

GamePro's Secret Weapons And Tactics Guide

SWAMP

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

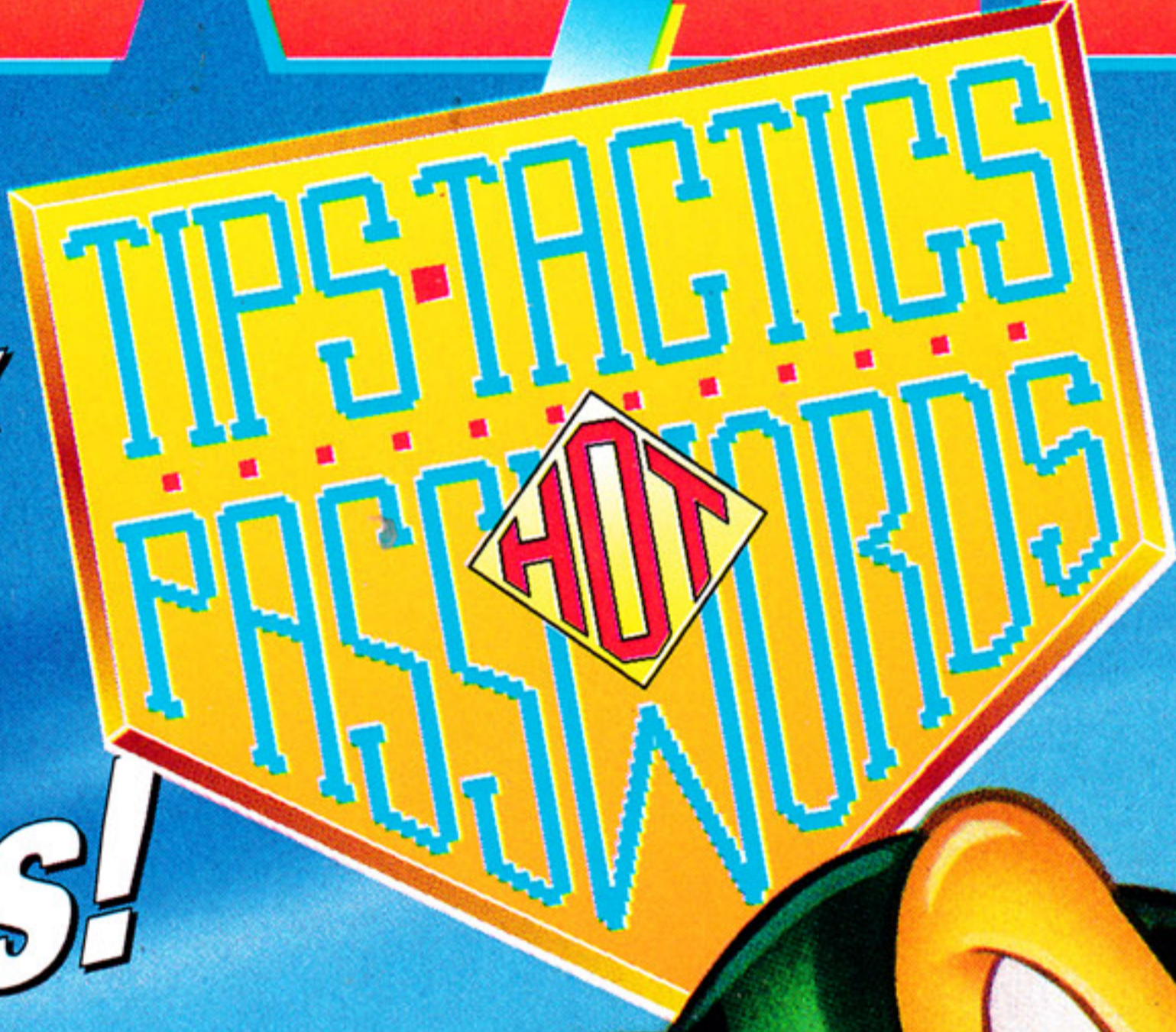
**Special Feature:
Battletoads!**

Game Winning Tips
and Tactics. See Pg. 34

**All The Secret
Moves
Revealed!**

Phantasy Star
Bonk's Adventure
Maniac Mansion
Uninvited • TMNT
Shadow Dancer

**Over 180
Top Tips!**



August/September 1991
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- As the Prince of Thieves you'll:
- Explore the treacherous Sherwood Forest when you travel back in time to strange and eerie Medieval Britain.
 - Engage in arcade-style combat, duelling and chase scenes on horseback in four distinct action levels.
 - Battle evil rivals like the Sheriff of Nottingham and his men to increase your strength levels.
 - Interact with a variety of mysterious characters - some will even join your party.
 - Lead your men through one dangerous mission after another as you search for valuable objects.
 - Manipulate objects with new easier interface.



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Live the Adventure! Become Robin Hood in the adventure of your life in a game that brings all the action of the blockbuster movie to your very own NES! Show your courage and cunning as you rescue the lovely Maid Marian and free England from tyranny!



DEAD HEAT SCRAMBLE

The road is rough and
the turns are slick!
Survival of the fittest is
the golden rule in
Dead Heat Scramble!

NORMAL MODE: Race against the clock!
VS. MODE: Race directly with the
other player!



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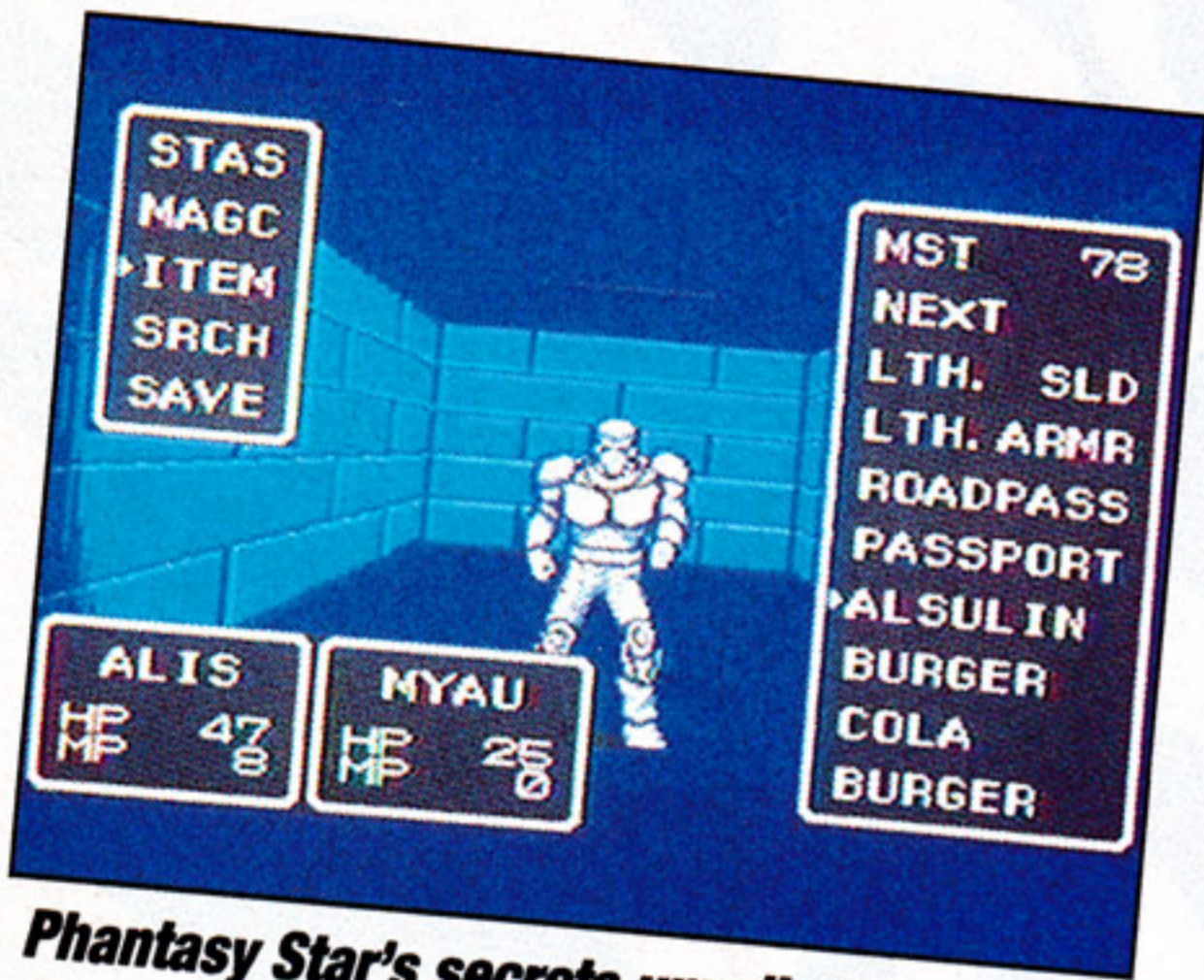
This game pack for use with the Game Boy
Compact Video Game System.

ERIC VAN DER PALEN

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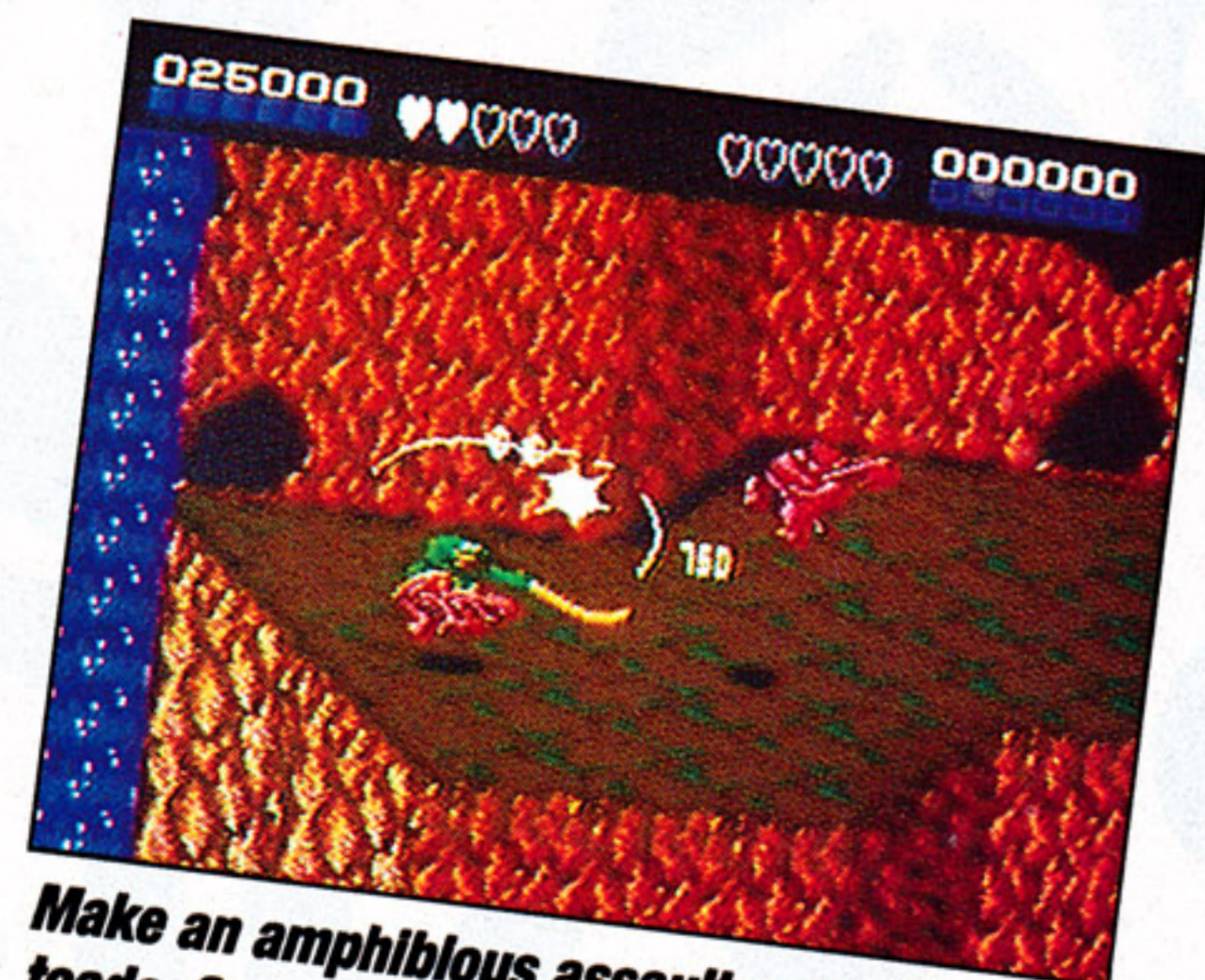
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Your bite will be worse than your bark when you use our terrifying tips to beat this cart.

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Come on and use your head (and some super S.W.A.T.), or you'll get bonked in no time at all.

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Cowabunga, dudes! It's turtle time.

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Check out all of the great games we've got tricks for in this issue of S.W.A.T.

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Not Just Another S.W.A.T....!

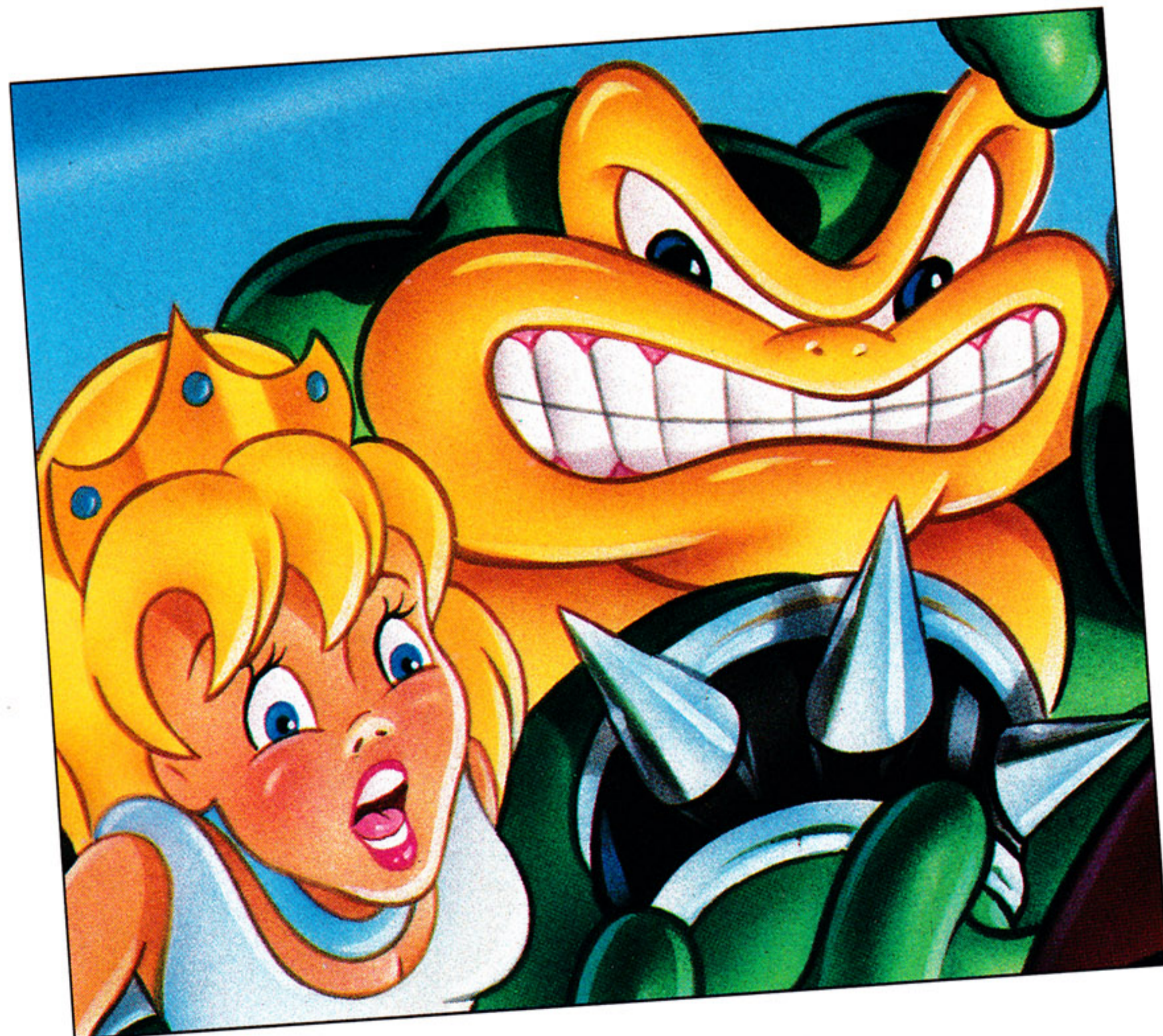
By the GamePros

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

And there's more! In the last issue of S.W.A.T. we featured in-depth looks at individual games. You liked it, so in this issue we'll do it again! We've got all the strategies you'll need to beat Gauntlet, Uninvited, Battleloads, and Maniac Mansion for the NES, Phantasy Star for the Master System, Shadow Dancer for the Genesis, Bonk's Adventure for the TurboGrafx-16, and Teenage Mutant Ninja Turtles: Fall of the Foot Clan for the Game Boy.

And since so many of you keep dusting off those classic titles to beat them one more time you'll find more pages of tips, tactics, and secrets for all the oldies but goodies.

And for all of you who've been missing your ProChallenge...it's baaaack! From now on you'll find our expanded version of ProChallenge roosting in the pages of S.W.A.T. So don't forget to send in your high scores. And, hey...thanks to all of the GamePros who continue to write in with their ideas and comments on what they want to see in the S.W.A.T. specials. It continues to be your feedback that decides how to make sure that this and future issues of S.W.A.T. are packed with the kind of game information you need to beat your favorite carts.



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ABC Audit Applied For.

Founder: Patrick J. Ferrell

ProChallenge Board

Challenge the ProScores!

When you achieve your best score on any Nintendo, Sega, Genesis, TurboGrafx-16, Atari (7800 or XE), Game Boy, or Lynx game, you may submit your score by sending us a photo of the screen. If you have the highest score, your name will appear in our next issue of SWAT. Also, in each issue of SWAT a drawing will be held of all high scorers, one in each area, with the winners receiving a T-shirt.

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

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

The following rules apply:

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

2) Secret power-ups are allowed.

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

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

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

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

NINTENDO

Game	Player	Score	Game	Player	Score	Game	Player	Score
720 Degrees	Conrad D. Cheslock	365,400	Double Dragon	David Wright	490,310	Jackal	Cory Lewis	999,670
1942	Jason Wu	138,400	Double Dragon II	David Wright	650,000	John Elway's Quarterback	Nicholas Malandrakis	109-0
1943	Donald E. Vasquez	2,621,400	Dragon Warrior	Jeffrey Mitchell	Finished	Joust	Tony Grouzis	124,880
Abadox	Jason Turka	377,790	Dragon Warrior II	Allen Huffstutter	Finished	Karate Champ	Adam Albert	999,900
A Boy and His Blob	Jason Turka	157,015		Ben Foley	Finished	Karate Kid	Peter Boadry	557,200
Adventure Island	Steve Pavlina	613,320		Shane Snuffer	Finished	Kid Icarus	Richard C. Green	9,999,999
Adventures of Lolo	Trisha Rippel	Finished		Jimbo Lathers	Finished	Kid Niki	Sam Wu	557,700
Adventures of the Magic Kingdom	Eric Longdin	Finished		Jeff Adkins	Finished	Kickle Cubicle	Stephen Krogman	5,275,200
Alien Syndrome	Jason Bleistein	204,500	Dr. Mario	C. Murat	20th Level, High Speed	Klax	James Kalyn	3,435,800
Alpha Mission	Michael Suggs	425,000	Duck Hunt	Dwayne Julius	4,516,800	Kung Fu Heroes	Michael Liebel	1,754,500
Arkanoid	Craig Beggs	783,350	Duck Tales	Jeff Adkins	30,962,000	Kung Fu Master	Edouard Charbonneau	580,210
Balloon Fight	Tony Shivley	991,250	Faxanadu	Joshua Gutman	Finished	Legend of Kage	Marques Olivera	7,136,940
Battle of Olympus	Jeff Adkins	Finished	Final Fantasy	Matt Ramsey	Finished	Legendary Wings	Conrad Cheslock	2,568,600
Black Bass	David Wright	25 lbs.		Brian Hueter	Finished	Life Force	Blair Vanstone	1,216,240
Bowling	Cary Bell	240 pts		Greg Starko	Finished	Mach Riders	Steve Menton	448,860
Bubble Bobble	Gerard Agbulos	2,071,390		Richard Grendzinski	Finished	Marble Madness	James Chisholm	153,600
Bugs Bunny	Michael Gaddis	132,500		Mike Murdock	Finished	Mega Man	Steven Barnholtz	2,362,500
Bump 'n Jump	Greg Shill	126,840		Shane Snuffer	Finished	Mega Man 2	Jeff Adkins	Finished
California Games/ Half Pipe	Matt McGrath	24,445	Flying Dragon	Bobby Miller	77,748	Mega Man 3	Jeff Adkins	Finished
Casino Kid	John Dehart	Won	Fist of the Northstar	Jake McKee	1,581,400		John Shannon	Finished
Castlevania III	Jeff Adkins	Finished	Galaga	Michael Valenzuela	999,300		B. & R. Neuschafer	Finished
Chiller	Alex Childress	1,307,100	Gauntlet	Paul M. Davis	3,999	Mighty BombJack	The Game Freak	13,008,920
Contra	Dan Kennedy	6,553,500	Godzilla	Jason Turka	9,861,740	Millipede	Stephen Krogman	663,339
Crystalis	Jimbo Lathers	Finished	Golf	Stephen Dent	18 under par	Monster Party	Nicholas Rohrbaugh	209,800
Cybernoid	Brian Davis	61,220	Gradius	Scott Lindsey	3,652,000	Ms. Pac Man	Mark Carlston	228,150
Deadly Towers	Jeff Adkins	Finished	Gremlins 2	Eric Longdin	Finished	Ninja Gaiden II	Jean-Serge Bordeleau	Finished
Destiny of An Emperor	Allen Huffstutter	Finished	Gyromite	David Hannum	Finished	Operation Wolf	Chris Spencer	1,172,800
Dig Dug	Stephen Krogman	250,000	Heroes of the Lance	Steve Menton	727,240	Palamedes	Stephen Krogman	719,900
Dig Dug 2	Charlie Kimble	415,100		Marty Peel	Finished	Paperboy	Glenn Stockwell	191,300
Donkey Kong	Stephen Krogman	185,000		Tony Martinez	Finished	Pinball	Melissa Finch	947,720
Donkey Kong Jr.	Michael LeJuez	438,400	Hogan's Alley	Steven Faust	983,500	Pinball Quest	Joe Kesgomel	Finished
Donkey Kong 3	Buzz Morgan	744,000	Hydlide	Manuel Alcantara	Finished	Pinbot	Mike Camber	47,297,990
			Ice Climber	Steven Faust	428,980	Popeye	Dan Levy	316,420
			Iron Tank	Ed Van-Tilburg	1,180,900			

NINTENDO (cont.)

Game	Player	Score
P.O.W.	Robert Orapallo	339,600
Popeye	Jason Turka	57,410
Pro Wrestling	Jeff Adkins	Champ
R.C. Pro Am	Ricardo Rodrigues	323,393
Rad Racer	Glenn Stockwell	61,296
Rampage	Stephen Krogman	42,999,963
Renegade	Jason Turka	276,550
Rescue Rangers	Edouard Charbonneau	Finished
	France LaVoie	Finished
	John Polizzi	Finished
Roadblasters	Shawn McTaggart	993,727
RoboCop	Mark Buchholz	277,340
Robo Warrior	Jason DeRocco	3,827,900
Rock 'n Ball	R. Wayne Nitta	99,252,030
Rollerball	Fred Stallis	9,809,230
Rolling Thunder	Edouard Charbonneau	179,350
Rush 'n Attack	John Orr	1,182,600
Section Z	John J. Whittington	440,580
Shadowgate	Jaqueline Graves	Finished
Shinobi	Justin Lee	800,300
Shooting Range Party Game	Ray Venosdale	99,990
Skate or Die	Conrad Cheslock	44,500
Sky Kid	Todd A. Barber	367,500
Sky Shark	Bob Ostrovecky	874,700
Solomon's Key	Jeff Adkins	17,095,550
Spelunker	Jeff Adkins	9,999,820
Spy Hunter	Mike Gamp	236,705
Squoon	Glen Stockwell	12,012,210
Star Force	Jonathan Henry	6,443,900
Star Soldier	Keyy McKenzie	6,090,000
Star Tropics	Stephen Krogman	Finished
	J. & S. King	Finished
Stinger	John J. Whittington	3,318,800
Super Dodge Ball	Robert Orapallo	Champ
Super Mario Bros. 2	F. Trotman & D. Tull	Finished
Super Mario Bros. 3	Christopher Ledozier	Finished
	Jeffrey Pylon	Finished
	Eric Longdon	Finished
	J.T. Greely	Finished
	Jason Morgan	Finished
	Robert Orapallo	Finished
	Chris Haraway	Finished
	John Timmons	Finished
Super Pitfall	Glenn Stockwell	9,999,500
Super Spike V'Ball	Robert Orapallo	Champ
Super Sprint	Justin Lee	255,900
Teenage Mutant Ninja Turtles	Chris Hoffman	2,184,100

TMNT - Arcade Game	Justin Lee	1,075
Tetris	Matt Tabak	490,086
Tiger Heli	Blair Tuck	381,310
Toobin'	John Cicpiela	1,586,350
Top Gun	Wayne James	91,600
Total Recall	Brain Stark	999,810
Town & Country Surf Design	Ricardo Rodrigues	309,390
Track & Field	Kevin Keto	1,039,719
Trojan	Rex Cottingham	456,150
Twin Cobra	Ryan Culton	581,000
Ultima: Quest of the Avatar	Jimbo Lathers	Finished
Wall Street Kid	Paul Jones	Finished
Willow	Brian Davis	Finished
	Jeff Adkins	Finished
Wings	Conrad D. Cheslock	1,016,000
Wizards and Warriors II (IronSword)	Jeff Adkins	1,314,416
World Runner	Adam Kline	669,650
Wrecking Crew	Jason T.	999,900
Wrestle Mania	Ricardo Rodrigues	Champion
Zanac	Dave Hanych	36,783,810

SEGA MASTER SYSTEM

Game	Player	Score
Action Fighter	David Rapport	1,163,550
After Burner	C. Long	18,362,060
Alex Kidd/Lost Stars	Derek Bolinger	201,500
Alex Kidd	R. Stewart	Finished
Shinobi World		
Alien Syndrome	Gram Crowe	804,500
Altered Beast	Peter Maksym	472,000
Astro Warrior	Gerald E. Shepard Jr.	655,900
Aztec Adventure	DeAngelo Price	87,100
Black Belt	John Polizzi	9,971,700
Bomber Raid	Daniel Montiero	1,198,900
Calif. Games/BMX	Julien Carrasco	181,000
Calif. Games/Foot Bag	Jonathon Mason	120,550
Calif. Games/Half Pipe	Phillipe Takla	33,480
Calif. Games/Skating	Julian Carrasco	1,910
Calif. Games/Surfing	Roger Moorefield	8.6
Captain Silver	Jacoby Lucien	1,280,000
Choplifter	Wayne Frick	3,327,200
Cloud Master	Tim Price	502,700

Dead Angle	David Rapport	259,300
Double Dragon	Reginald Stewart	3,456,930
Dynamite Duke	Todd Amos	Finished
Enduro Racer	Brian Dear	5'58"18
Fantasy Zone II	Jacoby Lucien	8,973,500
GangsterTown	Andrew Frick	194,720
Ghost House	Chris Janik	304,400
Golvellius	Sylvester Rozylo	Finished
	Randy Vogler	Finished
Global Defense	Peter Maksym	63,230
Hang On	Gus Zambrano	4,125,080
Kenseiden	Mike Jankuski	999,900
Kung Fu Kid	John Polizzi	5,117,800
Maze Hunter 3-D	Jacoby Lucien	302,500
Miracle Warriors	Daniel Neumeyer	Finished
	Alex Galley	Finished
Missile Defense 3-D	Jacoby Lucien	555,800
My Hero	André St. Laurent	586,590
Out Run	Michael J. Andrus	48,442,140
Parlor Games	David Sonnenberg	score 200-83
Phantasy Star	The Nintendo Hater	Finished
	Ken Froilich	Finished
	Gino Hasler	Finished
Poseidon Wars	Michael J. Andrus	165,852
Power Strike	Thomas Dreiss	4,657,250
Pro Wrestling	Jacoby Lucien	704,000
Quartet	Jacoby Lucien	246,600
R-Type	Michael Andrus	1,159,300
Rambo	Ovidiu Marina	1,445,900
Rambo III	Jacoby Lucien	81,900
Rampage	Vijay Parthban	942,735
Rastan	Brian Gaudreault	2,081,990
Rescue Mission	Andrew Frick	568,600
Safari Hunt	Ric Elias	1,533,500
Shinobi	Michael Andrus	1,568,450
Shooting Gallery	Jacoby Lucien	333,900
Space Harrier	David Travers	36,035,860
Space Harrier 3-D	DeAngelo Price	18,517,740
Super Monaco GP	C. Lewellyn	World Champ, 58 pts.
The Ninja	Jacoby Lucien	2,408,500
Thunderblade	Thillmany Alexandre	2,701,000
Time Soldiers	Robbie Siegmann	7,437,700
Transbot	Alex Kidd	66,666,660
Vigilante	David Rapport	70,200
Wanted	Jacoby Lucien	180,700
Wonder Boy in Monster Land	Dominic Gagnon	2,304,500
Zaxon	Angus Kendziora	109,400
Zillion II	André St. Laurent	411,000

GENESIS

Game	Player	Score
After Burner II	Daniel Ochoa	Finished
Air Diver	Jonathon Zarembo	93,352,000
Altered Beast	Jeff Behnke	10,455,400
Arnold Palmer Golf	E. Holowachuk	37 under Par
Budokan	Patrick Cairns	Finished
Buster Douglas Knockout Boxing	Samuel Riesterer	Finished
	Manuel Alcantara	Finished
Columns	Linh Du	45,452,940
Cyberball	Juan Coronel	Won Championship
Dick Tracy	Amy Vandale	144,090
DJ Boy	Carlo Hizon	1,836,100
Ghostbusters	Parrish Spinoso	12,371,000
Ghouls 'n Ghosts	Matt Ramsey	Finished
Golden Axe	Julian Carrasco	Finished
	Eric Gibson	Finished
	B. & R. Neuschafer	Finished
Hard Drivin'	Curtis Lewellyn	1:21:60
Joe Montana Football	Brian Fodroc	Won Sega Bowl
Klax	Matt Garland	1,811,154
Lakers vs. Celtics	Chris McMillan	World Champ
	C. Abrams/P. Francis	World Champ
Mickey Mouse: ...Castle of Illusion	Brian Schulze	136,300
Moonwalker	The Nintendo Hater	569,400
M.U.S.H.A.	Mario Pavlopoulos	Finished
Mystic Defender	Ryan Duntsch	Finished
Phantasy Star II	Brian Hock	Finished
	The Nintendo Hater	Finished
	Matt Ramsey	Finished
	Tommy Faye	Finished
Populous	Patrick Cairns	Finished
Rambo III	Mike Oliger	Finished
Revenge of Shinobi	Carl Rizzo	8,285,900
Shadow Dancer	Jonathan Zarembo	1,227,100
Space Harrier II	Nils Thingvall	31,756,300
Strider	Jonathan Zarembo	134,250
Super Hang On	André St. Laurent	75,386,620
Super Thunder Blade	Brian Young	11,789,400
Super Volleyball	Carlos Ramos	Champ
Sword of Vermillion	Ryan & Joey To	Finished
	Mario Pavlopoulos	Finished
	Benny Kiel	Finished
	Manuel Alcantara	Finished
	Jonathan Zarembo	Finished
	Jimbo Lathers	Finished
Target Earth	Todd Amos	Champ
Techno Cop	Parrish Spinoso	756,000
Thunder Force II	Kellin Winslow	5,088,210
Thunder Force III	Kellin Winslow	6,706,050
Tommy Lasorda Baseball	Shahriar Shimi	Won Championship
Truxton	Zubair Nadem	2,255,330
Whip Rush	Parrish Spinoso	348,500

TURBOGRAFX-16

Game	Player	Score
Alien Crush	Barry Bowman	999,999,900
Blazing Lasers	Chris Federico	13,771,770
Bloody Wolf	Ken Shulin	2,348,300
Bonk's Adventure	John Reardon	Finished
	Peter Arp	Finished
	Michael Anderson	Finished
	Darren Ortiz	Finished
	Bear Morris	Finished
	Lee Spano	Finished
Cybercore	Terry & Ken Chu	9,999,900
Devil's Crush	William Bowen	999,999,990
Dragon's Curse	Michael Campana	Finished
Fantasy Zone	Jonathon Hall	25,813,800
Fighting Street	Michael Campana	264,400
J.J. & Jeff	Christopher Camera	10,175,650
Legendary Axe	Sir Game Master	1,067,400
Monster Lair	Michael Campana	128,130
Neotopia	Terence Micharoni	Finished
	Michael Campana	Finished
	Dave Endresak	Finished
Ninja Spirit	Jason Wong	64,617,300
Pac Land	Barry Sikora	1,051,740
Side Arms	Chris Nygaard	867,000
Splatterhouse	Rick Salverson	228,600
Veigues: Tactical Gladiator	Michael Campana	9,788,300
Ys Book 1 & 2	Susanne Hartke	Finished
	Terence Micharoni	Finished
	Michael Campana	Finished

ATARI

Game	Player	Score
Sea Battle	Laurie Grant	76
Asteroids	J.D. Fielder	99,940
Centipede	John J. Whittington	44,768
Commando	Eric Denault	484,300
Crossburn	John J. Whittington	771,000
Dark Chambers	Eric Denault	890,560
Dig Dug	Eric Denault	178,080
Desert Falcon	John J. Whittington	588,034
Donkey Kong Jr.	Jeff Skinner	136,000
Double Dragon	John J. Whittington	120,600
Enduro	Ryan Grant	33,865
Food Fight	John J. Whittington	15,000,000
Frogger	Mike Ostic	823
Galaga	Dean Bucholz	5,075,010
Impossible Mission	Eric Denault	3,000
Jinks	John J. Whittington	34,330
Joust	Eric Denault	415,750

Kung Fu Master	Christopher Harris	721,540
Mario Bros.	Chris Nygaard	453,400
Missile Command	Mike Ostic	99,410
Pacman	A.J.F.	142,640
Pitfall	Stephen Krogman	84,526
Pole Position	Christopher Harris	74,800
Pole Position II	Eric Denault	74,750
Popeye	David Thompson	120,536
Rampage	Kevin Christie	304,500
Robotron	John J. Whittington	3,648,375
Sky Diver	Ryan Grant	87
Super Huey	John J. Whittington	207 kills
Touch Down	John J. Whittington	Score 85-0
Tower Toppler	John J. Whittington	152,940
Vanguard	Tony Grouzis	41,400
Warlords	Ryan Grant	5 wins
Xenophobe	John J. Whittington	5,225,095
Xevious	Christopher Harris	861,400

LYNX

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

GAMEBOY

Game	Player	Score
Alleway	Heather Walling	7,920
Final Fantasy Legend	Rachel Wilson	Finished
Revenge of the Gator	Tim Radder	2,208,510
TMNT: Fall of the Foot Clan	Jeff Obie	Finished
	Darren McKee	Finished
Paperboy	Kevin Adams	28,450
Tetris	Brad Davenport	461,427



COMPARED TO
BATTLETOADS, TURTLES
SEEM LIKE POND SCUM.



DUDE, IF YOU'RE READY
FOR A GAME THAT
TOADALLY KICKS BUTT,
GET BATTLETOADS.
WITH 12 LEAPIN' LEVELS
OF FIERCE FIGHTING
AND RADICAL RACING,
FOR ONE OR TWO
PLAYERS.

 **TRADEWEST**



SWAT Classics

Bad Dudes (Nintendo)

64 Lives!

To get 64 lives in Bad Dudes try the following: At the title screen press B, A, Down, Up, Down, Up on Controller 2, and then press Start on Controller 1.

The Adventures of Lolo 2 (Nintendo)

Four Extra Secret Rooms!

When you finish the Adventures of Lolo, put in the following passwords:

ProA

ProB

ProC

ProD

Now you can play the four extra secret rooms!



Astyanax (Nintendo)

Invincibility

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

Super Sprint (Nintendo)

Add Extra Laps!

In Tengen's Super Sprint you can add two to three extra laps every time you complete a lap. Just before you finish the first lap turn on the slow motion button (if you don't have one, press Start very rapidly). As you cross the line every time the game pauses and unpauses a lap is added. Depending on your car's speed you can add up to three laps. Keep the slow motion on even a few seconds after you cross the



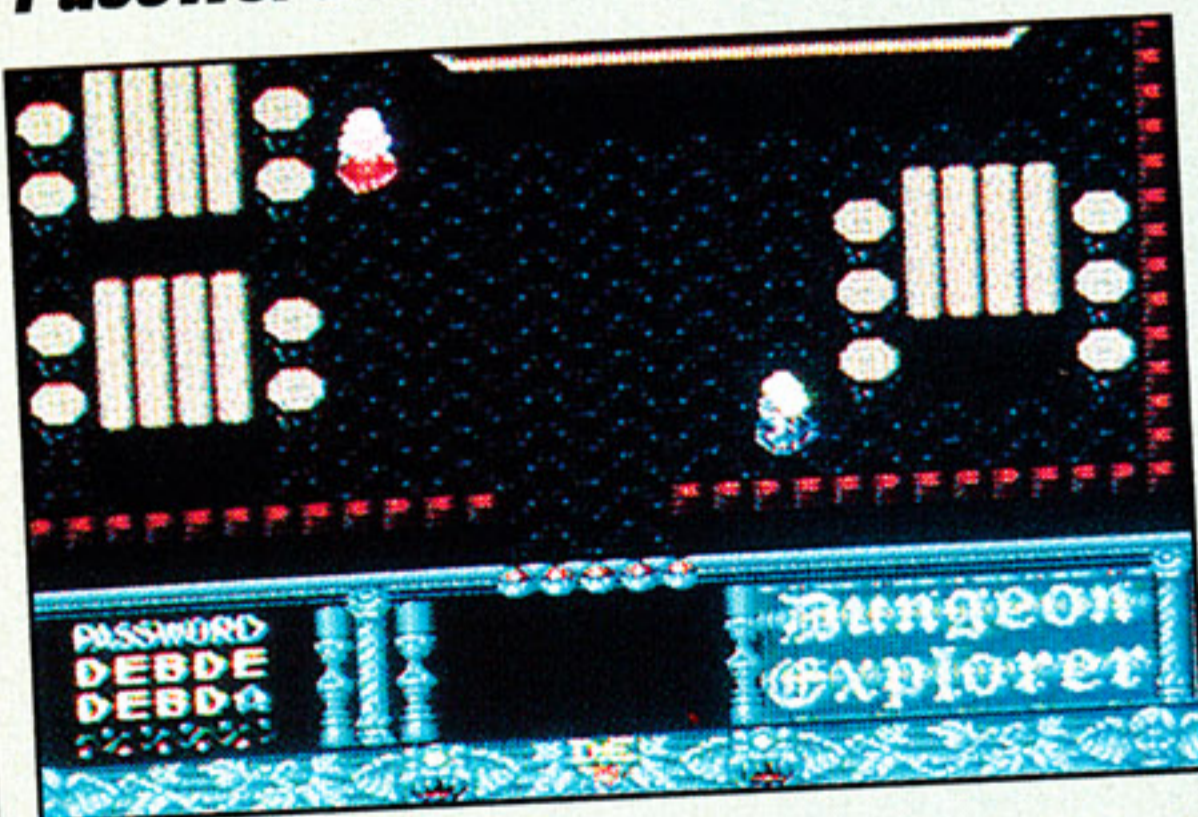
line and sometimes the game will continue to add laps. This trick enables you to take more time to grab the wrenches and power-ups on the track.

Ryan Jaster, Rock Island, IL

Dungeon Explorers

(TurboGrafx-16)

Password to Invincibility!



To become invincible type in the password:

DEBDE

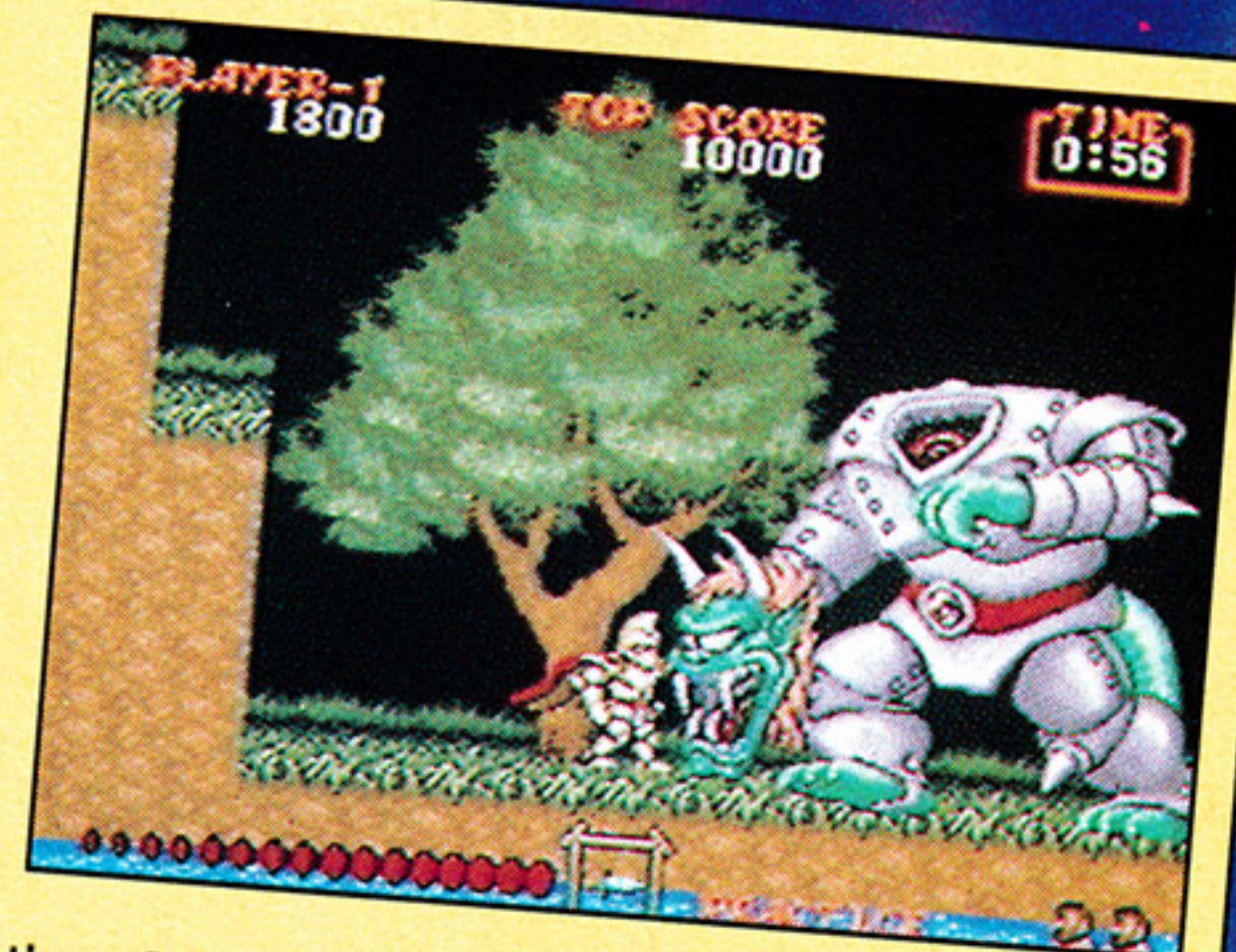
DEBDA

Then, press RUN and Button 1 simultaneously. The screen reads "password error." Now press Button II and choose your character!

Ghouls 'n Ghosts (Genesis)

Invincibility

Do the following to become invincible in Ghouls 'n Ghosts: After turning on the machine press the Reset button four times. When the title screen comes on, press Button A four times. Next press the directional pad Up, Down, Left, and Right. You should hear a distinct tone at this point. After hearing the tone, press the Start button to get the Player Selection Screen. At the Player Selection



Screen, hold down Button B, and press Start to begin the game. Now Arthur is invincible.

SWAT!

Classics

Legendary Axe (TurboGrafx-16)

Continue!



How'd you like to continue up to 40 or more times? When "Game Over" appears on the screen set Button I to turbo, and hold it and Select down simultaneously while you hit Left as many times as you can.

Revenge of Shinobi (Genesis)

Unlimited Shurikens



To grab unlimited Shurikens in Revenge of Shinobi go to the Options screen and select 00 Shurikens, then wait about 15 seconds. The "00" changes to an infinity symbol ∞.

Strider (Nintendo)

Passwords!



Here are passwords that enable you to begin in different parts of Capcom's original Strider for the NES! To begin with Kazakh, Egypt, Australia, Slide, Aqua Boots, Data file 1 & 2, and Key 1 use the password:

BCJB JBNB NBIB

To begin with all of the above plus Fire and Key 2 use the password:

CEOC KCOC OCMC

To begin with all of the above plus Japan, China, the Plasma Arrow, the Magnet Boots, Medical (10), Spark, Jump, and Data File 3 and 4 use the password:

HLDJ DIGH GHGH

To begin with all of the above plus Key 4 use the password:

HLEJ DIGH GHHH

To begin with all of the above plus Africa, the Attack Boots, Warp, Ground, Medical (25), Data Fire 5 & 6, and Key 3 use the password:

OFNA MPNK NGMO

To begin with all of the above plus Los Angeles, the Spark Ball, and Key 5 use the password:

BJAP PEAN ANOB

To begin with all of the above plus Red Dragon Headquarters, the Spark Ball, Medical (30), but minus the Attack boots use the password:

DMCC PGCP CPMD

Golden Axe (Genesis)

Level Select



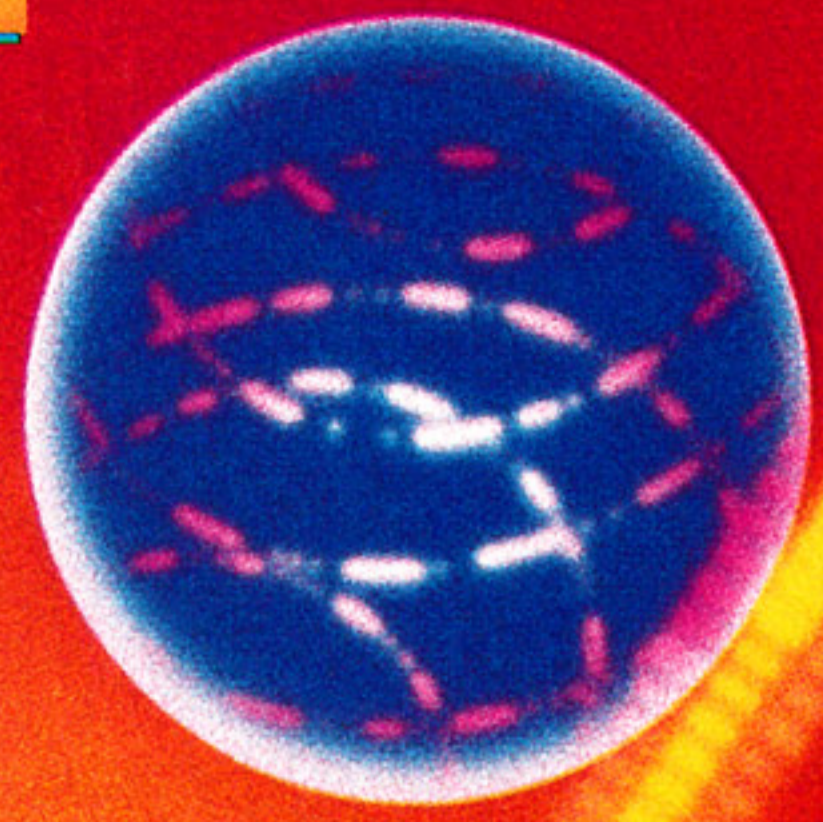
To begin at any level you like during the Arcade Mode try the following trick: When the character selection screen appears, hold the directional button Down and to the Left so that the three warriors spin around. Now press Button B and Start simultaneously. A "1" should appear in the upper-left corner.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

Nemesis (Game Boy)

Power-Up

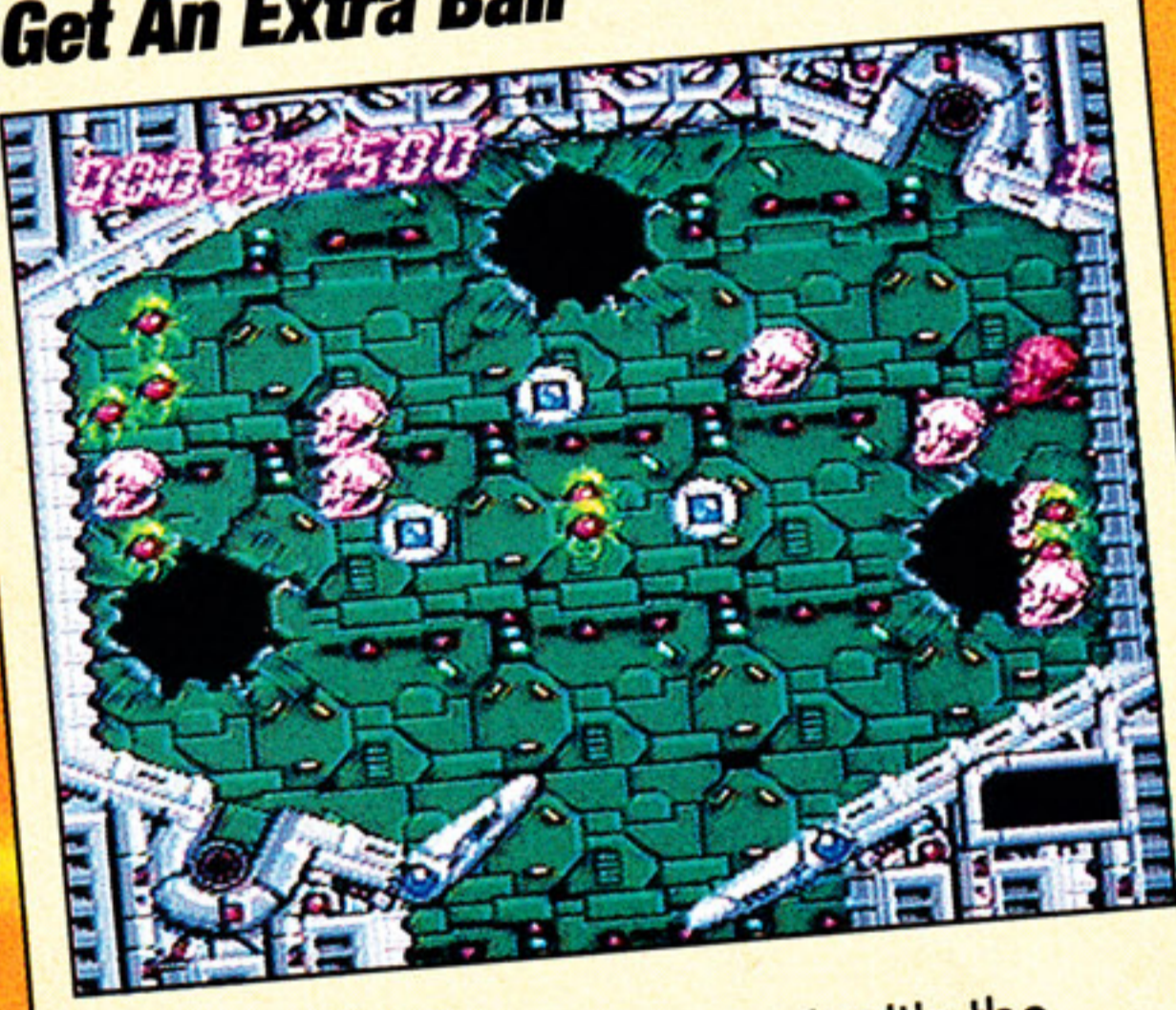
Use that good old favorite code to power-up one time during your game. Just pause your game by hitting Start and press Up, Up, Down, Down, Left, Right, Left, Right, B, A, and Start. Now you're firing with maximum power.

SWAT



Alien Crush (TurboGrafx-16)

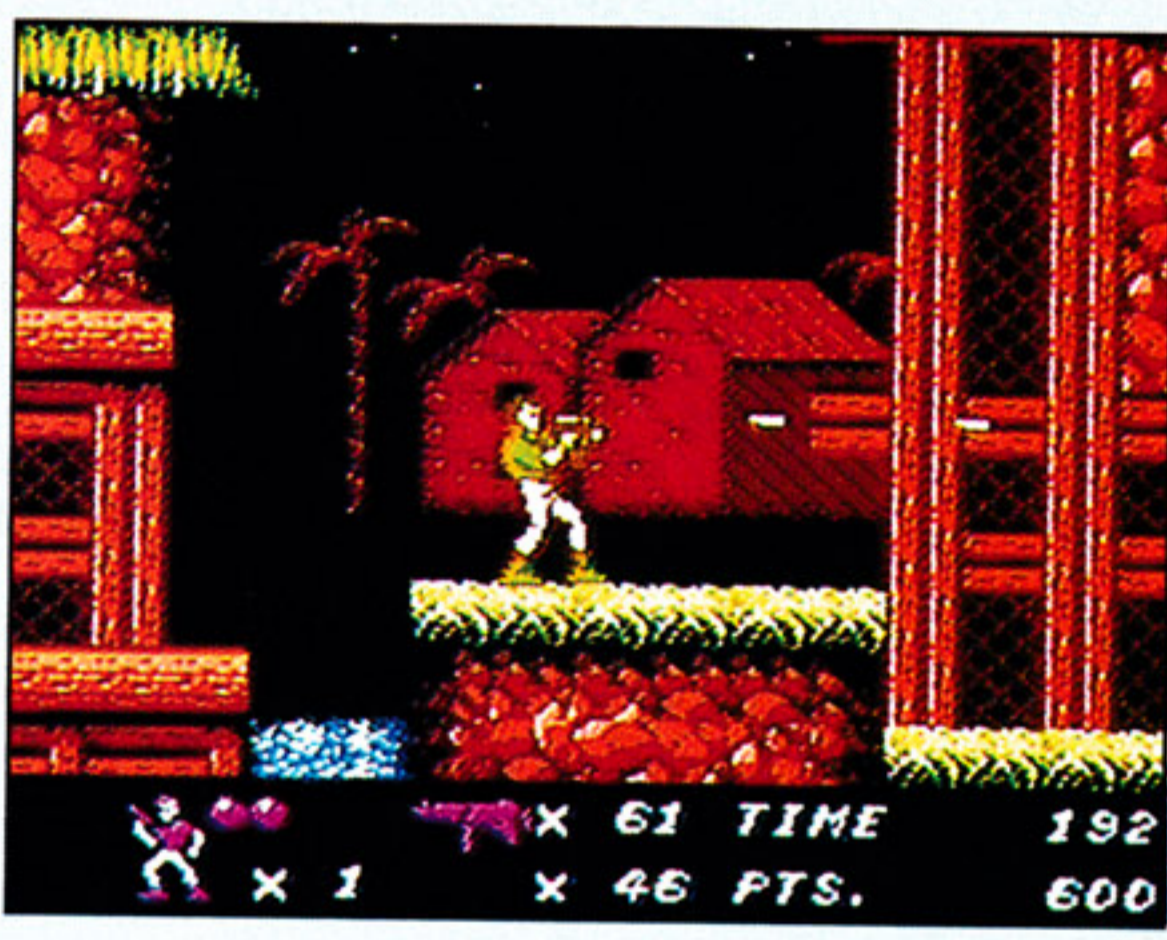
Get An Extra Ball



If you're in the bonus round with the skulls and green aliens, kill all of the green aliens and skulls except for one skull. Do not hit this skull! Try to keep your ball up for about twenty seconds without hitting it. If you do this, a pterodactyl-like creature appears. Hit the pterodactyl-like creature and it will explode. By doing this, after you clear the board, you'll receive a perfect score of one million points and an extra ball.

Code Name: Viper (Nintendo)

Passwords!



Here are a few passwords to enable you to begin in different areas of Code Name: Viper:

- To begin at Area 4: 040471
- To begin at Area 8: 081620
- To begin at the end of the game: 217298

Operation C (Game Boy)

Stage Select

There's a way to select stages in Operation C. To use the stage select, make the following keypresses at the title screen: Up, Up, Down, Down, Left, Right, Left, Right, B, A, B, A, and Start. You'll see the stage number appear at the bottom of the screen. Select the desired stage, and press start!

Jimmy Salstier, Staten Island, NY

Valis II (TurboGrafx-16)

Select Weapons and Items!

Here's a way to select any weapon and item in Valis II. First hold down Button II and press Run while playing the game. This will pause the game. Now press Select, I, II, I, then hit Run. You can now select the weapon of your choice by pressing Run to pause the game and using Button I to select Items and Button II for weapons!

Jamie Heartely, San Francisco, CA

Phantasy Star II (Genesis)

Invincibility!

To become invincible in Phantasy Star II repeatedly press Buttons C and then B while you hold the directional pad in the direction you want to move. This keeps you from getting into fights when you're walking around.

Phantasy Star II (Genesis)

A Slow Motion Code!



To put Phantasy Star II into slow motion press the Start button to pause the game and then hold Button B. For super slow motion hit Button C repeatedly while the game is paused.

Burning Force (Genesis)

Extra Men

Use this super trick to begin with 10 men each time you continue. During the Start/Options screen press Buttons B, A, B, A, A, C, A, and A, and then hit Start.

**Little Nemo: The Dream Master
(Nintendo)**

Level Select!



Here is a way to start at any desired level! At the title screen, use Controller 1 and press Up, Select, Left, Right, A, A, then B. You should now see "Dream Select" appear underneath Start! Press down to select Dream Select, then press Button A for as many levels as you'd like to skip!

Randy Oyler, San Jose, CA

**Bomber Man (TurboGrafx-16)
Super Password!**

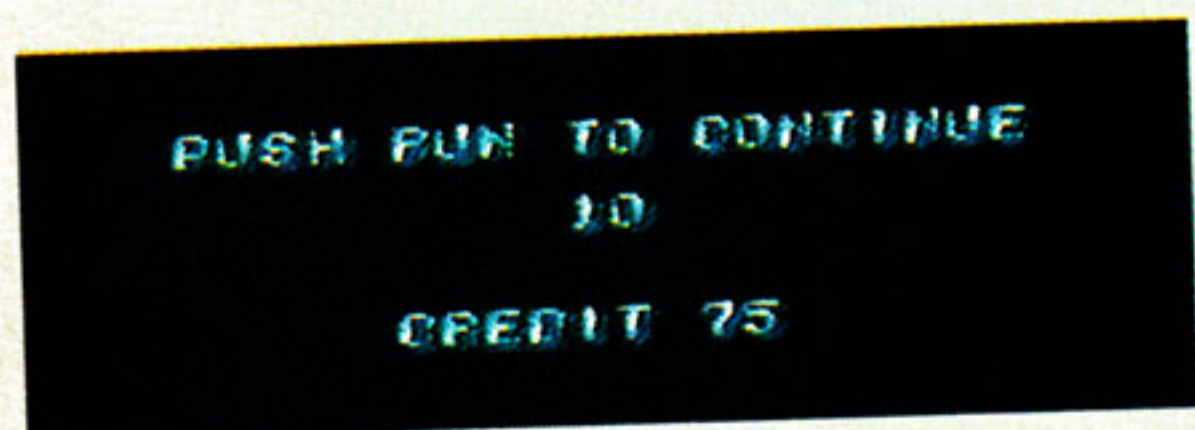
The following password will start you on stage 5-4 with your bombs fully powered up!

RUHNGSEY

Tim Mallone, Hudson, NY

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

Continue Up!

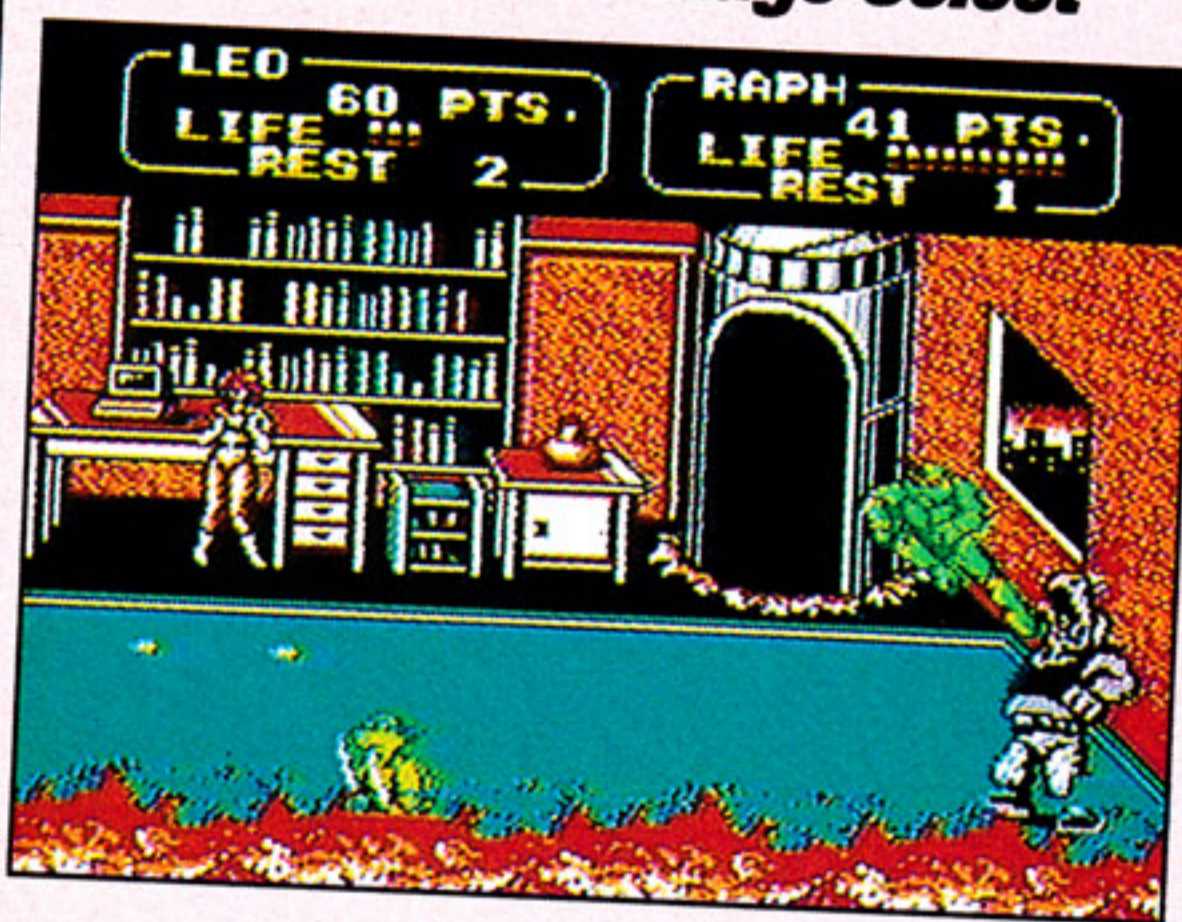


To rack up continues, wait until the Game Over screen appears, then hold down Button II and Run while you push Left rapidly. You should see extra credits on the next continue screen!

Susan Seluski, Philadelphia, PA

**Teenage Mutant
Ninja Turtles:
The Arcade Game (Nintendo)**

10 Turtles and a Stage Select



Here's a code that lets you begin on any stage you like with 10 turtles! During the title screen hit B, A, B, A, Up, Down, B, A, Left, Right, B, A, and Start. The words Stage Select will appear. Use Left and Right on your control pad to select any stage you like!

Mercenary Force (Game Boy)

**Round Select with \$50,000
to Start!**

Press Up, Select, A button, and B button all together at the opening title screen. Now you'll Start with \$50,000 instead of \$5,000. All you have to do is press the control pad to the right to select stages!

Jimmy Johnson, Long Beach, CA

Boxxle (Game Boy)

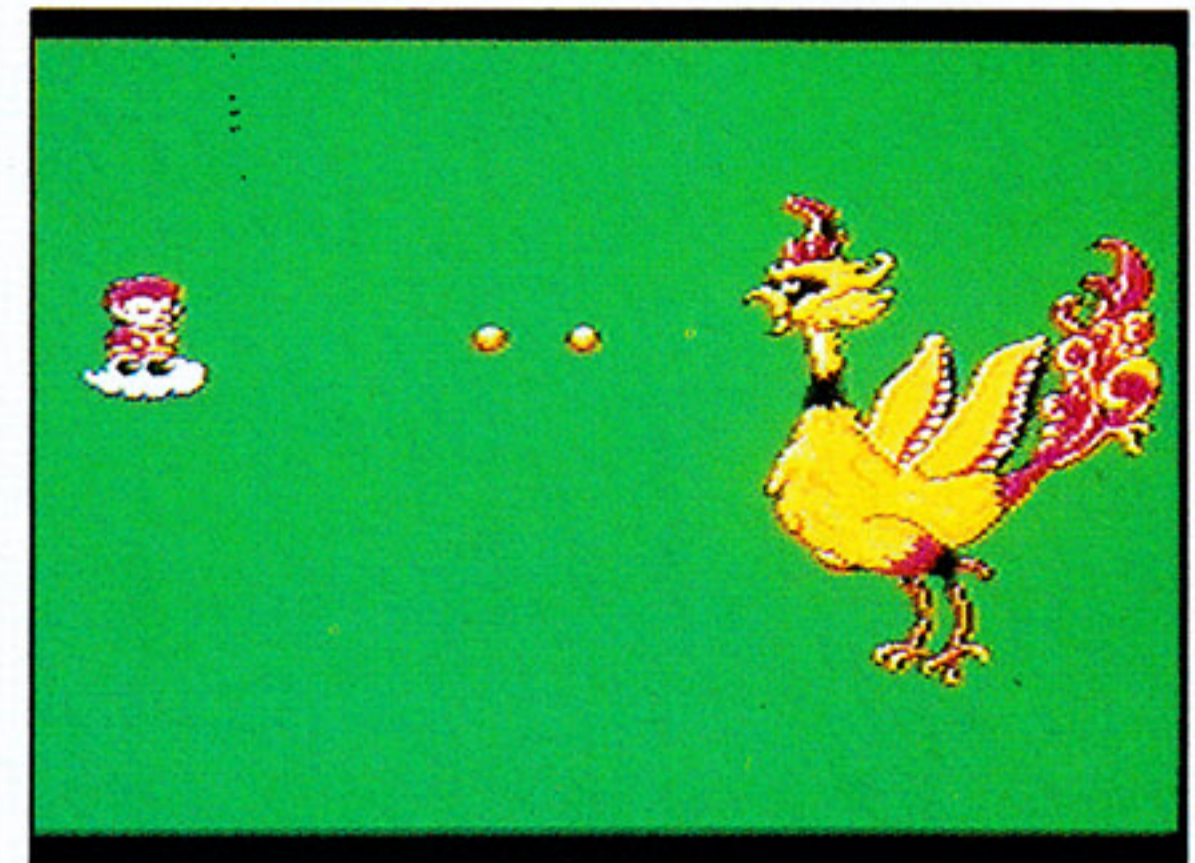
Passwords

Here are the passwords to each area of the game:

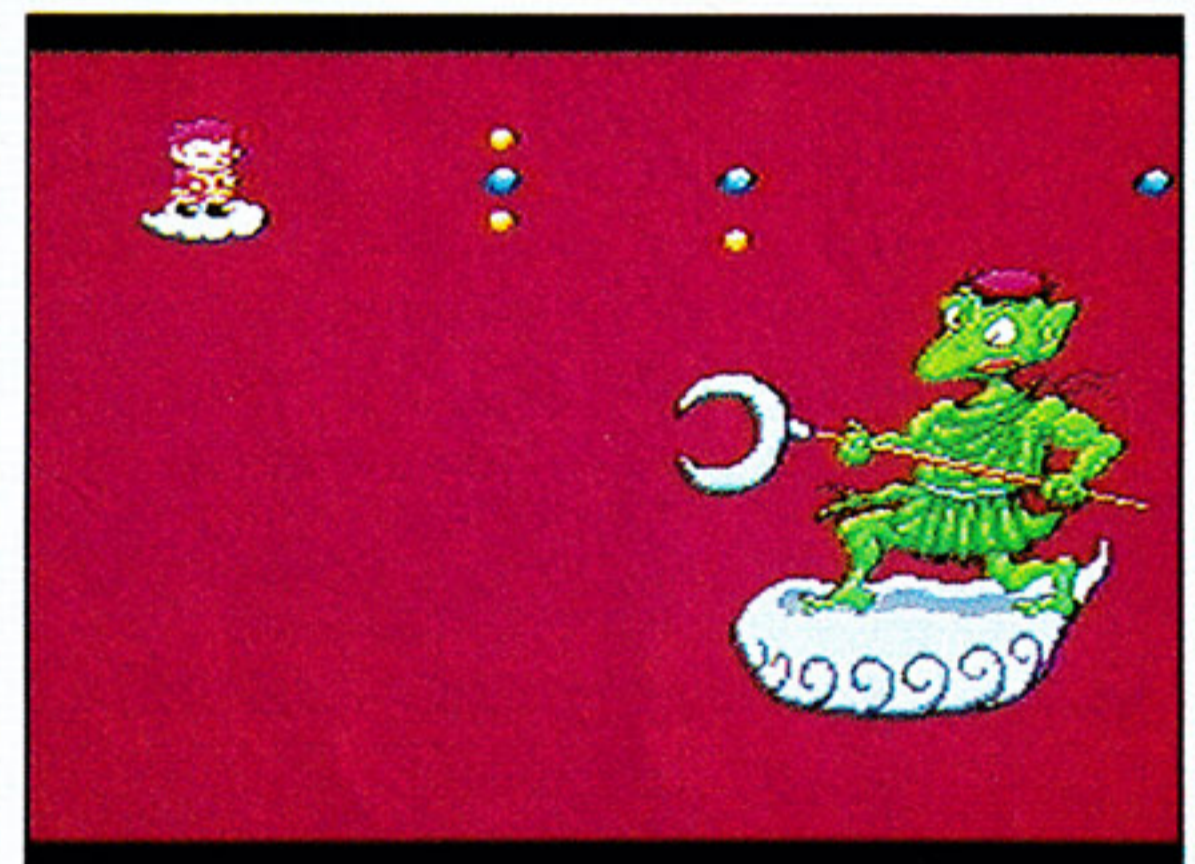
- | | |
|---------|----------|
| 1. BDBD | 7. LBBL |
| 2. DBBD | 8. MBBM |
| 3. GBBG | 9. NBBN |
| 4. HBBH | 10. PBBP |
| 5. JBBJ | 11. QBBQ |
| 6. KBBK | |

**Cloud Master
(Master System)**

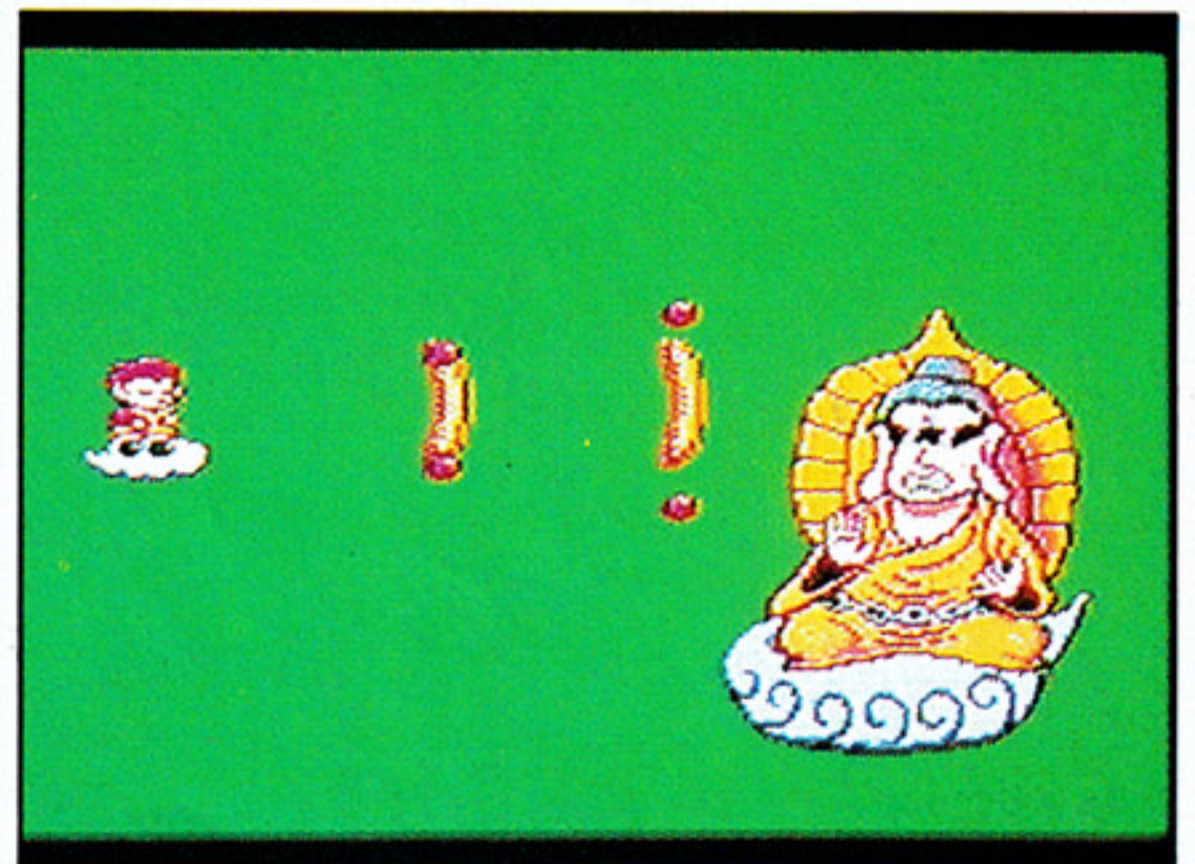
Beat the Bosses



Round 1: The boss here is the Phoenix. Hit him in the beak 15 times to destroy him. Your best bet is the 3-way shot.



Round 2: Battle Kappa along the Koh River. Aim for the red blinking spot on his head. To avoid his bolts stay in the upper left of the screen and then move down, following the bolts.



Round 3: Beat the Giant Buddah by shooting at the red blinking dot above his sunglasses. Move back and forth and zoom in close to his face.

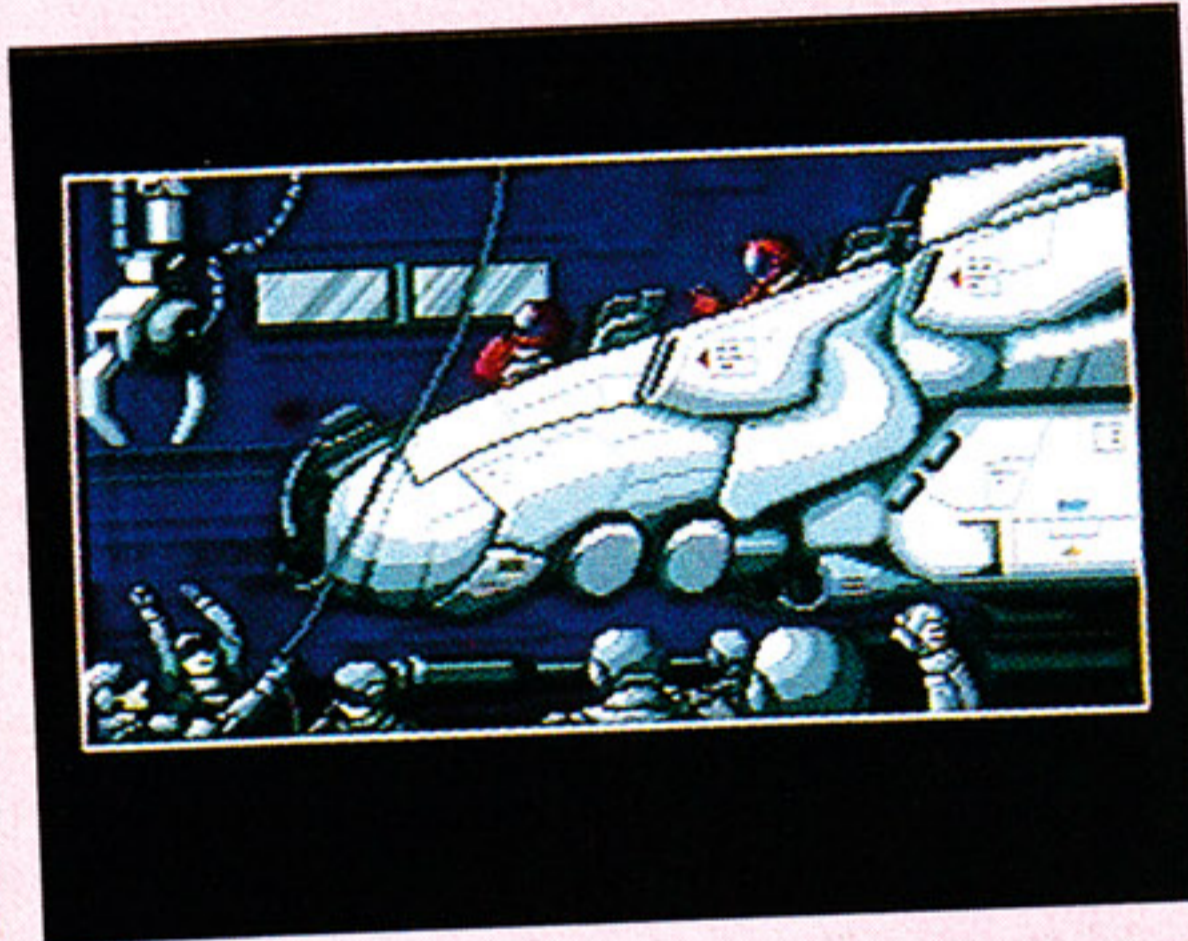
Round 4: Use a double red bullet to fire at the spot on the Dragon's head.

Round 5: Shogun is the hardest boss to beat. Try different strategies, but remember to shoot at the white blinking spot on his head.

TIPSTACTICS PASSWORDS SECRET WEAPONS AND TACTICS

Thunder Force III (Genesis)

Bye-bye Ending Sequence



MUSIC COMPOSE
Toshiharu Yananishi
Tononi Ohtani

At the ending sequence of the game, you can make your character's hands wave and eyes wink by pressing the C button.

Tyler Rockwell, Portola Valley, CA

TV Sports Football (TurboGrafx-16)

Super Password Mode

There is a secret password mode in T.V. Sports Football that enables you to power-up your team in a number of different ways. To reach this special mode select EXHIBITION, then choose your opponent's team. Next, press SELECT and Button II simultaneously. This will put you at a password screen.

Now type one of the following passwords:

ULTIMATEWIZ – Starts your team with a 28 point lead.

SUPERHANDS – Gives you a "15" Catch rating for all your players.

SUPERSTRENGTH – Gives you a "15" Strength rating for every player on defense.

SUPERSPEED – Speeds up your players.

SUPERAGILITY – Gives your players a better chance to shake tackles.

THECOOKER – Gives you an invincible fullback; he can't be tackled!

CORNBREAD – Makes the other team fumble a lot.

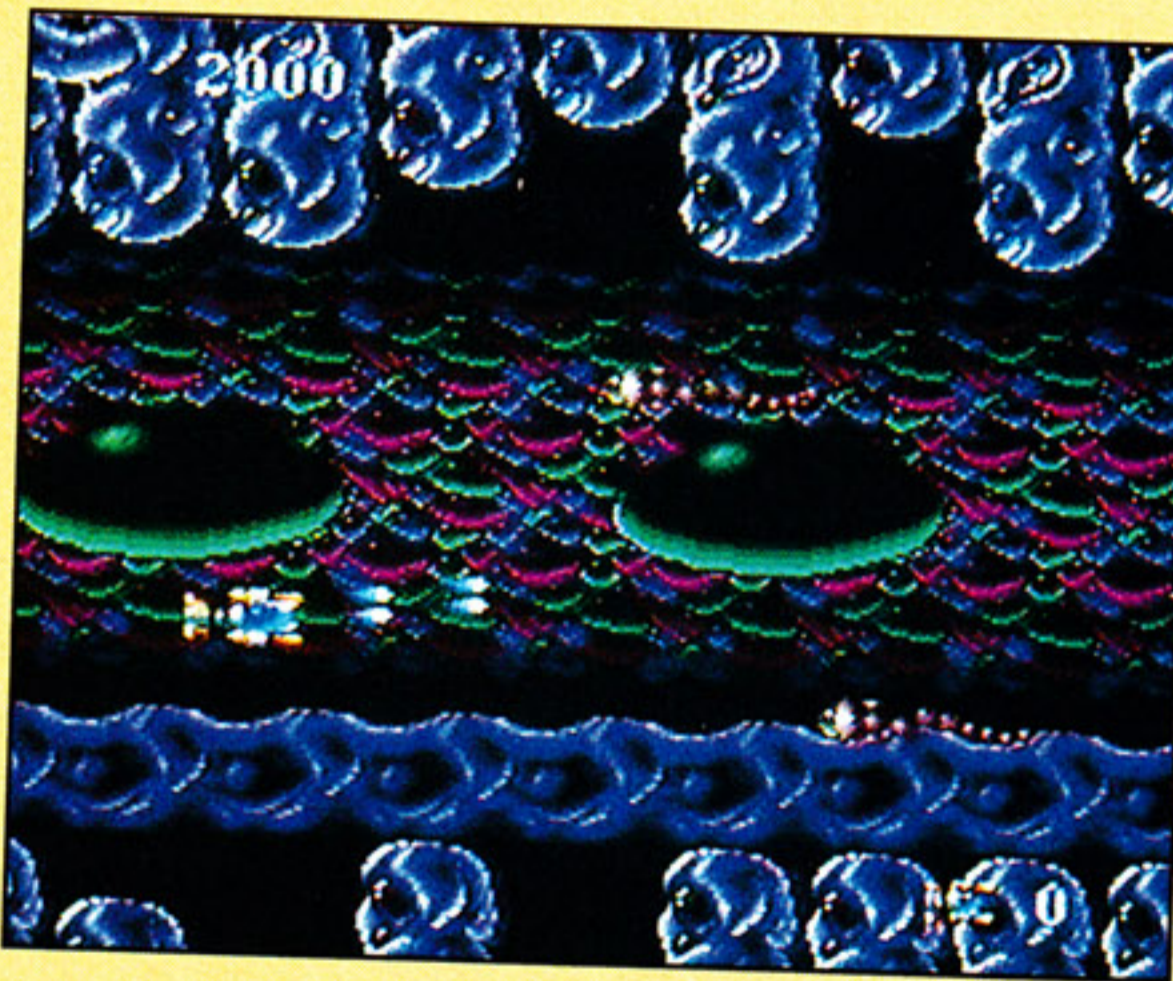
GOLDIELOCK – Your team won't throw any interceptions or have any blocked passes.

Note: Some of these passwords are invisible!

After you enter a code and jump back to the team selection screen, you can enter another password by pressing SELECT and Button II simultaneously again.

Psychosis (TurboGrafx-16)

Level Select!



To start on Causes 2, 3, or 4 make sure that all turbo switches are off. Now press Run and quickly hold down Button II. While holding Button II, hit Run:

5 times for Cause 2

45 times for Cause 3

25 times for Cause 4

100 times for Cause 5

David Rector, Philadelphia, PA

TV Sports Football (TurboGrafx-16)

Super Team Powerup

To give your players a "15" rating in every ability, try the following trick: Pick your opponent's team, then press Button II, then press Down, Up, Down, Up, Up, Up, and press Button II again. Next, pick your team. Every player will have top ratings in each skill category.

NES Play Action Football (Nintendo)

Championship Passwords!

Use this code to start one game away from the Power Bowl as San Francisco versus Miami:

B7H5DSD5FC

To play in the Power Bowl as San Francisco versus Chicago:

0IG9DQT5C8

T.J. Rumler, Piedmont, SC

Sword of Sodan (Genesis)

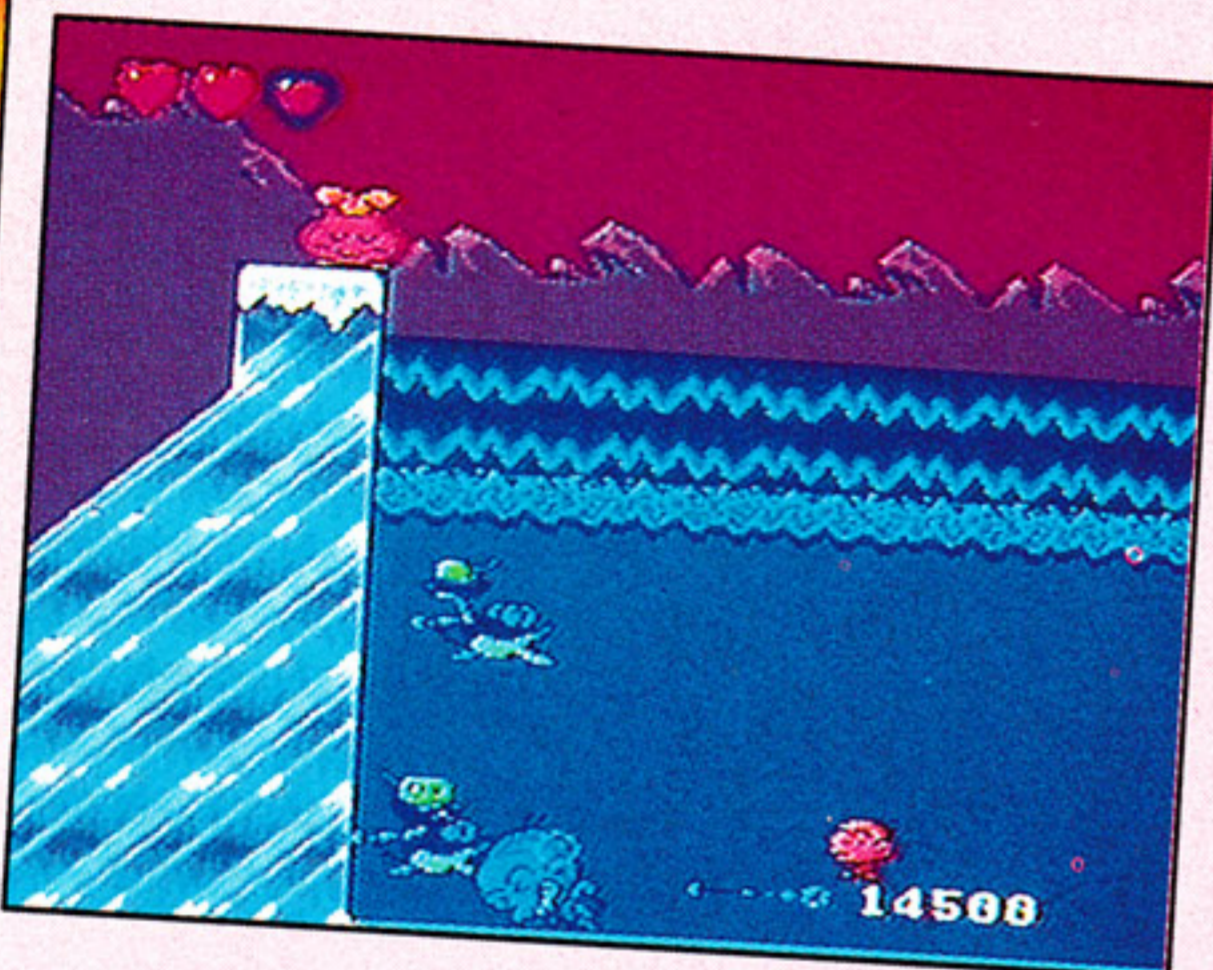
Warp Trick!

You can warp to the next level by collecting 4 Etherium potions and drinking them all at once.

Charles Wilson, Ballston Spa, NY

Bonk's Adventure (TurboGrafx-16)

Lots of 1-Ups!

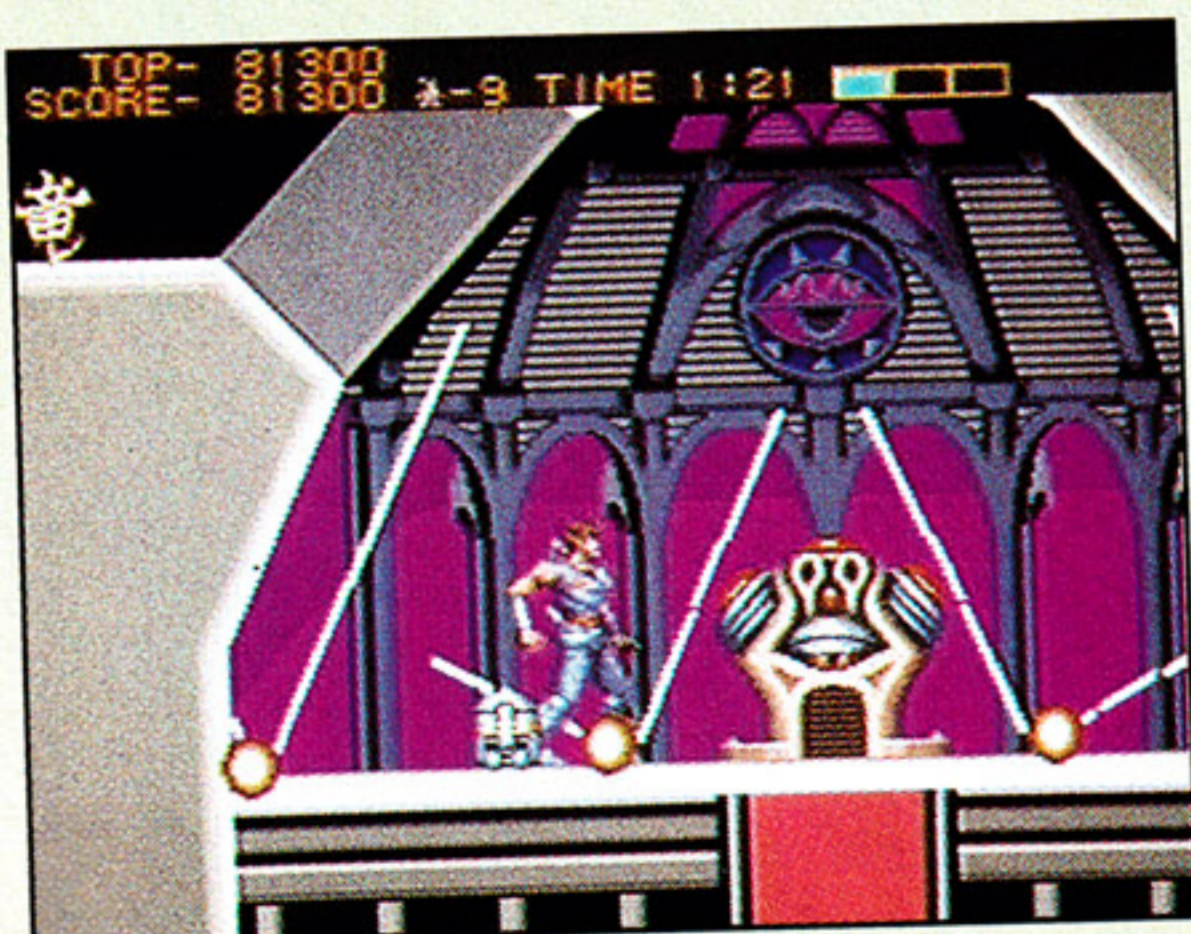


You can grab bunches of 1-Ups by knocking out those underwater turtles in Level 3-5. You can end up with 20 extra bonks!

Aaron W. Farris, Riverview, MI

Strider (Genesis)

Avoid the Lasers!



On the second Reactor, you can avoid being hit by the lasers if you stand so that the capsule on the ground to your left touches your foot. Now the lasers will pass right through you without inflicting any damage!

Mr. J. Contreras, Bergenfield, NJ

Rolling Thunder (Nintendo)

Passwords!



These passwords will help you along through some of the tougher levels!

Story 1:

Area 3- 6426099

Area 5- 1450064

Story 2:

Area 7- 6609809

Area 9- 3495242

Story 3:

Area 1- 6692956

Area 2- 4516110

Area 3- 6396857

Area 4- 4249741

Area 5- 6916079

Story 4:

Area 6- 7236972

Brian M. Davis, Florence, SC

Valis II (TurboGrafx-16)

Weapon Select!

Here is a way to have and select any weapons while playing Valis II. First hold down button 2 and press RUN while playing the game. This will pause the game. Now press Select, 1, 2, 1, then Run. You can now select the weapon of your choice by pressing Run to pause the game and using button 1 to select items, and button 2 for weapons!

Jamie Heartely, San Francisco, CA

G.I. Joe (Nintendo)

Passwords!



Here are some awesome passwords for battle-weary G.I. Joes who'd like to see more of the game.

Stage 2: PSGN5XRZ4

Stage 3: 3ZDX9Z0X1

Stage 4: N3GGN3BGB

Stage 5: 5399N5XG2

Stage 6: 5ZD3NN5X5

To start the second quest use:
ZNS39N5XF

Glenn True, West Chazy, NY

Teenage Mutant Ninja Turtles II (Nintendo)

10 lives!

The following code enables you to start the game with 10 lives. While at the title screen, press Up, Right 2 times, Down 3 times, Left 4 times, B, and A.

Eric Dublin, Wappingers Falls, NY

TIPS-TACTICS PASSWORDS

SECRET WEAPONS AND TACTICS

Neutopia (TurboGrafx-16)

Ending Password!

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

yP5ESDjsMwPB
NDCYSzhXr%PP

Ron MacNeil, British Columbia, Canada

T.V. Sports Football (TurboGrafx-16)

Super Passwords!

Here are some super password tricks for T.V. Sports Football:

First, choose an exhibition game, 1 or 2 players. Select your opponent's team, then simultaneously press Select and Button II to bring up the password screen. Now, type in one of the following super passwords and select your team. (Note: All passwords except the four "super" passwords are invisible when you type them in.)

SUPERHANDS = '15' catching ability for all your receivers.

SUPERSTRENGTH = '15' strength for all your defense - makes the other team fumble.

SUPERSPEED = Doubles the speed of your players.

SUPERAGILITY = Gives your players a better chance at shaking tackles.

THECOOKER = Makes your fullback invincible - he cannot be tackled.

CORNBREAD = Makes the other team fumble a lot.

GOLDIELOCK = Your team will not throw any interceptions or have the quarterback's pass attempt blocked.

ULTIMATEWIZ = Gives your team a 28 point lead at the beginning of the game.

TENMINUTES = Reduces the time in each quarter to ten minutes.

FIVEMINUTES = Reduces the time in each quarter to five minutes.

P.S. Passwords can be combined for different super abilities.

Burning Force (Genesis)

10 Lives per Continue!

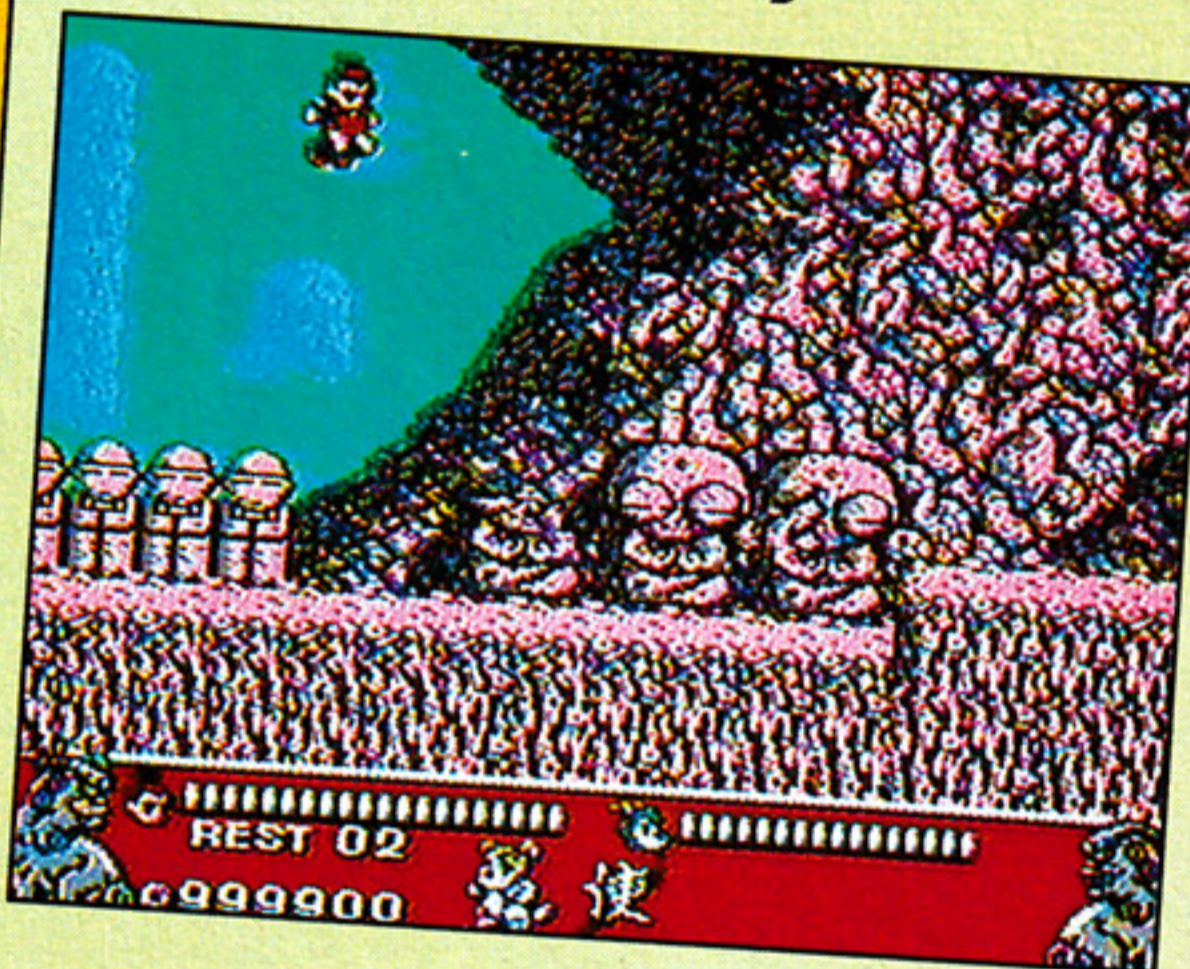


To have 10 lives per continue, do the following. Press Start at the title screen. You'll now see "START/OPTION" on the screen. Now press the buttons in the following order: B, A, B, A, A, C, A, A. Then hit Start!

Master C

Conquest of the Crystal Palace (Nintendo)

Temporary Invincibility!



Wait until the title screen appears, then press Select, A, and B simultaneously. Continue doing this until you hear a chime. Now hit Start and push Right and Select for Temporary Invincibility! Repeat this anytime to become invincible again!

James Careman, Philadelphia, PA

T.V. Sports Football (TurboGrafx-16)

The Ultimate T.V. Sports Football Trick

Choose your opponent's team first (either the computer or a friend), and then push Button II, then Down, Up, Down, Up, Down, Up, Up, and Up. Then press Button II again and pick your team. This gives your team a 15 rating in every attribute, giving you a super squad!

Solar Jetman (Nintendo)

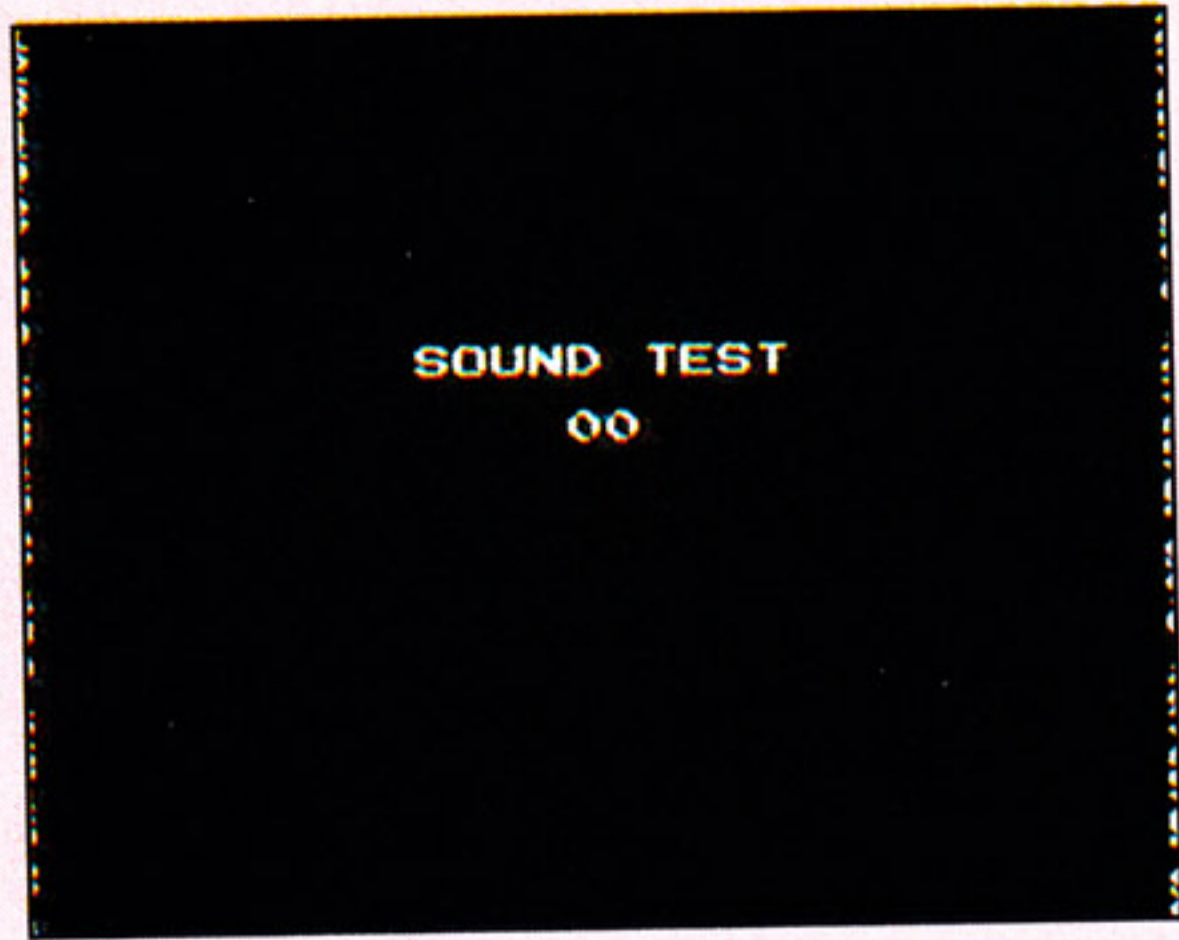
Here is a password to start on planet Shankoo #11.

DHGDQLNBTLNB

Viet Nguyen, Santa Ana, CA

Dragon Spirit (Nintendo)

Sounds Plus Level Select!



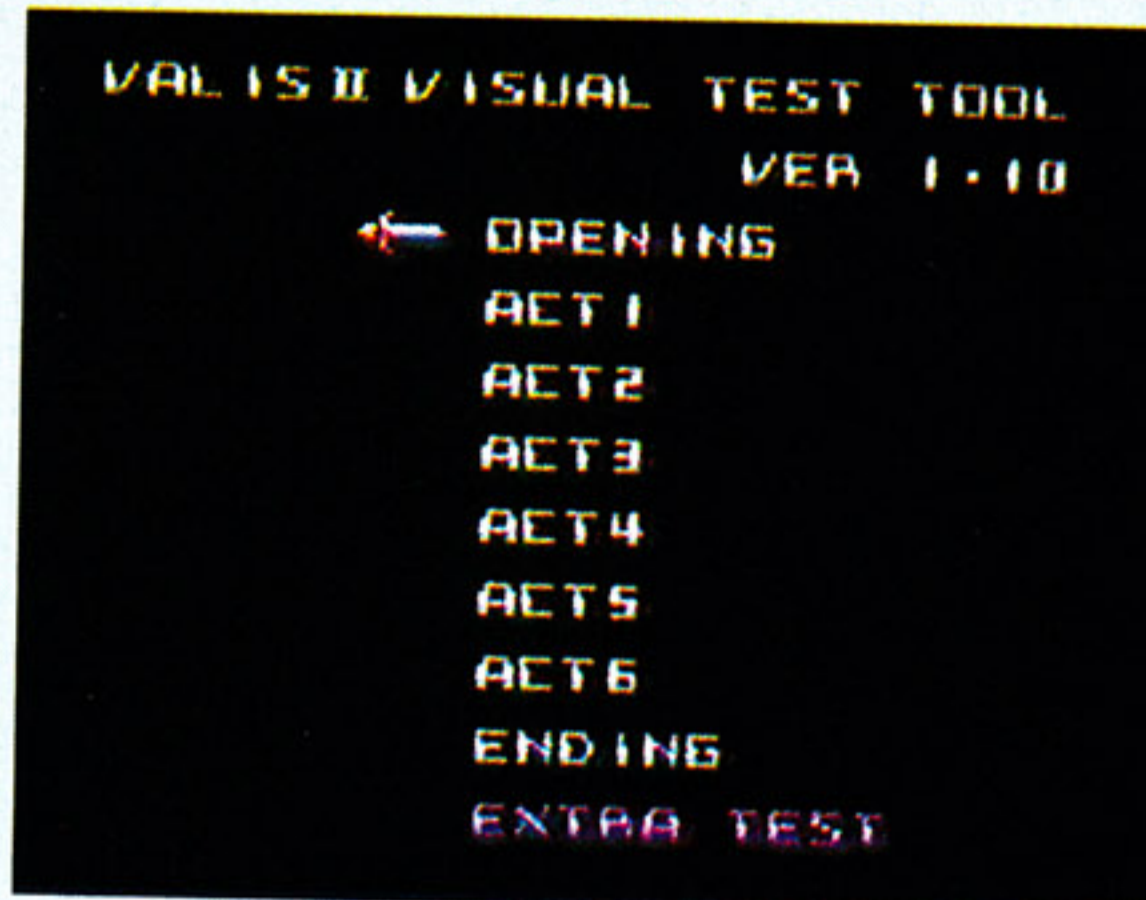
First, make sure that you have both controllers plugged into the NES. Now turn it on. On Controller 2, press and hold down buttons A and B while pressing Up, then hit Reset. You should now be in the sound test mode. Use Controller 1 to select and play different sounds.

For stage select, on Controller 2 press B, Up, Up, B, Down, Down, and B. You'll see "01" appear underneath the sound test mode. Press Left and Right on Controller 2 to select the desired stage of play. Then press Start on Controller 1 to begin!

Tony Vanessa, Denver, CO

Valis II (TurboGrafx-16)

See All the Animation

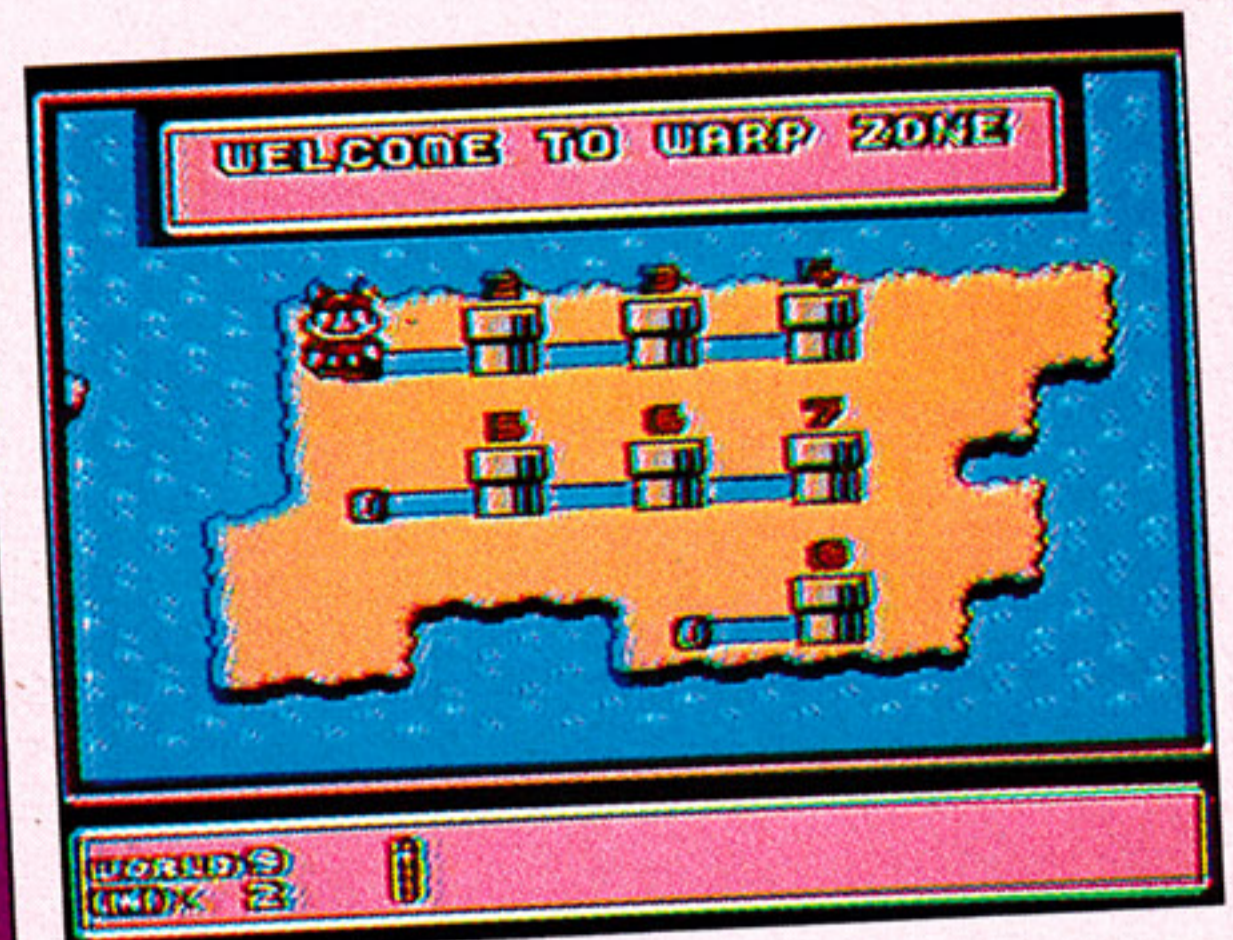


Here's a code that will let you watch all of the animation sequences. When the title screen appears, press Up, I, Select, II, Down, and then Run. Now you can check out sounds and animation to your liking!

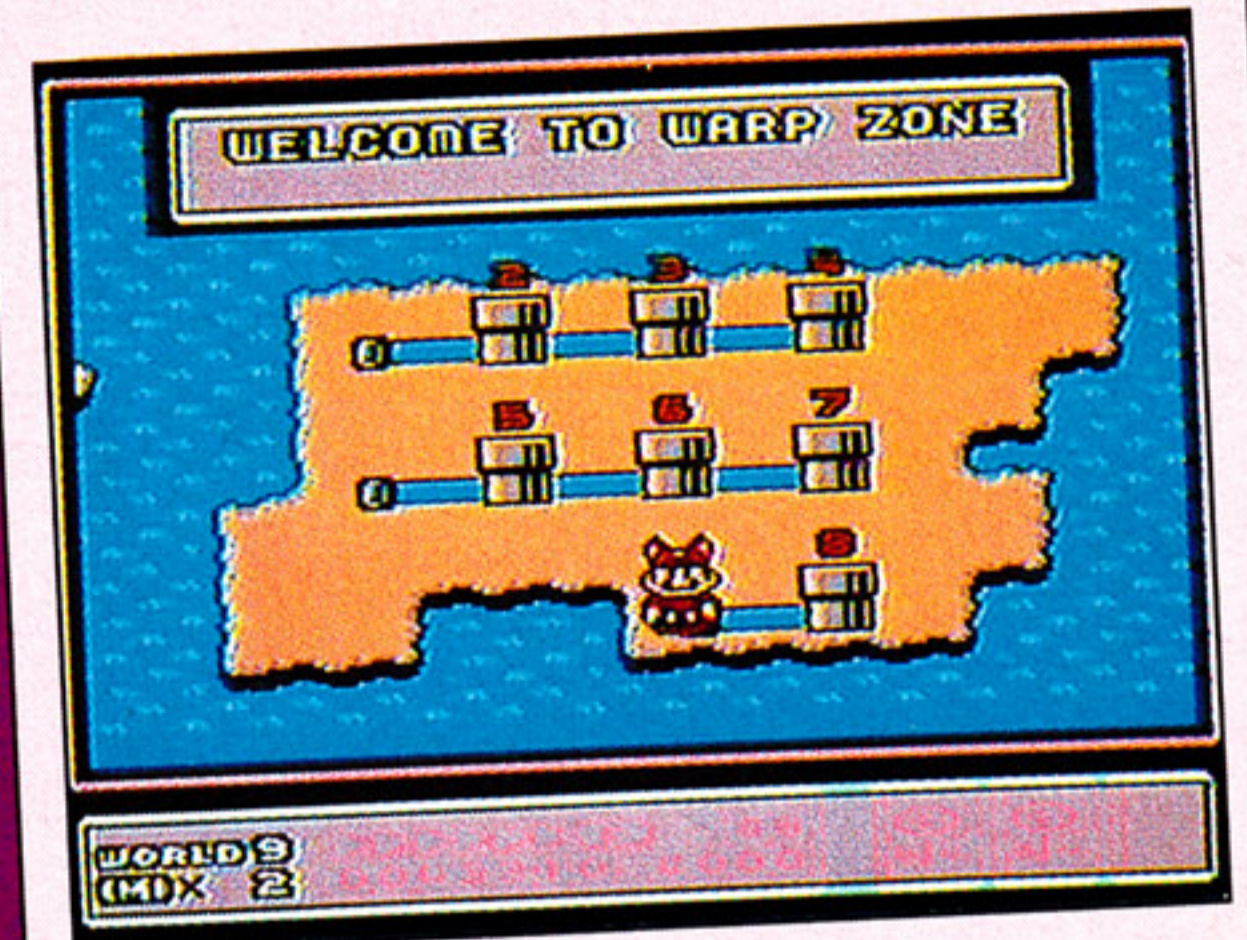
John Willard, Long Beach, CA

Super Mario Brothers 3 (Nintendo)

Warp from World 1 to World 8 With Just Two Flutes



Before...



After

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

Insector X (Genesis)

Unlimited Continues



You can add continues to your remaining number by doing the following trick. When the Game Over screen appears, wait for the Continue sign to pop up. Each time you press C while holding down Upper Left on the directional pad, it adds 1 continue. You can have 8 continues at a time.

Randy Oyer, San Jose, CA

Bomber Man (TurboGrafx-16)

Passwords!



These passwords may help you out if you are having any problems with Bomber Man.

- Level 3-3: MUCCLEVN
- Level 3-5: RAHNQHZC
- Level 4-2: RUNANMPS
- Level 4-3: ROCCNNZV

Lipton Staircase, Phoenix, AZ

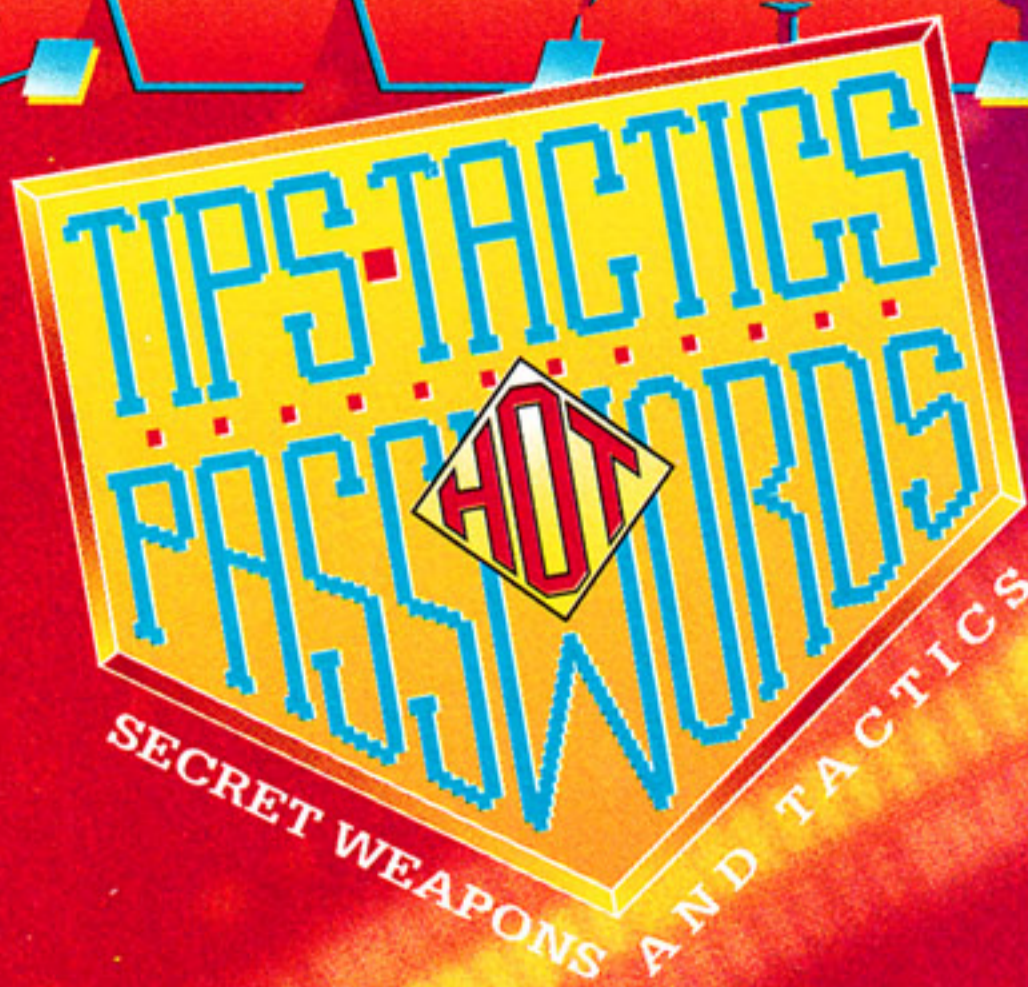
Mendel Palace (Nintendo)

Extra Stages



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

SWAT



Chew-Man-Fu (TurboGrafx-16)

Passwords



Here are a couple codes to help you out in Chew-Man-Fu.

For game 10, Round 55: 677261

A code to fight all the bad guys: 075653

Ken Yee, Columbus, OH

The Immortal (Nintendo)

Passwords!

Here are some passwords to help you along in The Immortal.

Level 2 : SVYYX10006Y90

Level 3 : XS1V421000X10

Level 4 : XS9V131001X60

Level 5 : 44VX943000X60

Level 6 : 6590Y63000SY0

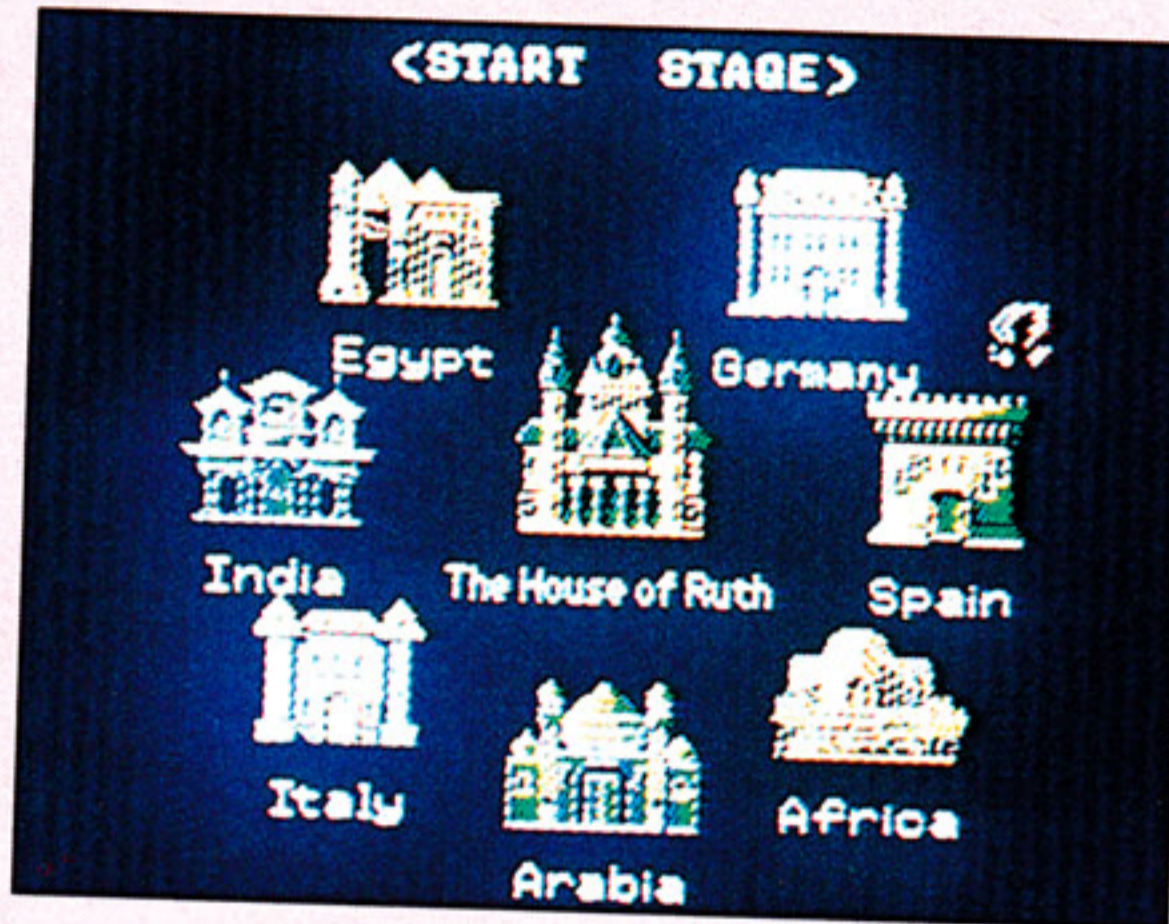
Level 7 : S270V730038Y0

Also, to get past the dragon, use the Blink spell 6 times!

Mike Gillman, Coffeyville, KS

8 Eyes (Nintendo)

Secret Passwords!



Here are passwords for two secret levels. When you complete the game once, you get the password:

TAXANTAXAN

which enables you to play again at a much harder setting. After that there's an even harder setting that you reach with the password:

FINALSTAGE

Shadowgate (Nintendo)

Find the Flute in the Fountain

To get the flute in the fountain, you'll need a gauntlet on your hand. Find the gauntlet in the well (in the bucket) in the courtyard where the cyclops is. Put on the gauntlet and take the flute from the fountain.

Shadowgate (Nintendo)

Clobber the Cyclops

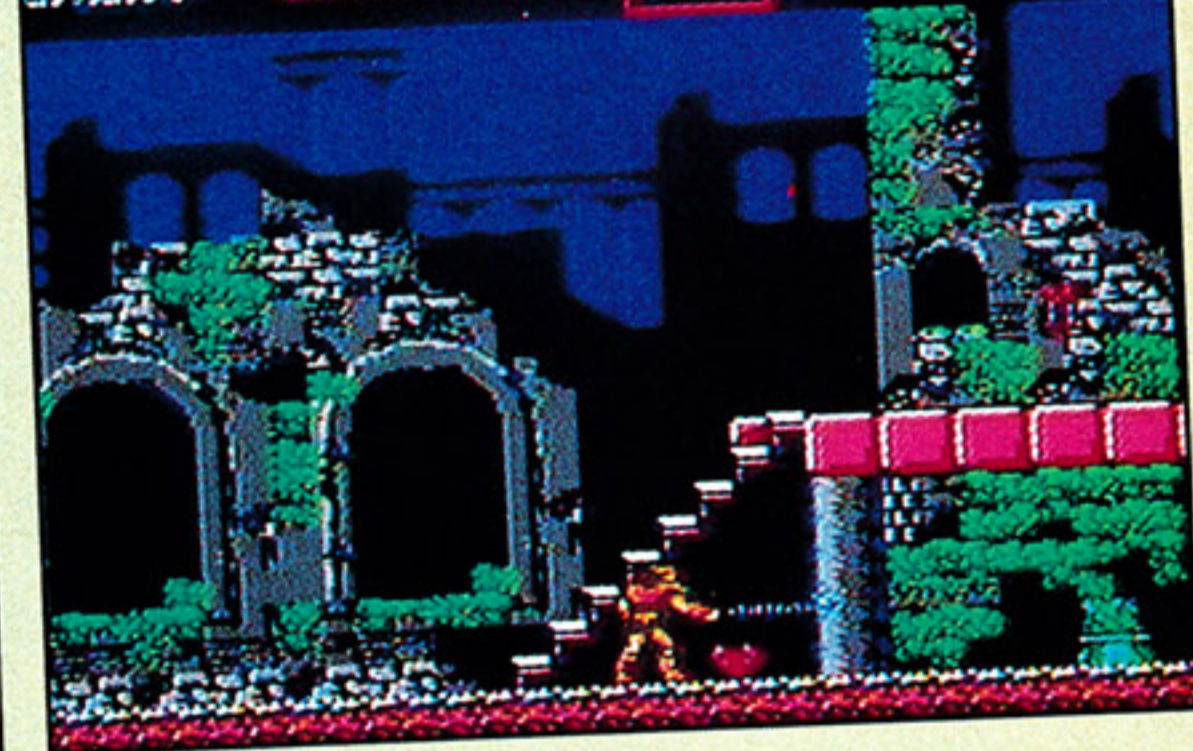
The Cyclops in the Courtyard is one tough customer, but you can slay him if you remember "David and Goliath." Put a stone in the sling (found in the closet in the opening hallway). Use the sling on the Cyclops for some "giant" results!

Castlevania III (Nintendo)

Start with 10 lives!



SCORE-000000 TIME 0487 BLK 1-01
PLAYER P=10
ENEMY



Enter the following password to start with 10 Simon's: **HELP ME**

Jack Simpson, Redwood City, CA

The Adventures of Bayou Billy (Nintendo)

100 Bullet Bonus

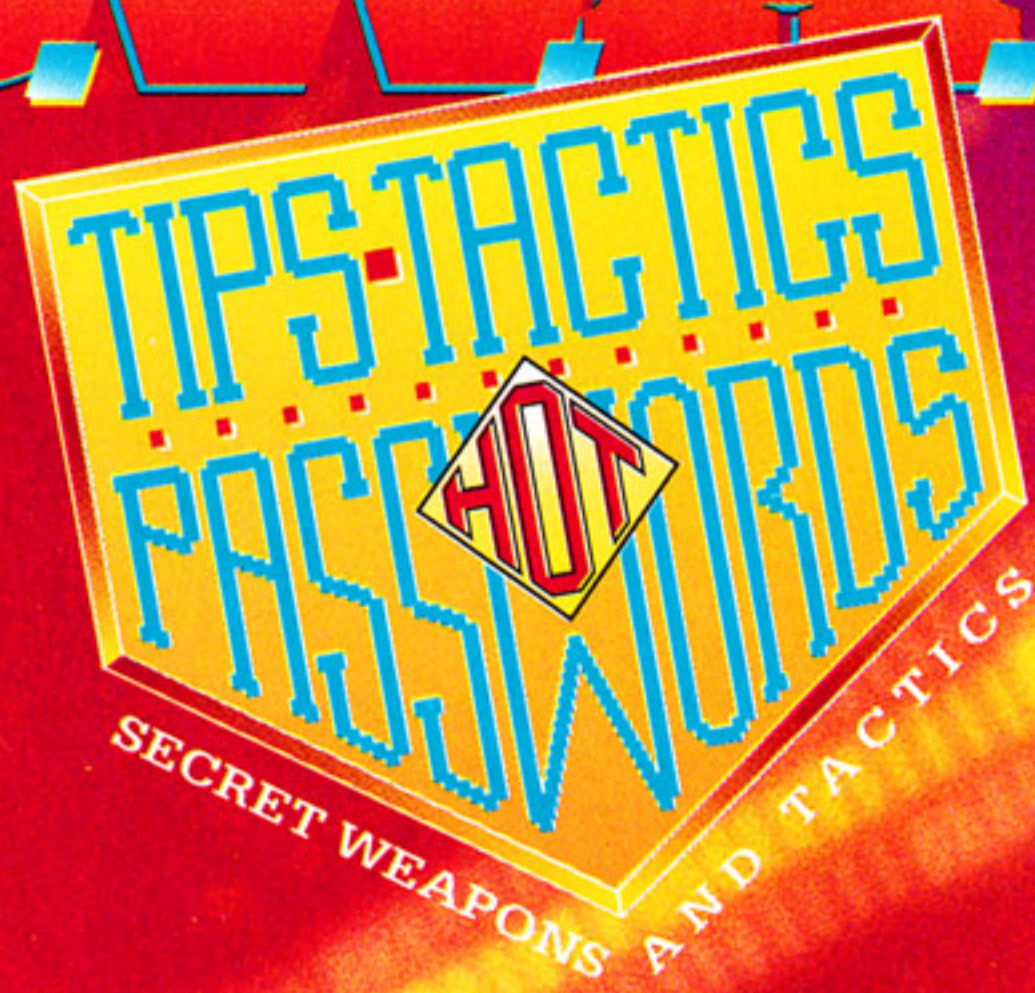
You can receive a 100 bullet bonus during the game if you complete the shooting portion of the Practice Mode. Don't turn off the game after the Practice Mode - just go right into the regular portion of the game.

Arnold Palmer Golf (Genesis)

Head for the Fantasy Zone

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

SWAT



Hard Drivin' (Genesis)



Here's a code to get traffic on the practice track. First play a regular game. After you're finished and you're back at the title screen, press C to go into the Options screen and set the game on practice. Next hit B and then C. Now press start to exit the menu and begin the game. You will now be able to practice with all the traffic of a normal game!

Matthew E. Brown, Morris, IL

Mega Man II (Nintendo)

Extra 1-Ups

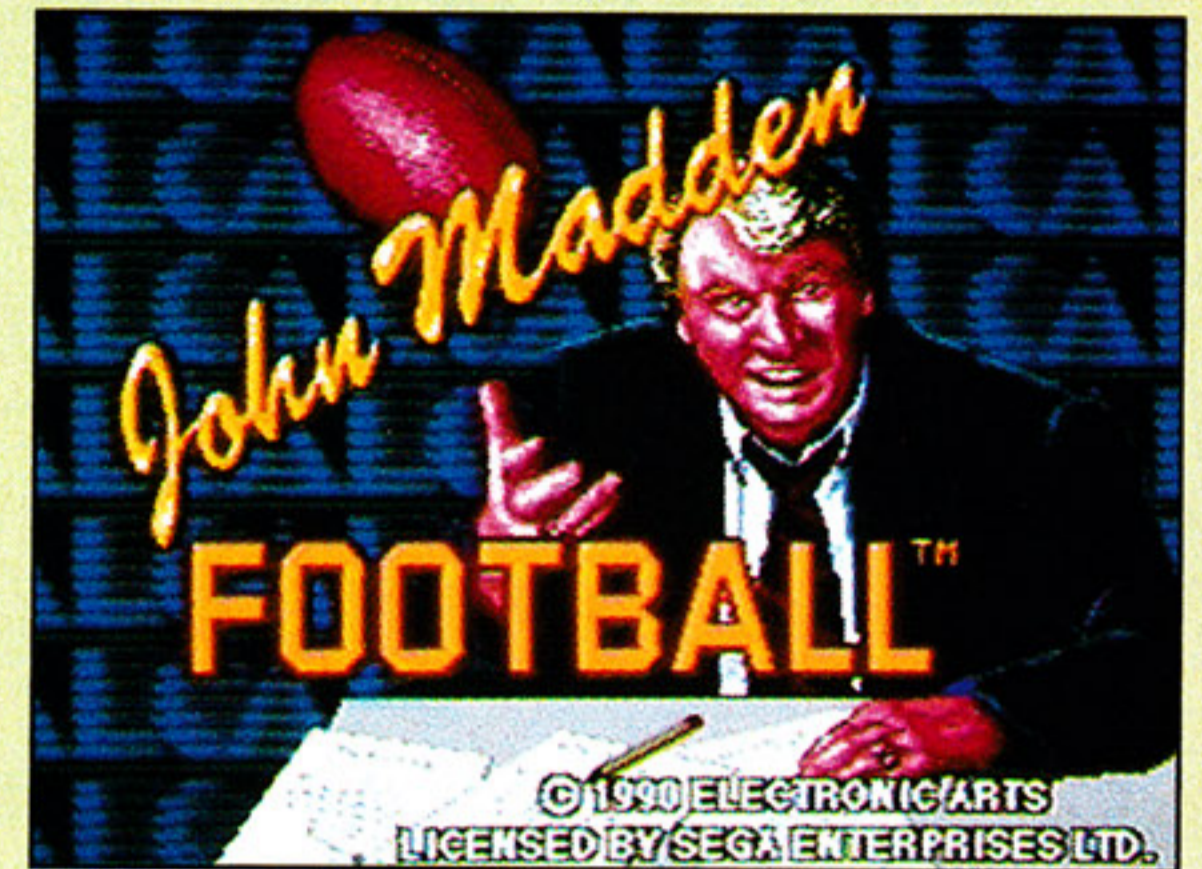
Here's a trick to get extra Mega Man 1-Ups. When you encounter the birds in the Air Man stage, turn on the Leaf Shield (acquired by defeating Wood Man), and don't move! The Leaf Shield will destroy all the little birds that fly at Mega Man. If you wait long enough, some of the little birds will leave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

John Madden Football (Genesis)

Lots of codes!

Here's a bunch of codes for playing in the snow!

Cinn. at Pitt.	2722500
S.F. at Wash.	4302300
Atl. at Wash.	0741000
Buff. at New E.	0176000
N.Y. at Wash.	0700100
Minn. at Chi.	6002300
Cinn. at Den.	4002300
Chi. at Wash.	3002300
Miami at New E.	7102300
Hou. at Buff.	7102300
Atl. at Chi.	5002300
Phil. at Wash.	4002300
Pitt. at K.C.	3002300
Hou. at Cinn.	2002300
Hou. at Den.	6002300
Pitt. at New E.	1002300
New E. at Buff.	0600100
K.C. at Cinn.	0200100
S.F. at Chi.	5102300
Den. at K.C.	4102300
Buff. at Pitt.	3102300
Minn. at Wash.	2102300
K.C. at Pitt.	2102300
Cinn. at New E.	1234567
L.A. at Wash.	4722500
Miami at Pitt.	3722500
K.C. at Buff.	5722500
Den. at New E.	5722500
Miami at Buff.	1112300
Cinn. at Buff.	5504500
L.A. at Chi.	6504500
New E. at Pitt.	2544600
Here are some codes for the Championship Games!	
L.A. at Miami	0473176
S.F. at Den.	0751000
Minn. at Den.	0731000



S.F. at New E.	0431000
Den. at New E.	0331000
Chi. at New E.	0613000
Phil. at Cinn.	5555500
L.A. at K.C.	2452300
Atl. at Miami	3452300
N.Y. at Hou.	4452300
Wash. at Buff.	5450000
Phil. at New E.	6450000
L.A. at Den.	7450000
Phil. at Den.	7770000
S.F. at Hou.	6770000
Atl. at Pitt.	4770000
Atl. at Miami	7777777
L.A. at Cinn.	6777777
N.Y. at New E.	5777777
Wash. at K.C.	4777777
Chi. at Pitt.	3777777
L.A. at Pitt.	2777777
Phil. at Hou.	1777777
Chi. at Den.	0415000
S.F. at Buff	0515000
Minn. at Buff	0535000

Here are a few for playing on mud turf!

Cinn. at Den.	5114500
Cinn. at Miami	7302300
Pitt. at Den.	1114500
Buff. at Den.	4444500
Miami at Den.	4422600
Hou. at Den.	4032631
New E. at Den.	4032647
K.C. at Den.	4034407

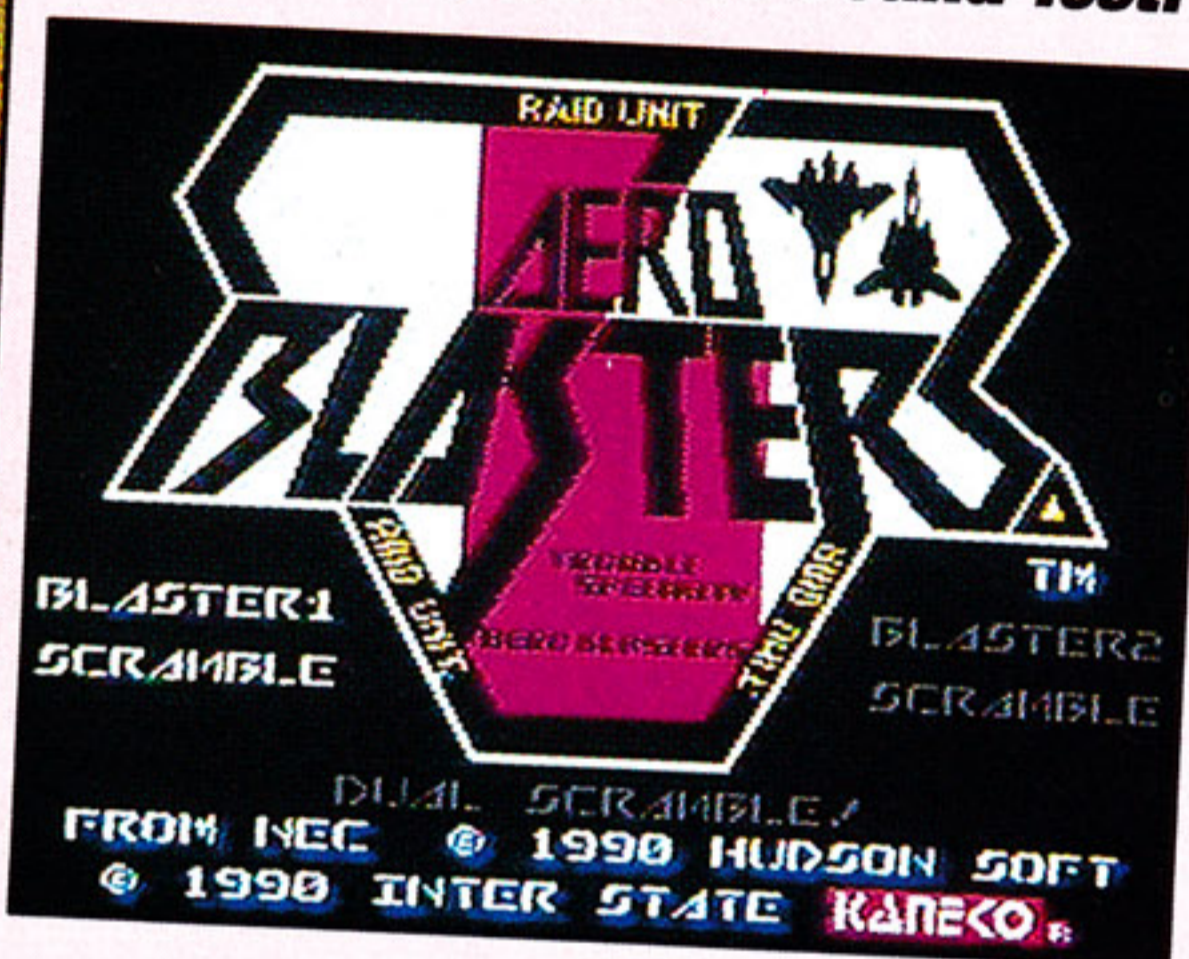
Dennis Bonomini, Woodridge, IL

SWAT



Aero Blasters (TurboGrafx-16)

Add Credits, Hear the Sound Test!

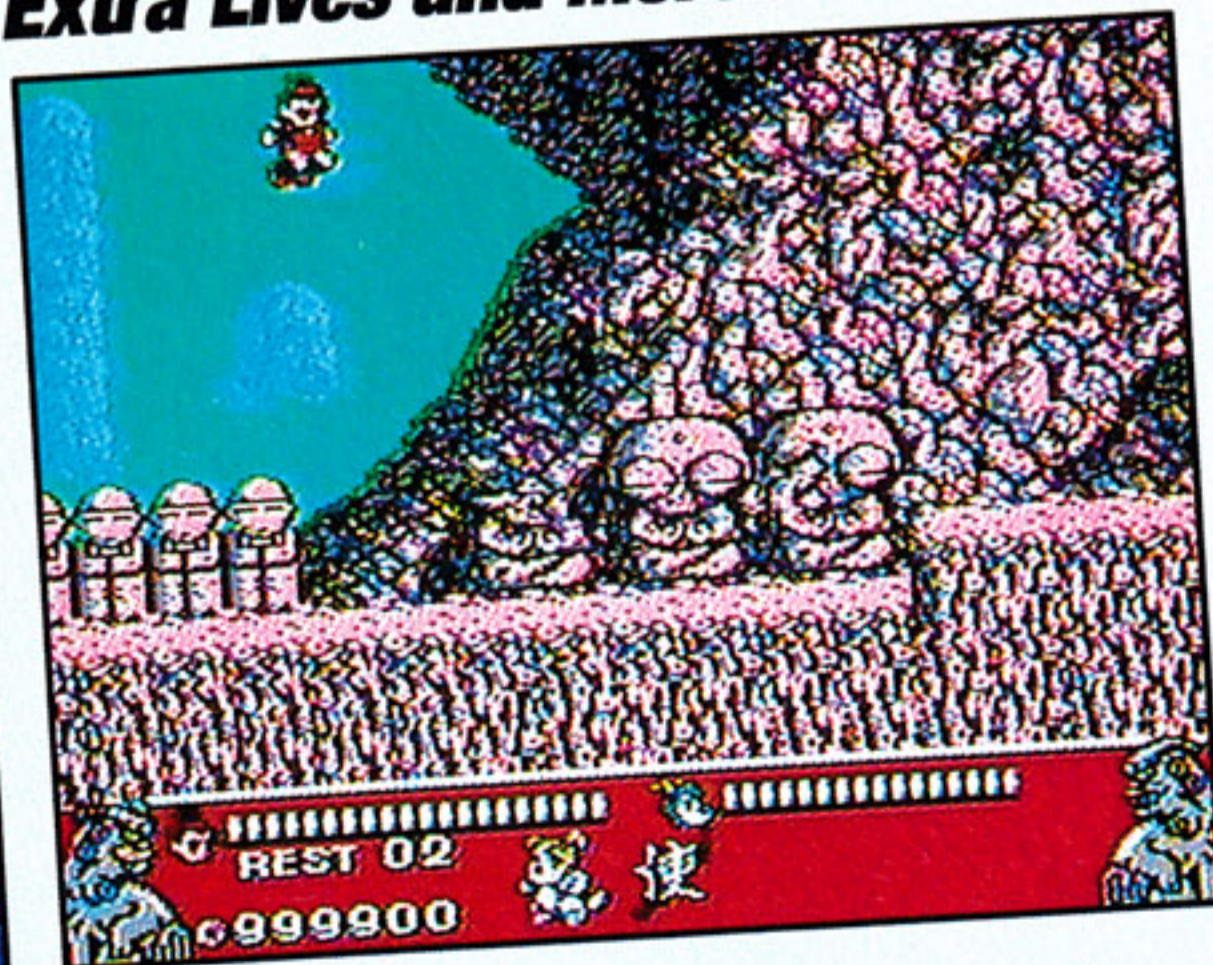


When the title screen appears, quickly push and hold down Select. While holding down Select, gently roll your thumb across the control pad from the center to the right until you see "SOUND 00" or "CREDIT" appear onscreen. Release the Select button and press it again to select Sound or Credits. Now press Up during Credits for up to 9 credits. Do the same thing at Sounds and press Button 1 to hear them.

Ronald Dobek, Philadelphia, PA

Conquest of the Crystal Palace (Nintendo)

Extra Lives and More!



Sorry about the misprint in our April issue. Here's the working code with more tricks than before!

Teenage Mutant Ninja Turtles II (Nintendo)

Level Select & 10 lives!



Here's a pad trick for TMNT II that enables you to select stages and get 10 Turtles per continue! When the title screen appears, press B, A, B, A, Up, Down, B, A, Left, Right, B, A, and Start. If you have done this correctly, you'll see "STAGE 1" appear on the screen. Just select the stage you want and press Start when you're ready to play!

Edward Sampson, Jackson, MI

At the title screen, press Select and A simultaneously. Release them and then press Select and B simultaneously. Keep doing this until you hear a chime. Then press Start to play the game. Now when you're playing the game, hold down Select and press:

- Right = Temporary Invincibility
- Left = add Gold.
- Up = Super Jump
- Down = restore your life meter.
- Up/Right = add lives (up to 99)
- Down/Left = power up your sword.
- Up/Left = the Fire Weapon.

(Remember to hold down Select while you press the above!)

James Careman, Philadelphia, PA

Heavy Shredding (Nintendo)

99 Lives and Stage Select!



For 99 lives, at the title screen press Left while holding down Buttons A and B on Controller 1 for 99 lives. When the Mountain Course Map appears, press A to select your course.

Brandon Bowlds, Owensboro, KY

Maniac Mansion (Nintendo)

Inner Door Combination

To open the inner door of the lab, don't fix the wiring in the attic and the combination will remain 0000.

Chris Pepin, Escanaba, Michigan

Maniac Mansion (Nintendo)

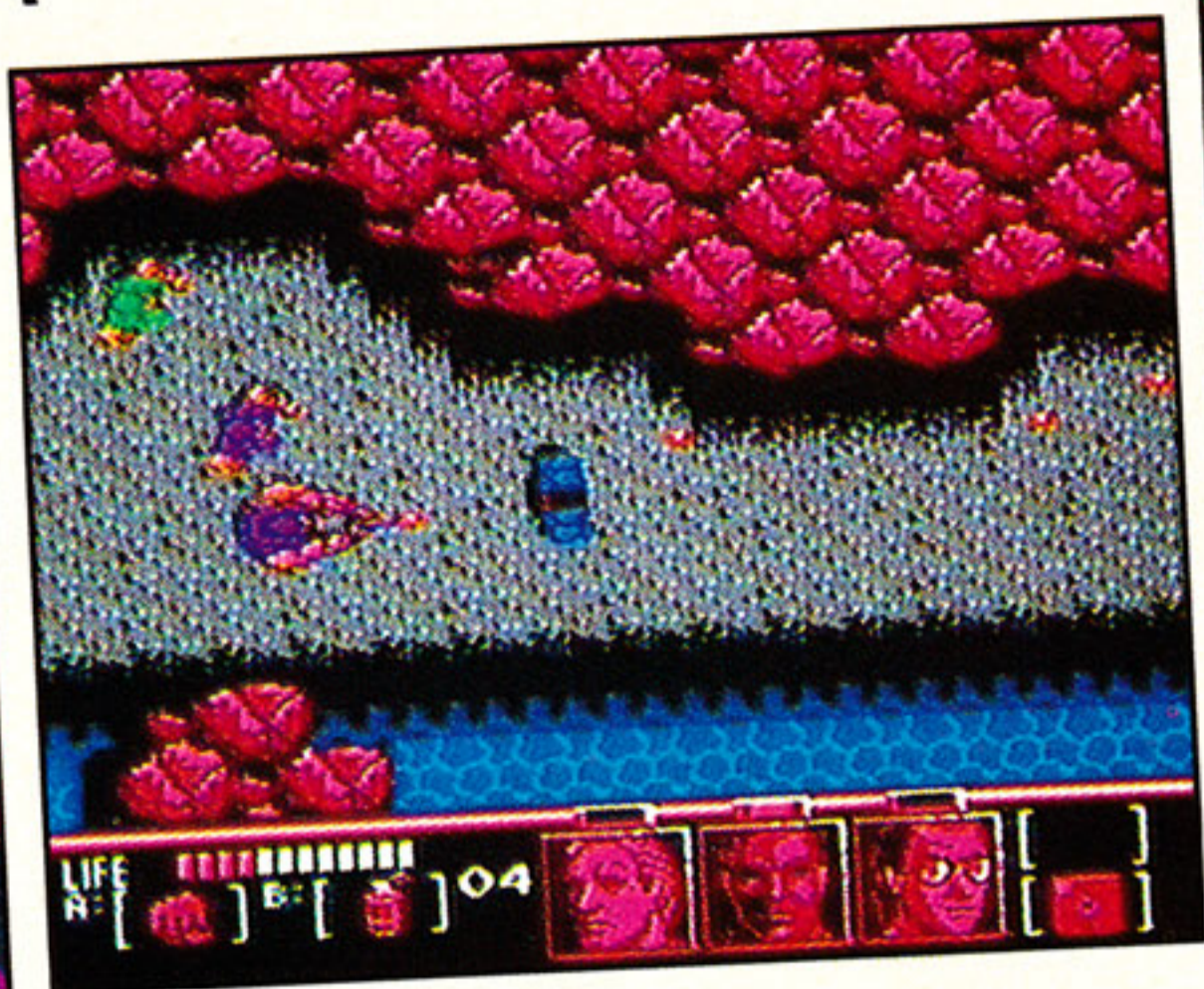
Invisible Dave!



To Make Dave invisible, first make Syd or Razor microwave Weird Ed's hamster. Then make Dave get the exploded hamster out of the microwave and give it back to Ed. Dave will now be invisible, but he can still help out the others.

Jason Price, Trappe, MD

Mission: Impossible (Nintendo)



Here are some passwords to make Mission: Impossible more possible.

- Area 2: H-M-P-R
- Area 3: K-M-V-W
- Area 4: X-D-G-J
- Area 5: T-V-J-L
- Area 6: Q-B-Y-Z

Jeremy D. Pettit, Little Falls, MN

Gain Ground (Genesis)

Level Select!



Here's how to select levels in Gain Ground. First enter the Options Screen. Make sure that the arrow is pointing at "LEVEL" and press these buttons in the following order: A, C, B, C. "Round Select" will now pop up below "Sound Test." Just select a round, exit, and there you are!

Randy Oyler, San Jose, CA

Shadow Blasters (Genesis)

Invincibility!

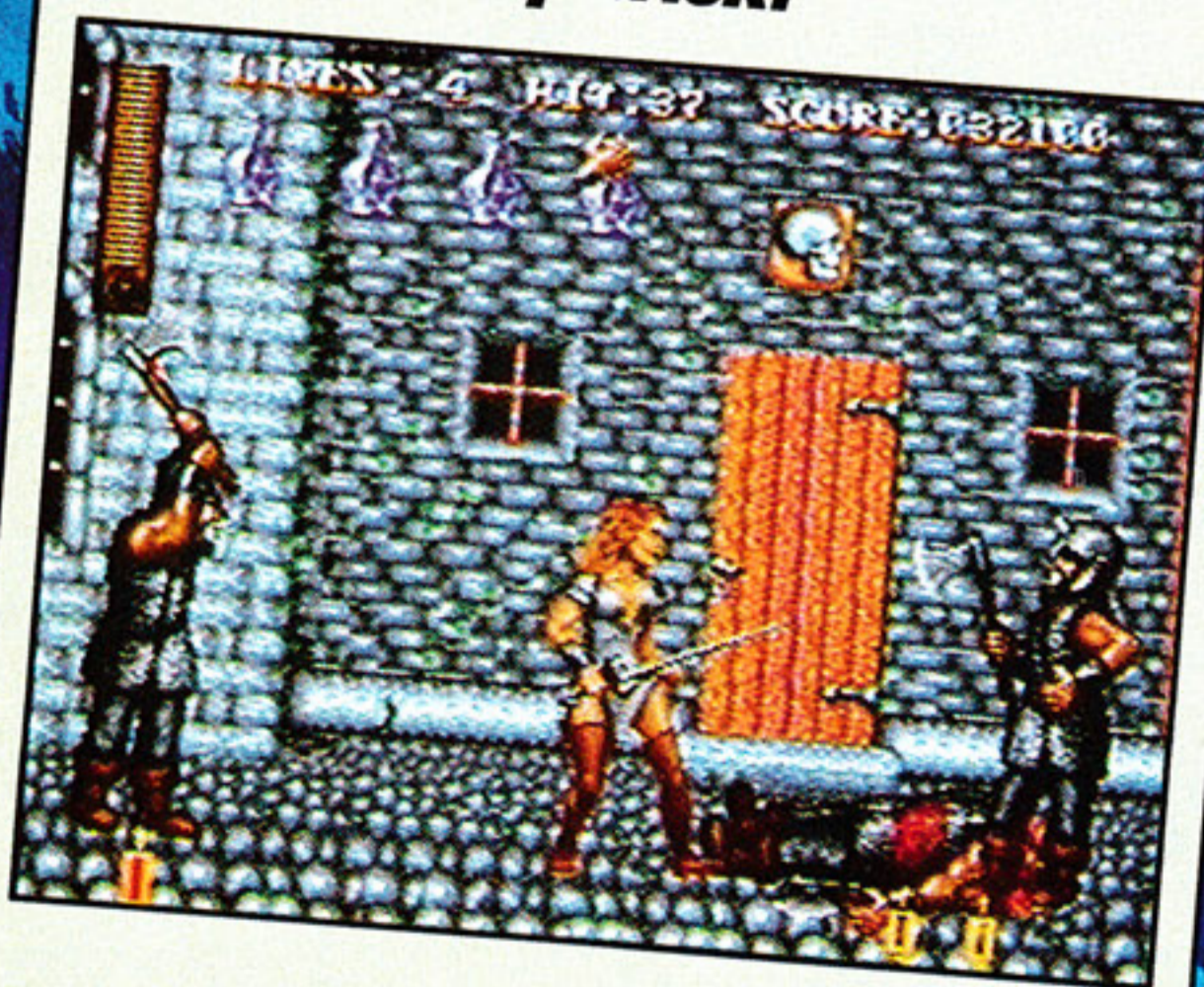


With two control pads you can make your Shadow Blasters characters invincible. First select a two-player game at the title screen. Now choose your characters. Once you start playing the first selected level, let Player One's energy level drop down to the last block on the energy bar. Now let Player One get hit once more while you rapidly pressing Start on Player Two's control pad. Player One's character should now be flashing in the center of the screen. That character's now invincible. You can repeat this technique for all of your characters. Just remember that you can't pick up energy while you're invincible, although you can pick up everything else!

John Smith, Richmond, BC, Canada

Sword of Sodan (Genesis)

Here's a Warp Trick!

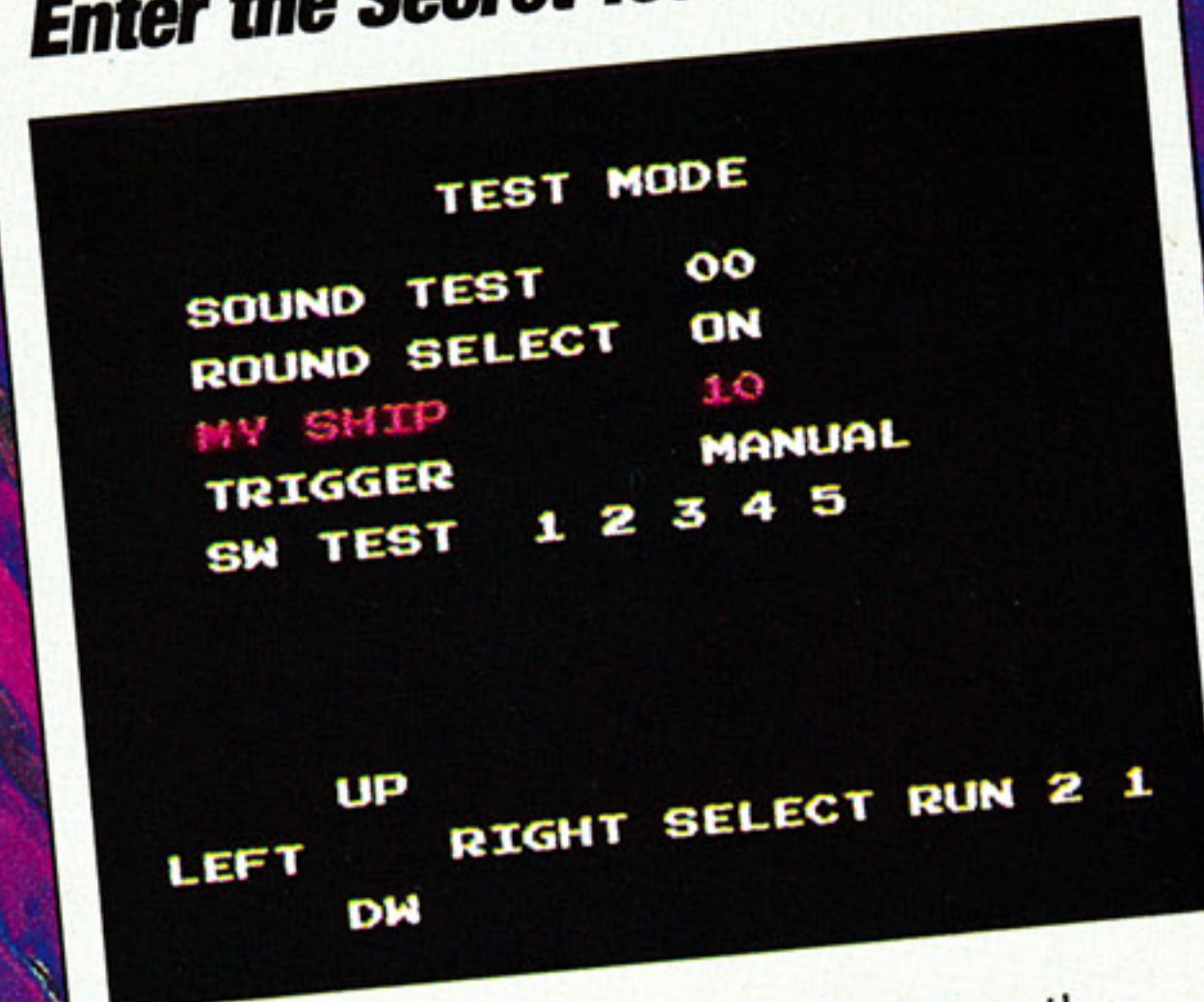


To warp to different levels you need two controllers. All you have to do is get the top score on the high scores list. Now, instead of entering your name for the high score, enter: HINANP:) Then press Start on Controller 2 to skip levels.

Jim Lockheed, Cleveland, OH

Ordyne (TurboGrafx-16)

Enter the Secret Test Mode!



To reach the Secret Test Mode try the following trick: During the title screen hold Run, and then press Select six times, and release. Now, simultaneously hold Buttons I, II, and Upper Left on your turbo pad and press Run. This mode contains a Sound Test, Round Select, Number of Ships, Autofire, and more. To move the selector down, simultaneously press Select and Run.

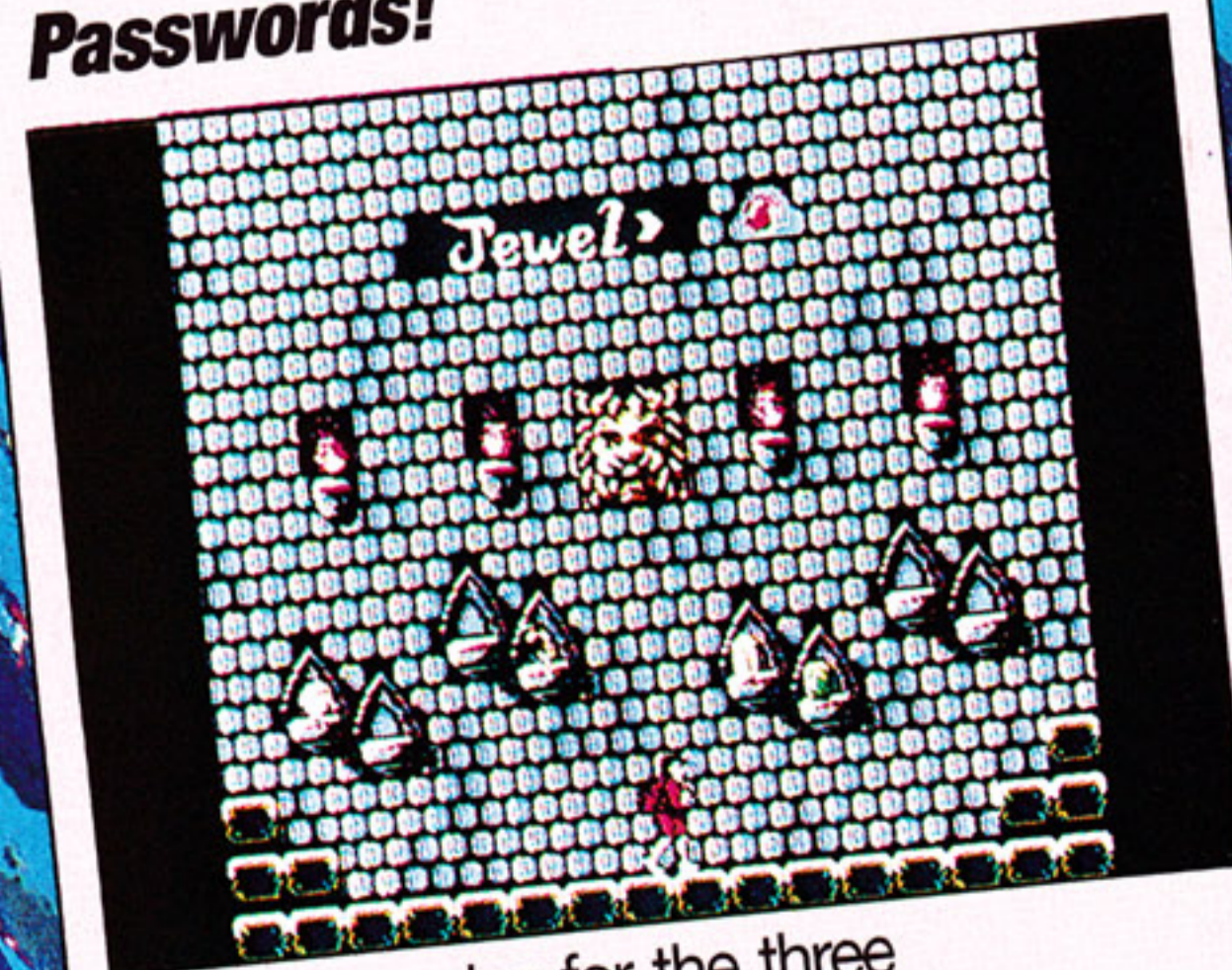
The Adventures of Bayou Billy (Nintendo)

Tank Up!

To begin Regular game play with a full tank of gas try the following trick: Play through the driving game in Practice Mode and just leave the game on when you're switching from Practice to Regular.

8 Eyes (Nintendo)

Passwords!



Here are codes for the three different endings in 8 Eyes:

- First Ending: ONAPPMBPPF
- Second Ending: CKBPAAPEE
- Third Ending: GBCPHAAHAD

SWAT



Ninja Boy (Game Boy)

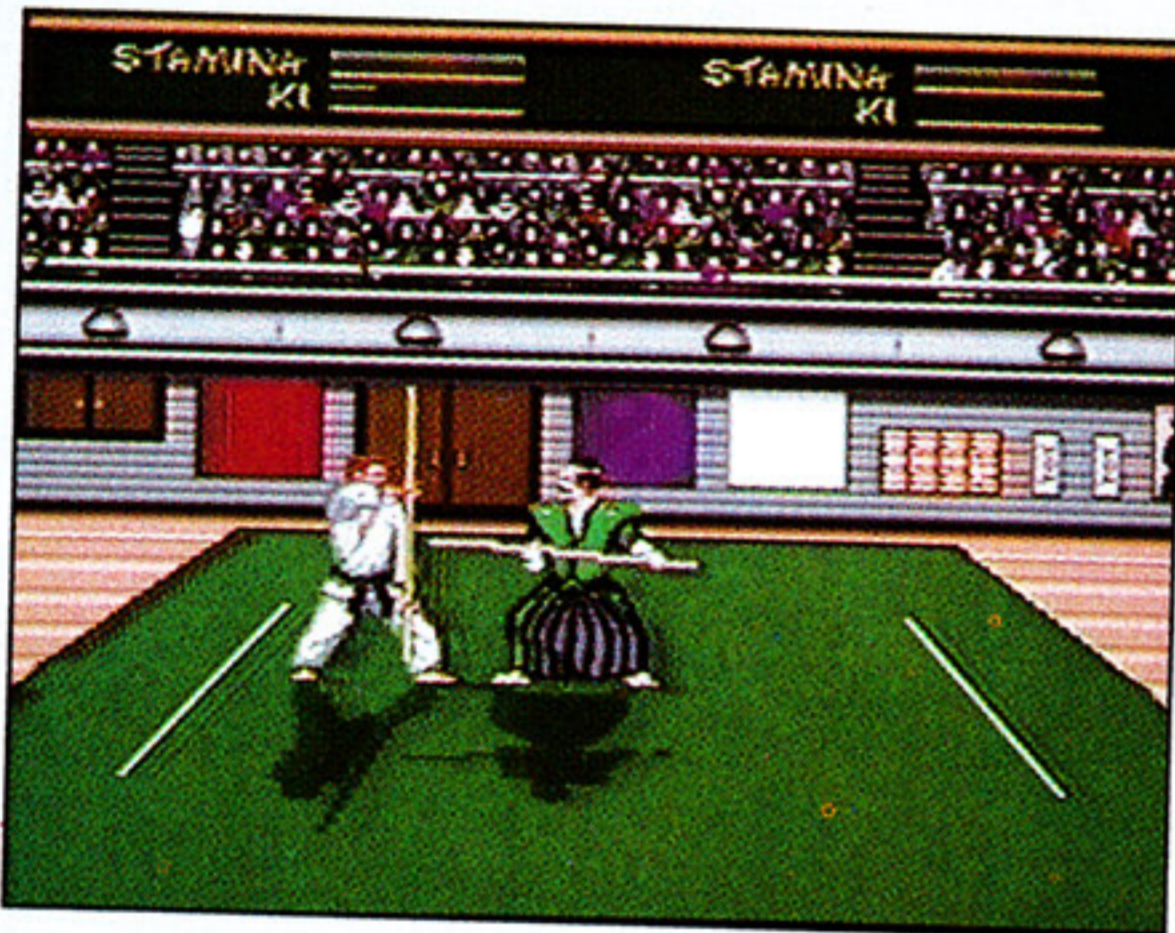
Continue!

When you die in Ninja Boy, press Start, A, and B simultaneously and you'll continue your game at the stage where you died.

Caleb Dutson, Oak City, UT

Budokan (Genesis)

Defeat Okabe and Ikeda with Ease!



To easily defeat Tetsuo Okabe in Match 5 and Miyuki Ikeda in Match 8, follow these directions. Choose the Bo before the match. As soon as the match begins, press and hold down any button while holding down Left. You'll be able to stand there and block all attacks from your opponent. As you block the attacks, your Ki will grow. Wait until your Ki has reached its limit and strike a blow to your opponent. He or she should only take one hit to knock out!

James D. Brown, Baton Rouge, LA

PipeDream (Game Boy)

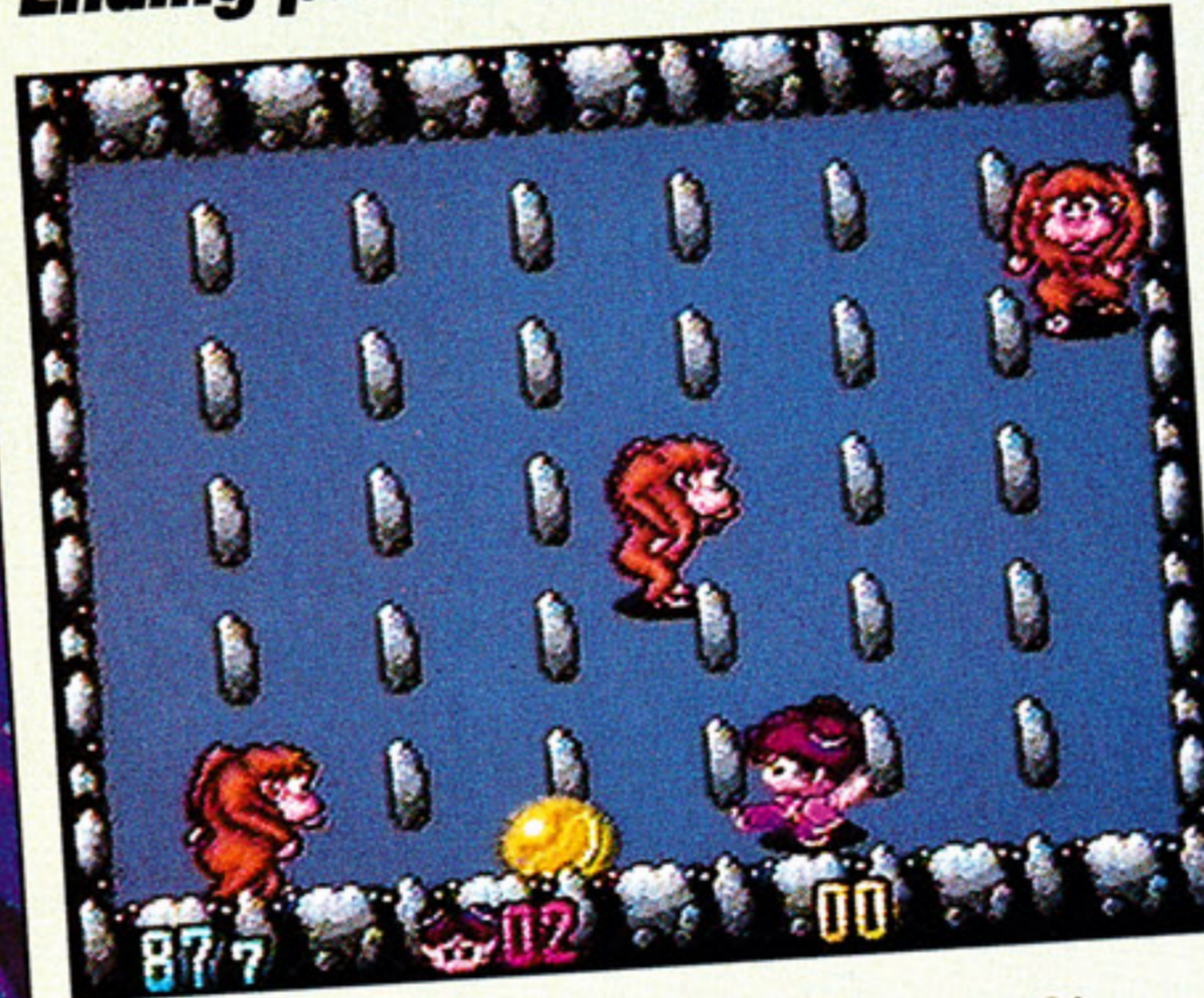
Passwords!

Here are all of the passwords for Pipe Dream!

Level 5:	HAHA
Level 9:	GRIM
Level 13:	REAP
Level 17:	SEED
Level 21:	GROW
Level 25:	TALL
Level 29:	YALI

Chew-Man-Fu (TurboGrafx-16)

Ending passwords!



These are the final passwords for Chew-Man-Fu.

Level 500: 902062

Level 550: 075653

James S. Brooks, Barrie, ON, Canada

E-SWAT (Genesis)

Level Select!

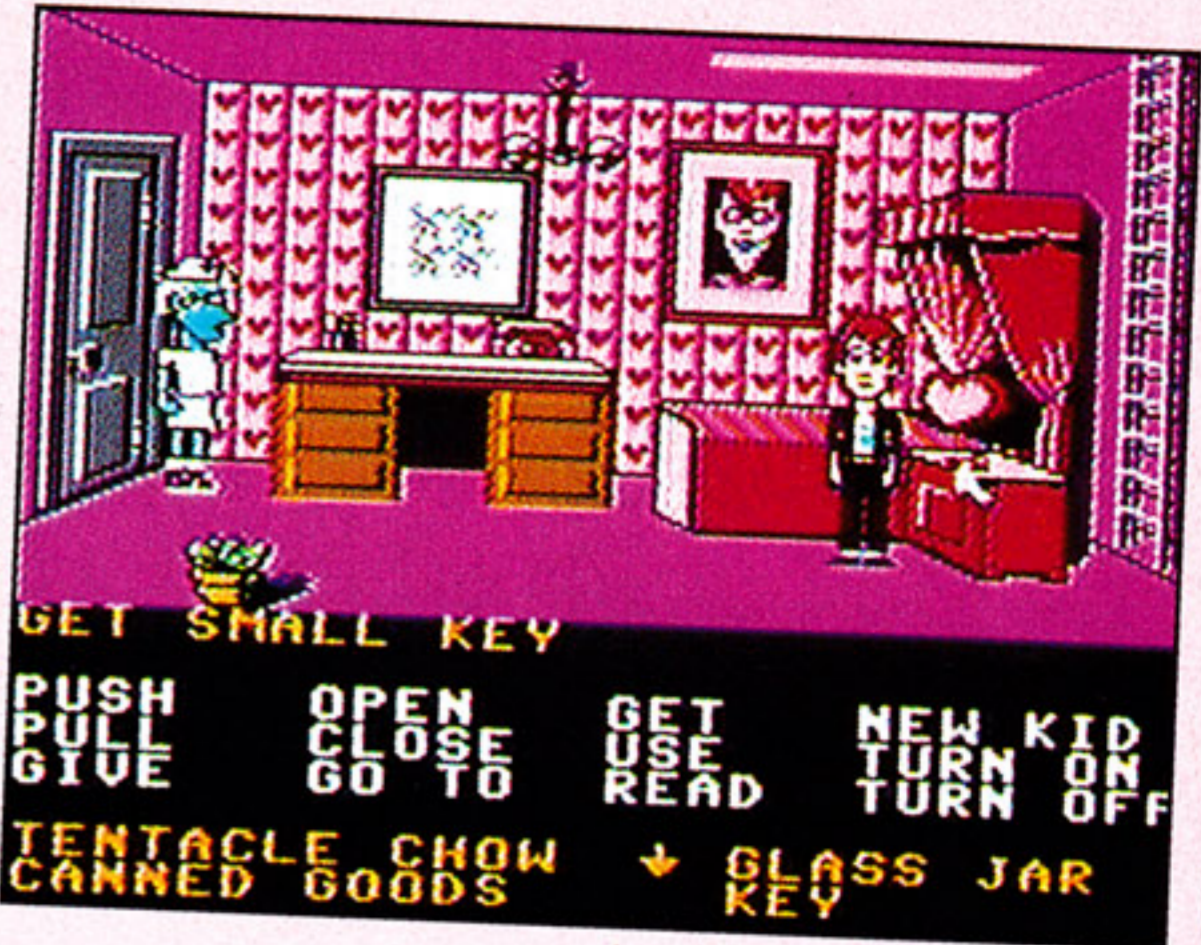
First insert the E-SWAT cart into your Genesis. Turn on the power and wait for the E-SWAT title screen to appear. Pull E-SWAT out from the Genesis without turning the power off. Now re-insert the E-SWAT cart and press Reset. Press Start when the Information screen shows up for Level 1. Now hold down Left on the controller while holding down A, B, and C simultaneously. When you see a number pop up, push Up or Down to select the desired level.

Jermaine Hanks, Chicago, IL

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

Maniac Mansion (Nintendo)

Sneaking Around Unnoticed!



When you go into either Nurse Edna's or Ed's room, you can look around without getting put in the dungeon! All you have to do is enter their room and quickly change characters before they grab you. Now wait for 15 seconds and then change back to the character that's in that room. You'll be able to pick up everything in the room while they just stand and watch, just don't touch Ed's piggy bank. He'll notice that!

Nathan Park, Sumiton, AL

Gates of Zendocon (Lynx)

Obtain All Alien Helpers!

When the title screen appears, press Option 1, then enter the code: TRYX, and press A. As soon as the level begins, start dropping bombs so that they hit the floor. Near the beginning of the level, the bombs will start to go through a hole in the floor. Once you find the hole, maneuver through it and dodge the obstacles approaching you. Now, enter the first gate you see and you'll warp to the Bonus Level. Here you can obtain all four Alien Helpers.

Mike Chubb, Hoffman Estates, IL

Target Earth (Genesis)

Nine Continues

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

SWAT



Dinowarz (Nintendo)

Codes!



Here are the codes for Dinowarz!

- Level 1: 8547
- Level 2: 5431
- Level 3: 9892
- Level 4: 6315
- Level 5: 7452
- Level 6: 1697
- Level 7: 6425

Dan Kubb, Aldergrove, Canada

Rampage (Lynx)

Secret Level Select!

To select any of the 61 cities in Rampage, just use this simple cheat! Go to the character selection screen and before selecting your character, press Pause. Now un-pause the game and select your character. When the newspaper headline screen appears, hold down Option 1 and move the joypad in any direction. Now you can select any city you want to destroy!

Matthew Kennedy, Clifton Park, NY

Ms. Pac-Man (Lynx)

Super Speed Mode!

While playing a normal game of Ms. Pac-Man, press Pause. Now while the game is paused, press A, A, B, Option 1, A, A, B, then Option 1 again. If you've entered the sequence correctly, a lightning bolt will

appear at the top of the screen next to your score. Now you can press Button B during the game to rocket Ms. Pac-Man around the screen at super high speeds! This trick can be repeated as many times as you like on any mazes in the game!

Matthew Kennedy, Clifton Park, NY

World Cup Soccer (Nintendo)

Kicking Codes!

Here are some codes for World Cup Soccer that will take you all the way to the final. You can also change the last two numbers of the codes to pick which team you will want to use.

Codes (with West German team):

- 2nd Match 10310
- 3rd Match 30710
- 4th Match 01510
- 5th Match 22010
- 6th Match 72110
- 7th Match 11510
- 8th Match 42410
- 9th Match 62610
- 10th Match 60210
- Semifinal 22310
- Final 12810

Teams (Last two numbers in codes):

- 00 USA
- 01 Holland
- 02 Japan
- 03 France
- 04 Cameroon
- 05 Russia
- 06 Mexico
- 07 England
- 08 Spain
- 09 Brazil
- 10 W. Germany
- 11 Argentina
- 12 Italy

Randy Szelinski, Kingwood, Texas

Battle Bull (Game Boy)

Fully-armed Passwords!

The following passwords allow you to start at any level of Battle Bull with all of the armaments and weapons activated. Just be sure to select the armaments and weapons you want from the maintenance shop before you start a level.

Stephen Sharp, S. Burlington, VT

- | | | | |
|--------------|---------------|---------------|---------------|
| Level 1 LK** | Level 10 WP** | Level 19 6T** | Level 34 QP** |
| Level 2 LP** | Level 11 WT** | Level 20 6Z** | Level 35 QT** |
| Level 3 LT** | Level 12 WZ** | Level 21 63** | Level 36 QZ** |
| Level 4 LZ** | Level 13 W3** | Level 22 67** | Level 37 Q3** |
| Level 5 L3** | Level 14 W7** | Level 23 6*** | Level 38 Q7** |
| Level 6 L7** | Level 15 W*** | Level 24 FF** | Level 39 Q*** |
| Level 7 L*** | Level 16 6F** | Level 25 FK** | Level 40 1F** |
| Level 8 WF** | Level 17 6K** | Level 26 FP** | Level 41 1K** |
| Level 9 WK** | Level 18 6P** | Level 27 FT** | Level 42 1P** |
| | | Level 28 FZ** | Level 43 1T** |
| | | Level 29 F3** | Level 44 1Z** |
| | | Level 30 F7** | Level 45 13** |
| | | Level 31 F*** | Level 46 17** |
| | | Level 32 QF** | Level 47 1*** |
| | | Level 33 QK** | Level 48 4F** |

SWAT



Adventure Island II (Nintendo)

Island Select!



You can begin the game from any island by using this button sequence. At the title screen, just press Right, Left, Right, Left, A, B, A, B, and Start!

Ikari Warriors III: The Rescue (Nintendo)

Continue in 2-Player Game!

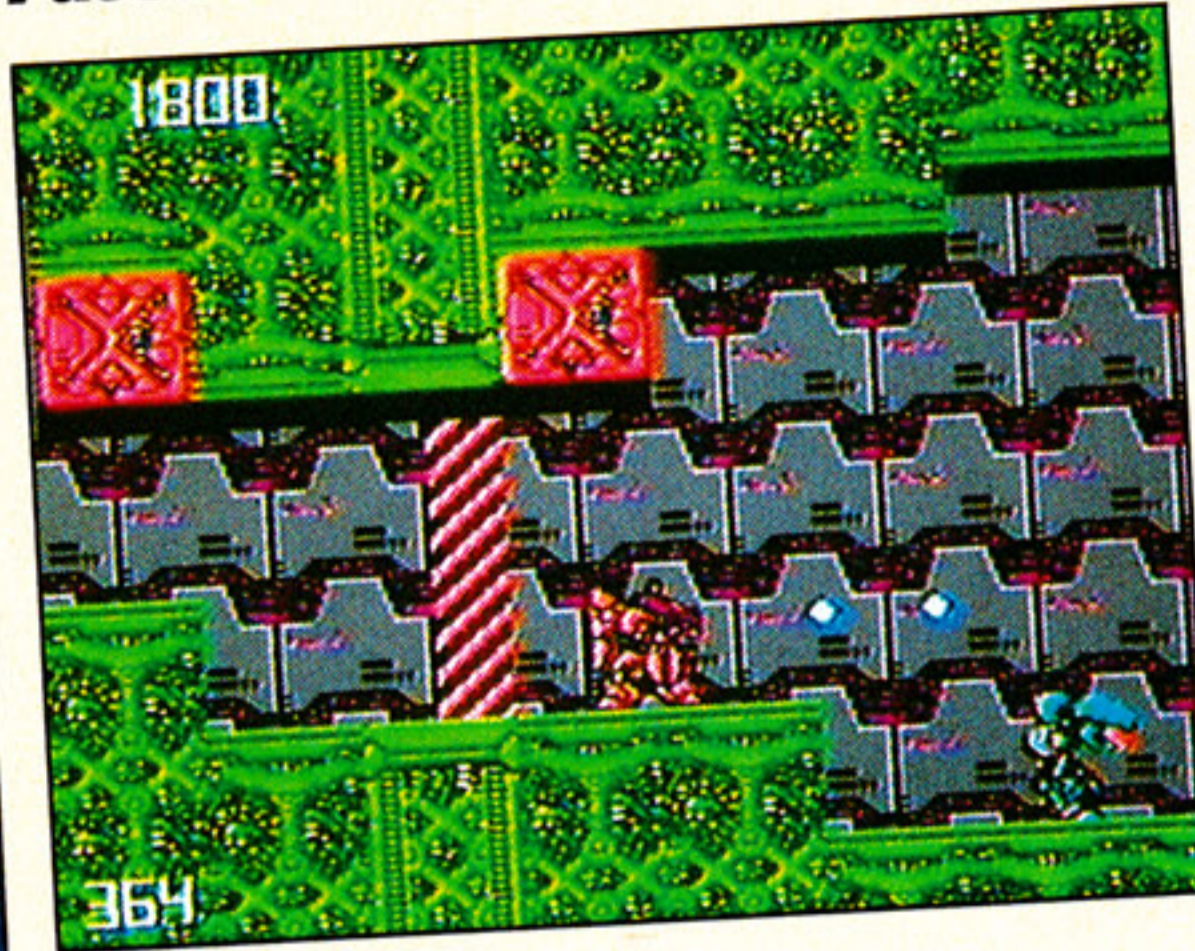


While playing a 2-player game of Ikari III, you can continue any time a player's game is over by pressing Upper Right, A, and B simultaneously on that player's controller. This works on any level just as long as one player is still alive and fighting!

Bradly Schaffer, Hackensack, NJ

Metal Storm (Nintendo)

Passwords!



Here are the passwords for Levels 2 - 6.

- Level 2 WFT-7B35-N75
- Level 3 HRT-273♥WVM
- Level 4 FMM-FFC7-B5Z
- Level 5 M67-WL35-WQ5
- Level 6 9JT-LQ3K-QGM

Also, to defeat the Level 2 boss easily, destroy one Energizer and stand where the red meets the green. Now shoot either up or down (You may have to move over a little). When the Energizers open to fire at you, they'll take your hits and be destroyed!

Steve McCartney, Waukesha, WI

Willow (Nintendo)

Start with Every Item!



The following password enables you to start a new game with every item in your inventory.

8zs LAB W4K
fyM 6JW 5Kq

Palamedes (Nintendo)

Demo Test!



This code will enable you to watch all of the ending demo screens that pop up after clearing each stage! Wait for the title screen to appear, then hold down Button A and Right on Controller 2 and press Start on Controller 1. The DEMO TEST screen should appear.

Sagaia (Genesis)

Sound Test!

To check out the sounds in Sagaia, you must first earn a high score. Instead of entering your initials, input the letters ZZT. This will pop you into the sound test menu.

Flying Warriors (Nintendo)

The End!

Here's the ending code for Flying Warriors:

END

Ethan Scott Baird, Swampscott, MA

Fortress of Fear (Nintendo)

Six Men

When you lose your first three lives, enter W ♥ W at the player's name screen. Now when you replay the game you get six lives.

Garland Raye, Tulsa, OK

SWAT



Burai Fighter (Nintendo)

Here are some Burai Fighter passwords.

Level - Albatross

Stage 2 HEAD
 Stage 3 JEEP
 Stage 4 KING
 Stage 5 LIME
 Stage 6 MILD
 Stage 7 NILE

Level - Ace

Stage 2 PALM
 Stage 3 FALL

Stage 4 IDEA
 Stage 5 PLAN
 Stage 6 MONK
 Stage 7 IDOL

Level - Ultimate

Stage 2 FLAG
 Stage 3 JOKE
 Stage 4 ONCE
 Stage 5 PAIL
 Stage 6 GOAL
 Stage 7 ICHI

Mike Love, Mt. Pleasant, TX

Aero Blasters (TurboGrafx-16)

Four Extra Credits and Sound Test



Here's how to get four credits at the beginning of Aero Blasters. Press Right three times and then hit Select. "Credit" appears onscreen underneath "Blaster Scramble 2." Increase your credits up to 9. Press Select again and you'll get the sound test.

Aren Seifert, Minneapolis, MN

Twin Cobra (Genesis)

Stage Select!



The following keypresses enable you to begin at any Stage. At the title screen press Up, Down, Right, Left, and then Start.

Strider (Genesis)

Special Music

There's a secret tune in Strider. On Level 4, go to the large tree trunk with the vine on the ground just before you fight Lago the Mechanical Dinosaur. Now move Strider very slowly from the left side to the right side of the trunk by pressing Right little by little until the music changes. If it doesn't work the first time, try again.

Rashid Cummings, Bronx, NY

Gargoyle's Quest (Game Boy)

Plenty of Passwords!

These passwords are from various positions in the game. Look 'em over, you might find one that will help you out!

EAGG-TN99 = 8 Lives

K8EE-5WBD = 10 Lives

ZGBZ-ABYP = 4 Lives

ZFRZ-GBZQ = 7 Lives

HSD6-JHQQ = Level 3

IT9Q-VL6S = with Candle of the Poltergeist

9U5J-LAVZ = 3 Lives + after finding Dark

Twin Cobra (Genesis)

Instant Full Firepower!

At any time during the game, press pause, then press Up, Down, Left, Right, then hold down A and press Start.

Shadow of the Ninja (Nintendo)

Select Stages!



You can select stages in this hot title by just following these directions. First you must type the following code at the title screen: A, A, A, A, B, B, B, B, A, B, A, B, A, B, A, B. You should hear a small chime, which signifies that the code was entered correctly. You will now need two controllers for the following procedure.

This chart shows what buttons on each controller to press simultaneously in order to enter each stage!

Controller #1	Controller #2	Stage #
none	none	1-1
none	(B)	1-2
none	(A)	1-3
none	(A), (B)	1-4
(B)	none	2-1
(B)	(B)	2-2
(B)	A	2-3
(B)	(A), (B)	3-1
(A)	none	3-2
(A)	(B)	3-3
(A)	(A)	4-1
(A)	(A), (B)	4-2
(A), (B)	none	4-3
(A), (B)	(B)	5-1
(A), (B)	(A)	5-2

For sound test, simultaneously press A and B on Controller 1 and 2 and then press Start.

John Mercway, San Jose, CA

SWAT



Lakers vs. Celtics (Genesis)

Championship Passwords!

These passwords enable you to play the following teams in the championship game!

CZ2 QKT = Boston Celtics vs. San Antonio Spurs

LLQ RJK = L.A. Lakers vs. Chicago Bulls

RP2 HJT = Phoenix Suns vs. Boston Celtics

TY6 HJK = Portland Blazers vs. Boston Celtics

8W2 QJS = San Antonio Spurs vs. Philadelphia 76ers

H12 QJT = Philadelphia 76ers vs. San Antonio Spurs

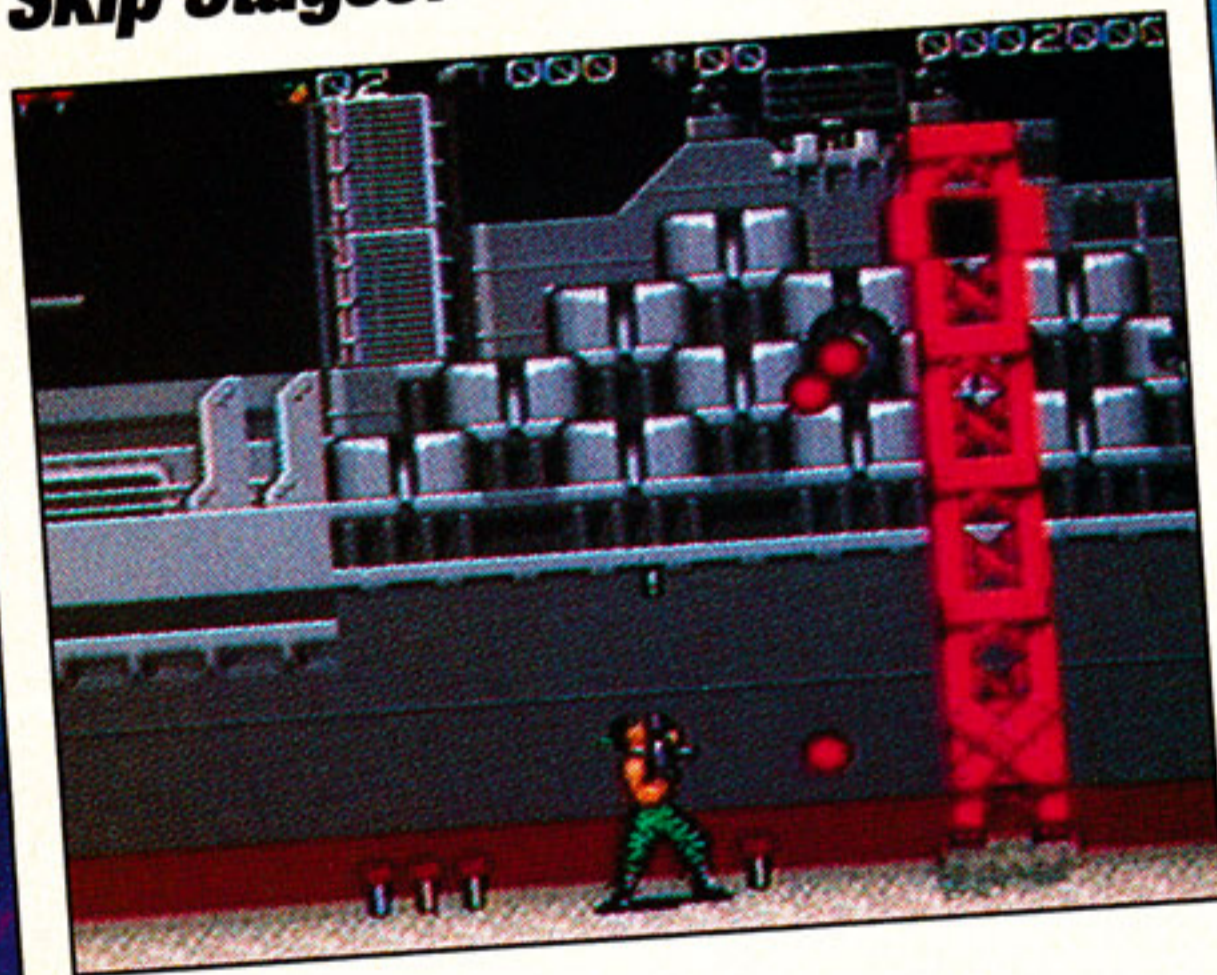
6RQ QJJ = Chicago Bulls vs. Portland Trail Blazers

G72 Q0J = Detroit Pistons vs. L.A. Lakers

Ruben Cartagena, Coamo, Puerto Rico

Midnight Resistance (Genesis)

Skip Stages!



Here's how to skip any stage during a game. Wait for the title screen to pop up. Make sure "START" is highlighted in red, then hold down Button C and press Start. After the game begins, press Start again to pause the game. Then press Button A and you'll find yourself on the next stage! You can repeat this procedure on any stage!

Wilbur Viado, Los Angeles, CA

MUSHA (Genesis)

Have 20 Options!

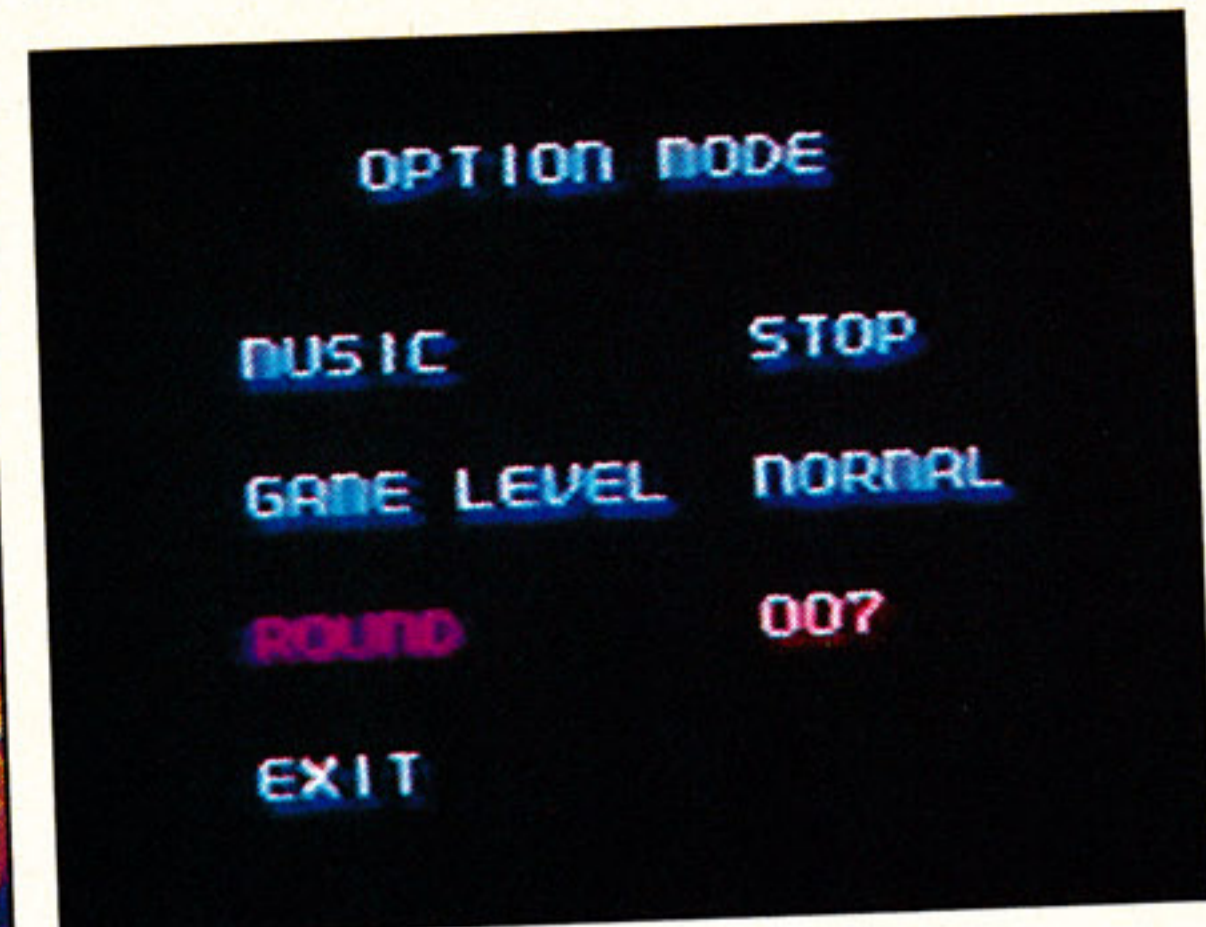


You can play MUSHA with 20 options by pressing Start to pause the game, then pressing the following control sequence: Up, Up, Up, Down, Down, Down, Left, Left, Left, Right, Right, Right, C, C, B, A, and Start!

Jim Craforsen, San Mateo, CA

MUSHA (Genesis)

Round Select!



Here's how to select rounds in MUSHA. Turn on the game and wait for the SEGA sign to appear, now press Reset. Wait for the SEGA sign to reappear and press reset again. Do this 9 more times. Then let the title screen pop up and enter the Options menu while you hold down Lower Left. You will now see ROUND listed underneath GAME LEVEL. Move down to Round, and press Right or Left to select Rounds!

MUSHA (Genesis)

Add Five Lives!



To add five lives while you're playing MUSHA, press Start to pause the game, then press Right, Down, Right, Down, Left, Up, Left, UP, B, C, A, and Start.

Super Volleyball (Genesis)

Special Moves!



For a Super Serve press Up, A, and B simultaneously.

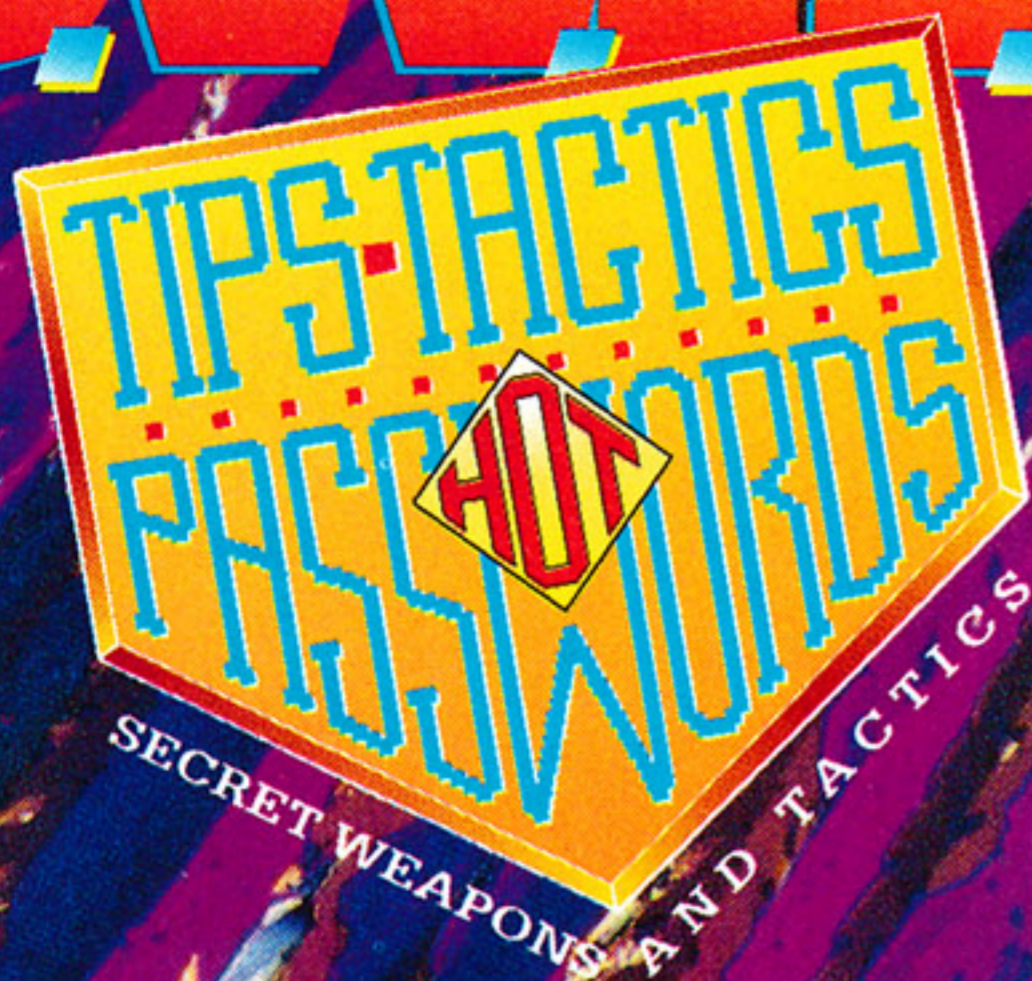
For a Super Spike that will knock over anyone on the opposite team that tries to return it, press Down, A, and B simultaneously after setting your spike.

Wings of Wor (Genesis)

Stage Select!

To select stages in Wings of Wor, first enter the Options menu from the title screen. Now move the cursor down to CONTROL. Just wait there about 15 seconds. Now press the A button and you will see STAGE pop up on the screen. You can now select any Stage!

SWAT



Silver Surfer (Nintendo)



Silver Surfer can make you an intergalactic nut case. Use these passwords to tame the game. Simultaneously press Up on both controllers to display the password screen. Now you can enter all three of these passwords.

- CKWJT4 All the weapons
- SJM333 Unlimited Continues
- KJTJJK Invincibility

Jimmy Yee, San Francisco, CA

Battle Royale (TurboGrafx-16)

Get Back into the Ring!

Now you can get back into the ring after you get thrown out! Press Button I, Up, Down, Left, Right, Button II, Up, Down, Left, Right, Button II, Up, Down, Left, Right, and finally Button II.

Kevin Hill, St. Pete, FL

Boomer's Adventure (TurboGrafx-16)

Stage Select

This password enables you to select any stage: ANCIENT.

Garland Raye, Tulsa, OK

MUSHA (Genesis)

Play with Full Firepower!

You can fully power up your ship in MUSHA anytime you're playing by using the following keypresses. First press Start to pause the game, then press B, B, C, B, B, C, Up, Down, and A.

Ninja Brothers (Nintendo)

Sound Test Mode!



If you're interested in checking out all of the music in Little Ninja Brothers, just enter the RPG mode, select PASSWORD, then type in SOUND as your password.

Yves Menard, Alexandria, ON, Canada

Mega Man 3 (Nintendo)

Freeze Your Enemies

To freeze any enemy in Mega Man 3, plug in two controllers. On Controller 2, push Up and A and just start playing with Controller 1.

Brian Mahar, St. Petersburg, FL

Splatterhouse (TurboGrafx-16)

Face the Fifth Boss



First use the old level select mode trick. During the title screen, press Run. You'll see the rain falling. Now hit Select three times. Next, hold down Lower Left and press Button I. Okay, set the select mode to 00 and be prepared to fight Boss No. 5.

John Contreras, Bergenfield, NJ

Sword Master (Nintendo)

Unlimited Continues

Now you can keep fighting on in Sword Master with endless continues from the beginning of the stage in which you were defeated. At the title screen hold down Down and Select. Now hit Start to begin a game. When you've used up your allocation of five continues the message "Free Play" will appear at the bottom of the screen. Now you can continue your quest.

J.D. Roth, Hollywood, CA

Do You Have a Secret Weapon?

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Secret Weapons

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Redwood City, CA 94064

PRO Classics

By the Pro, A.J.F.

The Story

Get ready to enter over 100 dungeons of terror! Your quest: to find and return the sacred orb from the dark depths of the Gauntlet.

Be prepared, adventurer, this is no easy quest! The dungeons are littered with hoards of Morak's evil henchmen—death, demons, sorcerers and ghosts, to name a few that hinder your progress every step of the way.

Choose your favorite character at the beginning of the journey. Become Thor, the warrior known for his mighty strength; Thyra, the valkyrie, known for her thick armor; Merlin, the wizard of powerful magic; and Questor, the elf of super speed.

Descend into the dungeons and find your way through the almost never-ending mazes, searching for the true exit to the next level. Along the way find keys, bombs, treasures, magical weapons and other items to help your quest. Beware of the many traps, poison potions, stun tiles and room-repeating exits that complicate your journey.

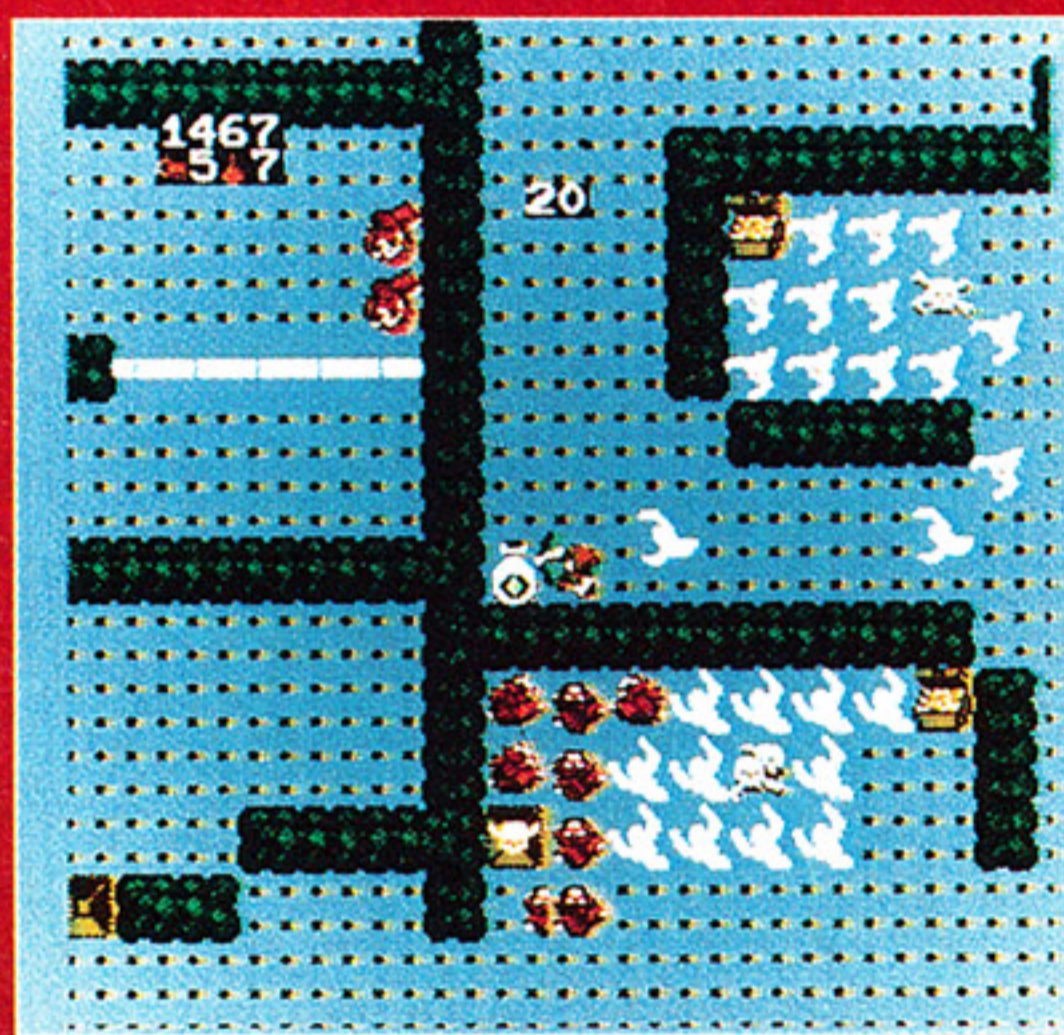
To finish this game you'll need to find all five of the extra abilities. You'll also need to reach room

100 by finding all the clues hidden in the eight clue rooms.

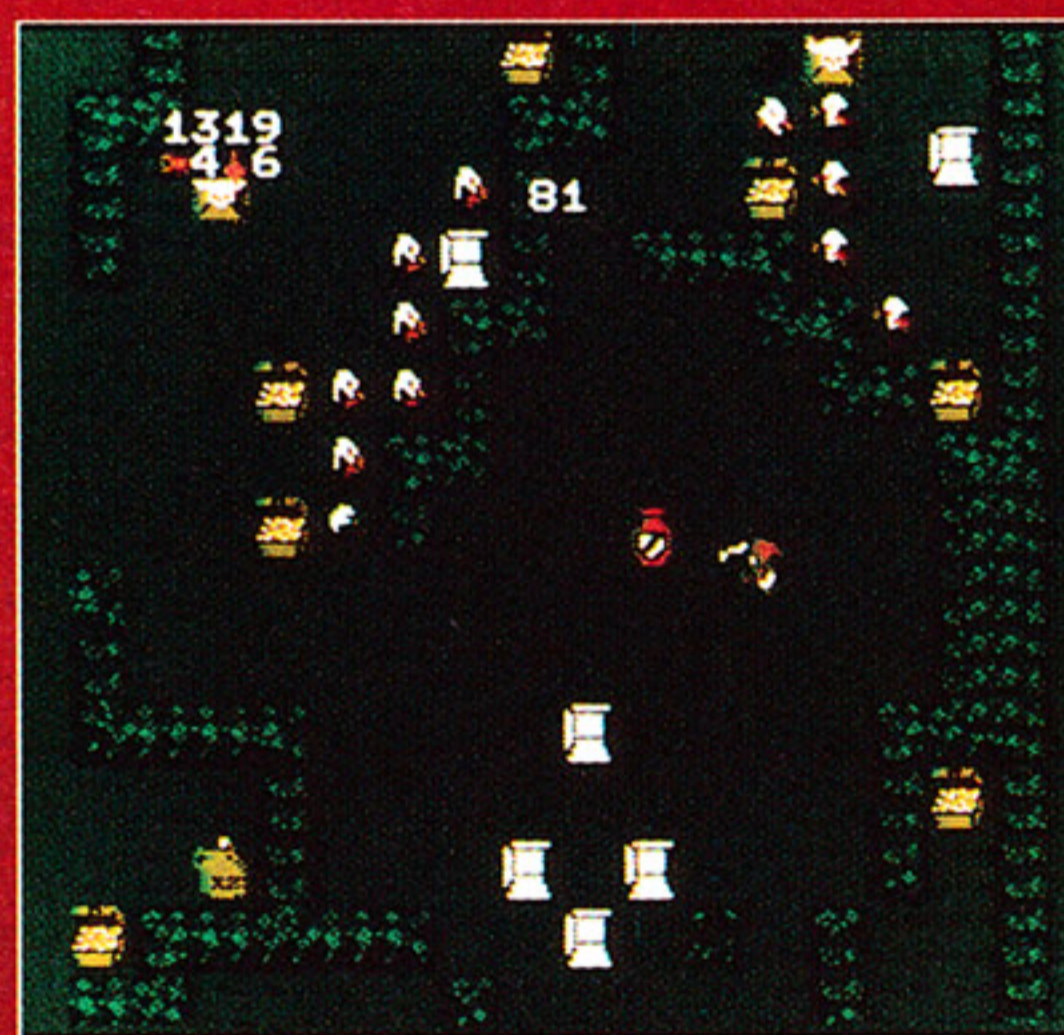
Extra Ability Potions

To find the extra ability potions, search the following rooms:

	Rooms
Extra Armor	15, 26, 85
Extra Magic	16, 35, 50
Extra Shot Power	12, 20, 48
Extra Speed	37, 75
Extra Fight Power	22, 53, 66



Extra shot power in Room 20.



Extra armor in Room 26.

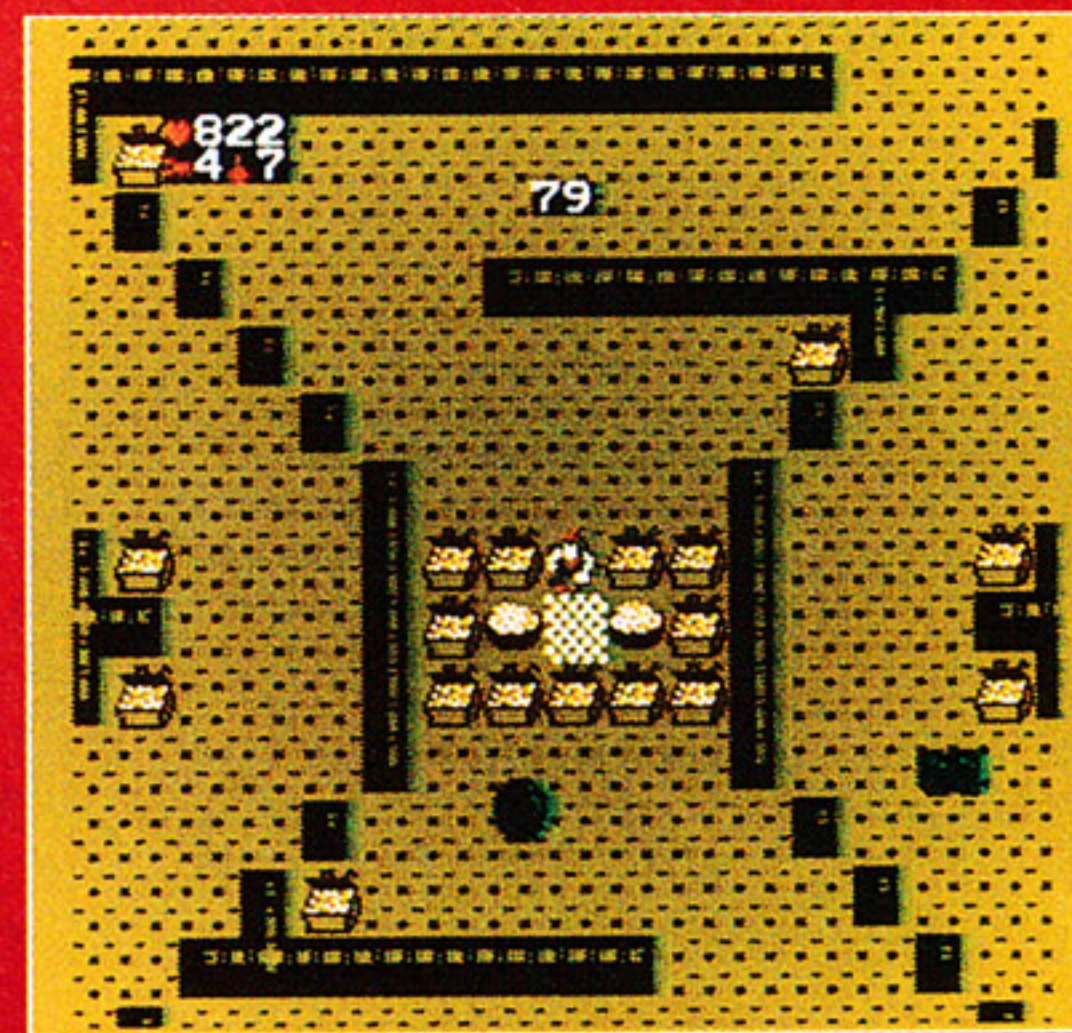
PROTIP: If you don't see the extra abilities in plain sight, shoot all of the walls in the maze until you find them.

Clue Rooms

If you're having trouble with the clue rooms, follow these instructions carefully and you should have it made!

Clue Room 16

To reach this room, first set off all three of the traps in Room 15.



Here's the hidden trap in Room 16.

Then take the exit in the upper right-hand corner of the room. Now you're in Room 16. First, open the closed treasure chest to the left of the exit, and then open the treasure chest to the left of the clue. This sets off the traps inside. Next, find the place in the maze where many treasures surround a block of wall. Shoot this block of wall and it turns into a trap; set off this trap. Now you're ready to grab the clue and go to the next exit!

Clue Room 26

To get to Room 26 take the exit in the upper right-hand corner of



Here's the clue in Room 26.

Room 25. In Room 26, go to the top of the maze and enter the transporter, while holding the Controller pointing down. You'll find yourself in a section of the maze with a few treasure chests. The closed chest has the clue! Next, head for the exit above you.

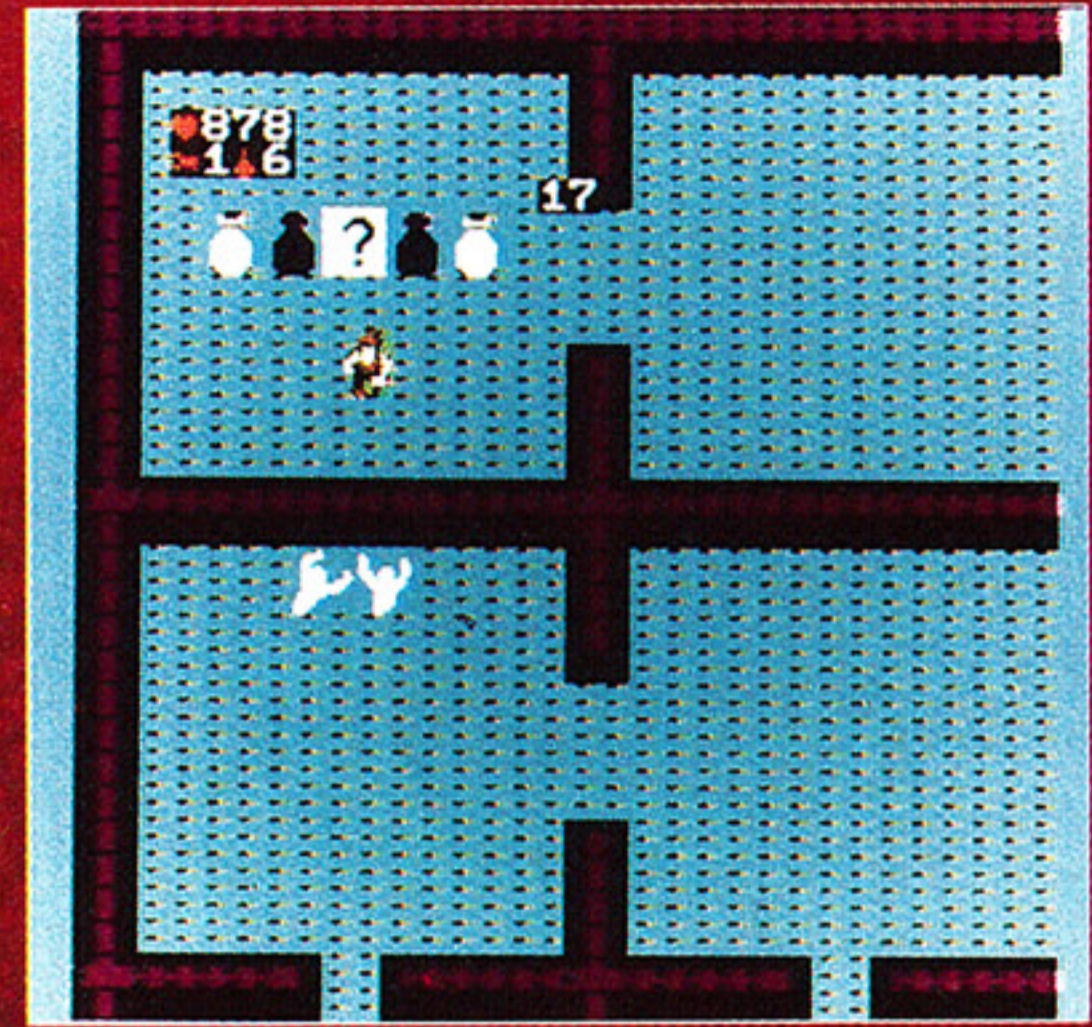
GAWWATLET®



shoot the destructable walls to enter. The clue is in the closed treasure chest at the tip of the arrow. Take the exit on the left side of the screen.

Clue Room 54

Head for the exit in the lower right-hand corner of Room 51.

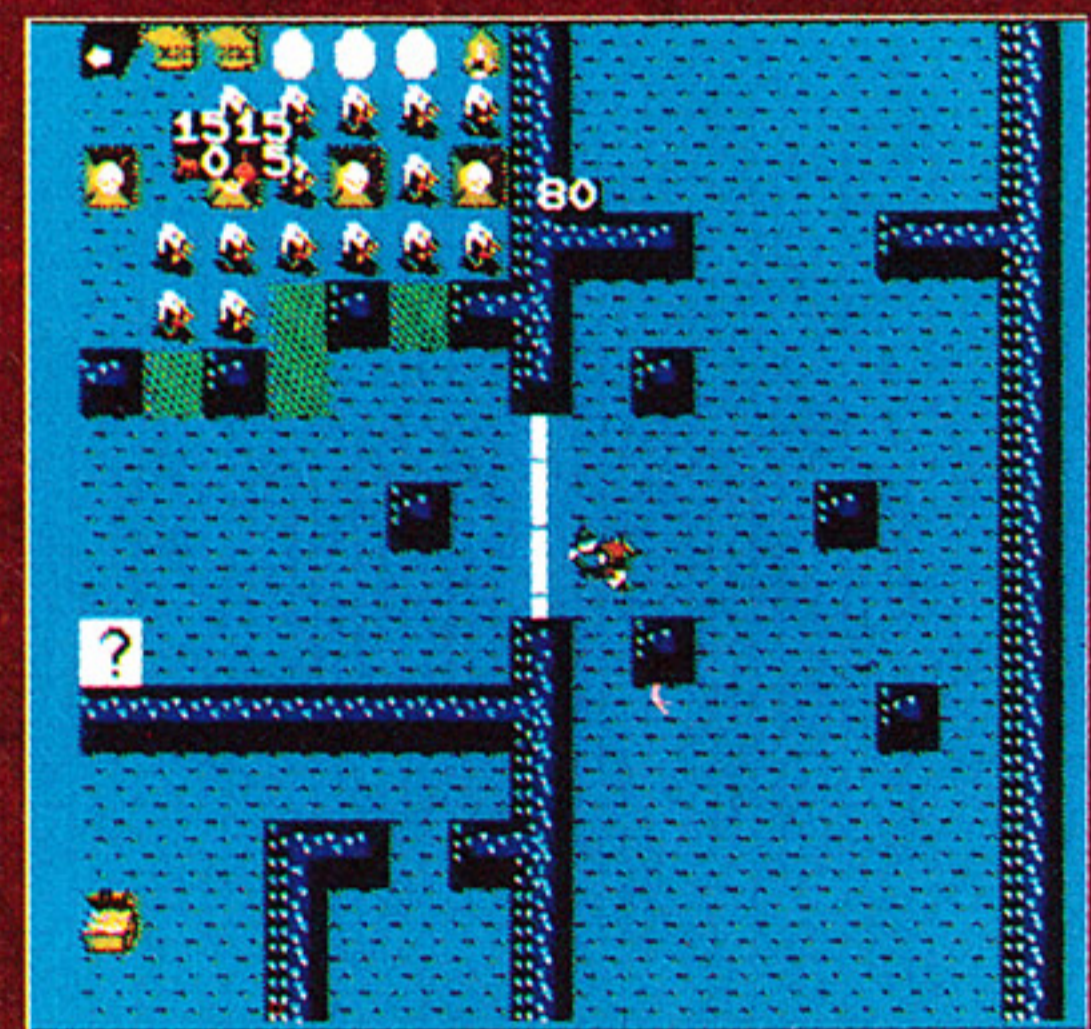


Here's the clue in Room 54.

Next, take the exit on top of Room 53. In Room 54 you'll find the clue in the upper left-hand corner of the maze. You'll need a good supply of keys to make it through this maze!

Clue Room 66

In Room 65 take the first exit near the bottom of the screen—the one with the two foods next to it! In



Here's the clue in Room 66.

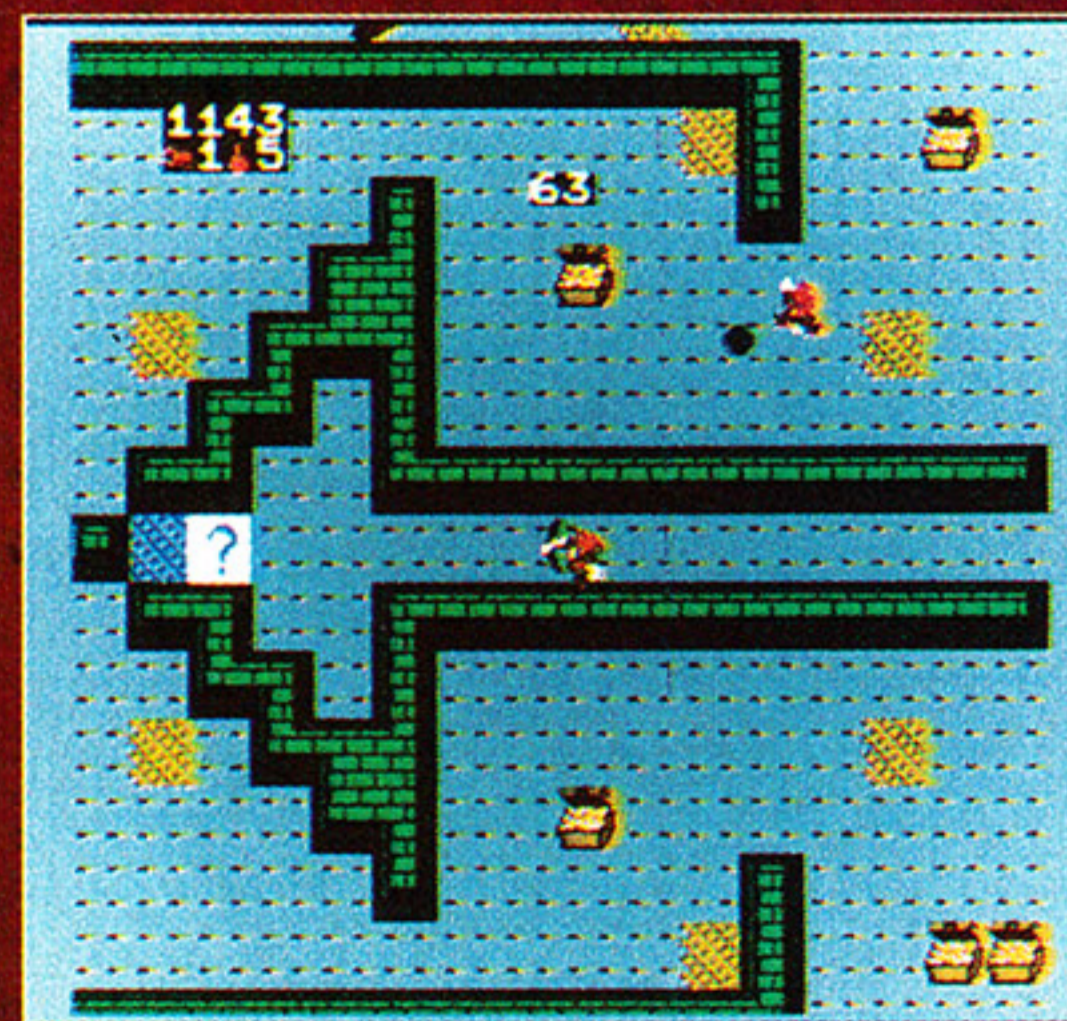
Room 66 take the first door to your left to find the clue. Once you've grabbed the clue, head to the exit at the top of the maze to get to Treasure Room 67.



Shoot this hidden destructable wall to get to the correct transporter in Room 43.

Clue Room 46

Get to Room 46 by taking the exit in the middle of Room 43. In

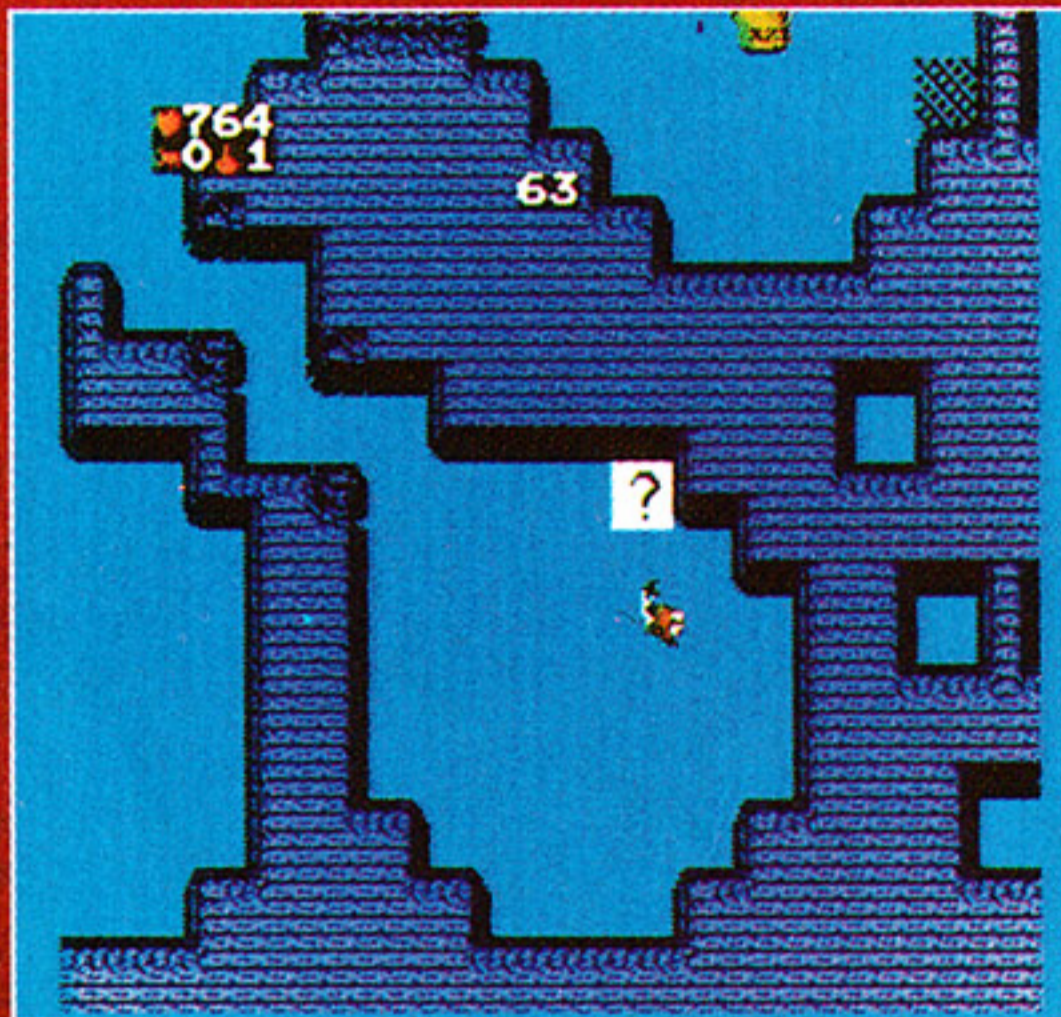


Here's the clue in Room 46.,

Room 46 you'll discover that the walls are in the shape of a giant arrow in the middle of the screen. Go first to the tail of the arrow and

Clue Room 70

In Room 70 shoot diagonally through the destructible wall to the lower right-hand corner room of the maze. Walk to the top of this little room until you hit an invisible space. Shoot at this little space

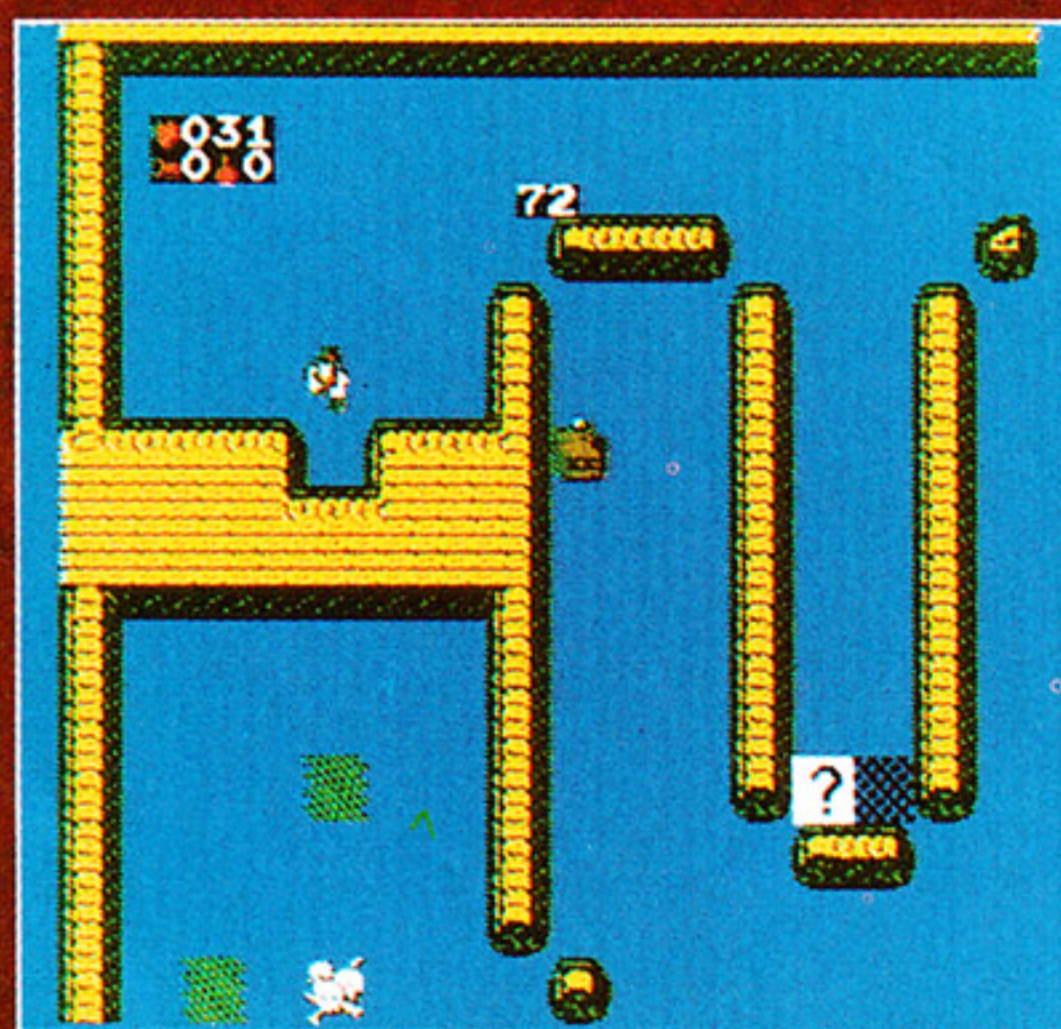


Here's the clue in Room 70.

and the clue appears! You can't get out of this maze until you set off all the traps, including the invisible trap in the upper right-hand corner. You've got to shoot this trap to make it appear!

Clue Room 81

In Room 81 go straight up through the destructible wall, take a left



Here's the clue and the hidden invisible wall in Room 81.

and go down. You'll find two closed treasure chests. The one on the left has the clue. Next, go to either the upper-left or upper right-hand corner of the maze, and shoot all the walls beneath you until you find the point in the wall that disappears when you shoot it. The remaining three closed treasure

chests contain traps. Set these off and the remaining wall disappears and you're free to head for the exit at the bottom of the screen.

Clue Room 90

To enter Room 90 first open the closed treasure chest at the bottom left-hand corner of Room 89. In Room 90 you'll find the clue in a closed treasure chest near the upper right-hand corner at the end of a long corridor. To get into the exit, go to the part of the maze



Moveable wall in Room 89.

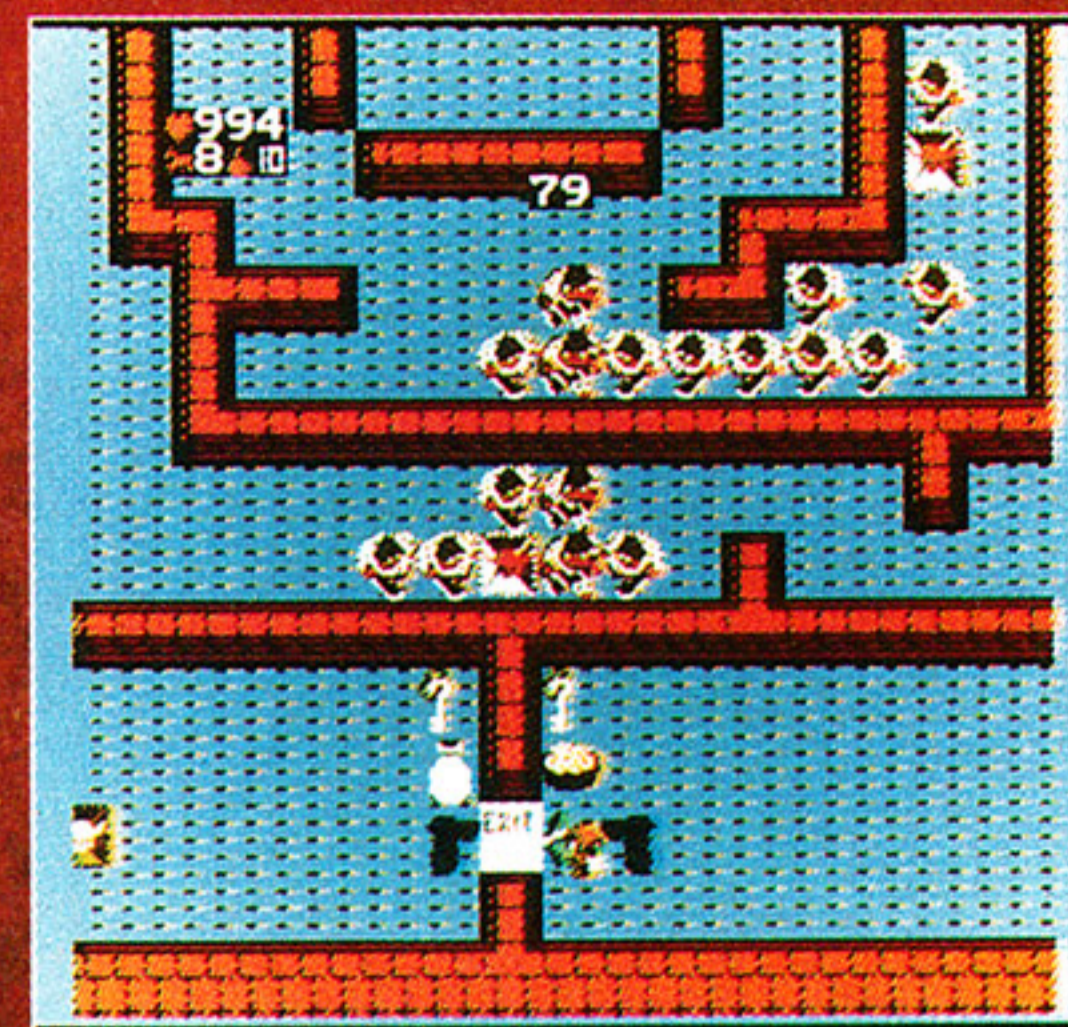
where the moveable wall is found. Shoot the entire wall to the right of the moveable wall until you find the point that causes the wall to disappear. Go through this opening to head for the exit.

Short-Cuts!

Gauntlet also has a Password Feature that lets you continue in the room after each treasure room—up to Room 79 maximum! From Room 79 on, the game gets a lot more difficult and the enemies get much meaner. But don't give up! There are a couple of short-cuts.

Room 79 to Room 83

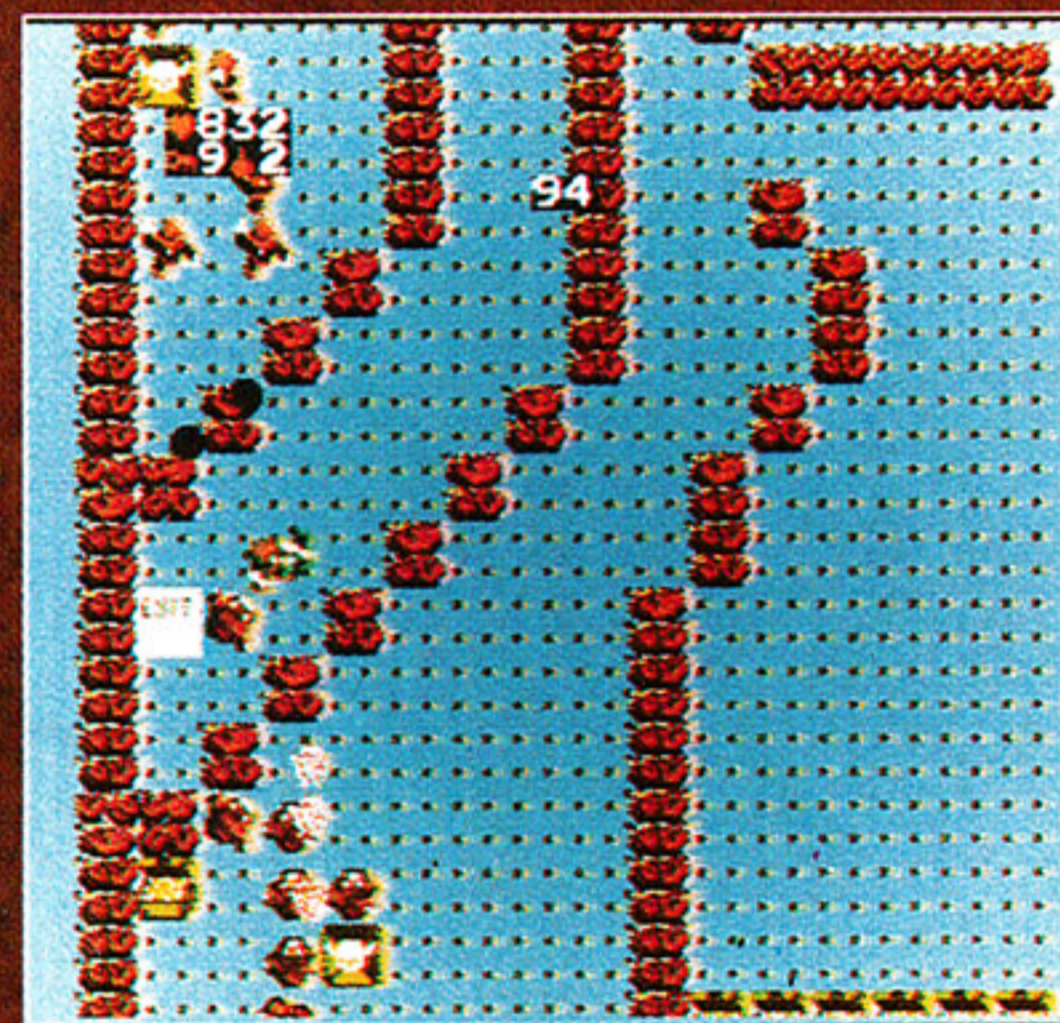
At the bottom of Room 79 head for the vertical wall that has a key and a bomb next to it. Next, shoot near the center of this wall and an exit appears. This exit takes you to Treasure Room 83.



The hidden exit in Room 79.

Room 94 to Room 99

Another hidden exit you don't want to miss is in Room 94. Find this exit behind a block of wall, located on the left middle border of the screen. This block of wall sticks out above a demon generator. Shoot this wall and an exit appears, taking you to Room 99.



The hidden exit in Room 94.

Room 100

In Room 100 you'll meet the Three-Headed Fire-Breathing Dragon. It'll take quite a few shots to each of his heads to destroy this final villain. But beat him and you're through the Gauntlet. Good Luck!!

Gauntlet makes the grade. It's a true ProClassic—a challenging game that provides endless entertainment for the novice or advanced player. Combined with its great music and graphics, it's a game that's already become a legend in its own time.



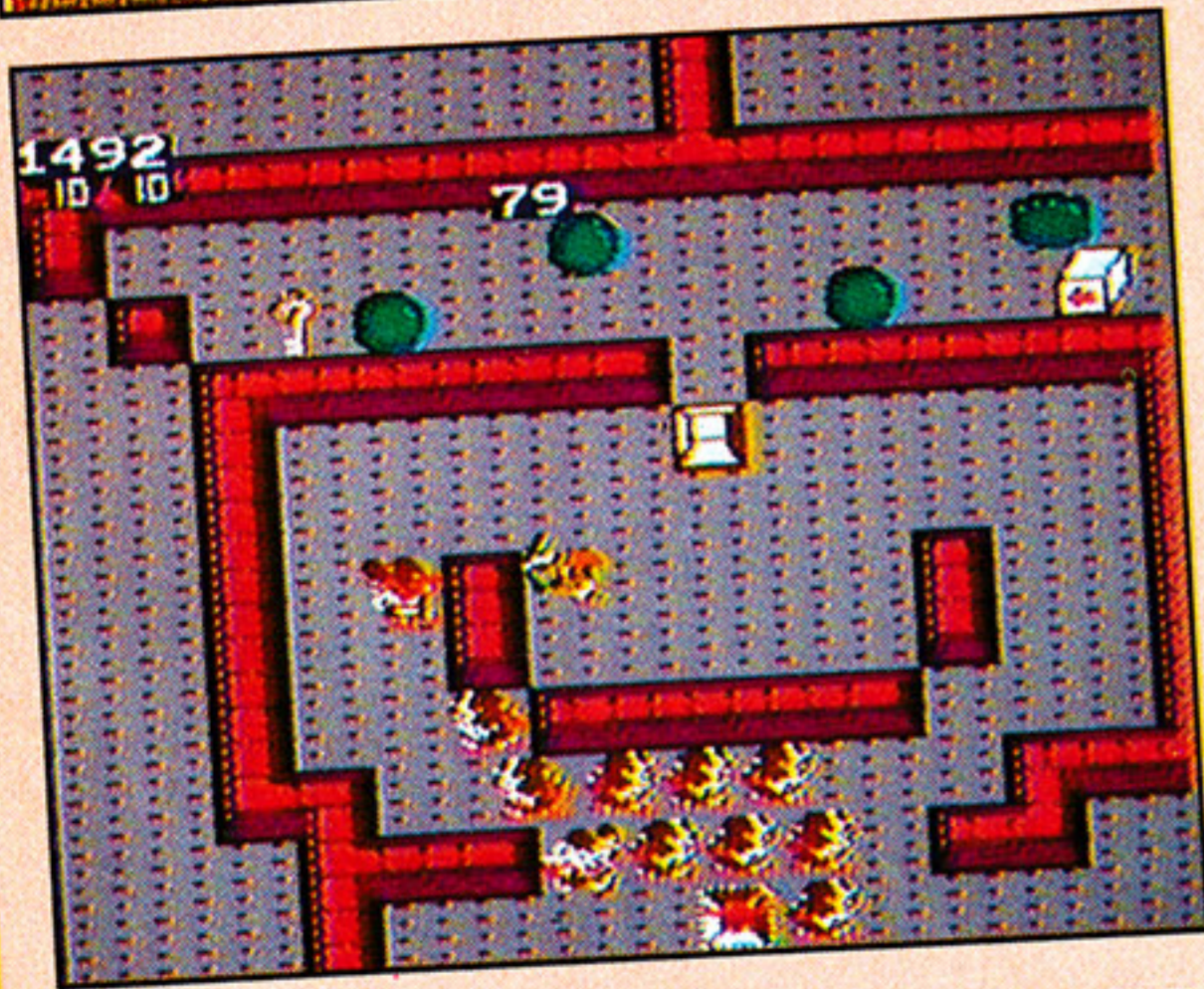
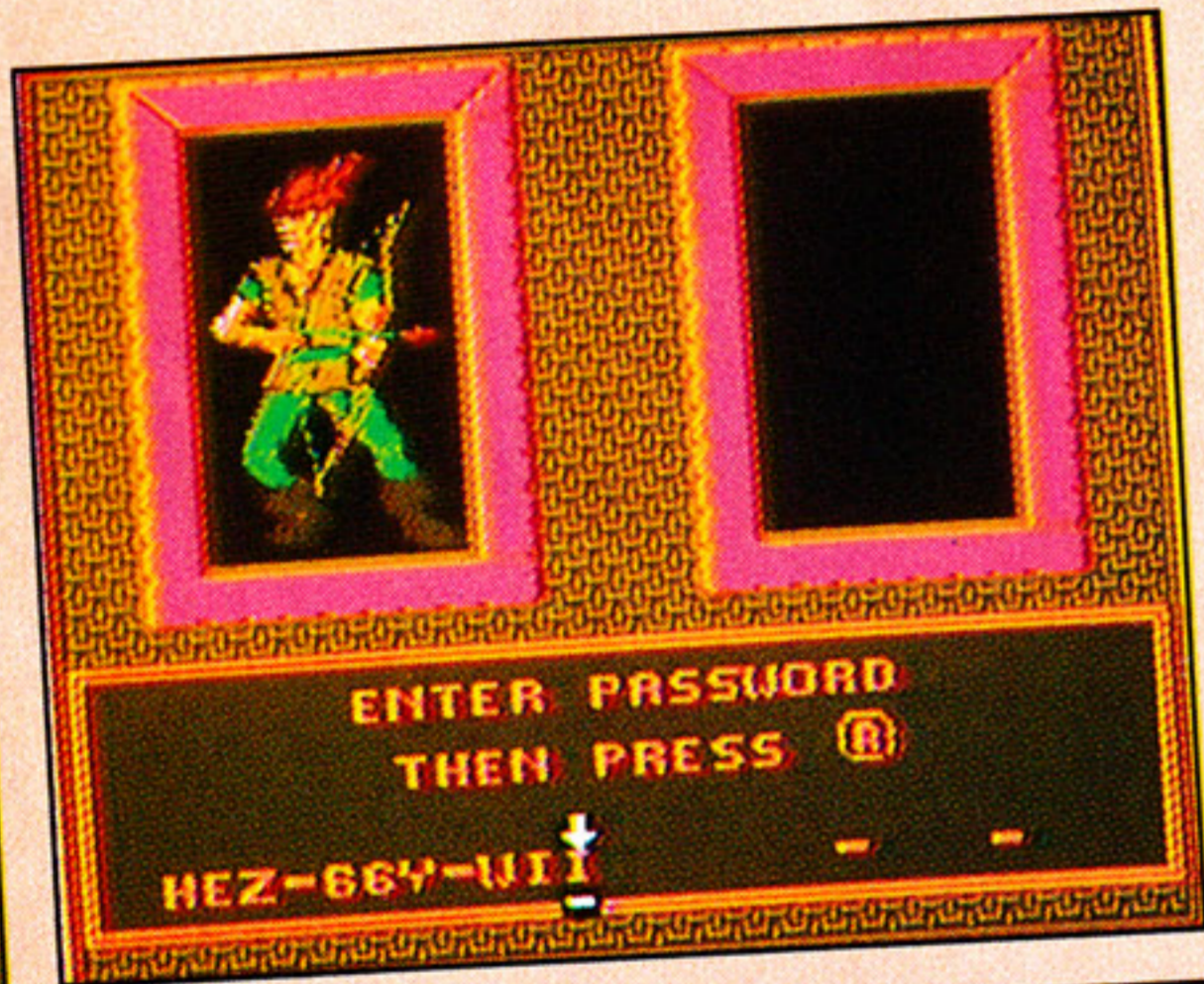
Hidden Warps

Have you found the hidden warps? They're on Levels 1, 5, 79, and 94. To make the warp exits appear, shoot all the walls in the maze until you find them.

Password

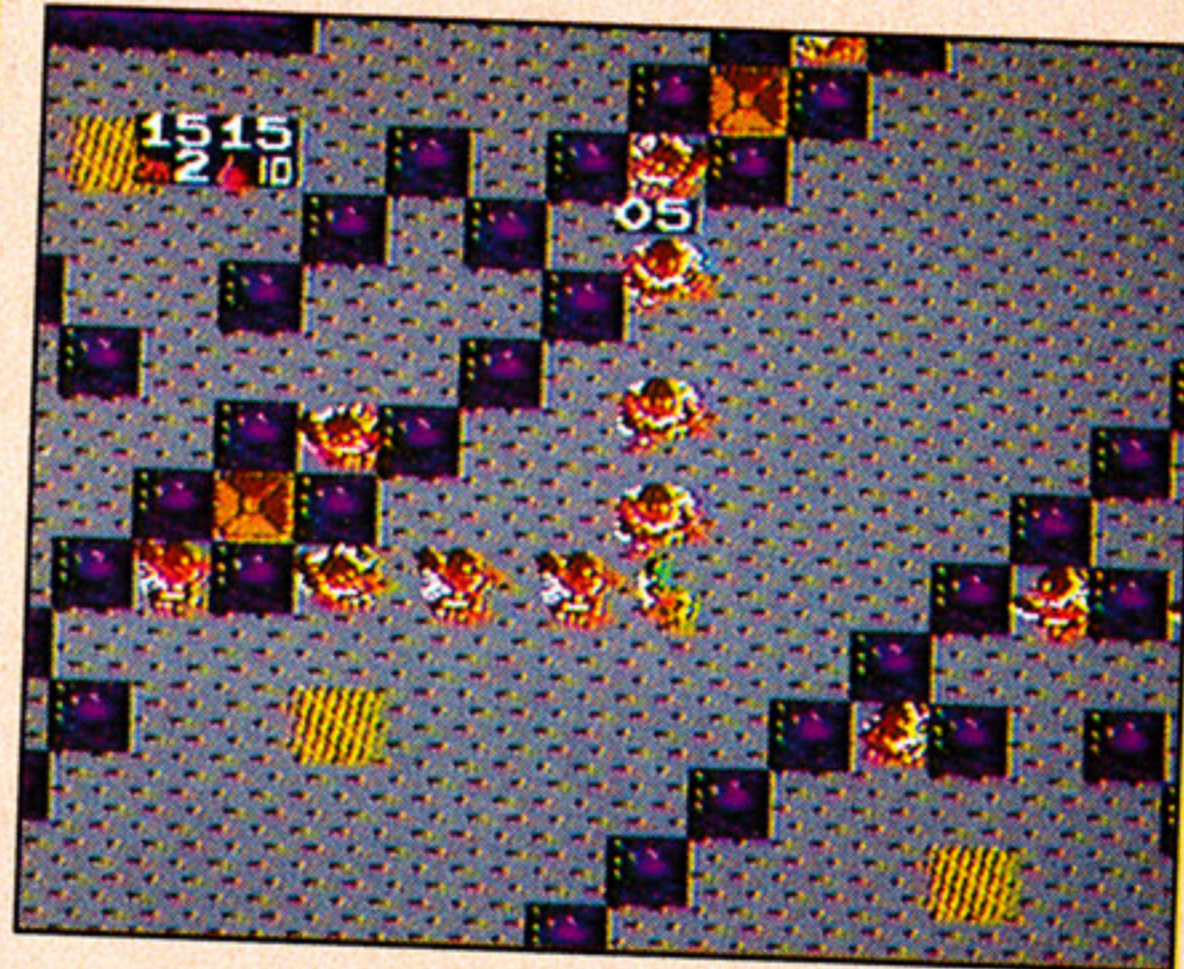
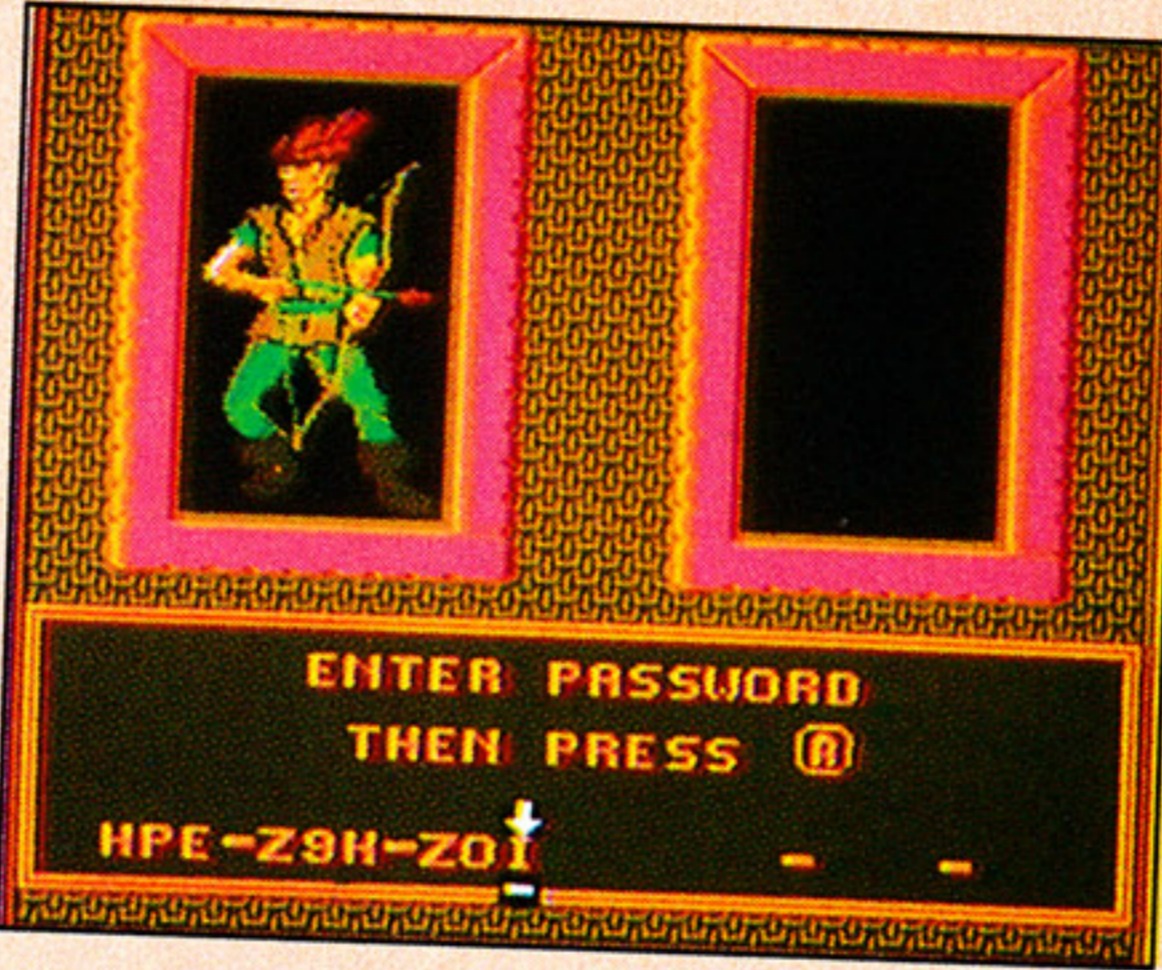
Here's a hot code that starts you in Room 79 with the Elf:

HEZ-66Y-WII



Souped-Up Codes!

Check out these super passwords that start you with "souped-up" characters in Room 5:



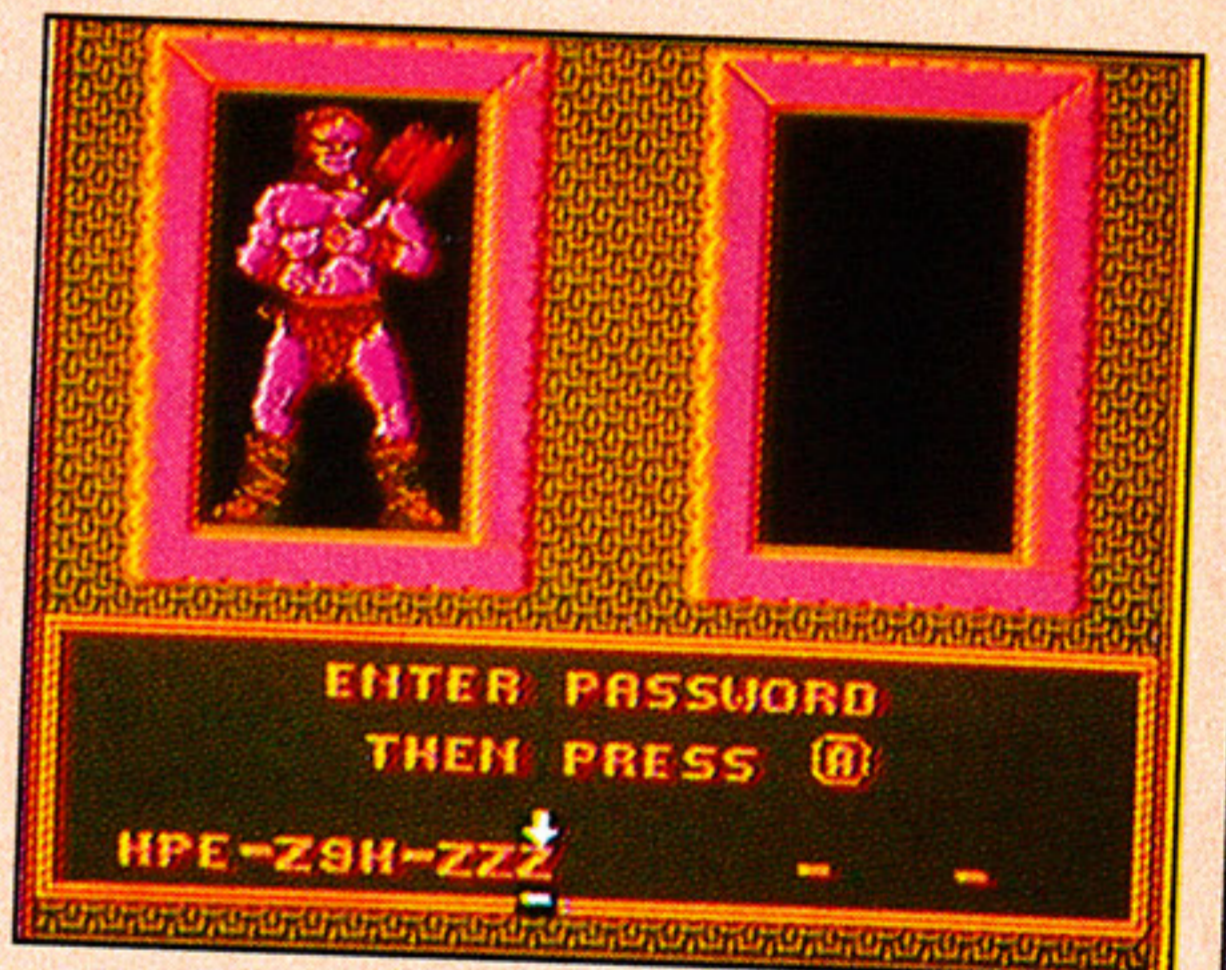
The Elf - HPE-Z9H-ZOI



Valkyrie - HPE-Z9H-ZIZ



Wizard - HPE-Z9H-ZZI




Warrior - HPE-Z9H-ZZZ

The final combination code is KUNPC-DIA for the previous codes. This works for all the passwords that begin with H.

SWAT

TIPS-TACTICS PASSWORDS SECRET WEAPONS AND TACTICS


UNINVITED



PROPERTY
*PENDANT
*SPRAY
*PESTICIDE
*NO GHOST
*AXE
*BOTTLE 1
*DIARY 2

THE SMELL OF GASOLINE FILLS THE AIR. YOU MUST HAVE PUNCTURED THE TANK.


1. When you're in an auto accident it's often wise to get out of the car as quickly as possible!



PROPERTY
*PENDANT
*SPRAY
*PESTICIDE
*NO GHOST
*AXE
*BOTTLE 1
*DIARY 2

THE CAN'S LABELED "SPIDER CIDER." THE INSTRUCTIONS READ:


5. To make it out of this place alive you're going to need a few tricks of the ghost-busting trade. Head upstairs to the Closet and take the Spray and the bottle of No Ghost.



PROPERTY
*PENDANT
*SPRAY
*PESTICIDE
*NO GHOST
*AXE
*BOTTLE 1
*DIARY 2

MEMO
*MOVE
*EXAM.
*TAKE
*OPEN
*CLOSE
*USE
*HIT
*LEAVE
*SPEAK
*SAVE

9. Now it's time to head downstairs, but before you go you better open that bottle of No Ghost. Now, armed with the No Ghost, you're ready to face that scary apparition in the downstairs hallway who appears when you open the first door on the left.




PROPERTY
*PENDANT
*SPRAY
*PESTICIDE
*NO GHOST
*AXE
*BOTTLE 1
*DIARY 2

IT'S A MAILBOX. COULD THERE BE MAIL INSIDE?

2. It is a crime to read someone else's mail, but what the heck. You might find some important clues in that letter, and you'll need that Pendant.


3. The Pendant is the key to opening the front door of the mysterious mansion.



PROPERTY
*PENDANT
*SPRAY
*PESTICIDE
*NO GHOST
*AXE
*BOTTLE 1
*DIARY 2

THE SPIRAL STAIRS LEAD TO THE SECOND FLOOR.


6. The second door on the right in the upstairs hall is a room with a Spiral Staircase. At the top of the stairs you'll see a strange sight. Grab the Axe at the bottom of the stairs and return to the Hall.



PROPERTY
*PENDANT
*SPRAY
*PESTICIDE
*AXE
*BOTTLE 1
*DIARY 2
*CANDLE 2

A LARGE BLACK SPIDER QUICKLY RUNS BY YOU ALONG THE RAILING.

10. Head into the first room on the right and go out onto the Balcony. You'll just barely have time to catch your breath as a creepy Spider scrambles across the railing. The problem is you're gonna need that Spider later on. Not to worry. Whip out your bottle of Spray and apply some to the balcony railing. Now, return to the Parlor, and then back to the balcony for a nice surprise. Grab the Spider and return to the Hall.



PROPERTY
*PENDANT
*SPRAY
*PESTICIDE
*NO GHOST
*AXE
*BOTTLE 1
*DIARY 2

THIS ROOM WAS DESIGNED FOR DEEP THOUGHT AND RESEARCH.

4. First things first. Head into the library and try reading the book on the table. You'll gain invaluable knowledge.



PROPERTY
*PENDANT
*SPRAY
*PESTICIDE
*NO GHOST
*AXE
*BOTTLE 1
*DIARY 2

IT'S A SMALL BLACK DIARY.

7. The first door on the left in the Hall is the Master Bedroom. The Master's not home but he's left a Black Diary on the table that might be worth reading.

8. As long as you're snooping you might as well head to the last door on the left and read the Diary you'll find in this bedroom. Open the table. You'll discover another Scroll. Read the Scroll for a special reward.



PROPERTY
*SPIDER
*PENDANT
*SPRAY
*PESTICIDE
*NO GHOST
*AXE
*BOTTLE 1
*DIARY 2

THIS IS AN IMPRESSIVE SIGHT.

11. Now it's time to investigate the Dining Room. Take that lovely Bouquet with you and head out the left hand Dining Room door to the Kitchen. Grab Knife 1 from the wall.

CLOSET
 *BOX
 *SCROLL 2
 *SCROLL 3
 *BOTTLE 2

CLICK...
 THE CLOSET IS UNLOCKED.

19. Go out the door at the rear of the Trophy Room.

SPELL
 *CLOUDISI
 *STILLINI
 *THUNDEDE
 *TELEMAZE
 *DOLLDOLL
 *O SESAME

YOU'RE IN THE BACKYARD.

15. Once you've found a Key head upstairs to the 2nd floor and back to the Master Bedroom, the first door on the left. Use your Key to open the Closet and grab the items inside. Read the Scrolls and save the Box and Bottle for later.

20. Once you go out the back door you'll find yourself in the Backyard. If you're not sure where to start it's always best to start in the middle.

PROPERTY
 *SPIDER
 *BOUQUET
 *KNIFE 2
 *KNIFE 1
 *MATCHES

*MOVE *EXAM. *TAKE *MEMO
 *OPEN *CLOSE *← *→
 *USE *HIT *SELF
 *LEAVE *SPEAK *SAVE

12. You'll find a well-stocked Pantry off of the Kitchen. The only item in here you'll really need to grab is the Matches.

PROPERTY
 *PENDANT
 *PESTICIDE
 *AXE
 *BOTTLE 1
 *DIARY 2
 *CANDLE 2
 *SCROLL 1

TAKE THE CAGE.

SPELL
 *CLOUDISI
 *STILLINI
 *THUNDEDE
 *TELEMAZE
 *DOLLDOLL
 *O SESAME

THE PLANTS WITHIN THIS GREENHOUSE ARE VERY DEAD.

16. Return to the 1st floor, go to the Trophy Room, and take the Cage.

PROPERTY
 *SPIDER
 *BOUQUET
 *KNIFE 2
 *KNIFE 1
 *MATCHES

SUDDENLY, A SPIRIT, COVERED IN CHAINS, STANDS BEFORE YOU!!

13. There's another room off of the Kitchen, a Servant's Room. At first this seems like a safe place, but when you switch on the Lamp you're in for the surprise of your life. Rumor has it that this spook is scared of Spiders. If you can get rid of the ghost grab the Diary from the secret hiding place in the wall.

PROPERTY
 *KNIFE 2
 *KNIFE 1
 *MATCHES
 *DIARY 3
 *KEY 1
 *CAGE
 *BOX

WHEN THE FLAME IS PUT NEAR THE FIREWOOD, IT STARTS BURNING.

21. When you find the Greenhouse go on inside. Some of those plants look awful thirsty. Hey, there's a handy dandy watering can. If you give the plants a little tender loving care they might reward you with an unexpected harvest. What? You ran out of water? Better fill that can up at the nearest Faucet.

17. Now, head back to the Foyer. It's kind of chilly so you might as well light a fire. Perhaps you'll need a little extra fuel. Try throwing that Box on the fire and see what happens.

PROPERTY
 *BOUQUET
 *KNIFE 2
 *KNIFE 1
 *MATCHES
 *DIARY 3

THE COUCH LOOKS SOFT. YOU FEEL SOMETHING HARD SEWN INTO IT.

14. Remember that Closet upstairs that was locked? If it's locked there's probably something important inside. Now, where are you going to find a key? How about trying the Couch in the Foyer. There's a mysterious bump inside of it. Just use something to slit the Couch open and see what's inside.

CABINET
 *GYP. DOLL

*MOVE *EXAM. *TAKE *MEMO
 *OPEN *CLOSE *← *→
 *USE *HIT *SELF
 *LEAVE *SPEAK *SAVE

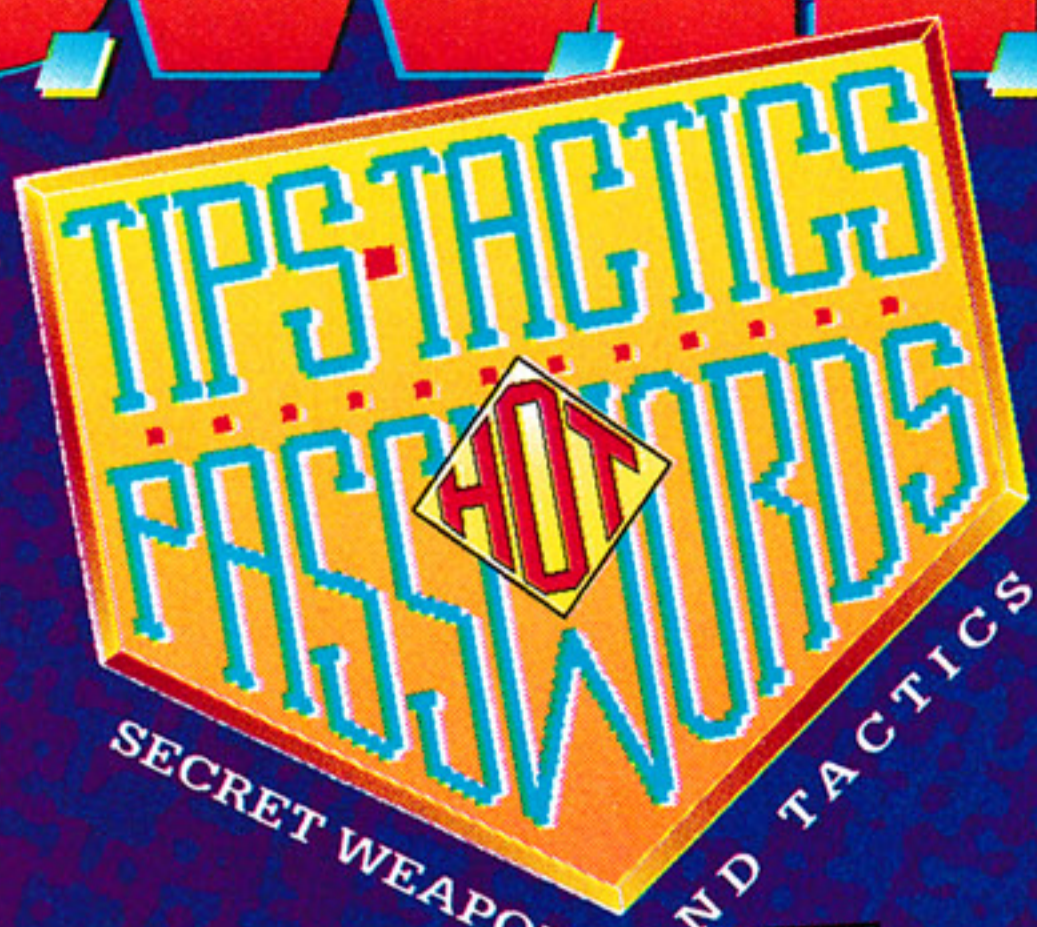
18. If you're in the mood for fun and games why not go to the Game Room (off of the Dining Room). In the Cabinet you'll find a Gypsy Doll. Grab her even if you think you're too old to play with dolls. What to do with a Gypsy Doll? How about casting a spell on her? Ah come on, you can figure that out!

PROPERTY
 *SCROLL 3
 *BOTTLE 2
 *STAR
 *GYP. DOLL
 *WATERCAN
 *FRUIT

AS YOU APPROACH THE BUILDING, YOU SEE THAT IT IS GUARDED BY TWO MENACING DOGS.

22. Now head to the building on the right guarded by dogs. How to scare those dogs away? Try a spell. And remember, dogs don't usually like loud noises.

SWAT



UNINVITED

SPELL
*CLOUDISI
*STILLINI
*THUDEDE
*TELEMAZE
*DOLLDOLL
*O SESAME

YOU STAND IN SOLEMN AWE IN THIS ABANDONED HOUSE OF WORSHIP.

23. Once you've scared the dogs away you can go inside. You'll find yourself in the Chapel. Grab the Candles (they'll come in handy later on) and the Goblet.

24. What next? Try shouting "O Sesame" and see what happens.

PROPERTY
*PENDANT
*PESTICIDE
*AXE
*BOTTLE 1
*DIARY 2
*CANDLE 2
*BOUQUET

YOU STEP INTO A LARGE YARD. YOU CAN SEE A STONE MAZE IN THE DISTANCE.

25. Before you head outside you'd better light a candle, or you'll have quite a fright.

PROPERTY
*PENDANT
*PESTICIDE
*AXE
*BOTTLE 1
*DIARY 2
*CANDLE 2
*BOUQUET

MEMO
*←
*→
*↑
*↓
*SELF
*SAVE

26. Enter the stone maze. You need to wander here in search of the Tombstone you see in this picture. If you encounter a Zombie try using the Pendant on him. When you reach the Tombstone it would be awfully nice if you laid some flowers on the grave.

PROPERTY
*PENDANT
*PESTICIDE
*AXE
*BOTTLE 1
*DIARY 2
*CANDLE 2
*KNIFE 2

MOVE WEST.

27. Enter the secret passageway and move west until you reach the Three Cages. The Cages are locked so you'll need a Key to open them. Of the three animals that appear the only one you really need is the Hawk. Grab the Hawk and put him in your Cage. Yipes, the Snake eats the Cat. Run like heck or you're in big trouble!

PROPERTY
*KNIFE 1
*MATCHES
*DIARY 3
*KEY 1
*CAGE
*SCROLL 2
*SCROLL 3

MEMO
*←
*→
*↑
*↓
*SELF
*SAVE

28. Move south from the Cages. When you encounter the strange blob monster don't panic. You'll need to distract this creature <None> so you can sneak by. Try releasing the Hawk from his Cage. When the monster leaves grab the Jewel. You could wander back through the maze, but try Telemaze for a quick escape.

SPELL
*CLOUDISI
*STILLINI
*THUDEDE
*TELEMAZE
*DOLLDOLL
*O SESAME

YOU STAND AT THE ENTRANCE OF A LARGE DOMED BUILDING.

29. Once you're back in the yard head to the left-hand building. Put the Jewel in the opening above the door to enter this Magisterium.

PROPERTY
*BOTTLE 2
*STAR
*GYP. DOLL
*WATERCAN
*FRUIT
*CANDLES
*GOBLET

MEMO
*←
*→
*↑
*↓
*SELF
*SAVE

30. Inside the door you'll discover a strange floating blue creature. See if he wants to munch on some Fruit!

PROPERTY
*BOTTLE 2
*STAR
*GYP. DOLL
*WATERCAN
*CANDLES
*GOBLET

MEMO
*←
*→
*↑
*↓
*SELF
*SAVE

31. The door to the right is the Telescope Room. The door straight ahead of you is the Laboratory. When you discover the Safe try using the combination 794780. Take the Jar from the Safe. Use the Axe to smash the Cookie Jar and grab yourself a Cookie for later on.

PROPERTY
*STAR
*GYP. DOLL
*WATERCAN
*CANDLES
*GOBLET

YOU SET THE COOKIE ON THE PLATE.

32. Return to the mansion and return to the Game Room. Set the Cookie on the plate and wait for the little Red Dinosaur to come along for a snack. He'll give you a thank you present.




PROPERTY	
*STAR	
*GYP. DOLL	
*WATERCAN	
*CADDLES	
*GOBLET	
*KEY 2	
*	

CLICK...
THE DOOR IS UNLOCKED.

33. Return to the Magisterium and go to the Laboratory. Try your new Key on the circle door in the floor. Climb down into the Cave. Watch out for that sticky tar on the ground. Move forward carefully – there's poison dripping on the floor all around you.

36. Use your new Key to head up the stairs and out of the underground cavern. You'll hear your sister's voice! Follow the voice upstairs – you'll hear your sister calling.




PROPERTY	
*KEY 2	
*	
*	
*	
*	
*	
*	
*	

AS YOU TURN ON THE FAUCET,
WATER GUSHES OUT.

37. Go to the rear, left-hand door in the upstairs hallway. You'll find yourself in the Bedroom. Go through the rear door into the Bathroom. You may or may not feel like taking a bath but turn on the Tub Faucet anyway. Things look pretty bad but just keep reaching to open that door in the ceiling and you'll be alright. If you don't drown you'll find yourself in the Attic.


38. Hey, your sister is looking a little hysterical. Try slapping her.



PROPERTY	
*KEY 2	
*	
*	
*	
*	
*	
*	
*	

SUDDENLY, A HORRIBLE
SPIRIT COMES OUT OF
YOUR SISTER'S BODY AND
SCREECHES AT YOU!!


39. The key to surviving this final confrontation with the evil spirit is the Goblet!



PROPERTY	
*STAR	
*GYP. DOLL	
*WATERCAN	
*CADDLES	
*GOBLET	
*KEY 2	
*	

HE SAYS "YOU'VE COME. I'VE
BEEN WAITING FOR YOU.
PLEASE LISTEN TO ME.

34. Head into the left passage in the Cave. In this frozen room a mysterious Old Man will give you a message. Throw your Star and see what happens!



PROPERTY	
*GYP. DOLL	
*WATERCAN	
*CADDLES	
*GOBLET	
*KEY 2	
*	
*	

THE CURRENT SUDDENLY PULLS
YOU UNDER AND YOU ARE
SWEEP AWAY!!

35. After you're swept way to the ledge stick Dragon you find into the hole! Now, head into the passage behind the hole.



slick cartoon style. The multi-scrolling backgrounds are knock outs.

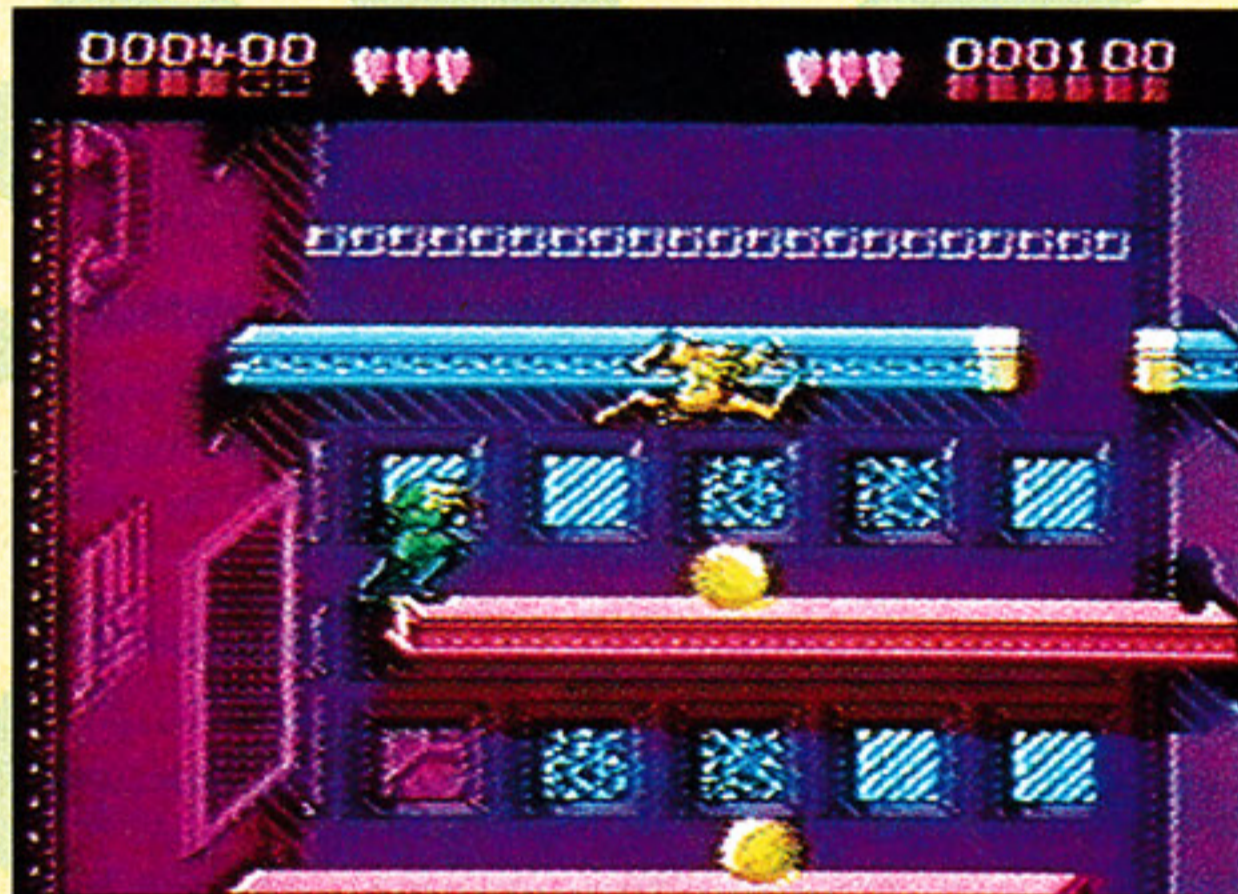


By Boogie Man

Zitz! Rash! Pimple! Sounds like a teenager's worst nightmare, but they're actually the names of the Battletoads, the most outrageous gang of star-trekking amphibians to hop through the NES in a long time.

Web-footed Friends

Battletoads from Tradewest is a rip-snortin' outer space chase that's as good an NES action/adventure cart as there is. You can play a one-player session or two-player simultaneous games; either way it's a blast!



Two 'Toads double the fun and the difficulty.

The story begins aboard the spaceship Vulture as the 'Toads and their mentor, Professor T. Bird, escort Princess Angelica back to her home planet. But the Dark Queen is on a rampage, and this girl is bad, BAAAA! She kidnaps Pimple and Angelica and imprisons them at her planetary hideout.

Get the Frog Outta' Here

You play Zitz (your friend is Rash) as you invade the Dark Queen's domain. Her world is deadly, but great-looking. You tackle 12 excruciating levels of horizontally and vertically-scrolling sideview action.



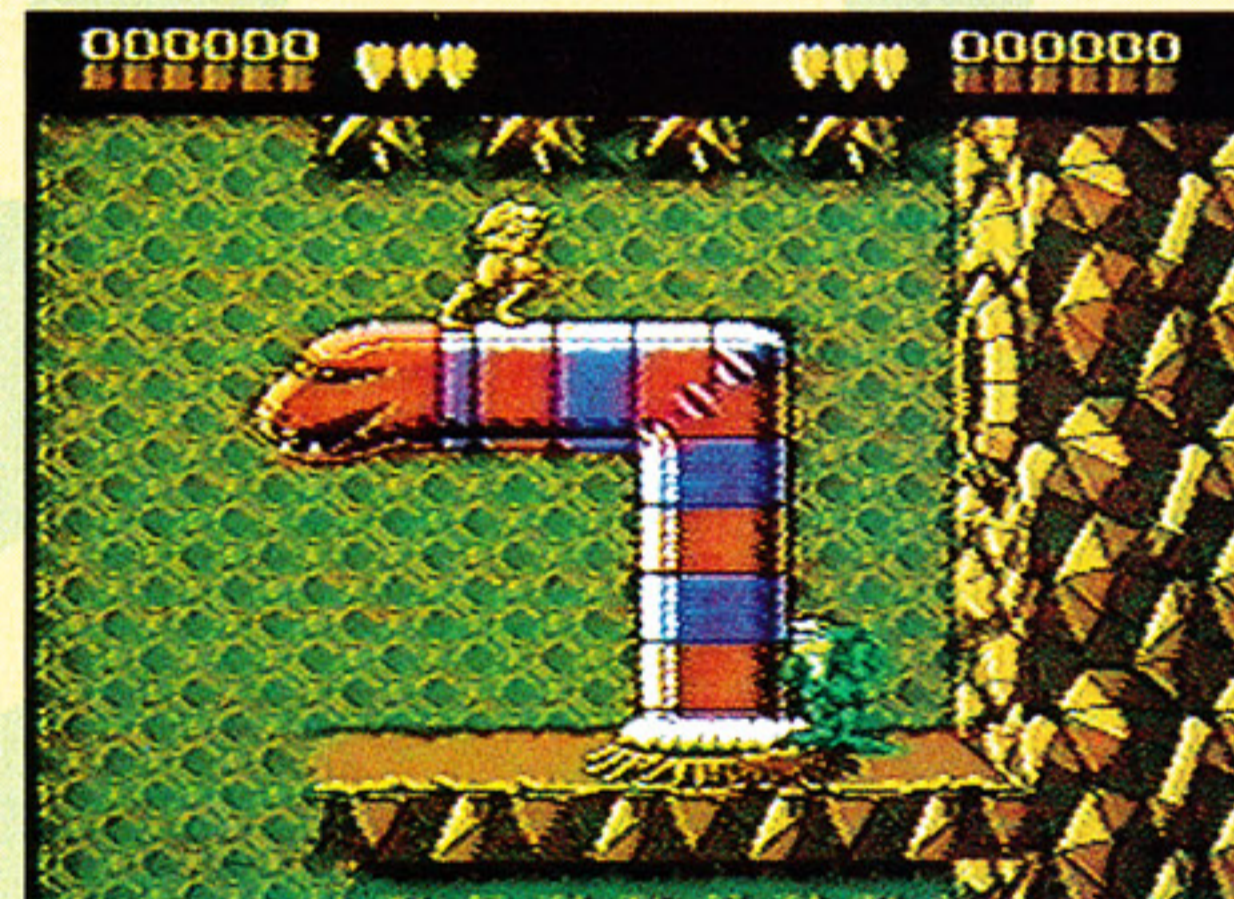
Maps reveal the challenges ahead.

This outrageous adventure is guaranteed to keep you on your toads, uhh, and your toes. Your challenges include leapfrogging deadly obstacles on Speed Bikes through the Turbo Tunnel, slipping and sliding through the Ice Cavern, splashing through the Water Rapids, and space surfing through Surf City.

PROTIP: In the Chasm (Level 3) barricades seem to pause briefly at the right edge of the screen before you ride towards them.

PROTIP: When the airborne Rat Pods try to bomb you at the end of the Chasm, watch their shadows and move to the opposite side.

Three levels consist of several sections, which provide diverse problems for you to master. Each of these levels is a mini-game unto itself. For example, in Karnath's Lair (Level 6) you must ride four sneaky snakes which glide in and out of four different vertical mazes. In Volkmire's



Riding the snake is tough, especially with two 'Toads.

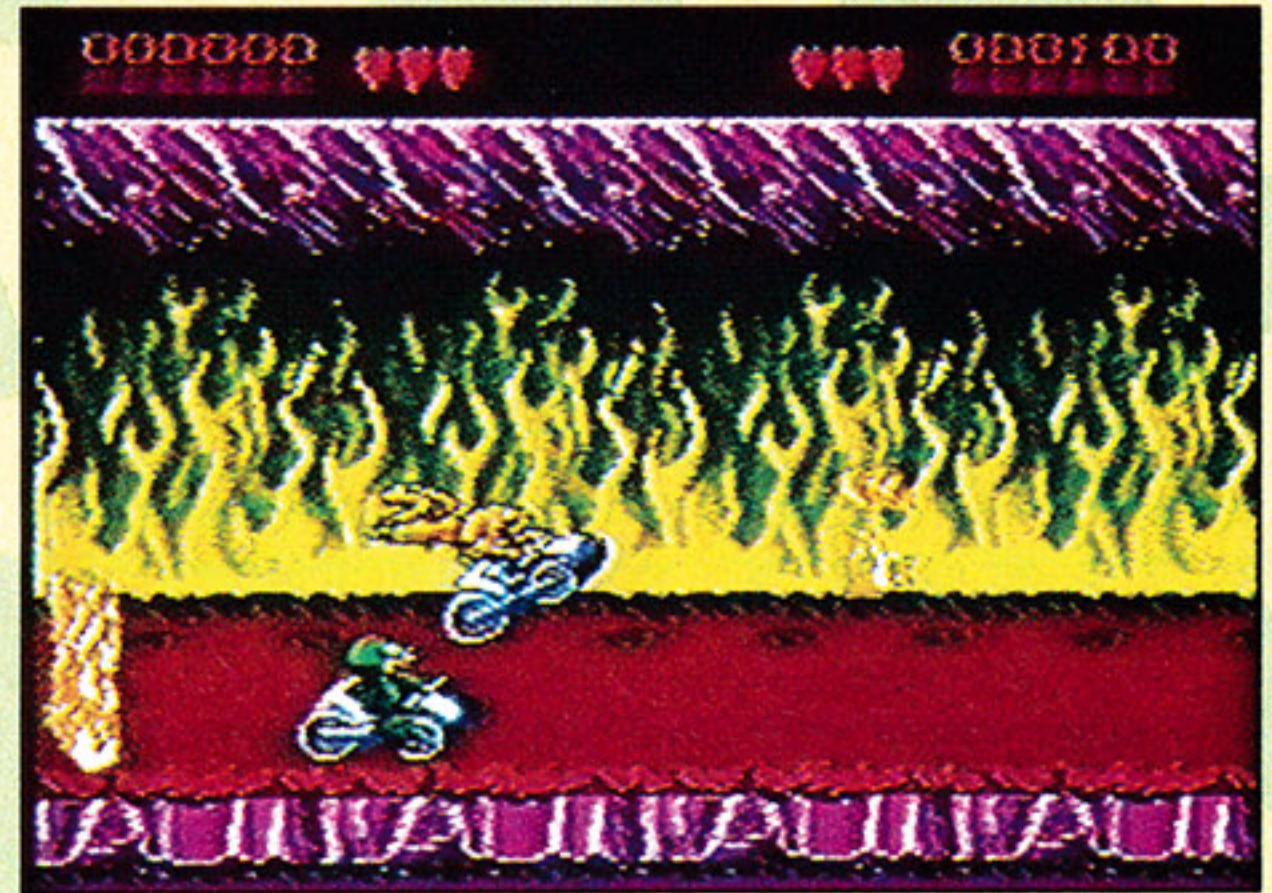
Inferno (Level 7) you fight head-butting Skuzz rats and shoot down Rat Rockets, then you hop onto a single-toad Jet Turbo and fly through four tricky sections.

PROTIP: It's easier to beat the Retro-Blaster at the end of Level 2 with the demolition ball move than with the bird feather.

PROTIP: On Level 7, Volkmire's Inferno, stay to the left side of the screen so you have plenty of time to dodge the flames.

Great Graphics

Battletoads sports some of the most innovative and fun graphics and sound around. The 'Toads, their friends, and their fiends are excellently drawn in a



Speed Bikes through Volkmire's Inferno.

This cart packs some really rad, imaginative views. One of the most unusual is versus the Giant Red Walker (it's so big you never see the entire thing). You control the 'Toads but you guide their attack as you look at them through the Walker's rose-colored lenses. It's a simple visual twist that's great fun.

The 'Toads' 9 power hits feature great cartoon-style graphics. For instance the Jawbuster turns your hand into a giant fist at impact, and Full Metal Ear-Muffs makes your hands huge cymbals.



Ice Cavern snowball fights are cool.

Naturally, you eat flies for power ups, and you snatch them out of the air with a long, sticky tongue.

Space Cases

The 'Toads aren't the only characters with attitude here. You face 18 types of



The Dark Queen likes tried frog legs.



BATTLETOADS

weird creatures. The Dark Queen's lethal hench-things also feature great cartoon graphics. For example, you meet a Snowman with no Christmas spirit, the porky Psyko-Pigs, and Hornhead, an extraterrestrial rhinoceros in a very bad mood. There's even a special guest villain "invading" this cart from a classic arcade game.

PROTIP: When you knock out creatures as you drop down the Impact Crater, hit them again as they fall for extra points.

PROTIP: If an enemy beats you to the punch, you can't hit them back while

they're attacking you. However, you can jump away and then counterattack.

If the critters don't get you, the traps will. It takes plenty of practice to trip up 11 types of traps such as the Saturn Toadtrap plant, the smelly Gasser, the Sucka vacuum, and the gross (but lethal) Snotball.

Rough-it, Ride-it, Ribbit

The fighting's ferocious so you must master Toad-fu if you want to make it to the end. This cart has a great grab 'em feature where you can snatch any object from the landscape. Pick up a piece of

metal and use it as a club or heave it at an enemy. A bird feather becomes a slashing sword. If your buddy falls, pick him up and carry him.



PROTIP: After you bust up a Tall Walker or any other machine, wack the broken pieces for extra points.

But the interactivity works both ways. In two player games it's one lose, all lose. You can accidentally beat-up your buddy, and if either one of you loses a life, you both start the level over.



PROTIP: If a bad guy knocks your buddy unconscious, you can pick him up and carry him to safety. In a pinch, toss him into creeps; however, he'll take a hit.

For variety you also drive three vehicles: a road-hopping Speed Bike, a rocket-powered Jet Turbo, and a shaky Space Board (look out Silver Surfer).

Hop into the Future

Battletoads is a monster! Sixteen-bit game systems making you nervous about the longevity of your humble NES? If NES carts to come can be this good and this much fun, you can hold off on that upgrade a while longer.

Battletoads by Tradewest (Price Not Available - Available June '91, 2 megs).



SWAT

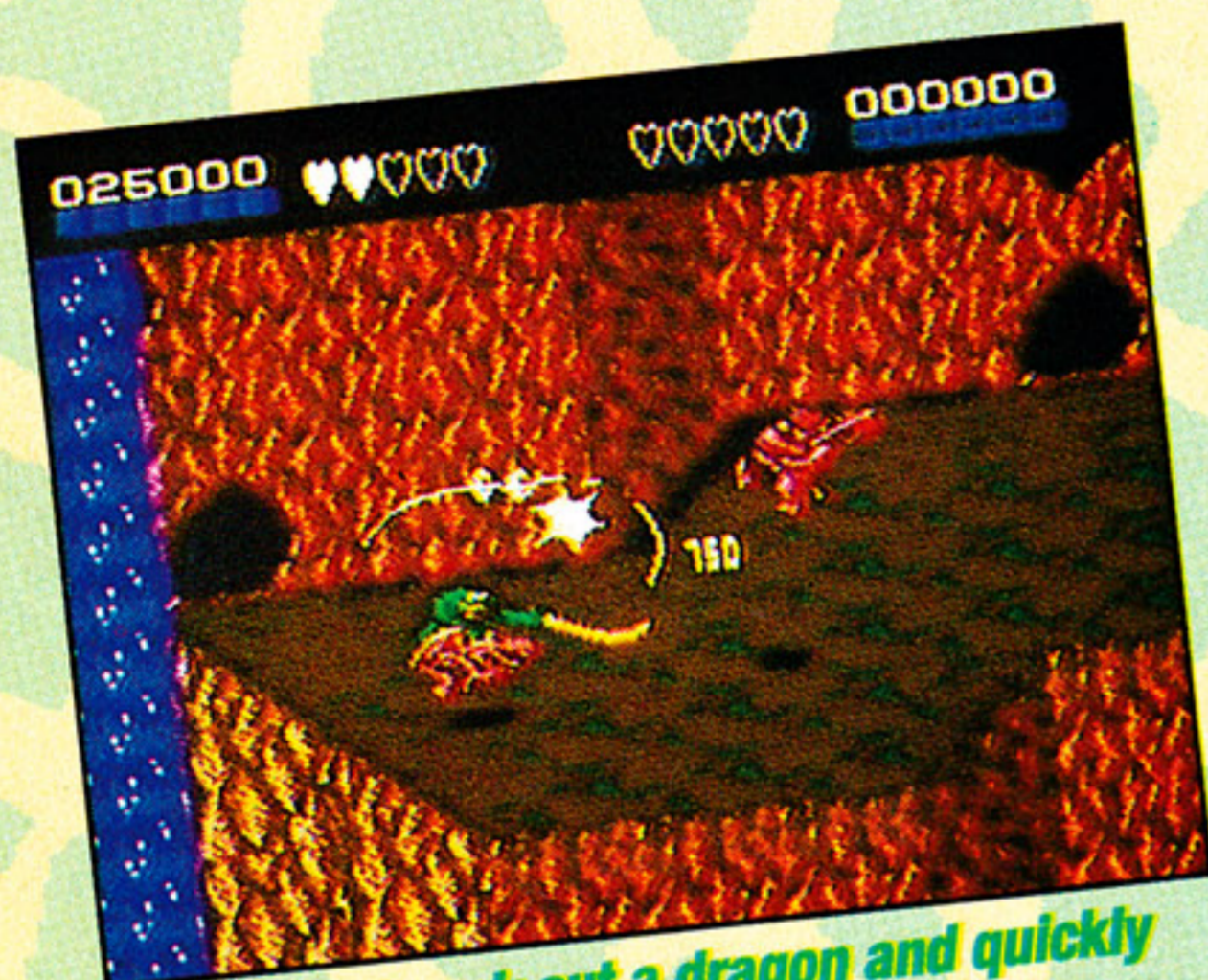
TIP TACTICS PASSWORDS SECRET WEAPONS AND TACTICS



To grab that floating 1-UP in Level 1, stand near the edge of the cliff (as shown in this screen), and jump towards the right!



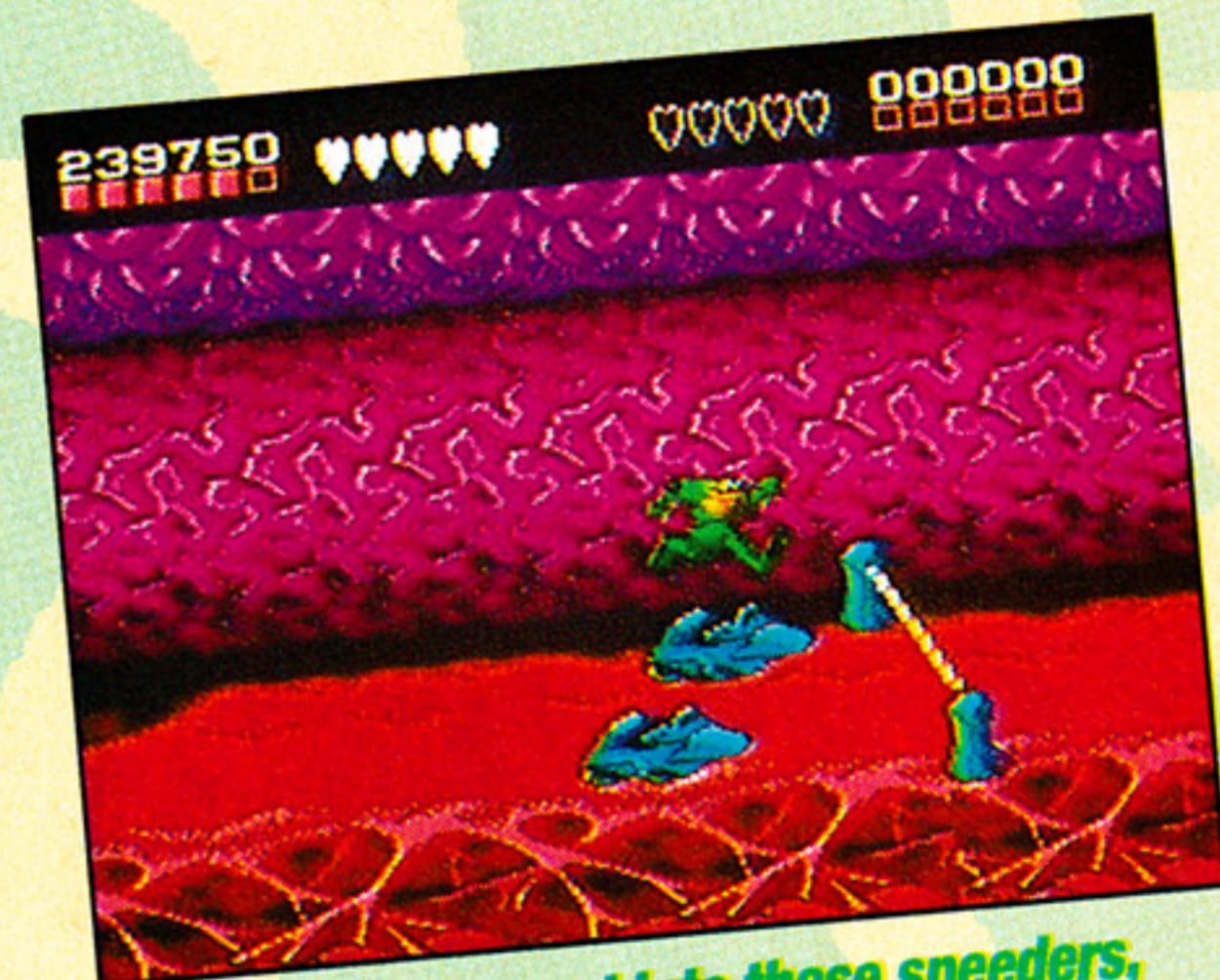
Be prepared for the little space invaders that make a special appearance just to steal a few of your life bars in Level 3. You can stop them if you are expecting them! Just use a head-butt in combination with a super kick to get rid of these varmints quickly.



In Level 1 knock out a dragon and quickly jump onto his back. Make him fly by pressing Button B. You can hang onto the dragon for the rest of the level!



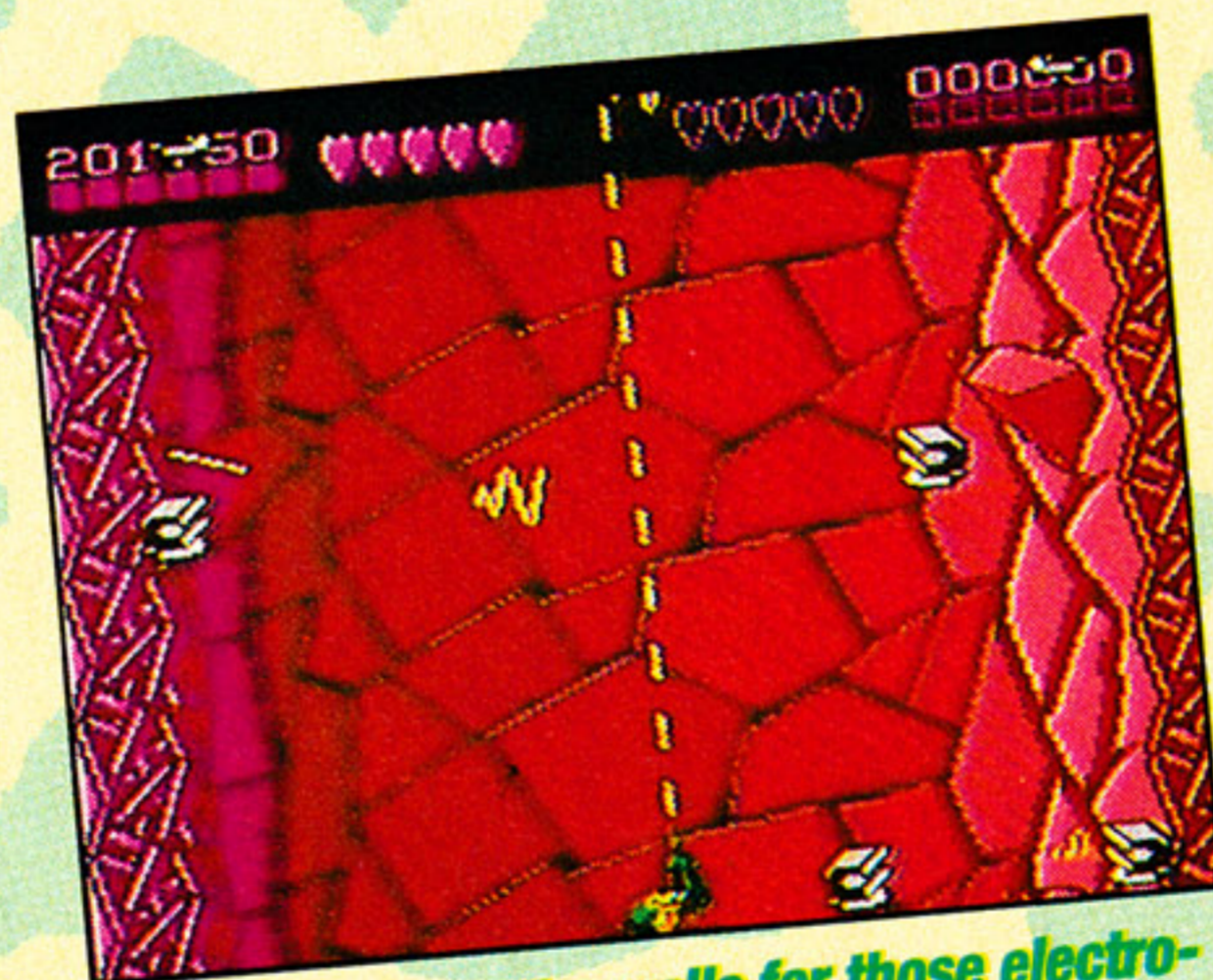
Try to strike Level 2's falling birds as many times as possible to earn enough points for a 1-UP!



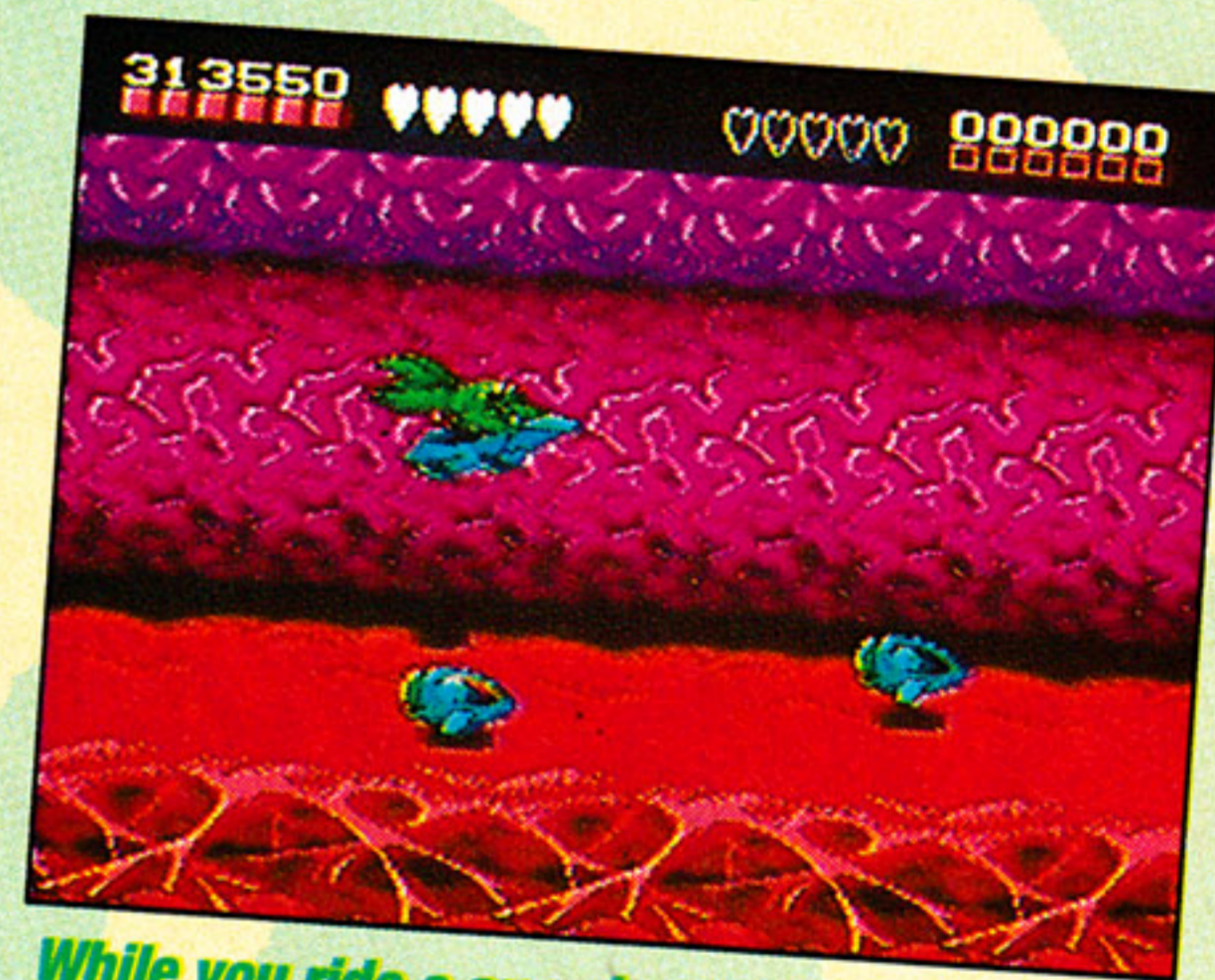
Once you've jumped into these speeders, you'll travel at light speed in Level 3!



When you destroy these two-legged robots in Level 1, make sure that you pick up a leg and finish off the remains for extra points!



Keep an eye on the walls for those electrotraps in Level 2. When you see them coming just move yourself to the bottom/center of the screen and you'll pass by them unharmed!



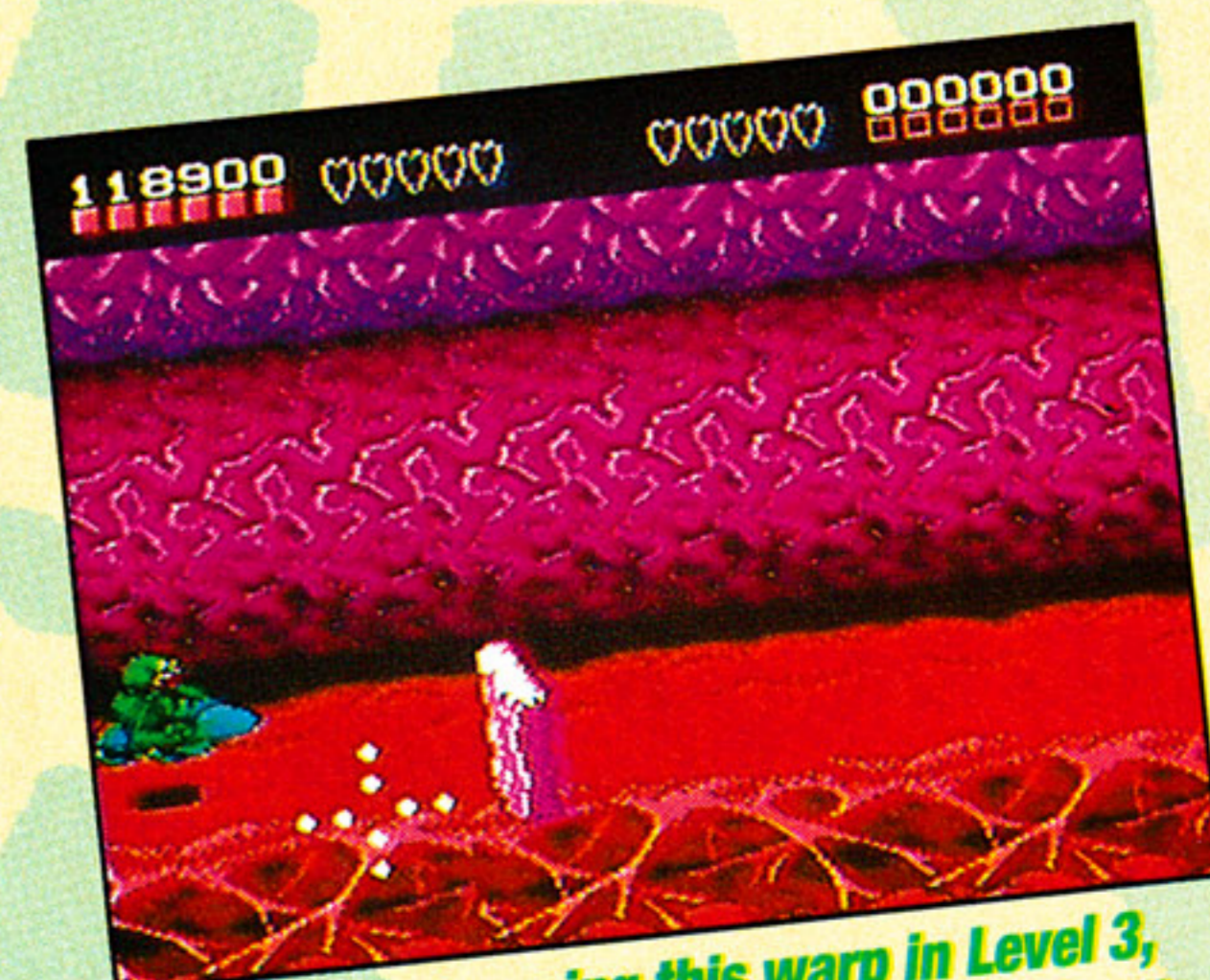
While you ride a speeder you'll see everything from stone walls and enemy ships to ramps that take you over deadly terrain.



Head butting enemies off a cliff is always effective!



When you become a spinning ball you can destroy these Electrobots in Level 2 with one blow!



Skip a level by using this warp in Level 3, positioned in front of the tenth stone wall in the 6th section of the speeders!

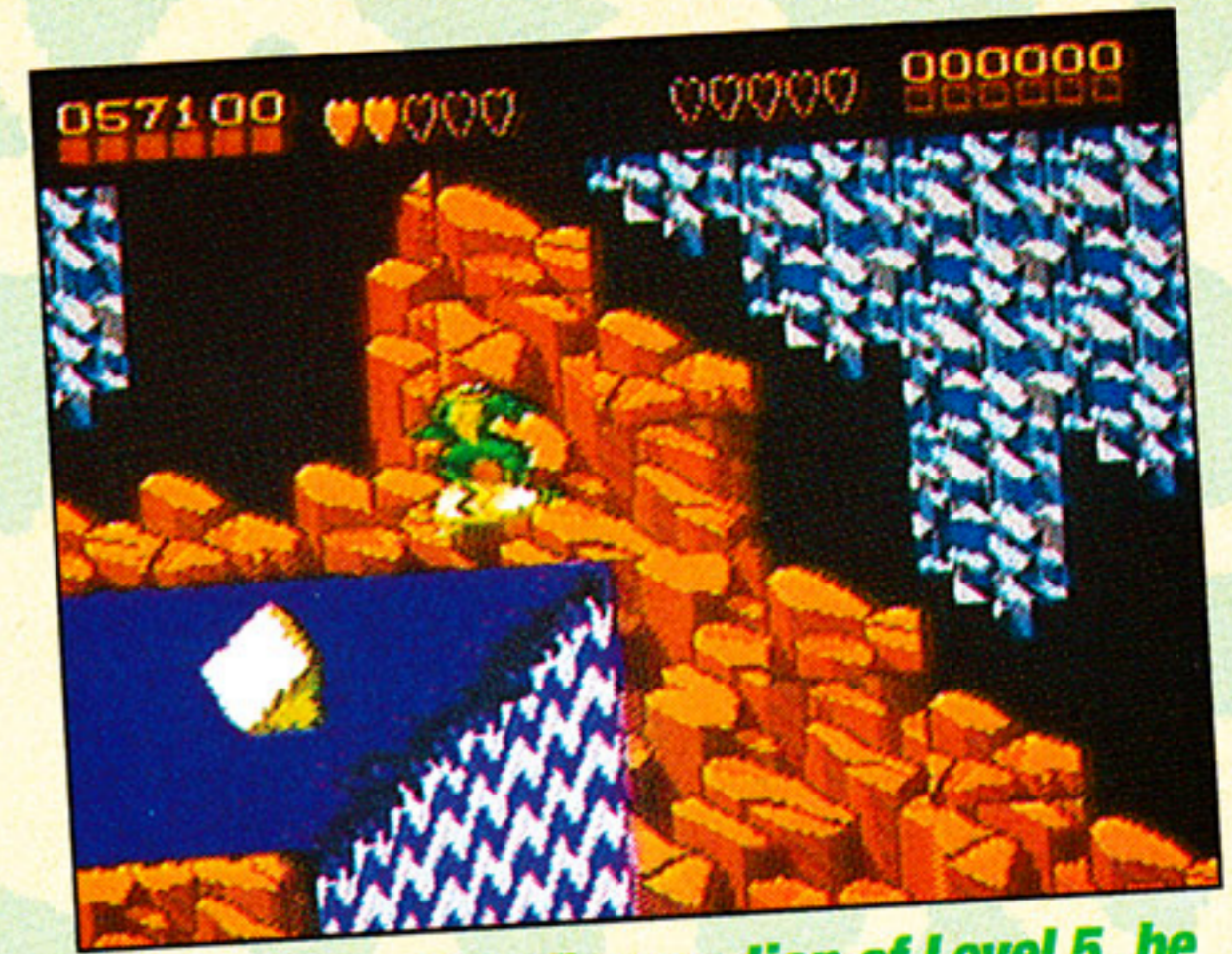
BATTLELOADS



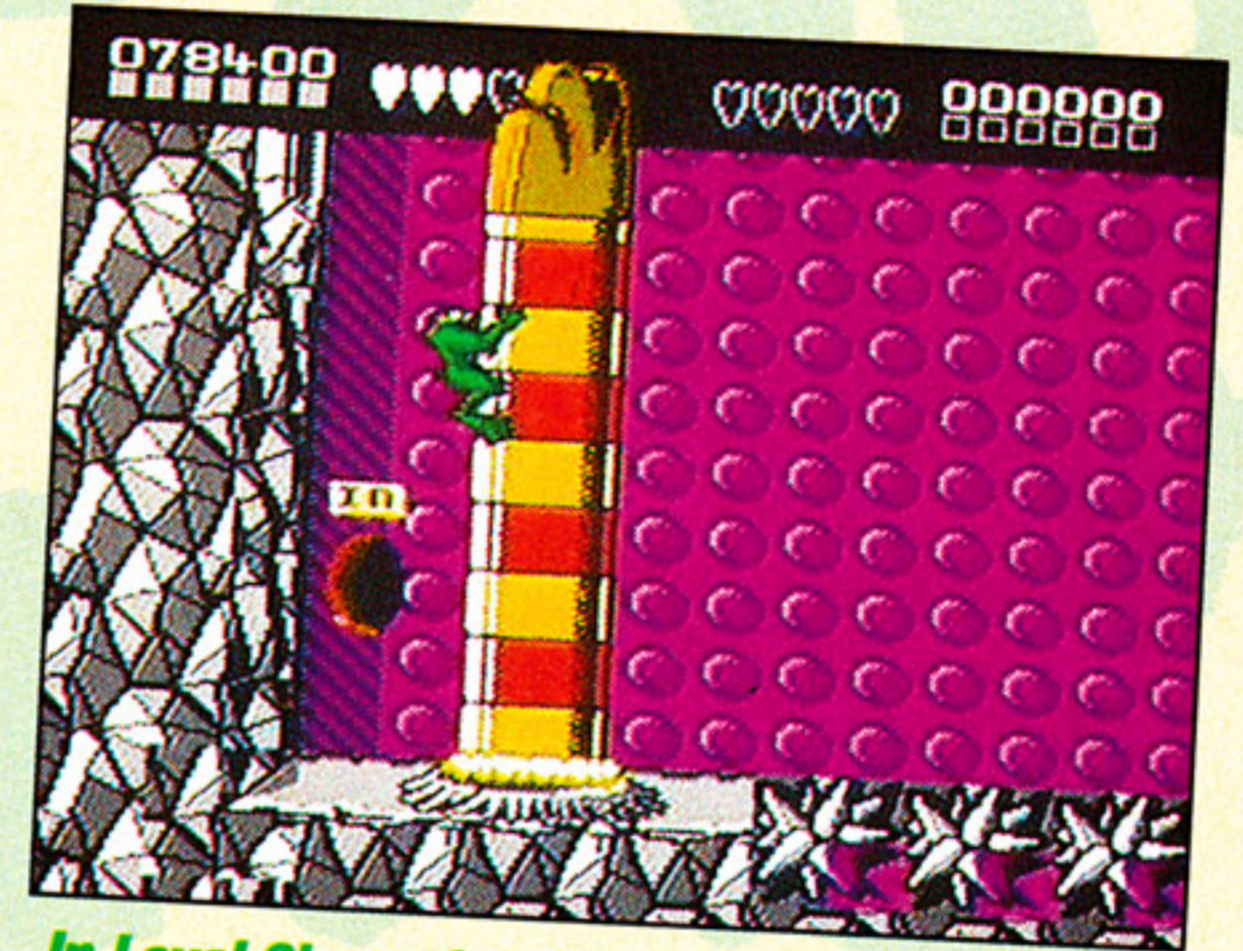
Here's a map to Levels 4 through 6.



Be sure to duck down while riding these platforms over deadly spikes in Level 4. There may be a few snowballs coming your way!



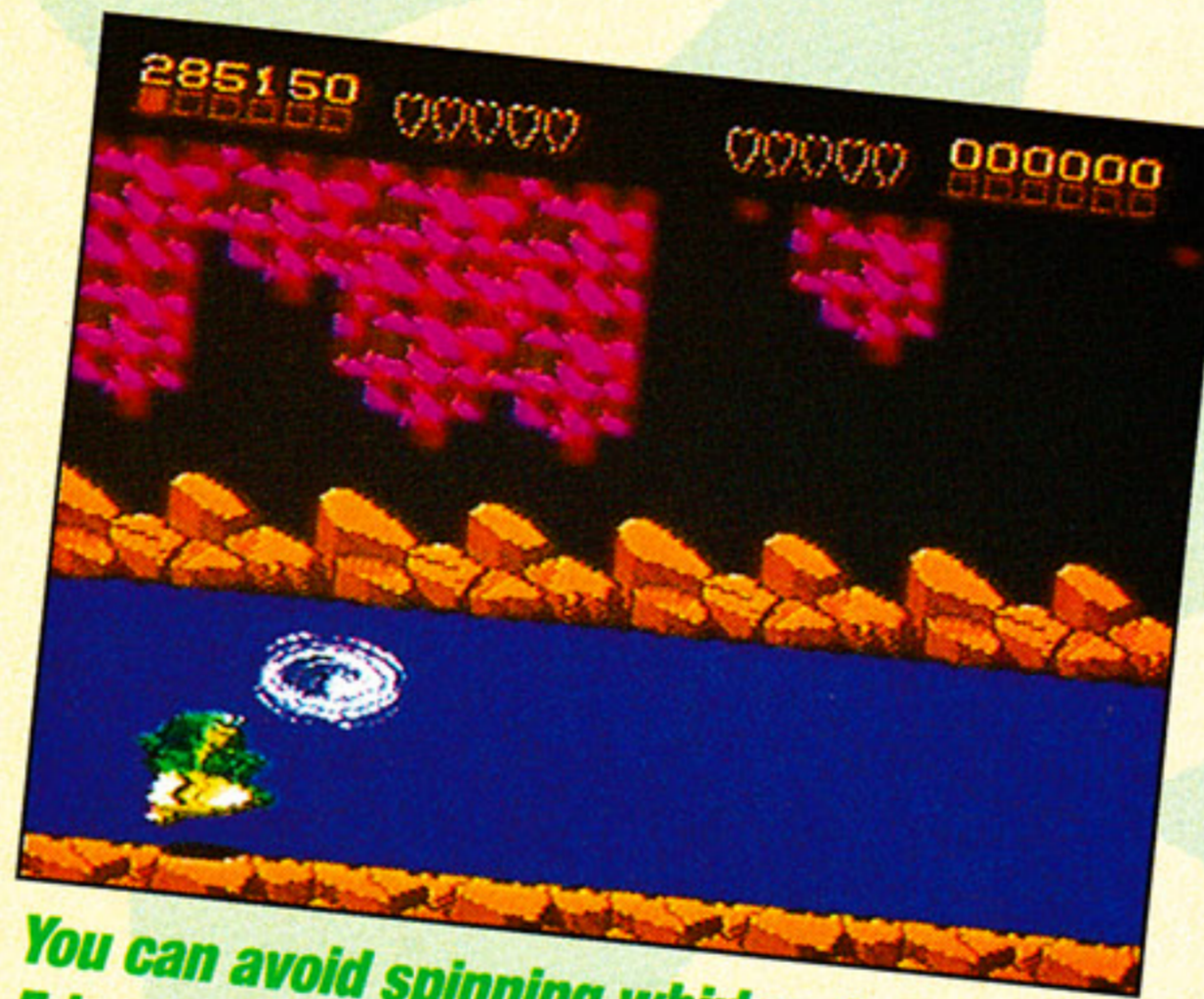
In the second surfing section of Level 5, be prepared to hit some ramps to prevent you from falling to your death!



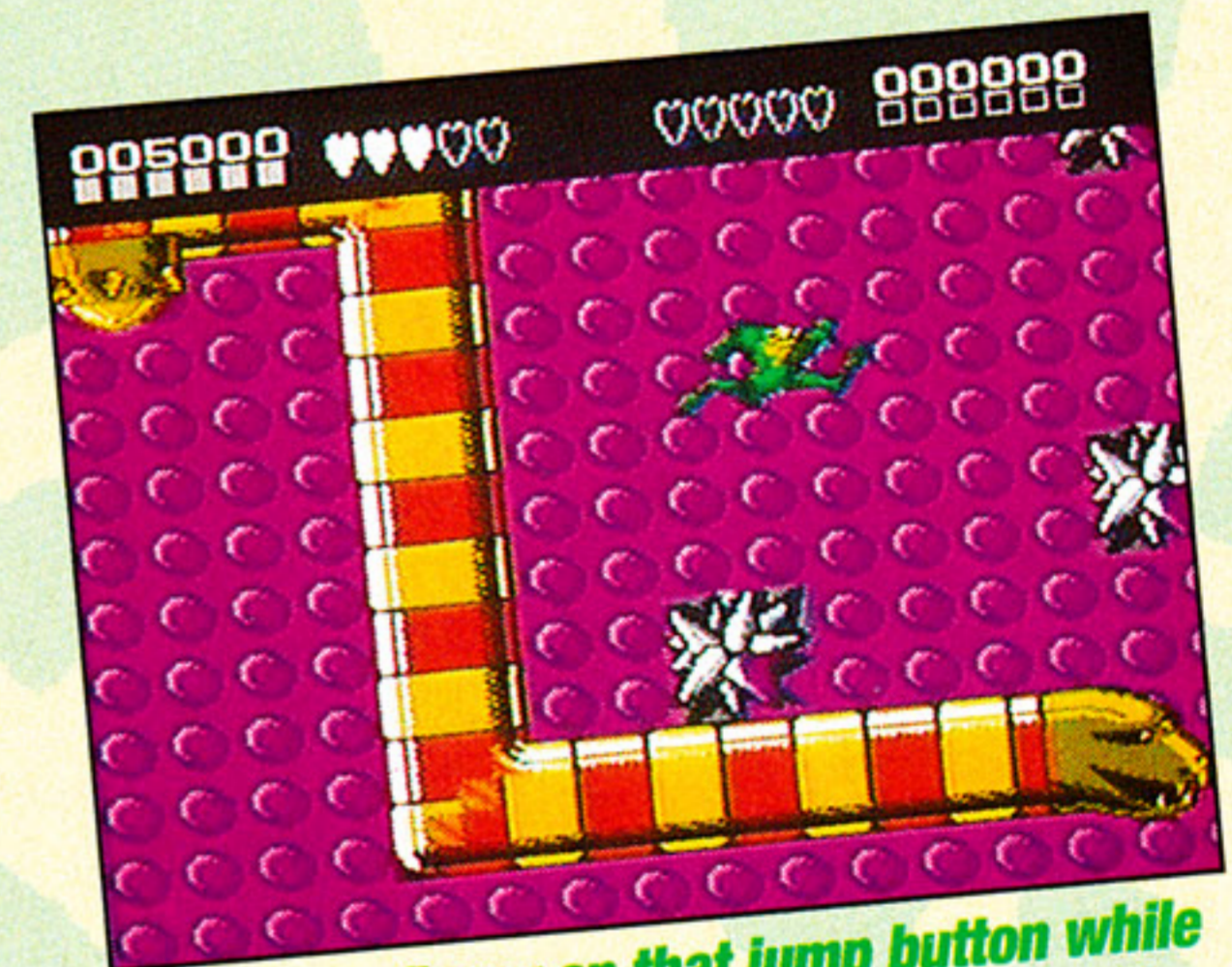
In Level 6's snake pits you must take a ride and hang on for your life. Many times it pays to hang on until you have to jump, just to make sure that the other snakes are around to catch your fall!



In Level 5, you'll have to ride surfboards through deadly rapids while dodging logs, whirlpools, and rocks!



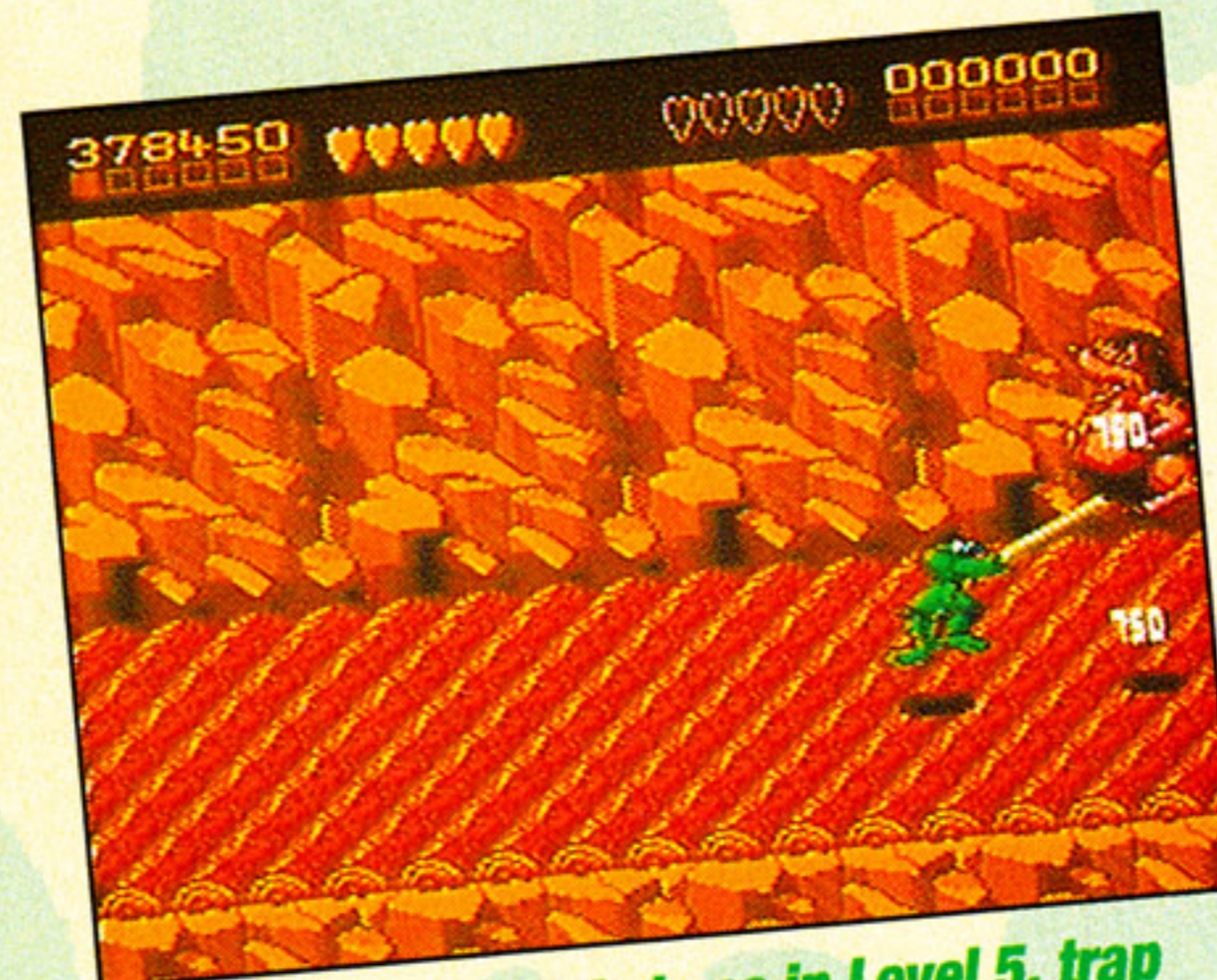
You can avoid spinning whirlpools in Level 5 by surfing at the top or bottom of the rapids depending on where the whirlpool is nearest!



Keep your finger on that jump button while riding these Level 6 snakes 'cause you'll encounter some spikes along the way!



Use the ice cubes to break barriers like these in Level 4. There are many of them along the way.



When you reach this boss in Level 5, trap him near the edge of the screen and beat him over the head with your pole to defeat him easily.



In Level 5 try to grab this 1-UP while landing from the second ramp!

By Maid Marion

Maybe you've been to the Fun House and you've probably heard about the Mad House; now you can explore the wierdest house of all—Maniac Mansion. This new NES role play cart from Jaleco plunges you into a brain-spraining mystery that introduces you to as strange a crew of people as you're ever likely to meet.

Sounds like a good place to stay away from! Sorry...as Dave, the local teenage heartthrob, you've got to turn this crazy house upside down in search of poor, kidnapped Sandy—your cheerleading girlfriend.

Don't Go Alone

Dave can take along two of his teenage buddies to help him save Sandy. Each of the six different teens you can choose from has different skills and weaknesses, as well as their own hidden goals. Depending on the

PROTIP: For example, Bernard is "Mr. Wizard." He knows a lot and can fix things and operate equipment. But he's also a chicken. You might have difficulty getting him to go to certain scary areas, and he really hates sushi!

teenagers you select, the game can change each time you play—and can even have an entirely different ending!

To find Sandy, you and your companions have to search Maniac Mansion from top to bottom—without getting caught yourself. Getting from place to place in the mansion is quite challenging. As in any role-play adventure you'll have to search for clues, special items, and advice from other characters in order to solve the mystery.

When in Doubt, Click!

The interface is similar to the computer version of the game, although the Nintendo format is much easier to manage. The Message Line displays the words spoken by the characters that

you encounter. The Animation Window enables you to view the room that you're currently in. Use the Sentence Line to tell your characters what to do by linking together nouns and verbs into simple commands. For example, "Get glass of water."



Check in the trunk for some tools.

Search the house by moving the kids around it so they can look, get, open, take, use, etc. the variety of strange objects they find in the mansion and talk to the different characters they encounter. Investigate everything.

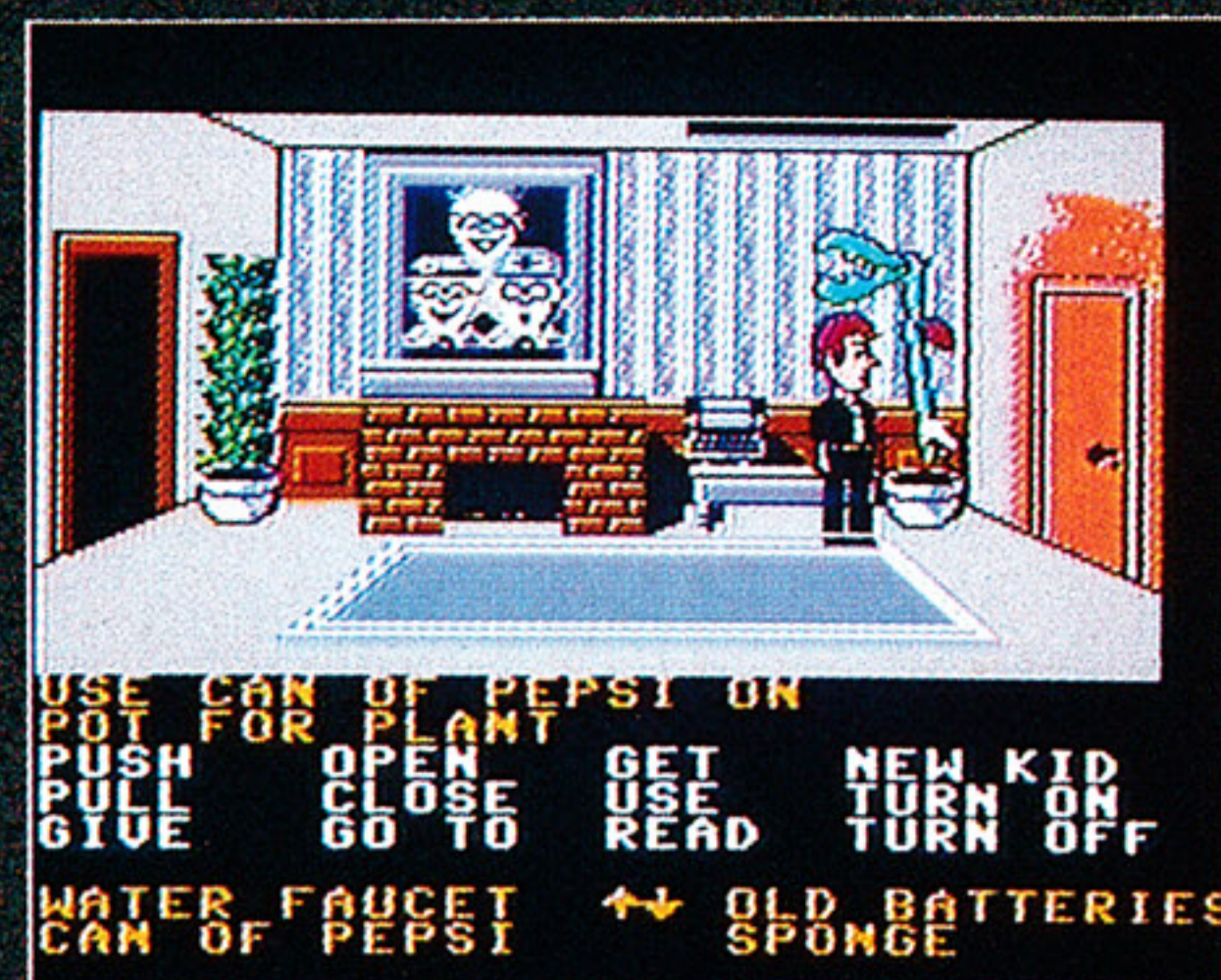


PROTIP: Be cautious as you move from room to room in the mansion. You never know who you're going to run into!

PROTIP: If you leave your characters standing around in the main hallways, they're likely to get caught!

As in all role plays, the small item you overlook is sure to be the key to getting on to the next area of the game.

PROTIP: Check the ceilings in every room. There just might be a key hidden in one of the light fixtures!



PROTIP: The pool water is radioactive. It makes some things grow, but it makes other things die!

Along the way special animated sequences cut into the action to give you clues and information about the strange things that are happening to you.

The Game's Afoot

Your adventure begins at the gate that leads to the front yard. Your first puzzle is to figure out how to get inside the mansion. You can knock on the door or ring the bell, but Dr. Fred isn't going to let you in. One of your buddies, however,

MANIAC MANSION

will figure out a solution. Once you get inside try heading into the kitchen. You can raid the refrigerator and get other special items you'll need. Next, find the



Check out this crazy kitchen.

storage room. There you'll find everything from canned goods to film developer!

PROTIP: To easily search an entire room click the "What Is..." command.

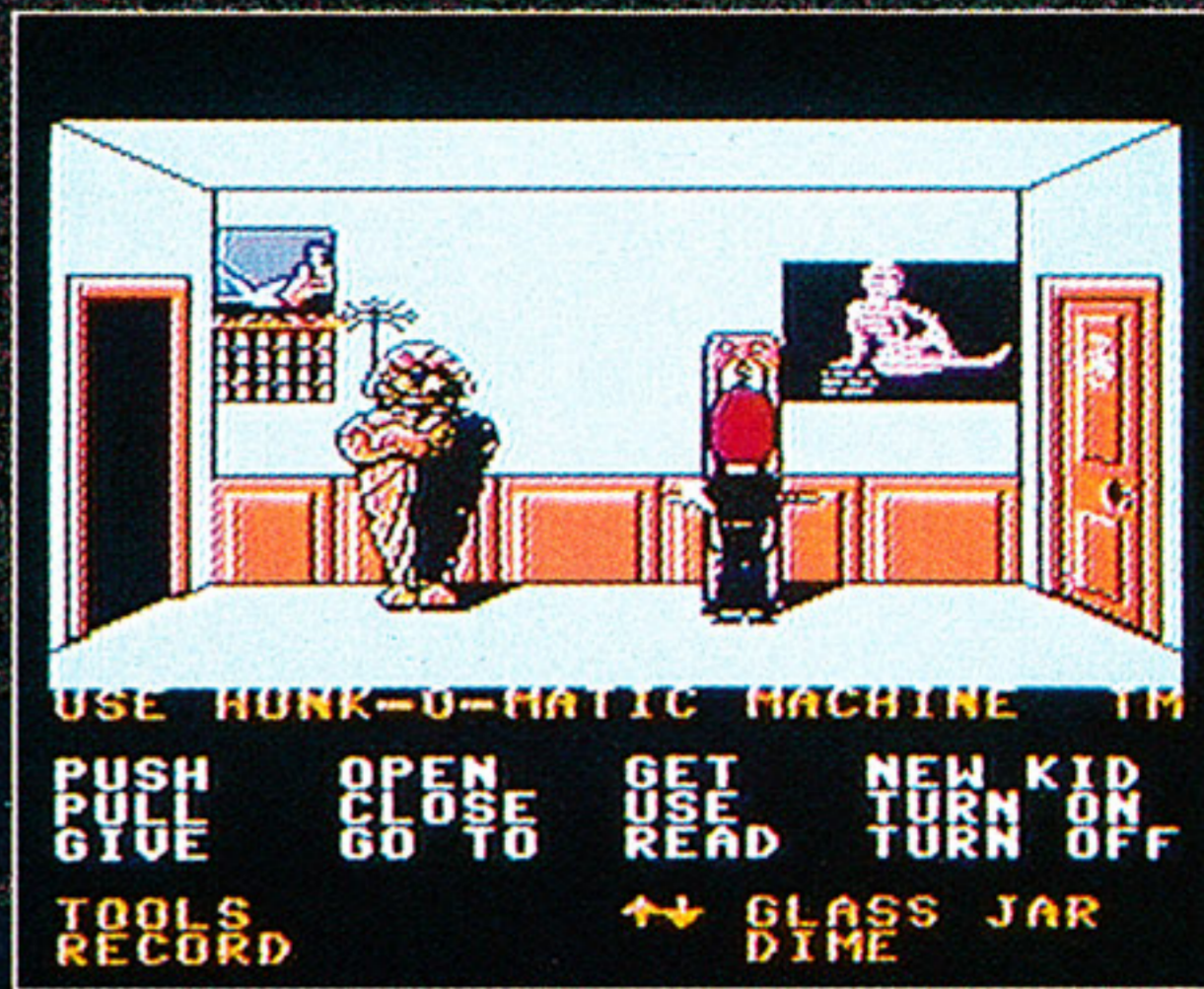
and then scan the entire room with the pointer. You'll quickly discover whether there are any special objects you should pay attention to, such as loose panels. This technique also comes n handy in dark rooms when you don't have a flashlight. It's a quick way to find the light switch without getting hurt.

From there you're on your own. To find Sandy you and your companions have to search Maniac Mansion from top to bottom—without getting caught yourself. Getting from place to place in the mansion is quite challenging. As in any role play adventure you'll have to search for clues, special items, and advice from other characters in order to solve the mystery. Just remember



Get this special key from the green tentacle.

there's more than three floors in the mansion, not including the basement and the attic, and you've got to explore them all!



PROTIP: Having trouble getting into the garage? Well, you better go and find a place to work out to make yourself stronger!



PROTIP: It sure is hard to get that basement door open since it doesn't have a knob. Hey, maybe you could try fiddling around with the gargoyles at the base of the staircase!

As long as Dave and the gang can hang in there and keep searching they'll eventually solve the mystery of Maniac Mansion and rescue Sandy. It's a horrifyingly refreshing adventure for the NES—sort of a role play à la Rocky Horror Picture Show meets the Addams Family! Keep your head clear, don't drink any radioactive water, and you'll be out of the mansion before you can say, "Come up to the lab and see what's on the slab!"

Maniac Mansion by Jaleco (Price not available).

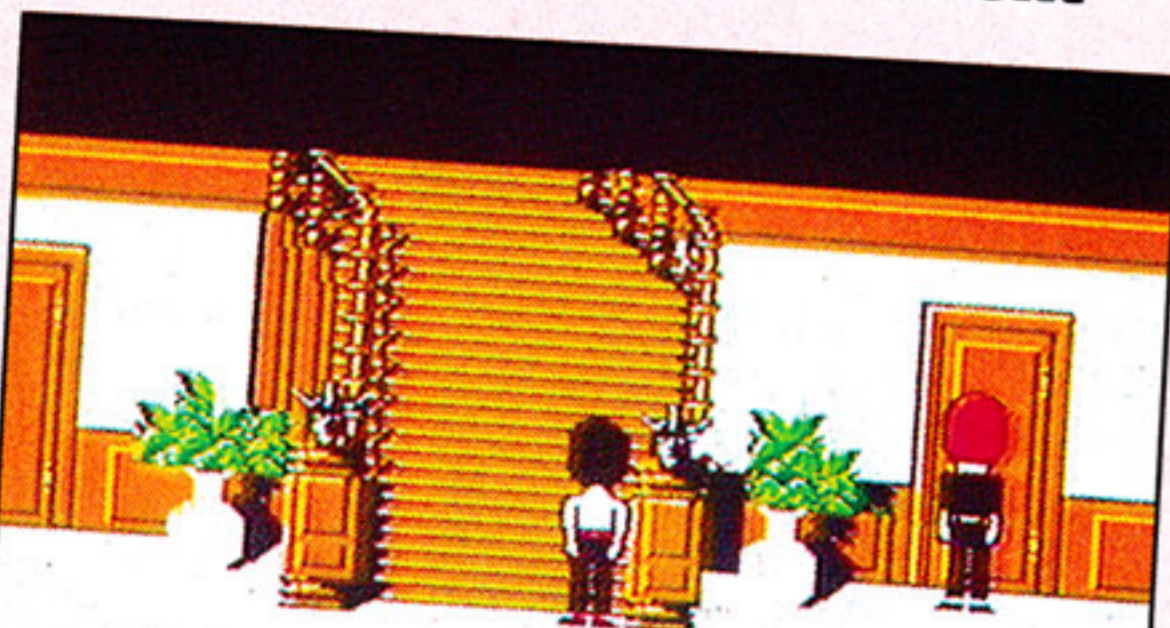
Maniac Mansion



SWAT



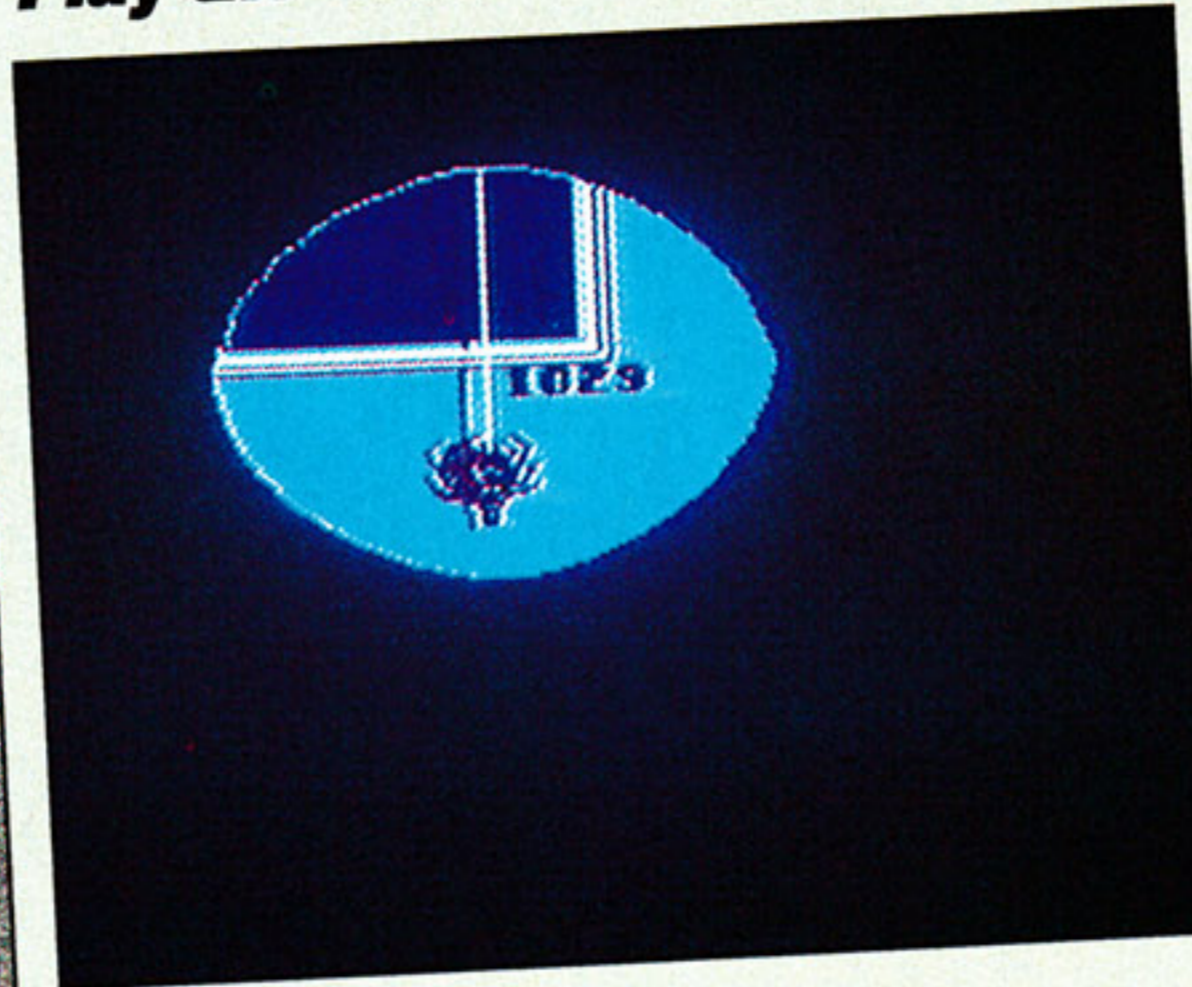
How to Get Into the Basement



PUSH GARGOYLE
 PUSH OPEN GET NEW
 GIVE CLOSE USE KID
 CD PLAYER GO TO READ TURN
 ON OFF

To open the secret door to the Basement have one of your characters push the right gargoyle bannister in the front entryway. While the bannister is being pushed one of your other characters can enter the basement.

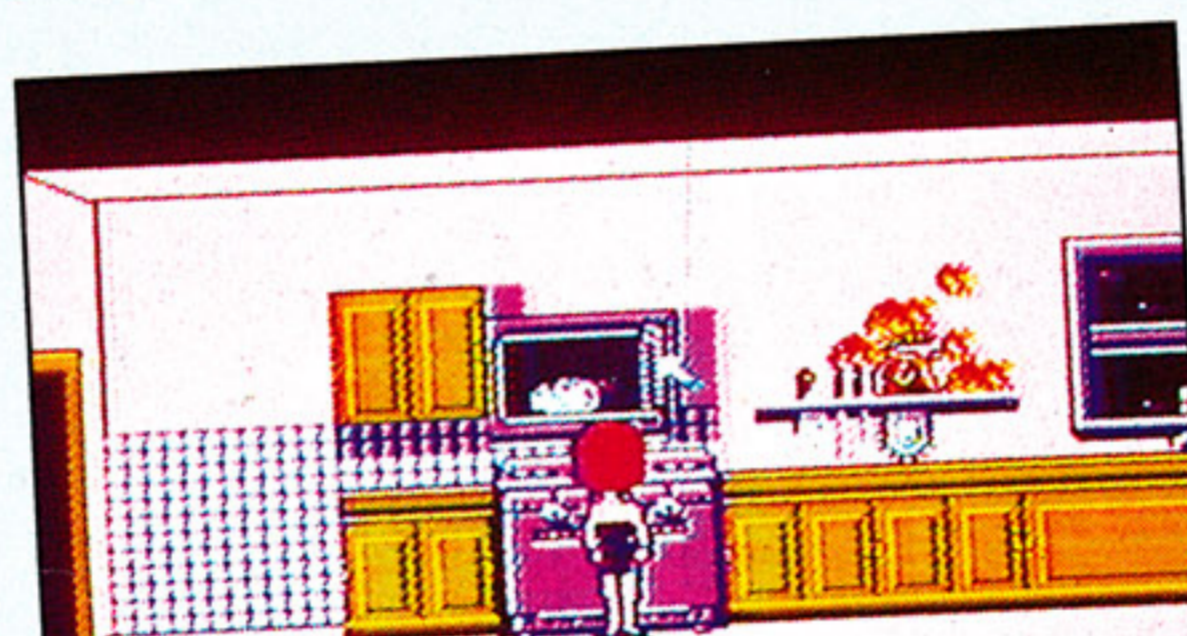
Play the Video Games



Before you can play the video games you find in the arcade you've got to fix the damaged wires you'll find in a secret

room off of the Den. Find the secret door to this room by slapping a little paint remover on the right-hand wall of the Den. Make sure one of the other kids turns off the Circuit Breaker before you use the tools to repair the wiring in the room off of the Den. Don't forget to turn the power back on. And hey, you've got to pay before you play. To find a quarter look inside of the envelope in the wall safe above Nurse Edna's bed. Look through the telescope in the observatory to find the combination to the safe. A key to the video games' coin boxes is also found in Nurse Edna's bedroom.

Microwave the Hamster



USE MICROWAVE OVEN
 PUSH OPEN GET NEW
 GIVE CLOSE USE KID
 CARD KEY DIME → GLASS JAR CAN OF PEPSI
 TURN ON OFF

And there's always the infamous microwave the hamster trick (found only in the first 250,000 Maniac Mansion carts made – the Nintendo censors then discovered it and pulled it out). If you've got a first edition cart you can explode Weird Ed's hamster in the microwave oven by using Razor or Syd. They're the only two characters who don't feel this act is sick and depraved. Make sure you don't give the fried hamster bits back to Weird Ed – he won't be happy if you do!

The Combination to the Inner Security Door

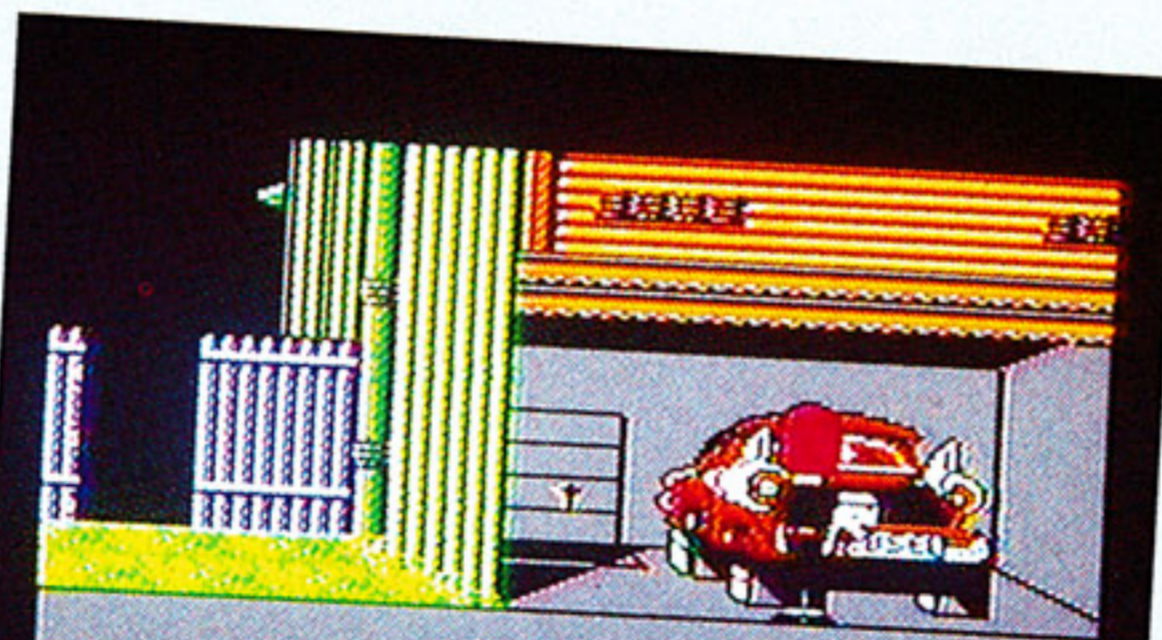


To open the inner door of the lab, don't fix the wiring in the attic and the combination will remain 0000. If you fixed the wiring and you need the combination go and play the game Meteor Mess in the arcade. Play once, then let Dr. Fred play. Once the game has been played two times check out the high score – it's the combo to the inner security door.

How to Open the Rusted Gate or the Garage Door

To open the Rusted Gate in the front yard or the Garage Door your characters have to beef up! Have some of them work out on the Hunk-O-Matic on the fourth floor and they'll be strong enough to do the job.

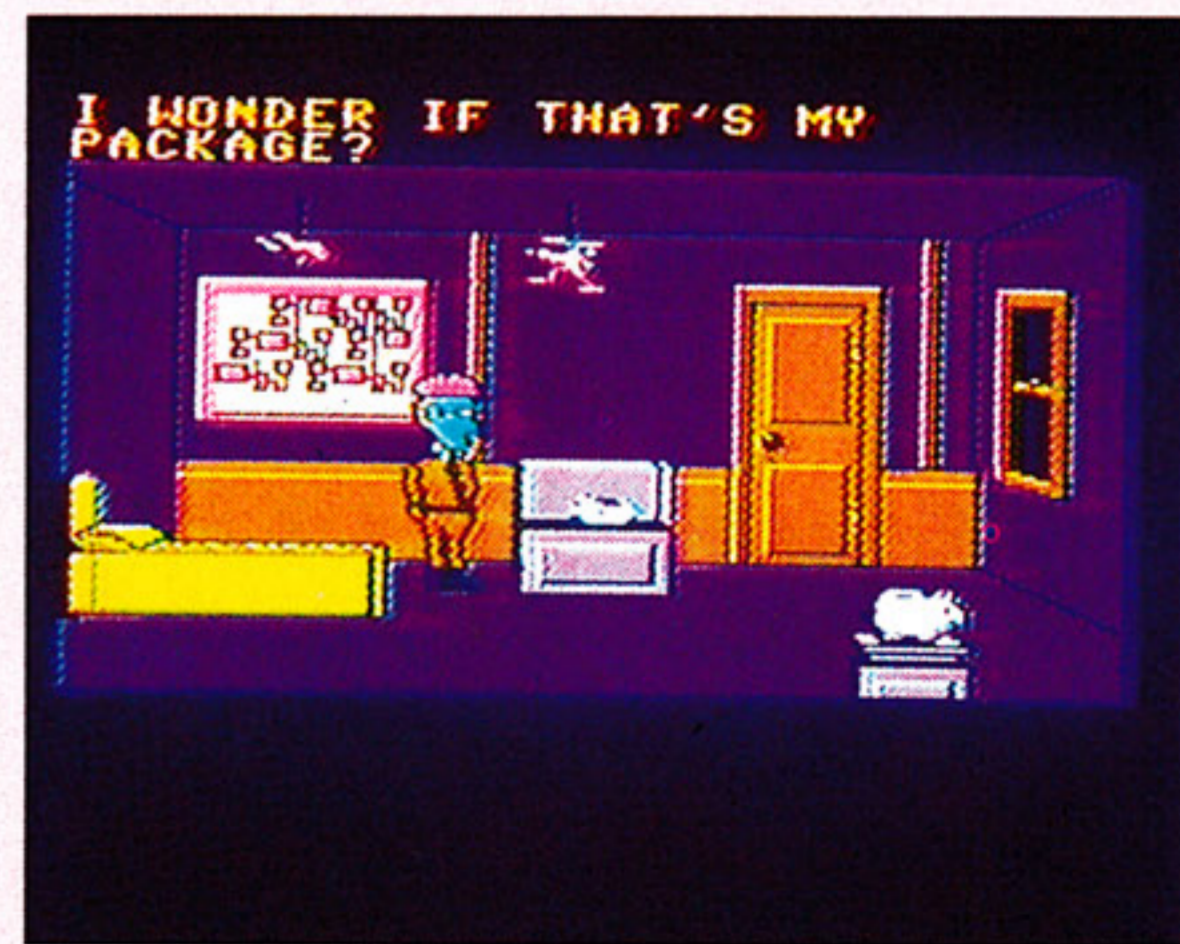
Find the Tools



GET TOOLS
 PUSH PUSH OPEN GET NEW
 GIVE GIVE CLOSE USE KID
 YELLOW KEY DIME → DIME CARD KEY
 TURN ON OFF

The tools are hidden in the Garage, inside the trunk of the Weird Edsel. Use the Key you find in the Green Tentacle's bedroom to open the trunk.

Explore Weird Ed's Room



If you want to check out Weird Ed's room just have one of your characters ring the doorbell while another character waits in a safe room on the third floor. While Ed goes to answer the door you can explore his room.

Nab the Package



When you hear the front doorbell ring it means the package has been delivered. Be sure to get it before Weird Ed does. And remember, remove the uncanceled stamps from the package. You'll need them later on. Don't forget - if Weird Ed ever catches you inside the mansion and you hand him the package he'll become your ally!

How to Call the Meteor Police

Use the shortwave radio to contact the Meteor Police. Their number is on the wanted poster in Dr. Fred's room.

What Each of the Six Kids Can Do:

Bernard: He's a real electronic whiz. He can fix the telephone and the radio.
Wendy: She's an aspiring novelist and can rewrite the memoirs.
Jeff: He can fix the phone.
Razor: This gal's a punk rocker. She knows piano.
Sid: Another punk rocker. He can tickle the ivory too.
Michael: A photographer, he can develop any film that you find.

All of the Possible Lab Door Combinations

Here is a list of all of the possible Lab Safe Combinations:

7572
 5858
 3301
 8640

All of the Possible Safe Combinations:

3621
 0120
 1230
 1029
 4186

How to Open the Outer Security Door



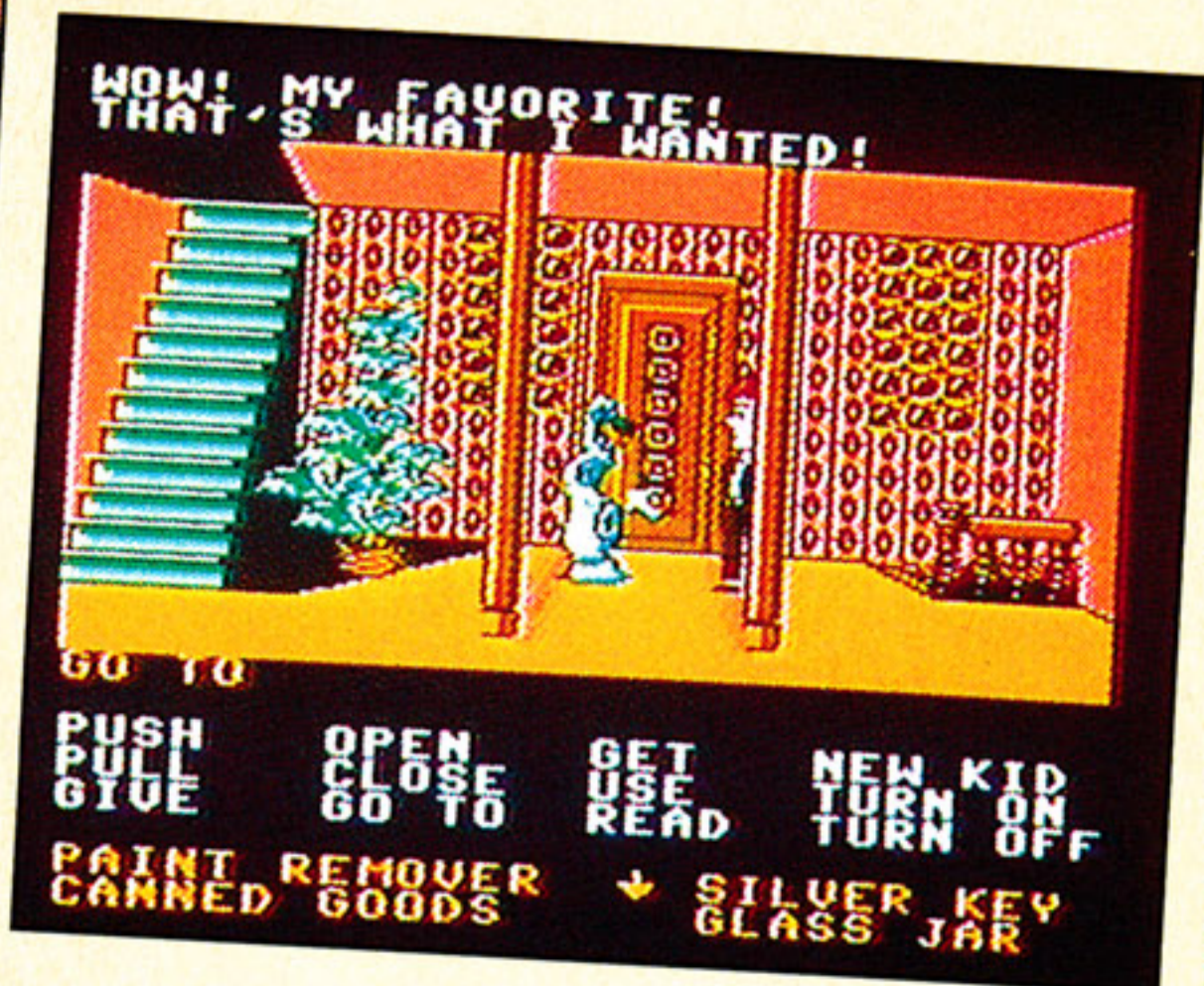
To open the outer door of the lab you'll need a Glowing Key to unlock the padlocks. To find this key have one of your characters tear the Bushes and Grate off of the side of the house (they'll need to be strong!) and send someone into the passage under the house to find the Water Faucet. Next, send another kid to the Swimming Pool. Turn off the water so the pool drains. You'll discover the Cooling System for the Reactor, and a Glowing Key on the bottom of the pool. Grab that key fast and get some water back in that pool before the Reactor blows up!

How to Get Into the Dungeon



To open the door to the dungeon (in the basement), you'll need the Rusty Key hidden in the chandelier in the living room. To get the Rusty Key you'll have to make the chandelier fall to the floor. To make the chandelier fall grab the Cassette Tape from behind the Loose Panel in the Library. You'll find a Record in the Tentacle's Room. Play the Record on the Phonograph and record the sound on the Tape. Play your recorded Tape in the Living Room and the horrible sound makes the chandelier crash to the floor. If you don't feel like doing all of this just leave one kid in the dungeon. That kid can push the loose brick to let other kids out!

Outsmart the Green Tentacle



To get by the Green Tentacle on the third floor safely you must feed it fruit drinks and wax fruit!

Invisible Dave!

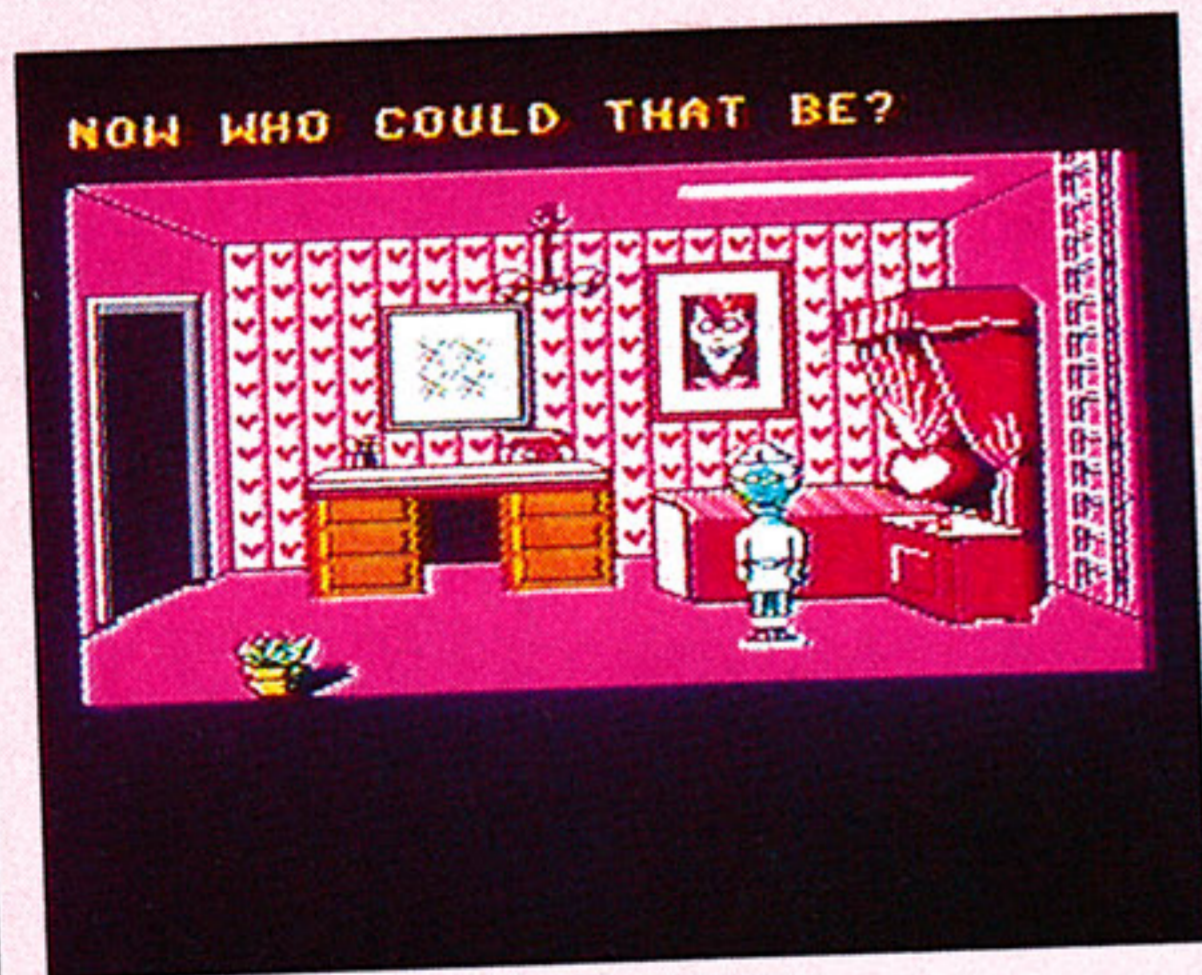
To make Dave invisible, first make Syd or Razor microwave Weird Ed's hamster. Then make Dave get the exploded hamster out of the microwave and give it back to Ed. Dave will now be invisible but he can still help out the others!

MANIAC MANSION

Sneaking Around Unnoticed!

When you go into either Nurse Edna's or Ed's room, you can look around without getting put in the dungeon! All you have to do is enter their room and quickly change characters before they grab you. Now wait for 15 seconds and then change back to the character that's in that room. You'll be able to pick up everything in the room while they just stand and watch, just don't touch Ed's piggy bank. He'll notice that!

How To Get Nurse Edna Out of Her Room



To get rid of Nurse Edna go to the Library and have Bernard or Jeff use the Tools to fix the phone. Nurse Edna's phone number is on the wall of the upstairs Bathroom. Use the faucet handle (found in the Garage) to turn on the faucet in the tub. Cousin Ted (the Mummy) floats to the left when you turn on the water, enabling you to see the entire phone number.

Check Out All of the Different Endings!

There are six different endings to Maniac Mansion.



In the first ending you send the Meteor into orbit in the Weird Edsel and Dr. Fred thanks you.



To see the second ending, first kill Dave and then complete the game as you usually would. Dr. Fred thanks Sandy and a substitute character with an entirely different ending speech.



The next two are "Game Over" endings. To see the first, kill all three kids.



You can see the second by causing a nuclear meltdown.

To see the fifth ending have Wendy retype the Meteor's manuscript (found in Dr. Fred's office) and then mail it to the publishing company. When the publisher sends you a publishing contract, show it to the Meteor.



To see the sixth ending, get the publishing contract as described above. Then have Bernard fix the shortwave radio in Fred's room with the radio tube in the old-fashioned radio in the living room.

Call the Meteor Police using the shortwave radio (read the wanted poster first) and then give the contract to the Meteor BEFORE THE POLICE ARRIVE. This ending is similar to the fifth ending, but with a surprise twist at the end.

But wait! There's even a few more variations to the Maniac Mansion endings. If you have Bernard fix the shortwave radio and then contact the Meteor Police and let them into the lab, you can win the game. Also, Michael can develop the commando plans and give them to Weird Ed. Then Weird Ed will get you past the Green Tenacle so that you can put the Meteor into the trunk of the Weird Edsel and blast it into space.. Two other endings involve Syd or Razor making a demo tape and getting a recording contract for the Green Tenacle, who then happily lets you pass to defeat the Meteor.

PHANTASY STAR

By Gary Barth

Welcome to Space Century 342. You are Alis, a brave female warrior with a quest that spans the three planet Algor solar system located in the Andromeda Galaxy. Your mission—stop the evil tyrant, King Lassic, and avenge the death of your brother, Nero.

This is the story behind Phantasy Star, an interactive adventure role-playing game from Sega. The quest to kill Lassic takes you through the three planets of the Algor solar system; Palma, Motavia, and Dezoris.



ERIC J. W. LEE

ILLUSTRATION: ERIC LEE



Explore all areas completely!

As you begin this adventure, remember to talk to everyone in homes and streets of all the areas. You'll get clues and helpful information on what items you need as well as important directions to follow. There are many ways to complete the game, but some are more difficult than others. Good clues are not always easy to find.

Don't go on this mission alone. You'll need friends to join you in your adventure. Each of these will have special powers and defenses to help you defeat the evil Lassic.

The first to join your quest is Myau, a cat-like animal who speaks



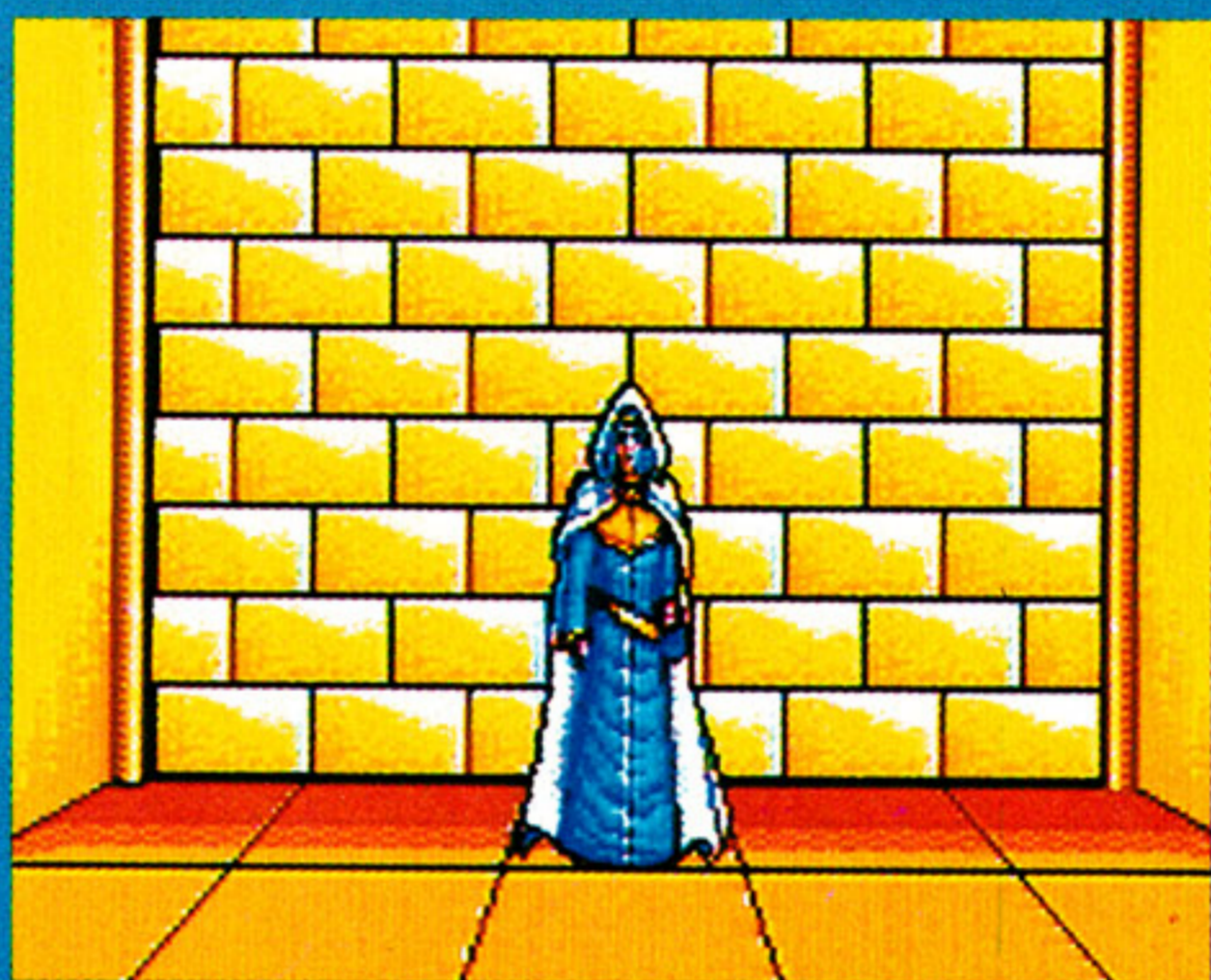
Myau.

the human language. Myau is found on Motavia. Trade the Laconion pot for her. She has a potion called alsulin around her neck that you need. Next is Odin, the second comrade of Alis. Find him in a cave on Palma, south of the



Odin.

fortress. Use the alsulin to release him from his stone form. The next company you seek is Noah, an esper wizard from Motavia. Best known for his magical powers,



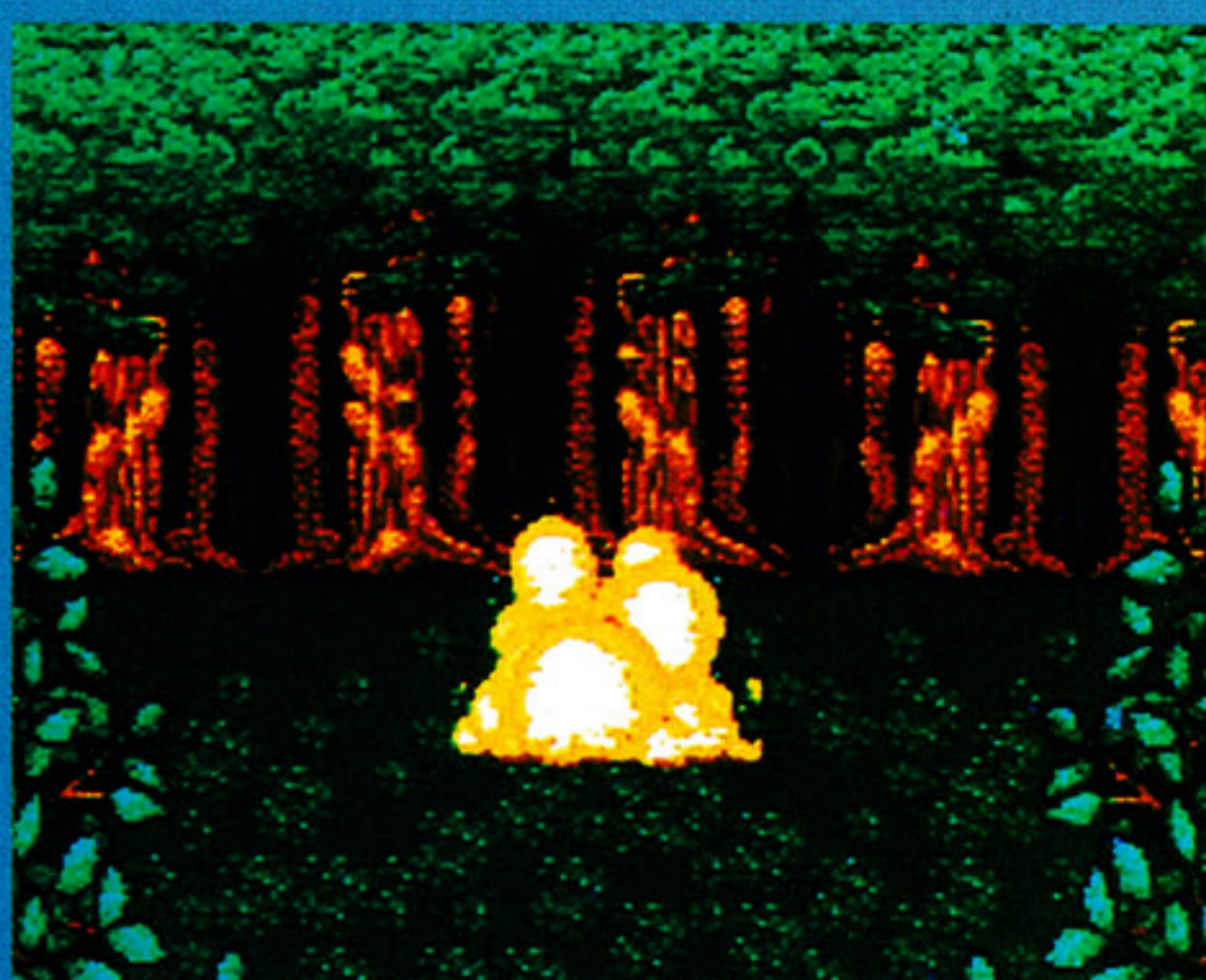
Noah.

Noah is found in the Mahara cave near Paseo. Give him the Governor's letter and he will go with you.

You begin your adventure armed with only a short sword, but you'll need different weapons and armor to defend yourself against enemies you and your company face. For instance, the attack strength of the Ceramic Sword is higher than that of the Iron Sword. Some weapons are extremely powerful and only for your comrades to use. A good example is the Needle-gun. It's a good weapon to use against all of your enemies. But only Odin is strong enough to use it. Besides weapons, you'll also need armor to protect you against monster attacks. Like your weapons,

each armor has a strength level suited for fighting certain monsters.

To buy these and other items (keys, shields, spells, and other invaluable things to help you on your quest) you'll need money! In Phantasy Star, money comes in the form of Mesetas. Beat a monster, and you'll receive a treasure chest as a bonus. Open it and one of three things can happen. If you're lucky, you'll receive money and special items. On the other hand, if an arrow shoots out, one person in your group gets injured. Even



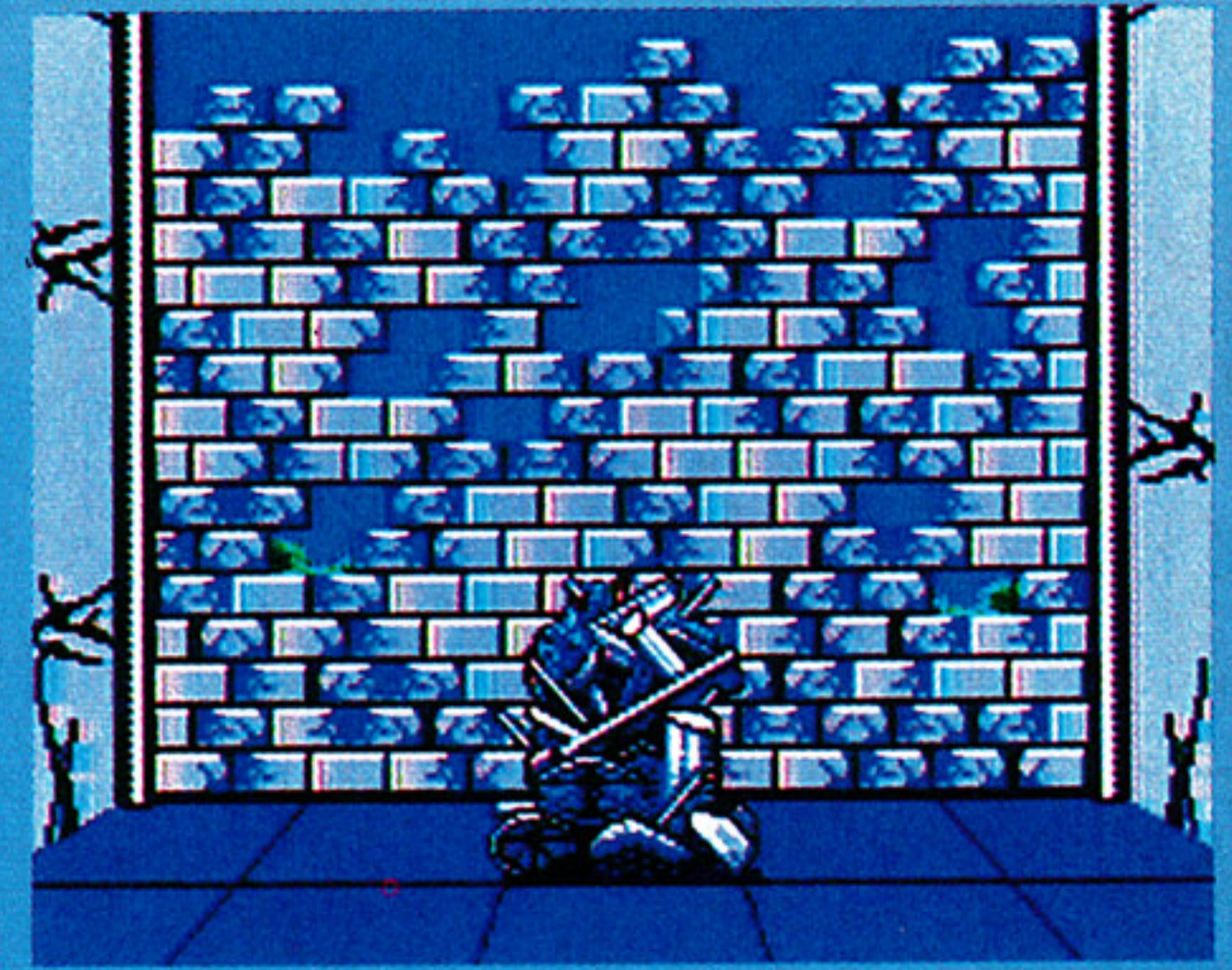
Exploding treasure chests are bad news.

worse, if you see a flash, everyone in your group is hurt. Of course, it's up to you whether or not to open the chest!

But money can't buy everything! Good examples of this include the Laconian Armor and Axe and the Hovercraft. Look for the Laconian Armor in the Guaron Morgue on the Planet Dezoris.



A morgue zombie!



The Junkyard.

There are spaceports on both Palma and Motavia. Find a passport, and you can use a spaceship to travel between the worlds.

Along with spectacular three dimensional graphics, like those seen in the catacombs, the game includes a special save function. Using a battery contained in the cartridge, Phantasy Star allows you to save up to five games and continue from the exact point where you left off. This comes in handy, because chances are a complex game such as this will take you longer than a day to finish (ha, ha, ha!)

The ultimate goal of Phantasy Star is to locate and defeat King Lassic. This, however, as they say, "ain't easy." You've got to have the right weapons and armor as well as strength and experience points to beat him. So good luck and remember: explore everywhere and talk to everyone. The smallest piece of information could be vital. Use ALL the characters. You must work together to defeat Lassic. Write down the information you learn for later use. Try to make a map of the different mazes to help you find your way around. Lastly, save your game constantly! This saves you from having to build up your characters again if they are killed in battle.

Good luck on your quest and let us know how it's going!

You'll know you're in the morgue when you're surrounded by Zombies! But watch out for the pit trap. Get the Laconian Axe after you defeat Medusa in the mountains south of Gothic on Palma. To find the Hovercraft first go to the city of Casba on Motavia. Talk to the villager in the town who asks you about



Finding the Hovercraft.

the Hovercraft. Answer "yes" to his question. Return to the Bortevo junkyard on the first planet Palma and enter the first house on Alis' left. Go in and "search" and, at last, the Hovercraft!

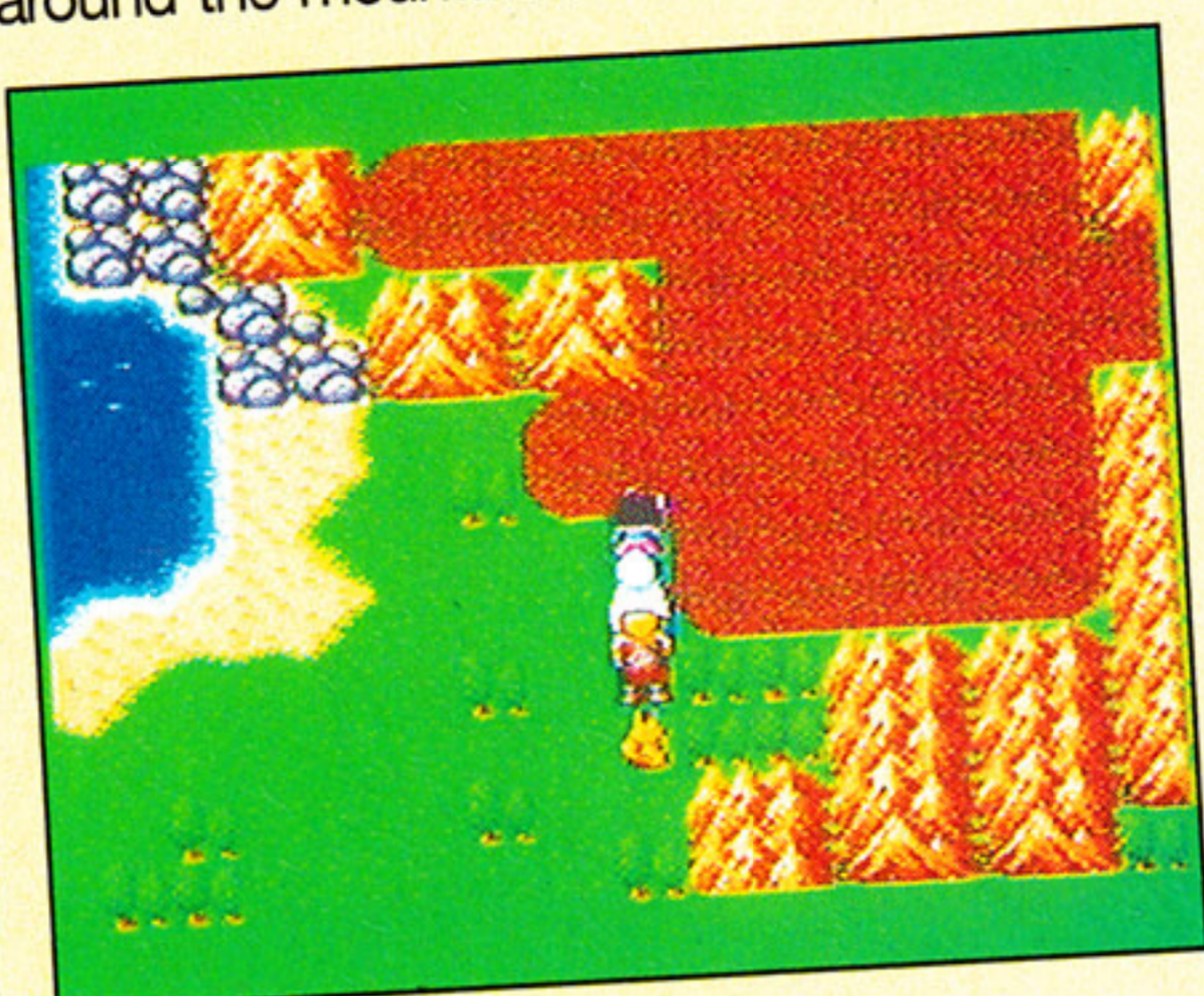
If you're getting low on energy, head to the hospital to replenish your hit points (for a minor fee, of course). If the worst happens, head to a church. Here you can resurrect a member of your group who dies in battle. Other buildings include a Weapons and Armor Shop, a Second Hand Shop (yes, they even have them in the future), a Fast Food Shop (for items that boost your hit points when they're low), an Exit, a Roadway and a Spaceport.



We still get more letters asking questions about this classic game than any other Sega Master System title. Here's a few clues to some of the toughest problems in the game.

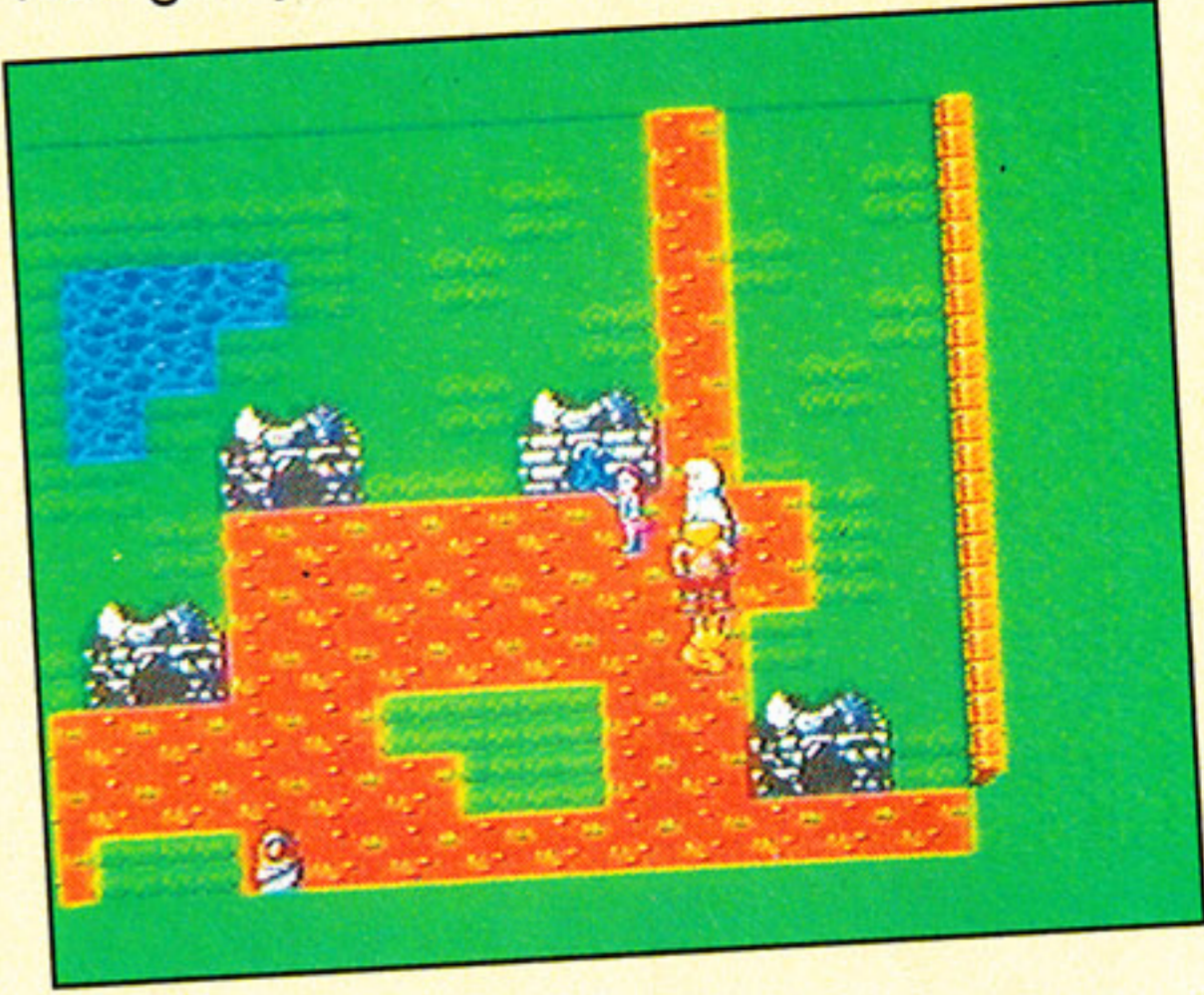
How to Find Hapsby the Robot

Before you can find Hapsby the Robot you'll first have to find the Polymytrl. Leave Gothic via the right hand exit. Move down the coast and then head left and up around the mountains.



Run, do not walk, across the Lava pit and then bypass the Bortevo Junkyard and head for the tunnel above the junkyard that leads to the other side of the water.

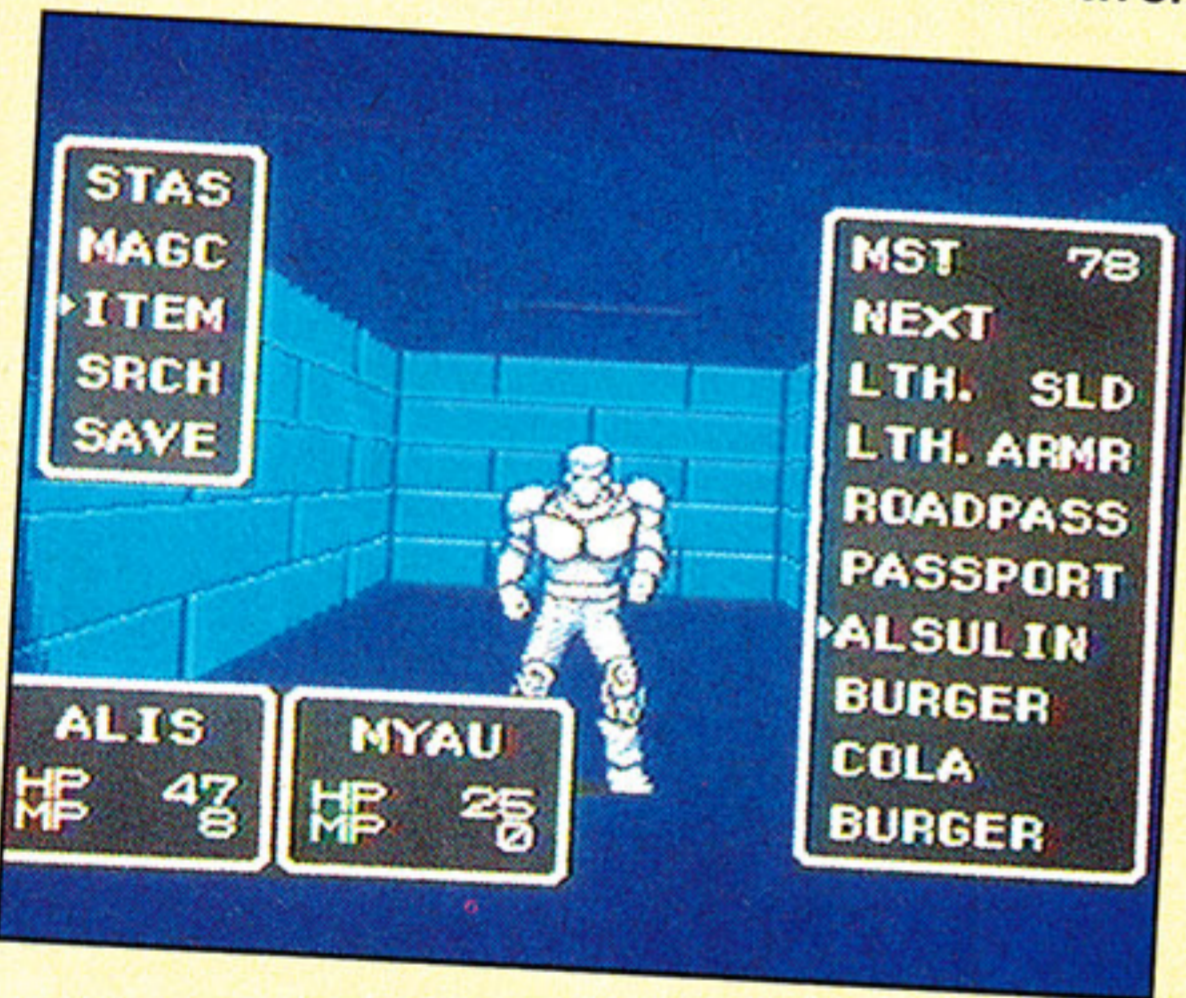
head up and to the left around the mountains until you reach the City of Abion. You'll find the Polymytrl in the first Food Shop you reach in Abion. Go to the cave on the left side of Abion and kill Dr. Mad. He'll give you another Laconian Pot.



Now, return to the Bortevo Junkyard and enter the house with the blue door.

How To Find Odin!

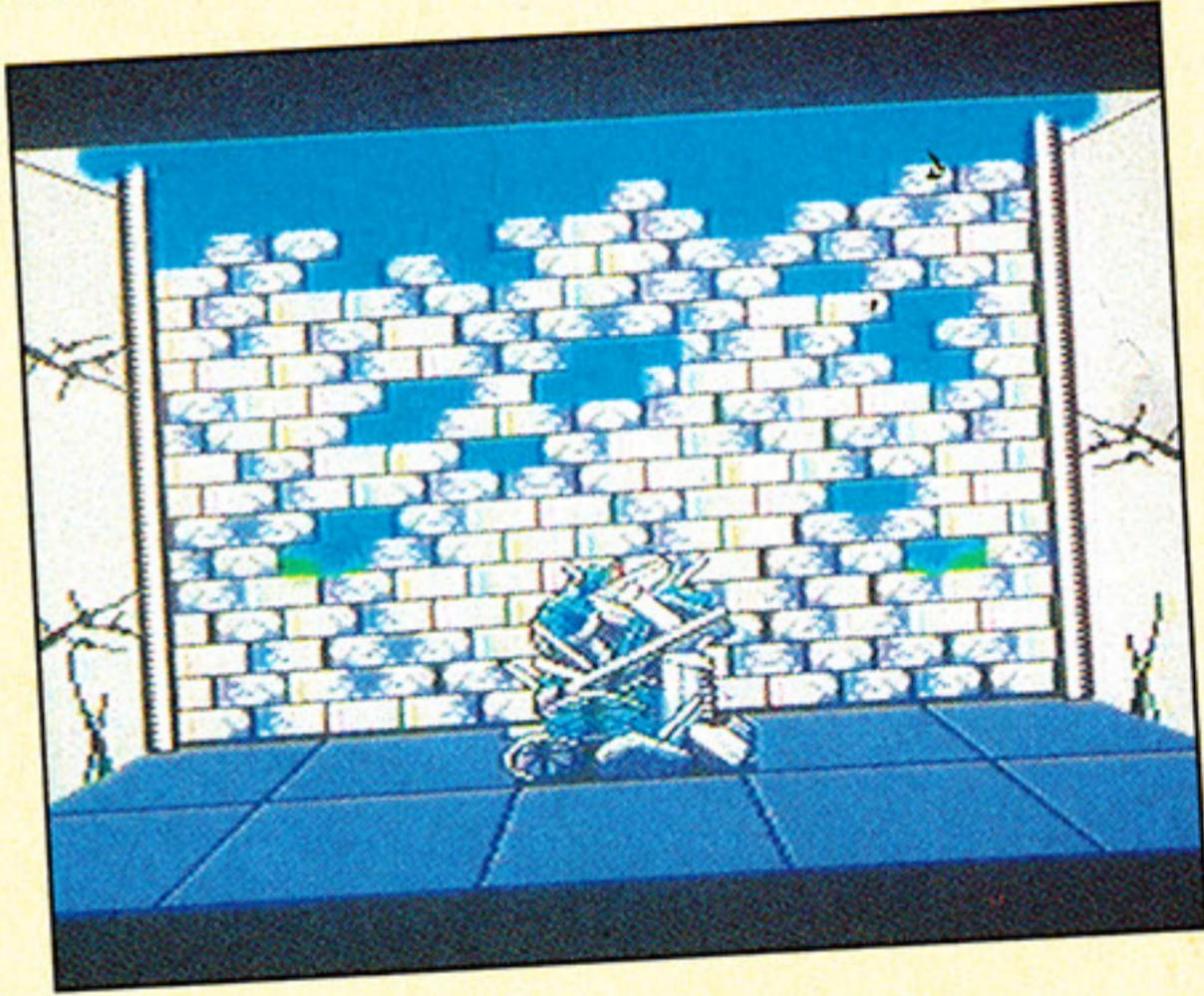
You'll find Odin on Palma. Leave Camineet and head southeast until you reach a cave.



Odin is inside of the cave, turned to stone. Use the Alsulin around Myau's neck to transform Odin.



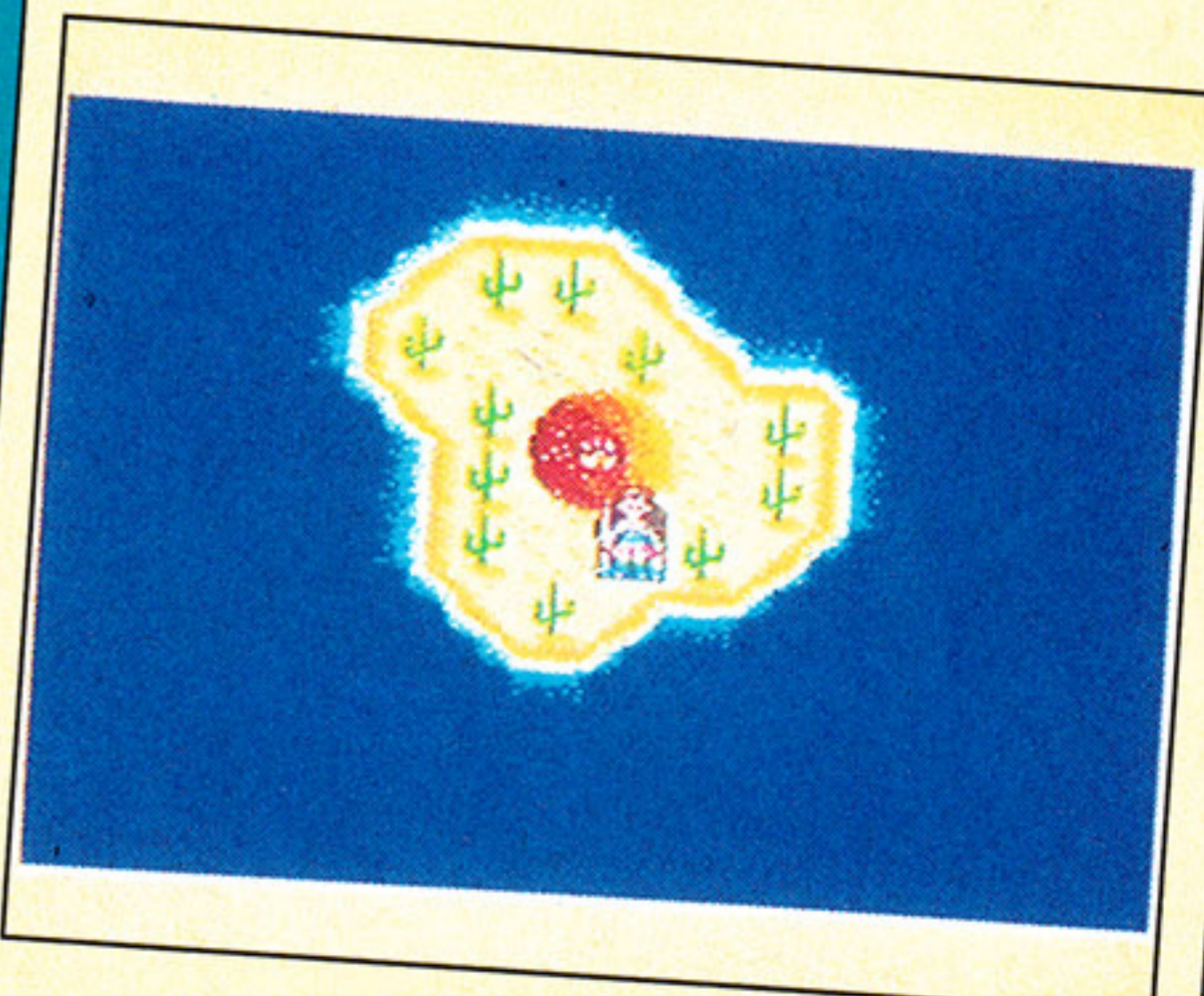
Follow the coastline until you reach the City of Loar. Stock up on provisions and then



Use the Polymytrl on the junkpile and you'll receive Hapsby the Robot!

How to Find the Mirror Shield

To find the Mirror Shield begin at Motavia and head up and to the left until you reach the Poison Gas field. Use the Gas Shield to cross the field and enter the City of Sopia. One of the residents will tell you how to use the Mirror Shield. Leave Sopia and head left and south until you reach a lake.



In the middle of the lake is an island with one Antlion and several cacti. Go to the island and stand right on top of the first cactus directly below the Antlion. "Search" and you'll receive the Mirror Shield.

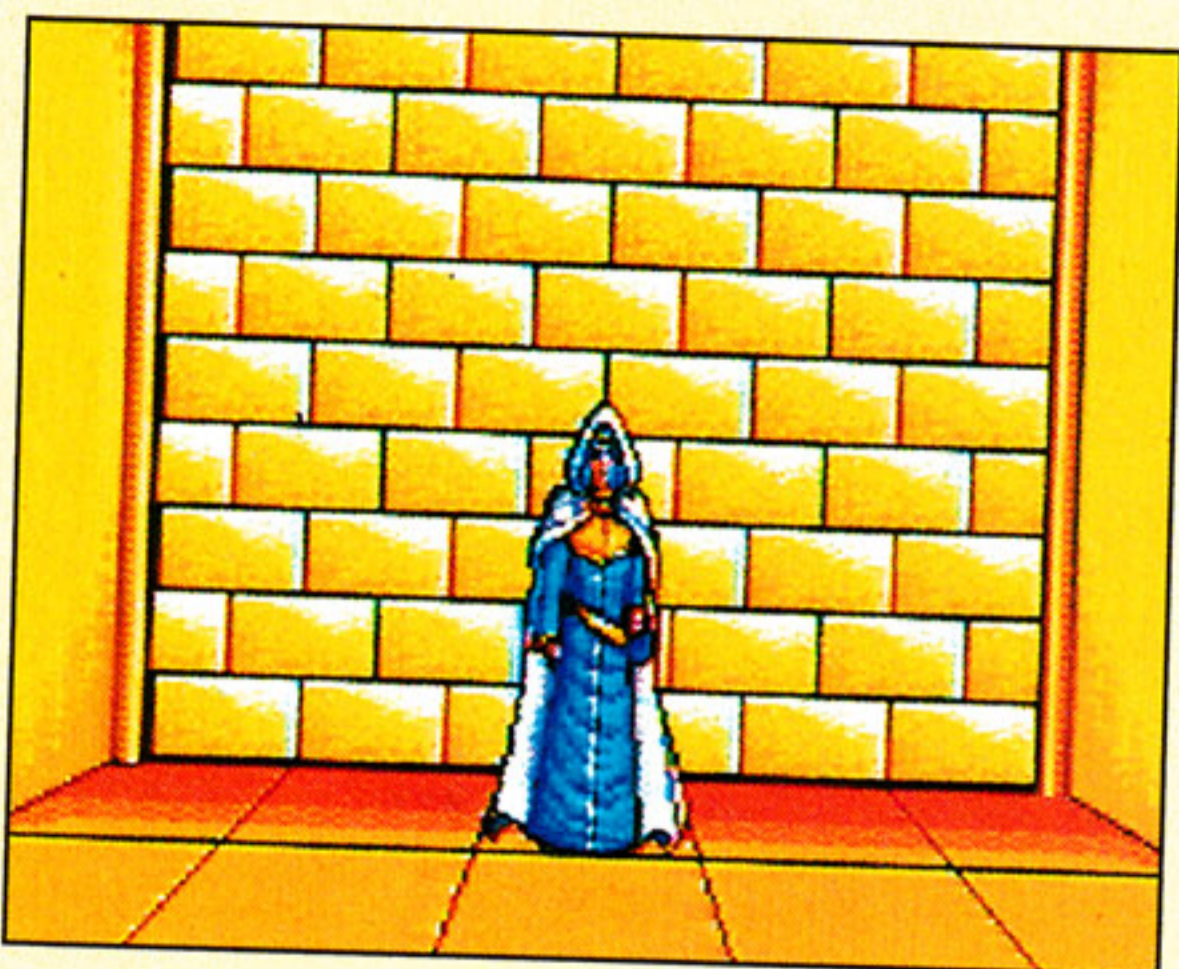
How To Find the Governor After You Defeat Lassic

After you've beaten Lassic you must return to the Governor's Mansion. Remember that Myau must still be alive or you must have a Transfer so that you can return to Palma. Return to the Mansion and you'll fall through a Pit Trap. Walk along the corridors until you fall through two more Pit Traps. You should find yourself in front of a two-way hall. Turn to the right and proceed around two corners. Next, take three steps and face the wall to your left where you'll discover a secret door. Go inside and follow the corridor to the left until you reach another door. Behind this door lies Dark Falz, your final foe, so heal yourself with Burgers before you enter!



And while you're in the cave don't forget to find the Compass.

How To Find Noah!



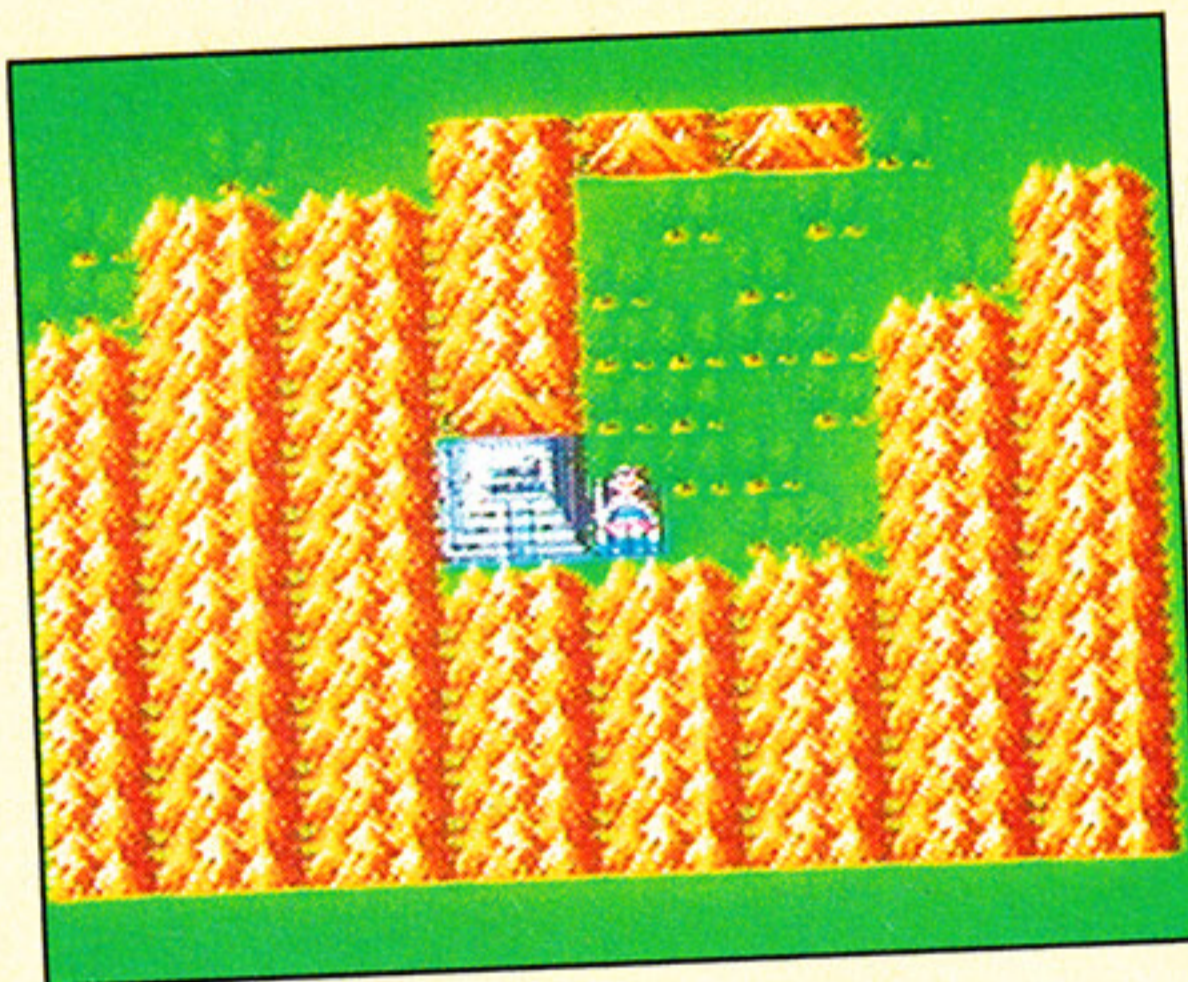
Noah is found in the Mahara Cave located North of Paseo. To find the cave leave Paseo via the upper left hand exit. Walk to the right and then around the Antlions to the left, and walk along the base of the mountains until you reach the cave. To convince Noah to come with you you'll need to give her the Letter you received from the Governor.

How to Find the Prism

You'll need the Prism to escape from the top of the Baya Malay Tower. You'll find the Prism on Dezoris. Leave Skure and go through the three tunnels. Go to your left until you reach a place where you can use the Ice Digger to plow through the mountains until you reach a cave. Kill all of the Titans - from one of them you'll receive a chest containing the Prism.

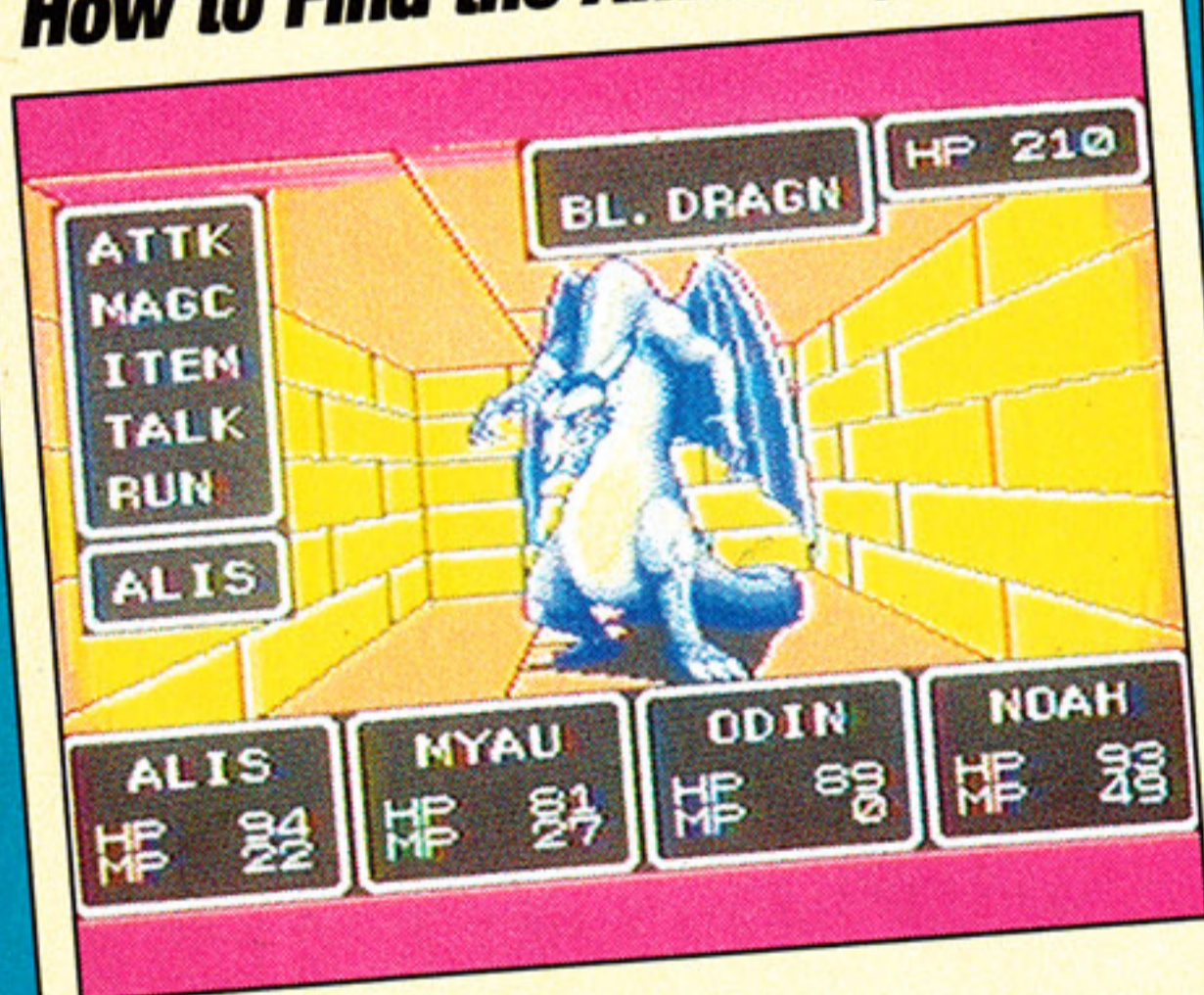
What to Do With the Mirror Shield

You'll need the Mirror Shield to defeat Medusa in her tower. The Tower is located on Palma, south of Gothic, in the mountains.

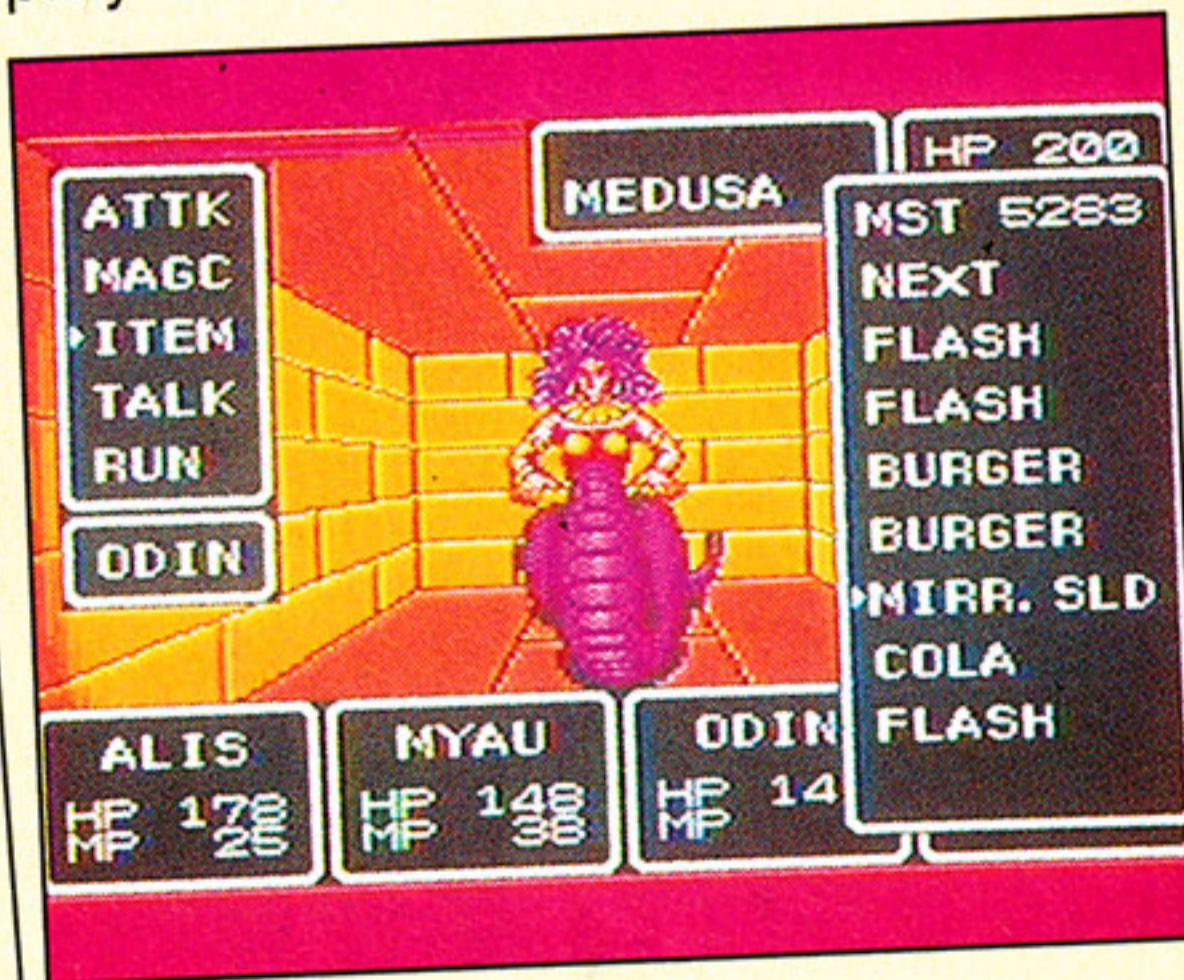


Fight your way to the top of the tower to battle Medusa. Before you enter the room where Medusa is waiting equip Odin with the Mirror Shield. If you don't remember to do this Medusa will turn all the members of your party to stone!

How to Find the Amber Eye



The Amber Eye is in the Casba Cave, south-east of Uzo on Motavia. When you kill the Casba Dragon you'll receive the Amber Eye.



With the Mirror Shield Odin can deflect Medusa's beams and your party can easily destroy her. When Medusa is defeated you'll earn the Laconian Axe.

How to Find the Laconian Weapons

Laconian Axe: You'll have to defeat Medusa to get the Axe. She's located in Medusa's Tower, south of Gothic, just left of where you found Dr. Luveno.

Laconian Sword: Just to the right of Scion is a tower. Kill all of the Red Dragons you find in the tower. One of them will leave behind a chest with the Laconian Sword in it.

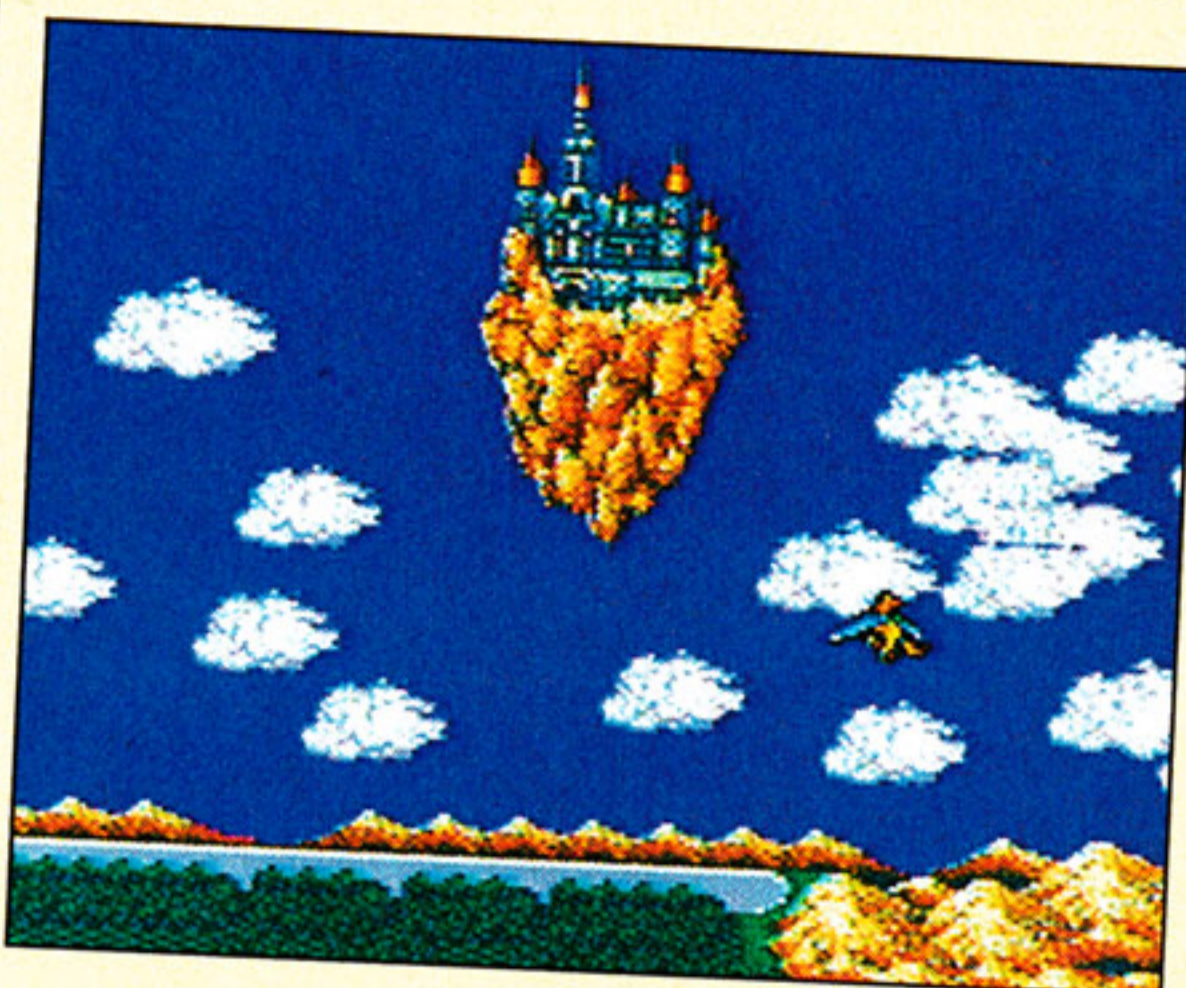
Laconian Armor: To find the Armor head north from the exit to the tunnel that leads to the

Corona Tower on Dezoris until you reach the Guaron Morgue. You'll know you're there because you'll be surrounded by Zombies! Use Noah's "Tele" spell to get through the Morgue. When you come to a pit trap in front of a door use Myau's "Trap" spell to disarm the trap. Inside of this door you'll find a chest with the armor.

Laconian Shield: After you've grabbed the Laconian Armor head down the mountains and to the left from the Morgue. You'll reach another tunnel. Inside of this tunnel you'll find the Laconian Shield.

How To Reach Lassic's Castle

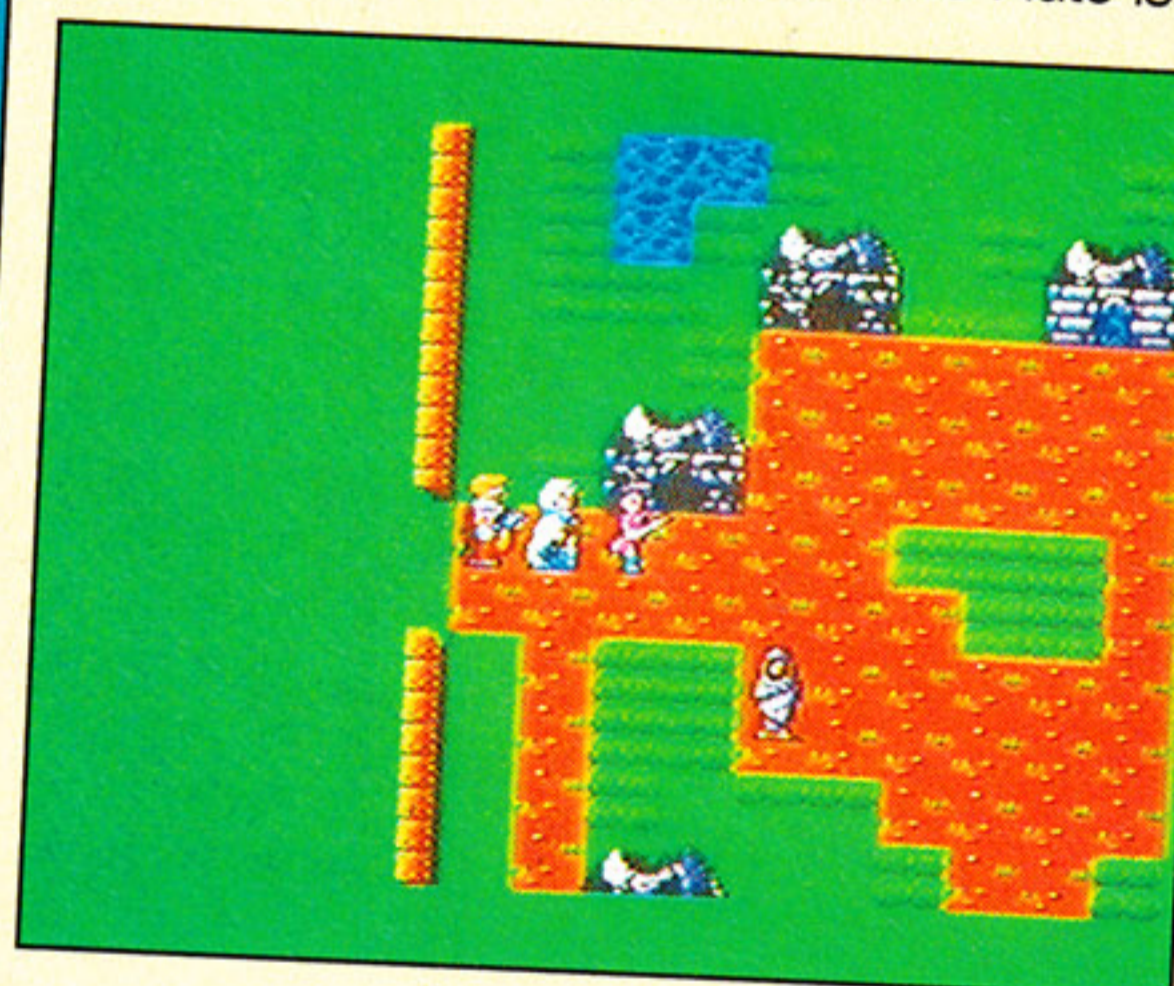
To reach Lassic's Castle you must first find your way through all 13 floors of the Baya Malay Tower. You'll know you're at the top when you see blue skies. Now, use the Prism, and then feed Myau the Laerma Nuts.



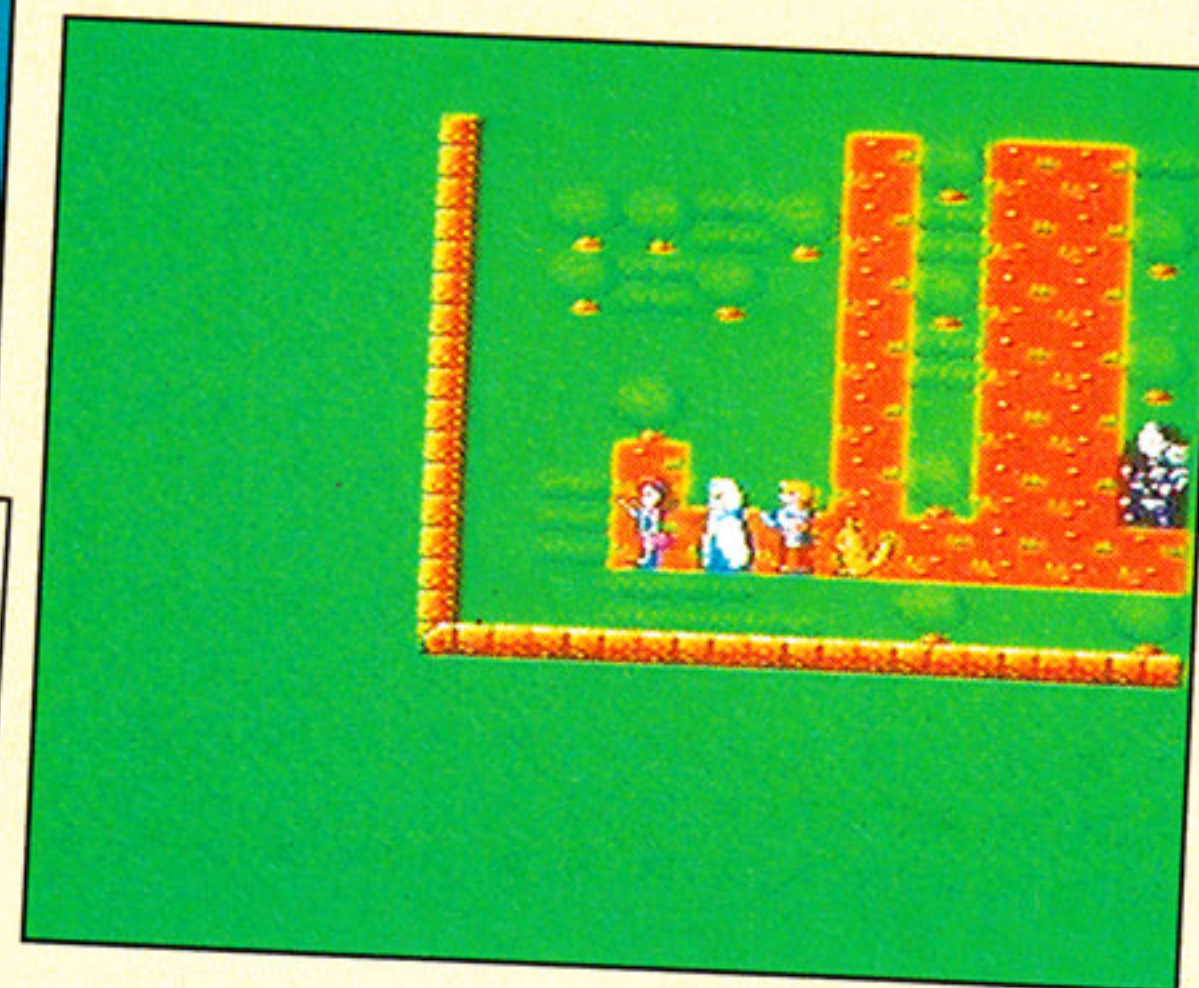
She'll transform and fly you and your companions to Lassic's Castle.

How to Find the Landrover, the Hovercraft, and the Flute

You can buy the Landrover in the City of Casba on Motavia. A villager in the City will also tell you where to find the Hovercraft. In Uzo a villager will tell you where the Flute is.



Now, return to the Bortevo Junkyard and enter the very first house you reach. "Search" the house and you'll receive the Hovercraft. Next, return to Gothic.



"Search" in the bottom left hand corner at the dead end with a tree and you'll find the Flute.

GamePro Goes TV!

Stay Tuned for the Ultimate in Video Game Entertainment When GamePro Hits the Airwaves in September!

Yes, it's true GamePros! Your number one video game magazine hits the airwaves this fall with a weekly TV show that blasts off with a powerhouse lineup of top reviews, strategies, tips, and passwords just like you find in the pages of GamePro!

GamePro TV is Action Packed!

"GAMEPRO," the TV show, will bring you all the cutting edge info on the latest carts, accessories and hardware.

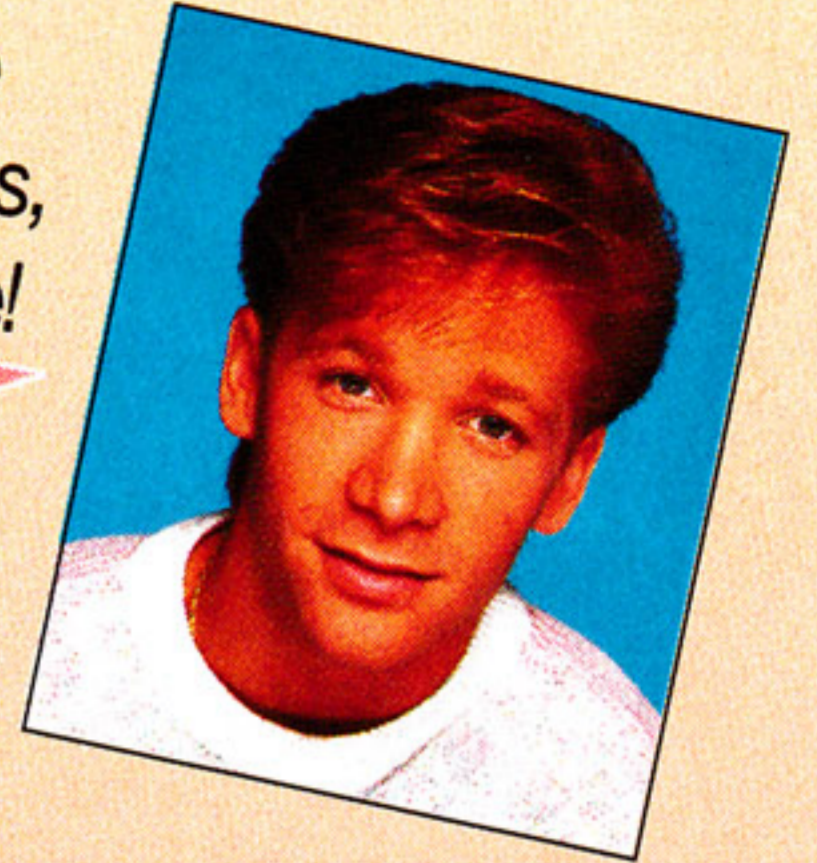
The show is fast-paced and jammed with all your favorite features such as Hot at the Arcades, ProReviews,



S.W.A.T., Ask the Pros, Viewer Tips, and much more!

Starring J.D. Roth!

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Cleveland, OH	WJW-8	Jackson, MS	WAPT-16	Pittsburgh, PA	KDKA-2	Waco, TX	KWKT-44
Colorado Springs, CO	KXRM-21	Jacksonville, FL	WNFT-47	Portland, ME	WPXT-51	Washington, D.C.	WRC-4
Columbus, GA	WXTX-54	Johnstown, PA	WWCP-8	Portland, OR	KPDX-49	Youngstown, OH	WFMJ-21
Corpus Christi, TX	KDF-47	La Crosse, WI	WLAX-25	Providence, RI	WNAC-64		
Dallas, TX	KDFI-27	Lafayette, LA	KADN-15	Raleigh, NC	WPTF-28		
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GENESIS PROVIEW



By Boogie Man

New York City's been taking a lot of hits in the media lately. But if you think the Big Apple's bad news now, it's positively rotten to the core in 1997!

That's the year *Shadow Dancer*, the long-awaited sequel to Sega's *Revenge of Shinobi*, forces Joe Musashi (a.k.a. Shinobi) out of retirement to once again wipe out Genesis-generated bad guys and save the world. But Joe hasn't spent his off-time lost in meditation; he's been busy training a crafty co-star – a big, white German shepard.



If you can make it here, you'll make it anywhere.

If you're a bonafide student of *Shinobi* start loosening up your "throwing" thumb; this sequel's a good one, featuring shuriken-tossing up the kimono. However, although its graphics and overall challenge are above average, it's definitely a notch below *Revenge of Shinobi*. And if you got off on the arcade version of *Shadow Dancer*, be forewarned: this cart only has a bare bones resemblance to the coin cruncher.

Dancing in the Shadows

Still popping brain cells trying to figure out what "Neo Zeed" means, *Shinobi* vets? Here's another headache for you: this time you battle the evil minions of "Union Lizard." These fanatics have taken a load of blondes hostage and utterly devastated New York City in the process. As *Shinobi*, you and your canine sidekick must rescue fair-haired slaves in every stage.

You get five rounds of basically horizontally scrolling action, although there's an outrageous elevator battle up the side of the Statue of Liberty in Round 3.



No sightseeing allowed on the Statue of Liberty.

Each round consists of either two or three good-looking stages – on streets of fire, across a bridge, up Lady Liberty, across a dark and deadly cavern, and through five murderous rooms – and a boss stage.



Up against the Wall.

PROTIP: Round 2's Wall Monster boss has a big mouth.

PROTIP: Round 3's boss lady has one weak spot. Wait for her to roll the saw blade at you.

PROTIP: Round 4's flying Fire Wheel boss has a weak hub.

After you beat a stage boss, you get a rad bonus round – a dizzyingly-paced, vertically-scrolling dive off the edge of a building, where you plummet through space, tossing throwing stars down at a horde of ninjas flying up at you.

ILLUSTRATION: ERIC APEL



Take a fall during the Bonus Stage.



SHADOW

Apel 9/11

PROTIP: During the bonus stages, zap 50 ninjas to earn a 1-Up.

Points add up to extra lives, but you'll find a few 1-Ups and 2-Ups, too. There are three levels of difficulty, each of which increases the number of evil-doers you face.

PROTIP: There's a 2-Up in Round 3 Stage 2. You must power up and then zap the lone Spinning Warrior on the extreme right side of the ground floor.

Fighting Tooth and Shuriken

Shinobi's got all his regular moves including the gravity-defying somersault, but his weapons are slightly different. Unlike Revenge of Shinobi shurikens are unlimited, but they still automatically turn into a devastating katana (sword) during close shaves. If infinite throwing stars is too sissified for you, check out the "no-shurikens" mode.

During every stage you can also cast a unique ninjitsu magic, but this time around, you only have one magic ability per stage which means you'd better use it at the right time.

DANCER



One of Shinobi's magic moments.

PROTIP: The Red Ninjas are a big league pain, but remember they land, where you stand.

PROTIP: From Round 2 on, try saving your magic till you face the bosses. It cuts down two of their lives.

As far as video animal talent goes, Joe's dog is totally blue-ribbon. He barks when enemies are near, and he always "heels" after he attacks. He's easy to control, too. Simply hold down B till an onscreen dog icon flashes then release it; your woofers puts the bite on your enemies till you waste them or they beat him up. When that happens your pooch becomes a helpless pup, literally shrinking onscreen.

PROTIP: The dog barks at off-screen enemies. You can't get them until they appear, but he can attack.

PROTIP: The dog is best against gunmen. Enemies with sharp edges make dog meat.

Shadow of Revenge

Shadow Dancer's a good sequel, but it suffers in comparison to Revenge of Shinobi. The regular enemies are deadly, but they don't have the wicked moves of some of Revenge's bad guys. Also there are hardly any obstacles or traps to chal-



Round 4 cavern carnage.

lenge your jumping skills. And unlike Revenge with its tricky maze at the end,

Shadow's conclusion features five rooms that are strictly linear.

PROTIP: In Round 5's Room 2, when you face three or more Spinning Warriors, stay back and let them spin together. Three become one.

PROTIP: In Round 5's Room 5, a 1-Up sometimes appears just above the exit.

PROTIP: In Round 5's Rooms 4 and 5, try not to use Ninja Magic until the nasty crowd of ninjas shows up just before you reach the exit.

The graphics, too, don't quite have the overall pizzazz of the original. Most of the backgrounds don't jump out at you like Revenge's did. And taken as a whole the U.L. soldiers don't look nearly as slick as Revenge's band of assassins.



The Round 1 boss plays a hot game of peek-a-boo.

On the plus side, this tough cart puts up a good fight. The dog is a great ally. Some of the bosses look sharp and they'll make you work, too. The sounds are right on. The bonus stages are fast-paced, fun games within a game.

Thank you, Masked Man

Conclusion. If hack-n-slash ninja action jacks you up, go for either Revenge of Shinobi or Strider (see *GamePro*, February '91) first and then put the moves on Dancer. Shinobi masters, however, must try this cart. Even though the sequel doesn't rise above the original, Joe knows ninjas.

Shadow Dancer by Sega (Price Not Available - Available Now, 4 megs).

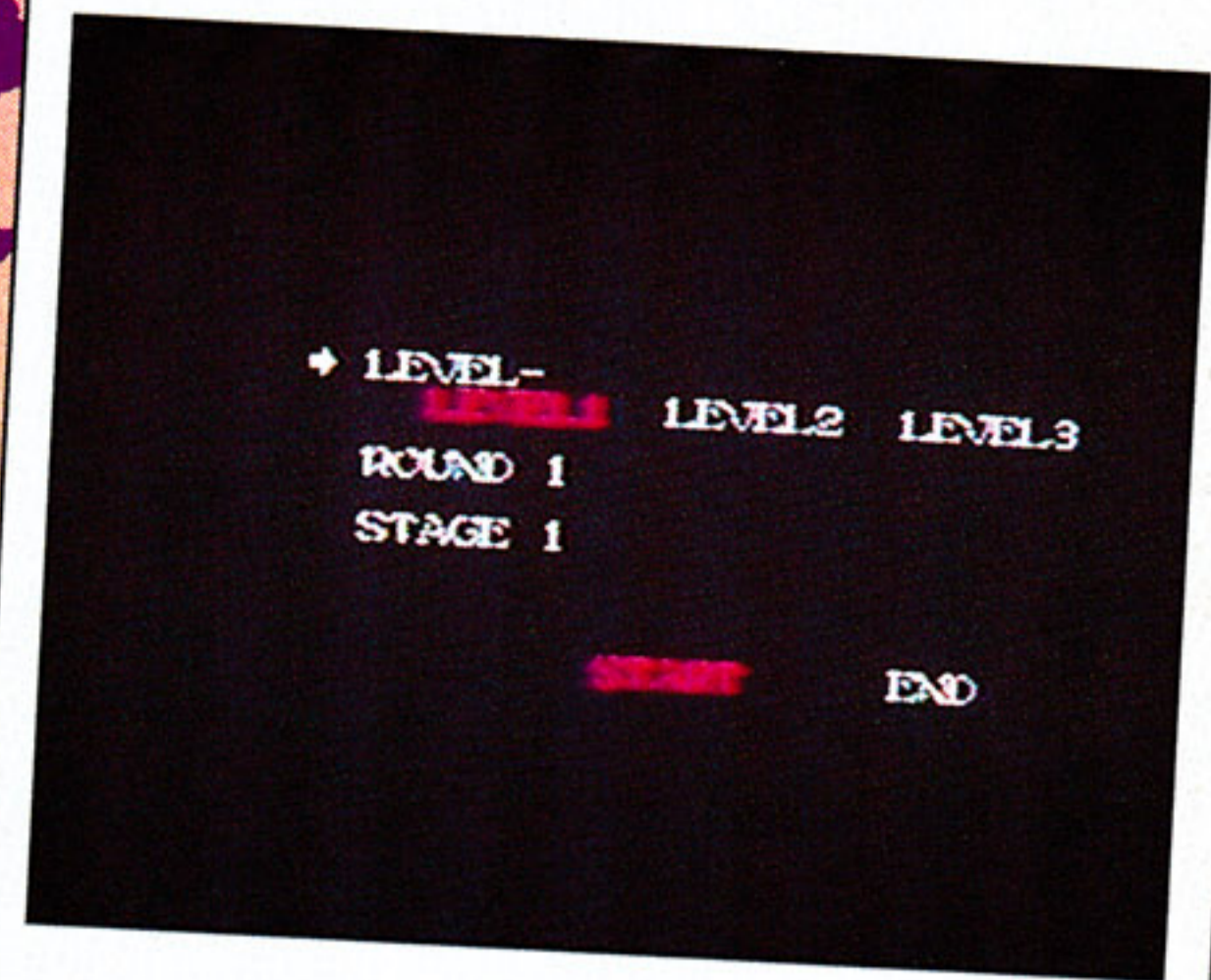
GamePro Game Rating

Graphics	Sound	Gameplay	FunFactor	Challenge

SWAT

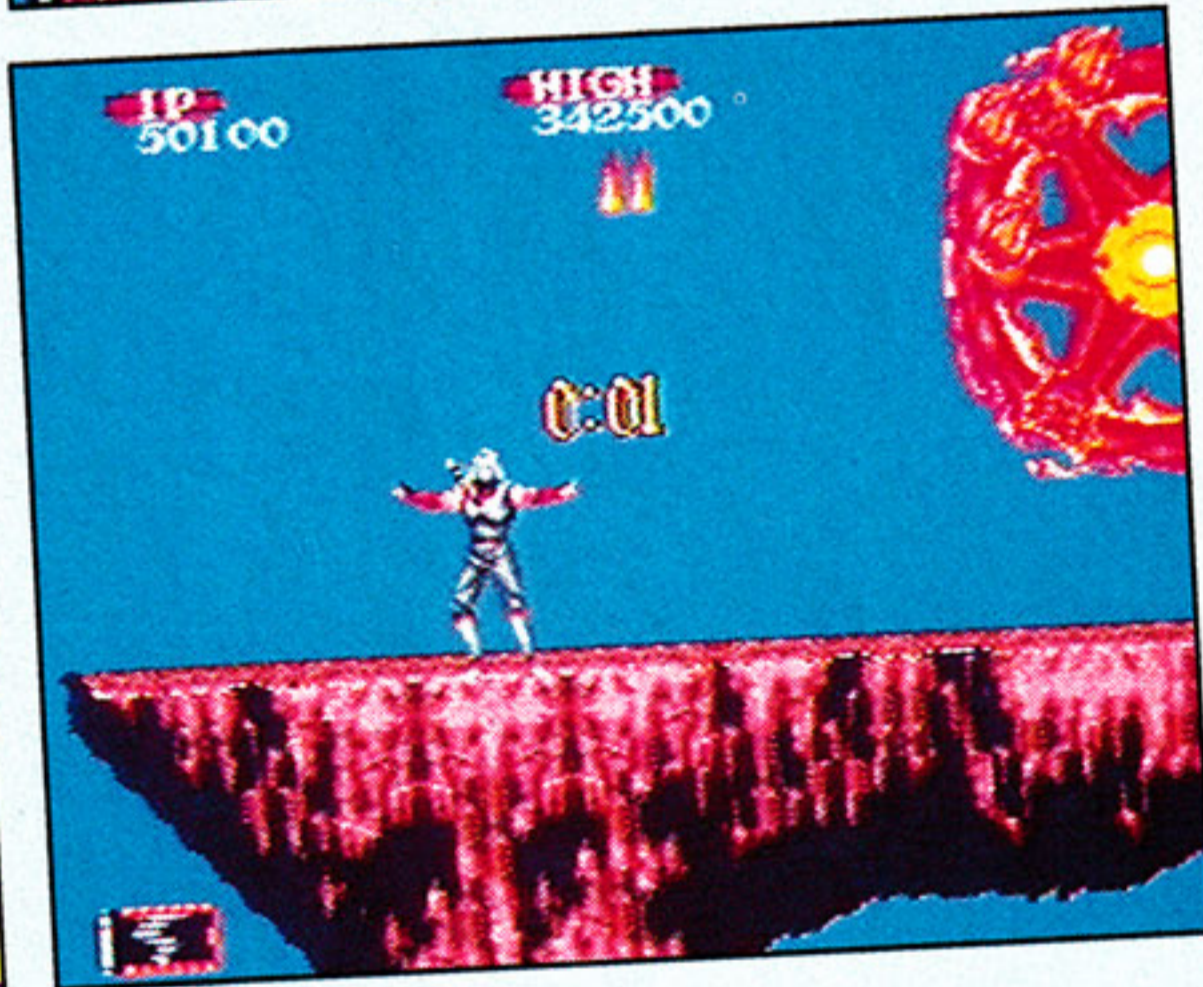
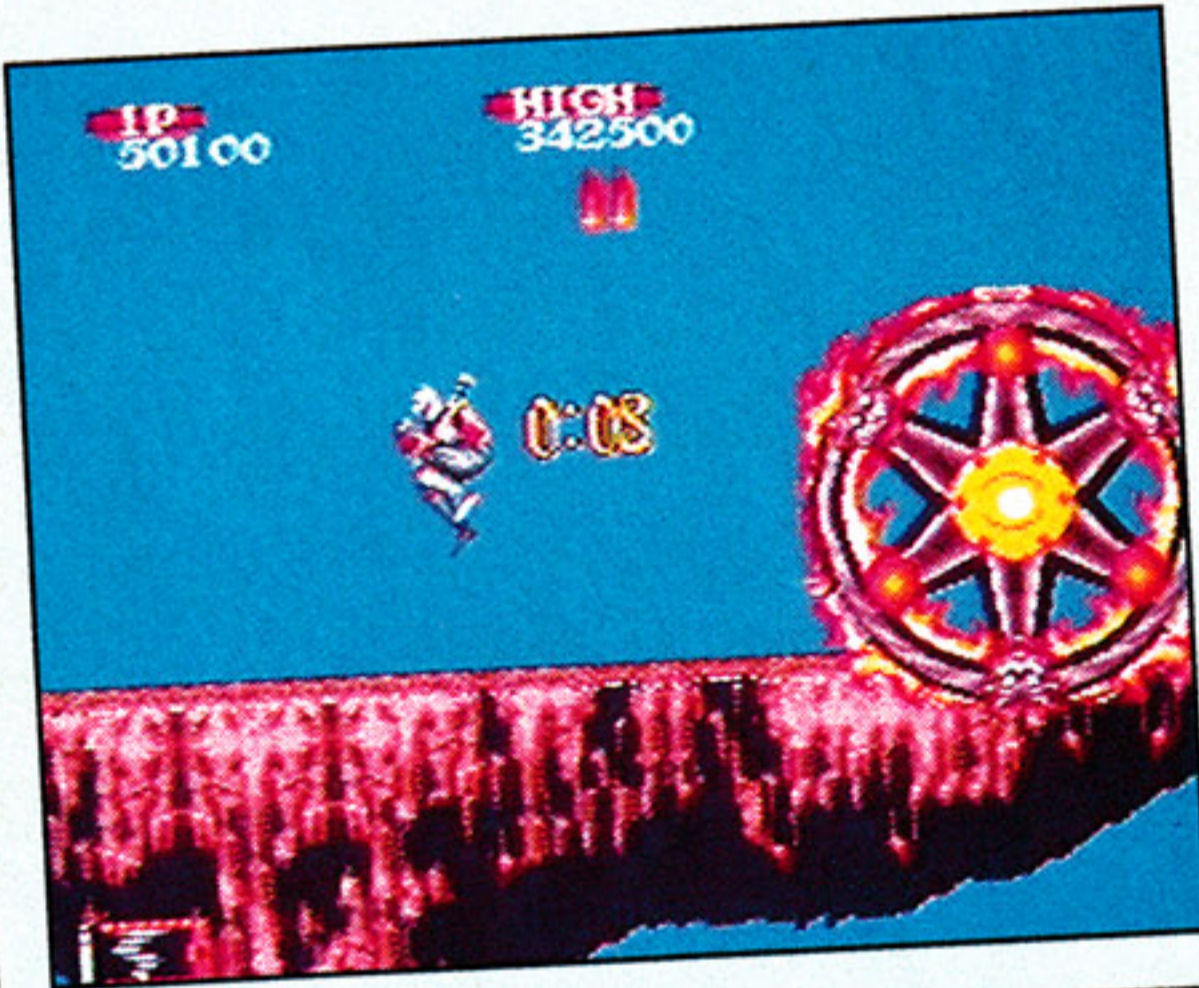
TIPSTACTICS
PASSWORDS
SECRET WEAPONS AND TACTICS

Practice Level Select!



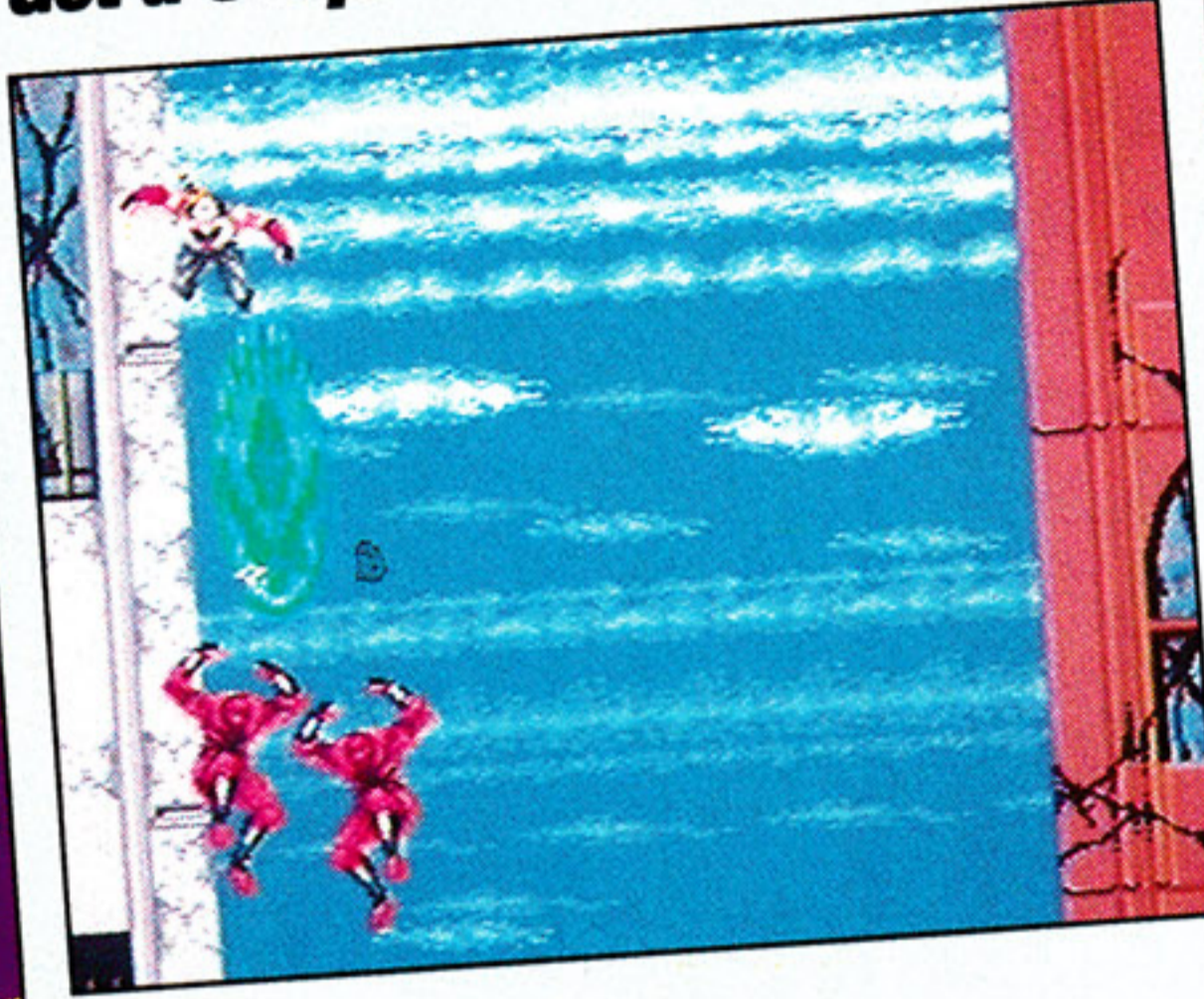
You can try out any levels except the boss and bonus stages by doing the following trick! At the title screen press and hold down Buttons A, B, and C simultaneously and hit Start. You should now see a third option named Stage Practice on the menu.

200,000 Extra Points



Here's a way to get an extra 200,000 points each time you kill a boss. Attack the boss until his defense is down to his last one or two flames. Now, dodge his attack until the clock starts the 10-second countdown. When the clock winds down to the last second, use your ninja magic. The computer will reward you with an extra 200,000 points! This works on all bosses except for Stavros (the final boss).

Get a 3-Up!



You can get a 3-Up by beating the bonus stages. To beat the bonus stages, move over to the far left of the screen and fire as rapidly as possible. You should be able to destroy all 50 ninjas this way!

SHADOW DANGER!

An Easy 1-Up!

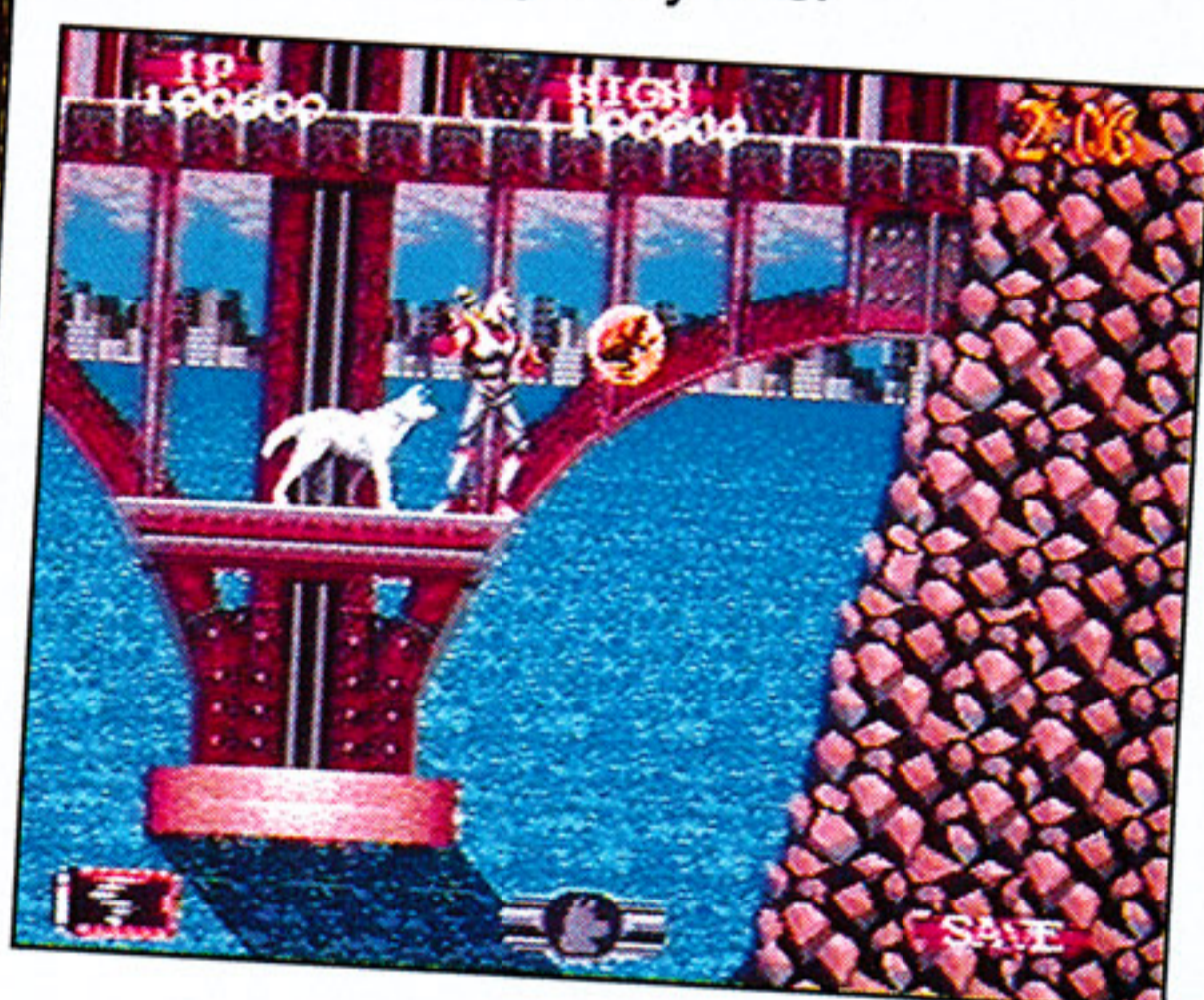


You can get an easy 1-Up by not shooting any enemies during the bonus round. Just let yourself fall without throwing any shurikens!

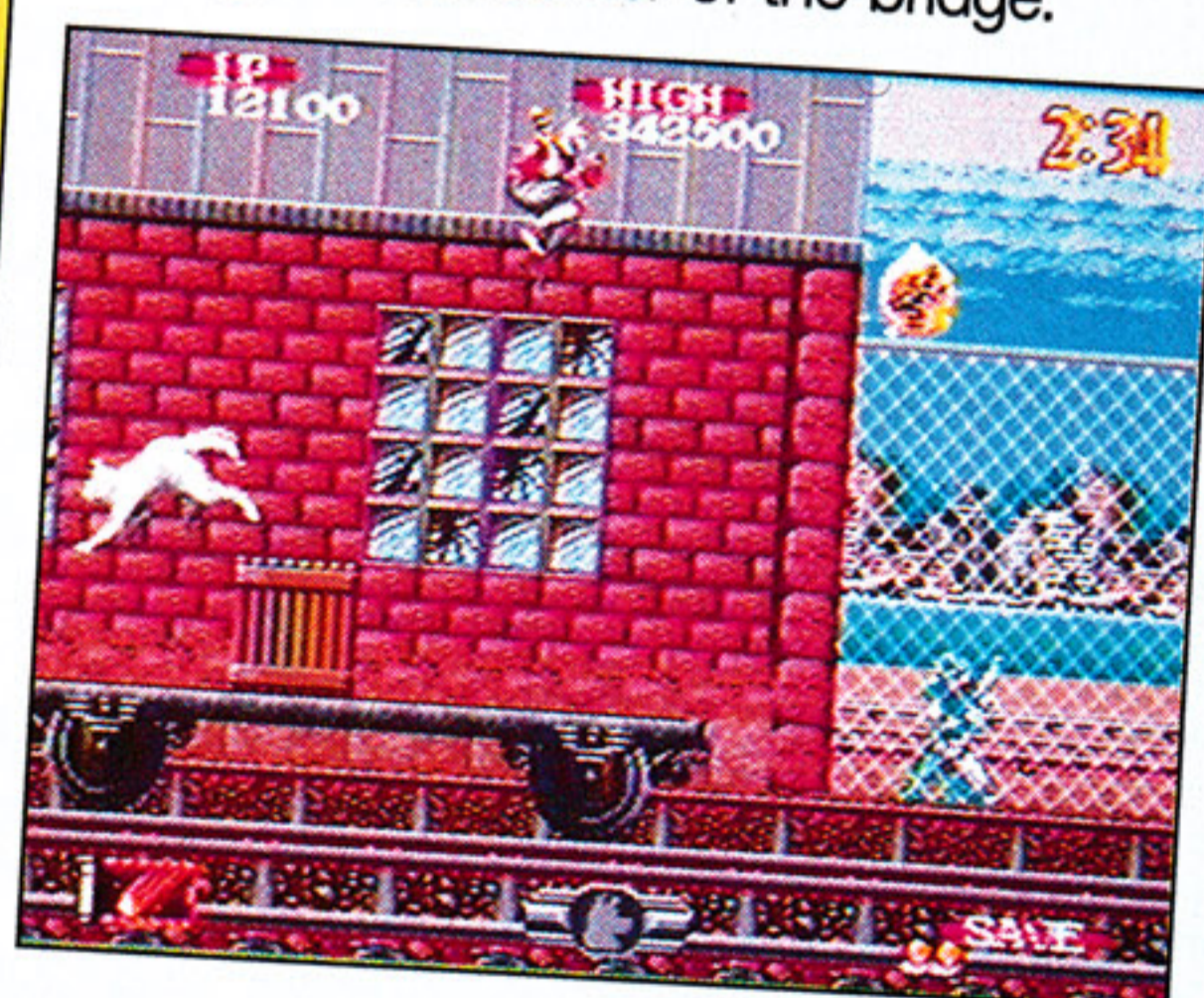
A Bunch of 1-Ups!



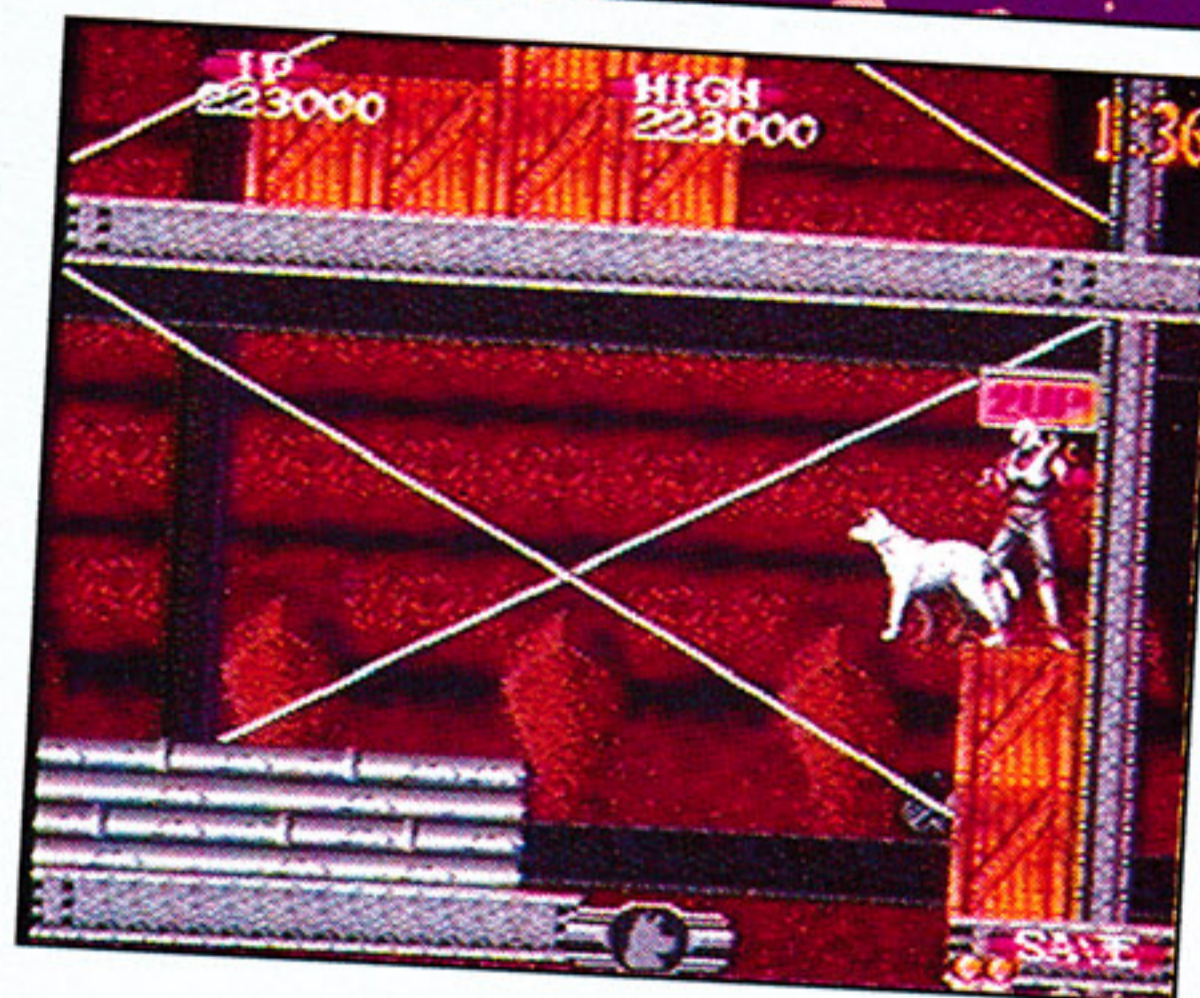
Here are the locations of most of the secret 1-Ups in Shadow Dancer. In Stage 1-2 there's a 1-Up where the second set of debris drops out of the sky and the Roly-Poly sits.



In Stage 2-1 there's a 2-Up on the bottom right hand corner of the bridge.



In Stage 2-2 near the end of the train is a 1-Up. It's above the right side of the last car!



In Stage 3-1 at the right end of the third floor there's a 2-Up.



There's a 1-Up suspended over this pit in Stage 4-1.



In Stage 5-1, Room 3, try to snag this 1-Up. In Room 5 of Stage 5-1, there's a 2-Up above the door at the end of the stage. Jump before entering the door!

50,000 Point Bonus



To snag a 50,000 point bonus simply use the non-shuriken mode!

BONK

By The Eliminator

At the dawn of time, Homo Sapiens (that's us) learned to use their heads to survive in the perilous prehistoric world. Now, Bonk's Adventure from NEC/Hudson Soft returns you to the Stone Age as Pithecanthropus Computerus (that's Bonk) where you learn to use your head, literally, all over again.

Neanderthal Moves

There's big trouble in this zany primitive land. The abominable King Drool has snatched the beautiful Princess Za. As Bonk, the hardheaded caveboy, you decide to save her.

But it's 10,000 B.C. and few weapons have been invented. So, to rescue the Princess, you'll bash your cranium against any beasties in your way. Miss your foes, however, and they'll send you into a coma, after you throw a bug-eyed, foaming-at-the-mouth fit. That costs you one life.

To keep your headaches to a minimum, here are some vital techniques.

to jump and then hit Button II. This move is twice as powerful as a normal head-butt. To increase your jumping distance



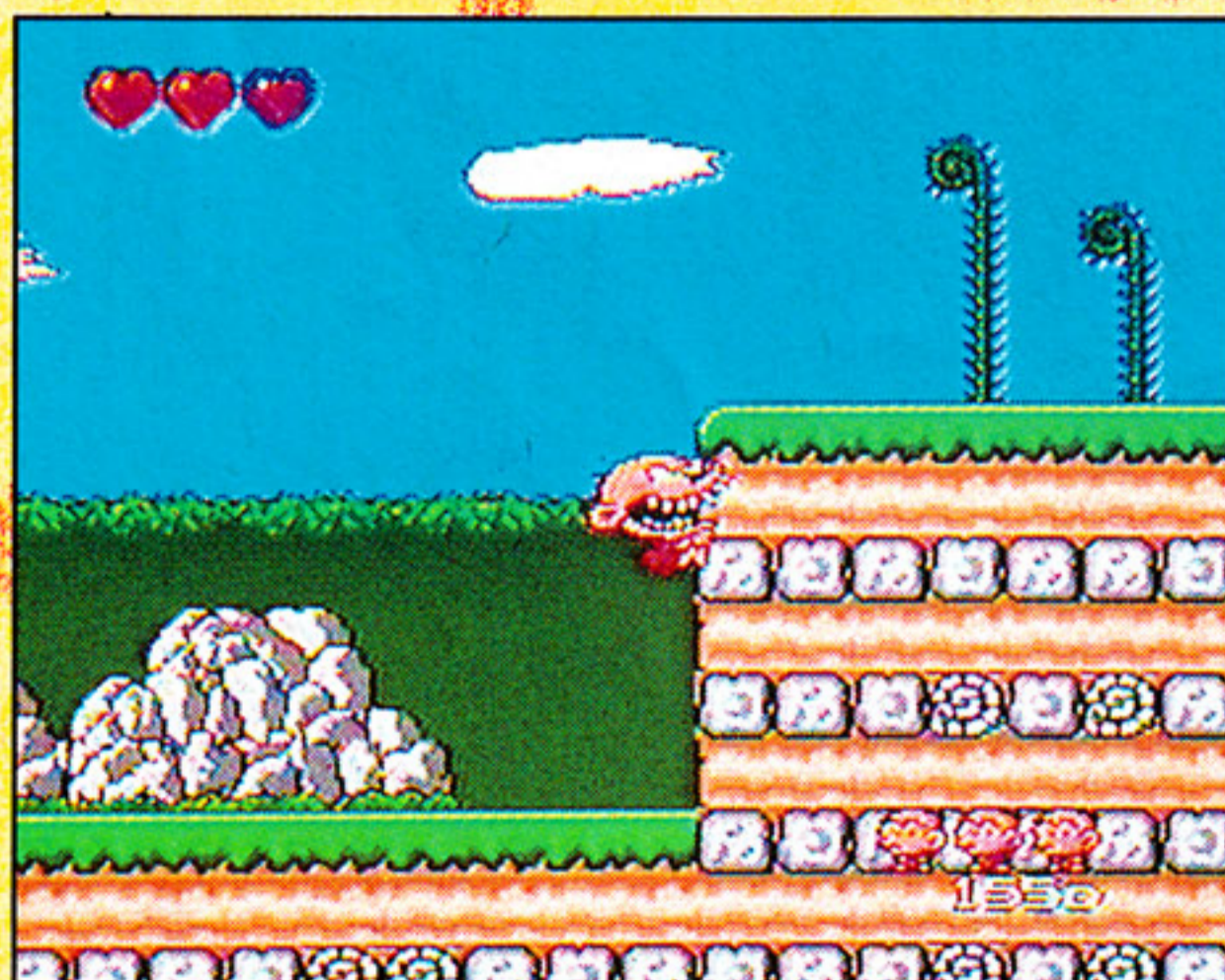
Bonk, the human cannonball.

and hang time, tap Button II continuously after you jump. Plough into your enemies with this spin move and you'll really knock 'em out.

Creatures That Time Forgot

To complete your quest, you must bash prehistoric beasts on land, sea, and air.

Go head-to-whatever with snapping 'gators, near-sighted dinosaurs, eggshellheads, slimey leeches, and other creepy crawlies.



Bonk's bite is worse than his bark.

Use Bonk's powerful bite to scale walls and trees. Run and leap into them until Bonk chomps down. Now, press Button I rapidly to climb. To divebomb head-over-heels into your foes, push Button I

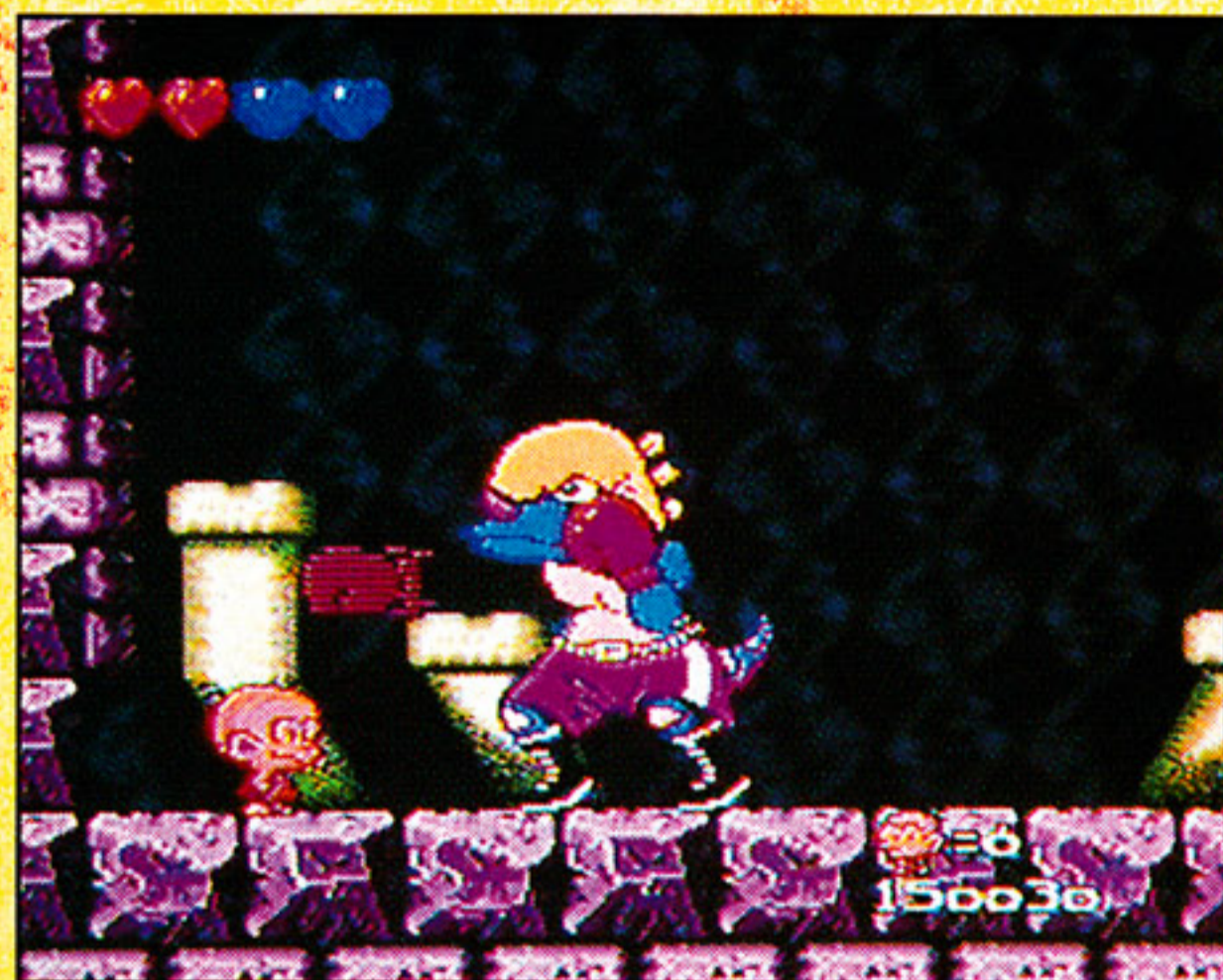


PROTIP: Sometimes you run up points by butting a bad guy into the air, getting under him, and continuously bumping him to keep him there.

You also face the loony level bosses—Huey, Punchy Pedro, Gladdis, Kongo Zilla, and Tractorhead.



A D V E N T U R E



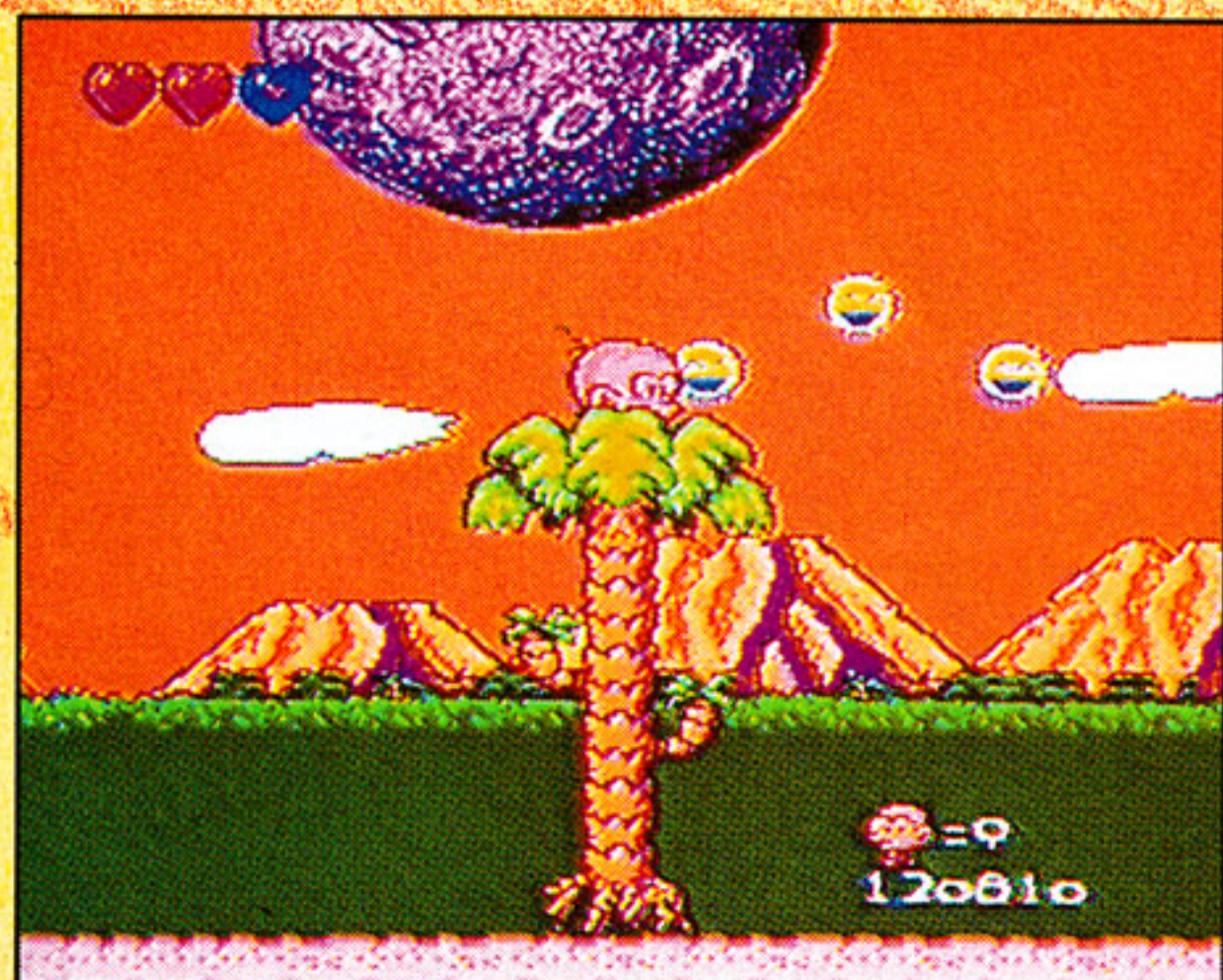
A big bad boss.

Now, you don't want to do them in, you just want to make friends. They've been hypnotized into thinking you're an enemy, so bump their heads until you break the spell.

PRO TIP: *Punchy Pedro can be mean and he usually punches your lights out. Dodge his blows and go for his head.*

Primordial Pathways

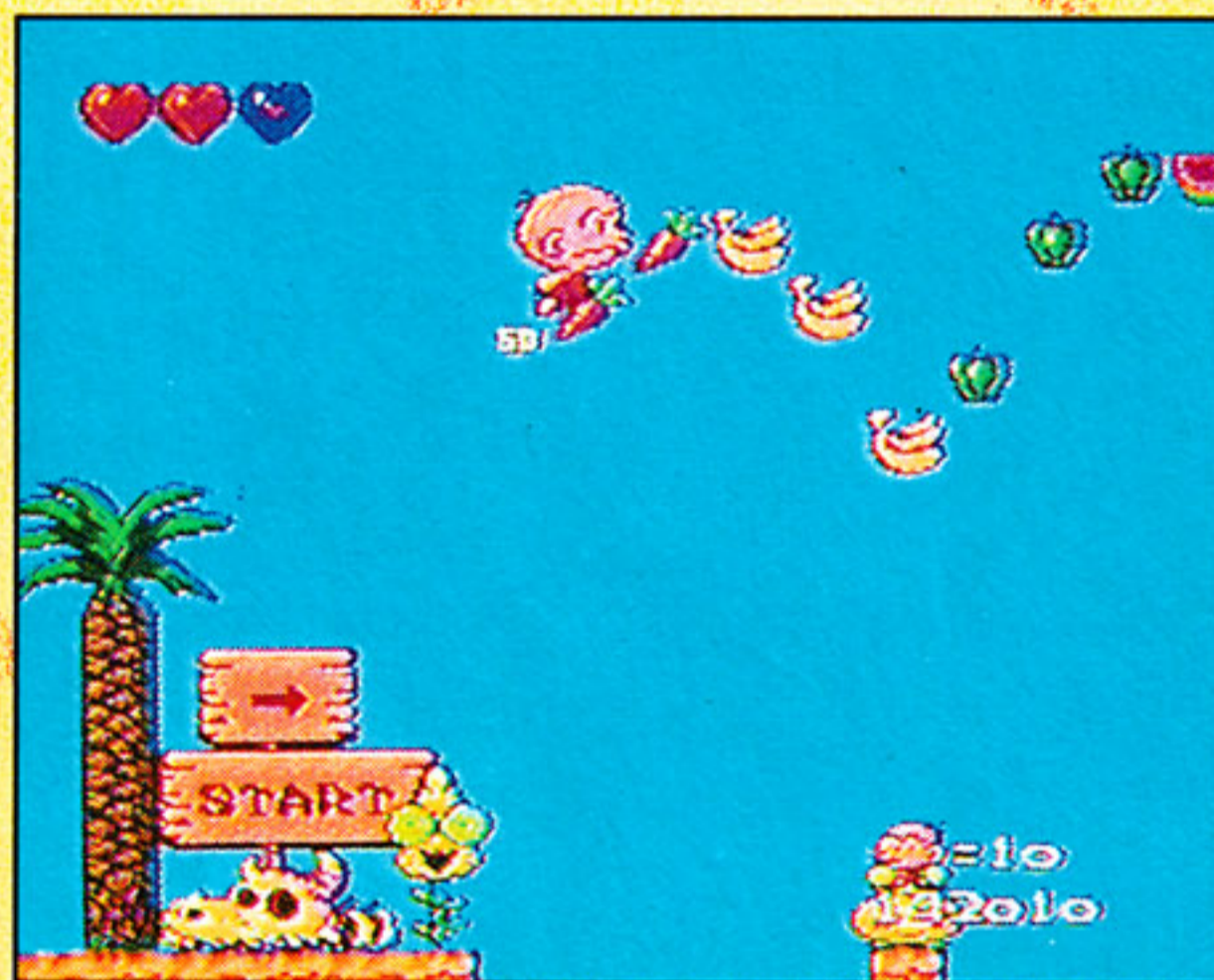
Bonk's Adventure takes place across a fantastic primeval landscape. Head-butt your way through five circuitous levels (broken down into seven areas) that lead to soupy swamps, perilous waterfalls, parched deserts, and deadly tropical forests. Each area is a complex multi-leveled maze that taxes your brain, in more ways than one. Save the Princess at the end of the fifth level and you head to another planet to fight King Drool.



PRO TIP: *The twinkle-toed dancing trees help you grab more Smiley Faces.*

Just headbutt them in the right direction and climb aboard.

But before you go, search for four bonus stages, where you can earn awesome points towards extra lives. Bonk the walls till you find them. One stage features cliff climbing, where you try to climb as high as you can in 10 seconds. In the continuous spinning stage, you jump off a cliff and spin in the air as many times as possible by pressing Button II. Land on your feet or you



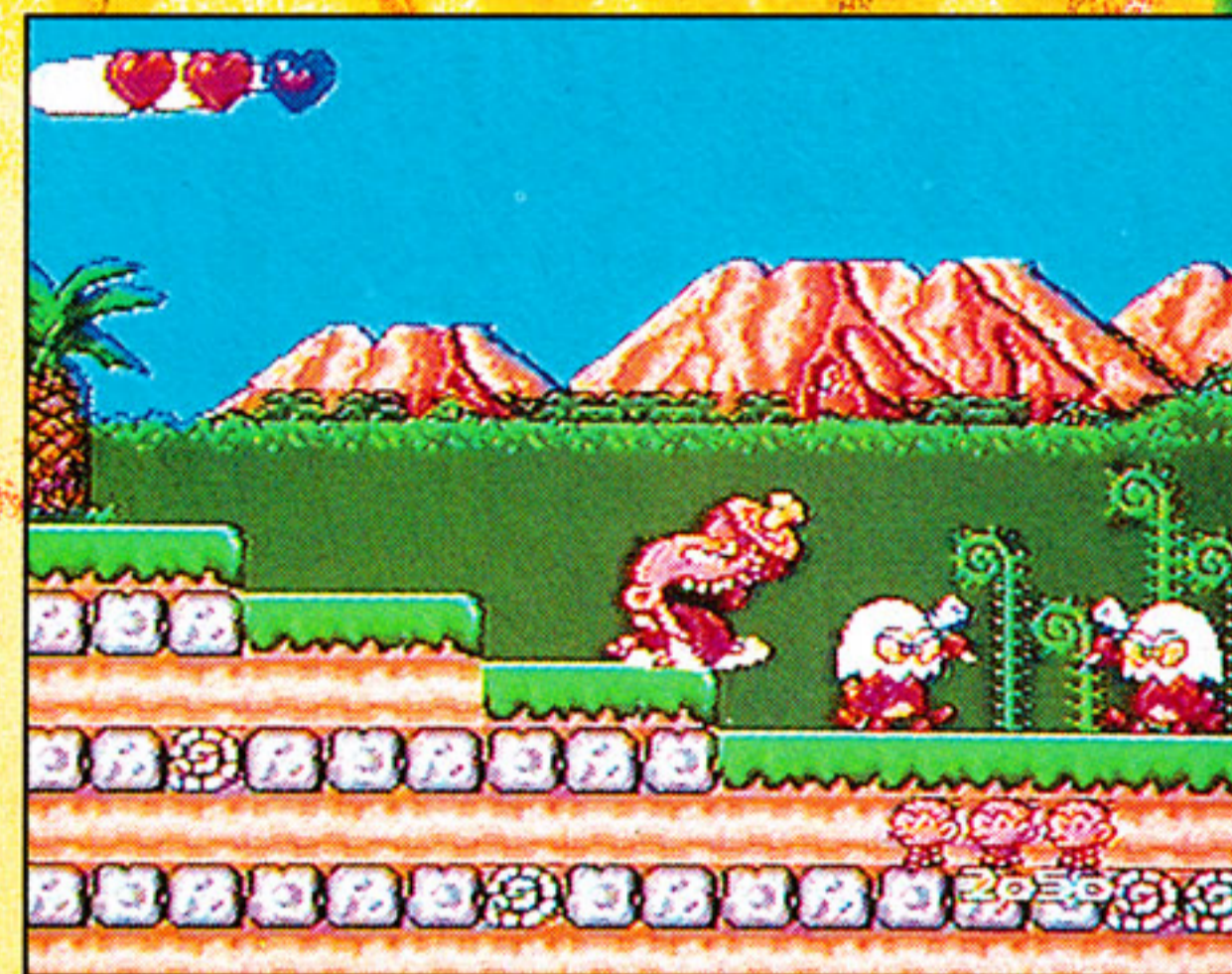
Bonk munches out.

lose. At the munching spree, you hop from flower to flower to gulp as much food as possible. Finally, a volcanic stage has you headbutting rocks which pop out of a volcano.

Bonk Want Food!

Bonk is a spirited neolithic toddler with a voracious appetite. Satisfy his hunger pangs for points and power.

Eating fruits and vegetables racks up points towards extra lives. For a real mind-blowing, atomic experience, gobble up a chunk of meat. Small pieces of meat make Bonk's headbutts twice as powerful. Swallow a large hunk of meat or two small meats to render yourself invincible for ten seconds.



Power up with meat!

PRO TIP: *Power up with one meat and you can also slam your head on the ground to freeze your enemies.*

You can also increase your bonus points and vitality by collecting Smiley Faces, which periodically appear when you bash your enemies. Also, keep your eyes peeled for hearts. Three hearts equal one life.

An Early Flower Child

Just because you're on a quest, doesn't mean you can't stop and smell the flowers. In fact, squash 'em if you want to succeed. Pink Flowers relinquish fruit, veggies, and, sometimes, a heart. Yellow Flowers add spring to your jumps. Red Flowers hide meat. Rare Green Flowers reveal crystal hearts which you can fill up with energy.

PRO TIP: *When you jump on the spring flowers, beware of the wicked flowers; they zap you.*

Bonk's Adventure is a fanciful, wacky game that delivers hours of challenge, fun, and laughter. The graphics and the animation are great! And you'll enjoy Bonk, a good-natured little cave-dude who just wants to make friends. Don't be King Drool's blockhead; Bonk your way to victory.

Bonk's Adventure by NEC/Hudson Soft (\$54).

BONK'S ADVENTURE

Super Moves for Tons of 1-Ups



Don't forget to use your turbo button to do some super spin moves. It's almost like flying. Just turn on the Turbo Option, jump into the air, and hold down Button II. This is a great move to use on a boss!

Rack Up Lots of Points



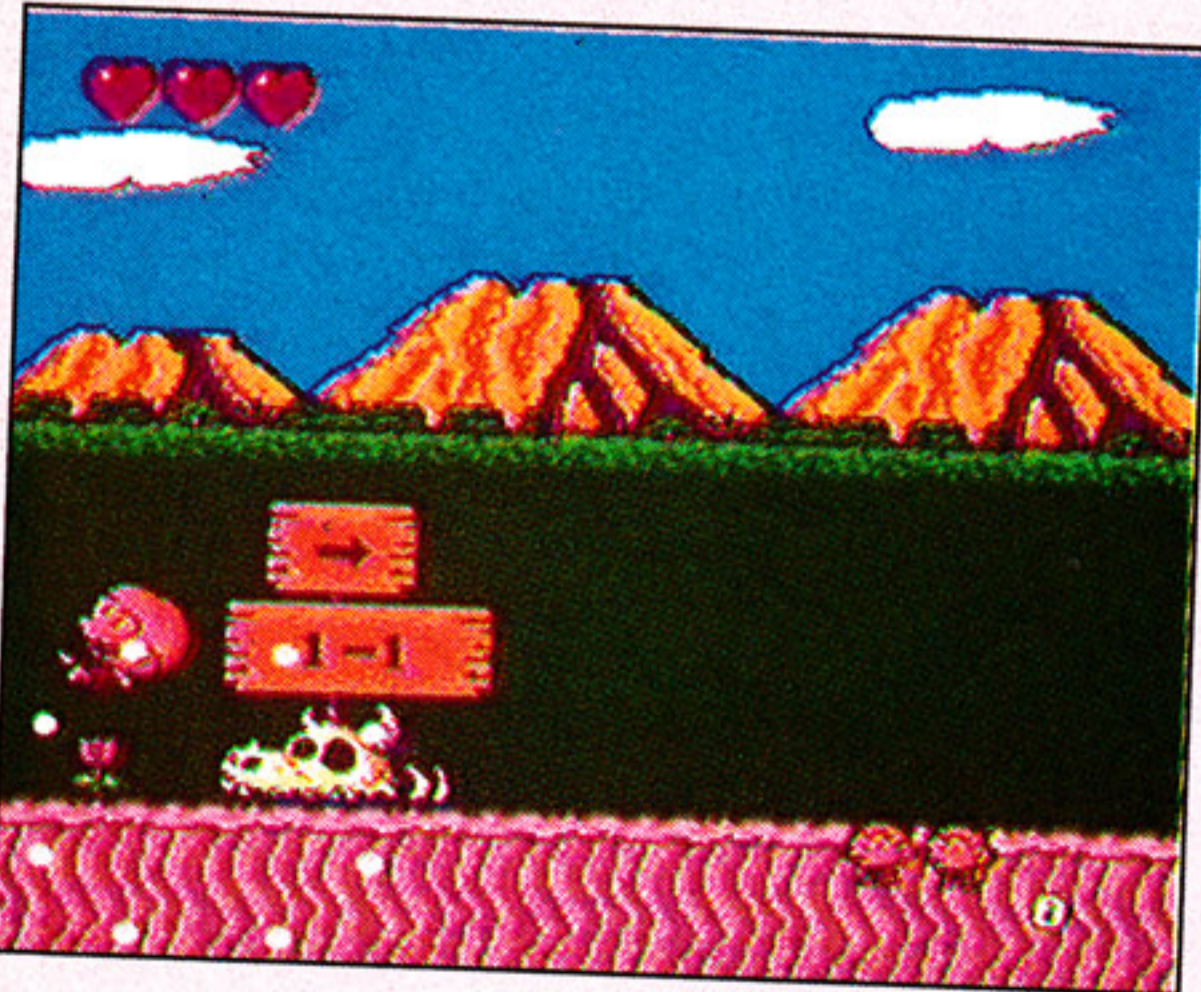
Use this move to snag tons of 1-Ups by bonking creatures continually into the air. For example, knock out those underwater turtles in Level 3-5 for as many as 20 extra Bonks!

Flower, Flower, Who's Got the Flower



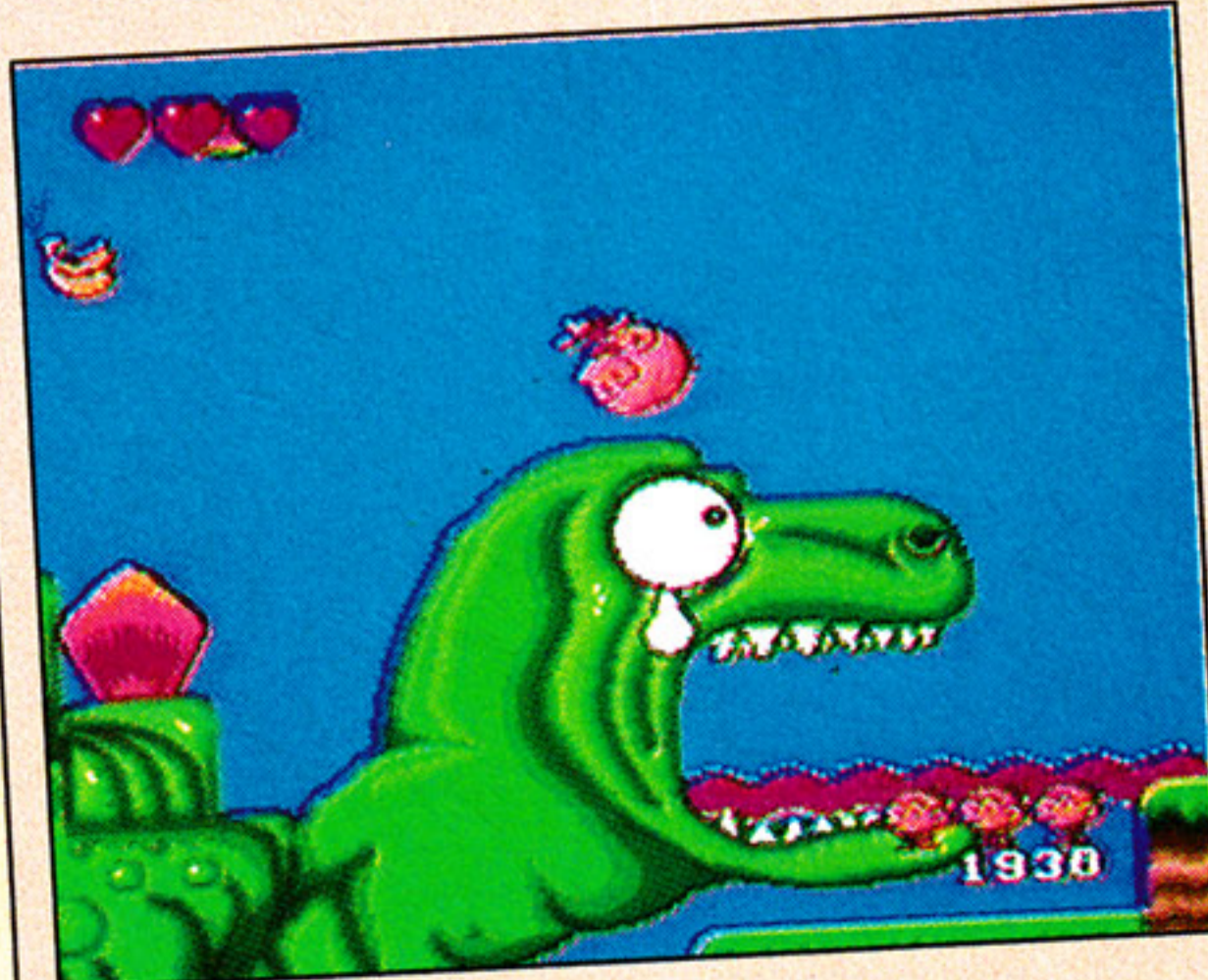
Flowers abound in Bonk. Watch out for Wicked Flowers. When Flowers appear in groups of three the middle one is usually wicked. Don't forget to bonk the ground occasionally as you travel. You might make a red flower appear. It turns into a pink flower containing a special item.

There's a 1-Up at the Beginning of the Game



You can snag a 1-Up right at the beginning of the game. When Bonk first appears, bonk the ground to the far left of the screen. When the little pink flower appears, bonk it and a flying flower appears. Grab the flower and it turns into a regular pink flower that holds a 1-Up.

Wake Up the Dinosaur



Can't figure out how to wake up the Dinosaur at the end of Level 1? Just bonk him on the head and then jump onto his tongue.

Hidden 1-Up Inside of the Dinosaur

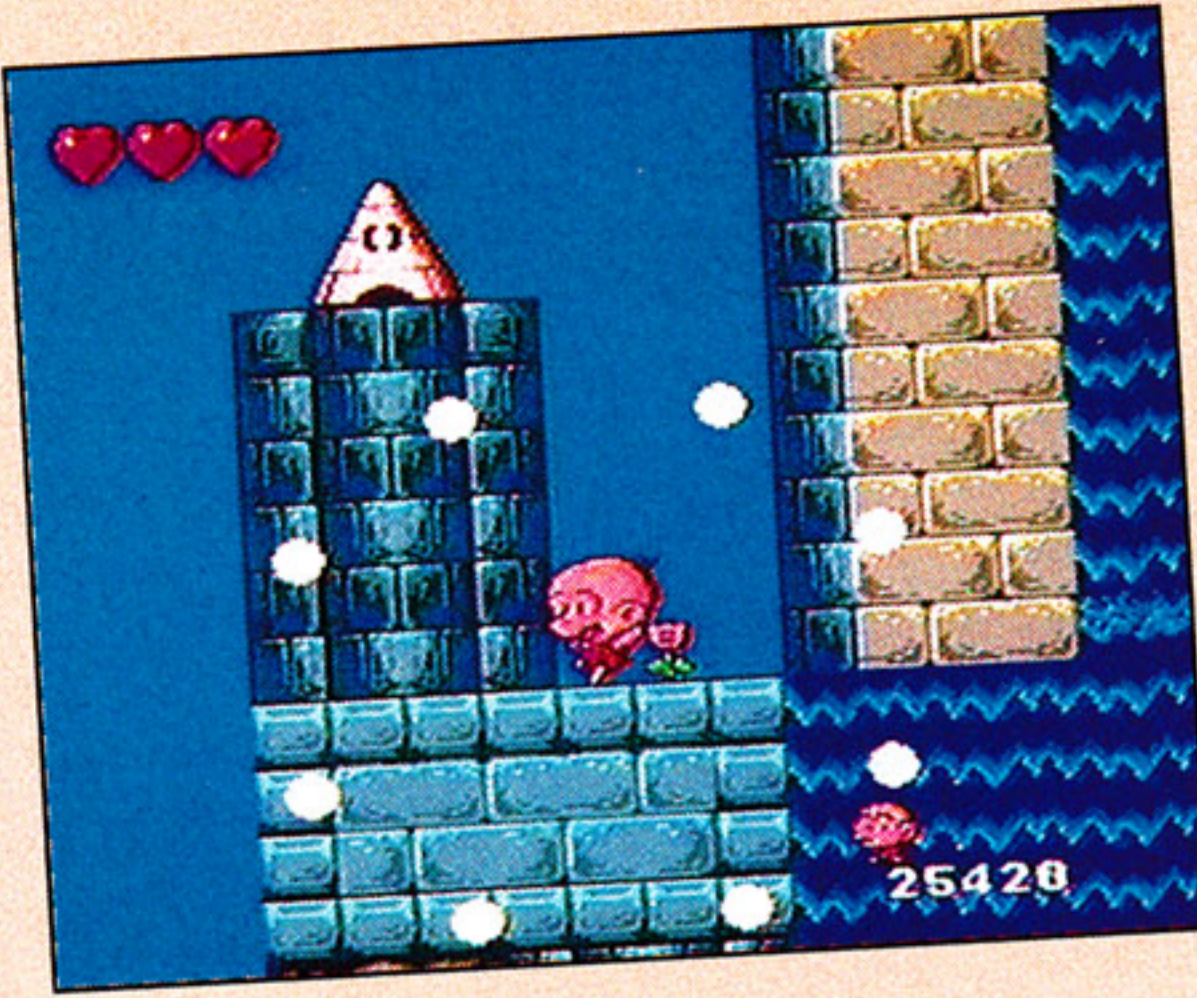


Climb up this secret passage to find this hidden 1-Up inside of the Dinosaur.

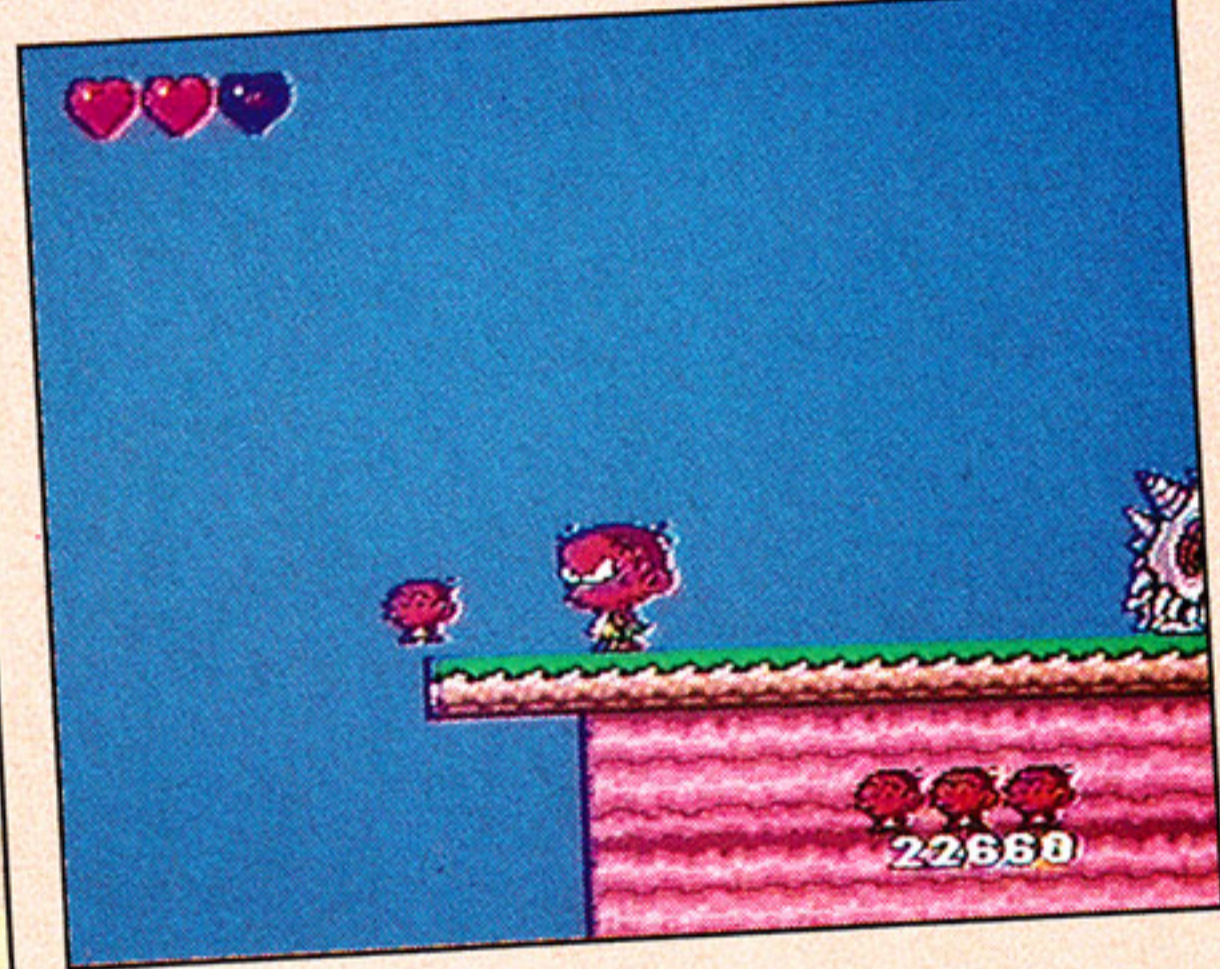
More 1-Ups!



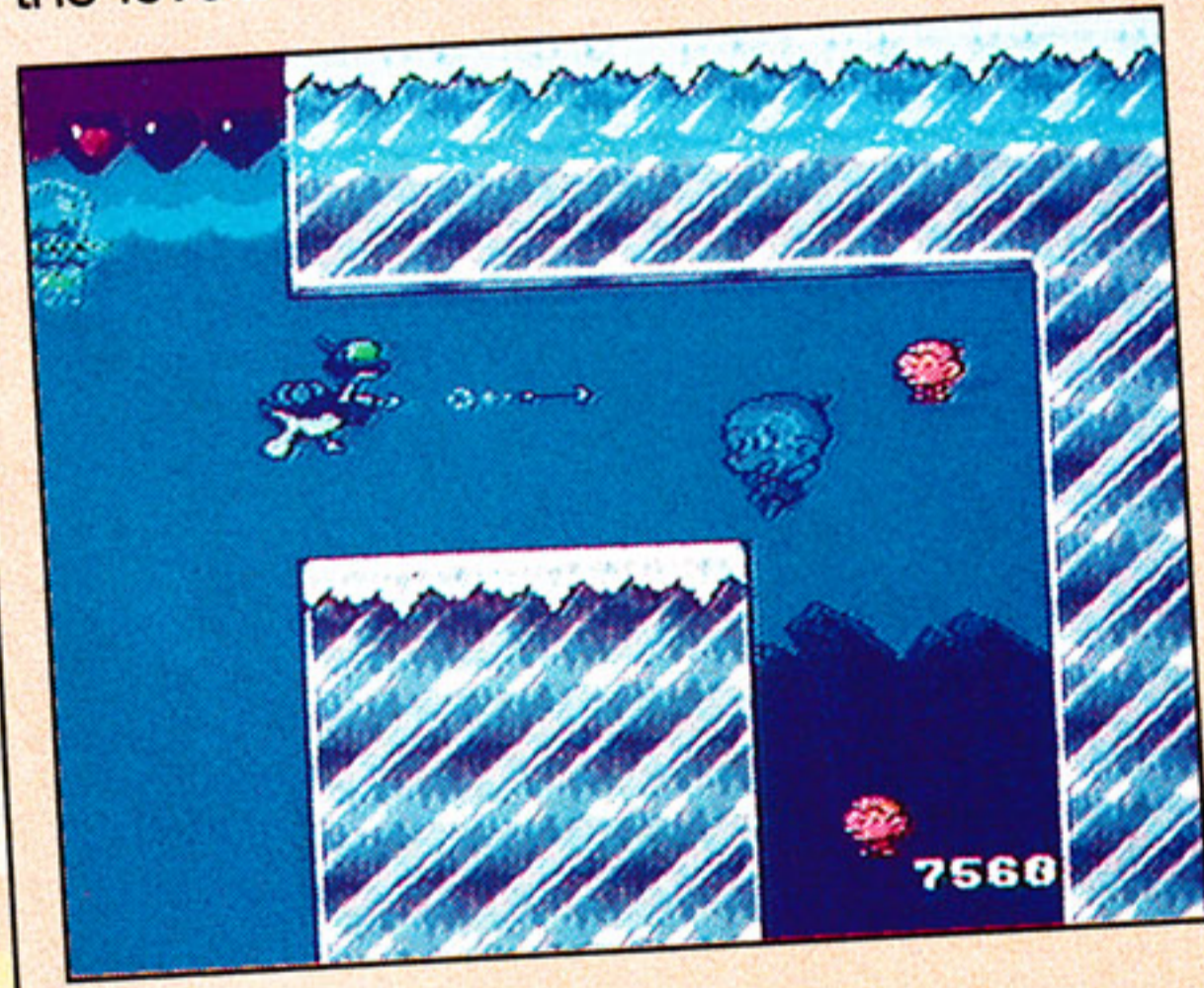
Check out this 1-Up on top of the trees and clouds in Level 2-7.



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

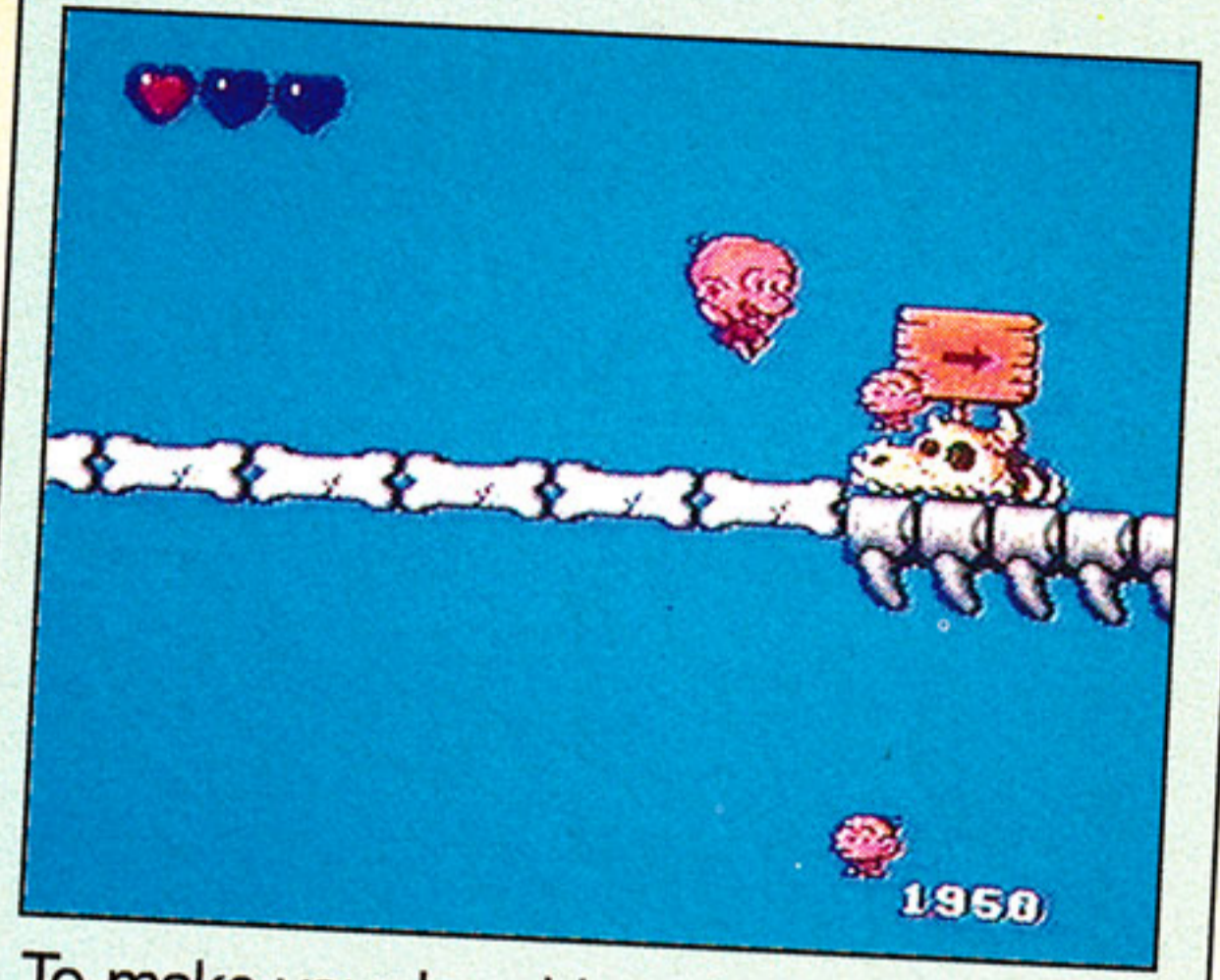


Also in 2-7 you'll snag a 1-Up if you grab the flower on the ledge near the end of the level.



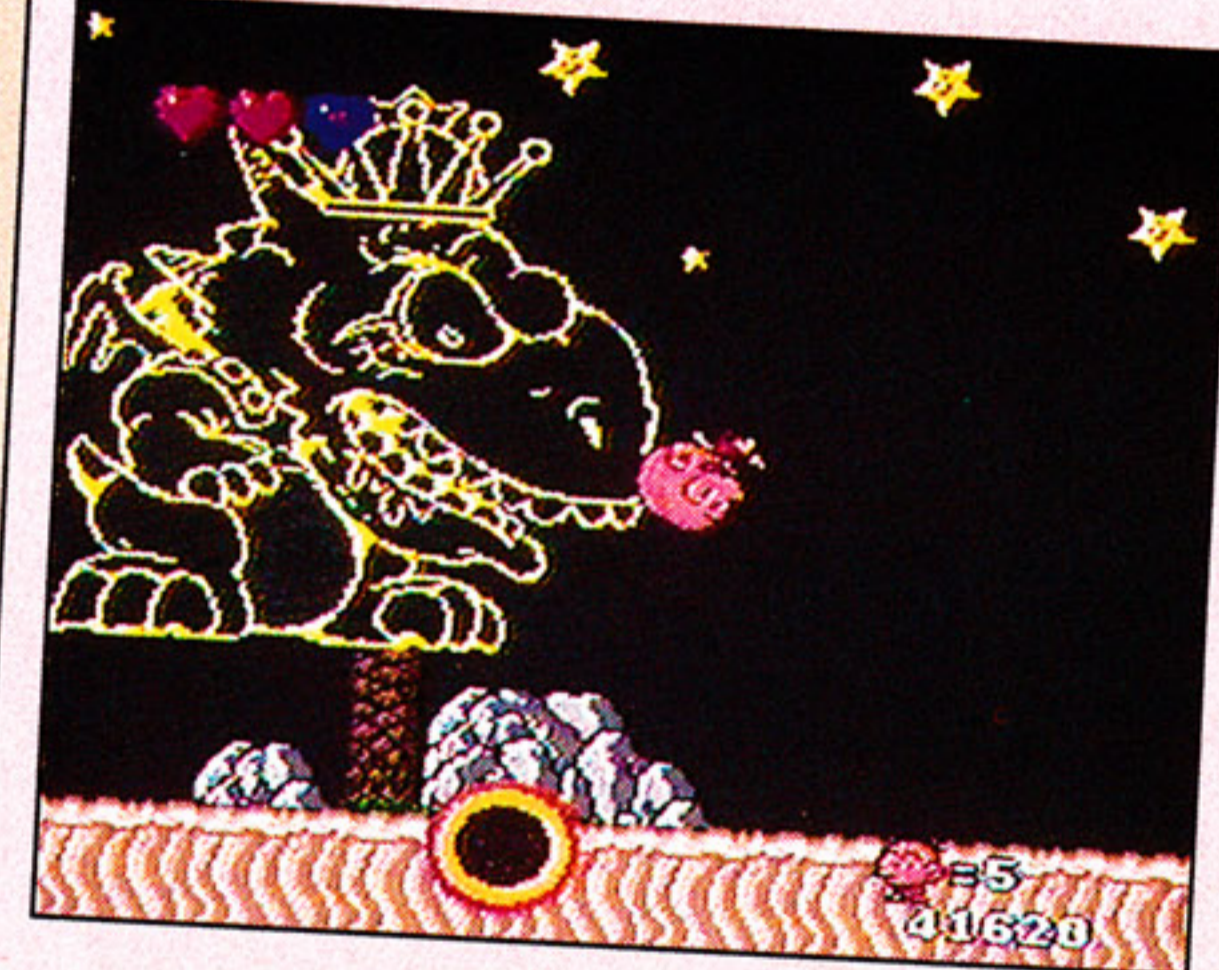
There's a frozen 1-Up in this area of Level 3-4. Look for a 1-Up flower at the end of Level 5-1.

Warp Trick and 1-Up, All Rolled in One



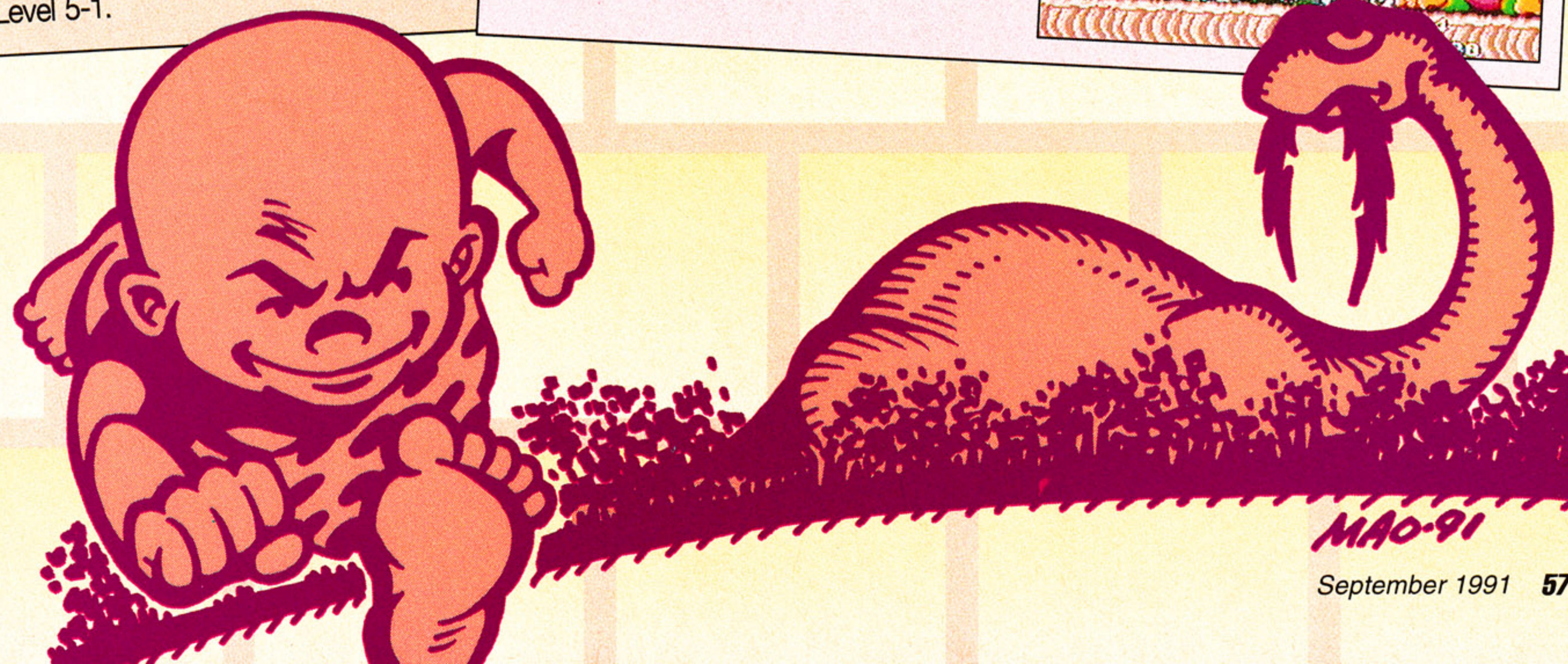
To make your head-banging buddy Bonk skip through Levels 3-2, 3-3, and 3-4 just set your TurboPad on rapid fire and at the end of Level 3-1 take a long spinning jump over the bridge. Grab the extra man and you're at Level 3-5.

How to Beat King Drool



King Drool is one tough customer, but if you can get above his head, he's a pushover! To beat Drool, first push your spin button turbo switch all the way up. There are two spots where King Drool is vulnerable: above his nose and above his

crown. You can do the most damage by continuously hitting Drool above the crown. To get up that high in the air, bounce off the objects Drool throws at you. Hit the spin button (on turbo) to continuously spin and bonk Drool. But watch out for Drool when he leaves the screen. He'll try to jump on top of you!



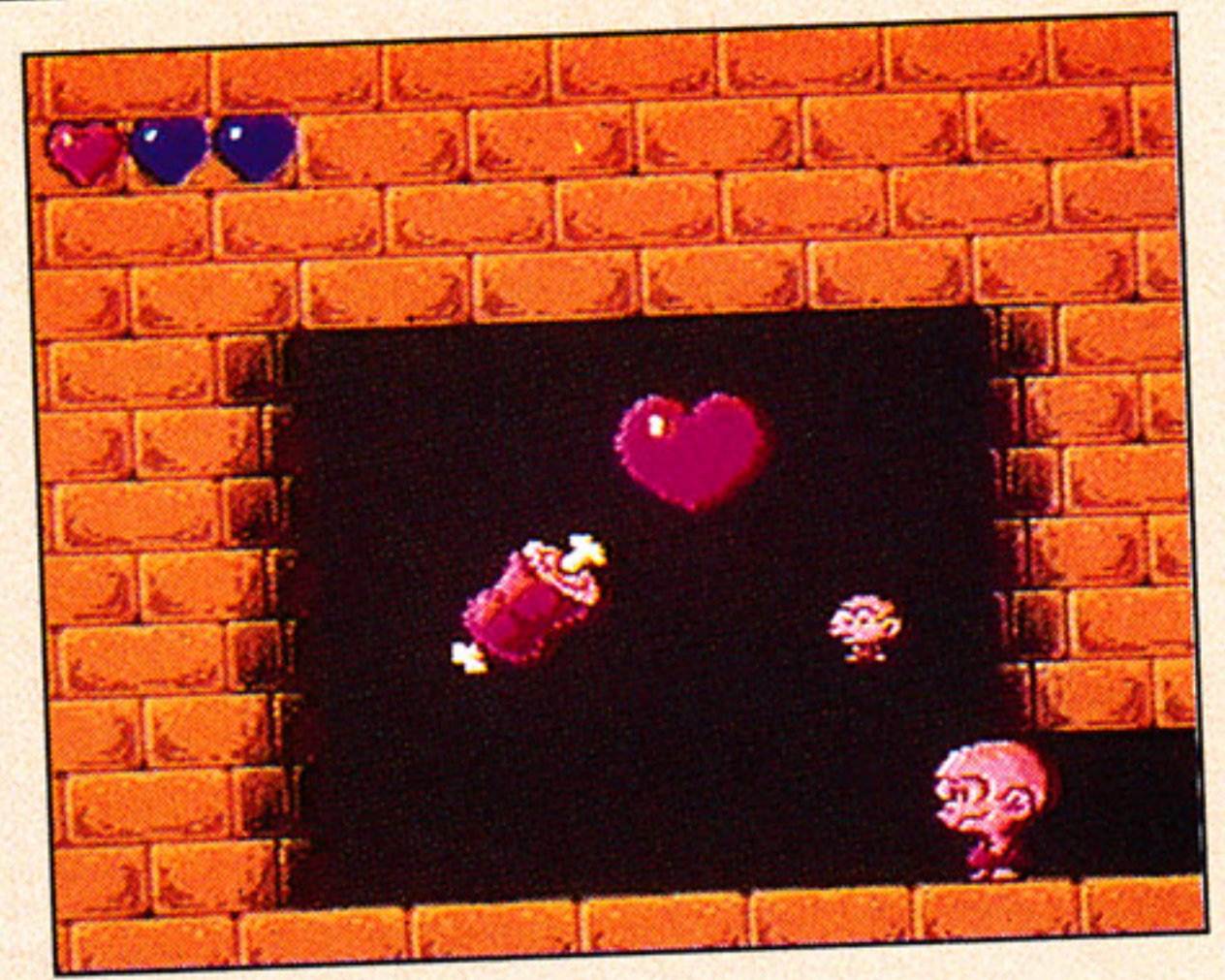
MAO-91

Secret Hidden Rooms

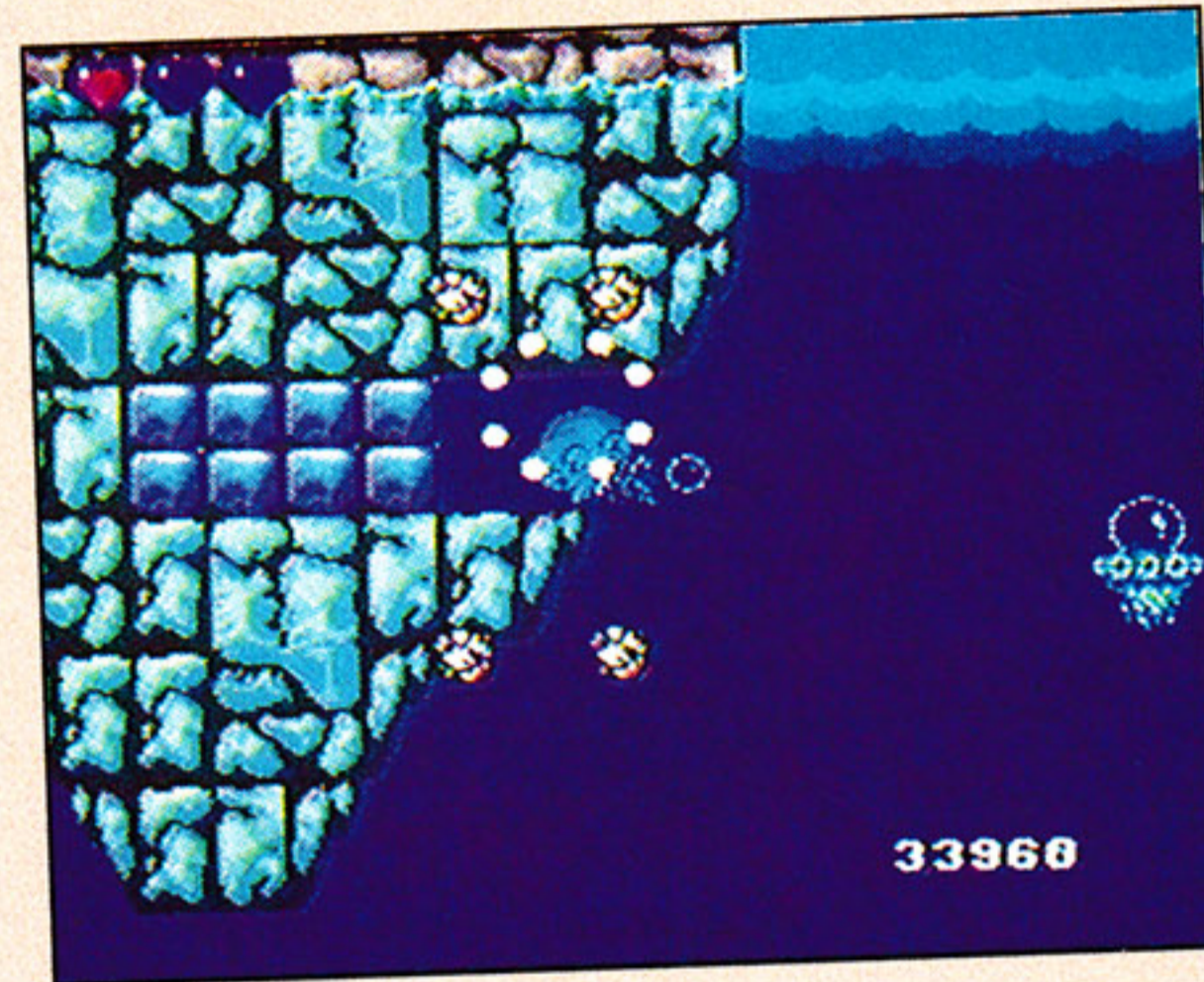
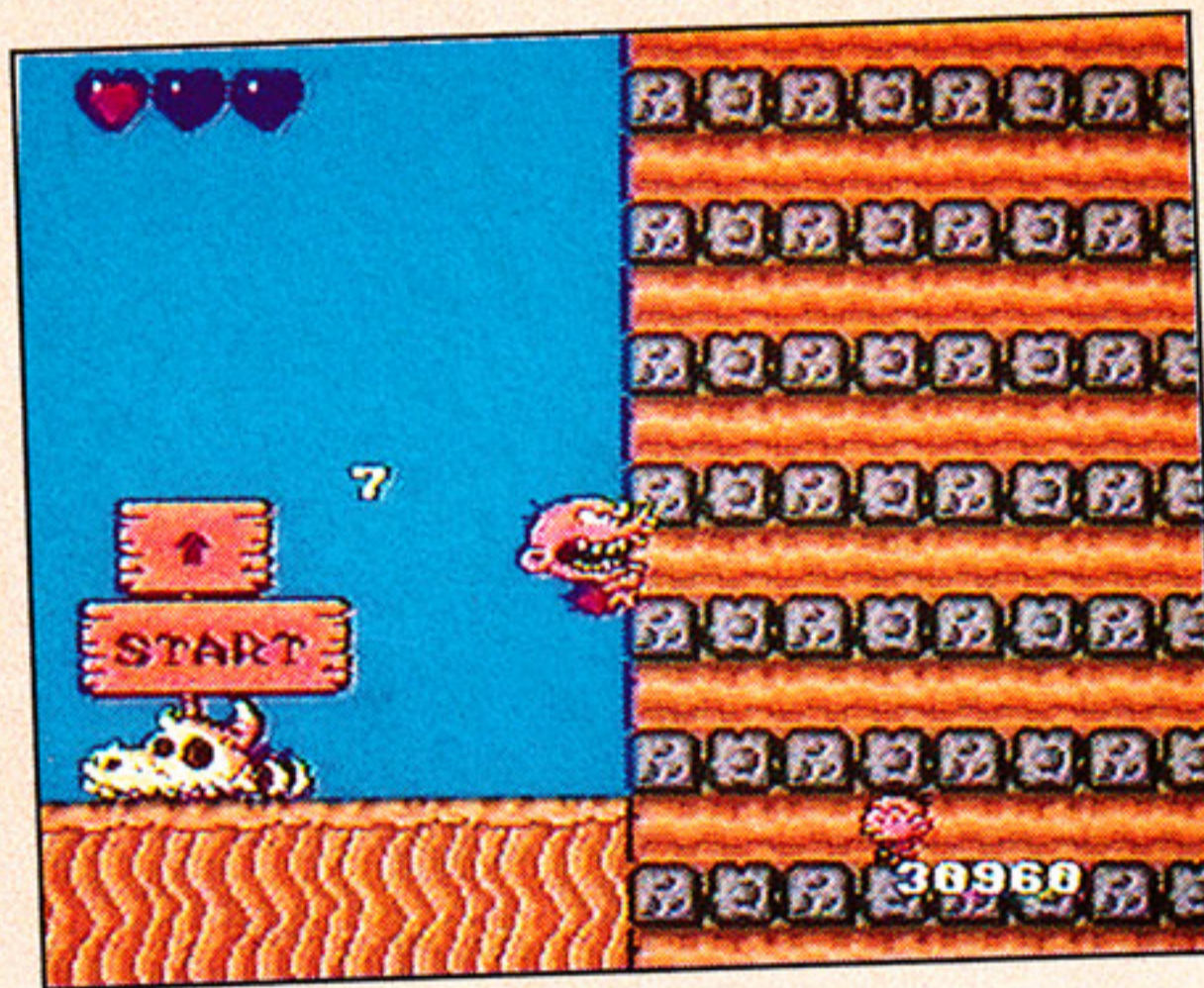
Watch for sections of walls that are colored differently than the rest of the wall. Bonking them reveals hidden rooms containing bonus games, such as grabbing for fruit, wall scaling contests, and other ways to grab special power-ups.



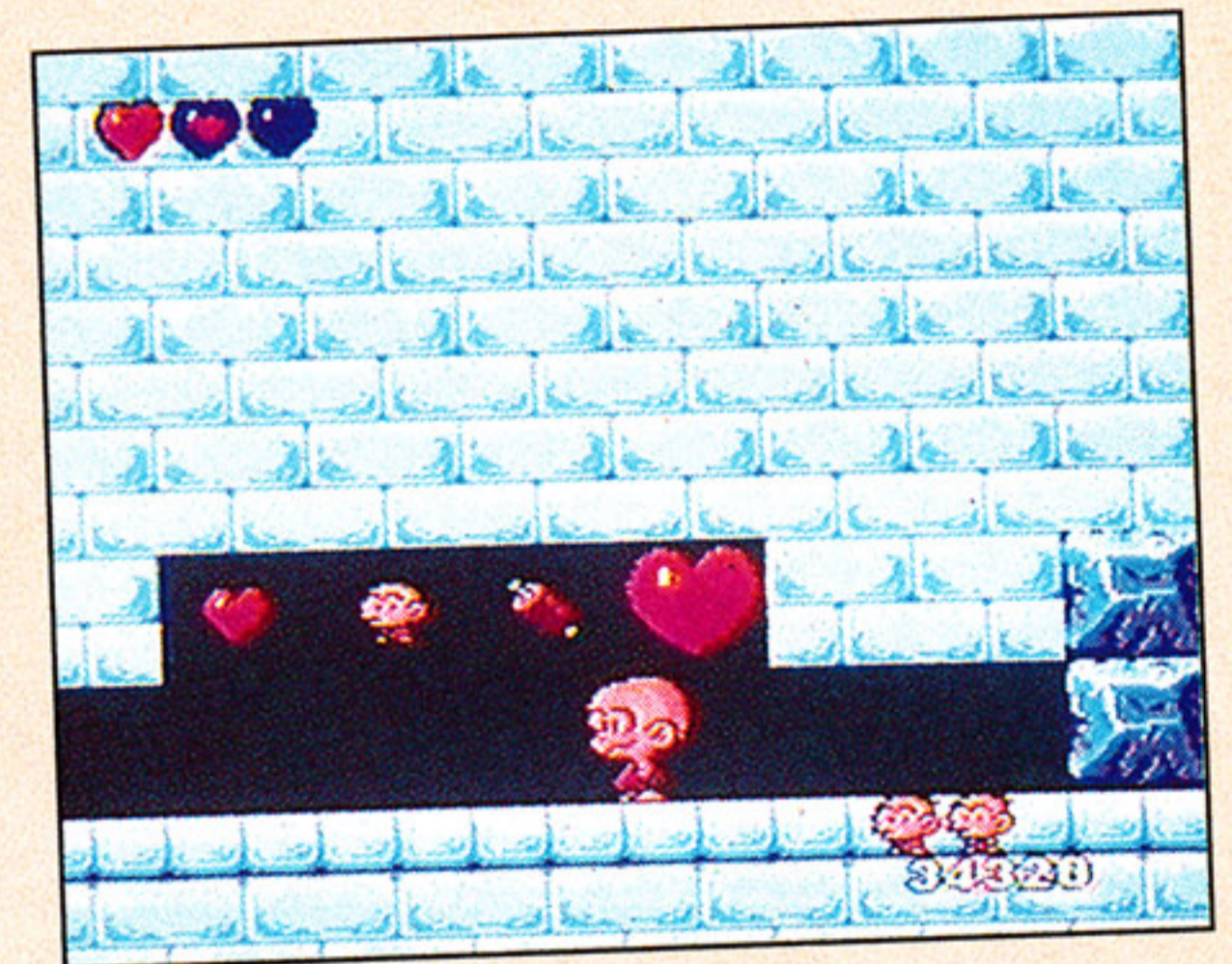
There are lots of hidden rooms in Level 3-1.



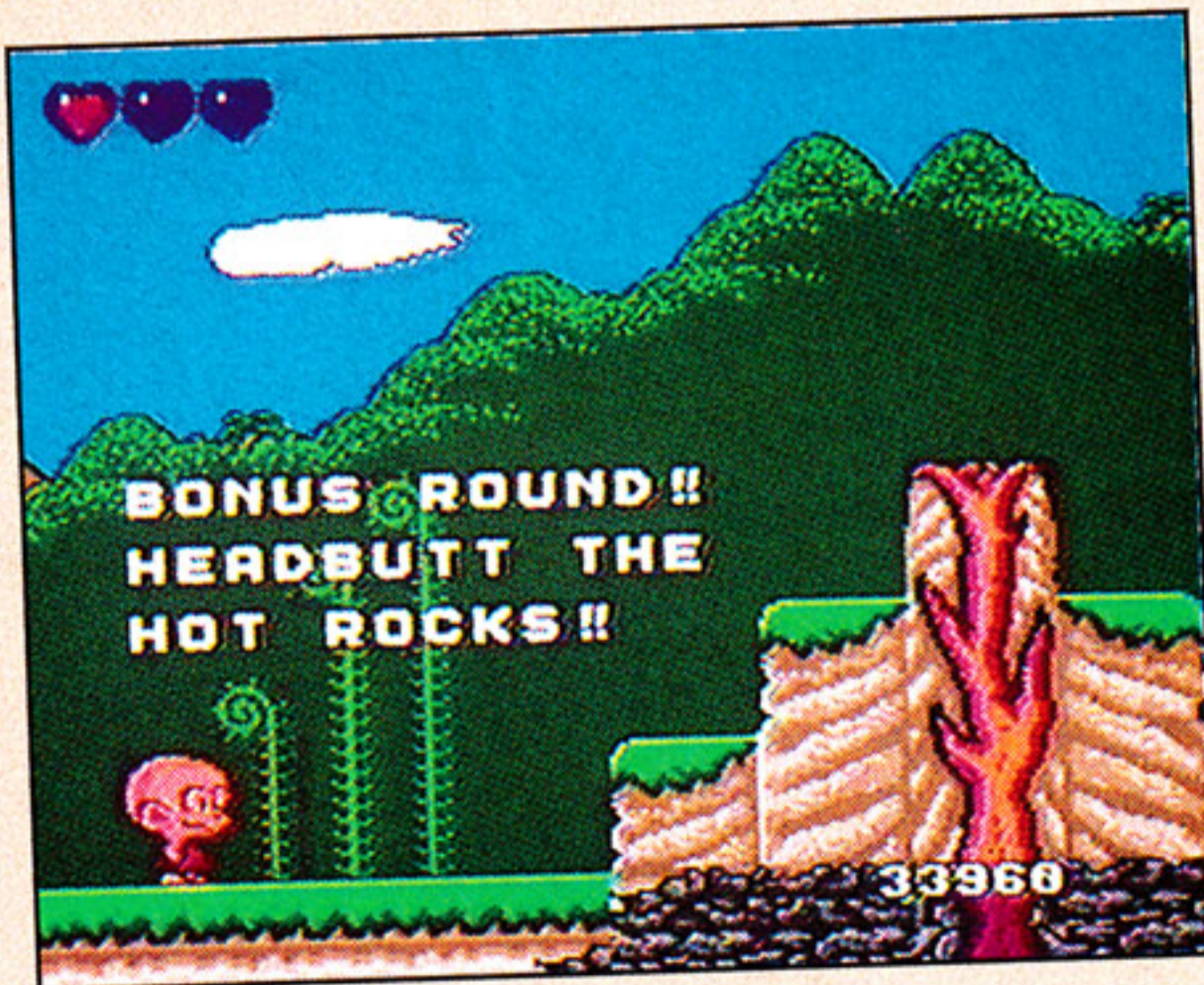
Check out this Bonus Room in Level 5-5. It's a meal deal.



In Level 3-3 there's a hidden room underneath the second island.

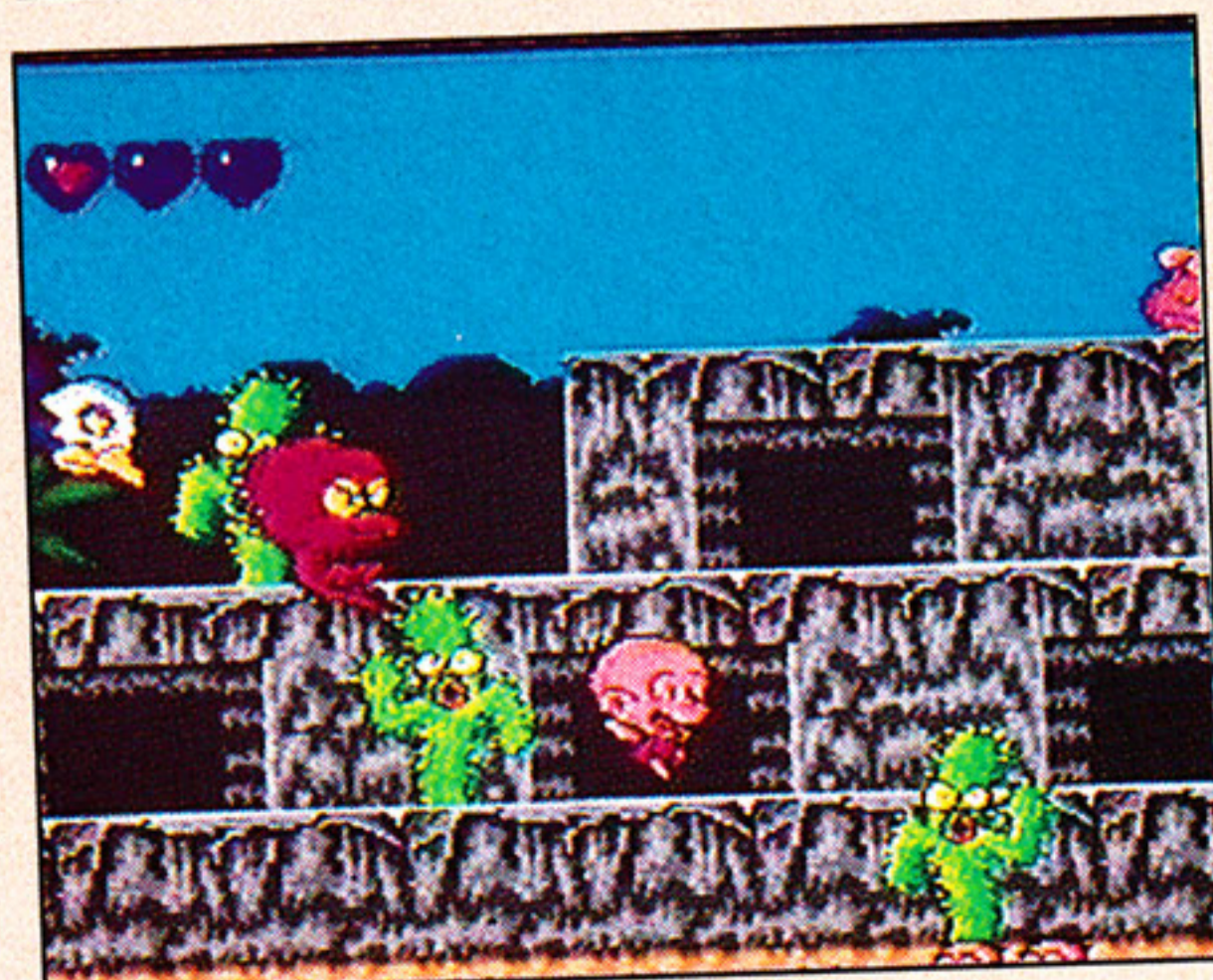


In Level 5-5 there are hidden overhead rooms containing power-ups in the connecting tunnels between Huey, Gladdis, Kongo Zilla, and Punchy Pedro. There's also one right before you reach T. Ractorhead.

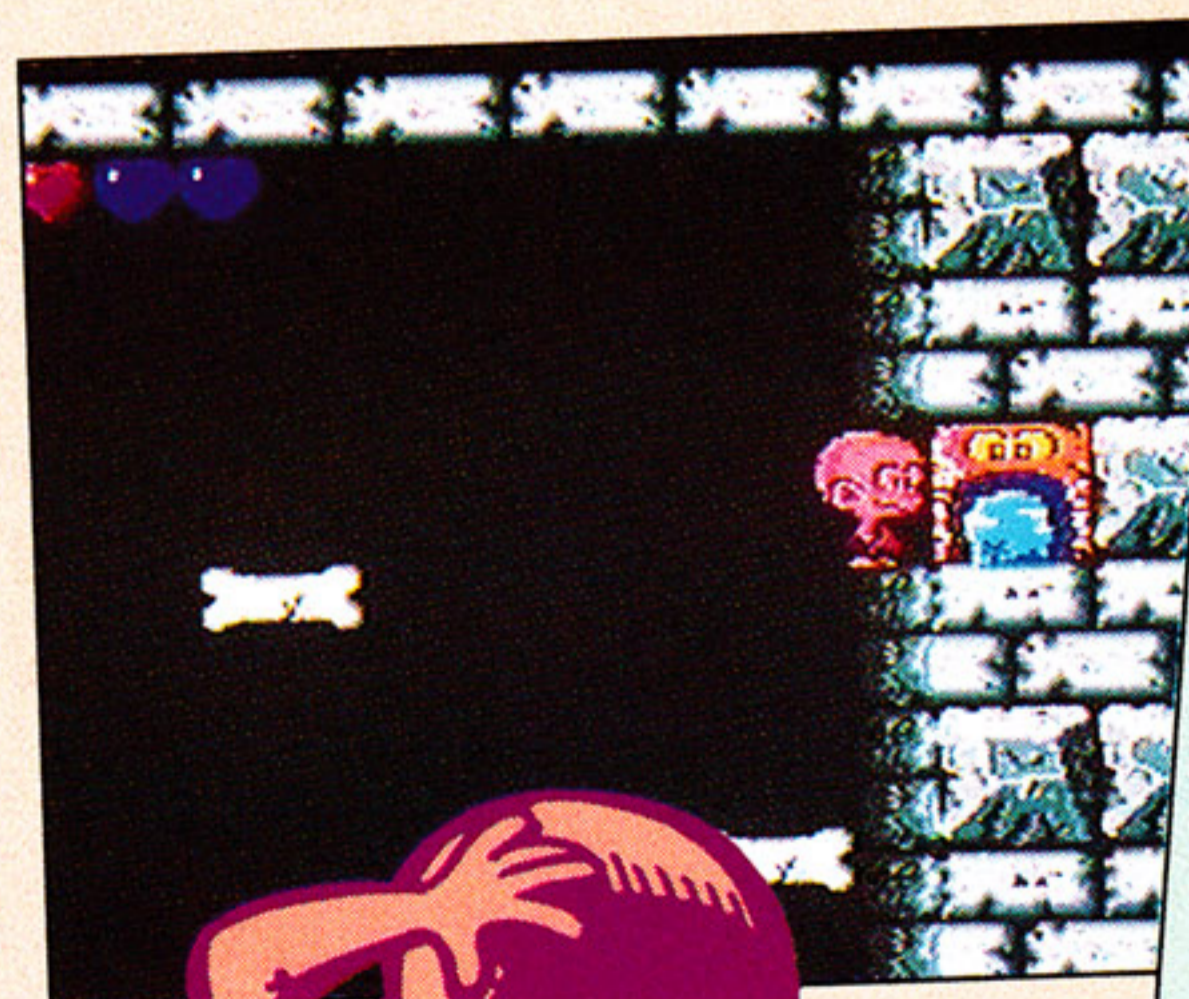


Check out this secret room in Level 3-5.

Another Hidden 1-Up



Just at the beginning of Level 2 check out these rooms for snacks. In Level 2-3 there are three hidden rooms at the far corners of the underground cave.



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



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Push "2" for a one-way ticket to the Game Developer's Beat, which features more game tips and tactics, info on new game releases, special events, contests, and more!

Push "3" if you want to listen to our radical Nintendo Tip of the Week.

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If you choose **Option "1,"** the Hot Tips Bulletin Board, the Hotline will direct you to press certain numbers on your phone to pick the game system you have, and the game title you want to hear tips on. Be sure to have a pencil and paper handy to write down the tips!

The Developer's Beat

If you choose **Option "2,"** the Developer's Beat, you'll be asked to key in the extension number of the developer of your choice. You can find their extension numbers on this same page.

The Nintendo Tip of the Week

If you choose **Option "3,"** it's easy—all you do is listen!

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These outrageous amphibians are hopping into a space age chase to invade the Dark Queen's domain. It's up to you, Fearless Frog, to save the day. So be sure to call the Hot Tips Hotline for "space ace" tips and tactics!

For the Sega Genesis – Sonic the Hedgehog!

An evil scientist has turned our Hedgehog hero's buddies into mechanical monsters! As Sonic, you'll experience some thumb-blistering action as you battle these hedgehog headhunters! And the Hotline has some prickly hints sure to tickle your fancy!

For the NEC TurboGrafx-16 – TV Sports Basketball!

Dribble on down to a championship season with a dream team lineup and five of your toughest ProGamer pals! But don't do any hotdoggin' without calling the Hotline for the latest hoopster hints!

For the Sega Master System – Spiderman!

The amazing Webhead once again swings into action in the Big Apple. This time, our arachnid friend must defeat every villain on each level! But with tips from the Hot Tips Hotline, Spidey will find his crime solving goes as smooth as silk!

For the Game Boy – Mysterium!

Bubble, bobble, toil and trouble. The mysterious art of alchemy can help save an ancient insect civilization! But bubbling pools of fire, acid, or mercury threaten unschooled novices. So before you try that next experiment, tap into the Hotline!

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Kabuki-Quantum Fighter...the challenge begins!

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Awesome tips on new and upcoming games! Free prizes for joining the **Q Billion** club!

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Stay tuned for high-level hints and winning strategies for **Puzznic**, **Dungeon Magic**, and **Chase HQ** for the Game Boy!

8421 Taxan

Get the hot newsletter, **VIDEO-DICTION**, plus sneak previews into **G.I. Joe**,[®] and **Magician**.

By Michaelangelo

Yo, dudes and dudettes! Michelangelo here, typing away with all six fingers on my trusty ol' word processor. The radical folks at GamePro offered me a year's supply of pizza if I would review our latest adventure for the Game Boy. I'm not stoked about typing, but hey, I'll do anything for pizza!! (Cowabunga!!)

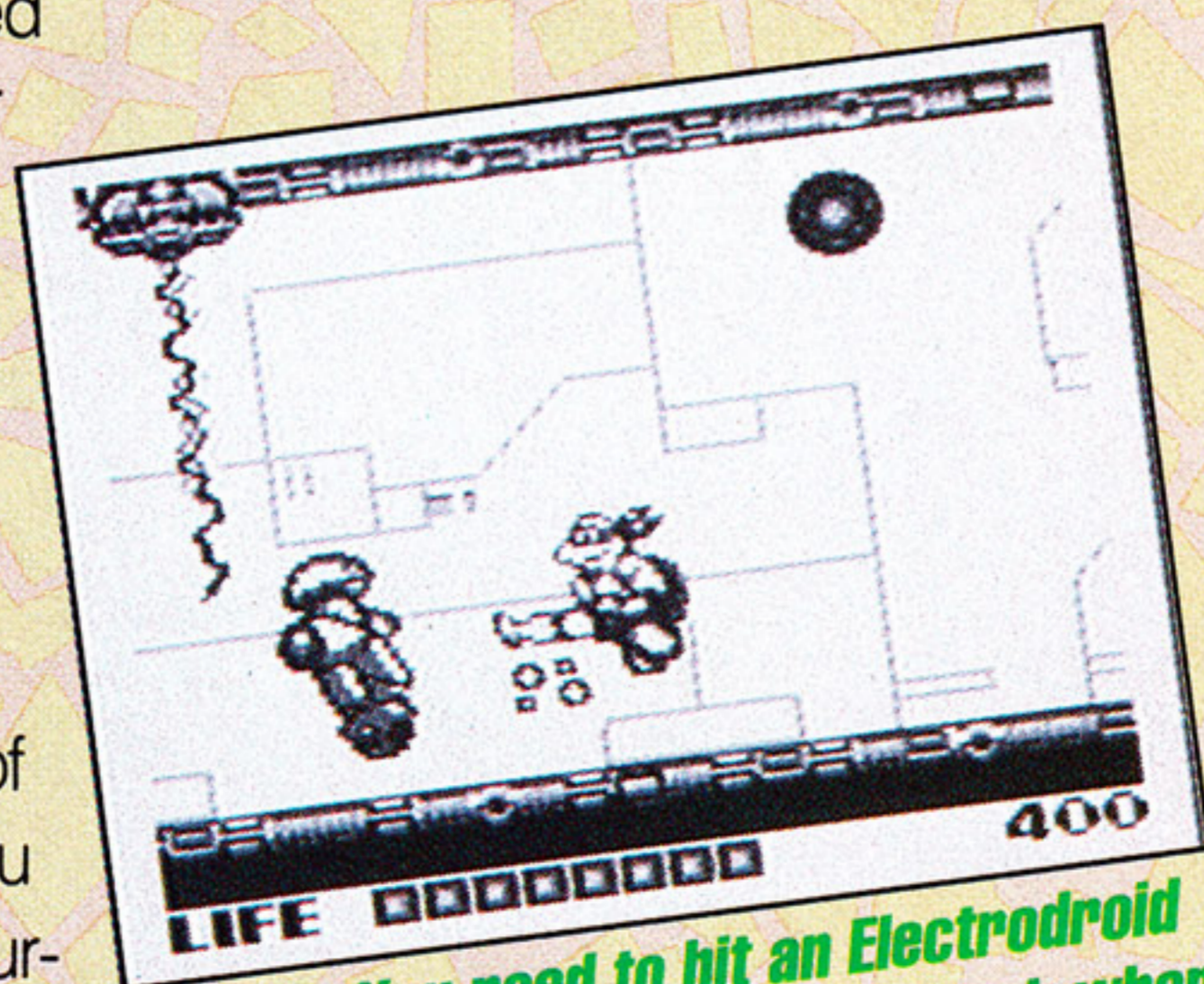
April Goes AWOL!

Konami's Teenage Mutant Ninja Turtles is an awesome game that lets you take each one of your four favorite turtles on an adventure to rescue our friend April who has been kidnapped by that gnarly Shredder dude. The game has five really rad stages with three levels per stage...so that's like 15 different levels in all. (And like I didn't even use a calculator to figure that out!) At the end of each stage is one of Shredder's main goons, who's really tough to squash. (Don't worry, they just look tough!)

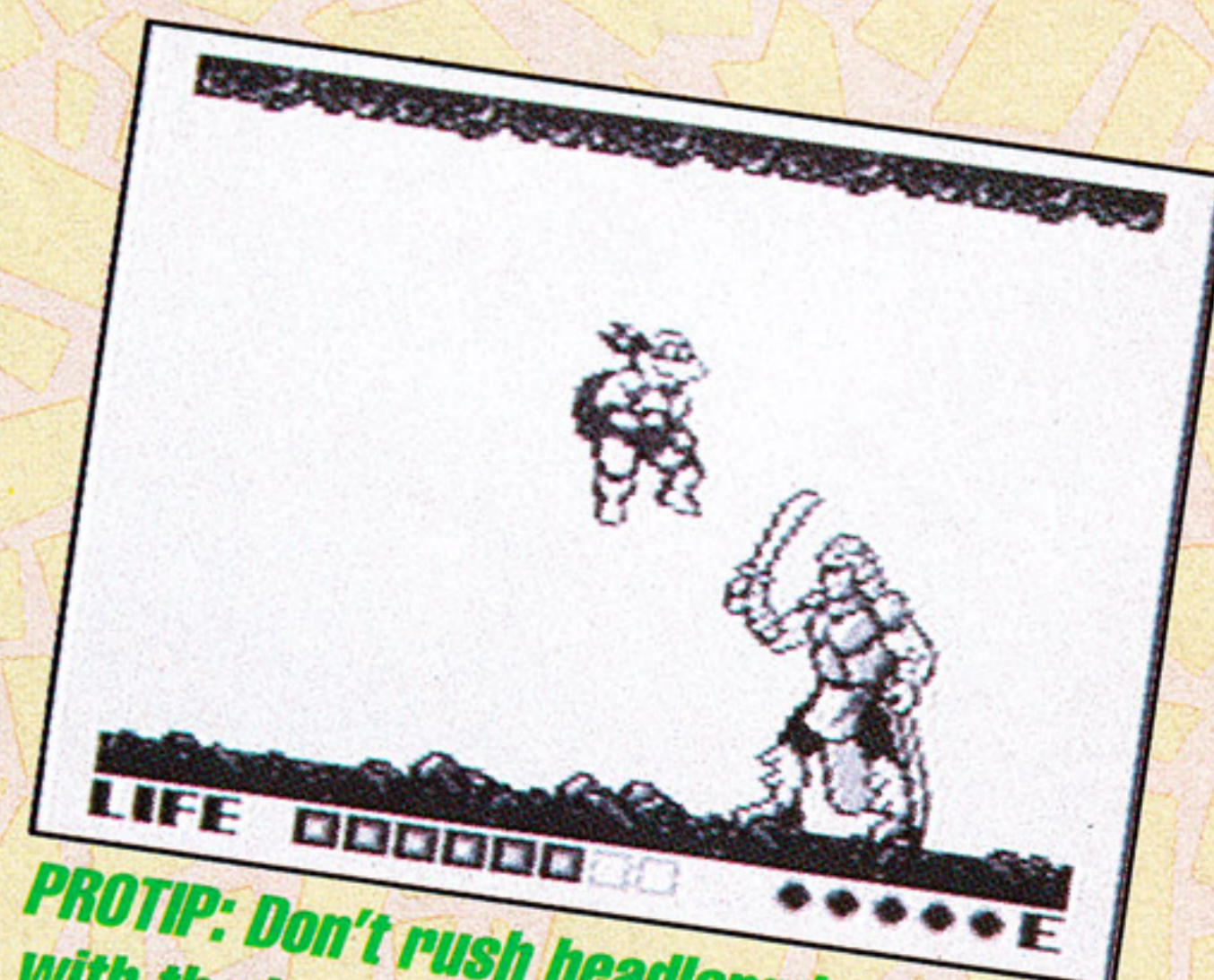
At the beginning of each game, you get to choose between us four turtles (pick me! pick me!) and our respective weapons: Leonardo with his swords, Donatello and his bo stick, Raphael with his sais, and yours truly with his nunchuks! In addition to your weapon, you also get an unlimited supply of ninja throwing stars! (Rad!)

You start with eight hit points, but lose a point each time you get zapped by one of Shredder's creepos or their weapons (Bummer!). Not to worry though, you can always recharge by eating pizza slices and whole pizzas that randomly pop up along the way! (Yum!)

But, if you lose all your hit points, then that Turtle becomes a prisoner of Shredder and his Foot Clan. Then you have to choose from the remaining Turtles and continue from where you were caught. Now you have to rescue not only April, but all your captured fellow Turtles! (Double Bummer!)



PROTIP: You need to hit an Electrodroid twice in order to smash it. Attack when it jumps in mid-air, because it can't shoot its electrified cables at you.

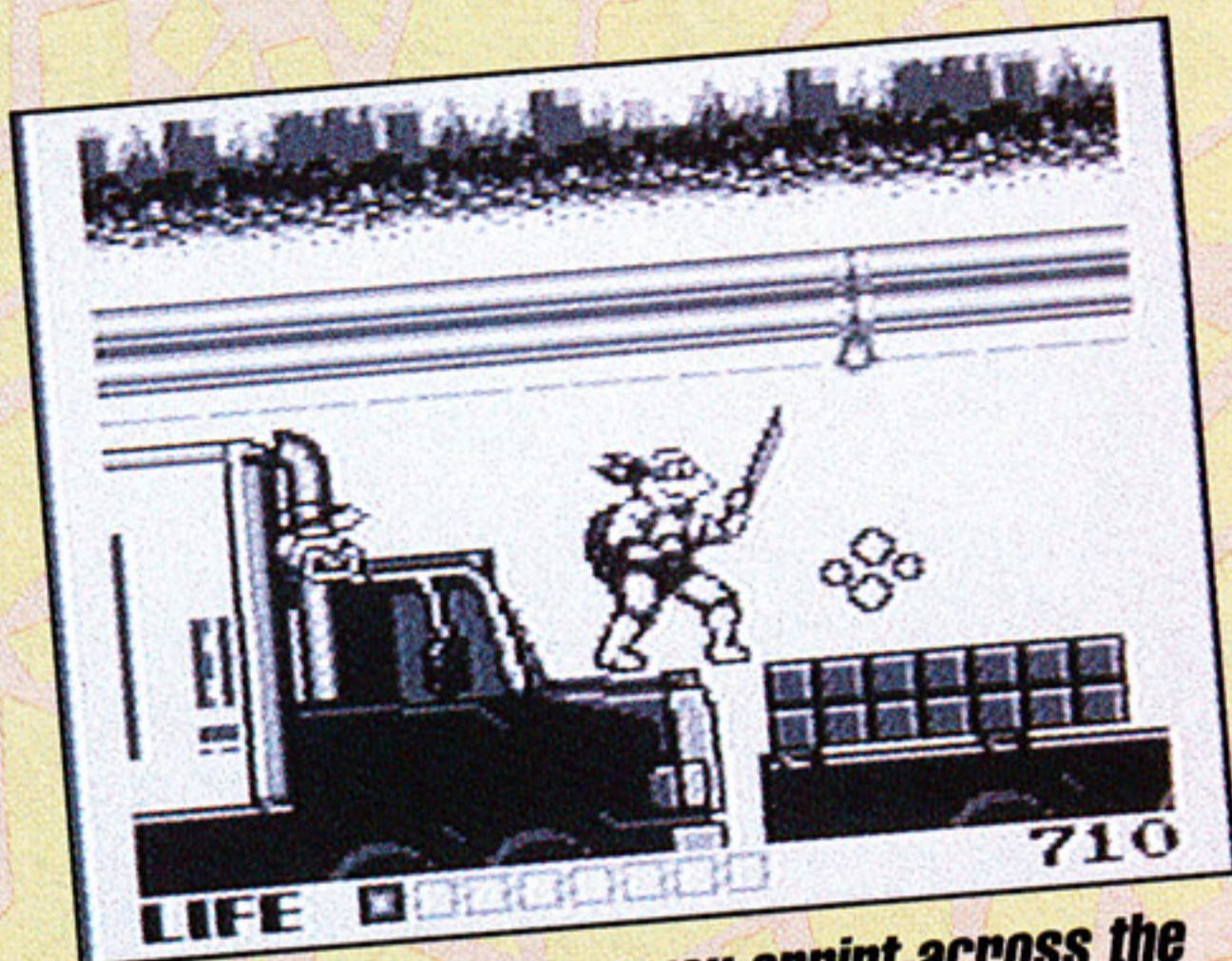


PROTIP: Don't rush headlong into battle with the bosses. Study their patterns, because each boss requires a different attack strategy. For example, let Shredder come to you instead of you rushing into the path of his swords.

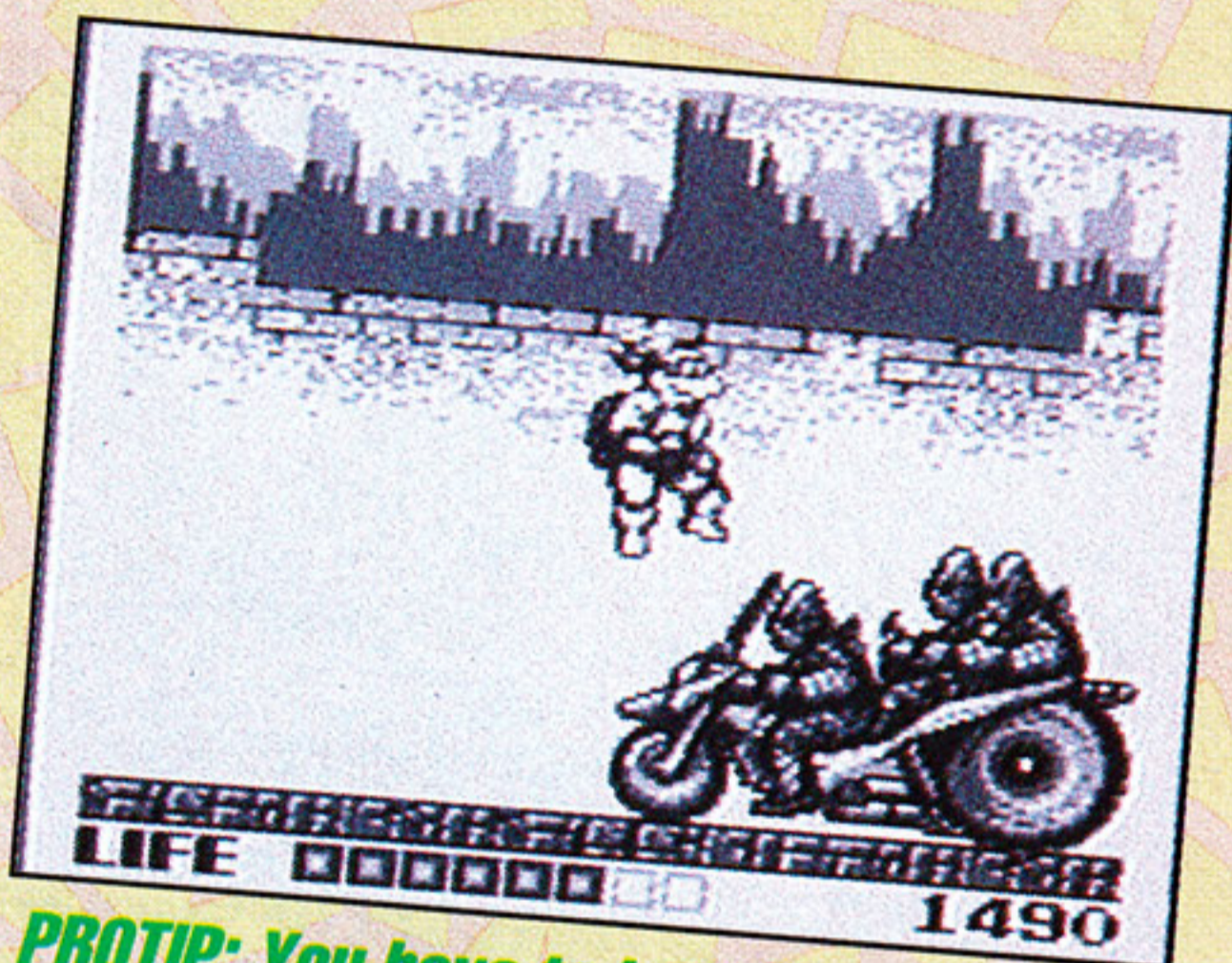


piranha-infested river, and all the way to the heart of the Technodrome itself!

The graphics and animation are the best I've ever seen on the Game Boy! You'll actually feel like you're sloshing through a river or jumping over the roofs of speeding cars on the freeway!



PROTIP: Keep your balance as you sprint across the roofs of speeding cars along the freeway.

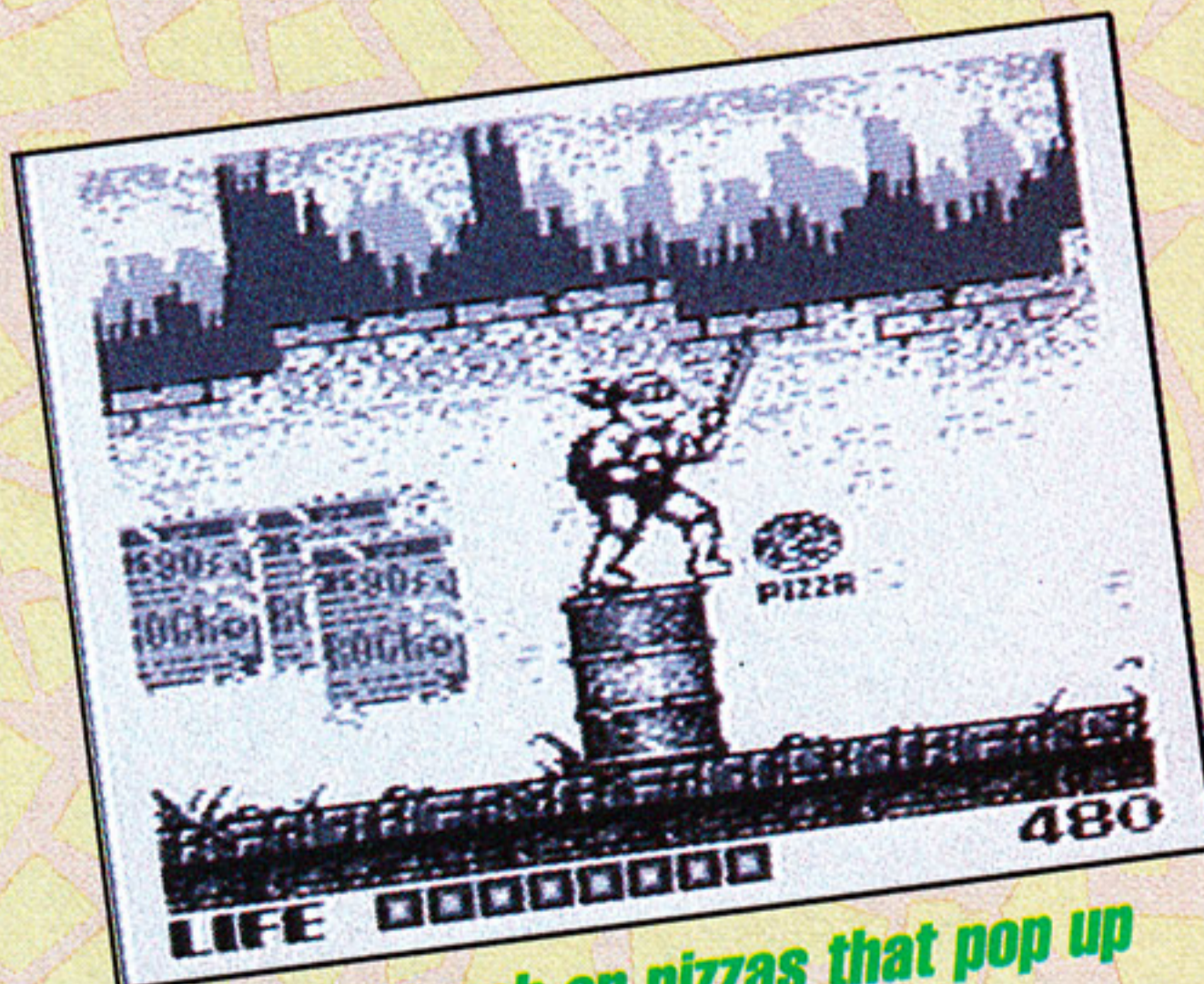


PROTIP: You have to jump towards the opposite direction that the motorcycle comes from.

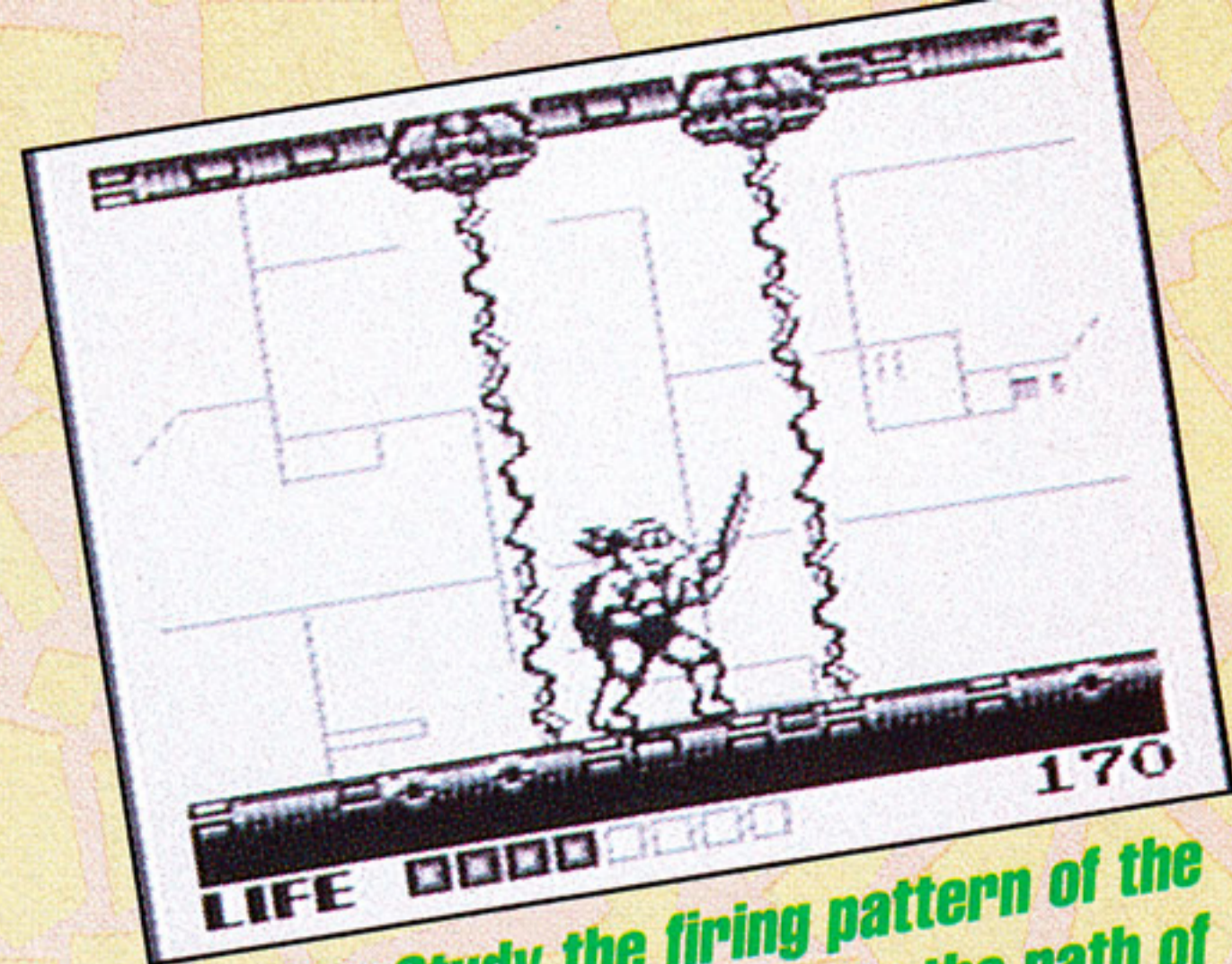
And I bet you'll lose your karma over the totally tubular tunes, including our awesome theme song!

Goons Galore

Fans of our arcade game will freak when they recognize the same ugly boffos on their Game Boy screen. They're all there: Foot Clan stooges,



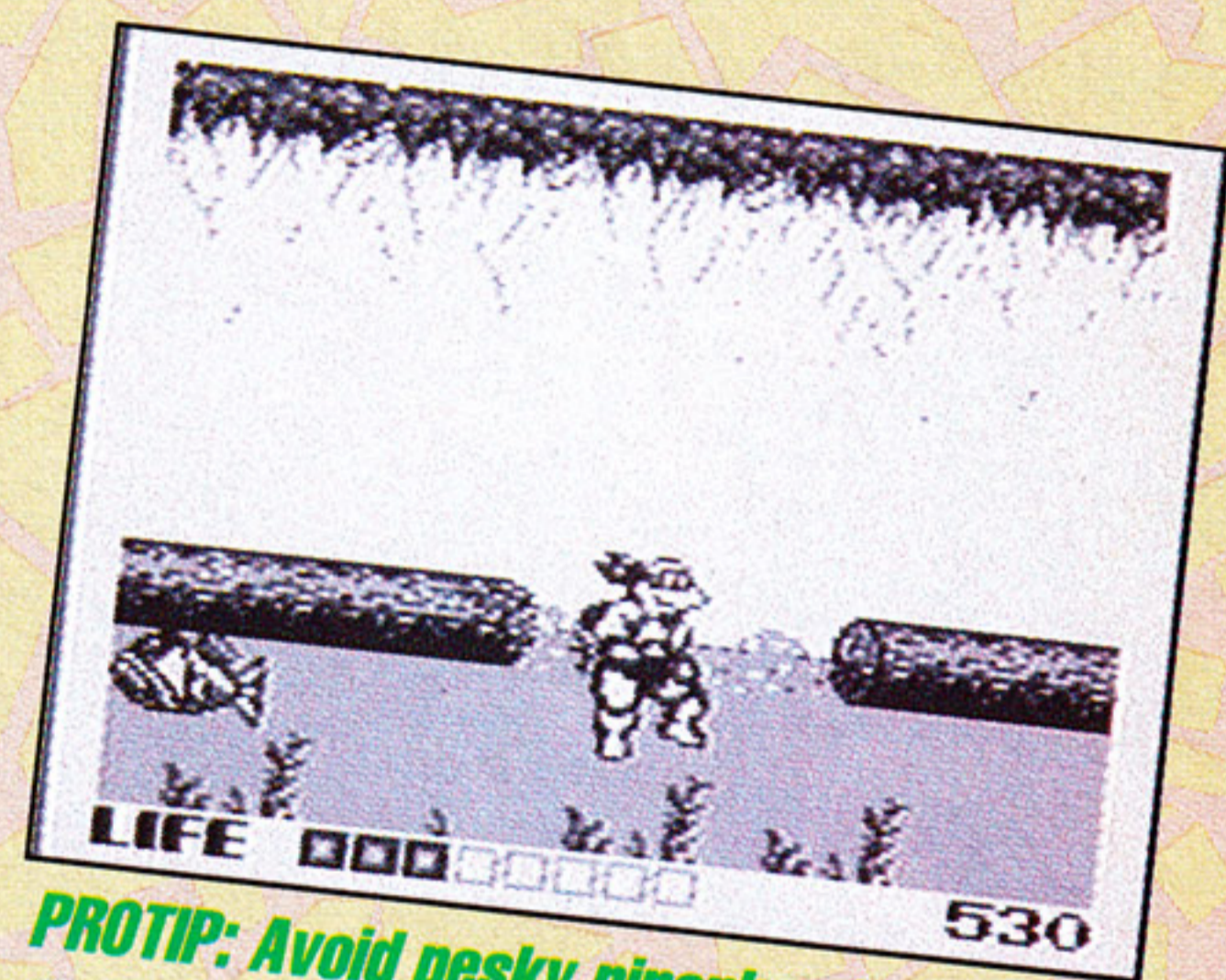
PROTIP: Munch on pizzas that pop up for extra life units!



PROTIP: Study the firing pattern of the lasers. Stand right next to the path of the laser and run across immediately after it has discharged.

Mousers, Electrodroids, plus intense bosses like that Rhino and Bug-Eyed Dude!

You'll also have to watch out for new nasties like fireballs, attack bugs, and these monstrous boulders trying to turn you into instant pancakes. (But hey, they're no problem for expert martial experts like us!) They come at you pretty fast and there's a lot of them, but pay attention to their patterns and you can wipe them out without breaking a sweat!

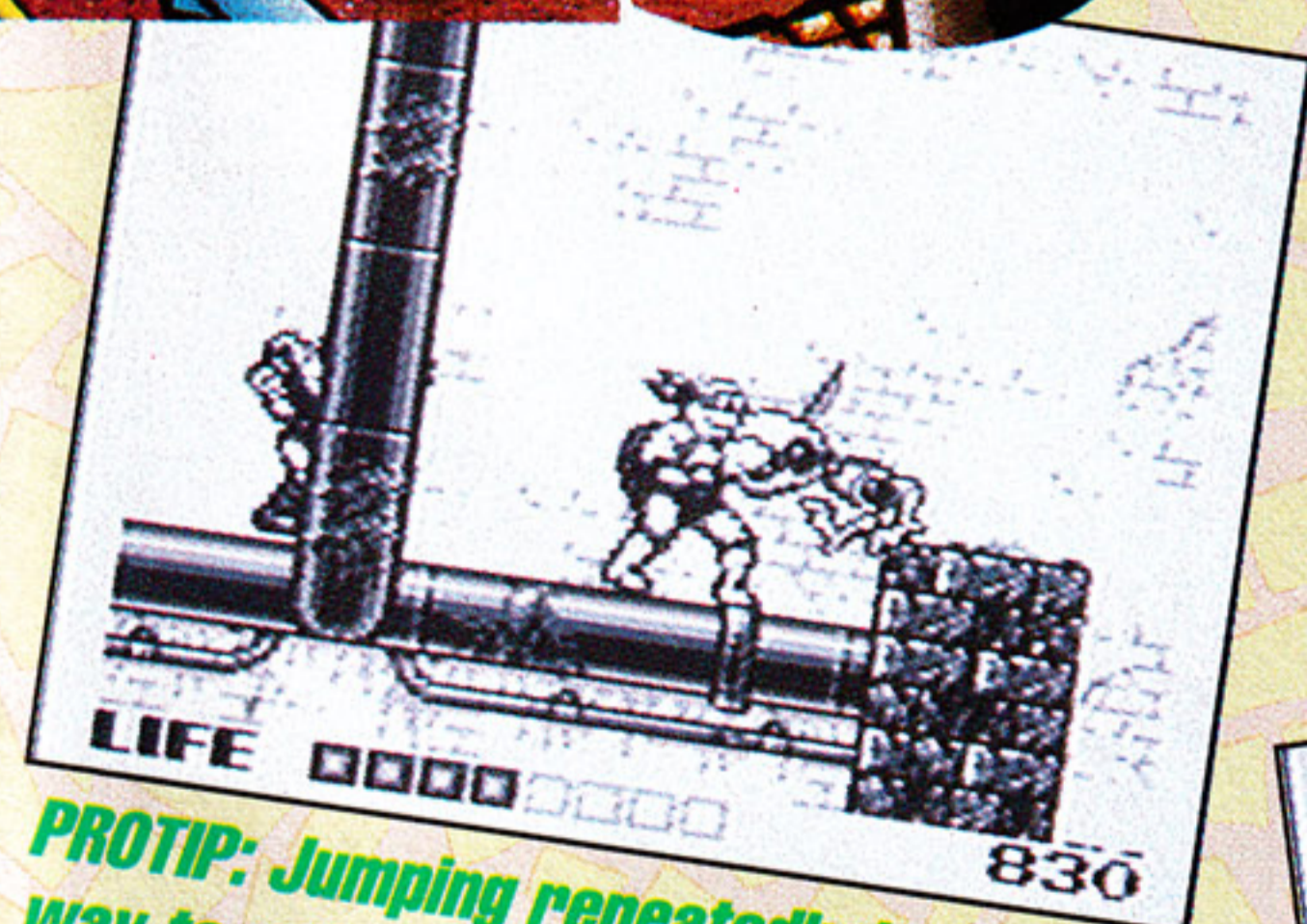


PROTIP: Avoid pesky piranhas by staying on top of the logs as much as you can.

The Last Honest Pizza

Trust me on this one you guys, you're gonna love Teenage Mutant Ninja Turtles on the Game Boy! Even after you've finished the game, you'll want to play it again and again just for the fun of it. I'd like to rap some more with ya, but the pizza delivery dude is at the door, and I want to get to them before the other guys do! (Sometimes they're more like pigs than turtles you know!)

Teenage Mutant Ninja Turtles by Konami (\$39.95).

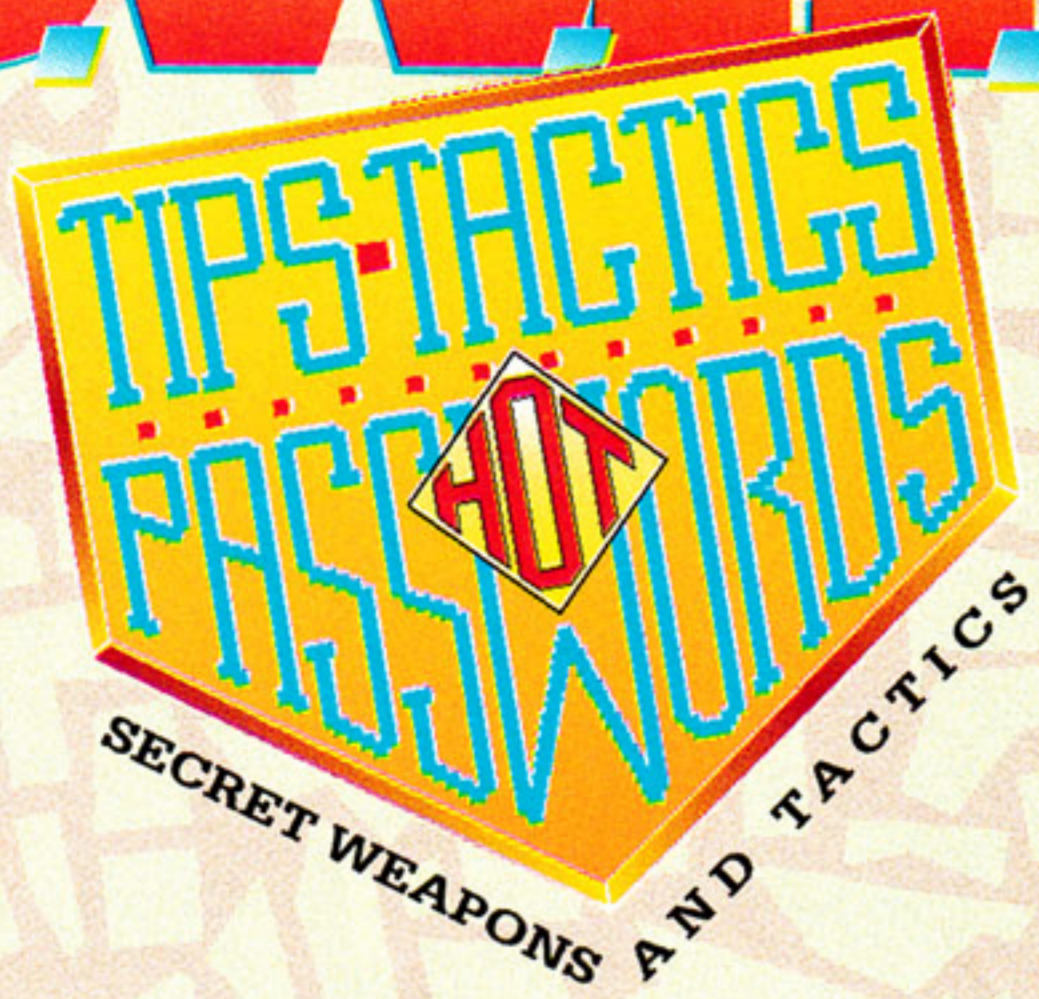


PROTIP: Jumping repeatedly is the only way to get rid of Mousers or piranhas that latch on to you.

Searching High and Low

This game wings you through the streets of the big city, into the sewers below, out on the freeways, through a

SWAT



TEENAGE MUTANT NINJA TURTLES

Power-Up

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

Bonus Game Level Select!

CONFIGURATION

STAGE 1 2 3 4 5 ?

ATTACK **B**
JUMP **A**

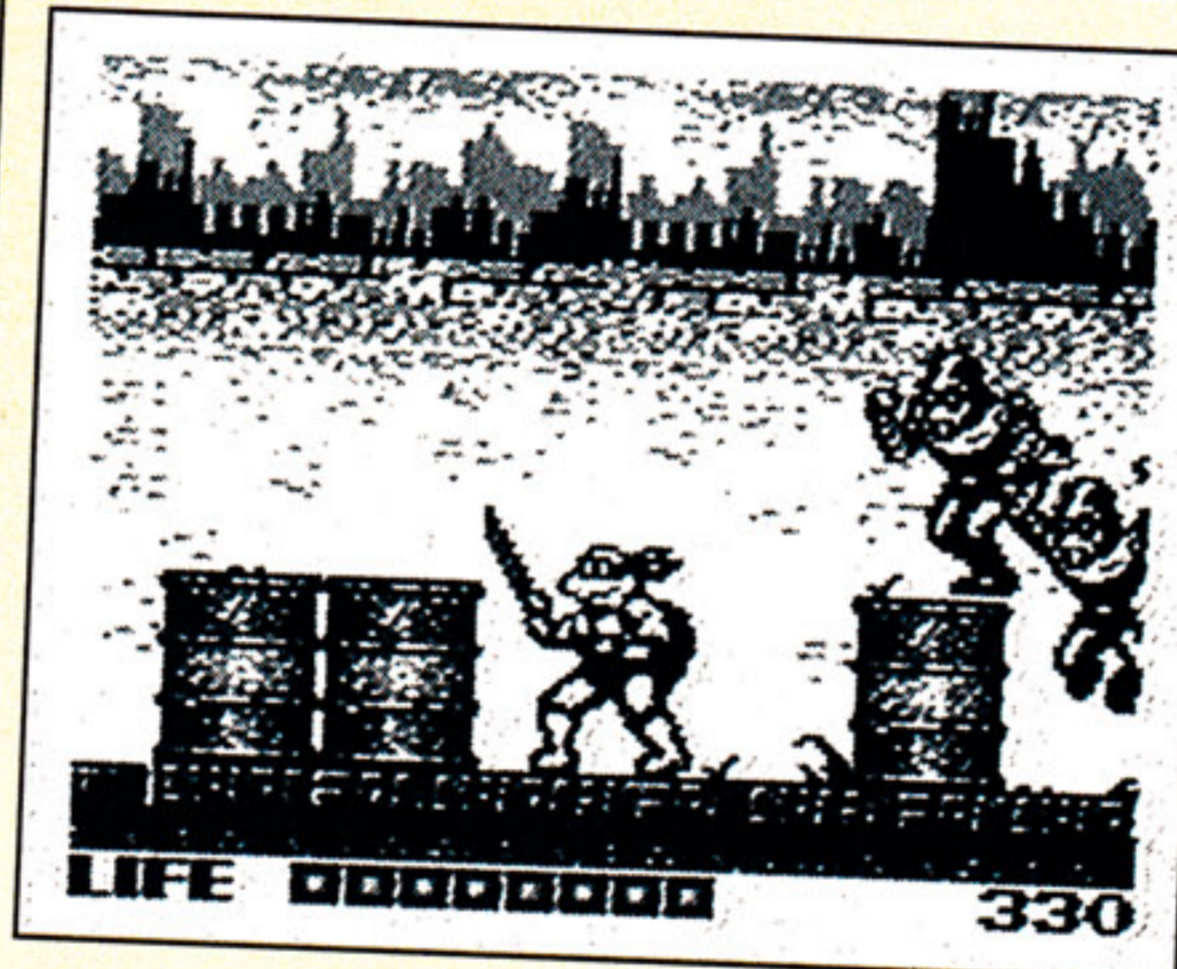
WHAT DO YOU DO?

- ▶ BONUS GAME 1
- BONUS GAME 2
- BONUS GAME 3

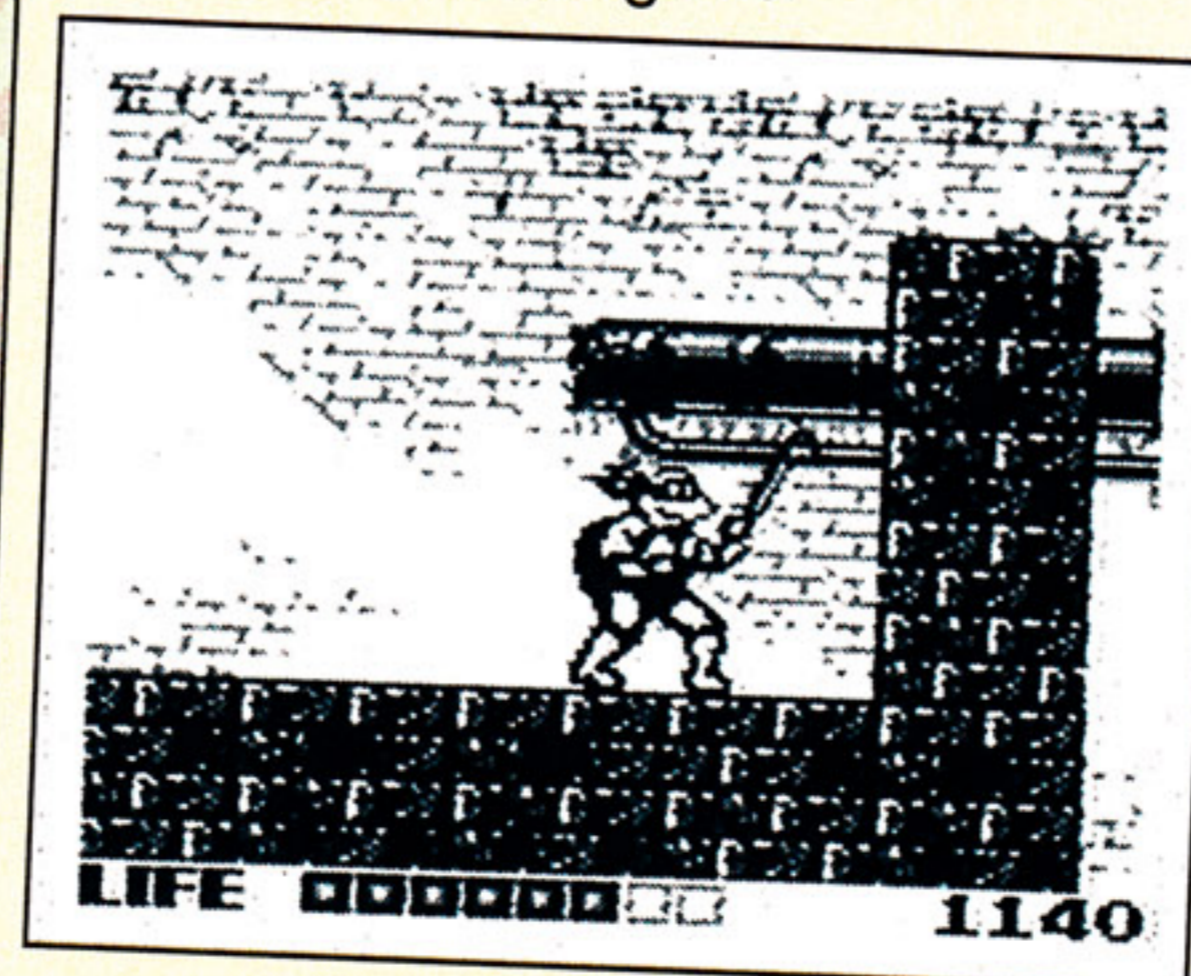
Here's how you can select bonus levels! When the game displays "Push Start" press the Start button and you'll see the normal stage select appear. Next, press Buttons A, B, and select simultaneously and a "?" appears on the menu. Select the "?" and hit Start again. You'll now have a choice of three bonus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

Splinter to the Rescue

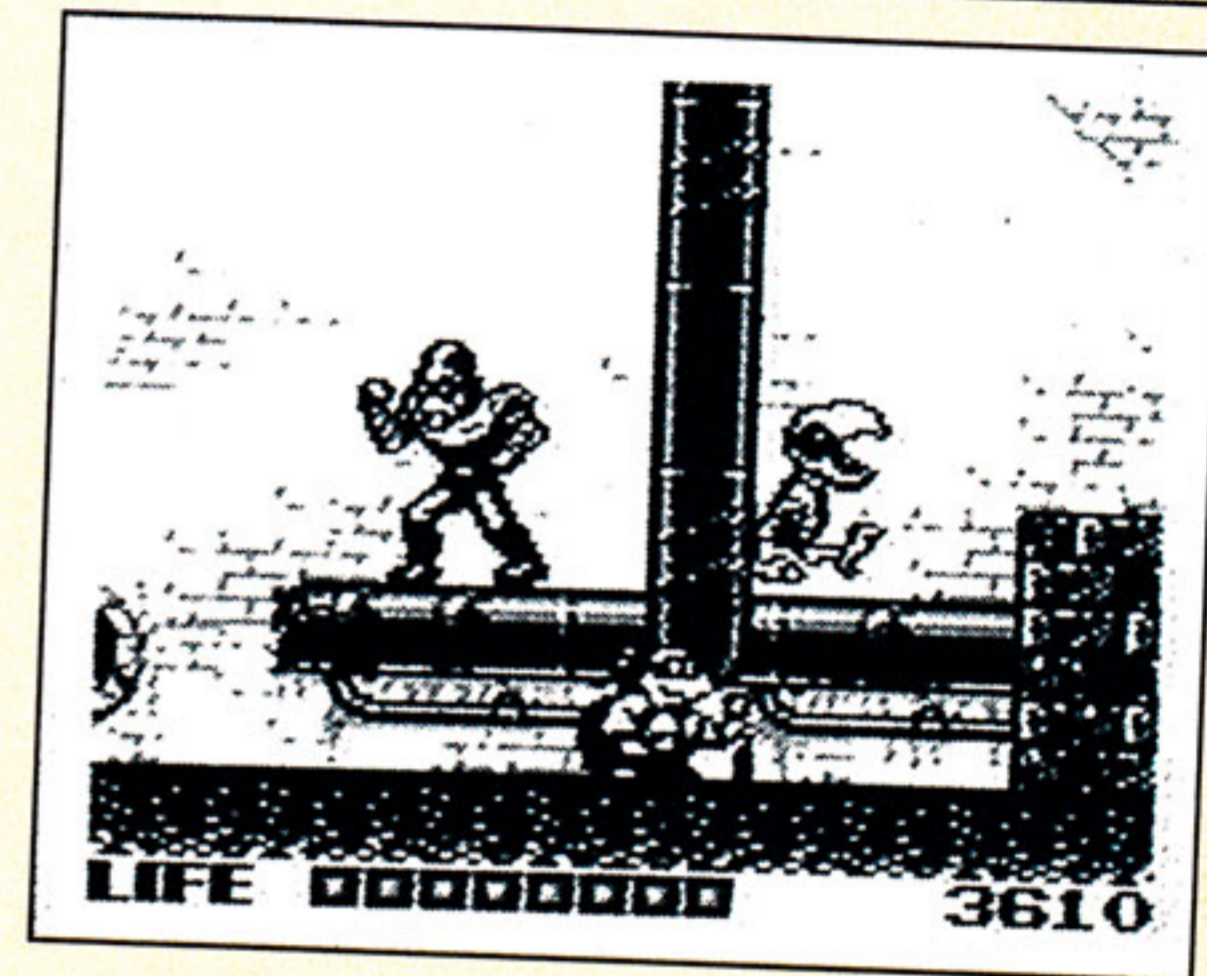
Your buddy Splinter will occasionally come to the rescue and help you by filling up your energy meter if you beat him in one of the three special bonus games. Find Splinter by checking out one of the following locations:



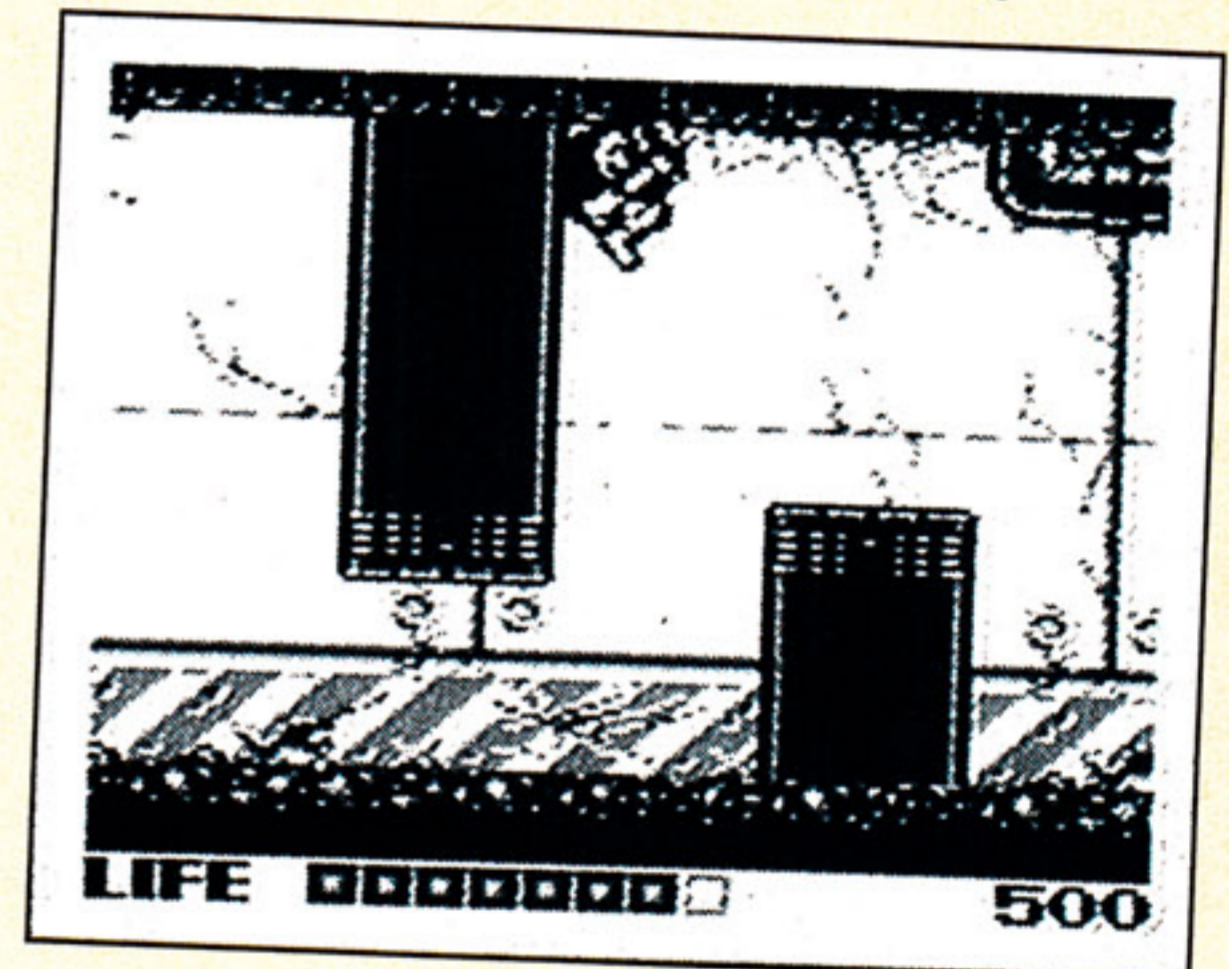
Stage 1-1: Kneel down and break the middle barrel in the picture and then head for the bonus game.



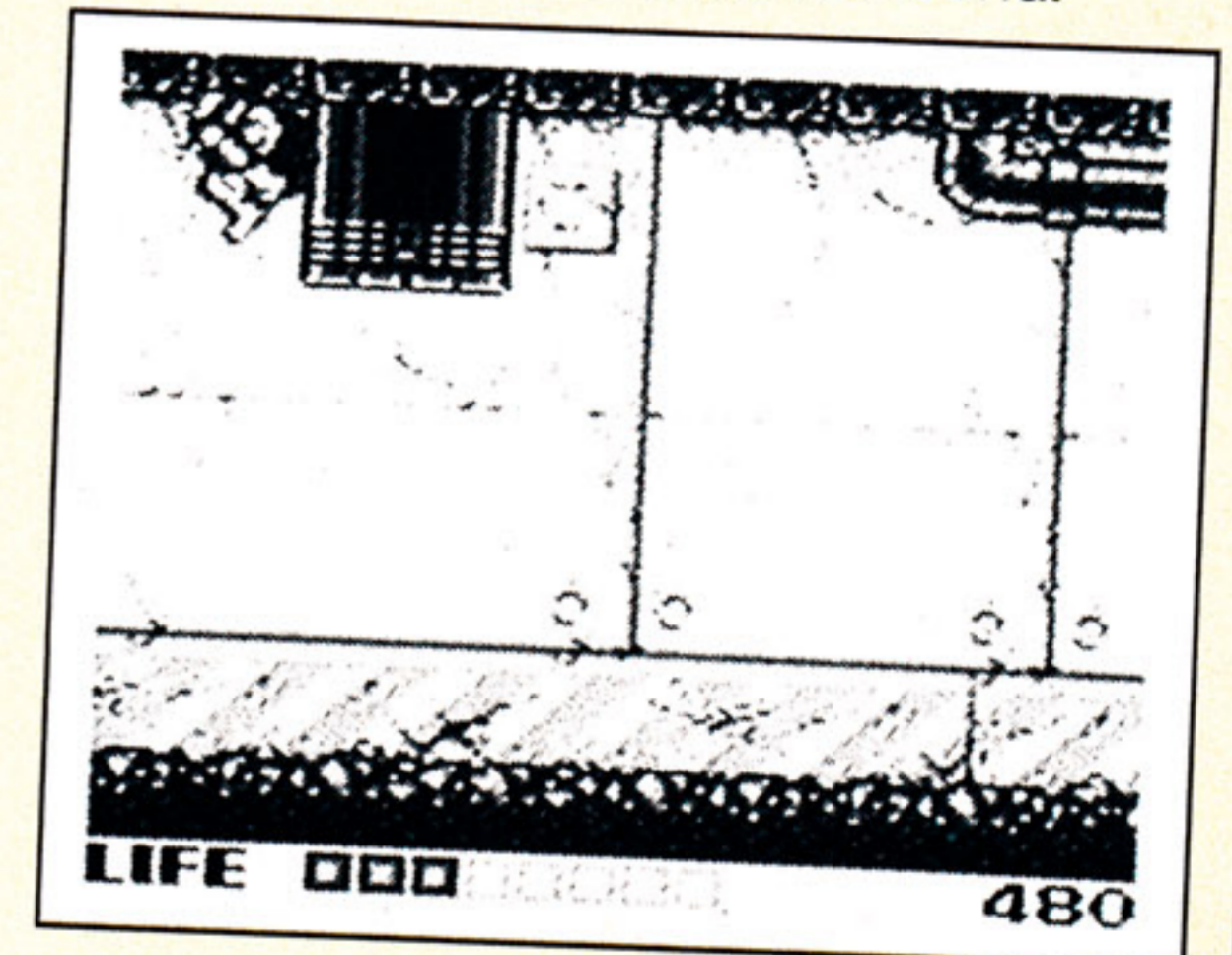
Stage 1-2: Just walk below this Pipe and keep heading to the right.



Stage 1-4: Creep under this Pipe in the sewer and keep heading to the right.



Stage 2-1: If you can jump near the right-hand side of the second pillar you're bounced into a bonus round.



You can reach another bonus round in this same stage by jumping on the left-hand side of the fourth moving pillar.

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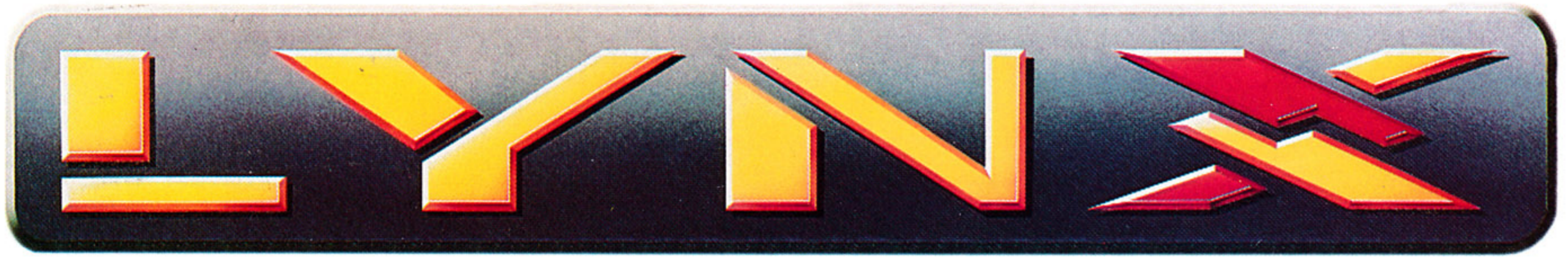
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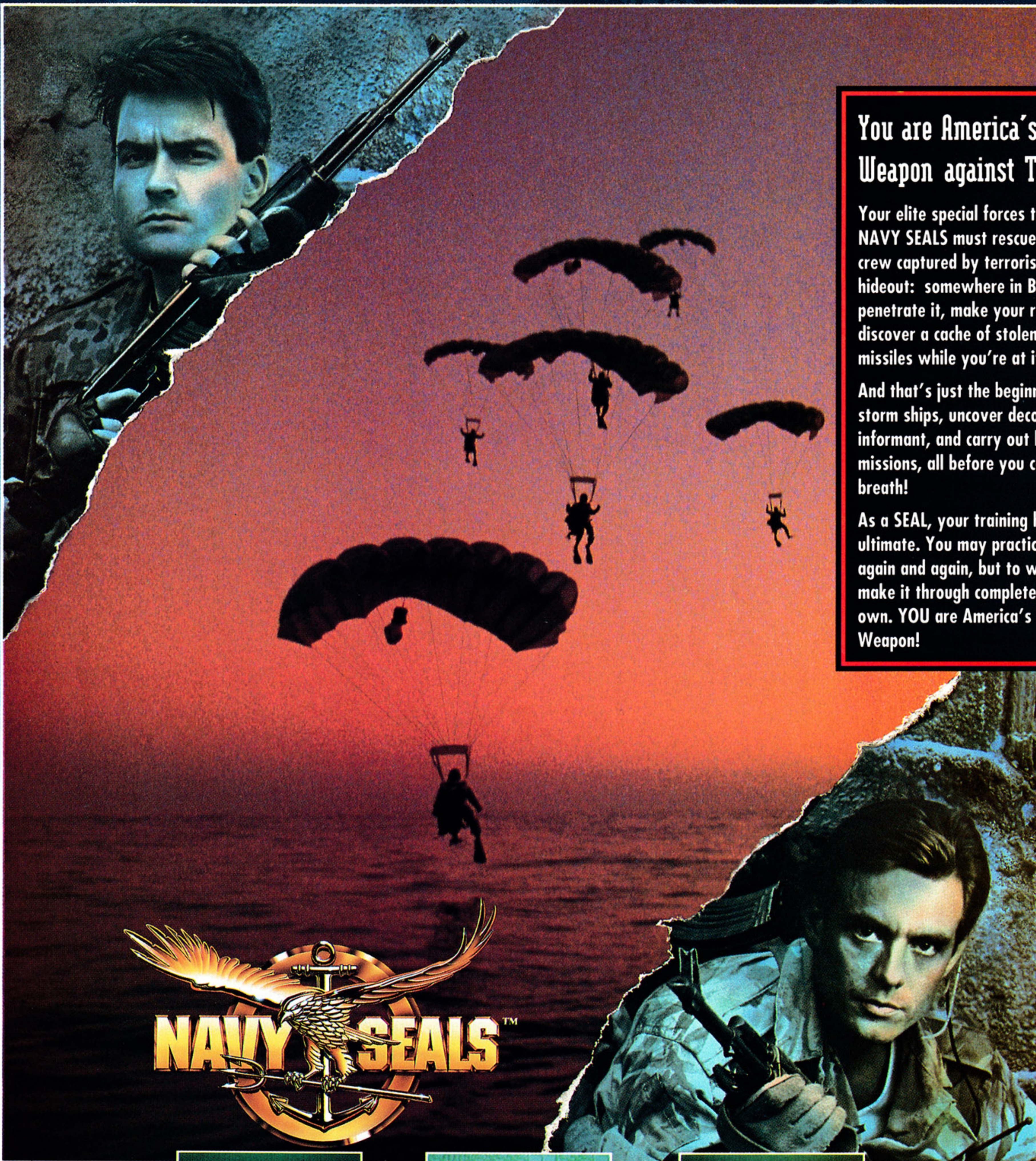
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