

SEGA · NINTENDO · JAGUAR · 3DO · CD-i · NEO-GEO · ARCADE

SWAT PRO

The #1 Guide to Video Game
**TIPS, TACTICS,
& STRATEGIES**

By the Editors of GamePro Magazine

KILLER INSTINCT

Thrillah **Killah** Basics!

ProStrategy Guides with over **350** Tips for:

- Aero the Acro-Bat 2
- Super Punch-Out
- Doom (Jaguar)
- Demolition Man (3DO)
- Super Return of the Jedi
- Ecco: The Tides of Time

And MORE!!

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March 1995
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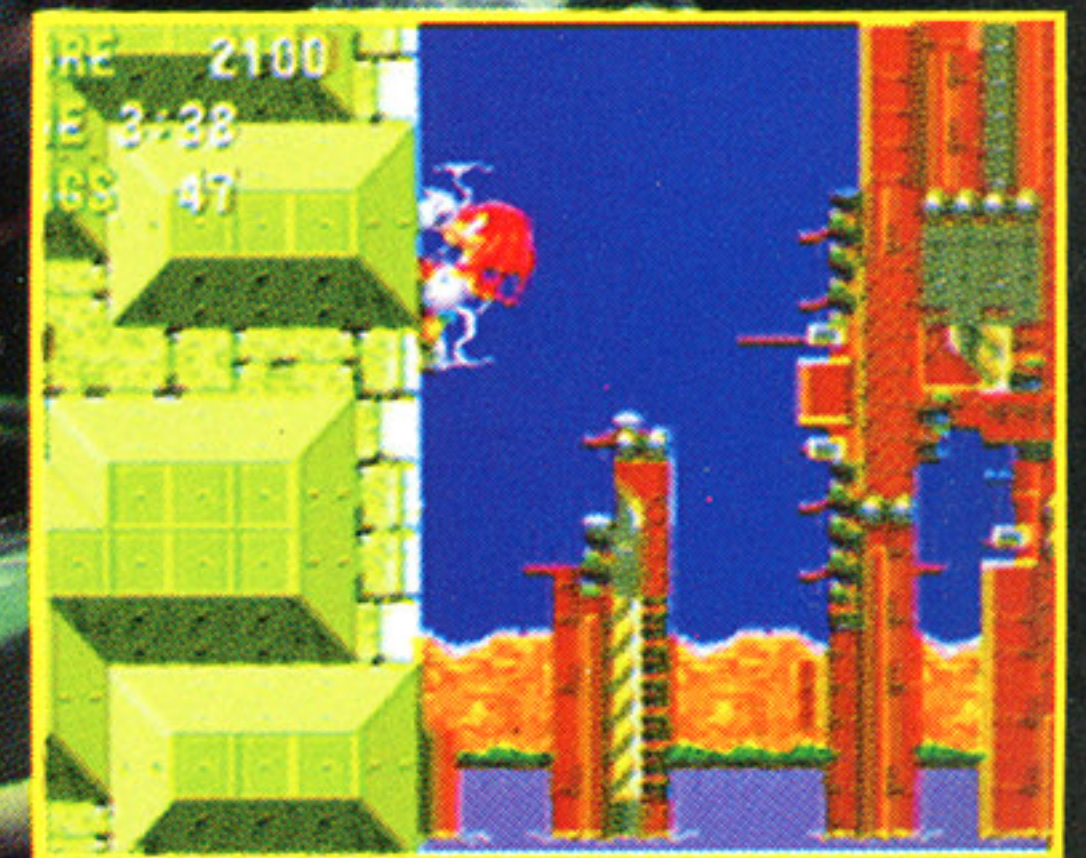


Display Until
April 1995



DONKEY KONG COUNTRY

(Super NES)



SONIC & KNUCKLES

(Genesis)





OK class, the answer is:

**Dr. Mario[®] and Tetris[®] are together
on one brain-frying cartridge.**



That is correct. All that pill-dropping, block-busting **insanity** is now on 16-bit for the first time. All you need is a Super NES[®] (and a brain, but hey, you've gotta supply that). Is that **√Coolsville** or what?

So you and your bud could go head-to-head on Tetris or Dr. Mario. Or you





KIDS TO ADULTS
K&A
AGES 6+

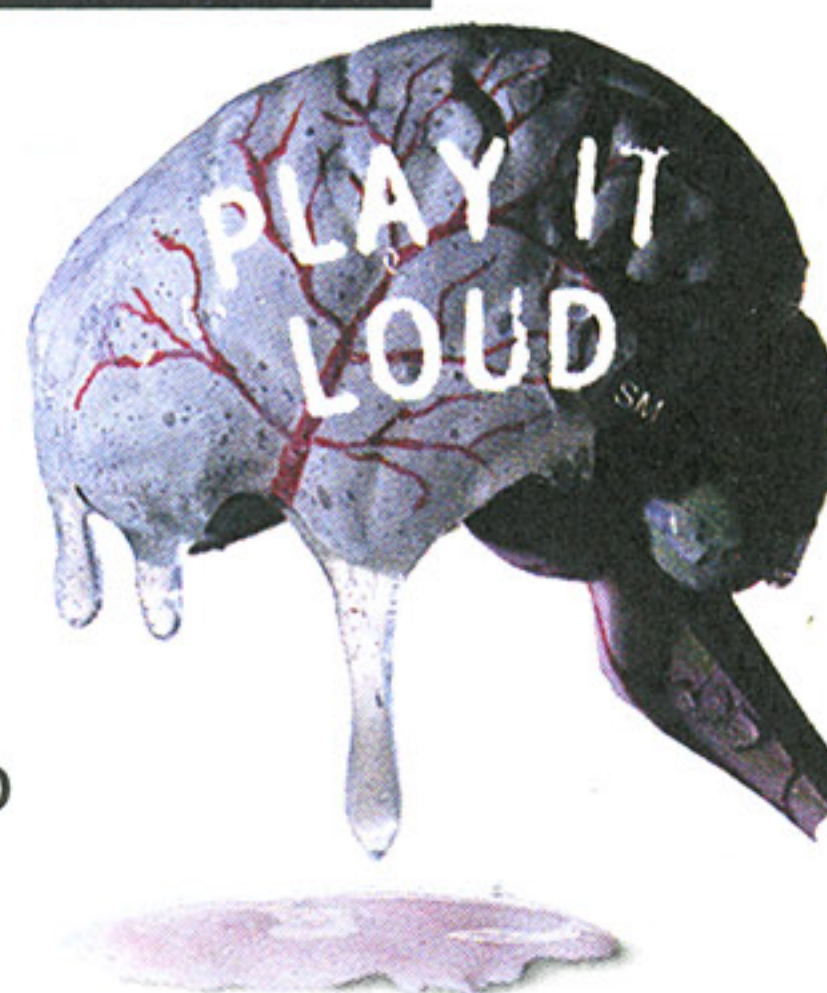
could play both in **Mixed Match**. Like you could play Tetris while he plays Dr. Mario. Or you could play Dr. Mario while he plays Tetris. Or he could play Dr. Mario while you yell **"SHUT UP"** since



TWO ALL-TIME PUZZLE GREATS. ONE CARTRIDGE. MAJOR BRAIN SAUTÉ.

this is getting really annoying. Anyway, to sum it up: there are six new ways to play your two favorites—that's more than you can count on one hand (unless you grew up next to a nuclear power plant).

Only For
SUPER NINTENDO
ENTERTAINMENT SYSTEM



RADICAL CHANGES

Did you notice? We've made some changes.

We started by cutting ProChallenge Board and replacing it with strategies. We cut Video IQ...replaced it with strategies. (There's a trend here.) We shortened some things and lengthened others to bring you more strategies, codes, and tricks for today's hottest, hardest games.

Some believe that it's risky to mess with success, but the video game market is changing, and we think our magazine needs to change along with it. Games are becoming more complex, and the games developed for the advanced systems due out soon will surely offer more depth and sophistication.

Two years ago we reinvented *SWATPro*, transforming it into the definitive source for game-winning tips and strategies. Since then, *SWATPro*'s circulation has more than doubled; to us, that means we're on the right track.



Complete the survey on page 23, and you could win a next generation game system, like the Sega Saturn.

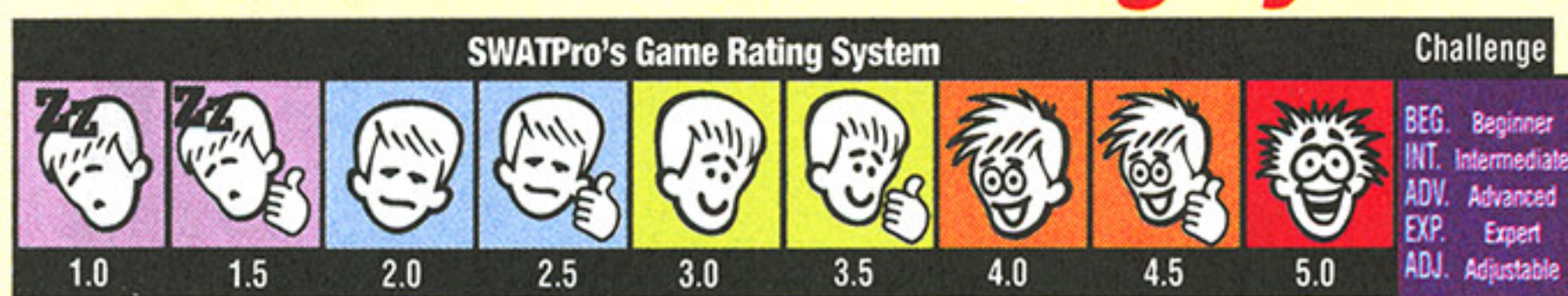
This latest round of changes puts us in line with what you want. You're a serious game player, and you come to *SWATPro* for advanced strategies. In the coming months we'll continue to refine the magazine, and we'd like your suggestions and feedback. On page 23 you'll find a survey. Please take three and a half minutes right now to fill it out and send it in.

If you do you might win a Sega Saturn, a Sony PlayStation, or a Nintendo Ultra 64 when they come out in the U.S. (not that we're bribing you).

In truth, we need your help. This is your magazine, so we need you to tell us what you want. If it's maps you need, then it's maps you'll get. If you want to see the whole game from beginning to end, we can do that, too. When you think about it, filling out the survey lets you win two ways: You're entered into a great contest, and you get to custom-design your own magazine. Not bad for a minute's work.

Thank You!

SWATPro'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 translate into the on-screen action and fun. **FunFactor:** Are you gonna have a good time? **Challenge:** The average skill level necessary to play the game. When you can pick skill levels, we label Challenge "Adjustable."
SWATPro's Game Rating System: 5.0=Outstanding! 4.0=Great job! 3.0=Good job; 2.0=Could be better; 1.0=Wake me up when it's over.

SWATPRO

VIDEO GAME STRATEGIES, WEAPONS, AND TACTICS

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IN THE HOUSE

SWATPRO STRATEGY GUIDES

Sonic & Knuckles (Genesis)



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Donkey Kong Country (Super NES)

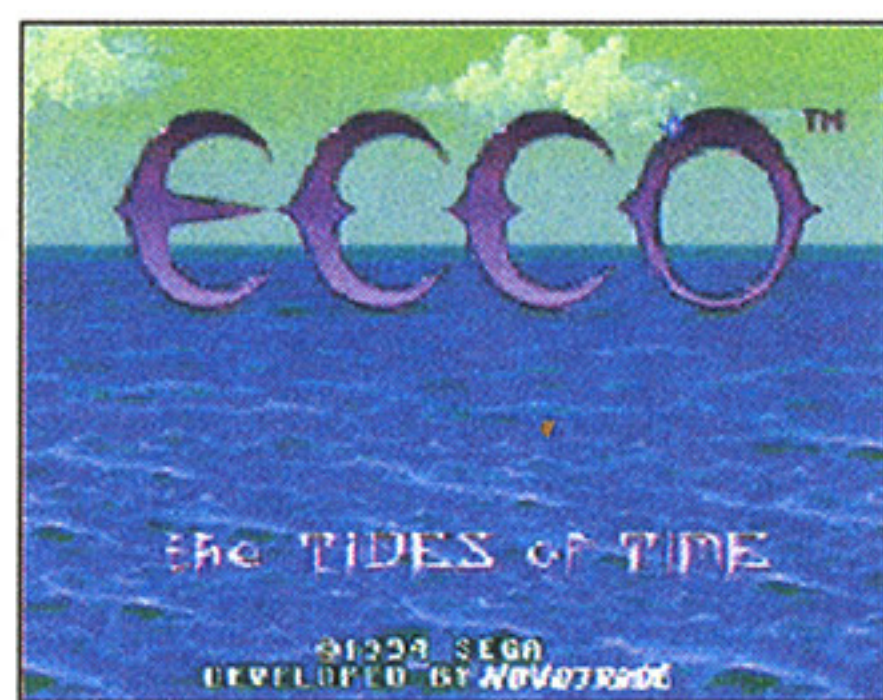


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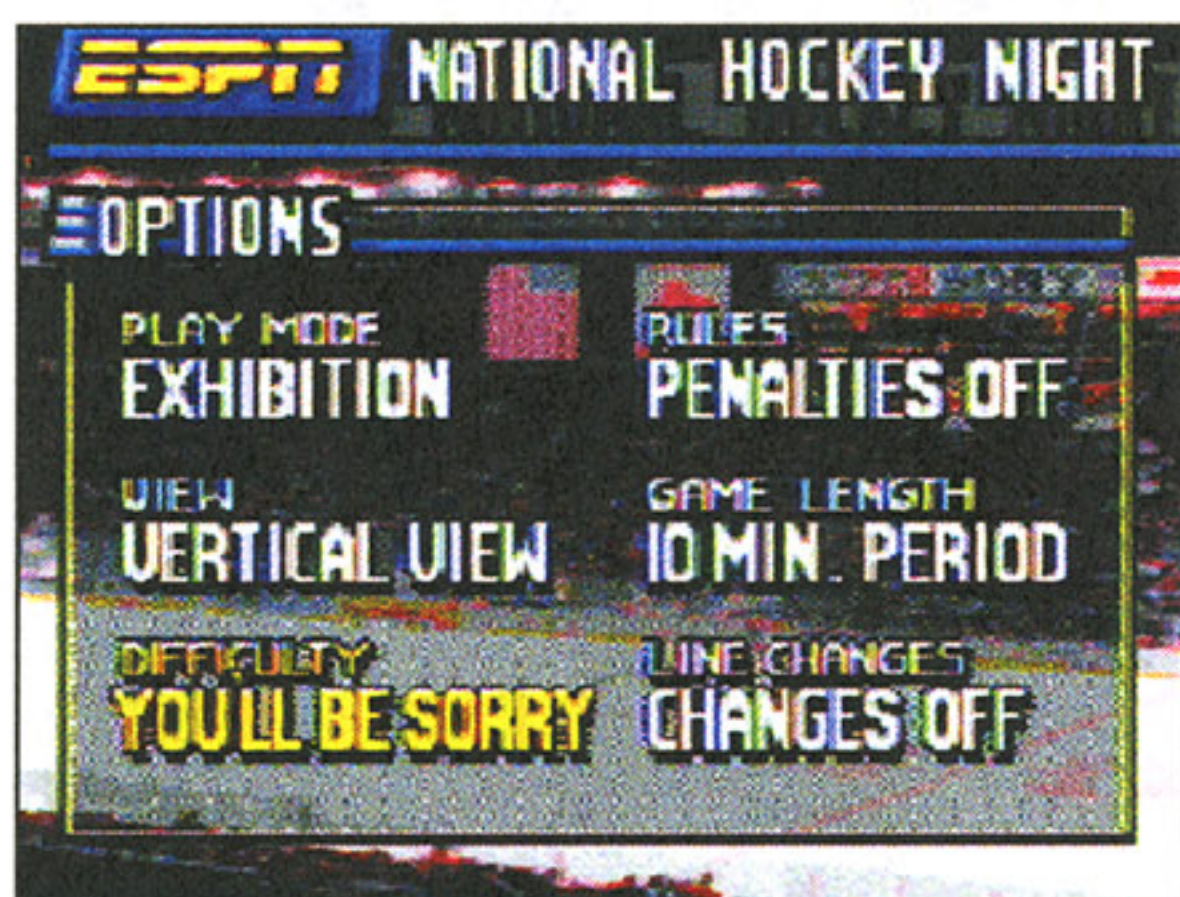
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Cover: Courtesy of Williams

ASK THE PROS

GENESIS

ESPN Hockey: New Teams



My friend told me that ESPN National Hockey Night for the Genesis had extra teams and extra violence hidden in it. How do you get them?

Glen Oswald, Albany, NY

At the main menu, hit Left, Right, C, A, B, and B. If you've done the trick correctly, the crowd will roar. Now scroll through all the teams until you come to the extras – Team Sony, Team ESPN, the Republicans, and the Democrats.

If you like extra teams, watch for the Sega CD version of this game. The programmers tell us they'll have some teams with President Clinton and Rush Limbaugh. To get extra violence into the game, return to the main menu and hit C, Right, B, Right, C, and Right. Go into the Options menu, scroll down to the Difficulty, and select Brutal or You'll Be Sorry. (Remember to turn off Penalties so the game doesn't stop every few seconds when the players execute ultraviolent checks and slashes.)

Mickey Mania: Level Skip



Mickey Mania on the Genesis is harder than I expected. Is there a way to jump to later levels in the game?

Tiffany Dehere, St. Louis, MO

You bet. At the Options screen, select Sound Test, then choose these settings: Music – Continue, Sound FX – Appear, Speech – Think. Scroll down to Exit, hold the directional pad to the left for about six seconds, and you'll hear a quick sound effect. Exit several times, and the level-select screen will be the last screen you reach before the game starts. You can now begin the game at any level.

Zero Tolerance: Shoot the Sniper



There's a sniper on the high-rise building that I can't get past. How do I kill him?

Alan Williams, Miami, FL

This guy's tough to dispose of with your normal weapons. Try the rocket launcher on him. With any other weapon, you have to hit the sniper three times to nail him, but with the rocket launcher, you only have to hit him once. If you still can't get him, put on the bulletproof vest. Low-crawl until you reach the end of the brick wall. Lock in your vest at 100 percent and start running. You'll wear down your vest to almost zero percent, but you'll make it.

SEGA CD

Brutal: Katas Klout

I have Brutal for the Sega CD. How do I get the moves called Katas?

Brett Bouley, Kingston, MA

We went straight to the game's producer to get the answer. Rod Humble of Gametek writes: "The Katas in the game are inspired by the real-life martial arts moves of the same name. When a martial arts student is first learning, he's taught a series of pre-programmed moves – Katas. He learns them so well that, in a combat situation, he'll perform them instinctively without thinking about them.

"In Brutal, you're taught Katas as you progress past different levels toward Black Belt. The Brutal Katas are implemented faster than any human could do them: Rhei's Lightning Fury strings together nearly 30 punches in under two seconds! Try that move against an opponent in a corner."

SUPER NES

Clay Fighter – Tournament Edition: Mini Fighters

Are there any special tricks for Clay Fighter – Tournament Edition for the SNES?

Stu Long, Anchorage, AK

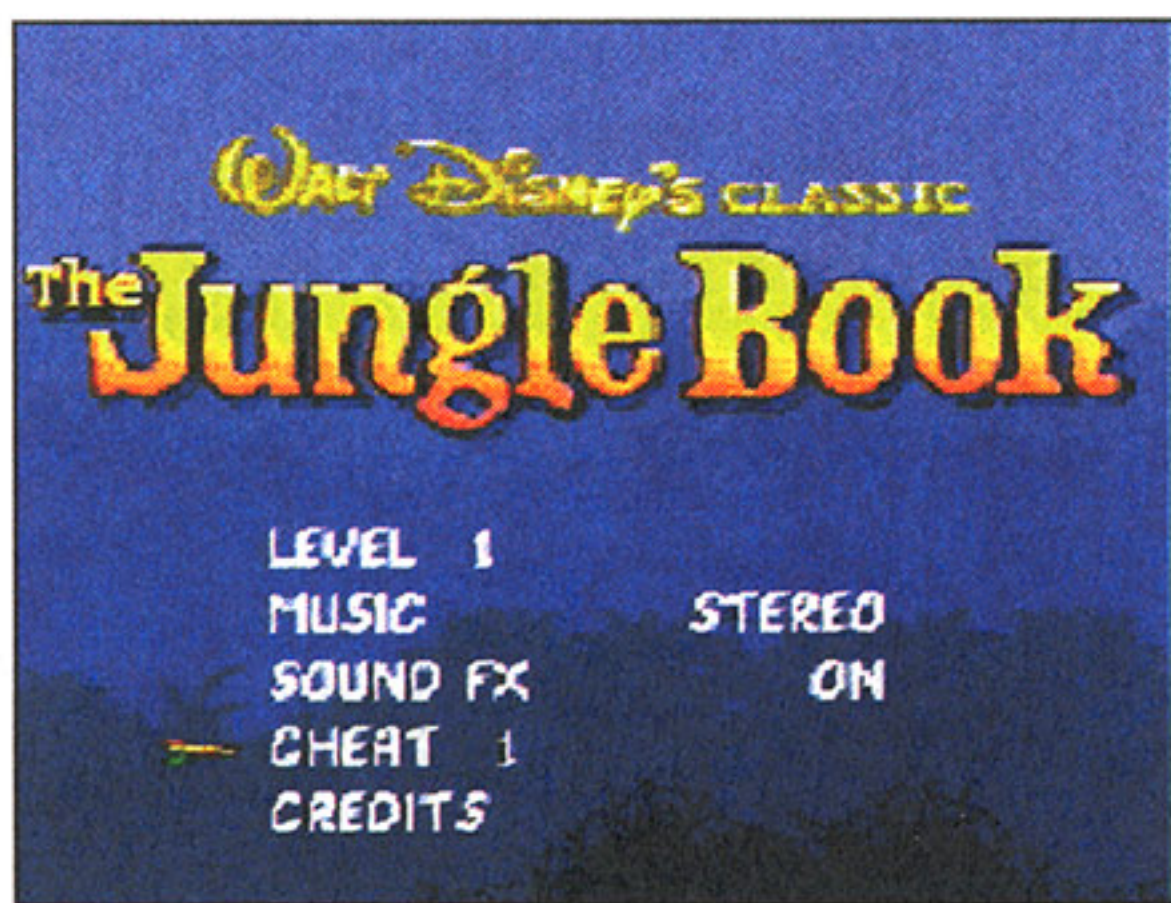
Here's a beaut. To play as miniature characters, enter any four-player tournament and log in these names: First character – POSSE (play as Bad Mr. Frosty). Second character – JASON A (play as Bad Mr. Frosty). Third character – STEVE C (play as Blob). Fourth character – JOHN S (play as



Taffy). Be careful to put a space between first names and initials.

All your fighters will now be miniaturized, but they'll still have most of their regular moves, and they'll still throw big projectiles. Once the tournament is over, go into the normal Vs. mode, pick any of these three characters again, and they'll be little as they fight against normal-size characters.

The Jungle Book: Make Mowgli Fly



I love The Jungle Book for the SNES, but it's too long for me to beat. Somebody told me about cheat tricks. What are they?

Kelly Gallagher, New Orleans, LA

There are lots of cheats – some of them are helpful, some are simply curious. Access the cheats this way: At the red Virgin logo, hit Up, Up, Up, B, B, Y, Y, and Select. You'll hear a strange clicking sound. While still at the Virgin screen, hit Up, Down, Left, Right, B, Up, Y, Left, Select, and Down.

That's a lot of button presses, and you have fewer than ten seconds to get 'em in, so you may have to try the trick a few times. Go to the Option menu, and you'll see Cheat listed near the bottom. Enter Cheat 1 with Button A. When you start the game, Mowgli will "fly" through the levels. Well, float is more like it. Steer him using Button L.

Secret of Mana: Four Players?



Ads for Secret of Mana claim that the game has "four-player excitement." I can only find three players – who's the fourth?

Jason Trow, Brooklyn, NY

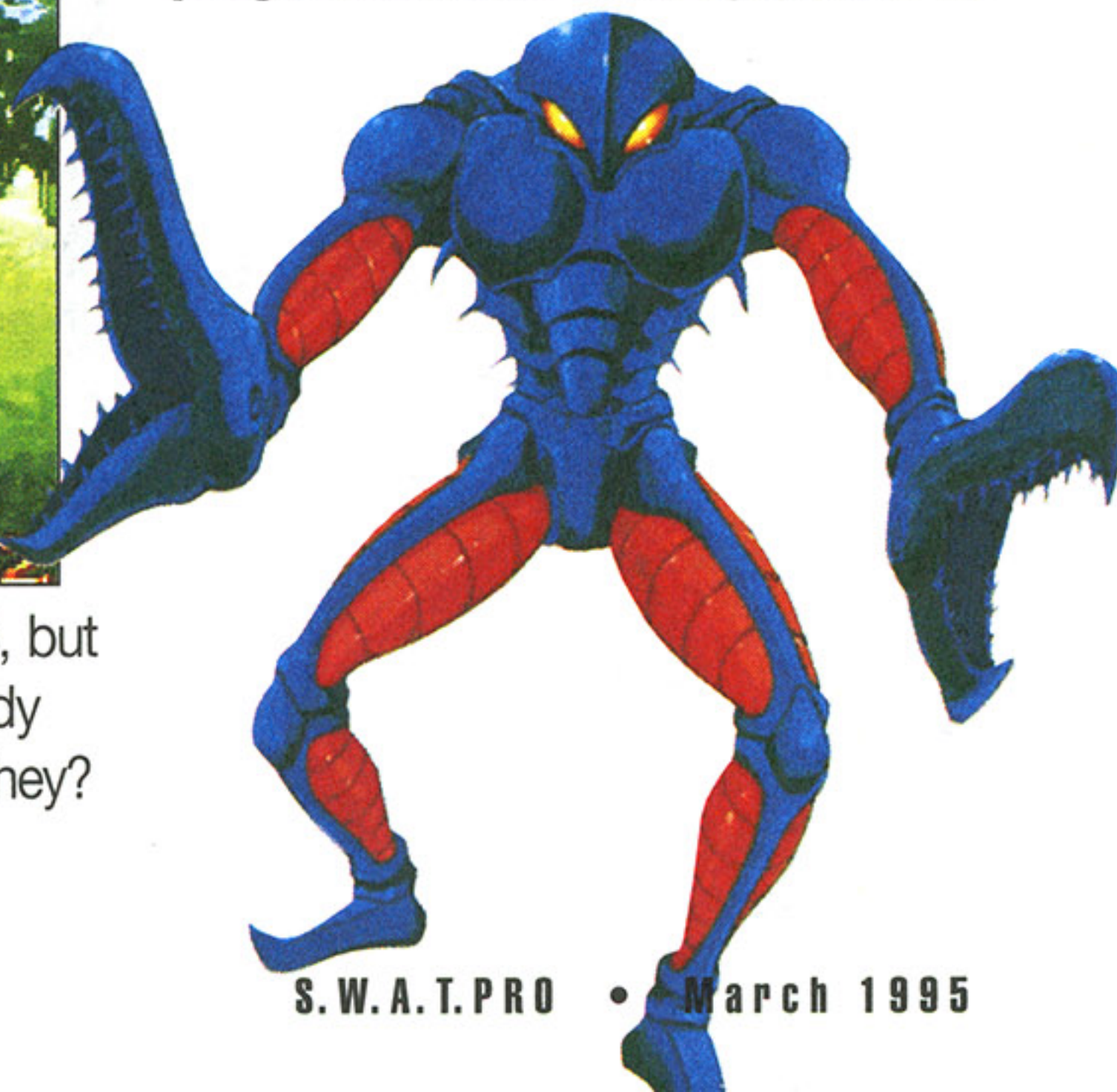
That ad is incorrect – Secret of Mana is a three-player game.

Super Metroid: Item Hunt

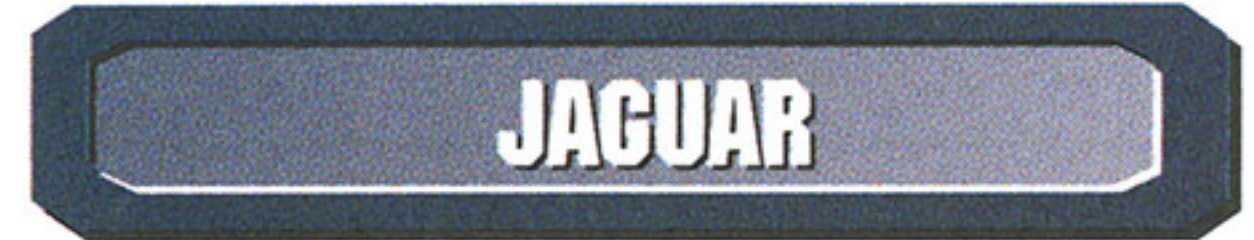
I can't find some vital items in Super Metroid for the SNES. Where are the Grappling Beam and the X-Ray Scope?

Dustin Wood, Peachland, British Columbia

The Beam is down past the Crocomire area. Defeat the Croc, go left and down all the way to the big lava pit. Run fast, and you can jump over the pit and find the Grappling Beam. As for the Scope, it's in the



Brinstar area. From the large pink room where you get your charge, go right into the green hallway and continue all the way to the brown corridor. Drop down to the first yellow door on the left, Super Bomb your way in, and the Scope is all the way to the left in that room.



Doom: Level Warp



Is there any way to skip around in Doom for the Jaguar?

Garry Riebe, Boise, ID

Here's how to access a level warp for Doom. Pause the game and press Buttons 1-9 (for levels 1-9) or press Button C and 1-9 (for levels 10-19). Press Start again to un-pause, and the new level should load.



Legend of Zelda: Where's the Wand?



I need help with Legend of Zelda. I can't find the Magic Wand in Level 6.

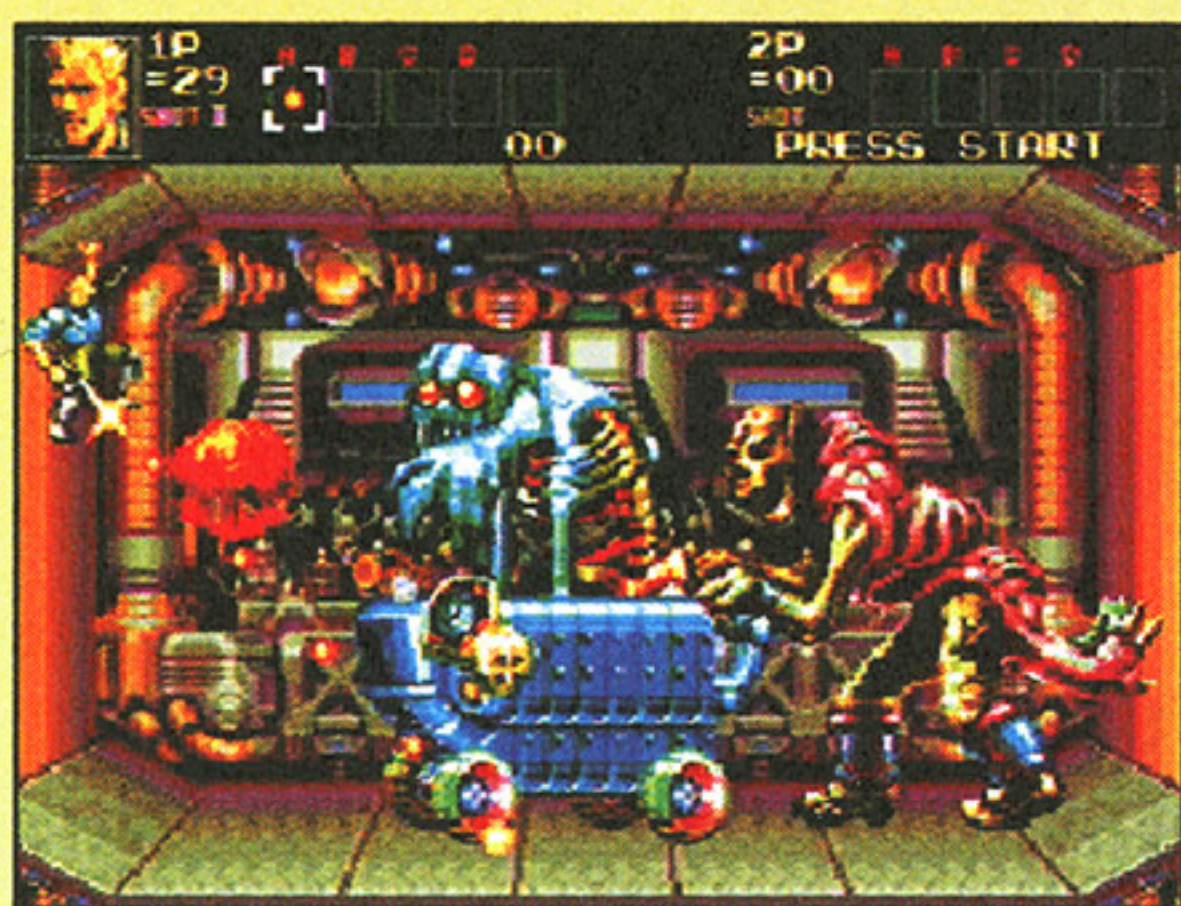
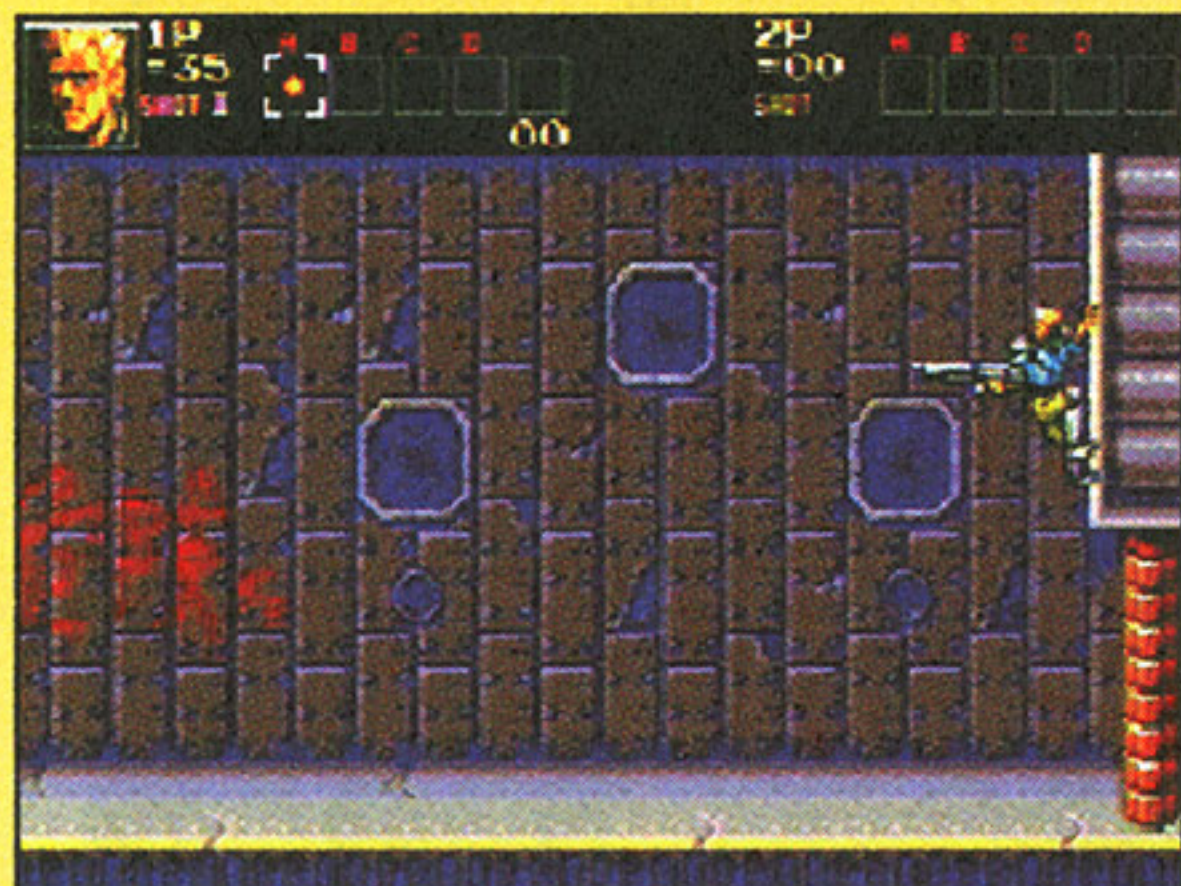
Ryan Yocum, Alice, TX

In Level 6, go left one screen, straight up five screens, right one screen, and up two screens. Defeat all the enemies in that room, then push on all the blocks to reveal a hidden staircase. It leads to the Wand.

SWATPRO

GENESIS

Contra: Hard Corps Hidden Game Ending



Midway through Level Three, you can access a secret area that leads to one possible game ending. When you reach the first gate, don't blast it. Instead, climb the adjoining wall. At the top, you meet

up with a man in a top hat. He asks if you want to make some extra money. You can say yes or no. If you answer no, climb down and continue your game. Answer yes, win the ensuing battle, and you'll see one of this game's endings.

J. Fisher, San Jose, CA

Double Dragon 3: The Arcade Game Options Screen



As the brick wall with the Egyptian writing scrolls across the screen, **simultaneously press Buttons A, B, and C** over and over again. You now have access to a special options screen.

Bryan Hearn, Okmulgee, OK

Urban Strike

Passwords

Campaign 2, Baja Oil Rigs:

C9NGW74N37V

Campaign 4, Mexico:

9GRVKNGB7SN

Campaign 5, San Francisco:

NWR37ZHLMTF

Campaign 7, New York:

L6TZHD3PFZ7

Campaign 8, Las Vegas:

GP4KLD3PFZV

Zoran Miocinovic, Orlando, FL

Splatterhouse 3

Play the Last Level

Use the password URUURU. If you entered it correctly, a voice will say "fifth floor."

Kyle Wilson, Mason, OH

Battletech

Level Passwords

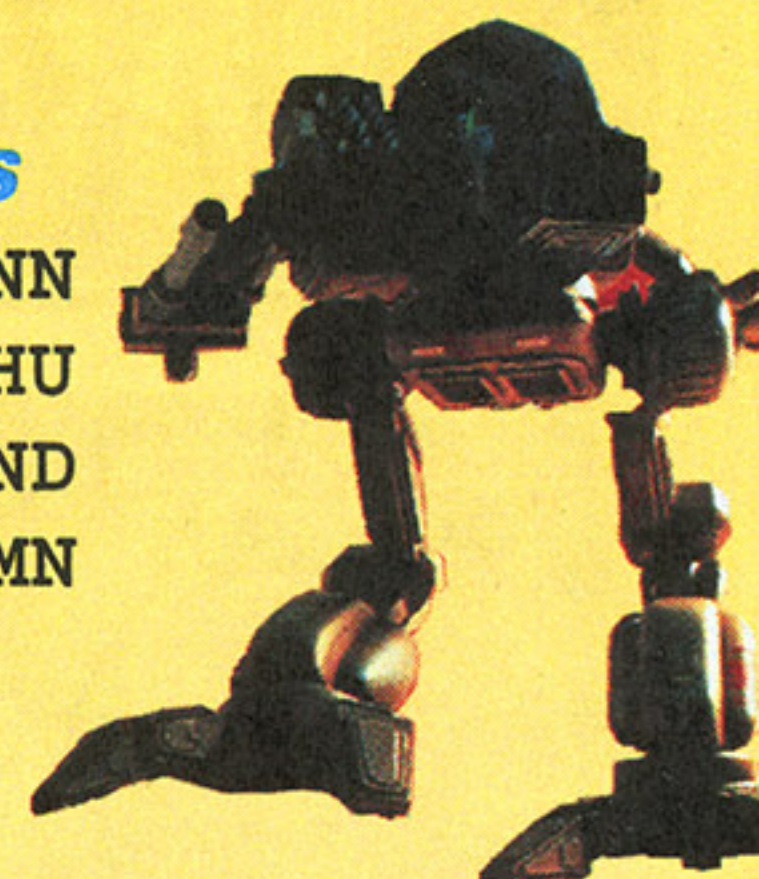
Level 2: STJNNN

Level 3: GRBCHU

Level 4: BBYLND

Level 5: BMBRMN

T. Ryan, Aston, PA



SUPER NES

Fighter's History

Play as the Bosses

When you see the Fighter's History logo, press **R, R, Up, Up, Left, Right, and Start** on your control pad to play as Clown or Karnov.

Paul Chiar, Santa Clara, CA

Ken Griffey Presents: Major League Baseball

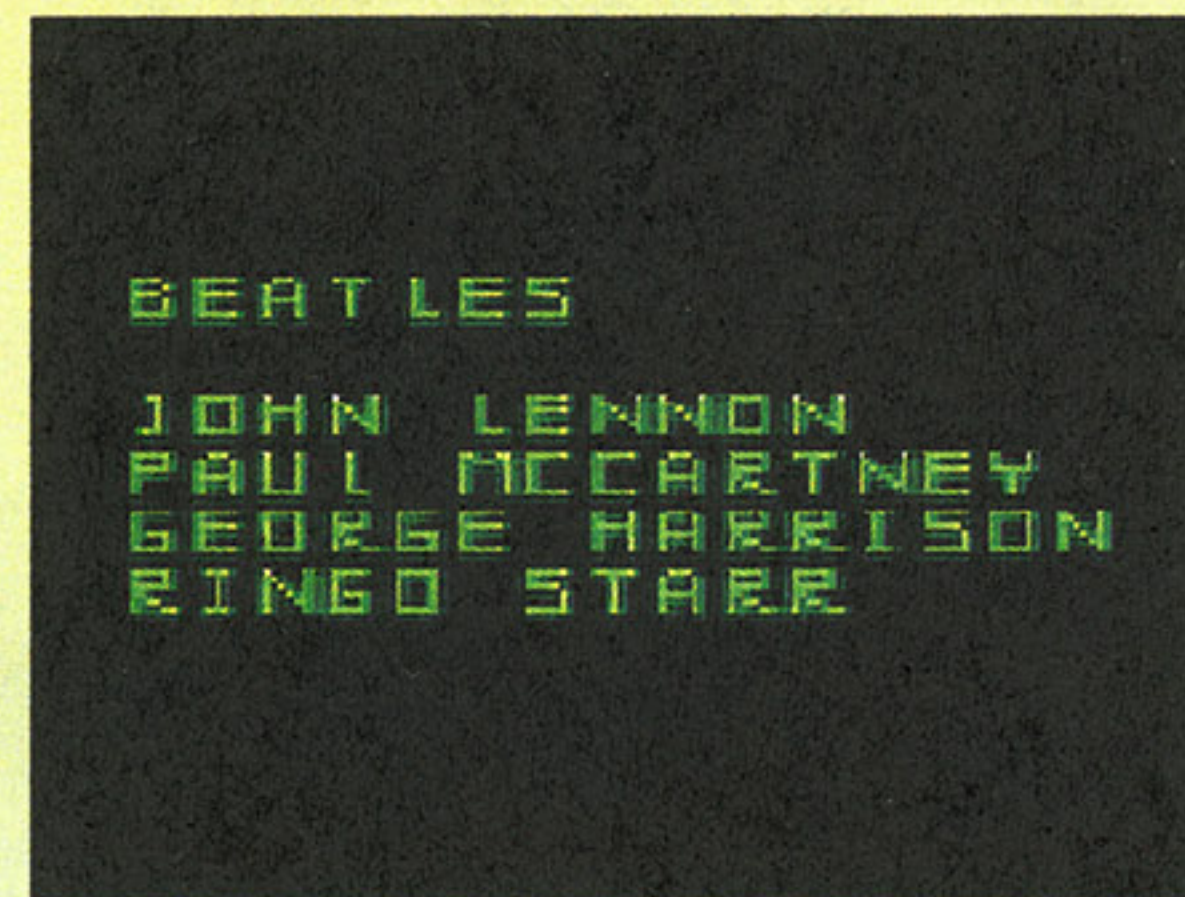
Game Ending

To see this game's final credits, wait until the title screen appears, then press **Buttons B, A, Down, B, Up, B, B, and A**.

Joe McDuffy, Madison, WI

RoboCop vs. The Terminator

Weird Credits



Finish the game and, during the credits screen, press **Button B**. After the original credits screen, you'll see strange credits like "Thanks to Bill Clinton" and "The Beatles."

Abraham Lau, Toronto, Ontario, Canada

Super Street Fighter II Speed Up Computer Battles



To watch the computer beat itself while speeding things up, choose Tournament mode, then highlight the word "End." Press Start. All matches are now computer vs. computer. If you press any button, it speeds up the match.

James Harrison, Jamestown, VA

JAGUAR

Wolfenstein 3-D

Level Select and Debug Mode

To reach a music test, press the # key while the ID/Atari ball is spinning. Select any level, including the two hidden levels, by pressing and holding 1, 3, 7, and 9 during the game-select screen. To skip levels, press 4, 7, 8, 6. Get all of the weapons, both blue and yellow keys, 999 ammo, and full energy by pressing 4, 9, 9, 6. To access a weird debug mode, press 4, 8, 8, 7.

Larry Ruthford, Lynnwood, WA

ARCADE

BloodStorm

Taunt Passwords

Press Your Lips Here: Front Arm, Front Arm, Block

Radead Will Get You: Front Leg, Front Leg, Block

Eat It Raw:

Back Arm, Back Arm, Block

You Ain't Nothing but a Punk:

Back Leg, Back Leg, Back Leg, Block

Put Trash in Its Place:

Down, Down, Block

Pucker Up Your Cheeks and Blow:

Right, Right, Block

I Am the Greatest BloodStorm

Champion That Ever Lived:

Back Leg, Back Leg, Block

Oh Wait...Let Me Reattach Your Brain:

Front Leg, Front Leg, Front Leg, Block

Is This All You Have for Me?: Front

Leg, Front Leg, Front Leg, Front Arm, Block

Next Time Try Opening Your Eyes:

Back Leg, Back Leg, Back Leg, Back Arm, Block

Jennie Wuest, San Mateo, CA

Super Street Fighter II Turbo

Play as Akuma!



To play as the ever-elusive Akuma, make sure the machine is on the Free Select speed setting. Choose your speed, highlight Ryu, and count to five. Move to T. Hawk and count to five, then select Guile and count to five again. Move to Cammy, count to five, then choose Ryu, count to ten, and simultaneously press all three Punch Buttons and Start. In the box, Ryu's face will be replaced by Akuma's silhouette.

Erik Bianchi, Santa Ana, CA

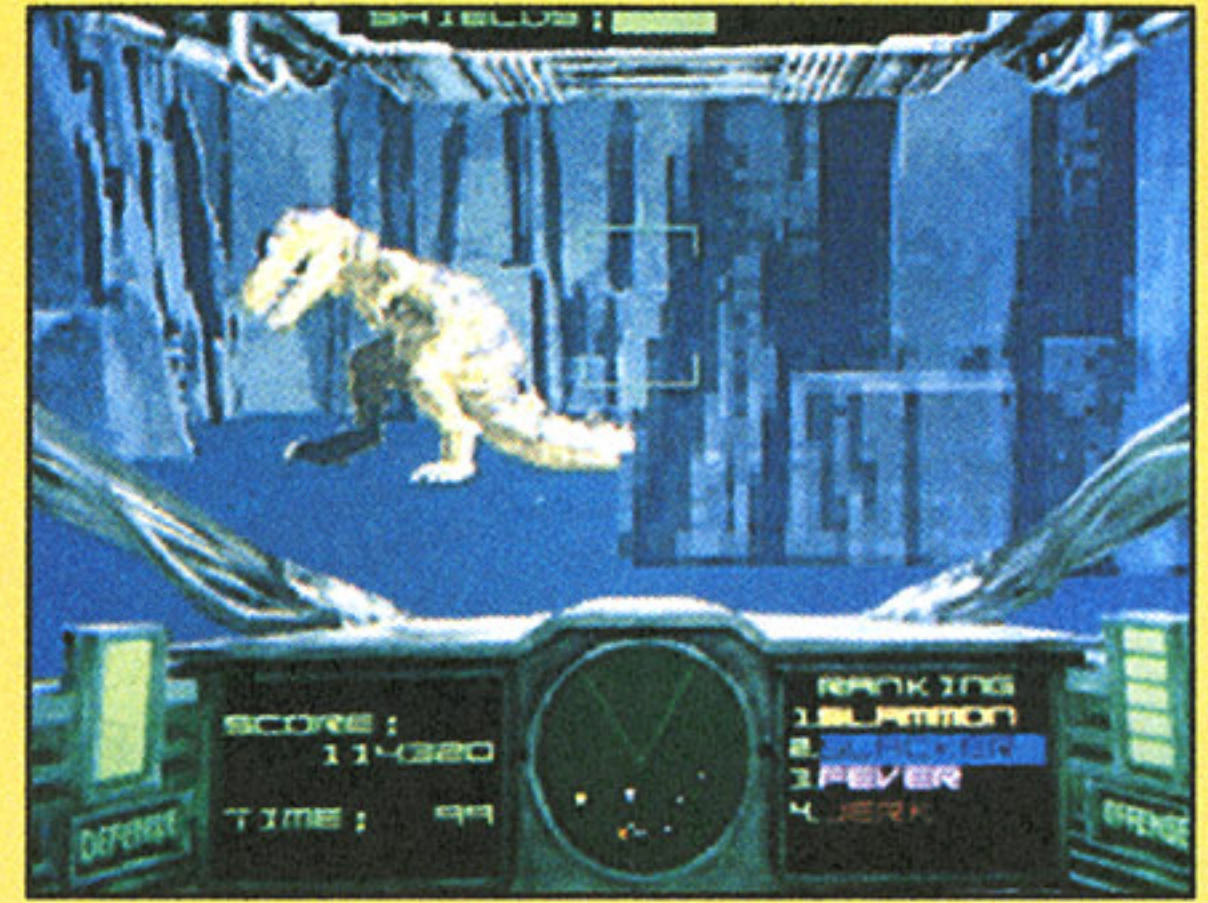
T-MEK

Special Ending

If you dig classic Atari tank games, try this trick for a killer ending to T-MEK. Find three hidden Saurons: one in Stone Web, one in the Alien Nest, and one in the Storm Rift – or beat the game with just one contin-

ue. If you can accomplish either of these feats, you'll get to enter a new arena...Does BZ mean anything to you?

D. Macias, Milpitas, CA

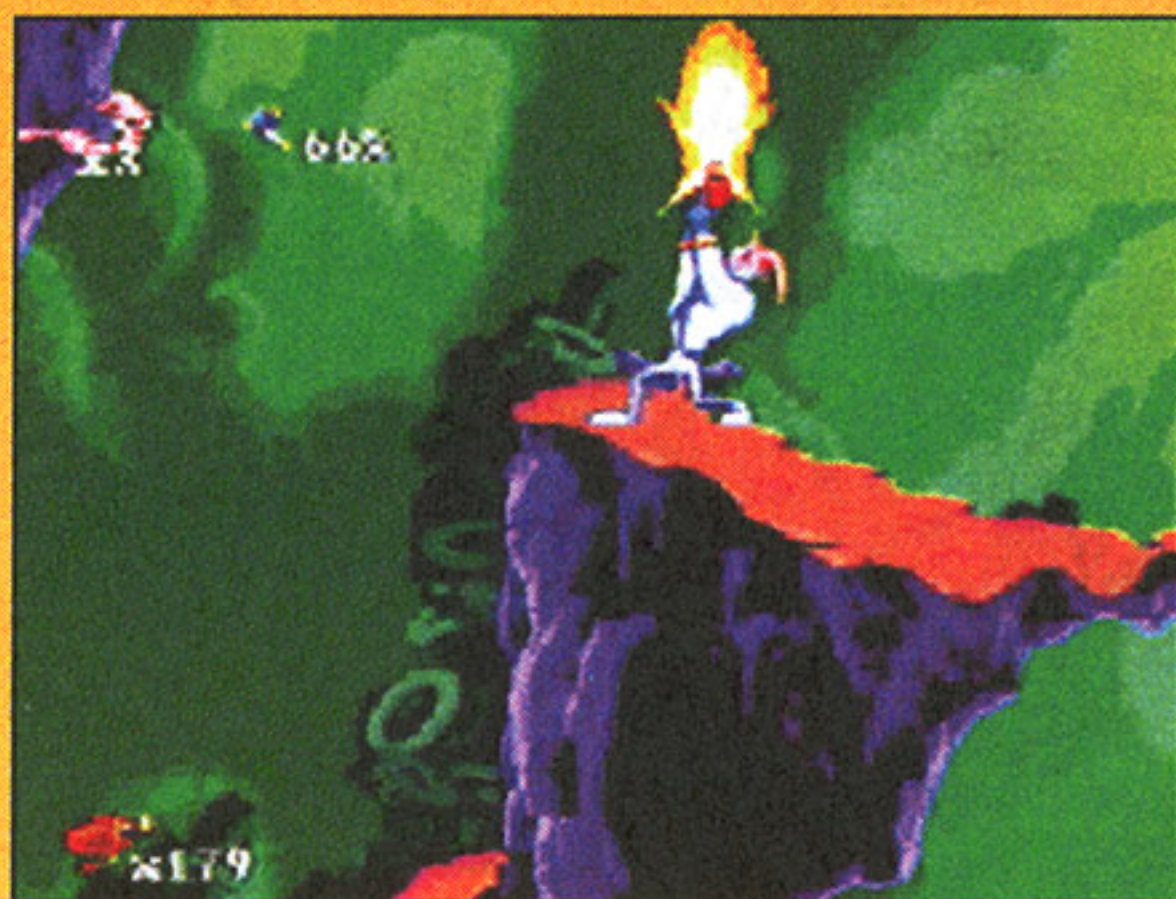


CODE CENTRAL

GAME GENIE AND PRO ACTION REPLAY CODES FROM THE SWATPROS

GENESIS GAME GENIE CODES

Earthworm Jim



Infinite ammo	GC3C-JA4C
Start with nine lives on Difficult difficulty setting	HG3C-JABL
Start on Slug-For-Butt	BB5C-JADY
Start with nine continues on Normal difficulty setting	BF5C-JAE2

The Lion King



Infinite lives	AV6B-4A5G
Start on level 10	BK4V-5A8W
Roaring doesn't reduce roar meter	A3XV-WA7J

Mortal Kombat II

Infinite time	ABVT-BE64
Activate test modes in Options screen	RETT-A6Y6
Always fight Noob Saibot (One-Player mode only)	B8MT-BE76
Player has four times as long to do Fatalities	A3XA-AJA4

Sonic & Knuckles

(Note: These codes work with Sonic 3 attached)

Infinite time	HXRT-AA6A
Super shoes don't run out with time	ATGT-CA3Y
Knuckles jumps as high as Sonic jumps	TB5T-CNCR

SUPER NES GAME GENIE CODES

Indiana Jones' Greatest Adventures



Infinite energy	C2B4-4D64
Infinite continues	3CAB-CE82

Maximum Carnage

Start with triple energy	BDCC-C460
Infinite lives	C2BB-1D61
Infinite hero icons on pick-up	8220-47AB

Mortal Kombat II

Infinite continues	C2C4-47AA
Player Two or computer are killed by one hit	DDB5-1FF7
Infinite time	6DC7-1DAA
Always fight Smoke (One-Player mode only)	CBC6-3D6E + D3C6-3DAE

Shaq Fu

Infinite continues in Duel mode	C269-EF0D
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GAME BOY GAME GENIE CODES

Mortal Kombat II

15 continues	0F1-57F-F72
Infinite time	00C-55B-E6E

Donkey Kong

Infinite lives	009-4DF-3BE
Infinite time	00C-34F-E6E

GAME GEAR GAME GENIE CODES

Mortal Kombat II



Infinite energy	00B-B19-F79
Infinite time	005-3F5-3BE

GENESIS PRO ACTION REPLAY CODES

Urban Strike

Infinite lives	FF10DF0003
Level select	FF10C3000X

Send your Pro Action Replay and Game Genie codes to:

Code Central
P.O. Box 5828
San Mateo, CA 94402

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Super NES™
Game Gear™ \$34.99
Game Boy®
NES® \$29.99
Manufacturer's suggested retail prices.
Actual prices may vary.

GENESIS*

CONTRA HARD CORPS™ Game	RHVA-A6WR	Almost invincible
	RERT-C6X4	Infinite lives
	H9GA-AAE6	Start with all weapons
	AJVA-CA8Y	Infinite bombs
MIGHTY MORPHIN POWER RANGERS™ Game	ABYA-ACDA	Player 1 starts with very little Vitality
	ABYA-BT5A	Player 1 starts with Vitality Meter at 125%
	ABYT-ACCL	Player 2 starts with very little Vitality
	ABYT-BT4L	Player 2 starts with Vitality Meter at 125%
JURASSIC PARK RAMPAGE EDITION™ Game	A4PA-CA5W	Grant is almost invincible—switch off if you get stuck
	BBSA-AA7E	Grant has infinite lives
	CWCA-CA9J + BWFA-CA9Y	Grant has infinite ammo
	AKDT-GA2R	Raptor is almost invincible—switch off if you get stuck
	DB4T-GA8T	Raptor has Infinite lives
THE LION KING™ Game	ABZB-WAG6	Almost invincible
	AV6B-4A5G	Infinite lives
	PVYV-4A4G	Infinite continues
	SHRT-ST04	Roar meter increases faster
	BK4V-5A8W	Start on Level 10—Pride Rock

GAMEGEAR*

X-MEN: THE GAMES- MASTER'S LEGACY™ Game	3AA 2A7 2A2	Infinite mutant power
	AFA BA7 2AA + 00A BB7 E6E	One hit is fatal—most of the time
	000 2B7 806	Almost invincible
	14A 267 C42	Mutant power is used quicker

NES® BACK NEXT MONTH

SUPER NES™

DONKEY KONG COUNTRY™ Game	C2C9-4E2C / C2C1-4A9C	Infinite lives	
	1768-C34D / 1768-C33D	Start with 100 lives	
	1DCC-CA7A / 1DCA-C2EA	Almost invincible—Switch off if you get stuck	
	DBC1-3D6D + DCC1-34AD / DBC9-340D + DCC1-3D6D	10 bananas needed for an extra life	
	3D81-1273 / 3D86-13E3	Mega-jump for Donkey Kong	
	2D81-1E73 / 2D8B-1AE3	Mega-jump for Diddy Kong	
THERE ARE 2 VERSIONS OF THIS GAME. IF THE FIRST CODE GIVEN DOESN'T WORK, TRY THE SECOND ONE	DDB9-3DD4 / DDB0-34A4	Pressing Start and then Select will exit any level, not just completed levels	
	SUPER RETURN OF THE JEDI™ Game	C230-CFOF	Infinite lives
	1BBD-C703 + EEBD-C763 + EEBD-C7A3	Finish the 1st level almost instantly	
SAMURAI SHODOWN™ Game	0D94-7401	Start with 1/2 energy	
	4D94-7401	Start with 1/4 energy	
	DFE1-876D	One hit will max out a character's pow meter	
ILLUSION OF GAIA™ Game	C2A5-44A2	Infinite energy	
	D98F-4FOC	Less charge time for psycho dash	
	D98B-4DDC	Less charge time for dark friar	

GAME BOY®

WARIO BLAST™ Game	00A-5BF-3B7	Infinite time
	083-F1A-F7A	Collect up to 8 extra bomb power-ups
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	046-CBD-E6A	Start with 4 explosion expanders

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GENESIS



KNUCKLES UNDER

HERE'S EVERYTHING YOU NEED TO KNOW TO SURVIVE SONIC 3 AND SONIC & KNUCKLES—AS EITHER CHARACTER!

By The Unknown Gamer

THE MOVES

Sonic

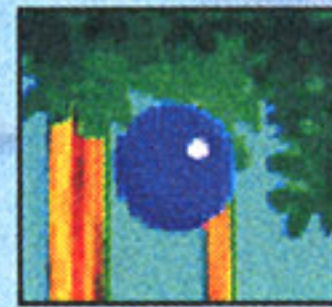
Knuckles



Spin Dash



Spin Dash



Super Spin Attack



Super Spin Attack



Double Hit



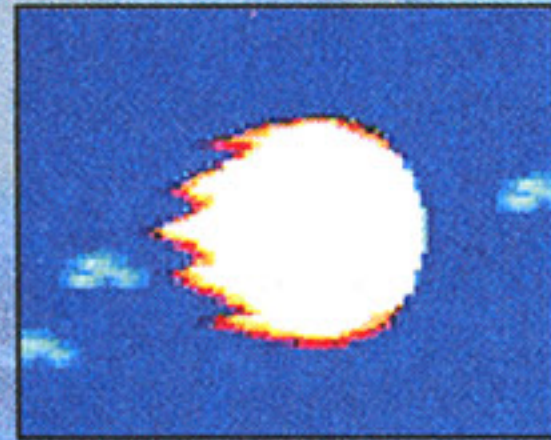
Climbing



Flying

The Shields

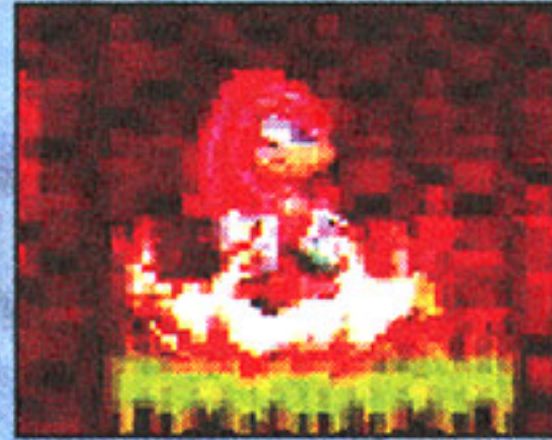
The Shields do some things for Sonic that they don't do for Knuckles.



Sonic flies with the Fire Shield.



Fire Shield



This shield protects Knuckles from fire.



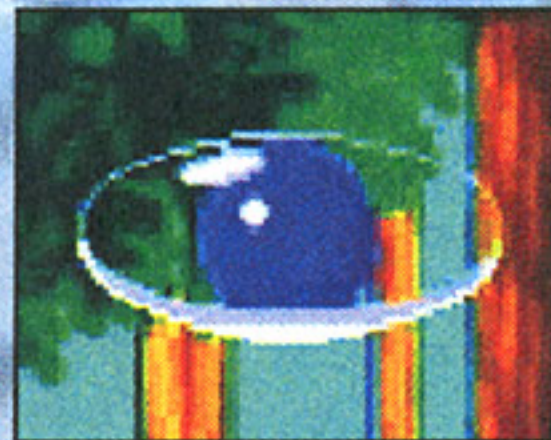
Sonic shoots sparks with the Electric Shield.



Electric Shield



This shield attracts Rings.



Use the Bubble Shield Bounce to squash Sonic's enemies.



Bubble Shield



This shield gives Knuckles air underwater.

POWER-UPS



Special Shoes



Invincibility

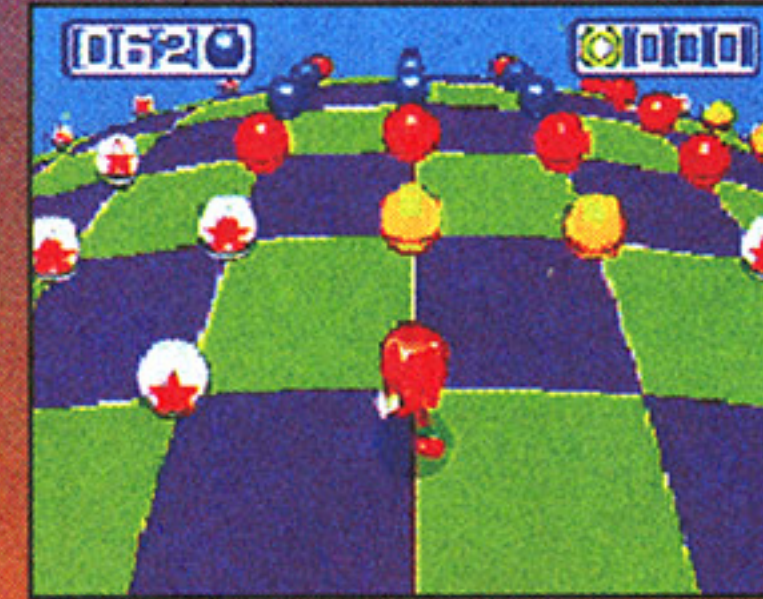
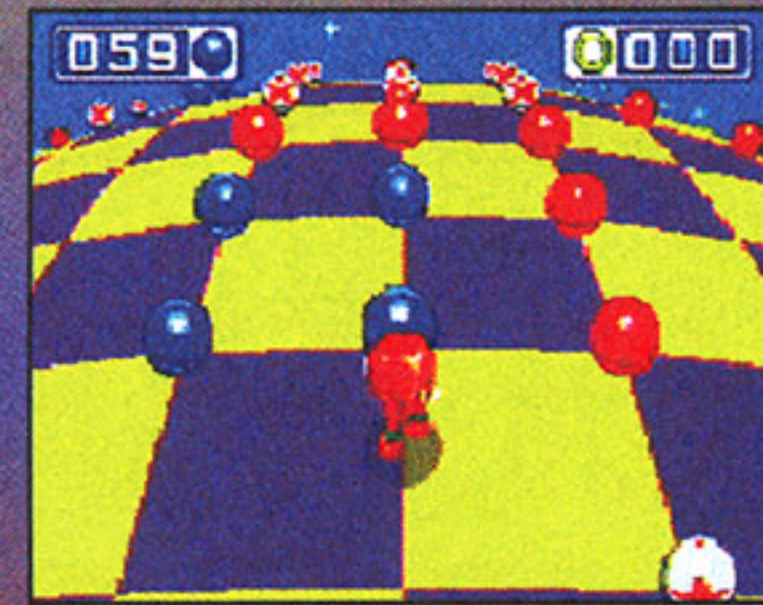


1-up



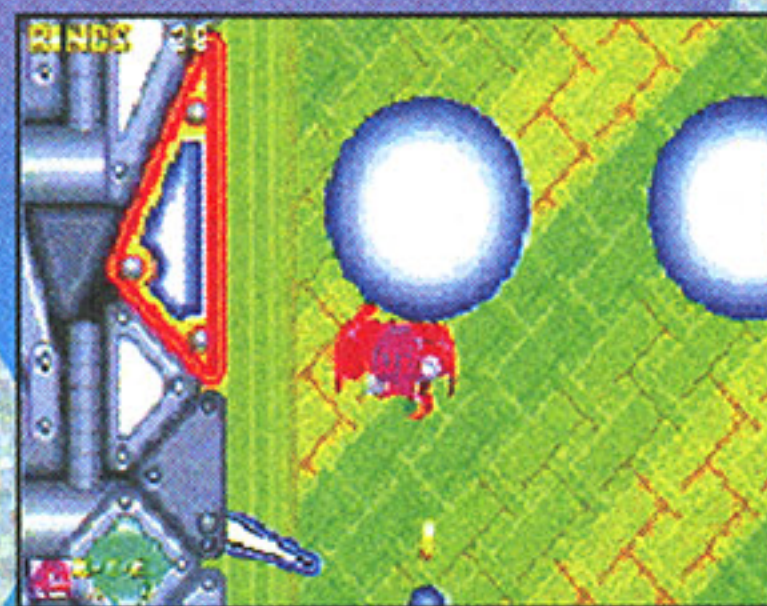
10 Rings

SPECIAL STAGES



The Special Stages in Sonic & Knuckles are the same as those in Sonic 3, except S&K's are much tougher. Use the yellow spheres to jump through the air.

BONUS ROUNDS



Sonic & Knuckles treats you to two new bonus rounds.

Genesis Game Profile Sonic & Knuckles (By Sega)

America's favorite 'hog is back with a new buddy, Knuckles the echidna, in a groundbreaking action/adventure romp. The ability to plug the cart into prior Sonic adventures (like Sonic 2 and 3) makes this one different than the average Sonic fare. Even better, you can play in those games as Knuckles and reach brand-new secret areas.

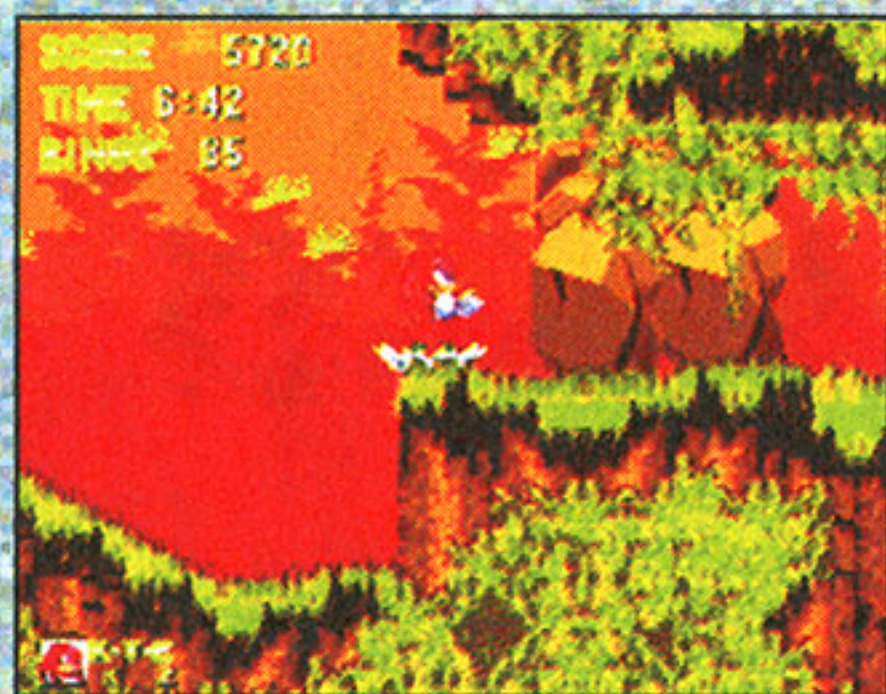
Graphics	Sound	Control	FunFactor	Challenge
5.0	5.0	5.0	5.0	INT. Intermediate

\$69.99
18 megs
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1 player
7 Zones

Side view
Multiscrolling
ESRB rating: Kids to Adults

ANGEL ISLAND ZONE

Rock On



In Act 1 of Angel Island, Knuckles reaches a passage blocked by rocks. Sonic couldn't blast through, but Knuckles can. Break through the rocks and finish the Act via a new route. The end boss is the same.

Change of Pace



Act 2 of Angel Island is completely different for Knuckles, though the boss at the end hasn't changed.

HYDRO CITY ZONE

Spike It



Near the end of Act 2, Knuckles soars through a new area of spikes and Rings.

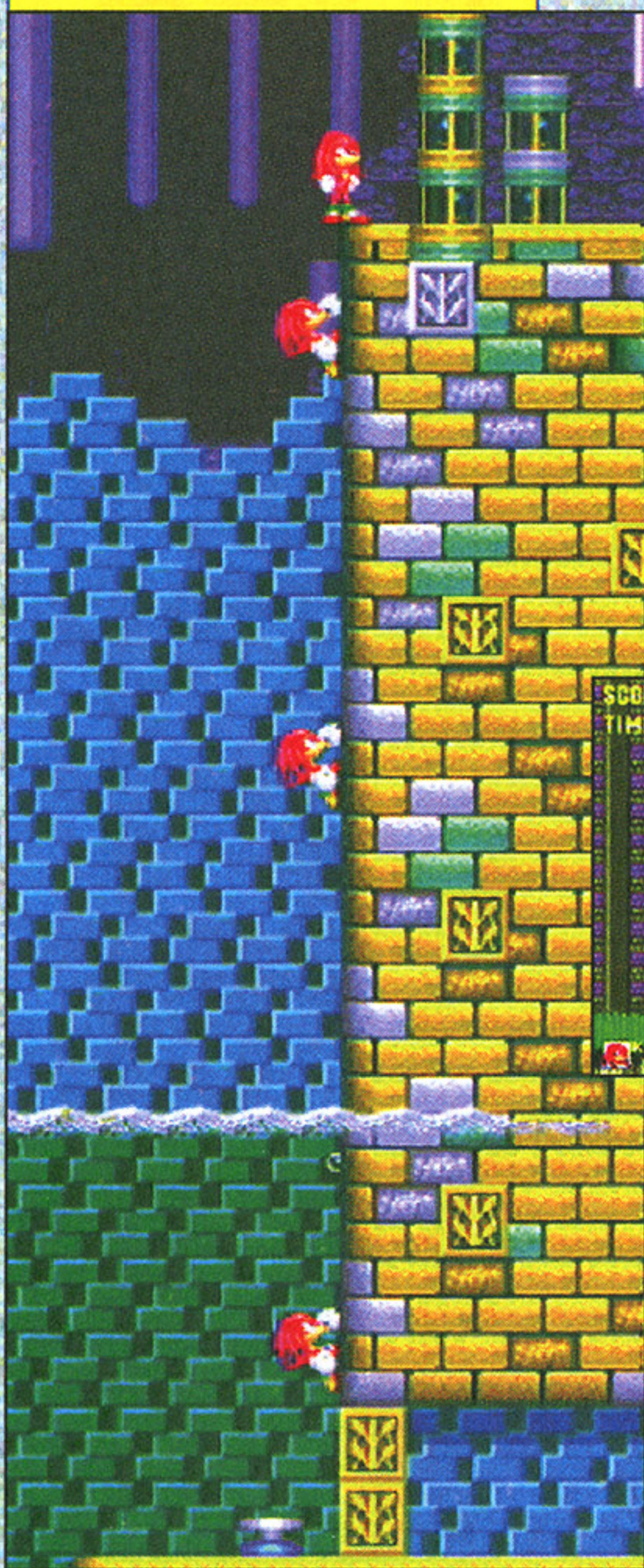
Defeat the Doctor



Dr. Robotnik looks the same when you fight him as Knuckles, but Knuckles can't jump high enough to tag him. Use the bombs that land on the ground to vault Knuckles high enough to perform a Super Spin Attack on Robotnik.

Going Up

In Hydro City, Knuckles' wall-climbing ability is his best advantage. At the beginning of the first Act, climb the wall to the right for a better route through the city.



MARBLE GARDEN ZONE

Alternative Routes



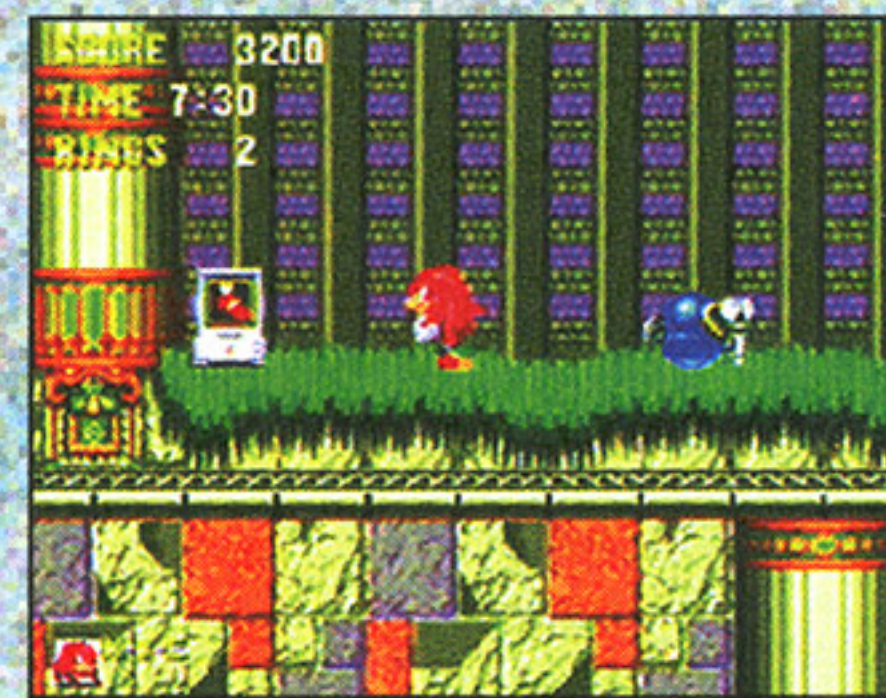
As Knuckles, keep an eye out for arrows throughout the Marble Garden Zone. They point out alternate routes that Sonic couldn't use.

Robotnik, the First Appearance

The midlevel boss that Knuckles faces is the same as Sonic's nemesis... almost. To be able to leap and attack Robotnik, Knuckles must jump on the rotating spiked platform that appears.



It's a Quake



The earthquake area in Act 2 poses new challenges and a different route through the platforms for Knuckles. To open an exit route, he must quickly attack one of the arrow-shooting faces. For a helpful boost, grab the Super Shoe icon on the platform to the left at the beginning of the earthquake stretch.

Robotnik, the Second Appearance



Knuckles duels with a new, different version of Robotnik at the end of Act 2. This Robotnik fires rockets that trail barbed wire into the ground. Dodge the wires, then jump and use a Super Spin Attack on Robotnik as he travels down the wires.

CARNIVAL NIGHT ZONE

A New Route



Knuckles faces an entirely different Act 1 in the Carnival Night Zone.

The Boss



The first Carnival Night Zone boss is the same, but the second boss...well...for Knuckles, there is no second boss!

ICE CAP ZONE

Put 'Em On Ice



Knuckles' wall-climbing ability helps him navigate the Ice Cap Zone more easily than Sonic.



Knuckles can also blast through ice pillars that Sonic couldn't put a scratch on.

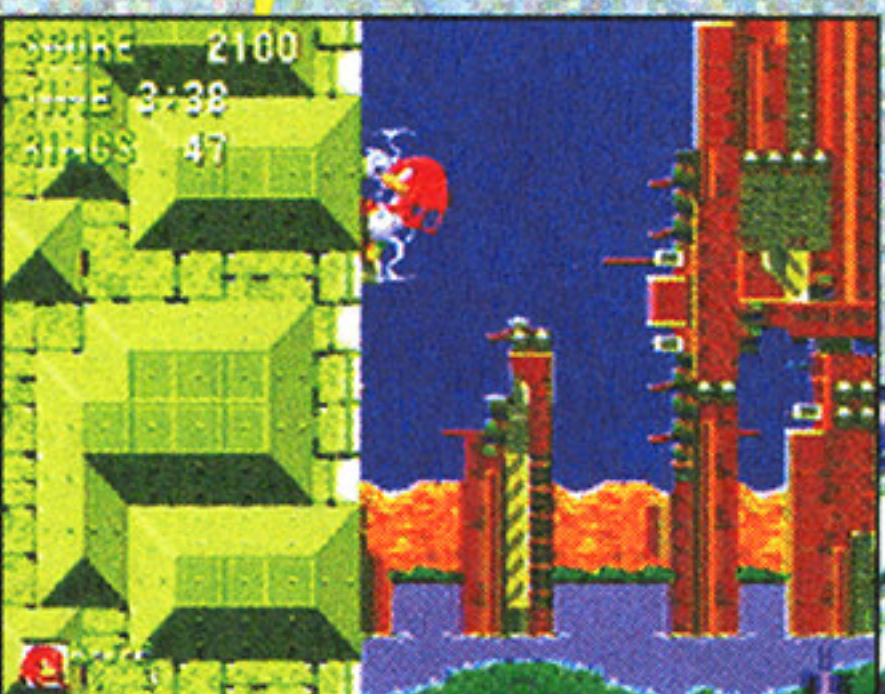
Obstacle Course



After Knuckles busts through an ice pillar, fly through this ice-crystal field by dodging left and right, and you'll pick up a lot of Rings

LAUNCH BASE ZONE

Up, Up, and Away

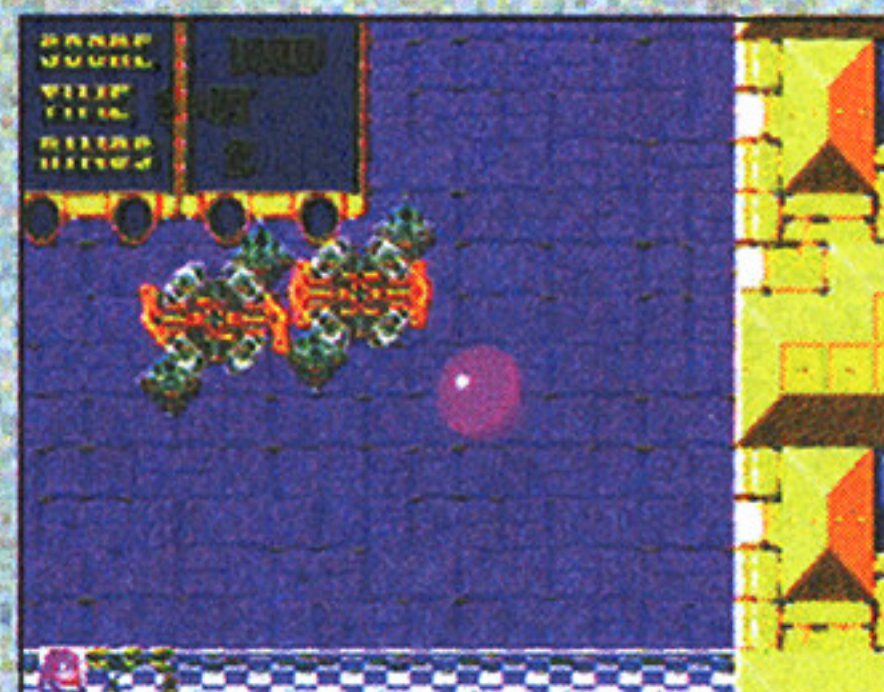


As in other areas of Sonic 3, Knuckles relies on his climbing ability to easily reach areas that were tough for Sonic to get to.

Take a Breath

Knuckles faces a different – and tough – beginning for Act 2; he must race through an area filling with rising water. At the end of this stretch, Knuckles enters Act 2 along the route that Sonic treks.

Gear Up for Robotnik



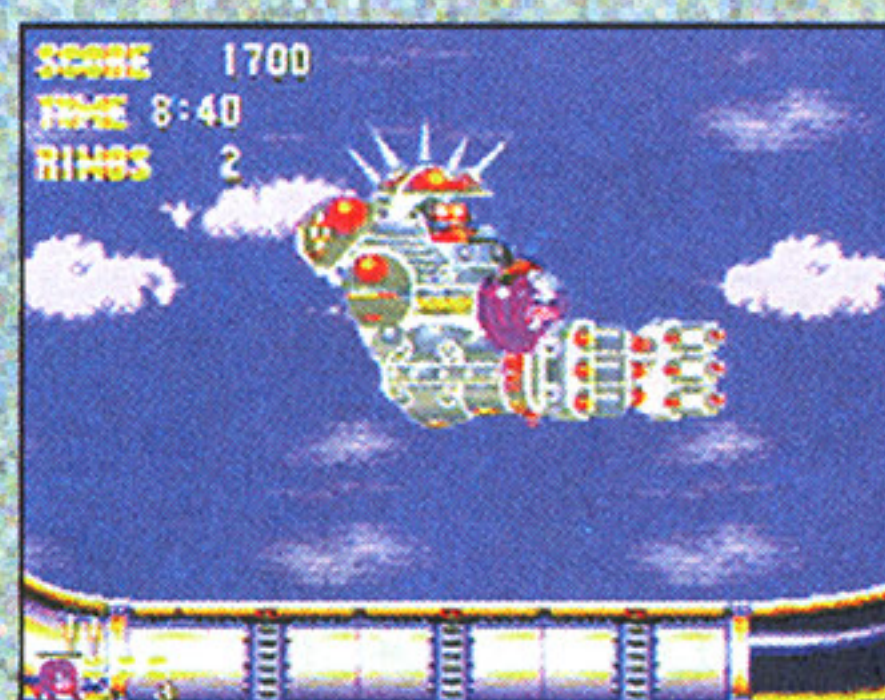
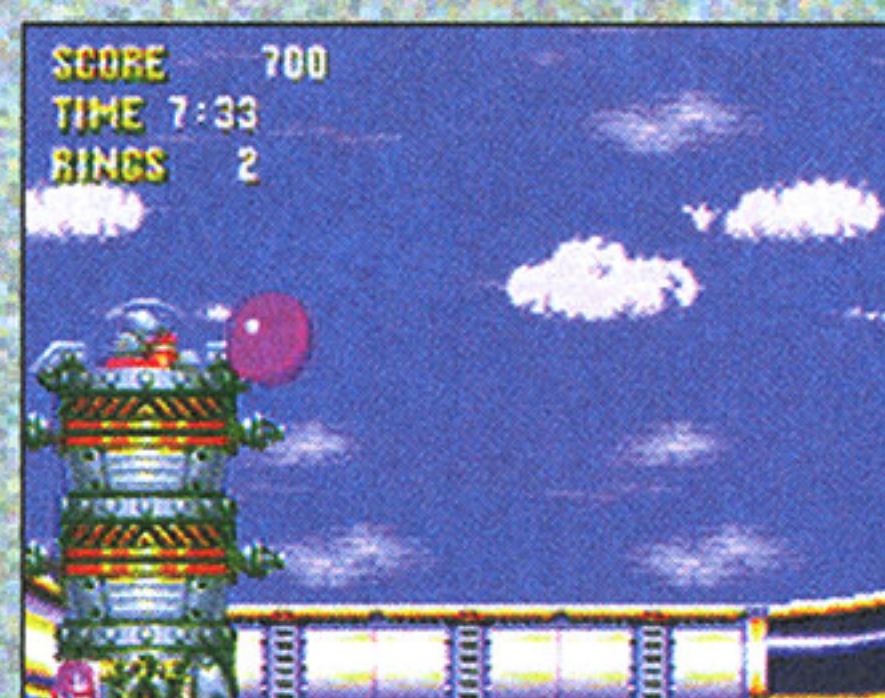
The boss at the end of Act 1 is slightly different – Sonic must defeat two gears instead of one. To beat the boss, Spin Dash back and forth across the bottom of the screen, dodging the gears until they stop swinging. Then leap and Super Spin Attack either gear. Repeat this tactic until they blow up.

Open Sesame



When Knuckles reaches this metal door, head to the right instead of up via the route Sonic took. This path leads to a different ending for the Act.

A Different Look for Robotnik



At the end of Act 2, Knuckles battles the same versions of Robotnik that Sonic fought at the end of Sonic 3, so fight this Doc the same way. As Robotnik moves down the screen, leap and Super Spin Attack the dome. When the rocket versions of the ship are destroyed, jump diagonally and Super Spin Attack the claw craft that Robotnik drives. Avoid the claw, or it'll smash you right into the ground.



SONIC & KNUCKLES



MUSHROOM HILL ZONE

It's a Drag



To ground the annoying Drag-onflies in the Mushroom Hill Zone, clobber their blue heads. If you hit them anywhere else, you take damage.

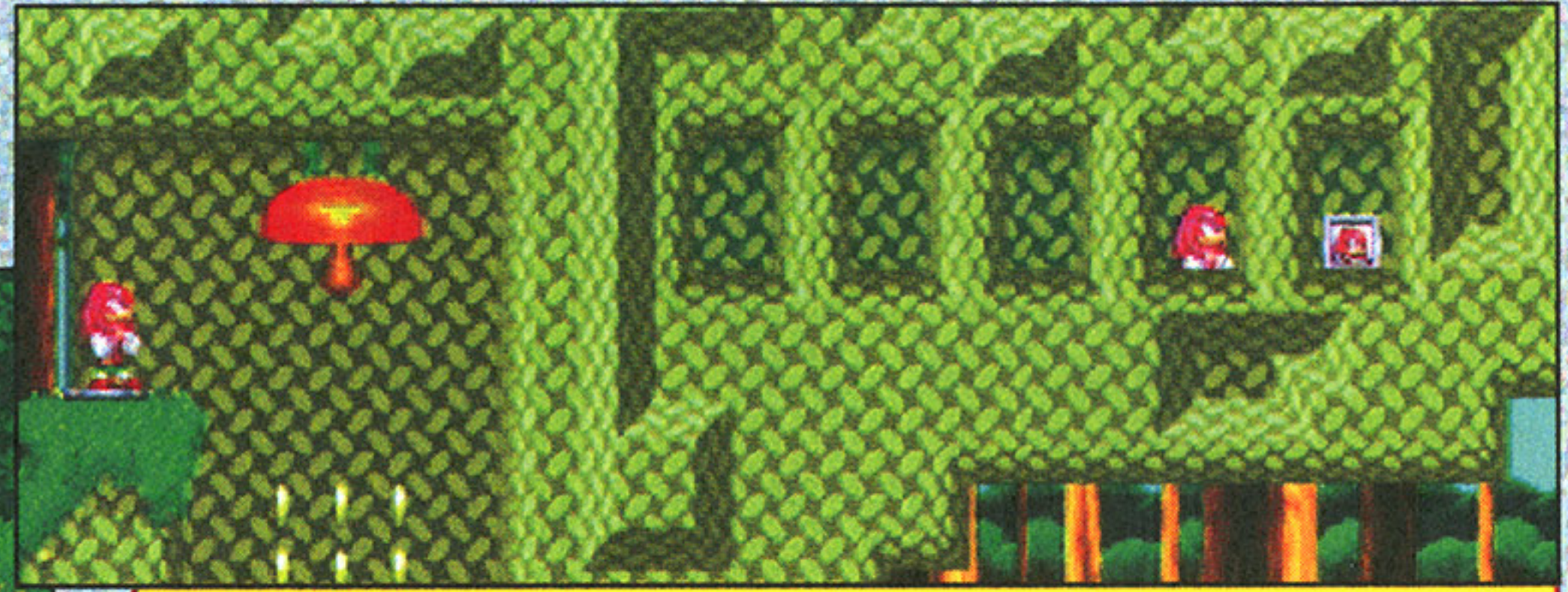
Break Away



The clinging rope vines hold Sonic or Knuckles, making them vulnerable to attack. To break free, duck and Spin Dash. You'll snap the vine's hold when you fly away.

Act 1: Power Up

When you reach the falling orange mushroom at the beginning of Act 1, climb up the wall and head to the right. You'll find a hidden Ring Monitor and Invincibility Monitor.



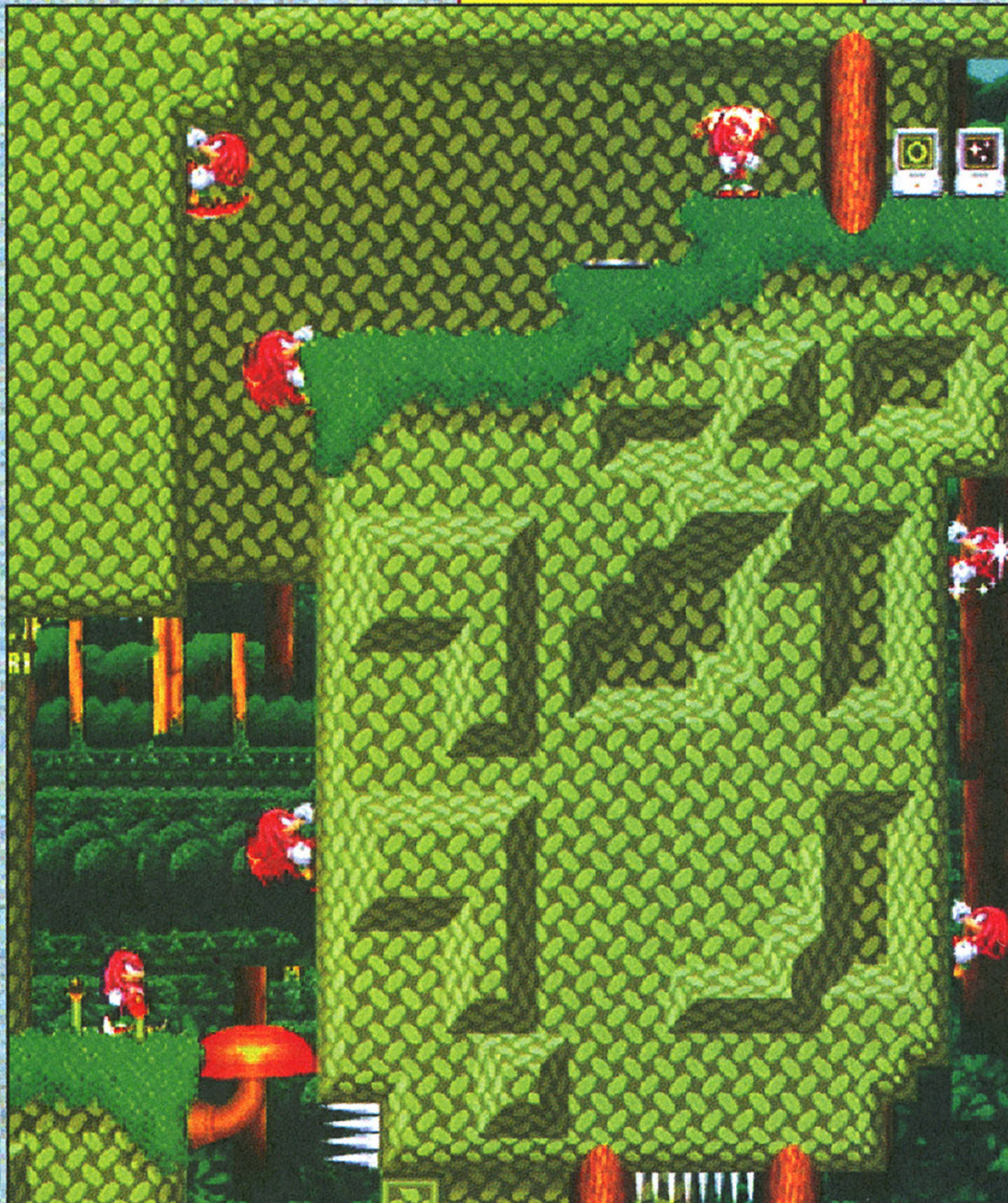
Act 1: 1-Up

Before you drop onto this orange bell about midway through Act 1, enter the secret passage to the right to find a 1-up.

Act 1: Special Stage Ring



This Special Stage Ring, located about halfway through Act 1, is just above the double loop-the-loop with the swinging bar between the loops. Use the bar with the swinging catapult to reach the ledge that leads to the Ring.



SONIC & KNUCKLES

Act 1: Special Stage Ring

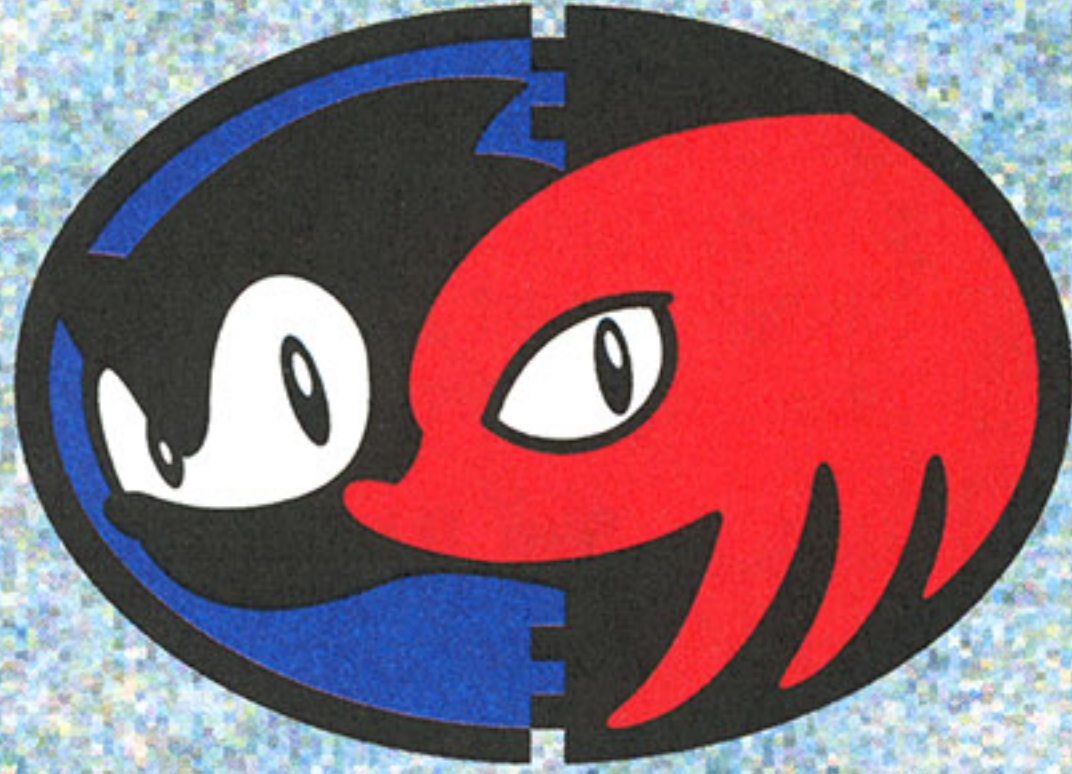
To reach another Special Stage Ring, enter the secret passage to the right of this level device.



Act 1: The Boss



To vanquish the first Mushroom Hill boss, dodge the logs he tosses, then Spin Attack him until he blows up.

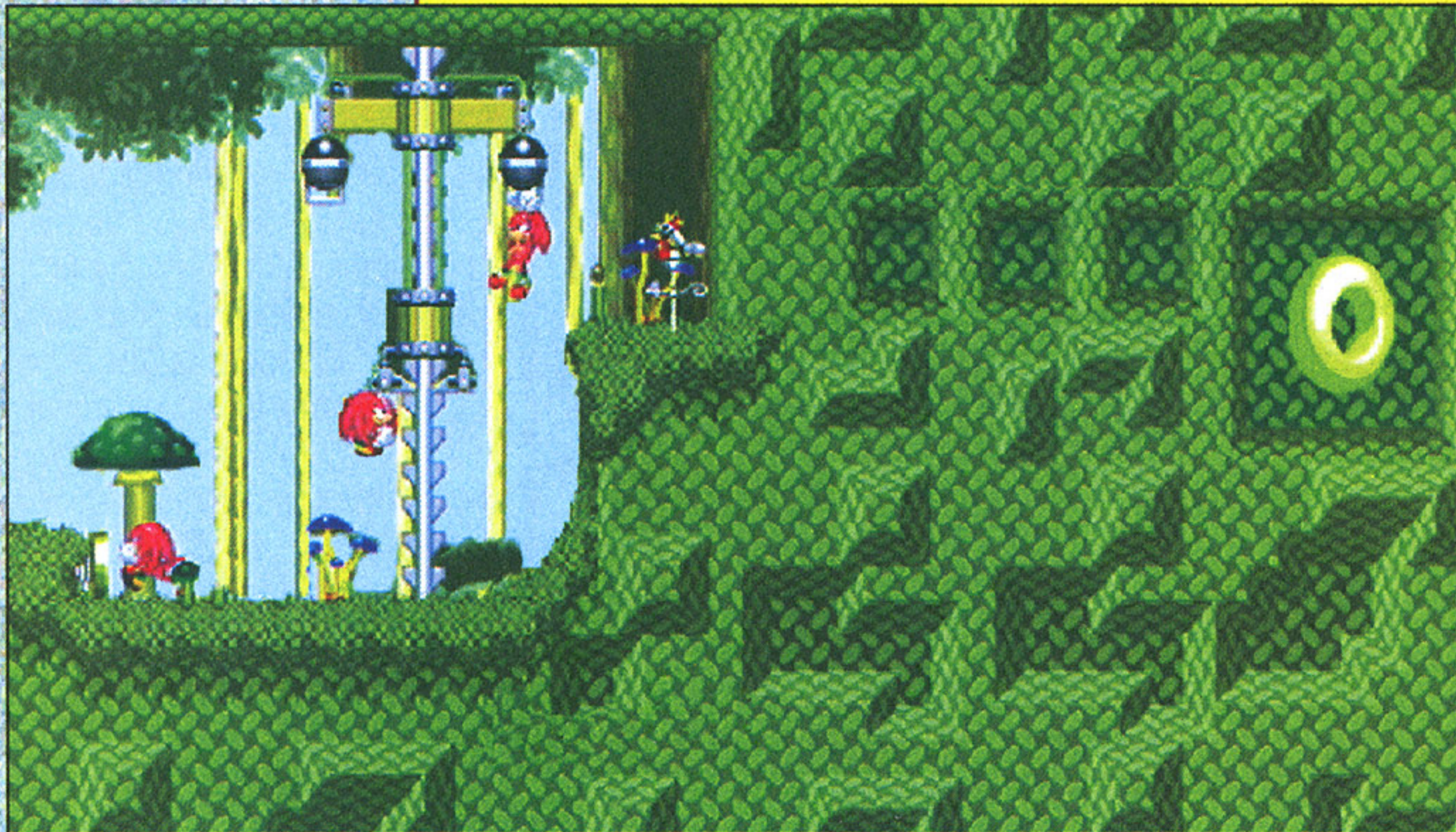


Act 2: Special Stage Ring

You'll reach this spot at the lowest level of the Act after you spin down two bars. Enter the secret passage to the left to find a Special Stage Ring.

Act 2: Special Stage Ring

Look for the lever lift with the Chicken on the ledge to the right of the lever. To the right of the Chicken is another secret passage that leads to a Special Stage Ring.



Act 2: The Boss



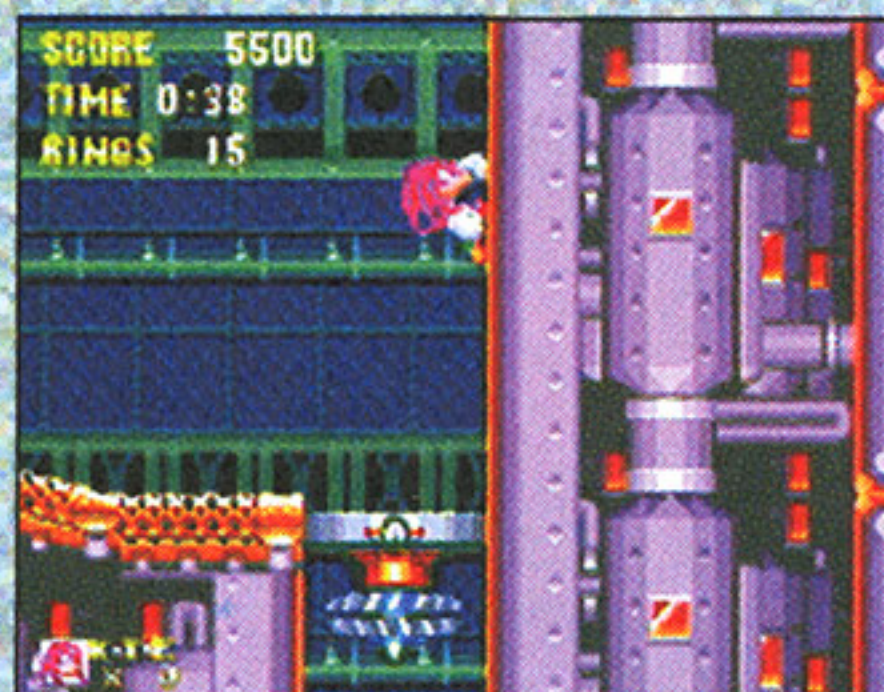
To stop this Robotnik, jump and hit the satellite dish. Then race after Robotnik, jump and dodge the spiked bars under the archways, and Super Spin Attack the ship to destroy it.

SONIC & KNUCKLES

FLYING BATTERY ZONE



Act 1: Power-Up



Go up and to the right at the beginning of Act 1 to find a hidden Electric Shield and Invincibility Monitor.

Put Out the Fire



Stand on the fire-shooting enemies to douse their flames. When they blow, they'll spring you into the air.

The Best Shield



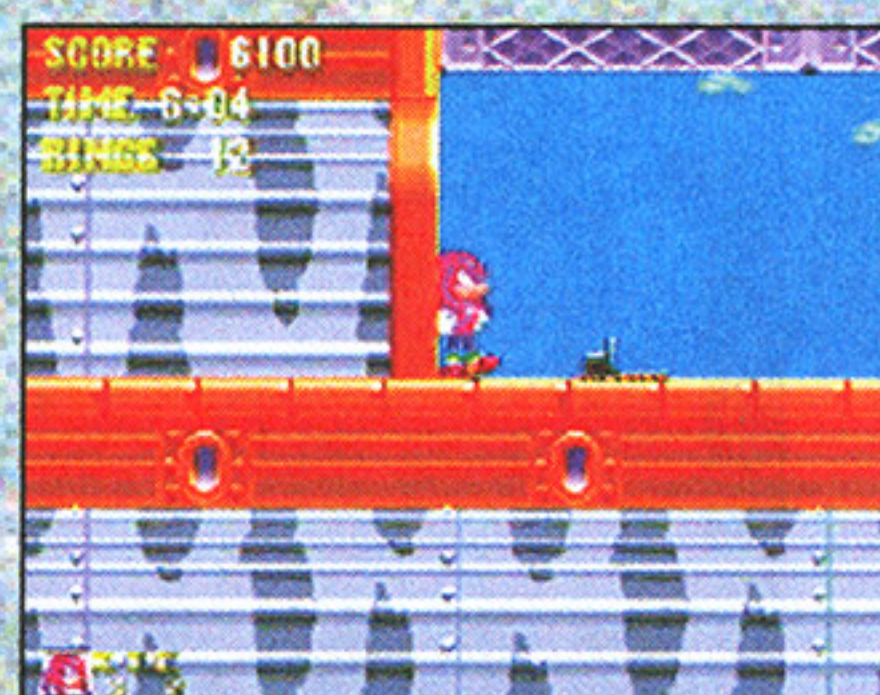
The Fire Shield is the best choice for this Zone.

Booby Trap



Some of these containers release Rings when you step on the button. Others, however, release enemies.

Act 1: No Way Out



Head left through the wall to escape this seemingly inescapable spot.

Act 1: Take the Upper Route



If you're playing as Knuckles, take the upper route up the wall. It's easier.

Clear the Decks



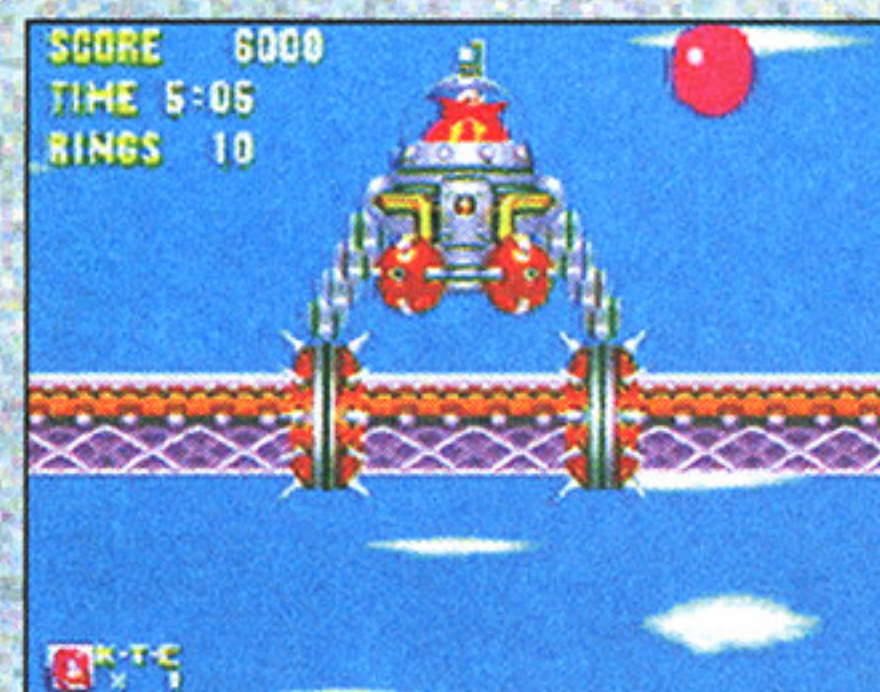
To blow a way into the ship, scamper to the right to lure the bombs. When they land, they'll blast open a hole. Jump inside.

Act 1: The Boss



To beat the mechanical boss, stand on the yellow button, then quickly jump off when he takes a swing at you. If your timing is good, he'll clobber himself. Repeat this tactic until he destroys himself.

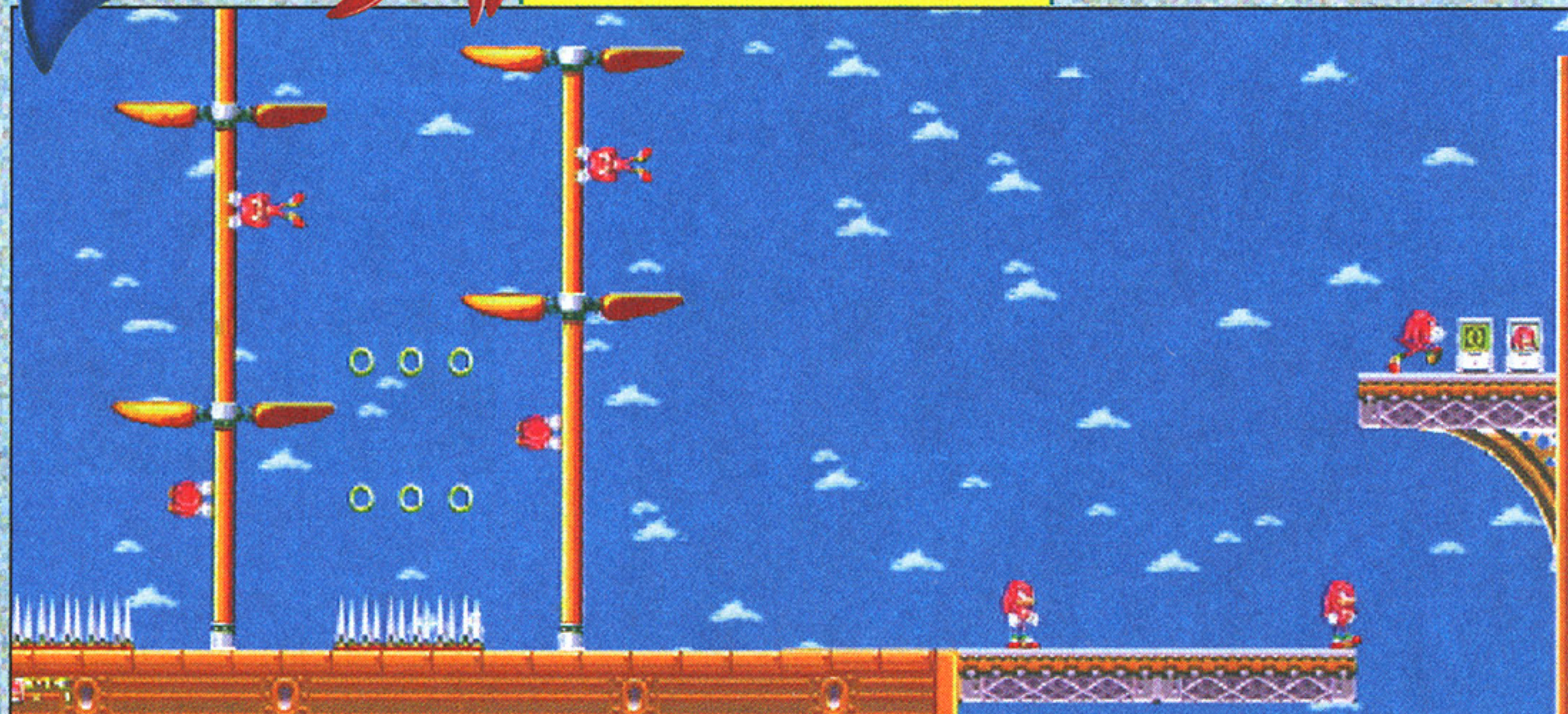
Act 2: The Boss



This version of Robotnik is easy to nail. First, dodge the lasers he shoots. If you dodge them enough times, he'll run away and hide. Then you have to run to escape from the moving platforms. When you reach the ship's roof, leap and Super Spin Attack the spinning boss on the side of the chains.

Act 1: How Propelling

When you reach the twirling propellers, press the Spin Dash button to fly to the right. To fly to the left off the propellers, press Left on your control pad while you hit the Spin Dash button. To reach a 1-up, work your way up the propellers, then fly off and to the right to a ledge.



SONIC & KNUCKLES

SANDOPOLIS ZONE

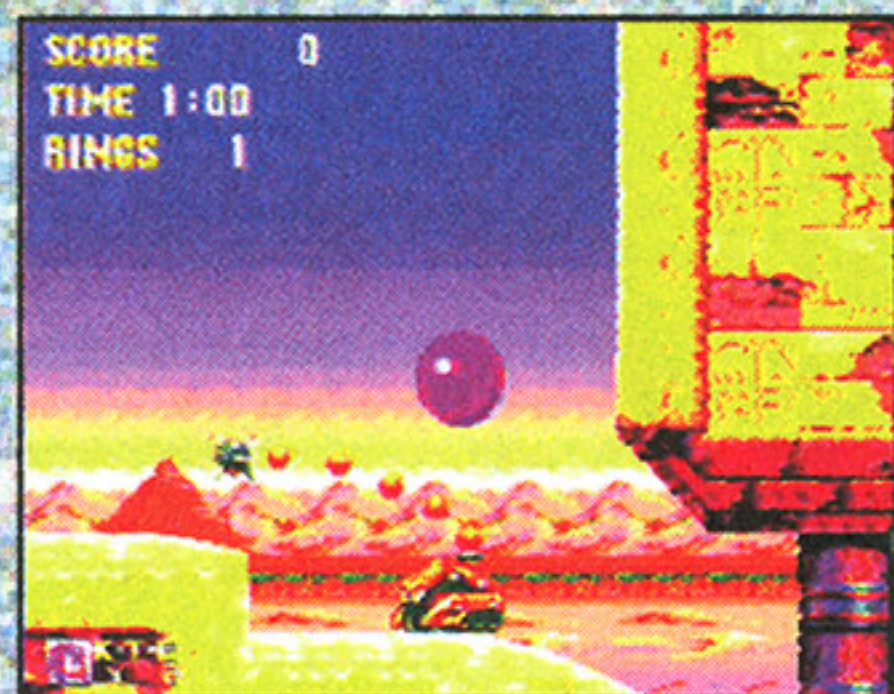


The Sands of Time



Sonic and Knuckles can climb the sand falls in Sandopolis. Just get inside the falls and keep jumping.

Scorpion



Scorpion's the toughest enemy you'll face in this Zone. Leap over his tail when he flings it and Super Spin Attack him on the way down.

Act 1: 1-Up



Knuckles scores a hidden 1-up if you head up and to the right at the beginning of Act 1. Go through the metal doors to uncover the 1-up.

Falling...

Most of the lava falls mean instant death for Sonic and Knuckles. However, some lead to secret passages below.

Act 1: The Boss



To crush the Rock Mummy, stand to the right as it emerges and Super Spin Attack it when it stands up and raises its head. This attack knocks the Mummy to the left. Continue this strategy until you knock the Mummy into the lava.

Act 2: Turn on The Lights

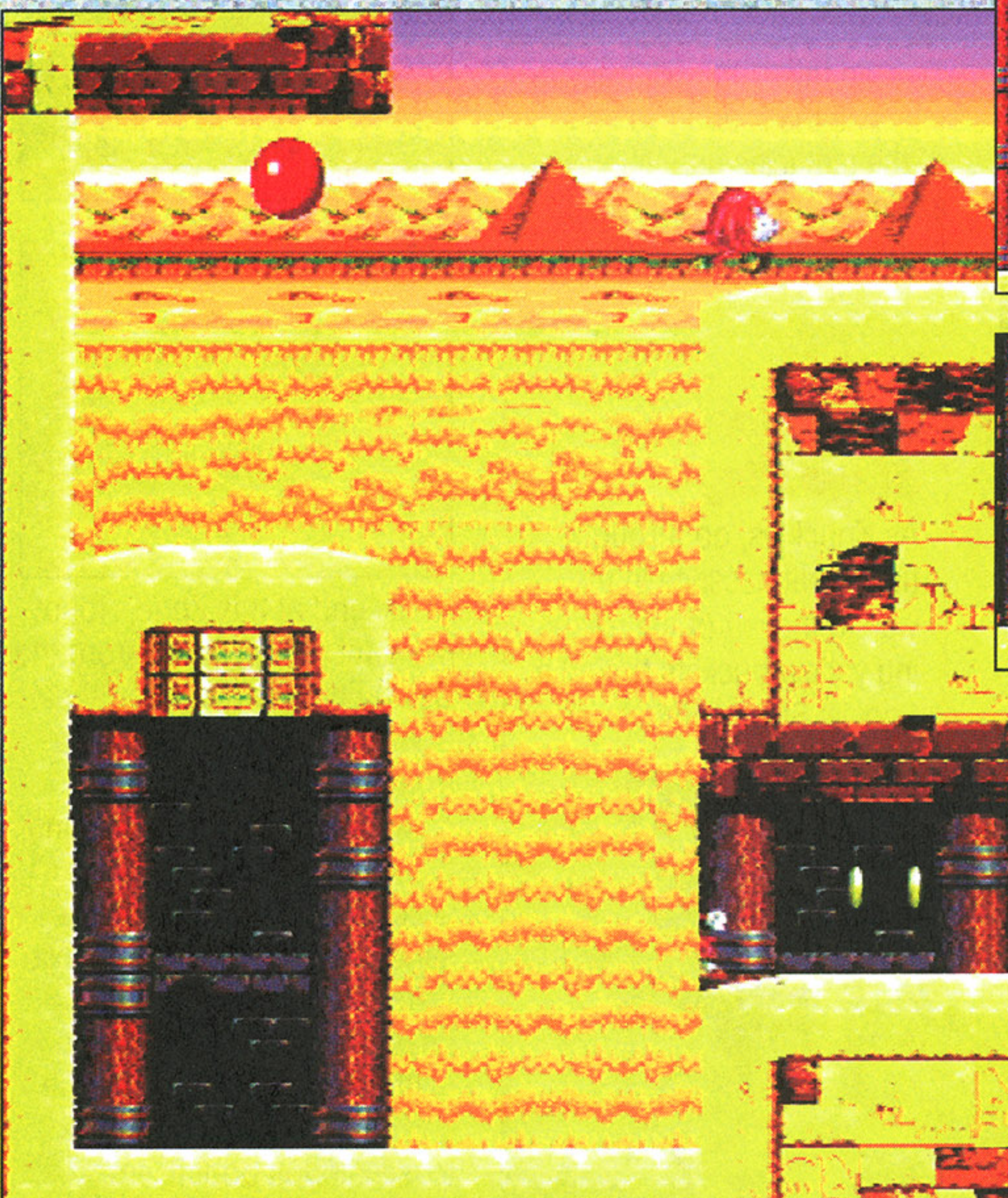


Jump on the pulleys to turn on the lights. If it gets too dark, troublesome ghosts appear.

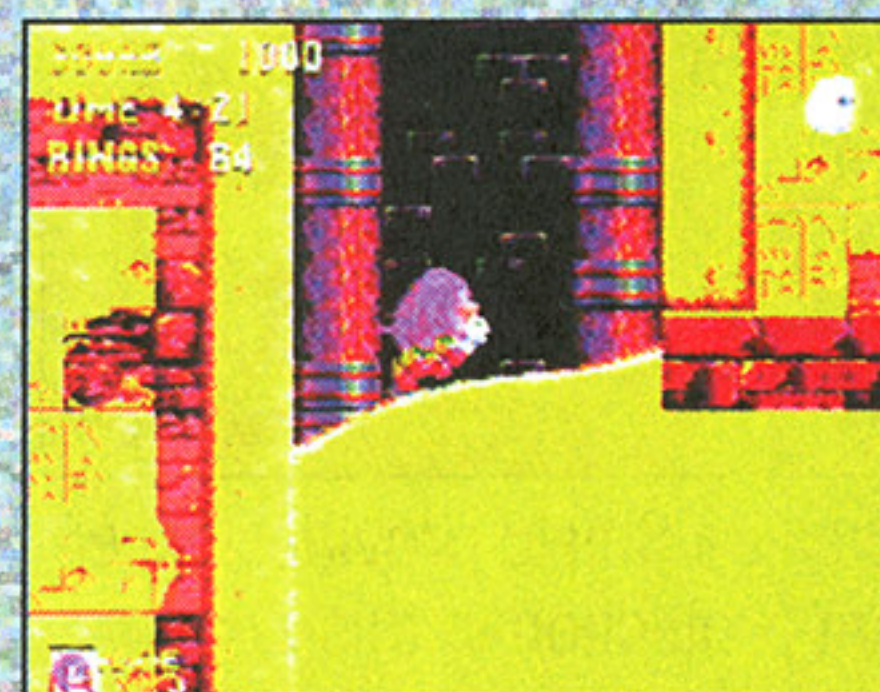
Act 2: Open Sesame



Push or Spin Dash these metal gadgets to open walls. Be ready to race through the opening before it closes again.



Act 2: More Sands Of Time



In the latter parts of Act 2, both Sonic and Knuckles encounter areas where they'll trip faucets that fill the screen with sand. They must race through the various obstacles and reach the top of the screen to avoid being buried.

Act 2: The Boss



In this encounter with Robotnik, leap onto the creature's foot as it slides forward, then jump and Super Spin Attack his chest. When the armor falls off, quickly hit him one or two times, then jump free. Repeat this process to destroy him.

SONIC & KNUCKLES

LAVA REEF ZONE

The Best Shield



The Fire Shield provides excellent protection in this Zone.

Act 1: Sonic 1-Up

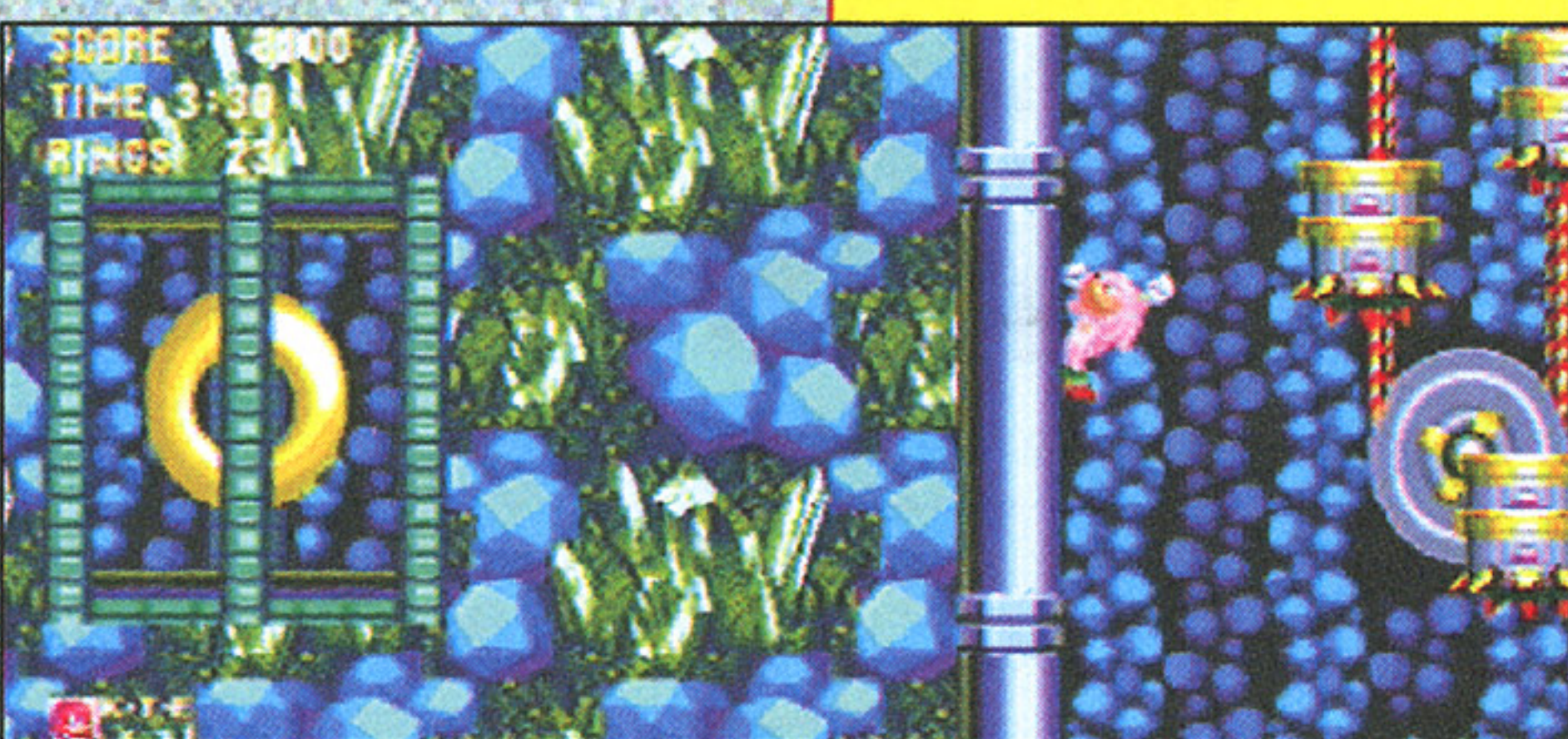


As Sonic, use the secret button just to the right of this lava area to vault up and to the left to find a 1-up.

Act 1: Knuckles 1-Up



Up and to the left above the second falling spike platform at the beginning of Act 1 is a hidden 1-up for Knuckles.



Act 1: Sonic 1-Up



Sonic bags another 1-up in the passage to the left of the place where the spiked spinning ball breaks free and chases you down the passage.

Act 1: The Boss



To stop this Robotnik, repeatedly nail the round balls on top of the tentacles until they explode. Then hit the metal slapper just after it slaps.

Act 2: Special Stage Ring

As Knuckles, go through the secret passage in the wall to the left of the rotating yellow buckets to find a Special Stage Ring.

Act 2: The Way Out



For Knuckles, the path leads over these Robotnik icons and into the wall on the right.

Act 2: Going Up



To go up the spinning pillars, hang on to the far-right ladder and swing up to the platform just above.

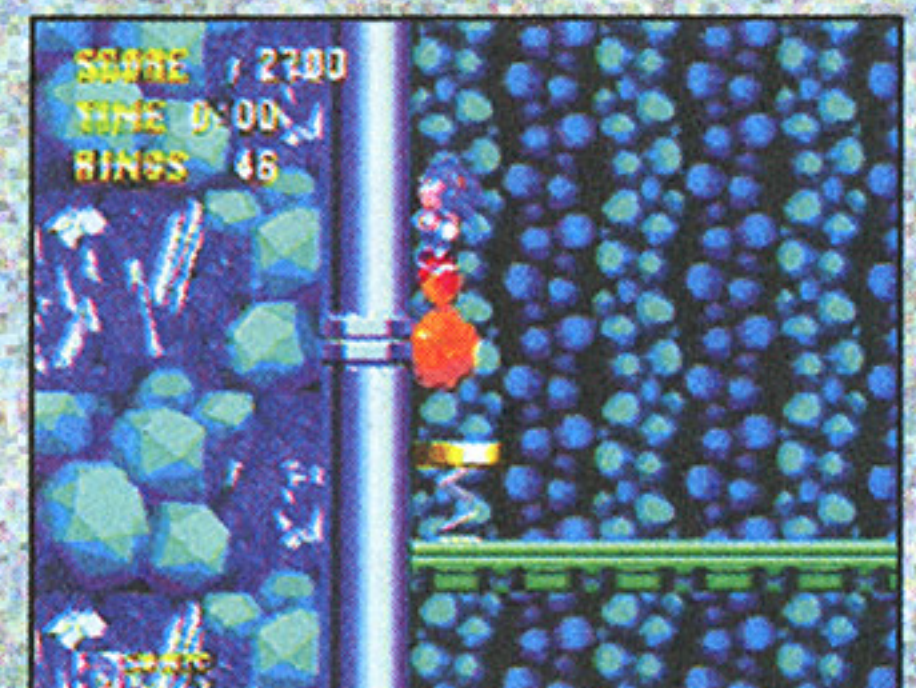
Act 2: The Boss



At the end of this Zone, Robotnik launches an attack from the Death Egg. During the first part of the attack, you must jump from platform to platform, dodging missiles and avoiding the lava. During the attack's second phase, leap across a series of platforms atop a lava waterfall. During the final phase, leap from platform to platform again and dodge the spiked bombs that Robotnik tosses. If you dodge 'em,

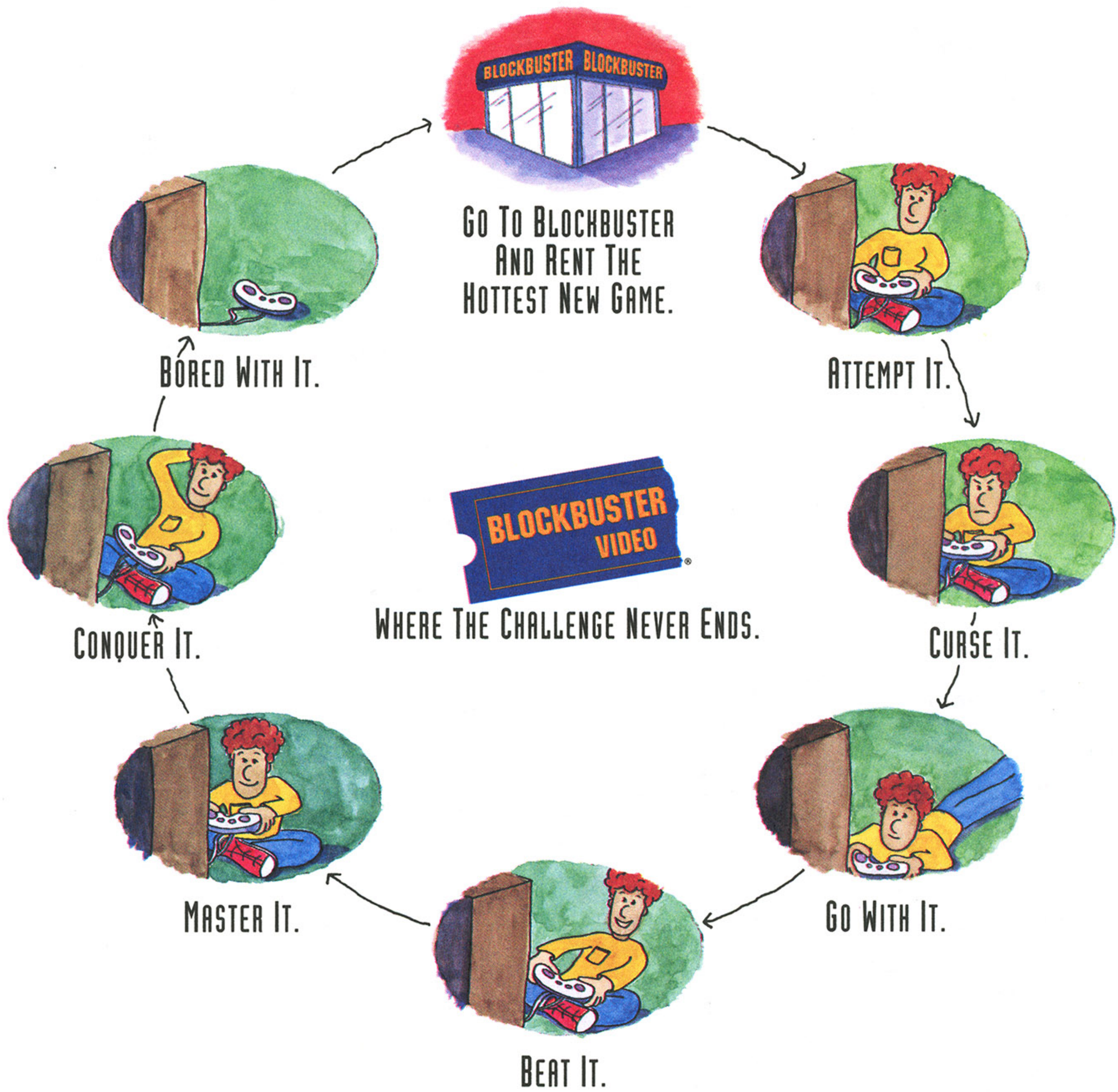
they'll roll into him and eventually destroy him. If possible, grab the Fire Shield on the way down the waterfall.

Act 2: Secret Rooms



After you've passed both sets of spinning pillars in Act 2, you can find secret rooms. When you reach either platform past the pillars, go to the left of the platform and jump up while holding down Left on the control pad, and you'll enter a secret room with power-ups. A Special Stage Ring's also on the second platform. To reach the Ring, go to the right side of the platform via the moving platforms and leap into the wall on the right.





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SKY SANCTUARY ZONE

Robotnik, Part 1



Only Sonic fights through most of the Sky Sanctuary Zone. When you first encounter Robotnik, dodge the pendulum he swings, then leap from the two platforms to Super Spin Attack him.

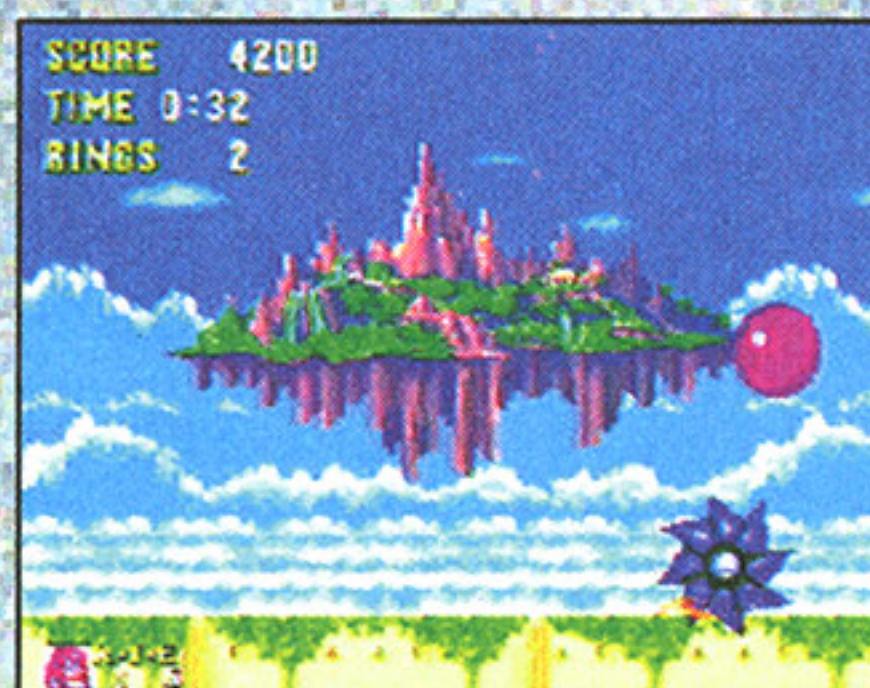
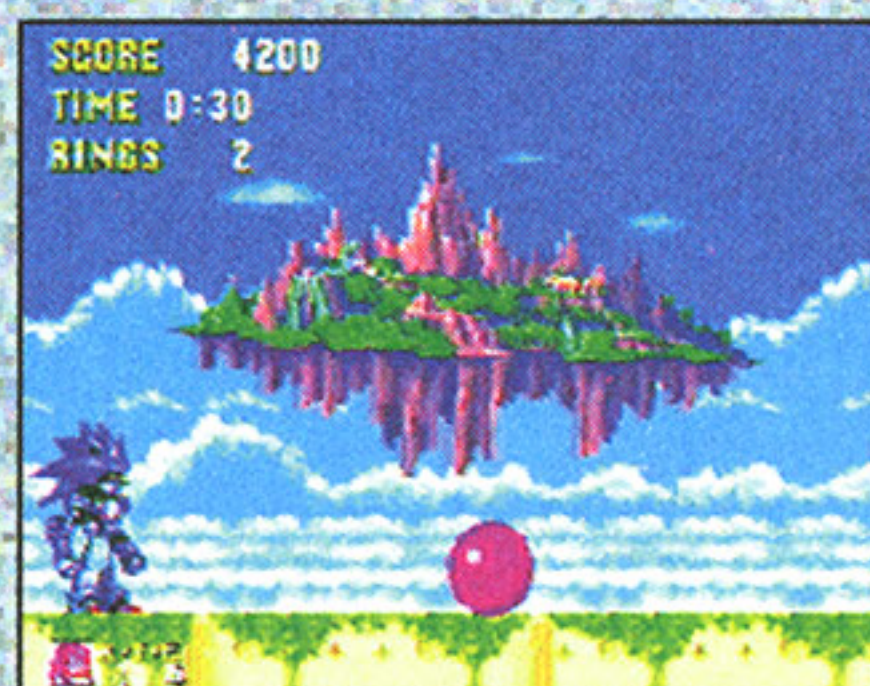
Robotnik, Part 2



When Robotnik appears a second time, dodge the ship and, when he hovers and the balls rotate parallel to the ground, Super Spin Attack the ship. When the mini-Robotniks appear, take them out, then Super Spin Attack again. When you've destroyed all the mini-Robotniks, Spin Attack the ship a final time.



Knuckles or Sonic Vs. the Metal Sonic



After Sonic speeds through this Zone, he has to face the Metal Sonic and the Golden Sonic. Knuckles faces them, too, but they're the final bosses of the game for him. To defeat the Metal Sonic, Knuckles or Sonic must dodge his attacks until he lands facing him, then Spin Dash into his stomach. If the Metal Sonic attacks backward, jump over him. Repeat this strategy until he's done for.

Next, Polish Off Golden Sonic



To defeat the Golden Sonic, dodge the attacks he launches, then stand near the Emerald. Be prepared to Super Spin Attack or Spin Dash into him when he briefly turns into the Metal Sonic. Repeat this tactic to finish him off.

HIDDEN PALACE ZONE

Head to Head



Only Knuckles trucks through the Hidden Palace Zone. In this Zone, the main action is a head-to-head contest between Sonic and Knuckles. Knuckles is a pushover, though. All Sonic has to do is Super Spin Attack him repeatedly.



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SWATPRO
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SONIC & KNUCKLES

DEATH EGG ZONE

Only Sonic battles through the Death Egg Zone!

The Best Shield



The Electric Shield's your choice in this Zone because it protects you from some shocking experiences.

Act 1: Secret Room



Bounce on this Electric Shield and drop into a secret room with tons of Rings.

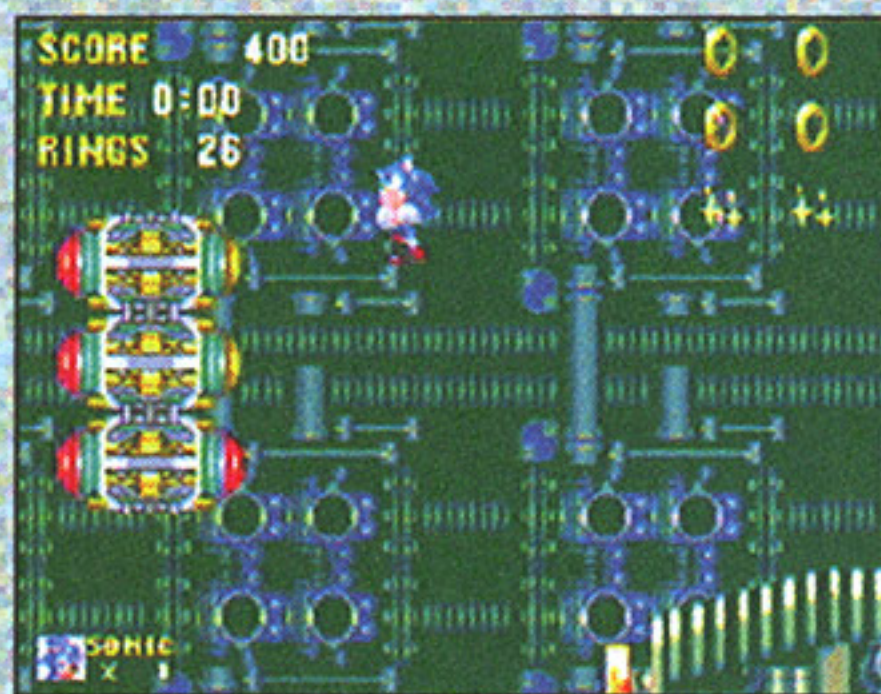
Act 1: Shields for The Taking



Walk through this wall to the right to find a secret room with three Shields.



Open the Gate



To escape from the antigravity chamber, hit this center device until all its buttons are red.

Act 1: The Boss



To destroy the Death Egg Robotnik, leap and Super Spin Attack the ship's body to destroy the rotating balls one by one. After the ship breaks up, dodge the spiked platforms and leap and hit the eye part of the ship. Use Tails to do the dirty work, and Sonic can huddle safely in the corner.

Act 2: Upside Down



Prepare for some antigravity in Act 2. Sonic has to learn to react upside down!

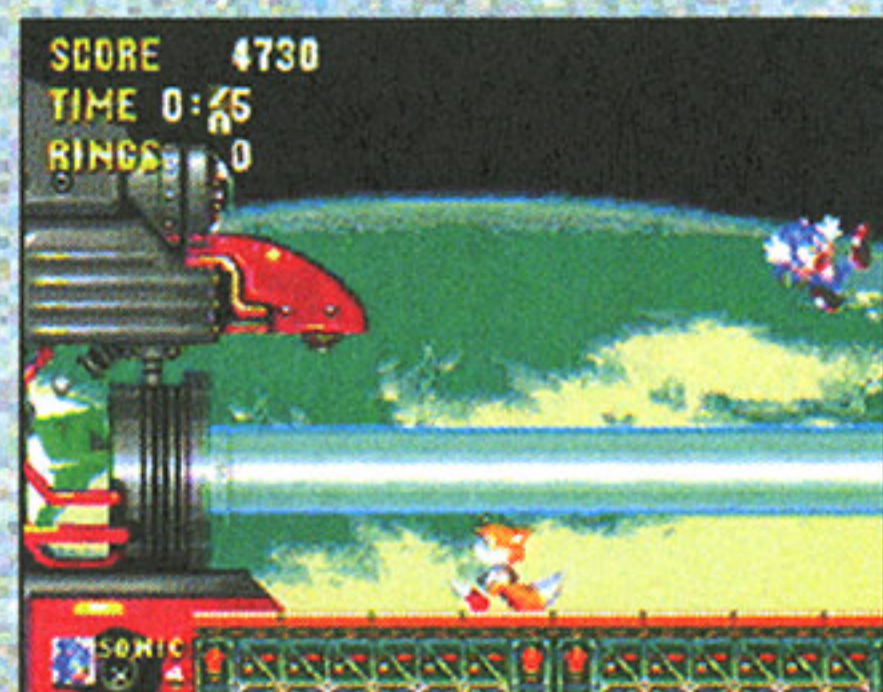
Act 2: The Boss



At the end of the Death Egg Zone, Robotnik launches a series of attacks against Sonic. During the first encounter, the easiest maneuver is to use the elevators to go back and forth between the top and the bottom of the screen while dodging Robotnik's bombs. If you time this move correctly, the bombs will fall into Robotnik and eventually destroy him.



Next, Sonic has to fight a giant Robotnik that has deadly hands. Spin Dash continually to destroy the fingers.



Robotnik reappears in a giant ship. Dodge the fire blasts from the ship, then leap to the left to Super Spin Attack the ship. Run to the far right, listen for the whine of the laser, then jump to avoid its deadly blast. Repeat until you sink the ship.



Finally, run to the right to dodge falling debris and avoid the crumbling ground. Leap to Super Spin Attack Robotnik as he tries to haul off the giant Chaos Emerald. Repeat this attack until he's history, and the game's over!

But Wait, the Game's Not Over!



If you beat the game as Sonic with all the Emeralds, you get to play a final secret Asteroid Zone.



We Need Your Help!

Like the video game industry, *SWATPro's* going through some exciting changes. As the games and game systems become more complex, we're set to provide you with more killer strategies, tactics, and tips to give you the most bang for your video game buck...but we need to know what *you* want!

Please take a minute to fill out the following survey and fax, e-mail, or snail mail it back to *SWATPro*.

If we receive your response by May 1, 1995, you'll be entered into a contest to win the next-generation system of your choice – either a Sony PlayStation, Sega Saturn, or Nintendo Ultra 64. (The prize will be delivered when it is available in the United States later this year.) Ten runners-up will win a strategy guide of their choice from Infotainment World Books.

Your Name _____

Address _____

Phone Number (_____) _____

Age _____

1) Please rate how interesting you found each of the following articles from this issue of *SWATPro* (with "5" being "very interesting" and "1" being "not at all interesting"). If you did not read the article, please check the box in the far-right column.

	Very interesting		Not at all interesting			Did not read
	5	4	3	2	1	
Departments						
Editor's Letter	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Ask the Pros	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
SWAT	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Code Central	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Buyer's Guide and Best Bets	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
The Tip Off	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Strategy Guides						
Sonic & Knuckles (Genesis)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Ecco 2 (Genesis)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Aero the Acro•Bat (Genesis)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Snatchers (Sega CD)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Donkey Kong Country (Super NES)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Super Return of the Jedi (Super NES)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Super Punch-Out! (Super NES)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Killer Instinct (Arcade)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Demolition Man (3DO)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Doom (Jaguar)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

2) What do you particularly like about this issue? _____

3) What, if anything, do you dislike about this issue? _____

4) How would you rate the overall editorial quality of this issue? Excellent Very Good Good Not Very Good Poor

5) What game systems do you currently own?

- | | | |
|--|--|--------------------------------------|
| <input type="checkbox"/> 32X | <input type="checkbox"/> Game Gear | <input type="checkbox"/> PlayStation |
| <input type="checkbox"/> 3DO | <input type="checkbox"/> Genesis | <input type="checkbox"/> Saturn |
| <input type="checkbox"/> CD-i | <input type="checkbox"/> Jaguar | <input type="checkbox"/> Sega CD |
| <input type="checkbox"/> DOS/Windows personal computer | <input type="checkbox"/> Lynx | <input type="checkbox"/> Super NES |
| <input type="checkbox"/> Duo | <input type="checkbox"/> Macintosh personal computer | |
| <input type="checkbox"/> Game Boy | <input type="checkbox"/> Neo•Geo | |

6) Please indicate which of the following publications you purchase/read at least 6 times per year:

- | | |
|--|--|
| <input type="checkbox"/> Die Hard Game Fan | <input type="checkbox"/> New Type Gaming |
| <input type="checkbox"/> Electronic Gaming Monthly | <input type="checkbox"/> Next Generation |
| <input type="checkbox"/> Electronic Gaming Monthly 2 | <input type="checkbox"/> Nintendo Power |
| <input type="checkbox"/> Game Players | <input type="checkbox"/> Sega Visions |
| <input type="checkbox"/> GamePro | <input type="checkbox"/> Video Games |
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Thank You!

Enter and Win!

To enter to win a next-generation game system, fax, mail, or e-mail your completed survey to:

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HELPING ECCO SURF THE TIDES OF TIME



Ecco's latest Genesis adventure takes him through time to beat the Vortex. You can save time with these tasty tidbits of advice.

By Manny LaMancha

Crystal Springs



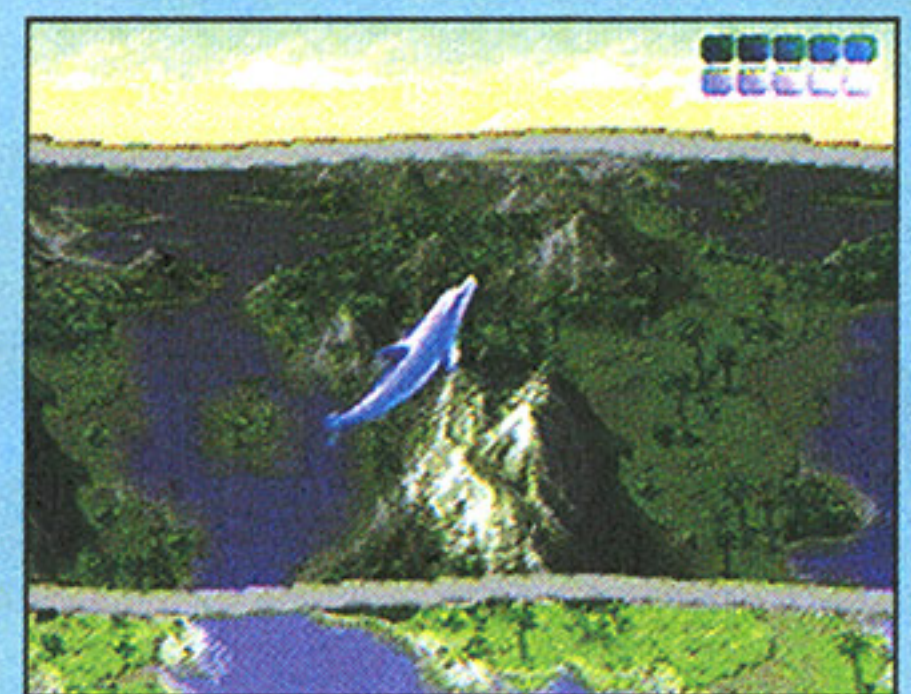
This task's a good test of your swimming and sonar abilities: Break loose the three crystals one by one, then connect them to the crystal near the ship.

Fault Zone

Nudge the falling rock to break through the wall of rocks blocking your path. Zigzag along the waterway until you trigger a quake, then press Button B to break falling rocks and minimize damage.



Sky Tides



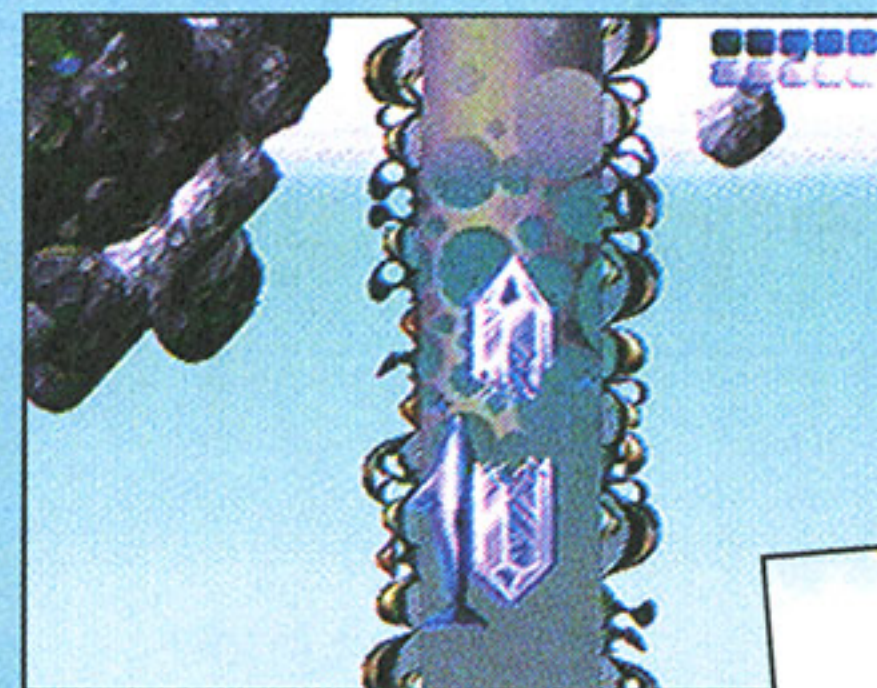
This forced-scrolling level requires lots of memorization and careful swimming. Avoid the whirlpools.

Two Tides



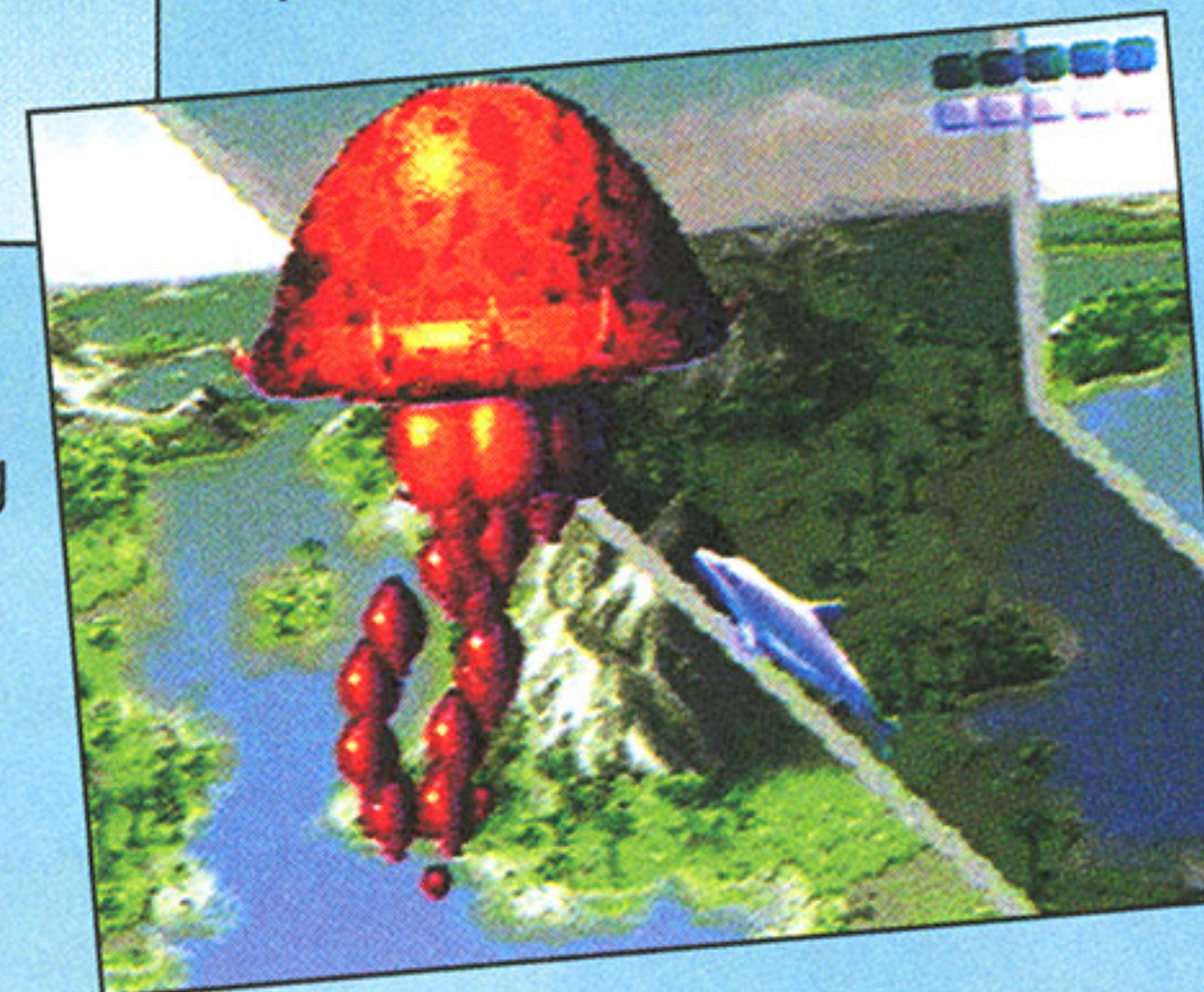
After you use one glyph's song to get past another glyph, use the turtle to block the current. Wait until he swims over the rushing water, then nudge him with your snout. Push him like a shield when he withdraws into his shell.

Skyway



Touch the glyph above the level's starting point, then use the glyph's song to open up the next glyph to the left. Cruise to the glyph to the left, then track to the right to open the glyph in the water tube.

Tubes of Medusa



The first frustrating level, the Tube of Medusa tests your precision swimming and your ability to move quickly in the water tube. Make your way past the persistent Medusa.

Genesis Game Profile

Ecco: The Tides of Time

(By Sega)

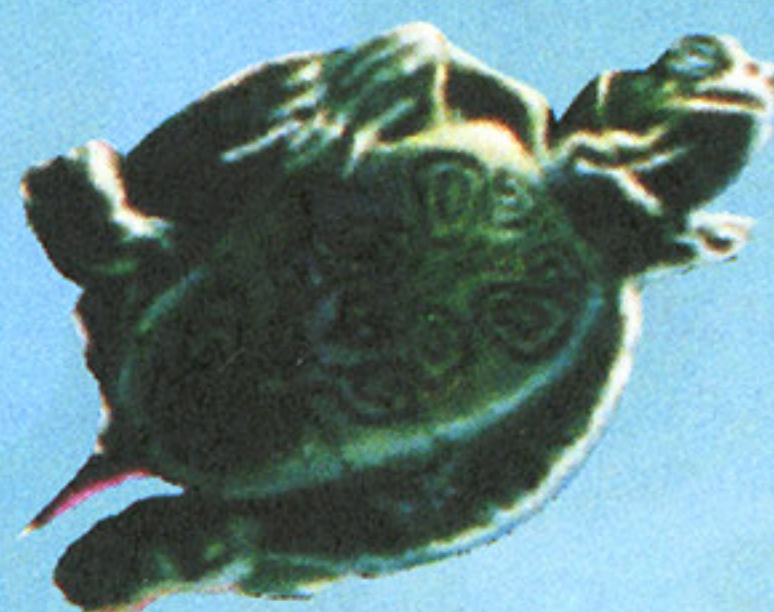
NOT YET RATED

Ecco, Sega's favorite dolphin, returns for more swimmingly good adventure. Although it's less difficult than the first journey, Ecco 2 still offers lots of sticky spots where you can get lost. Dive in with us as we trek through the waves and into time.

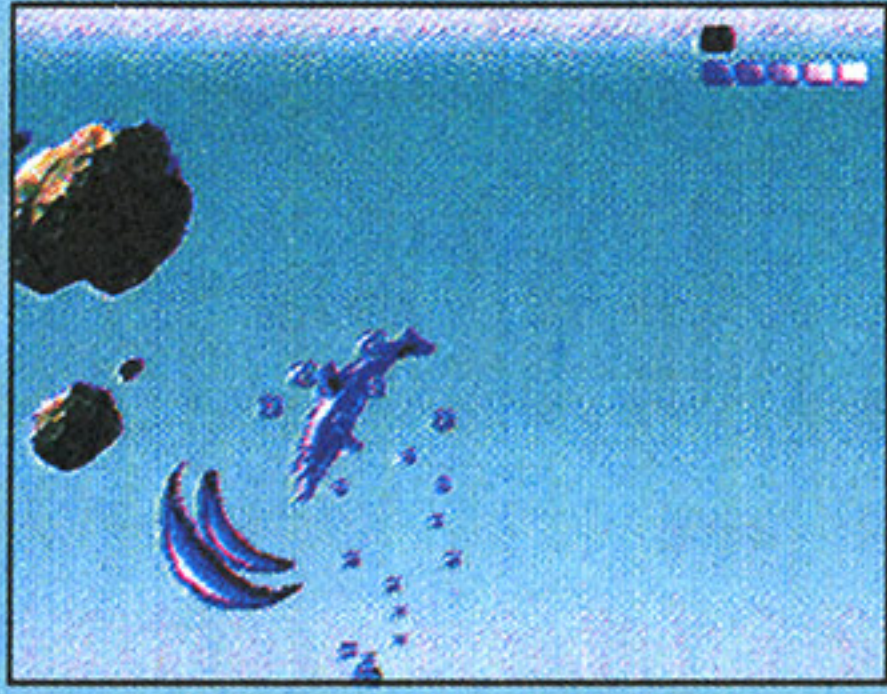
Graphics	Sound	Control	FunFactor	Challenge
4.5	5.0	3.5	4.0	ADJ. Adjustable

\$59.95
16 megs
Action/adventure
1 player

40+ levels
Multiple views
Multiscrolling
Passwords



Skylands



As the glyph says, you must use the bubble clumps to "climb" through the sky. It's difficult to gauge your progress, so use your sonar often to display your location and to navigate.

Fin to Feather



Ecco can morph into other creatures. After becoming a seagull, fly to the right – past attacking birds and falling rocks – to become Ecco again. Then you can find the transporter ring.

Eagle's Bay



Work your way to the meta-sphere to the right and change into a bird. Fly to the left, return to the water, and get the song from the key glyph. Morph into the bird again, fly to the right, and become Ecco. Use the song to get past the glyph.

Asterite's Cave

Connect the two sections of the glyph, then use the glyph to open the one above it. Get the other dolphins to help you fly to the right, where you'll meet a strange worm. Use sonar to hit him into the rocks to the right, which opens a path. Patch another key glyph together and use it to meet up with Asterite.



After you listen to Asterite, the hardest part is passing through the helix to the exit. Then a whale tells you that her little ones are missing, so you have to go off to recover them.

Four Islands



This level is a test of accurate swimming, especially against different flows of water. When you meet the dolphin that tells you to follow it, you have to stay close to it, or you'll be forced to repeat the process. If you have trouble staying with him after a few tries, he'll give you the song you need to get past the stones that block the path toward the exit. You'll meet another friend to take you to find the hidden exit.

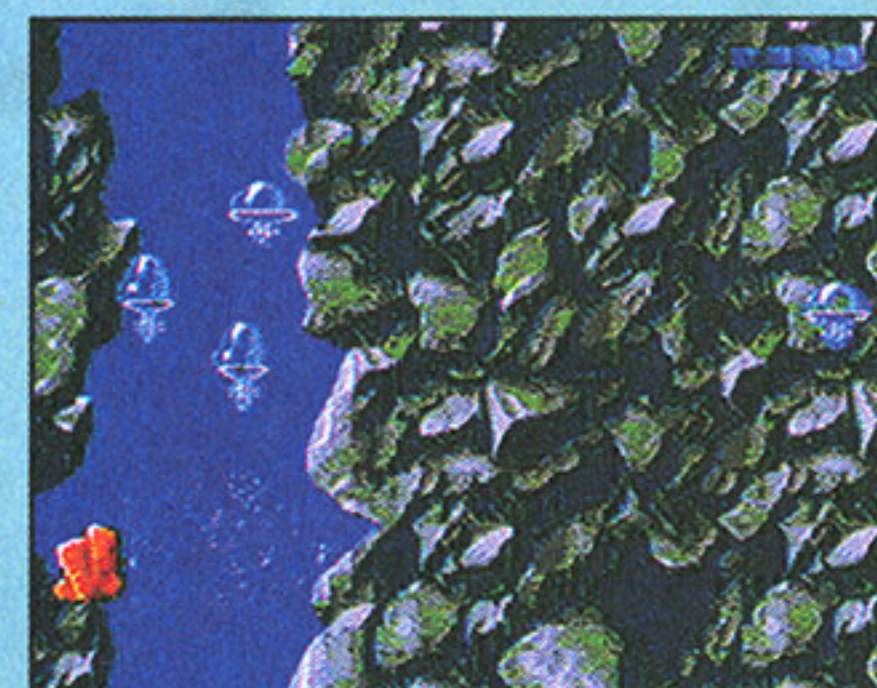
Sea of Darkness



The name of this level hints at what you can expect. Use your sonar as headlights. As you work through the level, a whale approaches you to help find her lost offspring.



Vents of Medusa



It's morphing time again! This time, you're a helpless little jellyfish trying to find the exit. Head to the right first so you can get the song from the key glyph. If you make it to the surface without any dolphins harming you, you'll change back to Ecco.

Gateway

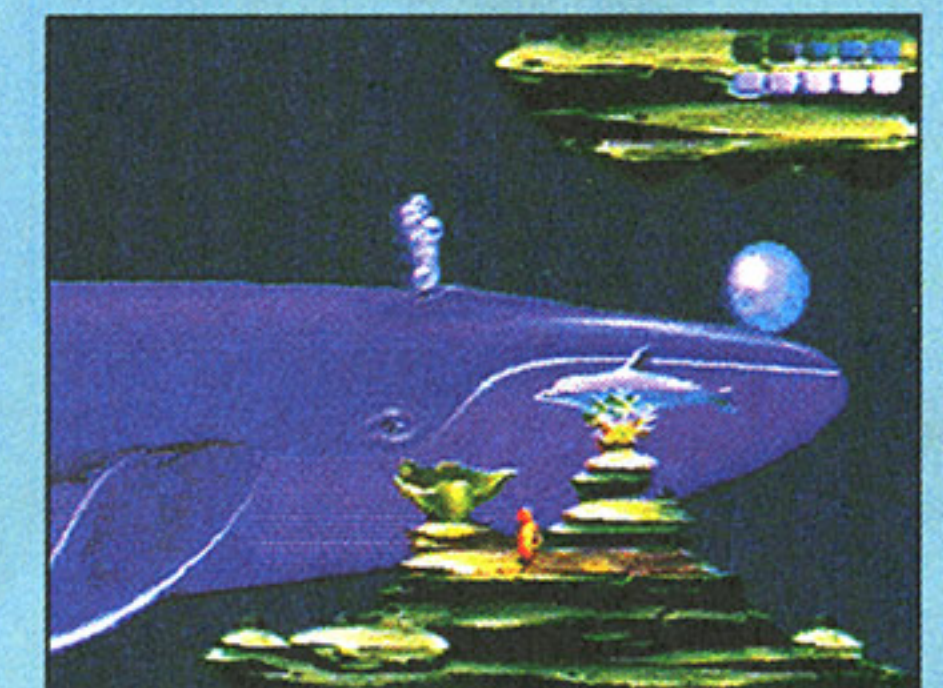


Swim around until you find the transporter ring. Once you pass through the ring, you'll meet a shadow with a strange request. Take care of the request, then use the shells to help you swim against the current – before you run out of air or take too much damage.

Moray Abyss

This level's tough. You have to avoid the shell and red moray eel, then take out the yellow eels along the walls as you're heading down. The yellow eels succumb to sonar. When the shell hits the bottom, sonar it as much as you can, and you may not have to fight the red eel. Follow the instructions after that.

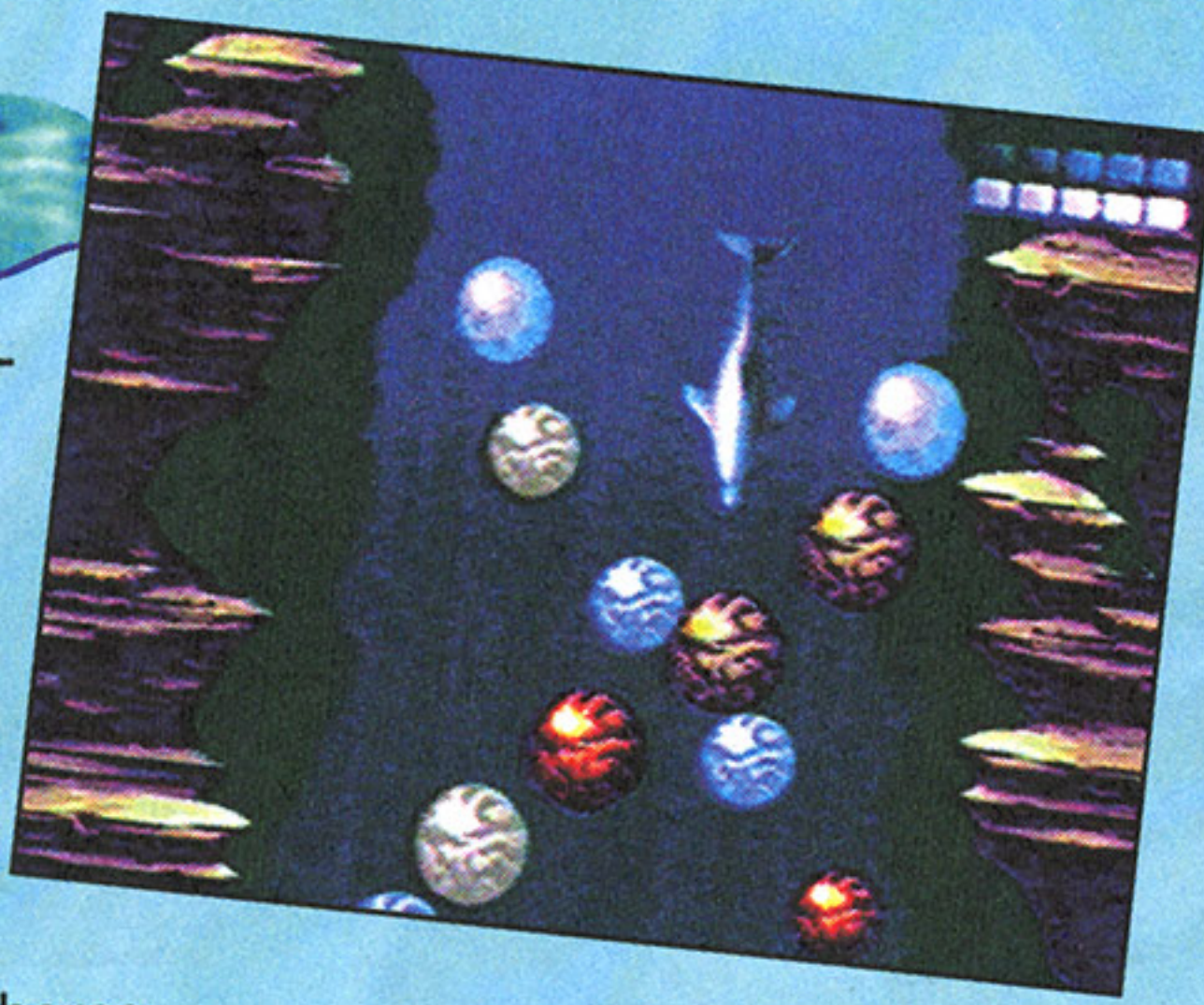
Big Water



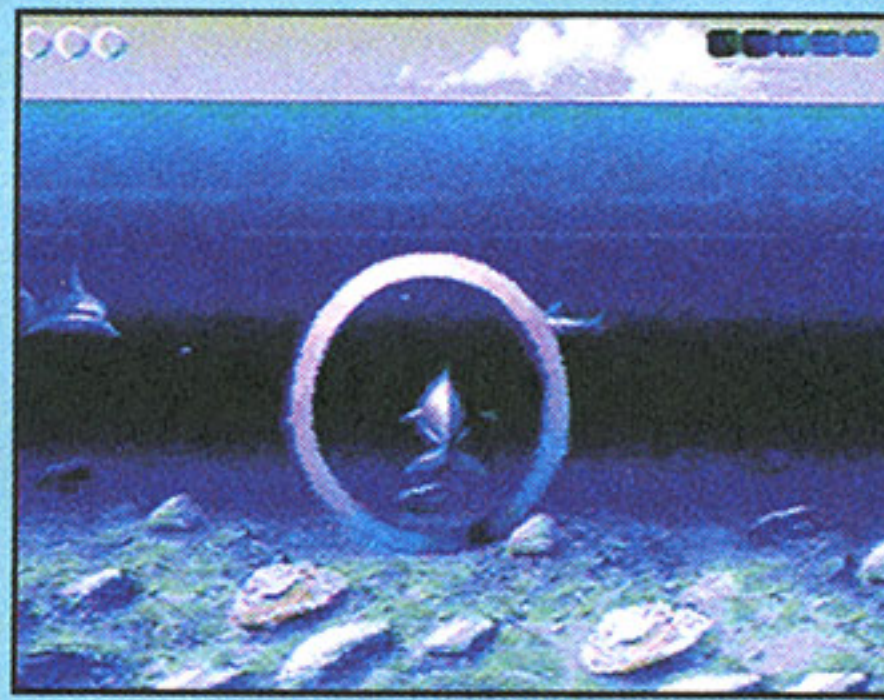
The mission on this level isn't immediately apparent, but find the two spheres from the Asterite with the help of one of the whales.

Deep Ridge

Deep Ridge is a continuation of Asterite's rebuilding process. Simply grab one pair of spheres at a time, trip back through any of the transporter rings, and continue until you find all the spheres. Throughout, you'll get clues to where the story line is going. Then you must locate the secret exit.



Secret Cave



Get your task from the glyph, then take off for the transporter to swim through the rings again. Your journey this time is much tougher because you have lots of sharks coming at you. Put the ring off to the side so you can sonar the sharks, then quickly swim for the ring when the coast is clear.

The Hungry Ones

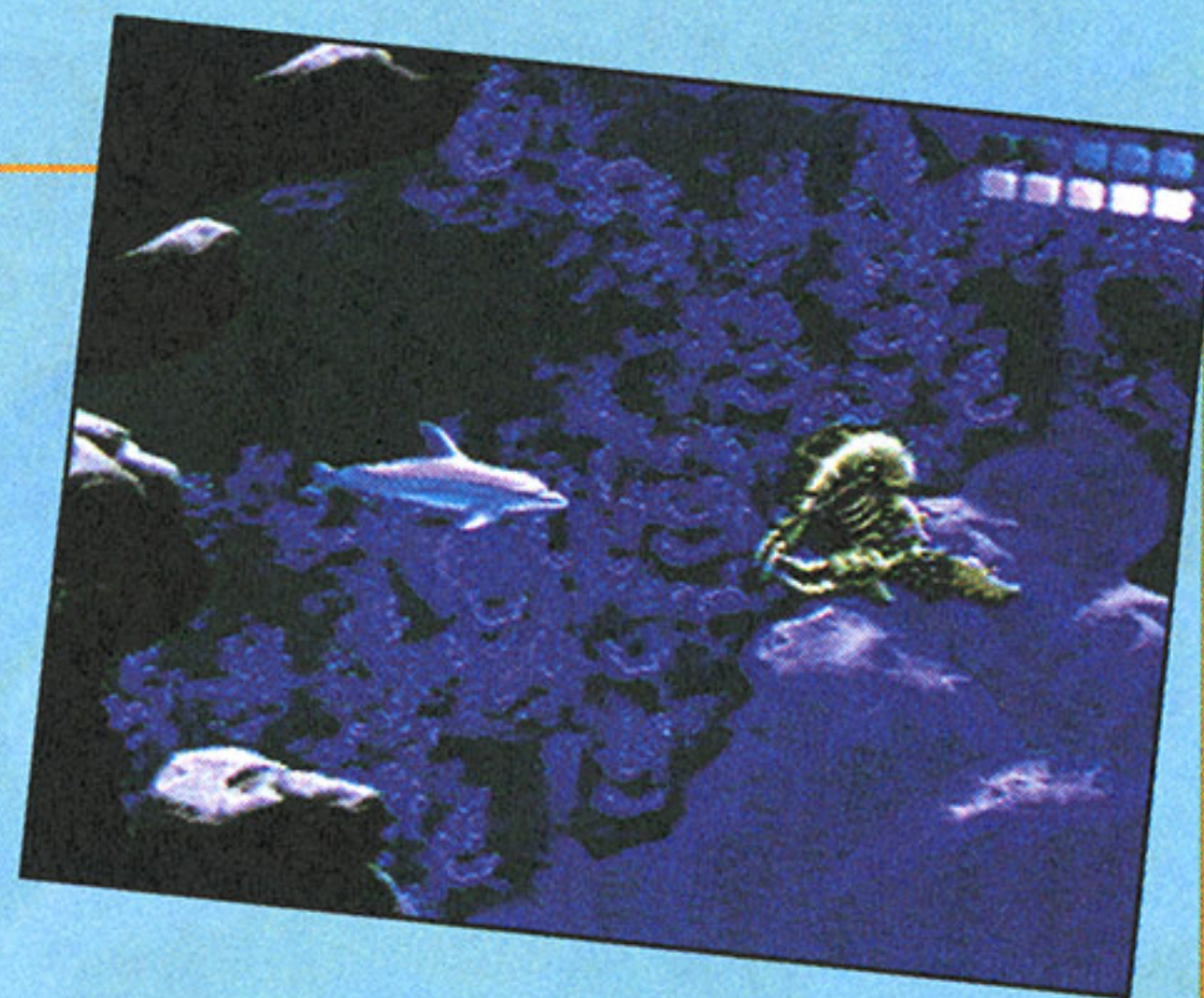


The clue at the start leads you to your new fate: You morph into a shark. This new form means that you have to stay in motion and avoid dolphins. You'll be able to change a couple of times before exiting as Ecco.



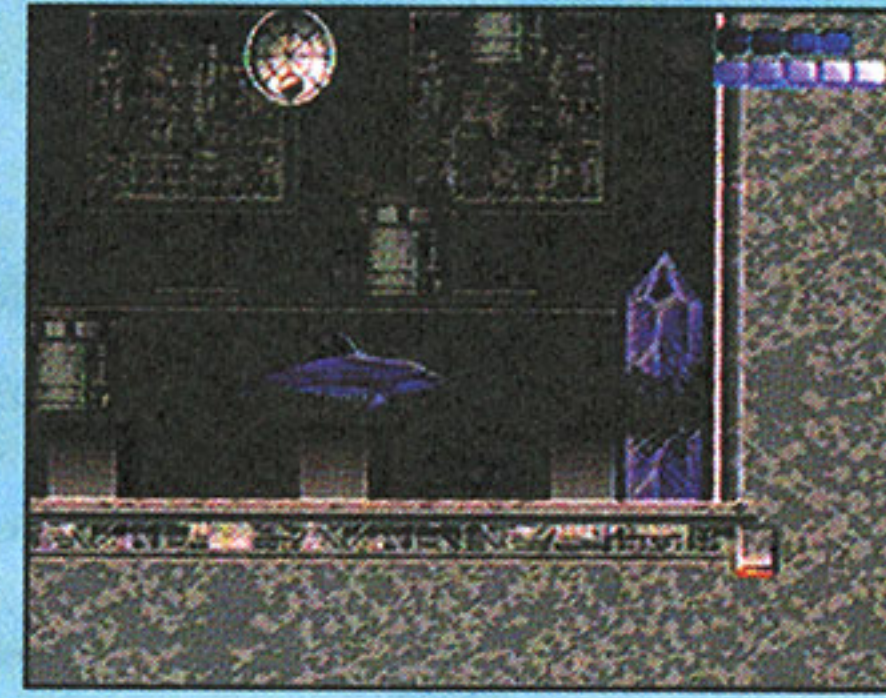
Lunar Bay

If this creature gets its claws on you, you'll be thrown into a sublevel where you morph into it.



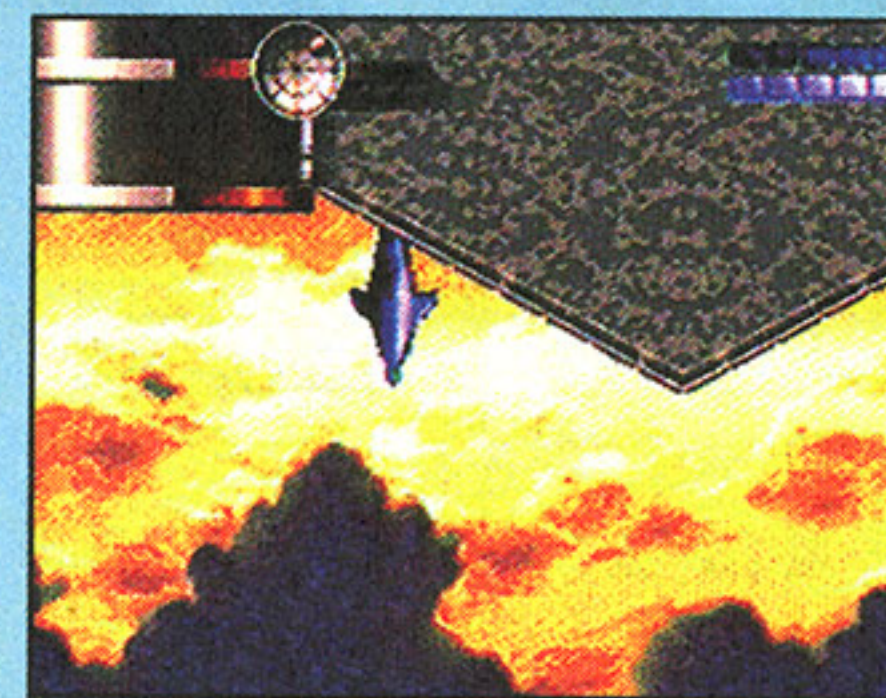
When you reach a point where two of the creatures grab you, you'll warp to a strange futuristic world. Escape is difficult because you're traveling a very convoluted path, leaping gaps, and repeating the same territory in search of the key glyphs. Put the milestone glyph to good use.

Black Clouds



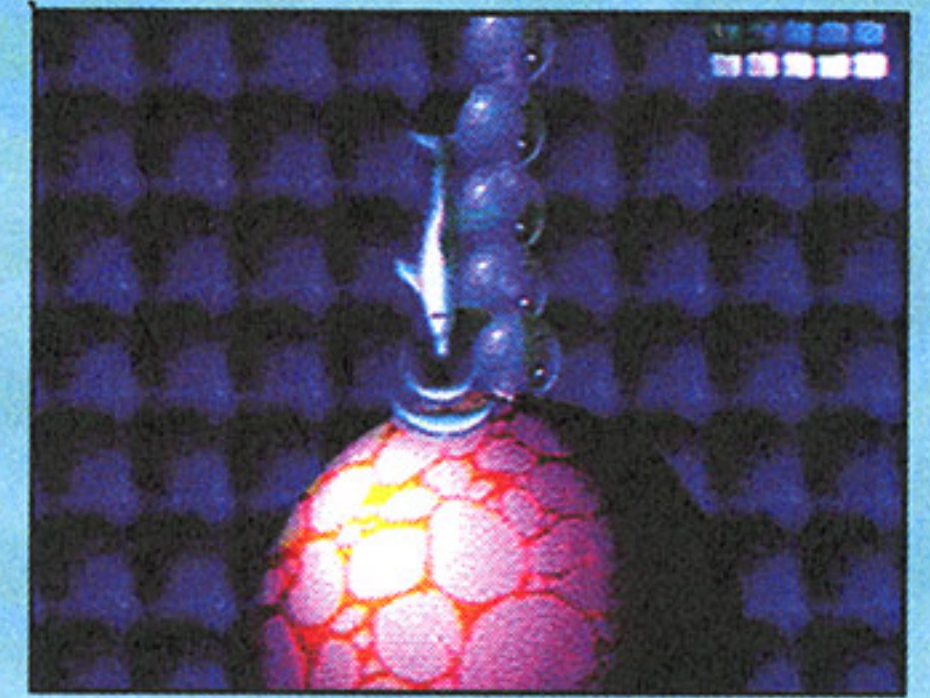
Like the Lunar Bay level, this level takes you through a series of air and water paths. You must locate a bunch of glyphs and find the exit to the right.

Gravitorbox



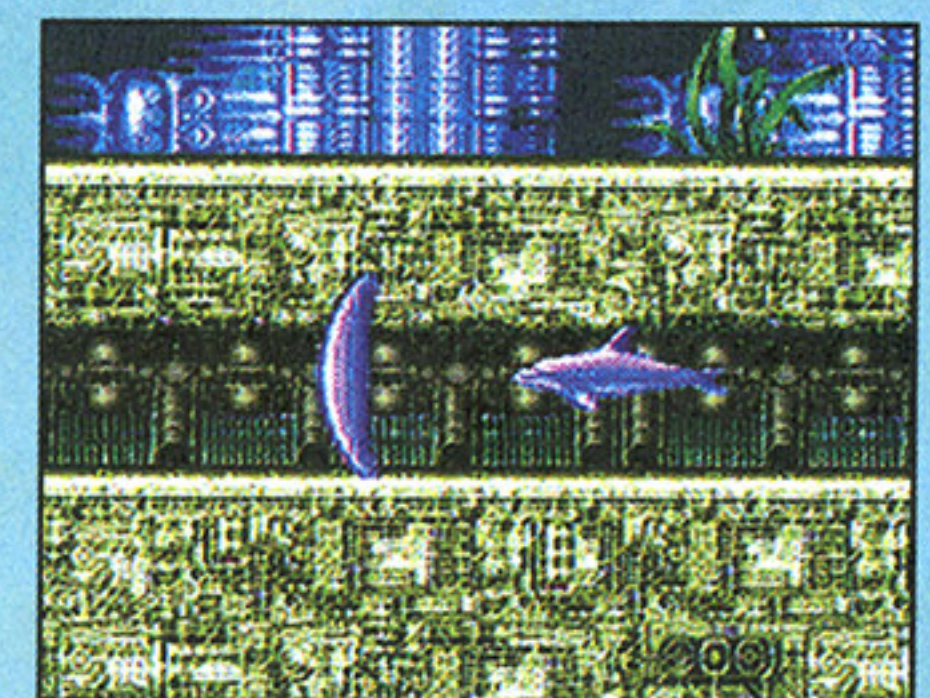
Keep an eye on the gravity indicator in this level so you know whether you're going to fall down – or fall up.

Globe Holder



Sonar the globe off its moorings, then work it consistently into the walls until the arms burn off. Watch out because it'll try to slam you into the walls.

Dark Sea



You get some help from your fellow dolphins. They're soundly battering the Vortex beasts, but you'll need to take on others. Get through the first gate, then use the map to find the glyph that looks like it's boxed in. Try some corridors, and you'll find the way.

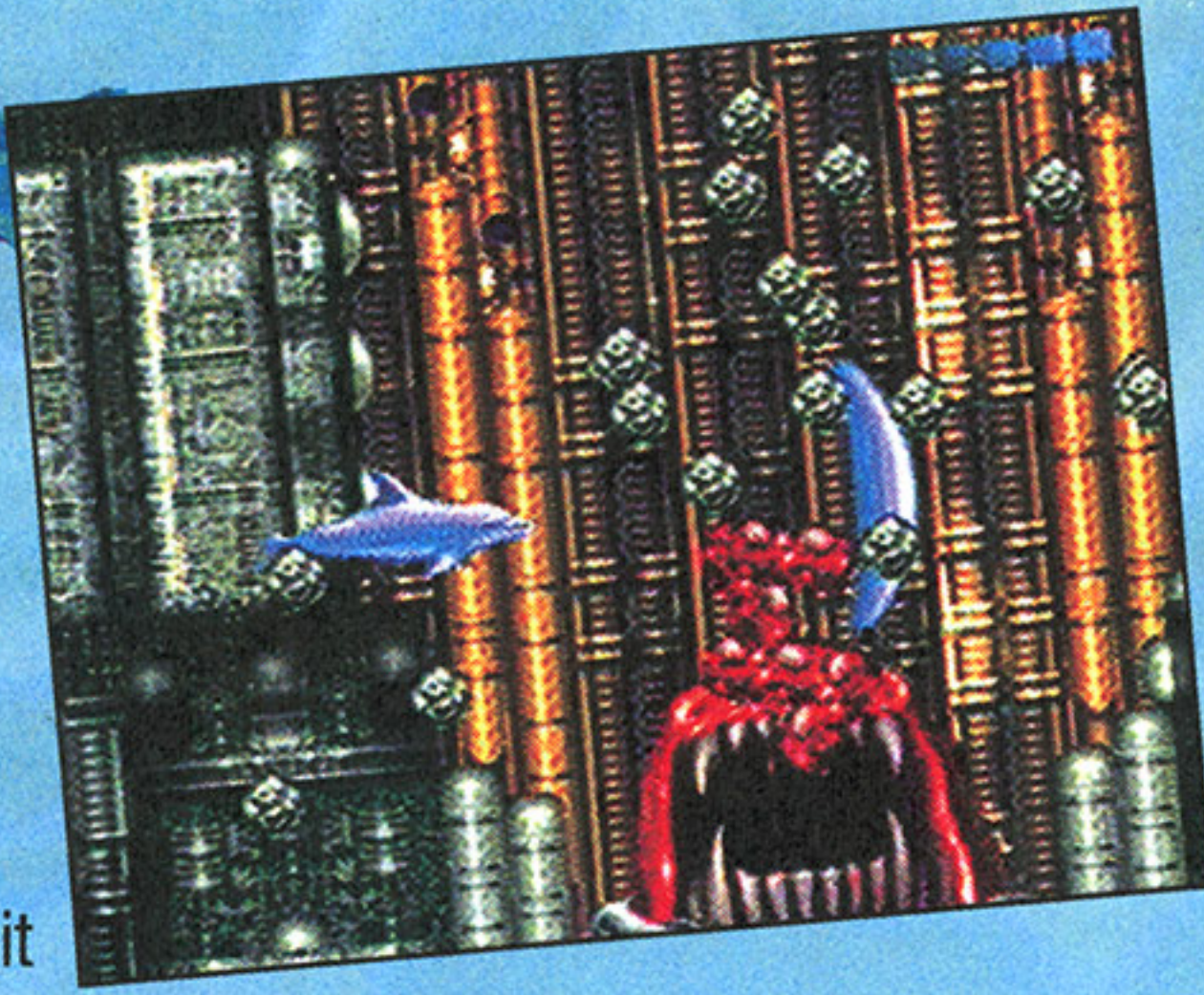


Watch for the forced-scrolling level after the glyph. Stay to the forefront of the direction you're moving in, but be ready to quickly change directions.



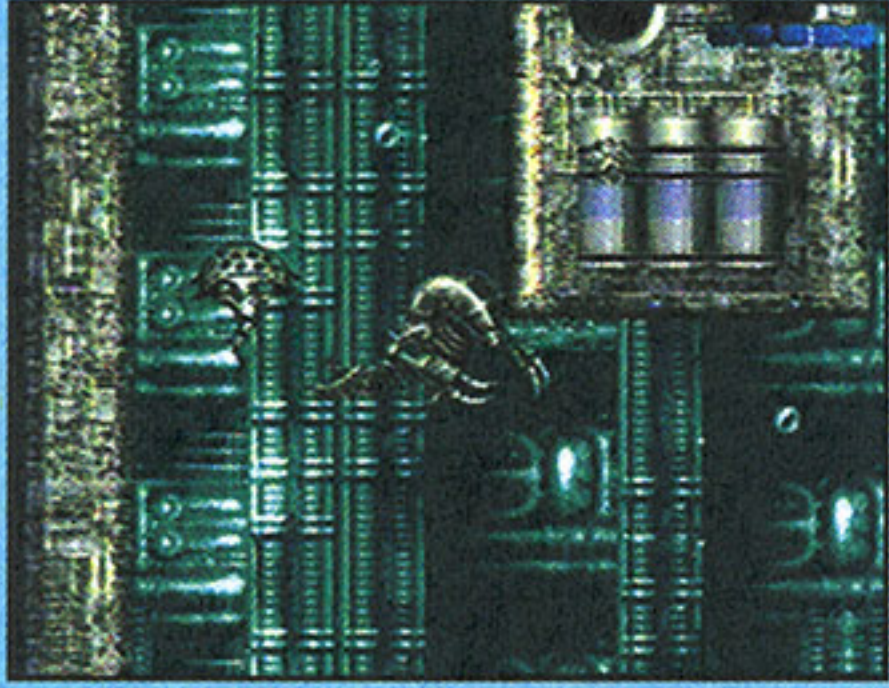
Vortex Queen

Avoid the arm and the Queen's varying attacks. When she spits the globes, move down and send your sonar at her, then return to the safe upper area just above the laser beam. You have to hit her a few times to pass to the next level.

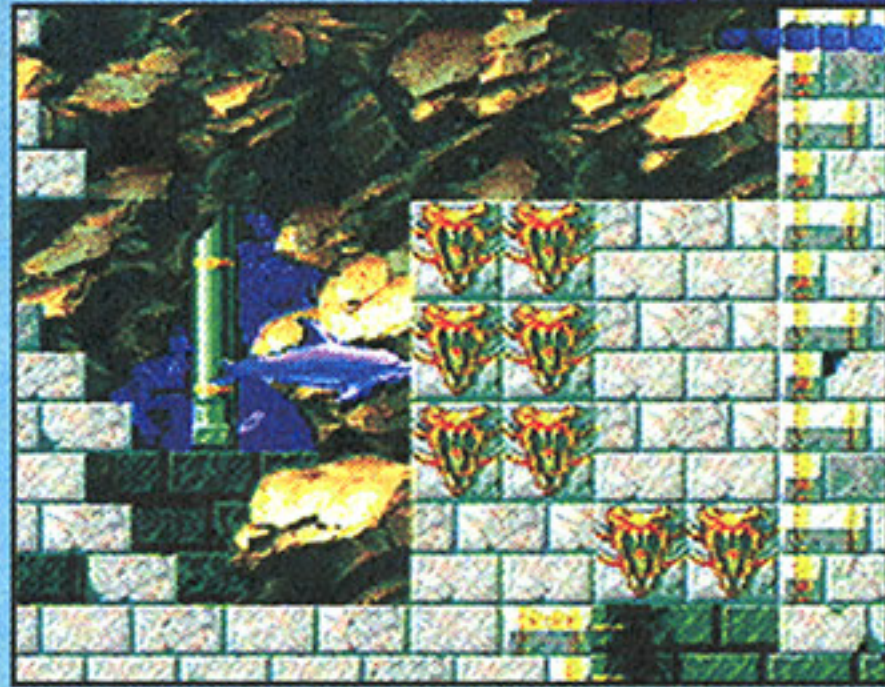
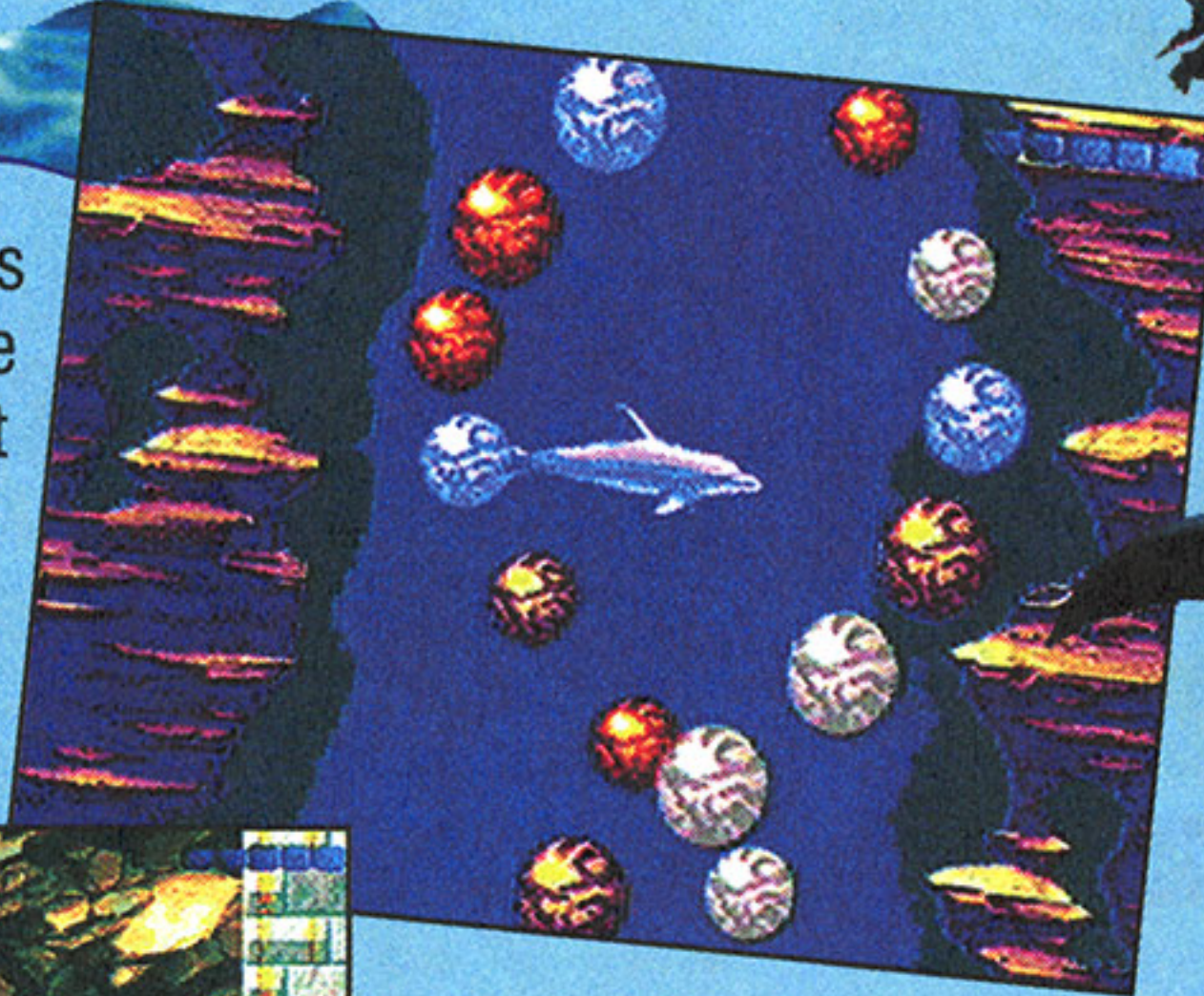


Epilogue

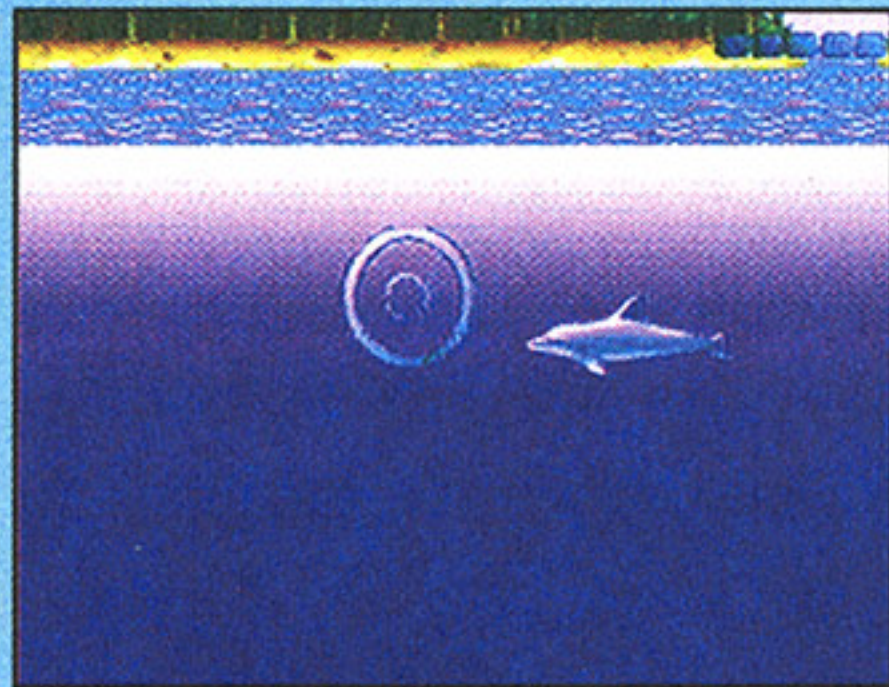
The Asterite tells you how time split and what you have to do to fix it.



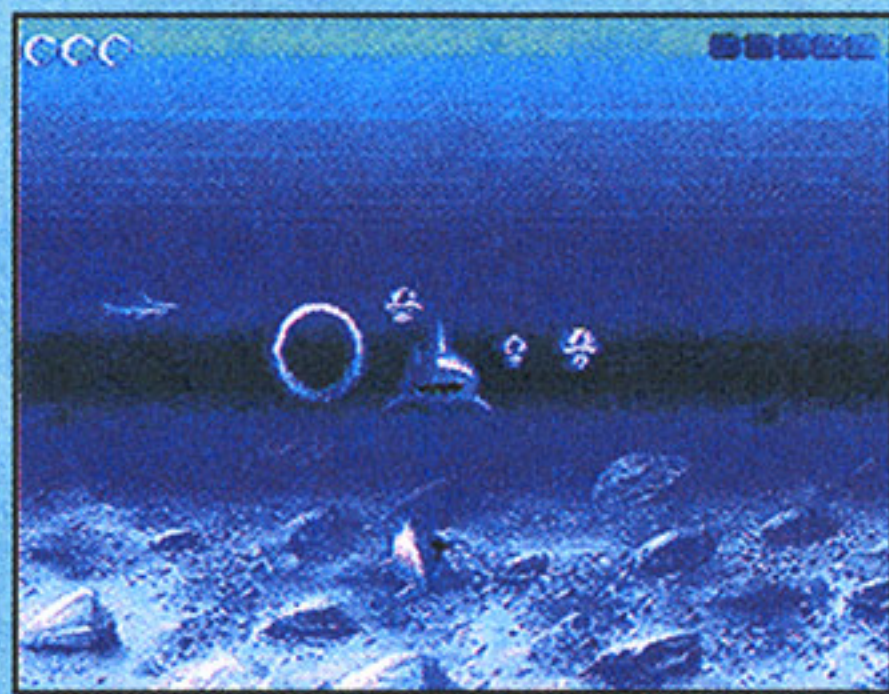
If the Queen catches and swallows you, you're sent to a sub-level where you morph into a Vortex. Find the morph ball to the right and change back to Ecco, and the Queen'll return you to her level to battle again.



Home Bay

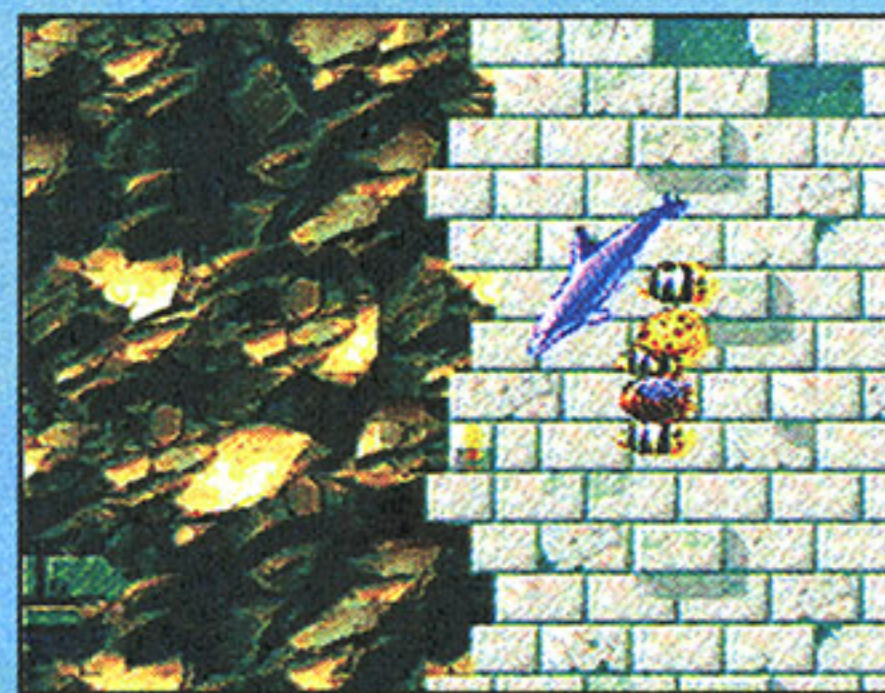


Next, you're in an underwater world that opens with a puzzle that unlocks a secret door. Experiment with this spot, then find the key glyph by heading up and to the left, then down. The gate glyph is located at the lower right.



Fight the current to reach the transporter ring, then use a similar technique to reach the Secret Cave level. This time, you contend with jellyfish, poison shells, and sharks.

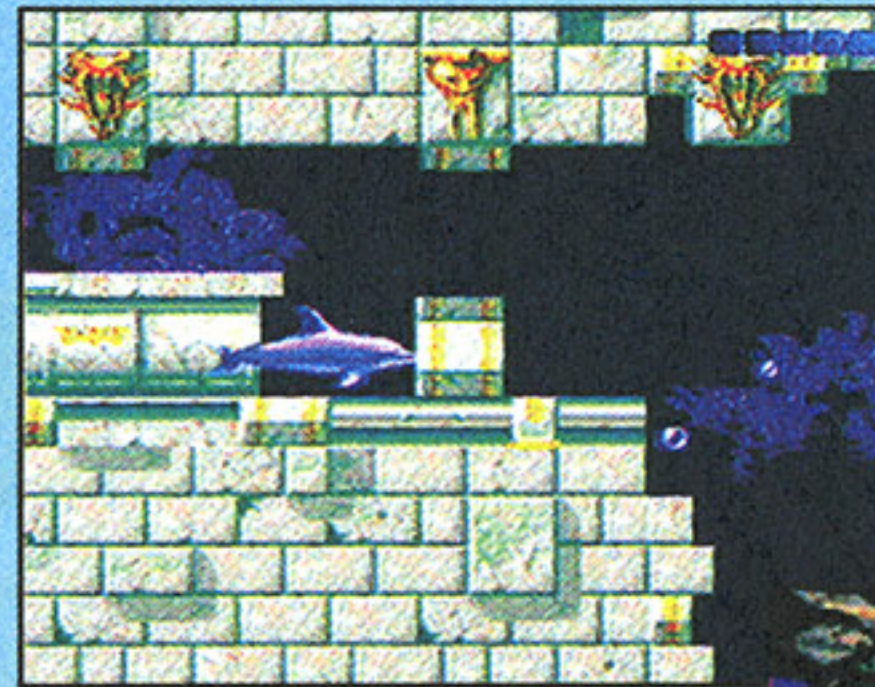
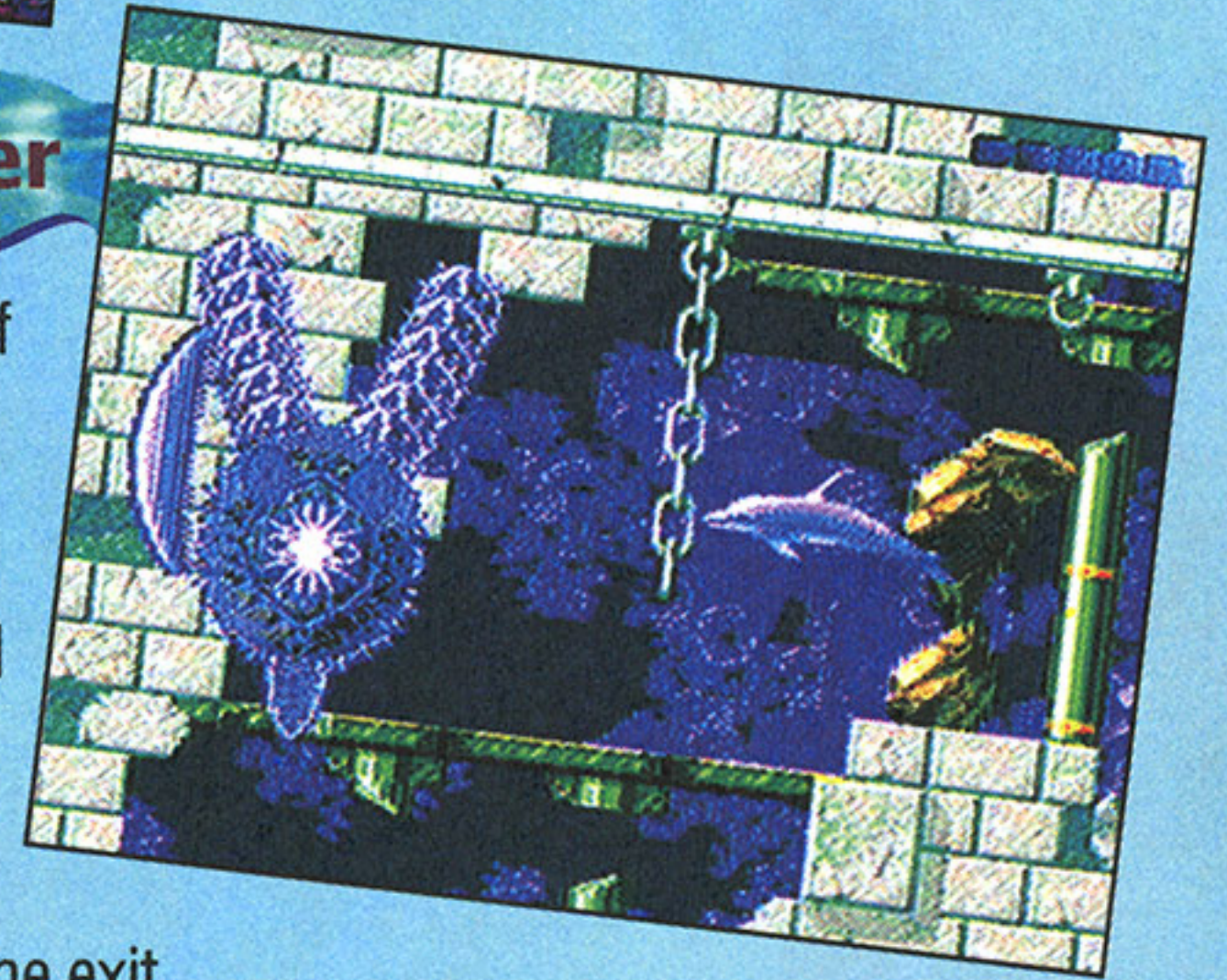
Fish City



Immediately after entering the level, you morph into a school of fish that is immediately under attack from your hungry dolphin friends. Keep your numbers high by adding other fish as you come upon them, then find the morph ball at the exit to the right.

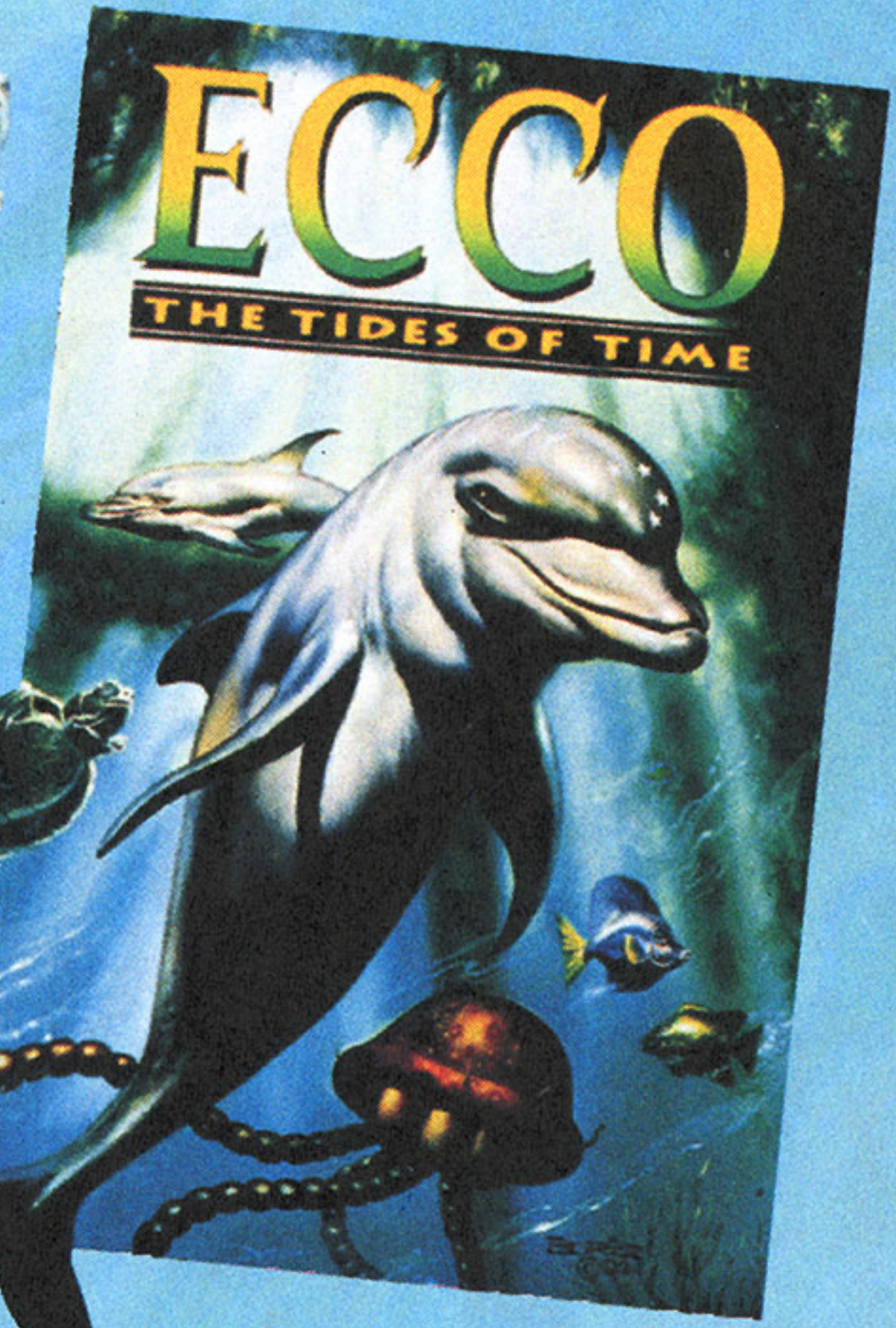
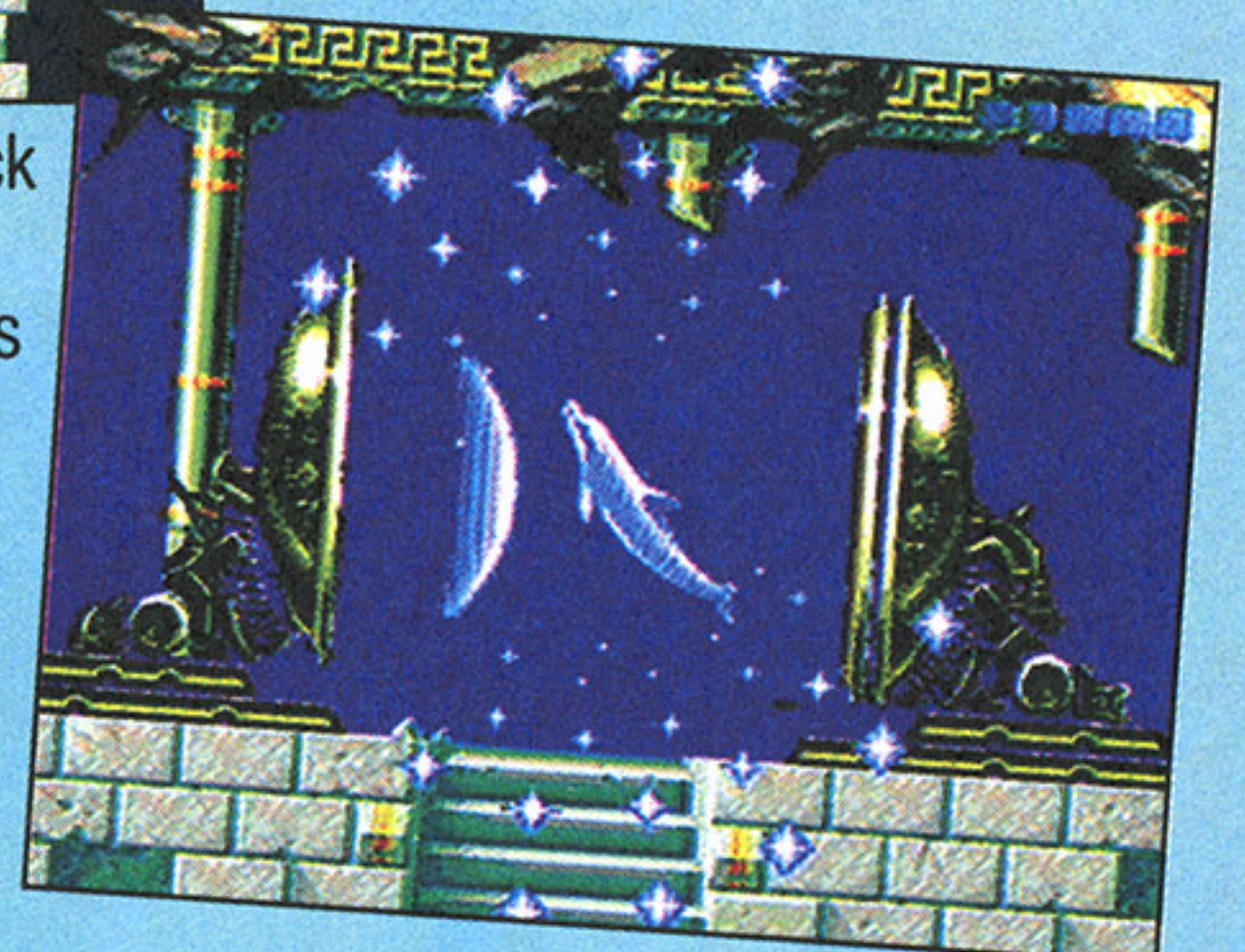
City of Forever

As in the second half of the Epilogue level, you're wandering around an underwater city. However, this level features strange creatures that quickly take your health away. Explore until you find the exit. Use some of the creatures to help you open doors from a safe distance. Don't wait too far away from the door, or you won't make it through the door before it closes.



You can also use a block to fight the current. Make it through, and it's a short distance to another door and the transporter ring.

Guess what? You're done! Ecco's saved the Tides of Time!



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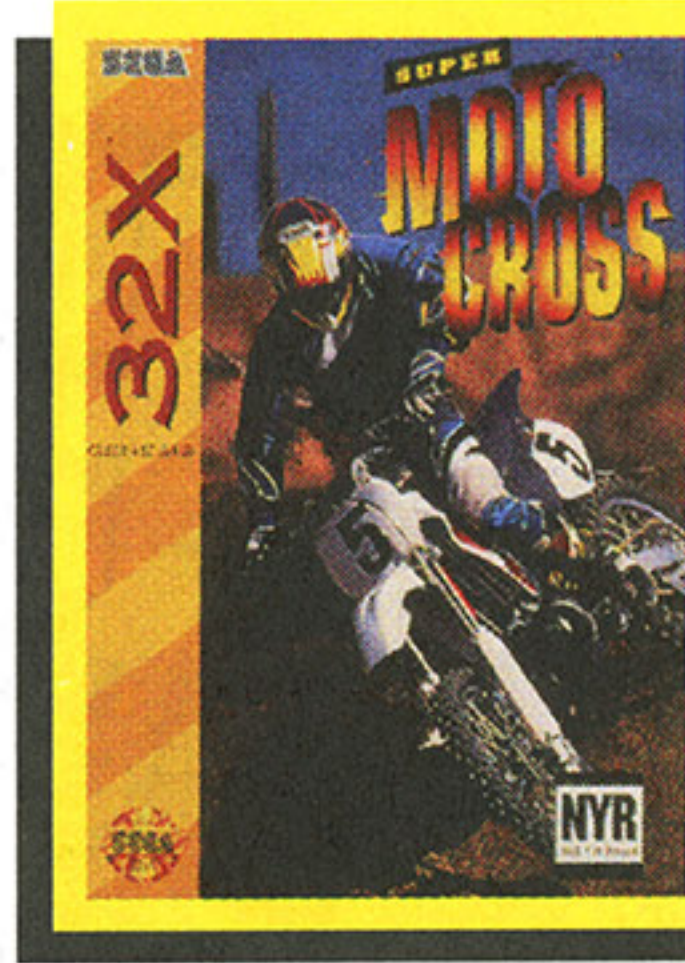
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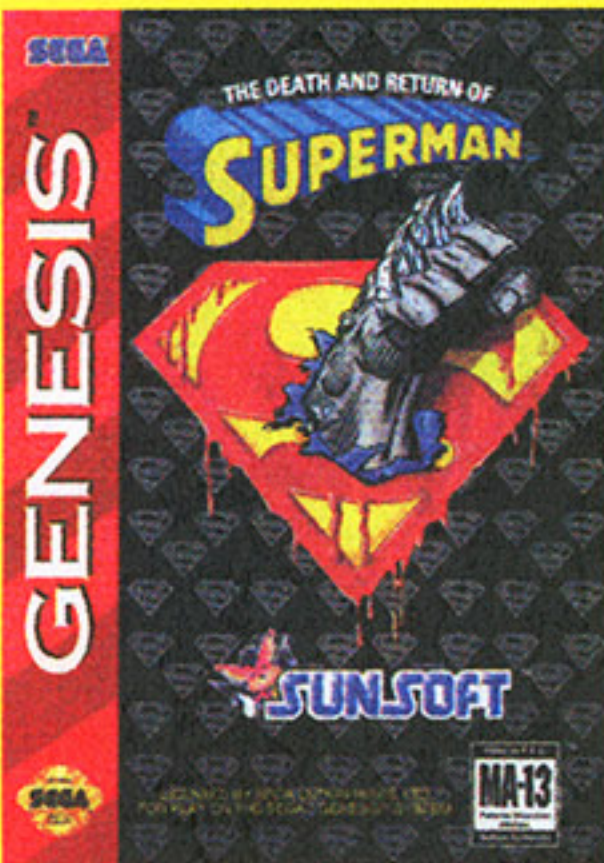
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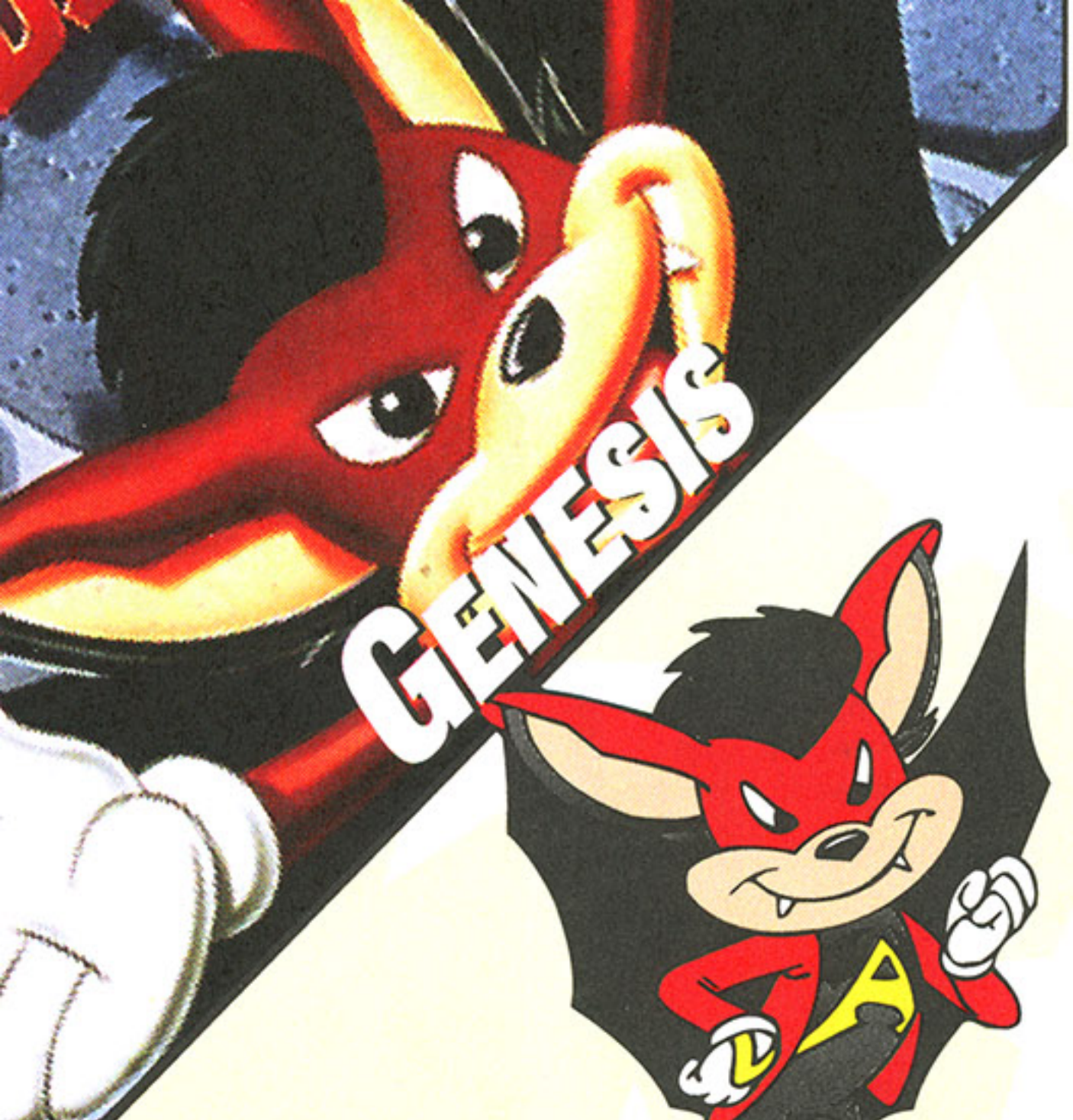
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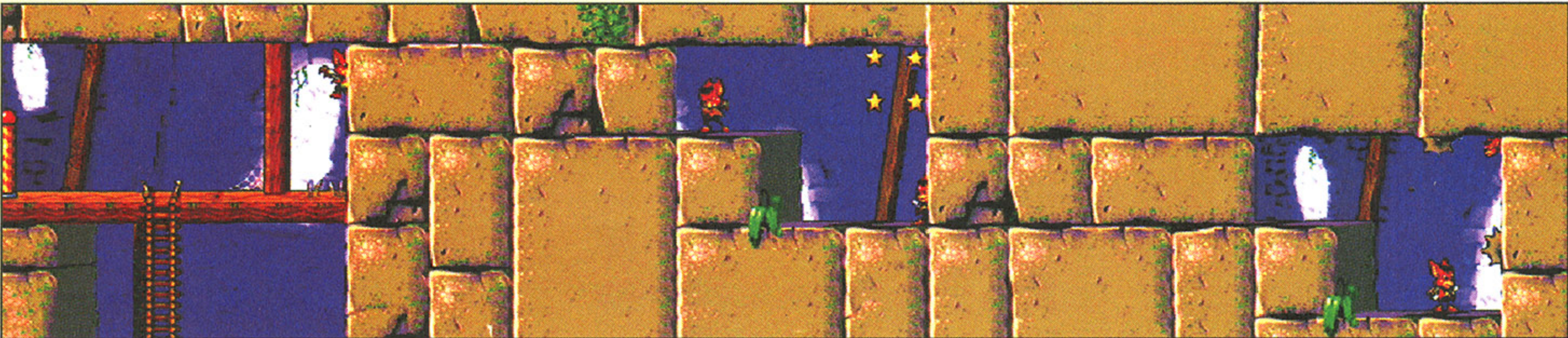
AERO THE ACRO-BAT 2

By Tommy Glide

Helpful Items

- 1-up
- Bonus Round
- Energy Dispenser
- Double Spin power-up
- Energy
- Fire Aero power-up
- Shooting Star

Hidden Rooms



Secret areas abound in this game. A good example is this area in the first act with hidden rooms that connect to other hidden rooms. Search the hidden rooms thoroughly – there may be more there than meets the eye.

Genesis Game Profile
Aero the Acro-Bat 2
 (By Sunsoft)

NOT YET RATED You struggled long and hard through the original Aero to send the evil Edgar Ektor to his maker, but he's back! And when the evil returns, so does our little red hero with fangs.

No longer just a circus act, Aero 2 takes you through many exciting new worlds. This huge sequel antes up plenty of challenge, which is why you'll want to begin your adventure with this helpful guide!

Graphics	Sound	Control	FunFactor	Challenge
4.5	3.0	5.0	4.0	INT. Intermediate

16 megs
 Action/adventure
 1 player
 7 worlds (45 levels)

Side view
 Multiscrolling
 Passwords



Aero-batics!

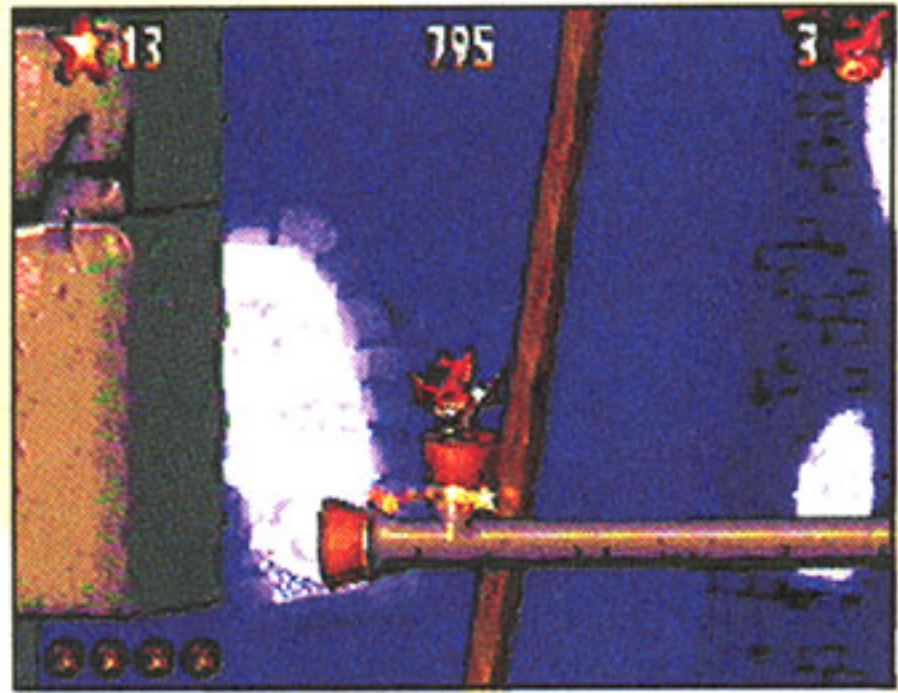
Upward Spin-Drill Attack	Downward Spin-Drill Attack	Slide
Drop-Drill Attack	Duck	Shoot the star

Mastering these moves is crucial to overcoming Ektor's minions. Become proficient with them in the opening acts, where the enemies aren't very difficult.

Bell Castle

To make it to the end of the game, you'll need all the 1-ups that the first acts provide.

Aero Uncorked



Jump on the cork tops and...



...ride them to hidden areas.

The Chance Stage

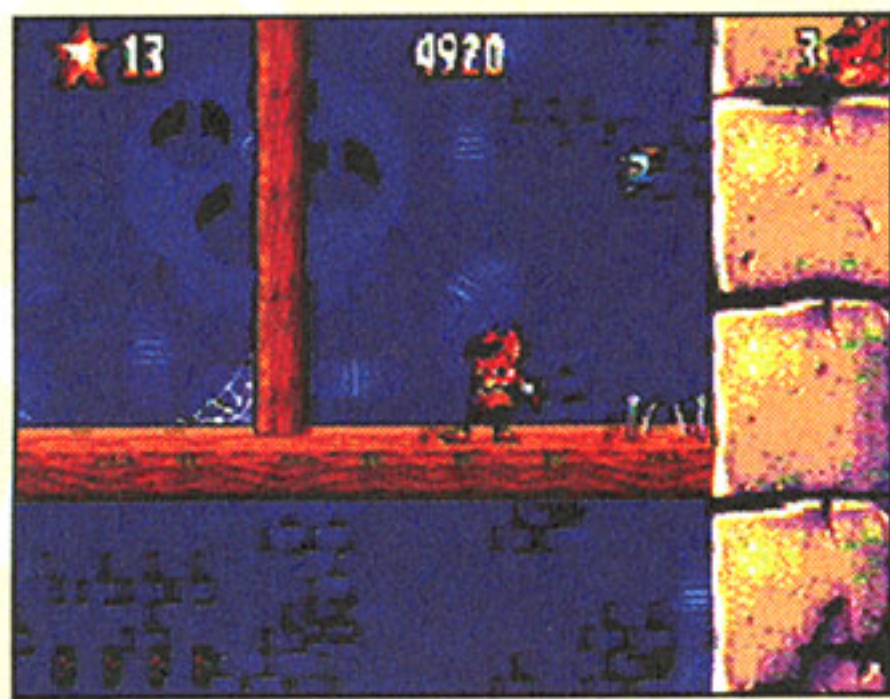


When you slide down the log and reach the end of Act 2, don't enter the portal right away. Instead, go back under the log...



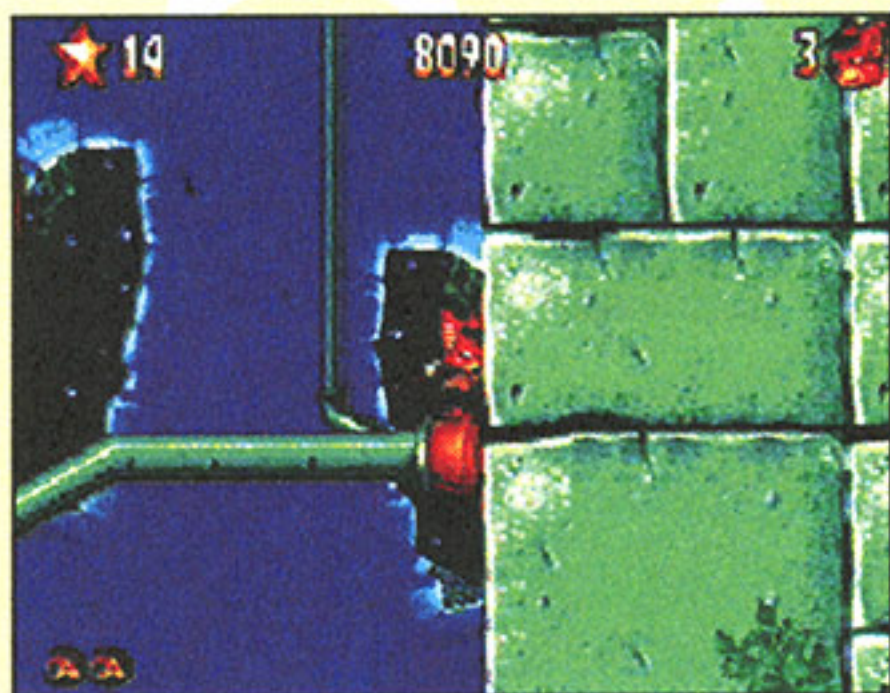
...to find the passageway that leads to the Chance portal.

Power-Up and 1-Up

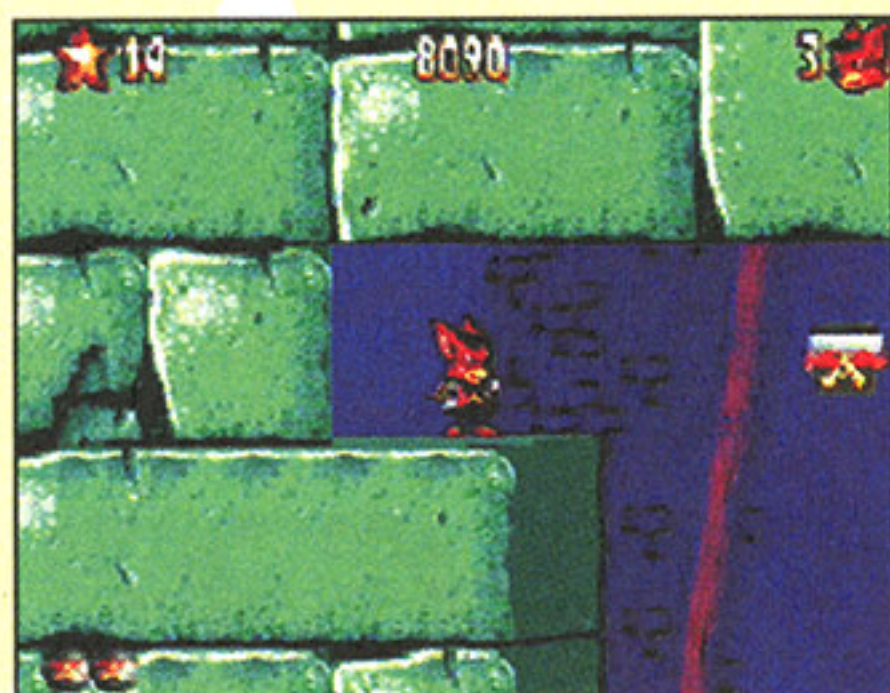


In Act 2, jump up and grab the Double Attack power-up, then press into the wall. You'll find a passageway that leads to a 1-up.

Healthy Hole



In Act 3, look for a hidden passage where the corked tube is flush with the wall.



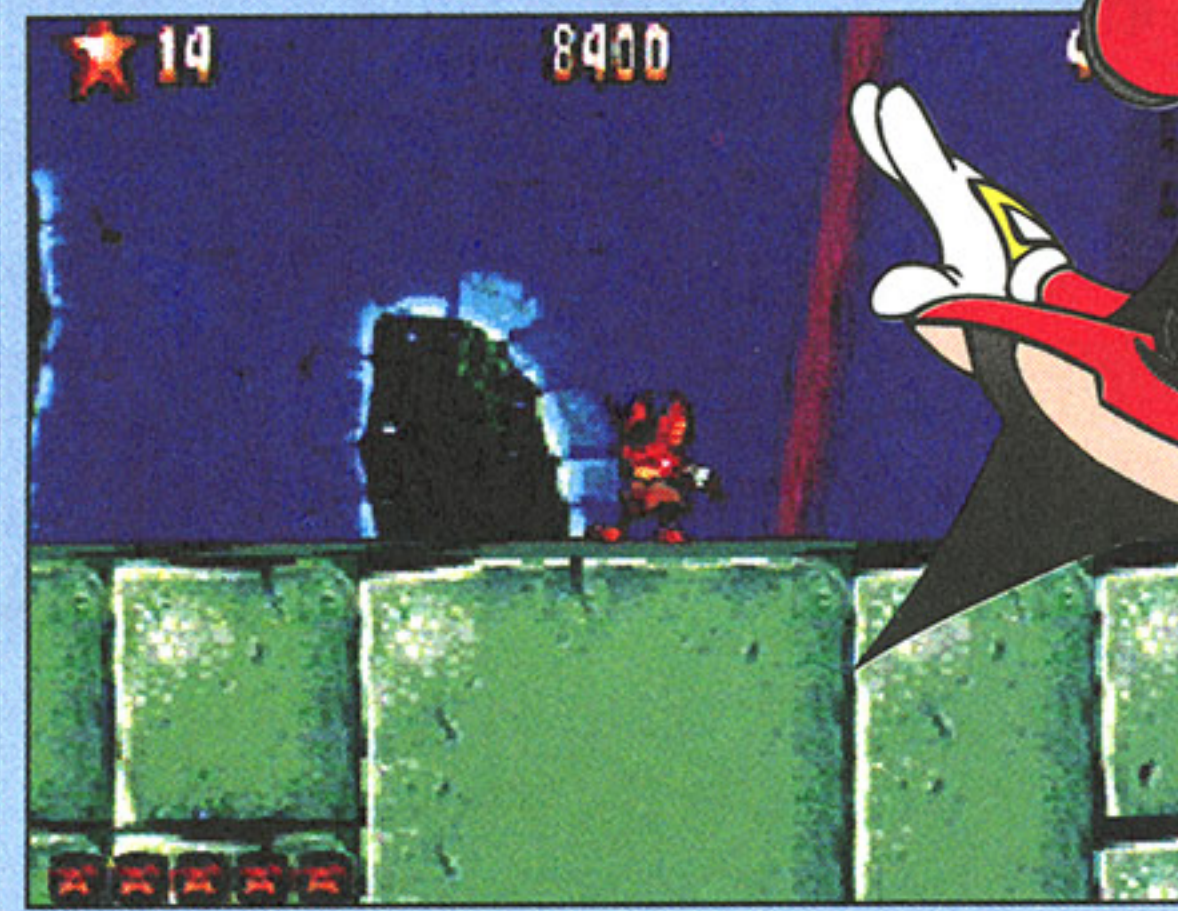
First, you'll find a health cube. But don't stop there – two hidden rooms, which contain stars and a 1-up, await.

No Bats in this Belfry

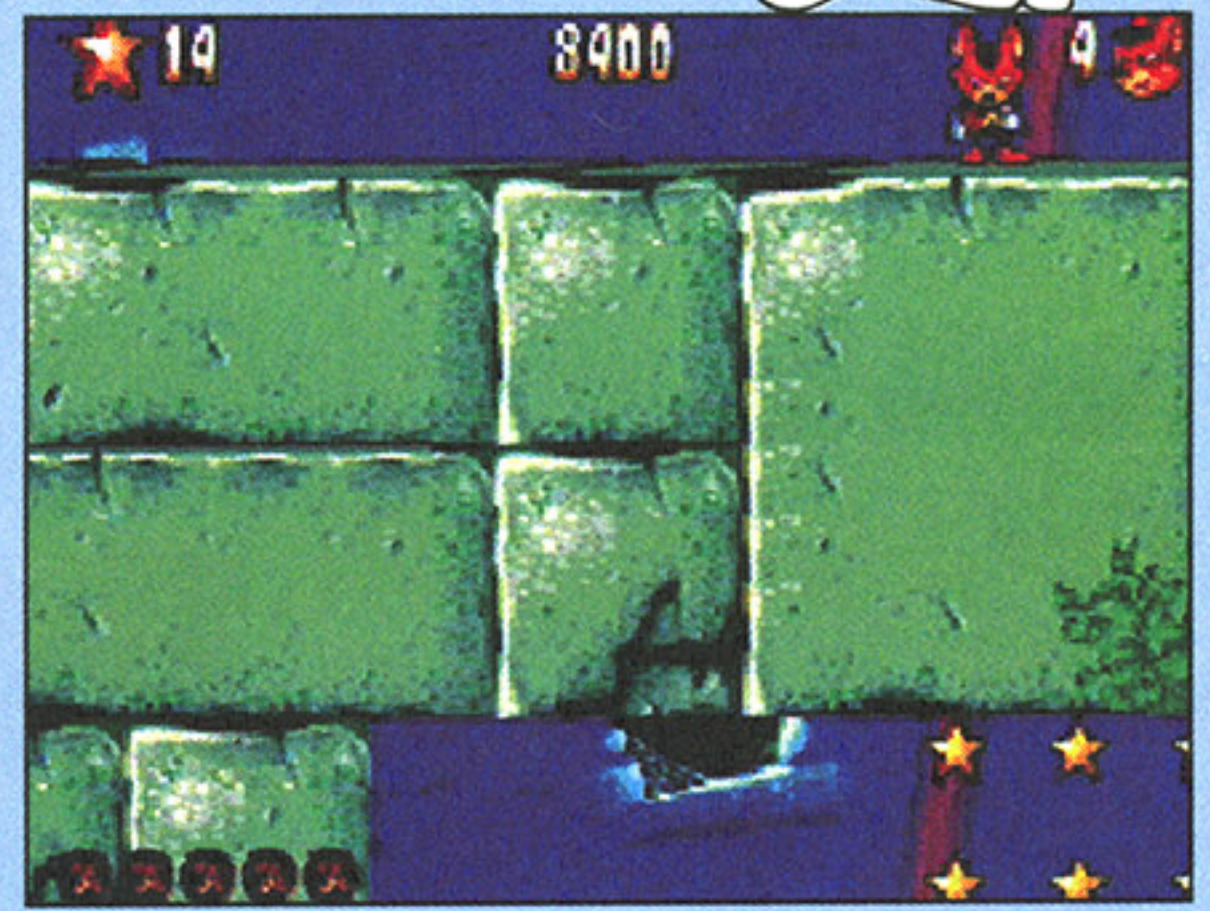


These swinging bells look like a regular part of the background. Beware! One hit from them is all it takes to finish you.

Seek, and Ye May Find



Don't forget to use your "looking" ability. The screen above shows the ordinary game screen. Press and hold Button C to increase your visual range.



This ability can sometimes reveal hidden rooms full of treats like stars.

Boardin' Zone

Keep movin' and groovin' in the snowboarding section to rip through any trouble spots. Otherwise, the game play here is very straightforward.

Cruise Control



Control your speed in this section to avoid the obstacles.

Water Everywhere



Build up speed on the flat ice to jump the large sections of water. If you fall in, rapidly press the Jump button to hop across.

Mine Your Own Business

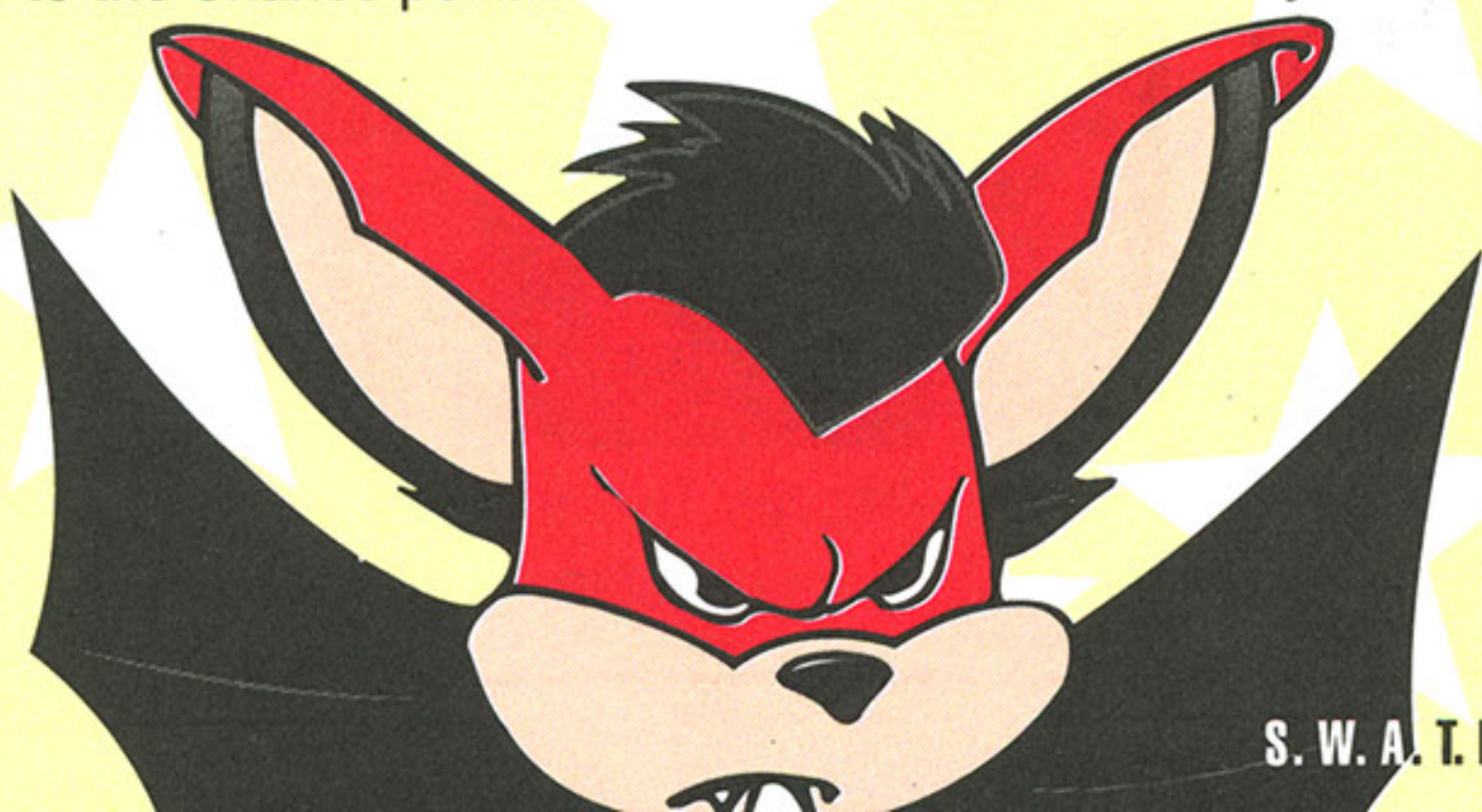


This flying fat guy drops mines in front of you. If you keep an eye on him and maintain an easy (but not too slow) speed, you should be able to jump them.

Rainbow of Treats



When you see an arc of bonus items, there's usually an obstacle underneath it. It's a good indicator of when to jump.



Fort Redstar

Breakin' the Wall



Smash walls to reveal hidden passageways.

Platform Shoes



When you see a power-up, you'll need to find the invisible platforms that lead to it. If you're already standing on one, jump up and down to reveal the location of others.

Cliff Hanger



In Act 2, look for hidden power-ups like this 1-up by the sides of cliffs.

Boris: The Boss Battle



When you confront Boris, stand in the middle of the red star. When he rolls down at you, jump up and hit him with your Drop-Drill Attack.

Boris Bites Back



When Boris lands on the platform in the second part of the battle, his roar will drop stalactites from the ceiling. Don't attack him when this happens. Instead, concentrate on dodging the stalactites.

Burn, Boris, Burn

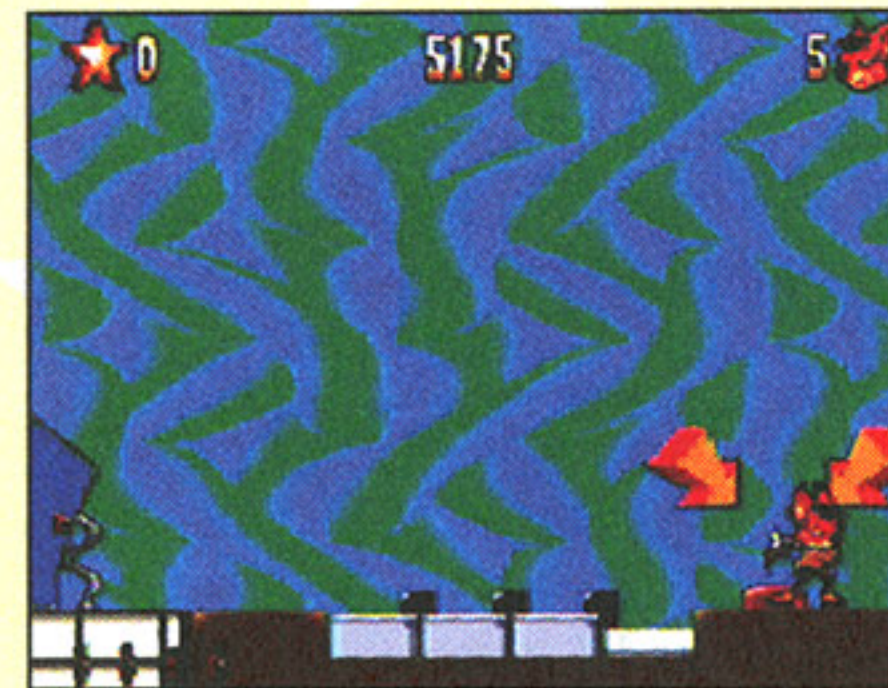


When Boris jumps over you, use your Spin Attack to hit him as he goes by.

Disco Fever

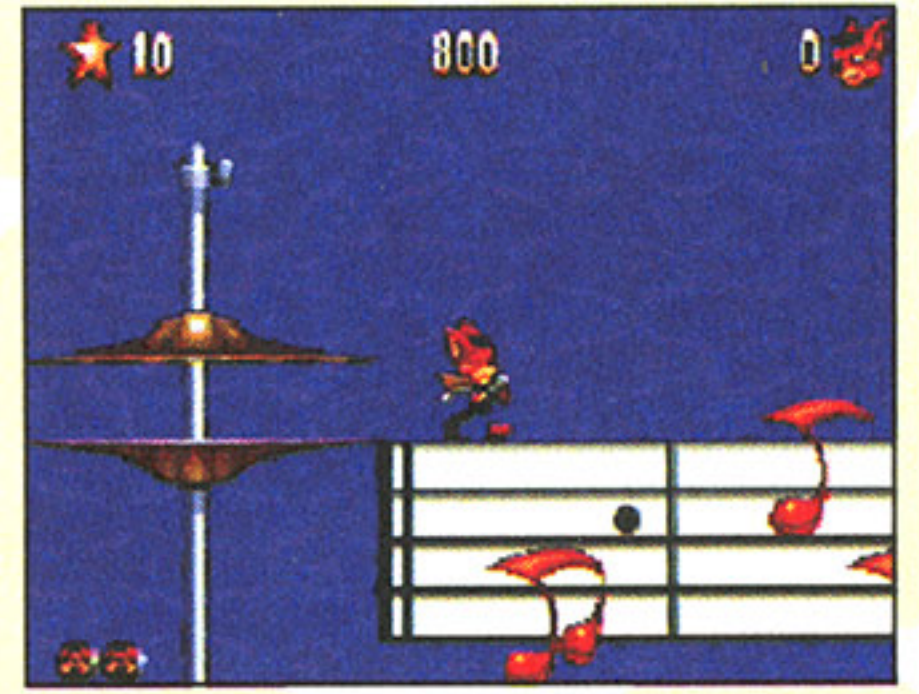
The psychedelic backgrounds in this *Fantasia*-like level will disrupt your concentration. Like the Bell Castle level, you'll find more hidden power-ups here.

Learn the Piano



At the end of each act, you must pass a memory test to exit. Press down on the red lever and watch the piano keys play a song. You must repeat the tune by jumping on the correct keys. If you mess up, you get more tries. Hit the lever again, watch the keys, and keep trying. When you get it right, the exit door appears.

Clash of the Cymbals



To safely clear the cymbals, run just after they consecutively clash twice.

"B" Stands for Bonus

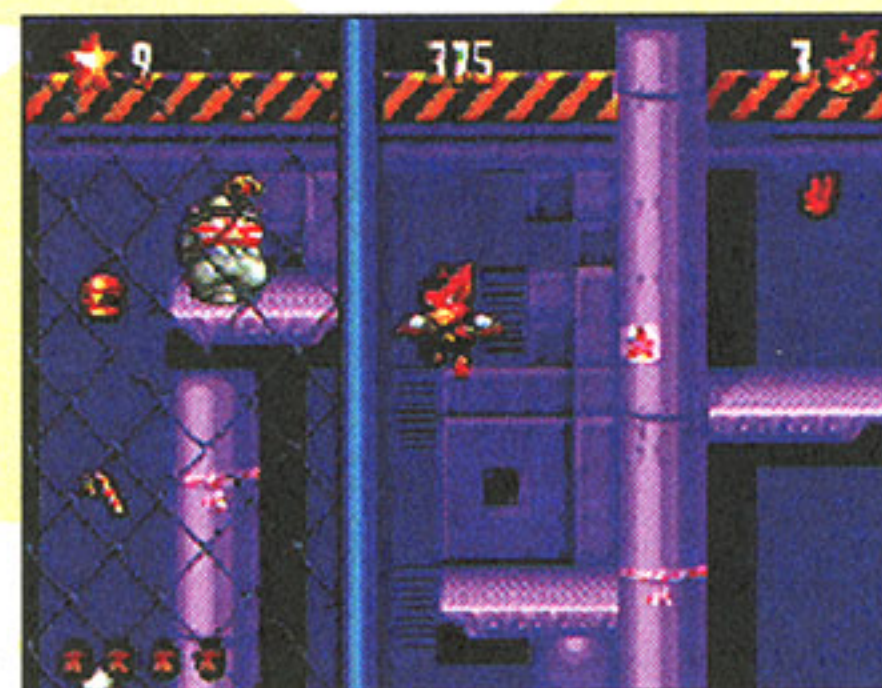


In Act 2, grab the "B" when you reach this area, and you'll go to a bonus stage with easy-to-get 1-ups at the end of the act. Every level has a bonus stage, so look for a "B" in each act.

Dis Industries

This lab, the site of Dr. Dis's many mutated minions, offers real technological trouble. Following the arrows on the monitors is the most direct way to finish each act, but going off the beaten path is rewarding if you're in need of bonus items and power-ups.

Ready to Blow



These pot-belly time bombs are motion sensitive. Move close enough to activate them, then quickly step away to avoid the blast.

Big Boss #2: The Alter Aero



The Alter Aero is incredibly fast; the best way to beat him is to use the Spin-Drill Attack when he swoops.

Mini-Bosses



At the end of each act you'll face Dr. Dis's robotic mini-bosses. Dodge them when they sweep across the screen and when they pause, hit them with a Spin-Drill Attack.

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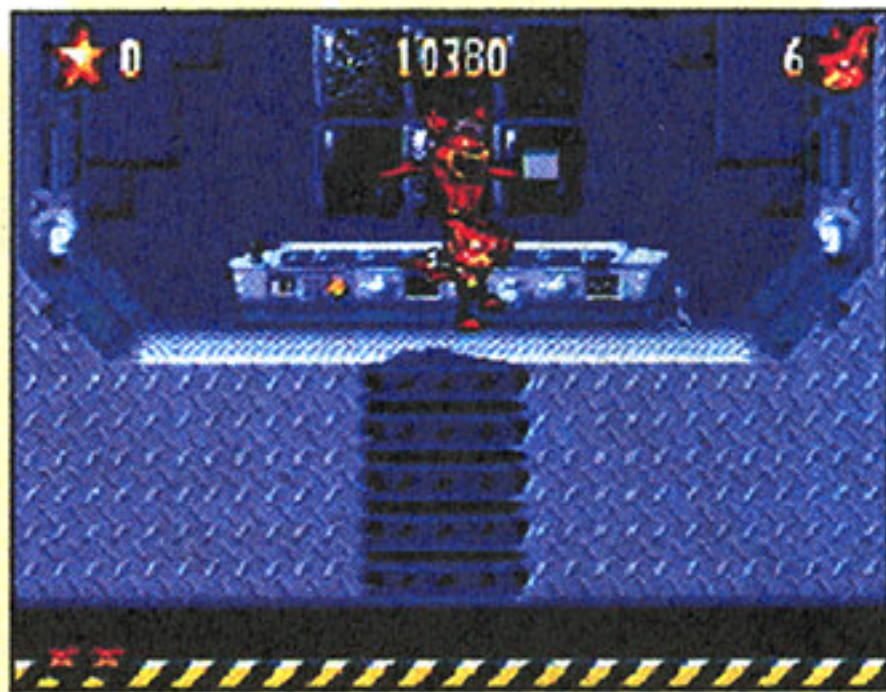
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Dis Industries

Alternate Route



Just when you think you've beaten the Alter Aero, you head to a new area for another round.

Aero vs. Aero



When the Alter Aero comes down with his punching attack, jump up and Drop-Drill him.

Performers Dungeon

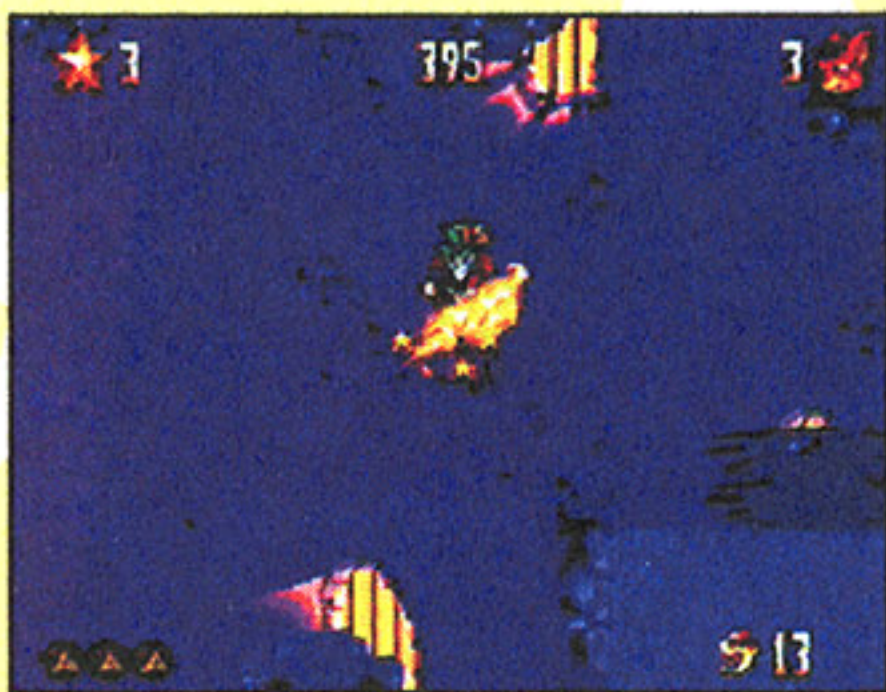
The dungeon is one nasty game environment. Focus on getting out alive, not on beating the enemies.

Spitting Sculptures



The stone heads aren't part of the background. They spit harmful flames!

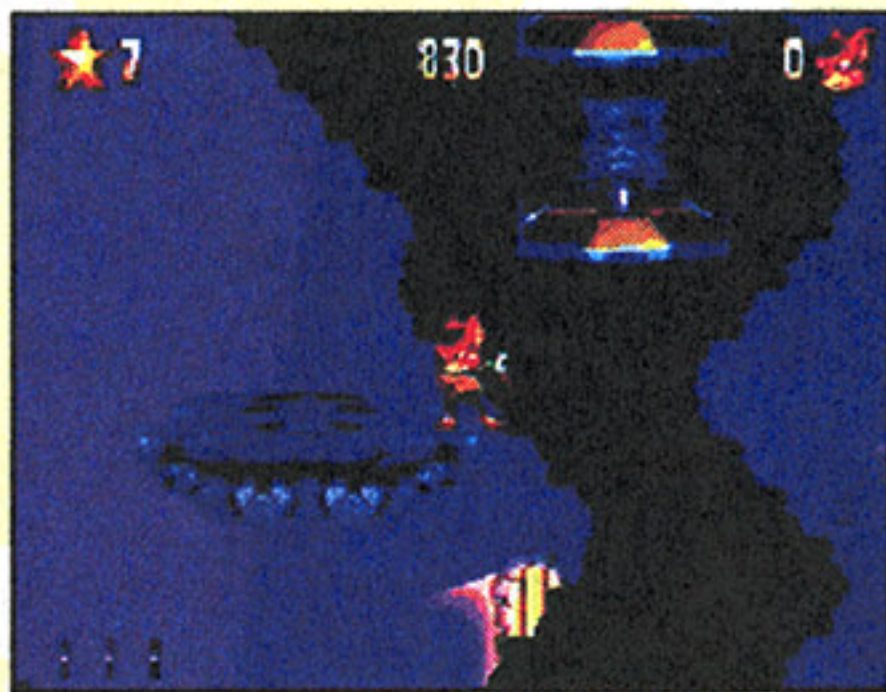
Ghostbuster!



With the Aero Fire, you can take

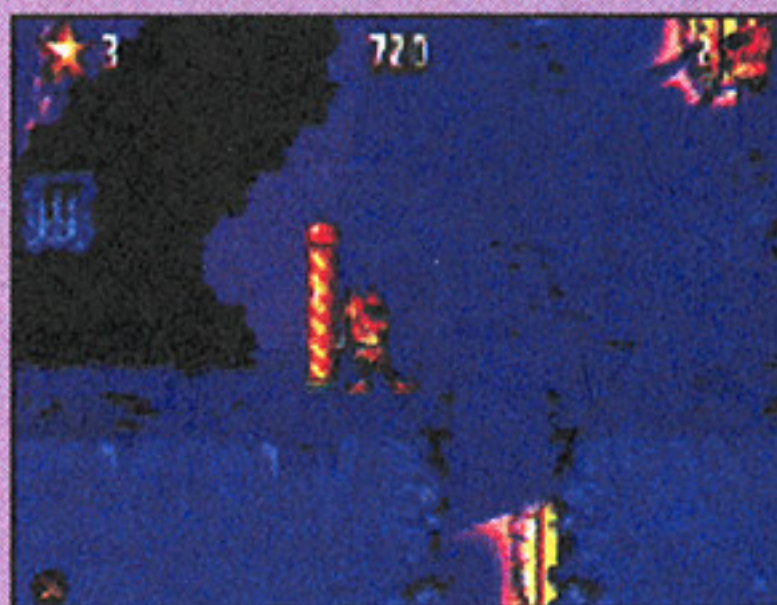
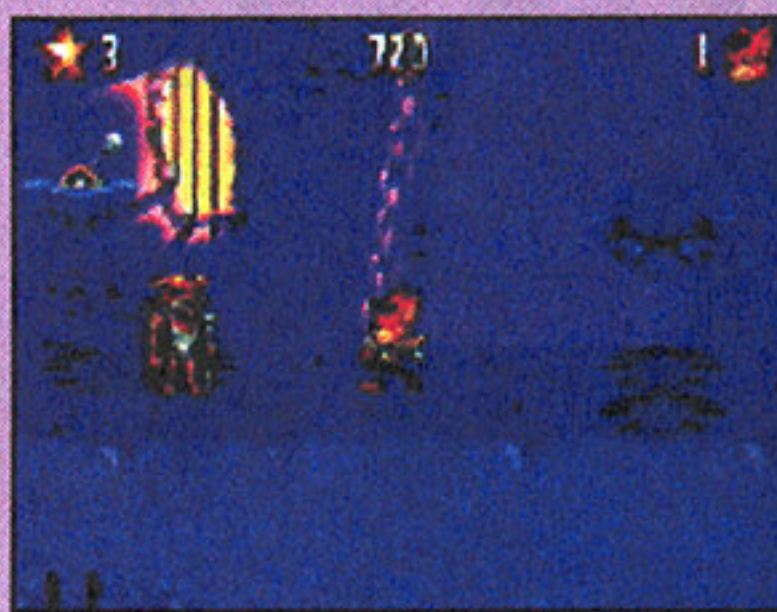
out these ghosts with one hit. It makes crossing the platforms much easier.

Quest for Fire



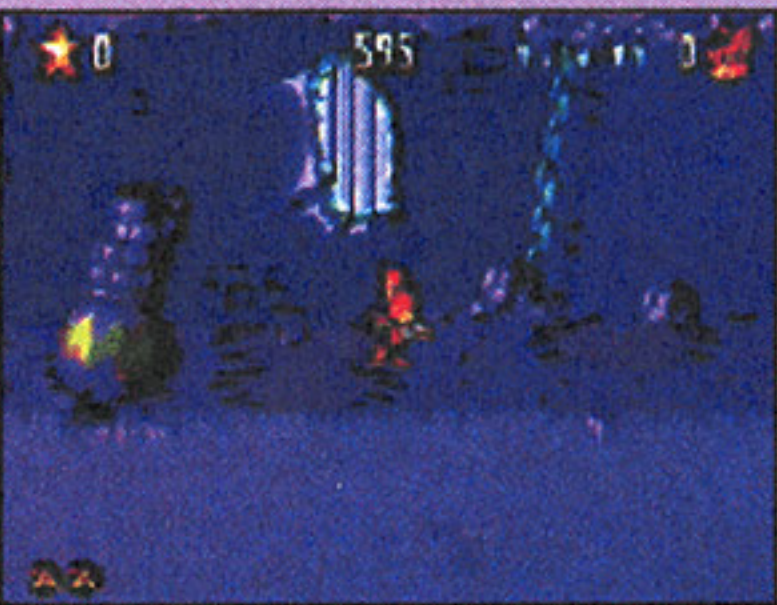
In Act 1, follow these rotating platforms up to find the Aero Fire power-up.

Screamin' Demon!



Don't waste your health battling these demon dogs if you can avoid them. When you see a switch, pull it and return to your last checkpoint. You'll find a hole that leads to the next part of the game!

Real Skull Crusher



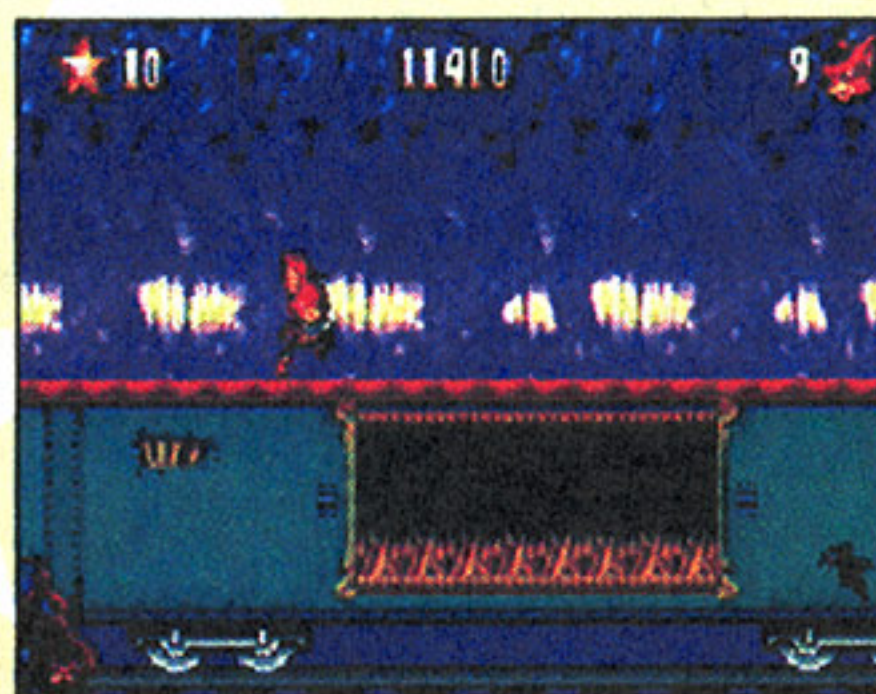
The pointy things on the left are just the tips of these powerful skull traps. Keep an eye out for them.

Ektor's Engine



In the final level, it's up to you to derail Edgar's plans to capture all the circuses with this train of terror.

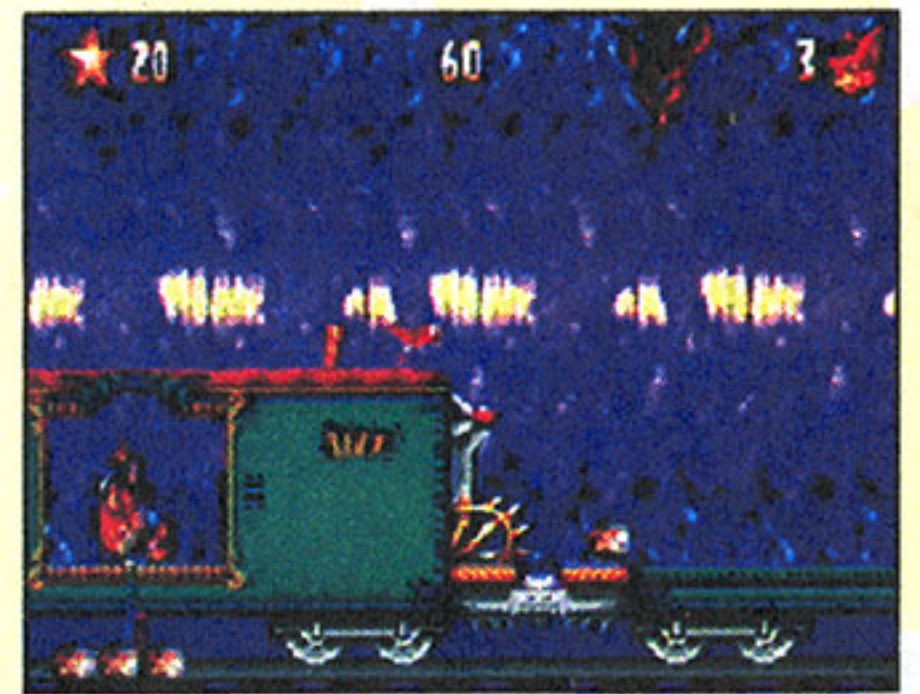
All Aboard!



It may look like a normal walk on the top of a train, but you can fall into the area with the spikes.



Next Stop, 1-Up!



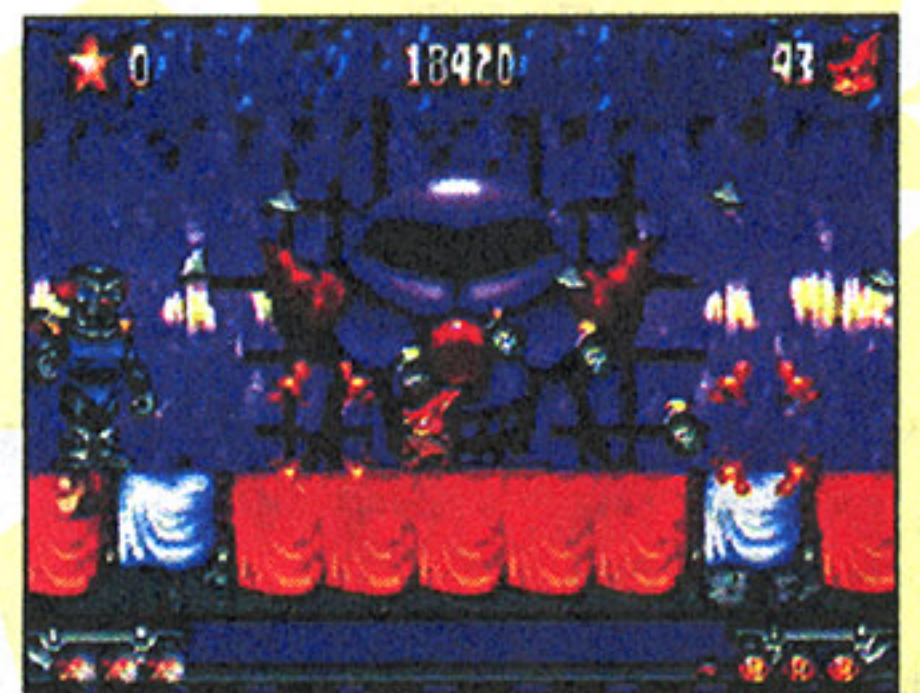
Use the Drop-Drill Attack to break through the roof and grab the 1-ups. You'll need them for the boss battle with Edgar Ektor!

Killer Clown



When you fight Ektor, land as many hits as you can before he jumps back into his hiding place. He heals while he's hiding.

Explode-a-rama!



Ektor launches plenty of bombs, so your best bet is to duck and remain covered up.

The End



The end tells you what happens to each of the characters. Hmmm... sounds like more sequels are in the works.



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SEGA CD

Put the Snatch on SNATCHER

There's more to heavy metal than music in futuristic Neo Kobe, Japan. Here's how to catch yourself a Snatcher.

By Game Over Man

Basic Junker Training



Junker Blaster



Look and Investigate

These two commands are the keys to uncovering clues and gathering items. Usually, you should Look – sometimes twice – before you Investigate, though at times you must Investigate before you Look. Look also usually picks up items. Try both options on any object and at any location.

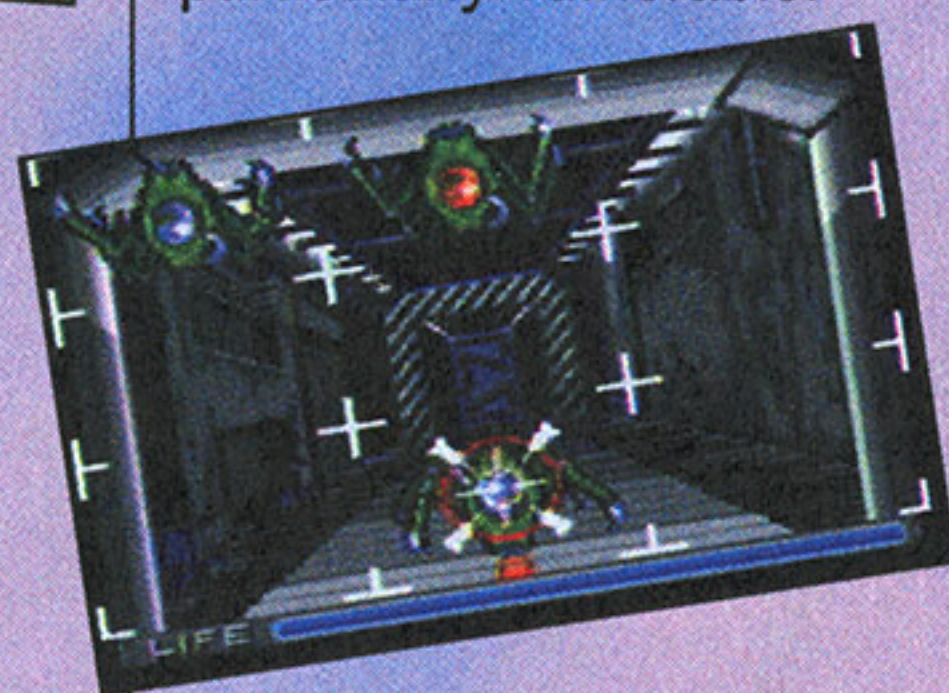
Jordan Rules

Always check Jordan's computer ID File when you meet characters, then write down their names. In Act 1, read the files for Katrina, Jean, and Napoleon carefully – they contain information that you'll need later on.

You don't use the blaster often, but when you do, you must be quick, especially with the directional-pad diagonals. Practice at the range. Snatchers' heads are particularly vulnerable.

Metal Gear

Metal is a helpful sidekick. Always listen to his sage advice, especially with respect to problem solving or your next destination. He can also record vid-phone numbers, hold items as clues, and analyze substances.



Sega CD Game Profile

Snatcher

(By Konami)



Snatcher's a weird cyberpunk interactive adventure that'll have you wandering through Neo Kobe for days. The game play's straightforward, but it leads you up numerous dead ends and side trips that take up your time. This strategy guide should help Junkers (professional Snatcher catchers) stay focused on their hunt.

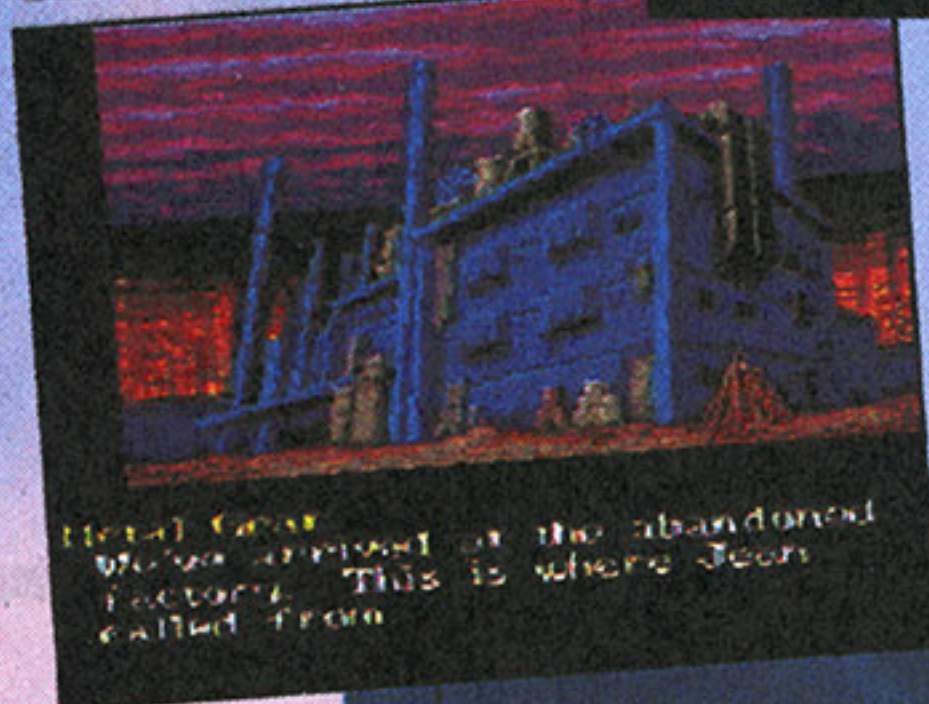
Graphics	Sound	Control	FunFactor	Challenge
4.5	5.0	4.0	4.0	ADV. Advanced

Price not available	3 acts
CD	First-person view
RPG	Multiscrolling
1 player	Save feature

Act 1: Snatch

Factory Fireworks

It's a bloody mess, but you must investigate the corpse and grab any loose items. Don't forget to take Little John's data disk. Keep your guard up. After your investigation, return to Junker HQ to analyze your findings.



Junker Headquarters

Return to Junker HQ often, since many clues to the mystery reveal themselves there. Constantly grill Harry and the Chief and scrutinize their taste in art.



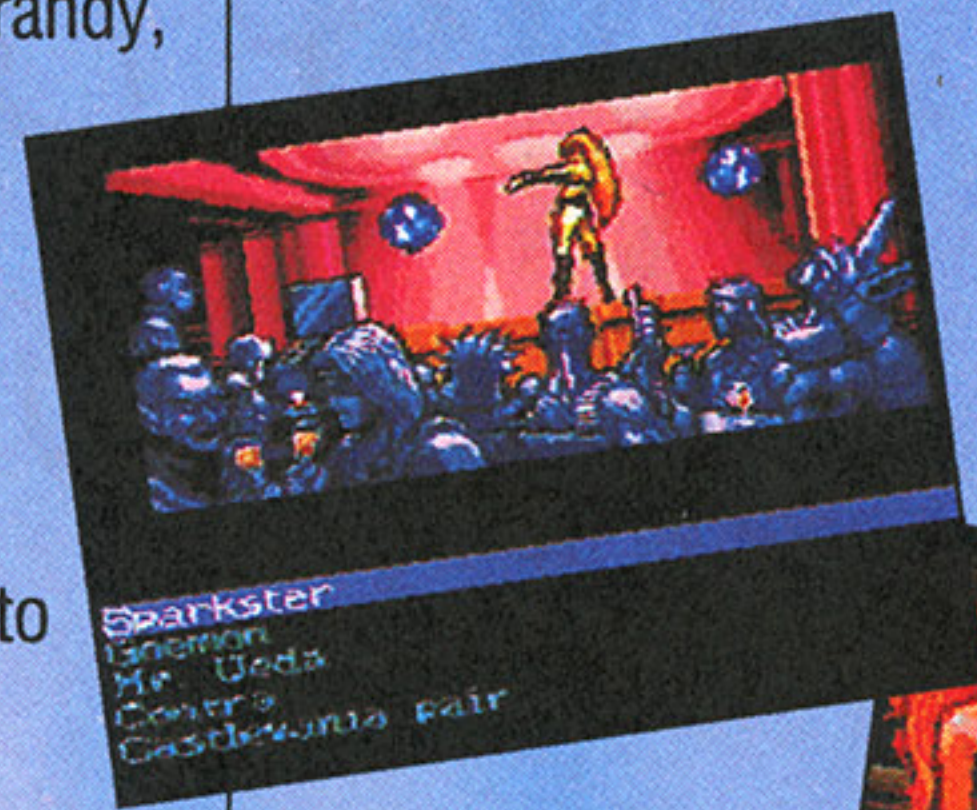
The Little Corporal

Napoleon. It's a type of brandy, a man's name, and a data file in Jordan. Investigate all three at HQ.

Jean's House

After you scour HQ for Jean's personal stuff, go to his house. If you haven't accessed Katrina's file in Jordan, you're stuck. When you get inside, realize that the note on the scrap of paper has a double meaning. Don't leave without Jean's photo. Next stop: Outer Heaven.

Heavenly Gathering



Napoleon knows Outer Heaven's address. Shop at Plato's Cavern before you visit there. When you reach Heaven, notice the doorman's sneeze. Once you're inside, find Isabella – don't worry, you'll recognize her. Be prepared to write down her description of the



mystery man; Metal Gear doesn't record it directly.

Ivan or Freddy?

When you discover Ivan and Freddy, you must visit Ivan before you check out Freddy.



SNATCHER

In the Know



Konami Omni Building
Junker Headquarters

Napoleon might know something about the Snatcher hospital, so call him when Act 2's action begins. Be sure to see Harry to get the video from Little John's memory banks.

Good Ol' Oleen

At Oleen Hospital, you must show the video to the receptionist before you can leave. Return to HQ and wait for Katrina's call.

Back with Katrina

When you reach Katrina's house, Look and Investigate every room. Examine the window in the living room before you go anywhere else.

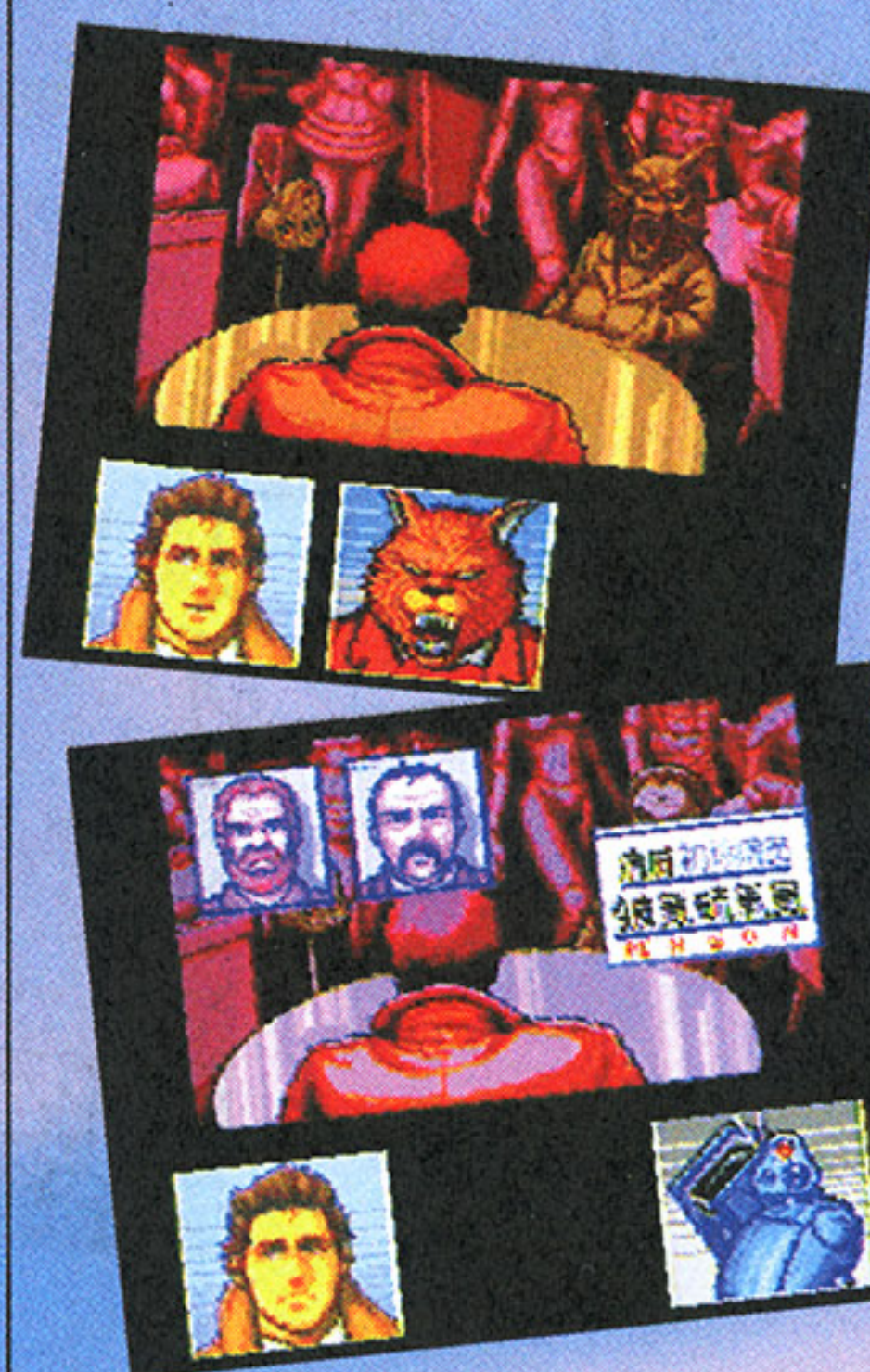


Examine the window in the living room before you go anywhere else.

Name that Hospital

When it's time to decipher the name of the hospital, listen to Metal's suggestions and remember the EAT ME sign in Alton Plaza. Here's a clue: You might have one of these in your possession.

Reading Chinese



Inside the Mystery Hospital

You must check out all the rooms inside the mystery hospital. Inside Room 3, open the drawers and notice that the desk is on sliding tracks. You can't do anything about that right now, though. Also, remember that you saw a vase here. Now return to HQ.

Videophone Work



DETECTIVE
SACHO: All right, you win. I've had enough fun for now. I just wanted to play with you for a bit. Nice work, William. You're a first-rate Junker. Go on in!

Back at Junker HQ, call everyone in your phone directory. Before you leave for Outer Heaven, use Jordan to investigate Jamie's info.



WILLIAM
Besides, Napoleon should be able to read the code on that patient record that we found.

By the time you reach Outer Heaven, you should have figured out the name on the Chinese patient's record. Yes, it starts with a B. Now rush back to Junker HQ and Investigate the Engineering Room and the Chief's Office.

Return to Mystery



When you return to the mystery hospital, head to Room 3 and Investigate the vase. Downstairs, watch out for Snatchers. Remember, to open Room 3 you must simultaneously operate Rooms 1 and 2's doors.



Act 3: Junk

Body Double



Uh, oh. After the mystery hospital reconstruction scenes, hightail it back to Junker HQ as soon as you can. Hold that thought as you escape into the lengthy Turbotubes.



Inside the Tunnel

When you're down in the Turbotube, use Look and Listen often. When the Insectors attack, use this trick: Double tap Button C. That is, take two shots per Insector. Once you emerge from the tunnels, get a taxi back to Junker HQ but be on the alert.



The Russians Are Coming



Moscow: A nice place to visit and a major setting for uncovering the Snatcher story.

The Secret Life



Back at Junker HQ, someone comes out of the closet, Mika's been attacked, and Harry's in trouble. You must search for someone...or something...by checking and rechecking rooms. Concentrate your return trips on the Chief's office – and remember Mika's alone.



Let's Recap

Here are some answers you need to recap the mystery thus far: The Snatchers' weak point is ultraviolet rays. They're using the underpass to travel. People sneeze whenever Snatchers have been around because of SNOW-9 pollen.

Go to Church

When you locate this church, you're close – very close – to the solution.



Moscow on the Ina



Here's the Ina River area.

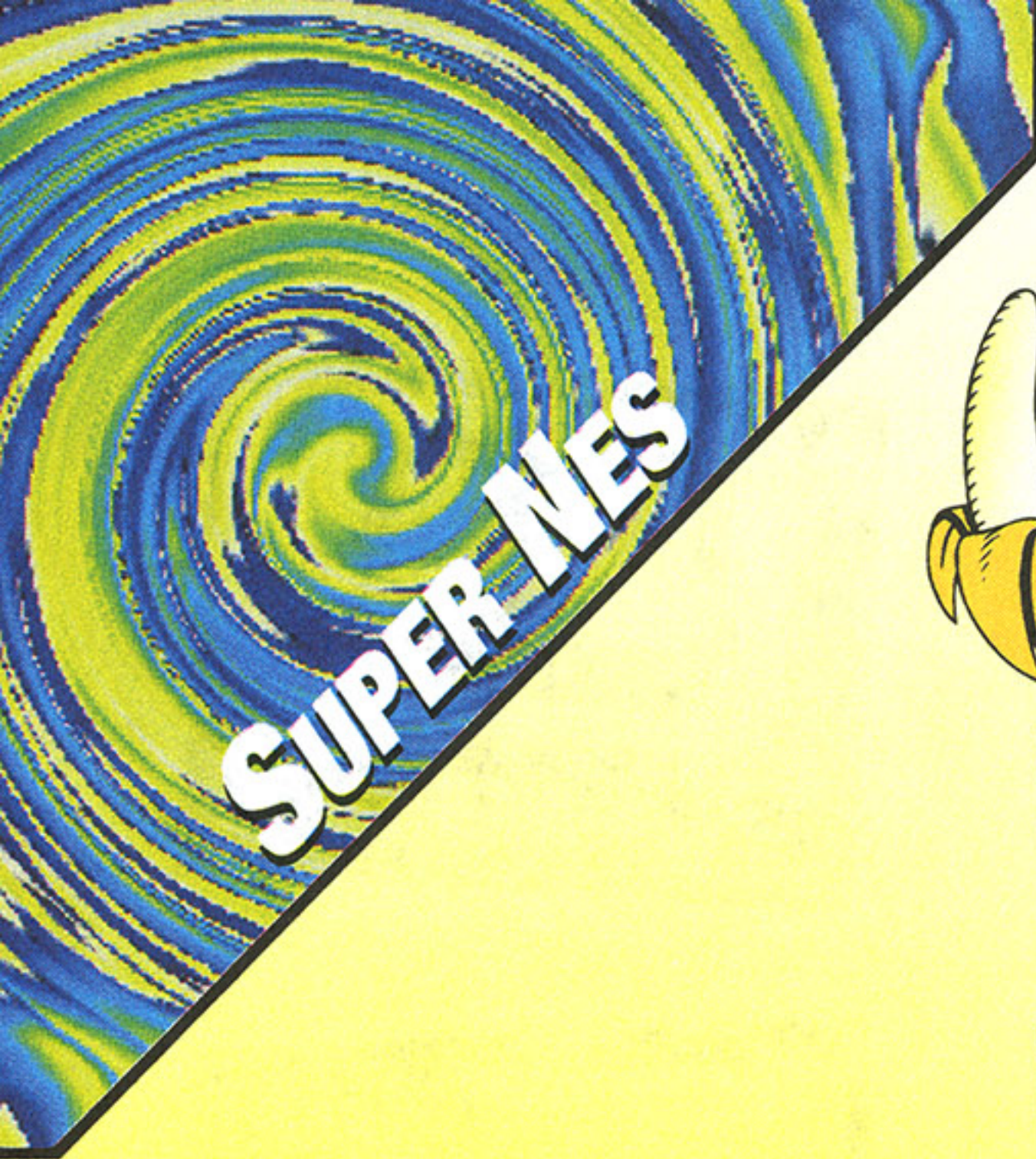


Here's Moscow. Notice anything familiar? Go there.

Snatchers Unhatched

When you find the Snatcher cache, Investigate the containers. Look and Investigate the Snatcher body. Be prepared for a murderous gun battle inside. If you survive – and that's a big "if" – enjoy the 30-minute show and get psyched for Snatcher 2.





Donkey Kong Country Unpeeled

Use this strategy guide to find almost every last hidden level in the game. (Hey, you've got to figure some of it out yourself!)

By Bruised Lee

KONGO JUNGLE

In the Jungle, you'll learn the game's controls and find a lot of hidden rooms. Good luck!



Jungle Hijinks

When you come out of the first bonus-round cave, drop straight down and to the right for a hidden room.



Coral Capers

There are no hidden bonus levels in the water levels, but there are places to explore. When you reach the first Croctopus, swim through the bottom of the reef for some extra bananas.

Coral Capers

When you reach a section where you have to swim straight up to escape some sharks, swim to the right near the first shark. You'll find some bananas and an ostrich token.

Barrel Cannon Canyon

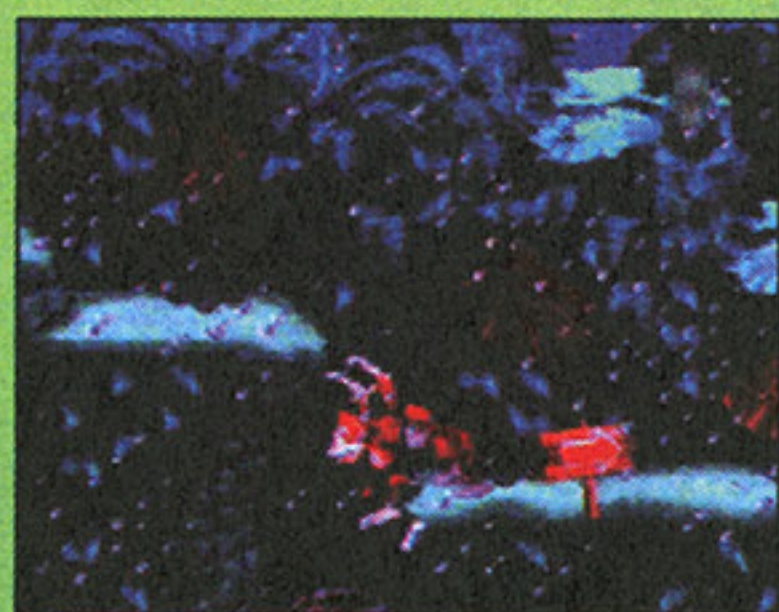
Grab the first barrel you see just after you pass the continue barrel. Throw it to the bottom right to open a door to a hidden area.

Ropey Rampage

Walk on top of the second set of trees, then fall straight off them after you pass the letter "O." You land in a barrel that shoots you to a hidden area.



Ropey Rampage



Fall into the hole at the very end of this level to reach another bonus round.

Reptile Rumble

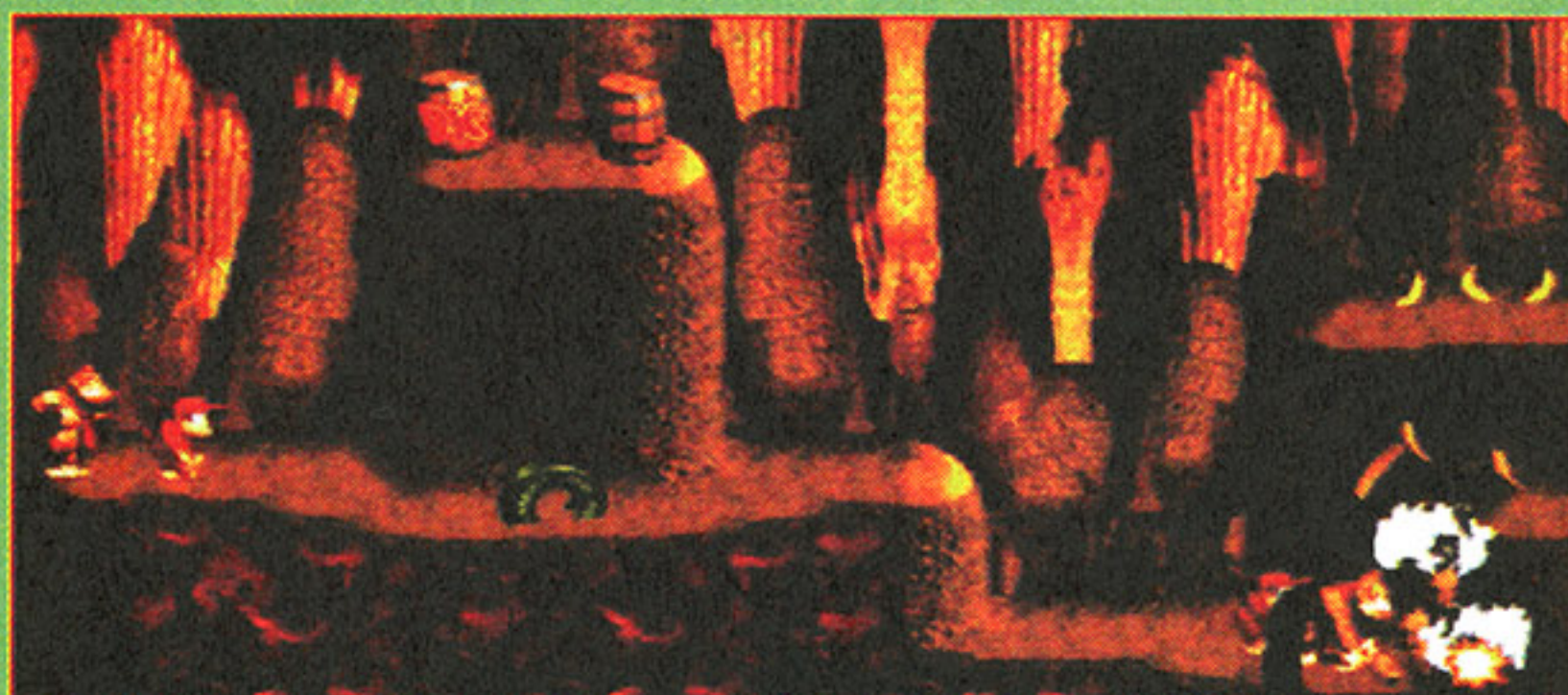


Grab a barrel at the beginning of the stage. To open a secret door, toss the barrel at the wall with the letter "K" above it.

Reptile Rumble



Just after the first bonus round, jump on the tire to reach the ledge. From there, jump in the barrel to reach the secret area.



Reptile Rumble

You reach this point in the level just after you pass the continue barrel. Use the tire to jump onto the ledge and grab the barrel. To open a secret passage, toss the barrel against the wall to the lower right.

Super NES Game ProFile Donkey Kong Country (By Nintendo)

NOT YET RATED With rendered graphics, spectacular game play, and some of the most personable characters ever seen in a video game, Donkey Kong Country is really something to go ape-spit over. The hop-n-bop action/adventure game play includes almost as many secret areas as it does regular levels. The unique graphics are a first in video games, and the music's so good that, for once, you may be happy to turn the game off and just listen to the tunes.

Graphics	Sound	Control	FunFactor	Challenge
5.0	4.5	5.0	5.0	INT.
\$69.95	32 megs	Action/adventure	2 players	6 stages Side view Battery save

Very Gnawty Beaver

To defeat the Beaver, jump on his head repeatedly. To ensure a safe hit, make sure the Beaver is on the ground or descending from his jump when you leap at his head.



Winky's Walkway

Just past the continue barrel is a bonus barrel high in the air. Use Winky to help you reach the barrel or jump on top of the vulture.

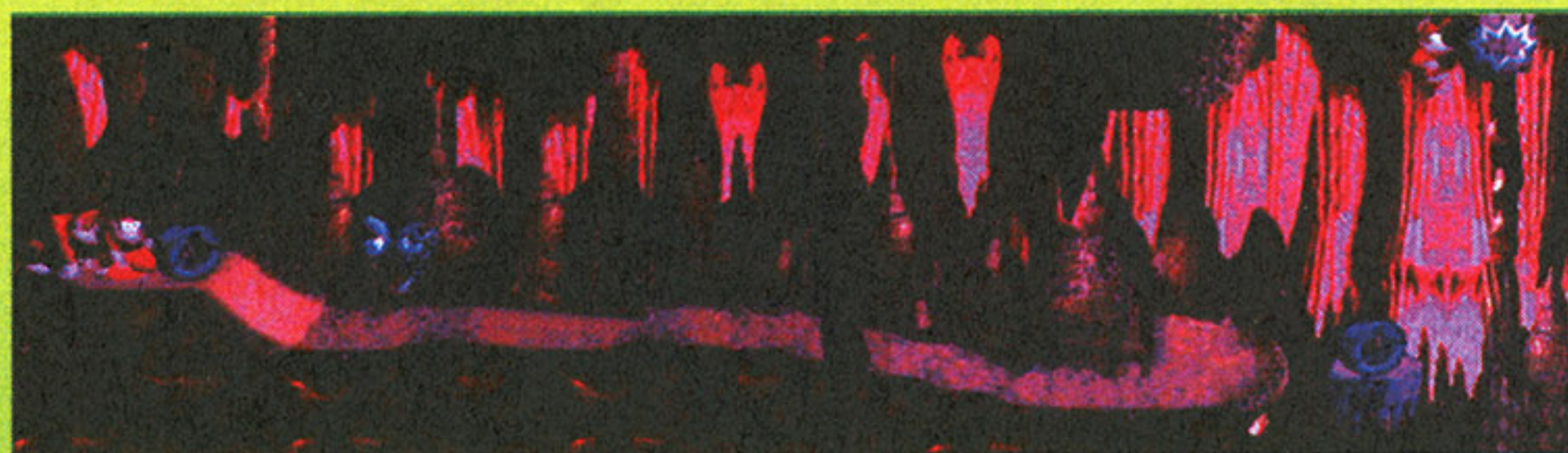
MONKEY MINES

There are five sections in the Monkey Mines, including pitch-black caves, mines, and monolithic ruins. In this level, you need your animal friends to help you find the more challenging hidden rooms.



Bouncy Bonanza

Near the beginning of this level, you find a barrel near some tires. Grab the barrel, head to the right, and toss it at the wall just past the letter "K" and the gully with three tires in it. Head for the opening but watch out for the Zingers.



Bouncy Bonanza

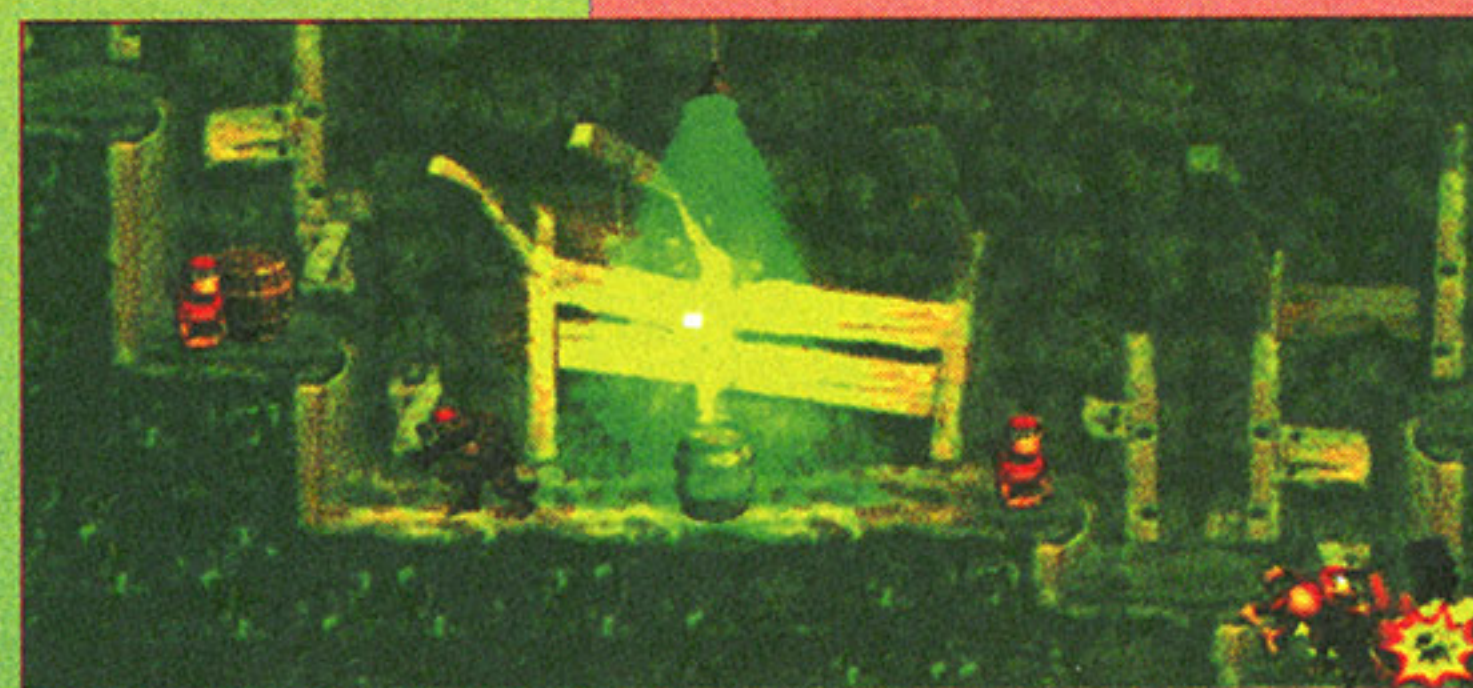
Near the end of the level, you reach a tire. Push the tire to the moving platform, then use the tire to reach the bonus barrel at the top of the screen.

Stop and Go Station

Look for a stray barrel out in the open just past the continue barrel. Carry it past the stop-and-go barrel and down to the very bottom right-hand wall. Break the wall to reveal the secret door but watch out for the Rock Krocs who guard this area.

Millstone Mayhem

Jump into the first hole you reach in this level. It shoots you into the air. If you land a little to the right, a tire pops out of the ground. Push the tire to the right of the ledge near the second spinning wheel so you can jump into the bonus barrel above it.



Millstone Mayhem

About midway through the first part of the level, grab this TNT barrel before the continue marker. Throw it to the wall on the right underneath the spinning wheel to reveal a secret door.



Necky the Vulture



The tire in the center of the screen helps you fight this boss. As soon as Necky pops his head out, jump on the tire, and you'll fly high into the air. On your way down, land on Necky's head to score a hit. Steer clear of the nuts that Necky spits out.

VINE VALLEY

Most of the Vine Valley stages are located in the forest and are infested with both Vultures and Zingers – two of the toughest enemies in the game.



Vulture Culture

When you reach this point, push the first tire you come to after the shooting barrels underneath the bananas. Then jump up to find a hidden bonus barrel.

Vulture Culture



Just before the continue marker, use the barrel stuck in the ground to break through the wall to the left and find a hidden door.



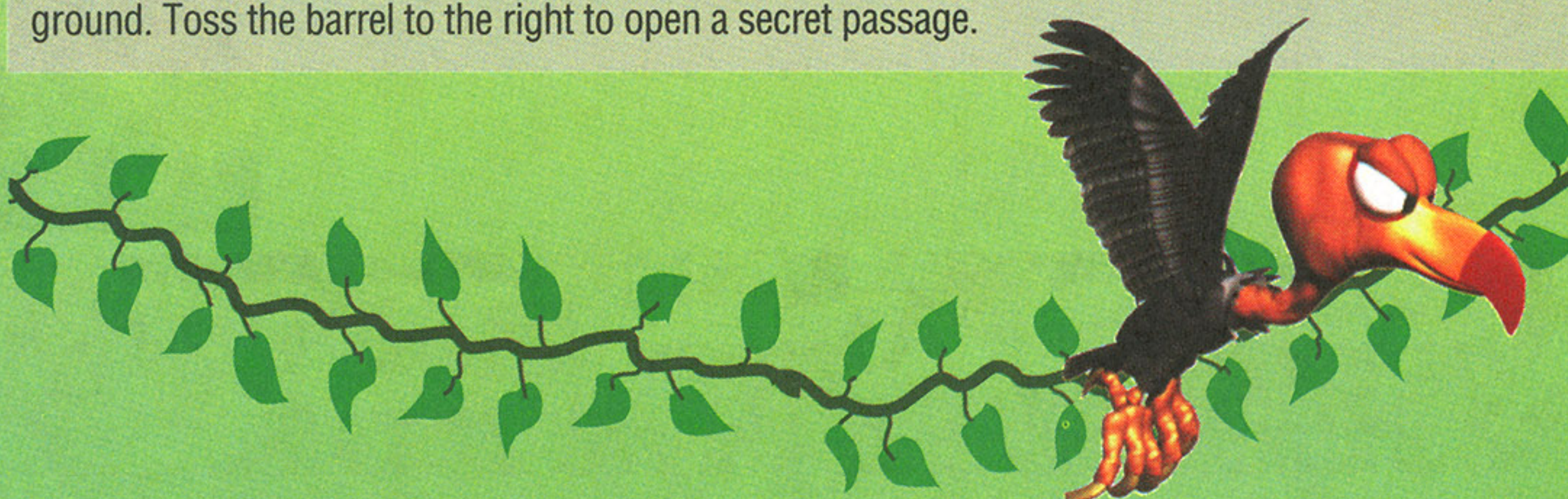
Vulture Culture

When you reach this "L"-shaped ledge, jump off to the left, which makes a barrel rise from the ground. Toss the barrel to the right to open a secret passage.

Tree Top Town

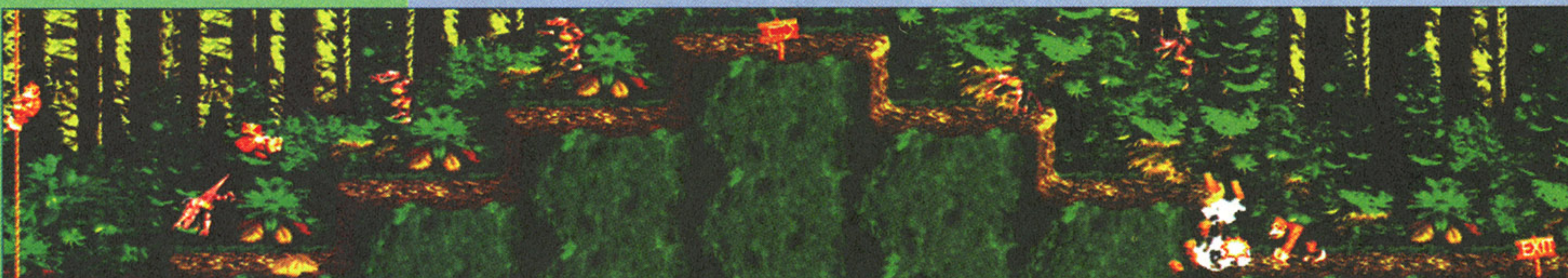


At the beginning of the level, jump on an enemy to reach a bonus barrel.



Forest Frenzy

As soon as you jump off the last vine near the end of the level, a barrel pops out of the ground. Carry the barrel to the end of the level and throw it to the left off the ledge to find the hidden room.





Temple Tempest

To find a hidden area at the beginning of the level, grab the barrel and toss it at the first ledge you reach after you jump over the first hole.



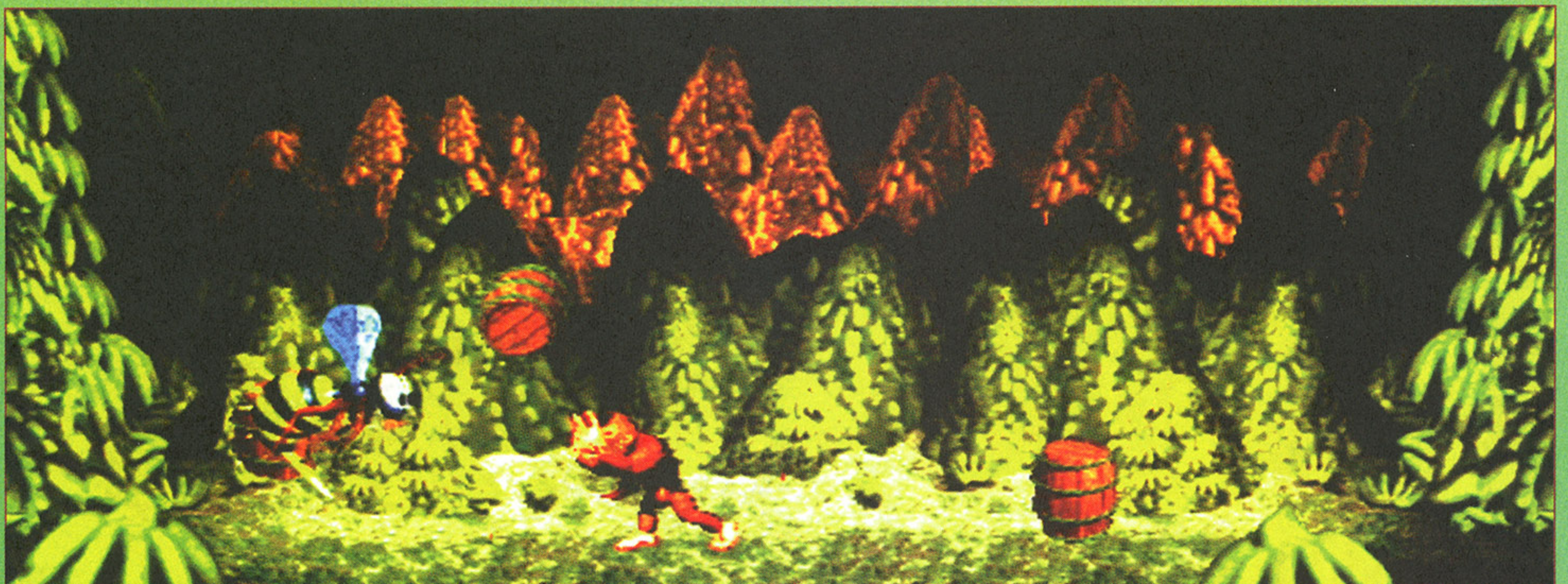
Temple Tempest

When you reach the arrow made out of bananas (after the continue marker), fall straight down to reach a hidden area.



Orang-utan Gang

Near the end of the level, grab this barrel and carry it down to the second tire at the bottom left. As soon as you come out of the hidden stage, the barrel reappears. Bring it to the right, directly underneath the Manky Gong. The final hidden stage is to the left of the sign that's all the way to the right.



Big Zinger

Since you can't jump on the Zinger, toss the barrels at him. When you hit him, he turns red. Wait for him to return to his normal color before you try to hit him again.



GORILLA GLACIER

The obstacles in the Gorilla Glacier are tougher than the enemies. Diddy and Donkey are hard to control on the ice, and low visibility conceals some hidden areas.

Snow Barrel Blast

After you land on the continue barrel, go to the left and fall down to find a bonus barrel.



Snow Barrel Blast

After the continue barrel, you reach an area where three barrels fire you to the right. When you reach the ledge, fall down to the left to find a bonus barrel.



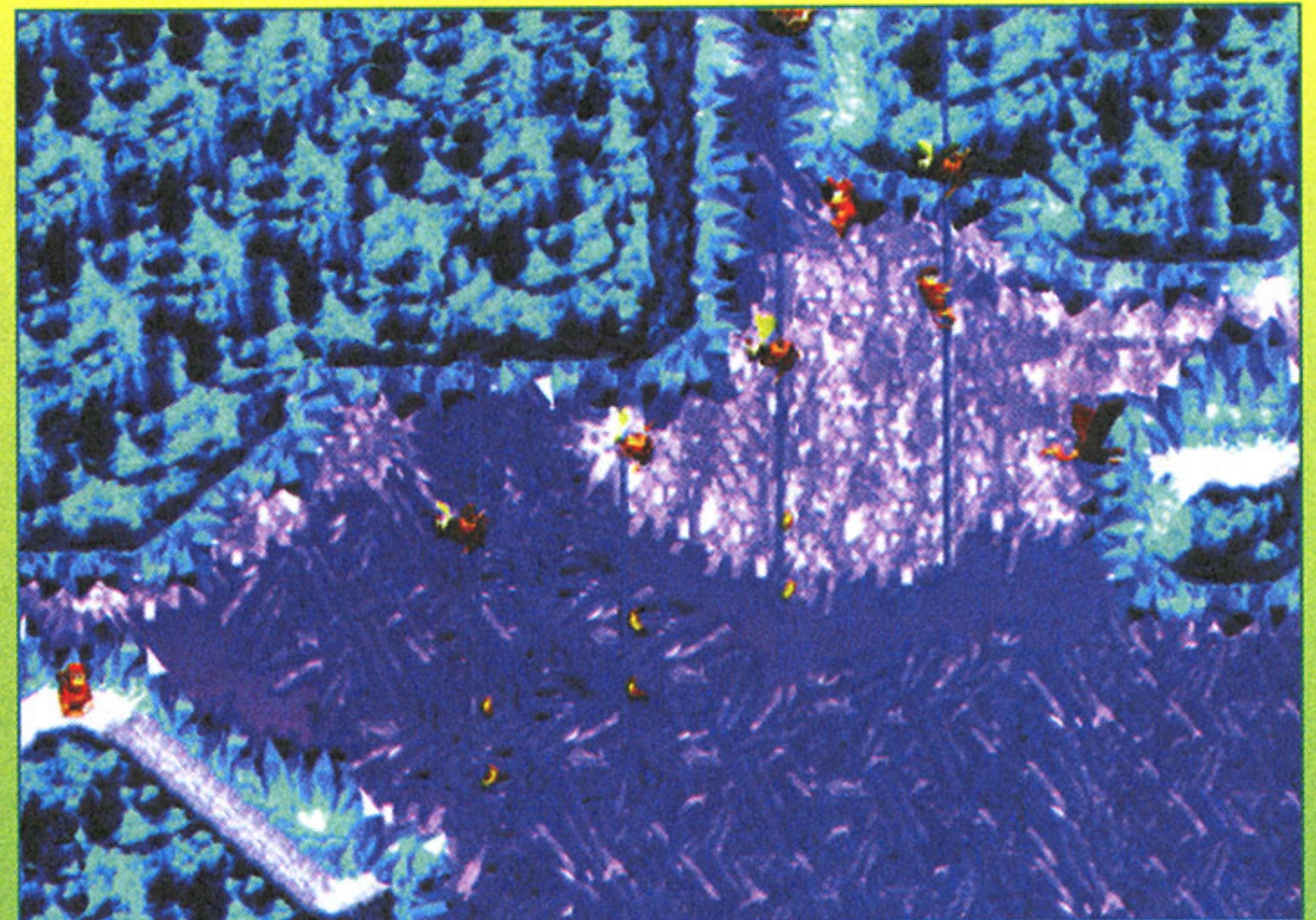
Slipslide Ride

At the very beginning of the level, jump on top of an enemy to reach the vine. Climb to the top of the vine and jump to the left. Grab the barrel and throw it against the wall to open a secret passage.



Slipslide Ride

Grab the barrel located between the two Zingers. It's near the vine just past the letter "K." To reveal the secret door, carry the barrel to the bottom of the vine and toss it at the left wall.



Slipslide Ride

You'll find this section after you pass the continue barrel. Follow the vines all the way to the top of the ledge. Jump from vine to vine and work your way to the top of the screen to find a bonus barrel. Watch out for the Zingers.



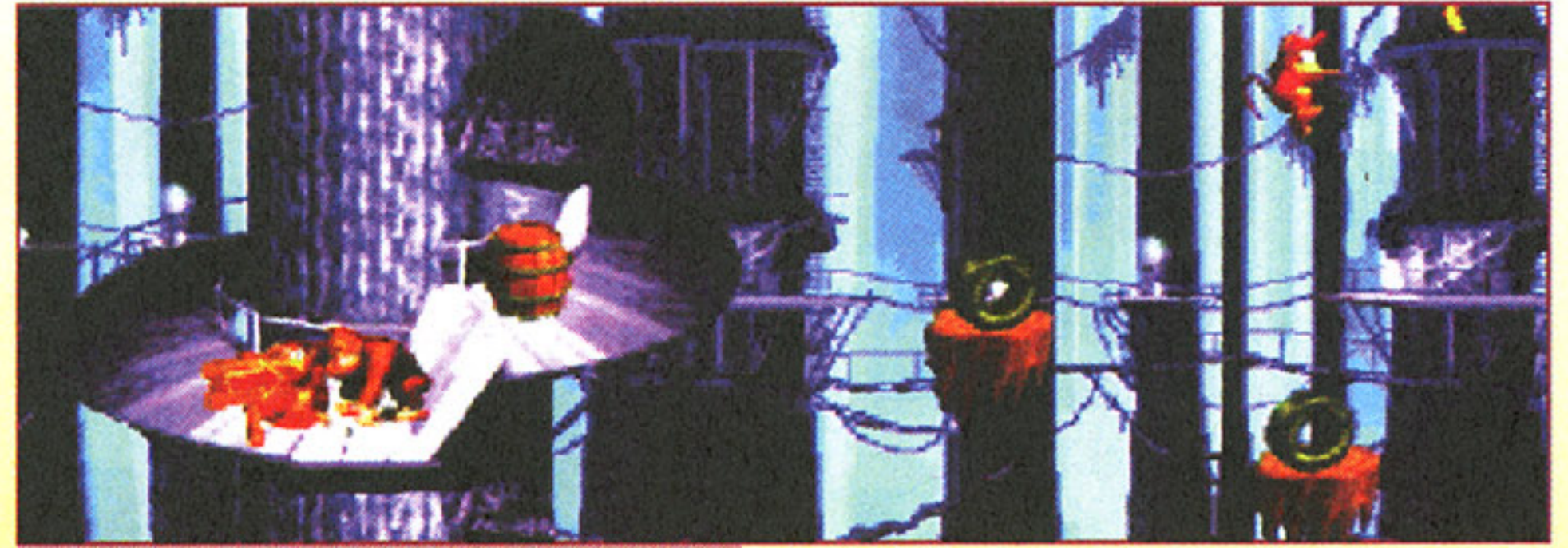
Ice Age Alley

To reach the bonus barrel, jump on top of the first set of Vultures you reach.



Ice Age Alley

To get to this bonus barrel, you need Espresso. You can get Espresso in the previous hidden stage or all the way back at the beginning of the level. Once you have Espresso, work past the continue point, then climb up and to the right until you see a Keg. From the Keg, fly up and to the right to find a bonus barrel on a ledge.



Rope Bridge Rumble

When you reach the set of three moving platforms after the continue barrel, jump to the second moving platform. To find the hidden area, jump to the banana above the platform.

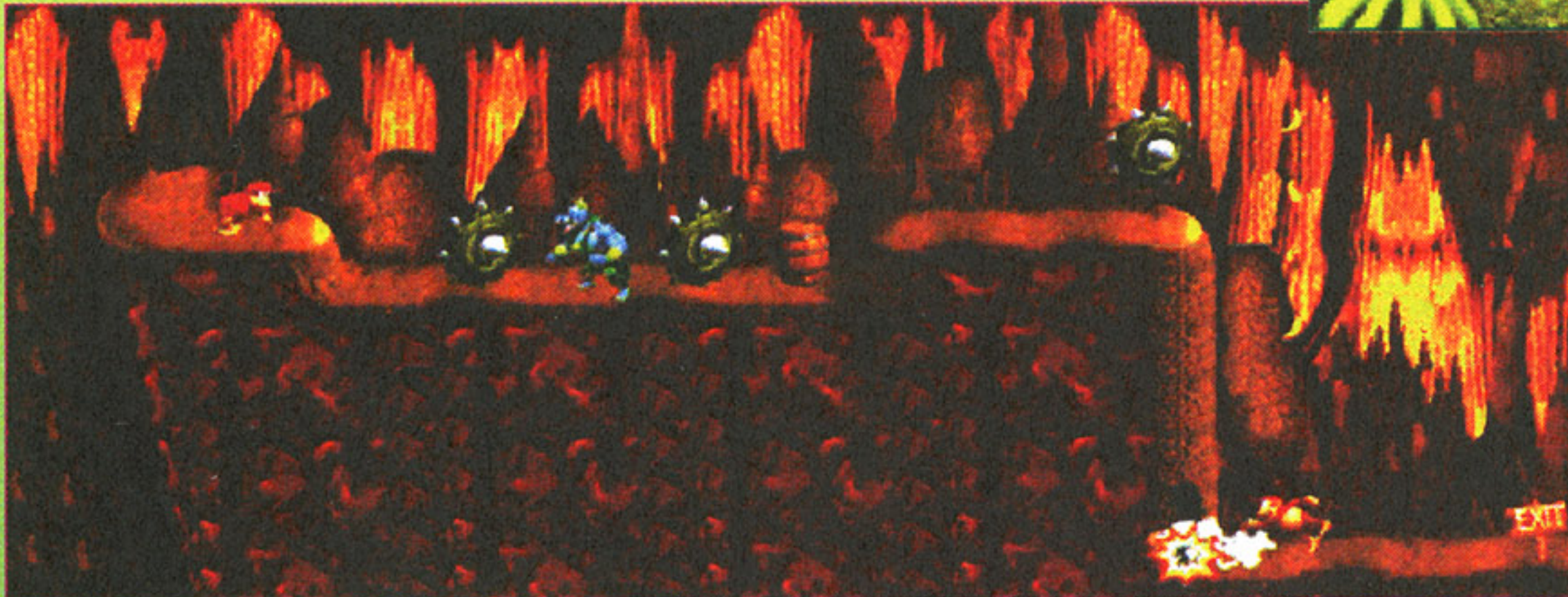
Really Gnawty Rampage

This time around, the beaver's jumps are more powerful and very unpredictable. Stay a safe distance away from his jumps and pounce on his head when you can.



Torchlight Trouble

After you pass the continue barrel, grab the next barrel you find and throw it toward the right wall.



Rope Bridge Rumble

At the beginning of the level, go to the second hole (it has a tire on either side of it). Fall into the hole to find the hidden room.

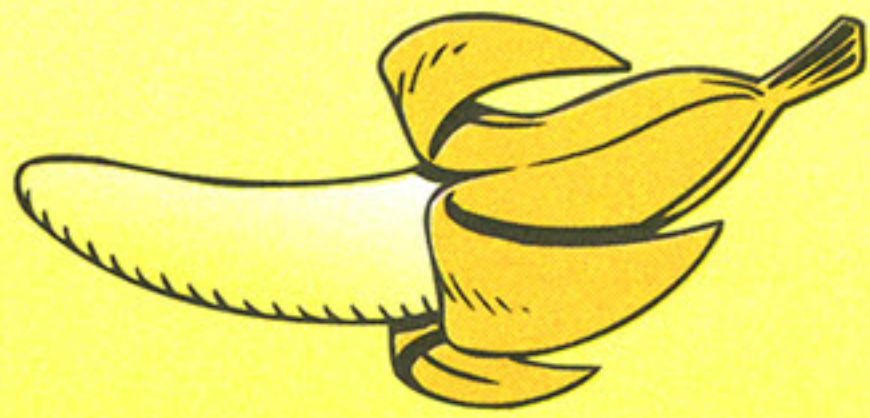
Torchlight Trouble

Grab this barrel near the end of the level. To find the secret opening, carry the barrel down to the exit sign and throw it to the left.



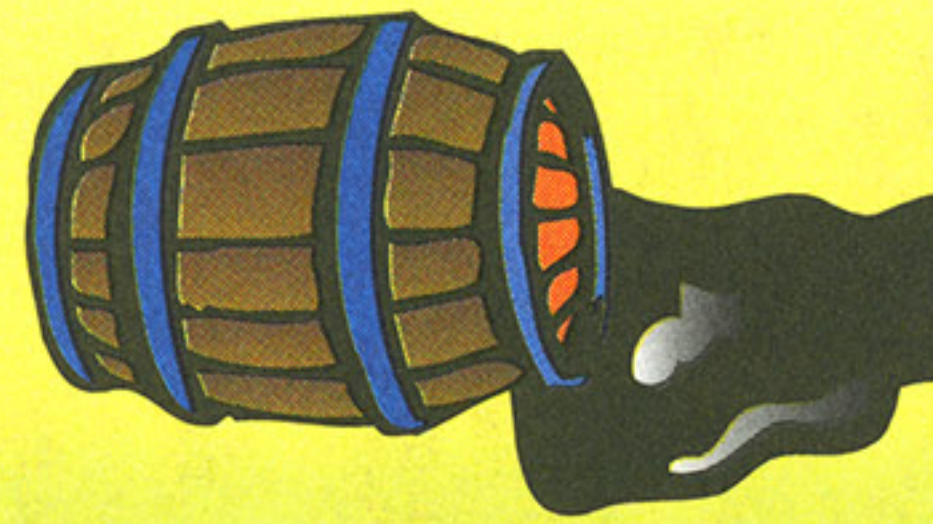
KREMKROC INDUSTRIES, INC.

The Kremkroc level is mostly an industrial warehouse. The lights constantly flicker on and off, which makes it difficult to see enemies and find hidden locations.



Oil Drum Alley

To make a barrel pop up at the beginning of the level, jump off the rope hanging from the ceiling. Throw the barrel at the oil barrel to the right and fall down the bonus hole.



Oil Drum Alley

To make a TNT barrel appear, move just past the letter "R" and jump from the top of the ledge to the floor. Hurl the barrel to the left to open a secret passage.



Oil Drum Alley

First, destroy the second Manky Kong after the continue marker. Then take the barrel and throw it to the right of the oil barrel.



Trick Track Trek

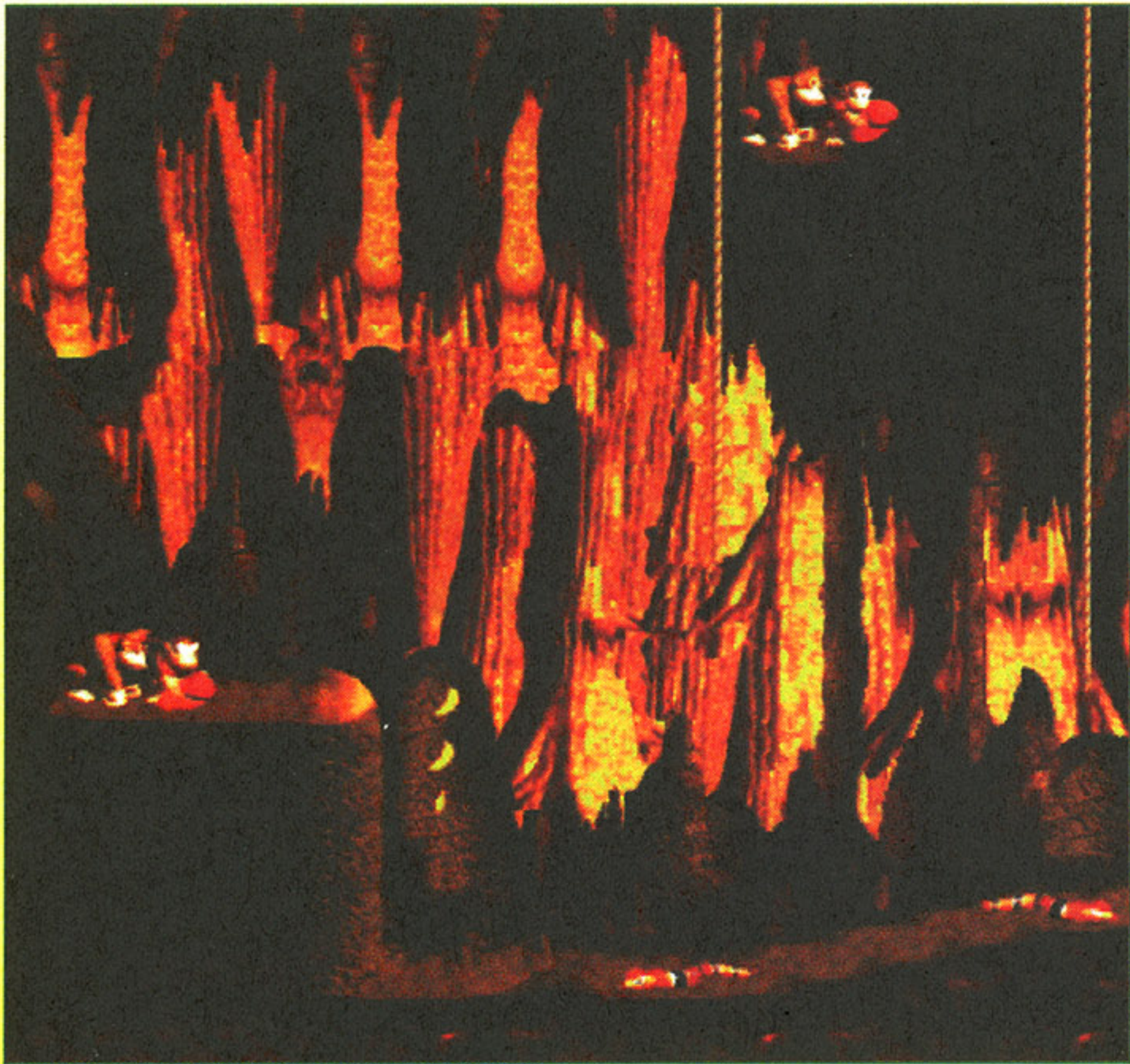
Work your way past the continue marker, then, as the cart plummets just after the first Zinger, leap toward the enemies on the ledge. From there, jump straight to the bonus barrel.



Trick Track Trek

At the end of the level, go to the left and fall down to find a bonus barrel.



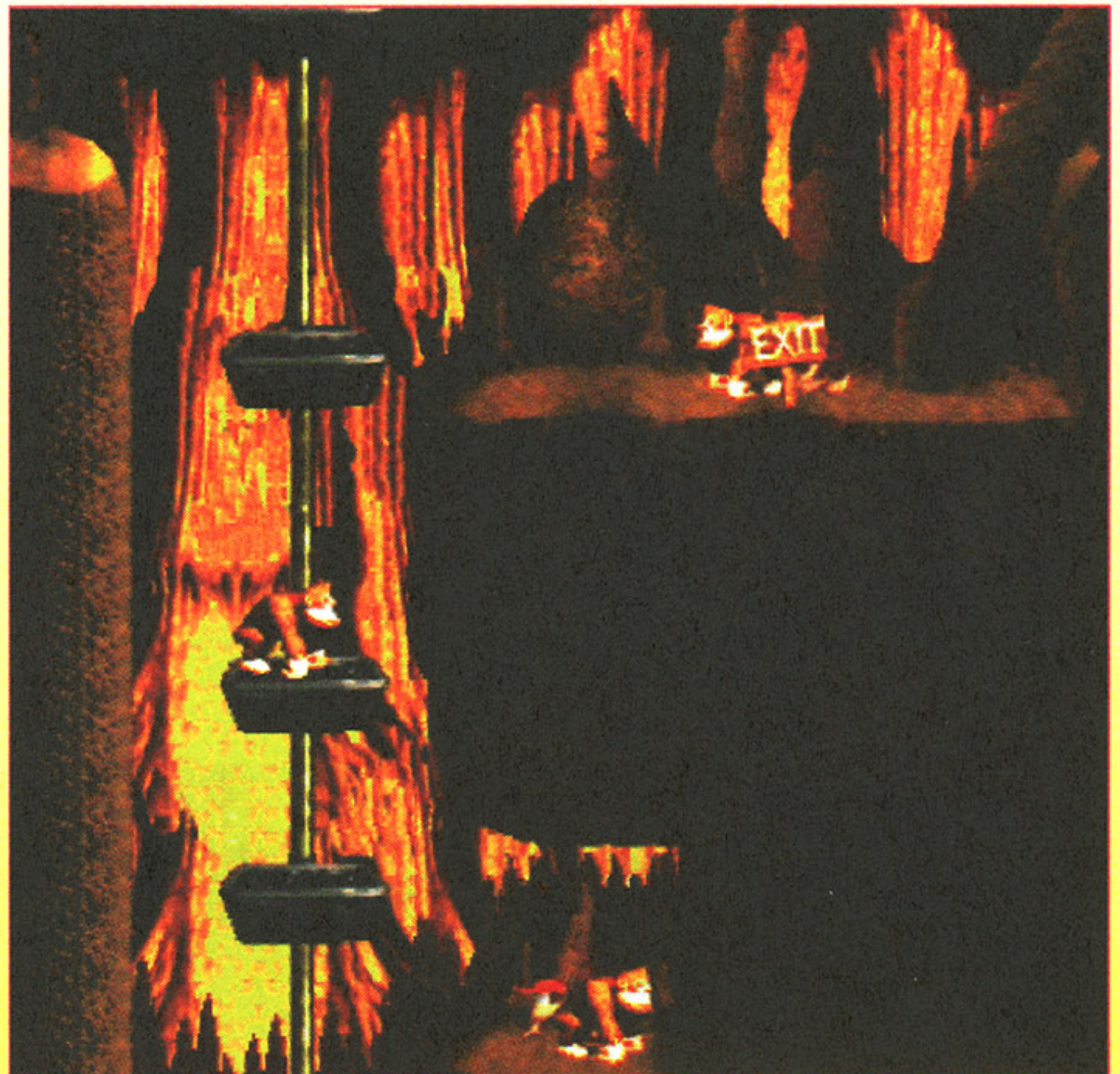


Elevator Antics

Jump onto the first vine. From there, leap to the vine that's all the way to the left. Then go up and to the right until you find the secret passage.

Elevator Antics

When you reach the vines that the Zingers are climbing (just before the continue barrel), grab the third vine and climb all the way up. Jump to the right to go through the wall.



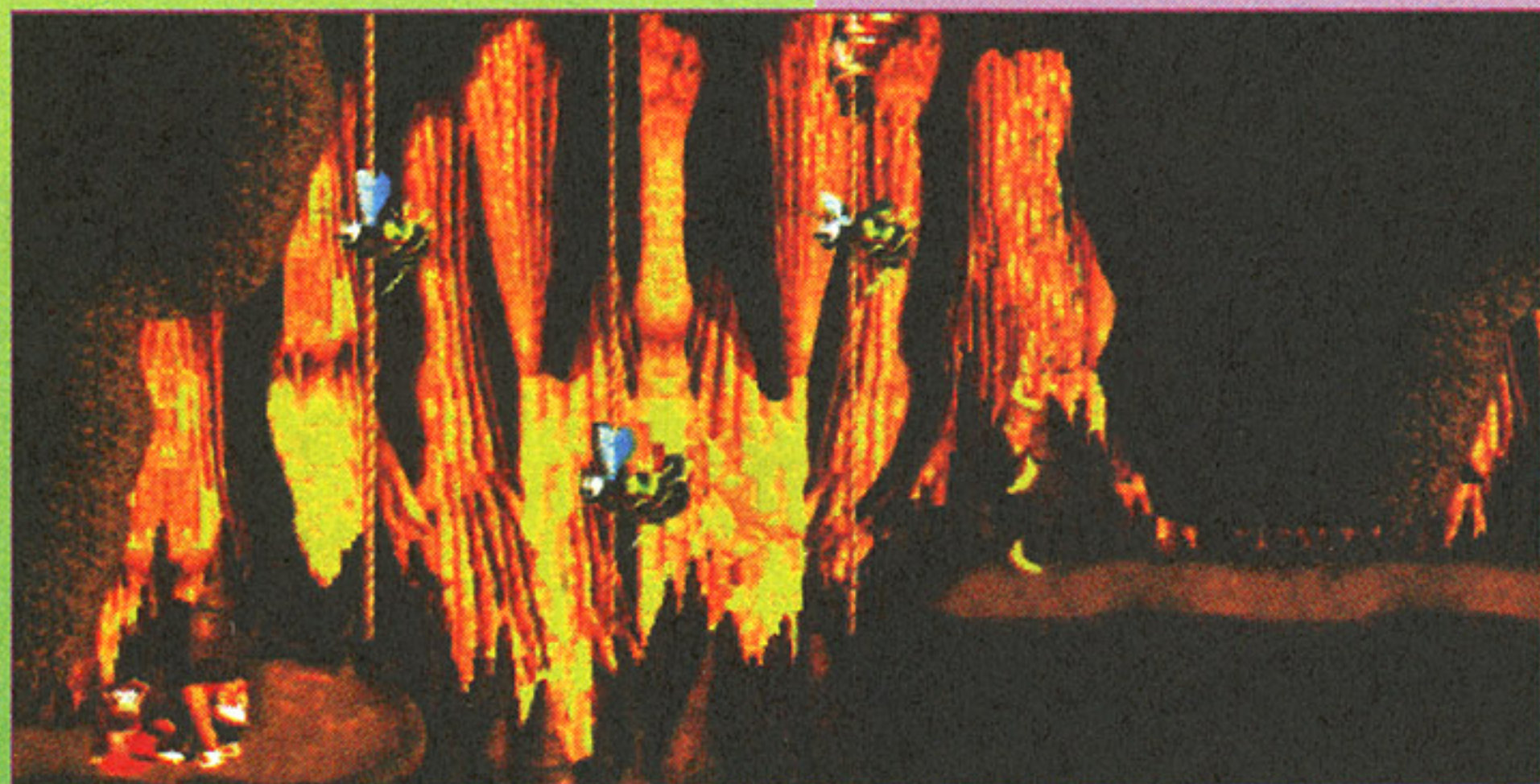
Elevator Antics

When you reach the end of the level, instead of exiting, ride down the mine cart. To reach the bonus area, jump to the ledge on the right.

Boss Dumb Drum

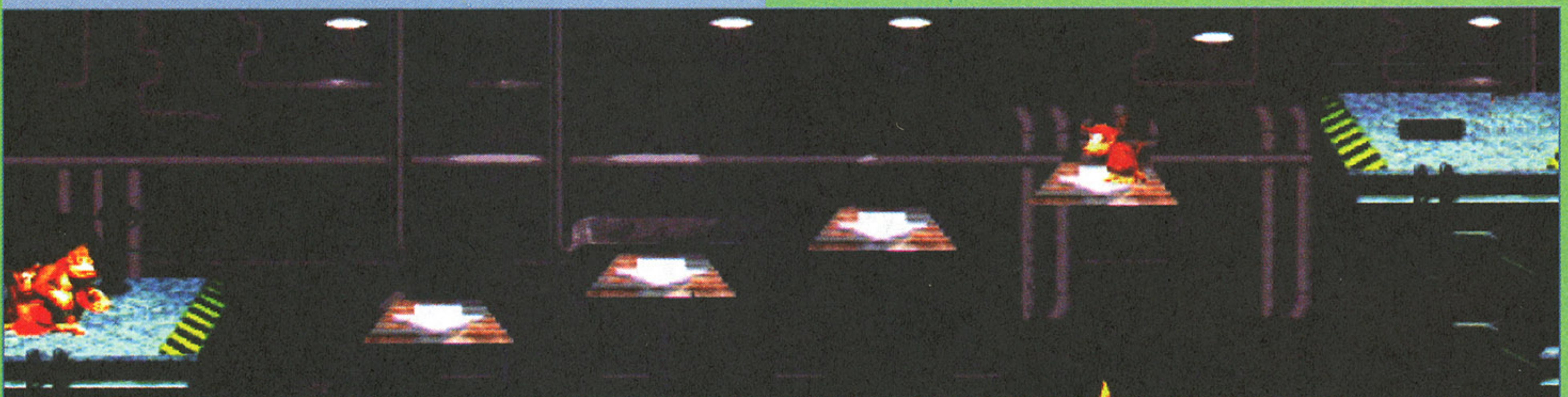


To defeat this boss, wait for him to dump out some other enemies and then jump on them to destroy them. When the Drum drops, dodge it by running away.



Blackout Basement

A little more than halfway through the level (after the continue barrel), four platforms with arrows on them fall to the floor as soon as you land on them. To reach the secret area, stand on the platform and ride to the banana below.



CHIMP CAVERNS

The majority of hidden areas are found in the earlier levels. Most of this level takes place in the mines, so it's tough to find secret rooms that do exist.

Manic Mincers

You reach this location just past the halfway marker. To open a secret passage, grab the plain barrel and toss it at the bottom right wall.



Manic Mincers

To find another hidden room, carry the TNT barrel that's on the top of the mountain to the right until you reach the wall by the tire. To find the bonus area, toss the barrel at the wall.



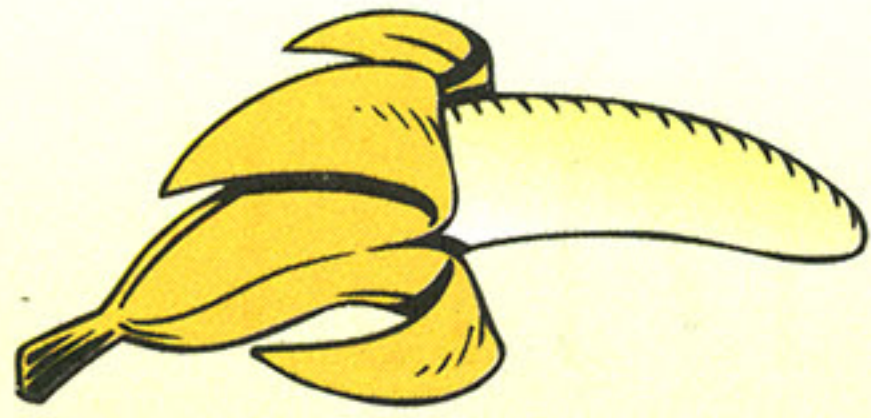
Misty Mine

This spot is located after the continue barrel. Ride the rope all the way to the right and then straight down to find a hidden room.



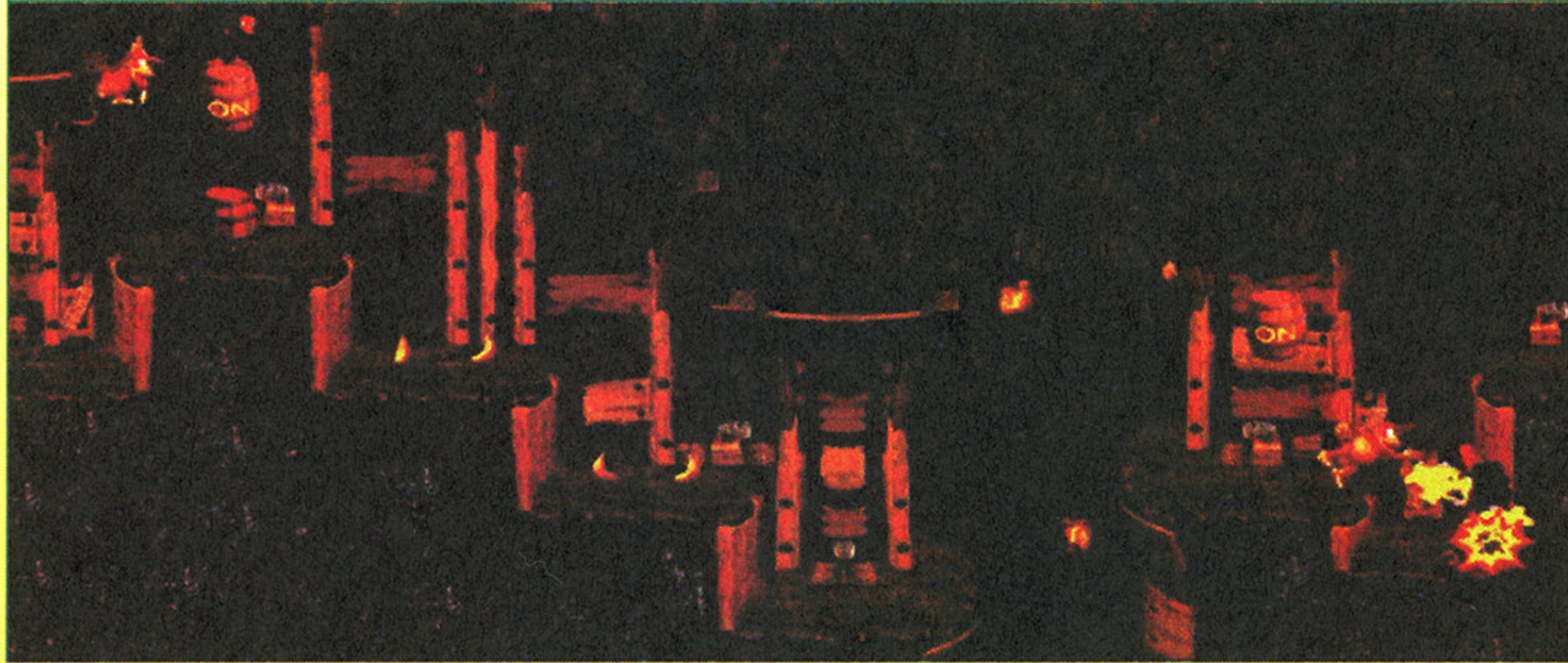
Misty Mine

As you come out of the first bonus stage, head to the right until you see a TNT barrel. Pick up the barrel, head to the right again, and toss it at the bottom right part of the ledge.



Loopy Lights

As you enter this level, fall down the first hole you see.



Loopy Lights

After the continue barrel, you find a barrel below a Vulture and under an on-off barrel. To discover the hidden area, grab the barrel and carry it to the right just past the jump.

Necky's Revenge

Necky spits out nuts a bit faster this time around, but otherwise uses the same pattern.



Dodge the nuts that Necky spits out.

GANG PLANK GALLEON

The whole Gang Plank Galleon level is the final face-off against K. Rool. The Kommander uses four different attacks. First, he throws his crown at you. When he does, jump on his head to register a hit – it's the only time

you can damage him.

During the other three types of attacks, you just have to defend yourself. After the first hit, Rool runs back and forth, so leap over him. Next, jump out of the way of the can-

nonballs that drop from the sky. K. Rool's final move is a series of short hops. As soon as he jumps in the air, run underneath him so he won't crush you.

Kommander K. Rool



Jump on Rool's head when he hurls the crown.



As K. Rool charges, jump over him.



Jump past the cannonballs as they fall.

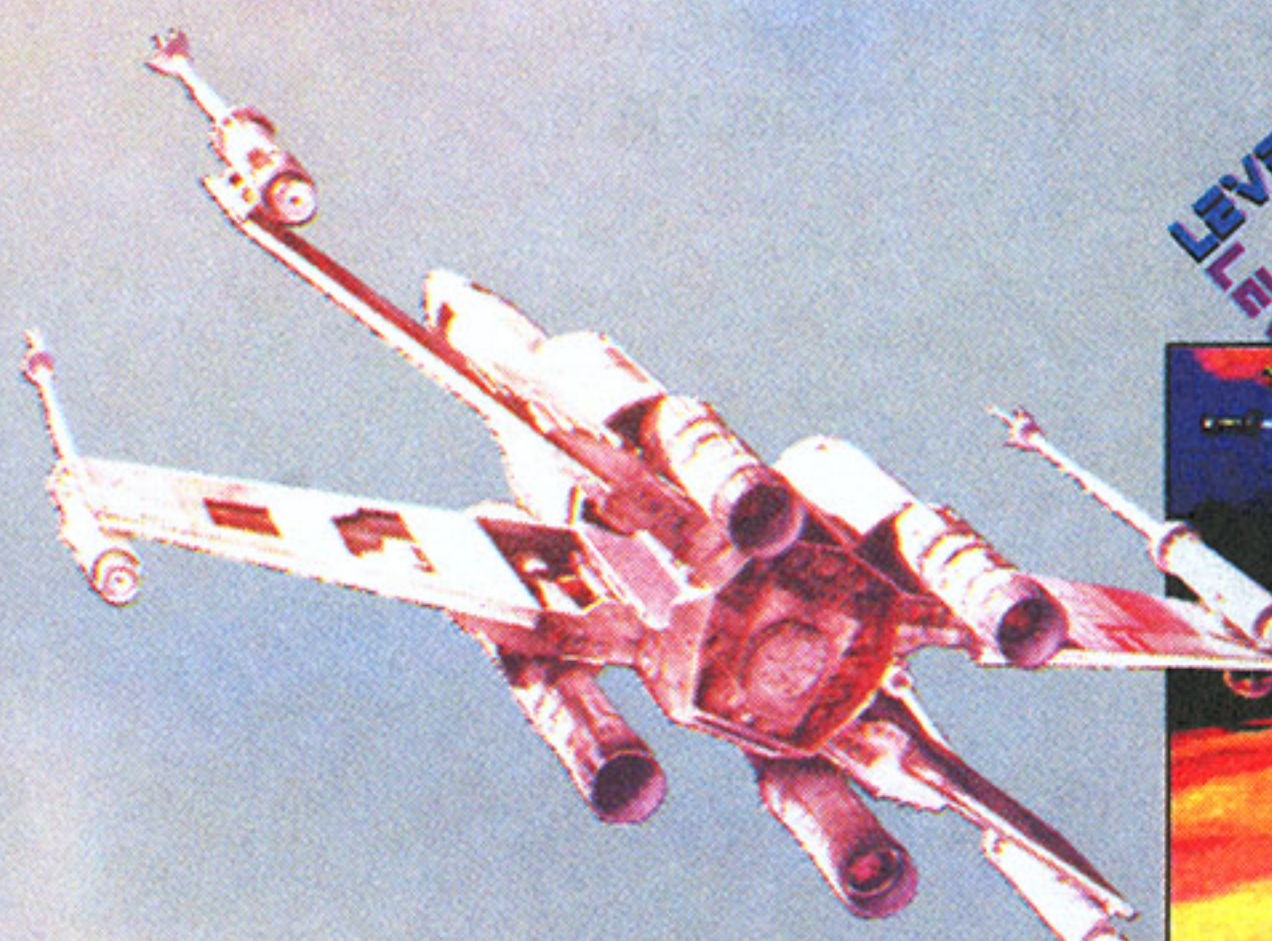


As K. Rool hops at you, run underneath him.

SUPER JAMMIN' WITH SUPER JEDI!

Blast through the galaxy and show the Dark Side the light! This ProStrategy Guide shows you how to joust with Jabba, duke it out against Darth, and eliminate the Emperor.

By Captain Squideo



LEVEL 1 Landspeeder



Lay off the Turbo Booster in the low-flying Landspeeder until you come to the long gaps. Going slowly over the ground enables you to scoop up items that are lying around.



The sky gets lighter and the long gaps become longer when you're near the end of the level. Clear the longer gaps by simultaneously pressing Button Y to Jump and Button B for Turbo Booster. Snag all the items you can before you exit the level.

LEVEL 2 Approach to Jabba's Palace



On Tatooine, Leia in her Boushh disguise is probably your strongest character because her Twirl/Spin move easily gets her past enemies.



When Jabba's Palace appears in the background, keep bouncing up the ledges. Position yourself over a ledge when you fight a flying enemy so you'll have somewhere to land if you're hit.

Wastelands Warning



Watch for dark holes as you bounce around the Tatooine wastelands. Either sharp towers...



...or snaky creatures will suddenly leap out of them. Super Jump past them to avoid being hit.

LEVEL 3 Inside the Dance Hall



These persistent flame-throwing attackers are tough. Super Jump over them and hit 'em from behind.

Super NES Game ProFile Super Return of the Jedi (By JVC)



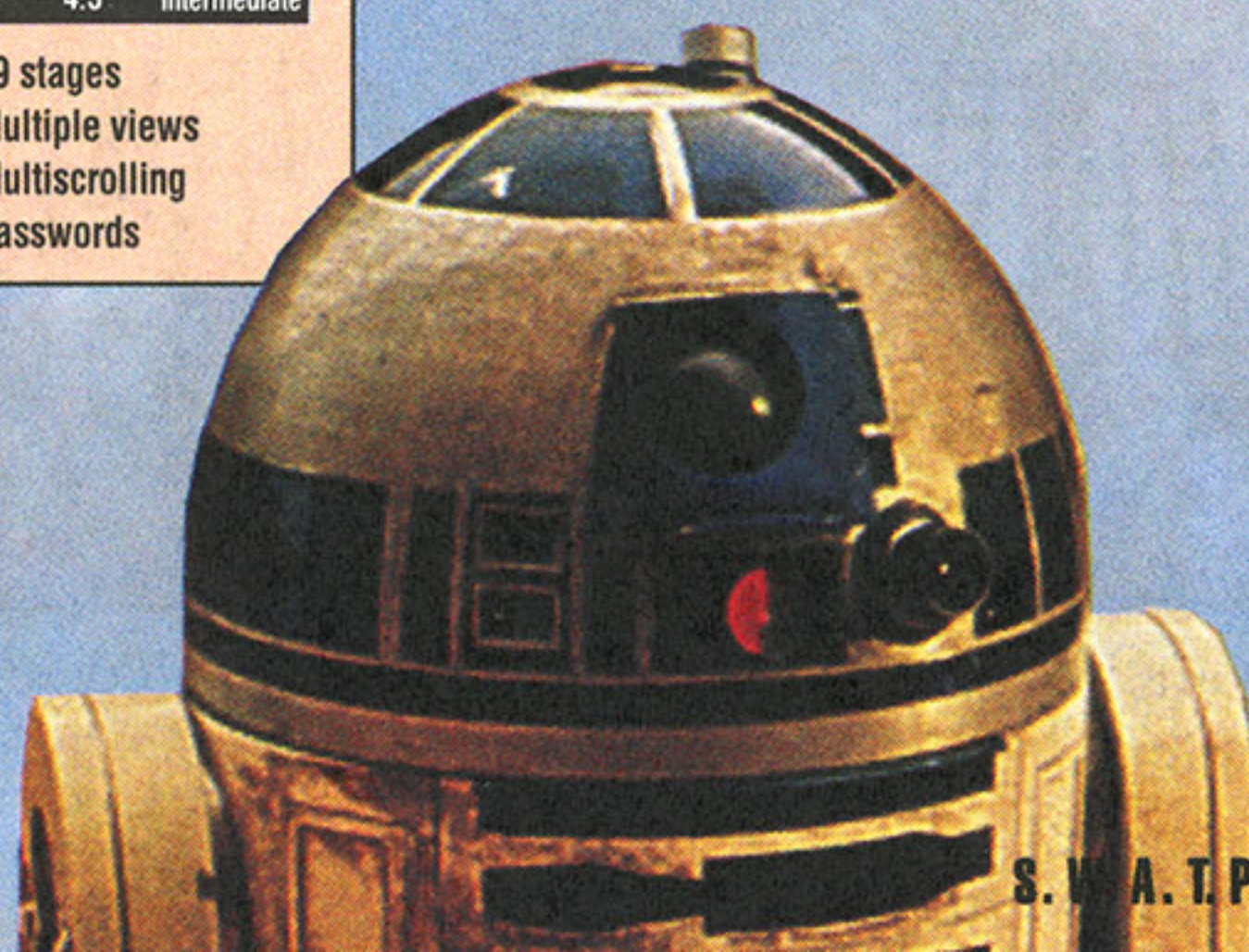
JVC's acclaimed trilogy concludes with this rousing finale. Like Super Star Wars and Super Empire Strikes Back, Jedi closely parallels the film it's based on, which means you'll fight Jabba the Hutt, join the Ewoks, and face off against both Darth and the Emperor!

Stunning graphics and sounds make this adventure a great galactic trip. Plus, Jedi poses new challenges, including the chance to play as Leia and an Ewok. Use the Force and this ProStrategy Guide, young Jedi.

Graphics	Sound	Control	FunFactor	Challenge
4.5	5.0	4.0	4.5	Intermediate

Price not available
16 megs
Action/adventure
1 player

19 stages
Multiple views
Multiscrolling
Passwords



Don't Be Hasty



A heart's waiting out on the grate, but don't just run to it, or you'll fall into a pit. Instead...



...quickly Super Jump on and off the grate...

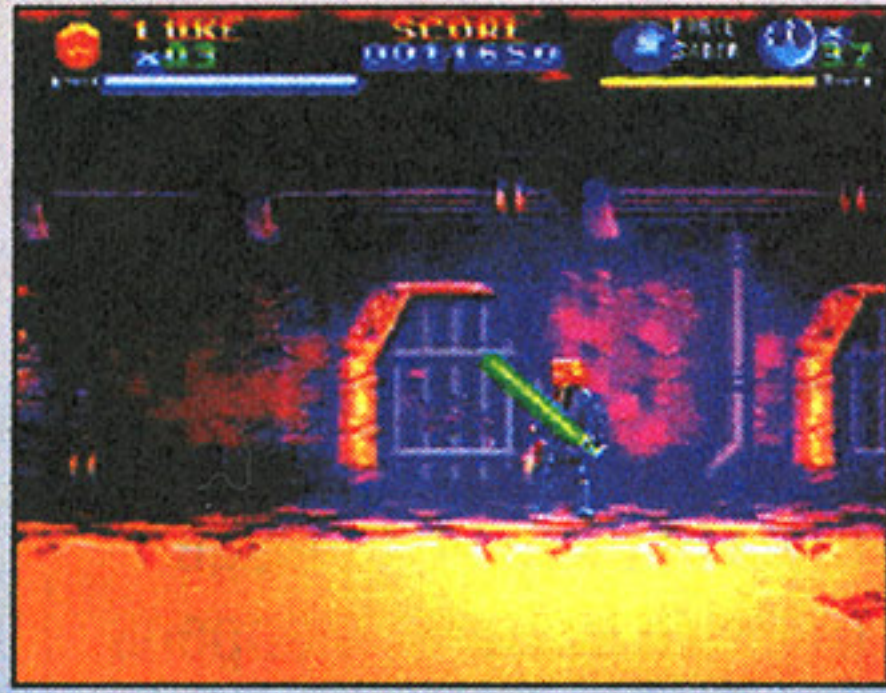


...then turn and nail the beast that leaps out from the pit.

LEVEL 4 Jabba's Palace



Start swingin' your weapon whenever you leap or fall to new platforms in Jabba's Palace. Hungry enemies lurk around every corner.



Prisoners are waiting to reach out and touch someone, so don't linger in front of the cells.

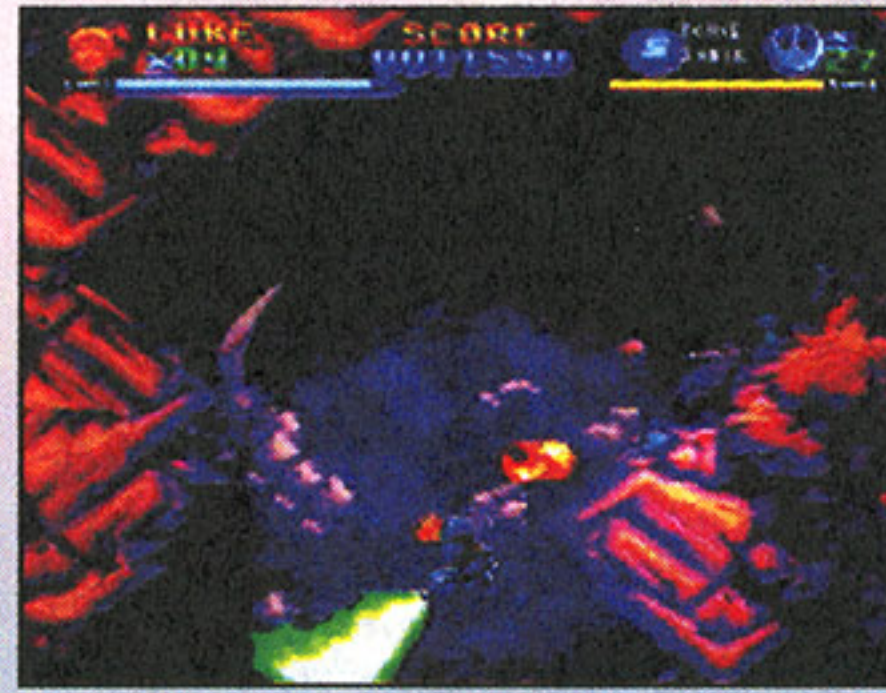


Put the monsters in Jabba's tunnels on ice with Luke's Freeze Force Power.

LEVEL 5 Rancor Pit



Scramble the eggs in the Rancor Pit to find power-ups.



To find a pathway to areas below you, repeatedly hack at the skeletal bridges until they break apart.

LEVEL 6 Attack on Sail Barge

Hand-ling the Sail Barge



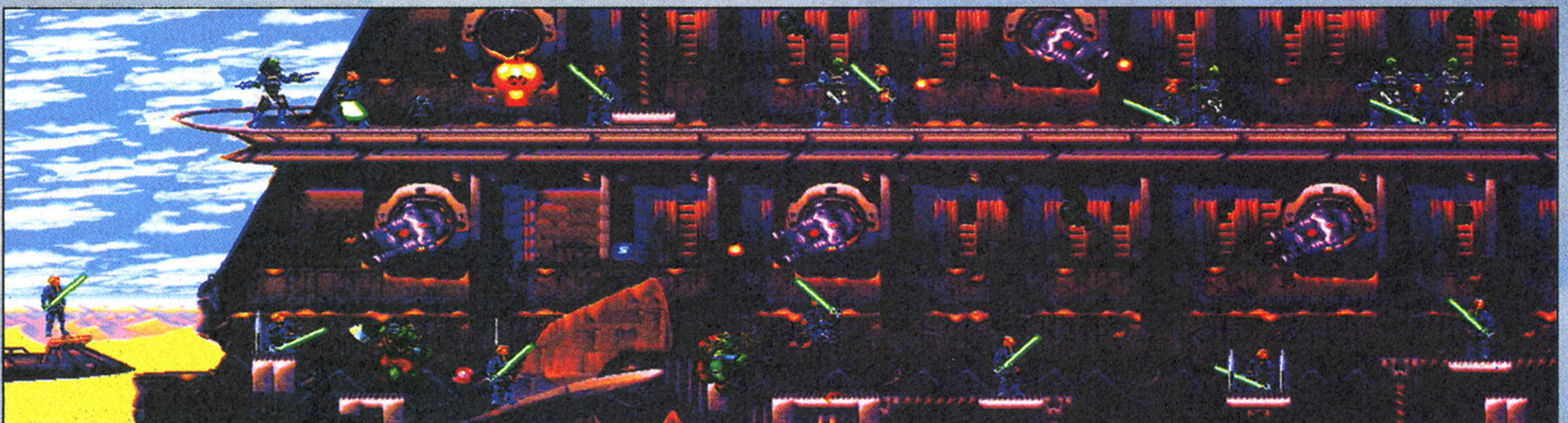
Han finally makes an appearance in the game. Take advantage of his long-range gun to nail flying enemies...



...and shoot from the forward part of the ship so you have somewhere to fall if you have the shocking experience of being knocked backward.



Attack on the Sail Barge



Luke begins his attack on the immense Sail Barge flying outside Jabba's Palace!



Clear out enemies before you leap onto platforms to avoid being bumped off.



When you reach the far-right platform on the Sail Barge, don't immediately jump up to the level above you. Instead, continue right to find hidden weapons and R2-D2 off-screen.

LEVEL 7 Inside the Sail Barge



Because he has the longest health bar, Chewie is a good choice for tough fights. He can fire safely from a distance with his long-range gun.



Along the top of the Sail Barge, beware of armed enemies and moving machinery.

LEVEL 8 Speederbikes



Swerve to pick up hearts and nail enemies, but don't touch the trees with your Bike.



In addition to shooting enemy bikers, you can also bump them from the side.

LEVEL 9 Ewok Village A



Stuck without a way up? Wicket makes instant platforms by firing arrows into the wood and bouncing upward off them.



Wicket can shoot upward through platforms to nail enemies lurking above.

Keep Wicket Safe



Lightweight Wicket is easily pushed off platforms. Don't fight near the left...



...or right edge of the trees in the Ewok Village, or you'll see what happens when an Ewok tries to fly.



Instead, keep moving up the center of the tree and repeatedly fire your unlimited supply of arrows.



You can't relax when you make it to this elevator – flying enemies will swoop in and knock you out. R2-D2 is waiting up in the skinny tree to the right.



Wicket's swing move comes in handy when you're trying to reach high places.



When you get to the top of the great tree, run to the bridge to the right, and you'll find R2.

LEVEL 10 Ewok Village B



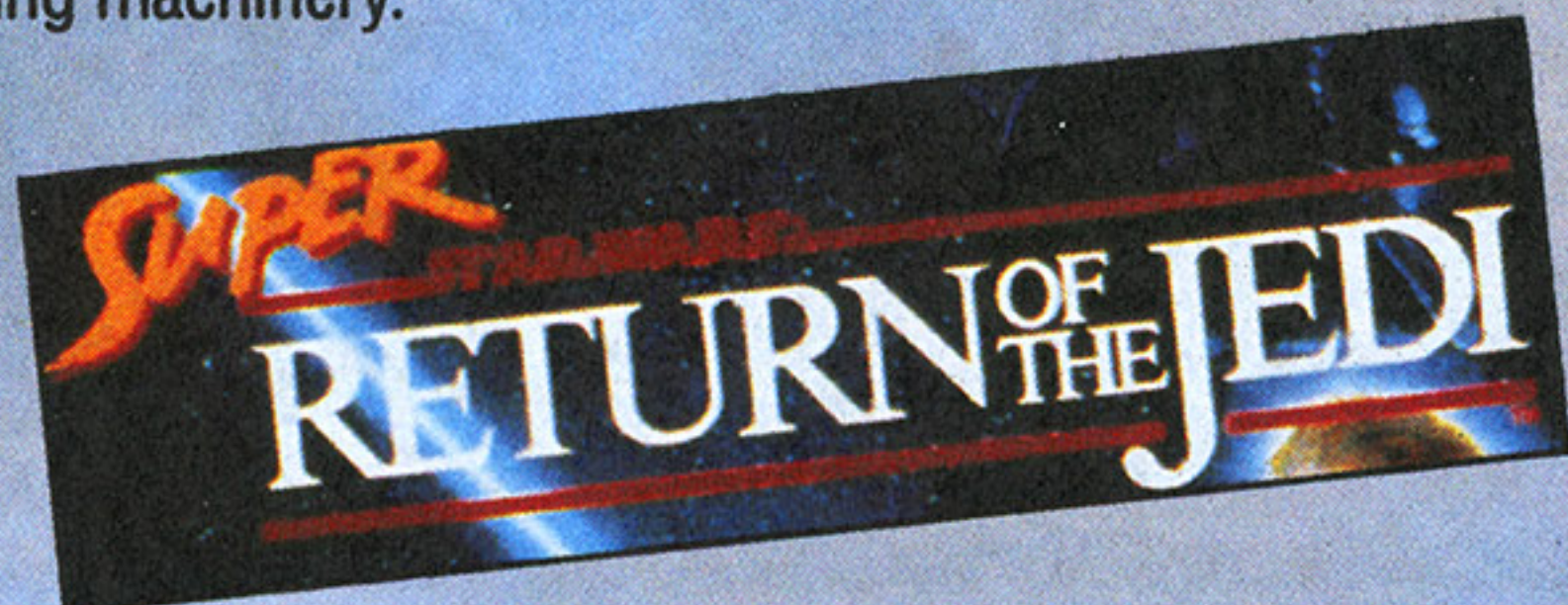
Don't just slide down this water chute. Use your Jump move to control your motion, and you can scoop up more items on the way.



Keep moving as you ascend this tree. If you linger, incoming attackers will push you to your doom.



This tough tree requires some good shooting. Near the tree-top, create new platforms with your arrows, then bounce off them to the bridge on the right.



LEVEL 11
Endor



Before you join the main action up the tower on the left, run to the far right to snag a big heart.



When you're jumping up the towers, aim for the flat platforms, not the cylindrical ones.

LEVEL 12
Approaching The Death Star



If you can't immediately blow up the approaching TIE fighters, destroy the green shots they fire.



Try to take out fighters from long range. Up close, they move too quickly to hit consistently.

LEVEL 13
Power Shield



Take out the waiting machine gun, then blast through this wall to reach the platforms beyond. Similar walls conceal power-ups in this level.



After crossing the series of moving platforms, jump up from this final rising platform. Above you is a hidden floor where you can land safely.

LEVEL 14
Death Star



The large floor disks in the Death Star will open up to reveal an enemy who shoots at your back as you run past.



Use some of your Heal Force Power to sustain you while dueling these flying attackers.

LEVEL 15
Attack on The Death Star



Because you have so many fighters to shoot down, grabbing hearts to stay airborne is one of your priorities in the *Millennium Falcon*. Button B speeds you toward hearts.



You're harder to hit when you keep moving and banking.

LEVEL 16
Tower



Avoid fighting to reduce your risk of damage. Look for the few safe spots in the Tower where you can wait for attackers to go by harmlessly.



As you fight the Tower enemies, watch out for the subtle fire along the floor. It's hard to notice, but it's deadly.

LEVEL 17
Tower Entrance



Blow up these large rolling bombs before they detonate.

LEVEL 18
Emperor's Chamber

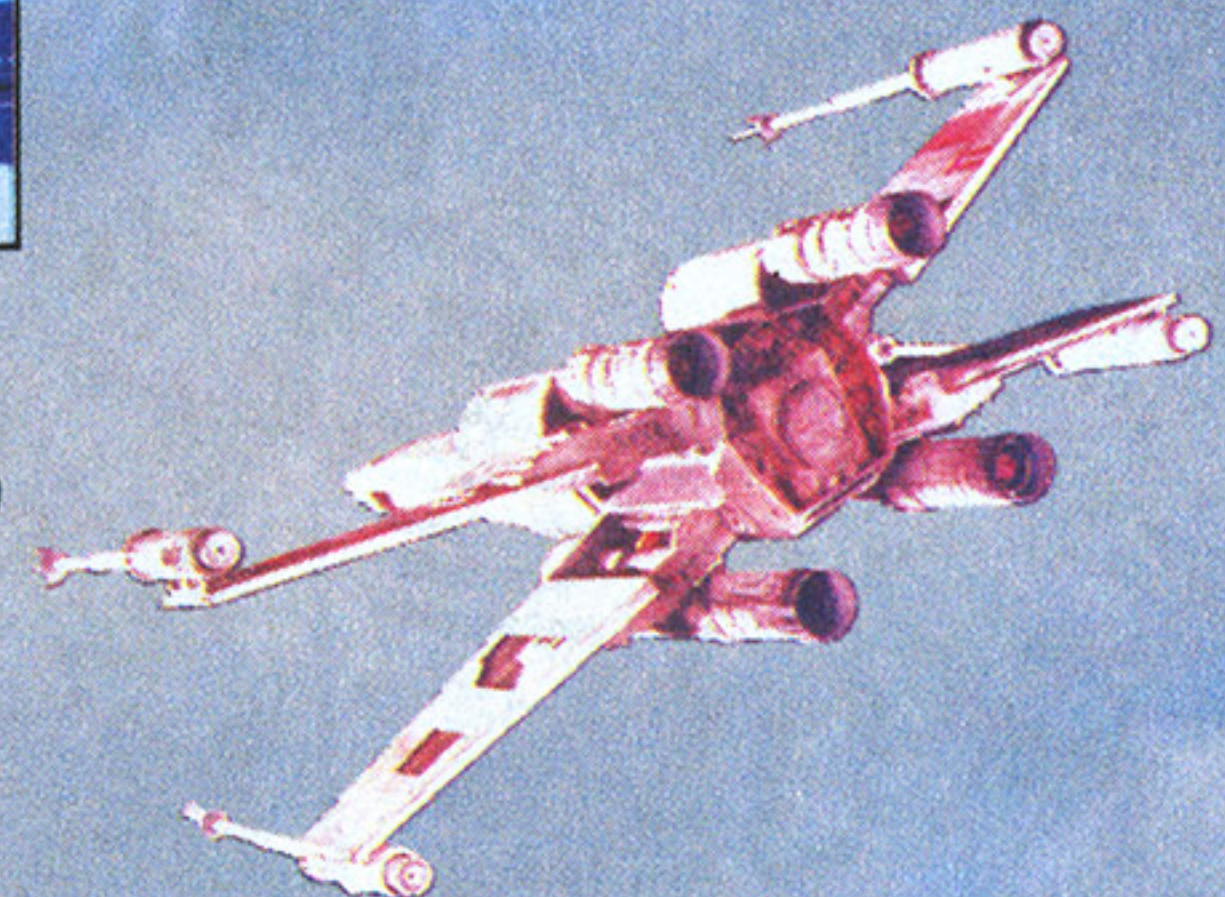
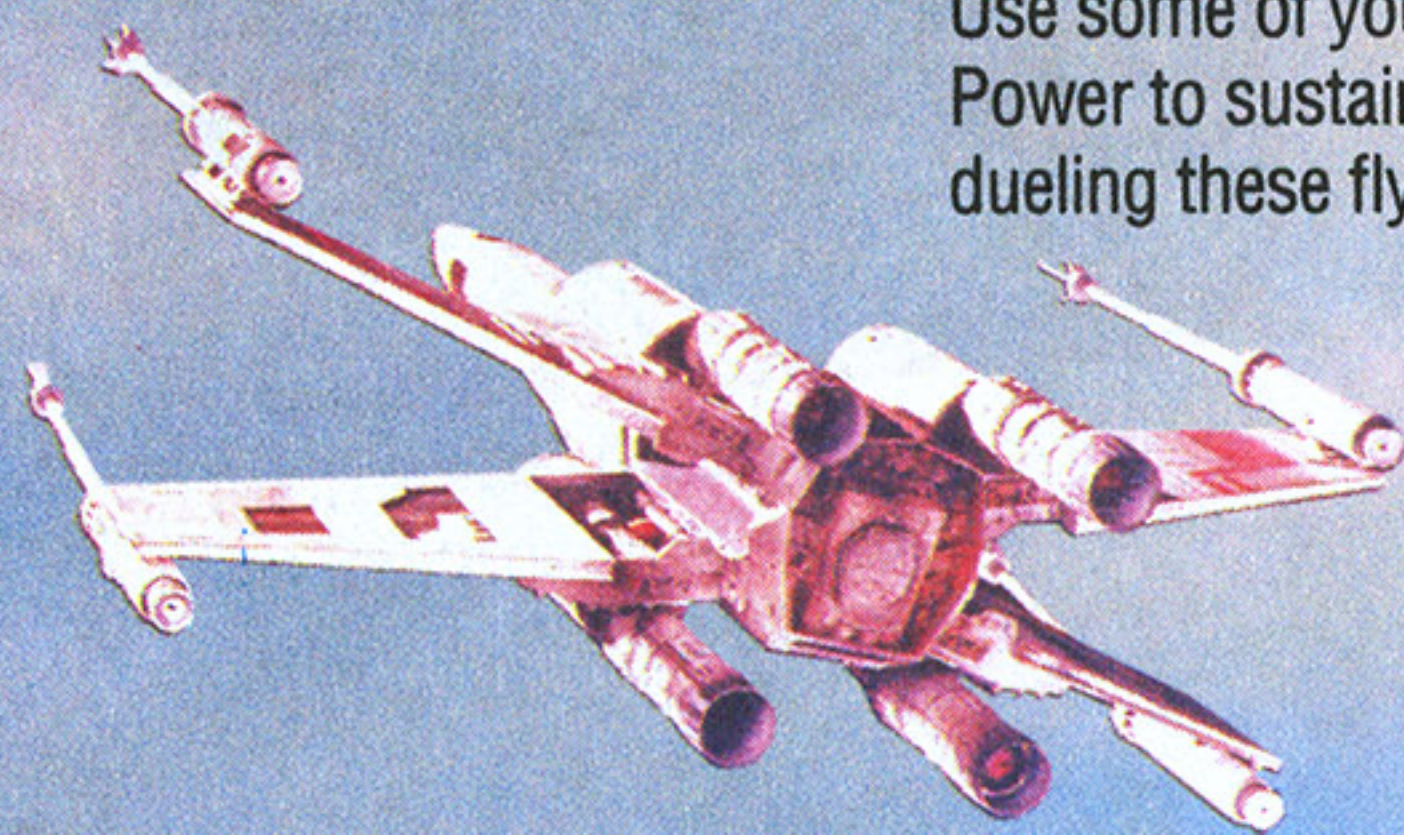


Like Vader, the Emperor is most vulnerable when he's flying or aiming his shots away from you. Jump in swingin'!

LEVEL 19
Falcon's Flight



Your priority is to avoid hitting the sides of the Death Star as you blast through with the *Millennium Falcon*. Don't worry about the fighters that occasionally appear. Use Buttons L and R to spin the screen and punch Button B to boost your speed.



BEAT THE EMPIRE'S BOSSES!

LEVEL 2 Outside Jabba's Palace



Super Jump over the boss's twin-prong attack and swing at each bulbous head in between their electric charges.

LEVEL 5 Rancor Pit



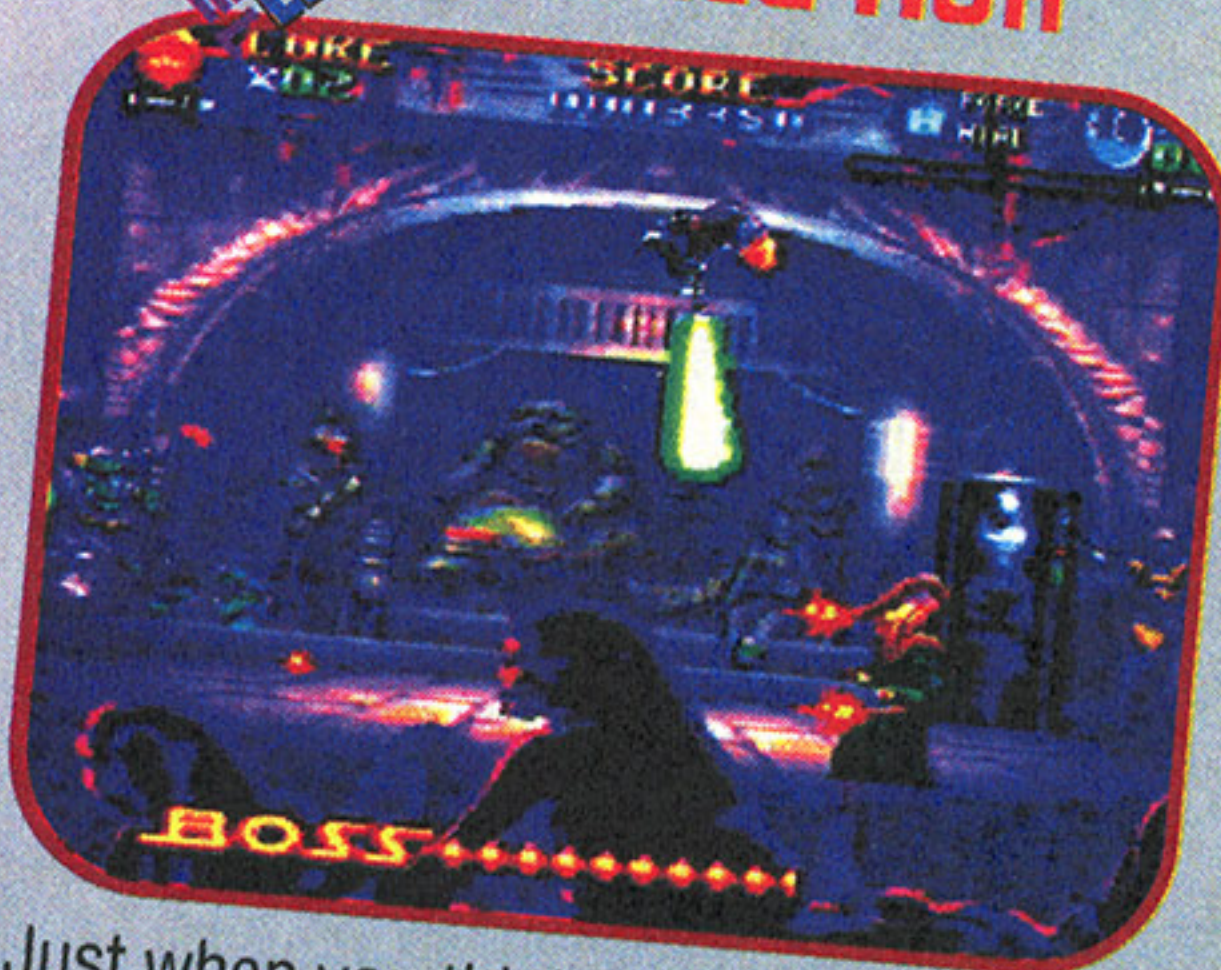
The Rancor Pit beast shoots fire and makes boulders fall on you. Defend yourself from both attacks with your Deflect Force Power. Hit him on the main part of his body, not on his arms.

LEVEL 7 Jabba the Hutt



This bloated boss tosses small creatures and whips you with his tail. Watch out for his charges, too. Blast his minions and fire at his body as he retreats.

LEVEL 3 Dance Hall



Just when you think you've nailed this small, creepy boss, he vanishes and reappears. As Chewie, beat him using your Fireball Spin or, as Luke, continually recharge your health with the Heal Force Power.

LEVEL 6 Sail Barge



Just before the Sail Barge boss whips his chain at you, he looks away, giving you a split second to time your jumps.

LEVEL 9 Ewok Village A

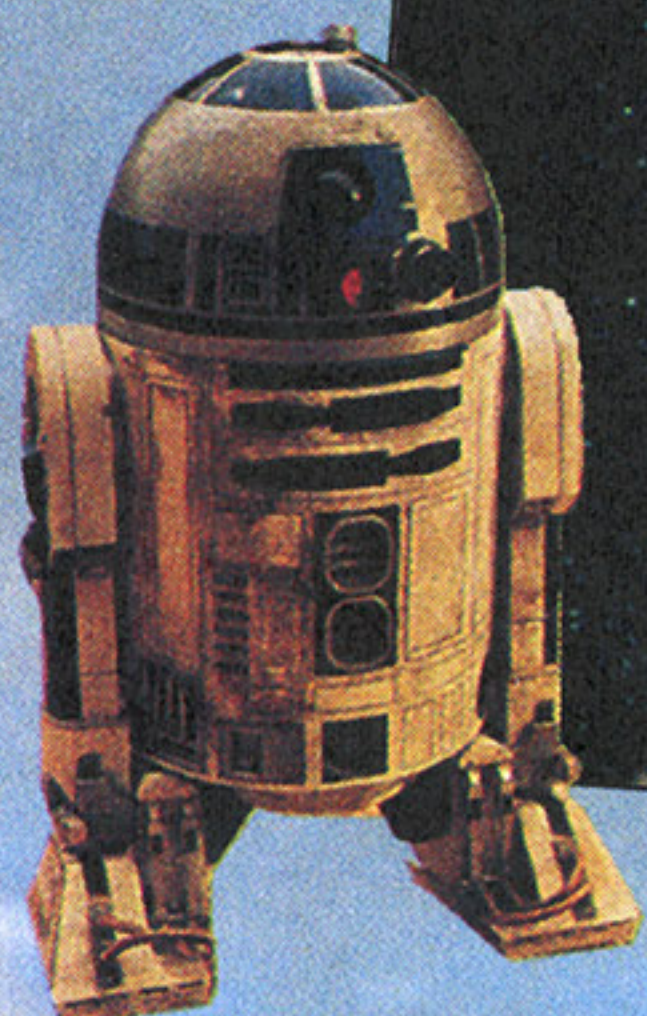


First take out the Stormtroopers on the bridge, then Super Jump over this flying boss. Pelt him with arrows from behind.

LEVEL 10 Ewok Village B



This boss pulls standard charge-and-fire attacks. Jump over him and shoot safely from the edge of the screen.



LEVEL 11
LEVEL 11
LEVEL 11
LEVEL 11

Endor



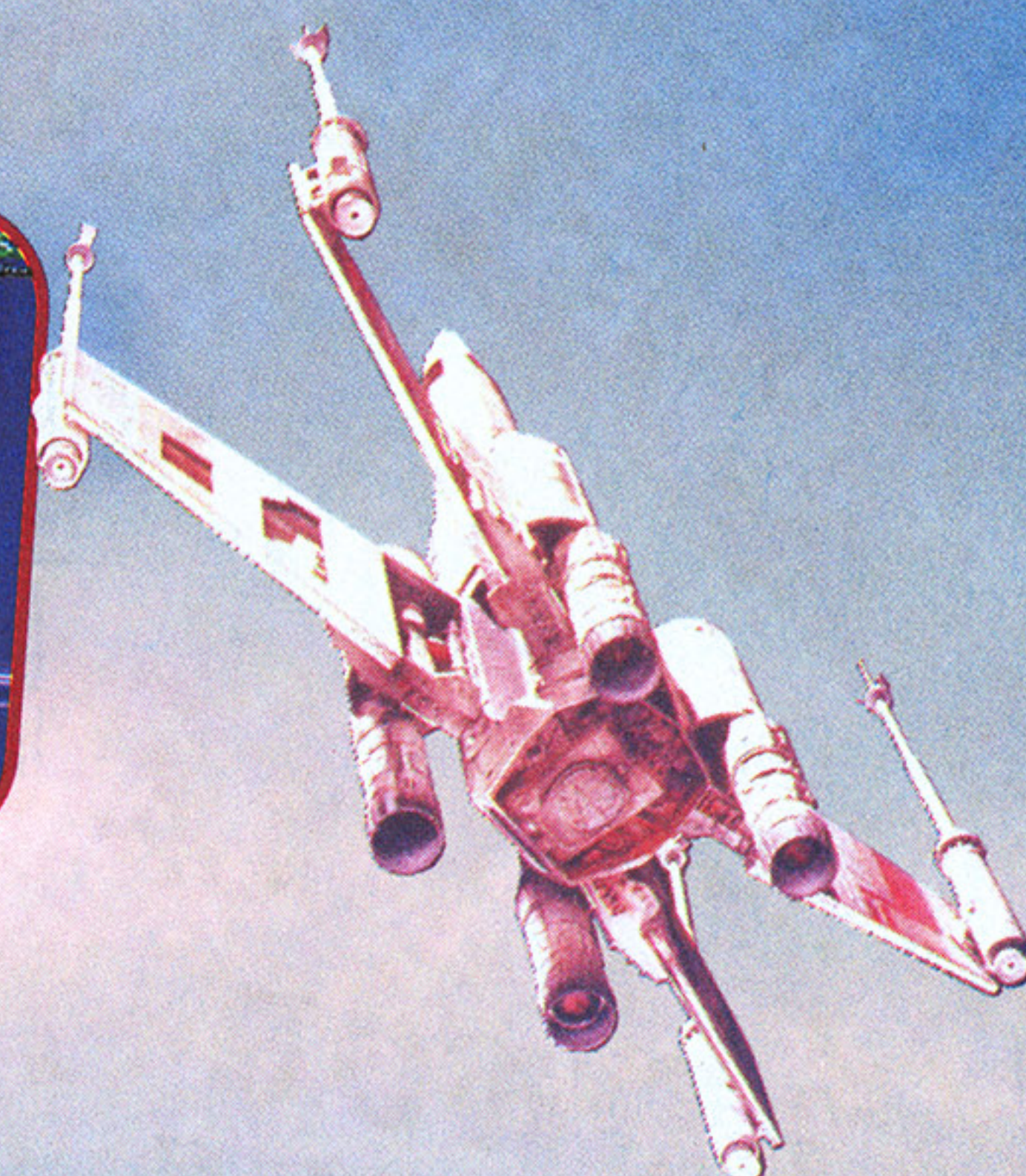
As you battle the two mobile bosses, watch for the bombs that periodically fall from the ship above. The bombs don't have much range, so it's easy to dodge their small explosions.

LEVEL 17
LEVEL 17
LEVEL 17
LEVEL 17

Darth Vader



Use your Deflect Force Power to block Vader's attacks. He's most vulnerable when he's flying above you.



LEVEL 18
LEVEL 18
LEVEL 18
LEVEL 18

The Emperor



The Emperor has several ways to finish you off. Jump quickly to new platforms to dodge these lightning bolts.



Worse than the bolts are the open holes he creates in the platforms that you stand on. One fall, and it's good-bye! Fight from the topmost platform so you'll have a place to land if you fall through.

LEVEL 13
LEVEL 13
LEVEL 13
LEVEL 13

Power Shield



The trick to beating this boss is staying on the moving platforms. His horizontal shots are easy to dodge, and he doesn't need a lot of hits to go down, but if you fall off a platform even once, you're a goner. Keep moving so you're harder to hit.

Coda Me, Yoda!



Still strugglin' through the galaxy? These Pro Action Replay codes (not Game Genie codes) should give you a turbo boost:

Unlimited lives 7E01B203

Invincibility (weapons, beasts, and bosses can't hurt you, but watch out for cliffs) 7E0C5824

Pass Me Those Passwords!



We'll be giving you all the passwords in an upcoming issue. Meanwhile, here

are enough to keep you moving all around the game, including one that rockets you right into the final level:

- Level 2: RLGQMN
- Level 3: ZJLMRJ
- Level 4: LZLKJF
- Level 6: QZNFPP
- Level 9: QYXYHB
- Level 19: ZZSTXZ

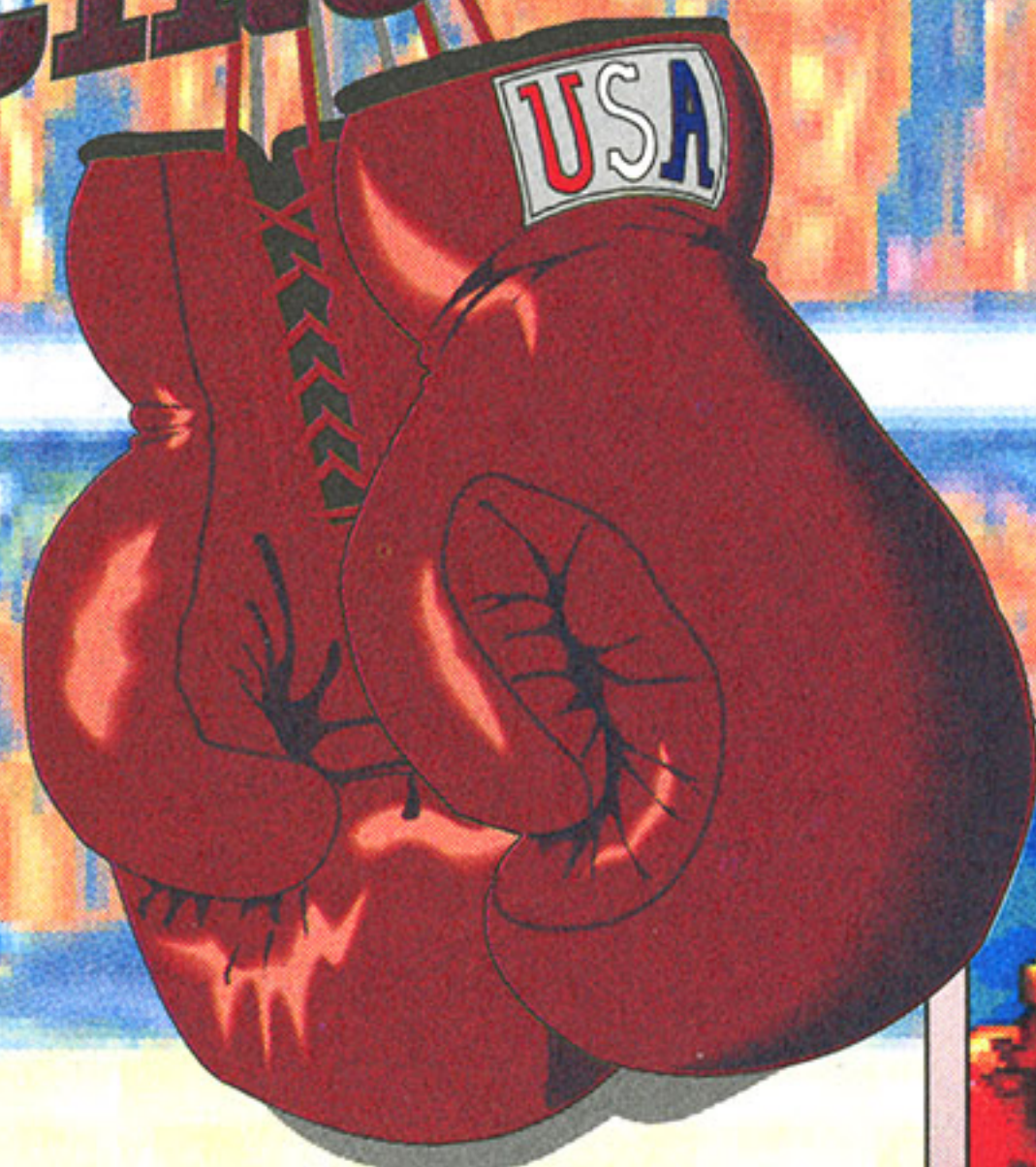
SUPER NES

Slugging It Out in Super Punch-Out!

Suffering from a black eye? Busted nose? Cauliflower ear? With this strategy guide as your trainer, you can save yourself some damage.

By Manny LaMancha

MINOR CIRCUIT



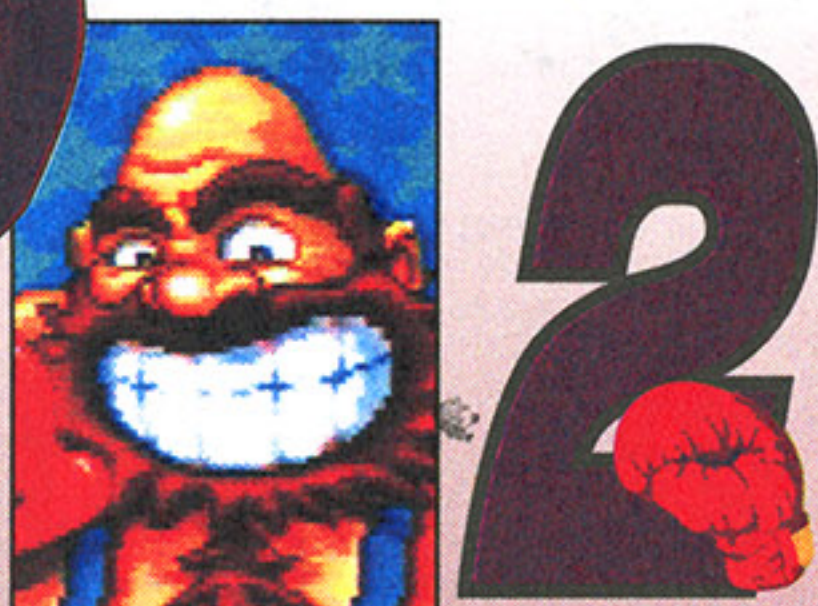
Gabby Jay

Your first foe is an old wimpy fighter, but if you don't assert yourself, you'll end up flat on your back. When you hit him, he counters with a punch. Duck to the side, then pummel him with a few shots. When his shoulder dips, a punch is coming your way. Use a KO punch when you have an opening.



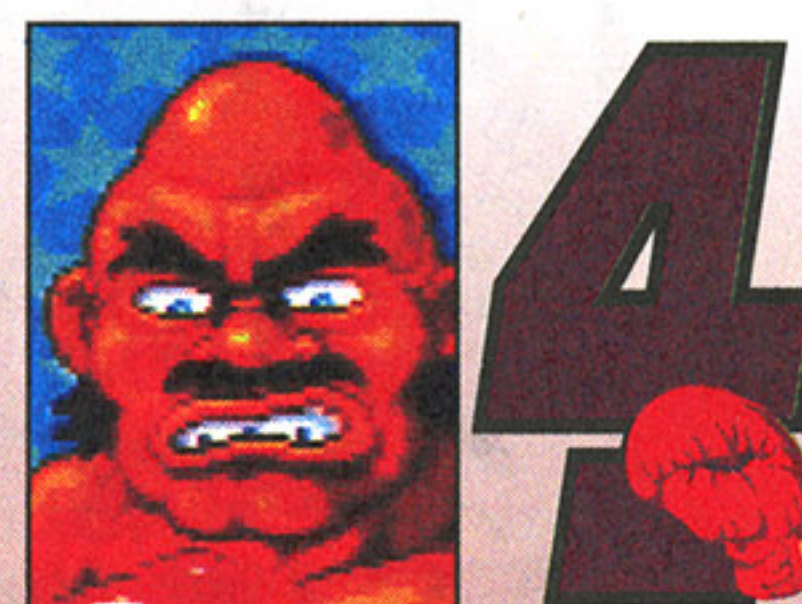
Piston Hurricane

Piston fights tough, but once you know his strategy, you can take him out quickly. Pace yourself by putting a punch in here and there and dodging when he takes shots at you. When he backs up to ready a flurry, use your blocks to squelch the threat, alternating high and low blocks by pressing Up on the control pad. He closes with a powerful punch that's easily dodged.



Bear Hugger

Bear Hugger's immense, but he's pretty easy once you find his weakness. His stomach isn't it – he'll just stick out his tongue and give you a raspberry. Pop him in the face and when his hands fly up to crunch you, hit Down to duck. He leaves himself open to damage, so go in for the kill. Watch out for his occasional jabs.



Bald Bull

Wait for Bald Bull to swing at you, then unleash three or four punches – one stomach punch followed by a flurry of fists to the face usually works. Keep up your onslaught until he gets mad and drops back. When he heads toward you again, he'll take two hops, then unleash a nasty punch on his third. Greet his third hop with a stomach punch – a super one, if you have it – to do a lot of damage.



Super NES Game ProFile Super Punch-Out! (By Nintendo)

NOT YET RATED

Super Punch-Out! brings one of the most popular NES games to the Super NES and greatly improves it for the '90s. You take your boxer against 16 fighters through four different circuits (the last is a special hidden division), trying to find each opponent's weakness.

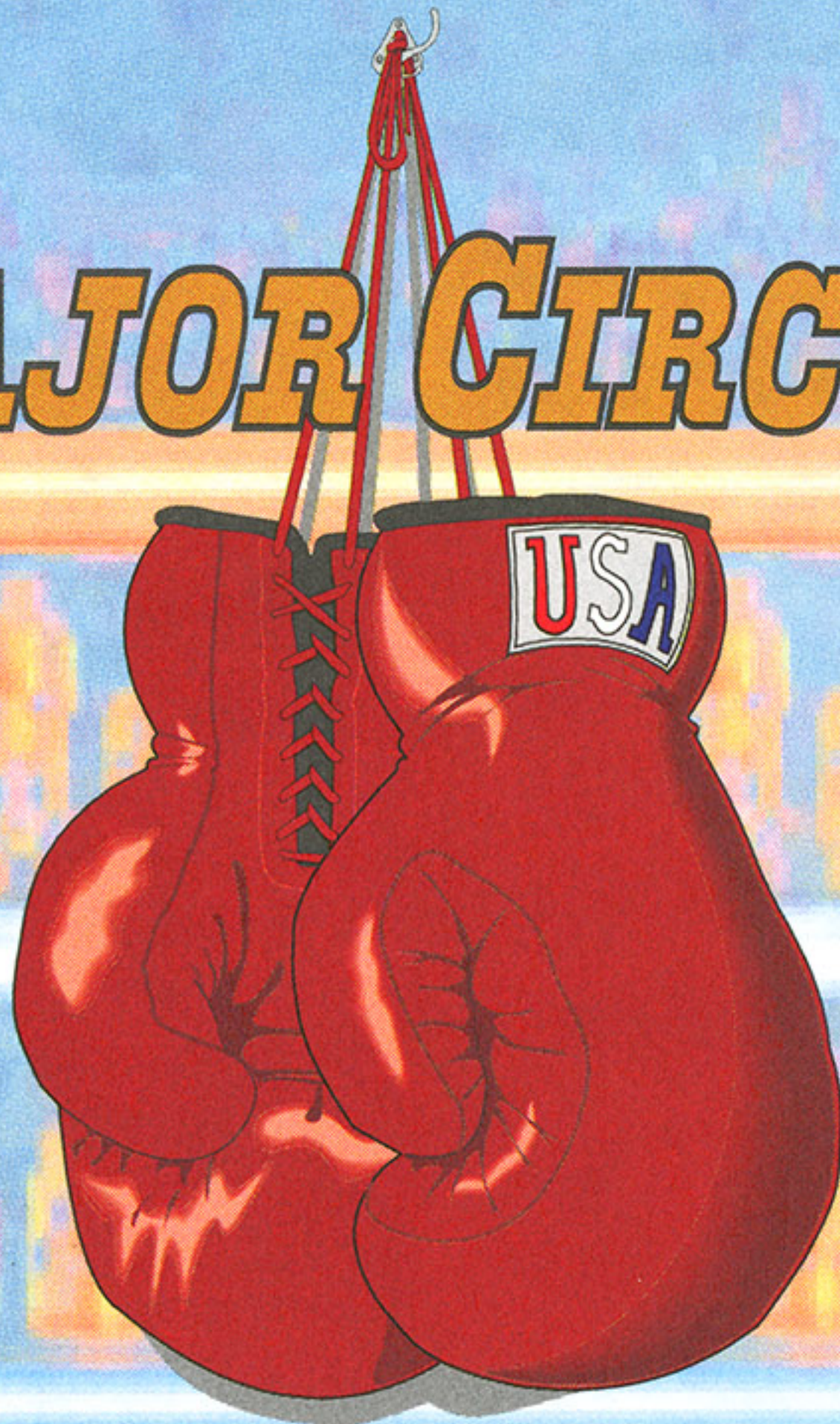
This strategy guide gives you the lowdown on what you can expect from each foe and how to clobber them to become the all-time champ!

Graphics	Sound	Control	FunFactor	Challenge
4.5	4.0	5.0	5.0	INT. Intermediate

\$59.95
24 megs
Boxing
1 player

16 opponents
Behind-the-boxer view
Battery save

MAJOR CIRCUIT



4

Mr. Sandman

Don't get too greedy with Sandy. Wait for his punch, then return fire with one or two punches. His power-packed uppercut comes after he shuffles his feet. He also signals his other knockout blow, the triple-hit combo, by quickly bobbing up and down just before he unleashes it. When he delivers it, quickly duck three times, then unload on him. If you can pace your hits without getting tagged, you can trade your regular punches for super punches. After he's knocked down twice, he becomes really difficult to beat, serving up more combos and fewer openings.



1

Bob Charlie

Take out Bob with a strategy that's similar to the one you used on Bald Bull: Wait for him to telegraph a punch, then pound him a few times. Bob also drops back, then charges you. Dodge to the side and cover him with punches. During a match, he may throw out two quick hooks, but they can be absorbed with low blocks.



2

Dragon Chan

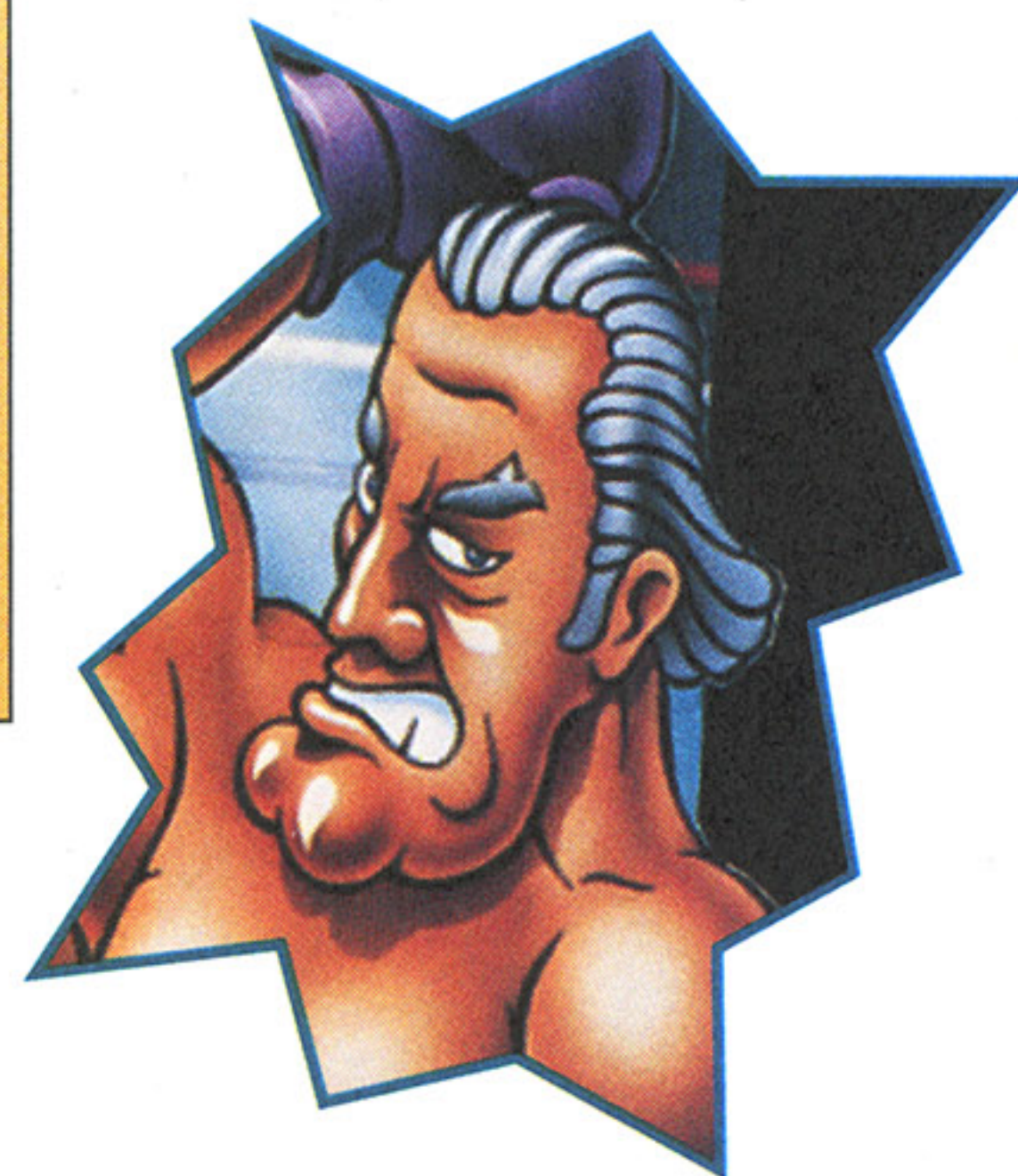
Dragon puts up a much harder fight. First, you must learn the timing of his punches. Once you have that down, you can dodge his blows, then counterpunch him hard enough to send him flying onto the ropes. Duck when he ricochets across to the other side and comes at you. Finally, after a knock-down, you have to dodge his kicks. Dodge to the side opposite of where he's standing. When his image doubles, he's about to regenerate his health, so hit him before he can regroup.



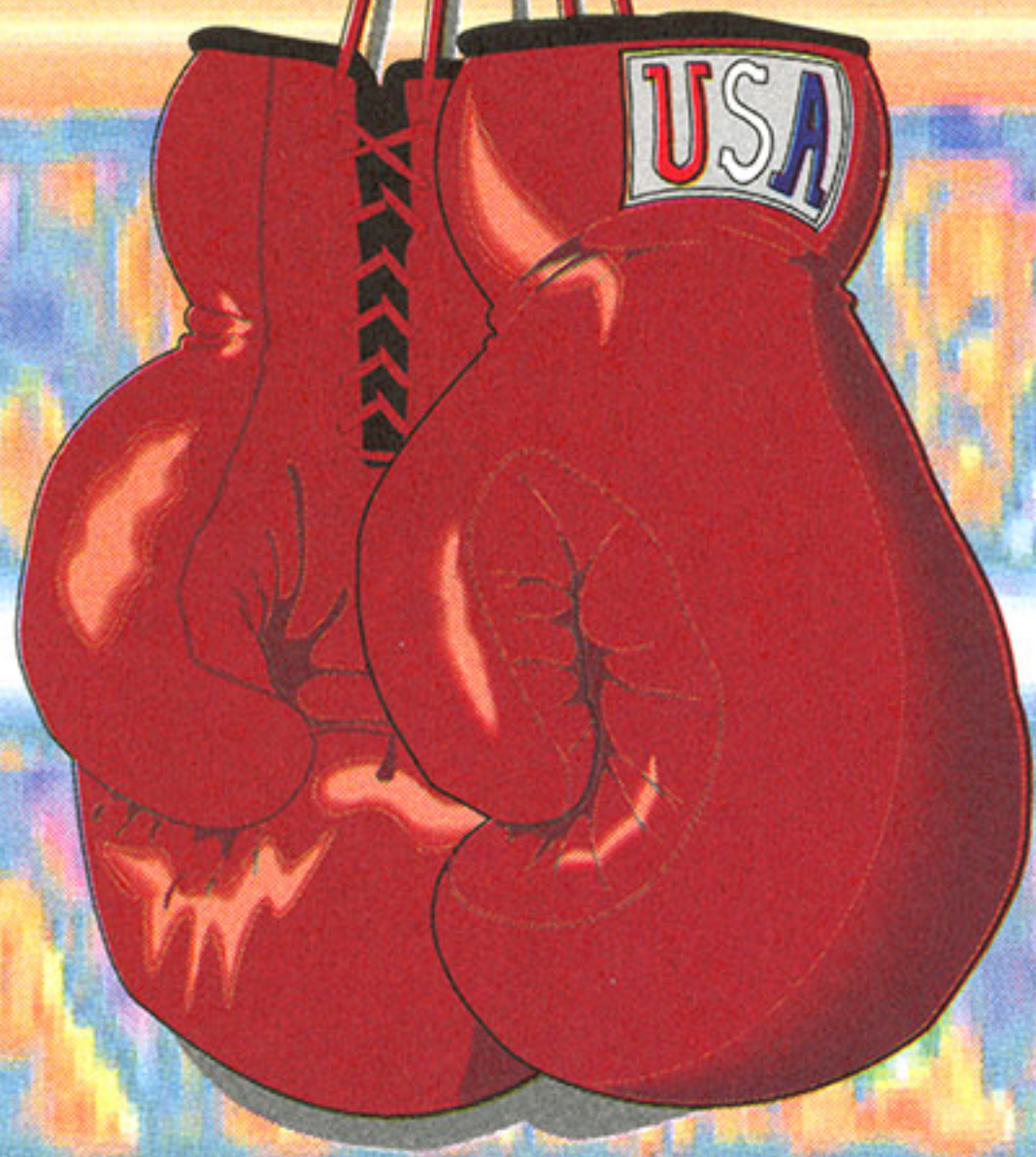
3

Masked Muscle

More pro wrestler than boxer, Masked Muscle has some nasty tricks up his sleeve. Mainly, they come in the form of spitting in your face, which blinds you and leaves you temporarily unable to fight. Learn his pattern and dodge each punch. His combo, a couple of punches followed by a vicious head butt, is particularly devastating. Dodge all three blows, then take advantage of the opening after he misses by delivering your own combo.



WORLD CIRCUIT



1

Aran Ryan

This Irishman puts out pairs of jabs and a booming uppercut from a crouch. He also has an up-down combo like Piston Hurricane that you'll know how to evade. After he's been punched a few times, he starts the combo again; the first one begins with a low punch, and his second flurry starts high. Use only your rapid KO punch, or he'll bear-hug you and squeeze some of your health over to his side. Chip away at him as quickly as possible, or you'll risk a Time-Out win for Ryan.



2

Heike Kagero

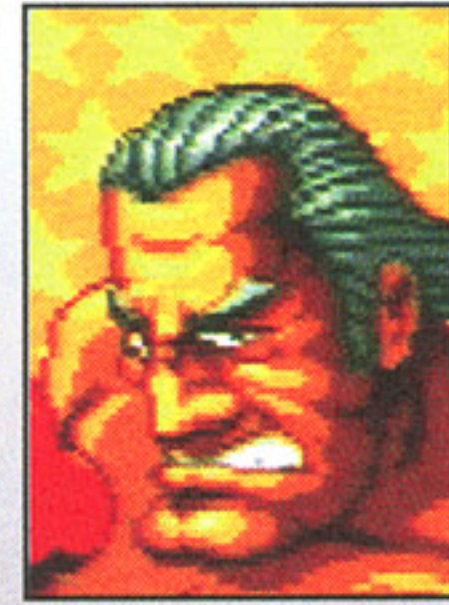
At only 120 pounds, Kagero should be an easy mark, right? Don't count on it. He has some quick uppercuts, but if you dodge them, you can tag him consistently. Keep an eye on his hands because he gives away most of his punches in advance. Also, he uses a weird hair-swinging attack; first dodge left, then duck to counter it. During the course of the match, be ready with three high blocks whenever Kagero shuffles his feet. The fancy footwork precedes an uppercut that leaves him open for some hurtin'. After any knock-down, he returns with an uppercut, so be ready to duck and slug away.



3

Mad Clown

First, dodge the Clown's combos, then attack. Duck under his clubbing backfist to save your health. Don't bother with his stomach; like Bear Hugger, he just shrugs off belly blows. When he rocks back and forth, he'll throw his arms up, lock his gloves onto your face to drain your health, and quickly toss you to the side for a KO punch. Duck the first move to break the chain. When he juggles, he tosses a pair of balls at you; move to the open spot to avoid getting hurt, then duck under his follow-up glove pounding. After you've knocked him down twice, it's show time: Block high three times, low once, high three times, then dodge the uppercut.



4

Super Machoman

This preening pugilist packs some punch in his...well, punch. Watch his combos and wait until he's done before taking a shot at him. Also, the advice he gets from outside the ring can help you. Exercise A is all high punches, Exercise B is low punches, and Exercise C is all uppercuts; block the first pair of exercises accordingly and duck from the uppercuts. Machoman also wiggles his glove before a wild, windmilling roundhouse punch, but you can duck it if you're fast enough. If he pulls his arm way back, he's doing the same move, and if he misses, he continues around for another quick swing.



READY FOR MORE?



These guys are tough enough – can you make it through the dozen without a loss? If so, you'll take on the four boxers who make up the Special Circuit. Go for it! Otherwise, you'll end up in the locker room with your head hanging low.



Now Available At
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ARCADE

Kill or Be Killed!

KILLER INSTINCT

If you're going to beat this hot arcade fighter, you need basic Instinct! Here are some preliminary moves from an early version of the game.

By Bruised Lee

BASIC CONTROLS

Backgrounds



In some backgrounds, such as the Bridge and Chateau levels, the ground raises in the corners. If you're cornered, standard blocks won't protect you from your opponent's low or regular hits.

In backgrounds like the Rooftop level, the rooftop rotates when you reach the edge of the screen. If you're not ready for the sudden movement, it can completely disorient you.



Use the level to your advantage. Some of the backgrounds scroll in such a way that you can go anywhere in a level, even move great distances apart, despite your opponent's position.

The view scales in and out when you move. This scaling makes it possible for you to toss an extremely long-range fireball, then toss two or three more and follow them in, despite the usual postfireball lag time.

Rounds



Instead of the standard round system where characters fight one round, then begin the second with equally full life bars, Killer provides each player with one long life bar – but only displays half of it. You defeat a foe when you destroy half of their life bar.

This gives you a big advantage in round two, since your opponent begins with only half of their life power and you begin with whatever remains of your total life power.

Last Chance



If your opponent can't pull off the fatality quickly enough, you can wiggle the joystick and slam the buttons to escape for one last chance to beat them.

Low Blows

If you're in a crouching face-off with your attacker, hold Down-Away, tap Fierce Punch, and you execute a high move that they can't block low. From there, roll into a combo.

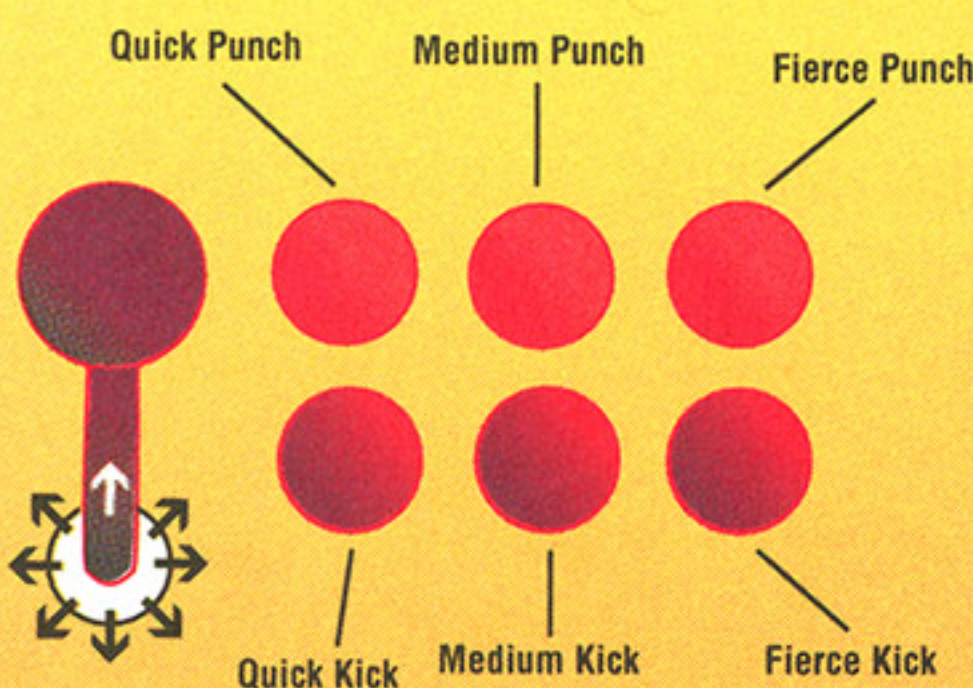
New Combo System



Killer's combo system uses an auto-second design: When you hit the right sequence of buttons, a combo automatically executes. Prepare for your next move while the combo's executing.

Each character has their own set of combos and unique combo breakers, which enable you to bust out of a multihit combo for an offensive attack.

Controller Legend



↑ = Up
↗ = Up-Toward
→ = Toward
↘ = Down-Toward
↓ = Down

↙ = Down-Away
← = Away
↖ = Up-Away
FK = Fierce Kick
FP = Fierce Punch

K = Press any Kick Button
MK = Medium Kick
MP = Medium Punch
P = Press any Punch Button
QK = Quick Kick
QP = Quick Punch

Motion = Move the joystick in one continuous, smooth motion.

Tap = Tap the directions indicated in sequence.

Charge = Hold the direction indicated for the number of seconds indicated.

Close = The move must be done when close to the enemy.

Rapidly = Hit the indicated button rapidly.

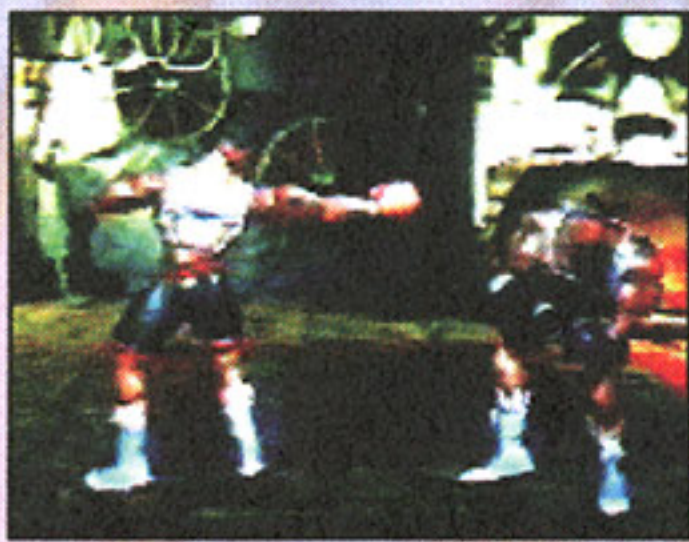
() = Execute commands in parentheses simultaneously.

Special Note: All techniques are described under the assumption that your character is facing to the right. If they're facing left, reverse any Toward and Away commands.

T.J. COMBO

SPECIAL TECHNIQUES

Swinging Backhand



Charge ← two seconds,
Tap →, QP

Double Roll Punch



Charge ← two seconds,
Tap →, MP

Charging Punch Attack



Charge ← two seconds,
Tap →, FP

Straight Knee



Charge ← two seconds,
Tap →, QK

Flying Knee



Charge ← two seconds,
Tap →, MK

Knockdown Knee



Charge ← two seconds,
Tap →, FK

Punching Bag



Tap QP rapidly (Close)

NO MERCY Number One



Tap →, →, →, MP



FULGORE

SPECIAL TECHNIQUES

Fireball



Motion ↓ ↘ → P. To toss
multiple Fireballs, Tap ←,
←, ↓, ↘, →, QP.

Uppercut



Motion → ↓ ↘ P

Teleport



To Teleport in front of
your attacker, Motion
← ↓ ↘ P.

To Teleport behind
your attacker, Motion
← ↓ ↘ K.

Reflector



Motion → ↘ ↓ ↘ ← P

Claw Charge



Charge ← two seconds,
Tap →, K

Laser Shot



Motion ↘ ↓ ↘ K

NO MERCY Number One



Motion → ↘ ↓ ↘ ← FP
(stand two characters'
distance away)



JAGO

SPECIAL TECHNIQUES

Fireball



Motion ↓ ↘ → P

Uppercut



Motion → ↓ ↘ P

Flying Kick



Motion ↘ ↓ ↙ K



NO MERCY Number One



Tap ←, →, →, QP (Close)

CHIEF THUNDER

SPECIAL TECHNIQUES

Fireball



Motion ↓ ↘ → K. To direct the Fireball up or down, push ↑ or ↓ as the Fireball flies across the screen.

Uppercut

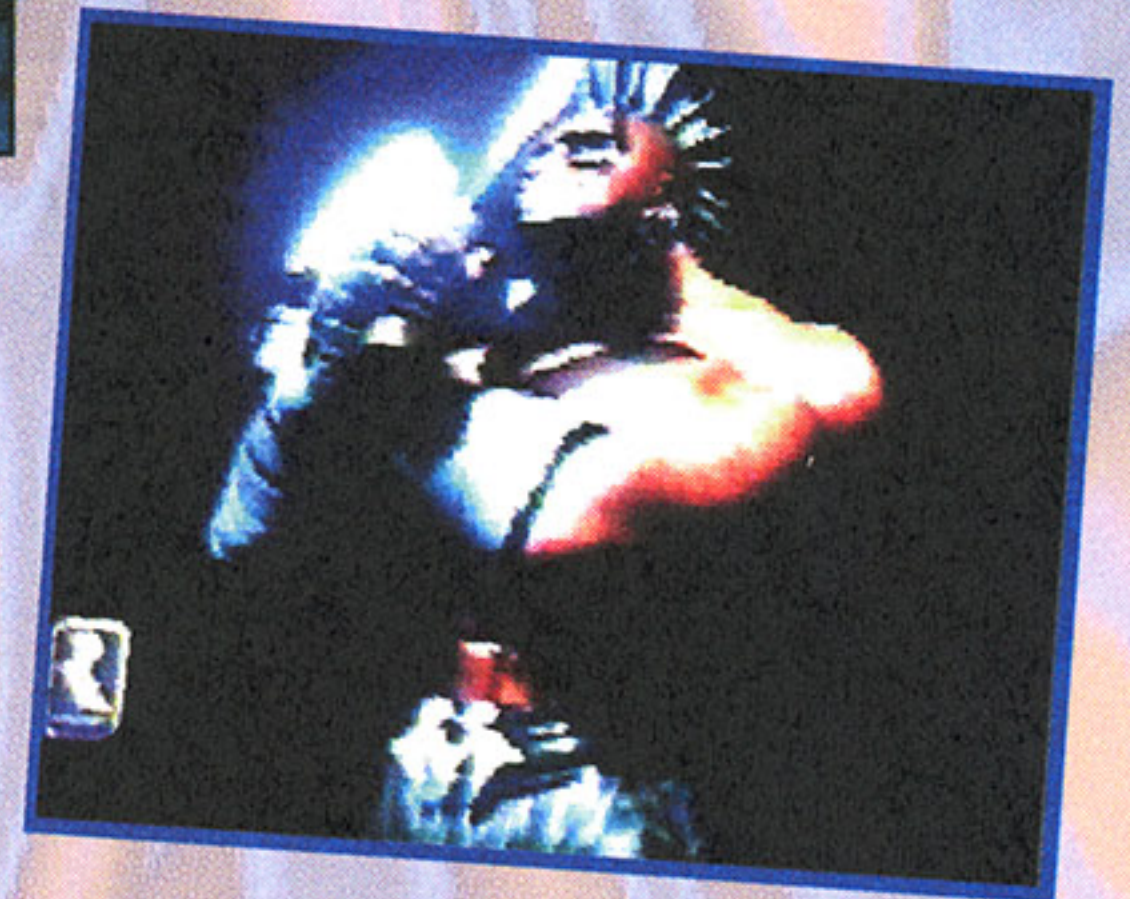


Motion ↘ ↓ ↙ P. While in the air, Motion ↓ ↘ → and P to plunge the axe into your attacker.

Spinning Axe



Charge ← two seconds, Tap →, P



SPINAL

SPECIAL TECHNIQUES

Fireball



Motion ↓ ↘ → P

Morph



As Spinal, you can morph into your opponent only when you're doing a combo. In the middle of a combo motion, Tap ↓, ↓, ↓ and then finish your combo motion. At the end of the combo, you automatically morph back into Spinal.

Collect Fireballs



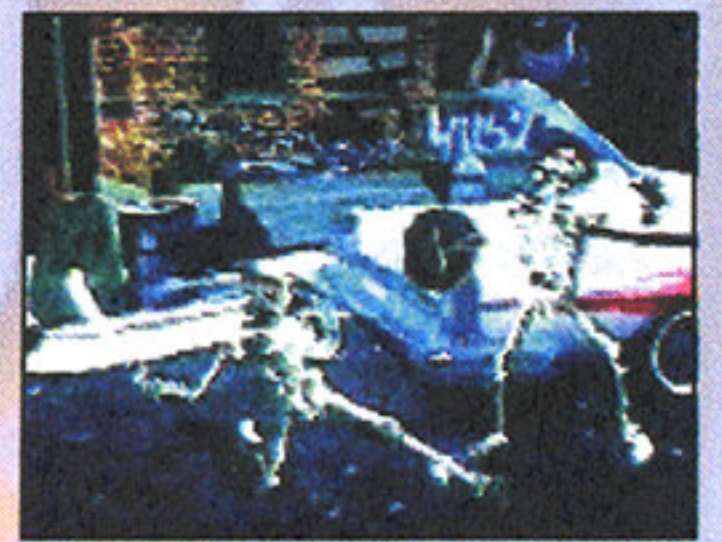
When your attacker tosses a Fireball, Charge ←, hold down QP. Your shield glows and collects your attacker's Fireballs. You can hold multiple Fireballs at a time.

Shield Charge



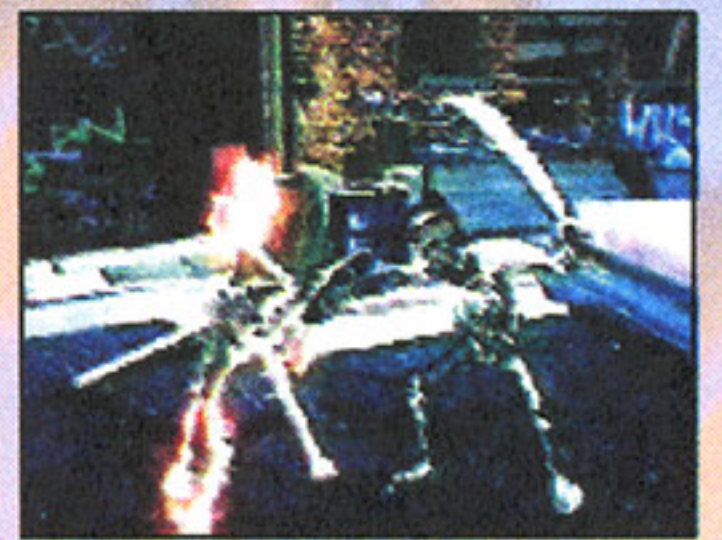
Tap →, →, P

Slide



Tap ↙, FK

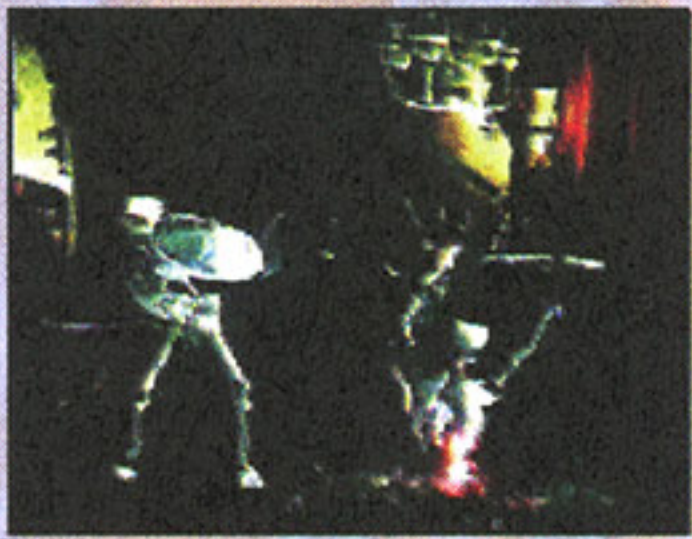
Teleport



To Teleport in front of your attacker, Tap ↓, ↓, and FP. To Teleport behind your attacker, Tap ↓, ↓, FK.



NO MERCY Number One



Tap ←, ←, ←, MK (stand one character's distance away)

SPECIAL TECHNIQUES

Teleport



To Teleport behind your attacker, Motion ↓ ↘ → QK

Bouncing Fireball



Motion ↓ ↘ → P

Shoulder Charge



Charge ← two seconds, Tap →, P



NO MERCY
Number One

Teleport Uppercut



Motion ↓ ↘ → MK or FK

Blade Arm



Motion ↘ ↓ ↙ QP (Close)



Motion ↓ ↙ ← QK



ORCHID

SPECIAL TECHNIQUES

Tiger Morph



Charge ← two seconds, Tap →, P

Fireball



Motion ↓ ↘ → P



Spinning Swords



Motion ↘ ↓ ↙ FP

Back Flip Kick



Tap ←, FK

Spinning Kick



Charge ← two seconds, Tap →, K

NO MERCY
Number One



Motion ↓ → ← QP (Close). After your attacker transforms into a frog, Tap FK to step on 'em.



RIPTOR

SPECIAL TECHNIQUES

Fireball



Motion ↓ ↙ ← P



Head Butt



Charge ← two seconds, Tap →, P

Air Fireball



Jump, Motion ↓ ↙ ← P

Flip Attack



Motion ↘ ↓ ↙ K

Flying Feet Attack



Charge ← two seconds, Tap →, K

CINDER

SPECIAL TECHNIQUES

Air Charge



Tap →, →, P. Jump to perform this move in the air.

Flame Torch



Tap →, →, K

Uppercut with Kick



Motion → ↓ ↘ K

Outline



Motion → ↘ ↓ ↙ ← QP. Projectiles can't hurt Cinder while he's in outline form.

Invisible



Motion → ↘ ↓ ↙ ← FP

Mini Flame Torch



Tap ←, ←, QP



Claw Roll



Charge ← two seconds, Tap →, QK

Howl



Motion ↘ ↓ ↙ FK. Perform this move before other moves to increase their power.

SABER WOLF

SPECIAL TECHNIQUES

Jump Attack



Charge ← two seconds, Tap →, FK

Spinning Claw



Charge ← two seconds, Tap →, P

Charge Uppercut



Charge ← two seconds, Tap →, MK

Fire Bat



Motion ↓ ↙ ← P



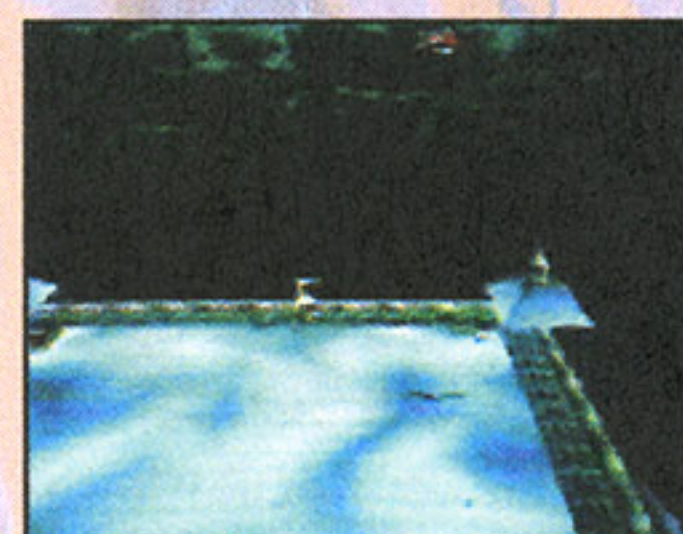
THERE'S MORE TO COME...

No Mercy



Each character has multiple No Mercy attacks. For example, Spinal's other No Mercy is: Tap →, →, →, QK (stand two characters' distance away).

Ultra Ending Combo



Each character has a combo that they can perform on their opponent only when their opponent is extremely low on energy. When you hear the low-energy chime, execute this combo. For example, Orchid's ending combo is: Charge ← two seconds, Tap →, FK, Charge ← two seconds, Tap →, FK. Orchid will automatically deliver roughly 20 hits!

UNCOVER THE ADVENTURE!

PITFALL: THE MAYAN ADVENTURE

OFFICIAL PLAYERS GUIDE FOR THE HOT NEW VIDEO GAME FROM ACTIVISION

WRITTEN BY COREY SANDLER

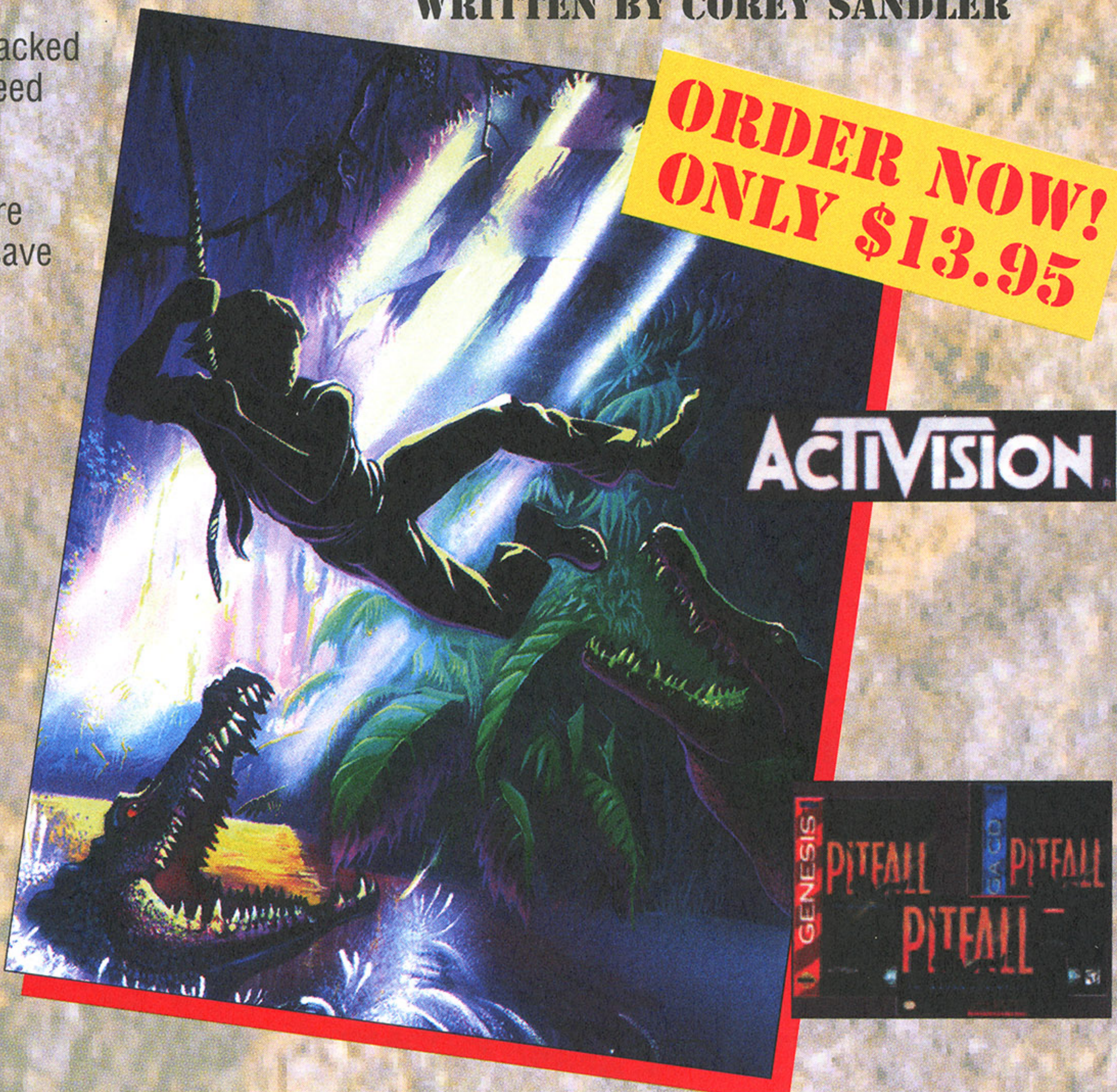
This strategy guide is jam-packed with all the secret tips you'll need to score big on Pitfall for the **SNES, Genesis, and Sega CD**. Embark on a mystical adventure through the Mayan Jungle to save your father from the ancient Mayan Warrior Spirit.

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3DO

The Unofficial John Spartan Strategy Guide to...

DEMOLITION MAN

By Tommy Glide

Mission 1: The Fortress

SHOOT TO KILL

Once you drop to the rooftop, you can forget about regular police procedure. Anything that moves wants to eliminate you. There are no innocent civilians here, so waste anything that moves.

SLY EYE

Keep an eye on your bullet count. Reloading takes time, and your best defense is a loaded gun. When you're down to around five bullets, use any pause in the action to unload the leftovers and slam in a new clip. You'll experience no reloading delays with power-up ammo, so grab it if you can.

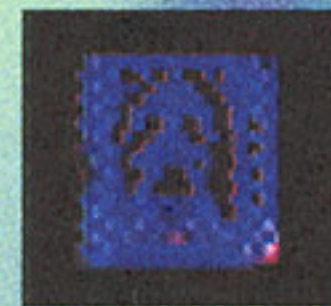
LEGEND



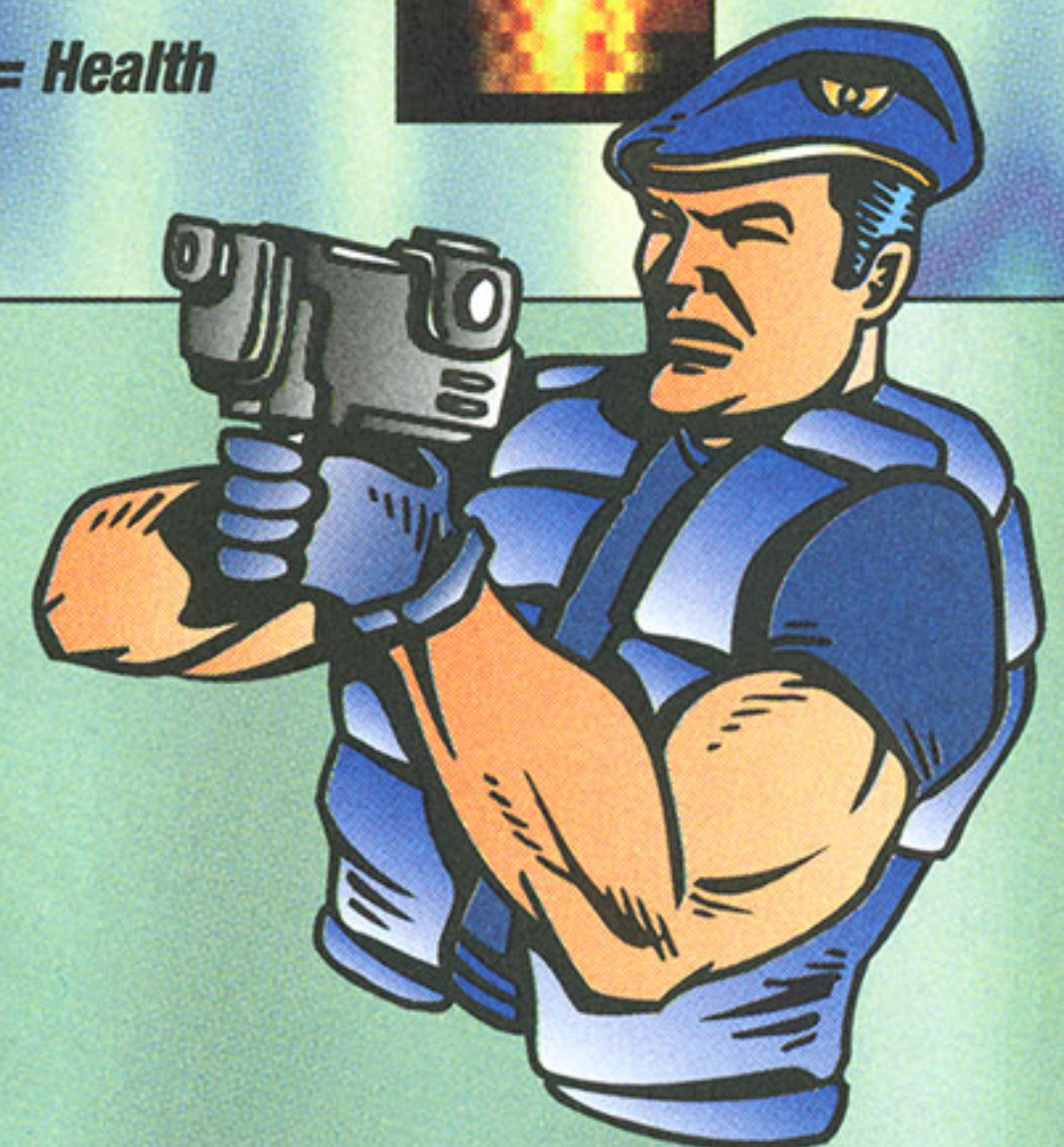
A = 1-up



C = Power Ammo



B = Health



3DO Game Profile Demolition Man (By Virgin)



You don't have to be a specialist to assume Sly's role; here's all the info you need to demolish this game!

Closely following the film's story line, this disc challenges gamers to shoot, drive, and fight through five intense missions. As John Spartan, you must bring down the sick and twisted Simon Phoenix the only way you know how - the Demo Man way.

Graphics	Sound	Control	FunFactor	Challenge
5.0	5.0	3.0	4.5	Adjustable

Price not available
CD
Action/adventure
1 player (2-player fighting levels)

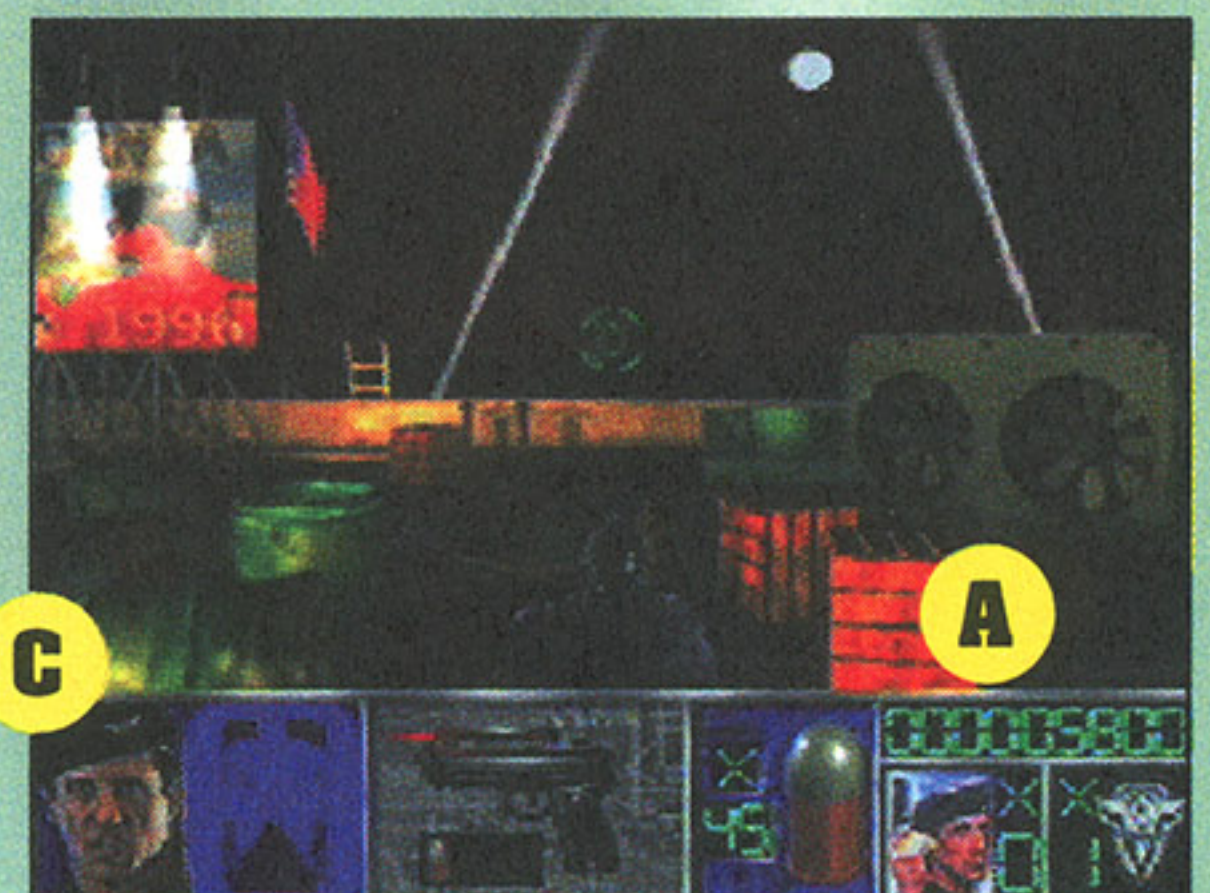
5 missions
Multiple views
Multiscrolling
Passwords

The Rooftop: First Stage



Plenty of health, 1-ups, and ammo are hidden on the rooftop. Go for them when no enemies are immediately on-screen.

The Rooftop: Second Stage



There's a grenade-tossing enemy behind the standing barrel. Shoot the barrel right away to rid yourself of the enemy and his pesky grenades.

The Rooftop: Third Stage



Blast the distant sniper just above the tail of the helicopter. Take any free moment to unload on the helicopter and blow it up before it launches, or it'll wipe you out.

Inside the Fortress



The sandbags offer no power-ups, but your enemies make good use of their protection.

Low Blow



When going hand-to-hand with Phoenix, use the highly effective crouching uppercut when he's in close.

Mission 2: The Museum

GUN CONTROL

You're thawed out just in time to visit the museum where Simon Phoenix is stealing weapons. Shoot objects around Phoenix but don't shoot him. To defend yourself, shoot down the weaponry he fires at you.

Dy-no-mite!



Shoot the dynamite to bring Phoenix out of hiding behind the TNT case.

Tanks for the Memories



When Phoenix activates this mini tank, blast it and its missiles.

Bombs Away



Phoenix is invulnerable when he's behind this heavy-artillery gun, so don't waste your bullets. Instead, shoot the bomb hanging from the plane over his head.

Panel Power



Shoot the control panel and continue blasting it until the pointy chandelier moves lower on the screen.

Eye of the Tiger



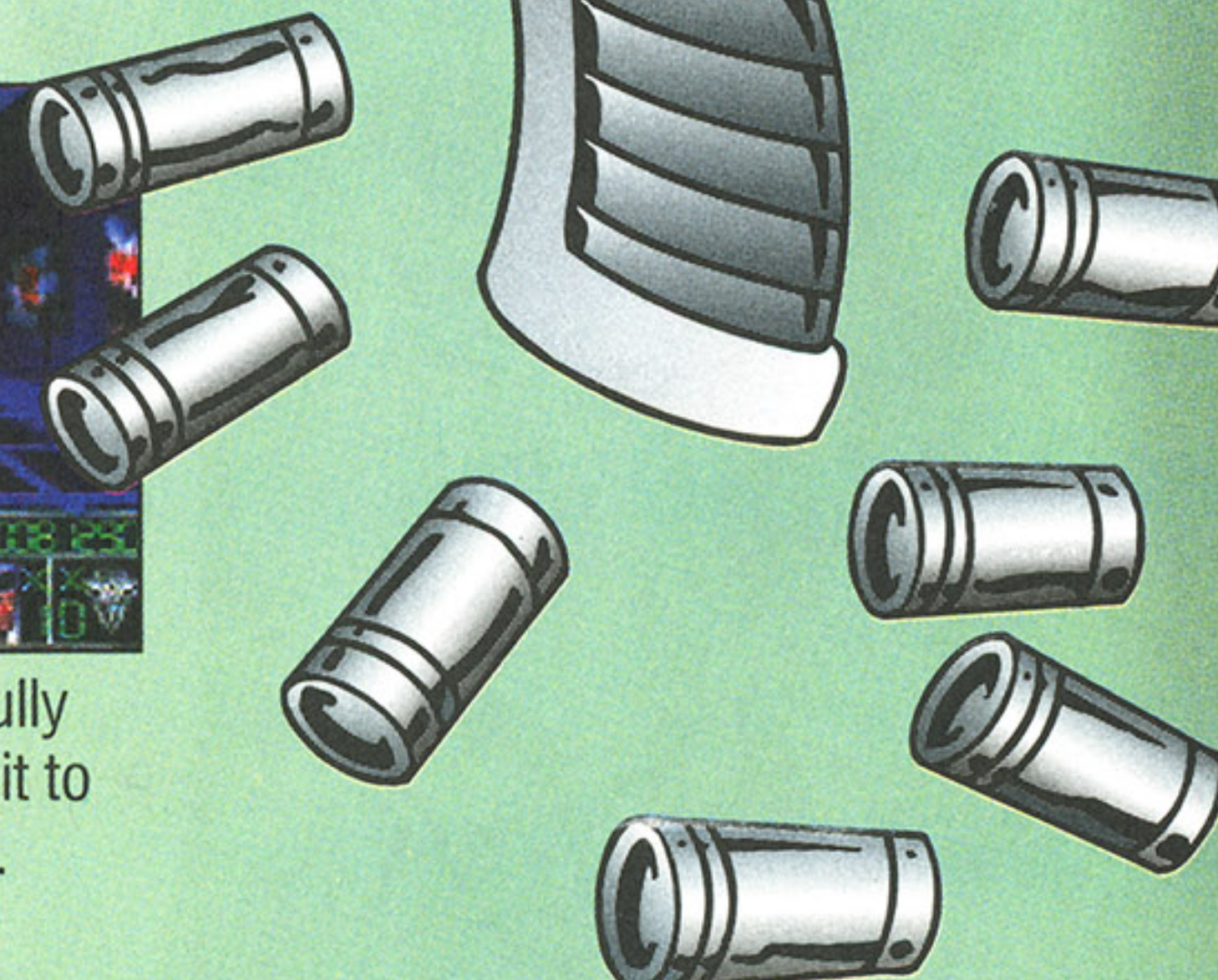
Use your high block and counter with a high punch when Phoenix moves in tight.



Need a Light?



When the chandelier is fully lowered, blast the top of it to make it drop on Phoenix.



Mission 3: The Tunnels

SOMEWHERE OVER THE RAMBO

Drop below the city streets in pursuit of Phoenix. Although it's tempting, don't run around blindly – especially around corners. Your objective here is to find the exit. The scanner is helpful for locating enemies, but it inhibits your view of the tunnels. Pop it up for quick looks and then put it away.

Endless Ammo



You'll take less damage if you shoot your opponents from a distance. Since you have unlimited bullets, unload them on the enemy.

Point of Reference



Clutter like this post ahead are good landmarks. Use landmarks as reference points when trying to find your way out.

Fiery Phoenix



If Phoenix gets in your face, fire rapidly at him. If he doesn't turn back, retreat to let him pass by. You can't take him out, so keep your damage low by avoiding confrontations.

Exit Stage Left



When you see a pipe to your right and a post ahead on the left, go straight to the end of the hallway and follow it around a few corners to reach the exit.

What's Behind Door Number One?



This red door leads out of the endless tunnels.

Pistol Perfect



It's back to the shooting gallery for the final stage in this mission. The bad guys will pop out more frequently, but the action's the same – shoot it if it moves.



Mission 4: Auto Pursuit

ROCKY ROAD

When Spartan climbs on the roof of the car, you'll become his partner, Huxley, and take control of the wheel.



Don't Pass Gas



Press and hold Up on the directional pad for maximum speed. The left lane is the easiest to drive in, but you must switch lanes to collect fuel. Make sure you hit the painted "fuel ahead" dead on. You'll need about a half tank (three or more refuelings) to beat Phoenix in the next stage.

Bumper and Grind



Phoenix is all over the road in the cop car just ahead. Get in the middle lane and aim for his bumper.

Boyz on the Hood



When you fight Phoenix on the hood, your fuel level works like a time meter. Running out of gas will cost you a life. Stand as close as you can to the edge of your car and hit Phoenix with continuous foot sweeps. Beating him this way is easy, but foot sweeps do little damage, so you'll need about a half tank of gas to knock him out.

Mission 5: The Cryoprison

FROZEN FELONS

Phoenix plans to free all his fellow psychotics from their blocks of ice. Stop him at all costs.

Been Here Before?



As in the Tunnels mission, use these objects in the hallways as reference points.

Follow that Creep



Phoenix gets really nasty here. To survive, avoid confronting him and follow him from a safe distance.

Radar Love



Once you've cleared out most of the attackers, use your scanner to track Phoenix. When he blips off the scanner, he's exited the stage, which means you're also near the exit.

Gray Area



The doorway is gray and blends in. You have to search carefully.

Heavy-Duty Henchmen



In this final shooting-gallery stage, the villains pop up everywhere. Stay alert.

The One-Two Combo



When Phoenix rushes in, throw a head kick and follow with a crouching uppercut to inflict heavy damage and knock him away.

Ice, Ice, Baby



The climatic freeze and decapitation fatality should have been part of the game. Instead, though, you get to watch. You may have already shelled out seven bucks to do that last year at the movies.



SECRET BONUS STAGES!

If you want to play additional secret levels like the Tunnels and the Cryoprison Hall you have to beat the game in the hard mode without losing a life. It's frustrating to get there, but it's worth it.



JAGUAR

SAVE YOURSELF FROM

WEAPONRY

Button 1: Hand-to-Hand Combat



Use your fists only as a last resort in close-range combat.

THIS STRUGGLE WITH VICIOUS HELLIONS IS NOT WITHOUT BLOODSHED. IF YOU HOPE TO SHED MORE OF THE BAD GUYS' BLOOD THAN YOUR OWN, LET US GUIDE YOU SAFELY THROUGH DOOM'S BATTLEFIELD.

By Manny LaMancha

Button 5: Rocket Launcher



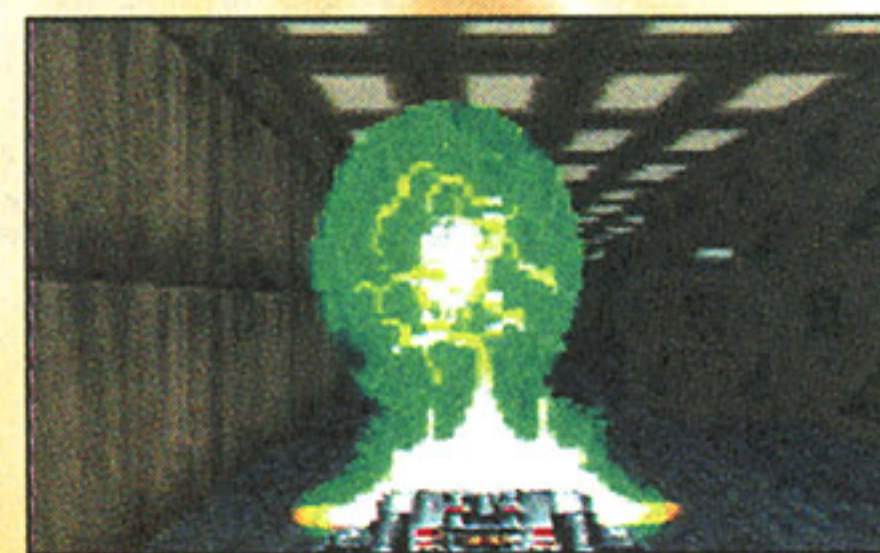
The rocket launcher is a strong weapon, but if you use it too close to a wall or enemy, you'll take damage.

Button 6: Plasma Rifle



The plasma rifle's rapid fire cuts through enemies with its electric pulses.

Button 7: BFG 9000



The BFG 9000 winds up slowly, so don't use it if you have to fire quickly. However, it takes out a wide spread of opponents – even when they aren't in your line of fire.



Jaguar Game Profile

Doom

(By Atari)

NOT YET RATED

Hades' minions have invaded the solar system through a portal and decimated your fellow soldiers. You alone must save the universe from their onslaught. You're armed with only a pistol, but you can collect stronger weapons throughout the battle.

Join us as we demonstrate the basic strategies for beating Doom on the Jaguar. We've set the game difficulty in the middle at Hurt Me Plenty; if you set it differently, you may see fewer or more enemies. Don't dilly-dally....your Doom awaits.

Graphics	Sound	Control	FunFactor	Challenge
4.0	4.0	4.5	4.5	Adjustable

\$69.99
4 megs
Action

1 player
First-person view
Multiscrolling

Button 1: Chain Saw



The chain saw is another effective close-range weapon. With it, you can run quickly and slash enemies.

Button 3: Shotgun



The shotgun has a better spread, so it can take out a couple of beasts at a time, but there's a delay between shots.

Button 2: Pistol



The pistol's not very powerful, but it's all you have at the start until you find better weapons.

Button 4: Chain Gun



The chain gun's rapid-fire capability gives you your first taste of power.

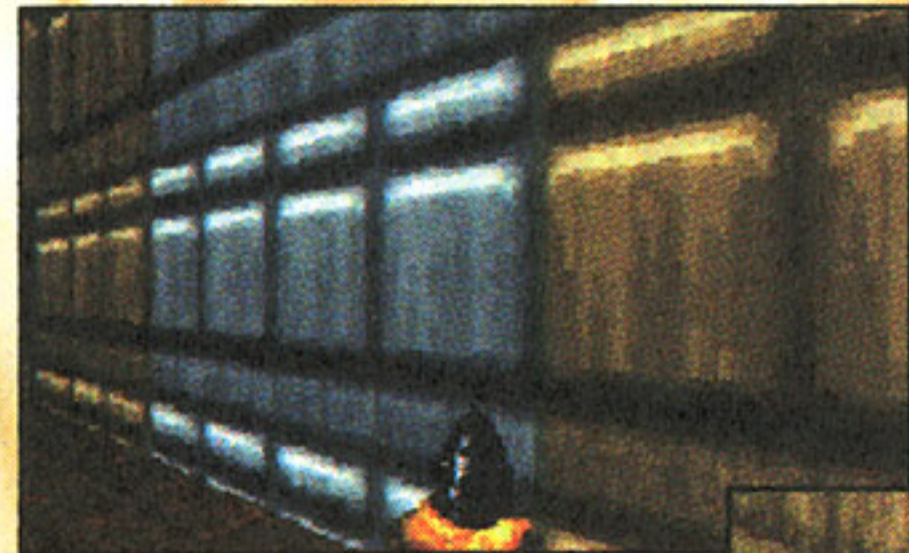
LEVEL 1



Take the opportunity in the opening level to learn how the controls work. Blast a few barrels as target practice but don't get too close!



Here's a good place to work on sliding. Line up on the distant Imp and shoot. He retaliates by throwing fireballs. Instead of turning, hold down Button C and slide slightly to the right. When you slide back to the left, you can shoot again without re-aiming.



This discolored spot in the wall is obviously a secret panel. To open it, press Button C as you walk along the wall.



Yep, that's a chain saw up there. Flip the wall switch to bring it into your reach.

LEVEL 2



Enter the door to the right of the starting point, then climb the stairs and get rid of the soldiers. Then head left to find the red key (the first one you need). It opens the door on the first floor to the left of the starting point.



Enter the red door, then head right and flip the switch on the pillar in the toxic room. The switch opens a door to the left of the red door, which leads to a twisty maze with blinking lights, lots of bonuses, and many bad guys. Exit straight through the red door.

LEVEL 3



This level is tricky because it has two exits – each takes you to a different level. The first exit requires you to get the proper keys to unlock the door to the right of the starting point. Be careful that you don't fall into the toxic fluid across from the start – there's no way out of it.



This room has two walls that lower for a short time, then shut. You have to reach the walls before they shut. You first hear the walls opening when you walk by this pillar, so the trick is to run by the pillar, circle the room, then dash through the closing walls into a secret room. You'll find power-ups and other icons inside.

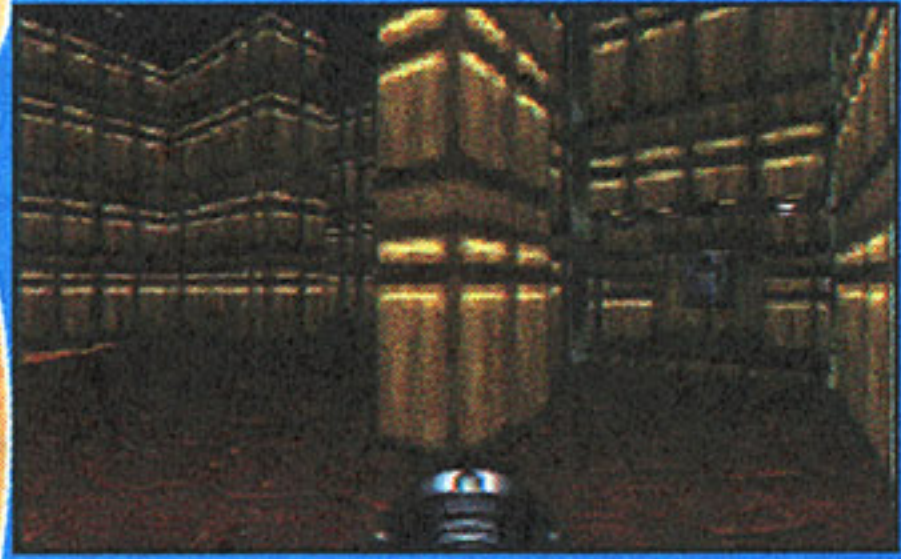


The secret room also hides a door in the toxic waste. Cruise the toxic river to enter the door. Inside, you find a switch that creates a bridge back at the beginning of the level. This bridge leads to a secret door and another exit that zips you to Level 24.

SECRET LEVEL 24



The only way to Level 24 is through Level 3. When you enter Level 24, you see an enclosed area filled with Imps. They won't bother you unless you stand still. Take out the perimeter guys, then blast the barrels in the enclosure to take care of the beasts. Next, take out the gunmen coming up each of the four stairways. Then head to the stairway to the left of the entrance to find the gold key.



You're now at the stairway to the right of the entrance. This area is where you find the blue key. Flip the switch in the room at the lower-left side of the map. The switch unleashes a group of demons, but it also lowers the wall to the blue key.



You're near the end of the level, but you have to do some wading before you're finished. Drop into the ooze, then run around to the switch. You face a few more monsters, but if you trip the switch and run, you can exit through the hidden path to the end of the level.



DOOM



LEVEL 4



This level is filled with triggered traps. For example, if you ride up the elevator near the beginning of the level, there doesn't appear to be any danger. However, if you head around the perimeter, the door to the right of the elevator opens, revealing some nasties.

LEVEL 5



When you enter Level 5, cross the toxic waste to the room at the far right. Go through the wall that raises in the middle room to avoid plunging into a toxic pit.



The same goes for this courtyard that you cross next. When you get close to a door, all the surrounding doors open to unleash an army of Imps.



Head into the next room to pick up some bonuses. You can also destroy some creatures from the window vantage point.



Finally, watch for the onslaught of beasties when you exit the courtyard and turn right at the big bloodstain on the wall. The walls in the next room drop to unveil lots of power-ups, but you have to cut through the mutants first.

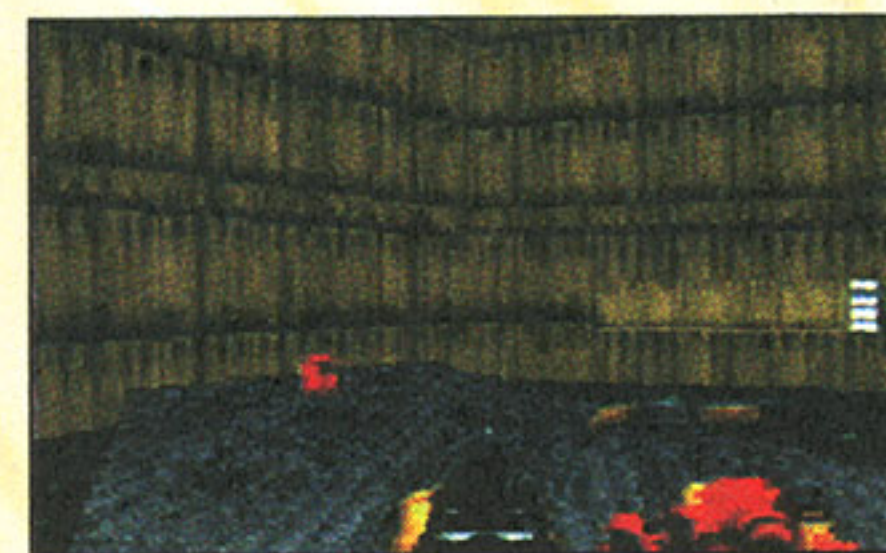


The left path reveals lots of hidden rooms – many filled with beasts. Some have timed doors, while others are secret passages. Check out areas you've already visited, like this new entrance off the toxic pool.



This Level 6 room, which is close to the exit, has a series of doors that open after you beat a group of enemies. You need to have nearly full health to get through this gauntlet.

LEVEL 6



This level is a test of endurance and of finding the keys. From the start, head to the right to find the red key – but be ready for trouble when you pick it up. Look for the red-coded doors to the left.

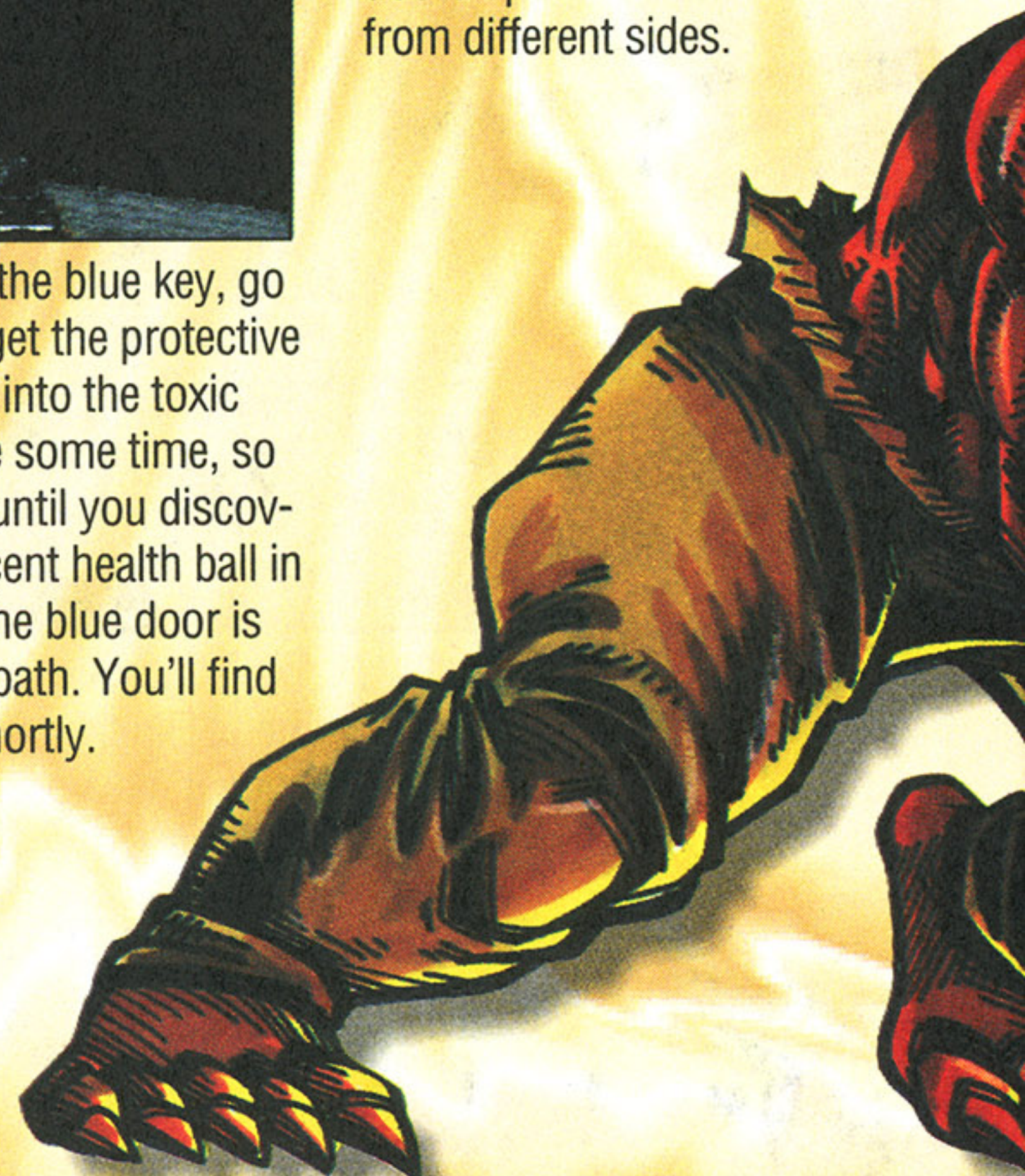
LEVEL 7

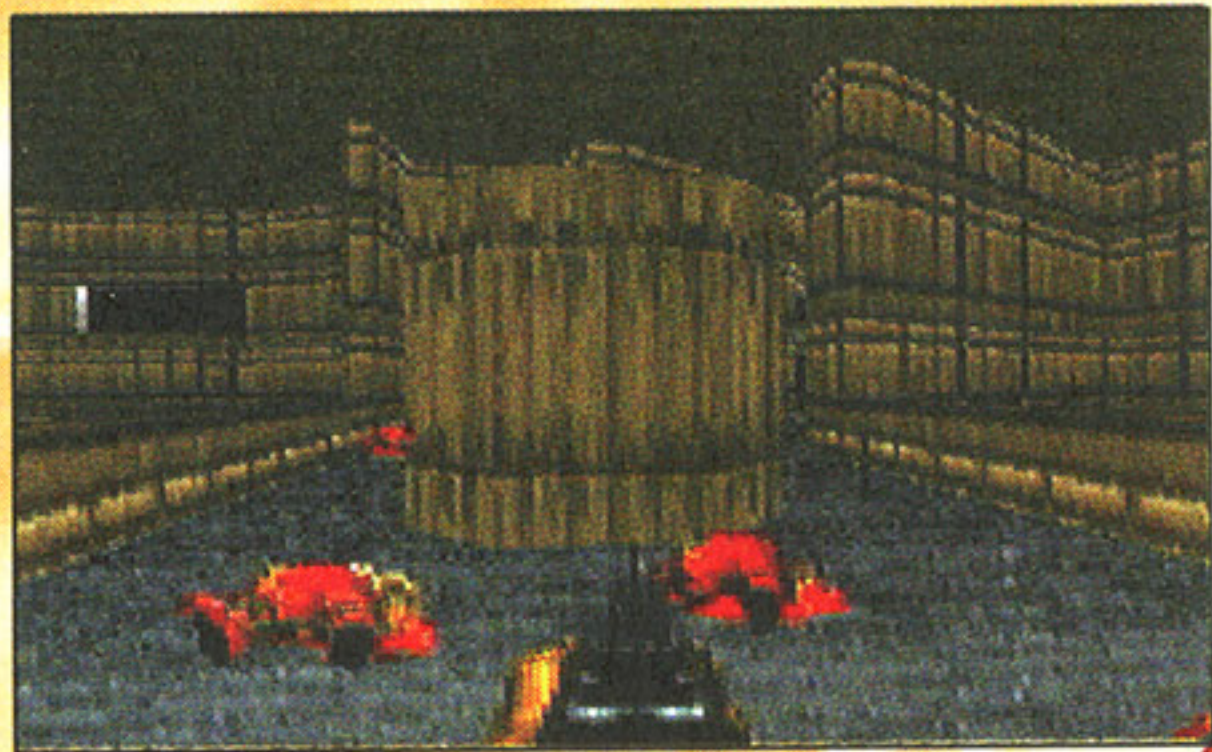


You'll have a tough time just getting out of Level 7's starting area. When you clear it, head left to collect the gold key by going up the elevator and working your way around the tier. You'll find gold doors near the elevator and to the right of the level's starting point. The doors open into the same area from different sides.

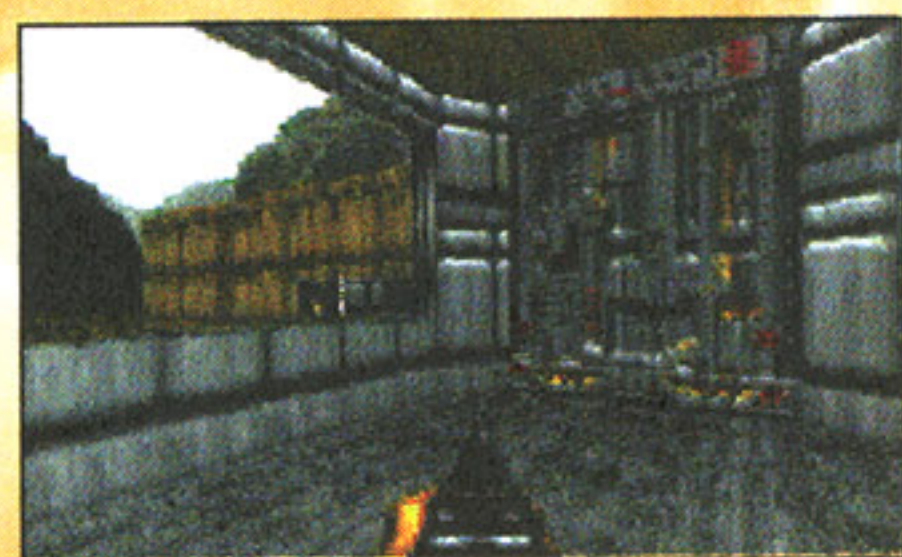


When you see the blue key, go to the right to get the protective suit, then drop into the toxic ooze. You have some time, so cruise around until you discover the 100 percent health ball in a side room. The blue door is off the middle path. You'll find the gold key shortly.





This pillar lifts you so you can jump off and land in the toxic waste, where you'll find lots of bonus stuff. One side has a radiation suit, 100 percent armor, and 100 percent health, while the other side has ammo and weapons.



Get the blue key, which is inside the red door near the level's beginning, but beware of attacking monsters before you open the red door. Pass through the off-colored panel inside the room to find 100 percent health outside, then enter the blue door. You can't open the next door, so head to the right to find a switch that opens it.



Here's an example of the mutants' stupidity. At the start, you open the door and see a bunch of enemies and barrels in the distance, like a triangle of bowling pins. If you stay a safe distance away, a foe is bound to spot you, fire, hit a barrel, and cause a chain reaction of explosions that splashes blood all over. Easy, eh?



Cruise the hallway, gather up the supplies, go up the elevator, then take your time moving around this big room. If you get too close to the doors, they'll open and reveal two gnarly Barons from Hell. They're hard to beat.



After triggering the Barons' appearance, run quickly to the right corner before they can follow you. Ready your most powerful weapon, like the rocket launcher, skim the wall, and move to the side of the Barons' platform. Back up and fire at them when they come out. Slide to the

side slightly to avoid their return fire, then fire and repeat the sliding action. When they're finished shooting, blast the barrels from a safe distance, then blast 'em from the other corner. When both Barons are gone, the rear walls will drop to reveal the exit door. Don't forget to pick up the 100 percent health in the Barons' house. You've earned it.



Don't hang out under this doorway near the beginning of the level. It saps your strength. Head through the door and get the blue key before you go through the transporter.



If you destroy these guys below, you won't have a nasty surprise when you make your next transportation. A wall drops down with nasties on it. The Demons' carcasses are what you want to see.



This rendezvous in Level 9 is your first meeting with Cacodemon, so you'd better be good at moving and shooting. Constantly shoot him with the chain gun or plasma gun to prevent him from returning fire. You don't have much room to work, so keep him as far away as you can.

LEVEL 10

LEVEL 11

LEVEL 12



This level's challenge is mainly intense mazes and a ton of murderous Imps. Be enterprising in your battle strategy: Shoot these exploding barrels from above to get rid of the creatures below with little risk to your health.



If you want some nice bonuses, hit all three switches in this room. But first you'll face a slew of attackers.



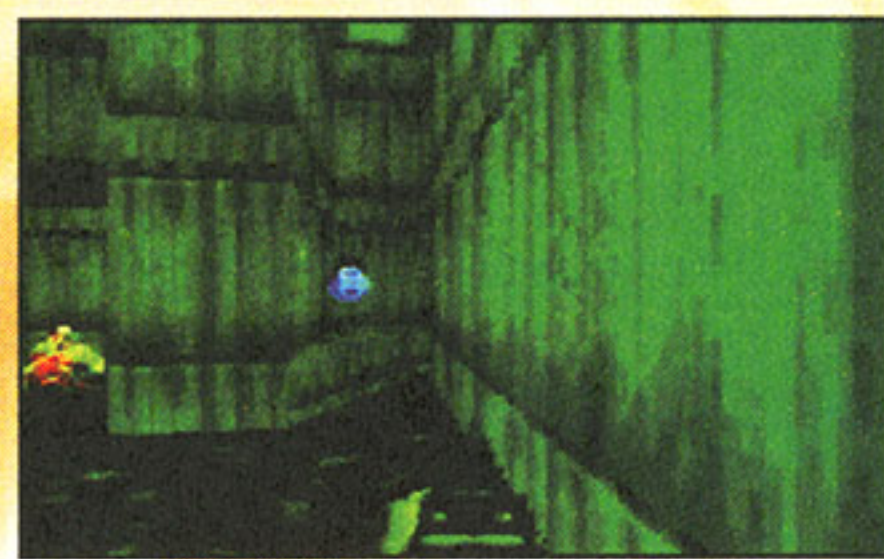
After getting the gold key, you can swing back to the beginning of the level to open a room that'll net you a chain gun. Flip the switch to make the lava and column disappear.



Like Level 10, this one is a twisted labyrinth that forces you to work hard to survive. From the get-go, you have to dispatch two tough Cacodemons, which can be done from a distance. Just keep shooting and dodging.



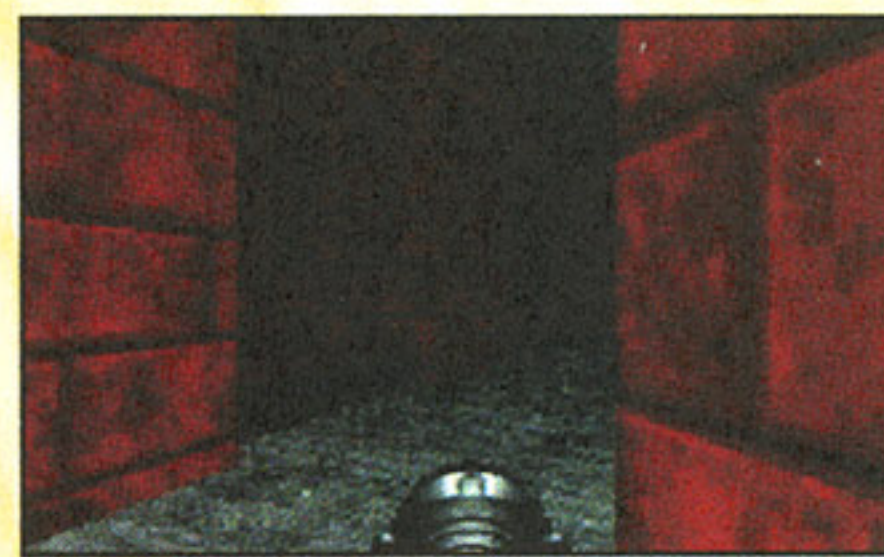
Because the maze is so twisty at this point, use your map to get through. Keep your eyes open for all the booty in the small intersections.



If you want to risk it, you can get a radiation suit in this section, then find the 100 percent health icon that's down the very thin corridor.



The map helps you through this level. The main challenge is getting past the various Cacodemons that abound, along with the other creatures (including a Baron of Hell). When you get into the big circle near the end, you'll find a small room with a skull switch. Also, after you transport, you may see the exit, but you may not be able to reach it.



Flip the switch, then quickly run out and to the left to clear the door before it closes.



Flip the switch opposite the transporter in this room to bring up the platform so you can exit.



LEVEL 13

DOOM

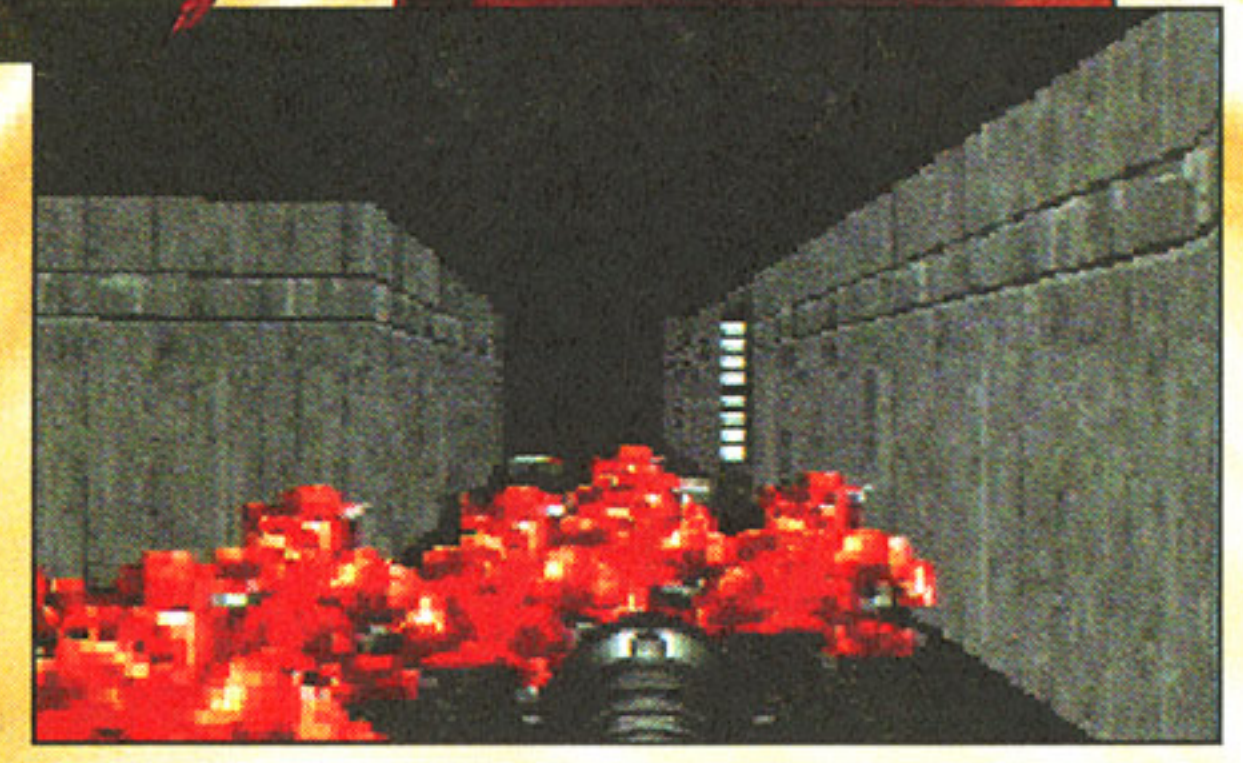
LEVEL 14



Don't stand here to enjoy the view, or you'll get a big surprise from below. It's especially important that you don't fall into the green muck.

Skulls with light-up eyes line the walls, which indicates plenty of corridors and rooms – filled with all types of angry mutants. Step carefully when you enter a room and have a powerful weapon handy.

Your initial task is to get past the Cacodemon at the start. Grab the rocket launcher, open the door, take a quick shot, then dodge back and forth to avoid the Cacodemon's shots. Shoot when you can but don't stand too close to him, or you'll suffer damage, too. If you have trouble with this tactic, back up toward the starting door, but realize it gives you less maneuvering space. Expect more of the same combat later.



This kind of onslaught is what you face in some single rooms, and it's a real draw on your ammo reserves. Don't run around corners in this level. If you can spare rockets, toss them down a hallway or against a door to take out enemies lying in wait.



You can't look up at this creepy wall panel. Move away before it saps your strength.



Open the door on the right, which leads to the blue key for the other door, but watch your back because Demons like to sneak up on you.



LEVEL 15



This hallway near the beginning of the level is overrun with creatures, but the Baron of Hell requires the most attention. He's near the back and may even take hits from other enemies or kill some of them. Make the creatures work against each other by drawing shots and ducking around the corner – but don't get trapped.



LEVEL 16



That's a red key up there, but how do you get it? Get rid of the pesky Imps, then flip a switch in an adjoining room for the answer.

Things seem pretty placid at the beginning of Level 16, but after you drop into the next area, all heck breaks loose. You'll hear the doors open. Prepare a

powerful, well-stocked weapon (like the plasma gun) because the room will soon be crawling with all sorts of foes. Move slowly to trigger the doors to open, take out the two Demons in cubbyholes at opposite sides of the room, then blast the barrels in the courtyard to take out the other foes.



This area has lots of little nooks with floors of toxic fluid. The area across from the room's entrance is a lava-filled room with a transporter, so be careful. If you survive the two Demons, your reward is 100 percent armor.



Keeping a good distance from the Imps gives you a chance to work on them safely.



Once the courtyard is clear, use any available rockets to blast open the closed doors and panels. Listen for telltale cries from injured mutants so you have an idea how many beasts you'll have on your tail when the doors open. The fiercest challenge you'll face comes when a Baron of Hell and a Cacodemon chase you.

LEVEL 17



The keys are pivotal in Level 17, but they're tricky to find and keep without getting wasted. You find the first key, the red one, on a pedestal. Flip the switch in the next room to lower the pedestal, then grab the key. Your action also sends a slew of assailants chasing after you, so back into the key and be ready.



After opening the red door, you get a transporter that takes you up toward the blue key. However, you also get a Cacodemon guarding it. After he's done for, drop back down, and a door opens in the distance, bringing another Cacodemon and a Demon.



After you open the blue door, the gold key seems just within reach. Not so fast, though – as you head toward the key, you're caught in a crossfire by some Imps. Pepper the area near the key with rockets to take out the Imps, then do some rocket work on the locked doors in that area to avoid further nasty confrontations with mutants.

LEVEL 18

DOOM

LEVEL 19



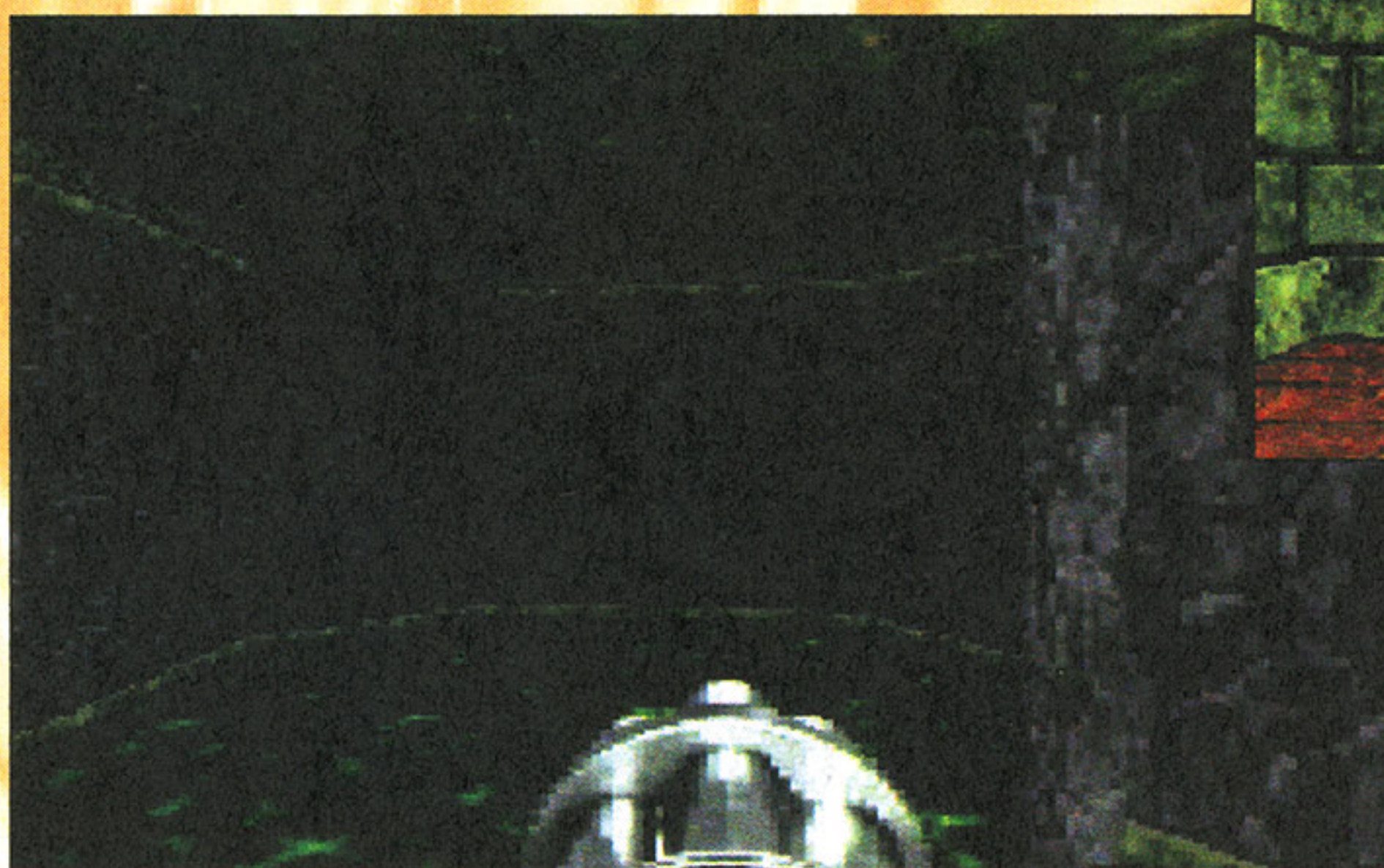
Nothing tricky in this level; just a lot of nasty creatures. When you reach this hole, drop in, flip the switch, and the floor will rise and fill in. Beware of the pair of Demons below ground.



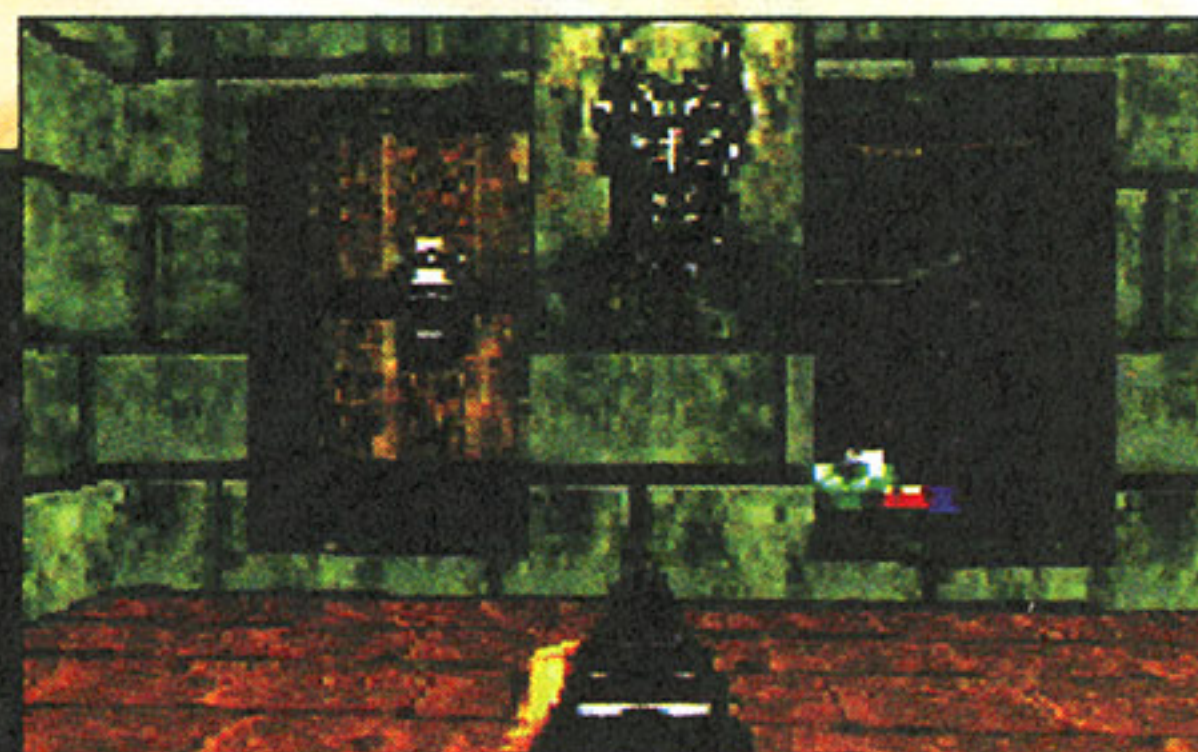
The blue door leads to the exit, but first go to the left of the door and stand on the platform to find some great items, including a map of the level.



Before you enter the doors to the left of the transporter, use the transporter. You'll be able to waste a pair of Demons and avoid some damage when you enter the doors.



Watch for the Imp hanging out behind the open window slot in this room. Take him out, then head to the right for a power-up.



Look at the goodies! Cut through the Demons and Imps, snatch up the goodies, then head through the left door for an up-close battle with a Cacodemon. The chain saw's a good weapon here because the enemy has nowhere to turn.



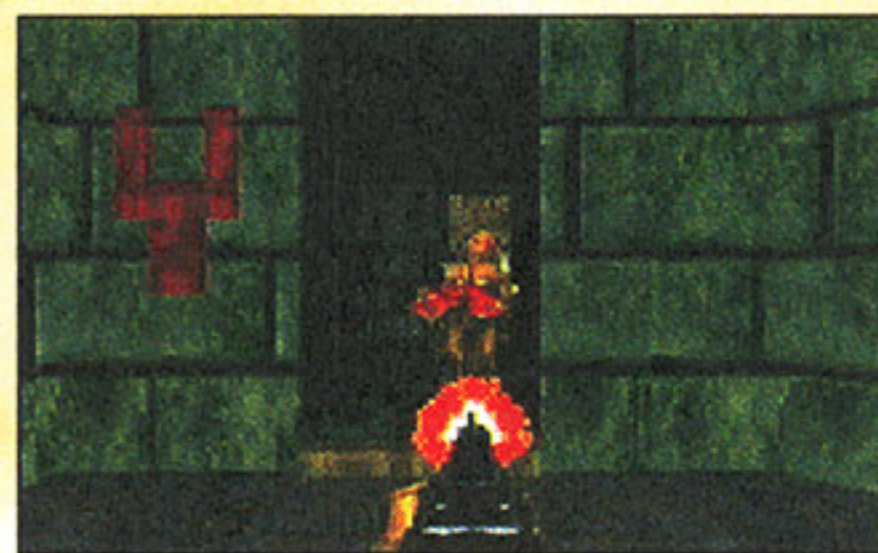
Turning the last corner puts you face to face with a bunch of Lost Souls and a Baron of Hell. The best tactic is to take out the Lost Souls as you come around the corner so you have fewer to deal with at close range. The farther away the Baron is, the better. You'll meet more Barons before this one is done, so be prepared.



DOOM

LEVEL 20

LEVEL 21



At the start of the level, take the first door on the left to be exactly where you want to be – if you like intense battle. Head straight through and don't give the Imps a chance to surround you.



Head through the door when you first start, clear that area, then work to the right – yes, that means you must cross some nasty lava. When you reach this room, check both the right and left walls for secret rooms that contain weaponry and a transporter.



Use the map to analyze the pattern of the transporters. When you first use a transporter, you'll face off against a ruthless Cacodemon, but one of the transporters takes you elsewhere.



The transporter brings you around this building. Blast through the door to exterminate the Cacodemon on the other side.



This portal opens the doorway on the left, which holds some strange secrets. The only way to find them is to walk through the doorway, but be ready for a demon of a time. Flip the switches outside to get additional weapons and other bonus items.



Find the gold key and open the gold door, then get the blue key. Although you may be tempted to explore, be alert for three Cacodemons right around this time. When they're disposed of, run into their home to find a 100 percent health icon, then bop around to the left for the exit.

LEVEL 22



Don't open the door behind the starting point until you clear out some of the creatures in front of you, or you'll be caught in a crossfire. If you wait too long, they'll find the doorknob anyway, so listen for opening doors to avoid surprises.



The blue door on the left opens onto a series of lava passages. They lead to lots of power-ups, weapons, and bonuses, and most importantly, protective suits that enable you to survive longer in the hot liquid. If you live long enough, you'll find the red key, too.



Write down where each transporter takes you. Otherwise, you may have trouble at this location, which requires you to transport from place to place and throw a lot of switches.

LEVEL 23



As the map indicates, there's very little in this level. Start in the center of the flower-shaped room and find a beneficial weapon or item in each "petal."



This battlefield is the most intense you'll find. You start out looking at some dead Cacodemons; it's not long before you find out why they're dead: You're surrounded by a ring of four Barons of Hell. Keep moving to stay alive and don't get caught backing into a "flower petal." Above all, avoid their shots as much as you can and return fire. The BFG 9000 is the best weapon here because it inflicts immediate and massive damage.



In the next room, you face a baseball team of Cacodemons. Although they aren't as relentless as the Barons, they put up a mean fight as a swarm.

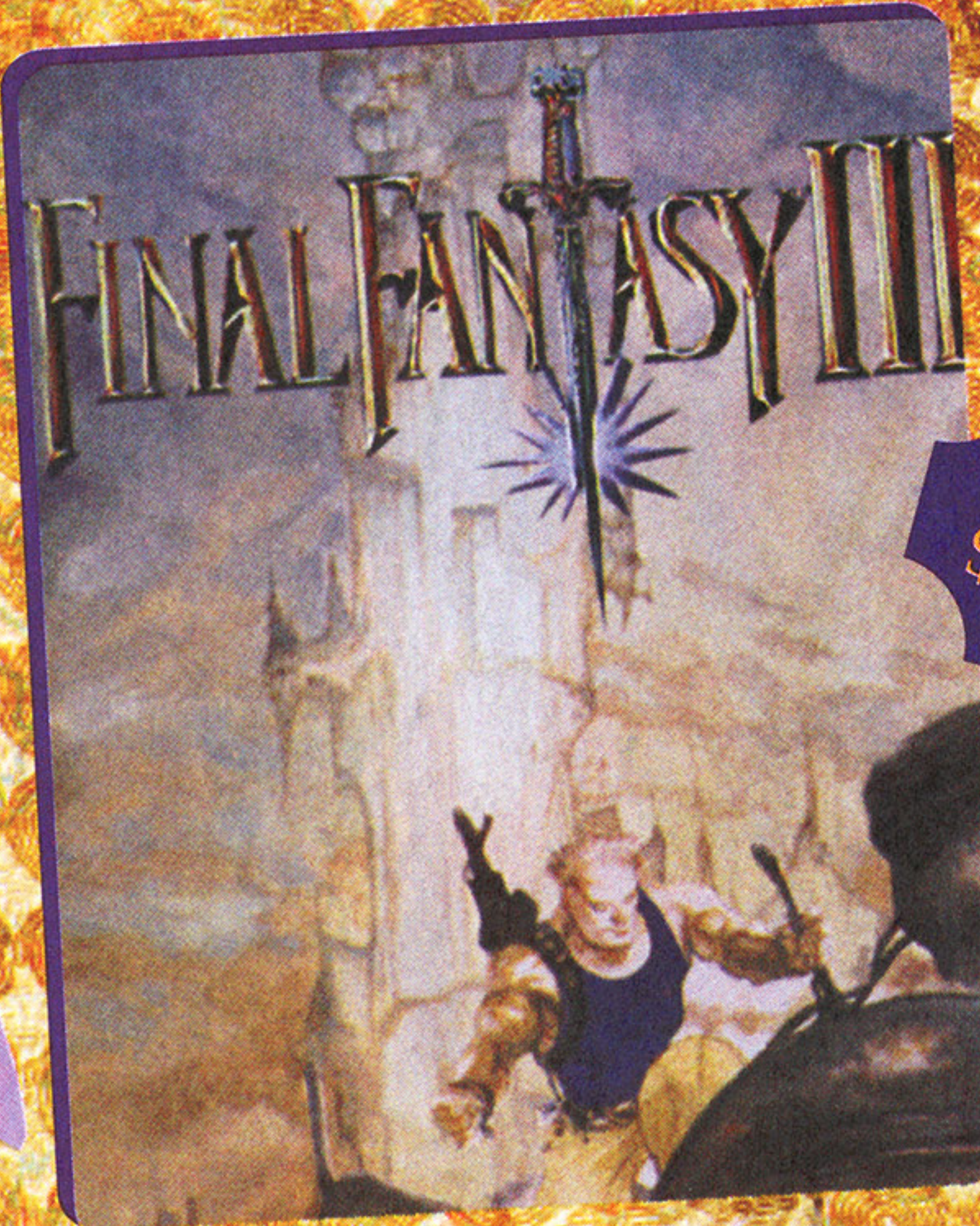


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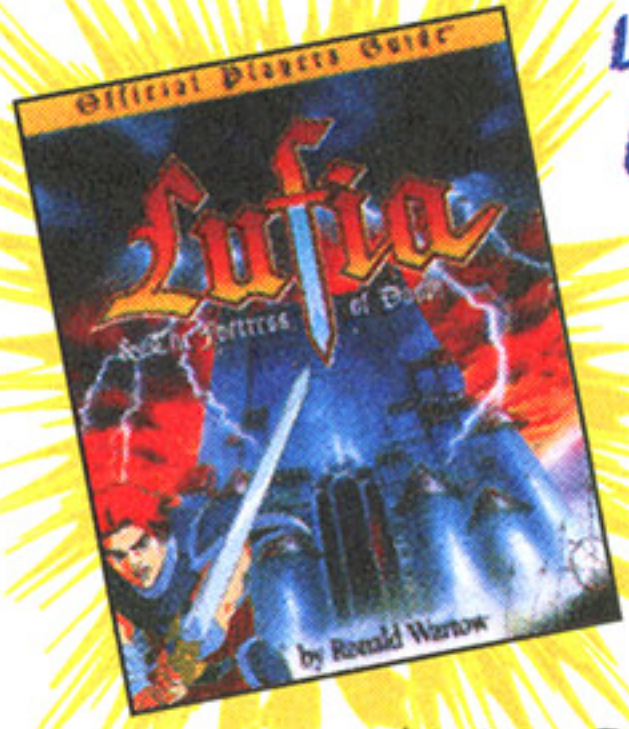
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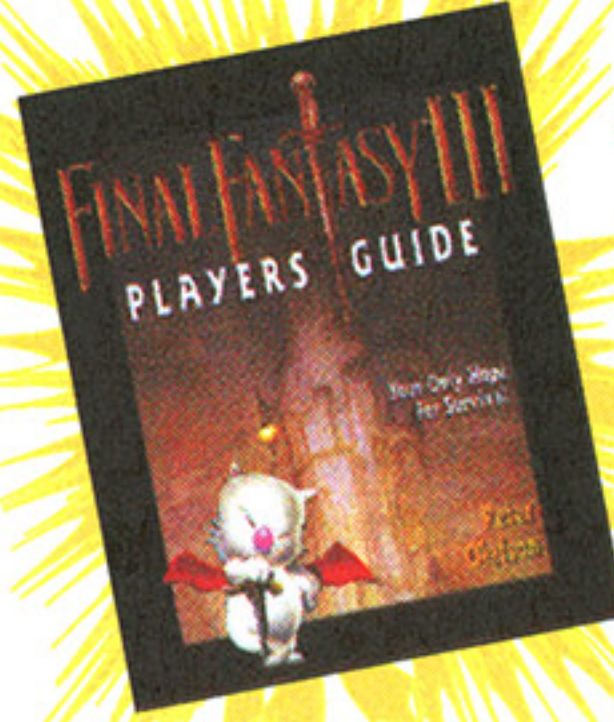


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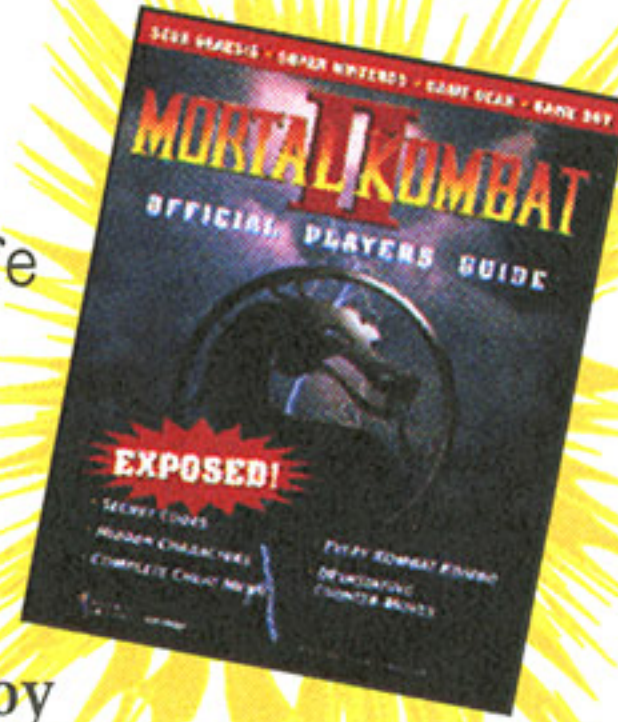
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Battery backup
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4 players

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Action/adventure
2 players

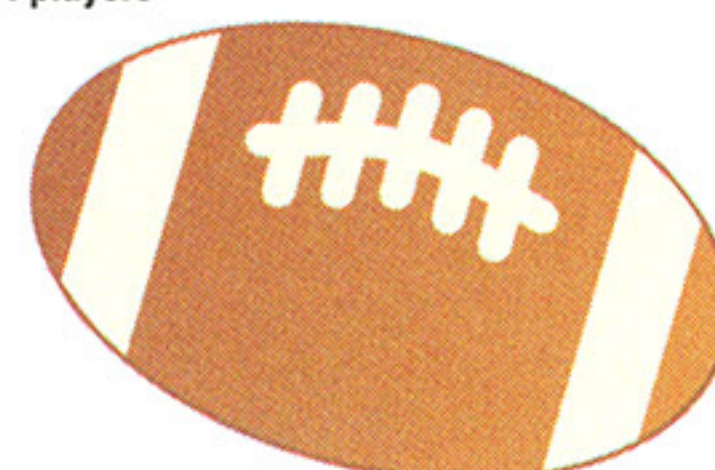
10 levels
Side view
Multiscrolling
Sega rating: GA

Red Zone By Time Warner Interactive

Graphics	Sound	Control	FunFactor	Challenge
4.0	4.0	2.0	3.5	Intermediate

\$59.95
16 megs
Helicopter shooter
1 player

Overhead view
Multiscrolling
Passwords
Sega rating: MA-13



Samurai Shodown By Takara

Graphics	Sound	Control	FunFactor	Challenge
				ADJ.
4.5	4.0	4.5	4.5	Adjustable

\$69.99
24 megs
Fighting
2 players

Side view
Unlimited continues
Sega rating: MA-13

Shaq Fu By Electronic Arts

Graphics	Sound	Control	FunFactor	Challenge
				ADJ.
4.0	3.0	4.0	4.5	Adjustable

Price not available
24 megs
Fighting
8 players
3 levels

Side view
3 continues
Bundled Shaq CD
Sega rating: MA-13

Syndicate By Electronic Arts

Graphics	Sound	Control	FunFactor	Challenge
				ADV.
3.5	4.0	3.5	3.0	Advanced

Price not available
Action/strategy
1 player
50+ missions

¾-overhead view
Multiscrolling
Passwords
Sega rating: MA-13

Top Gear 2 By Vic Tokai

Graphics	Sound	Control	FunFactor	Challenge
				ADJ.
3.5	3.5	3.5	3.5	Adjustable

Price not available
8 megs
Driving
2 players

Behind-the-car view
Forward scrolling
Passwords
Sega rating: GA

Viewpoint By American Sammy

Graphics	Sound	Control	FunFactor	Challenge
				ADJ.
3.5	2.5	3.0	3.0	Adjustable

\$64.95
16 megs
Shooter
2 players

6 stages
Angled-overhead view
Diagonal scrolling
Sega rating: GA

Virtual Bart By Acclaim

Graphics	Sound	Control	FunFactor	Challenge
				INT.
4.0	4.0	4.0	4.0	Intermediate

Price not available
16 megs
Action/adventure
1 player

6 programs
Multiple views
Multiscrolling
Sega rating: GA

Zero the Kamikaze Squirrel By Sunsoft

Graphics	Sound	Control	FunFactor	Challenge
				INT.
4.5	3.0	3.5	4.0	Intermediate

\$54.99
16 megs
Action/adventure
1 player
7 scenes

Side view
Multiscrolling
Unlimited continues
Sega rating: MA-13

SEGA CD

Android Assault By Sega

Graphics	Sound	Control	FunFactor	Challenge
				ADJ.
3.5	3.5	3.5	3.5	Adjustable

\$49.99
CD
Shooter
2 players

7 stages
Side view
Side scrolling
Sega rating: GA

Bouncers By Sega

Graphics	Sound	Control	FunFactor	Challenge
				ADJ.
4.0	4.0	4.5	4.5	Adjustable

Price not available
CD
Basketball/action
2 players

8 stages
Side view
Sega rating: GA

Championship Soccer '94 By Sony Imagesoft

Graphics	Sound	Control	FunFactor	Challenge
				INT.
2.5	3.5	4.5	4.0	Intermediate

Price not available
CD
Soccer
2 players

Overhead view
Multiscrolling
Battery backup
Sega rating: GA

Corpse Killer By Digital Pictures

Graphics	Sound	Control	FunFactor	Challenge
				INT.
3.5	3.5	4.0	3.5	Intermediate

Price not available
CD
Shoot-em-up
1 player

First-person view
Save feature
Sega rating: MA-13

Flashback By Sega

Graphics	Sound	Control	FunFactor	Challenge
				ADJ.
4.0	4.0	4.5	4.0	Adjustable

Price not available
CD
Action/adventure
1 player
7 levels

Side view
Multiscrolling
Passwords
Sega rating: MA-13

Lethal Enforcers II: GunFighters By Konami

Graphics	Sound	Control	FunFactor	Challenge
				INT.
4.0	4.0	5.0	5.0	Intermediate

Price not available
CD
Shooter
2 players

5 stages
First-person view
Sega rating: MA-13

Mickey Mania By Sony Imagesoft

Graphics	Sound	Control	FunFactor	Challenge
				INT.
4.5	5.0	4.0	4.5	Intermediate

\$59.95
CD
Action/adventure
1 player

7 cartoons
Side view
Multiscrolling
Sega rating: GA

NBA Jam CD By Acclaim

Graphics	Sound	Control	FunFactor	Challenge
				INT.
4.0	5.0	5.0	4.5	Intermediate

\$49.95
CD
Basketball
4 players
28 teams

Side view
Multiscrolling
Passwords
Sega rating: GA

32X

Star Wars Arcade By Sega

Graphics	Sound	Control	FunFactor	Challenge
				ADJ.
4.5	4.0	3.5	3.0	Adjustable

\$59.99
24 megs
Shooter
2 players
32X mode: 8 levels

Arcade mode:
4 levels
First-person view
Forward scrolling
Sega rating: NYR

Virtua Racing Deluxe By Sega Sports

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

\$69.99
24 megs
Auto racing
2 players

6 courses
Multiple views
Multiscrolling
Sega rating: GA

SUPER NES

AI User Jr's Road to the Top By Software Toolworks

Graphics	Sound	Control	FunFactor	Challenge
				ADJ.
3.5	4.0	4.0	4.0	Adjustable

\$64.95
16 megs
Racing
2 players

Behind-the-racer view
Multiscrolling
Passwords

Animaniacs By Konami

Graphics	Sound	Control	FunFactor	Challenge
				INT.
4.0	3.0	3.0	3.0	Intermediate

Price not available
8 megs
Action/adventure
1 player

4 sets
Side view
Multiscrolling

Ardy Lightfoot By Titus

Graphics	Sound	Control	FunFactor	Challenge
				INT.
4.0	3.5	4.0	4.0	Intermediate

\$54.99
8 megs
Action/adventure
1 player

17 levels
Side view
Multiscrolling
Unlimited continues

Balz By Accolade

Graphics	Sound	Control	FunFactor	Challenge
				INT.
4.0	3.5	3.5	3.5	Intermediate

\$59.95
16 megs
Fighting

2 players
Side view

Bassin's Black Bass By Hot-B

Graphics	Sound	Control	FunFactor	Challenge
				INT.
4.0	3.0	3.5	4.0	Intermediate

\$72.95
16 megs
Fishing
1 player

4 tournaments
Multiple views
Save feature

Brutal By Gametek

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

\$64.95
16 megs
Fighting

2 players
Side view
Passwords

Carrier Aces By Gametek

Graphics	Sound	Control	FunFactor	Challenge
				INT.
4.0	3.5	3.5	4.0	Intermediate

\$64.95
16 megs
Air combat
2 players

7 missions
Behind-the-plane view
Forward scrolling

Chaos in The Windy City By Electronic Arts

Graphics	Sound	Control	FunFactor	Challenge
				INT.
4.5	4.5	4.0	5.0	Intermediate

\$64.95
12 megs
Action/adventure
1 player

4 stages
Side view
Password

Clay Fighter 2: Judgment Clay By Interplay

Graphics	Sound	Control	FunFactor	Challenge
				INT.
3.5	3.5	3.5	4.0	Intermediate

Price not available
24 megs
Fighting

2 players
8 fighters
Side view



Donkey Kong Country By Nintendo

Graphics	Sound	Control	FunFactor	Challenge
				INT.
5.0	4.5	5.0	5.0	Intermediate

\$69.95
32 megs
Action/adventure
2 players

6 stages
Side view
Battery save

Elite Soccer By Gametek

Graphics	Sound	Control	FunFactor	Challenge
				INT.
2.0	2.0	3.5	3.0	Intermediate

\$59.95
16 megs
Soccer

2 players
Overhead view
Passwords

ESPN Speed World By Sony Imagesoft

Graphics	Sound	Control	FunFactor	Challenge
				ADJ.
4.0	4.5	3.5	4.0	Adjustable

\$64.95
16 megs
Auto racing
2 players

15 tracks
Multiple views
Forward scrolling

ESPN Sunday Night NFL By Sony Imagesoft

Graphics	Sound	Control	FunFactor	Challenge
				INT.
2.5	2.5	3.5	3.5	Intermediate

\$64.95
16 megs
Football
2 players

Behind-the-QB-view
Multiscrolling
Battery backup

Full Throttle Racing By Gametek

Graphics	Sound	Control	FunFactor	Challenge
				INT.
3.5	3.0	3.0	3.5	Intermediate

\$69.95
16 megs
Racing
2 players

13 stages
Behind-the-racer view
Forward scrolling

Madden NFL '95 By EA Sports

Graphics	Sound	Control	FunFactor	Challenge
				ADJ.
4.5	4.0	4.5	4.5	Adjustable

\$64.95
8 megs
Football

5 players (using 4 Way Play)
Multiscrolling
Battery backup



Mega Man X2 By Capcom

Graphics	Sound	Control	FunFactor	Challenge
				INT.
5.0	4.5	5.0	5.0	Intermediate

Price not available
12 megs + C4 chip
Action/adventure
1 player

13 stages
Side view
Multiscrolling
Passwords

Metal Morph By FCI

Graphics	Sound	Control	FunFactor	Challenge
				ADJ.
3.5	4.0	3.5	3.5	Adjustable

\$69.99
12 megs
Action/adventure
1 player

4 levels
Multiple views
Multiscrolling

Michael Andretti's Indy Car Challenge By Bullet-Proof Software

Graphics	Sound	Control	FunFactor	Challenge
				INT.
4.0	3.5	4.0	4.0	Intermediate

Price not available
8 megs
Auto racing

Behind-the-car-view
Passwords

Moto-X By Trimark Interactive

Graphics	Sound	Control	FunFactor	Challenge
				ADJ.
3.0	3.5	2.5	3.0	Adjustable

Price not available
Motorcycle racing
2 players

18 tracks
Side view
Side scrolling

NBA Live '95 By EA Sports

Graphics	Sound	Control	FunFactor	Challenge
				ADJ.
4.0	3.5	3.5	4.5	Adjustable

\$64.95
12 megs
Basketball
5 players (using 4 Way Play)

Angled-overhead view
Multiscrolling
Battery backup

NHL Hockey '95 By EA Sports

Graphics	Sound	Control	FunFactor	Challenge
				INT.
4.0	2.5	3.0	3.5	Intermediate

\$59.95
8 megs
Hockey

5 players
Multiple views
Battery backup

NCAA Football By Mindscape

Graphics	Sound	Control	FunFactor	Challenge
				BEG.
3.0	2.5	4.0	3.5	Beginner

\$69.95
8 megs
Football
4 players

Overhead view
Side scrolling
Battery backup

Nickelodeon Guts By Viacom New Media

Graphics	Sound	Control	FunFactor	Challenge
				ADJ.
3.5	3.5	3.0	3.5	Adjustable

Price not available
16 megs
Action/sports
2 players

6 stages
Side view
Multiscrolling

Operation Thunderbolt By Taito

Graphics	Sound	Control	FunFactor	Challenge
				INT.
4.0	4.5	3.5	4.0	Intermediate

Price not available
12 megs
Shooter
2 players
8 missions

First-person view
Multiscrolling
Compatible with SNES Mouse and Super Scope

The Pagemaster By Fox Interactive

Graphics	Sound	Control	FunFactor	Challenge
				INT.
4.0	3.5	3.0	3.5	Intermediate

\$64.98
16 megs
Action/adventure
1 player

74 levels
Side view
Multiscrolling
Passwords

Pitfall: The Mayan Adventure By Activision

Graphics	Sound	Control	FunFactor	Challenge
				INT.
4.5	4.5	3.5	5.0	Intermediate

\$69.95
16 megs
Action/adventure
1 player

10 levels
Side view
Multiscrolling

The Ren & Stimpy Show: Time Warp By T-HQ

Graphics	Sound	Control	FunFactor	Challenge
				ADV.
3.5	3.5	3.5	3.0	Advanced

\$59.95
10 megs
Action/adventure
2 players

10 levels
Side view
Multiscrolling
Passwords

Robo Trek By Enix

Graphics	Sound	Control	FunFactor	Challenge
				INT.
3.5	3.0	3.0	3.5	Intermediate

Price not available
12 megs
RPG
1 player

Overhead view
Multiscrolling
Battery backup

Samurai Shodown By Takara

Graphics	Sound	Control	FunFactor	Challenge
				ADJ.
3.5	4.0	3.0	3.5	Adjustable

\$69.99
32 megs
Fighting

2 players
Side view
Unlimited continues

seaQuest DSV By T-HQ

Graphics	Sound	Control	FunFactor	Challenge
				INT.
4.0	4.0	4.0	4.0	Intermediate

\$69.95
16 megs
Action/adventure
1 player

31 levels
Multiple views
Multiscrolling
Passwords

The Shadow By Ocean

Graphics	Sound	Control	FunFactor	Challenge
				ADJ.
3.5	4.5	3.0	3.0	Adjustable

\$59.95
16 megs
Beat-em-up
1 player

8 missions
Side view
Multiscrolling

Sonic Blast Man II By Taito

Graphics	Sound	Control	FunFactor	Challenge
				ADJ.
4.0	3.0	3.0	3.5	Adjustable

Price not available
8 megs
Beat-em-up
2 players

5 stages
Side view
Side scrolling

Stone Protectors By Kemco

Graphics	Sound	Control	FunFactor	Challenge
				ADJ.
3.5	4.5	3.0	3.0	Adjustable

\$69.99
16 megs
Beat-em-up
2 players

10 levels
Side view
Multiscrolling

Super Bomberman 2 By Hudson Soft

Graphics	Sound	Control	FunFactor	Challenge
				INT.
4.0	4.0	4.5	5.0	Intermediate

\$59.99
8 megs
Action/adventure

4 players (using Hudson Super Multitap)
Overhead view

Super Punch-Out! By Nintendo

Graphics	Sound	Control	FunFactor	Challenge
				INT.
4.5	4.0	5.0	5.0	Intermediate

\$59.95
24 megs
Boxing
1 player

16 opponents
Behind-the-boxer view
Battery save

Super Return of the Jedi By JVC

Graphics	Sound	Control	FunFactor	Challenge
				INT.
4.5	5.0	4.0	4.5	Intermediate

Price not available
16 megs
Action/adventure
1 player

19 stages
Multiple views
Multiscrolling
Passwords

Star Trek Starfleet Academy By Interplay

Graphics	Sound	Control	FunFactor	Challenge
				ADJ.
3.5	3.0	4.0	4.0	Adjustable

Price not available
8 megs
Action/adventure
2 players

30 missions
First-person perspective
Forward scrolling
Passwords

Tiny Toon Adventures Wacky Sports Challenge By Konami

Graphics	Sound	Control	FunFactor	Challenge
				BEG.
4.0	3.5	4.5	4.0	Beginner

Price not available
8 megs
Action/sports
1 player

5 events
Side view
Multiscrolling
Passwords

WildSnake By Spectrum HoloByte

Graphics	Sound	Control	FunFactor	Challenge
				ADJ.
3.5	3.5	4.0	4.0	Adjustable

Price not available
4 megs
Puzzler

2 players
Side view

Zero the Kamikaze Squirrel By Sunsoft

Graphics	Sound	Control	FunFactor	Challenge
				INT.
4.5	3.0	3.5	4.0	Intermediate

\$64.99
16 megs
Action/adventure
1 player

7 stages
Side view
Multiscrolling
Unlimited continues

3DO

Burning Soldier By Panasonic

Graphics	Sound	Control	FunFactor	Challenge
				ADJ.
4.0	4.0	3.5	4.5	Adjustable

Price not available
CD
Shooter
2 players

18 stages
First-person view
Forward scrolling
Unlimited continues

Guardian War By Panasonic

Graphics	Sound	Control	FunFactor	Challenge
				INT.
4.5	4.5	4.0	4.5	Intermediate

\$59.95
CD
RPG
1 player

4 worlds
Multiple views
Multiscrolling
Battery save

Mad Dog II: The Lost Gold By American Laser Games

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

Price not available
CD
Shooter
2 players

6 stages
First-person view
Compatible with Game-gun (sold separately)

PaTaank By PF. Magic

Graphics	Sound	Control	FunFactor	Challenge
				INT.
4.5	4.0	4.0	5.0	Intermediate

Price not available
CD
Action/puzzler
4 players

3 levels
Behind-the-puck view
Multiscrolling

Slayer By SSI

Graphics	Sound	Control	FunFactor	Challenge
				ADJ.
4.5	3.5	4.0	4.5	Adjustable

Price not available
CD
RPG

1 player
First-person view
Saves

Soccer Kid By Studio 3DO

Graphics	Sound	Control	FunFactor	Challenge
				ADJ.
4.5	4.0	4.0	4.0	Adjustable

Price not available
CD
Action/adventure
1 player

25 levels
Side view
Multiscrolling

Way of the Warrior By Universal Interactive

Graphics	Sound	Control	FunFactor	Challenge
				ADJ.
4.5	4.5	3.0	3.0	Adjustable

Price not available
CD
Fighting

2 players
Side view

JAGUAR

Alien vs. Predator By Atari

Graphics	Sound	Control	FunFactor	Challenge
				EXP.
4.0	5.0	4.5	4.5	Expert

\$69.99
32 megs
Action/adventure
1 player

3 game variations
First-person view
Forward scrolling
Game save

Doom By Atari

Graphics	Sound	Control	FunFactor	Challenge
				ADJ.
4.0	4.0	4.5	4.5	Adjustable

\$69.99
32 megs
Action

1 player
First-person view
Multiscrolling

CD-i



Burn: Cycle By Philips

Graphics	Sound	Control	FunFactor	Challenge
				INT.
5.0	5.0	4.5	5.0	Intermediate

Price not available
CD
Action/adventure

1 player
Multiple views
Battery saves

NEO • GEO

Aggressors of Dark Kombat By SNK

Graphics	Sound	Control	FunFactor	Challenge
				INT.
3.5	3.0	3.0	3.5	Intermediate

\$239.00
178 megs
Fighting

2 players
Side view

King of Fighters '94 By SNK

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

Price not available
195 megs
Fighting

2 players
Side view

SUPER GAME BOY

Contra: The Alien Wars By Konami

Graphics	Sound	Control	FunFactor	Challenge
				INT.
4.5	4.5	4.0	4.0	Intermediate

Price not available
1 meg
Action/adventure

1 player
Multiple views
Passwords

Daffy Duck By Sunsoft

Graphics	Sound	Control	FunFactor	Challenge
				INT.
4.5	4.0	4.0	4.5	Intermediate

\$29.99
2 megs
Action/adventure
1 player

25 levels
Side view
Multiscrolling
Passwords

The Pagemaster By Fox Interactive

Graphics	Sound	Control	FunFactor	Challenge
				INT.
3.5	3.5	2.5	2.5	Intermediate

\$29.98
1 meg
Action/adventure
1 player

18 levels
Side view
Multiscrolling

GAME BOY

The Blues Brothers Jukebox Adventure By Titus

Graphics	Sound	Control	FunFactor	Challenge
				INT.
2.5	3.0	3.0	2.5	Intermediate

\$27.99
Action/adventure
1 player

17 levels
Side view
Multiscrolling

BreakThru! By Spectrum HoloByte

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

Price not available
1 meg
Puzzle

2 players
6 levels
Side view

Bubsy II By Accolade

Graphics	Sound	Control	FunFactor	Challenge
				INT.
1.5	3.0	2.0	1.0	Intermediate

\$24.95
Action/adventure
1 player

9 levels
Side view
Multiscrolling

Samurai Shodown By Takara

Graphics	Sound	Control	FunFactor	Challenge
				ADJ.
3.5	4.5	3.5	3.5	Adjustable

\$29.99
4 megs
Fighting

2 players (with Game Link)
Unlimited continues

Tarzan, Lord of the Jungle By Gametek

Graphics	Sound	Control	FunFactor	Challenge
				ADJ.
2.5	3.0	2.0	3.0	Adjustable

\$34.95
2 megs
Action/adventure
1 player

6 levels
Side view
Multiscrolling

Tiny Toon Adventures: Wacky Sports By Konami

Graphics	Sound	Control	FunFactor	Challenge
				ADJ.
3.0	3.0	3.5	3.0	Adjustable

Price not available
1 meg
Fantasy sports

2 players
6 events
Multiple views

WildSnake By Bullet-Proof Software

Graphics	Sound	Control	FunFactor	Challenge
				ADJ.
4.0	3.0	4.0	4.5	Adjustable

Price not available
1 meg
Puzzle

2 players
10 playing fields
Side view

GAME GEAR

Ecco: The Tides of Time By Sega

Graphics	Sound	Control	FunFactor	Challenge
				INT.
5.0	4.0	4.0	4.0	Intermediate

\$49.99
4 megs
Action/adventure
1 player
17 levels

Side view
Multiscrolling
Passwords
Sega rating: GA

Fatal Fury Special By Takara

Graphics	Sound	Control	FunFactor	Challenge
				ADJ.
4.0	3.5	4.0	4.0	Adjustable

\$34.99
4 megs
Fighting

2 players
Limited continues
Sega rating: MA-13

The Lion King By Sega

Graphics	Sound	Control	FunFactor	Challenge
				ADJ.
4.0	3.0	4.0	3.5	Adjustable

\$44.99
4 megs
Action/adventure
1 player

10 levels
Side view
Multiscrolling
Sega rating: GA

Mighty Morphin' Power Rangers By Sega

Graphics	Sound	Control	FunFactor	Challenge
				BEG.
4.0	3.5	4.5	4.0	Beginner

\$44.99
4 megs
Action/adventure
2 players

7 stages
Side view
Side scrolling
Sega rating: GA

Taz in Escape from Mars By Sega

Graphics	Sound	Control	FunFactor	Challenge
				INT.
4.0	3.5	3.5	3.5	Intermediate

\$39.99
4 megs
Action/adventure
1 player

5 stages
Side view
Multiscrolling
Sega rating: GA

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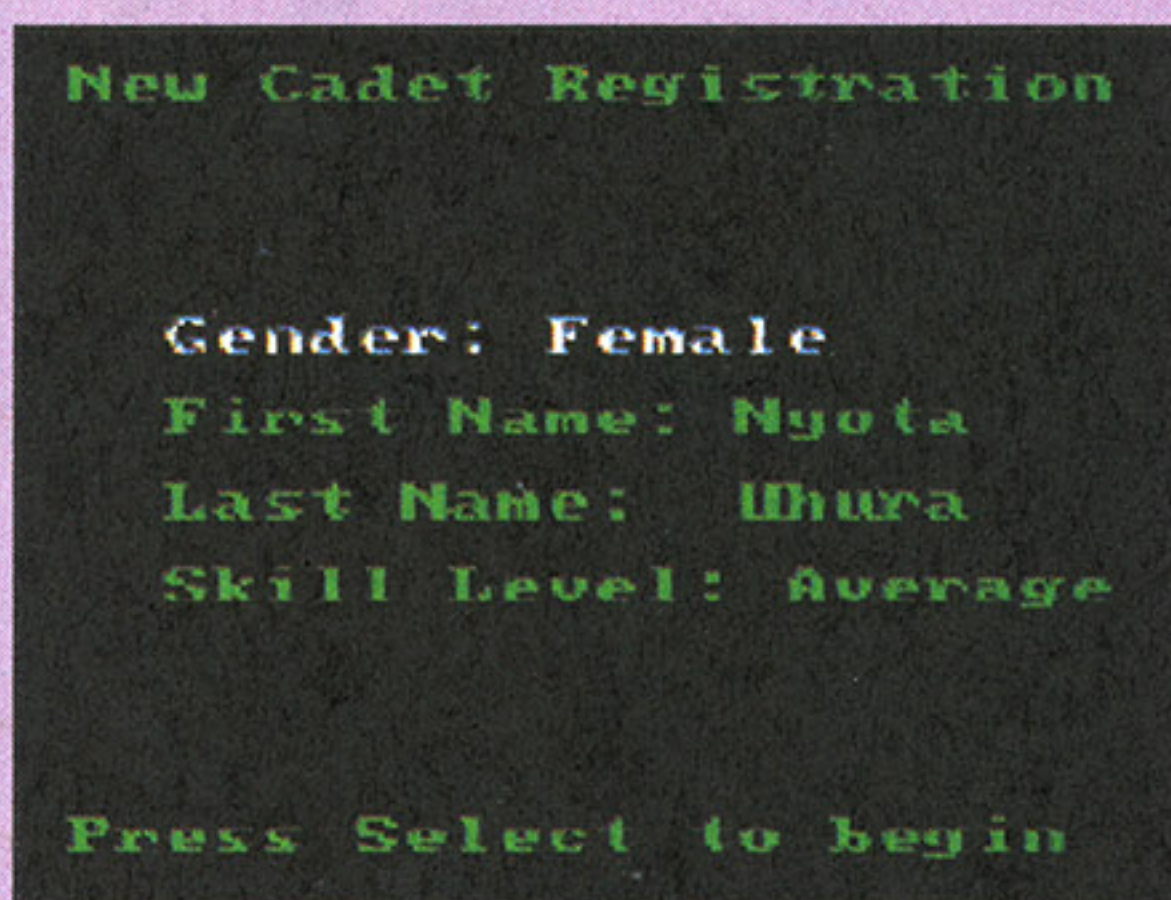
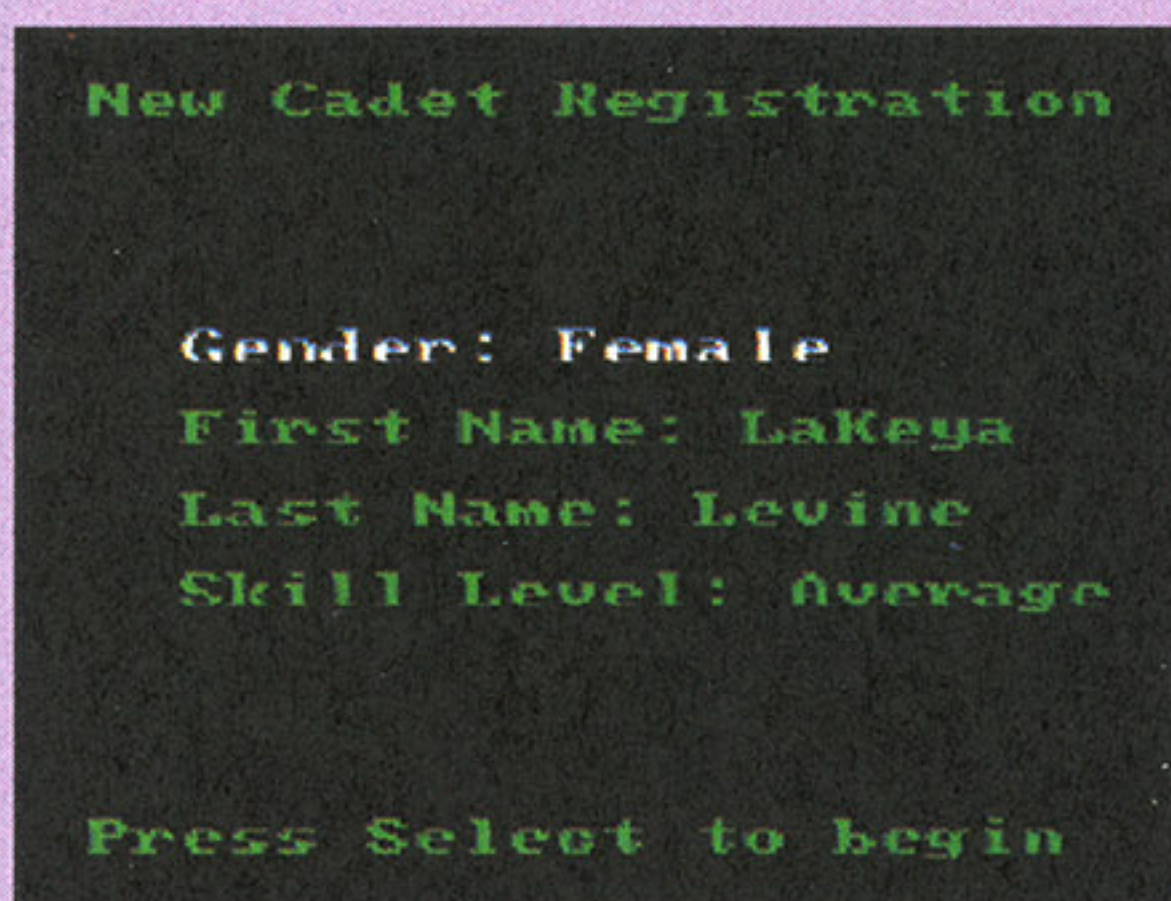
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TIPS SO **HOT!** YOUR THUMBS'LL BLISTER

Star Trek Starfleet Academy (Super NES)

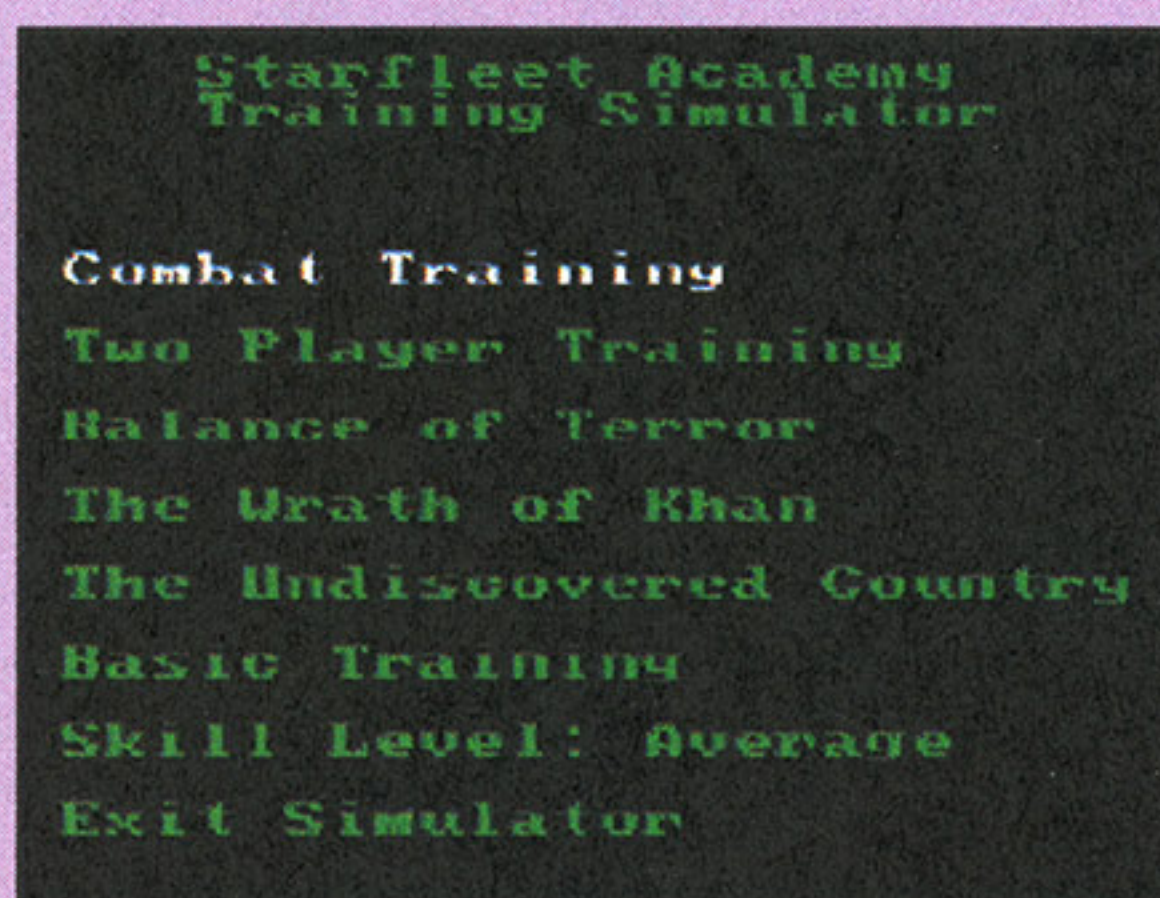
Change the Characters' Names



To change the characters' names to the names of Interplay's play testers, go to the New Cadet Registration screen. **Press and hold Buttons L, R, and Select and then press Buttons X, Y, X, Y.** To change them to the names of the characters in the original *Star Trek* series, **first enter the previous code. Next, press and hold Buttons L, R, and Select again, then press Buttons A, B, A, B.**

Star Trek Starfleet Academy (Super NES)

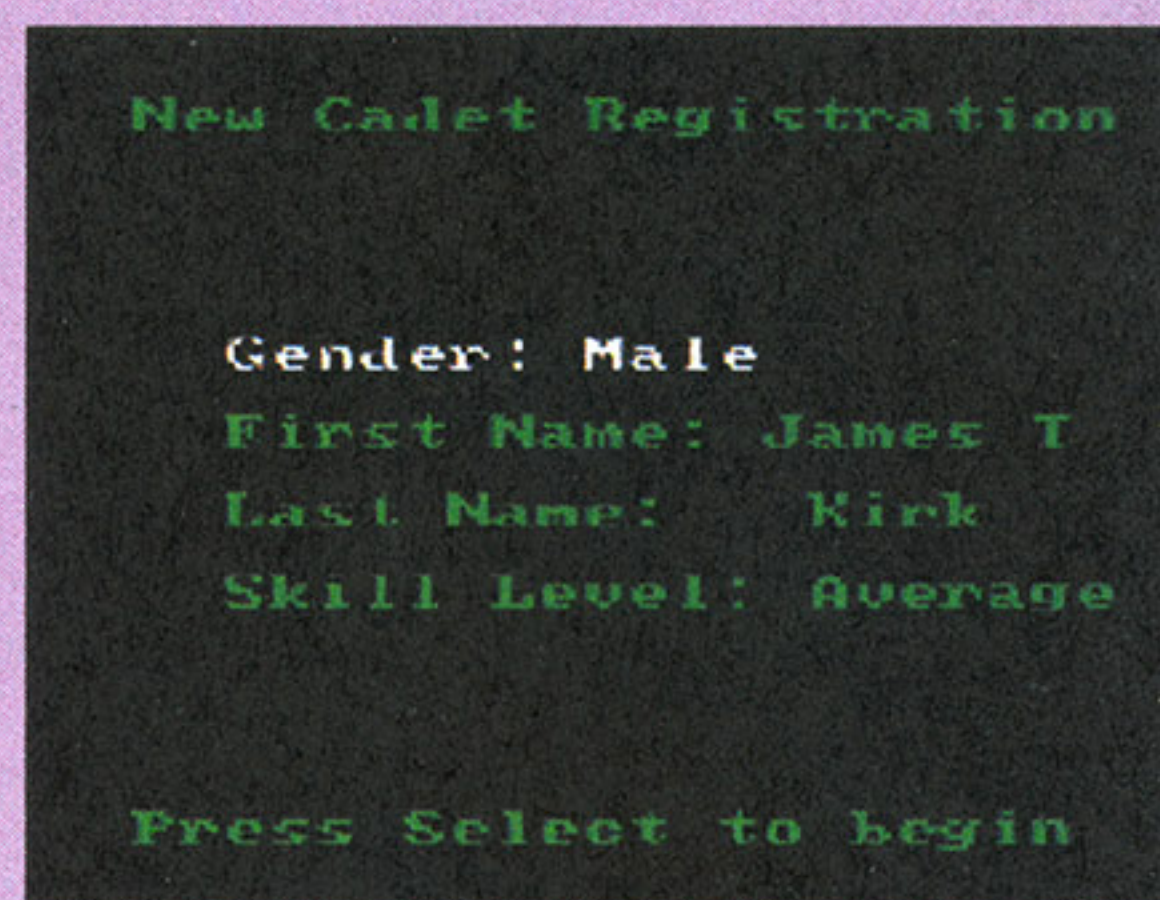
Add New Starships to the Training Simulator



This code adds additional vessels to the Combat Training and Two-Player Training modes. At the Training Simulator main menu, the Ship Select menu, or the Two-Player Ship Select menu, **press Buttons A, Y, B, Y.**

Star Trek Starfleet Academy (Super NES)

Special Ending as Capt. Kirk



To play the final Kobayashi Maru mission with the name "James T. Kirk," you must play the entire game in one sitting or use this pad trick. Play using the default name "Darryl Hawkins." Go to the Password screen and **enter the level password, then press Buttons X, Y, X, Y, A, B, A, B. Now press Select.** To verify your name, select Transcript when you're in the classroom. When you get to the Kobayashi Maru scenario, hail the Klingons instead of attacking them!

Samurai Shodown II (Neo-Geo)

Blood Code



To add blood, go to the Options screen, place the cursor on Exit, then **simultaneously press all four buttons.**



>>C-OME(IN(XXX D-00YOUOREA-D...TULLY!...IS THAT YOUX?..))DO YOU R.EAD-ME...TU-LLY?...I'M(GONNA)))FRY YOUR @!*?# (.) THIS IZ X. ROCKET..))SCI-ENCE...GAME.1...LOAD-STAR..DO(((U READ.)E.. THIS I() ROCK

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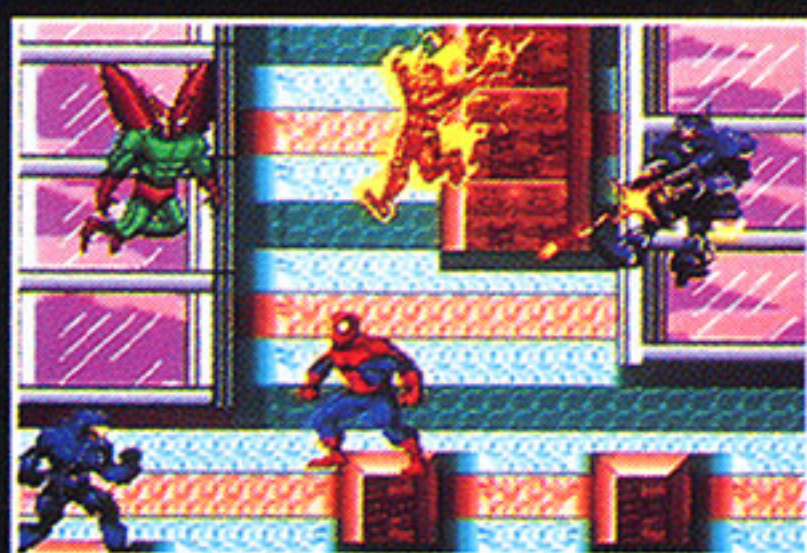
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