

Secret Weapons and Tactics Guide

SWAT PRO

Genesis • SNES
Turbo Duo • Sega CD
NES • Game Boy



Mega Man V!

Beat all the 'bots in this tough NES game! Pg. 18

Top Tips, Tactics, & Strategies!

SNES—Cybernator • Mickey's Magical Quest • RoboCop 3

Genesis—Taz-Mania

Alien 3 • Teenage Mutant Ninja Turtles: The Hyperstone Heist

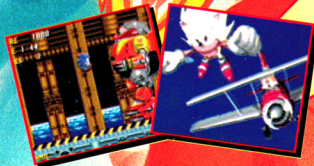
Sega CD—Wonder Dog

Game Boy—Star Wars

Turbo Duo Super CD—Shape Shifter



**Genesis GameBusters:
Sonic The Hedgehog 2
Pg. 58**



An IDG Communications Publication
Display Until May 25, 1993

May 1993

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05



PUGSLEY'S SCAVENGER HUNT™

As if things weren't ooky enough! Now Pugsley Addams must go on a simply torturous scavenger hunt. There's all sorts of unnaturally delightful traps. And hidden switches all about, which produce the loveliest, blood-curdling effects when Pugsley runs into them. There's even magic money which has an extra lively effect you won't want to miss. So get ready to get spooky, and get set to get kooky...it's Pugsley's Scavenger Hunt! En garde!



Screen shots shown are from the Super NES version of the game.

The name of the game

ocean

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The layout's familiar, and the construction's tough enough to handle the most intense *street fight* or the *ultimate battle* for the universe. We've also added a few features you won't find in the arcades—state of the art effects designed specifically for today's most radical games. No wonder we call it the...

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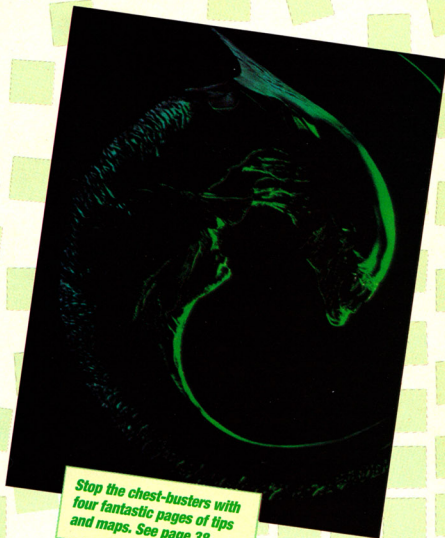


Head out on a Magical Quest, Starring Mickey Mouse. See page 22.



Master the mission in Cybernator. See page 26.

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SWATPro is published bi-monthly for \$20.00 per year by Infotainment World, Inc., 951 Mariner's Island Boulevard, Suite 700, San Mateo, CA 94404; an IDG Company; The World Leader in Information Services on Information Technology. Application to Mail at Second Class Postage Rates is Pending at San Mateo, CA and Additional Mailing Offices. POSTMASTER: Send address changes to SWATPro, P.O. Box 50309, Boulder, CO 80322-0309. **Change of Address:** Please send old label and new address to SWATPro, P.O. Box 50309, Boulder, CO 80322-0309. **Foreign and Canadian** orders must be prepaid in U.S. dollars on a U.S. bank and must include \$10/year additional postage.

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Just Do It!

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While you're waiting for your first issue to arrive in the mail, take a second to help us make S.W.A.T.Pro even better. In this issue of the mag we've included a survey. Fill it out and send it in too. We'll read it and use the info to add your ideas and suggestions to S.W.A.T.Pro.

When you're done with that, check out this issue's stellar tips, tactics, and tricks. In addition to SWAT, we've got a ton of in-depth features packed with brand new tricks for the hottest games around. Make magic with the Mega-nificent tips for Mega Man V for the NES. For the Super Nintendo, we've got a slew of tricks to help you end Mickey's Magical Quest, as well as tactics to survive the mechanical madness of Cybernator and RoboCop 3 (will that movie ever come out?). For the Genesis, you'll find a number of tips to help Taz scramble up some eggs in Taz-Mania, as well as some strategies to help the half-shell mutants beat Shredder in Teenage Mutant Ninja Turtles: The Hyperstone Heist. Then get ready to burst with excitement over six pages of Alien 3 Genesis tips.

CD is the future, and this month we welcome CD games to S.W.A.T.Pro with two well-rounded strategy features: the Wonder Dog Sega CD and Shape Shifter, the Turbo Super CD. Finally, the force will be with you if you let GamePro guide you through Star Wars for the Game Boy.

That's it for this month. Just remember to subscribe, so you'll never miss another issue of S.W.A.T.Pro! See ya!

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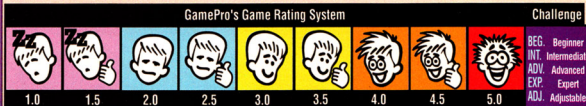
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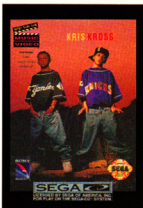
GamePro's Game Rating System



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

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the artists

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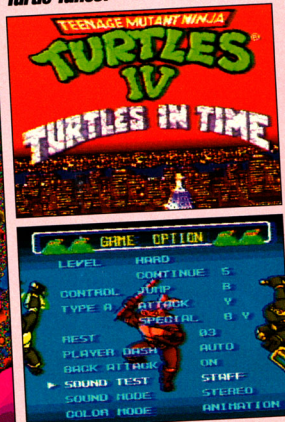
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TMNT IV (SNES)

Turtle Tunes!



Tap your toes with those terrific Turtles. When the title screen appears, select the Option Mode. Choose the Hard Mode, then select "STAFF" in the sound test. Push Button B to hear the tune, then tap Y. Instead of fading out, you'll hear a special version of the song.

Paul Ervi, Ontario BC

Air Zonk (TG-16)

Savage Sound Test



Here's how to check out Air Zonk's zowie sounds. First, insert Air Zonk into your system. Before turning on your system, **simultaneously press and hold down Select, Button I, and Button II**. In a few seconds, you'll hear a strange tune and see a sound test screen. Press Left or Right to advance to the different sounds. **Push Button II** to hear a sound and **Button I** to fade it out.

Kaleb Stallworth, Atlanta GA

Chuck Rock (Game Gear)

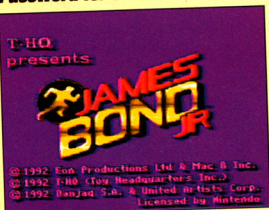
Passwords

Stop throwing your weight around. Here are all the passwords for Chuck Rock on the Game Gear:

- Round 2: 7G09M
- Round 3: NN6E3
- Round 4: 84AKC

James Bond Jr. (SNES)

Password for J.B. Jr.



To spy on each level of James Bond Jr., use these top-secret passwords:

- Level 2: 0007
- Level 3: 3675
- Level 4: 9025
- Level 5: 1813

Victor Schmanko, Carteret NJ

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Faceball 2000 (SNES)

Extra Power



Here's a trick that enables you to change options in Faceball 2000. In **Cyberzone mode**, simultaneously hold down the **L** and **R** buttons while pressing **Start**. Release **L** and **R**, and you'll then enter



an Option screen that enables you to change the number of Lives, Speed, Level, and Reload Time (the lower the number the better) of your game.

Mike & Tara, Bothell WA

NFL Sports Talk '93 (Genesis)

Go Undeatable with the 49ers!



Use these passwords to take an undefeated Niners team all the way to the Super Bowl:

- Week 2: 4W1DCBBDD
- Week 3: 4W1FFBBDD
- Week 4: 4W1GKBBDD
- Week 5: 4W1HTBBDD
- Week 6: 4W1J?BBDD
- Week 7: 4W1K?CBDD
- Week 8: 4W1L?FBDD
- Week 9: 4W1M?KBDD
- Week 10: 4W1N?TBDD
- Week 11: 4W1P??BBDD
- Week 12: 4W1Q??CBDD
- Week 13: 4W1R??FBDD
- Week 14: 4W1S??KBDD
- Week 15: 4W1T??TBDD
- Week 16: 4W1V??BDD
- First Week Play-offs: 4W1W??CDD
- NFC Championship: 4W1X??FDD
- Super Bowl: 4W1Y??KDD

Jeffrey Weaver, San Francisco CA

Columns (Genesis)

Instant Magic Jewel



Use this trick to make a Magic Jewel appear in Columns. **Select ARCADE and the EASY mode**. When you begin to lose, fill the far left or far right two columns as high as possible with jewels. When you've completed the column, the magic jewel will appear.

James Klein, Potomac MD

Game Genie Codes

Street Fighter II (SNES)

Advance to the Next Level!

Here's a cool Game Genie code for the SNES that advances you to the next level in Street Fighter II:

6DCF-D764 + FFCF D7A4

Remember to switch off the code before M. Bison beats you!

Street Fighter II (SNES)

Championship Mode Code

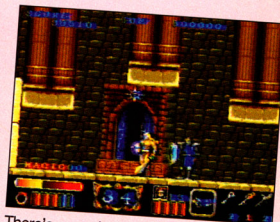
Use this Game Genie code for the SNES to enter the Championship Mode in Street Fighter II: 4DC6-6493

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Magic Sword (SNES)

Secret Warp



There's a magic door on the 34th floor of Magic Sword that warps you directly to Hydra. To locate this elusive door, vaporize the two blocks and pay close attention to the pillars. Hit the fourth pair of pillars on the left to activate the switch that makes the door appear.

Justin Ferguson, Indianapolis, IN

Super Soccer (SNES)

Secret Game!



To play the final match against Argentina in Super Soccer, input this code: **Up, Lower Left, Right, Right, Right, Upper Right, Down, and Up**. Defeat Argentina, and then wait for the referee to steal the trophy. Now, you'll play a special game against the computer.

Jonathan Morice, South Kingstown RI

Snow Bros. (Game Boy)

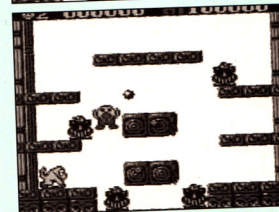
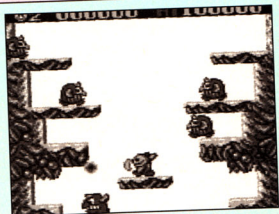
Level Select for Higher Levels



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SNOW BROS JR
MAP SELECT
STAGE NO
51

START TO GAME



The Snow Bros. are a frosty duo, especially when you check out their secret extra levels. During the title screen, **simultaneously press and hold down Up, Select, and Button B**. Then, hit Start to begin play.

Patrick Chin, New York NY

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TIPS & TACTICS

LHX Attack Chopper (Genesis)

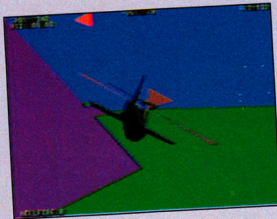
Take to the Skies with LHX
Passwords



Chop up the skies in your LHX with these passwords:

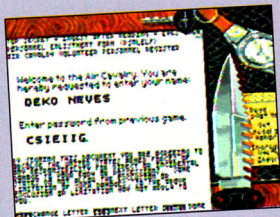
Libya

Majestic Twelve: CQAAFA
 Anterior Nova: CQAAIEA
 Reindeer Flotilla: CQAAQHA
 Phoenix: CQAA YGA
 Rainbow Veil: CQAAAVC
 Chess: CQAAIUC
 Lobster Quadrille: CQAAQXC
 Hen House: CQAA YWC
 Desert Two: CQAA BFE
 Flaming Arrow: CQAAJEE
 Plain Aria: CQIERDG



Central Europe

Domino Mirror: CSIEIYE
 Chess: CSIEQ6E
 Arc Lite: CSIEY4E
 Anterior Nova: CSIEBJC
 Reindeer Flotilla: CSIEJIC
 Hop Toad: CSIERLC
 Olympic Torch: CSIEZKC
 Lobster Quadrille: CSIEBZA
 Grand Theft Hokum: CSIEJYA
 Flaming Arrow: CSIER6A



Vietnam

Lobster Quadrille: CQIEZCG
 Reindeer Flotilla: CQIEBRE
 Flaming Arrow: CQIEJQE
 Hen House: CQIERTE
 Lava Lamp: CSIEZSA
 Anterior Nova: CSIEAJG
 Gemini: CSIEIIG
 Chess: CSIEQL6
 Binary Rainstorm: CSIEYKG
 Freedom Train: CSIEAZE

Faceball 2000 (SNES)

Enter the Cyberscape Warp



To warp straight to the Cyberscape, use this slick Faceball 2000 pad trick. When the title screen appears, **hold down the L and R buttons**. Select one or two players. Continue to hold down both buttons and the screen will go blank. Release the buttons to arrive at the interface screen. Now, Cyberscape will appear beneath Cyberzone. Select Cyberscape and have a nice day!

Art Rich, Grover City CA

Game Genie Codes

Greendog (Genesis)

Jah Mon! Game Genie Codes

Use these Game Genie codes for the Genesis to be top dog in Greendog:

Infinite Lives: ATNT-AA4E
 Spikes Don't Hurt You: ABYA-CAAN

Robocop 3 (NES)

Cop Some Energy

Wreak havoc as Robocop with these two NES Game Genie codes:

Start with Double Energy: ZLVGIXPP
 One Hit Kills Enemies: GNUNAENK

Wonder Dog (Sega CD)

Passwords!

Wanna scope out the higher levels of Wonder Dog? Use these codes to get you there.

Level 2: ANKLES
 Level 3: LED ZEP
 Level 4: REEVES
 Level 5: PIXIES
 Level 6: WOOPIE

SWATPRO

TIPSTACTICS
PASSWORDS

Ax Battler (Game Gear)

Battle Ax



PASSWORD
BHIF JHPG
CLCN OMDC
A B C D E F G H
I J K L M N O P
RUB [END]

These codes will take you anywhere in the Game Gear cart, Ax Battler. Even better, once you get to the village of your choice, you'll already have the techniques down for that village:

- Firewood: IMKP IHHE, OGIH
NNPH
- Turtle Village: IPEG AIGL, PIEL EFOH
- Sand Marrow: BHIF JHPG, CLCN
OMDC
- Southwood: EIIN PMOK, PNGI
CLJD
- Brookhill: LKHC CFLI, DLOJ
BMDA
- North Valley: DNCN NPMP, LPGD
HDEE

Jerimaih Adkison, Sapulpa, OK

Battletoads (NES)

Toad-ally Awesome



Game Genie
AEPOZXLU
GRISTVYN
PYXAALAE
GXZZLVI

These Game Genie codes for Battletoads on the NES enable you to start at the top of the Dark Queen's tower and battle on from there with infinite lives:
Dark Queen Tower Code: PYXAALAE
Infinite Life Code: GXZZLVI

James Desilva, West Orange, NJ

F-22 (Genesis)

F-22 and Counting



Get ready to take to the skies. Type in this code and be prepared for an aerial

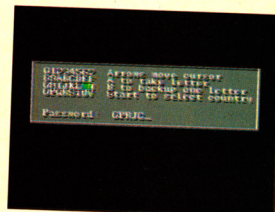
Q-Bert (Super Nintendo)

Hip Hop



You can make some weird magic in Q-Bert 3 for the SNES. Go to the Option Screen, hold down L and R simultaneously, and then release them. A Programmer's Screen will appear. Press Select to change to a background preview, and then release them. Press Select as many times as you wish to check out all the different backgrounds. Press Start to return to the Options Screen. Way cool, huh?

Terry Pasley, Redding, CA



artillery onslaught. You'll fight F-22's, KC-135's, and MIGs. The code is GPRJCM.

Jason Kindano, Marshfield, MA

Super Mario Kart (SNES)

Super Mario Lives!

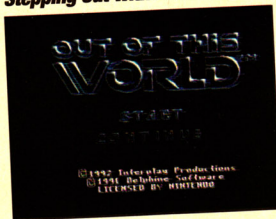


Check out this bug in Super Mario Kart. While you're in the **Battle Mode**, select **one- or two-players**. Playing either player, lose all your protective balls, but keep your finger on the gas. You can continue to drive even though you're lost.

Adam Barkley, Morrisburg, Canada

Out of This World (SNES)

Stepping Out with Level Codes



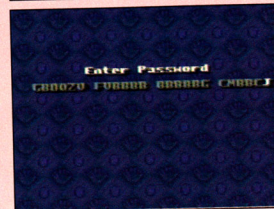
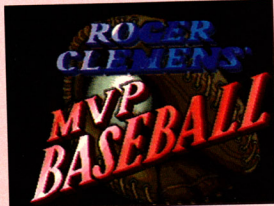
Here are some otherworldly passwords to jump you through to Stage 13 in Out of This World:

- Stage 2: HTDC
- Stage 3: CLLD
- Stage 4: LBKG
- Stage 5: XDDJ
- Stage 6: FXLC
- Stage 7: KRKF
- Stage 8: KLFB
- Stage 9: DDRX
- Stage 10: HRTB
- Stage 11: BRTD
- Stage 12: TFBB
- Stage 13: TXHF

Max Nihel, San Francisco, CA

Roger Clemens MVP Baseball (SNES)

Pitch In



Take yourself out to the ball game with these codes for Roger Clemens MVP Baseball for the SNES. The following

passwords only work if your team is the New York Buffalos:

Tied with the Montreal Lumberjacks and seven games left in the season:

CGDPNW RBO2S5 LC809C CMBBGS

In first place with four games up on Montreal and three games left in the season:

*G5M34 GLO2XN NK819C CMBB6M

NL East Champs with your team ready to play the Cincinnati Big Cats for the NL Championship:

DHDWON SLO59N NMR29C

CMBBTM

Tied at two games apiece with Cincinnati for the NL Championship: GDBQZV

FVB BBBB CMBBCJ

NL Champs with your team ready to play Kansas City Kings for the World Championship:

KB5ZV FBCBBB BBBBGG CMBBHD

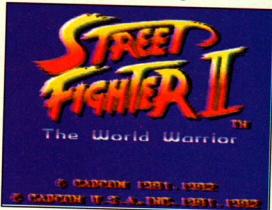
Ahead three games to one in the World Championship against Kansas City:

GBDFWZ F3BBBB BBBBLL CMBBG*

Jeff Brown Fishkill NY

Street Fighter II (SNES)

Street Fighting Ending



For an easy look at the character ending in Street Fighter II for the SNES, set the game to **Championship Mode** by pressing **Down, L, Up, R, Y, and B** at the **Capcom logo**. Then, set the **difficult setting to 2**. After you breeze through the game and beat M. Bison, but before the picture fades away, **simultaneously press Start and R** to see the character ending.

Enrique Hernandez, El Paso TX

SWATPRO



Game Genie Mania

Here's some Game Genie codes from our friends at Galoob:

The Simpsons: Bart's Nightmare (SNES)

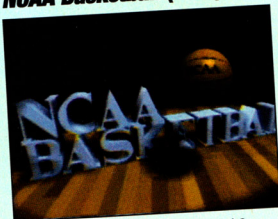


Infinite Lives (Bartman and Itchy & Scratchy Stages) C2BE-60EA



Infinite Z's in Main Game: C2C3-6925 + C2C3-61B5

NCAA Basketball (SNES)



Infinite Time to Shoot: C2B5-DDA9



Player One Free Throws Worth Two Points: 76BD-0D07



No Five Second Violations: C265-D4D7



Space MegaForce (SNES)

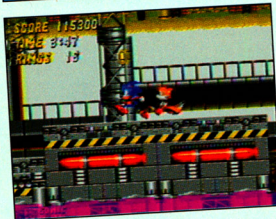
Infinite Bombs: DD65-AFAB

Infinite Ships: DD6D-07AC

Begin in Area 12: CB6A-0D0D + DA6A-0D6D

A big GamePro "Thank You" to Dave Tilbor at Galoob for these codes!

Sonic The Hedgehog 2 (Genesis)



Each Ring Worth Eight Points: SAST-DA1A

Jump a lot Higher: EBVT-CAE2

Desert Strike (SNES)

Just Desert



Here are four codes that will help you beat Desert Strike for the SNES:

Stage 1: 3ZJMZT7

Stage 2: K32L82R

Stage 3: JR8P8M8

Stage 4: F9N5CJ8

Now all you have to do is select your copilot and your options, and you'll be off desert striking!

Stuart Tomisaka, San Jose CA

Street Fighter II (SNES)

Street Genie

Check out these cool Game Genie codes for Street Fighter II:



B229 A7A7 (stand in one spot and hit your opponent no matter where they are on the screen)



D524 O7D7 (the computer cannot block low attacks)

Mike Pirrone, Cedar Park TX

Taz-Mania (Genesis)

Chill with Taz



Taz-Manian Devils are greedy. To keep Taz happy, go to the Iceland level of Taz-Mania for the Genesis, jump over all the ice blocks, except for the block just before the arrow. Instead of jumping over it, stand on this last ice block while it falls, and you'll discover a bunch of goodies for Taz. Climb back up the ice cliffs and Taz on.

Eddie Deveau, East Boston MA

SWATPRO



Street Fighter II (SNES)

Street Fighter Turbo!

Here are some ultra cool codes to use with your Pro Action Replay and the SNES mega-hit Street Fighter III!



Make Midair Moves: 7E0C B200



Low Height, Wide Arc, Dragon Punch:

7E0C 323E

Turbo Speed: 7E0C 6010

Ultra Slow Fireballs: 7E0C B912

Ultra Fast Fireballs: 7E0C B911



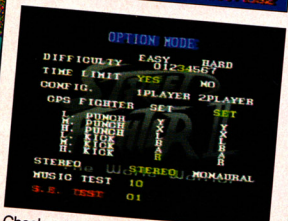
Invisible Street Fighter: 7E0C 0000

Note: These codes will only affect **Player One**. If you wish to have Player Two use these awesome effects, change 7E0C to 7E0E, but leave the rest of the codes the same. The Turbo Speed code is the only code that automatically works for both players when inputted.

Jorge Aquino, Daly City, CA

Street Fighter II (SNES)

Sounds Good



Check out some new sounds for SFII.

You can change the sound effects in the

Options Mode by pushing the **R** button

rapidly on either 25, 26, or 27.

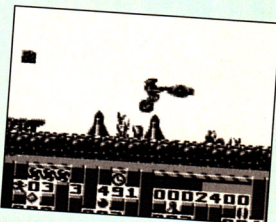
You'll hear some new sound effects on 1f

through 23.

Steven Matson Huntington Beach CA

Turrican (Game Boy)

Turrican Do it



Here's a few great tips that come in more than handy for the Game Boy version of Turrican.

For invincibility: press A,B,B,A,B,A,A,B,A,A,B,A,A during the title screen.

To skip stages: press Start and then Select while you're invincible.

Homan Yuen, Bakersfield CA

Street Fighter II (SNES)

Watch Honda Get Goopy



Use the Turbo Speed code for the Pro Action Replay and back E. Honda into a corner. When you can't go any farther and it seems you're stuck, wait a few seconds. Honda should melt into a green glob. Maybe it's all that steam from the tub.

Scary Larry and Dr. Dave

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

Super Mario Kart (SNES)

Nitro Mario



To execute a Nitro cheat on Super Mario Kart, hold down the accelerator in between the first and second beeps on the starting grid. You'll zoom ahead of the pack and cruise to the goal line.

Dylan Odgers, Brahma Lodge,
South Australia

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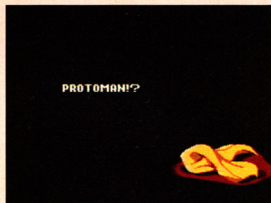
NINTENDO PRO REVIEW

By Slasher Quan



In the annals of robo-history, before the famous doctor we all know and love gave the breath of mechanical life to our hero, he created the very first android ever. However, this prototype 'droid had a few screws loose, and it slipped away into the galaxy to spread chaos!

Sound like another cheesy installment in the Data vs. Lore saga on Star Trek: The Next Generation? No way, we're talking Mega Man V! Proto Man, Dr. Light's original invention, appears to have gone on a helter-skelter robo-rampage. His army of eight all-new 'bots trashes the city and kidnaps Dr. Light. Mega-ally, Dr. Cossack, flashes the proverbial MM signal in the sky, and Mega Man is hot on the trail of his renegade brother!



In his haste to escape the scene of the crime, Proto Man drops his scarf!

All in the Family

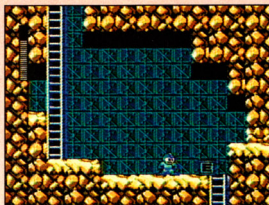
Mega's duel with his bad-blooded bro is the fifth in Capcom's premiere NES series. This top-notch but predictable sequel perpetuates the qualities of its predecessors - sharp 8-bit graphics, snazzy music scores, fast action, tons of weapons, and, of course, Doc Willy (hint, hint).

As in the previous games, you step into Mr. Titanium's boots and battle eight robots in any order to snare their weapons. Once you've sent the crazy

eight to the scrapyards in the sky, you move on to Proto Man's four-level castle. Crash his party and you'll steamroll into the final four-stage fortress, owned and operated by you-know-who. In total, the 16 levels are identical in length and difficulty to MM 4.



PROTIP: As you acquire weapons, use your newfound powers to nail other bosses. For example, slow down Gyro Man with the Gravity Hold, and shatter Crystal Man with the Gyro Attack.

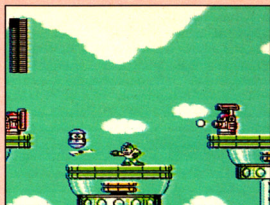


PROTIP: Make your life easier with the classic Energy Tank loop trick. Take a Tank, commit suicide until the game's over, continue, and grab the tank again. Carry a full stock of Tanks before entering Proto Man's domain.

Mega Moves

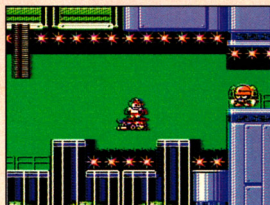
MM's well-rounded arsenal is enhanced in spots, but nearly unchanged. His main tool of the trade, the Mega Buster, can shoot pellets or power-up to unleash a big blast. Supplemental weapons can be garnered by nailing Charge Man, Napalm Man, Gyro Man, Stone Man, Crystal Man, Wave Man, Star Man, and Gravity Man. By collecting hidden letters that spell M-e-g-a-M-a-n-V, Mega Man can also call a new friend into action, an attack robot named Beat.

PROTIP: Use the Super Arrow as a stopping stone to reach high-up Energy Tanks and save yourself from long falls.

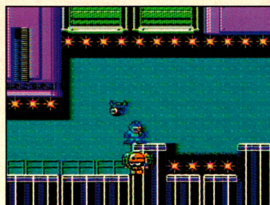


PROTIP: Most guns have a "waiting period," which restricts firing to only one shot at a time. To counter this problem, press Start to Pause, then press Start again to un-pause. This will remove on-screen bullets and enable you to fire your gun again without waiting.

On the transportation side of the fence, Mega Man gets a dashing assortment of movers and shakers. MM's best friend, Rush the robo-puppy, can propel him as a coil or provide an airlift as a jet. The Wire and Balloon Adaptors from MM 4 are gone, replaced by a Super Arrow that acts as a sticky plunger and helps the Man scale walls. One water-based area puts Mega Man in a jetski boat for a thrilling shoot-em-up sequence. As always, Mega-controls are flawless.



PROTIP: When confronted by a sticky Phase Block situation, use Rush Jet to take the high road and bypass this nuisance altogether.



PROTIP: Look for one Beat letter in each of the first eight levels! You'll need this buddy to "beat" through Doc Willy's kingdom.

MEGA MAN V

Robot Ruckus

Like a fine old oak tree, Capcom preserves the traditional side-view Mega Man game play, while injecting a measured dose of "new and improved" to the enemies. Familiar foes make reappearances, and some get facelifts, such as the Hard Hat Macs and their gaggle of kids. Factory-fresh creations include Crystal Warriors, Crazy Chickens, and Flying Robo-Fish. The mechanical menagerie keeps players on their toes, but the password feature brings the challenge down to Earth.







PRO TIP: To dispatch the Head of the Deep in Wave Man's level, wait until its nostrils peek out of the water, then leap and open fire.

Mega Refresh

Capcom must get some sort of cash-back rebate for recycling video games, because 1993's Mega Man is déjà vu all over again for disciples of the series. If you're one of the few NESers who've never fired up the Mega Buster or thrown Rush a bolt, this installment is a great place to start your Mega-training. For MM die-hards, the game's still first-class, but it's only a baby step for robot-kind.

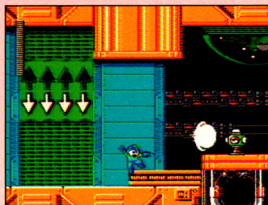
Mega Man V by Capcom

Graphics	Sound	Control	FunFactor	Challenge
				INT.
4.5	4.0	5.0	4.5	Intermediate
Price unavailable	Action			
4 megs	One Player			
Available January	Passwords			



NINTENDO PRO TIPS

Bust a Move



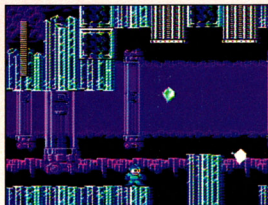
Keep your Mega Buster charged, even while you're running. You never know what's going to pop out at you in this game.

Which Way Is Up?



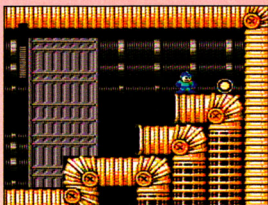
Here's how to exit Gravity Man. While chillin' at the top of the screen, power up your Mega Buster. Then, hit the G Man as the two of you cross paths in the middle of the screen.

Ice Ice Baby



The Ice in the Crystal Man stage falls from the ceiling in a pattern. Watch the pattern, then time your jump.

Grabbins' Goodies



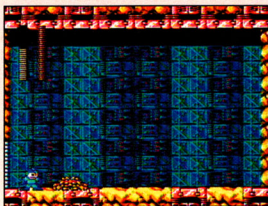
At the beginning of the Wave Man stage, there's a series of three tubes with a mega power-up resting on the last tube. Carefully make your way to the power-up, and then go through the tube that it's resting on. You'll end up right next to an extra man.

Head for the Door

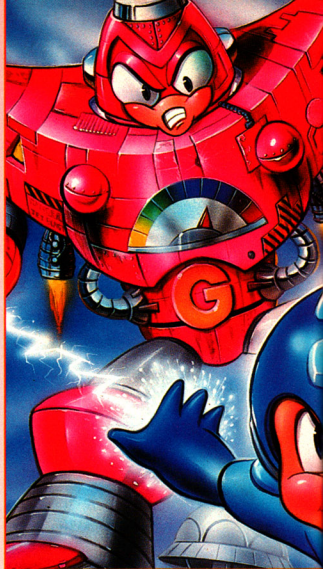


To kill the squat robots that shoot Homing Missiles in the Napalm Man stage, hit them in the head while their launch doors are open. Don't take the time to power up, though, because they'll nail you with their missiles. Use regular shots.

Rubble Rouser



Here's how to turn Rock Man into a sand man. Rock Man will jump into the air and turn into a pile of rubble when he lands. When he rises from that pile, nail him with a powered-up Mega Buster. Repeat this procedure, and pretty soon you'll be known as a rubble rouser.

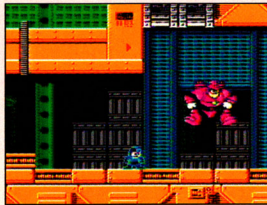


Easy Prey to Slay



Gravity Man and Charge Man are the two easiest opponents to waste using only your Mega Buster. Try their stages first.

Big Boys Don't Cry



Waste the large Guardian in the Gravity Man stage by trapping him against the corner. Don't stand too far back, though, or another Guardian will materialize.

MEGA MAN V



Apology Accepted?



If you have at least one man left and find yourself going against a boss with less than a full life meter, you may want to hold off on using special weapons. You'll need all the power from a full life bar AND a special weapon to outlast some bosses.

"G" Whiz



Having trouble spotting the "G"? If you can't find this letter, try shooting at the walls in the Stone Man stage.

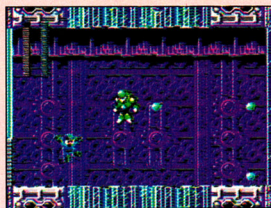
Hard Hat Horror



The Hard Hats (which make appearances in almost every Mega Man game)

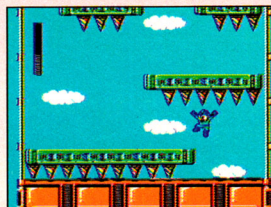
are back with a new twist in the Stone Man stage. They're invincible when they're closed, and they shoot and spew little Mini-Hats when they're open. Power up the Mega Buster once to destroy the Hard Hats, then once again quickly to destroy the Mini-Hats. Mini-Hats contain lots of goodies.

Crystal Clear Kill



Try this on Crystal Man. Every time he jumps up to release the crystal eye on you, charge up the Mega Buster. Just as he releases his eye, let go with your shot. You should hit him right when he lands. Repeat until he's done for.

A Touchy Subject



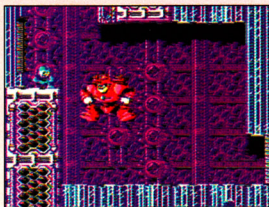
To get past the moving spiked platform in the Gyro Man stage, try jumping up to the next platform instead of waiting for the lower platform to rise. When it's unsafe to jump, slide under the spikes.

Crush the Crushers



Don't be fooled into jumping over the seemingly indestructible, massive-looking stone crushers at the bottom of the Napalm Man stage. A powered-up Mega Buster will bash 'em to bits.

Big Boys Don't Cry: The Sequel



To knock off the Guardian just before Crystal Man, stay on the ledge to the left and hit the Guardian while he's at the apex of his jump.



By Otter Matic

(Sung to the tune of the Mickey Mouse Club Theme Song.)

Who makes games of quality

that sweep the in-dus-try?

C-A-P-C-O-M and Disney, natural-ly!

Prick up your ears, Mouseketeers, The Magical Quest Starring Mickey Mouse is ready to work its magic on your SNES. The story begins with Pluto, Mickey, Goofy, and Donald playing catch at a cliff-side park. A little less than coordinated, Goofy overthrows the ball, and Pluto chases it right off the cliff! He falls into a land of magic and mystery. As his master, Mickey Mouse, you must search this enchanted land for your faithful dog Pluto.

Making Walt Proud

The Magical Quest does for video game graphics what Walt Disney did for animated films. The pix are some of the finest we've ever seen, utilizing the seemingly limitless SNES color palette to create vibrant foreground characters and subtly elegant backgrounds that make other games look like Mickey's ancient black and white debut cartoon, Steamboat Willie. The animation is smooth and playful, showing detailed expressions on the faces of Mickey and the bad guys. Because of this attention to detail, you really get a feel for the personalities of the characters.

The Wonder of Disney's World

The animated Disney classics have always been a big hit with kids. But, let's face it, adults love 'em too. This broad appeal also applies to Magical Quest. At its easiest Difficulty level, inexperienced gamers can explore the vast levels. With the Difficulty set to Hard, even the most seasoned gamer will find completing levels a challenge.

Spare Change

In this action/adventure game, Mickey's a mouse under control. He can perform the usual Mario-type moves like running, jumping, and ducking. His more unique moves include an action button that grabs objects and spins them to take out

an enemy with a twist. The most unusual option in this game is Mickey's ability to change his costume. As you progress through the game, you'll acquire a Wizard's robes, a Fireman's uniform, and a Mountaineer's gear. Each outfit imbues Mickey with special powers, which are the key to mastering levels and defeating level bosses.



PROTIP: On Level 1-1, after you meet the kind wizard, go outside and jump from the windowsill onto the Gold Magical Block. Then, continue jumping from block to block until you're on the roof. There you can uncover a hidden doorway to a heavenly bonus room.



PROTIP: When obstacles in your path are too hot to handle, don your Fireman's uniform and use your fire hose to create a safe path by moving blocks around.

Choose a Path

A game does not survive on beauty alone, it must have depth to keep gamers interested. If it's depth you want, The Magical Quest game is a bottomless pit! By far, the coolest part of the car is its seemingly unlimited area of exploration. The five stages, with at least three levels in each stage, make this instant classic a quest of epic proportions.

However, if you wish to quickly speed through each level and receive a time bonus, you can. But, for the more adventurous, there's the opportunity to uncover secret passages to bonus rooms and General Stores, where you can purchase special items.



The M Sta



PROTIP: To defeat the first boss, stand in the middle of the screen and wait for him to swoop down. Just before he reaches the lowest point in his circular path, jump in place and you'll bonk him on the head.



Magical Quest

Starring MICKEY MOUSE

PROTIP: To defeat the bird boss at the end of Level 3, you've gotta be ready to change faster than a runway model. First, wear your Mountaineer's costume and use your grappling hook to hang on to one of the

two floating knobs. While you're hanging out, use the L or R button to highlight the Wizard's costume. As soon as the bird makes his flying pass, swing down to the nest and press A to change into the Wiz-

ard's costume. Then, use L or R to highlight the Mountaineer's costume, and after you've zapped the bird with magic, press A to change and quickly grapple one of the knobs. Repeat this process until the goose is cooked.

Squeaky Sounds

This mouse game has a lot going for it, but one area that could stand some improvement is the sound. Perhaps it was a memory trade-off for the cool graphics, but the repetitive soundtrack and predictable sound effects are a little cheesy. They aren't so goofy that you'll want to turn the sound off, but they just aren't up to par with the rest of the game's attributes.

PROTIP: To make the magic flying carpet unroll, use your Wizard's costume and zap the rug.







Climb every mountain!

Why? Because We Like it.

With the help of Disney, Capcom has created an irresistible game. The graphics and animation are outstanding. There's enough playability and depth to keep gamers of all skill levels entertained. After defeating the final boss in this game, there's only one thing to say, "I'm going to Disneyland!"

The Magical Quest Starring Mickey Mouse by Capcom

Graphics	Sound	Control	FunFactor	Challenge
				ADJ.
5.0	3.0	4.0	4.0	Adjustable

Price not available
Available December
Action/Adventure

Two Player
Continues

PRO TIPS

Speak Softly and Carry a Big Tomato



In the second area of The Treetops, jump on the second tomato to pass safely over the thorny vines. To stay on top of the tomato, walk left when it rolls right.

Topping the 'Pillar of Strength



To defeat the giant caterpillar boss in the second area of The Dark Forest, stand on the floating block that's across the screen from the 'pillar'. When the creepy crawler glows red and lunges, jump up and steer Mickey so that he lands on the boss's head. Then, scurry to the block on the other side of the screen and repeat.

Issuing a Skirt



To defeat the funny-looking jungle boss wearing the Grass Skirt, make sure you've gathered enough lamps to pump your magic up to full. This boss is aware

of your location, and he'll attempt to land on you when you jump. When he jumps, move and zap him with a charged-up magic blast. Or, run toward him and hit him over and over with quick zaps. To avoid getting buzzed by this boss's boomerang-like skirt, jump when it comes toward you and duck when it passes on the return trip to his hips.

When Mickey Met Spidey



The final boss in The Dark Forest is a giant spider. To wrap up this web-head, keep Mickey positioned on a block so that he has a clear shot at the spider's face. Wait until the spider charges and his head is just below you, then jump on it repeatedly.

Ready, Aim, Put Out The Fire!



To keep your feet cool, hose down these platforms when they move away from the fire. As you spray water on them, they'll pause for a split second. Take advantage of this cool opportunity to jump onto the platforms.

He'll Be Riding Wildfire



The Magical Quest

starring

Mickey Mouse

To catch a ride between these two fire walls, jump onto this platform. Don't worry about the platform catching fire, because it doesn't dip down into the flaming floor.

The Path Less Traveled



In the third area of the Fire Grotto, use your hose to make a path by moving the blocks to the right. You may want to arrange them in a staircase fashion.



Then, spray this golden box and immediately jump toward it to collect an airborne 1-up.



After picking up the 1-up, make another staircase by hosing the blocks.



Finally, work your way up and over to the right to reach the General Store, where you can buy hearts and other goodies.

First Floor: Rodent Cruisewear



On the quick-moving elevator in the fourth area of the Fire Grotto, crouch down and zap the bottom two rows of golden blocks to create a passageway.

A Burnin' Ring of Fire



To extinguish this hothead in the fourth area of the Fire Grotto, be prepared for some fancy footwork. You'll need to spray water on the boss in a relatively continuous stream, or he'll heat up again. The boss will turn purple when he's watered down. Stay on the platform directly across from the boss by hopping up or down on the platforms, that revolve clockwise and counter-clockwise. When you drench a firey platform it turns into a Hydrant. Grab the Hydrants to refill your water supply.

Quick Change Artist



To change your costume without wasting precious seconds, you can pause the game and select your best vest using the L and R buttons. Then, take the game off pause and press A to change clothes.

Strawberry Shields Forever



To squash the red-suited knights on Pete's Peak, you must first strip them of their shields by hitting them with your grappling hook. Then, go for the good of fashioned bop on the head.

To Kill a Mickey Bird



In the third area of Pete's Peak, make sure that you're attached to one of the knobs with your grappling hook, or you'll be whisked away when the hawk makes his pass.



You can only attack the Bird when he swoops down vertically from above. To fry this Bird, press Pause and select the magician's outfit using L or R. Then, take the game off pause and quickly change a charged-up magic blast. Then, pause the game and change back into the Mountaineer's outfit. Grapple one of the knobs and wait for the Bird to make a diagonal swoop. Repeat these steps for victory.

SUPER NES PRO REVIEW



By Scary Larry

The future is now, and it's not a pretty picture. Earth's limited fossil fuel resources have finally run out. The Pacific States' Marine Corps has been hired to defend the last of the fossil fuel reserves. The problem is bad guys need gas, too, and they're willing to fight for it. Enter the Cybernators, a team of human-operated machines with a definite war-like attitude. This branch of the Corps is definitely looking for a few good mechanics.

Kick Some 'Bot

Cybernator by Konami is a side-scrolling, one- or two-player action/shooter that you're gonna have to see to believe. It sports incredibly hot game play for the SNES with cool graphic detail, gorgeous animated backgrounds, and bigger-than-life explosive action.

This cart practically melts under the blistering pressure of your thumbs as you try to fly, walk, and shoot your way through the seven War Zones. Cybernator moves quickly, despite its bulk. The action is ferociously fast, making the stages seem a little short.

Cybernator's looks could kill. Take special note of the spectacular multi-dimensional graphics and animated backgrounds in the difficult outer space asteroid belt level. The explosions are



PROTIP: To run through the entire first level without taking much damage, repeatedly press Button B. Although you won't collect any weapon power-ups, your Cybernator will moonwalk through enemies faster than they can shoot him.



PROTIP: If you do decide to shoot it out on Level One, don't waste your ammo shooting at the green shielded 'bots. Instead, switch to punch and pull the old one-two on them.

huge, sometimes taking up half the screen, and they add to the ultimate kill-or-be-killed feel of the game. The small details in this game are awesome, like the way the humans scurry around frantically after you beat their 'bot, or the way your gunfire digs small holes in the floor. Attention has also been paid to the sound, which wields some cool be-'bot tunes and crisp sound effects.

Me and My Cybernator

Despite the fact that your Cybernator comes equipped with a heavy-duty arsenal,



you'll find the challenge is as hard as titanium, especially when you discover you've only got one life and three continues.

Your Cybernator's working weapons are a Vulcan Rapid-Fire gun and a walloping Punch that dispatches most metal heads looking for trouble. During the game, snag power chips that increase your weapons' deadliness. There are also extra weapons to grab along the way, such as missiles. You can also blast all sorts of things, such as asteroids and metal containers, to discover hidden power-ups, weapons, and life bonuses that help to keep you going. Additional defensive and offensive tools include the ability to fly for short distances and a shield you can activate to protect yourself from most objects.

PRO TIP: Beware, your enemies will try to nail you by shooting underneath the edge of your shield.

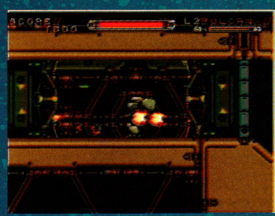
Mechanical Mayhem

You think you don't need these deadly frills? Think again. All kinds of mechanical enemies are gunning for you. There are gun turrets and robot close encounters of the most deadly kind, all looking to put your suit in the shop. You also

come up against mechanized boss 'bots at the end of each stage, who put the squeeze on your aluminum in a big way. You have to be all that you can be to keep ahead of the action. The dents that the enemies put in your armor are small, but they add up quickly. Always keep an eye on your health meter, and destroy anything destroyable in your search for health bonuses.



PRO TIP: You can only activate your shield when you're standing on something solid. Don't try putting it up when you're airborne, or you'll collect an asteroid hit across the head that's guaranteed to hurt.



PRO TIP: Point your gun downwards throughout the first stage of Level Three. Some robots release their human crew, who in turn attack you with ground fire.



PRO TIP: Avoid these flying mines. They take a mega dose of your health when they hit. Instead, try to jump over or run past them.



PRO TIP: To beat the boss in Level Two, pick up missiles in the early part of the level, stand on this ledge, and fire your missiles until you run out of ammo. Then, switch to your Vulcan gun and fire away while you dodge and weave among the asteroids.



PRO TIP: Destroy all these generators, and quickly walk through the explosions. When you hit the level where laser guns pop up, jump up quickly and try to skid your way through when you land.

Metal Mania

Cybernator is rust proof. There's no slowdown or glitchy sprite behavior. The game play is smooth and on target, and the control of the character is inhibited only by your reflexes. If your thumbs are up to the challenge, Cybernator delivers. It pulls you into its steely world and keeps you hooked until unleaded gas everywhere is free from enemy hands. This cart definitely deserves a metal.

Cybernator by Konami				
Graphics	Sound	Control	FunFactor	Challenge
				INT.
5.0	5.0	5.0	5.0	Intermediate
Price unavailable Available February		Action/shooter One Player		

SUPER NES PRO TIPS

Scoot Your Suit



Scoot your way past the overhead lasers in the lower part of Level 3. Walking past them is sure cyber-death, and your shots won't hurt them. Scooting's the answer.

That First Step's a Doozy



When you find your way into the bowels of Arc Nova, avoid rapid-firing your Vulcan shots. There's a missile bay under your feet. If you blow one of the hatches leading into it, you'll be missile eat.

Holy Cyber Stuff



You only need to concentrate on bustin' one of these green pods to get through Arc Nova. The other pod will blast a hole in the floor for 'ya!

...And I Wonder, Yes I Wonder, Who'll Stop the Pain



When you find the Arc Nova Command Center, fire into it until the Retreat order is given. There should be a health power-up here. Use your map (Start button) to find the way into Arc Nova. The Command Center is on the bottom right.

First Floor...Gigantic Robots



When you arrive at the Arc Nova Launch Bay, immediately go up the first tube. You'll find yourself in the next scene with the clock ticking!



won't let you go anywhere until the battle is done. When you're finished, jet up and destroy the three main engines with Vulcan shots.

Whoops! I Thought I Made It...



You'll see one of two scenes, depending on whether or not you destroyed the engines in time. If you were unsuccessful, you'll see the Arc Nova making a fiery descent toward Earth as you attach to the Versis. If you destroyed the engines in time, it'll be clear skies. Either way, you're on to the next stage.

CYBERNA

Not Now, I'm Blasting the 'Bots

When you face off with the red-hot metal monster guarding the Arc Nova engines, fire at its retractable arm first, then go for its body. Ignore the time warnings from your dispatcher, because this monster

Who Invited Him to this Party?



When the Arc Nova trooper comes back to get the trooper you saved, blast him with your missiles, then switch to the Vulcan shot. Eventually, he'll leave you alone.

Airborne Assault



At the beginning of this stage, avoid the ships and missiles by sticking to the right side of the screen as much as possible.

Oh Wow, Man! Check Out the Colors



You'll get a new weapon (a Laser) at the end of the

battlefield scene. Until then, don't try to use anything but Missiles in this stage.

Pesky Missile Problem?



On the battlefield, you'll come across some missile-dropping aircraft. When you see one, jet above it or scoot past it just as it drops a missile.

Jet Pack Jive



When you reach the battlefield complex (just past the laser weapon icon), use your jet as much as possible when firing at tanks and other robots. You'll be just out of their range, but they'll be right in yours.

Top of the Complex, Ma



If you stick to the top floor of the battlefield complex, you can take out the Anti-Assault Suit cannons, plus find a health power-up and the boss for the stage (he's on your far right).

Big 'Bots Don't Cry



Only Lasers will penetrate the hide of the huge Mega Machine boss at the end of the complex. Go for it, and you'll be off to the last mission.





By Video Head

The Delta City destroyer of evil-doers is back...and this time he's on the wrong side of the law! RoboCop goes renegade in this Ocean of America title. Your task (should you choose to accept it) is to get the mechanized officer-of-peace through the deadly streets of Detroit, fighting the Rehabilitation Cops (Rehabs), and rescuing your friends (Nikko and Marie Lazarus) from the clutches of the OCP Tower.

Fire One

RoboCop also scores with its weapons and controls. The sci-fi cop's got a standard arsenal, including a single-shot gun, a three-way shot, a laser gun, and a missile launcher. The interface between you and the cybercop is very tight and highly usable. You easily select and swap weapons via your right or left buttons. While the action may seem slow at first, RoboCop's actually supposed to slowly thump his way through the game's fantastic-looking derelict streets. After all, who can move quickly in a ton of armor and hardware?



PRO TIP: When you jump onto moving objects, note that the edges of the objects are dangerous. Land fully on the object, or you'll die!

ROBOCOP 3



Slow but Sure

The action's extremely cool as our pal RoboCop lumbers through the streets of the Motor City in this sharp-looking, single-player, walk 'n' gun action/adventure cart. Beware, though, only experienced RoboCops are gonna survive this challenge.

Sound and graphics combine to give RoboCop a jagged edge. When he hits the pavement, RoboCop's got to battle a bunch of extra evil and generally not nice Splatterpunks. Throughout the game (and in a terrifically colorful manner) the graphics give you a real sense of Detroit's desperate straights. The futuristic tin-man clumps through the littered city streets. During the later stages, he dons a jetpack to take on the Rehabs and their tanks from the air. The crisp sounds add real depth to the action and they're better than your average run-and-gun.



PRO TIP: Don't bother to try to shoot or punch the bikers in Level One. Time their runs, and jump off of crates to avoid them.

PRO TIP: Don't be afraid to swap weapons, and watch your bullet count 'cause it's limited.



PRO TIP: Punch your way out of close-in fighting. Your weapons are useless in these situations.



PRO TIP: To limit your damage, crouch when you shoot.

Tough, but not Invincible





RoboCop's challenging enough to put even experienced gamers to the test. This one-man army absorbs lots of damage during his travels. Your only hope is

to survive long enough to reach the Energy Pods in each level. The folks at Ocean even put a tough time limit on each level and gave you three lives with five continues. This means you're gonna spend a lot of time right back where you started from. The downside? Beginner and intermediate gamers may find the game too frustrating.

Glorious Graphics, Rough Ride

The bottom line on RoboCop? The graphics and sound are way cool, and you and your cybercop have no problem communicating. However, this classy package is tempered by brutally difficult challenge. Some players will feel frustrated early on and find that RoboCop 3 crosses that difficult-to-nail-down line of challenge vs. fun. All in all, RoboCop's gonna blow you away!

RoboCop 3 by Ocean

Graphics	Sound	Control	FunFactor	Challenge
				EXP.
5.0	4.5	4.5	4.0	Expert
\$59.95 Available now Action		One Player Continues		

SUPER NES PRO TIPS

ROBOCOP 3

Don't Get Trigger Happy



Save your lasers for the final part of the first level. Use one shot per enemy, even when they begin to ambush you from all directions.

Finders Key-pers



To open the unbreakable door on the bottom-right of Level 3, head up the stairs and grab a key.

3-Way Exterminator



Power up your weapon in Level 3 and blow away those nasty rats with a three-way shot!

Hold Your Ground



When platforms begin to crumble out from under your feet in the latter parts of Level 3, keep walking left and you'll fall to safety.

Time for Low Blows



To score easy hits against this swordsman at the end of Level 3, stand upright to make him swing high, then quickly press down and hit him with a ducking punch.

Hold Your Horses



Before taking the elevator from the roof in Level 2, stand back and destroy the first flying attack unit. If this guy hits you, you'll loose half of your health.

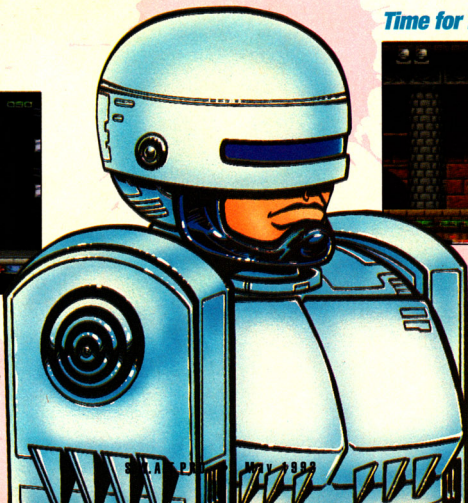


To restore your life in Level 2, walk to the left and pick up the energy canister after getting off of the elevator.

A Little Help From Your Friends



This boy's ED-209 will help you defeat the last bunch of enemies at the end of Level 2. If you can avoid shooting this pet robot, the boy will fine-tune the machine with his trusty screwdriver and ready it for combat action.



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DECLARE WAR.



Super Conflict is war enough for anybody whether you're a video gamer, a board game fan, or a soldier. You call the shots for your ground, naval, and air forces in a Middle East theater of operations that can get very intense. Whether you deploy your infantry against the enemy's best commandos, scramble an F-15C fighter against a Mig-29 Fulcrum, or guide your sub's torpedoes against an approaching cruiser, **Super Conflict** delivers not only realistic military challenge, but also explosive action sequences.

Super Conflict is all the war you'll ever want.



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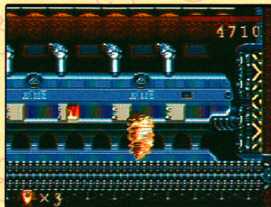
GENESIS PRO REVIEW

By Abby Normal



He's loud. He has a wicked temper. He slobbers everywhere. He eats anything he can get his paws on, but you can't help but love him for every last obnoxious vice. Who is he? Hint: he's Bugs Bunny's favorite beast to burden with cruel tricks. The Tasmanian Devil - Taz for short - comes to 16-bit technicolor life thanks to Sega. This awesome looking adventure is entitled appropriately, Taz-Mania.

Each stage has its own set of bizarre creatures and quirky (though cool) tunes. For example, in the Jungle, Taz comes face-to-face with grass-skirted, spear-chucking pink mice. Weirder still are the Rock Monsters he encounters in the Badlands. These creatures attempt to entrap Taz with their slimy tongues, which make an incredibly annoying guitarish twanging noise as they unfurl.



PROTIP: Spin past the furnaces in the Factory and Taz won't get burned.

gives him dragon's breath that's guaranteed to incinerate any enemy. However, if he chomps on Bombs or No Weed, he gets a rip-roaring tummy ache, that can cost him a life if his life meter is running low!



PROTIP: Rock Monsters getting you down? Simply jump on their heads and use them as launching pads.

An Offering to the Gods

Options are a gamer's best friends and Taz has a lion's share to offer. The

TAZ-MANIA™

Word has it that a single seabird egg will feed a family of TD's for a long time. We all know how grouchy Tasmanian Devils get when they're hungry...which is always! In this crazy, one-player, action-packed game, Taz sets out to find the legendary Tasmanian Seabird's nest in order to snag an egg for his hungry family.



PROTIP: Spin through bombs to keep Taz from eating them.

A Loveable Beast

Taz-Mania has six stages - each with multiple parts. Taz hunts through the Badlands (a nuclear-esque wasteland), the Acme Factory, the Jungle, Iceland, a Mine, and the Taztec Ruins.

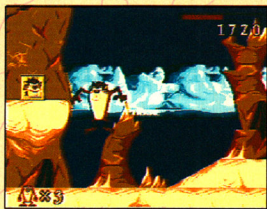
Until Taz reaches the eggs, which isn't 'til the bitter end, it's more or less a game of survival. The more enemies Taz tackles and the more power and food items he collects, the better his chances are of staying healthy enough to beat the stage, the bosses and, ultimately, the cart.



PROTIP: Steer clear of these two switches in the Factory. Touching them can be an electrifying experience.

Appetite for Destruction

Taz's appetite makes him his own worst enemy. If it isn't too big or anchored down, Taz will slip it down his gullet. For instance, when Taz chows down on fire power items, such as Chili Peppers, it



PROTIP: When you reach the highest ledge in the third scene of the Badlands, head left and you'll find a tasty 1-up.

Jump, Spin, and Action button commands (which enable Taz to breathe fire and lift items) can be adjusted to correspond to any button sequence. There's also a practice mode that enables you to explore five different stages with minimal enemy pestering. In addition, there are two difficulty settings, Easy and Hard. Lastly, when the local hoodlums sap your life supply (three lives), you can tap into three continues.

So, what good are options if the game control stinks?! Rest easy, Taz-



Taz attack!

masters, this devil won't let you down. Animated toothy snarls and impatient foot tapping are a part of Taz's graphic repertoire. However, as any Warner-watcher knows, the good-looking Tasmanian spin is Taz's forte, and it's more than just a whirlwind way to make fast tracks. Taz can use it to wipe out everything in his path. However, watch yourself when you launch into a spinning frenzy. At full speed, you scorch the dirt. Unless you know what's ahead, you probably won't be able to put the breaks on fast enough to save yourself from disaster, like flying off an unseen cliff!

PRO TIP: Spin with care. Recklessness can cause you to blast important life-giving items into oblivion.





A Fine Furry Friend

A major thumbs up to Sega (and Warner Brothers) for a job well done. Taz-Mania rates an A+ for the crystal clear graphics and smooth animation alone. Taz truly looks as if he's stepped right out of a WB cartoon. More importantly, Taz-Mania has the fundamental elements that make a game worth its asking price: great game play, worthy challenge, and a good story line. The one thing Taz could use is an extra level or two. Perhaps a sequel could take care of that?!

Overall, Taz-Mania is a solid Genesis title that any Taz fan should seriously consider adding to his or her game library. It's devilishly good fun.



Taz-Mania by Sega

Graphics	Sound	Control	FunFactor	Challenge
				ADJ.
5.0	4.5	5.0	5.0	Adjustable

\$49.95
4 megs
Available July '92

Action
One Player

PRO TIPS

Trapped in the ACME Factory



Grab this ACME box in Stage 2-1 and drop it below the high platform to get a

boost. Once you're on the platform, beware of the spinning blades that can turn you into Taz-Manian Sushi!

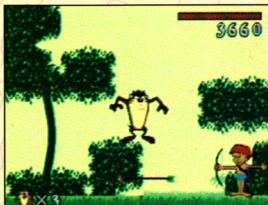


You can get through Stage 2-2 more easily if you hit the switches to turn off the laser cannons and the conveyor belts. Just remember that the switches won't turn off the oven rooms. One wrong move through there and you're toast.

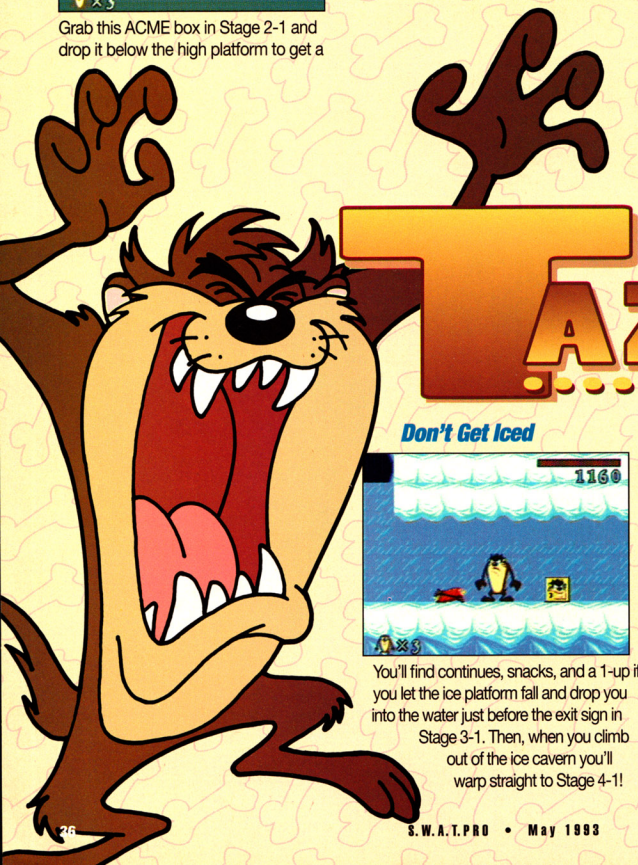
Got That Jungle Fever



In Stage 4-2, spin while jumping between branches to ensure long-distance jumps. If you notice a crazed rat on the branch you're leaping to, keep spinning until you land and you'll eliminate it.



To defeat the boss in Stage 4-2 with ease, jump over his arrows and hit him with your spinning attack. Keep spinning at him from one side to another until he gives up!



TAZ-MANIA

Don't Get Iced



You'll find continues, snacks, and a 1-up if you let the ice platform fall and drop you into the water just before the exit sign in

Stage 3-1. Then, when you climb out of the ice cavern you'll warp straight to Stage 4-1!

Where's That Elevator



In Stage 5-2's dangerous mine, don't get impatient while waiting for the elevators. Stand at a safe distance from the upward shafts, or you'll become a Taz pancake!

Hungry Greens!



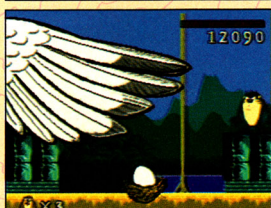
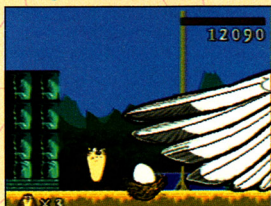
To beat this man-eating plant in Stage 6-3, stand just inside its biting range to the left. Then, keep jumping and spinning in place. The plant will soon try to bite you and end up hurting itself instead!

Unnecessary Indigestion

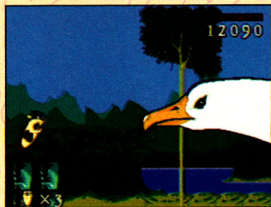


Spin while jumping from platform to platform in Stage

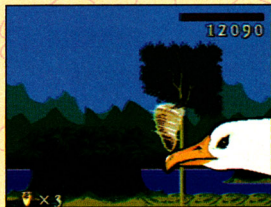
Sure Ain't Jonathan Livingston



To defeat this huge seagull boss in Stage 8, wait for the first wing to flap at you from the right, then jump onto the right platform.



Then, wait for the wing to pass you on the left and jump to the left-hand platform.



When the seagull's beak is visible, jump toward him and spin to hit his head. Then, return to the bottom-left corner to repeat the whole procedure until he's defeated.

NIA

7-2 to knock off any bombs that stand in your way. Keep spinning until all of the bombs drop.

Artimation



Jump or spin past the statues in Stage 7-3. They may look normal, but they'll show their true colors when you're in range for their attack.



GENESIS PRO REVIEW



By Earth Angel

al-ien: a glistening thing of pure evil with razor sharp teeth that protract from its jaws to reach for its prey. It's characterized by a sloped head, protruding spine, and acid blood. Parasitic in nature, the Alien reproduces by laying eggs in host bodies.

This Time It's Hiding in the Most Terrifying Place of All!

It's been almost 15 years since America met the Alien and Alien assault specialist, Ellen Ripley. After surviving two blood-curdling big-screen battles against Aliens, Ripley's ready for Round Three in the movie and Round One in the video arena. In this Genesis adventure, one person stands between the Aliens' total domination of the planet and possibly the universe – you!



In space, no one can hear you scream.

When you step into Ripley's combat boots, your Marine Warship, the SULA-CO, has just crash-landed on Fiorina-161. There are no survivors, save Ripley and a nasty Alien stowaway. Fiorina, once a mining colony, is now a prison – and one big smörgåsbord for the hungry Aliens.

Alien 3 presents a varietal horde of missions through its vertically- and horizontally-scrolling stages. During Rescue stages, Ripley's goal is to release all the prisoners before time runs out. In Exterminate stages, she must hunt and kill as many Aliens as she can within a set time



limit. In Mission stages, she's got to rescue prisoners and destroy Aliens.



PROTIP: At the end of a Rescue stage, all the prisoners you fail to save experience instant death, of the Alien-chest-bursting variety. It's gross to watch, but very useful since you'll be able to pinpoint the location of all of the prisoners you couldn't find!

Have You Hugged Your Face Today?

There's a load of Alien nasties creeping, crawling, and slinking their way through

every dreary nook and cranny of the prison colony. Adult Aliens creep, crawl, and crash out of every passage. They'll rush you rapidly from offscreen and even drop from above to land on your head.



PROTIP: When you climb a ladder or crawl along a passageway, it's a good idea to fire your weapon every few seconds to blow away surprise Aliens.

PROTIP: When an Alien's lurking on the other side of a door, toss a Grenade to blow the door up, switch to another weapon before the Grenade explodes, and



onto Ripley's head she loses Energy rapidly. When you discover Alien pods, which are major hatching grounds for new Aliens, destroy them immediately.



PROTIP: Shake Facehuggers loose by rapidly hitting Left and Right.

Armed and Dangerous

In Alien 3 the movie, Ripley and her prison companions were unarmed. In Alien 3 the game, Ripley's packing more firepower than you're gonna know what to do with – but you're gonna need it all. You begin the game armed with limited quantities of Hand Grenades, as well as limited ammo for your Machine Gun, Grenade Launcher, and Flame Thrower. Power-up items lie throughout the prison. Grab them to replenish your ammo. Swap weapons as needed.



PROTIP: The Grenade Launcher is Ripley's best weapon. It destroys Aliens with one blast and fires long-range. Don't forget to tag Aliens offscreen.

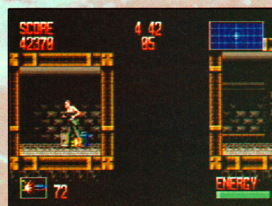


PROTIP: The Hand Grenades come in handy when you've got Alien problems below you.

Ripley's got a Radar device that pinpoints Aliens on the move, as well as the location of prisoners. You must continually snag batteries to keep the device charged.



PROTIP: Don't rely on Radar for protection. Aliens move very fast, and you'll be caught napping if you're staring at the Radar screen waiting for something to happen.



PROTIP: At the beginning of Stage 2, jump backwards through a secret passageway for a pair of power-ups.

Do it for Newt!

Alien 3 balances straight-up arcade-style action with enough tension to effectively capture the nail-biting mood of the movie. The graphics have a Rolling Thunder look and a palatable gore factor. Cool tunes round off the mood, and the sound of a shot destroying an Alien will send a chill down your spine. Yup, we liked it alot! Just remember: "In space, no one can hear you scream," but when you scream in the living room, everyone's gonna hear you!

then fire immediately. You'll take out the door and the Alien simultaneously.

PROTIP: Use parallel platforms and ledges to nail Aliens that hang upside down from the ceiling. It's easier to destroy them while they're hanging then to battle them face-to-jaws.



PROTIP: Don't panic. You can leap over a crawling Alien.

Facehuggers are deadly little parasites that are looking to plant a baby Alien inside of you! When one of them latches

Alien 3 by Arena Entertainment				
Graphics	Sound	Control	FunFactor	Challenge
				ADJ.
4.5	4.5	4.0	4.5	Adjustable
\$49.95		One Player		
Available October '92				
Action				

Alien 3™ & © 1992 Twentieth Century Fox Film Corporation. All rights reserved.

GENESIS PRO TIPS

Stage 3:

Riding Shotgun



As you ride up on the second platform from the large, lower room, there's an Alien waiting at the top to knock you off. To avoid damage, try to fire diagonally at him with your Machine Gun as the platform rises. If you're lucky, you'll take him out before he knocks you off.

The Guardian



Stand to the far left of the level and fire at the Alien with your Grenade Launcher when he comes within range. The Alien

Power-Up



When you reach the tunnel that leads to the Stage 3 exit, take a quick trip left if you have time. You'll find a secret room with a few power-ups.

follows a predictable pattern. When he's close up, you can use the Flame Thrower or other close-range weapons.

Stage 4:

Detour



At the beginning of the stage, there's a large lower room. Don't bother going down to it. It's got Aliens and Pods that'll cause you a lot of damage, but you won't find anything that you really need.

Save It



When you reach areas with multiple Health power-ups, grab one, but save the others until you really need them.

Have You Hugged Your Face Today?



The passage at the top and to the left of the final big room in Stage 4 is a dead end with an Alien waiting. Don't bother to go this way.

Hard to Find Prisoner



The second to last prisoner in Stage 4 is tough to find. He's on a floating platform in the middle of the final big room. To grab him, ride to the right on the horizontal floating platform.

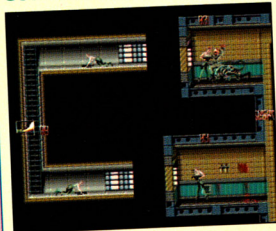
Stage 5:

The Easy Way Out



There are lots of power-ups on Stage 5, but lots of Aliens, too! To escape from the level quickly, head to the right from the beginning. When you reach the elevator, go down two floors. Move all the

Secret Tunnel



When you reach the vertical tunnel at the lower left of Stage 5, leap off to the first platform on your left to reach a secret tunnel. The tunnel leads up and around to a second platform with a hostage on it. Lob a grenade through the opening to take out the Alien. It's a safer way to grab this prisoner.

ALIVE 3

way left, then use the ladder to go down one more floor. Go all the way right, then down as far as you can. Climb down the next ladder and move left through the tunnel. Head right to the exit!

Stage 6:

Secret Passage



A secret passage at the far right of the large room leads to the hostage in the upper-right corner.

Dead End



When you reach this hostage at the far right of the large upper room, don't bother going into the passage to the left. It's a dead end.

Exit, Stage Right



When you climb down to this area in the lower right-hand corner of the stage, open the door to the right to find a hostage. The prison cell on the left only has an Alien – don't bother!

The Guardian



This Guardian is as predictable as the others. Hang out to the left, then fire when he's in view.

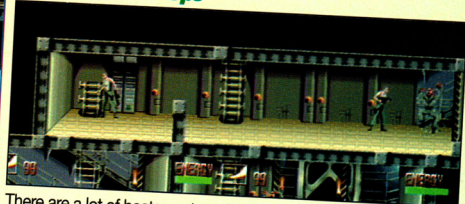
Stage 7:

Shrapnel Alert



You can blow up barrels in Stages 7, 8, and 9 to take out Aliens. Blow them up from a distance, though, or the flying shrapnel generated by the blast will injure you, too.

Stage 8: Power-Ups



There are a lot of hostages to collect in this stage, and very little time to do it. If you've got a second, though, head up and to the right from the beginning of the stage. You'll then reach an area with a ladder that seems to lead to nowhere. Climb it, then move left and right to grab some hidden power-ups.

Stage 9:

Power-Ups Galore



Sure, there's a whole slew of power-ups at the beginning of Stage 9, but you can't get at 'em! The programmers put them there to drive you crazy.

Another Shortcut



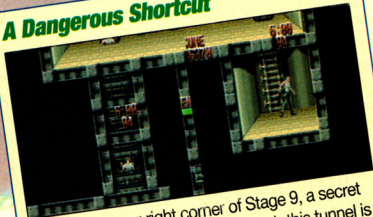
When you reach this ledge in the middle of Stage 9, lob a Grenade to the left through the secret passage and destroy the Alien. Then, hop through and grab the prisoner. Next, return through the passage and continue down. It's easier to grab this hostage now than it will be later.

The Guardian



With its multiple platforms, Stage 9 is a little different, but the name and the game are the same. This Guardian has a predictable pattern. Study it, hang out in a safe right or left location, and then fire when you see the whites...er...bloodshot areas of its eyes!

A Dangerous Shortcut



In the first upper-right corner of Stage 9, a secret tunnel leads off to the right. Although this tunnel is a shortcut to the end of the stage, it's a dangerous one. When you exit, you'll fall many floors to certain injury.

The Hidden Hostage



The final prisoner in Stage 9 is hard to locate. When you reach the lower-right corner (there's an elevator in the corner), jump to the right and you'll enter a hidden passage that leads to the room with the final prisoner.

Hidden Room



When you reach this tunnel in the middle of Stage 10, leap to the right to enter the room and grab a hostage.

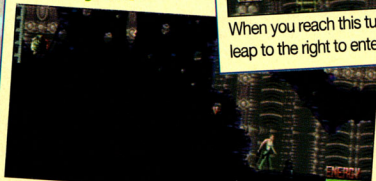
Stage 10:

Drops Of Acid



Watch out for drops of acid in this creepy stage. If they hit you, they'll knock you flat on your back.

The Way Out



After you pass through the tunnel, you'll reach an area to the lower left of Stage 10 that seems like a dead end. Climb up the slope and you'll pass through a hidden tunnel on to the end of the stage.

Stage 11:

Power-Up



At the very bottom of this lower left-hand passage, leap up and to the right to grab a hidden cache of power-ups.

Stage 12:

The Guardian



The Guardian of this stage is tricky, because you've got to fight behind a low wall of slime and goo. Read its pattern and battle from the far right or left. Don't forget to snag the power-ups that drop and lie hidden behind the slime.



Stage 13:

The Toughest Prisoner



Work your way from the top to the bottom on Stage 13. Once you move down in this stage, you can't return to the upper areas. The toughest prisoner to snag is the one in the middle of the right side of the stage. To grab him, ride the platform down as far as it goes, then leap diagonally to the right. You'll land on the ledge with the hostage.

Stage 15:

The Way Out

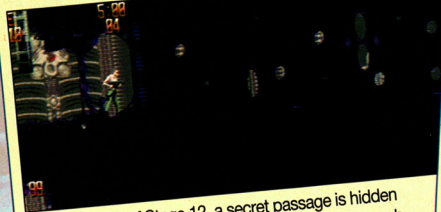


Stage 15's similar to 13 and 14, but finding the way out is difficult. Usually the exits are in the upper or lower right- or left-hand corners. In Stage 15, the exit's down the middle of the level, and then to the left.

Game Busting Info

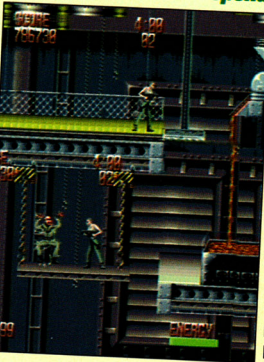
To see the end of Alien 3 for the Genesis, check out the April issue of GamePro Magazine.

Secret Passage



To the far right of Stage 12, a secret passage is hidden behind a wall of slime and dripping acid. Crawl through the passage (you'll catch glimpses of yourself through the holes in the goo), then crawl down the ladder to a hostage. Get the heck out of there, though, before you're clobbered by hidden Aliens.

Stage 14: Grab the Suspended Hostage



In this stage you can move up and down easily, but there's one prisoner on a suspended platform near the bottom who's tough to grab. Move to the right above the platform, then leap down to the ledge that's to the left of the second acid/fire pit. From there it's an easy leap left to the hostage.

GENESIS PRO REVIEW

By N. Sommiac



Cowabunga, dudes! Konami takes on the Genesis

and pulls out all the stops with Teenage Mutant Ninja Turtles: The Hyperstone Heist, a 16-bit graphic and game playing work of art. Every aspect of this cart is top-notch, from the startup animation to the final end Boss. This cart is an action/adventure video game piece de resistance!

Start Spreading the News

The Turtles' archvillain, Shredder, has latched his slimy hands onto the Hyperstone from Dimension X, and he's using it to shrink the Big Apple into apple fritters! It's up to Michaelangelo, Donatello, Leonardo, and Raphael to do what they do best — track down Shredder and return New York City to its rightful size. One or two players choose Turtles and embark on a five-level, side-scrolling action extravaganza.



Pick your favorite Turtle.

You'll immediately notice the Hyperstone Heist's beautiful graphics and crisp animation. The programmers pillaged the Genesis' graphic vaults to present large, colorful, highly detailed characters, and silky smooth on-screen action.

The backgrounds of each of the five levels are also extremely detailed. They cleverly use shadows and gradations to add depth to the scenery. You fight through the sewers and streets of New York City, a mysterious ghost ship anchored in N.Y. harbor, Shredder's secret hideout, and a

gauntlet of villains. Ultimately, you face Shredder for the final showdown in the Technodrome.



PROTIP: Use jump attacks to knock down large gangs with a single blow.



PROTIP: In two-player mode, fight back-to-back to cover each other's behind.

Playing for Kicks

This cart features great, fully-animated, fighting action controlled by



PROTIP: Wear down Leatherneck with repeated combinations of a jump attack and several hits. Then, jump back before he can chomp on you.

combinations of the Attack, Jump, and Dash buttons. Each Turtle fights in a different style depending upon his specific weapon. Each one also possesses special power techniques, such as Leonardo's Bamboo Split and Donatello's Hurricane Attack. In especially tight



situations, each Turtle can initiate a Deadly Attack, which enables them to instantly defeat all the enemies around them. Unfortunately, using an Attack sucks up two valuable



PRO TIP: The knife-tossing yellow Foot soldier always throws his blades directly at the spot where you're standing. So, jump up as soon as he makes his move.

life units. The Boys need to save their Deadly Attacks for the huge Bosses at the end of each level, such as the Krang's Robot, Leatherneck, and Rocksteady.

Pizza Time!

Unfortunately, only 10 life units stand between your character and Turtle soup. However, find a Pizza to instantly rejuvenate your life bar. Moreover, you receive an additional Turtle life for the first 100 villains you defeat, and for every 200 thereafter. Additional help is available from the Options Menu, which enables

you to set the difficulty level and set up to five Turtle lives and five Continues per game.



Exercise your right to choose.



PRO TIP: Use the Sliding Kick attack to knock down several enemies in a row. Follow up with your Turtle's power technique.

Shell-Shocked

Teenage Mutant Ninja Turtles: The Hyperstone Heist brings excellent arcade-quality graphics, sound, and game play to your home unit. The variety of options guarantees fun and challenge for gamers of all ages and abilities. Although the story line and the objective are simple, there are plenty of moves and challenges to make you spin in your shell. The Turtles make a big splash for Konami in their Genesis debut!

Teenage Mutant Ninja Turtles: The Hyperstone Heist by Konami

Graphics	Sound	Control	FunFactor	Challenge
5.0	4.5	5.0	4.5	ADJ. Adjustable

\$54.95
Available December '92
Two Players

Action/Adventure

PRO TIPS

Jump Kicks Are Key

The Jump Kick extricates you from most jams, and it's a very useful technique against several bosses. Press B, then press A and Left or Right.

Protect Your Back



When you're surrounded by Foot Clan-ners, you're always vulnerable from behind. Use the Jump Kick to get up and over the crowd. Then, move up and down as you fight to keep them from getting behind you.



Backing up against something is a good way to protect your behind. Sometimes backing up against the edge of the screen works, too. You don't have to watch your back, and only a few Foot-bots attack you at a time. The others wait their turn for a beating.

The Foot Clan Countdown

Foot Clan-ners with weapons, such as the pesky Blue Ninjas and the tough Yellow Ninjas, must face you directly for about one second before they attack. If you keep moving from side to side, you can attack them while they reset their "timers."

Shell-Burning Armor



Scene 3's Samurai Armor Laser Traps can't get you when you stand to the left of the middle Samurai. Move up and down to avoid the shurikens of the Yellow Ninjas.

Versus Tatsu



When it's you versus Tatsu at the end of Scene 3, remember you can bat his daggers away or bat them back at him with your weapon.



TEENAGE MUTANT NINJA
TURTLES
 THE
HYPER
STONE
HEIST

Versus Leatherneck



At the end of Scene 1, Leatherneck takes four hits before he drops to all fours and attacks you. When he stands to toss his daggers, remember that he tosses them with whichever arm is closer to the top of the screen.

you wherever you go. The Jump Kick and your sword have no effect when he's on the move. Watch out for his machine gun and don't jump directly over him.

Bag the Aliens



In the sewers of New York City (Scene 1) and the caverns of the Gauntlet (Scene 4), watch the ground to spot the big Aliens that enter from the left side of the screen. Position yourself in their path and you can get them just as they burst from the water. Of course, if you don't want the points, you can just dodge 'em.

immediately Jump Kick to the right. If you continue walking, they emerge wherever you step.

Versus Super Krang



When it's you versus Super Krang in Scene 5, watch out for the five bombs he spits into the air. Jump Kick continuously left or right to avoid them.

The Shredhead Is Dead!



When you meet Shredder (the evil Kuroko Saki) for the final showdown, he hits you with a murderous three-pronged attack, but you can use his powers against him. When Shredder envelopes himself in green flames, he's going to shoot a mutant blast that turns you into a tiny baby turtle. When he summons orange flames, he's going to burn you. When he's in blue flames, he's going to shoot a freeze blast up at you. He's most vulnerable after he fires the blue freeze blast.

After each blast, he comes after you, but he can't hurt you until he summons another blast. Use the jump move to keep away from the blasts. When Shredder covers himself in blue flames, get ready to move in. When his arm angles up and he fires a Freeze Blast, step in next to him. You should be able to hit him four times. Then, get out of the way before he fires up his flames. Repeat this technique every time you see Shredder in blue flames, and he'll be toast.

Poisoned Pizza



Look out for Pizza-baited traps. For example, tantalizing Pizzas show up in New York City (Scene 1) in front of an apparently inoperable car, in the Mysterious Ghost Ship (Scene 2) below a suspicious painting, and in the Scene 2 caverns underneath stalactites.

Versus Stockman



Defeat Stockman in the Gauntlet by catching him in between left and right Jump Kicks. Attack left and then immediately attack right. Also, smash the Mousers as they drop.

Don't Get Cold Feet



When the Freeze Spray Bottles pop up during the Final Shellshock (Scene 5),

Versus Rocksteady



At the end of Scene 2, Rocksteady takes three hits before he charges. Then he'll rush straight at

SEGA CD PRO REVIEW



By Bro' Buzz

If you want to catch a speedy hedgehog, you need a good dog. Wonder Dog by JVC Games has the chops to give Sonic a serious run for his money. Good thing for Sega, this canine caper takes place in the Sega CD.

Dog Gone

The planet K-9 is in deep doggie doo, in more ways than one! The peace-loving pooches are about to be invaded by the rabid Pitbully Empire. Shades of Superman...err, Superdog! In desperation, K-9's leading scientist injects his newborn pup with a secret Wonder Dog Serum. Then he kennels his son in an intergalactic Boneship, and shoots him off to a newly-discovered, faraway world that contains a large, but primitive, population of dogs. You got it - Dog days are coming to Earth!



CD's best friend!

Wonder Dog is an excellent side-view, multi-scrolling action game that's cute and cuddly, but cunning and challenging, too. W.D. finds that Earth is no



How much is that doggie in the spaceship?

dog-lovers paradise. The dogfaced hero must fight his way off our world and planet-hop back to K-9. There he faces a dog-beat-dog battle with the Pitbully Space Armada. The game features five Worlds, consisting of 19 total Zones.

Animal Rights

Wonder Dog runs up against a herd of weird creatures, both extraterrestrial and earthbound. On Earth, Alley Cats, bully Bull Dogs, Dizzy Ducks, sour-puss Bloodhounds, moldy Moles, even dog-eating Earthworms nip at your heels. In Space, you encounter giant Space Rats, Flying Pigs, mutant Monkeys, Teapot Droids, Invisible Men, and poisonous gas-spewing whatzits. There are also packs of teeny, tiny bunny rabbits and hedgehogs that motor around your feet. JVC claims that there are over 400 enemies lurking on-disc, and we're still counting 'em!



PROTIP: When you meet the twin balloon guys at the end of Zone 1 on Earth, aim your Stars at their balloons.



PROTIP: When you meet the Invisible Man on the Looney Moon, aim your Stars at his hat.



PROTIP: Some foes are hiding, so always toss Stars ahead of you.

The disc's challenge level requires above-average skills, and you only get three hits until you're in the doghouse. Don't worry, your thumbs will be dog-tired, but the game's fun factor will force you back for more!





PROTIP: Tiny critters are friends until you hit them once, then they come after you.

Best of Show: Graphics & Sounds

If you hate dogs, this disc may turn you around. The game's graphics are gorgeous. Wonder Dog flashes some cutesy expressions guaranteed to make you go "oooh" and pulls some mean moves that will make you go "ahhh." This mutt's got personality to the bone.

Even Wonder Dog's beastly enemies have unique

flair in their hair. The background scenery is also great, truly-inspired madness. The opening animated sequences are superb. They're like watching a TV cartoon.

Wonder Dog sounds great, too. No howling at the moon here. Unlike typical video game tunes, the jazzy music actually has rhythm and a toe-tapping melody. The character voices are crisp and clear, too.

Move over Rover

The game's controls have definitely graduated from obedience school with top honors, and you barely notice the CD lag time. When the little doggie lands on Earth, the Wonder Dog formula kicks in. This puppy does more than fetch and retrieve. He's got a powerful leap, and he can motor like a greyhound to near-Sonic speeds. Wonder Dog has inbred canine tendencies, too, so he loves to dig. That's good, because a wealth of hidden levels lie underground.



PROTIP: You can bounce on some objects, such as box springs, to get extra height on your jumps.



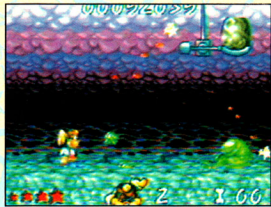
PROTIP: You might have to develop canine instincts to find the hidden underground levels. Some good places to dig are obvious, some are not.



PROTIP: When you reach outer space, remember that the lower gravity effects your jumps.

PROTIP: Search the high areas for bonus rounds.

All sorts of video ninjas use throwing stars, but W.D.'s Shooting Star weapon is one of the coolest video game variations, yet. You can regulate the power of your toss to whizz it at enemies, or adjust the trajectory to flick it at tricky angles.







PROTIP: To hit some bad guys, you must bounce your Stars off the ground or off the sides of the screen.

Hot Dog

It looks like Wonder Dog has marked his territory on the Sega CD. This disc lays the strongest claim to the best of the CD breed so far. Until Sonic The Hedgehog discovers discs, the Dog rules. If you're looking for a reason to buy a Sega CD, here's a good one. Wow and bow-wow!

Wonder Dog by JVC Games

Graphics	Sound	Control	FunFactor	Challenge
				ADV.
5.0	5.0	5.0	5.0	Advanced
\$49.95 Available now Action/Adventure		One Player Passwords		

SEGA CD
**PRO
TIPS**

Bunny Hop Meadow

Dig On Through to the Other Side



After you pass the first gopher hole in Level 1, you'll reach a place in the ground that is lighter than the rest. Begin digging and you'll discover a shortcut. Now you won't have to climb the tall tree to continue playing.

Good 'n' Plenty



There are plenty of warp zones throughout the game that hold all kinds of goodies. You'll find the second warp just before the check point in Zone 1, Level 2. Jump up to the platform on your left and then into the tree. Once there, you can uncover a 1-up and life-restoring doggie ears.

Underground

Shortcut Smorgasbord

To find a shortcut to the boss on Level 2, look for discolored ground and dig through it. It looks as if you won't be able



Wonder

to reach the dirt to dig through, because a layer of grass covers the top. Move the grass by pushing B and Right simultaneously. You can now dig down to the Underground and fight the big mole boss.



Dogsville

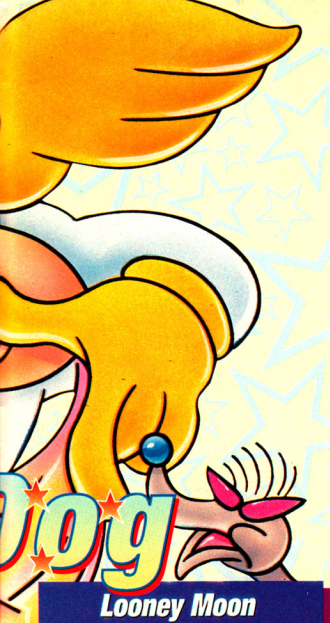
Rev Up

Find a 1-up and doggie ears in Level 1's stary warp zone. To reach it, fall down and to the right in the first break of the sidewalk.



Mole Hole

To beat the big bad mole in the Underground Zone, drill a hole in the lighter area of the ground. Jump into the hole, duck, and start shooting. Your shootin' stars will bounce out of the hole and ground the mole.



Looney Moon

Shoot for the Moon

To start at the Looney Moon Zone, enter this code: REEVES

Planet Weird

Monkey See, Monkey Do

To stay alive and barkin' in Level 1, make a long running jump when you see the green emeralds in front of the two spiky, monkey-looking creatures.

Monkeying Around

To kill the parachuting monkeys in Planet Weird, it's best to stand directly under them and shoot up.

Planet Foggia

Wonder Bubbles

When you meet the bubble-blowing boss on Level 1, move to the far edge of the half-pipe on the same side as the boss. Start shooting your stars. When he rolls to the other side, jump over with him, but keep to the far edge so you won't get hit by his bubbles.



Your Screw's Loose



Stay on the top platforms to beat the screw-blasting boss in Level 1. Jump to the opposite upper platform when you see him coming toward you.

Planet K 9

Free Fallin'



Jump to the platform that is just under and to the left of the first check point in Level 1. Then, leap off the platform to your right. As you fall you'll be warped to a room with a 1-up and doggie ears.

Dead-End Blues



If you find a metal wall that seems to block your path, start digging just to the left of the wall. You can usually find an underground passageway.

Hit the Big Top



When you reach the elevator next to the dead-end wall, you can catapult yourself to a bonus round under the big top. Jump up and left from platform to platform. Once you reach the uppermost platform (which looks like a top) jump over to an invisible ledge to the right. You'll soon be under the tent.

Smoking is Bad For Your Health



To beat the smoke-blowing boss in Level 4, jump to the platforms. As long as you're on the platform you can leap over his shooting smoke. If you are on lower ground, he can aim his smoke right at you.

TURBOGRAFX-CD PRO REVIEW



By Doctor Dave

Things are "Shaping" up for the TurboDuo. Here's a great Super CD-ROM action/adventure game called ShapeShifter.

Things Look Dark

In this hot, side-view, multi-scrolling, hack 'n' slash game, you play Lykos, a brave young man with a buffed bod. Lykos' home, the Land of Krellion, is about to be trashed into the Dark Ages by a gruesome trio from the Shadow Realm called the "Dark Ones." You must free five wizards who will give you the ability to transform into powerful Shapes: the Black Panther, the Psionic Shark, the Rock Troll, and the Gold Dragon. It's your only hope of defeating the Dark Ones and their unholy hordes.



Power up your Shapes with Blue Globes.

Home, Sweet Home

Your quest begins in Lykos' hometown, where you purchase weapons and other items. In the Weapons Shop, you have three weapons to choose from—the Morning Star Mace, the Axe, and the magic Bow. You start out pretty poor, but chopping beasts and bad guys down to size fills your money bag. You can then soup up your weapons power, or even have your fortune told by the local fortune teller.

The town is also where you save your current game. However, if your life meter runs dry before you reach town—sorry!



PROTIP: Defeat this Sand Monster by standing on the far right platform. It can't touch you there.

Meet Strange New People...and Fight Them!

This epic game keeps your mind locked in with a ton of quests, which put you into contact with a rainbow of races, a multitude of monsters, and an assorted bunch of mayhem makers. For example,



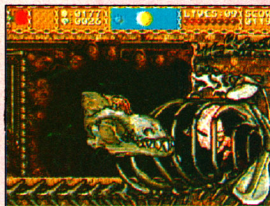
PROTIP: Here you can max out your life bar by knocking off this spider, exiting the screen, returning, and defeating it again.



PROTIP: For an easy victory against this huge spider, use a magically enhanced Axe from the right-hand platform.

your first task is to save Krellion from the Spider Clan. Squishing the Spiders means you have to exterminate a huge spider monster.

Later, you enter a mountainside and drop down into an eerie realm populated by scary-looking skeleton creatures. The great bone dragon has a bone to pick with you. Still later, you encounter an Aztec-style civilization, where appearing in the correct Shape is the only way to live. You're just getting started!



PROTIP: Stand behind the heart of this bone dragon as you attack it with your weapon. The dragon won't stand a chance!



PROTIP: Make sure that you enter the Pyramid as the Black Panther.

Classic Cutting

ShapeShifter is a classic hack 'n' slasher with some nice twists to its game play. In general, you must run, jump, swim, and climb your way across terrain and obstacles. The game's moves feature the familiar jump and attack techniques found in other side-scrolling adventures.

Naturally, the ability to change shapes jacks up the tactics and strategy. Each Shape has special abilities, but you only remain in a Shape for three minutes. Your Shape can effect the way other characters react to you. You must find Gems which enable you to assume these different Shapes. It takes a certain number of Gems to change into each Shape. Shape time automatically extends if you have the Gems.

SHAPE

There's an automatic life aid, too. The interface contains a unique Sun and Moon meter, which displays day passing into night and vice versa. Every 10 minutes or so, there's an eclipse that automatically maxes out Lykos' life meter and his Shape time.

Slash, Look, and Listen

The Super CD format struts its stuff with awesome graphics and sound. The pix are tough with smooth multi-scrolling effects. The game doesn't offer animated sequences. However, during story sequences it scrolls across some nicely detailed still images, which impart an appropriately medieval feel. The variety of graphics is impressive. The ShapeShifter world is full of eye-catching creatures, terrains, and civilizations.

The soundtrack is great! The music features upbeat rhythms and hard-rocking tunes. The characters speak with dramatic, digitized voices.

The Cutting Edge

You'd best get into Shape, video adventurers. Do your finger exercises and shake the cobwebs outta your head. ShapeShifter is a must play.

ShapeShifter by Turbo Technologies

Graphics	Sound	Control	FunFactor	Challenge
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4.5	5.0	4.0	4.5	Advanced
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\$49.99

Available now
Action/Adventure

One Player
Super CD-ROM

Shifter

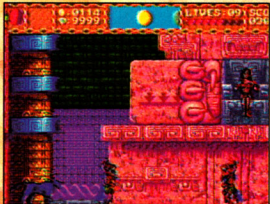
TURBO SUPER CD PRO TIPS

Shape Shifter Orientation



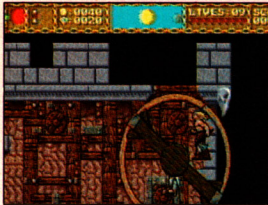
At the outset of Shape Shifter, you're a warrior without a cause, or a weapon for that matter. To get started, visit the town's Chancellor behind the door on the upper-left of the castle. The old man will give you money to buy a weapon and written permission to pass the guard at the west gate.

A Shifty Character



To pass by the keeper of the east bridge, enter the temple as the Panther and listen to the queen's monologue. When she finishes talking, change into your original human form and she'll grant you passage to the east.

Fiddlin' on the Roof



To reach the goodies on the castle roof, hop up the blocks that are along the right side of the spinning wooden wheel. Then, spring up and over to the center of the wheel and jump up and onto the roof.

The Flying Axe



Grab this glowing blue power-up before fighting the spider boss, and you'll be able to throw your Axe at him.

Pay-ola

To receive more money for weapons and permission to pass the guard of the East gate, return to the Chancellor's room after killing the spider boss.

Hold Still, There's Something in Your Eye



To defeat the cat god of the temple, you need a fairly high strength bar. Wait for an eclipse to max out your strength, then enter the temple and change into your human form. Jump up to the highest platform on the left and throw your Axe at the cat's head. With each hit, the boss's jeweled eye will lurch out at you.

Duck to avoid the eye's walloping hit, and continue throwing your Axe until the cat's nine lives are exhausted.

Getting Handed the Key to the Sewers



Although it's not the same as receiving the key to a city, you need the key to the sewers under the castle if you want to defeat the underwater boss and earn the power of Rock Man. To get the key, use your Psionic Shark shape to swim westward from the underwater city. A helpful spectre will hand you the key.

Watered Down



To jump out of a deep water hole, jump up as close to the surface as you can. Press select at the zenith of your jump. Transform yourself into a Panther or a human. As you change shape, press and hold the jump button in conjunction with the directional pad. You'll spring onto land and avoid drowning.

Runnin' Against the Wind



To rid the underwater city of the giant, gelatinous, air-hogging cube, jump from

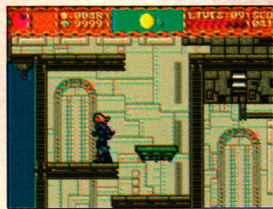
this platform to lure the boss out of its lair. Then, wait for the wind to stop and quickly jump up and right to ready yourself for the cube's next pass. While attacking the cube with your Axe, be prepared to press and hold down Right to resist the strong wind. Repeat these steps if you're whisked down to the lower level.

Programmer's Pride



After finishing off the big cube, jump to the third platform that's down and to the right. Change into a panther and leap across to a secret room that features graffiti by the game's developers.

Suit Up

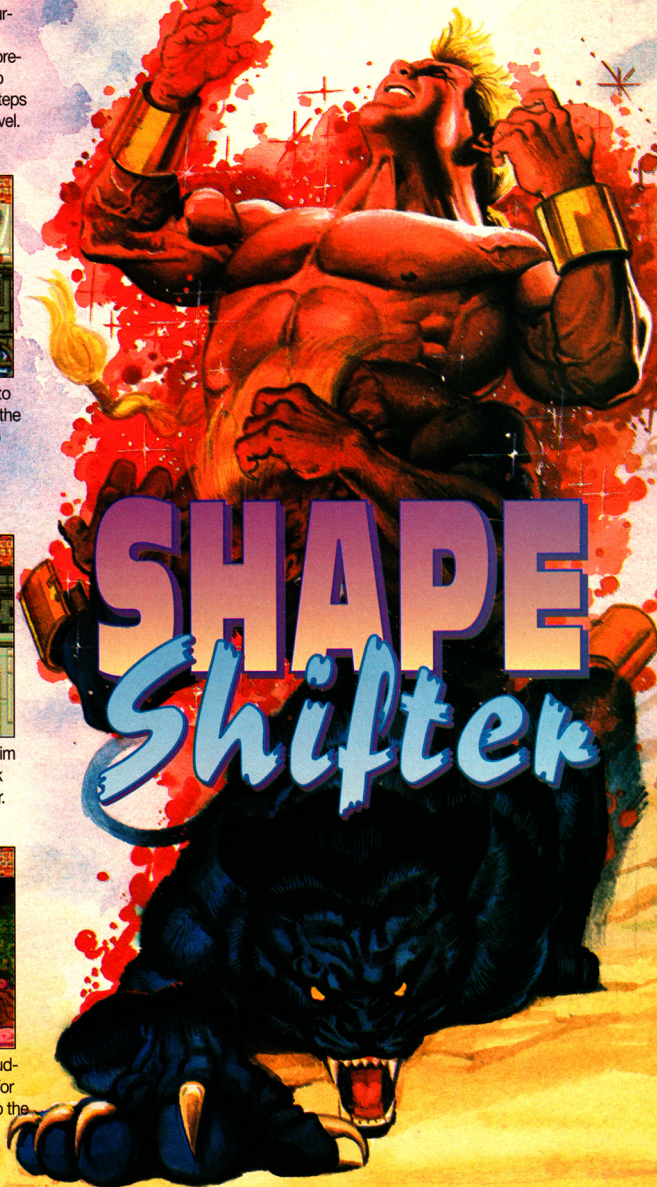


After defeating the big green cube, swim back to the underwater city as a Shark and enter this door to buy some armor.

Gem Dandy



Grab this Gem after defeating the mudman boss and bring it to the temple for the queen. She will return the Gem to the giant cat god.



SHAPE Shifter

PRO REVIEW



By N. Somniac

NES players have already tasted Star Wars, a yummy outer space treat. Now all the same ingredients have been packed into the Game Boy! Just like the movie, this game is a video delicacy!

A' la Game Boy

Like the NES game, Star Wars by Capcom sticks to the familiar movie story line. You even get a palatable rendition of the Star Wars theme.

The Game Boy cart features a delicious spread of various gaming styles that are served up in one, tasty adventure. You get overhead-view flying, side-view fighting action, and first-person-perspective flying. Smooth, responsive controls make you feel like you're using the Force to guide your game play!

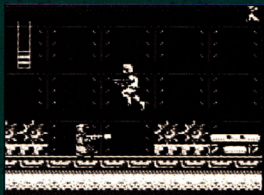
Moreover, a Character Select feature adds RPG flavor to the game. Call upon C-3PO, R2-D2, or Obi-Wan for valuable advice. Use the skills of Luke, Princess Leia, or Han. Each character is suited for specific situations.



The Gang's all here!

A Jedi Smorgasbord!

You begin the game with a multi-scrolling, overhead view of Luke's Landspeeder criss-crossing the vast Tatooine desert. Your shopping list is lengthy as you search for R2-D2, Obi-Wan Kenobi, Han Solo, Luke's Light Saber, Shields for the Millennium Falcon, and power-ups. To find them, you enter caves, the Jawa Sandcrawler, and Mos Eisley Spaceport, where the game converts into a side-scrolling adventure.

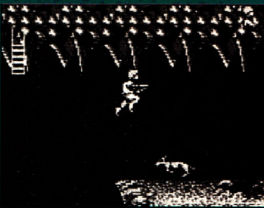


PROTIP: There's no time limit! Patience and timing are your best weapons against most obstacles.



You get your first taste of the game's hard-boiled challenge when Luke must run, jump, and blast his way past vicious aliens and impossible obstacles. Guard your life units, because continues are limited and there are no passwords!

PROTIP: Find R2-D2 hidden in the Sandcrawler before you board the Millennium Falcon in Mos Eisley. You'll need him later on!



PROTIP: Some creatures are bound to certain areas. Leap over them rather than fight them.

Aboard the Millennium Falcon, the view shifts to a first-person perspective. You peer out the ship's view port as you steer the Falcon through a forward-scrolling maelstrom of asteroids. It only takes two hits to fry a shield. Lose your shields and it's game over!

PROTIP: Veer sharply as soon as asteroids appear within the center of the view port.

Successfully run the asteroid field gauntlet, and you're caught in the Death Star's tractor beam. There you must rescue Leia, disable the tractor beam, duck into the trash compactor, and return to the Millennium Falcon for the getaway! The Death Star is a complex maze, so tap R2-D2 into the Imperial Computer Network. Then you can monitor your progress on a detailed map of the Death Star's interior.

Upon escaping the Death Star, you return to first-person, forward-scrolling action. Roast waves of enemy TIE fighters trying to stop your escape. The final level features overhead-view, vertically-scrolling action as you try to bake the Death Star. Pilot an X-wing fighter down the Death Star's heavily fortified trenches. Use the Force to blast the gun emplacements and the buzzing TIE fighters.

Bon Appetit!

The many flavors of Star Wars – action/adventure game, intense shooter, and formidable quest – are guaranteed to please any gaming palate. Great controls, detailed graphics, classic music, and a compelling story line whip up a delectable experience. An hour after playing Star Wars, you'll be hungry for more!

Star Wars by Capcom				
Graphics	Sound	Control	FunFactor	Challenge
4.0	4.0	5.0	4.5	ADV.
Price Not Available		One Player		
Available Sept. '92		Action/Adventure		

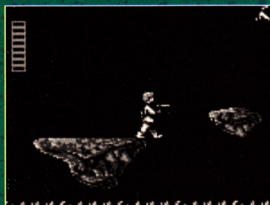
GAME BOY PRO TIPS

The Running Long Jump Is Critical



You'll never get anywhere in this game unless you nail down the special long jump move. Hold down B and Left or Right to run. Continue holding B and press A to jump.

The One-Legged Stance



To cover long distances, you don't always have to make a Running Long Jump. Just creep to the end of a ledge or platform until the toes of your back foot touch the edge. Now, press A and either Left or Right.

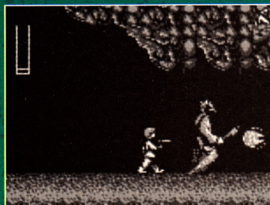
Tusken Raiders



Tusken Raiders attack you as soon as you shoot them, but they can't leave their

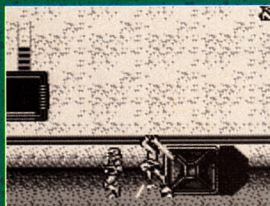
ledges. When you find a Raider, note a nearby ledge that you can jump to for safety. Now shoot him and run like heck. Once you reach the ledge, you can usually blast him again from there. If he disappears off-screen, shooting from the One-Legged Stance usually gets him.

Shields



At the beginning of the game, find the eight shields in the caves on Tatooine before heading to Mos Eisley. They're invaluable when it's time to fly the Millennium Falcon.

Fighting at Mos Eisley

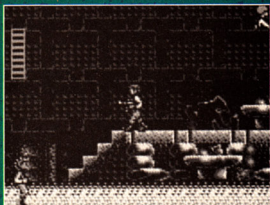


To beat the Storm Troopers at Mos Eisley, use Luke and his Light Saber, unless you've already recruited Han Solo.

Obi-Wan Has the Force

Obi-Wan can revive Han Solo and Princess Leia if they meet untimely ends. However, he can only perform that miracle a limited number of times.

Find Han



To fly the Millennium Falcon, find Han Solo at the cantina in Alderaan. Once he joins your party, he's your leader of choice, because his sidearm is the strongest.

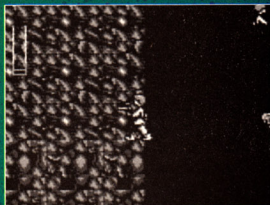
Survive the Asteroids

If you can survive the asteroid field for approximately 60 seconds, the Death Star's tractor beam will automatically pull you inside.

Blasting the Beam

To destroy the Death Star's Tractor Beam, climb the ladders on either side of the unit. Fire as you jump down. You must hit the tractor beam eight times.

1-Up!

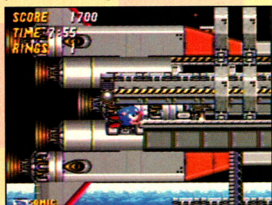


Inside the Cave of the Sand Men, jump into the wall that's on your left, just past the first Sand Man. There's an extra life down the corridor. Watch out for the Sand Man on guard duty.



GAME BUSTERS

By now everyone knows that Sonic's gotten himself into yet another mess with Dr. Robotnik. But did you know that, if you manage to beat Robotnik, you can view not one, not two, but three different possible endings! Here's the lowdown.



1. Once Sonic or Tails reaches the Death Egg, they've got to battle the Mech Sonic and the Mech Robotnik to complete the game.



2. PRO TIP: It'll take eight hits to defeat the Mech Sonic. First, you need to dodge him as he spins across the screen or leaps through the air. To damage him, bonk him with a Spin Attack or Dash Attack when he's standing still or rolling upright across the screen. To avoid taking a hit, bonk him on the front side of his face when he's standing still.



3. PRO TIP: The Mech Robotnik's harder to beat. To damage him, leap and bonk him



on the stomach when he's standing still and his arms are retracted. When he tries to target you with a bull's-eye, leap left or right at the last second to avoid getting crunched. Mech Robotnik also tries to shoot his arms at you. Stand at one of the far sides of the screen and leap straight up as his arms fly by.



4. To see the first two endings (one for Sonic, one for Tails), beat the game without having collected all seven of the Chaos Emeralds. Once you've destroyed Robotnik, the Death Egg Fortress will explode. When the smoke clears, either Sonic or Tails will drop from the sky, depending on which character you were playing when you finished the game.

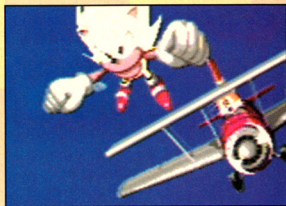
SONIC HAS ALL THE CHAOS EMERALDS



SCORE	725200
SONIC RINGS	348
TAILS RINGS	6
GEMS BONUS	10000



5. To see the third ending, grab all seven Chaos Emeralds, finish the game as Sonic, and watch as the Hedgehog Hero goes gold!



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In the future. There will be four more puzzles at \$2.00 each and one tie-breaker at \$1.50 which will be sent to you by mail. You will have 3 weeks to solve each puzzle. We don't know how many will play but typically 47% will have the highest score possible score to Phase I, 30% to Phase II, 25% to Phase III, and 20% to Phase IV. The tie-breaker determines the winner. If players are still tied they will each receive the grand prize they are playing for.

Mystery Word Grid

		T			M Y S T E R Y W O R D
H	E	A	V	Y	
	R				
S					
				L	

WORD LIST and LETTER CODE chart

HEAVY.....I LEAVE.....C METER.....P MAJOR.....T
 ABOVE.....R VOCAL.....O MODAL....A CORAL.....B
 TRILL.....D ENTRY.....V SPOIL.....E MUSIC.....H

CLUE: _____ games!

Yes!

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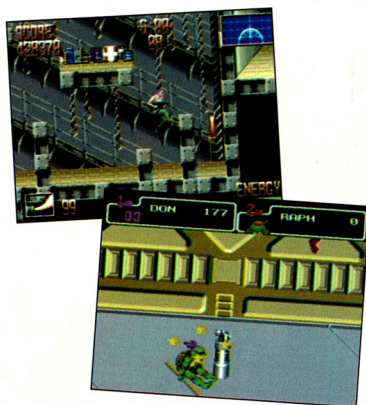
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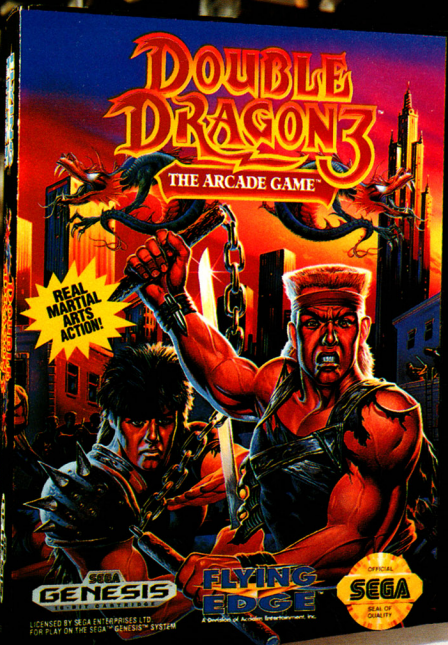
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*Is the
fur still flying
between you and
Roseanne?*

*Did you
leave that surprise
on my lawn?*

*Will you do
Jay or Arsenio
first?*

*What's a
Woolie?*

*Will you
be cutting an
album with
Madonna?*

*Does he
know he's not
wearing any
pants?*

*Will you
and Arnold do
a 'Furminator'
movie?*

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