

**GamePro's Secret Weapons And Tactics Guide**

# SWAMP

An IDG Communications Publication  
Display Until June 30, 1991

Nintendo • Genesis  
TurboGrafx-16 • Lynx  
Sega • Game Boy



**Passwords  
Tricks & Winning  
Strategies!**

**Special Feature:  
Mega Man 3!**  
In-Depth Overview Plus  
Killer ProTips!  
See Pg. 50

**Wizardry**  
Game Busting Maps!  
See Pg. 60



June 1991  
\$4.95 Canada \$5.95



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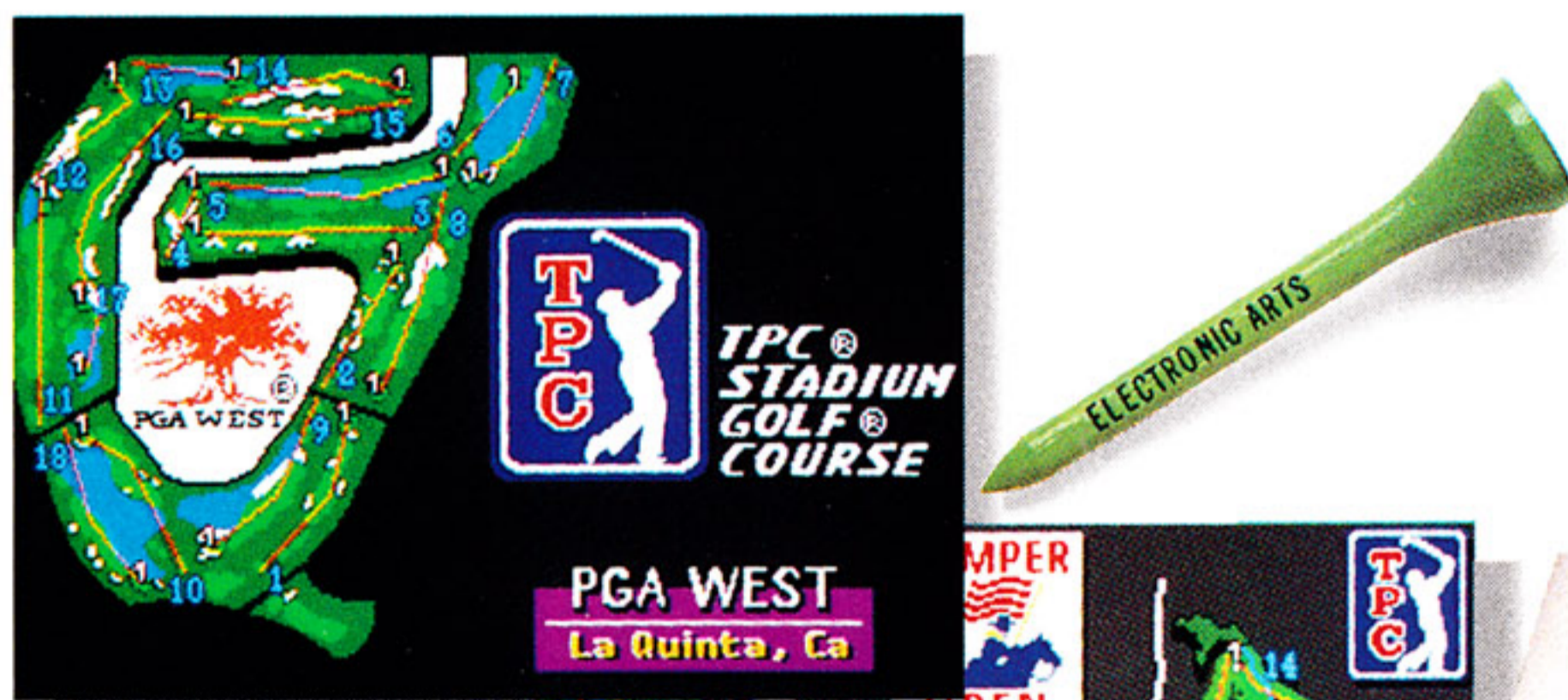


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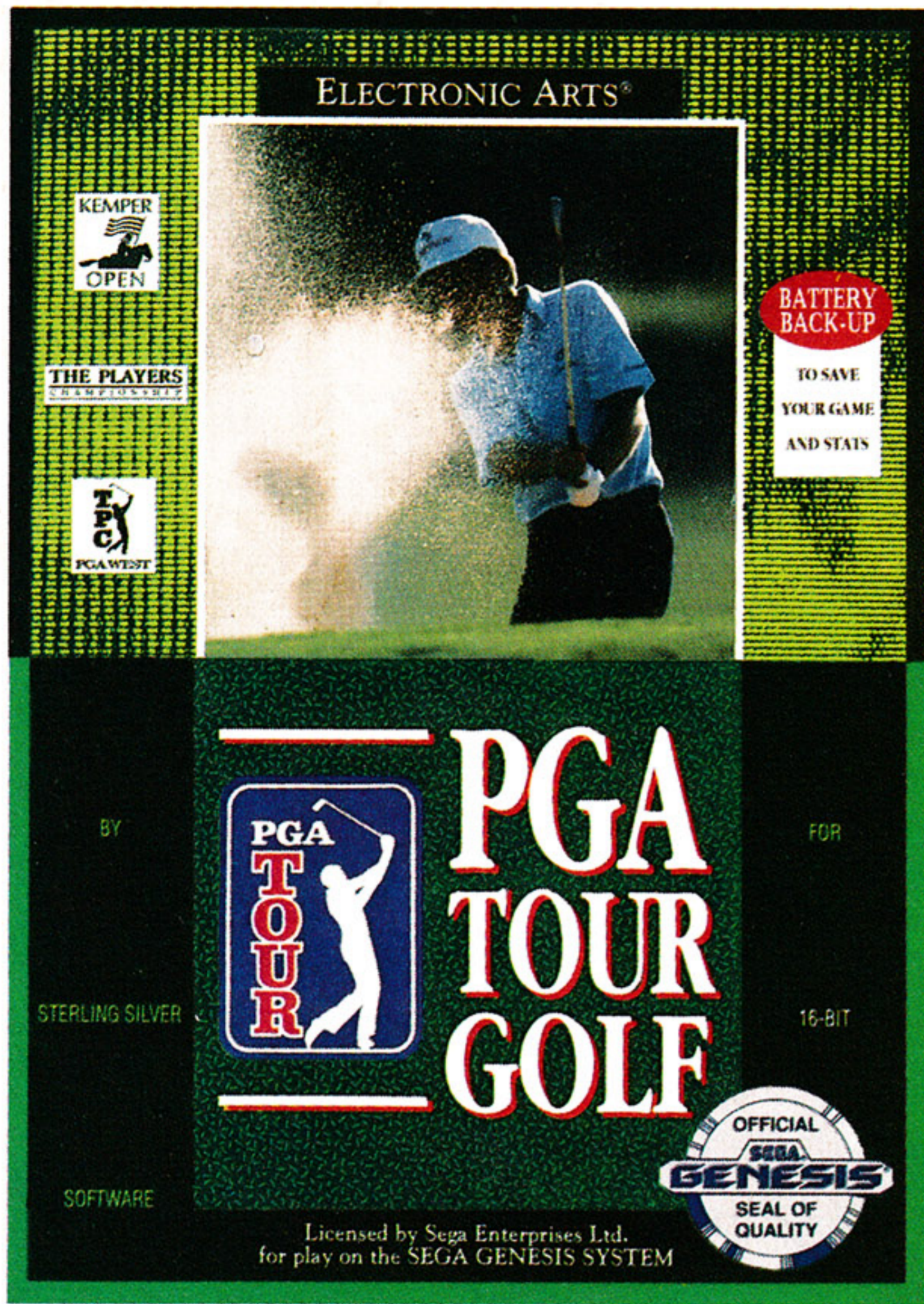
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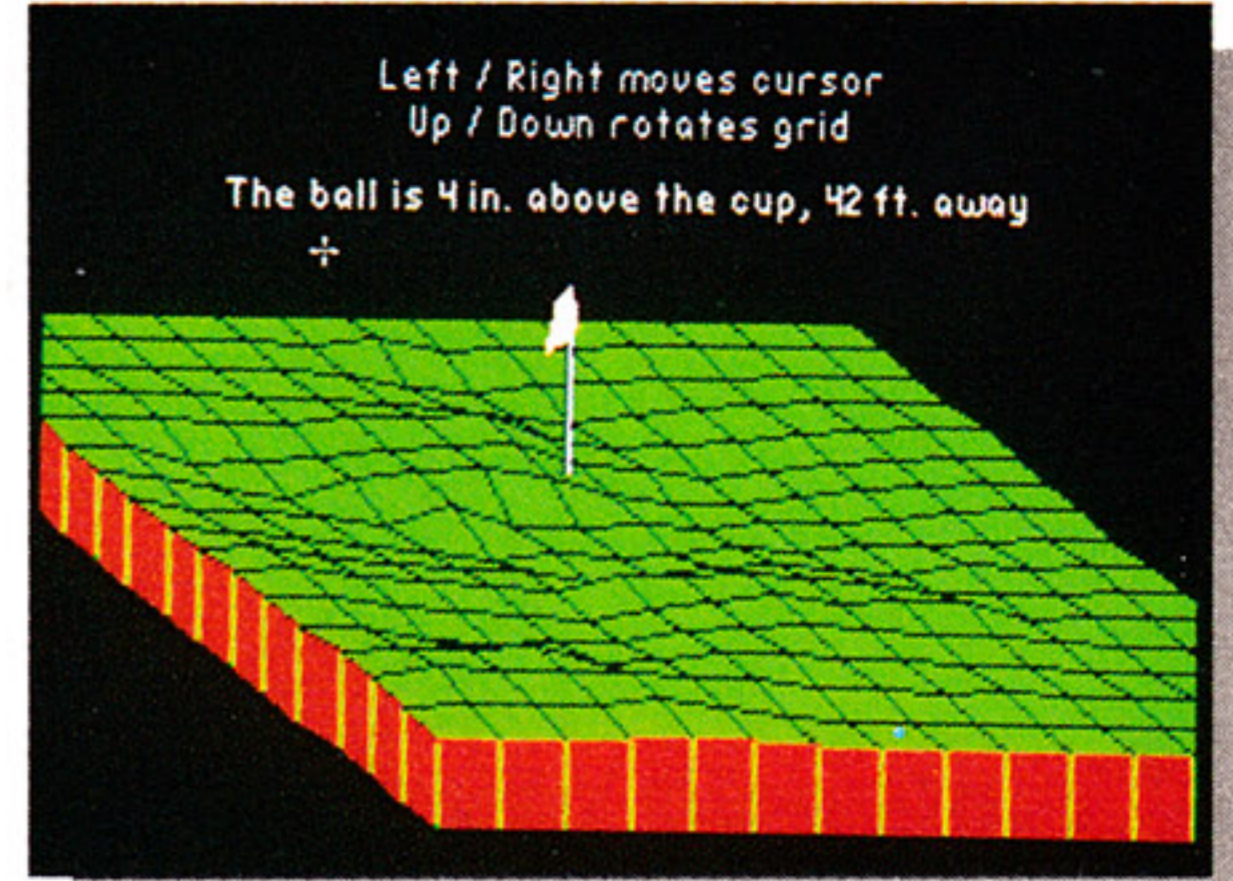
Take a real course in golf. We used the original blueprints that built the TPC's at Sawgrass, Avenel, and the PGA West Stadium Course. Plus the ultimate fantasy course. Anything else you try will be definitely under par.

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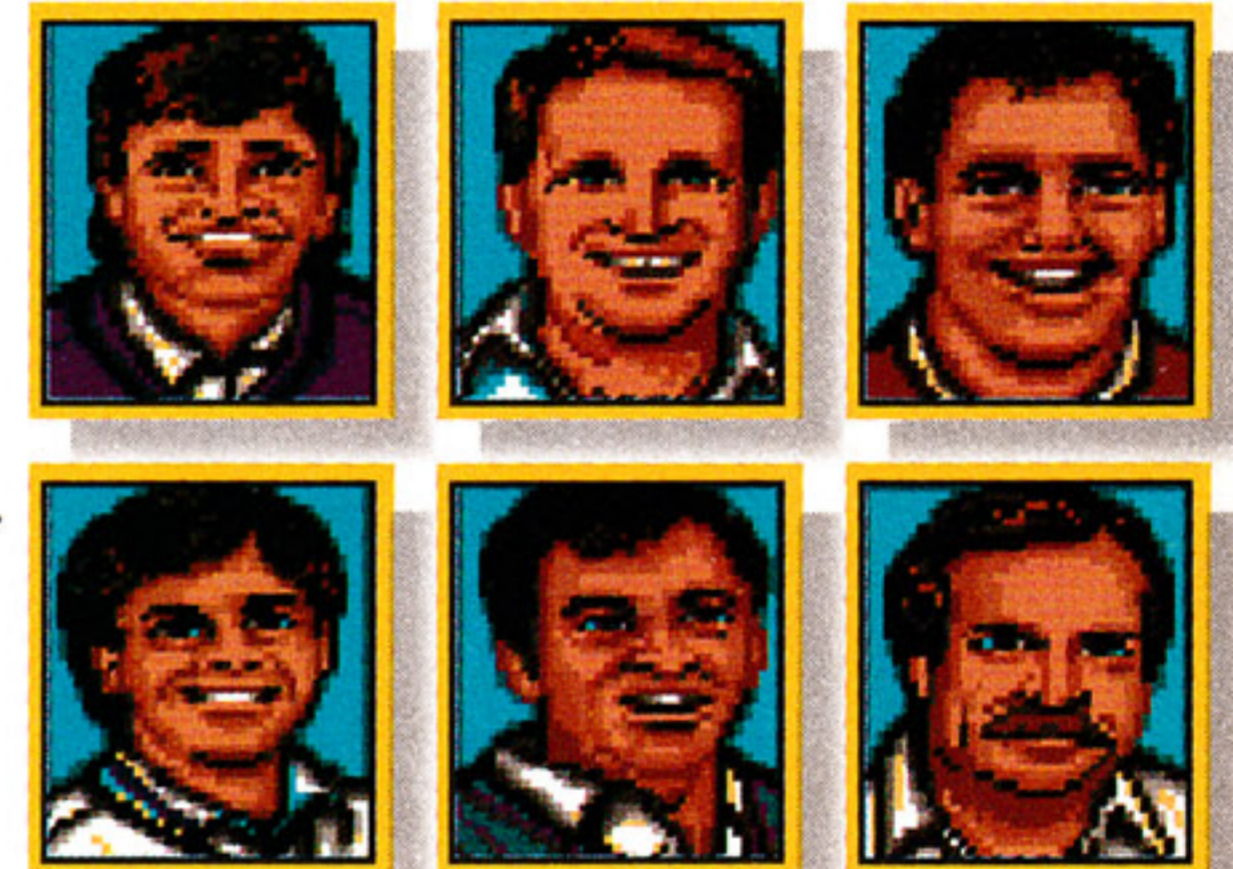


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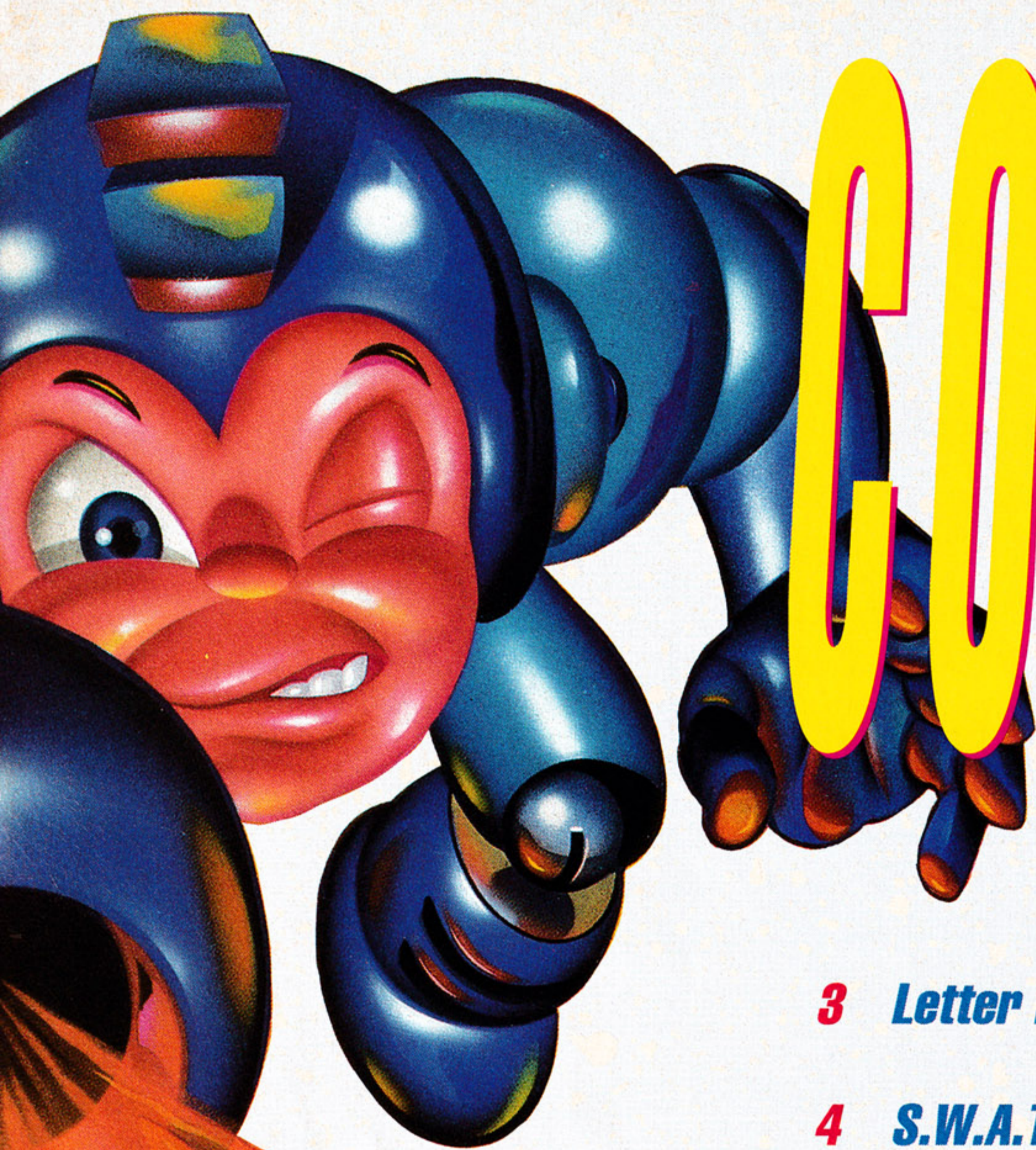
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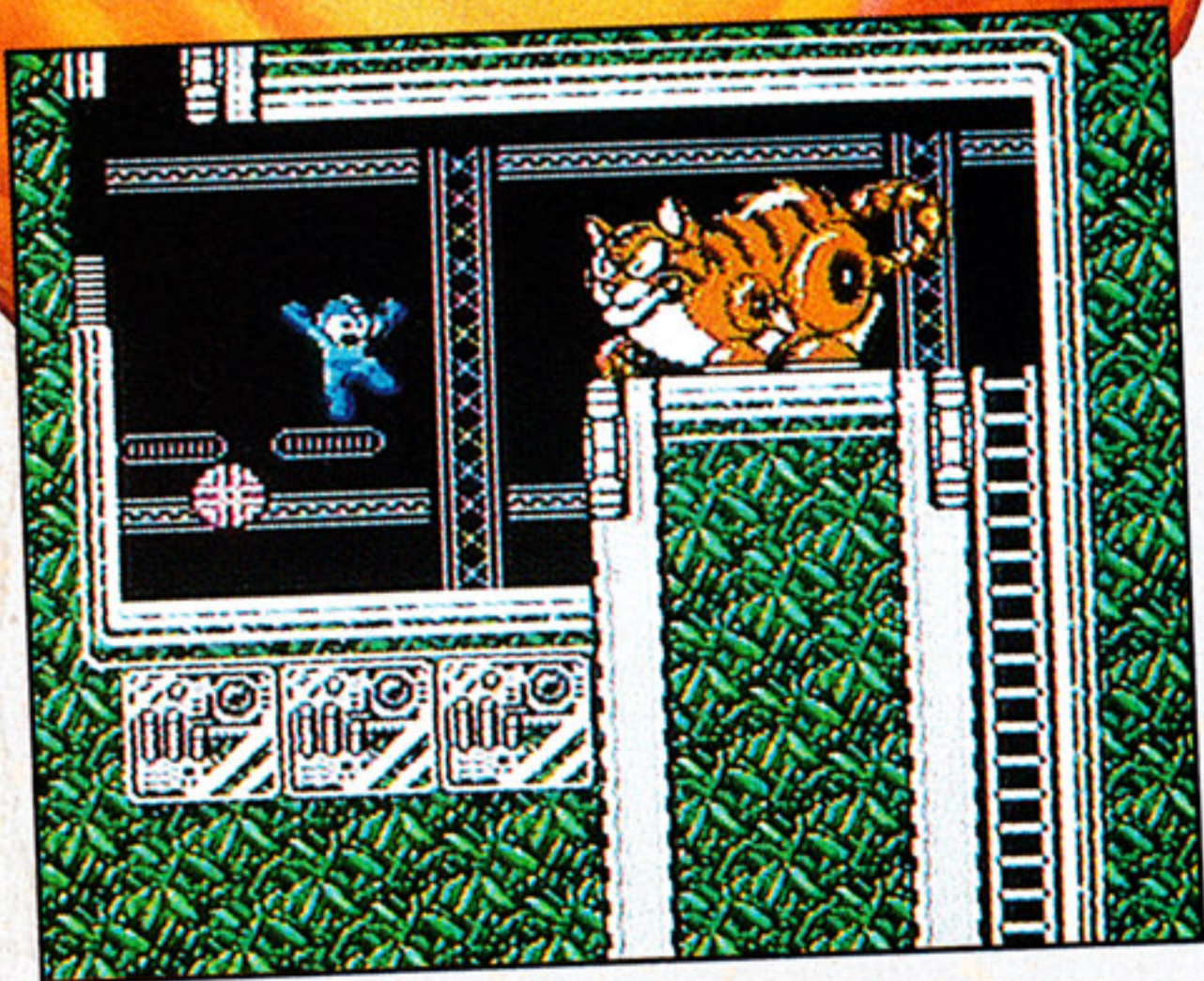
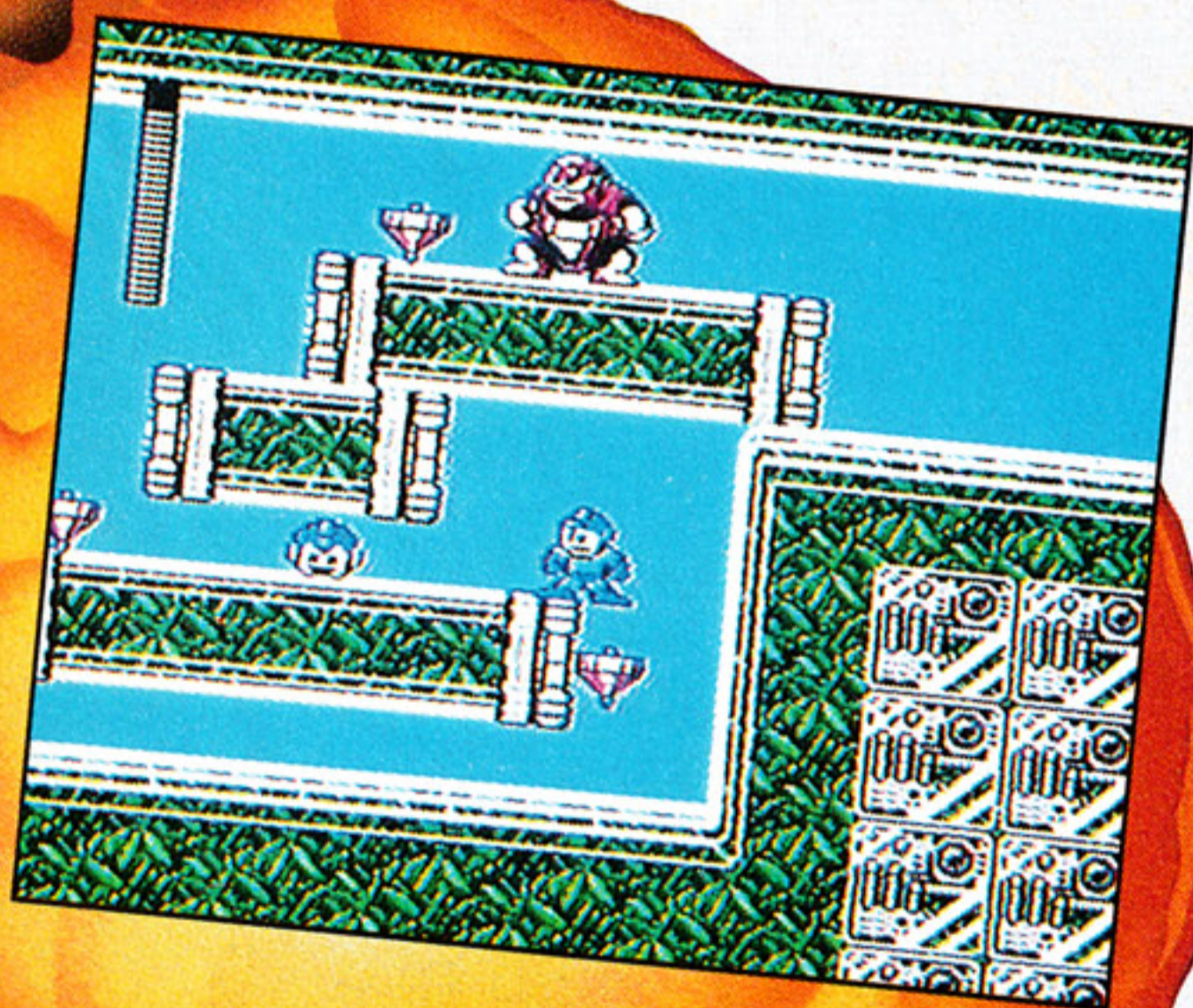
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See pg. 50.**

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# Top Secret!

By the GamePros

Welcome to GamePro's second special edition of Tips, Tactics, and Passwords. In this special issue of GamePro we've collected some of the hottest video game tips and tactics from the magazine and reprinted them just for you.

And that's not all....Beginning with this issue each S.W.A.T. special will feature an in-depth look at a hot game, complete with all the strategies you'll need to master the title. This issue we'll look at Mega Man 3, the third in Capcom's classic series of NES carts to feature super hero Mega Man in his ongoing battle with Dr. Wily.

And there's more...So many of you have written and asked for tips on older games, or as we call them, ProClassics, that we've decided to give you what you want - page after page of secret tips and tricks for classic games from Contra to R-Type.

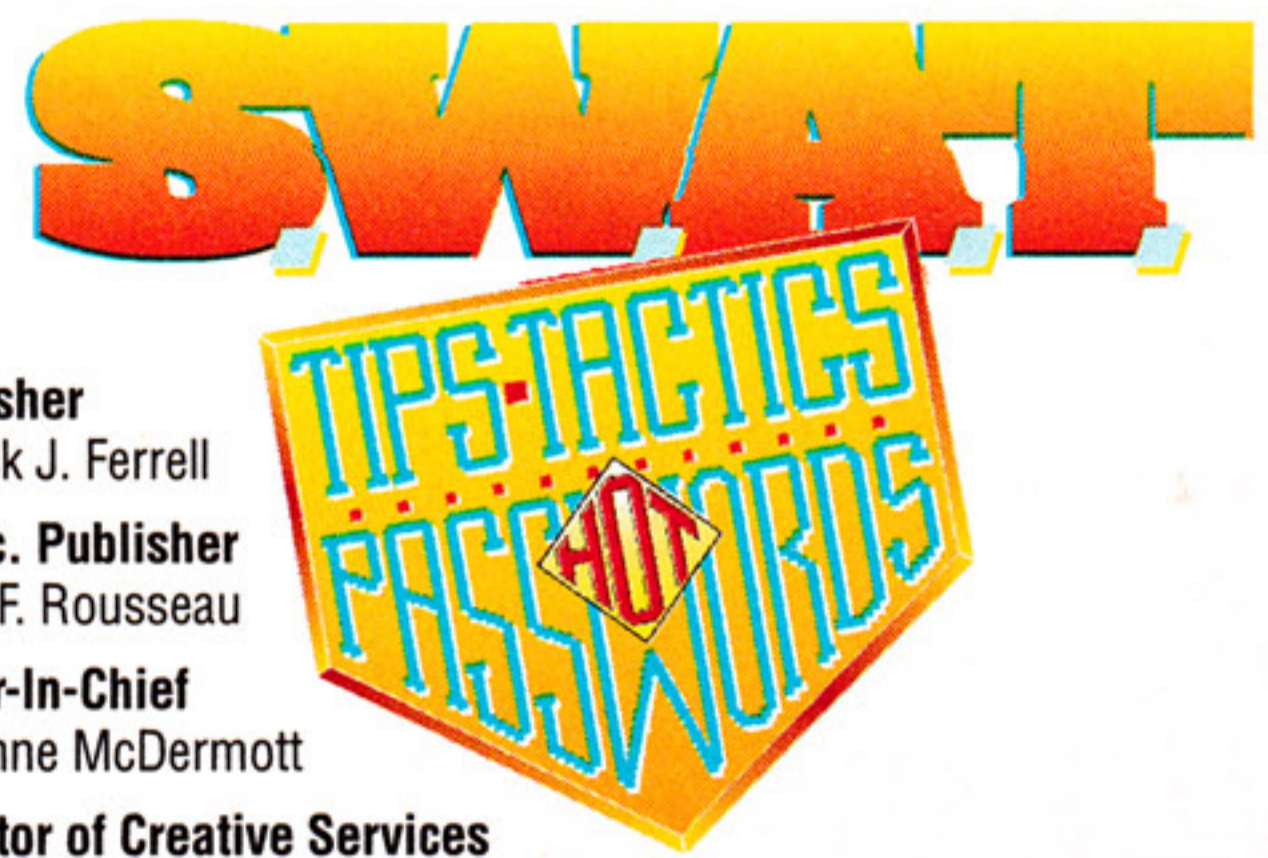
And as if all that weren't enough, this issue also features maps to the first three levels of the NES title Wizardry, a puzzle page from Andromeda, and more.

And hey...Thanks to all of the GamePros who wrote with their ideas and comments in regards to our first S.W.A.T. special. We're working on putting your ideas to good use and, as always, it's your feedback that helps us decide how to make this issue and future issues of S.W.A.T. useful for gamers everywhere. So let us know what you think of this latest issue of S.W.A.T. and send us a list of the games you'd like to see featured in upcoming issues of S.W.A.T.

## The SWAT Side



As Warren was perfecting his game-ending technique, his parents were contemplating ways of ending Warren.



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# S.W.A.T. HACKS

SECRET WEAPONS AND TACTICS

## Phantasy Star II (Genesis)

### Keep Nei Alive!



Even though Nei will be killed by Neifirst while fighting alone nobody said you couldn't bring her back to life while the three remaining comrades are fighting. Before going to Climatrol have Shir steal some Moon Dew. Give it to Rudo, Rolf, or Anna. Then go to Climatrol. After Nei is killed and during the fight with the three comrades and Neifirst, use Moon Dew and bring Nei back to life. When more fight together you suffer less damage. Make sure that you have at least one character use Strategy for each round of the fight or it drags on and possibly kills all of your characters.

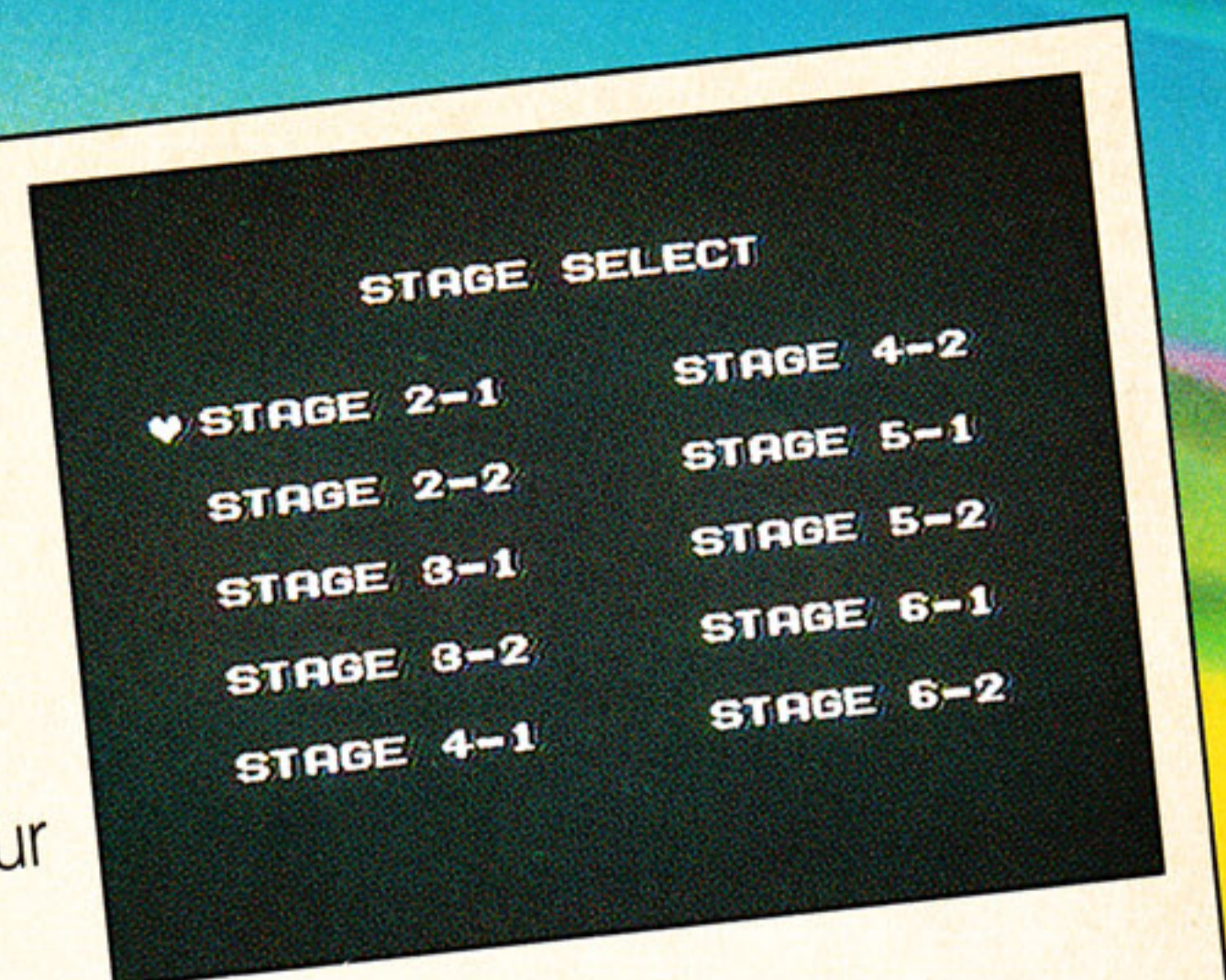
**Michael Campana, Poland, OH**

## Astyanax (Nintendo)

### Level Select

To play any level in Astyanax try the following pad trick during the title screen: Push Up, Down, Left, Right and then Button B four times. Use the menu that appears to select your level.

**Michael Roldan, Jamaica, NY**



## Burai Fighter (Nintendo)

### Passwords!!

Stage Two: BALL  
Stage Three: JOKE  
Stage Four: DOLL  
Stage Five: PAIL  
Stage Six: GOAL  
Stage Seven: GAME

**James Clifford Wilson, Watertown, NY**



## Metal Fighter (Nintendo)

### Level Select

When the title screen appears, press down on both the A and B buttons. At the same time, hit the Select button twice for Stage 2, three times for Stage 3, etc. Then hit the Start button and you're off!

**Vincent Bassani Jr., Wantage, NJ**



## The Adventures of Lolo (Nintendo)

### Password Trick

In the Adventures of Lolo this password trick enables you to jump ahead to different floors! If the second letter in your code is earlier in the alphabet than the fourth, simply switch the two. This works for all codes starting with A, B, C, or D.

**Jeffrey Samu, Aurora, CO**





### ***Ironsword (Nintendo)***

#### ***Password Trick***

To get three lives on a level like the Ice Fire Mountain, type the letter "N" in place of the 5th character in your password. Enter all of the rest of the letters in your password in the exact order that they were originally. Now you'll begin with three lives.

***Kenneth Uhnak, East Providence, RI***

### ***Military Madness (TurboGrafx)***

#### ***Passwords***



- |            |            |
|------------|------------|
| 1. Revolt  | 17. Milton |
| 2. Icarus  | 18. Iragan |
| 3. Cyrano  | 19. Liptus |
| 4. Ramsey  | 20. Inakka |
| 5. Newton  | 21. Tetros |
| 6. Senec   | 22. Arbine |
| 7. Sabine  | 23. Rectos |
| 8. Aratus  | 24. Yeanta |
| 9. Galios  | 25. Monoga |
| 10. Darwin | 26. Attay  |
| 11. Pascal | 27. Deshta |
| 12. Halley | 28. Nekoe  |
| 13. Borman | 29. Eratin |
| 14. Appolo | 30. Soleis |
| 15. Kaiser | 31. Sagie  |
| 16. Nector | 32. Winner |

***Jeremy Genno, Kelowna, Canada***

### ***Astyanax (Nintendo)***

#### ***Invincibility***

To become invincible press Up, Up, Up, Up, Down, Left, Right, and Up during the title screen. Now you can master the monsters!

***Simon Youngblood, Topeka, KS***

### ***Thunderbirds (Nintendo)***

#### ***Level Select***

Push Up and Left simultaneously while resetting the game. Now push Button A, then Button B, then Select. Now pick your level.

***Gary Barth, Redwood City, CA***

### ***Thunderbirds (Nintendo)***

#### ***Automatic Level Finish***

Start the game. While playing push Pause. Now push Up and Left simultaneously. Then push Button A, Button B, and Select simultaneously. Next unpause the game. This finishes the level automatically.

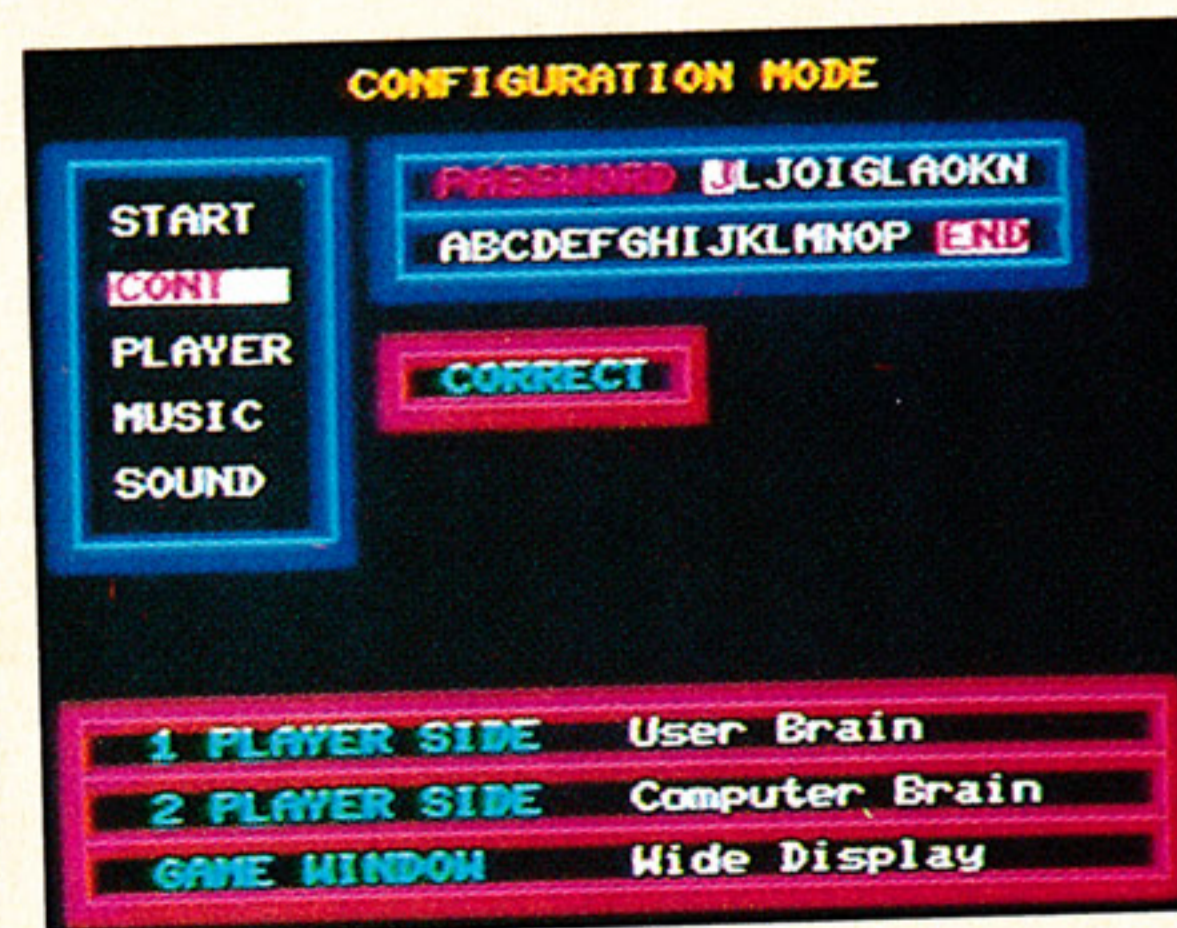
***Gary Barth, Redwood City, CA***

### ***Herzog Zwei (Genesis)***

#### ***Last Level Password***

Here's the code for Round 32 (the final round): **JLJOIGLAOKN**

***Alexis Morgenstern, Miami, FL***



### ***Abadox (Nintendo)***

#### ***Invincibility***

To become invincible in Abadox try the following pad trick during the title screen: Push A, A, Up, B, B, Down, A, B, and Start.

***Michael Roldan, Jamaica, NY***

**Takin' It To the Hoop**  
 (TurboGrafx-16)

**Beat the Computer 99-0**

You can beat the computer 99-0 without playing the full game! To do this make the computer foul out all of his men except for four of them. The easiest and quickest way to do this is to get the ball in the bottom left-hand corner and push the Run button right before he touches you. This results in a foul (and your timing must be perfect to do this). When you're on the foul line make the first shot and miss the second shot on purpose, then grab the rebound to repeat the process until you have eight men fouled out. The game automatically stops and the final score is 99-0.

**Mike Kleiner, Dayton, OH**

**Ultima IV (Sega Master System)**

**Where can I find the White Stone?**

The white stone is located in the mountains of Serpents Spine.

**Casey Stengler, Saskatchewan, Canada**

**Ultima IV (Sega Master System)**

**Get Lots of Money**

To get lots of money go into Lord British's castle, find the guard's room, go into the secret door, and collect the money. You may repeat this as many times as you want and collect lots of money.

**Casey Stengler, Saskatchewan, Canada.**

**Ultima IV (Sega Master System)**

**How do I get a sextant?**

To get a sextant go to the guild and ask for Item D. It will cost 900 gold pieces.

**Casey Stengler, Saskatchewan, Canada**

**Takin' It To the Hoop**  
 (TurboGrafx-16)

**Secret Options Screen**

To reach the Secret Options Screen first choose Mode Select, then choose Game Select, and then press Buttons I, II, and Run simultaneously. When the options screen appears change the options using Select and Button I. Options include turning off the sound, seeing the end of the game, or having symbols over the players' heads.

**Chuck Depue, Sparks, NV**

TEST MODE	SWITCH							
1 ANOTHER GAME WATCH	OFF	ON						
2 CONTROL SWITCH								
	OFF	1	2	3	4	5	6	7 8
	ON	1	2	3	4	5	6	7 8
3 NAME CHANGE								OFF ON
4 GAME SCORE								OFF ON
5 LEAGUE SCORE								OFF ON
6 TOURNAMENT SCORE								OFF ON
7 LEVEL								
	MAN	1	2	3	4			
	CPU	1	2	3	4			

**Vegas Dream (Nintendo)**



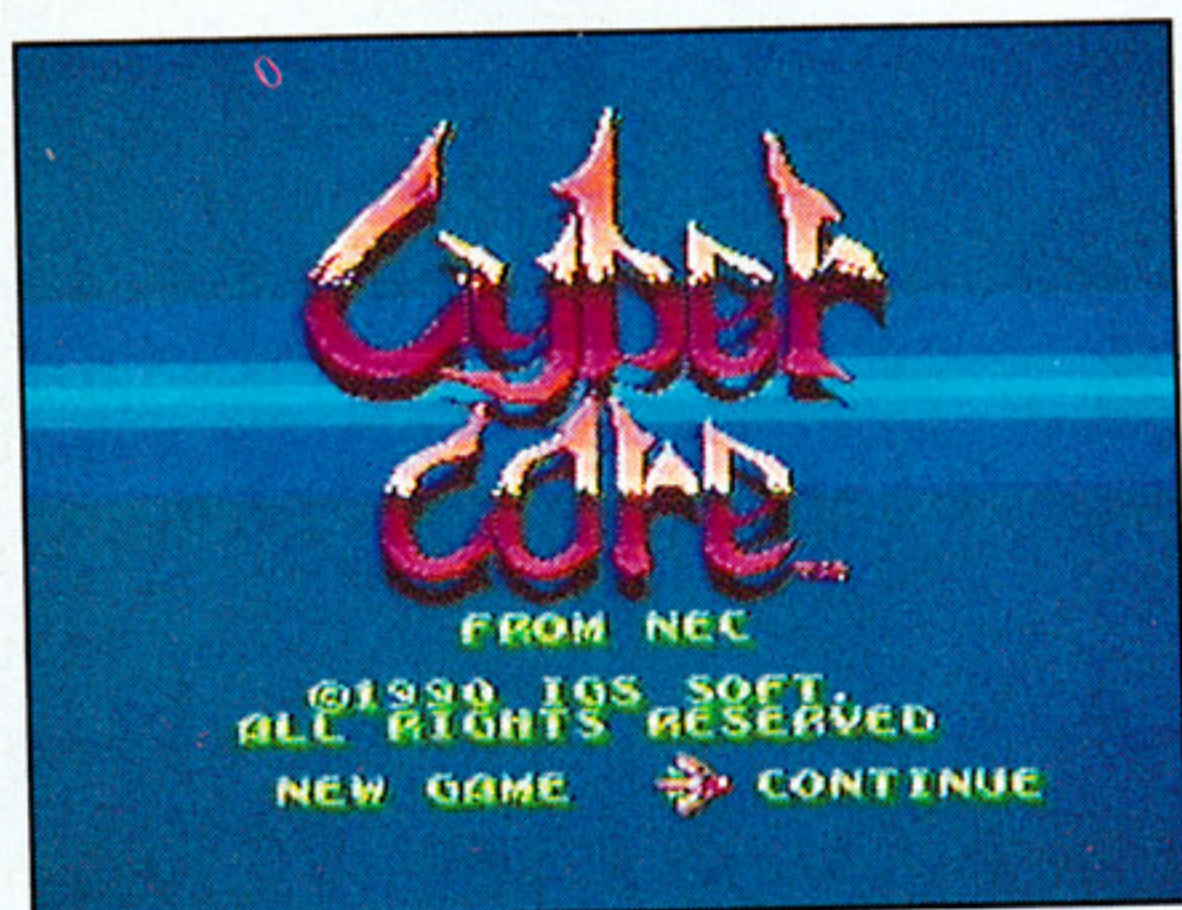
**Password!**

Here's a password for Vegas Dream. When you type in this password you'll only need one dollar to finish the game.

G!E! K7!H 18UL QF  
 9T7K !!!! !!P1 A2  
 VGAU 8LVK RGAU 8L  
 5QK7 DQI2 GLS4 IP  
 3MWJ SHBU 9M22 22  
 22J3 ?MIT CWAN XM  
 TICW AN33 3333 G4

**Alexander Berlerouic, Ontario, Canada**

**Cybercore (TurboGrafx-16)**



**Unlimited Continues**

To get unlimited continues in Cybercore try the following: During the title screen hold down buttons I, II, and Select and then press Run. If you accidentally reset the game while you're playing don't worry. Just repeat this trick and you'll begin again where you left off.

**Mark Brunet, Gary Petit, Gatineau, Canada**



**Rambo III (Genesis)**



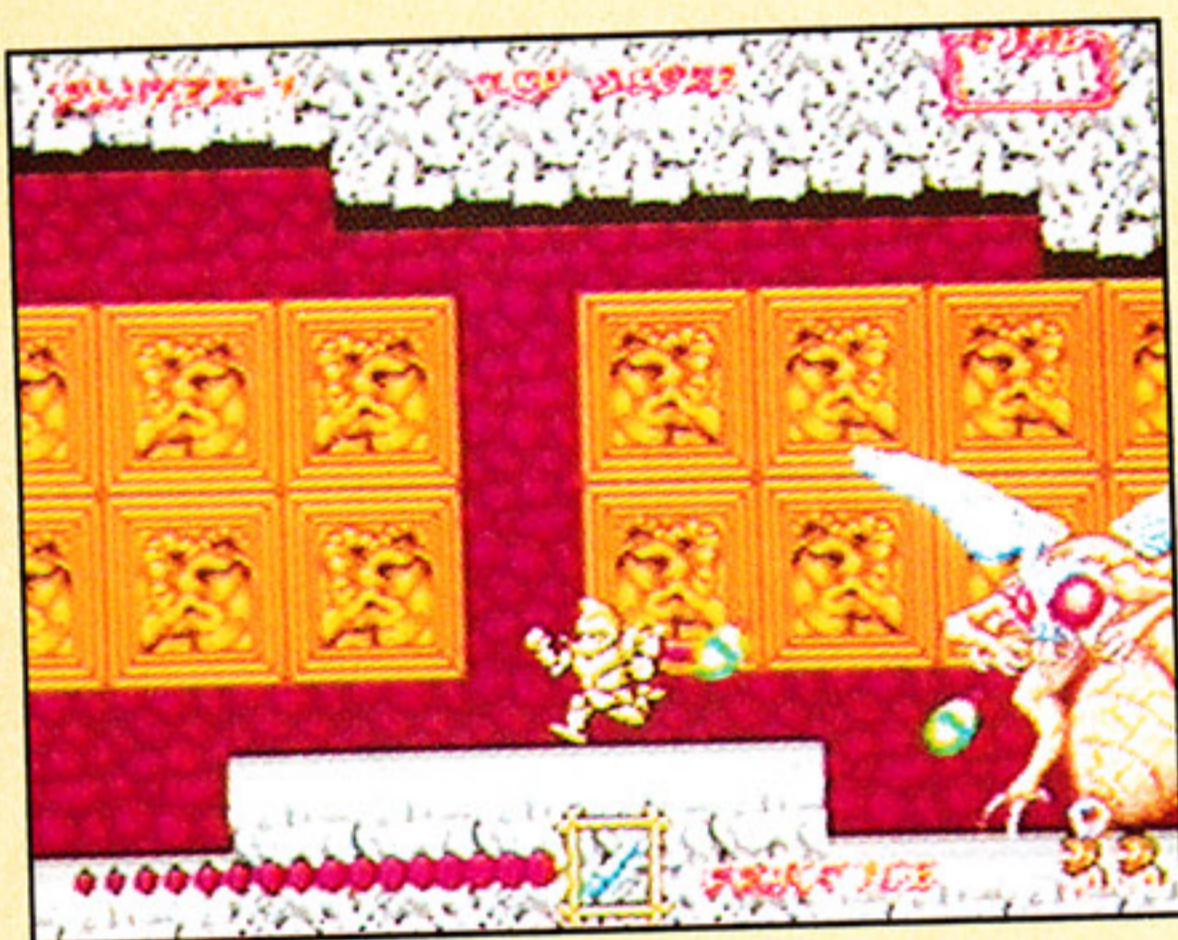
**Become Indestructible!!**

To make Rambo indestructible try the following: During the second mission go to the destructible box up and to the far left from the start point. Proceed left until only a tiny

bit of the box is showing. With an arrow destroy the box (make sure that there are no enemy soldiers in your way or anywhere else on the screen when doing this). As soon as there is an impact, walk left as far as you can with a patch of smoke behind you. Now Rambo should be unstoppable until he reaches the bonus stages where he can be killed by time bombs or by helicopters and tanks. Remember, if Rambo destroys another box he won't be invincible anymore!

**Jonathan Paleologos, Horsham, PA**

**Ghouls 'N Ghosts (Genesis)**



**Defeat the Fly Boss**

There is a simple way to defeat the Fly Boss of Stage Five. Before you reach his lair make sure you are wearing magic armor and have fire water as your weapon. Have the fireball magic ready to use the moment you step inside of the fly's lair. Now, go to the edge of the platform and stand to the left of where the fly is first seen. When the little flies come together and the big fly is forming (this is when it's blinking), release the fireballs. The magic will surprisingly take the fly out with one blast!

**Dan and Jon Paleologos, Horsham, PA**

**Mega Man 2 (Nintendo)**

**Get Lots of 1-Ups!**

Here's a trick to get Mega Man extra 1-Ups. When you encounter the birds in the Air Man stage, turn on the Leaf Shield (acquired by defeating Wood Man), and don't move! The Leaf Shield destroys all of the little birds that fly at Mega Man. If you wait long enough, some of the little birds leave behind 1-Ups when they're destroyed.

**Charlie T. Aslan**

**Mega Man 2 (Nintendo)**

**Stop the Hotdogs!**

Defeat the Hotdogs by using the Time Stopper right before you meet them. The Hotdogs won't appear for the duration of the Time Stopper. You can zip right by them.

**Charlie T. Aslan**

**A Boy and His Blob (Nintendo)**

**Turn the Candy Machines Off**

There is a way to turn the candy machines in the factory off. In the room before the machine use your trampoline to jump on top of the giant candy cane at the top of the room. Walk to the right and flip the machine switch to "off"! This works for both machines.

**Andromeda**

**Mega Man 3 (Nintendo)**

**Go Directly to Dr. Wily**

To go directly to Dr. Wily's Castle try using the following code:

**A1, A3, B2, B5, D3, F4.**

Enter the code using the blue ball. If you'd like to begin with nine energy tanks you should also put a red ball in A6.

**Kung Fu Heroes (Nintendo)**

**Can You Find 10 Million Bonus Points?**

There is a rumor among the challengers of the champions tournament that there is a secret to reaching the high score! Try killing yourself in the following stages and see what happens. Figure out what all of these stages have in common: 1-3, 2-2, 3-2, 3-4, 4-1, and 5-1.

**Kung Fu Heroes (Nintendo)**

**Special Bonus Stage!**

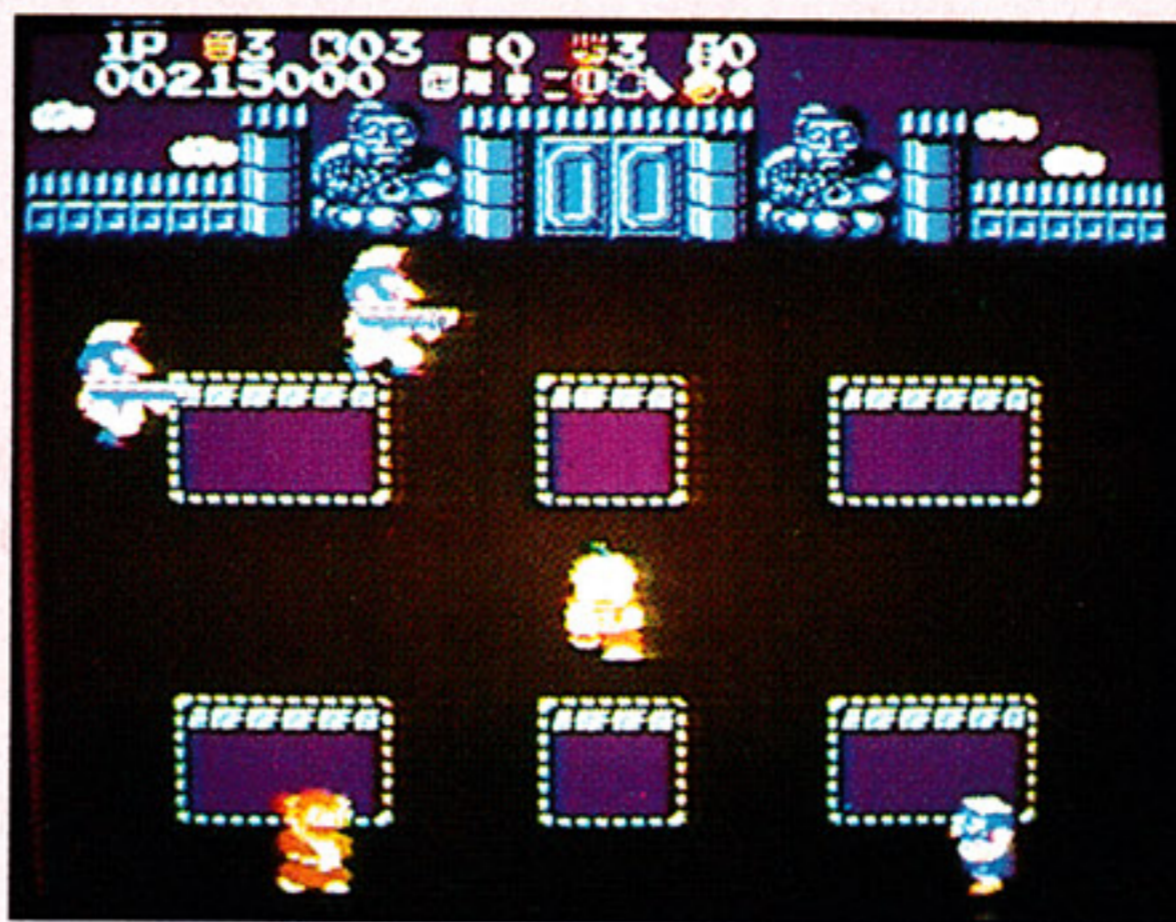
There is a secret special kind of bonus stage. It looks like "break time" but look carefully. Your chosen character is in the screen, and you can collect as many valentine marks as you can.

A red valentine is worth 10,000 points. A blue valentine is worth 100,000 points. If you work together with your partner, you can collect more than 1,000,000 points.

To make the bonus stage appear, walk around the screen counter clockwise and touch each corner.

**Kung Fu Heroes (Nintendo)**

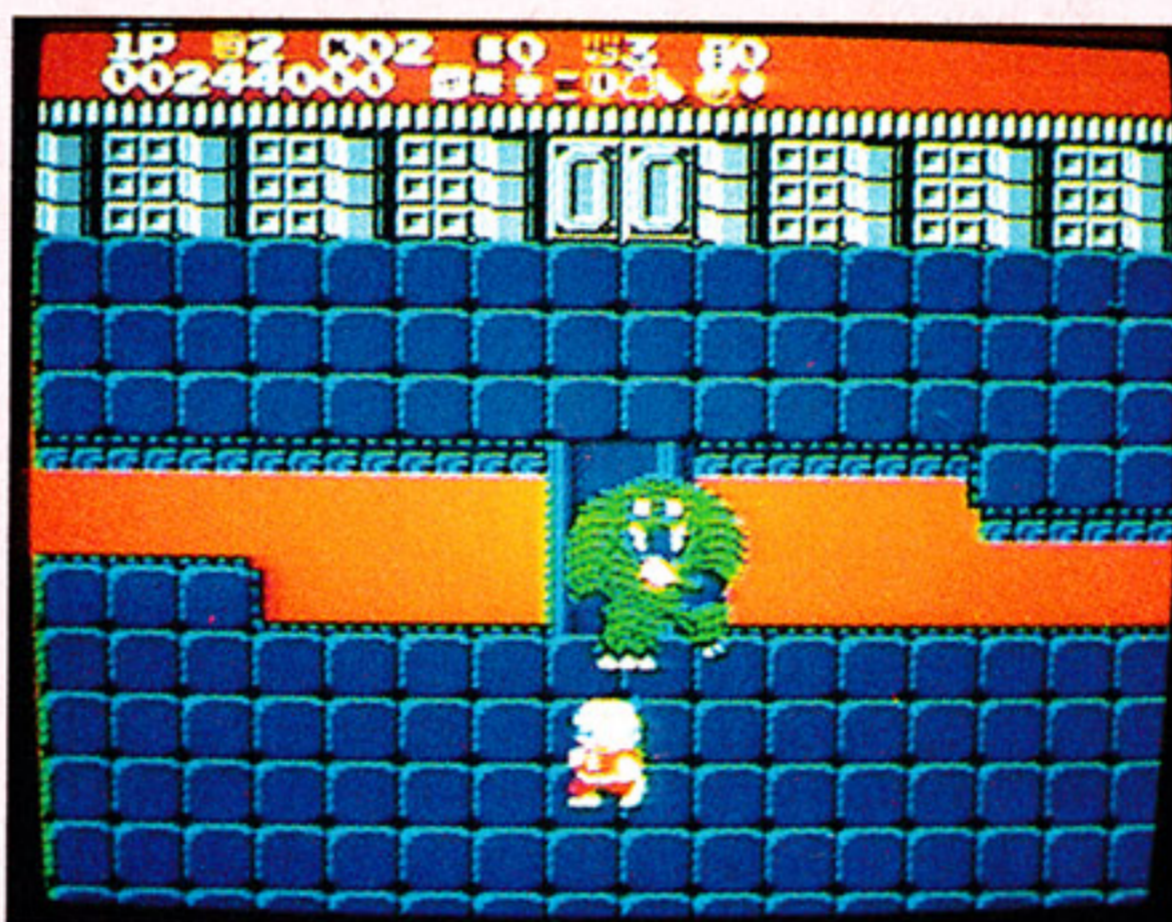
**World 8**



**8-1:** In the last world attacks from enemies are very quick and intense. You need to use Miracle Kicks frequently. If you forgot to get the beads in Stage 7-4 you won't be able to see Mr.Coffin.

In this last stage there are no rocks, blocks or special items so you can't accumulate "G" balls or Miracle Kicks. If you want to advance to further stages, reserve the "P" ball for Stages 8-2 and on.

Enemies you'll encounter include Bison Commando, Cat Mage, Gun Man, and Mr. Coffin (invisible).



**8-2:** There are no quick passages in this stage. If Uni-Gon appears use Miracle Kicks if you have to but try to avoid him. Dodge the bullets fired by Mr.Coffin and Cat Mage. Attack them with Miracle Kicks. Remember, use your Miracle Kicks when you have to.

Also, be aware of the number of "K" marks you have.



**8-3:** The Dragon runs across the screen madly. Attack him with Miracle Kicks and use the sword to strike him on the head several times. If you have six "\$" bags you may want to use a "P" ball.



**8-4:** This is it! The last stage. Look for the Scroll "B". It is hidden in the air in the middle of the screen. Dragon Head is tough. Be careful. You can only attack him with a "P" ball. "G" balls and Miracle Kicks are only useful for Uni-Gon. However, when you get the "G" ball, enemies won't attack you. If you don't have "P" balls you need to defeat Dragon Man first then you may attack Dragon or Uni-Gon five times with the sword.

When you clear Stage 8-4, you'll see the end, and the game starts again from the beginning (Stage 1-1) with the last score you had.

### Double Dragon II (Nintendo)

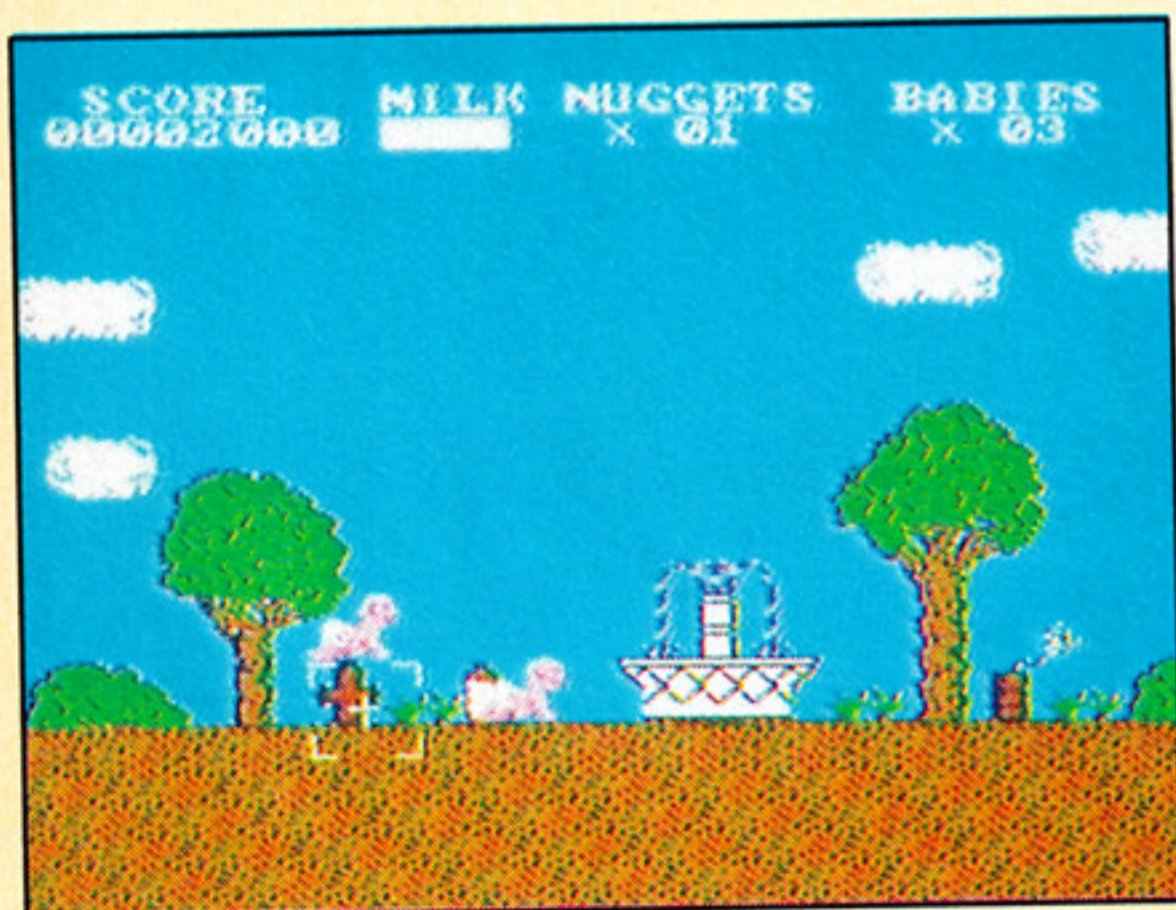
#### Continue!

To continue after the first six missions of Double Dragon II do the following: Press Up, Right, Down, Left, and then press Buttons A and B.

To continue in missions 7-9, press A, A, B, B, Down, Up, Right, and Left on Controller 2.

**Nathan Boot, Vancouver, WA**

### Baby Boomer (Nintendo)



#### Grab Some 1-Ups!

Here's how to get some 1-Ups:

**Level 1** – Shoot the fire hydrant 10 times.

**Level 2** – Shoot the tall, thin tombstone.

**Level 4** – Shoot the stalactite over the bridge.

**Level 6** – Shoot the torch.

**R. Stewart, Cleveland, OH**

### Dash Galaxy (Nintendo)



#### Level Select

During the title screen simultaneously press Buttons A and B, Select, and Upper Left diagonal. Now you can choose the level you'd like to start on. When the appropriate number appears press Start to begin play on that level.

**Chris Camera, Williston Park, NY**

### Mega Man 2 (Nintendo)

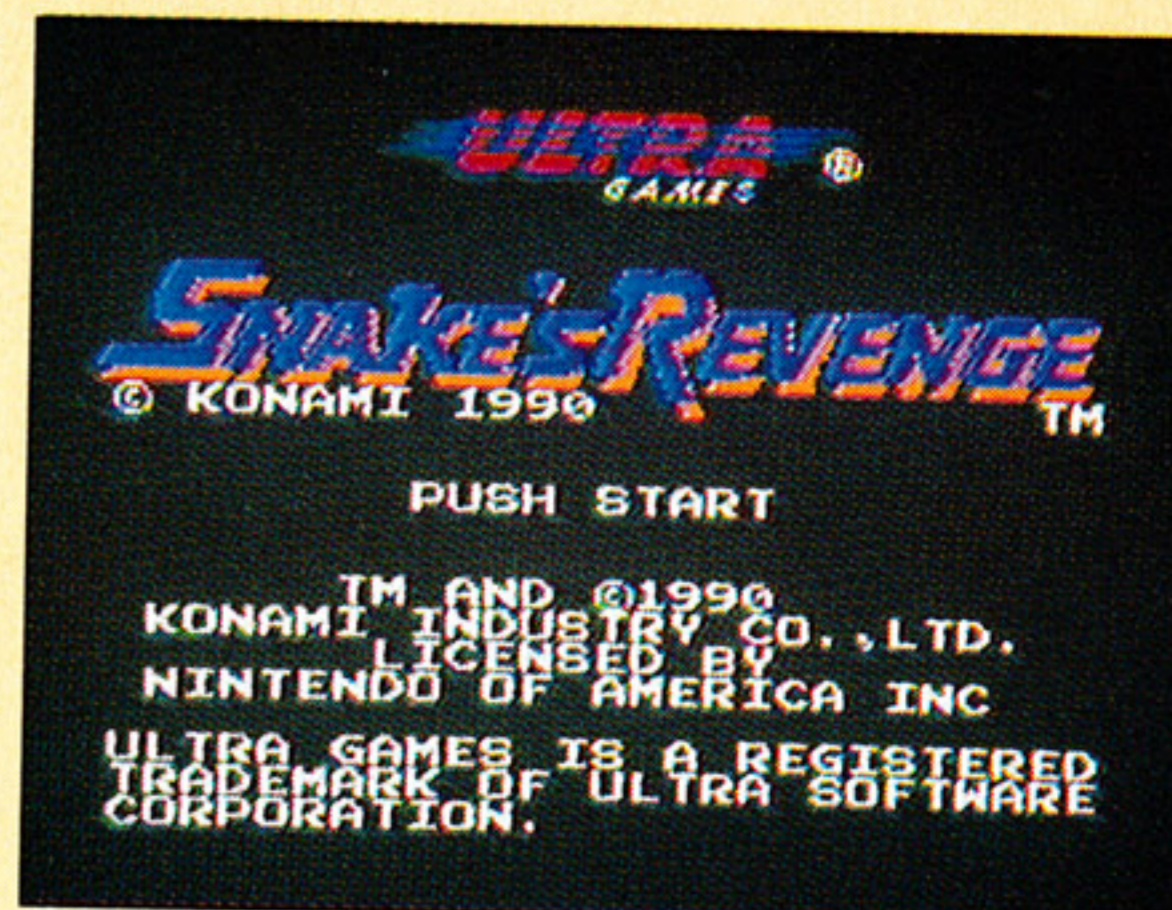


#### Change the Backgrounds

To change the background screens in Mega Man 2 try the following: During the round selection mode hold down both Buttons A and B while you press the pad in the direction of the boss character you want to go after. Now hit Start. When the boss appears on screen and does his little dance he'll be standing in a screen full of little chicks instead of the usual star background.

**Justin Crow, Gunter, AL**

### Snake's Revenge (Nintendo)



#### Get Past the Pitfalls

To pass the two pitfalls in the room outside of Card Key 7 do the following: Set off the alarm on the board and then go back along the left wall. The grenade throwing soldiers appear. Get hit by one grenade (put on armor so there is not as much damage) and quickly run past the pitfalls while you are invincible.

**Phil Mazovec, Centereuch, NY**

### Crater Maze (TurboGrafx-16)



#### Passwords!

##### In the Normal and Difficult Modes:

Level 30: Pink/Forward, Blue/Forward, Blue/Left, Pink/Backward.

Level 60: Blue/Left, Blue/Left, Blue/Right, Pink/Forward.

##### Expert Mode:

Level 30: Blue/Right, Pink/Right, Pink/Left, Blue/Backward.

Level 60: Blue/Backward, Blue/Backward, Pink/Right, Blue/Forward.

**Richie Check, Bethlehem, PA**

**Boomer's Adventure (Game Boy)**



**Passwords!**

- Stage 8 - AXOLOTL
- Stage 9 - BLUTEN
- Stage 16 - CHIMERA
- Stage 17 - DEWLAP
- Stage 24 - ELYTRON
- Stage 25 - GILA
- Stage 31 - HYDRA
- Stage 33 - IBEX
- Stage 33 - JEDOCH
- Stage 24 - KURZER
- Stage 23 - MINORCA
- Stage 16 - PANGOLIN
- Stage 15 - REMORA
- Stage 8 - SCARAB
- Stage 1 - ZAHNBELA

Charlie Crowell, Gardner, KS

**World Class Baseball (TurboGrafx-16)**

Here are the passwords for all of the teams to play against the Turbo-Champs:

- Ninjas - E650
- Apples - 7AB8
- Stars - 8428
- Towers - 8237
- Winds - B595
- Lords - 27F1
- Fries - 91E3
- Togas - 306B
- Bears - 3233
- Ducks - 99DB
- Buddhas - 8ADB
- Sharks - 68CO

Tom Whitlock, Woodbury, NJ

**Daedalian Opus (Game Boy)**

**Passwords**

To choose any level enter the password "ZEAL." This takes you to a menu screen that enables you to select various levels. The password for the final level is: FINE.

Gayle Lauro, Los Altos, CA

**Bonk's Adventure (TurboGrafx-16)**

**Skip Three Levels**

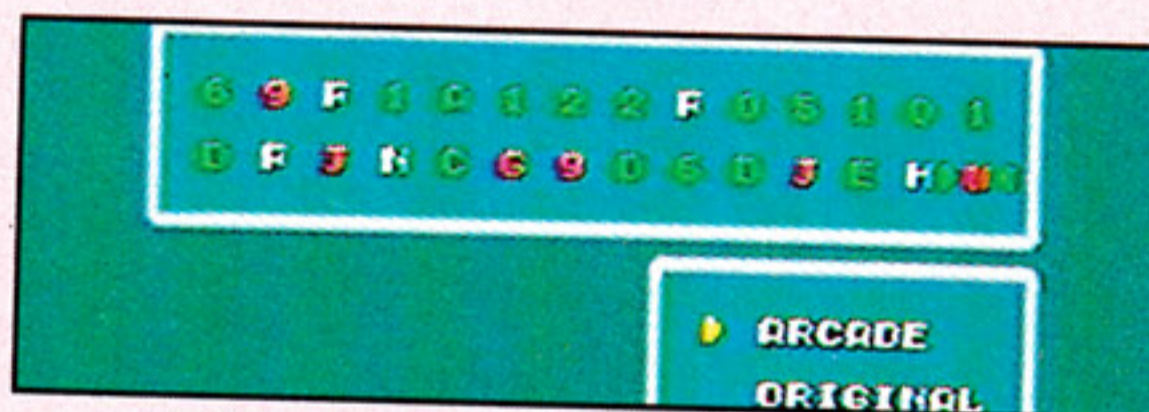
To make your head-banging buddy Bonk skip through levels 3-2, 3-3, and 3-4 just set your TurboPad on rapid fire and at the end of Level 3-1 take a long spinning jump over the bridge. Grab the extra man and you're at Level 3-5.

Chris Camera, Williston Park, NY

**Super Hang On (Genesis)**

**Passwords**

Try these great passwords:



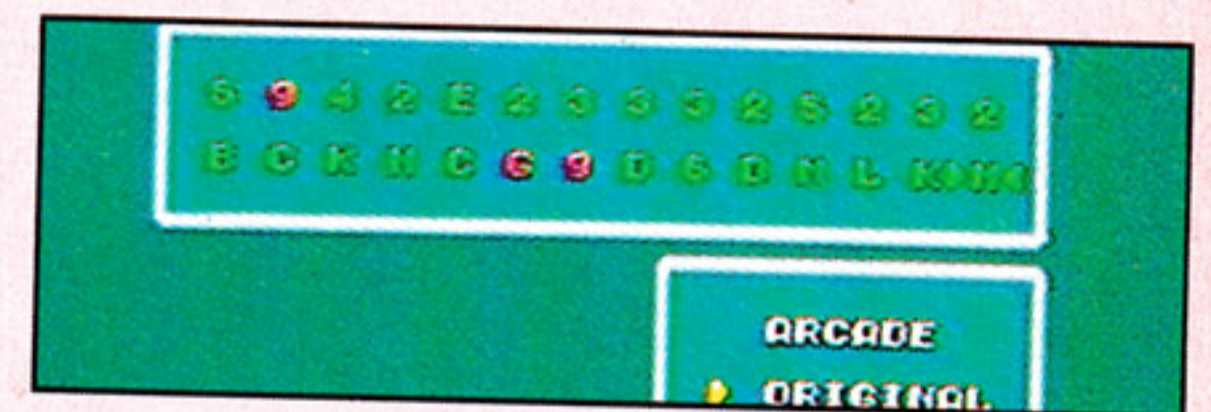
Jose Alvarez, 0 wins, 0 losses, \$34,400

69F1A122F05101  
 DFJNCG9D6DJEHW



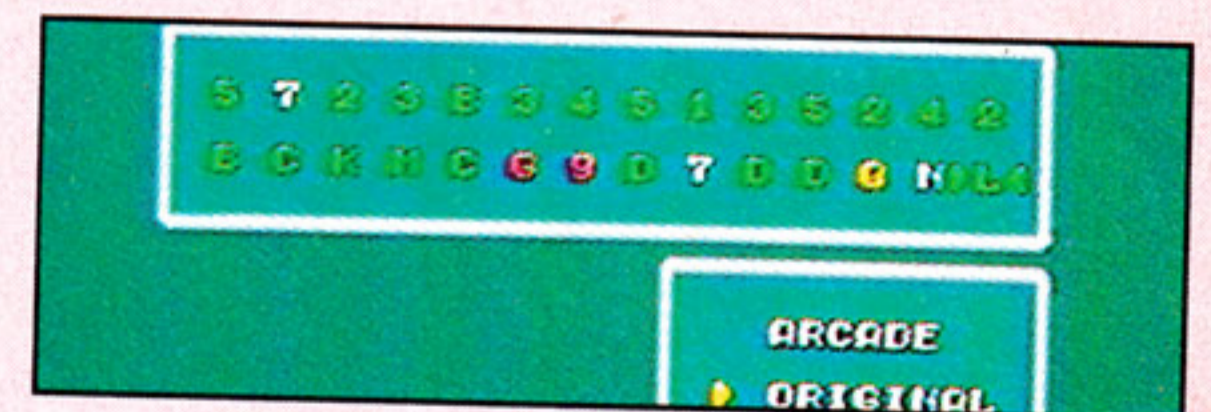
Felica Perez, 1 win, 0 losses, \$30,500

1721D243221131  
 D9FOCG9D6DPSMH



Hans Braun, 0 wins, 0 losses, \$35,300

5942E233325232  
 BCKMCG(D6DMLKM)



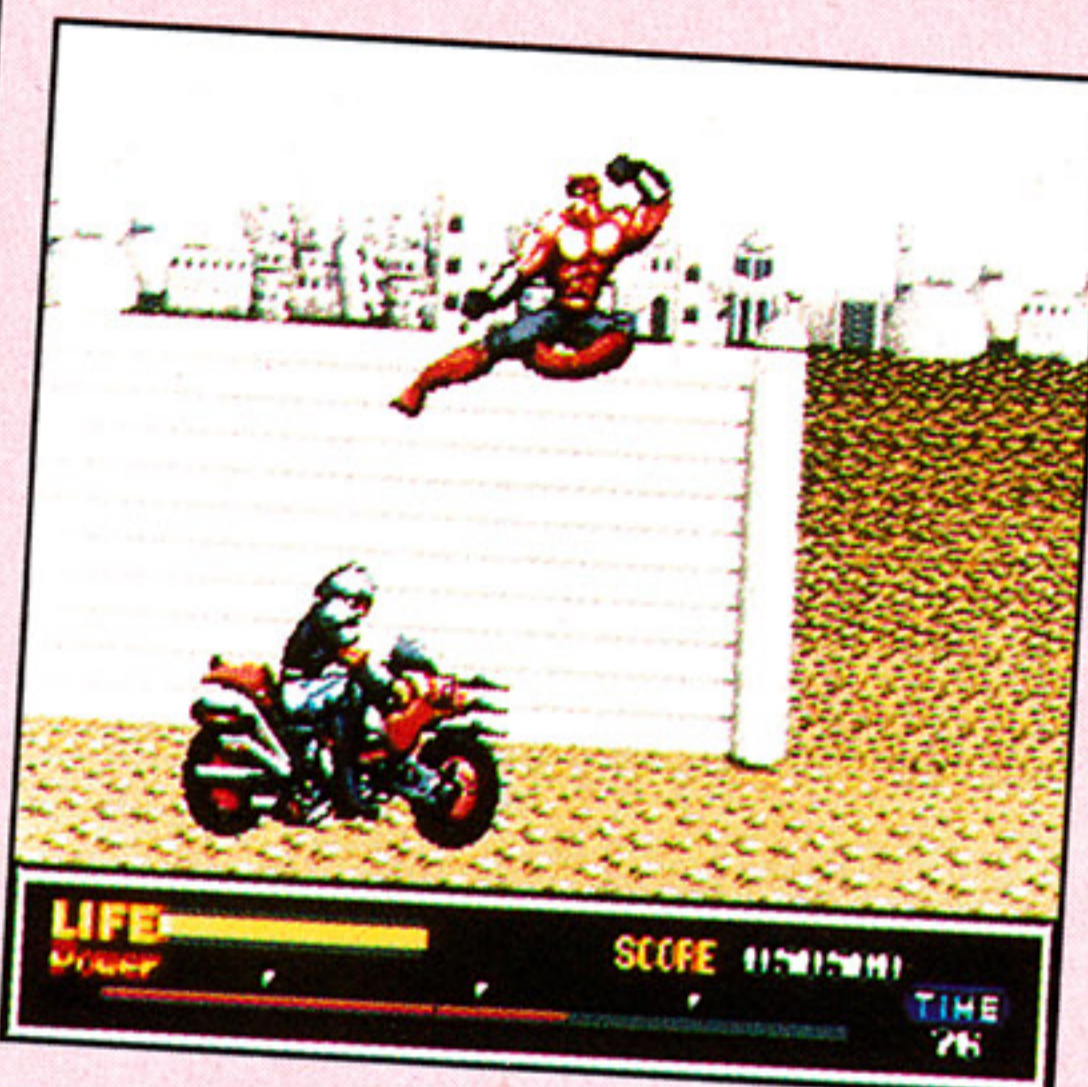
Marie Lefoure, 0 wins, 0 losses, \$135,300

5723B345135242  
 BCKMCG9D7DDQNL

Jimmy Wilkinson, Louisville, KY

**The Last Battle (Genesis)**

**Select Levels**



Try this trick to select levels in The Last Battle. First, put a copy of Space Harrier II into your Genesis. Push Button A during the title screen and you'll get to the selection screen. Now, take the game out of the Genesis without turning the unit off. Now, insert the Last Battle and when it says "Legend of the Final Hero" push Buttons A, B, C, and Start at the same time. The screen should say Chapter 1. Push Up on the control pad to make the Chapters change. Then simply push Start to begin on your desired level.

**Mark Hamo, Fairlawn, OH**

**WARNING!!** Tricks that involve removing games while the power is on can seriously damage your Genesis, Nintendo, TurboGrafx or any other game unit. Perform them at your own risk.

**Ghouls 'N Ghosts (Genesis)**

**Another Way to Beat Loki**



Here's another way to beat Loki. Get the Psycho Cannon from Valkyr and then when you get to Loki first jump on one of his feet, then when he lifts you up in the air, jump on his knee on the opposite leg. This way you can fire rapidly at his chin both when his knee is lowered and when it's raised. You can destroy him almost instantly.

**Jeff Nabas, Atascadero, CA**

**Zelda II (Nintendo)**

**Use Turbo to Power-Up**

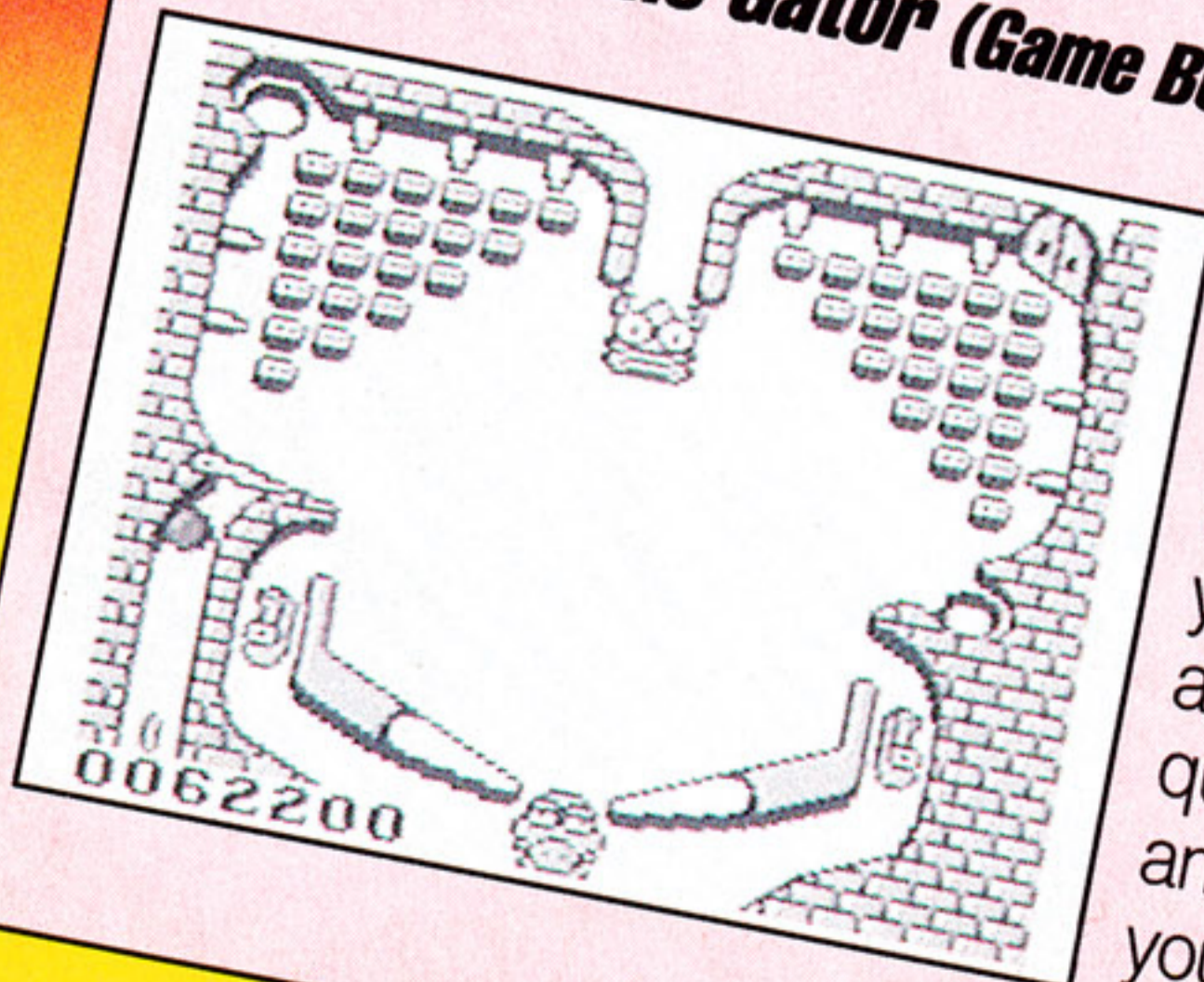
If you're into Zelda II you already know how tedious it is to raise your various elements of power. If you've got a turbo, there's an effortless way to do this on a day when you've got other things to do.

Go to the Moruge Swamp and pick a fight with the strong enemy. Eliminate the Octoroks and proceed to the far left of the screen,

facing east. By keeping the B turbo pressed Link never misses a Moby. Use a small "C" clamp (available at any hardware store) to keep the button down and check in every half hour or so. When Link reaches the next point level the game will pause. Don't undo the clamp. Choose as usual and continue. To raise all levels above eight it takes a single life and about a minute per 58 points. No sweat!

**Dan Johnson, New Gloucester, ME**

**Revenge of the Gator (Game Boy)**



**Getting Into the Secret Round is No Problem**

When you get the door that leads to the upper screen to disappear but you shoot your pinball and it's almost going to make it but not quite try the following: Press Pause and the flap closes, making sure your ball is safely inside.

**Ryan Harper, Manitoba, Canada**

**Neutopia (TurboGrafx-16)**

**Password!**

**5th Level:** (North Pole) Contains all of the power-up enhancements to beat Boss Dirth, plus two additional medicine vials of vitality.

rZtW68PjCG%L  
 1d9gSJ2uzn7r



**Neutopia (TurboGrafx-16)**

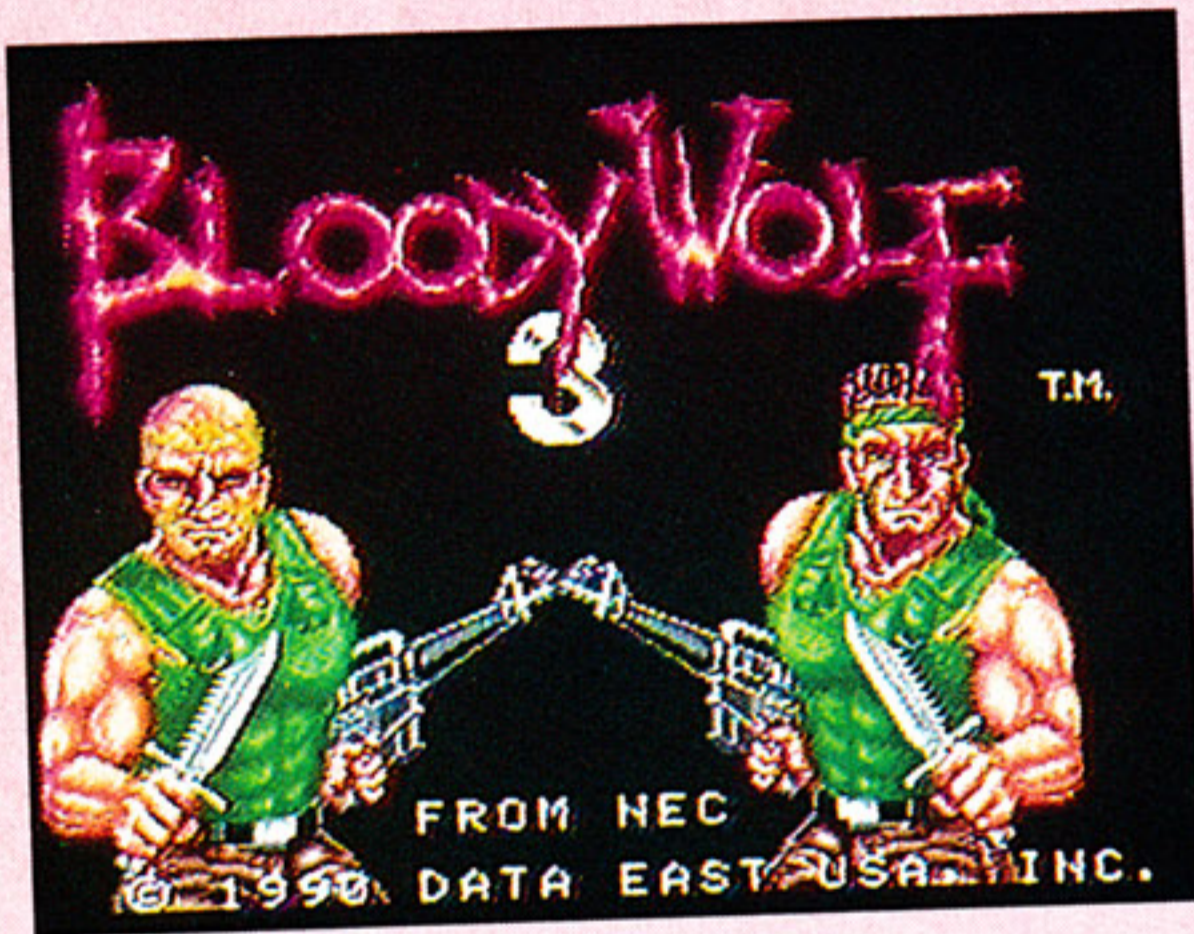
**Quick Fill-Up!**

When Jazeta loses his life he returns to the last place where he received a pass word. Unfortunately, he starts again with only five of his life cells filled (he can earn as many as 16!). To quickly fill-up all of your life cells leave the room and reenter it immediately. When the old lady asks if you want a

password, respond "yes" and answer "yes" when she asks if you would like to continue. Then hit Run and Select simultaneously to reset the game. The title screen will appear. Now select Continue. The password you just received will be displayed. Cursor over to End and you'll start at the same point – but with all of your life cells filled up!

**Paul Cochran, Gurnee, IL**

**Bloody Wolf (TurboGrafx-16)**



**Power-Up!**

To play with more power in this adventure game, try the following pad tricks: When the title screen comes on, press Up, Down, Right, Right, I, I, II and then Select on your control pad. You'll see a large number 2 appear on the title screen, and your character's speed increases. After you input the first trick, press Down, Up, Left, Left, II, II, I, and then Select on your control pad. A large number 3 appears on the screen. Then, press Start. Now your character is faster, and he can fly too.

**Mark Shih, Laguna Niguel, CA**

**Super C (Nintendo)**

**Sound Test**

After you've turned on the power and the two "Supers" come together during the title screen, press and hold Buttons A and B and then hit Start.

**Trevor Baird, San Carlos, CA**



**Herzog Zwei (Genesis)**

**Passwords!**

Here are some codes that enable you to start in different spots in Herzog Zwei:

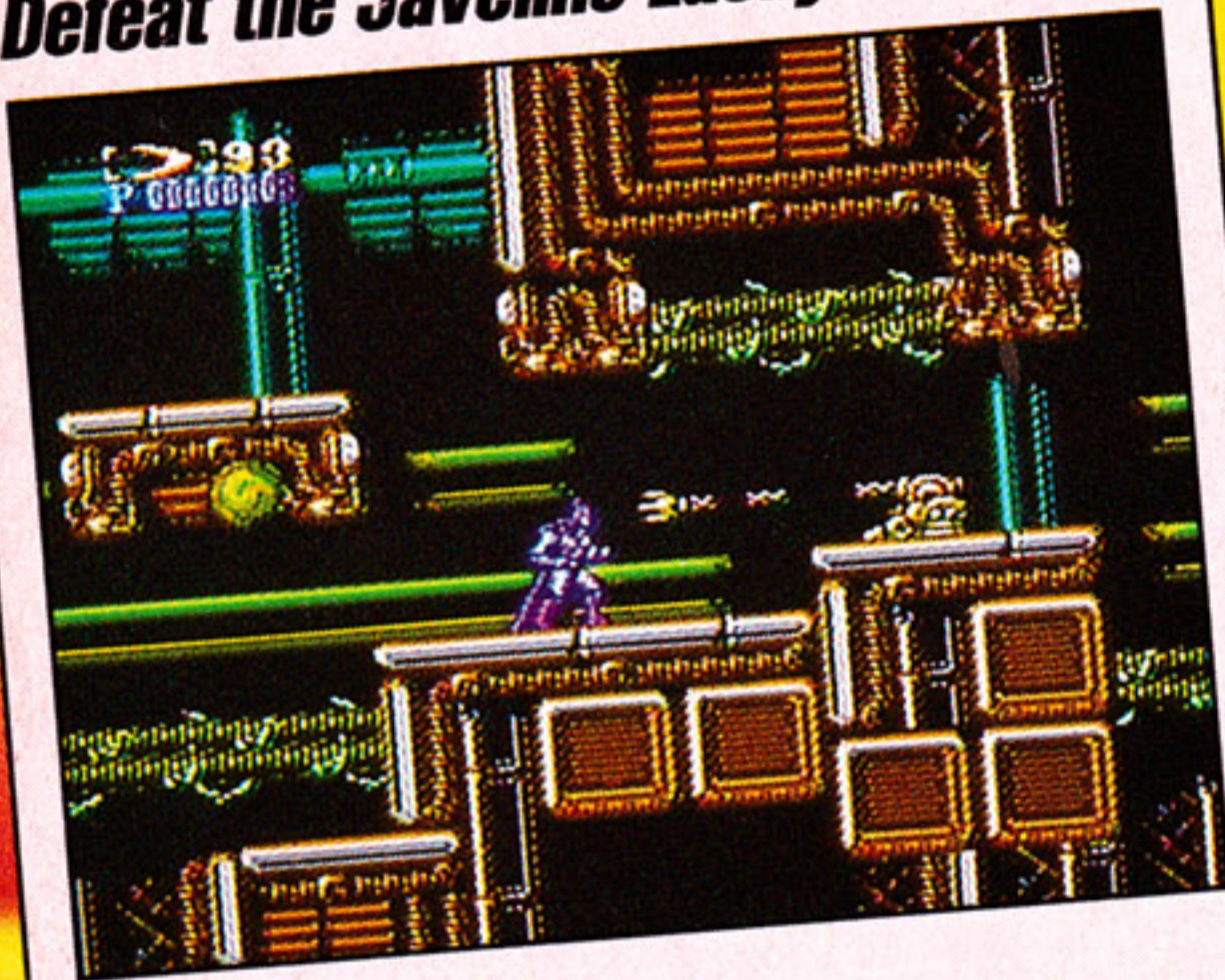
- 5 Wins: GGGKHAGOKLO
- 12 Wins: BPHOHACAGML
- 19 Wins: NPLOFOCAGKP
- 22 Wins: IMLPFEGEMLC
- 25 Wins: JAJJBDNCCMC
- 28 Wins: LILOPBDPIKJ
- 31 Wins: JLJOMGJAOKL

**Eli Cook, Shoreham, NY**



**Batman (Nintendo)**

**Defeat the Javelins Easily**

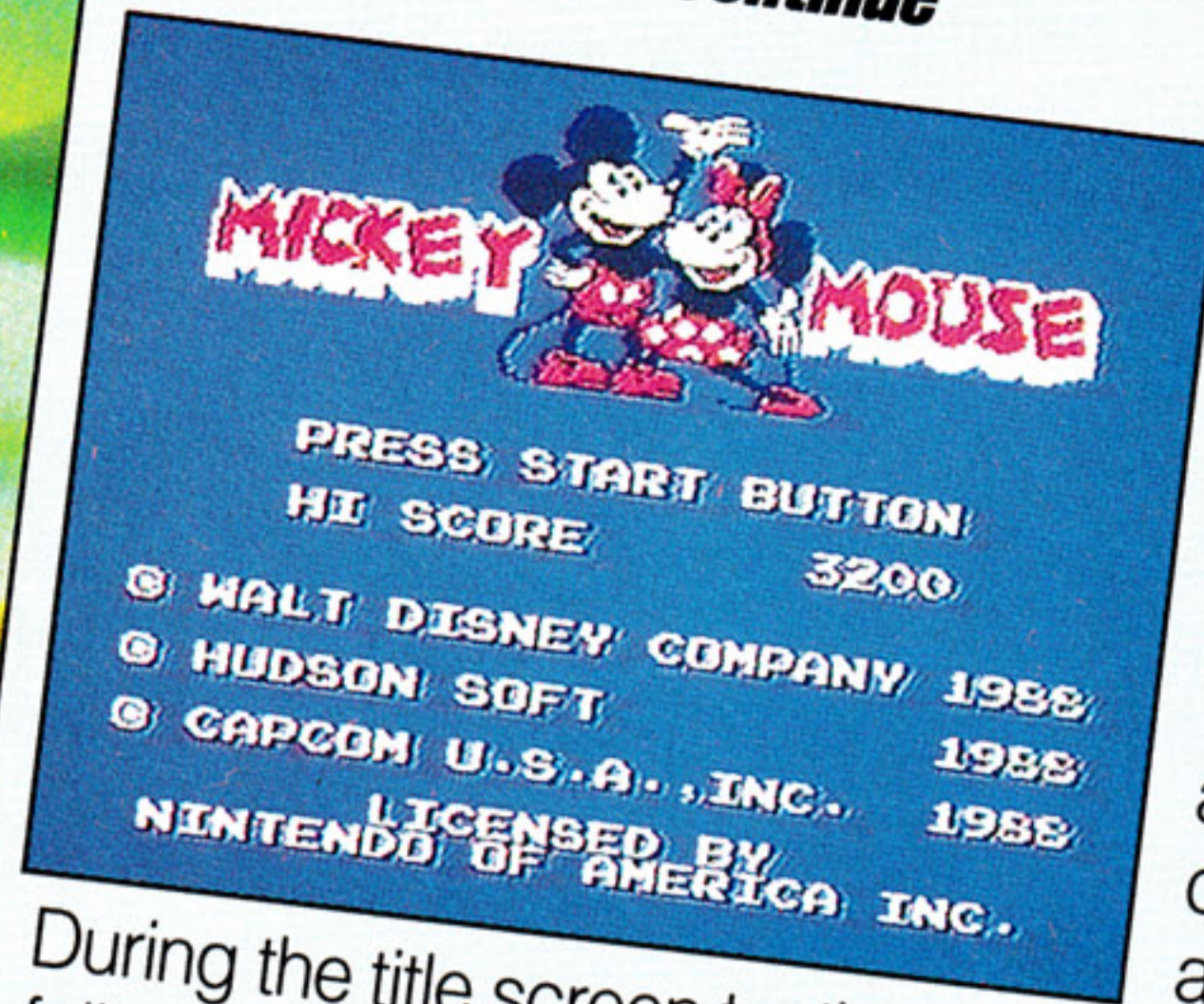


Here's a safe and easy way to defeat the "Javelins" found on Stages 2 and 5 of the game. Select the Batarang and stand just out of reach of the Javelin's spear when it's fully extended. When the spear is at it's most outstretched point hit it with the Batarang once. If this is done correctly it only takes one hit to destroy the Javelin instead of the usual four. This also helps you conserve pellets.

**Mark Harkins, LaSalle, IL**

**Mickey MouseCapade (Nintendo)**

**Level Select and Continue**



During the title screen try the following pad trick:

**Pirateship:** Up, Select, A, B, and Start simultaneously.

**Castle:** Down, Select, A, B, and Start simultaneously.

**Ocean:** Right, Select, A, B, and Start simultaneously.

**Woods:** Left, Select, A, B, and Start simultaneously.

**Continue**

When the "Game Over" screen appears, wait until the title screen comes on and then press Button A and Start. You'll continue from your last level of play.

**Tyrus Thomas, East Orange, NJ**

**Super Sprint (Nintendo)**

**Add Extra Laps!**

In Tengen's Super Sprint you can add two to three extra laps every time you complete a lap. Just before you finish the first lap turn on the slow motion button (or press Start very rapidly). As you cross the line every time the game pauses and unpauses a lap is added. Depending on your car's speed you can add up to three laps. Keep the slow motion on even a few seconds after you cross the line



and sometimes the game will continue to add laps. This trick enables you to take more time to grab the wrenches and power-ups on the track.

**Ryan Jaster, Rock Island, IL**

**Chip's Challenge (Lynx)**

**Passwords**

- |         |          |
|---------|----------|
| 1. BDHP | 10. CNPE |
| 2. JXMJ | 11. DCKS |
| 3. ECBQ | 12. BTDY |
| 4. YMCJ | 13. COZQ |
| 5. TQKB | 14. SKKK |
| 6. WNLP | 15. AJMG |
| 7. FXQO | 16. HMJL |
| 8. KCRE | 17. KGFP |
| 9. VUWS |          |

**Sean Moser, San Diego, CA**

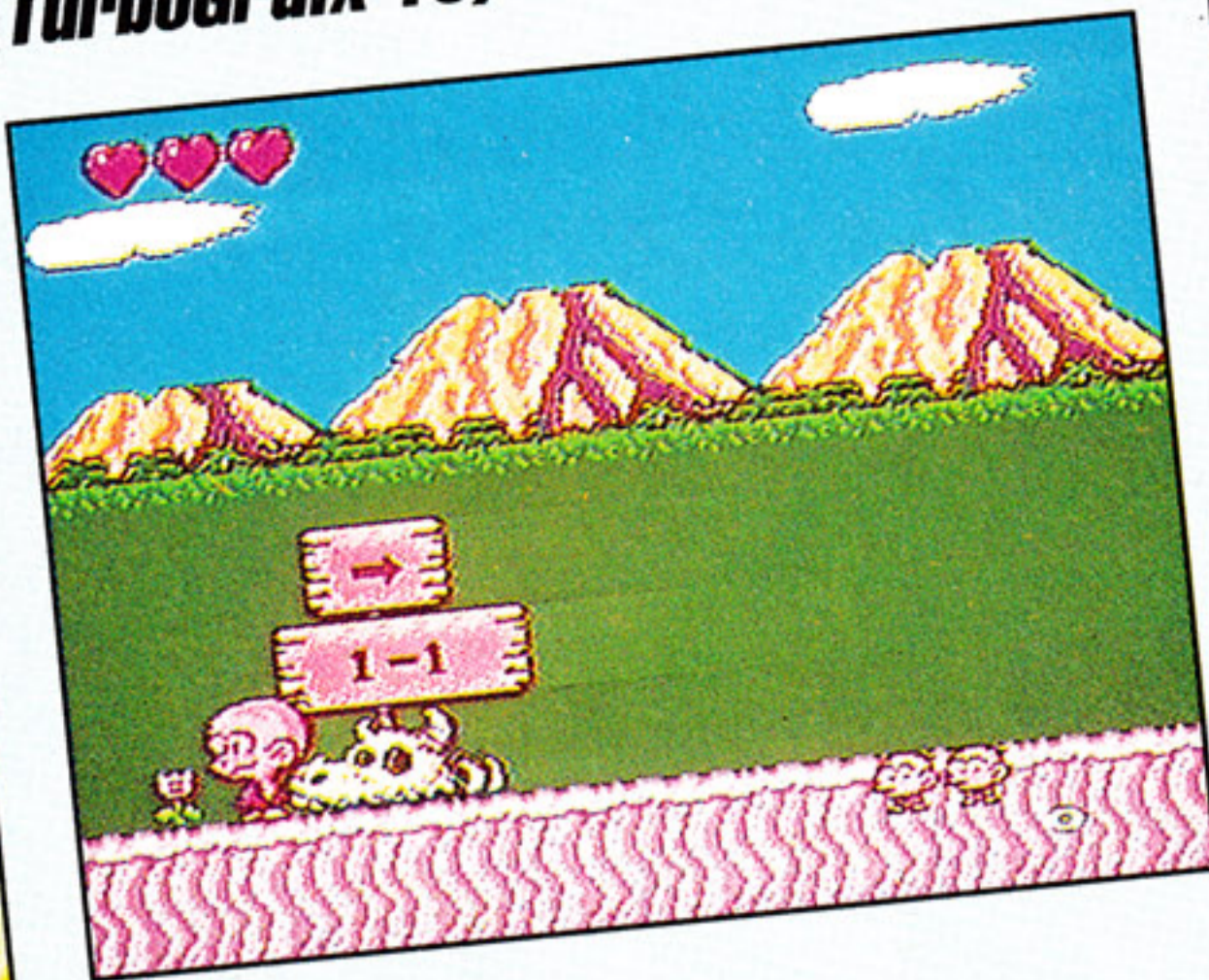
**Super Hydlide (Genesis)**

**Find the Subterranean City**

After your character changes job titles head to the graveyard that is northeast of the Tower of Habel. Push Up on the tombstone that is right next to another. If you search the tombstone before you change titles you won't be able to understand the writing. In this city you'll find Magical Mail inside of a haunted warehouse. Up one screen from the graveyard you'll find the silver sword. It's not really a good weapon since its weight is 8.000. It's much better to sell it for 12.000.

**Michael Campana, Poland, OH**

**Bonk's Adventure**  
 (TurboGrafx-16)

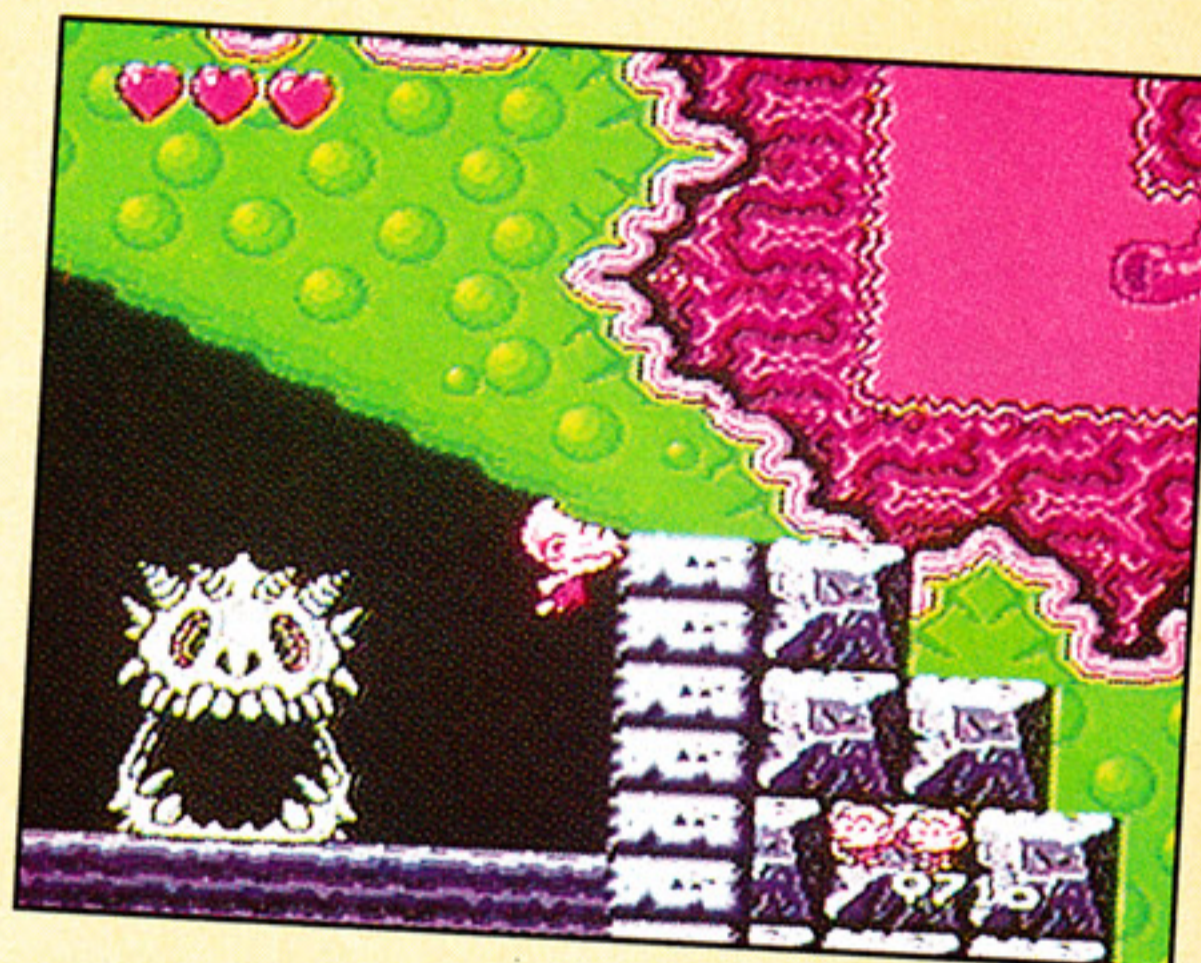


**Hidden 1-Up**

At the very beginning of Level 1-1 go all the way to the very left edge of the screen. Have Bonk jump and land on his head. A small flower appears. Head butt it. A flower will fall from the sky. Catch it. When it lands a large flower will appear. Jump on it for a 1-Up.

**Gary O'Neal, Murfreesboro, TN**

**Bonk's Adventure**  
 (TurboGrafx-16)



**Another Hidden 1-Up**

At the first skull elevator (First Round Boss Elevator), jump on top of the Skull's head when it opens its mouth. Do a high spin, jump right into the green and keep holding right. You'll grab an extra 1-Up.

**Sean McNeill, Gainesville, FL**

**J.J. and Jeff (TurboGrafx-16)**

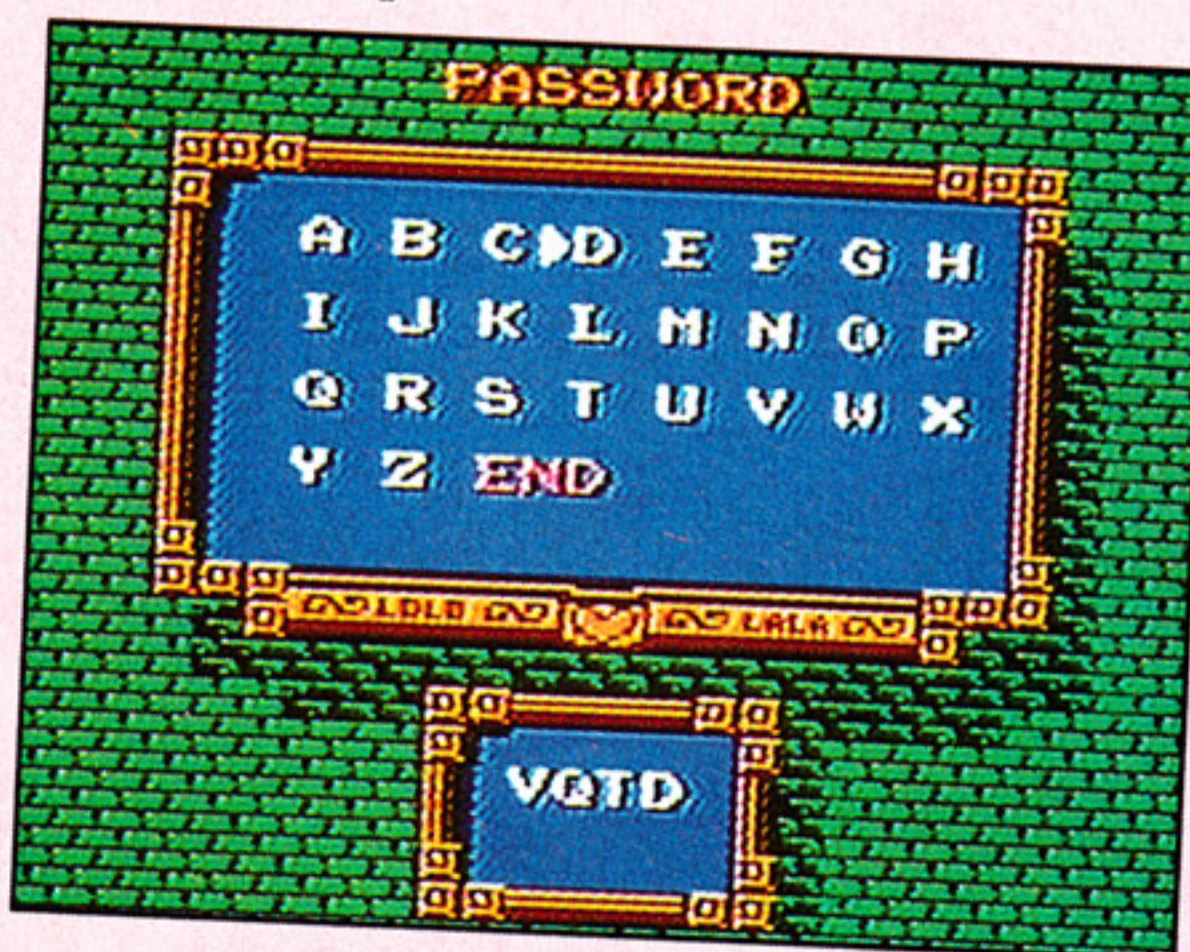


**Secret Warps!**

Try these two great warps for J.J. and Jeff. On Level 1-4 B find the brick bridge, kick the right corner of the bridge and then fall under the bridge. This puts you in field xxx with a choice of fields 2, 3, or 4. On Level 3-3 B go about half way through until the two rats follow you. Jump on top of them onto the two bricks. From there jump up. This automatically warps you to Level 6-4.

**Aaron Peterson, Indio, CA**

**The Adventures of Lolo 2**  
 (Nintendo)



**Last Level Password**

To reach the last level use the following password: VQTD. Now you get to square off against the King of Egger-land. Try him on your own, but if you can't beat

him try this: Move all the way over to the left side against the wall and go up until you're just above the King's feet. Shoot him until he starts getting close to you and then move down so you're below his feet, staying against the left wall. When the King starts moving back to the right, go back up and keep shooting him until he gets close again and then move back down. Repeat this procedure until you beat the King. Then, move to the stairs in the middle of the room and you'll get to see the ending of the game!

**Doug Johnson, Oroville, CA**

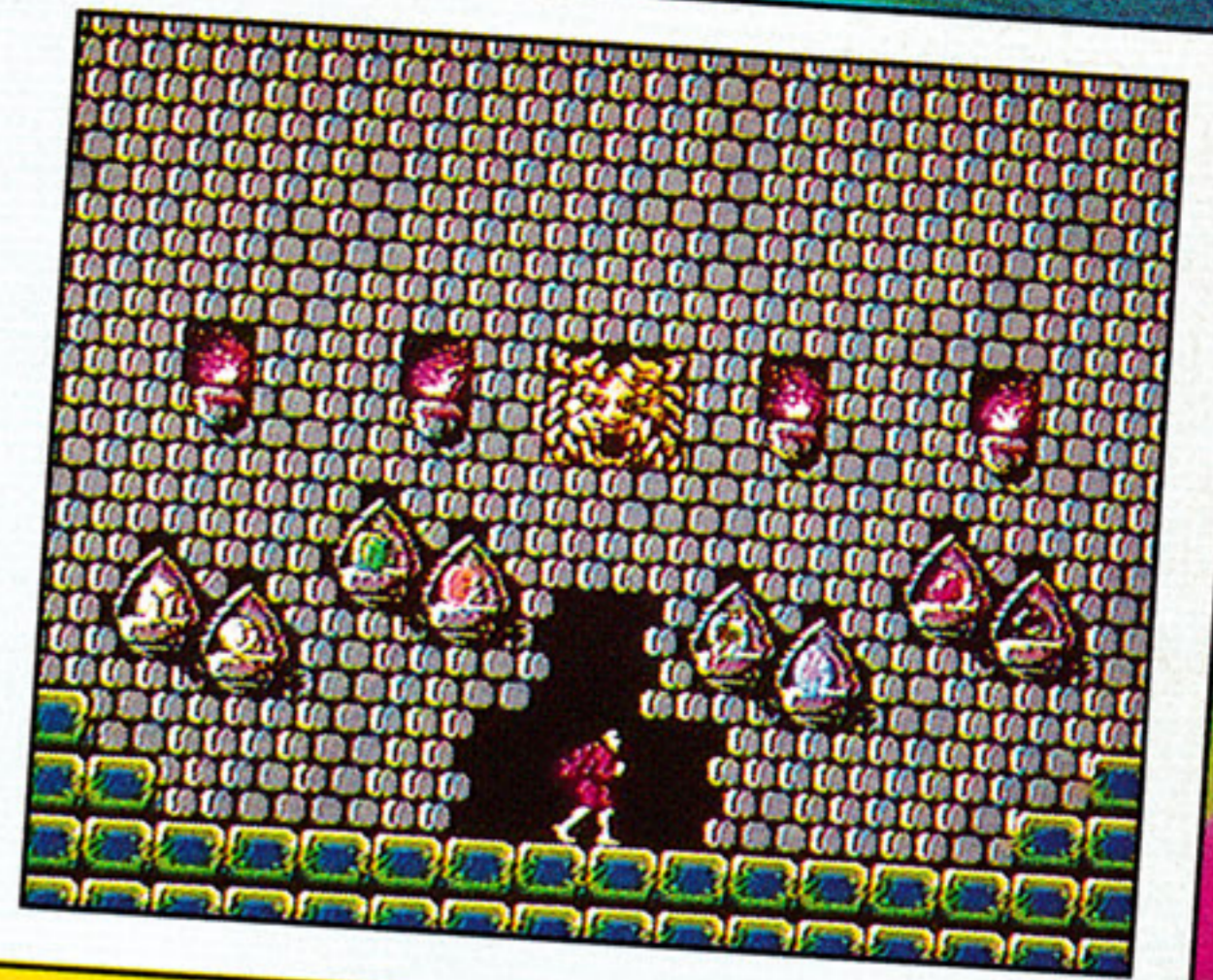


**8 Eyes (Nintendo)**

**The Order of the Jewels**

In the Jewel Room at the end of 8 Eyes you must place the jewels in a particular order. Here's the order to use: Yellow, White, Green, Orange, Blue, Purple, Red, and Black.

**Michael Neuwirth, Staten Island, NY**



**Bases Loaded II: The Second Season (Nintendo)**



**Password!**

Here's a password that makes you D.C. with a 71-15 record. You only need 75 victories to win the pennant and a trip to the World Series:

**PUKVECW**

**Andrew Petering, Yoakum, TX**

**Dynowarz (Nintendo)**

**Password!**

The code for the last level of Dynowarz is:

**6425**

**Stan Sembroski, Garland, TX**



**Phantasy Star II (Genesis)**

**Beat the Dark Force and the Mother Brain**

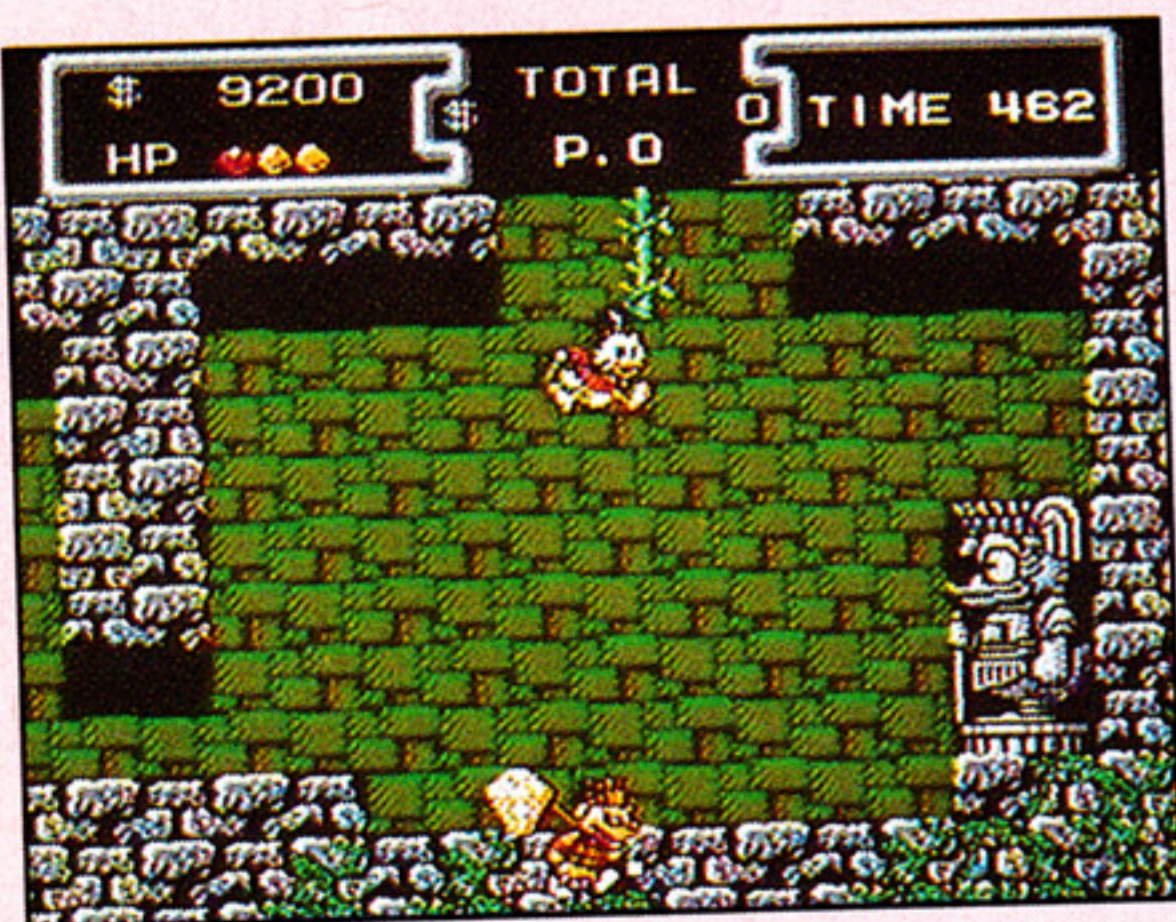
Here are some strategies for defeating the Dark Force and the Mother Brain: Before battling either of these enemies you must have all of the eight items of Nei. Try using the characters Rolf, Rudo, Anna, and Amy. Rolf should have at least 165 technique points (enabling him to use the Megid Technique three times) and Amy should have at least 160 technique points (enabling her to use the Rasar Technique three times and Nasak once). When battling the enemy have Rolf use the Megid Technique and Amy the Nasar Technique. Rudo should have the Neishot and Anna should have a Neislasher and an Acid Slasher.

Press Button B frequently during the battle so that the fighting stops for a while and you have a chance to plan your next strategy. When Rolf has used Megid three times make him battle with the Neisword. When Amy has used up all of her Nasar Technique she may have some technique points left. If so she should use the Nasak Technique, since she's a weak fighter. Now it's up to the others to defeat the enemy. Remember to keep pressing B during the battles so you can plan your next strategy.

Once you destroy the Dark Force use the Neisword, revive your companion, get your energy restored by Lutz, and go get the Mother Brain! If you defeat the Mother Brain get ready to enjoy a spectacular ending!

**Jonathan Paleologos, Horsham, PA**

**Duck Tales (Nintendo)**

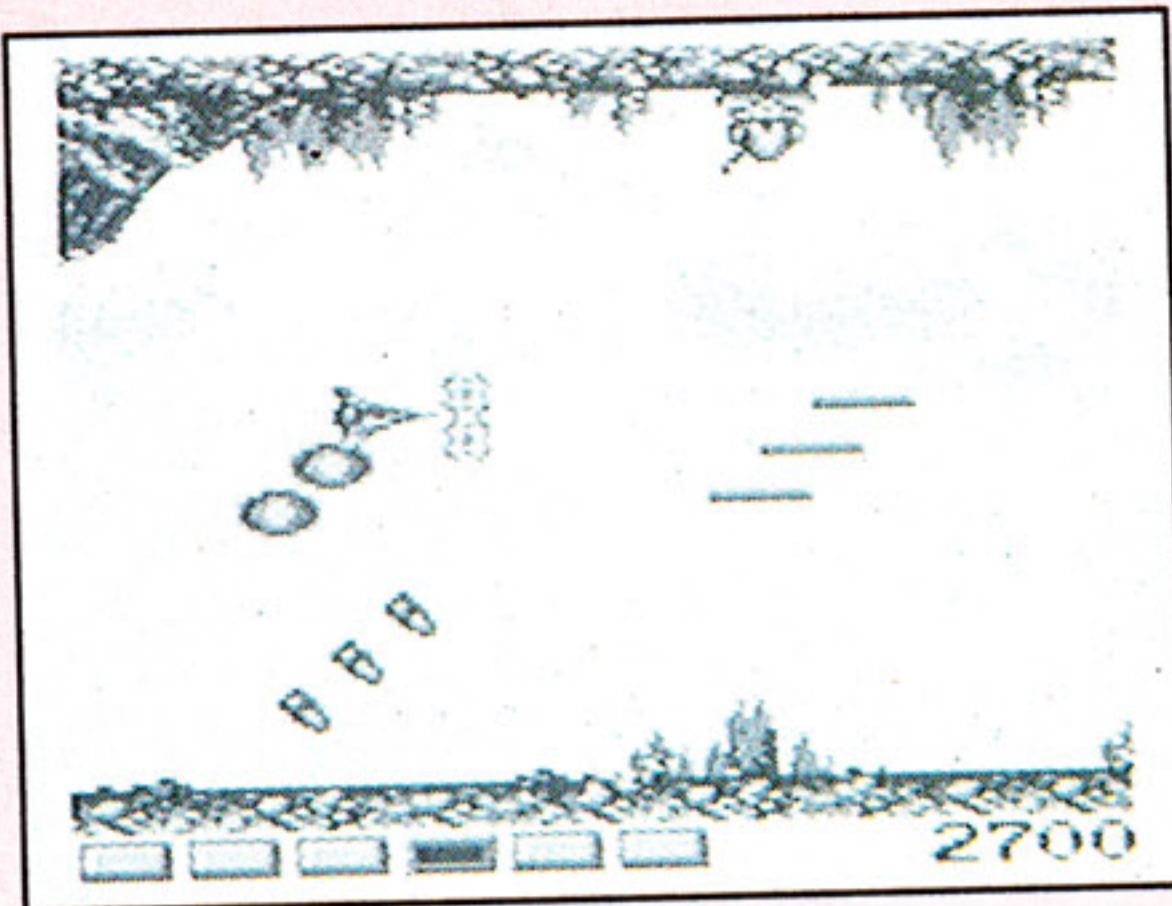


**You Don't Have to Bribe the Statue!**

In the Amazon level of Duck Tales there's a giant statue who demands a pay off before he'll let you proceed. Don't pay! Stand next to the statue and when the native comes along to attack you Pogo Jump off of his head and grab the vine.

**Jennifer Matthews, Zachary, LA**

**Nemesis (Game Boy)**

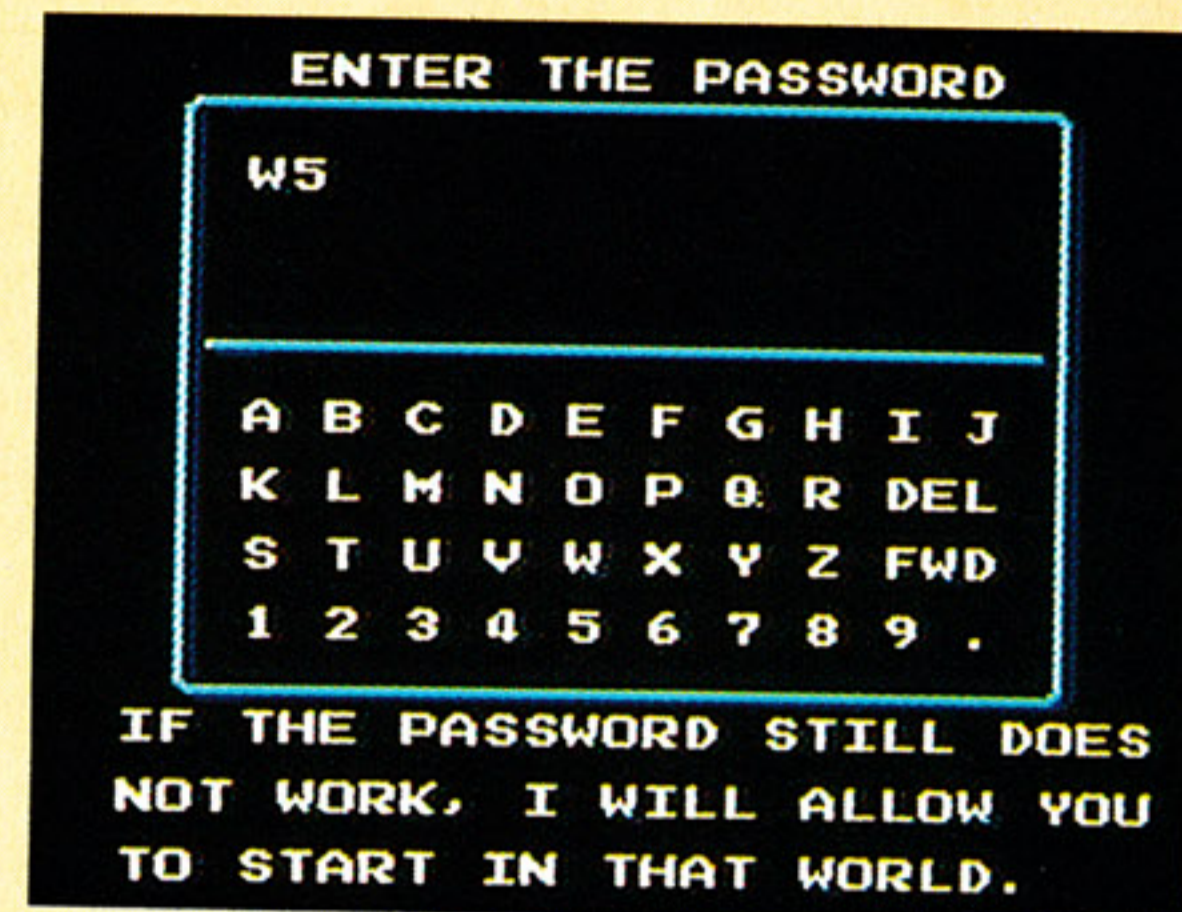


**Special Options**

There is a trick for Nemesis that arms you with the missiles, Laser, two options, and the force field. You can initiate this trick on any round by pressing Start to pause the game, then hitting Up, Up, Down, Down, Left, Right, Left, Right, B, and A. It really helps if you need some good weapons fast, but it only works once per game!

**Greg Colton, Deerfield, IL**

**The Magic of Scheherazade (Nintendo)**



**Password Level Select**

To begin on any chapter (level) enter the letter W and the number of the chapter you wish (1-5) during the password mode. You'll be told that you're incorrect but keep reentering the number and letter and after the third try, you'll begin on that level. If you reverse your choice (i.e. 5W,) you can start on that chapter but with less money and experience.

**Ron Majewski, Lansing, MI**

**Target Earth (Genesis)**



**Earn Nine Continues**

To earn nine continues do the following: Begin the game and destroy your warship. Let Rex die on his way to the shuttle. Choose the Option mode, change pad reset from Cancel to Enable. Now (while still in the Option Mode) push Button C and Start simultaneously. A girl with nine continues will slide onto the screen. Exit the Option Mode and save the universe!

**Robert Page, Chicago, IL**

**Target Earth (Genesis)**

**Change Your Firing Set Up**

To change your firing set up in Target Earth simply press Buttons A, B, and C simultaneously.

**Jim Blackwood, Chicago, IL**



**Target Earth (Genesis)**

**Invincibility!**

To become invincible in Target Earth simply press Start on Controller 2!

**Jim Blackwood, Chicago, IL**

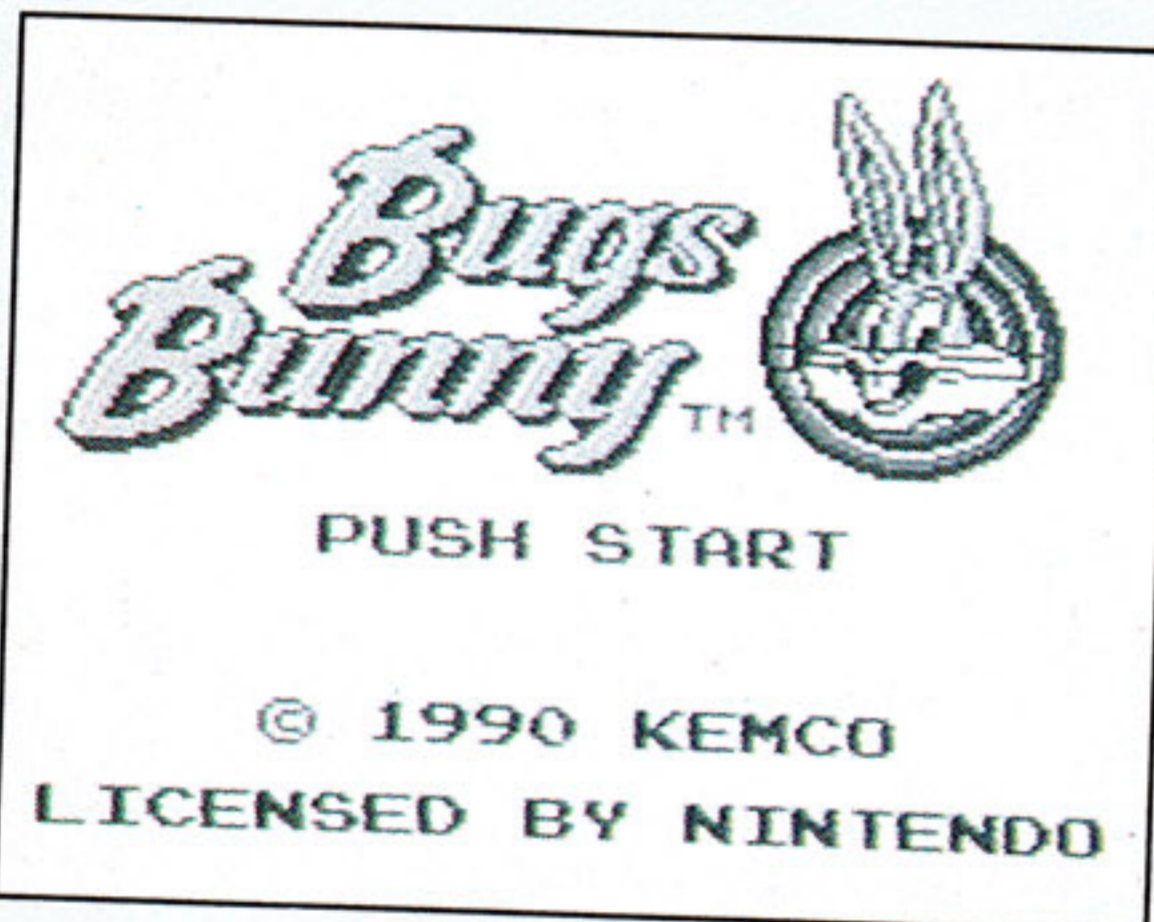
**Blue Lightning (Lynx)**

**Fly Topsy-Turvy!**

In Level 6 you fly to air strips and land. By doing a barrel roll (Option 2 and left or right) and holding the plane steady upside down while pressing Up (landing) over an airstrip you can land upside down! The cockpit opens from the fuel tank, and you take off backwards!! It doesn't help you any, but it's fun to watch!

**Eric Foirster, Powell, TN**

**Bugs Bunny's Crazy Castle (Game Boy)**



**Passwords!**

- Stage 10 - wzfs
- Stage 20 - ztpz
- Stage 30 - wycz
- Stage 40 - tx9w
- Stage 50 - 2twx
- Stage 60 - ytkx
- Stage 70 - she2
- Stage 80 - xho2

**Mason Weems, Grapeland, TX**

**Zoom (Genesis)**



**Special Selection Screen**

To get to the special selection screen do the following: During the One or Two Player screen press Up, Up, Down, Down, Left, Right, Left, Right, A, and B. If you do this correctly you'll see the special screen. If you select Debug during this screen and then play the game when you press Button A, the screen splits into two and reveals a screen full of numbers and letters - the programming!

**Kevin Tsay, Marlboro, NJ**

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**Ironsword (Nintendo)**

**Password**

Here's a great code for Ironsword. Begin with a diamond shield, diamond helmet, and two extra lives:

**NTTMNWLPPBDZ**

*The Game Master, Madison, AL*

**Golden Axe (Genesis)**

**How To Kill Death Adder Jr.**

Here's how to kill Death Adder Jr.: In a two player game first kill the skeletons and then force Death Adder Jr. to the edge of the screen. Position one player slightly above or below him, and then the other player can easily attack and destroy him! In a one player game first kill the skeletons and then force Death Adder Jr. to the edge of the screen. Next, move in front of him when he gets up. Slowly slice him so he doesn't fall. He'll be dead in no time!

*Jonathan McEntire, Fostoria, OH*

**Space Harrier II (Genesis)**

**Get 99 Lives!!**

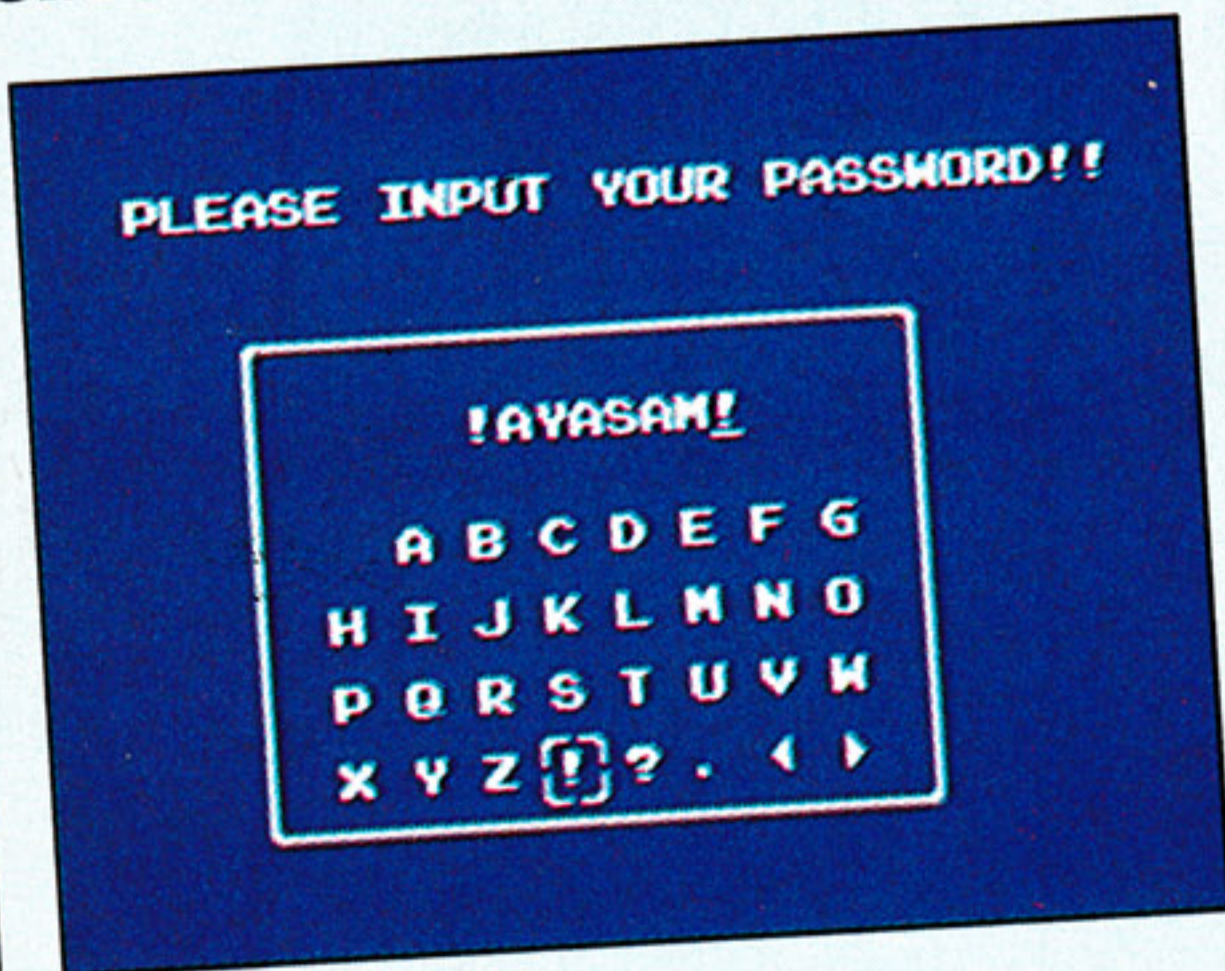
To do this trick you need both Altered Beast and Space Harrier II. First, put Altered Beast in your Genesis and then when the pictures of all of the statues appear on the screen pull your Altered Beast cartridge out with the power on. The screen will freeze. Next, with the power still on, put your Space Harrier II cartridge into your Genesis. The screen will remain frozen but the music will begin to play again, at different speeds and out of tempo. Keep the power

on and hit reset. The Sega logo will appear followed by the Space Harrier II title screen. Proceed as you normally would, but instead of four lives appearing, it fills up with 99 lives. It may take a couple of times to make this trick work.

*Jonathan Capra, Mt. Pleasant, NY*

**WARNING!! This trick and any others that involve inserting or removing games while the power is on can seriously damage your Genesis, TurboGrafx-16, Sega Master System or NES. Perform them at your own risk.**

**Shove It! (Genesis)**



**Last Level Password**

To check out the last level of Shove It! type in the following: **!AYASAM!**

*R. Stewart, Cleveland, OH*

**Chip's Challenge (Lynx)**

**Passwords - Continued!!**

Here are the next in the series of Chip Challenge Passwords:

- |          |           |          |           |
|----------|-----------|----------|-----------|
| 25. PQGV | 41. GKWZ  | 57. UBXU | 79. JINU  |
| 26. YVYJ | 42. LMFU  | 58. YBLT | 80. EVUG  |
| 27. IGGZ | 43. UJDP  | 59. BLDM | 81. SCWF  |
| 28. UJDD | 44. TXHL  | 60. ZYVI | 82. LLIO  |
| 29. QGOL | 45. OVPZ  | 61. RMOW | 83. OVPJ  |
| 30. BQZP | 46. HDQJ  | 62. TIGW | 84. UVEO  |
| 31. RYMS | 47. LXPP  | 63. GOHX | 85. LEBX  |
| 32. PEFS | 48. JYSF  | 64. IJPQ | 86. FLHH  |
| 33. BQSN | 49. P PXI | 65. UPUN | 87. YJYS  |
| 34. NQFI | 50. QBDH  | 66. ZIKZ | 88. WZYV  |
| 35. VDTM | 51. IGGJ  | 67. GGJA | 89. VCZO  |
| 36. NXIS | 52. PPHT  | 68. RTDI | 90. OLLM  |
| 37. VQNK | 53. CGNX  | 69. NLLY | 91. JPQG  |
| 38. BIFA | 54. ZMGC  | 70. GCCG | 92. DTMI  |
| 39. ICXY | 55. SJES  | 71. LAJM | 93. REKF  |
| 40. YWFH | 56. FXJE  | 72. EKFT | 94. EWCS  |
|          |           | 73. QCCR | 95. BIFQ  |
|          |           | 74. MKNH | 96. WVHY  |
|          |           | 75. MJDV | 97. IOCS  |
|          |           | 76. NMRH | 98. TKWD  |
|          |           | 77. FHIC | 99. XUVU  |
|          |           | 78. GRMO | 100. QJXR |

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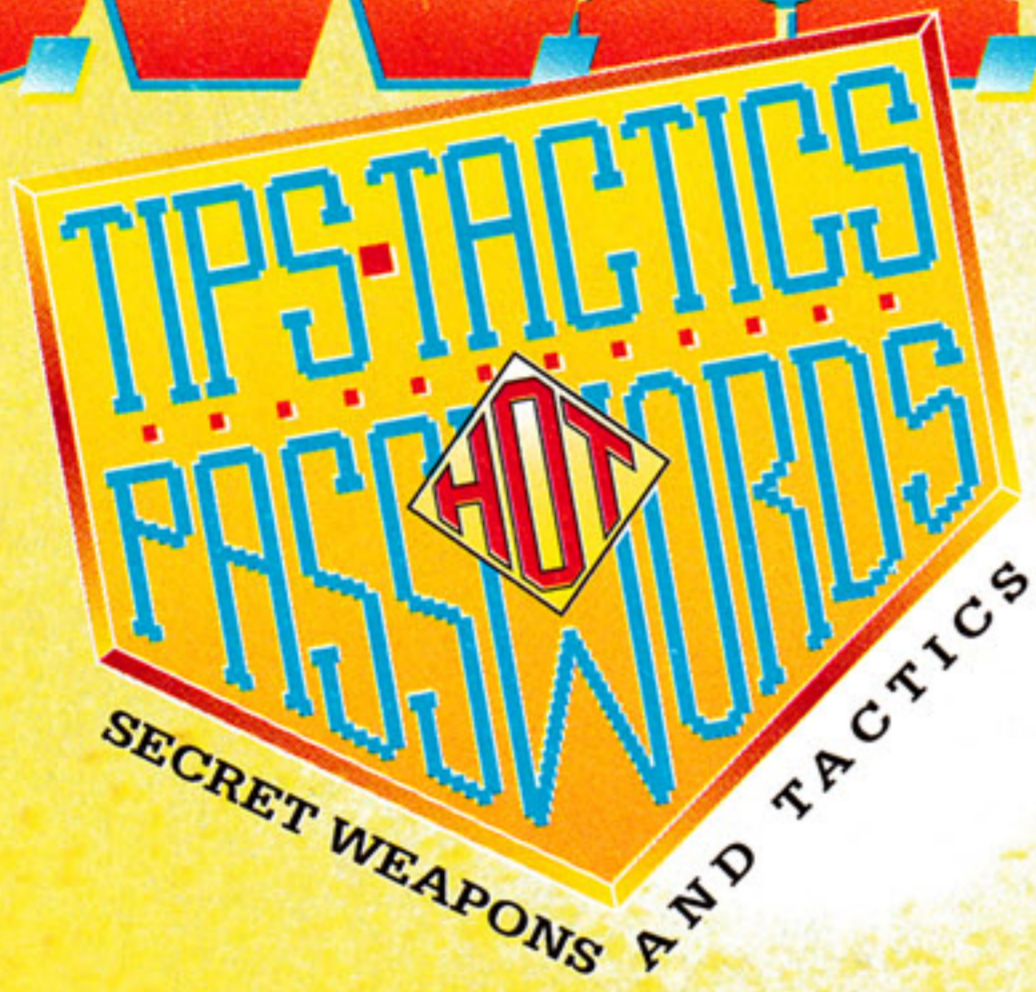
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# SWAT



## Black Bass Fishing (Nintendo)

### Passwords!

Class B - TSVWDED0DIBPUYCG  
 Class A - HRVQSE14EZH2M1XS

## Top Players Tennis (Nintendo)

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D?AA! GNLAN YABLL  
 JDLZU UC♀4L NIHGU  
 KVDQP YOIEL L♂HRE

## Top Players Tennis (Nintendo)

**Play in the First Round of the U.S. Open**



Play in the first round of the U.S. Open as Lendl.

DYAA! GNL7N YEPLL  
 JKLLU QC♀NL NI!GX  
 QBDCF KOIEL LKHME

## Bases Loaded (Nintendo)

### Pennant Clinching Passwords

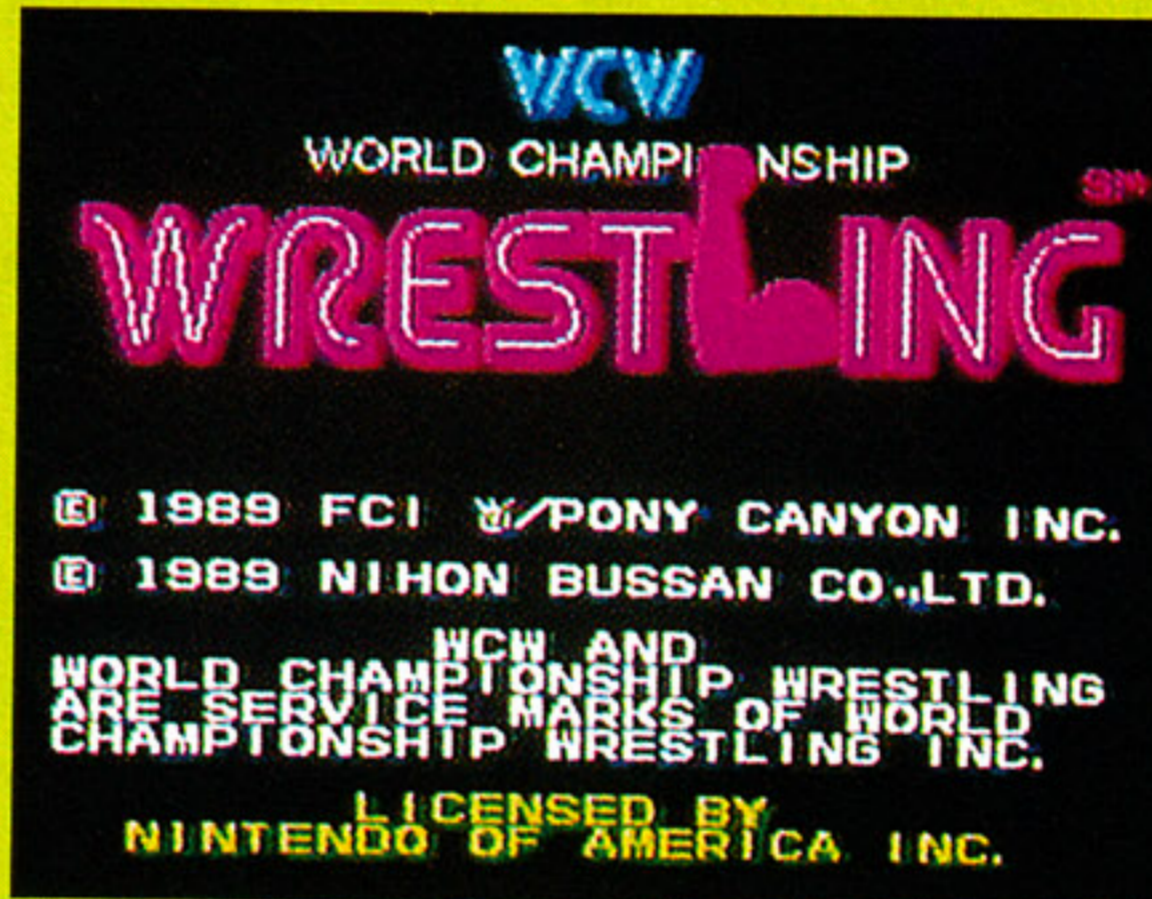
The following are passwords to the last game (the pennant clincher) of Bases Loaded for any team:

Boston: LFBDJHE  
 New York: PFDAJHH  
 Philly: LFDBJHE

D.C.: PFACNHK  
 Jersey: LFADNHH  
 Miami: PFCANHK  
 Kansas: PNCBNHD  
 Utah: LNBCJPD  
 Hawaii: LNADJPD  
 Omaha: LNDAJPD  
 Texas: LNCBJPD  
 LA: PFBCNPD

## WCW Wrestling (Nintendo)

### Passwords!



Try all of your favorite moves with your favorite players and the following passwords:

### Sting

Won 3 fights: BXDR NBQ5 19DQ  
 Won 6 fights: -XDY YBZH Y9DK  
 Won 9 fights: QXD- 0B0D L9DQ

### Lex Luger

Won 3 fights: DXH5 NBD5 R9DK  
 Won 6 fights: LXHT YB67 N9DM

### Rick Flair

Won 3 fights: DX7X NBT5 R9DV  
 Won 6 fights: BX7Z YB07 R9D1

### Mike Rotunda

Won 3 fights: DXT9 NB15 R9DW  
 Won 6 fights: BXTH YB/7 R9DV

### Kevin Sullivan

Won 3 fights: DXRZ NBY5 R9D5  
 Won 6 fights: BXRT YB6H R9D2

### Rick Steiner

Won 3 fights: DXNH NB-9 R9D1  
 Won 6 fights: BXND YB4H R9D5

### Ricky Steamboat

Won 3 fights: DX1T NBV5 R9DL  
 Won 6 fights: YX11 YB37 R9DD

### Road Warrior Hawk

Won 3 fights: DXBR NBQ5 R9DG  
 Won 6 fights: BXB1 YB37 R9DD

### Road Warrior Animal

Won 3 fights: DXYD NBK5 R9D6  
 Won 6 fights: BXYB YB57 R9DY  
 Won 11 fights: -XY- GBG1 R9DQ  
 Won 20 fights: N5Y1 1BP7 RZNT

### Steve Williams

Won 3 fights: DXLN NBM5 R9D4  
 Won 6 fights: BXLY YB7H R9DV

### Eddie Gilbert

Won 3 fights: DXJ1 NBW9 R9D5  
 Won 6 fights: BXJL YBTH R9DK

### Michael Hayes

Won 3 fights: DX0B NB89 R9D7  
 Won 6 fights: BX0J YBDH R9DW  
 Won 9 fights: JX0G 0BGD R9DV

## Goal (Nintendo)

### World Cup Finals Passwords!



Ageria:  
CTXAREZCGPLOPEOB

Argentina:  
JTXAREZCGXIKLUEL

Belgium:  
ATXAREZCGRHFOEOB

Brazil:  
ITXAREZCGPIGKCMB

Denmark:  
ITXAREZCGVIGKWIL

England:  
JTXAREZCGZLGKUGJ

France:  
ETXAREZCGAISKWHJ

Holland:  
QTXAREZCGWLUOUGJ

Italy:  
DTXAREZCGAHKLUIL

Japan:  
PTXAREZCGXMKLWIJ

Poland:  
ATXAREZCGUMJPCTD

Spain:  
DTXAREZCGOHFOCOB

Uruguay:  
ITXAREZCGULGKESB

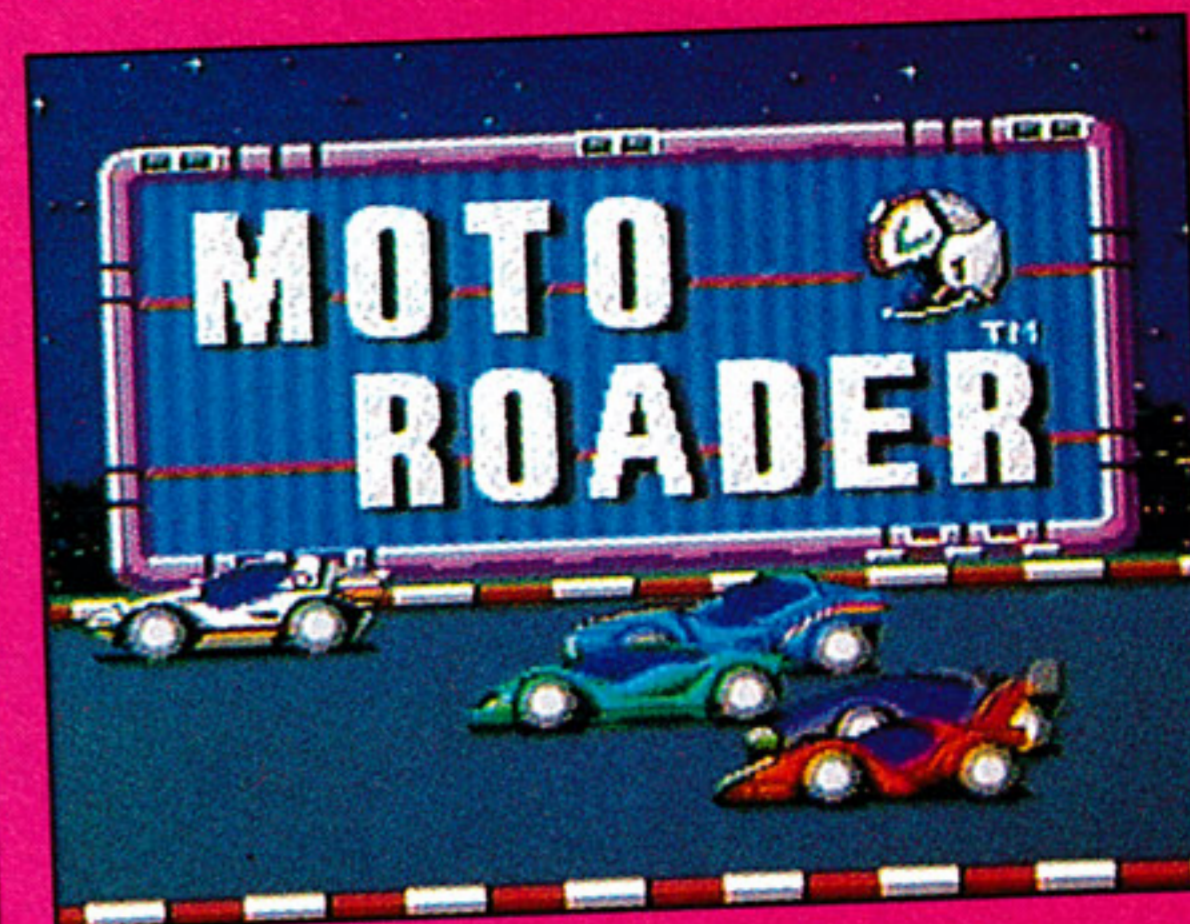
USA:  
HTXAREZCGWHKLWEJ

USSR:  
ZTXAREZCGOHGOERB

West Germany:  
LTXAREZCGTMGOCRD

## Moto Roder (TurboGrafx-16)

### Sound Test



To check out the Moto Roder tunes in the Sound Test enter either MUSIC or ART88 on the Entry Board. A menu of tunes comes up on the screen. Play them by using your control pad.

## Tecmo Bowl (Nintendo)

### Play the Invisible Team!

Play Tecmo Bowl as Chicago against an Invisible Team!

397BFEA5

## Tecmo Bowl (Nintendo)

### Play Some Championship Games

Los Angeles vs. Washington:  
967FBFA5

Seattle vs. Washington:  
937FBFA5

San Francisco vs. Washington:

9C7FBFA5

San Francisco vs. Denver:

1DAFF7A6

Chicago vs. Los Angeles:

A89FDFA8

## Tecmo Bowl (Nintendo)

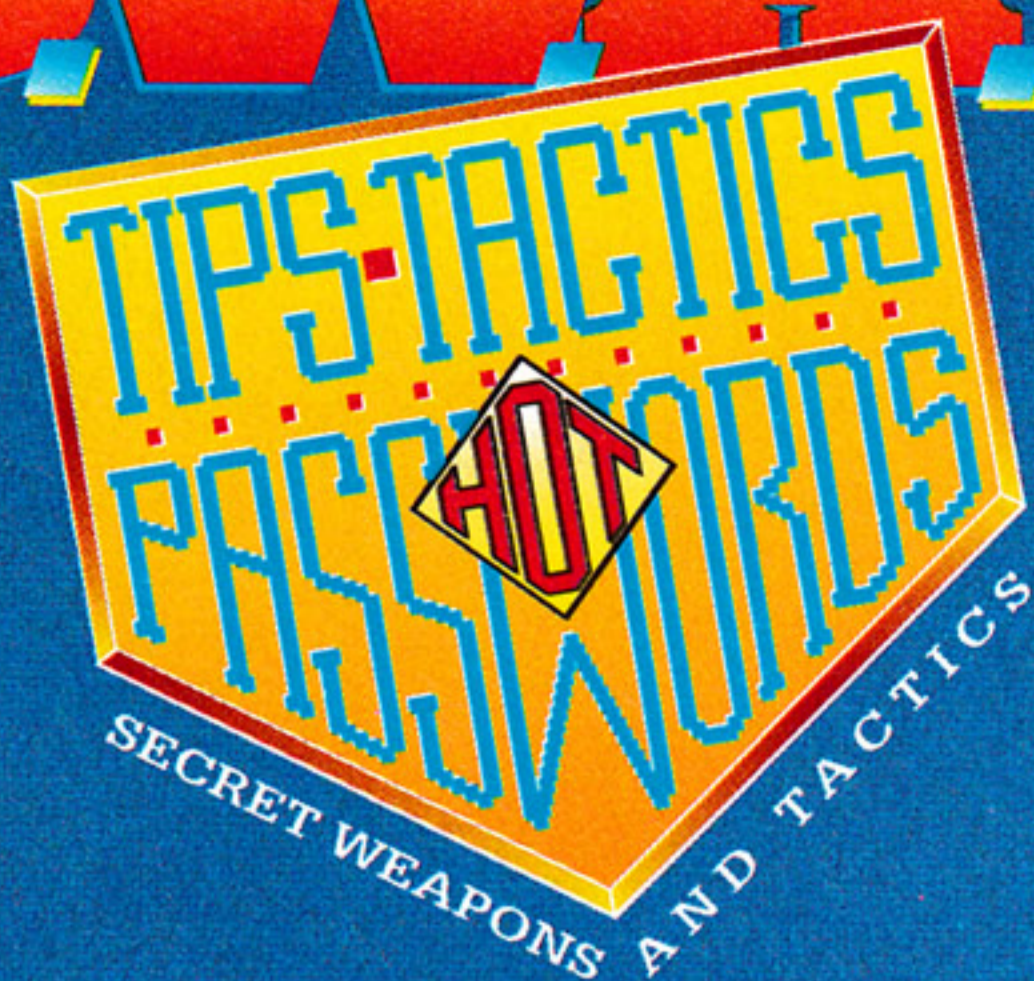
### Play Against Yourself!

Try these passwords to pit a team against itself!

Chicago vs. Chicago: 697BFEA5

Washington vs. Washington: 997FBFA5

Denver vs. Denver: CFBEF7A0



## John Madden Football (Genesis)

### Passwords!



Here are some passwords that enable you to check out some mid-season gridiron action:

To begin in the Second Round as:  
 San Francisco vs. New York  
 Washington vs. Los Angeles  
 Denver vs. Pittsburgh  
 Miami vs. Cincinnati

Use: 0466400

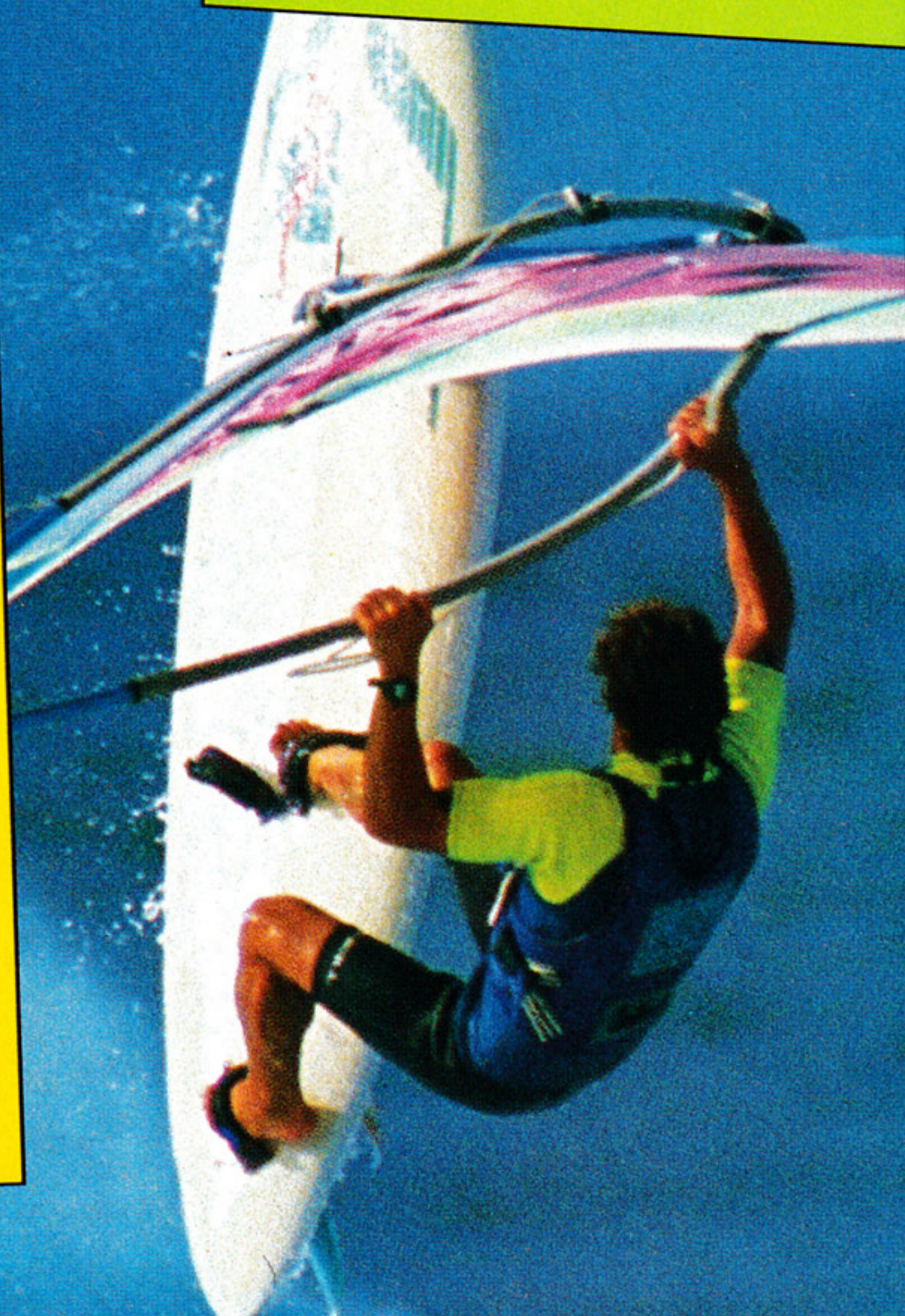
To begin in the Third Round as:  
 San Francisco vs. Los Angeles  
 Pittsburgh vs. Cincinnati

Use: 0077661

## World Class Baseball (TurboGrafx-16)

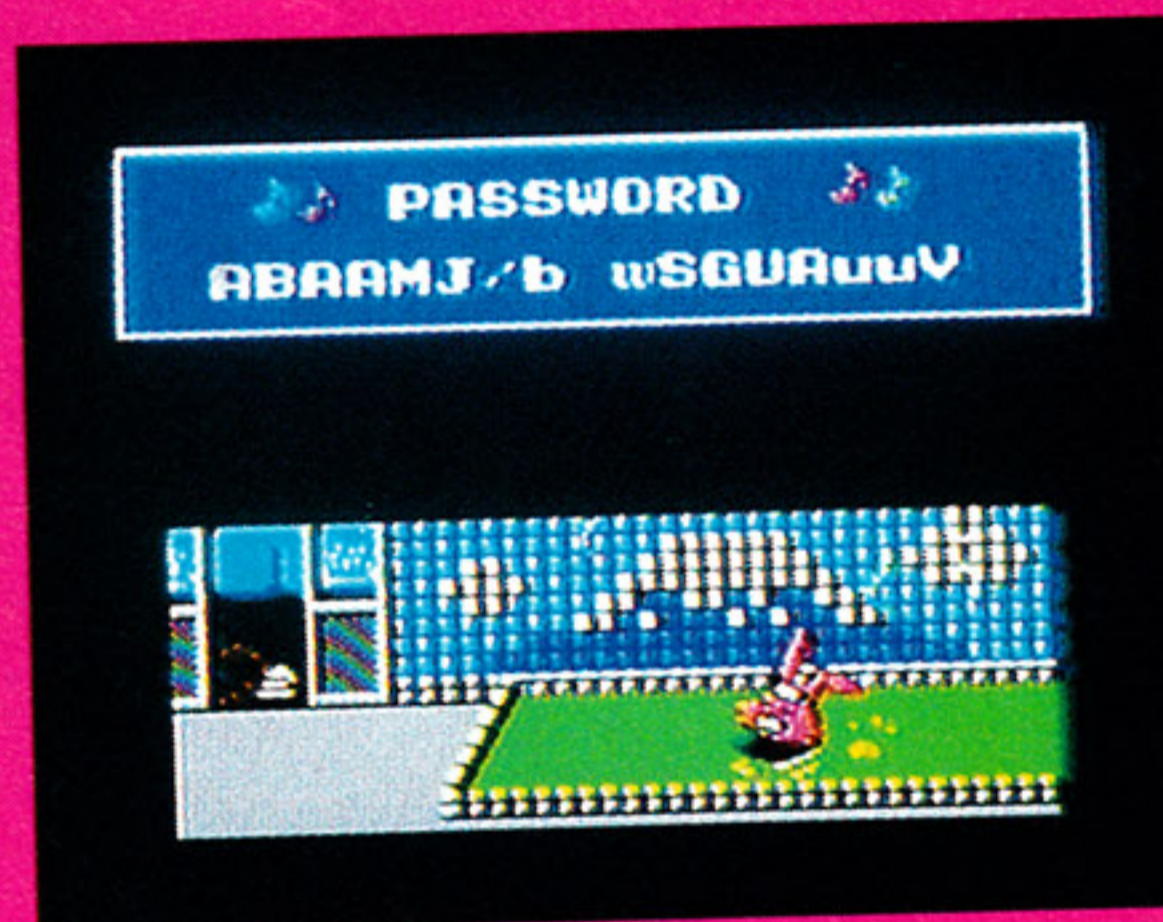
Here are the passwords for all of the teams to play against the Turbo-Champs:

- Ninjas – E650
- Apples – 7AB8
- Stars – 8428
- Towers – 8237
- Winds – B595
- Lords – 27F1
- Fries – 91E3
- Togas – 306B
- Bears – 3233
- Ducks – 99DB
- Buddhas – 8ADB
- Sharks – 68CO



## Bad News Baseball (Nintendo)

### Bubbles in the Hot Tub!



In the One-Player Pennant Mode you can make the rabbit in the hot tub make "bubbles" by pressing Button B on the controller once while you're in the password screen.

## Bad News Baseball (Nintendo)

### Change All of the Teams to Girls Teams



You can change all of the teams to girls teams, including the special super-pow-

ered team and special players, by doing the following: during the title screen press lower Left on Controller One, while simultaneously pressing Up on Controller Two. Now, while still holding down these buttons on both control pads press Reset on your NES, and then press the Start button on Controller One. This changes all the teams to girls teams! You'll know it's worked if the baseball icon changes to a heart. The Texas team becomes a super-star team, and there will also be a few super superstars on some of the other teams.

## Baseball Simulator 1.000 (Nintendo)

### Flypaper Catcher

Give your catcher a fielding rating of 50 or higher. By doing this, your catcher will grab every foul tip and short pop-up that's hit.



# SWAMP



## Kings of the Beach (Nintendo)

### Passwords!



- Stage 2 – San Diego, California  
Side Out
- Stage 3 – Waikiki Beach, Hawaii  
Gekko
- Stage 4 –  
Copacabana Beach, Rio De Janeiro  
Topflite
- Stage 5 –  
The Great White Beach, Australia  
Sundevil

## Baseball Simulator 1.000 (Nintendo)

### Knock Out A Power Hitter



To eliminate one of the power hitters on the other team, bean him with a Fireball pitch! The batter will be removed from the game!



## Arnold Palmer Golf (Genesis)



### Head for the Fantasy Zone

There is a secret hidden mini Fantasy Zone in Arnold Palmer Golf. To find it start a new game and then take 100 strokes on any hole without putting out on that hole. The words "Game Over" appear on the screen. Then press Up, Up, Down, Down, Left, Right, Left, Right, and Button A on the controller. You're into the Fantasy Zone! Button B fires and Button C bombs.

## Baseball Simulator 1.000 (Nintendo)



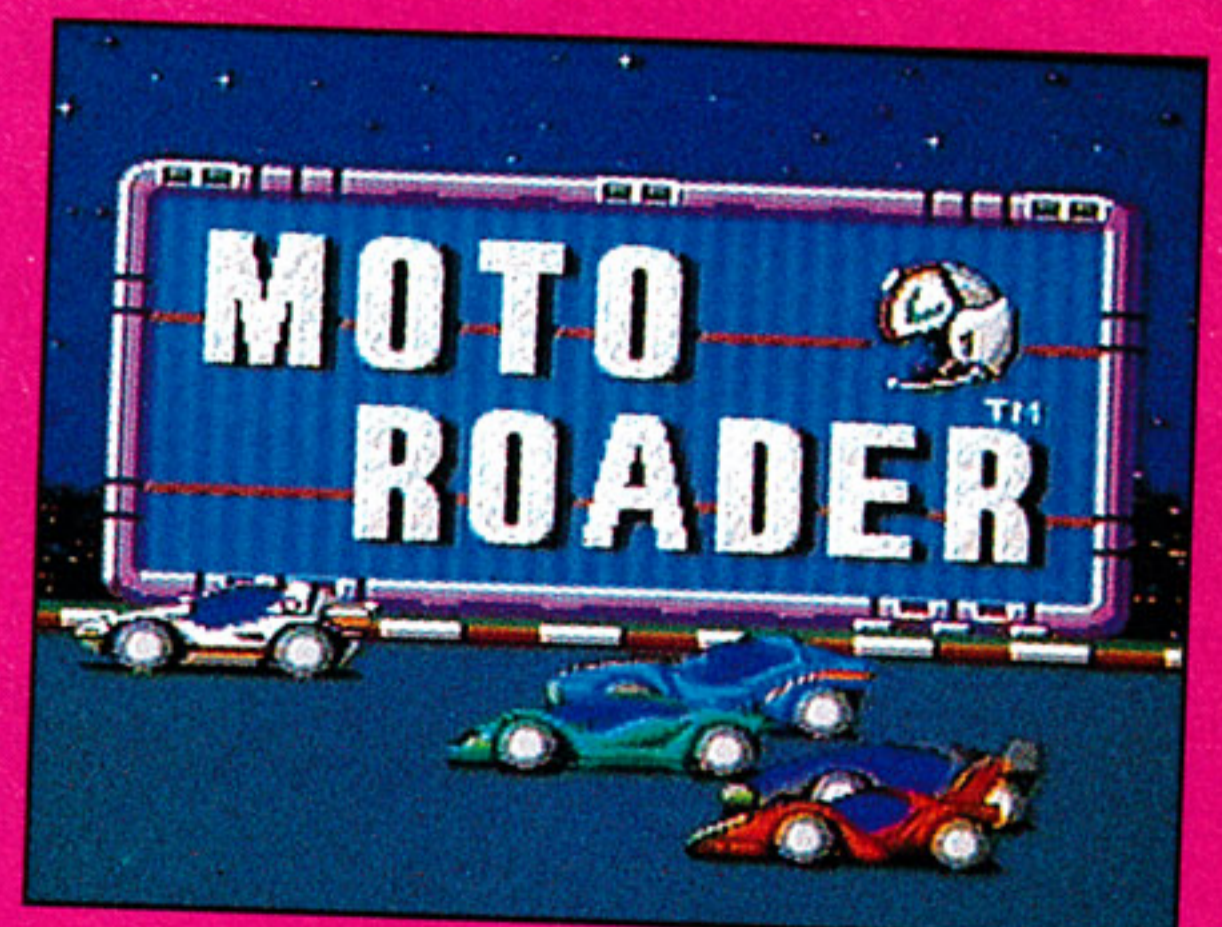
### Stop the Computer From Using Super Pitching and Hitting

You can stop the computer from using super pitching and super hitting! When the computer selects a super ability, call "Time Out" and go to the Pinch Hitter or the Relief Pitcher screen. Select "Cancel." Go back to the main screen, and the computer will no longer have super ability selected!

## Moto Roder (Nintendo)

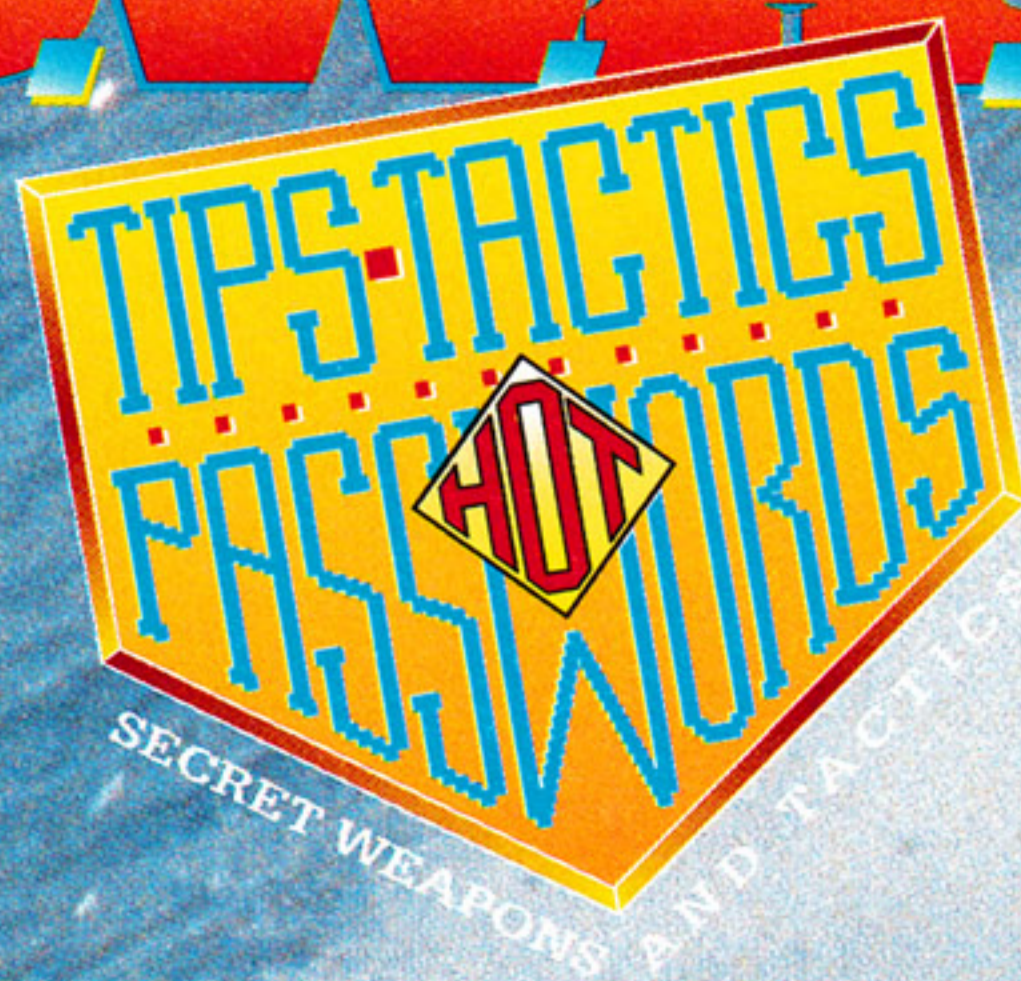
### Get \$50,000!

When you enter the Course Selection Screen, hold the Select button down and push the Control Pad to the Right. This activates the "time" option. At the end of the race the time of the winner is shown. Pushing the pad to the Left activates the "slip" option. This option makes your car slip and slide even with the best tires and brakes. Pushing the Select with Button 2 activates the "Rich" option. When it's time to choose your parts, you'll start with \$50,000 in-



stead of only \$5,000. The computer cars also receive \$50,000 instead of only \$5,000. The computer cars also receive \$50,000, but they will still choose cheap parts instead of the better expensive ones!

# SWAT



## Rad Racer 2 (Nintendo)

### Level Select

To pick your level on Rad Racer 2 do the following pad trick: During the title screen hit Button B one time less than the number of the level you wish to start on (i.e. for Level 4 hit Button B three times) Next, press and hold Upper Left while you simultaneously press Start.

## Dusty Diamond's All-Star Softball (Nintendo)

### Passwords!

#### Fast Pitch Mode

Game #3:

DmgvyMM5X1YDmJ  
mNPXb70x0dLgXZG

Game #4:

LgtwwRG7XtRHIR  
3R14rvwk2jbjkjh

Game #5: Championship Game

LgtwwRG7MtdHTR  
7R941v0v24y342J

#### Slow Pitch Mode

Game #3:

jljtNLRyWjrbJW  
nDl87n2rrmP5jbh

Game #4:

dpp8TTJTRhrWNV  
tJxzv084z0kzXql

Game #5: Championship Game

vlkyVQKTlplbQQ  
vB751w6w8x39yxT



## Rad Racer (Nintendo)

### Continue

To continue on the same track you left off on, wait for the demo screen, hold down A, and press Start.

## Rad Racer (Nintendo)

### See the Final Animated Screen Sequence



Want to see the final animated screen sequence? Display the demo screen, push A and Upper Right simultaneously, hit B 60 times, and hit Start.

## Rad Racer (Nintendo)

### Level Select



Here's how to select your starting level. At the demo screen, press the B Button to increase the tachometer indicator by two lights. The first set of two lights indicates Course 1, the next set of two indicates Course 2, and so on up to eight sets for Course 8. To begin at the selected course, hold down Upper Right, press A, and hit Start.

## Tecmo World Wrestling (Nintendo)

### Sound Test



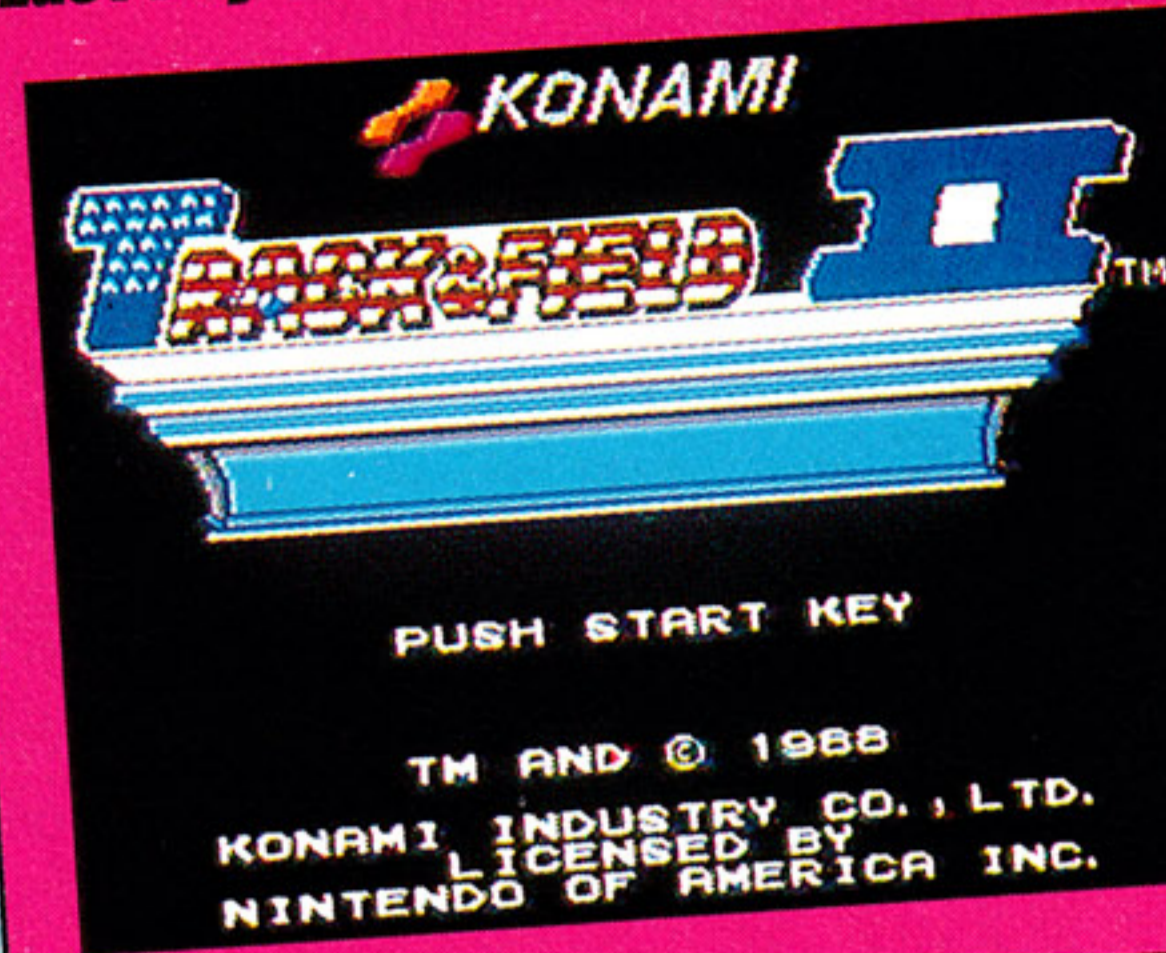
To hear all of Tecmo World Wrestling's sounds do the following: during the title screen simultaneously hold down Upper Left and Buttons A and B. Then, while still holding all of these hit Select.

# SWAMP



## Track and Field II (Nintendo)

### Last Day of the Olympics Passwords



Begin on the last day of the Olympics with the following passwords:

- Canada - WAIYWHJLI
- China - EECYWHJGS
- France - 5ZHDPZJ2S
- Germany - DAVYYHJTS
- Great Britain - YAWWWHJ4S
- Japan - LKWTWHJPS
- Kenya - 3QYGPJJFL
- Korea - 3QWIWJJIS
- Soviet Union - 2M1SPZJWS
- United States - 54HLPJJNI

## RBI Baseball 2 (Nintendo)

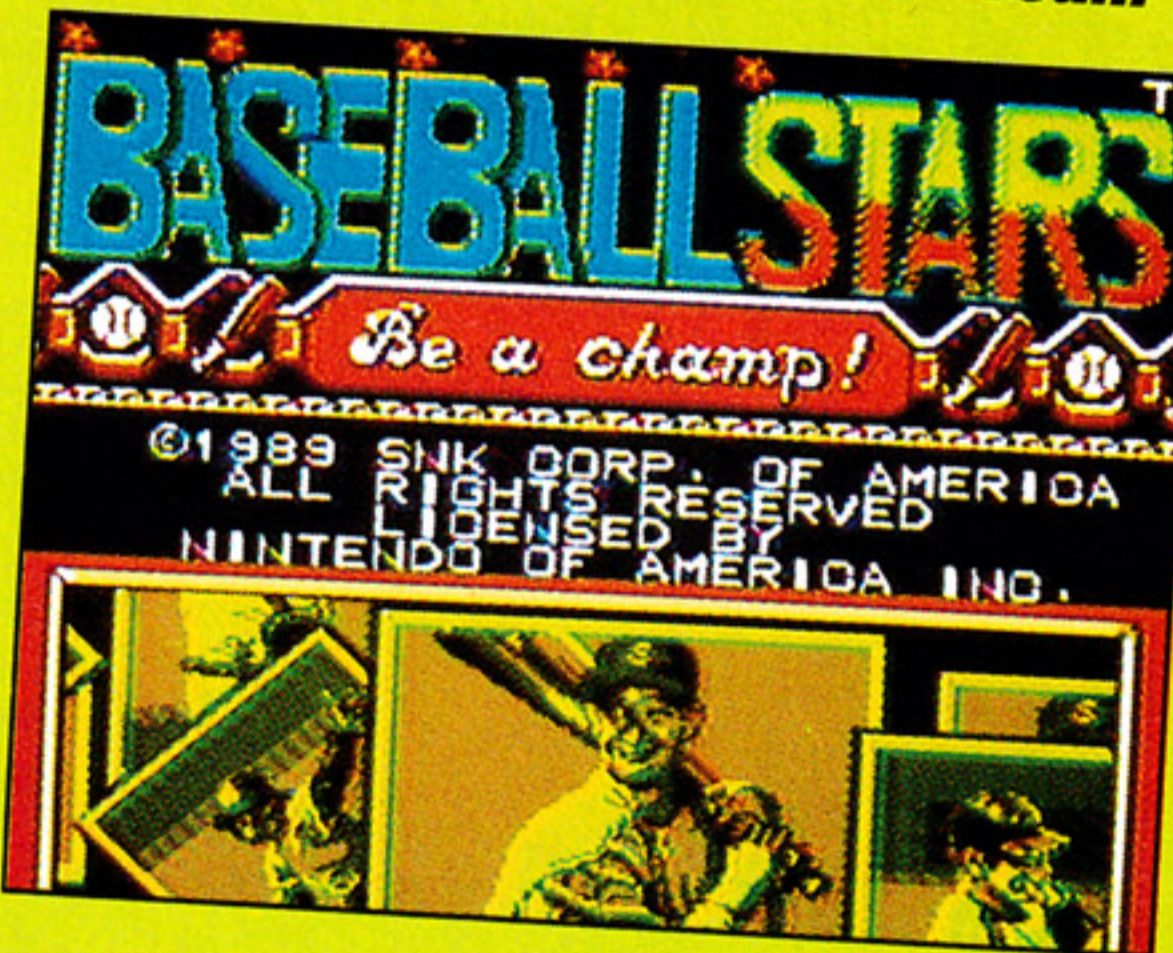
### Passwords!



- |                        |          |
|------------------------|----------|
| Toronto vs. Tengen:    | F00MB6AP |
| Detroit vs. Tengen:    | R00MB6AP |
| Minnesota vs. Tengen:  | SI0MB6AP |
| Cleveland vs. Tengen:  | V00MB6AP |
| Boston vs. Tengen:     | J00MB6AP |
| Seattle vs. Tengen:    | SA0MB6AP |
| California vs. Tengen: | SU0MB6AP |
| Oaklands vs. Tengen:   | SE0MB6AP |

## Baseball Stars (Nintendo)

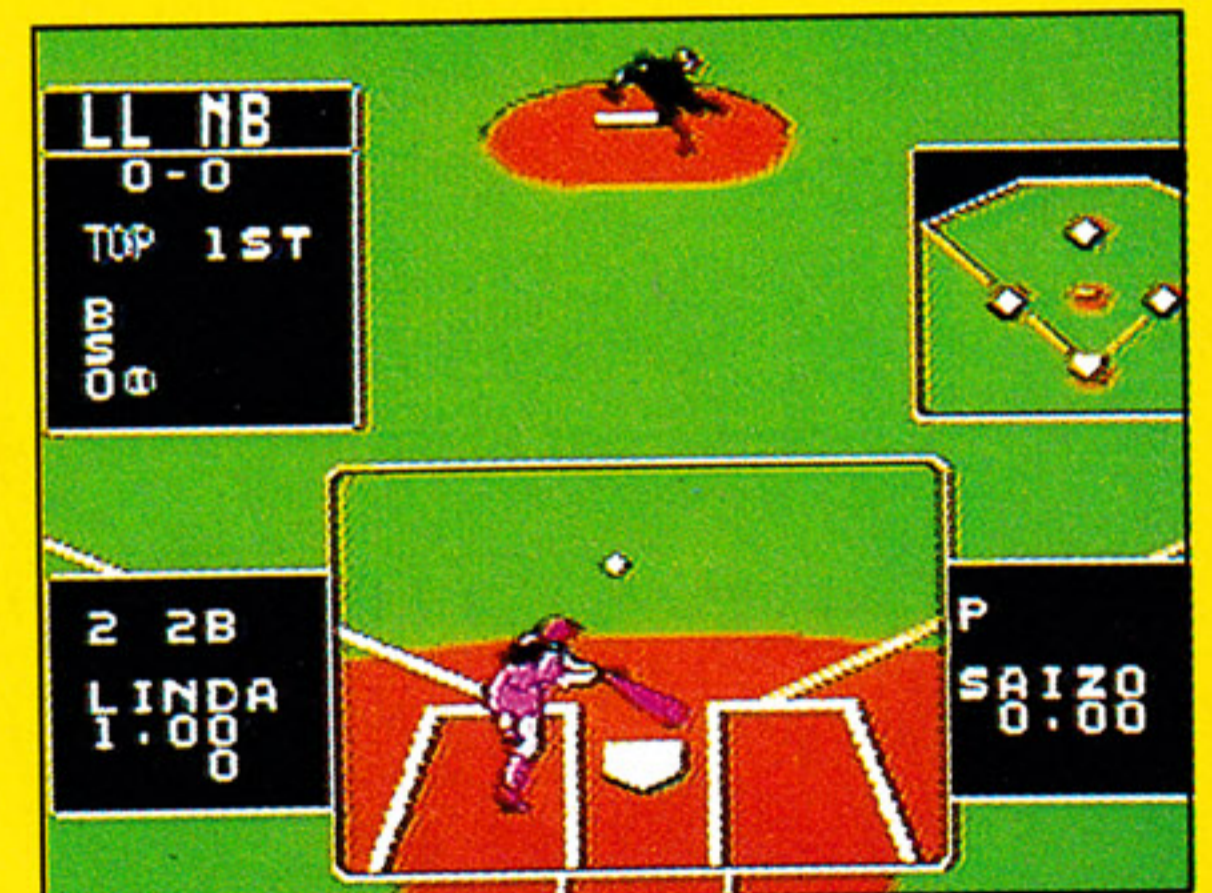
### Begin with a More Powerful Team



To begin with a more powerful team try the following: First select Make Team, and then starting from the upper left corner, move the cursor Down, Right, Left, Down, Down, Right, and Up with the control pad. You'll display the Balanced Team option. Now, press Button A and under "Enter Your Team Name" the words "WHEN ISN'T IT?" should appear. Change these words to "WHEN IT IS." and you'll be awarded with a more powerful, well-balanced team!

## Baseball Stars (Nintendo)

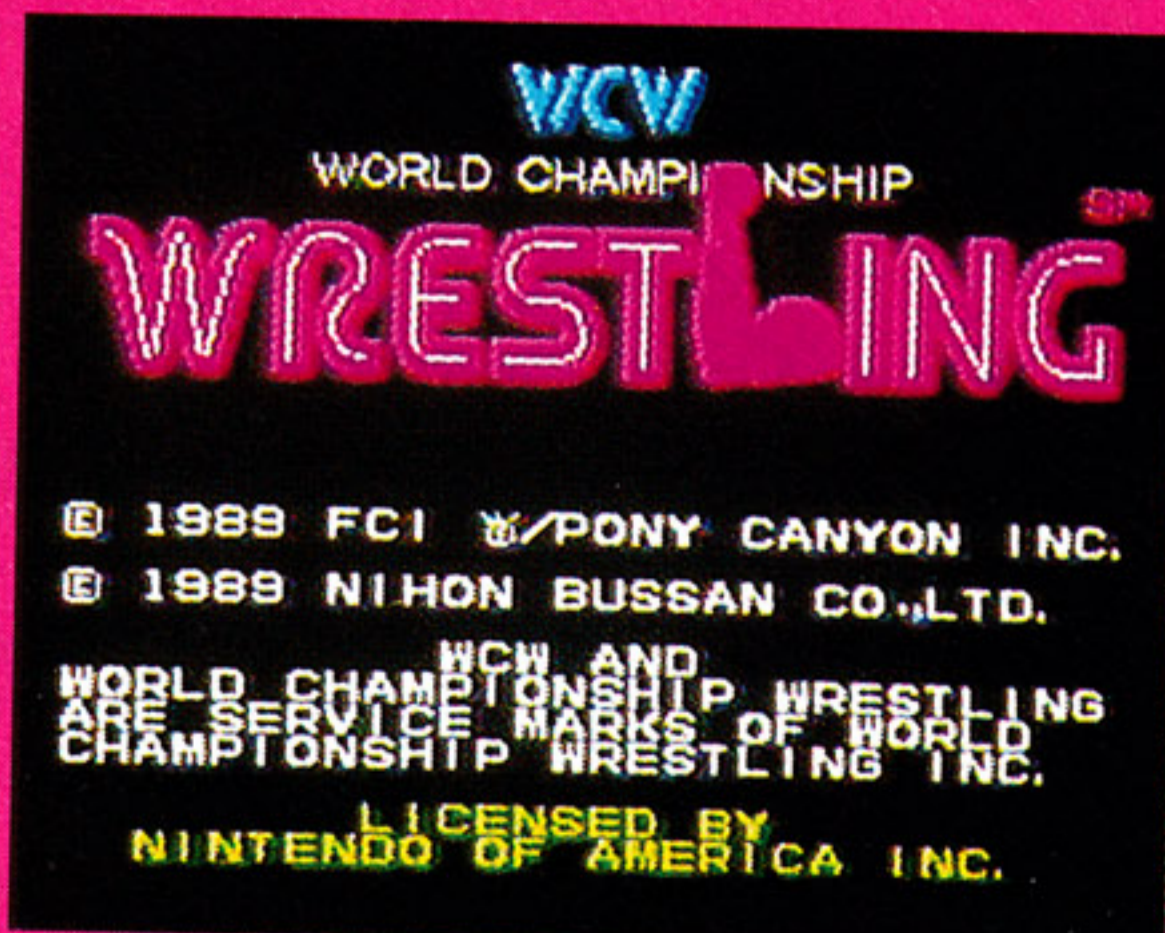
### Become the Strongest Girls Team



To be the strongest girls team try the following pad trick. Select Make Team. On your directional controller press Down, Right, Left, Down, Down, Right, Up, Up, Down, Up, Down, and Up. Now, press Button A. "WHAT IS A WREN?" appears. Erase this and put "A BIRD." The phrase "WHEN ISN'T IT?" will appear. Erase this and put "WHEN IT IS." You're ready to go!

## World Championship Wrestling (Nintendo)

### Become the Champion

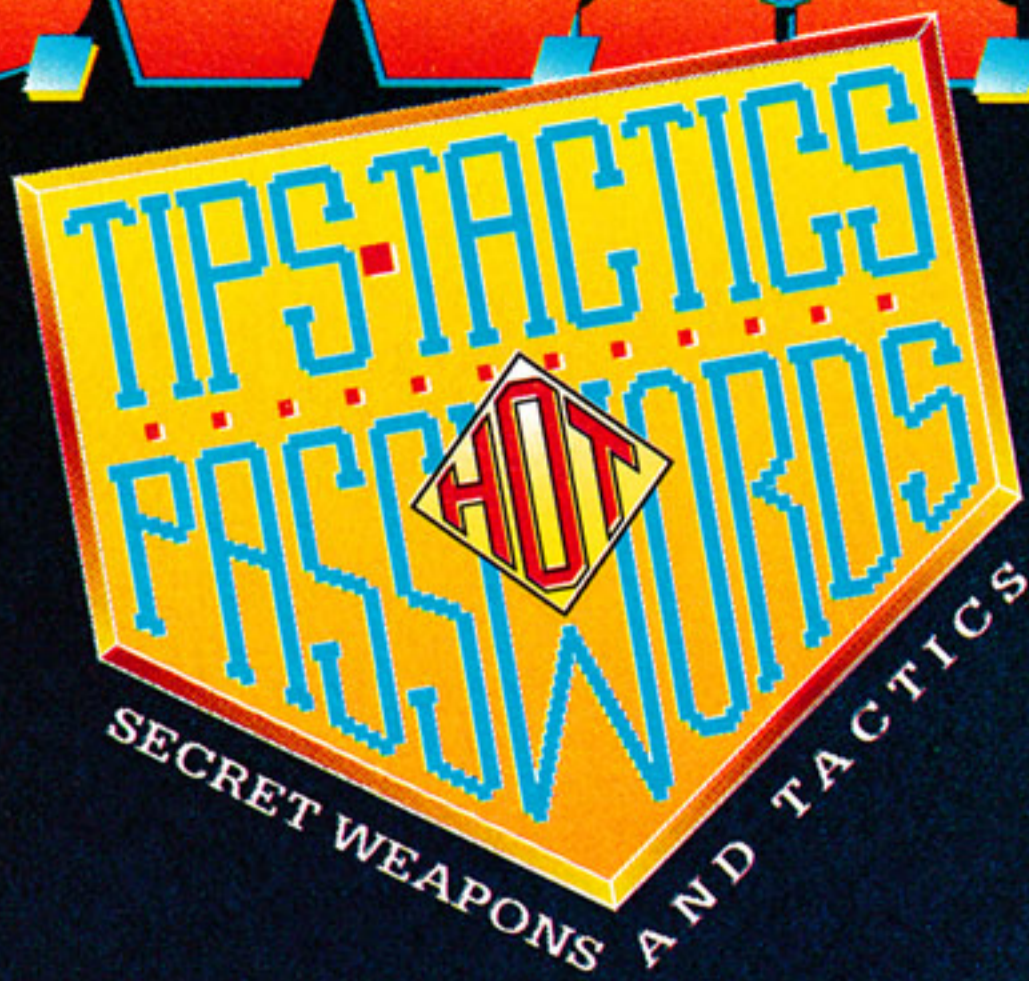


With this code you're only two victories away from becoming the World Championship Wrestling Master as the Road Warrior Animal:

H5YT 1YQ7 OHNZ



# S.W.A.T.



## Super Sprint (Nintendo)

### Add Extra Laps!

In Tengen's Super Sprint you can add two to three extra laps every time you complete a lap. Just before you finish the first lap turn on the slow motion button (or press Start very rapidly). As you cross the line every time the game pauses and unpauses a lap is added. Depending on your car's speed you can add up to three laps. Keep the slow motion on even a few seconds after you cross the line and sometimes the




game will continue to add laps. The trick enables you to take more time to grab the wrenches and power-ups on the track.

## World Court Tennis (TurboGrafx-16)

### Divide the Screen into Four Pieces

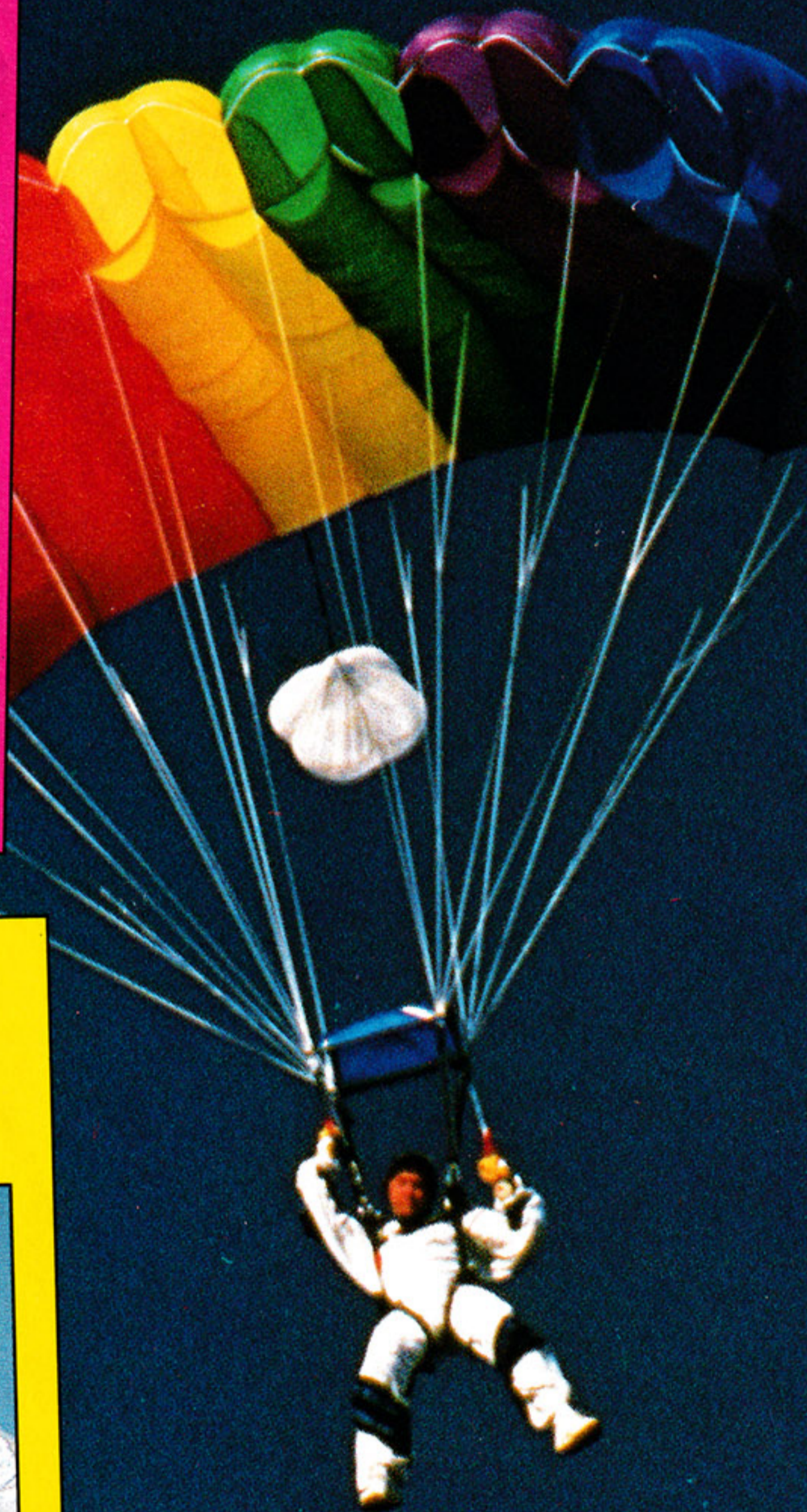


To divide your tennis court into four pieces do the following: go to the password screen and enter the cone symbol  in all of the spaces. Now begin your game. The screen will be divided into four sections and sound and game play will be faster than normal.

## Hoops (Nintendo)

### Game 15!

Play some ball with Bomber and Legs on the last step to victory with the following code: LUXLRZTLR. Win this final match for a great ending sequence. Barbie gets married? You'll find out!



## Takin' It To the Hoop (TurboGrafx-16)

### Secret Options Screen

To reach the Secret Options Screen first choose mode select, then choose game select, and then press Buttons I, II, and Run simultaneously. When the options screen appears change the options using Select and Button I. Options include turning off the sound, seeing the end of the game, or having symbols over the players' heads.

TEST MODE	SWITCH								
1	ANOTHER GAME WATCH OFF ON								
2	CONTROL SWITCH								
	OFF	1	2	3	4	5	6	7	8
	ON	1	2	3	4	5	6	7	8
3	NAME CHANGE OFF ON								
4	GAME SCORE OFF ON								
5	LEAGUE SCORE OFF ON								
6	TOURNAMENT SCORE OFF ON								
7	LEVEL								
	MAN	1	2	3	4				
	CPU	1	2	3	4				

## Tommy Lasorda Baseball (Genesis)

### Play in the Fantasy League!



To play in a strange Fantasy League enter the following code and choose your team:

VU9lrstpomXcZ  
TiebrHWyW

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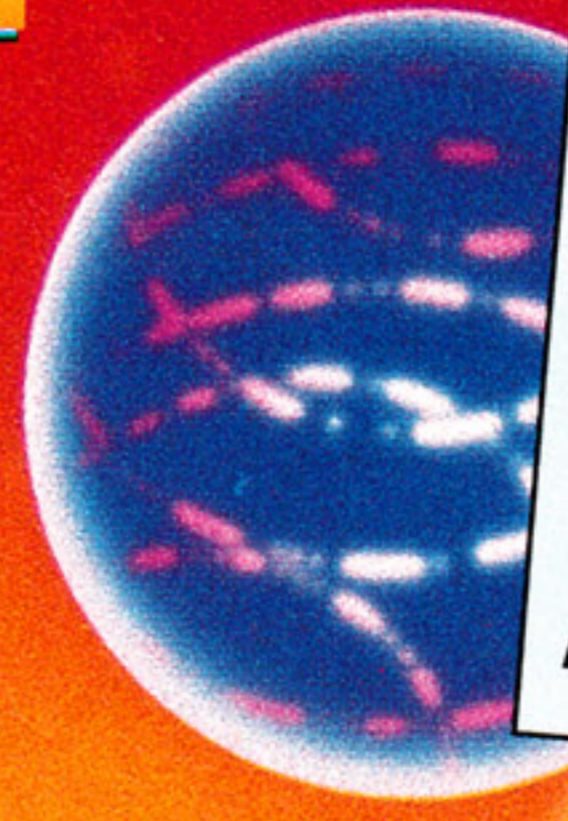
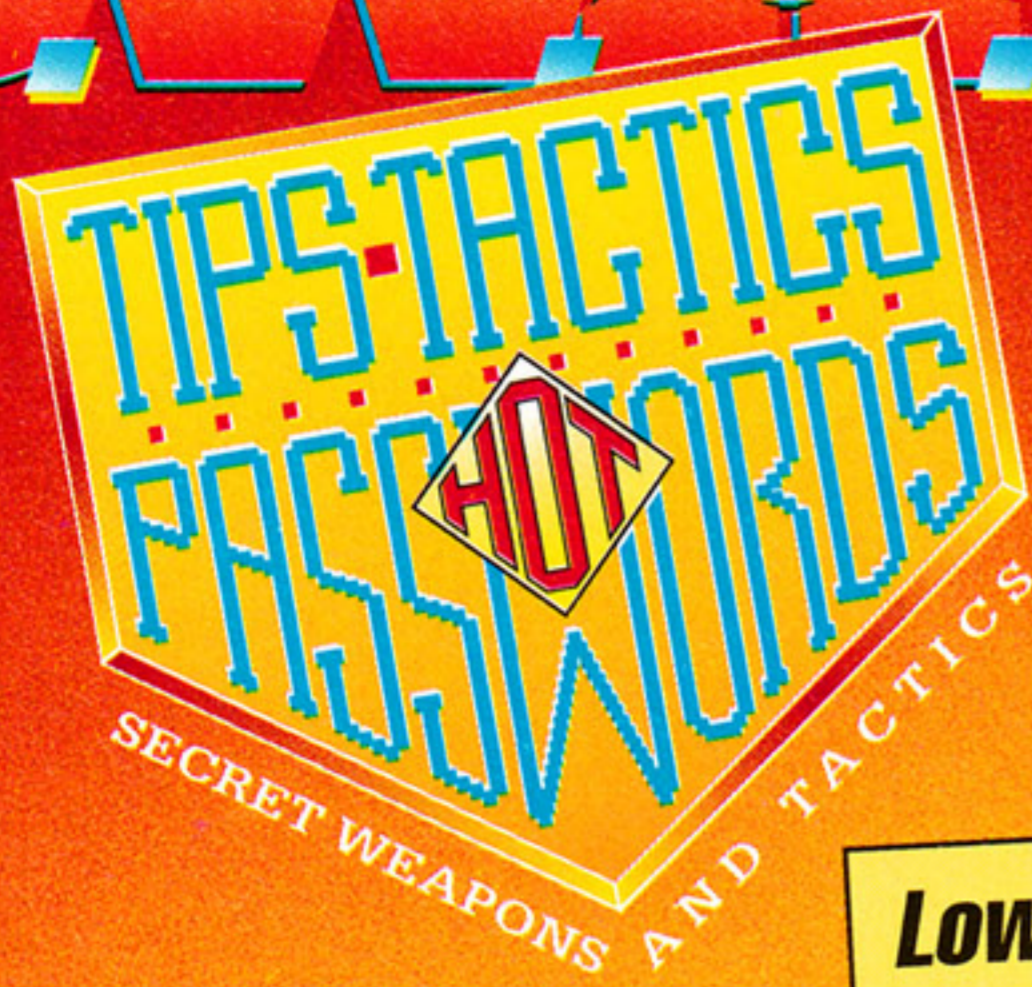
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# SWAT



## Super Hang-On (Genesis)

### Get Rich Quick

Use this code to get more money than you can believe in Super Hang-on:

5FF3F540F35504

FFHWKJOMBJOFDU

Michael Vangilder, Fairmont, WV

## Mondu's Fight Palace (Genesis)

### Fight as any of the Characters!

To transform into any of the following characters enter the appropriate command during the title screen.

Note: If the letters aren't separated by a comma, press them simultaneously.

- Edwina: Left, BC, C
- Guano: Up, Right, AB
- Bonapart: A, Up, C
- Stump: AC, Right, C
- Webra: AC, Up, Right
- MC Fire: Down, C, Right
- Sheba: BC, B, B
- Weezil: Down, Right, Up
- Brainiac: Right, Right, C
- El Toro: BC, A, Up
- Mondu: AB, Down, Left

J. Horwitz, New York, NY

## Low 'G' Man (Nintendo)

### Passwords!



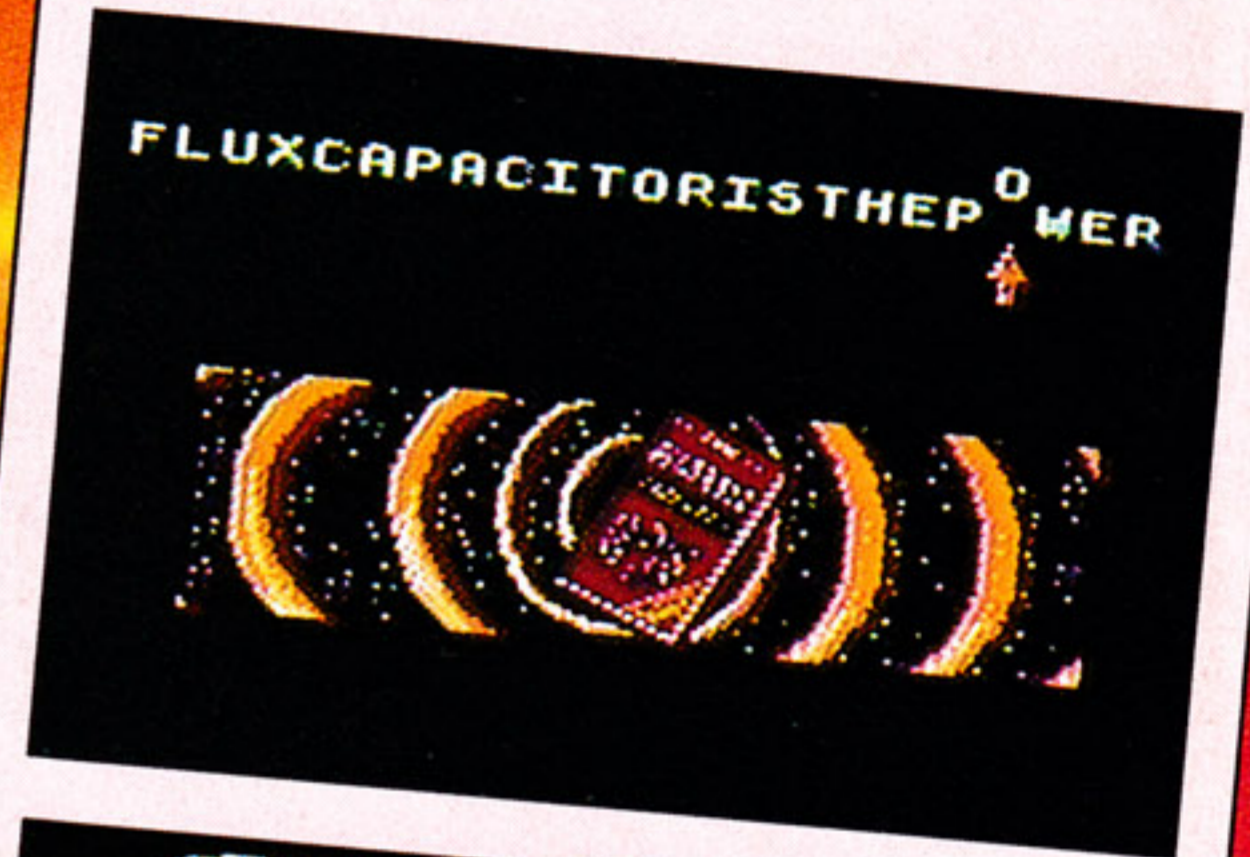
Check out these passwords for Low 'G' Man:

- Level 2: MICH
- Level 3: ELLE
- Level 4: ISAC
- Level 5: BILL
- Scene 1a: (Level 2) MIE ♥

Greg Erickson, Lethbridge, Alberta, Can.

## Back to the Future II & III (Nintendo)

### Start in 1875!



During the title screen, simultaneously hold down Buttons A, B, and Select. This takes you to a password screen. Next, change the password to:

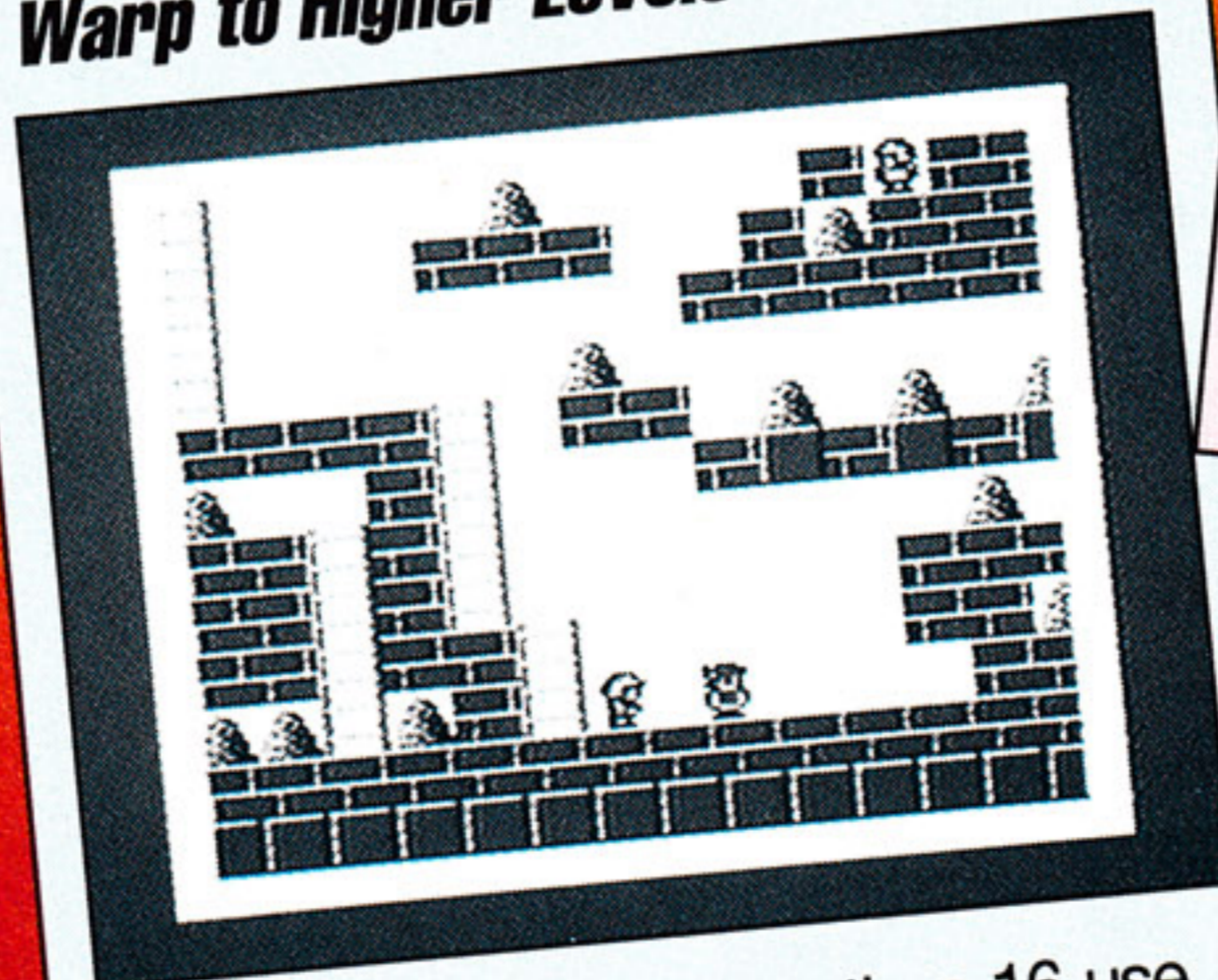
FLUXCAPACITORISTHEPOWER

You should hear a distinguishable tone. Press Select to return to the title screen. Now, start the game and it's the year 1875!

Aaron Omens, Corona, CA

## Hyper Lode Runner (Game Boy)

### Warp to Higher Levels



To reach any level higher than 16 use the following password:

QM - 0388

Eric Paller, Burbank, IL

## Mercenary Force (Game Boy)

### Start with \$50,000

During the title screen, simultaneously hold down A, B, Select, and Down on the control pad, and continue to hold these buttons for a few seconds.

Now, release them and press Start. You'll have \$50,000 to spend instead of \$5,000.

Mike Tang, Glendale, AZ

## Devil's Crush (TurboGrafx-16)

### Password!

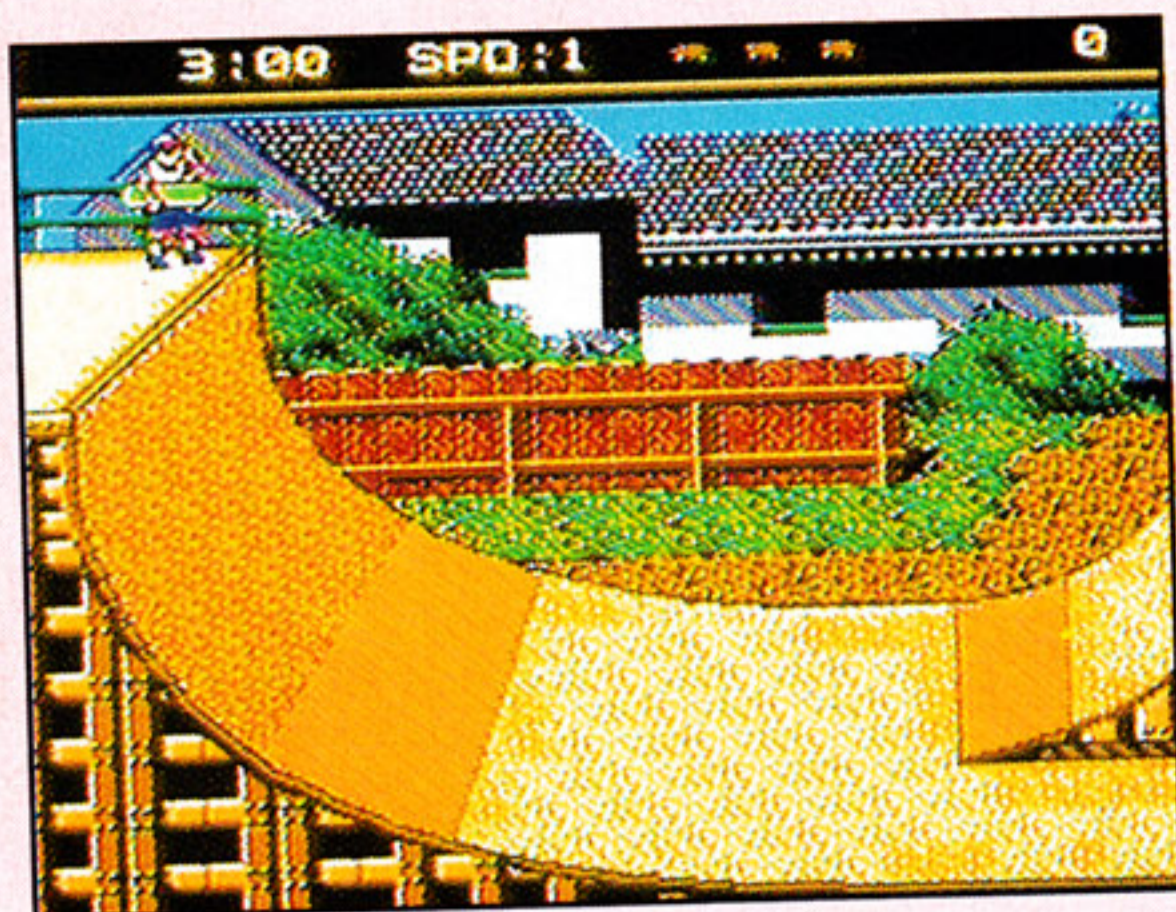
Here's an easy ending code to remember!

DAVIDWHITE

Ryan Sullivan, Seaside, CA

## Skate Or Die 2 (Nintendo)

### Unlimited Boards!



When you're on the ramp go to the far back so you're against the railing. Wait until your character scratches his head and then press Start two times and Select once. If you've done this correctly you'll hear a different tone for a couple of seconds, then you'll have unlimited boards and be able to skate the full three minutes. You'll also get an extra 10,000 points since you have all three of your boards left!

**Eric Longdin, Methuen, MA**

## Side Arms (TurboGrafx-16)

### Go for Slo Mo or Black and White

To enter the Slow Motion Mode in Side Arms, wait for the title screen to appear and then simultaneously press Down, Button I, Button II, and Start. To play Side Arms in a Black and White mode, wait for the title screen and then simultaneously press Up, Button I, Button II, and Start.

**Ryan Cooper, Harrisburg, PA**

## Bravoman (TurboGrafx-16)

### Continue!

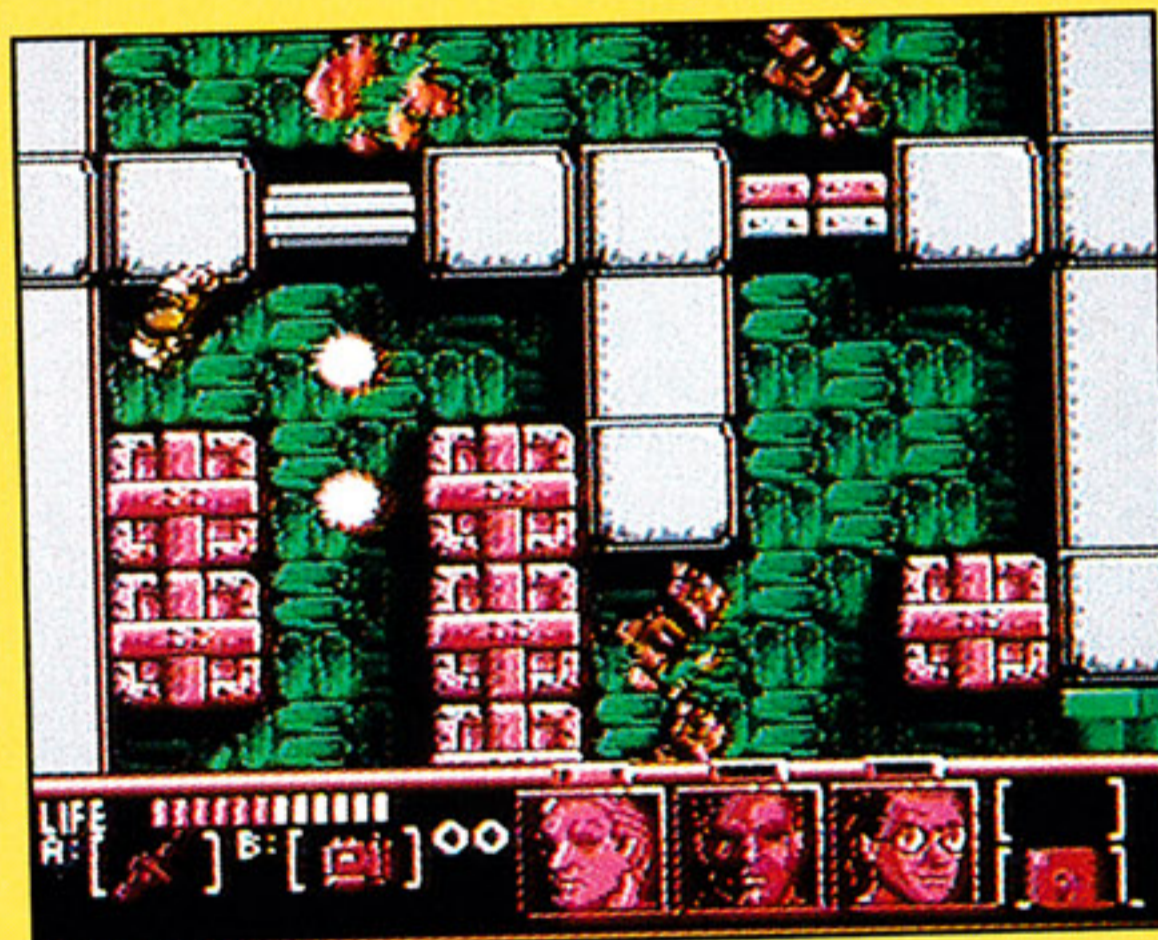


Here's how you can continue the game at exactly the point where you died! As you're dying simultaneously hold down Run and Button II. You'll jump up and continue your battle!

**Jean Christophe Petit, Quebec, Can.**

## Mission: Impossible (Nintendo)

### Final Mission Passwords



This password leads you and your trio of Impossible Mission Agents directly to the final mission.

**Q B Y Z**

When you reach the computer, enter the following code to gain access.

**M T K N**

**Alvyn Ramirez, Carolina, Puerto Rico**

## Boulderdash (Nintendo)

### Passwords!



Here are some codes that enable you to begin in the different worlds of Boulderdash!

Ice World	635870
Sand World	840137
Ocean World	840967
Relic World	225378
Volcano World	752053

**Dean Spence, Moncton, Canada**

## Neutopia (TurboGrafx-16)

### Ending Password!



Here's a code that enables you to fight Dirth in his true form!

**y P 5 E S D j s M w P B  
N D C Y S z h X r % P P**

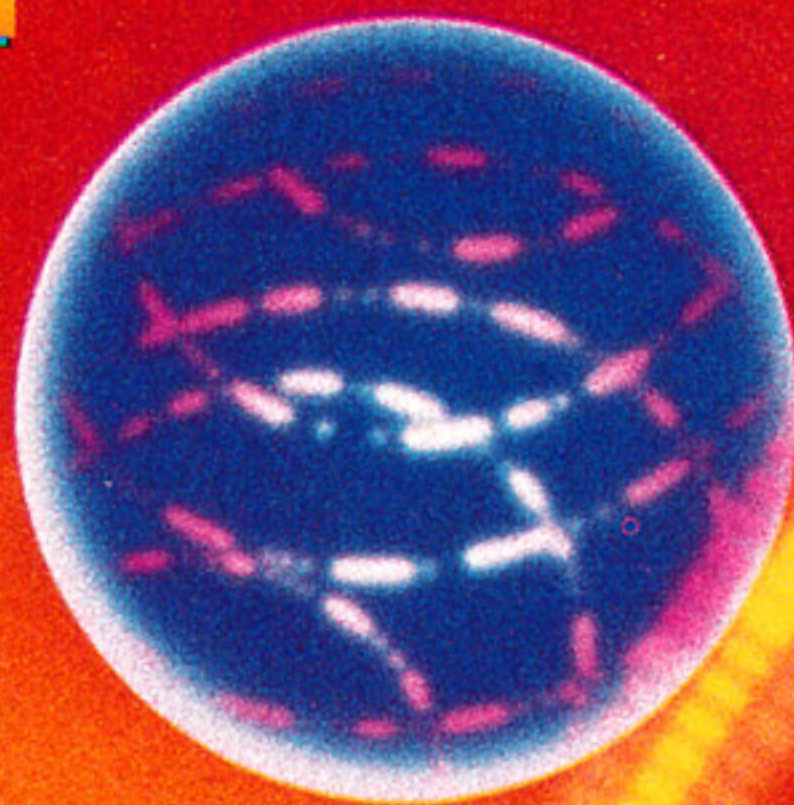
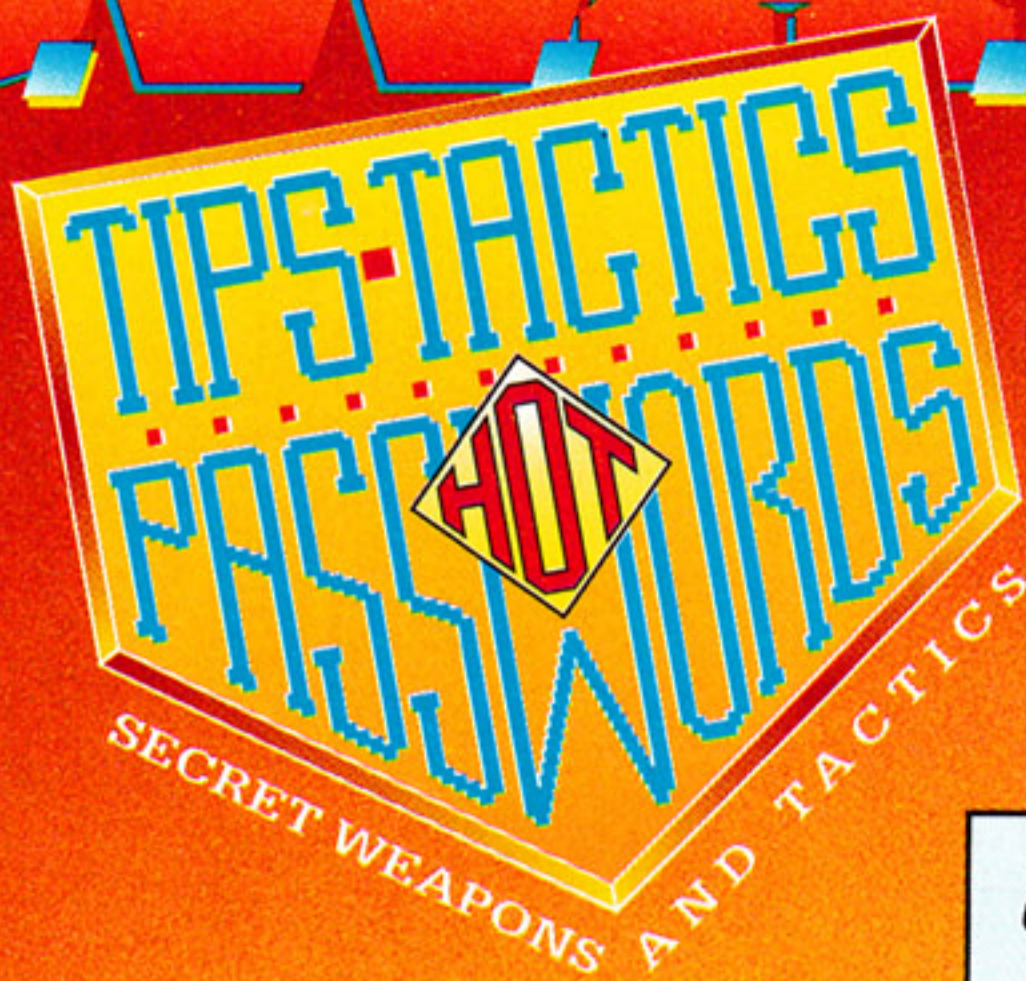
**Ron MacNeil, Vernon, B. C., Can.**

## Gilligan's Island (Nintendo)

### Here are passwords for Episodes 2-4!

Episode 2	LJJGDMPC
Episode 3	ACCEDCAC
Episode 4	FAACPHEF

**Dean Spence, Moncton, Canada**

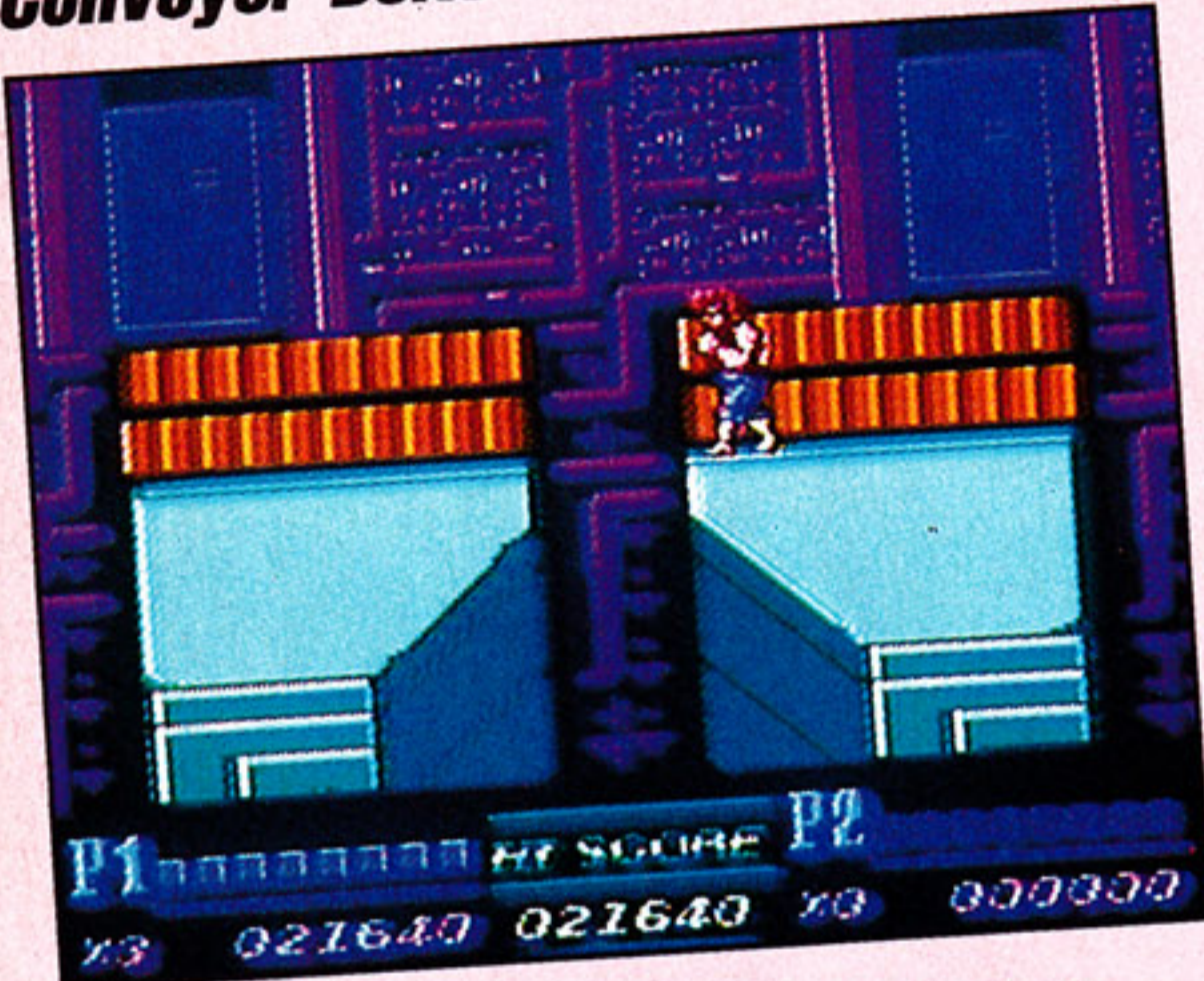


**Burai Fighter Deluxe (Game Boy)**  
**Passwords!**  
 Here are passwords to enable you to begin on different stages in Burai Fighter Deluxe!

Stage 2	HGKM
Stage 3	CPFI
Stage 4	JJOE
Stage 5	DKLF

*Sean Wheatley, Burnaby, Can.*

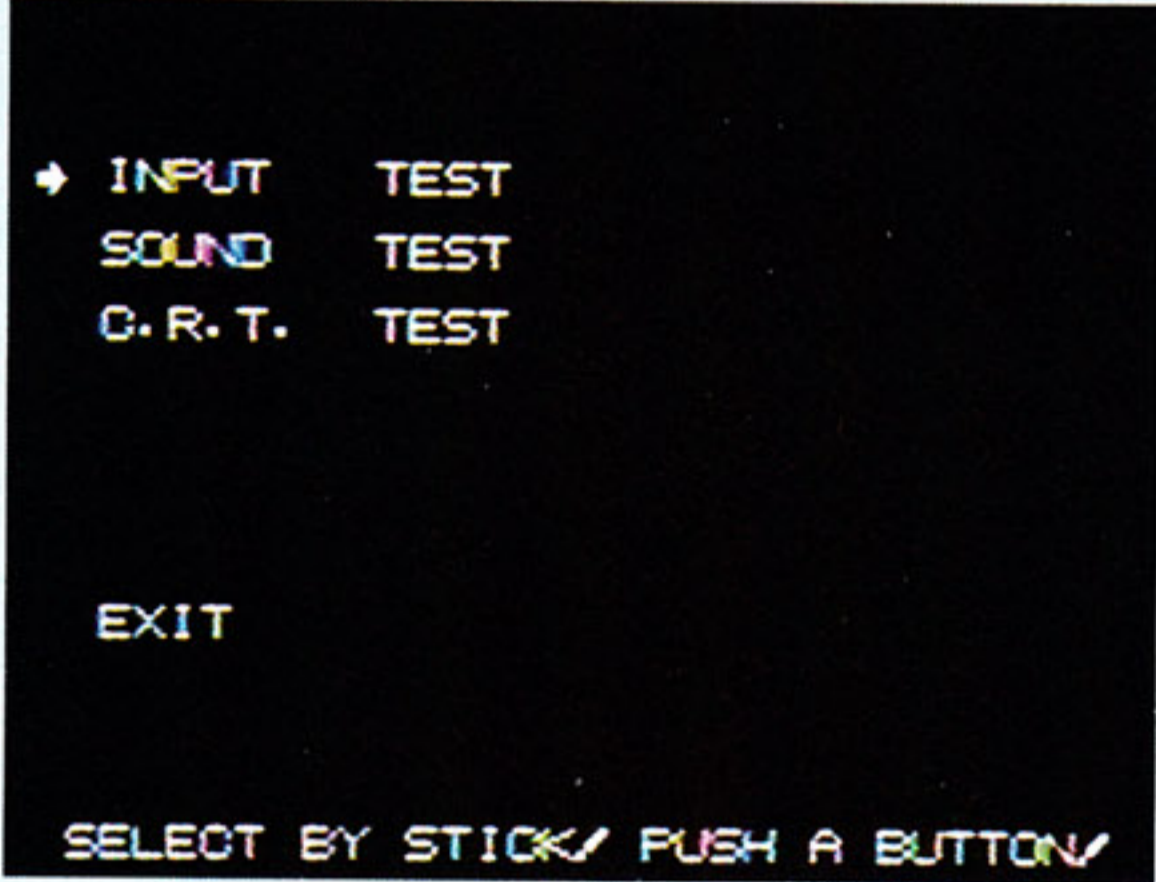
**Double Dragon II (Nintendo)**  
**An Easy Way to Cross the Conveyor Belts**



After you defeat the boss on the train, you'll enter a door and find yourself on a conveyor belt. An easy way to quickly and safely make it past here is to travel down to the blue stripes at the bottom of the belts and carefully walk along them. You can easily jump across the abyss to safety!

*Mikhail Woltering, Soldata, AL*


**Sword of Vermilion (Genesis)**  
**Sound Test**



Check out Sword of Vermilion's sounds and view a color test by simultaneously pressing Buttons A, B, and C on Controller 2 and then hitting the Start button.

*Addison Worth, New York, NY*

**Total Recall (Nintendo)**  
**Snag a Free 1-UP**



There's an easy way to get a 1-Up right at the beginning of the game. Simply head for the movie theater and sit through the credits. At the end of the credits you'll receive a 1-Up!

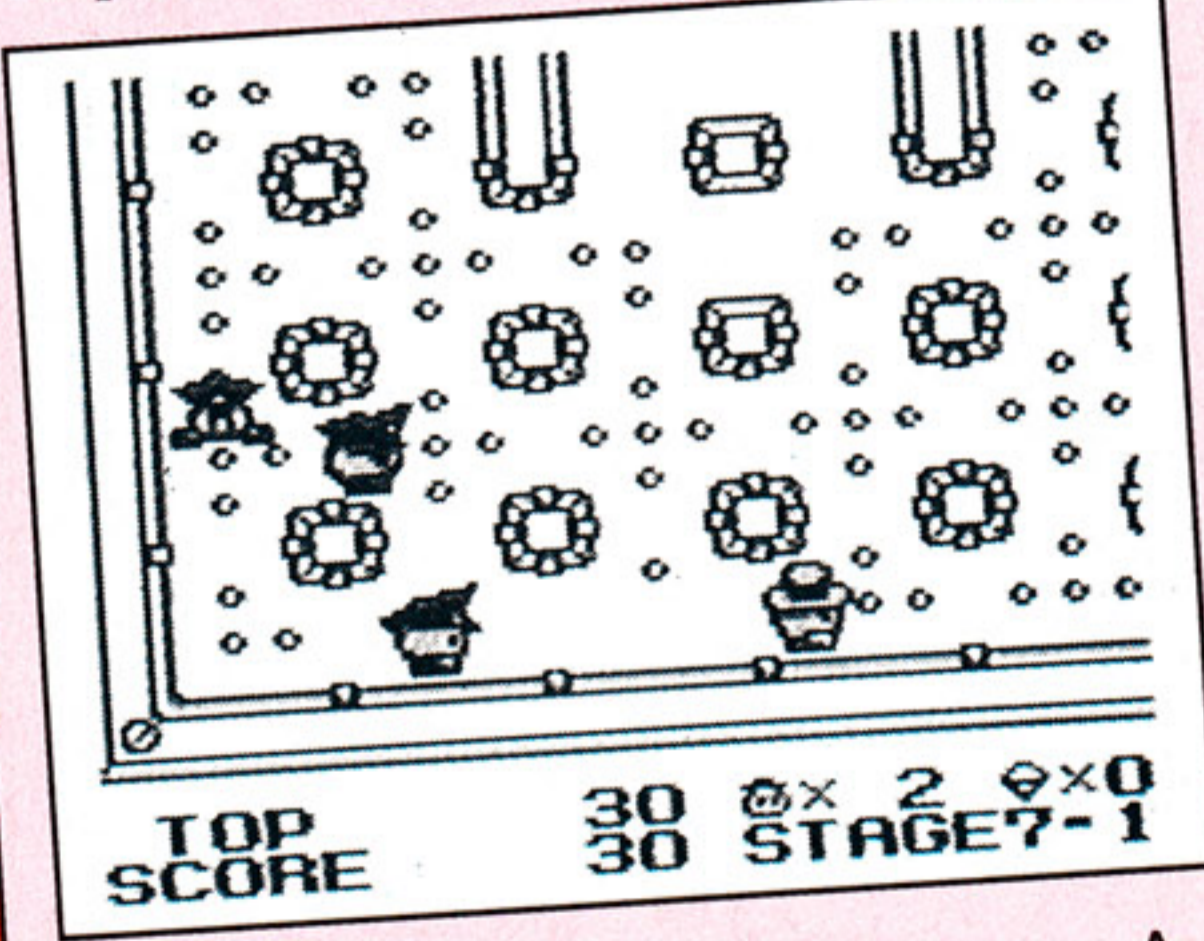
*Sean Williams, W. Hartford, CO*

**Dick Tracy (Nintendo)**  
**Passwords!**  
 Use these passwords to begin with different cases:

Case #2	207-119-060
Case #3	164-003-201
Case #4	036-224-136
Case #5	007-215-047

*Carl Swanson, Murfreesboro, TN*

**Lock 'n Chase (Game Boy)**  
**Skip Levels!**



When the title screen appears press A two times and then B two times. Next, press A once and B two times, and then press Start. You'll begin your game on Stage 7-1.

*Anthony Duke, Ontario, Can.*

**Tombs and Treasures (Nintendo)**  
**Password!**  
 This password takes you straight to the end of the game!

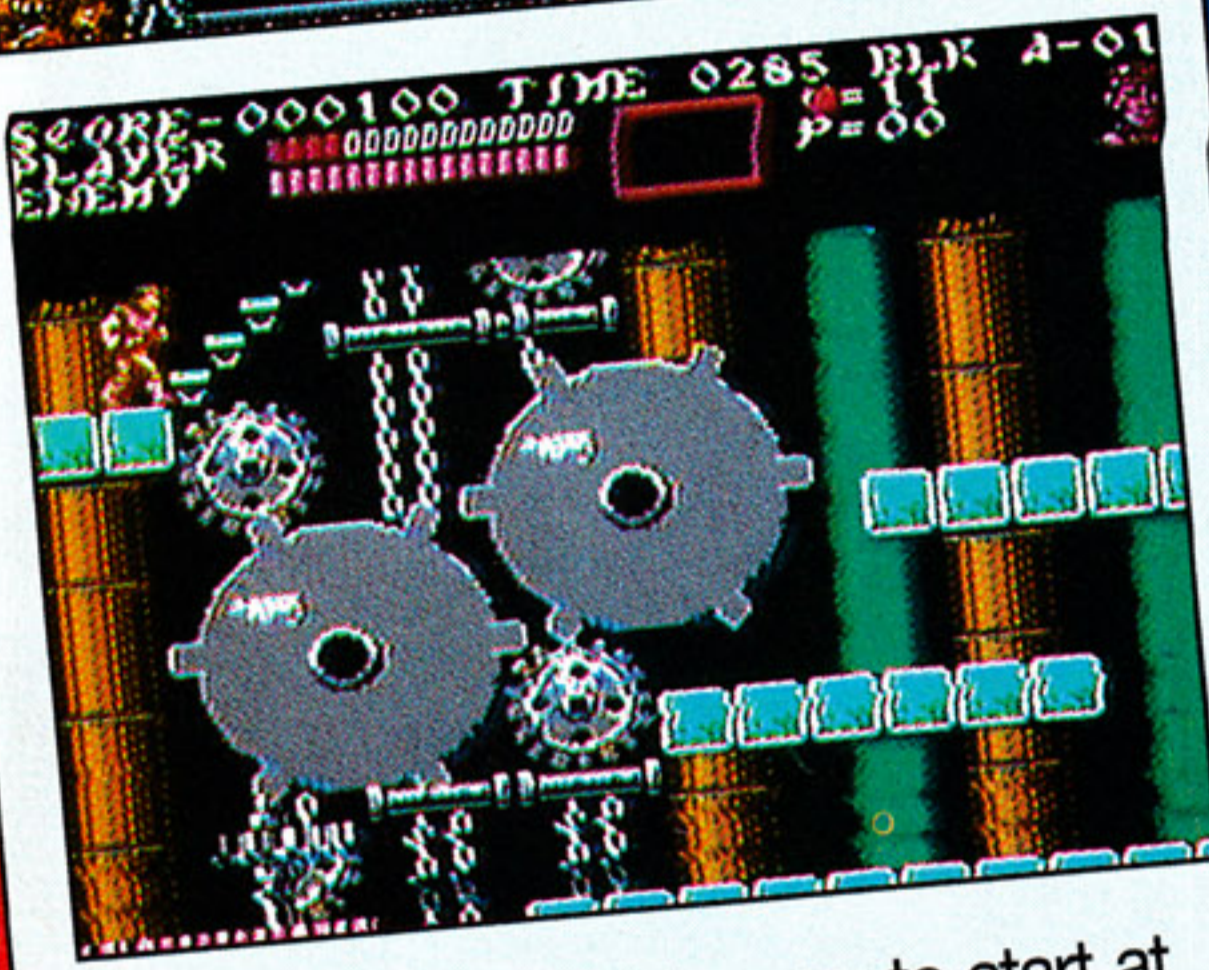
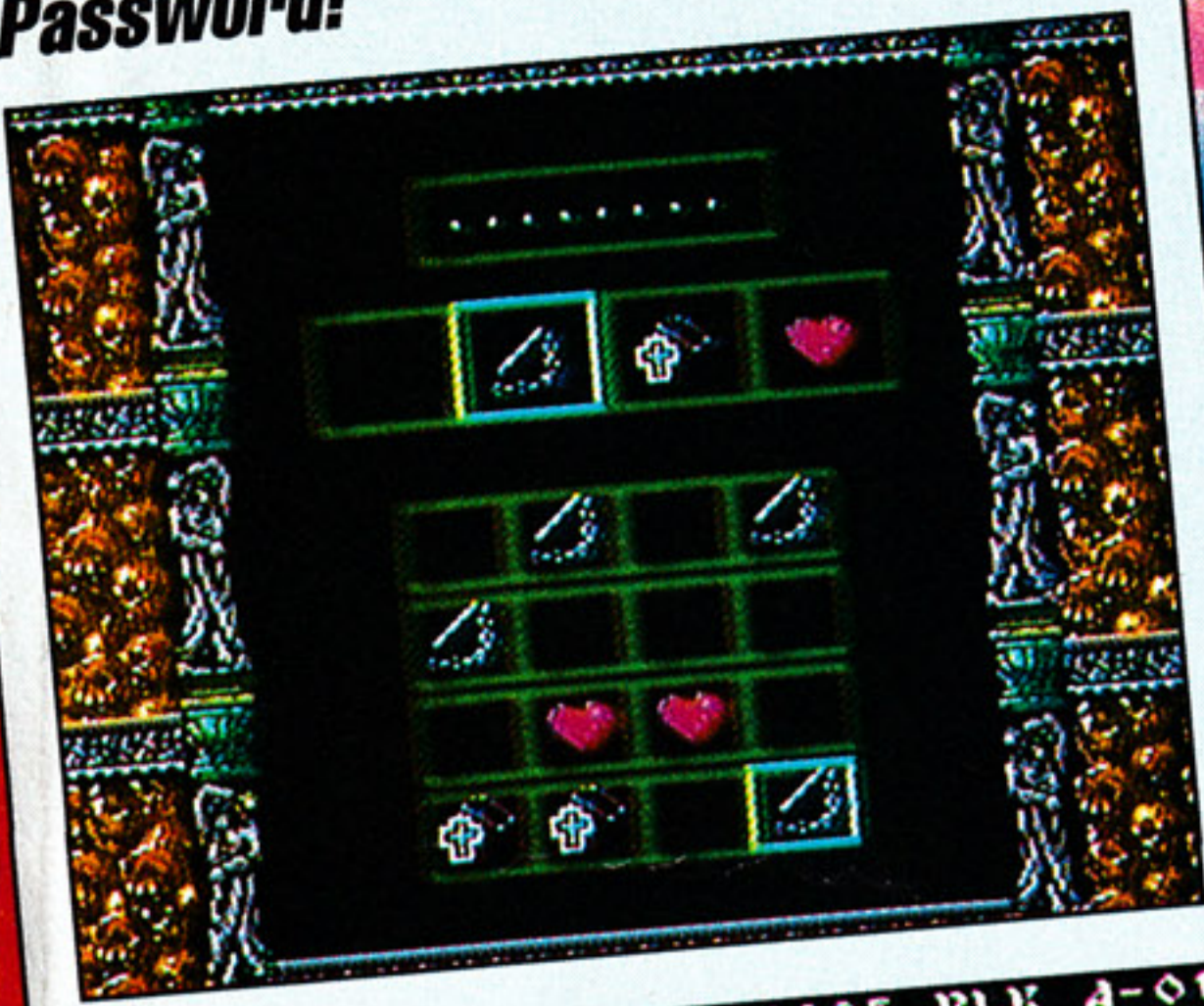
'n&+ T3qy bvLJ h8iW  
 %-"4 PKJV =p-y k986

*Dean Spence, Moncton, Canada*

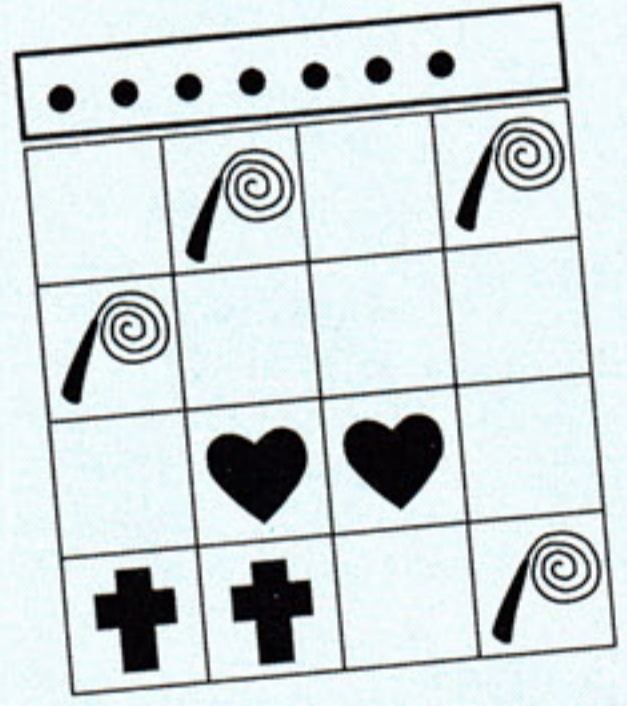


# Castlevania III (Nintendo)

## Password!



This password enables you to start at Route 16 with Grant Dynasty.



Ryan McCracken, Indianapolis, IN

# Mega Man II (Nintendo)

## Password Cracked!

If you are having trouble with a certain level or want some awesome weapons, use the code grid below. The top position is with the weapon; the bottom is without.

Enemies	Energy Tanks				
	0	1	2	3	4
Tanks	A-1	A-2	A-3	A-4	A-5
Heat Man	B-2 D-5	B-3 E-1	B-4 E-2	B-5 E-3	C-1 E-4
Air Man	E-5 D-2	E-4 D-3	E-5 D-4	B-1 D-5	B-2 E-1
Wood Man	D-3 B-5	D-4 C-1	D-5 C-2	E-1 C-3	E-2 C-4
Bubble Man	D-1 C-3	D-2 C-4	D-3 C-5	D-4 D-1	D-5 D-2
Quick Man	B-4 C-4	B-5 C-5	C-1 D-1	C-2 D-2	C-3 D-3
Flash Man	C-1 E-4	C-2 E-5	C-3 B-1	C-4 B-2	C-5 B-3
Metal Man	E-5 E-1	B-1 E-2	B-2 E-3	B-3 E-4	B-4 E-5
Crash Man	C-5 E-2	D-1 E-3	D-2 E-4	D-3 E-5	D-4 B-1

Darryl Davies, Kamloops, B.C. Canada

# Gremlins 2 (Nintendo)

## Passwords!

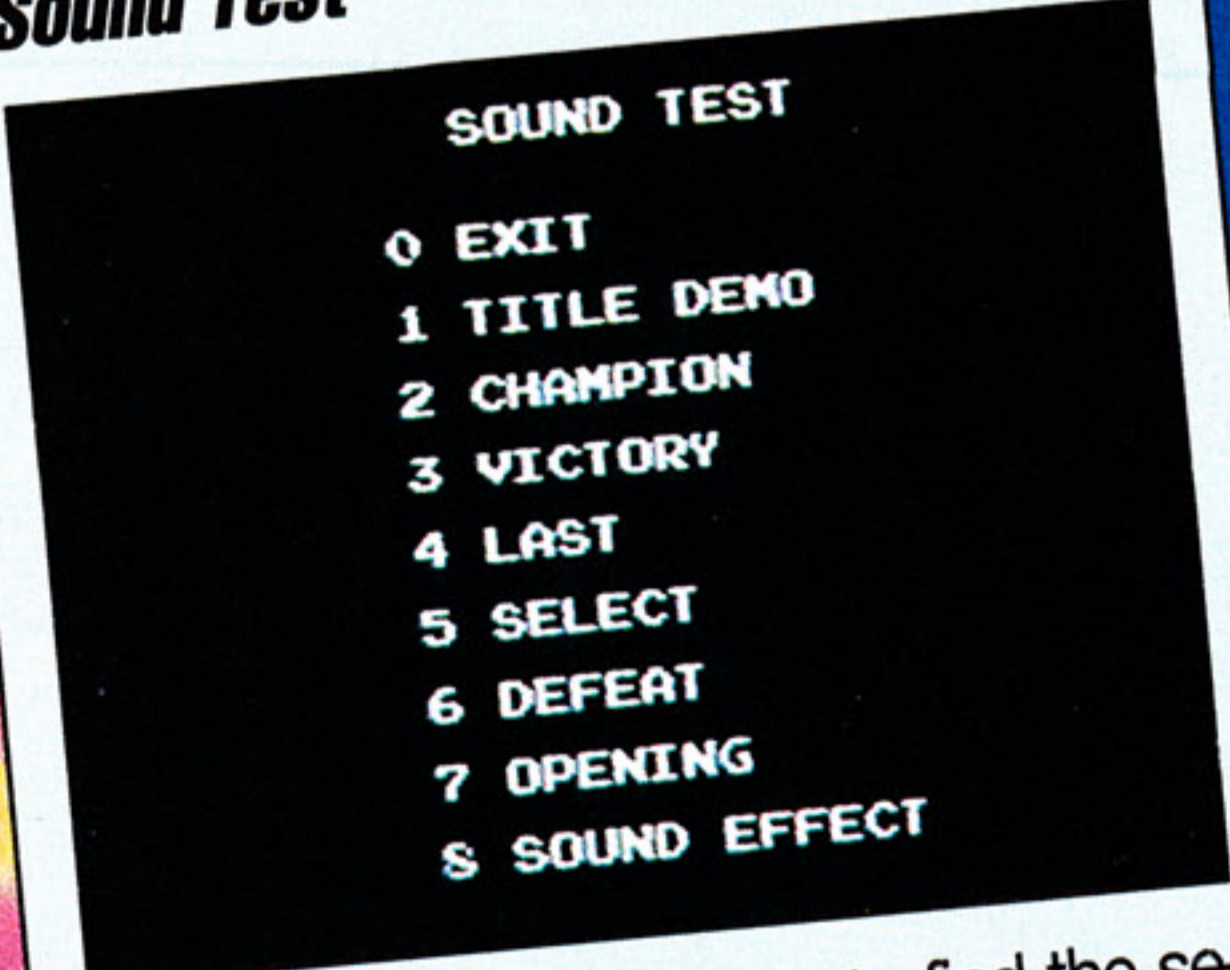
These are the passwords for all of the substages in Gremlins 2.

- 1-1 GBQK
- 1-2 BVKF
- 2-1 DXNH
- 2-2 CGMW
- 3-1 NJTD
- 3-2 ZFPJ
- 4-1 SHMC
- 4-2 VLBB
- 5-1 NXRD

Joshra Thibodaux, Long Beach, MI

# Buster Douglas Boxing (Genesis)

## Sound Test

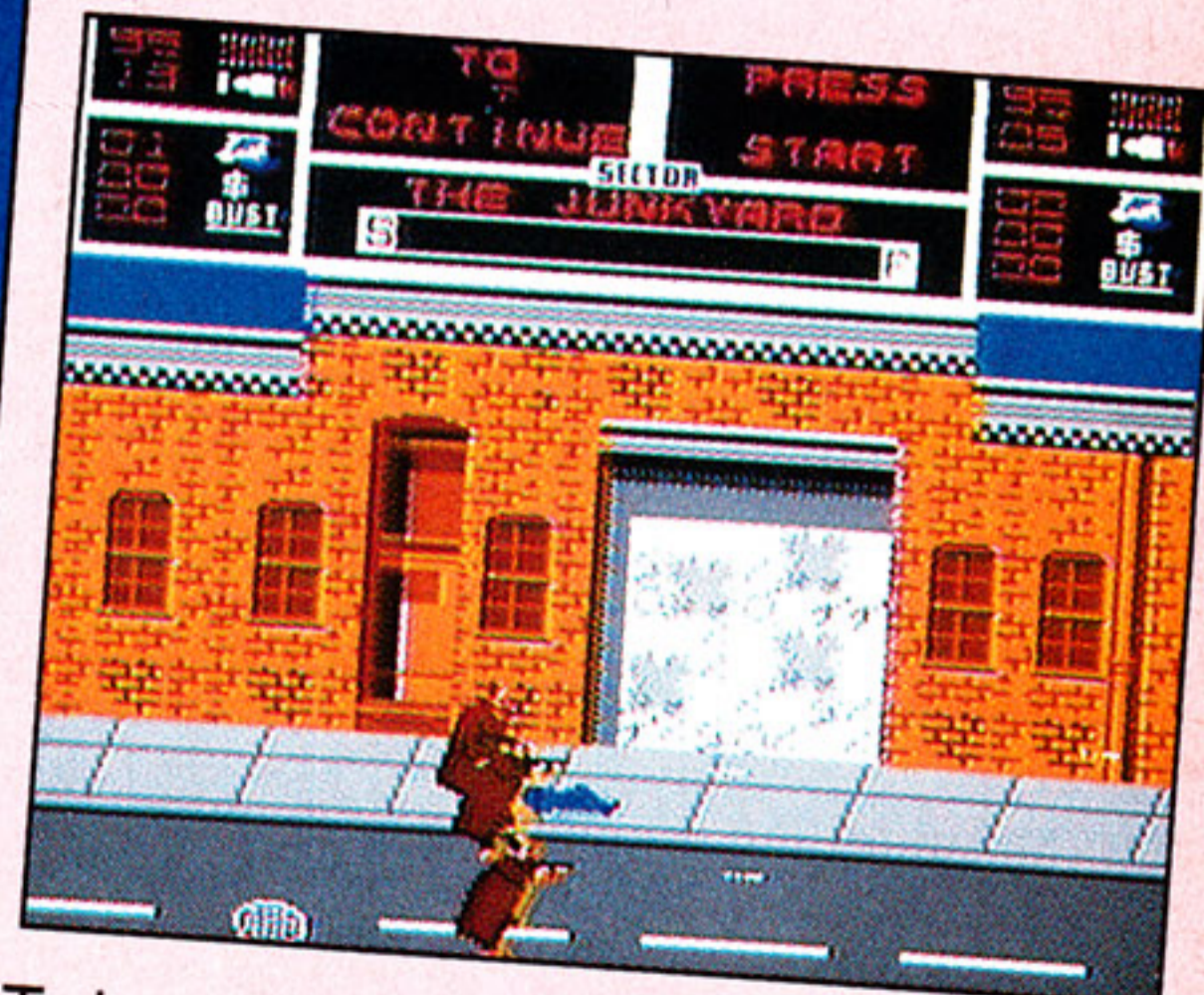


You'll need two controllers to find the secret Sound Test in Buster Douglas Boxing. Here's what you do: Press Start on Controller 1, choose a one or two player game, and then simultaneously hold down Button C and Start on Controller 2. Finally, press Start on Controller 1.

Grady Busch, Saskatchewan, Can.

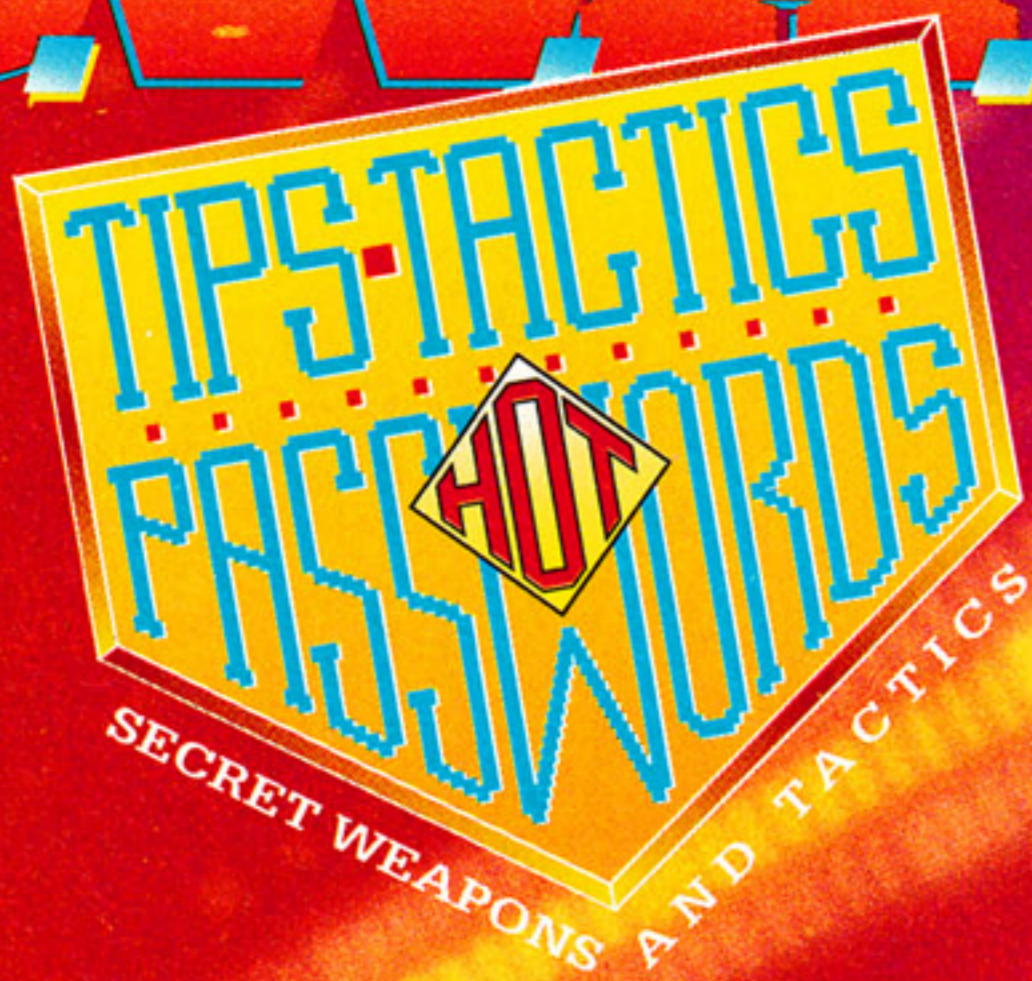
# NARC (Nintendo)

## Extra Continues



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

Pete Christiansen, Macon, GA



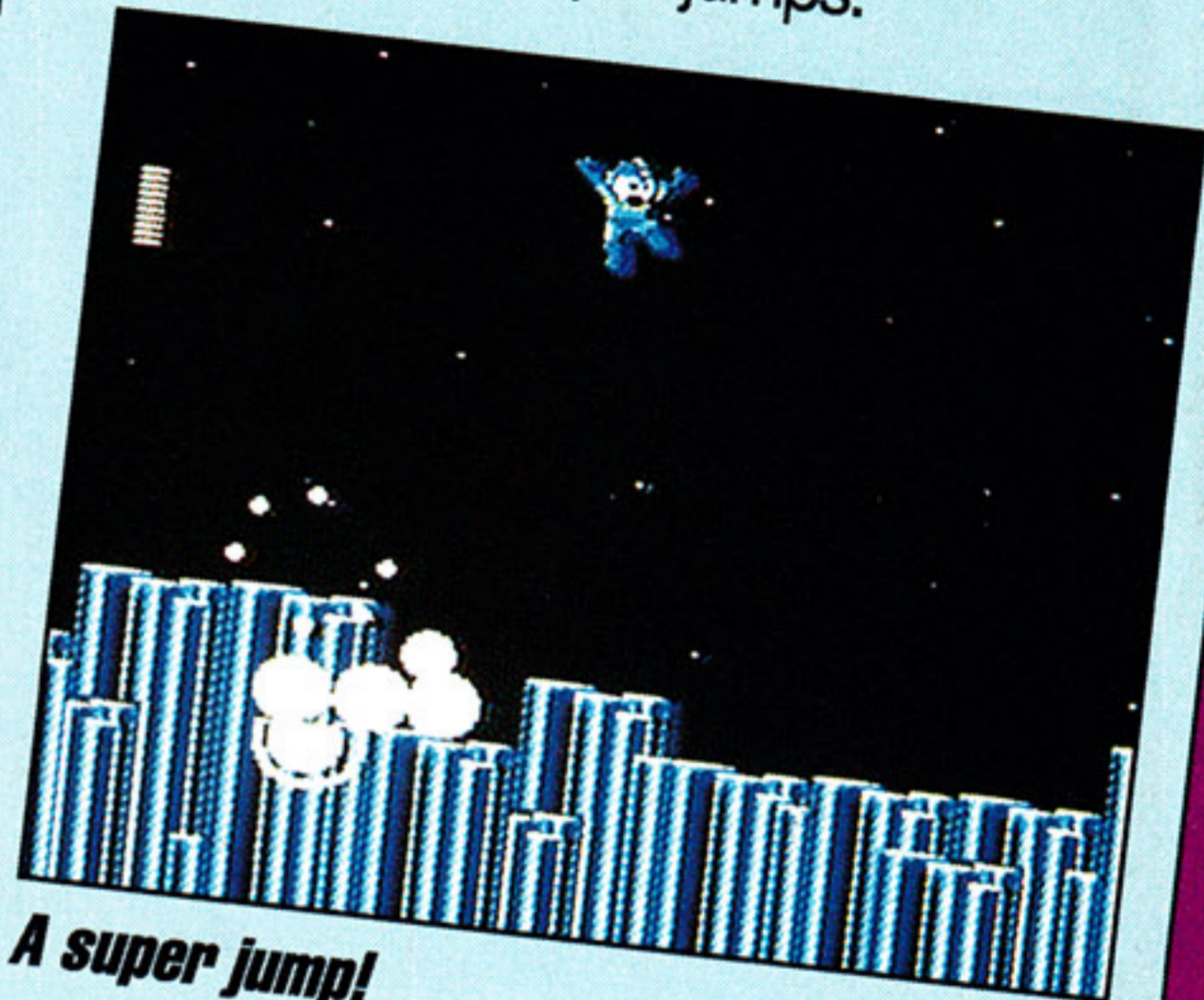
## Mega Man 3 (Nintendo)

### Invincibility!

Here's a nifty trick to give Mega Man limited invincibility and super jumping ability in his latest adventure – Mega Man 3.

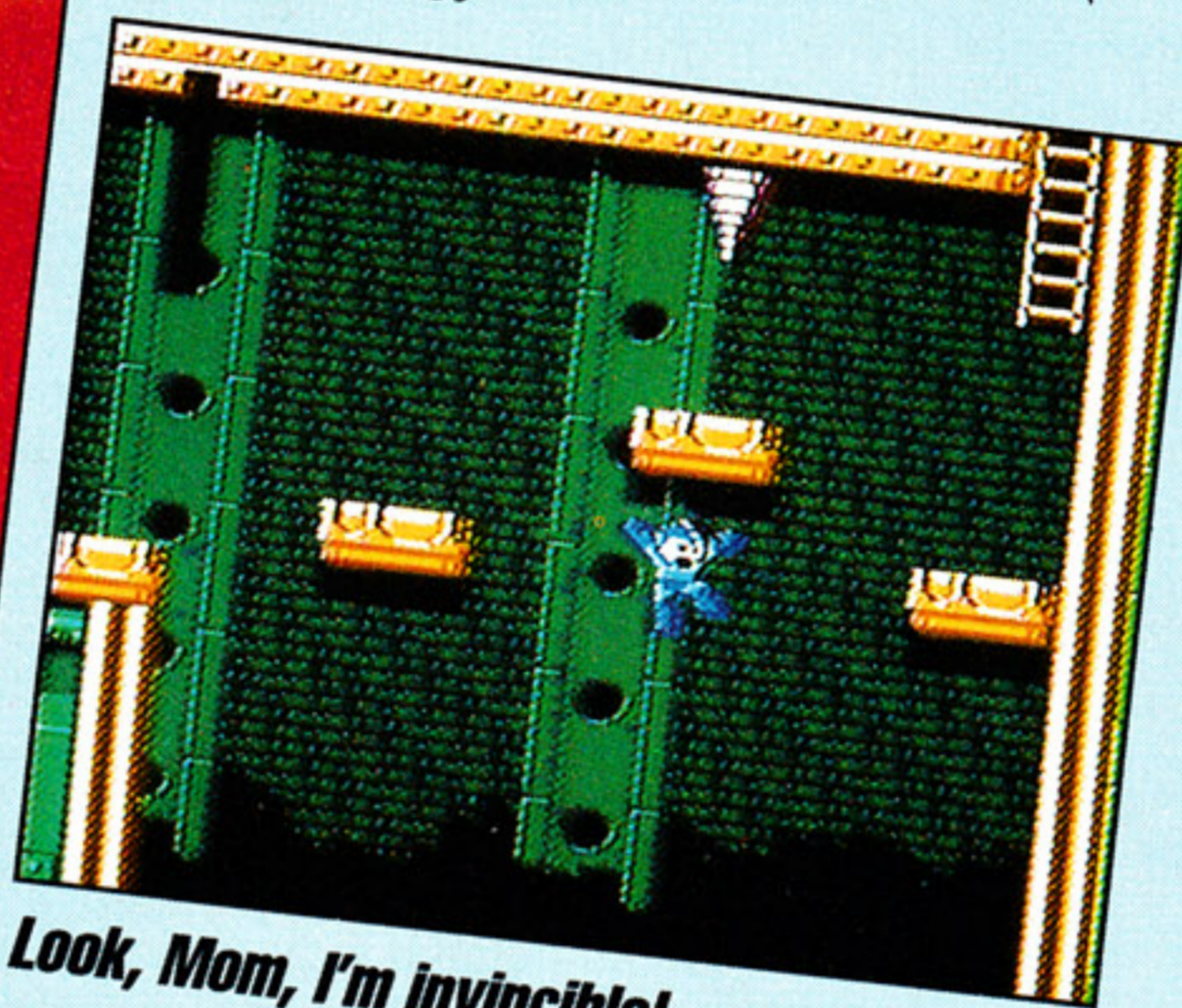
1. During the Needle Man, Snake Man, Shadow Man, or Gemini Man stage, deliberately fall into a hole. It must be the type of hole that would normally kill Mega Man.
2. When you fall into the hole, simultaneously hold Button A on Controller 1 and Right on Controller 2 until you run out of energy.

3. As long as you hold Right on Controller 2, you'll be invincible to falls and able to make super jumps.



A super jump!

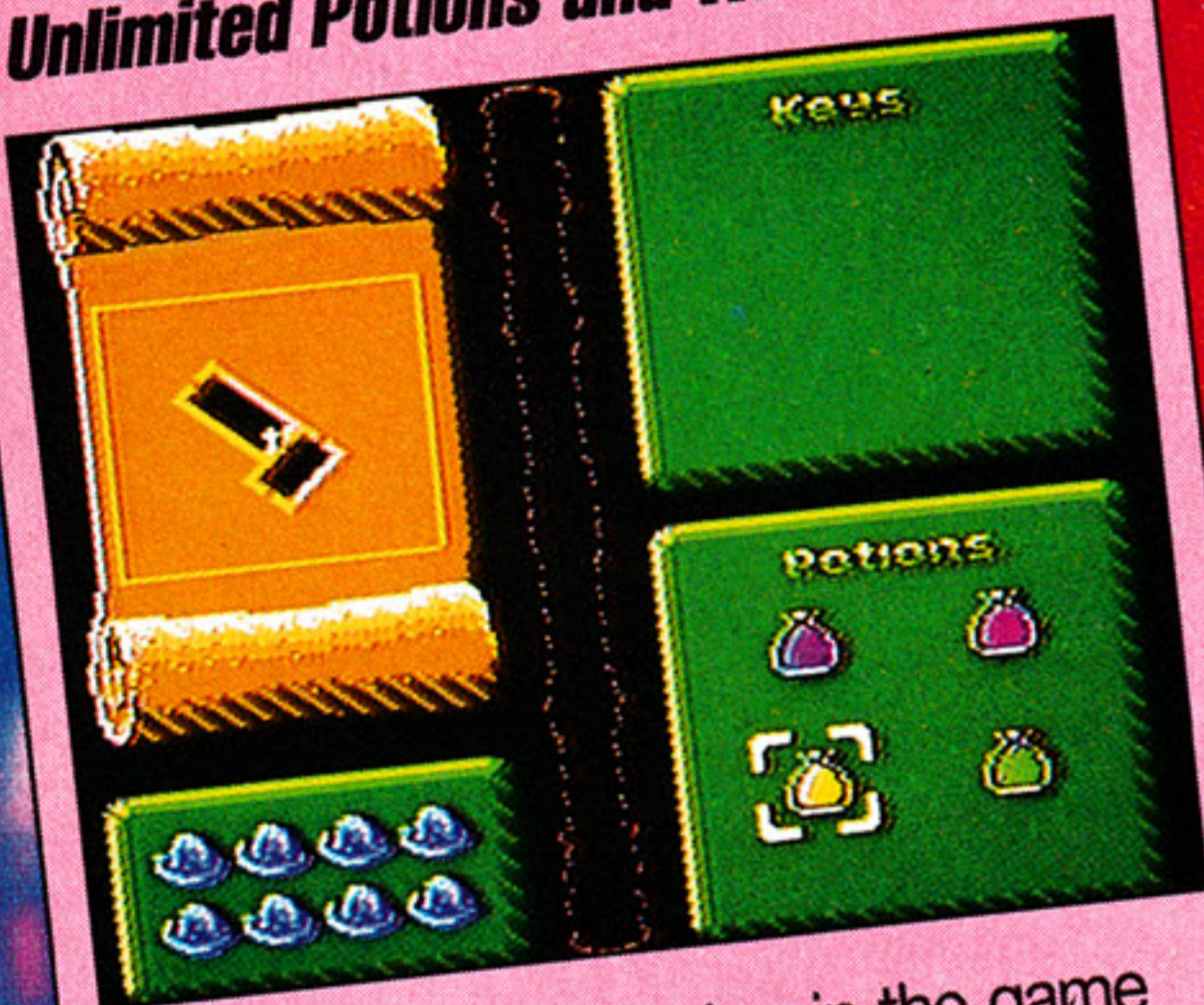
4. Limited invincibility only works on the Needle Man, Snake Man, Shadow Man, and Gemini Man levels. Super Jumps work anywhere in the game.



Look, Mom, I'm invincible!

## Solstice (Nintendo)

### Unlimited Potions and Wizards!

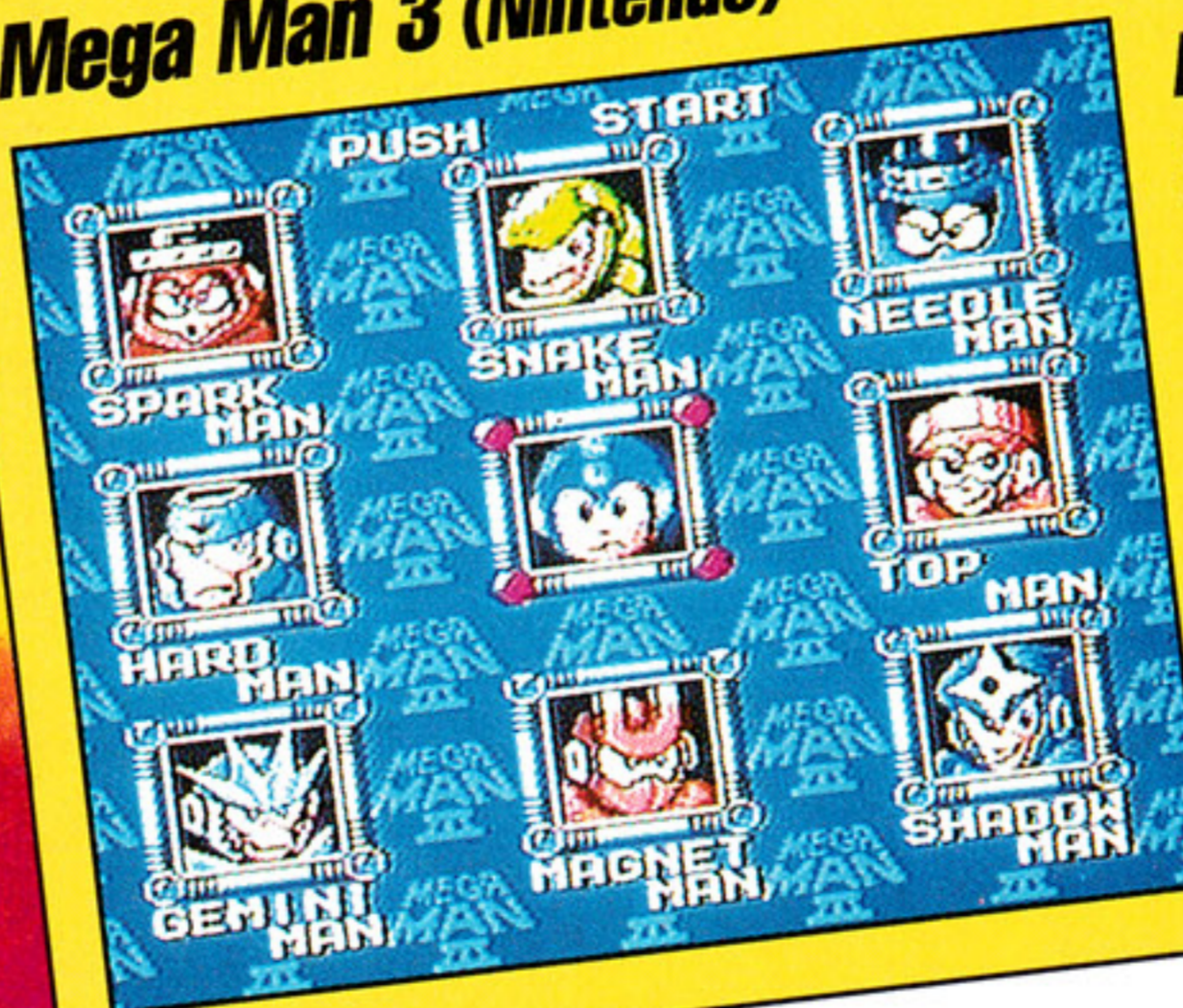


Use this pad trick to begin the game with Potions on tap and unlimited Wizards! Here's what to do: Push Select to go to the subscreen. Next press B, Start, Start, B, B, Start, Start, B, B, Start, Start, Start, B, Start, B, B, B, Start, Start, Start, B, Start, B, Start, Start, B, Start, Start, B, B Start, B Start.

You'll know you've done this trick correctly if the screen flashes. Return to normal play and you'll find your wizards and potions are replenished whenever you return to the subscreen.

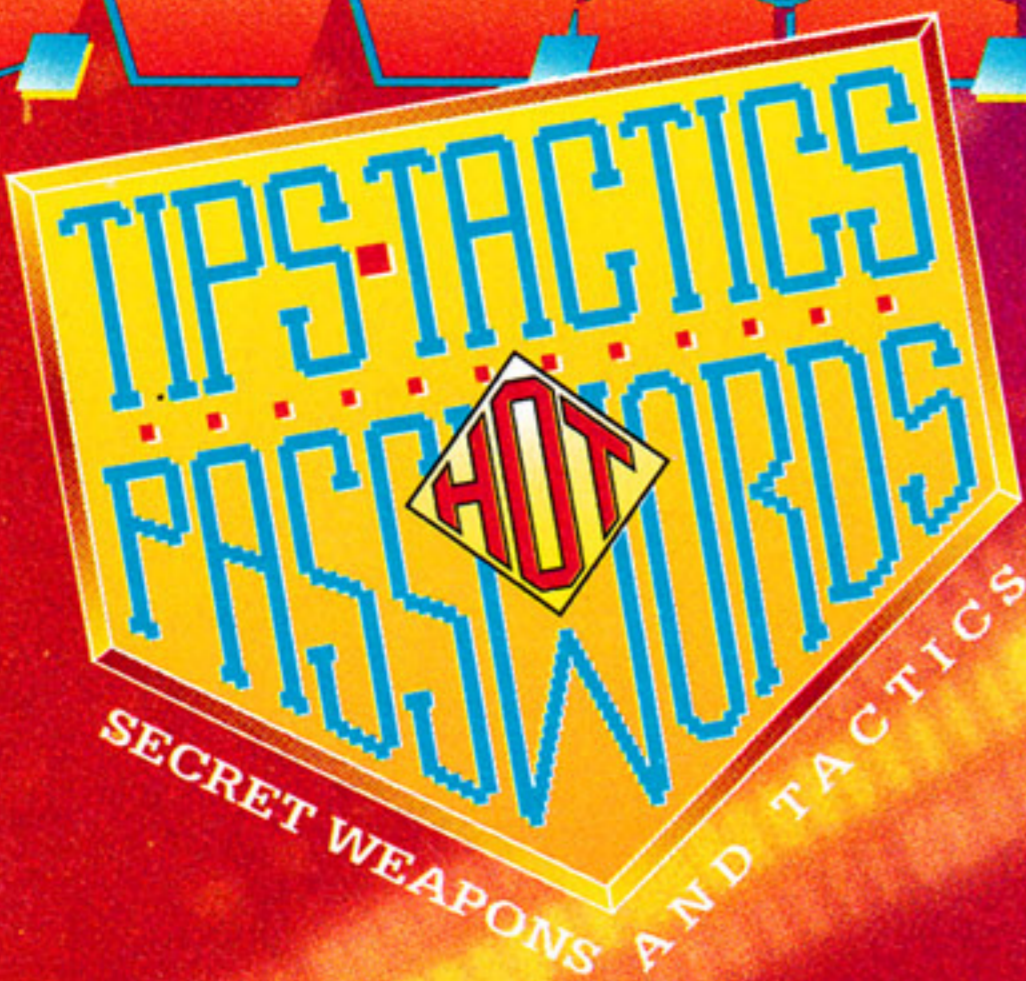
David Kiele, Enumclaw, WA

## Mega Man 3 (Nintendo)



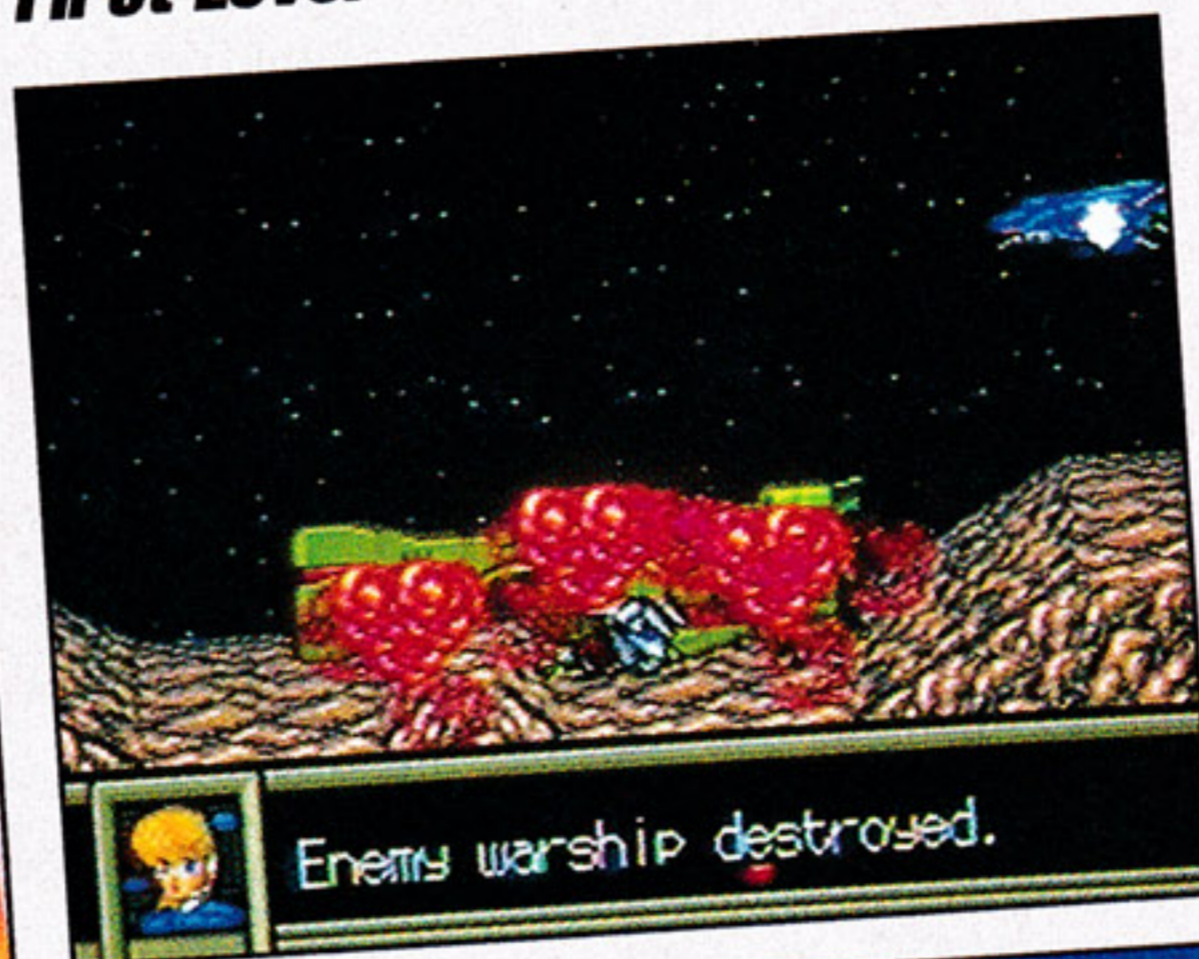
### Number of Shots Required to Defeat Each Boss

Special Weapons	Name of Boss							
	Spark Man	Snake Man	Needle Man	Hard Man	Tap Man	Magnet Man	Gemini Man	Shadow Man
Sparkshock	X		28	X	28	28	6	28
Searchsnake	14	7		X	14	28	28	28
Needle Cannon	14	14	X		4	14	14	14
Hard Knuckles	28	14	28	X		28	14	4
Tapspin	X	X	28	7	28		14	28
Magnet Missile	28	28	4	28	X	14		28
Gemini Laser	7	14	14	X	28	4	14	
Shadowblade								



## Target Earth (Genesis)

**Get All of Your Weapons on the First Level**



To earn all of the weapons on the first level you have to destroy the warship at 52 miles or before the base. While getting to the warship don't destroy any other enemies during the entire first stage or the trick won't work. If you do the trick correctly you'll have 2800 points and no bonus weapons. Now, when you begin the Stage 2, you'll discover that you have all of the weapons.

**Al McLawin, Oklahoma, OK**

## Target Earth (Genesis)

### A Fighting Trick

Having trouble fighting off the Zoutfaiel (those middle sized green ships that turn on a dime) and all of the other menaces on the third stage? Try the following trick. Get as many of your enemies as you can to follow you, go down to Earth's atmosphere, and slam on the brakes! The ships that were dumb enough to follow you go by into the atmosphere. If they stay there for at least two seconds; they'll perish. You get rid of some enemies and save ammunition to boot!

**Michael Blaze, Bedford, NH**

## Target Earth (Genesis)

### Infinite Continues

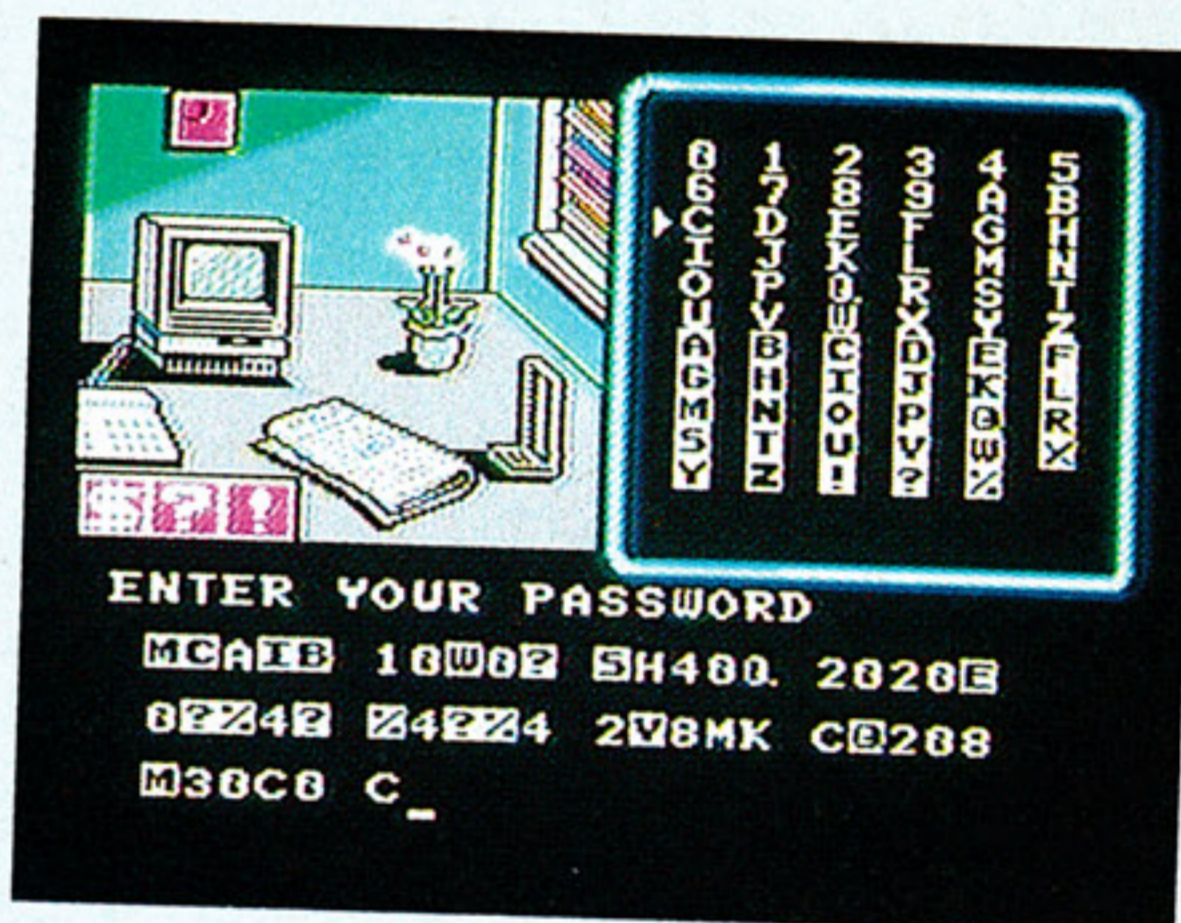


To continue infinitely play to Level 2 or any level after Level 1. Now die, then go to the Options screen and press Start. A girl appears along with the words "Continue Up." Next, exit the Options screen. You'll see the title screen and you should have nine continues. You can repeat this procedure any time during the game but only if you have under three continues left!

**John Williams, Oak Ridge North, TX**

## Wall Street Kid (Nintendo)

### Password

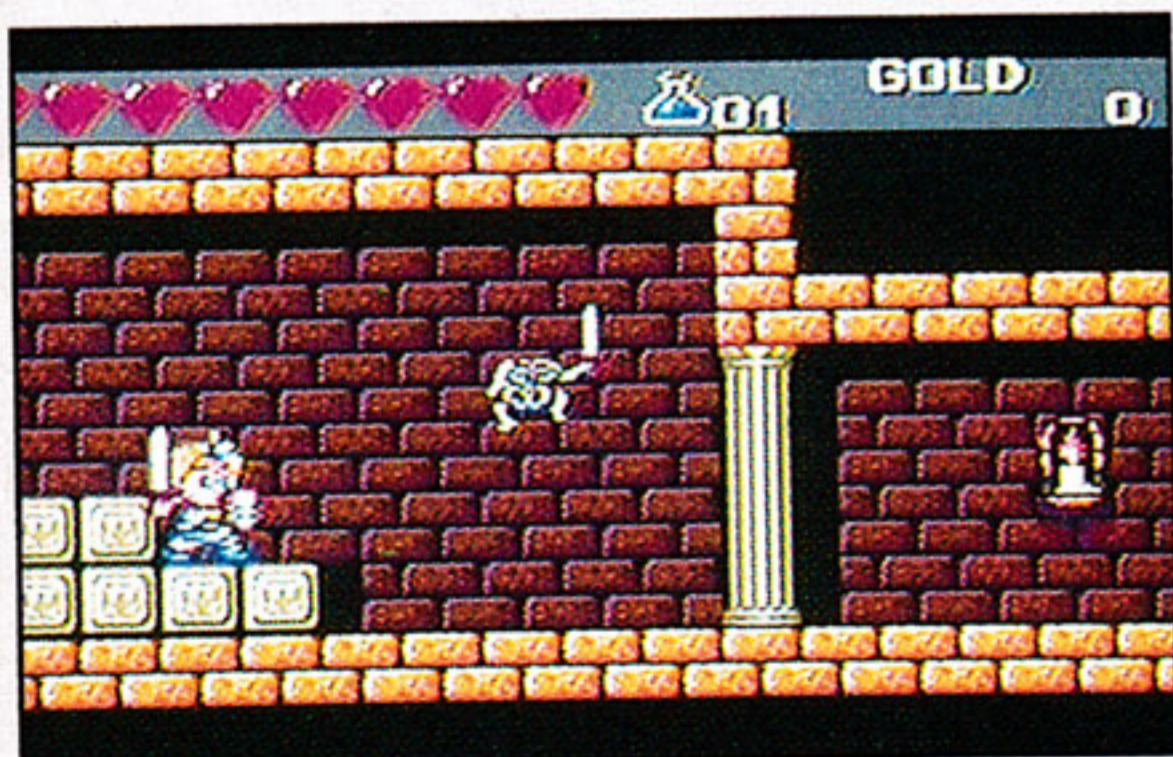


Here's the last code for Wall Street Kid:

**MCAiB 10W0? SH40Q 2020E  
0?%4? \$4?%4 2V8MK CQ208  
M30C0 C**

**Marc Brunet and Gary Petit,**

## Wonderboy III (Sega Master System)



### Password

Hint 1: Begin as Wonderboy with tons of money, maximum charm stones, a little bit of magic, and every single kind of sword, shield, and armor:

**3YGUPYZ ZY7K NRR**

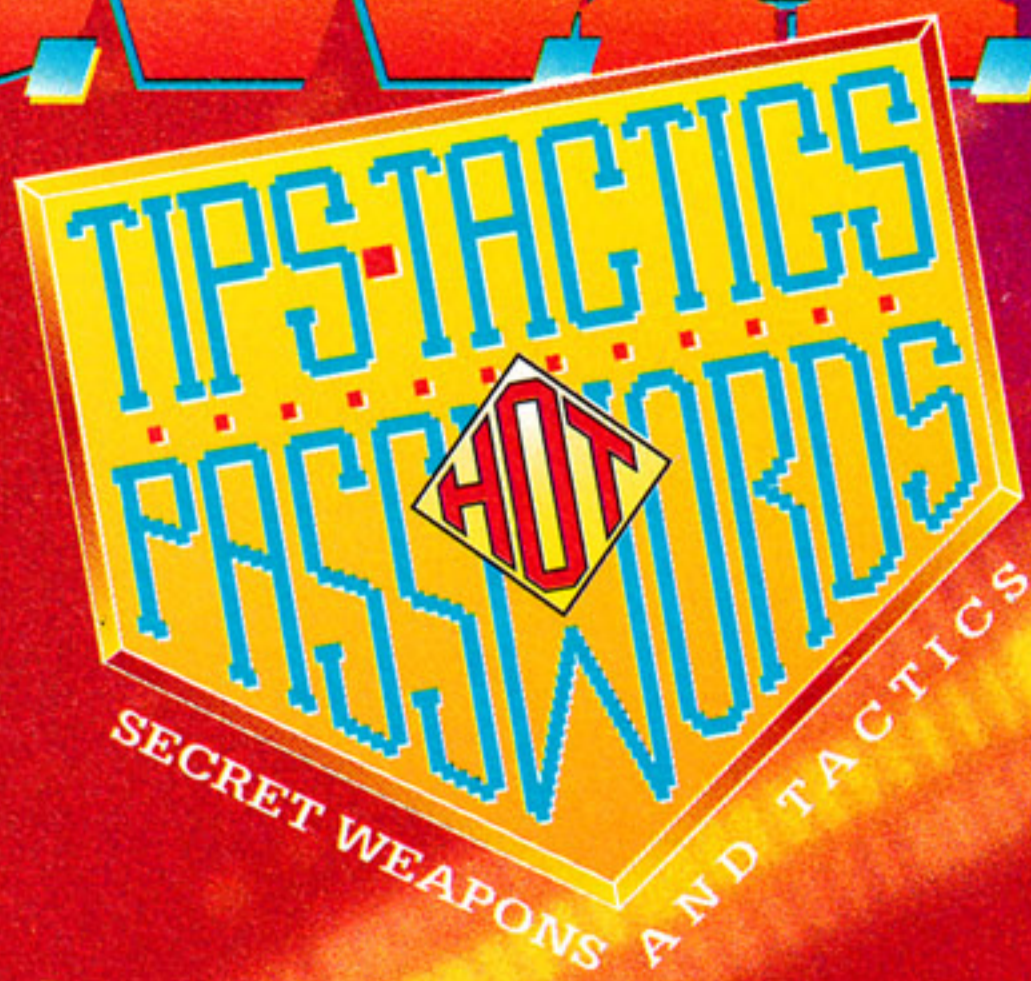
**John Pennal, Toronto, Canada**

## Super Mario Land (Game Boy)

### Change the Music

Put Super Mario Land into your Game Boy and plug in a pair of headphones, pushing them all the way in. When you're in World 1-1 let Mario stand still while you slowly pull the headphones out of the Game Boy until the music changes.

**Joe McQuiston, Corry, PA**



## Tiger Road (TurboGrafx-16)

### Secret Options Screen!

```

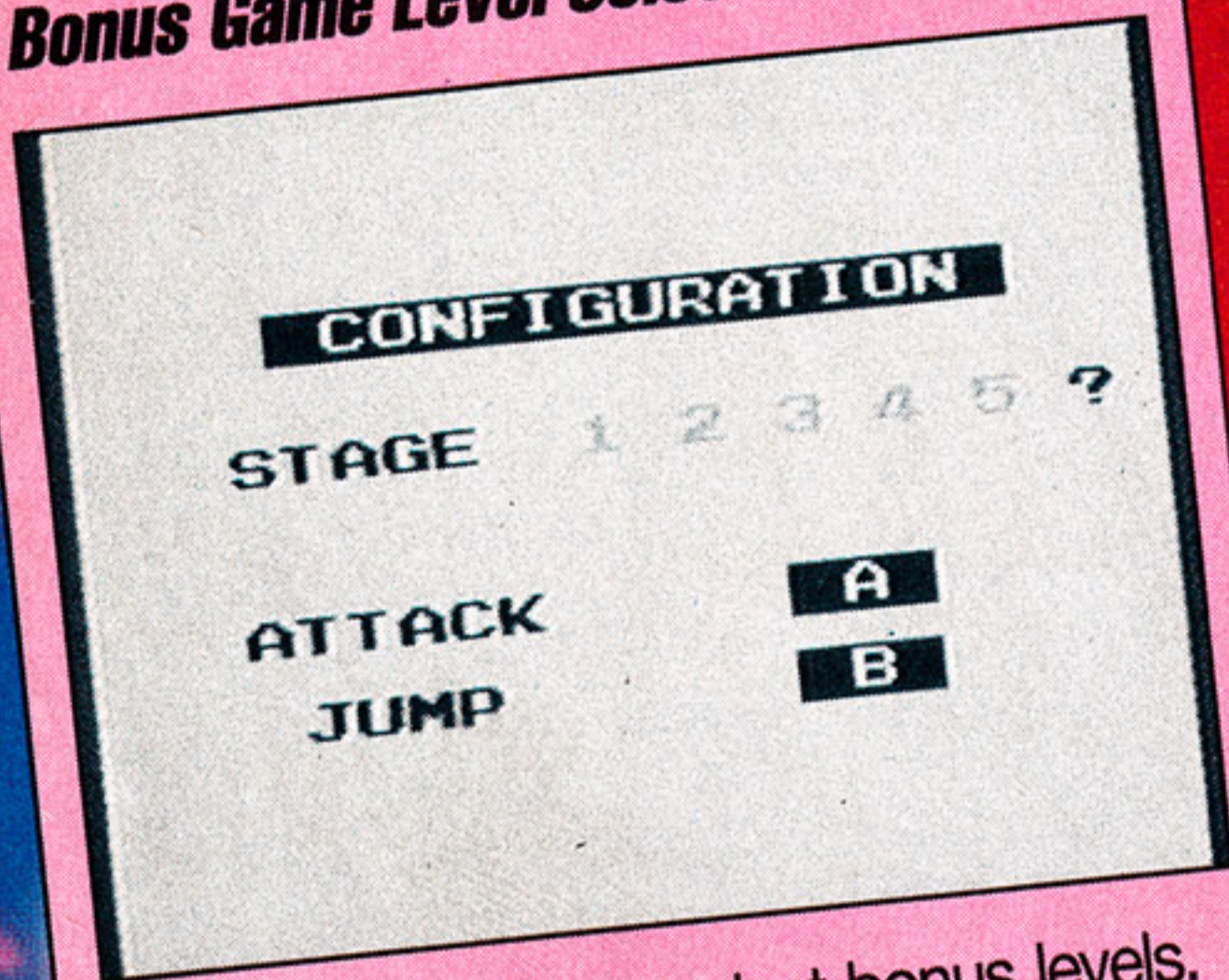
    . TIGER ROAD  DEBUG .
    *STAGE NO.  +85
                      81
    *LIFE      +16   28  24
    *WEAPON    0    POWER UP
    0 . C. SWORD  TIGER
    1 . JAKON    W. TIGER
    2 . SPEAR    X2
    *PLAYER    0
    *UNDEAD    +NO   YES
    *SCROLL    0
    *BGM       00
    *EFFECT    00
    
```

The following code enables you to select any of the worlds, become invincible, select any weapon (including the special Tiger Weapon), and check out the sounds! To activate this screen plug in your TurboTap and two controllers. When the title screen appears hold down Button I and Up on Controller Two. You may have to try this trick several times before it works.

**Ricky Hong, Chicago, IL**

## Teenage Mutant Ninja Turtles (Game Boy)

### Bonus Game Level Select!



Here's how you can select bonus levels. When the game displays "Push Start" press the Start button and you'll see the normal stage select appear. Next press Buttons A and B simultaneously and you should see a "?" appear on the menu. Select the "?" and hit Start again. You should now have a choice of three bonus games to play. Just select the one you want to try out and press Start.

**Bryan Moore, Middle River, MD**

## Devil's Crush (TurboGrafx-16)

### Unlimited Balls!



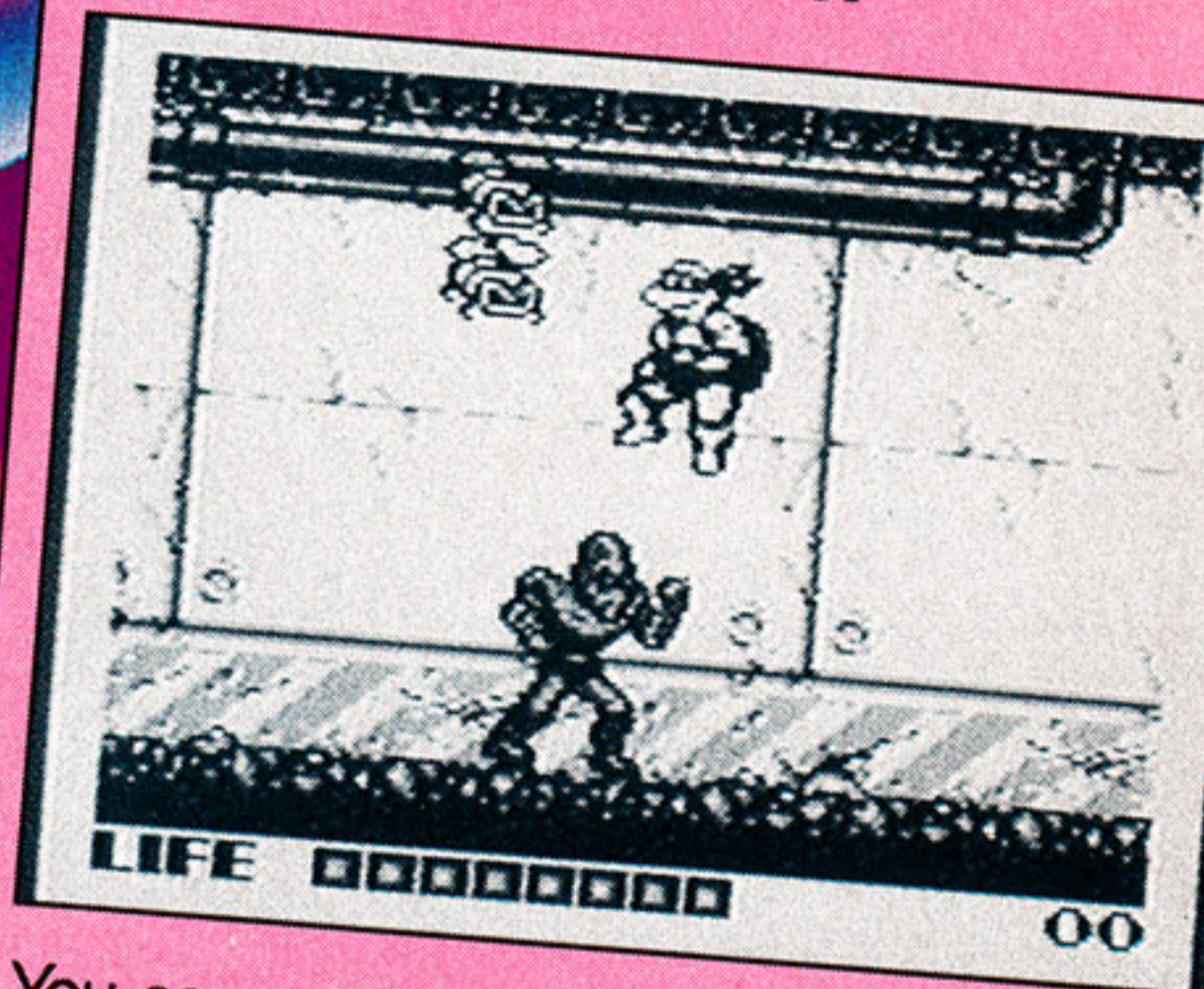
Type in this code for unlimited balls in Devil's Crush.

AAAAAAHAAA

**Paul Skora, Liverpool, NY**

## Teenage Mutant Ninja Turtles (Game Boy)

### Power Up Your Turtles!

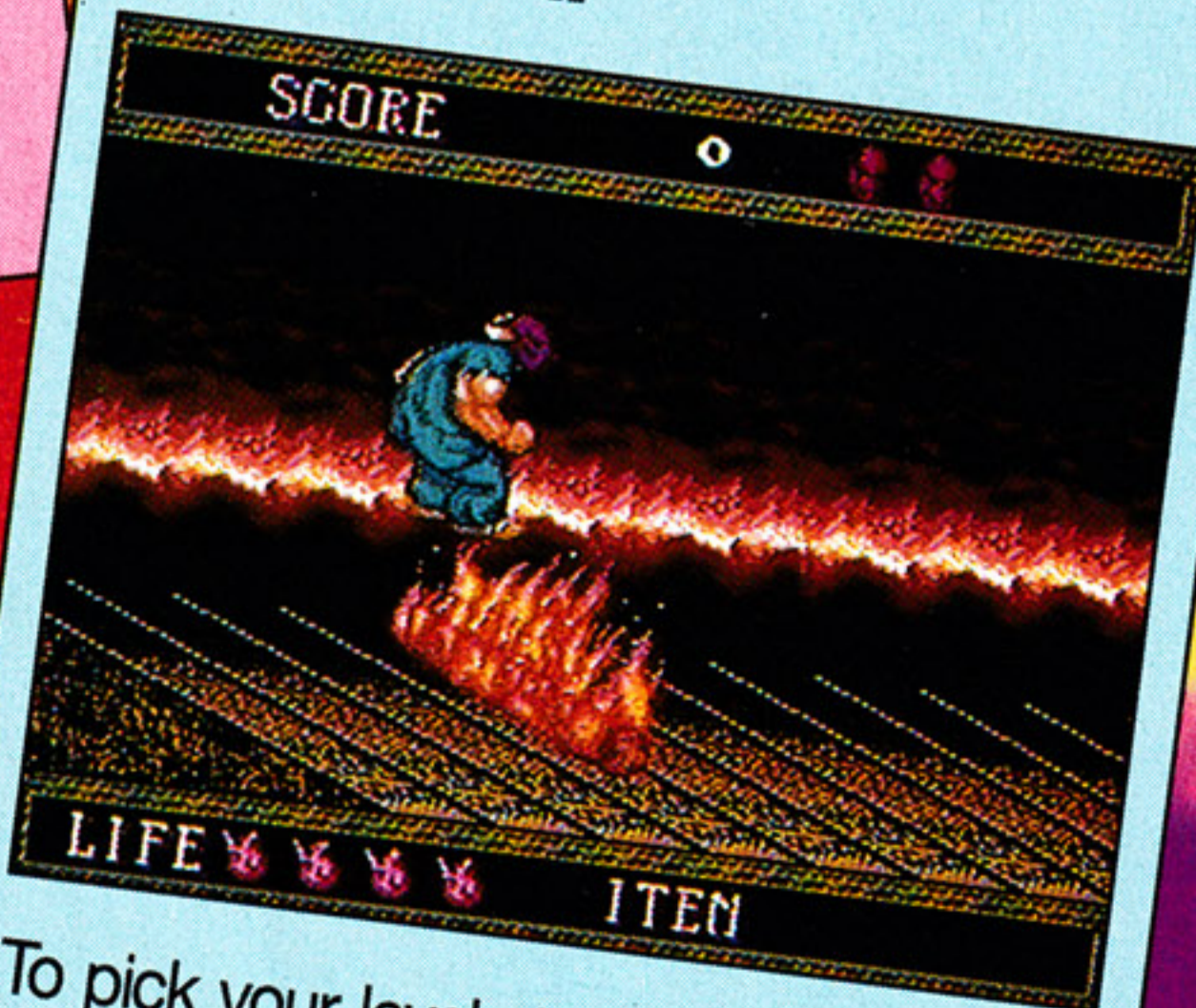


You can regain all of your energy by doing the following trick any time during the game: press Pause and then press Up, Up, Down, Down, Left, Right, Left, Right, B, and A. You can only use this trick once per game.

**Greg Colton, Deerfield, IL**

## Splatter House (TurboGrafx-16)

### Level Select!



To pick your levels try this trick. During the title screen, when the rain is falling, press Run and then press Select three times. Next press Button I while simultaneously holding diagonally down and to the Left on the directional pad.

**Mike Vruketta, Oxnard, CA**

## Shadowgate (Nintendo)

**Escape From the King's Throne Room**  
To make it past the King's Throne Room you'll need two things: a special Ring and a Sceptre. You'll find the Ring in the Garden and the Sceptre in the Crypt (inside a mummy in one of the coffins). Give the King the Sceptre and put the Ring in the slot in the wall. This opens up a secret passage that enables you to continue on your way!

# SWAT

## TIPS-TACTICS PASSWORDS

SECRET WEAPONS AND TACTICS

### **Metal Gear (Nintendo)**

#### **A Strange Password**

Here's a strange password for Metal Gear that starts you in the room before the Super Computer (already destroyed) and with over 200 bullets for both the Hand Gun and the Machine Gun, 10 Rockets, 10 Rations, and various other equipment:

ELLEN DIANE  
JENNI FERBI  
GBOSS

*Brian Penzone and Heath Wintz,  
Columbus, OH*

### **Arnold Palmer Golf (Genesis)**



#### **Head for the Fantasy Zone**

There is a secret hidden mini Fantasy Zone in Arnold Palmer Golf. To find it start a new game and then take 100 strokes on any hole without putting out on that hole. The words "Game Over" appear on the screen. Then press Up, Up, Down, Down, Left, Right, Left, Right, and Button A on the controller. You're into the Fantasy Zone! Button B fires and Button C bombs.

*Jeff Nabas, Atascadero, CA*

### **Military Madness (TurboGrafx-16)**

#### **Change the Computer**



Turn on your TurboGrafx-16 and then reset the game once. But don't let go of your Select button. Choose "One Player Continue". While still holding the Select button down, enter a map name from one to 32 and press Start. The Computer is now Blue and Player One is Green. You'll also have 64 stages of play instead of 32!

*Marc Brunet and Gary Pettit,  
Gatineau, Canada*

### **Heavy Barrel (Nintendo)**

#### **A Continue Trick**

Plug both controllers into the NES deck and start a two-player game. Start fighting and get all of Player Two's commandos wasted. Now, Player Two has the option to go back to the game, but ignore the display and just continue playing as Player One until all three Player One continues are used up. Now just switch controllers and you can continue the game as Player Two.

*Martin Yan, San Francisco, CA*

### **Mega Man 2 (Nintendo)**

#### **Beat the Big Dragon**

Right before you reach the Big Dragon, you'll come to some solid blocks that function as stepping stones in space. When you reach the fifth single block, use your Time Stopper and jump to the far right block. When your Time Stopper runs out, the screen will begin to scroll to the right. Keep jumping on the blocks that appear on the right side of the screen – the Big Dragon should be hot on your tail at this point. When you reach the end of the row (three blocks stacked one above the other), jump up to the highest block and fire at the dragon with your Quick Boomerang. If the dragon knocks you off your perch with one of its fire blasts, jump back up to the top block and continue firing. It only takes a couple hits from the boomerang to do in Mr. Dragon.

### **Castlevania III: Dracula's Curse (Nintendo)**

#### **Begin With Ten Men**

If you'd like to begin with ten men in Castlevania III simply type in the following password:

HELP ME

Now you're set!



## A Boy and His Blob (Nintendo)

### Turn the Blob into a Brick Wall

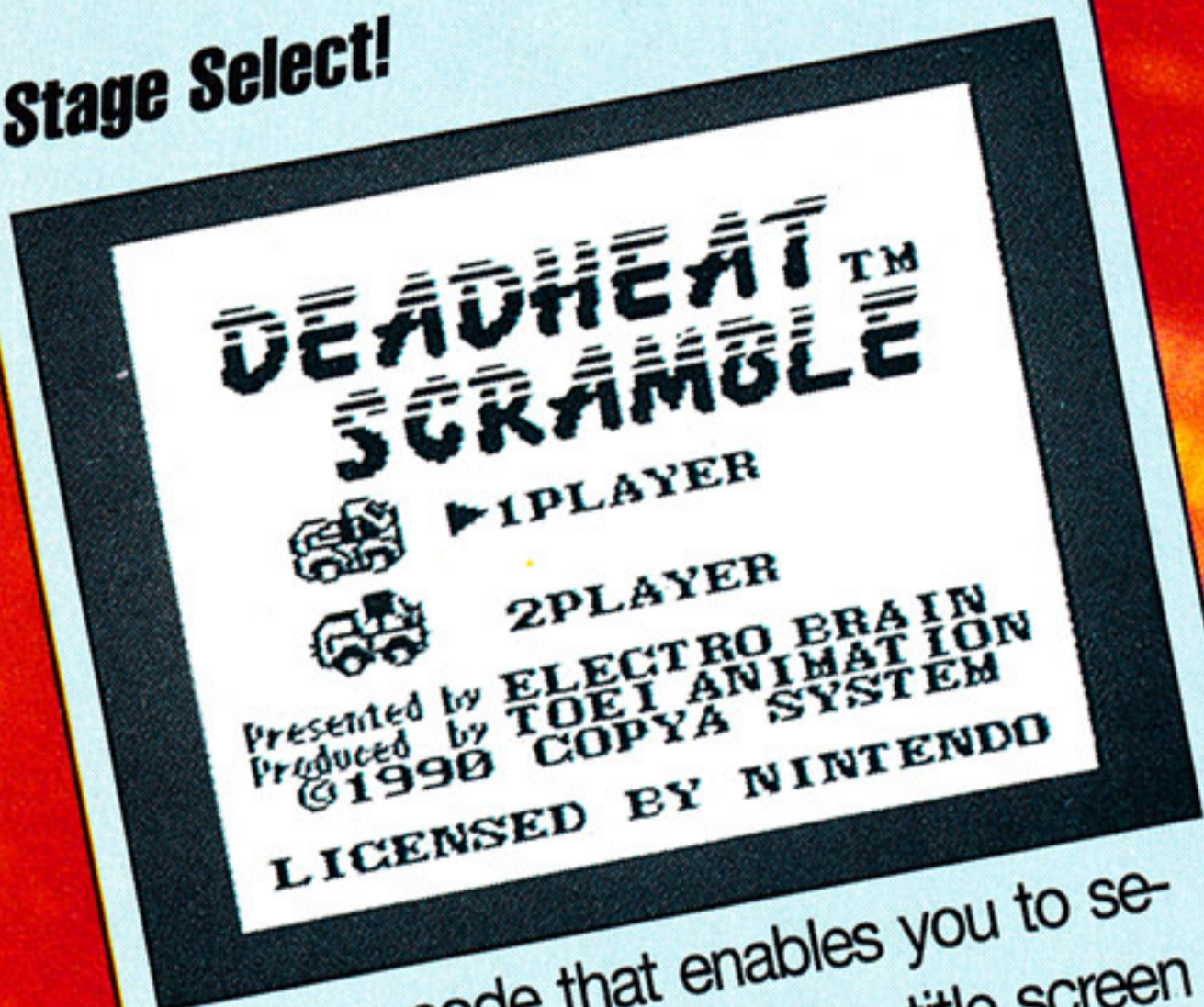


There is a way to turn the Blob into a brick wall! First, feed the Blob a Honey jelly bean. Then, while he's changing, quickly toss a Ketchup jelly bean in the other direction. You'll have a brick wall Blob!

**Naray Palaniappan, Jackson Heights, NY**

## Deadheat Scramble (Game Boy)

### Stage Select!

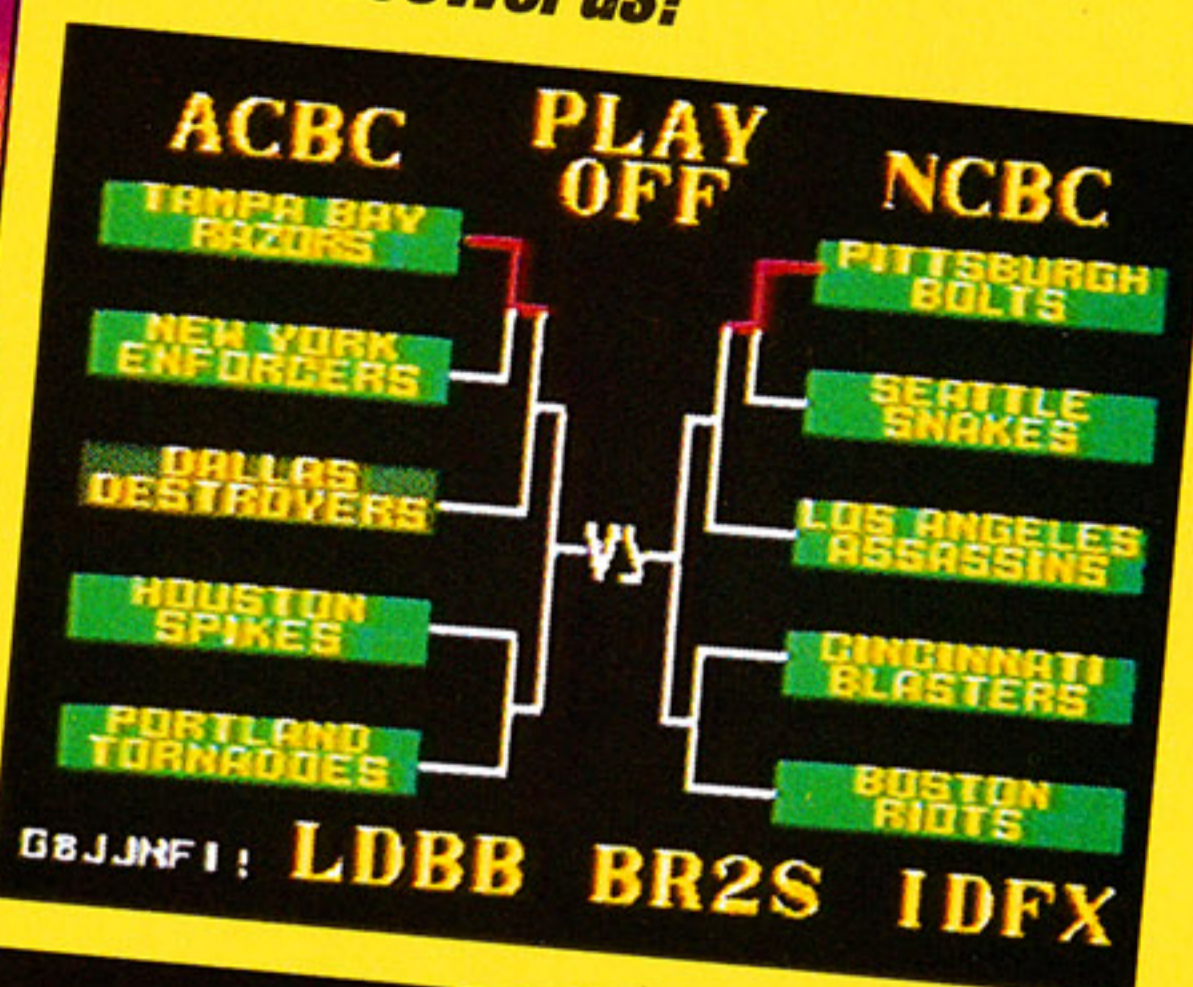


Here's a code that enables you to select your level. Wait for the title screen to appear and then press Button B eight times, Button A eight times, and Button B as many times as the number of levels you want to skip. For example, if you want to begin on Level Four, press Button B three times.

**Steve Jasper, Los Angeles, CA**

## Cyberball (Genesis)

### Super Passwords!



WEEK 1 STANDINGS			
ATLANTIC	H	L	ATLANTIC
DALLAS	1	0	DALLAS
NEW YORK	1	0	NEW ENGLAND
MIAMI	1	0	PHILADELPHIA
WASHINGTON	1	0	PHOENIX
INDIANAPOLIS	1	0	BOSTON
			BUFFALO
CENTRAL	H	L	CENTRAL
CHICAGO	1	0	MINNESOTA
HOUSTON	1	0	DETROIT
TAMPA BAY	1	0	CINCINNATI
CLEVELAND	1	0	PITTSBURGH
			ST. LOUIS
PACIFIC	H	L	PACIFIC
PORTLAND	1	0	LOS ANGELES
DENVER	1	0	MEMPHIS
ATLANTA	1	0	LAS VEGAS
SAN DIEGO	1	0	
S. FRANCISCO	1	0	

Here are codes that take the Dallas Destroyers all the way to the play-offs undefeated!!

- 1 WIN: LBBB B7CB BDVV
  - 2 WINS: LVBB BB9B BDXV
  - 3 WINS: LXBB B7LB BD3B
  - 4 WINS: LIBB B8FB BDTV
  - 5 WINS: LLBB B7DB BDNB
  - 6 WINS: LKBB BBBV BDCV
  - 7 WINS: LMBB BLCV BD2V
  - 8 WINS: LOBB BLPB BFHV
  - 9 WINS: LFBB BLHB BD8B
  - 10 WINS: LCBB BFOV BDKX
  - 11 WINS: L7BB BXGB BDRV
  - 12 WINS: L4BB BF2B BDAV
  - 13 WINS: LRBB BFVV BDTV
  - 14 WINS: LTBB BFCX BD2V
  - 15 WINS: L8BB BFJI BDMX
  - 16 WINS: LZBB BR2S IDKI
- Play-Off One: LUBB BRHV BDZV  
 Play-Off Two: L5BB BXUV BD2V
- Tip for the Play-Offs: Save money for three fast players – a safety, a wide receiver, and a running back.

**Richard Plisco, Iselin, NJ**

## The Land of Ys (TurboGrafx-16/CD)

### Passwords!



For the beginning of Book 2 – after giving five of the books of Ys to the six priest statues in the mines:

- wA9S9 / 99BGMRF / 9KVtVsV
- xZxRx / yHzPSwS / wSwSwSw
- B\$B\$B / \$AB5K5K / 5K5K6J6

J3F  
 For Burnland East – and lots of other stuff, too!

- meoKT / ?M5uVc4 / rcMFcFQ
- NccuY / qTCCekf / ekekeke
- 5JYwS / wRRF9F8 / G8G8H7H

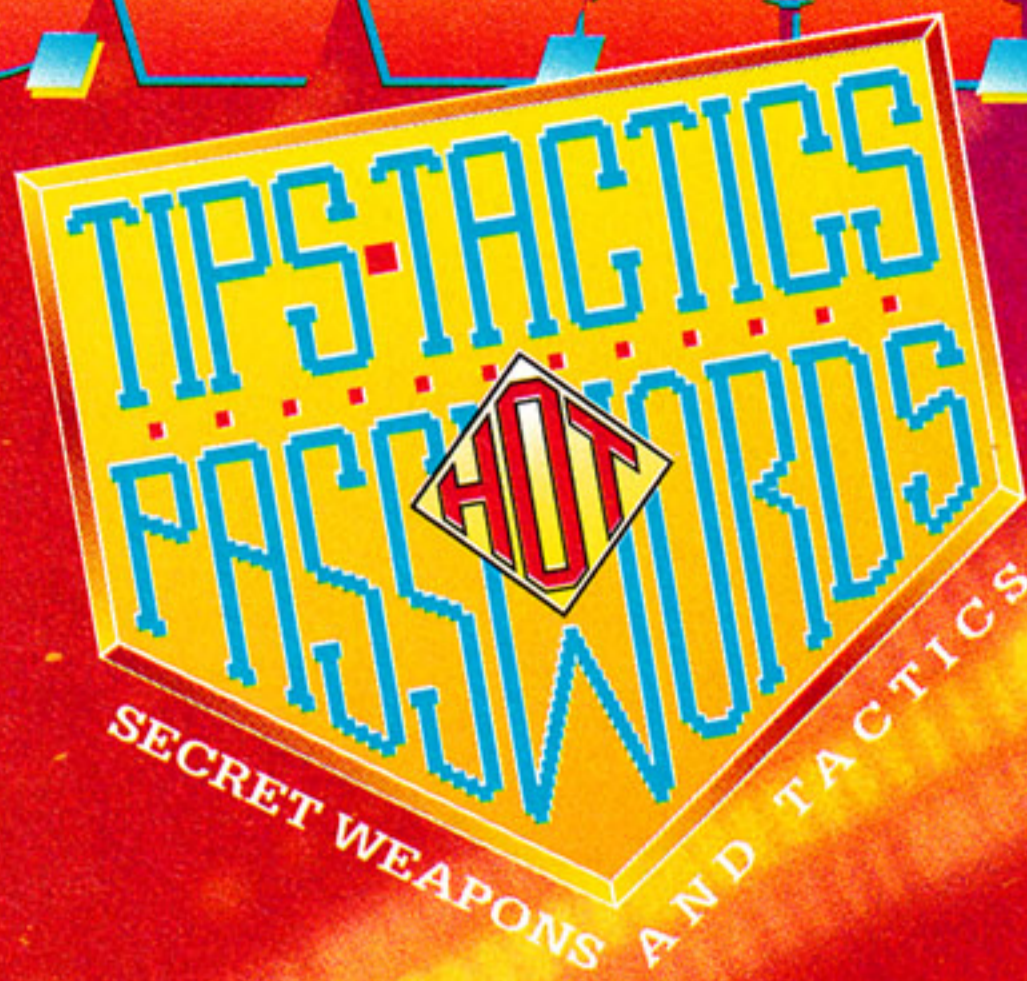
For the 14 floor of the Tower in Book 1:  
 5G?IP / sNoQBpp / p1nAs91  
 1TeN? / dgplmbb / 0101010  
 keC#C / #C#C#C# / C#C#D?D  
 ?A8

For the last part of Book 1 plus the animation sequence:

- 1d2Qh / Elaa3ss / sr4V55\$
- \$\$yJz / SSrrwRR / Fbnbnbn
- L4kek / ekekeke / kekeldl

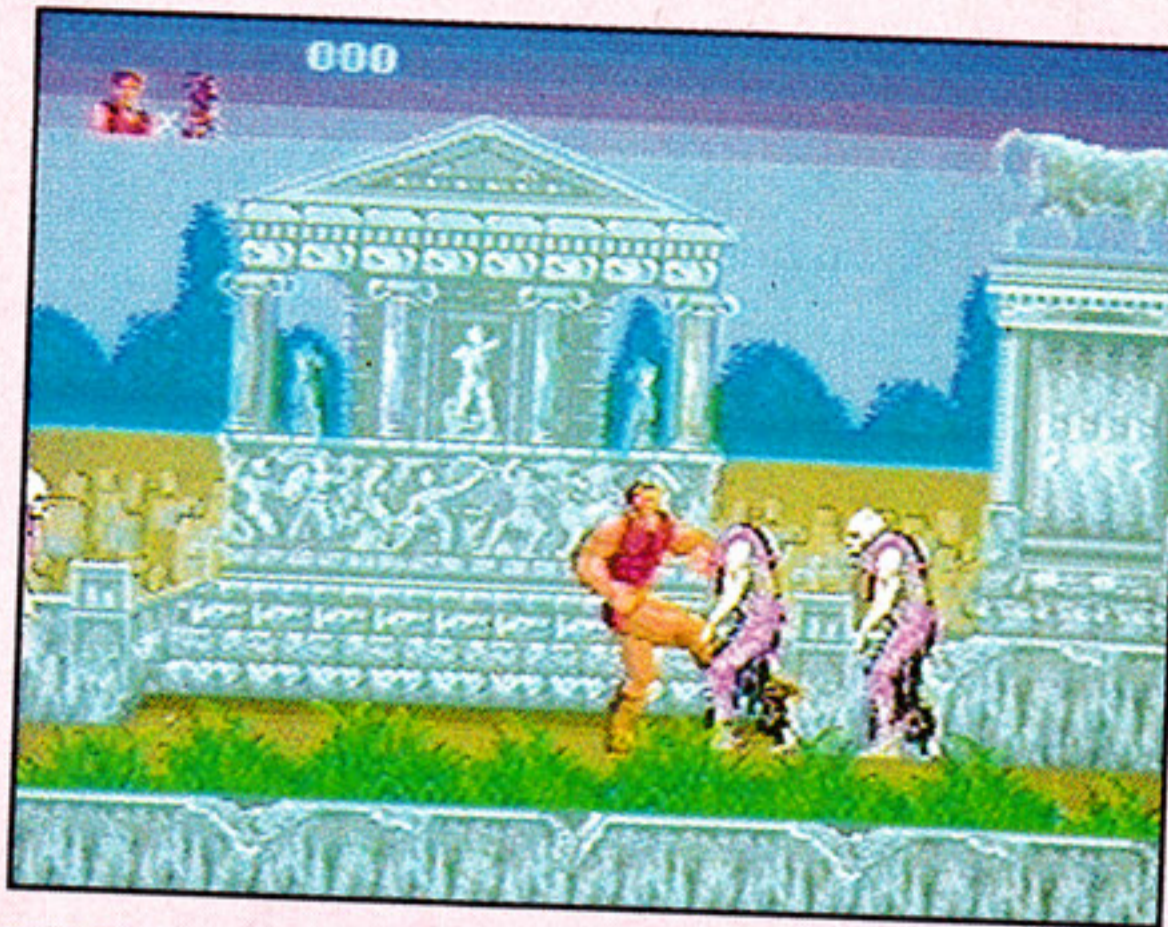
For the Ys Core!  
 p9WaA/TA8joCC/CCCCCCD  
 UDDCC/4QQQRqm/myZm335  
 6KJyx/Rww9bfP/K5K5J6J

# SWAT



## **Altered Beast (Sega Genesis)**

### **Unlimited Lives!**

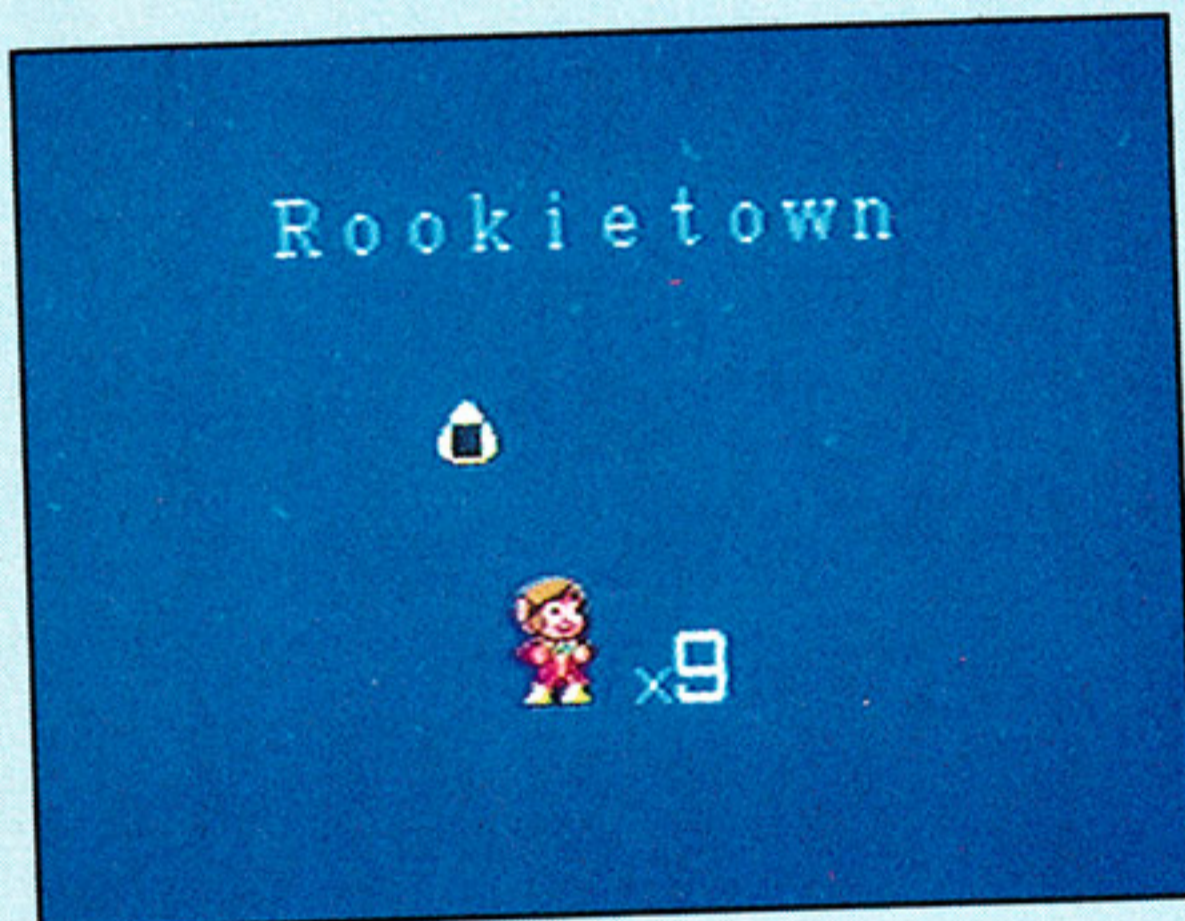


First, put Golden Axe into your Genesis. Wait for the SEGA logo to appear and then pull out the cartridge without turning off the system. Next pop Altered Beast into the Genesis (without turning the power off) and press Reset. You can check to see if the trick has worked by going into the Option Mode and checking to see if the player number is 0. If it is, you have unlimited lives.

**Tony Lipscomb, Baton Rouge, LA**

## **Alex Kidd in the Enchanted Castle (Sega Genesis)**

### **Unlimited Men!**



To get unlimited men in Alex Kidd first plug in Space Harrier 2 and then go to the Options Menu. Take Space Harrier 2 out of the machine without turning the power off. Now put in Alex Kidd and you'll have unlimited men. (This trick also works using Super Thunderblade instead of Space Harrier 2).

**John Rash, Newland, NC**

**WARNING!!** Tricks that involve removing games while the power is on can seriously damage your Genesis, Nintendo, TurboGrafx-16 or any other game unit. Perform them at your own risk.

## **Ghouls 'n Ghosts (Sega Genesis)**

### **Secret Title Screen!**

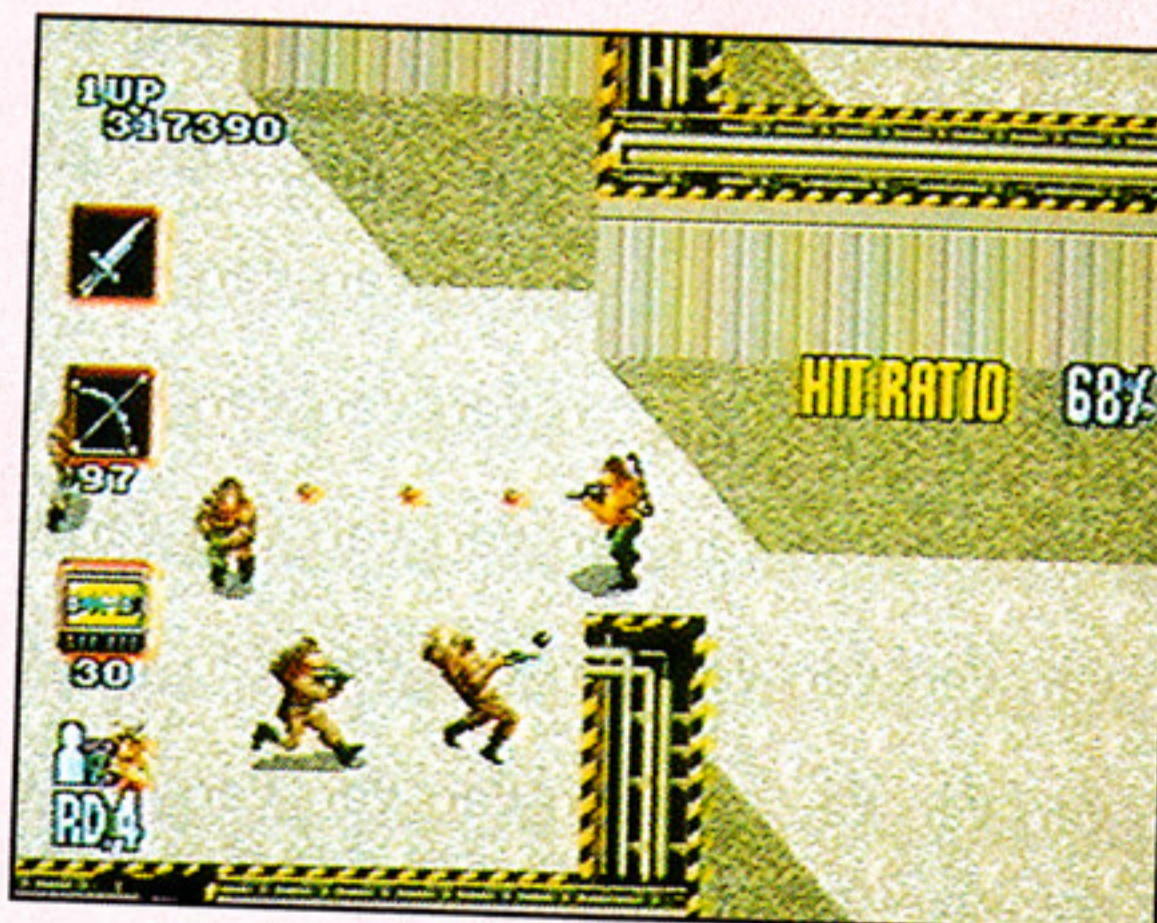


To reach the secret title screen insert Super Thunderblade into you Genesis and turn the power on. Wait until the SEGA heading appears and pull Thunderblade out without turning the power off. Now insert Ghouls 'n Ghosts and press Reset.

**Chris Fontenot, Lake Charles, LA**

## **Rambo III (Sega Genesis)**

### **Unlimited Lives!**

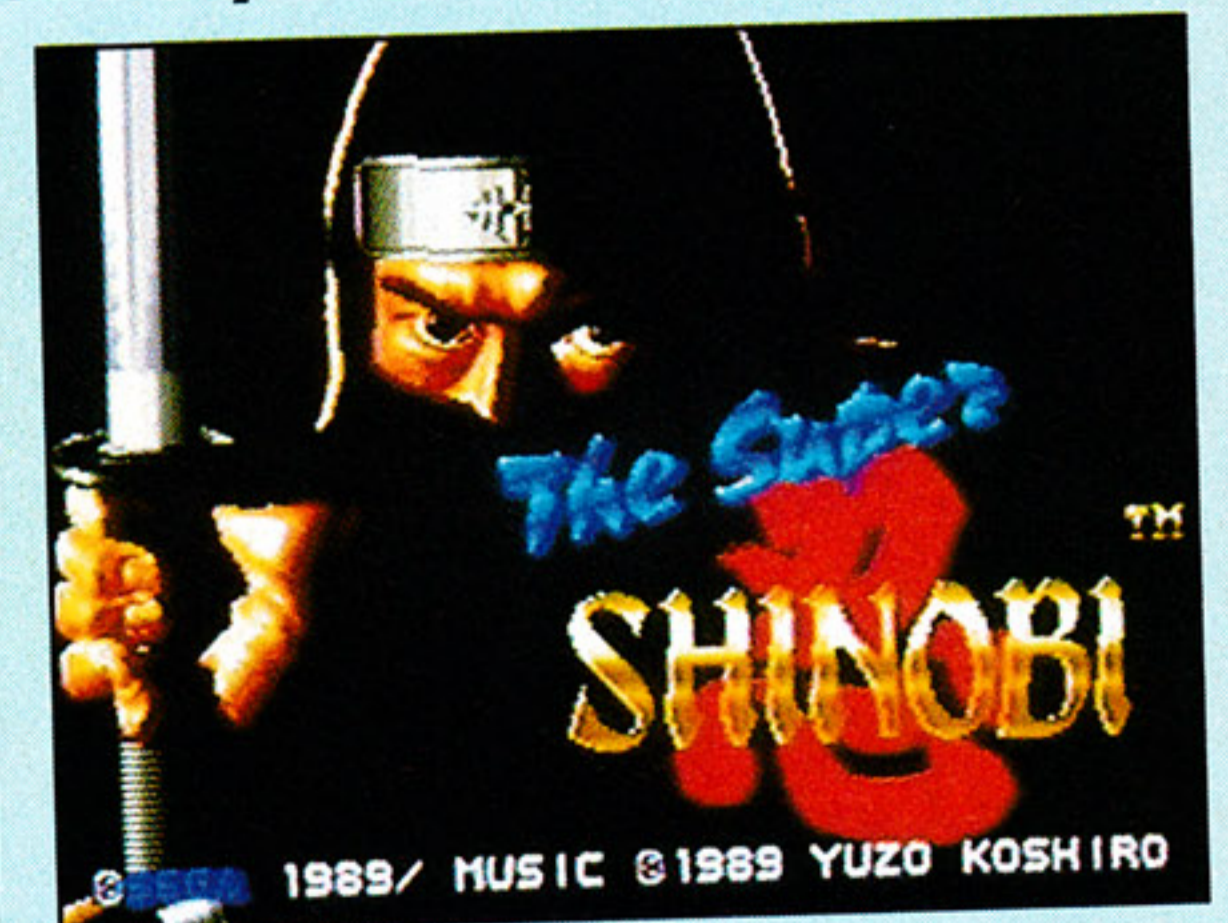


First insert Altered Beast and turn on the power. Wait for the screen with the statues to fade in and then pull out Altered Beast without turning off the power. Next, insert Rambo III. Now press Reset and then Start. You should now have unlimited lives!

**Chad Turner, Montgomery, AL**

## **Revenge of Shinobi (Sega Genesis)**

### **Turn your Revenge of Shinobi into Super Shinobi!**



First put any cartridge in your Genesis system and remove it without turning the system off. Now plug in your Revenge of Shinobi cartridge and hit the Reset button. You should now see Super Shinobi!

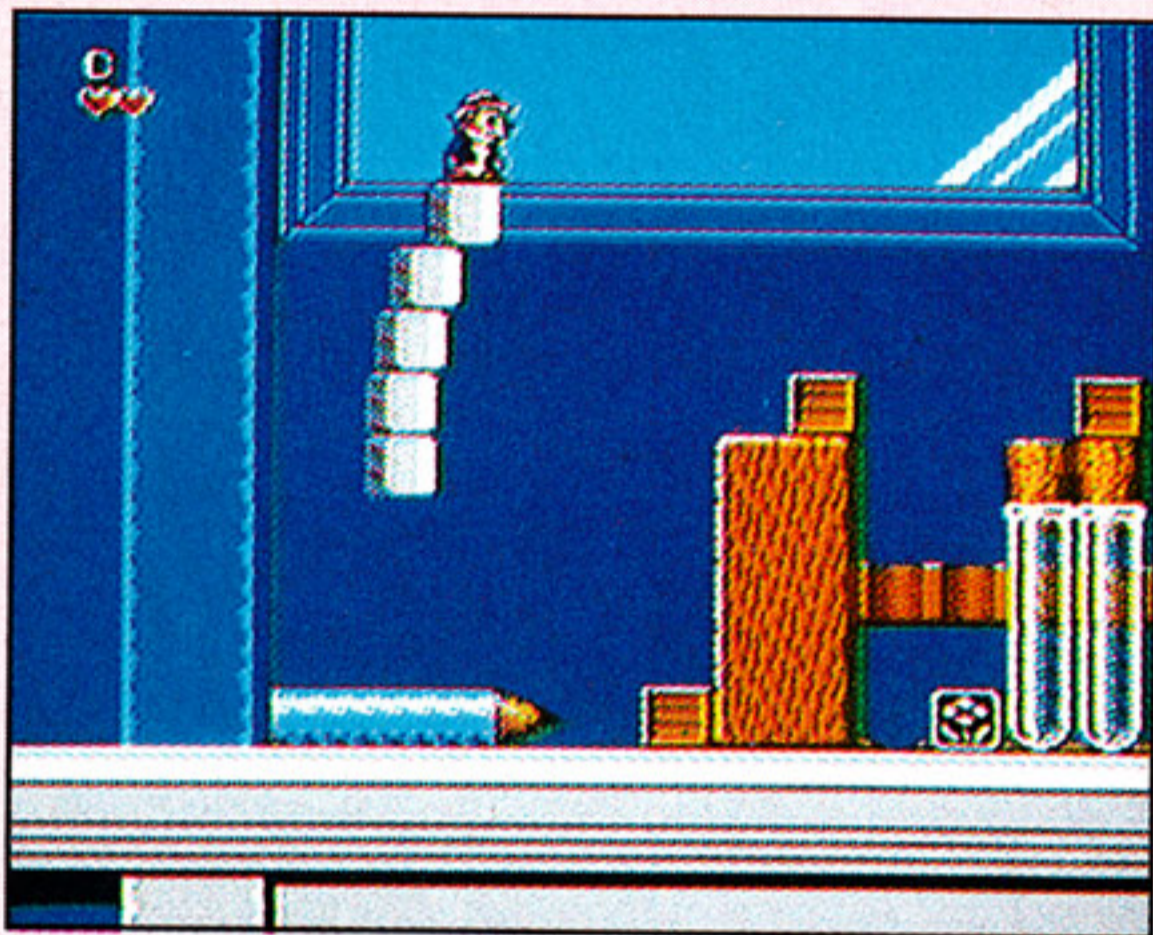
**Martin Laliberte, Quebec, Canada**

# SWAT



## Rescue Rangers (Nintendo)

### Crate Trick



Stack some metal crates straight up and then take two from the bottom so that there is a two crate space to fit your chipmunk into. Stand under the crates and rapidly hit Button A to jump. You'll go up through the crates and end up on the top of the stack!

*Michael Breitsch, Worthington, OH*

## Mendel Palace (Nintendo)

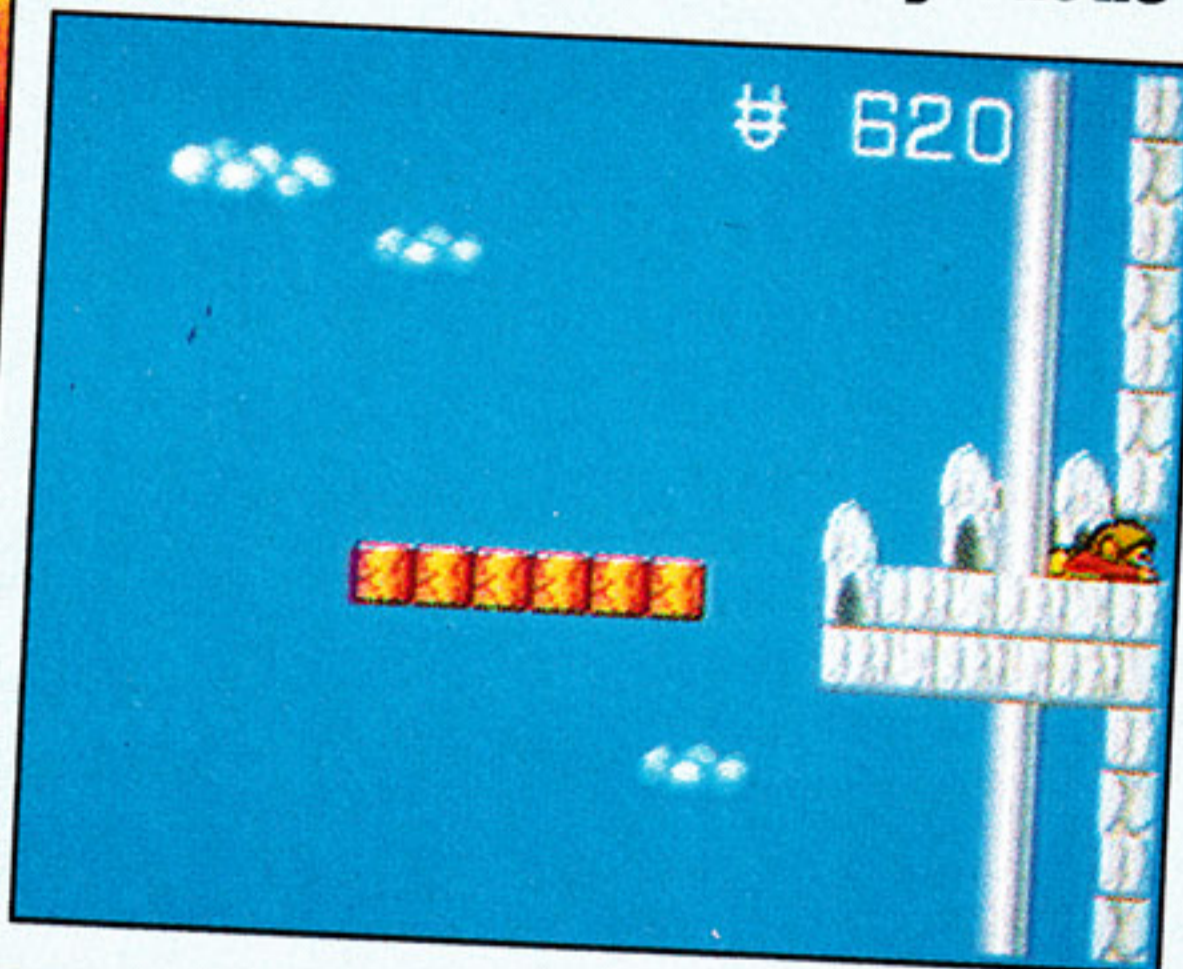
### Extra Stages



Press Select and Start and hold them while turning the power on simultaneously. Now play the extra stages!

## Alex Kidd in the Enchanted Castle (Genesis)

### An Easier Way into the Sky Castle



At the beginning of the Sky Castle stage use the Pedicopter to fly up and onto the ledge outside of the castle. Grab the treasure chests that you find along the way. When you've gone as far up as you can go you'll find a ledge on the right. Land on the ledge, lie on your stomach, and punch. You'll break an opening in the castle wall. Crawl through this opening and you'll find yourself beginning on a higher level of the Castle.

*Jon Paleologos, Horsham, PA*

## Ninja Gaiden II (Nintendo)

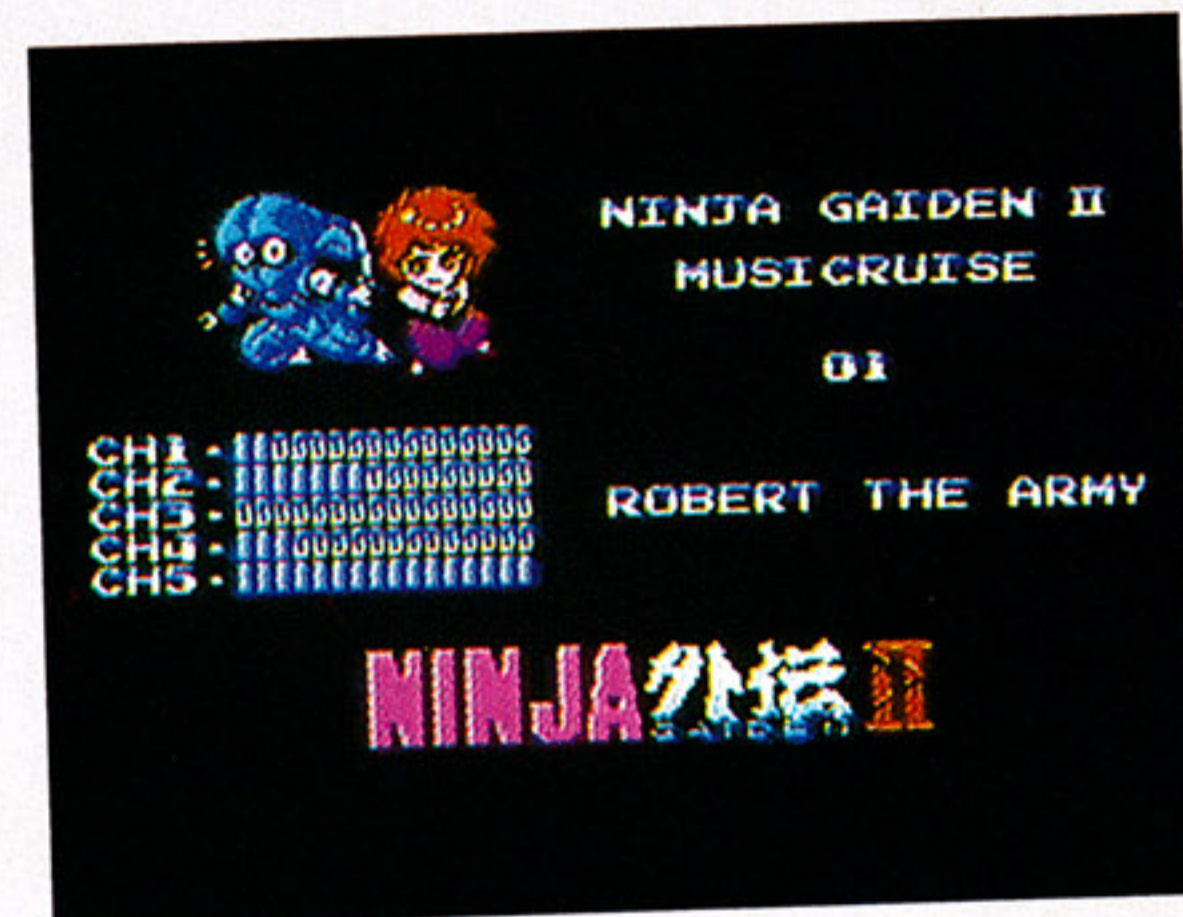
### Sound Tests!



There are three different sound tests on Ninja Gaiden II. The first sound test plays all of the music from Ninja Gaiden II, and you will see a cartoon-style picture of Ryu Hayabusa. To make this sound test appear, press the control cross to the upper left corner while pressing Select, B, A, and Start simultaneously during the title screen.



The second sound test has a picture of Irene Lew and allows you to check out the music also. To get this one to work, just wait until the title screen fades to black, then press Start (the title screen should then reappear). Now press the control cross to the upper left corner, A, B, and Start simultaneously.



The third sound test will show a picture of both Irene and Ryu. The menu will also let you check out the music and sounds with names. You will also see a meter for each channel of sound. To get to this, let the title screen fade to black then press start (the title screen should reappear), let the title fade to black again, then press start. Now press the control cross to the upper left corner, A, B, and Start simultaneously.





## Super Mario Bros. 3 (Nintendo)

### 99 1-Ups!

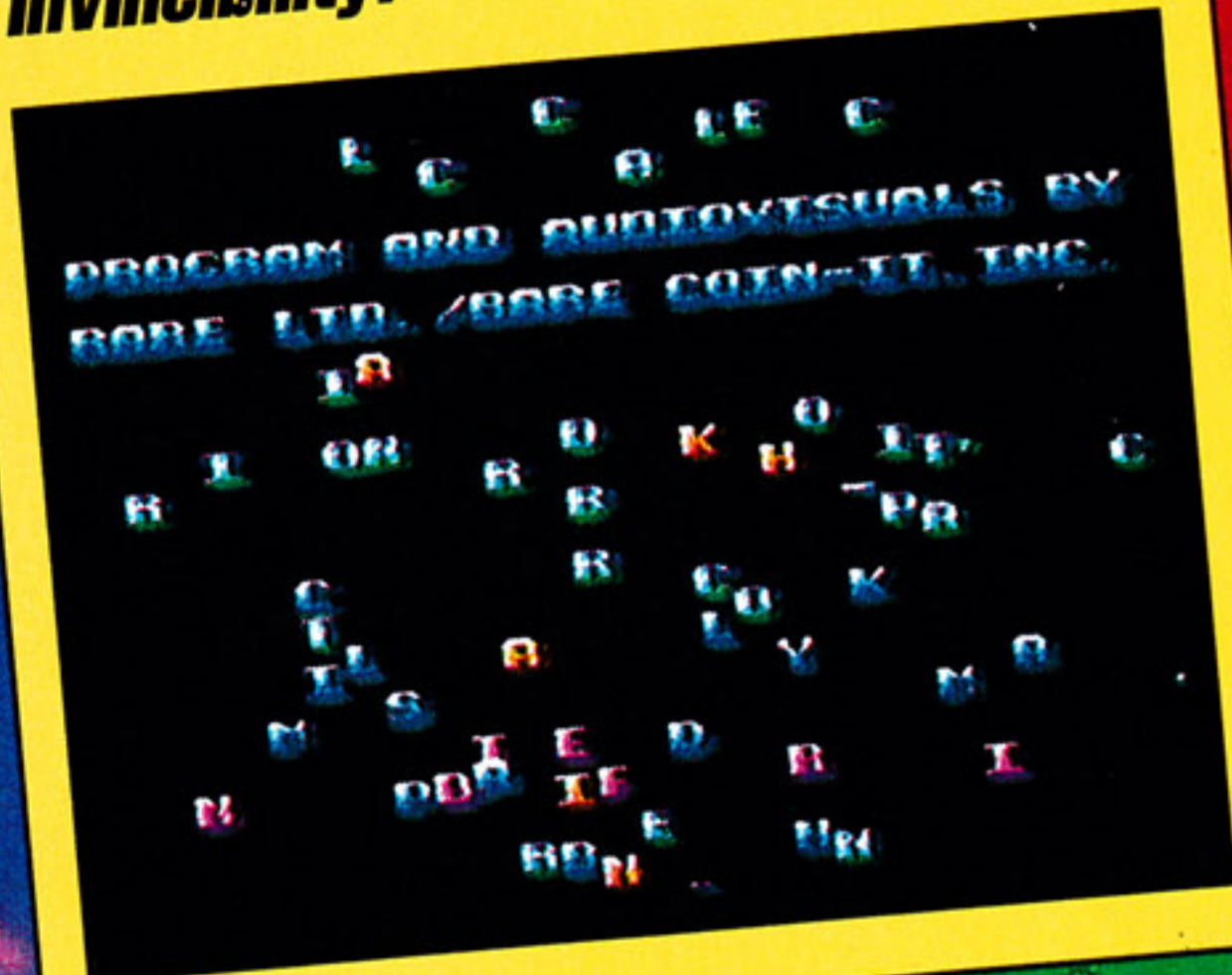


Here's a way to get 99 extra men in Super Mario Bros. 3. First go to World 2 and get your raccoon suit. Next, go to the mini fortress. On the first screen there are three skeleton turtles. Try to get all the turtles on the screen at once and then hop onto the back of the first turtle, press Button A to keep flying for a while, land on the second turtle, jump again, and repeat this until you've earned as many Mario's as you wish!

**Curtis D, Prince George**

## Captain Skyhawk (Nintendo)

### Invincibility!

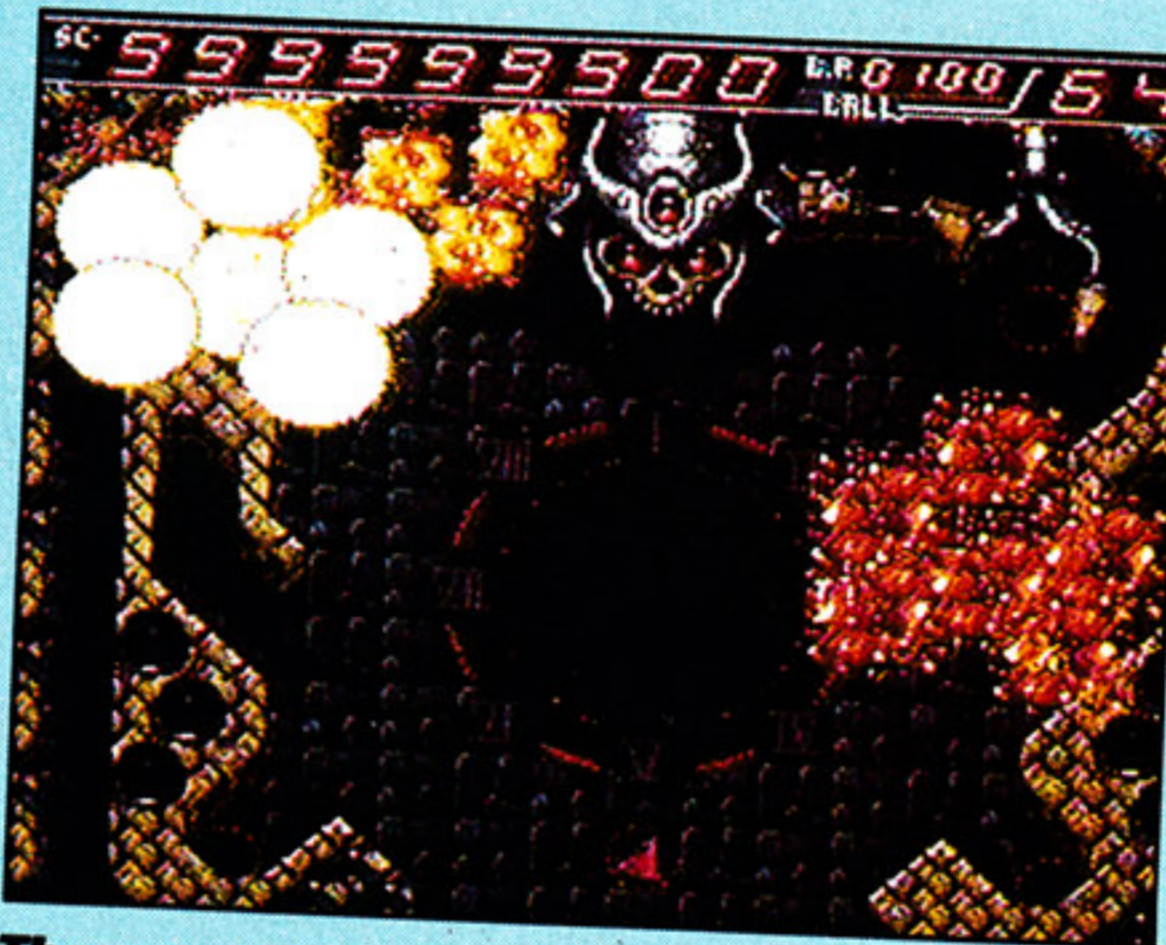


To become invincible in Captain Skyhawk push the directional buttons Up, Right, Down, Left, and Up. Do this four times during the falling words screen and during the Captain Skyhawk screen.

**Joe Gilbert, Sierra Vista, AR**

## Devil's Crush (TurboGrafx-16)

### Awesome Passwords!



The screen blows...



And here's the ending!

Here are some awesome passwords for Devil's Crush!

Password	No. of Balls	Score
CKDEIPDBFM	25	300,138,400
OJFJGDEJPD	34	404,330,300
PNBIJOKJNF	38	533,501,000
CGIAGPECCK	42	610,523,600
OEHALCBGPF	45	710,529,000
OLGGGEAPOF	52	804,379,700
CBEOLJGHA	62	900,057,102
OMGANLOIJA	67	976,769,800
PFFMGHGOLK	65	999,927,400
NLJBCFHGPO	65	999,999,000
KGCMMMLBN	65	999,999,600

When you reach the score of 999,999,900 everything on the game board explodes, and you get to see the ending of the game!

**Chris M. Conti, Fishkill, NY**

## After Burner II (Genesis)

### Bonus Missiles



There is a secret way to get extra missiles in After Burner II. If you hold down these buttons during re-fueling, you can up your missiles to 100!

- Round 3: Left and Button B
- Round 5: Right and Button B
- Round 9: Button B
- Round 11: Right and Button B
- Round 13: Left and Button B
- Round 16: Right and Button B
- Round 19: Only Button B
- Round 21: Right and Button B

**Robert Livingston, Franklin, NC**

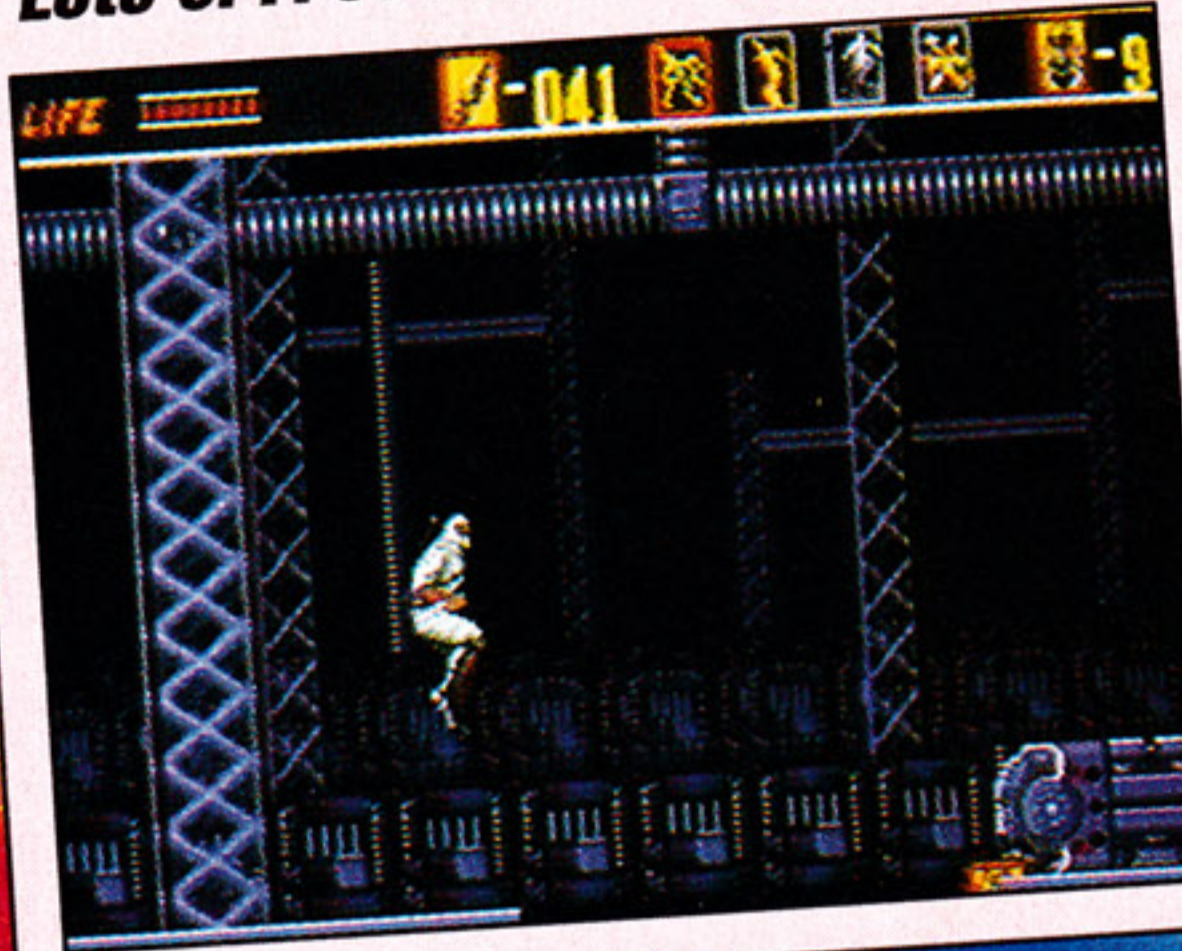
# S.W.A.T.

## TIPS-TACTICS PASSWORDS

SECRET WEAPONS AND TACTICS

### Revenge of Shinobi (Sega Genesis)

#### Lots of Free Lives!



In Mission 4 of Revenge of Shinobi (The Motor Kill), move to the edge of the ledge, jump up, and push jump again to double flip with shurikens. A 2-up box pops up under the conveyor belt. Keep jumping over and over again and touching the box. Repeat this as many times as you like. Your counter will only show nine, but you'll have more lives than the counter displays.

**Blair C. Schwanewede Jr., North Miami, FL**

### Ghouls 'n Ghosts (Sega Genesis)

#### Pass the Ice Slopes with Ease!



When you reach the Ice Slopes destroy the first two big hands. After destroying the second hand drop down to the level just below it on the right hand edge. Wait for a snake to appear and touch it on the right hand side. This throws you off of the right ledge and down through the thorns – but you'll land on the boss of that level! Just beat him and you're past the Ice Slopes!

**Roger Smith, Plano, TX**

### Cyber Core (TurboGrafx-16)

#### The Ultimate Weapon!



Here's something that they didn't tell you about in the manual. There's a way to have all three types of weapons at the same time if you pick up the following Metamorphosis Capsules in this order: Red, Blue, Green, Green, Yellow, Red. Now let your ship be hit by enemies until it returns to its normal state. Now you're playing with firepower!

**Steve McNally, Plainfield, NJ**

### Arnold Palmer Golf (Sega Genesis)

#### Secret Tournament!



Find the secret tournament by going into the password screen and typing lower case f's all the way across the top row, and 9's across the bottom row. You'll enter a new tournament and have an experienced caddy who'll tell you much more than you were ever told before!

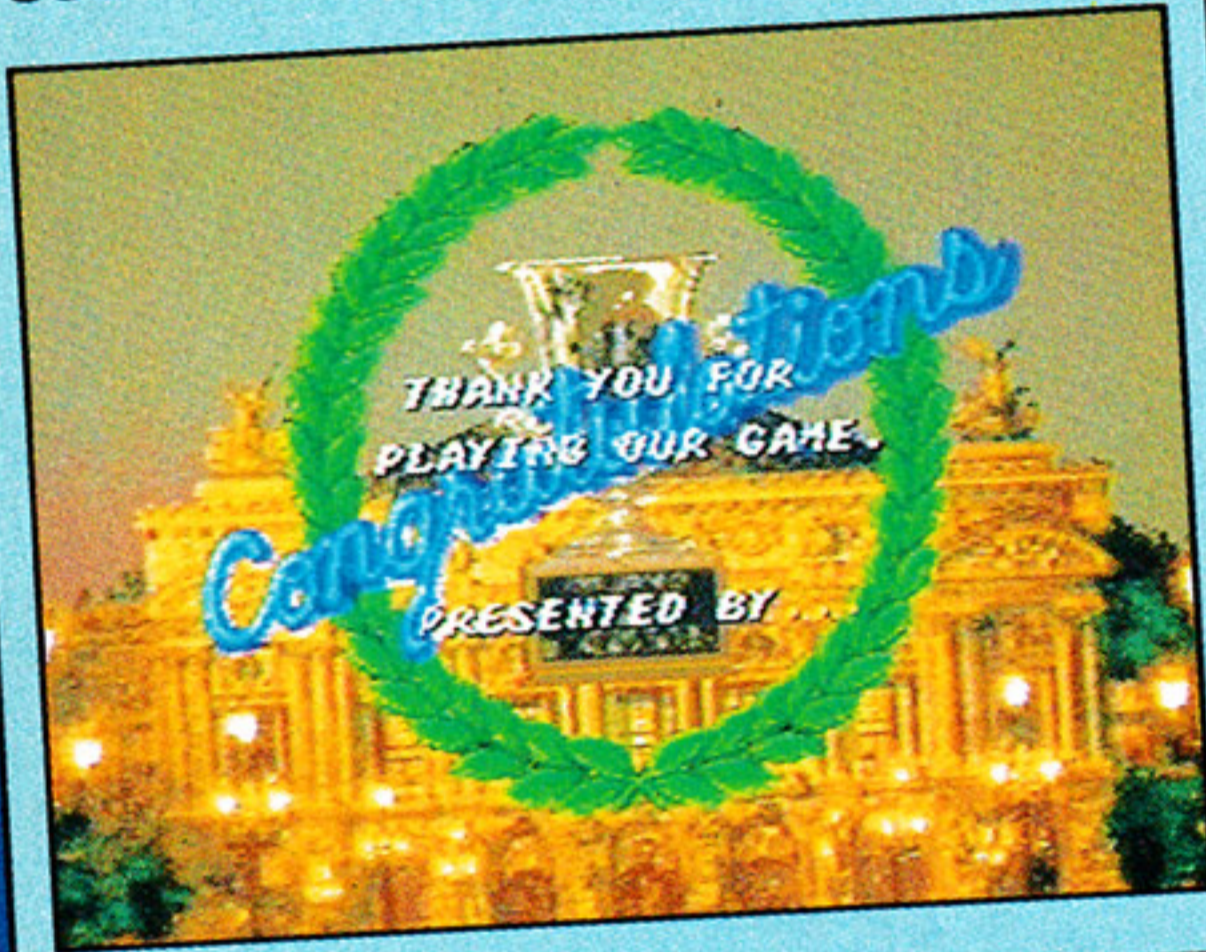
**Jason Mendoza, Lincoln, CA**

# SWAT



## Super Monaco GP (Genesis)

See the Game Ending!



Here's the password for RACE 15. If you crash, you'll see the ending sequence of the game!

0Q76 2ILM F200 0000  
 0010 H10F B324 5D76  
 CA89 EGC1 0000 0002  
 0000 0000 F200 2CAC

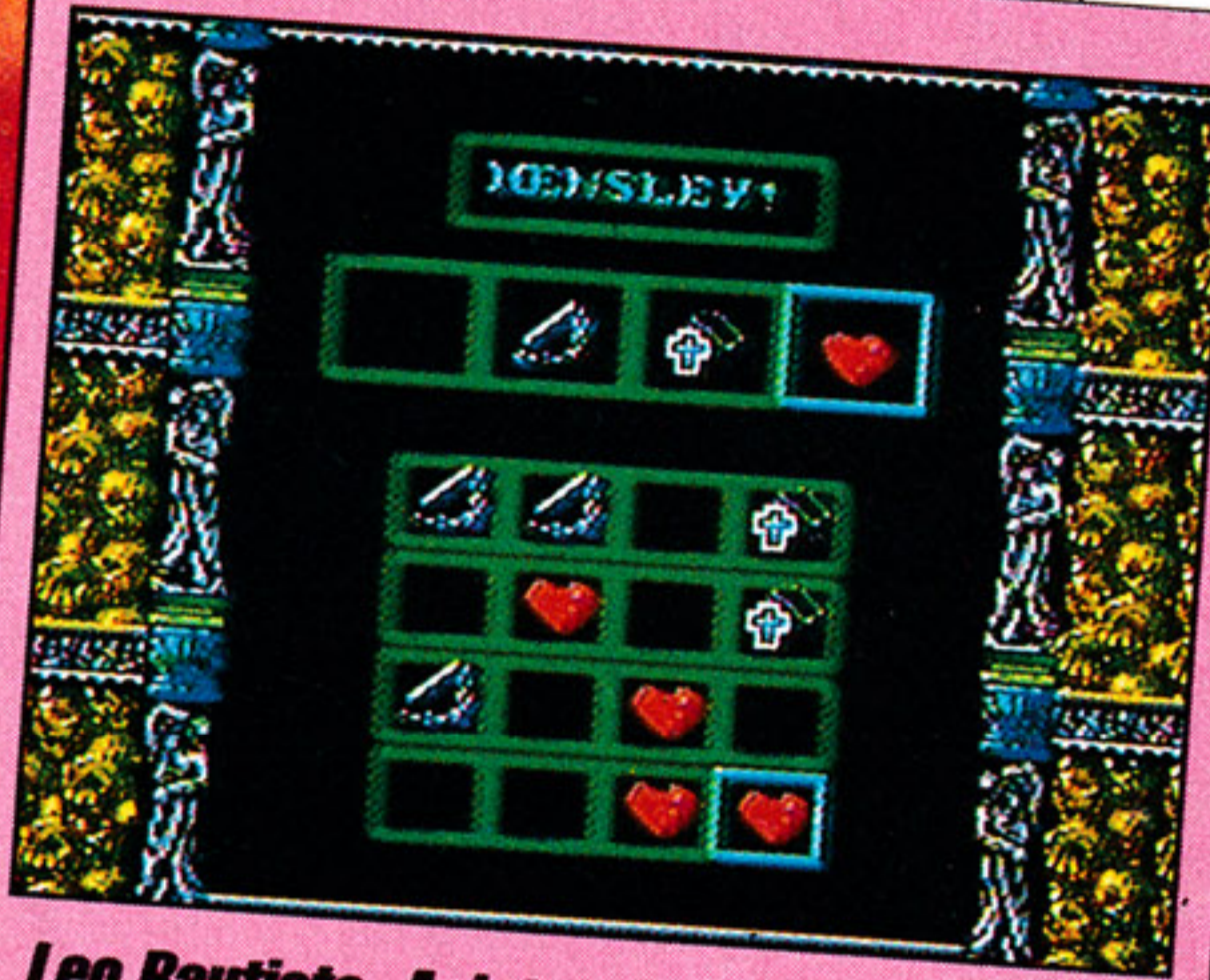
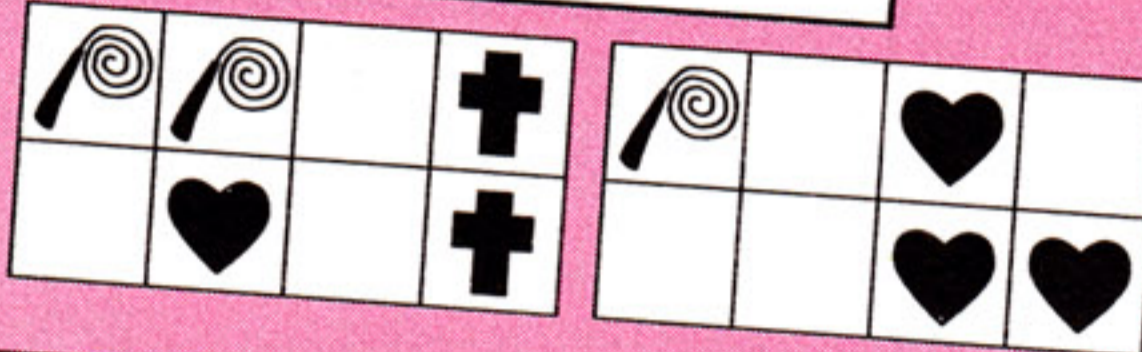
David Rogin, East Windsor, NJ

## Castlevania III (Nintendo)

Passwords!

Here is a code for Castlevania III:  
 First Stage of the Second Quest:

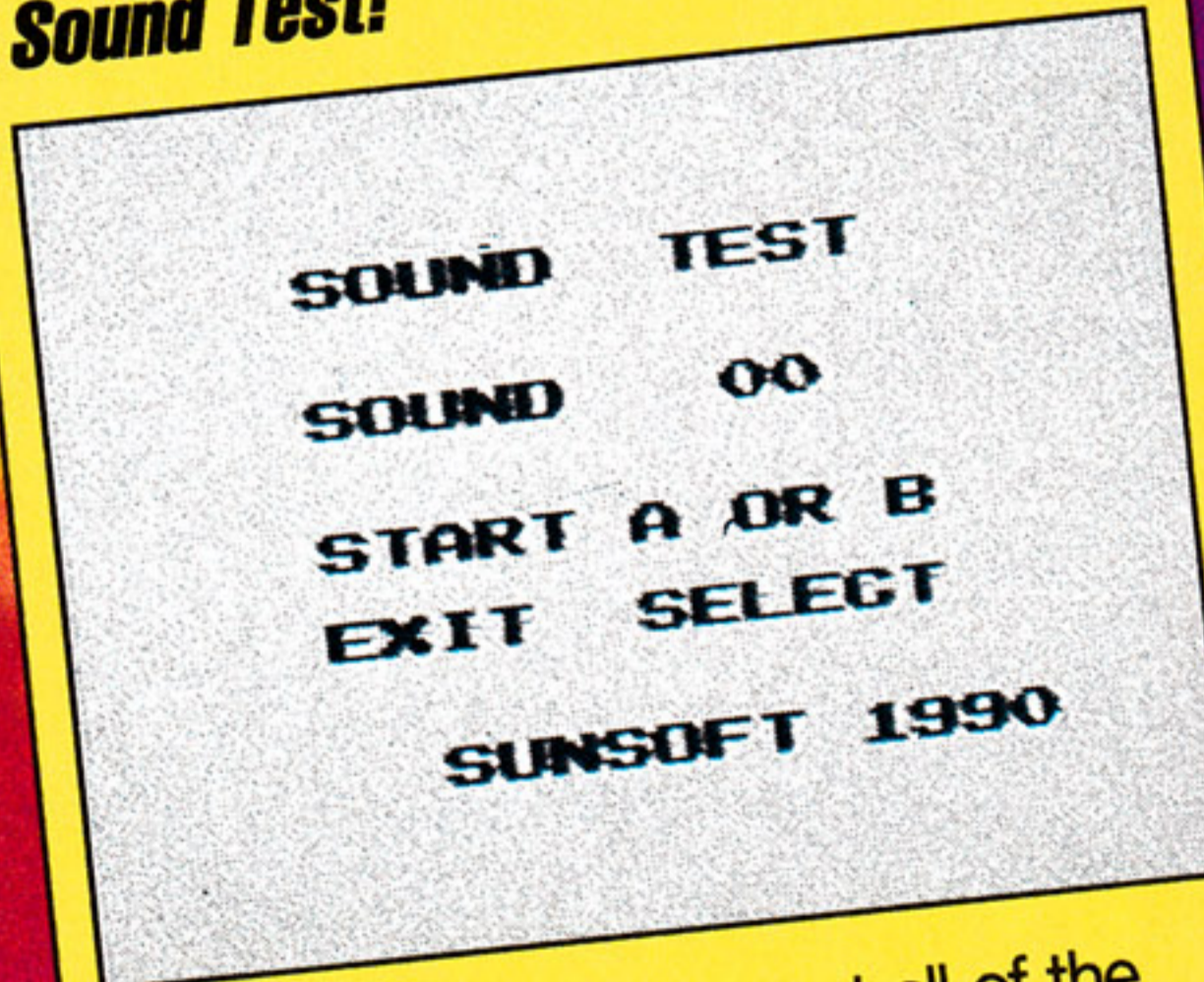
**HENSLEY!**



Leo Bautista, Arleta, CA

## Batman (Game Boy)

Sound Test!

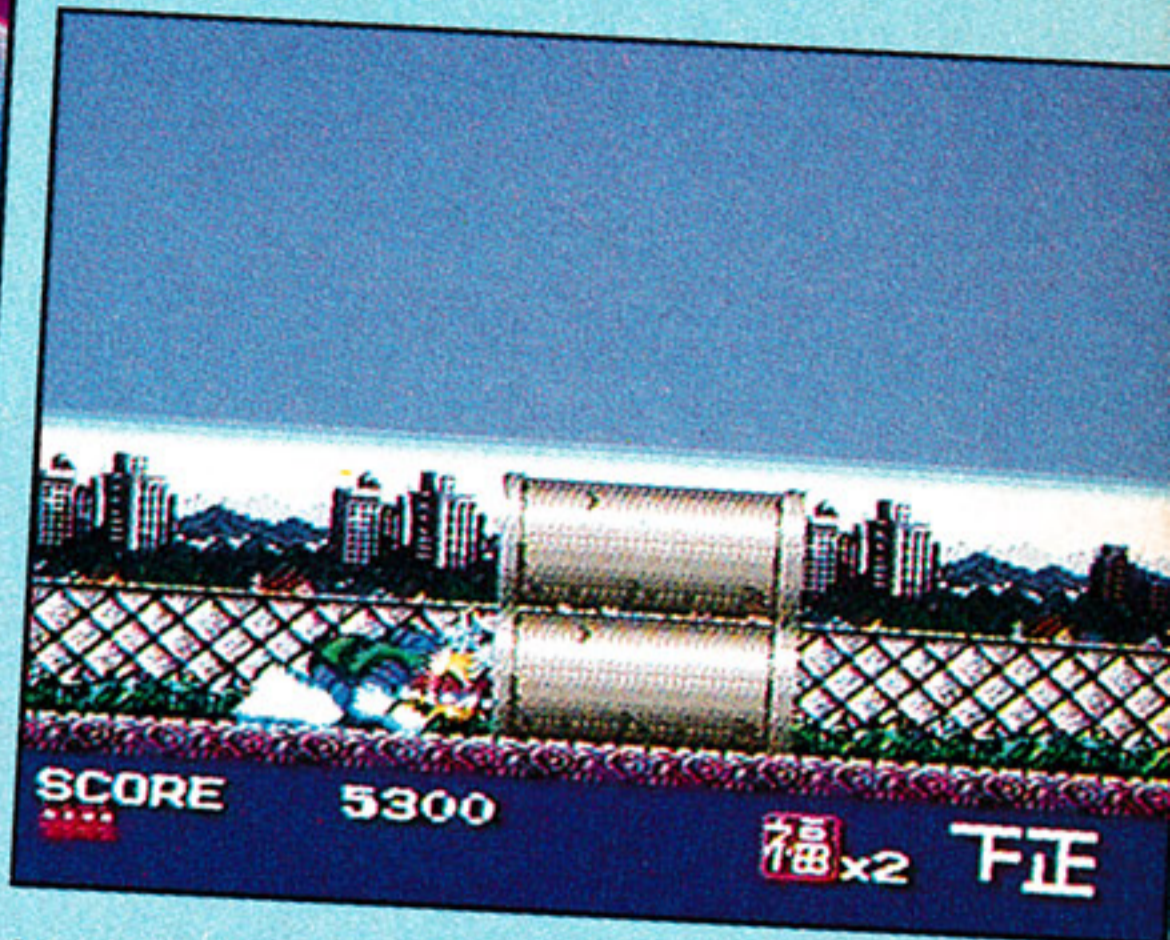


Here's a way to check out all of the sounds in Batman! While the title screen is onscreen, hold down Upper Right on the control pad. Next, press Start and watch for "Sound Test" to appear at the top of the screen. Select different sounds by pressing Up and Down on the control pad.

Jack Oyster, San Jose, CA

## Bravoman (TurboGrafx-16)

Secret 1-Ups



Here's how to find a couple of 1-Ups in Bravoman. The first 1-Up is in Level 9. Look for the second set of two tubes stacked on top of each other on the ground.



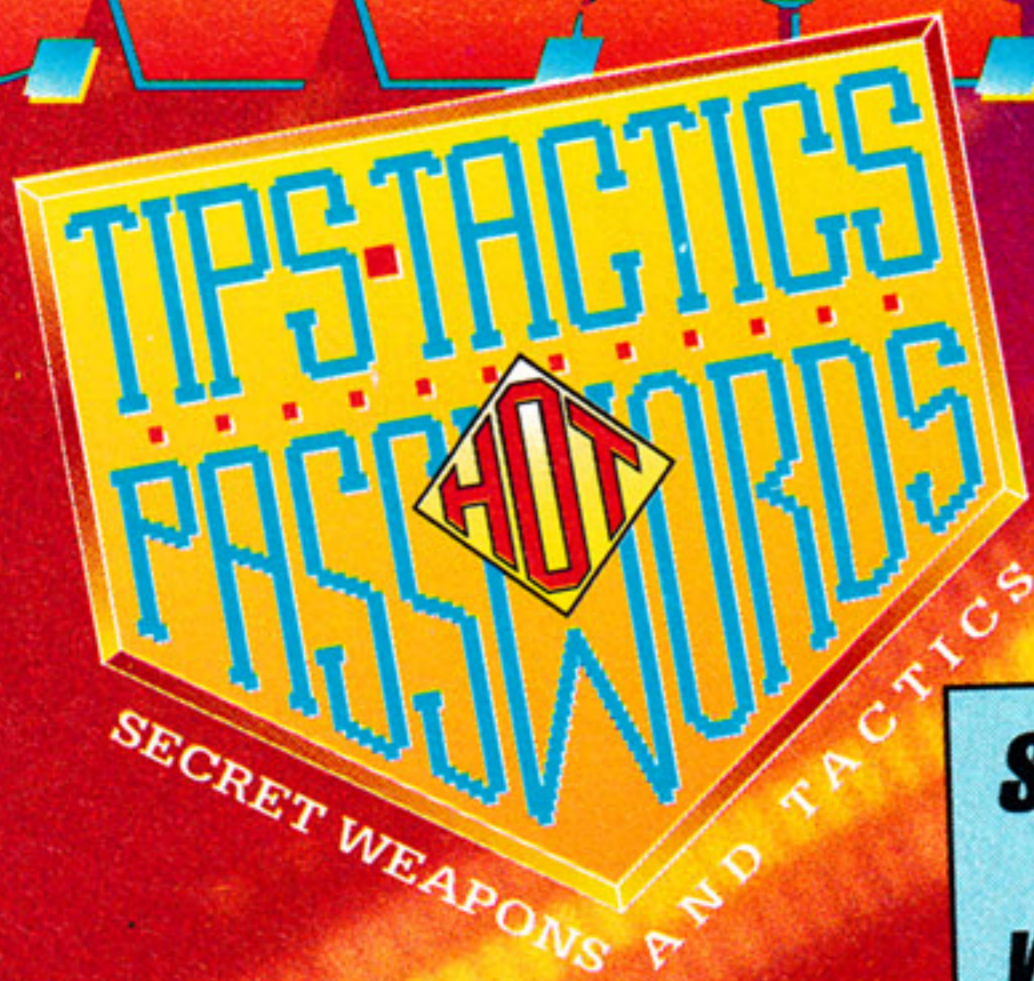
Crawl inside the bottom tube and you'll wind up at a multi-dimensional area where you'll receive a 1-Up.



There's another 1-Up in Level 20. Go to the middle of this stage and find the statue. Crawl into the statue and you'll appear at a zone similar to the one in Level 9 for another 1-Up!

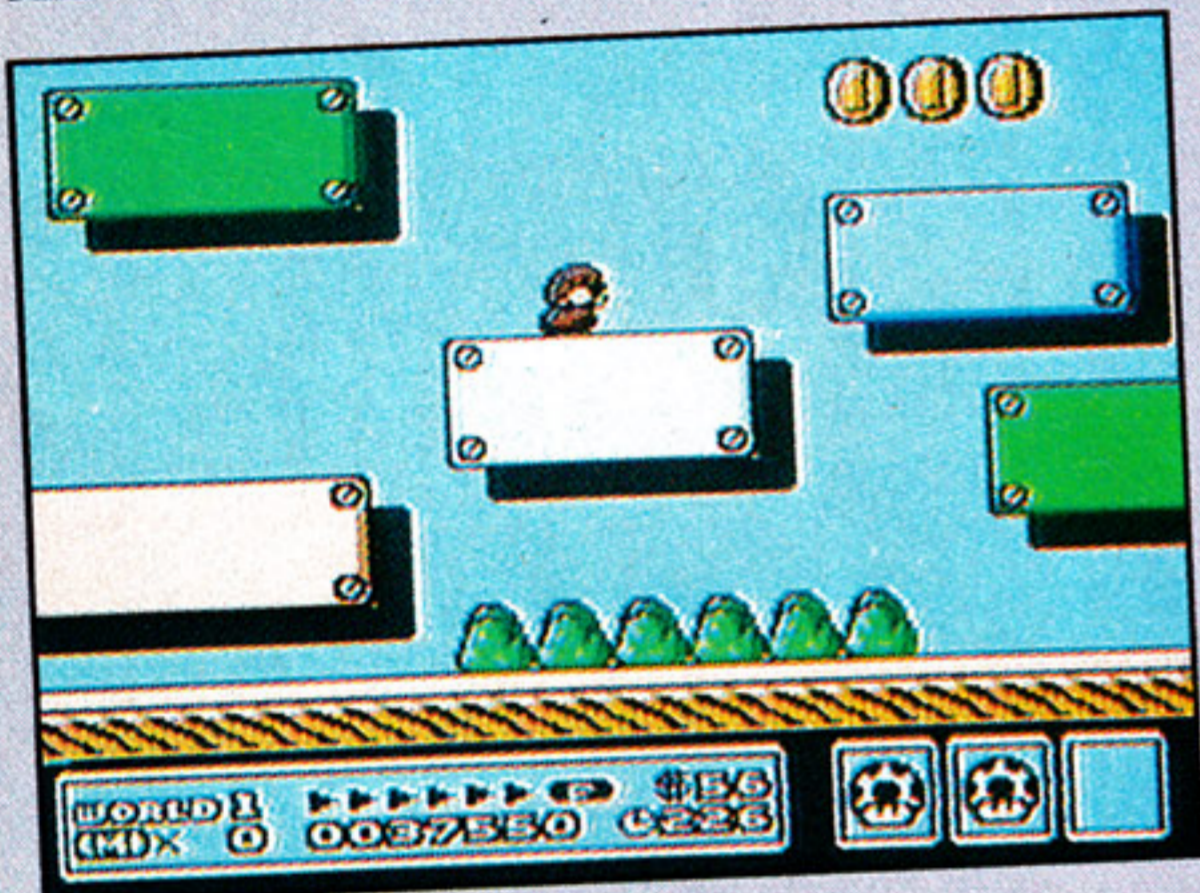
Shawn A. Wagner, Stockton, CA

# SWAT



## Super Mario Bros. 3 (Nintendo)

### An Extra Flute!

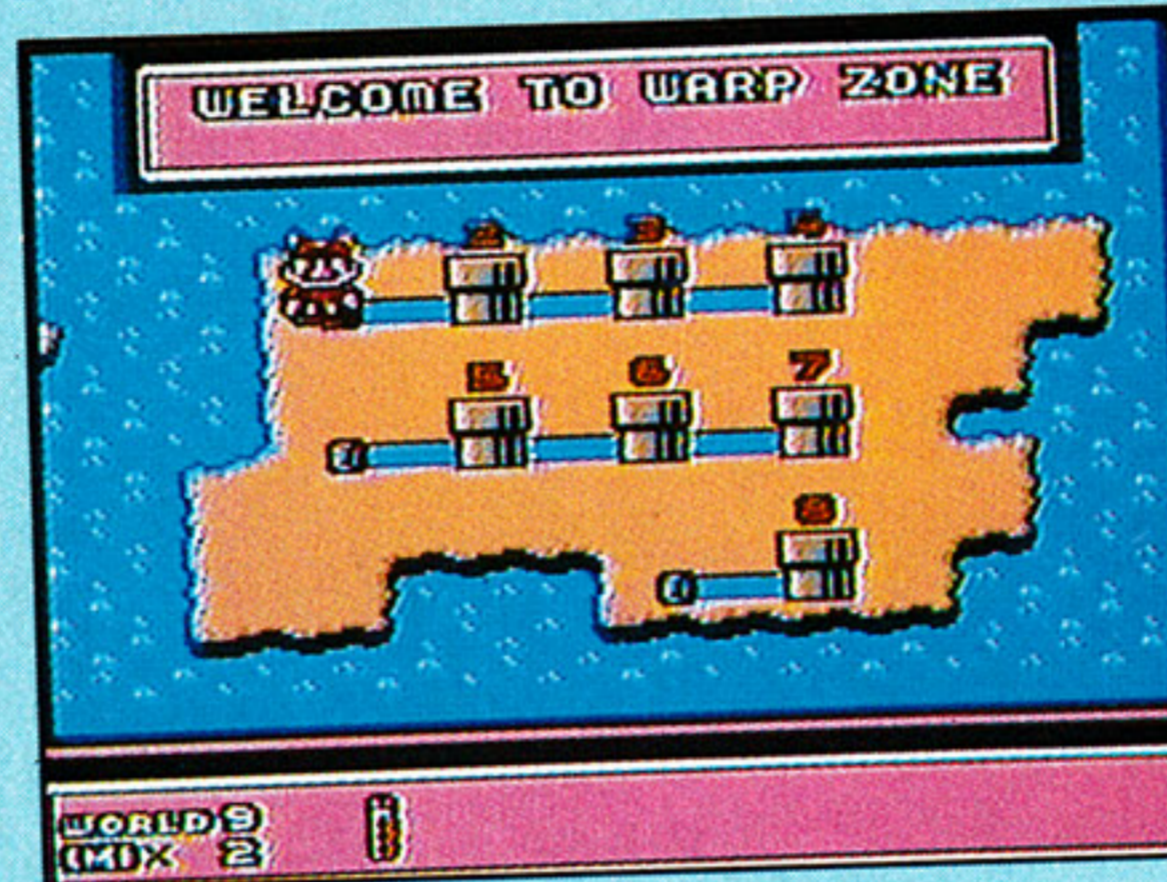


Near the end of World 1-3 there are several colored boxes. Jump on the middle white box, centered over six bushes, and hold Down on your controller for about eight seconds. You'll drop through the white block. Now head towards the end of the level without hitting any enemies. Make sure you run past the revolving bonus box on the last screen. Once you hit the end, you'll see Mario go behind the black wall and reappear in a room with a chest. The chest contains a flute!

**Jason Beaudry, St. Hyacinthe Quebec, Canada**

## Super Mario 3 (Nintendo)

### Warp from World 1 to World 8 With Just Two Flutes



#### Before...



#### After...

To warp directly to the final world in Super Mario Bros. 3, first get the flute in World 1-3 (see trick on this page). Next get the flute located in the World 1 Castle (fly up above the first Dry Bone you encounter, directly over the Question Block, fly off the screen and to the right). Once you have the second flute in your possession, blow a flute to get to the warp screen. Now blow your second flute. You'll be instantly transported to the entrance of World 8.

**Mookie Dawg, San Mateo, CA**

## Double Dragon II (Nintendo)

### Continue

**Stages 1 - 3:** On Controller 1 press: Up, Right, Down, Right, A, B

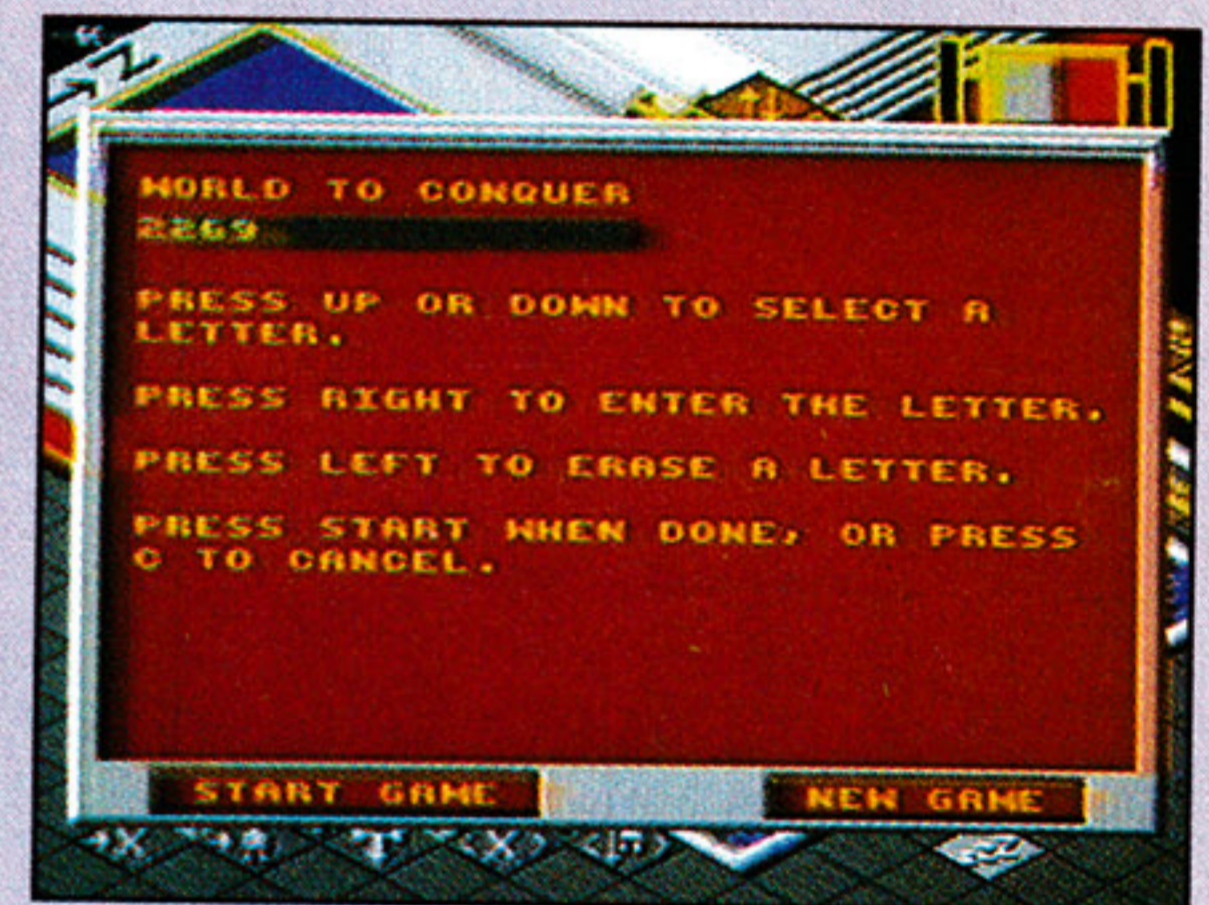
**Stages 4 - 6:** On Controller 1 press: Up, Down, Left, Right, B, A

**Stages 7 - 9:** On Controller 2 press: A, A, B, B, Down, Up, Right, Left

**Phillip Buffkin, Leavenworth, KS**

## Populous (Sega Genesis)

### Level Select!



First select "New Game." Then hold down Button B and press Up or Down on the control pad until you see numbers. Pick any stage you want using the control pad to select different numbers. 2269 is the last stage number.

**Binh Vo, San Jose, CA**

## World Court Tennis

(TurboGrafx-16)

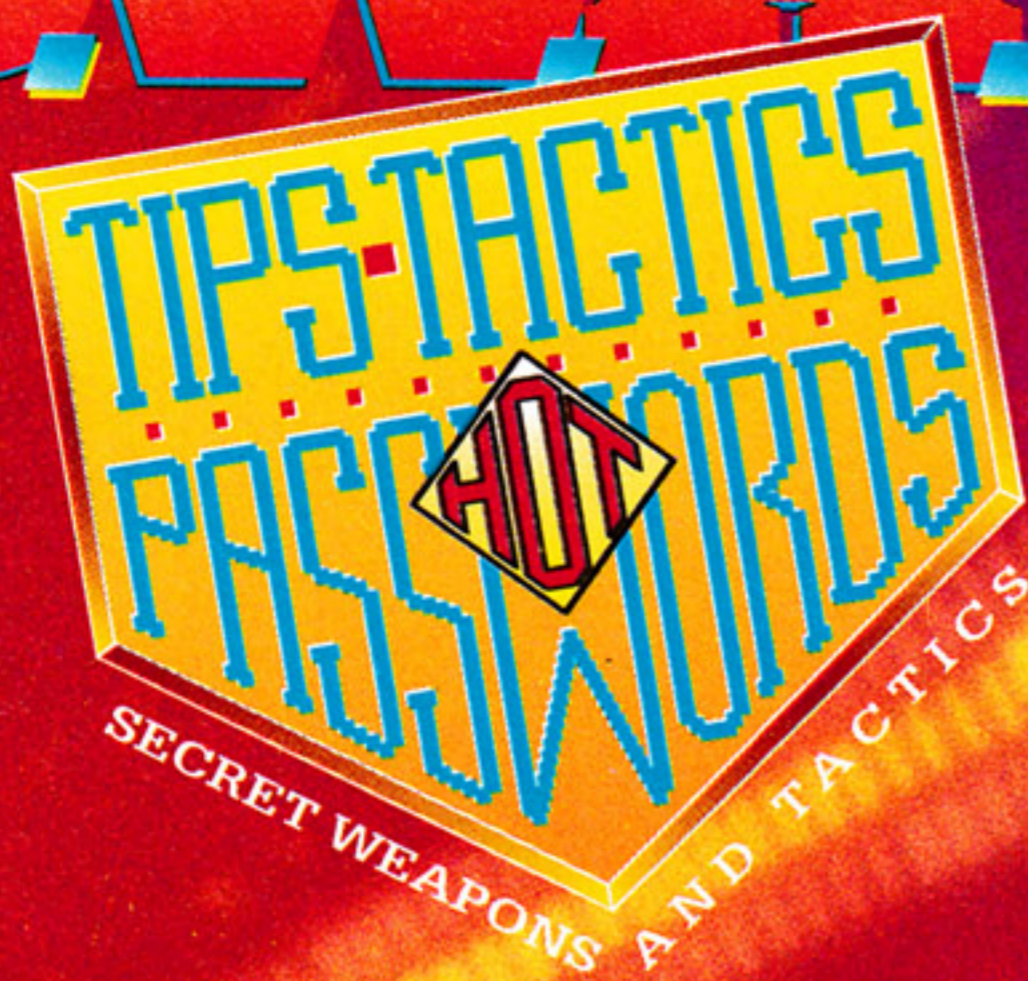
### Meet the Tennis King!



This password enables you to meet the Champion/Tennis King.

**MNRKNHAAFFFFnPW**

# SWAT



## Boxxle (Game Boy)

### Passwords



Here are the passwords to each area of the game:

1. BDBD
2. DBBD
3. GBBG
4. HBBH
5. JBBJ
6. KBBK
7. LBBL
8. MBBM
9. NBBN
10. PBBP
11. QBBQ

*Chadwick Severn, Ontario, Canada*

## Metal Gear (Nintendo)

### Password

Here's a password that takes you to the end of the game with the last boss destroyed:

T1111 11611  
11111 11111  
11116

*Jase Fokous, Sanborn, IA*

## Golden Axe (Genesis)

### Get Up to Three Axes out of Death Bringer



You can get up to two Axes out of Death Bringer in a one-player game. The trick is to save your magic and kill him by fighting him. Then, just after you strike the last blow that kills him, immediately

use your magic. Two axes will fly into the air and bury themselves in Death Bringer's chest. In a two-player game you can get three axes. To do this divert the two Skeletons while you attack Death Bringer. Back Death Bringer into a corner on one side of the room and begin slashing him with your weapon just fast enough not to knock him down. Continue slashing him and have your partner walk straight up and down on the far side of the room. If your partner can get both Skeletons to follow him up and down the room, they can't hit him and they won't attack you. But remember, just as Death Bringer dies be quick with your magic or you won't get all three Axes.

*Toby Boyd, Texarkana, TX*

## Golden Axe (Genesis)

### Up to 30 Men



Now you can begin a one-player game with up to 30 men. Select a one-player game and select Arcade Mode. Next, press and hold the bottom Left corner on the directional pad, making the warriors spin continuously. As you do this press Buttons A and C simultaneously. Now, let go of everything and press Start. You'll have nine credits instead of three!

*Brian Johnson, Ontario, Canada*

## China Warrior (Genesis)

### Invincibility

STAGE	1	2	3	4
SCENE	1	2	3	
PLAYER	NORMAL		INVINCIBLE	
ENEMY	NORMAL		INVINCIBLE	
LEFT	3	1	6	10 20 255

Make sure both turbo switches are down, then reset the game while holding Buttons 1, 2, and Select simultaneously. Now, push Up once. Then release both buttons and hit Select. Then push Up three times, Right six times, Down two times, and Left two times.

*Scott Sheldon, Tustin, CA*

## TIPS-TACTICS PASSWORDS SECRET WEAPONS AND TACTICS

### Target Earth (Sega Genesis)

#### Two Player Option



In Level 1, after the first green alien robot appears on the right side of the screen, press Start on Controller 2. This allows one player in a two-player game to play using the enemies' robots while you still control your regular robot.

*Naing Cho, Cavina, CA*

### Target Earth (Sega Genesis)

#### Rotate the Title Screen!



You can rotate and resize the company logo using Controller 2. Push Buttons A, C, and Upper Right simultaneously on the control pad to move the logo.

*Naing Cho, Cavina, CA*

### Wizards & Warriors (Nintendo)

#### Get the Red Key with Ease!



During the second level (the Blue Caves), when you drop down at the beginning, get the Blue Key and drop down about one level. Next, go to the right and you should

come to a place where there is a Red Potion. To the right of this area is a jump that's normally impossible to make. Go down another level and get the Blue Potion which is sitting on the ledge. Once you have the Blue Potion, return to the difficult jump and use the potion to make it. Open the treasure chest here and you'll receive the Feather of Feather Fall which you usually can't get until the second forest! Now when you get to the place where you find the Red Key all you need to do is use the Potion of Levitation and float over the ledge using the feather!

*Michael Herron, Toccoa, GA*

### Psychosis (TurboGrafx-16)

#### Sound Test

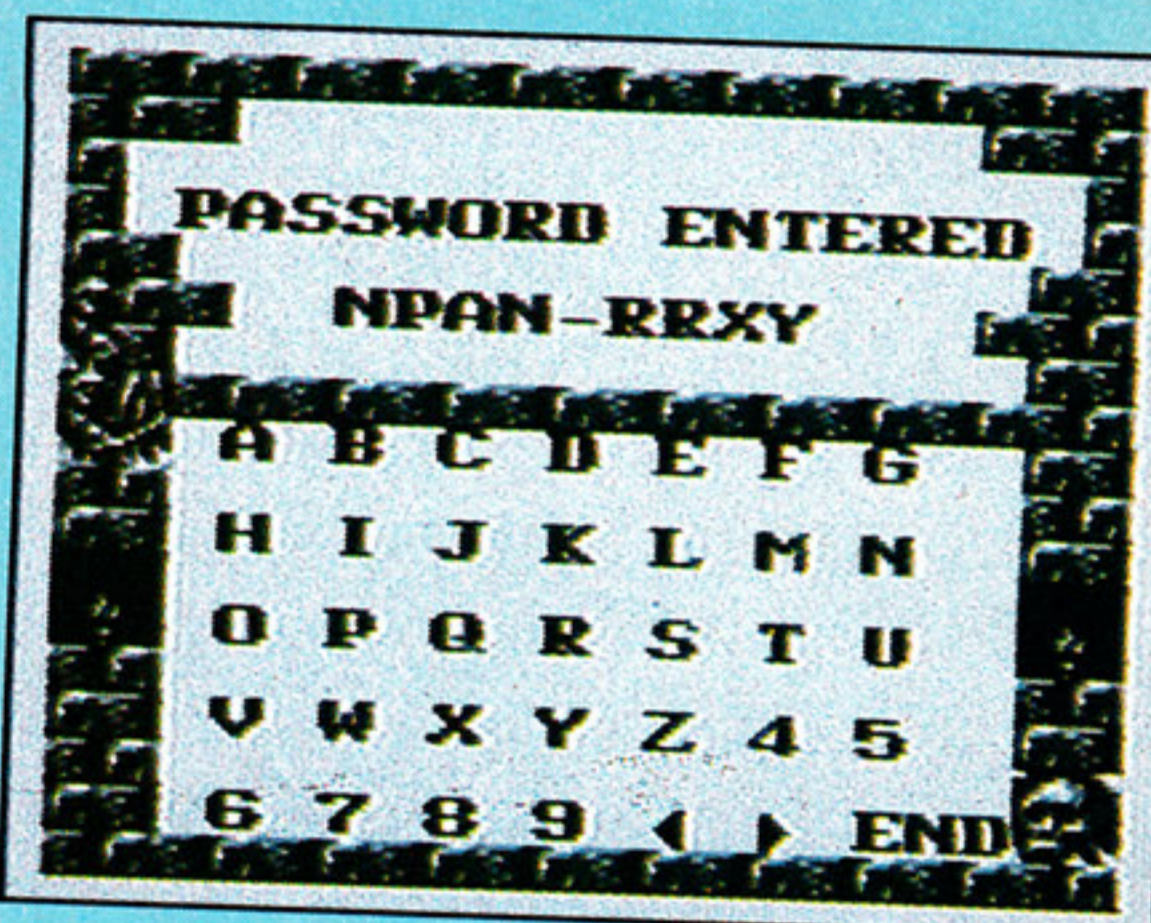


To check out all of Psychosis' sounds press Button 1, Button 2 and Select simultaneously during the title-screen and then press Run.

*Chip Doherty, Boston, MA*

### Gargoyle's Quest (Game Boy)

#### Password!



Here is the password for the final town with maximum gold, lives, and weapons:

**NPAN - RRYX**

*Craig Iannello, Melbourne, FL*

### Captain Skyhawk (Nintendo)

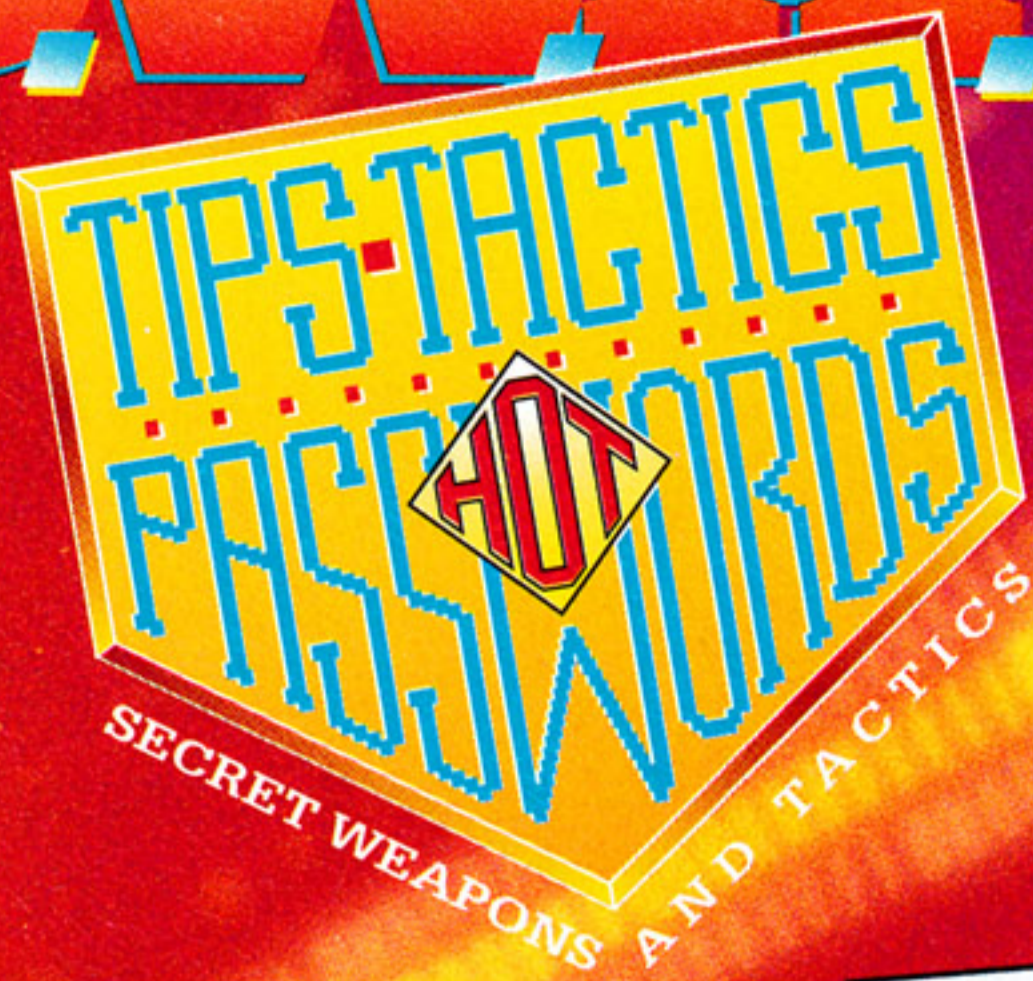
#### Fly Straight to the Boss



As you fly through stages where you must destroy an alien base try this trick to make it to the end of the stage without being killed. Look on the right side of the screen for a flat angled cliff. Keep up your altitude and do two barrel rolls until you reach the top of the cliff. Quickly tap Left on the controls until you level out. Now fly along the top of the cliff until you come to the alien boss. Then attack!

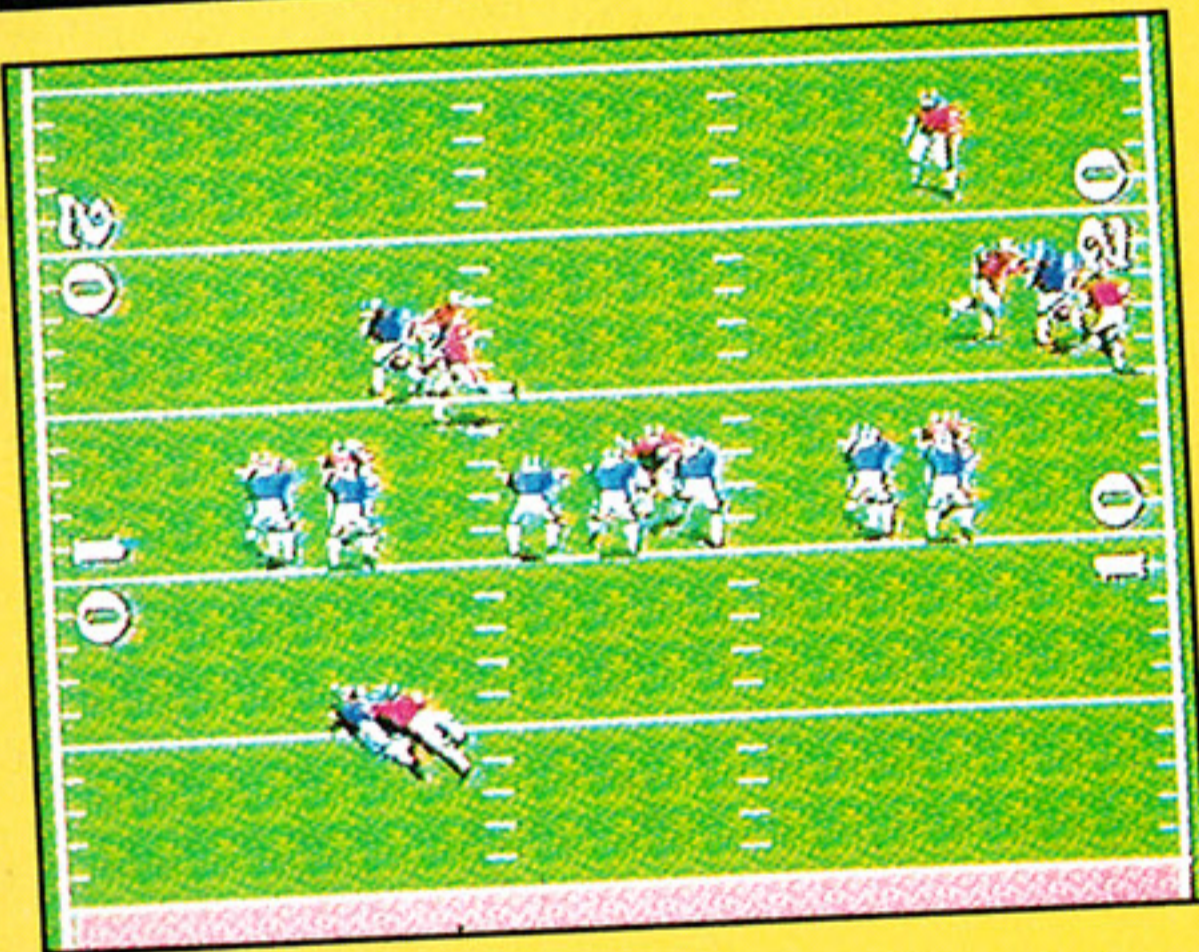
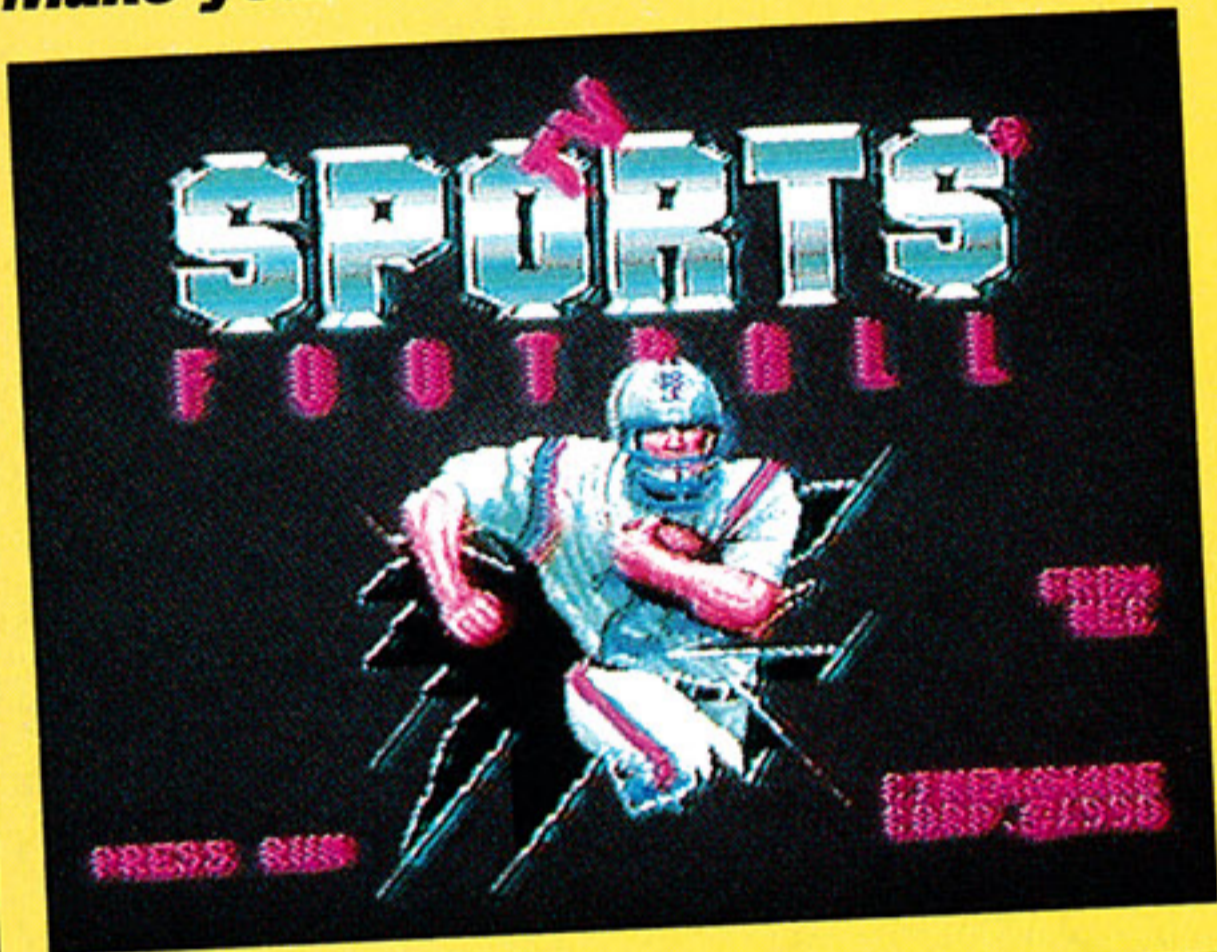
*Shawn Kearus, Newfoundland, PA*

# SWAT



## TV Sports Football (TurboGrafx-16)

**Make your team faster!**



In the Exhibition Mode enter the visitors team. Next, simultaneously press Button II and Select to enter the Password Mode. Enter SUPERSPEED as the password, and press END. Now, enter the team you want to play as, and off you go. Your team will run twice as fast as your opponent's!

**Mory Kammerman, Los Alamos, NM**

## Moonwalker (Genesis)

### Level Select!

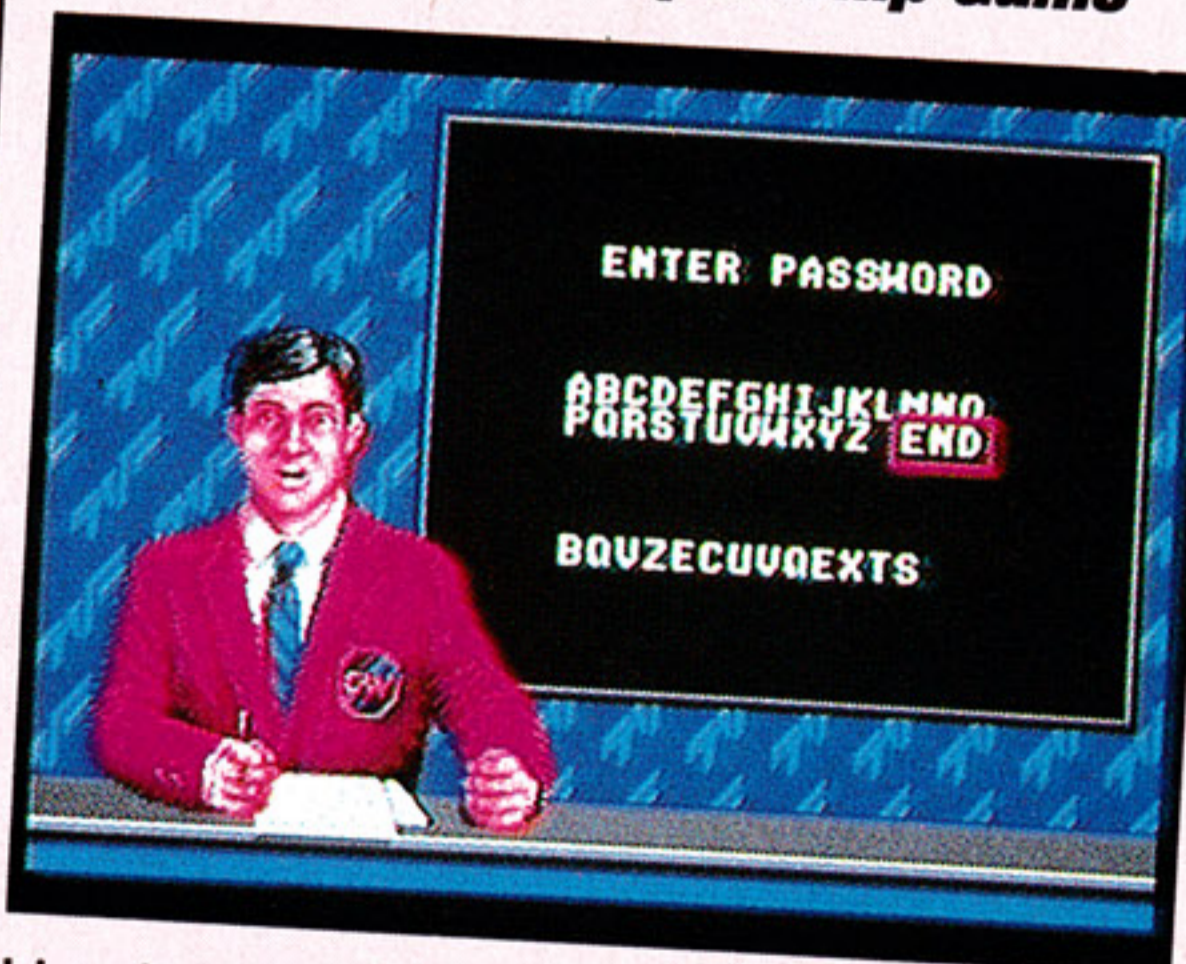
To pick your level in Moonwalker first pop your Moonwalker cart into the Genesis and turn it on. Wait for the SEGA sign to appear and pull out the cart while the power is still on. Next, plug Moonwalker back into the system and press Reset. Press Start and you can select levels!

**Mike Miskulin, Loyal, WI**

**WARNING!!** Tricks that involve removing games while the power is on can seriously damage your Genesis, Nintendo, TurboGrafx-16 or any other game unit. Perform them at your own risk.

## TV Sports Football (TurboGrafx-16)

**Head for the Championship Game**



Here's a password that enables you to play the championship game as the Thunderbolts with a perfect record of 11-0!

**BQVZECUVQEXTS**

**Thomas J. Finley, Pewaukee, WI**

## Strider (Genesis)

**Unlimited Men!**



To have unlimited men in Strider insert Altered Beast into your Genesis and turn the power on. Wait until the title screen appears and then pull the cartridge out without turning the power off. Now, insert your Strider cartridge and press Reset. When you begin the game you should have nine men remaining and the Player Remaining counter will stay at nine.

**Maurice Alexander, Naples, FL**

**WARNING!!** Tricks that involve removing games while the power is on can seriously damage your Genesis, Nintendo, TurboGrafx-16 or any other game unit. Perform them at your own risk.

## Moonwalker (Genesis)

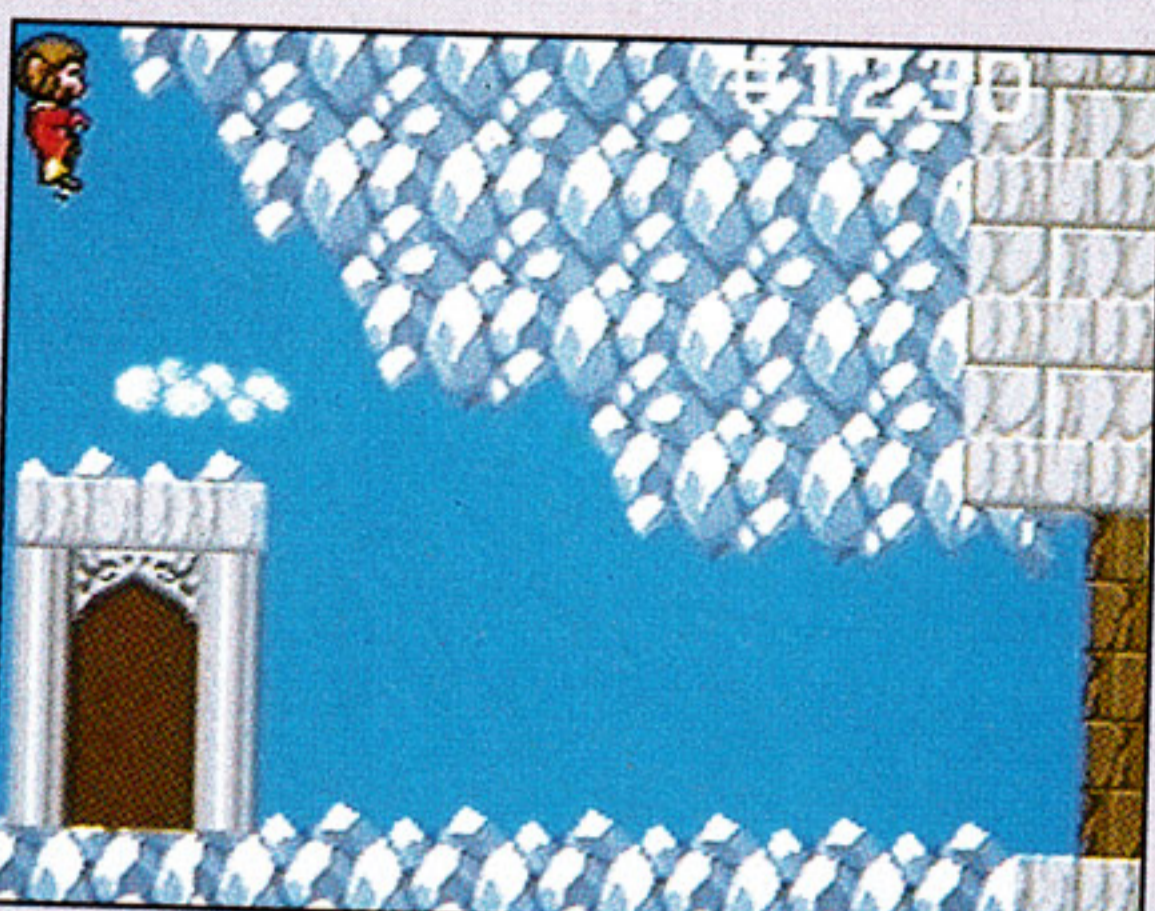
### Turn Into a Robot

On different levels of Moonwalker you can turn into a Robot by rescuing a particular child first and then grabbing the shooting star that streaks by. In Level 2-2 go to the top of the garage first and rescue the only child hidden there. In Level 2-3 use the elevator to go up one floor and then rescue the child hidden on that floor. In Level 3-3 head to the left side of the waterfall, look up, and save the child just above you.



## Alex Kidd in the Enchanted Castle (Sega Genesis)

### Shortcuts



Near the end of the Castle there is a place where you can purchase

the Cape. Climb on top of the door here and use your Pogo Stick to pogo into the air to get coins. Now move to the right, crawl, and punch the right wall to enter the Castle. After entering, flip the switch quickly to stop the descending ceiling, then move to the right and punch the walls. In the next room flip the first switch that you come to and then go straight in to challenge Ashra in Janken. While you're fighting him activate the Cape, get close to him, and start punching. Keep punching until he loses his arms!

**Chris Gerrick, Noblesville, IN**

## Bonk's Adventure (TurboGrafx-16)

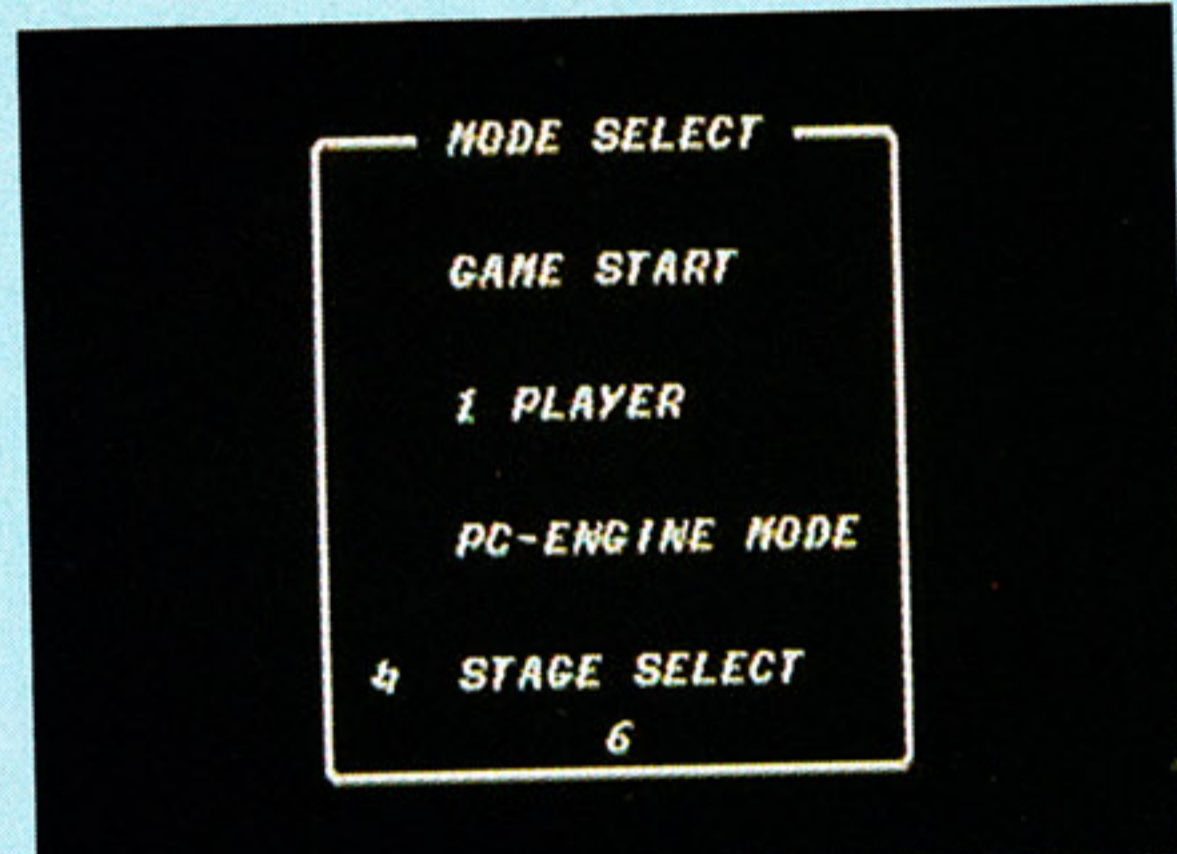
### 1-Up!

In World 5-4, climb up the waterfall until you see the top of the big block on the left side. Jump on it and then jump into the air and land on the block with your head. Grab the tiny flower that appears, and watch for the large flower that floats towards you. Grab the large flower and you'll earn a 1-up!

**Robert Bruch, Edgewood, MD**

## Ninja Spirit (TurboGrafx-16)

### Stage Select



To reach the Stage Select option in the Mode Select menu do the following: Turn on your TurboGrafx-16 and during the title screen press the buttons in this sequence: II - I - II - II - I - II. Next, hold down Select while pressing Run. Now move your shuriken to the Stage Select option.

**Johnny Jumpup, Redwood City, CA**

## Teenage Mutant Ninja Turtles (Nintendo)

### Share Boomerangs

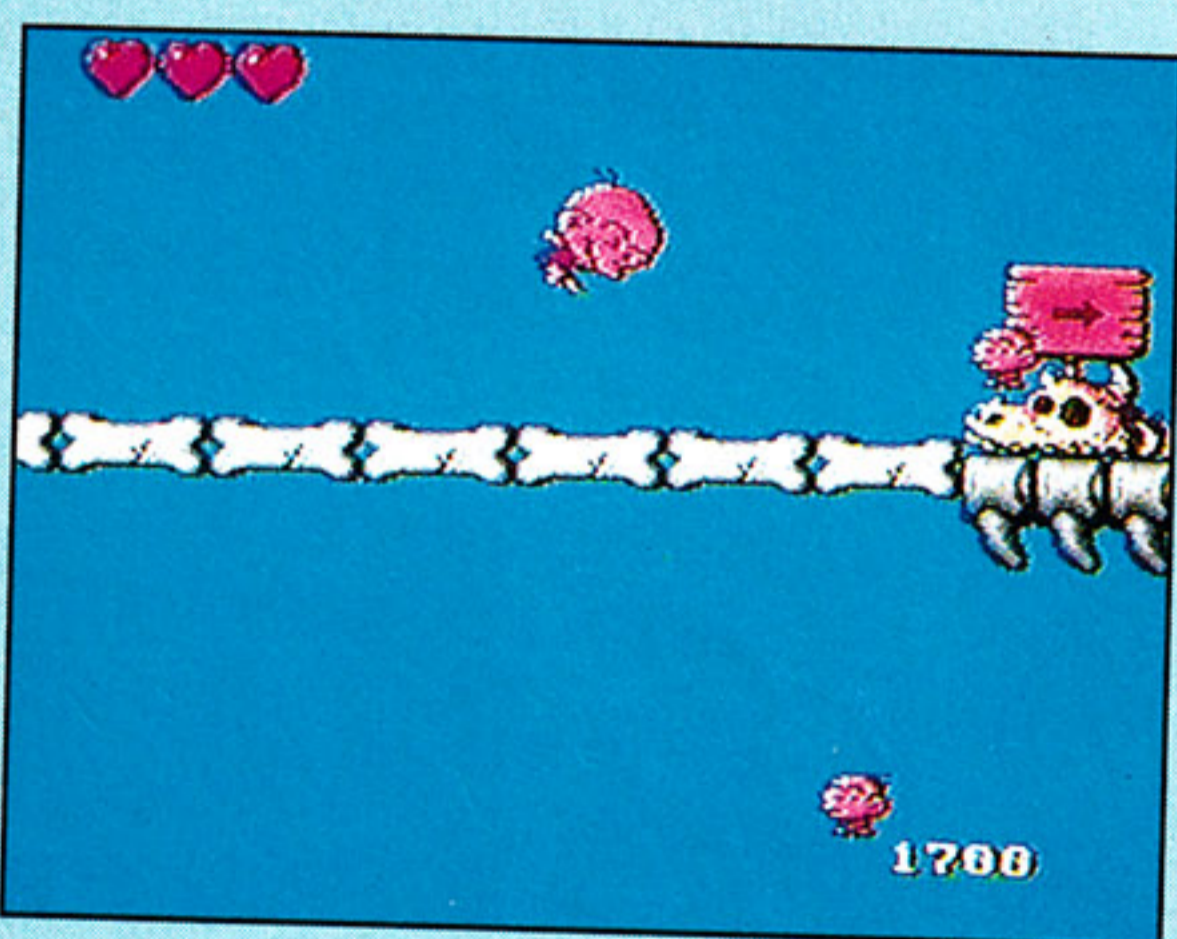


When you're using a turtle that has a Boomerang, select it and throw it. Then, before the Boomerang comes back, quickly switch to another turtle. When the Boomerang returns, the new turtle you have selected now carries Boomerangs also!

**James Kellerstedt, Bristol, CT**

## Bonk's Adventure (TurboGrafx-16)

### Warp Trick with 1 Free Life!

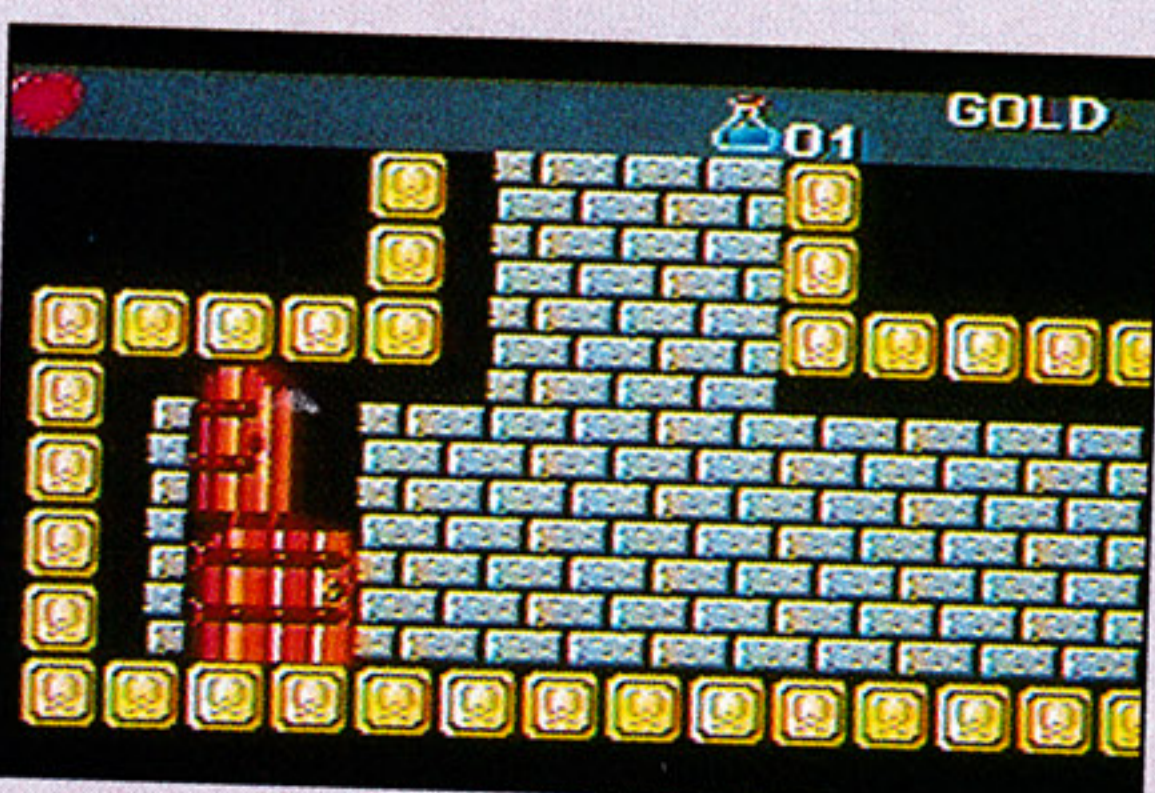


In World 3-2 set turbo on Button 2. Now press jump and hold down Button II until you reach the other side. Pick up your free Bonk and walk off the screen. This warps you to World 3-5!

**Robert Bruch, Edgewood, MD**

## Wonder Boy III (Sega Master System)

### Secret Door!

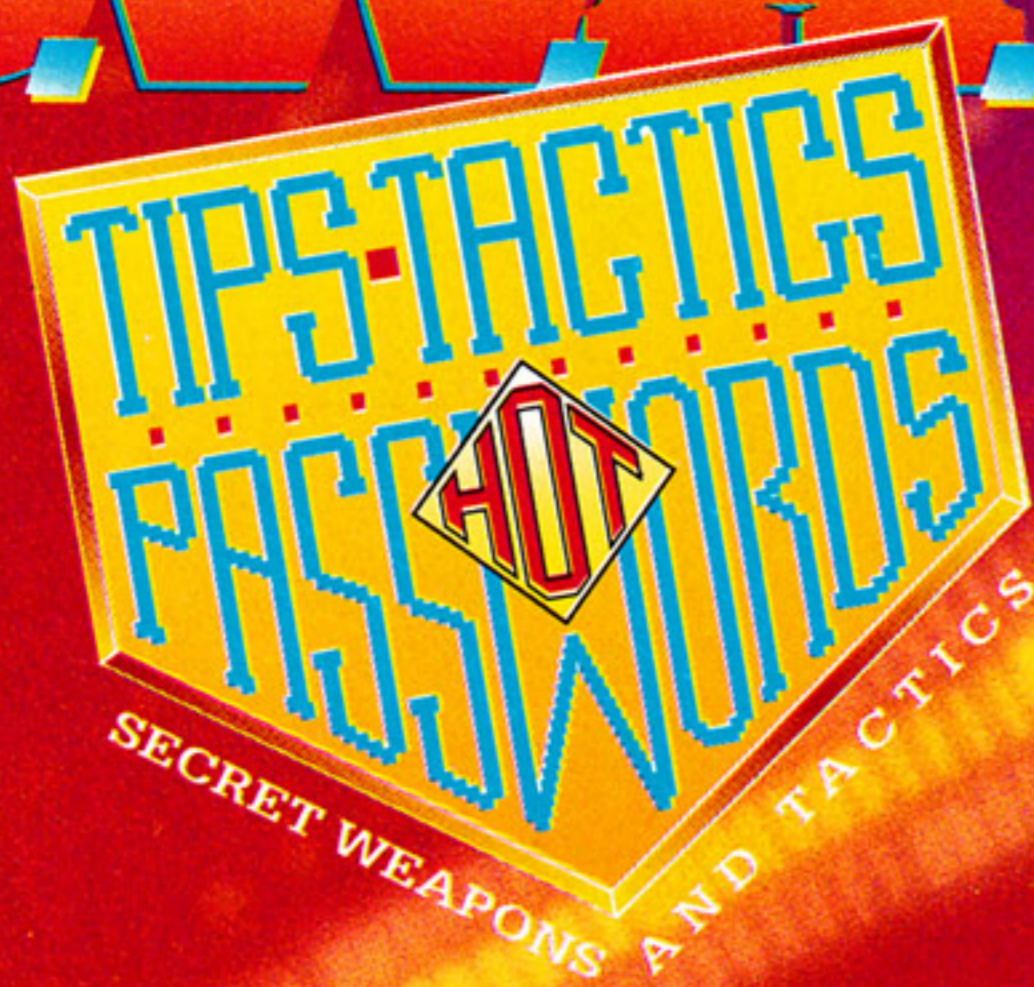


Stand in front of the door that's to the left of the Red Chest on the lower third level of the main tower. Jump and press Up on the control pad while you're at your highest point in the jump. The top half of the door will open, so you can enter and buy weapons.

**Jimbo Lathers, Imperial Beach, CA.**

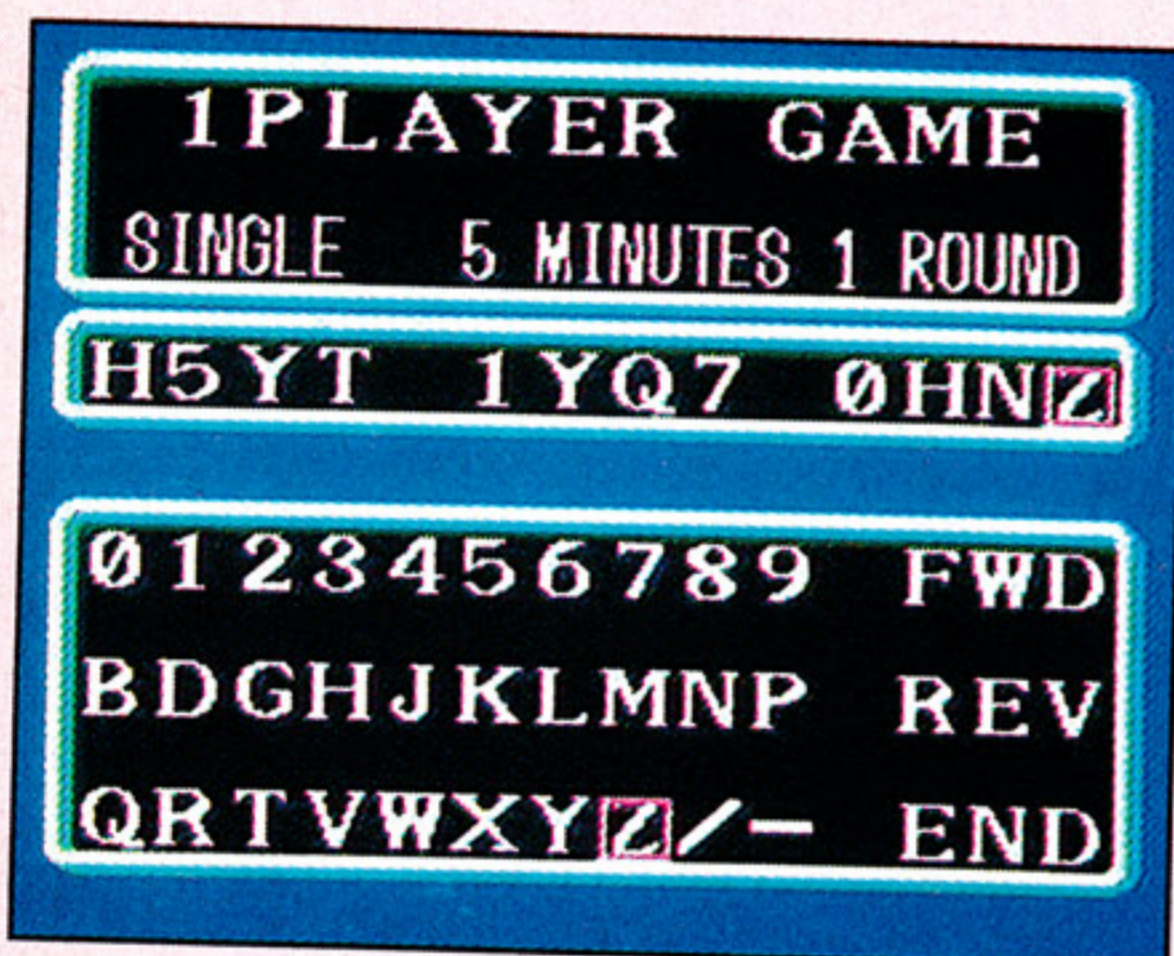


# SWAT



## World Championship Wrestling (Nintendo)

### Become the Champion



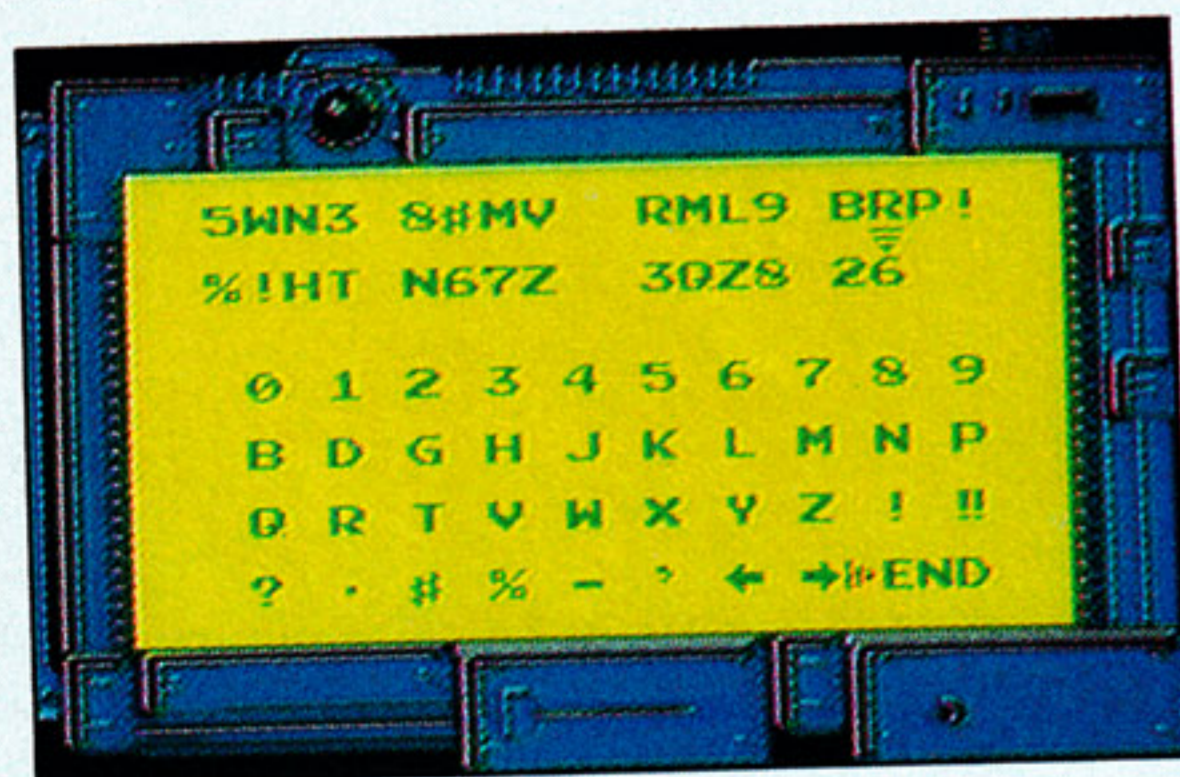
With this code you're only two victories away from becoming the World Championship Wrestling Master as the Road Warrior Animal:

**H5YT 1YQ7 OHNZ**

**Jeremy Kautza, Antigo, WI**

## Snake's Revenge (Nintendo)

### Password



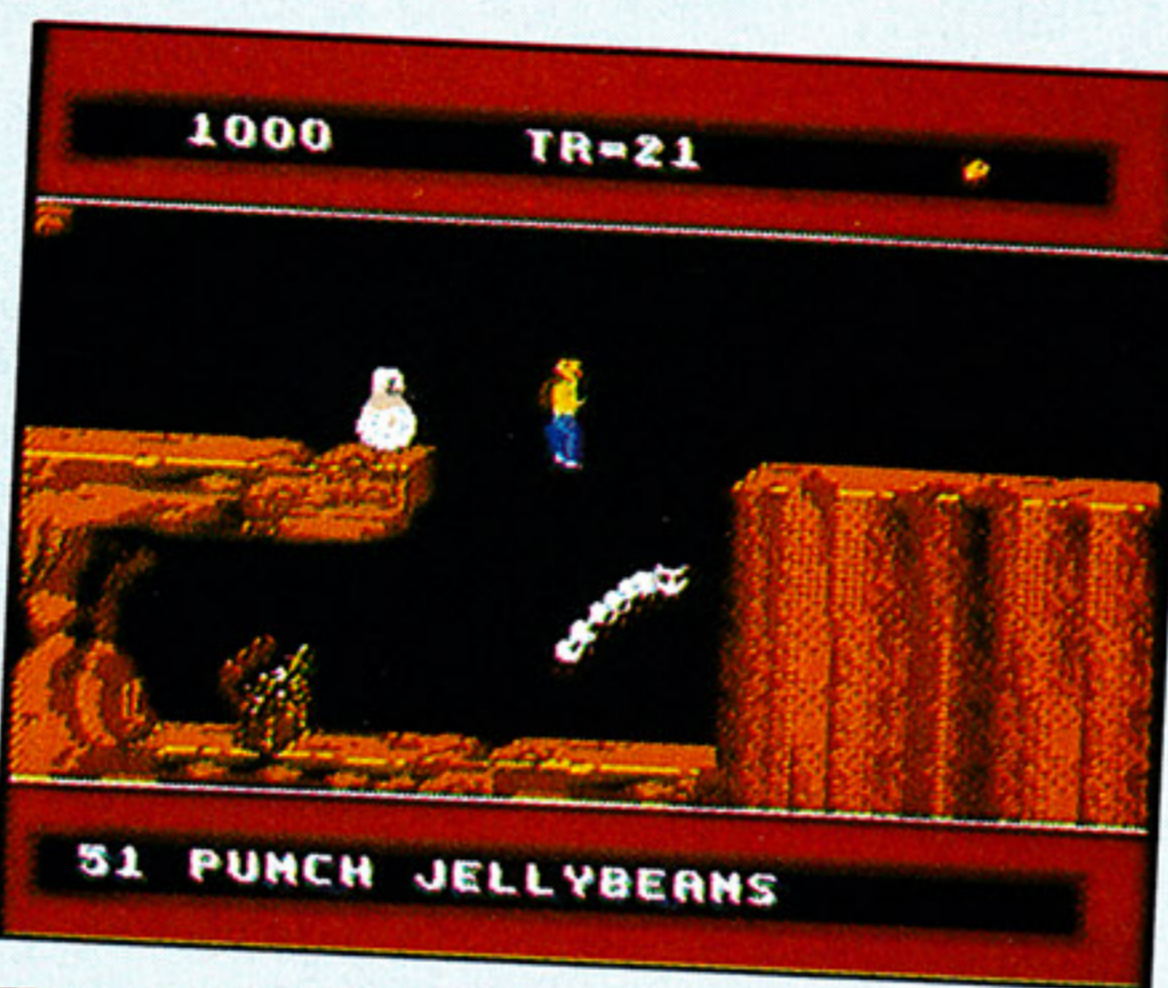
To get to the last building with everything you can have and the highest rank input the following code:

**5WN3 8#MV RML9 BRP!  
%!HT N67Z 3QZ8 26**

**Juan Gutierrez, Chihuahua, Mexico**

## A Boy and His Blob (Nintendo)

### Run Off the Cliff

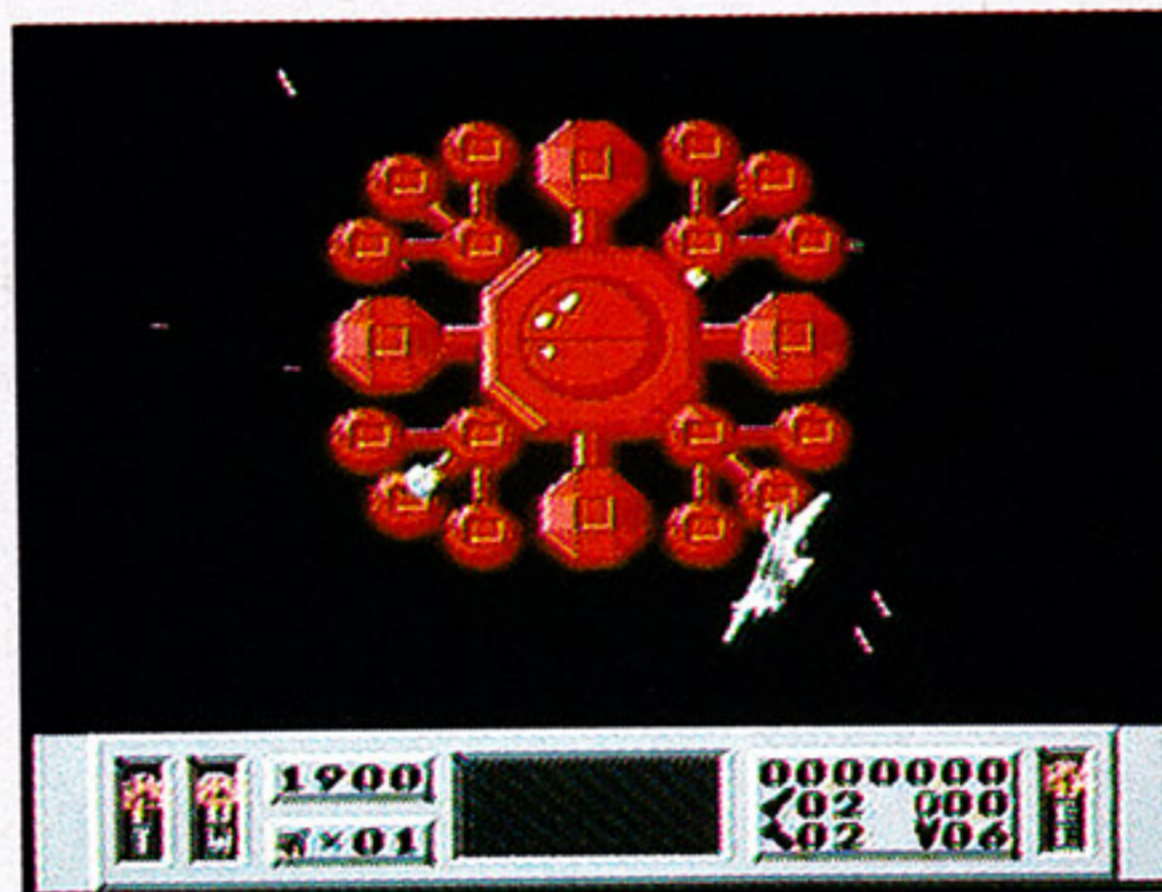


Sometimes the Boy can run off a cliff and you'll still have the option of running back onto the cliff. To do this, get a running start. Then, when you're near a cliff, simply let go of the control pad. The Boy slides. If he slides off the cliff, you'll be able to make him run back onto the cliff, or if you want him to look down and fall, don't touch the control pad at all.

**Marc Klenotic, Eastlake, OH**

## Captain Skyhawk (Nintendo)

### Skip Levels

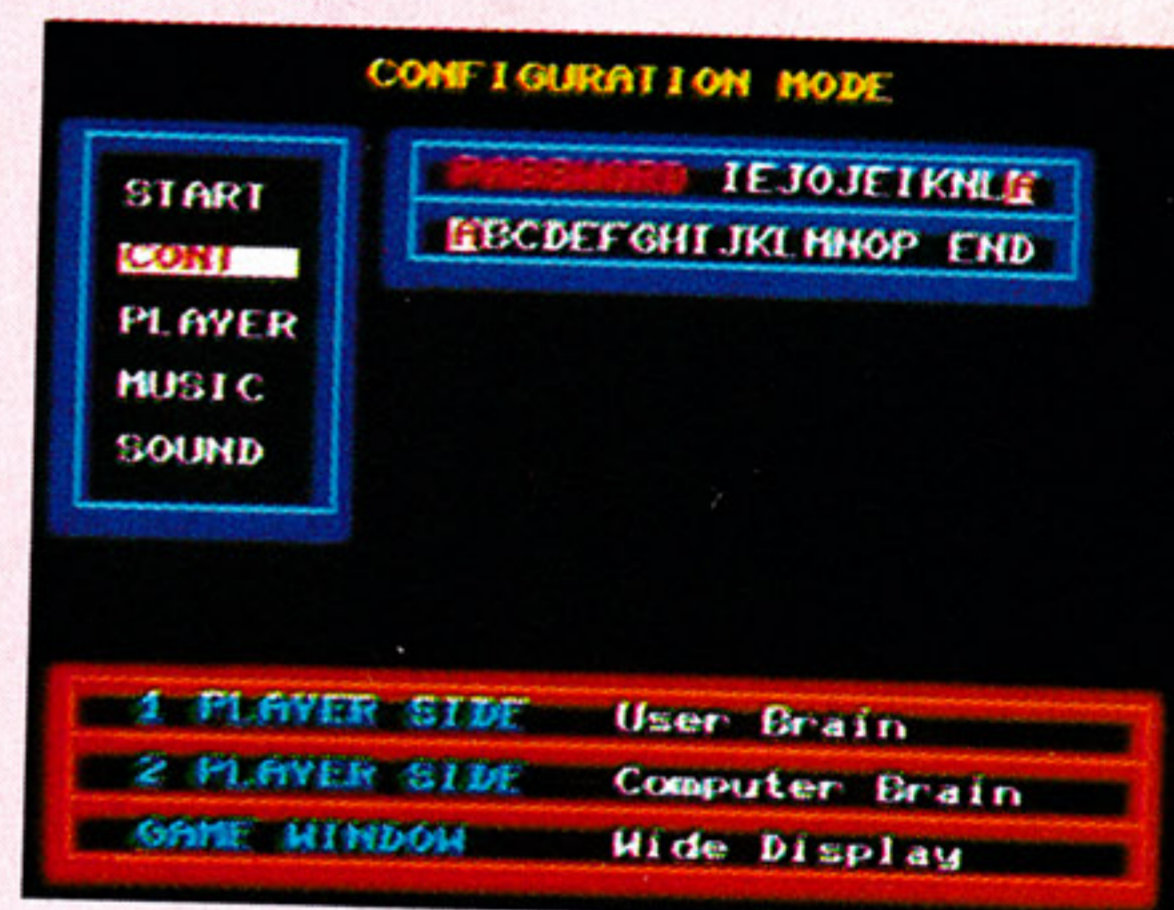


Skip levels during any level of play at any time by simultaneously pushing Buttons A, B, and Up on Controller 2 – you'll automatically jump to the next mission! This trick doesn't work on the final alien boss stage.

**David Mandl and Jason Bettiol,**

## Herzog Zwei (Genesis)

### Password



Here's a code for the Blue Army Victory:

**IEJOJEIKNLA**

**Derin Zerr, Sioux Falls, SD**

## Ninja Gaiden II (Nintendo)

### Grab Lots of 1-Ups

In Stage 4-2, grab the 1-Up, run back to the beginning of this part of the Stage, climb up and then back down the ladder, and then grab the 1-Up again! By repeating this over and over you can build up to nine Ninjas in reserve!

**Mario Salvatore Librizzi, Cicero, IL**

# S.W.A.T.

## TIP-TACTICS PASSWORDS HOT

### King of Casino (TurboGrafx-16)

#### Championship Round!



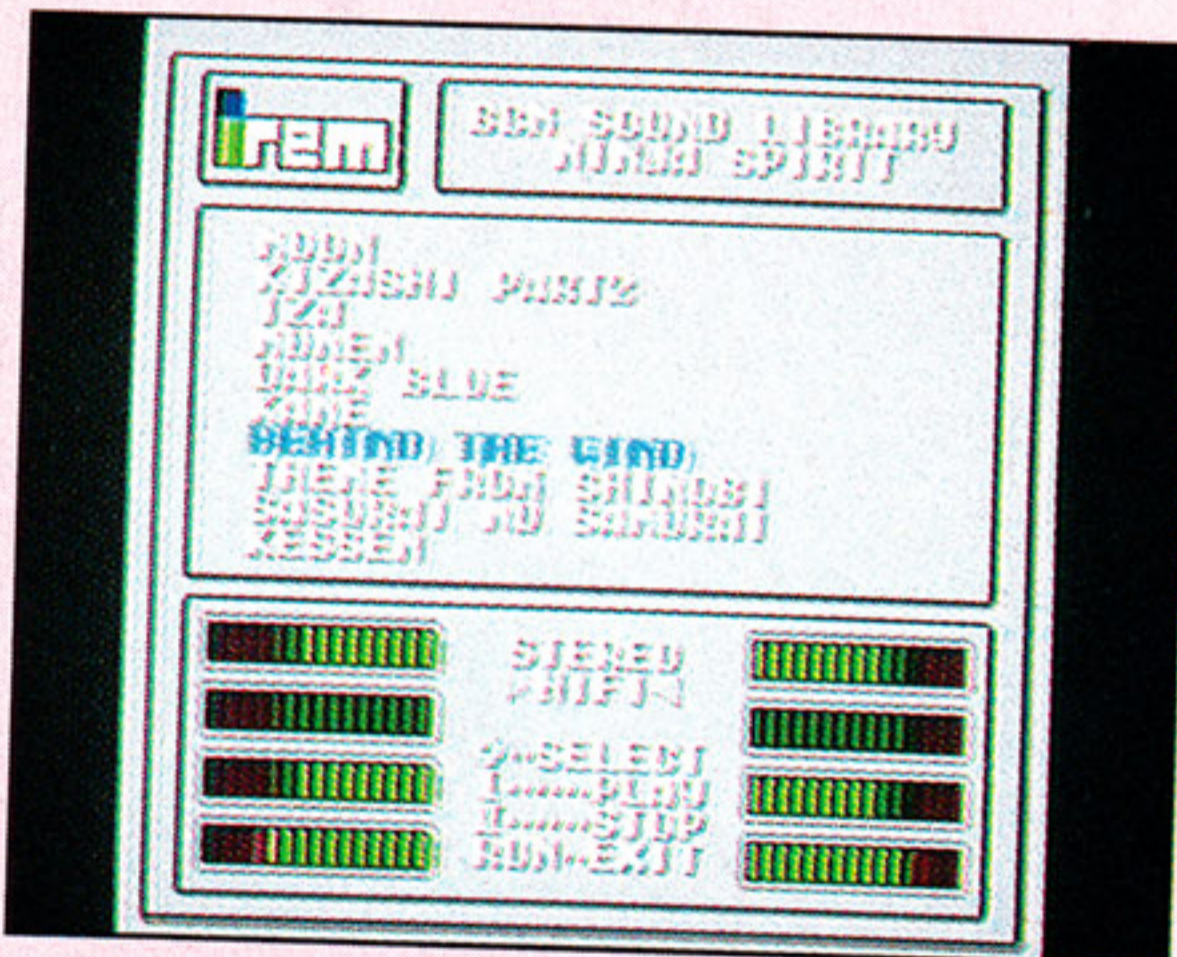
This password enables up to five players to enter the Championship Round. You'll get all of the information you need when you enter the following password:

**--KI NGof CASI NO--**

**M. Labrie/G.E. Grafton, Nashua, NH**

### Ninja Spirit (TurboGrafx-16)

#### Sound Test!

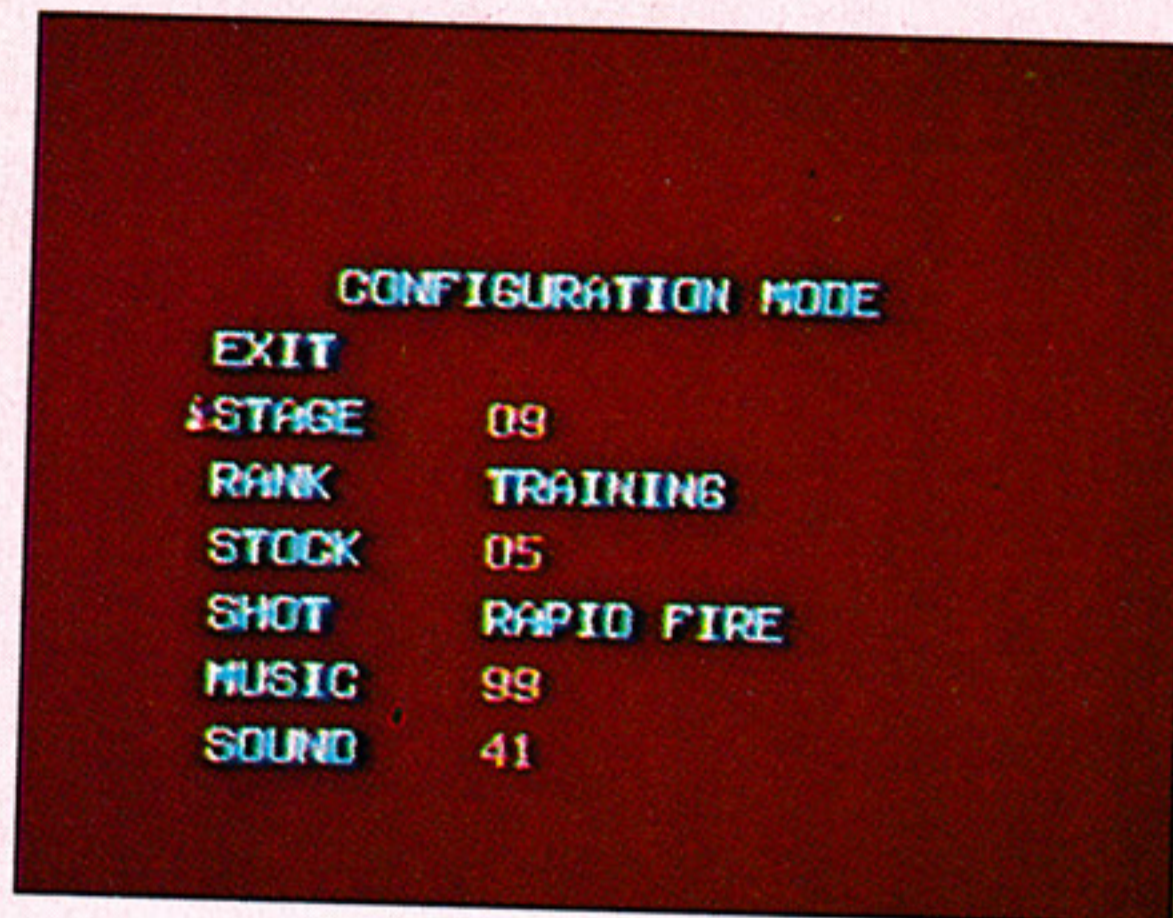


To reach the Sound Test option in your Mode Select menu, hold Select and press Start during the title screen. You'll see the Sound Test option in the menu.

**Johnny Jumpup, Redwood City, CA**

### Thunder Force II (Sega Genesis)

#### Level Select



To select Levels 1-9, you'll need Target Earth. First insert Target Earth into your Genesis and turn the power on. Next enter the Op-

tions Menu and change "Pad Reset" to "Enable." Return to the main screen and wait for the story. When you see the green enemies firing during the story line, pull Target Earth out and pop in Thunder Force II without turning the power off. Now hit Reset and you should see "MD" beside the title screen. Go to the Options screen by pressing Button A and Start simultaneously. Use Left and Right on your controller to select a stage between 1 and 9. If you go over 9, the game will not work!

**Robert Perry, Mundelein, IL**

### Electrocop (Lynx)

#### Door Codes for all 12 Levels

Here are the door codes to all 12 levels of Electrocop! EL2 stands for Exit to Level 2. W stands for weapons, and O stands for nothing.

#### Lev. 1 .....Code

- #1 .....2473 EL2
- #2 .....9874 EL2
- #3 .....8743 W

#### Lev. 2 .....Code

- #1 .....3287
- #2 .....5409

#### Lev. 3 .....Code

- #1 .....9284 EL4
- #2 .....7210 EL4
- #3 .....3936 W
- #4 .....7395 W
- #5 .....8294

#### Lev. 4 .....Code

- #1 .....0394 W

#### Lev. 5 .....Code

- #1 .....8658
- #2 .....5462
- #3 .....9973
- #4 .....7642

#5 .....0912

#6 .....0974

#7 .....7865

#8 .....4285

#### Lev. 6 .....Code

#2 .....8765 EL12

#### Lev. 7 .....Code

#1 .....6021 EL4

#2 .....5824 EL9

#### Lev. 8 .....Code

#1 .....7698 EL6

#### Lev. 9 .....Code

#1 .....0170 W

#2 .....1092 O

#3 .....7102 W

#4 .....4726 O

#5 .....1375 EL11

#6 .....2857 W

#7 .....6998 W

#8 .....1798 W

#9 .....4391 EL1

#### Lev. 11 .....Code

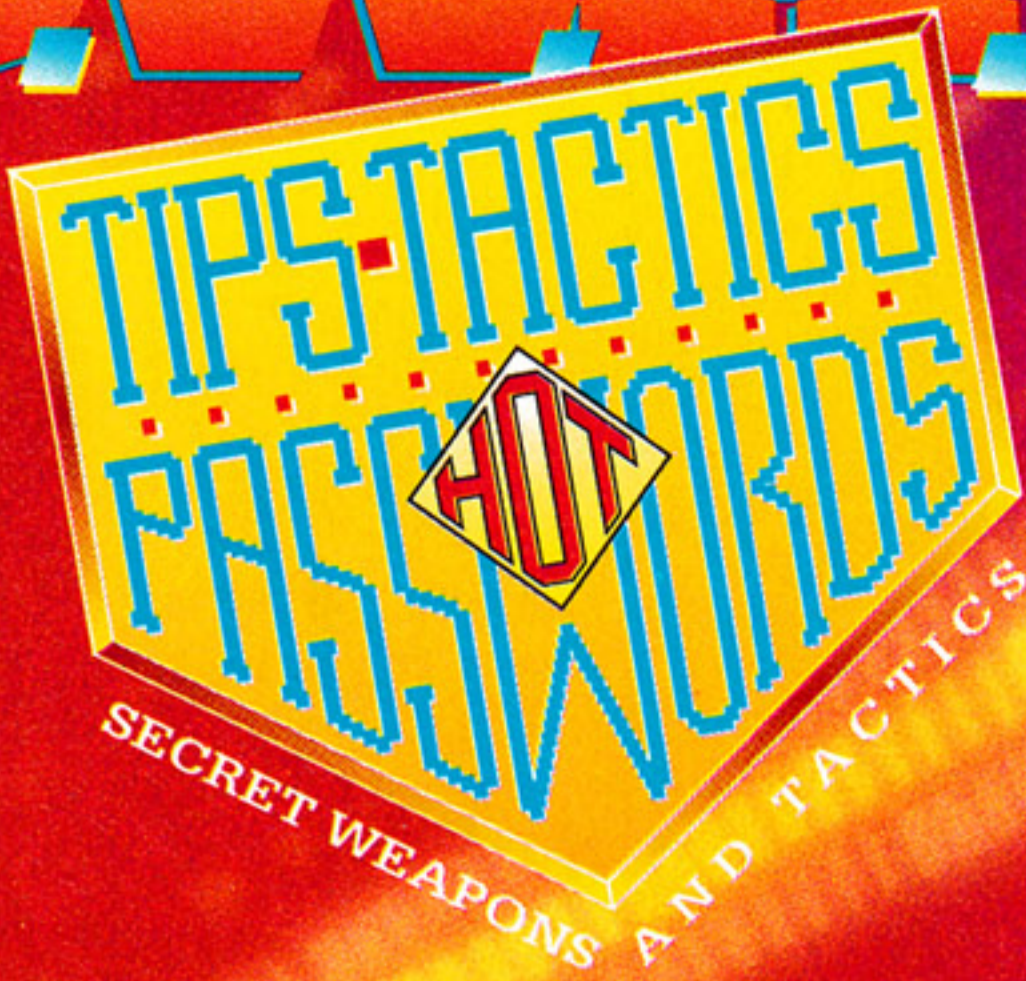
#1 .....0293 EL12

#### Lev. 12 .....Code

#1 .....2987 W

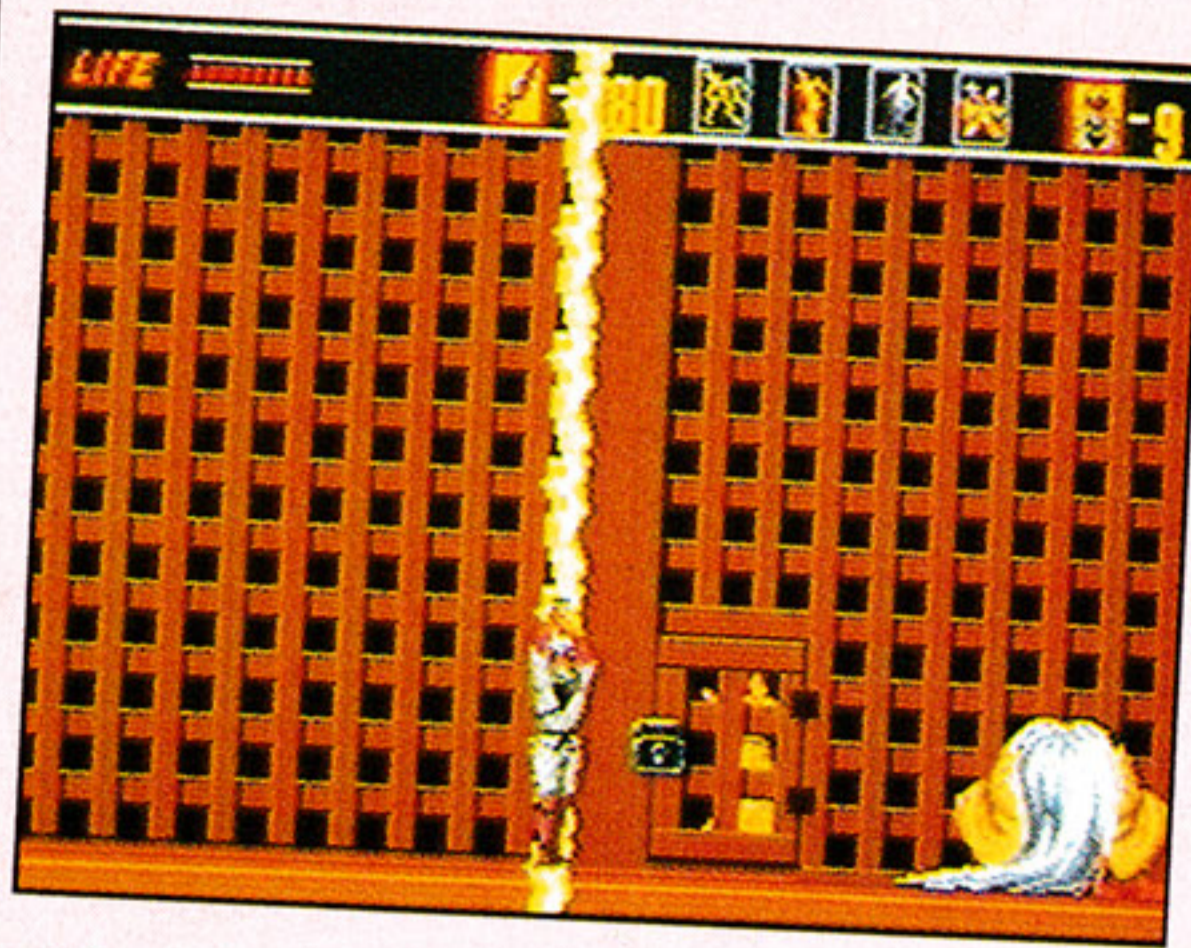
#2 .....6443 W

**Ray Leclair, Espanola, Canada**



## Revenge of Shinobi (Genesis)

### Kill Neo Zeed in 15-20 Seconds



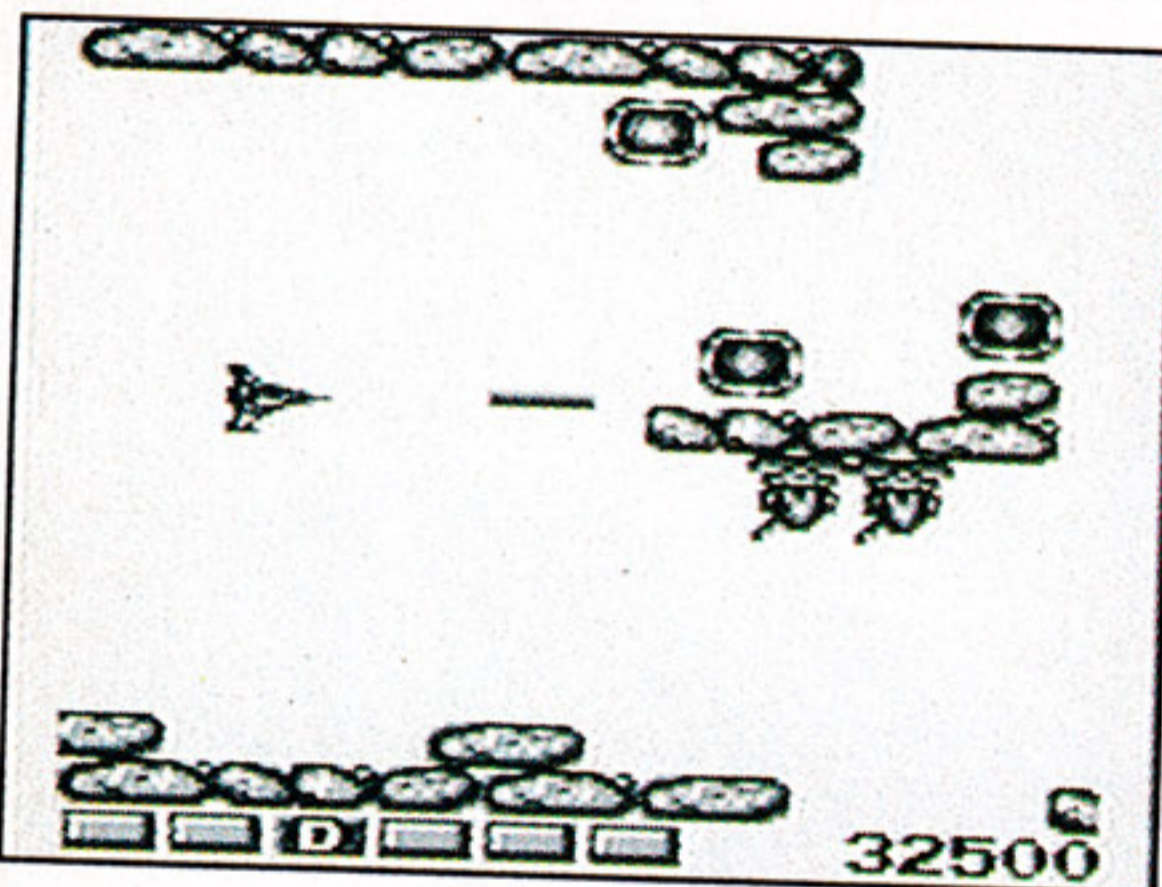
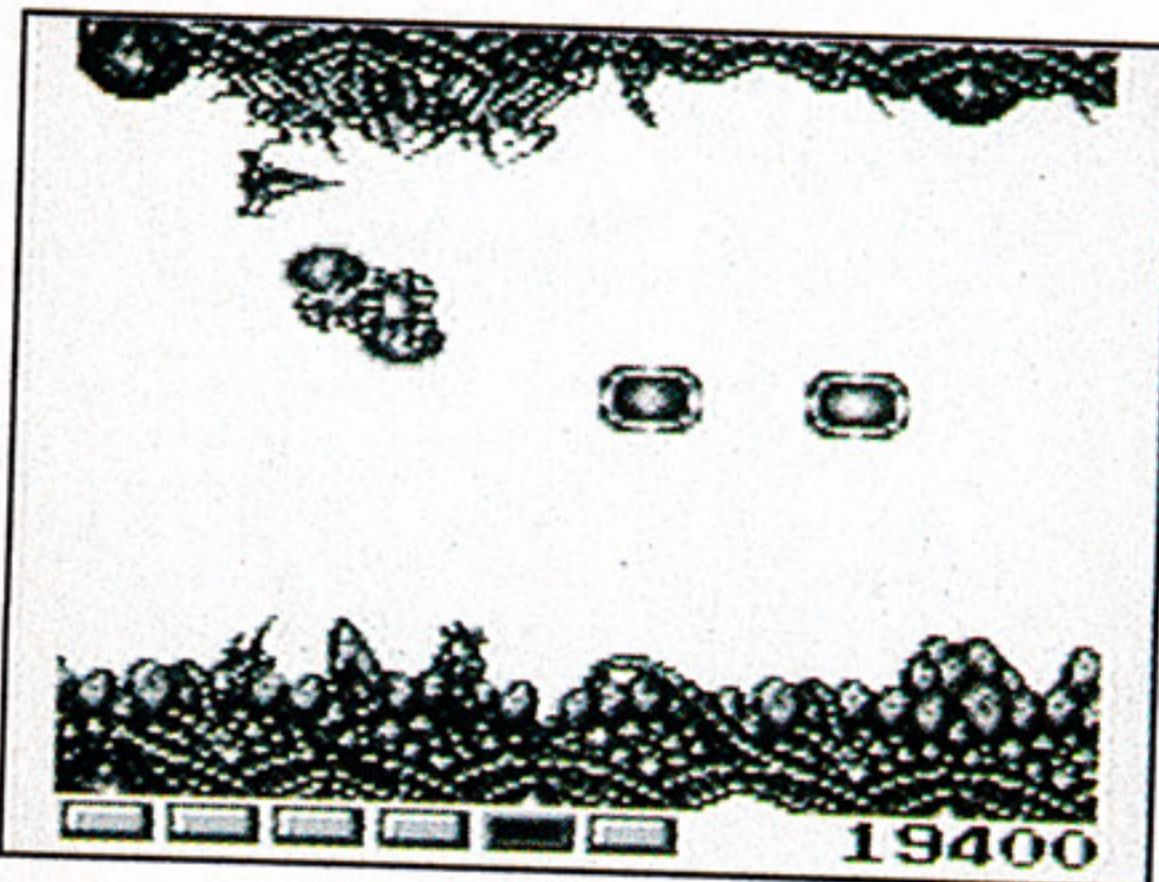
When you reach Level 8 stock up with Ninjitsu Magic. Try not to use any of it, except Mijin – the Art of

Pulverizing. You may use that when you get to the room before Zeed (the one that says exit). Get the power pack on the left wall, then go get Zeed. As soon as you enter the room with Zeed use your Ikazuchi Magic. When Zeed reaches the top kneel down right next to him and start firing at will. In about 10 seconds you'll lose your Ikazuchi Magic. Immediately use your Ikazuchi Magic again, kneel down right next to Zeed, and keep firing at will. You should kill Zeed in about five more seconds!

**Louis Zimmerman, LaVista, NE**

## Nemesis (Game Boy)

### Find the Level 2 Bonus Round

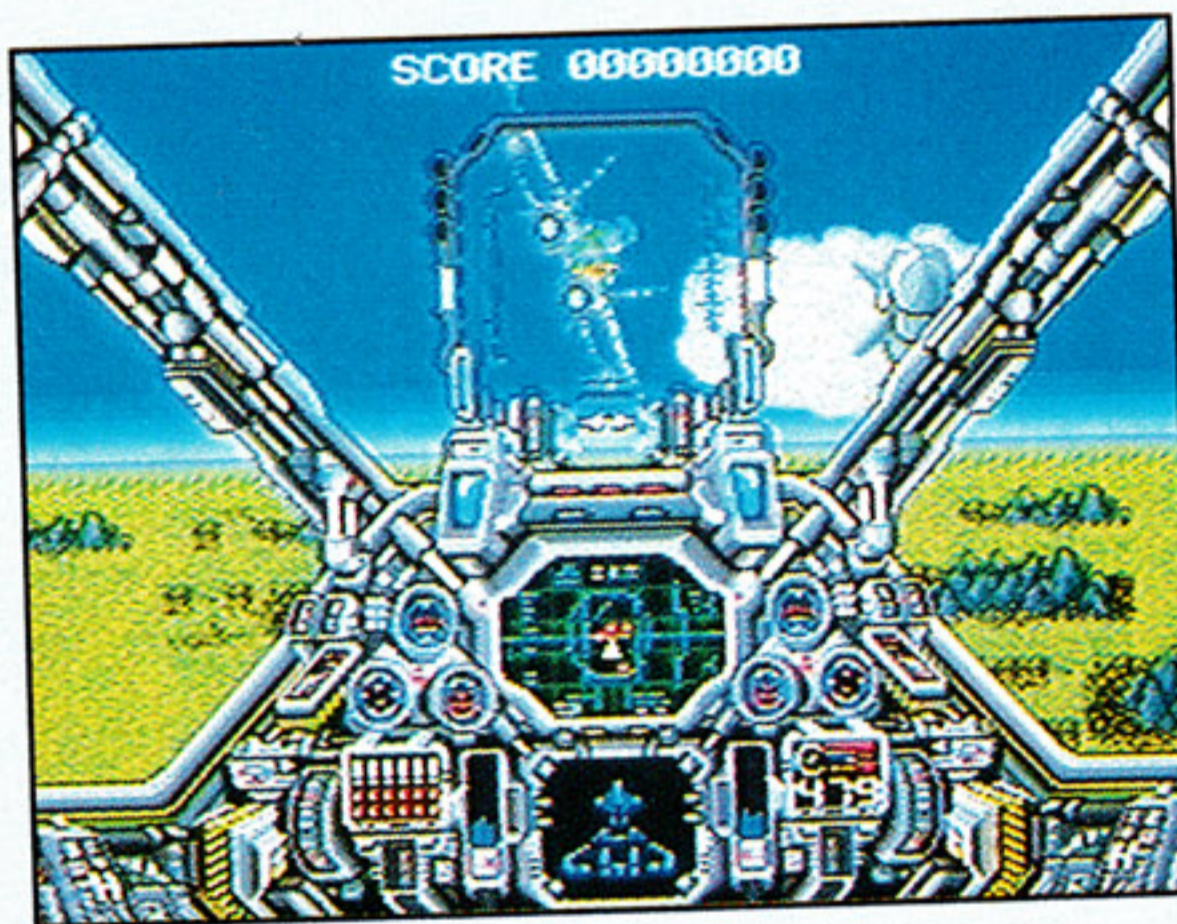


To reach the Bonus Round on Level 2 do the following: When you get close to the end of the stage and pass the squarish robot, you'll find two "coda's," one on the top and one on the bottom of the screen. Destroy the one on the top and go through the space where it was. You're in the Bonus Round!

**Chadwick Severn, Ontario, Canada**

## Air Diver (Genesis)

### Invincibility

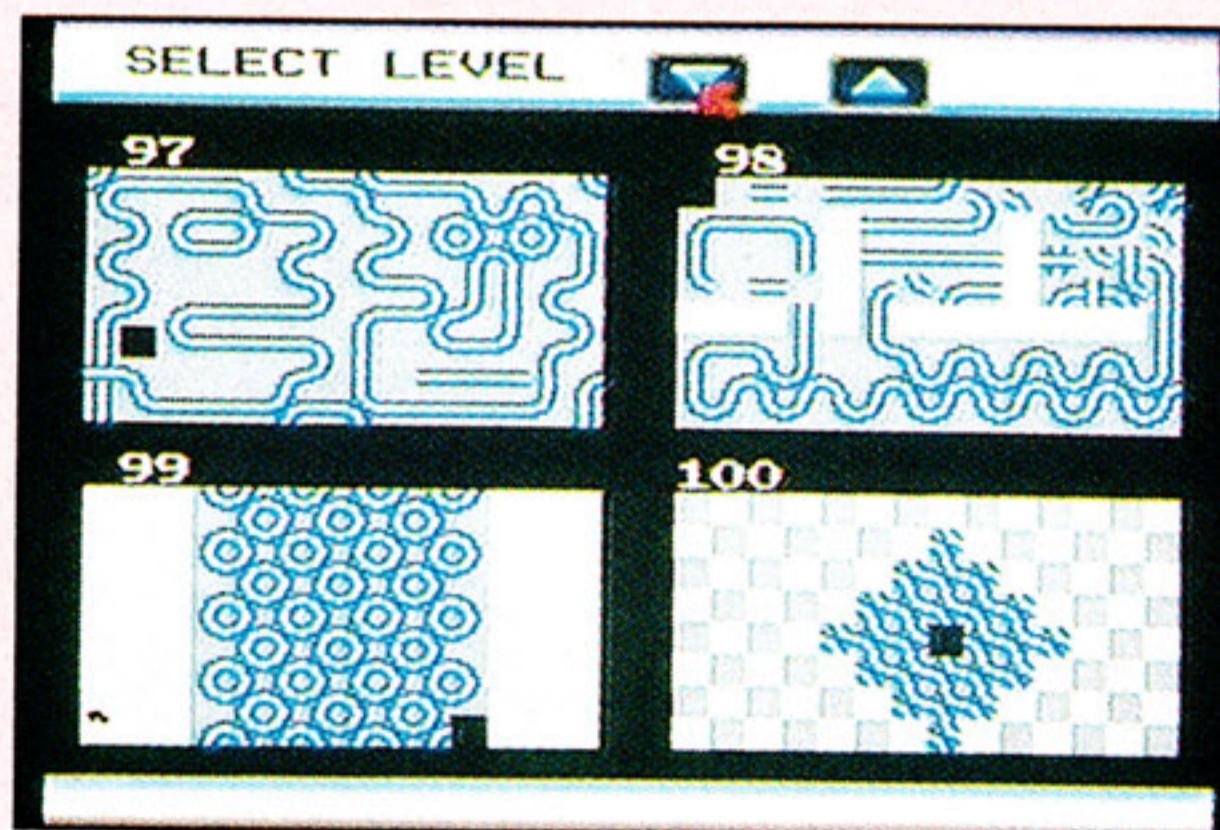


To become invincible turn the power on and go to an area of the map where there are no enemies. Hold down Start while you press A, B, C, B, A, A, B, C, B, A, and B. Release Start and then hold it down again until the round starts. You're invincible!

**Reginald Stewart, Cleveland, OH**

## Timeball (TurboGrafx-16)

### Reach 100 Levels



Type in the following code to have access to the first 100 levels of the game:

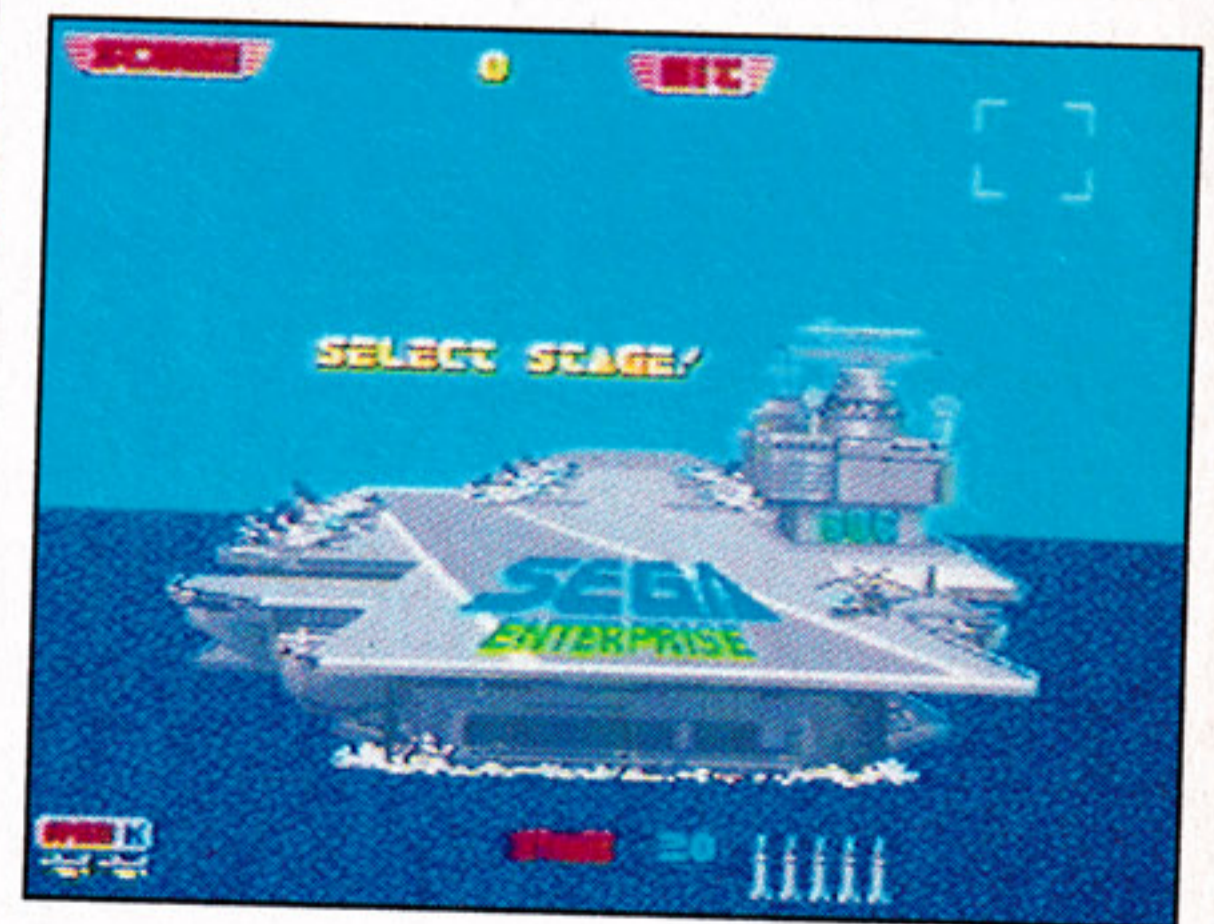
**10898.**

When you complete level 100 you finish the game.

**Eric Apel, Chesterland, OH**

## After Burner (Genesis)

### Level Select



To warp as high as level 20 try the following: When the Start prompt appears on the title screen press and hold Button C, A, and B, and then Start. A Level Select screen appears.

**Chris Camera, Williston Park, NY**

## By Tobar the 8 Man

When we last saw Mega Man, he had just mopped up the floor with the evil Dr. Wily and his team of super robots (Wood Man, Crash Man, Quick Man, Heat Man, Metal Man, Air Man, Flash Man, and Bubble Man, for those of you who have forgotten).

Dr. Wily, having suffered his second defeat at the hands of our hero, is switching sides. Yep, that's right, campers! The evil Dr. Wily is now one of the good guys. He's even volunteered to help Dr. Light (his ol' lab partner) create the ultimate peace-keeping robot, called "8."

8 is just about ready for a test run, but first it needs some energy crystals to power it up. The crystals are located on eight nearby mining worlds. But the robot work forces of these worlds have rebelled, attacking all visitors.

So it's Mega Man to the rescue!

## Give a Dog a Bolt

Mega Man doesn't take on this mission solo; this time he's got a faithful canine companion named Rush. Rush is no mere mutt, he's a robot dog that can change into three extremely helpful devices: a trampoline, a submarine, and a hover car. He and MM make a powerful Mega team!

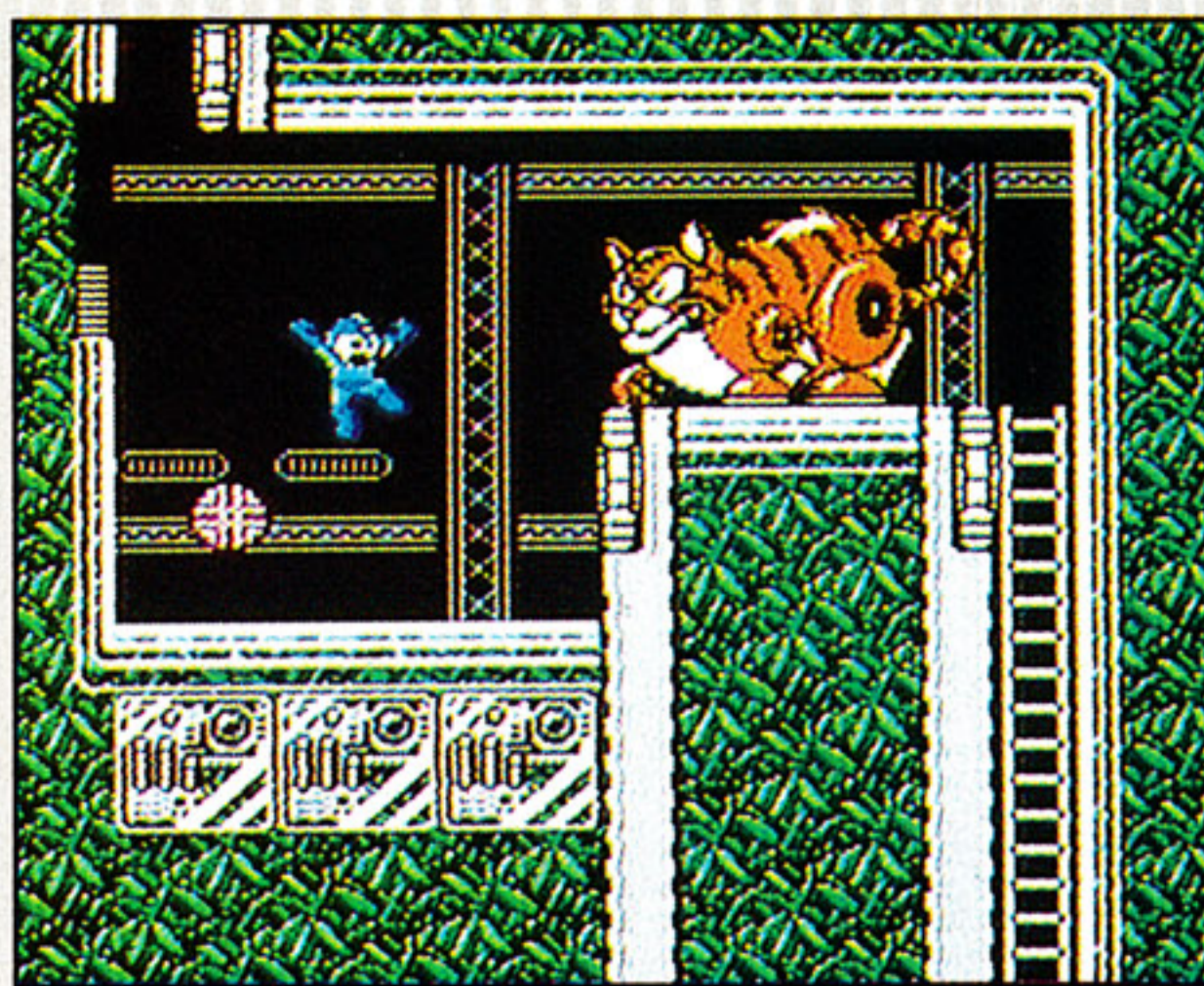
## The Spin Cycle

As in his other adventures, Mega Man fares better if he takes on his adversaries in a particular sequence. So, we'll describe the eight worlds in the order that worked for us.

First stop for the blue, metallic defender of justice is Top Man's world. Here you'll encounter a horde of robotic monstrosities that'll make MM's head spin.

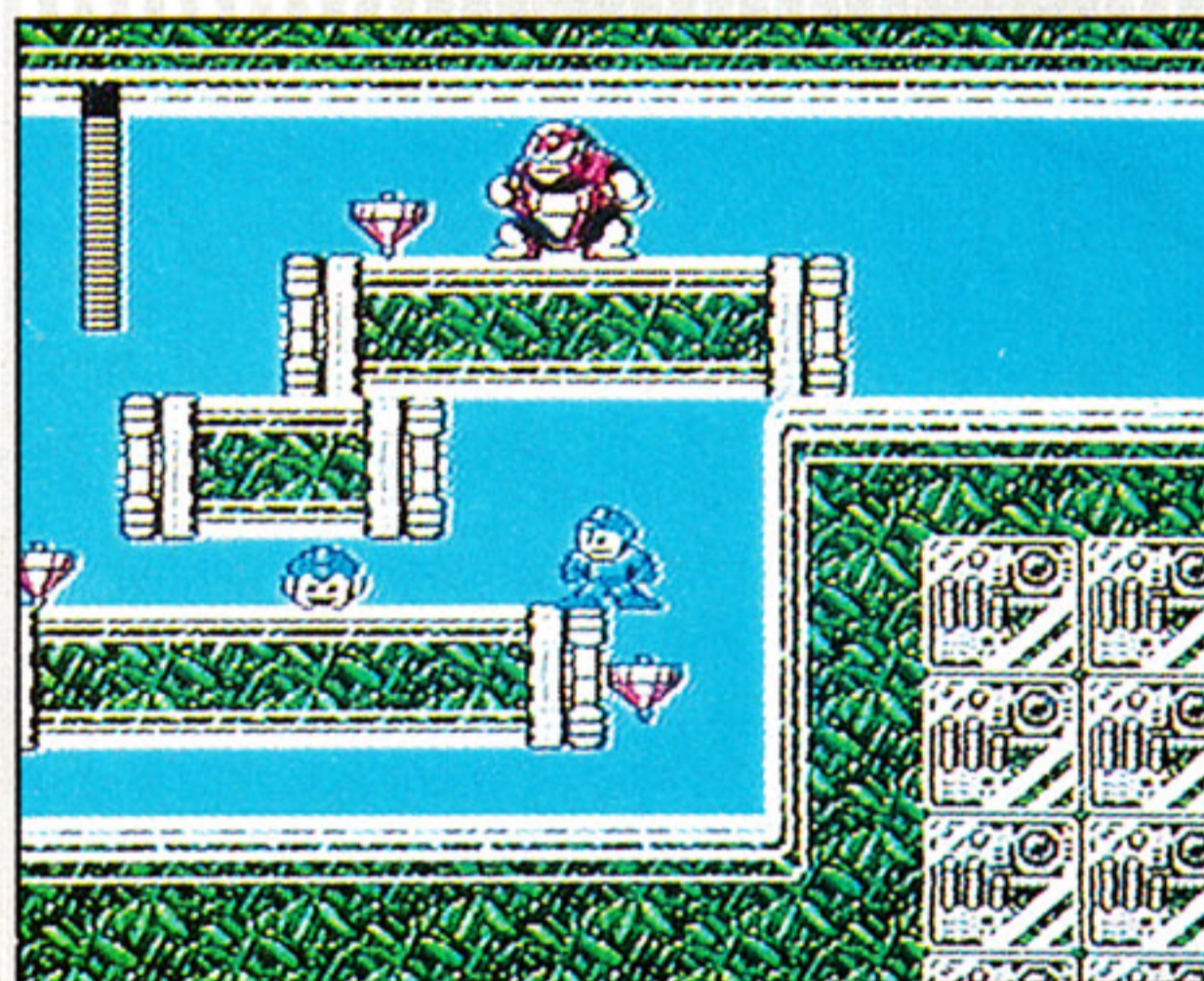
**PROTIP: Beat the fat Spinning Top robot by waiting for him to release three tops. When the tops reach the bottom right corner of the screen, jump down off the ladder onto the stairs and blast him.**

The giant robotic cats are particularly nasty. They sit perched on ledges, tossing their deadly toys and robot fleas down on MM's head. Mega will need nine lives to survive these mechanical mouse-catchers.

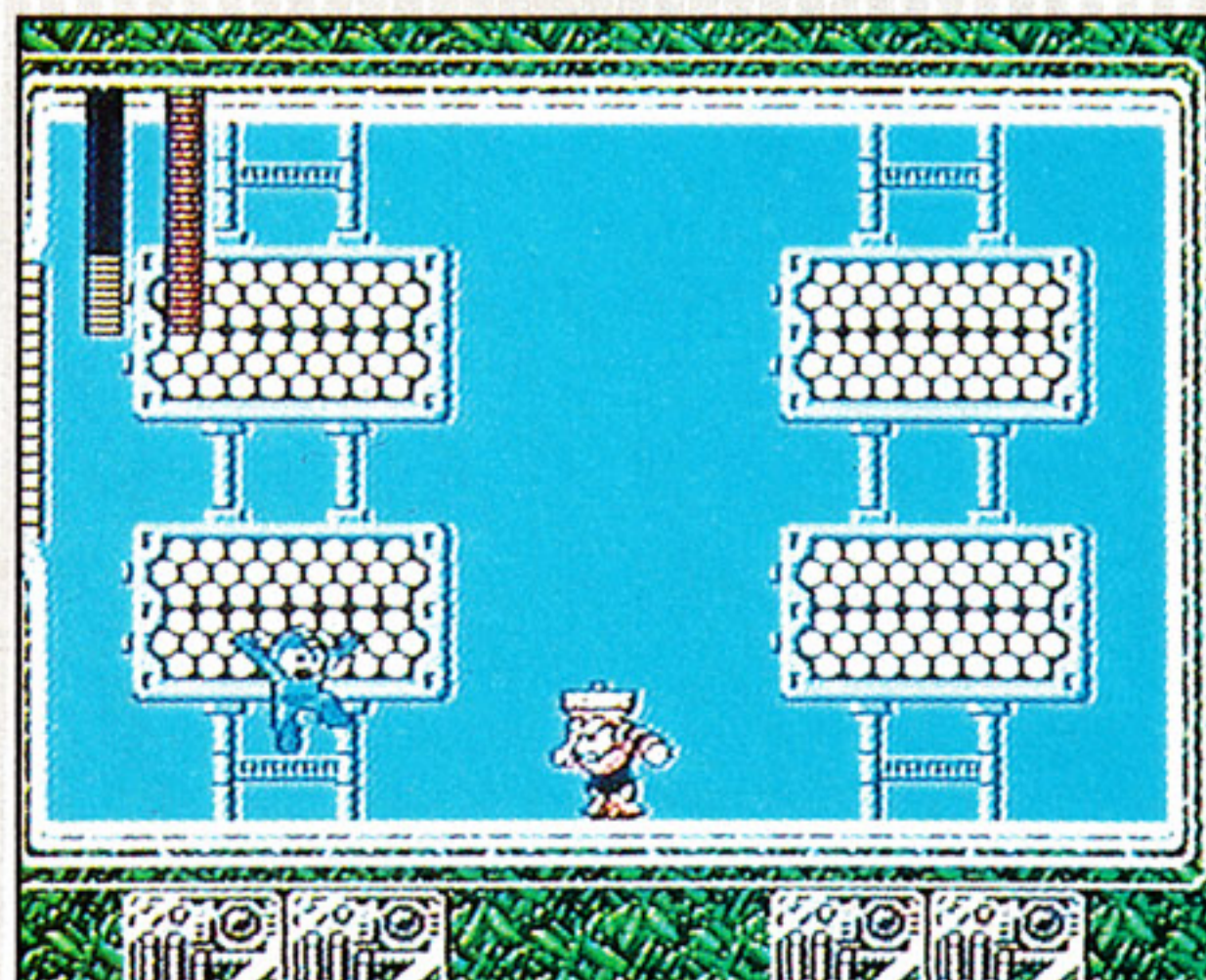


**PROTIP: Defeat the first robo-kitty by staying to the far left side of the screen and destroying ONE of the two bouncing balls that it tosses at you. Avoid the second ball by jumping over it when it's near you. While avoiding the ball, jump and shoot the feline in the paws.**

**PROTIP: Destroy the second robo-kitty by jumping over the two bouncing balls, then shooting two of the three robo-fleas. Slide under the remaining flea when it jumps and shoot the cat in its paws (just like the first one).**



**PROTIP: A great place to pick up 1-Ups is right after the second kitty, where you meet the second chubby Top-spewing robot. Jump up to the second level of this screen and shoot the tops as they come towards you. Let them get close so you don't have to slide far to pick up all the 1-Ups, weapon power ups, and energy power ups that appear.**

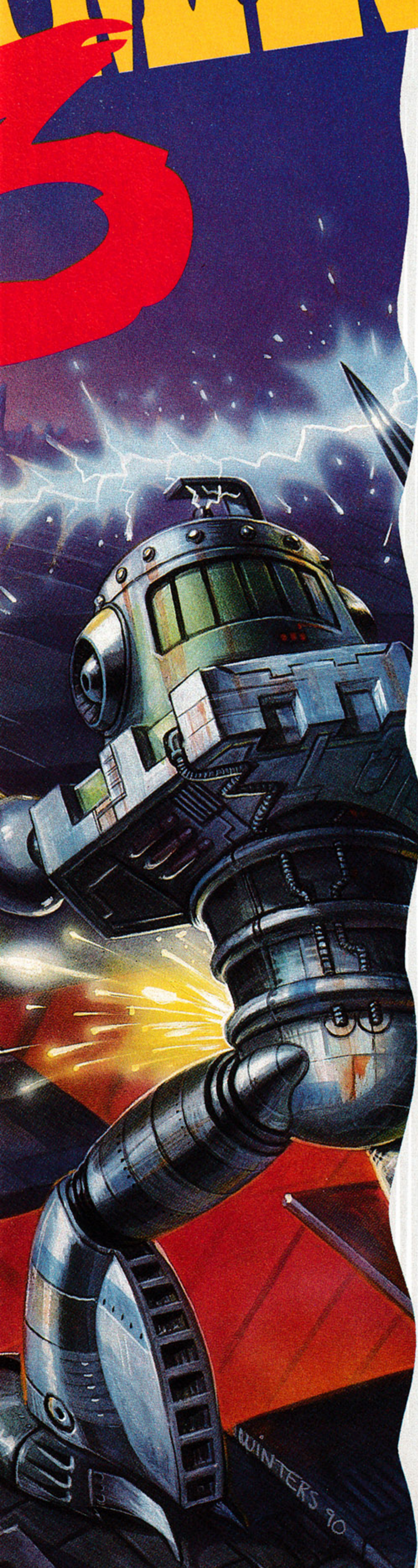


**PROTIP: Your best chance to defeat Top Man is to jump over him when he comes**

# MEGA



# MAN

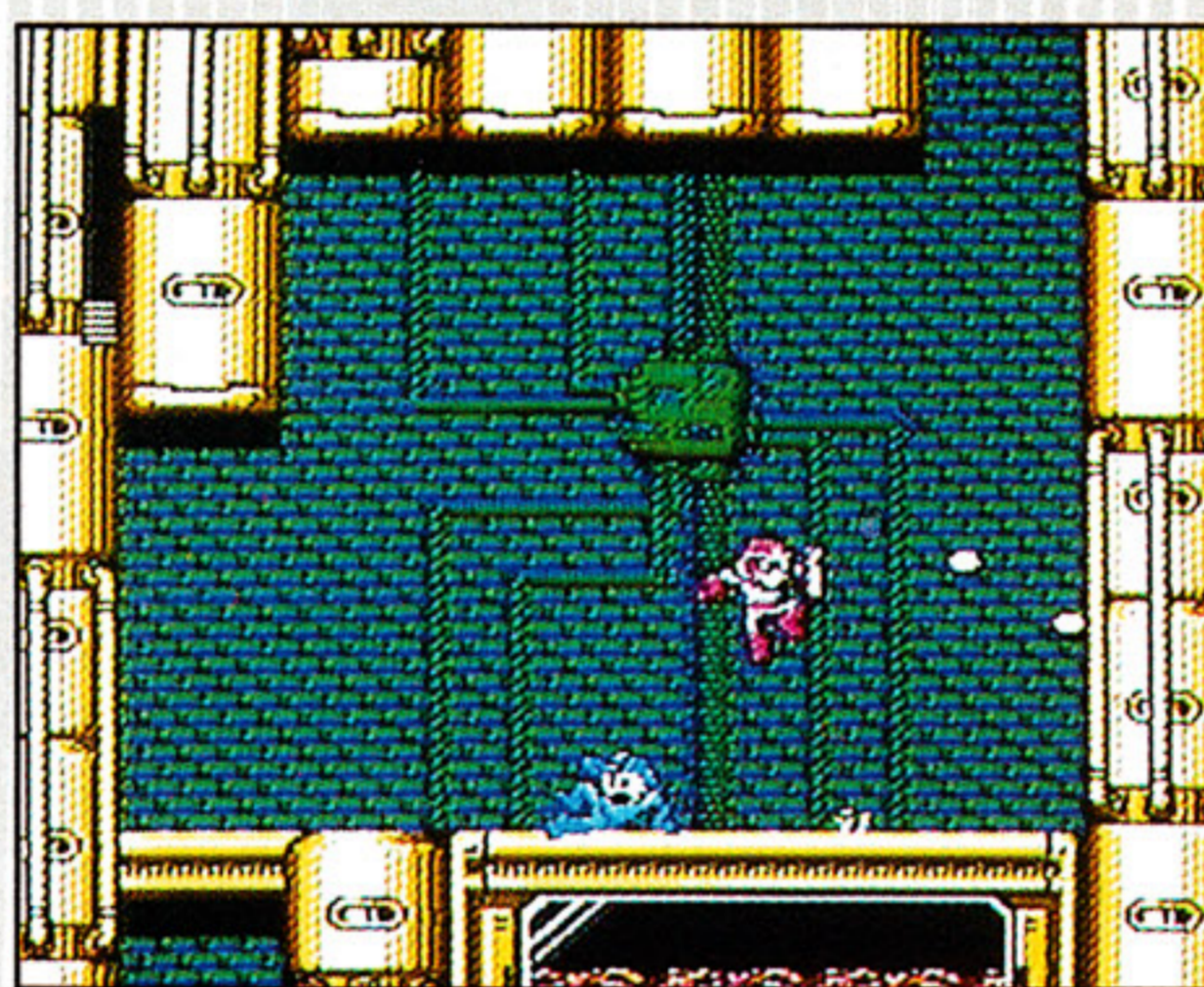


*spinning towards you, then fire rapidly with your blaster. If you can avoid him each time he charges at you, you can outlast him.*

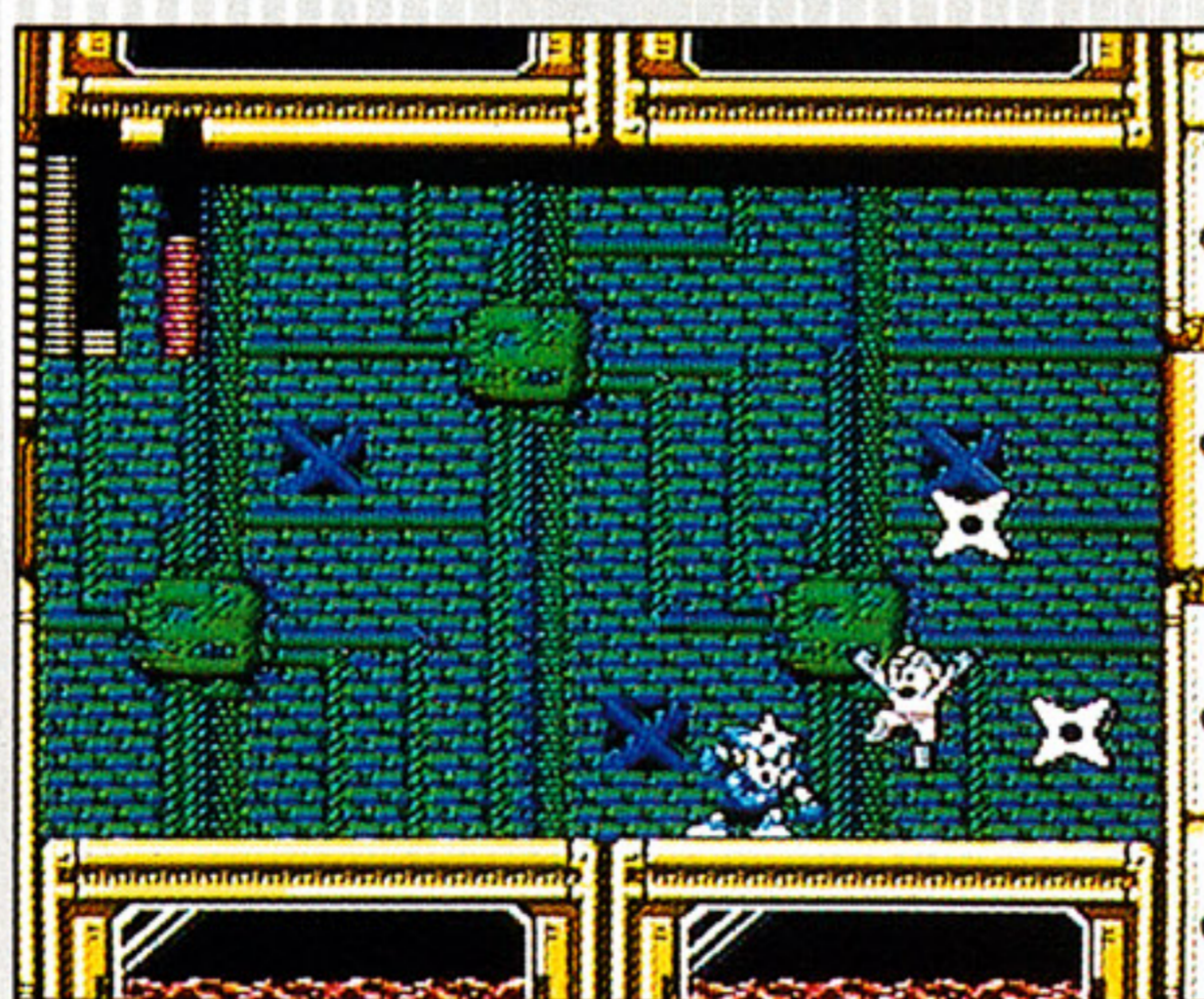
## **Chased by Shadows**

With Top Man disposed of, it's off to Shadow Man's world. This level isn't as dark as you might suspect, but it does have areas where special projectors create an illusionary background. MM will have to watch his step while these movie machines are rolling.

During this level Mega Man encounters his evil brother Bruce (an early experiment of Drs. Light and Wily that failed) for the first time. Sometimes he'll just get in MM's way, and other times he'll try to destroy MM by shooting him or pouncing on his head.



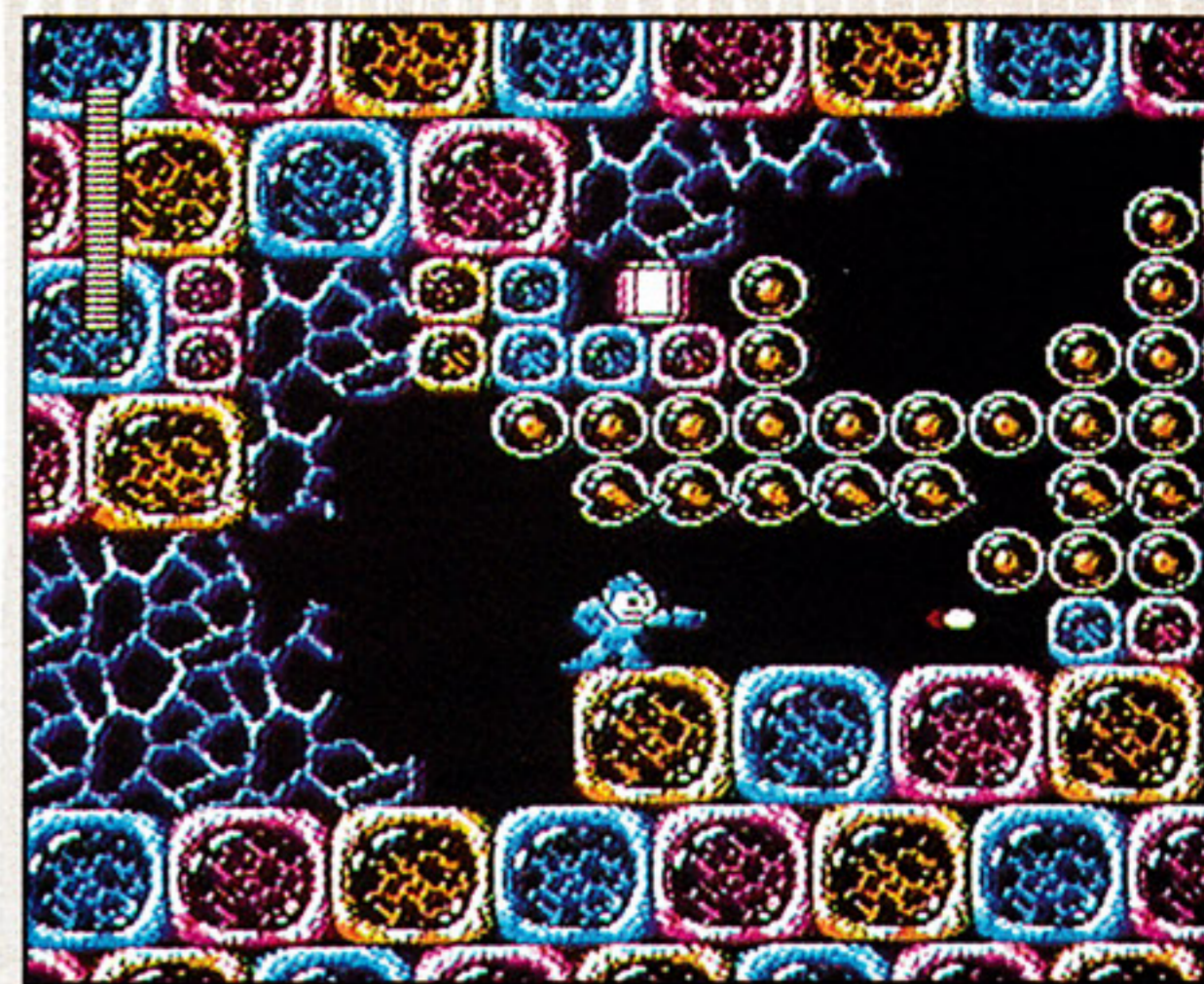
**PROTIP:** To beat Bruce, time his jumps and run under him just as he's about to jump on Mega Man. Then, turn and shoot him with the Mega Blaster.



**PROTIP:** The Top Spin is your best weapon against Shadow Man.

## **Split Personalities**

Gemini Man's world is a combo of space and water. MM starts off on the surface, with an outer space backdrop. Then, he works his way inside and underwater. When MM reaches the end of the level, it's time for a face-to-face confrontation with Gemini Man, a real double-header.



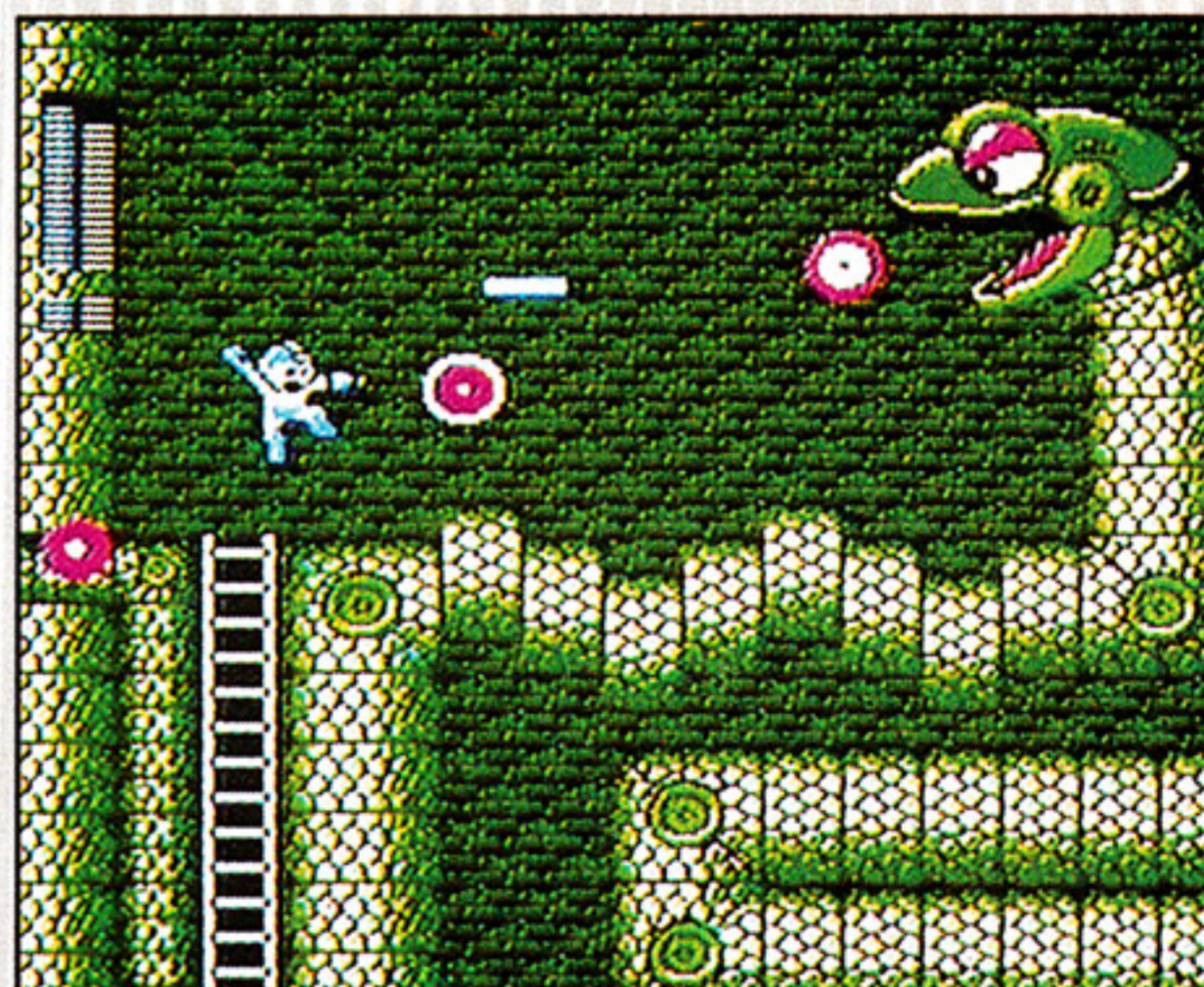
**PROTIP:** Gemini Man's lair is a great place to pick up 1-Ups, energy power-ups, and weapon power ups. Shoot as many bubbles as you can find to collect all the bonus items.

## **A Needle in a Haystack**

Needle Man has a point to make with Mega Man and he's aiming it at MM's head. But Needle Man won't get a chance if the Needle Harrys get MM first. Needle Harrys (the main inhabitants of Needle World) resemble robot porcupines. They love to shoot metal quills, then roll up in a ball and bowl over their enemies.

## **Tipping the Scales**

Hope Mega Man doesn't have a fear of reptiles, because Snake Man is next on the agenda. There's all kinds of slimy robotic reptiles here – small snakes, large snakes, etc. Later in the level, MM will take to the clouds as he makes his way to Snakey's lair.

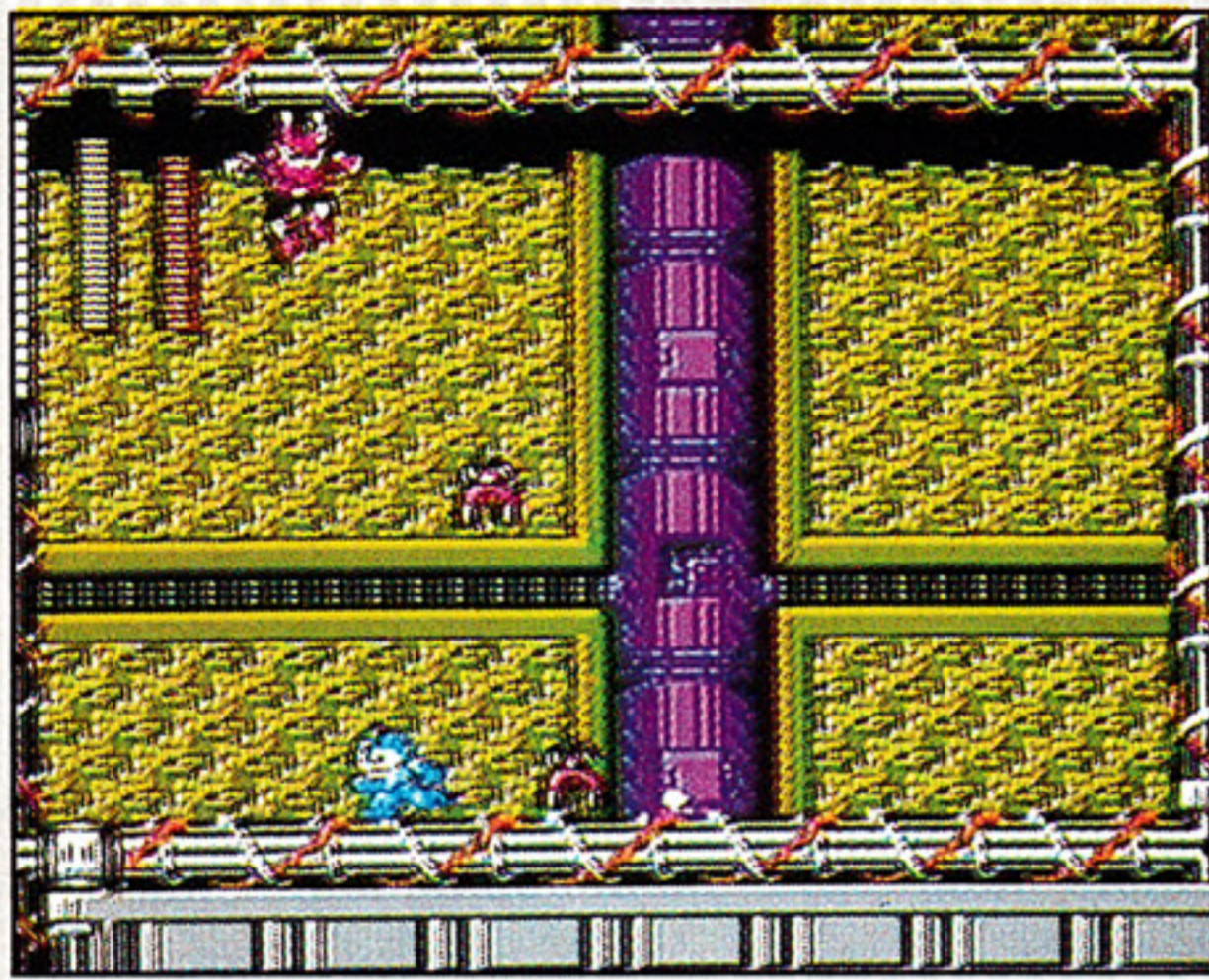


**PROTIP:** Destroy the large, rippling snake by jumping two fireballs, then firing the Gemini Laser at it. It takes four shots to destroy it.

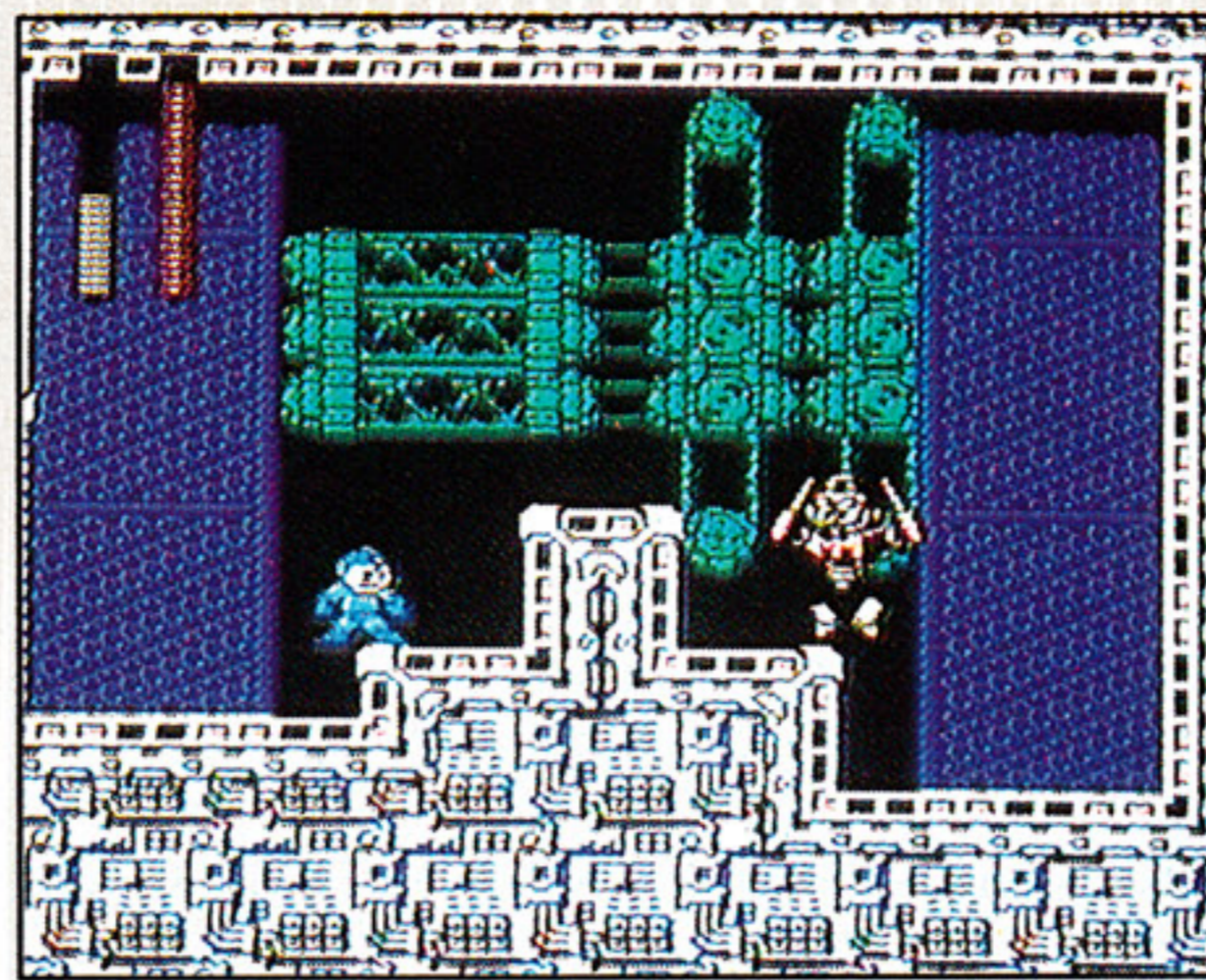
## **Opposites Attract**

Once he skins Snake Man, Mega Man should assault the lair of Magnet Man. Magnet Man's world is a real attractive place – it's full of magnetic fields that

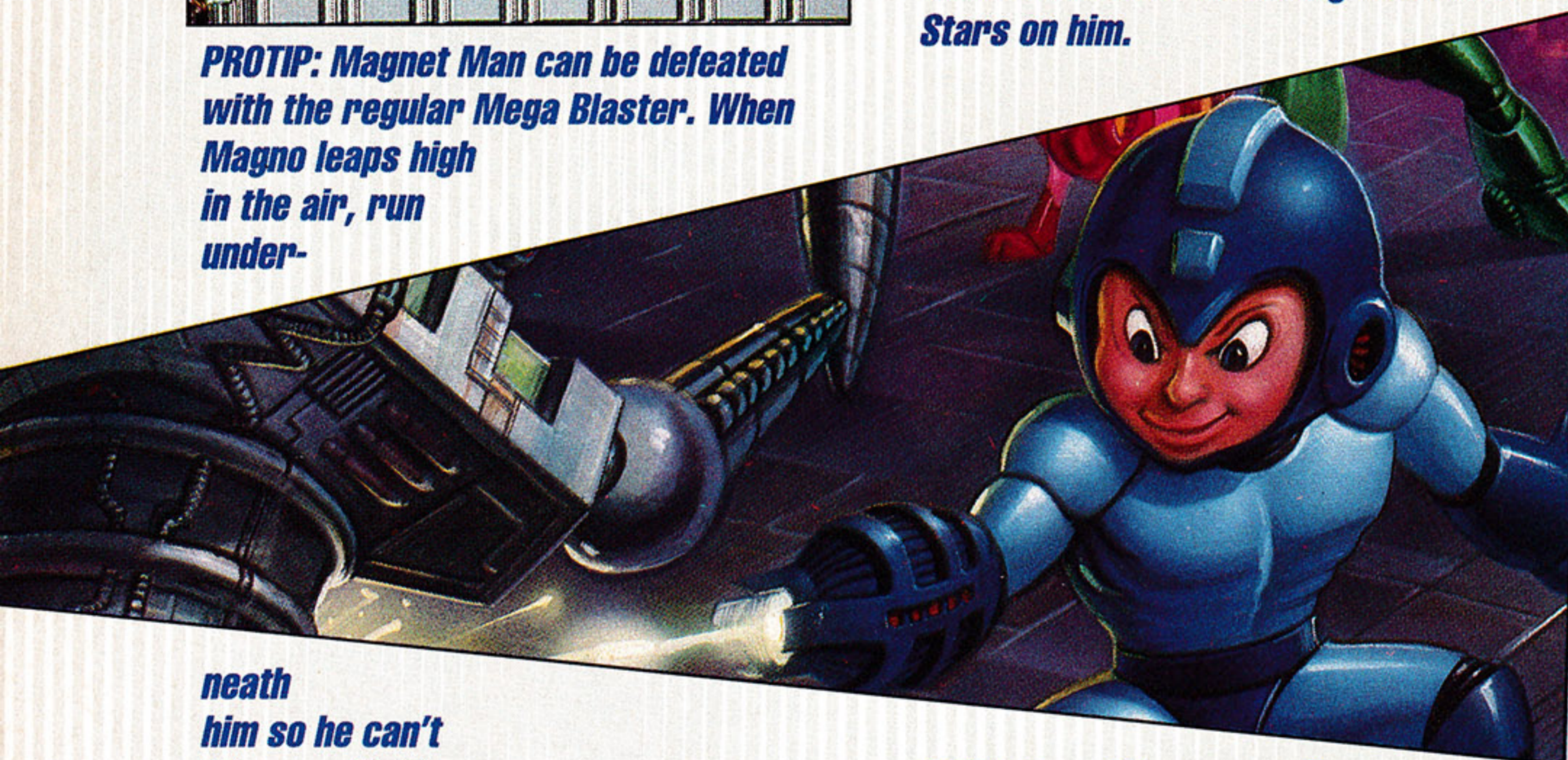
cause trouble for anything made of metal. Guess what Mega Man is made of?



**PROTIP:** Magnet Man can be defeated with the regular Mega Blaster. When Magno leaps high in the air, run under-



**PROTIP:** Defeat Spark Man by standing on the first stair and using the Shadow Stars on him.



neath him so he can't hit you with his magnets, then run to the far left or right so he can't land on you. Now, chase Magnet Man to the other side, firing continuously.

### Hard Times

Rocky terrain will greet Mega Man when he gets to Hard Man's world. Mechanical Bees will buzz him, and Mechanical Apes will swing into action, trying to pounce on MM's noggin.

Hard Man himself isn't all that hard. Nail him with your Magnet Missiles or blast him with your Mega Blaster. Just be sure to move out of his way when he tries to land on you.

### Shocking Blue

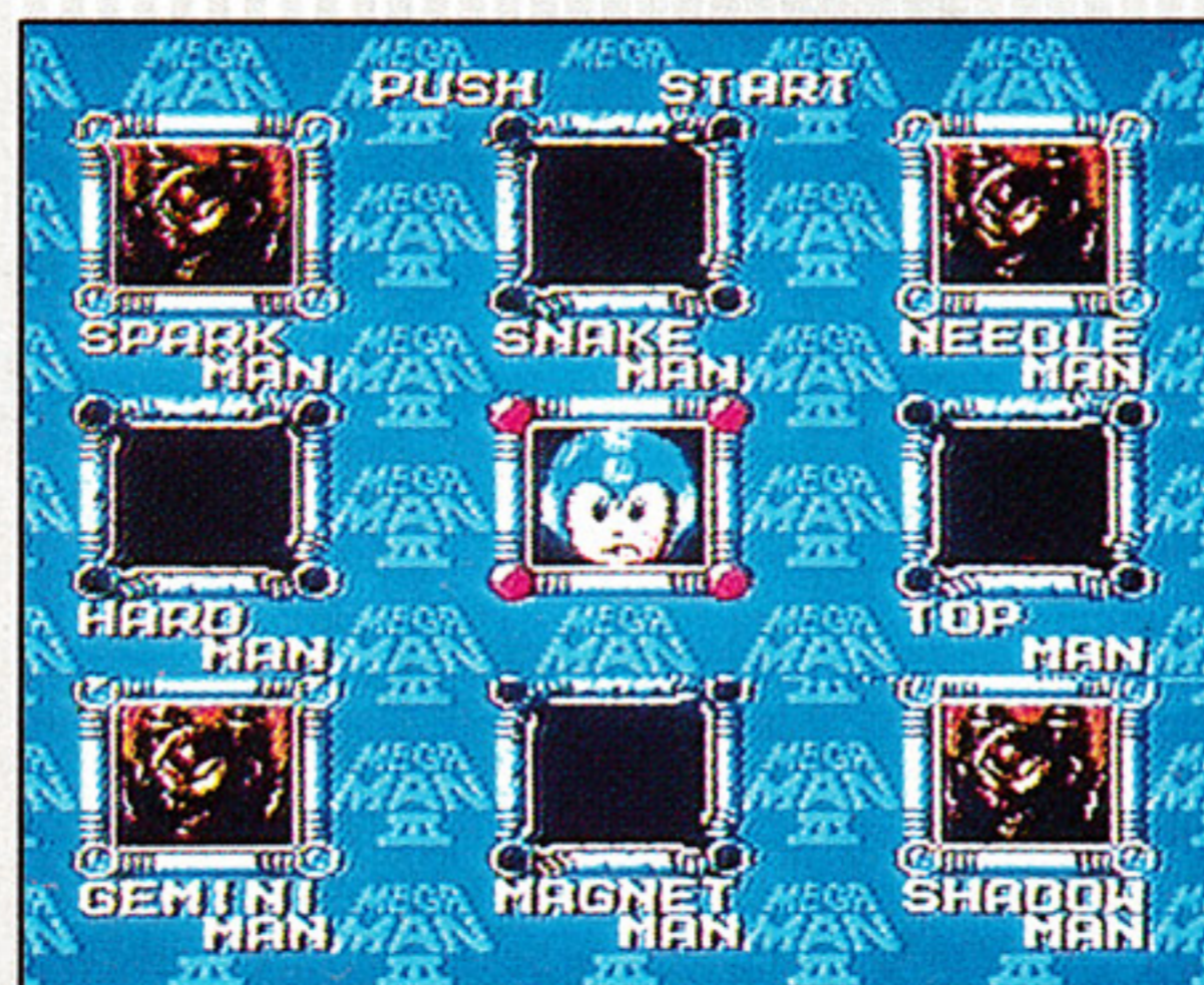
Spark Man's world is an exciting place. You could almost say, the air is "charged" with electricity. There are plenty of obstacles to zap our hero.

Spark Man resembles a little spark plug with an attitude problem. Defeating him will net Mega Man the Spark Gun. This pistol packs a real wallop to most robots; it short circuits them, freezing them for several seconds.

### Will Our Mystery Guests Sign in Please?

When you've defeated all the basic baddies, there are four more tough guys to tangle with. Their identities are a mystery, their faces are masked, but those of you who have Mega Man 2 will recognize these creeps right away.

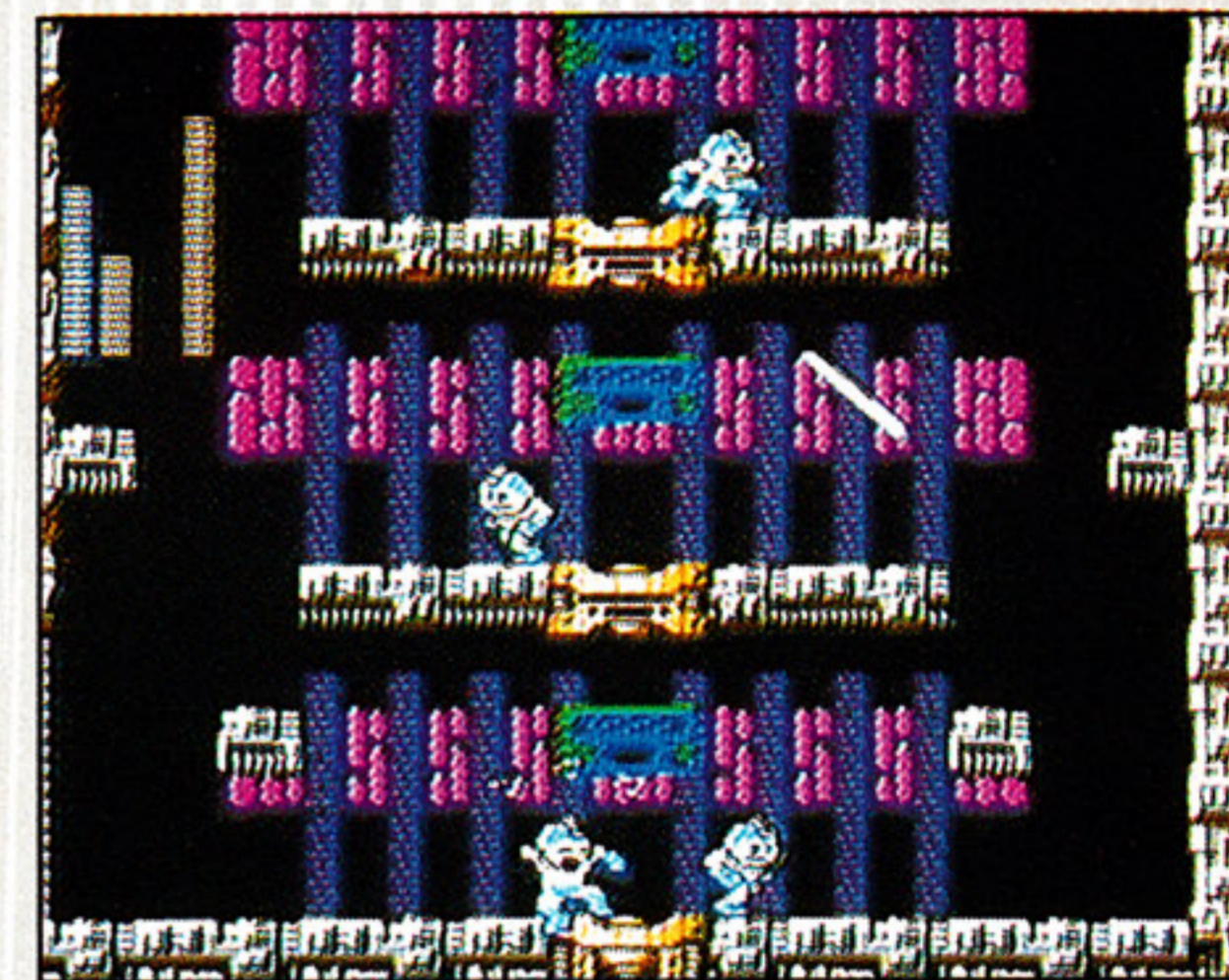
The mystery villains have taken up residence on the former worlds of Spark Man, Gemini Man, Needle Man, and Shadow Man. However, they've altered the worlds, making them more challenging. And you thought these places were tough the first time around!



**Unmask these baddies if you're good enough.**

### The Big Boss

What would a Mega Man game be without an ultimate evil? In the first two carts in the series Dr. Wily played the Snidely Whiplash role. But Dr. Wily's one of the good guys now, isn't he? We'll let you discover who's behind the robot rebellion for yourself.



**So many Mega Mans...so little time!**

### A Mega-Hit!

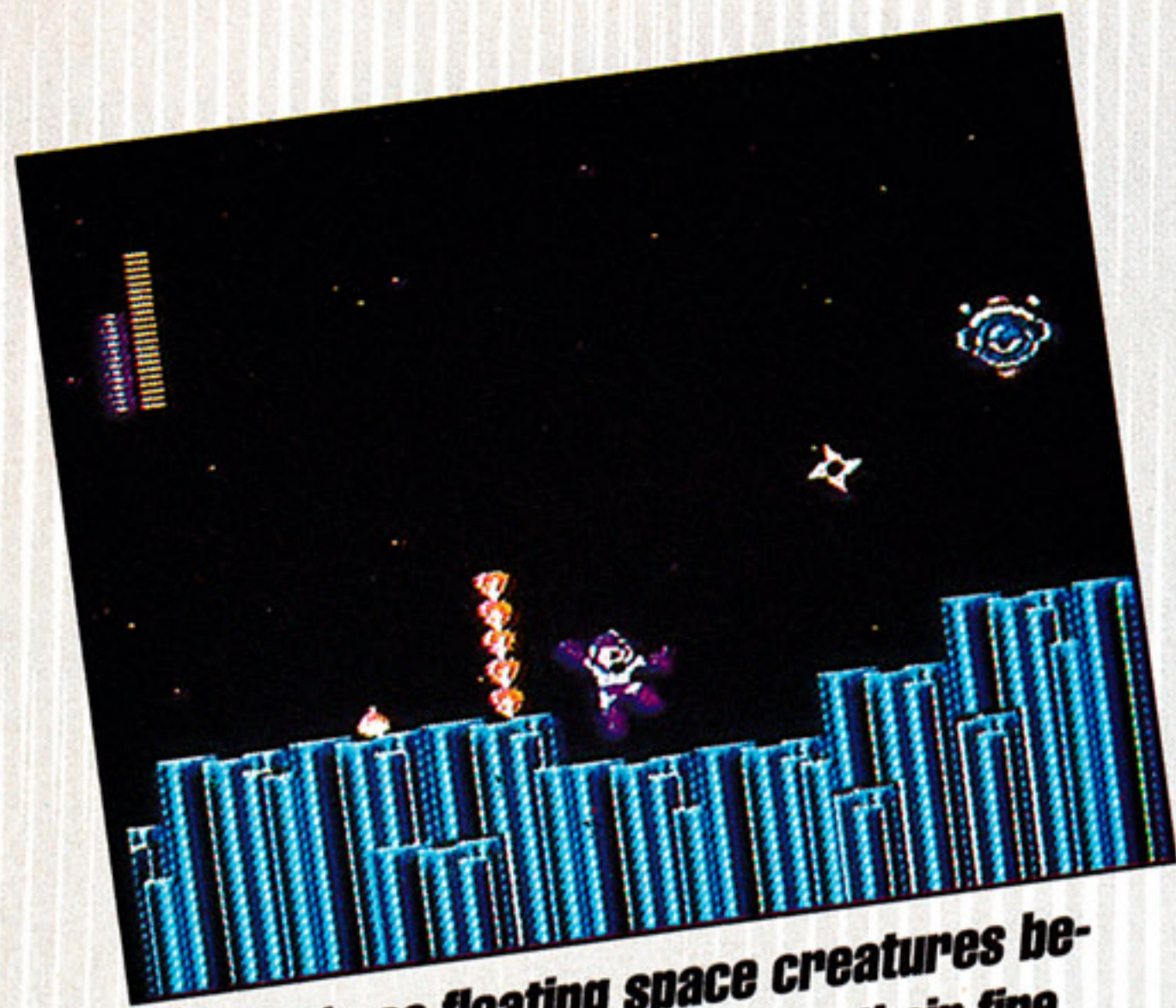
Fans of the Mega Man series will be ecstatic that Capcom has retained the same game style – graphics, game play, challenge level – as MM 1 and 2. Why mess with success? MM's sidekick, Rush the Robo-Dog, is a great addition to the series, and Mega Man's M.V.W. (Most Valuable Weapon).

Mega Man 3 is packed with 3 megs of memory and uses a password system similar to the first two games in the series, except this time, due to the game's complexity, the password uses both blue and red dots (rather than just a red dot), and uses the letters A through F and the numbers 1 through 6.

Gamers can safely bet that Mega Man 3 will be one of the monster hits of 1991. It's got everything that a great video game should have: incredible challenge, exceptional game play, stunning graphics, and some nifty weaponry. It's mega-riffic!

**Mega Man 3 by Capcom (\$54.95 – Available Winter 90).**

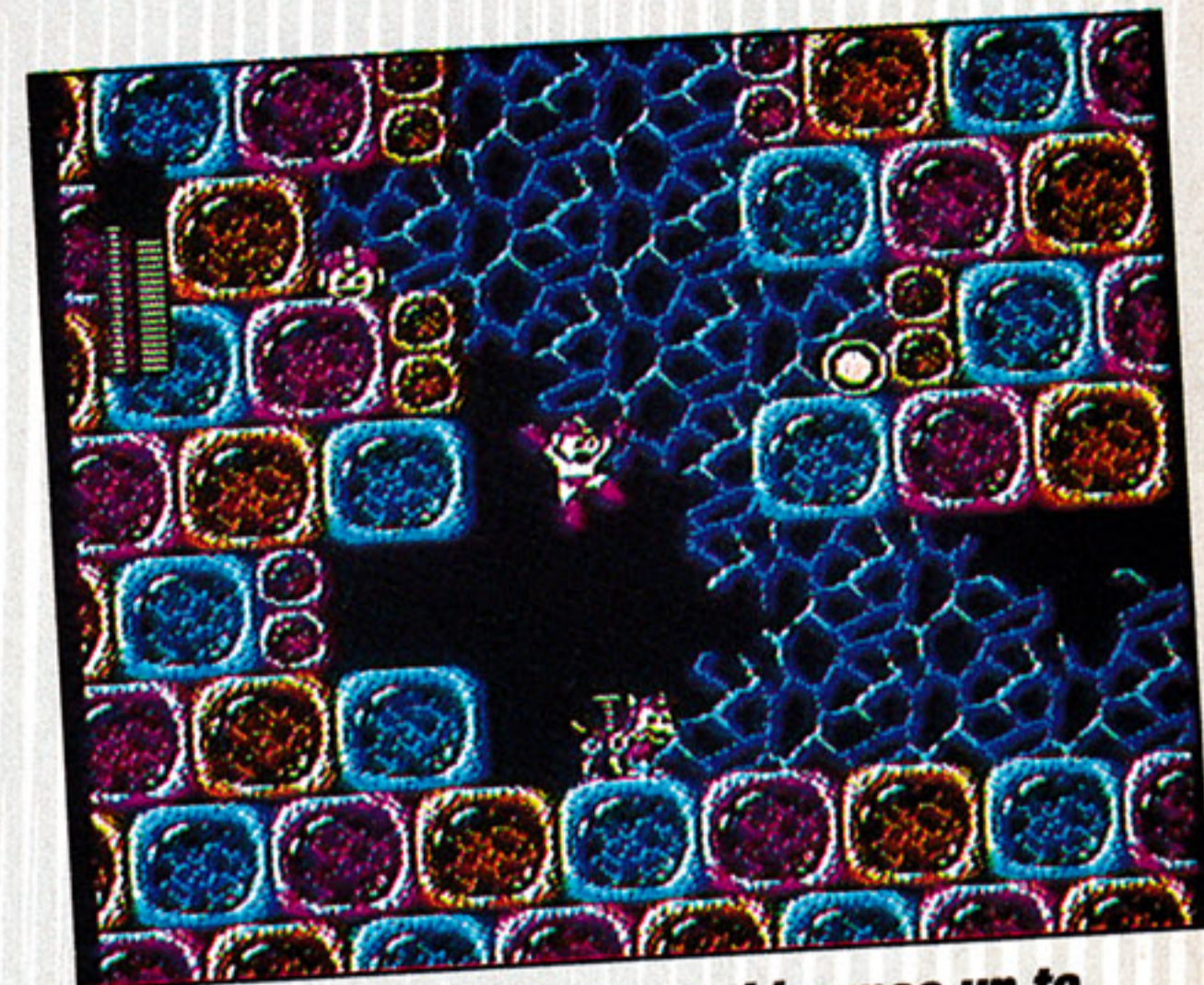




**1.** Nail these floating space creatures before they hover over and drop their fire seeds.

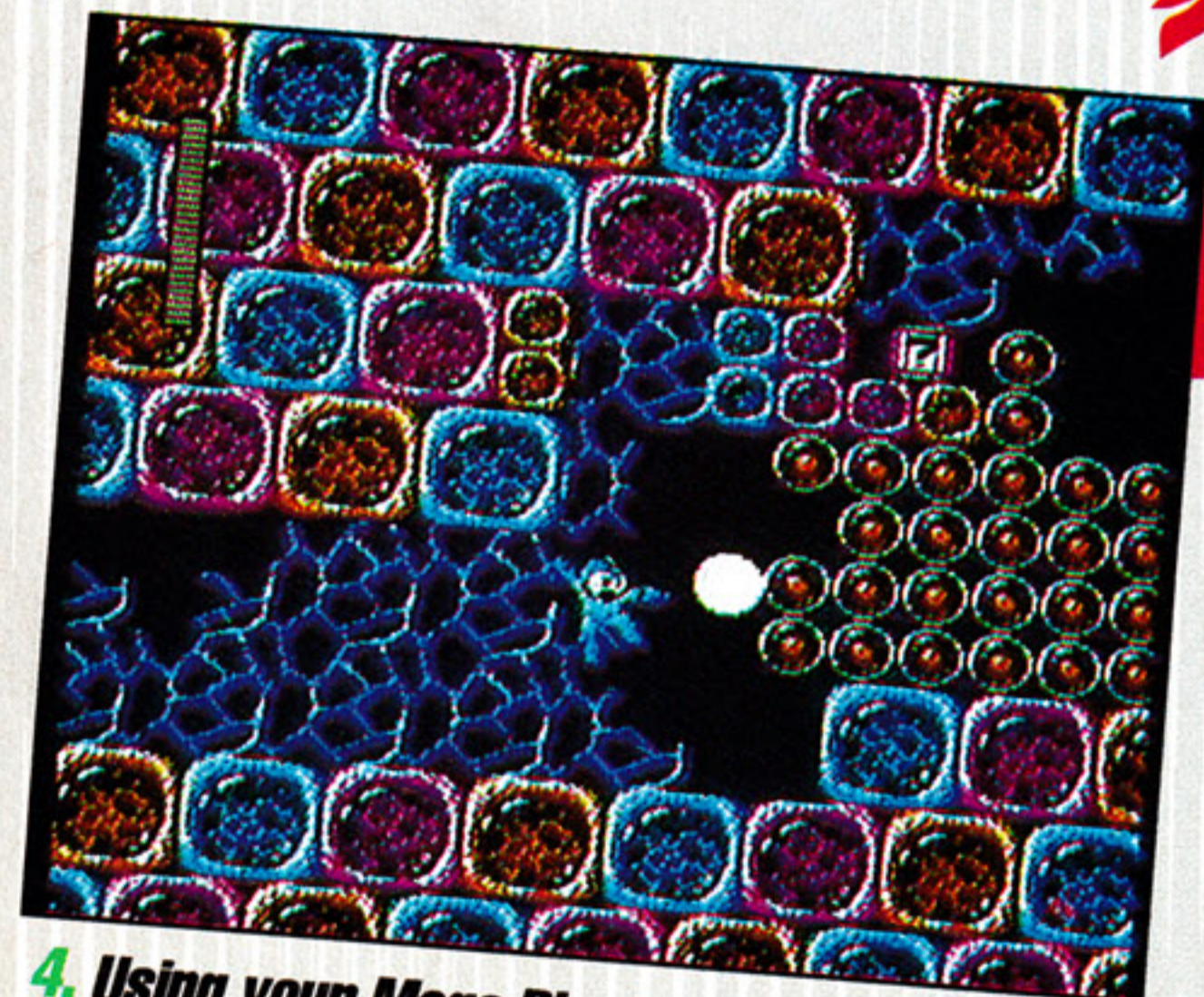


**2.** Your evil twin brother, Bruce, will have you paralyzed with fear. There's nothing you can do here but watch and wait.

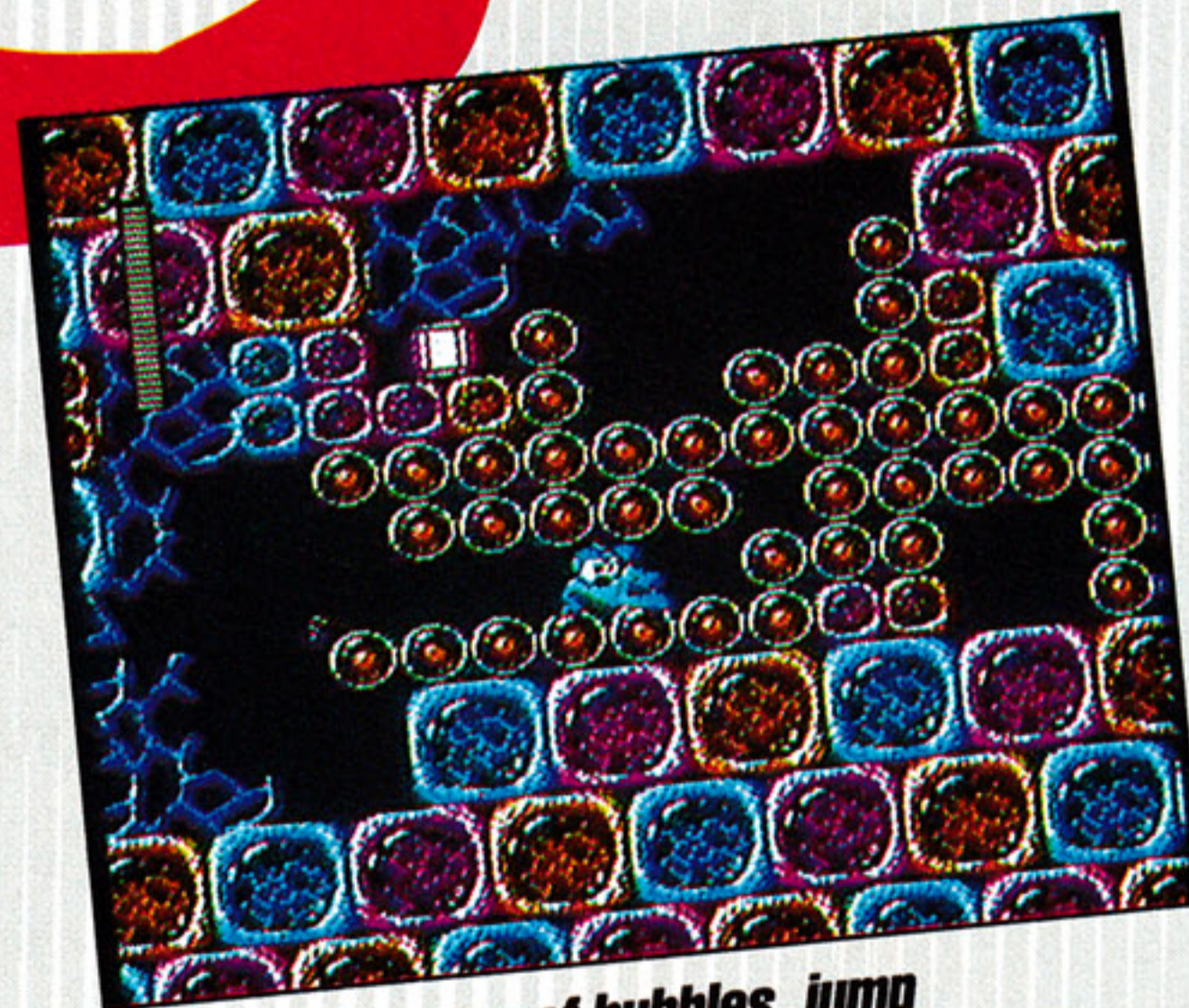


**3.** Give Rush a whistle, and bounce up to grab the power-up to the right. You'll need Rush in his jet sled form to get the 1-Up to the left.

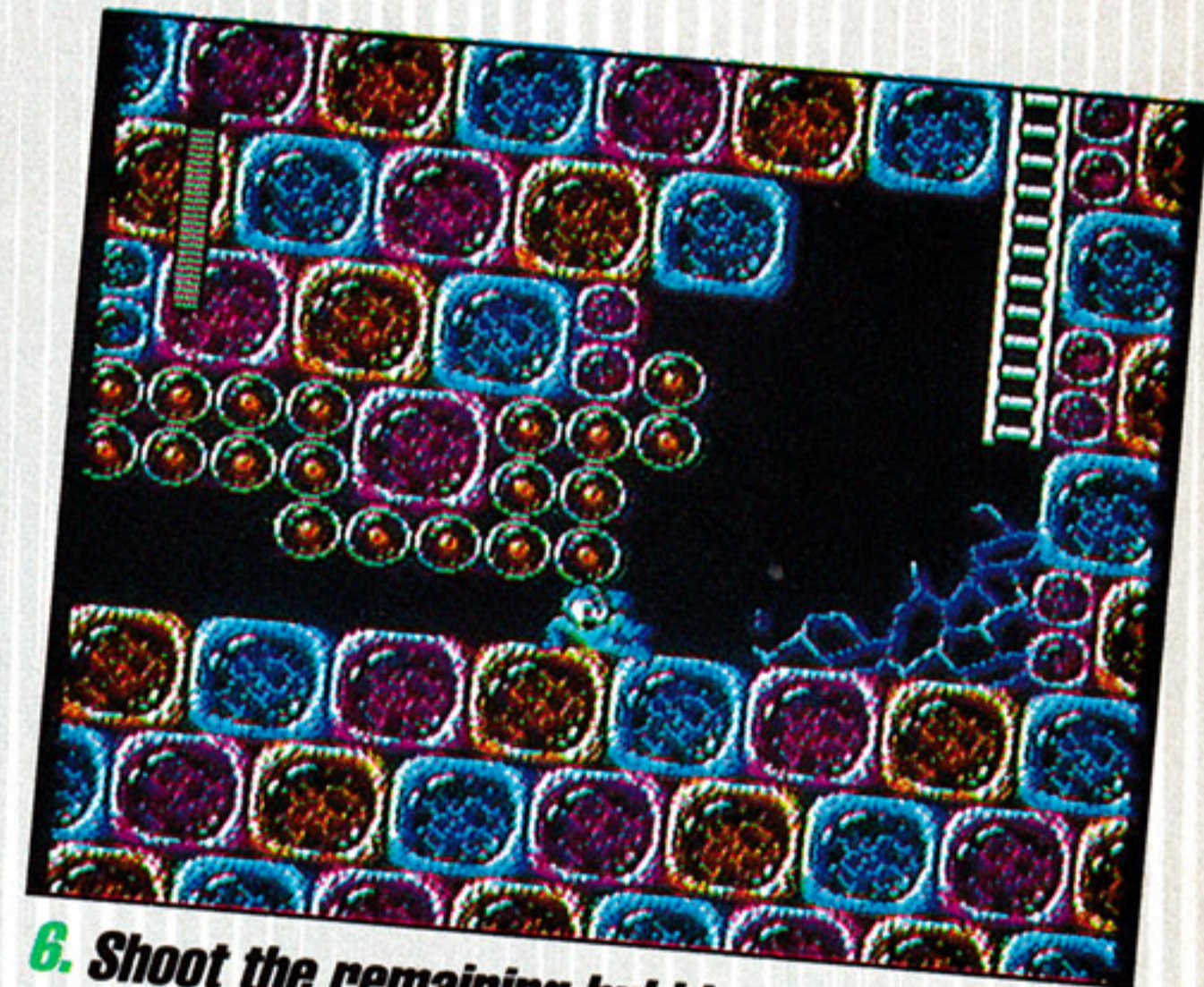
# MEGA MAN



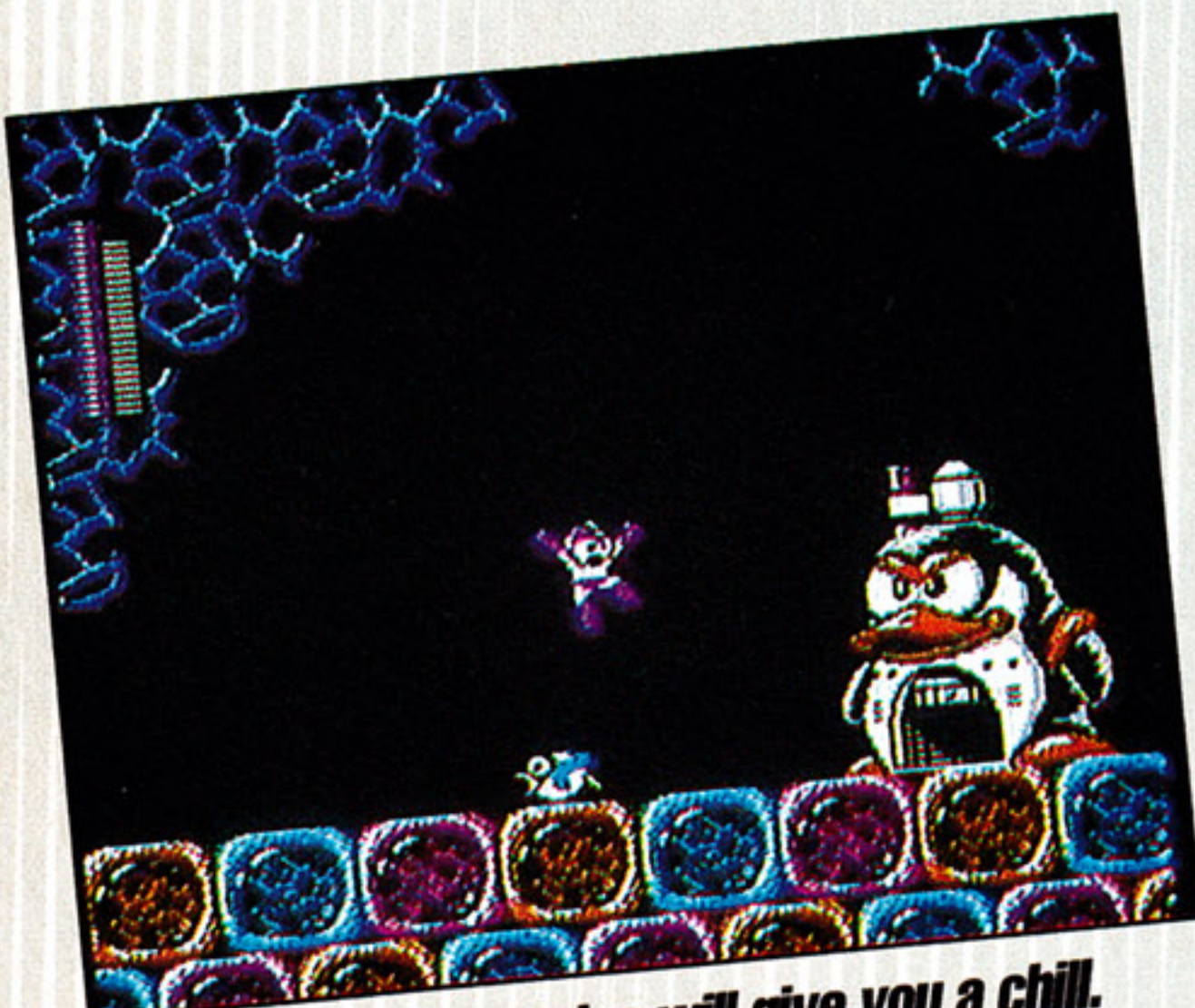
**4.** Using your Mega Blaster, shoot the second row from the bottom (the row with the bubbles jutting farthest to the left).



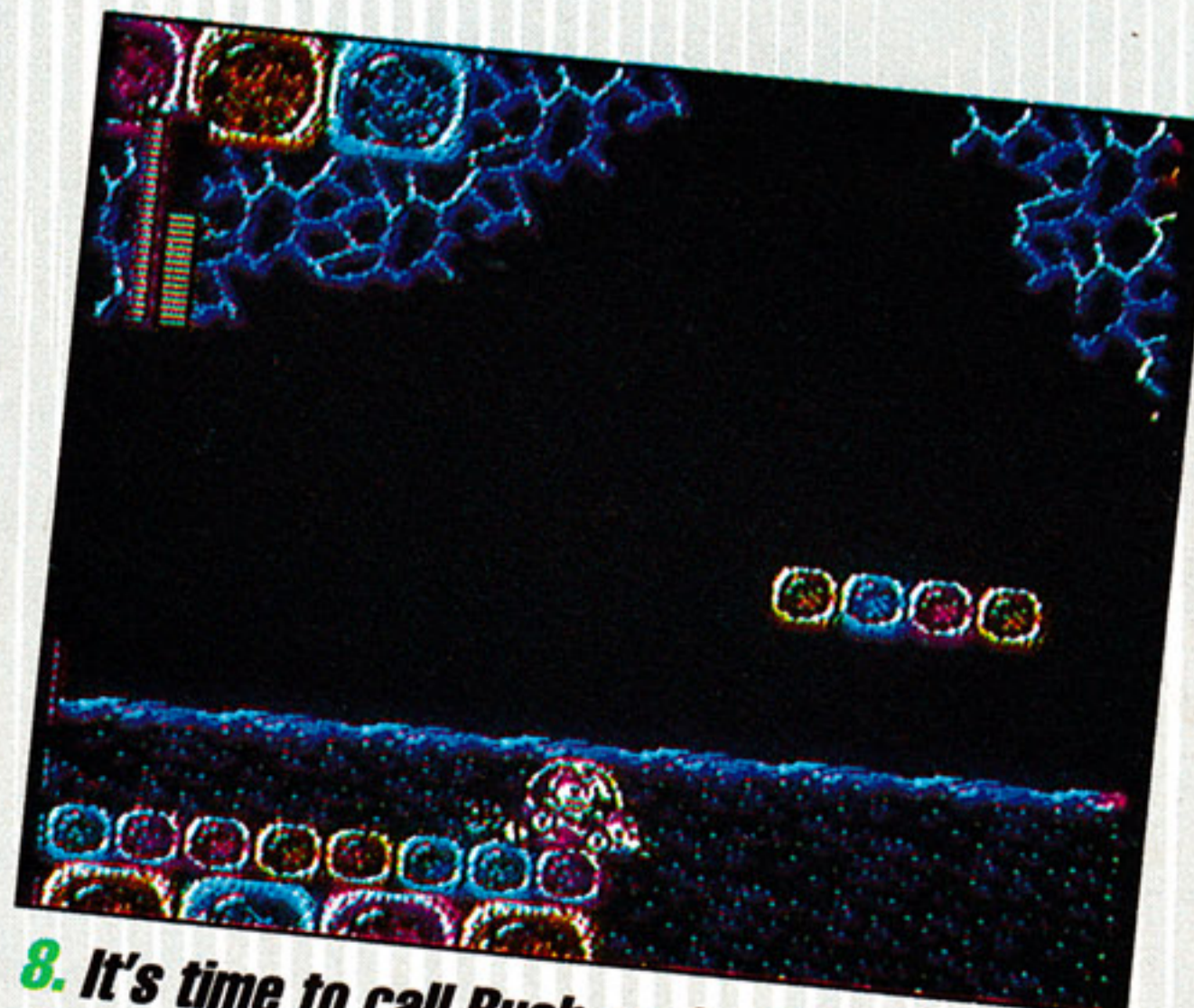
**5.** Clear the row of bubbles, jump up and slide right.



**6.** Shoot the remaining bubbles in the row and you'll be able to reach the next section.



**7.** Mechanical penguins will give you a chill. Hop over the small ones, and blast the big mamas in the head with your Shadow Stars.



**8.** It's time to call Rush again, this time in his submarine form. Jump in and cruise to the middle of the water area. Don't forget to blast the large fish that get in your way.



**9.** Seeing double? Nope, it's just ultra bad-die, Gemini Man. Blast away at one of the doubles with your Shadow Stars or Mega Blaster, then concentrate on the other. It helps to have one energy can in reserve for this tough area.

# SWAT

## Classics

### **Altered Beast (Genesis)**



#### **Be Any Creature!**

To become any kind of Altered Beast you like press Down on your control pad while holding Buttons A, B, and C. A selection screen comes up that enables you to choose the creature you wish to become each round (once you have three power balls).

#### **Sound Test**

Check out the different sounds of the wild beast! To get a sound test selection screen press diagonally Upper Right on the control pad while holding Buttons A and C.

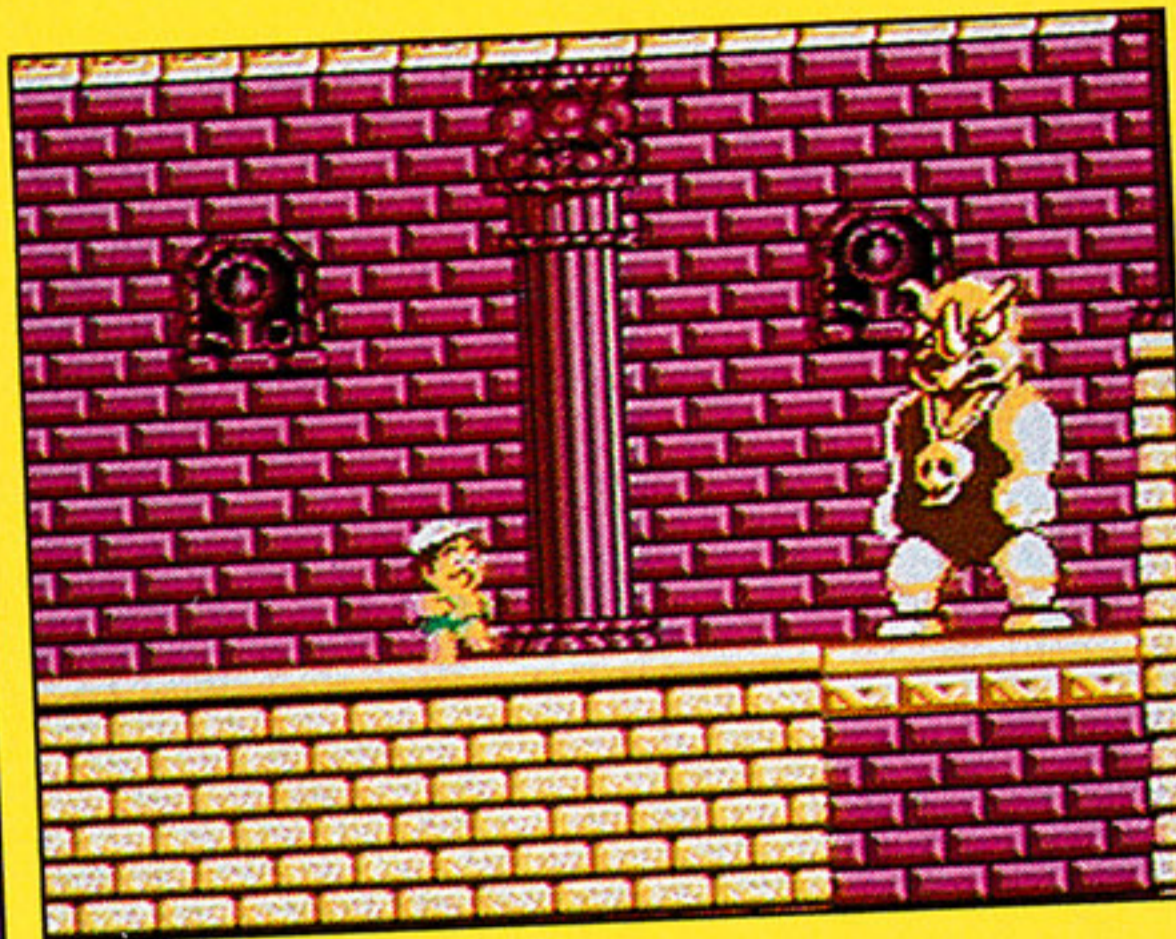
### **Legendary Axe (TurboGrafx-16)**

#### **Continue**

You can continue in the classic title, maybe even as many as 40 times! When the "Game Over" screen appears set Button I to turbo, and hold it and Select down simultaneously while you hit Left as many times as you can.

### **Adventure Island (Nintendo)**

#### **Continue**



If you make it to Level 4 and then die don't panic! There is a way to continue in this tough game. During your very first game (this won't work after you've hit Reset) at the very end of Area 1-4, right before the "G" sign there is a hidden egg. Jump up and down below the pineapple to find the egg, break it open, and inside you'll find the Hudson Bee. Once you have this bee you can continue your game unlimited times by hitting Right and Start simultaneously when your game is over!

### **Life Force (Nintendo)**

#### **Begin With 30 Lives**



To begin with 30 lives in this classic title simply do the following trick as soon as the title screen stops scrolling: Hit Up, Up, Down, Down, Left, Right, Left, Right, B, A, and Start on your controller. This trick works for one or two players.

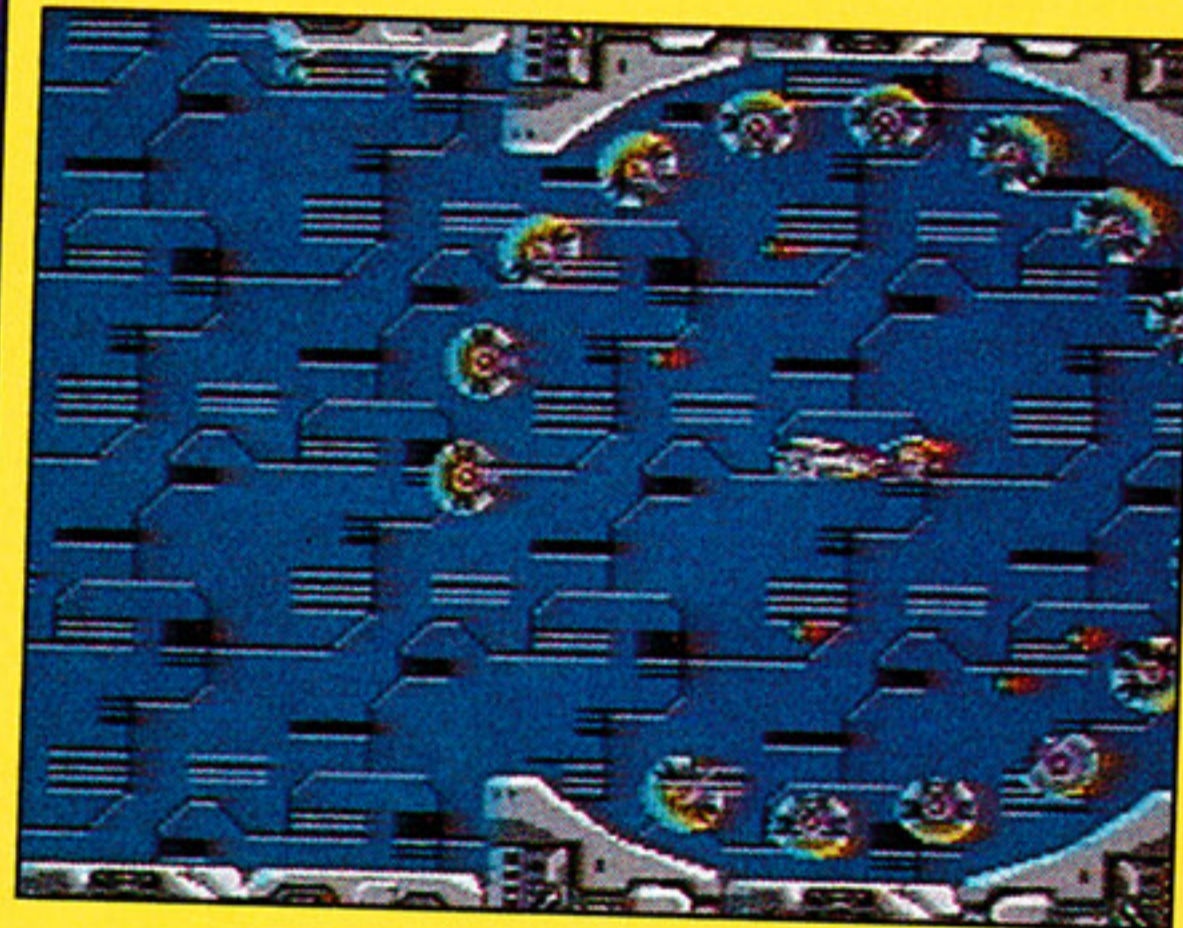
### **Fester's Quest (Nintendo)**

#### **Turn Off the Music**

If you're tired of the background music you can turn it off and just listen to the sound effects. Do this by simultaneously hitting Select and Button B to Pause the game, and then simultaneously hitting Select and Button B one more time. The music's gone! To get it back simply repeat the process.

### **R-Type (Master System)**

#### **Invincibility!**



To become invincible in this classic space shoot em up try the following: Plug in both control pads. Before you turn on the power press down to the lower right-hand side of Control Pad 1 and simultaneously press the upper right-hand corner and Button 2 on Control Pad 2. Now, while still holding all the buttons, turn the power on. Wait until the R-Type logo appears and you'll be invincible!

### **Guerilla War (Nintendo)**

#### **Level Select!**

To pick the level you'd like to begin combat on, all the way up to Level nine, just hit Buttons A and B, and then Start during the title screen. This screen also enables you to select the game difficulty - easy, normal, or hard.



## **R-Type (TurboGrafx-16)**

### **Continue More Than Three Times!**



To snag more than the standard three continues do the following trick: Switch on turbo fire for Button I. Now, from the title screen, hold down Select and Button I simultaneously. You'll see the continues build up on the counter at the top of the screen. You should be able to get at least 16!

## **Dragon Spirit (TurboGrafx-16)**

### **Continue!**



To snag a few extra continues make sure both turbo switches are down and then during the title screen simultaneously press Buttons I and II. You'll hear a "clink." Next, when your game ends, instead of displaying "To Start Press Run," the title screen displays "To Continue Press Run." You can continue three times from the beginning of the area you last played.

## **Gyruss (Nintendo)**

### **Begin with 30 Lives**

To begin this classic game with 30 lives do the following trick as soon as you see the title screen: Press A, B, Right, Left, Right, Left, Down, Down, Up, Up and Start on your control pad. You must finish the trick before the title screen disappears.

## **Galaga 90 (TurboGrafx-16)**

### **Extra Weapons**



To earn special weapons in this space shooting classic press Up and Run simultaneously on your controller as you begin the game. You'll know the trick is activated if the capsule above your ship which is normally blue turns red. At the beginning of each stage shoot the last enemy as he descends towards your ship. He'll drop a barrel that gives you either an extra ship, a speed up, or extra fire power.

## **Metroid (Nintendo)**

### **Password**



Play with Samus as a female warrior when you use this famous password:  
JUSTIN BAILEY -----

## **Gradius (Nintendo)**

### **Continue**

To begin where you died press Down, Up, B, A, B, A, B, A, and Start on your controller during the "Game Over" screen.

## **Gradius (Nintendo)**

### **Start with Super Weapons**

To arm your ship with the Shield, two Options, and one Speed do the following trick when you begin the game: Press the Pause button, then press Up, Up, Down, Down, Left, Right, Left, Right, B, A, and Start on your control pad. You can only use this trick once for each level.

## **Outrun (Master System)**

### **Sound Test!**

To hear all of Outrun's sounds try the following pad trick: Hit Start and wait until the screen with the hand on the radio knob appears. During this screen press Right, Left, Down, and Up on your directional pad. Use Right and Left on your directional pad to select the different tunes. Hit Button 1 to keep the song you like best.

# SWAT Classics

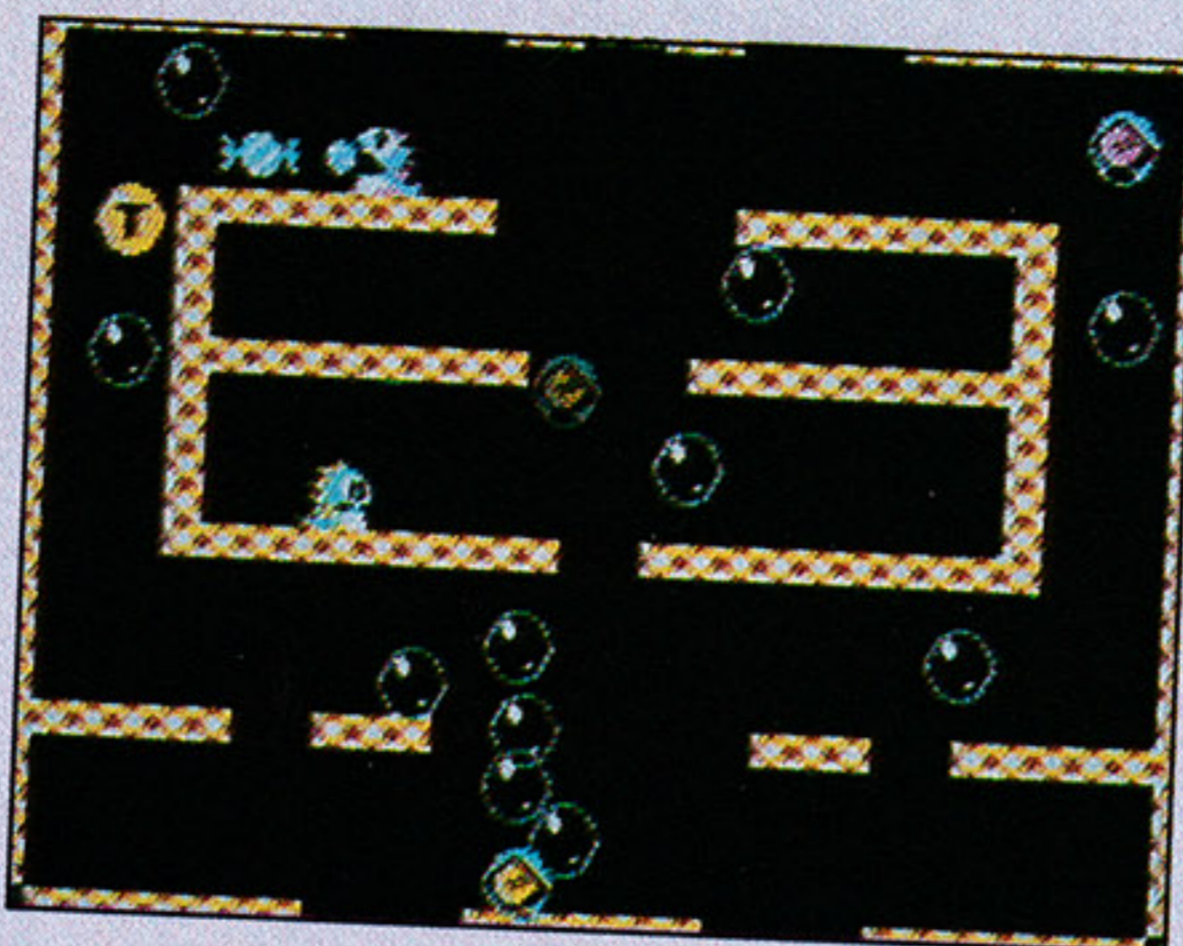
## Golden Axe (Genesis)

### Level Select



To pick your level in the Arcade Mode try the following trick: When the character selection screen appears hold the directional button Down and to the Left so that the three warriors spin around. Now press Button B and Start simultaneously. A "1" should appear in the upper left corner of the screen. Use Up or Down on the directional button to select your starting level.

## Bubble Bobble (Nintendo)



### Level Select

To pick any level in Bubble Bobble enter the following code: EECJJ. Next, select one or two players continue. Now,

using Buttons A and B, you can flip through Levels 1 to 112. When you select the level you want to begin on hit Start.

### Let a Second Player Join In

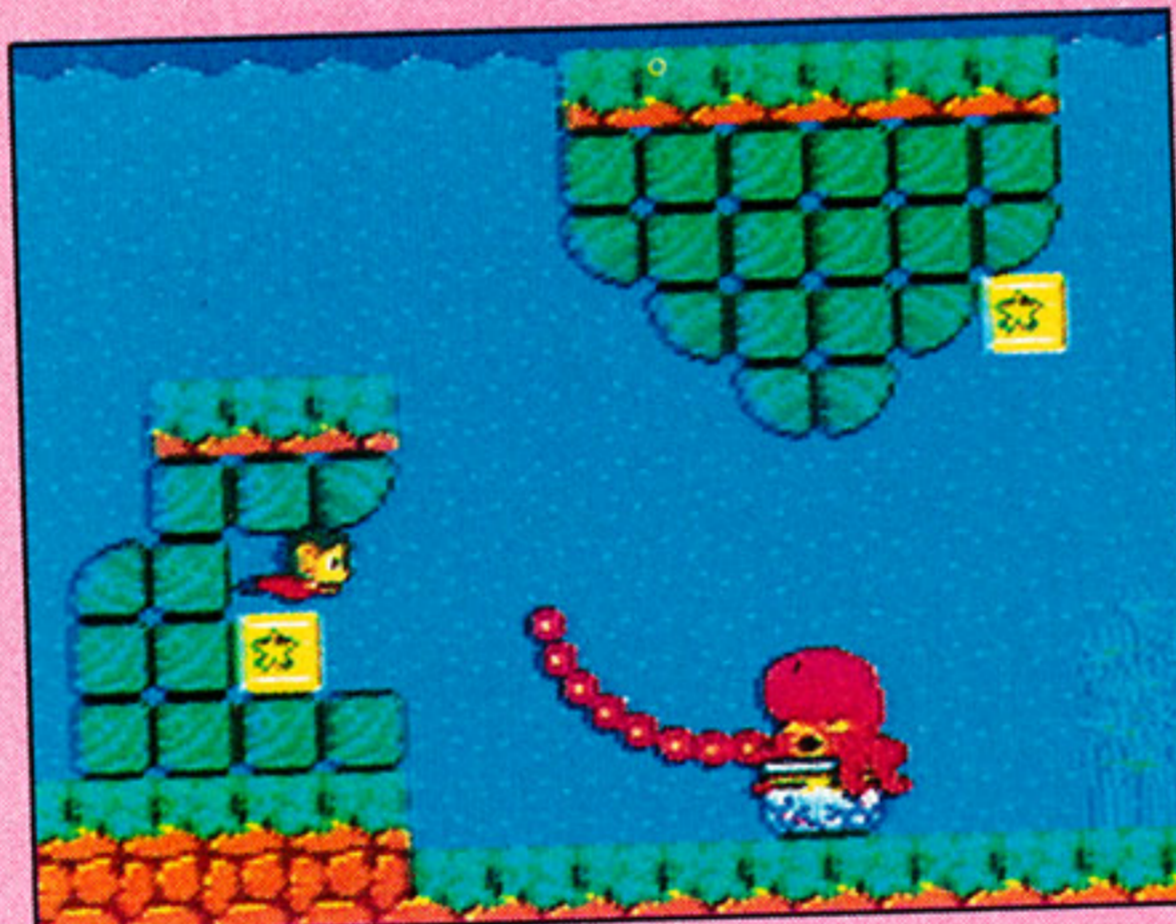
Got a buddy who wants to join the game in progress? No problem! A second player can join Bubble Bobble at any time by pushing A, B, and Select simultaneously.

### Steal Lives

Lost all of your lives! Don't despair! You can steal a life from the other player at any time by simply hitting Start to pause the game and then hitting Select.

## Alex Kidd in Miracle World (Master System)

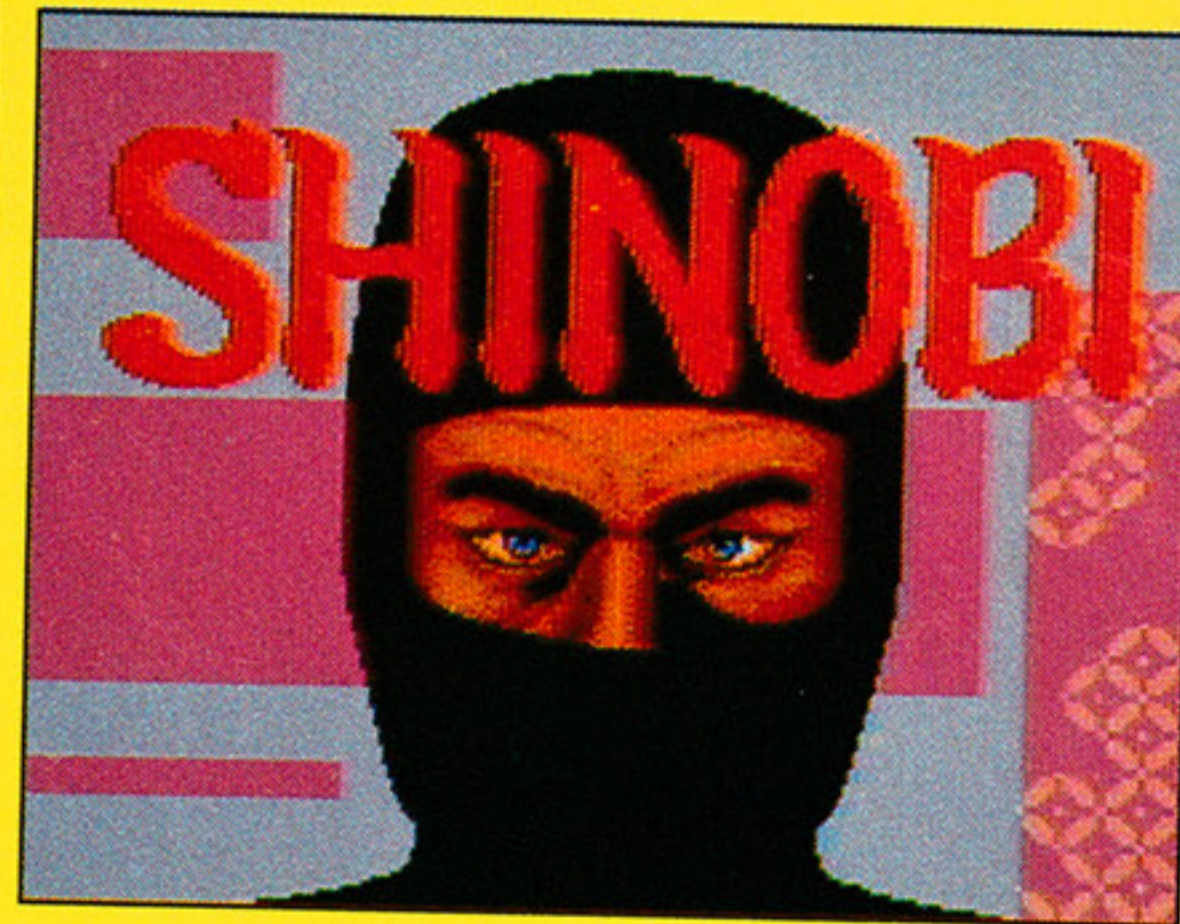
### Continue!



You can keep the Kidd going by continuing your game with the following trick: During the "Game Over" screen press and hold Up on your control pad and then push Button 2 eight times. Remember, though, that you can only continue if you have \$400 or more.

## Shinobi (Master System)

### Level Select



To pick any level you'd like do the following trick during the title screen with the face: Simultaneously press Down and Button 2. Now you can select your mission and scene by using the directional pad to change the numbers on the screen.

## Space Harrier (Master System)

### Continue!

To continue your quest in Space Harrier do the following trick during the "Game Over" screen: Hit Up, Up, Down, Down, Left, Right, Left, Right, Down, Up, Down, and Up on your directional pad. Don't hit Buttons 1 or 2 until the game starts. You can do this trick up to nine times.

## Space Harrier (Master System)

### Sound Test!

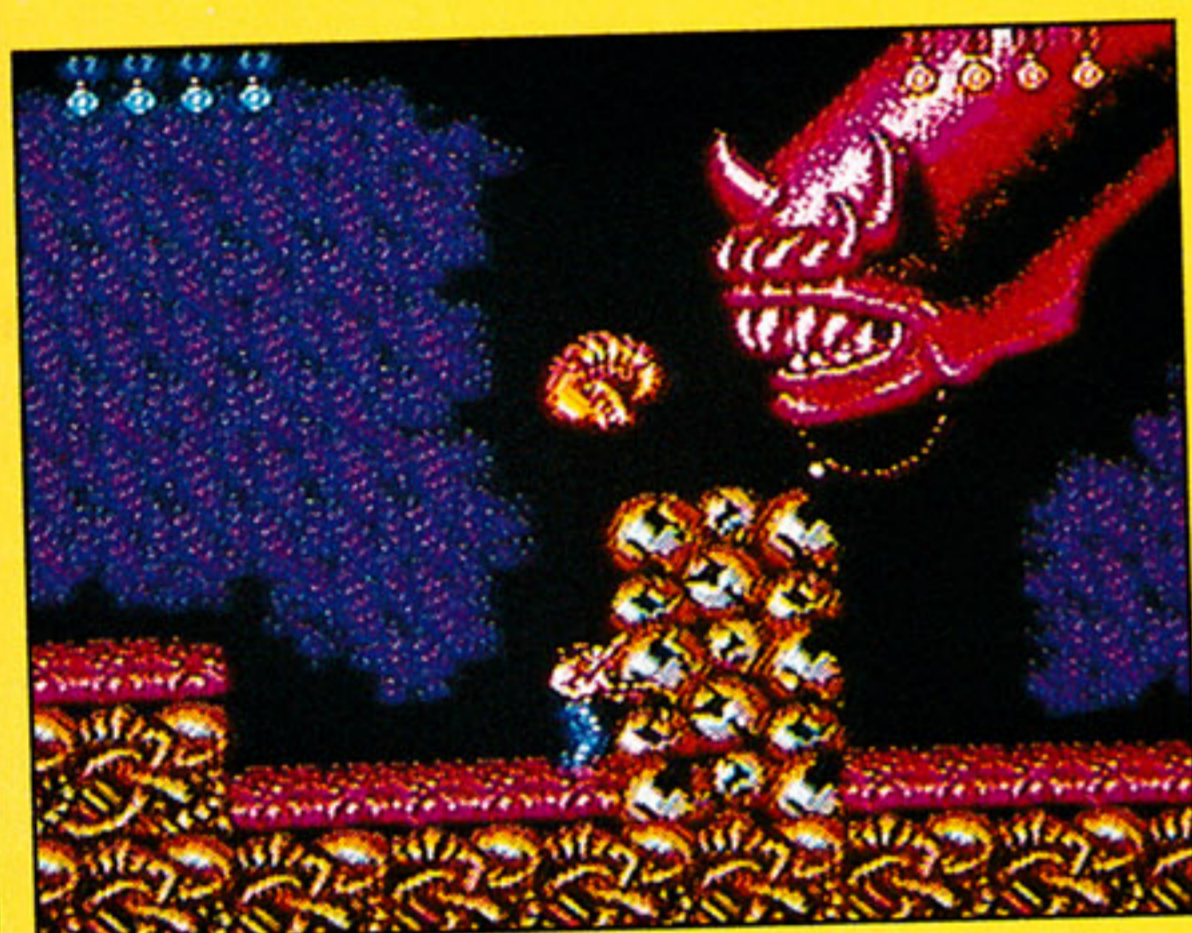
To hear all of Space Harrier's sounds do the following trick during the title screen: On your directional pad hit Right, Left, Down, and Up. Use the directional pad to move the arrow to the sound you want to hear and then hit Button 1.

## **Afterburner (Master System)**

### **Continue!**

You can continue two times in this tough title if you use the following trick: During the "Game Over" screen simultaneously press Up and Buttons 1 and 2 on your control pad. Just remember, this trick doesn't work after Level 8. However, if you press the Pause button 100 times during the title screen before you begin your game you'll find you can continue up to Level 17. After that you're on your own!

## **Contra (Nintendo)**



### **Begin With 30 Lives**

You'll take the Red Falcon by storm with this handy trick. As soon as the title screen stops scrolling, quickly press Up, Up, Down, Down, Left, Right, Left, Right, B, A, and Start on your controller. The trick works for one or two players and when you continue your game you'll continue with 30 lives!

### **Steal Lives**

Left without any men? Don't worry, because in a two-player game you can steal lives from the other player by simultaneously holding down Buttons A and B after you die.

## **The Legend of Zelda (Nintendo)**

### **Begin with the Second Quest!**

To begin with the Second Quest in The Legend of Zelda simply type in "Zelda" for the character name and register it!

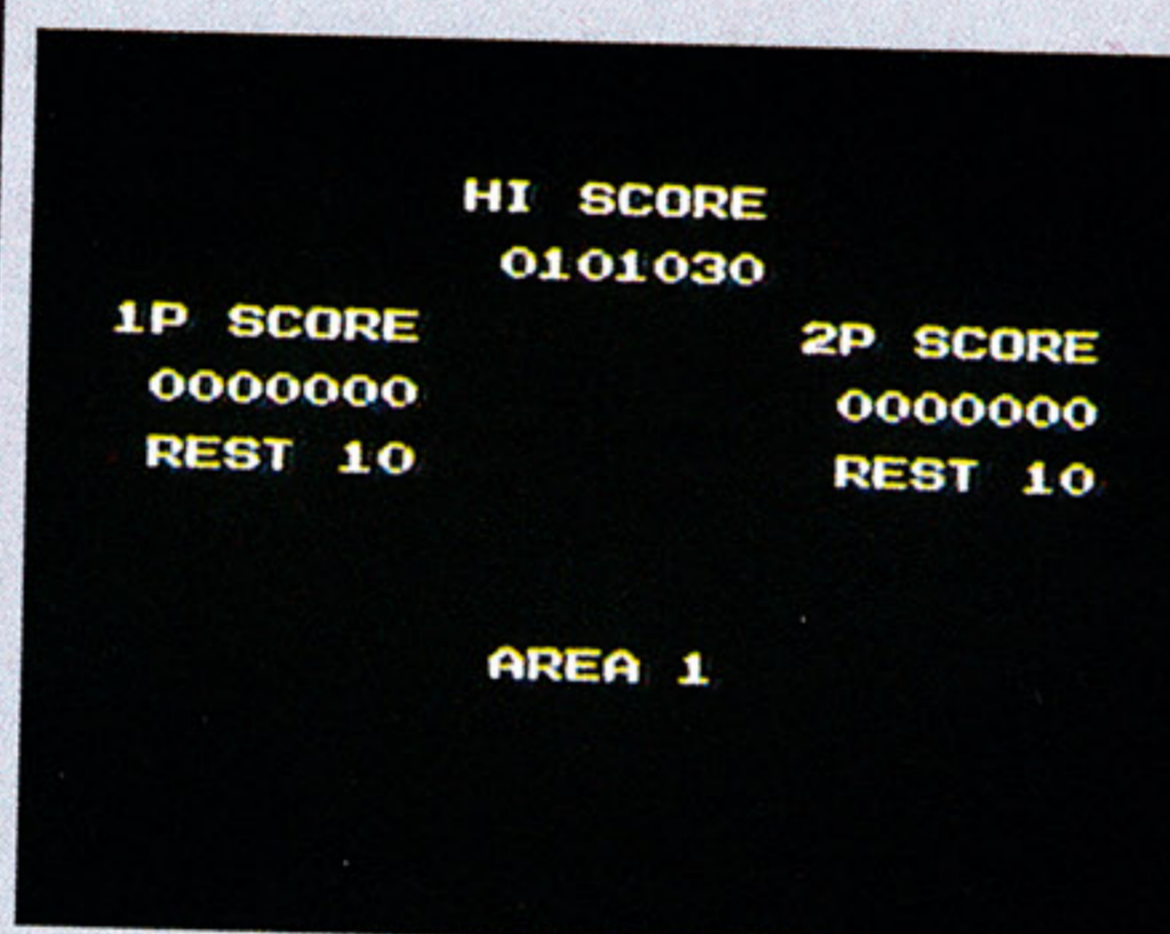
## **Super Mario Brothers (Nintendo)**

### **Continue**

To continue in Super Mario Brothers simply push Button A and Start after you die. You'll continue at the beginning of the last level you were on.

## **Super C (Nintendo)**

### **Begin With 10 Lives**



To go after the Red Falcon with 10 lives try the following trick: During the title screen hit Right, Left, Down, Up, A, B, and Start. For two players press Select at the end of this sequence.

## **Vigilante (Master System)**

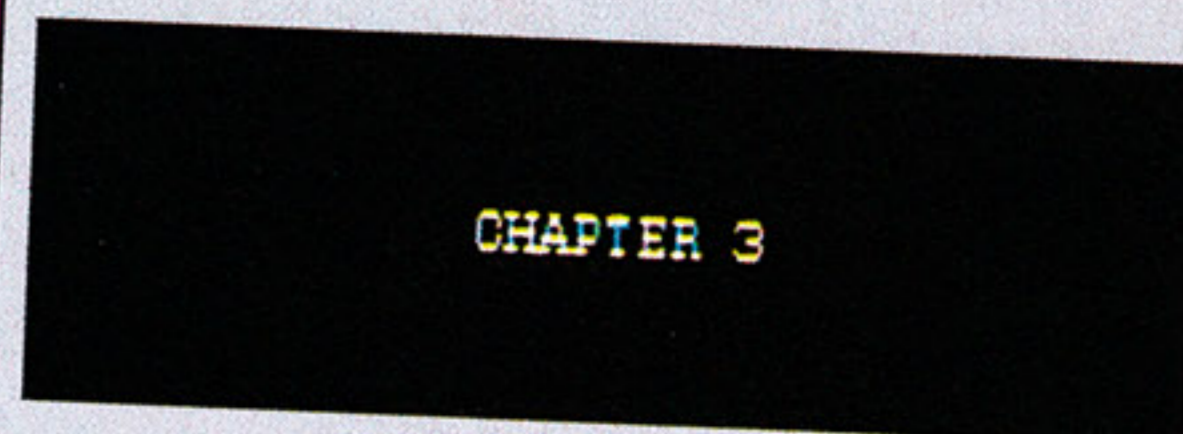
### **Level Select**



To pick your level do the following during the title screen: Hold down Upper Left on your controller while simultaneously pressing Buttons 1 and 2. When the stage select screen appears use your directional pad to pick your stage.

## **The Last Battle (Genesis)**

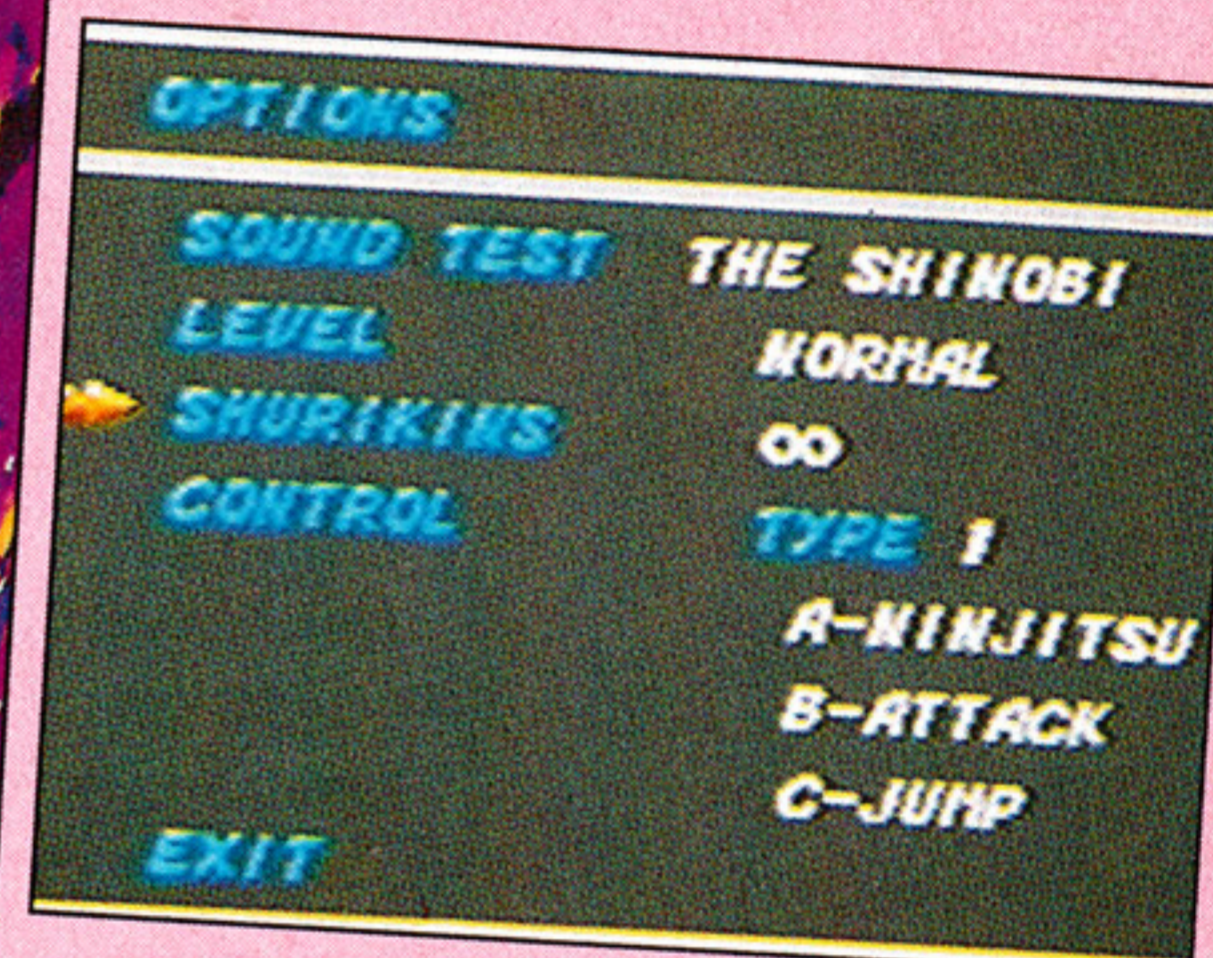
### **Continue**



Once you're past Chapter One you can continue in the Last Battle by doing the following pad trick: When your game is over press Buttons A, B, and C simultaneously. Hold these and press Start four times. You'll now be able to select up to the last Chapter you reached.

## **Revenge of Shinobi (Genesis)**

### **Unlimited Shurikens**



To get unlimited shurikens go to the Options screen and select 00 shurikens, then wait about 15 seconds. The "00" changes to an infinity symbol (∞).

## **P.O.W. (Nintendo)**

### **Begin With 20 Lives**

To begin combat with 20 lives try the following trick: during the title screen hit A, B, B, Up, Up, Down, Left, and then Start.

# SWAT Classics

## Gauntlet (Nintendo)

### Souped-Up Codes

Here are some super codes that start you off with "souped-up" characters in Room 5:

The Elf – HPE-Z9H-ZOI

Valkyrie – HPE-Z9H-ZIZ

Wizard – HPE-Z9H-ZZI

Warrior – HPE-Z9H-ZZZ

The final combination code is:  
KUNPCDIA

for the previous codes. This works for all the passwords that begin with H.

## Blazing Lasers (TurboGrafx-16)

### Unlimited Continues

When the title screen appears press Select and then Run, and continue to hold both buttons down until the game starts. When your first game is over you'll discover that you have 30 continues. Now, instead of pressing Run right away press Select two times, moving the indicator to Game Over and then back to Continue. Now press Select and then Run, and continue to hold them both down until the game starts. You now have unlimited continues! The number of continues will always read 30.

## Black Belt (Sega Master System)

### Find the Secret Extra Level



After defeating Wang at the end of the sixth level, wait for the ending message screen, then press Buttons 1 and 2 while wiggling the directional button Up and Down.

## Black Belt (Sega Master System)

### Unlimited Lives

After starting the game, you'll see a screen showing how many lives you have, then a blank screen flashes for 30 seconds. Hold the Reset button down until Riki appears in the upper left-hand corner of the screen. Now you'll have unlimited lives. You must time the tap screen for the trick to work.

## Castlevania II (Nintendo)

### Ending Passwords!

Want to see the second ending in Castlevania II? Plug in the following password and then go get Dracula!

OYZY UQAU

R12S SMIA

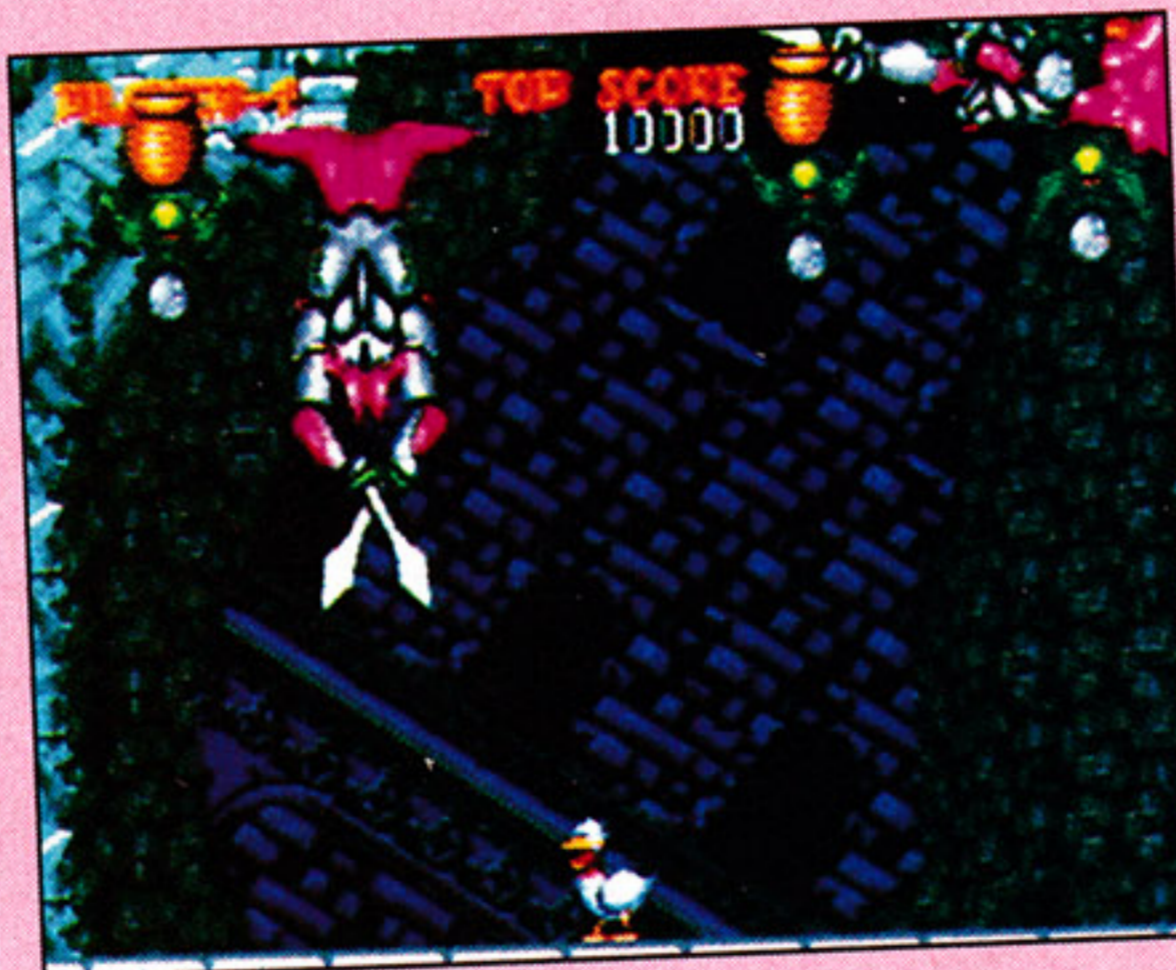
How about the third ending? To see it plug in the following password and then go get Dracula!

C1DF O26D

L1KN SWJK

## Ghouls 'n Ghosts (Genesis)

### Level Select



To start from any level of Ghouls 'n Ghosts press the directional button Up, Down, Left, and then Right during the title screen. After this do one of the following procedures to reach your desired level. You may have to try this several times to get it to work.

#### Level 1

The Execution Place – Push Start.  
The Floating Island on the Lake – Push Button A and Start simultaneously.

#### Level 2

The Village of Decay – Push Up, Button B, and Start simultaneously.  
Town of Fire – Push Up, Button A, and Start simultaneously.

#### Level 3

Baron Rankle's Tower – Push Down, Button B, and Start simultaneously.  
Horrible Faced Mountain – Push Down, Button A, and Start simultaneously.

#### Level 4

The Crystal Forest – Push Left, Button B, and Start simultaneously.  
The Ice Slopes – Push Left, Button A, and Start simultaneously.

#### Level 5

Beginning of Castle – Push Right, Button B, and Start simultaneously.  
Second Half of Castle – Push Right, Button A, and Start simultaneously.  
Loki – Push Down/Right, Button A, and Start simultaneously.

# Puzzle a g e

By *Andromeda*



To complete this word search you must decipher the clues and then find all of the names of Andromeda's favorite video game heroes and heroines. The names may be vertical, horizontal, or diagonal, and either forwards or backwards! If you're totally stumped see page 61 for the answers!

D G A T K P X P A L H C S Z O V A N E O W D S U N Y T I Q A  
 F H L U I O L B S E N O J A N A I D N I A Y C M L S W O S P  
 U S I M O N B E L M O N T E Y W L N D A L C B A O P W R Q V  
 M H S I T Q V A N B A T M A N X S G H N L O V R S I O X N A  
 J M K R A S D Z H G J O L L J A Y F N C S Z U T W D N F N F  
 P A C M A N G J O Y B H K O K A C S J N T K I Y Z E D W O Y  
 K D G O P S P G E B K W A I G P A T L P R A M M S R E F S O  
 D J S I O N E G U L V I B R F E R E M W E Q D C S M R B K N  
 D M H Y O J E D V U E X V A T C T V I Y E T R F H A B N C L  
 Q C E O X A I Z P A N Q D M H S K F L I T C A L A N O N A M  
 I A R U D G A B W P K C W U E S C S O A K O T Y A A Y A J C  
 A I L I H A U L A N O B L H E A I O N D I E F O L A F C L A  
 H V O H L O L O O A L A D E L G D X F A D W T A U S T A E S  
 B H C M G A T B E I U G I H F N A I O N C A M S P A C M A N  
 A A K B B C G A R D Q Y O I A E M F A E G A M E F O A E H A  
 R G H E A D I H A B P U N C L E S C R O O G E A C N G A C Z  
 T A O B P S Y C H O F O X A I F A T A N E C A G F A H L I A  
 S D L A U A B H O I B O E G D E A N E S U O M Y E K C I M C  
 I A M D A G A N A V M F I H E C F D E R A E A C E G A N S A  
 M D E A B F S A A Z A U C G A I D A N A C A G F A H G K T F  
 P O S G D E A B I L L Y L E E A A N A E A A L E X K I D D A  
 S N H M A F A G U A I Y O B R E P A P A D A F K A B J C Q V  
 O A P A D D H B A N A F N D W A C M E L I E C C O E O A F C  
 N T E D F A D O A H N F Q U A I D R G L E Z H N X A E T A D  
 H E G D K G F I D E A Y M H D S A E I I G V I G B R O L G R  
 B L R O F B A F D G A R V A U C G B F Z W H A E F T A U P A  
 A L A G I N G G Y W O R A I A F A M A D S I T D E B A M A C  
 R O G E R R A B B I T A C E K A R O B O C O P S L Y C A B B  
 M E A O H P O U E W A L F M F T F B A G A E F N A U A G E O  
 K E I T H C O U R A G E F W F E F B A G U Y F N A M A G E M

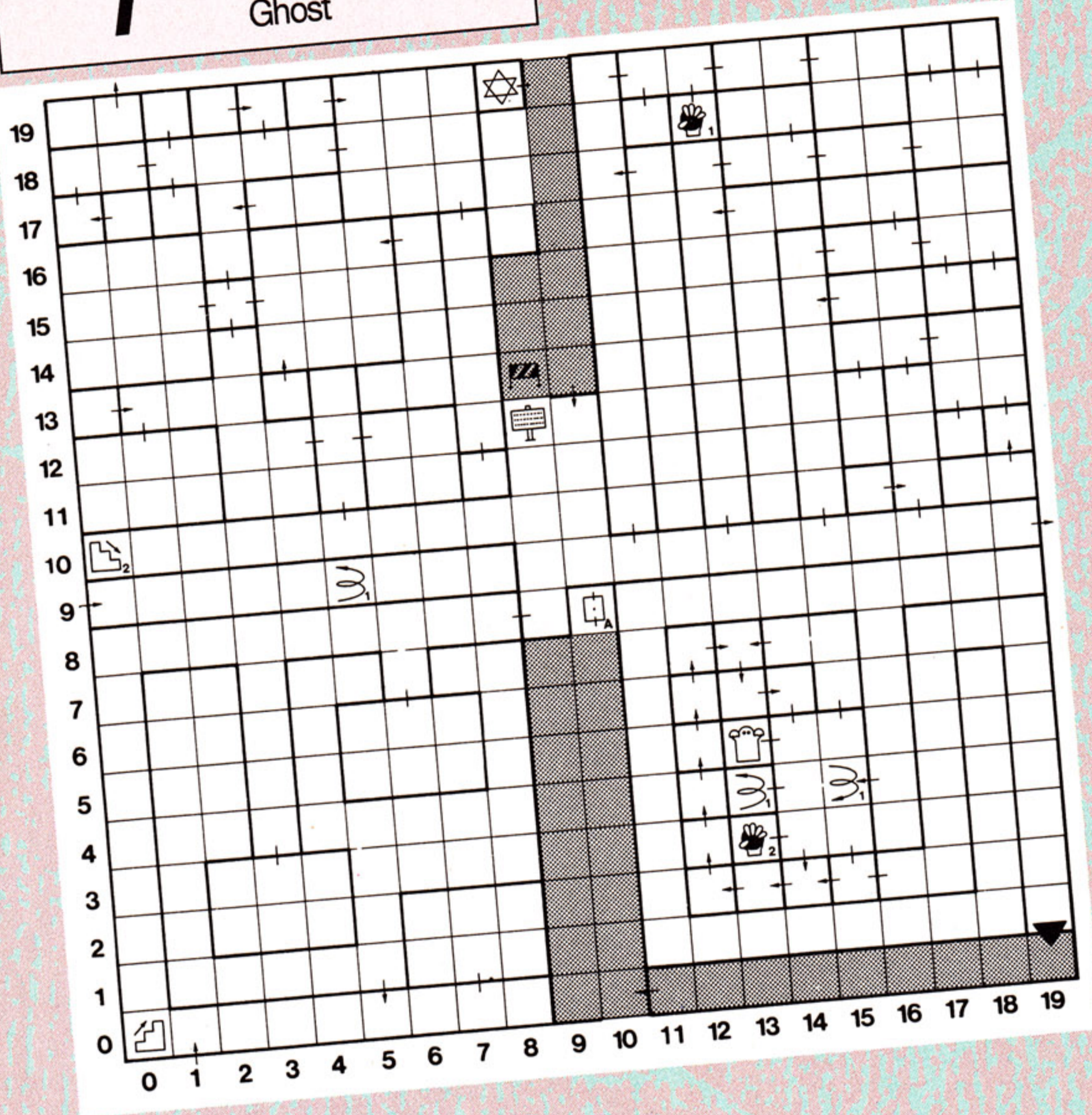
21. One of the four mutant heroes in the half-shell.
22. You'll find out just "who's bad" when you moonwalk your way through this cart.
23. This hero battles Count Dracula in the original Castlevania adventure.
24. This all-American hero rides a bike and tries to finish a route.
25. One of the three Stooges.
26. This hero from outer space likes to munch on cats.
27. Sega's famous "Kidd" journeys to, among other places, Hi Tech World.
28. Sylvester Stallone starred as this gun-toting hero in the movies.
29. This famous movie monster looks like a giant lizard.
30. This famous rodent duo originally starred in Disney cartoons.
31. Play a video game or order a pizza from this wacky hero.
32. Yuppies come to video games as this hero plays the market.
33. Charlie Brown's best friend.
34. This talking rabbit likes to play detective.
35. PacMan's better half.
36. This soldier got his start as a famous action figure.
37. Elementary my dear Watson.
38. He does the Bartman.
39. This video detective is out to get Itchy and Pruneface.
40. This foxy hero stars in a Master System title released in 1990.
41. Everyone's favorite Gremlin.
42. This hero stars in the game that you get when you buy the TG-16.
43. With whip in hand this hero is ready to raid the Lost Ark.
44. One of Contra and Super C's famous heroes.
45. This Sega Master System hero battles to avoid the Dragon's Trap.
46. Mario's number one sidekick.
47. This round video game hero munches on power pills.
48. It may be difficult to Totally Recall the name of this hero.
49. This cave dude really uses his head.
50. This hero heads Back to the Future.

## The Clues:

1. In Phantasy Star you become this young heroine.
2. Legendary Axe features this axe-toting muscle man.
3. Everyone's favorite painter – he's got four titles to his name.
4. This guy dresses in black and has an enemy who's a real Joker.
5. This hero in the round is blue and fuzzy and stars in a real puzzler.
6. With his buddy the Boy to feed him some jellybeans this hero is capable of anything.
7. Morticia and Gomez join their favorite uncle in this wacky quest.
8. The speediest of Gauntlet's four heroes.
9. This hero blows bubbles as he journeys through a castle in search of a princess.
10. This quacky hero teams up with his three webbed nephews.
11. Out to get Dr. Wily one more time, this famous hero is currently starring in his third NES adventure.
12. The star of Wizards and Warriors.
13. This webby wonder is one of everyone's favorite comic heroes.
14. Oh boy! Disney's number one star now has an NES, Genesis, and Game Boy title to his name.
15. What's up doc?
16. One of the famous Double Dragon brothers.
17. With an NES and TG-16 title to his credit this hero's ready for "bombs away."
18. Zelda's favorite video game hero.
19. This mechanical man is a futuristic cop.
20. Everyone's favorite ninja who stars in a Master System title and is back for revenge in a Genesis cart.

# Floor 1

Silver key, Bronze Key, and Murphy's Ghost



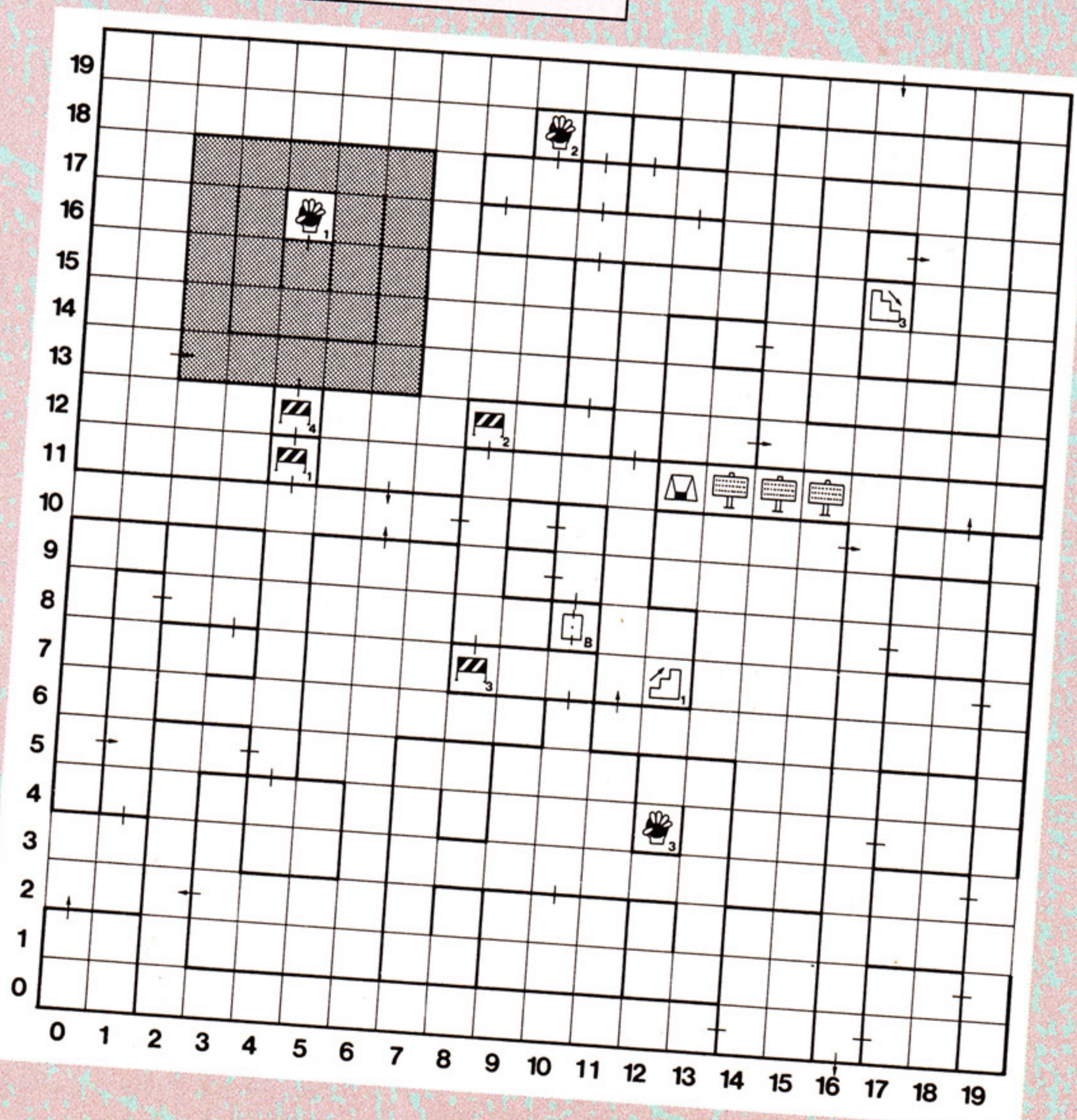
# Wizardry

## The Proving Ground of the Mad Overlord

- Key of Silver
- Key of Bronze
- Key of Gold required
- Murphy's Ghost
- Forced teleport to castle
- Elevator between F1 and F4
- Gate to 1-way path

# Floor 2

Sacred Statues and a Key of Gold

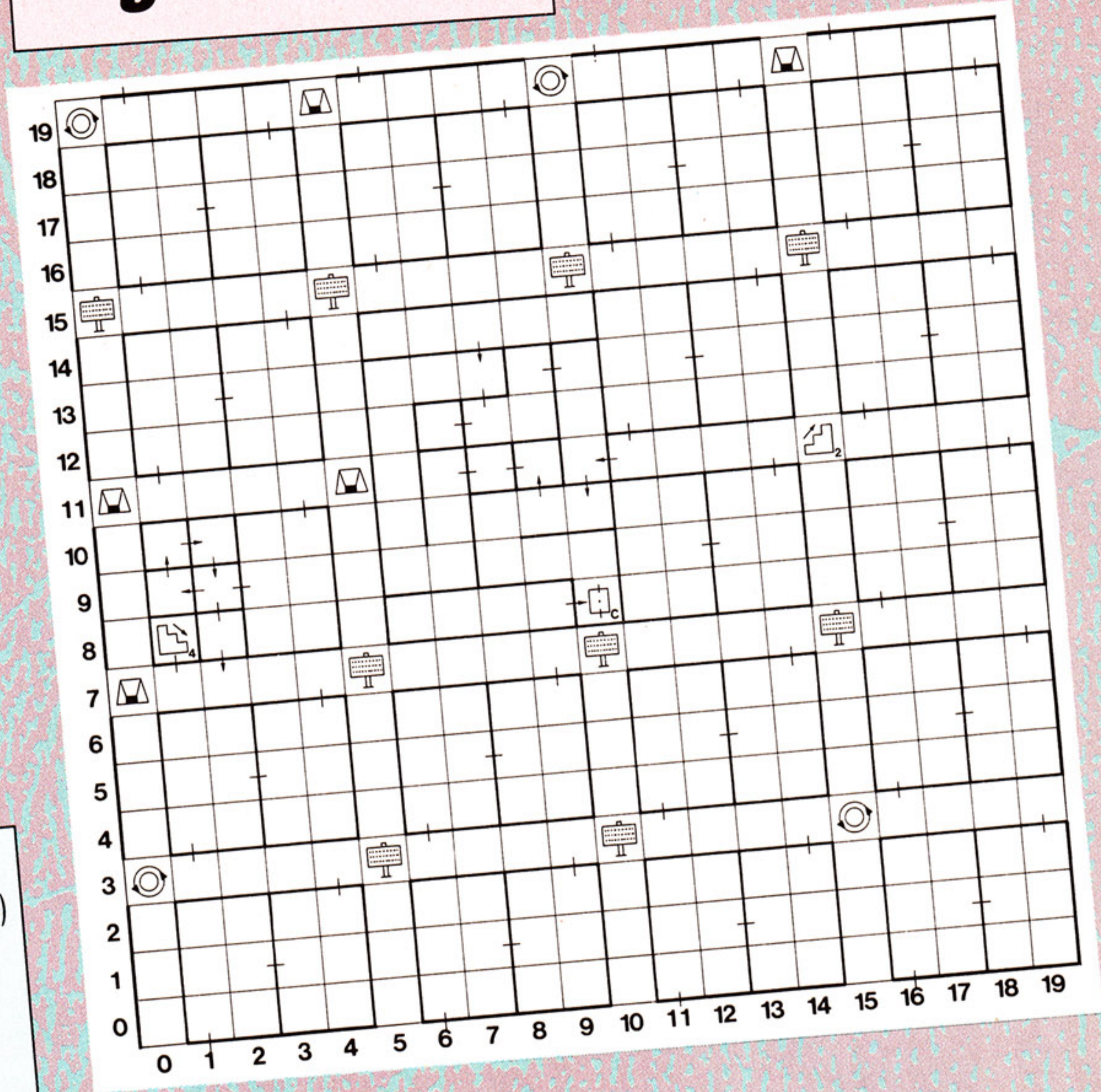


You say you've been wandering the Proving Ground of the Mad Overlord for months? You say the trail of breadcrumbs you dropped has been snarfed up by a Green Slime? You say you'd just like to get back to Gilgamesh's Tavern for a round of drinks and some tall tale telling? Well have we got the cure for what ails ya! Here are the maps for levels 1, 2 and 3 of Wizardry: Proving Ground of the Mad Overlord. These detailed maps will warn you of every pitfall, tricky turn, and treasure. Happy hunting!

- Key of Gold
- Statue of Bear
- Statue of Frog
- Statue of Bear required
- Key of Silver required
- Key of Bronze required
- Statue of Frog required

# g Ground Overlord

## Floor 3 Dangerous Pits and Turn Floors



- Message Board (left and right directions are false)
- Pit
- Turn Floor
- Move down to 4F

**Puzzle Answers from Page 59.**

D	G	A	T	K	P	X	P	A	L	H	C	S	Z	O	V	A	N	E	O	W	D	S	U	N	Y	T	I	Q	A	
F	H	L	U	I	O	L	B	S	E	N	O	J	A	N	A	I	D	N	I	A	Y	C	M	L	S	W	O	S	P	
U	S	I	M	O	N	B	E	L	M	O	N	T	E	Y	W	L	N	D	A	L	C	B	A	O	P	W	R	Q	V	
M	H	S	I	T	Q	V	A	N	B	A	T	M	A	N	X	S	G	H	N	L	O	V	R	S	I	O	X	N	A	
J	M	K	R	A	S	D	Z	H	G	J	O	L	L	J	A	Y	F	N	C	S	Z	U	T	W	D	N	F	N	F	
P	A	C	M	A	N	G	J	O	Y	B	H	K	O	K	A	C	S	J	N	T	K	I	Y	Z	E	D	W	O	Y	
K	D	G	O	P	S	P	G	E	B	K	W	A	I	G	P	A	T	L	P	R	A	M	M	S	R	E	F	S	O	
D	J	S	I	O	N	E	G	U	L	V	I	B	R	F	E	R	E	M	W	E	Q	D	C	S	M	R	B	K	N	
D	M	H	Y	O	J	E	D	V	U	E	X	V	A	T	C	T	V	I	Y	E	T	R	F	H	A	B	N	C	L	
Q	C	E	O	X	A	I	Z	P	A	N	Q	D	M	H	S	K	F	L	I	T	C	A	L	A	N	O	N	A	M	
I	A	R	U	D	G	A	B	W	P	K	C	W	U	E	S	C	S	O	A	K	O	T	Y	A	A	Y	A	J	C	
A	I	L	I	H	A	U	L	A	N	O	B	L	H	E	A	I	O	N	D	I	E	F	O	L	A	F	C	L	A	
H	V	O	H	L	O	L	O	A	L	A	D	E	L	G	D	X	F	A	D	W	T	A	U	S	T	A	E	S		
B	H	C	M	G	A	T	B	E	I	U	G	I	H	F	N	A	I	O	N	C	A	M	S	P	A	C	M	A	N	
A	A	K	B	B	C	G	A	R	D	Q	Y	O	I	A	E	M	F	A	E	G	A	M	E	F	O	A	E	H	A	
R	G	H	E	A	D	I	H	A	B	P	U	N	C	L	E	S	C	R	O	O	G	E	A	C	N	G	A	C	Z	
T	A	O	B	P	S	Y	C	H	O	F	O	X	A	I	F	A	T	A	N	E	C	A	G	F	A	H	L	I	A	
S	D	L	A	U	A	B	H	O	I	B	O	E	G	D	E	A	N	E	S	U	O	M	Y	E	K	C	I	M	C	
I	A	M	D	A	G	A	N	A	V	M	F	I	H	E	C	F	D	E	R	A	E	A	C	E	G	A	N	S	A	
M	D	E	A	B	F	S	A	A	Z	A	U	C	G	A	I	D	A	N	A	C	A	G	F	A	H	G	K	T	F	
P	O	S	G	D	E	A	B	I	L	L	Y	L	E	E	A	A	N	A	E	A	A	L	E	X	K	I	D	D	A	
S	N	H	M	A	F	A	G	U	A	I	Y	O	B	R	E	P	A	P	A	D	A	F	K	A	B	J	C	Q	V	
O	A	P	A	D	D	H	B	A	N	A	F	N	D	W	A	C	M	E	L	I	E	C	C	O	E	O	A	F	C	
N	T	E	D	F	A	D	O	A	H	N	F	Q	U	A	I	D	R	G	L	E	Z	H	N	X	A	E	T	A	D	
H	E	G	D	K	G	F	I	D	E	A	Y	M	H	D	S	A	E	I	I	G	V	I	G	B	R	O	L	G	R	
B	L	R	O	F	B	A	F	D	G	A	R	V	A	U	C	G	B	F	Z	W	H	A	E	F	T	A	U	P	A	
A	L	A	G	I	N	G	G	Y	W	O	R	A	I	A	F	A	M	A	D	S	I	T	D	E	B	A	M	A	C	
R	O	G	E	R	R	A	B	B	I	T	A	C	E	K	A	R	O	B	O	C	O	P	S	L	Y	C	A	B	B	
M	E	A	O	H	P	O	U	E	W	A	L	F	M	F	T	F	B	A	G	A	E	F	N	A	U	A	G	E	O	
K	E	I	T	H	C	O	U	R	A	G	E	F	W	F	E	F	B	A	G	U	Y	F	N	A	M	A	G	E	M	

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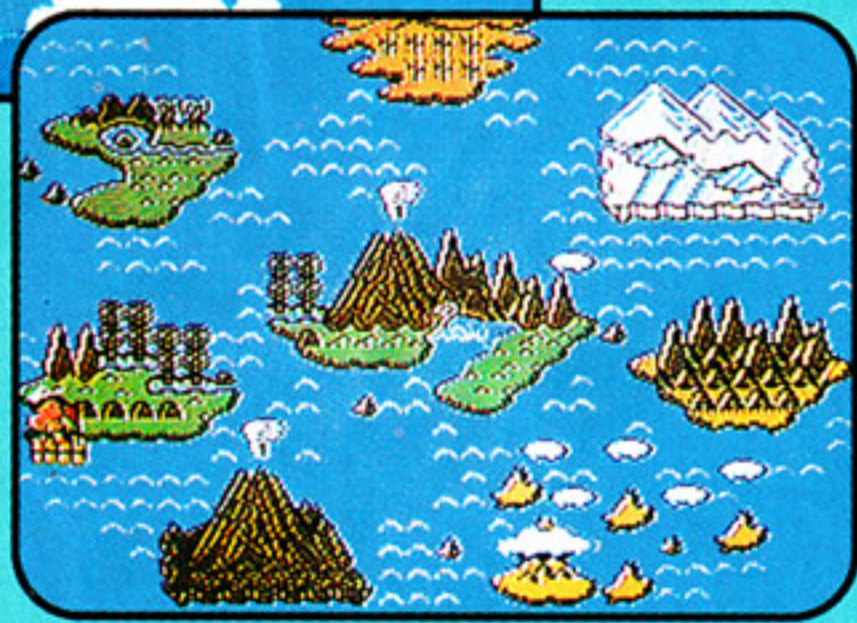
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