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S.W.A.T. PRO

Secret Weapons And Tactics Guide

GamePro TV Goes Cable! See Page 4

NES • SNES
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Super Double Dragon! Back in Action for the SNES!

Tips, Tactics, & Passwords!

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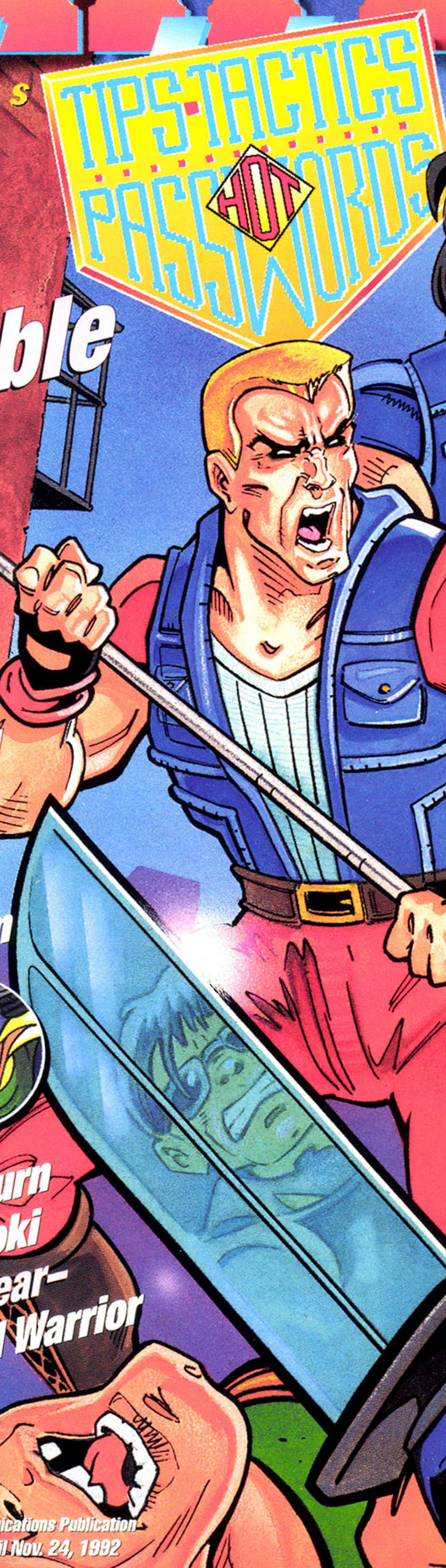
Game Gear– Crystal Warrior



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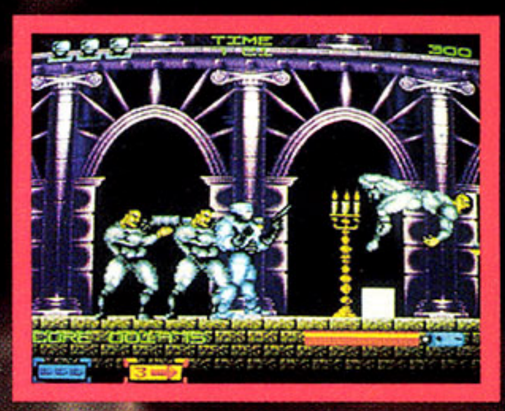

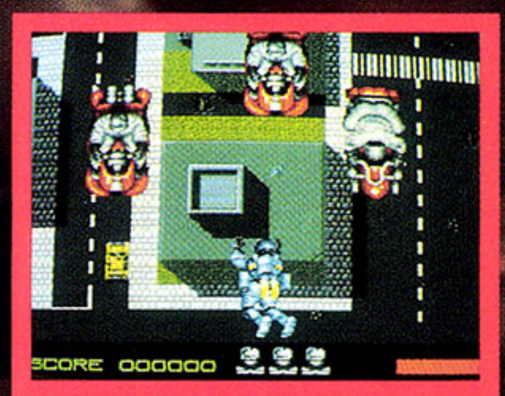

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From Printed Page to Video Screen

By The GamePros

GAMEPRO TV's returning for a second slam-bang season with more of the greatest game playing tips, tactics, and passwords!

This time around, we connected with the USA Network's Sci-Fi Channel, which showcases your favorite science fiction movies and series 24-hours a day! Starting September 24th, cast your eyeballs on Lost in Space, War of the Worlds, Buck Rogers, Star Trek, Star Wars, and tons of other sci-fi classics. GAMEPRO TV's joining that lineup to bring you the hottest Secret Weapons and Tactics, Game Buster endings, and new game previews.

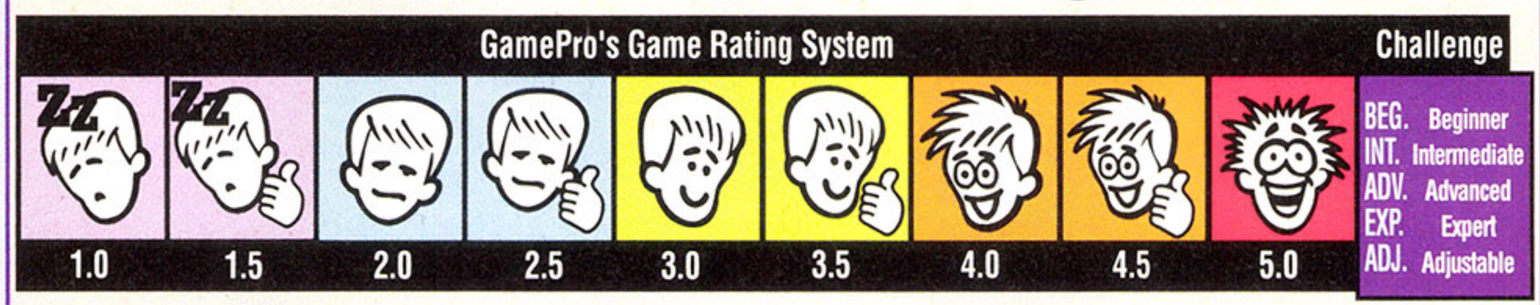
If you like to gobble up your gaming strategies in frame-by-frame slow mo, you'll wanna get your remote-controlled clutches on GamePro's game busting video tape! Appearing at Blockbuster Video outlets nationwide this October, the tape will feature 30 minutes packed with the greatest secrets for your Super Nintendo and Genesis systems.

Yes, Street Fighter fanatics, we hear you clamoring for more beat-'em-up coverage. To set the record straight on Guile's Flash Kicks and Chun Li's deadliest combos, we're compiling the ultimate guide to Street Fighter II. GamePro's Street Fighter II strategy book will hit the streets in October with behind-the-battle info on the SNES version and the Champion Edition.

Whew, on top of all these cool projects, we're still filling S.W.A.T.PRO magazine with page after page of mind-blowing tips and tactics. Street Fighter II's at the top of the charts, but Super Double Dragon's a top-ranked contender for the SNES belt. We take Billy and Jimmy Lee through a rousing six-page battle against the Shadow Warriors. Kid Chameleon's got several personalities, and you'll see 'em all in the Genesis ProTip spectacular. Turbo tappers need think only one word: Impossamole. NES players soar with Darkwing Duck and Nightshade. Handheld enthusiasts aren't forgotten, we cruise through Metroid 2 for the Game Boy, Crystal Warrior for the Game Gear, and Toki for the Lynx. Around here, games are busted daily, but we cast our GameBusters spotlight on The Legend of Zelda: A Link to the Past, Splatterhouse 2, and The Addams Family for the Turbo-CD.

The latest 16-bit and CD-ROM technologies are heating things up for gamers everywhere. On the airwaves and in print, we're trying to satisfy your craving for more, more, more tips and tactics to help you show your carts who's boss. Are we ahead of the game? We sure hope so!

GamePro's Game Rating System



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

S.W.A.T.PRO
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Advertising Sales

National Advertising Director
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Single copy rates, including postage, are U.S. $5.50; Canada and Mexico $6.50. Send single copy orders with payment to: GAMEPRO, Special Products Department, 501 Galveston Drive, CA 94063.

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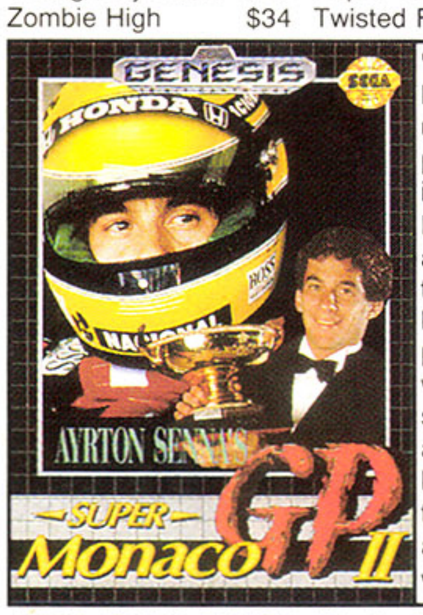

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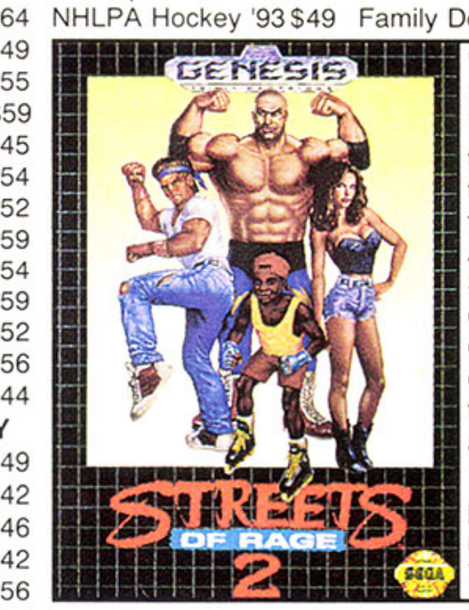

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Wizardry 5	$64

'BATMAN RETURNS' hurls you into action against the death-dealing Penguin. Swing from grappling hooks, leap from ledges and counter with shields, smoke bombs and batarangs. One player action through 7 levels. **$49**

SNES SHOOTERS

Axeplay	$54
Biohazard	$44
Contra 3	$54
Cybernator	$54
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Rap Attack	$54
Smash TV*	$49
Space Mission	$49
Strike Gunner	$54
Supr Mega Force	$54
Supr R Type*	$39
Supr Sonic Blastmn	$49
Thunder Spirits	$49
Xardion	$54
X Zone	$39

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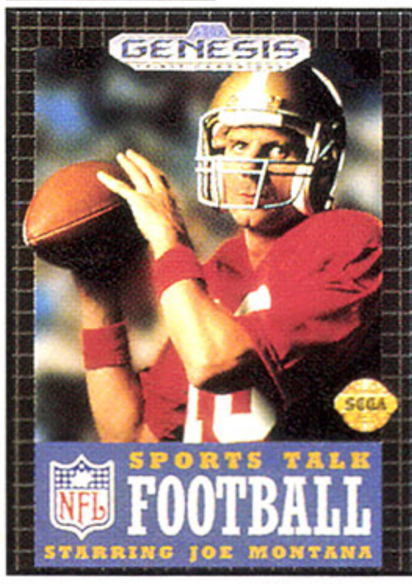
Arcana	$59
Curse Azure Bonds	$64
Drakkhen	$49
Dungeon Master	$59
Equinox	$49
Fables & Fiends	$59
Final Fantsy Lgnd 2	$59
Final Fantsy Myst Q	$39
Gemfire	$59
Golden Empire	$59
Hit the Ice	$54
Inindo	$59
Lagoon	$54
Lenus	$59
Lord of the Rings	$64

'CHAKAN THE FOREVER MAN' is a warrior priest who cannot die and must battle the forces of evil. Features 8 levels, 2 handed combat with 8 directions, magic doorways to move through space & time, and an arsenal of weapons. **$44**



'NFL SPORTS TALK FOOTBALL STARRING JOE MONTANA' brings home all the excitement of the NFL. Now with simultaneous nonstop play-by-play announcing. Control every aspect of the game with updated offensive & defensive plays. **$46**

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HOT TIPS TACTICS PASSWORDS

SECRET WEAPONS AND TACTICS

Turrican (TurboGrafx-16)

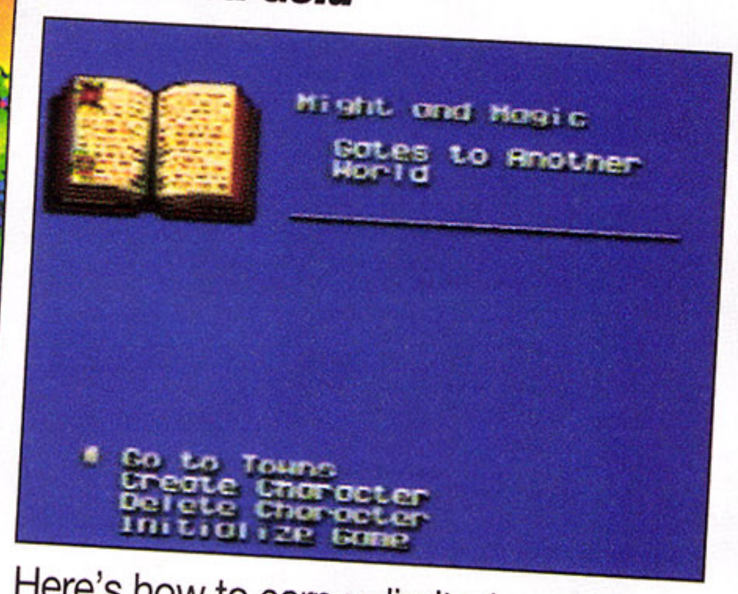
Invincibility!

Enter Turrican's Option mode and **highlight Exit.** Next, **press** the following buttons in this order: **I, II, I, II, I, II, I, II, I, II.** Exit the Options mode, then **choose the Cheat setting**. You're invincible!

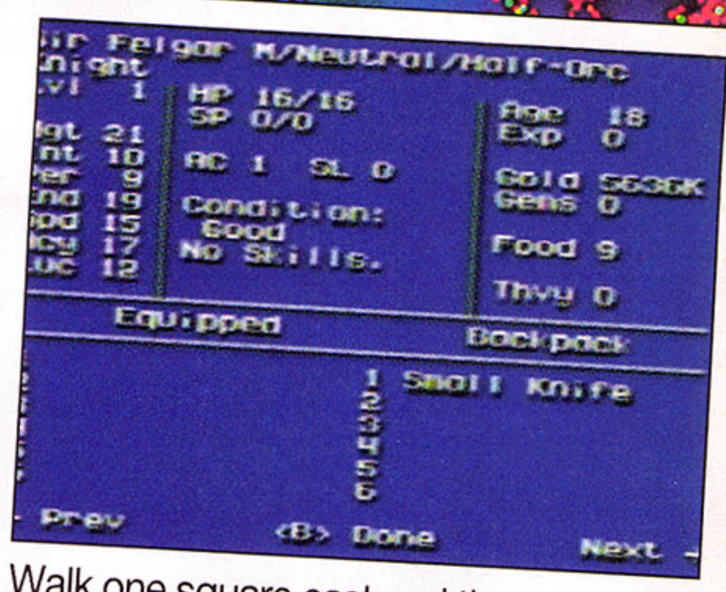
Chris Nadler, Alamo, TX

Might & Magic (Genesis)

Unlimited Gold



Here's how to earn unlimited gold in Might & Magic. Go to Area B1. At point X11 and Y14, drink from the frozen fountain. Next, head to X15 and Y13. Chop down one of the Lumberjack's trees to win an Instant Keep.



Walk one square east and then return to the Lumberjack's tree. Keep winning the Instant Keeps. When you can't carry any more, sell them for cash. Return for more Keeps and rack up all the gold you need!

Jesse Wilson, Redwood City, CA

Action Replay Codes!

Desert Strike (Genesis)

Use these codes with the standard Action Replay cartridge.

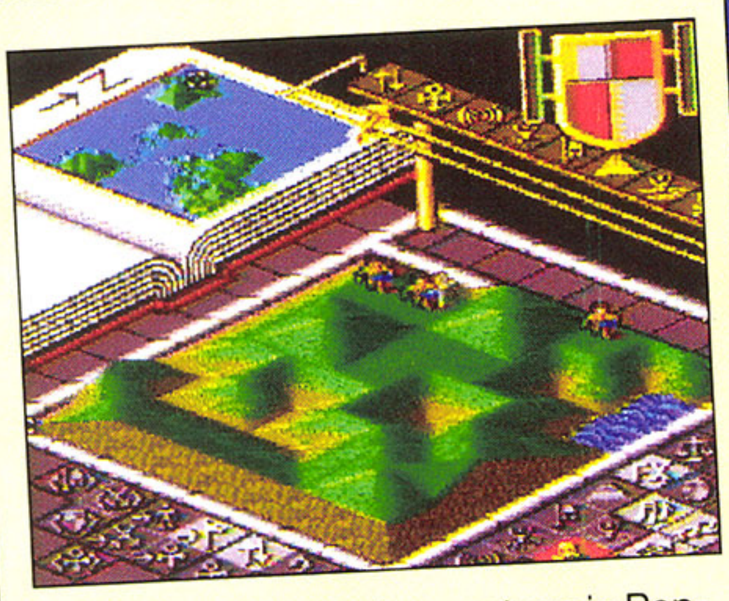
Infinite Lives: **006AA 44A79**

Unlimited Fuel: **00689 C4A79**

Bonus Armor: **0049D 07FFF**

Populous (Super NES)

Level Select



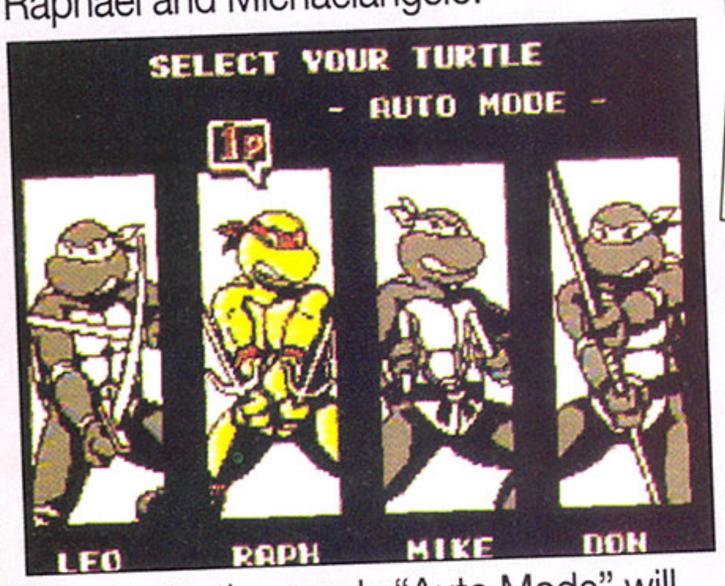
Here's how to jump to any stage in Populous. **Choose a Conquest game,** and click on the **Pause** icon. Move the cursor onto the world map, then **hold down L and press A.** Release these buttons. Next, **while holding down R, push and release Y, B, X, A, and Select.** Release R and click on Armageddon. Now enter the Setup menu and choose Conquest. **Inside the Conquest menu, press the X and B Buttons** to select any level in the game!

Jonathon Pedigo, Sherman Oaks, CA

Teenage Mutant Ninja Turtles III (Nintendo)

Auto Mode

Begin a game and **display the Turtle select screen. Tap Right and Left rapidly** to switch back and forth between Donatello and Michaelangelo or Raphael and Michaelangelo.



Eventually, the words "Auto Mode" will appear in the top-left corner of the screen. Now the computer will automatically swap your Ninja Turtle for you every time you die!

Lawrence Lee, San Francisco, CA

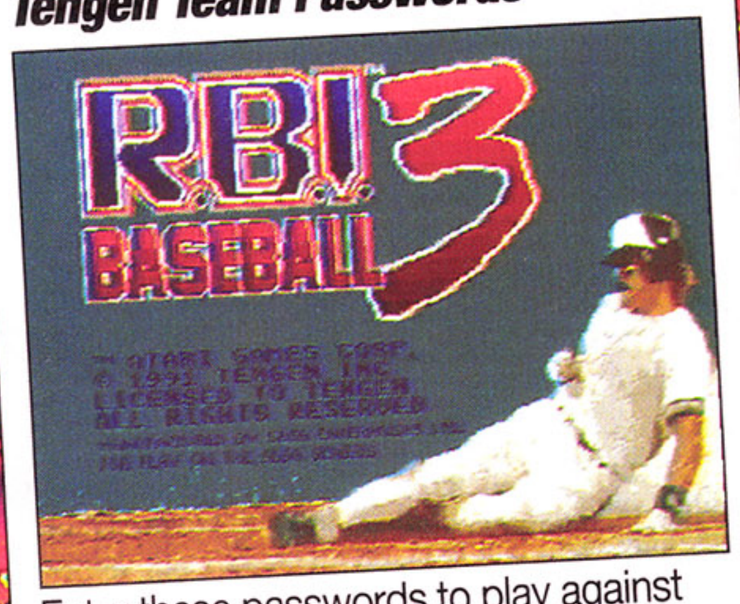
Two Crude Dudes (Genesis)

Double Your Continues!

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

R.B.I. Baseball 3 (Genesis)

Tengen Team Passwords



Enter these passwords to play against the Tengen team.

Oakland: V6D3UHBA3

Cincinnati: AEJLJWHR4

Kenneth Habeck, Colby, WI and James Kirkpatrick, Stanton, KY

DecapAttack (Genesis)

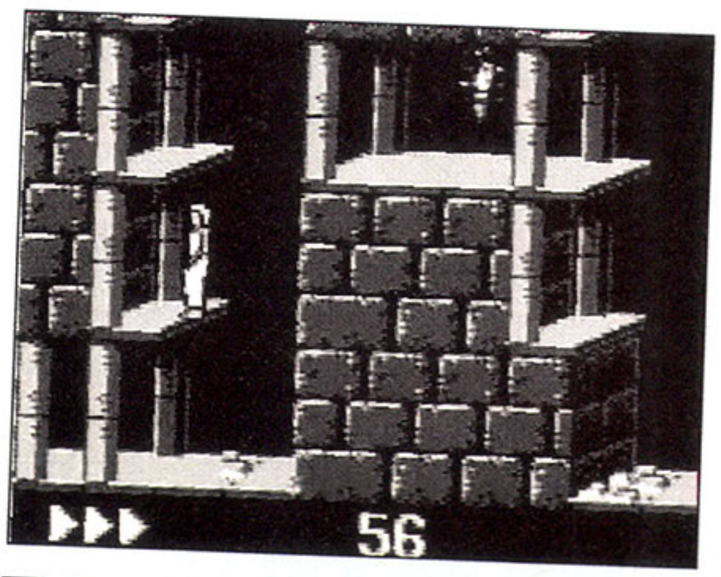
Dodge Toady

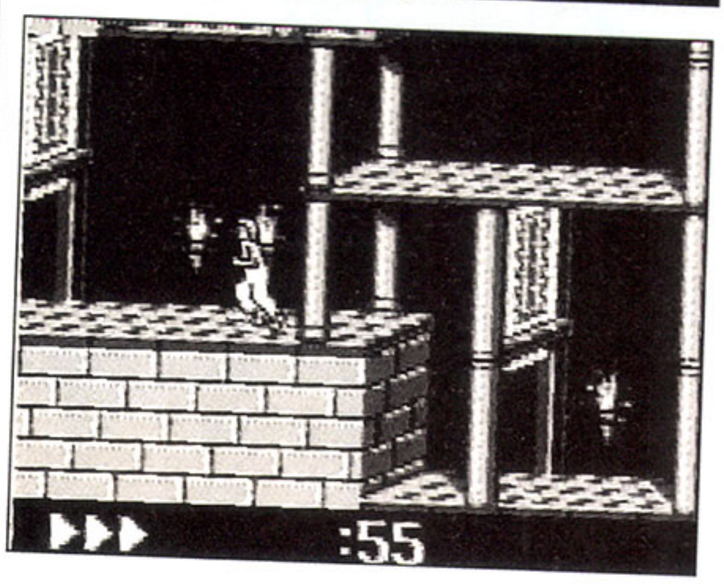
At the end of Level 2, you can bypass the boss, Toady, without a fight. Wait on the upper platform, then jump to the left and you'll see the Exit sign. Now leave through the Exit and Toady won't appear!

Richard Petit, Quebec, Canada

Prince of Persia (Game Boy)

Level Passwords!





To access the password screen, walk left at the start of the game Use these codes to jump to any level.

Level 2: 06769075
Level 3: 24613065
Level 4: 99116015
Level 5: 53004005
Level 6: 46308135
Level 7: 65903195
Level 8: 13807185
Level 9: 25432654
Level 10: 92731644
Level 11: 80637674
Level 12: 56135664

Alec Saltzman, Omaha, NE

S.W.A.T.PRO

HOT TIPS TACTICS PASSWORDS

SECRET WEAPONS AND T

Ax Battler (Game Gear)

Password Collection!

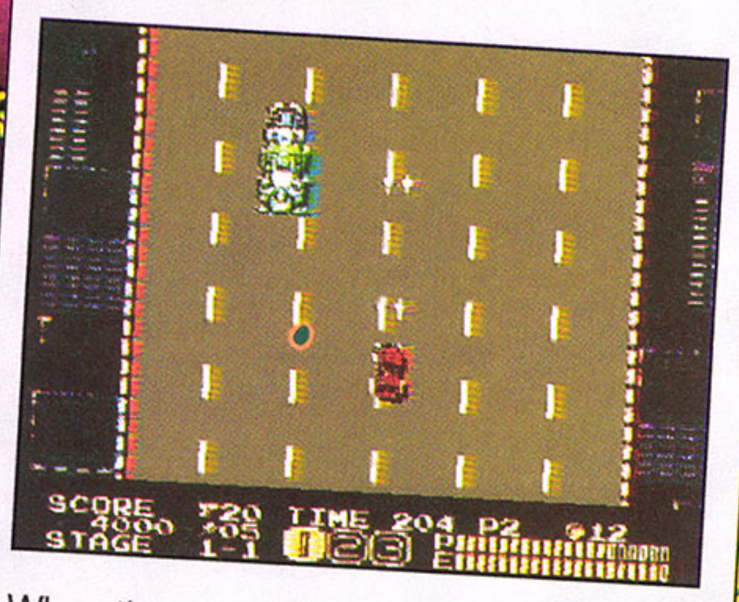
Use these passwords to jump to any level in Ax Battler.

Turtle Village:	BNLK-LPAG-HMGH-NOGO
Sand Marrow:	AOEC-DLCD-PNFP-FBPF
Sand Marrow II:	PKIL-MPGO-AHDH-KHCJ
Brookhill:	CPGG-CIAK-AEFF-OPKO
North Valley:	MBBM-KFDK-HJBK-KKJE
Ice Cliffs:	FJGO-LMHJ-LJGG-OOPC

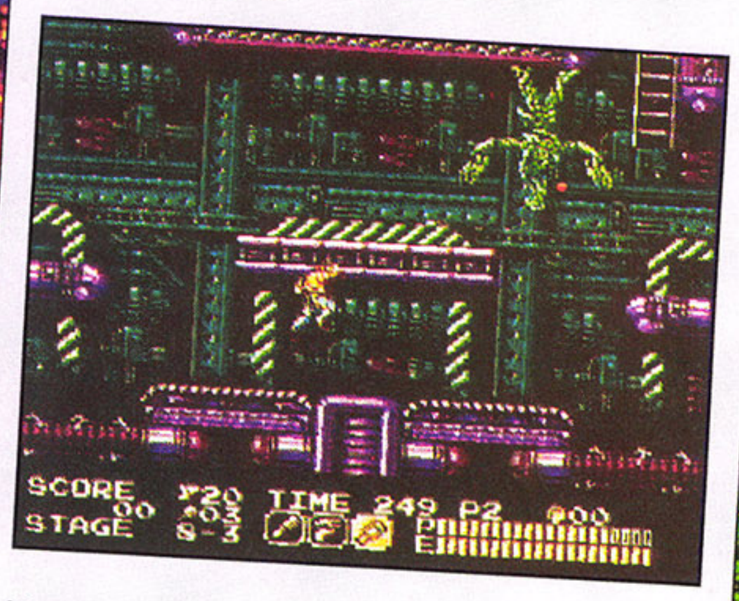
Russell Chen, Atlanta, GA

Vice: Project Doom (Nintendo)

Stage Select!



When the American Sammy logo appears, hold down A on Controller One and press Reset. While still holding down A on Controller One, press A on Controller Two when the American Sammy logo reappears.



Now press Up and Down on Controller One to pick a stage. Push A to begin your game!

Brandon Kaufman, Portland, OR

Contra III: The Alien Wars (Super NES)

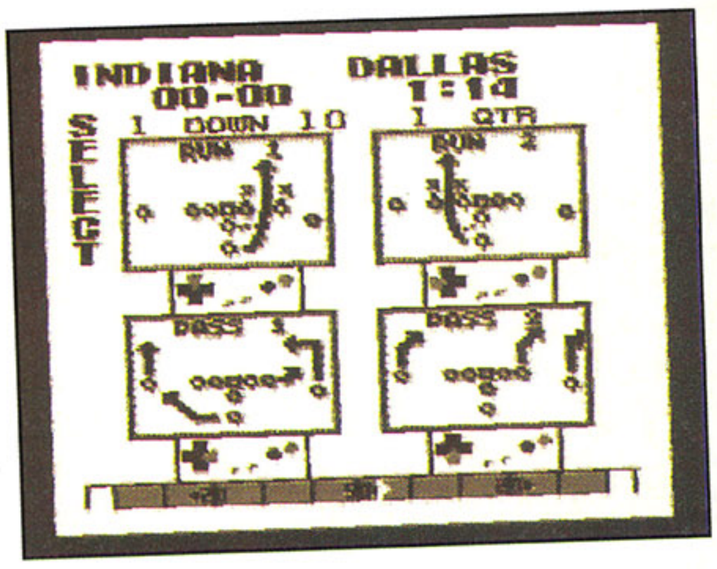
Code Correction

Last issue we listed an incorrect 30 lives plus stage select trick for Contra III. We tested the code on a prototype copy of the game, but the trick was disabled in the final boxed version. We apologize for this oversight. As soon as a new working code arrives in our offices (hint, hint), we'll publish the updated information!

(GamePro, July '92, p. 98)

Tecmo Bowl (Game Boy)

Instant Interception!

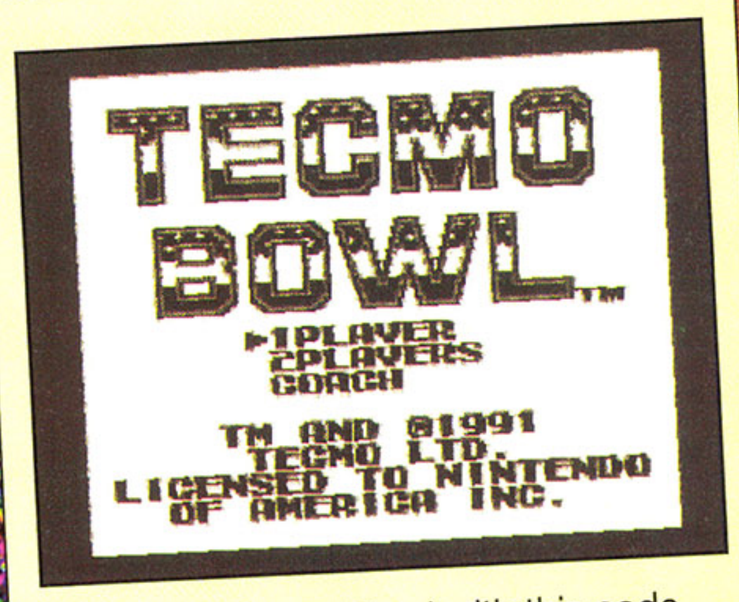


If you're fortunate enough to play as Chicago against Dallas, here's a defensive tip you'll love. **Choose Run 1 as your defensive strategy. Then select player Todd Bell** and apply tight coverage. If Dallas passes, you're almost guaranteed to intercept the ball!

Branden Dashiell, Winnetka, IL

Tecmo Bowl (Game Boy)

Final Password



Play in the Tecmo Bowl with this code. Los Angeles vs. Miami: **94BFFDAI**

Branden Dashiell, Winnetka, IL

Golf (Game Boy)

Reset and Retry!

Don't despair if you make a poor shot in Golf for the Game Boy. Simply press A, B, Select, and Start simultaneously to reset the game. Now retry your shot!

David Samuelson, New York, NY

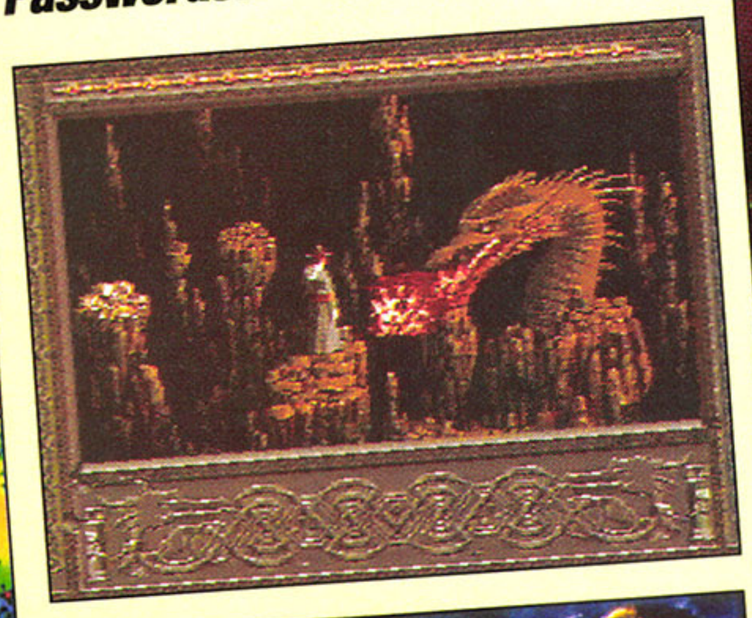
S.W.A.T. PRO

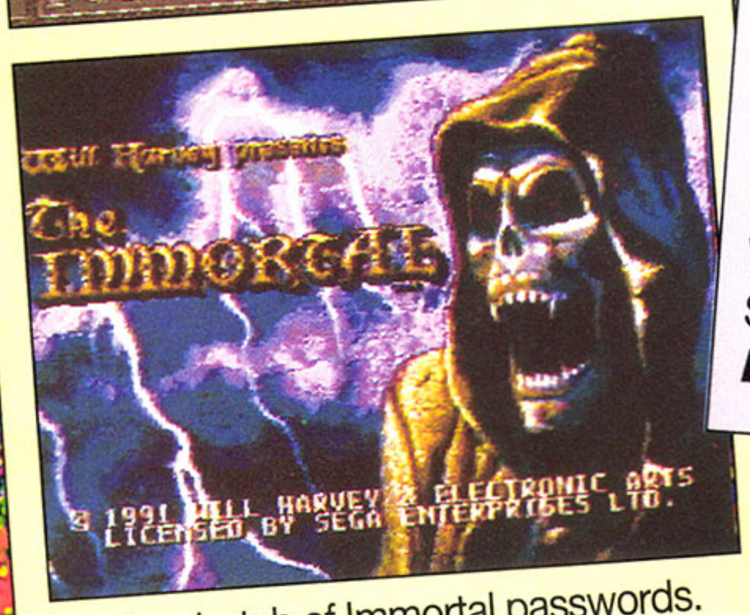
TIPS TACTICS HOT PASSWORDS

SECRET WEAPONS AND TACTICS

The Immortal (Genesis)

Passwords!





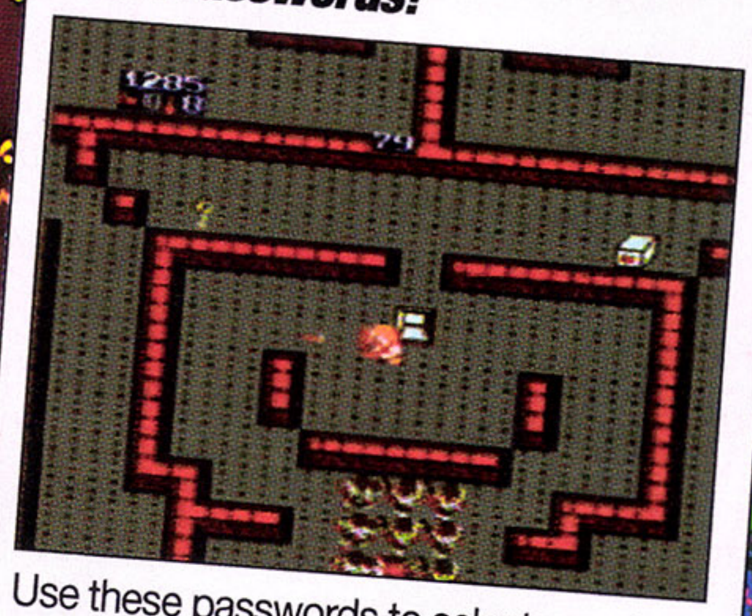
Here's a batch of Immortal passwords. Try them all!

Level 2:	AA9E510006F70
Level 3:	F47EF21000E10
Level 4:	B5FFF31001EB0
Level 5:	B57F943000EB0
Level 6:	C65FF53010B41
Level 7:	C250F63010AC1
Level 8:	E011F730178C1

Andrew Nolan, Albany, NY

Gauntlet (Nintendo)

Final Passwords!



Use these passwords to select any character on Level 79:

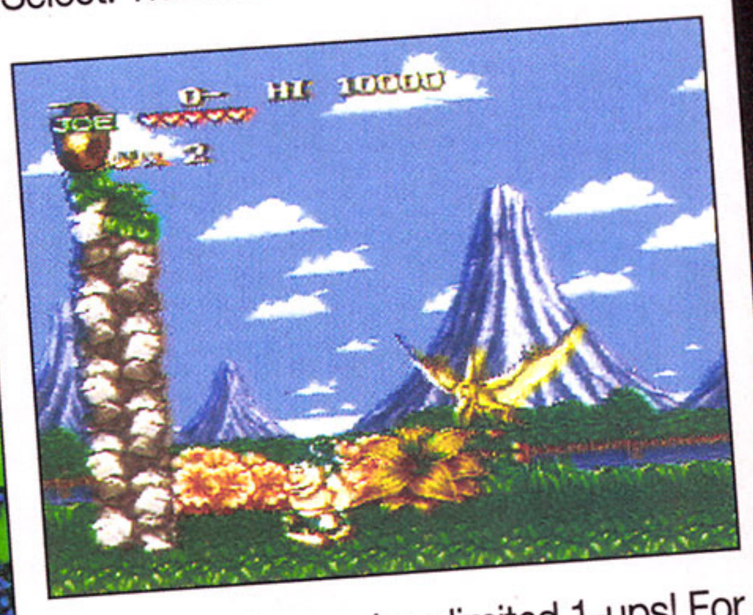
Elf:	HEZ-66Y-WII
Valkyrie:	HEZ-66Y-WIW
Warrior:	HEZ-66Y-WWW
Wizard:	HEZ-66Y-WWI
Secret Combination:	KUNPCDIA

David Chung, Arcadia, CA

Joe & Mac (Super NES)

Easy Exit and Unlimited Lives!

To leave a level you've already completed, simply pause the game and press Select. That's it! You're outta there!



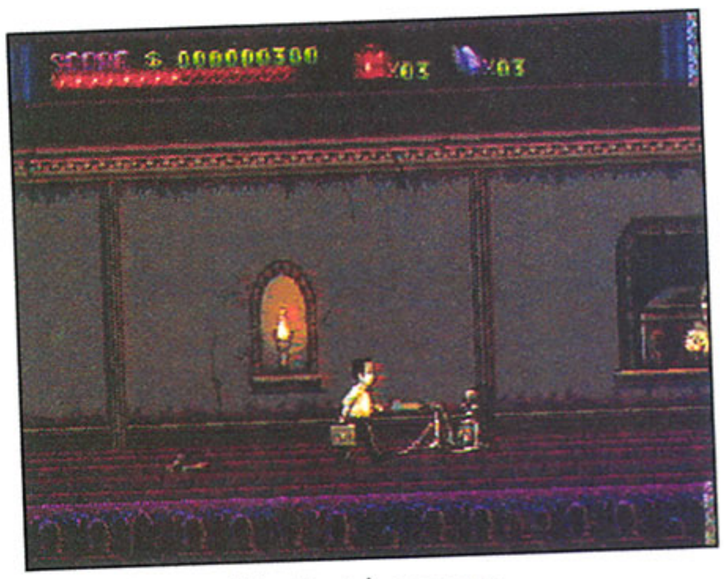
Use this trick to grab unlimited 1-ups! For example, fall into the pit in the next-to-last area on the first map. In mid-flight, snag the extra life, then pause and exit. Return to the pit, grab the 1-up again, and repeat the process 'til you max out your lives! You can also use this trick to easily refill your energy.

Eric Stephen Rich, McMinnville, TX

The Addams Family (TurboGrafx-CD)

Invincibility!

Use this trick to become invincible in The Addams Family. First, enter the Train Room with one heart remaining and wait for the train to move from left to right. Now jump into the smoke.



You'll lose a life, but become invincible! If by accident you become trapped in the floor, reset your game and try again until the trick works. Don't grab any hearts once you become invincible or you'll lose invincibility.

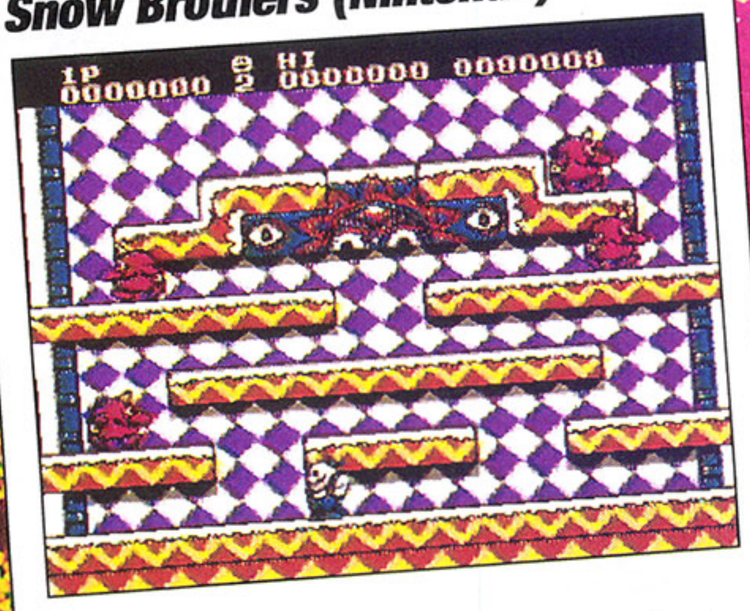
Joseph Brewer, Springfield, IL

S.W.A.T. PRO

TIPS·TACTICS AND TACTICS

Game Genie Code!

Snow Brothers (Nintendo)

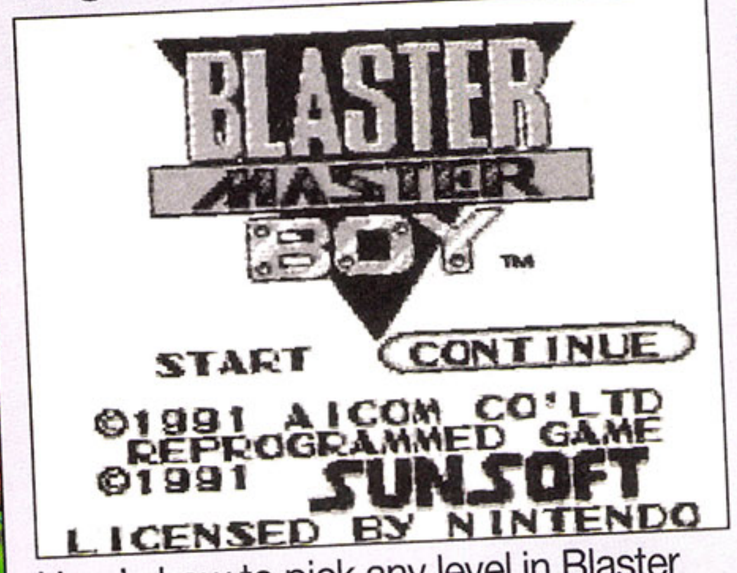


Use this code with the NES Game Genie.
Near-Invincibility: PEOPLE

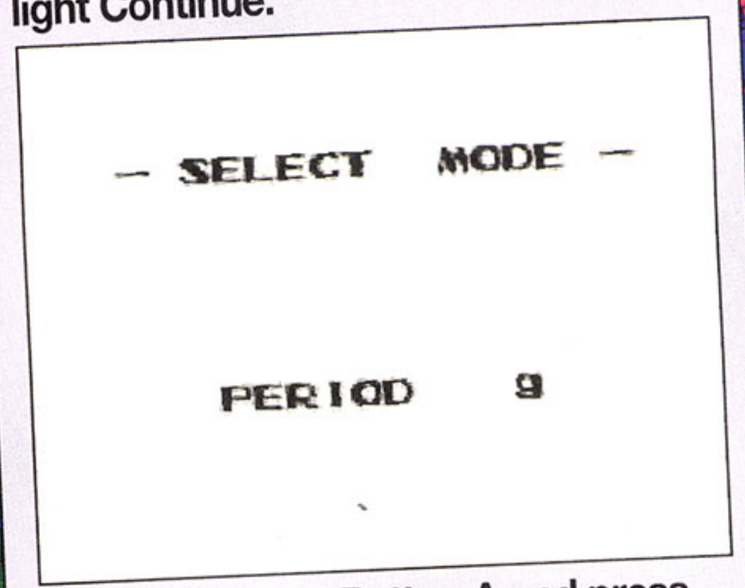
Ryan Young, Hayward, CA

Blaster Master Boy (Game Boy)

Stage Select!



Here's how to pick any level in Blaster Master Boy. **At the title screen, highlight Continue.**



Then hold down Button A and press Start. Press Left and Right to pick any Period in the game!

Brad Cronk, Iowa City, IA

OutRun (Genesis)

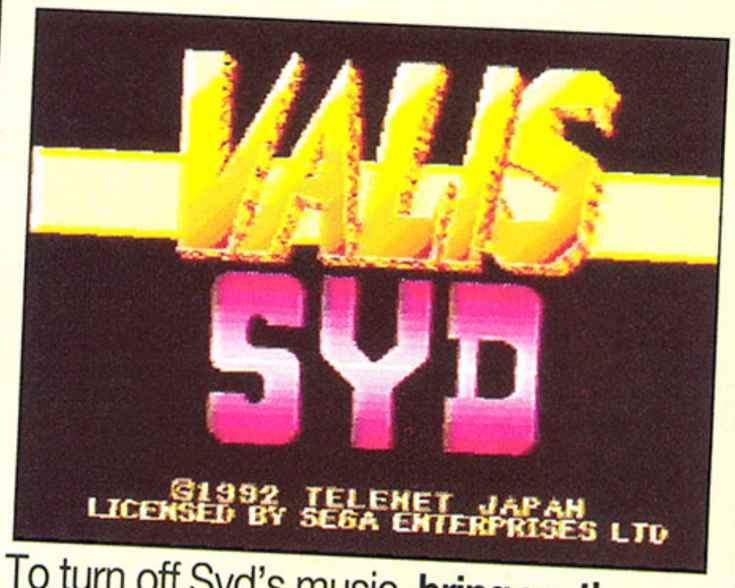
Hyper Level

Now you can make OutRun even more challenging. At the title screen, press C 10 times, then choose the Option screen and select Hyper.

Russell Tower, Raleigh, NC

Syd of Valis (Genesis)

Earmuffs



To turn off Syd's music, **bring up the title screen. Then press B and Start simultaneously.** You'll be tone deaf until Syd dies!

Pedro Orlando, Millbrae, CA

Lemmings (Super NES)

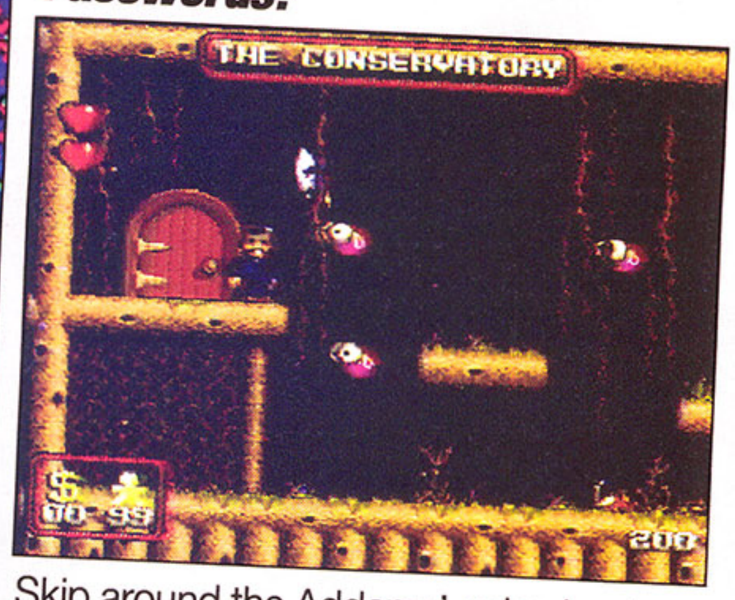
Sound Test and Pad Settings

At the title screen, hold down Select and press Start. Now you can listen to any Lemmings tune and configure the input buttons on your controller.

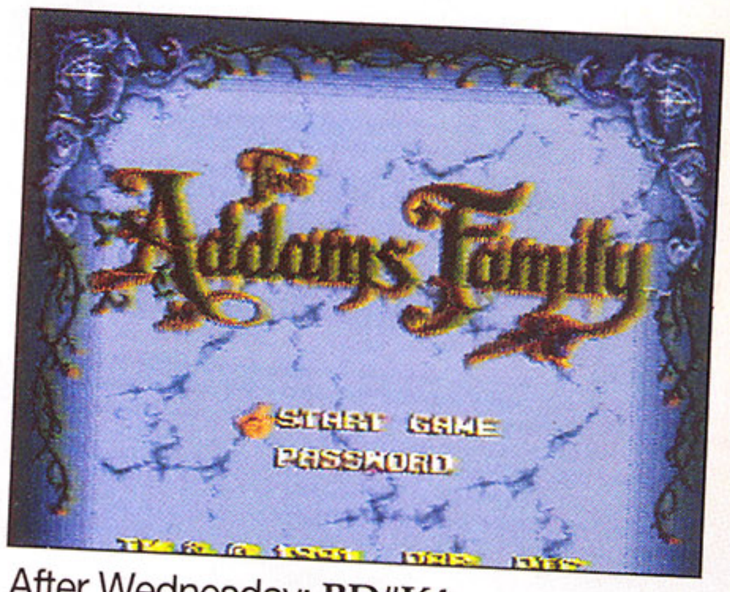
Marc Brunet, Quebec, Canada

The Addams Family (Super NES)

Passwords!



Skip around the Addams' ooky, kooky mansion with the following codes.
Start: &#KKN
After Pugsley: V1913
After Grandma: B&J15



After Wednesday: BD#K4
After Fester: BL91B
BONUS TIP: Enter the Music Room and wait for the music to stop. This unblocks the passage to the basement.

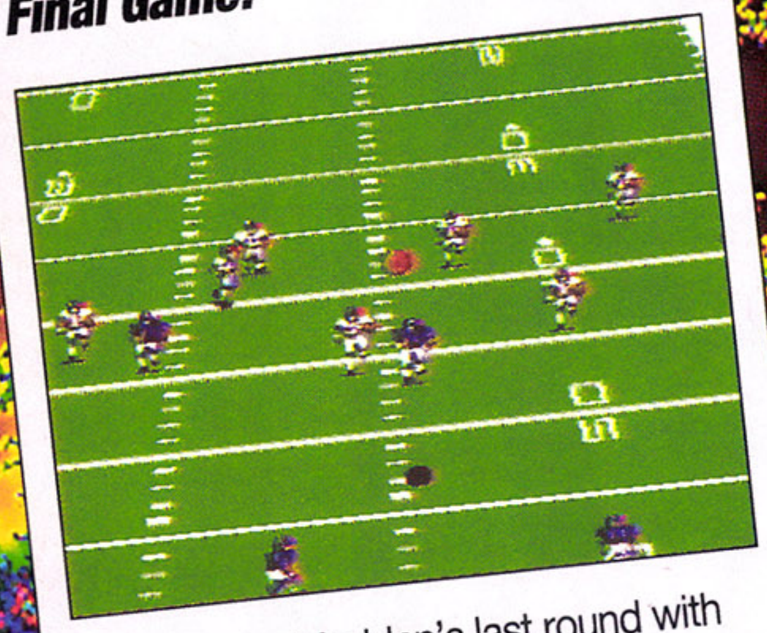
Paz Derham, Kihei, Maui, HI

S.W.A.T. PRO

TIPS TACTICS PASSWORDS HOT

John Madden Football (Super NES)

Final Game!



Skip to John Madden's last round with this code: BBBB5nZ5C

Luis Marrero, Carolina, Puerto

Thunder Spirits (Super NES)

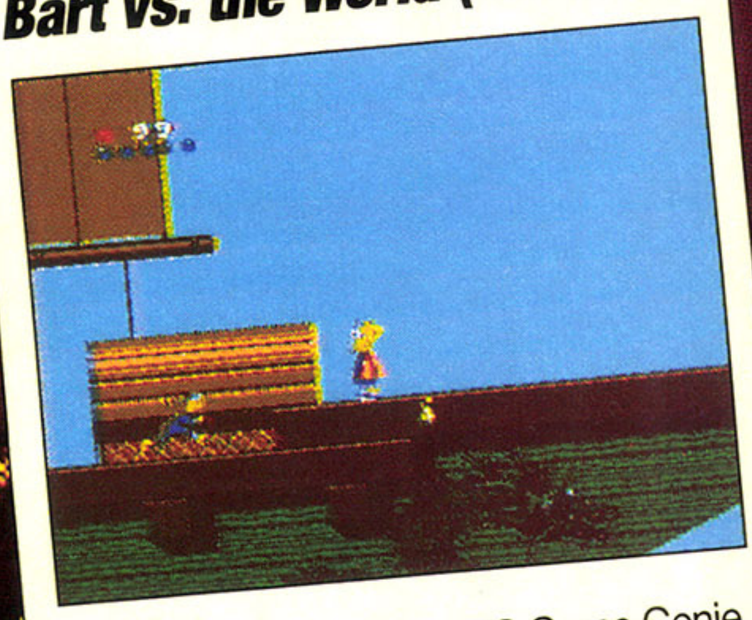
Option Screen!

When the title screen appears, hold down Select and press Start. Now you can use the Configuration Mode to select the game's difficulty and more!

Harold Littlefield, Madison, WI

Game Genie Code!

Bart vs. the World (Nintendo)



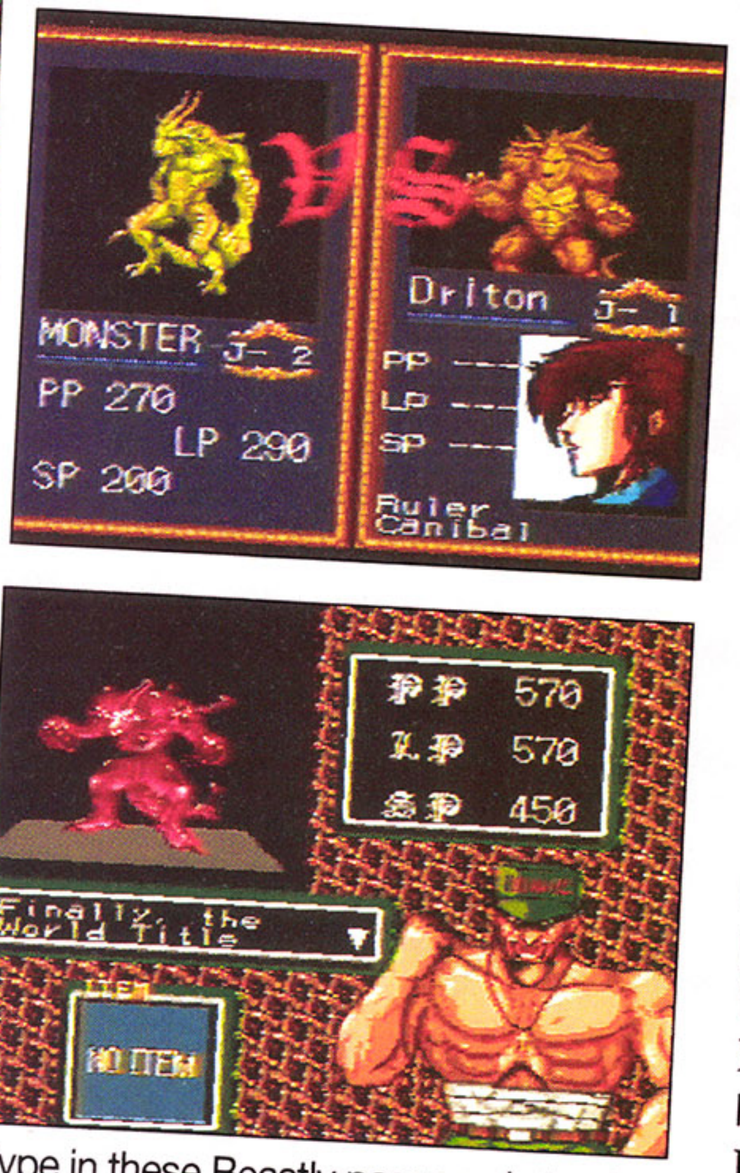
Use this code with the NES Game Genie.

Invincibility: ZOXVGLIE

Stefan Hodgden, Kansas City, MO

Beast Wrestler (Genesis)

Passwords!



Type in these Beastly passwords to play in any match-up.

Beginner Rank
Match #2: MONSTER-RQYQYQMQQQFAQQK

Match #3: MONSTER-RQYQYQMQQQVAQSA
Match #4: MONSTER-RAAQYQMWQIGAQSU
Match #5: MONSTER-RAAQYQMWQIGAQCU
Match #6: MONSTER-RAAAWQMWQPBAQEF

World Rank
Match #1: MONSTERAAAWQMWQ-PYAQKA
Match #2: MONSTERRAAAWADRDI-HZQEF
Match #3: MONSTER-RAAAWADRDINZQTN
Match #4: MONSTERRZXAWADRDI-UZQRM
Match #5: MONSTERRZXAJADRDI-JXQHI
Match #6: MONSTERRZXZXADRFD-MXQBK
Match #8: MONSTERRZXZXA-JRTWKXQVX
Match #9: MONSTERRZXZXAJRT-WOXQIH

Allen Maxwell, Colorado Springs, CO

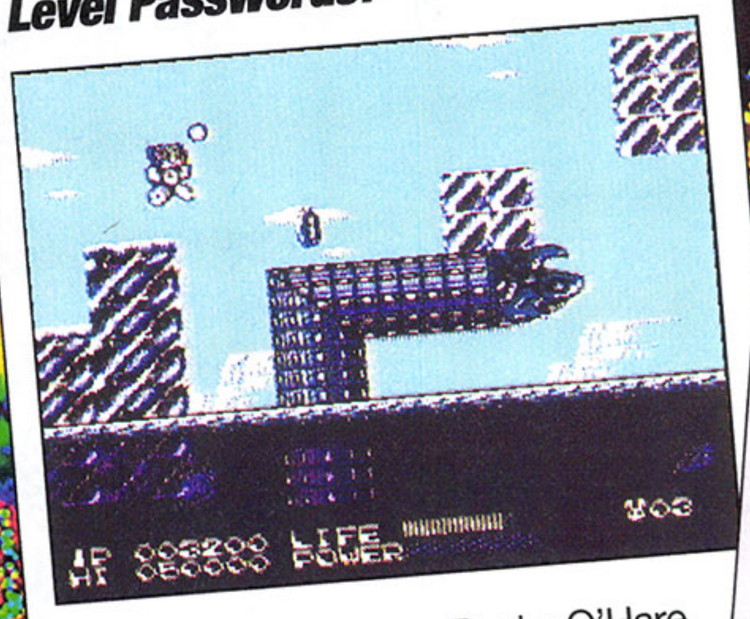
S.W.A.T. PRO

TIPS·TACTICS HOT PASSWORDS

SECRET WEAPONS AND TACTICS

Bucky O'Hare (Nintendo)

Level Passwords!



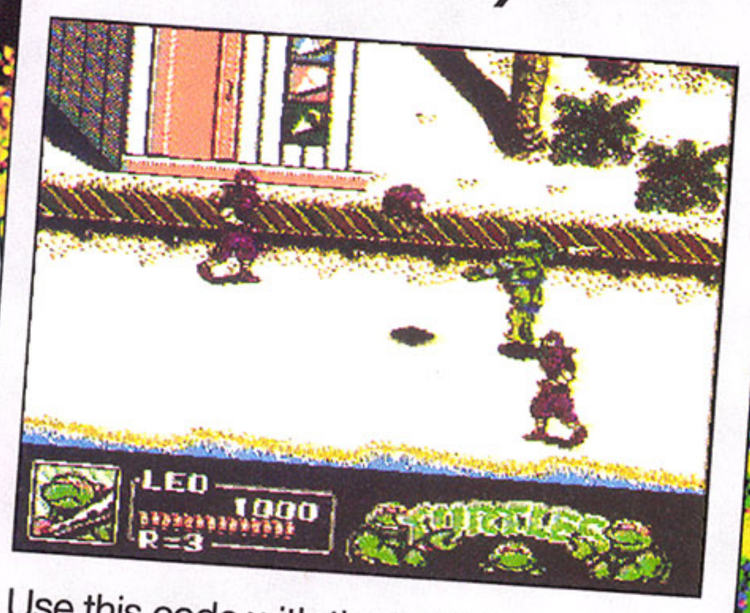
Get hoppin' with these Bucky O'Hare codes.

Deadeye Duck:	67KIJ
Willy:	M7Lak
Blinky:	M7KZ3
Final Stage:	MPW2L
Final Stage II:	MPL65

Brad Cooper, Wichita, KS

Game Genie Code!

Teenage Mutant Ninja Turtles III (Nintendo)

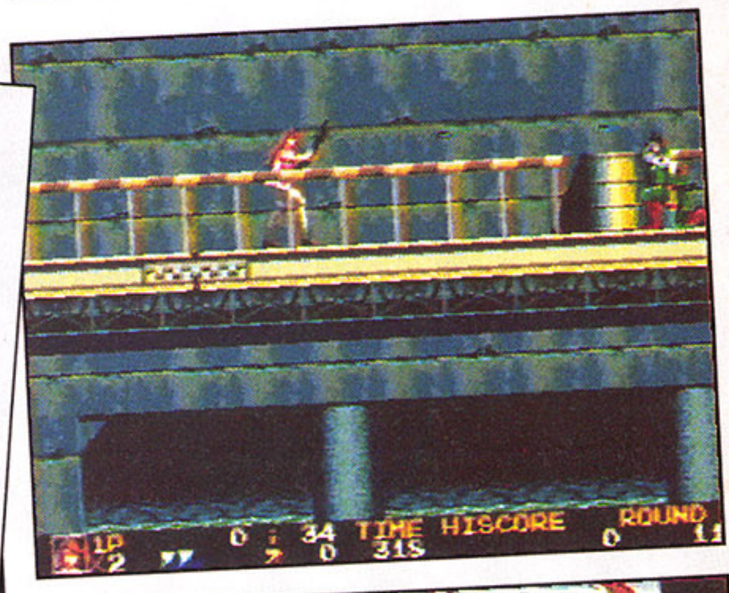


Use this code with the NES Game Genie.

Unlimited Turbo Attacks: **AAESYXAA**

Rolling Thunder 2 (Genesis)

Second Quest Codes!



Here are all the passwords for Rolling Thunder 2's second quest. Beat this mission and you'll see a special ending!

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

Patrick Reinhardt, Stone Mountain, GA

Action Replay Codes!

El Viento (Genesis)

Use these codes with the standard Action Replay cartridge or the Pro Version.

Near Invincibility: 00C47 64A79

Full Strength Flame Weapon: 00940 24A79

Beast Wrestler (Genesis)

Sound Test Mode

To try a Beast Wrestler sound test, first bring up the title screen. Next, **simultaneously press and hold down Buttons A, B, and C, and press Start.** The word "Test" will appear in the screen's lower-left corner. Press Up or Down to change the sounds and press A to select them. Press B to exit the screen.

Vince Paparelli, Howell, MI

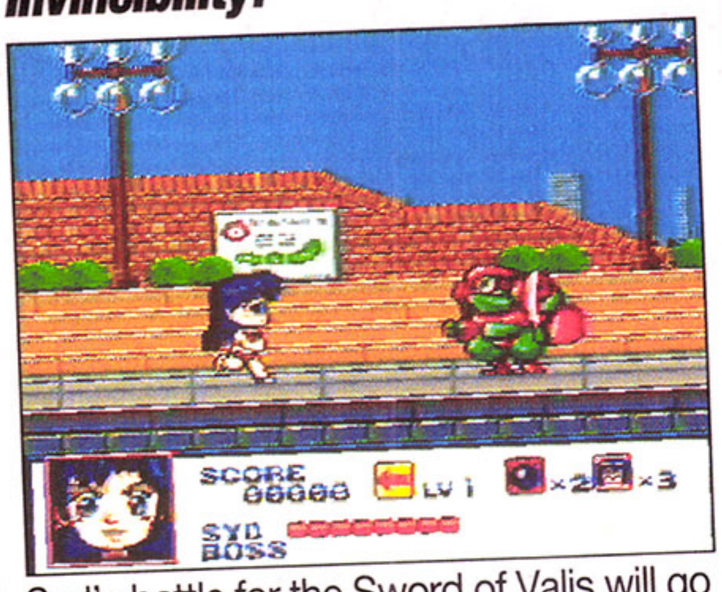
S.W.A.T. PRO

TIPS TACTICS HOT PASSWORDS

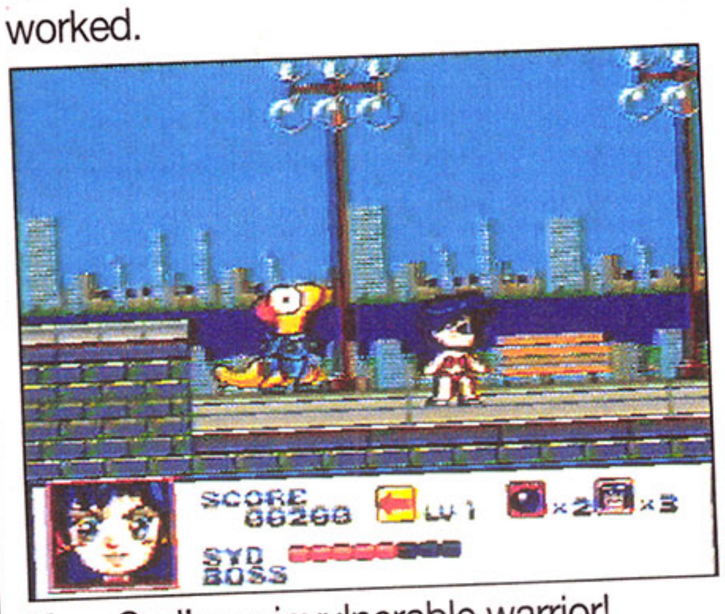
SECRET WEAPONS AND TA

Syd of Valis (Genesis)

Invincibility!



Syd's battle for the Sword of Valis will go "swimmingly" with this easy trick. **At the title screen, tap in Up, Down, Left, Right, A, B, Up, Down, and Start.** You'll hear a tone that indicates the code worked.

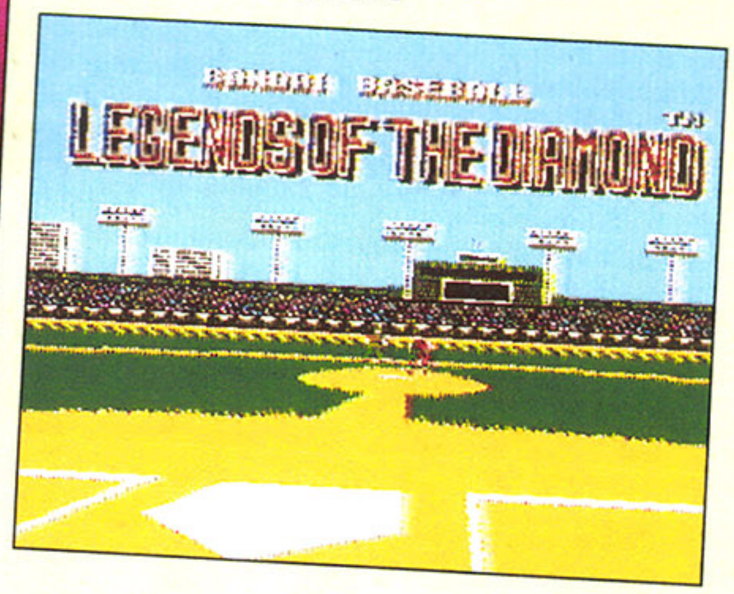


Now Syd's an invulnerable warrior! Notice her new swimming suit.

Pedro Orlando, Millbrae, CA

Legends of the Diamond (Nintendo)

Final Passwords!



Step up to plate with each team's final round passwords.

Samurais: BFWNP7JKLSTV12
34BYF2K3LWZGB

Titans: BNGFJLMQZTW13
46WD3GZK51WL&

Crowns: BNP7FHJKLWTZ1
34WLZJ1H4XWKN

Hawks: TGNP57FH3DBKL
46BYLZJ4FWZBC

Cobras: BGP57FKHNTD4Z
LJWD5H4JXYZD♠

Mustangs: BNP572FG6CD3H
JKWK3L2FXZXCF

Chiefs: BGNP72F35CD96
HJWD4L3FXZ1F3

Generals: BGNP7F2LJCDM5
63WD4J5CZZ1HM

Rebels: DGNP7F264BL5J
ZKWD4L3CZ1ZJ1

Tuong Phan, San Francisco, CA

Action Replay Codes!

Mercs (Genesis)

Use these codes with the standard Action Replay or Pro Version cartridge.

Infinite Energy: 00B09 44E71

Infinite Bombs: 0080B 8C351

Top Gear (Super NES)

Amateur Passwords!

Here's a list of Top Gear's Amateur Level codes.

South America: **Moonbath**

Japan: **Gearbox**

Germany: **Car Park**

Scandinavia: **Road Hog**

France: **Emulator**

Italy: **Analyser**

U.K.: **Horizons**

Look for the Pro passwords next month!

Game Genie Codes!

Tecmo Super Bowl (Nintendo)

Use these codes with the NES Game Genie.

Nine-Point Touchdowns for Player 1: PAOATTTE

Two-Minute Quarters: ZAUXLZIA

Valis III (TurboGrafx-CD)

Sound and Cinema Test

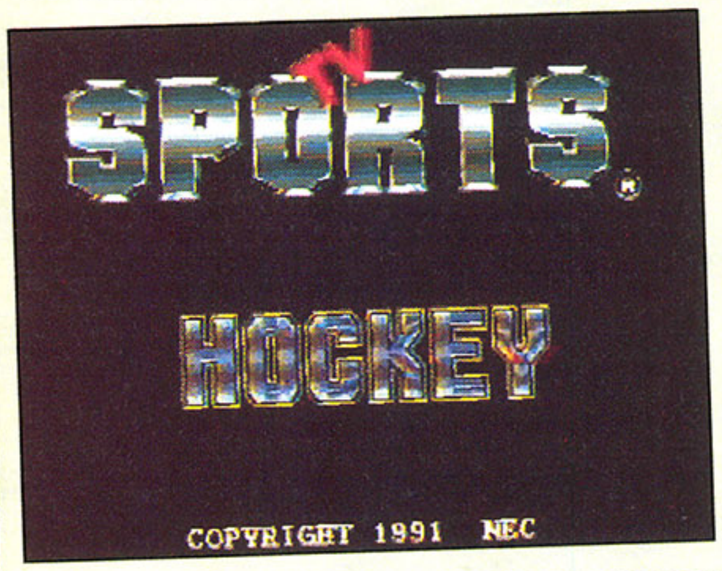
You can scope out Valis III's sights and sounds with this trick. **At the title screen, punch in Button II, Button II, Left, Right, Down, Up, and Run.** Now sit back, relax, and pick your tune or cinema!

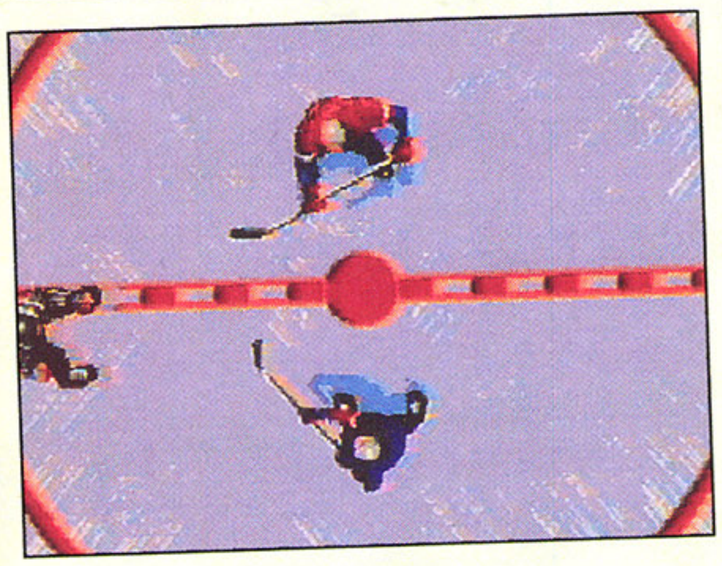
Edwin West, Long Island, NY

TV Sports Hockey (TurboGrafx-16)

Championship Passwords

Skate into the TV Sports Hockey finals with these codes.





POLAND

vs. Canada: EGPBIMI
vs. Finland: ACLNIEJ
vs. U.S.S.R.: EDMBLIK
vs. Czech.: CHAPNNL

NORWAY

vs. Canada: BCLOGEE
vs. Finland: HAJEEEF
vs. U.S.S.R.: CHAPNNG
vs. Czech.: CHAPNNH

SWEDEN

vs. Canada: CHAPNNM
vs. Finland: CHAPNNN
vs. U.S.S.R.: ACLNNIO
vs. Czech.: CHAPNNP

U.S.A.

vs. Canada: CHAPNNA
vs. Finland: CHAPMNB
vs. U.S.S.R.: BENOCJC
vs. Czech.: AGPNCHD

Konrad Gumper, Peekskill, NY

American Gladiators (Nintendo)

Level Passwords

Type in these American Gladiators passwords to skip to the later levels of the game.

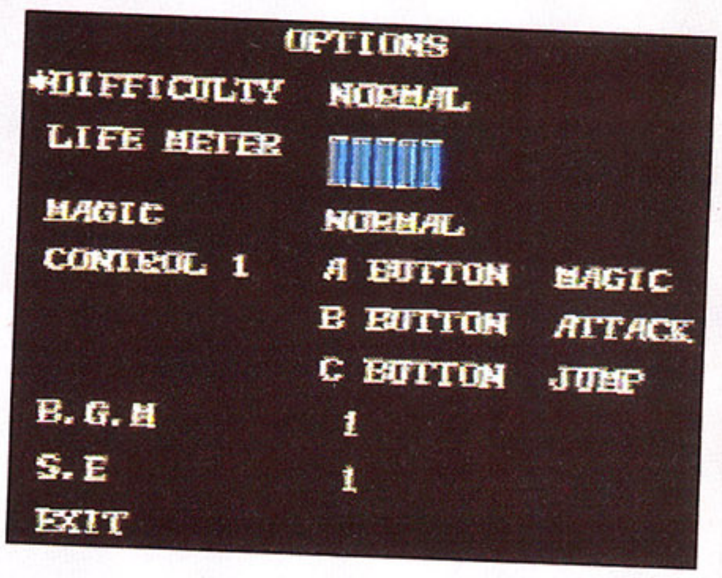
Level 2: ABAAAABB
Level 3: ABBABAAA
Level 4: ABAABBBB

Seth Hammeler, Coeur d'Alene, ID

Golden Axe II (Genesis)

Extra Credits

You'll swing a stronger Axe with eight credits in your collection. Bring up the title screen and highlight the Options selection. Next, hold down Buttons A, B, and C simultaneously.

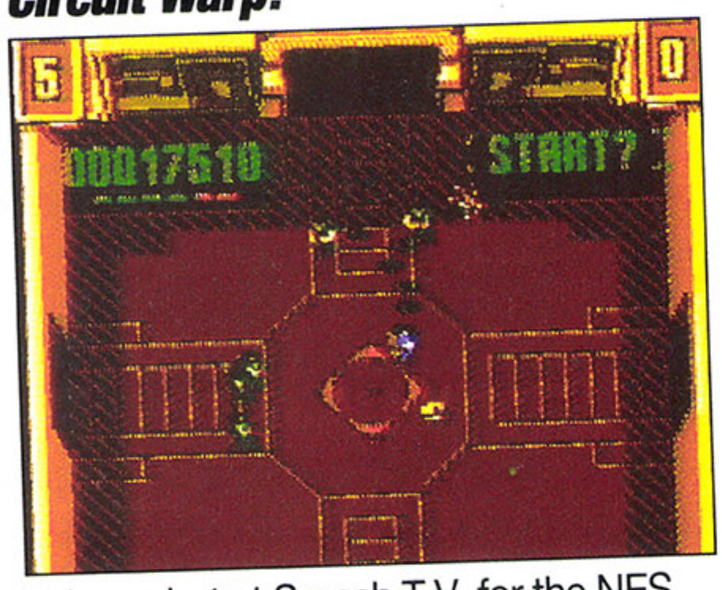


When you enter the Options mode, release A, but continue to hold down B and C. Choose Exit and hit Start. Select the number of players. Highlight the Normal game mode and press A to begin with a full eight credits to your name!

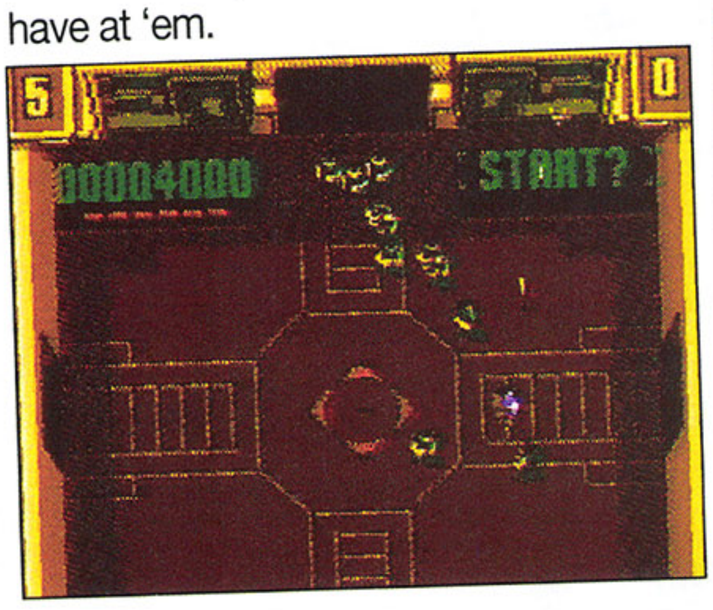
Larry Lawton, Carson, CA

Smash T.V. (Nintendo)

Circuit Warp!



Take a shot at Smash T.V. for the NES with this easy level select trick. First, bring up the title screen. Then, on Controller Two, hold down Down and Button B. While holding down these buttons, press Start on Controller One. Choose 1-Player, 1-Controller on the selection screen. Now you're in business! Pick any Smashing circuit, and have at 'em.



David Gullick, Chicago, IL

S.W.A.T. PRO

TIPS·TACTICS HOT PASSWORDS

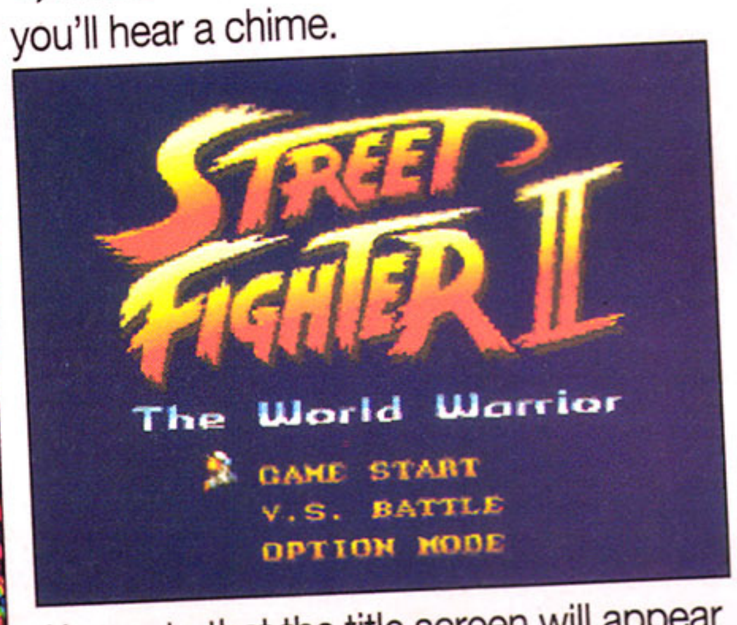
SECRET WEAPONS AND TACTICS

Last Minute Update!

Street Fighter II (Super NES)

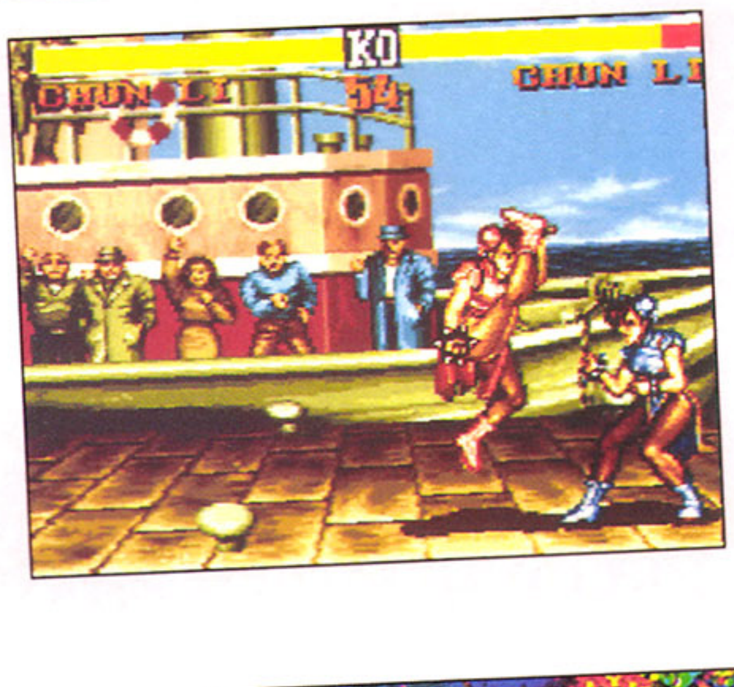
Play Champion Edition!

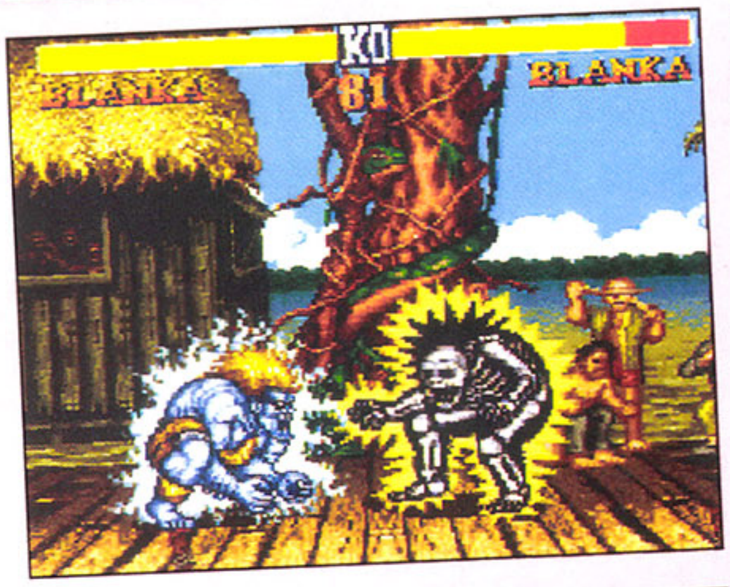
FLASH! We just received word that the now-infamous Japanese code for Street Fighter II works on the U.S. version. Turn on your Super NES and **wait for the Capcom logo to appear. Now press Down, Button R, Up, Button L, Button Y, and Button B.** If the code worked, you'll hear a chime.



Also note that the title screen will appear in blue, just like the arcade Champion Edition's title screen.

When you begin the game, both players will be able to use the same character! This makes possible the baddest grudge matches ever, such as Guile vs. Guile and Blanka vs. Blanka.





Finally, you'll notice that the fighters show off their true-to-form Champion Edition colors. The only thing missing from this code is the ability to play as a boss character. If any of you Street Fighters discover such a code, let us know!

Do You Have a Secret Weapon?

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

GamePro Magazine
Secret Weapons
P.O. Box 3329
Redwood City, CA 94064

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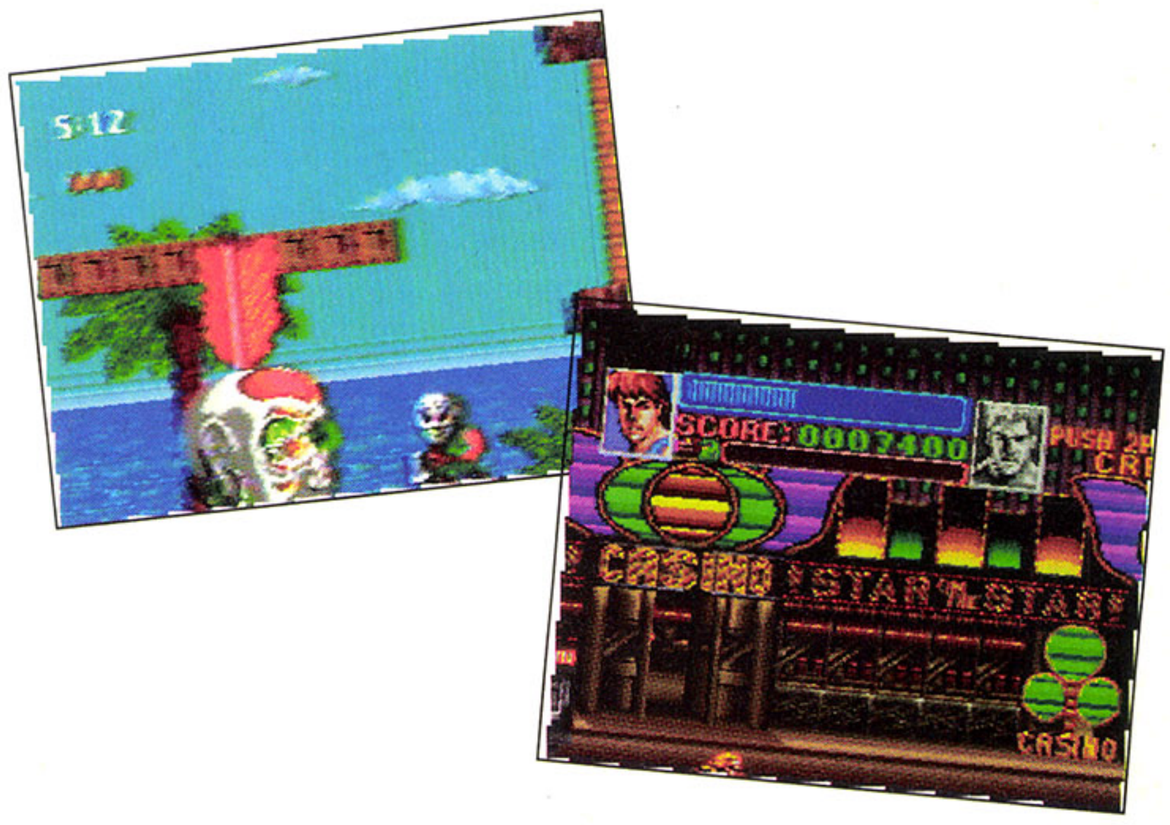
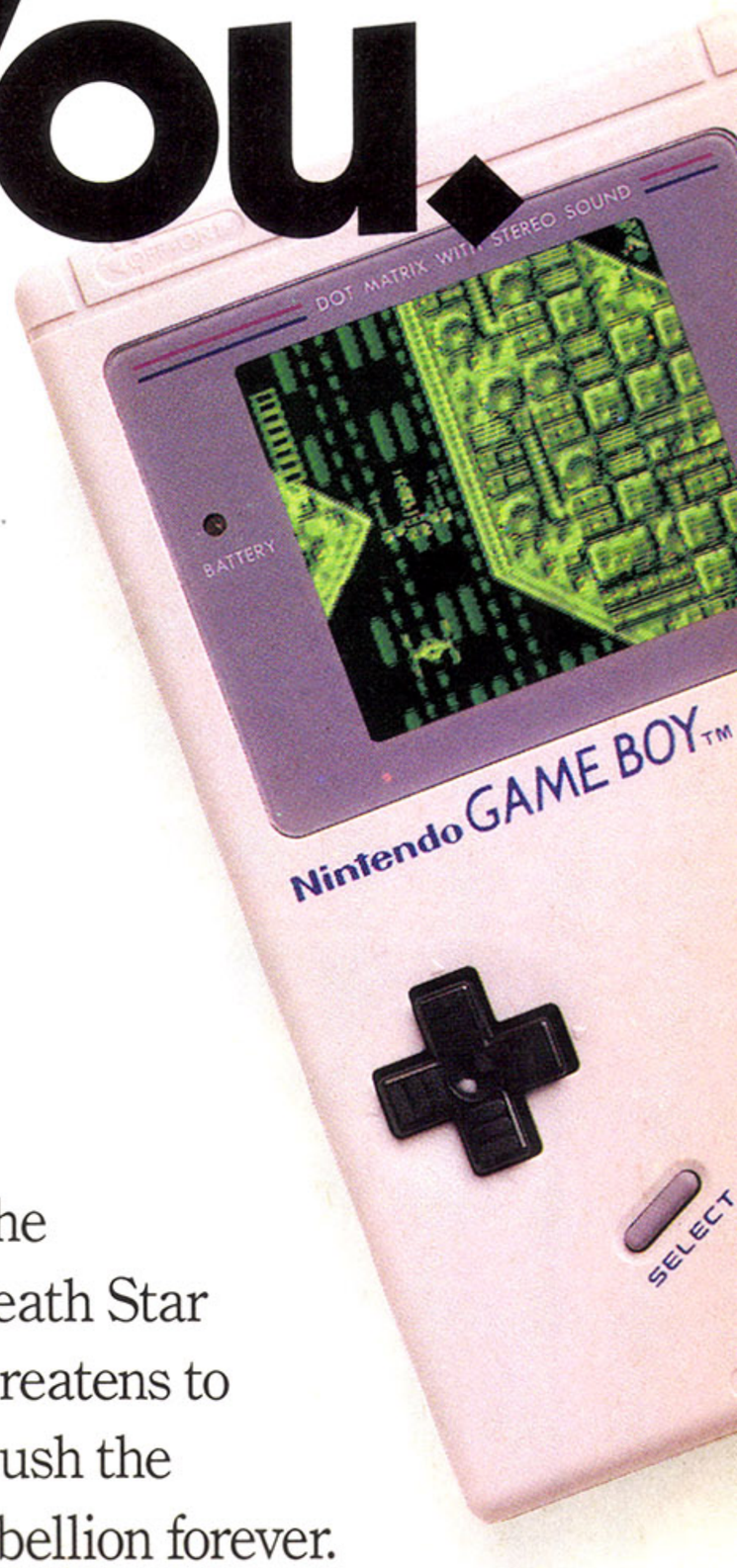
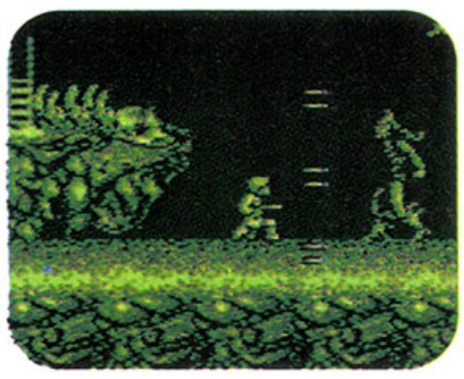


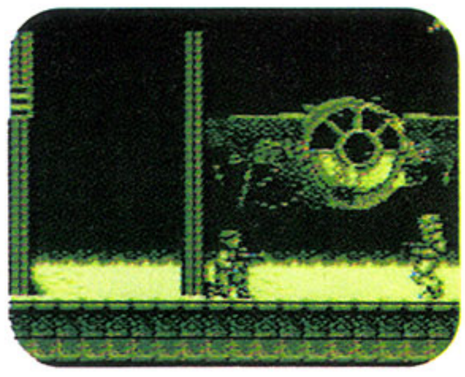
May The Force Go With You.



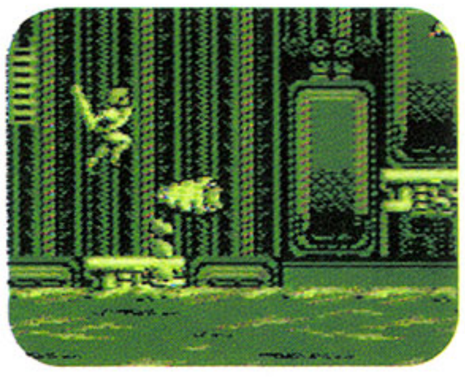
The Death Star threatens to crush the rebellion forever. Darth Vader holds Princess Leia captive. Only you Luke Skywalker, leader of the last band of rebels for good, can stop them. With Han Solo and Obi Wan Kenobi on your side and the Millennium Falcon as your ride, you have the Force to win. Better take off now.



Watch out Luke! This Sand Creature throws space age fire barbs.



On Mos Eisley, storm-troopers keep Han Solo from the Millennium Falcon.



If you use your light-saber, you can take out the Garbage Monster.

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CAPCOM®

INSERT COINS!

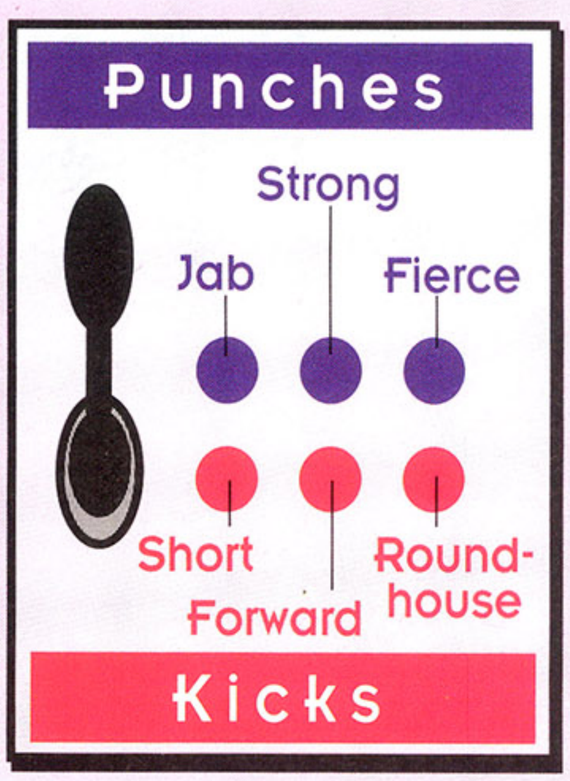
Street Fighter II:

Champion Edition Survival Guide

By

Slasher Quan and Dr. Dave

Last year's monster martial arts arcade hit is back. This time around it's meaner, faster, and better than ever – Street Fighter II: Champion Edition! You mastered the Street Fighter II basics with GamePro's March '92 Survival Guide. Now make your move for the top with these never-before-seen, head-banging, Champion Edition techniques.



Key to Commands

Towards: Push the joystick horizontally in the direction of the opponent.

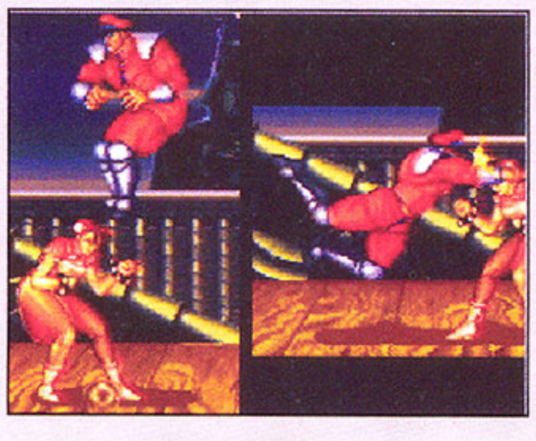
Back: Push the joystick horizontally in the opposite direction of the opponent.

Charge: Hold the joystick in the direction indicated for two seconds.

M. Bison

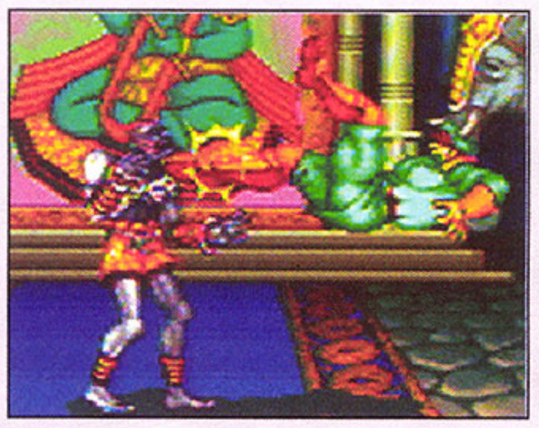
Slide Kick: Press Down plus Roundhouse to slide low at the opponent.

Head Stomp: Charge Down. Then press Up plus, any kick button to land feetfirst on the enemy. Control Bison's direction as he flies through the air.



Four-Hit Combo: Use the Head Stomp, followed by a midair punch to the head. As you fly, Charge your Flaming Torpedo. When you land, throw a quick kick, then finish off the attack with your Torpedo. String these moves together for devastating damage!

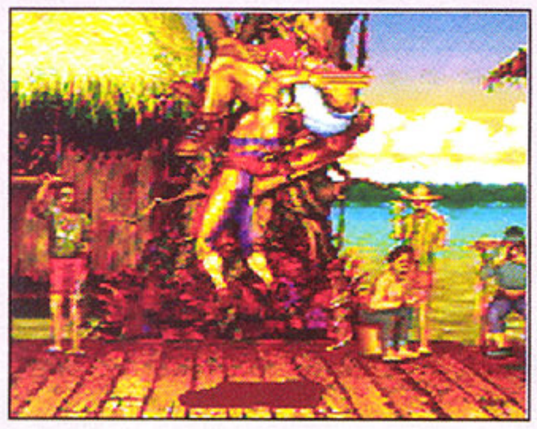
Flaming Torpedo: Charge Back. Then press Towards plus any punch button to engulf Bison's body in energy and to knockout airborne opponents.



Scissor Knee: Charge Back for three seconds. Then press Towards plus any kick button.

Vega

Backflip: To cartwheel away from an enemy's attack, press Back twice rapidly.



Wall Climb: Charge Down. Then press either Up-Diagonal plus any kick to spring off the wall. Now land and strike with a claw or Fierce backbreaker.

Air Slam Combo: Charge your Wall Climb. Smack your opponent with a punch, then climb and Air Slam the enemy.

Tumbling Claw: Charge Back. Then press Towards plus any punch button to spring forward with an extended claw!

Balrog

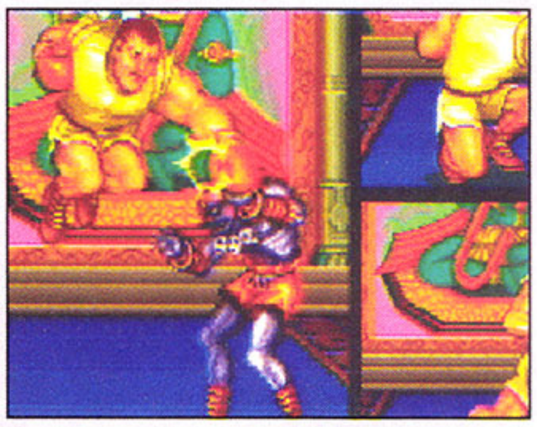
Turn Punch: Charge all three punch buttons or all three kick buttons for one second. Release the buttons for a turnaround straight punch.

Dashing Punch: Charge Back. Then press Towards plus any punch to run forward with a big fist.

Dashing Uppercut: Charge Back. Then press Towards plus any kick to dash with an upper hand and nail jumping adversaries.

Multiple Punch: Charge your punch-button Turn Punch and your Dashing Uppercut simultaneously. Use the moves in sequence.

Headbutt Combo: Move close and press Fierce to use Balrog's headbutt while Charging your kick button Turn Punch. Let the Turn Punch fly when you disengage the headbutt.

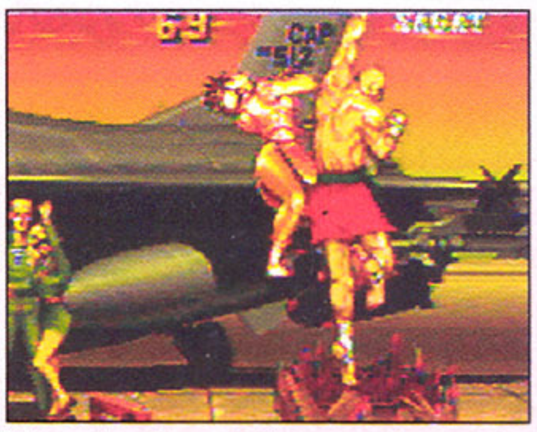


Three-Hit Combo: While Charging your Dashing Punch, jump at the opponent and strike with any kick. When you land, immediately use a Short followed by the Dashing Punch for a punishing three-hit.

Sagat

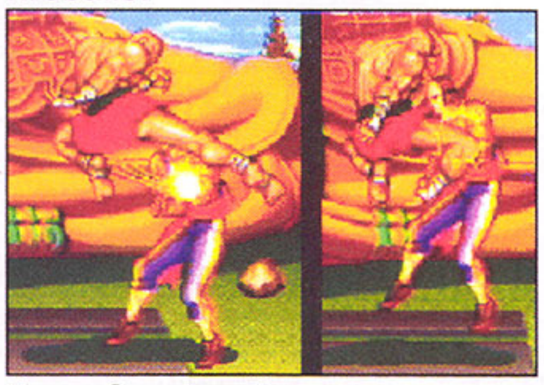
Uppercut: Press Towards, Down, Down-Towards, and any punch button. Hit the enemy at close range, or at long range, to avoid a counter-strike.

Tiger Fireball: Press Down, Down-Towards, and Towards to begin Sagat's fireball move. Now push any punch for a high Tiger, or press any kick for a low Tiger.



Two-in-One: Midway through an uppercut or fireball motion, add an extra punch or kick for a double attack!

Tiger Knee: Press Back, Down-Back, Up-Towards, and any kick to leap forward with a devastating double knee. This move propels you over fireballs.



Knee Combo: Jump at an opponent with a kick. Land and throw a punch followed immediately by a Tiger Knee for four hits!

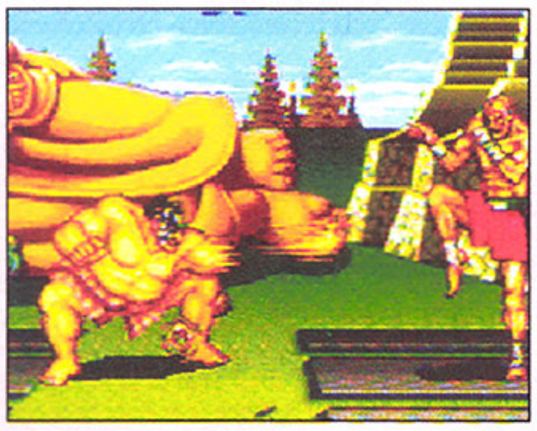
Dhalsim

Instant Spear/Torpedo: Jump Up. Then press Down plus Fierce or Roundhouse to immediately attack using your body as a spear or torpedo!

Slide Counter: To avoid most projectiles and flying body attacks, press Down plus Short. Then stand up, turn around, and nail the enemy with a kick!

E. Honda

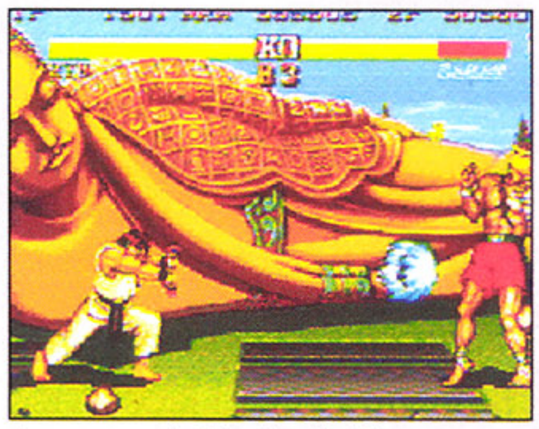
Triple-Hit Combo: Jump at an opponent with a Fierce punch. Land, use a standing Strong, and finish the move with a ducking Fierce.



Improved Rubber Arm: Tap any punch button to Charge the long arm of Honda. Then move forward while in mid-attack to trap the opponent.

Ryu

Improved Helicopter: Press Down, Down-Back, Back, and any kick to fly forward with an extra deadly spinning kick. Now one hit will knockdown the opponent!

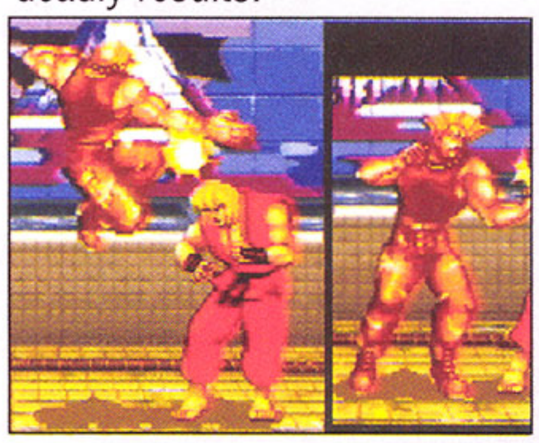


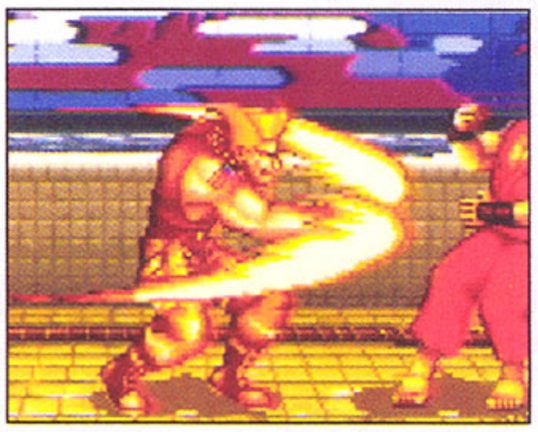
Improved Fireball: Press Down, Down-Towards, Towards, and any punch to throw faster-than-ever fireballs. Corner opponents on one side of the screen!

Two-in-One: Throw a Fierce punch during the Helicopter joystick motion for a double hit.

Guile

Flying Knee: Press Towards and Forward to leap at an opponent with an outstretched knee. Charge a Sonic Boom during this move for deadly results.





Four Fierce: While Charging a Sonic Boom in midair, jump at an opponent and Fierce chop him to the head. Land, use a Fierce uppercut, and then immediately press Towards plus Fierce to throw the Boom. Attack once more with a Fierce backfist for the fourth lethal hit!

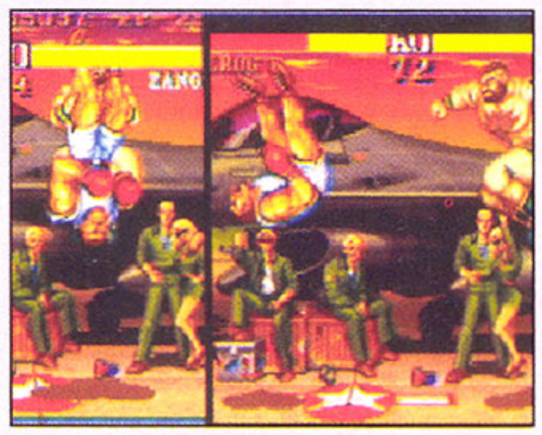
Blanka

Improved Ball Attack: Charge Back. Then press Towards plus any punch for a rolling body attack. Blanka's Jab Ball now stops midway across the screen!

Easy Electricity: Tap any punch to Charge Blanka's Electricity during a jump or Ball and release it just when you land.

Zangief

Improved Spin Punch: Press all three buttons to use the Spin Punch. Then move forward to trap the opponent.



Improved Spinning Pile Driver: Rotate the joystick 360 degrees and press any punch button to grab the opponent from a great distance, even during a special move. You'll bounce away to safety.

INSERT COINS!

Chun Li

Improved Down Kick: Jump at an enemy. Then hold Down and rapidly tap Forward just as you land on him. You can score up to five hits!

Improved Lightning Leg: Leap at an opponent while Charging Chun Li's Lightning Leg by rapidly tapping any kick button. Land with the Leg and you'll damage the opponent, even if he blocks!

Ken

Improved Dragon Punch: Press Towards, Down, Down-Towards, and any punch to throw a quick uppercut that enables you to avoid fireballs. Use a Fierce Dragon for long range.

Dragon Combo: Stand close to the opponent and throw a standing punch. Immediately begin the Dragon motion, and in the middle, add another punch. The Dragon will double-hit for a total of four hits!

ASK THE PROS

Nintendo

Ultima: Quest of the Avatar

Dear ASK THE PROS,
I've achieved Avatar status in Ultima: Quest of the Avatar, but I'm having trouble finding the Stygian Abyss. Where is it, and what do I need to enter it? Is it related to meditating at the Shrines?

Tu Ng, Atlanta, GA

Dear Tu,
East of the Shrine of Humility, you'll find an island with three volcanoes. Playing as your lead character, walk to the southern volcano and use the Book, the Bell, and the Candle in a certain order (we're not gonna give everything away)! Now you have access to the Abyss!

Super NES

Street Fighter II

Dear ASK THE PROS,
In another magazine, I saw an awesome trick to make the infamous Sheng Long appear in Street Fighter II. I tried several times to execute the tip as described, but to no avail. Is the trick bogus, or am I doing it wrong?

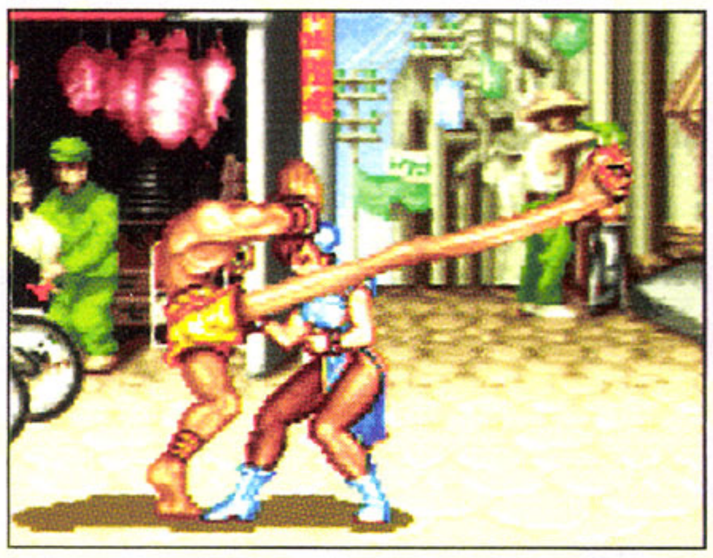
Jeremiah Floyd, Los Angeles, CA

Dear Jeremiah,
Don't worry, the problem's not in your wrist. Using screen-capturing technology, the magazine's editorial staff manipulated digital Street Fighter II images to create the so-called Sheng Long character. Starting with a Ryu shot, they simply re-colored and re-drew his clothes, body, and hair to give him an all-new appearance! It was a great joke that probably sucked in quite a few coin-op quarters from frustrated players. Not to be outdone, we at S.W.A.T.PRO would like to showcase a few Street Fighter II moves brought to life by our computer system.

Don't try these at the arcade, or on your Super NES without a light pen!

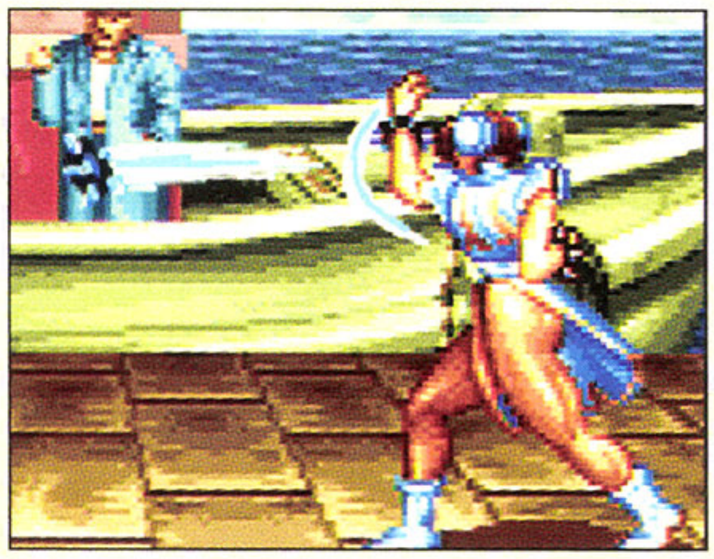
Electrified Blanka throws a fireball!

Guile's got a gun after all.



Dhalsim demonstrates an elastic head butt.

E. Honda cools off in the hot tub.



Chun Li tosses her boomerang bracelets.

Zangief reveals his multi-fist attack.

Is Ryu a member of the Hayabusa clan? Right, that's Ninja Gaiden!

Ken learns a new projectile attack.

Ask the Pros Q & A!

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

S.W.A.T.PRO Magazine
Ask the Pros: Current, Classics, or General
P.O. Box 3329
Redwood City, CA 94064

NINTENDO

PRO REVIEW

By Slasher Quan

Calling DW! Calling DW! A city-wide crimewave has put a clamp on St. Canard and the city's in an uproar. No matter what it takes, we need "the terror that flaps in the night" to rescue us from the scourge of the F.O.W.L. organization! It's a dirty, thankless job, but some duck's gotta do it.

He swoops out of the shadows...

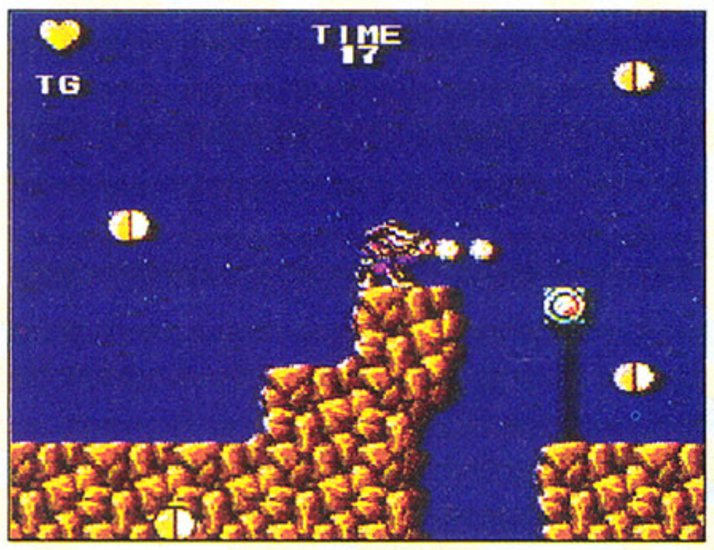
Darkwing Does It Again

Fresh from a full season of Disney Afternoon crime-busting, Darkwing and friends are swooping into your Nintendo! That's right, Capcom U.S.A. (the same publisher that brought us animation greats, such as DuckTales and Chip 'n Dale Rescue Rangers) is responsible for this latest cartoon cart for the NES. Although Darkwing brings along his goofy sidekick, Launchpad McQuack, and that screwy know-it-all, Professor J. Gander Hooter, this cart's built for one duck, and one duck only.

You are Darkwing Duck!

Go Darkwing! Go Darkwing!

When Darkwing hits the streets, you'll immediately recognize the Mega Man/Chip 'N Dale action. His moves are tried-but-true, side-scrolling classics: run, jump, duck (no pun intended), shoot, grab, and hang. The hang move is particularly useful because it enables him to ride conveyor belts, reach high girders, or wait safely below ledges. Darkwing's armed with unlimited ammo for his trademark Gas gun (a basic pea-shooter), but he can also find Arrow, Thunder, and Heavy Gas cartridges for temporary use. Darkwing's last move, totally original and totally cool, is the Cape Barrier defense. Just hold down Up and he can deflect most enemy fire!

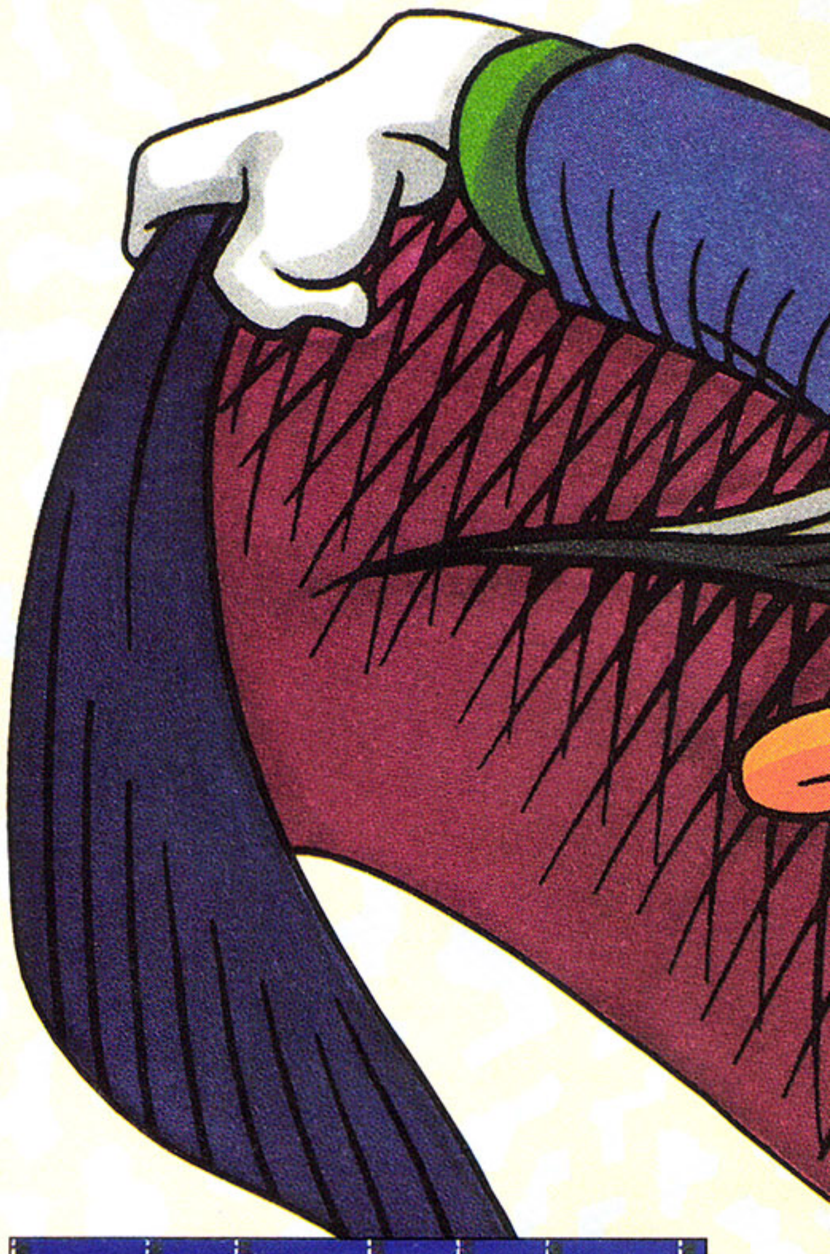


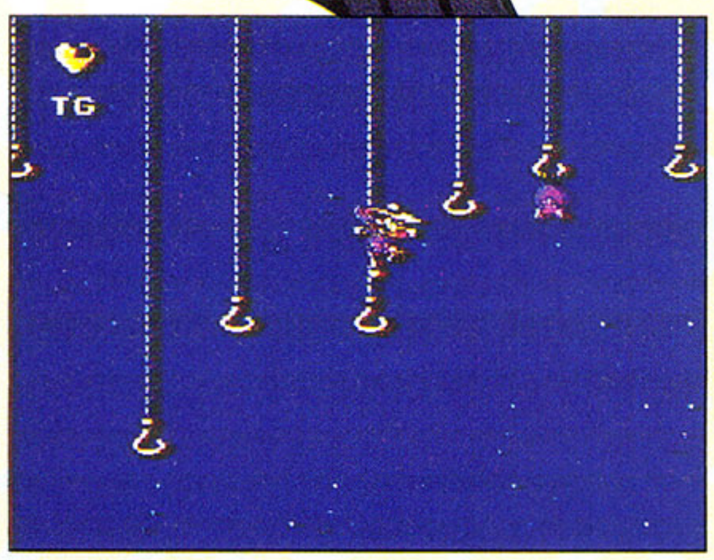
PROTIP: Darkwing can enter hidden bonus stages by shooting in the air and touching the Go! icon if it appears. Inside these bonus stages, your best strategy is to stay in the middle of the screen, shoot the capsules which fall from the sky, and grab only the important power-ups and 1-ups.

Let's Get Dangerous!

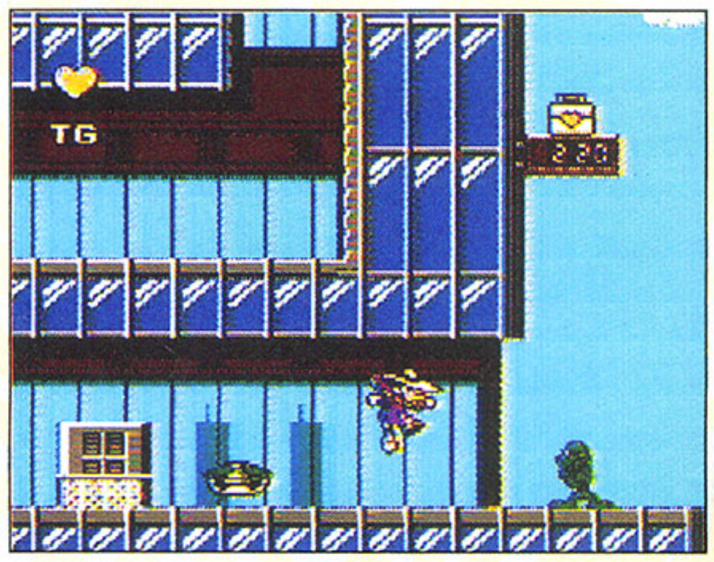
Usually, DW's feathered fears come to life once per episode, which means he's only got one felon to fry at any given time. Well, in this NES cart, Darkwing's in for septuple trouble. Seven sneaky scum-faced scoundrels are pilfering St. Canard's finest locales. To make a long story short, if Darkwing doesn't bag the crooks and throw them in the slammer, he's a duck outta luck!

DW takes on the first three villains, Quacker Jack, Wolfman, and the Liquidator, in any order. Quacker's fowling up the construction of a Bridge, so Darkwing must negotiate cranes, hooks, pulleys, buzzy beetles, and bats to track him down. Wolfman's haunt is Downtown, so watch out for the full moon's psycho effects! Liquidator's swiping valuables from the Underpass, and his sewer gators are a real crock for DW.

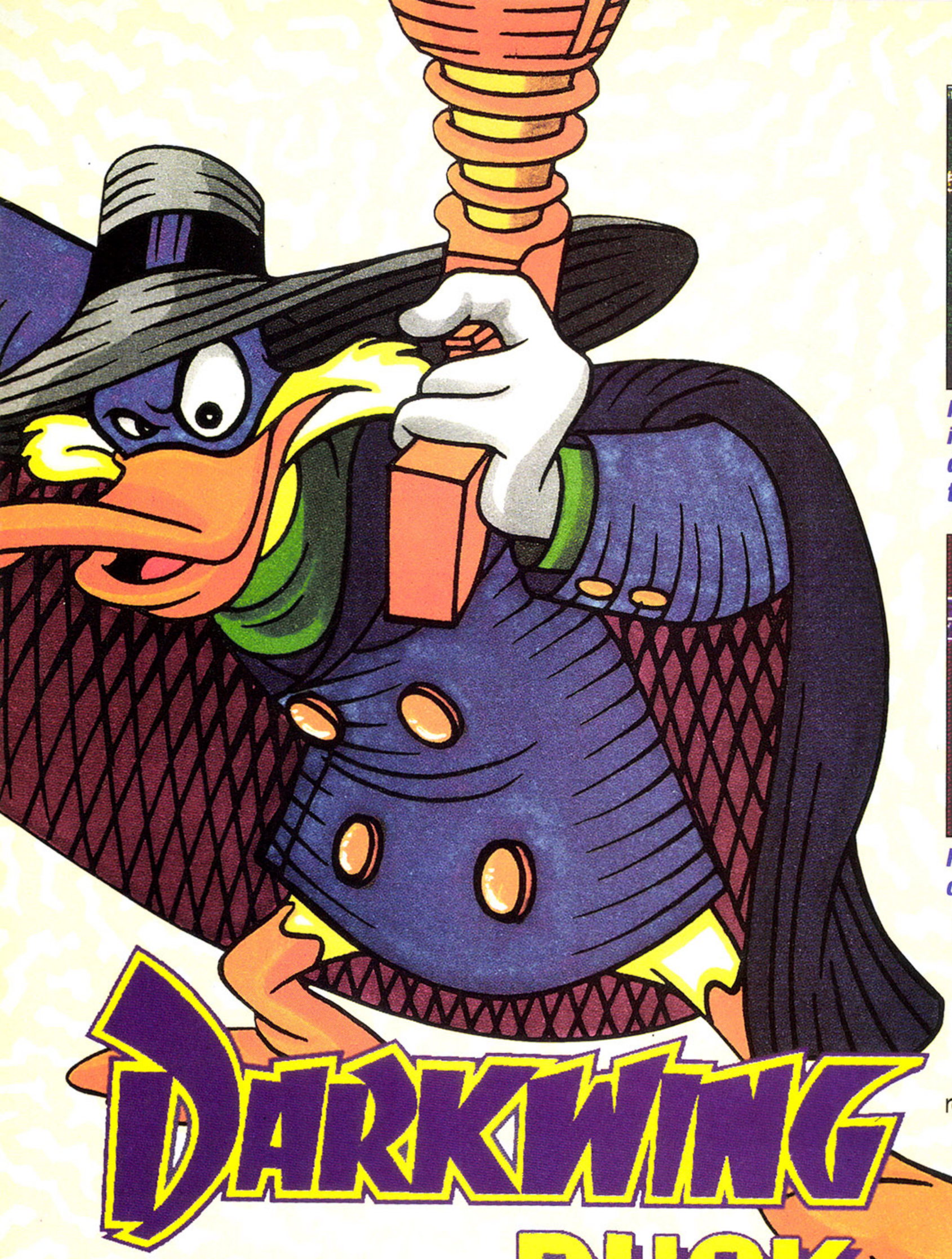




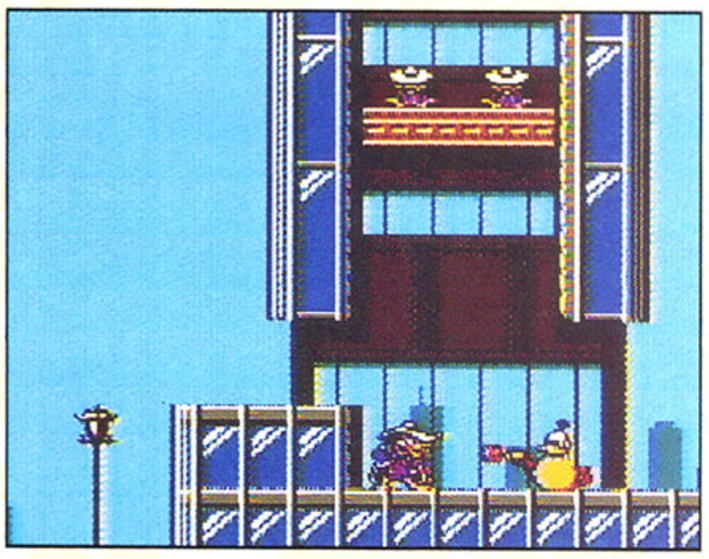
PROTIP: To avoid this rafter bat, jump towards it onto the next hook. Then quickly jump back to your original safe spot and let it fly by you.



PROTIP: This tortoise terror is a snap to defeat. Wait 'til it nods its head rapidly. Then leap over its shell and shoot the turtle with a few Gas bursts.



DARKWING DUCK

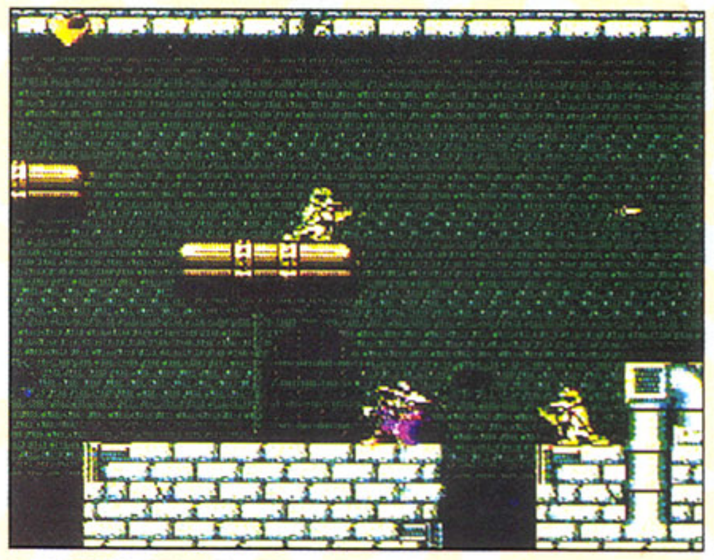


PROTIP: You can't get rid of these pesky clown ducks. Shoot to stun, then leap over them and hightail it outta there.

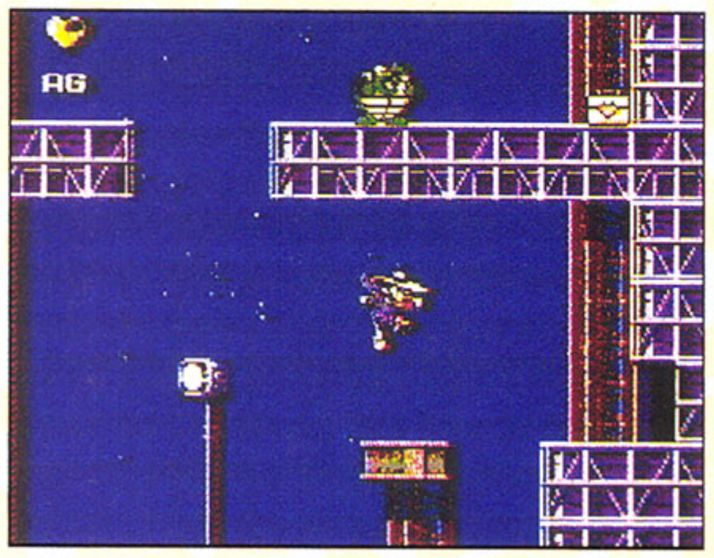
Next, Darkwing takes his pick from three more loony goonies – Brushroot, MegaVolt, and Moliarty. Brushroot is holed up in the Woods outside of town. MegaVolt's thieving duck thugs are robbing warehouses along the Wharf, and Moliarty's taken over a Tower high-rise. If DW dispatches that trio, he'll take on the last and the worst on his hit list – Steel Beak and Beak's F.O.W.L. floating fortress.

PROTIP: Duck-eating plant traps abound in the Forest. Deal with it, Darkwing. Jump forward and nail the stem. Leap back and dodge the petal. Then move in and do it again.

PROTIP: To knock off these crew-cut machine gunners, which appear late in the game, hang from a hook when they open fire. Jump down and blast off a few shots. Then return to your safety hook and repeat the process.



PROTIP: Darkwing despises these cheap imitation, evil, caped ducks. To take 'em down, stand still and block their fire with the DW Cape. Then do the Gas thing.



PROTIP: Be sure to grab this Heart Briefcase before you take on Moliarty!

Plucking DW

Darkwing TV show fans will freak over the sharp, colorful graphics.

Even our hero's oversized floppy hat and flashy outfits are intact! You'll even recognize the theme song, sorta.

Much like his Disney video game predecessors, Darkwing's cart is great 8-bit action entertainment. The gameplay's solid, and the Challenge is set for intermediate gamers. A two-player option, like in Chip 'n Dale, would have been appreciated. But, hey, those are the breaks.

Capcom usually leads the charge into NES gaming fun, and Darkwing makes his move with flying colors!

Darkwing Duck by Capcom U.S.A.
$49.95
Available May '92

NINTENDO PRO TIPS

On the Bridge

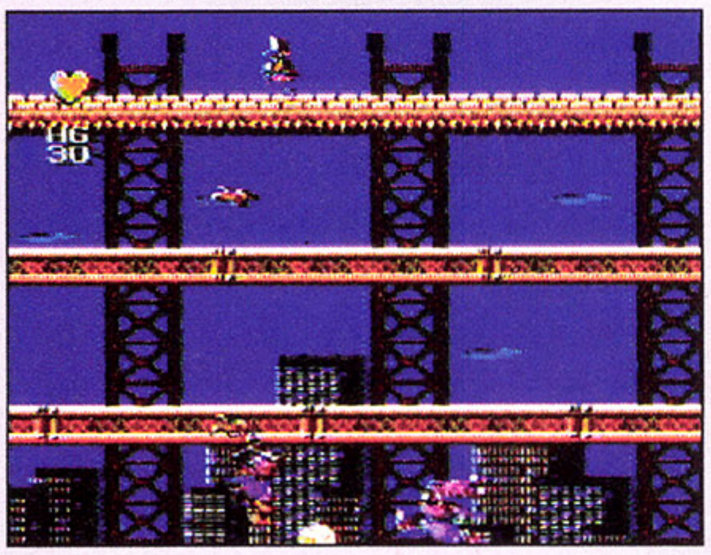
Easy 1-Up

Climb the cranes to grab this free Darkwing in the Bridge area.

Bonus Stage

Just past the 1-up, shoot in the sky and touch the GO icon to enter a bonus stage!

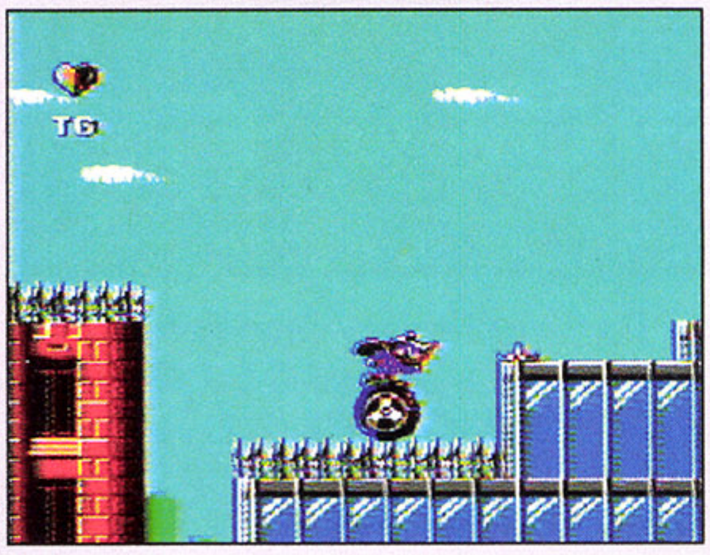
Bonk Quacker Jack



Move fast through the rafters and hang just above Quacker Jack. Douse the villain with Heavy Gas, but don't slip up on the banana peels.

Scootin' through Center City

Rapid Transit



To avoid getting laid to rest on a bed of spikes, run, er, waddle as fast as possible aboard the big wheels.

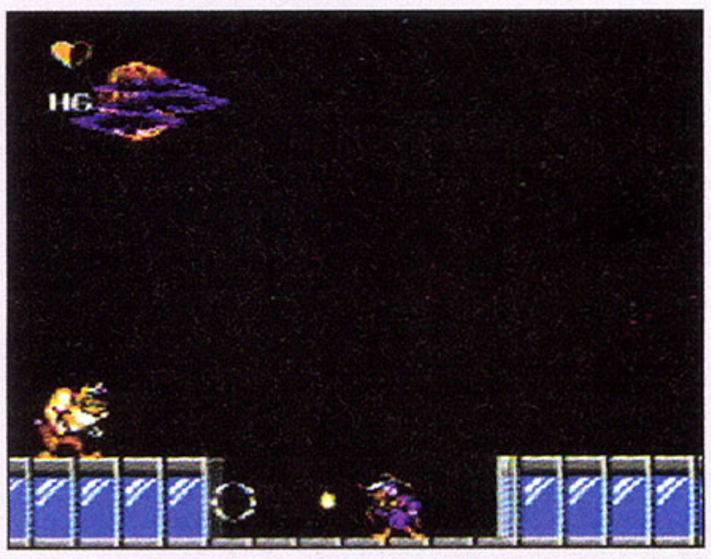
Extinguish the Flame Throwers

When a mole pokes its head out of the ground, turn on your gas gun to zap him before you're scorched.

Pump It Up

Hop on the balloon pump's handle several times to inflate your ride. You'll need Arrow Gas to snag the two extra lives midway through the stage.

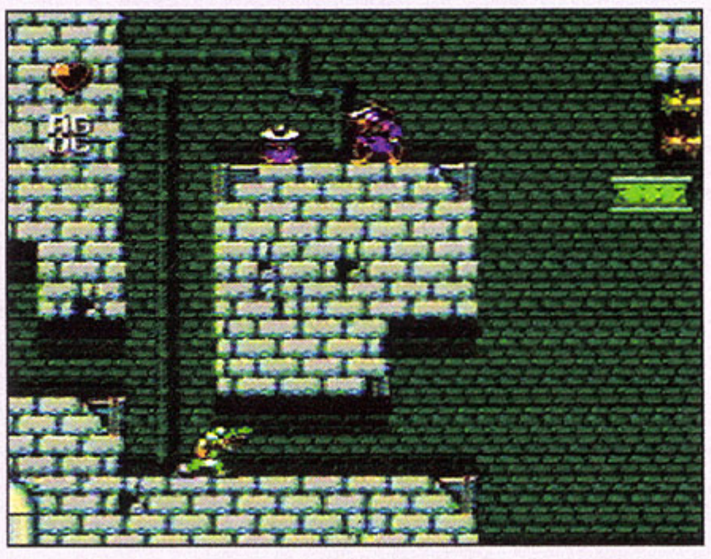
Wipe Out Wolfduck



Darkwing's worst fears come out at night, and Wolfduck's a mean canine when the moon's in full bloom. Shoot Wolf's crates and wait for the clouds to cover the moon. Then snipe-shoot the normal duck when he turns tail.

Cruisin' the Underpass

1-Up Passage

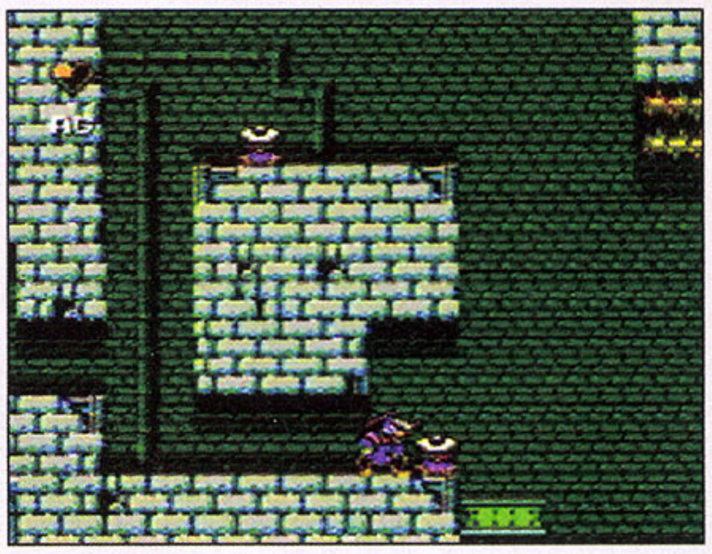


Use Arrow Gas platforms to reach this secret passage. Keep moving, jump on the floating platforms, and claim your 1-up.

Light Up the Sewers

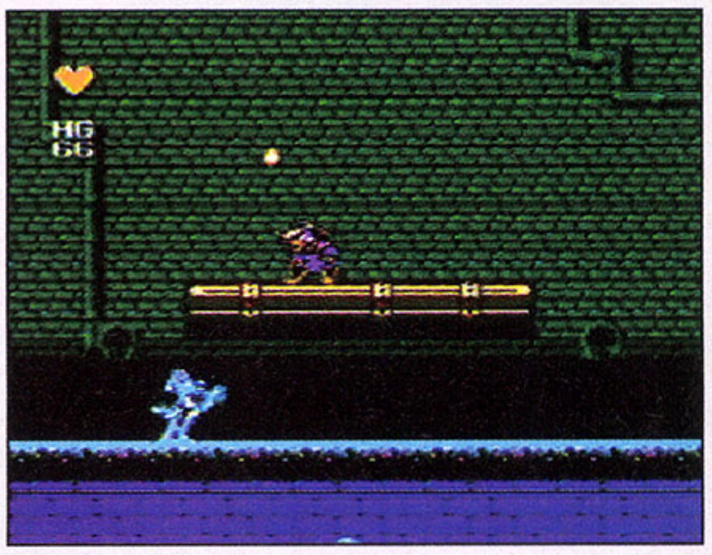
To see in the Underpass flip, the light switch. Look for and memorize the positions of the switches. Hop from one switch to the next to survive.

Another 1-Up



Take a second 1-up below the ledge. Fall off the side of the overhang, then hook back to safety with your control pad.

Souffle the Liquidator



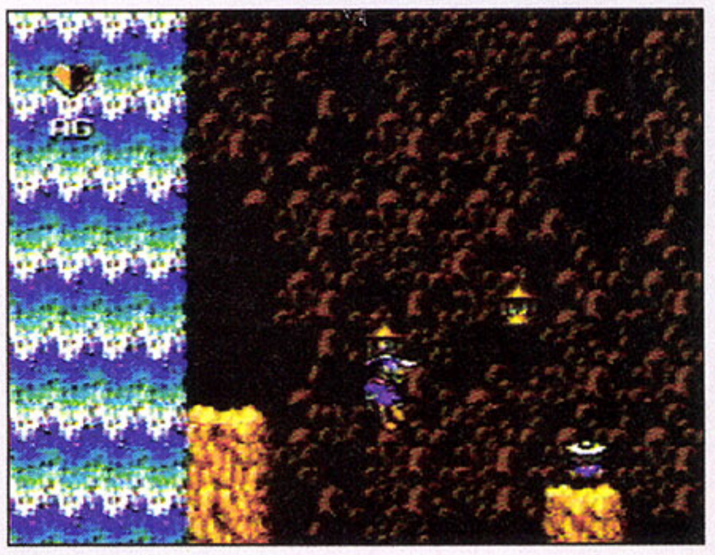
The Liquidator hides in the murky sewer waters. When he emerges, shoot quickly with Heavy Gas. Then jump away and avoid the two flying fish. Repeat this pattern for an easy win.

Hike through the Woods

Dog Trouble

Stay several steps back from the dog houses and open fire. If you walk within a few yards of the houses, a bulldog will take a chomp on your behind.

Waterfall 1-Up



Fall down the waterfall, then swing right and walk behind the water. Reward yourself with a valuable 1-up.

Soldier Salute

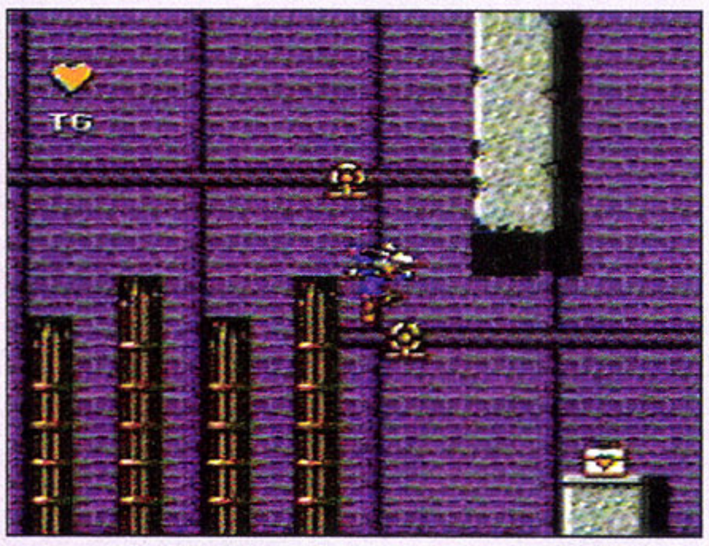
Gas the tin soldier's head. You'll decapitate the enemy and reveal a mischievous rodent. Finish the rat with your gun.

Beat Brushroot

Don't freak out, Darkwing. Duck and lie low at the bottom of the screen, then peg Brushroot with Arrow Gas when he swoops within range. Use your Cape to dodge the tree gremlins.

Waltzing on the Wharf

Fall, Don't Jump

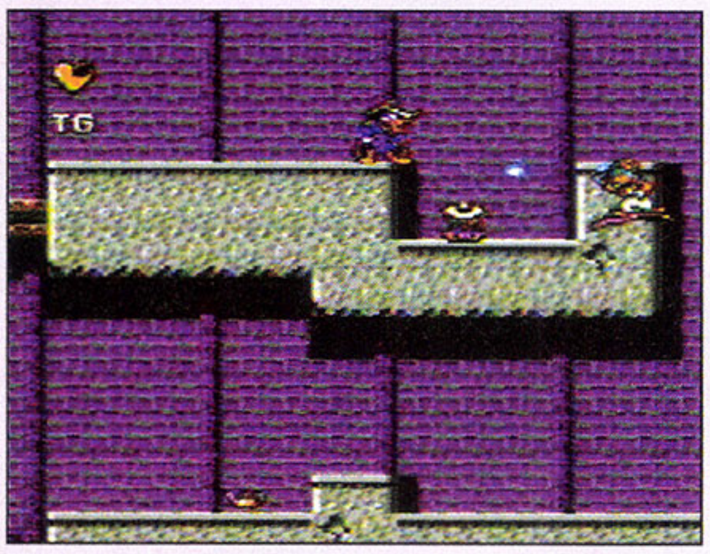


Fall directly off this conveyor belt and grab the hook. Don't leap, or you'll bump your beak on the spikes.

Meet the Genies

Squat and shoot the duck genies when they pop out of their lamps. Then duck to avoid being buzzed by the magic carpet ducks.

1-Up



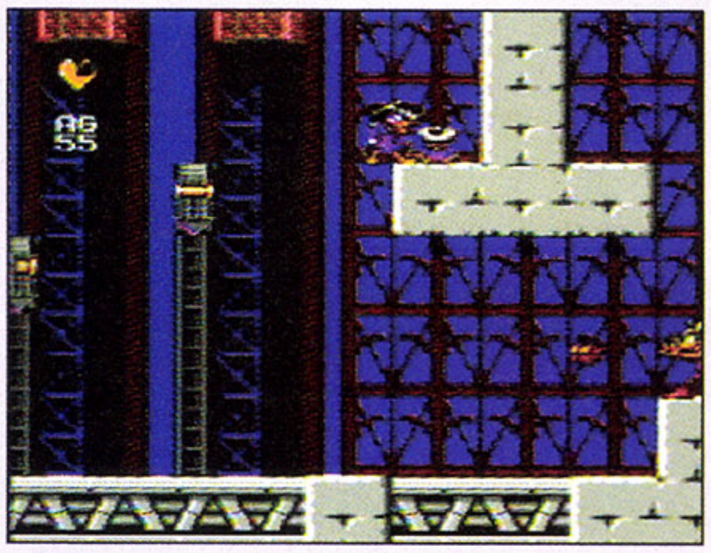
Flip over the two Wharf overhangs to take this hard-to-reach extra duck.

Fry Megavolt

Watch out when Megavolt charges up his electricity gun. When sparks fly, jump to avoid getting a hotfoot and use Thunder Gas to crash his party.

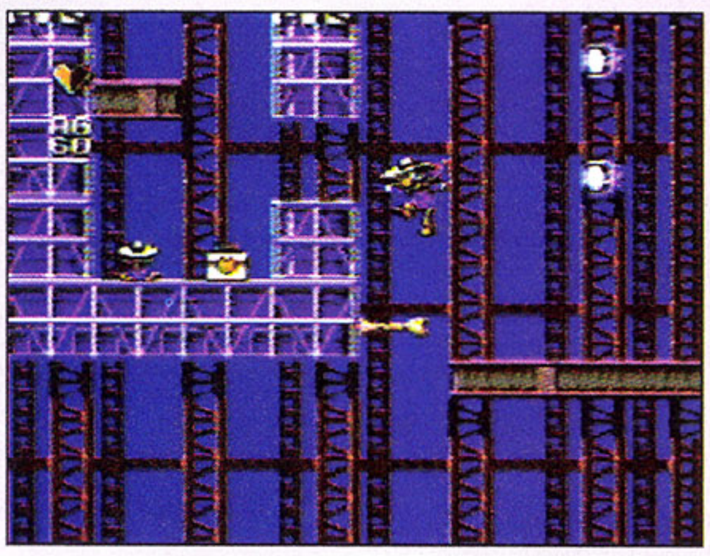
Tower Terrors

High Up 1-Up



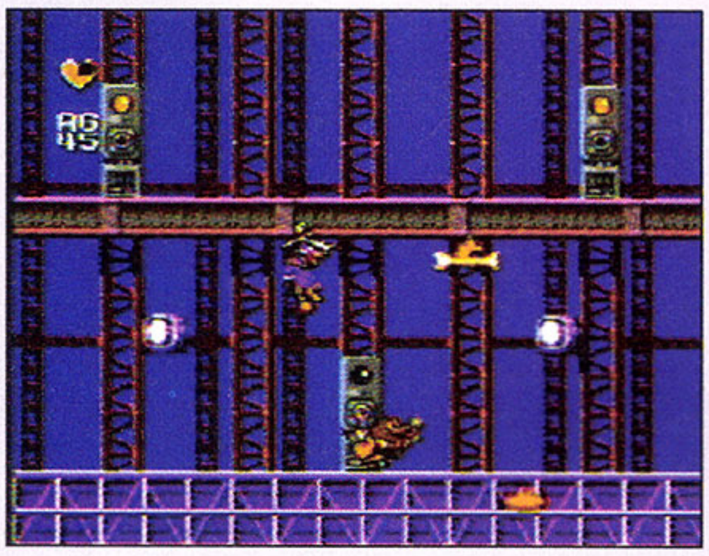
To snag this 1-up, soar on the chains and levers at the tiptop of the tower. Then climb past the turtles to avoid being shelled.

Spear Another 1-Up



Climb up a ladder of Arrow Gas stairs to earn this tricky extra life.

Master Moliarty



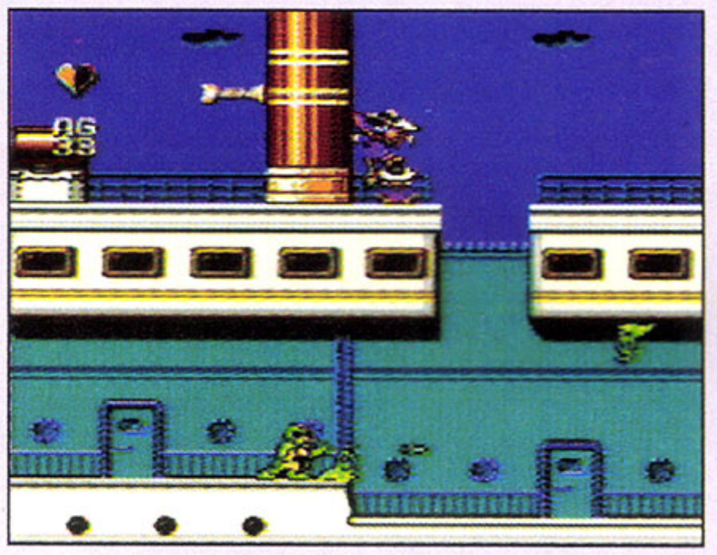
Moliarty's holed up in a kitchen inferno that's replete with pots, pans, stoves, and other dangerous contraptions. Shoot Arrow Gas as he zooms by you and move around the room in a circular pattern to avoid the heat.

Take On the Floating Fortress

Move and Shoot

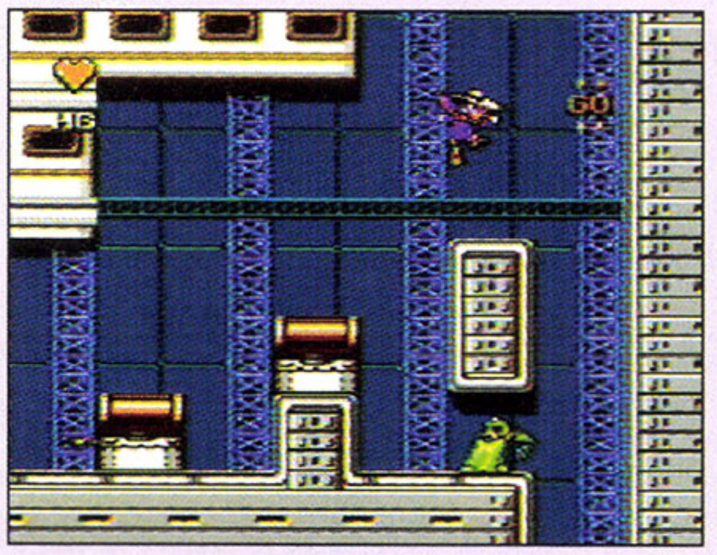
Duck under the cannon fire, then stand and shoot the operator. Inch towards the area's exit with this slow-but-sure strategy.

Flag a 1-Up



Attach an Arrow to this pole. Then climb up and take the 1-up on the mast.

Bonus Round



Don't fall here. Jump and shoot at the sky before taking the big plunge. You'll uncover a GO sign and a bonus round!

Don't toon out yet, Darkwing watchers! Steel Beak's on a rampage. But he'll soon be goin' to the slammer in a Game Busters conclusion coming soon to a S.W.A.T.PRO near you.

NINTENDO PRO REVIEW

Nightshade

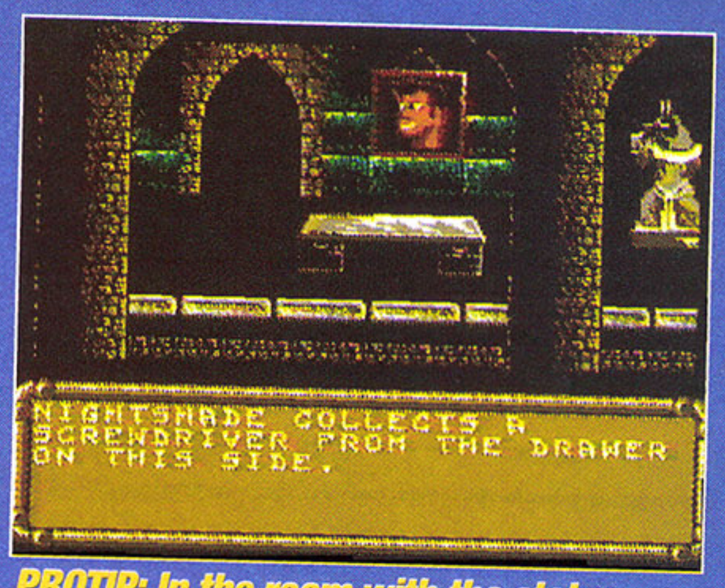
By Earth Angel

Psst...the word on the street is that Sutekh, a powerful crime boss, plans to take control of Metro City, but not if you have anything to say about it! As Mark Gray, bookish encyclopedia researcher by day, you don a trenchcoat, a fedora, and shades by night to become Nightshade, super crime fighter.

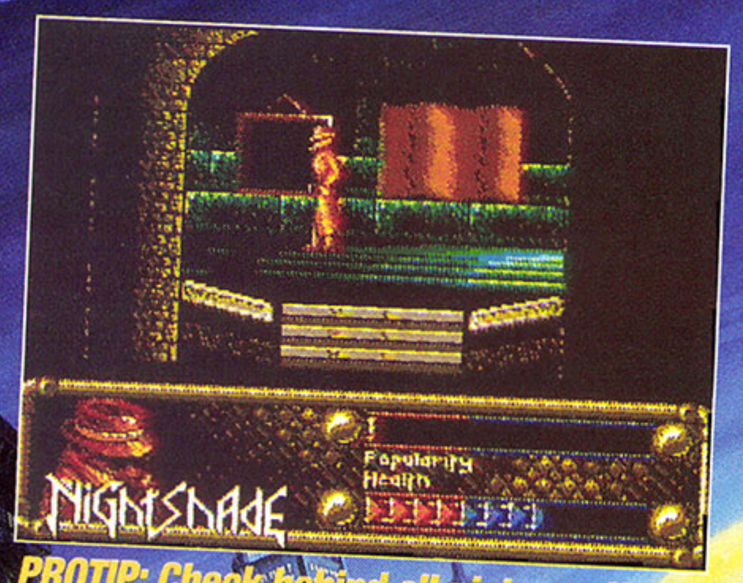
Although this action/adventure from Ultra has a side-scrolling perspective the gameplay is reminiscent of role-playing carts such as Solstice, Shadowgate, and Deja Vu. You guide Nightshade as he roams through over 100 different rooms throughout the city in search of clues to Sutekh's whereabouts and different items that enable him to advance and keep searching. The game also has action scenes where Nightshade punches and kicks various enemies head-to-head.

Cool graphics and a fairly compelling mystery offset some pretty tinny tunes. Turn em' off. Nightshade isn't as challenging as Shadowgate or Solstice, but it's a nice case for first time action/adventurers. Here are a few clues to help you get started.

PROTIP: To leave the underground area of the city, you'll have to go down the grate where the water is flowing – but first you have to turn off the water. Search for the two levers. One turns off the water flowing through the grate and the other turns off the water in the passageway below the grate. (P.S. You'll need that Crowbar to open the grate).



PROTIP: In the room with the statue, you'll find a Flashlite and a Screwdriver in the desk drawers and an Egyptian Coin in the statue. Use the Key you got from the armor upstairs to open the statue.



PROTIP: Check behind all pictures. You never know when you might find a hidden passageway!

(P.S. Grab the Candle. You never know when it might come in handy.)

GamePro's Game Rating System

***Nightshade* by Ultra**
Price not available
Available now

PROTIP: To escape from the chair, move until you're behind the wall. Then, after the Bomb blows, move to the Candle and let it burn through your ropes.

PROTIP: Go head-to-head in fisticuffs with this cop-gone-bad. To beat him, duck when he fires his gun and punch him to knock him out.

PROTIP: Watch out for this carpet. The moths have eaten away at it and there's a hidden hole. Use the Screwdriver on the screws on the other side of the rug and you'll hear a crash. Go downstairs to investigate and you'll find an important clue.

NINTENDO PRO TIPS

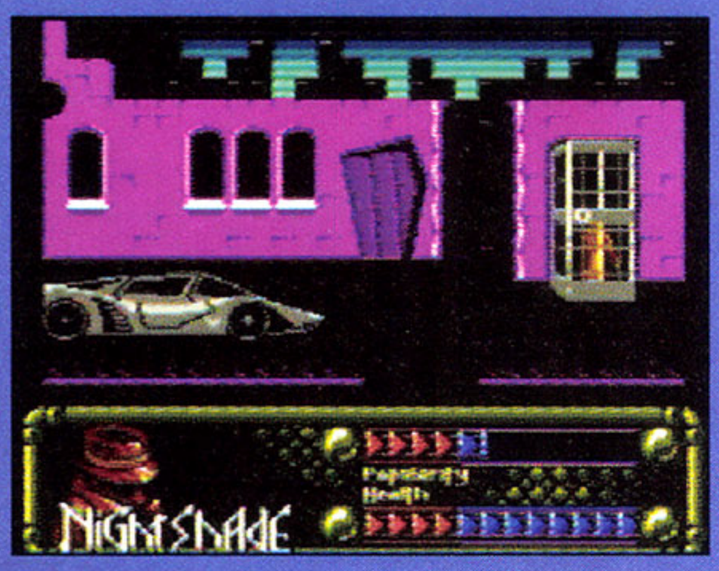
Scarab, Scarab, Who's Got the Scarab?

To find the Scarab, go to the Giant Flame. To douse the flame, operate both of the giant candles. Once the flame is out, leap over it and use the Ancient Coin on the Statue to receive the Scarab.

It's a Popularity Contest

When you first reach the town, you're gonna need to boost your popularity. There's quite a few ways to do this: rescue the girl from the burning building, stop the bad guys from beating on the man in front of the store, give the dog a bone so he'll stop chasing the cat, or rescue the cat trapped on the pillar by climbing the ladder and giving it catnip. Once the cat goes down the ladder, you're popular enough to head for Vortex's secret hideout.

Use of Force



You're gonna need the four Force Domes to stop Sutekh's power. You'll find the Force Gloves in Al's Grocery store behind the brick marked "V." The four Force Domes are in Vortex's secret hideout. The hideout is underneath the phone booth located next to the sports car. Operate the booth, and Vortex will let you into the hideout. Grab the Domes. You'll need them to cover up the four objects that Vortex draws his power from. The objects are hidden in the Museum, the Library, Sutekh's Mansion, and the Art Gallery.

How to Find Sutekh

To enter Sutekh's lair, you need to defeat each of the four crime bosses and get the Staff of RA and RA's headpiece. The first crime boss, Golaith, is located in the green building with the bouncer outside.

Power Down

Sutekh has four objects that act as his power sources. To cover them with the four Force Domes, you have to first know what you're looking for. So...in the Museum, cover the Diamond. In the Library, cover the Glowing Manuscript that you'll find in the secret passage. When you locate the book that says "book" instead of "books," open the passage by hitting Button A. In the Mansion, cover the Crown. It will appear when you operate the marked brick. In the Art Gallery, cover Sutekh's Statue. It's to the right, past the three spinning statues.

One Down, Three to Go

If you manage to defeat a crime boss before you go hunting for the power objects, there will be one less power object to cover!

Ninja Princess, the second boss, is inside the Chopstick and Shuriken Restaurant. The third crime boss, Lord Muck, is inside the Pyramid Club. The final boss, King Rat, is down in the sewer. The Staff of RA and the Headpiece are inside the building with the bank vault door and the ninja guard. When you've got all of these items, head for the graveyard for your final confrontation with Sutekh.

GENESIS

PRO REVIEW

By Earth Angel

Genesis and Master System gamers remember Alex Kidd, star of numerous Sega adventures. Well, now there's a new Kid on the Genesis block – Kid Chameleon.

Take A Walk on the Wild Side

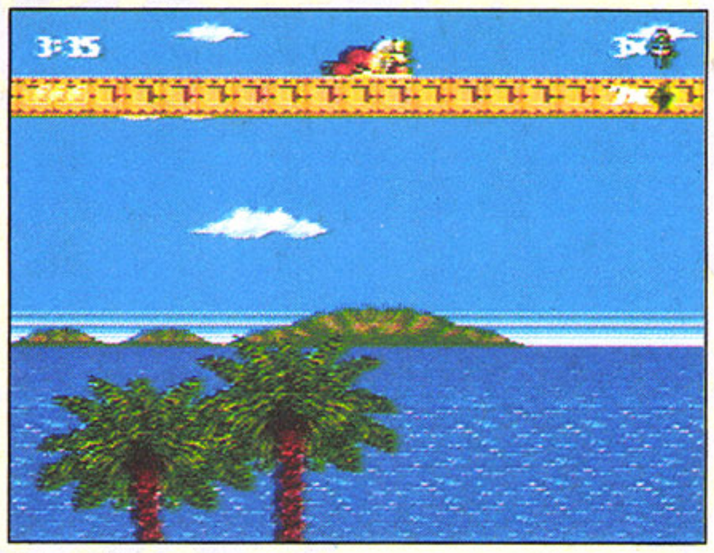
In Kid Chameleon folks everywhere are playing a dangerous game called Wild Side. Wild Side's hologram world creates a reality of its own. Lately, gamers who walk on the Wild Side aren't coming back. It's up to one kid – Kid Chameleon – to take on Wild Side's nasty boss before every kid is kid-napped. No kidding!

Kid Chameleon features multiple levels of vertically and horizontally scrolling action for one or two alternating players, who use Alex Kidd-style jumping and running. There are four stages in the game. Each stage has 17 radical levels with gorgeous graphics and a bad boss. In each level, the Kid must find the flagpole to clear the level. Sound easy? Not! Each level is a strange and mysterious world filled with obstacles: ice caverns, waterfalls, and beasties such as fire-breathing dragons and fearsome lions. The dragons and lions threaten to do serious damage to Kid Chameleon's health.

It gets better. Each level is also filled with hidden secret rooms, tunnels, and other surprises. There's more than one way to escape from many rounds. If the Kid finds a Telepad, he can use it to warp to other areas of a level, or even other areas of the game.

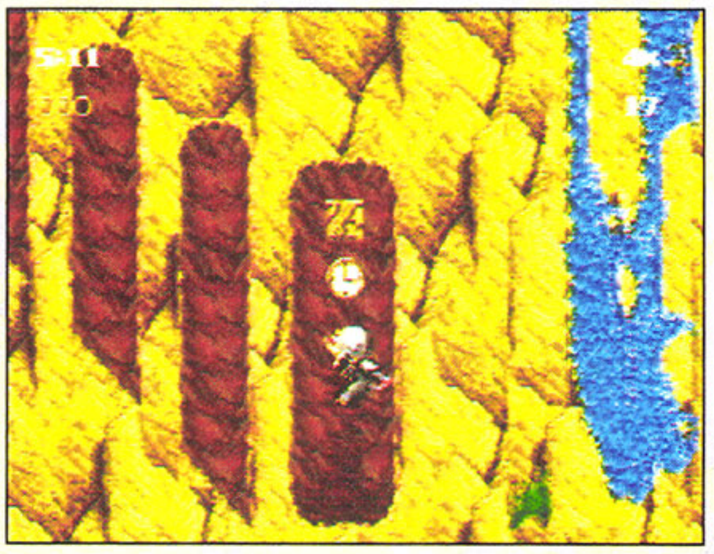
All Kidding Aside

Our hero, Kid Chameleon, is tough on his own. He runs fast, flips up onto objects, and jumps on top of bad guys to do them in (à la Alex and Mario). The Kid has a Life Bar and takes a hit each time one of the bad guys bops him. When his life is gone, so is the Kid. You begin the game with three lives and three continues. They won't take you too far in this game.



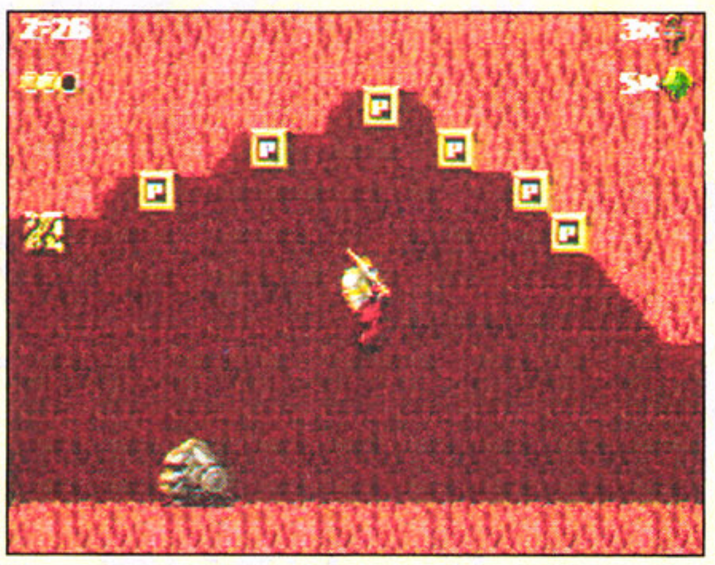
PROTIP: Look before you leap! Hit Down on your control pad and the screen will shift, giving you a view of what's below.

Fortunately, the Kid has a few tricks up his sleeve...err, hat. Kid Chameleon can use his noggin' to bust breakable blocks. When these blocks crumble, they often reveal secret power-ups. Most of the power-ups are special Diamonds, which the Kid collects. When he's in trouble, he activates their special powers to perform such nifty tricks as the Circle of Doom (kills any enemy it touches) and the Samurai Haze (slows enemies down).



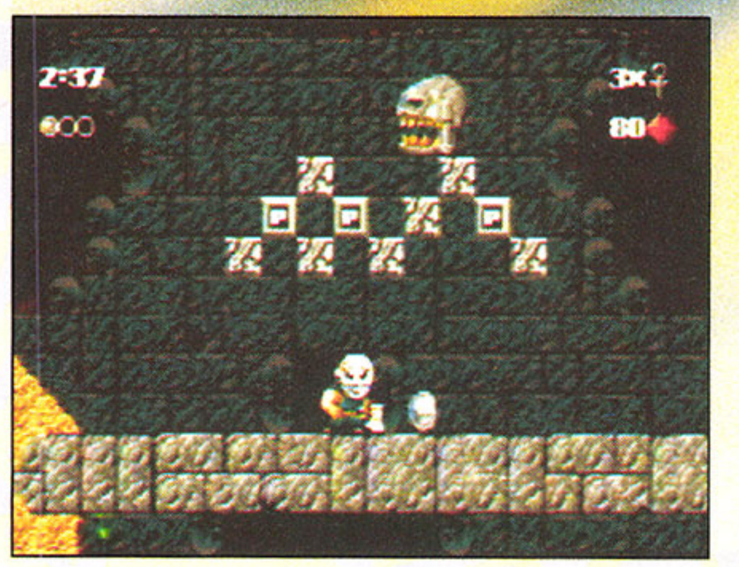
Snag a clock to buy some extra time.

Other power-ups include: Clocks (which add three minutes to the Kid's time), 1-Ups, and Coins for extra continues.

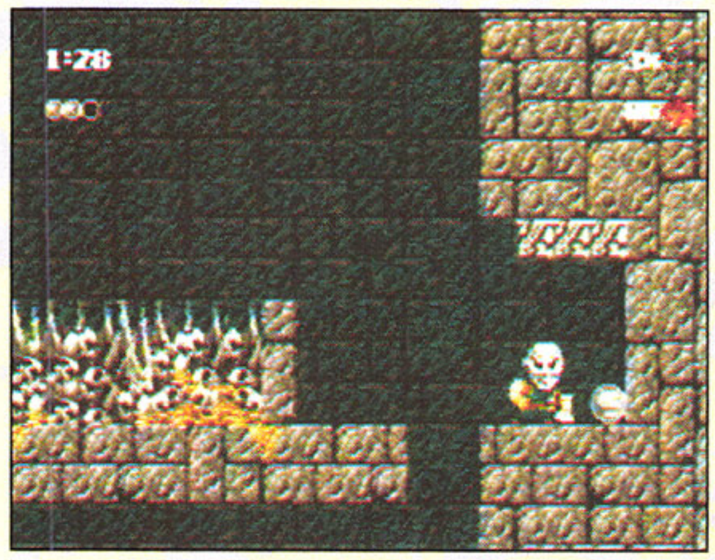


PROTIP: Run and make a super high jump to snag tricky 1-Ups like this one in the underground tunnel of Blue Lake Woods II.

PROTIP: Thinks looking bleak? Grab a new mask or hat ! Every time you do, you're fully powered -up. Don't forget that the Iron Knight can take five hits instead of three.



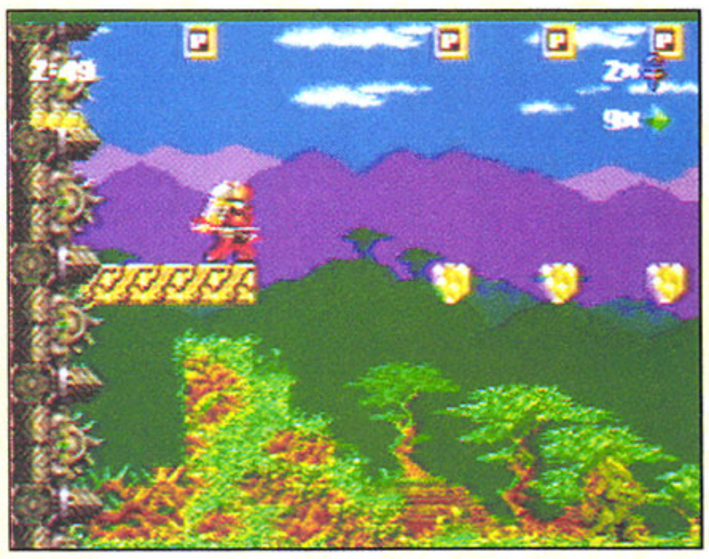
PROTIP: There's two easy Continues hidden in Under Skull Mountain I. The first is located in this pyramid of blocks near the beginning of the round.



The second Continue is found on this little ledge halfway through the round.

Every once in a while, the Kid busts a block and reveals a Helmet power-up. This is why he's called Kid Chameleon! These Helmets include the Iron Knight, the Berzerker, and the Cyclone. When the Kid dons a Helmet, he transforms into one of nine different characters – each with a unique power. For example, Maniaxe turns the Kid into a Jason look-alike who tosses deadly axes at the bad beasties. The Micromax Helmet turns Kid Chameleon into an itty-bitty bug who can squeeze into tiny areas and climb walls.

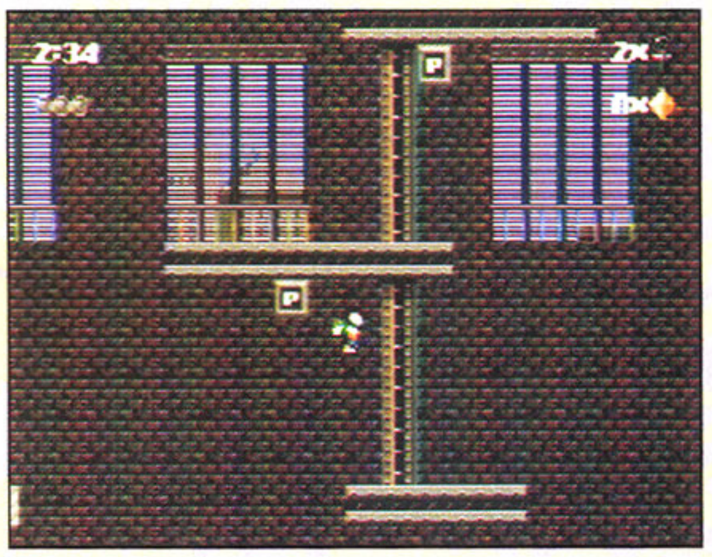
PROTIP: Snag this 1-Up, located just above this disappearing ledge in Under Skull Mountain I.



PROTIP: The trick to survival in the area with the moving wall (Hills of the Warrior I)

is to grab the second power-up block and you'll become the Red Stealth. Then run to the right as fast as possible. Do not stop for anything!

PROTIP: Red Stealth, the Samurai with the sword, can attack enemies through walls without any danger to himself.



PROTIP: Surviving Stage 1's Sinister Sewers is as simple as becoming Mircomax and heading to the lower right-hand corner of the level.

Hat's Off

It takes a while to realize that Kid Chameleon's not just another pretty face. The graphics in the first series of levels are breathtaking, but the levels aren't too tough to defeat. As the game progresses, the challenge gets tougher and tougher. Strategy comes into play when you must decide which hat gives the Kid the lift he needs to beat the area. Then you realize just how BIG the game actually is. You start to search every secret nook and cranny for the power-ups that are going to give the Kid the staying power he needs to make it!

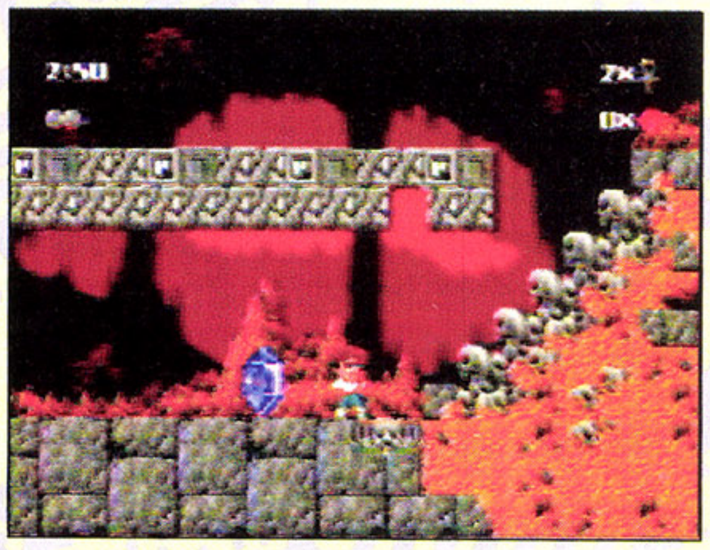
Kid Chameleon has a clever combination of Alex Kidd's best games, puzzle strategy elements, and arcade-style action. The game introduces enough different faces to please almost all gamers. One of the hottest Genesis action to hit the Winter's Consumer Electronics Show, this Kid is sure to give you your money's worth. Hey, would we kid you?

Kid Chameleon by Sega
$59.95
Available now, 8 megs

GENESIS

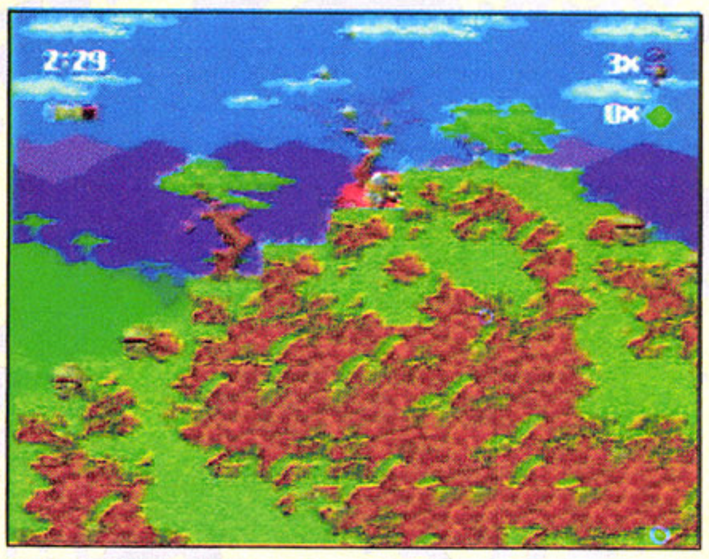
PRO TIPS

Hey, Kid, you're gonna have to be some chameleon to beat this game's jillions of levels. To give you a head start, here's our strategies for the first half of the game.

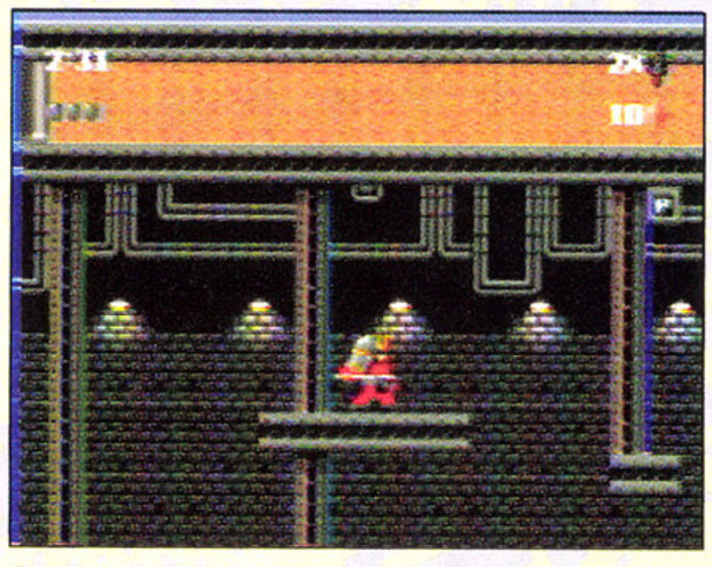


Under Skull Mountain II: Run left and fall off the first ledge without grabbing any morphing masks. Use the Teleporter Pad. Charge through the hidden level and use the other Teleporter Pad to warp straight to the next level.

Isle of the Llon Lord: Be sure to get a Knight as quickly as possible.The Lion Lords are tough and you'll need the maximum hit points. The best strategy is to avoid the Lion Lords altogether.



Hills of the Warrior: Stay on the highest platforms. The bottom of the level is designed to slow you down and, with that Cuisinart wall on your tail, you'll want to head right as fast as possible. Hint: avoid the spike trap on the hill.

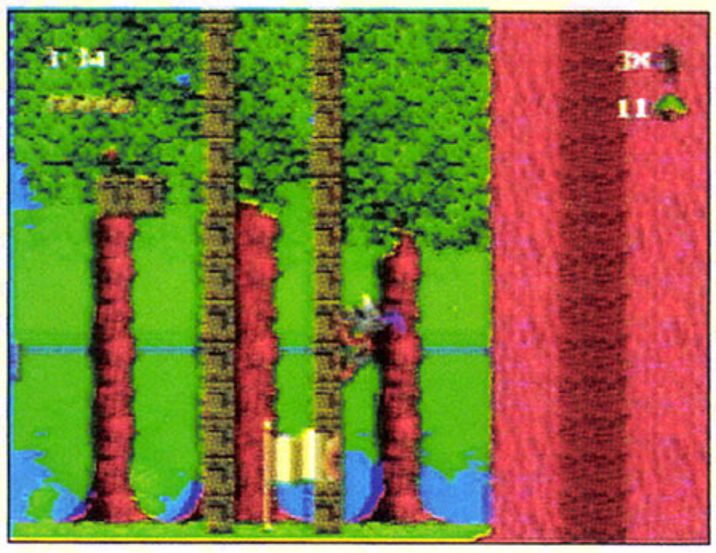


Sinister Sewers: Jump across the platforms at the top of the level. When you can't go any further, drop from the platform to reach the flag.

Crystal Crags: Take the lower cave and become Micromax to climb the steep wall. Continue right, and then climb another steep wall. A Berserker is hidden in that area. Use him to break the blocks barring your way to the flag.

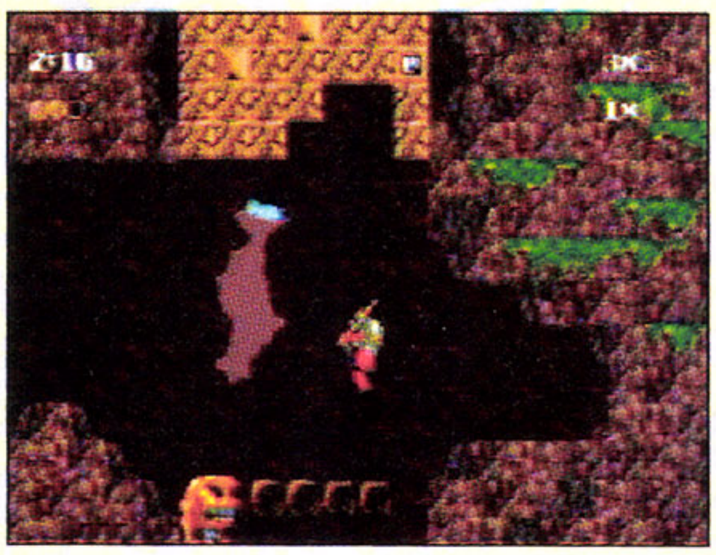
Crystal Crags II: Get Red Stealth and run to the right until you reach a pile of blocks. Using Red Stealth's sword, break through the blocks. The flag isn't far from there.

Shishka Boss: Get Maniaxe in the cavern at the top-right of the level. Try to get onto the platform directly below the cavern. This platform is a good place to stand and toss axes at Shishka's three heads.

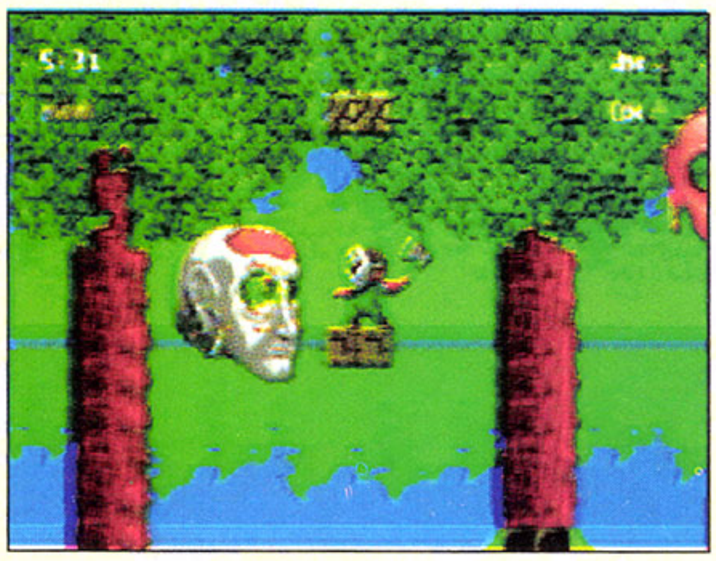


Whispering Woods II: Use the Iron Knight to climb tall walls in the woods.

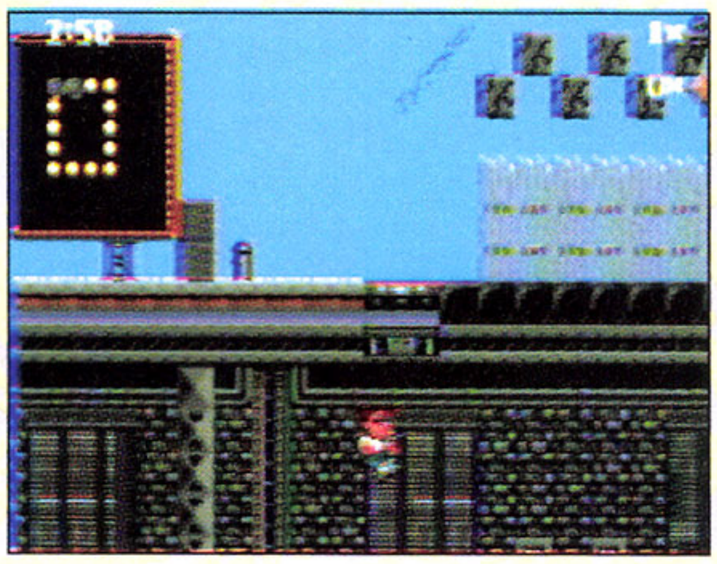
Hoverboard Beach: Get Skycutter and flip upside down to surf the bottom of the platforms. Head right and watch out for the hands that try to grab you. When you run out of surfable platforms, you'll fly up, hit another platform, and then fly left. When you reach the fork, take the middle passage. Keep going left and watch for a hole in the ceiling.



Coral Blade Grotto: Use the bouncing blocks to jump up and break through the ceiling of blocks.

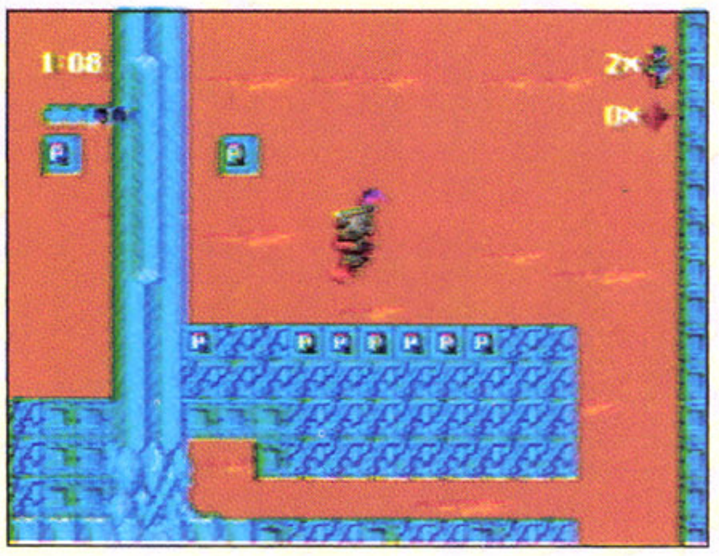


Boomerang Boss: The best strategy for Boomerang is the same one used on the Shiska Boss. Get Maniaxe, and toss axes at Boomerang's heads!

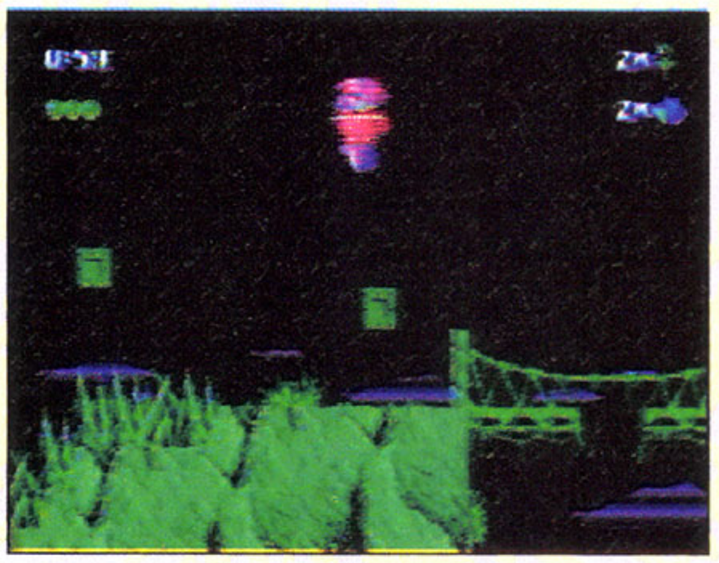


Forced Entry: Don't grab the tank! Instead, drop through the floor and move to the right until you find another hole in the floor. Be sure you drop straight down the second hole because the flag is right below.

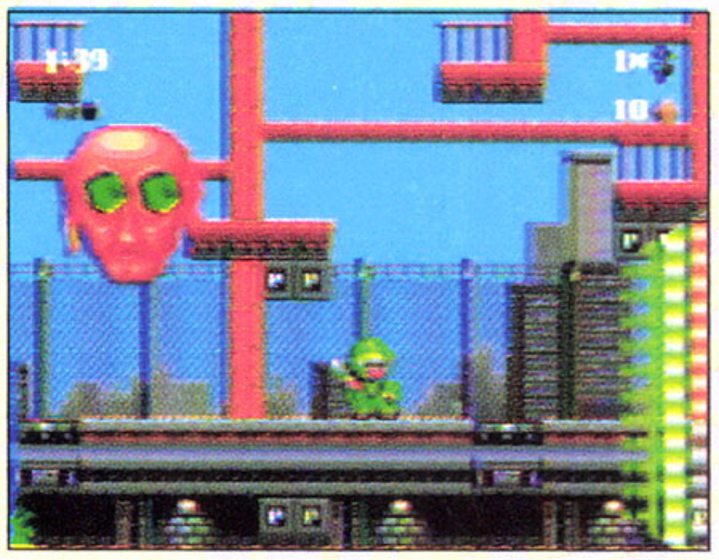
Lion's Den: Get Maniaxe at the beginning of the level. After you jump on the first platform that's attached to the mountain, head right into the mountain. Keep going and use the Teleporter Pad. This shortcut puts you much closer to the flag.



Caves of Ice: The chamber on the right-hand side at the beginning of the level holds many secret items, including a hidden Micromax to make this level much easier. Use the launch pad to reach this treasure area.



Nightmare Peaks II: Get Cyclone at the beginning of this level. Now, go right until you reach the chasm. Tornado up the chasm and go left over the spikes. The flag is close by.



Bagel Brothers: Use EyeClops to find the hidden morphing masks on this boss level. The hidden masks give you more hit points to fight the boss heads.

GENESIS

PRO REVIEW

Splatte

PROTIP: Wait until the Stage Two boss spits out a purple blob. Just as the blob flies towards you, bust a jump kick into the creature's eye.

PROTIP: You can safely walk across these spikes, as long as they aren't fully protruding.

By Abby Normal

If you're a Genesis owner with a fancy for horror, stop, look, and listen. You're gonna' love what Namco's whipped up in their development laboratory.

Rick, star of the original gushy, gooey Splatterhouse for the TurboGrafx-16, is back for an encore performance in Splatterhouse 2 for the Genesis. Once again, Rick's trapped inside the Mayan Mask of Terror. He must endure the questionable good/evil powers of the mask and use them to rescue Jennifer from the evil spirits who've captured her in Part One.

Ricky's got a gun!

Only in Your Nightmares

Namco welcomes you to this nightmarish action/adventure with a creepy animated sequence. It first re-hashes the original Splatterhouse story, and then sets the scene for Part Two.

There are nine stages in this blood and gore marathon. Your fun begins when you wake-up in the yard outside the house where Jennifer's trapped. Barely out of your comatose state, you're immediately greeted by the unwelcoming committee! They're a ghoulish-looking gang with a passion for nibbling on limbs.

PROTIP: Destroy the Stage One boss by positioning yourself beneath its belly and hammering it over and over again.

Brute Strength

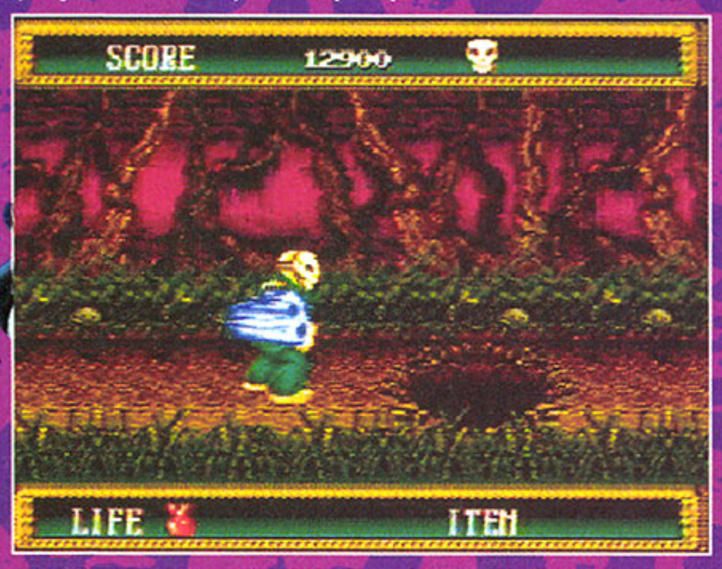
Feeling offended by the carnivorous greeting?! No problemo. You've got the physique of a hormone-pumped Mr. Universe, plus the agile moves of a dancer. Your talents include: body-caving Punches, Low Kicks, Slide Kicks, and Jump Kicks. Put together, these moves make you a force to be reckoned with.

In some stages, you come across an item (a Pipe, a Bone, or a Potassium Bomb) or a weapon (a Shotgun or a Chainsaw), which you can pick up and use for protection. However, don't expect these formidable aids to make your journey a cake walk. Each item and weapon is available on a temporary basis, and they can't be used in combat against stage bosses.

The Pitter Patter of Splattering Feet

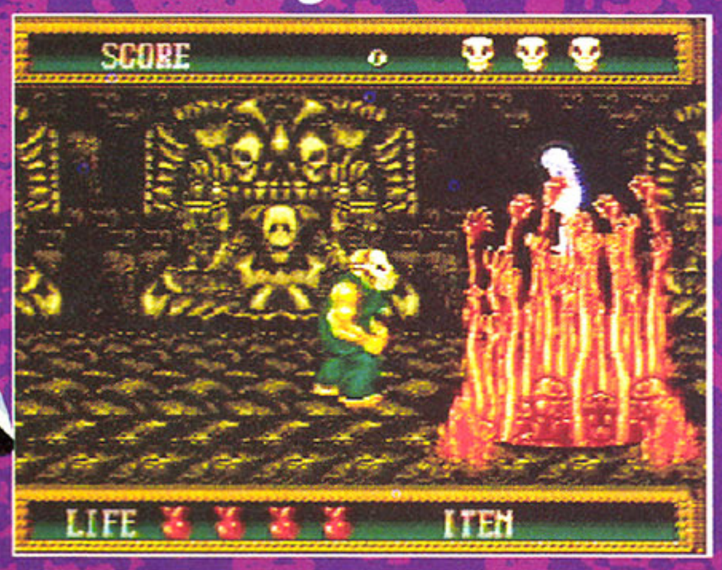
Once you make your way through the "garden of bleedin'," it's back into the house of horrors via a secret elevator. From here you fight your way through various rooms in the house. About halfway through the house, you encounter Jennifer's spirit. Don't let this fool you into

thinking you've won the war. Just as you reach out to grab her – WHOOSH – she's snatched back into the pits of doom. Party on to the murky swamp and a psychedelic pit of purple flames.



PROTIP: If a skull-ghost grabs you when you travel through Stage Four, stop and wait for it to retreat. The ghosts have a reverse effect on your gameplay controls. Attempting to move may confuse you and cause you to fall into a pit.

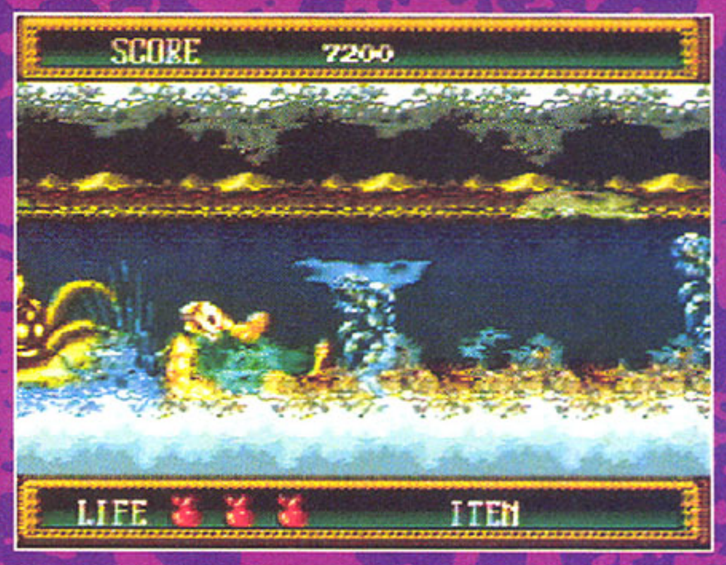
Flesh-Eating Fun



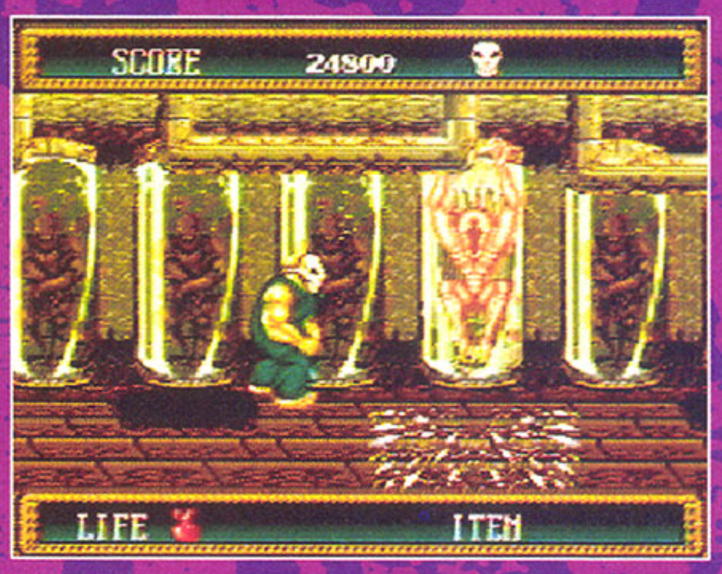
Grab-happy little devils aren't they?

Aside from the occasional severed arm and man-eating tadpole, the majority of your battles are fought against three main types of creatures: Zombies, Screaming Mimis, and Ghouls. When you hear the Mimis scream, you'd swear they'd voice trained with Michael Jackson. The Zombies and the Ghouls, on the other hand, are just plain foul. Their collective forte' is spitting rotting gobs of flesh at you. Yum, yum!

One-on-one, these creatures aren't terribly menacing. Unfortunately, they tend to travel in packs. This makes the going pretty rough. However, you soon come to appreciate these large gangs of enemies, especially if you love a good "gross-out." Each time you deal a fatal blow to a creature, you get the fully detailed, technicolor effect of them splatting and oozing in every direction. Pretty cool stuff!



PROTIP: Remain one step ahead of the octopus in Stage Four by making multiple Slide Kicks.

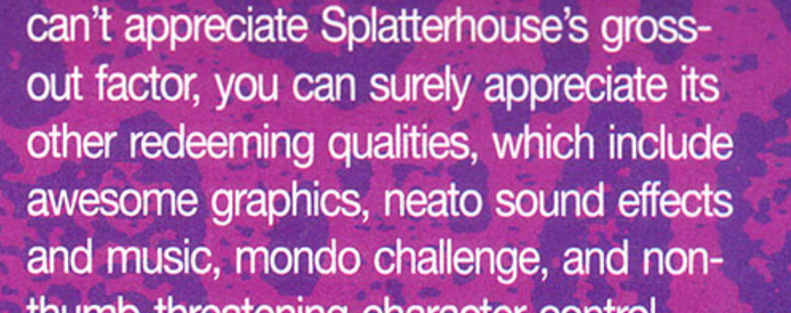


PROTIP: Keep a close eye on these glass cases. If one begins to vibrate, take it as a sign. A Zombie is about to break out and attack.

Good to the Last Chop

If you missed out on the fun of the original Splatterhouse, don't miss out on Splatterhouse 2. It's a bit on the gooey side, but don't let that bother you. If you can't appreciate Splatterhouse's gross-out factor, you can surely appreciate its other redeeming qualities, which include awesome graphics, neato sound effects and music, mondo challenge, and non-thumb-threatening character control.

If you've ever wanted to seek revenge on all those early childhood closet monsters, now's your chance to do it vicariously through Splatterhouse 2. Good to the last splat!



Splatterhouse by Namco
$54.95
Available July '92, 8 megs

GENESIS

PRO TIPS

Pit-i-full

Use the first pit you come to in Stage I to your advantage. Before jumping over it, let the monster on the opposite side of the pit fall into it. He'll get munched by the pollywog monsters.

Blob Explosion

Stand back after you beat the first blob of a boss. He explodes and the green liquid that oozes out of him will kill you.

Ups and Downs

In Stage II's elevator, stand near the center of the platform. The green slimys will drop down on the left and right sides of the elevator shaft.

Spit Up

When the Stage II boss spits, jump over his greasy blue saliva and kick him in his vulnerable eyes.

I'm Melting! I'm Melting!

Punch the purple people eaters into the water and they'll melt like Oz's Wicked Witch of the West.

Chain Saw Massacre

After you punch the weapon, pick it up and use it!

Sliders

Use your slide kick move to beat this Stage IV monster.

Rick Dangerous 2

A Huntin' We Will Go

Grab the shotgun off the wall to blow away oncoming creeps!

Dr. Jekyll and Mr. Hyde

Every so often, you can pick up a loose vial and throw it back at Stage VI's lab lobber.

Perverse Preserves

When a jar starts to wiggle, its contents are about to jump out and attack.

Eyeing the Waters

Punch the flying daggers. Then pick them up and throw them at Stage VII's tentacled Cyclops' eye.

Severed Strength

Pick up the severed heads of these mutilated meanies and use them to kill the creep controlling the protruding spikes.

Dances With Dogs

When dog heads start falling from the sky, move out from the center of the screen. Stage VII's bloody boss drops down there.

SUPER NES PRO REVIEW

Super Double Dragon

your partner from behind leave their backsides vulnerable.

By Boogie Man

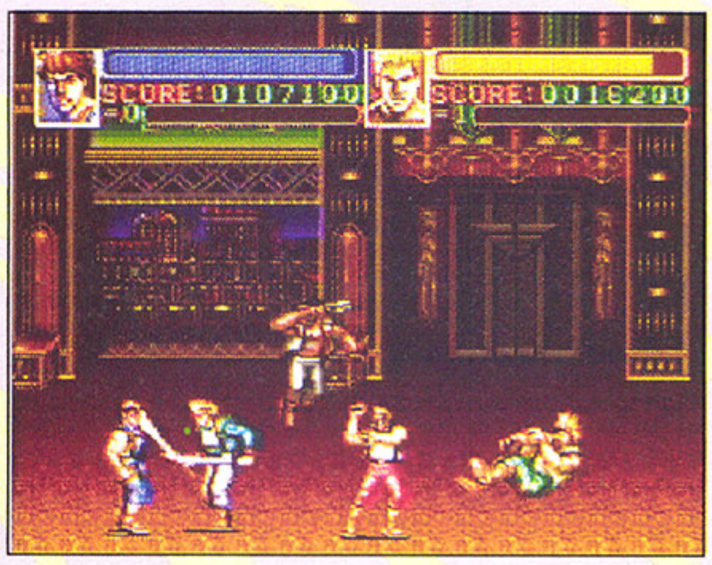
The heat's on the SNES streets, and word is that the Black Shadow Warriors are back in town. That means the Double Dragon boys better be super – and they are!

In Super Double Dragon by Tradewest, longtime video victim Marian's taken steps to protect herself. She's a policewoman, a student of kung fu, and a part-time instructor at the Lee Brothers' Double Dragon dojo. However, she hasn't lost her knack for getting into trouble. That's bad news for Marian, but good news for Double Dragon fans everywhere. During an undercover narcotics operation, she's nabbed by the infamous Black Shadow Warriors, who are now into drugs. Billy and Jimmy Lee do more than just say no to that!

Billy and Jimmy are mad as heck!

Bad to the Bone

Super Double Dragon is one of the best beat-em-up adventure carts to stomp through the SNES yet. You toss fists and feet of fury across seven bruising missions in sharp, side-view, horizontally-scrolling, street fighting action. As in the NES versions, one or two players can be one or two Lees. Player Two can buy-in at any time.



PROTIP: In two-player games, protect your buddy's back. Also, Warriors who attack your partner from behind leave their backsides vulnerable.

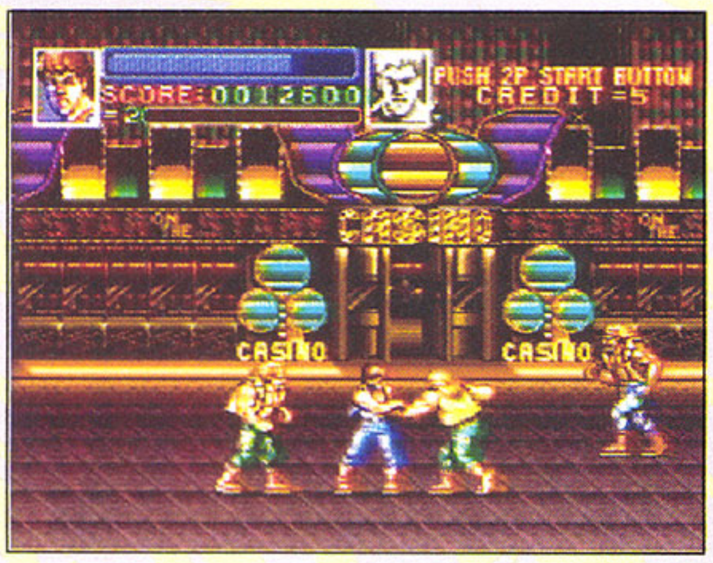
Warrior Wacking

Double Dragon has a well deserved reputation for vicious video back alley fisticuffs, and this installment doesn't disappoint. The Lee's standard arsenal is serious stuff: two punches, seven kicks, and a knee drop once a bad guy is down. Of course, you get their famous Double Dragon grab-hair combos, too. This time, there are five, which feature knee kicks and elbow punches in all the vulnerable spots.

PROTIP: When a Warrior tries a jump kick, hit him while he's in the air.

PROTIP: You can attack Warriors offscreen.

PROTIP: When a hit staggers you, sometimes you can move again after you take a second blow.



PROTIP: When you're sandwiched between Warriors, try to use an arm lock. The Warrior at your back politely holds his attack until you finish pounding his pal.

Super Double Dragon's standout move is a unique and totally cool defensive technique, that enables you to grab a bad guy's arm with a single button press. From this arm lock position, you can bust five nasty moves á la Bruce Lee, including a machine gun kick attack and a rapid fire back punch. To add insult to injury, you can also toss your adversary at his crew.

If you feel really cocky, you can build up a Power Gauge, that enables you to unleash four Special Techniques: the Roundhouse Kick, the Round Back Fist, the Jumping Round Kick, and the Jumping Back Round Kick. Building up power (by holding down L or R) during heavy fighting takes time, so be prepared to take mucho hits before you master the technique.

Whomp the speed bag for tricky fighting.

The crisp controls deftly place all this awesome muscle power at your finger tips. Billy and Jimmy can kick Shadow Warrior butt as fast as your fingers can fly across the control pad.

UPER BLE GGON

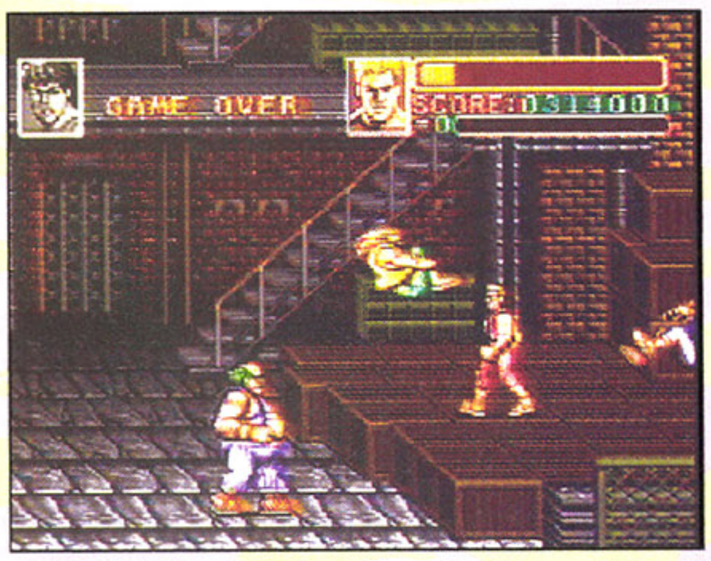
Def Gangsters

As always, the Black Shadow Warriors are the willing targets of the Lee Brother vendetta. Billy or Jimmy can easily wipe up the streets with any one Shadow Warrior, but the creeps always gang up on you and their combined blows will take their toll. You face fierce guys called Steve, Williams, Jeff, McGuire, and Chin Ron Foo. When video game goons have weak names like that, you know they've got to be bad!

Beware. Some Shadow creeps carry weapons. However, if you make them drop their gear, you can grab it and use it yourself.

PROTIP: Steve (the Schwarzeneggar clone) is tough. You must stay on the offensive and constantly vary your attack. Using just one technique is a disaster.

PROTIP: When Shadow Warriors toss weapons, they can hurt their fellow gangsters. Time your dodges.



PROTIP: McGuire's a tough clown (literally). In missions, take the high ground, then hit him as he tries to jump up to you. Be prepared to dodge his unstoppable flying spin attack.

PROTIP: The Nunchakus are the most devastating Warrior beaters.

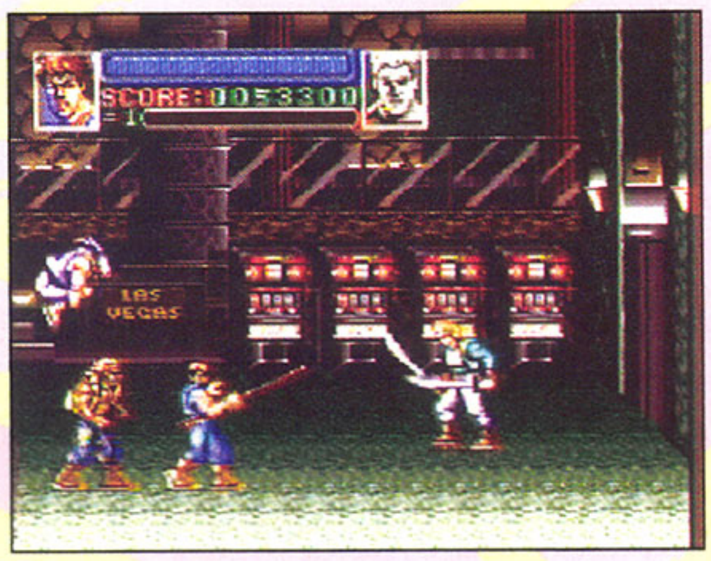
Familiar Sights & Sounds

The seven Missions bust up some familiar-looking territory, including Las Vegas, San Francisco's Chinatown, and the Golden Gate Bridge. You wind up at head bad dude Duke's pad.

PROTIP: In Mission 4, don't fall off the trailer. In Mission 6, don't fall off the cliff. Try to stay away from the bottom of the screen.

PROTIP: In Mission 3, the Chins' defense against kicks is murder. Move up and down as you punch. When one of your blows passes through their defense, stop and attack. If Mr. Chin picks up his D, move and punch again.

The graphics are solid, but they won't knock you out. The background scenery could be anywhere. The Lees and the Shadow Warriors look SNES sharp. The smooth animation, however, floats like a butterfly and stings like a bee! There are no fancy Mode 7 moves, but watching the Lee boys stick and kick will pump you up big time!



Stick it to the bad guys!

The cart's sounds don't get in the way, which is good. The music's fun, but you won't buy the CD. The effects are spare, but they enhance the fighting.

Double Fun

Super Double Dragon is one tough customer. If you like to talk beat-em-up stuff, you've got nothing to say until you beat this cart! Super Double Dragon kicks.

Super Double Dragon by Tradewest

Graphics	Sound	Control	FunFactor	Challenge
4.0	4.0	4.5	5.0	Intermediate

Price not available
8 megs
Available October '92

Beat-em-up
Two Players
Customizable buttons

SUPER NES

PRO TIPS

Arm Locks

Use Arm Locks by pressing B to block a punch. Whenever you grab one Shadow Warrior's arm, it keeps the rest of the Warriors from attacking you!

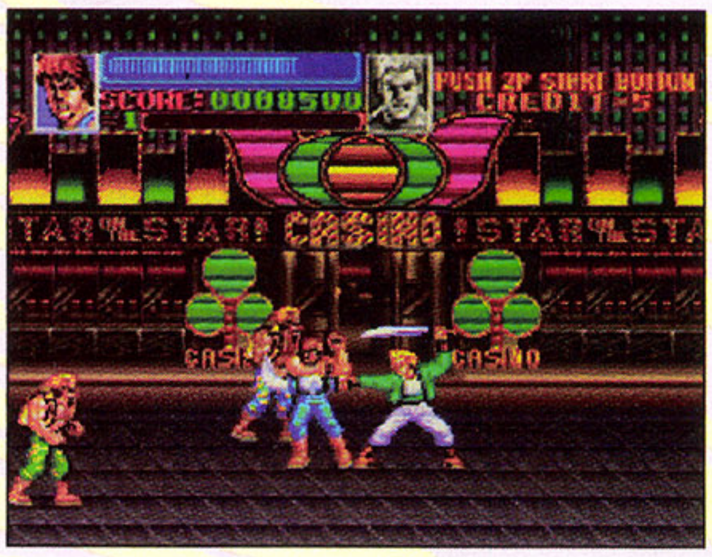
Two Bounces and Out

Here's how to down most adversaries. Whenever you knock a guy down, he bounces twice across the ground. Jump Kick (press X, A) him right after the second bounce. In fact, Jump Kicks are very effective throughout the game.

Move!

Use Up and Down to avoid hits in a crowd. When it looks like a goon is going to hit you, press Up or Down to move out of his way. This is especially helpful when someone tries to attack you from behind.

Use Blocks



Your Blocks (press B) are effective against most offensive techniques, including swords. However, you can't block weapons or Slide Kicks, but you can Jump Kick and punch weapons out of the air.

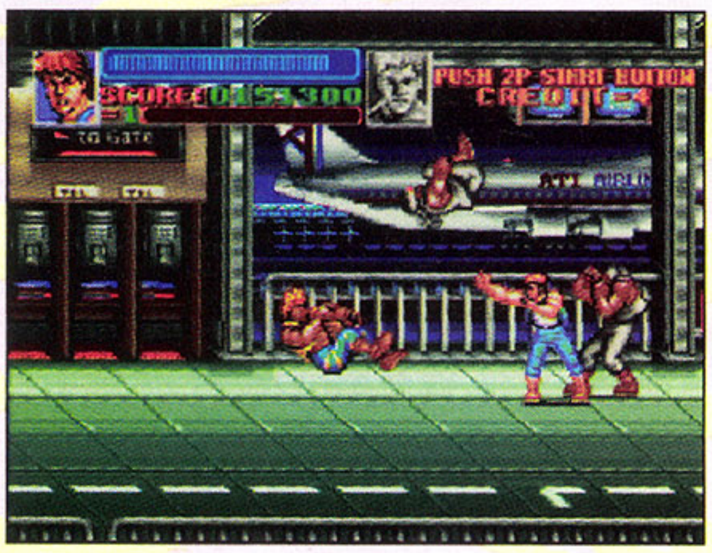
Punch Block

Use your Punch to defend against Jump Kicks. When the bad guy's in the air, press Y and you'll knock him down. Watch out for Roper's Flip Kick, it's impossible to block.

Be Turbo Tough

Use a controller with turbo for awesome fighting. Press B to Block, and your Lee bro blocks continuously. The same goes for punching and kicking. No bad guys will be able to get a punch in.

Step on Their Toes!

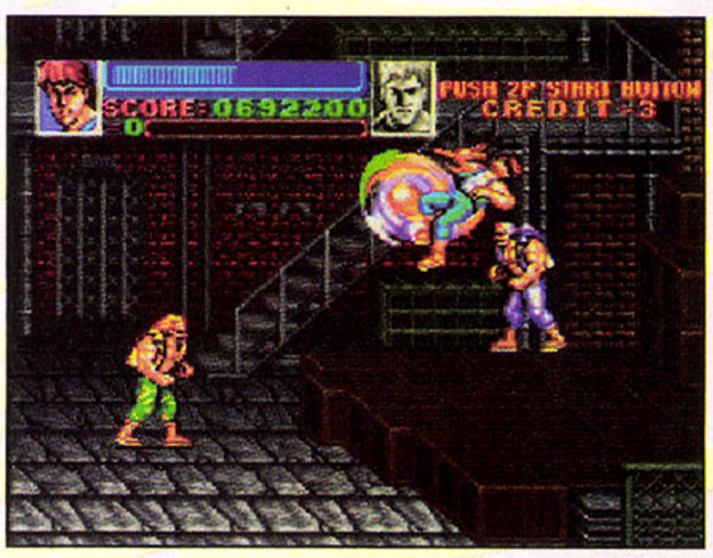


You can freeze the Black Shadow Warriors. When you're surrounded by several creeps at a time, pick out one and punch him. When he blocks, move into him and step on his toe. In other words, ease your sprite onto his sprite until your foot is even with his. That will lock him in a block. Now turn around and fight the other guys. The locked guy won't move until you get them all.

Beware of the Blues

The Blue Swordsmen are the toughest Swordsmen. As you fight them, listen for the swishing sound. That means they're trying to pull their devastating overhead Jump Slice. Always try to knock off Blue Swordsmen first.

McGuire's Spin



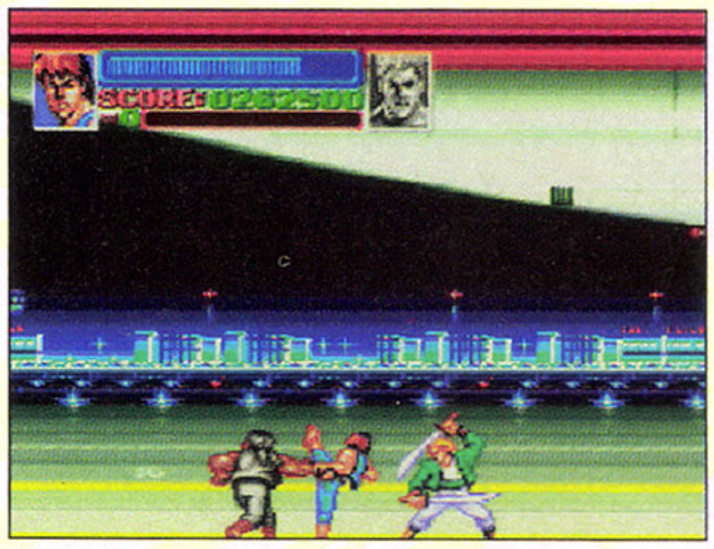
McGuire, the fat clown guy, uses a devastating Flying Spin move. Watch his arms. When he lifts them as if he's surrendering, he's about to pull a spinner.

Use the Walls

Back up against walls to augment your defense. The bad guys on your sides will walk into the wall and then slide down into your punches and kicks. You can also jump off the walls to deliver some neat kicks.

SUPER DOUBLE DRAGON

Block and Grab



Your most effective offensive techniques are Block and Grab moves. Press B to block. When a bad guy tries to hit you, grab his arm. Now press A (Kick), or Y (Punch), and you'll inflict twice as much damage on him as a regular kick or punch. Also, any other attackers stop moving when you use this move. Use it often.

The Other Side of the Fence

In Mission 2: The Airport, watch out when you walk downstairs. Gangsters on the other side of the railings can attack you, but you can't get at them. Move out of their way.

Punching Bag

Inside Mission 3's Kung Fu Academy, use the punching bag to beat up bad guys. Punch or kick the bag into someone and it bounces them several times. Be sure to get out of the way, though, it can hurt you, too.

The Chin Ron's

Don't kick the Chin Ron's in Mission 3. Try to get all their assistants first, then tackle them.

Grab Hair and Punch

When you knock a guy out on his feet, press Y as he wobbles. You'll grab his hair and beat him up good. It does more damage than regular punches.

Roll Out the Barrel

In Mission 5, use the Barrels. Grab a Barrel and wait until the gang bunches up. Throw the Barrel and you'll clear out the alley in no time.

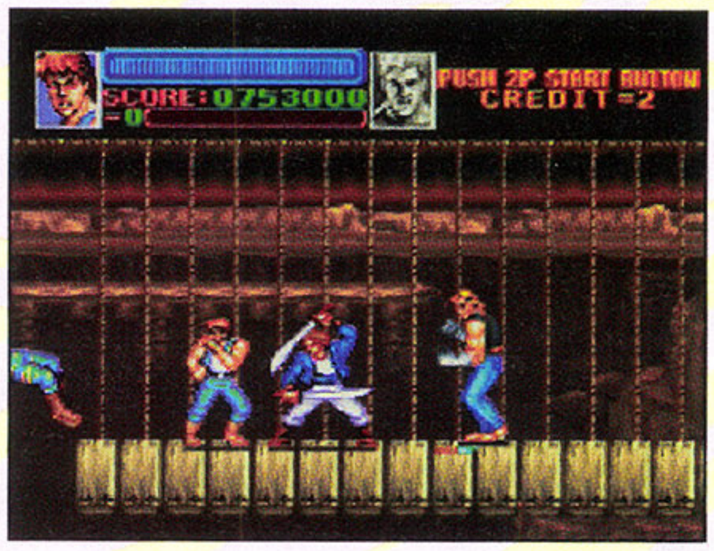
Use Nunchakus on the Stairs

In Mission 5, try to have the Nunchakus when you walk up the metal stairs. You can stand on the stairs below the platforms and wack Warriors as they get close to you. But, they won't be able to reach you.

Rock On

The Boulder makes a great weapon. Pick it up and throw it at someone. Now follow it, pick it up again, and throw it again. Continue using this pattern. If you continually hit someone, you'll usually find that the bad guys won't catch up to you until after you have the rock in your hands.

Cliff Fighting

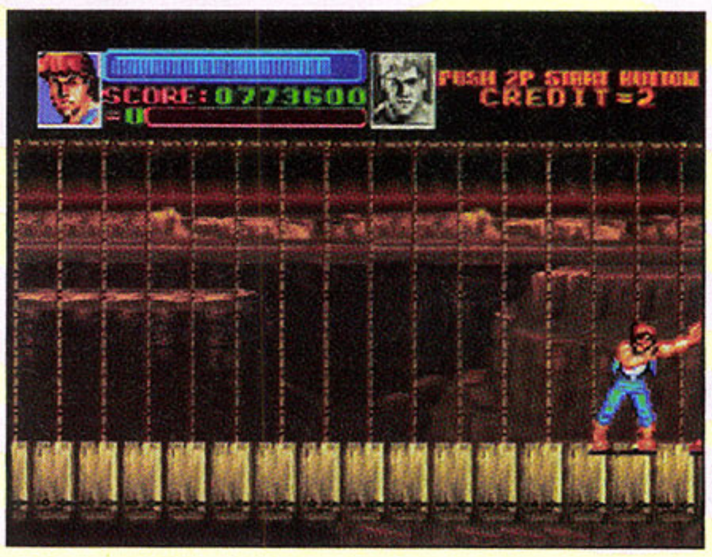


Use the cliffs in Mission 6 to get past gangs. You can conserve your moves by timing a well-placed punch or kick that knocks a guy off the cliff. You can also throw them off. Sometimes, if you dodge their Jump Kicks, they fly off by themselves. Be careful if you plan to use the Boulder near the cliffs, because you can toss it off and it doesn't reappear.

Jump the Gap

To jump across the gap in the wooden suspension bridge in Mission 6, pull a Jump Kick as you press Right. Be careful, the slats fall away a few steps after that.

Bridge Bashing



On the Mission 6 bridge, you can trap guys offscreen and to the right. There's only one guy that can sneak by you. The Warrior in the green vest will cover up and try to inch by you. Get him before he does. If a bunch of guys get by you, don't panic. Instead, use Arm Locks. The bridge is so narrow that they can only get to you one at a time.

The Two Chins

When you come up against the two Chin Rons in Mission 7, try to get the other fighters first. Then use Jump Kicks on the Chins. Be patient. Their blocking technique is very good.

Mission 7 Blues

The tough Blue Swordsmen are a real pain on Mission 7's flying rug. It helps if you can nail 'em with a foe's dropped weapon before you have to attack them.

Final Fight

Duke, your final foe, has some tough-looking moves that hurt you. Try to knock out all his partners and then concentrate your attack on him. Knockhim down and then Jump Kick him mercilessly.

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Street Fighter II Game Giveaway!!

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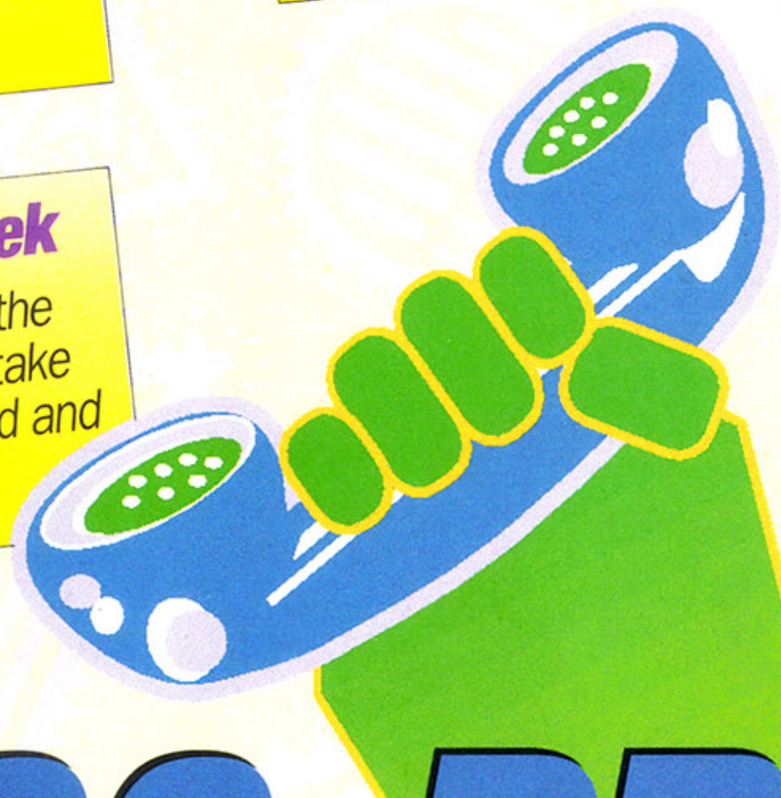
Genesis, TurboGrafx-16 and the Super NES. Each week we'll take the best 16-bit hint that we find and send it your way!



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Our Hot Tips Bulletin Board is updated weekly with the newest hints and strategies for Nintendo, Super Nintendo, Sega Genesis, and Handheld game systems.

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You are automatically entered in the contest each time you call the Hot Tips Hotline.

(Or, print your name, address, age and phone number on a 3 X 5 card and send it to):
GamePro's Street Fighter II Game Giveaway
P.O. Box 2667, Redwood City, CA 94064.

Rules

Winners are selected on a random basis. Winners who enter by phone will be instructed on how to claim their prize by mail. Winning mail-in entries will be notified by GamePro. Chances of winning are determined by total number of valid entries received. Contest ends January 31, 1993. Only valid in the U.S.A. Void where prohibited. GamePro reserves the right to cancel this contest at any time with appropriate notice. Winners names and prize information may be used by GamePro for promotional or advertising purposes without further compensation. All winning pin numbers must be received by GamePro no later than February 28, 1993.

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Calls average three minutes in length and cost $1.75 for the first minute and 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.

SUPER NES PRO REVIEW

SMASH T.V.

By The Game Show Host With The Most

Good evening, and thanks for tuning in Smash T.V.! I'm The Game Show Host with the Most, and these are my beautiful co-hostesses, Trixie and Bubbles. Tonight's Super NES telecast by Acclaim is guaranteed to blow your picture tube out of the wall! So sit back, relax, and let the games begin!

Rules to Smash

As always on Smash T.V., you get to play as one or two of our contestants, the Red Guy and the Blue Guy. Working alone or together, you play the ultimate game show for the ultimate prize: your lives! (Heh heh, no wonder we get such high ratings.) Die-hard junkies of the arcade and NES broadcasts of Smash T.V. will recognize our version as a direct translation, but even new-comers, especially those who blazed through coin-op classics like Robotron, can learn our rules and regulations fast. You better learn or you're dead!

PROTIP: When you clear a room, move out ASAP or a homing explosive device moves to the attack.

Firing up the Airwaves

As our lucky contestants, you get plenty of firepower to help you fight to the finish. You start with regular rapid-fire laser pistols, but they can scrounge up Grenade Launchers, Photon Guns, speed enhancers, and the ever-popular Mobile Forcefields. The Super NES pad provides pin-point accurate controls.

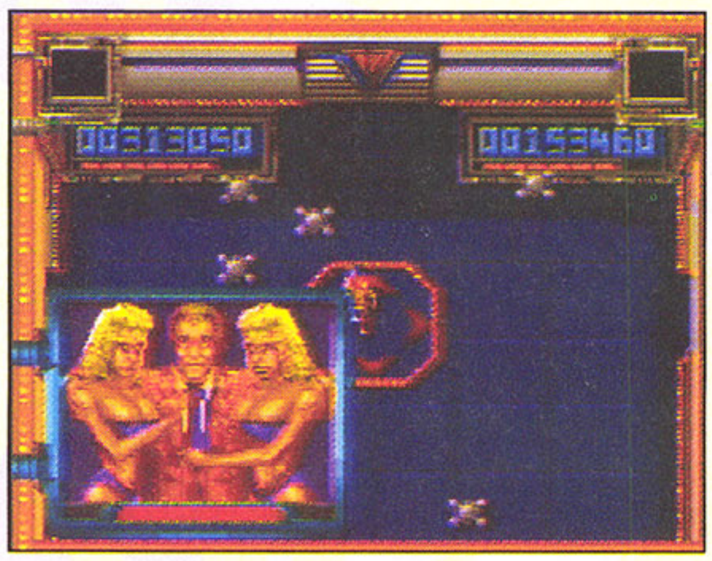
A shocking experience.

Make the most of your lives 'cause you only get five of 'em to start (you can find more) and four continues.

Big Money! Big Prizes! I Love It!

Smash T.V.'s not just about risking it all for the thrill of total carnage. Not only will you live if you win, you'll retire from ultra-violent game shows in luxury with all the VCR's, cars, toasters, and cold, hard cash your fists can grab. Look sharp or the prizes will slip through your fingers fast!

Ladies and gentlemen, we have a winner!

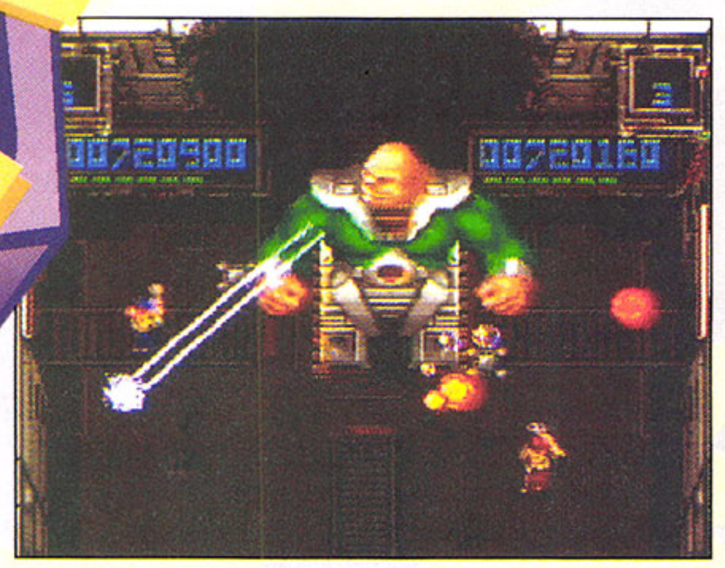


PROTIP: Pay attention to the map and head to the "$" signs for mounds of bonus gifts and bucks. Watch out, sometimes prizes hide land mines!

PROTIP: Collect ten keys and you can access secret rooms. Press against locked exits and one's bound to open.

Meet Mr. Shrapnel!

Wait 'til you get a load of our mutant humanoid masses here at Smash T.V. Red Guy and Blue Guy get gooey with gang bangers like the Club Creeps, Satellite Orbs, Cyborg Tanks, and everybody's favorite explosive personality, Mr. Shrapnel. All are captured in crisp over-head-view, splatter-happy detail. Each of our four levels of stage frights concludes with one of my associate mass murderers, such as Scar Face and Cobra Head. And to earn the Grand Champion trophy, you gotta dethrone me, the Host of Smash T.V. I'm waiiiiiting!



PROTIP: To scrap Mutoid Man, snatch up any heavy-duty artillery you can get your hands on, then pound his body parts in this order: gunners, arms, treads, head. Also, watch out for Mutoid's eye beams, and take out Mr. Shrapnel when he arrives.

Get Smashed

All right, we gotta admit our show isn't as graphically intense as some SNES broadcasts, but, hey, the digitized voices and stereo beats are 16-bit superb and the action's right on target with the arcade original. Come on down and take your best shot at Smash T.V.!

Smash T.V. by Acclaim Entertainment
$59.99
Available January

SUPER NES

PRO TIPS

Sound & Voice Test

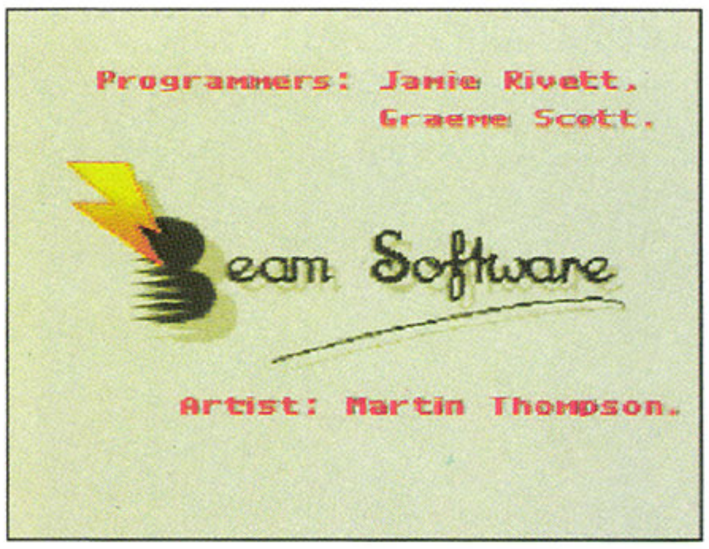
To enter a Super Smash sound and voice test, enter the Options Mode. Next, press Button L, Button R, Button L, Button L, and Button R. Listen for the phrase "Bingo" to indicate the code worked. Then listen to the tunes!

Super Circuit Warp!

Now you can Smash through this 16-bit blowout with a stage select code that enables you to pinpoint your starting position anywhere in the game. Enter the Options mode, and press Right, Right, Up, Down, R, and L. If the game shouts, "Bingo," the trick worked correctly!

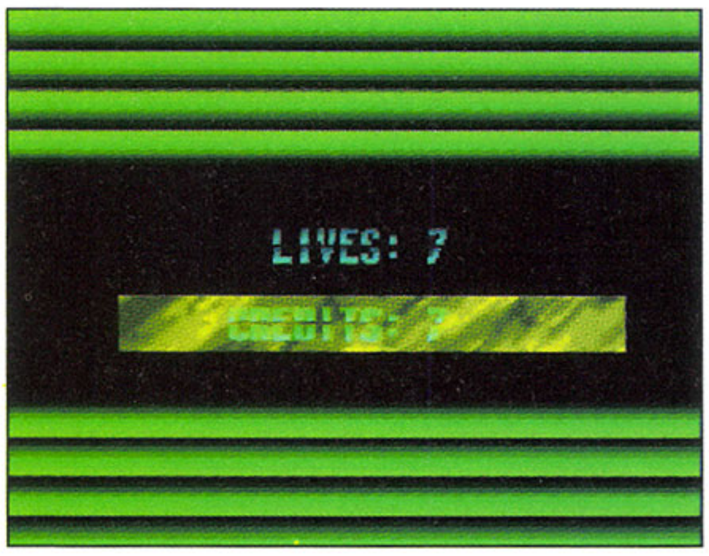
Now choose the number of players, and hit Start to fire up the Circuit Warp screen. You can even skip straight to M.C. Mayhem!

Programmers' Screen



To catch a glimpse of the folks who programmed this great game, use the following code. Bring up the Acclaim logo and hold down Buttons L and R. When the quill appears, also hold down Button B.

Extra Credits



Here's a code to add seven extra lives and seven extra continues to your Smash TV arsenal! Bring up the one- or two-player selection screen. Next, press Down, Button L, Button R, and Up. You'll enter a special option screen, so pump up your credits!

Enter the Pleasure Dome!

To chill with Super Smash's most "pleasurable" ending, you must collect ten regular keys and five special keys. Prior to the Cobra boss, you'll unlock the Pleasure Dome's entrance and bask in the glory of toasters, cash, automobiles, and bazookas galore! Beat the M.C. boss and you'll start all over from the beginning. But the second time around, the action moves five times faster!

SUPER NES PRO TIPS

Garden Goodies

In the Conservatory, you can enter a secret room called the Privet by going left into the poles.

Once you've collected the dollar signs in the Privet, snag the running shoes and be careful not to get hit on your way through the spiders. You'll need the sneakers to make the jump to the panel with the switch. Turn the switch by bonking it with your head. This will uncover the door to Thorn Pass (a shortcut).

In Thorn Pass, fall onto the spikes to the right of the room to reach the switch buried within the poles. Don't worry, the spikes will turn into a safe platform. Then head left until you get to the room with the switch. Turn the switch, and you'll find a pathway of blocks that spans the rest of the room's spikes.

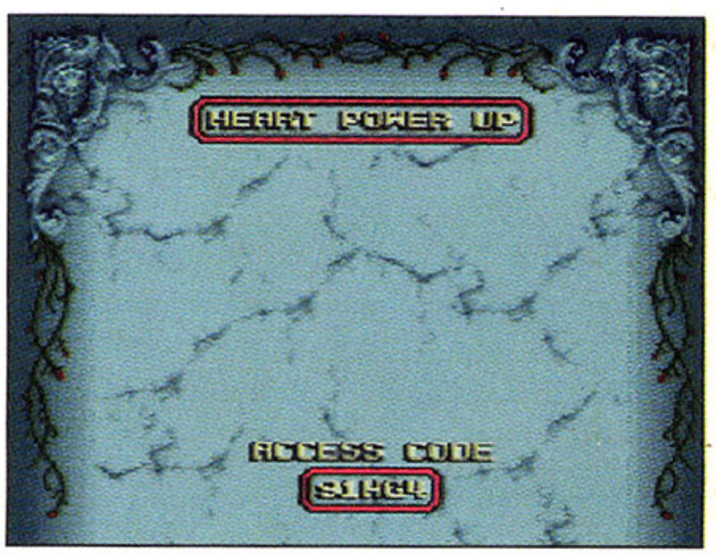
After Thorn Pass, you'll enter the Long Garden. Fall from the first ledge onto the spiky poles and they'll turn into flat-topped poles. Then walk to the left of the screen to uncover two floors of hidden bonus points and 1-ups.

Under the Tree Tricks

When you're under the tree, head down and left as far as you can go. Then take the floating grass patch down to uncover a room full of bucks and a flying Fez.

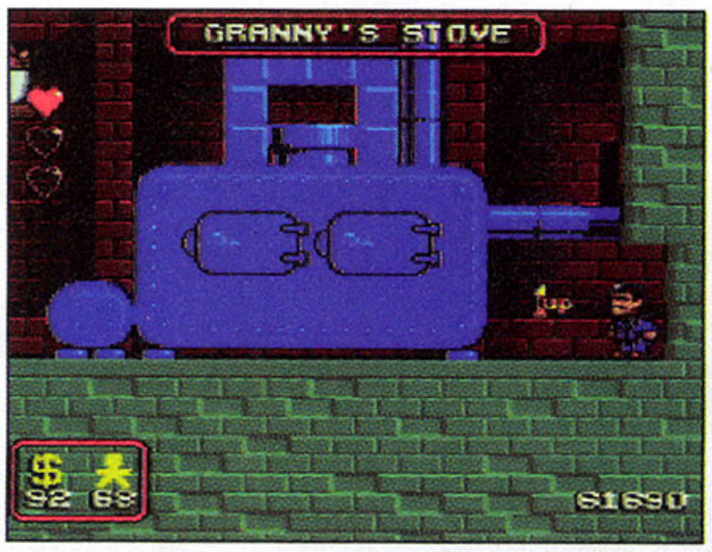
Once your pockets are stuffed with money, grab the Fez and fly your Fezi-copter to the upper right-hand corner. There you'll find mo' money, 1-ups, an invincibility shield, and loads of hidden bonus points.

The Snowman



To defeat the Snowman who lurks in the kitchen's freezer section, charge him and bonk him on the head before he releases his first shot. Then retreat and jump over his second shot. Wait until he turns into a snowball, jump him, and immediately prepare to avoid falling icicles. Then get ready to jump the snowball again, and repeat the steps until frosty fizzles. Your reward is the addition of a heart to your Heart-o-Meter. If you just can't get past him, the password is 91H64.

Granny's Stove



To the left of Granny's Stove, you'll find the Cookie Jar that contains mucho dinero. Grab the cash with both hands and make a dash to the room that's to the right of Granny's Stove which is called Now That's Tasty. You'll find more dough there. Then, take the passageway on the bottom of Now That's Tasty and head back into Granny's Stove to reach a hard-to-get 1-up next to Granny's Stove.

Chimney Sweep

To kick your game off with a bang while you're still outside the house, scoot left to the hangman's noose and climb the rope to reach the Fez. Fly to the upper left-hand corner to snag an invincibility shield.

PRO REVIEW

J. Douglas Arnold

The ooky, kooky, and somewhat spooky Addams Family has arrived for the SNES. Conniving Abigail Craven has imprisoned the Addams Family. As Gomez, you work hand-in-hand with Thing to find your family and stop Abigail.

PROTIP: From the start, head left to find a flying fez hat. Then fly up to the chimneys for 1-ups and money!

Gomez must explore the mansion to find the missing members of his family in this side-view, horizontally and vertically scrolling, one-player, action/adventure game. Each family member is guarded by a boss behind one of the mansion's doors. Gomez can search the mansion in any order he likes, but some areas are definitely less ooky and spooky than others.

The house is infested with a wacky cast of baddies only the Addams could love. Gomez begins the game unarmed, but he can find golf balls and a sword. Search everywhere for hidden rooms and secret doors. After Gomez defeats each boss, he gathers a missing family member. When he gathers all of the family members, he must search for Morticia in the underground vaults.

Lurch plays some tunes.

PROTIP: Use the enemies to your advantage by bouncing off them to higher ledges.

PROTIP: Bonus rooms are hidden everywhere! Check above doors and through fake walls.

Addams Family requires the same quick ducking, precision jumping, and hop and bop skills as the Mario carts. Great graphics, sinisterly authentic sounds, and a monstrous level of challenge add up to a package that will make you happy...completely. If you're impatiently awaiting the next Mario adventure, The Addams Family will make perfect house guests in the meantime.

The Addams Family by Ocean

Graphics	Sound	Control	FunFactor	Challenge
5.0	5.0	5.0	5.0	INT. (Intermediate)

Price not available
3 megs
Available Now

Action/Adventure
One Player
Passwords

Then collect all the money around the house. After snagging all the dollars you can, check out both the east and west chimneys for 1-ups and greenbacks.

100 Lives!

Kick off The Addams Family with 100 lives! The password is: **11111**

Impossamole

By The Missing Link

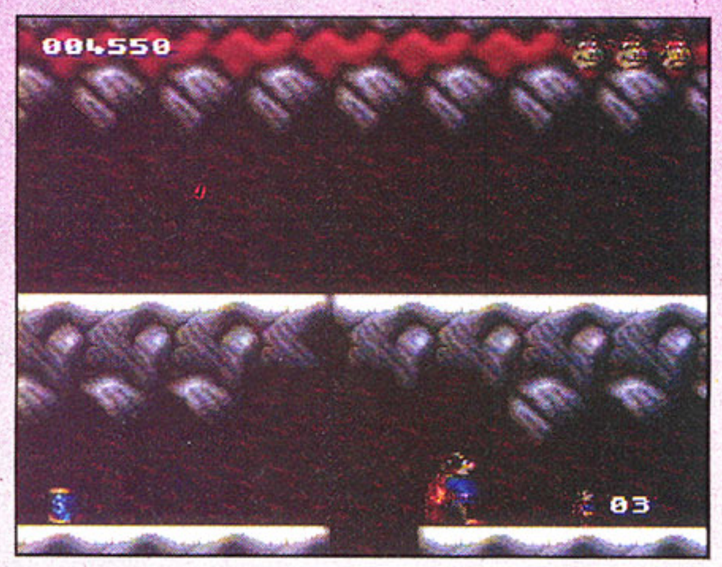
His name's Monty: rodentus investigatus (a secret agent of sorts), world traveler, and all around good guy, or in this case, Mole.

While he was vacationing, Monty was whisked up into an alien spaceship, transformed into a super hero, and told he must free their planet from the evil Vlarg by retrieving the stolen Scrolls of Eternal Life. Before Monty could protest...ZAP! He was in a strange alien world with a strange journey staring him in the face, and an even stranger name – Impossamole.

PROTIP: Even if Monty throws boxes from a distance, they still wipe out off screen enemies.

A Mole in Your Face

If patience is not your greatest virtue you're in luck, because this mole-on-the-move action adventure allows you to visit four of the five Zones – Orient, the Amazon Jungle, Ice Land, the Bermuda Triangle – in any order your heart desires. The final, secret level, where Monty butts heads with the Vlarg-miester, can't be reached until the others are conquered. There isn't a single continue to be found. Passwords are given at the end of each Zone and a multitude of mini-moles (1-Ups) appear throughout the game, mostly in very precarious spots.



PROTIP: Keep your eyes on what's above you, especially in the Orient and in Ice Land. If it's an icicle or a large jagged rock that extends down just a tad further then the others, you can bet it's going to fall on Monty.

PROTIP: Jump onto the raised rock formations in the Bermuda Triangle and Monty can easily take swipes at the spaceships as they swoop down at him.

Recycling Enemies

A variety of monsters, including Monster Mice, Sneaky Snakes, Abominable Snowmen, and more, come with each of the Zones; Monty gets in their faces via his big power-kicking feet. After a few good kicks enemies are flattened into blocks, which Monty can then pick up and throw.

There's more to this mole than his feet, too. Monty can easily find and pick up Bubble Guns and Hammer guns. You needn't stretch your imagination to figure out the Bubble Gun. You pull the trigger and it blows bubbles. Better yet, once an enemy's been trapped inside a bubble for a few seconds and it pops – voilà – they're transformed into point-valued goodies, which fall back to the ground.

PROTIP: To shorten the distance (see screen) between Monty and the floating trolleys in Ice Land have him take one step past the rope's platform.

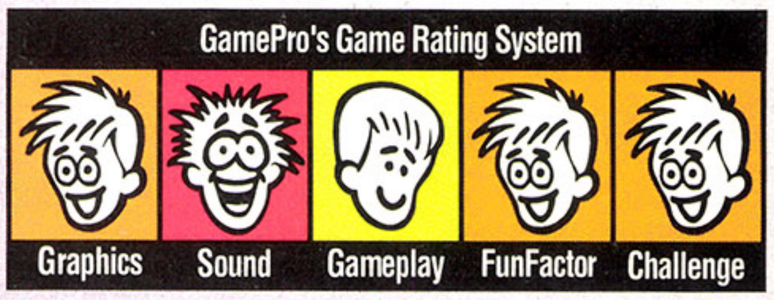
Rodent Beauty Contest

The overall big picture of Impossamole is pretty darn good – not the greatest Turbo-graphics to hit the shelves. Nonetheless, Monty is cute and he goes into a great leg-twitching animated sequence when he's knocked out cold.

Mole-control would be a total breeze if it weren't for one, small thing. When there are sharp objects, such as bamboo spikes, or a very deep underground pit separating Monty from a scroll, you must hit the controller very precisely in order to make the jump without Monty either becoming shish-kebab or hitting his head on the ceiling of the cave, it's a bit ridiculous.

In the Nick of Time

The bad news is that it's no secret that TurboGrafx-16 owners are hungry for titles. The good news is at last a good title, Impossamole, has arrived. In Impossamole, NEC connects a cutesy wholesome animal hero with good graphics, excellent sound, manageable challenge, and non-thumb-threatening gameplay. You wont regret "digging" into Impossamole.



Impossamole by NEC
$61.99
Available Now, 4 megs

TURBOGRAFX-16

PRO TIPS

General Tips

It's a good idea to remain on the high-up platforms. Once monsters walk off the platforms, they don't jump back up again.

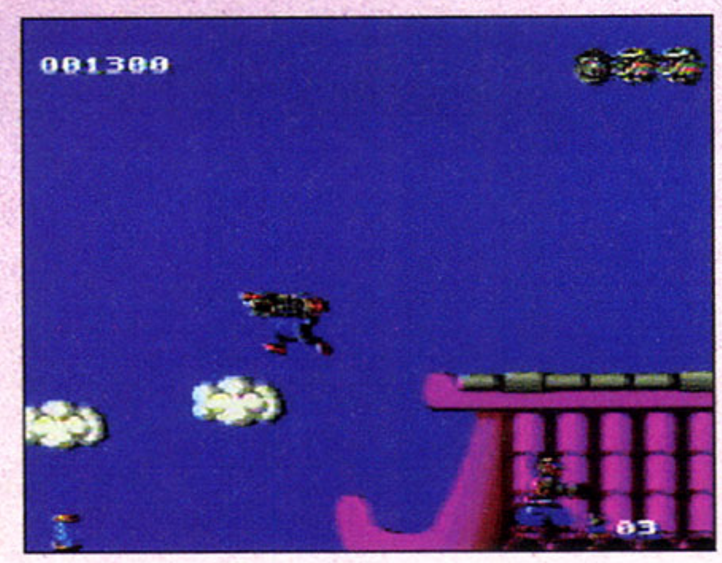
The enemies in this game regenerate, so don't waste your energy trying to kill them. The best strategy is simply to avoid them.

Use destroyed enemies as projectiles. Run after them as they clear your path.

You don't have to be at the bottom of a ladder to climb it. Jump up in the air below the ladder, and pull up when you're near it. Use this technique to avoid enemies.

If you don't collect all of the scrolls, you can't finish a level. You'll know there's a scroll nearby when the game says "find the scroll, Monty."

The Orient:



Climb to the roof in the first stage's first building, and jump back across the clouds towards the beginning of the level. You'll find a tree with a 1-up, extra health, and other bonus items. Leap off the tree and continue on. Continue to look for clouds. They frequently lead to secret areas.

Watch for falling rocks in the cave. You can tell which rocks are going to fall. They quiver and look out of place. Kick them after they drop. Sometimes you'll uncover a bonus item.

When you reach the water area, continue right until you come to a room full of bonus items. Watch out for falling rocks.

Amazon Jungle:

Be sure to avoid the spears. They'll bounce you to death.

In the ice areas, ice blocks quiver before they fall. After they drop, you can kick them to make them slide across the ground and destroy enemies in their path. Be ready to jump – sometimes the blocks bounce back.

Wait for the spear-chuckers to freeze. Then duck to avoid the spears they hurl at you.

In the ice area, there is a spiked-pounding piston. Make Monty go under it, and he'll discover a 1-up.

Ice Land:

To find the scroll and a 1-up, take the high road at the beginning of the first area.

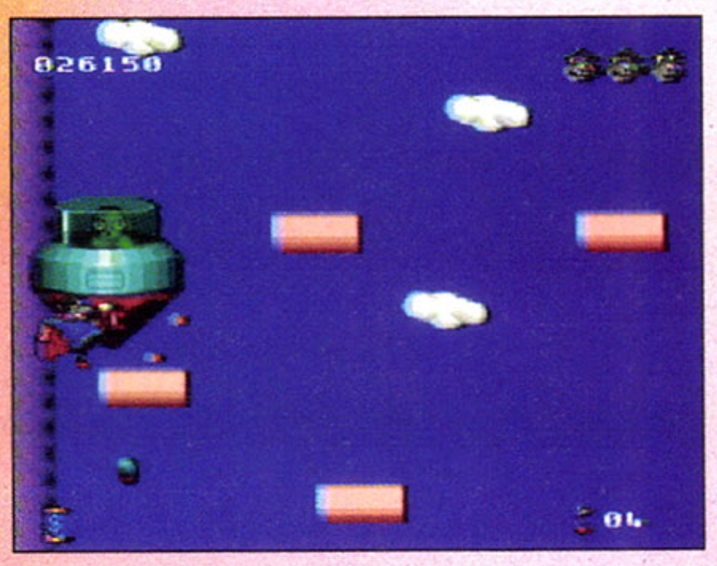
On the Ice level, be cautious of the doors in the walls. Enemies emerge from them at unexpected times.

Beware of icicles that hang from the ceiling. They quiver before they drop. Once they land on the ground, kick them for bonus items.

When the snowball rolls in your direction, be ready to jump over it.

Bermuda Triangle:

Search for clouds in the Bermuda Triangle level. They frequently lead to secret areas.



Defeat the Bermuda Triangle's boss by using the same strategy on him that you used on the rest of the aliens on this level.

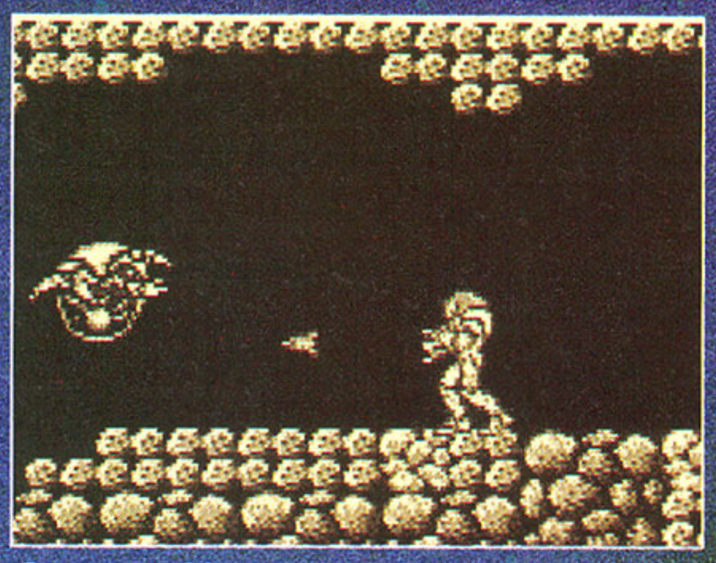
Metroid II

By Boss Music

Samus Aran made a name for herself in the alien bug-hunt game when she exterminated all the Nintendo Metroids four years ago – all the Metroids, that is, except one. That pesky, surviving Metroid multiplied rapidly until planet SR388 was once again swarming with Metroids and other creepy crawlies bent on sucking up the world's life energy. Samus suits up once again to pull the Galactic Federation's fat out of the frier in a Game Boy sequel, Metroid II: The Return of Samus.

Metroid for the Memories

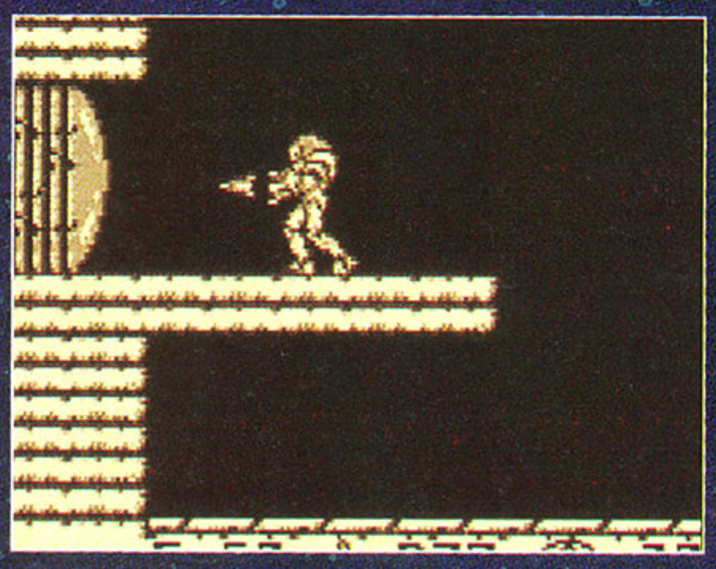
The original Metroid is forever enshrined in the NES hall of fame as one of the deepest, darkest, and most enjoyable run-jump-shoot-and-search space survival gigs of all time. Metroid II is another close encounter of the alien kind. You join Samus on a journey to hunt down and eradicate 39 rogue Metroids. (They look like overgrown floating jellyfish, but don't be fooled by goofy appearances, the Metroids play rough!)



Samus and her dependable missiles confront more Metroids than ever before.

Tunnels of Terror

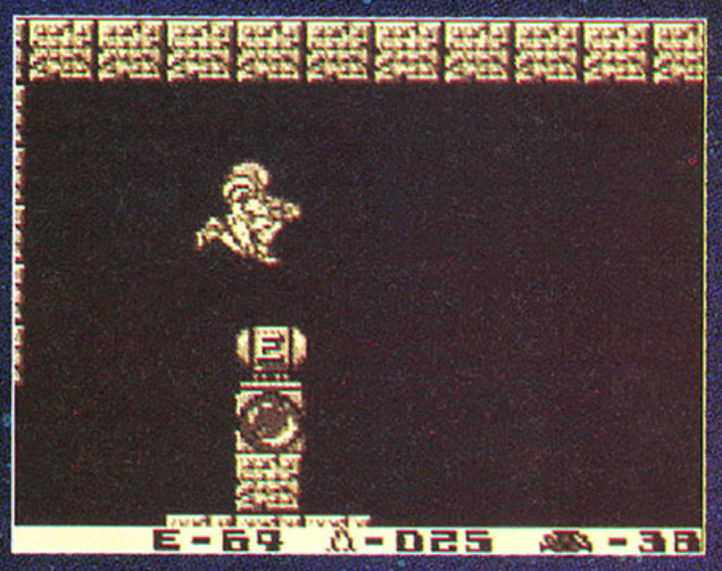
Samus spelunks through 10 areas of cavernous side-view alien-wasting obstacles. The tricky traps range from blow-up-able blocks to lava, narrow pathways to precariously-positioned platforms. She runs and jumps with controllable precision, and you'd be wise to map out her freshly-explored terrain with pen and paper whenever possible.



PROTIP: If you come face-to-wall with a sealed door, force an entry with five missiles.

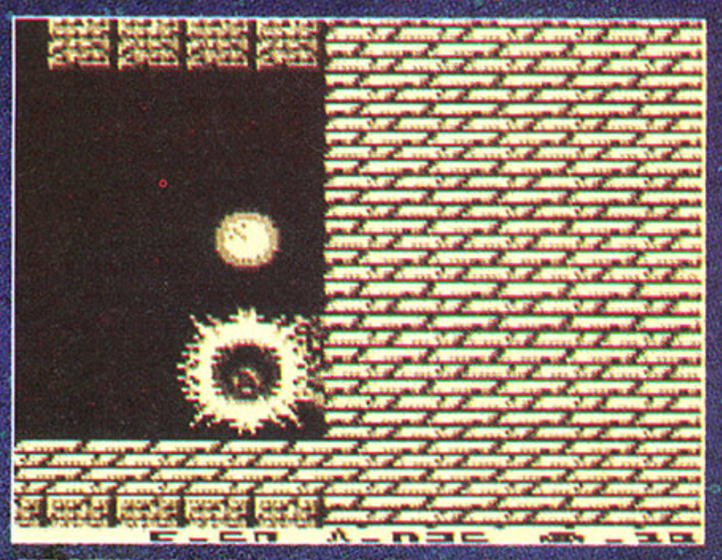
Samus' Survival Kit

Metroid's bragging point over all other carts was its amazing range of deadly, creative mayhem-makers. Chapter Two sports even more (14 total) hot-to-trot tools o' death, destruction, and burnt Metroid flesh. You begin play with a regular Beam (read: pea shooter), but you can add an Ice Beam, a Wave Beam, a Spazer Laser Beam, or a Plasma Beam to your arsenal. One of Samus' handiest moves, the Round Ball, is back, but with a new twist. If you nab the Spider Ball, you can stick to and roll on walls and ceilings! Other prizes include Varia, which enhances your armor, Energy Tanks, which extend your life line, and the Screw Attack, which spins 'n slashes scumazoids to smithereens à la Ninja Gaiden. You latch onto most of the goodies along the way to your Metroid massacre, so don't sweat item-tracking too much.

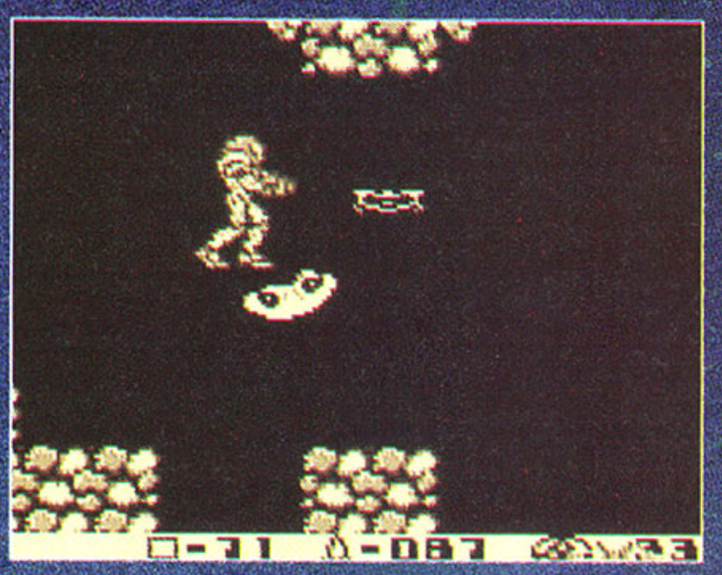


Energy Tanks are the spice of Samus' life.

PROTIP: Roll into a Round Ball to reveal dozens of secret passageways.



PROTIP: Use bomb blasts to bounce up walls in Round Ball form.



PROTIP: Freeze enemies with the Ice Beam and jump on them to reach high-up places.

PROTIP: Once you acquire the Ice Beam, don't relinquish it until you find the Wave Beam. Trade Wave in for Ice again when you reach Level Ten. Use Ice to snow under the last-level Metroids, then rock 'em and sock 'em with Missiles.

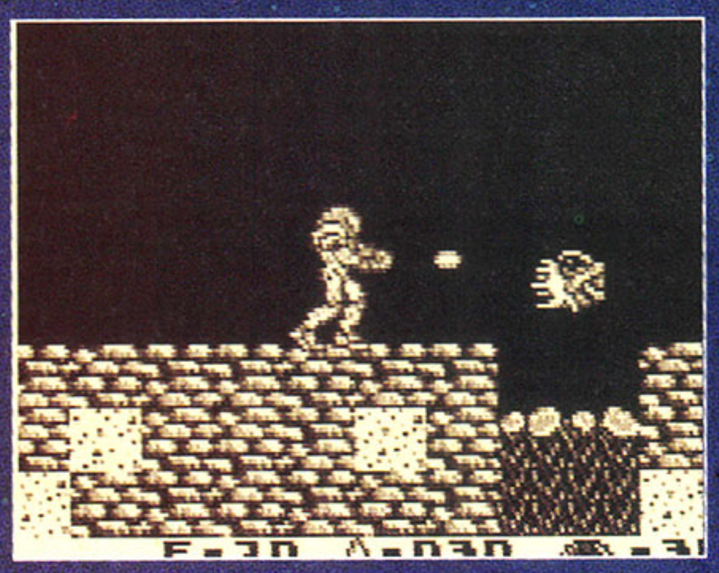
Metroid II

PROTIP: Hold Left or Right on the directional pad while jumping to put Samus in Screw Attack mode.

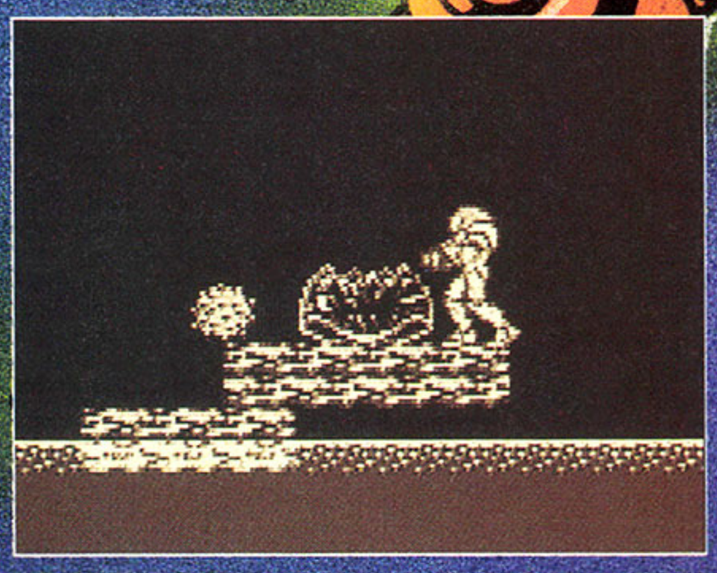
Mother Metroid's Offspring

Remember that huge, hideous cerebral leader known as the Mother Brain? A similar creature, Mother Metroid, is head of the space-scum pack in the sequel. Before you tackle her, you gotta slime through 40 (count 'em) varieties of enemies, including such disgusting do-badders as Hornoad, Needler, Arachnus, and Gawron. Most are tiny-but-deadly wall-walkers and dive-bombers, but other, more powerful nasties take several hits to dispatch. The Metroids, your prime targets in each area, come in five shapes, sizes, and mutations.

PROTIP: At the start of the game, proceed down and left from Samus' space shuttle, polish off the Metroid with Missiles, and an earthquake will open a tunnel to Area Two. To pass later levels, press Pause to determine the number of Metroids left alive in your area, beat them all, and an earthquake will reveal a passage to the next area.



PROTIP: Look for places where endless enemies fly out of holes and shoot them over and over to recharge your life and missile meters.



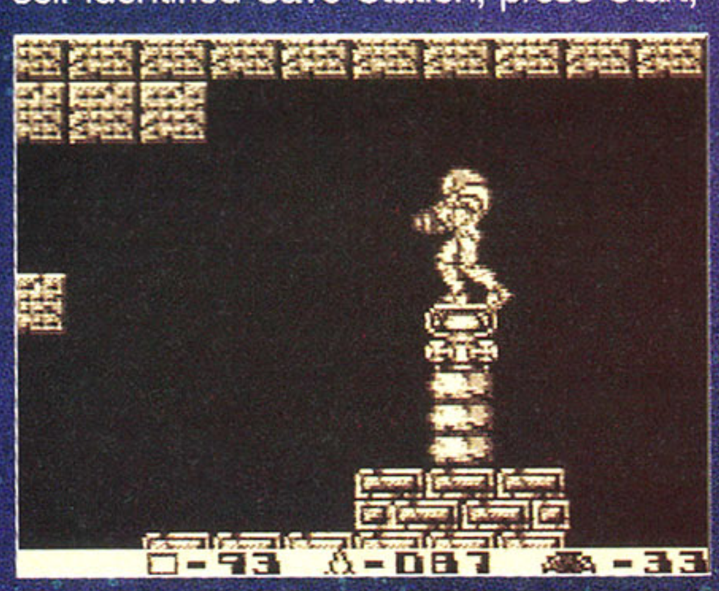
PROTIP: A Metroid's cracked shell usually means a real living, breathing, disgusting Metroid is hiding out nearby.

PROTIP: If a swarm of enemies bogs you down, move quickly to make them disappear off the screen and they will bother you no longer.

PROTIP: You can score a maximum of around 220 Missiles, but make sure you load up with at least 180 before you reach Mother Metroid.

Saving Graces

In addition to increased length, Metroid II offers a feature rarely seen in Game Boy titles: a battery back-up! Simply find a self-identified Save Station, press Start,



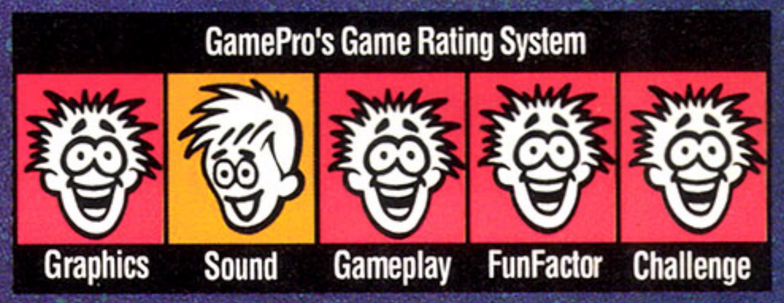
These pods are life savers.

and you just made Metroid history. While we're on the subject of innovations, Samus and the Metroids alike are strikingly drawn and animated in terms of handheld technology. Sounds and music are also above average.

PROTIP: Just like the original, Metroid II hides multiple game ending sequences. To view the "best," you have to eliminate Mother Metroid in under two-and-a-half hours. Tough but not impossible.

Black-and-White Brilliance

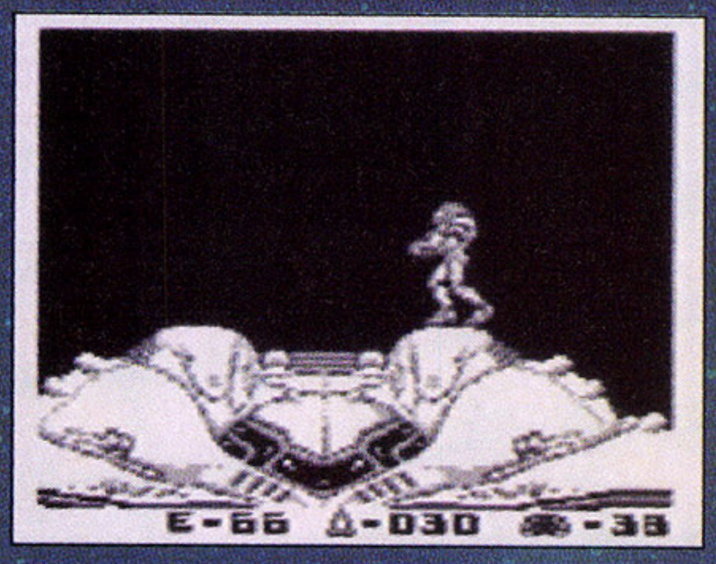
Rarely does a Game Boy cart come along that captures and holds your imagination like Metroid II. It's been a long time coming, but the sequel is well worth the wait. No word yet on whether the Metroids will infest the Super NES, but we'll keep you posted on the latest developments from SR388.



Metroid II: The Return of Samus
by Nintendo of America
$19.95, Available now

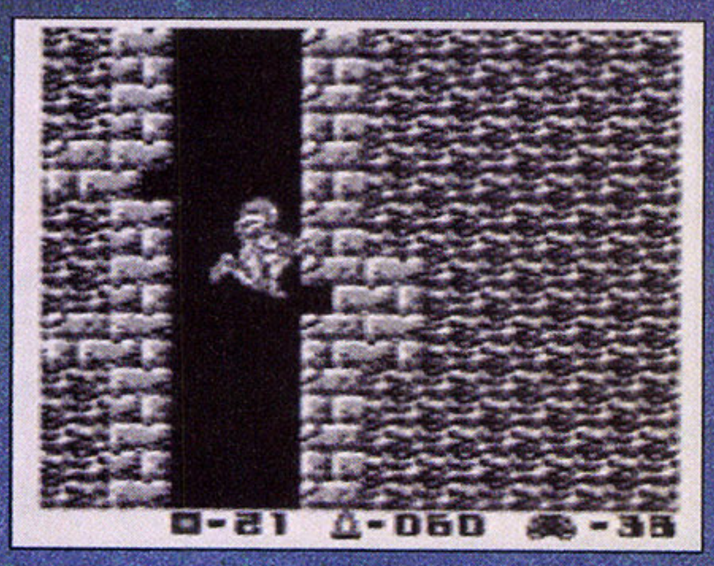
GAME BOY PRO TIPS

Beam Up, Power-Up



Samus' spaceship should be home base for your excursions into SR-388. Return to the ship to restore your Energy and Missile meters anytime during the action.

Snare the Spider

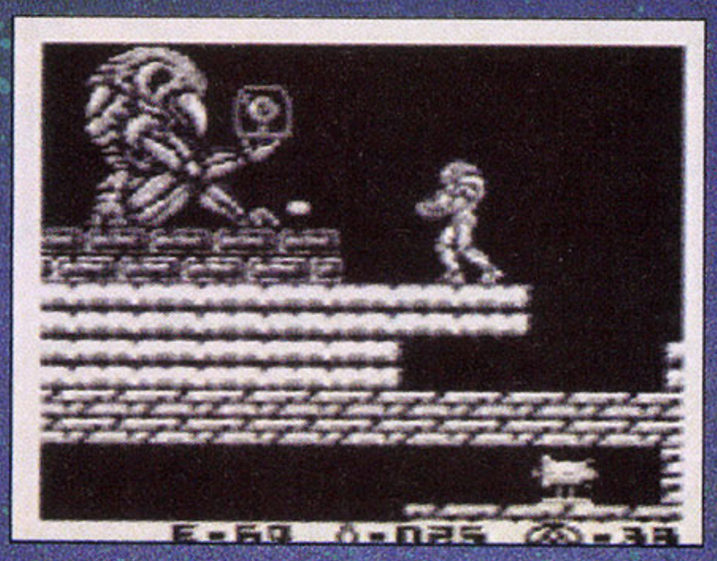


On this ledge in Level 3, take a leap of faith into the dark pit below. As you fall, hook to the left. Now grab the Spider Ball. It enables you to stick to walls and ceilings. How do you escape this pit? Just roll on out of there!

Varia Aid

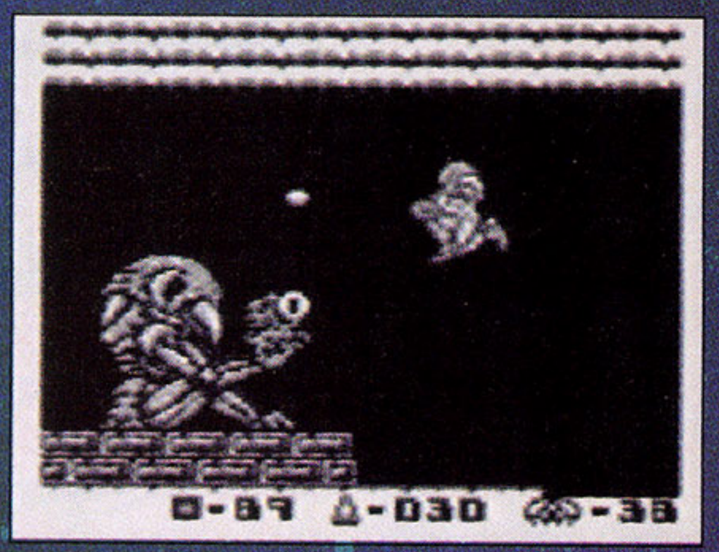
At the start of Level 3, walk left to the second Save platform. Drop into the water, swim down and work your way right to the Metroid. Then jump up the tube and suit up with the Varia armor. It absorbs double damage.

Bomb Me



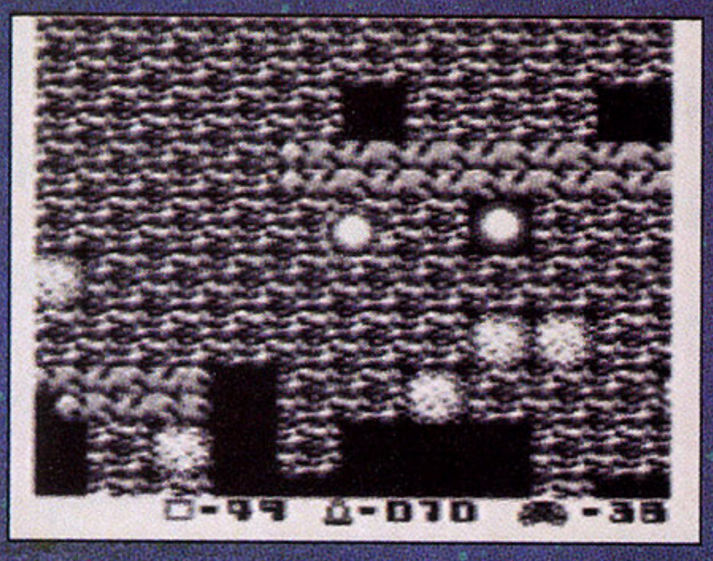
Midway through Level 3, proceed to the southwest corner of the cavern and blast open the door with five Missiles. Equip yourself with the Bomb and you can detonate explosives while in Round Ball form. Use it here to claim an extra 10 Missiles for your pack.

Ice, Ice, Samus



Unblock the door in Level 3's southeast corner and you'll grab the Ice Beam. Use it to freeze enemy Metroids. Then shatter them with Missiles.

Endless Energy



Refill Samus' Energy meter after you blast through the sand barrier in Level 3. You can return whenever you're wounded.

Get Screwy

You'll need the Screw Attack to survive Level 7. At the start of the area, walk up and left until you meet a Metroid. Continue left and use the Space Jump. Ascend until you see the Metroid's shell. Use the Spider Ball to climb the wall, bomb through the tunnel, and grab the Screw Attack icon. Now you can knock out enemies in mid-jump.

Master Mother Metroid

Stand in the bottom-left corner of Mother Metroid's lair and fire Missiles like crazy to blow her away.

GAME GEAR PRO TIPS

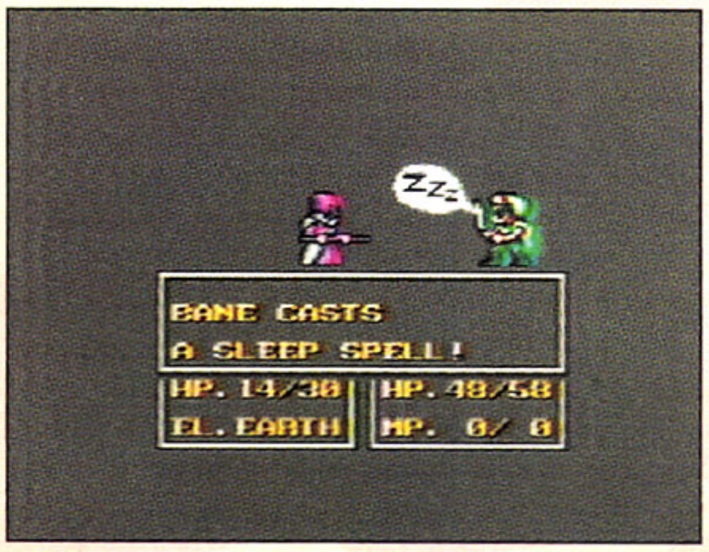
The More the Merrier

Be sure to buy the Heal spell for the Princess in Level Two.

Nature's Elements

Make use of your knowledge of the Earth's elements:
Fire beats Wind (Eldor vs. Aya)
Wind beats Water (Ratt vs. Werm)
Water beats Fire (Dwayne vs. Morbi or Rus)
The Earth element belongs to either a Healer or a Sorcerer.

Out Source the Sorcerer

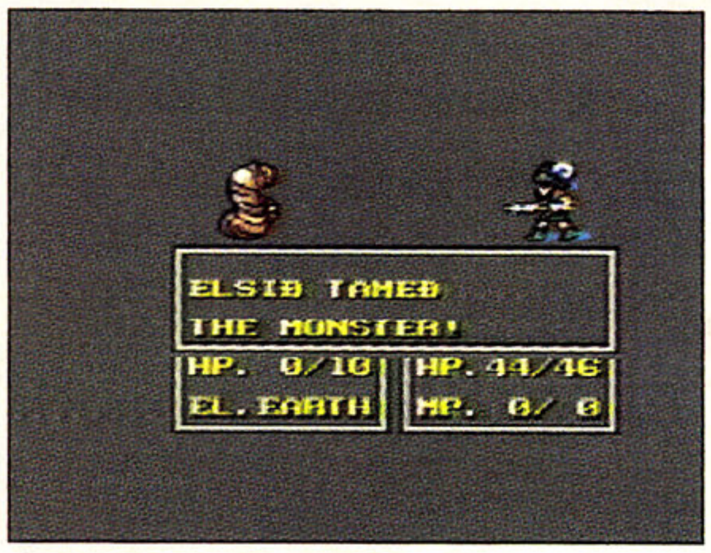


You can cause major damage to Bane or Nadar by sending a monster into battle after they cast their sleep or dark spell on you. The monster will do damage. Bane or Nadar will cast their sleep or dark spell on the monster and then you can return and battle them again.

The Secret Source

Your Sorcerers' Flash and Fire spells cause critical damage to Wind elements. Although, the Flash Spell causes more damage on opposing healers and sorcerers. The Earth elements don't have the will to fight, so always use their Spells, never Battle.

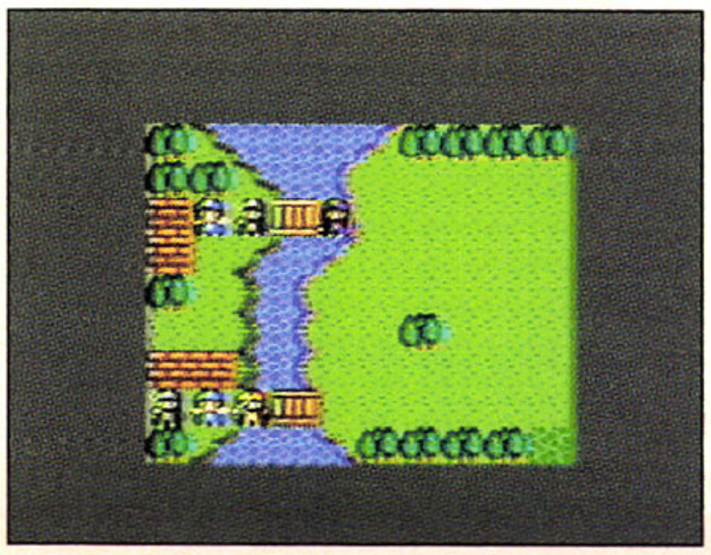
Monster Mash



Stock up on monsters. They're easy to kill, and they can battle for you when your Hit Points are low. They prove to be especially handy with your weaker warriors.

CRYSTAL Warrior

You Take the High Road. I'll Take the Low Road.



If your warriors have to split up, try to evenly divide the Earth elements among them. You'll be covered on all fronts.

PRO REVIEW

By Sister Sinister

In Sega's Crystal Warrior for the Game Gear, the evil Emperor Grym has stolen three of the four Crystals necessary to maintain harmony in the land. Princess Iris has the fourth Crystal, but Grym and his men are hot on her trail.

PROTIP: The women are the toughest warriors in this cart.

Charge!

Crystal Warrior is a nifty little strategy/role-playing game. You must learn to plan ahead in order to traverse all 30 rounds.

As the Princess, you really know how to "party." You start out with a six-warrior team, but you can recruit more adventurers along the way and lead a maximum of nine into battle at one time.

PROTIP: When you're shopping in town, always buy extra Healers when offered at the Inn.

You lead your party in some rousing RPG-style combat. The CPU referees all fights via a point system. Even though you're just a spectator, the action's fast and is accompanied by nice animation.

PROTIP: Keep your Healers far away from the action. You'll wear down your opponents while continuously replenishing your Hit Points.

Every time you defeat an opponent, your fighter earns Cash and several Points. In town, you can buy 11 types of Weapons and Armor and 15 Spells.

PROTIP: In town, before Round 4, be sure to purchase the Boost from the Magic Shop. It makes you invincible against the evil Healer.

Peace across the Land

Crystal Warrior's graphics are a good Game Gear fare, and the music won't cause headaches. You Game Gear peacekeepers will have great fun fighting your cause in Crystal Warrior.

Crystal Warrior by Sega

Graphics	Sound	Control	FunFactor	Challenge
4.0	3.0	4.0	4.0	BEG. Beginner

$39.95 — Roleplay
2 megs — One Player
Available now — Battery back-up

LYNX

PRO TIPS

Thorny Trouble

You'll be tempted to jump over the first spiny tree you reach before entering the cave in Stage 1. If you do, however, you'll miss some fruit that will give you 500 points. The way to get the fruit is to shoot the spiny tree and then duck immediately. The flying thorns will soar right over you.

Spit Heard Round the World

You can fire in any direction while climbing a vine. Use this ability to kill beasties that attack from below or fly toward you. In order to land partway down the slope make sure you leap off the vine in Stage 1's middle cave. Otherwise, the burrowing beast will get you.

Ghostly Maneuvers

After you jump off the vine, return to the flat platform and leap up to shoot at the ghost that's attacking from the left. This will give you enough time to get him before he gets you.

Caught Spinning a Web

After you jump off the vine and dust the ghost in Stage 1's middle cave, stand on the ledge and start shooting to the left. You'll be able to kill the spider without being hit by his poison.

One-Eyed Monster

To defeat the Stage 2's Cyclops Boss, move back to the step at the far left of the screen. Jump up and shoot as fast as you can. If bouncing eyeballs come your way, shoot them or jump on them.

Toki on Ice

Stage 4's ice block steps will fall from underneath you. Jump on the first step and then quickly leap to the next. Be sure to keep firing at anything that comes your way.

Bounce on This

To bring the Bouncing Bears down to your level, wait in the lower left-hand corner of the screen and shoot diagonally upwards. If you try to proceed upwards before you blast 'em, they'll bounce the life out of you.

Dug In

Drop, don't jump from this plateau. When you step off the ledge, the burrowed creature will rush at you. Stomp on him.

Don't Be Suckered

As soon as you see the Octopus, quickly swim down to his eye level. If you sneak in fast, you can start firing at him before he shoots at you. Position yourself in front of him and quickly fire. Be sure you have the technique down, or you'll be squid bait for another 'pus later on in the stage.

A Mammoth Task

Stage 4's Ice Elephant hurls tusks at you. Fire at him and jump quickly to avoid the tusks that come at you in a circular pattern. To make this mastodon extinct, establish a pattern of jumping and firing.

PRO REVIEW

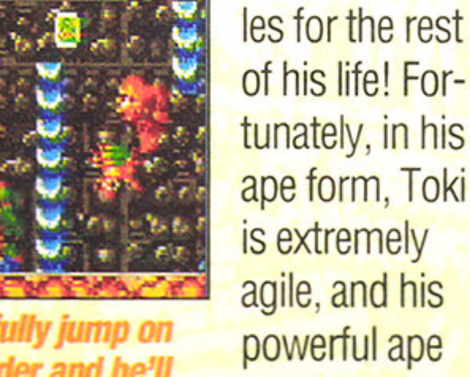
By Gideon

The evil wizard Vookimedlo has kidnapped Miho and transformed Toki into a giant ape. Not only must Toki save his beloved, but he's gotta trounce the wizard or he'll be walking on his knuckles for the rest of his life! Fortunately, in his ape form, Toki is extremely agile, and his powerful ape breath can blast enemies! Hey, give the poor guy a break. Proper oral hygiene is the last thing on his mind!

PROTIP: Carefully jump on top of the spider and he'll lift you to the Power-Up.

Let's Talk Toki

As Toki, you only have a limited amount of time to cross five dangerous lands packed with bizarre, nasty creatures that you must either avoid, blast with your ape breath, or squash. Adventurous apes will have to climb through perilous underground caverns, cross treacherous forests, and even dive into moats filled with deadly sea life. Fortunately, you have four lives and two chances to continue play from the same point that you've been trounced. There's also a wide assortment of power-ups and bonus items that help you in your quest: rabbit shoes to jump extra high, oranges to enhance your ape breath, helmets for temporary invulnerability, clocks for more time and invaluable 1-Ups.

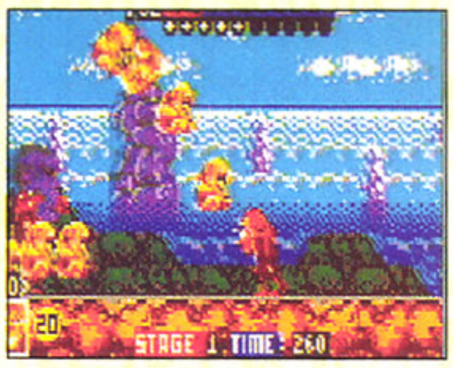


PROTIP: When hit, some enemies and obstacles explode into shootingfragments. Avoid themat all costs!

PROTIP: Blast all flying enemies first before taking on ground enemies. If the skies are clear, you can always jump over them.

Start Monkeying Around!

Just like its arcade big brother, Toki is a beautiful-looking game. It utilizes the Lynx's full color palette and paints smooth animation and sharp, detailed graphics. The music is lighthearted and unobtrusive, and the sound effects are clear, especially Toki's digitized "Yearrgh" each time he gets hit. The jump and shoot controls are easy to learn, so chuck the manual and dive right into the game. The action is fast-paced and requires many different strategies and moves. Toki's a swinging good time!



PROTIP: Watch your back. Some bosses attack you from behind!

Toki by Atari

GamePro's Game Rating System

Graphics	Sound	Gameplay	FunFactor	Challenge
$39.99		Action Adventure		
2 meg		One Player		
Available now				

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SUPER NES

GAME BUSTERS

By Boss Music

In The Legend of Zelda: A Link to the Past, Ganon casts a shadow on the Golden Land. Will Hyrule fall to the dark side? Not if you guide Link to victory and reclaim the Triforce in a thrilling Game-Busters finale.

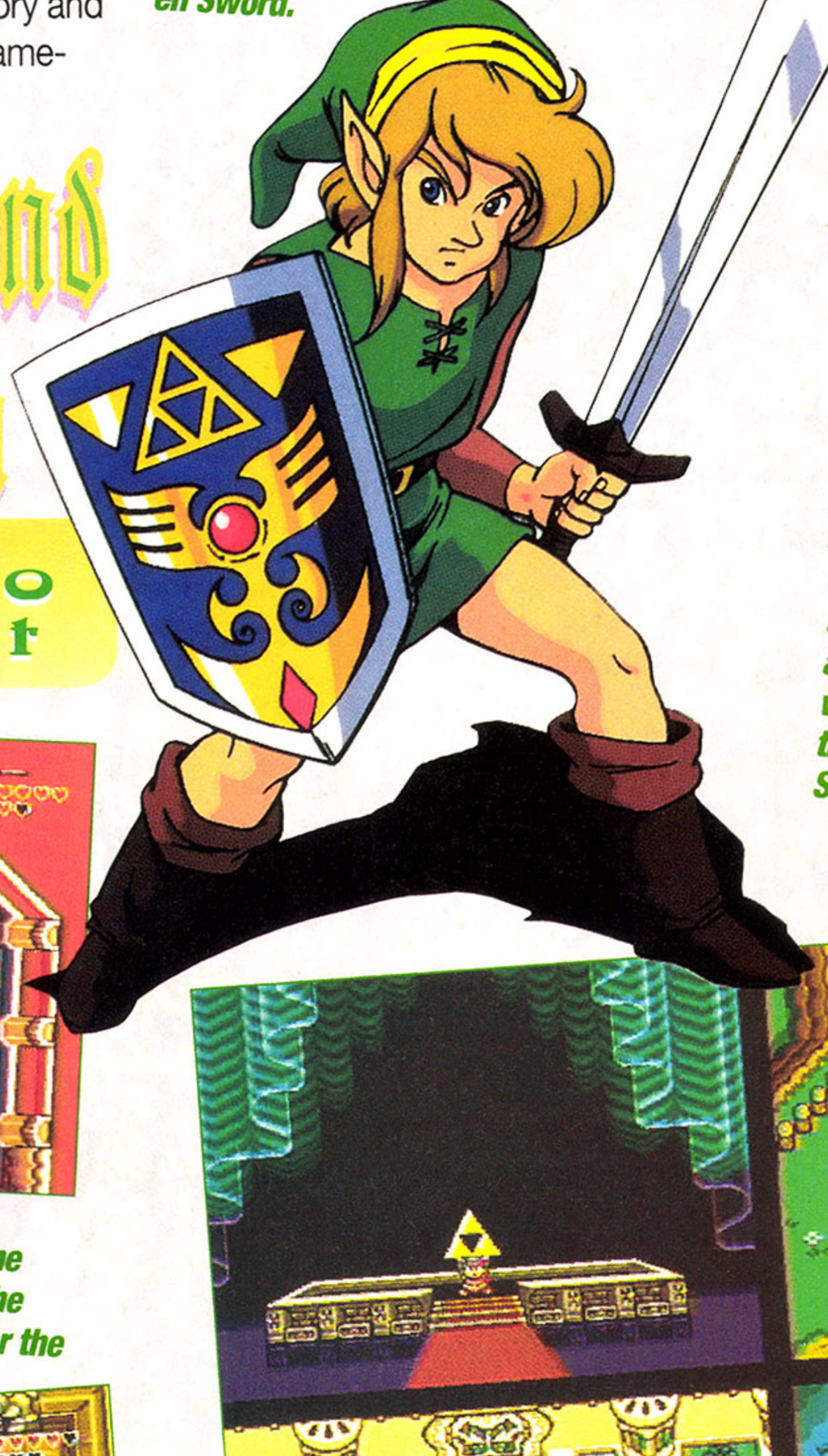
The Legend of Zelda

A Link to the Past

3) PROTIP: Purchase the Super Bomb from Dark World's Bomb Shop and use it to blast a hole in the pyramid. Now, toss your Wooden Arrows into the pond to earn the Silver Arrows. Do the same with your sword to upgrade to the Golden Sword.

4) PROTIP: Now you're ready for Ganon! Avoid his tridents, then strike quickly with your blade. Watch out! He warps around the screen.

5) PROTIP: No more Mister Nice Monster! Ganon disappears into the mists and blindsides you. Light the torches with your Fire Rod to make him visible, then shoot Ganon with Silver Arrows. Several volleys will do him in!



1) PROTIP: Wicked priest Agahnim resides atop Ganon's tower. This time around, he's triple trouble. Deflect the fireballs with your sword and aim for the light-colored wizard.

2) After suffering a second defeat, Agahnim reveals his true inner being – the dreaded Ganondorf Dragmire.

6) Link holds the Triforce aloft and restores the Golden Land to its former glory. At last, Ganon is banished from the face of Hyrule, and our hero and heroine ride off into the SNES sunset.

TURBOGRAFX-CD

GAME BUSTERS

The Addams Family

By Boss Music

Be careful where you creep, Tully. The Addams Family mansion is chock-full of traps that could turn you into treasure-hunter purée! By now you've reached the infamous vault, so it's do or fry time.

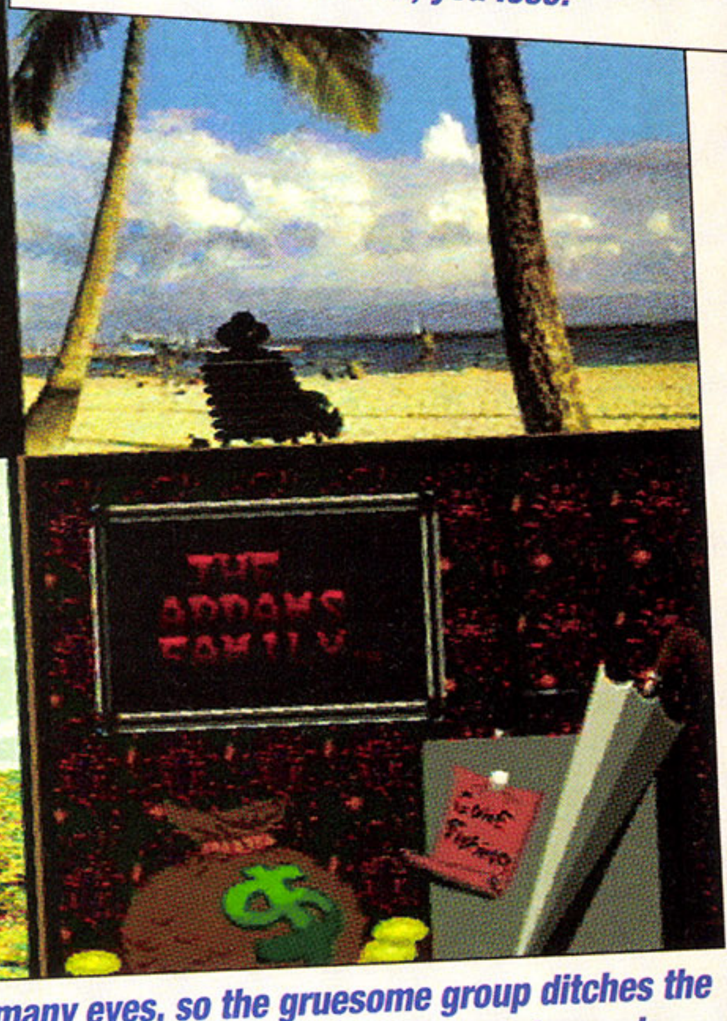
1) PROTIP: Unc Fester's still woozy from his slip-up in the Mausoleum. To knock him back to his senses, face away from him, then spin on your heels and slash your sword as he steps within range. He'll cry Uncle.

3) PROTIP: It's a good Thing you're prepared for more close encounters of the appendage kind. Leap over the airborne knives and nail that mobile hand, Thing, with your umbrella.

4) PROTIP: Gomez uses his rapier-sharp sword and wit to guard the vault. Strike when he raises his blade and run for your life when he leaps over you. Feel free to grab some jewels in the heat of combat.

5) Gomez, my good man, you lose!

2) PROTIP: More traps and dead splats?! Whip out your umbrella and shoot in the boomerang's direction. You'll eliminate the offscreen thrower.

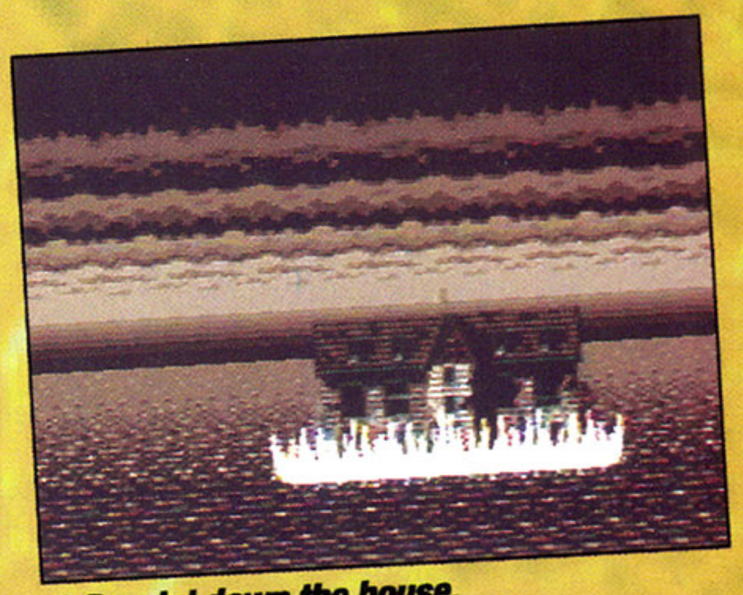


6) Tully's earned his keep in the Addams' many eyes, so the gruesome group ditches the joint to catch some rays on the beach. A weird ending for an equally weird game!

GENESIS

GAME BUSTERS

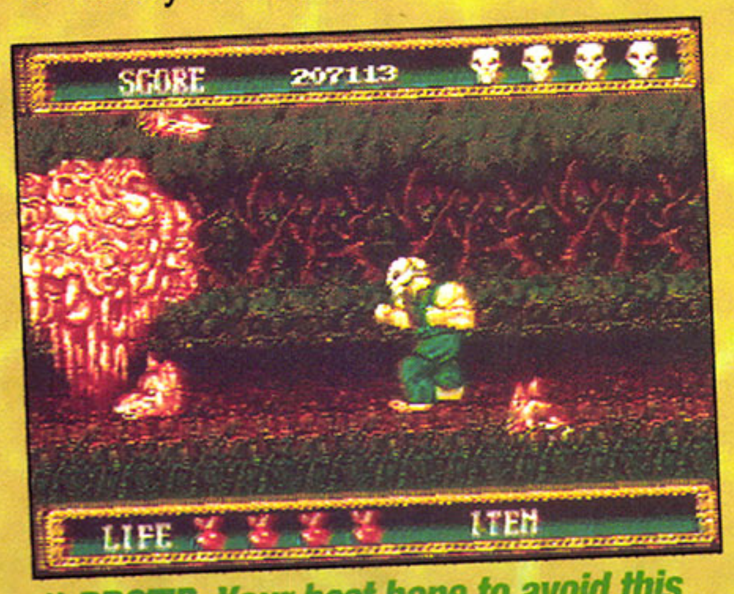
3) When he transforms into this bat creature, you're just a few punches away from victory.



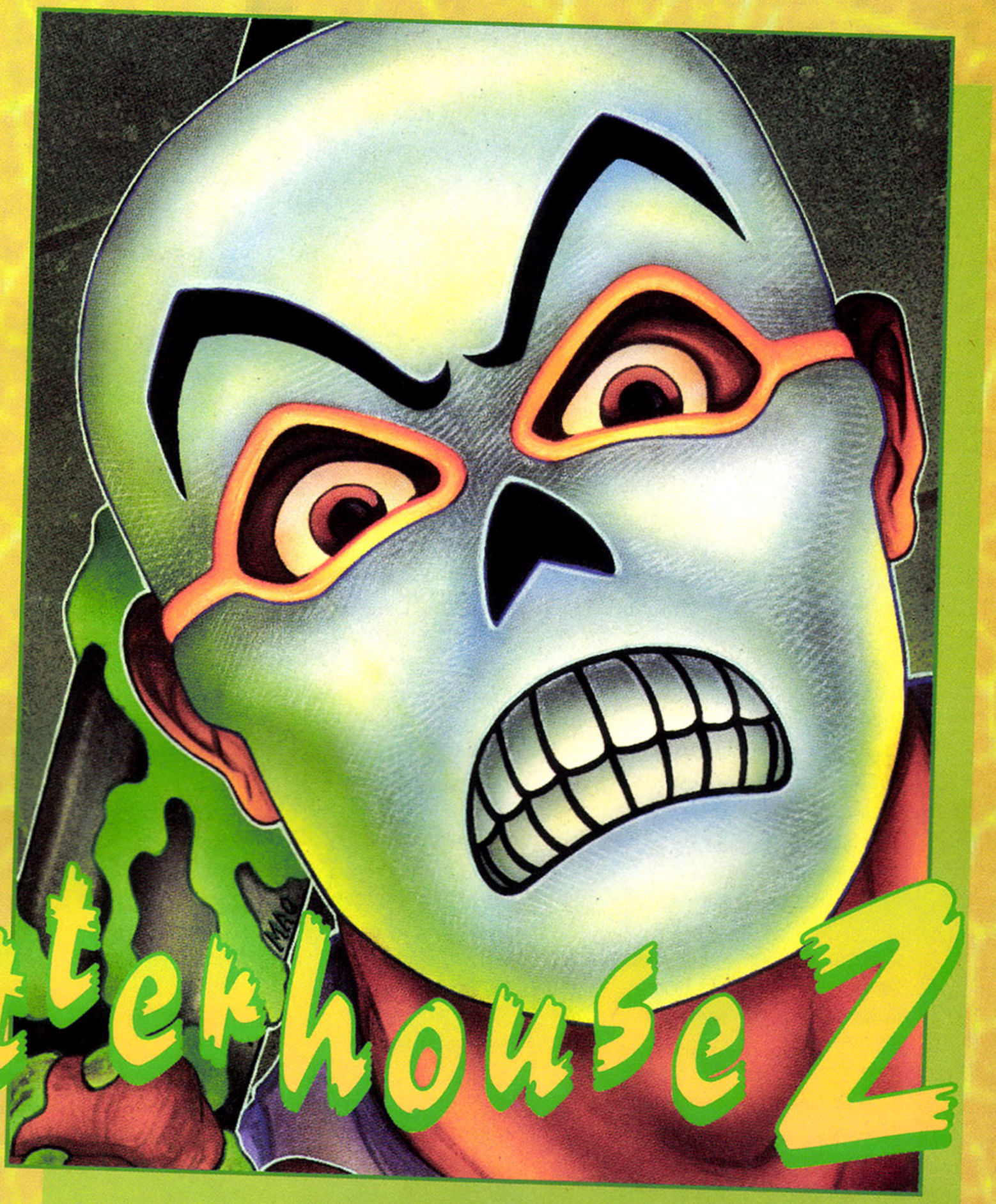
4) Burnin' down the house.

By Abby Normal

Rick's back in the Splatterhouse saddle again. Luckily, he's just a few dozen blood gushing punches away from freeing his beloved Jennifer from the clutches of evil. Victory won't come easy, though! The last stage's big blob of a brute moves fast and his temper's short. If you can keep your foot work fancy and your fists flying furiously, you'll be on the road to victory in no time.

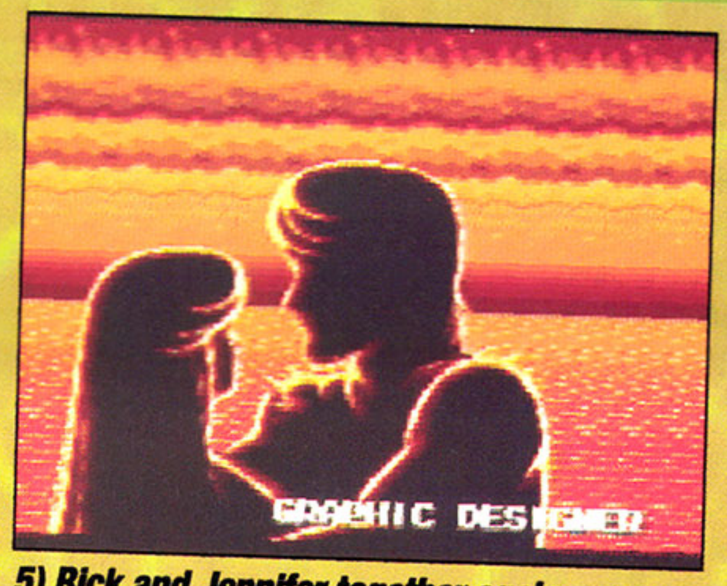


1) PROTIP: Your best hope to avoid this barrage of red hot doggies is to position yourself as close to his face as possible and rapid punch like there's no tomorrow!

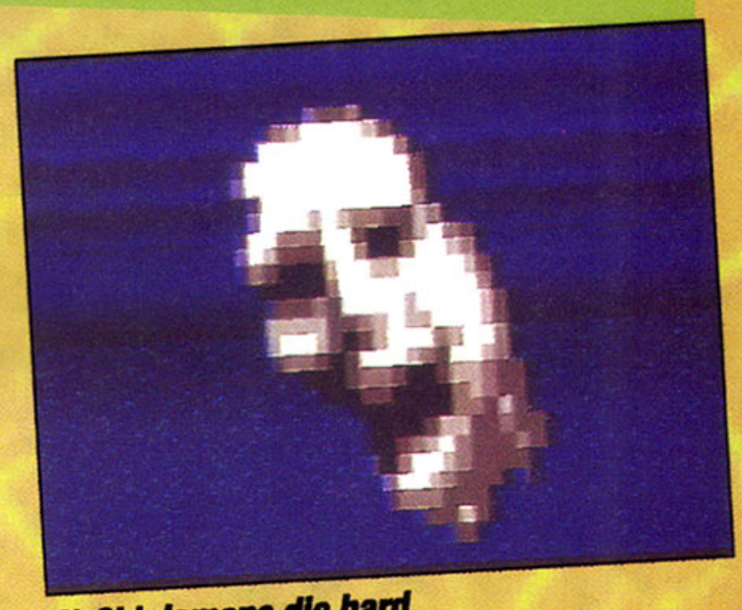


Splatterhouse

2) Protip: Avoid a major headache. When this bloody beauty exits, move away from the center of the screen. He always drops down there.



5) Rick and Jennifer together again...or so we think!



6) Old demons die hard.

ProChalle

Challenge the ProScores!

When you achieve your best score on any Nintendo, SNES, Sega, Genesis, TurboGrafx-16, Atari (7800 or XE), Game Boy, or Lynx game, you may submit your score by sending us a photo of the screen. If you have the highest score, your name will appear in our next issue of SWAT. Also, in each issue of SWAT a drawing will be held from all high scorer's entries, one in each area. The winners will receive a T-shirt.

For best photo results, turn out the lights in the room, use a 35mm camera, a flash, and stand at least three to four feet from the screen. You can also use a video recorder/camcorder and submit your score on video tape. (Photos and tapes cannot be returned.)

The following rules apply:

1) Players must play the game continuously. For example, finding a safe corner, setting your joystick on auto fire to rack up points, and going on vacation is a no-no. Scores achieved through these kinds of tricks, or scores which are impossible to achieve in normal play, will be disqualified.

2) Secret power-ups are allowed.

3) Slow motion is discouraged, but will be allowed on certain games where our panel of judges feel slo-mo is necessary.

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

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

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

NINTENDO

Game	Player	Score
720 Degrees	Conrad D. Cheslock	365,400
1942	Jason Wu	138,400
1943	Donald E. Vasquez	2,621,400
Abadox	Jason Turka	377,790
A Boy and His Blob	Jason Turka	157,015
Addams Family	Stephen Krogman	1,034,200
Adventure Island	Steve Pavlina	613,320
Alien Syndrome	Jason Bleistein	204,500
Alpha Mission	Michael Suggs	425,000
Arkanoid	Stephen Krogman	999,990
Balloon Fight	Tony Shivley	991,250
Bard's Tale	Brian Gilkes	Finished
Battletoads	Chris Mamitag	999,999
Black Bass	David Wright	25 lbs.
Bowling	Cary Bell	240 pts
Bubble Bobble	Gerard Agbulos	2,071,390
Bugs Bunny	Michael Gaddis	132,500
Bump 'n Jump	Greg Shill	126,840
California Games/ Half Pipe	Matt McGrath	24,445
Chiller	Alex Childress	1,307,100
Contra	Dan Kennedy	6,553,500
Cybernoid	Brian Davis	61,220
Dig Dug	Stephen Krogman	250,000
Dig Dug 2	Charlie Kimble	415,100
Donkey Kong	Stephen Krogman	185,000
Donkey Kong Jr.	Michael LeJuez	438,400
Donkey Kong 3	Buzz Morgan	744,000
Double Dragon	Miles Hardison	527,760
Double Dragon II	David Wright	650,000
Dr. Mario	Stephen Krogman	9,999,8000
Duck Hunt	Dwayne Julius	4,516,800
Duck Tales	Jeff Adkins	30,962,00
Flying Dragon	Bobby Miller	77,748
Fist of the Northstar	Jake McKee	1,581,400
Galaga	Michael Valenzuela	999,300
Gauntlet	Paul M. Davis	3,999
Godzilla	Paulo Wageck	10,256,680
Golf	Stephen Dent	18 under par
Gradius	Scott Lindsey	3,652,000
Gyromite	Steve Menton	727,240
Hogan's Alley	Steven Faust	983,500
Ice Climber	Steven Faust	428,980
Iron Tank	Ed Van-Tilburg	1,180,900
Jackal	Cory Lewis	999,670
John Elway's Quarterback	Nicholas Malandrakis	109-0
Joust	Tony Grouzis	124,880
Karate Champ	Adam Albert	999,900
Karate Kid	Peter Boadry	557,200
Kickle Cubicle	Stephen Krogman	11,111,100
Kid Icarus	Richard C. Green	9,999,999
Kid Niki	Sam Wu	557,700
Klax	James Kalyn	3,435,800
Kung Fu Heroes	Michael Liebel	1,754,500
Kung Fu Master	E. Charbonneau	580,210
Last Battle	James O'Brien	133,000
Legend of Kage	Marques Olivera	7,136,940
Legendary Wings	Conrad Cheslock	2,568,600
Life Force	Blair Vanstone	1,216,240
Little Mermaid	Misty Kazimer	Finished
Mach Riders	Steve Menton	448,860
Marble Madness	James Chisholm	153,600
Mega Man	Steven Barnholtz	2,362,500
Mega Man 4	Patrick McCarren	Finished
Mighty BombJack	The Game Freak	13,008,920
Millipede	Stephen Krogman	663,339
Monster Party	Nicholas Rohrbaugh	209,800
Ms. Pac Man	Mark Carlston	228,150
NARC	Darrin Blazak	1,236,000
Operation Wolf	Chris Spencer	1,172,800
Pac-Man	Joel Eades	341,320
Palamedes	Stephen Krogman	719,900
Paperboy	Glenn Stockwell	191,300
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Rock 'n Ball	R. Wayne Nitta	99,252,030
Rollerball	Fred Stallis	9,809,230
Rolling Thunder	E. Charbonneau	179,350
Rush 'n Attack	John Orr	1,182,600
Section Z	John J. Whittington	440,580
Shinobi	Justin Lee	800,300
Shooting Range Party Game	Ray Venosdale	99,990
The Simpsons: Bart vs. The Space Mutants	Christopher Wall	97,350
Sky Kid	Todd A.Barber	367,500
Sky Shark	Bob Ostrovecky	874,700
Snow Brothers	Stephen Krogman	1,331,100
Solomon's Key	Jeff Adkins	17,095,550
Spelunker	Jeff Adkins	9,999,820
Squoon	Glen Stockwell	12,012,210
Star Force	Jonathan Henry	6,443,900
Star Soldier	Keyy McKenzie	6,090,000
Stinger	John Whittington	3,318,800
Super Pitfall	Glenn Stockwell	9,999,500
Skate or Die	Teddy Meadows	127,300
Super Sprint	Matthew Rutter	276,550
Tetris	Matt Tabak	490,086
Teenage Mutant Ninja Turtles	Chris Hoffman	2,184,100
TMNT: The Arcade Game	Charles Hart	1,457
Tiger Heli	Blair Tuck	381,310
Toobin'	John Cicpiela	1,586,350
Top Gun	Wayne James	91,600
Total Recall	Brain Stark	999,810
Town & Country Surf Design	Ricardo Rodrigues	309,390
Track and Field	Miles Hardison	1,193,099
Trojan	Rex Cottingham	456,150
Twin Cobra	Ryan Culton	581,000
Wall Street Kid	Keith Ricker	Finished
Werewolf	Edouard Charbonneau	999,900
Wings	Conrad D. Cheslock	1,016,000
Wizards & Warriors II Ironsword	Stephen Krogman	11,000,394
World Runner	Adam Kline	669,650
Wrecking Crew	Jason T.	999,900

nge Board

NINTENDO (cont.)

Game	Player	Score
Zanac	Dave Hanych	36,783,810

SEGA MASTER SYSTEM

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

GENESIS

Game	Player	Score
Abrams Battle Tank	James Geiger	Finished
Air Diver	J. Zaremba	93,352,000
Altered Beast	Ken Pescatore	11,655,100
Arnold Palmer Golf	E. Holowachuk	37 under Par
Arrow Flash	James Geiger	854,520
Batman	James Geiger	Finished
Buster Douglas Knockout Boxing	Shea Lamb	22,250,080
Columns	Heath Dalton	99,999,999
Desert Strike	James Geiger	3,216,400
Dick Tracy	Amy Vandale	144,090
DJ Boy	Carlo Hizon	1,836,100
Gaiares	James Geiger	1,441,975
Ghostbusters	Parrish Spinoso	12,371,000
Golden Axe II	Thomas Funk	Finished
Hard Drivin'	Richard Defino	1:14:80
The Immortal	James Geiger	Finished
Klax	Matt Garland	1,811,154
	Thomas Funk	Finished
Mercs	James Geiger	1,944,800
Mickey Mouse: Castle of Illusion	Brian Schulze	136,300
Moonwalker	The Nintendo Hater	569,400
OutRun	James Geiger	6,027,990
Phelios	S. Krogman	99,999,990
Pit Fighter	Brian DoBauki	1,827,380
Powerball	James Geiger	Finished
Revenge of Shinobi	Carl Rizzo	8,285,900
Shadow Dancer	Stephen Krogman	99,999,990
Shining in the Darkness	Alex Schram	Finished
Sonic the Hedgehog	Jason McCarty	1,202,170
Space Harrier II	Nils Thingvall	31,756,300
Streets of Rage	James Geiger	Finished
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
ToeJam & Earl	James Geiger	Finished
Truxton	Zubair Nadem	2,255,330
Whip Rush	Parrish Spinosa	348,500
Wings of Wor	Stephen Krogman	752,970

TURBOGRAFX-16

Game	Player	Score
Alien Crush	Barry Bowman	999,999,900
Blazing Lasers	Mashall Kwok	99,999,999
Bloody Wolf	Ken Shulin	2,348,300
Bonk's Revenge	Randy Green	217,350
Cybercore	Terry & Ken Chu	9,999,900
Devil's Crush	William Bowen	999,999,990
Fantasy Zone	Jonathon Hall	25,813,800
Fighting Street	Michael Campana	264,400
J.J. & Jeff	C. Camera	10,175,650
KLAX	Randy Green	3,203,720
Legendary Axe	Sir Game Master	1,067,400
Monster Lair	Michael Campana	128,130
Ninja Spirit	Jason Wong	64,617,300
Pac Land	Barry Sikora	1,051,740
Side Arms	Chris Nygaard	867,000
Splatterhouse	Rick Salverson	228,600
Veigues: Tactical Gladiator	Michael Campana	9,788,300

LYNX

Game	Player	Score
California Games/ BMX	Clint Harvey	802
California Games/ Footbag	Clint Harvey	6,018
California Games/ Surfing	Travis Hawthorne	4,900
	Clint Harvey	8,965
California Games/ 1/2 Pipe	Clint Harvey	27,986
Gates of Zendocon	Darren Krolewski	5,154,900

GAME BOY

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

SUPER NINTENDO

Game	Player	Score
ActRaiser	Michael Demko	4,240
Darius Twin	Eric Longdin	3,476,200
Final Fantasy II	Joseph Anonuevo	Finished
Final Fight	Miles Hardison	3,492,873
Golden Ace	James Geiger	Finished
The Legend of Zelda	Alex Schram	Finished
Pit Fighter	Carlton Barnes	1,777,510
Super Mario World	Joseph Anonuevo	Finished
	James Geiger	Finished
Super Smash T.V.	Stephen Krogman	47,778,925

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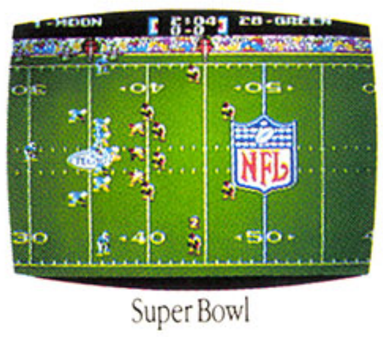
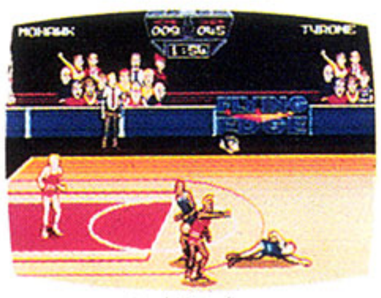
Super Adventure Island


Super Bowl


Arch Rivals

Out Run Europa

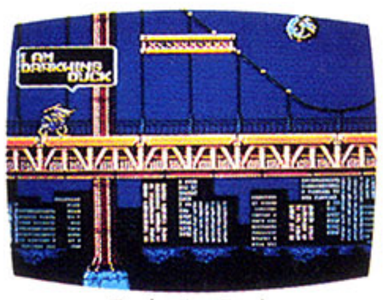
Bases Loaded 3

RPM Racing

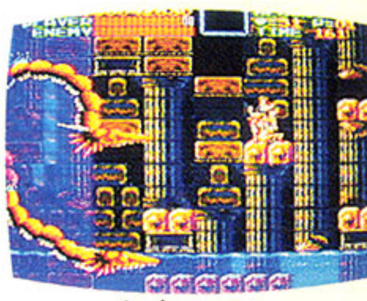
Kablooey

Bart vs. The Space Mutants

Contra III


Darkwing Duck

Desert Strike


Castlevania IV

Waialae Country Club

Where's Waldo

Sesame Street ABC/123

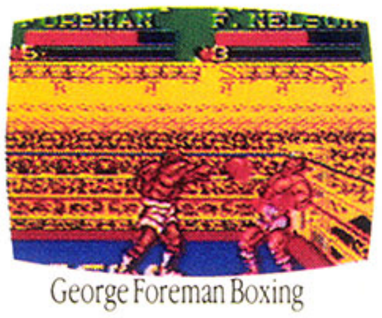
Suddenly, the place with the games everyone wants is Sears.

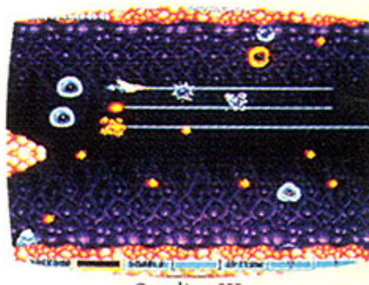
Go figure.

Joe & Mac

Olympic Gold

Monopoly

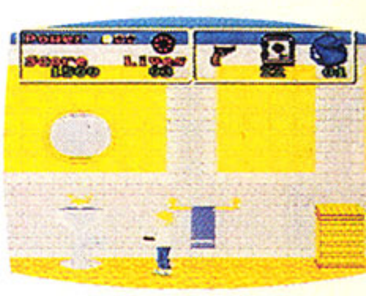

George Foreman Boxing


Gradius III

Magic Sword

Star Trek

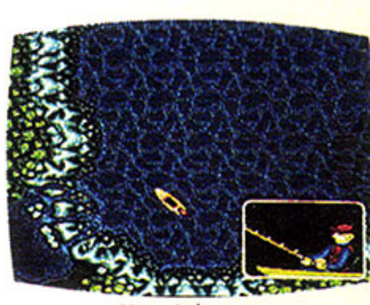
Steel Empire


Home Alone

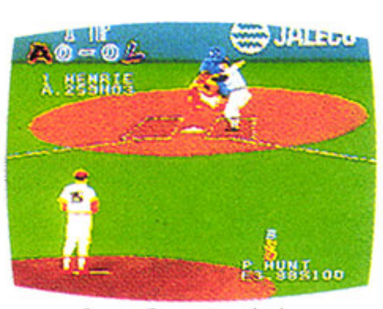
Amazing Spiderman

Teenage Mutant Ninja Turtles III

Roundball


King Salmon

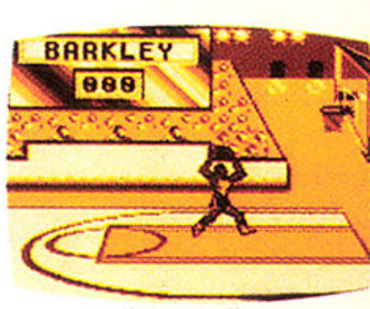
NHL Hockey


Super Bases Loaded

Act Raiser

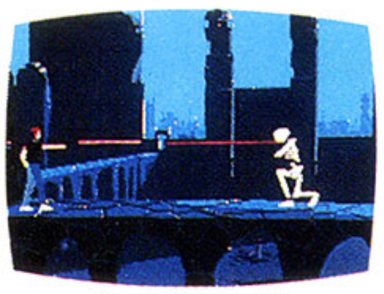
Madden '92

Barbie

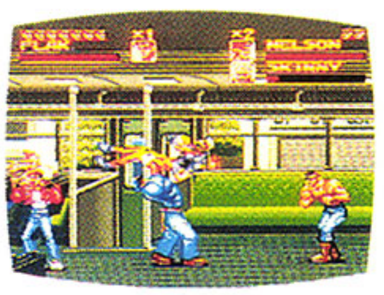

NBA All-Star Challenge 2

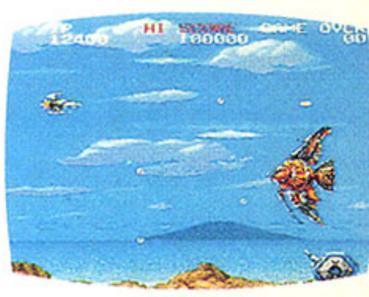
Leaderboard Golf

Where in Time is Carmen SanDiego?


Out Of This World

Pit Fighter


Rival Turf


Darius Twin

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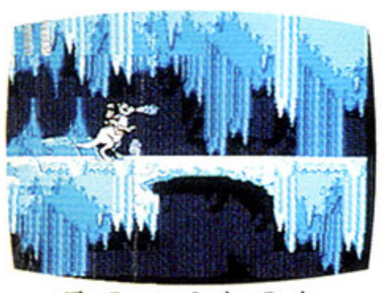
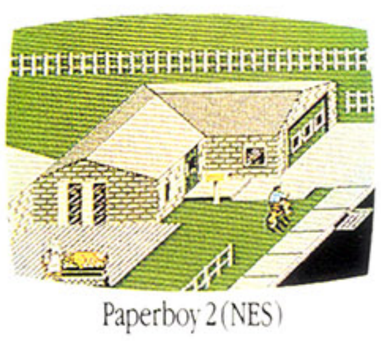

The Empire Strikes Back

Earth Defense Force

Paperboy 2


Paperboy 2 (NES)

Street Fighter II

Jordan vs. Bird

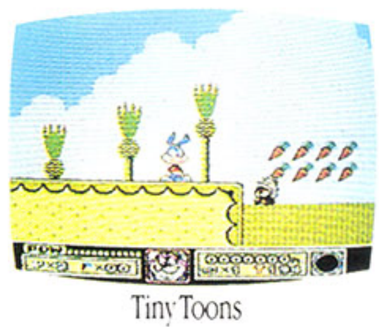
Top Gear

Gold Medal Challenge

Mystical Ninja

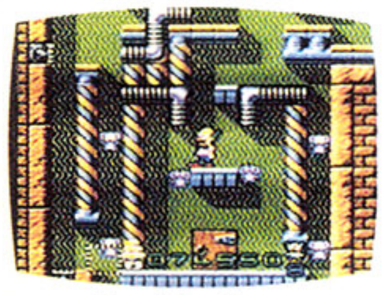
Road Rash

Sesame Street Countdown


Tiny Toons

Jack Nicklaus Golf

Gargoyle's Quest


Krusty's Fun House

Ferrari Grand Prix

Overnight, it seems, there's a place for video games like no other. It's called FunTronics, the new game department at Sears.

FunTronics is designed to have all the games you're looking for in stock. Incredible 16-bit games. By the dozens.

It has both Sega Genesis and Super Nintendo Entertainment Systems. Along with Game Boy, Game Gear and every accessory you could imagine.

Not to mention the game stations where you're invited to get the feel of the hottest games available.

So come to FunTronics. The one place you can figure on having exactly what you're looking for.

Save $10 on Super Off Road or Bart vs. The Space Mutants

Limit one coupon per customer and per purchase. Coupon not transferable, and may not be used with other coupons. May not be used as payment on SearsCharge or Discover Card account. Retail purchases only. Void where prohibited. Cash value 1/20 cent. Good through August 31, 1992. Salesperson instructions: use bar code to enter coupon.

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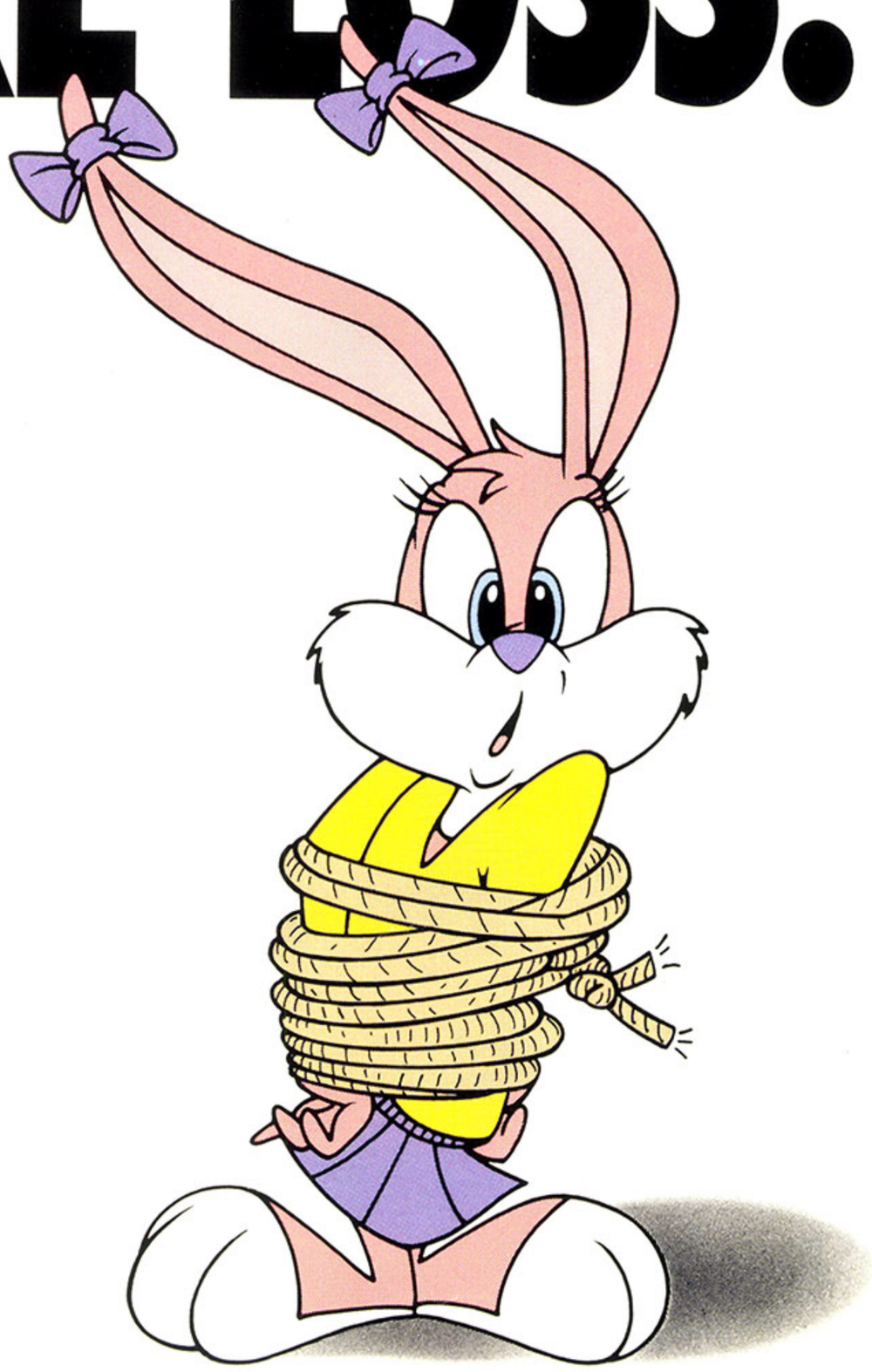
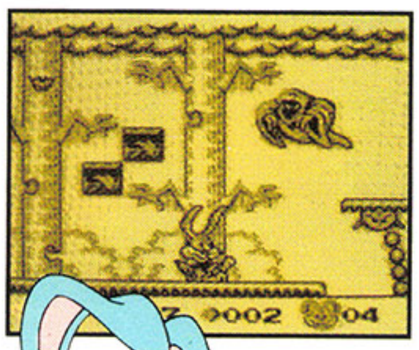
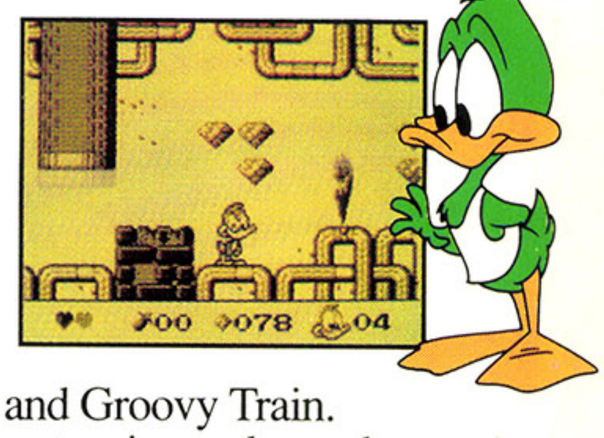
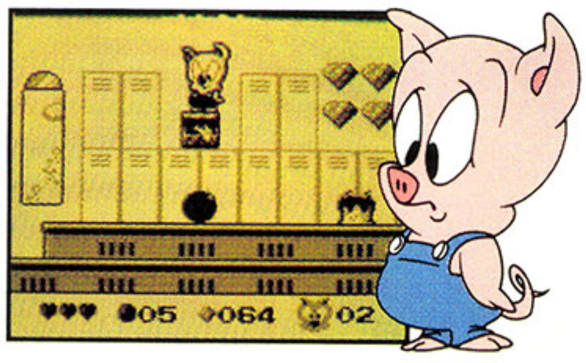




Babs was about to get her Big Break in this all new adventure for Game Boy,® until Montana Max put her career on the ropes. Now you must join Buster, Plucky and Hamton to help save her dreams of stardom.



You'll bop, spin and fly through four toony levels packed with amazing cartoon-like graphics, including the Pipsqueak Pipe Maze and Groovy Train. You'll also power-up with attack carrots, pineapples and watermelons. Score big points in the Montana Mash subgame. And team up with Dizzy Devil, Furrball and other wacky characters in the most hare brained rescue mission ever conceived.



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