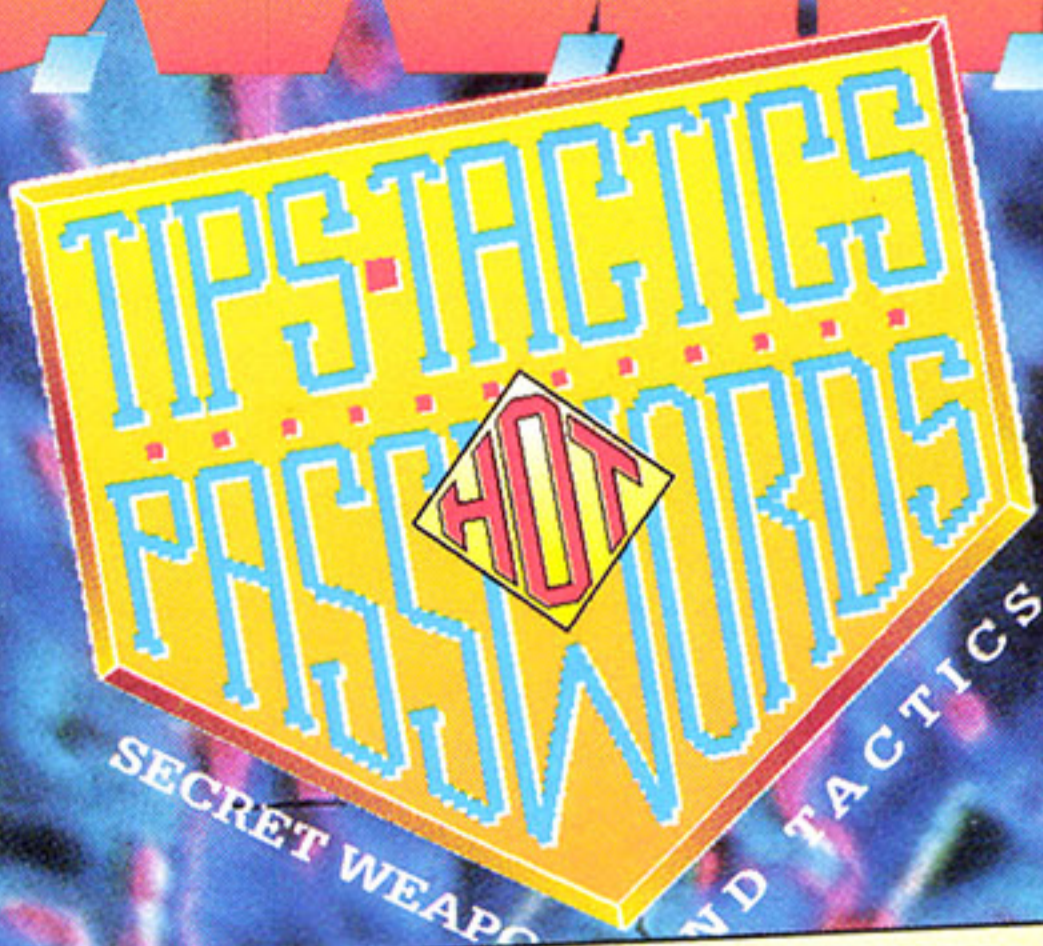
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TREASURE MASTER

Treasure Master (Nintendo)

So you wanna' win it all – the Fantasy Concert, the Sports Spectacular, the Fantasy Game Room, the \$10,000 bucks, or the Super Nintendo. Alright already! Your pals here at GamePro have teamed up with American Softworks to give you a little help. Each month we'll be publishing a few clues to help you help Scooter win the prize! (If you don't know what we're talking about, look for the American Softworks ad).

General Hints

On the day that each secret password is announced, the first group of players to reach and beat the sixth world will become the contest winners and the true Treasure Masters! Since you've always got to start the game at the beginning, it's extremely important to play in a slow, steady manner conserving both your number of lives and energy. One too many mistakes and you're right back where you started from.

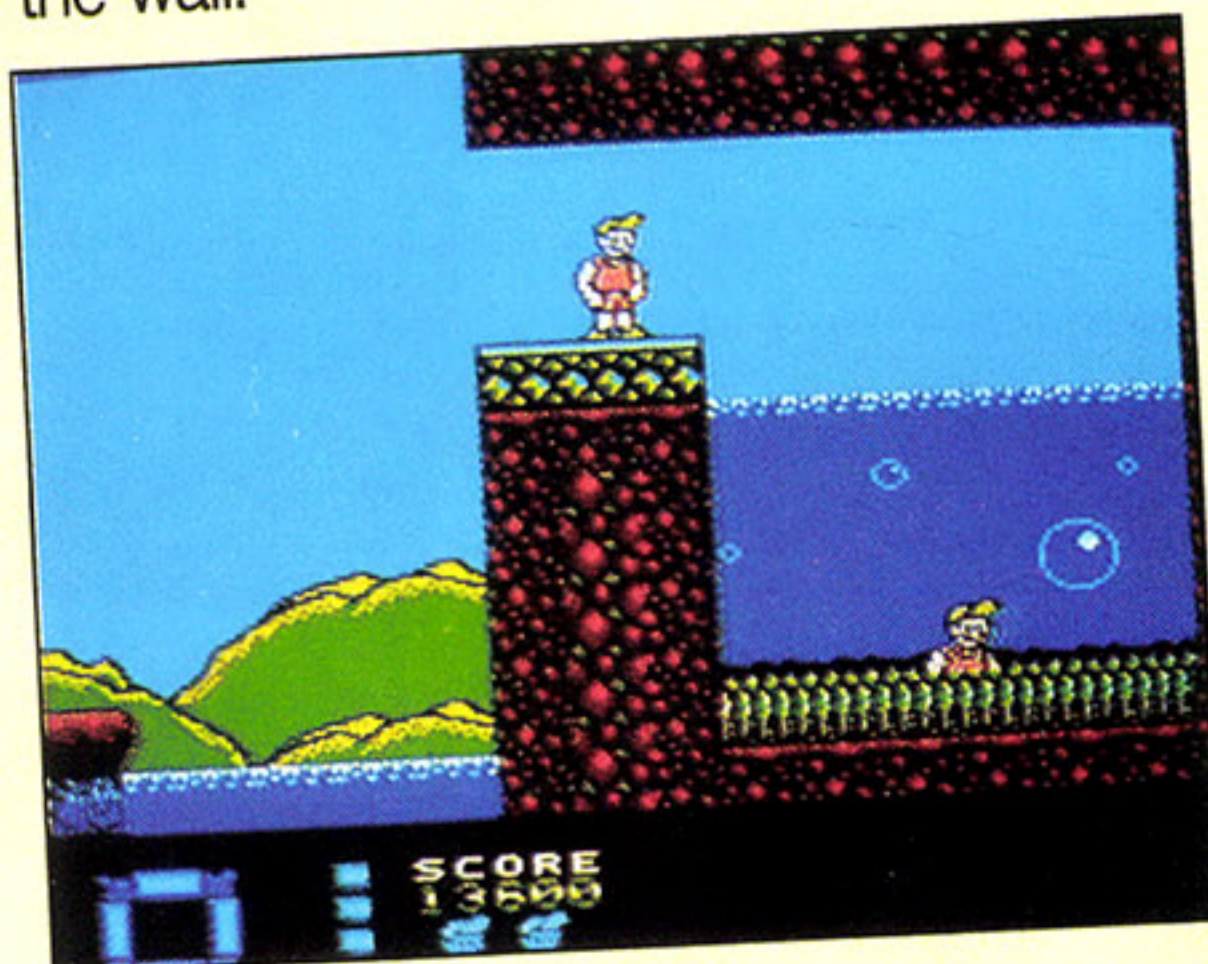
The key to winning is to "master" each world in the time you have before the final contest, concentrating on getting through the world without losing energy and finding every single extra life. Draw a map that shows which direction to go and what tool to have ready at what time. Before the contest begins, share information and tips with your friends. There are plenty of special techniques to discover which will aid you in the tougher sections of the game. Having one person watch while the other plays is a great way to explore the game and create your map. Two heads are better than one!

Once you've beaten the first five worlds KEEP PLAYING AND PRACTICING. Just beating them isn't enough. You must be able to complete these levels with very little loss of energy while picking



up as many extra lives as possible since the sixth world will be completely unknown and you'll be exploring it for the first time. Take your time in the final world. Everything you learned in the other worlds will help you here (if you've mastered the first five you can work your way back to the Treasure World fairly quickly if you lose all of your men).

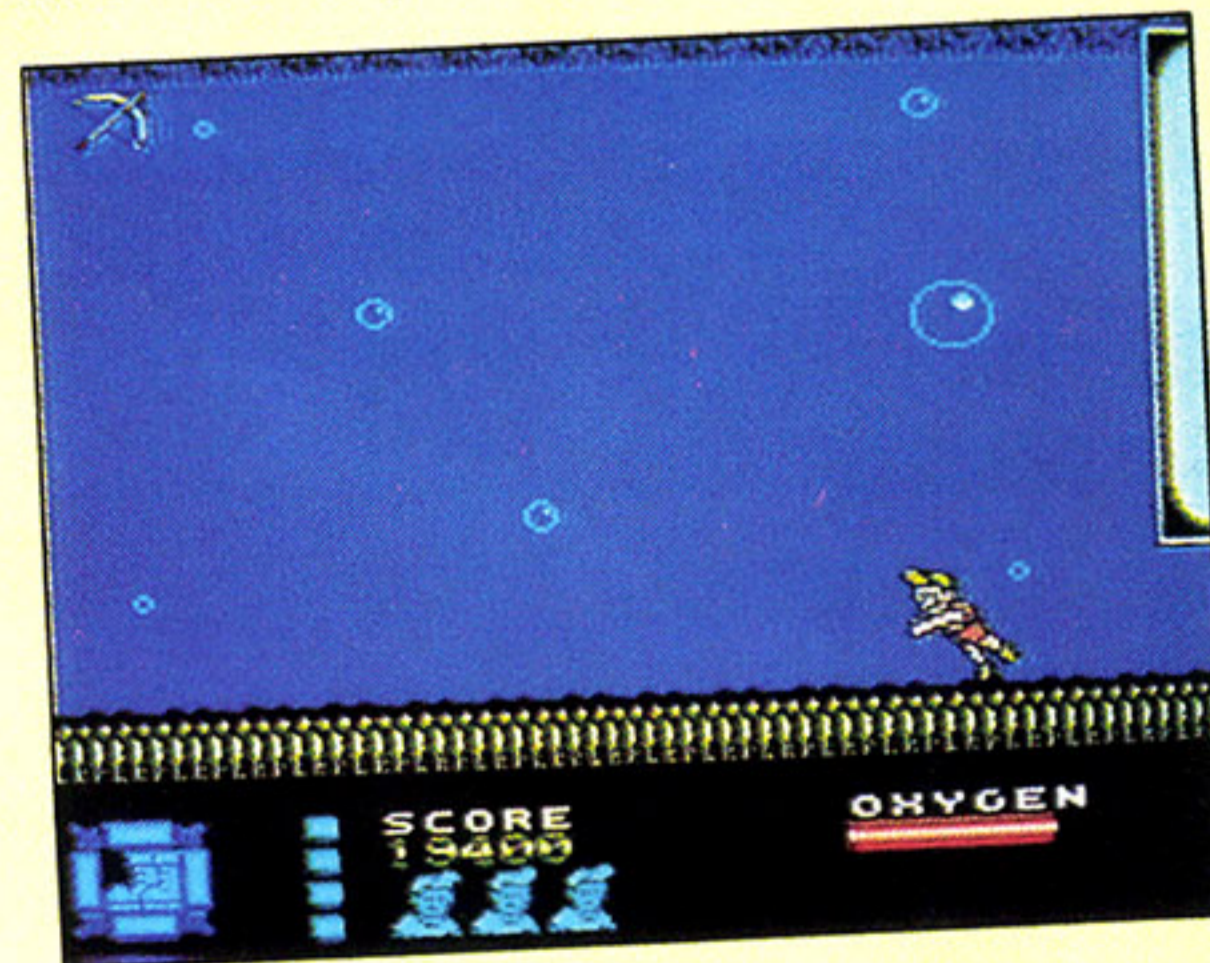
Tip 1: Here's how to gain the first of the three extra lives to be found in World #1. If you place the bomb against the far right wall (see picture) it will blow an opening in the wall.



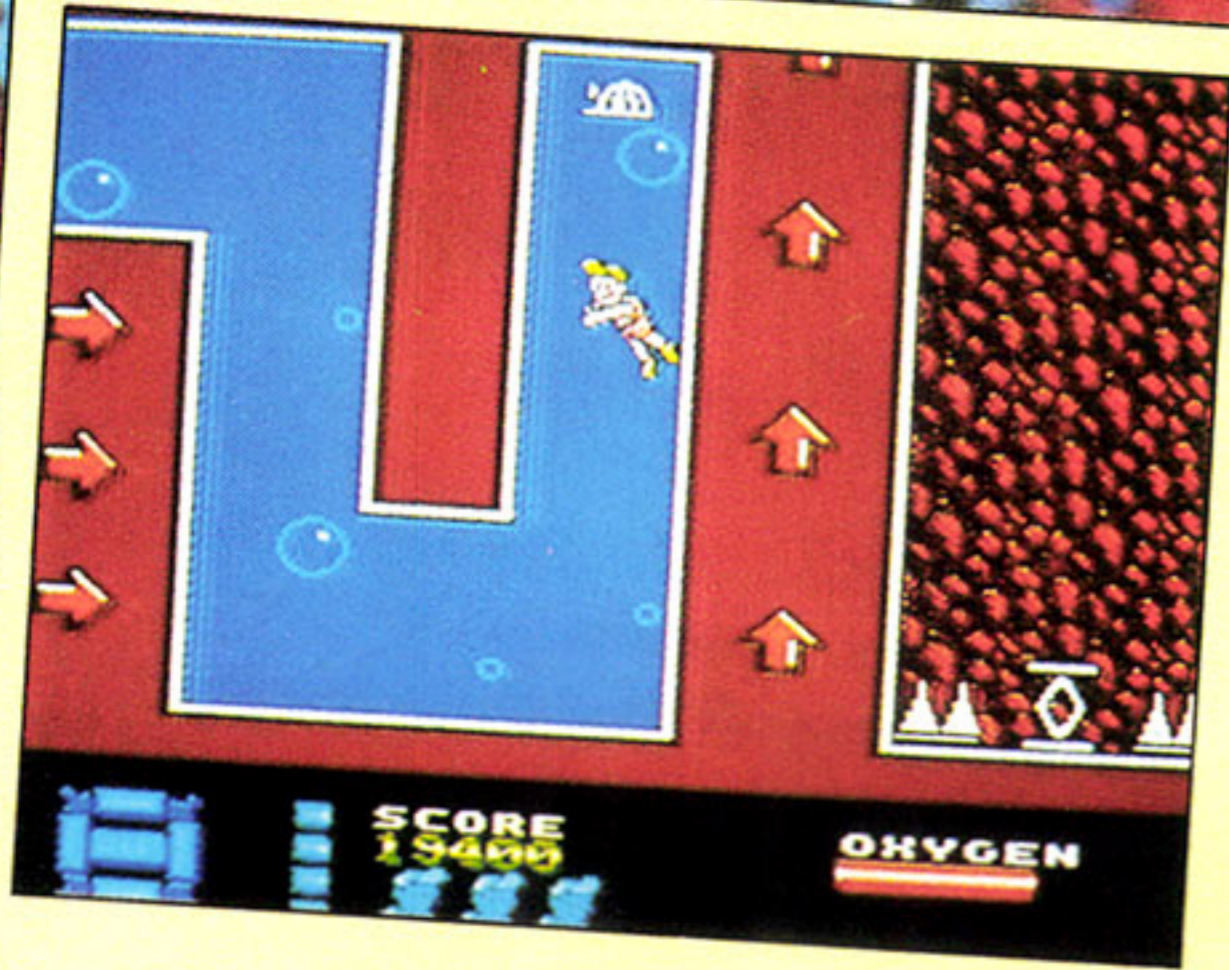
This is the only way to reach the pool.



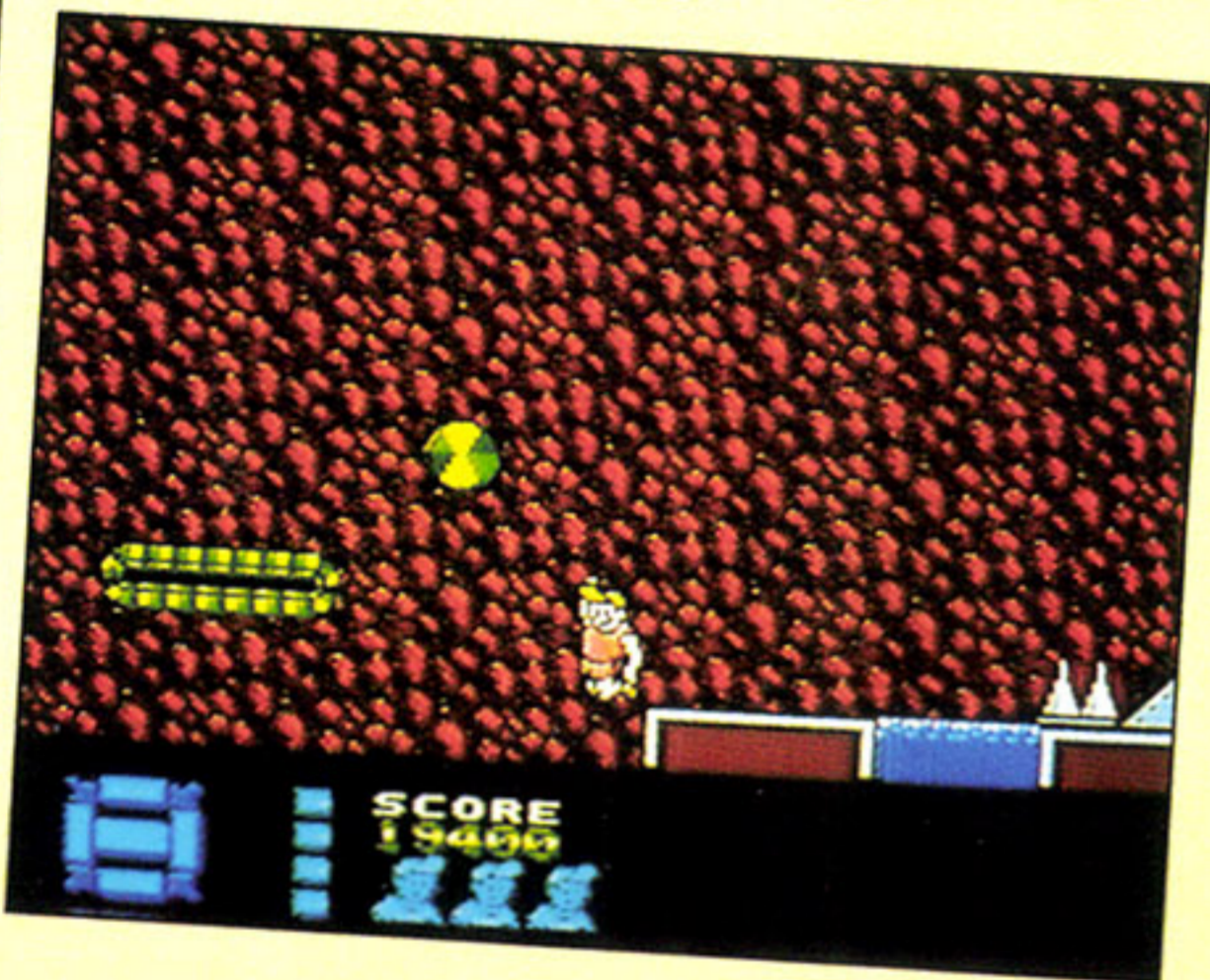
Be quick, the fuse is just long enough to allow you to get from the Bomb Factory to the wall if you hurry.



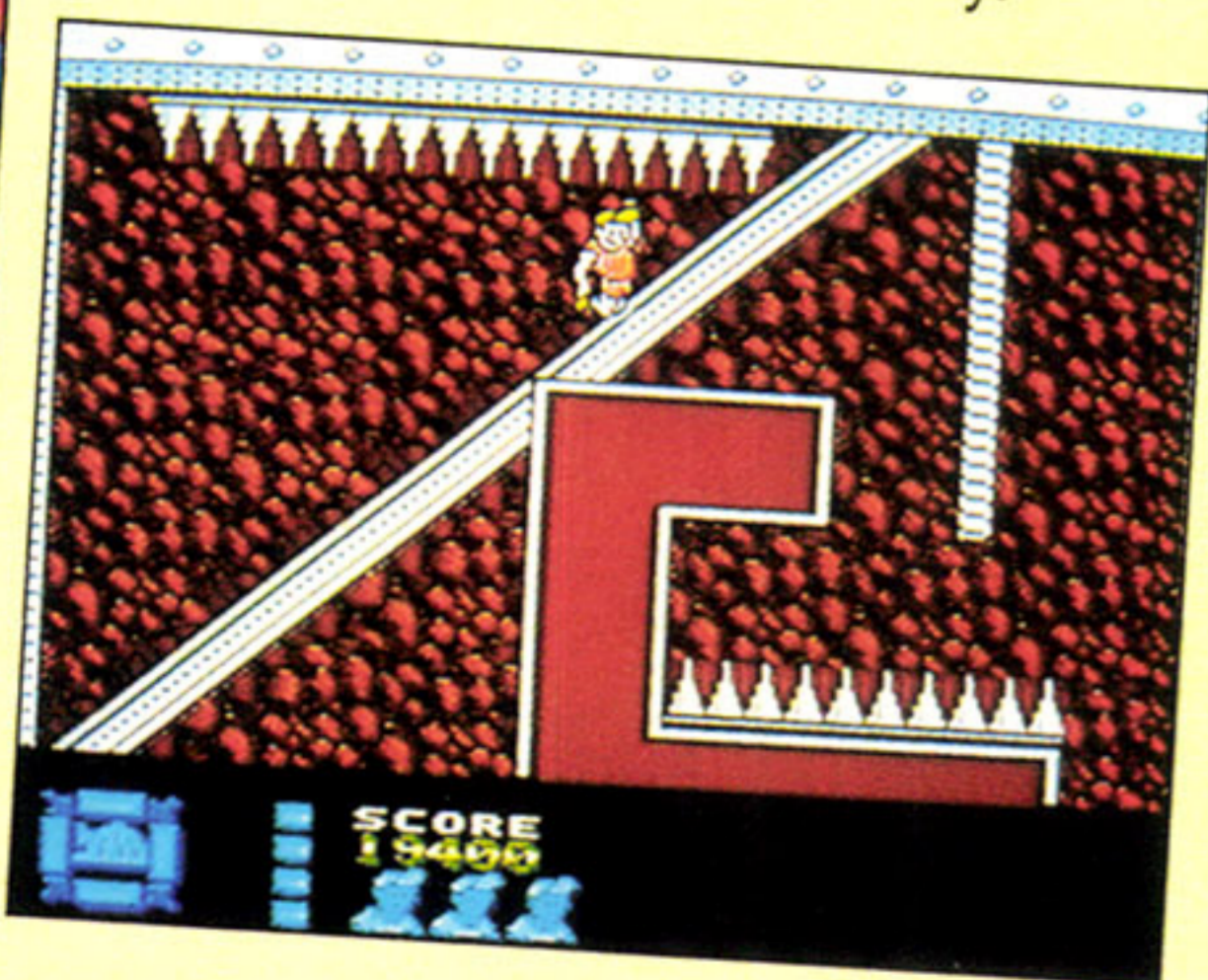
Tip 2: The Bow and Arrow are located in this hidden room. You'll need a Bomb to get in, but where to place it and what the Archery Set is used for are things you'll have to figure out on your own!



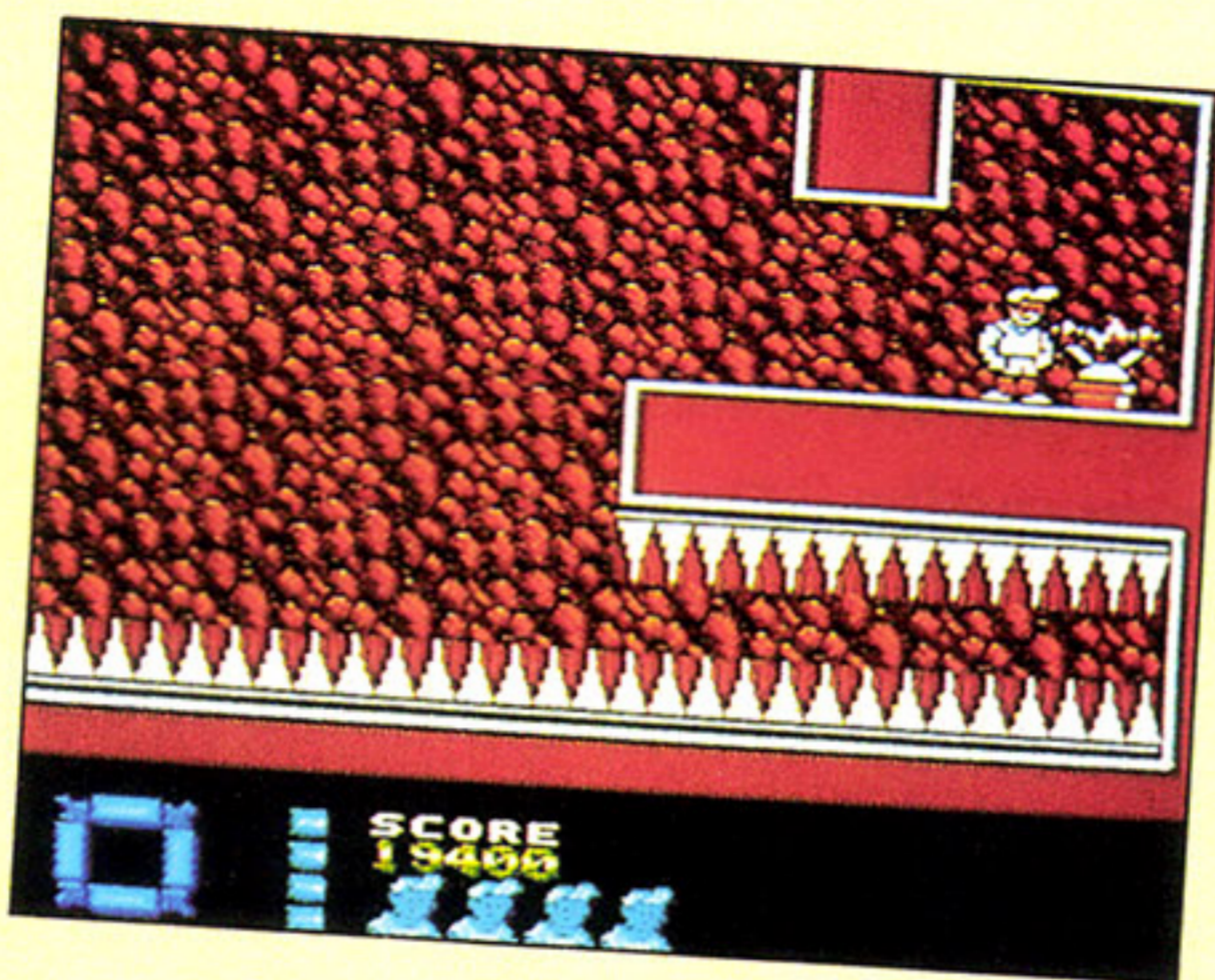
Tip 3: Scooter's going to need this Hard Hat! In order to swim the required distance, you'll need to find and select the Emergency Oxygen. To use the Air Tank filled with oxygen, pump Button B while you're swimming. This keeps your oxygen level from dropping.



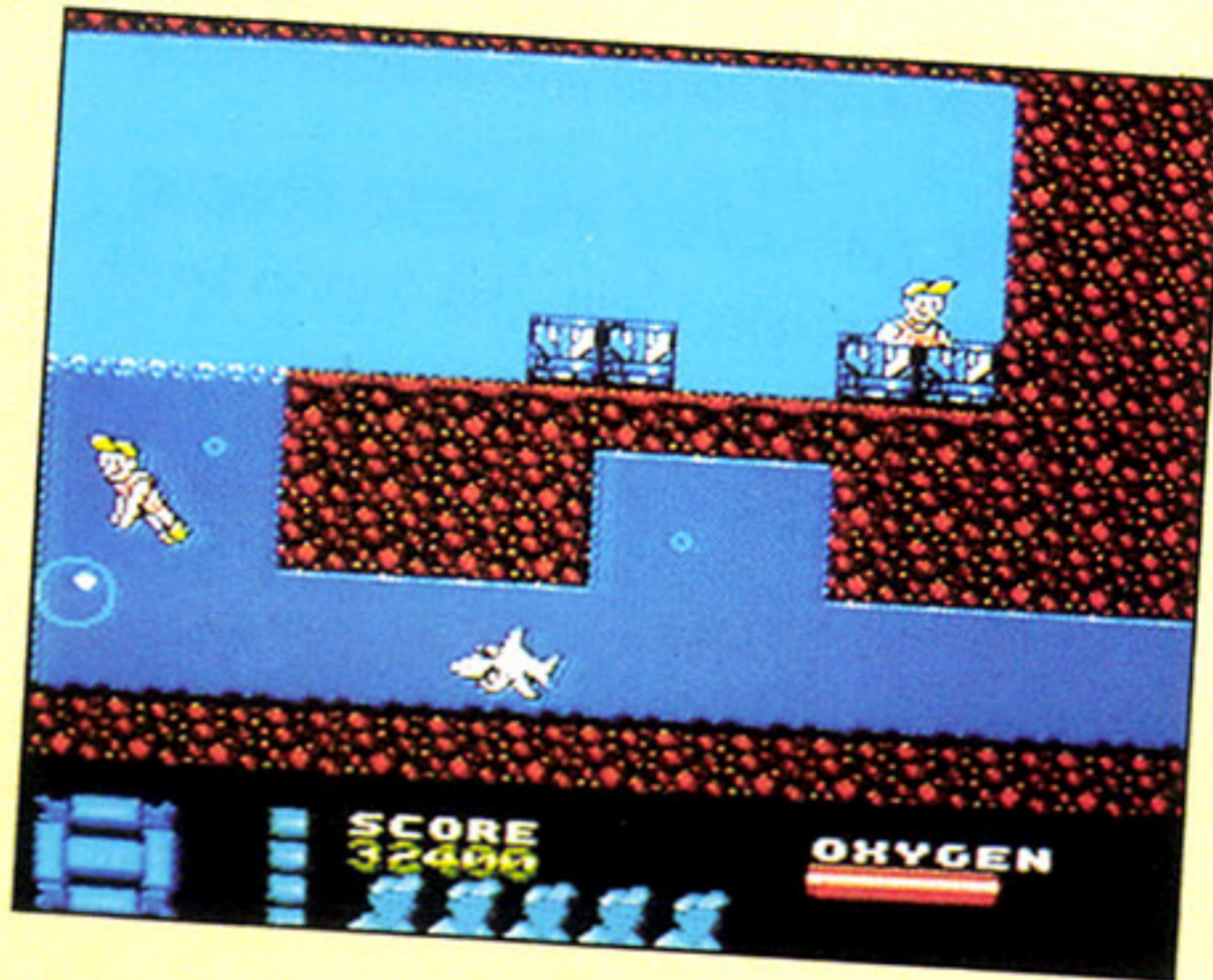
Tip 4: Once you've grabbed the Hard Hat the correct way to leave the platform is to step off, not jump. If you've been here before, you know the reason why!



Tip 5: This underground area is the one place where you should keep the Hard Hat selected instead of a weapon. The spikes on the ceiling are dangerously sharp.



Tip 6: This is the Transporter that leads you to the bonus game and your second extra life. All you have to do is figure out where it is!



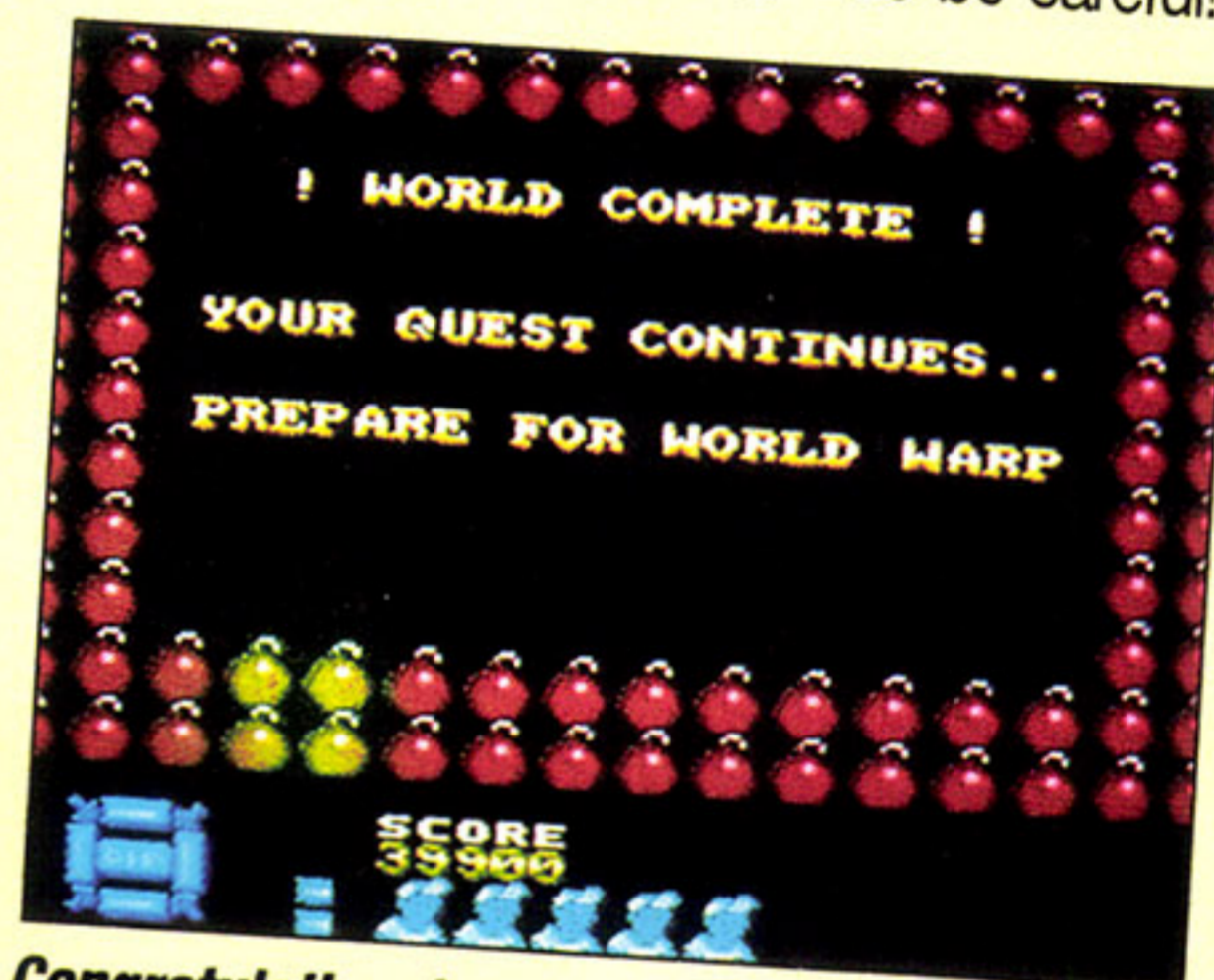
Tip 7: When you get near to the end of the first world, the third extra life is easy to find. The only problem is getting by the Shark in such a confined area!



Tip 8: When you drive the Space Hopper in any of the worlds, the best technique is to keep your finger on Button B (jump) and blast away with the Cannon.



Tip 9: Scooter needs to stay a step ahead of the Dragonflies in order to move to the next world. Try to lure them slightly to the left before making your first jump. They only cost you one energy unit if you touch them, but you'll need all the energy you can get for the next world – so be careful!



Congratulations!

Tip 10: You'll find many different tools in the various worlds and all of them are important. However, when you're not using particular tool, (like a Key or the Emergency Oxygen) you should always keep the Boots or the Ray Gun selected. That way you'll always have a weapon ready.

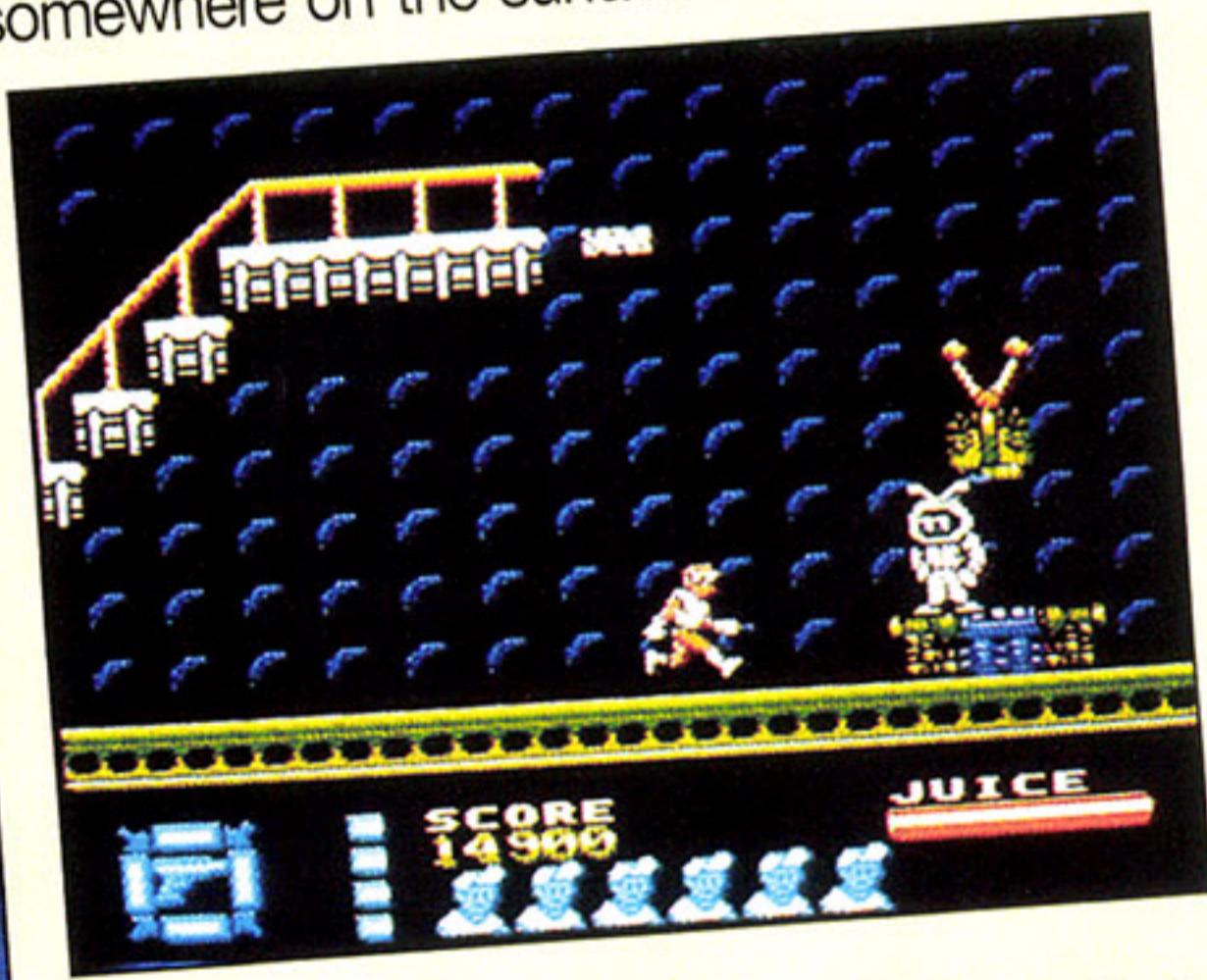
Hints for Worlds 2 and 3:

Hey, treasure hunters, here are some hot hints for Worlds 2 and 3 of Treasure Master!!

World Two: On the Moon



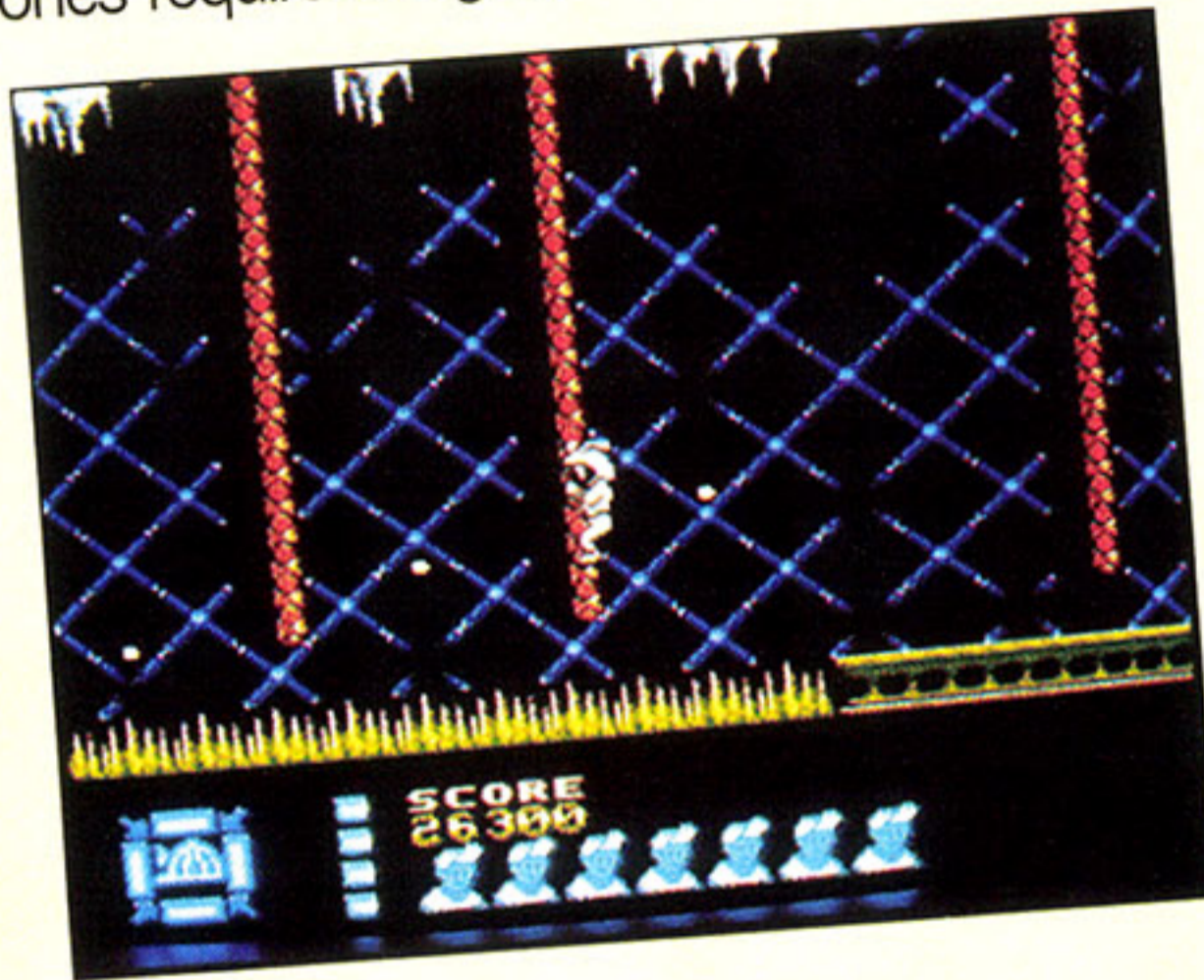
Tip #1: At the very beginning of this level there's a set of small INVISIBLE platforms leading up. You need the right tool to make them appear. P.S. There's a hidden 1-Up somewhere on the surface of the Moon!



Tip #2: When you find the key in the first part of the underground caverns, you'll see the transporter. If you stand on the transporter, press Down and Button B and you'll be transported over to the moving platforms. However, if you use this shortcut you're gonna' miss some other stuff that you need!

Tip #3: When you take the long way around use the raygun as much as you want. Why? Because when you reach the second transporter at the end of the moving platforms, you can use the last of your ammo and a new raygun appears. From this point on don't waste ammo! Practice

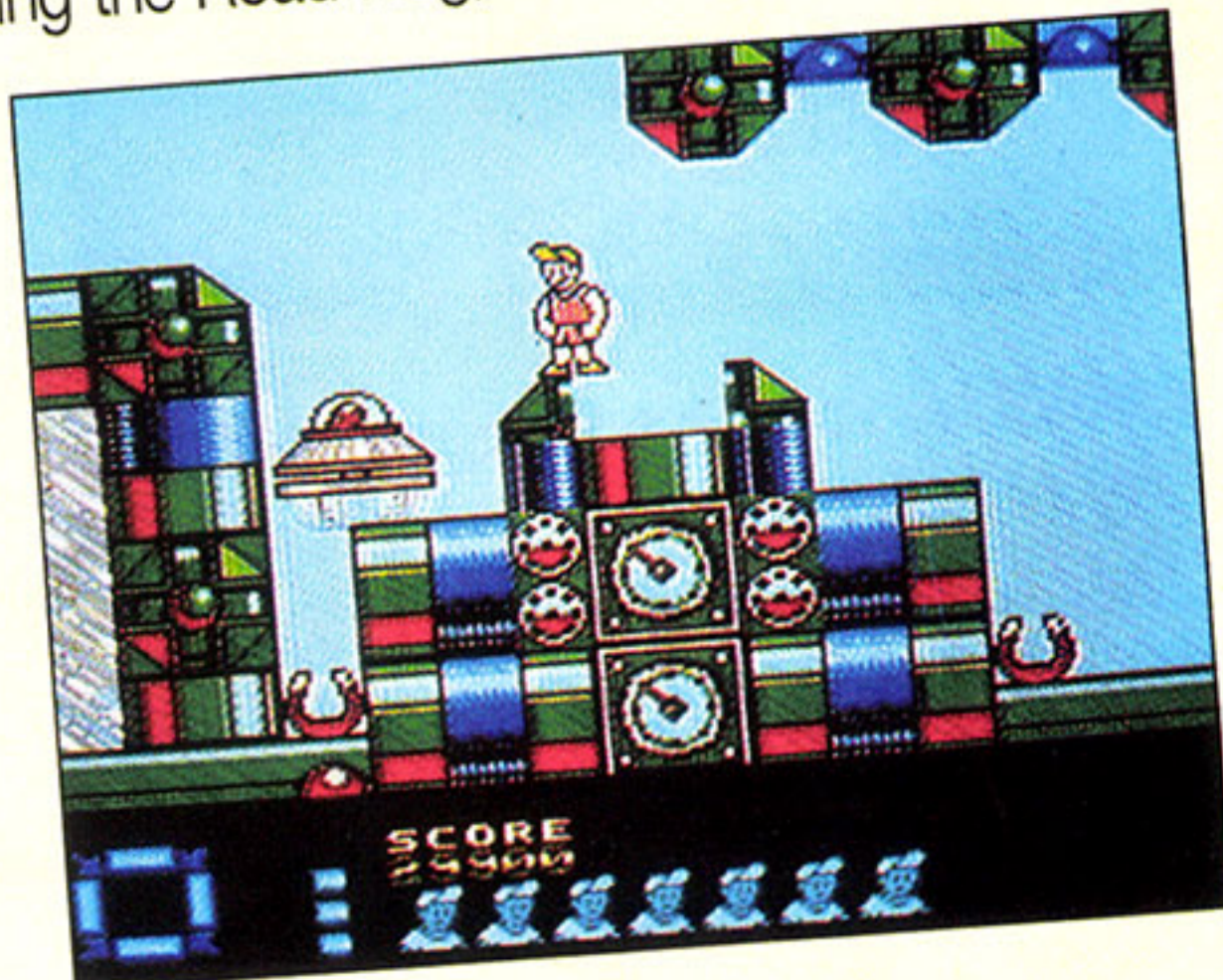
on the different bad guys to learn which ones to beat with the boots and which ones require the gun.



Tip #4: After you collect the radio beacon you're almost finished with the Moon level. Some gamers have trouble making the jump between the three hanging ropes. The secret is to first put on the hard hat as a protection against the spikes on the ceiling. But you knew that from riding the moving platforms! After grabbing the first rope, it's best to leap from the lower part of the rope as opposed to the upper part. Bouncing off the ceiling shortens the distance of your jump and you'll end up in the spikes below.

World 3: Industrial Land

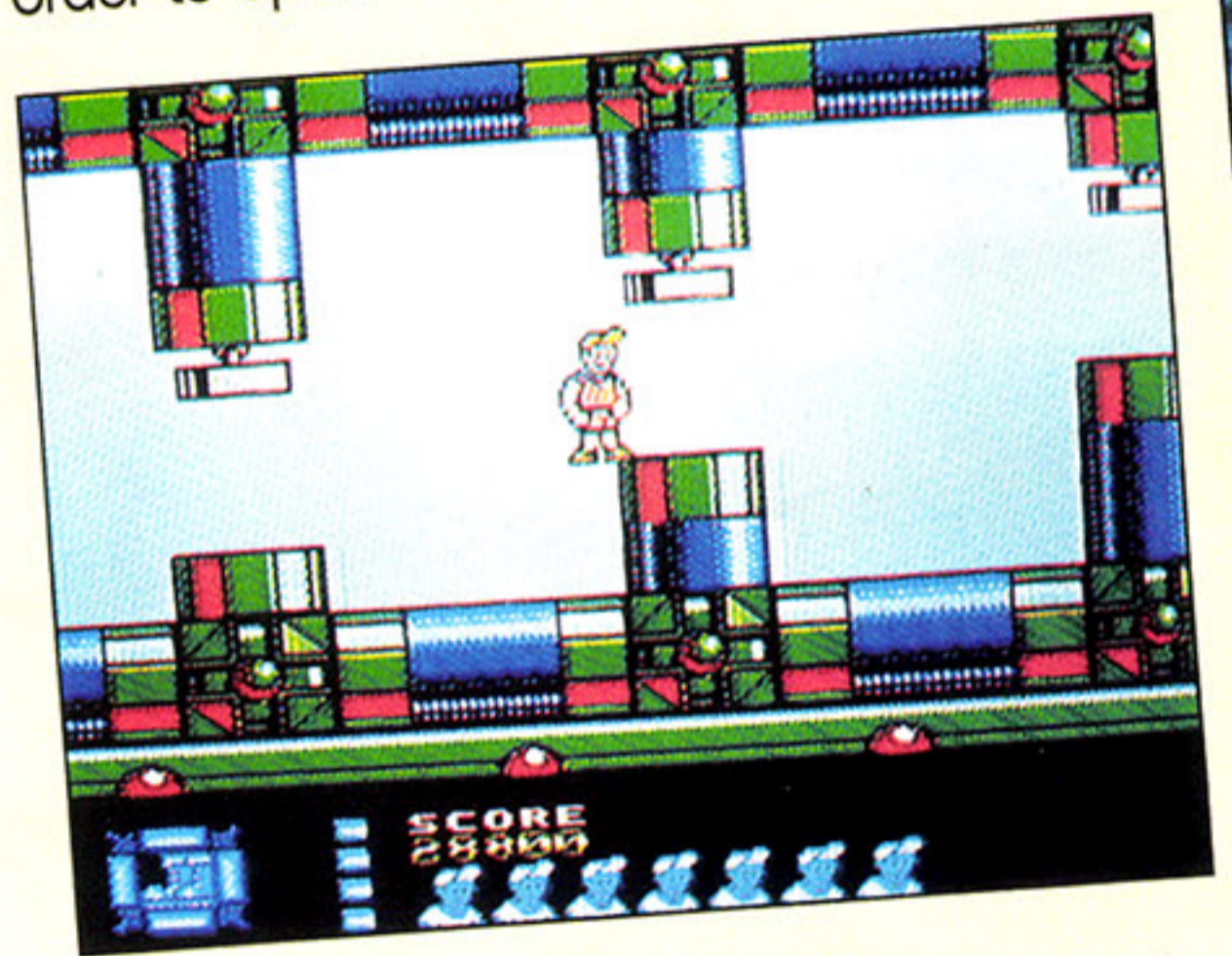
Tip #1: You can use the boots on most of the enemies you'll face in this level. However, the easiest way to get past the Solar Road Hog is with the raygun. After eliminating the Road Hog, switch back to the boots.



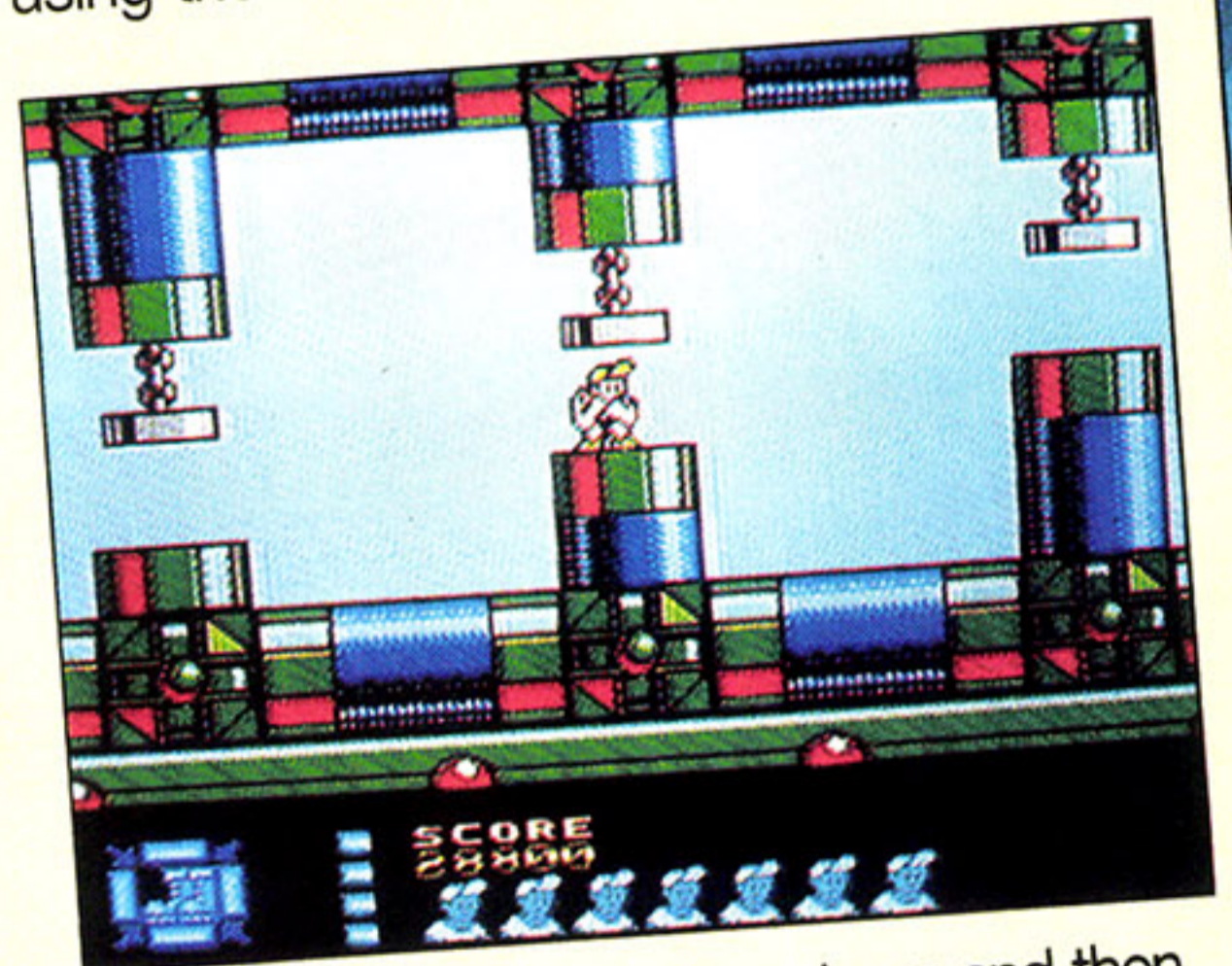
Tip #2: As you're exploring you'll find an object called a Machine Part. There are

three of them and you'll need to drop all three in the center of the above machine. This causes a set of magnets to fall enabling you to get past the flying saucer.

Tip #3: There's no 1-Up on this level, but there's two in the next world! However, there is a key hidden in the level that you need in order to open the door to the next world.



Tip #4: One of the toughest obstacles in this level is the piledriving hydraulic press. To get them practice your jump so that you can just hit the edge of the platform. It's possible for Scooter to stand on the platform with only one toe touching and still have the piston miss him. When the piston reaches the top of its stroke, move to the right and then immediately squat using the down arrow.



Wait for the piston to come down and then go back up before moving and squatting again. With some practice and a little patience you can get past the presses every time.



Treasure Master (Nintendo)

Treasure hunters – here's your next set of tips! Use these clues to search through Worlds Four and Five.

World Four



Tip 1: When you first enter World Four, there's a hidden room behind one of the mushrooms. In this room you'll find an object you need to use to get the Magic Apple.



Tip 2: When you take the shaft from the room on the surface down to the underground maze, you'll find that it's smarter to explore the left side first. Much smarter...



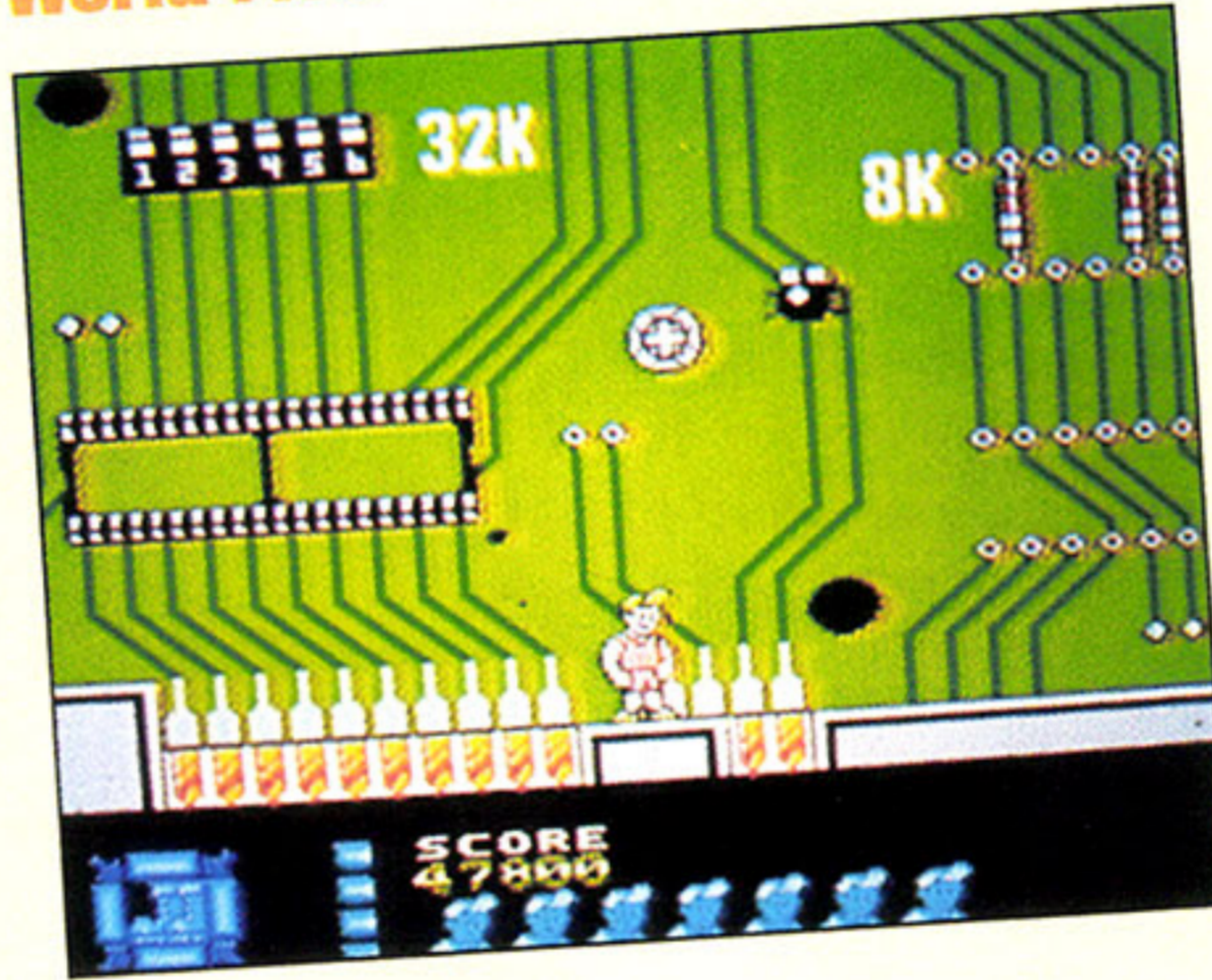
Tip 3: There are two 1-Ups in this level and they're easy to find! You'll need them. You won't get a chance at another life until

you reach the Prize World on the day of the contest.

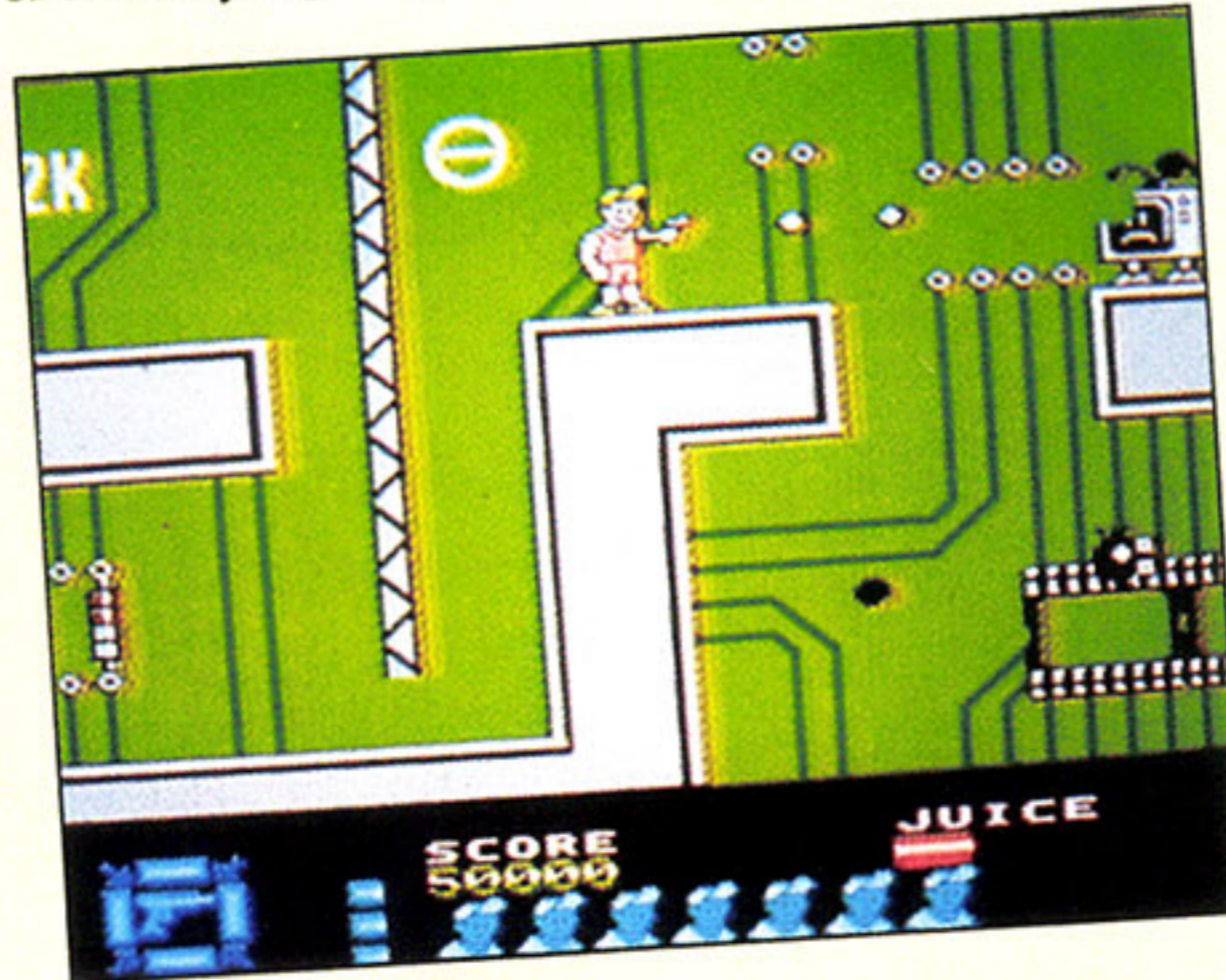


Tip 4: Save your ammo in this world! The boots are the only weapons that you need against the various bugs and bad guys. Make sure you practice your timing.

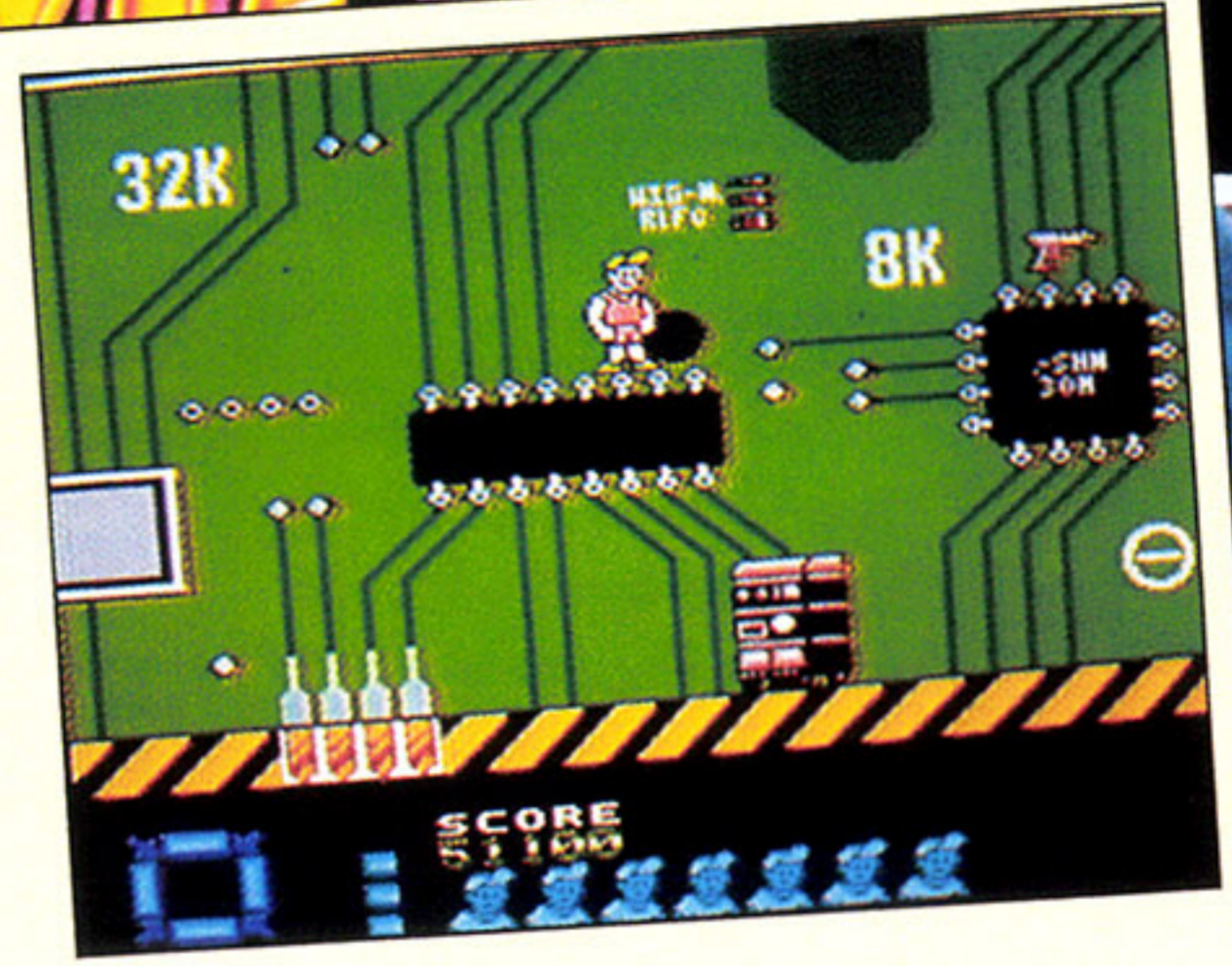
World Five



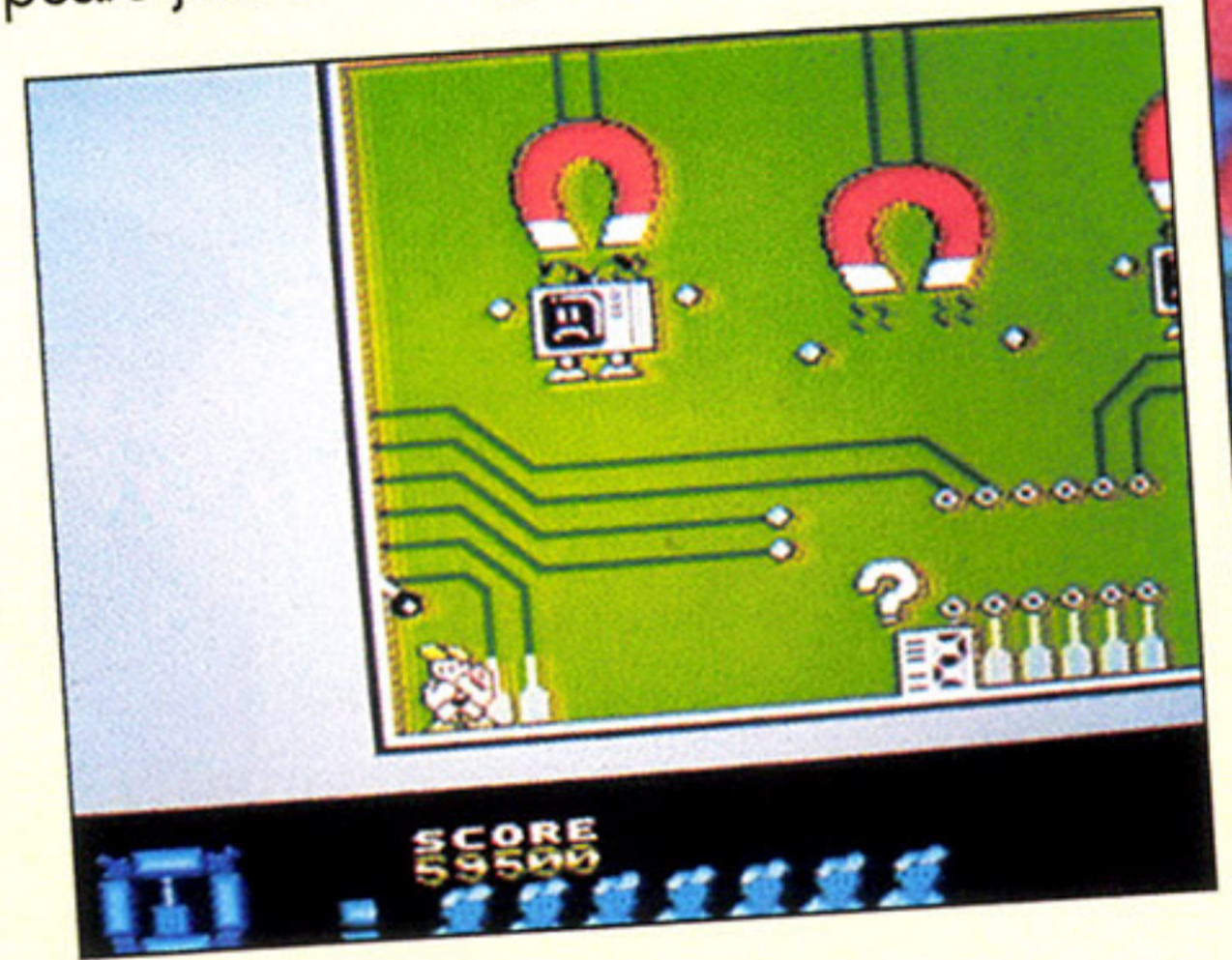
Tip 1: In World Five, you get to explore the inside of your Nintendo unit! But watch out! Not only do you have to worry about bugs, but some of the contact pins are carrying high voltage!



Tip 2: In order to get the "Computer Bugs" and the "Hall Monitors," you need to use the raygun. Hopefully, you were smart enough to save some of your juice for this level!



Tip 3: If your gun is low on juice by the time you reach the "Mutation Chamber," go ahead and empty it. A new gun appears just to the right of the screen.

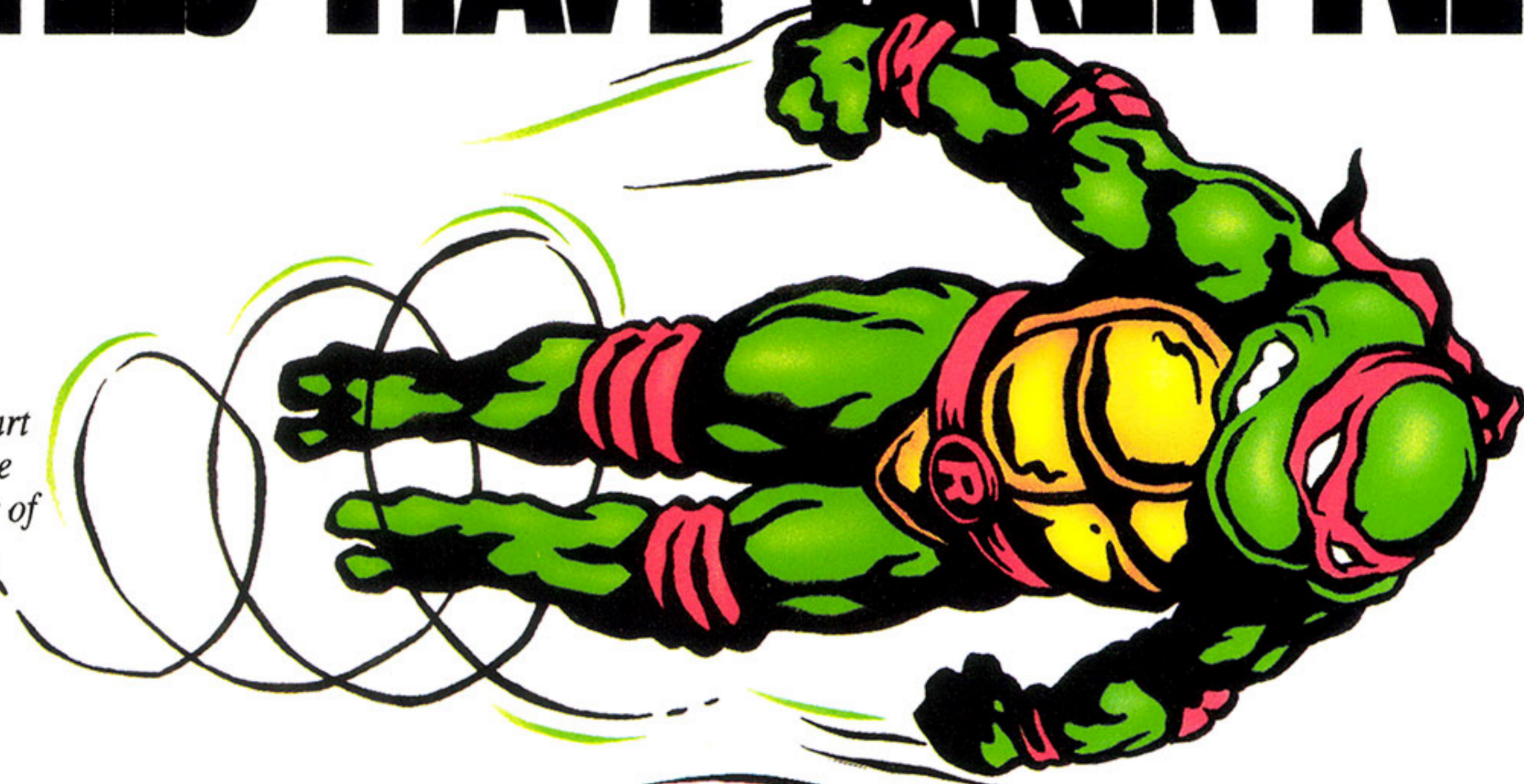


Tip 4: To get past the two "Hall Monitors" guarding the last entry card, select the magnetic control box before you climb half-way down the rope. Then jump to the middle of the screen and get ready to jump again to avoid being shot. When you land the second time, activate the control box and both monitors will be lifted out of your way. To get the card, you must be in the right position with the control box selected. Squat down and use the box to get the card to drop.

THE TURTLES HAVE TAKEN NEW-

1

Raphael decided to start using his head when he fought. So after a year of grueling training, he has hard-core head butting down to a science with his power drill attack.



2

Splinter taught Leonardo that the best defense is a sharp offense. So Leo learned to get the edge with a cyclone sword spin that slices Shredder's soldiers down to size.



Manhattan's crime rate is up. Two thousand feet to be exact. Because Shredder has ripped the island from the face of the Earth.



Splinter has taught the turtles some most excellent new moves that'll have Shredder's mob babbling for weeks. And for the first time ever, you can practice your new ninja warfare on each other in the two player mode as you face a never before seen eight level test of turtle power for your NES.™

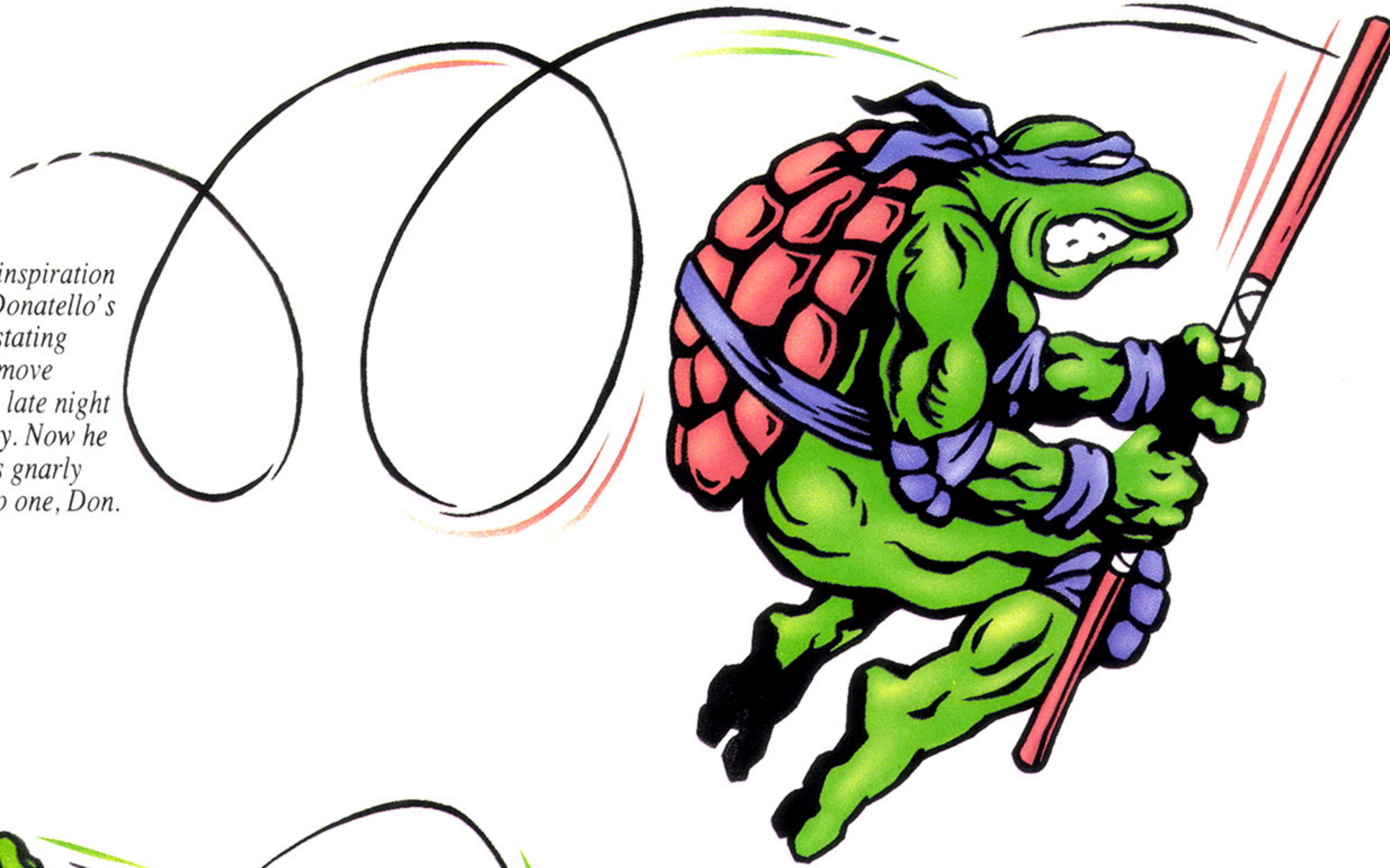
Battle for survival on surfboards, battleships, blimps, star destroyers, and in the seediest parts of Manhattan where even a respectable reptile wouldn't wander.



STEPS TO FIGHT CRIME.

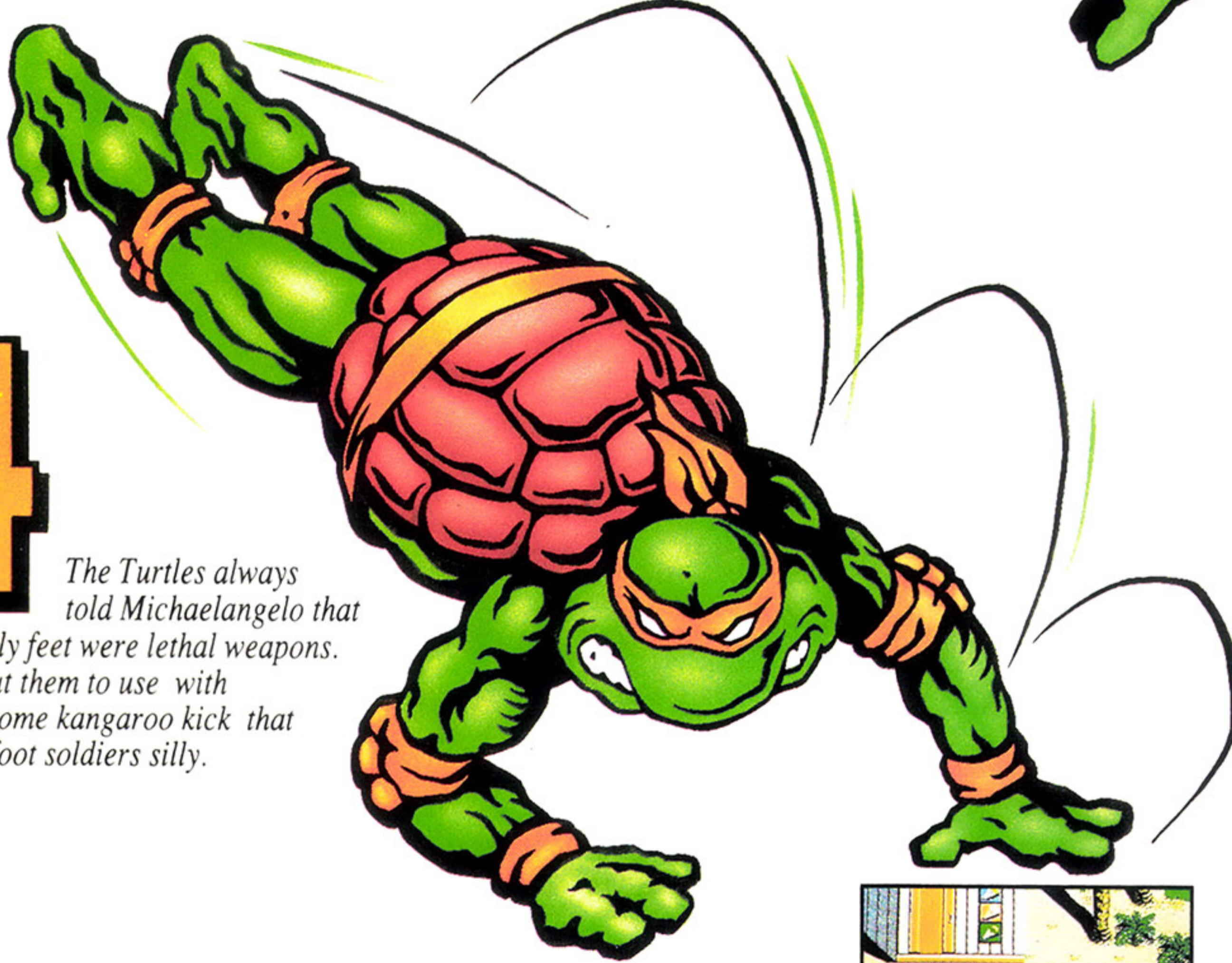
3

The inspiration for Donatello's devastating attack move came to him while at a late night Bowling for Pizza party. Now he enjoys striking with his gnarly knockout roll. Spare no one, Don.



4

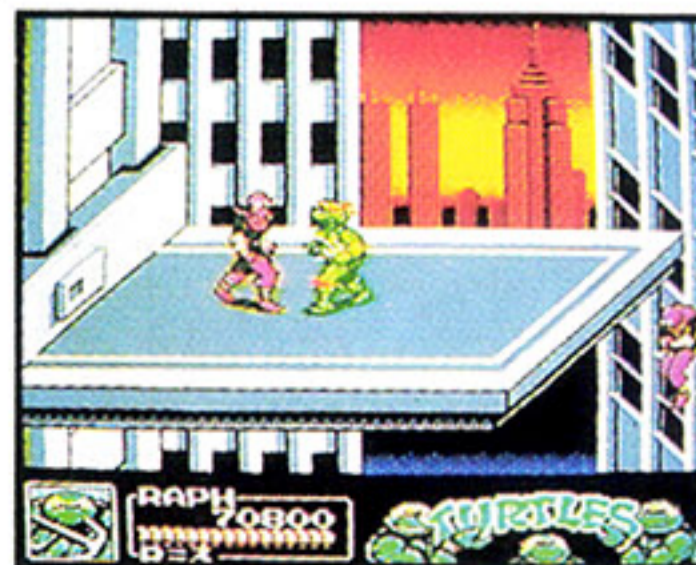
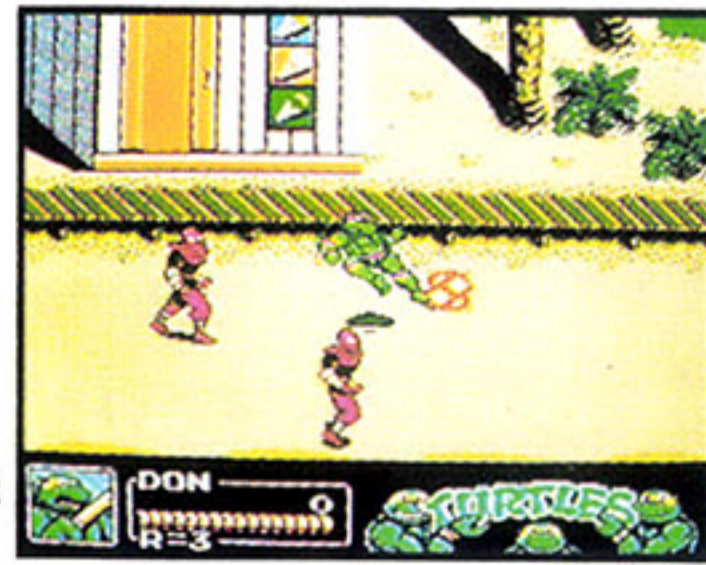
The Turtles always told Michaelangelo that his smelly feet were lethal weapons. So he put them to use with an awesome kangaroo kick that knocks foot soldiers silly.



Fortunately, when the going gets tough you can change turtles in the heat of combat, just like the tastiest of tag teams. It'll take all of the fab four to shred a slew of slugs like Leatherhead, Rahzar, Groundchuck and Tokka.

So team up with the Turtles and stop Shredder from holding up three million dudes and dudettes.

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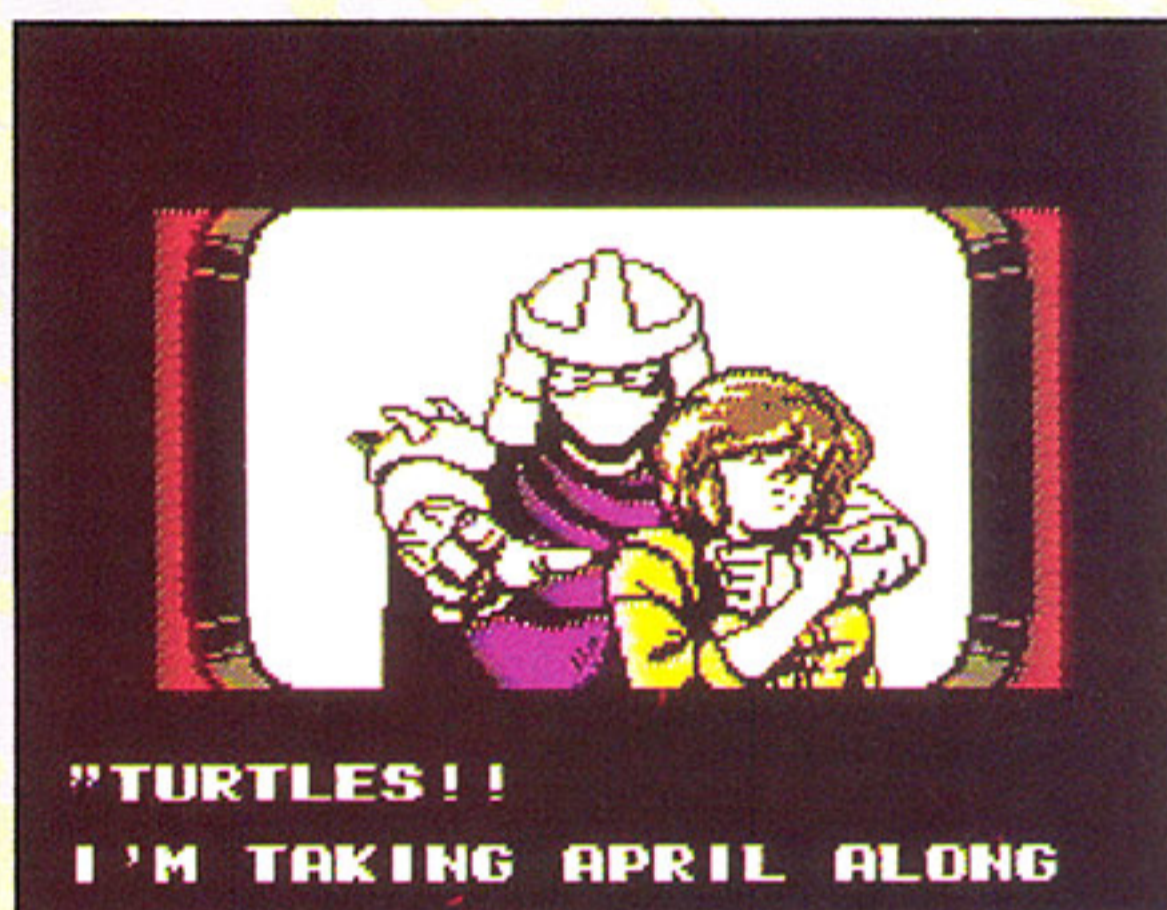
PRO REVIEW

By The Spam Weasel



After plowing through two NES adventures, two Game Boy carts, and an arcade game, the heroes in a half-shell – the Teenage Mutant Ninja Turtles, need some R and R. And what better place to recuperate than a sunny Florida beach? The Turtles were taking in the sun and sand when they found out (via the tube) that the heinous Shredder had lifted the entire island of Manhattan – literally! The Shredder pulled Manhattan out of the ground and suspended it hundreds of feet in the air. What will our boys in green do?

If you said “rush to the rescue,” you’re smarter than you look ‘cause that’s just what the turtles do! But you can expect this to be one bogus adventure – Shredder’s got plenty of tricks up his teflon-coated sleeves!



The Shredder's got April – so what else is new?

On the Road Again

TMNT III is eight levels of action reminiscent of the last TMNT NES adventure. Ninety percent of the gameplay is horizontally scrolling – with an occasional vertical jog. You can play by yourself or with a friend (either cooperatively or competitively) but since there are only three continues, this cart is nearly impossible to complete solo. Some Turtle teamwork is recommended if you hope to make it back to the Big Apple with your shells intact.



PROTIP: A key to success in TMNT III is mastering the Flying Ninja Kick. You can perform this move two different ways: hit Button A to jump and then hit Button B immediately to do a quick Ninja kick. This is best when there are lots of enemies on either side of you – you want to execute a few of these fast kicks, bouncing back and forth to avoid being hit. The other method is to hit Button A to jump and then pause and use the directional control to jump towards the enemy. When you're in range, hit the B button to execute the kick.

You have to get the Turtles back to New York from Florida, so you're safe until you get within view of the Statue of Liberty – NOT! This is the Shredder we're talking about! Did you really think he'd let you hop a Greyhound without being a pain in your turtle butt? No way, tortoise toes! From the moment you try to leave the beach, Shredder's homeboys are in your face: foot soldiers, mousers, Rock Steady, Be Bop, Slash, Groundchuck, Dirtbag, Leatherhead, and of course, that alien ugly, Krang.



PROTIP: To beat Rock Steady at the end of Scene One, you'll need a Turtle that swings a big stick – namely Donatello. Move within a Bo Stick's reach of Rock Steady and hit him, then back off to avoid his kick (his most dangerous weapon). You can continue this pattern, only taking damage from his gun. You should be able to finish him off without dying – if you can avoid his kicks.

Turbo Turtles

When the going gets tough, the Turtles get tougher! Don, Raph, Leo, and Mike

Teenage Ninja Tu

Manhatta



have perfected a few more moves to keep the bad guys on their toes. They still have their patented Flying Ninja Kick (from TMNT II), but now it's easier to use effectively. In TMNT III you can hover slightly or even move horizontally before executing a devastating kick on the Shredder's foot soldiers.

The Turtles can also do a jab-and-toss combo that destroys any foot soldier and damages any other bad guy

Mutant Turtles III

Project



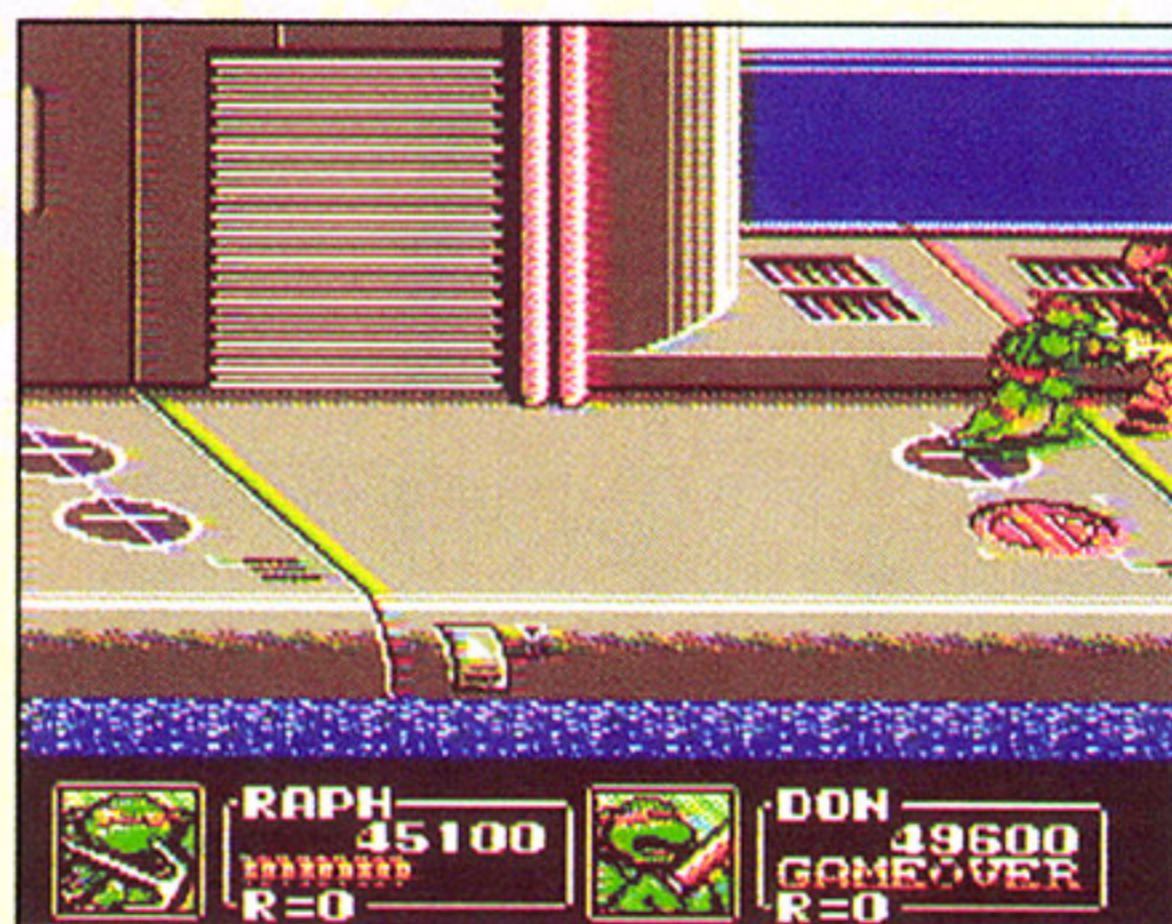
PROTIP: Defeat Leatherhead by ninja kicking at his head, then bouncing away to avoid his spin-tail attack.

the flying fungi might hit on his way down. It's especially effective when your Turtle is surrounded.

The biggest addition to your arsenal is the Turtle Turbo move. Each Turtle has his own special attack that you can activate by hitting the A and B buttons simultaneously along with a direction. These moves are deadly – to both the enemies and your Turtles if you do them too often. Every time you perform a turbo move you lose one bar of life until you're down to one bar. When you only have one bar Konami cuts you a break – you can do the turbo move as often as you like (until you get hit once more – then you're shell-shocked). Raphael has the best super attack – his power drill attack turns him into a guided, twirling missile.

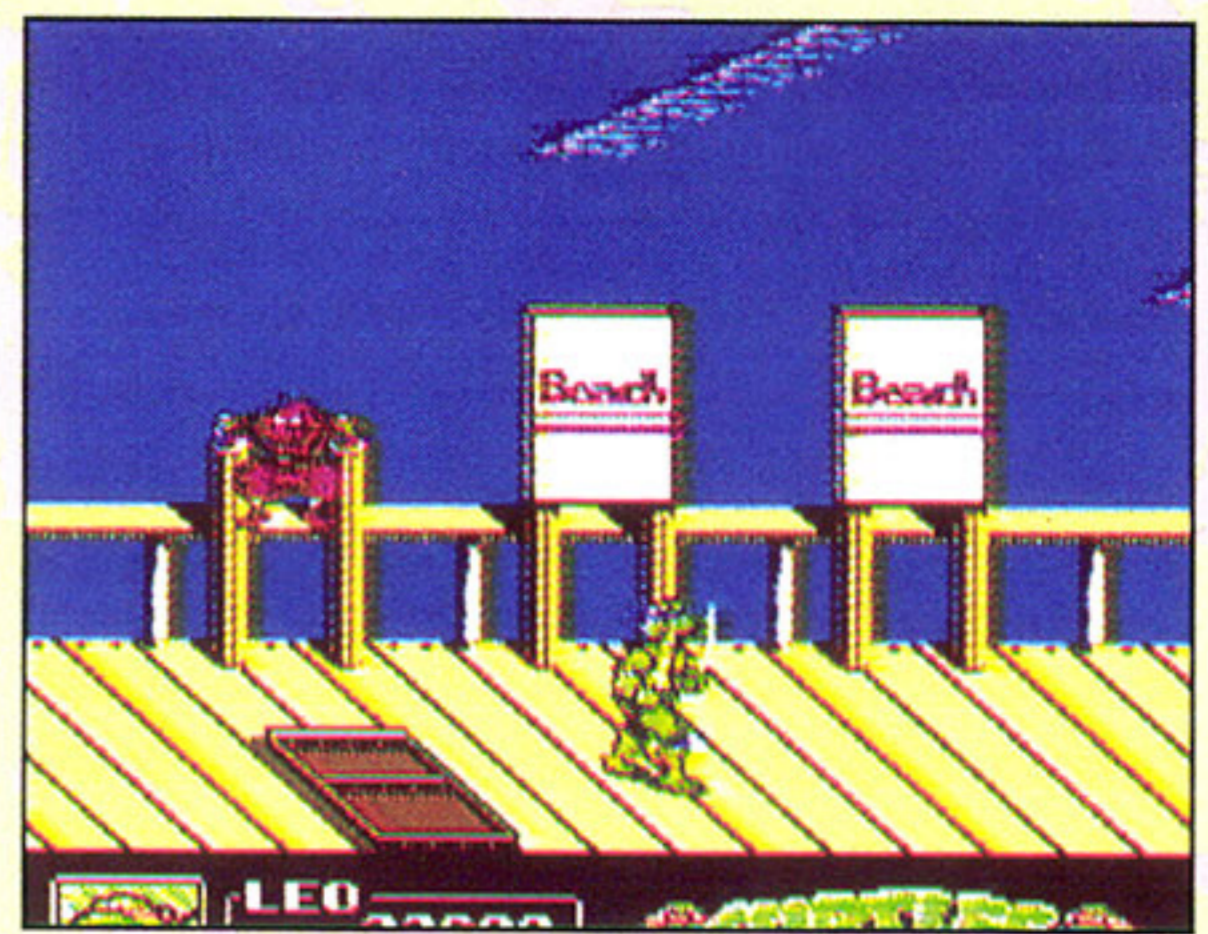


PROTIP: In Scene Two ride your surfboard along the bottom of the screen to avoid most of the obstacles. Swing your weapon to bat any electric shock ball that gets in your way.

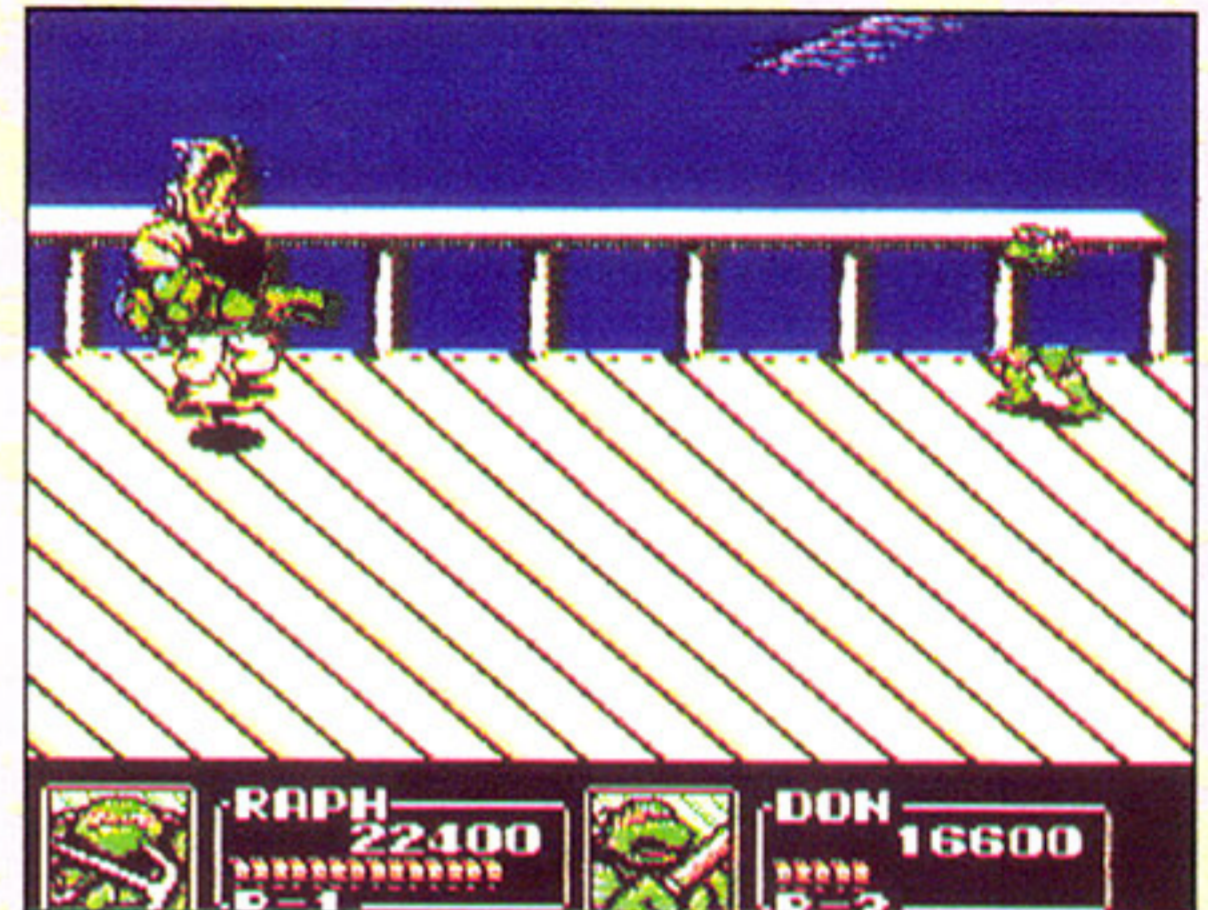


PROTIP: To defeat Ground Chuck, the boss at the end of Scene 2, use Donatello and swing your Bo Stick at Chuck, staying just out of his reach. Chuck charges across the screen three times. Jump him, and on the third charge, follow him. He'll run into the wall, and you can take a few free shots at his back.

PROTIP: When you're in the Technodrome (Scene 6) on the moving conveyor belt, the moving laser beams come out in a high-low-high-low pattern. So jump every OTHER one.



PROTIP: Watch out for falling beach signs!



PROTIP: The Turtle most likely to survive with only one life bar left is Raphael. His power drill attack not only defeats the enemies, it propels him out of danger.

Turtle Soup

TMNT III is non-stop, frantic fighting action – definitely one of the top 8-bit releases for 1992! If you liked the second NES adventure, this cart will really wax your shell. We didn't think it was possible, but Konami has actually surpassed the previous Turtle games in graphics and gameplay! If there's a negative to this game, it might be the difficulty factor. There's a real lack of Pizza in this cart – and you'll find your Turtles have a constant craving for a double pepperoni with extra cheese in the later levels (and of course, against the end bosses).

Nintendon't do alot of things that its 16-bit big brothers can, but one thing you can always count on is a Teenage Mutant Ninja Turtles adventure to push your NES to the max...and Teenage Mutant Ninja Turtles III may just make it blow a fuse!

GamePro's Game Rating System



**Teenage Mutant Ninja Turtles III –
Manhattan Project by Konami
Price not available, Available January '92**

NINTENDO PRO TIPS



By The Spam Weasel

Those shellbacked bad boys in green, the Teenage Mutant Ninja Turtles, face their greatest challenge ever when Shredder swipes Manhattan in TMNT III. Here are some strategy pointers to help you and your Turtle buddy save New York from being stomped by the Foot.

Tricks and Tactics



In a two-player game in Scene Two, surf back-to-back to help protect your buddy's shell.



In Scene Two, Donatello can stand out of the triple cannons' range and destroy them with his Bo Stick.



Avoid the giant ironballs in Scene Two by hanging over the bridge's edge.

Teenage Mutant



On the conveyor belt in Scene 6, the laser beams come by in an alternating high/low pattern. Jump the low ones and ignore the high ones.

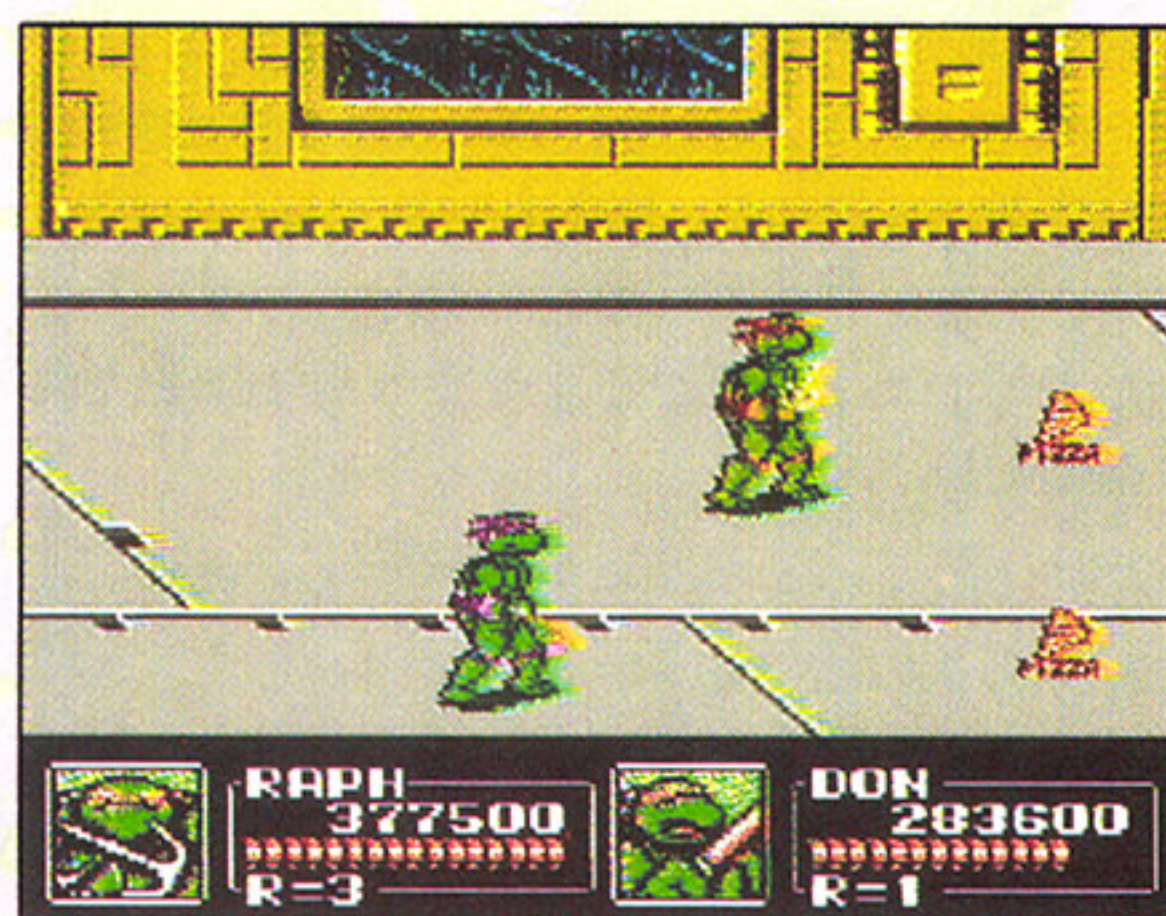
Free Pizza!!!



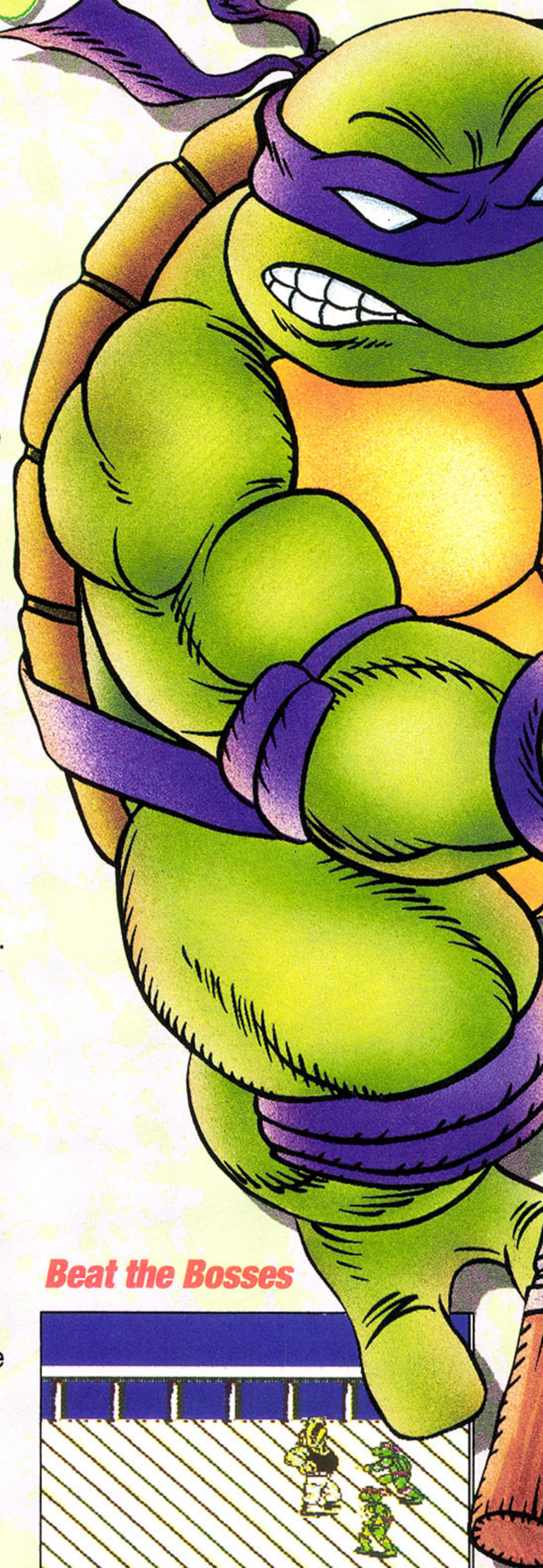
Right after defeating the Mecha Turtle in Scene 3, you can power-up on some pizza.



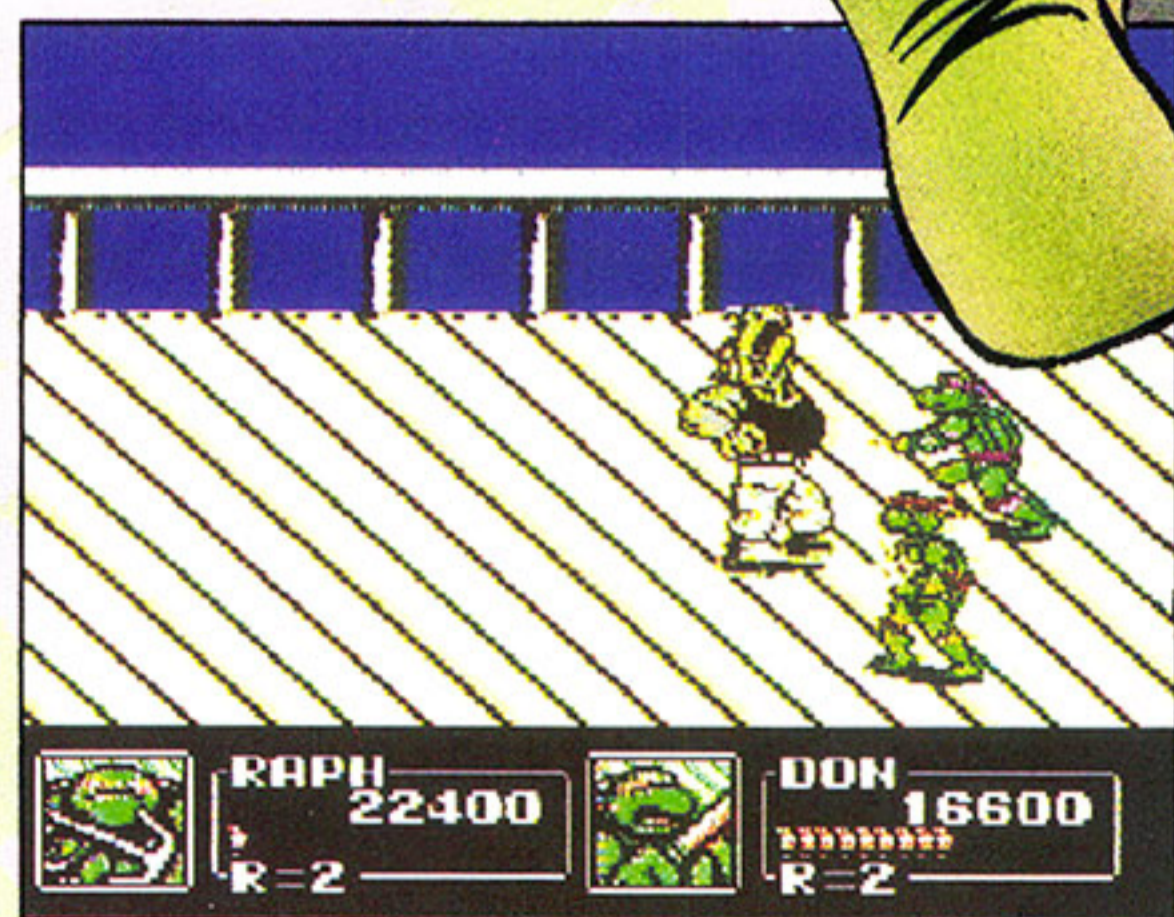
Use your Turbo Move to get through the sewers. Don't worry if you only have one life bar left. There's pizza right before the boss.



Scarf down some more pizza in Scene 8.



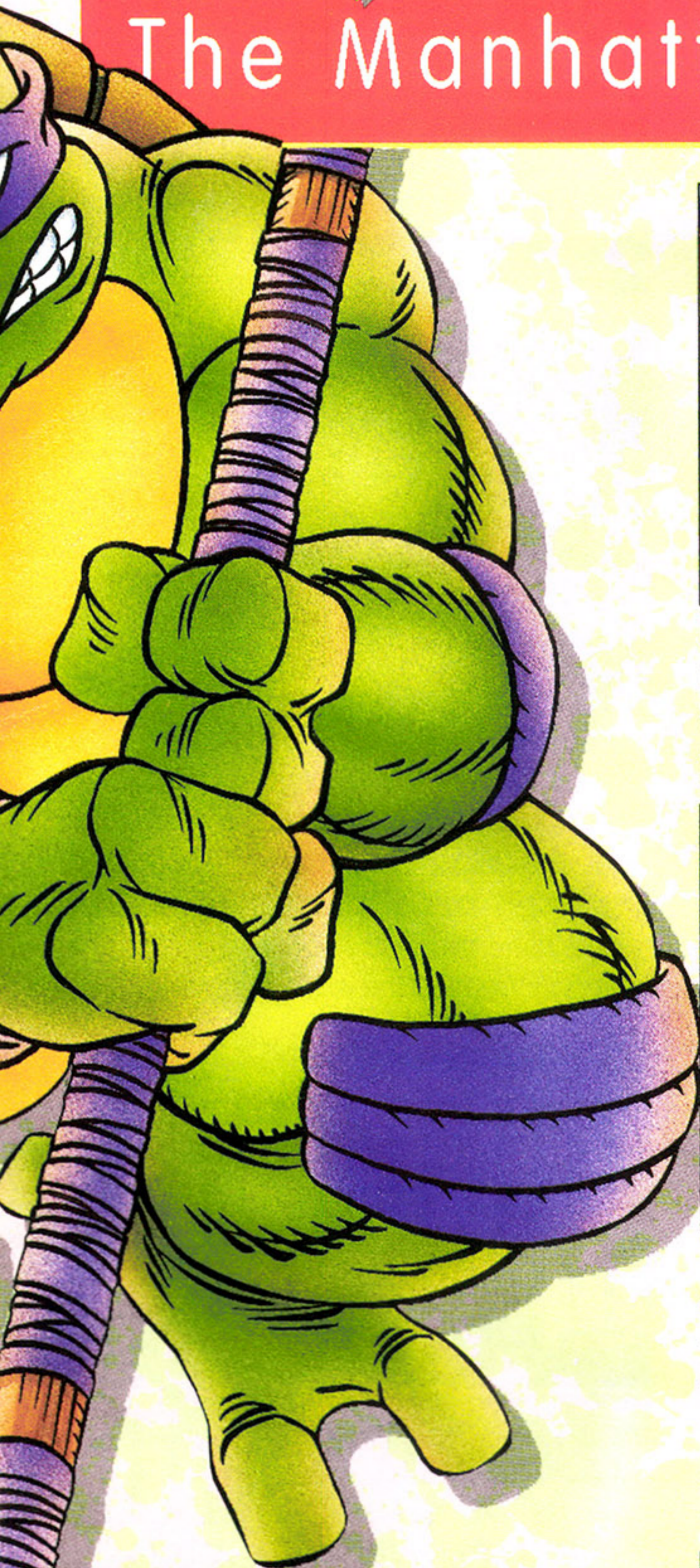
Beat the Bosses



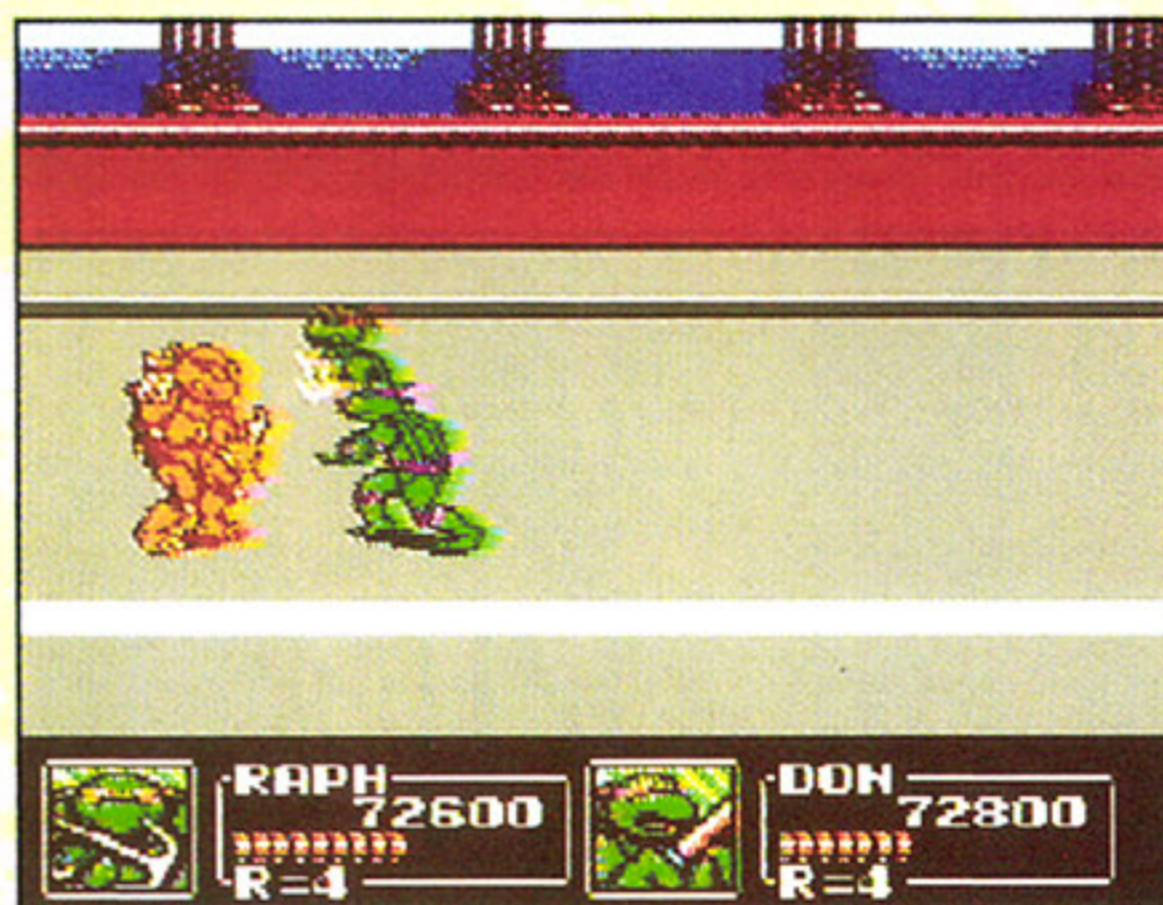
Rock Steady (Scene One): Use hit-and-run tactics against Rock Steady. Check out the ProReview for more details on beating this overgrown rhinoceros.

TMNT III

The Manhattan Project



Ground Chuck (Scene 2): Chuck ain't the brightest of the bosses. He'll charge across the screen three times, then plant his head in a wall for a few minutes. While he's putting his nose to the limestone, hit him from behind!



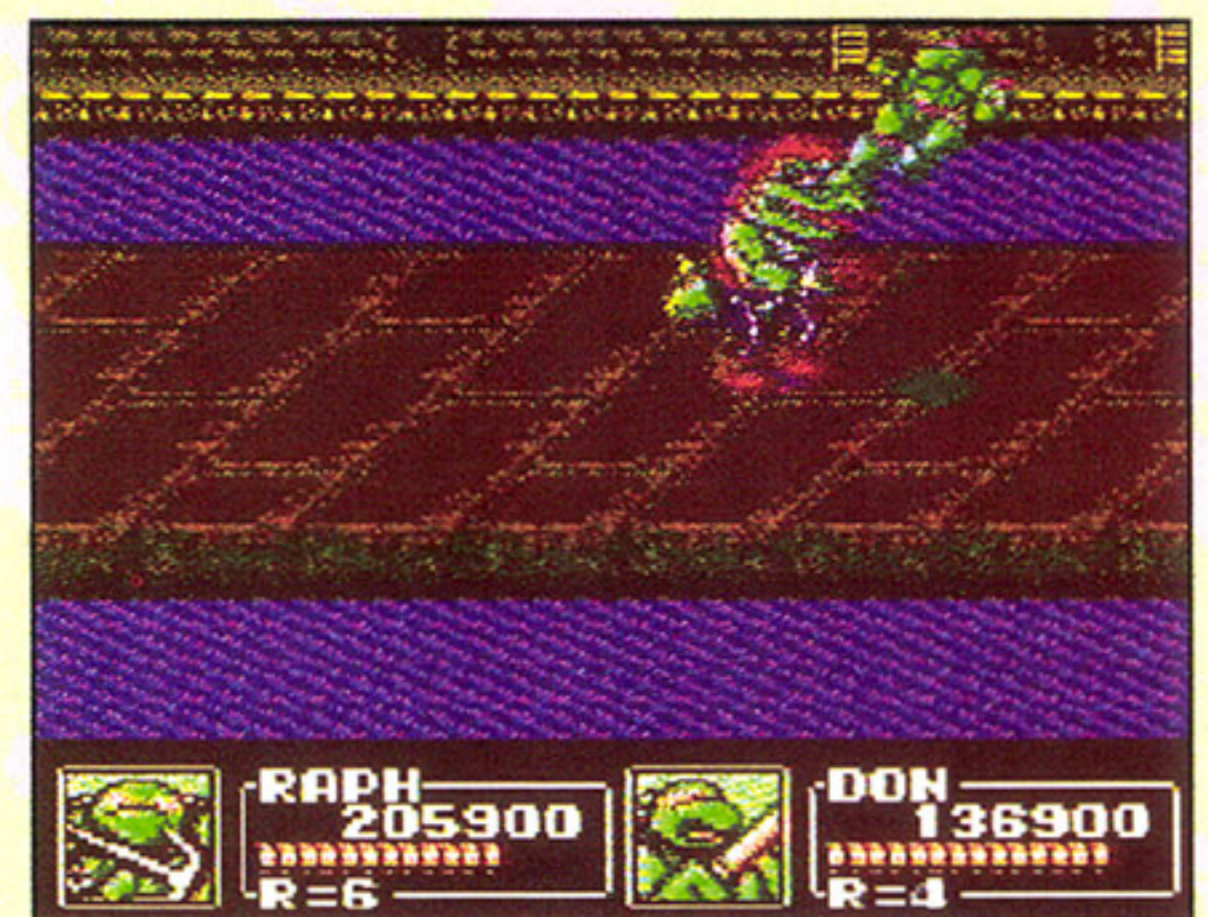
Mecha Turtle (Scene 2): Double-team Mecha Turtle for a quick K.O. Stay in close to prevent this boss from changing into a turtle puck and knocking you off your feet.



Be Bop (Scene 3): To trap Be Bop against the right-hand wall, lead Bop to the top of the screen by moving the character he's following. Then quickly move to the lower right corner. With luck, Be Bop will keep swinging at the truck, while your other Turtle attacks him from behind.



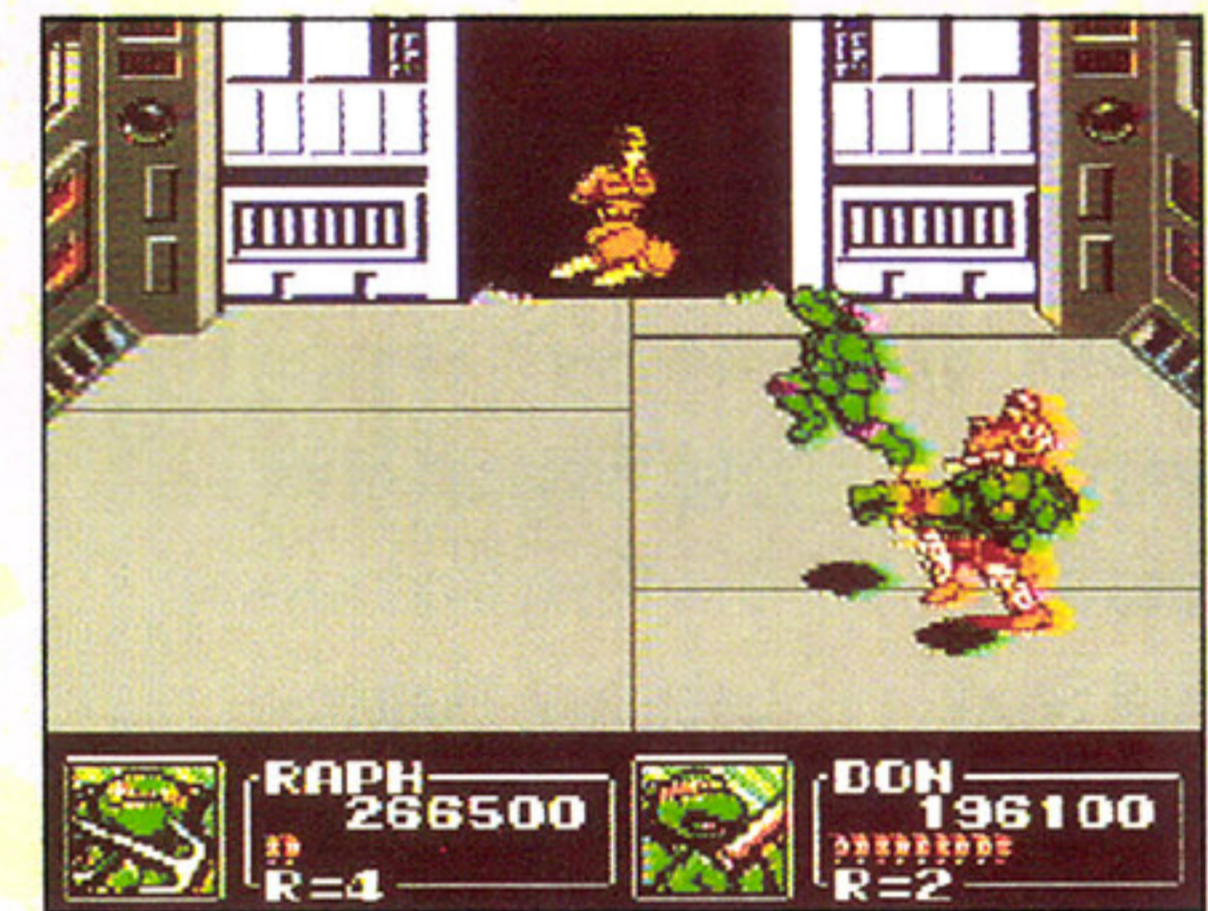
Dirtbag (Scene 4): Use your super move to weaken Dirtbag. When he starts flailing at you with his pick ax, dodge and wait for him to get his pick stuck in the ground. Then take some free shots at his back.



Leatherhead (Scene 5): Defeat Leatherhead by jump kicking him. Then bounce away to avoid his spin-tail attack.



Rahzar (Scene 6): If you stand just above Rahzar when he's about to use his ice breath, he can't hit you, but you can pummel him.



Shredder Scene 6: to take out the Shredder, use Raphael or Donatello's turbo move NON-STOP.



Tokka (Scene 7): Tokka will try to fling you into the electrical sign. If Tokka grabs one of your turtles, have your other turtle jump kick him.

Look for more TMNT tips and tactics in a future installment of Game Busters!

PRO TIPS



By Boss Music

In the last issue of S.W.A.T.PRO, we took Megahead through the first eight levels of Mega Man 4. Here are some tips to help you clear Dr. Cossack's Siberian Citadel and Dr. Wily's Skull Castle.

Mega Passwords!

Check out page 11 for some killer Mega Man 4 passwords?

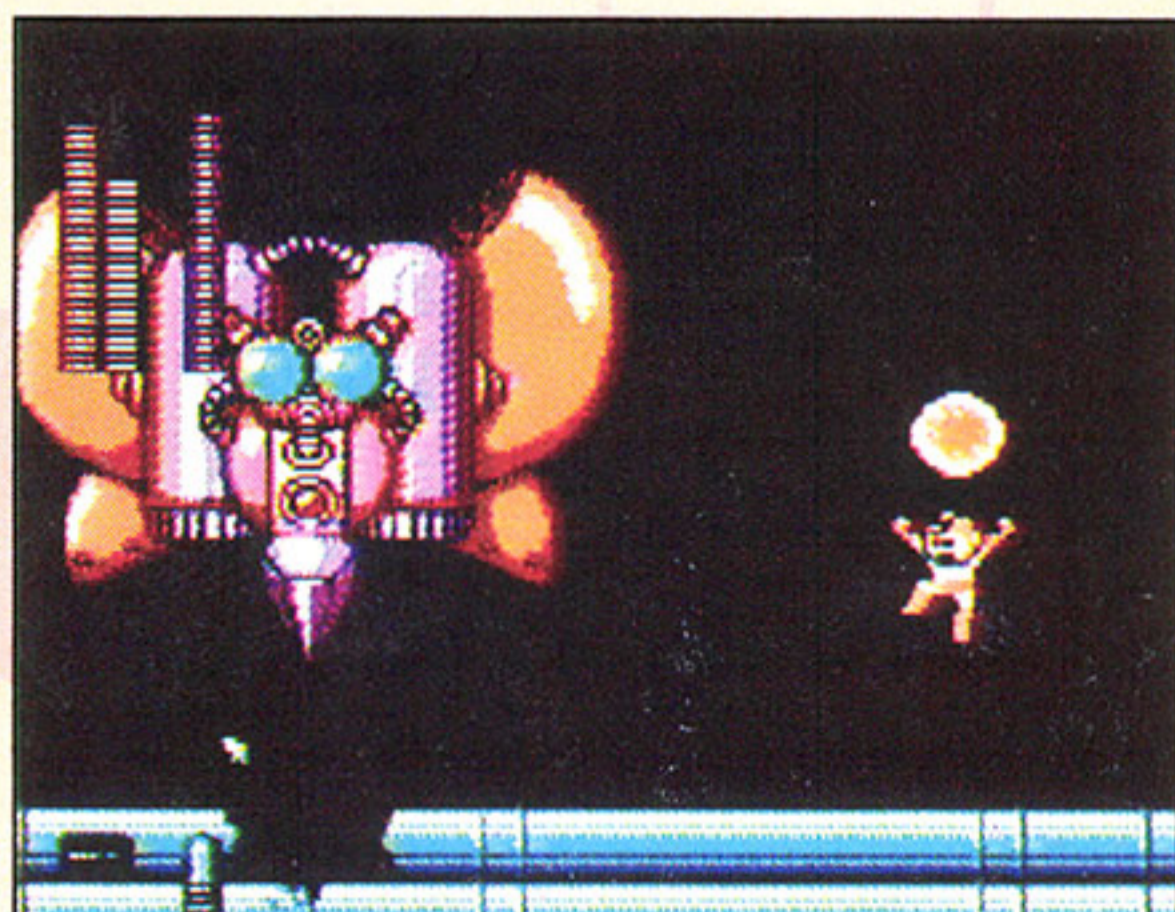
Beat the 'Bots

Try these guns to wipe out the eight boss robots. The same tactics apply when you meet them a second time at the end of Wily's castle.

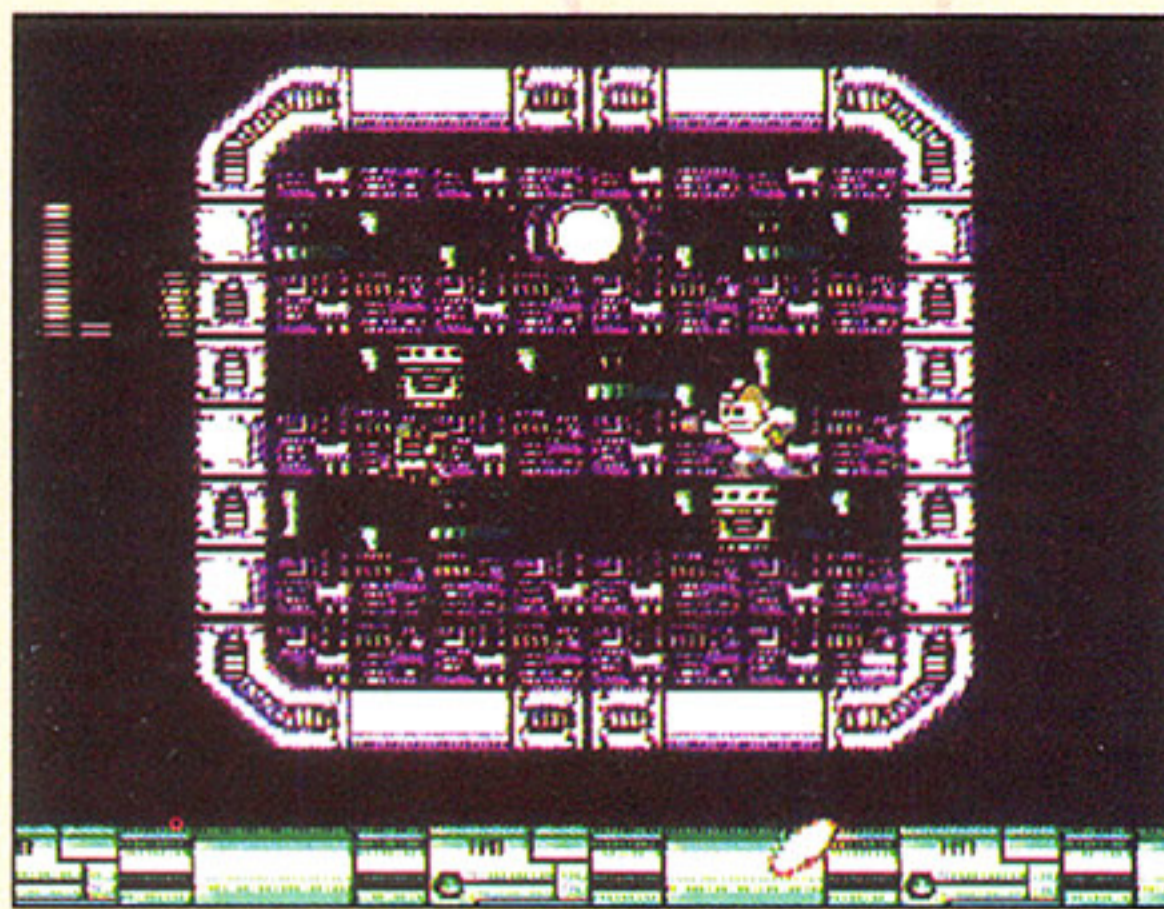
- Toad Man:** Use Mega Buster
- Bright Man:** Use Rain Flush
- Pharaoh Man:** Use Flash Stopper
- Ring Man:** Use Pharaoh Shot
- Dust Man:** Use Ring Boomerang
- Skull Man:** Use Dust Buster
- Dive Man:** Use Skull Barrier
- Drill Man:** Use Dive Missile

Cossack and Wily Boss Strategies

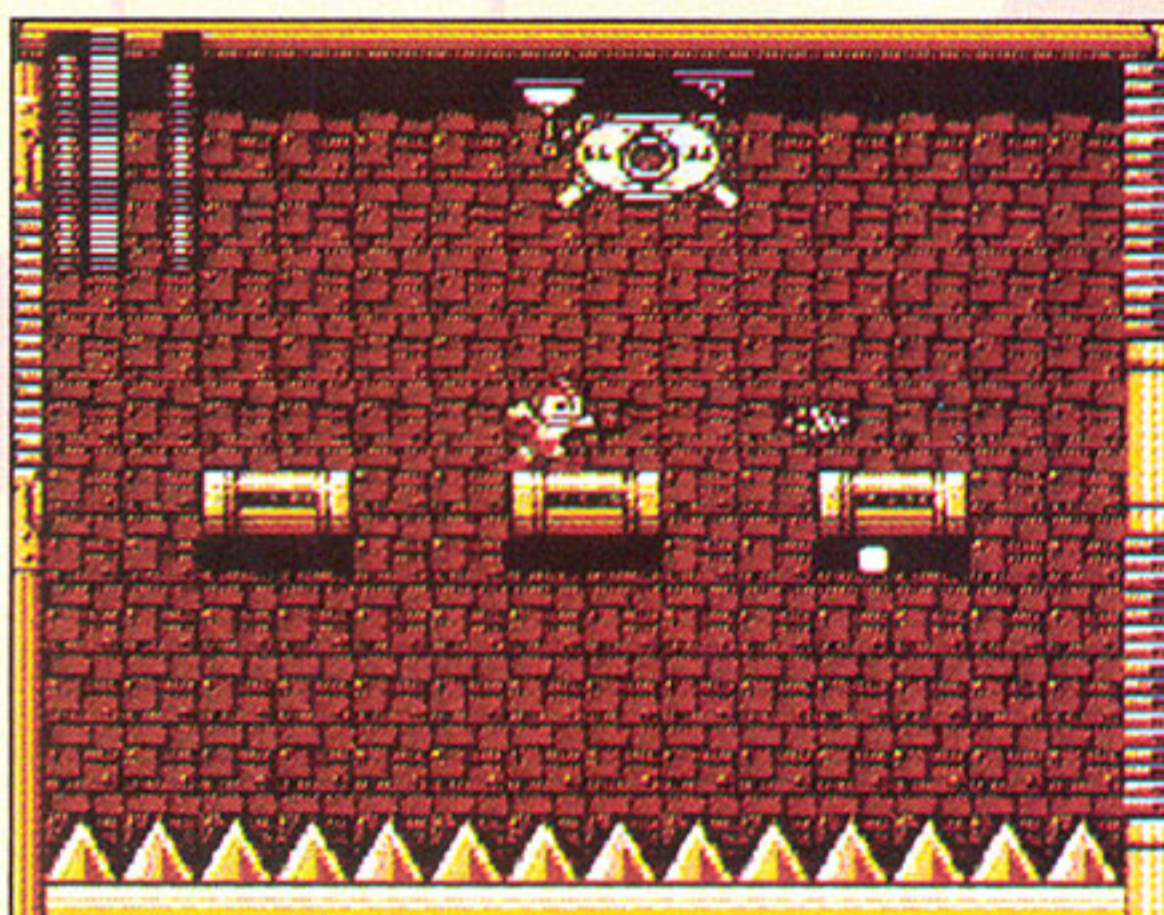
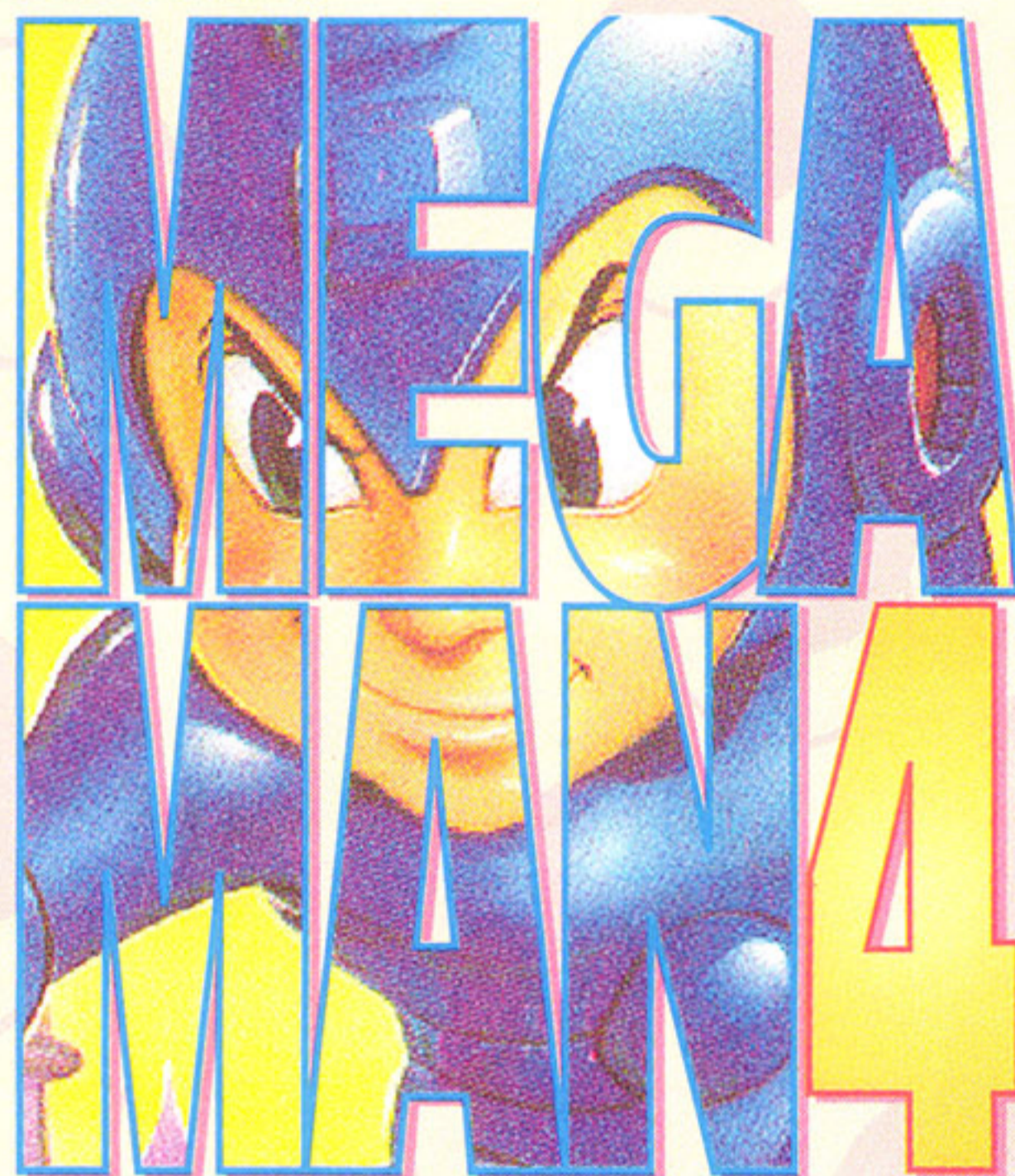
You already polished off the eight regular robots. Here are some strategies to blast the big bosses in Dr. Cossack's and Dr. Wily's castles.



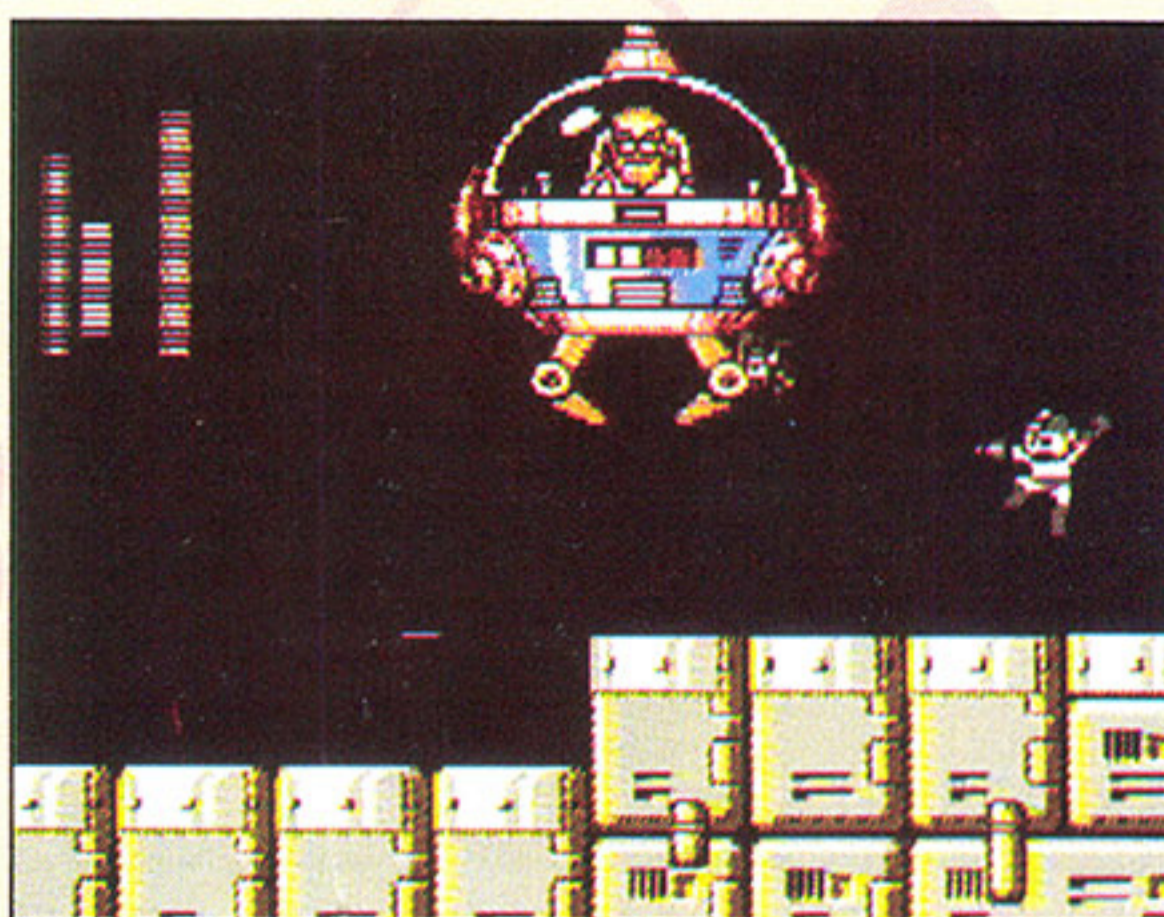
Cossack #1: Slide under this airborne monstrosity's drill and use Pharaoh Shots to ground it.



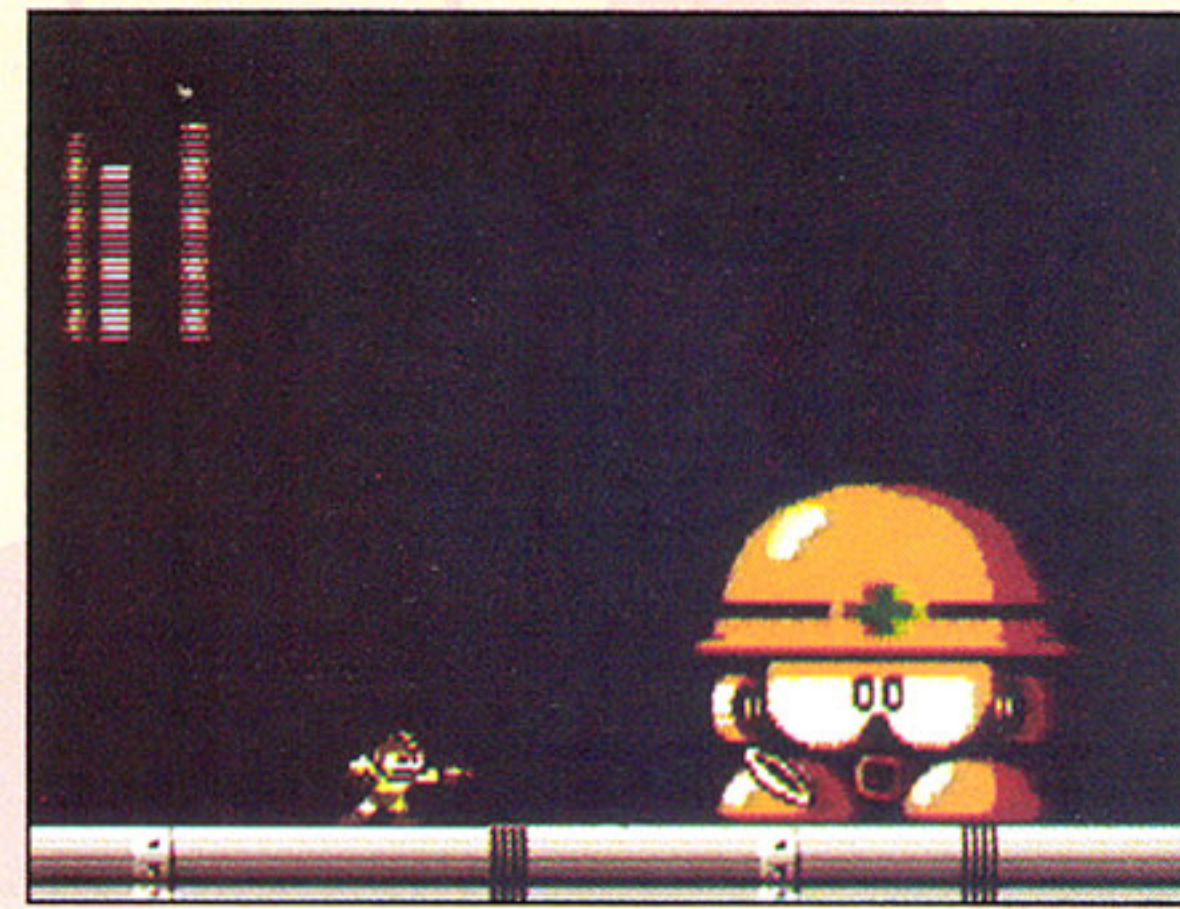
Cossack #2: When this three-piece machine slows down, jump up on one of the floating platforms and blast its eye with the Dust Crusher.



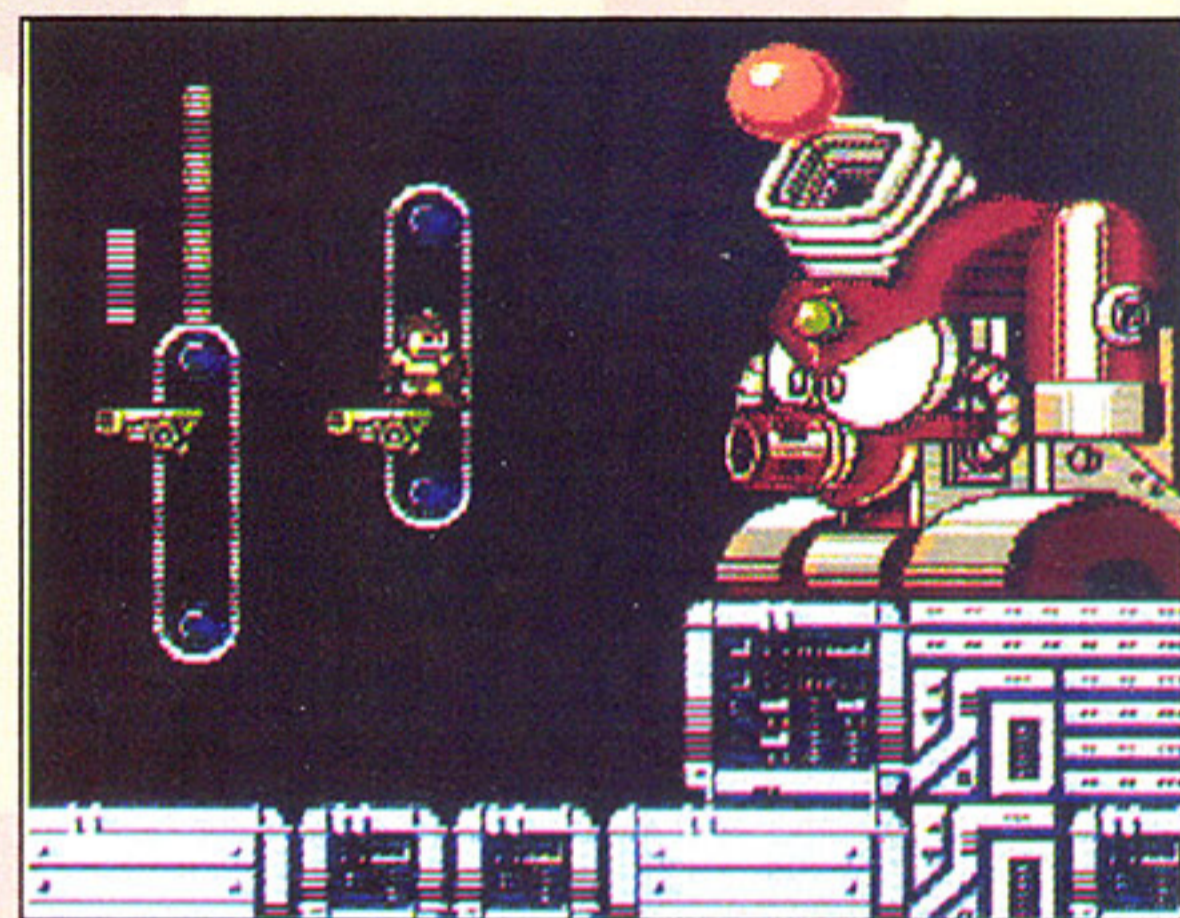
Cossack #3: Stay put, and use your Drill Bombs to destroy both of these creepy wall walkers.



Cossack #4: Beat Cossack's flying machine with a barrage of Dust Buster bullets. Slide away when he tries to pinch you. Win, and you'll learn that Dr. Wily's the real culprit behind the latest robot rampage – as if you couldn't have guessed!

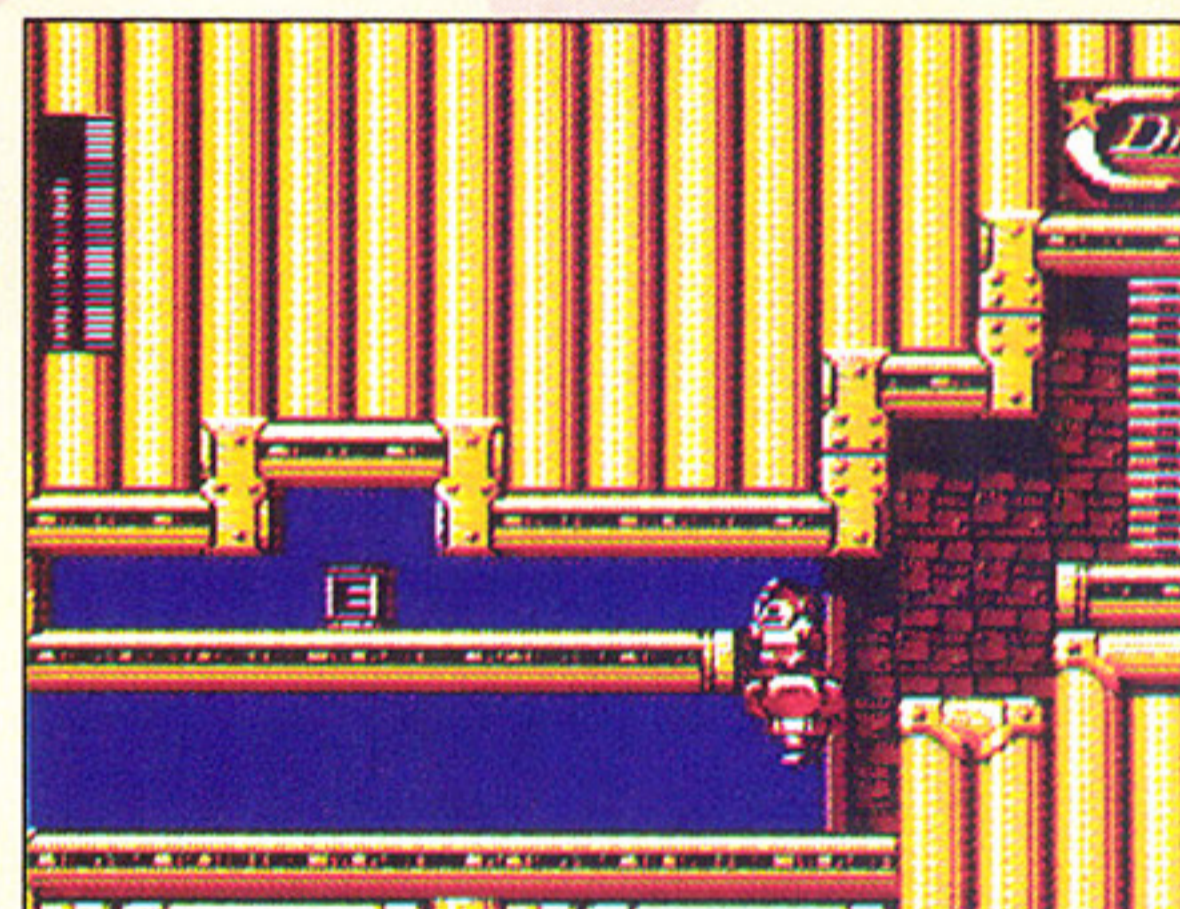


Wily #1: When he tries to put the crush on you, slide under this humongoid Hard Hat Mac. Then douse him and his tiny pals with Ring Boomerangs.



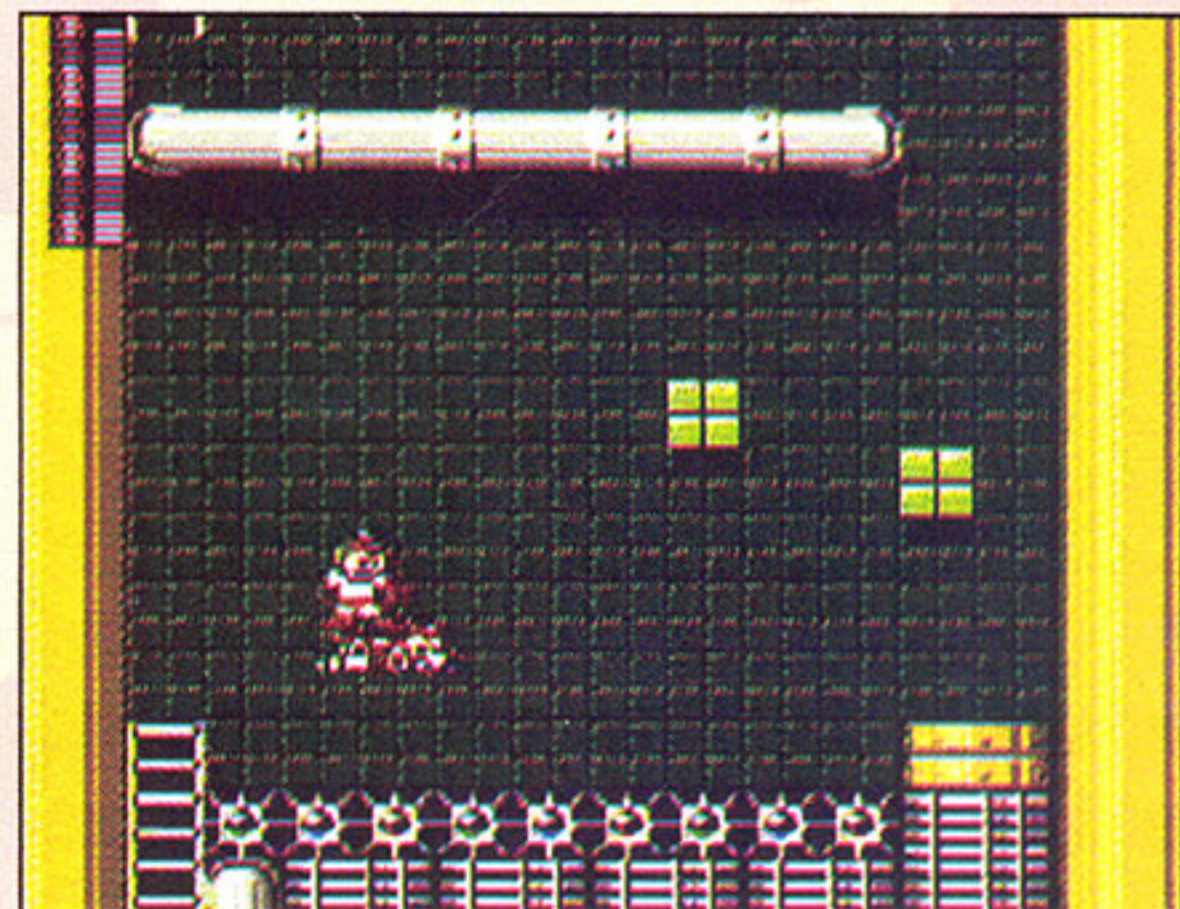
Wily #2: Hop on the second moving platform. Avoid the Mega Tractor's electric bolts, and unload Ring Boomerangs to its green weak point, which is located in the middle of its forehead. Stay tuned, Mega Men and Women, the end's in sight!

Cossack Energy Tank



Use your Balloon Adaptor as a platform and slide to grab this Energy Tank in Dr. Cossack's fortress. You'll need it!

Skip the Phase Block Area



To avoid these tricky disappearing block sections in Dr. Wily's castle, fly past them with your Rush Jet.

XARDION

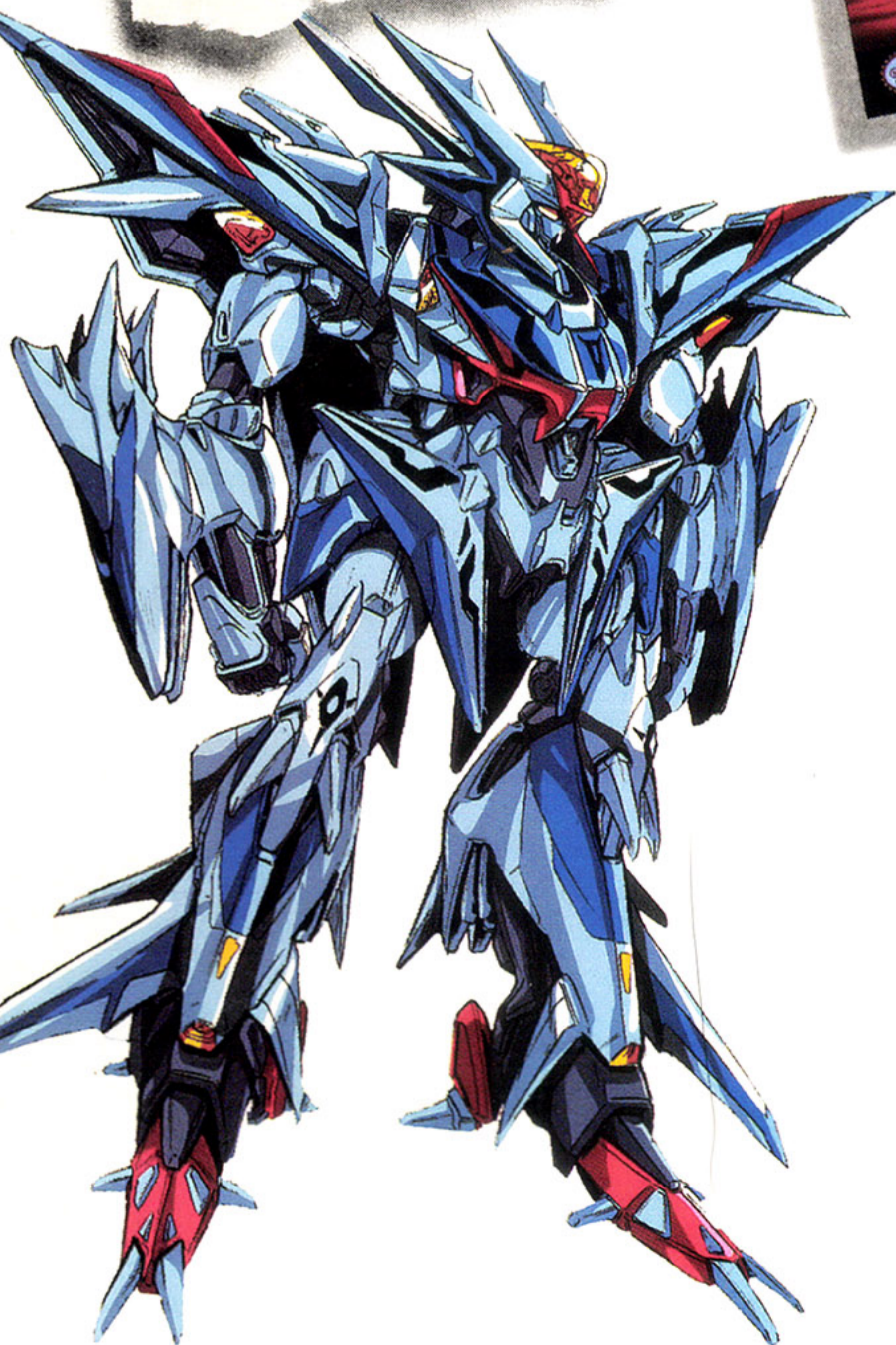


“Great graphics and sound effects, the game will definitely appeal to all types of gamers.”
— **ELECTRONIC GAMING MONTHLY**

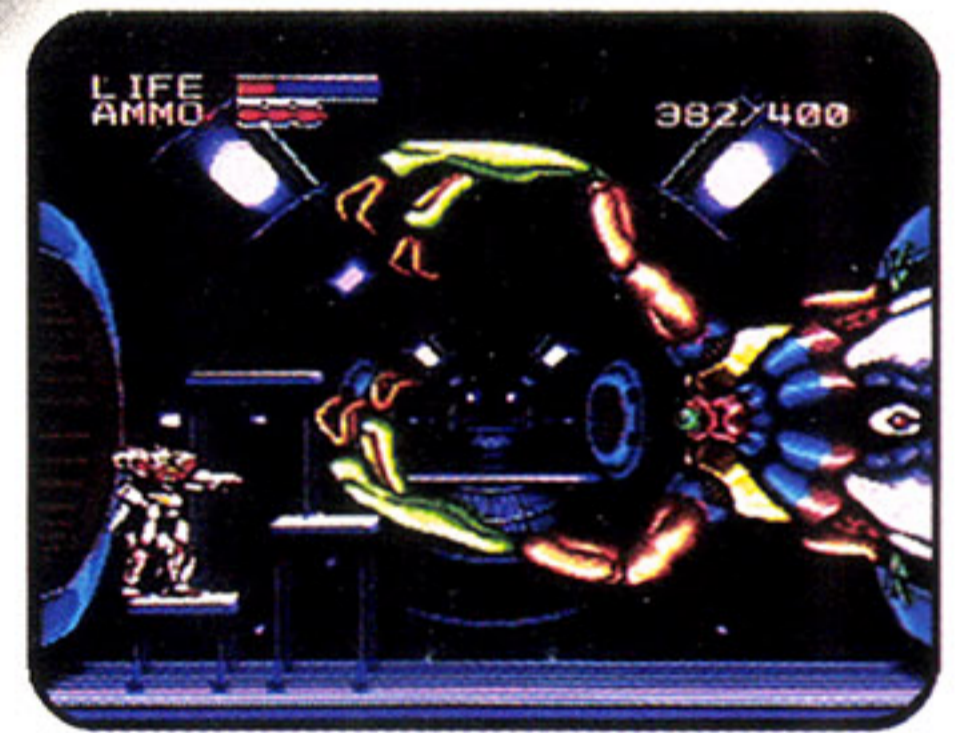
“The variety of stages, backgrounds and enemies was impressive as was the game music.”
— **NINTENDO POWER**



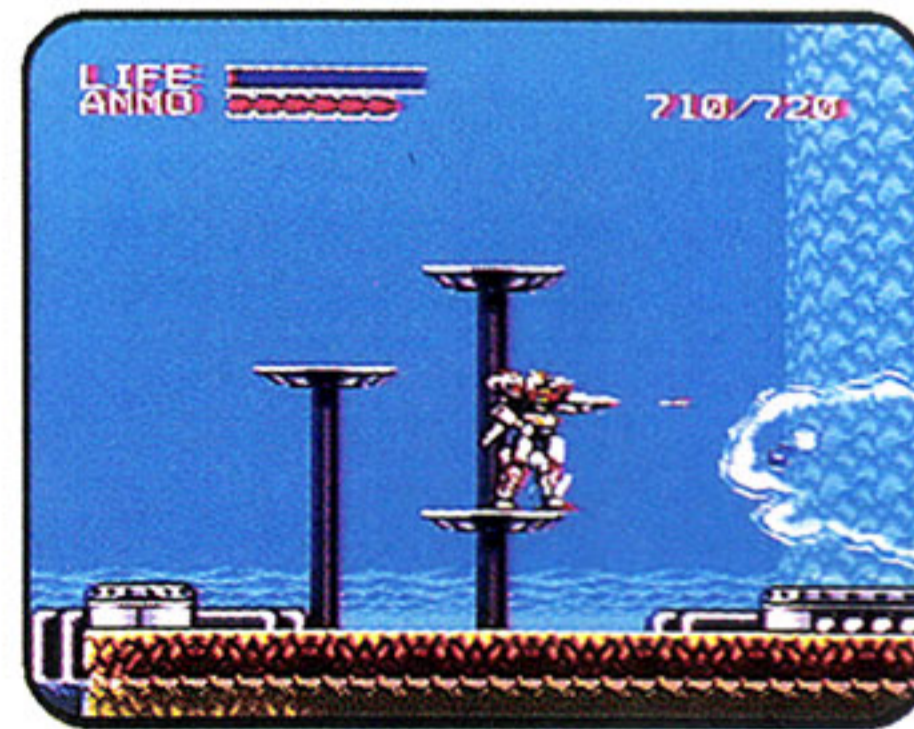
“Sizzling gameplay – Xardion brought back fond memories of Metroid!”
— **GAME PRO MAGAZINE**



Be the brains of four awesome Cyborgs through over 30 stages of play!



Uncover the secrets of a planet controlled by wacked-out super computers!



Experience multi-directional scrolling in radical 16-bit graphics!



Intense level of play, it's doubtful you'll finish Xardion in the near future!

ASMIK
Corporation of America



SUPER NINTENDO
ENTERTAINMENT SYSTEM

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XARDION: Invading a store near you in April '92!

By Earth Angel



Batman: Return of the Joker by Sunsoft puts the Dark Knight back on the streets in yet another battle against his arch-nemesis the Joker. Sure the plot line sounds familiar, but this Bat-adventure is loaded with enough surprises to challenge even the most seasoned Caped Crusaders.

Dejà Vu

Fans of the Batman comic book will find this game closely mimics the look and feel of the classic strip that made the Dark Knight a legend in his own time. Sunsoft called upon the same team of programmers that created the original NES Batman to create the sequel. The crew kept some of the best features of the original cart but also added some exciting new twists.

Batman himself is about four times as big as he is in the original adventure, and his moves, whether he's crouching, taking a quick glance over his shoulder,



or sliding along the ground, are all new. Gorgeous graphics made possible via 3 megs of memory and the SUN5 chip – Sunsoft's custom MMC5 chip – are about as close to 16-bit as the NES is gonna' get!

This one player cart features seven stages of vertically and horizontally scrolling walking, jumping, and flying action. Each stage has two sub-stages, and a third sub-stage where Batman

fights a boss or one of the Joker's sinister mechanical machines. The boss battles have a great comic book feel with an unusual system of point-countdown power meters for the boss and Batman.



PROTIP: Beat Stage 3-3's boss by always jumping behind him when he's about to fire his gun. It's a little cowardly but blast away from behind!

Batman's "Wonderful Toys"

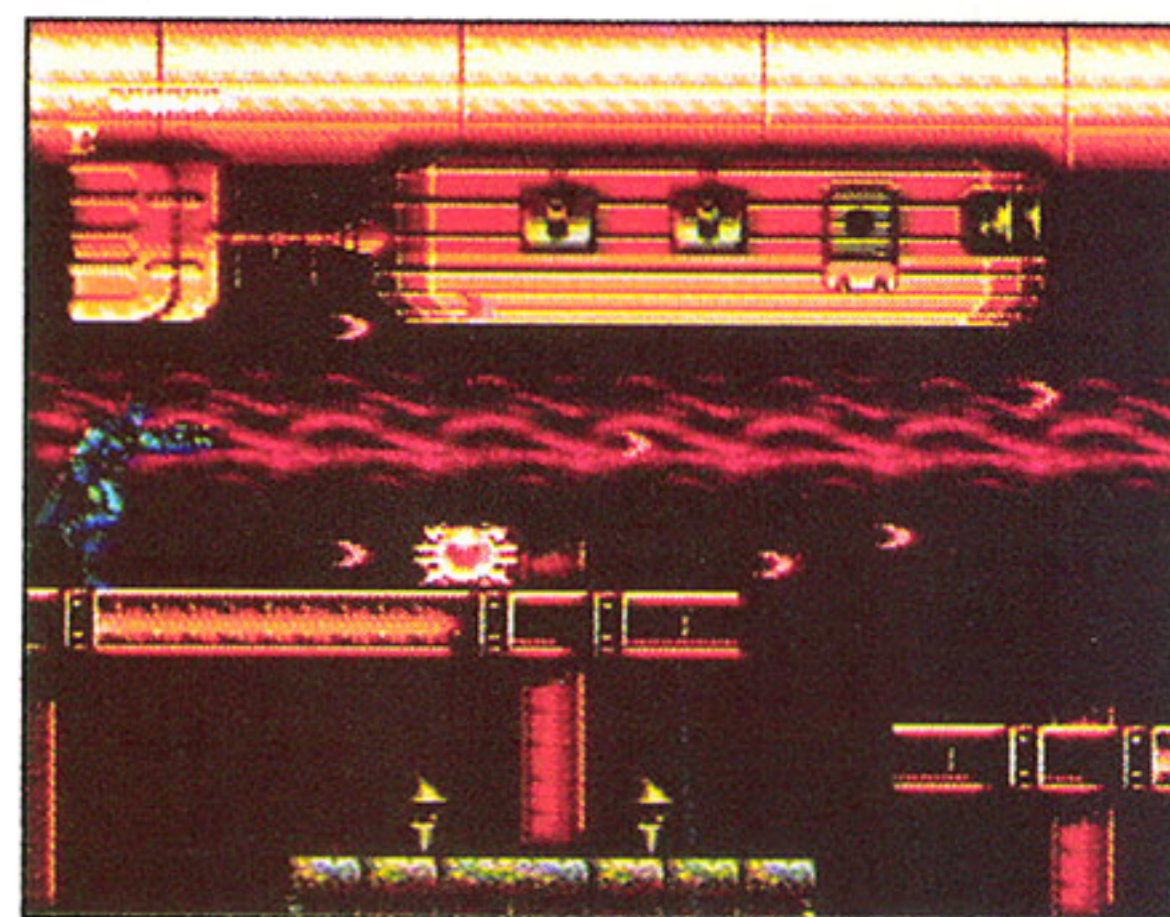
Batman's task is pretty straight-forward – battle his way through each stage and survive to defeat the Joker. The Caped Crusader has a Life Meter and takes hits from dangerous obstacles or enemies. There's no way to recharge his Meter.

The Dark Knight has an entirely different Bat-Combat system that's a combo of some slick new moves and the different kinds of ammo he can fire out of his Wrist Projector. Each of the four different kinds of shots (Cross Bow, Batarang, Sonic Neutralizer, and Shield Star) have different strengths and weaknesses. Batman can change his ammunition frequently by blasting crates that carry Wrist Projector Ammunition icons. The crafty Caped Crusader will quickly learn which ammunition works best where.



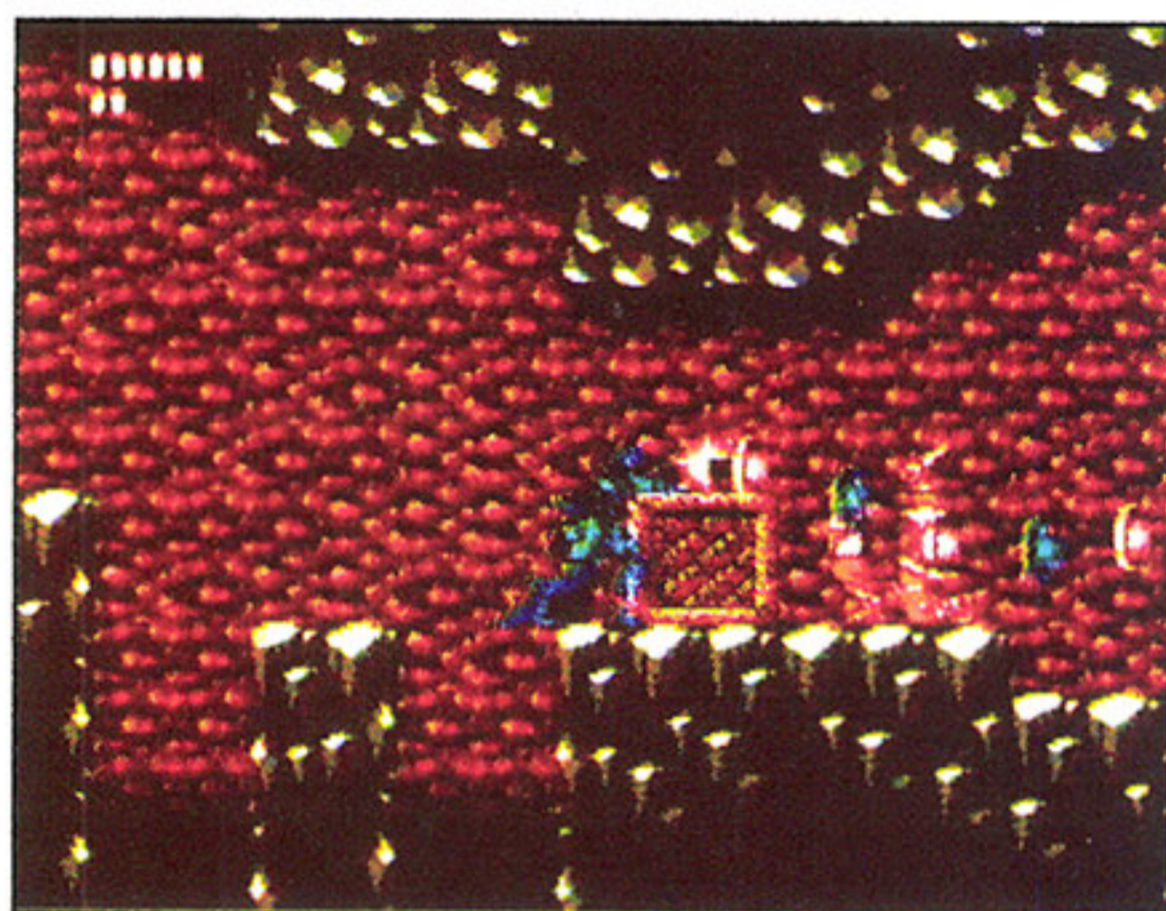
PROTIP: Shoot the ammunition icons repeatedly to get them to change to the different types of ammo.

PROTIP: The Shield Star is the least useful ammo because its firepower is the least concentrated.



PROTIP: Use the Sonic Neutralizer during Stage 1-2. It enables you to clear a path far in front of you while you hang back behind the deadly Zeppelin bomb blasts.

Batman can also supercharge each of the four different kinds of shots to make them extra powerful. Just lean on Button B for a while and then get ready for some special effects. Sometimes when Batman nails an enemy an energy capsule appears. If Batman can grab eight energy capsules he gets the ultimate weapon – invincibility for a few seconds along with a deadly trail of Sonic Neutralizer fire that blows everything and everyone to bits.

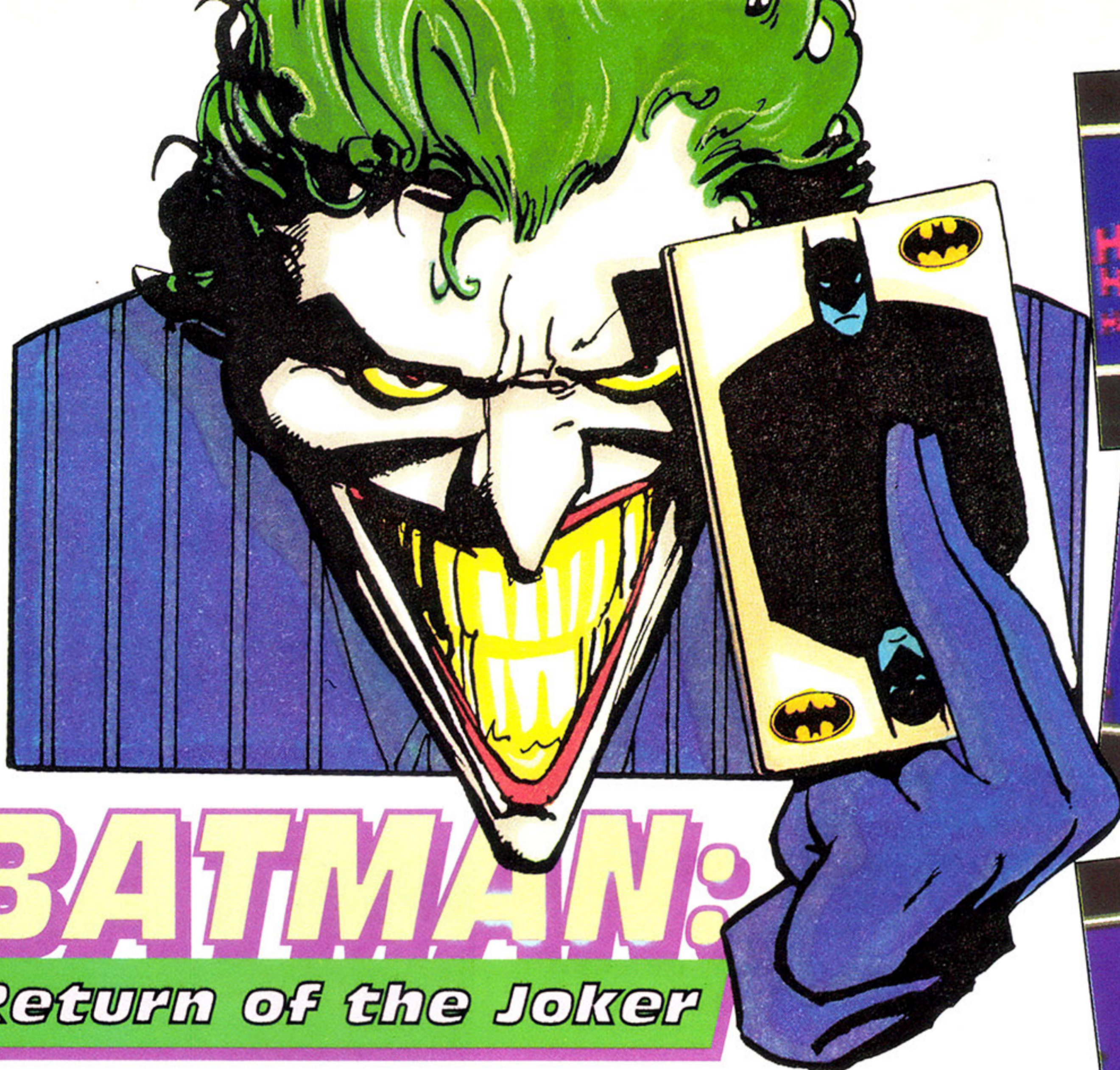


PROTIP: To defeat the Joker's knife-throwing crony in Stage 3-2, just hop across the gap and stand behind the crate. Now power-up the Sonic Neutralizer weapon and take him out risk-free!



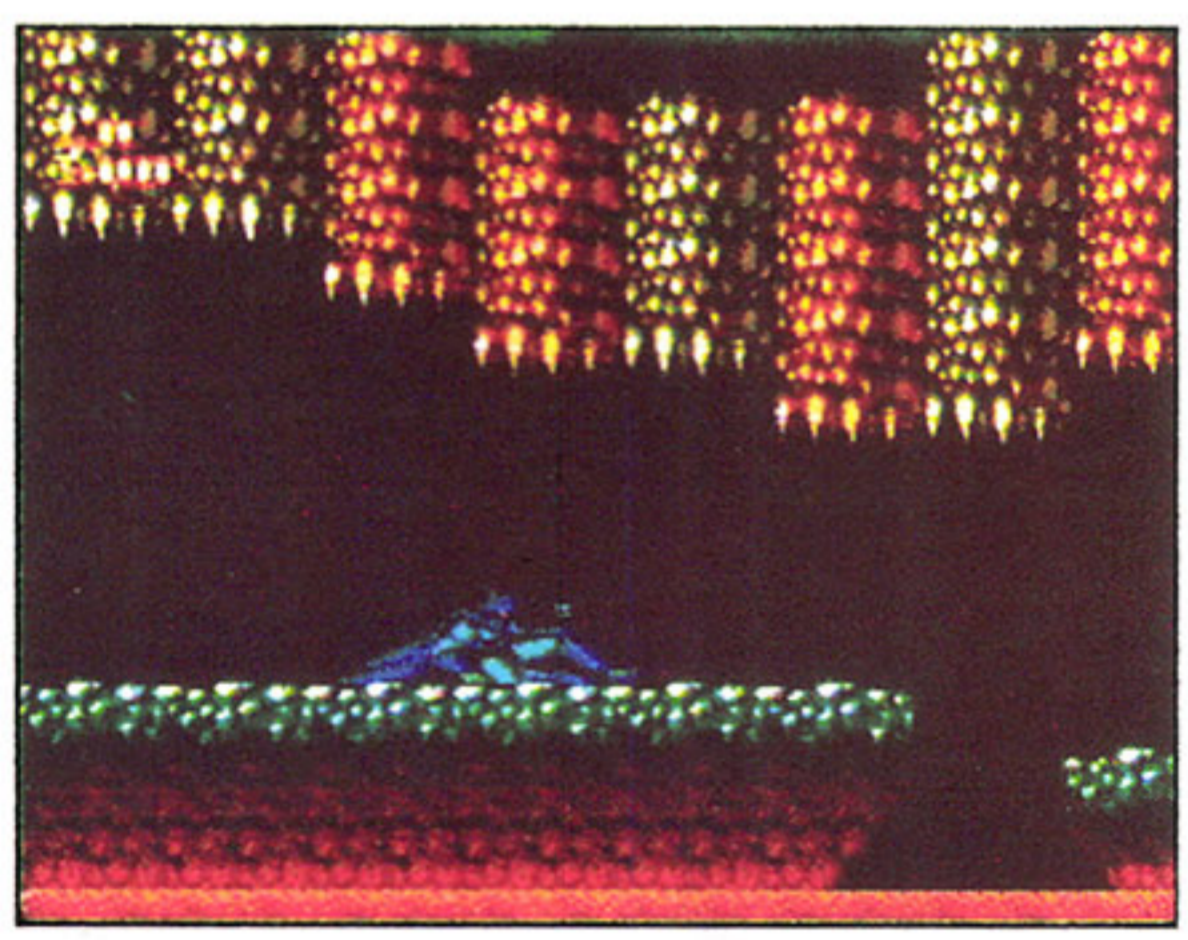
PROTIP: Destroy the statues in Stage 1-1 by sliding up to their base and using a super-powered blast to blow them to smithereens.

The Caped Crusader's smart enough to know he's got to rely on more than just firepower. He can't climb walls in this

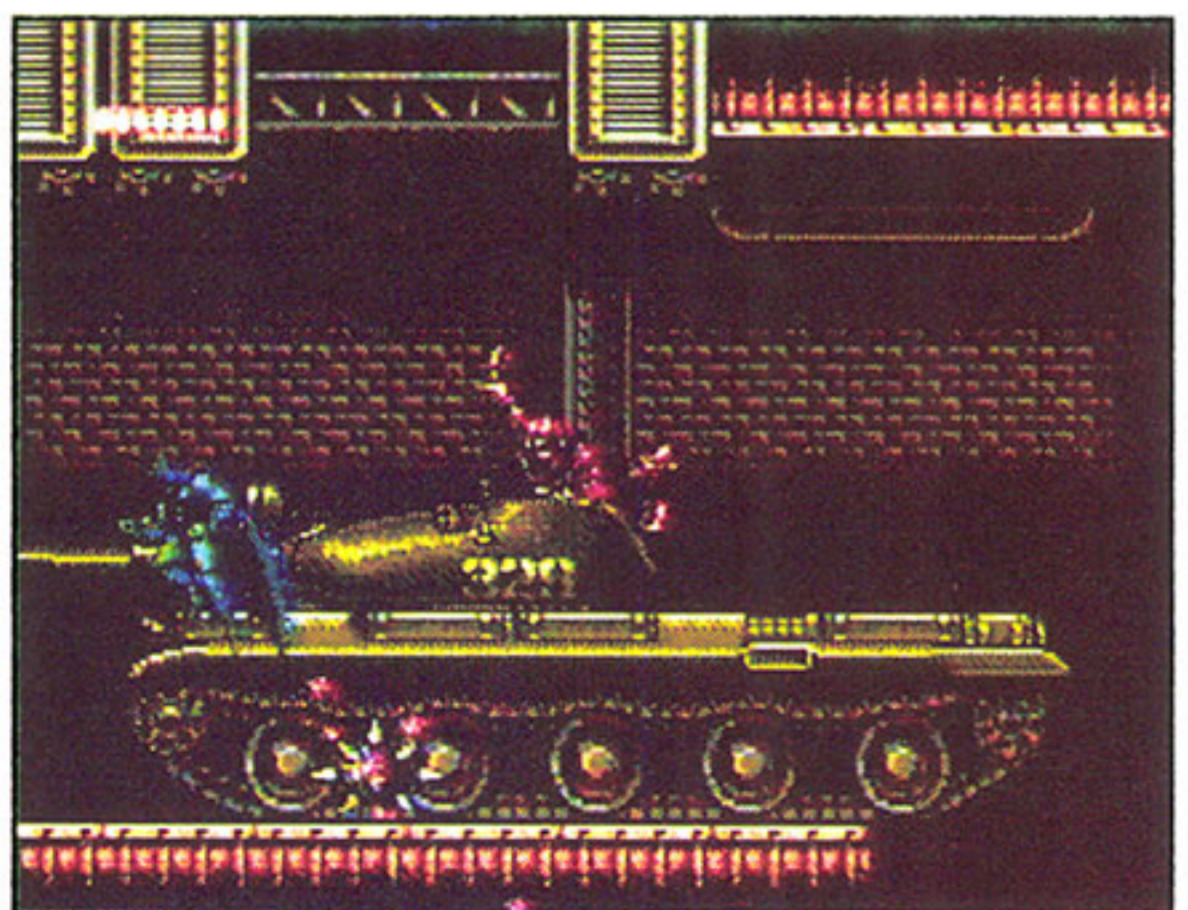


BATMAN: Return of the Joker

sequel, but he can crouch, jump, and do a Slide Attack move that helps him out of all kinds of tight spots.



PROTIP: When you reach this area of Stage 3-2, creep under the deadly spikes with a little help from Batman's slide attack.



PROTIP: If you don't have a strong weapon when you reach Stage 6-2 try to jump to the left of the screen and stay ahead of the mad bomber. Just jump over the spiked balls as they fall. Of course, you'll never beat the Joker in Stage 6-3 if you don't have a strong weapon!

The Dark Knight Returns

More often than not sequels to classic games just don't stand up to the original. Fortunately, top of the line graphics bring Batman: Return of the Joker to life as an original saga whose smokin' guns deliver different (and in some places more) bang for the buck. And the theme music's as cool as the rest of the cart. We've got just one complaint. Why give the game endless continues and a password system? The crime-fighting here is fairly tough, but it would be a lot tougher if you weren't able to begin again and again at the same spot. Aspiring Dark Knights will find this cart definitely isn't as challenging as the original because of the password system, but don't let that hold you back. This is still one of the best NES carts of the year. And that's no joke!

GamePro's Game Rating System

Graphics	Sound	Gameplay	FunFactor	Challenge

Batman: Return of the Joker by Sunsoft, \$49.95 Available December, 3 megs + MMC5



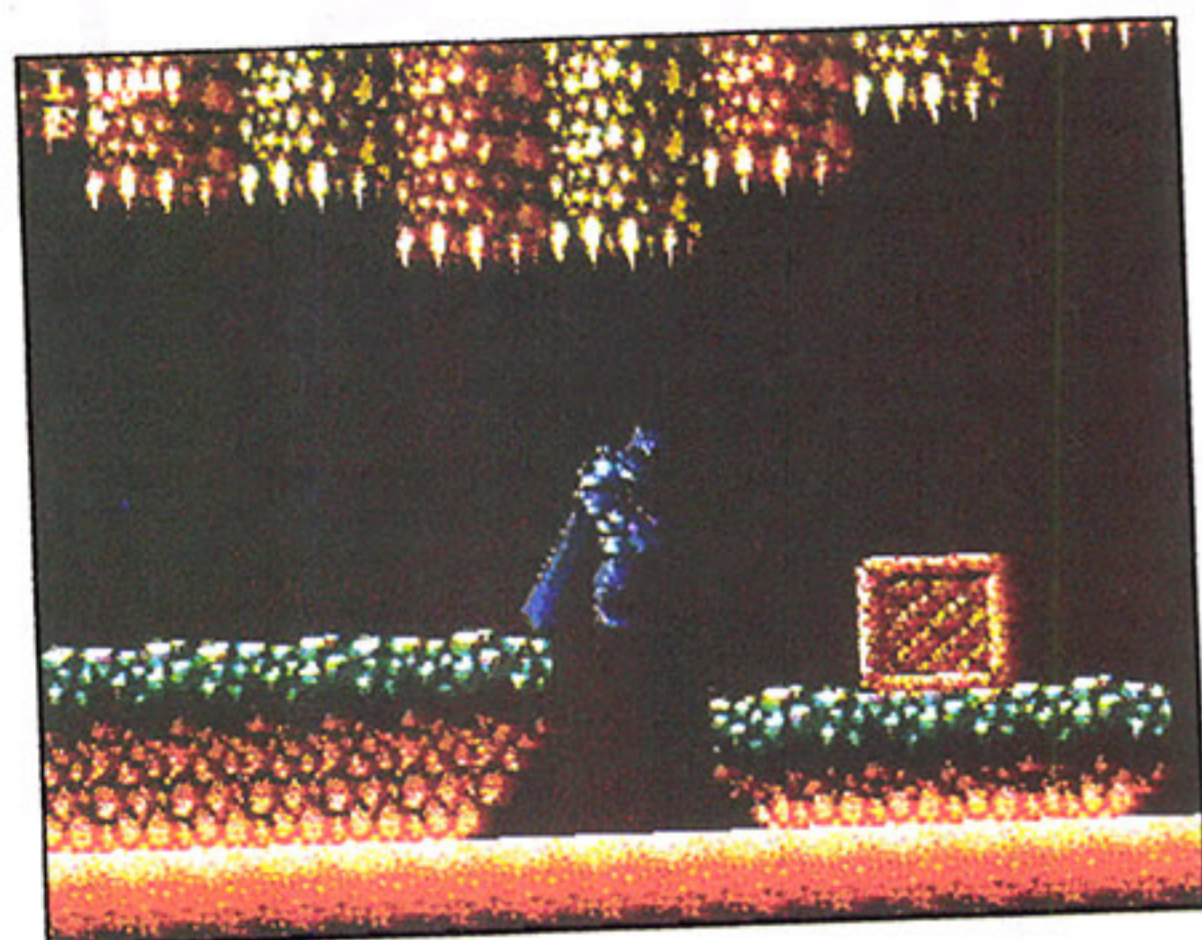
NINTENDO PRO TIPS

Passwords!

Use these passwords to begin on any stage of the game!

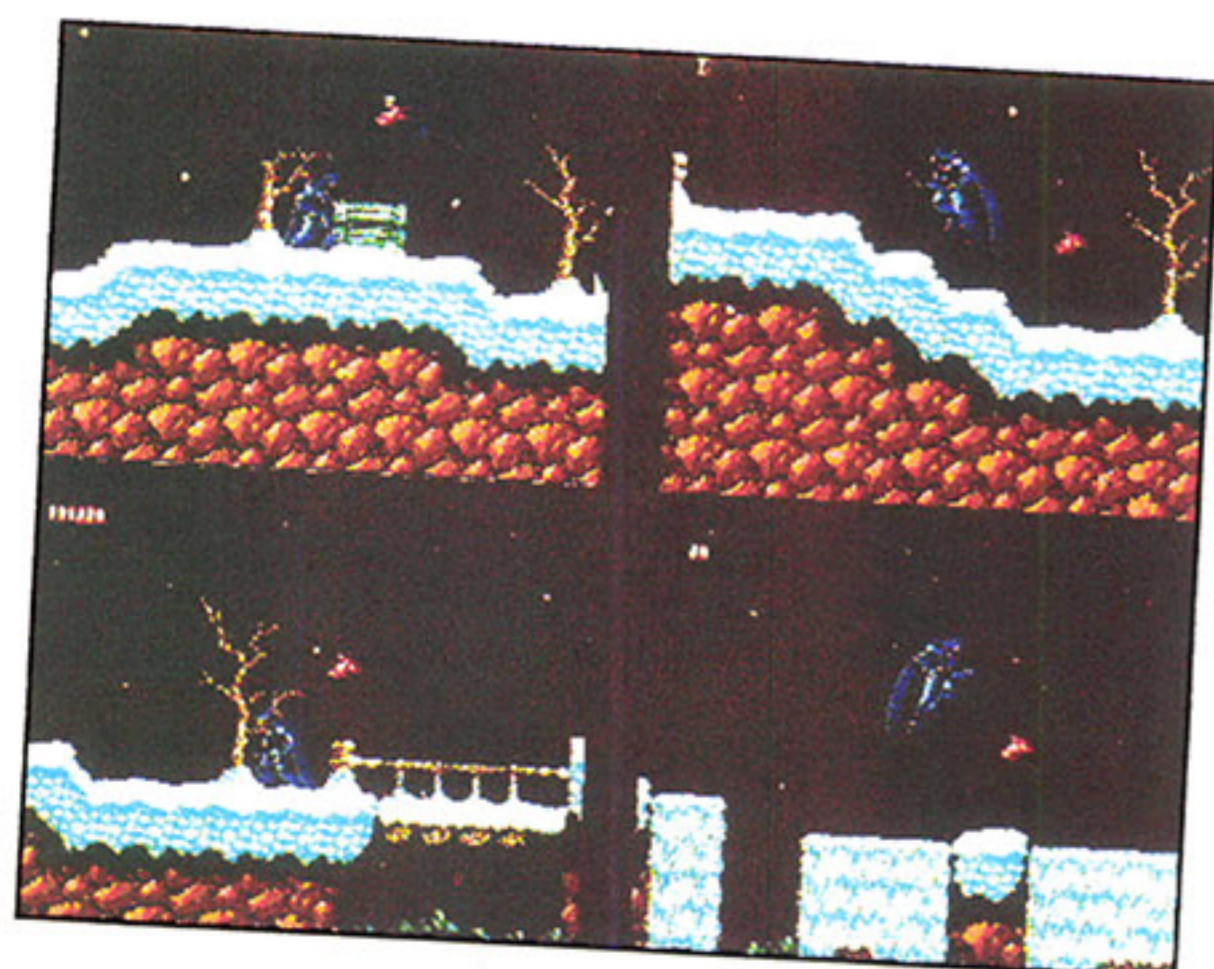
Stage 1-2: MDRR
Stage 2-1: NMLL
Stage 2-2: NWKL
Stage 3-1: LGZQ
Stage 3-2: GPTW
Stage 4-1: GNXF
Stage 4-2: KHCH
Stage 5-1: QGVN
Stage 5-2: WBZT
Stage 6-1: FFHG
Stage 6-2: CKQG
Stage 7-1: GPZT

Walk, Don't Jump Off Ledges



In Stage 3-2, it's safer to walk than jump off these ledges. Poorly timed jumps result in Batman getting impaled on the spikes.

Rocket Man



In Stage 3-1, Batman loses unnecessary energy if he takes a hit from a rocket. You can easily avoid them if you memorize where the rocket clusters come down. Check it out.

Easy Flying

Stage 2-2 is a snap. Fly up the middle of your screen with the N weapon firing. Hey, you can even try it with your eyes closed!

Power-Up



In Stage 4-1, blast as many rocket-packed, flying bad guys as you can. Every bad guy you destroy will drop an Energy Capsule.

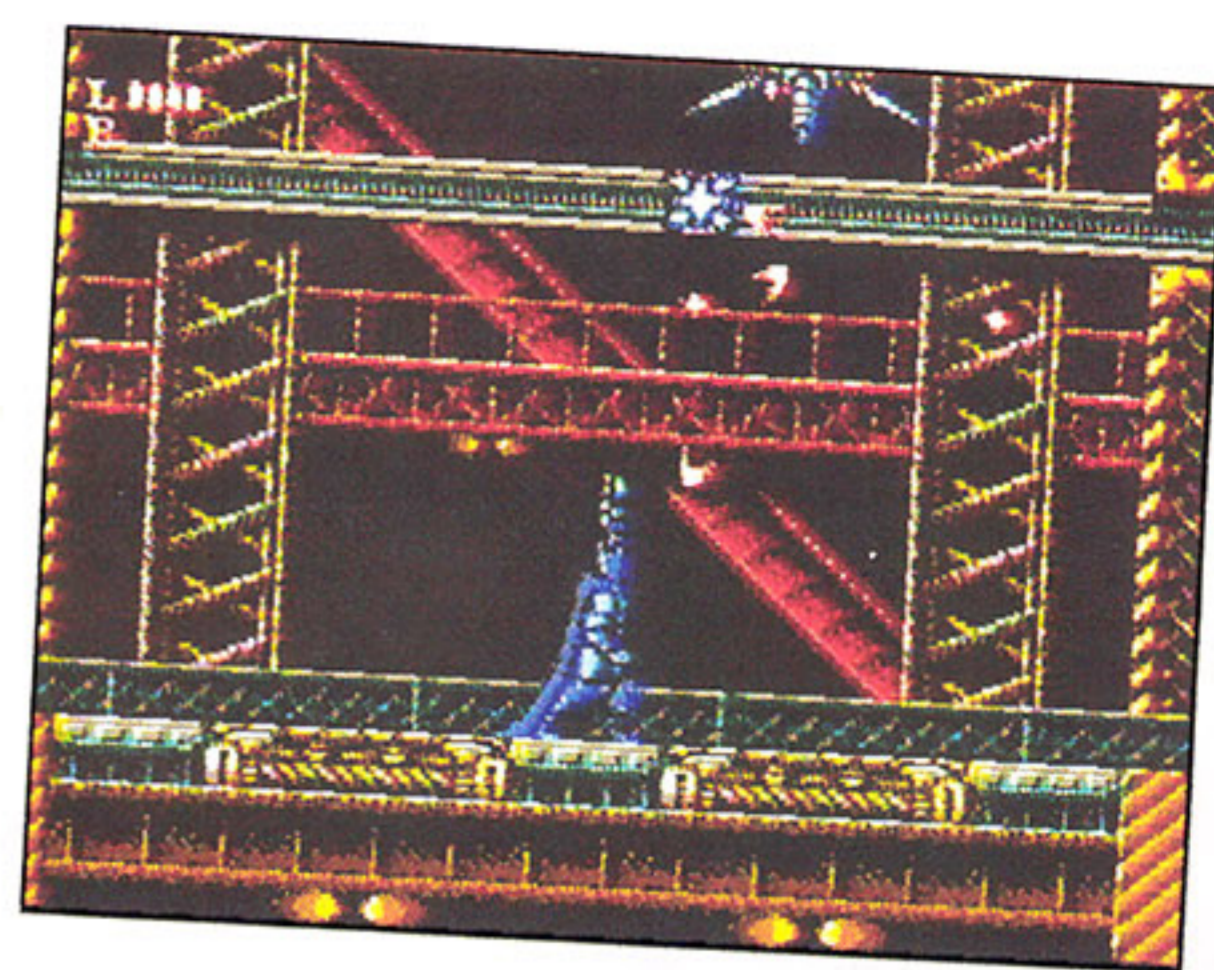
Home-In

Use Weapon B in Stage 4-2. The homing action of the shots makes it easier to take out the overhead targets.

Jump, Don't Walk

To avoid getting swept away by the current, jump through the water instead of walking through Stage 5's sewers.

Duck and Cover



To avoid the flying ships in Stage 7-1, duck in front of the torches. The ships will arc overhead, leaving you unharmed.

Shoot-'Em-Up



Weapon S works well in Stage 7-1 once you're inside the building. You can use it to shoot out the ceiling guns.



BATMAN:

Return of the Joker

SUPERPOWER SUPERHITS



HOLE IN ONE GOLF SUPER NES

- Multiple play options and difficulty levels
- Password feature saves your Hole in One, Eagle, or Albatross
- Send us your password for a Hole in One, on greens 9 or 17 and we'll send you back a Callaway Putter (retail value \$125). One winner per family, entries postmarked by 6/30/92

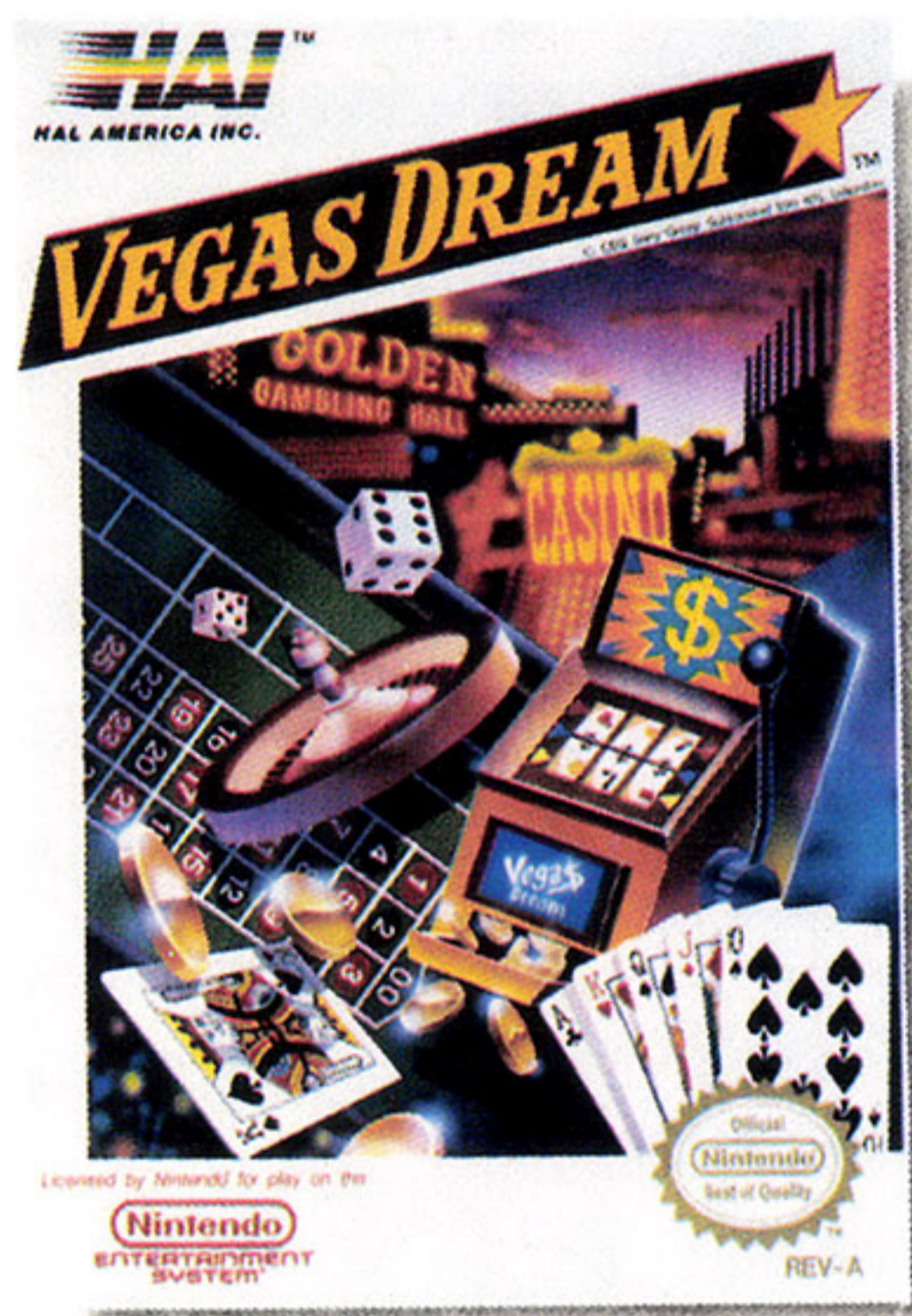
HYPERZONE SUPER NES

- High-speed futuristic action/adventure
- Graphics that pull the most from the Super NES
- 3-D backgrounds bring you into the action
- Priced right for quick response



VEGAS DREAM NES

- Designed for adults, the fastest-growing market segment
- Combines Blackjack, Roulette, Slots and Keno
- One to four players - lots of casino action
- Las Vegas premium book & gift scrip attached to each package, free with purchase of game, value up to \$700.00. Subject to restrictions. (\$7 processing fee)



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By The Missing Link



Life in the cosmos wouldn't be complete if Captain James T. Kirk and the crew of the U.S.S. Enterprise weren't facing some sort of galactic trauma. Isn't it nice to know that after 25 years some things never change. Ultra's made sure of that with Star Trek - The 25th Anniversary.



An "enterprising" twosome.

The Gang's All Here

In this 8-bit episode, the Enterprise has been sucked through a rip in the fabric of space into an uncharted galaxy. Now, Kirk and the crew have to repair the space hole and find their way home.

All of the original crew members: Spock, Chief Engineer Scott, Uhura, Chekov, Sulu, and, of course, Dr. "Bones" McCoy are aboard. The sprites are huge and pretty darn good likenesses. While you explore a planet you get to see them in three-quarter overhead view, too.

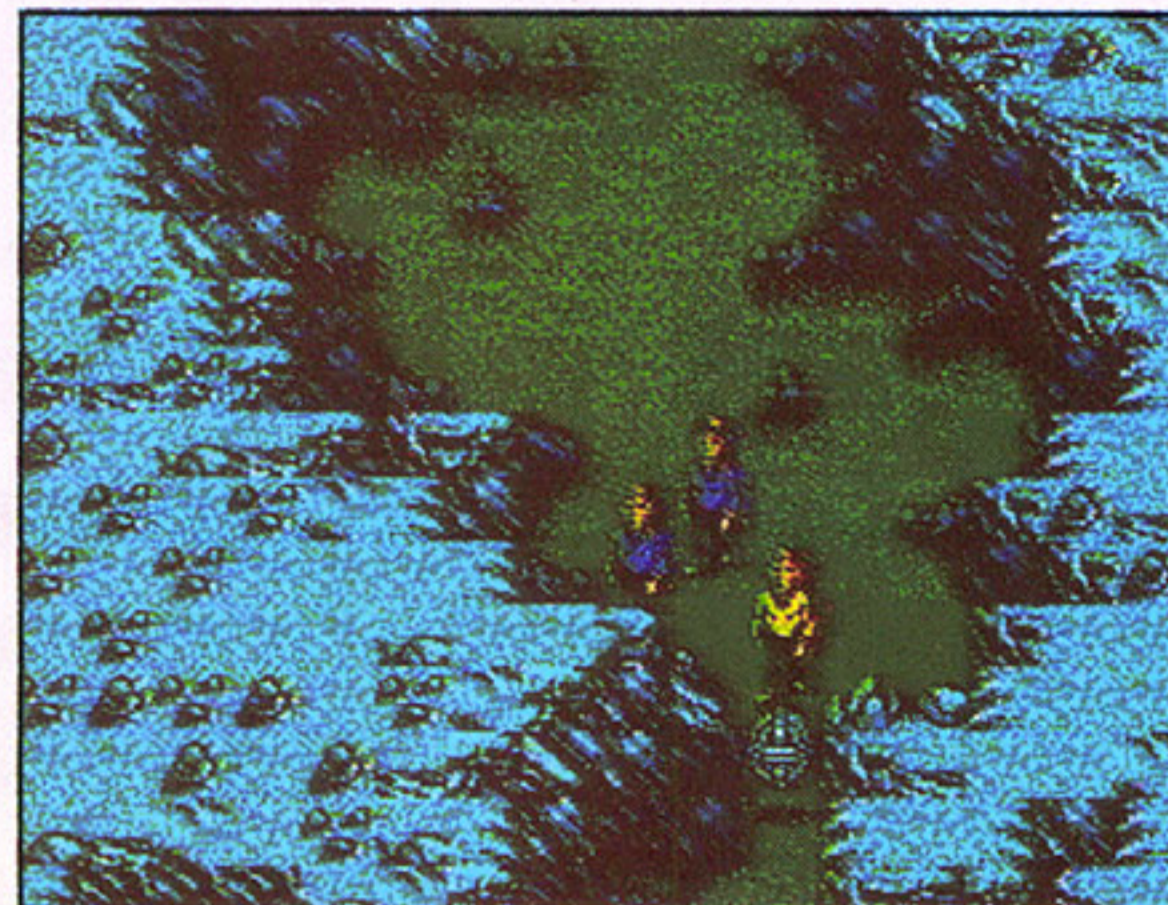
The crew's ready and waiting with their status reports...and it's all bad news. The ship's Dilithium Crystals have burned out, and there isn't enough power to warp out of the unknown-zone or, for that matter, to maintain the current orbit for more than two hours.

Darn It, Jim...

Once the Enterprise is locked into orbit, Kirk and two other officers of your choice (Spock, Bones, Chekov, or a Security Officer) can beam down and begin the quest for crystals. Spock possesses a wealth of knowledge about most everything, and he's great for moral support. An options screen can make Chekov a specialist in either history, geology, or biology. As for Bones, well, Bones is

Bones. The perpetual hot-headed complainer's there for comic relief with great Trecky-style one liners, such as "I'm a doctor not a entomologist."

PRO TIP: Bring the Security officer down to the first planet to help keep the Shooting Flowers under control.



PRO TIP: Use the Dilithium Crystals you find on the "shaking planet" to deactivate the robot which blocks your path through the rock crevices.



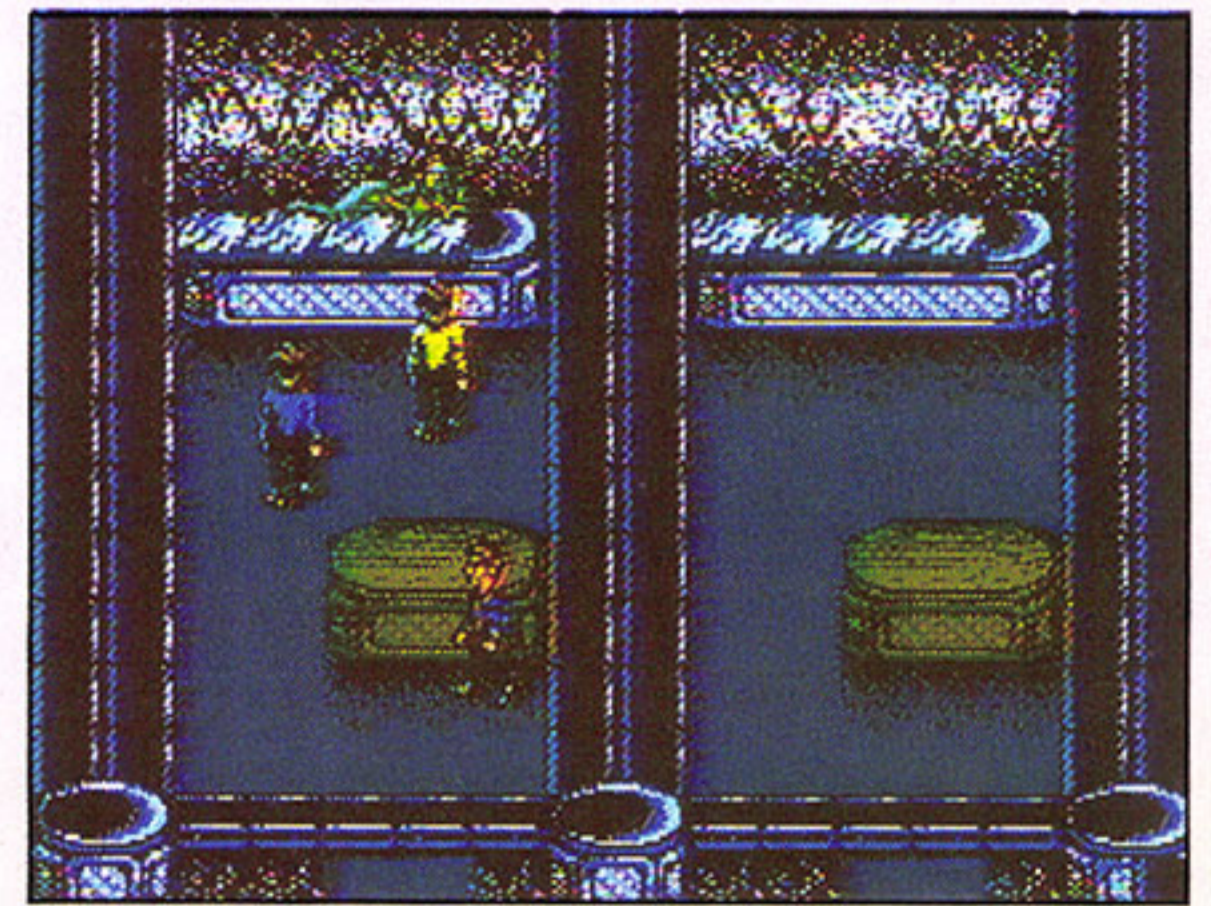
So Many Planets, So Little Time

The first planet is a no-brainer - you automatically visit it. The other three planets of interest are scattered between Romulan Space, the Neutral Zone, and the United Federation of Planets. It takes time but with your crew's help and the Enterprise's computer equipment, you can figure out where you need to go. You even get to engage in a little ship-to-ship combat, but that's the least of your worries!

Beam Me Up, Beam Me Down

Star Trek's character control makes exploration a real adventure. You control Kirk while everyone else scurries around him. This pre-programmed tail-

gating works okay until you want to investigate an object of interest. Crew members have to be positioned very precisely otherwise they keep saying that they note nothing unusual.



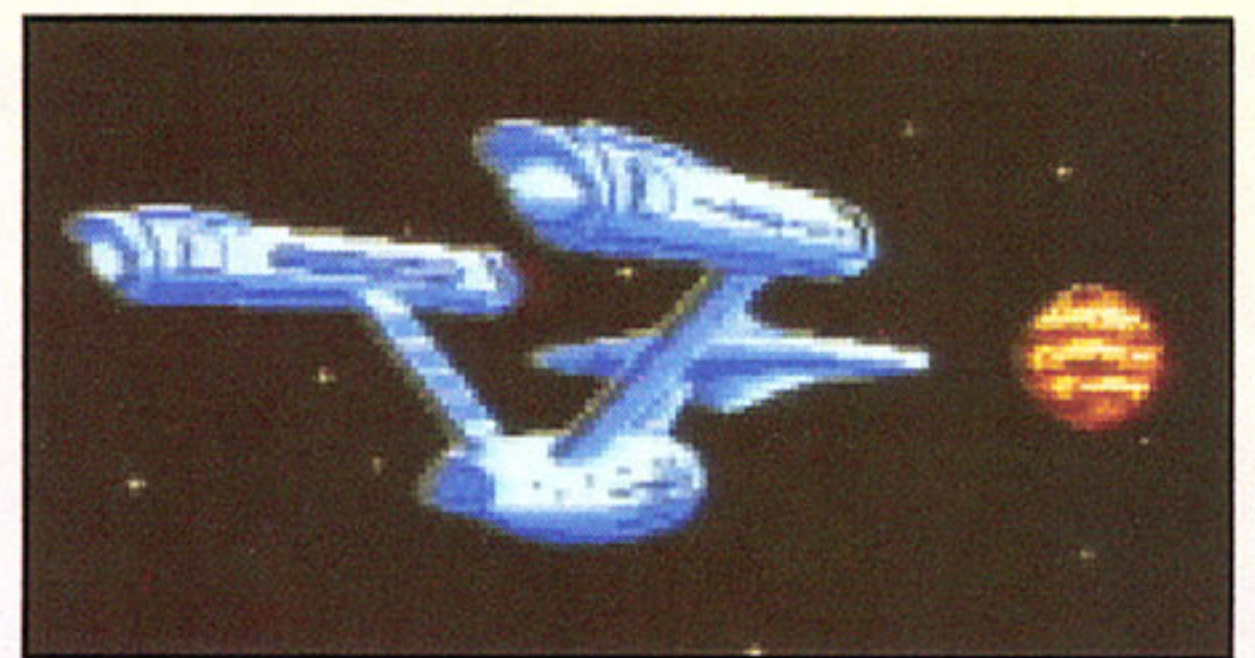
PRO TIP: Give a startled, upset lady a flower and in return you may receive the key to a secret door.



PRO TIP: The chubby green guy who guards the door leading to the back room of the bar on Lekythos, loves to eat rare insect delicacies.

It Boldly Goes

Star Trek is not what you could call a heady, intense role play adventure. But the fact that Trecky-ism transcends age makes this not too hard, though not too soft, action role play game fun for everybody. May it live long and prosper!



Star Trek by Konami
Price not available
Available November, 4 megs

NINTENDO PRO TIPS

Planet Warps

Use these codes and you can warp to the following planets:

Planet 3 – Before Romulan Vessel –

Q6SV3NFKK?TD

Planet lotia: HN?W37MXGD1D

Planet 4: MMG51DXXLB1X

While searching Shroud IV of Lekythos

On Masaba



1) Stun one of the shooting flowers with your Phaser and save it as a sample. Take the flower sample and offer it to the medicine man in the Cat People's village. He will reward you with a repellent that protects you from the Blood Worms.



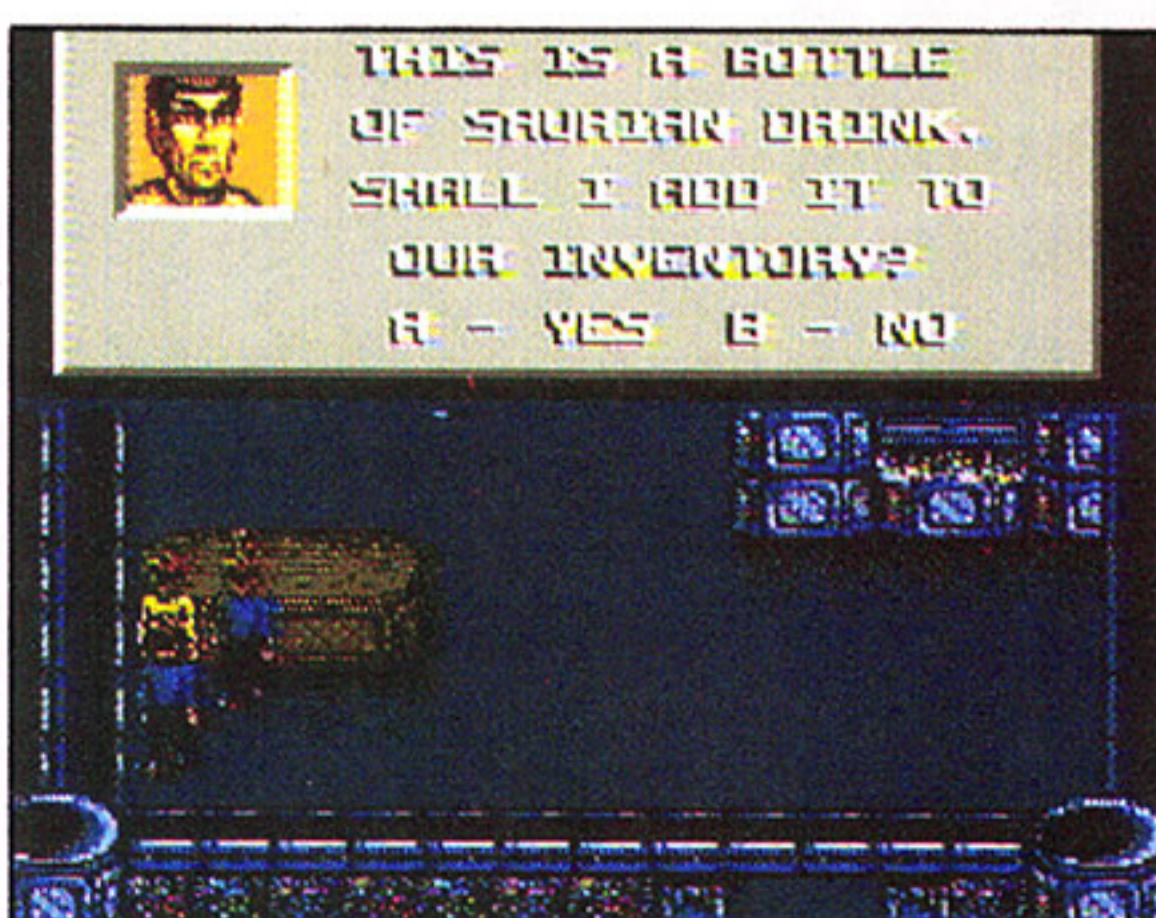
2) You need to find the Eye of Kukos before you can open the door to the Temple. Search the northeast area of the swamp.



3) Once inside the temple, you enter a room that has strange symbolic pictures hanging on the wall. Take a slip of paper and carefully copy down each of the symbols. These symbols appear again in another area of the temple as part of a trap. Having them written down will help bypass the trap



1) Collect a butterfly and a flower sample before you attempt to enter the Inn.

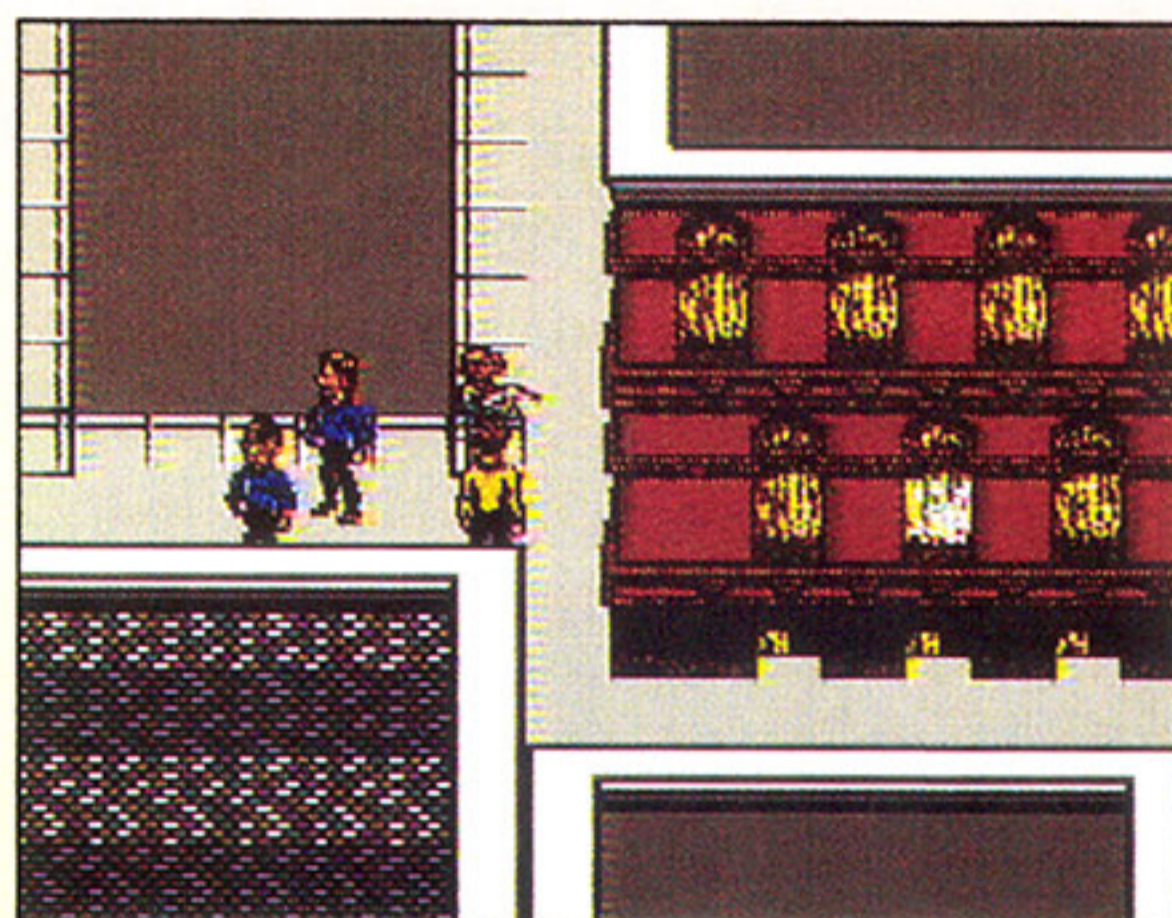


2) When you enter the Inn, take the Saurian that's lying on one of the desks and save it.

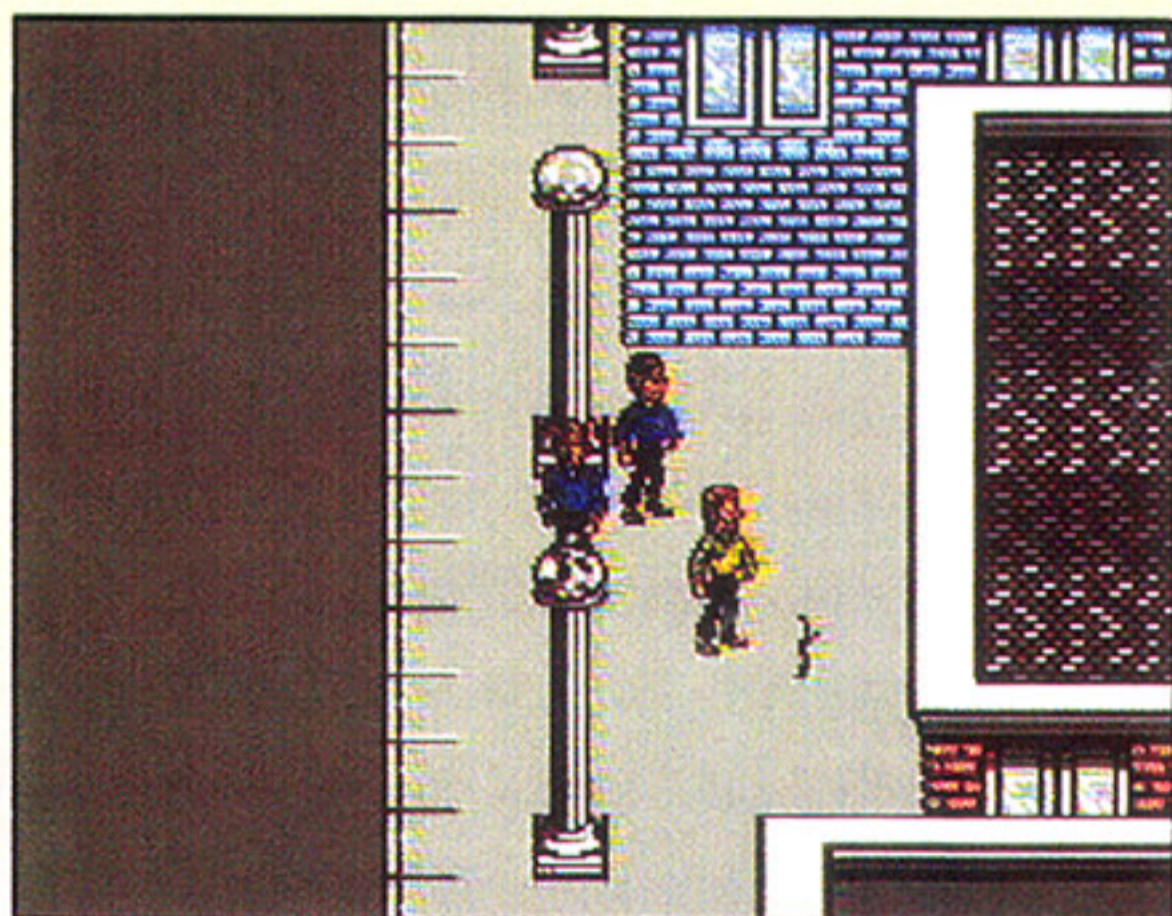


3) While exploring the Inn, you encounter a green alien babe in room 22. Offer her a flower. In return, she'll give you a remote control switch. Take the remote and use it to move a boulder on the west side of the village. Beneath the boulder are several items you'll need to use later in the journey.

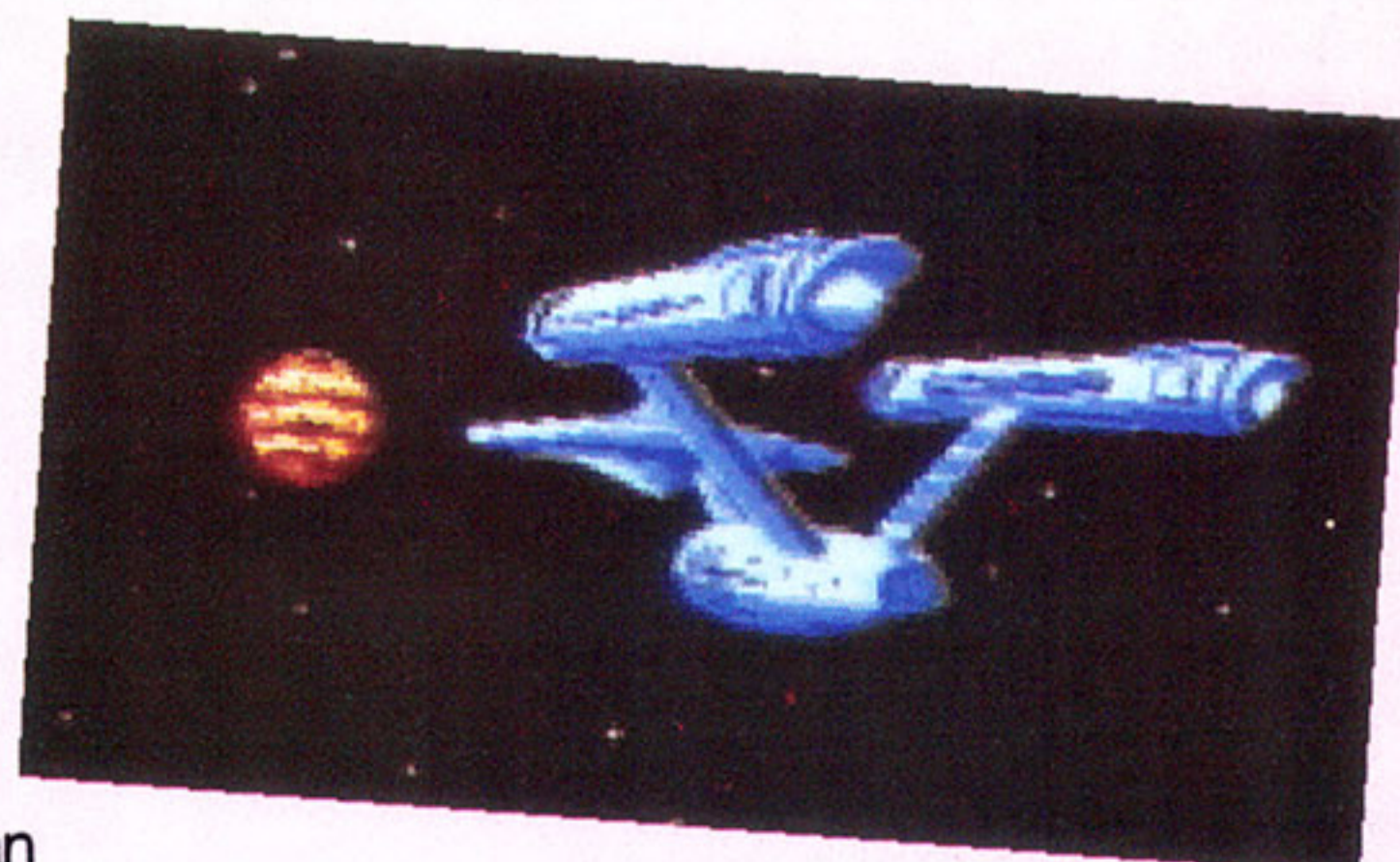
On lotia



1) As you search through the city streets of lotia, you meet a boy who's dog is in danger. Help his dog and the boy will reward you with a gumball.

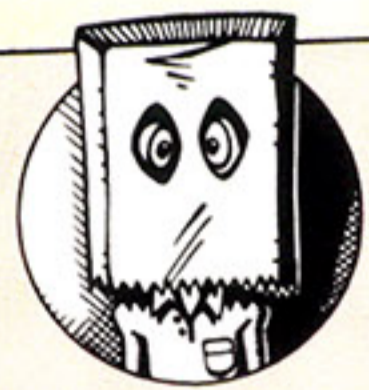


2) Keep your eyes peeled for a tiny hairpin on the sidewalk.



PRO TIPS

Might and Magic Gates to Another World



By The Unknown Gamer

One of the largest fantasy role play games ever to appear on a video game system – Might and Magic: Gates to Another World – has caused Genesis owners to flood our mailbox with Ask the Pros questions. To help you explore this massive fantasy world, we put together a guide that no Might and Magic adventurer should leave the inn without.

The Cron City Directory

The five cities of Cron are confusing mazes to the inexperienced. Here is a listing of all the shops and important features of each commercial center.

CODE: First number = X coordinate, Second number = Y coordinate (i.e. Whirlwind Mage Guild (5,7)).

Sandsobar(E4 – 4,10)

Big Al's Accessories	(7,14)
Entrance to Underground Cavern	(10,0)
Fitpro Locksmith	(6,3)
Hourglass Inn	(2,10)
Join Mage's Guild	(1,12)
Monster Bowl	(10,8)
Red Lantern Tavern	(5,10)
Sheik Training Arena	(2,7)
Slum Entrance	(10,1)
Sly's Opportunities	(1,5)
Temple Benedictus	(5,11)
Teleport to: Middlegate	(8,2)
Teleport to: Tundara	(4,15)
The Beggars Gift	(8,4)
The Embassy	(2,4)
The Sandy Dunes	(2,0)
The Wizard's Eye	(9,11)
Town Exit	(0,14)
Whirlwind Mage's Guild	(5,7)

Middlegate(C2 – 7,3)

Arena	(12,4)
Brain Detoxification	(12,11)
(Erase secondary skills)	
Edmund's Expeditions	(2,12)
(Mountaineer skill)	
Entrance to underground cavern	(8,0)
Exit Town	(5,15)
Feldecarb Fountain	(15,15)
Fountain of Clairvoyance	(8,4)
Gateway Temple	(7,7)
Join Mage's Guild	(2,12)
Lock and Key, Ltd.	(2,8)
Middlegate Inn	(7,6)
Nordon the Wizard	(11,2)
Nordonna	(1,1)
Otto Mapper, Esq.	(0,15)
(Cartographer skill)	
S.J. Blacksmith	(4,4)
Slaughtered Lamb Tavern	(4,6)
Sleepy Mage Guild	(7,14)
Teleport to: Sandsobar/Atlantium	(1,5)
Track and Trail	(2,9)
(Pathfinder skill)	
Travelmoore	(8,13)
Transport to Murray's Resort	
Turkov's Training	(7,10)

Tundara(A1 – 12,3)

Tundaran Arms Inn	(8,11)
Thundrax Weaponry	(10,10)
Lucky Dog Saloon	(8,9)
Mystical Mage Guild	(14,14)
Join Mage's Guild	(9,8)
White Dove Temple	(11,12)
Enhancement Center	(11,7)
Town Exit	(15,11)
Teleport to: Sandsobar	(6,10)
Teleport to: Vulcania	(6,8)
Entrance to Underground Cavern	(7,6)
International Market	(5,12)
Sarcen's Denial	(3,14)
Columbus' Sextant	(8,14)
City Jail	(3,5)

Vulcania(E1 – 3,4)

Hotel Four	(7,2)
Bestway Blacksmith	(14,8)
Belinthra's Bar	(5,2)
Blackrock Mage Guild	(11,6)
Join Mage's Guild	(3,6)
Vulcan Temple	(13,8)
Training Academy	(5,3)
Town Exit	(5,0)
Teleport to: Sandsobar	(6,2)
Teleport to: Atlantium	(8,2)
Entrance to Underground Cavern	(10,0)
Lava Locksmith	(1,8)
Proficiency Expert	(15,2)
Disembowelments R' Us	(3,10)
Sergeant Pain School	(0,2)
Scale of Protection	(10,6)
Wild Section Entrance	(7,12)

Atlantium(A4 – 13,10)

Boar's Tongue Tavern	(11,10)
Cabalist Mage Guild	(6,4)
Carriage Inn	(8,14)
City Jail	(3,13)
Classic Key Shoppe	(4,10)
Clerics and Sorcerers Rooming House	(13,6)
Colosseum	(7,9)
Drewnhald Ironworks	(6,14)
Elusian Temple	(5,7)
Entrance to underground cavern	(0,15)
Hippomenes and Atlanta (Add to all attributes)	(10,3)
Island Trainin	(9,4)
Join Mage Guild	(11,7)
Knights and Warriors Rooming House	(2,6)
Odysseus' Tongue (Increase Intellect)	(8,3)
Teleport: to Middlegate	(12,0)
Teleport: to Vulcania	(3,0)
The Olympic Trial (Increase Speed)	(6,3)
Town Exit	(15,15)

Magic r World

Your success in Might & Magic is determined by the ability of your party members. Without shortcuts, building your characters takes tens of hours of game play. Use this shortcut to gain boodles of experience points, along with some of the best magic items in the game.

1. You must have a Sorcerer in your party with the ability to cast the following two spells: Fly and Teleport. OR you must own a Witch's Broom (to fly) and a Teleport Orb (to teleport). You also need two characters with "Mountaineering" ability. It's a good idea to have two clerics, one in the number three spot and one in the number six spot. Before you go on this journey, you need plenty of gold and gems (for casting "Power Cure" spells).

(Ideally, you want to wait until your clerics have reached the 13th level, so they can cast the "Moon Ray" spell before venturing on this level-raising quest.)



To build up gold and experience when you're just starting out, go to a city that has a Portal to Atlantium. Once you reach Atlantium, exit the city and head West until you reach the raw sewage pool (about three steps West). Sip the raw sewage and your characters will have 100's in all attributes. Go back into Atlantium and enter the Arena. Be sure to have a GREEN ticket (purchase one in Middlegate). This enables you to fight a

lesser battle in the Arena. With 100's in every attribute, you shouldn't have too much trouble winning the battle and collecting the reward. Repeat this process until your characters are 12-15th level in strength.

2. Fly to E2
3. Walk North two spaces to (3,9).
4. Turn East
5. Teleport eight spaces – don't try to walk it!



6. Drink from the fountain (The World's Greatest Fountain).

7. You now have a 200 in every attribute, and you're 50th level for one battle.



8. Take one step in any direction and you encounter a powerful group of monsters. Defeat them (hopefully) with your powered-up characters and collect the treasure. Step back to the fountain and rest, drink from the fountain again, and try taking one step in another direction. Repeat until you have enough gold, gems, etc. If you encounter any monsters that you can't beat – turn tail and run! You can always return to the fountain.

9. Fly back to Middlegate and save your party at the Inn.
10. Fly to B2, Walk west along the road until you reach (1,7).



11. Turn North and walk two steps (here's where the Mountaineering skill is needed).



12. You'll encounter the three Cuisinarts, one of the most deadly encounters in this game. With your hyped-up abilities you can attack first. The Cuisinarts have an armor class of 60 and can take 1,000 points of damage before croaking. But there are only three of them. As long as they don't frenzy, they can only take out three of your characters at once. Once they finish their attack have anyone with cleric spell ability cast a Moon Ray spell to give your unconscious characters some hit points.

13. With your increased attributes try to knock off at least one of the Cuisinarts each round. When they're defeated grab the treasure – a bunch of gold and some great magic weapons and armor.

14. Fly back to Middlegate. Use your gold to increase your level, divvy up the magic items, and save your party at the Inn. Then fly back to the fountain and repeat the entire process again.



By Andromeda

No, you're not imagining things. The animated Disney movie classic, *Fantasia*, is making its way to the Genesis. *Fantasia*, the movie, captivated movie goers everywhere with its spectacular animation. Now *Fantasia*, the video game, is ready to do the same to video gamers.

The Stuff Dreams Are Made Of

Mickey, the Sorcerer's Apprentice, is sleeping on the job. While Mickey catches forty winks an evil wind whirls down from Bald Mountain and steals the notes right off the sheet music Mickey's supposed to be minding for his boss, the Master. What does Mickey do? Why just what any clever, but tired, mouse would do – he goes after the bad guys in his dreams.

The wicked wind has whirled the notes far and wide across the land of *Fantasia*. Mickey's got to search through four different worlds (Water, Earth, Fire, and Air), each with multiple areas, to find the lost notes.

The landscapes Mickey sleepwalks through are spectacular – some delightfully dreamy, and others a nightmare. From a madcamp romp through an enchanted dungeon populated with dancing furniture and brooms to a prehistoric world with diving pterodactyls and crystalline underground caverns this cart packs some of the most luscious graphics you've seen yet for the Genesis – awake or asleep! And, yes, the famous



Land in this treasure chest and you'll warp backwards.

twirling ballet hippo does appear! Now add in a soundtrack based on the origi-

nal tunes from the movie, such as *The Nutcracker Suite* by Tchaikovsky, and you'll find yourself more than enchanted.

Making Your Points

OK, so Mickey usually looks great, but can he play? YES! Super Mario-style gameplay with plenty of hopping, jumping, and grabbing secret items make this more than just a "Mickey Mouse" cart. Nifty options enable you to pick difficulty (Easy, Normal, Hard) as well as the number of Dreams (lives) and Continues to magically tailor the adventure to your skill level. Play is based on the damage system – Mickey begins with four life hearts and loses them via close encounters of the wrong kind with his enchanted enemies.

To pass each world you must collect a certain number of notes or points (depending on the difficulty level you select-

ed). Each note you find is worth 20,000 points and gives you temporary invincibility. Sometimes it rewards you with an extra life or health.



PROTIP: Snag this note high in the Water World sky for a special reward.

Score other points by grabbing special items (i.e. Crystal Balls, Stars, Potions, or Dinosaur Eggs) as well as dropping on all the magic critters with

Fantasia

Mickey's famous bounce attack or zapping them with spells you earn by grabbing Magic Books.



PROTIP: Bouncing on creatures often makes special items appear. For example, wait until the first Broom that dances along the bottom of the screen at the very beginning of the game reaches the stairs and then bounce on it. Your reward is three Crystal Balls, Two Stars, and a Magic Book.

PROTIP: Don't automatically exit at the end of an area. If you've grabbed some special items and bounced on more than a few beasties, do a little backtracking – you may find new special items have appeared.

Bonus Rooms are marked by special wooden doors with friendly-faced knobs! You can only enter once, but it's worth the trip because inside each room you collect a score of special items – if you can dodge the enchanted creatures.



Doors like these are the entrances to hidden rooms packed with bonus items.



This fairy marks the entrance to the underground caverns.

And if you spy a fairy flitting around don't flee. She's marking the entrance to a hidden secret area that is often loaded with special items and maybe even a symphony of notes.



PROTIP: Not all secret rooms are marked with wooden doors. For example, behind this shadow in the second part of Water World's dungeon is a secret room.



PROTIP: If you accidentally land in the Water World's undersea level and want to swim

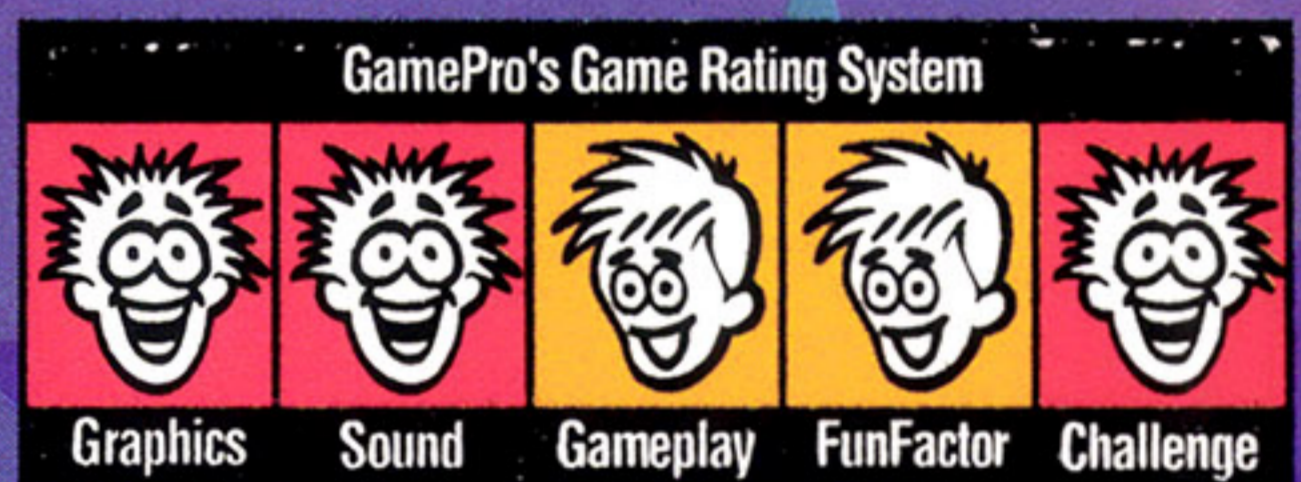
straight through this watery nightmare just swim across the top of the screen, and zap fishy foes with a few spells.



PROTIP: Be sure to go through the Earth World's underground caverns. They're packed with special items, including more than a few notes.

Mickey, You're So Fine!

Yup, it looks great, it sounds great, and it plays great. It is great! Fantasia is a dream come true.



Fantasia by Sega of America
Price not available
Available now

While the Apprentice Sorcerer slept
his master's music was stolen away.
Now his dreams must restore the notes
so the music again can play.

PRO TIPS

Fantasia

1-Up Loop



In World 1-2 of Fantasia, there's a 1-Up loop that enables you to max up your lives. Near the beginning of the level, you can leap to a platform, where you'll get a musical note that gives you a 1-Up. After you've grabbed the note, proceed to the right until you reach a treasure chest. Jump into the chest and you'll warp back to the beginning of Level 1-2. You can grab the musical note and jump into the chest to warp again and again, until you've collected nine men.

Another 1-Up Loop



When you reach Level 3, the Earth World, walk to the first Fairy and enter the Cave of



Crystals. Jump on the first platform you reach and grab the Note for a 1-Up. Continue and grab the second Note immediately following the two boulders. Finally, grab the final Note right before you reach the Fairy. Now let yourself die and collect all three 1-Ups again. You can continue this process until you've got the maximum number of lives. This same trick works in the Desert area.

Unlimited Lives

To get unlimited lives in this tough title, put Thunderforce II into your Genesis and go to the option screen. Next, choose Level 5 of the training mission and select five men. Pull the Thunderforce cart out of your Genesis without turning off the power. Now put Fantasia in and hit Reset. You'll then have unlimited lives.

Remember: Pulling any cart out of your system when the power is on can permanently damage your game unit. Perform this trick at your own risk!

Secret Platforms



To make secret platforms appear, break the first Egg you come to in the Desert area.

Now backtrack to grab the Note, and the Crystal Balls, via the new platforms.

Tiny Bubbles

In the Air World, use bubbles to travel back and forth. The first Fairy you reach takes you to the Dancing Pony World. Here, you

need to travel down to find the Fairy that returns you to the Air World. The second Fairy takes you to the Greek Column World. Travel up (via bubble is best) to find a Fairy that returns you to the Air World. The final Fairy at the very top of the Air World is only reachable by bubble. Reach her to advance to the next world.

Finale



If you make it to the fourth part of the Fire World, you're almost done with the game. To finish, work your way past the floating Eyeballs until you reach the Demon Claw. All you have to do is bounce on the Demon's fingers, finish off the remaining enemies, and the game's over!



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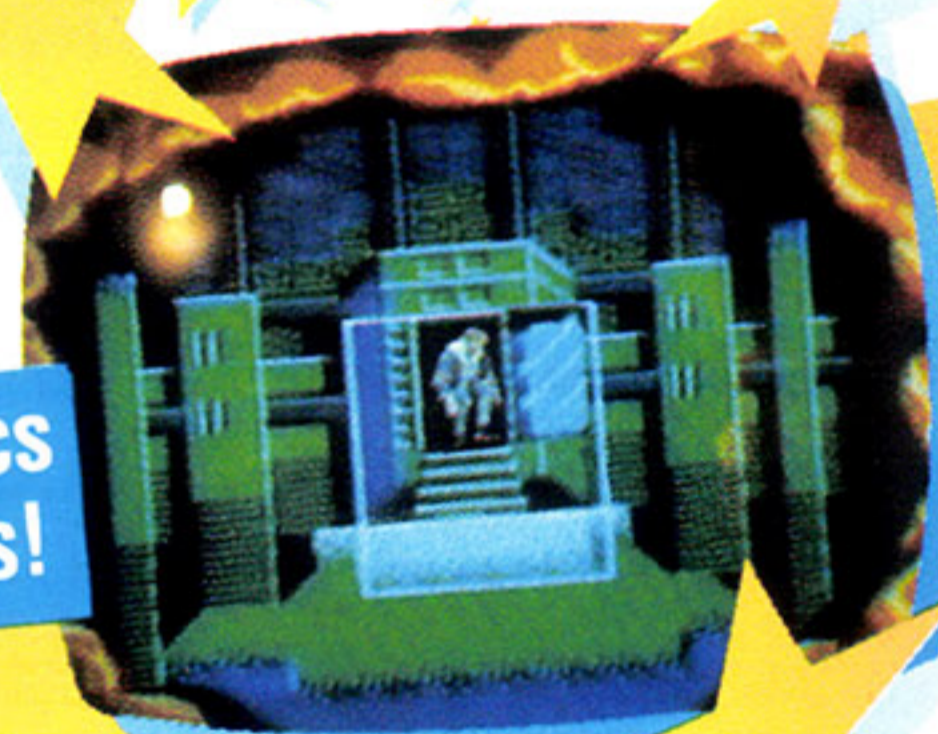


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*Cable Channel

GENESIS PRO REVIEW

By Milo Prophet



Once in a while a game comes along that's beautiful to look at and a challenge to play. Among Genesis carts, Strider and Castle of Illusion Starring Mickey Mouse come to mind. But those two don't hold a candle to Quackshot starring Donald Duck. This cart was programmed by the same team that created Castle of Illusion and it's even more graphically stunning, features superb music, and on a scale of 1 to 10, earns an 11 for difficulty!

Around the World in Four Megs

In this world-hopping action/adventure cart, Donald becomes an "Indiana Duck" explorer type as he tries to locate the Great Duck Treasure of King Garuzia. However, big bad Pete gets wind of Donald's quest and he wants in on the action, too.

Donald's search covers nine international locales (and three secret bonus rounds). You start in Duckberg, U.S.A., but thereafter you plot your own course around the globe through destinations such as Egypt, the South Pole, Mexico, or even Transylvania.



PROTIP: In Dracula's Castle (Level 3) look for a way out in the ceiling, otherwise you're caught in a repeating maze.

Have Plunger, Will Travel

In this sideview, horizontally scrolling hop and bop game, Donald does all the typical hero things – run, dash, jump, shoot, and slide.

Each level's packed with duck-defying adversaries such as boxing turtles, birds with bee hive bombs, cactus people, bewitching snake charmers, and Pe-

te's heinous henchmen. There are five boss meanies including Dracula, the Viking Spirit, and King Garuzia's Ghost.

Donald fights off the criminal crowd with Plunger-shooters, Bubble Gum Blasters, and Popcorn Guns, but that's not all. Shoot a red plunger at a wall and you can use it to climb to other locations. A green plunger sticks to birds who carry you even higher. Eat some red peppers and Donald flies into a fist-flinging frenzy of feathers and fluff.



PROTIP: Return to Gyro Gearloose in Duckberg whenever you're low on Bubble Gum ammo.



PROTIP: In Duckberg, after you get your Red Plunger, scale the wall to the right of your flag to see the rest of the city and find Gyro Gearloose.



PROTIP: The Tiger boss of the Maharajah level can only be hit while he's in the air. Jump and shoot right after he lands on the ground. To avoid his

fire breath, shoot a plunger at the wall and use it for an extra high jump.

PROTIP: It takes six Red peppers to start Donald's tantrum. If you decide to eat them in the early part of the cart, eat five and save the sixth for the Maharajah level. You'll need it.

Good Luck Duck

This isn't your typical "run to the right, kill the boss" kind of deal. You select your destination, but you might arrive there without the key item you need from another level. For example, you must go to Egypt to get the Staff of Rah, but you can't get inside the pyramid until you have the Sphynx Tear. Where do you find it? Good question.

On some levels you jump blindly into space to hopefully land on an invisible platform. In others you must tippy toe across platforms floating over a one hundred foot drop. One false step in either scenario and you're a dead duck.

A Game You'll Treasure

If you're looking for a show stopper along the lines of Castle of Illusion, that's a million times harder even with unlimited continues but has more fun junk to do, run don't waddle to buy Quackshot. Even if you don't find Garuzia's Treasure, you'll have a Genesis treasure of your very own.

GamePro's Game Rating System



Quackshot by Sega
Price not available
Available now, 4 megas

PRO TIPS

Beat the Bosses:



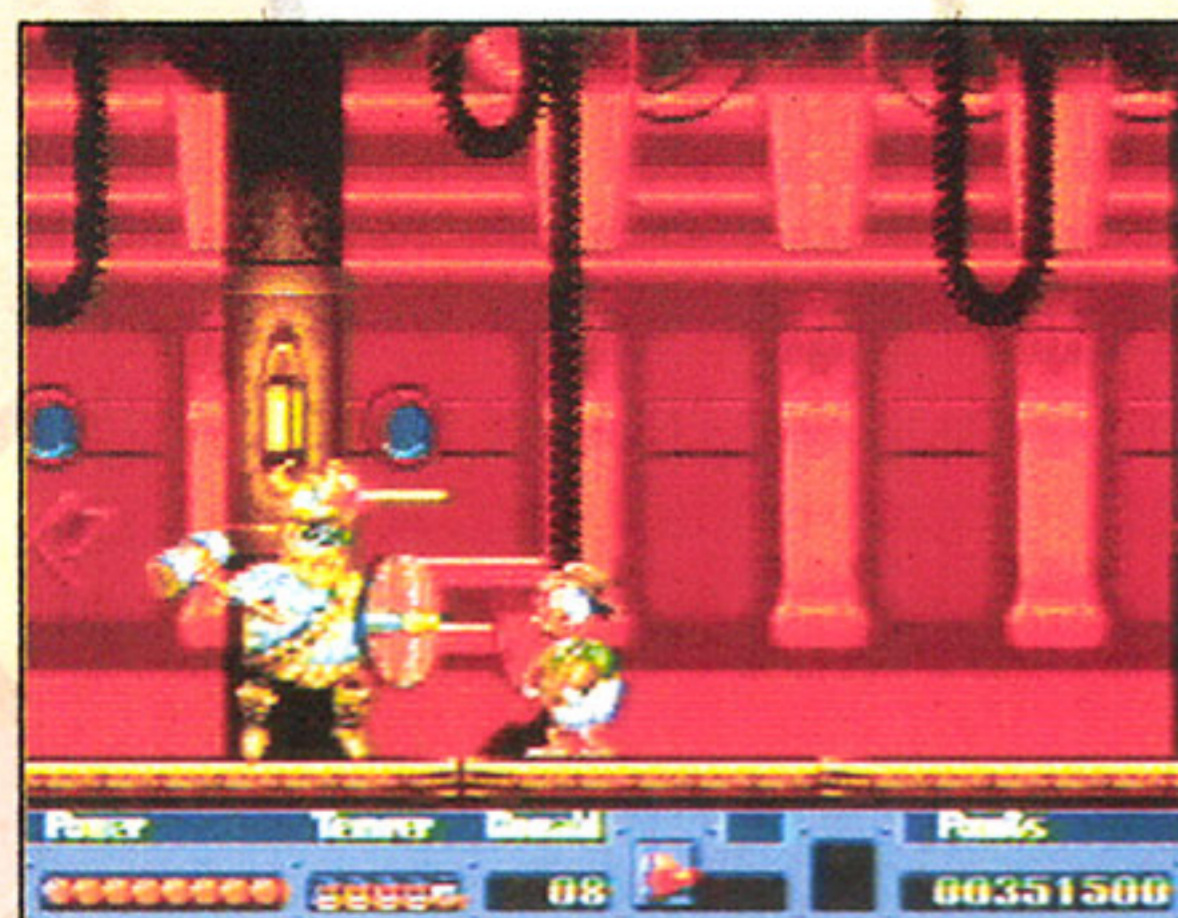
The Evil Count in Transylvania

It takes five hits to beat the count. When his cape is open, blast him with Popcorn or any other ammo.



The Tiger in Maharajah

Tame the Tiger by staying in the middle of the screen and blasting him with the Bubblegum Ammo while he's moving away from you. To avoid getting singed, duck down while the Tiger's breathing fire. It takes six hits to finish the Tiger.



The Viking Boss in the Viking Ship

The key to the Viking Boss is to shoot first and think later. So quickly jump and blast him between the eyes before he shoots at you. After he jumps over you, turn and shoot him again. Repeat this procedure until he's history.

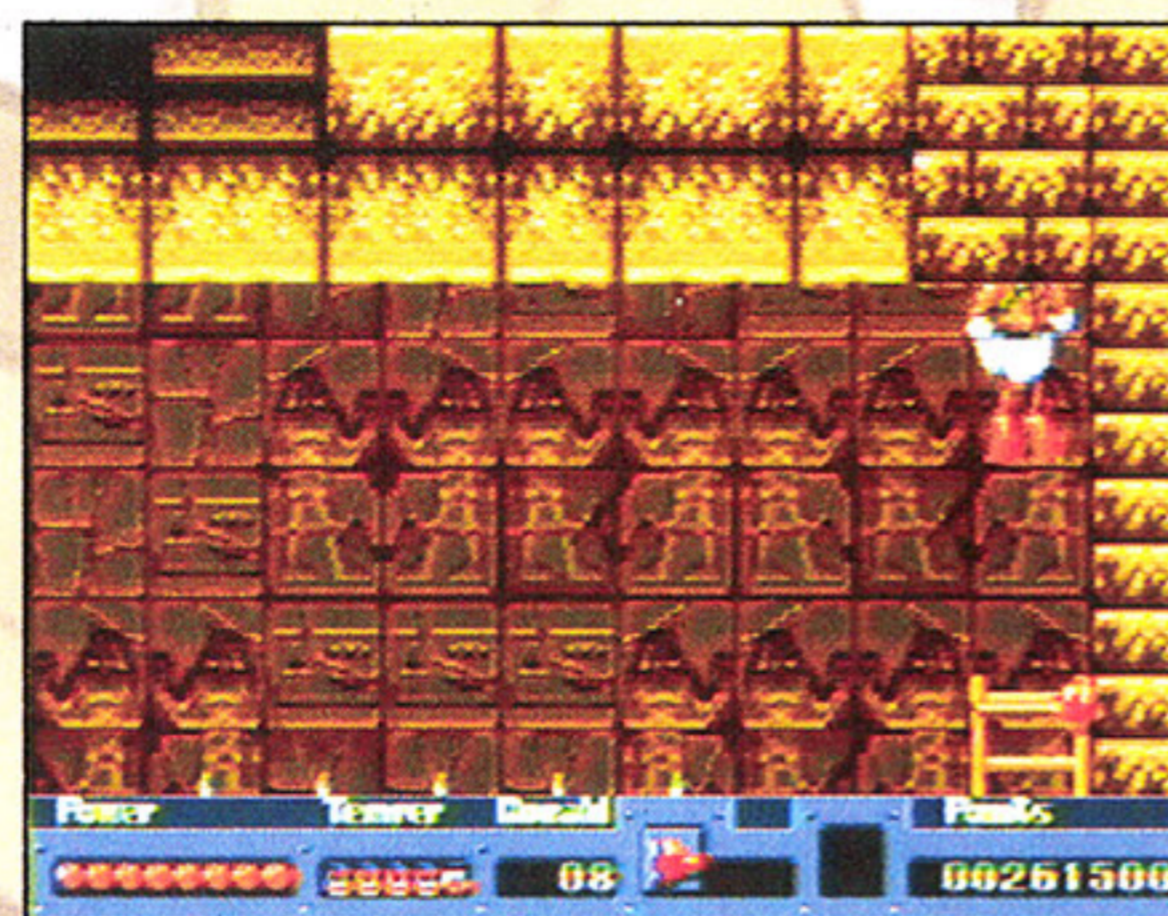


Big Bad Pete in the Hideout

Pete seems friendly enough at first, but when he goes below ground, get ready for action. Stand to the left side of the screen, and when Pete re-appears, blast him. Use your Bubblegum Ammo to nail the guy who's on the right side of your screen. Then hit Pete again. Now go up and to the left. Wait for Pete to come after you. When Big Bad Pete is near, jump and hit him. Then go to the right where the other guy was standing. To finish Pete off, jump from the left ledge to the right ledge and back again, blasting Pete each time. Eventually he'll give up and go away!

QUACKSHOT

Secret Passageway



There's a hidden secret shortcut in Egypt. To find it, climb the first ladder and use your Plungers to climb to the wall to your right. When you reach the top of the wall, you're at the Exit!

Where To Get All the Special Items

Hero's Key – Go to Duckberg, then Mexico, and then return to Duckberg. Talk to the dog by the flagpole and he'll give you the key.

The Note and the Red Plunger – At the very end of Mexico, you'll find Goofy inside of a Pyramid. When you reach him, you'll receive the Note and the Red Plunger.

Bubblegum Ammo – Gyro will give you the Bubblegum Ammo. He's hanging out at the end of the power lines, located to the far right of Duckberg.

Sphinx Tear – You'll receive the Sphinx Tear when you defeat the Tiger Boss in the Maharajah Palace.

Sceptor of Ra – The Sceptor of Ra is at the far right of the Falling Wall.

Viking Key – The key is in the South Pole. Go to the right until you reach a hole that looks different than the other holes. Stand on the block and use the Sceptor of Ra.

Green Plunger – You'll get the Green Plunger when you defeat the Viking Boss.

Viking Diary – In Part 4 the Diary is hidden in an ice block in the South Pole's upper left area.

Stop the Falling Wall



Use this quick sequence to stop Egypt's Falling Wall from making mashed duck. Head to the right, jump on the Sun, jump on the Moon, and then jump on the Star!

PRO TIPS



By Monty Haul

Across the Pacific, Japanese series, such as Dragon Quest, Ys, and Phantasy Star, reign supreme. But recently-translated Final Fantasy II for the Super NES, (number four in Japan), is light-years ahead of the rest of the pack. This Team GamePro Reader's Choice RPG of the Year features a complex movie-like storyline: a slew of intriguing subplots and events; dynamic characters; vibrant colorful graphics; and "themed" music, which changes moods to fit the situation.

You as Cecil, the ex-Red Wings Captain, lead your companions into the heart of political problems raging in the troubled country of Baron. Villages are being ravaged by the King's "gifts," which devastate and destroy. There's more going on here than meets the eye. What is the tower of Bab-il? Who exactly is Golbez? What is his connection to Cecil? Read on for a few answers not found in the manual.

Final Fantasy II truly redefines the standards for fantasy adventure games. Silly one-dimensional characters, needless hack 'em combat, and linear game-play will be things of the past if other RPGs learn a lesson or two from this cart. No, it's not the "Final" Fantasy. Part Three's already in the works. However, Final Fantasy II is one small step for Square Soft, and one giant leap for SNES role-playing games.

#1: About midway through the game, you can descend into the Underground by placing the Magma Key in the town of Agart's well. Proceed on to aid the King of the Dwarves. Defeat the Calbrena dolls hiding behind his throne. After Rydia helps you fend off Golbez, she'll finally rejoin your party.



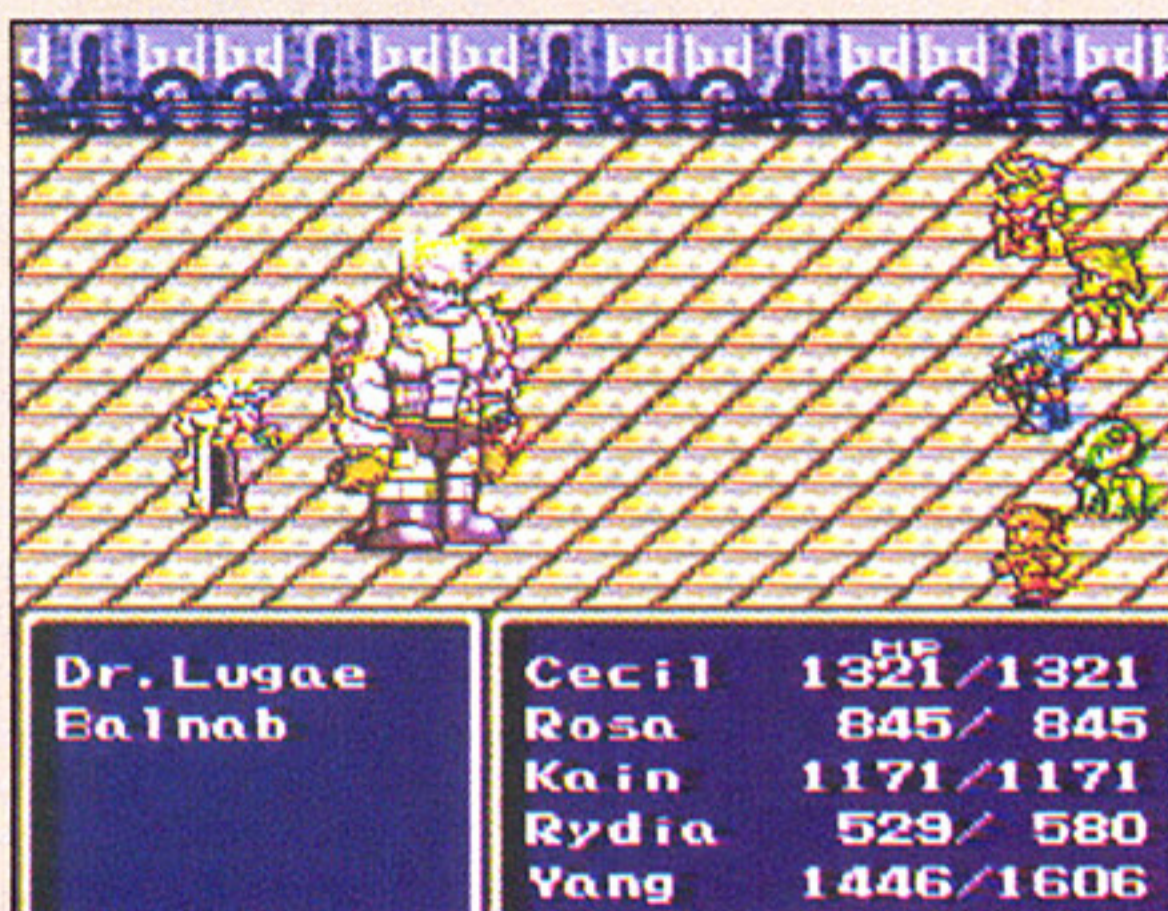
#2: The Dwarves advise you to head for the Tower of Bab-il, where you must retrieve one of the Dark Crystals. Dr. Lugae



#4: Reenter the Tower of Bab-il, via the cave passageway, and confront Edge's mom and pop, who have been swayed by the evil of Golbez. Don't attack them, just choose Parry and cast healing spells. Then Summon Rydia's Shiva and cast Edge's Flood to waterlog Rubicant. After Rubicant is slain, fall through the pitfall, retrace your steps, and climb aboard the Airship Falcon to escape. Return to the Dwarves' Castle, talk to the King, and

Final Fantasy

and his wacky creation, Balnab, await. Stick it to the Doc first with Kain's Jump attack, then concentrate on the big B. After they're crunched, use your Tower Key on the fifth floor to enter the control room. Karate Master Yang will sacrifice himself to save the Dwarves from total destruction!



#3: Return to Baron's surface for repairs to the Enterprise and you'll gain the Hook. Now grab your Hovercraft and head for the Cave of Eblan. Inside the cave, Edge, a skilled Ninja and Prince of Eblan, joins your party. He has a vendetta to repay Rubicant, the Fire Fiend, responsible for the destruction of Edge's castle.

he'll reward you with the Luca Key from his daughter's necklace. Cid will provide a tune-up for the Airship, which enables you to cruise over lava.



#5: Fly west of the Dwarves' Castle and enter the cave on the island, which is the Land of Monsters. Grab the Rat's Tail from a fourth-floor treasure chest, (you'll need it later). Keep exploring. Defeat Queen Asura by casting the Wall spell on her, making her unable to heal herself. Follow it with Kain's Jump attack. You'll then be able to Summon the Queen at any time to heal your party. Take on King Leviatan, win, and you'll score his Summon spell as well. Finally, fly southeast to the Sealed Cave.

GamePro's Game Rating System

Graphics	Sound	Gameplay	FunFactor	Challenge

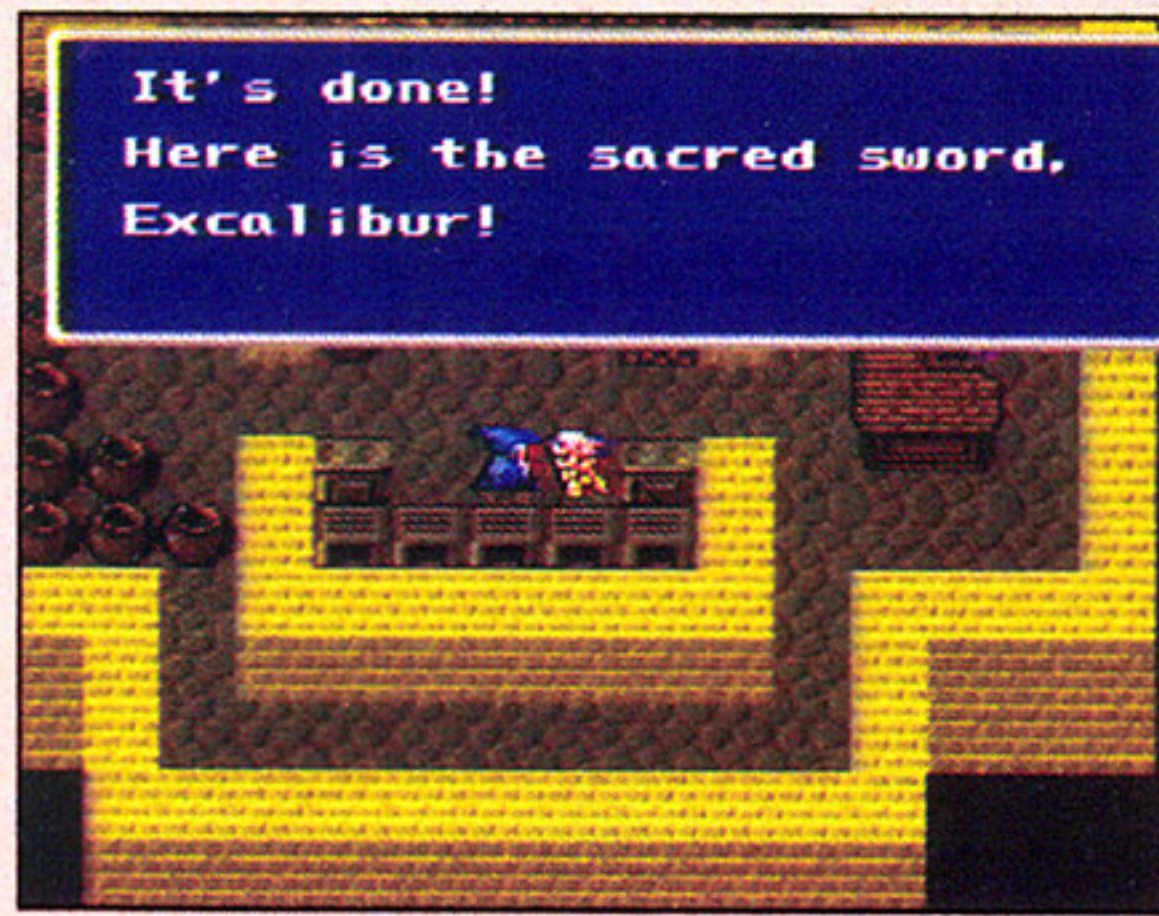
Final Fantasy II by Square Soft
\$69.95, Available now
8 megs



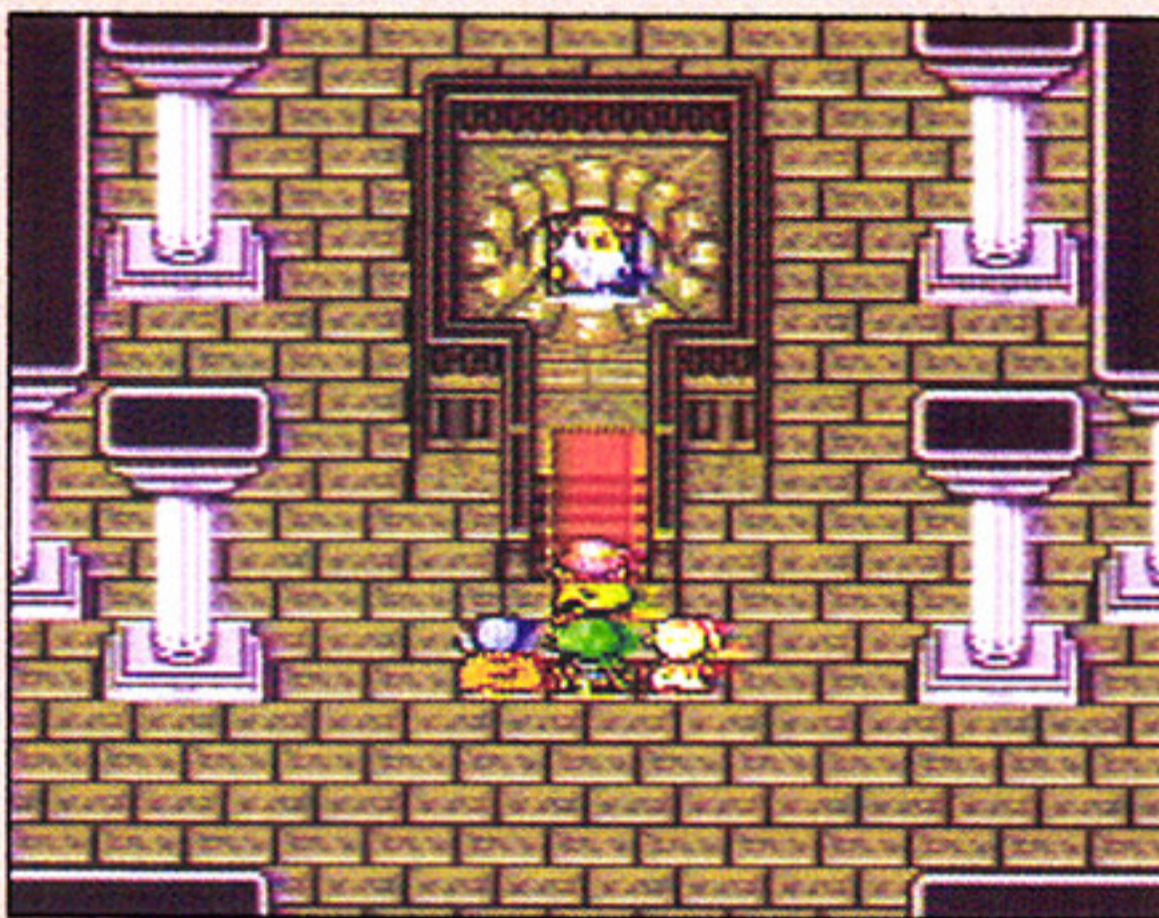
#6: To ditch the bothersome Trap Doors, use the Parry command until Rosa is highlighted. Then, cast Wall spell on the party member being searched by the Door. The death spell will bounce off the Wall and reflect back onto the Door. Dust the Crystal guardian Evil Wall quickly with Summonings and Jump attacks, or it'll move in and crush you. After you tear down the Wall, Golbez will once again put the mind-mush on Kain and force him to swipe the Dark Crystal. Return to the Dwarves' Castle, and Cid will refit the Airship with a Drill. Blast a hole through the sealed passageway, return to the surface, go to Mysidia, and watch as the Big Whale Ship surfaces.



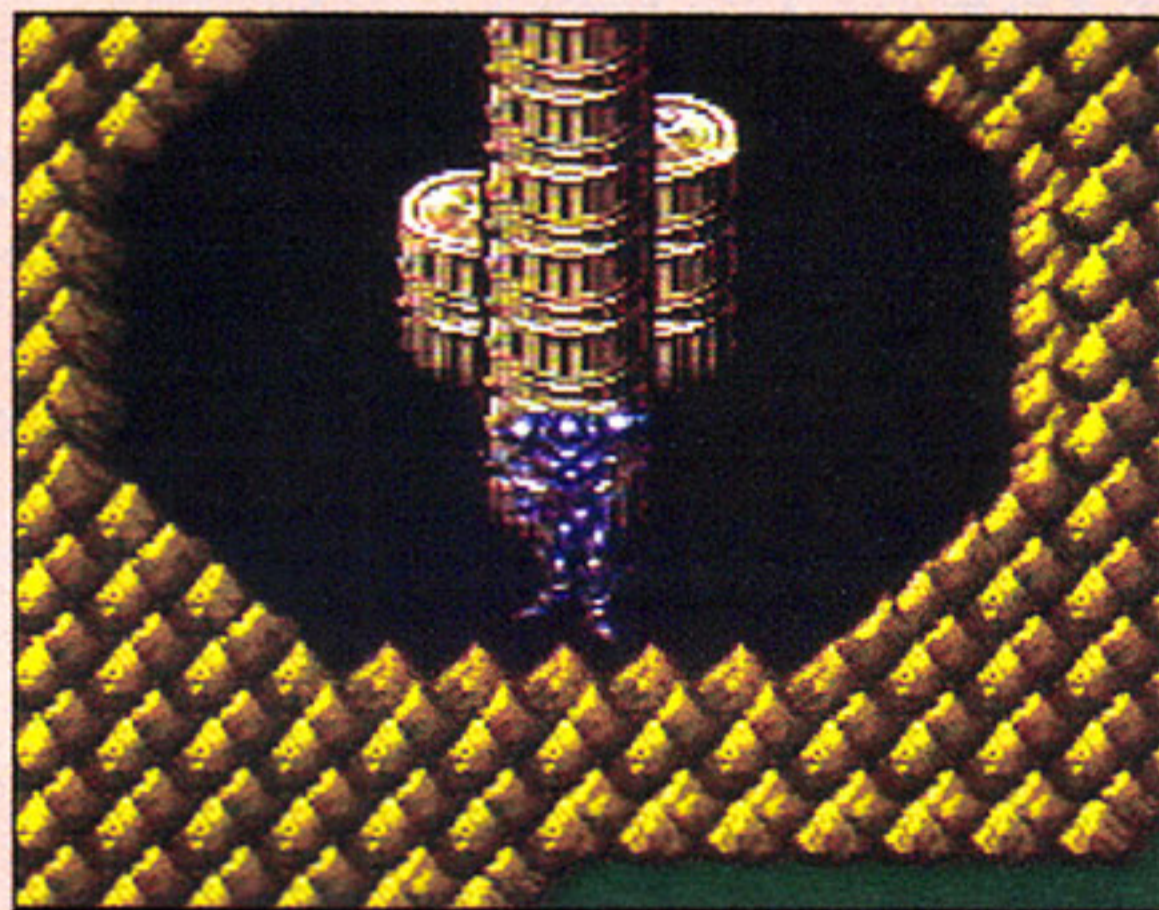
#7: Now's the time! Take the Rat's Tail to the Grotto Adamant cave, south of Slivera, and exchange the Tail for the Adamant. Bring the Adamant to the smith Kokkol, in the southeast corner of the Underworld, and he'll use it to forge the legendary Excalibur! While you're powering-up, another Caller spell can be had by returning to Baron Castle and casting Leviatan to beat King Odin. Once he's under your command, Odin will wipe out a screenload of weaker enemies. Next, catch the Big Whale express ticket to the Moon. The Whale's useful because it can zip just about anywhere. Plus, you can rest inside it to regain hit points, and store items with the Big Chocobo.



#8: Spelunk your way through the twisted tunnels of the Lunar Paths. Reach the Crystal Palace, and talk to FuSoYa of Lunar's Lair. This wise Lunarian will reveal many things, which were once shrouded in mystery. Then he'll join your team to help topple the ultimate evil controller of Golbez, Zemus.

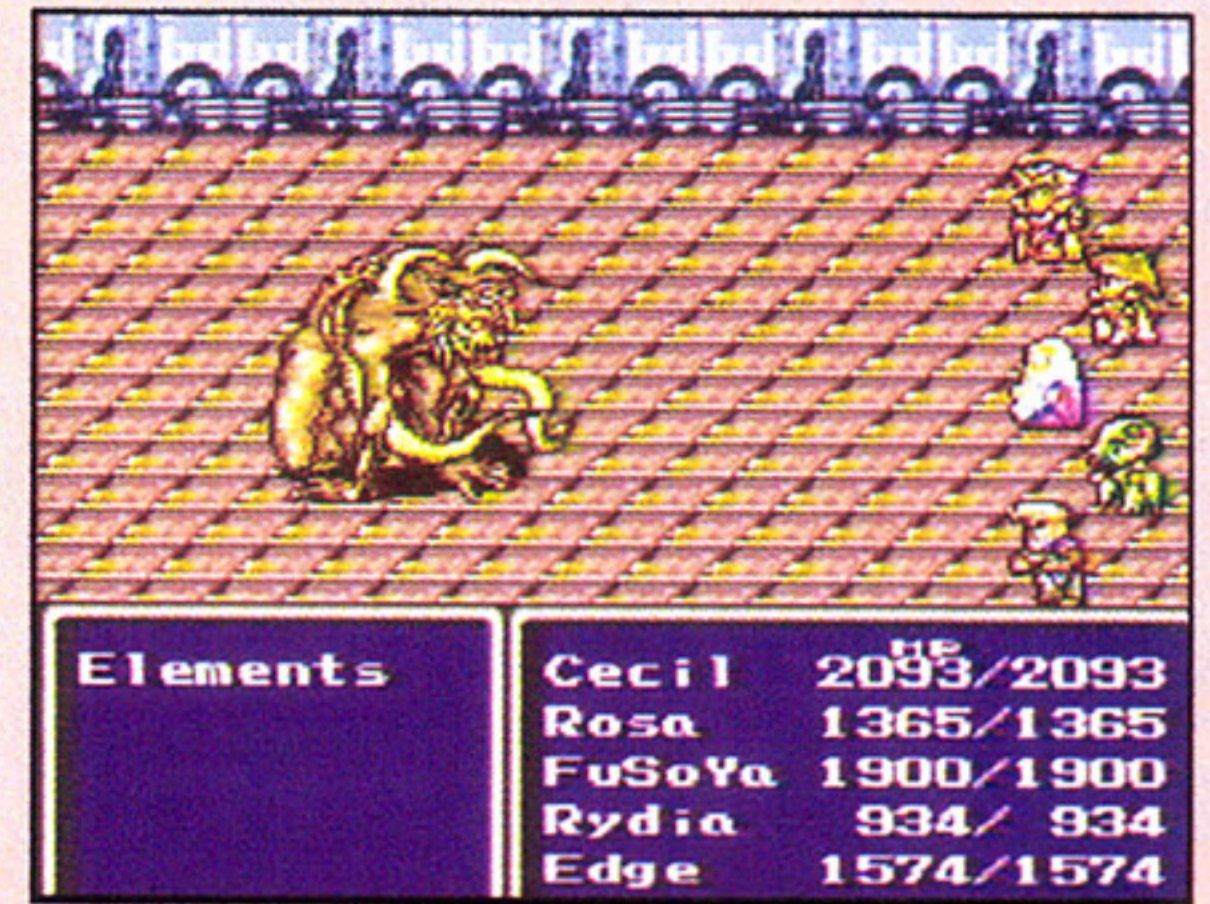


#9: The Giant of Bab-il assaults the Earth! All your allies join forces to defend the land with Tanks and Airships. In the end, you must sneak into the Giant's mouth and destroy him.

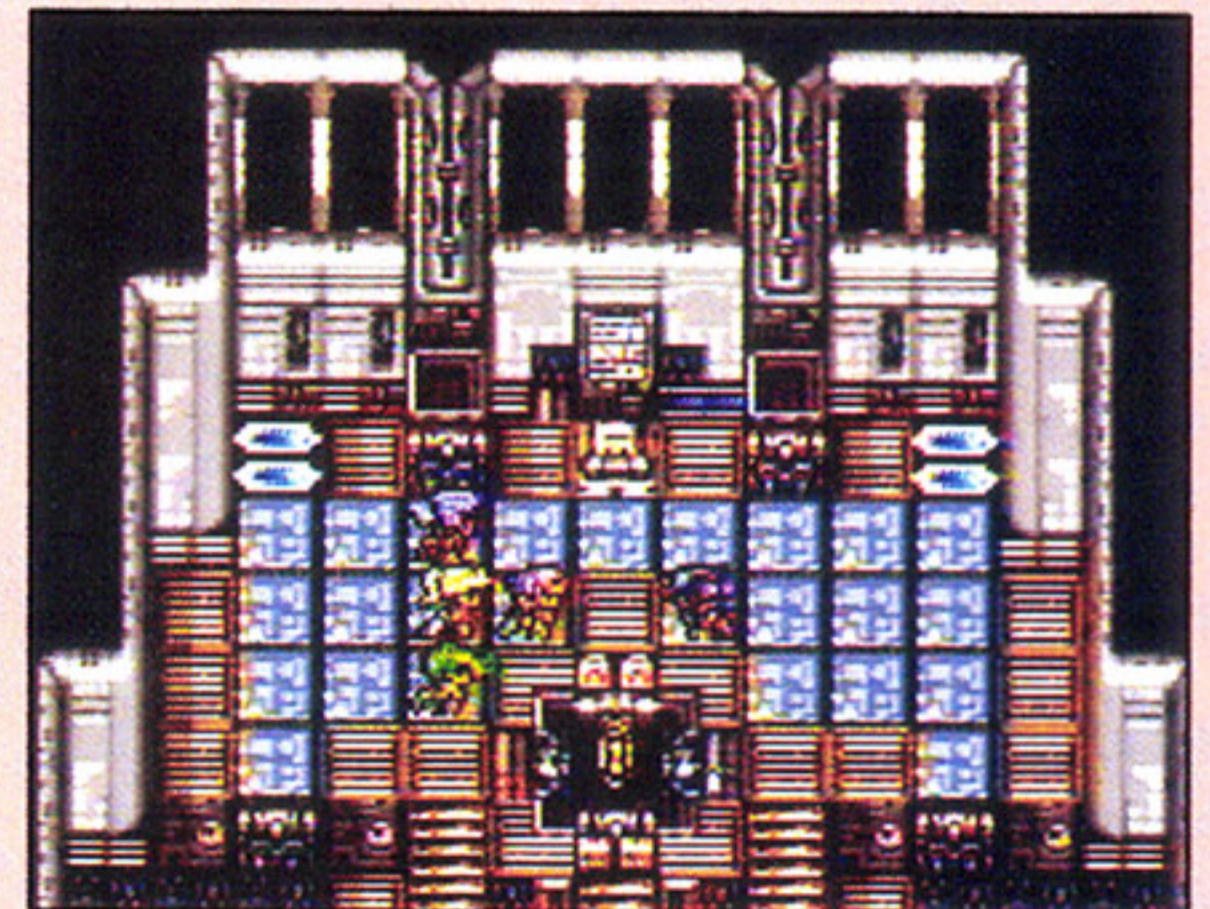


#10: Uh oh, they're baaaaack. The elements return to preserve the Bab-ilian Giant. Take out Milon with fire or cure-based magic, Rubicant with ice, Kainazzo with lightning, and Valvais with Nukes and Meteos. When needed, restore FuSoYa's Magic Points with Ether. It's not over yet! The mastermind behind the Giant, (the CPU), stands in your way. Eliminate only the Defender and leave the Attacker alive, (the CPU will be unable to cast Globe 99), and pound away with hand-to-hand attacks. Cast Rosa's Cure

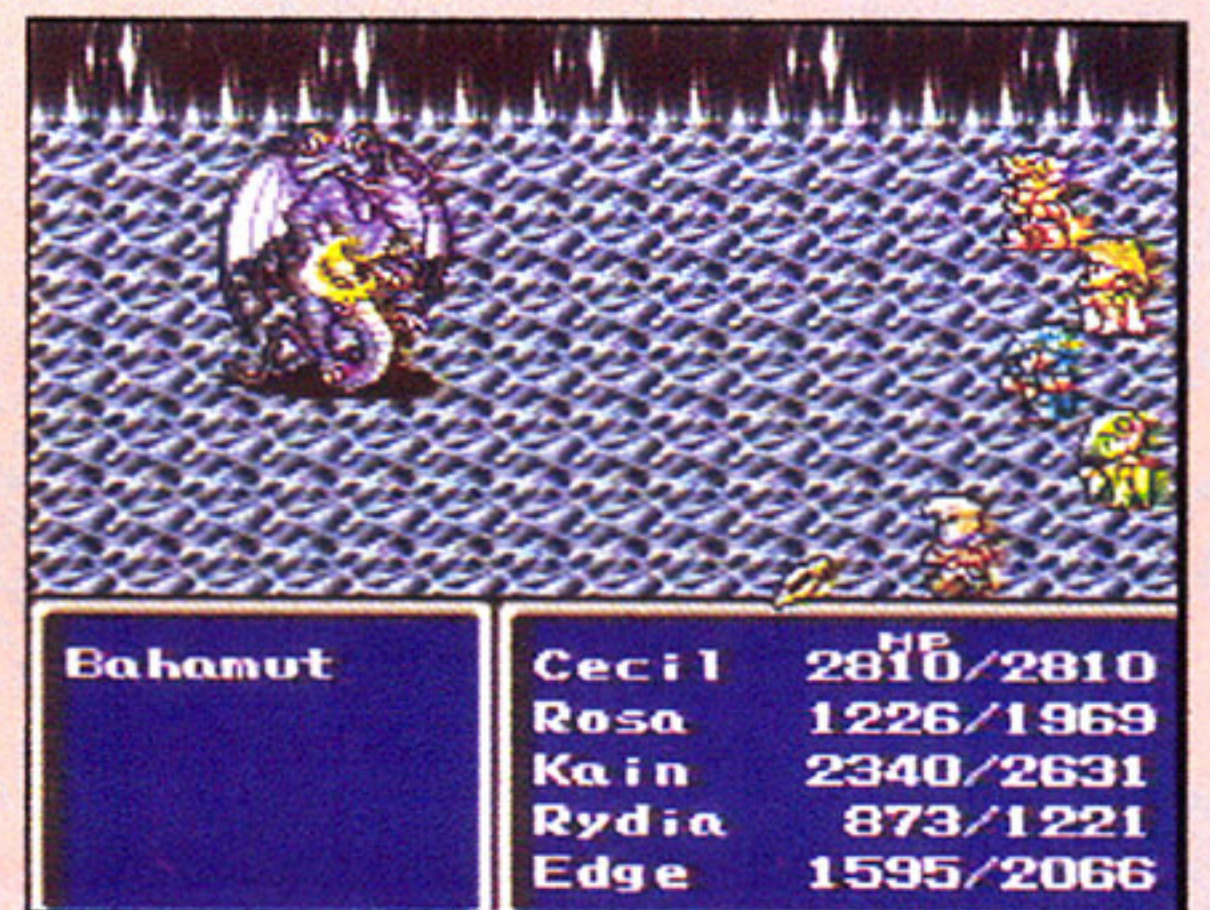
4 on the entire party often, and be ready with plenty of Ethers and Elixirs.



#11: FuSoYa confronts Golbez with the Meteo, and Golbez is released from the forces that have enslaved him. They leave together to confront Zemus back on the moon. Just before the Giant collapses with you still inside him, Kain shakes out the cobwebs and leads you to safety.



#12: Before entering the Lunar Subterrain, fly to the northwest corner of the Underworld and work your way through the Sylvan Cave. Cast Float to avoid taking damage from the poisonous green tiles. The fairies will teach you Sylph. To learn one last Caller spell, trek through the Cave of Bahamut on the moon and take out Bahamut with multiple Blitz and Asura spells. Bahamut will prove invaluable during the end-game confrontations. Now you're ready for Zemus!



Stay tuned for the conclusion of Final Fantasy II in GamePro's Game Busters soon!

SUPER NES PRO REVIEW



By The Missing Link

Nerd-bashing has been going on since the dinosaur days – just ask cave-dudes Joe and Mac. They know from first hand experience the devastating aftermath of nerd-bashing – nerd revenge!

Yes, the cave-nerds are having the last geeky chuckle 'cause they crept into Joe and Mac's camp and scared off all the Cave Babes. There's only one thing to do now – grab a club and scour the countryside.

Team Neanderthal

Not only are Joe and Mac handsome fellows, you get the pleasure of enjoying both of their mugs at the same time. Yup, Joe and Mac is one of the few, new side scrolling SNES titles with a two player buddy system. Even if you're a "lone wolf" by nature and prefer to tackle the video world alone, it's always nice to have the option to take along a friend.

Another groovy gameplay option is the 2 Player Super Game, which enables you to either compete or cooperate in the search for the Cave Babes. There's also a Mode selection for skill levels: Easy, Normal, and Hard. The only detectable difference between the Modes is that you're allowed the most continues in Easy (3) and the least in Hard (2).



PROTIP: Stay to the far left of the prehistoric sword-fish and blast them as they jump out of the water.

My, What Big Teeth You Have

Life is brutal outside the safety of one's cave. Joe and Mac learn a hard and fast lesson in self defense as they make their way through three four-part stages covering everything from icy subterranean caverns to red hot volcanic wastelands. Keep an eye out for dinosaur eggs: crack the right one open and a Pink Pterodactyl carries you off to one of six Bonus Stages. If you're a really shrewd gamer, you may even discover a few secret stages.

PROTIP: Bonus stage Pterodactyls won't carry you off to a bonus stage unless all enemies have been destroyed and/or are off the screen.

You encounter exactly what you'd expect in the wilds of prehistoria: dinosaurs, dinosaurs, and more dinosaurs. Some are big, some are small, some swim, some fly, and some even cry. There's also an abundance of ill mannered fellow cave dwellers who, apparently, would rather hunt Joe and Mac than dinosaurs for dinner.



PROTIP: Don't waste time trying to knock the beehives down in Level Two. Take a few stings and make a "beeline" to the top of the tree.



PROTIP: The Boomerang is the best all around weapon.



Prehistoric Artillery

Speaking of dinosaurs and belligerent cavemen, that brings us to the topic of weapons. What else would cavemen carry other than the infamous wooden club? For your combat pleasure they carry plenty more than just an overgrown twig. By cracking open dinosaur eggs, Joe and Mac can power up their clubs so that they shoot Bones, Boomerangs, Fire, and the world's greatest invention...Wheels! Once you collect all the power ups possible they're yours to keep, and you can switch ammo with a tap on the Select button.



JOE AND MAC

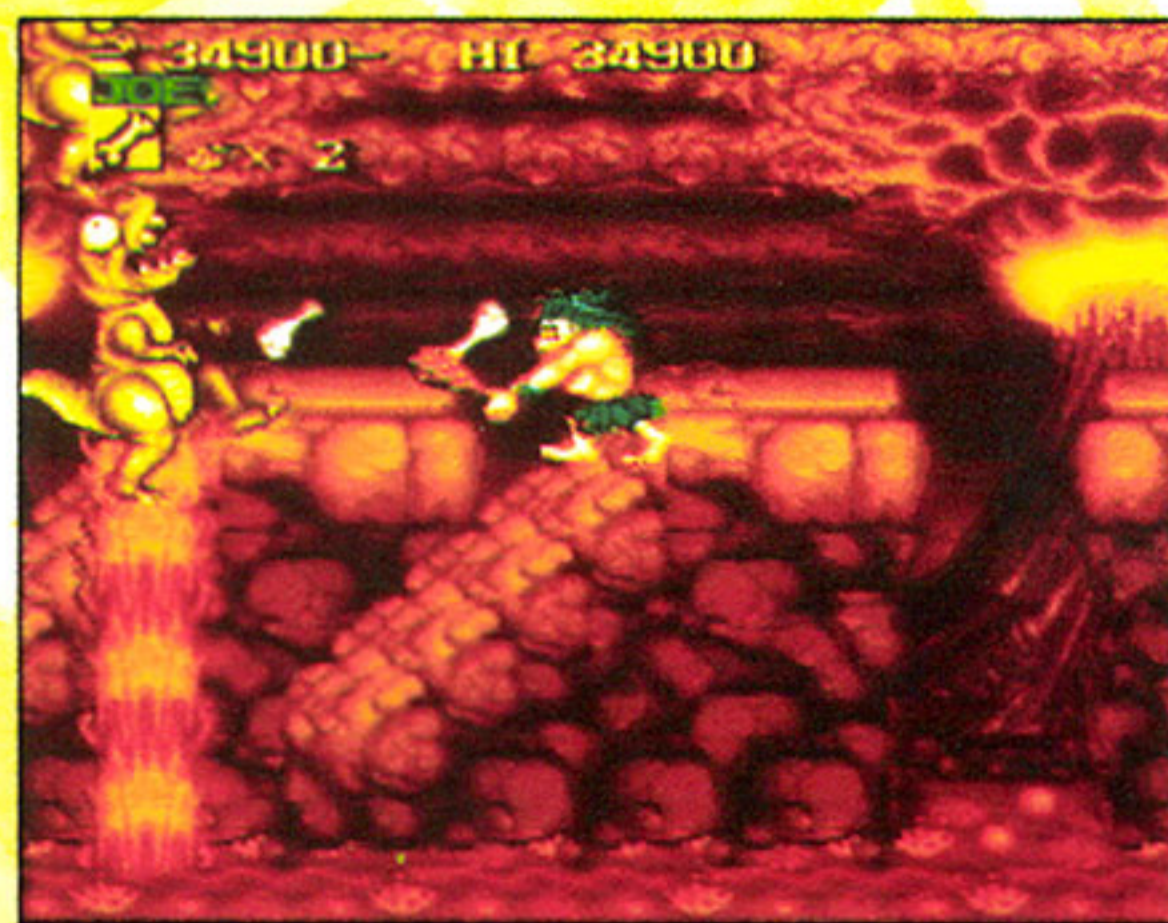


PROTIP: Stay to the far left of the screen and use the boomerang weapon to destroy the woolly mammoth boss.

Caveman Athletics

Now that you know J & M have cool clubs and power-ups, the question is how well can they use them, and do

they look good doing it! The answer to both is "yes." J & M can swing, jump, squat, and turn on a dime. The graphics



PROTIP: Use the wheel weapon in the hot lava stage. Not only will the wheels roll up hill, they can also destroy boulders.

are in full technicolor bloom, including the background scenes which are as crisp as movie matte paintings.

When compared to the arcade version, however, there are a few things missing. Joe and Mac can't perform the cool swinging elbow-jab move that they use in the arcade game, and they don't have the variety of facial expressions. The stage bosses have an annoying habit of reappearing albeit in different colors. However, the bits that were lost in the translation are all so minor, they don't really take much, if anything, away from the game.

PROTIP: If you lose a life and your spirit begins to float skyward, move towards solid ground. Otherwise, when your additional life kicks in and you fall back to earth over shaky footing, you may lose another life.



PROTIP: When the lizard-creature rolls himself into a tiny ball and hurls himself into the air, move to the far left or right of the screen; he always falls towards the center of the screen.

Fun in the Ancient Sun

Joe and Mac is looking pretty strong coming out of the SNES starting gates. Although it's not a super intense action/adventure, it has a solid foundation of great graphics, easy gameplay, lots of levels, and rockin' tunes which make it a fun game, especially for two-person play. Join the prehistoric "club" and take a peek into the past with Joe and Mac.



Joe and Mac by Data East
\$59.95
Available now
8 megs

PRO TIPS



By Dr. Dave

Hitch A Ride



To grab the Egg at the beginning of the game, move to your right until you see a Pteradactyl. Jump on board and he'll fly you to the Egg.

Bonus Round Eggs

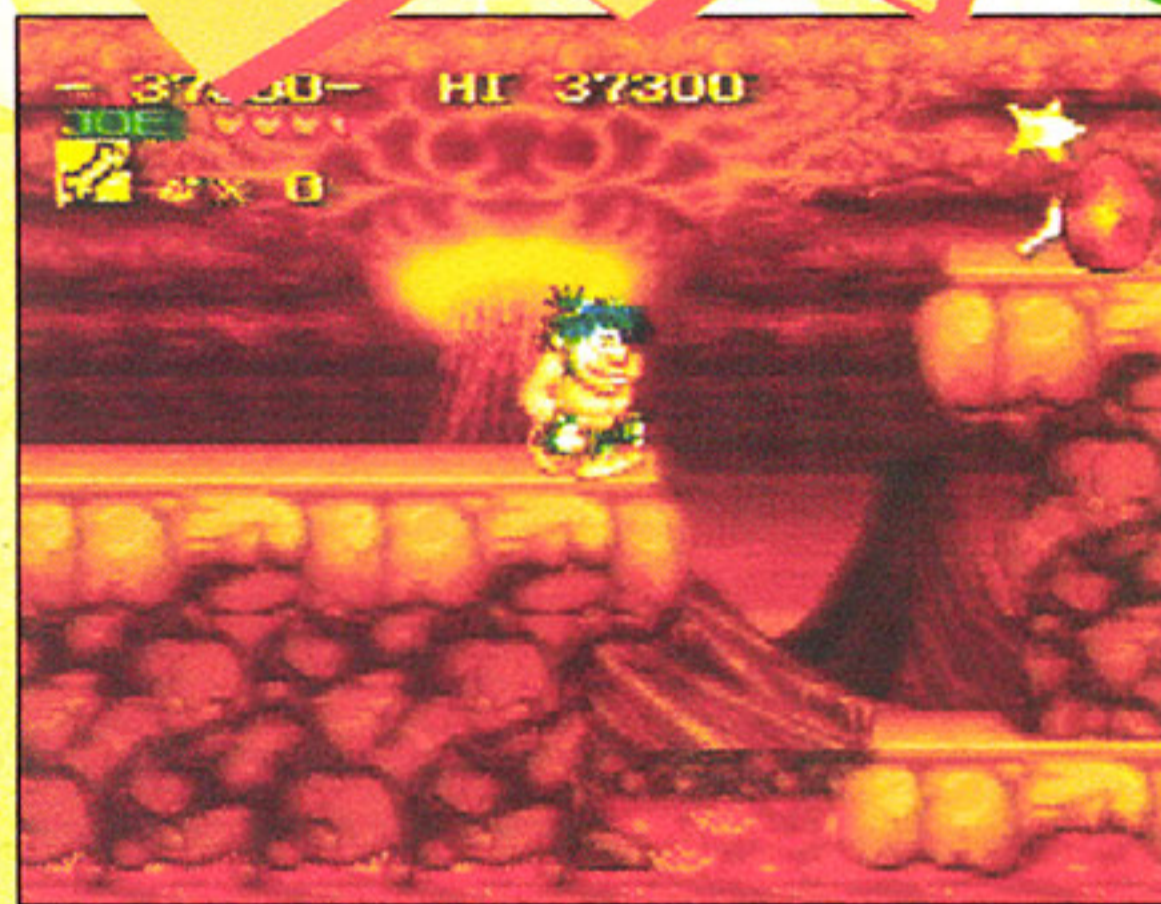
Use these clues to reach three of the six bonus rounds:



Grab this Egg to reach the Bonus Round in Level 1.



In the scrolling water (Level 4), grab this Egg right before you come to the cave guys on bikes. You'll then fly to a Bonus Round.



The first Egg you reach in Level 9 takes you to a Bonus Round.

Like a Rolling Stone

Don't forget to use the tricky "Roll" move. Tap twice quickly in the direction you want to move. Make sure to hold down the directional pad the second time you tap. You're invincible while you roll, so you'll hurt any enemies you roll into.

Who's the Boss?

The bosses in Joe and Mac aren't tough to beat. In general, the best strategy is to move to the opposite side of the screen from where the boss appears. Stand as far off the screen as you can. Then jump and toss whatever weapon you have at the boss.

Pop a Wheelie

Use the Wheels in the Ice area (Level 6). They'll roll up the ice ledges and clear the way for you.

Fire It Up

As you're falling in Level 5's waterfall area, grab the bones, fire up constantly, and stay as near to the bottom of the screen as you can.

Get Out of a Hot Spot

It's easy to cross the lava in Level 11 (the final level). Hitch a ride on the back of the passing Pteradactyls.

1-Up



To grab this icy 1-Up in Level 6, jump on the head of a passing cave dude (or your buddy in the two-player competitive mode).

Watch Out for Falling Bones

Level 11's skeleton boss drops his bones when you score a hit. To dodge the falling bones, go as far to the left on the bone bridge as you can and crouch down. When the boss starts to lose his head, jump over it to the right, dodge in a circular pattern, and leap back onto the bone bridge.

Do You Sea What I Sea



If you crouch to the far left of the screen and fire your weapon constantly, you'll take less hits from the carnivorous fish boss in Level 4. Hint: If you have a pad with rapid fire, you can turn it on and fire. This trick works well with any of the bosses.

THE TERMINATOR™

Welcome to Post-Holocaust Los Angeles in the year 2029, where mutant robots pilot their crafts through the blood-red sky, hunting down human beings that once dominated this wasteland.

Just like the movie, you assume the role of Kyle Reese, a time traveller from the future who returns to modern-day L.A. to protect the life of Sarah Conner - the beautiful woman who holds the key to the survival of the human race.

Your mission: Outwit and outmaneuver a brutal killing machine known as the Terminator. He's big, he's bad and he's virtually unstoppable - let's hope you're smarter!

FEATURES:

- Movie-like soundtrack complete with realistic sound effects
- 8 MEG of futuristic firepower

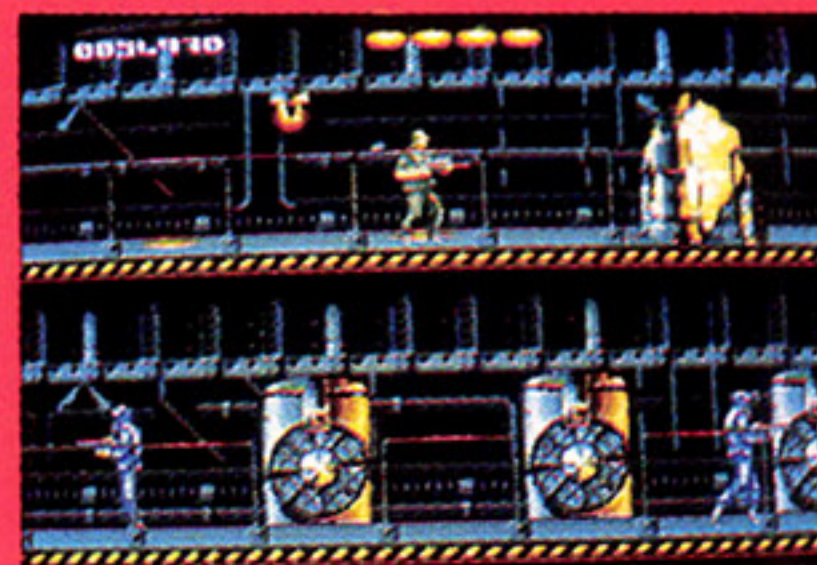
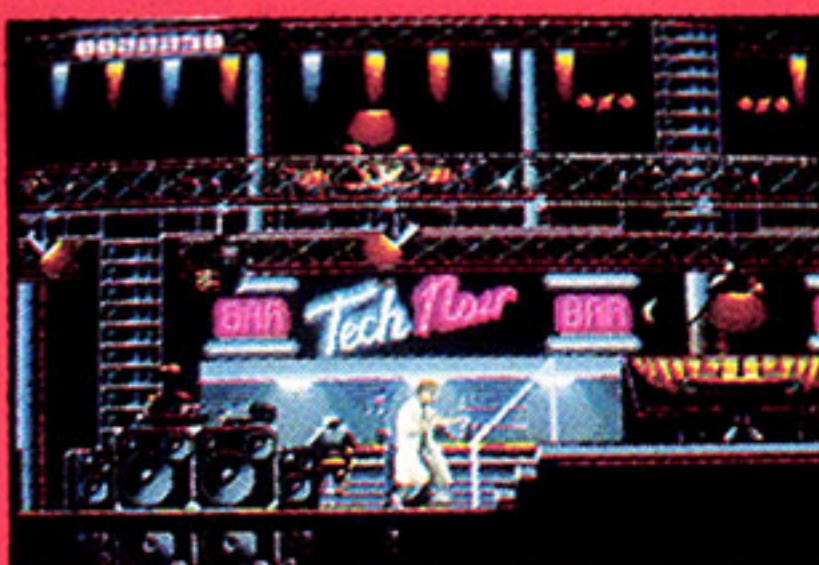
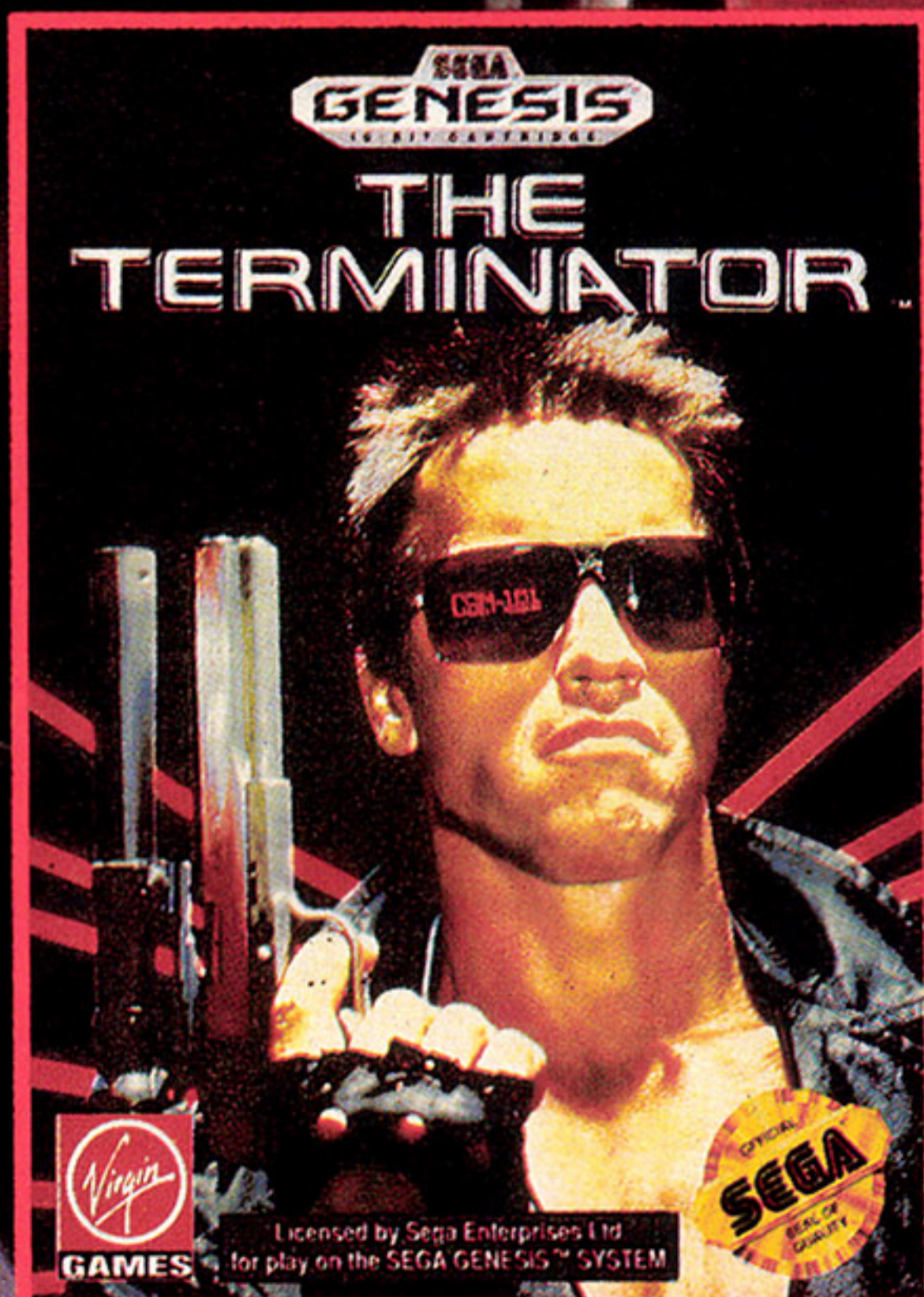
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PRO REVIEW



By **Slasher Quan**

Guess who's creeping their way into the TurboGrafx-CD? The Addams Family, that's who! But you already knew that, probably have known that for a few months (see GamePro, November '91). NEC just put the finishing touches on this haunting new movie-disc, so here's a full scale review.

The Trouble with Tully

In the Paramount motion picture, Addams Family attorney Tully Alford was even more of a creep than any member of the Addams clan - he tried to bilk them out of the family fortune, remember? Now he's got one last chance to redeem his rude behavior. Weirdo head-of-the-household Gomez challenges you as Tully to a win-it-all or lose-it-all game of treasure hunting in The Addams' mansion.



A maniac's mansion to be sure.

Music to Chill and to Thrill

Since the Addams' latest haunt is the CD drive, you're probably expecting some super-spooky effects, music, and even voices. Right on! The cackles of the ghosts, the chain-rattling of the ghouls, the bubbling of Granny's cauldron, and of course the theme song are all movie-quality. At certain points in the game you'll scope a "cinema" still pic straight from the flick accompanied by dialogue recorded by professional actors! Unfortunately, the in-game action graphics are decidedly un-creepy.

Behind Door Number One...

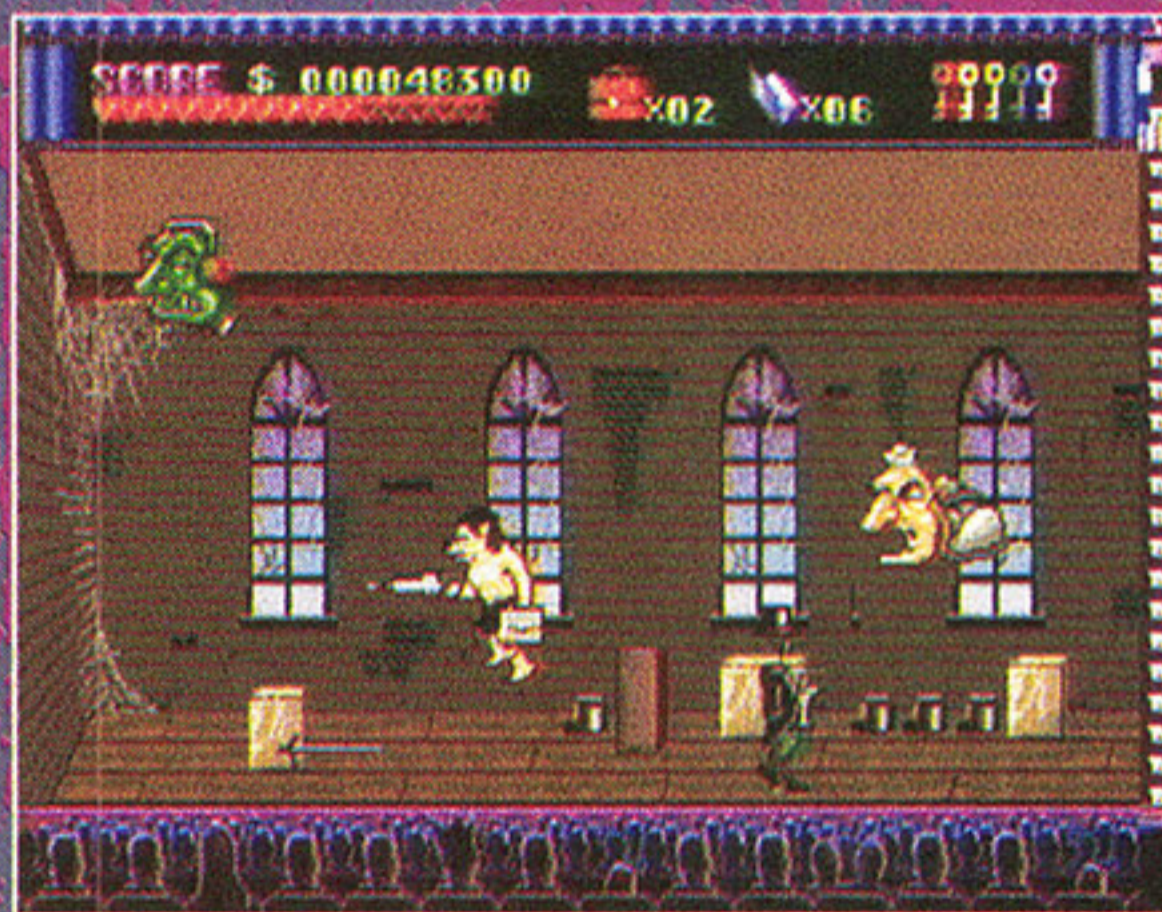
To find his way through the Addams' side-view mansion, Tully collects keys, matches up the color to a door, and tries his unlocking luck. Sometimes he'll discover treasure, other times he'll find a gaggle of ghosts, and occasionally he'll stare nose-to-wart at a very annoyed Addams. Yikes! Eventually he wants to reach the study, open the secret passage, and muck through the sewers in search of the fabled Addams Family vault.

PROTIP: Never re-enter an Addams Family member's room or you might have to re-fight him or her for no reward!

Tully's a pretty meek guy, so he totes a harmless-looking but lightning-charged black umbrella to fend off the horrors of the Addams house. Later into the mansion Tully duels with Gomez, so he must find a Sword along the way. He gets three lives to live and no continues, but that's fair because the challenge is balanced appropriately.

PROTIP: To speed up your umbrella shots, set Button II on maximum Turbo.

PROTIP: Duck and press Select to open a Hurricane Irene book, which blows away all minor enemies on the screen and damages major creeps.



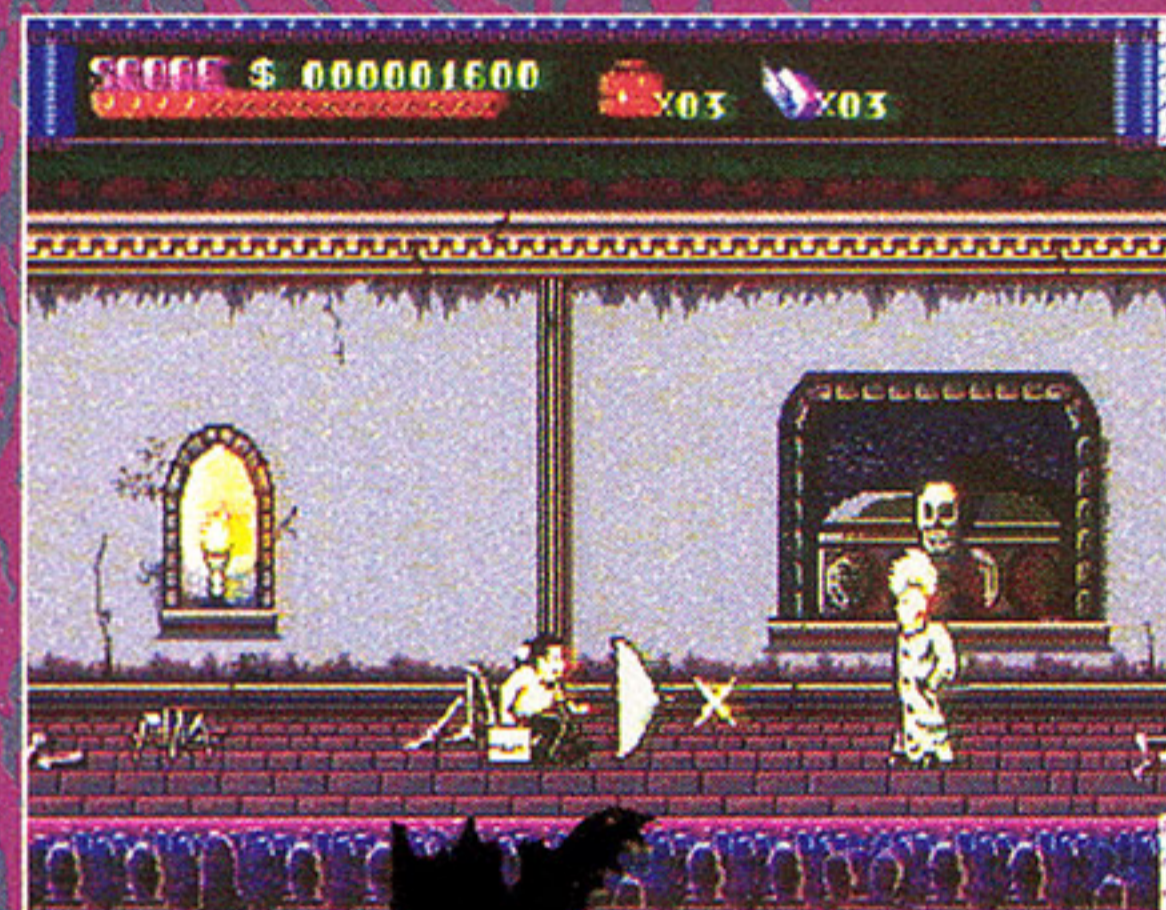
PROTIP: When you hear a haunting laugh, you've entered an Empty room with spooks but no treasure and you should leave immediately. However, this blue first-floor ghost room contains the most valuable prize in the game, the Sword!

All in the Family

This family portrait is enough to make any photographer cringe! Each member will pull

the downright dirtiest of tricks to throw you off the treasure trail. With cunning, wits, luck, and a few underhanded moves of your own, you'll send them packing.

Mr. Eccentricity himself Uncle Fester is your first opponent in the Mausoleum, but things take a turn for the nasty when he slips, loses his memory, and makes a made dash of his own for the vault. You'll see more of him later.

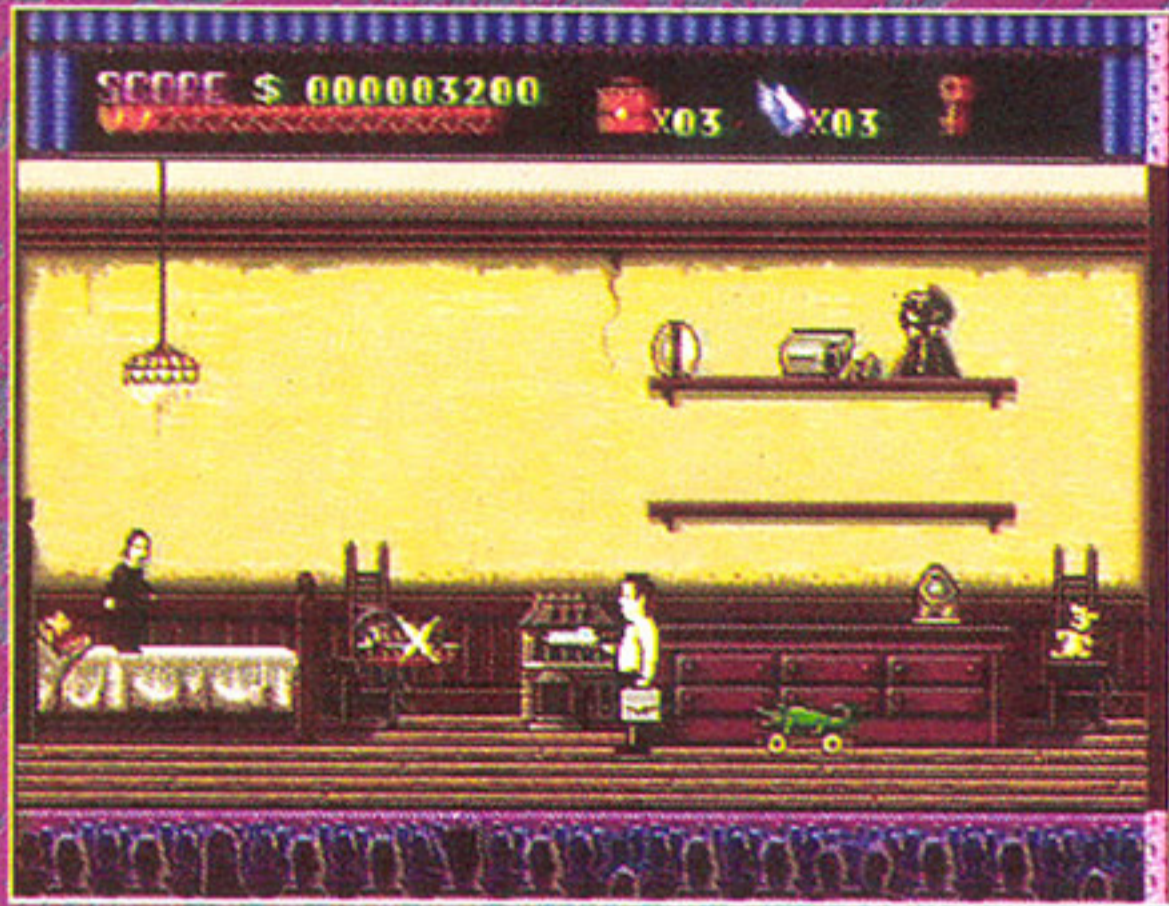


PROTIP: Duck and shoot Fester just as he tosses light bulbs, and in-between

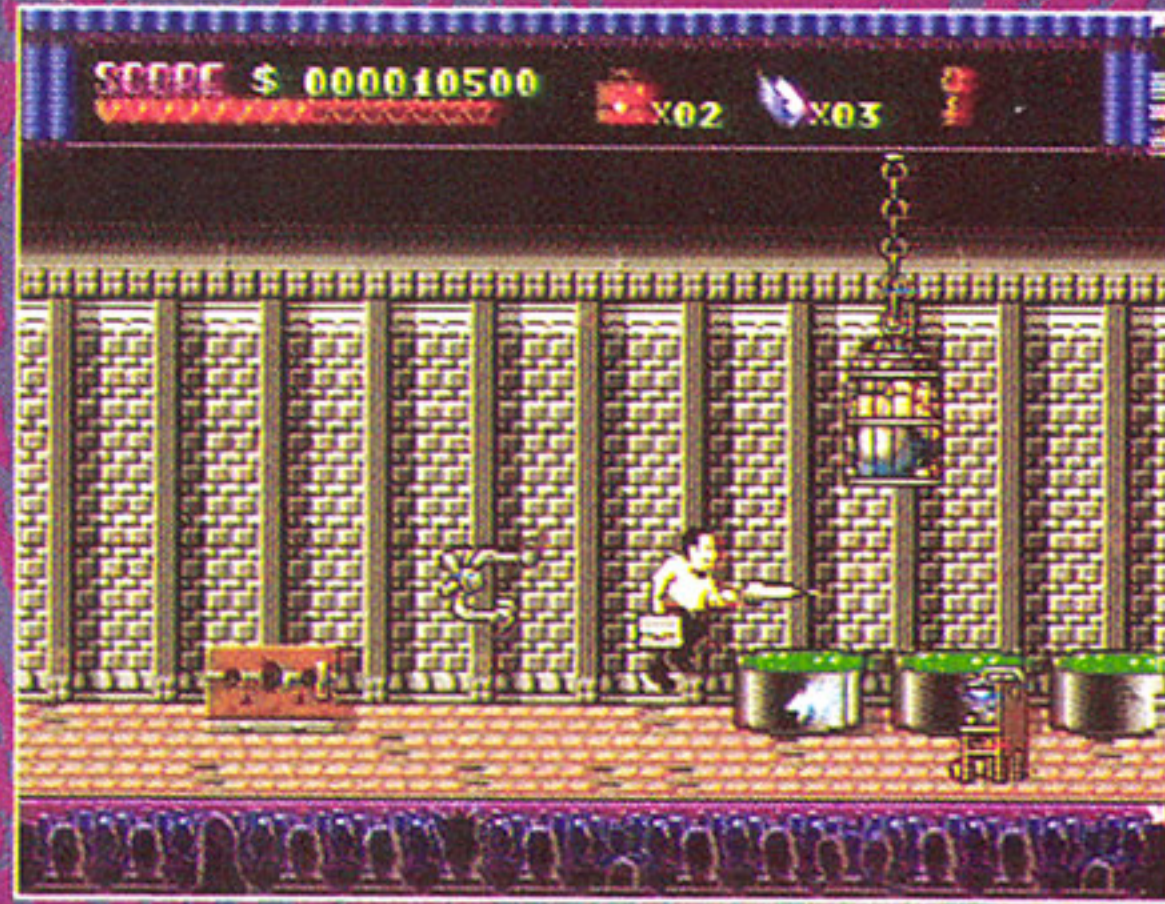


shots take time to leap over the tarantulas and splat the bats.

Next you have it out with Wednesday, who decides to "play nice" with Mr. Alford by levitating her toys and smashing them into your face. What a brat! Her brother Pugsley is just as bad, if not worse. Things get hairy when his Lab's science experiments go berserk.



PROTIP: To beat Wednesday at her own game, keep moving and shoot her floating toys. They fly in patterns, so be fast.

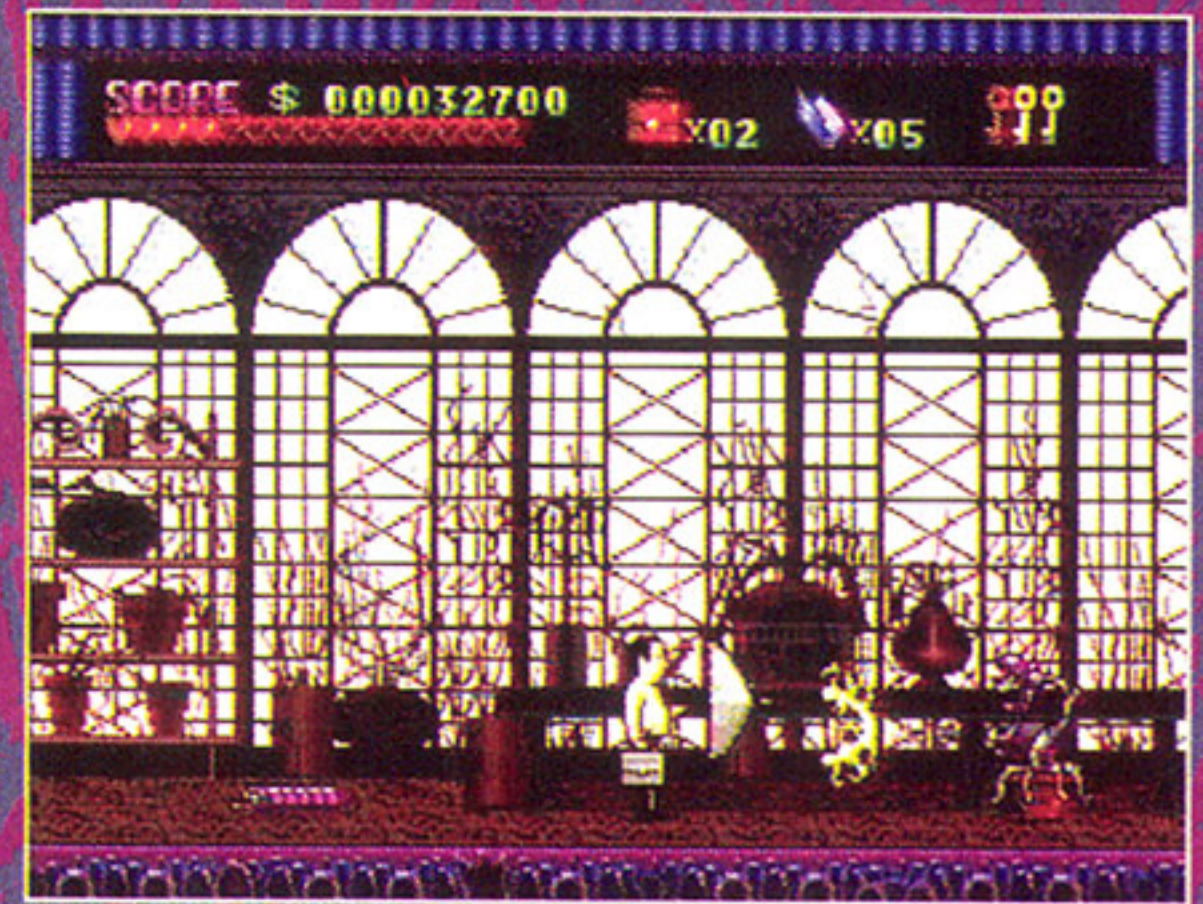


PROTIP: Run as fast as possible through the Torture Chamber to take minimal damage.

Granny's brewing up a storm in the Kitchen, so if you're not agile consider yourself as good as slimed. Even if you beat her once she returns to haunt another day, the next time in the Attic. Morticia gives you a double dose of Addams oddities, once in her Green, err..., make that Deadhouse, and again in the Den.

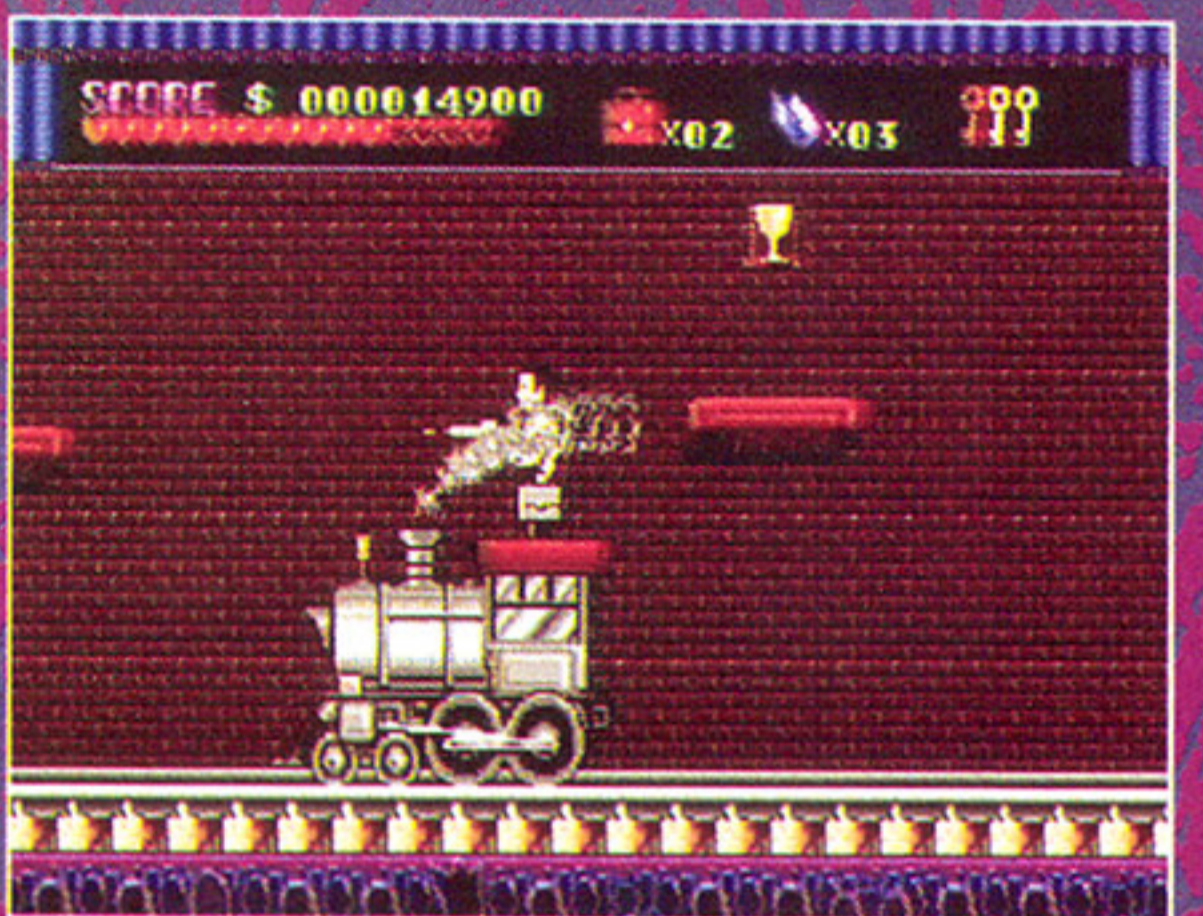


PROTIP: To dispatch Granny's infernal stove, stand on the edge of the table, leap over her UGGGH cuisine attacks, and shoot each piece of the steam pipe. You'll score the Green Key.



PROTIP: Rapid-fire shoot the Venus Human Trap plant at the end of Morticia's Greenhouse to earn the Blue Key.

Lurch the butler patrols the hallway and generally makes a nuisance of himself. Thing crawls finger-over-finger and manages to get underfoot at the most inopportune moments. And pop Gomez, a self-styled swashbuckler, uses his rapier-sharp wit and blade to confound you in the study and later at the end of the game in defense of the vault.



PROTIP: Ride Gomez's large-as-life electric trains to a plethora of emeralds and other treasures.

You Rang?

Aside from the so-so play visuals, the only knock against the Addams CD is the sloooooooow loading time when you change rooms. Still, the running, jumping, shooting, and item-grabbing gameplay is some of the best around, comparable to carts such as *The Simpsons* for the NES. If your taste in video games is as perverse as *The Addams'* sense of humor, this is one night of frights you won't want to pass up!

GamePro's Game Rating System



The Addams Family by NEC
\$61.99, Available now
40 megs



Addams Family

PRO TIPS

The Addams Family

By Slasher Quan



Addams Family insanity is enough to drive any TurboGrafxer nuts. So we pieced together this survival guide to the great indoors of their CD mansion.

Pugsley's Power-Up



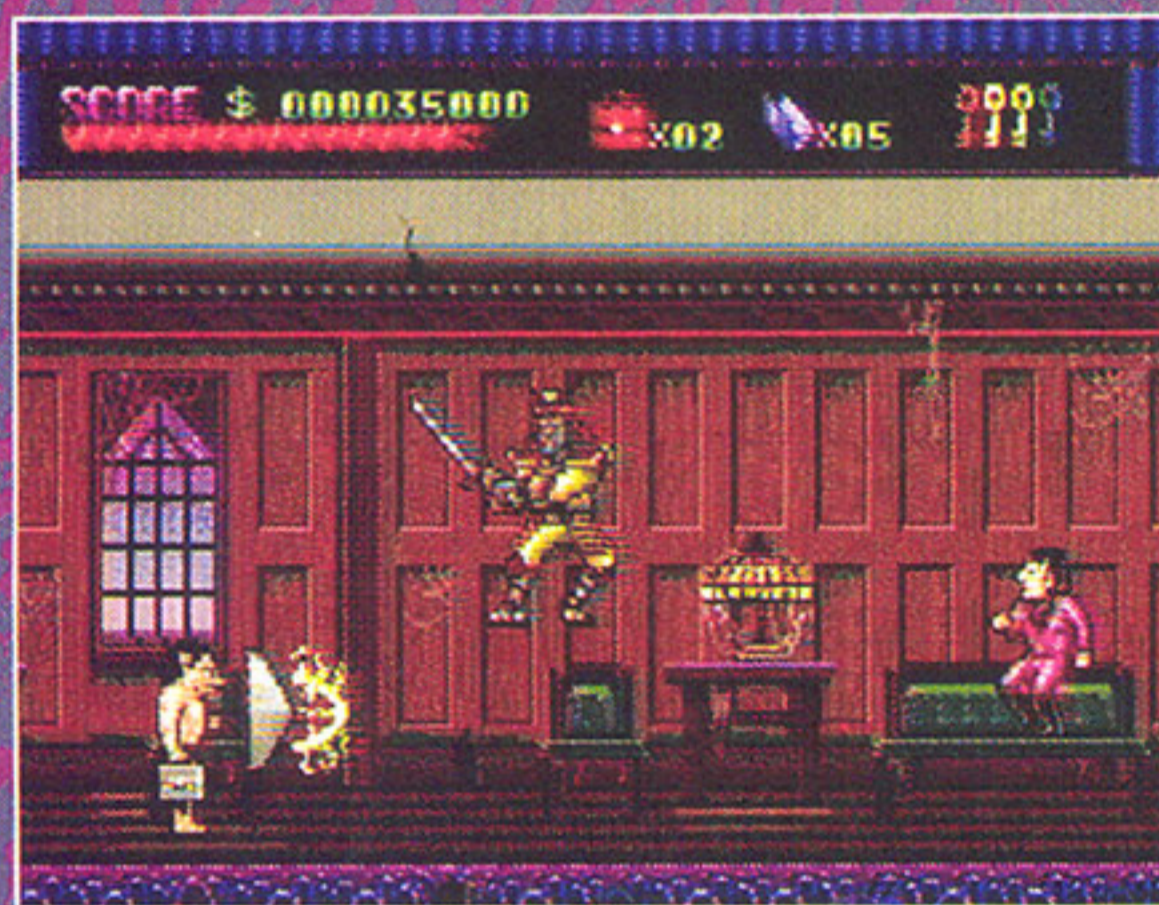
In **Room #7**, break Pugsley's beakers with umbrella shots, and watch out for the leaping beasties. Drink from the leftover flask to transform into a werewolf, which simultaneously refills your energy and bestows a 1-up!

Fester's Power-Up

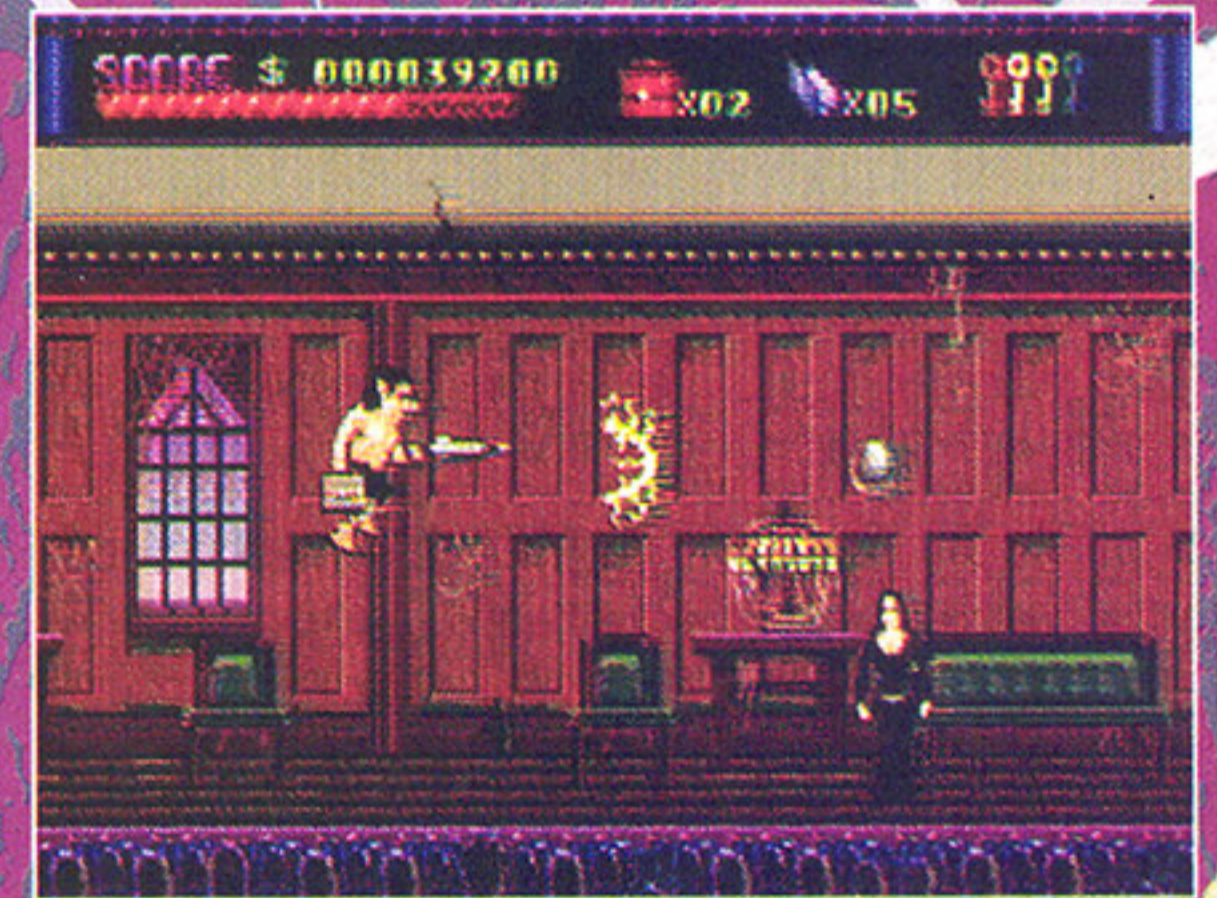
Step into Fester's bedroom (**Room #3**) for an easy energy refill and an umbrella power-up, which strengthens your shots!

To the Treasure Vault!

Once you've snatched the sword from **Room #8**, you're on your way to the Addams Family Treasure Vault's bonanza. Here are some tips to guide you.



In **Morticia's Parlor (Room #10)**, use umbrella shots from a safe distance to take out the leaping Samurai swordsman when he jumps at you. Finish off the leftover body parts with the same strategy.

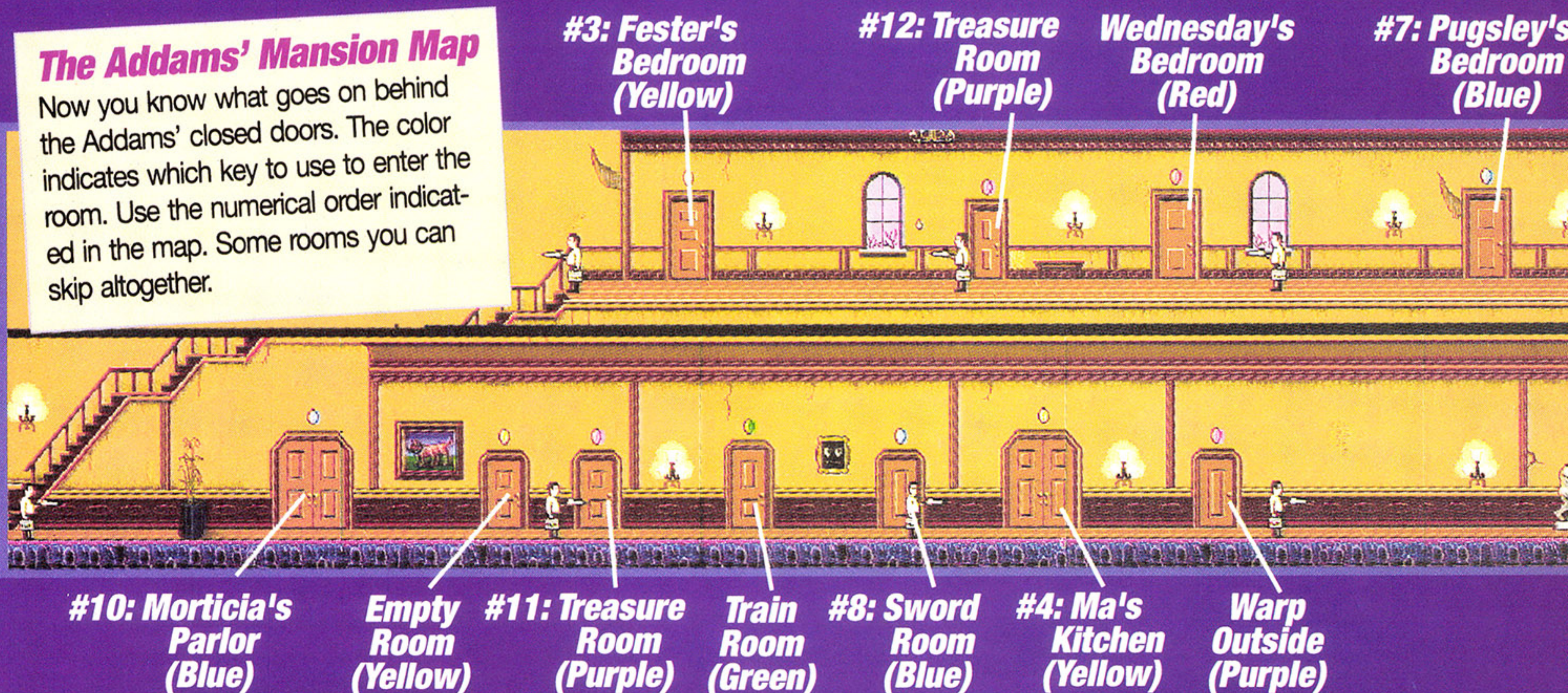


While dodging the lightning bolts, zap Morticia's magical crystal balls. Win, and you'll earn the Purple Key.



The Addams' Mansion Map

Now you know what goes on behind the Addams' closed doors. The color indicates which key to use to enter the room. Use the numerical order indicated in the map. Some rooms you can skip altogether.



Family

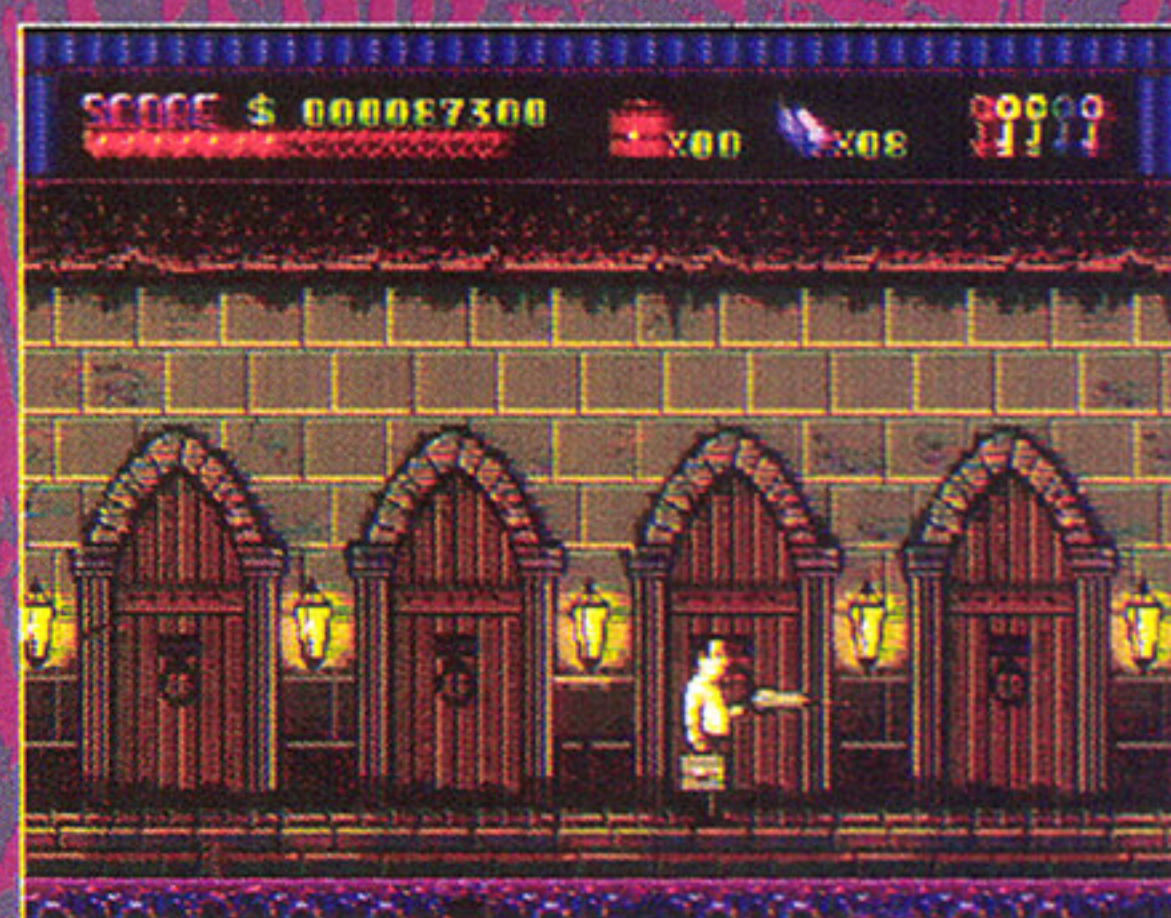
time he raises his sword and run underneath him when he jumps over you. Knock him off, and a secret passage will open to the Vault!



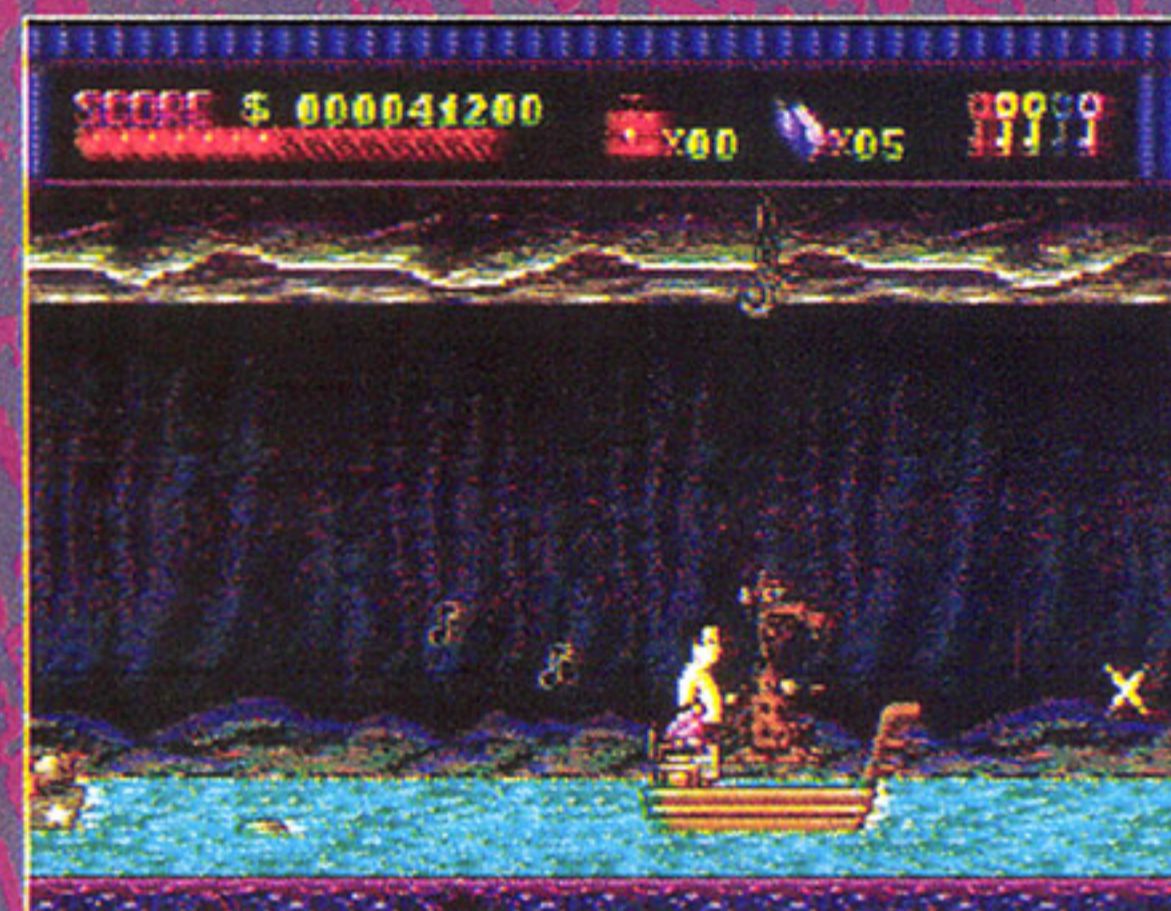
As you're creeping your way through the sewer area, don't exit through a door or you'll wind up at the start of the mansion. Just press on and don't stop for anything!



Remember this deadly scene from the Adams Family movie? Grab the third chain to avoid an untimely demise.

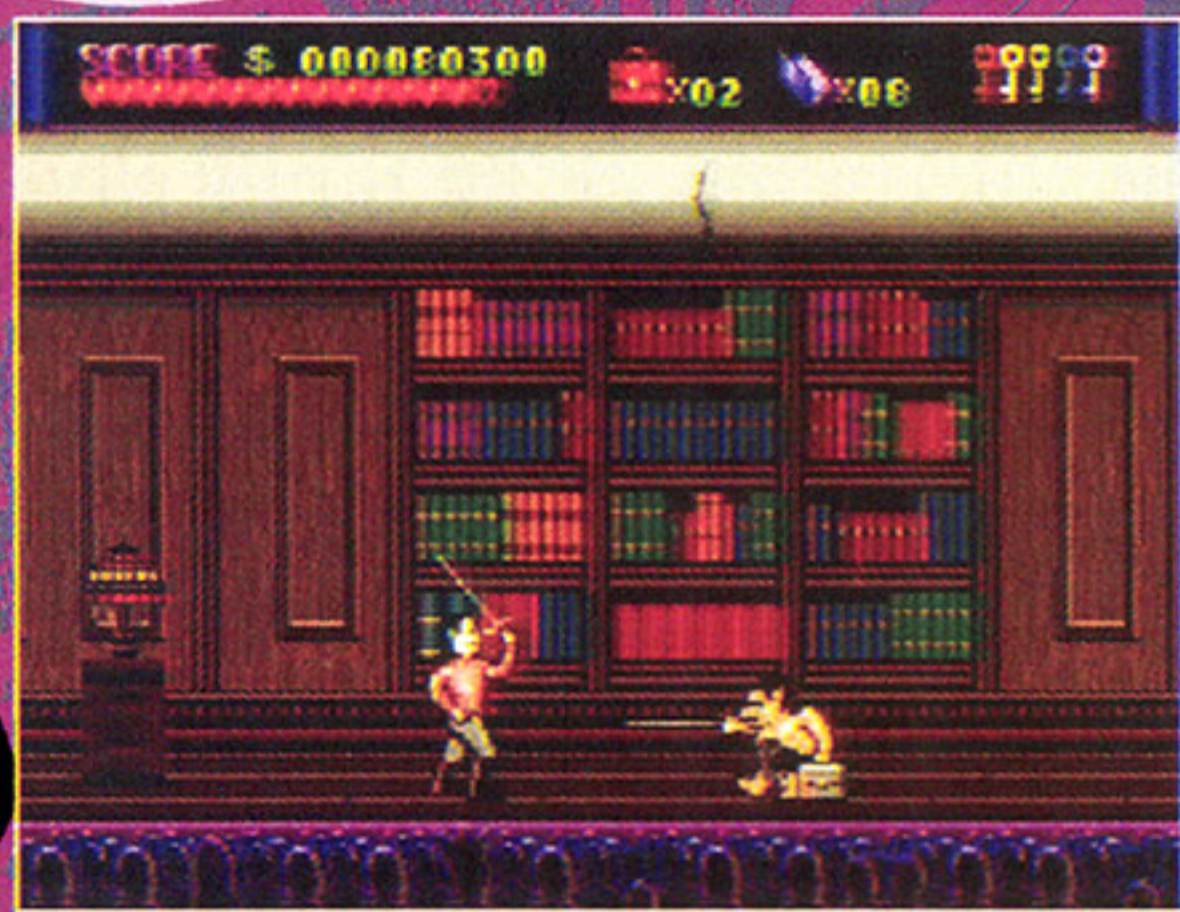


Pick a door, any door. We suggest door number three to avoid unnecessary backtracking.

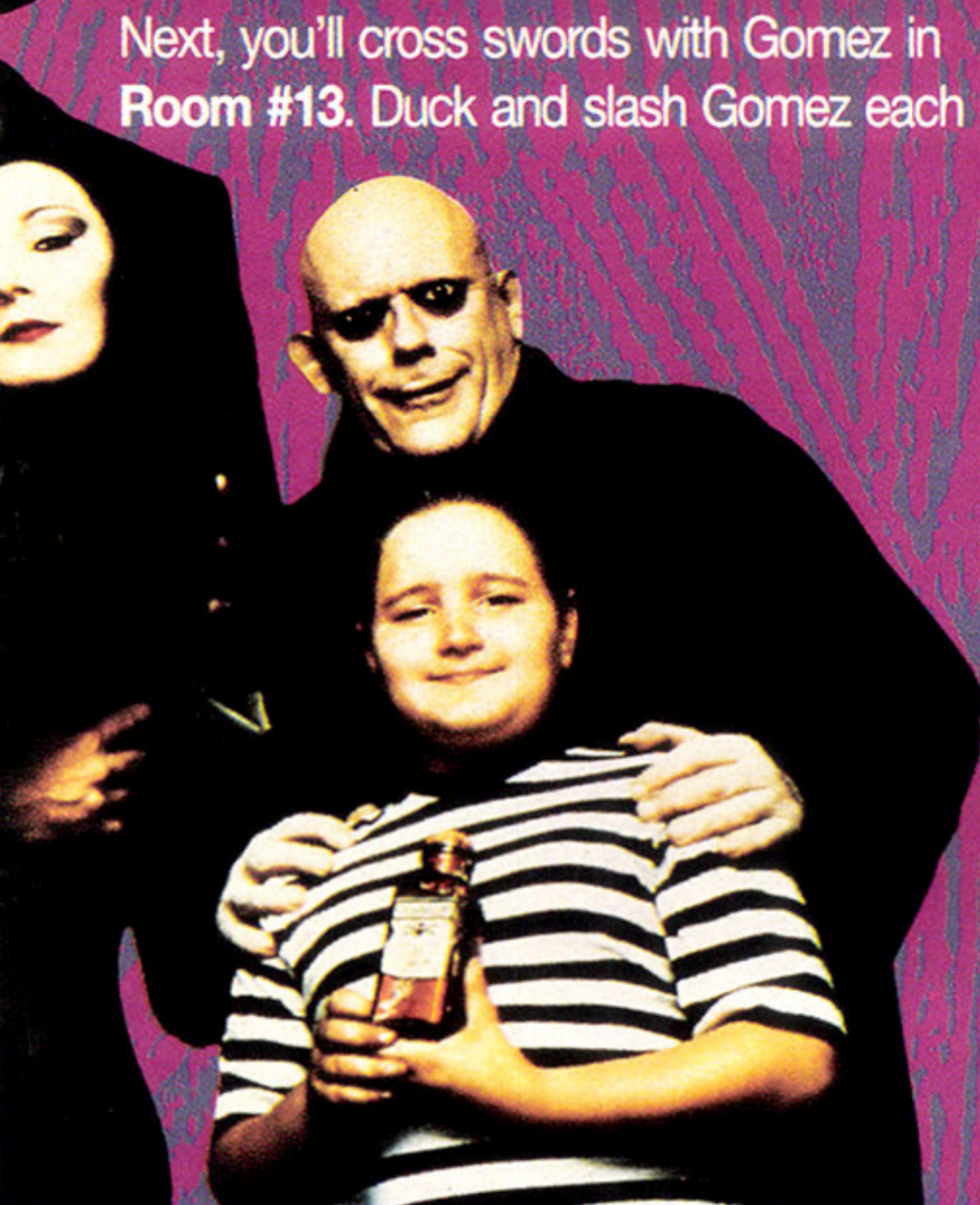


In the rafting scene, stay perched on the boat. Shoot the waterlogged weirdo creatures that the mechanical crane's hook drags up from the river. Whatever you do, don't fall in! This water's toxic! Survive this nightmare and you're close to the Vault.

Stay tuned to S.W.A.T.Pro for the exciting Game Busters conclusion.



Next, you'll cross swords with Gomez in Room #13. Duck and slash Gomez each

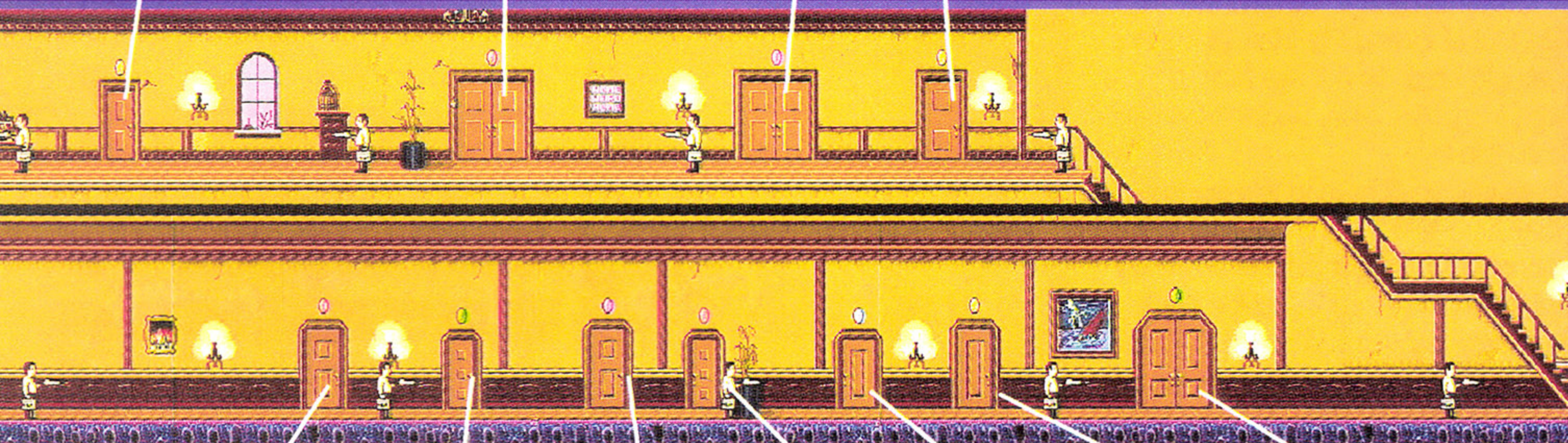


Warp Outside (Yellow)

#2: Torture Chamber (Red)

Ma's Attic (Purple)

Empty Room (Yellow)



#1: Treasure Room (Red)

#5: Treasure Room (Green)

#13: Gomez's Study (Purple)

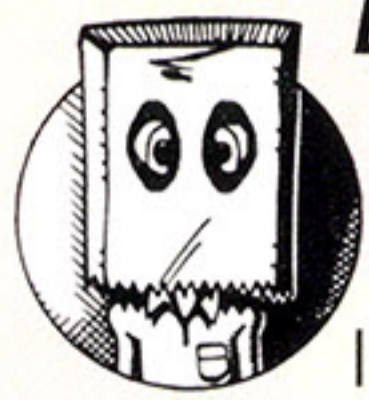
Monster Room (Red)

#9: Treasure Room (Blue)

Monster Room (Yellow)

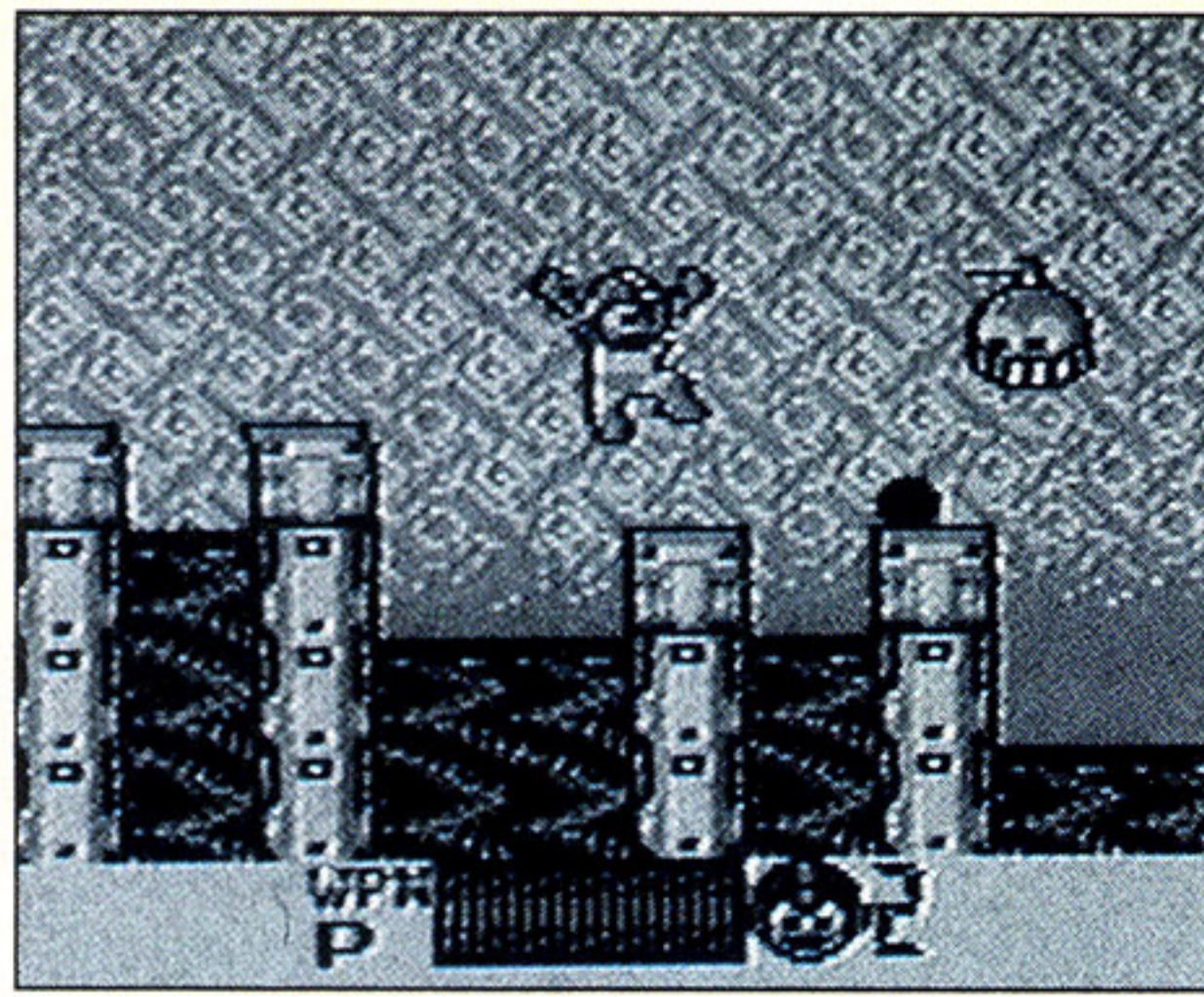
#6: Greenhouse (Green)

GAME BOY PRO REVIEW



By *The Unknown Gamer*

The call from Mad Doctors Anonymous was expected. I've been tracing a pattern of robotic mischief for about a week now. And where there's mischief, there's always my nemesis, Dr. Wily.



PROTIP: When you're hopping from post to post in *Fire Man's World*, keep backtracking to bring out *NEW Bladers*. They're easy to destroy and they release power pills and energy pellets.

MEGA MAN in Dr. Wily's Revenge

"Is this the Meta Man residence," squeaked a nervous voice at the end of the line.

"That's MEGA Man," I snarled. Sheesh! After saving the crummy world three times, you'd think they'd get the name right!

"Uh...right. Any how, Mr. Man, Dr. Wily hasn't been showing up at the Mad Doctor's Anonymous meetings lately, and we..."

"Say no more...I'm on my way! This looks like a job for Mega Man!"

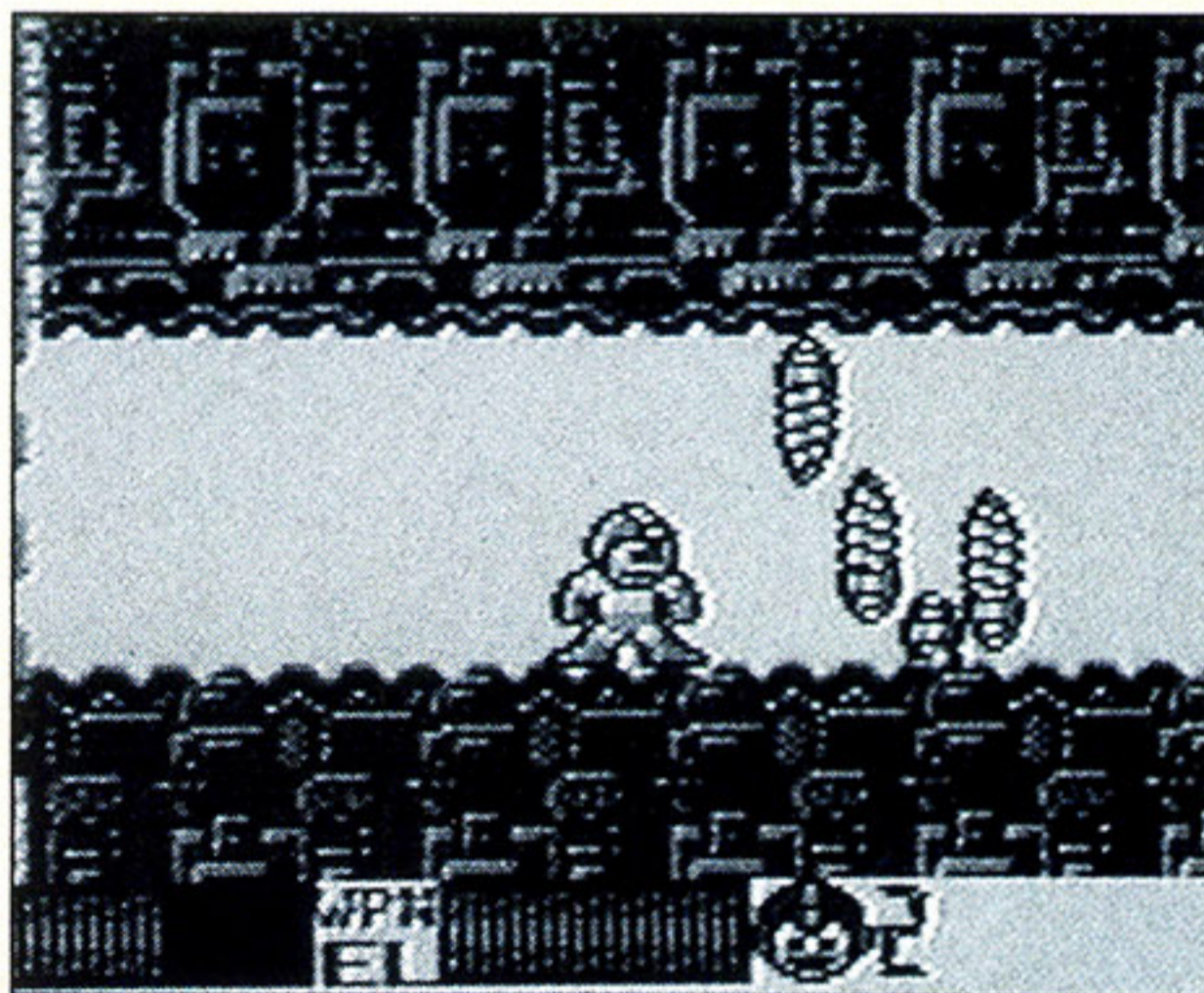
The Boys Are Back in Town

Dr. Wily is at it again and, as always, Mega Man is the only robot brave enough to take him on. The mad doctor has resurrected evil robots from the original Mega Man game: Ice Man, Electric Man, Cut Man, and Fire Man, plus some of your favorites from Mega Man 2: Quick Man, Heat Man, Bubble Man, and Flash Man.

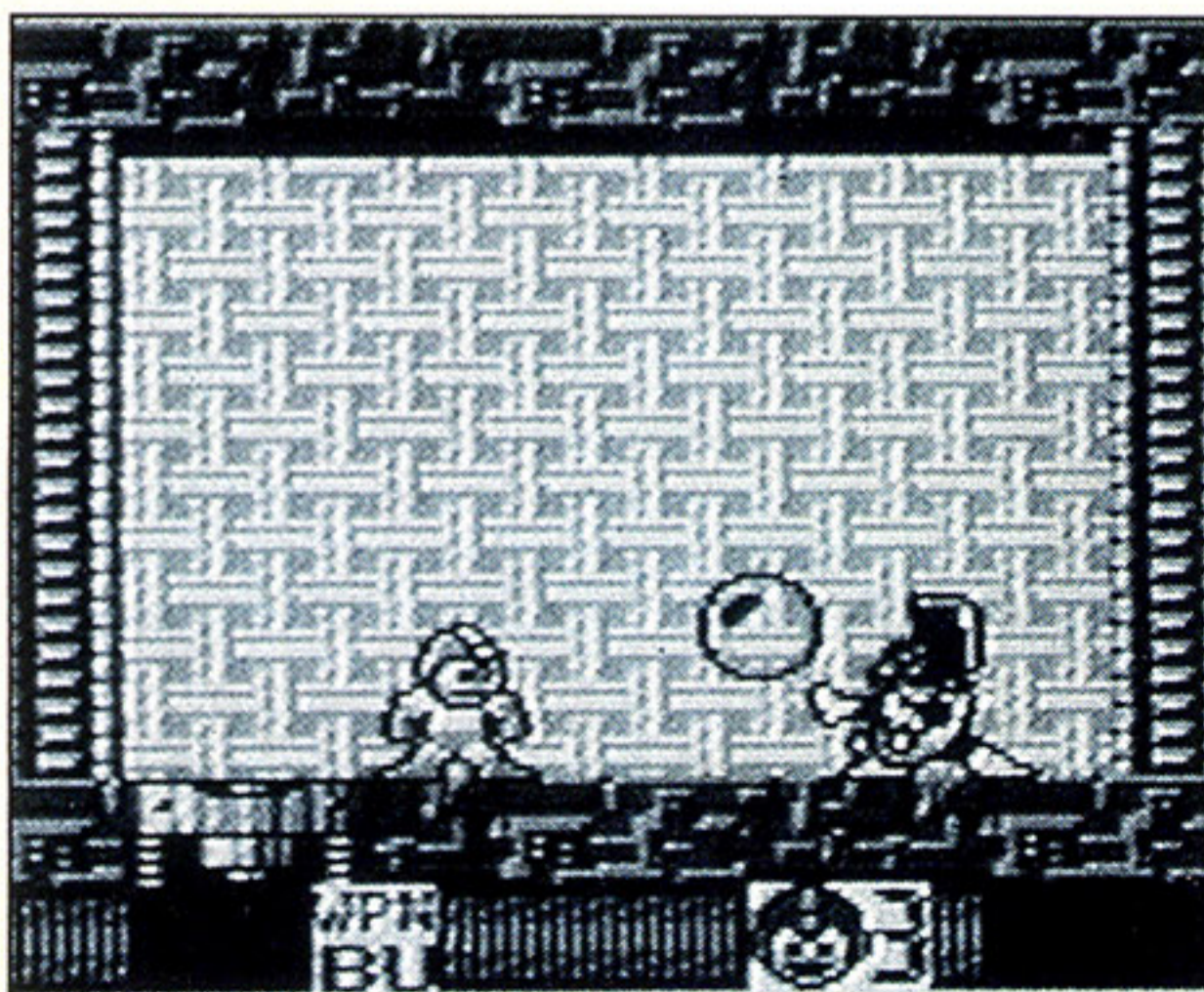
Initially, you'll have to take on the robots from MM #1. You can start with anyone you want, but there are no weak links among these guys – all the levels are equally tough. If you played the original Mega Man game, you have a big advantage. All the obstacles (Bladers, Mets, Fleas, Spines, etc.) are the same.

PROTIP: This password starts you off with *Electric Man's Thunder Beam*: **B1, D1, C2, A4, B4.**

Once you dispatch Ice Man, Electric Man, Fire Man, and Cut Man, it's on to Dr. Wily's lab. The lab has all the obstacles you've just faced in the last four levels – but this time they're all in one place for your gameplaying convenience.



PROTIP: This area of Dr. Wily's lab is a great place to grab power pills and energy pellets.



PROTIP: Bubble Lead works great against Heat Man.

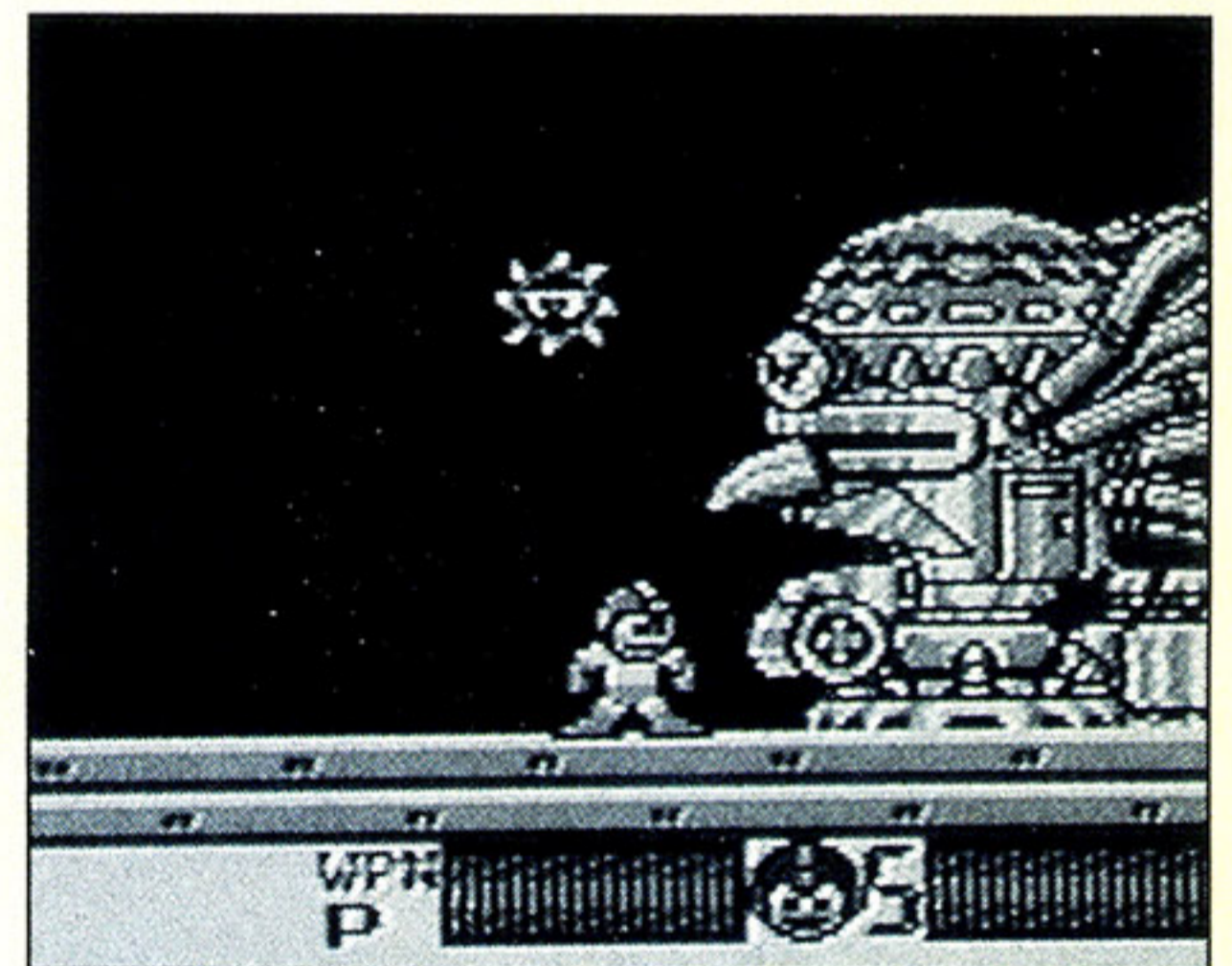
It's All Done with Mirrors

At the end of the lab is the teleportation room where you can zip off to battle the evil robots of Mega Man 2. You get a large power pill after each battle you survive. And after four battles, you get to take on a new villain, Mega Man Hunter.

MMH is no fragile plate of glass, even though he does use mirrors as his main weapon. He'll reflect your blasts right back at you if you're not careful, but destroying him nets you the biggest prize of the game – the Mirrorbuster.

The Doctor Is In!

It's no big surprise that Dr. Wily is waiting for you at the end of this game. The Doc's invented yet another large, havoc-causing machine. The guy obviously has a talent for this sort of work. Maybe he should get a job with General Motors.



"So...what kind of mileage do you get with that baby?"

PROTIP: Use the Mirrorbuster to reflect Dr. Wily's weapon back against himself to destroy his machine.

Nuts and Bolts

Mega Man in Dr. Wily's Revenge has the great gameplay and graphics that has come to signify the Mega Man games. It doesn't get an "A" for Originality – this cart is really just a rehash of past MM carts. But I'll take a high quality rehash over a poorly done original cart any day. From the success of the Mega Man series on the NES, it looks like most of you will too!



Mega Man in Dr. Wily's Revenge
by **Capcom**, \$29.95
Available **September '91**, 2 megs

PRO TIPS

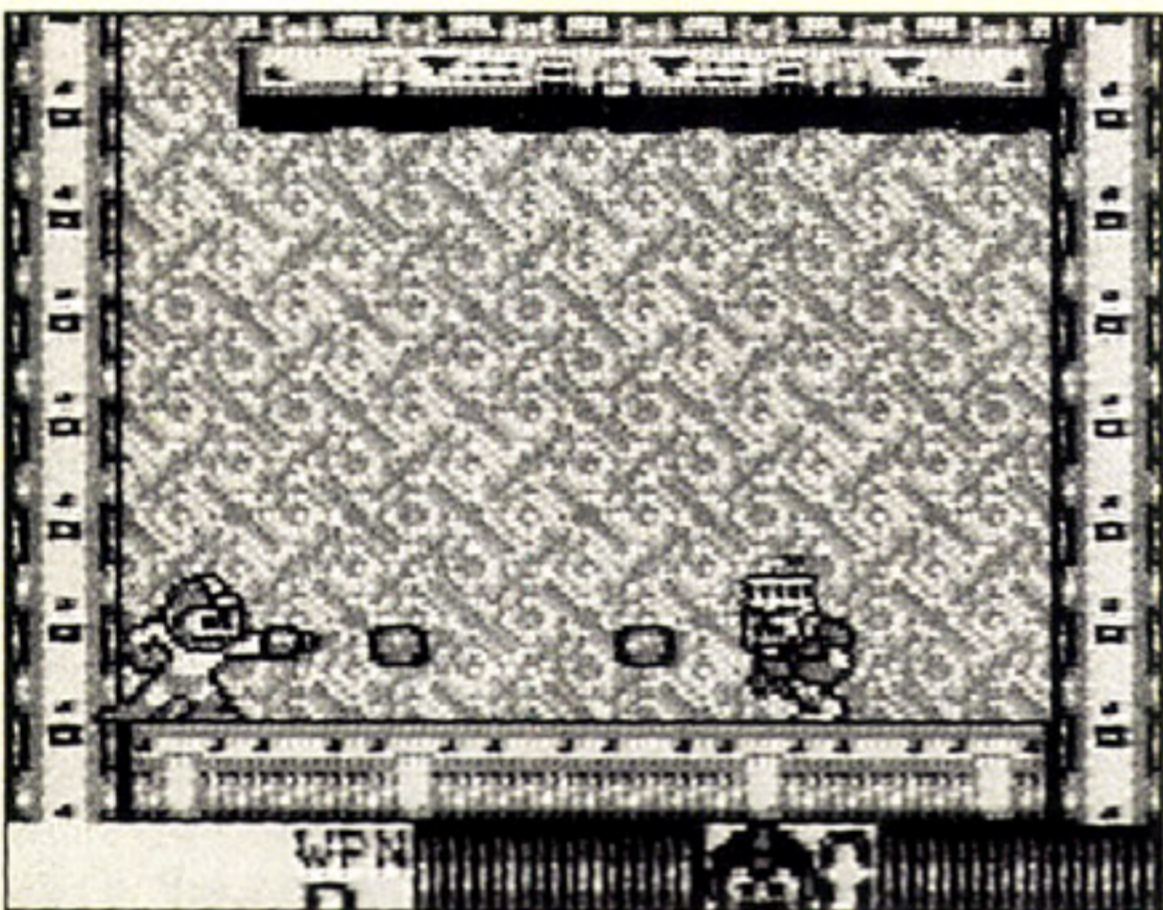


By Slasher Quan

What a day for Mega Man! First, Dr. Wily resurfaced from the Mad Doctors Mental Institution and rebuilt his worst robot fiends. Then to make matters worse, he fashioned a brand-new 'bot, Mega Man Hunter! Fear not Mega gamers! When you star in the most popular pocket-size vid cart of the year, you just can't go wrong. (*Mega Man for the Game Boy won the 1991 Team GamePro Reader's Choice Award for Handheld Game of the Year.*)

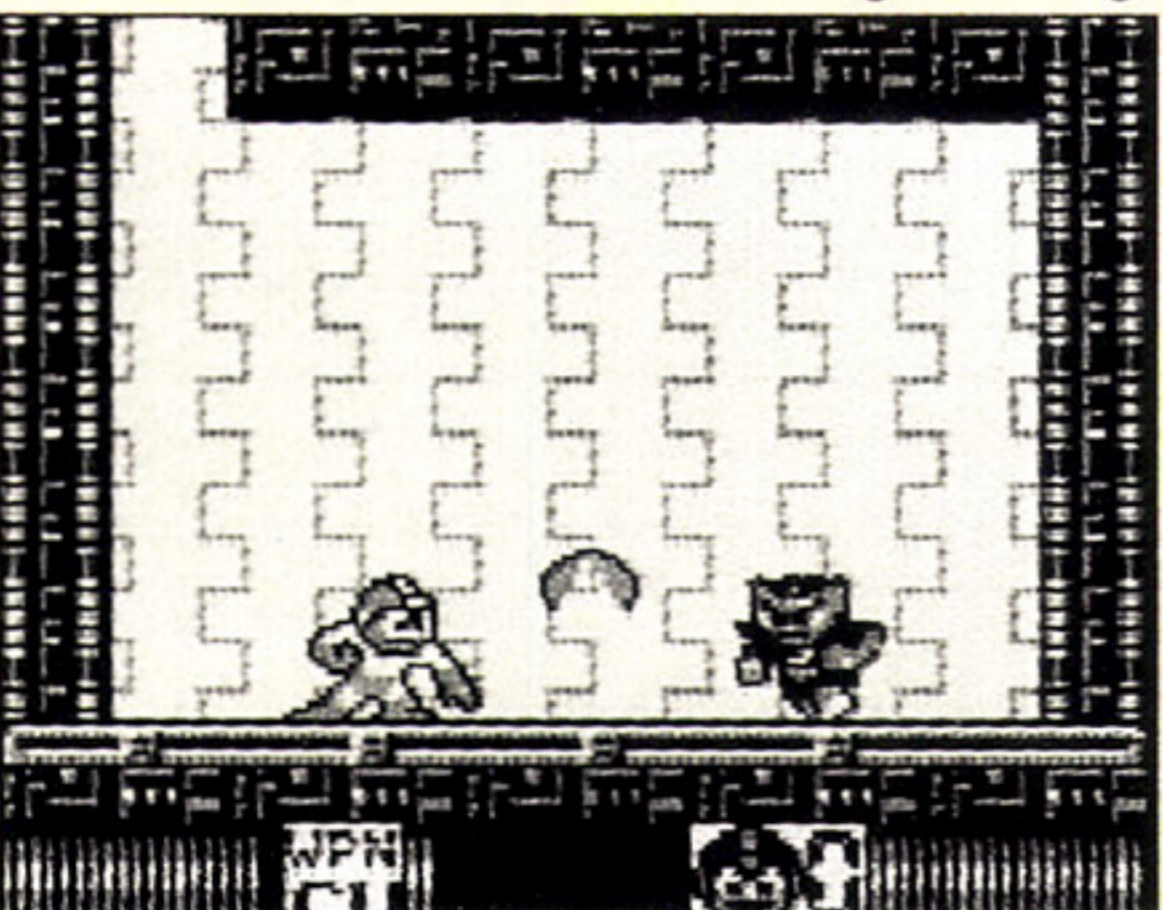
Robot Thrashing Tactics

As in all Mega Man titles, you can defeat a boss robot, then steal its weapon. We suggest you nail Wily's 'bots in the following order.



1) Fire Man: Put the heat on Fire Man with your regular Arm Cannon. While leaping over his shots, snipe him from a safe distance and you'll win the Fire Storm.

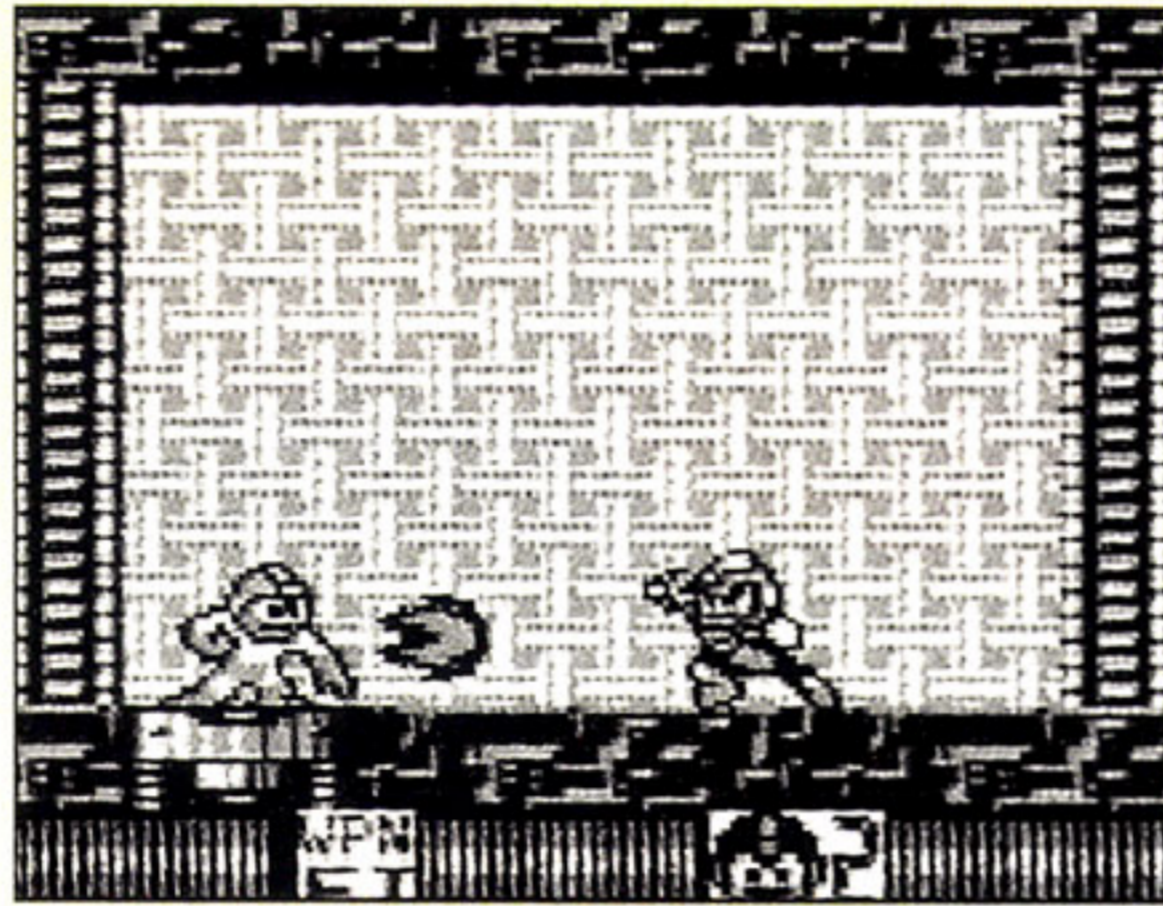
2) Cut Man: Stand at the edge of the screen. Leap over Cuthead's blade boomerang. Then burn him down with the Fire Storm and claim the Rolling Cutter gun.



3) Elec Man: Slice, dice, and puree Elec Man with two quick Cut Blade hits. The Thunder Beam will then be yours for the taking.

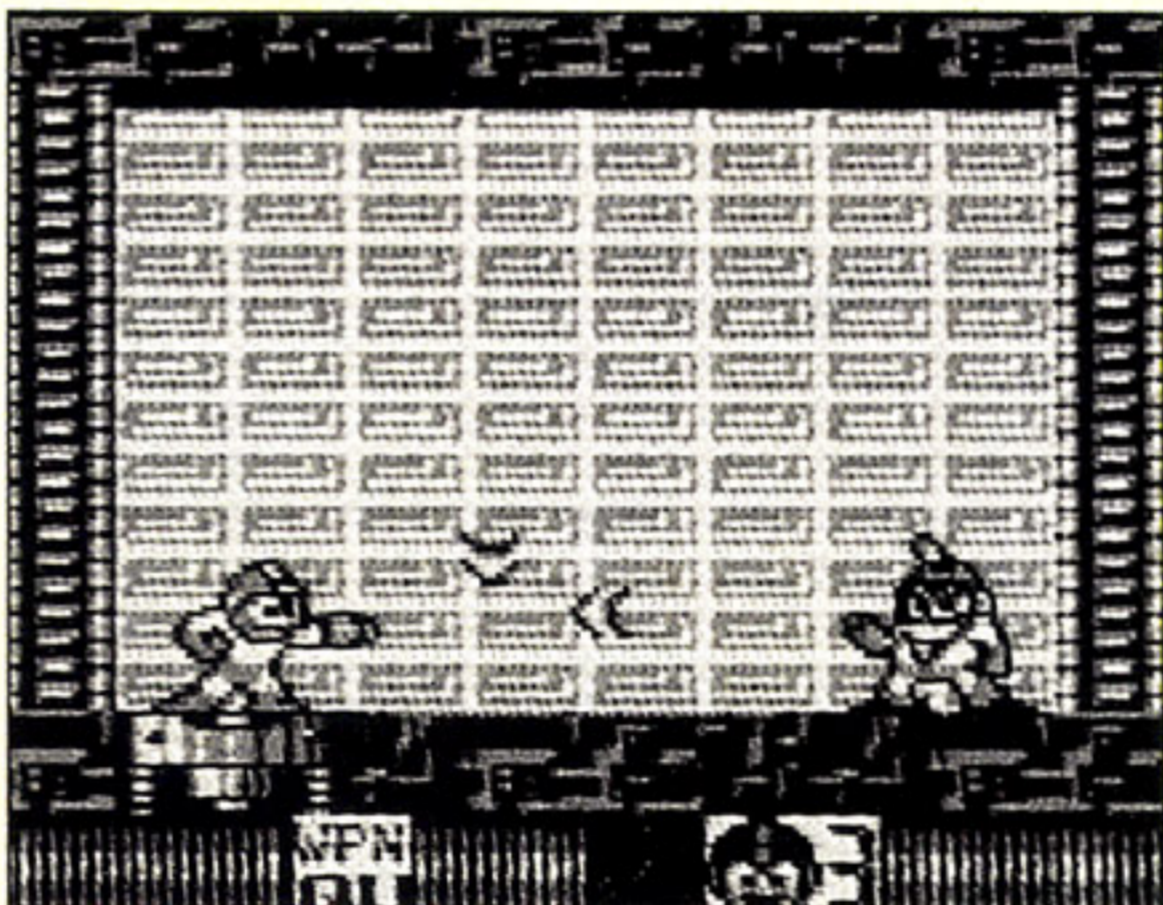
MEGA MAN in Dr. Wily's Revenge

4) Ice Man: Avoid Ice's ice with a skip and a hop. Shock him into shrapnel with the Elec Beam. Your new weapon will then be the Ice Slasher.



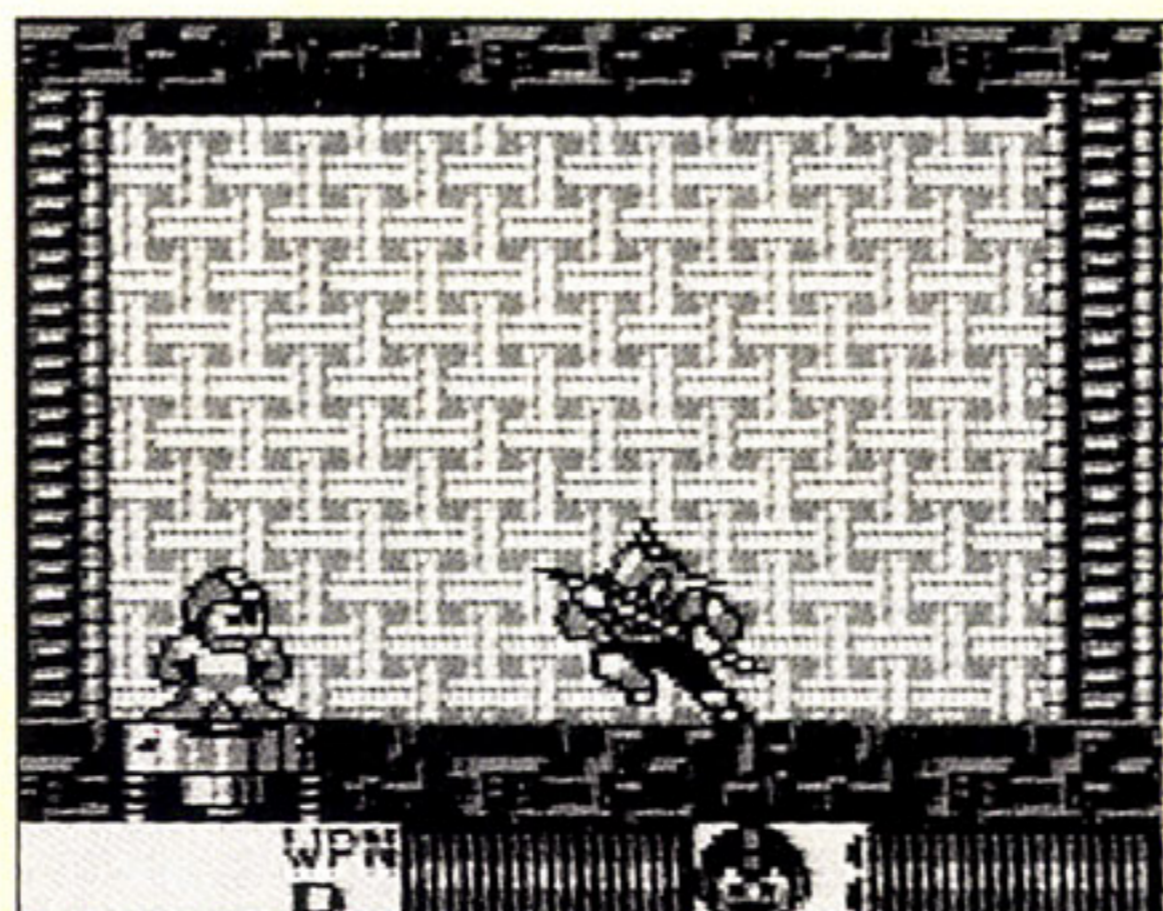
5) Flash Man: This robot guardian inside is vulnerable to a quick, concentrated Fire Storm attack. Outlast Flash to earn the Time Stopper.

6) Quick Man: Slow this joker down with your Time Stopper. It'll sap half his energy! To win the Quick Boomerang, finish Quick off with your Arm Cannon.



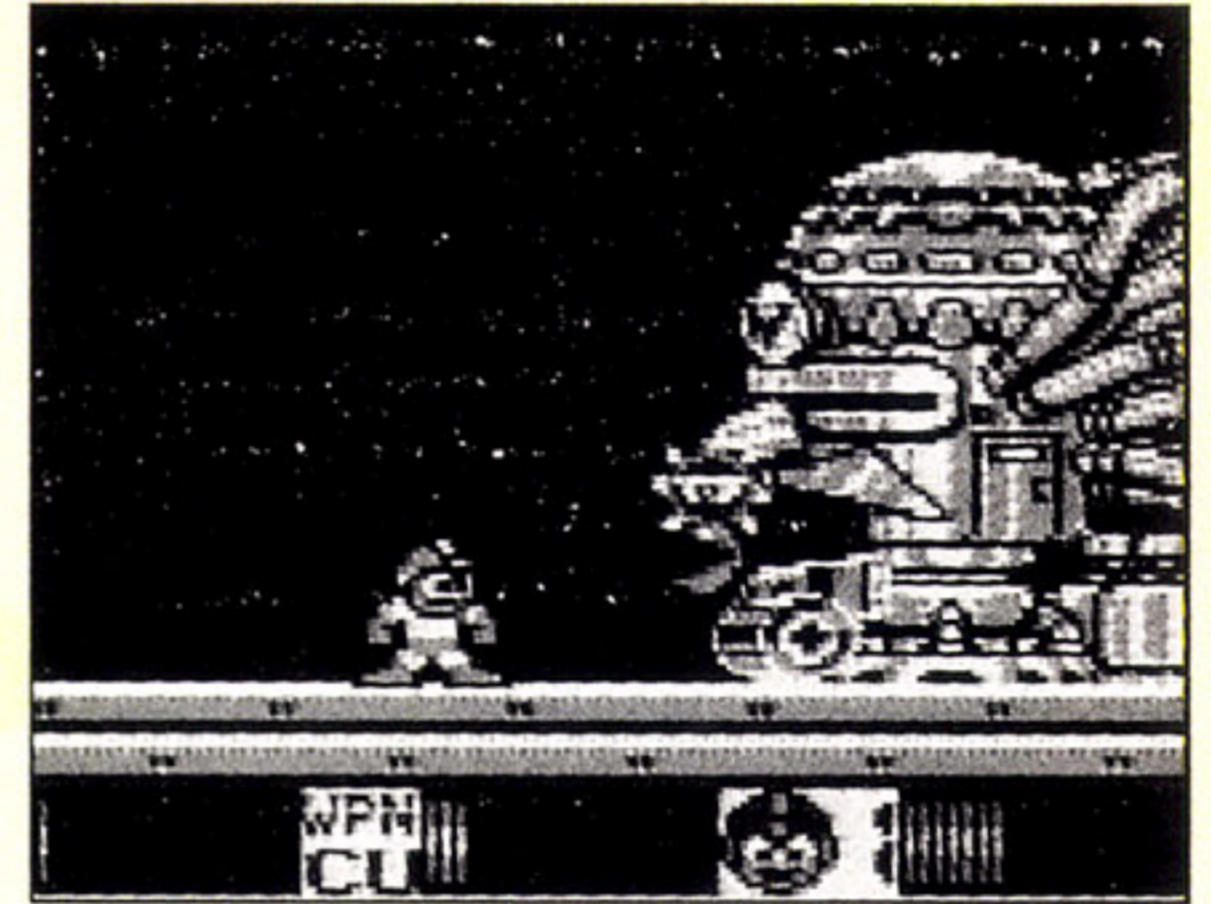
7) Bubble Man: Take out this underwater nuisance with leaping Quick Boomerang attacks. Now you have the Bubble Lead.

8) Heat Man: Hop over Heat Man's body-missiles. Then wipe him out with your Bubble Lead. It's an easy victory and you'll grab the Atomic Fire.

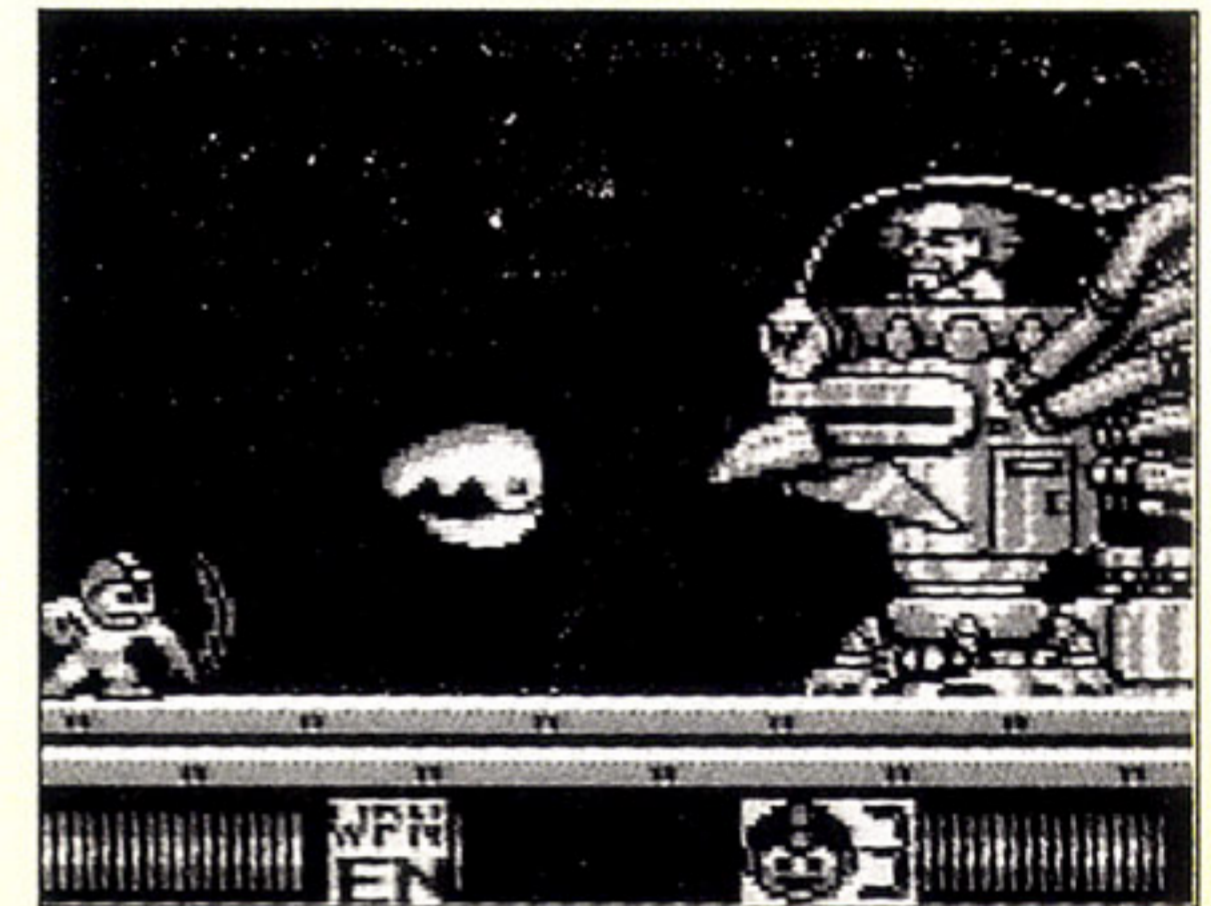


9) Mega Man Hunter: Hunter's invulnerable to your special weapons, so stow 'em

away and pull out your Arm Cannon. Pepper him from the opposite side of the screen. Then dodge his sword slices so you can put him out of commission for good. Your reward is the Mirror Buster.



10) Dr. Wily: Now it's all down to the final confrontation. First, eliminate Wily's blade-creature gun with a steady stream of Rolling Cutter shots or Quick Boomerangs.



11) Dr. Wily II: Wily mans the controls, but his wacky machine has one fatal weakness - vulnerability to its own lasers! Bounce 'em back with the Mirror Buster to give Dr. W a one-way ticket into oblivion.



Passwords!

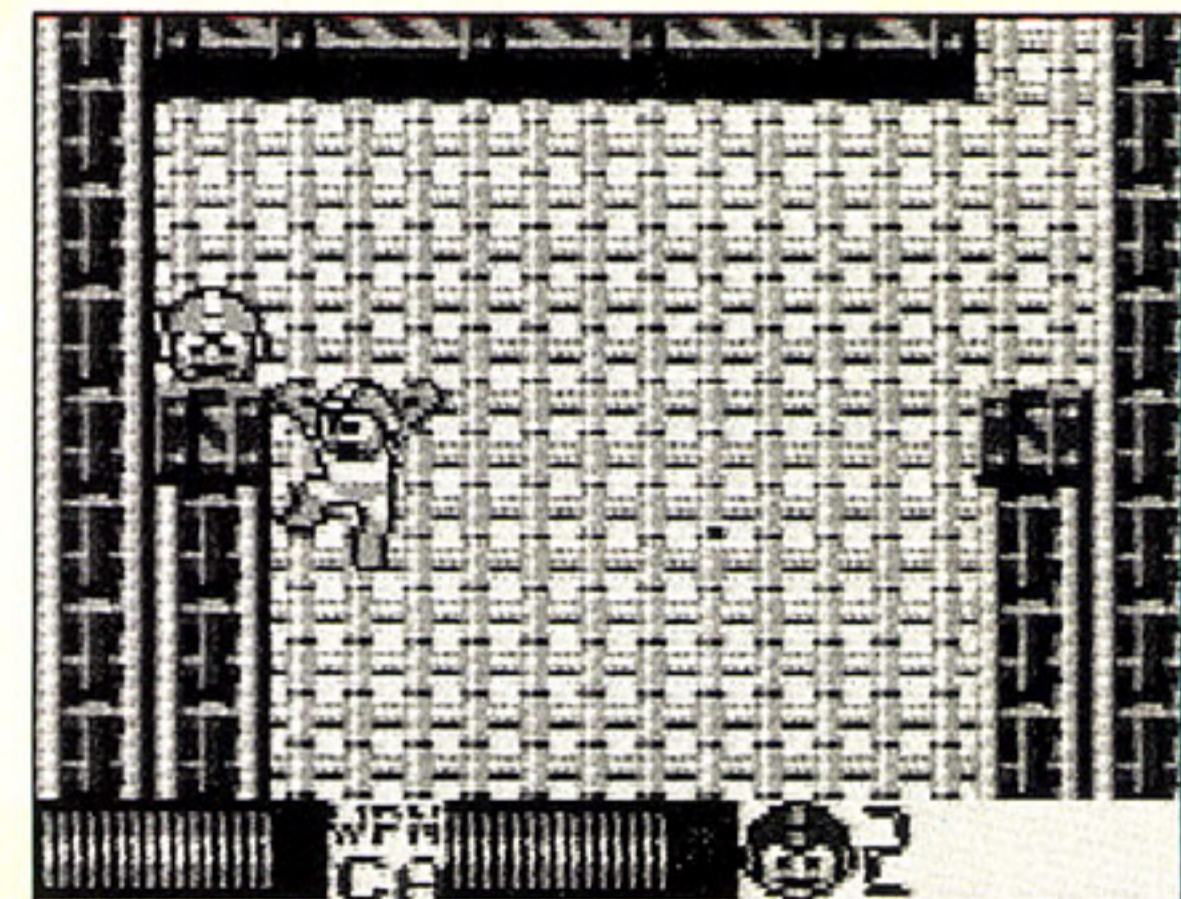
Rock Dr. Wily's world with these password entries:

- Fire: A1, B1, B2, C4, D2
- plus Cut: A2, B2, C3, D1, D3
- plus Elec: A3, B2, B3, B4, C4
- plus Ice: A2, A3, B4, C2, C3



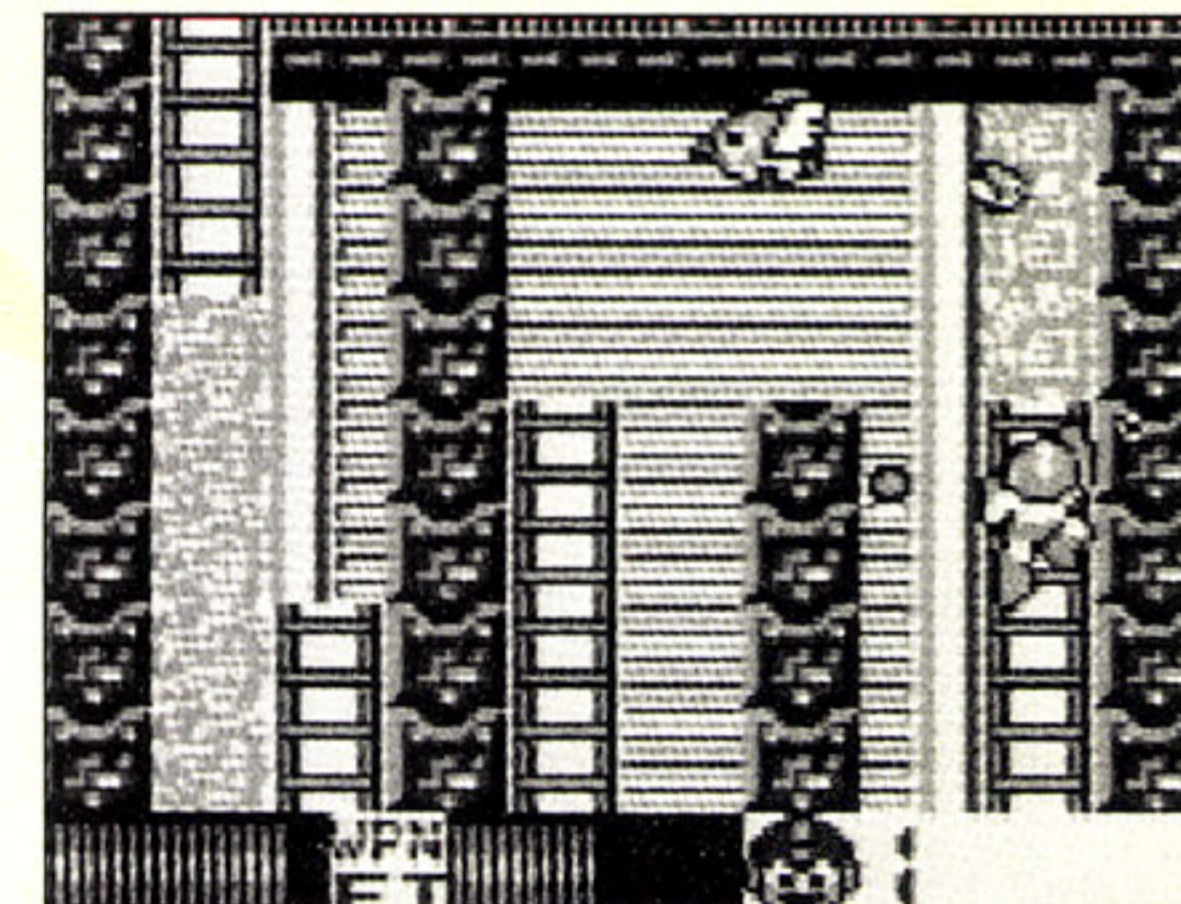
1-Ups + Energy + Refills

Dr. Wily 1-Up #2



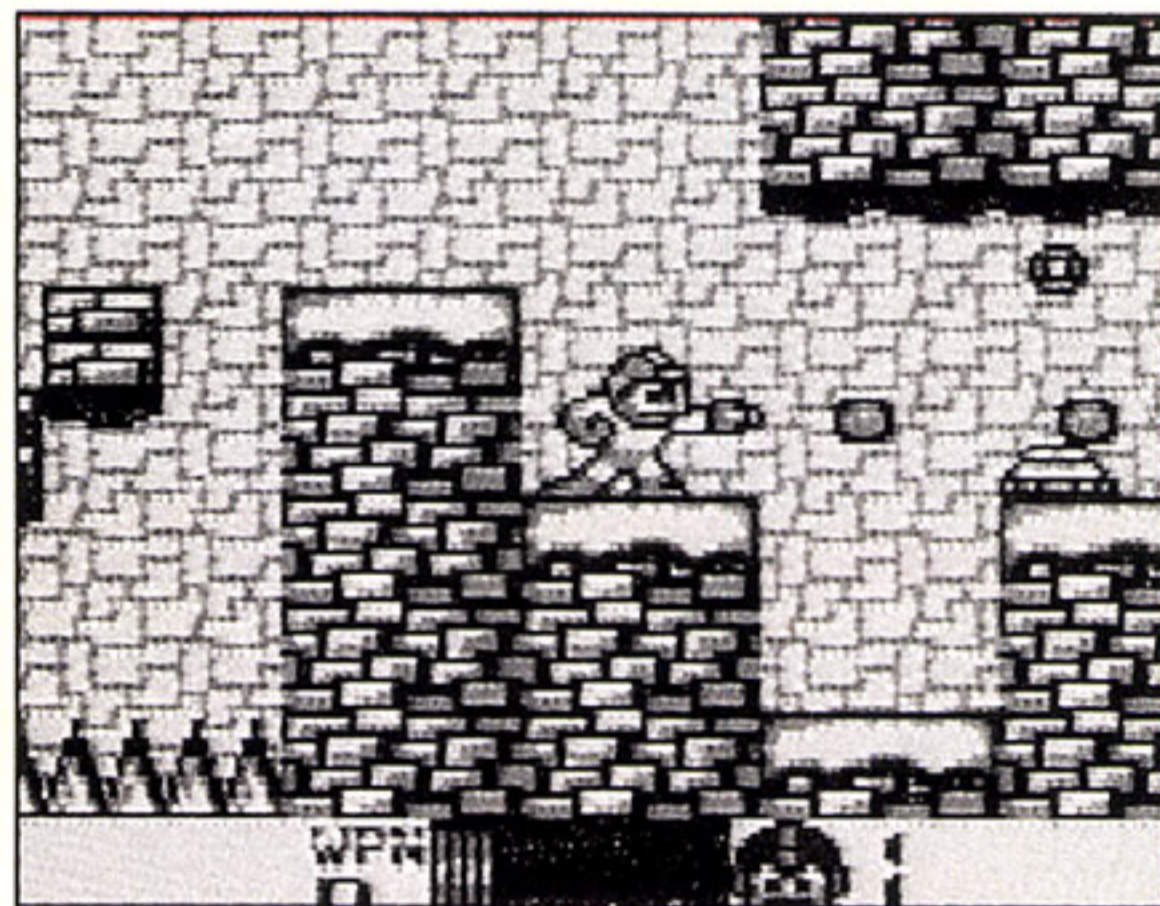
Here's a second bonus Mega Man you can grab with the Carry Item. It's located in the first leg of Dr. Wily's castle, right before the Transport Room.

Peg the Birdies



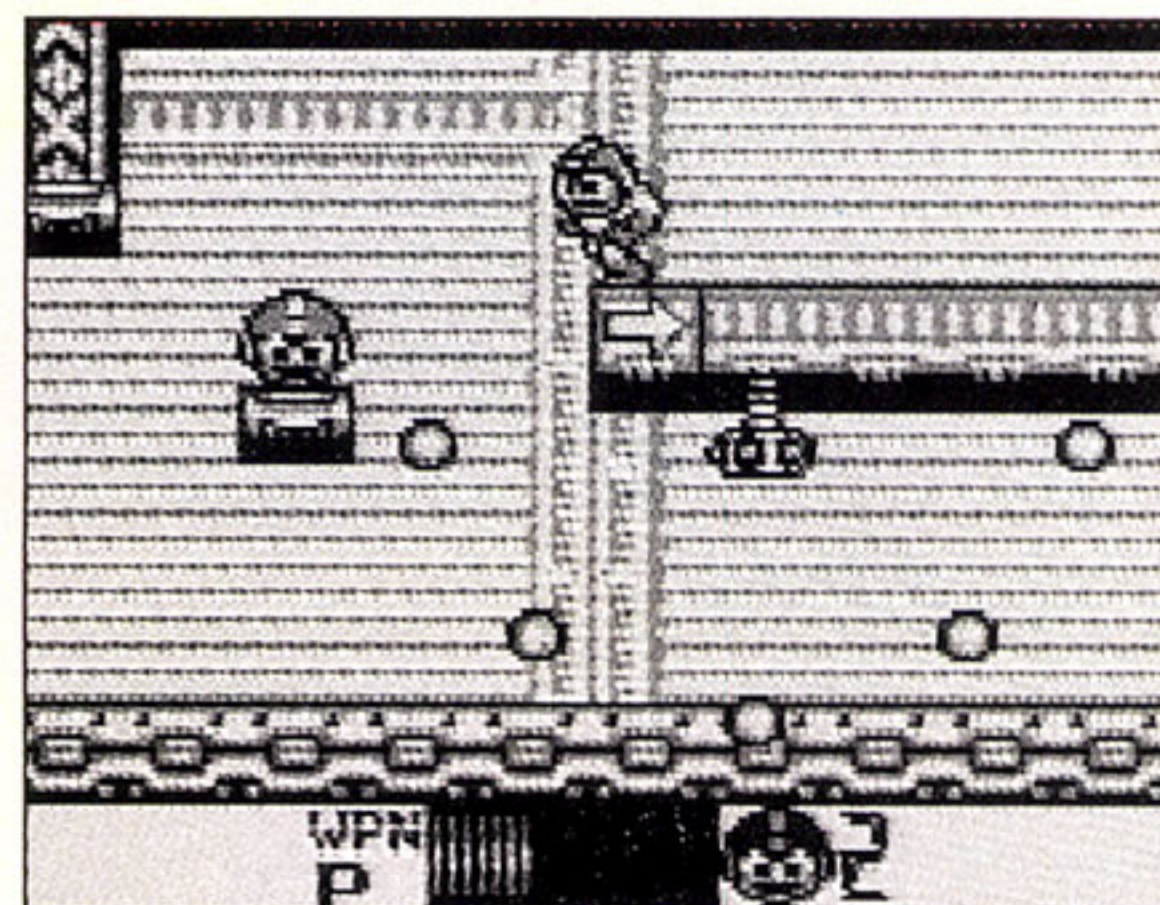
As you're scaling ladders towards the end of Dr. Wily's castle, mechanical birds will besiege you with small, deadly eggs. Use your Fire Storm gun to create a protective barrier and knock-off the fowl villains for plenty of items.

Ice Man Unlimited Items



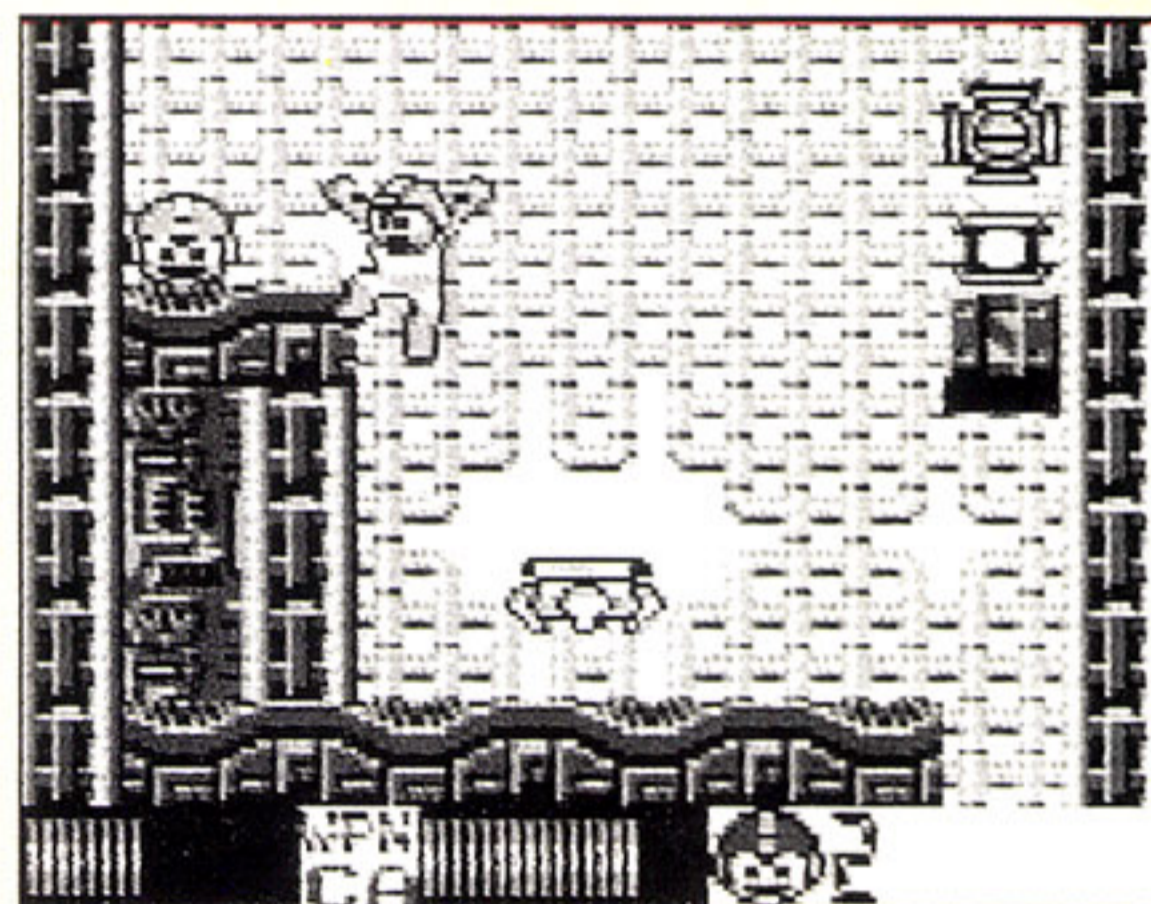
Shoot these spiny creatures over and over. You'll load up on energy pellets and occasional extra lives!

Cut Man 1-Up



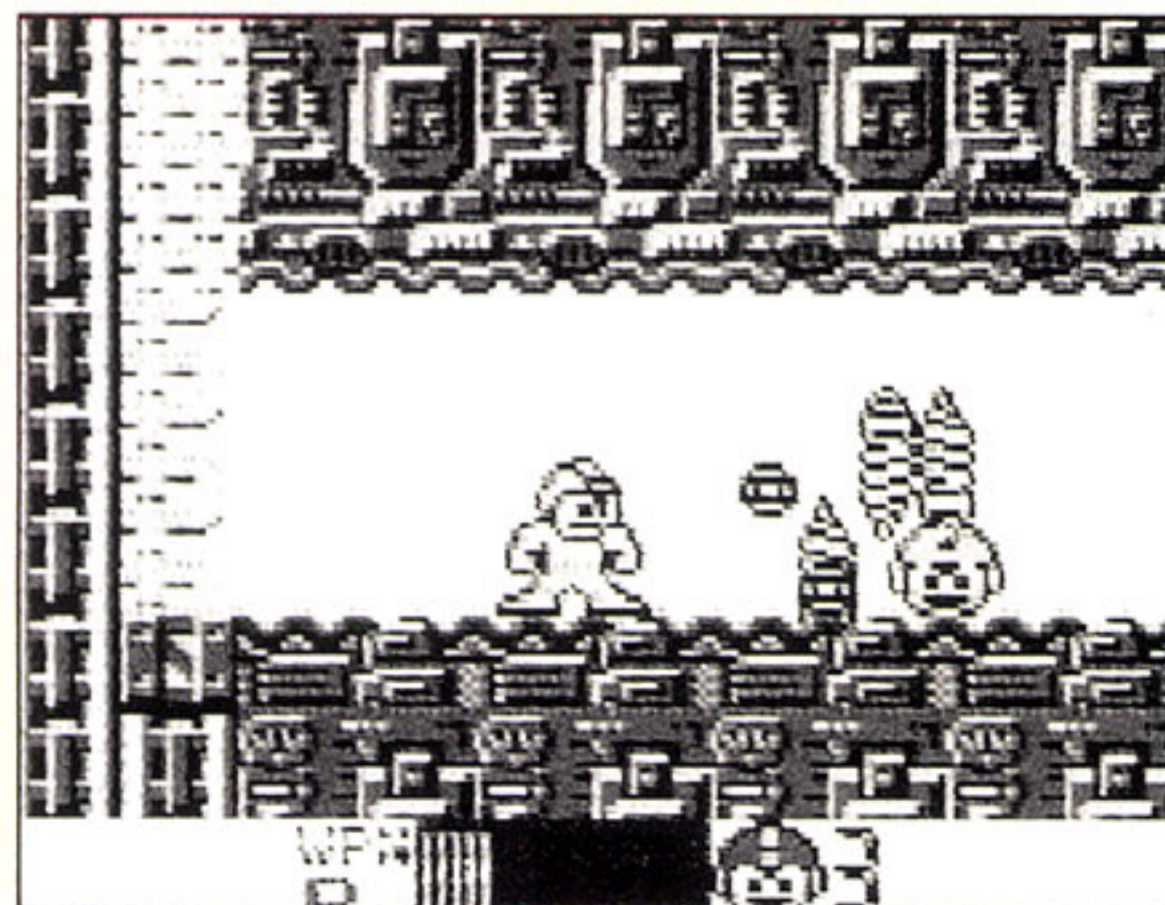
To score this Mega Man 1-Up in the early portion of Cut Man's level, run to the very edge of the conveyor belt and jump left.

Dr. Wily 1-Up #1



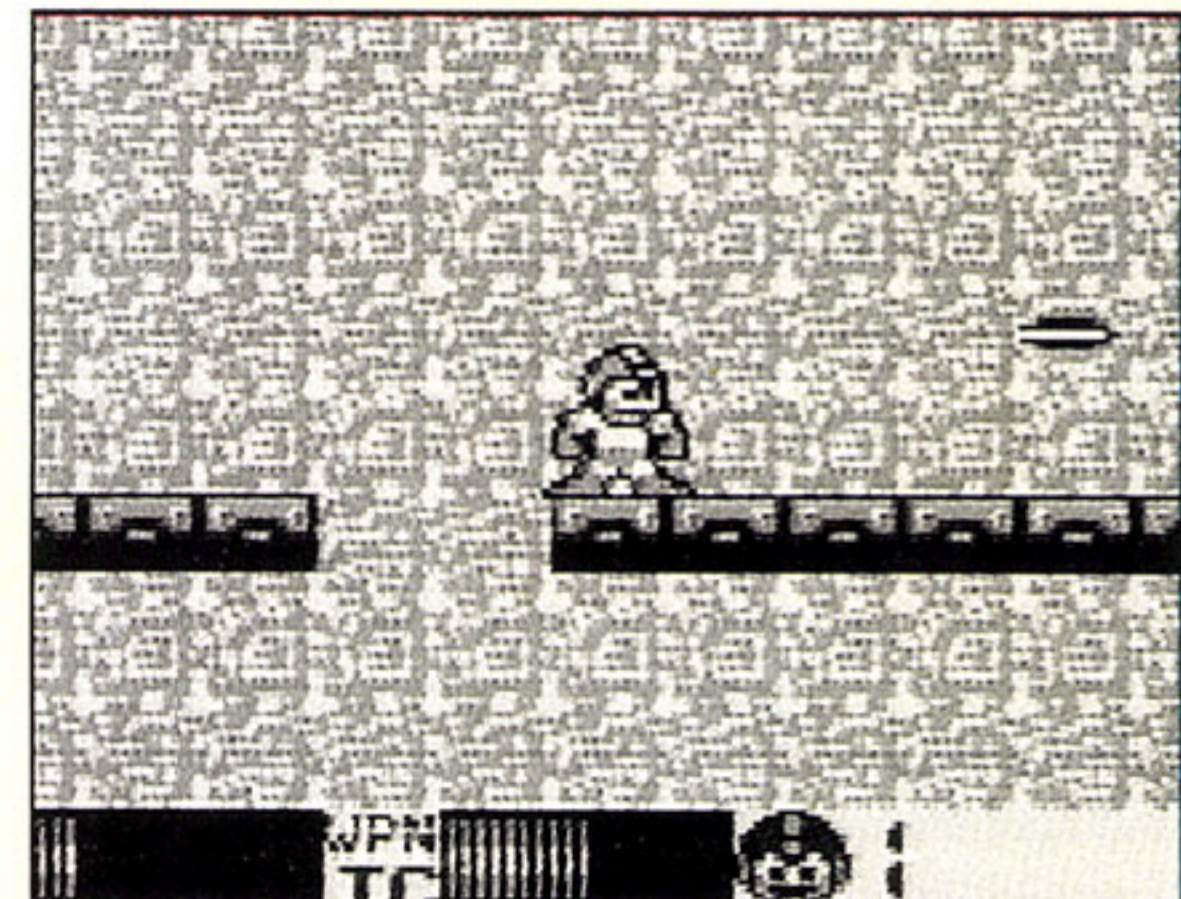
In the first leg of Dr. Wily's skull castle, use the Carry Platform to snag this high-up 1-Up.

Dr. Wily Unlimited Items



To score energy, weapon refills, and a few extra lives, stay put and steadily blast these drill bits in Dr. Wily's castle.

Dr. Wily 1-Up #3



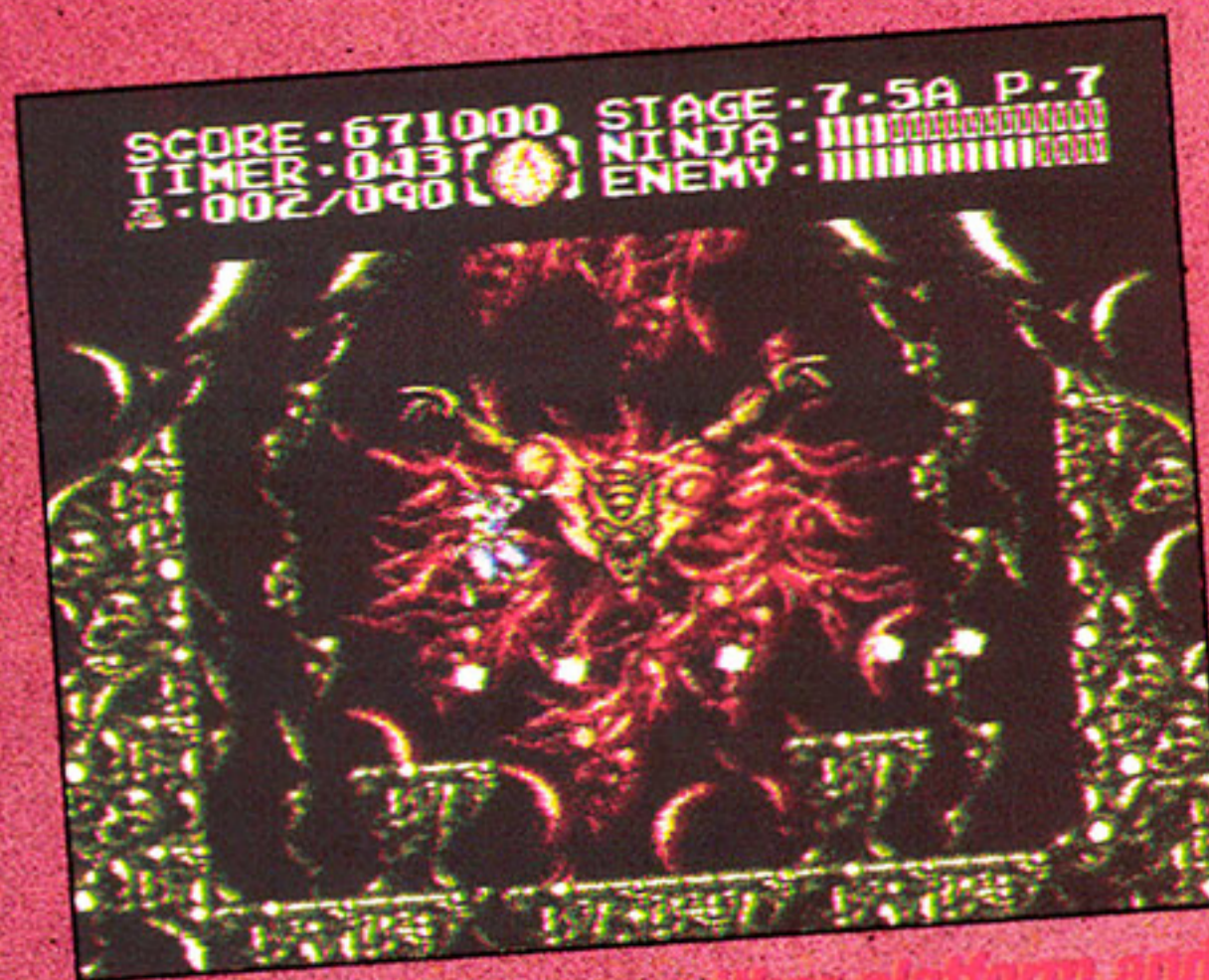
En route to the showdown with Wily, you can grab one last 1-up by holding Right while falling into the final screen.

GAME BUSTERS

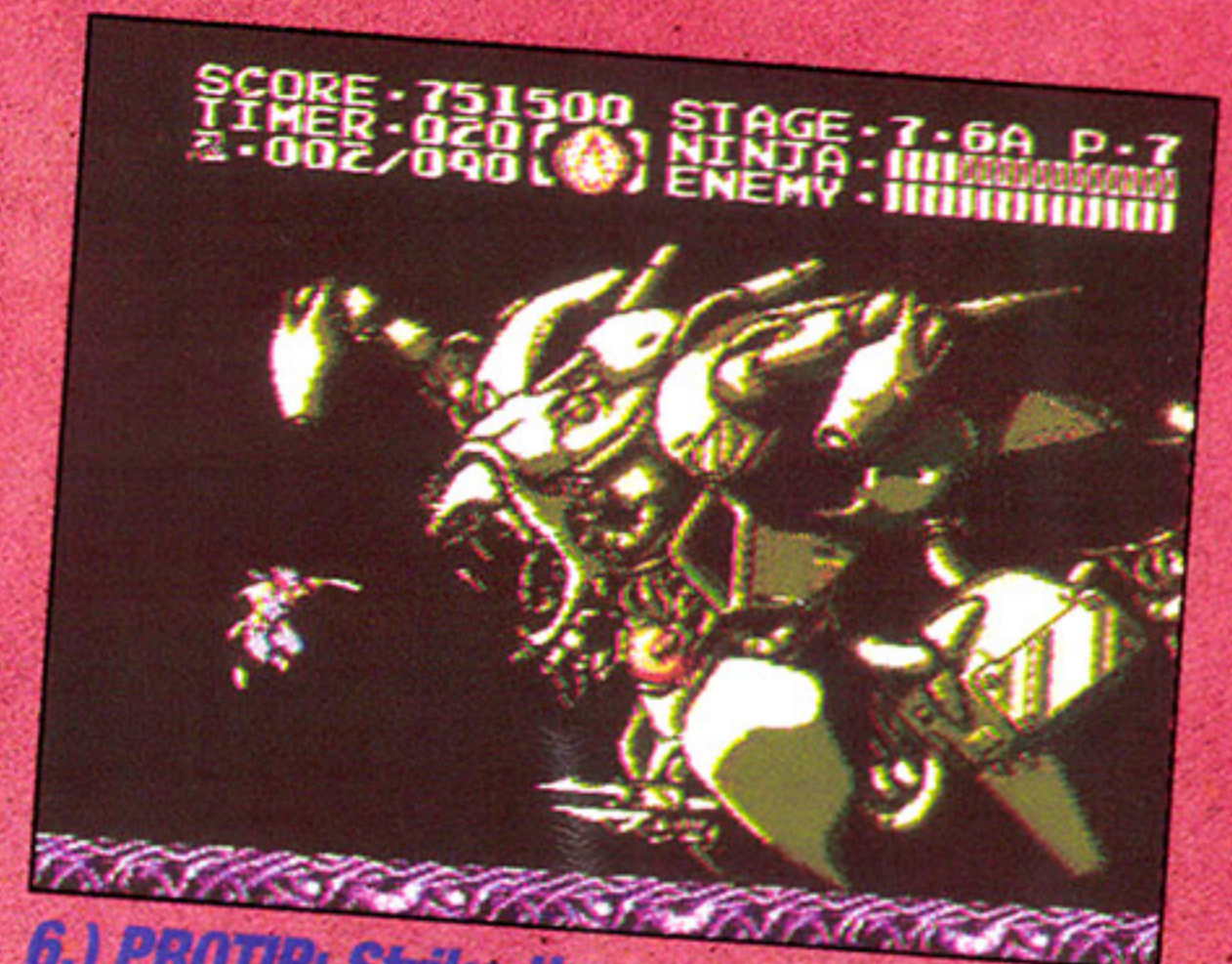


By Boss Music

"Say it ain't so, Ryu." You know it ain't. Ryu didn't do it in Irene, he was framed. Prove it by bringing the real culprit to justice, the despicably evil Clancy.



4.) **PROTIP:** Stand on either platform and slash Clancy the Demon on his head. Leap in-between the mini-fireballs and run for your life in either direction when the monster fireball forms.



6.) **PROTIP:** Strike the robo-insect final boss in its cabin but watch out for low blows from the underbelly's defenses. After the cab explodes, aim for the exposed heart and avoid the side gunners' shots.



1.) **Clancy's a haaaaad boy.**



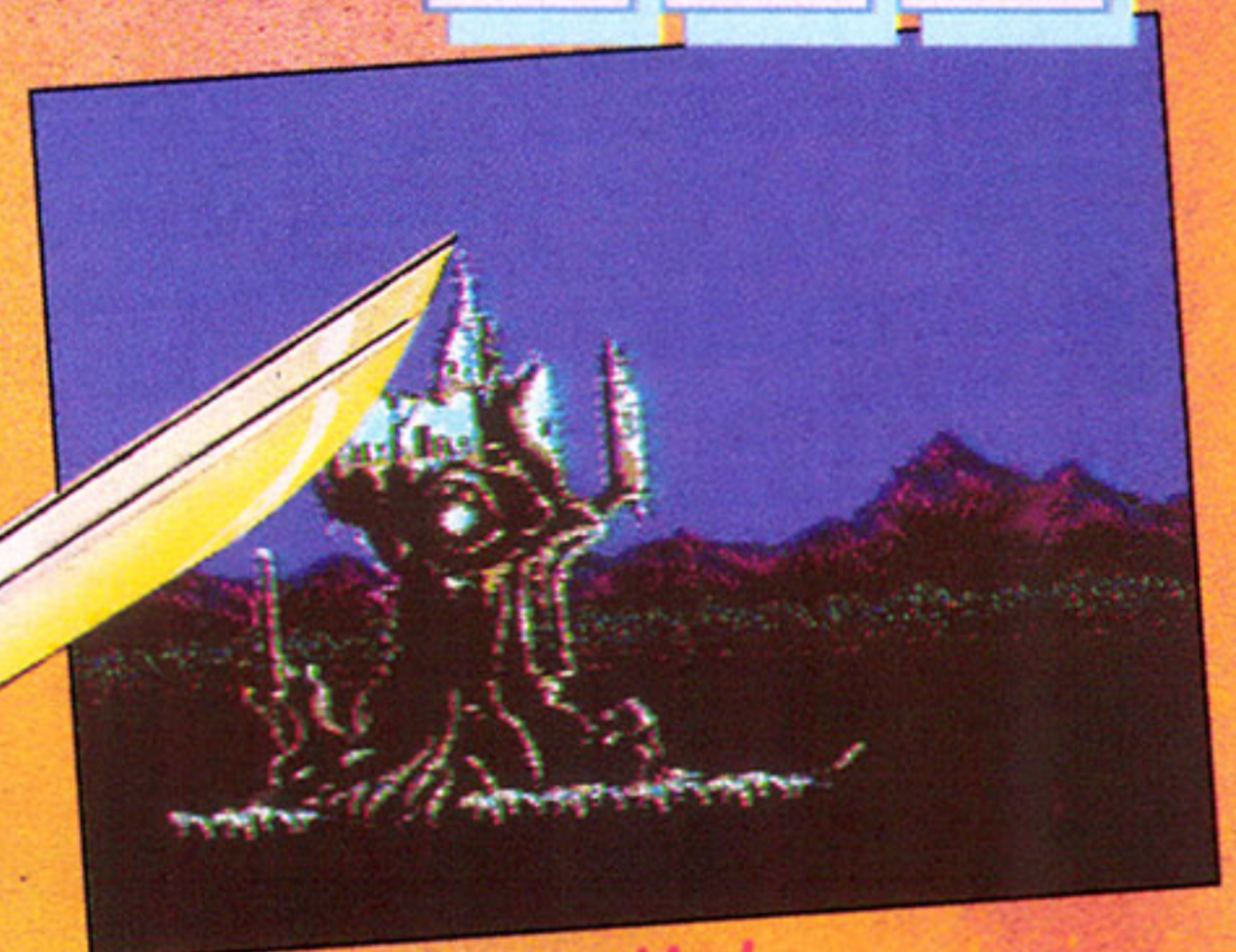
2.) **PROTIP:** Pound Clancy in his super robo-suit with the Art of the Fire Wheel. When he raises his arm to summon lightning bolts, move quickly in either direction and you'll be unscathed.



3.) **A face only a demon could love.**



5.) **Ryu takes on the boss to end all Ninja Gaiden bosses.**



7.) **Castle Rock crumbles!**



8.) **A new day dawns with Ryu and Irene reunited at last.**



9.) **Ninja Gaiden comes to a close...for now.**

Ninja Gaiden



GAME BUSTERS



By Boss Music

Are you mad? Are you bad? Are you crazy? Then you're ready to get busy with the Dark Queen in Battletoads!



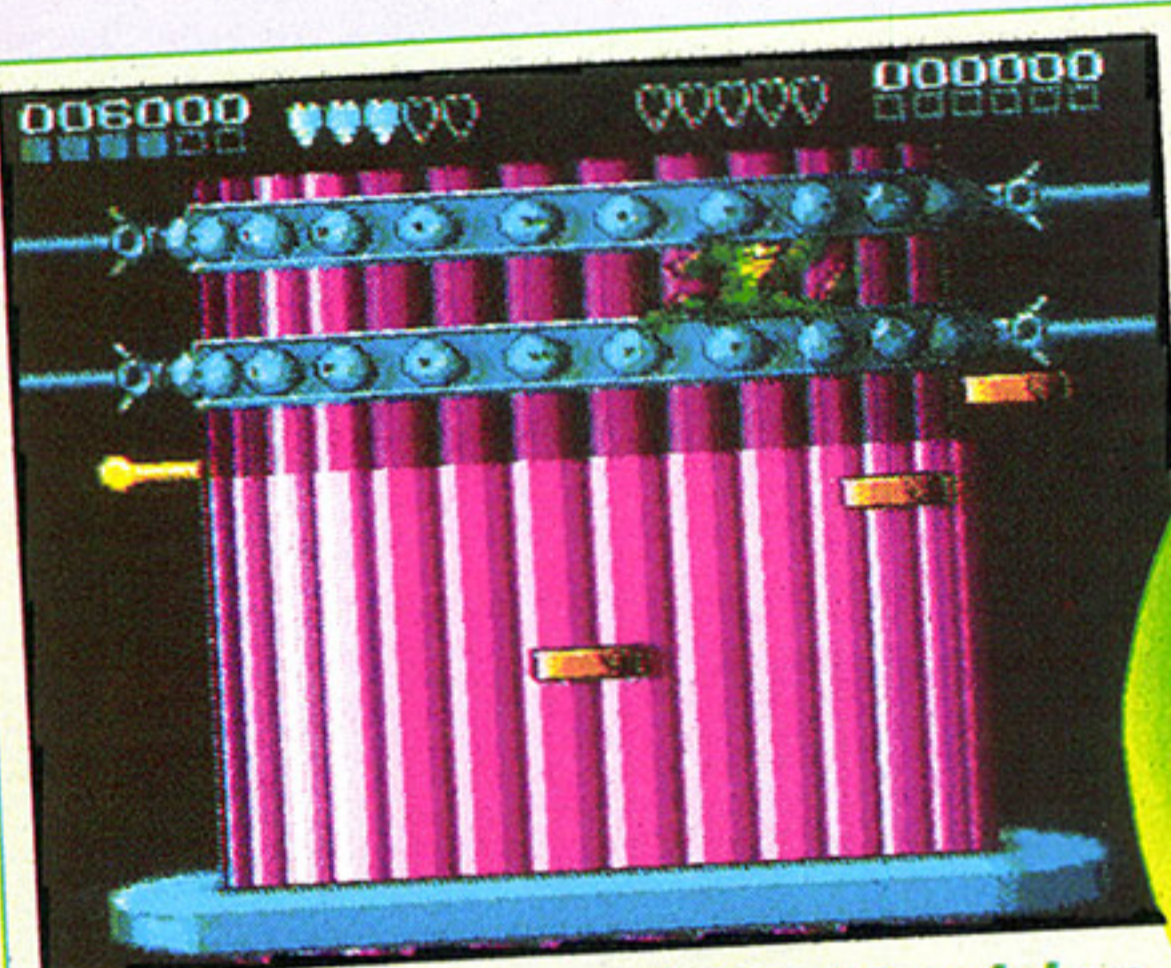
4.) **PROTIP:** Persistence pays off! Bash the Queen 50 times to give her one swamp-sized concussion.



5.) Princess Angelica and her one-and-only-amphibian, Pimple, bust loose from captivity.



BATTLETOADS



1.) **PROTIP:** Keep movin' and leapin' on the disappearing/reappearing platforms in the depths of the Dark Queen's Tower or you're gonna' lose your life.



2.) **PROTIP:** Dodge the Dark Queen's cyclone frenzies. You gotta' be fast or you'll be dead.



3.) **PROTIP:** Get a running start and give the Queen a Big Boot when she snaps out of her tornado trance.



6.) That about wraps things up for the Battletoads! Angelica's safe, the boyz are ready to party hearty, and the Dark Queen's been spooked out of her galaxy. It's time for us to get the frog outta here (until Super Battletoads that is).

AND SO, THE DARK QUEEN IS DEFEATED ONCE AGAIN - RETREATING INTO THE SHADOWY MARGINS OF THE GALAXY TO RECOUP HER LOSSES... UNTIL THE NEXT TIME...

I GUESS YOU SLIPPERY SUCKERS THINK YOU'RE PRETTY HOT STUFF, HUH?

OKAY, LET'S BREAK OUT THE SODAS AND JUNK-FOOD - IT'S PARTY TIME!

GAME BUSTERS

S . U . P . E . R

Ghouls 'n Ghosts

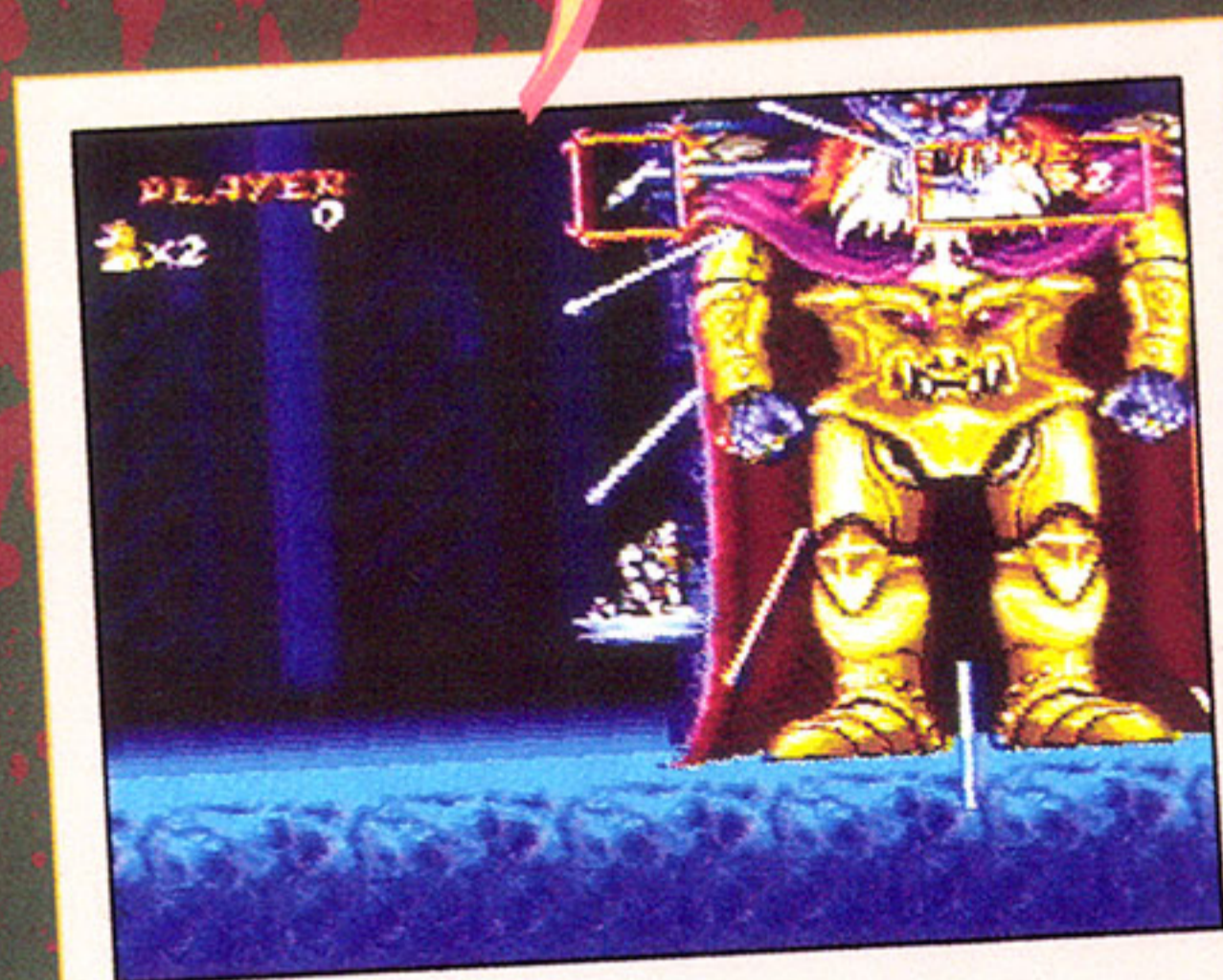


By Boss Music

Knight Arthur has had his fair share of demonic princess snatchings. So he polished his sword and buffed his shield when Sardius stole away to the Phantom Zone with Guinevere. Now it's payback time!



3) **PROTIP:** Sardius is one ugly motha demon. To send him packing, stand on the left trim of his cape.



4) **PROTIP:** Jump onto the platform and duck to avoid the laser beams, which emit from Sardius' mouth.



1) **PROTIP:** At the title screen, select the Options mode and move the cursor to Exit. Now hold L, R, Select, and Start on Controller Two, and press Start on Controller One. Then choose any level in Super Ghouls 'N Ghosts!



5) **PROTIP:** Face left and toss Spears at Sardius' head! About six or seven flurries should do the job.



6) **Hot moves, Arthur!** Sardius is downed. Guinevere and her knight-in-shining-armor ride off into the sunset. For now, the Ghoul Realm is dead, buried, kaput!



2) **PROTIP:** With the above button-pressing code, you can select your stage – even Sardius' secret chambers!

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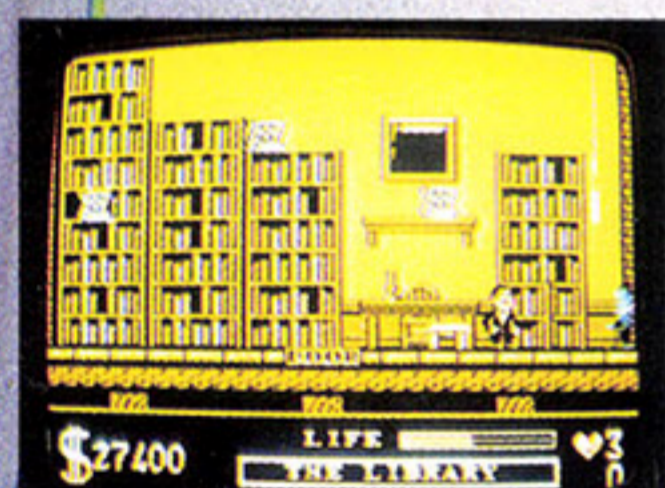
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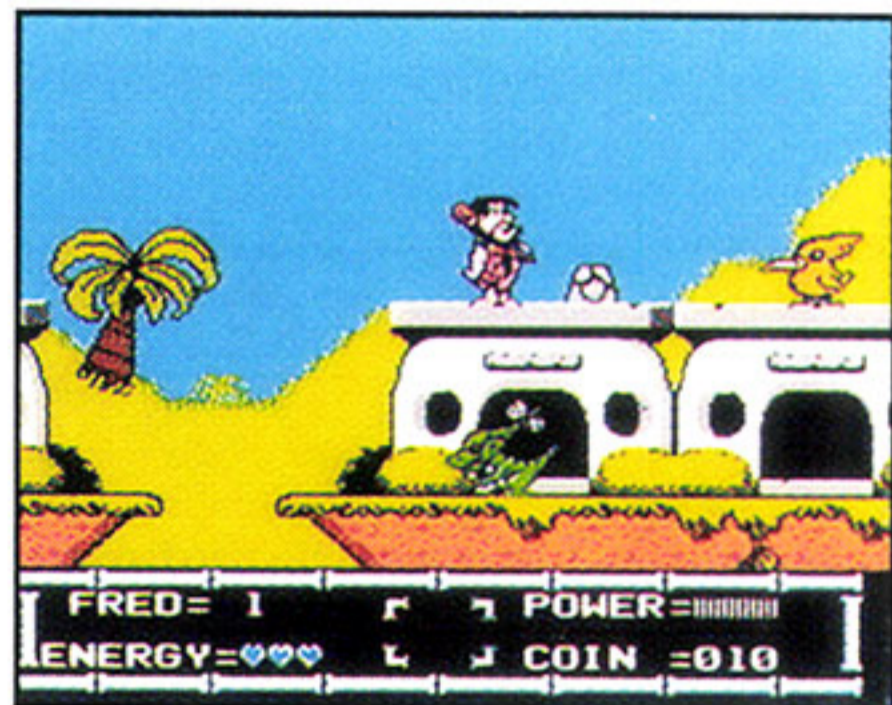
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Fun with whole
Flintstone family

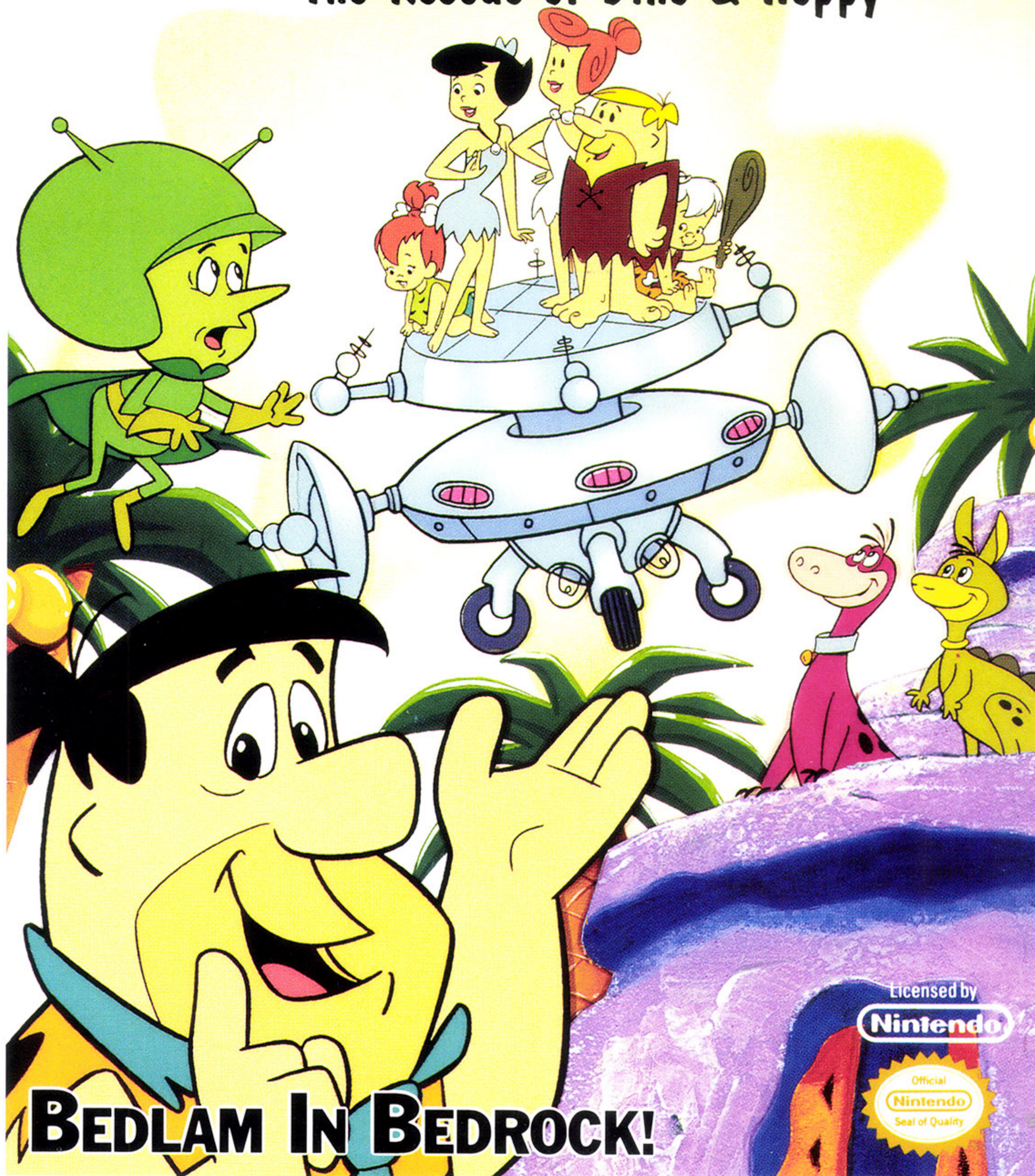
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and funny foes

Surprising new
friends in the
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your friends in Bedrock too! They can provide helpful hints and key clues.

Well, you'd better get moving. You still have to figure out how you're gonna use Fred's one-on-one basketball skills, build that darn time machine, rescue your beloved pets, and much, much more!
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LOCK AND LOAD

THEN THE ROCK 'N' ROLL

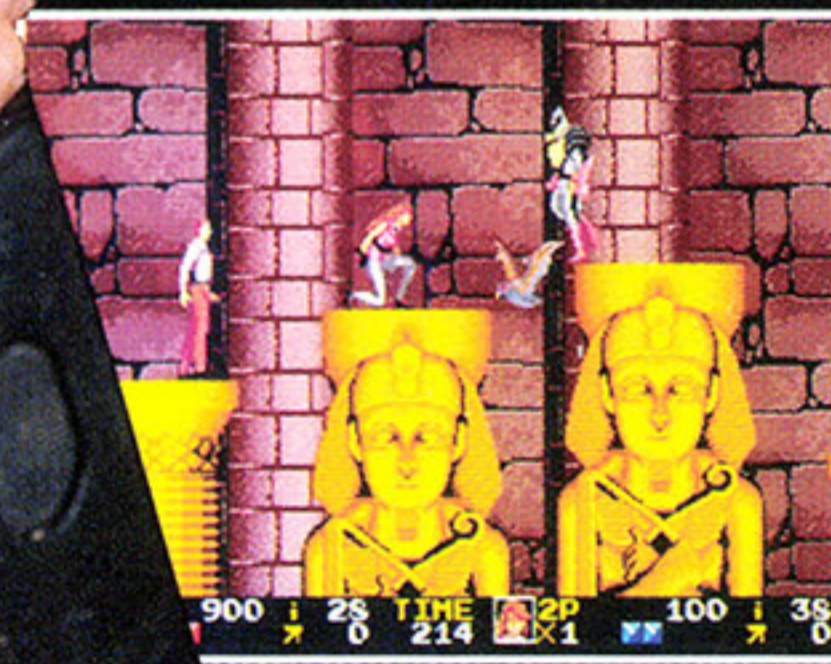
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