

GamePro's TopPlayer Series

GamePro
TV Show!
See Page 7!

SWAT PRO

Secret Weapons And Tactics Guide

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



Whip Your Way Through
Castlevania IV!

Bone Blasting Tips &
Tactics for the SNES!

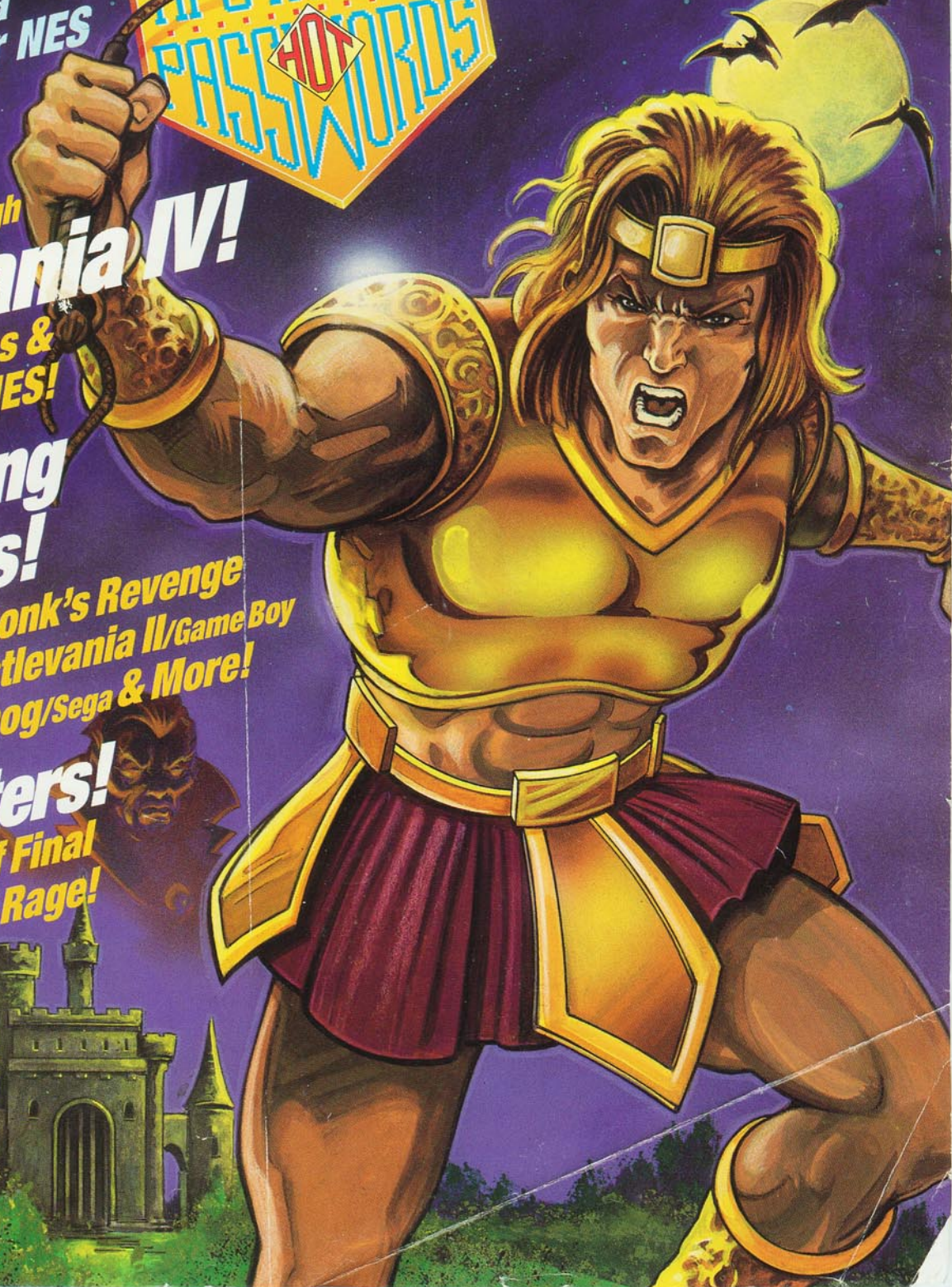
Top Winning
Strategies!

Batman/Genesis • Bonk's Revenge
Mega Man 4 • Castlevania II/Game Boy
Sonic The Hedgehog/Sega & More!

GameBusters!
Blow to the End of Final
Fight & Streets of Rage!
Pg. 59

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MegaMan to go.



When the stompin' cyclops springs into action, you better step on it.



The swooping copterheads just might be your greatest challenge yet.



If the giant fan is blowing, only a ledge jump will save you from the spikes.

Dr. Wily's most challenging robot masters will be there when you pump up the GameBoy. And knowing the maniac he is, he's probably concocted a new one or two. Can you survive the eight empires before you break into Dr. Wily's lab? Well, if you've experienced MegaMan before, you know it's no day at the beach. But good reason to get going on MegaMan in Dr. Wily's Revenge. Now.

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The S.W.A.T. Power is Yours!

By The GamePros

Everyone knows where to turn when the going gets tough in their favorite video game: S.W.A.T., that's Secret Weapons and Tactics! S.W.A.T. is THE source for all the strategies, passwords, and power-ups you crave. You can get S.W.A.T. satisfaction from S.W.A.T. Magazine (you hold one in your hands), GAMEPRO Magazine, and now GAMEPRO the TV show (see page 7 for more details).

This issue marks the fourth installment in the special S.W.A.T. publication series, a spin-off mag from the editors of GAMEPRO. Right now it stands as a semi-regular, newsstand-only book, but we know you tip mongers want more! We're ready to grant your wishes. But we need help.

The only way we can deliver what you want is if you tell us! So send in your suggestions, comments, questions, and requests, and we'll do our best. How frequently would you like to see S.W.A.T. published? Would you be interested in subscribing to S.W.A.T.? What additional departments can we add to the magazine? Which ones should be chopped altogether? Lay it on folks, any advice is appreciated!

Beginning this issue look for a brand-new feature called Game Busters. We'll reveal the end sequences of some of the most challenging carts around and tell you how to beat the final boss so you can see the ending for yourself. Final Fight and Streets of Rage are busted for your eyes only on page 59 and 60. And if you take the time to drop us a line, we'll add a Mail section soon. Plus, don't forget to keep those tips and tactics pouring in!

That about does it for this time around but remember, each and every letter counts. Below are our addresses, so whip out your pen, typewriter, or word processor, and get to it.

To Send S.W.A.T. a Comment, Question or Suggestion:

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P.O. Box 3329
Redwood City, CA 94064

To Send S.W.A.T. a Secret Weapon:

S.W.A.T. Magazine
Secret Weapons
P.O. Box 3329
Redwood City, CA 94064

GamePro's Game Rating System



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

Sample



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GamePro's Hot Tip Hotline!



GamePro Mailbox

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- Tell us what you want to read and how we can make GamePro better.
- Give the lowdown on a great new game tip, tactic, password or strategy.



Nintendo Tip of the Week

- Get all the greatest tips before your friends!
- Send your scores into the stratosphere!
- The answers to your toughest gaming problems.

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J.D. Roth's Celebrity Game Tips

- Hollywood's hottest stars love video games too! J.D. scouts out the top talent and talks them out of their favorite tips and tactics!
- Listen up for thumb-blistering gaming strategies from the stars!



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- All the gaming tips and tactics you can handle!
- Tips for Nintendo, Genesis, TurboGrafx-16, Game Boy and Sega Master System games!
- Updated weekly!



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- Classic tips for some of the greatest games ever!
- Sure to rev' you up for another action-packed round!

\$1.75 for the first minute, 90¢ for each minute thereafter.

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

CUTTING EDGE

Secret Weapons and Tactics are great, but how about a gadget or two that can really, we mean REALLY shoot your scores through the roof? Instead of just a single code or password, you get it all with two new wonder-gizmos both for the NES. Check out the Game Genie and the Game Action Replay.

GAME GENIE ARRIVES

By Slasher Quan

How many times have you wanted to tinker with a tough title and change the game's parameters, such as the number of lives, jumping height, and strength of the weapon arsenal? Well now you can! Game Genie, a controversial gadget from the game busters at Code Masters in the U.K., has finally made it past Nintendo's legal blockade and on to U.S. store shelves.

Game Genie first appeared in Canada where it is distributed by Camerica. After months of arduous litigation the Genie is now available in America from Galoob. Once you scope out the Genie's truly awe-inspiring capabilities you'll understand why the big N was so uptight about the product.

For starters, Game Genie is capable of temporarily altering any NES video game in almost every way imaginable. Want unlimited lives? Extra ammunition? Mondo money? Genie knows cheating.

To unleash the Genie's electronic magic, fit an NES cart into one end of the tiny unit and then slide the whole contraption into your deck. A screen appears that enables you to enter three wishes, or codes, which you look up in a special manual included right in the

box. Then the fun begins! The majority of NES action, adventure, and role-play titles are listed, with around a dozen codes for each (more for megahits like



Game Genie's code screen unlocks the power.

Mario). Typically you'll get "cheats" like super power or extra lives, but some of the codes create far-out original effects, like the one that makes Mega Man walk backwards!

Game Genie isn't the ultimate cure-all for every video problem. Sometimes you'll become "trapped" in a section of a game because of an effect you entered. Sometimes the codes just aren't very helpful. And a few games, especially sports carts, aren't listed at all. Creating your own codes is only slightly tougher than discovering one of those secret ten-button stage selects, and you have to pay for a subscription to new-release update booklets.

Despite the occasional nasty side effect or lack of a desired code, the bottom line is that the Game Genie can put some spice back in your gaming life, whether you're skywalking in Super Mario 3 or packing a better punch in Battletoads. Game Genie costs \$49.99. Will Genies be released for Genesis, Super NES, Game Boy, or other systems? Rumors persist, but nothing's definite. Yet.



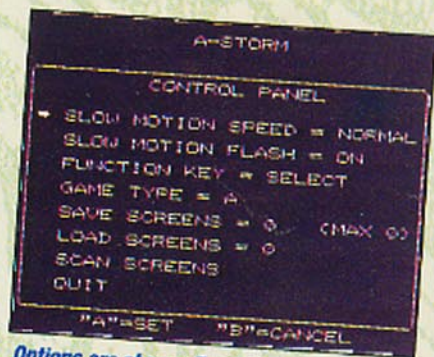
By the Whizz

A company called STD Entertainment just put a little more control in your controller with the Game Action Re-

play. Now you have slow motion and the ability to save five different game locations at your fingertips.

This handy little device is the same size as an NES cart. You slip it onto the cart's business end, and then slide the mated units into the NES. That's it. Now, you have five memory locations and up to four slow motion speeds. If you're a player who likes to tackle several carts at a time, here you go.

Once you plug in a game, there are two basic ways to operate Game Action Replay. Press Select, A, and B simultaneously to activate an almost frame-by-frame, sloooooow slow slo mo. Hit the same combo a second time to pick up the pace to slow slo mo. Hit that combo again to switch off slo mo. To save a



Options are at your fingertips with the Game Action Replay.

position in a game, press Select and A simultaneously. Press Select and B simultaneously anytime to return immediately to that point in the game.

The Game Action Replay has more tricks up its sleeve. A six-year lithium battery enables you to save game locations in memory longer than anyone should. (And don't forget you can save locations from more than one cart.) You can also display an onscreen menu, where you shuffle through the memory locations. A memory scan feature displays a single screen snapshot of the saved location. There's also a menu for different slow motion speeds, and you can reconfigure the button combo that activates slo mo, too.

The Game Action Replay should be saving lives everywhere by the time you read this article. Expect to pay something around \$59.99.

GamePro TV
is Here!

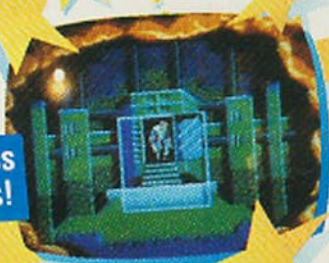


GamePro TV!

Hosted by J.D. Roth
and Co-Host
Brennan Howard!



Hot Tips, Tactics
and Passwords!



Tune in for the Ultimate Video Game TV Show—GamePro!

Yes, it's true ProGamers! Your number one video game magazine has hit the airwaves with a weekly TV show that blasts off with a power-house lineup of top reviews, strategies, tips, and passwords like you find in the pages of GamePro! The show is fast-paced and jammed with all your favorite features such as Hot at the Arcades, Pro-Reviews, S.W.A.T., Ask the Pro's, Viewer Tips, and much more!

Starring J.D. Roth!

J.D. Roth and Brennan Howard will be your hosts as they literally "step inside" each game to bring you the most in-depth reviews, news and tricks alive!

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GAMEPRO is airing Saturdays and Sundays across the country! Check the listing for a TV station near you.

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Atlanta, GA	WXIA-11	Denver, CO	KWGN-2	Johnstown, PA	WWCP-8	Orlando, FL	WKCF-68	Springfield, MO	KDEB-27
Austin, TX	KXAN-36	Detroit, MI	WDIV-4	Joplin, MO	KSNF-16	Ottumwa, IA	KTVO-3	St. Louis, MO	KMOV-4
Baltimore, MD	WJZ-13	Elmira, NY	WETM-18	La Crosse, WI	WLAX-25	Peoria, IL	WHOI-19	Syracuse, NY	WTVH-5
Baton Rouge, LA	WGMB-44	El Centro, CA	KECY-9	Lafayette, LA	KADN-15	Philadelphia, PA	WGES-57	Tallahassee, FL	WTLH-6
Birmingham, AL	WABM-58	El Paso, TX	KCIK-14	Lansing, MI	WSYM-47	Phoenix, AZ	KUTP-45	Tampa, FL	WTMV-32
Bluefield, WV	W04Y-4	Erie, PA	WCU-12	Las Vegas, NV	KRLR-21	Pittsburgh, PA	KDKA-2	Terre Haute, IN	WBAK-38
Boise, ID	KBCH-2	Eugene, OR	KLSR-25	Lexington, KY	WDKY-56	Portland, ME	WPXT-51	Topeka, KS	KTKA-49
Boston, MA	WBZ-4	Fargo, ND	KXJB-4	Little Rock, AR	KASN-38	Portland, OR	KPOX-49	Traverse City, MI	WPBN-7
Buffalo, NY	WKBW-7	Flint, MI	WEYI-25	Los Angeles, CA	KABC-7	Providence, RI	WNAC-64	Tucson, AR	KGUN-9
Butte, MT	KCTZ-7	Fresno, CA	KAIL-53	Lubbock, TX	KJTV-9	Raleigh, NC	WPTF-28	Tulsa, OK	KTUL-8
Charleston, SC	WCSC-5	Ft. Smith, AK	KPBI-46	Knoxville, TN	WKCH-43	Richmond, VA	WWBT-12	Waco, TX	KWKT-44
Charlotte, NC	WCCB-18	Grand Rapids, MI	WUHQ-41	Marquette, MI	WLUC-6	Roanoke, VA	WLSL-10	Washington, D.C.	WRC-4
Chattanooga, TN	WDSI-61	Green Bay, WI	WXGZ-32	Medford, OR	K24CH*	Rochester, MN	KAAL-6	Wichita, KS	KSAS-24
Chicago, IL	WGBO-66	Greensboro, NC	WGHP-8	Miami, FL	WDZL-39	Rochester, NY	WR0C-6	Wichita Falls, TX	KFDX-3
Cincinnati, OH	WSTR-64	Greenville, NC	WFXI-8	Milwaukee, WI	WCGV-24	Rockford, IL	WQRF-39	Wikes Barre, PA	WBRE-28
Cleveland, OH	WJW-8	Greenville, SC	WLOS-13	Minneapolis, MN	KTTN-29	Sacramento, CA	KSCH-58	Yakima, WA	KCY-53
Colorado Springs, CO	KXRM-21	Harrisburg, TX	KVEO-23	Mobile, AL	WJTC-44	Salt Lake City, UT	KXV-14	Youngstown, OH	WRMJ-21
Columbia, SC	WACH-57	Harrisburg, PA	WPMT-43	Monroe, LA	KARD-14	San Antonio, TX	KENS-5		
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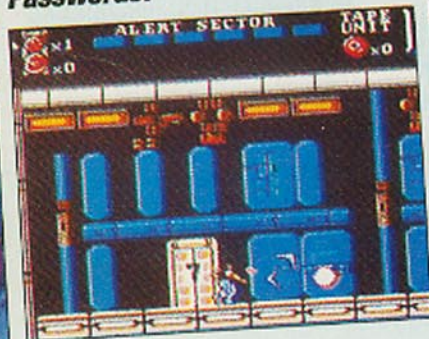
SWAT

TIPS-TACTICS PASSWORDS

SECRET WEAPONS AND TACTICS

Power Blade (Nintendo)

Passwords!



- Stage 2 - B2712209
- Stage 3 - G3784JD2
- Stage 4 - 6843D12F
- Stage 5 - IBJ39FK4
- Stage 6 - J23KGBBK
- Stage 7 (Last Stage) - 77KDIOG

Tommie M. True, West Chazy, NY

Solar Jetman (Nintendo)

Super Password

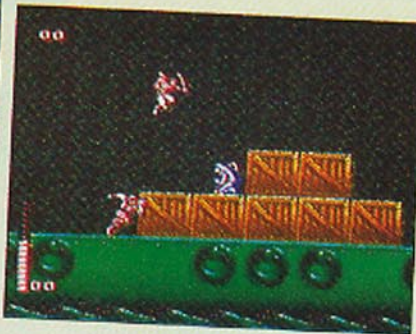
To begin at Planet 14 with 15 Nippon Ships, \$799,993, a Super Mapping Device, Shields, and Boosters try the following password:

ZHHZQQQNNNN

David Wright, Hastings, MI

Shadow of the Ninja (Nintendo)

Nine Men!



To play a one-player game with nine men try the following trick: Choose a two-player game and let one character get killed. Now, wait until all of the lives from the other characters decrease. At the last life hold down both Buttons A and B and the first character reappears with more lives!

Egbert Sayers, Barbados, West Indies

Dr. Mario (Nintendo)

Pick Your Pictures

There are some pictures in Dr. Mario that you can only get by passing certain level combinations. For example, if you thought you'd never see the day when pigs fly, check out #5. To get the pictures just pass the particular level combination. The next screen that appears is three viruses sitting on a tree with the words, "Congratulations level _ and speed."

Don't press Start or the screen disappears. Wait a while, and the picture listed will fly over the tree!

#	Virus Level	Speed	Picture
1	5	Med	Book
2	10	Med	Chicken
3	15	Med	Spray Paint
4	5	Hi	Turtle
5	10	Hi	Pig
6	15	Hi	Witch

Kristi Smith, Westminster, CA

Xexyz (Nintendo)

Passwords!

- 1-2 772FB B469B
- 1-3 58E8B 11F91
- 2-1 361B7 C9185
- 3-1 7955E BFC1E
- 3-3 696B3 BA491
- 4-1 C9646 47D1E
- 5-1 5F5A4 90D9B
- 5-2 07A50 8D614
- 6-1 0CB01 5E88F
- 7-1 C519D 33814

- 7-2 217B1 5719B
- 8-1 0A21D 2D814
- 9-1 6FD8D C660A
- 9-2 6F769 32C0A
- 9-3 99363 B4585
- 10-1 482F8 B9A1E
- 11-1 34D30 26EOA
- 12-1 CA249 BDD85
- 12-2 568A8 E2D85
- 12-3 DF44E 0BB00
- Bonus A2A4A 6A8A0
- Bonus BBA13 57912

Dave Higgins, Lagrangeville, NY

Splatterhouse (TurboGrafx-16)

Sound Test

To check out the sounds of Splatterhouse try this trick. During the title screen, when the rain is falling, press Run and then press Select three times. Next, press Button 1 while simultaneously holding down lower Left on the directional pad. Next, hit the Select button again and you're into the Sound Test Mode. Use Left and Right on your directional pad to select music. To start hit Button 1.

Eric, New Haven, CT

Moonwalker (Genesis)

Stage Select

To pick any of the stages, except Stage 6, try the following trick: On Controller 2 hold down Up, Left, and Button A, and then hit Start on Controller 1. The words "Round 1" appear. Just use the directional pad to pick your stage.

**Mr. Kongpheng "Dr. Wierd"
Nanthavongsa, Dallas, TX**

California Games (Lynx)

Ride the Sea Gull

Hey, dudes and dudettes! You can surf on the Sea Gull in California Games. To pull off this nifty trick hold down Button A to make your surfer so slow that he falls down. Do this to the first two surfers and then, on your third surfer, ride the wave until you have five seconds left. Head down to the base of the wave and fall. A Sea Gull will fly by and the screen says, "Are we having fun yet?" When time runs out you'll appear on top of the Sea Gull, falling down along with the bird.

Greg Chen, Beverly Hills, CA

G.I. Joe (Nintendo)

All of the Passwords!



First Quest:

- Mission 2: BRJJOVD8H
- Mission 3: 3ZDX9N5X5
- Mission 4: ORBJHVD83
- Mission 5: NZD39G5X5
- Mission 6: 5ZD3NN5X5

Second Quest:

- Mission 1: ZND39N5XF
- Mission 2: BV9J0VD87
- Mission 3: 3N2V9G5X5
- Mission 4: 5X03H8GZ8
- Mission 5: NN2V2R5X9
- Mission 6: X58H8O266

Third and Final Quest:

- Mission 1: 3R69N5XGG
- Mission 2: DG239N5X1
- Mission 3: 3G2B9N0XF
- Mission 4: NR8VN5GG6
- Mission 5: VH95V38C
- Mission 6: DHJ59VD87

**Richard Alarie &
Kevin Tilson
S. Woodstock, CT**

Gaires (Genesis)

Configuration Mode

To check out the Configuration Mode in Gaires just hold down any button and press Start. Remember to release the other button the second you hit Start or the Configuration Mode won't come up. This mode enables you to choose the difficulty of your game, listen to the background music and sound effects, and choose the C.M. language. If you put it on Japanese, exit, and come back - everything will be in Japanese!

Samuel Beasley, Covington, TN

Warrior of Rome (Genesis)

Passwords!



- Stage 2: L3FHPOZNGW
- Stage 3: NXDS55JSWF
- Stage 4: O5TOJZSP5B
- To see the ending mode:
GREBDWVNNE

Carlo Hizon, Pampanga, Philippines



SWAT

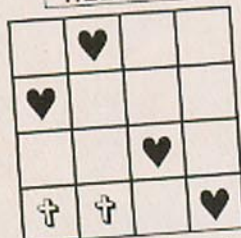


Castlevania III (Nintendo)

Super Passwords

Check out these passwords to begin on the last level of Castlevania III with 10 men. Each of the three summons a different spirit as your partner.

HELP ME

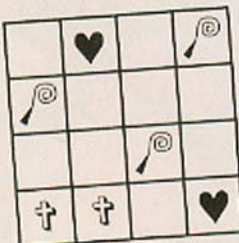


Ten Men and Alucard

HELP ME



Ten Men and Grant

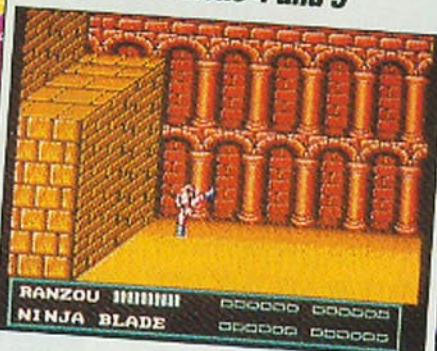


Ten Men and Syfa

Douglas Trueman, Alberta, Canada

Double Dragon III (Nintendo)

Jump to Missions 4 and 5

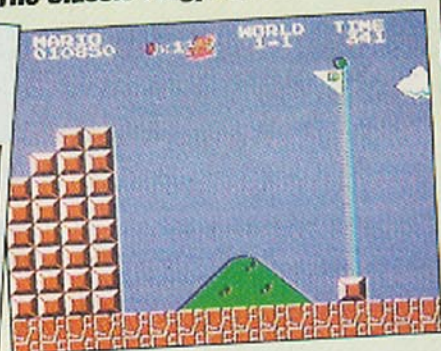


To continue in the fourth and fifth missions of the game push Up, Down, Left, Right, B, A, and Start during the "Game Over" screen. You need to do this trick quickly for it to work.

Chad Napier, Bucyrus, OH

Super Mario (Nintendo)

The Classic Flagpole Trick



You can control the number of firework explosions you get at the end of a level. When you reach the flagpole, watch the time. If the right-hand digit in the time is a six when you jump, you'll get six firework explosions. If the right-hand digit is a three, you'll get three explosions. Finally, if the right-hand digit is a one, you'll just get one explosion.

Earl Alexix, North Los Angeles, CA

Cyberball (Genesis)

Take the L.A. Assassins to the Playoffs

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

- Week 2: 6BBB BBLV BFTV
- Week 3: 6VBB BBXX BFPV
- Week 4: 6XBB B7VI BFJX
- Week 5: 6IBB BBNV BFMX
- Week 6: 6LBB B7OX BF4X
- Week 7: 6KBB B7TV BFX
- Week 8: 6MBB BBOX BFCX
- Week 9: 6OBB B8CI BFTI
- Week 10: 6FBB BLVI BFOX
- Week 11: 6CBB BLIS IFMI
- Week 12: 67BB B8KI BF6X
- Week 13: 64BB B5GS IFDI
- Week 14: 6RBB B5OS IFII
- Week 15: 6TBB B5PS IF7I
- Week 16: 68BB B5PS IF7I

The Playoffs and \$999,900:

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

The Cyber Bowl and \$999,900:
65BB B5PS IFGX

Some tricks of the Cyberball trade

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

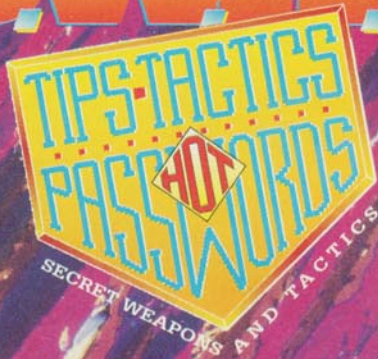
1. **Axle Grind:** To score quick TD's throw to the left wide receiver.
2. **Sunday Ride:** For quick yardage to cross the 50 yard line throw to the left running back.
3. **Zig-Zag:** For quick yardage or for scoring inside the 10 yard line throw to the left running back.
4. **Suicide:** To score extra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

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

1. **Prevent:** For the sack, blitz your linebacker around the left side of the offensive line.
 2. **3-4 Defense:** When the computer is inside of your 10 yard line, blitz your linebacker around either side. Be sure to use your powerbooster to get to the QB.
- To score on kick returns, run between the two men on the right and then run up the sideline. If you do this correctly, you'll score every time.

James R. Geiger, Fort Worth, TX

SWAT



Tricky Kick (TurboGrafx-16)

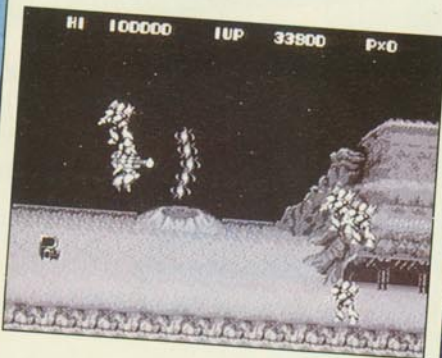
60 Extra Levels

Try out a second set of 60 puzzles, more difficult than the first 60, by entering the password: MILKY WAY

After you've entered the password the screen will say "ERROR." Hit Button II twice and a special menu screen appears. Now you can pick any of the six characters on any level in the second stage for a total of 60 new levels!

Side Arms (TurboGrafx-16)

Black and White



To play in black and white do the following trick during the title screen: Simultaneously press and hold down Buttons I, II, and Up, and then press Run.

John Albanese, Lyndhurst, NJ

Power Golf (TurboGrafx-16)

Play as a Left Handed Golfer

To play as a left handed golfer hold Down while pressing Button I to select a player!

John Albanese, Lyndhurst, NJ

Phelios (Genesis)

Lots of 1-Ups!



In Round 4 of Phelios you can snag lots of 1-Ups when you fight the boss, Antaeus. Just move to the far right hand side of the screen where Antaeus' fire can't harm you and stay there. Fire rapidly and destroy the hands that come out of the fire. You'll accumulate tons of points and about one 1-Up per minute!

Derick Mattison, Carpinteria, CA

John Madden Football (Genesis)

Keep the Football When You're Kicking Off

To keep the football when you're kicking off to the opposing team follow these steps: First, put the player marker on the kicker. Next, press Button C very fast to get the kicking power as low as possible. Finally, press Button A very fast as you're about to kick to make the kicker leap. If you do this properly the kicker jumps on the ball and the screen says, "Kicking Team Recover!" and you'll have the ball again!

Asif Rahman, Rockville, MD

The Simpsons (Nintendo)

Sound Test



To check out the sounds of The Simpsons fire a rocket at the "E" in the Quick-E-Mart sign. This puts you into the Sound Test mode!

Buddy Shaughnessy, Pittsburgh, PA

Zarlor Mercenary (Lynx)

Full Power-Ups!

To get a fully powered ship try the following trick: At the beginning of the game select XQ49. On the third level, second boss, let him kill you once and then finish the level. At the shop buy one of these items: power shot, side shooters, back shooters, auto fire, super shields, or lasers. You'll have everything maxed out except mega bombs and lives, but you can use the rest of your Zarbits on 'em.

Doug Bishop, Ontario, Canada

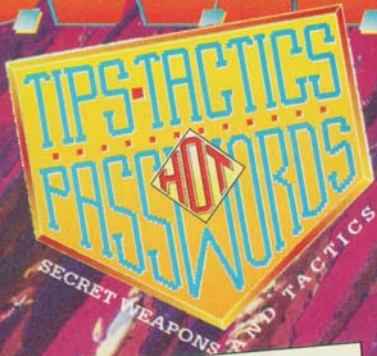
James Pond (Genesis)

Open the Exit

To open the Exit on any level before you finish, press the C button and Left on the directional pad simultaneously, then hit the Start button, at the title screen.

When you wish to open the Exit, press A, B, and C together, and rotate the directional pad. The Exit will open, allowing you to leave the mission.

SWAT



Knight Rider (Nintendo)

Stage Select



To select any stage in Knight Rider simultaneously hold down Buttons A, B, and Down while you press Reset. When Devon appears select Mission or Drive and then use Up and Down to select any level.

Gabriel Aragon, Waimanalo, HI

Lone Ranger (Nintendo)

Super Code



Use this password to get an Area Select, \$9,999, 10 sticks of TNT, 50 rounds of standard Bullets, and a Gun:

0810-7830-3251-2

Leave the rest of the spaces blank and use Up and Down to select your level.

Jeremiah Boom, Batesville, AZ

Battletoads (Nintendo)

Tons of 1-Ups



On the most wicked impact Crater in Level 2, grab a bird bill and whack the Rayons and the Birds over and over while they're falling off the screen. After a while this move will produce 1-Ups! Move on to the next level with tons of lives!

Bill Pilgrim, Idaho Falls, ID

Battletoads (Nintendo)

Begin with Five Toads



To begin Battletoads with five toads, simultaneously press down Buttons A and B during the title screen and then hit Start.

Jacob Ciango, Huntingtown, MD

Jackie Chan's Action Kung-Fu (Nintendo)

Level Select

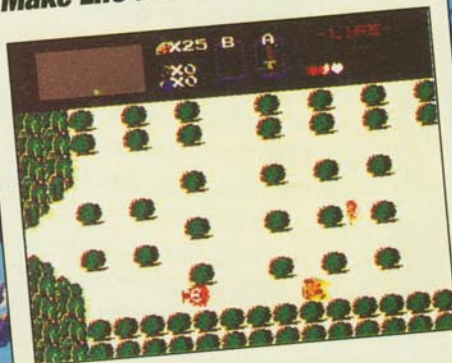


To choose your level press Reset three times during the title screen and then hit Up, Up, Down, Down, Up, Down, Button B, and Button A on Controller 2 during the title screen.

Adam Danieliki, Napa, CT

The Legend of Zelda (Nintendo)

Make Life a Little Easier



To save time in Zelda kill all of the enemies except for one in each area. If you leave one enemy alive you won't face a full screen of enemies when you return to that area - just the single enemy will remain on screen and you can easily dodge it.

Low G Man (Nintendo)

Password



Use the password SHOT to begin with 99 Lives, Boomerangs, Waves, Fireballs, and Bombs.

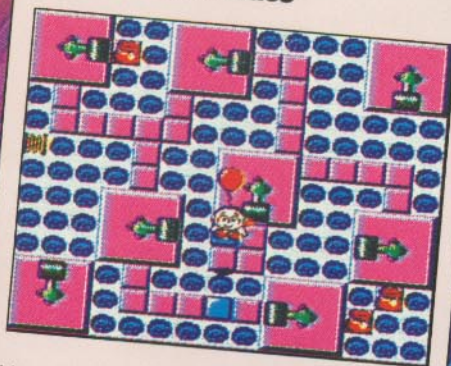
Victor Barney, Pleasant Plain, OH

SWAT



Kickle Cubicle (Nintendo)

Special Game Codes



Use these codes to play the special levels.

- Level 10: ITXG bLCE
- Level 15: LGDa DBBQ
- Level 20: NIEh VLBK
- Level 25: RXSh KKCB
- Level 30: TJBY EGCe

Stephen Krogman, Boca Raton, FL

Dr. Mario (Nintendo)

More Pictures

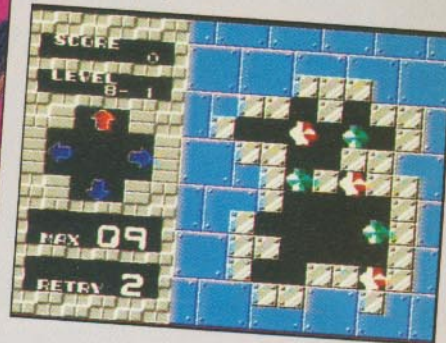
To see the last two pictures of this game complete the game at the following level and speed selections:

Level	Speed	Picture
20	Med	Lizard
20	High	SpaceShip

Stephen Krogman, Boca Raton, FL

Puzznic (Nintendo)

Passwords

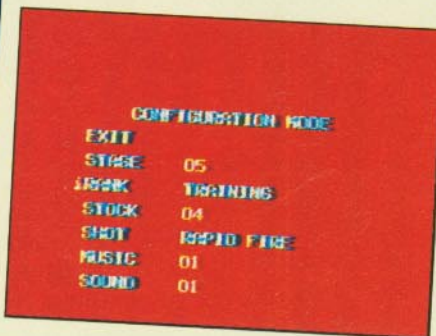


- Level 2-1: 5C5B
- Level 3-1: FICW
- Level 4-1: FMW3
- Level 5-1: LCBB
- Level 6-1: TI3W
- Level 7-1: TML3
- Level 8-1: WC7B

Stephen Krogman, Boca Raton, FL

Fantasia (Genesis)

Unlimited Lives



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

Todd Ogdle, Temple, AZ

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

Shinobi (Game Gear)

Sound Test

To hear all of Shinobi's sounds hit Up and Start during the title screen.

Carl Mansfield, Los Angeles, CA

Sonic The Hedgehog (Genesis)

Make Tunnels at Dead Ends



To make a tunnel in an area like the Starlight Zone, Act 1, run straight to the wall and just before you get to the dead end push Down to put Sonic in the Super Sonic Spin Attack. You'll blast through the wall and collect all of the goodies. There are similar areas throughout the game.

Dane Salmela, Kelly Lake, MN

Kickle Cubicle (Nintendo)

Special Appearance by Kid Niki



To have a special guest appearance in the game wait for the title screen to appear and then press Button A on Controller 2 until Kid Niki, the radical Ninja shows up!

H. Rodriguez, El Paso, TX

SWAT



Journey to Silius (Nintendo)

Continue and Sounds



There is a way to earn nine continues and check out the sounds in Journey to Silius. During the title screen press Button B 33 times and then hit Start.

Juan Madrigal, South Gate, CA

Hard Drivin' (Genesis)

Beat the Phantom Photom

If you can't beat the Phantom Photom on the stunt track then beat him on the speed track. In the championship lap turn right instead of going straight ahead. You'll pass over the turn signs and find yourself battling the Phantom on the speed track.

**Juan Miguel Alatorre
Guadalajara, Mexico**

Sonic the Hedgehog (Genesis)

Level Select

To pick any level in Sonic just try the following pad trick: Hit Up, Down, Left, and Right during the title screen. If you do this correctly you'll hear a bell. Next, hold down Button A and press Start. You're ready to pick your level.

Norm Karns, Costa Mesa, CA

Penguin Wars (Game Boy)

Stage Select

During the character screen press and hold down Left and Button B, and then press Button A. A number appears in the lower right hand corner of the screen. Press Up and Down to choose your round.

Austin Hunt, Boise, ID

TMNT: Fall of the Foot Clan (Game Boy)

Invisible Turtle

During the title screen hold down A, B, and Select, and then press Start. During the configuration mode screen continue to hold down all four buttons. Continue to hold down A, B, and Select, and then press Start on Stage 2. In Stage 2 go to the second bonus stage and make sure you have only one energy. While you're flashing reset the game by pressing A, B, Select, and Start. During the title screen again, press A, B, and Select, and press Start. During the configuration mode screen continue to hold A, B, and Select. Choose Leonardo. When the screen says "Stage 1" press A, B, and Right on your control pad until the screen comes on. Now you're "invisible." To stay invisible do not enter any bonus stages.

David deBeauvernet, Bellerose, NY

Psychic World (Game Gear)

Level Select and Sound Test

To pick your level and hear Psychic World's sounds simultaneously hold down Left and Up and Buttons 1 and 2 during the title screen, and then push Start.

Jon McEntire, Fostoria, OH

James Pond (Genesis)

Secret Warp



During the first area of James Pond open the Lobster Cages until you reach the Exit. Open the Exit and then return all the way to the left. Just before the end press Down - you'll warp to Stage 6! Go up to the top of the screen to a small underwater ridge and press Down you'll warp to Stage 11.

Renee Buck, Brunswick, ME

Revenge of Drancon (Game Gear)

Bonus Round

Here's how to reach the bonus round in Revenge of Drancon. After you pass in Revenge of Drancon. After you pass the sign with the number "2" on it you'll come to a snail on the ground. Right above it is a banana in a tree. Kill the snail and jump high to get the banana. After you grab the banana a red bag appears where the banana was. Grab the bag and Ronnica will escort you to the bonus game. While you're in the bonus game don't grab the red bag unless you want to leave the bonus round.

Arian Yee, Honolulu, HI

Shadow Blasters (Genesis)

How to Beat Ashura

There is an easy way to beat Ashura, the final boss in Shadow Blasters. When you reach Ashura just start spinning in circles and blast him when you get the chance. You'll take some hits but if your ship is high you'll blow Ashura away in no time at all.

Joshua M.B. Goldstein, Shillington, PA

SWAT



Game Genie Codes:

Super Mario Brothers

IOEOIO – Mario is invincible.



SEIING – When Mario hits a block it becomes nighttime.

IVYIVY – Extremely rapid Goombas!

SUEISA – Mario is invincible, and actually thrives on enemies.

ATAPIX – A continue code that enables you to begin at the beginning of whatever world you died on automatically.

STAGEO & SPEPNY – Makes the game extra difficult.



SEPUEG – Head for the first mushroom block, hit it, and wait until you see what happens.

AIPPPP – Swaps the music between different levels.

STAPTO – No music, just sounds!

STAEXZ & GAAGGA – Brings the game to life in unusual ways!

SIIPKK, SPEPNG, SPOG, SPPPNK, PIPOIS, SIPPNG, PGAPGG – Use any of these codes to check out hidden worlds in Mario.

Super Mario 3:



OEPZXX – Everything you touch turns to a 1-Up!

Dave Higgins, Lagrangeville, NY

Power Ball (Genesis)

Passwords!



Use these passwords to play as China: First Championship Game vs. Mexico: PVDCR

Second Championship Game vs. Germany: CMOPE

Semi-Final Game vs. Canada: BFOOE

Finale Game vs. France: OADBR

Alexandre Fregeau, Quebec, Canada

Power Ball (Genesis)

Hidden Teams



To select the hidden teams (Mexico, Germany, Canada, or France) as your team press B, B, C, B, B, and C during the original team display. Then press Down on the directional pad to reveal the four hidden teams under the original eight.

S. Ureta, Kenner, LA

SWAT

TIPS-TACTICS PASSWORDS

Mickey Mouse: Castle of Illusion (Game Gear)

Secret Treasures

To grab two secret treasure chests go to the very far right of the forest in Level 1. You'll discover two treasure chests in the bottom left hand corner of the screen. Jump on the chest on the right and then jump up to the right side of the screen in one motion. Two treasure chests appear just above and to the right of the first two chests. Quickly jump onto them. They will break open and two coins will appear, both worth 2,000 points each.

Tony Zubia, Oxnard, CA

Mickey Mouse: Castle of Illusion (Game Gear)

Secret Life

There's an extra Life in a hidden room in Level 4 of Mickey Mouse. To find it enter the coffee cup screen. Exit the coffee cup and jump across the three rotating platforms until you reach the first dancing Letter A. Climb the ladder to the left of the screen until you reach a room with two bugs, a button, and a barrel. Kill the bugs by throwing the barrel and the button. The button disappears, but you can use the barrel to climb up the ladder on the right side of the screen. You'll enter a screen where there's another bug to the right. Kill the bug by jumping on it and continue to the right until you reach a second dancing Letter A. Pass the Letter A and keep going right. You'll come upon a tiny drop in the floor that looks like it was made out of wood. The drop is just big enough for Mickey to fit into. Jump up by pressing Button 2 twice so that Mickey comes down on his behind. This pops the floor and allows Mickey to enter a secret room with two treasure chests containing a coin and a free Mickey!

Tony Zubia, Oxnard, CA

BoxyBoy (TurboGrafx-16)

Password!

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

Matthew Zender, Las Vegas, NV



Bomberman (TurboGrafx-16)

Passwords!

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

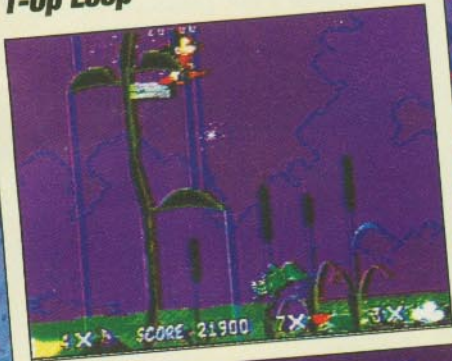
Paul Elliot, Mammoth Lakes, CA

SWAT



Fantasia (Genesis)

1-Up Loop



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

Christ D'Andrea, Union, NJ

Gradius III (Super NES)

Tons of Extra Lives



To have 30 lives with each credit simply press and hold Left during the title screen and press Button A three times.

A Spanish GamePro Fan, Vizcaya,

Princess Tomato in the Salad Kingdom (Nintendo)

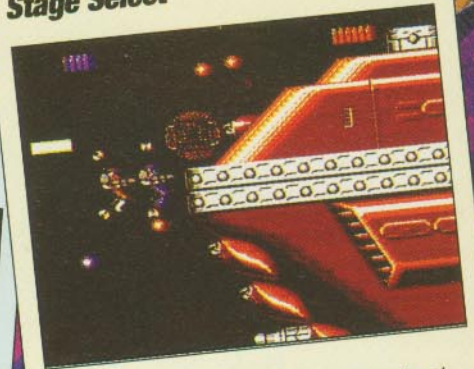
Passwords

Use these passwords to begin on different levels of the game:

- Level 2: GVSNPYJ
- Level 3: VVPB3ZXJT855Q
- Level 4: 683QFB-DFBHHN
- Level 5: 1GCBHJMLP9KQ-
- Level 6: K73%G5%DDFG2SFJNX
- Level 7: RP1SLVWWXYZH-32MDB
- Level 8: MPMSVTVWXYZH-32MD8
- Level 9: P7HS%%BCDFGHSKJ5NK5

SCAT (Nintendo)

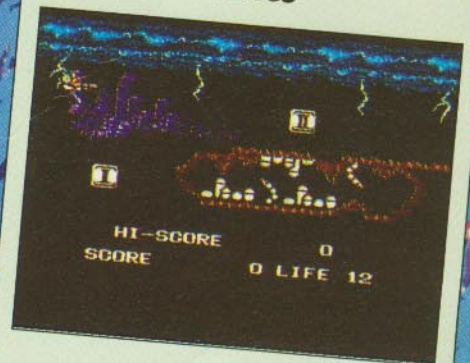
Stage Select



Use the following pad tricks to begin at different levels of the game. To begin at Stage 2 simultaneously hit Button A and Start on Controller 1 and Buttons A and B on Controller 2. To begin at Stage 3 simultaneously hit Button B and Start on Controller 1 and Buttons A and B on Controller 2. To begin at Stage 4 simultaneously hit Right and Start on Controller 1 and Buttons A and B on Controller 2.

SCAT (Nintendo)

Begin With 12 Lives

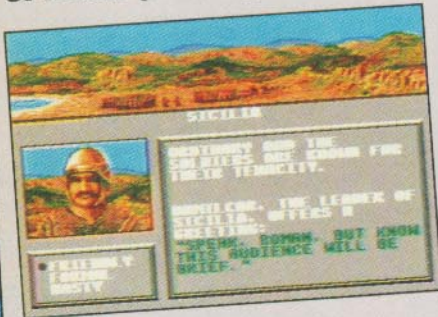


To begin your game with 12 lives simultaneously hit Start on Controller 1 and Buttons A, B, and Up on Controller 2.

SWAT

TIPS-TACTICS PASSWORDS HOT SECRET WEAPONS AND TACTICS

Centurion – Defender of Rome (Genesis)



Here are codes for this difficult game, along with the responses you should give to the ambassadors when you're negotiating with other countries for alliances.

Country	Minimum Rank	Legion Size	Response Code
(1) Sicilia	Centurion	Infantry	F, N, A
(2) Dalmatia	Tribune	Cavalry	N, A
(3) Germania	Legatus	Cavalry	N, F, F, A
(4) Gaul	General	Cavalry	N, FR, F, A
(5) Hispania	General	Cavalry	F, N, A
(6) Thracia	Consul	Consular	F, F, A
(7) Macedonia	Consul	Consular	F, F, A
(8) Armenia	Consul	Consular	F, F, A
(9) Mesop.	ProConsul	Consular	F, F, A
(10) Arabia	ProConsul	Consular	F, N, A
(11) Aegyptus	ProConsul	Consular	FR, FR, A (Cleopatra Seduction: W, G, AC)
(12) Mauretania	ProConsul	Consular	F, N, A

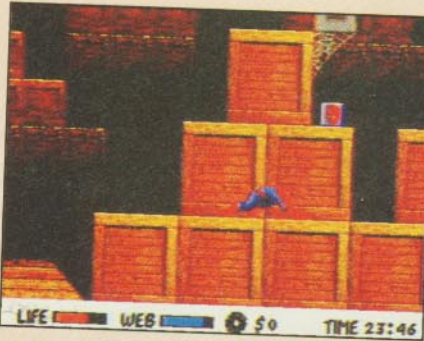
(Legend: F = Formal; FR = Friendly; N = Nasty; A = Offer Alliance; W = Warm; G = Gentle; AC = Accept)

Note: For all of these answer "Low" when asked what tribute you require.

Marc Beheim, USS Olympia

Spider-Man (Genesis)

Battle Venom



To fight Venom on the first level, select "Nightmare" and crawl through the crates, just after the attacking German Shepherd. Proceed to your right to battle Venom near the forklift.

Mathieu Petit, Quebec, Canada

Maru's Mission (Game Boy)

Tons of Bubbles



To earn a lot of bubbles go to the first tree stump in the first stage. Continuously shoot at the tree stump. Bubbles should come out after each shot.

Robert Jugo, Las Vegas, NV

Godzilla (Game Boy)

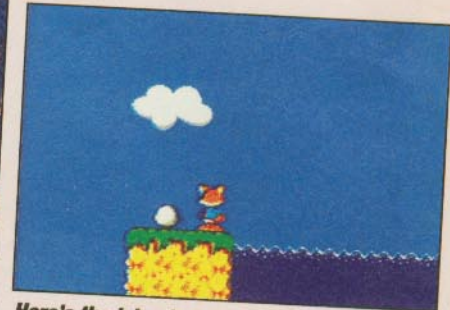
Sound Test

To check out Godzilla's monstrous sounds just simultaneously press Button A, Button B, Select, and Start during the title screen.

Brian Margavage, Pottsville, PA

Psycho Fox (Master System)

Ultimate Warp



Here's the island...



Now warp!

To warp from World 1-1 to World 7-1 in Psycho Fox, keep on the top part of the level until you reach a floating island with water in the middle. Run across and jump to the ledge above it. Go to the right edge and throw Birdfly. He should run into an invisible warp entrance. Keep on throwing Birdfly until it's broken all the way. Then jump in and go down the first pot. You'll warp to World 7-1.

Daniel Benton, Bulverde, TX

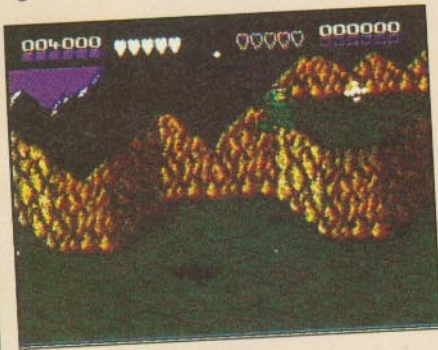
SWAT



Battletoads (Nintendo)

Warp Zones!

Hop right on up and get ready to warp to higher levels with these toad-ally cool tricks:



Level One to Level Three: The first warp zone is located in Level One, just after your first encounter with the Psyko Pigs. Smash the pig on the left first and then run and bash the Pig on the right with a head-butt. Keep on running to the right and if you're quick enough you'll see a flash of white light appear on the ledge above you. Jump into the light before it disappears and you'll warp to Level Three.

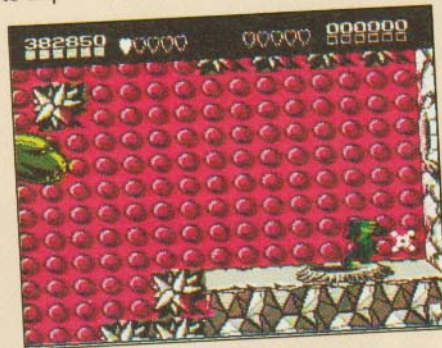


Level Three to Level Five: This one's easy! When you reach the fifth speeder

bike course, smash your bike into the tenth wall. You'll warp to Level Five.



Level Four to Level Six: Near the end of Level Four you'll come to several falling platforms. Jump up and down on the first platform. It will seem to fall, but then suddenly take you to the top of the screen. When the warp light appears jump into it to zap to Level Six.



Level Six to Level Eight: To warp to Level Eight climb the first snake (it has red and orange stripes) in the second snake section. Run to the right off the snake and you'll land on a platform where a warp light appears.

Ryan Delancey, Syracuse, NY

Pac-Mania (Nintendo)

Super Codes



Turn Pac-Man into a ghost.

Here are Game Genie codes for Pac-Mania:

- SZISZL - If you jump over a ghost the game starts over.
- AGESEX - Pac-Man is a ghost.
- AGESOP - You only have one life and cannot eat a ghost or the game starts over.
- AGESEA - Your game is at fast speed.
- AGESZX - Anything is possible!

Brian Stout, Cahokia, IL

Hunt for Red October (Nintendo)

Power-Up Your Sub



You can use this trick one time per game to power your sub up to maximum levels. Hit Start to Pause the game. Now press Button A, Button B, Select, Button A, Button B, Select, Button A, Button B, Select, Button A, Button B, Select, Button A, Button B two times, and Button A. In addition to repairing the damage on your Sub, this code also equips you with 99 Torpedoes, 99 Missiles, 99 ECM's, and 99 seconds of Silent Drive.

Dave DeMartini, Modesto, CA

Valis III (TurboGrafx-16)

Level Select

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

Joseph Ferrari, Nashville, TN

TIPS-TACTICS PASSWORDS SECRET WEAPONS AND TACTICS

Maniac Mansion (Nintendo) Blow Up the Mansion



Here's what you need to do to send the mansion sky high at the beginning of the game. Walk into the mansion and go up the stairs and through the steel security door. You'll notice that the wallpaper is in strips. Go to the fifth strip to the left of the door and look for the keypad. Select "Use Keypad." A number screen appears. You'll hear wierd sounds for a minute. Soon the mansion blows sky high.

Eric Graf, Berwyn, IL

Turrican (Genesis) Special Bonus Items



There's a room full of special bonus items just past the first boss. After you beat the boss, move to the right until you reach the spikes. Use your Lightning Whip to uncover power-up blocks that lead to a bunch of 1-Ups, and then go back down and blow the power-up blocks away for added firepower.

Linus Kessler, Brooklyn, NY

Little Ninja Brothers (Nintendo)

Super Passwords

Use this password to begin at Level 34 with all sorts of special items:
44♦GXX♦▲KX54 2LFCB+JWR▲R2GS
▲N5Y 6W5YHR X

Take on King Gulp at Level 50 with this code:



▲KTPQQ HNDPPX 7♦HPPB
7P♦NK▲7NPNB▲ZLPK▲BSQQ
Steven Mittler, Ontario, Canada

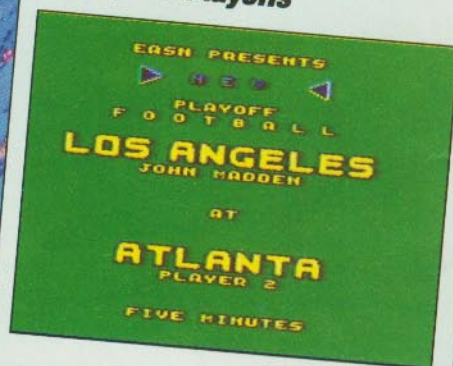
Bonk's Revenge (TurboGrafx-16) Secret Warp!



Collect 50 or more "Smiley Faces" by the time you reach the monster train and Princess Za will warp you past an entire world!

Slasher Quan

John Madden Football (Genesis) Rev Up the Playoffs



Check it out! You can expand your options in the Playoff Mode. When the option screen appears, select Playoff Mode. "NEW" displays in the password position. Press Up on the controller. You'll notice that the team matchups change. Each matchup change represents a new playoff schedule. For example, San Francisco can start with Chicago, etc. Select the schedule you want, and then push Down until you reach a team name. Press Left or Right to select which game in that new playoff schedule you want to play. Experiment to find the dream playoff scenario!

Clark Smith, San Jose, CA

Sonic The Hedgehog (Genesis)

Debug Mode



To reach a Debug Mode that enables you to pull some strange tricks with your game wait for the title screen to appear and then press Up, Button C, Down, Button C, Left, Button C, Right, and Button C on Controller 1. Next, simultaneously press Start and Button A until your game begins. Now press Button B to enter the Debug Mode. Use Button A to select objects, and Button C to place them.

Bases Loaded II (Nintendo)

World Series Passwords!

Use these codes to play as Jersey in the World Series against LA.:

Game 1 - JTTPTWD

Game 4 - OSMTBWL (Jersey has three wins)

Sonic The Hedgehog (Genesis)

Slow Motion

To perform this slow motion trick first go into the Debug Mode. Next, pause the game by hitting Start. When the game is paused, hold down Button B. While holding B you can jump with Button C. You can do this trick anywhere in the game. To turn slow-mo off simply un-pause the game.

Justin Beideman & Chris Matule
Barnegat Light, NJ

Devil's Crush (TurboGrafx-16)

More Passwords for this Great Game

Here are some strange passwords for Devil's Crush:

THEDEVILSI: This gives you over 145,000,000 points and 70 balls.

ONECRUSHME: This gives you over 594,000,000 and 27 balls.

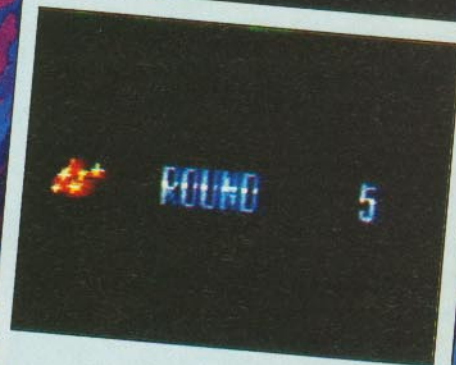


THECRUSHEL: This enables you to see the end of the game with 999,999,900 points.

Richard Gregory, Ballston Spa, NY

Moonwalker (Genesis)

Level Select



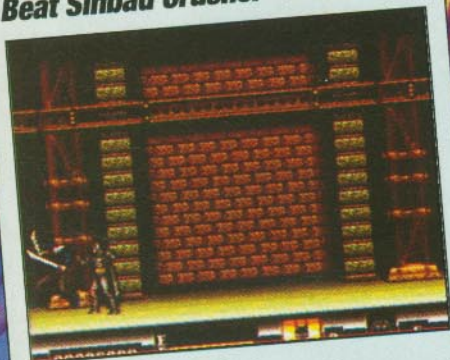
Here's a way to select any of the first five levels in Moonwalker. First, plug a controller into Port #2 and turn on the machine. When you see "SEGA" appear on the screen hold Up and Left and Button A on Controller 2 and press Start. Select a one or two player game. When you start the game you'll see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

Andy Valentine, Karachi, Pakistan

SWAT



Batman (Genesis) Beat Sinbad Crusher



Here's a trick you can use to beat Sinbad Crusher (the boss of the Mime Stage). First, go to the left of the screen and make sure that Batman is facing off the screen. When Sinbad Crusher starts running at you jump over him and punch him from behind. He'll flip over you and then run at you again. Jump over him and then punch him from behind. Keep repeating this procedure until he dies.

Neil Robb, North Vancouver, Canada

Hunt for Red October (Game Boy)

Begin With Super Powered Weapons

Use the following pad combinations to begin with tons of weapons:

To begin with 25 Submarines: Simultaneously press Buttons A and B, and then press Select, Up, and Down.

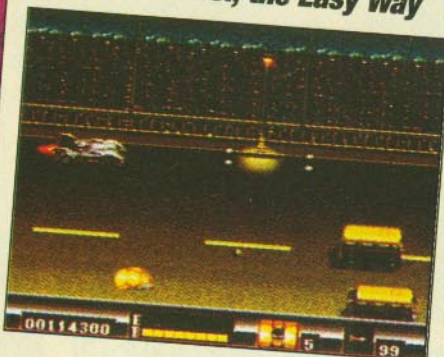
To begin with 25 Missiles: Simultaneously press Buttons A and B, and then press Up and Down.

To begin with 25 Units of Cativation Drive Fuel: Simultaneously press Buttons A and B, and then press Select, Left, and Right.

You can only use one of these cheats per game.

Batman (Genesis)

Batmobile Level, the Easy Way



On the Gotham City Street level with the Batmobile, just stay in the upper left hand corner of the screen and barely anything will hit you!

Andy Valentine, Karachi, Pakistan

Hunt for Red October (Nintendo)

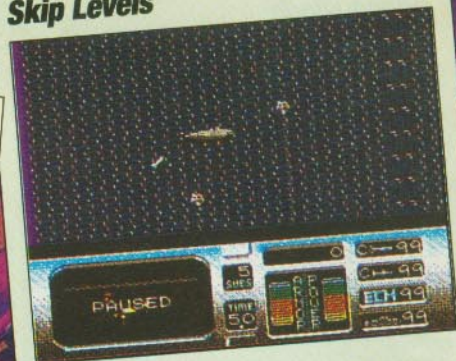
Tons of Extra Subs



Use this trick to earn a huge supply of extra subs. Hit Start to Pause your game just as the number of subs you have left reaches zero. Now, enter the Skip Level code: Button A, Button B, Select, Right, Left two times, Right, Select, B, A, B two times, and A. When you lose your next sub the number of subs left changes to "15," but the game will count down in an unusual way, giving you upwards of 150 subs in reserve.

Hunt for Red October (Nintendo)

Skip Levels



Once in each game you can use this trick to skip to the next level. Hit Start to Pause the game and then press Button A, Button B, Select, Right, Left two times, Right, Select, Button B, Button A, Button B two times, and Button A.

Dave DeMartini, Modesto, CA

Hunt for Red October (Game Boy)

Select Any World

To choose any world in Hunt for Red October press Button B, Select, Left and then Right during the title screen.

Kickle Cubicle (Nintendo)

Preview of the First Boss



To check out the first boss hold Down on Controller 1 and then power up your NES - your screen will go white. Next, press Up on Controller 2.

Darren Sparham, B. C., Canada

SWAT



Blue Lightning (Lynx)

Bonus Points

Go for an easy 45,000 points during the Canyon Run (fourth stage). Type in the code "Bell" to reach the fourth stage. After you take off wait for 30 seconds and DO NOT FIRE! When 30 seconds are up, fire your afterburners. When you reach the end of the stage, you'll get a lunatic bonus.

Toby Merrill, Spring Grove, IL

Devil's Crush (TurboGrafx-16)

Passwords!



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

EFGHIJKLMB

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

AAAAAAAAAAAAAAAAAAB

(You'll also have unlimited balls).

Zach Smith, Appleton, ME

Mickey Mouse: Castle of Illusion (Genesis)

Check Out the Secret Passageways



Level 1-1: To find Level One's secret passage jump down from the second angled ledge and go underground. The first passageway to the left has a false wall which Mickey can pass through. At the end of the passageway there's a variety of bonus goodies.

Level 3-1: There's an identical secret passageway, just before you go underground. Proceed just as in Level 1-1 and you'll find another false wall and goody room.

Mike Vaeth, Irvington, NJ

Ms. Pac Man (Lynx)

Extra Lives

To snag five extra lives in Ms. Pac Man begin a normal game and try the following trick: Pause, B, B, B, A, A, A, Option 1, B, B, B, A, A, A, Option 1, and un-Pause. If you've done the trick correctly you'll have five extra lives!

Robert Vodegel, Moreno Valley, CA

Psycho Fox (Sega Master System)

Hidden Warp Zone in World 1-3

To reach the warp zone head to World 1-3's jumping platforms at the end of the stage. Next, jump up to the top of the screen. Near the top you'll find three jumping platforms in a triangular layout. Jump off the lower right platform and

punch the air. The sky will begin to crack. Hit the same spot two or three more times and a black hole appears. If you jump into the black hole you'll enter the warp zone. Slide down the steel slide until you reach two pipes. The first one takes you to World 5-1 and the second one takes you to World 4-1.

Angel Morales Jr., Tucson, AZ

Low G Man and Burai Fighter (Nintendo)

Begin with 8 Men!



To begin with 8 men in Low G Man enter the password: LOBB (PS. Use this same password in Burai Fighter to begin with fully powered up weapons.)

Eric Longdin, Methuen, MA

SWAT

TIPS-TACTICS PASSWORDS

SECRET WEAPONS AND TACTICS

Sonic The Hedgehog (Genesis)

1-Ups!



To get a 1-Up at the top of the Green Hill Loop, Act 2, kill the three fish near the bridge and go get the shoes that are on the bottom path to the left. Use these to get a running start from the bridge, and then jump to snag the 1-Up. To get a 1-Up in the Marble Zone, Act 2, cross the third lava river to the wall where you can break through. Now, run back. There's a 1-Up in the Starlight Zone, Act 1. Grab it by running down the hill, across the gap, and then back to unblock it.

Mark Chimblo Jr., Stamford, CT

Sonic The Hedgehog (Genesis)

Secret Hidden Room

There's a secret hidden room in the Green Hill Zone, Act 3. Work Sonic through this level until you reach a solid wall. You'll know you're there when you can't move ahead without bouncing on the bumper. Instead of bouncing over the wall, break through it. Move Sonic back so that he picks up enough speed. Right before he hits the wall, push Down on the directional pad to cause Sonic to spin. If you're going fast enough you'll break through the wall

Sonic The Hedgehog (Genesis)

Defeat the World 1 Boss Easily



At the end of the Green Hill Zone, Act 3, on the last hill before the Boss Enemy stage, if you jump up to the right from just the right spot you'll "sonic" to the tallest tree where an invincibility Monitor is hidden. Grab it and don't waste time – head straight to Dr. Ivo Robotnik and use your temporary invincibility to bash him.

Michael Bazzell, Edgewater, MD

Sonic The Hedgehog (Genesis)

Collect All of the Emeralds Before You Start the First Round



To collect all of the Emeralds before the game begins go to the Level Select mode, choose the "Special Stage," and

try to collect the first Emerald. If you get it, wait until it shows the Emerald at the end of the "Special Stage." Reset the game and go to the Level Select again. "Special Stage" should still be selected. Press Start and try to get the Emerald again. If you get it you'll see that you have two Emeralds at the end of the Special Stage. Repeat this procedure until you have all six Emeralds. When you've got all six go to the "Special Stage" one more time to earn a Continue and maybe a 1-Up. Now, just wait until the end of the "Special Stage" and Stage 1 begins. If you finish the game this way you'll see a slightly different ending. Just remember, you won't be able to get to the Special Stage while you're playing so be sure to get a continue before you start.

Mike Kays, P.E.I., Canada



and you'll notice a secret speed tunnel. Work Sonic through this area without jumping on any bumpers. When you reach the area with the blue water background you'll notice six Monitors with a total of 50

rings and a 1-Up. Jump on the next bumper and you'll fly back to the top of the level to continue your game normally.

Chris Camera, Williston Park, NY

SWAT

TIPS-TACTICS PASSWORDS

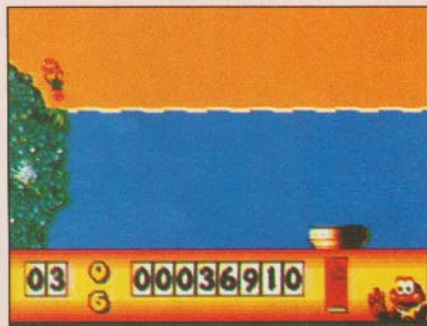
HOT

SECRET WEAPONS AND TACTICS

James Pond (Genesis)

Warp Zones

Here are four warp zones for James Pond. Remember that you must snag all of the items in each level to enter the warp zone.

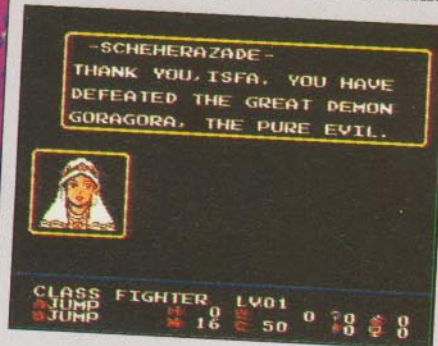


Mission 1: There are two warp zones in Mission 1. To enter either you must first free all of the Lobsters. Once you've freed them move to your far left between the wall and your home pipe and push Down in the middle of the ground. This warps you to Mission 6. The other warp zone is also to the far left. You'll notice a little ledge just out of the water. Stand on top of it and push Down to warp to Mission 11.

Mission 2: Once you grab all the items in Mission 2, return to the tube that leads to

Magic of Scheherazade (Nintendo)

See the Ending, Hear the Sounds



To see the end of Magic of Scheherazade use the code: END. To hear the 31 sounds of the game use the code: SOUND.

Christopher Niccolls, Alberta, Canada



your house. On the left side of the tube in the middle of the ground push Down to warp to Mission 5.

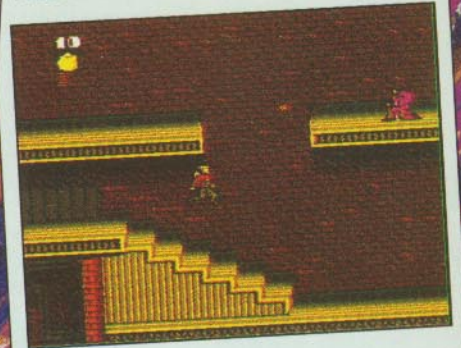


Mission 4: Go to the dark water area surrounding the Ship. Look for a long ledge to your left. Go to the middle of the ledge and push Down to warp to Mission 8.

Patrick Primeau, Ontario, Canada

Rocketeer (Nintendo)

Passwords



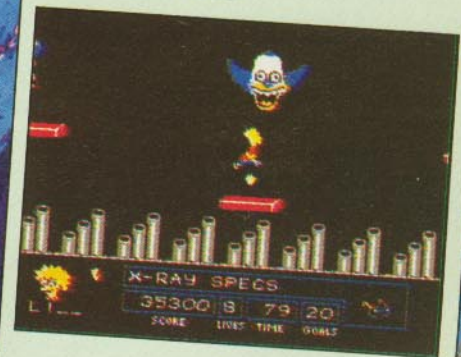
Here are the passwords for each of the chapters in Rocketeer:

Chapter 2: 490-629-312
Chapter 3: 435-765-818
Chapter 4: 775-454-215
Chapter 5: 318-469-417
Chapter 6: 040-473-312

Ray Till, Mt. Prospect, IL

The Simpsons (Nintendo)

Unlimited Lives



To earn unlimited lives enter the first building on the third level and walk until you reach the first platform under the air-blowing pipes. Now, wait until coins begin to shoot out at you. When you get fifteen coins you'll earn an extra life. Just stand and keep collecting coins until you've earned all of the lives you want. The counter only goes up to nine but you can earn as many lives as you choose.

Eric Brodie, Homer, NY

SWAT



Strider (Genesis)

Get Permanent Dipodal Saucers



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

Steven Hill, Sophia, NC

Battle Royale (TurboGrafx-16)

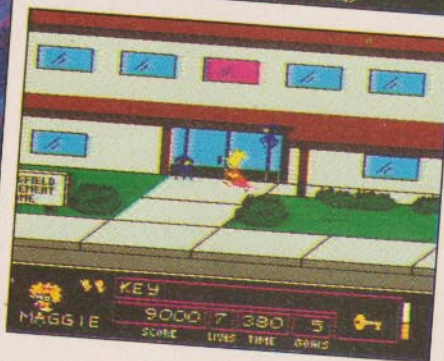
Return to the Ring

If you're thrown out of the ring and two or more wrestlers are still fighting you can try this trick: Turn the turbo switches off, and then press Up, Down, Left, and Right on Controller I. Next, press Up, Down, Left, and Right on Controller II. Finally, press Up, Down, Left, and Right on Controller II. You'll be right in the center of the ring.

Jerry Palmerino Jr., Baltimore, MD

The Simpsons (Nintendo)

Use the Key and the Whistle



If you've ever wondered what the Key and the Whistle can be used for in Stage 1, wonder no more. You can use both at the Springfield Retirement Home. Go to the door of the Springfield Retirement Home and use the Key. You'll teleport back to Moe's Tavern. To use the Whistle return to the last pair of windows of the Retirement Home and then blow the whistle. Grandpa Simpson will appear in the top window and shower you with tons of coins!

Storm Ross, Traverse City, MI

Power Blade (Nintendo)

Sound Test

To check out all of the sounds in Power Blade simultaneously hold down Select and Upper Right on Controller 1, and Button A, B, and Lower Left on Controller 2. While continuing to hold all of the buttons press Start on Controller 1.

Joel Courtney, Las Cruces, NM
Nathan Cullen, Cincinnati, OH

Game Genie Codes:

Super Mario (Nintendo)

Codes for Strange Fireballs

Super Mario IOAULT =
Fireballs explode in air.

Super Mario GXAULV =
Short range fireballs.

Mike Demond, Manhattan, KS

RC Pro AM (Nintendo)

A Handicap Code

RC Pro AM KSZZEG =
Handicap for RC PRO

Mike Demond, Manhattan, KS

Chip 'n Dale: Rescue Rangers (Nintendo)

Give the Chipmunks a Special Attack

Chip & Dale XPAGKX = Special Attack

Mike Demond, Manhattan, KS

Teenage Mutant Ninja Turtles: The Arcade Game (Nintendo)

Here's a few wild Turtle Codes

TMNT II YLTEAG = Handicap

TMNT II SZPYXI = Freezes fire in first level.

TMNT II IPGATO = UNLIMITED lives and score for player 2!

Mike Demond, Manhattan, KS

SOUND MODE

TYPE01
TYPE02
TYPE03
TYPE04
TYPE05
TYPE06
TYPE07

SWAT



Warbirds (Lynx)

Beat the Red Baron



You can send the Red Baron into a permanent nose dive. First, select unlimited damage, 200 rounds of ammo, no collisions, unlimited men if you're not good at landing, and a dueling start. Once you're in the air, fire your machine guns at the Baron. After he flies by, waste your ammunition on purpose. Next, land. While your men are trying to fix your plane, the Baron will crash trying to shoot you on the ground!

Joshua Thoma, Midland, TX

Air Fortress (Nintendo)

Passwords

Here are the passwords for each stage in the First and Second Quests of Air Fortress:

First Quest:

Stage 2: I8TA

Stage 3: KA9I

Stage 4: 6KAI

Stage 5: 8NYU

Stage 6: 2APP

Stage 7: OS85

Stage 8: SUGA

Second Quest:

Stage 2: 11NA

Stage 3: 5AJI

Stage 4: TOBI

Stage 5: NDA4

Stage 6: MA1K

Stage 7: DOMO

Stage 8: 7NDE

Fatal Labyrinth (Genesis)

How to Get the Punch



To get "Punch," a powerful but undocumented weapon, go to the Options screen and choose the "Weapon" icon. Then discard the weapon you are equipped with. You can pick it up again if you want to.

Andy Wienick, Highland Park, IL

Power Blade (Nintendo)

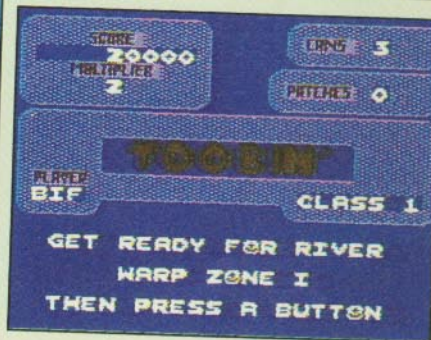
Sound Test

Check out all the sound effects in Power Blade by holding upper right on the directional pad and the Select button of Controller I and lower left on the directional pad and the A and B buttons of Controller II. Press the Start button on Controller I to bring up the sound test screen.

Use Up and Down on the directional pad to move the arrow icon next to the sound you want to hear. The A button selects the sound, the B button stops it.

Toobin' (Nintendo)

Warp Zone



On the first river near the waterfall there's a whirlpool that is a warp zone. Save up your Cans to shoot the sticks blocking the whirlpool and then head to the warp zone.

TIPS • TACTICS PASSWORDS

Adventures of Lolo III (Nintendo)

Strange Password

Skip straight through the first three levels with this unusual password:

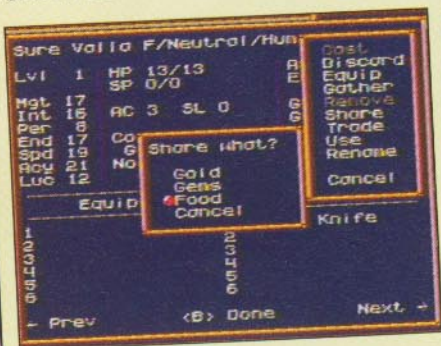
2222 2222 2222 2222

When the game begins you'll discover that you can waltz right into Level One and Level Two and grab the Egg and the Key. Once you have these all you have to do is create the rainbow bridge and you're set to cross over to the other side and begin the next levels of the game.

William Striker, Madison, WI

Might and Magic (Genesis)

Chow Down!



Here's a way to feed your entire party - without buying any food! No, it's not a miracle. All you have to do is go to your command screen, select Share and then Food. Repeat this procedure several times and your entire food supply increases. You might even end up with more than 40 units!

John Stone, Denver, CO

Stormlord (Genesis)

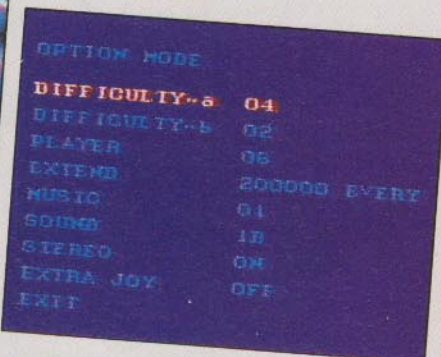
Skip Levels



Tired of the level you're on? To skip ahead just hit Pause, Button C, Button B three times, Button A four times, Button C two times, and Button A four times. You can repeat this procedure as many times as you like during the game - all the way up to the last level!

Final Fight (Super NES)

Option Screen



To access a hidden option menu, hold down the Left and the Right keys at the top of your controller and press Start. You'll be able to change the number of starting lives and the difficulty level, plus sample Final Fight's sounds.

Slasher Quan

Stormlord (Genesis)

Nine Extra Men

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

Stormlord (Genesis)

More Time

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

Go! Go! Tank (Game Boy)

Invincibility

To become invincible try this trick: During the title screen press Left, Up, Right, Up, Left, Left, Up, Right, Up, Left, Up, Left, and Start.

Dave Warren, Omaha, NE

Go! Go! Tank (Game Boy)

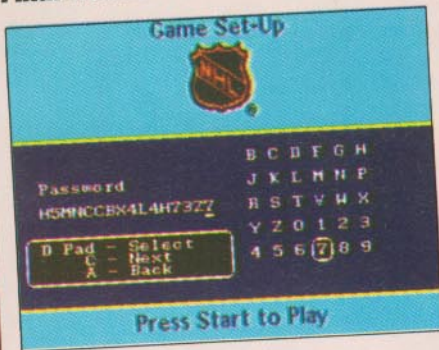
Begin with Seven Extra Vehicles

To begin with seven vehicles instead of three use the following code: During the title screen hit Left, Up, Right, Up, Left, Left, Up, Right, Up, Left, Up, Right, and Start.

Dave Warren, Omaha, NE

NHL Hockey (Genesis)

Final Round Passwords!



Make a power play for the Stanley Cup with these passwords:

Boston vs. Vancouver:

H5MNCB4L4H73Z7

Los Angeles vs. Buffalo:

G757ZSVP2WF8VWO2

Slasher Quan

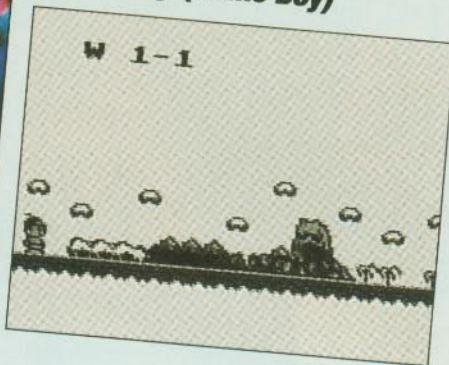
Totally Rad (Nintendo)

Earn Tons of Lives

To earn tons of lives wait until you encounter the first green soldier. Stand and do battle with him over and over - he'll keep on coming back at ya'. For every 100 soldiers you kill you'll earn an extra life. The maximum number of lives is 13.

Todd Leingrein, Sacramento, CA

Ninja Boy (Game Boy)



Stage Select

To choose any level in Ninja Boy wait until the title screen appears and then press Up, Up, Down, Down, Button A, Button B, Button A, and Button B. Next, simultaneously press Button A and Start. The symbols "W 1-1" will appear in the upper left-hand corner of the screen. Use Up and Down on your control pad to change the Stage numbers. As a special bonus this code also gives you 80 fighters and 99 Miracle Kicks.

Buzz McIntosh, Boston, MA

Pilotwings (Super NES)



Passwords!

Use these passwords to begin at different stages in the game:

Level 1: 985206

Level 3: 394391

Level 4: 520771

Level 5: 108048

Level 6: 400718

Level 7: 773224

Level 8: 165411

Helicopter 2: 882943

Francis Mao, San Mateo, CA

Super Castlevania IV (Super NES)

Passwords

Use these passwords to get a head start in Castlevania IV. Check out the grid to see how the format works:

	A	B	C	D
1				
2				
3				
4				

P = Potion

A = Axe

H = Heart

For example: C2/A = An Axe in the C-2 position.

Level 2: A1/P, A2/A, A4/P, B3/H, B4/P, D2/H

Level 3: A1/P, A2/A, A4/H, B3/H, B4/P, D1/A, D2/H

Level 4: A1/P, A2/A, B2/P, B3/A, B4/P, D1/H, D2/H, D3/A

Level 5: A1/P, A2/A, A4/P, B3/H, B4/H, D2/H, D3/A

Level 6: A1/P, A2/A, A4/P, B2/P, B3/A, B4/H, D1/A, D2/H, D3/A

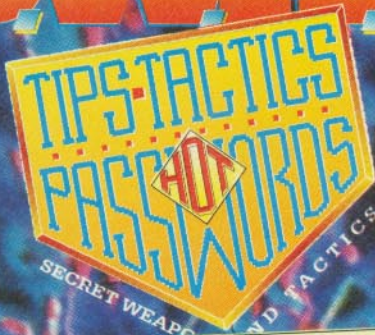
Level 7: A1/P, A2/A, B2/H, B3/P, B4/H, D1/H, D2/H, D3/P

Level 8: A1/H, A2/A, A4/P, B2/P, B3/A, D1/A, D2/H, D3/P

Enter your name as "Quan."

Slasher Quan

SWAT



TREASURE

MASTER

Treasure Master (Nintendo)

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

General Hints

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

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

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

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

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



This is the only way to reach the pool.



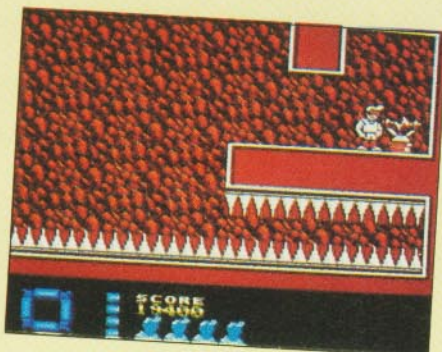
Be quick, the fuse is just long enough to allow you to get from the Bomb Factory to the wall if you hurry.



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



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



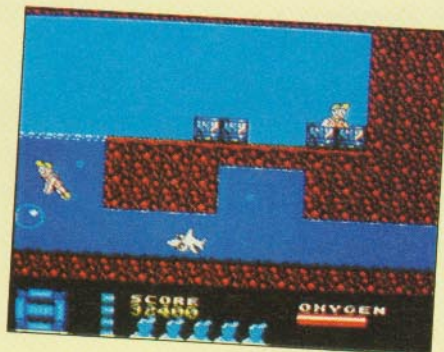
Tip 6: This is the Transporter that leads you to the bonus game and your second extra life. All you have to do is figure out where it is!



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



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

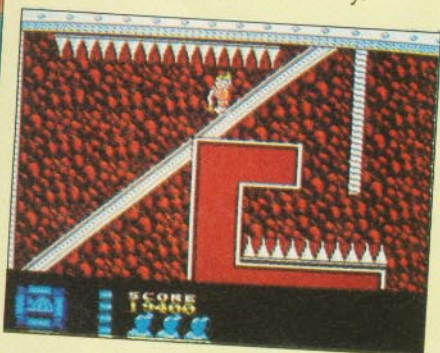


Tip 7: When you get near to the end of the first world, the third extra life is easy to find. The only problem is getting by the Shark in such a confined area!

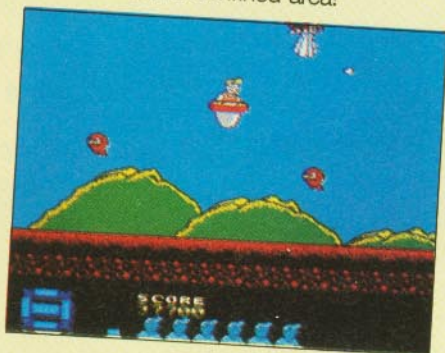


Congratulations!

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



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



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

TIPS-TACTICS PASSWORDS

Gradius III (Super NES)

Max Up Your Credits



To earn extra credits hit Button X as rapidly as you can during the title screen.

Matt Fox, Lorain, OH

Bonk's Revenge (TurboGrafx-16)

Crabby Strategies

In King Drool's palace, falling walls will crush you into a crabby mini-Bonk. As a crab, you can fit into crevices to collect blue hearts, red hearts, and free lives! In the water tunnel, get flattened and use the crab's swimming speed to avoid piranhas and mines.

Slasher Quan

Bonk's Revenge (TurboGrafx-16)

Hot Springs 1-Up



To snag a 1-Up at the beginning of the Hot Springs (World Three) just bounce off the first Yellow Floret and bonk the snowflakes until you reach the 1-Up at the left edge of the screen.

Slasher Quan

Gradius III (Super NES)

Practical Joke



OK, so everyone tries the standard Konami trick (Up, Up, Down, Down, Left, Right, Left, Right, B, and A) on every Konami game. Try it here and you'll explode when you un-Pause the game!

Matt Fox, Lorain, OH

Gradius III (Super NES)

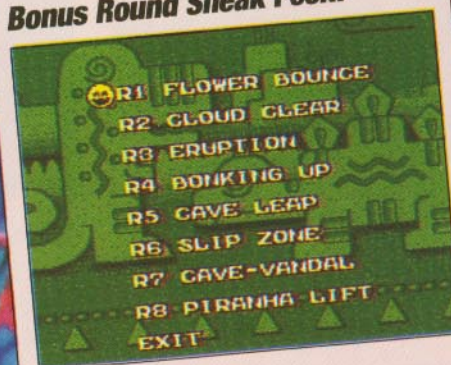
Power-Up

Here's how to power-up with all of the weapons: Pause your game and press Up, Up, Down, Down, Left, Right, Left, Right, B, A, and then un-Pause. Remember, you've got to use the Left and Right buttons on the top of the control pad for the trick to work.

Matt Fox, Lorain, OH

Bonk's Revenge (TurboGrafx-16)

Bonus Round Sneak Peek!



To practice all of the bonus rounds in Bonk's Revenge, all you have to do is go to the difficulty select menu and then press and hold Button II and hit Run.

Slasher Quan

Kickle Cubicle (Nintendo)

Special Game



To play a special Kickle Cubicle game try the following: Before turning on the power hold Down on Controller 1. Next, power up your NES – your screen will go white. Now, press Select!

Darren Sparham, B. C., Canada

Golden Axe (Genesis)

Nine Credits!

Use this tip to begin a one-player game with nine credits in reserve. Select Arcade Mode, then press and hold down the Left Diagonal on the directional pad, making the warriors spin continuously. As you do this press buttons A and C simultaneously. Finally, let go of everything and press Start. You'll have nine credits instead of three!

Brian Johnson, Ontario, Canada

The Legend of Zelda (Nintendo)

Unlimited Cash!

Here's a trick for all the gold your heart desires. From the starting location, walk left one screen and bomb open the door on the top wall. Enter and you'll be challenged to a money-making game. Now here's the tricky part. Select one of the three gems. If you lose, press Start on Controller One followed by Up and A on Controller Two, choose Retry, and you'll be transported back in time to a point before you lost the cash. However, if you win bucks, use the same button-presses, choose Save, and do it again.

Monty Haul

Mercenary Force (Game Boy)

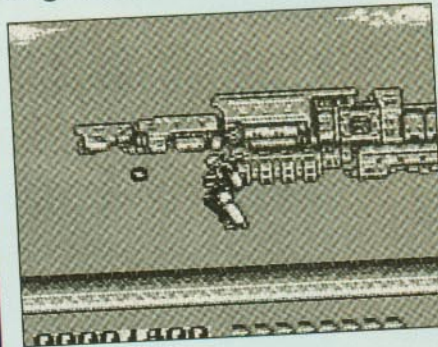
Round Select

Here's a way to use the old "Begin with \$50,000" trick to also select any round. Wait until the title screen appears and then simultaneously press Up, Select, Button A, and Button B. Next, hit Start. When the round select numbers appear on the screen quickly hit Right on your control pad to increase the numbers on the round select. When you reach the number of the round you want to play sit back and relax and away you go!

Ryan Corkland, W. Hartford, CT

Battle Unit Zeoth (Game Boy)

Stage Select



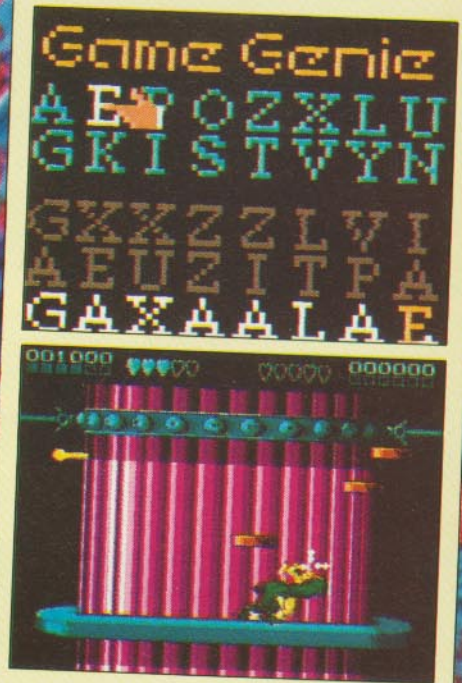
To choose any stage and have invincibility to boot wait until the intro music during the title screen ends. Next, simultaneously hit Down, Button A, and Button B over and over. Wait until you hear the same number of musical tones as the stage you wish to play (i.e. if you hear four tones you can begin on Stage Four) and then hit Start. To see the game end wait until you hear six musical tones. Now you're set to play through the stage you've chosen with an invincible fighter.

Keith Barnes, La Jolla, CA

Battletoads!

(Game Genie – Nintendo)

Toadally Cool Codes!



To begin with 9 lives: PENVZILE

For infinite lives: GXXZZLVI

Super fast punching: AEUZITPA

Mega Jumping: EYSAUVEI

Begin on Level 6: TAXAALAA

Begin on Level 8: AAXAALAE

Begin on Level 10: ZAXAALAE

Begin on Level 12: GAXAALAE

These cool code updates are from Camera!

Do You Have a Secret Weapon?

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

GamePro Magazine

Secret Weapons

P.O. Box 3329

Redwood City, CA 94064

ProChallenge Board

Challenge the ProScores!

When you achieve your best score on any Nintendo, SNES, Sega, Genesis, TurboGrafx-16, Atari (7800 or XE), Game Boy, or Lynx game, send us a photo of the screen. If you have the highest score, your name will appear in our next issue of SWAT. Also, in each issue of SWAT a drawing will be held of all high scorers for each system. The winners receive a T-shirt.

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

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

The following rules apply:

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

4) Non-scoring games that you win by "finishing" require the same proof as scoring games. "Finish" scores will appear in one issue of the magazine.

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

GAMEPRO Magazine
ProScores
 P.O. Box 3329
 Redwood City, CA 94064

NINTENDO			Game	Player	Score	Game	Player	Score
720 Degrees	Conrad D. Cheslock	365,400	Gradius	Scott Lindsey	3,652,000	Renegade	Jason Turka	276,550
1942	Jason Wu	138,400	Gyromite	Steve Menton	727,240	Roadblasters	Shawn McTaggart	993,727
1943	Donald E. Vasquez	2,621,400	Hogan's Alley	Steven Faust	983,500	RoboCop	Mark Buchholz	277,340
Abadox	Jason Turka	377,790	Ice Climber	Steven Faust	428,980	Robo Warrior	Stephen Drogman	9,999,900
A Boy and His Blob	Jason Turka	157,015	Iron Tank	Ed Van-Tilburg	1,180,900	Rock 'n Ball	R. Wayne Nitta	99,252,030
Adventure Island	Steve Pavlina	613,320	Jackal	Cory Lewis	999,670	Rollerball	Fred Stallis	9,809,230
Alien Syndrome	Jason Bleistein	204,500	John Elway's Quarterback	Nicholas Malandrakis	109-0	Rolling Thunder	Edouard Charbonneau	179,350
Alpha Mission	Michael Suggs	425,000	Joust	Tony Grouzis	124,880	Rush 'n Attack	John Orr	1,182,600
Arkanoid	Stephen Krogman	999,990	Karate Champ	Adam Albert	999,900	Section Z	John J. Whittington	440,580
Bad Dudes	Johann Davila	Finished	Karate Kid	Peter Boadry	557,200	Shinobi	Justin Lee	800,300
Balloon Fight	Tony Shivley	991,250	Kickie Cubicle	Stephen Krogman	11,111,100	Shooting Range Party Game	Ray Venosdale	99,990
Battleloads	Eric Longdin	683,700	Kid Icarus	Richard C. Green	9,999,999	Shadowgate	Debra Givens	Finished
Black Bass Fishing	David Wright	25 lbs.	Kid Niki	Sam Wu	557,700	The Simpsons: Bart vs. The Space Mutants	Christopher Wall	97,350
Bowling	Cary Bell	240 pts	Klax	James Kalyn	3,435,800	Sky Kid	Todd A. Barber	367,500
Bubble Bobble	Gerard Agbulos	2,071,390	Kung Fu Heroes	Michael Liebel	1,754,500	Sky Shark	Bob Ostrovecky	874,700
Bugs Bunny	Michael Gaddis	132,500	Kung Fu Master	Edouard Charbonneau	580,210	Solomon's Key	Jeff Adkins	17,095,550
Bump 'n Jump	Greg Shill	126,840	Legend of Kage	Marques Olivera	7,136,940	Spelunker	Jeff Adkins	9,999,820
California Games/ Half Pipe	Matt McGrath	24,445	Legendary Wings	Conrad Cheslock	2,568,600	Squoon	Glen Stockwell	12,012,210
Castlevania III	Matt Burgess	Finished	Life Force	Blair Vanstone	1,216,240	Star Force	Jonathan Henry	6,443,900
Chiller	Alex Childress	1,307,100	Mach Riders	Steve Menton	448,860	Star Soldier	Keyy McKenzie	6,090,000
Contra	Dan Kennedy	6,553,500	Maniac Mansion	Chris Kilgore	Finished	Stinger	John J. Whittington	3,318,800
Cybernoid	Brian Davis	61,220	Marble Madness	James Chisholm	153,600	Super Pitfall	Glenn Stockwell	9,999,500
Dig Dug	Stephen Krogman	250,000	Mega Man	Steven Barnholtz	2,362,500	Skate or Die	Teddy Meadows	127,300
Dig Dug 2	Charlie Kimble	415,100	Mega Man 2	Miles Hardison	Finished	Spy Hunter	Miles Hardison	Finished
Donkey Kong	Stephen Krogman	185,000	Mighty BombJack	The Game Freak	13,008,920	Super Mario Brothers	Miles Hardison	Finished
Donkey Kong Jr.	Michael LeJuez	438,400	Millipede	Stephen Krogman	663,339	Super Mario Brothers 2	Jenifer Conway	Finished
Donkey Kong 3	Buzz Morgan	744,000	Monster Party	Nicholas Rohrbaugh	209,800	Super Mario Brothers 3	Miles Hardison	Finished
Double Dragon	Miles Hardison	527,760	Ms. Pac Man	Mark Carlston	228,150	Super Sprint	Matthew Rutter	276,550
Double Dragon II	David Wright	650,000	Operation Wolf	Chris Spencer	1,172,800	Tetris	Matt Tabak	490,086
Dr. Mario	Stephen Krogman	Finished	Palamedes	Stephen Krogman	719,900	Teenage Mutant Ninja Turtles	Chris Hoffman	2,184,100
Duck Hunt	Dwayne Julius	1,022,400	Paperboy	Glenn Stockwell	191,300	TMNT: The Arcade Game	Blair Tuck	381,310
Duck Tales	Chris Kilgore	4,516,800	Pinball	Melissa Finch	947,720	Tiger Heil	Chris Kilgore	Finished
Faria	Stephen Krogman	30,962,000	Pinball Quest	Scott Hawley	Finished	Times of Lore	John Cicpiela	1,586,350
Flying Dragon	Dwayne Julius	77,748	Pinbot	Mike Camber	47,297,990	Toobin'	Wayne James	91,600
Fist of the Northstar	Jeff Adkins	Finished	Pipe Dream	Dan Schilling	1,986,650	Top Gun	Brain Stark	999,810
Galaga	Chris Kilgore	77,748	Popeye	Jason Turka	57,410	Total Recall		
Gauntlet	Bobby Miller	77,748	P.O.W.	Robert Orapallo	339,600			
Godzilla	Jake McKee	1,581,400	R.C. Pro Am	Ricardo Rodrigues	323,393			
Golf	Michael Valenzuela	999,300	Rad Racer	Glenn Stockwell	61,296			
	Paul M. Davis	3,999	Rampage	Stephen Krogman	42,999,963			
	Paulo Wageck	10,256,680						
	Stephen Dent	18 under par						

NINTENDO (cont.)

Game	Player	Score
Town & Country Surf Design	Ricardo Rodrigues	309,390
Track & Field	Kevin Keto	1,039,719
Trojan	Rex Cottingham	456,150
Twin Cobra	Ryan Culton	581,000
Werewolf	Edouard Charbonneau	999,900
Wings	Conrad D. Cheslock	1,016,000
Totally Rad	Mat Burgess	Finished
Wizards and Warriors II: Ironsword	Stephen Krogman	11,000,394
World Runner	Adam Kline	669,650
Wrecking Crew	Jason T.	999,900
Wrestlemania	Ricardo Rodrigues	Champion
Zanac	Dave Hanych	36,783,810

SEGA MASTER SYSTEM

Game	Player	Score
Action Fighter	David Rapport	1,163,550
After Burner	C. Long	18,362,060
Alex Kidd/Lost Stars	Derek Bolinger	201,500
Alien Syndrome	Gram Crowe	804,500
Altered Beast	Peter Maksym	472,000
Astro Warrior	Gerald E. Shepard Jr.	655,900
Aztec Adventure	DeAngelo Price	87,100
Black Belt	John Polizzi	9,971,700
Bomber Raid	Daniel Montiero	1,198,900
Calif. Games/BMX	Julien Carrasco	181,000
Calif. Games/Foot Bag	Jonathon Mason	120,550
Calif. Games/Half Pipe	Phillipe Takla	33,480
Calif. Games/Skating	Julian Carrasco	1,910
Calif. Games/Surfing	Roger Moorefield	8.6
Captain Silver	Jacoby Lucien	1,280,000
Choplifter	Wayne Frick	3,327,200
Cloud Master	Tim Price	502,700
Dead Angle	David Rapport	259,300
Double Dragon	Reginaid Stewart	3,456,930
Enduro Racer	Brian Dear	5'58"18
Fantasy Zone II	Jacoby Lucien	8,973,500
GangsterTown	Andrew Frick	194,720
Ghost House	Chris Janik	304,400
Global Defense	Peter Maksym	63,230
Hang On	Gus Zambrano	4,125,080
Kenseiden	Mike Jankuski	999,900
Kung Fu Kid	John Polizzi	5,117,800
Maze Hunter 3-D	Jacoby Lucien	302,500
Miracle Warriors	Daniel Neumeyer	Finished
Missile Defense 3-D	Alex Galley	Finished
My Hero	Jacoby Lucien	555,800
Out Run	André St. Laurent	586,590
Parlor Games	Michael J. Andrus	48,442,140
Poseidon Wars	David Sonnenberg	score 200-83
	Michael J. Andrus	165,852

Power Strike	Thomas Dreiss	4,657,250
Pro Wrestling	Jacoby Lucien	704,000
Quartet	Jacoby Lucien	246,600
R-Type	Michael Andrus	1,159,300
Rambo	Ovidiu Marina	1,445,900
Rambo III	Jacoby Lucien	81,900
Rampage	Vijay Parthban	942,735
Rastan	Brian Gaudreault	2,081,990
Rescue Mission	Andrew Frick	568,600
Safari Hunt	Ric Elias	1,533,500
Shinobi	Michael Andrus	1,568,450
Shooting Gallery	Jacoby Lucien	333,900
Space Harrier	David Travers	36,035,860
Space Harrier 3-D	DeAngelo Price	18,517,740
Super Monaco GP	C. Lewellyn	World Champ, 58 pts.
The Ninja	Jacoby Lucien	2,408,500
Thunderblade	Thillmany Alexandre	2,701,000
Time Soldiers	Robbie Siegmann	7,437,700
Transbot	Alex Kidd	66,666,660
Vigilante	David Rapport	70,200
Wanted	Jacoby Lucien	180,700
Wonder Boy in Monster Land	Dominic Gagnon	2,304,500
Zaxxon	Angus Kendziora	109,400
Zillion II	André St. Laurent	411,000

GENESIS

Game	Player	Score
Air Diver	Jonathon Zaremba	93,352,000
Altered Beast	Ken Pescatore	11,655,100
Arnold Palmer Golf	E. Holowachuk	37 under Par
Buster Douglas Knockout Boxing	Shea Lamb	22,250,080
Columns	Heath Dalton	99,999,999
Dick Tracy	Amy Vandale	144,090
DJ Boy	Carlo Hizon	1,836,100
Forgotten Worlds	Den Pescatore	Finished
Ghostbusters	Parrish Spinosa	12,371,000
Ghouls 'n Ghosts	Ken Pescatore	Finished
Ghouls 'n Ghosts	Miles Hardison	Finished
Hard Drivin'	Curtis Lewellyn	1:21:60
Klax	Matt Garland	1,811,154
Last Battle	Miles Hardison	Finished
Mickey Mouse: Castle of Illusion	Brian Schulze	136,300
Moonwalker	The Nintendo Hater	569,400
Phantasy Star II	Charles Mathisen	Finished
Phantasy Star III	Charles Mathisen	Finished
Phelios	Stephen Krogman	99,999,990
Revenge of Shinobi	Carl Rizzo	8,285,900
Shadow Dancer	Stephen Krogman	99,999,990
Sonic The Hedgehog	Mark Tiegan	231,050
Space Harrier II	Nils Thingvall	31,756,300
Strider	Teddy Meadows	327,650
Super Hang On	André St. Laurent	75,386,620
Super Thunder Blade	Brian Young	11,789,400
Techno Cop	Parrish Spinosa	756,000
Thunder Force II	Kellin Winslow	5,088,210
Thunder Force III	Kellin Winslow	6,706,050

TURBOGRAFX-16

Game	Player	Score
Alien Crush	Barry Bowman	999,999,900
Blazing Lasers	Chris Federico	13,771,770
Bloody Wolf	Ken Shulin	2,348,300
Bonk's Adventure	Toni Bourgeois	Finished
	M.C. Lean	Finished
Bonk's Revenge	Randy Green	217,350
Cybercore	Terry & Ken Chu	9,999,900
Devil's Crush	William Bowen	999,999,990
Fantasy Zone	Jonathon Hall	25,813,800
Fighting Street	Michael Campana	264,400
J.J. & Jeff	Christopher Camera	10,175,650
KLAX	Randy Green	3,203,720
Legendary Axe	Sir Game Master	1,067,400
Monster Lair	Michael Campana	128,130
Ninja Spirit	Jason Wong	64,617,300
Pac Land	Barry Sikora	1,051,740
Side Arms	Chris Nygaard	867,000
Splatterhouse	Rick Salverson	228,600
Veigues: Tactical Gladiator	Michael Campana	9,788,300
Truxton	Zubair Nadem	2,255,330
Whip Rush	Parrish Spinosa	348,500
Wings of Wor	Stephen Krogman	752,970

LYNX

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

GAMEBOY

Game	Player	Score
Alleway	Heather Walling	7,920
Operation C	Don Williams	Finished
Revenge of the Gator	Raymond Middleton	4,491,960
Paperboy	Kevin Adams	28,450
Tetris	Brad Davenport	461,427

SUPER NINTENDO

Game	Player	Score
Super Mario World	Jomah Williams	Finished
	Stewart Gordon	Finished
	Matt Winburn	Finished
	Jason Cooke	Finished
	Marty Peel	Finished
	Mat Burgess	Finished
	Ollie Blas	Finished
	Jason Anderson	Finished
	Edward Sampson	Finished
	Jamie Knoch	Finished

SUPER NES PRO REVIEW



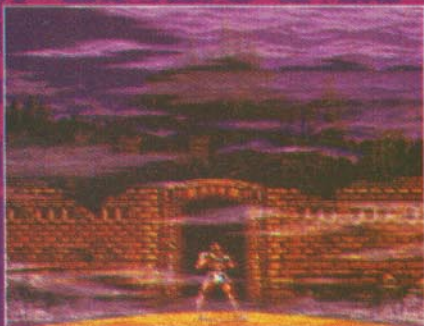
By Gideon

Expectations for the sequel to the immensely popular Castlevania series on the Super Nintendo with its 16-bit technology and graphic capabilities are understandably high. After putting Castlevania IV through its paces, this reviewer can unconditionally guarantee that not only will all expectations be met, but they will be shattered! No predictions, no hype, the year's best action adventure game for any game system has arrived!

Simon Says

Once again, you take the role of Simon Belmont, heir to the vampire-hunting Belmont lineage. Legend has it that every 100 years the forces of Good mysteriously weaken and allow the forces of Evil to gain a foothold on Earth. The peace of the countryside has been ruffled by evil emanations coming forth from the deserted castle atop the mountainside...the same castle where your ancestor Trevor Belmont defeated evil incarnate, Count Dracula, over 100 years ago in Castlevania III for the NES.

Villagers whisper that they have seen the undead walk the night, and some even swear that they have seen ol' Redlips himself! It is Simon's destiny to venture into the castle to find out if Dracula has indeed returned, and if he has, to terminate him once and for all!



Simon's back! In full, glorious 16-bit color!

A Monster Mash

Castlevania IV is a massive eighteen-level monster which features non-stop action! Wind your way through the lushly illustrated marshes and forests of the village, the maze-like caverns of the castle, and,

if you're lucky, Dracula's private inner chambers for the final battle!

Veteran Castlevania players will ease into the gameplay. Simon has only a certain amount of health units and time to finish each level. Your primary weapon is a Whip, but there are plenty of opportunities throughout the game to find special weapons such as Battleaxes, Holy Water, Daggers, and even Secret Potions. Blow out candles to reveal valuable Hearts, which determine the number of times you may use a special weapon. Also available in hidden spots throughout the game are invaluable food items which restore Simon's health units.

PROTIP: Candles reappear whenever you reenter a room, so load up on Hearts before you go into battle! Special items do not regenerate.



The password feature is the only way you'll make it through all 18 levels!



PROTIP: Crack your whip at all walls, staircases, and bricks to reveal valuable hidden items!

All your favorite monsters and ghouls from the previous Castlevania games are back, including zombies, floating eyeballs, flying Medusa heads, and haunted suits of armor! Fortunately, they haven't learned any new tricks, so the same tactics and strategies that you used before work just as well here!

Simon, however, has a couple of useful new moves. The most important is the ability to flick his Whip without having



PROTIP: Flick the whip when you face a swarm of enemies.

to wind up for a full-fledged hit. This move provides the most firepower in situations where the enemies come at you

Gruesome Graphics, Scary Sound

The graphics in this cart are extraordinary! Clearly, the Konami artists took the time to take full advantage of the SNES's 16 bit technology. Every screen is so rich in detail and vibrant colors that it's worth your time to hit Pause and study them properly. The character graphics are all sharp as tacks, and the sprites move smoothly without any flicker. Castlevania IV throttles the SNES's ability to produce multiple independently scrolling layers of graphics to the max, creating extraordinarily realistic depth. Konami even pulls

off some radical, almost unbelievable rotating background effects!



This dizzying 3-D rotating background has to be seen to be believed!



Hang on for dear life when the entire screen rotates 90 degrees!

Awesome, full-bodied, non-computer sounding music and eerily real sound effects provide a delicious icing to this video delight. From the opening title screen's spine-tingling wolf howl to the pulse-pounding soundtrack of the final battle with Dracula, Castlevania IV hits you right between the lobes!

A Graveyard Smash

Run don't walk to drive your stake through Castlevania IV! An action adventure treat that will appeal to gamers of all ages and ability, this cart should be on the top of every SNES owner's holiday wish list. And while you're writing that down, this reviewer will make his own wish: Castlevania IV!!



fast and furious. Simon can also wrap his Whip around certain wall mounts and use it to swing over obstacles! Why fight when you can fly?

PROTIP: It's better to learn the Medusa heads' pattern and dodge them rather than try to take them "head" on, since they always appear whenever you can be easily knocked off a ledge or staircase!



Graphics too good for words!



Castlevania IV by Konami
Price not available
Available December, 8 megs

SUPER NES PRO TIPS



By Slasher Quan

Simon Belmont is neck deep in monster mashers and graveyard goo in his latest console cart, Super Castlevania IV. Give him a leg up on the Transylvani-
an terrors with these tips.

Whip the Bosses!

Check it out fellow vampire hunters, here are some pointers to help you drive a stake through these tough boss creatures.

BOSS 1: Duck on the left platform and whip or throw daggers at the Skeletal Knight's mount. When the Knight sets out on foot, move in, run under his jumps, and whip him 'til he crumbles.

BOSS 2: Duck and whip the Medusa's snakes and her body at the same time. Keep it up and you'll send her back to the grave.



BOSS 3: Stand on the middle platform and whip the twin Dragon beasties in the head. Jump away when they open their mouths to avoid breathing devastating fire.

BOSS 4: Hide behind the ledge and whip the skull head right between its eyes. Look out for bone missiles from the sky!



BOSS 5: Toss axes at the Stone Golem's head, and dodge out of the ceiling's way when it comes crashing down bit by bit.

BOSS 6: Whip and move, whip and move to de-spook the Level Six boss spirits who dance around the screen. Keep your distance when they launch spears at you.



BOSS 7: Duck under the Axe Battler's flying blade and whip him square and solid. Leap when he pounds the ground and sparks shoot out from his axe.

BOSS 8: Give Frankenstein a few whipper-snaps in the face, then run when he stomps down blocks from the ceiling.

BOSS 9: Stand directly underneath the Vampire Bat and whip it from below. When it splits into mini-bats, move away and whip them from the side.



BOSS A: To pull a number on the clock tower's Mummy, stand on the lower-left platform and use a diagonal whip. Duck to avoid its bandages.



BOSS B #1: Duck and whip the Trident Skele-warrior, then move before he can crush you from above.



CASTLE



ANITA III



BOSS B #2: Stand on the left platform to avoid the Winged Demon's breath blasts, then jump and whip him while he's hovering in mid-air.



BOSS B #3: Wait behind the left ledge and use a dangling whip to block the Grim Reaper's scythes. When the Reaper lands and tries to suck you into his clutches, whip and leap away.



DRACULA: Fill up on hearts for the big battle by collecting all the torches outside Dracula's chambers, returning down the stairs, going back up, and grabbing the torches again.



During the first phase of combat, whip Drac's energy bolts, then jump over the two tiny shots and strike him in the head.



In the second phase, when the Count summons fire creatures, diagonal-snap him in the head and use your whip to dispatch the infernos.



Finally, when the Dracster summons lightning bolts from the heavens, weave in-between the bolts and give him the ol' one-two: a boomerang and then a lash to the head. Good luck!

Pork Chop and 1-Up Locations

Here's a treasure-hunter's guide to some hard-to-find Pork Chops and extra lives.



LEVEL 4-1: Strike the torch above the green revolving platform for a Pork Chop.



LEVEL 6-3: Whip the blocks just before you climb the stairs for a free life.

SUPER NES PRO TIPS



LEVEL 7-2: Look for this Pork Chop right at the beginning of section 7-2.



LEVEL 8-1: Grab a Pork Chop from the blocks just prior to the stone bridge.

Secret Rooms!!

Search high, low, and all points in between to reveal these hidden bonus rooms:



LEVEL 3-1: Whip the boulders in Stage 3-1...



...and you'll uncover a hidden room, replete with candles and weapon power-ups.



LEVEL 9-2: Get sucked into this wind tunnel opening in Level 9-2...



...and you'll be transported to a special bonus room filled with goodies and treasures.

Passwords!

Check out page 29 for some killer codes for Super Castlevania IV.

Easy Shot Multipliers!

Here's a way to get a no-sweat shot-multiplier any time: simply toss your special weapon at candles. Do it over and over until a torch drops a double, and then finally a triple multiplier!



NINTENDO PRO REVIEW



By **Charlie T. Aslan**

Living here in the good ol' USA, you can count on a lot of things. You can bet that each new TV season will arrive with plenty of trumpeting and fanfare, and very little else. You can count on a successful action movie having a slew of sequels (Rambo 18 anyone?).

In the video game world, as each new Christmas season approaches, you can look for the latest installment of further adventures of Capcom's titanium wonder, Mega Man, in your toy store. It's just like clockwork!

The Robotic Cold War

A mad doctor has a nefarious plan for world domination – but before you say “Oh, Dr. Wiley's at it again,” hold your tongue! Evil has a new name – and it's Dr. Cossack!

You see, Dr. Cossack has a bruised ego. Cossack has been designing all these robots for years and years, yet no one pays much attention to him. Dr. Light is hailed as the world's greatest robot designer – after all, he did design our hero, Mega Man. Meanwhile, Dr. Cossack sits in his Siberian citadel and fumes.



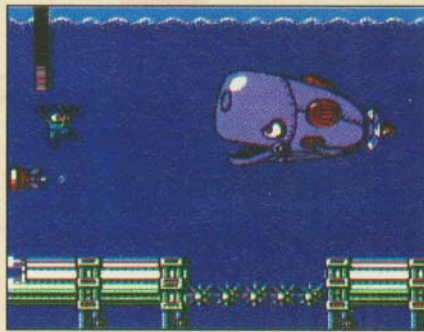
Dr. Cossack's Citadel

Finally, Cossack's brain boils over – he sends eight of his most powerful robots to destroy Mega Man. Toad Man, Bright Man, Dust Man, Ring Man, Drill Man, Dive Man, Skull Man, and Pharaoh Man are the robot masters you have to deal with this go around – and there isn't a weenie amongst them!

Who's the Boss?

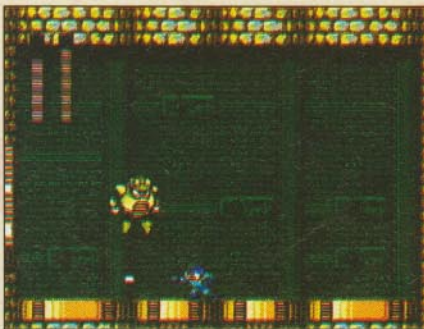
In addition to the brand new robot rogue's gallery, Mega Man 4 features

some villains from earlier Mega Man carts, such as the Torpedo Fish (that show up on the Toad Man and Dive Man levels), Meteors (the little guys with the hard hats – that show up almost everywhere), and Batteries (those green metal things that shoot big red balls). But don't get me wrong – this ain't just a rehash, there's lots of new, original foes such as the monster-size robo-hippos and the gigantic missile-whales.



Huge foes – such as the Missile-Whale, are ready to have MM for lunch!

PROTIP: Hop through Toad Man's lair first. It's the easiest place to start and beating Toad Man nets you the Rain Flush and a Rush Marine Adaptor.



PROTIP: To defeat Toad Man, stay close to him so he can't use his Rain Flush. Blast him with your Mega Buster and move right and left to avoid having him land on you.



PROTIP: When battling Bright Man, try to get frozen in mid-air or move farther away when he's about to use his “Freeze Flash.” That way, most of his shots will miss you and he won't be able to jump on you.



PROTIP: In Ring Man's world, use the Rain Flush to easily defeat the giant robot hippos.



PROTIP: The best way to defeat Drill Man is to blast him with the Dive Missiles when he surfaces. When he burrows underground, keep jumping and moving from left to right and back to decrease the chance of him burrowing up under you.

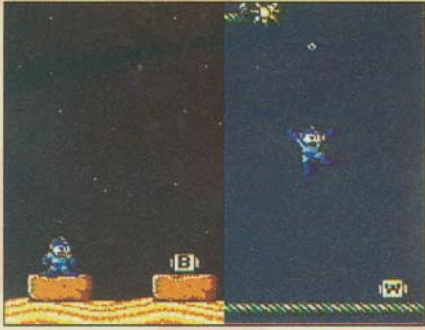
More Tricks Up Your Sleeves

Another new element in Mega Man 4 is the helpful devices you can find. Previously, you only got new weapons and devices by defeating a super baddie. But two new devices – the Wire Adaptor, which enables Mega Man to fire a wire up to a ledge or ceiling and haul his can



New toys – the Balloon Adaptor and the Wire Adaptor, can be had if you search carefully.

up, and the Balloon Adaptor, which creates a small floating platform Mega Man can stand on – are hidden within the game. You won't have to beat any one to get these devices, but it's possible to miss them!



PROTIP: You'll find the Balloon Adaptor on the Pharaoh Man level; the Wire Adaptor is on the Dive Man level.

PROTIP: Every Mega Man game has a spot or two where it's easy to get weapon capsules and energy pellets. In Mega Man 4, the Skulls provide the easiest way to full power-up.

Nuts and Bolts

The Mega Man carts form a classic NES series, and NESers have grown accustomed to their challenge and style. If you like one of these games, you probably like them all. Mega Man 4 continues the tradition – crazed robot baddies, good character graphics, great background art, and warped, mechanical music. When you have a good game, why make radical changes? Capcom sticks to the blueprints in Mega Man 4 – guaranteeing happiness for Mega Man fans everywhere.



Mega Man 4 by Capcom
 Price not available
 Available January '92

MEGA MAN 4



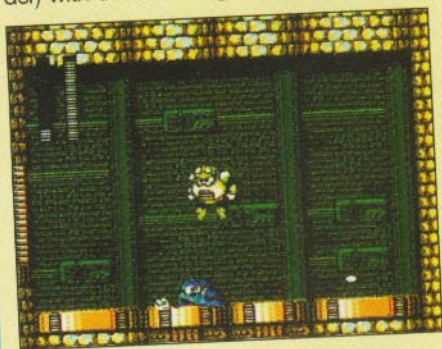


By Boss Music

Hey Mega Maniacs, check out these rad tips for Capcom's latest and greatest NES cart, Mega Man 4!

Beat the Boss 'Bots!

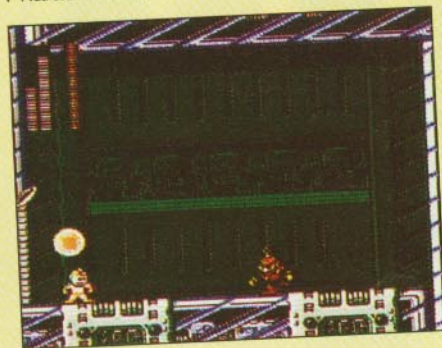
Robots here, robots there, robots everywhere. Thrash 'em all (in the following order) with these strategies.



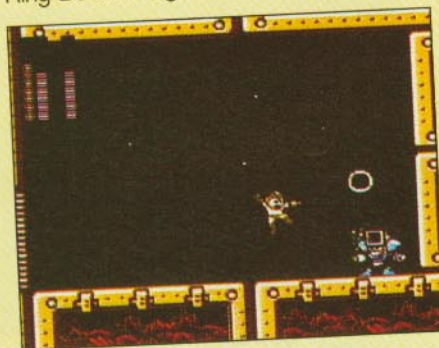
1. Toad Man: Stay close and he'll leapfrog over you. Just run under him and keep blasting him with the Mega Buster. Victory over the Toadster is good for the Rain Flush and Rush Marine Adaptor.



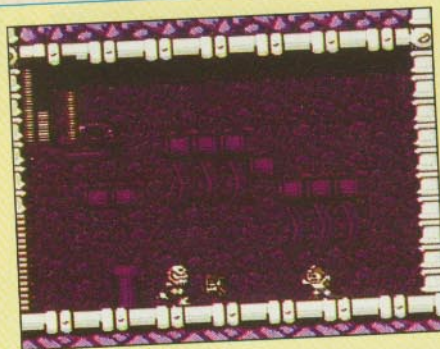
3. Pharaoh Man: Freeze the Pharaoh in his tracks with your Flash Stopper and shoot him at point-blank range until you win. It's a cinch, and you'll earn the Pharaoh Shot.



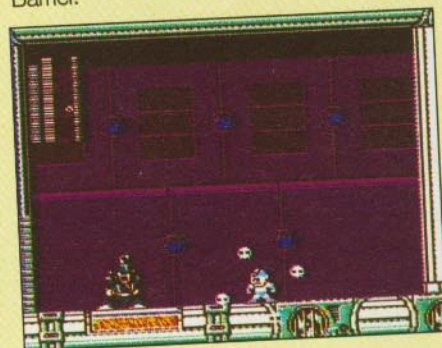
4. Ring Man: Jump to avoid his ring shots and blast with him with a fully-powered Pharaoh fireball. You'll score the Ring Boomerang!



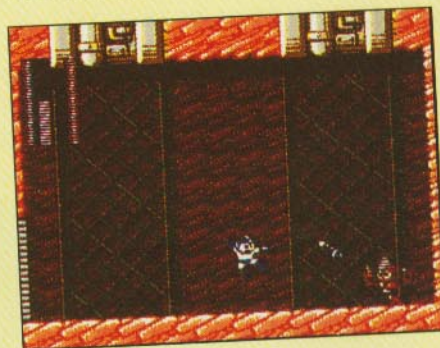
5. Dust Man: Watch out for his Dusty discharges, rapid-shoot him with Ring Boomerangs, and the Dust Crusher is yours.



6. Skull Man: Keep moving away from Skull-head and Dust Crush him when he lowers his shield. Your reward is the Skull Barrier.



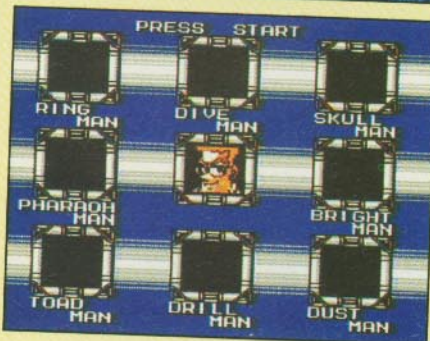
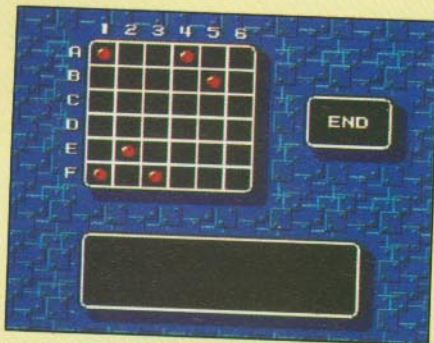
7. Dive Man: Leap when he launches himself at you and hit him while blocking his shots with the Skull Barrier. Now you have the Dive Missile.



8. Drill Man: Hop around so he doesn't resurface where you're standing, then fill him full of Dive Missiles to earn the Drill Bomb and Rush Jet Adaptor.



Mega Passwords!



Enter the following codes to begin with the indicated weapons:

Toad: A3, A5, A6, B1, D1, E3

and Bright: A1, A3, A5, B2, D1, E3

and Pharaoh: A1, A5, B4, C1, D1, D3

and Ring: A1, B4, B6, C4, D1, D3

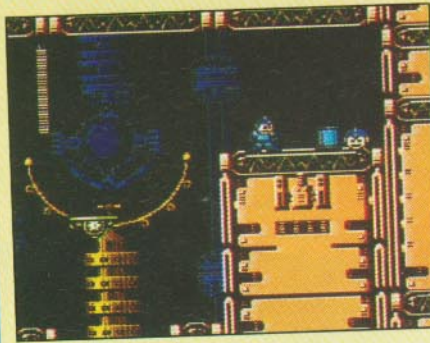
and Dust: A1, B4, B5, C6, D1, D3

and Skull: A1, B4, B5, D2, D3, F2

and Dive: A1, B4, B5, E2, E6, F3

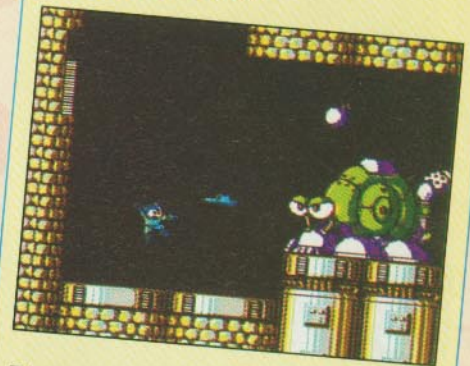
and Drill: A1, A4, B5, E2, F1, F3

Bright Man 1-Up and Energy Tank



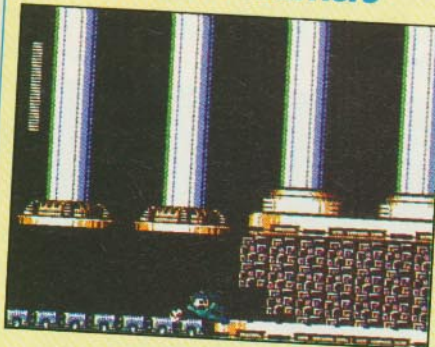
Just after you slide through the narrow passage in Bright Man's world climb down the next ladder and hop over the moving platforms to score a 1-up and Energy Tank.

Toast the Snail



Blast the Super Snail right between its tentacles with your Mega Buster. Slide away from its slimy bomb blasts.

Pass the Block Barriers



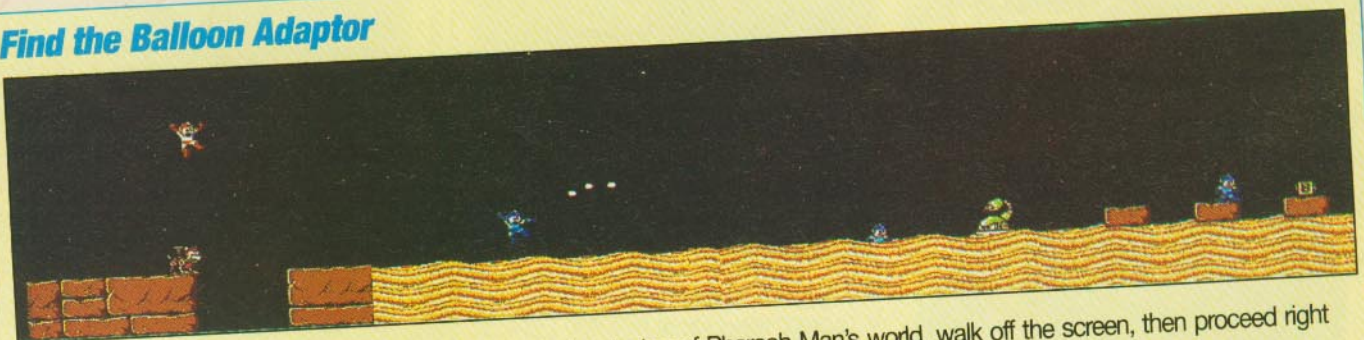
When giant building blocks plunge down in Dust Man's level, blast them with the Mega Buster and slide under them before they crush you.

Drill Man 1-Up



Use your Balloon Adaptor to grab this 1-up in Drill Man's world.

Find the Balloon Adaptor



Use the Rush Coil to leap over the huge gap near the beginning of Pharaoh Man's world, walk off the screen, then proceed right and you'll acquire the handy Balloon Adaptor.

A MAN 4[®]

Unlimited Item Collection!

If you're weak and need a weapon or life recharge, beat a minor enemy, walk backwards a few paces, return, and the opponent is back and ready to be killed again for more power pellets!

Activate the Switches



To turn on the trail in Drill Man's level, simply leap and flick the suspended switches.

Beat the Coil Creature



Launch a Rain Flush missile to dispatch the weirdo Coily Creature in Ring Man's world.

Pharaoh Man Energy Tank



Springboard off Rush Coil to snag this hard-to-reach Energy Tank in Pharaoh Man's level.

Skull Man Energy Tank

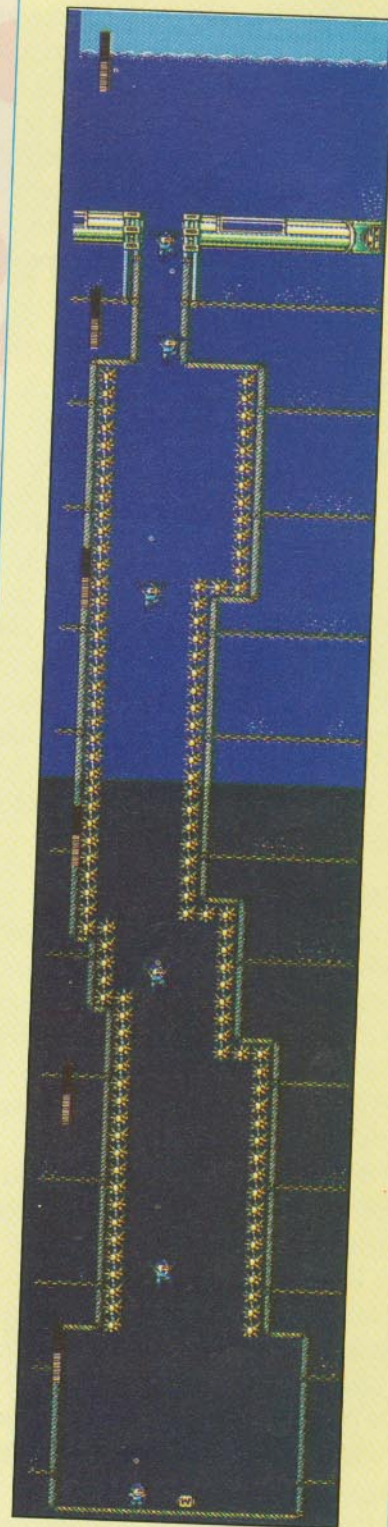


Stop on the first floor on the way up the long ladder in Skull Man's world, walk right on the second-from-the-top platform, use Ring Boomerangs to kill the shield creatures, and, finally, grab the Energy Tank.

Weapon Usage Tricks

Did you know you can aim Pharaoh Shots? Just press a direction on the pad and go for it! Also, you can increase their strength by holding down the B button, just like the Mega Buster. Finally, to detonate a Drill Bomb in mid-air, simply tap B a second time. Drill Bombs are helpful late in the game to blow up walls, which often hide rooms with free lives and Energy Tanks.

Find the Wire Adaptor



Drop down the hole in the second rising-and-falling tide section of Dive Man's level. Avoid the spikes as you fall and you'll land next to the Wire Adaptor.



By Abby Normal

Hang up those capes and spiderwebs superheroes of yesteryear 'cause the baddest of bad boys, Bart Simpson, is here to take command of your post. The little bug-eyed guy is just in time, too, because a mass of tentacled Space Mutants has just paid Springfield an unexpected visit.

Don't Have a Purple Cow, Man

In this action/adventure combo Bart discovers that five sections of Springfield, including the local shopping Mall, Krustyland Amusement Park, and the Museum of Natural History are teeming with aliens disguised as humans. The trouble is nobody but Bart (via his handy X-Ray Specs) can see 'em. Alas, the Bart man is on his own in this one player game, and unless he works fast to collect and disguise various items such as hats, exit signs, and purple things that the aliens are after to help build their Ultimate weapon, Earth will fall into their slimy grasp!

Bart Grows Up

We were more than pleasantly surprised to see how Bart's cart has matured since the early version we saw in the late summer (See *GamePro*, Dec. '90). The addition of dozens of new obstacles, enemies, and items to be recovered cranked up the challenge factor tremendously.

Spoiled by the prime time animated Simpson's TV series, our expectations for the graphics may have been a little too high. Though the horizontal scrolling graphics aren't bad, they don't knock you outta your chair either. On the upside, Acclaim's done a good job of matching the same color scheme that's used on the series and they've got Bart's walk down pat.

PROTIP: To successfully nab Level One's first Krusty the Clown icon, good for an extra life, stand at the far left of the screen, wait for the Zebloid to jump towards the right, then use Bart's super Long Jump to leap onto the garbage can. This gives Bart enough height to reach the ledge where the icon is.

© 1992 20th Century Fox Television.



THE SIMPSONS:
BART vs. THE
SPACE MUTANTS



PROTIP: When you want to fire a rocket at something purple, position Bart to the left of the target and make sure his toes are resting on the crack of the sidewalk.

PROTIP: Bart likes a good flick, maybe he should stop by the theater at show time(s) to check out the purple attractions.



PROTIP: To score this 1-up Krusty, skate through the obstacle course, avoid Jimbo the bully, and jump into the bushes near the halfway point.



PROTIP: Unless you want to get your bottom stung by a bee, take care not to jump directly in front of the first bush, located just past the buildings with the clothes line strung between them.

Aerosol Express

Along with his three main weapons (Spraypaint, a Slingshot, and a Dart Gun) Bart can also purchase a variety of other helpful items such as wrenches and rockets, something to use against enemies like Side Show Bob and the babysitter from hell, Ms. Botz. Making the purchases is simple, it's figuring out how, when, and where to use them that gets your blood boiling – it's also half the fun.

Radical, Man

Bart and his family have come out of the starting gates lookin' strong. There's so much to see and do (don't leave a single shrub, ledge, or garbage can unexplored), that you'll, without a doubt, get many hours of enjoyable gameplay under your belt. Besides, how could you resist helping the king of smart alocs prove he's not such a bad guy after all.



The Simpsons: Bart vs. the Space Mutants
by Acclaim, \$44.95, Available now

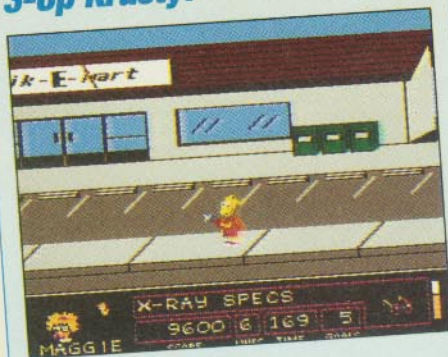
PRO TIPS

By Monty Haul

We hope these hints will help you help Bart in his five-level duel to cartoon death with the Space Mutants.



3-Up Krusty!



To grab three free lives in Level One launch a bottle rocket at the small "E" in the first Kwik-E-Mart sign. Catch the Krusty icon in mid-air and the lives are yours!

Level Two 1-Ups!

Hop on the shopping mall's trash cans over and over. First they'll spit out one coin, then a second, and finally you'll get a 1-up!

Krusty Secret Room

Jump down Krusty the Clown's mouth in the Funhouse to enter a hidden room with lots of coins.

Win at the Wheel



Bart knows how to fix the odds in his favor at the Wheel of Fortune in Level Three. Select and use the magnet, and whatever number Bart guesses is always chosen!

Penetrate the Power Plant

Use fast thinking and careful mapping to work your way through the Springfield Nuclear Power Plant. These codes will help you access each level.

- Floor 1: 14
- Floor 2: 32
- Floor 3: 11
- Floor 4: 41
- Floor 5: 21

EXTRA TIP: Use Maggie's pacifier in place of the final power rod.

Beat Bart's Bullies

If you're a Simpsons TV buff you'll recognize some familiar felons back to exact revenge on the Bartmeister. Stay cool, man, and use these boss-beating strategies.

Nelson: Stay away, roll Maggie's bowling ball, and jump when he tosses water balloons.



Ms. Botz: Bust the Babysitter Bandit back to the slammer by leaping on and bouncing her suitcases back in her face.



Sideshow Bob: Just keep moving and stomp his oversized feet when he lands.

Dr. Marvin Monroe: Don't get zapped by his psycho-electricity bolts and knock him on the noggin.

Defeat the Dinosaur

The Level Five museum is a hall of horrors for Bart, and worst of all is the Simpson-shorts eating Tyrannosaurus Rex. Jump up to the tip-top of the ledge, climb his head, stomp on his skull, and repeat three times to make him extinct.

Free Ride!



You can easily skip over the first cement pit near the beginning of Level Two. Just hop on the second floating platform three times and you'll be transported to safety.

PRO REVIEW

By Boogie Man



You flip on your TV set and immediately the dark image of a huge bat casts an eerie glow across your living room. This can only mean one thing: The Joker's back in town! You're needed.

You quickly put on your black cape and cowl – and pick up your Genesis control pad. This time laughing boy is yours!

The Dark Knight Returns

The Caped Crusader's chased the Joker through the NES and the Game Boy, now he takes on the mad master of homicide on the Genesis. Batman by Sunsoft is a great action/adventure cart where you hunt the Joker through seven thumb-numbing levels to wipe that crazy grin off his face. Much of the sideview multi-scrolling action is reminiscent of Revenge of Shinobi, ESWAT, and Shadow Dancer, but in addition to the general jumping, punching, and kicking action, Batman also sports two horizontally-scrolling vehicle shoot-em-up stages, where you guide the Batmobile and then fly the Batwing.



The art of surviving in the Flugelheim Museum.

Bat Looks

This is a gorgeous cart that features the same dark look and gothic creepiness that gave the movie its unique style. In fact, this cart follows the movie in several ways. The storyline is straight from the film, and the seven levels of the game

take place in locales Batman movie fans will recognize such as the Axis Chemical Factory and the Flugelheim Museum. There's a slick between-level sequence that's straight out of the flick; even the cart's Vicky Vale looks like Kim Basinger. Levels 5 (in the air over Gotham City) and 6 (inside the spooky Gotham Cathedral) are excellent.

Cool Crimefighting

Batman has more than good looks going for it. The overall combat is murder, and the vehicle stages add an excellent mix to the action.

Batman's fighting technique is lean but mean. He's got a nice straight punch, but his crouch kick is best against most foes. You can quickly toss deadly Bat-



Batman's crouch-kick.

arang, if you've got 'em, and they have unlimited range. When the Batmobile or the Batwing takes over, you get machine guns and guided missiles, too. However, the supply of Batarangs and missiles is limited, and you must replenish them by grabbing the appropriate icons when they appear.



PROTIP: On Level 1 save your Batarangs for the Boxer boss, then use them all. But remember you can't damage anything if it's offscreen.

PROTIP: Batman's defensive stance (hold down B) stops just about every regular punch or shot, including laser blasts, but if

you try to use it as you stand toe-to-toe with Bazooka men you'll take a hit.

The 'Man's moves are similarly scanty – a regular jump, a crouch, and an aerial somersault – but they're enough to get him out of hot water. He can also pull himself up out of tight spots with his unique Grappling Hook, which he fires directly over his head to latch onto some scenery.

BAT



The Grappling Hook pulls you out of trouble.

PROTIP: You can jump up and stomp down on some of the bad guys.

The Joker's No Joke

The Joker's gang is a murderous motley crew. Just the same, one-on-one you'd handle any one of them no problem-o. However, teamed with the obstacles and traps, they're formidable. In addition to the usual assortment of jumps and moving platforms, you must dodge auto-lasers, sidestep dropping chandeliers, and tip-toe across exploding pipelines. Thugs and Sliders beat your brains, and Bazooka men and Hitmen blast you into Bat dust. Axel's got several axes he'd like



Jokermobiles mean vehicular homicide.

to grind – on you. In the vehicle stages you drive up against high-tech mechanized terrors-on-wheels such as Assault Tanks, Rocket Launchers, and a Nuclear Power Blaster. Up in the sky you battle a tough squadron of Joker-copters and the infamous DDID Clown Balloons.

PROTIP: The Bazooka men on Level 2 lean forward right before they fire.

PROTIP: On Level 3 you can beat Axel, the big axe dude, by ducking down and kicking him.



PROTIP: Level 3 boss Sinbad Crusher is a real cut up, just remember that you can jump over him and hit him from behind. Also, he can't hurt you when he jumps into the air, but you can hurt him there.

PROTIP: The Level 4 Grenade Launchers fire in an arc. You can drive under the arc to blast the Launcher.

This game will drive you, well, batty. Level 1 is so easy it's just a warm-up, but then the game gets progressively more difficult until you're ready to crush your controller. Levels 2 and 3 are deceptively tough fun. The gangsters and the traps don't seem to be hard, but before you know it – Game Over! Levels 4



The Batwing battles Joker Copters against Gotham's night skyline.

(a Batmobile war on wheels) and 5 (aerial combat with the Batwing) are just plain tough vehicle stages. Level 6 is a classic knockdown drag out showdown with the Joker, but you must re-fight all the bosses and take on several new creeps.

You can start with 3, 5, or 7 lives, and you can continue where you left off up to 5 times. To keep yourself going, you can increase your life meter from 4 increments to 8 increments, grab Hearts, and find a few 1-Ups.

The Legend Continues

Batman's a great action cart that every Genesis street-fighter must take on. If you're bats about Batman, get this cart!

Batman doesn't throw anything new at you, but even though you may have done it all before, it's never looked this good. Even the music and the sounds stand out. Batman's a winner.

Has the Joker finally had his last laugh? We hope not.

GamePro's Game Rating System



Batman by Sunsoft
\$54.95

Available now, 4 megs

™ and © 1991 DC Comics, Inc.

SWAT



Batman (Genesis)

1-Up Loop



To collect up to nine lives in Batman, go to Level 3 (the Flugelheim Museum), and proceed to the first 1-Up. After grabbing it, jump up to the moving platforms until you reach the ledge under the spiked object. Next, jump down to the bottom moving platform and the 1-Up should reappear. Keep repeating this procedure until you have nine 1-Ups. If you run low on energy there's a heart at the top of this area – but be careful because it's guarded by Axel.

Neil Robb, North Vancouver, Canada

Batman (Genesis)

Grab 99 Batarangs in the Cathedral

You can also max up your Batarangs in the Cathedral. When you reach Level 7-2, just before you cross the first bridge you'll see a Batman icon at the upper left of the screen. Grab this for five Batarangs. Now, jump

downward and use your grappling hook to climb up again. The Batman icon will reappear. You can repeat this procedure until you've earned 99 Batarangs. Now you can easily zap the Joker.

**Jose Zuniga & Leon Guzman
Toluca, Mexico**

Batman (Genesis)

Grab 99 Batarangs in the Museum

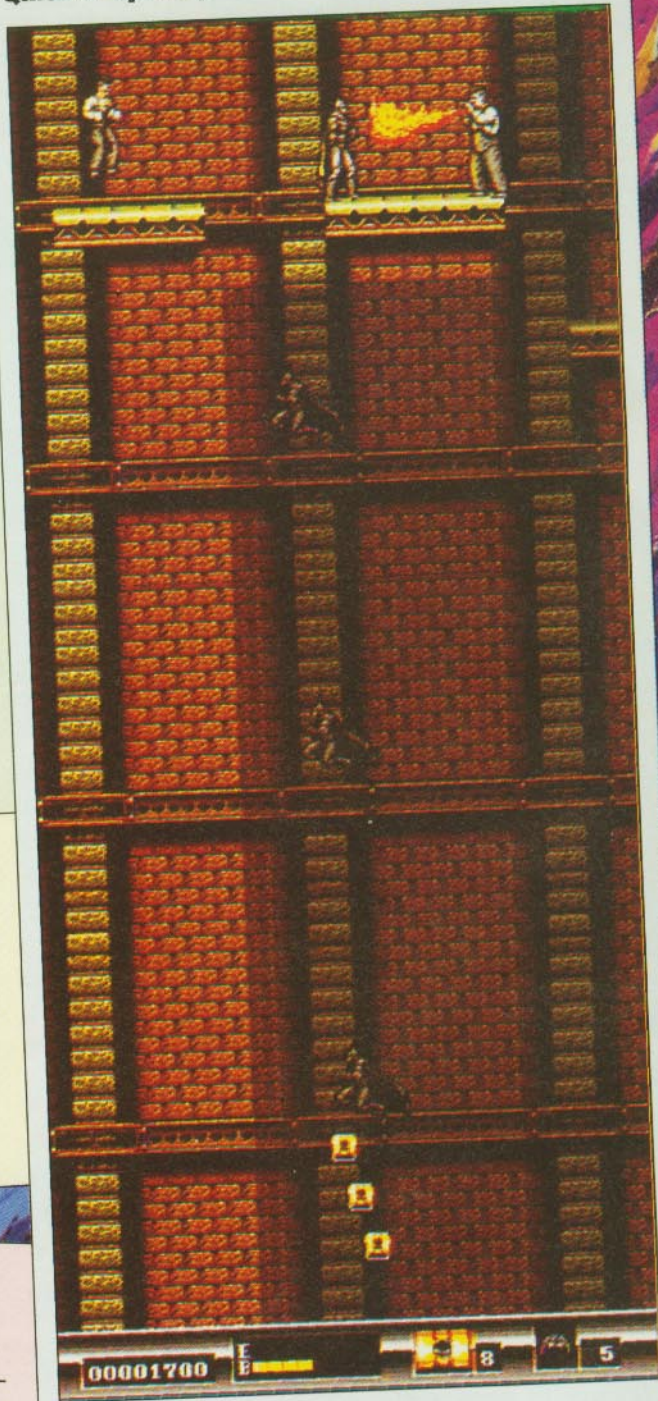


Here's how to grab 99 Batarangs in Level 3's Flugelheim Museum. Go to the second elevator and ride it to the top. When you reach the last step keep on riding until you defeat Axel. Now, jump up and grab the Batarang. Land on the same step and ride it down. When you come up again you'll find another Batarang. Repeat this procedure until you have 99 Batarangs.

Jason Susko, Troy, NY

Batman (Genesis)

Quick 1-Up Loop



When you reach Level 5 where the clowns jump around, go to the second platform with the first fire-breathing clown. Fall off the left side of the platform and you'll catch three 1-Ups. You can repeat this procedure over and over until you're maxed up to nine lives.

Andy Valentine, Karachi, Pakistan

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52S4

PRO REVIEW



By Road Kill Warrior

Bonk's back in a bodacious, brand-new, brain-busting adventure! This time he's out for revenge in Bonk's Revenge, the latest from NEC.

When we last left our heady hero, he had just stopped the evil King Drool from ruling Moonland forever. But old enemies die hard; King Drool's back with an even more devious and destructive plan. Since he couldn't handle all of Moonland last time, the evil king's cut the planet in half. Bonk must stop Drool and reunite the two halves of Moonland! It's a big job, but Bonk has just the head to handle it.



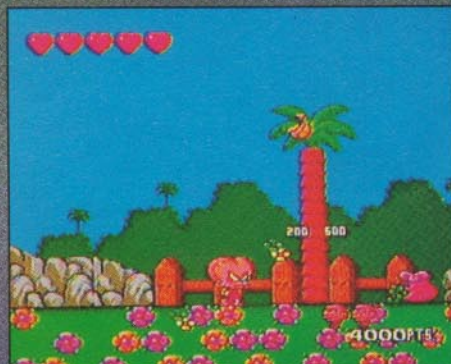
PROTIP: Bonk's safest attack is from above. Just jump (press Button I) and tap Button II once. Bonk will land head-first right on his victim.

Worlds Apart

To get Moonland back together, Bonk traverses seven perilous levels, bashing Drool's minions as he goes. For those of you who missed the first adventure, Bonk (a little guy with a BIG head) fights by head-butting baddies. How he uses the head-butt is a matter of personal preference. Bonk can jump and hit them from below, drop on them from above, or run up to them. In any case, Bonk's enemies are in for some real head-aches!

Unfortunately, this all new brigade of bad guys isn't going to take this challenge sitting down. Drool's recruited some mean-looking prehistoric animals, including fire-breathing lizards and ram

paging dinosaurs. Some are so old they're just walking piles of bones! A few of Drool's original minions, such as the dreaded Chikkun Army, have also returned for an encore performance. Don't be fooled by the vaguely familiar faces. These guys are meaner and uglier than ever before!



Mega-Bonk!



PROTIP: Some of Bonk's most dangerous enemies are the "piranha-birds." The only safe way to off one of these foul flyers is to jump up and hit it from below.

As you'd expect Bonk's got an amusing assortment of level bosses, too, such as the crossed-eyed Dodogee and the shark-riding, hook-tossing Captain Hook.

Each boss is colorful and cleanly animated with no visible flicker. When you first play, these creatures seem impossible. After you figure out their secrets, though, things go as smoothly as Bonk's head.



PROTIP: The third level end boss (the dancing snow queen) will quickly put Bonk on ice unless he stays all the way to the left or the right side while she spins. Her vulnerable spot is her head.



The Bonk with Two Brains

One significant change in the sequel involves Bonk. The first time he gobbles up meat to power up, Bonk looks mean, like he did in his first adventure. But when he powers up a second time, Bonk's head goes bonkers! Now he does three times as much damage with his head-butt, and, when he lands on his new noggin, every on-screen enemy takes damage! Not only that, but Bonk breathes fire! Yes, tap Button II and he spits out flames, frying almost any enemy immediately.

Meat isn't the only thing that beefs Bonk up. Along the way, he can find flowers which enable him to fly! Flying is one of the most important aspects of the game, as it can lead Bonk to areas and power-ups he might not normally be able to reach.



PROTIP: Once you get the hang of flying by rapidly tapping Button I, search the clouds for extra bonus goodies.

PROTIP: Always test for hidden flowers in areas that look "too" empty. To do a quick test, jump straight up and then land head first. Any flower in the general area will immediately pop up.



Ridin' the Monster-Train.

Level-Headed

Bonk's Revenge takes place across a great-looking, wacky prehistoric landscape. Each level features a unique theme, such as the ice-cold icebergs in the third level and the sunny beaches and shipwrecked boats of the fourth.



PROTIP: In the fourth level, make sure Bonk avoids the cat-napping cats. If he wakes them up, they'll tear out their hair trying to grab him!

Just to mix things up, each level has a different number of rounds. So while the first level may seem short, the fifth will seem like a game in itself!

Bonk's got great bonuses this time, too. Each level has flowers that lead to one of eight, different bonus rounds. The rounds are huge and they're funny, too. In one round Bonk goes fishing – not with a pole, mind you, but with his entire body! Another is similar to those "hit the squirrel" games at the arcades.



PROTIP: In the "iceberg" bonus round, don't try to stop. If you do, Bonk will just keep moving and slide off an edge. Instead, maintain a steady pace and jump a lot! You'll beat it in no time.

The bonus rounds are also Bonk's key to success. In each round Bonk can earn Happy-Faces. If Bonk has collected enough Faces by the time he beats an end boss, he becomes eligible to ride the Monster Train, where each passenger gives Bonk something special, such as meat, an extra heart, or even a free Bonk!

Bald Ambition

Bonk's Revenge is an excellent game which shows the TurboGrafx at its best. Bouncy tunes and colorful characters make the game fun to play, and the challenging, though not impossible, gameplay makes it enjoyable for gamers of all ages and skill ranges. We can only hope that King Drool's next of kin carries on the tradition of oppressing Moonland, so Bonk can return once again!

GamePro's Game Rating System



Bonk's Revenge by NEC
Price not available
Available August, 4 megs

ILLUSTRATION: FRANCIS MAO

SWAT

BONK'S REVENGE

TIPS-TACTICS PASSWORDS

SECRET WEAPONS AND TACTICS



Secret Warp!

Gather 50 or more "Smiley Faces" by the time you reach the Monster Train and Princess Za will warp you past an entire world. Also, for every Face over 50 you'll receive a 10,000-point bonus!



Secret Volcano Passage

At the start of the Volcano Castle (World One), smash the bricks under the signpost to reveal a hidden area. Inside, look for a Propeller Floret which gives Bonk flying power.

Special Monster Trains!

In Hatchet's Hometown (World Six), Bonk your way into the covered passageway just before the apron-wearing Eggheads appear. Catch the Propeller Floret, and fly up and left as far as possible. Touch the seeds to ride special Monster Trains for blue hearts and 1-Ups!



Hot Springs 1-Up

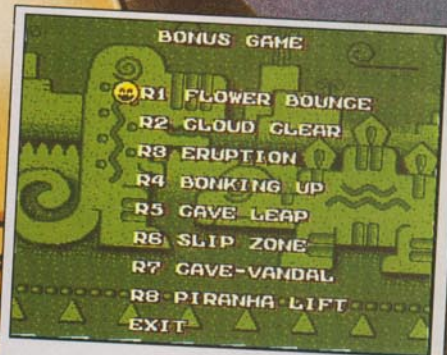
Bounce off the first Yellow Floret in Hot Springs (World Three), and Bonk the snowflakes until you reach the 1-Up at the left edge of the screen.

Defeat King Drool!

Evil King Drool III is a pushover once you master a few bad Bonkin' tactics. When he floats above you and drops bullets, icicles, and fire boulders, keep calm, stay low, and carefully weave around them. Next, when he charges at you, get a running start and do the jump-Bonk move right below his crown. Give him your best shots 'til he's meat!

Crabby Strategies

In King Drool's palace, falling walls will crush you into a crabby mini-Bonk. As a crab you can fit into crevices to collect Blue Hearts, Red Hearts, and free lives! In the water tunnel, get flattened and use the crab's swimming speed to avoid Piranhas and Mines.



Bonus Round Sneak Peek!

To practice all the bonus rounds, hold down Button II and press Run when the difficulty select menu appears onscreen.

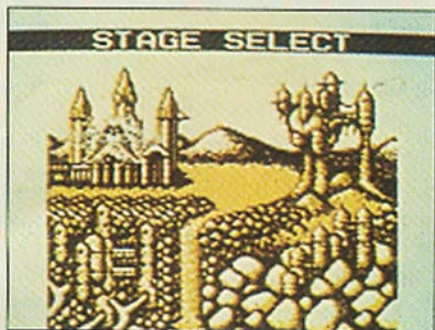
Extra Flower Power

Bonk plants to change their colors and rewards. Most desirable is a Green Flower because it contains a Blue Heart (which boosts your maximum health).

By Slasher Quan



As the saying goes in Transylvania, "a vampire hunter's work is never done." True to form, the original blood-slugger himself, Count Dracula, just made sushi out of Christopher Belmont's first born and heir apparent, Soleiyu. Now Chris is really peeved. Get ready for Belmont's Revenge!



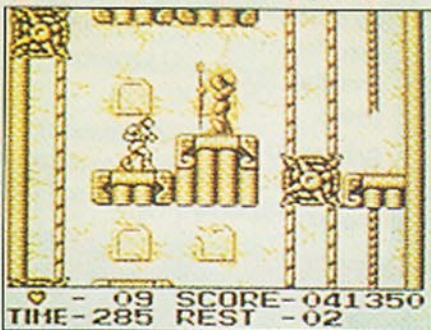
Choosing your path.

Christopher, including grinding gears, counter-weighted platforms, and smashing spikes. Belmont can climb ropes as usual to avoid some of these and shimmy down at super speed in a pinch.

PROTIP: When you're scampering on fall-away blocks, forget about dispatching the bats – just keep moving and don't look down.

Whip Out Yer Weapons

Never foolish enough to walk the shadows without protection, Christopher's coffin-crushing arsenal is sharper than



Castle of hassles.



Simon the Whipper snapper.

PROTIP: Most spooks predicate their entrances with a quick warning, like peeping eyes in the wall or shadows in the river. Get the jump on them and strike first.

PROTIP: Beat Kumalo and Nimble's toast – and vice versa. Use your axe to block their blasts and score the kill at the same time.

PROTIP: No serpent bothers Christopher Belmont, even if he is Drac's favorite pet. Watch for the rumbling of the ground and crack the whip just as his head appears.

Castlevania II Belmont's Revenge

Quintuple Castle Mania

If you thought the original Konami black and white behemoth was a nightmare, wait 'til you get a load of part two! Not one but five castles contain evils unimaginable by mortal men. You must conquer the first four, Plant, Crystal, Rock, and Cloud, (in any order) before you raise ruckus in Drac's personal haunt. Just so you won't have to go to hell and back again in one day, a password is provided.

PROTIP: You can continue at the half-way point of each castle, but the password only works after you terminate the fortress.

Each castle environment is suited to its name, such as the swampy organic settings in Plant and the wispy surfaces in Cloud. There are also plenty of traps and snares out to put the crush on

ever. His regular lash powers up to a routin' tootin', fireball shootin' morning star. In addition, he can round up the Battle Axe or Holy Water and gather Hearts to drive them.

PROTIP: Whip every block – you never know where a Pork Chop, Large Heart, or extra life might be hidden. Look for this 1-Up in Crystal Castle.

Whether it's roly-poly eyeballs, menacing mouth-cannons, or screwy skeletons, there are enough disembodied body parts to keep your whip crackin' and the bones snappin'. Also, watch out for bats, dark knights, boomerang bullies, and they-came-from-the-goop zombies. To make matters even gorier, at the end of each castle resides a you know what...

PROTIP: After you whack a spider, scale its thread to safety.

PROTIP: Iron Doll is big, ugly, and easy. Make mincemeat out of him with the whip and run under his leaps and finish him off after he sheds his armor.

Transylvania Attractions

You gotta love the Castlevania series – it's filled with great graphics, terrific tunes, guts and gore galore, and it inspires some truly awful puns. "Stake" out your local retailer for Belmont's Revenge!



Castlevania II: Belmont's Revenge
by Konami

Price not available
Available September

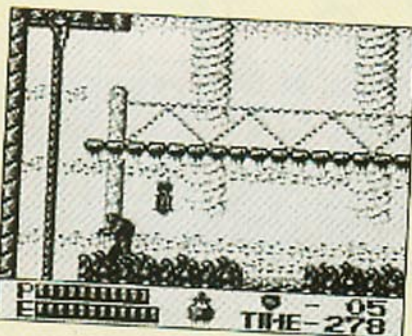
GAME BOY PRO TIPS

By Slasher Quan

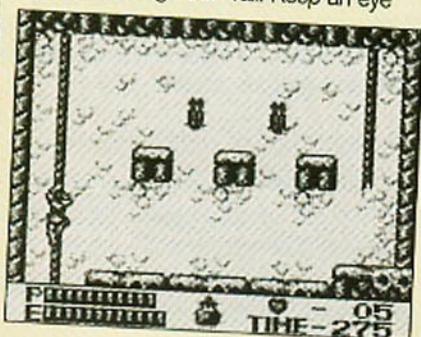


Are you having trouble burying the Count in Castlevania II for the Game Boy? Check out these Secret Weapons, young Christopher!

Secret Rooms!



To enter a secret room with lots of bonus hearts and weapons, try climbing up a rope and through the wall. Keep an eye



out for hidden rooms in the third section of Plant Castle and the fourth section of Rock Castle.

Whip the Bosses

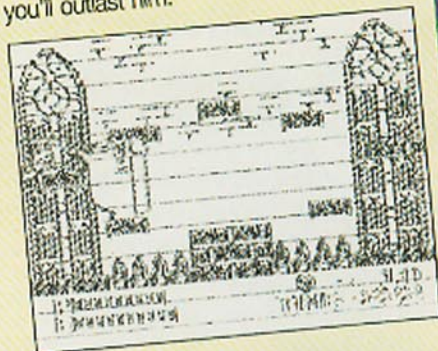
Use these tactics to trash some of the toughest terror bosses:

Dark Side: Leap and whip or axe the crystal when it appears. After Dark Side assumes solid form, move to the edge of the screen to avoid his lightning-bolt blasts.

Angle Mummy: Stand on the top or bottom ledge and take out one of the skull-snake baddies (you only have to beat one to win) with Holy Water and your whip. Remember to leap out of the way when they sling their spine across the screen.

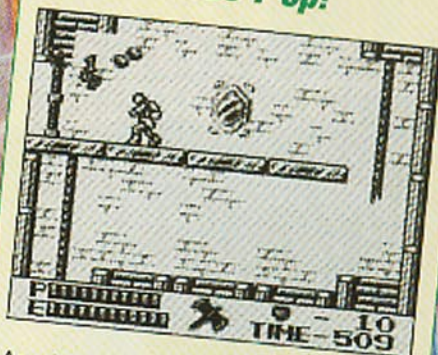
Soleiyu: Your son was brainwashed against you, so you'll have to restore his memory. Rapid-fire whip him and jump

when he counter-attacks. Keep it up and you'll outlast him.



Dracula: Kneel on the far-left platform, face right, and whip him in the head while leaping over his fireballs until he disappears. Then move in and finish him off with hit-and-run tactics.

Crystal Castle 1-Up!



Acquire extra lives by breaking blocks with your whip. Look for this 1-Up in the second section of Crystal Castle.

Pick a Castle or a Tune

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

Sound Test: Heart, Heart, Heart, Heart

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

Defeated Crystal Castle: Candle, Heart, Heart, Ball

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

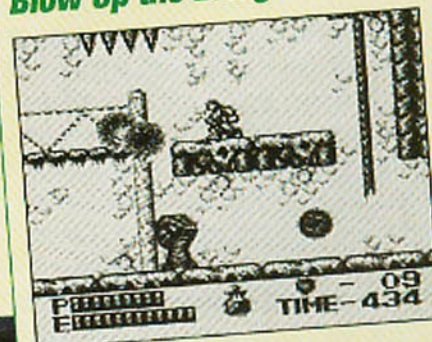
Defeated Crystal, Plant, Rock: Heart, Heart, Ball, Blank

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

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

DRACULA! Ball, Heart, Candle, Heart

Blow Up the Bridge



In some areas you'll need to climb underneath a bridge to reach valuable candles. Just whip an eyeball and the explosion opens a hole in the wooden walkway.

SEGA MASTER PRO REVIEW



By Earth Angel

Evil Dr. Robotnik has transformed all of the forest critters into robots.

There's only one creature with the guts, the speed, the determination and the hair required to stop the Doctor — and that's, of course, Sonic The Hedgehog.

Sonic Boom

Sonic's made a name for himself via the Genesis, so why not go to a romp on the Master System too? Genesis Sonic fans are probably wondering how you can do all that great 16-bit stuff on an 8-bit system — well, you can't do it all. But Sega came pretty close!

Your goal in this cart is the same as in the Genesis version. Battle Robotnik and save the forest creatures. Also like Genesis Sonic there are six levels of horizontally and vertically scrolling lightning fast action, each with two acts and a boss battle. The graphics are top of the line for an 8-bit system. And Sonic's trademark speed is fairly intact — in fact, it's just about the fastest 8-bit game you're likely to see.



PROTIP: This Level 2 boss is easy to beat. Just stand on the middle platform, bounce and bop Robotnik when he appears, jump to the side platform to draw his fire, and then jump back to the middle platform. Repeat this procedure eight times and he's done for.

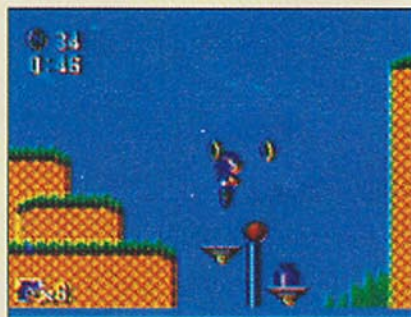
Hedgehog Hazards

The gameplay will be as comfortable as an old pair of shoes to Sonic fans. Each Act is packed with familiar hair-raising obstacles, including perilous cliffs, deadly spikes, and cascading waterfalls. There are also new obstacles such as see-saw springboards and a log-rolling contest.

Sonic rocks and rolls through each level,



grabbing gold rings and bouncing on bad guys. If a foe bumps into Sonic or zaps him, he loses all of his rings. If he isn't carrying any rings, he's history.



PROTIP: Bounce at least three times on Level 2's see-saw springboards to get the maximum height when you jump.

PROTIP: Grab 100 golden rings for a 1-Up.

PROTIP: Carry at least one ring at all times!

PROTIP: There's a hidden 1-Up in Level 1, Act 1. It's located in a Palm Tree with a Totem Pole to the right of it.

PROTIP: If you make it to the top of Level 3, Act 2's treacherous waterfall, you'll find a 1-Up on the left side of the screen.

Follow the Bouncing Sonic

If Sonic manages to carry at least 50 rings to the end of an Act he bounces to a bonus round. In this bonus round, unique to the SMS version of the game, Sonic bounces his way through several giant pinball machines (he's the ball) and tries to grab special bonus items.



PROTIP: Go right at the beginning of Level 2's boss stage. You'll find a 1-up.

PROTIP: Sonic can grab a Continue, a 1-Up, and enough rings to earn yet another 1-Up all in one bonus round. But if he doesn't get to the sign at the end of the bonus round before time runs out, he doesn't earn the items.



Super Sonic

The Master System Faithful can be thankful that even though the flow of titles has slowed to a trickle, carts like Sonic the Hedgehog make them well worth waiting for. Sonic speed, graphics, and gameplay — you can't touch that!

GamePro's Game Rating System



Sonic the Hedgehog by Sega
\$29.95
Available November, 2 megs

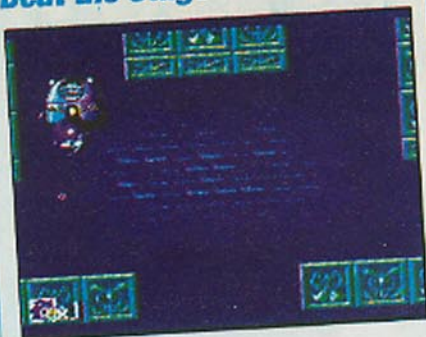
GENESIS PRO REVIEW



By Speedy Buns

Are you ready for the Sonic Boom? Here are some tips to help you handle Sega's star hedgehog in this 8-bit explosion.

Beat the Stage 4 Boss!



The Stage 4 boss is easy to beat! Just hang tough on the left platform, dodge the missiles and blasts fired by the middle and right bosses, and then jump and bash the left boss. This method takes a while but you won't lose a single Sonic.

Tricky 1-Up



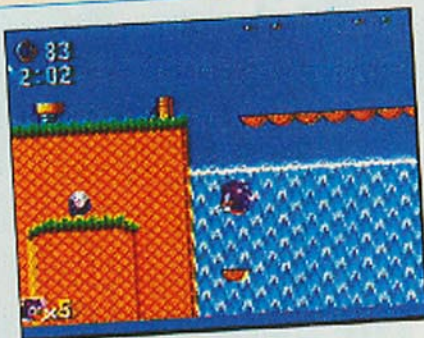
Don't forget to snag this tricky hidden 1-Up in Stage 1-2. To grab it all you have to do is jump on it and then ricochet back onto the platform.

Snag the Emeralds

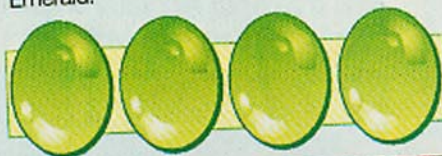
Sure you can beat this game by dashing straight through all five stages, but to see the best ending - you have to grab each of the five Emeralds. Here's how to get the first four.



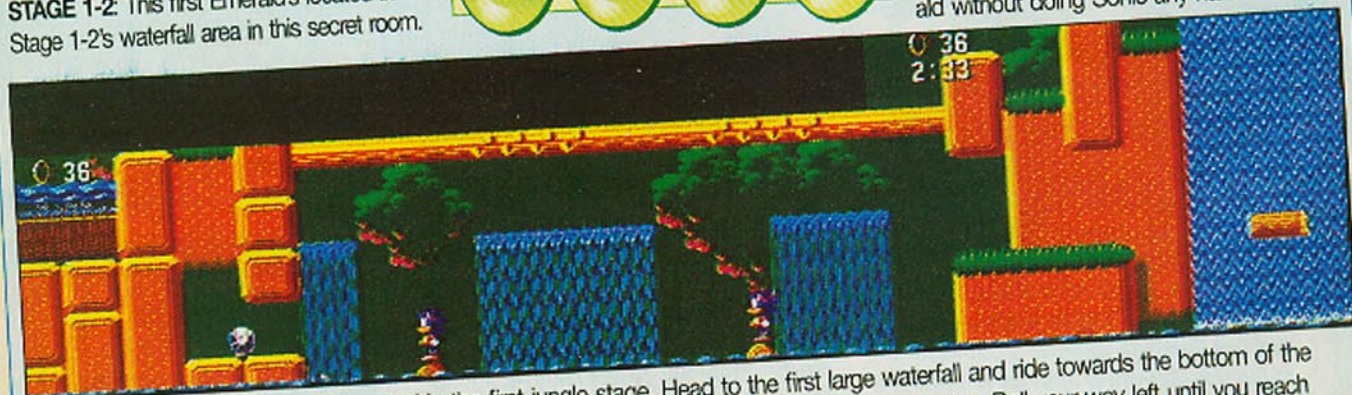
STAGE 1-2: This first Emerald's located in Stage 1-2's waterfall area in this secret room.



STAGE 2-1: To grab the second Emerald walk onto the first log in the bridge and as the log drops leap to the platform with the Emerald.



STAGE 4-2: Find the fourth Emerald in the second underwater labyrinth. Near the end of the labyrinth, at the top of the screen you'll find an Invincibility power-up. Grab it and then head to your right and up as quickly as you can. You'll find the fourth Emerald embedded in spikes. If you still have invincibility you can grab the Emerald without doing Sonic any harm!



Stage 3-1: The third Emerald is located in the first jungle stage. Head to the first large waterfall and ride towards the bottom of the falls on the log. At the last minute leap to the ledge on your left. Head left and jump onto the log. Roll your way left until you reach the ledge with the Emerald. Grab it and head back right to finish the stage.

SUPER NES
GAME BUSTERS

FINAL FIGHT



By Boss Music

Everybody's fightin' it out with Final Fight on Super Nintendo, but few have actually completed it. So check out these fist-into-face strategies.



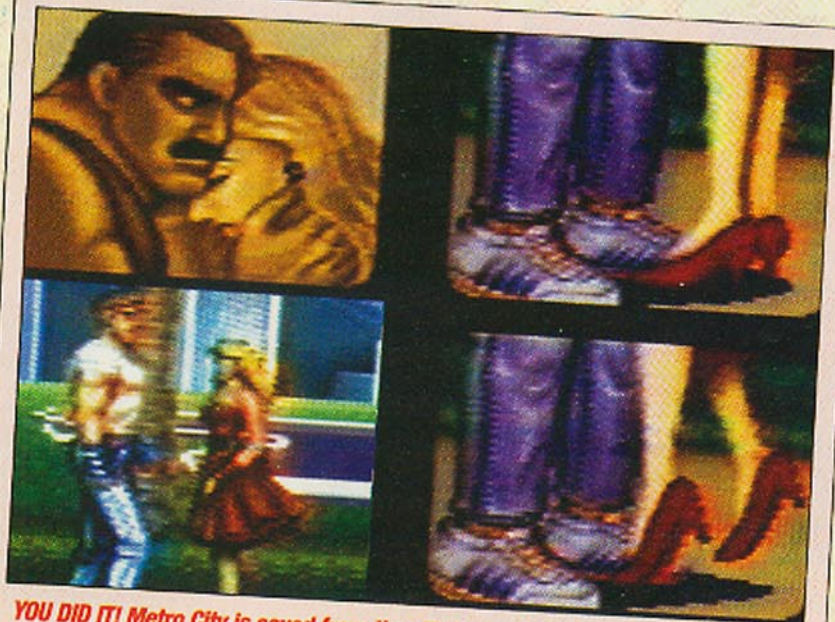
TIP#1: Choose Cody's fast fists for the best offensive potential.



TIP#2: Inside Belger's stronghold, run under chandeliers and grab the barbecues to fill up your lifeline.



TIP#3: When big boss Belger appears, block his crossbow arrows with a rapid-fire punch, then move in and clobber him with the spin-kick move. Do it over and over each time he recovers.



YOU DID IT! Metro City is saved from the villainous Mad Gear Gang and Jessica is finally reunited with Cody.



TIP#4: Slam Belger enough and he'll fly out the window.



Belger's road pizza!

GAME BUSTERS



By Boss Music

One good slugfest deserves another. Here are some tricks to help you put the latest Genesis crime wave out of commission for good in Streets of Rage.

ADAM	AXEL	BLAZE
POWER A	POWER A	POWER B
JUMP A	JUMP A	JUMP A
SPEED B	SPEED A	SPEED A

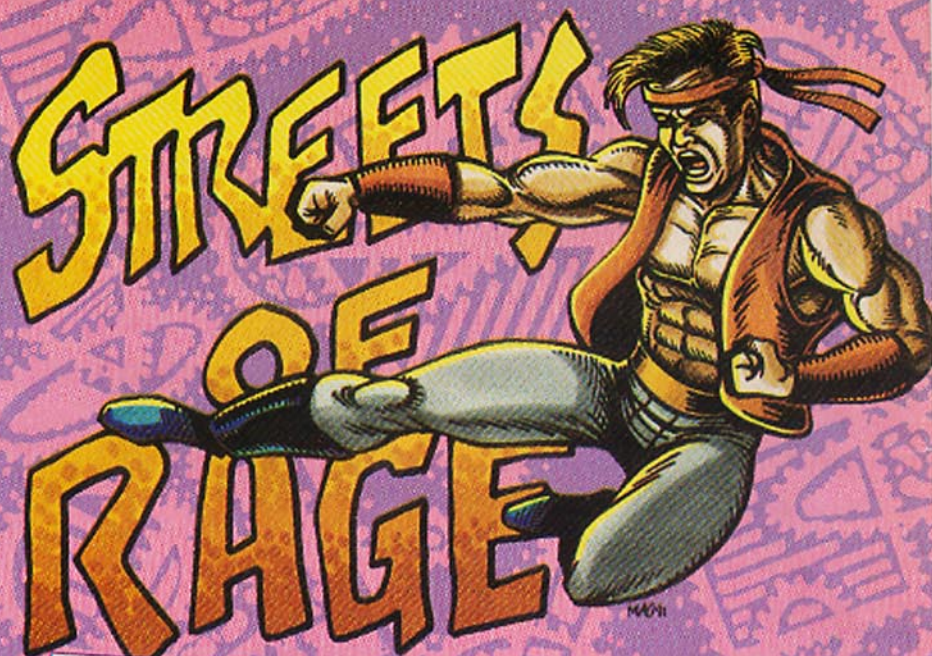
TIP#1: Select Blaze as your character for an extra long-range kick.



TIP#2: Just prior to fighting the Syndicate Leader you'll knock heads with these twin karate women. Stand on one side of the screen and back-kick them for victory.



TIP#3: Wipe out the Crime Boss' thugs with the metal pipe.



CONGRATS! Thanks to your persistence, the Streets of Rage are safe for civilians once again!



TIP#4: Jump-kick to block the Leader's machine gun fire, then go for the KO with nose-crushing punches and an occasional body slam.



It's all over for this boss of bosses.

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