

GamePro's TopPlayer Series

GamePro
TV Show!
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SWATTPRO

Secret Weapons

And Tactics Guide



Genesis • SNES
NES • Neo Geo
Game Boy • Lynx

SONIC the Hedgehog 2!

Fast action for the Genesis returns! See Pg. 24

Top Tips, Tactics, & Strategies!

- SNES - Skuljagger
- Out of this World
- Genesis - Greendog
- NES - King's Quest V
- Neo Geo - World Heroes
- Game Boy - The Jetsons
- Lynx - Steel Talons
- SNES GameBusters
- TMNT IV: Turtles in Time



Genesis ProStrategy Guide - Death Duel Pg. 48

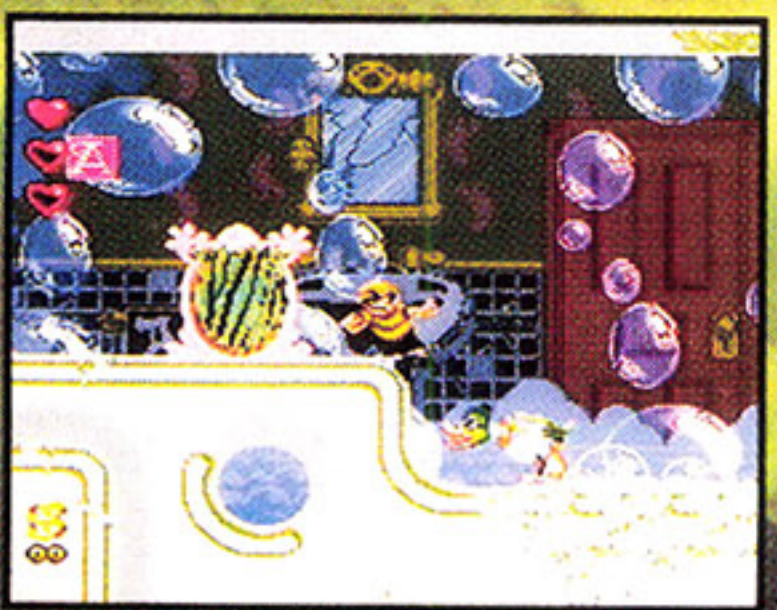
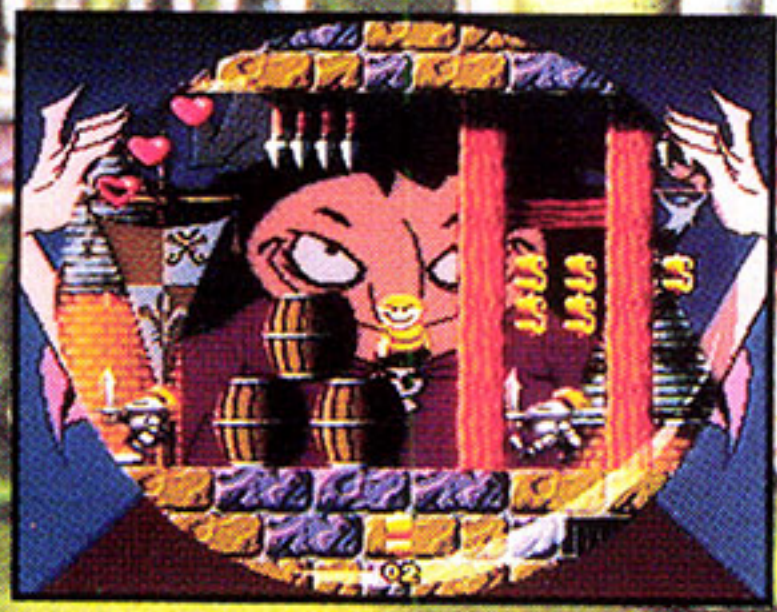
March 1993
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Screen shots shown are from the Super NES version of the game.



The
Addams
Family™

The name of the game



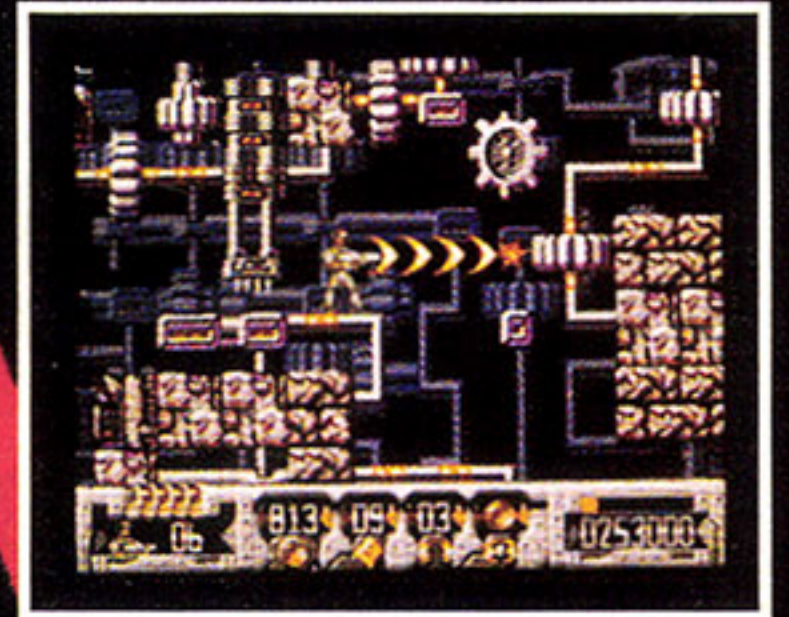
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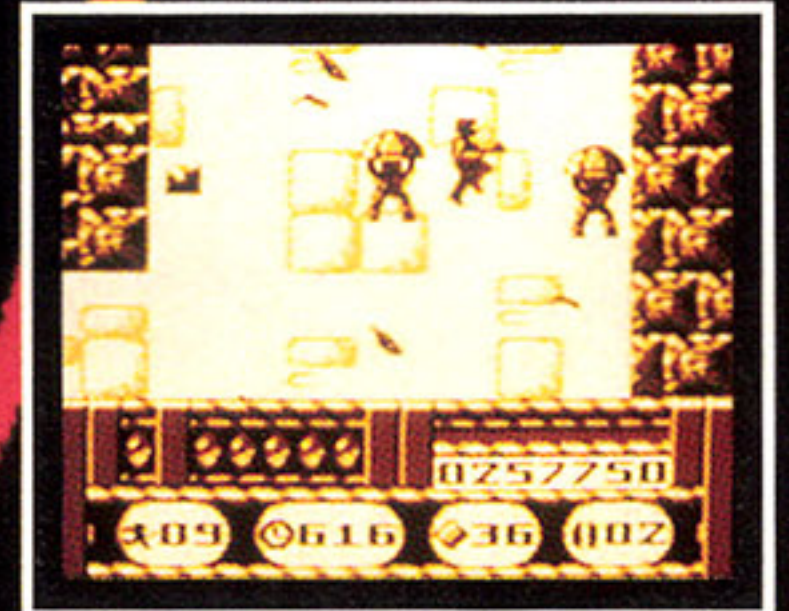
JEAN-CLAUDE VAN DAMME DOLPH LUNDGREN



SEGA GENESIS

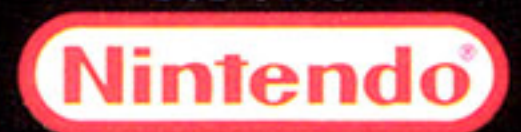


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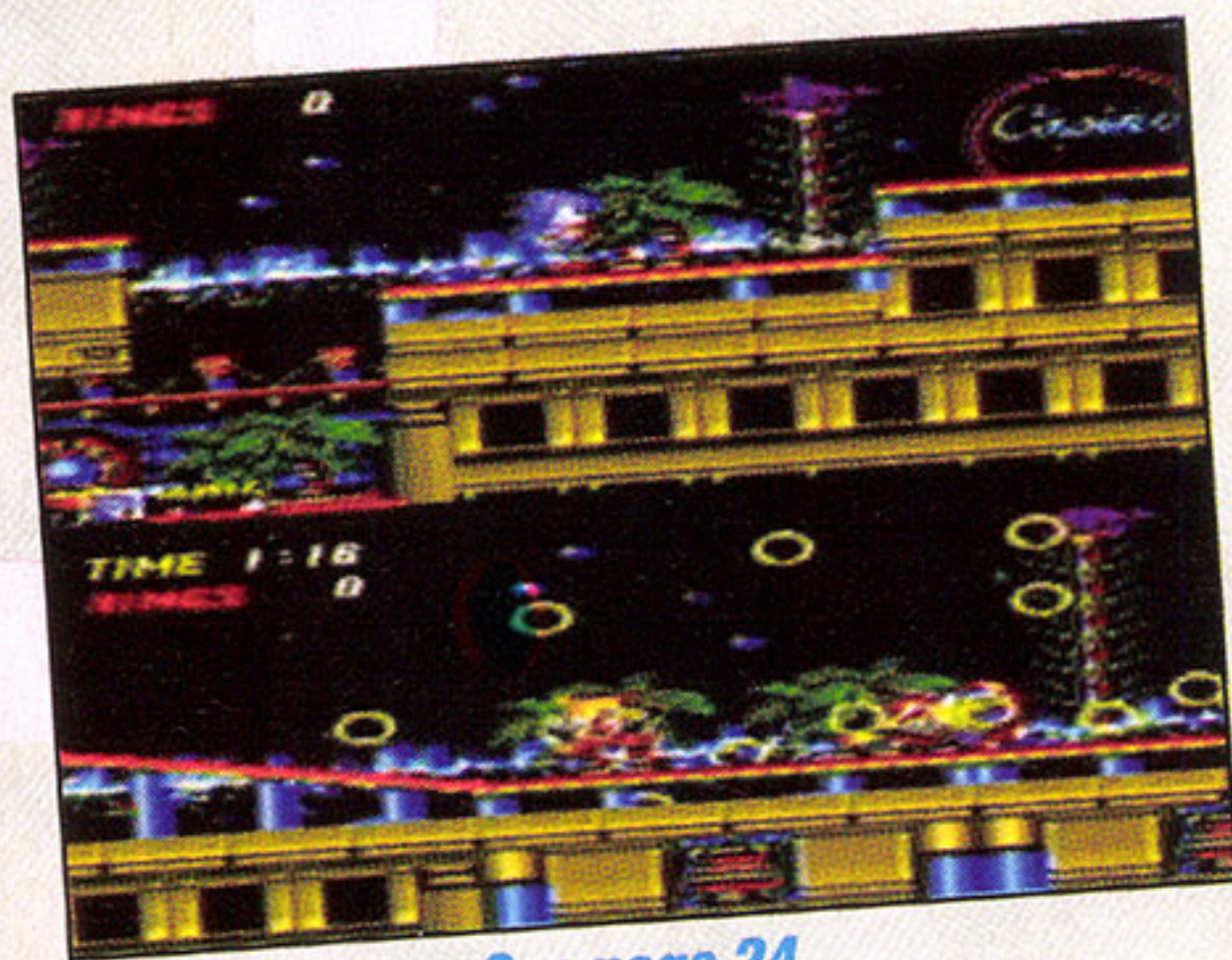
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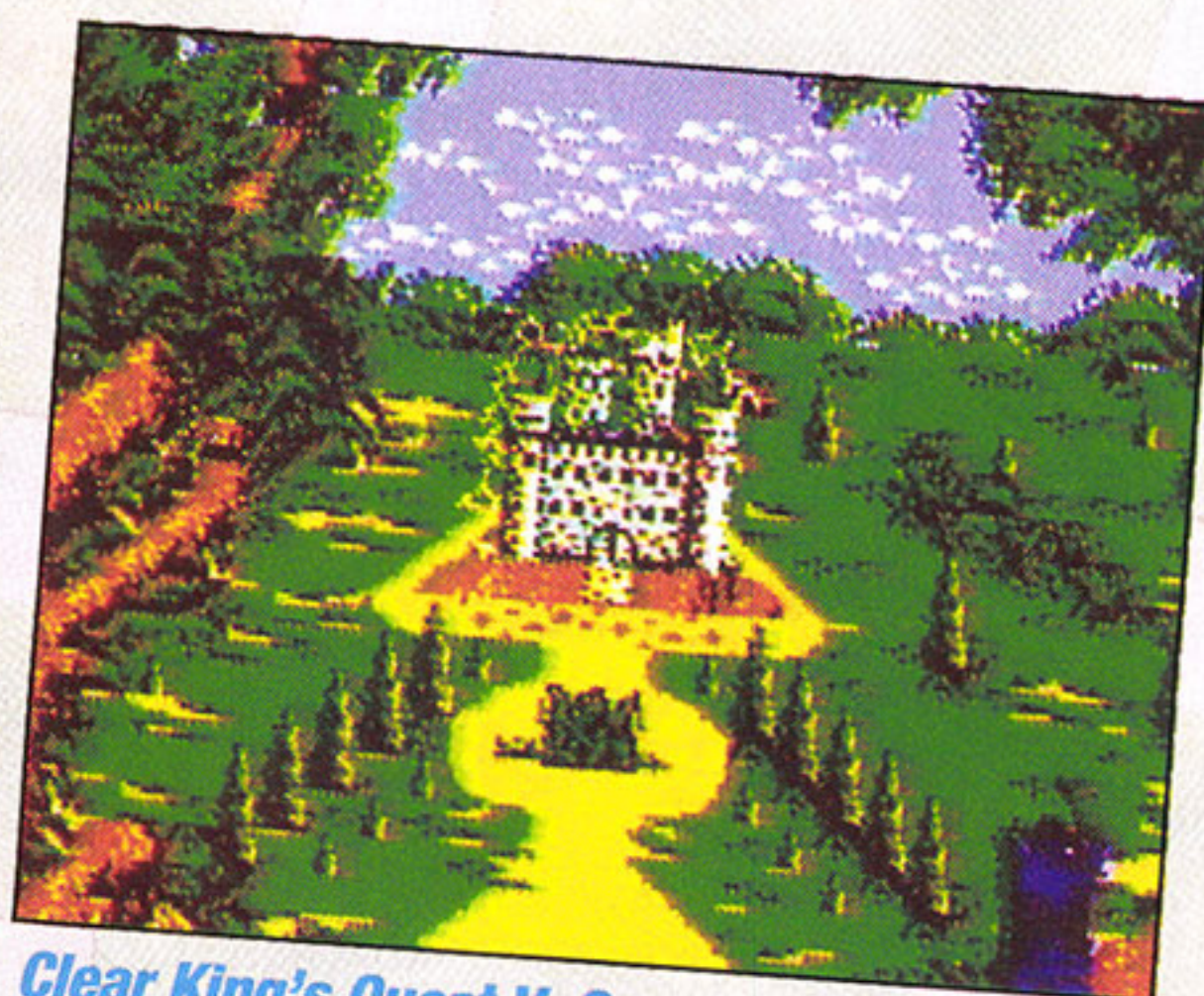
*Descriptions relate to SNES version

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Compare your scores with the Pros.



Bust those Turtles.
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You Asked for It, You Got It!

By The GamePros

Ok, Ok, Ok! All of your letters and calls finally got through to us! You want your SWAT-Pro! You don't want to visit every store in town searching for a copy on the newsstand. You don't want to walk barefoot three miles through the snow to get it! You don't want to read your friend's battered copy at school! WE HEAR YOU! So, beginning soon, you can subscribe to SWATPro. Check out the March and April '93 issues of GamePro, or the next issue of SWATPro, for more information. Sign up, and every other month you'll receive your own copy of SWATPro in your very own mailbox at your very own home. Way cool!

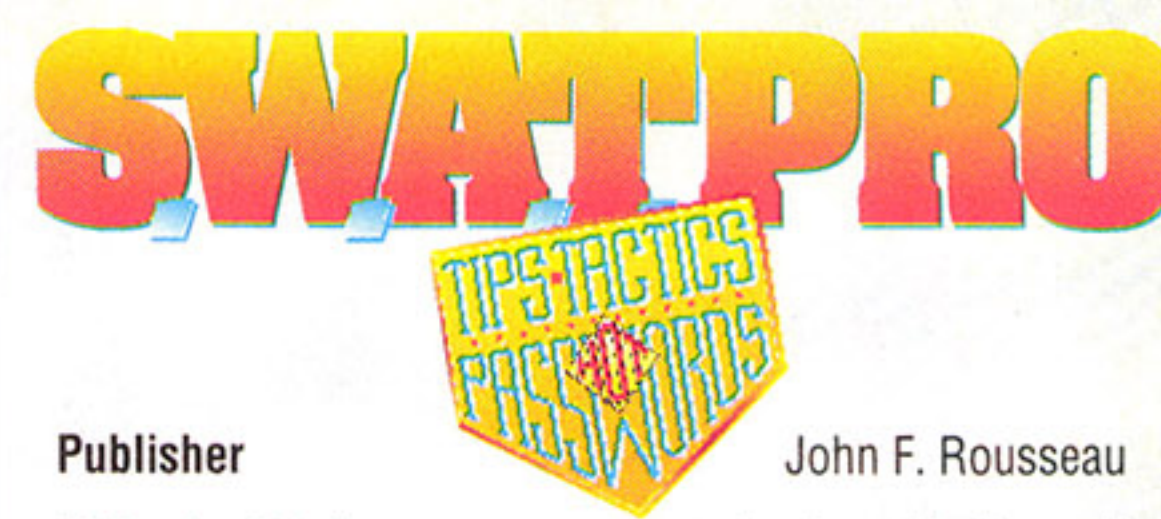
This month the GamePro's took a look at some of the latest and greatest games for all of the systems. Per usual, this issue's packed with strategies and tips that are gonna make you a video game force to contend with. Check it out.

NES fans, take note! Spidey's web senses are tingling with excitement since we've got a ton of tips to help him beat the Sinister Six. King's Quest voyagers will find a plethora of helpful hints for them, too. Sonic The Hedgehog 2 for the Genesis is a game with more than a few secrets. We'll review a few of them in this issue of SWATPro, and, jah mon, some hints for Greendog, too! Before you go out of your mind, try our SNES Out of This World tips, including passwords. Don't forget to take a stab at Skuljagger, and strong arm the bad guys with some great Neo•Geo World Heroes combos. Handheld aficionados can take a trip to the future with The Jetsons for the Game Boy, or take to the skies for fighting with Steel Talons for the Lynx.

Don't stop there. Get ready for eight pages of strategy, complete with blood and guts, as you take aim at Death Duel for the Genesis. Cowabunga! We've also got a few pointers on how to polish off Teenage Mutant Ninja Turtles IV and Super Star Wars for the SNES.

If all that's not enough to keep you busy, try out our latest batch of SWAT tips, or take a crack at the top scores on the ProChallenge board. If you've still got time on your hands, sit down and write us a letter. We want to put the kind of tips in SWATPro that help you the most. If you drop us a line and let us know what games you'd like to see us cover, we'll be sure to get you the kind of game info that makes you a GamePro. Send your SWAT letters to:

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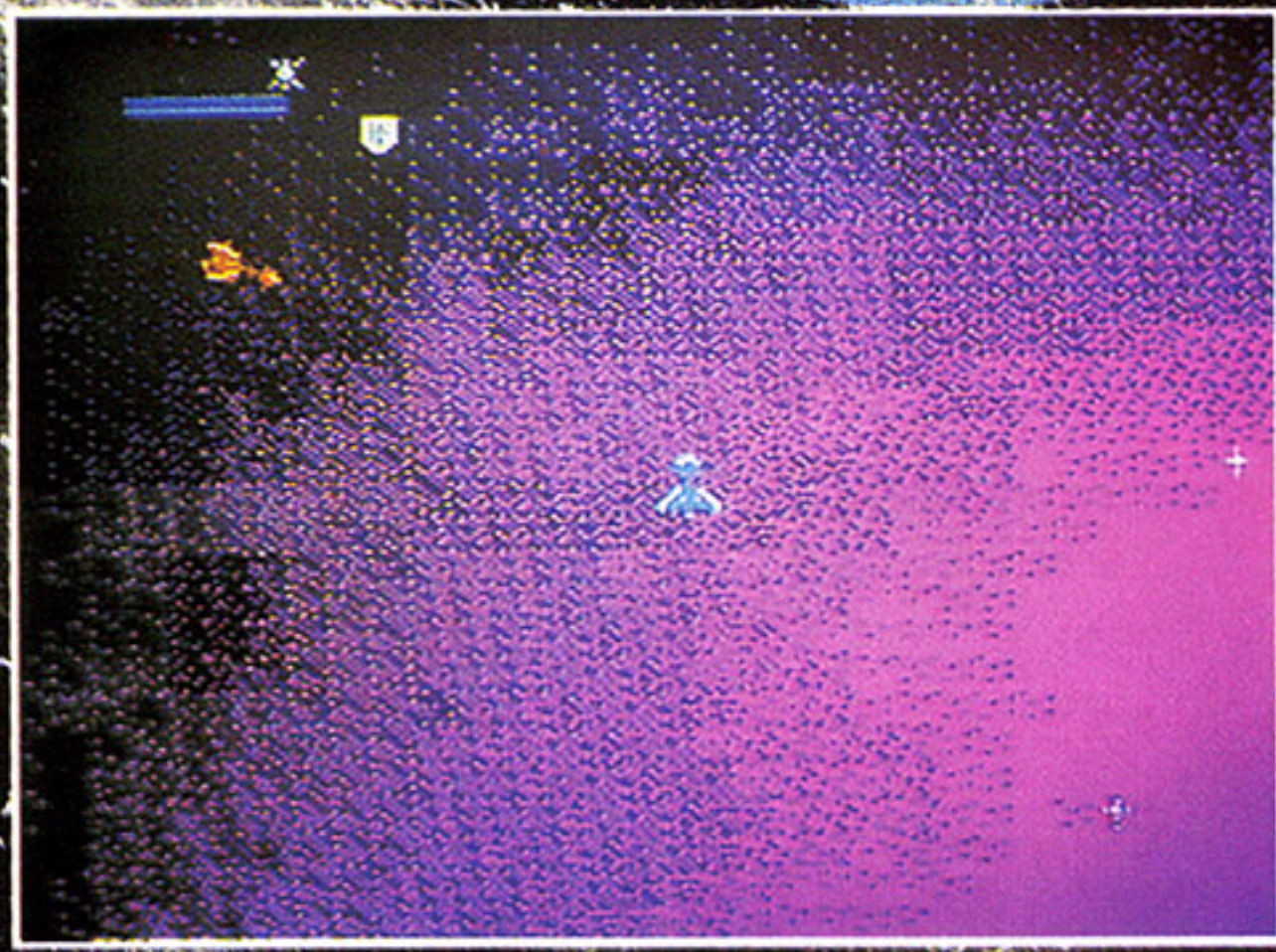
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GamePro's Game Rating System

GamePro's Game Rating System								Challenge	
									BEG. Beginner INT. Intermediate ADV. Advanced EXP. Expert ADJ. Adjustable
1.0	1.5	2.0	2.5	3.0	3.5	4.0	4.5	5.0	

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



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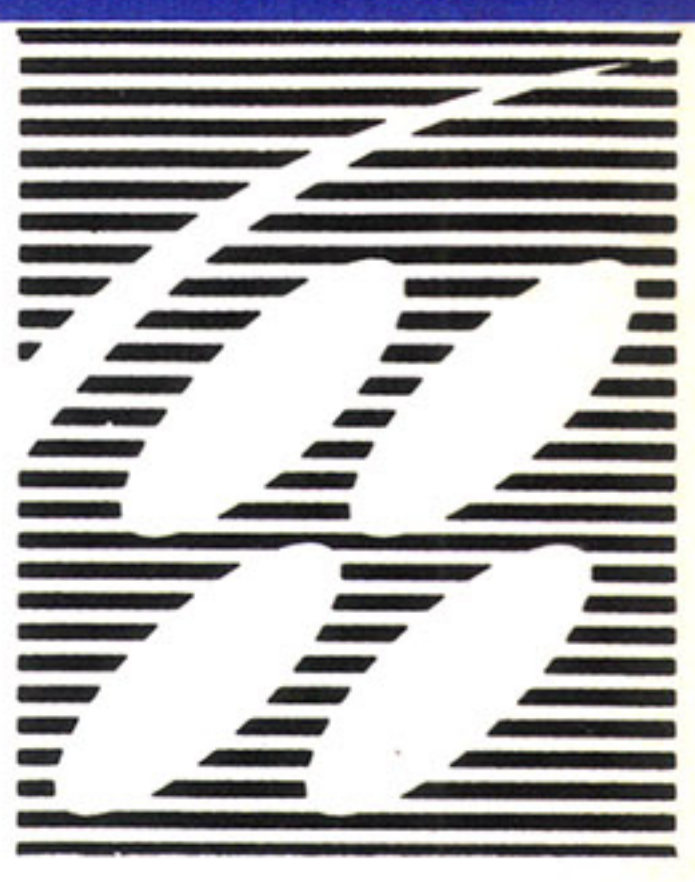
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3

OPERATION MODES ARE AVAILABLE.

THIS GAME HAS FOUR MODES IN IT. IT'S ALMOST LIKE TWO GAMES IN ONE CARTRIDGE!

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THE FIGHTING GAME HAS FINALLY COME THIS FAR! THE ULTIMATES 150 TECHNIQUES!

IT HAS GOT YOUR BASIC TECHNIQUES, LIKE PUNCHING AND KICKING, ALONG WITH THROWING, FINISHING AND ALSO THE NEW FEATURE, OVERTURNING TECHNIQUE IS AVAILABLE! OUR OWN SYSTEM REPRODUCES OVER 150 DIFFERENT TECHNIQUES THAT HAS ALL ELEMENTS OF FIGHTING SKILLS! A FIGHTING GAME THAT IS NOW CLOSEST TO PERFECTION!

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A MYSTERIOUS ENEMY THAT HAS SUPERHUMAN SKILLS AND TECHNIQUES MOVES SUPER QUICK AND ATTACKS WITH A BIG HAMMER, GIVING FLYING WARRIORS A LOT OF TROUBLE. WHEN YOU FIND THE TUSK SOLDIERS AND THE MOONLIGHT WARRIORS AMONG THE FIGHTERS, TRANSFORM INTO THE FLYING WARRIOR AT ONCE AND FIGHT AGAINST THEM IN THE FIGHTING DIMENSION. USE MAGIC SPELLS AND OTHER ITEMS WISELY! YOU'LL HAVE A SHOWDOWN WITH DARGON AT THE END!

WIN THE TOURNAMENT!

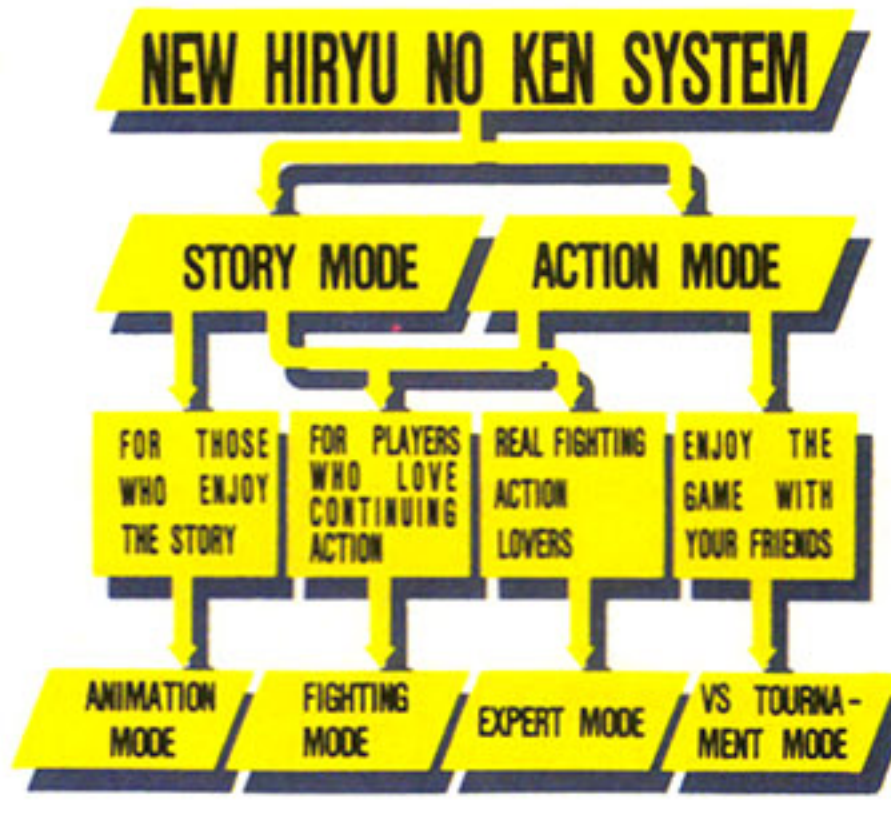
UP TO EIGHT PLAYERS CAN PARTICIPATE IN THE VS TOURNAMENT MODE!

UP TO EIGHT PLAYERS CAN PARTICIPATE IN THE VS TOURNAMENT MODE! MORE THAN 150 TECHNIQUES ARE AVAILABLE FOR YOU TO CHOOSE FROM OF COURSE. YOU CAN ENJOY THE GAME BY YOURSELF OR WITH YOUR GOOD FRIENDS. PUSH THE START BUTTON! LET'S SEE WHO IS GOING TO WIN THE TOURNAMENT!



WHAT IS THE NEW HIRYU NO KEN SYSTEM?

THIS GAME HAS FOUR DIFFERENT MODES. FIRST, YOU CAN ENJOY EXCITING ATTACKS AND ARE NOT REQUIRED TO DEFEND YOURSELF IN FIGHTING MODE. SECOND, EXPERT MODE FOR FIGHTING MANIACS. IT'S GOT JOINT TWISTING, OVERTURNING, COMBINATION TECHNIQUES AND MUCH MORE! THE FIRST VIDEO GAME THAT LETS YOU PLAY A FULL SCALE FIGHTING GAME! FOR BEGINNERS AND THOSE PEOPLE WHO ENJOY THE STORY, THERE IS COMMAND BATTLE STYLE, ANIMATION MODE AND VS TOURNAMENT MODE THAT LETS UP TO EIGHT PEOPLE PARTICIPATE. IT'S A SUPER GAME SYSTEM!



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FIGHTING MODE

YOU CAN ENJOY EXCITING FIGHTS WITH SIMPLE OPERATIONS.

THE STIRRING FIGHTING MATCHES THAT HAVE A LOT OF FIGHTING TECHNIQUES CAN BE PLAYED WITH SIMPLE BUTTON OPERATIONS! EVEN BEGINNERS CAN ENJOY THE FULL SCALE FIGHTING ACTIONS!



ANIMATION MODE

STORY MODE IS MUCH MORE FUN AND INTERESTING!

FOR THOSE WHO ARE NOT CRAZY ABOUT FIGHTING ACTIONS, COMMAND BATTLE STYLE, ANIMATION MODE IS AVAILABLE NOW! AND THE SUPER NES™ MAKES THE FLYING WARRIORS SO COOL! ENJOY THE ACTIONS BETWEEN THEM AND DARGON WHO'S RISEN FROM THE DEAD AS A BLACK GHOST!



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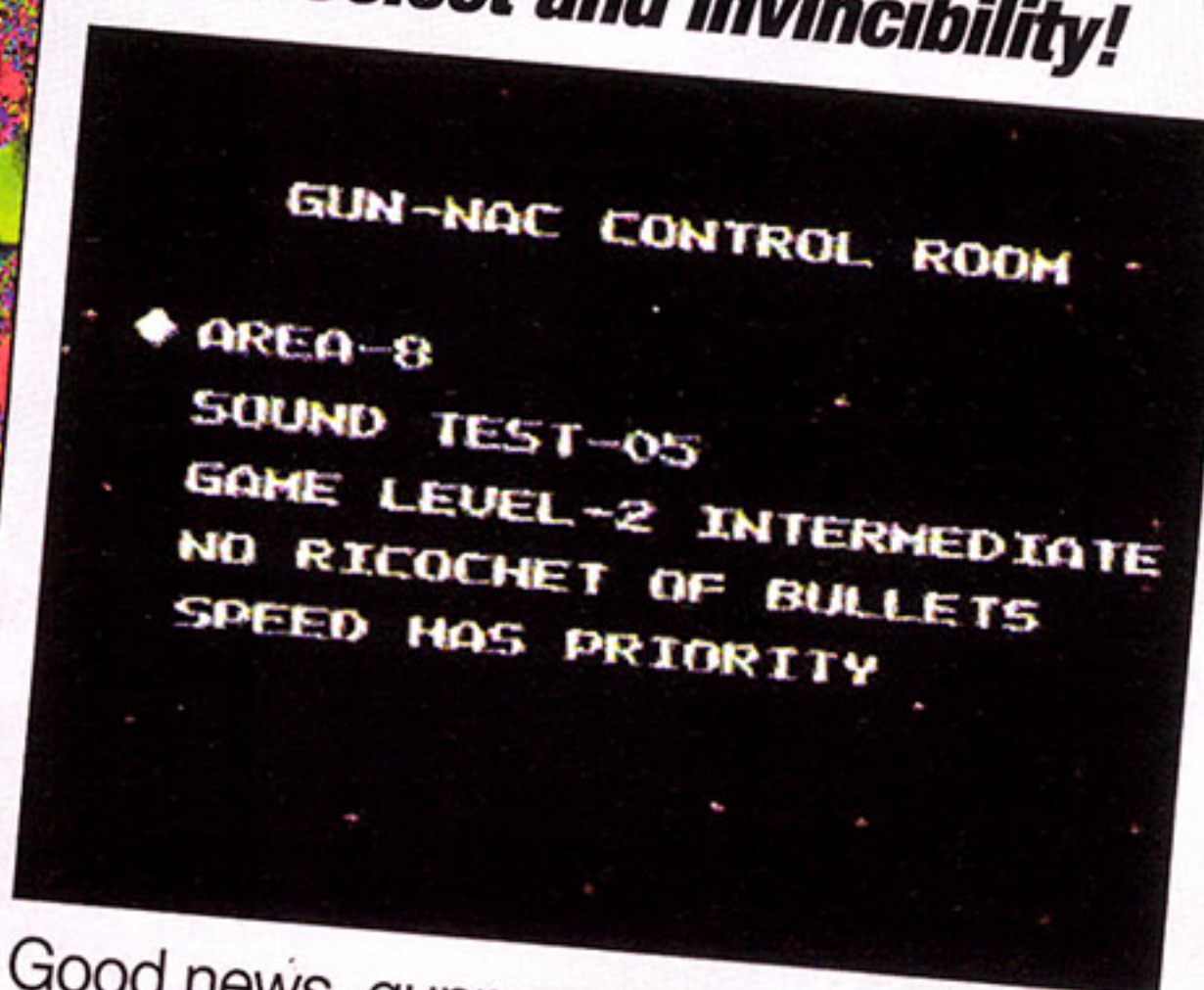
JACK AND RYU WENT ON A SPACE TRIP WITH THEIR PALS, WHERE THEY CAME ACROSS THE GALANDS, FIERCE PIRATES OF SPACE. WHAT THEY ARE AFTER IS CONTROL OVER THE UNIVERSE WITH THE MIGHTY POWER OF 7 TREASURES. RIGOROUS BATTLES AROUND THE TREASURES BREAK OUT WITH YOU IN PART OF THE ACTION AGAIN!!

SWAT PRO



Gun*Nac (Nintendo)

Level Select and Invincibility!



Good news, gunners, you can now explore any area of Gun*Nac. At the title screen, enter the Config.Sys mode and set the Sound Test to 05. Now you can choose any area in the game!

Julie Freeman, Tampa, FL

Game Genie Codes!

Taz-Mania (Genesis)



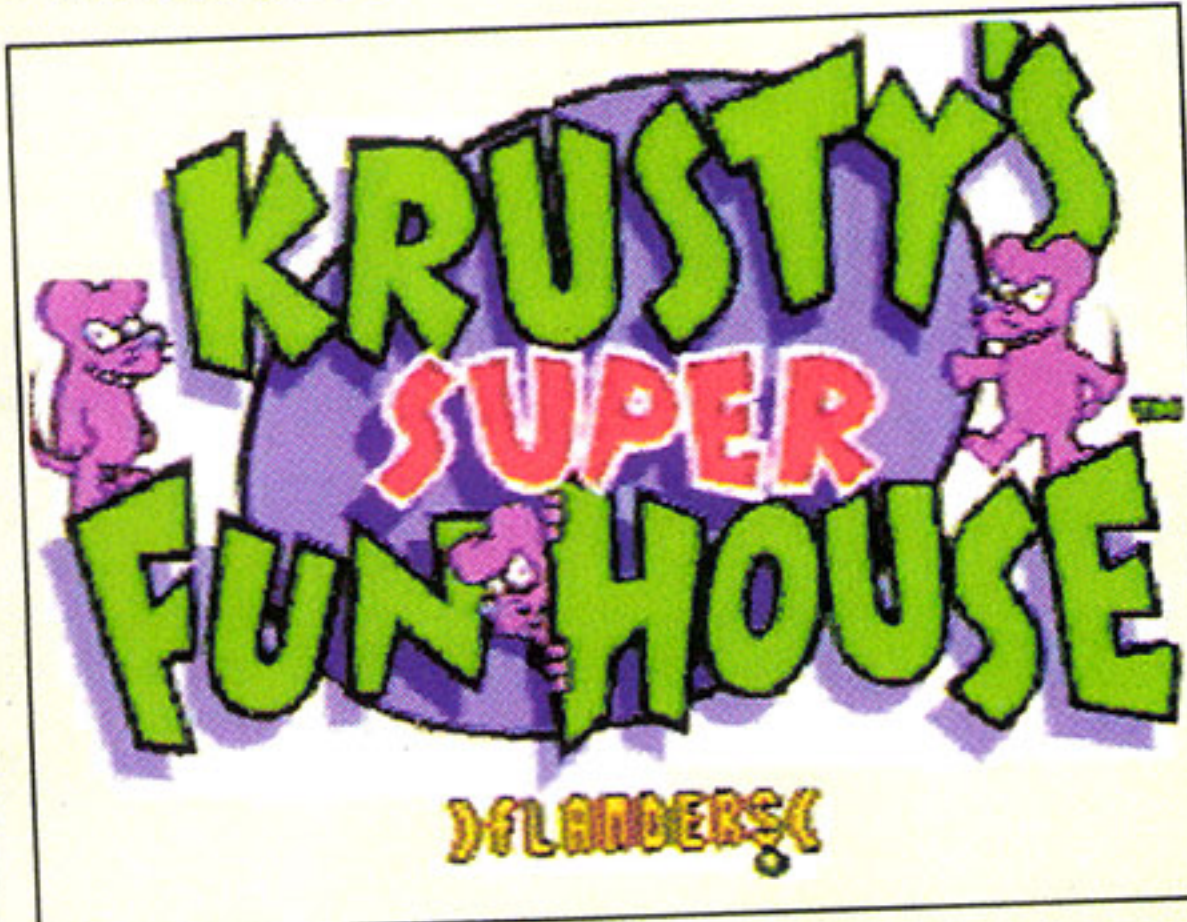
Use these codes with the Genesis Game Genie:

Start with 20 Lives: EAJT-JABY+EAKT-JAB2

60 Seconds of Invincibility after Eating a Star: BB4T-ERAN

Krusty's Super Fun House (Genesis)

Passwords



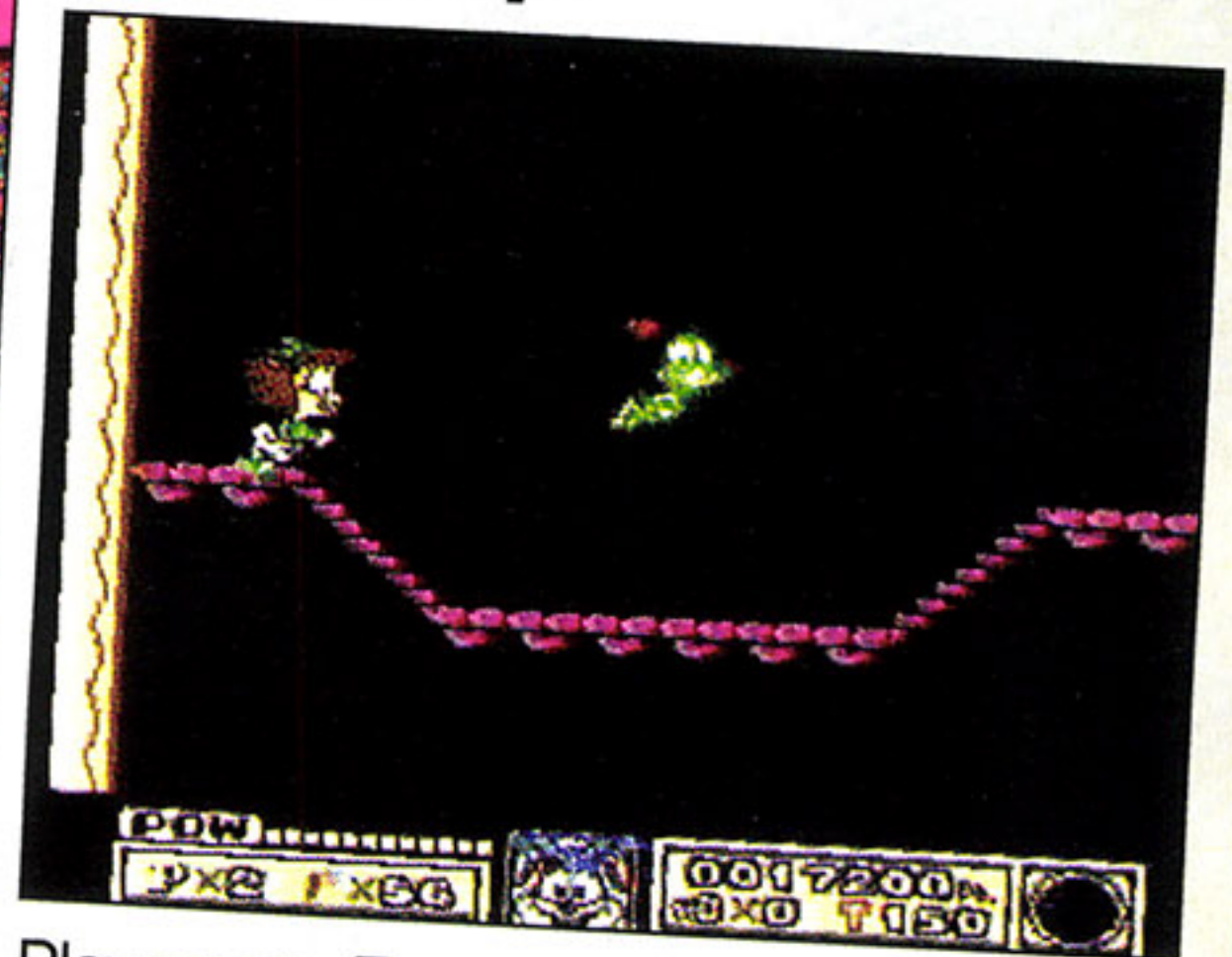
Type in these clearance codes to warp anywhere in Krusty's Super Fun House:

- Level 2: WHOAMAMA
- Level 3: FLANDERS
- Level 4: BROCKMAN
- Level 5: SIDESHOW

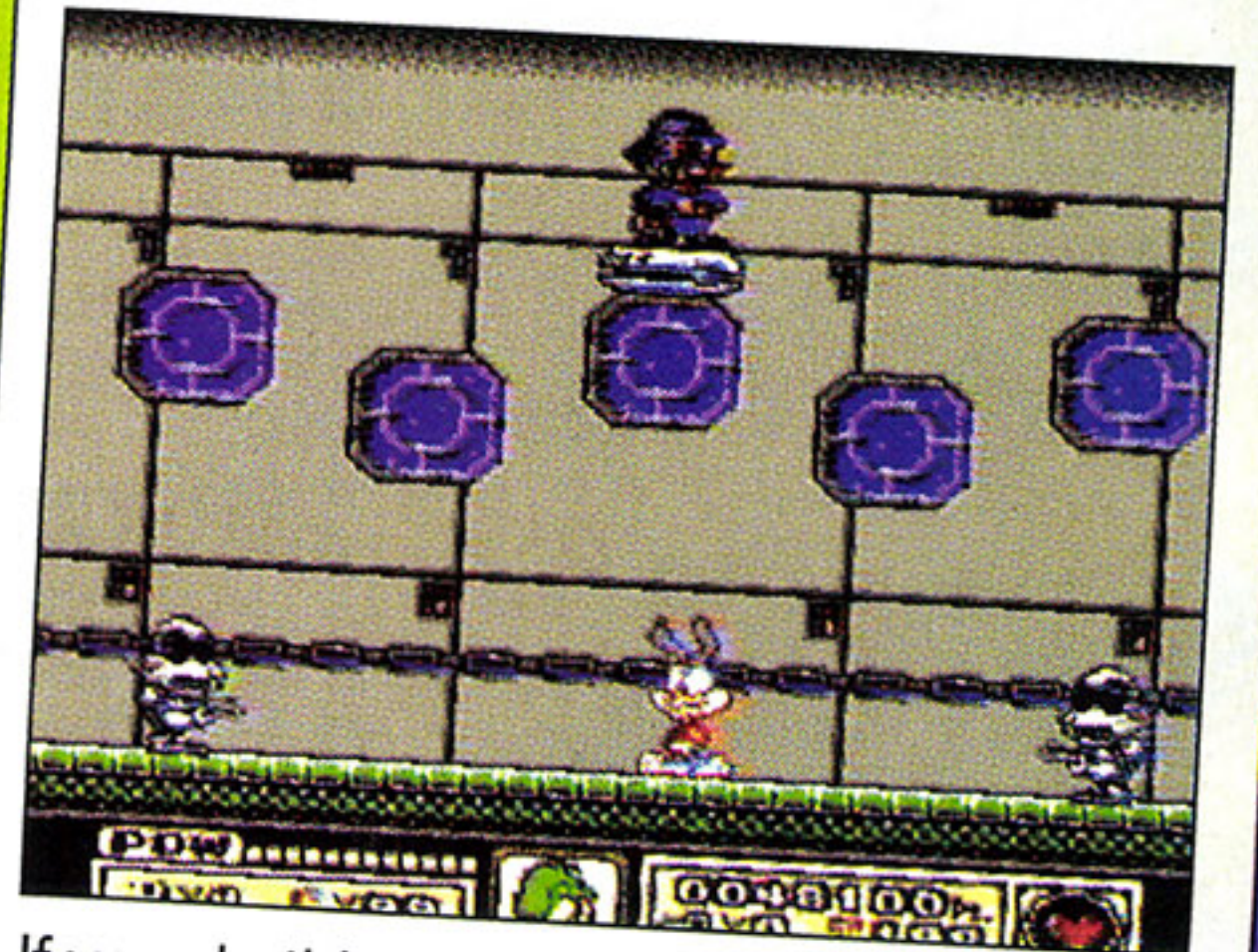
Juan M. Gonzalez, Inglewood, CA

Tiny Toon Adventures (Nintendo)

3-Up Starship!



Play as any Toon, except Buster. Collect a Happy Heart for your inventory, and proceed to Elmyra at the end of Level 1-2. At first, avoid her and the exit. Get caught by Elmyra just as the timer counts down to any multiple of 10, such as 160, 170, 180, etc.

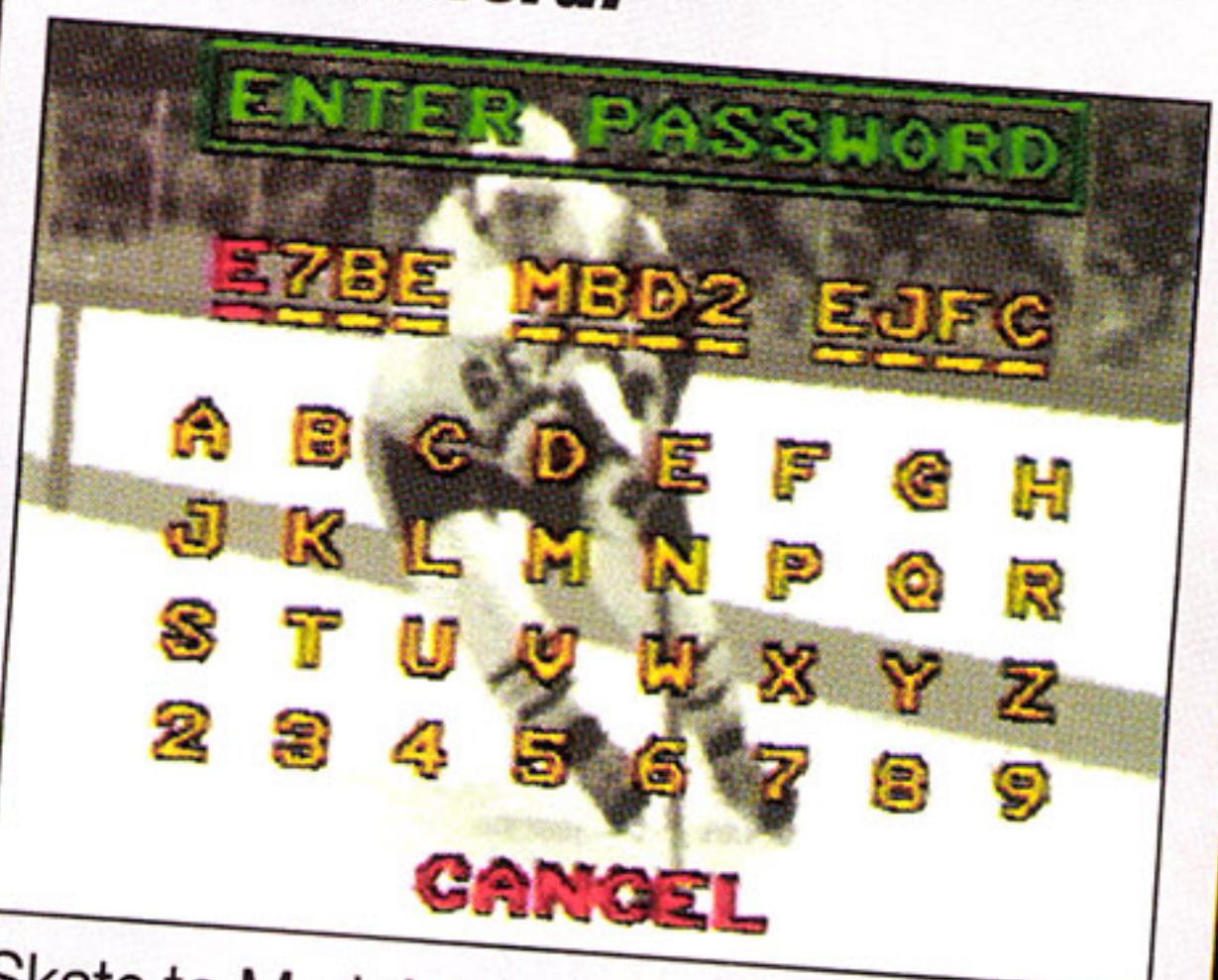


If you do this properly, a bonus Starship stage will appear and you fight Duck Vader! Beat Vader for a 3-up!

Deb Bondurant, Boise, ID

Mario Lemieux Hockey (Genesis)

Final Password!



Skate to Mario's final round with this password:

E7BE MBD2 EJFC

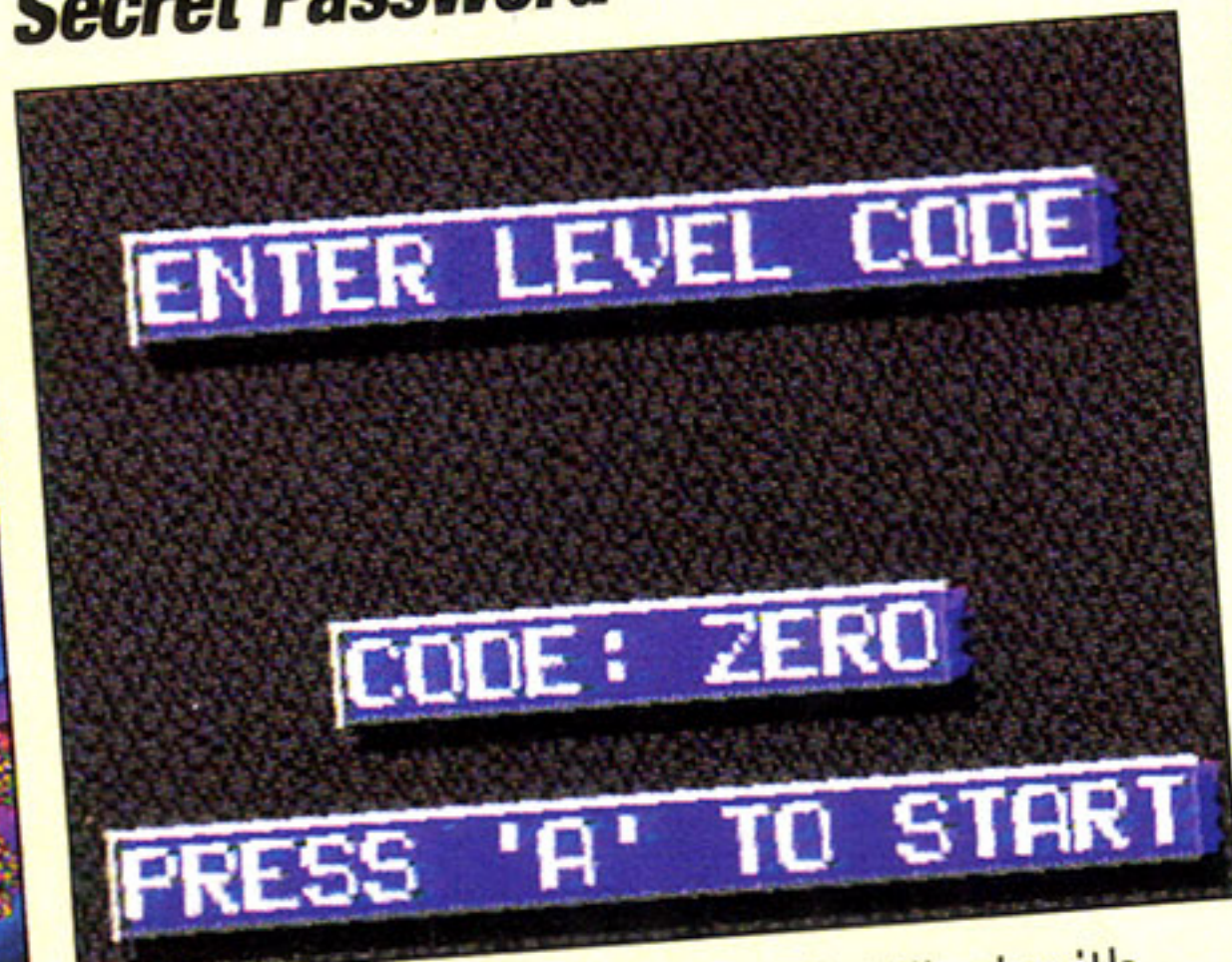
Jonathan Boyce, Warwick, Bermuda

SWAT PRO



Crystal Mines II (Lynx)

Secret Password



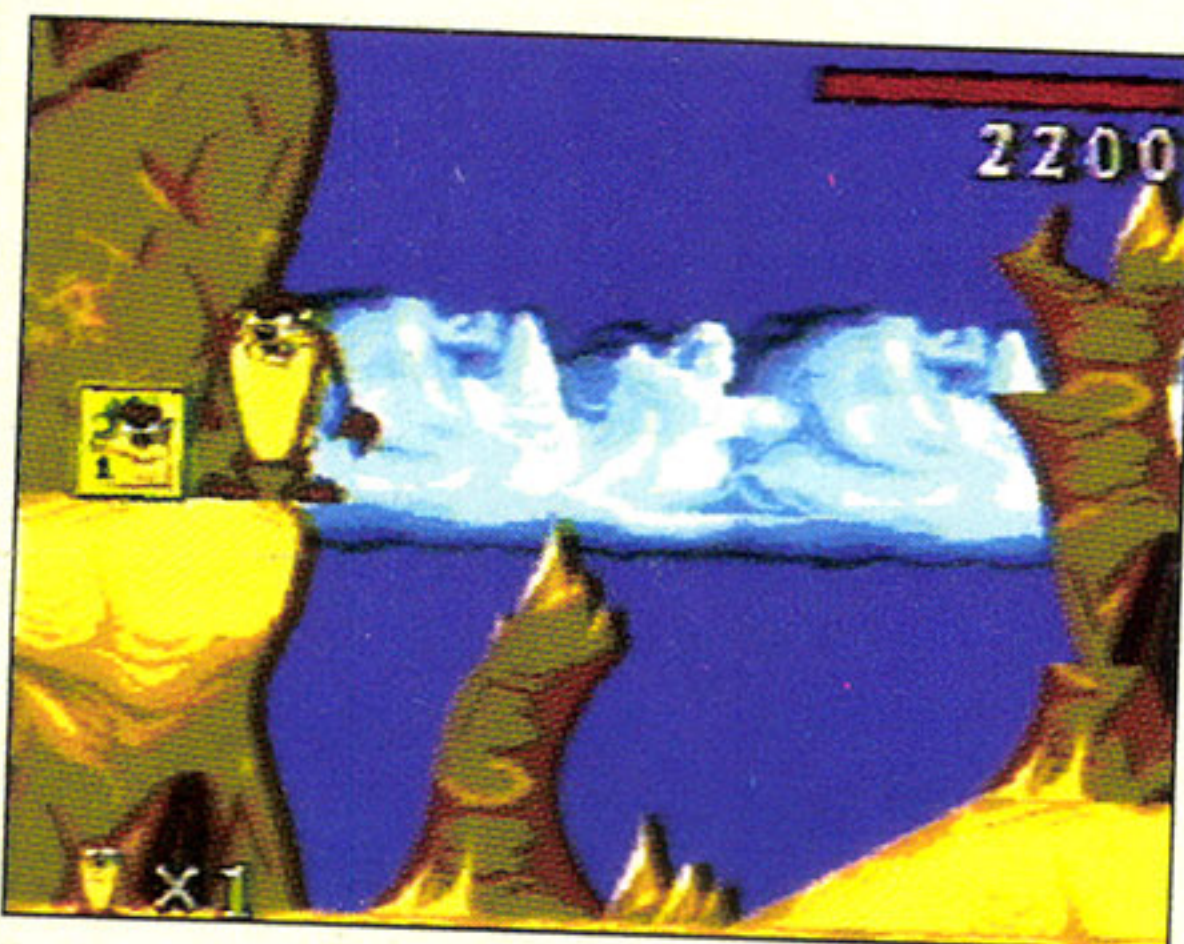
Zap to a secret stage that's filled with treasure in Crystal Mines II. Simply enter this password:

ZERO

Ian Diaz, Salt Lake City, UT

Taz-Mania (Genesis)

Unlimited Continues!



In the second section of the Badlands, climb to the highest ledge, then move left and grab the 1-up.

Warsong (Genesis)

Scenario Select!

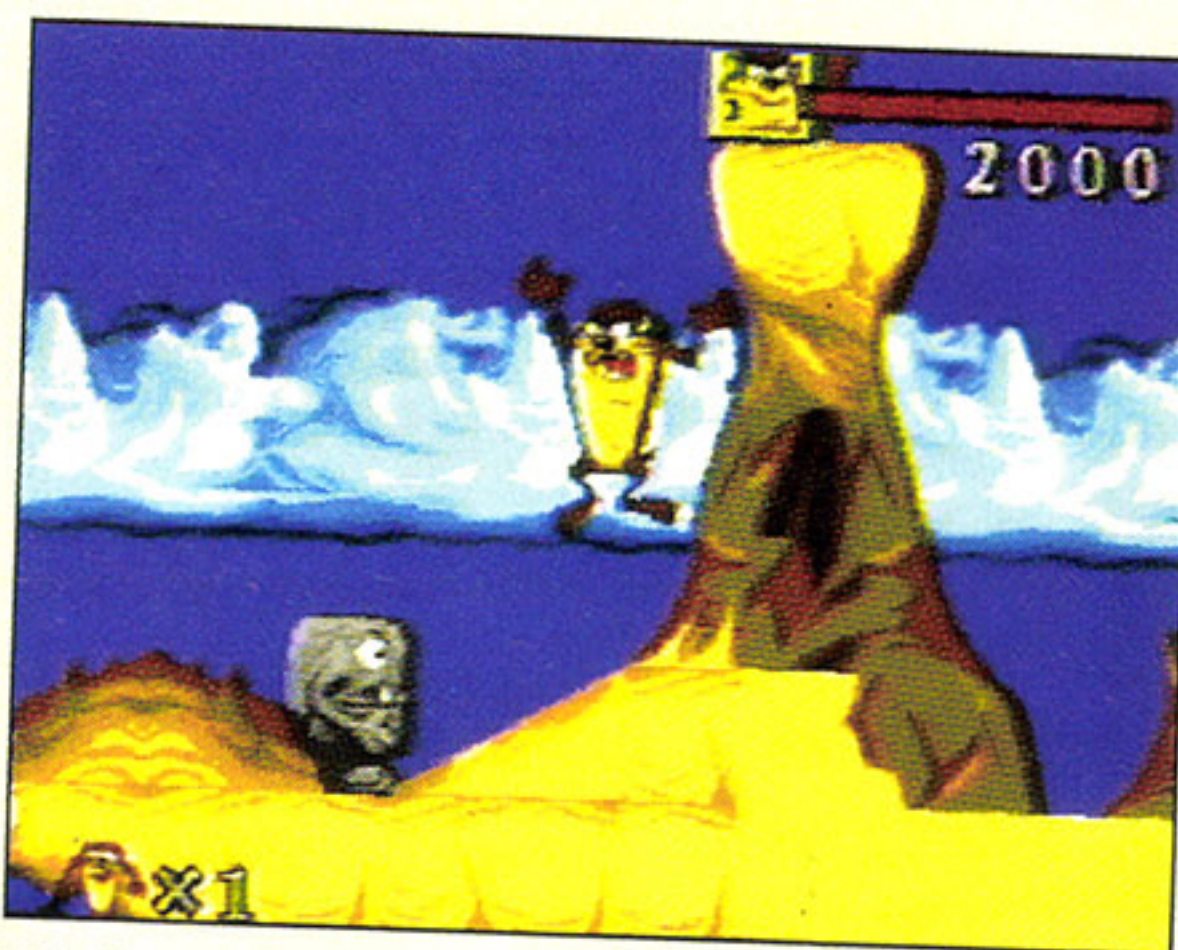


Now you can choose any level in Warsong for the Genesis. Begin the regular game, then press A to reduce the map. Move the cursor to the upper left-hand corner of the screen. Next, move the cursor one space Right and one space Down.



Finally, hold down Button B until a Scenario number appears. Press Up and Down to pick a stage!

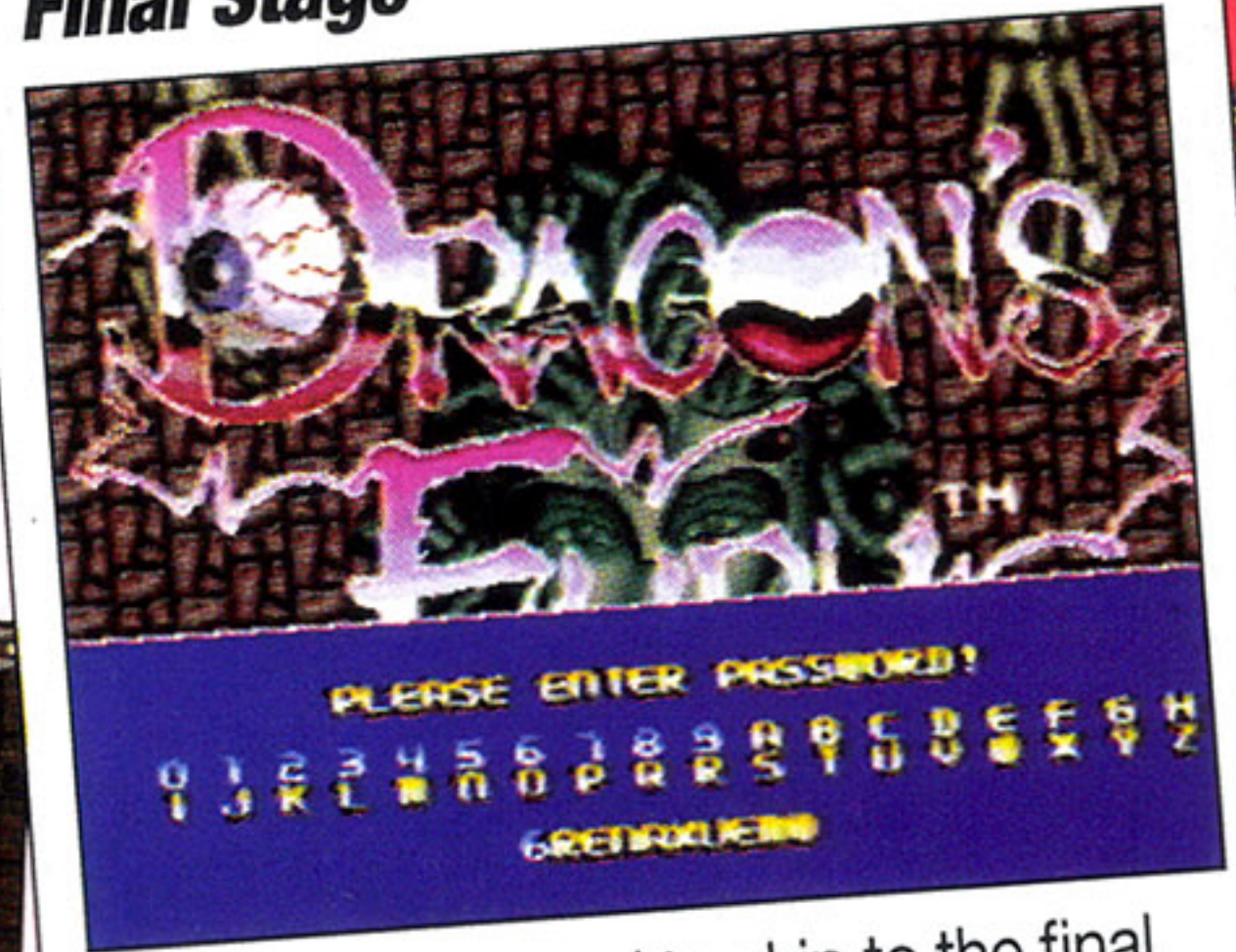
Mia Maddalena, Palo Alto, CA



Walk right, and you'll find a rock monster. Hop on the monster's head, then jump up and grab the Continue.

Dragon's Fury (Genesis)

Final Stage



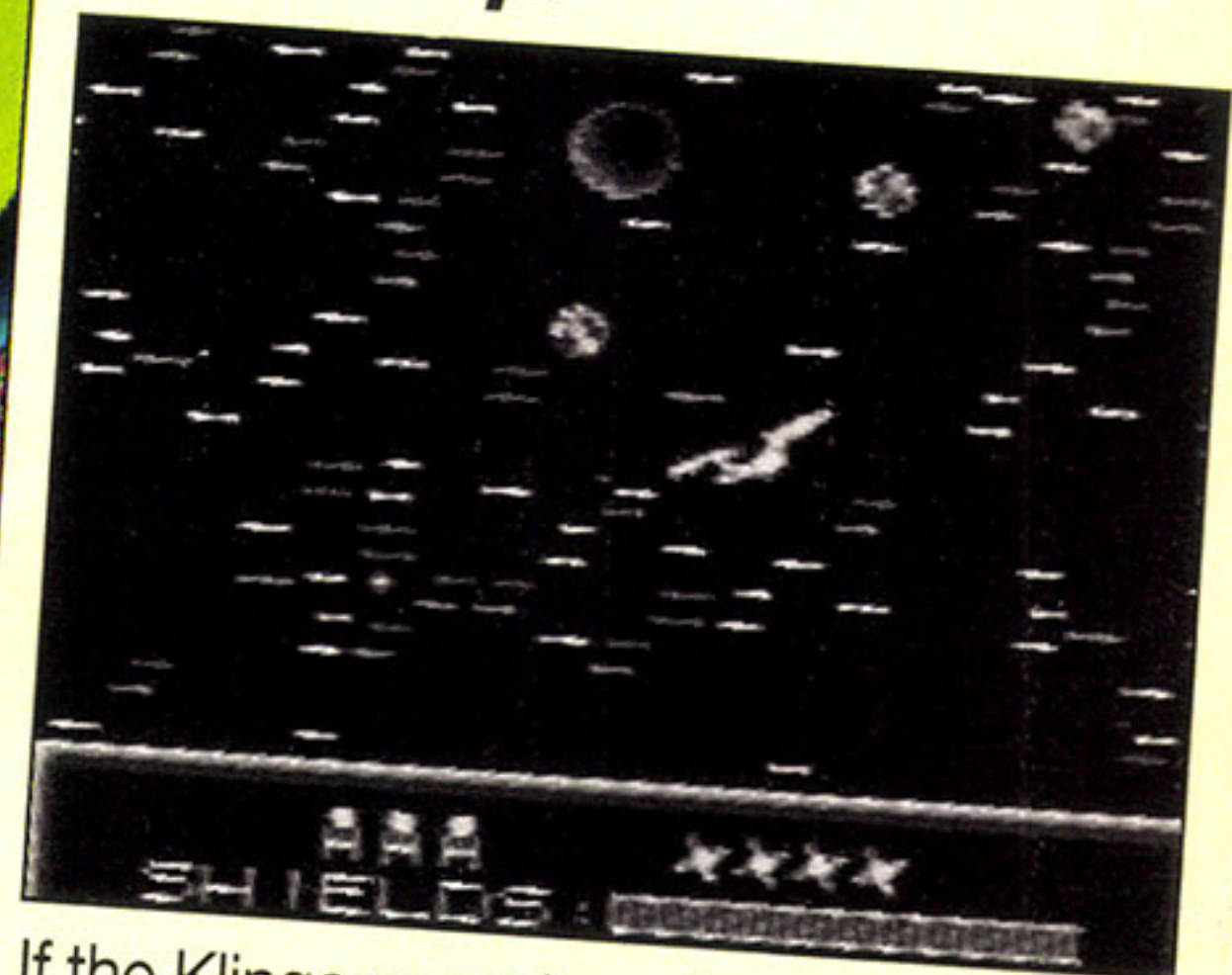
Enter this password to skip to the final stage of Dragon's Fury for the Genesis:

6RENAXUEMW

Eddie D. Crosta, Miami, FL

Star Trek (Game Boy)

Instant Warp!



If the Klingons are breathing down your exhaust pipe, you can warp out of trouble. Simply hold down Left, then press Select for an instant star warp. You can only use this escape once per level.

Simon Reynolds, Tahoe City, CA



Finally, cross the bridge and chow down on bombs until you die. Now repeat this entire process to rake in as many Continues as you need!

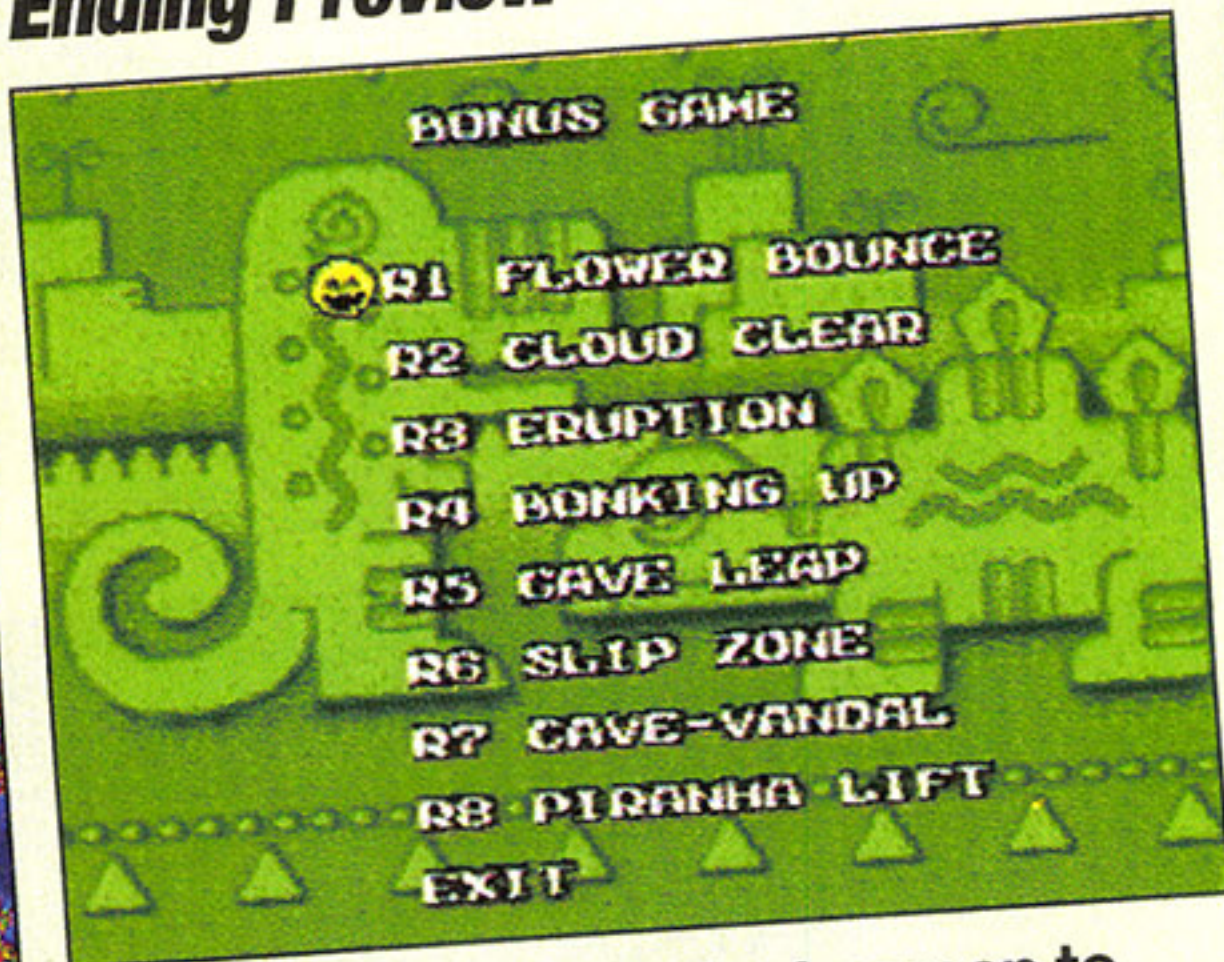
John Ozarchuk, Norton, OH

SWATPRO

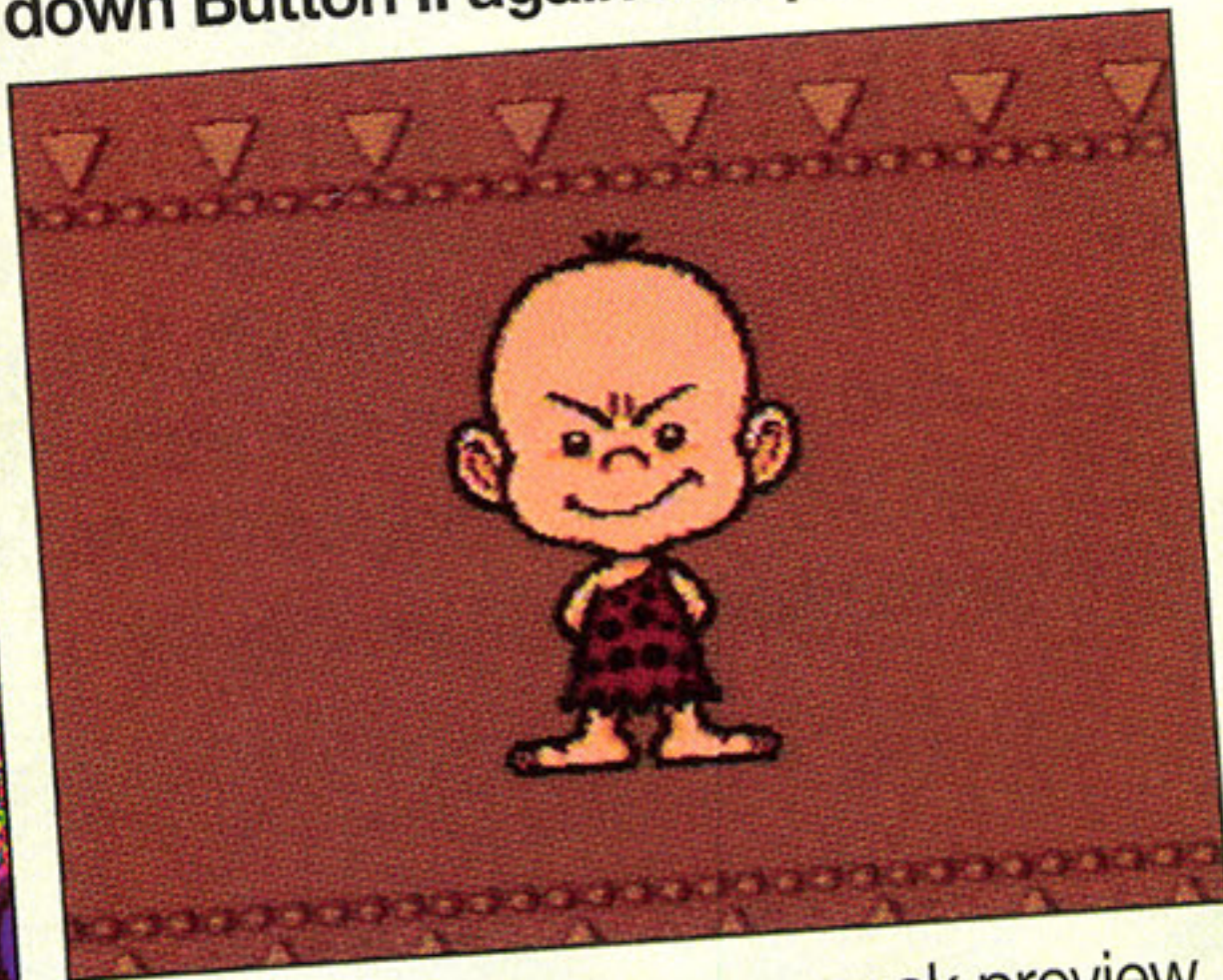


Bonk's Revenge (TurboGrafx-16)

Ending Preview



Wait for the game select screen to appear, then hold down Button II and press Run. You'll enter a bonus game practice menu. Highlight Exit, then hold down Button II again and push Run.



Check it out! You'll see a sneak preview of Bonk's ending sequence.

Cliff Pfenning, Portland, OR

The Legend of the Mystical Ninja (Super NES)

Continue Code



Jump into Mystical Ninja's Level 9 action with this password:

Z+LHd H

Kim-Hahn Hoang, Fremont, CA

David Robinson's Supreme Court (Genesis)

Passwords



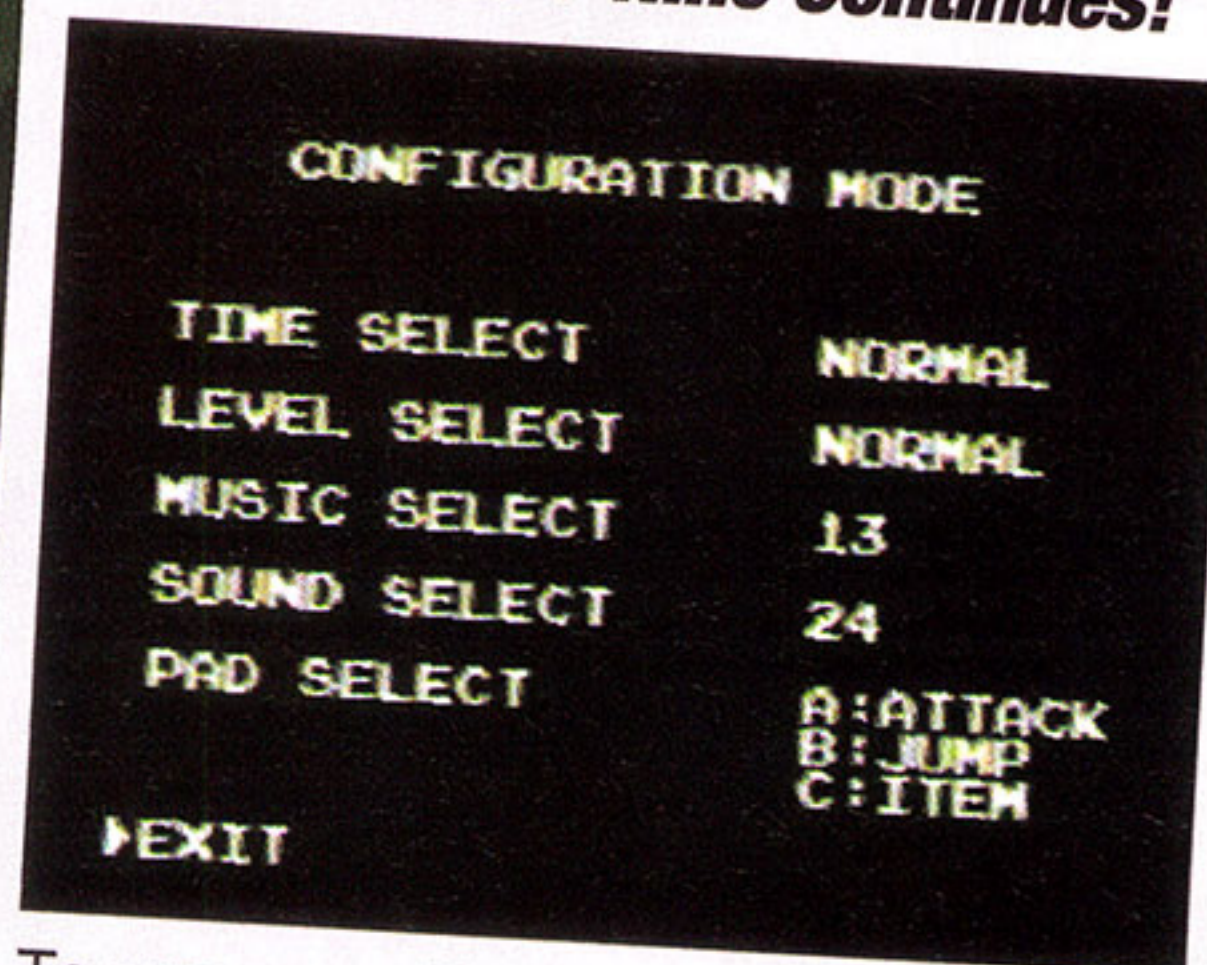
Score! Slam dunk these passwords in David Robinson's Supreme Court and have a ball with this well-rounded cart.

Most Valuable Player: IIDSREQU
Championship: IIDSREQ3R

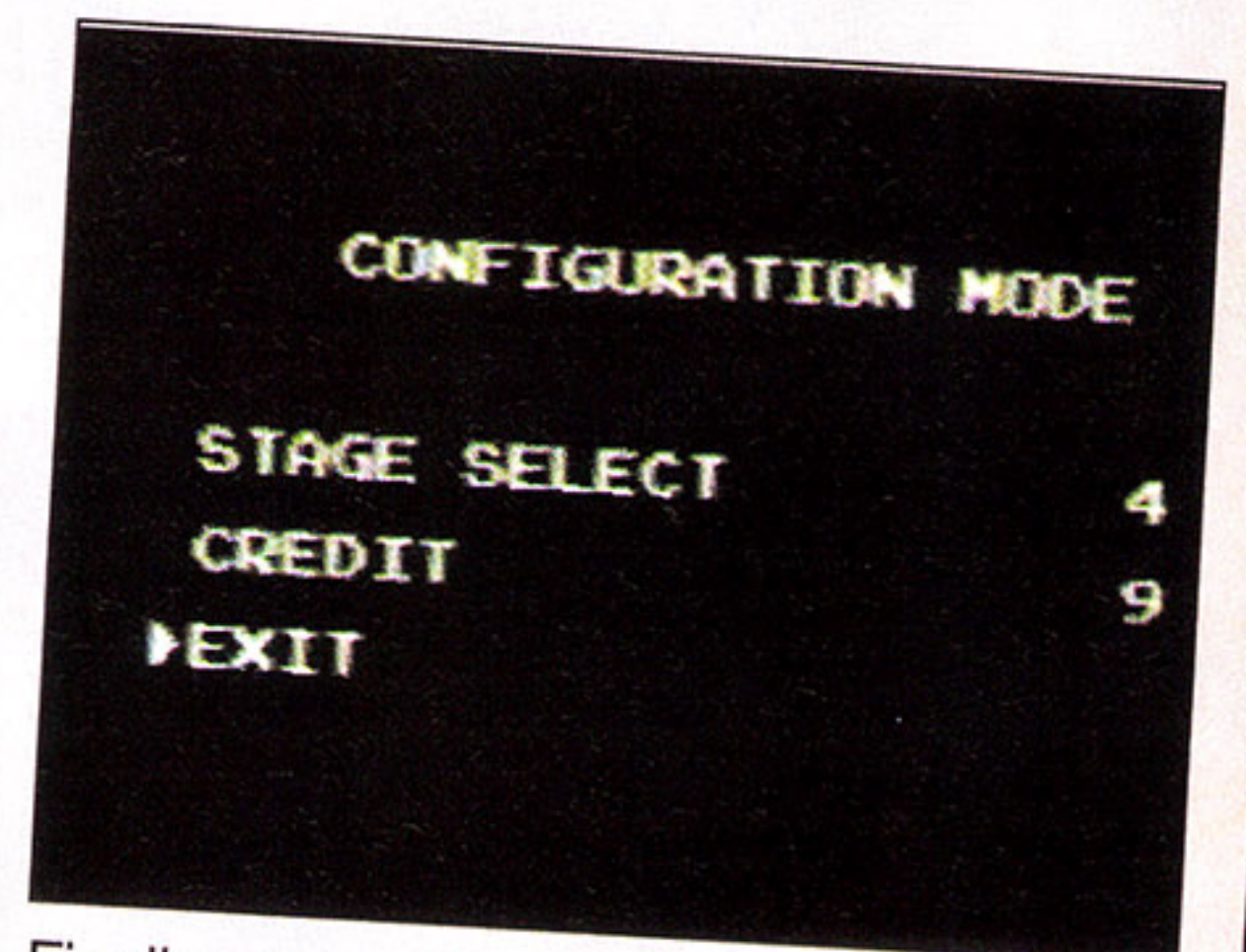
Regino Alvarez Ramos, Cayey, Puerto Rico

Thunder Fox (Genesis)

Stage Select + Nine Continues!



To arm yourself with nine continues and a round select in Taito's Thunder Fox, do the following: At the title screen, push Start to enter the game select screen. Choose the Configuration mode. Move the cursor to Music Select and press Button A 13 times. Then move the cursor to Sound Select and press Button A 24 times.



Finally, move the cursor to Exit and press Button A, then Button B, and finally Button C. Choose levels and add continues with Button A!

Larry Wright, Chicago, IL

SWATPRO



Team USA Basketball (Genesis)

Passwords!!!



Here are cool passwords for Team USA Basketball that were sent in by several different gamers:

Play as Team USA in the final game against the Netherlands: #XT7RB6
See the Closing Ceremonies: #WT7RDC

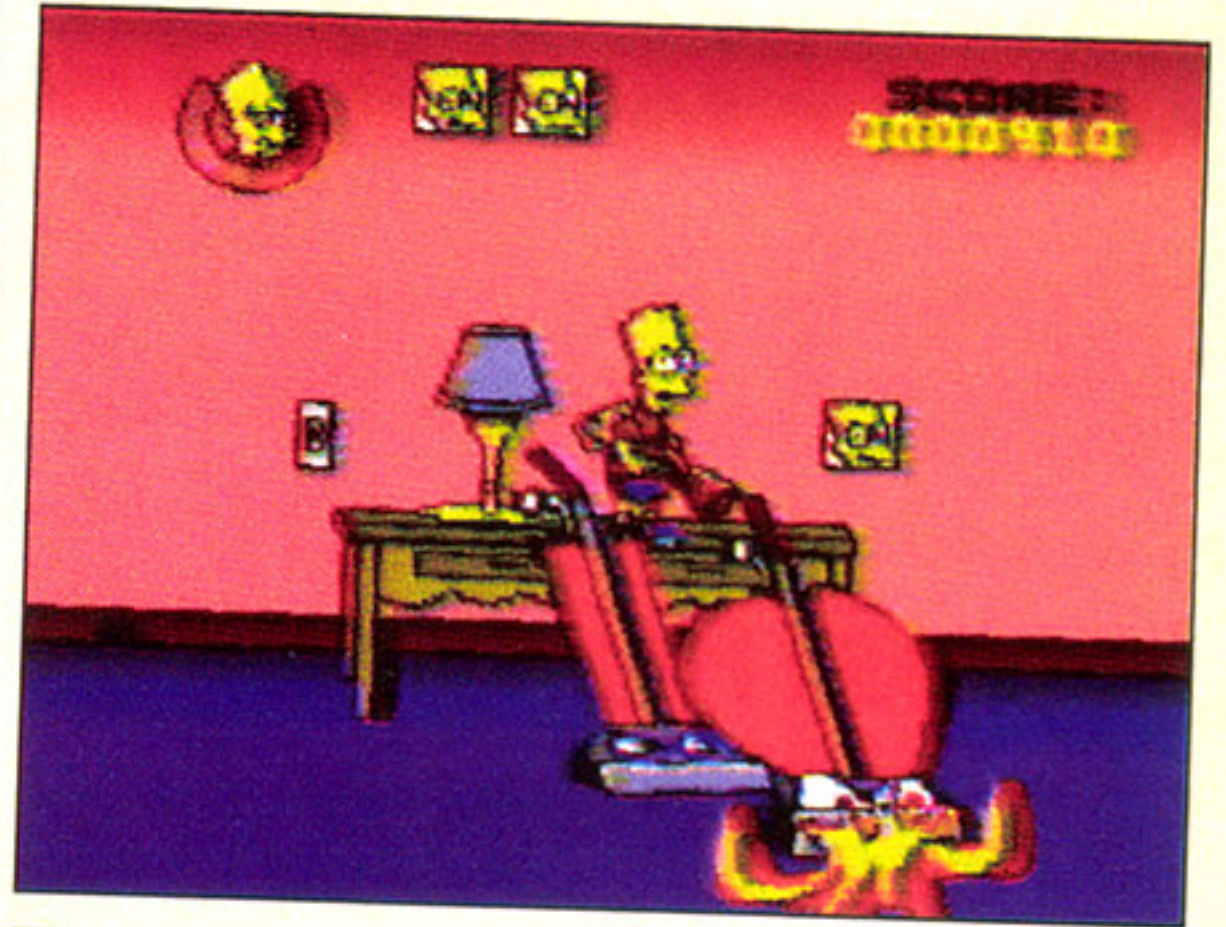
Tristram Drager, Wauwatosa, WI

Play as Team USA in the final game against Lithuania: FNT7RBQ
See the Closing Ceremonies: FMT7RCO

Omar Alcalá, Ponce, Puerto Rico

Bart's Nightmare (SNES)

Easy 1-Ups



To score easy 1-ups in Bart's Nightmare, choose the yellow door to enter the Itchy and Scratchy level. Once you're inside, go to the area where the lamp is shooting out light bulbs. Grab the weapon next to the lamp, and blow away some light bulbs! The first couple of bulbs you destroy will give you 1-ups.

Jeff Obie, Billings, MT

Krusty's Super Fun House (SNES)

Weird Password

Use this password to enter a strange test mode that enables you to play any section of Krusty's Super Funhouse. The password is "JOSHUA." Put a space before and after the password. The password enables you to play any section, and even exit a section before it's completed, by returning to the gate at the beginning of the section and pressing Up. Repeat this for every section to see the game's ending.

Jeff Davies, Foster City, CA

Super Mario Kart (SNES)

Shrinking Characters

If you want an extra challenge in the Grand Prix or Match Races modes of Super Mario Kart, you can shrink your character! All you have to do, is **press and hold down Button Y**. Then **press Button A** on the Character Selection screen.

Marcus Jones, Bronx, NY

Spanky's Quest (SNES)

Passwords



Here are passwords for each of the levels in Spanky's Quest:

- Level 1: 000
- Level 2: 732
- Level 3: 354
- Level 4: 116
- Level 5: 988
- Level 6: 470

The Legend of Zelda (SNES)

Hey, Chicken!



In the Legend of Zelda, you can hit the chickens and they'll squawk. Watch out, though! Chickens have friends, too! If you hit the chickens several dozen times, you'll be flogged yourself!

Tony Sisson, Chatsworth, GA

Krusty's Super Fun House (SNES)

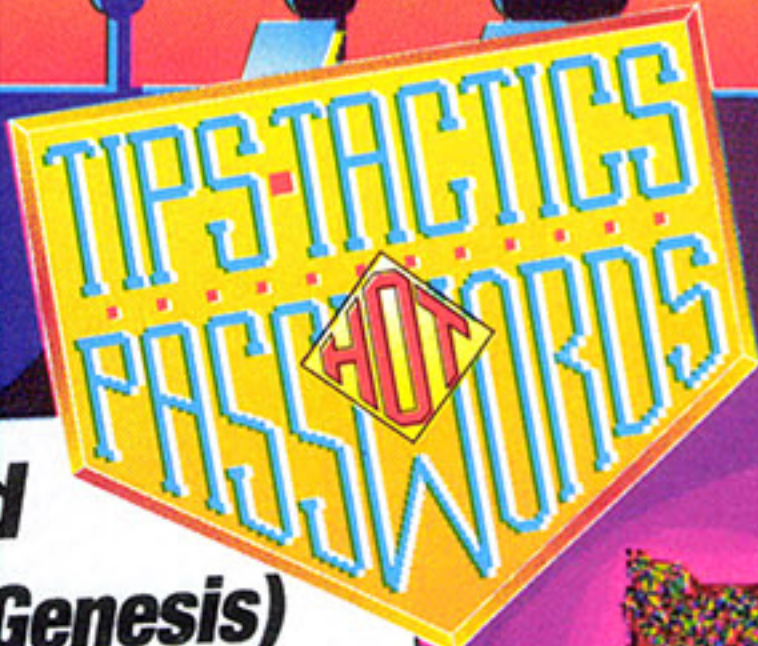
Round Up the Rats

Here's a quick way to round up all the rats at once in an entire room in Krusty's Super Fun House. In any room where Krusty has at least two moveable blocks, position the first block near a wall. Wait until the rats have crossed and are between the wall and the block. While standing on top of the first block, release the block that Krusty is carrying and trap the rats. If the area where the rats are trapped is only as wide as one block, all the rats in that space will be compressed into a single rat. This is especially helpful in areas where Krusty must build stairs for the rats to climb in order to reach the trap.

Jeff Buzuma, Largo, MD

Continued on page 206

SWATPRO



Bulls vs. Lakers and the NBA Play-Offs (Genesis)

Beat the Computer

MILWAUKEE BUCKS					
PLAYER STATISTICS					
PLAYER	POS	NO	HT	WT	PTS
SIMMS	F	43	7' 0"	262	4
ROBERTS	F	31	6' 10"	245	4
BRICKOWSKI	C	40	6' 10"	240	4
HUMPHRIES	G	24	6' 3"	185	4
ROBERTSON	G	21	6' 4"	202	4
CONNOR	F	15	6' 4"	213	4
DARTLEY	F	7	6' 5"	210	4
GRAVER	G	20	6' 4"	213	4
MENSON	G	12	5' 11"	177	4
KRYSTKOWIAK	F	42	6' 10"	240	4
LOHAUS	F	54	6' 11"	235	4
SCHAYES	C	10	6' 11"	263	4

SCORE 2 TIME 11:24 TIME OUTS 5
 A SUB PLAYER B MORE STAT
 C SWAP TEAM START GO TO GAME

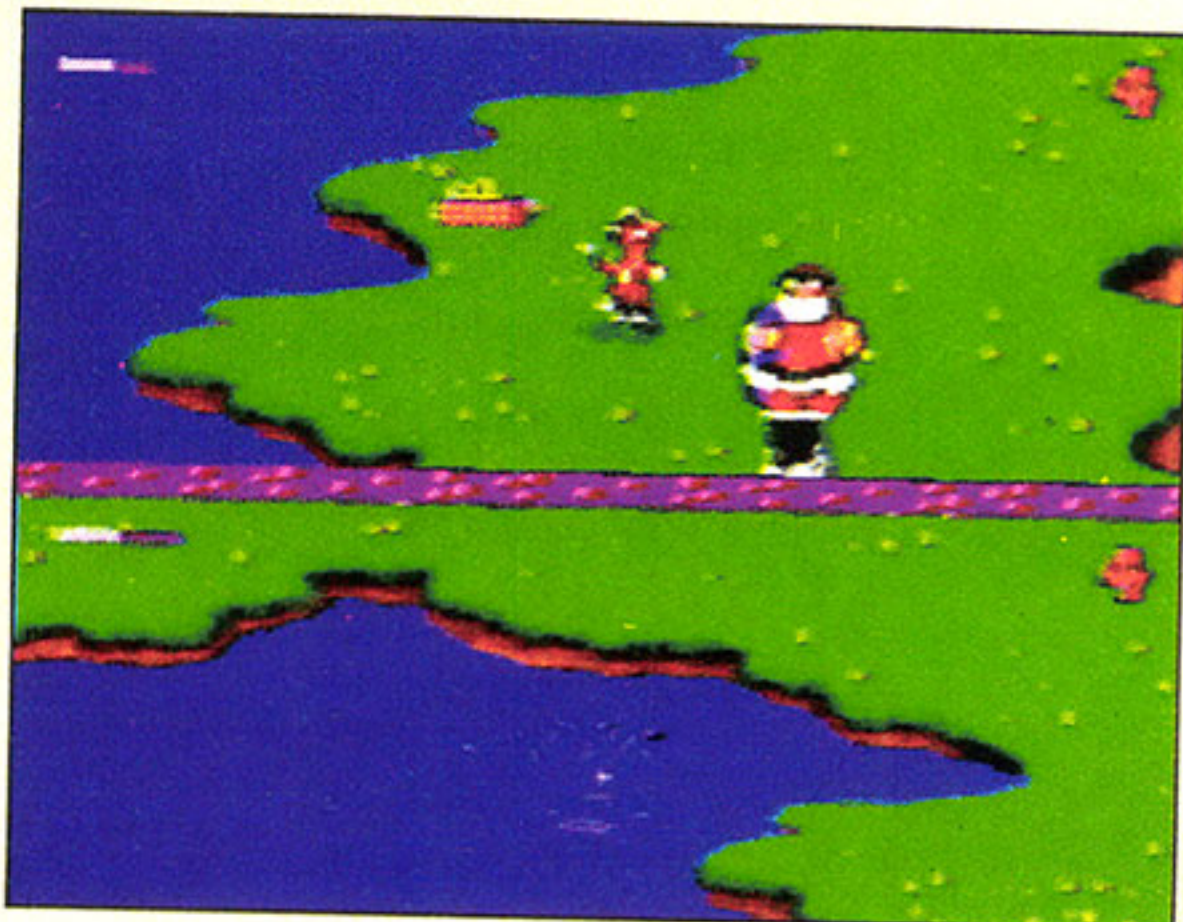


To have an easier time defeating a computer opponent, **press Button C** while you display your team's statistics screen. This will display your opponent's stats. Put the worst players into the lineup. During the game, the computer opponent will replace its bad players with its best. When this happens, repeat the same sequence between quarters, or during a substitution, and put the weaker players back into the computer's lineup.

Jon Gabelein, Clinton, WA

ToeJam & Earl (Genesis)

Sneak Up on Santa Claus



In ToeJam & Earl, there's a way to sneak up on Santa Claus without him seeing you! Wait until Santa is looking into his bag, and then tip-toe up to him. If Santa looks up, freeze until he looks back into his bag. Then, tip-toe towards him some more. If you reach him successfully, he'll drop presents for you!

J.P. Encarnacion, Beverly Hills, CA

Dragon's Fury (Genesis)

Password!



PLEASE ENTER PASSWORD:
 0 1 2 3 4 5 6 7 8 9 A B C D E F G H
 I J K L M N O P Q R S T U V W X Y Z
 UFELFO78TL



Here's a password for Dragon Fury that enables you to begin with a score of over 13 million points and 99 balls:

UFELFO78TL

Tony G., San Jose, CA

Mystical Fighter (Genesis)

Hidden Bonus Screens



Here's how to find three hidden bonus screens in Mystical Fighter! The first screen is located in the **first half of Level One**. Near the beginning of the level, you pass a small red building followed by two pairs of sliding doors. Push Up in front of the sliding doors. Inside, you'll find many crates with special items.

The second bonus screen is in **Level Two**. When you reach the waterfall, press Up in front of the middle of the falls. Inside, catch raindrops to restore your health.

The third bonus screen is in **Level Four**. At the beginning of the level, you'll see a small bridge made of logs. Press Up in the middle of the bridge into the darkness. This screen is similar to the first bonus screen.

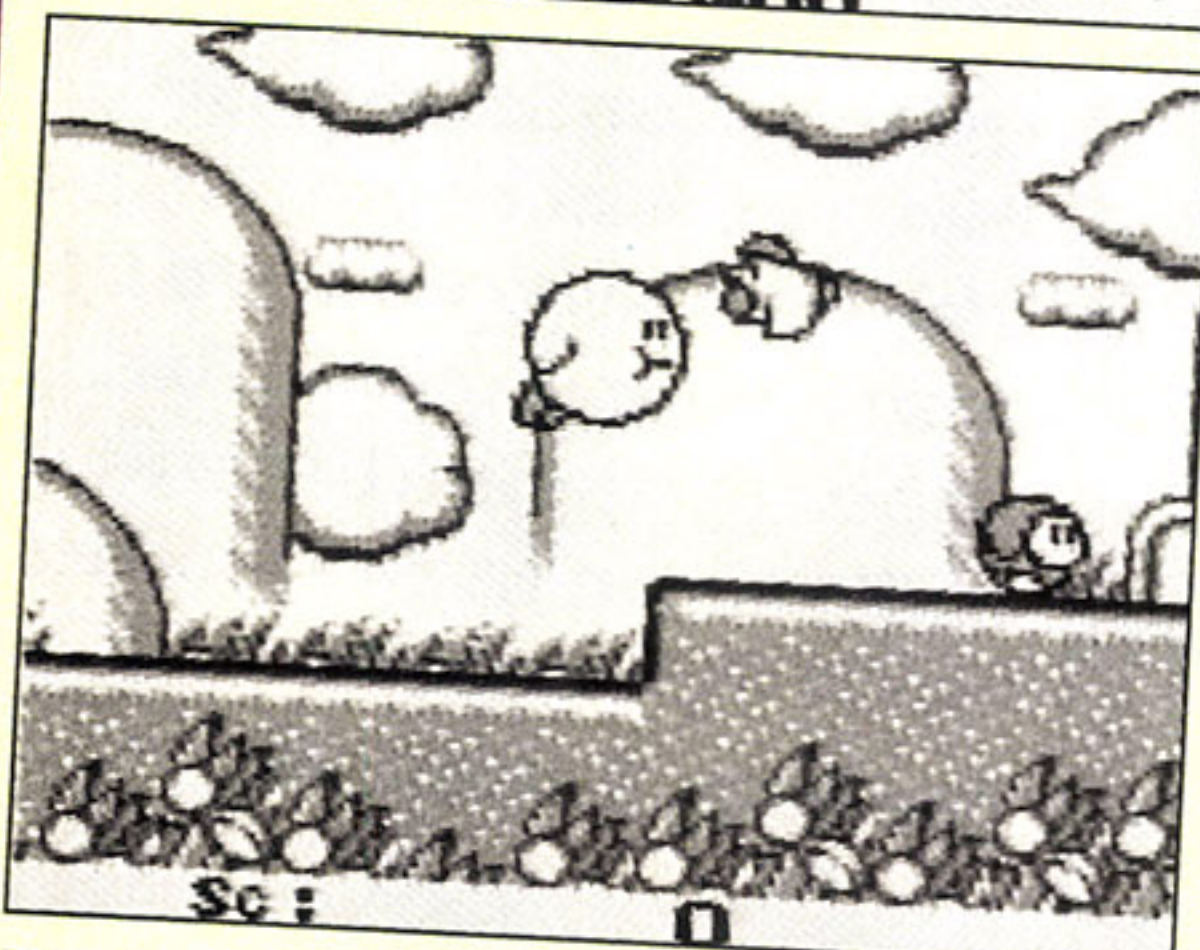
Stephen Sylvia, New Bedford, MA

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Kirby's Dream Land (Game Boy)

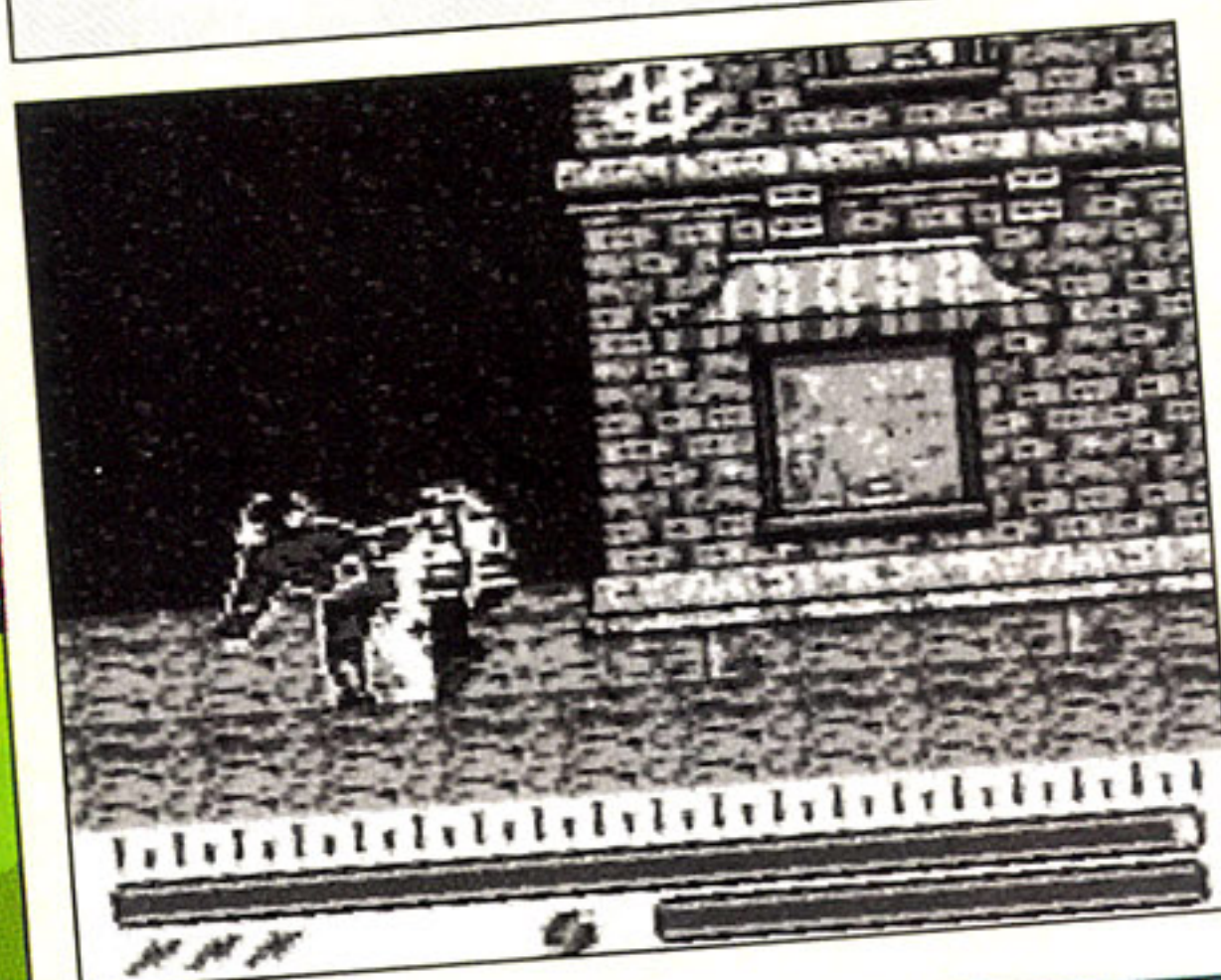
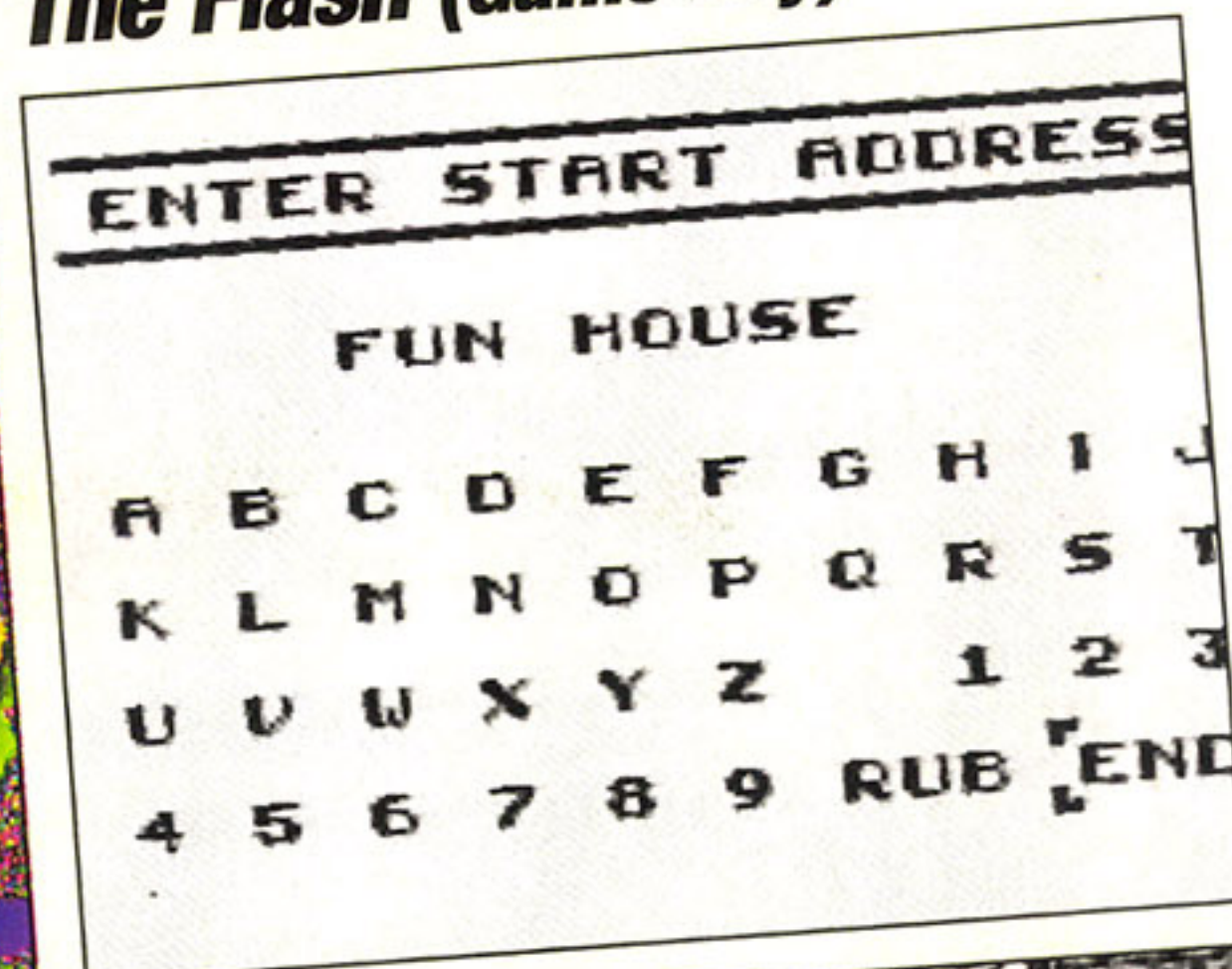
An Extra Game



To play an extra game in Kirby's Dream Land, wait until the title screen appears and then simultaneously press Up, Select, and Button A. This new game is more difficult than the original.

Chris Cunningham, Alexandria, VA

The Flash (Game Boy)



Passwords

Use these passwords to begin on any level of The Flash:

- Level 1: 23 DELANEY ST
- Level 2: DENIM BLVD
- Level 3: TRACK 29
- Level 4: PICASSO BLVD
- Level 5: INGOT LANE
- Level 6: 7TH MARKET
- Level 7: TRACK 12
- Level 8: RUE LE DAY
- Level 9: TIN ALLEY
- Level 10: GORBY WAY
- Level 11: TRACK 66
- Level 12: FUN HOUSE

To use the passwords, press Select during the title screen and then type in any of the above locations.

Andy Livingston, Bel Air, MD

Game Genie Codes

Dragon Warrior III (NES)

Make Magic with these Game Genie Codes

Use these Game Genie codes with Dragon Warrior III for some amazing results:

Start with 255 Vitality: NYNLTZYE

Start Wizard with 254 Strength: VYVUIZPE

Start with Staff of Force: IPOZENNY

Bulls vs. Lakers and the NBA Play-Offs (Genesis)

Slam Dunk Game Genie Codes

Use these codes with your Genesis Game Genie to experience some strange goings on in Bulls vs. Lakers.

Enter the following Master Code: R18A-8608

Now, enter any of the following:

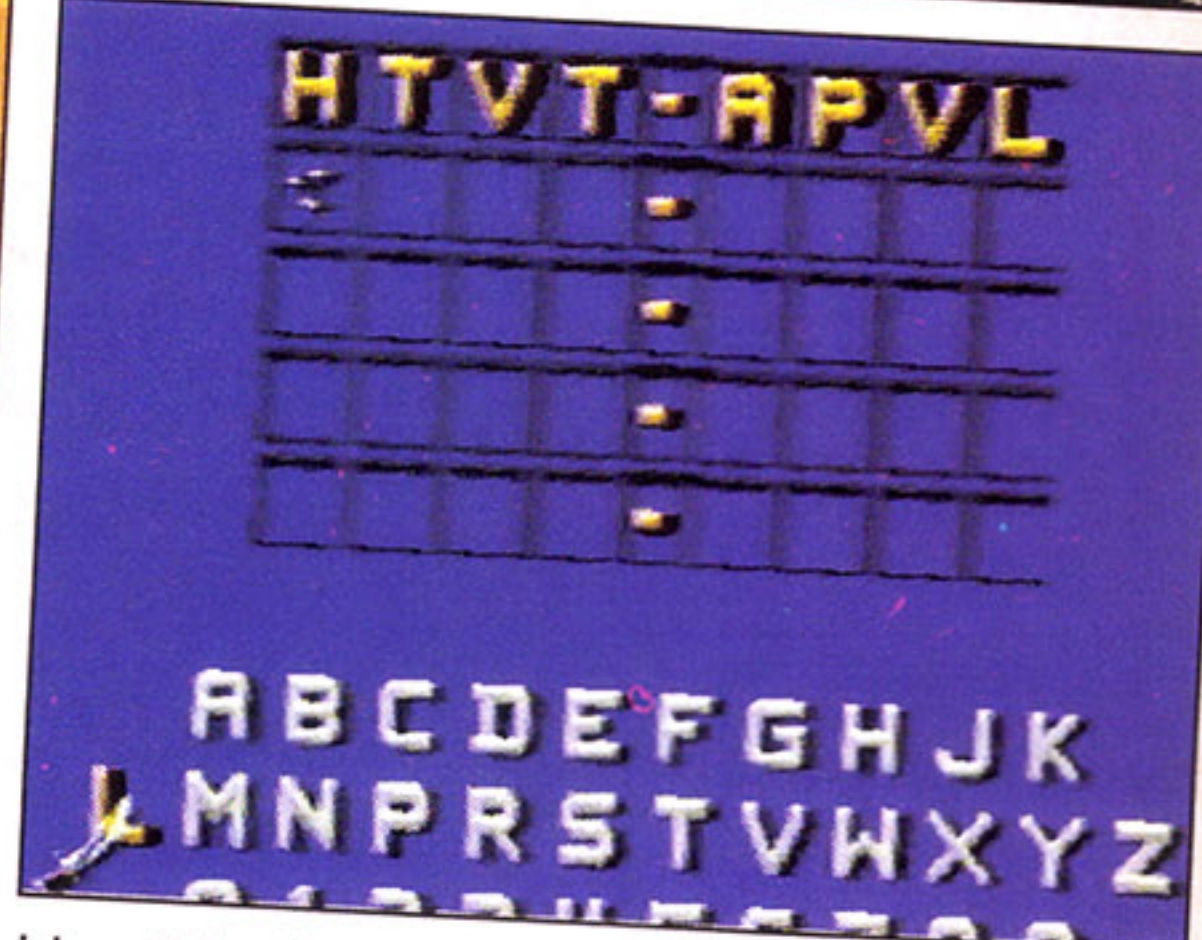
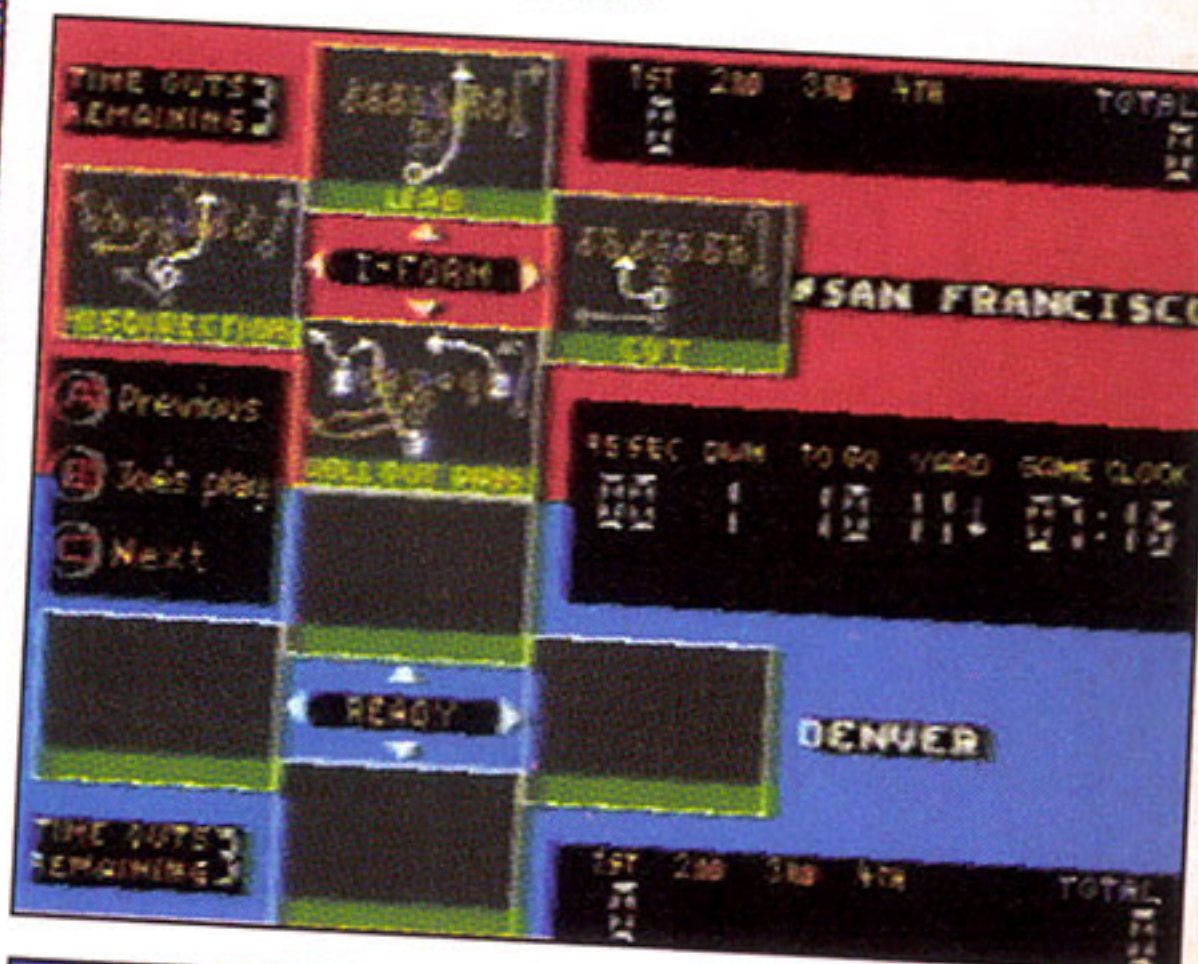
Infinite Shot Clock: ATHA-AA68

Team 1's Baskets Worth Seven Points: SFBT-D6Z2

Team 1 Starts with 40 Points: FACA-AAH8

Joe Montana Football (Genesis)

Freeze the Clock

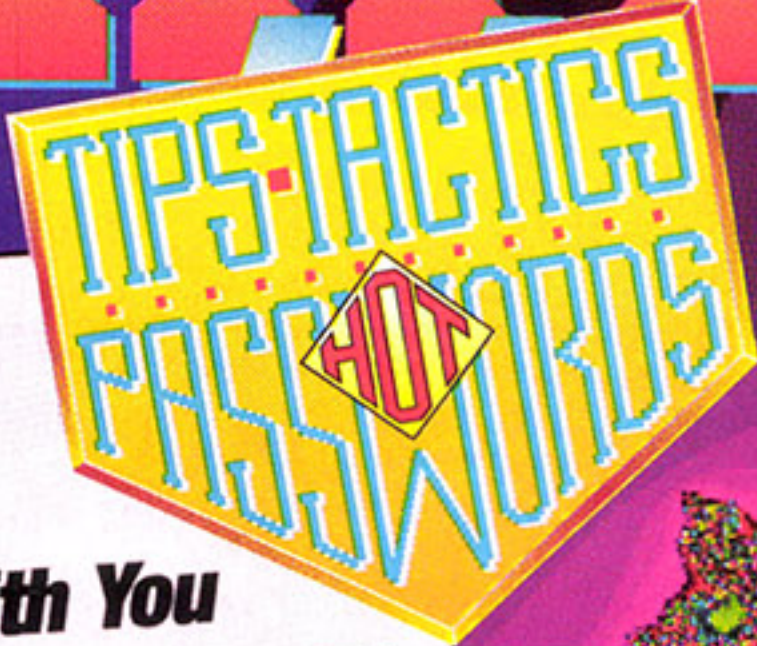


Use this Genesis Game Genie code to make the clock stay at 00 in Joe Montana Football: HTVT-APVL.

Josh Heath, Monument, CO

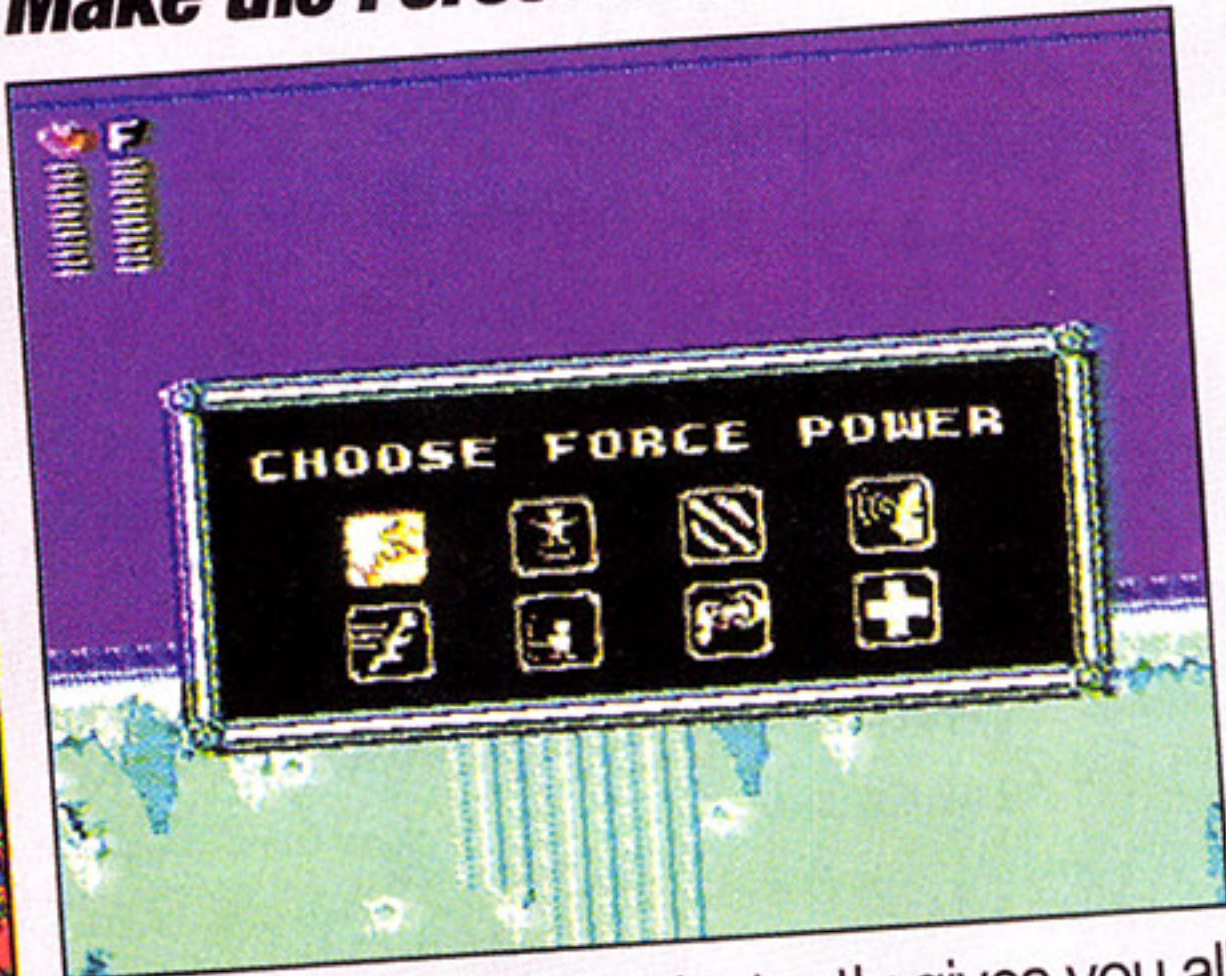
Continued on page 214.

SWATPRO



The Empire Strikes Back (NES)

Make the Force Be With You



Here's a pad trick that instantly gives you all of the Force Powers in The Empire Strikes Back. During your game, hit Start to access your current Force Powers. Next, press and hold down Right and press Start, Select, A, and B simultaneously. Next, while still holding Right, press B, B, Start, A, B, Start, B, B, and Start. Now the complete Force is with you!

Ricky Leideman, Santa Fe, NM

The Empire Strikes Back (NES)

Skip Stages

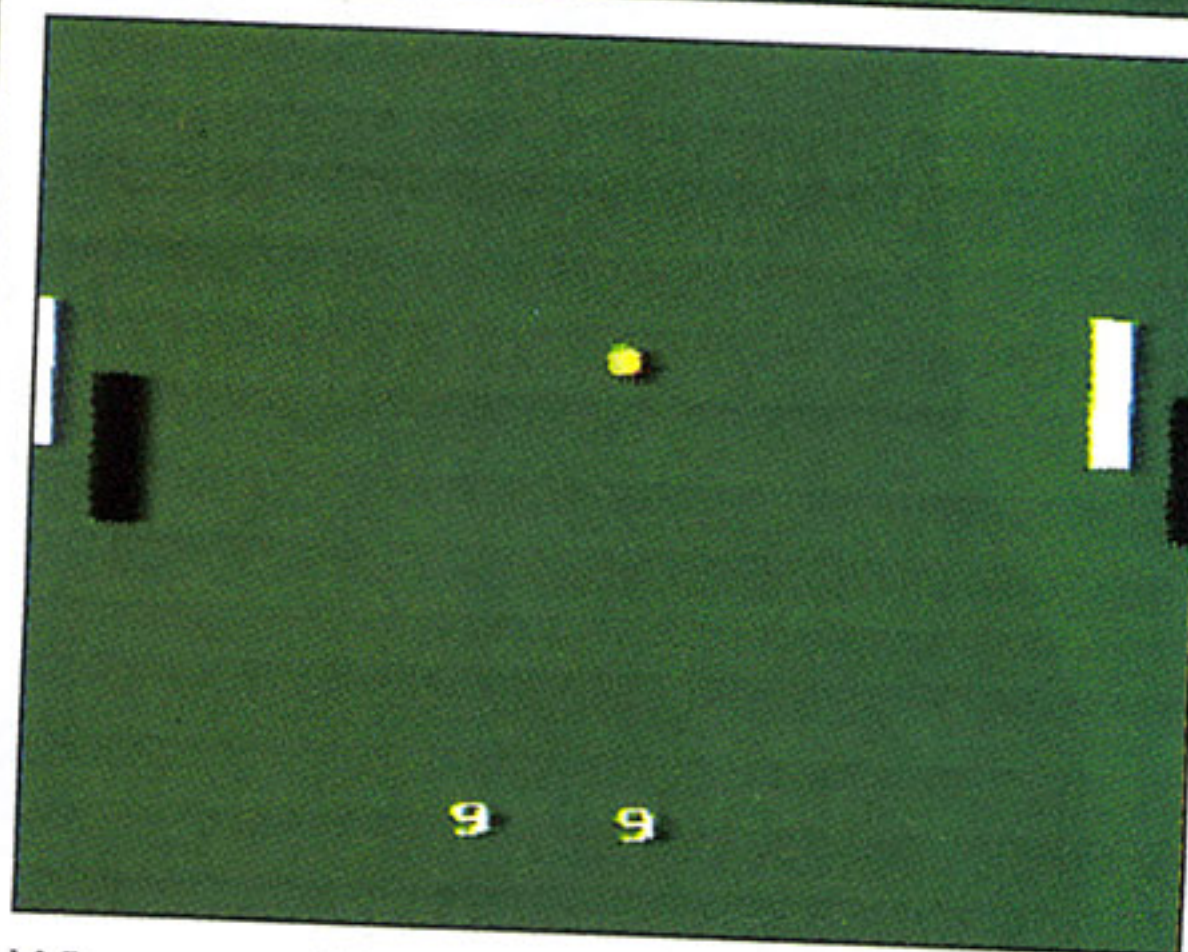
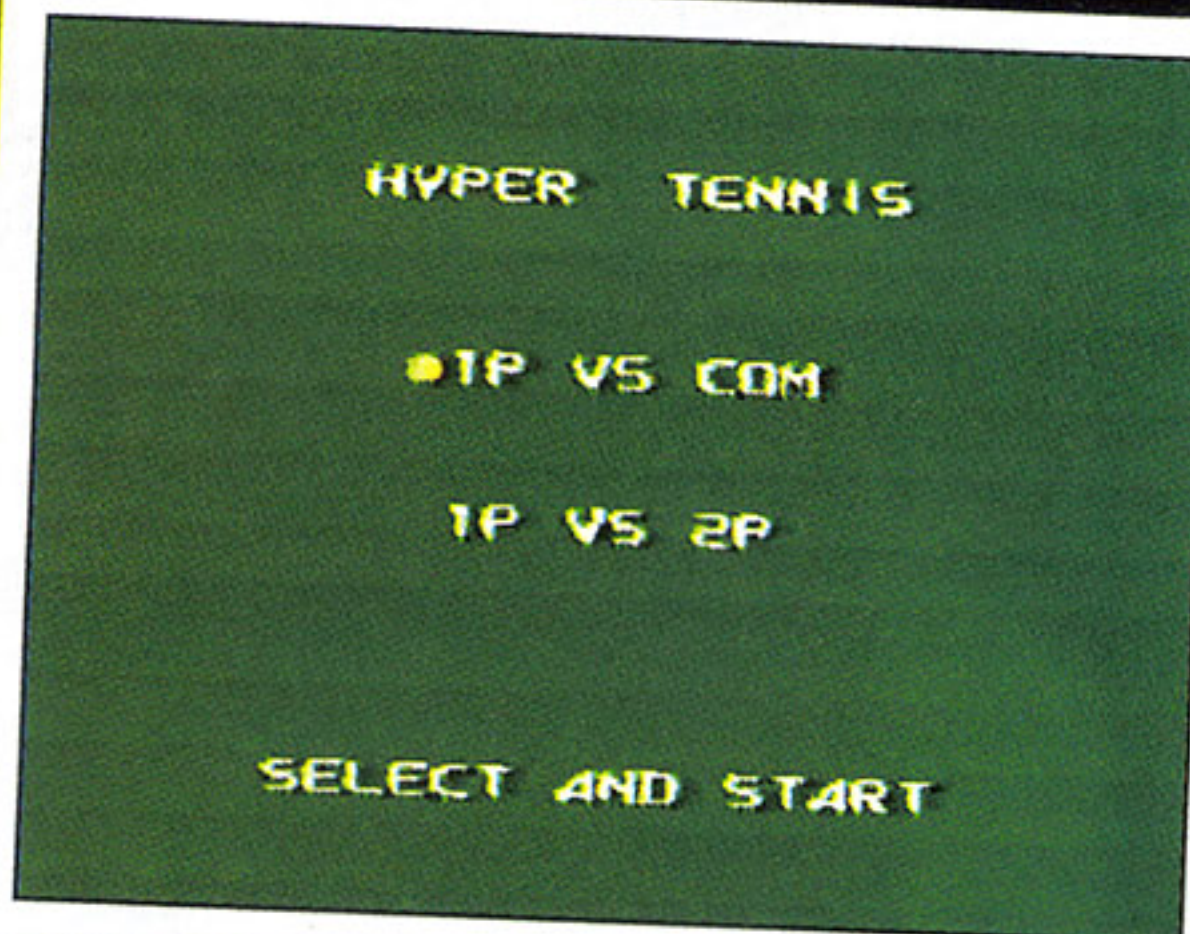


Use this slick trick to zap to any stage in The Empire Strikes back. During game play, hit Start to access the Force Powers. Now, press and hold down Right, and simultaneously press Start, Select, A, and B. Continue to hold down Right and press B, B, Start, A, B, Start, B, B, and Select. You'll skip to the next level. Remember, you can only use this trick in levels where you can use the Force Powers.

John Gower, Bainbridge Island, WA

Super Spy Hunter (NES)

Play Pong With the Computer

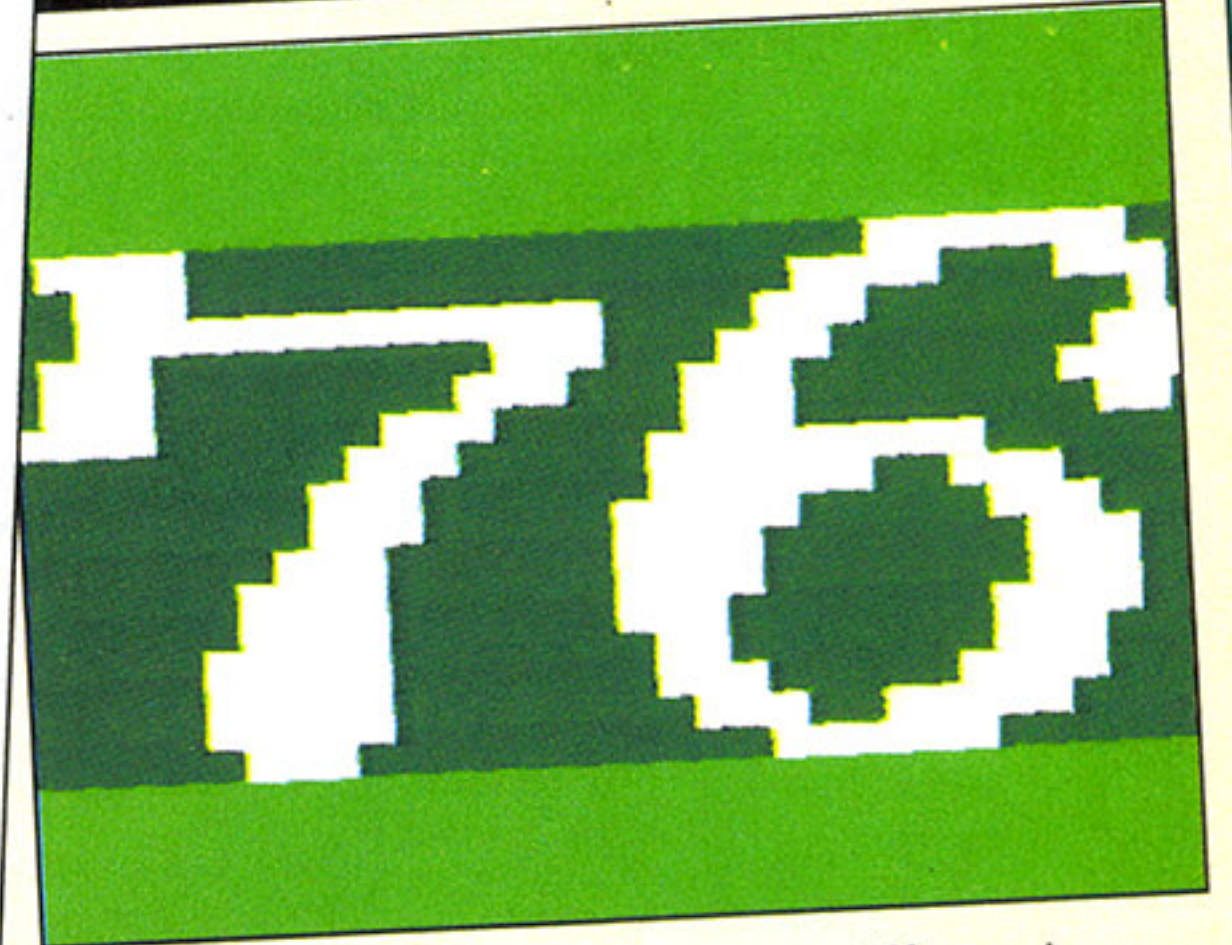


When you die at the end of a game of Super Spy Hunter, you'll go to a continue screen. Aim your gun turrets down (using Button A), and then choose to continue. You'll end up playing the computer in a game of Pong. Win, and you'll earn extra lives!

Daniel Thagard, Friendswood, TX

Super Spy Hunter (NES)

Select Lives



Use this cool trick to select different numbers of lives in Super Spy Hunter. When the title screen appears, press and hold down Select, A, and B, and then press Start. As soon as you see a thick, green line appear across the screen, release all of the buttons. The line will slow down and a number will appear, which indicates the amount of lives you'll have to begin the game.

Paul Brown, Rochester, NY

Ninja Gaiden (Game Boy)

ProAction Replay Codes

Here's a few codes to use with your ProAction Replay that are sure to put the spin on your shuriken:

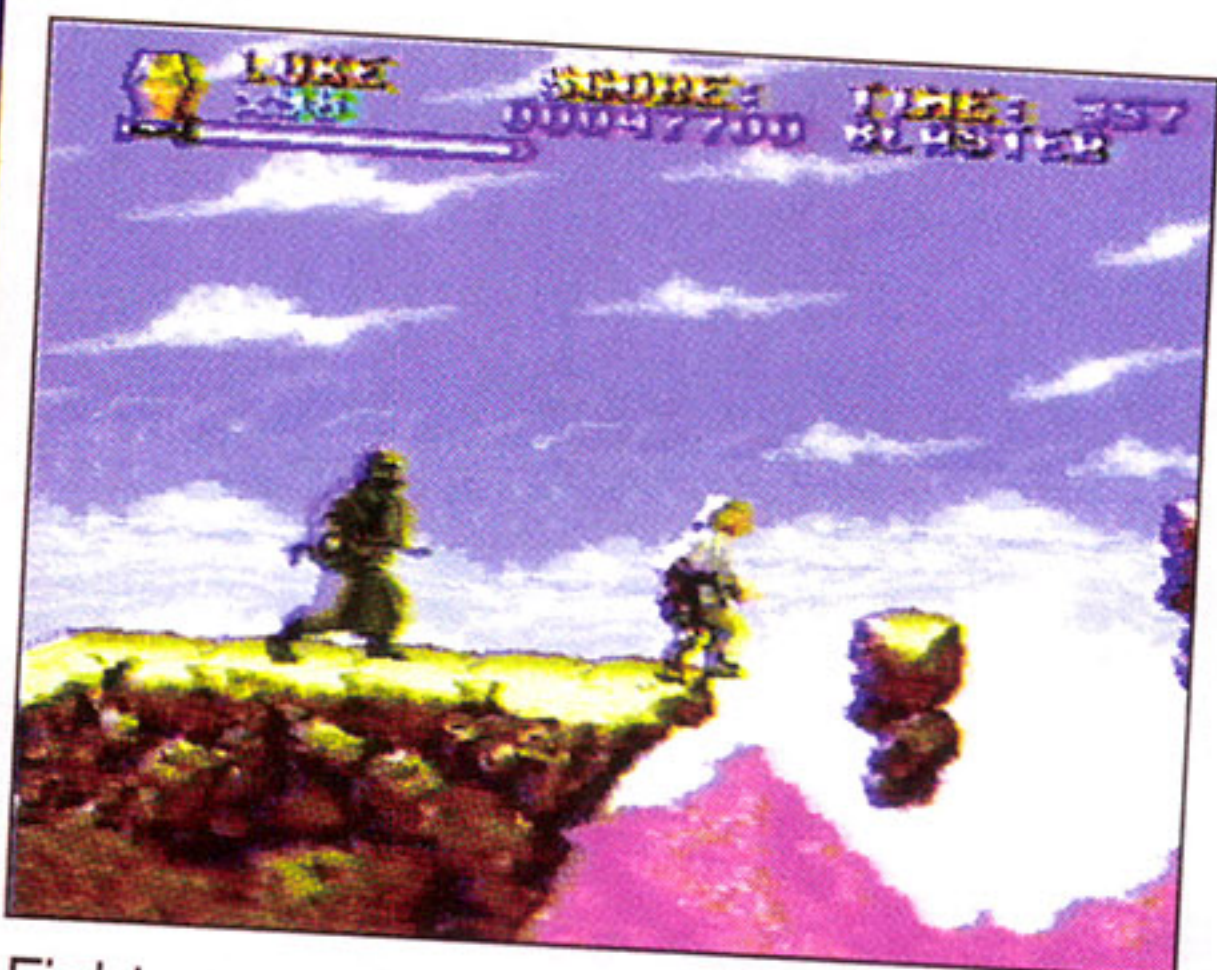
Infinite Lives:	01029CC0
Infinite Energy:	01069BC0
Infinite Fire Wheels:	010593C0

SWATPRO



Super Star Wars (Super NES)

99 Lives!



Fight your way to Stage 5, the Land of the Sand People, and keep moving until you reach the second platform-jumping section.



Fall off the cliff and hook left to land safely in a cavern.



Inside the cave, shoot the sky with your phaser to load up on five free Luke lives!

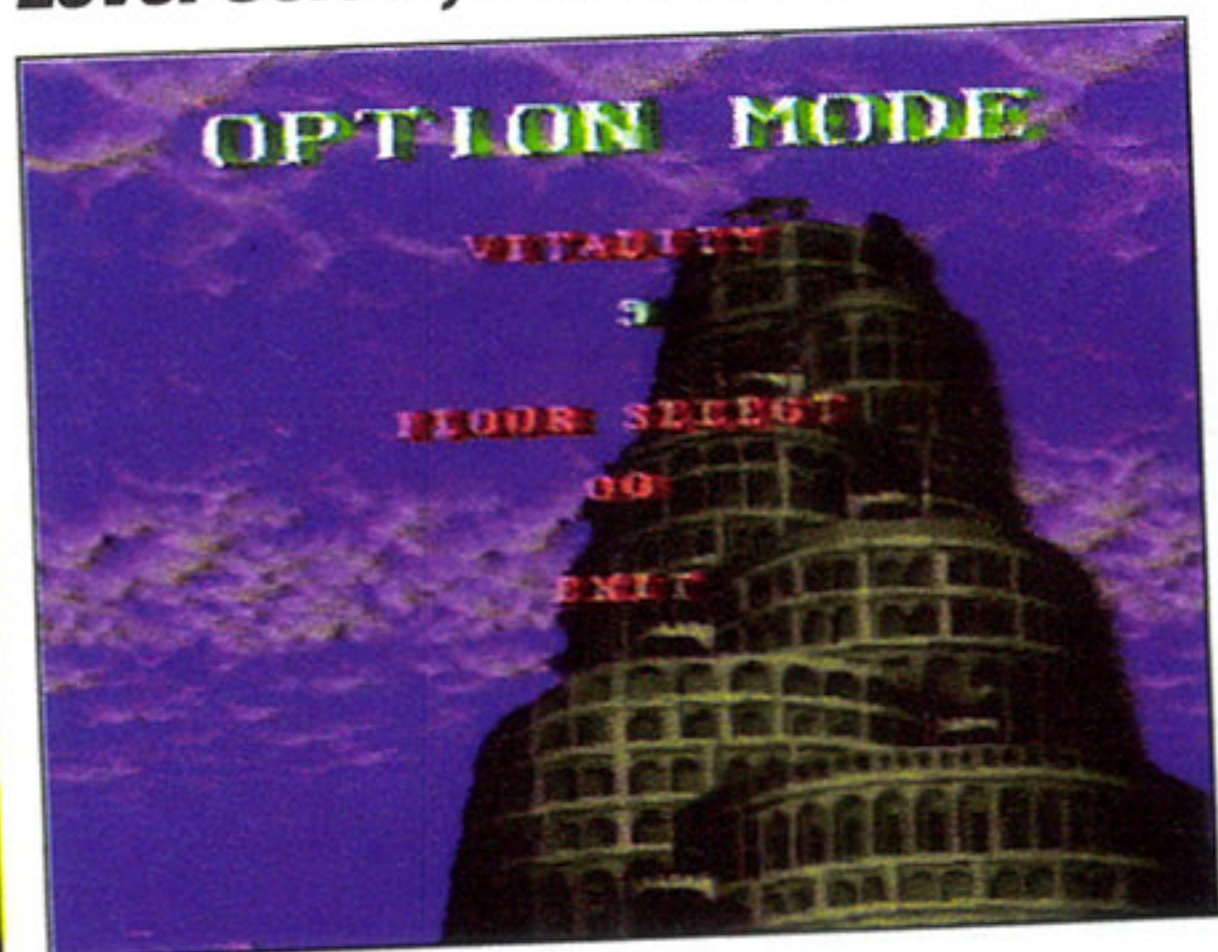


Now kill yourself, then repeat this process again and again to max out your extra lives count.

Bubonic the Blowfrog, The Swampy Offices of GamePro

Magic Sword (Super NES)

Level Select, Bonus Health



Here's an enchanted trick that will get your blade slashing in Magic Sword. Highlight the Exit entry in the Options screen, then hold down L, R, and Start

on Controller Two. While holding those three buttons, press Start on Controller One.



Now you can select your starting vitality and the game's level.

Eve Talbott, San Francisco, CA

The Legend of Zelda: A Link to the Past (Super NES)

Maximum Cash!



You can stock up your rupee stash with this easy technique. Simply find a cave with free money, grab all the rupees, and leave. Return to the cave and rake 'em in all over again.



This is particularly effective in the cave under the large rock outside of the Desert of Mystery's entrance. Other easy cash flow sources include the games of chance that are located throughout Hyrule. Look in the Lost Woods for a high-stakes, high-reward game that you can use to earn mucho dinero, no problemo.

Ryan Pohlman, Naperville, IL

Do You Have a Secret Weapon?

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Secret Weapons

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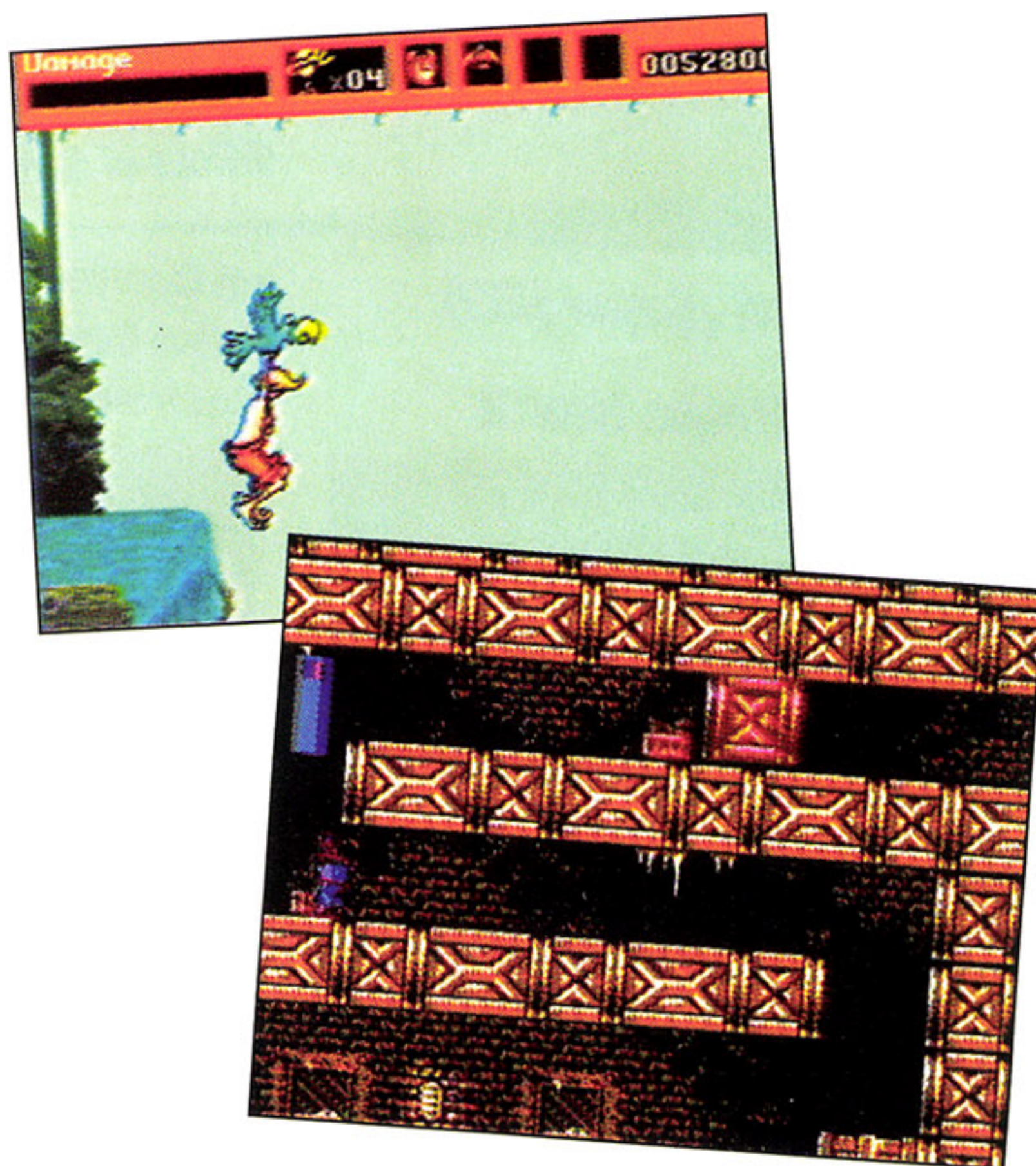
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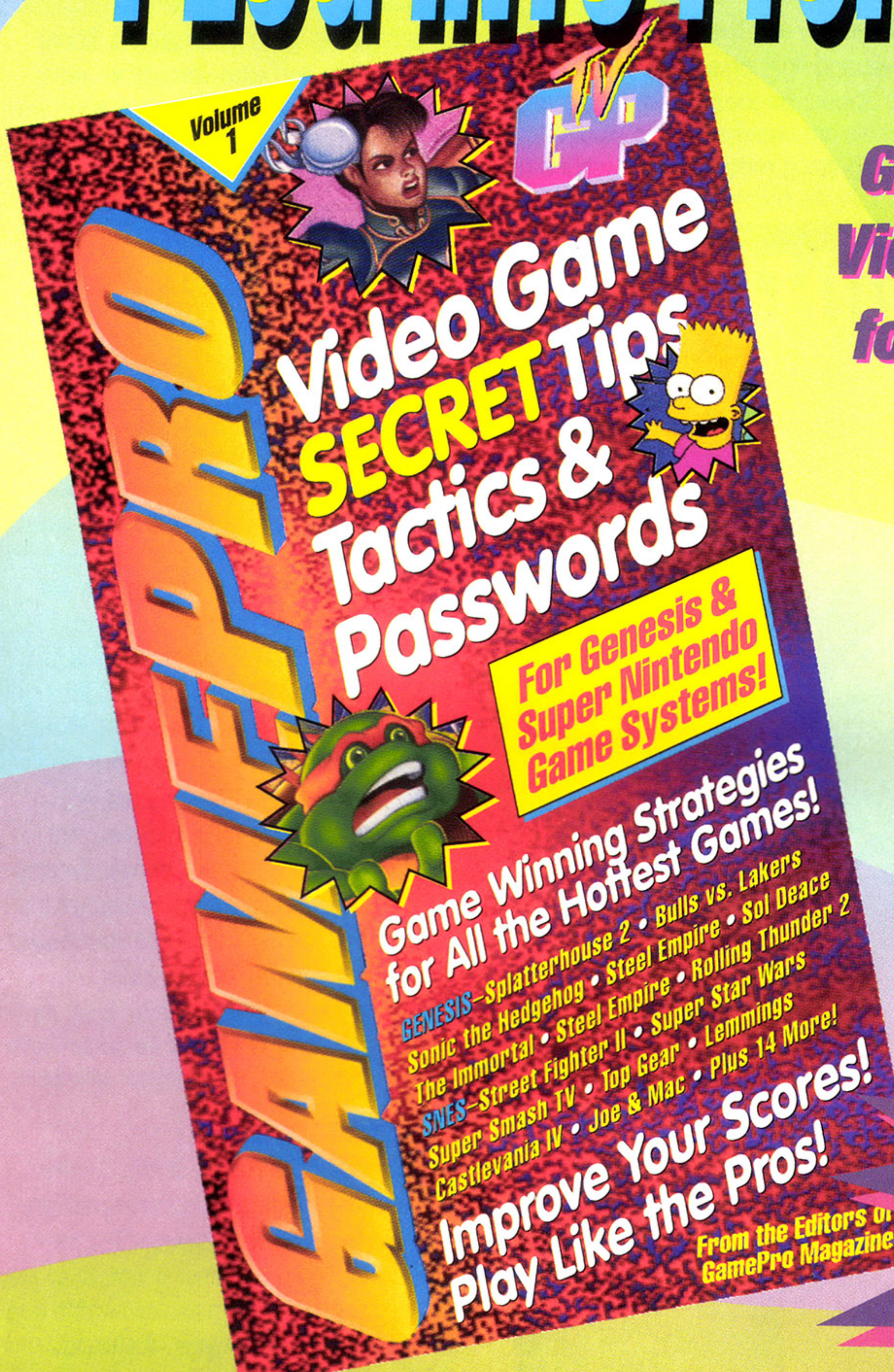
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- All the Tips!
- All the Tactics!
- All the Passwords!
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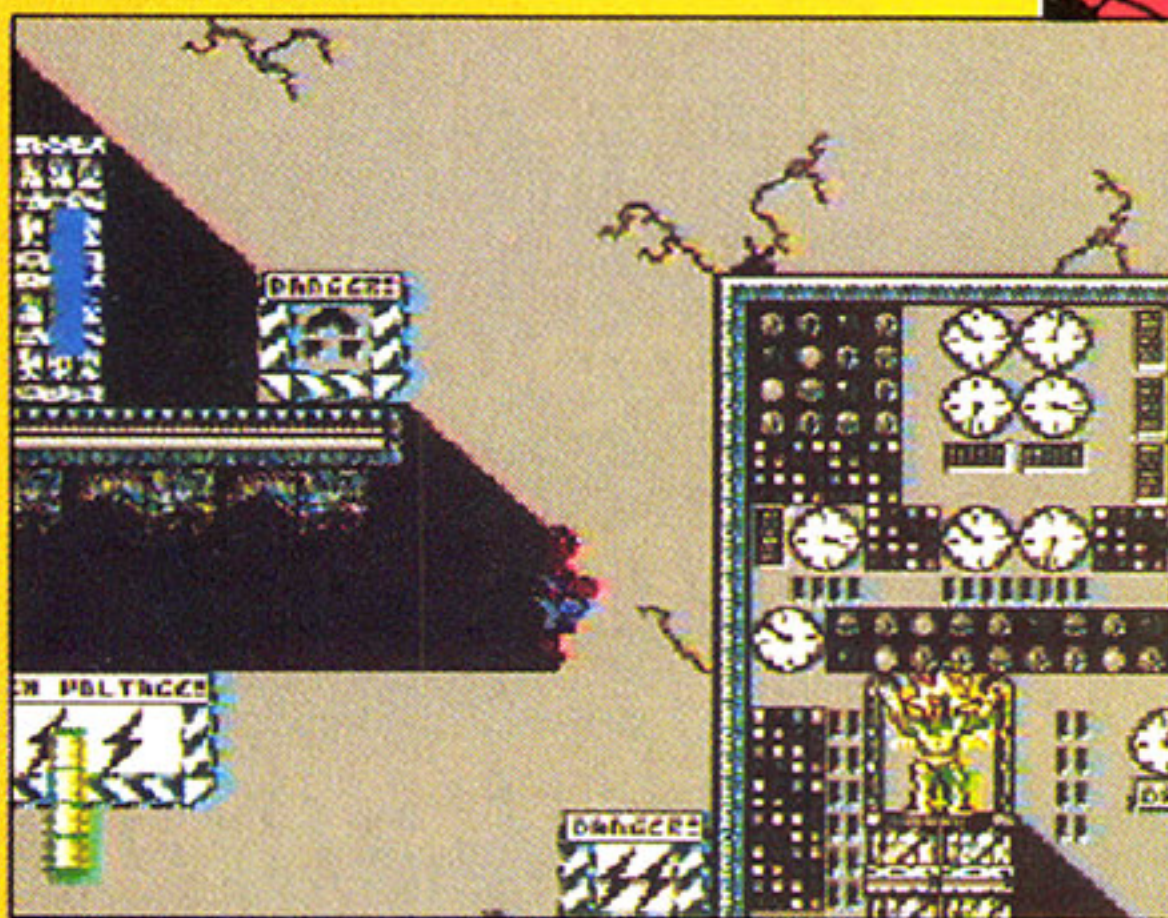


By N. Somniac

Everyone's favorite arachnid superhero finally makes his first appearance on the NES in Spider-Man: Return of the Sinister Six. Having already conquered the Genesis, the Game Boy, the Sega Master System, and the Game Gear, LJN strives to make this cart live up to the heroic reputation of its predecessors. Stay tuned to see whether this Spidey swings, or gets squashed like an 8-bit bug!

Trouble Times Six!

Agreeing that Spider-Man has been their constant obstacle to world domination, several of Spidey's most fearsome foes have assembled together as the Sinister Six. Comprised of Doctor Octopus, the Sandman, Electro, Mysterio, the Vulture, and the Hobgoblin, the sole purpose of this supervillain sextet is to permanently exterminate our web-spinning superhero. Realizing the best defense against imbalanced odds is a fierce offense, you, as Spider-Man, must seek out and defeat all six supervillains before they gang up on you!



PROTIP: Electro must charge up before he fires his electric bolts. Jump away as soon as you see him charging up.

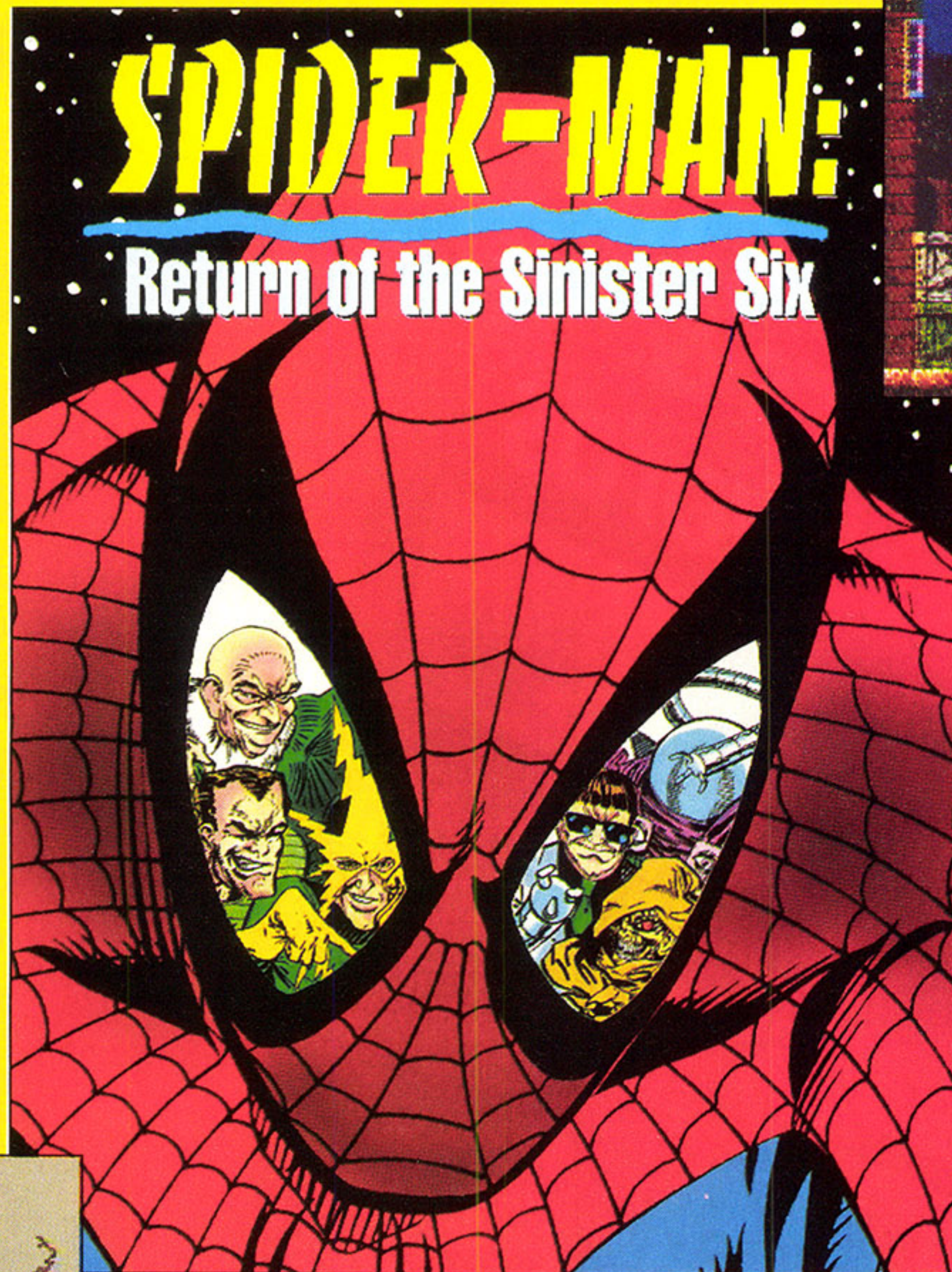
PROTIP: Pull Electro's plug by turning off the Sparks Generator. Hit Electro from a safe distance with Attack Webs until he's been turned off.

Does Whatever a Spider Can

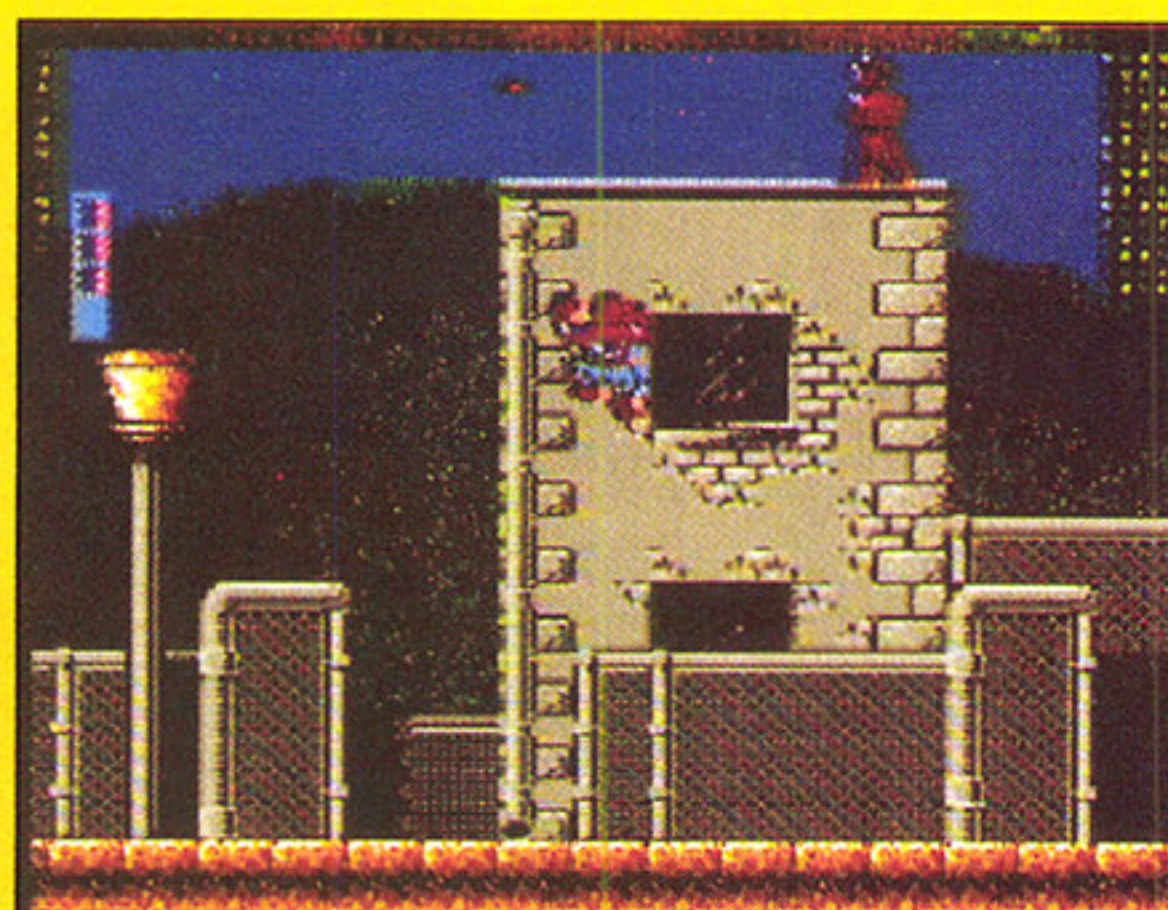
Spidey's moves are as smooth as spider's silk. Shoot attack webs, punch, or deliver flying kicks. Run, jump, crawl,

climb, and throw swinging webs to move yourself throughout the six, side-scrolling levels of this one-player game.

Comic fans will be thrilled by the cart's faithful adherence to the look and feel of the Spider-Man comic books. Working within 8-bit limitations, it makes both Spidey and the supervillains look, move, and fight on screen exactly as they appear on the printed page. The controls are super sensitive. You must have lightning reflexes and total control of Spidey to succeed in battle.



SPIDER-MAN: Return of the Sinister Six



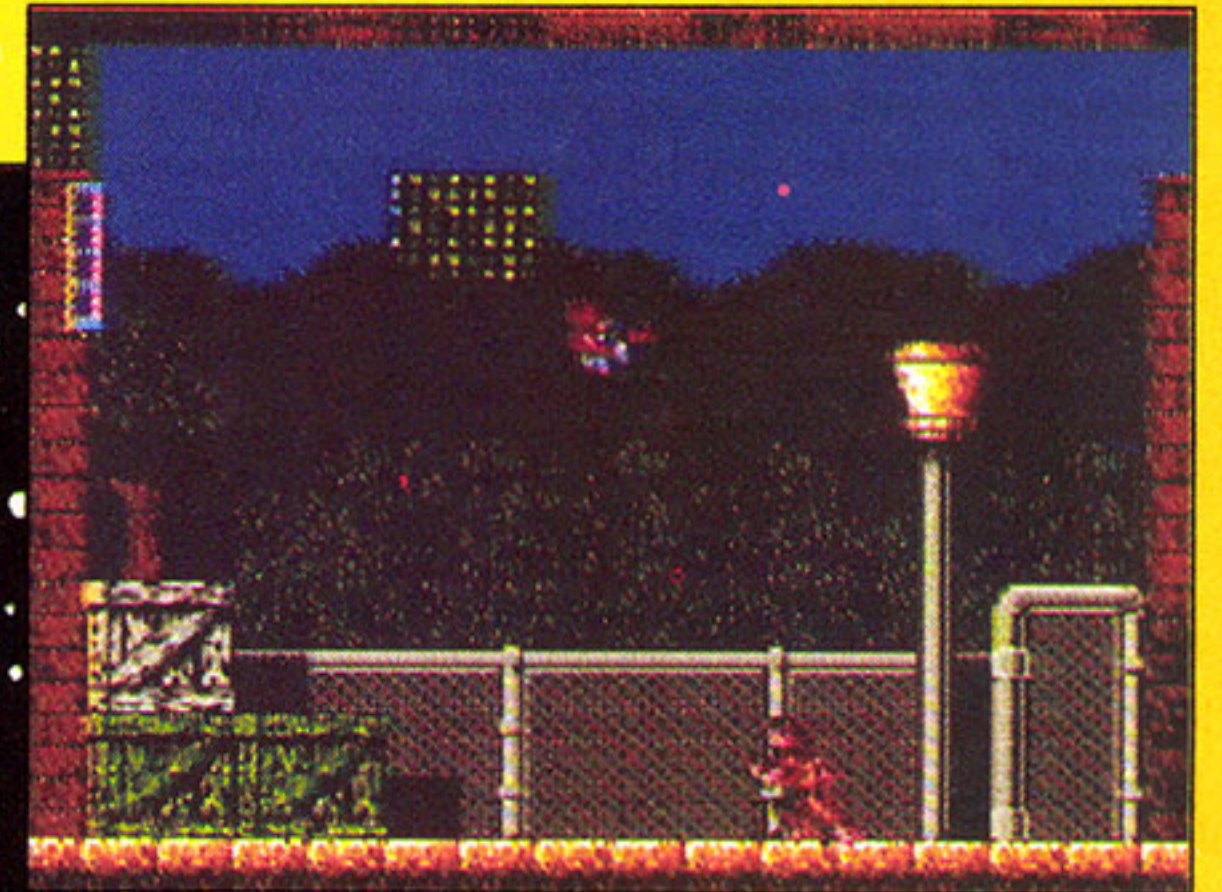
PROTIP: To crawl up walls faster, hold down B for an extra high jump before you start your climb.

PROTIP: In order to reach seemingly unreachable platforms, swing up to 360 degrees.

SPIDER-MAN® and all other Marvel characters and the distinctive likenesses thereof are trademarks of Marvel Entertainment Group, Inc. and are used with permission. © 1992 Marvel Entertainment Group, Inc. All rights reserved.

Survival of the Fittest

This cart starts off fairly easy, but soon becomes an intense struggle for survival. You start with four energy units, which decrease proportionately depending on what hits you. For example, a punch by a regular goon doesn't effect you nearly as much as the Sandman's punch. Score 1000 points and earn yourself an extra energy unit. Play for keeps 'cuz continues are limited and there are no passwords!



PROTIP: Save time and health units by swinging over or flipping over the lackeys. Save your energy for the Boss. You'll need it!

A variety of invaluable pickup items sporadically pop up throughout each level. Attack Web Fluids yield 10 shots. Other items, such as keys, TNT Detonators, and Infrared Goggles, are essential to complete certain consecutive key level tasks. Use your muscles to find the item, then use your noggin to figure out how to use it.

PROTIP: There's no time limit, so take time to find all the Attack Web Fluids and pickup items on a level.

Eight-Legged Entertainment

Spider-Man: The Return of the Sinister Six is a well-crafted, entertaining action cart worth taking for a swing. Responsive controls, an impressive variety of moves, and detailed graphics enable you to experience superheroin' firsthand. 'Nuff said!

Spider-Man: Return of the Sinister Six by LJN

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

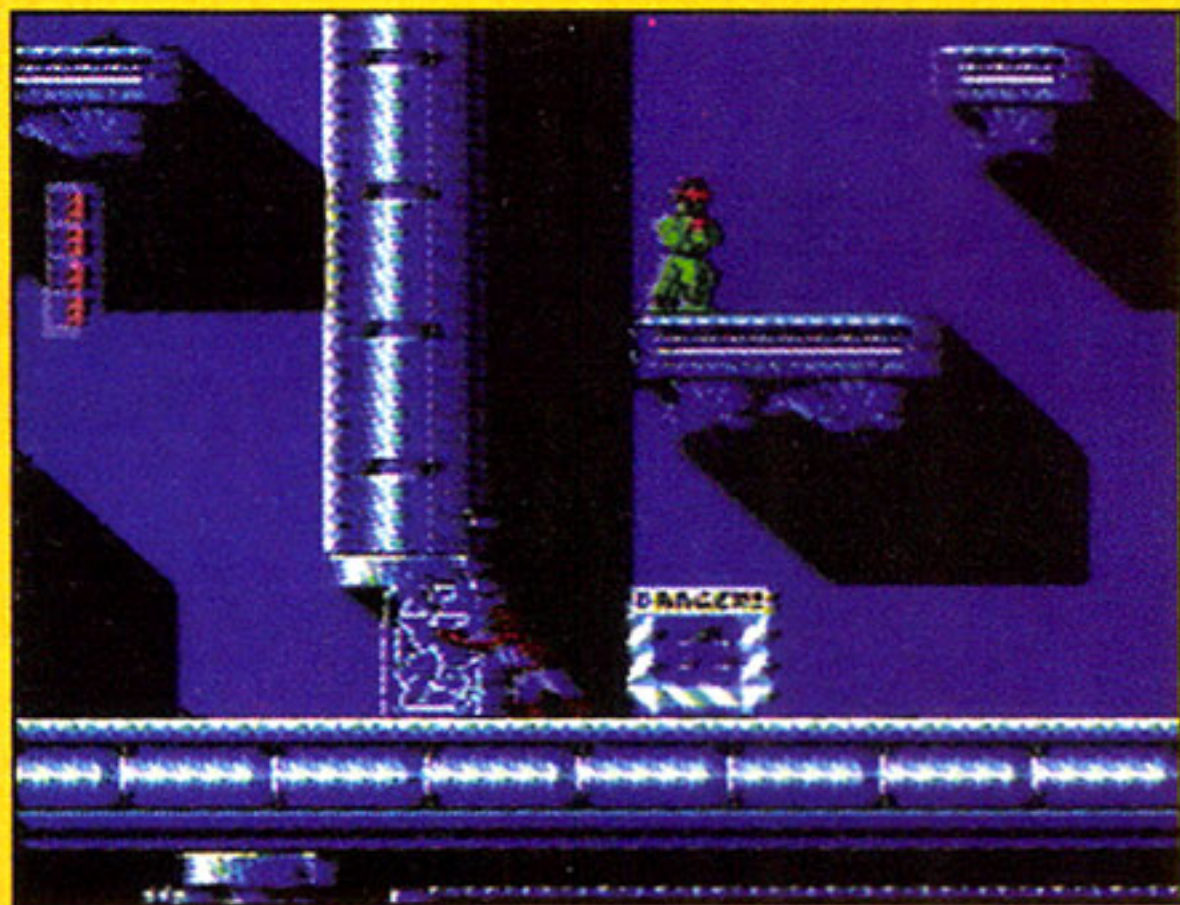
\$49.95

Available October '92
Action/Adventure

One Player

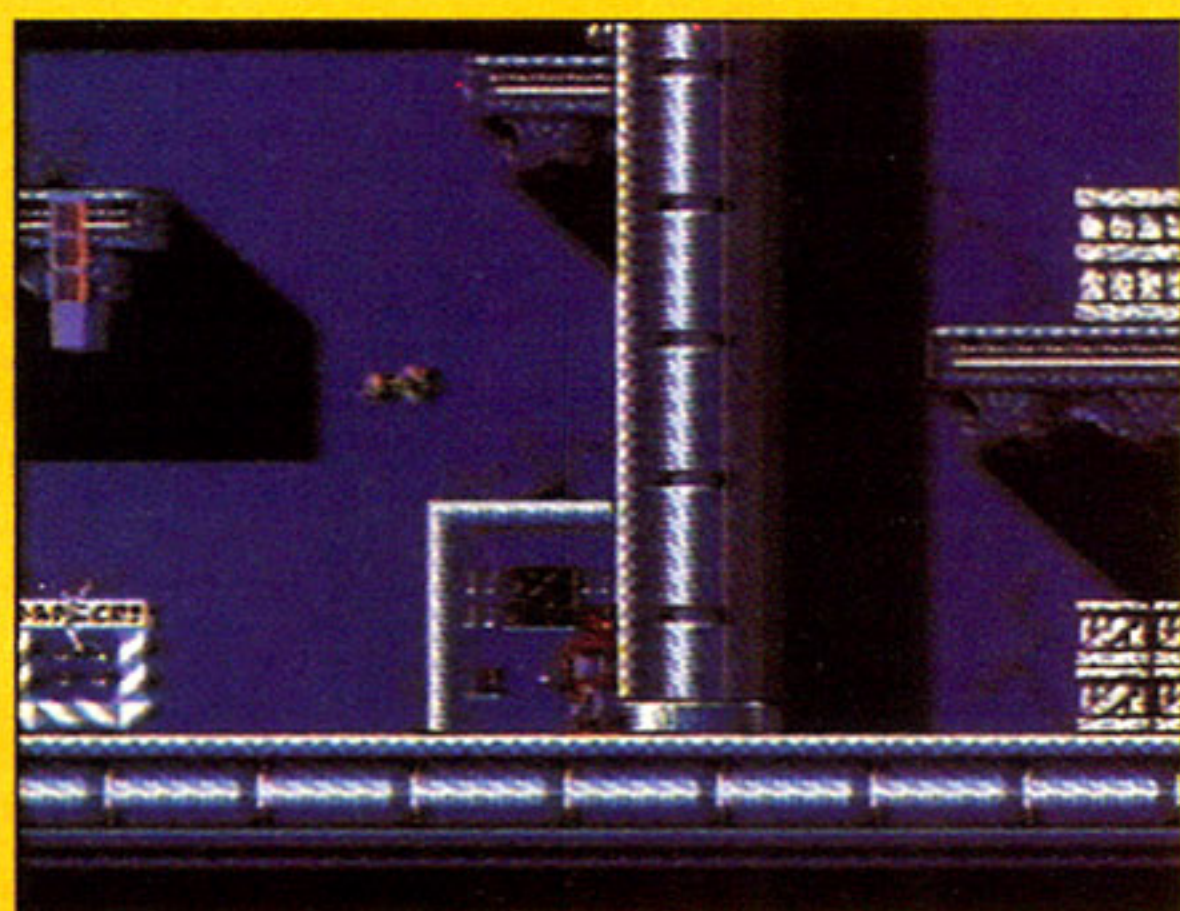
NINTENDO PRO TIPS

Someone's Ringin' the Bell



In Level 1's second section, there seems to be no way out. However, in the lower left-hand corner of the warehouse, you'll find a locked door. To break through, attack the door with three punches and a flying kick.

You Hold the Key



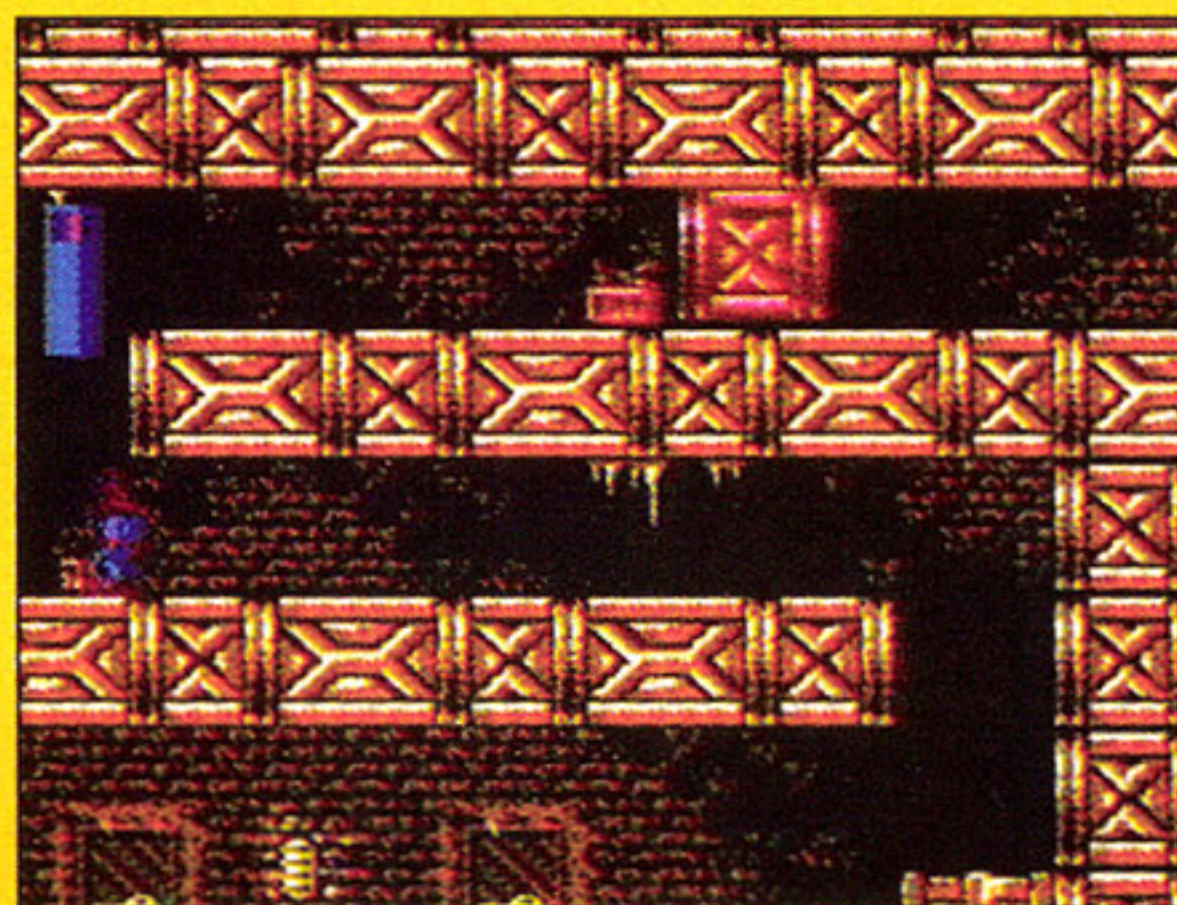
To unlock the door that leads to Level 1's supervillain, Electro, you must first find the key. Shoot the bad guy who hangs out near the door that reveals the key. Then, move towards the door. The key will automatically unlock and open the door.

The Big Bang

To bust your way through to the Sandman's Lair in Level 2, you've got to collect Dynamite and a Detonator. Then, blow the barricaded entrance to the dream-boy's house sky-high.

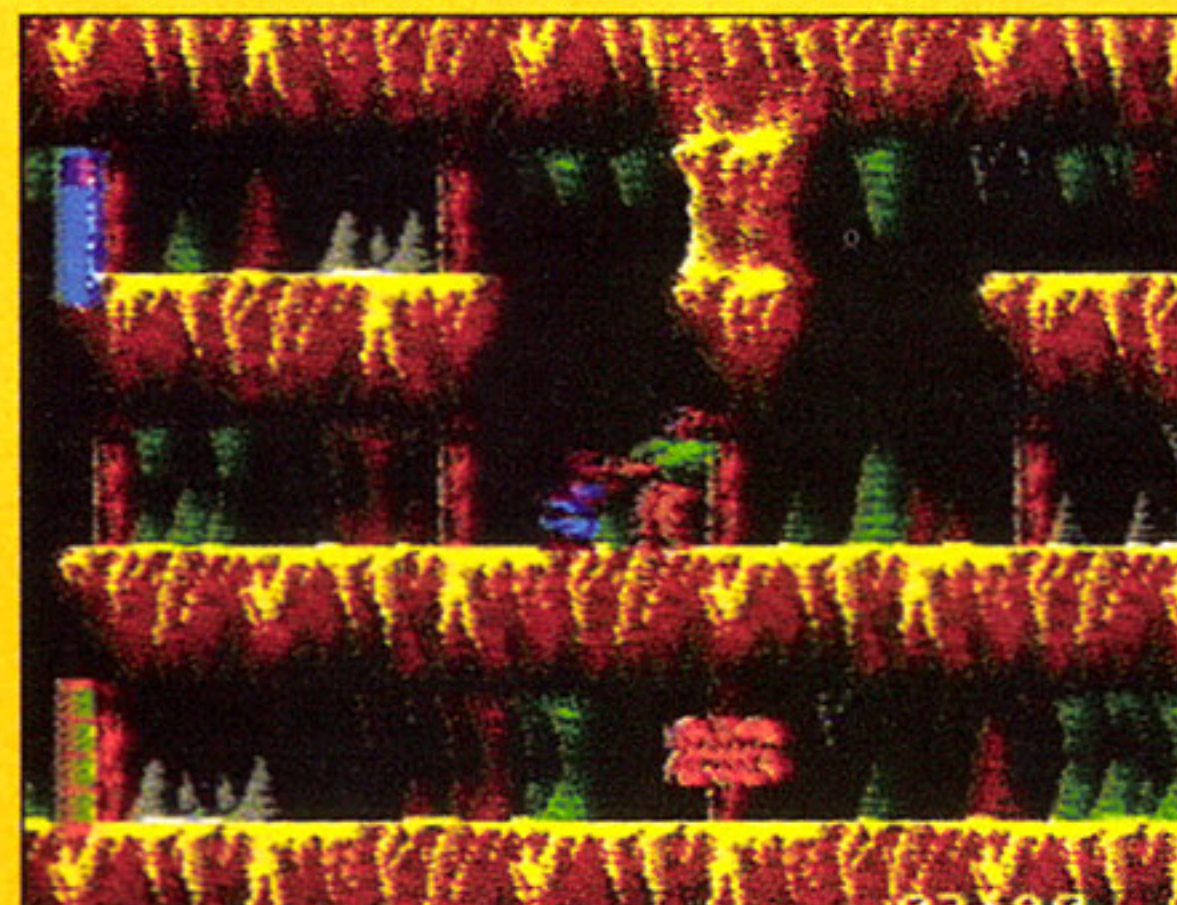
To find the Dynamite, climb the chain and head left at the pulley. You'll find the Detonator.

You'll find an orange bundle of explosives (Dynamite) in the lower-left portion of Level 2. Once you've got both the Dynamite and the Detonator, you're ready to blow a hole into Sandman's world.



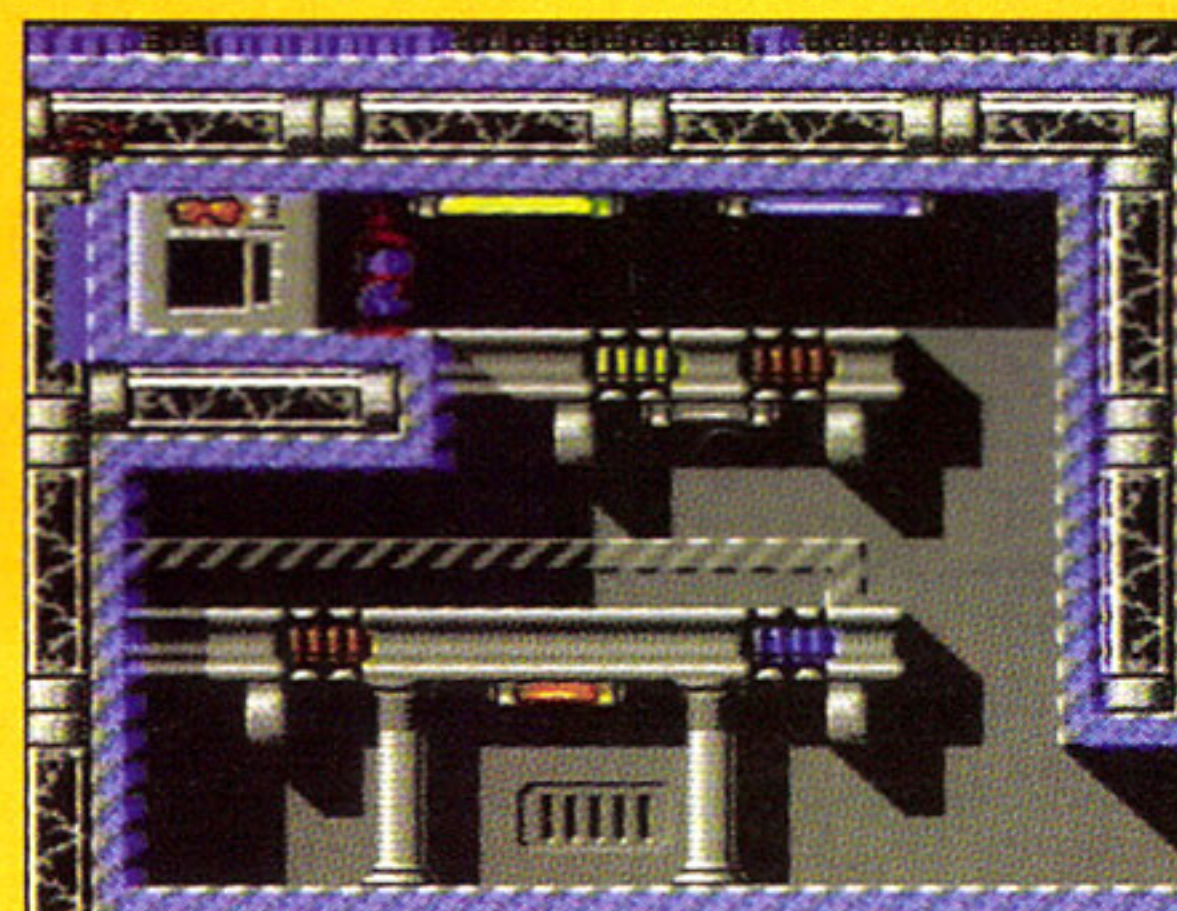
Swing on over to the net of chains in the lower-right portion of Level 2 and climb up to the barricaded door. If you have the Dynamite on you, it will automatically be set up for a bang. Then, move left and fall onto the platform below where the Detonator will help destroy the door.

A Dirty Job, But...



To send William Baker (codename: the Sandman) on his way to the Big Sleep, you may have to get your nails dirty. First, wait until the Sandman magically appears from underneath a pile of dirt. Then, duck while delivering a series of punches. The old sandbag won't know what hit him, and your punches will turn him to dust in less time than it takes for a handful of grains to fall in an hourglass.

Wearing Sunglasses at Night

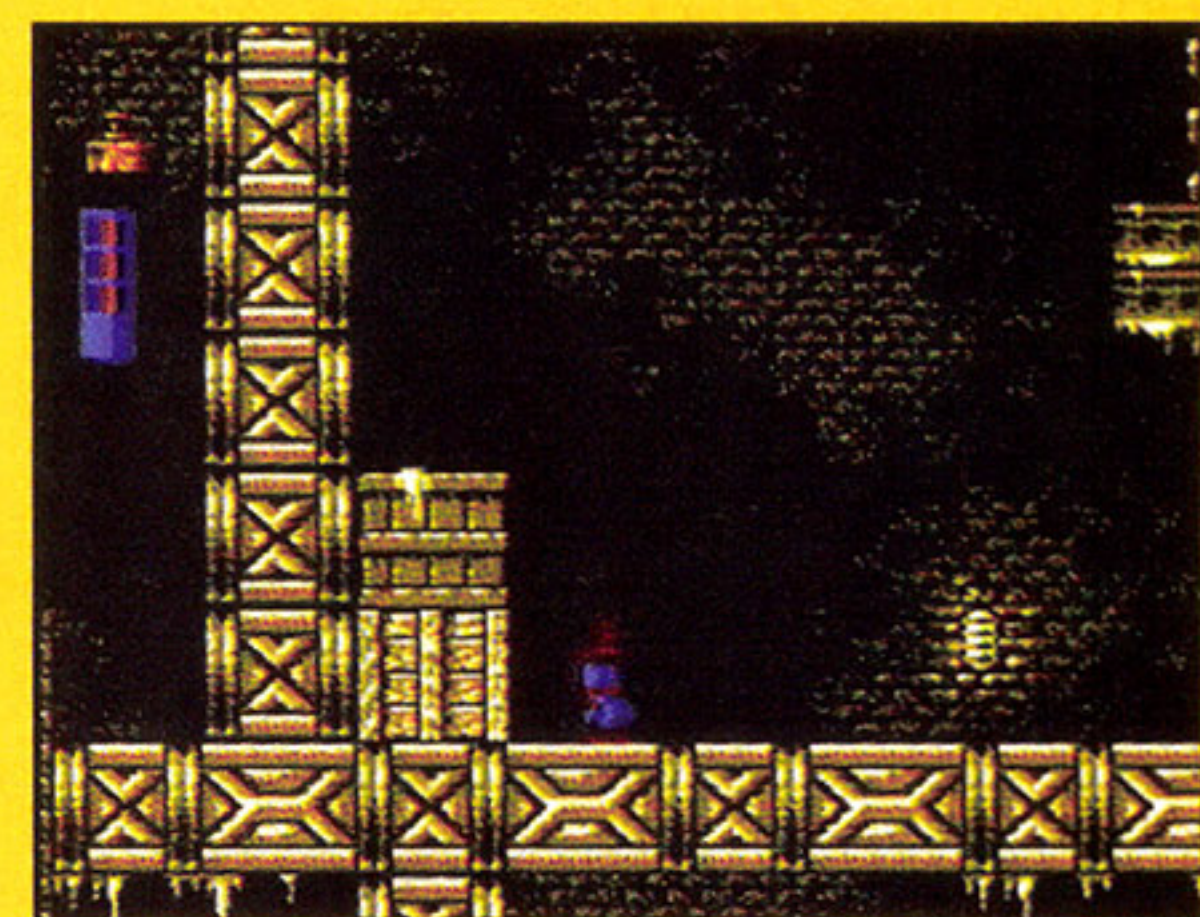


The only way to see in the dark mid-section of Level 3's House of Illusion is to use your infrared goggles. Use raw courage and your Spidey senses to make it to the far left of Level 3's first section where you'll find the goggles.



Once you've entered the darkness and donned your goggles, head right to pick up the barely visible web-fluid. You'll need the webby weapon to make it past the creeps that clutter your way to your showdown with Mysterio.

Now You See Him, Now You Don't

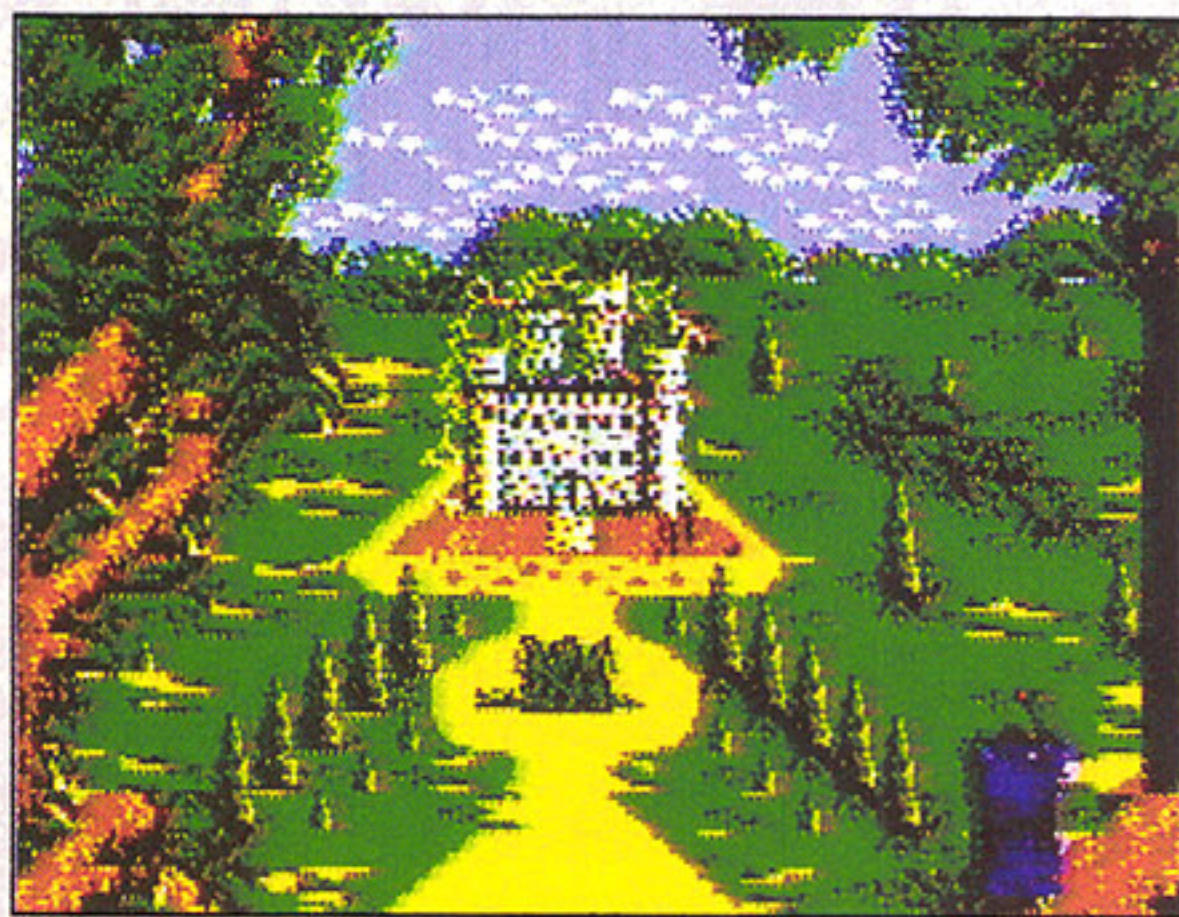


To waste Mysterio, the Master of Illusion, you've gotta have patience. You'll meet a number of holographic reproductions of Mysterio before you fight the real thing. But be careful, because these projections can hurt you. Wait for Mysterio to materialize on top of you, then quickly step back to an arms' length and deliver a number of punches or flying kicks. Once you kill one Mysterio, a door will blow open and you'll meet up with another one. Use the same method to kill all the Mysterio holograms, and finally the real Mysterio.



By Monty Haul

Way back in King's Quest III, Gwydion, the kidnapped prince, turned the tables on his captor, the evil wizard Manannan, and transformed him into a cat. Now Manannan's mirror image, Mordack, is seething over his bro's feline condition. Not only does King Graham's son, Gwydion, disappear, but so does Graham's entire castle! Needless to say, the king is not



I put a spell on you....

amused. Graham's duty to his kingdom is to subdue Mordack before he hooks up with Manannan.

Return of the King

The King's Quest games are legendary sagas for the PC, and this NES version maintains their same top-quality storytelling. Also like the personal computer version, King's Quest V (originally by Sierra On-Line and reprogrammed by Konami for the NES) requires you to think on your feet and direct the hero in the correct course of action. Hack-n-bash and experience-point gathering are out. Storytelling and plot complexity are in.

Gameplay is totally three-dimensional. You can walk in any direction, or exit into the next area by leaving the top, bottom, left side, or right side of the cur-



An interface fit for a king.

rent screen. The interface is a snap to learn and implement. You select an icon – the Eye to view, the Mouth to talk, or the Legs to walk – then click on the object for the appropriate interaction.

Owls and Senile Magicians

Now that you know the basics, here's what's goin' down. As we pick up the tale, you (as Graham) are staring vacantly at a gaping hole in the side of Daventry, which used to be your palace. They say royalty hath its privileges, but there are downsides too. The silence is broken when a friendly talking owl explains that all is not lost.



At last, we have an eyewitness!

Graham's newfound feathered friend, Cedric, airlifts you to the land of Serenia. There you meet the kindly but slightly befuddled wizard, Crispin. Crispin gives you a few words of encouragement, but then dumps you on his front lawn with only Cedric as a guide. Oh well, looks like Graham must take matters into his own hands, as usual!

During your travels, you'll encounter people and creatures, many of whom will need your assistance. You begin with no money, no food, no supplies, and little



Duty calls!

hope. Best head to town and see what's to see. Along the way, you'll notice a bear nosing around a beehive. If you could get



*Absence of
Heart*

King's Quest

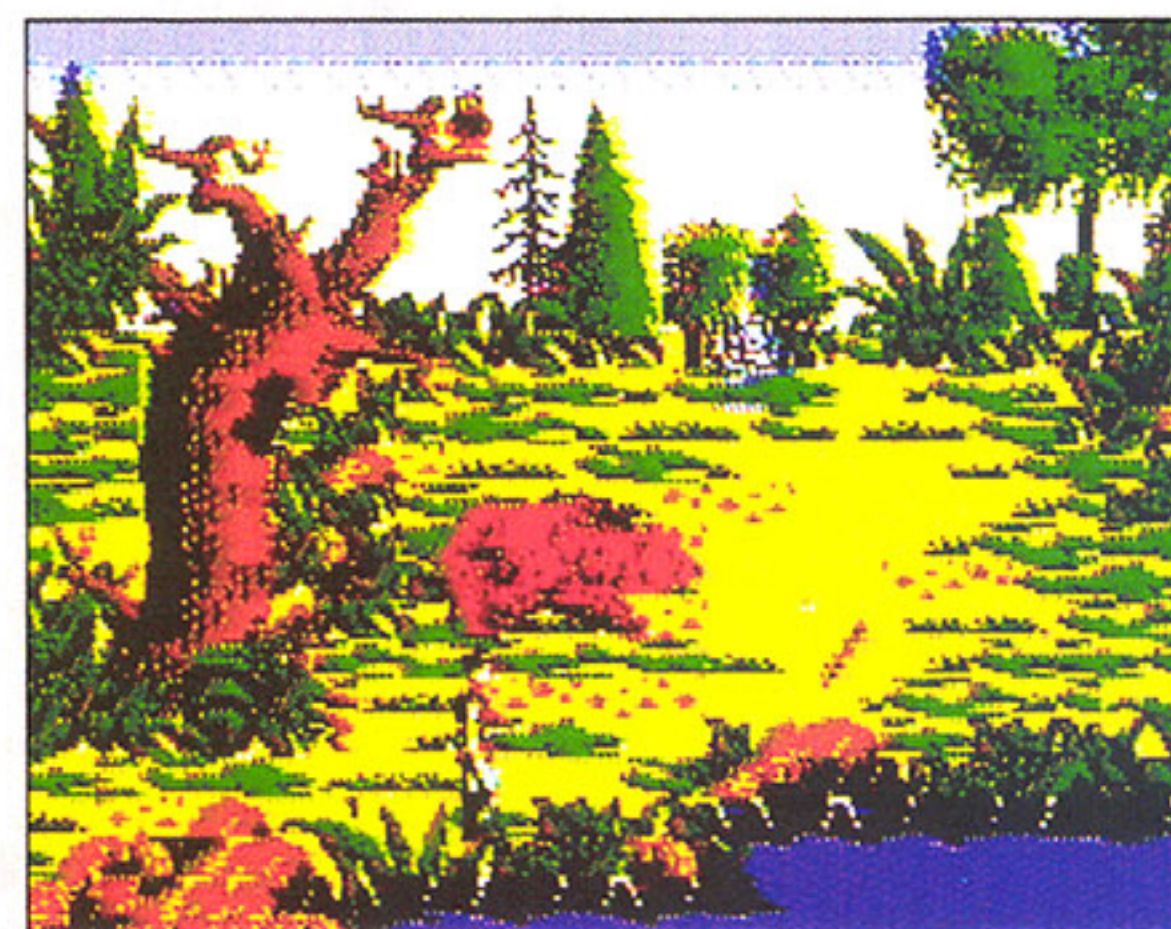
Quest

Makes the Yonder

rid of this nuisance, might the bees be grateful? Then there's a fair maiden who's been turned into a tree. She needs her heart back, but a nasty witch has locked it away in a dark forest. What would protect you from the witch's magic?



PROTIP: Talk to the fellow in town with the broken wagon. When he leaves, pocket the silver coin he drops. Also, check the barrel and grab the smelly fish.



PROTIP: Use the fish to distract the bear and Queen Beatrice will reward you with a honeycomb.



PROTIP: Make a map when you brave the desert heat, and be sure to quench your thirst at the oases along the way. When you're warned of a parched throat, you'll be vulture lunch in a few more screens! Look for three important locations here: a corpse with an old shoe, a temple, and a bandits' camp.

You'll encounter many such situations as you journey through town, the surrounding countryside, a mountain range, a coastal region, and of course, Mordack's island stronghold. Konami estimates gameplay at 50 plus hours, so

save, save, save. Also, make sure to record your password before you clock out for the day.

PROTIP: Don't worry if your inventory is loaded with items which seem worthless. You'll use them all, eventually. The honeycomb will come in handy when you're trying to escape from the dark forest. The old shoe will help you save a rat from a cat. Finally, the custard pie will help inside the ice cave.

King Questing, Step by Step

As you've probably discerned, King's Quest games are object and puzzle oriented. You'll find an item, then use that item to deal with a problem. You may also trade in that item for a better one you can use elsewhere, and so on and so forth. Occasionally, you'll get hung up on a puzzle and not be able to progress until you figure out how to complete it, which can be quite frustrating. On the other hand, your sense of accomplishment when you unravel a particularly unnerving dilemma is indescribable!

Graham Rules

King's Quest V breathes new life into 8-bit, or for that matter, any-bit adventure games. The scenery paints a pretty portrait, despite the limitations of the NES machine. You'll be impressed with the olden-times music, too. The only shortcoming observed in KQ V is that small items are sometimes indistinguishable against the bright backgrounds.

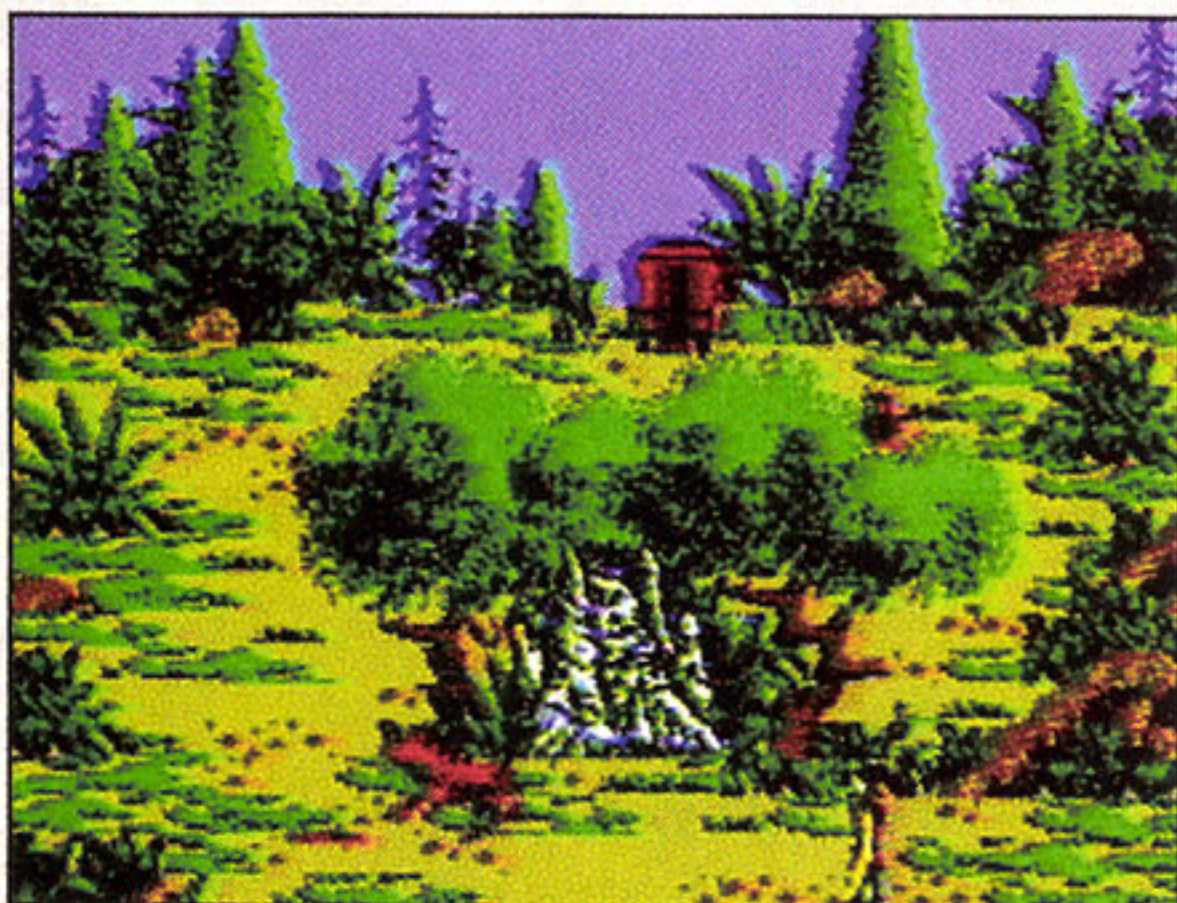
All too often, video RPGs are combat-heavy clones of one another. Sure, monster-crunching can be a blast now and then, but King's Quest V's creativity makes it one of Konami's crowning achievements.



King's Quest V: Absence Makes the Heart Go Yonder by Konami
Available late Spring '92
Price not available

NINTENDO PRO TIPS

Here, Boy!!!



When you pick up the Stick (walk south of the anthill to find it), return to the anthill and use it on the dog. The ants are very grateful and will be of great assistance to you when you need to find small objects, particularly hay-bound ones.

Sheiks 'n' Violence 'n' Rock 'n' Roll



When you reach the Temple, hide behind the rock and watch the bandits closely. They'll use a Staff and some magic words to open the Temple door. Later, return to the bandit camp and find the Staff that's guarded by a sleeping sheik. Use it to gain entrance to the Temple.

In a Gypsy Rose League of Her Own



Visit the fortune teller and Bring her the Gold Coin you found in the Temple. The Gypsy will give you a magic Amulet that will ward off the Witch's Froggy Freeze in the Forest. Give the Witch the Brass Bottle as consolation.

Witch Warehouse



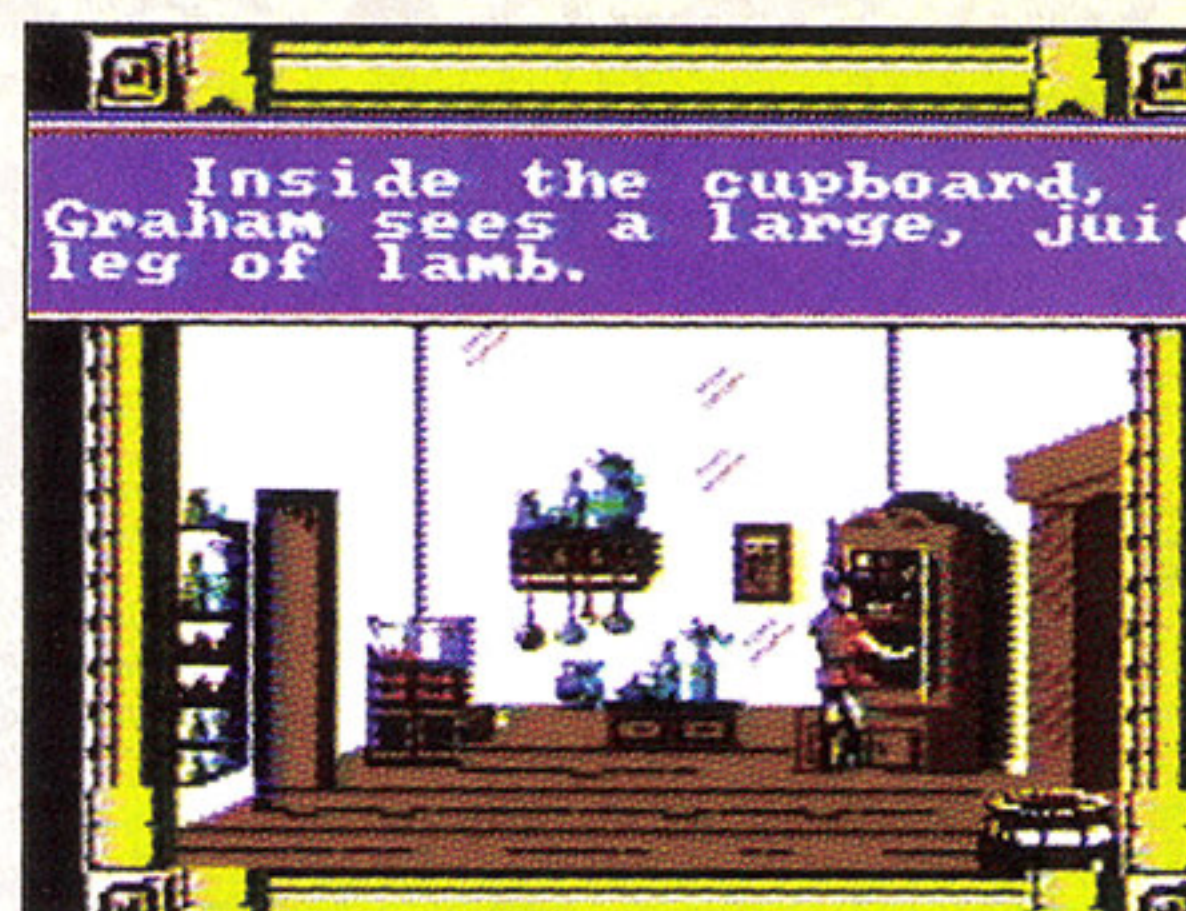
In the Witch's house, check the Chest in the corner, the Lamp above it, and the Drawer on the left.

Tricky Sticky



To leave the forest, you need to catch an elf. To catch an elf, you need to find their glowing little eyes in the forest. To hold him in place (elves are fast little critters), you need some Honey and some bait. Jewels make nice bait.

All Inn Good Time



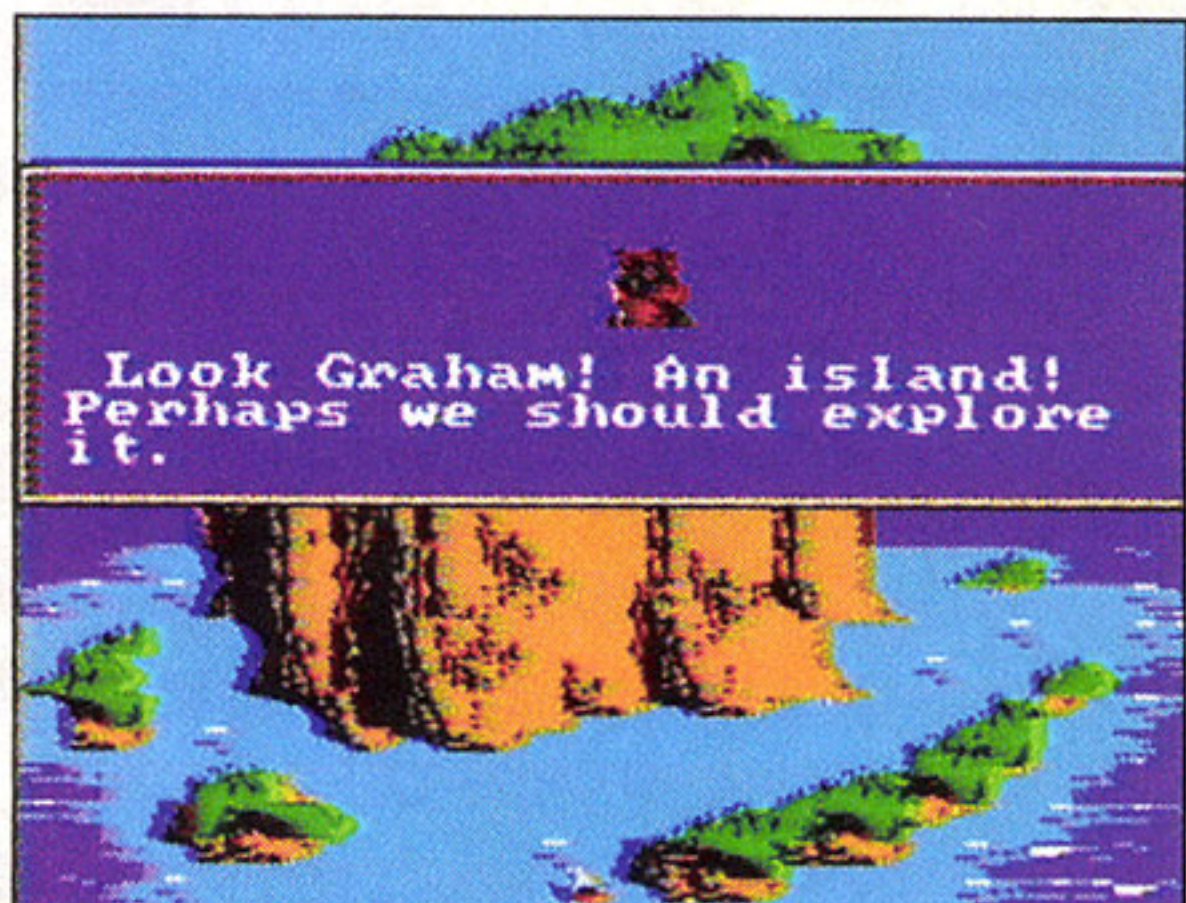
When you go to the Inn, the owner is pretty hostile. If he locks you up in the basement, a rat who owes you a favor will come to your aid. Take the Rope you find there and use the Hammer to break the Lock. Also, take the Leg of Lamb in the adjoining room...there may be a hungry bird later on.

The Snaked Truth



Whattsa matter? Scared of the Snake? Well, the Snake is scared of loud sounds, such as those made by a Tambourine. Who would have a Tambourine, though? Maybe a Gypsy? Check where their wagon was.

How to Stop Being Seafood



Don't wander aimlessly around the ocean. You'll be easy bait for sea monsters. When you're at the beach where the boat is docked, go four screens to the right and one screen down. Retrace your steps when you're done doin' your business on Harpy Island.

Conch Artist



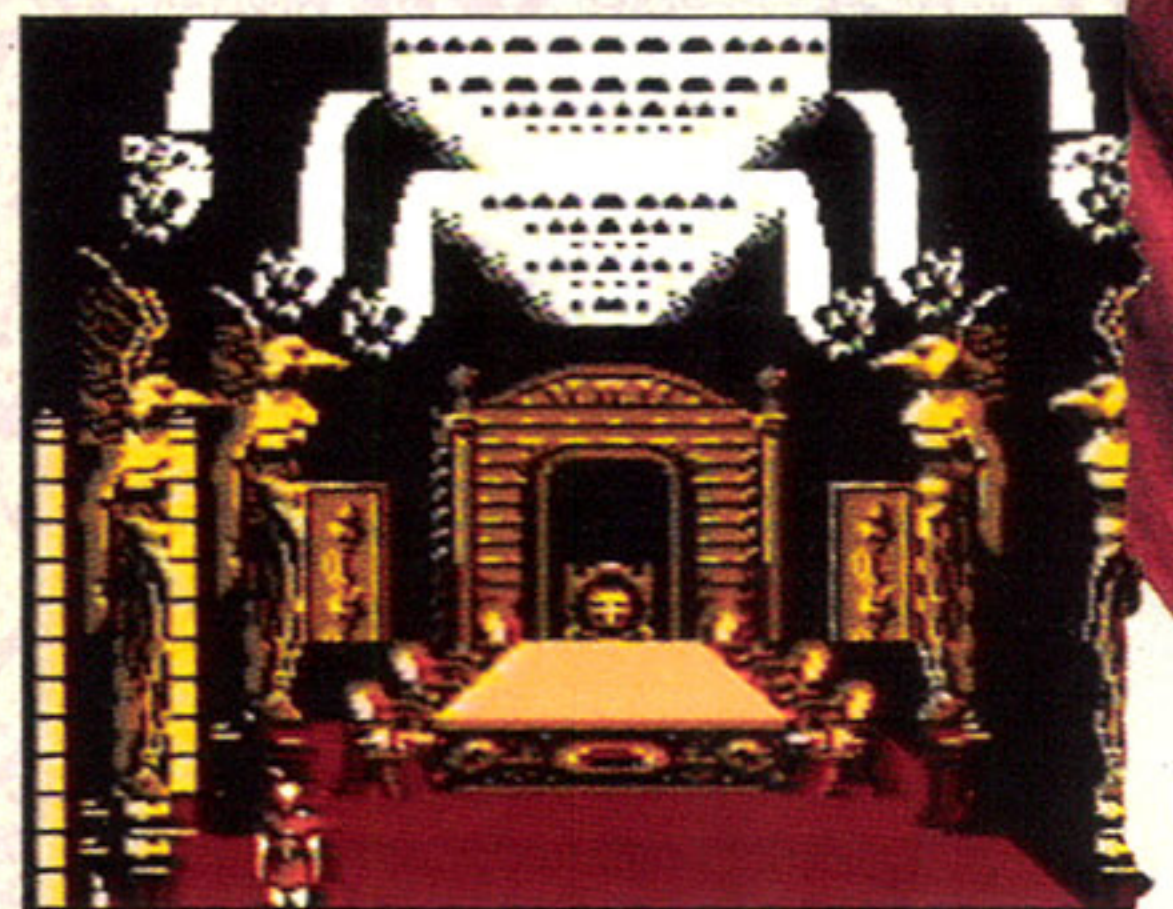
The old man is nearly deaf, so you'll need to speak through something that will amplify your voice. Hmm...how about a Seashell by the seashore of Harpy Island?

Ice Ice Baby



When you're done smackin' the Yeti with the Custard Pie, check out the Ice Crystal in the middle of the cave. You can't break it with your bare hands, though. Try the Cobbler's Hammer.

My Kingdom for A Door



Finding the upstairs hallway in Mordrack's castle can be a royal pain. Try this lower left-hand corner for the path of least resistance.

Ring-a-Dink



Dink (the monster in the dungeon underneath Mordrack's castle) loves loud noises. The Tambourine makes Dink so happy, he jumps for joy...and loses his Hairpin. You'll need it to open the door to the castle.

Singin' the Blues



The blue monster inside Mordrack's castle has to catch you at least once (and only once). Talk to Cassima before the monster catches you, and she'll let you out of the dungeon after you're caught. Check the mouse hole in the dungeon for some Cheese, which is vital for the end of the game.

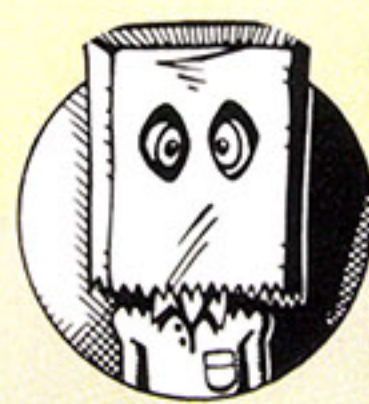
Good Night! Sleep Tight! I Hope the Bedbugs Bite.



Wait in this doorway for Mordrack to fall asleep. It takes forever for evil knuckleheads to go to bed (you'd think they would be tired from all that spellcasting). If it takes too long, go through this checklist: Did you wrap the cat in the Bag? Use the Dried Peas on the blue monster? Get the Cheese from the dungeon cell?



GENESIS PRO REVIEW



By The Unknown Gamer

Now that Sega's official sultan of speed, Sonic The Hedgehog, has officially zipped onto retail shelves across the country, it's time to see just what makes the speedmeister tick in this sizzling sequel.

Better the Second Time Around

Everything gets better with practice, and Sega's proving that with a more than suitable sequel to 1991's Game of the Year. Sonic The Hedgehog 2 is everything you loved about Sonic The Hedgehog, plus more – more Zones, more enemies, more companions, more play modes, and more players.

Sonic was set for early retirement, ready to rest on the laurels of his '91 achievements. Unfortunately, Dr. Robotnik (Sonic's arch-enemy) decided to play it fast and loose with the forest creatures one more time. This time, the bad doctor's hatched a new sinister weapon, the Death Egg. Sonic's got to scramble the Doc's cracked plot, or the forest and its creatures are cooked.

Tough luck for Sonic, but great news for Sonic lovers everywhere. Fans of the personable homehog will be delighted to discover that Sonic isn't gonna battle the Doc solo. Enter Tails. This perky two-tailed creature of the fox persuasion is about the cutest companion that any Sonic fan could ask for. In the one-player mode, Tails tags along and does his best to help Sonic by grabbing rings and whomping bad guys. In the innovative two-player mode, Tails and Sonic work cooperatively or go head-to-head competitively in a unique split-screen format. Although the split-screen's tough to follow due to its small size and the super speed of the characters, it's an interesting change of pace.



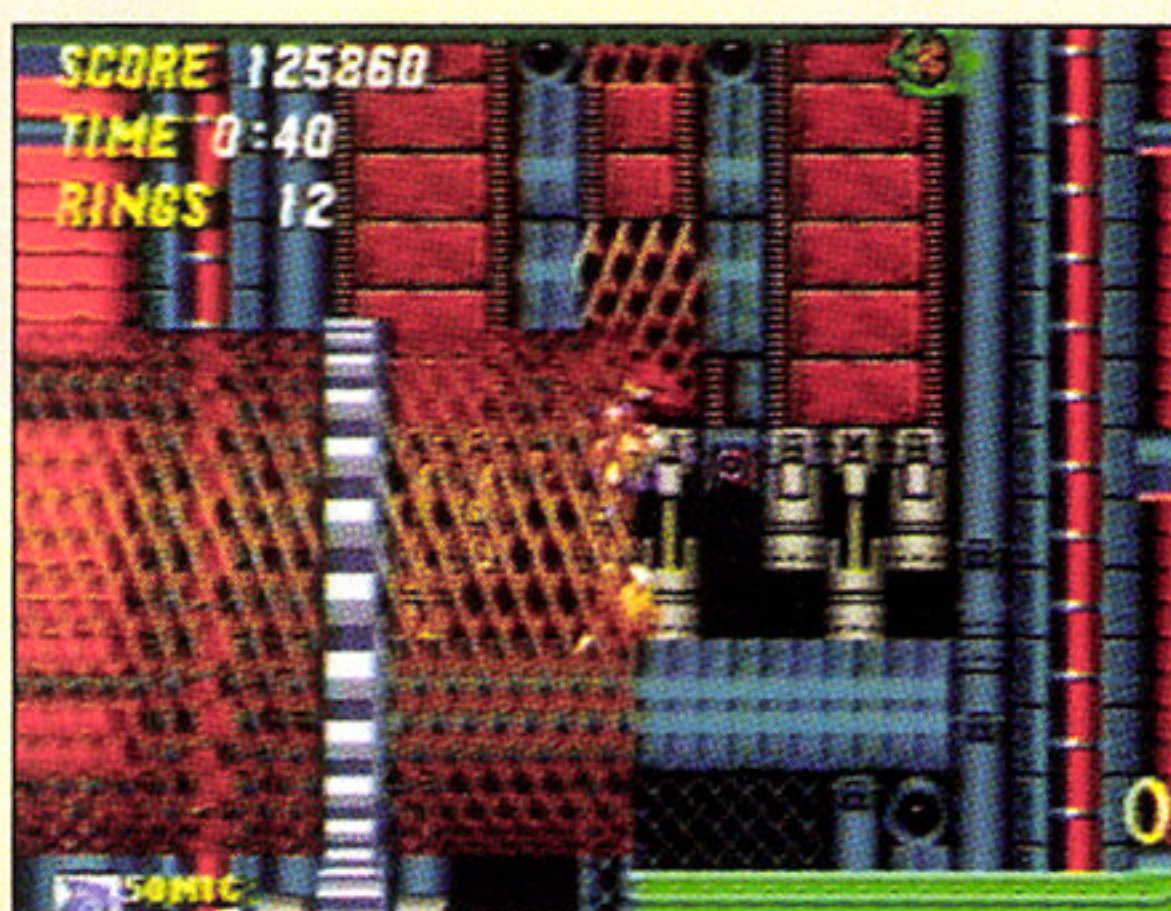
Sonic and Tails go head-to-head in this two-player split-screen mode.



PRO TIP: Make Tails help you in one-player mode. Jump towards an enemy, and then leap back. Tails will usually leap forward and do the dirty work.

Some Things Change, Others Remain the Same

Experienced players will recognize some of the locales from the first game, like the Emerald Hill Zone. However, Sonic 2's eight Zones (with two stages apiece) are packed with imaginative and original, new scenery. If you thought you saw it all in Sonic The Hedgehog, "you ain't seen nothing yet." For example, Sonic rides through vacuum tubes in a Chemical Plant, zips across corkscrew speedways in the Emerald Hill Zone, frolics through giant pinball and slot machines in the Casino Zone, and swings from vines in the Mystic Cave Zone.



What goes around comes around in the Metropolis Zone.

Sonic 2's game play mechanics are the same as Sonic 1's with a few cool exceptions. The dude with a 'tude still skims, jumps, grabs rings and power-ups, and races across the screen. Only this time around, if you can believe it, he's even faster! When you hit the Chemical Zone, Sonic streaks across the screen at speeds never-before-seen in a video game. The mighty hedgehog also has a new secret weapon – the Spin-Dash. Just push Down and hit Button C to make Sonic rev up for super dashes that'll take him where no hedgehog has gone before.



PRO TIP: In Sonic The Hedgehog it was always a good idea to carry at least one ring. This advice is twice as good in Sonic The Hedgehog 2!

Sonic 2's graphics are actually better than the original's. The rich variety of scenery, slightly larger sprites, and extra-added attitude help the spunky hedgehog paint video game magic. Sonic's music isn't quite as impressive through. The tunes have a slightly tinny quality at times, but there's a new and improved theme song for each of the Zones.



Sonic and Tails get more than a little impatient if you keep them waiting.

Simple Sonic

If there's a downside to Sonic The Hedgehog 2, it's that the game's just not tough enough. Players of all levels will be able to work their way



through most of the game in relatively short order. Although Dr. Robotnik's mechanical animals are abundant in some levels, other levels, like the Casino Zone, are sparsely populated. Per usual, Dr. Robotnik's bad boss incarnations at the end of each level are imaginative but relatively easy to beat.

Fortunately, each level is large and features many different paths and many delightful surprises. It's easy to whiz through a Zone. The challenge and the fun lies in uncovering all of the Zone's hidden secrets.



PROTIP: Every time the cracked Doctor appears, Sonic has to figure out how to bonk him eight times to send him packing. In the Hill Top Zone, jump, curl into a super Sonic bullet, and bonk him 'til he's done for.

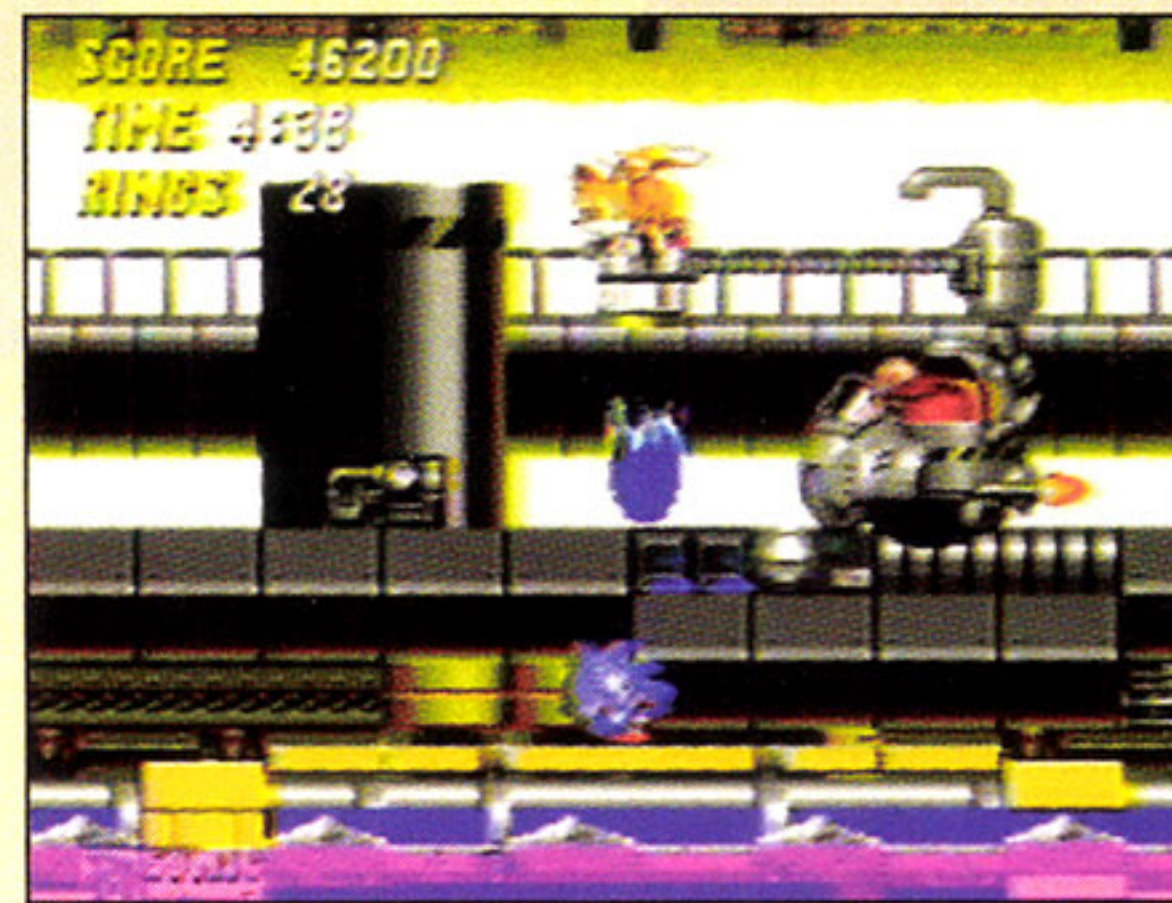
Gamers who sail straight through all of the zones have another surprise in store for them. You'll only see the game's true ending if you snag all the Chaos Emeralds from Bonus Rounds that are scattered along the way. Sonic and Tails enter Bonus Rounds by tagging special signposts scattered throughout each Zone. Then they take off in a tunnel race, where they try to snatch a specific number of rings. You view the 3-D action from behind the speedy duo, as you try to grab rings and dodge what look like bowling balls. Theoretically, the Genesis isn't capable of scaling, but Sonic's Bonus Rounds are gonna make you wonder!



PROTIP: When you enter a Bonus Round, you lose all your rings. If you're close to 100 rings, which earns a 1-up, you might want to skip the Bonus Round - unless you're hunting for Chaos Emeralds!



PROTIP: Don't forget to jump. You can grab high-flying rings and dodge the bowling ball-like obstacles.



PROTIP: To beat Dr. Robotnik in the Chemical Zone, position Sonic on the yellow platform in the middle of the screen. When Robotnik appears on either side of the screen, bounce and bash him two times. Then duck and cover. If Sonic's ducking, Robotnik's evil chemicals won't hurt him.





Aquatic Ruin Zone:



PROTIP: Destroy Robotnik in the Aquatic Zone by jumping on the arrows that lodge in the pillars. From there, it's an easy jump to hit Robotnik. Don't forget to dodge the next flying arrow.

More of a Good Thing

It's tough to follow a classic, but Sonic The Hedgehog 2 earns top honors. There's enough stuff that's new and different in Sonic 2 to make it a must-have cart for fans of the original. Probably the best thing about Sonic 2 is that it's just plain fun. Beginning and hardcore gamers alike will enjoy this fast-paced romp with His Hedgehogness and Tails. We can't wait to see what Sonic's gonna do on CD. In the meantime, Sonic 2 gives ya plenty of fabulous gaming to pass the time.

Sonic The Hedgehog 2 by Sega of America				
Graphics	Sound	Control	FunFactor	Challenge
				INT.
5.0	4.5	5.0	5.0	Intermediate
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PRO TIPS

Emerald Hill Zone – 1-Up



In the Emerald Hill Zone, Act 1, have Sonic run, not roll, down the loop-to-loop that has the yellow button at its bottom. As Sonic soars up into the air at the end of the loop, veer right and you'll enter a secret passage that has Rings and a 1-up.

Mystic Cave Zone – Building Bridges



In the Mystic Cave Zone, Act 1, use this yellow button to sail through the air and grab the vine. This opens a log drawbridge, and then you're really in business.

Aquatic Ruin Zone – Dead End



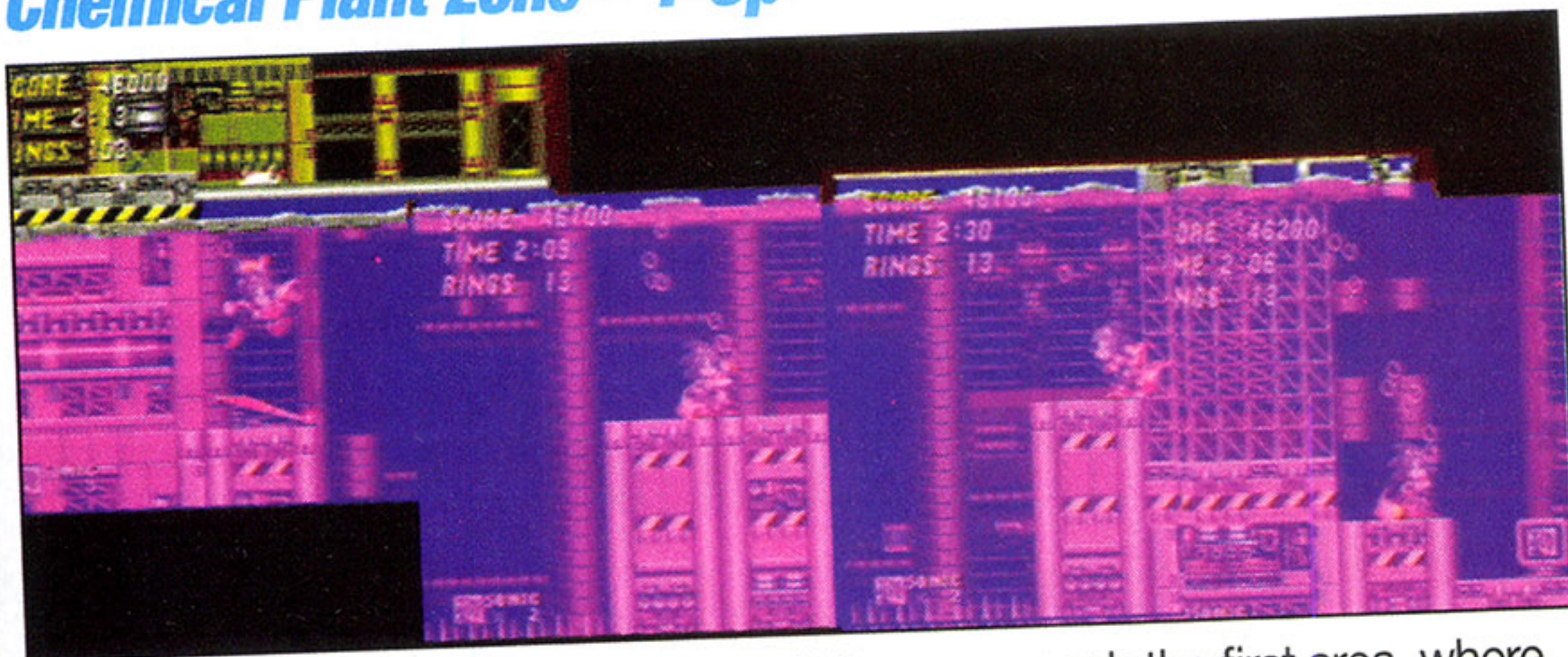
If Sonic's running along the very bottom of the water in the Aquatic Ruin Zone, Act 2, he'll reach a place that at first glance seems to be a dead end. All Sonic has to do is bounce off the bumper, wing around the broken loop-to-loop, and land on the pillar. The pillar will drop and Sonic can vault off it and head right.

Metropolis Zone – Don't Get Screwed



In the Metropolis Zone, make the giant bolts move up the screw by running on them in the right direction.

Chemical Plant Zone – 1-Up



This nasty chemical sea hides a 1-up. When you reach the first area, where the blocks float across the chemical sea, drop under water and leap to the right onto the underwater platforms. You'll reach a submerged 1-up.

Oil Ocean Zone – Jump!



The oil's pretty gooey on the Oil Ocean's surface. When Sonic falls into it, keep jumping and you might be able to leap to a safe ledge.





Mystic Cave Zone – Beat Dr. Robotnik



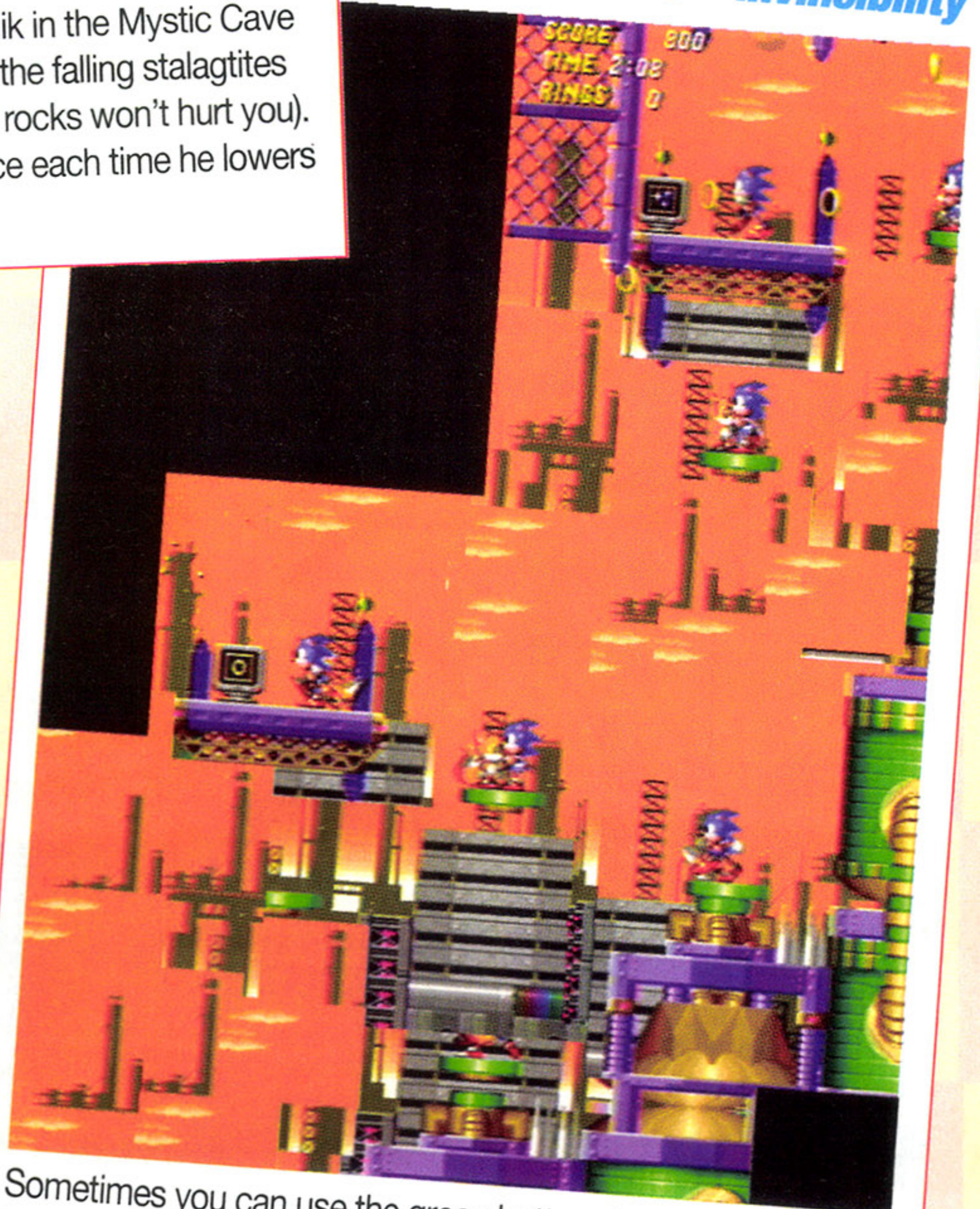
Defeat Dr. Robotnik in the Mystic Cave Zone by dodging the falling stalagtites (don't worry – the rocks won't hurt you). Then nail him twice each time he lowers his spikes.

Oil Ocean Zone – Fancy That



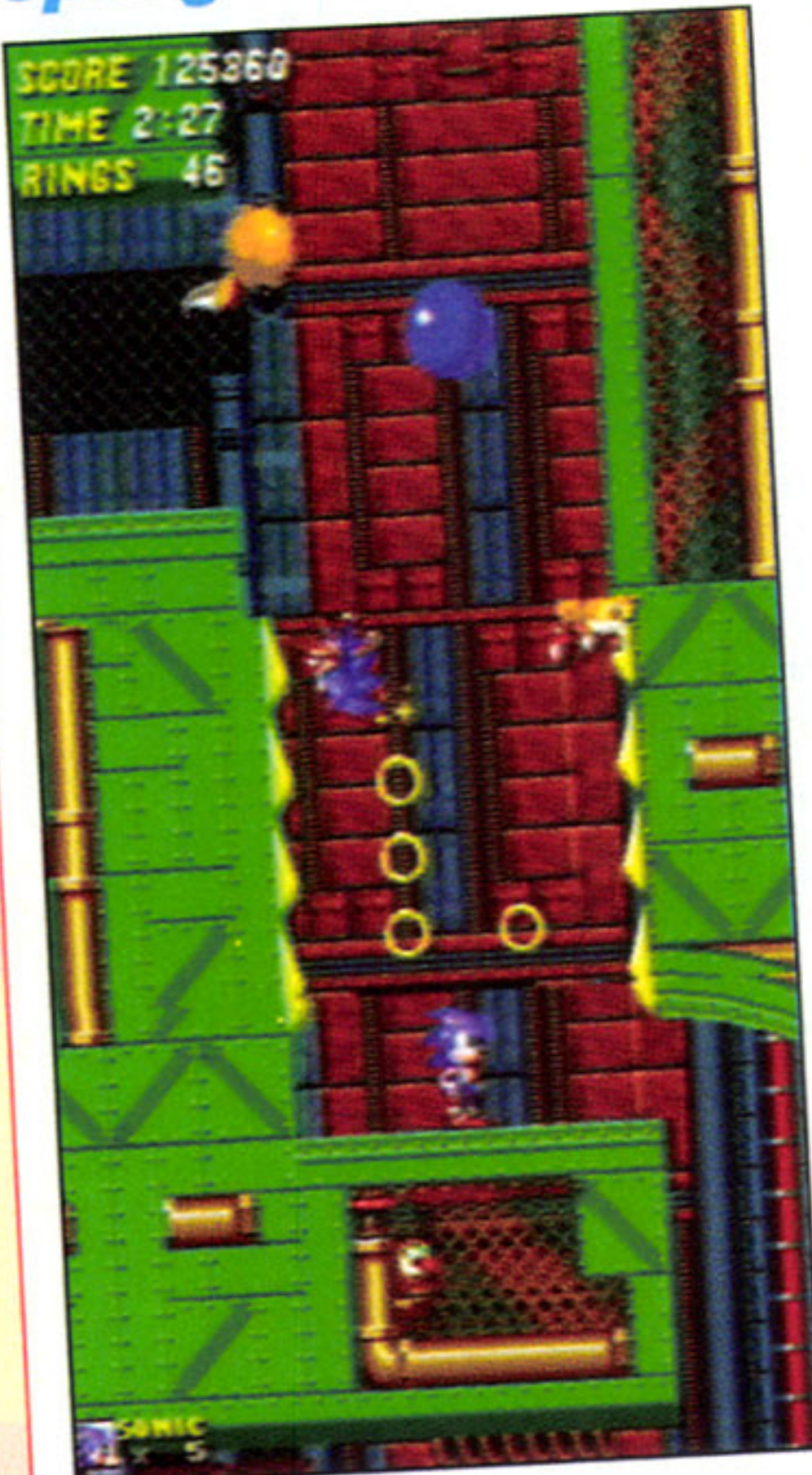
The fans in the Oil Ocean can make you blow where you don't want to go...and also where you do want to go! Use them to your advantage.

Oil Ocean Zone – Invincibility



Sometimes you can use the green buttons in the Oil Ocean Zone to vault to power-ups and other platforms. Use this series of buttons in the Oil Ocean Zone, Act 2, to snag a Ring Monitor and an Invincibility Monitor.

Metropolis Zone – Spring to Safety



Use yellow springboard areas in the Metropolis Zone to leap up and out of seemingly impossible situations.

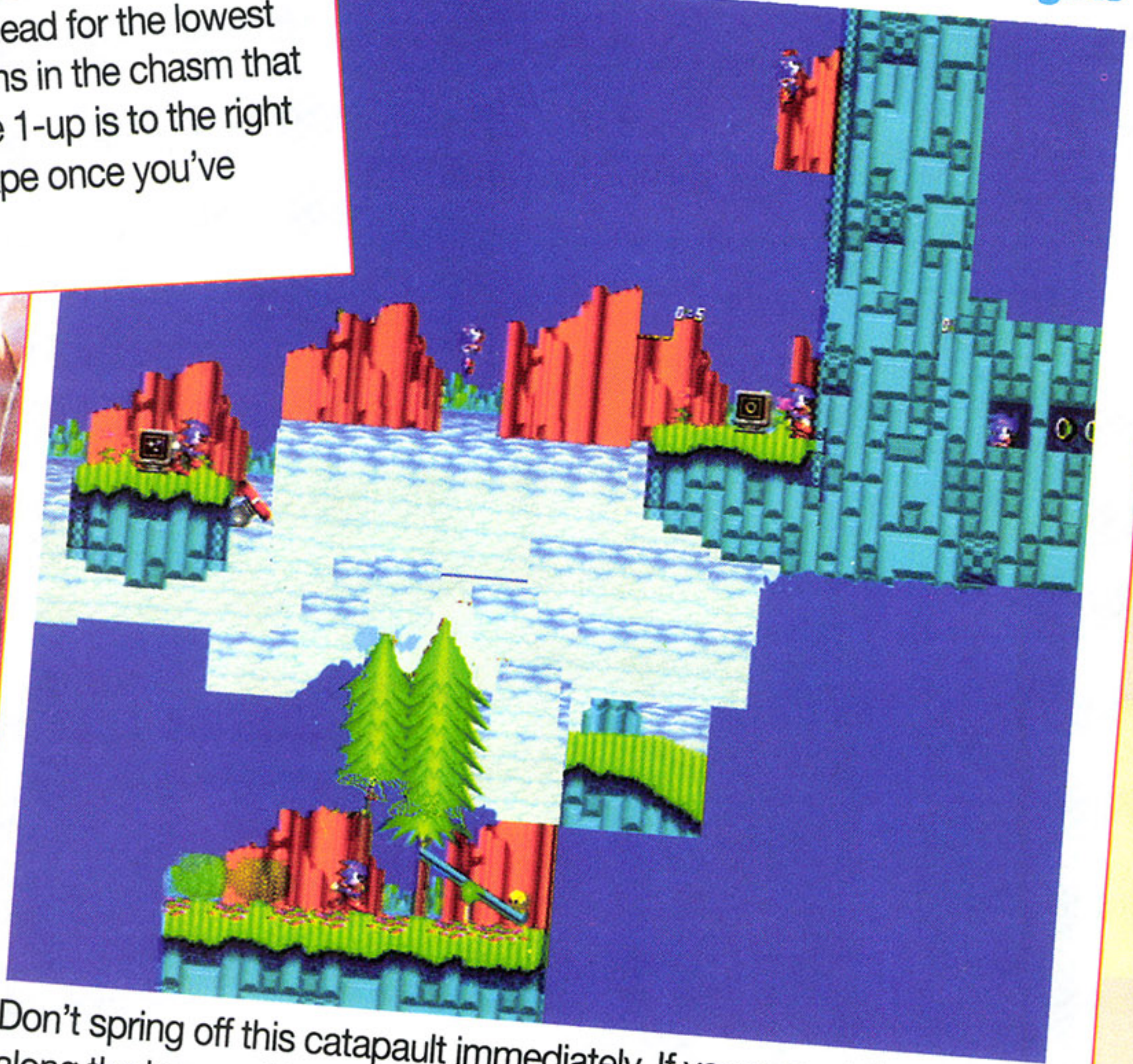
Mystic Cave Zone – 1-Up



To find a 1-up in the second Mystic Cave Zone, head for the lowest part of the level. Drop down the breaking platforms in the chasm that is just past the spike chasm with no way out. The 1-up is to the right and on top of a red button that you'll use to escape once you've grabbed the 1-up.

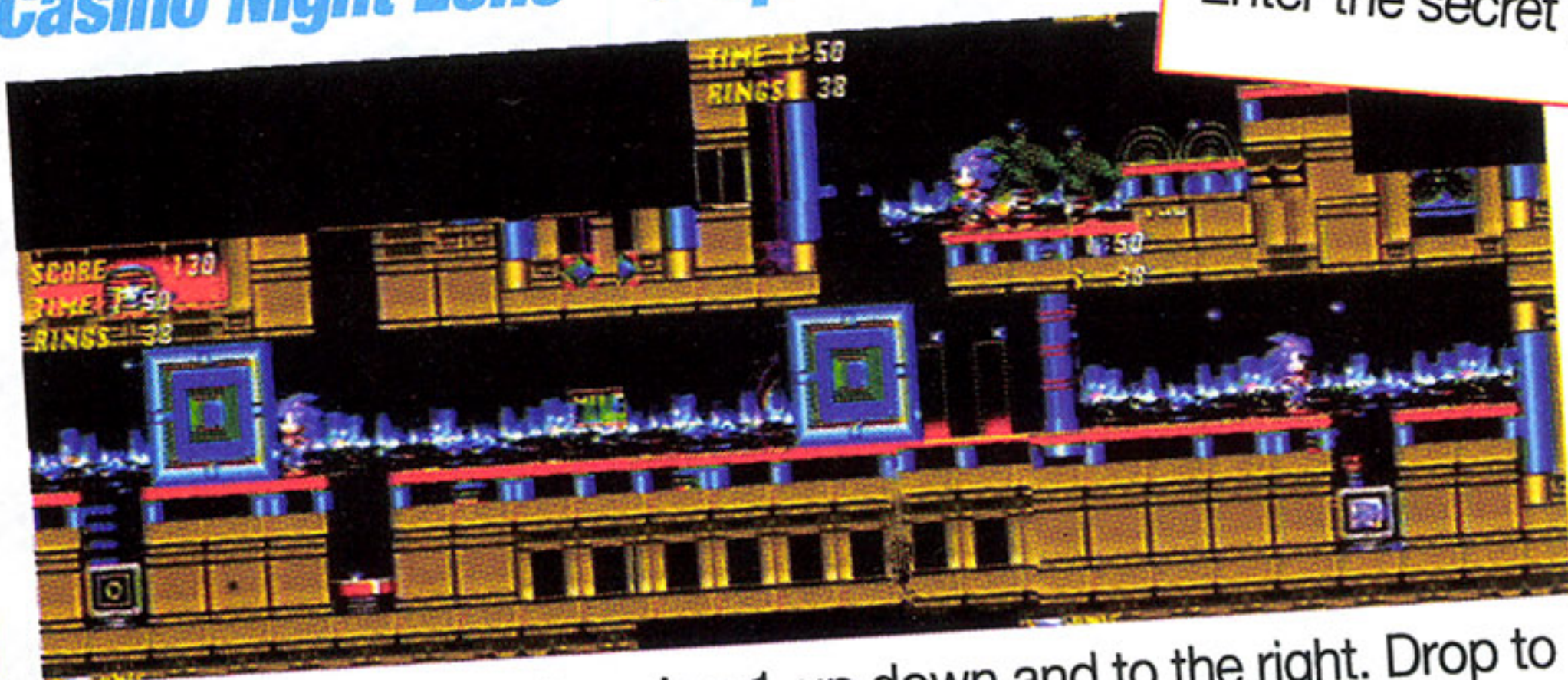


Hill Top Zone – Spring to New Heights



Don't spring off this catapault immediately. If you move left and right along the bar, you'll spring higher each time Sol lands on the catapault. This enables you to reach hidden areas at higher levels. Use the red button to spring to a high new platform with a Ring Monitor. Enter the secret passage to the right to head for even higher levels.

Casino Night Zone – 1-Up



In the second Casino, there's a 1-up down and to the right. Drop to the bottom level and head right until you reach a series of blue blocks. The 1-up is to the far right of the blocks.



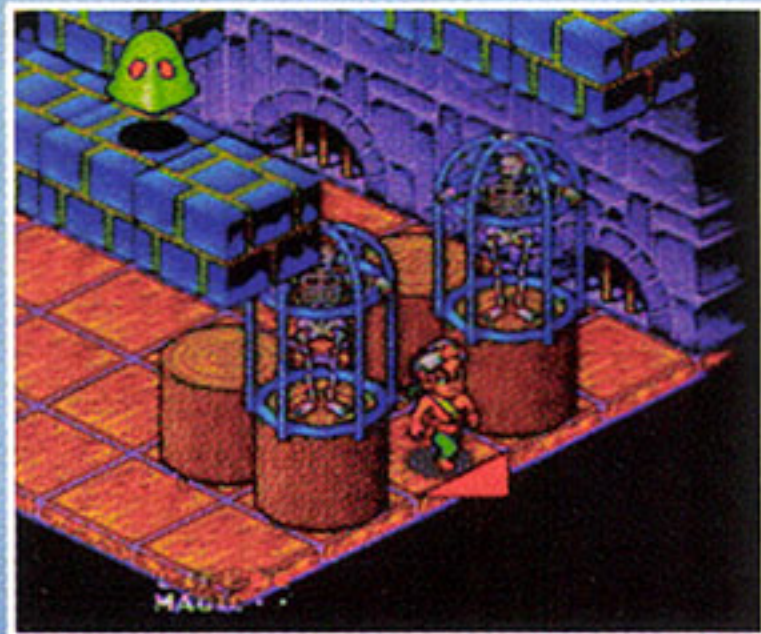
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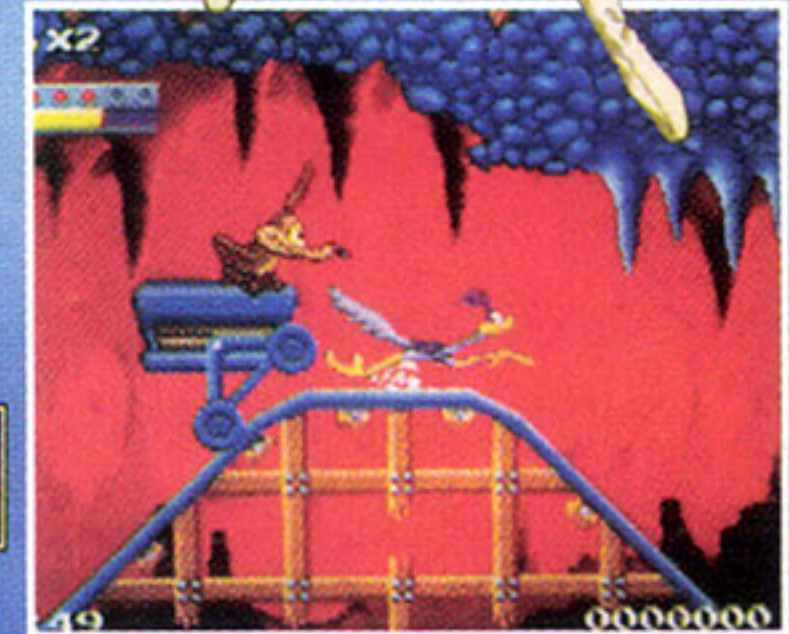
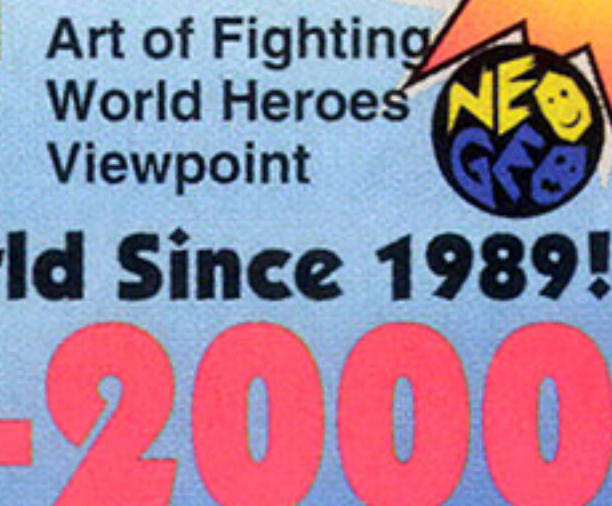
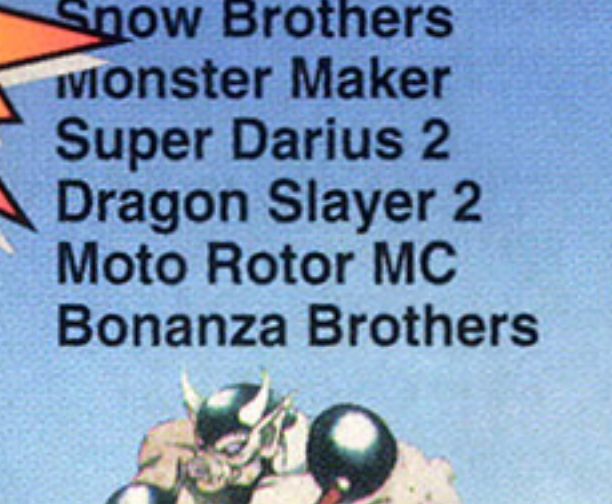
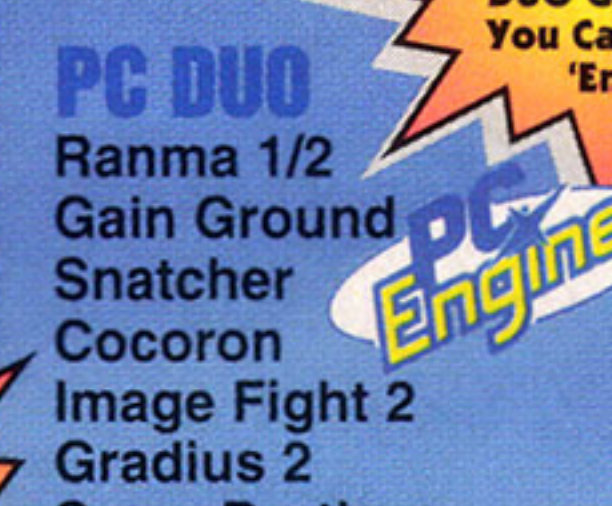
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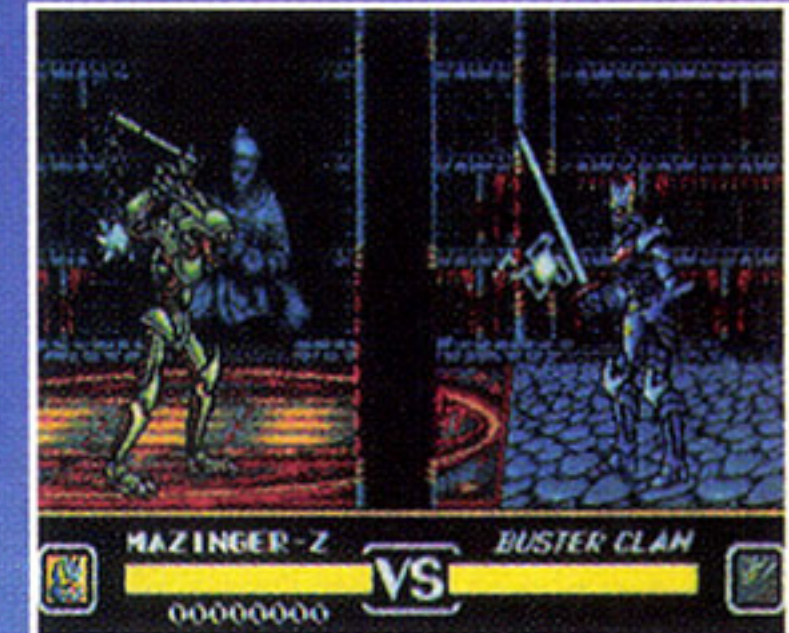
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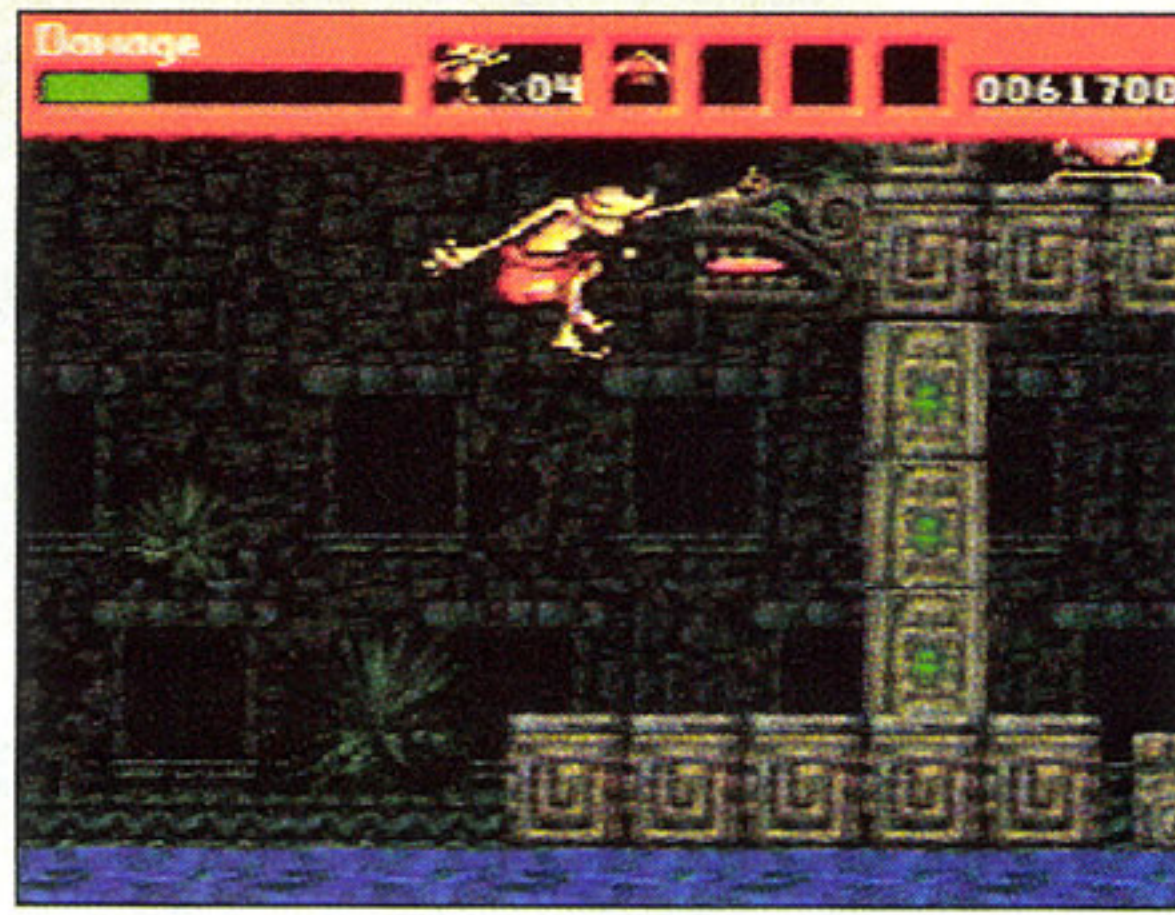
By **Captain Controller**

Yer a rude boy surfer dude named Greendog just out catching some surf. Then, a totally radical wave dumped you into the sand. Gnarly! Now you've got this totally excellent gold pendant hanging around your neck. Bummer, it won't come off! Babelicious Bambi, your bikini clad buddy, tells you that the pendant's there to stay until you find the lost Aztec treasure. What's more, dude, no more riding the waves until the treasure's found.

Surf's Up

Ya, mon! In this one-player, side-scrolling action/adventure game, you're gonna have to search six Carribean islands (each with two areas) to find the six pieces of the missing Aztec treasure. Cool, cool, cool graphics and a hint of a Rastafari beat in the tunes give this game an island feeling. Jolly, mon!

Everyting es copasetic with game play that's kind of hop 'n' bop, but Greendog doesn't do the bop. On the different islands, you'll have to swing from vines, hop across rivers, explore caverns, skateboard around dangerous obstacles, and scuba dive in an aquarium. To travel between islands, you fly a pedal-copter.

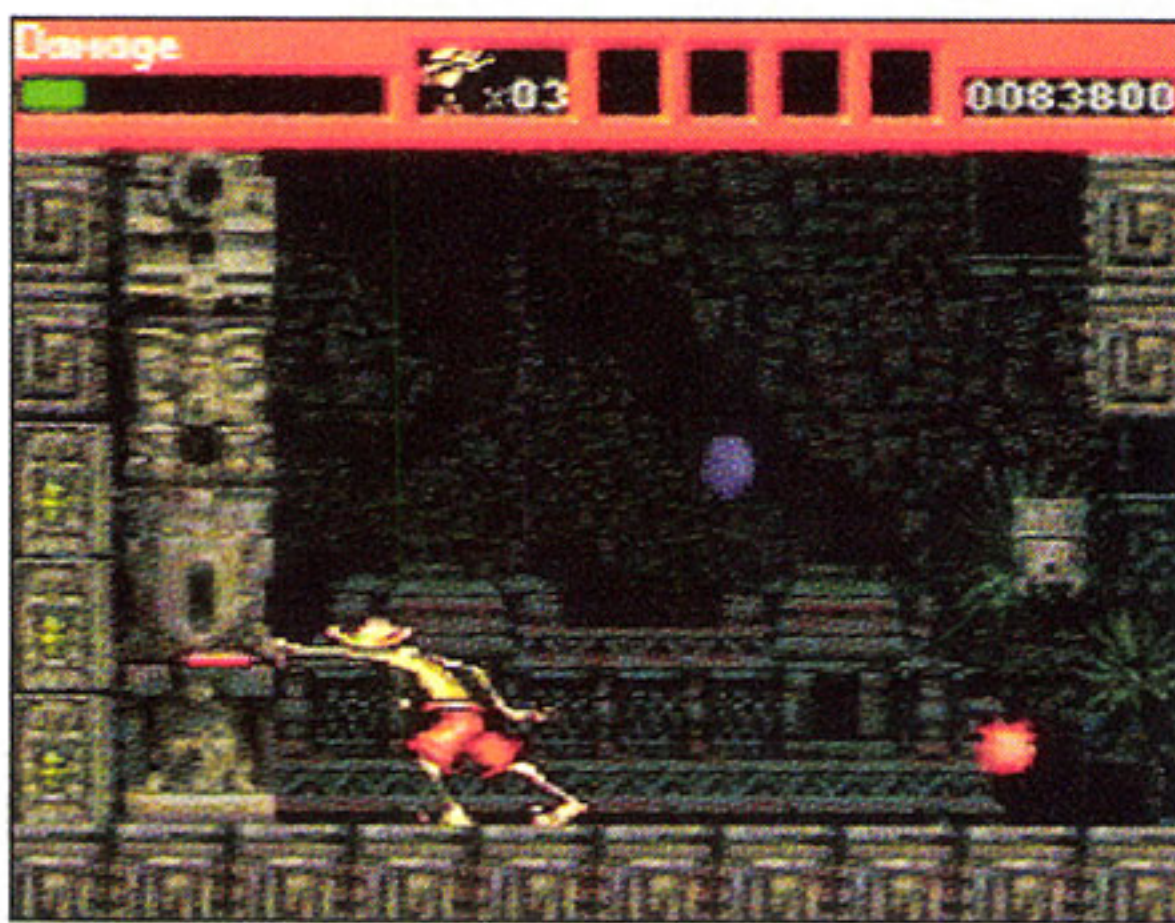


PROTIP: Sometimes your path is blocked by a stone wall that's guarded by a monster-head statue. Toss your frisbee into the monster's mouth and the path will open. Watch for decoys.

Beached

Much respect, mon! All you've got to protect you is your flying disk. The pendant tells you where to go, but it also drives other living creatures bezerk-o when you go near 'em. On every island there's a hungry hoard of wacked-out creatures, like piranhas, crabs, starfish, and voodoo witch doctors.

But hey, dude, the gods are smiling on you. You'll uncover power-ups when you peg stone idols with your flying disk. For example, an Umbrella Cap gives you invincibility for a short time while you wear it. A Golden Frisbee spins into autopilot and automatically hits enemy characters. Even better, chow down on food power-ups, such as soft drinks and burgers, to restore your health.



PROTIP: To beat the wall of rotating stone heads at the end of the first island, use your flying disc and fire rapidly at the head shooting at you. Dodge their fire and knock them off one by one.

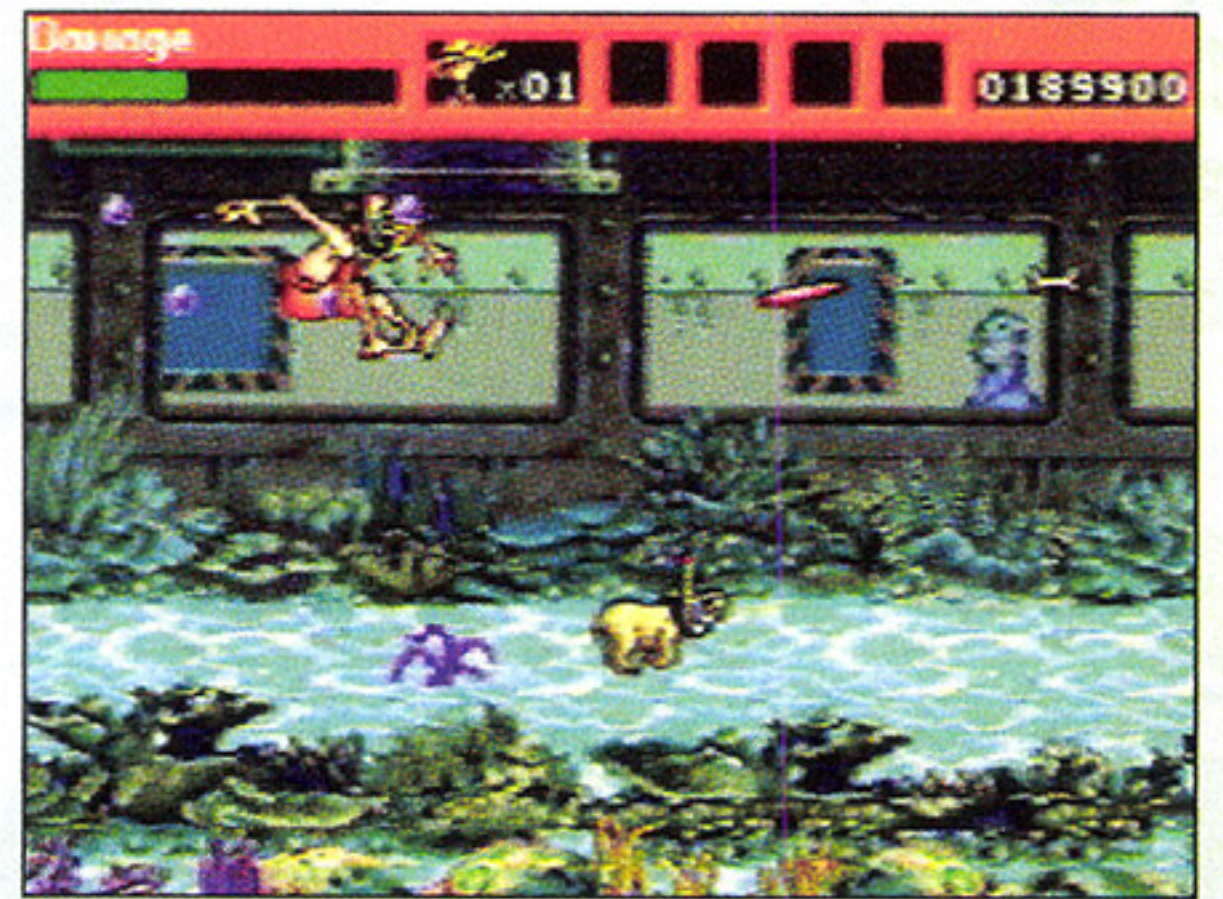
Jah Be Wit You, Mon!

Although each radical island's gorgeous and offers a mondo number of different

challenges, some stages in Greendog are easy and seem more fun and comical than challenging. Other stages (like the Aquarium) present some unique situations, such as scuba diving, that give Greendog a cool twist.







Of course Greendog knows how to Rollerblade.



PROTIP: In the Aquarium; if you get sucked up into a vacuum pile, you'll find yourself back at the beginning of the stage. Wait until the vacuum turns off, then jump and shoot your flying disc at the same time. (Perfect timing is critical.) You can tell when the vacuum is switched off by watching the seaweed under the pipe.

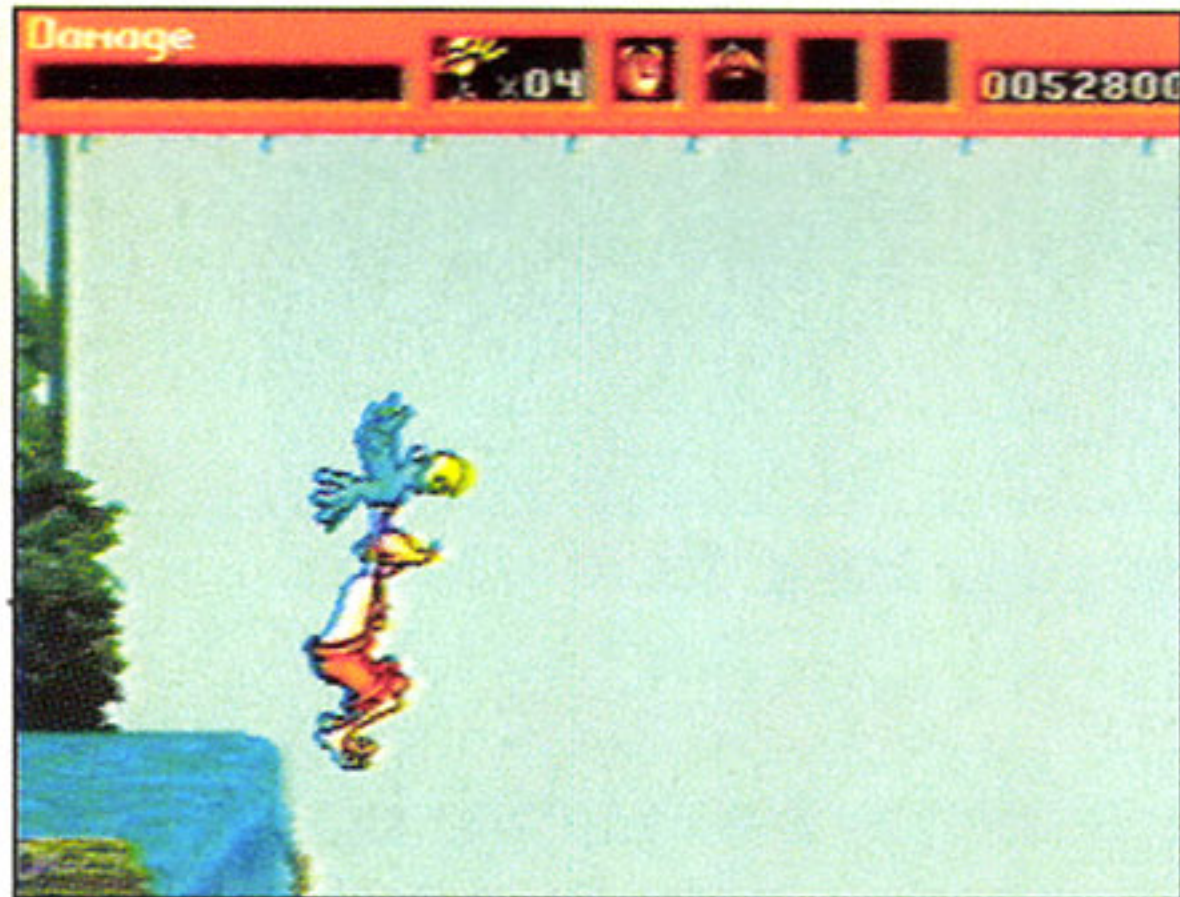
What this light-hearted action/adventure game has are superior graphics, cool character animation, original game play, and upbeat music that keeps you rockin.' Beginning and intermediate gamers will find enough challenge to keep them entertained. Advanced gamers will find the game's graphic and humor elements more entertaining than the obstacles. Check it out! You just might find yourself feelin' irie in a skankin' style!

Greendog by Sega

Graphics	Sound	Control	FunFactor	Challenge
				INT.
5.0	5.0	4.5	5.0	Intermediate
\$49.99		Action/Adventure		
4 megs		One Player		
Available now		Continues		

PRO TIPS

Catchin' Air



When you reach a waterfall on the island of Grenada, jump up and grab hold of the blue Parrot. The friendly bird will give you a first-class flight to a floating log at the bottom of the treacherous falls. Press C to release your grip and fall safely to the log.

Surfer by Day, Archeologist by Night



To make your way through the Ancient Aztec Crypts, first jump on this floating brick and ride it out until it stops. Make sure you jump over the block that stands in your way, or you'll have to walk back to where you first caught the floating brick and begin again. Bummer-drag, dude.

When you see this ferocious dog-head statue, you'll notice what nice teeth it has. "All the better to chomp your flying disc with m'dear," would be the statue's reply if it could speak. Jump up and throw your flying disc into the statue's mouth. The wall behind it will collapse and enable you to walk to the next part of the level.



GREEN DOG

Then, jump on the next set of dog-head statues to avoid their fireballs. Use the springboards (bricks that are marked with a skull) to boing, boing, BOING your way up to the top. Along the way, you'll have to dodge the magical levitating knives. To do this, walk towards them, and then duck when they fly towards you.

After you've sprung yourself to the top, head left. To avoid getting thrust into the ceiling spikes, jump over the springboards. Try to use the last springboard on the left to rocket yourself into a secret room full of goodies, including a Super Disc.



Then, head back to the left and slap the flying disc into the statue's mouth to disintegrate a wall and reveal the level's Tiki-Head Boss.

The quickest way to destroy the Tiki-Head boss is to select your Super Disc. The heads of the boss are only vulnerable while they're facing you. The super disc will automatically attack each head as it faces you. To defeat the boss quickly, use your regular disc at the same time the super disc is doing its work. You'll see some rad results.



Riding the Solid Wave



In the second area of the island of Musique, you get to grab your board and skate through an eerie landscape of tombs. To avoid hitting the first springboard and getting sent back to the beginning of the level, press left after you hit the jump. Greendog will slow down to a stop. Then, carefully jump over the rest of the springboards on the level.

Dog's Best Friend



To make your mutt work for you, look for his bone after he appears. If you can get to his bone before he does, he'll help you by attacking the bad guys. If your canine cohort fetches the bone first, he'll lag behind to gnaw on it, dog-gonnit.

SUPER NES PRO REVIEW

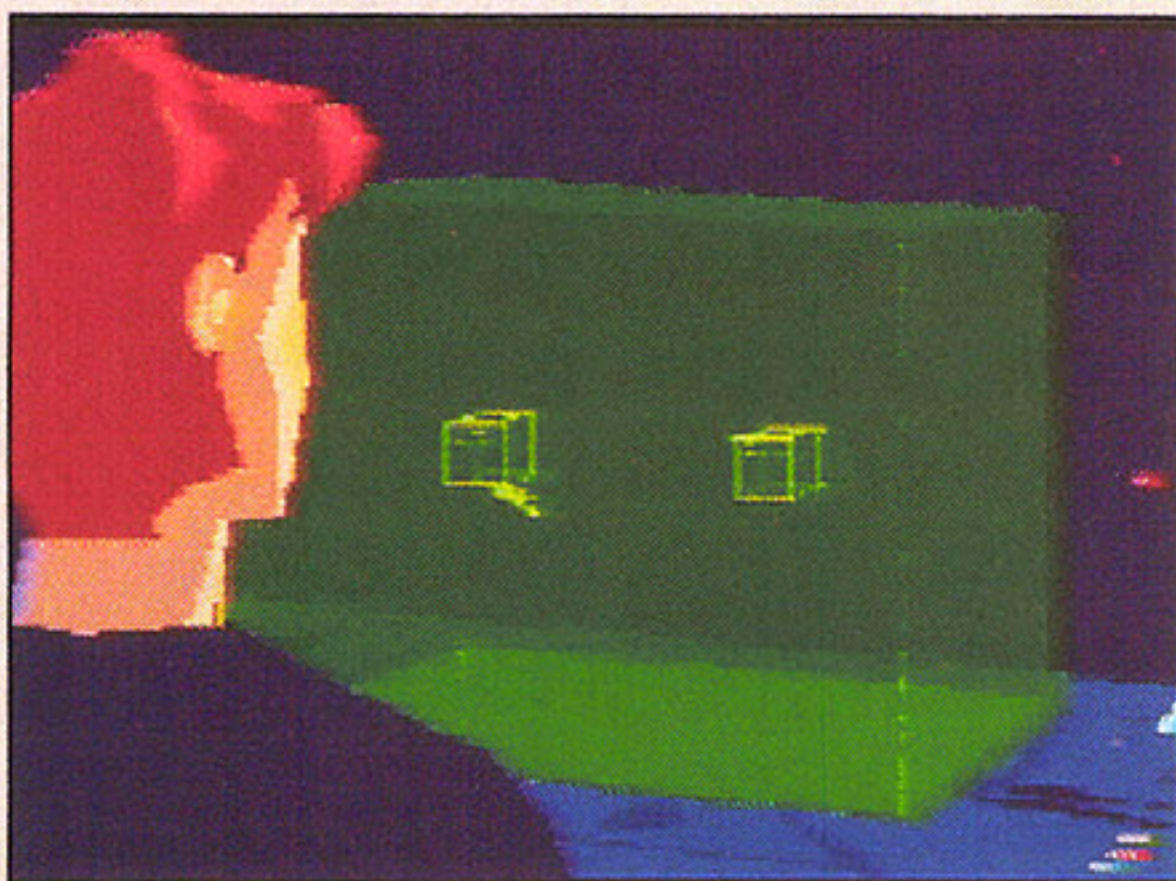


By Boogie Man

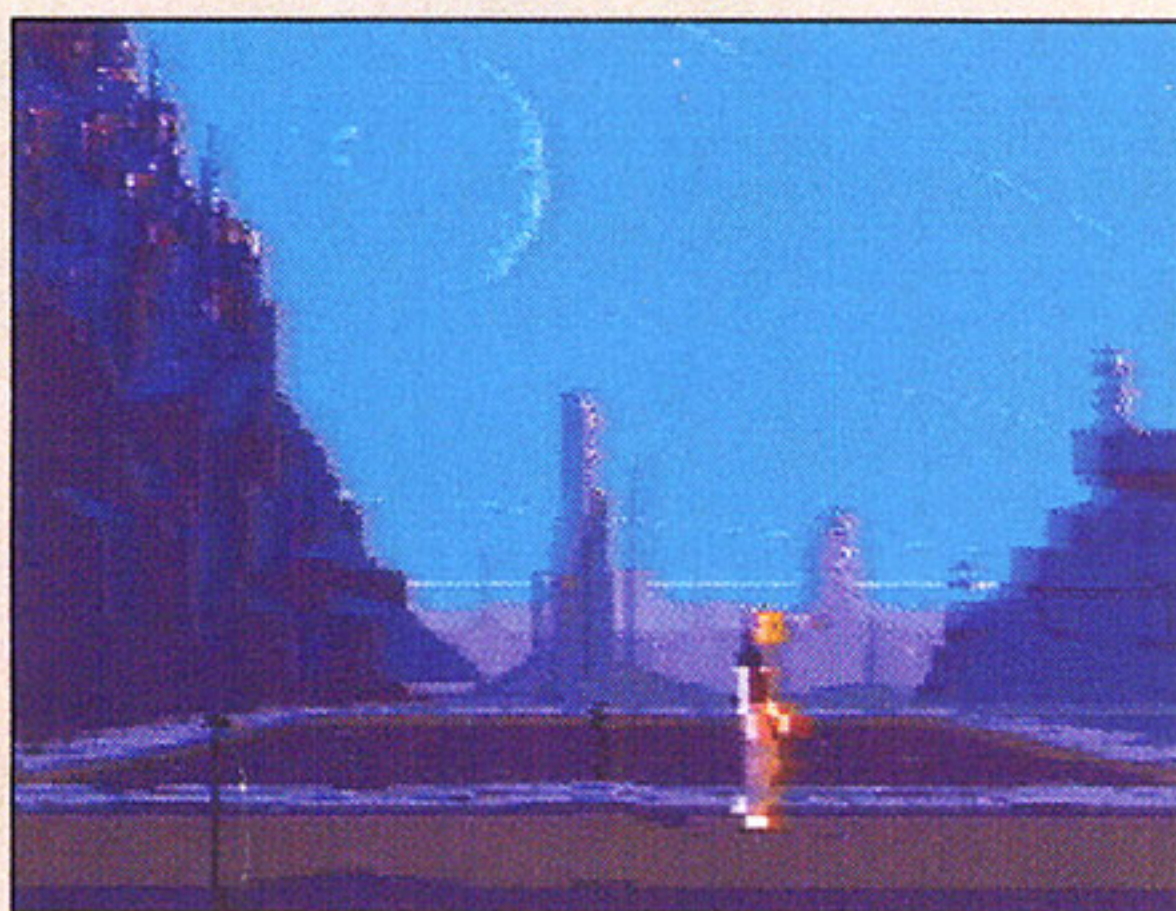
Lester Knight Chaykin is about to go where no one has gone before. If you're smart, you'll go along too. Out of This World by Interplay is an awesome SNES cart, where a wacked-out experiment with anti-matter zaps Lester to a weird parallel universe. He wants to get back home, and you can help him.

Out of This World Graphics

Out of This World sports a totally unique look among SNES games. The sideview graphics aren't bit-mapped like those in most carts, so you don't get the depth of detail, the vibrant colors, or the Mode 7 spins and twists most players associate with SNES video games. However, what this cart lacks in graphics glitz and glamor, it makes up for with intricate animation and impressive cinematic scenes, which are nicely tied to the game action.



A fantastic experiment goes awry!



Get ready to visit strange places.

Out of This World uses a polygon graphics system similar to many personal

computer games. This enables the cart to flash some outrageous, rotoscoped, real-time animation that makes it seem like you're directing a movie rather than playing a video game. There are some neat close-up shots, slick pans and zooms, and superbly animated action scenes. The sounds are some of the best around, and the music rocks.

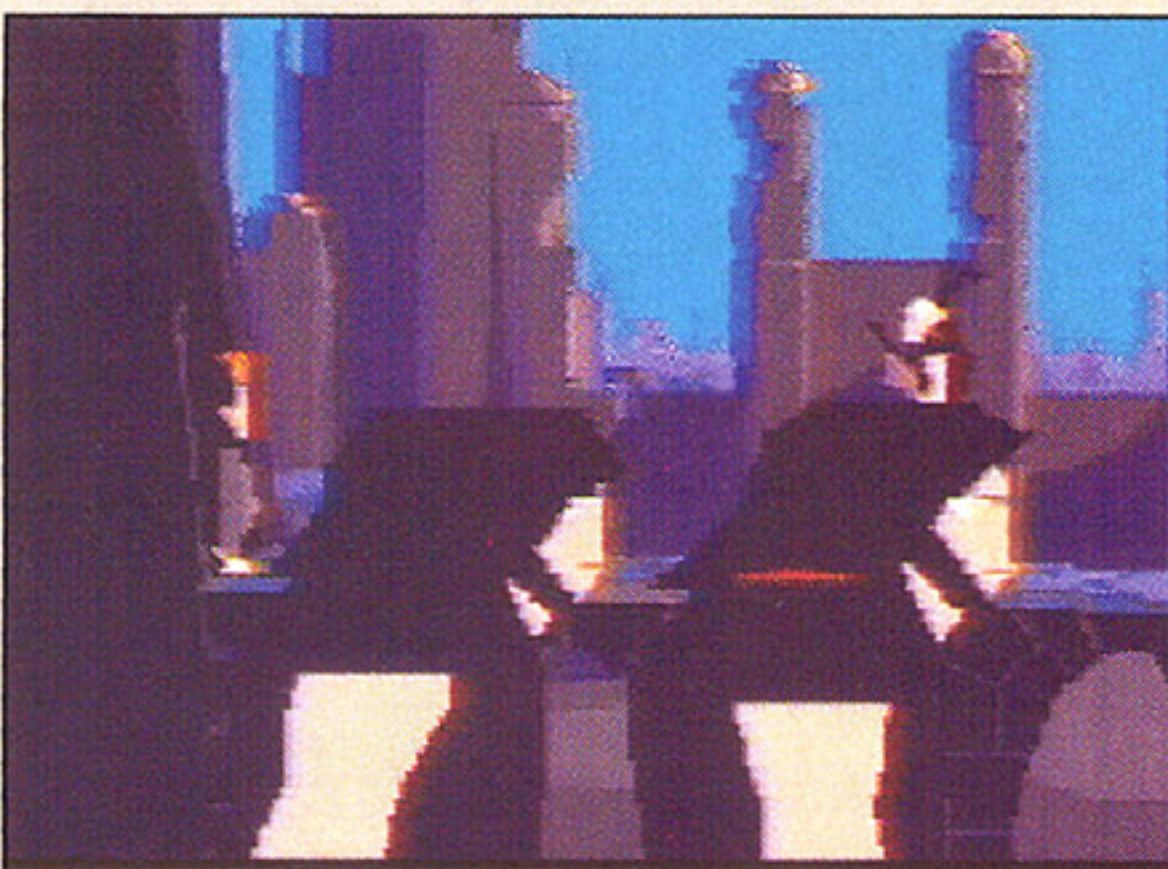


The close-ups will really grab you!

Friends and Enemies

All this movie-style stuff helps spin a fascinating adventure in a far out land. Your lengthy trek covers 12 areas in this strange, new world. Much of your quest occurs in labyrinthine, underground caverns. The place is literally crawling with tenacious, carnivorous creatures, such as venomous slugs, tentacled aquatic nightmares, and savage feline beasts. But your real challenge comes when you encounter the brutish race of beings who populate the world. Then you become embroiled in an struggle of slaves versus slave owners, although you'll be hard-pressed to tell the difference just by looking at them.

PROTIP: Take the time to squash every Slug before you advance. You'll find out why.

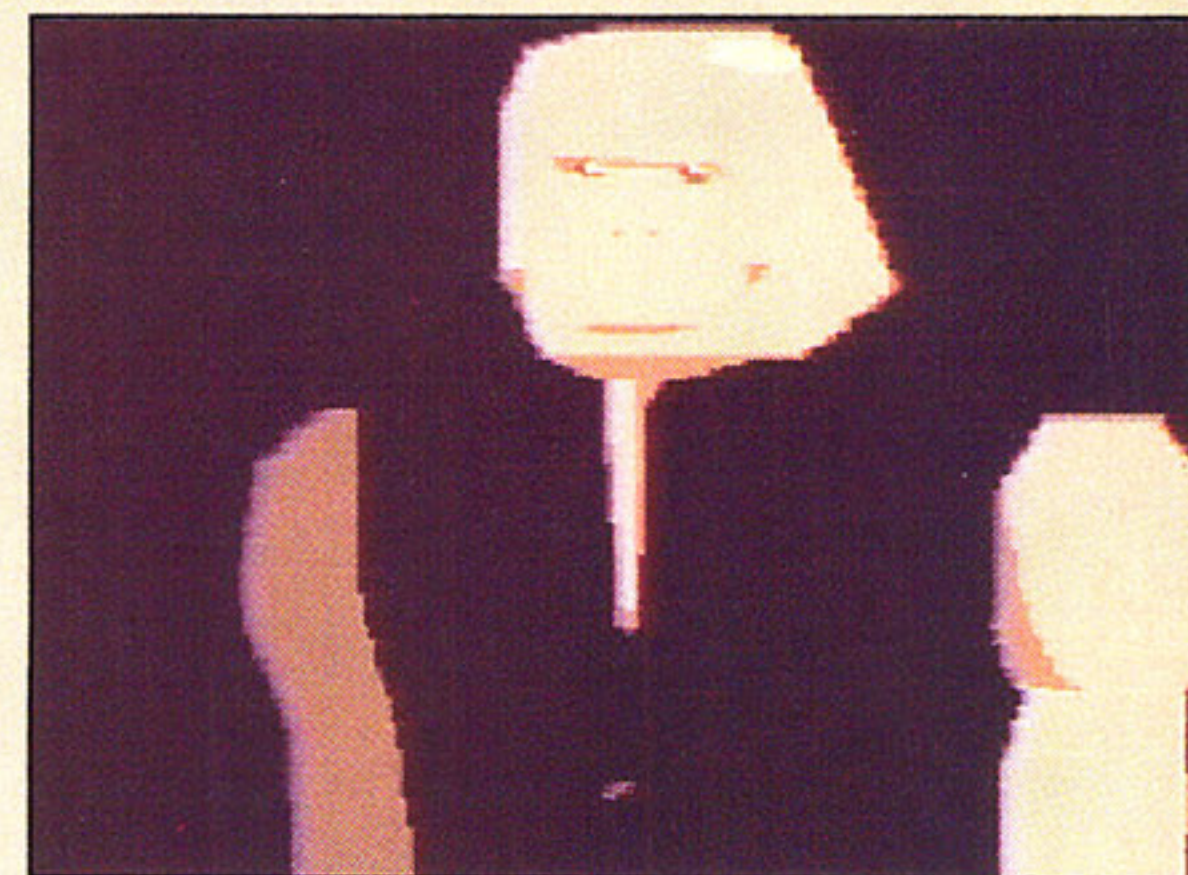


The chase is on!

You'll make a new friend, who has a mind of his...err, her...uhh, its own. Your buddy provides critical help early on, but then you get separated. Your paths cross

several times throughout the cart. Be a helpful friend. Without your newfound partner, you won't survive, let alone finish the cart.

PROTIP: Try to stick close to your friend. It'll get you out of jams.



Make a new friend. You need its help.

Think and Survive

The challenge is a real mind blower at times. You have to be fast on your feet and fast on the draw. Survival really depends on your brains, not your brawn. Problems range from the simple (how and where to recharge your weapon) to the complex (how to make a waterfall dry up) and several variations in between. Luckily, you get passwords and unlimited continues.

PROTIP: To advance beyond the elevators after you escape from the cage, remember that energy circuits have to be complete to power things such as doors.

PROTIP: After you escape, go to the bottom floor in the elevator.



PROTIP: There's a place to recharge your weapon after you leave the elevator shaft.

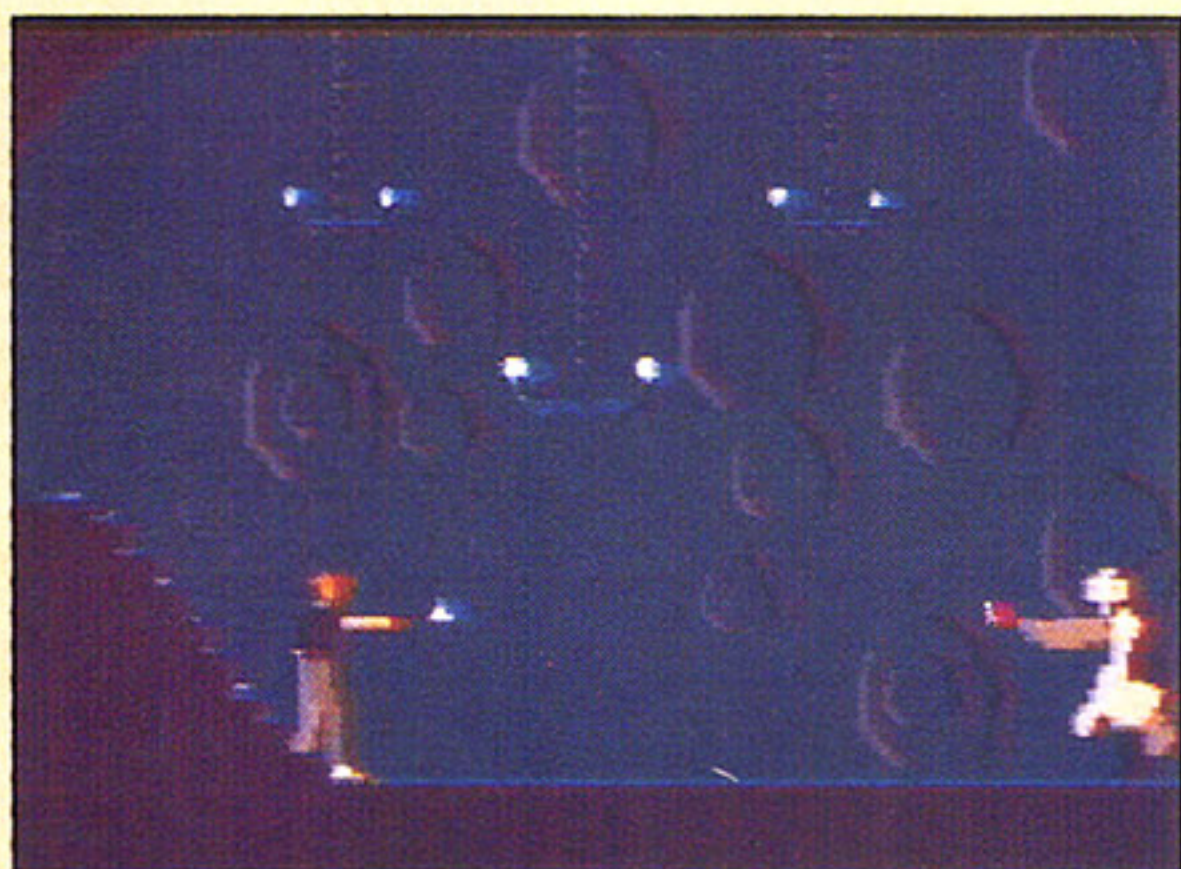
Control This

Gameplay in this cart is outstanding, but you speed freaks will have to gear down. The action's fast when it should be, but it isn't as frantic as in other SNES action carts. You basically run, jump, kick, and

shoot. But many critical spots call for split-second timing. Expect to max out on video death scenes.

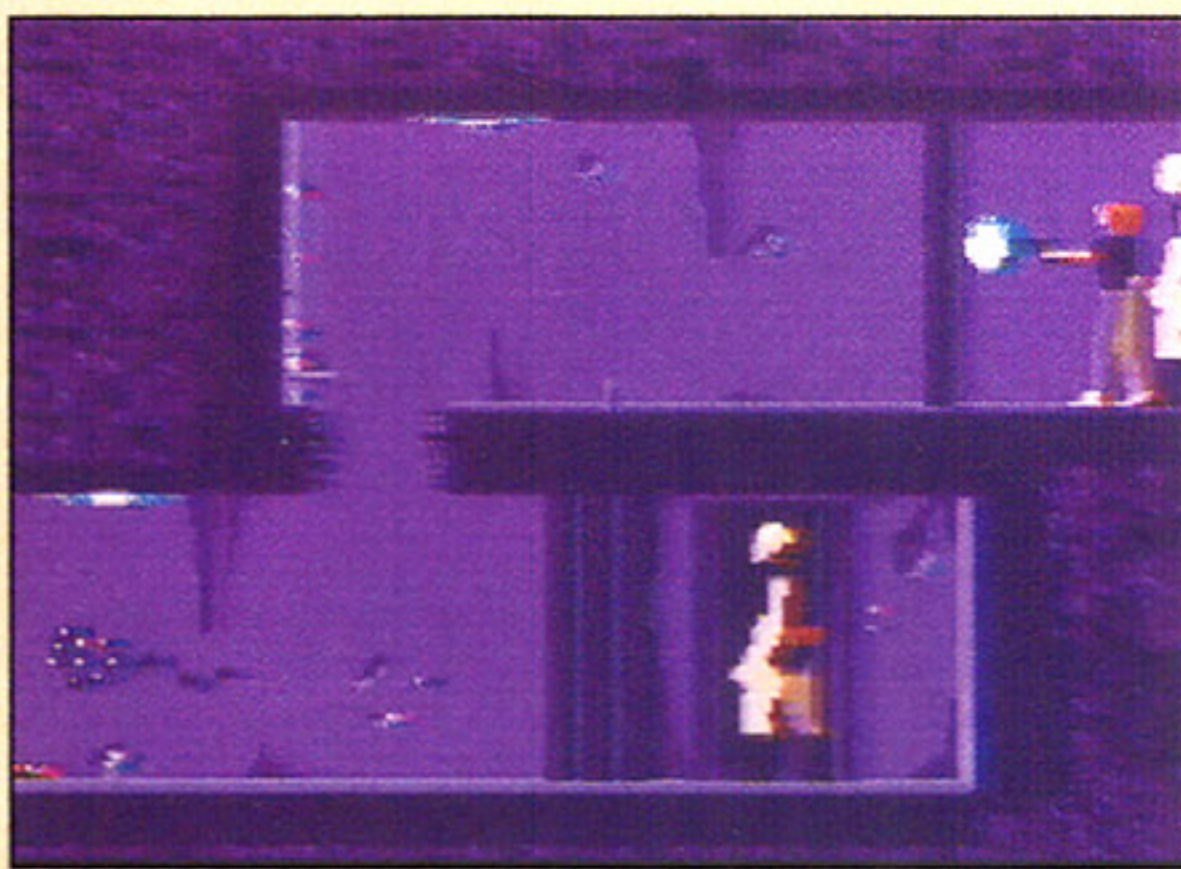
PROTIP: It's critical to practice leaping as you run! Hold down Y and L or R (for direction) to run, then press B to leap.

PROTIP: A run/leap (simultaneously hold down Y, B, and L or R for direction) covers more territory than just plain running.



PROTIP: You can draw and shoot faster than any guard.

Another interesting gameplay plus is that the controls change depending on the situation confronting you. For example, to escape a certain beast, you must run for your life and then swing on a vine. To break out of a hanging cage, you must make it rock back and forth. You even have to swim. When you find a gun, you must learn to use its firepower for more than just shooting bad guys. It can create an impenetrable shield and blast escape routes through walls, too.



PROTIP: Your weapon can create a shield and blast through walls.



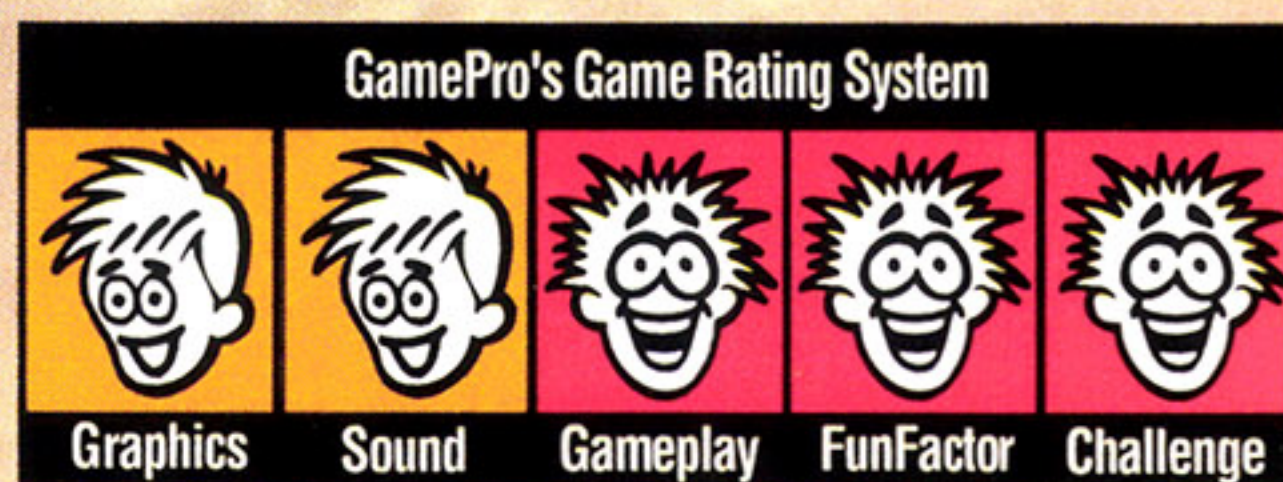
PROTIP: You can rock this cage.

PROTIP: You must figure out how to drain water from the falls. There's a place in the caverns where you can blast a drain hole, but be prepared to RUN!

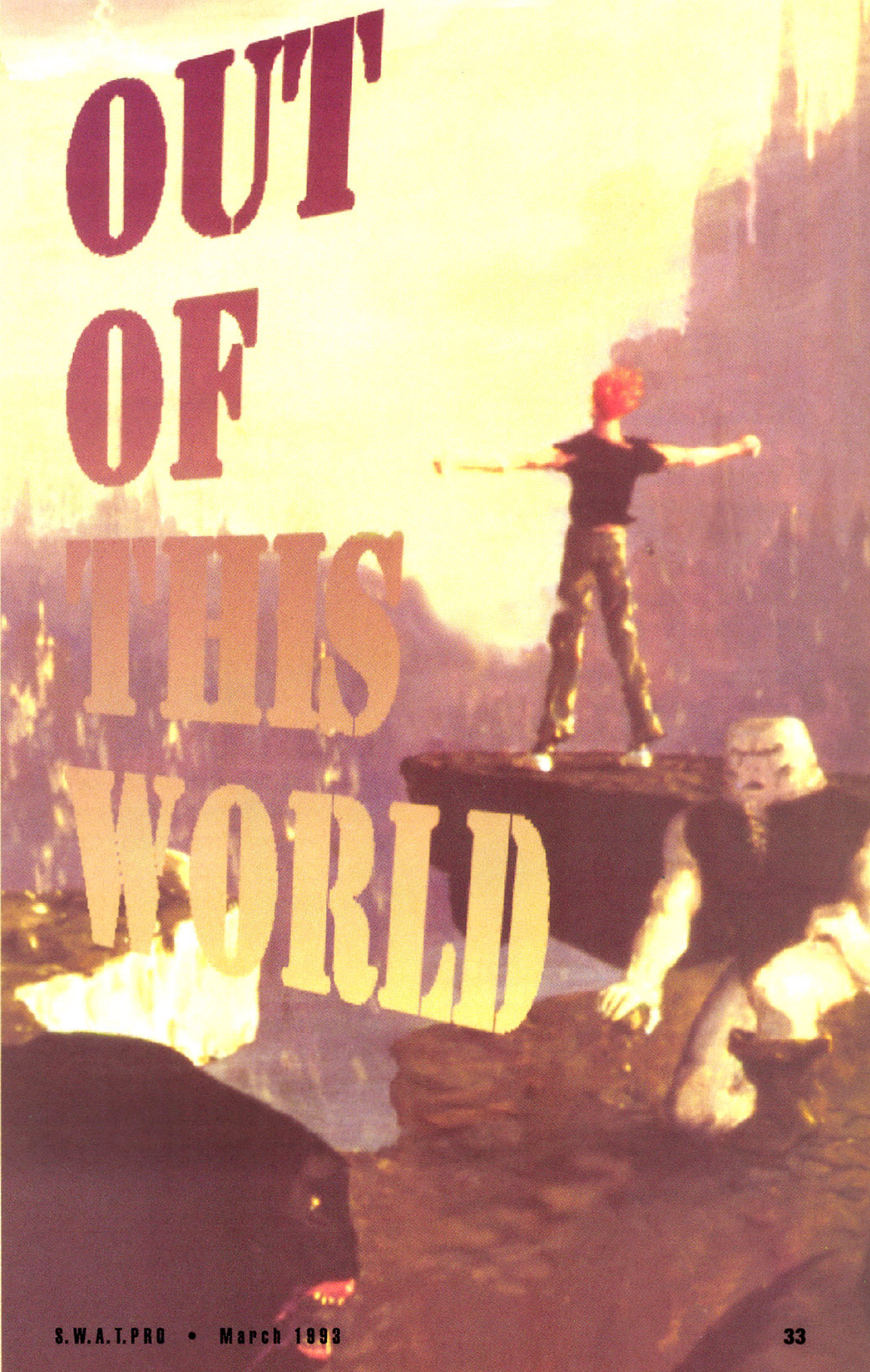
World Class Gaming

If you take on Out of This World, get ready to play something completely different. The animation moves are so real, you'll genuinely fret about the fate of your other worldly, video friend. The action's hot, but don't expect video gymnastics

with the same look and feel as Contra III, ActRaiser, or Super Mario World. The title says it all. This cart is Out of This World!



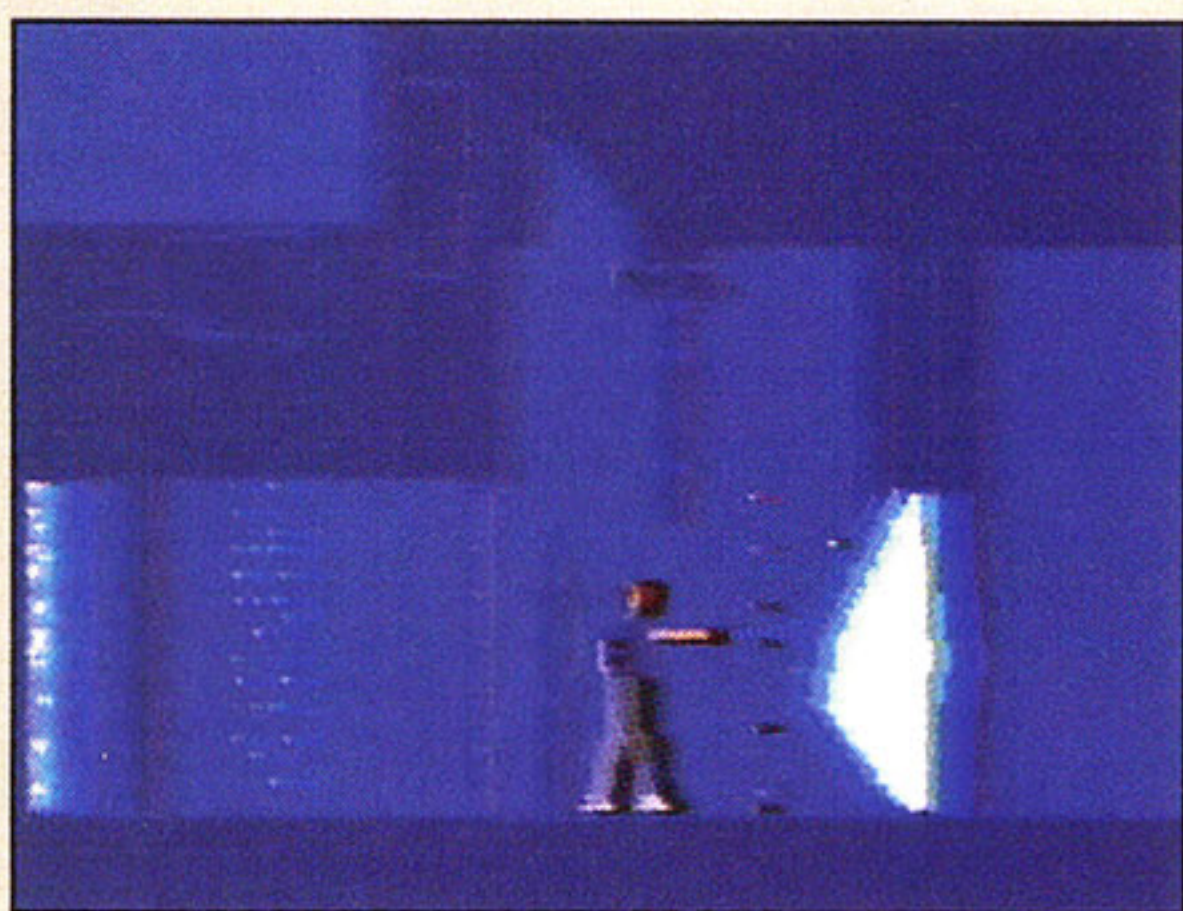
Out of This World by Interplay
Price not available, 8 megs
Available May



SUPER NES PRO TIPS

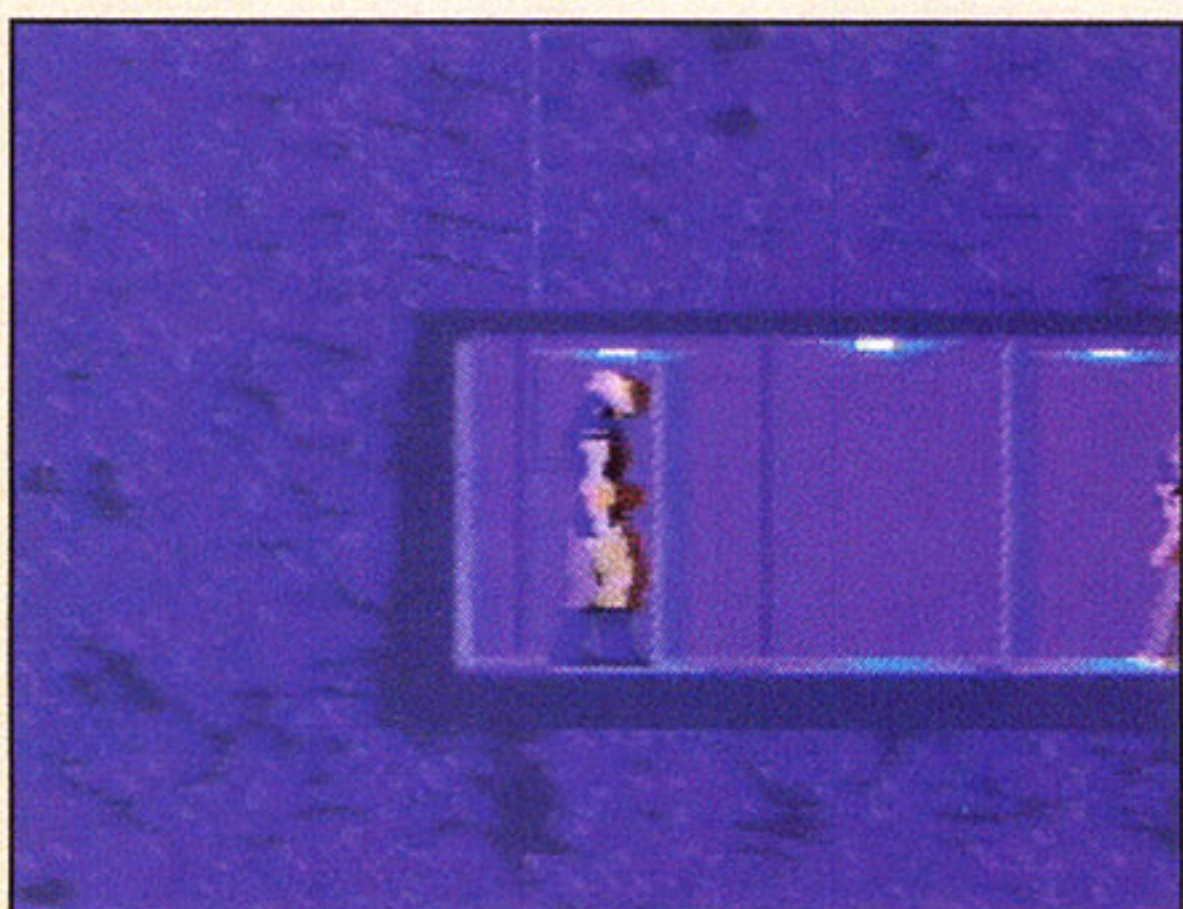
NOTE: The 15 areas of Out of This World aren't labelled as stages. In fact, you won't know you've completed an area until you get a password, and you don't get a password until AFTER YOU'RE ZAPPED! Stages are numbered here to make the ProTips easier to follow.

Have a Blast with a Shield



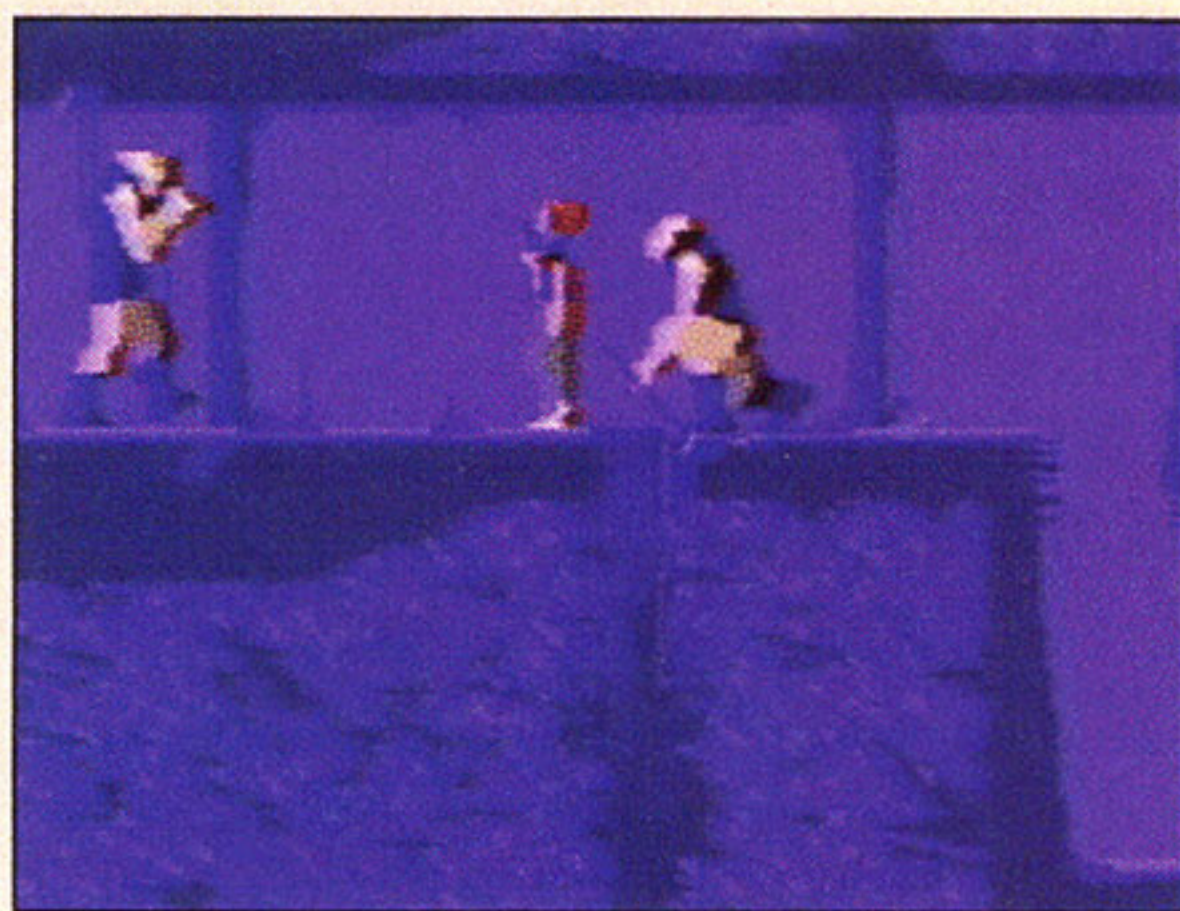
To protect yourself and still shoot a Mega-blast, hold down A and release it to make a Shield. Don't move. If your gun's in the same position as it was when you made the Shield, you can hold down A again and fire a Mega-blast without destroying your Shield.

Going Down



When you find the elevator in the prison on Stage 2, you must ride all the way to the bottom floor. Walk left and start shooting rapidly the instant you enter the next screen. After you waste the guard, shoot the flashing light on the wall. Now ride the elevator up one floor.

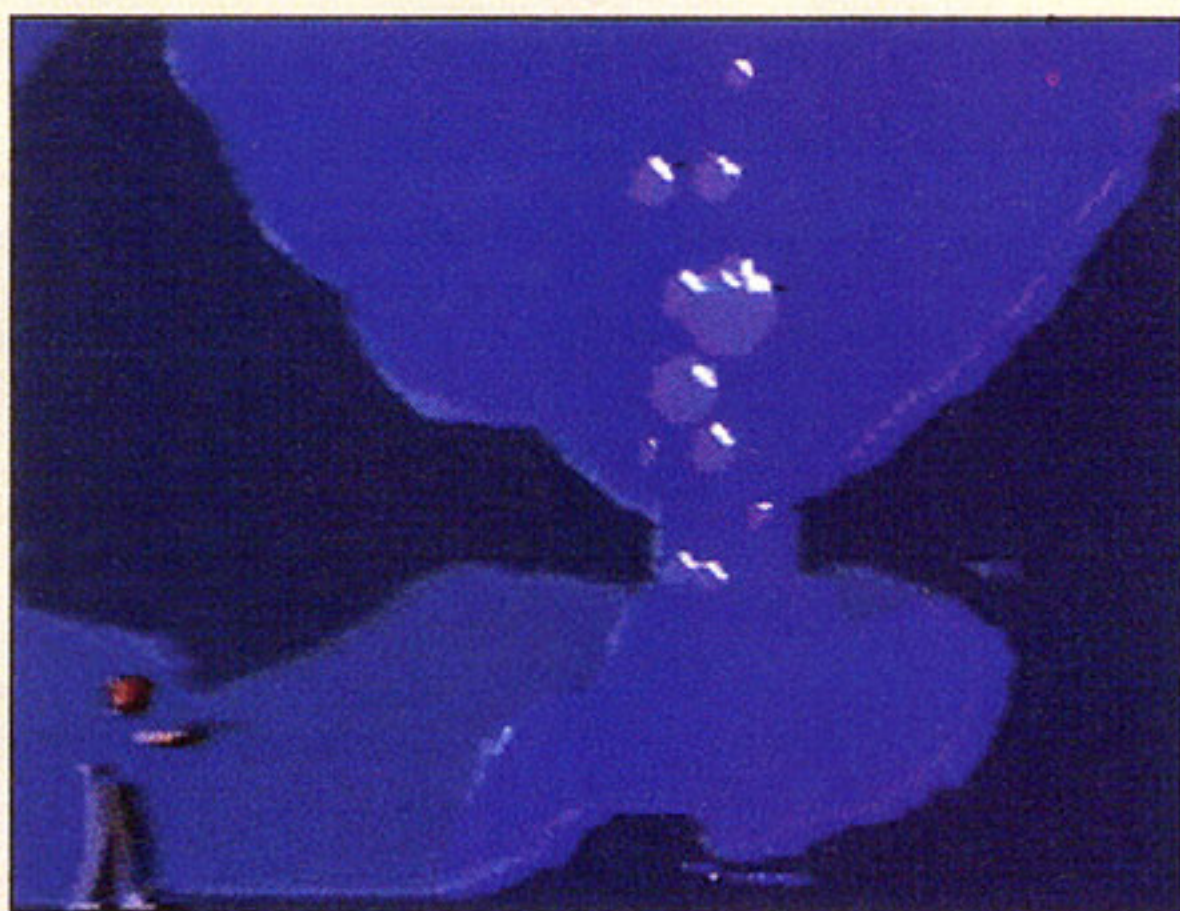
First Floor: Underground



On the first floor of the elevator shaft in Stage 2, keep your friend with you as you work your way across the floor. Eventually, he opens up a hatch to an underground passage but he gets captured as well. Don't worry, you'll find him later.

Here's how to get through the Stage 3 "body roll" puzzle. Roll slowly to the first air blast on your left. Wait until it stops, then quickly roll past it. Drop down and roll right to reach another air blast. Wait for it to stop and quickly roll past it. Drop down and you'll land between two air blasts. Roll right. Drop down, go left, then go right. Finally, drop down out of the stage and into the caverns.

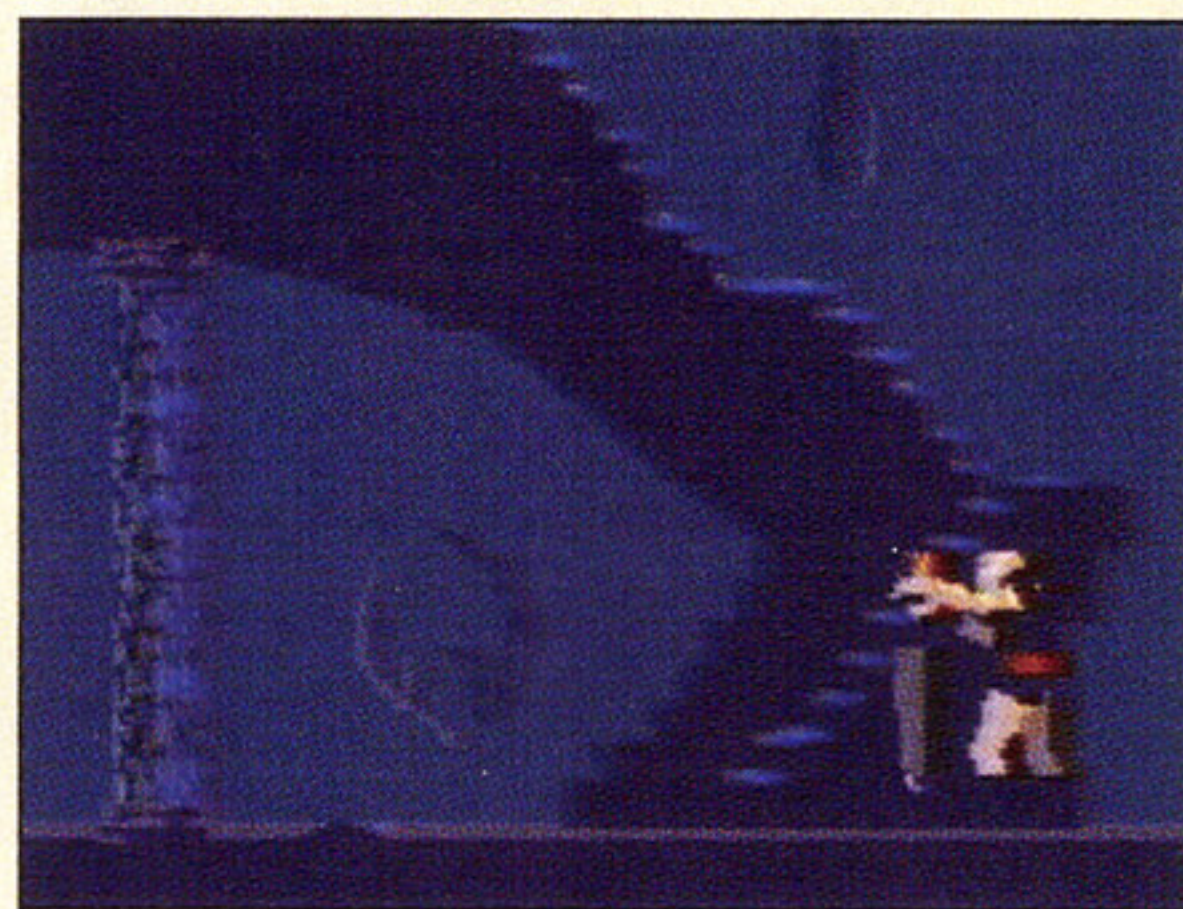
Dry Up the Falls



To "shut off" the waterfall in Stage 7, drop into the first hole at the beginning of the cavern stage. Then, drop into the first hole you see. Walk right until you see water above you. Move to the left edge of the screen, Mega-blast the wall, and water will gush out. Quickly turn left and run/leap over the holes by holding down Left and A to run, plus simultaneously pressing B when you want to leap over the holes. When you reach a rock slab, the rushing water lifts it and you to safety. Timing is everything.

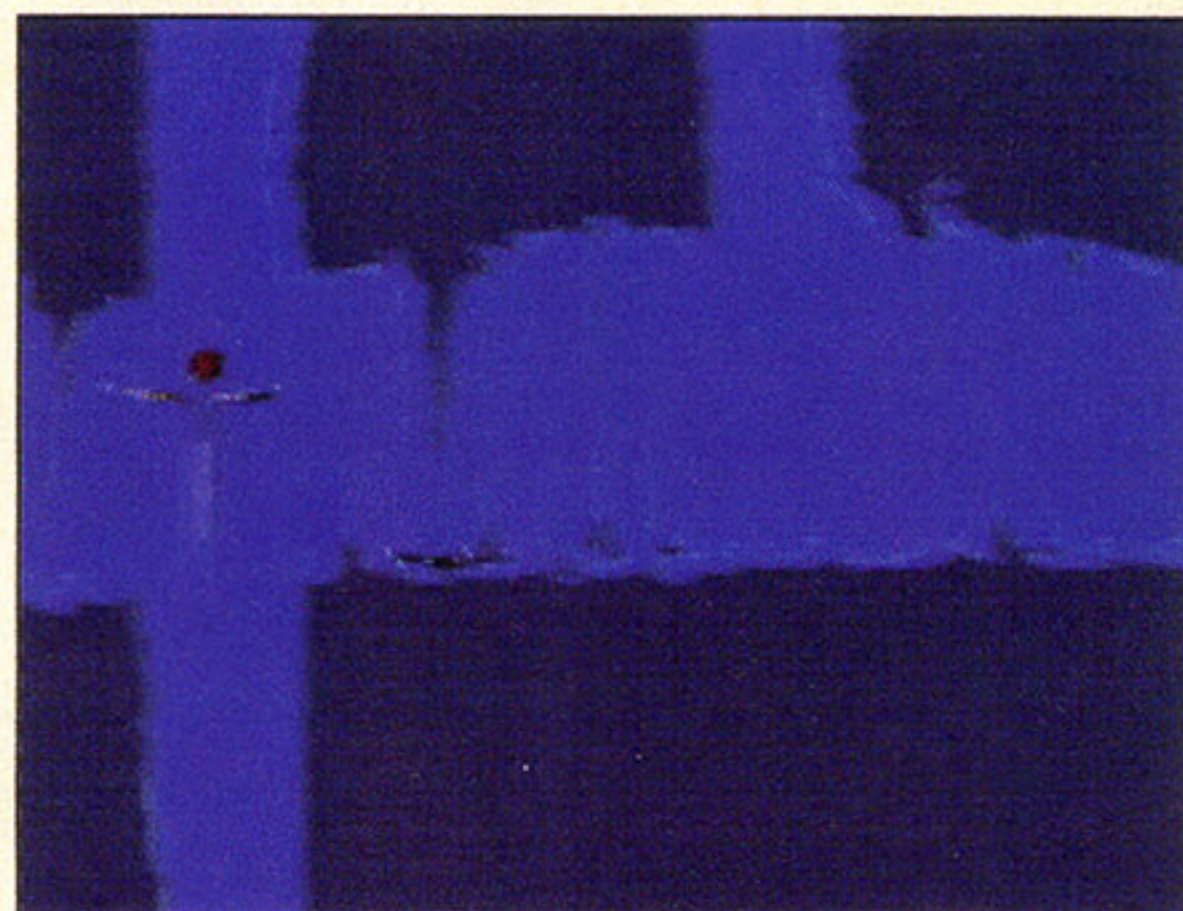
OUT OF THIS WORLD

Kick 'em Where It Hurts



In Stage 8, one mean guard may knock you down and lift you off the floor. You must get mean, too. Press Down and hit Y to kick him between the legs. Now run left. When you're over your gun, press Down to grab it. Then turn and hit A to shoot the guard.

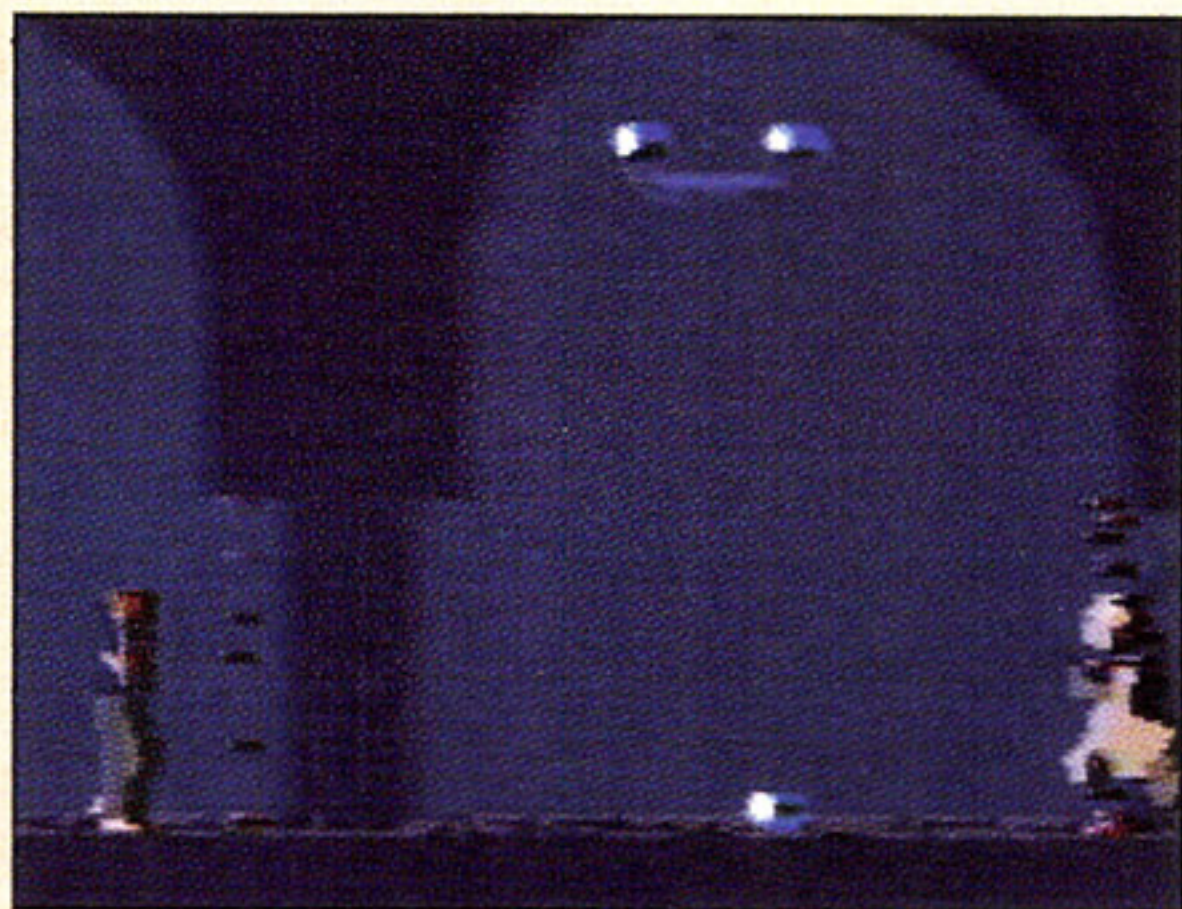
Swimming Lesson



When you reach the water in Stage 9, you must swim down and disable the power line. Swim down and through the passage on the left. Then, go up into the second passage. Watch out for the Jaws creature in the floor, and be sure to swim up and grab some air. Now swim straight down. Climb out of the water. Jump over the Jaws creatures and shoot the power lines. Dive back into the water, swim to the air passage again, and swim back to dry land.

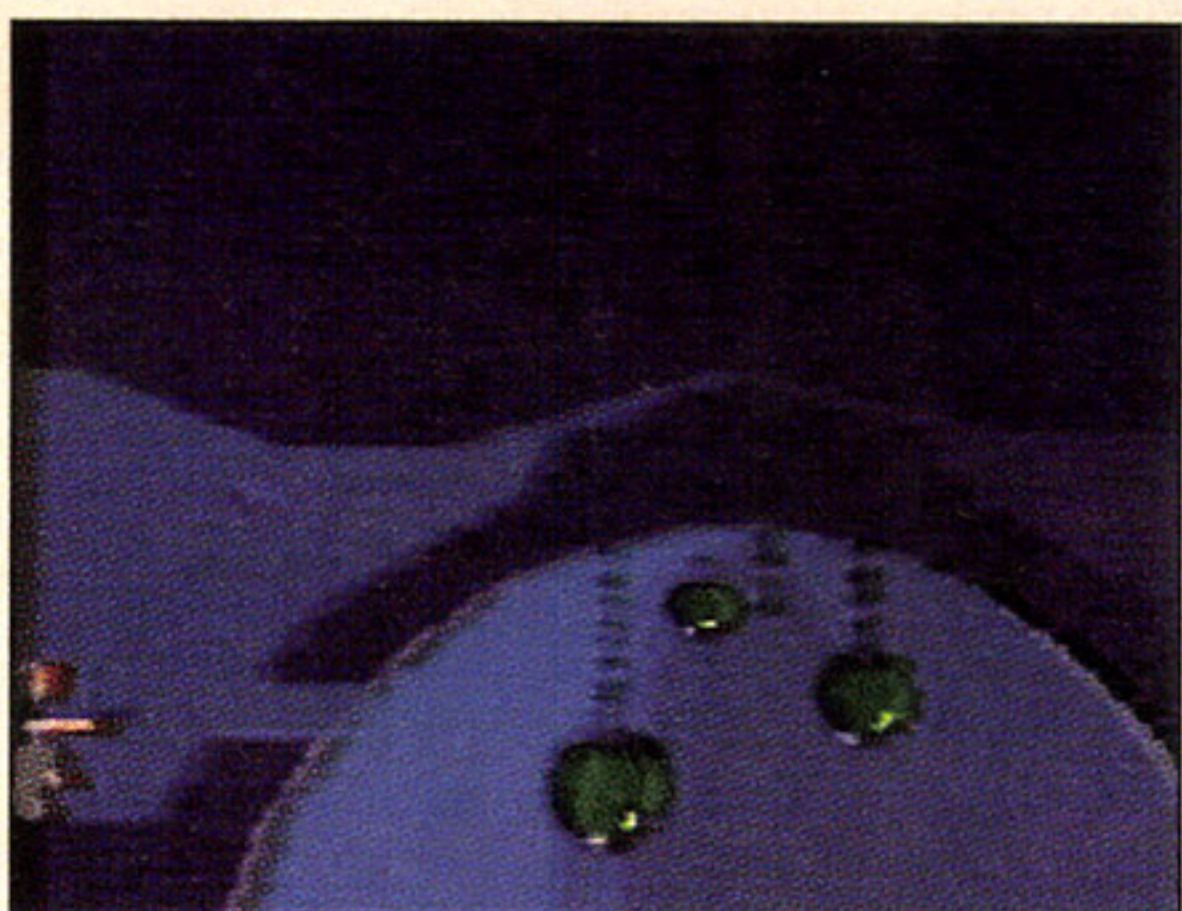
F THIS ORLD

Behind the Wall



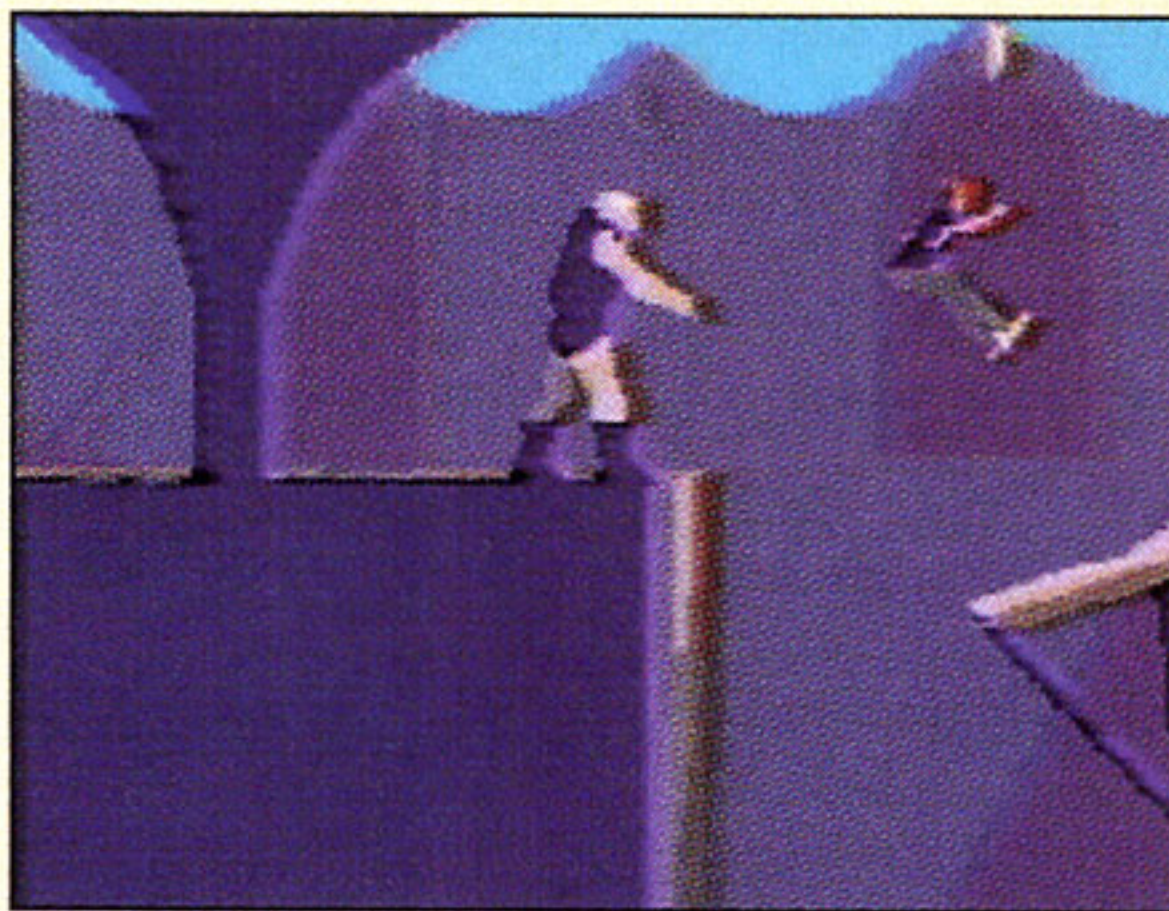
To get past the guard behind the triple-layered wall in Stage 10, place a Shield up against the wall. Now creep right until the doors open. The Shield protects you from the guard's shots. When he tosses the glowing grenades, step back to make the door close. The grenades bounce off the door and back at the guard.

Crown the Guard

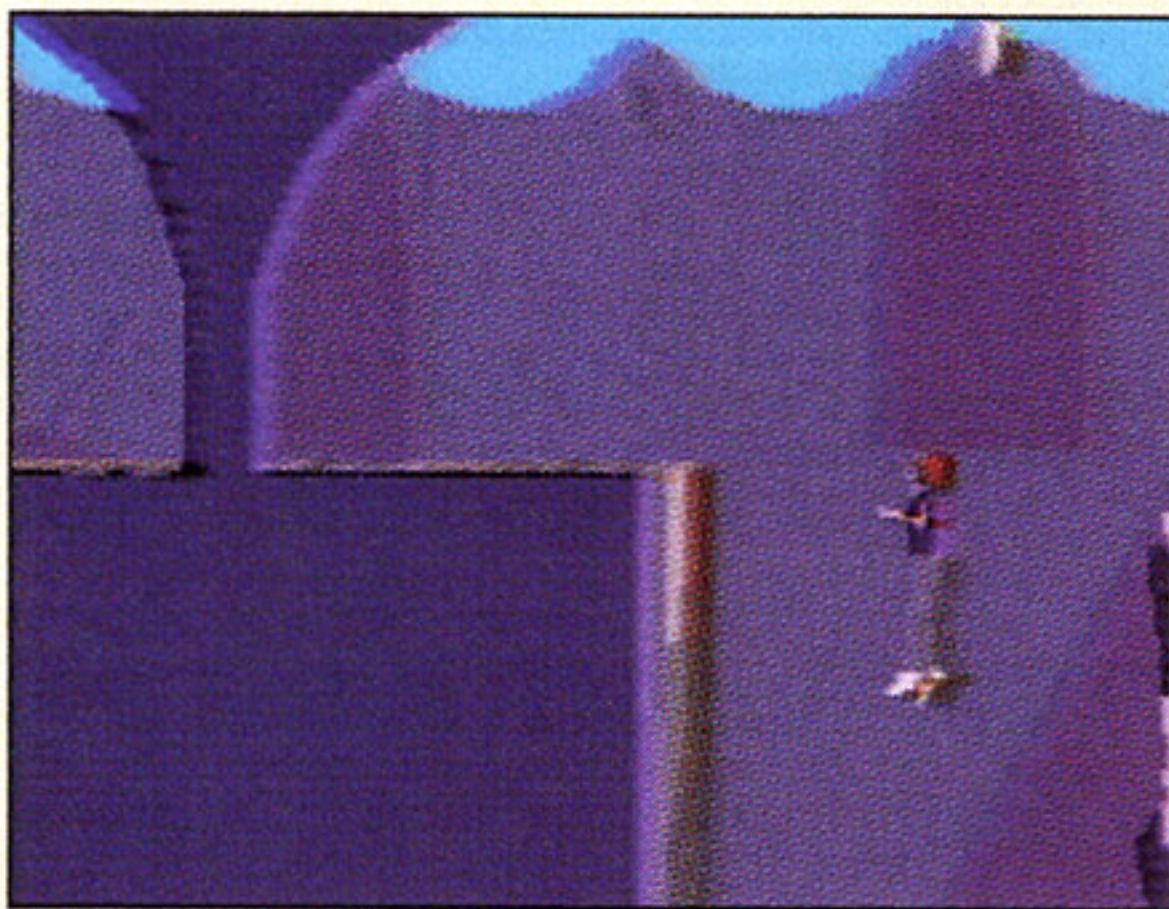


After getting past the triple-layered wall guard in Stage 10, you must bash a tough guard on a level below you. Run right, Mega-blast the wall, and recharge your weapon. Keep going right till you see three hanging spheres. You can see the reflection of the guard below as he walks under the spheres. Shoot the large sphere when the reflection is exactly on its bottom. You'll hear a groan if you're successful.

A Little Help from a Friend

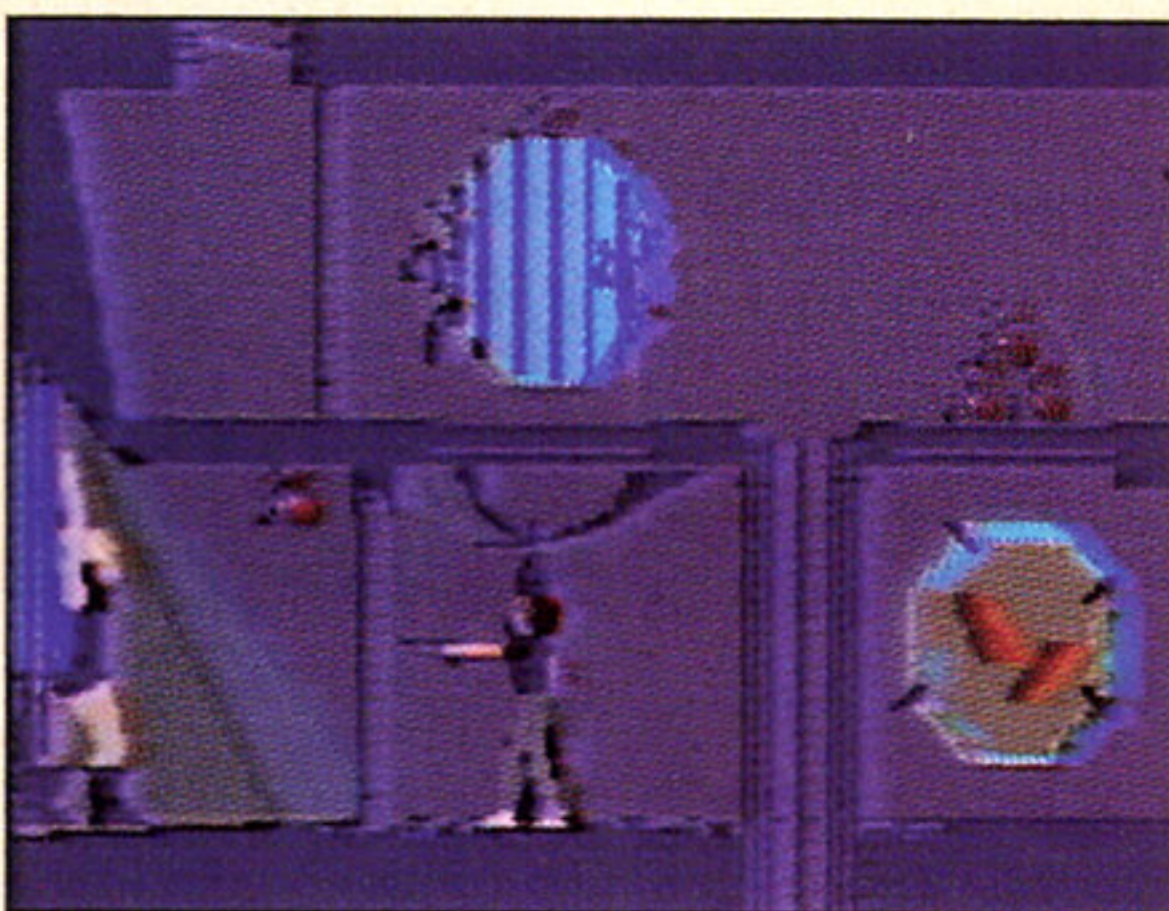


You need your pal's help to cross a rooftop gap in Stage 12. Back up, run towards him, and leap into his arms! He'll toss you across the gap.



In Stage 12, your friend won't make it across the gap and you'll have to save him. It's a long process. To start, turn left and take a leap of faith off the building.

Close the Door



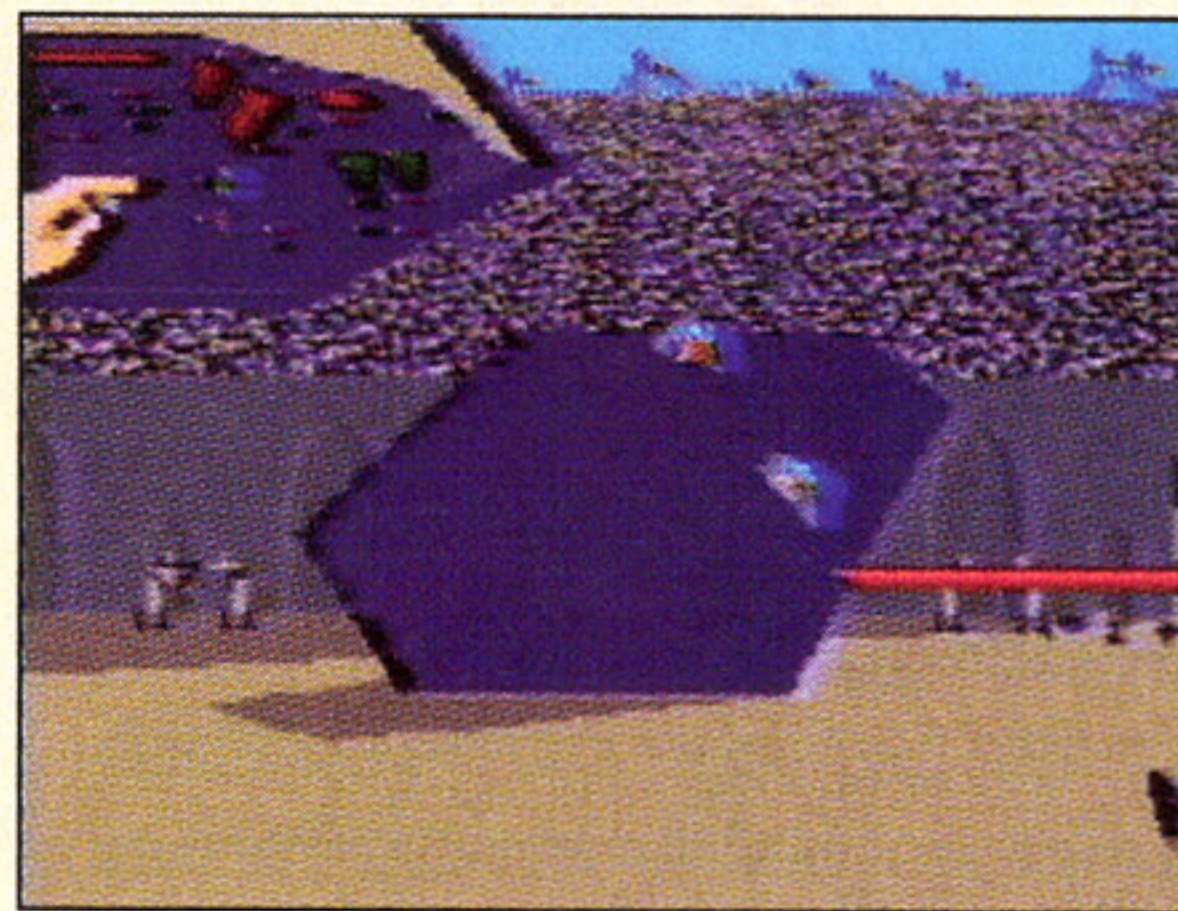
Stage 13 is a nightmare. You'll never complete it if you don't make the guard at the very beginning of the stage raise his arms and hit the button that closes a sliding door. At the beginning of the stage, run left after the guards. Stop directly in front of the sliding door. Then point your gun at the guard.

Make a Hole

In Stage 13, after you get the guard to close the door, you must make another guard blast a hole in the floor. Run right from the sliding door and climb the stairs. At the top, you'll see a guard behind a wall. Jump right, over the stairs,

then turn left and create a Shield. Now step forward and Mega-blast the wall. Let the guard roll at least five grenades down the stairs, then nail him. Run down the stairs and jump into the hole.

The Great Escape



You're inside a tank in Stage 14, and you must immediately find the Escape Pods. Press the lowest button on the control panel first. More buttons will appear. Now, press the lowest left button. The keypad will appear. Then press the button on the right side of the green light. Now press the four buttons (in two rows of two) on the upper left side of the control panel in any order. Finally, hit the flashing white button to jettison the Pods.

Passwords

Here are passwords through Stage 13. Stages 14 and 15? Ya gotta have some fun on your own!

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



By Rampant Saxon

Okay, swashbucklers, here's your chance to grab your swords and storm through Westica as a gum-chewing hero, Storm. American Softworks wants to sink their new hack 'n' slash adventure cart, *Sküljagger: The Revolt of the Westicans*, into your SNES.

Sküljagger Comics

Captain Sküljagger and his evil Kiltish army have ruled the island of Westica for 10 years. Storm Jaxon has had enough, so he steals Sküljagger's powerful sword.

You'll get to read all about Storm and his trials fighting Sküljagger in an 80-page color comic book/manual. As a new twist to the gaming industry, the manual's comic style makes it as much fun to read as the game is to play. Don't skim it, however. It's loaded with tips that help you master the cart.

PRO TIP: You may find that the letters in the top left-hand corner on each page of the manual spell out a way to beat the cart.

Fighting Action, Chapter by Chapter

Swelling music accompanies the side-view, multi-scrolling game play. It helps to keep you running, jumping, climbing, slashing, and blowing gum bubbles through seven gorgeous and colorful Chapters. Each lengthy Chapter consists of three parts, with a game total of 21 main terrains and over 50 hidden areas to explore, including boat docks, ships, and cliffs.

The Chapter endings vary depending on your actions during the game. Pick up the right box or slash the right



Hop into your own bubbles to become invincible and dangerous to your foes.

object at the right time, and you're sucked into secret alternate endings. With your lightning fast sword, you'll have lots of fun uncovering all the secrets in this game. No matter how many times you play, you'll probably never find them all.



PRO TIP: In Chapter 1, you'll find a secret warp after you leap to the second dock. Head right until you reach the third small barrel. Don't jump on the platform with the small brown barrel. Instead, push Y and you'll warp underground.

Yo, Ho, Ho, and a Bottle of Gum

The weapons in this game are a bit unusual. You start out in possession of Sküljagger's stolen sword. Use it to slash your way through any object you run across. Some will open up to reveal Jemeralds. Red Jemeralds transform your sword into a long range weapon.

Storm Jaxon's also known for his homegrown gum. Each flavor (Cherry, Grape, Apple, Orange) has different functions. For example, when you blow bubbles with the Cherry flavor, you can float to previously unreachable heights. When you chomp on the Grape and Apple flavor, you blow an invincible bubble around yourself.



PRO TIP: Chapter 4, the second part of Part 1: Strike the first pillar and you get a Cherry bubble gum icon. Blow a bubble and float up to the top pillar. You'll find a plethora of Jemeralds.



PRO TIP: Rearrange this sentence – A MEAN BIRD CLAW IS NEAR THE BIG DOCK! – and you might find a code that'll catapult you to Chapter 3: Part 1.



Watch Out! These birds lay more than eggs.

Aye, Aye; Owww, Owww

Don't let those skirts fool ya. Capt. Sküljagger is not an easy one-eyed creep to fight. You'll die often! Luckily, you have five lives and one continue.

This is an innovative action/adventure that almost sails the SNES to its limits. The clever comic book manual adds a fun extra dimension to the game. If you're looking for action, land on Sküljagger and play up a storm.

PRO TIPS

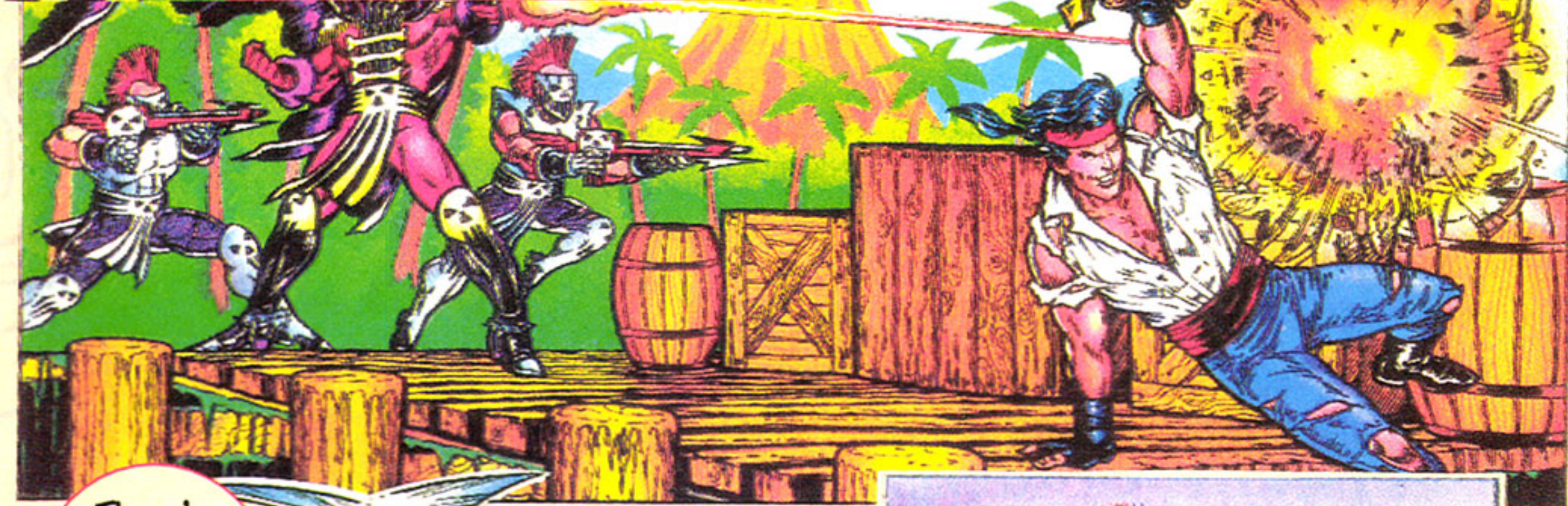


Skulljagger: the Revolt of the Westicans
by American Softworks

Graphics	Sound	Control	FunFactor	Challenge
4.5	5.0	4.0	5.0	ADV. Advanced
\$59.95 4 megs Available November		Action/Adventure Two Player Continues, Passcodes		

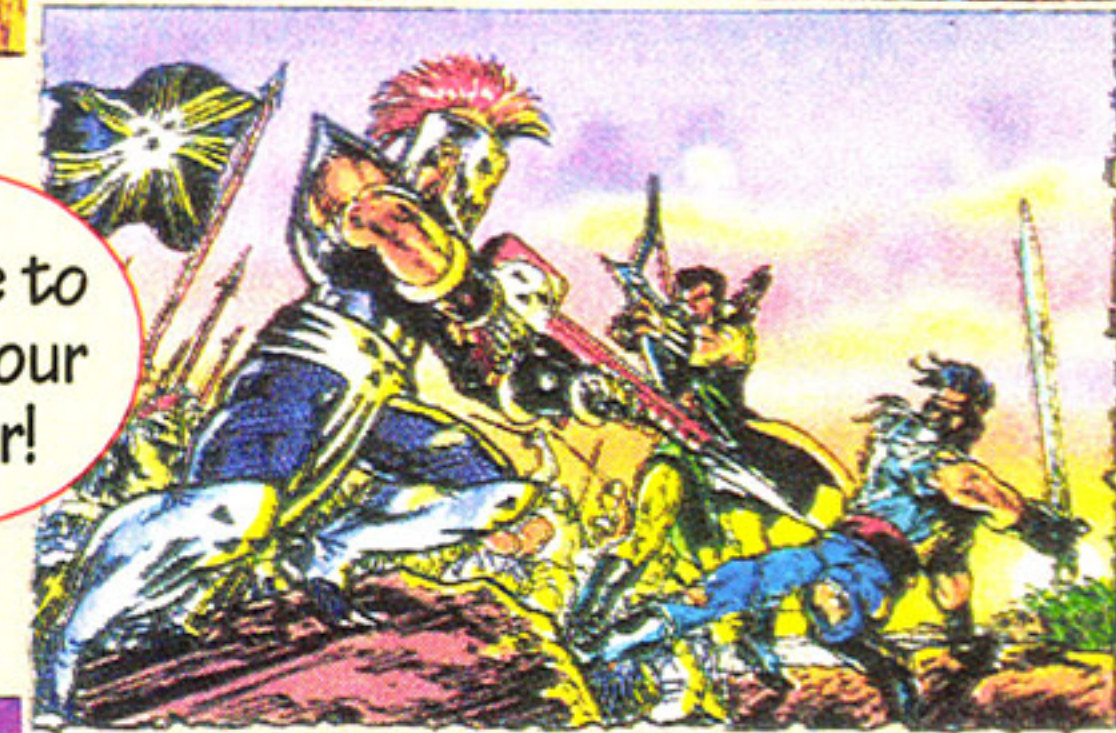
FANTASY GAMING

...Pursued by Captain Skulljagger and his evil henchmen, Storm Jaxon discovers that he's run to a dead end at the end of the dock...



There's nowhere to run Jaxon!

Prepare to meet your maker!



Ha Ha Ha Ha!

Suddenly...



KABOOM!

Maybe it's you who'll meet his maker!!



To be **CONTINUED...**

Up on the Roof



In Chapter 4, Part 1, you can climb the poles on the sides of houses to reach Jemeralds up on the roof.

Danger

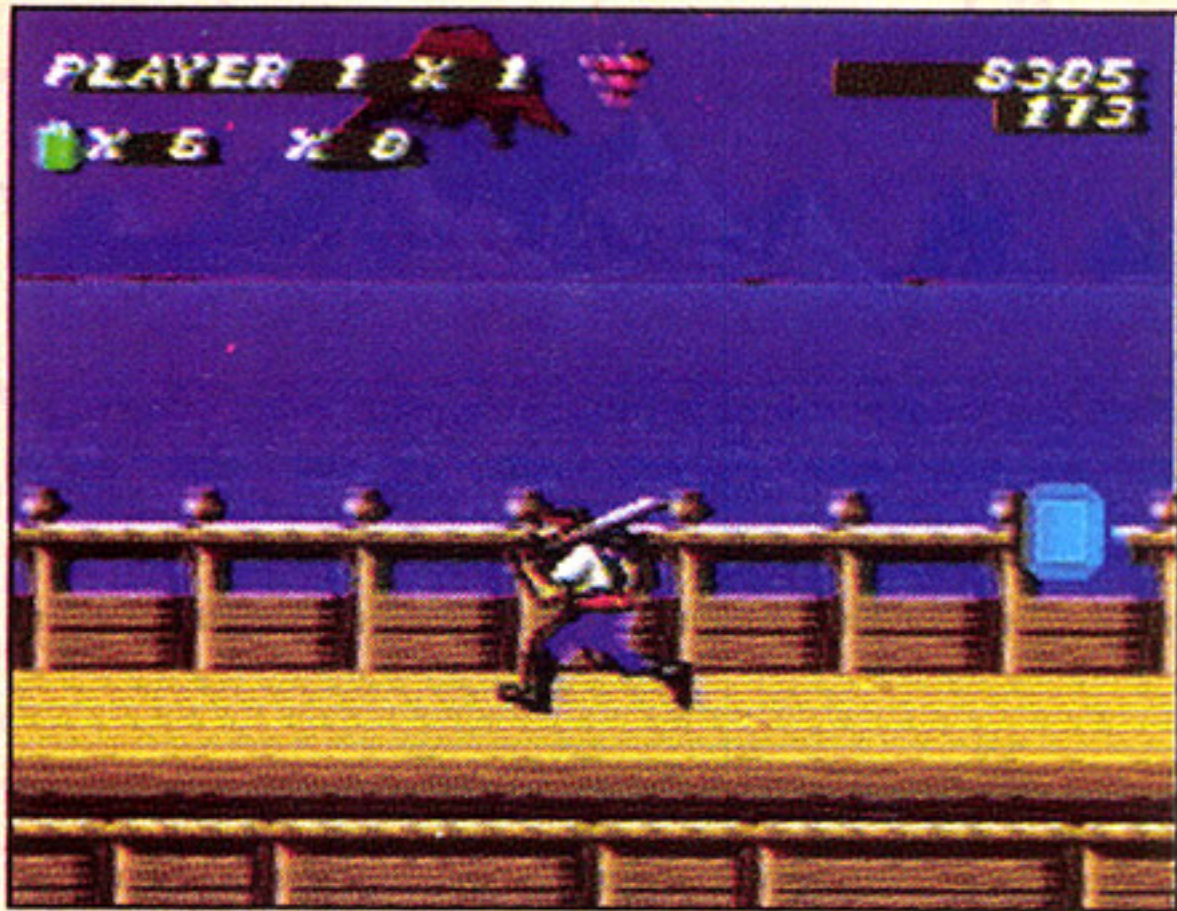
When you're in the secret alternative ending of Chapter 1, Part 1, look for the stone bridge that has a sign saying "Danger" in front of it. You'll find a brown Keg next to the sign. Pass by the Keg and kill the bug that will attack you. Then, go back, pick up the Keg, and jump onto the stone bridge. A Black-Mask will come at you. Hit the Black-Mask with the brown Keg. You'll be sucked down into a secret Fantasy Zone.

Fantasy Island



At the very start of a Fantasy Zone, while you're falling, press Down on the directional pad and then on the top of the controller. You'll hear a sound effect. After you hear the sound effect, you'll get two Jemeralds for every one you touch.

Top-Secret



There's a secret ending to Chapter 2, Part 2. When you reach the big blue Jemerald at the end of the level, go down the ladder just to the left, then down the green rope. Jump down the first hole in the floor (the one with a covered-up port hole). You'll fall a long way down, but land safely in a secret room. To enter the secret ending, stand in front of the large port hole and push Y.

The Encounters of Sküljagger



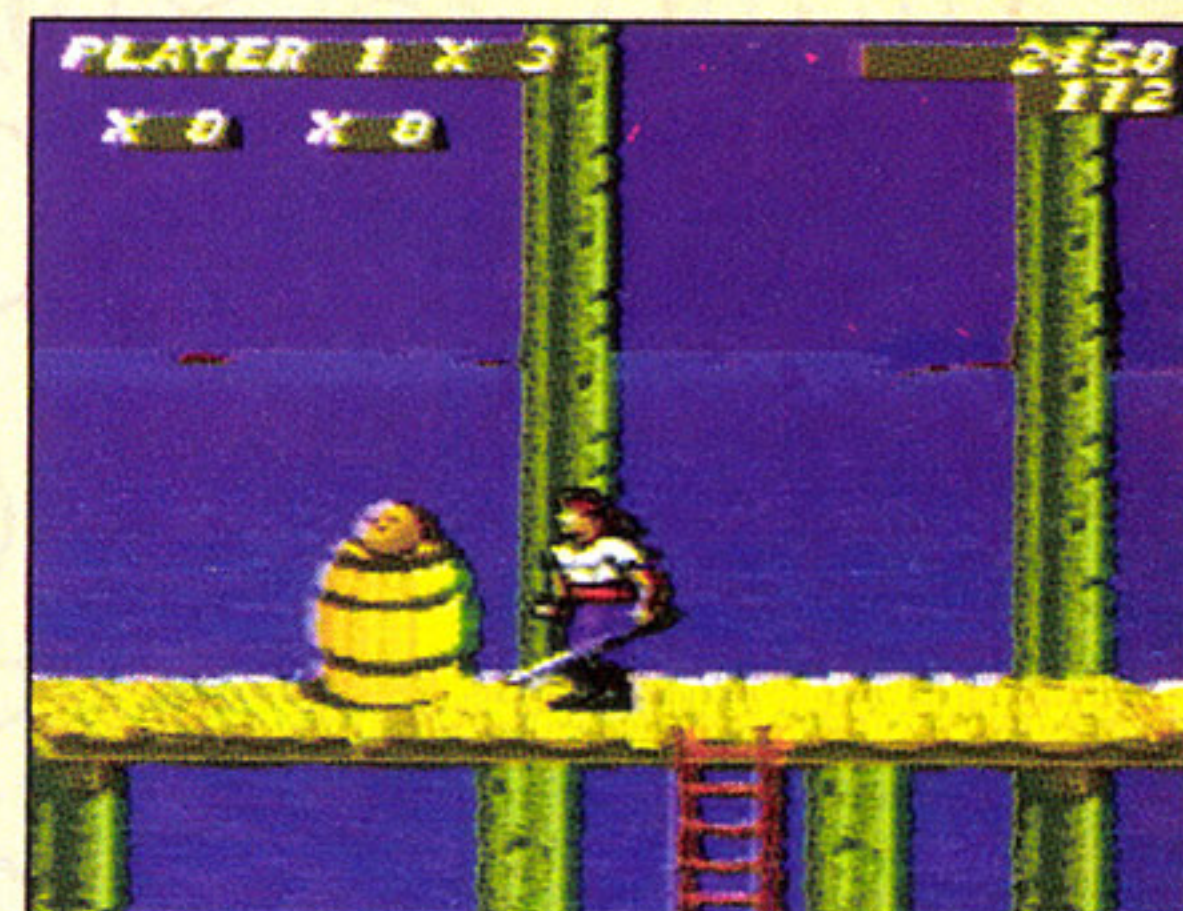
To beat Sküljagger at the end of Chapter 3, don't try to fight him on the main pier. Instead, climb onto the stack of barrels. Whenever Sküljagger comes at you, crouch and swipe at his head. He'll stop a moment, strike a blow, and then rush on. Make sure you jump over his head after you swipe.

Kiltish Pranks



In Chapter 1, Part 1, you'll find the first Cherry power-up of the game in a brown box about four screens from the start. When you get the Cherries, float up until you come to the clouds. Don't touch the cumulus billows, or they'll pop your bubble. Follow the clouds to the right. Watch out for the Kiltish warrior below you. Beyond the Kiltish warrior, follow the clouds up and to the left. You'll find a 1-up floating in the air just above you.

More Fantasies



In Chapter 3, Part 3, find the big yellow barrel with the Coconut on it. If you stand just to the right of it and push Up-Up, a tube will suck you down into a secret Fantasy Zone.

Comical

Use the comic book manual! If you read carefully, you'll find tons of clues.

Extra Text



When you see an opening island sequence, press Right, Left, and on the top of your controller. You'll get extra text that contains clues to that particular level.



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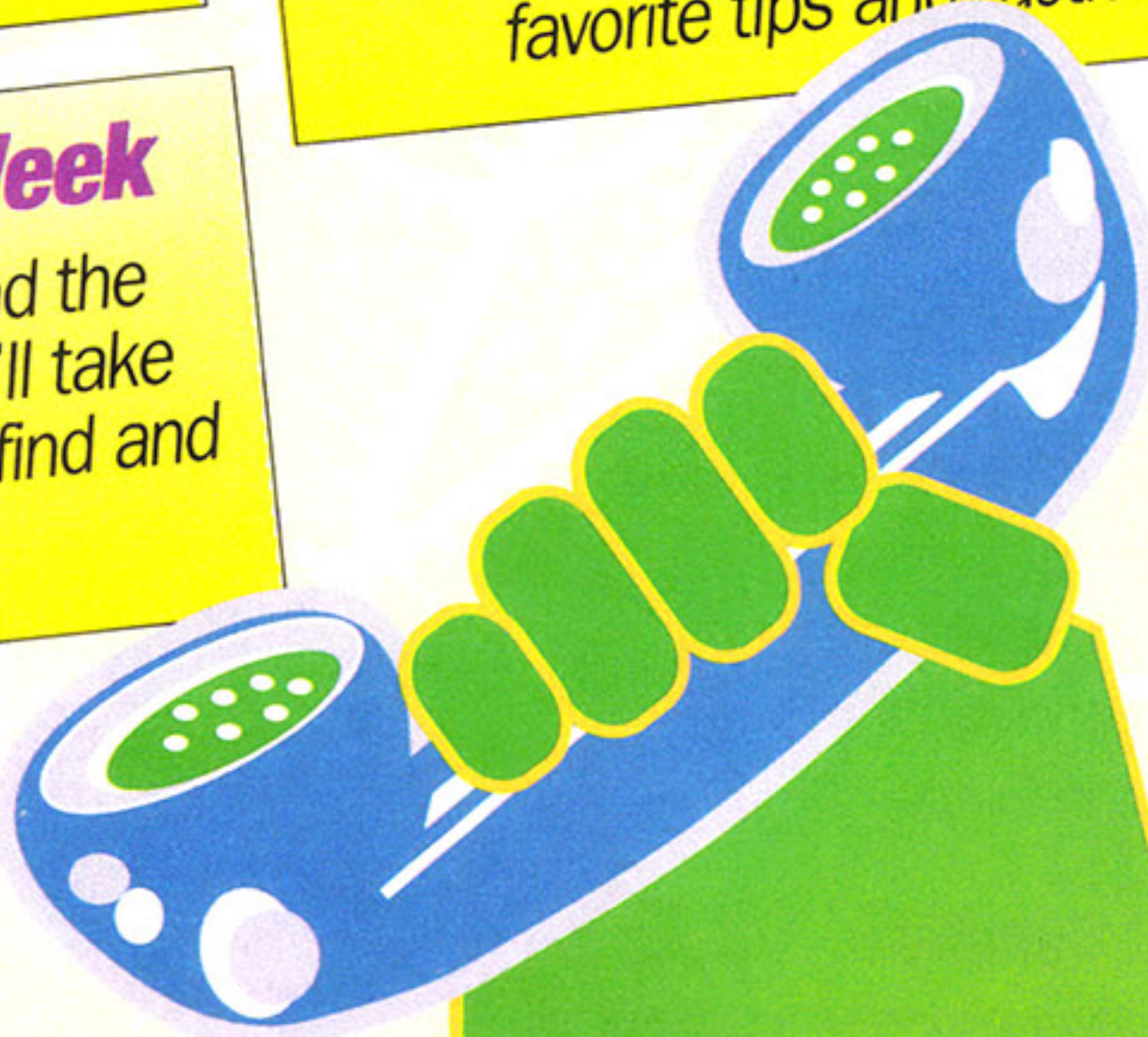
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GamePro's Street Fighter II Game Giveaway
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Winners are selected on a random basis. Winners who enter by phone will be instructed on how to claim their prize by mail. Winning mail-in entries will be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

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Calls average three minutes in length and cost \$.99 a minute.

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

NEO·GEO PRO REVIEW



By Doctor Dave

Yet another evil-minded doctor is using his talents for malicious purposes. This time around, the sinister doc's assembled eight of history's toughest fighters. His nefarious plot is to pit them one against the other in fights to the death, as he searches for the greatest warrior of all time.

No Unnecessary Heroics

Sure, this concept sounds vaguely familiar. It's yet another fighting game vying with Street Fighter II for the championship title. How does it stand up blow-by-blow? Well, good multi-scrolling and nicely animated backgrounds, put the game's graphics are on par with Street Fighter II's. The sounds are better.

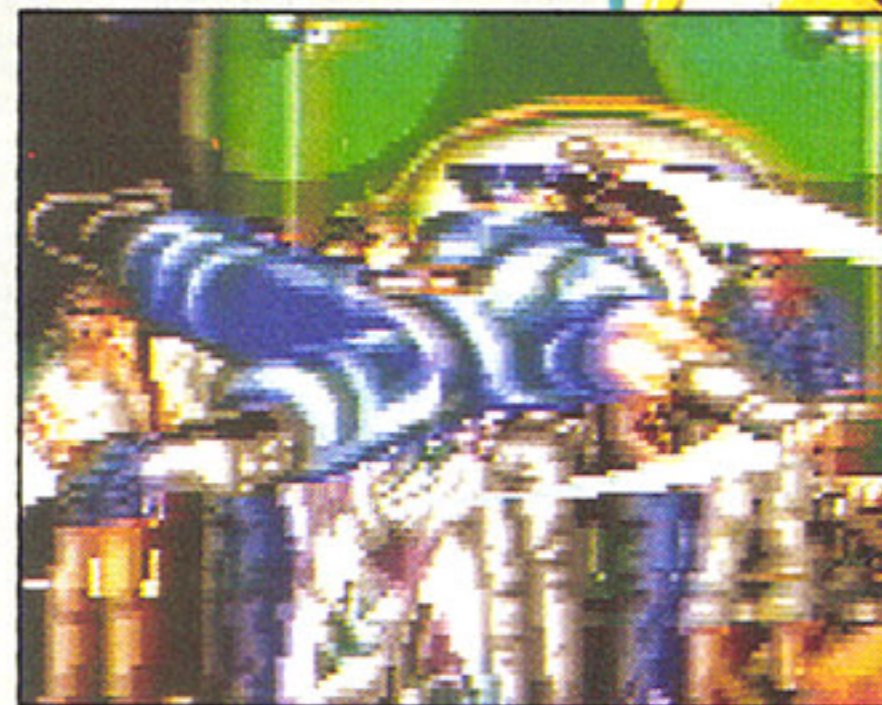
Game play wise, World Heroes is cool against the computer, but problematic against human foes. Although the game is faster than Street Fighter II and has plenty of combos, it contains one major flaw. Many of the characters, for example Brocken, have a move that can be used to annihilate their opponents in several seconds by using jabs! This is definitely a Doctor Dave no-no.

Overall, World Heroes is worth fighting for SF II aficionados and other fighting masters. Check out our blow-by-blow of each of the fighter's special moves, as well as what we consider to be each master's best combo. Stay tuned to an upcoming issue of SWATPro for a blow-by-blow on how to do these moves.

Hanzo and Fuma

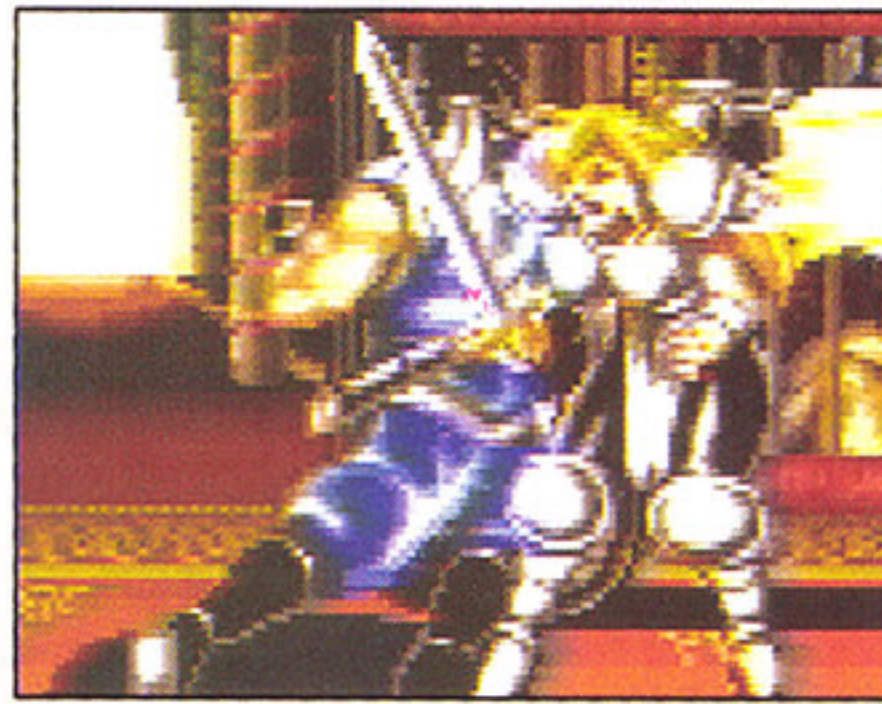
These two ninja assassins from Japan think and fight alike. Their special moves have different names, but the moves are the same. Use the same best combo for them both.

Special Moves:

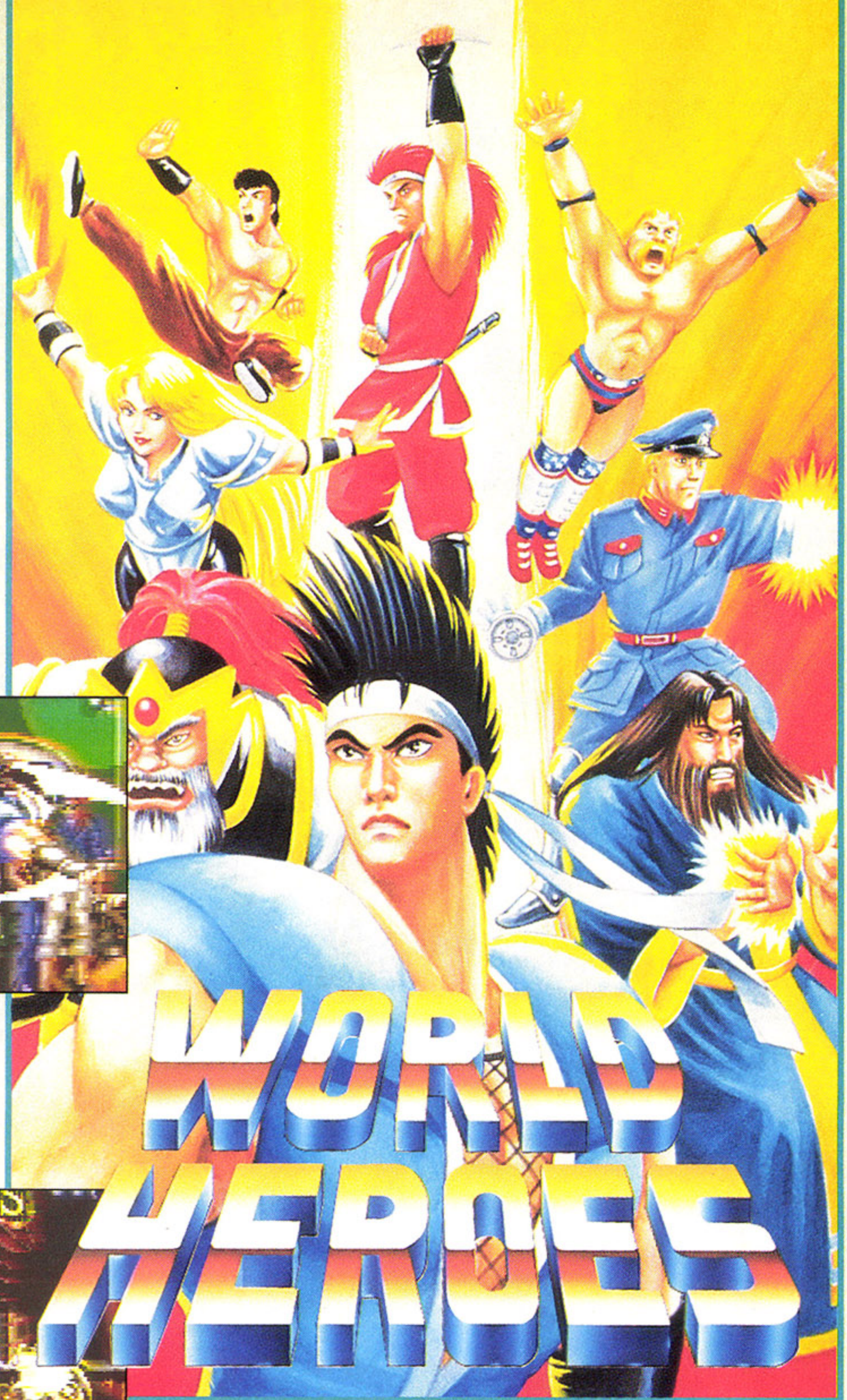


Dragon Uppercut
Shuriken Throw
Spinning Blade

Best Combo:



Come at your opponent with a jumping Heavy Kick. After landing, use your ducking Light Kick. End with a Heavy Shuriken.



Dragon

He doesn't breathe fire, but this Kung Fu master from mainland China's got some moves that'll singe his opponents.

Special Move:



Best Combo:



Dragon Kick
Air Throw
Rapid Fist



World Heroes by SNK

Graphics	Sound	Control	FunFactor	Challenge
5.0	5.0	4.5	4.5	ADJ. Adjustable
Price unavailable 81 megs Available now		Action Two Player		

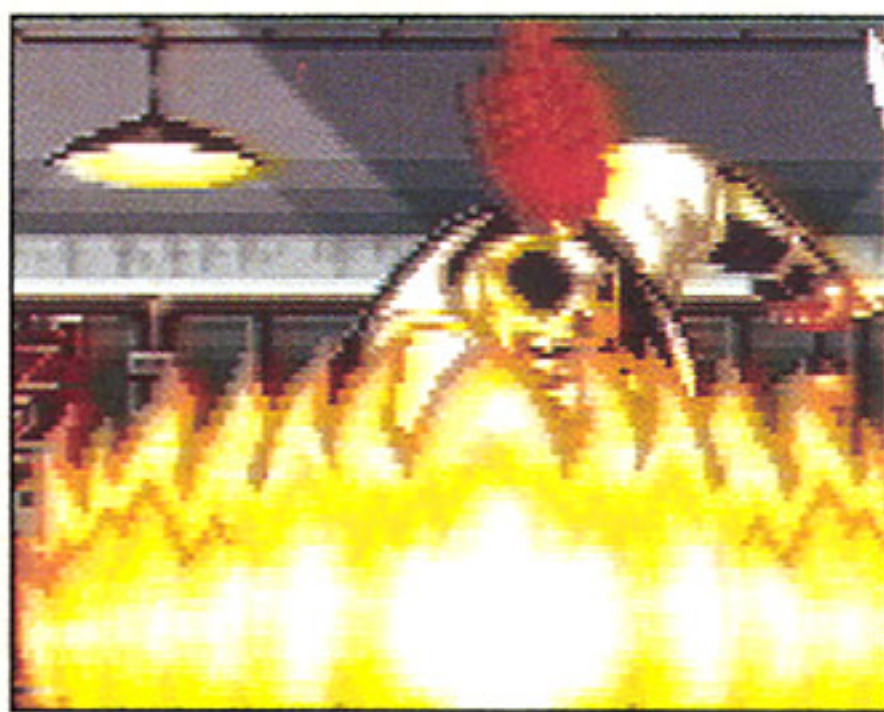


Come at your opponent with a Heavy Punch and then instantly hit them with a Heavy Standing Punch. End with a forward Heavy Punch.

J. Khan

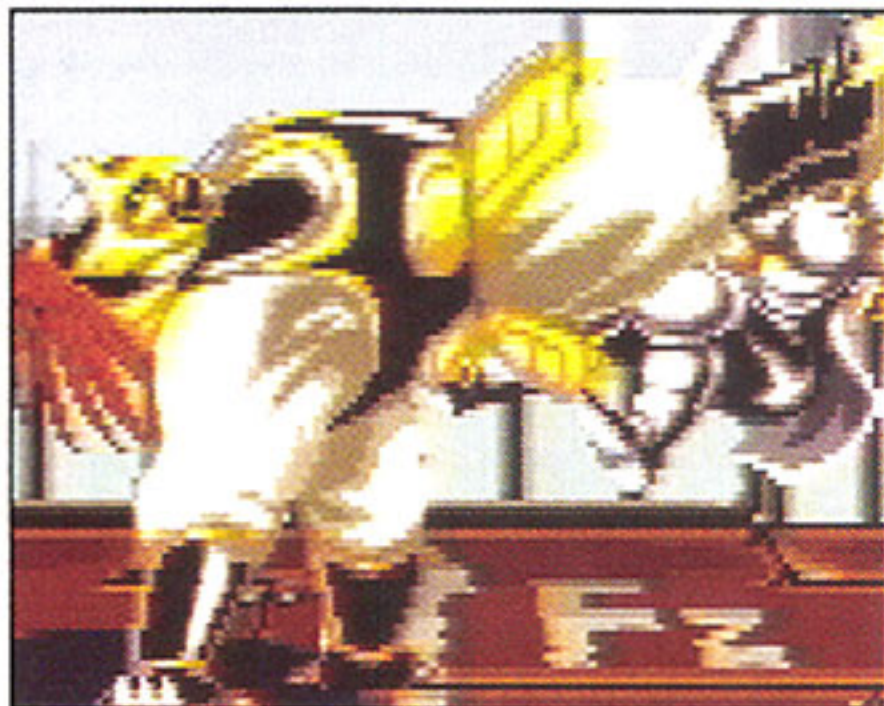
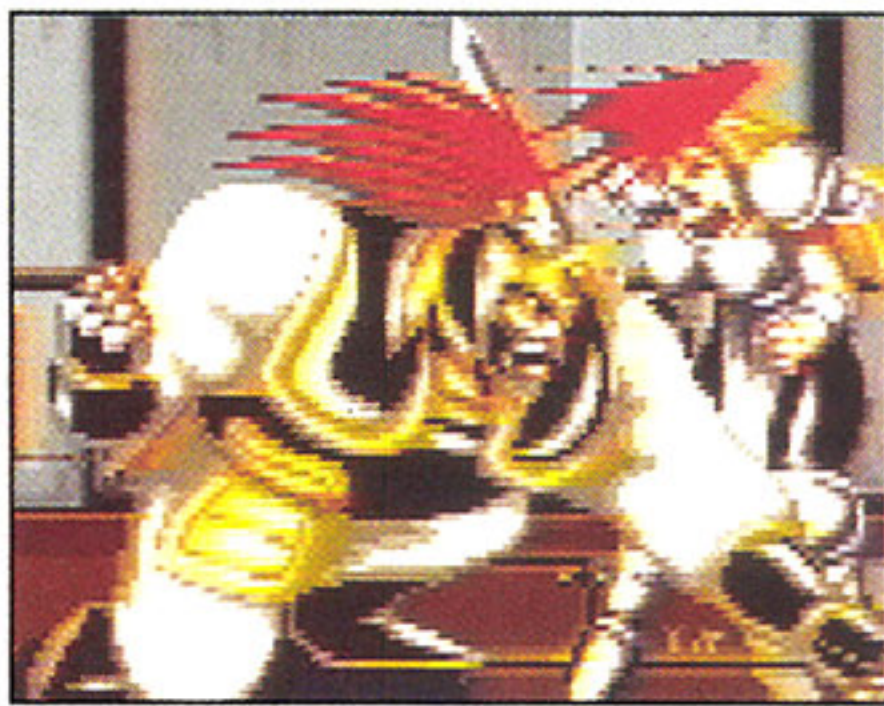
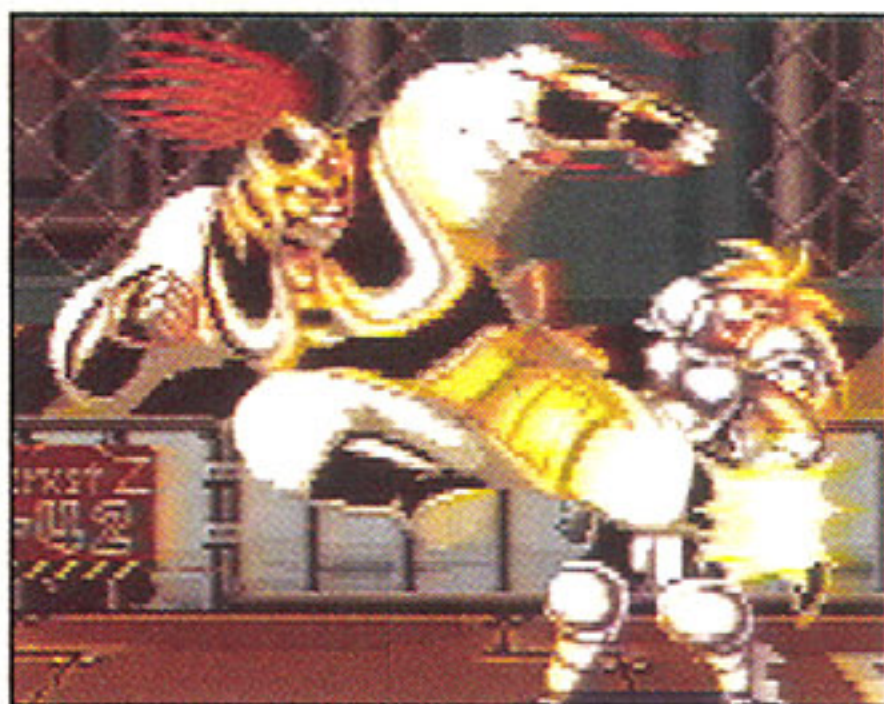
This mongol warrior tries his favorite barbaric fighting techniques against any warrior brave enough to challenge him.

Special Moves:



Mongolian Dynamite Shoulder Thrust

Best Combo:



Come in with a jumping Heavy Kick. Follow up with a ducking Light Punch. End with a ducking Heavy Kick.

Muscle Power

A.k.a. Luke Hogan, this American is a wrestler type who's ready to pin any takers to the ground.

Special Moves:



Spinning Knee Thrust
Dashing Elbow

Best Combo:



Charge at your opponent with a Dashing Elbow and then do a crouching Light Punch. Finish off with a crouching Light Kick. Repeat the whole combo again for maximum damage.

Brocken

What can we say about this German Cyborg, except that he has a sneaky move that makes him our least favorite fighter.

Special Move:



Brocken can take out any opponent in five seconds with any jab move repeated over and over.

Rasputin

This wizard hails from, you guessed it, Russia. Watch closely while he casts a deadly spell on his opponents with his dangerous moves.

Special Moves:



Magic Hand Crush
Fireball
Spinning Robe

Best Combo:



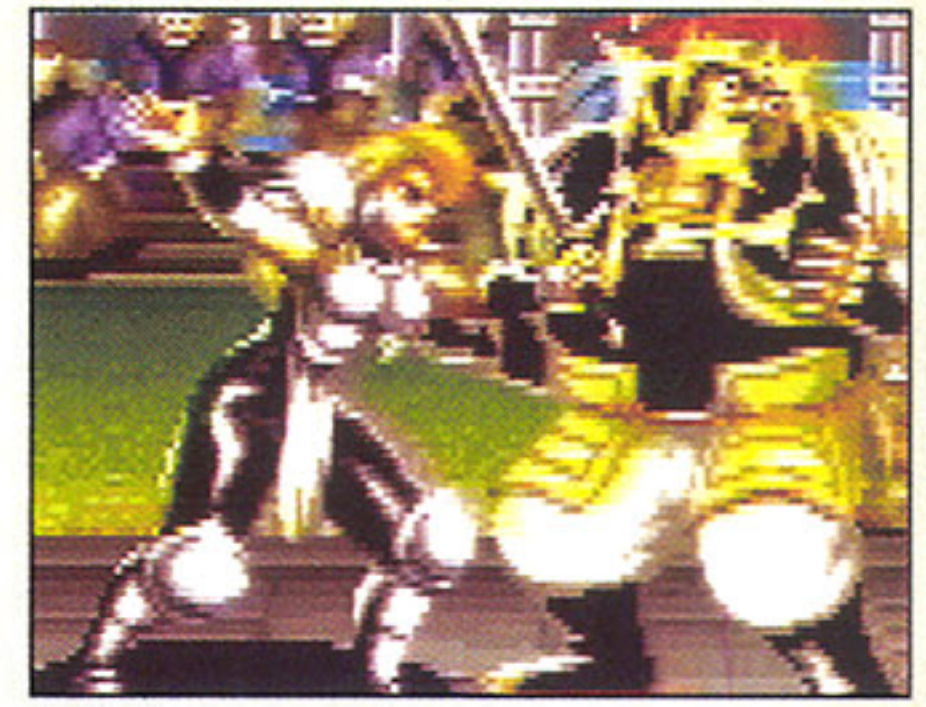
Jump above your opponent

and toss a diagonal Fireball at him. Land with a Light Punch and end with a Heavy Punch.

Janne

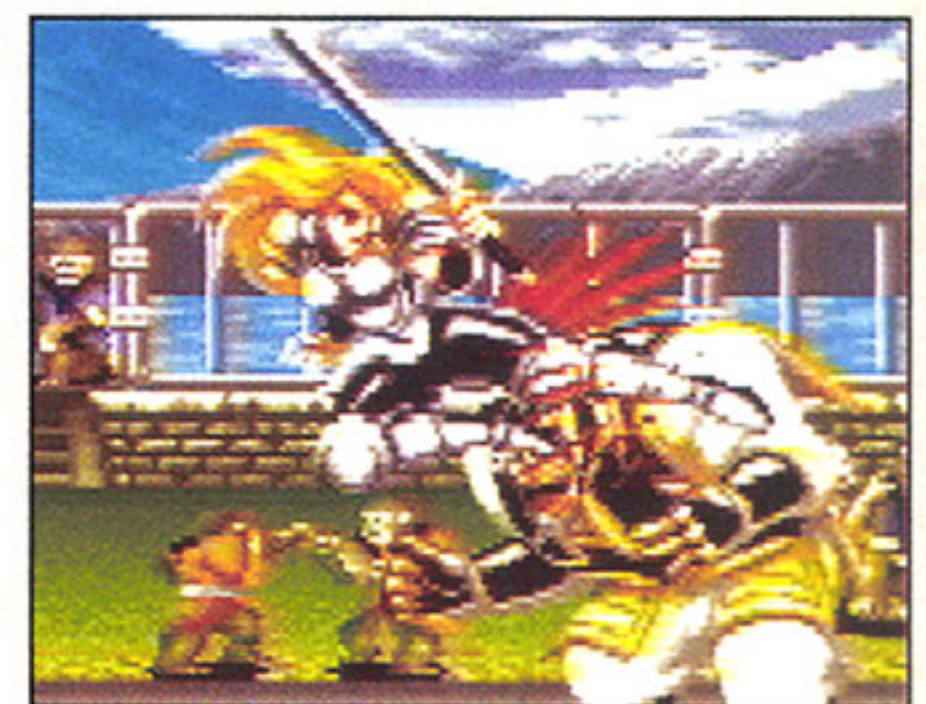
Trained in France as a sword master, Janne has a certain deadly charm.

Special Moves:



Flash Sword
Aura Bird
Slap

Best Combo:



Come at your opponent with a Heavy Kick. Next, do a ducking Light Kick (charging for Flash Sword). Do a standing Light Kick, and finally finish by pushing Up into a Flash Sword.

PRO TIPS

WORLD HEROES

Killer Combo, the Sequel

Hanzou and Fuuma can both pull off this killer combo. Use it to pulverize pesky foes.



1) Jump in with a Heavy Punch.



2) When you land, nail your attacker with a Ducking Right Punch.



3) Continue to duck and use a Light Kick.



4) End the mayhem with a Heavy Ducking Kick.

Double Play

Dragon wreaks havoc with this deadly double punch combo.



1) Jump Towards your opponent with a Heavy Punch.



2) When you land, finish the combo with a standing Heavy Punch.

Four-Hit Frenzy!

Lovely Janne is a fearsome foe when she unleashes her Four-Hit Frenzy!



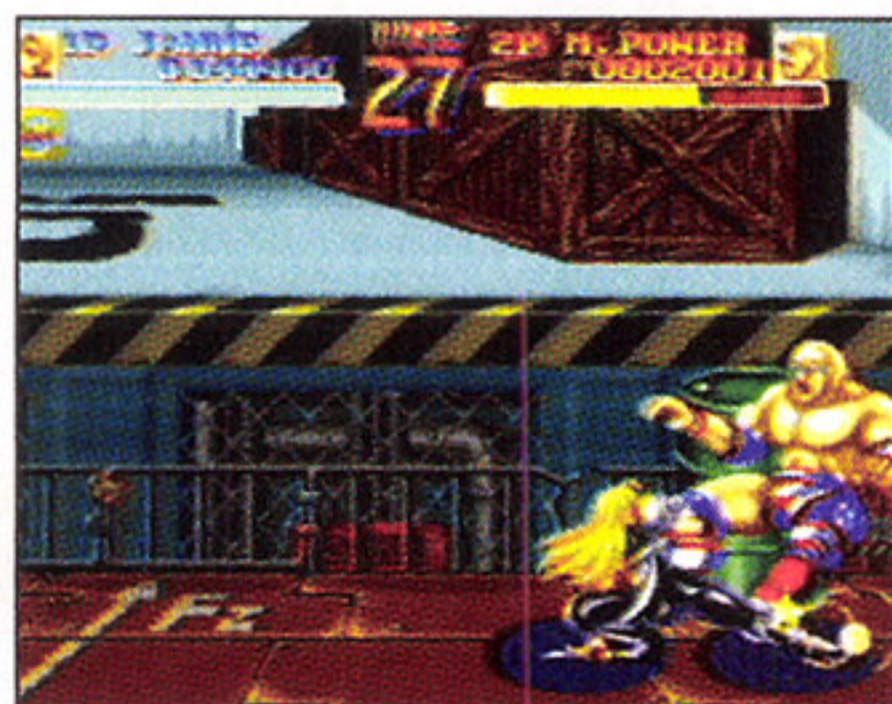
1) While charging the Ohra Bird, jump Towards your foe with a Heavy Kick.



2) While still charging, hit the opponent with a standing Heavy Punch.



3) Release the Ohra Bird.



4) As the Ohra Bird hits, use a ducking Heavy Kick. Good-night!

Three-Hit Carn-Age!

J. Carn makes mincemeat out of unsuspecting victims with his deadly Three-Hit Carn-age combo.



1) Jump Towards your enemy with a Light Punch.



2) When you land, push Towards and hit with a Heavy Punch to do the double headbutt.

Slammin' Face Jammer

Muscle Power's in yer face with this slam-bam combo.



1) Jump Towards your opponent. While you're in the air,

pull Down on the joystick and press A for the Heavy Chest attack.



2) When you land, use a ducking Light Punch and immediately charge Back for the Muscle Bomb.



3) Use the ducking Light Kick.



4) Release this elbow-smashing Muscle Bomb.

Brocken Breaks Ya!

Bad boy Brocken bashes the bad guys with this bodacious move!



1) Come in with a jumping Heavy Punch.



2) Land and do a standing Light Punch.



3) While hitting the punch button, jump up and pull away from the opponent.

Whack Attack

Rasputin lands a mighty blow with this handy combo.



1) Jump Towards your enemy with a Heavy Kick.



2) When you land, duck and toss a Light Punch.



3) While still ducking, hit with a Heavy Punch.



GAME BOY PRO REVIEW



By Bone Head

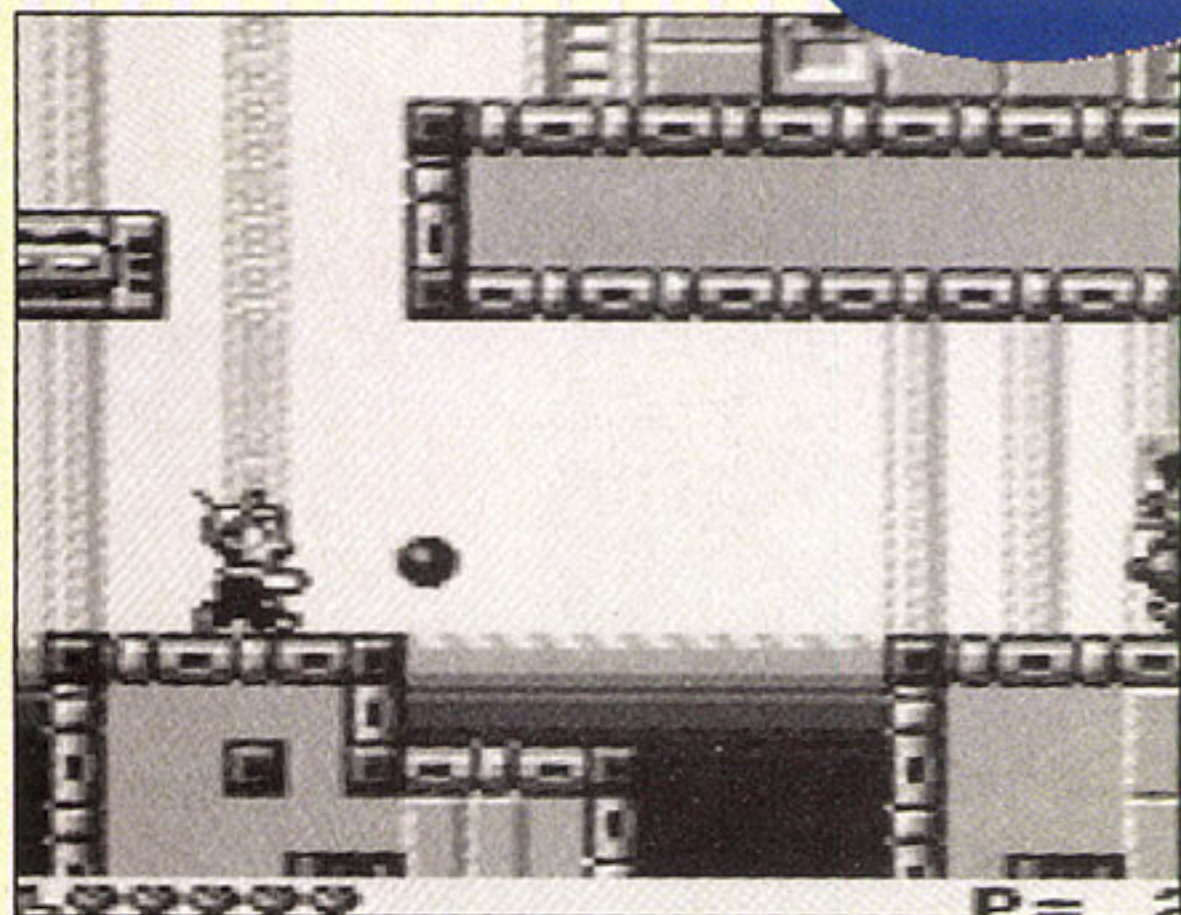
"Meet George Jetson and Jane, his wife..." You not only get to meet the Jetsons, you get to play them in Taito's Jetsons for the Game Boy. The action is like gravity-weightless, but fun to play around with.

Don't Space Out

The Robots have gone berserk, and the Jetson family has been recruited to save their spacey hometown. You must help all four members of our moon-trooping family find the exits to their various locations. To keep the pace lively, each Jetson member has their own special tools and music.

A Family Affair

Armed only with baseballs, Elroy must hurl strikers and scroll through three rooms to escape the Space Bowl Stadium. This side-scrolling level keeps moving, so Elroy has to be quick in his space boots.

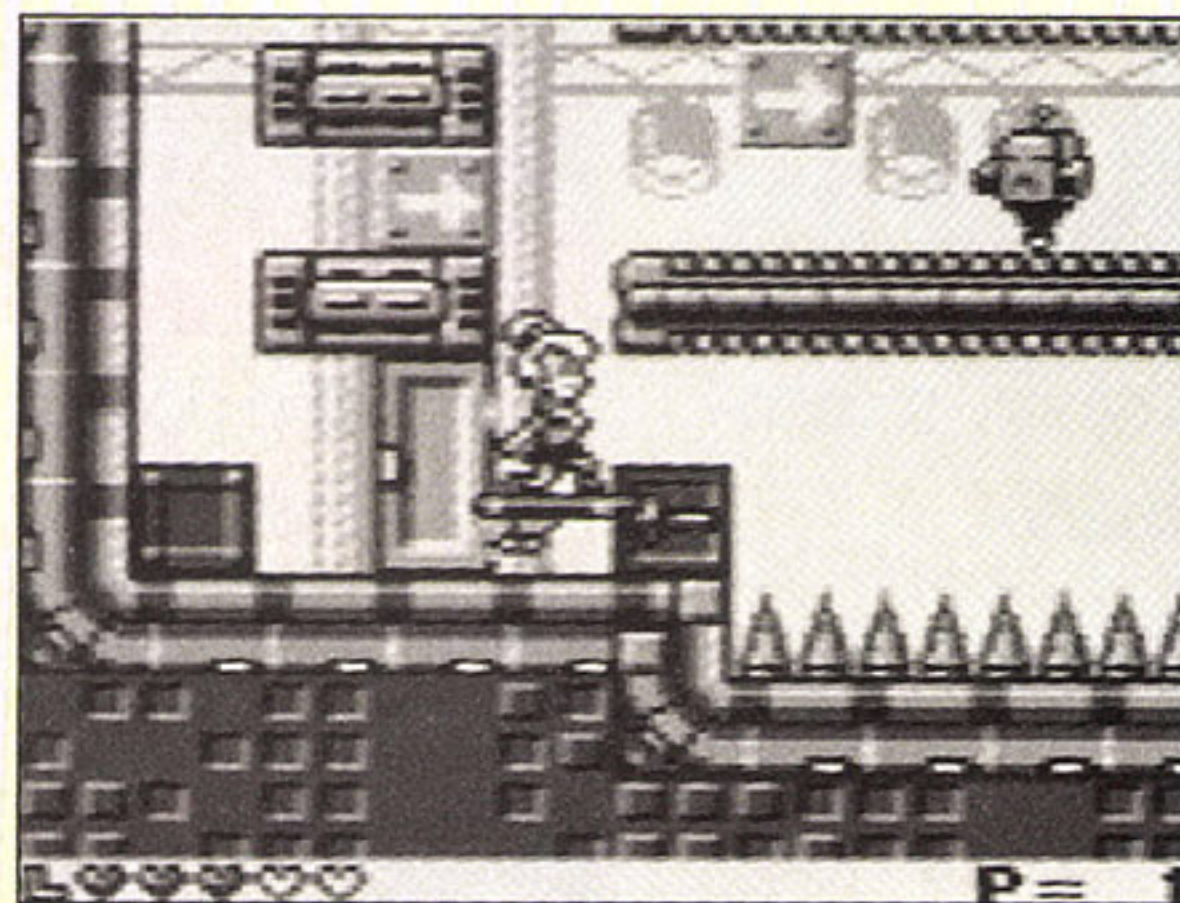


PROTIP: Keep throwing baseballs ahead of you. You can sometimes bean unseen enemies. However, not all enemies can be blasted with baseballs.

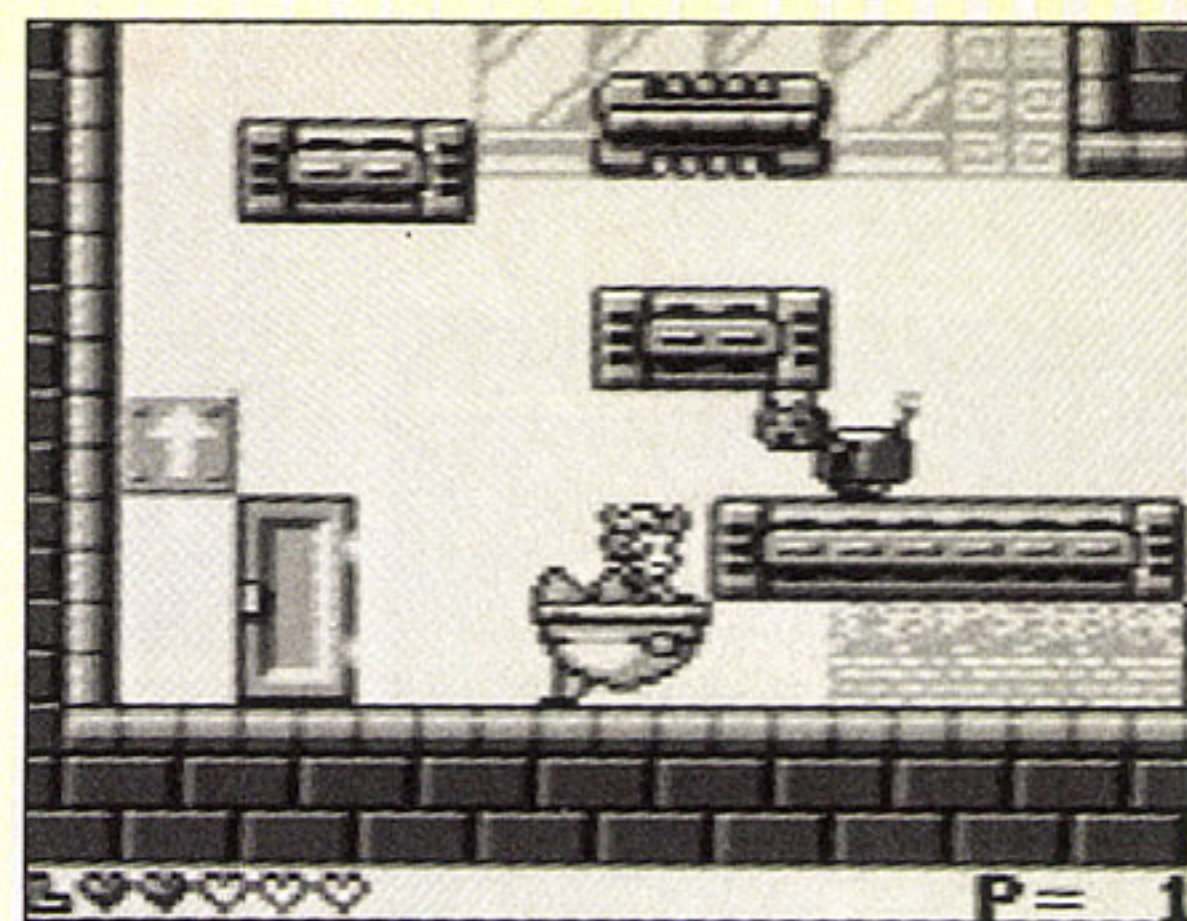
Judy is trapped at a rock concert in Concert Hall. She has four rooms to scroll across, but she won't get very far in the third and fourth levels without her Magnetic Boots. Judy can also travel on her Jet Skateboard, bashing enemies on the way.

PROTIP: Make sure Judy always has a block in her hands. They come in handy against the mechanical meanies.

PROTIP: When you enter Judy's second stage, pick up the first block you reach and you won't hit the spikes when you jump on the next blocks.



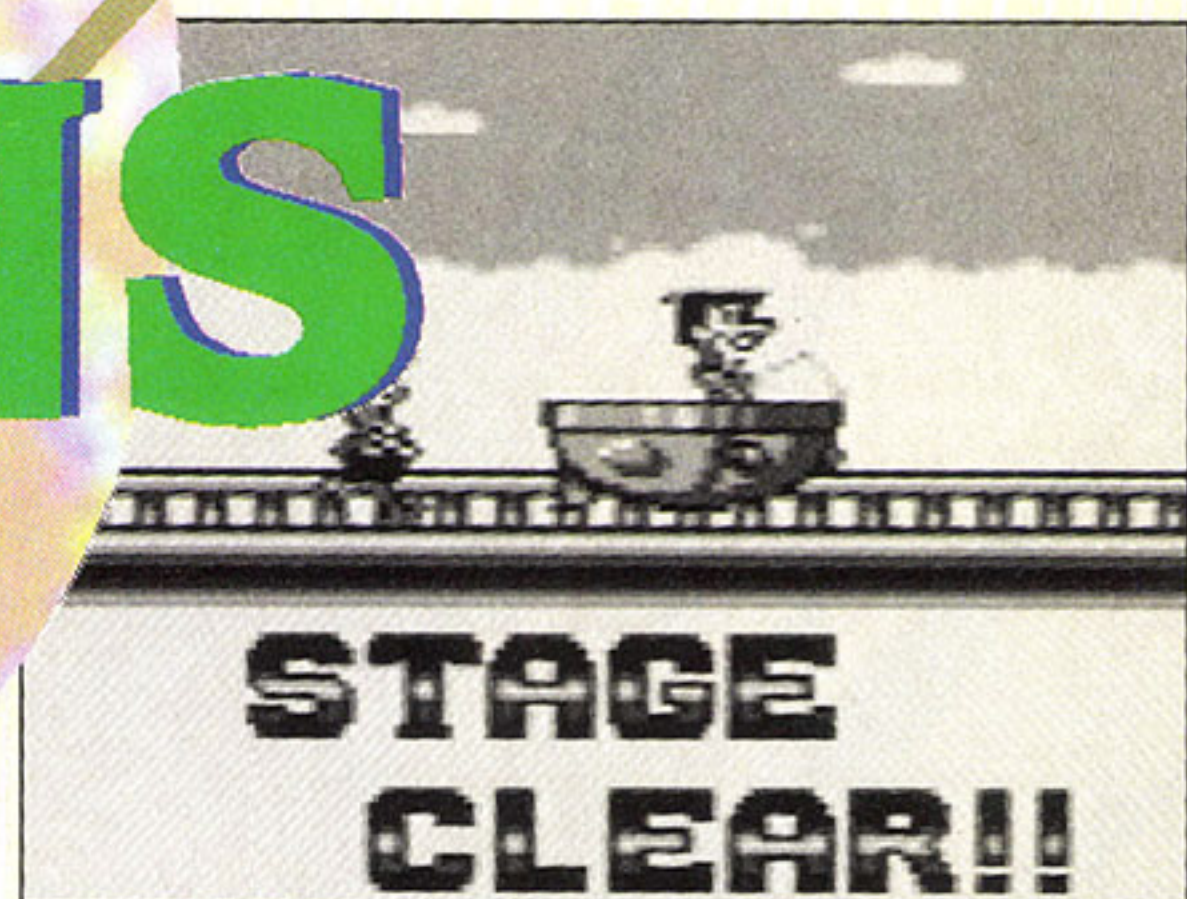
Jump on Judy's board and roll over the bots.



PROTIP: In Stage 2, Jane comes across a Space Car. Make use of it by hopping in and advancing up the platform. While you're in the Car, you're impervious to enemies.

You must save all the other Jetsons before you can help George save the day. Luckily, you have three lives and three continues. Leave your space goggles at home, though, 'cuz these 'toons are big and easy to maneuver.

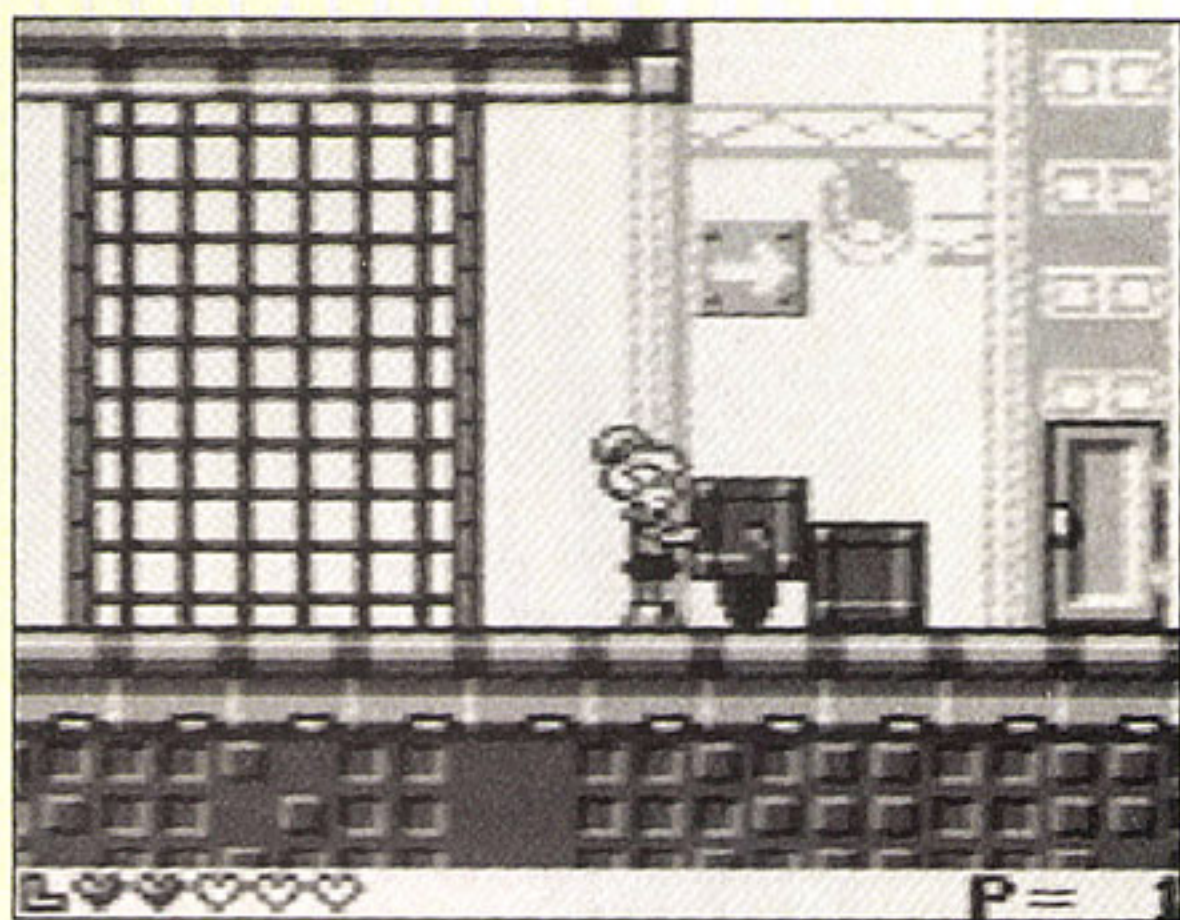
The JETSONS



Zoom to higher planets with our hero—George Jetson.

Out of This World

Fans of this planet-soaring family will feel at home with these Hanna Babarians. So, if you're in the mood for some relaxing weightless game play, put your spacesuit on and launch into orbit with the Jetsons.



PROTIP: In Judy's third stage, you'll find an Energy Capsule under the second block located right before the Exit door.

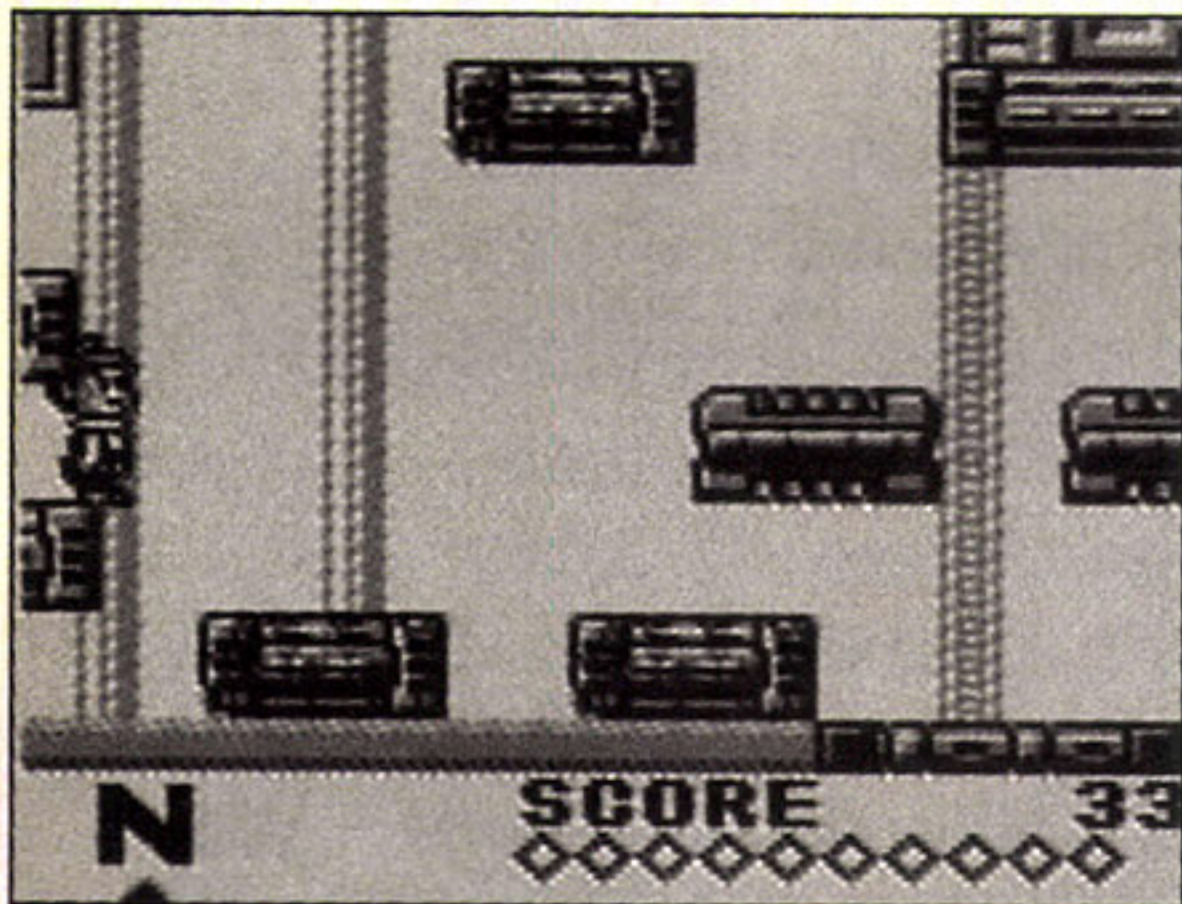
Jane must find her way out of the Shopping Mall stores. Zooming vertically upwards, she won't get past the first level without her Jetpack. Shop 'til you drop is right, and she drops frequently.

PROTIP: If Jane's out of energy, rest on a safe platform until she is recharged.

The Jetsons: Robot Panic by Taito				
Graphics	Sound	Control	FunFactor	Challenge
4.0	4.5	4.0	4.5	BEG. Beginner
Price unavailable		Action		
1 meg		One Player		
Available November '92				

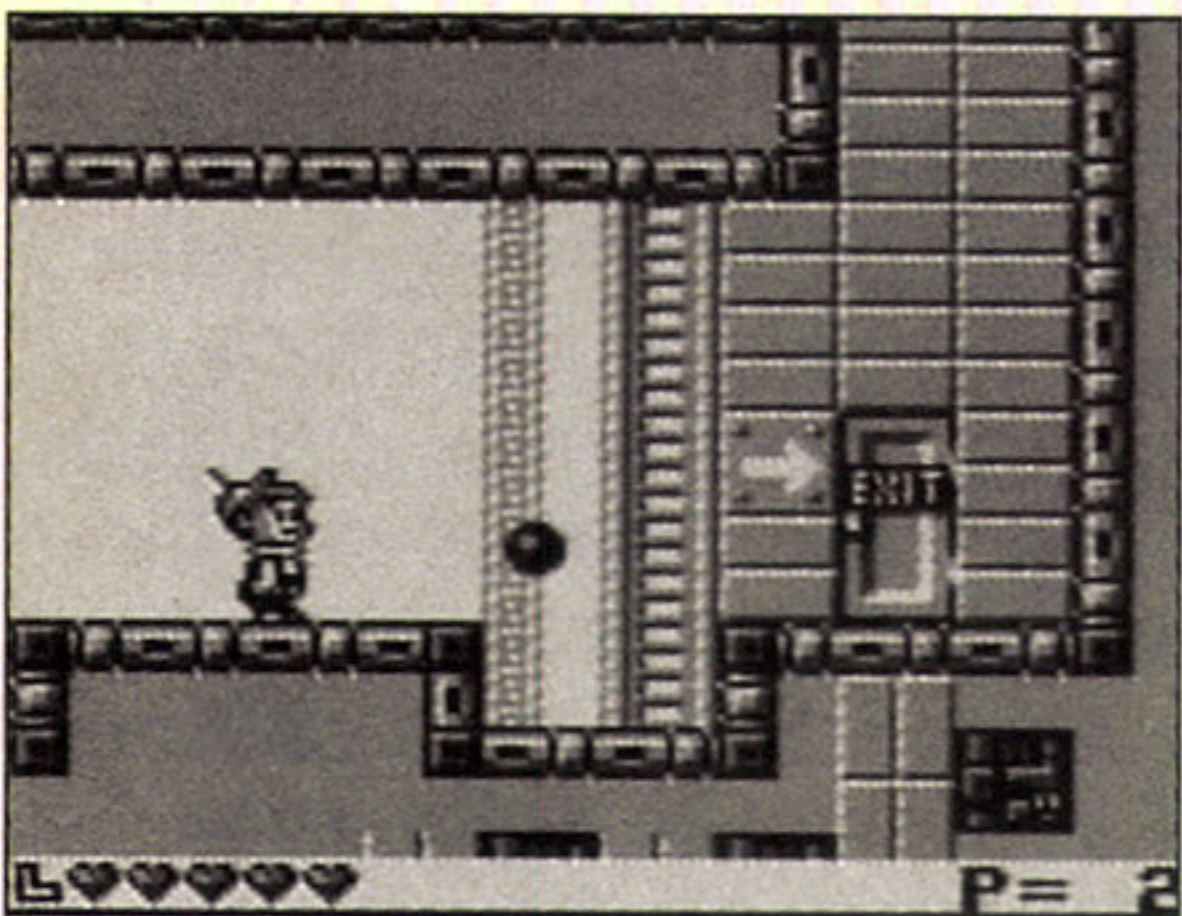
GAME BOY PRO TIPS

Survey the Land



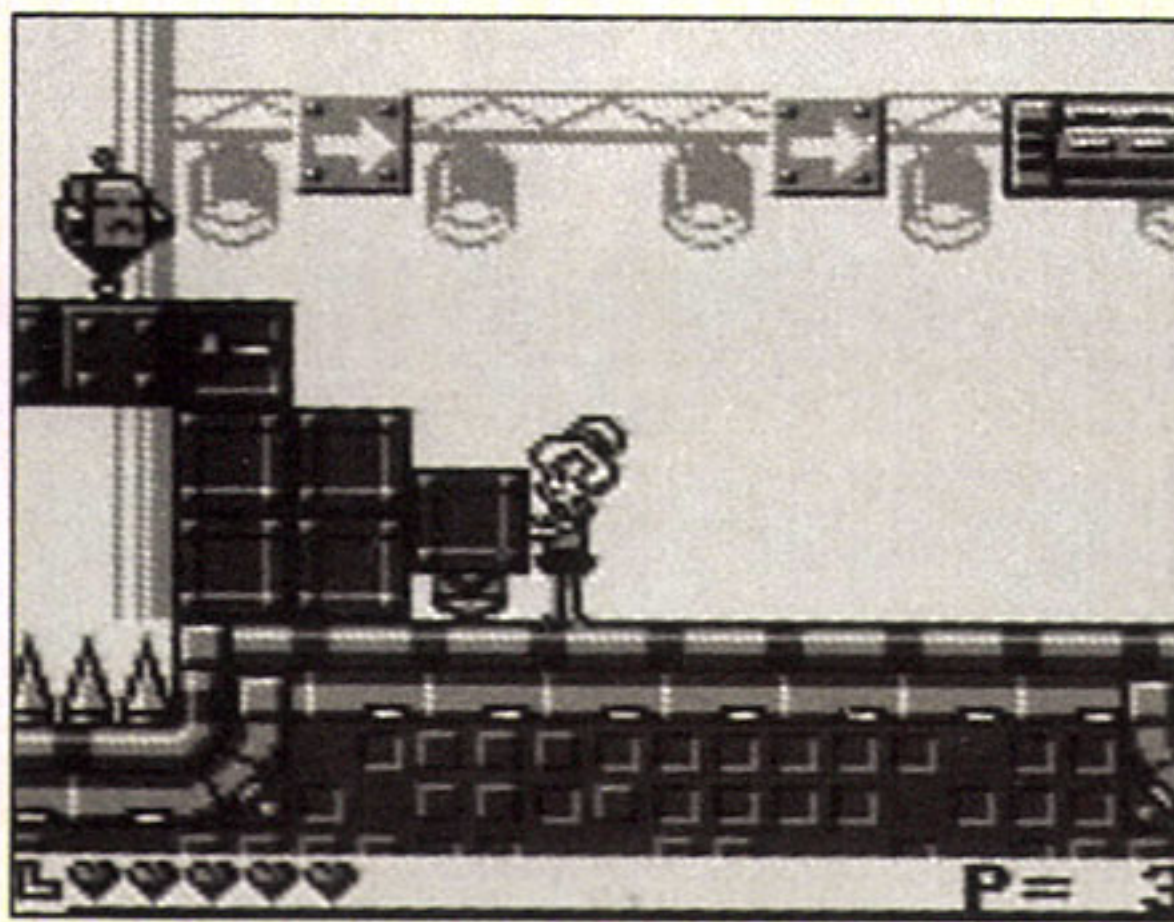
In Elroy's Stage Three, don't jump off the moving platform until you can see the entire picture. The ledges you jump on descend very quickly and you'll need to know where you're leaping.

Don't Follow the Bouncing Ball



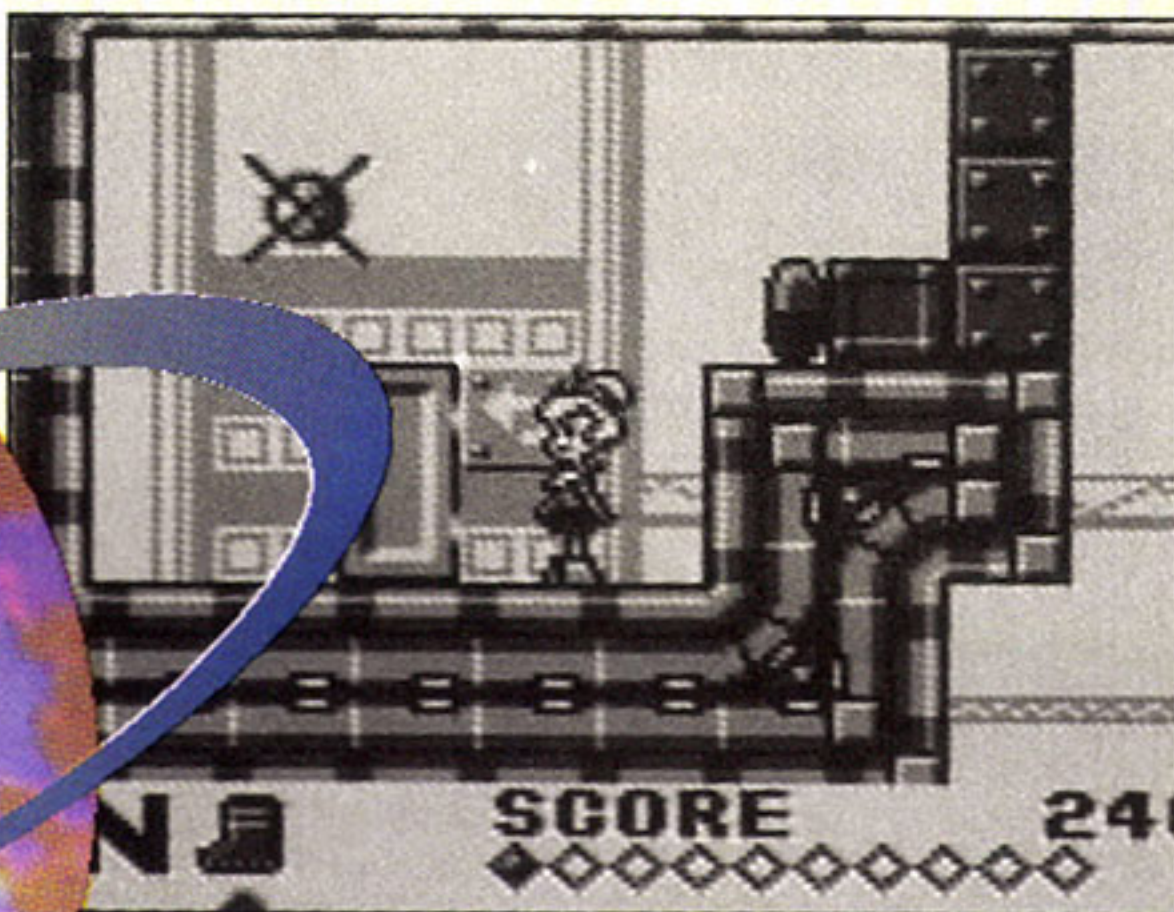
Watch out for the bouncing ball just before Elroy's final exit. It can make you miss your ride with George.

Stackables



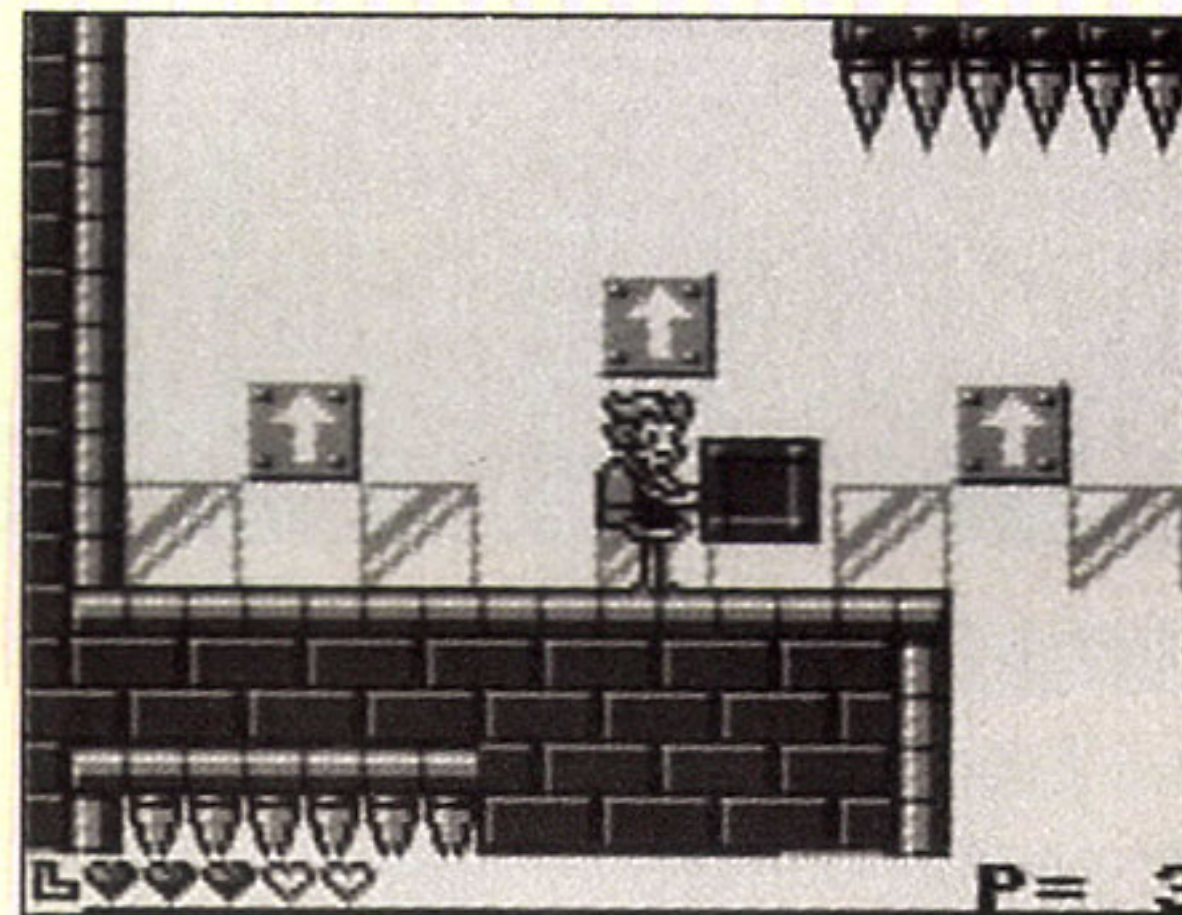
In Judy's Stage One, the first stack of blocks that you come to hide an energy capsule. Look under the fifth block on the bottom row. You'll have to clear out the top row before you can begin to conquer the bottom.

Behind Door Number Three



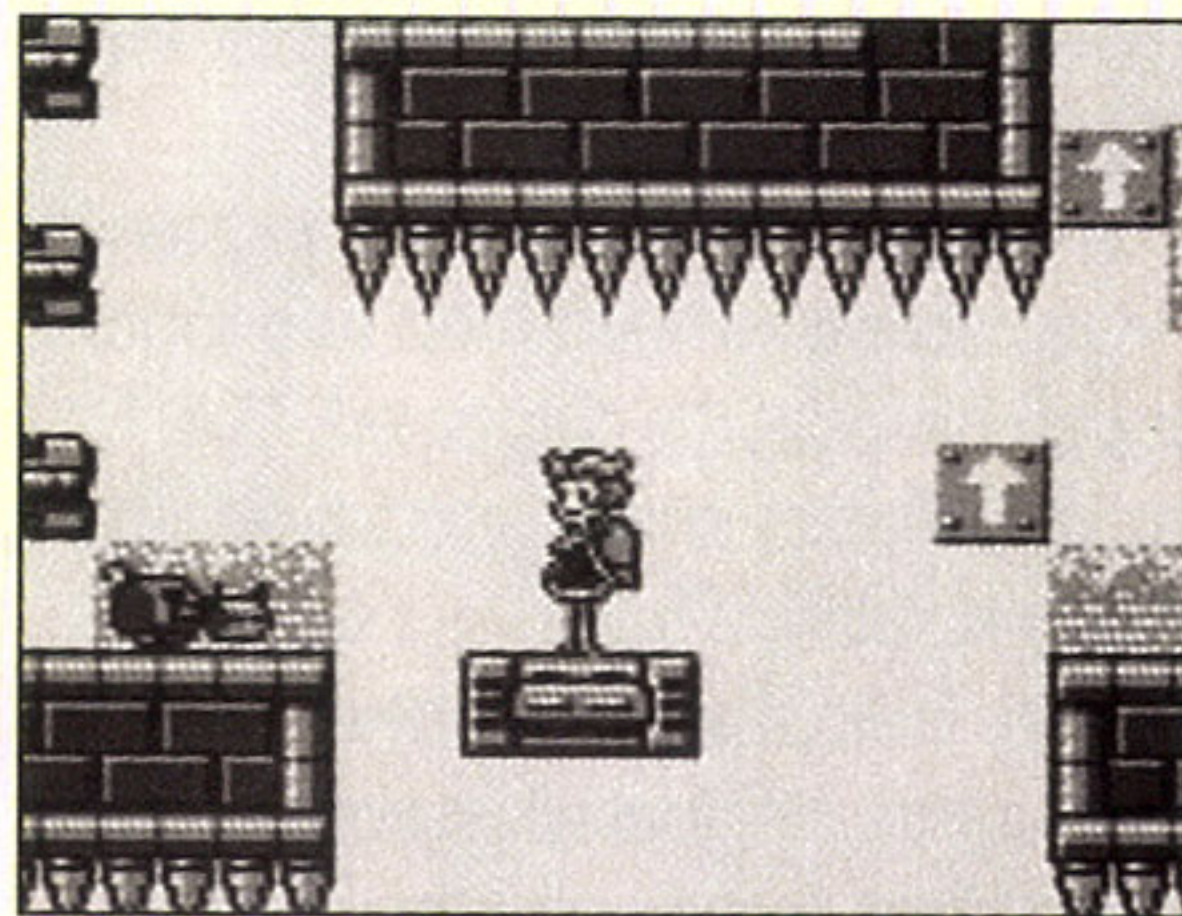
If you keep walking on the top level of Judy's Stage Three, you'll see a door to your right that looks like an entrance to a safe. Enter and you'll find an energy capsule.

Point Me in the Right Direction



To make it to the platform above and to the right of the three arrows, stand under the middle arrow and launch yourself upwards. You won't get hit by the spikes that hang overhead.

Indecision



When you reach the crossroads in Jane's Stage Two, jump to the platform on your right. You'll find the exit up and to your left.

LYNX PRO REVIEW



By Gideon

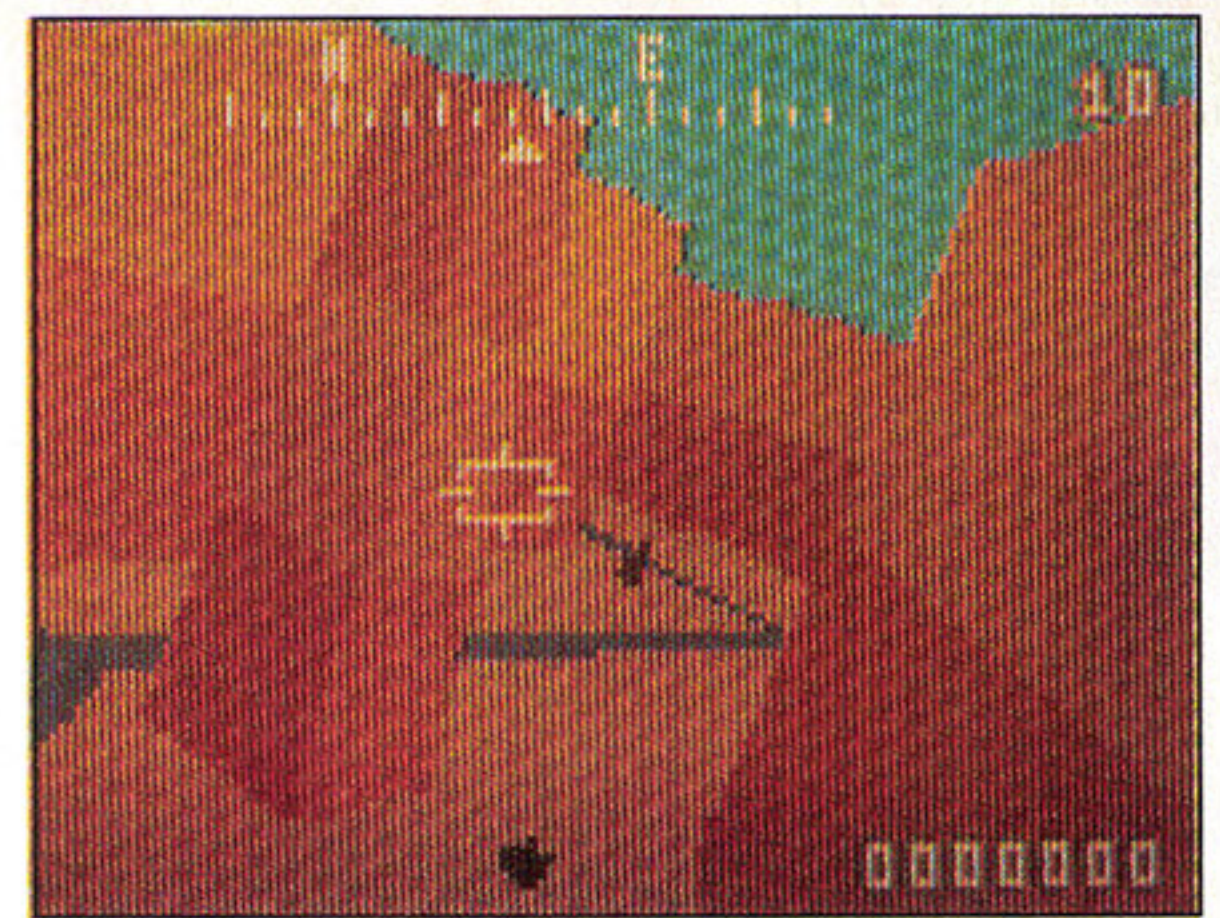
Because the Lynx's superb graphics and scaling capabilities have already distinguished themselves in flight games (Blue Lightning and Warbirds), expectations were high when Atari announced that Steel Talons, the arcade megahit, was about to fly onto the Lynx. Good news! All expectations were not only met, but surpassed! Both an excellent flight simulator and a top gun arcade shooter, this cart is hot!

PROTIP: Save time by planning your attack in either a clockwise or a counterclockwise pattern.

PROTIP: You can save time by flying off-screen to the right, which makes you reappear on the left of the screen. This also applies to the top and the bottom of the screen.

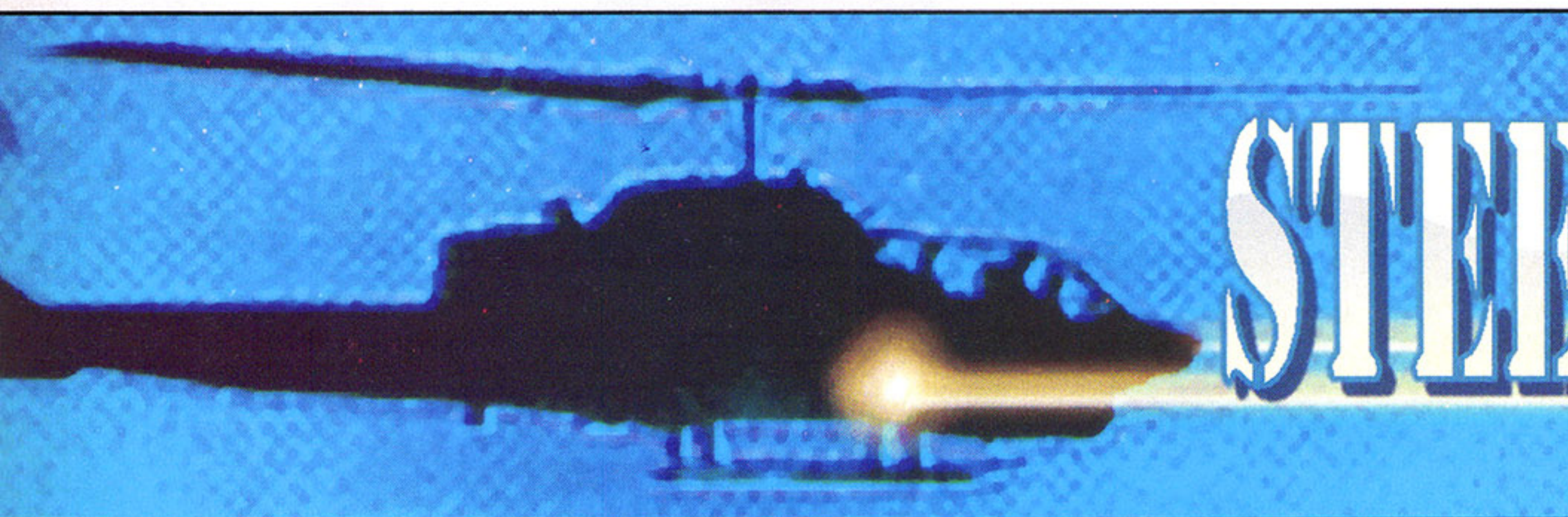


PROTIP: To keep on course, use your on-screen compass and landmarks, such as roads, mountains, and buildings.



PROTIP: Slow down to make extremely sharp turns.

An assortment of enemies and targets pepper each playing field. Enemy camps, supply depots, and slow moving jeeps and cargo trucks are sitting ducks. Heavily armored tanks, antiaircraft strongholds, fighter jets, and enemy choppers are much more deadly. Fortunately, you have an enemy radar alarm, and your chopper can sustain a load of hits. You can also reload and receive repairs if you make it back to your home base.



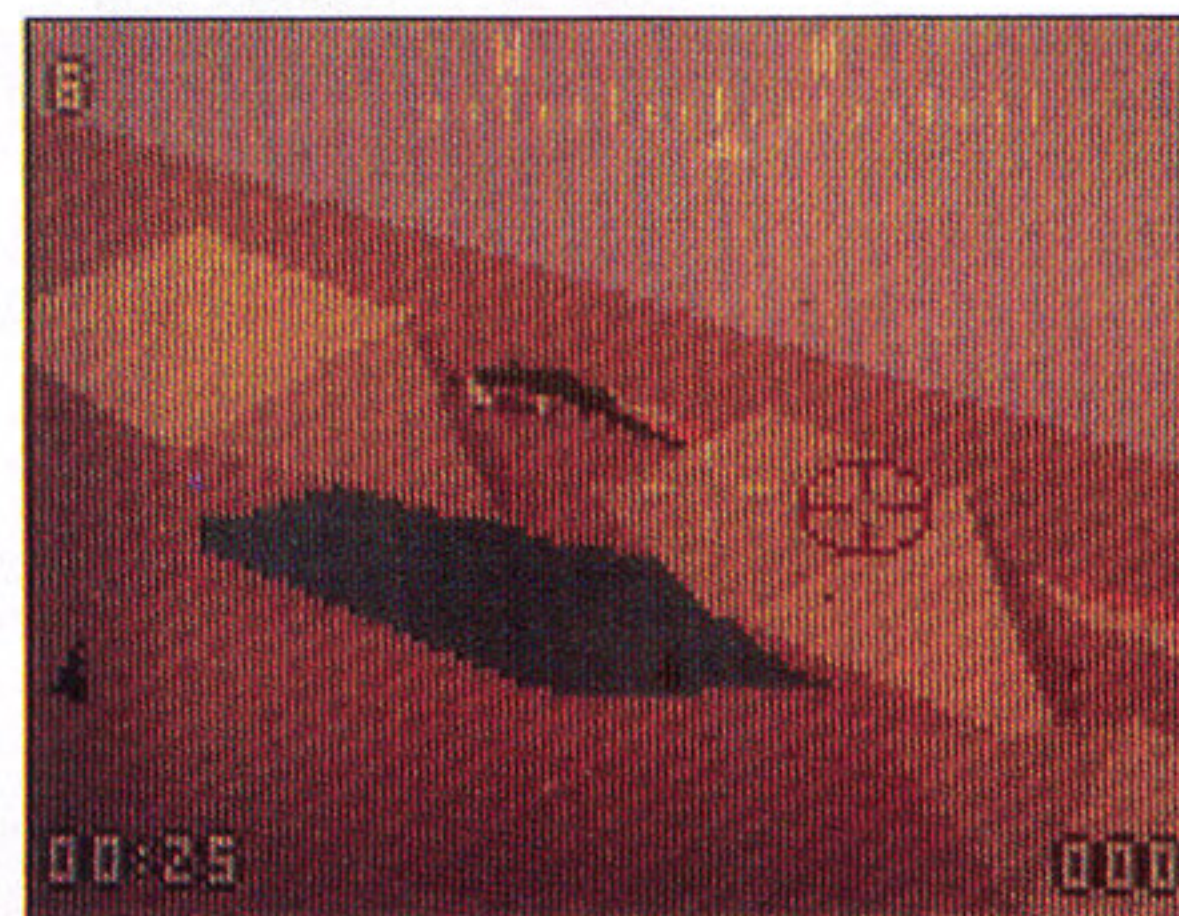
STEEL TALONS

A Whirlybird of Prey

Steel Talons displays a great-looking, third-person, behind-the-helicopter perspective and polygon-filled graphics that are similar to its arcade predecessor's. Naturally, the arcade machine's complex foot, joystick, and handle controls have been nicely streamlined for the Lynx. At your fingertips are the controls for speed and altitude, plus an impressive arsenal of machine guns, auto-locking missiles, and auto-locking rockets.

A feature new in the Lynx version is an invaluable overhead map and radar that can be instantly displayed. The map identifies enemies and tracks your position in relation to all your targets. Counters indicate how many enemy targets must be eliminated to complete the mission, your supply of ammunition, and the number of rockets and missiles onboard. The map will become your most valuable "weapon," and you'll find yourself referring to it more often than the main screen!

Steel Talons presents 12 increasingly difficult missions, which take place on terrains ranging from deserts to dense forests. Each mission differs in the number and types of targets and enemies, the ceiling limit, the time of day, and the mission time limit. Neutralize all the targets within the time limit, and you advance to the next mission. Take too long, and you must re-fly the mission until you get it right!



PROTIP: Don't fire missiles until the target flashes red.

PROTIP: Clear away all enemies near your home base before you land.

On Target!

The only "drawback" to this otherwise excellent game is that it's a one-player cart. A multi-player version would be the ultimate. (Are you listening, Atari?) The graphics are clearly rendered, and the animation and scaling effects are impressive. Added touches, such as flying through cloud banks and enemy choppers zipping past your face, add to the effectiveness of the simulation. The sound effects are kept to a minimum with no music soundtrack, which is appropriate since this game emphasizes flight simulation more than standard shooters. The best news is that Steel Talons is extremely challenging. You get to keep flying until you get it right!

Steel Talons by Atari

Graphics	Sound	Control	FunFactor	Challenge
				ADV.
4.5	3.0	4.5	5.0	Advanced
\$39.99 2 megs Available August '92			Simulator/shooter One Player	

LYNX PRO TIPS

Cart-ography



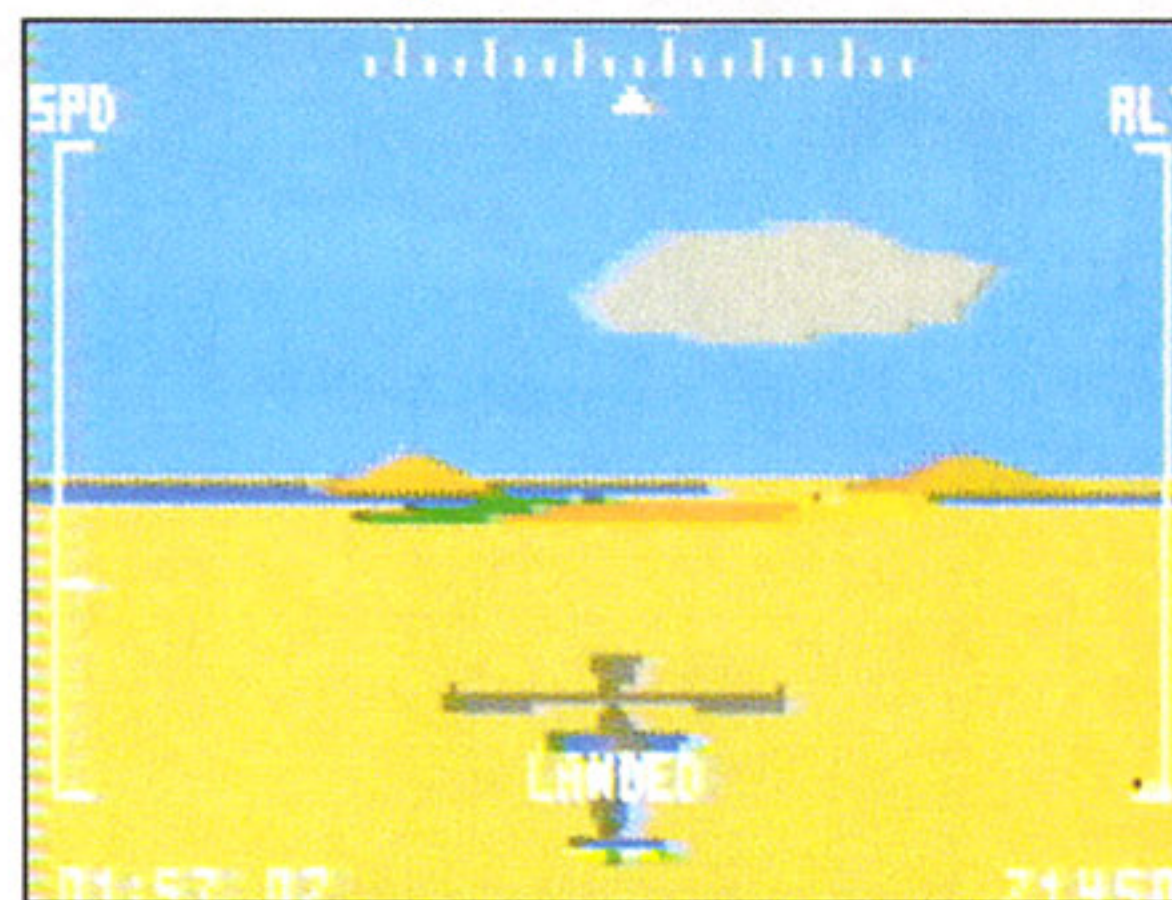
Study the map at the beginning of each mission to carefully plan your path of destruction. Note where roads lie in relation to enemies, and use them as a reference point.

Night Strategy

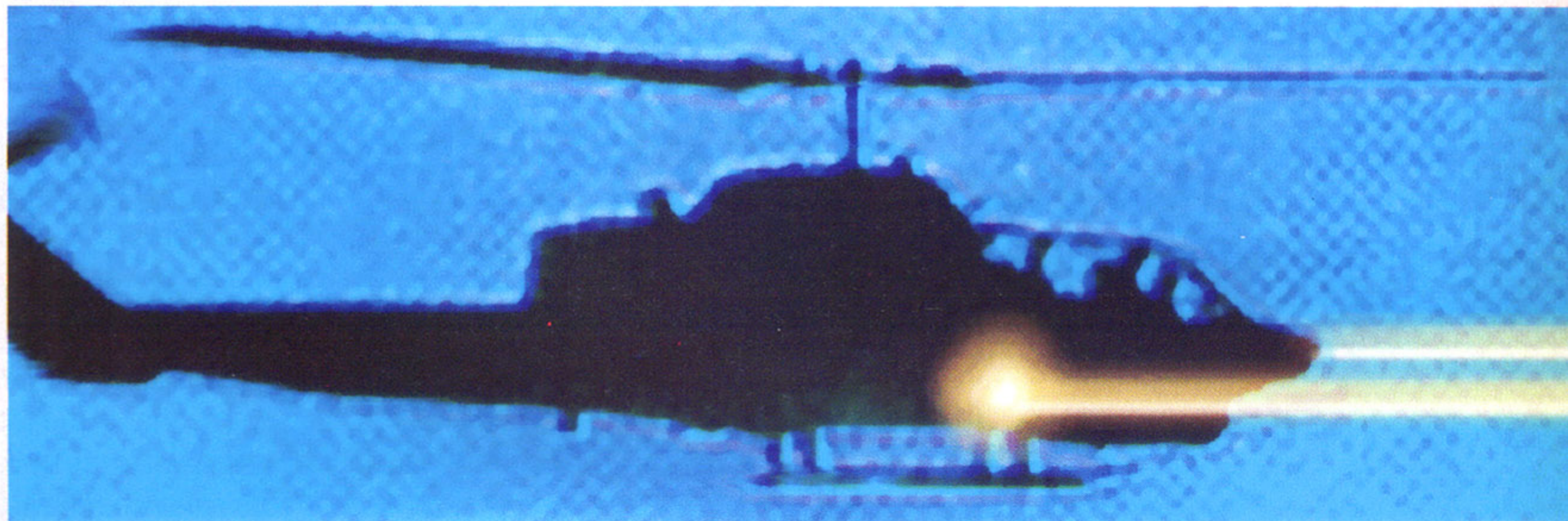


Steel Talons flies you on missions with varying degrees of available light. Mission 4 is a night run full of heavily armed enemy targets. To best destroy these targets and avoid the dark mountains, keep a high altitude and constantly check your radar to prepare yourself for what lies in your path. When you use your radar, the action of the game pauses, so take your time and survey the land.

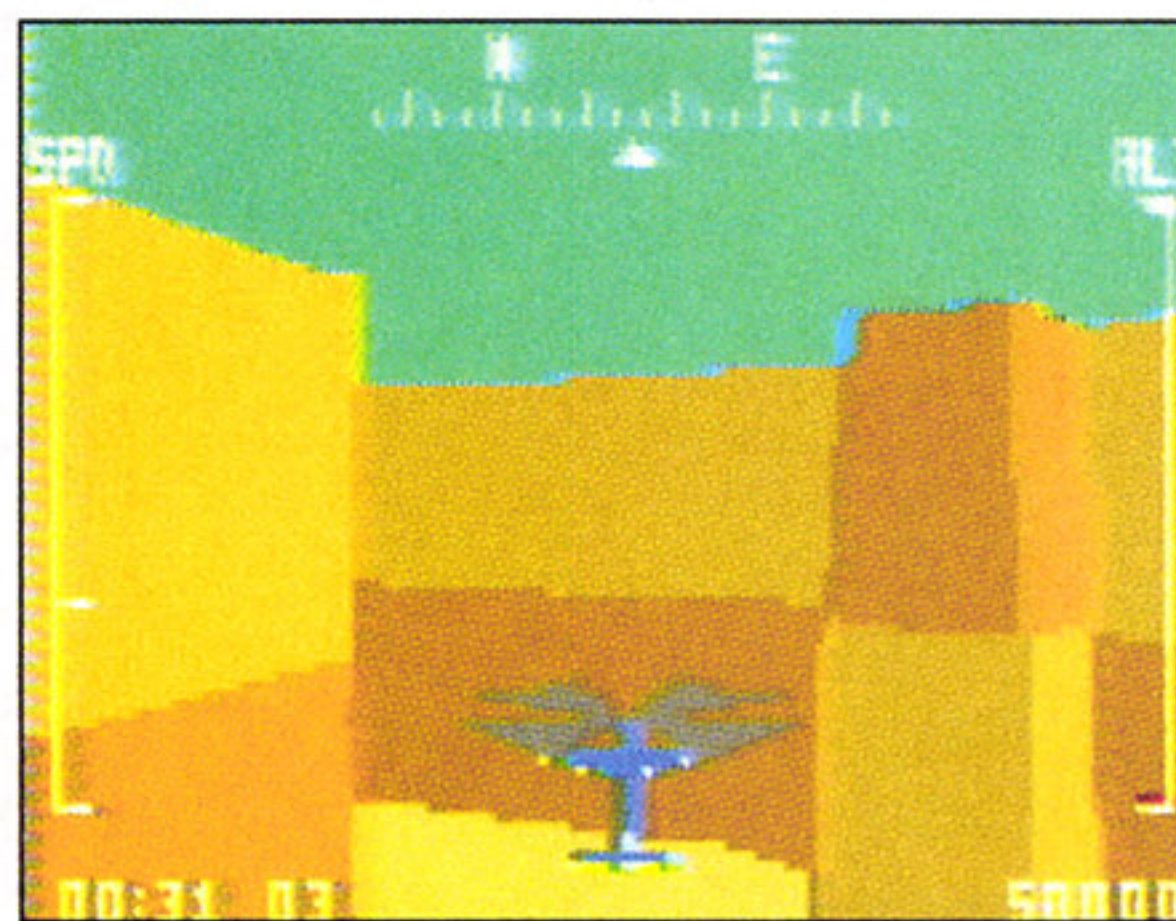
Grounding Yourself



When things get really hairy and your airship's damage is maxxed out, find a flat place, turn the acceleration to neutral, and slowly decrease your altitude until you land. The easiest landings are on a helipad marked by an "H."



Canyon Cruise



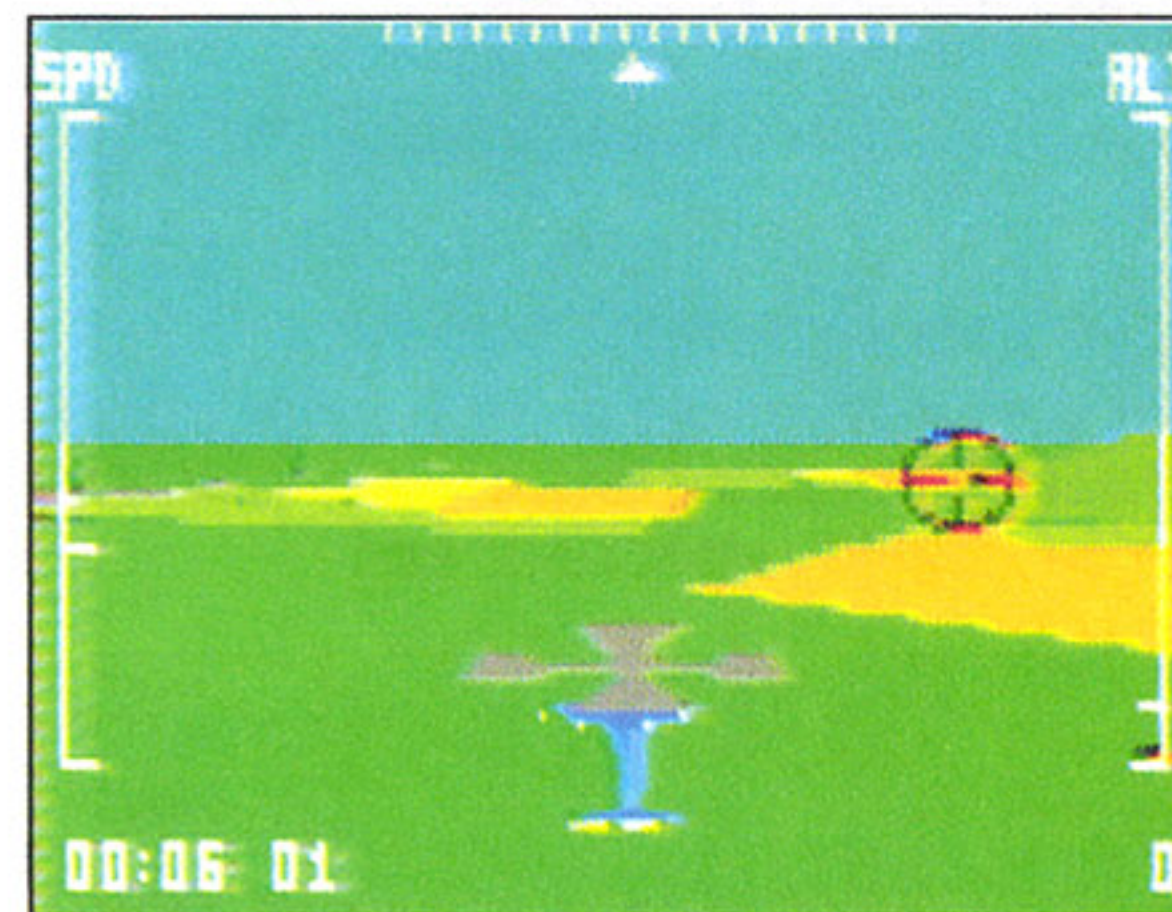
In Mission 3, your instructions from your commander are to stay low and follow the river. However, as a renegade pilot, you may want to do things your own way. To avoid the trees and jutting rocks of the canyon, fly at a fairly high altitude, but remain low enough to see the river. Since there are no enemies to shoot, fly as fast as you can in this mission.

Shooting and Dodging



To avoid getting shot while raiding an enemy target, you'll want to quickly move your copter from side to side while holding down B to fire your machine guns. You may get airsick, but at least you'll evade the enemy shells.

Ticking Away



The single most important instrument on your control panel is the time clock. Keep in mind that each mission is a race against time and that clearing all of the enemy targets in the time allotted is no easy task. Good Luck!

8-MEG DEATH DUEL STRATEGY GUIDE

Anyone who takes on Death Duel by Razorsoft (see ProReview, GamePro, October '92) and thinks it's a shooter will find out in short order why the

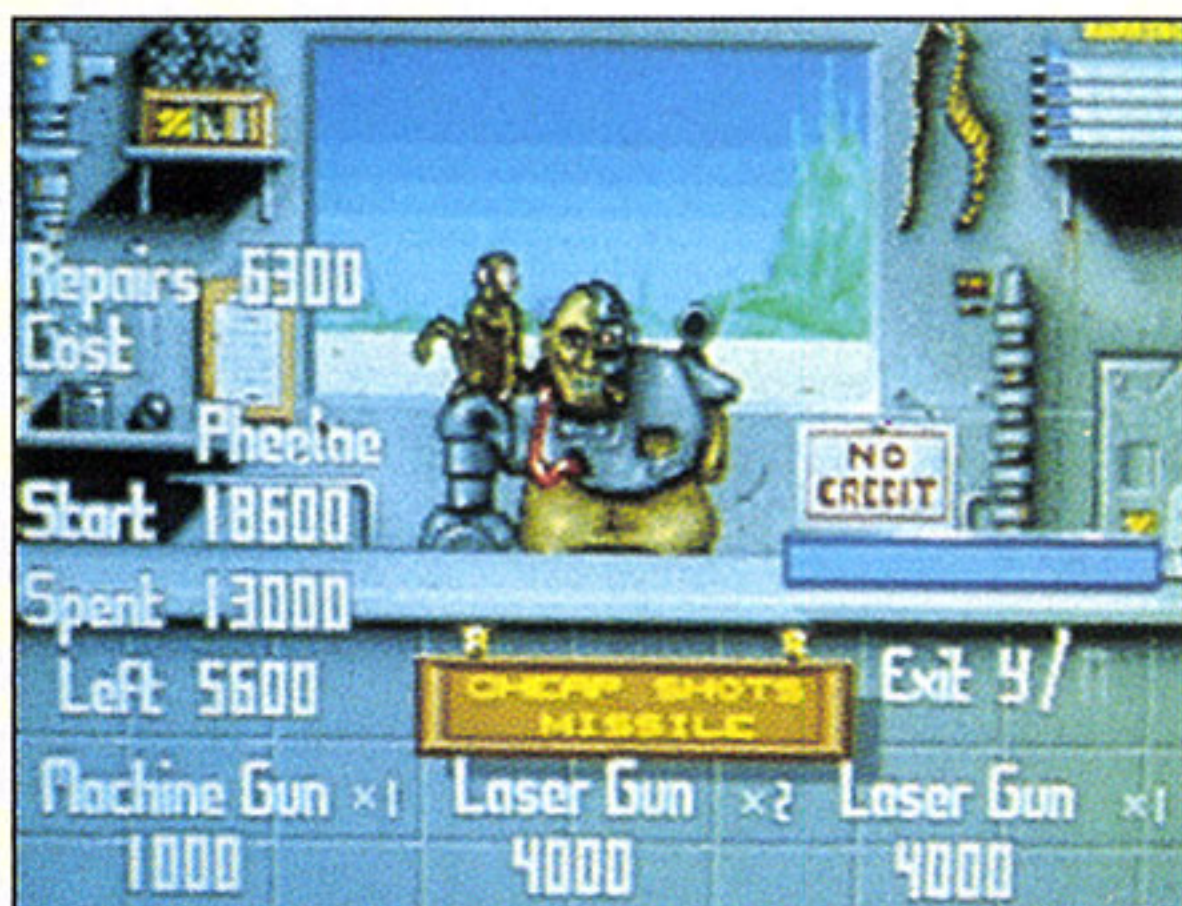
game's called "Death Duel." Ten galaxies have sent one elite warrior each to claim control of the galactic spaceways. You have been selected to defend the Federation.

Warning: This game gets messy! Each duel allows you the opportunity to dismember your hapless opponent. Precision blows delivered by your vast arsenal will result in a gruesome exhibition of severed limbs. Some opponents re-attach their now lifeless limb while others use it as a very effective weapon.

Here's the lowdown on your extraterrestrial competition through Level 4.



Don't be fooled by weak come ons.



The arms dealer's got the hardware you need. Spend your Pheelae wisely, and think twice about his "bargain basement" items.



The Cyborg Graveyard is full of foolhardy fighters.

Shanox Moisail (Level 1)



Name : Shanox Moisail Strength : B3
 Age : 529 Agility : B1
 Race : The Krag Victories : 12

Offensive Techniques:

Shanox the Krag has the unique ability to regurgitate his own intestinal fluids. Although this is extremely distasteful and disgusting, almost any substance will slowly disintegrate when it comes in contact with this acid drool. Needless to say, his weapon is NOT very accurate. Use this handicap against him by moving constantly.

Defensive Techniques:



Shanox's defense is simple but effective.

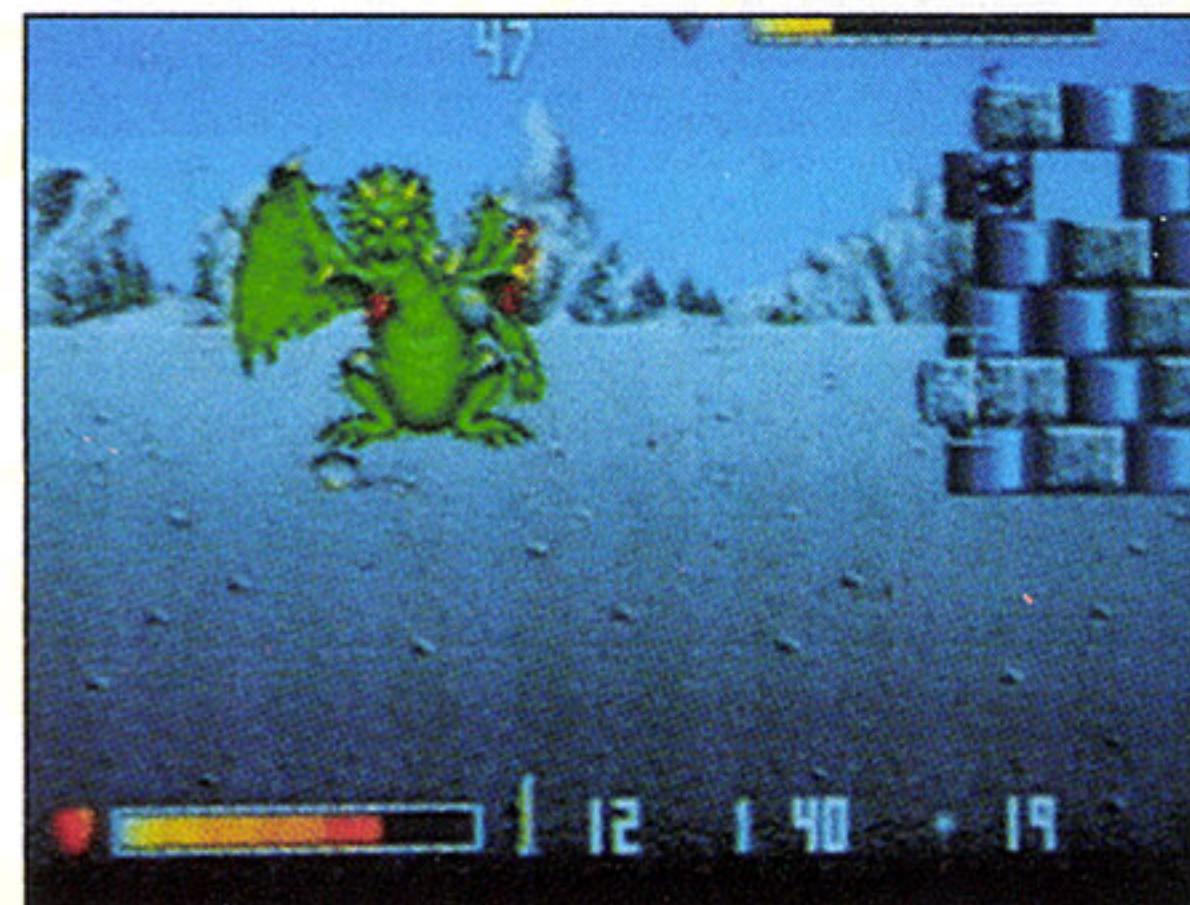
Flying from one end of the dueling grounds to the other is Shanox's unimaginative defensive philosophy. However, only the most skilled warrior can blast him in midair. So, it's probably best if you clip his wings before he takes to the sky.



Shoot fast. Shanox regenerates limbs quickly!

Shanox isn't too bright, but even he realizes the advantages of hiding behind blast barriers. It's wise to immobilize him with a shot to the legs. Beware! Shanox regenerates his limbs and he can restore his fighting capability nearly 100 per cent.

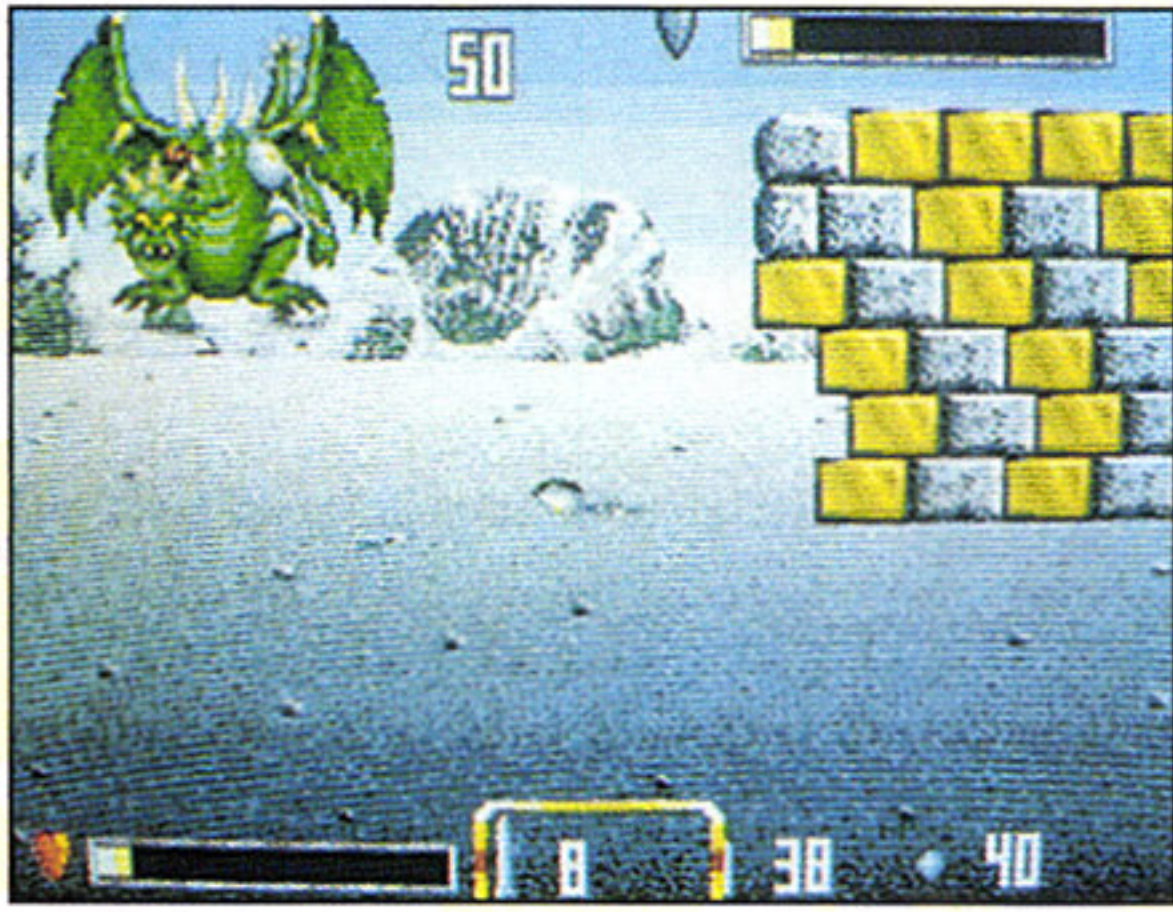
Special Techniques:



Unfortunately, even two heads aren't necessarily better than one.

Krags possess two brains. Even a well-placed missile to the head won't stop him. Also, he can regenerate amputated limbs almost as fast as they hit the ground.

PROTIP: As with many of the opponents, you get bonus Pheelae (money) for mutilating Shanox. If you immobilize him, take out a few of his limbs. Don't spend too much time carving him up. Time and ammunition are a wastin'.



Watch the eyes!

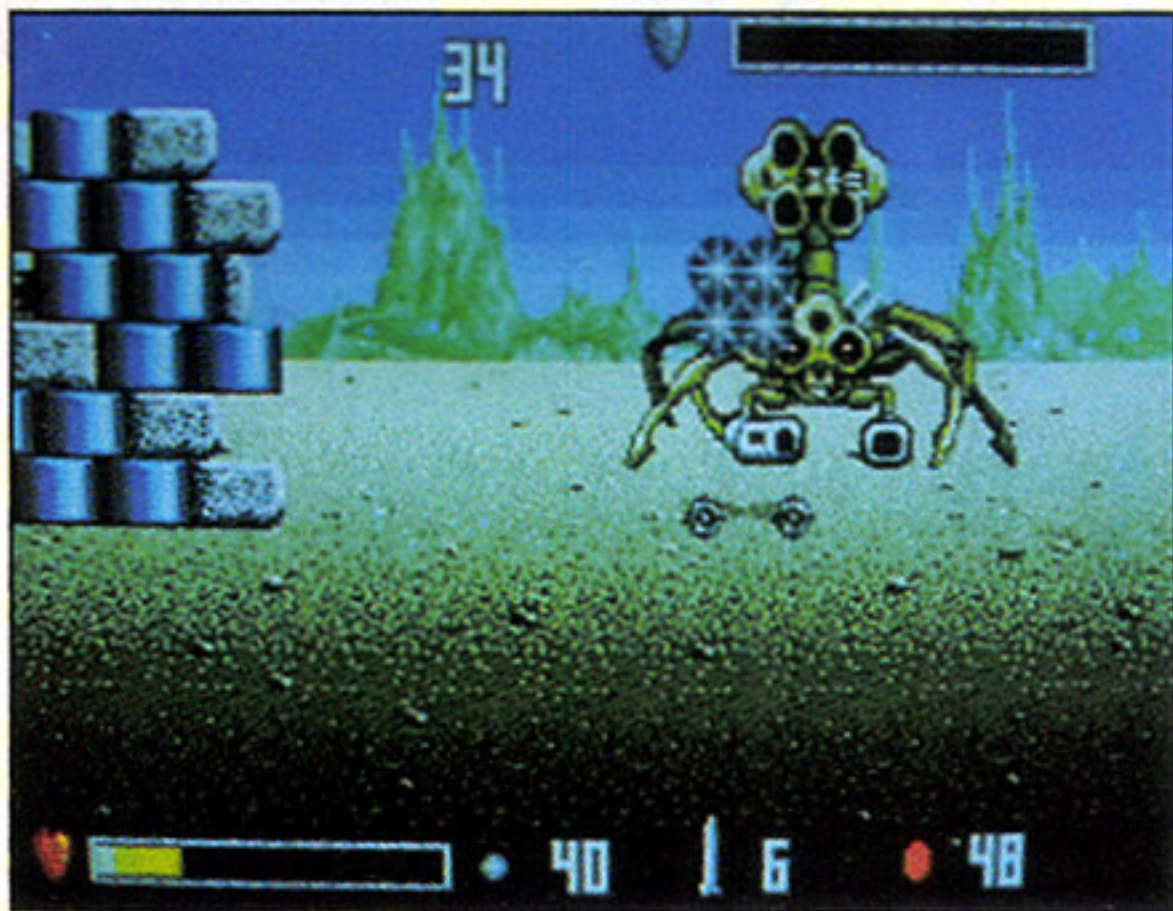
PROTIP: If you're concerned about your defense, watch Shanox's eyes for an indication of when he's going to fire.

Forsal Jeraba (Level 2)



Watch out for the Pod Launchers.

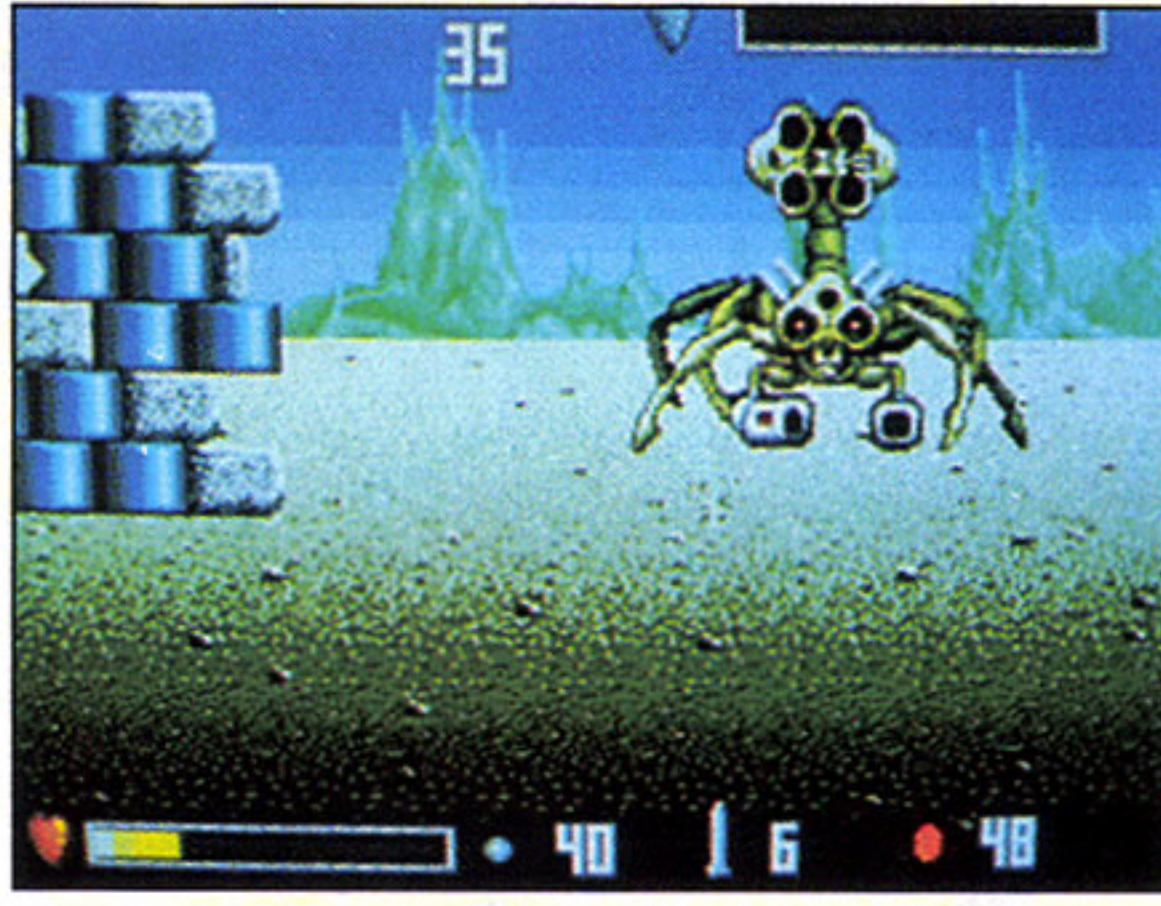
Offensive Techniques:



Forsal's fast, very fast!

Forsal is no insignificant mutant insect. He's wasted 26 opponents in only two years on the Death Duel circuit. Killing is his profession, and nature's equipped him with the right tools for the job. Four chemical pod launchers reside in his scorpion-like tail. Two or three hits by these babies and you're bug food.

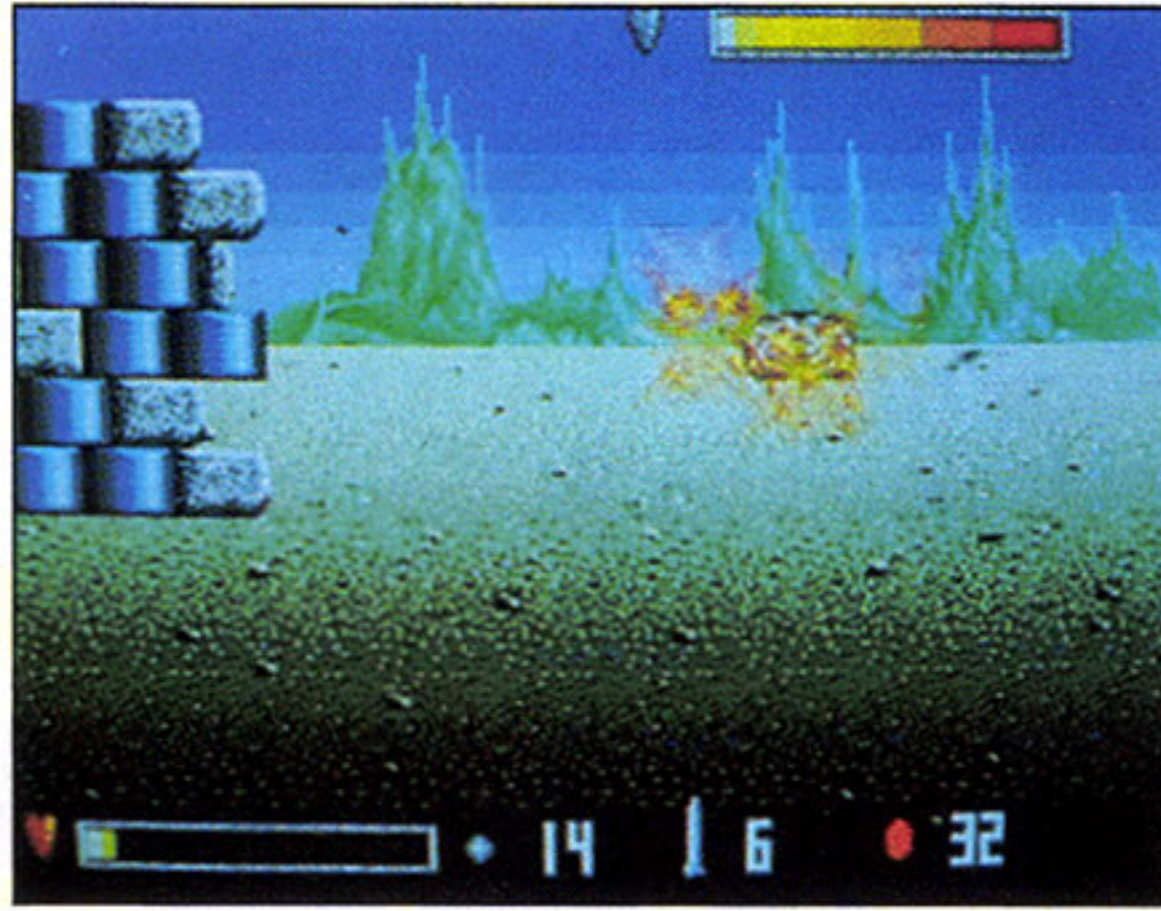
Defensive Techniques:



Keep shooting until you're sure he's done.

Like most of the Lairdin race, Forsal is very agile. Speed and agility are his first line of defense as he scurries from wall to wall avoiding attacks. You may find using an Energy Ring to target your other weapons against Forsal's vulnerable parts is the fastest way to dust him.

Special Techniques:



Forsal is a tough bug to squash. He takes a lickin' and keeps on clickin'. His tenacity will sap your ammo, so shoot straight or you're fly food.

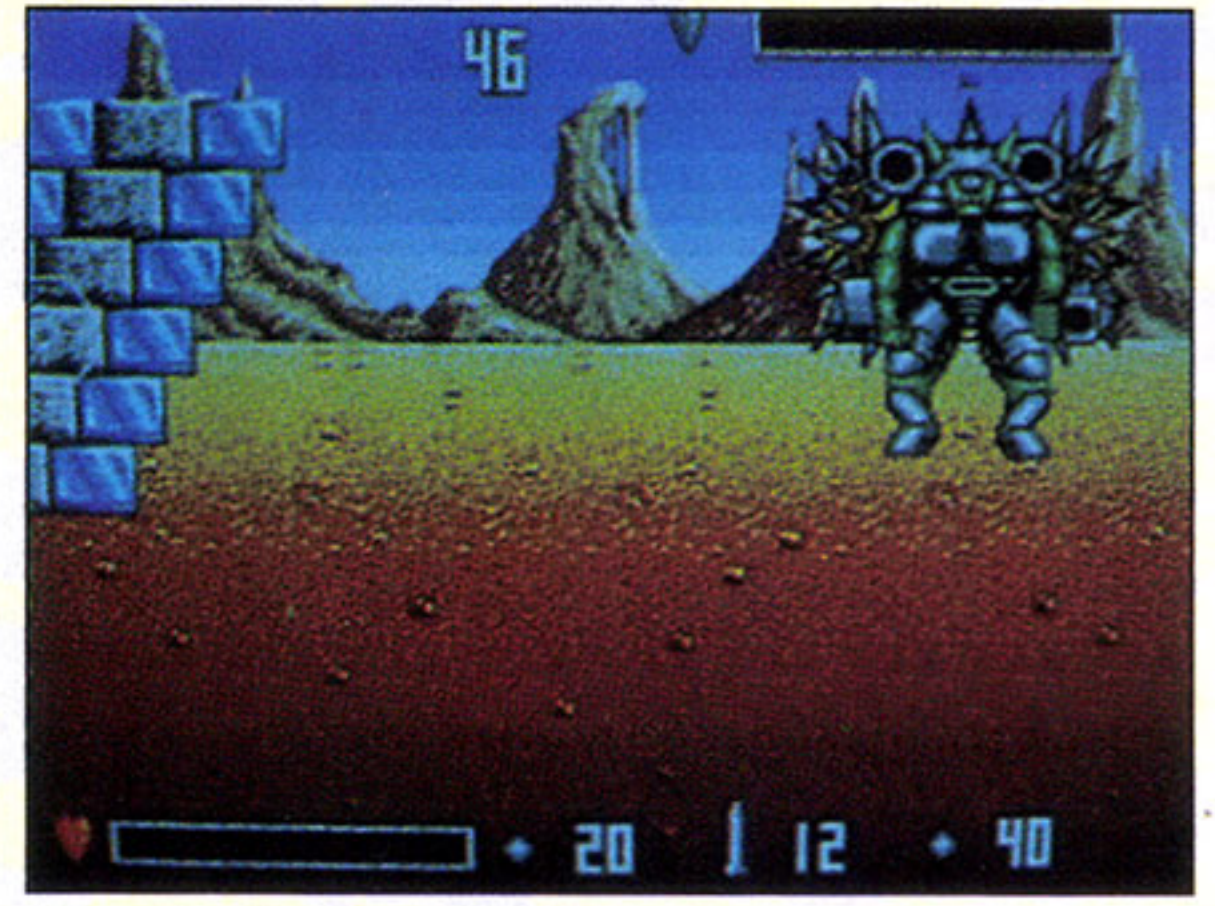
PROTIP: Forsal must open his tail casing to release his chemical pods. Time your shots to strike the open casing before it closes.

PROTIP: If you begin to run high on damage, run from Forsal and use your armor regeneration capabilities. This defensive tactic is useful against any opponent, but you must balance regeneration with the loss of time-bonus Pheelae.

Krax Xarkton (Level 3)



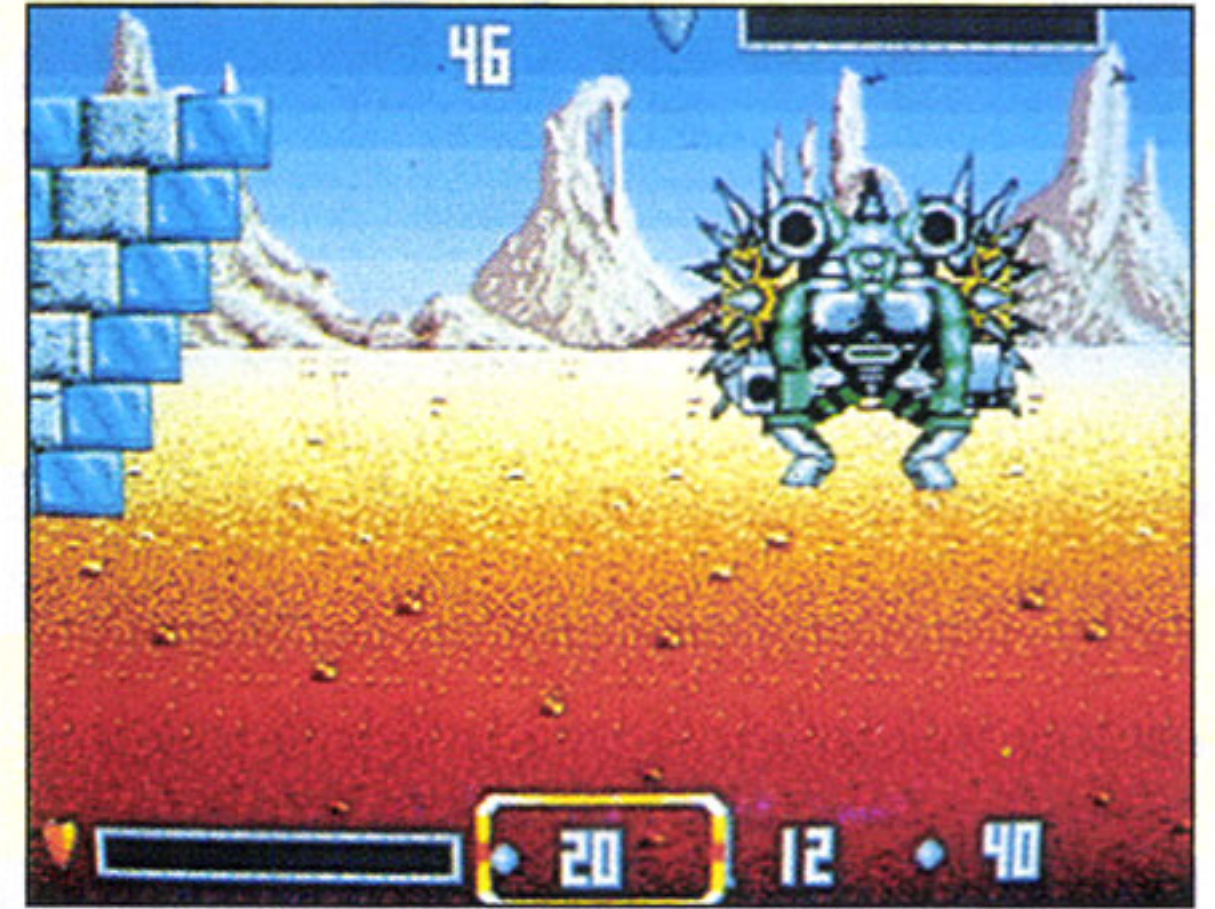
Offensive Techniques:



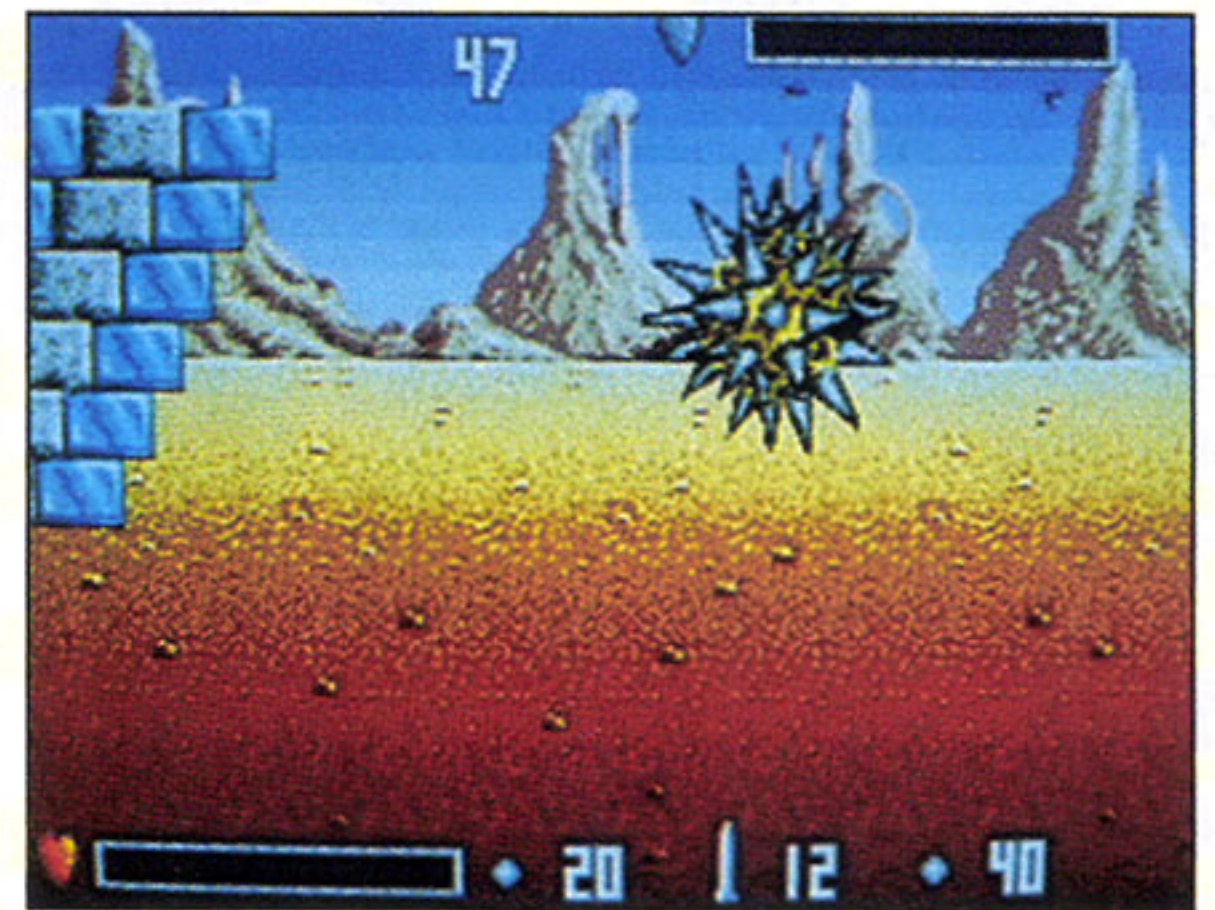
Krax looks formidable.

Krax attacks with a combination of four electroplasmic field launchers. That may sound impressive, but their bark is worse than their bite.

Defensive Techniques:



Now you see him...



...now you don't.

Defense is where Krax reigns supreme. What Krax lacks in offensive firepower, he makes up for in strategy. He prefers to retreat into his indestructible Pruchonian shell rather than fight a well-armed enemy like you. Krax tries to win by exhausting your supply of time and ammo. Don't let him frustrate you. Be patient and precise, and victory will be right around the corner.

8-BIT BATTLE STRATEGY GUIDE

Darius packs the fastest guns west of the Milky Way. His twin RotoBore proton rockets provide him with the ultimate combination of targeting and terminating. In a matter of seconds, he can lock onto your cyborg and blast away with uncanny accuracy.

Defensive Techniques:



Darius is fast on his feet, too.

Extensive geographic programming enables Darius to motor around the dueling grounds like no other Class 6 Cyborg. His vapor-laced carbonic armor renders your weapon system's locking mechanisms useless while he's walking.



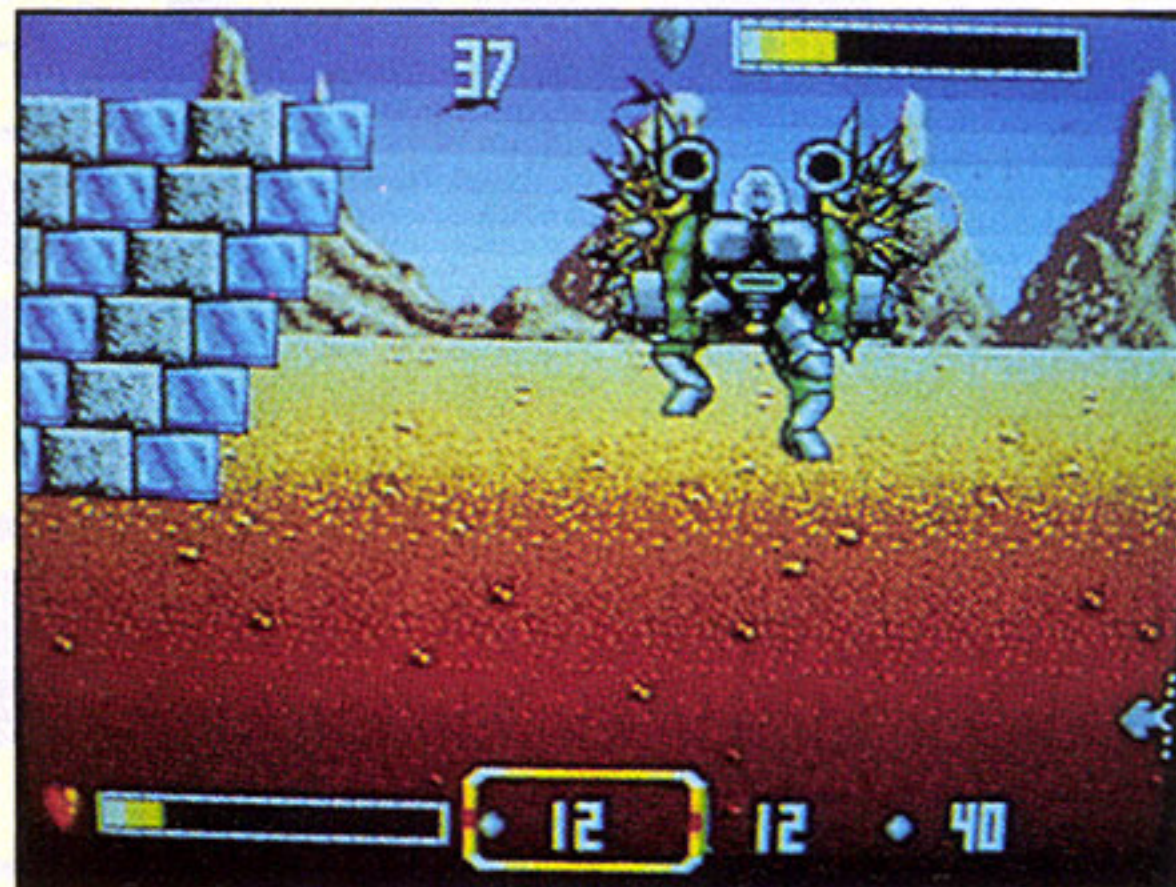
Watch out for shape changing.



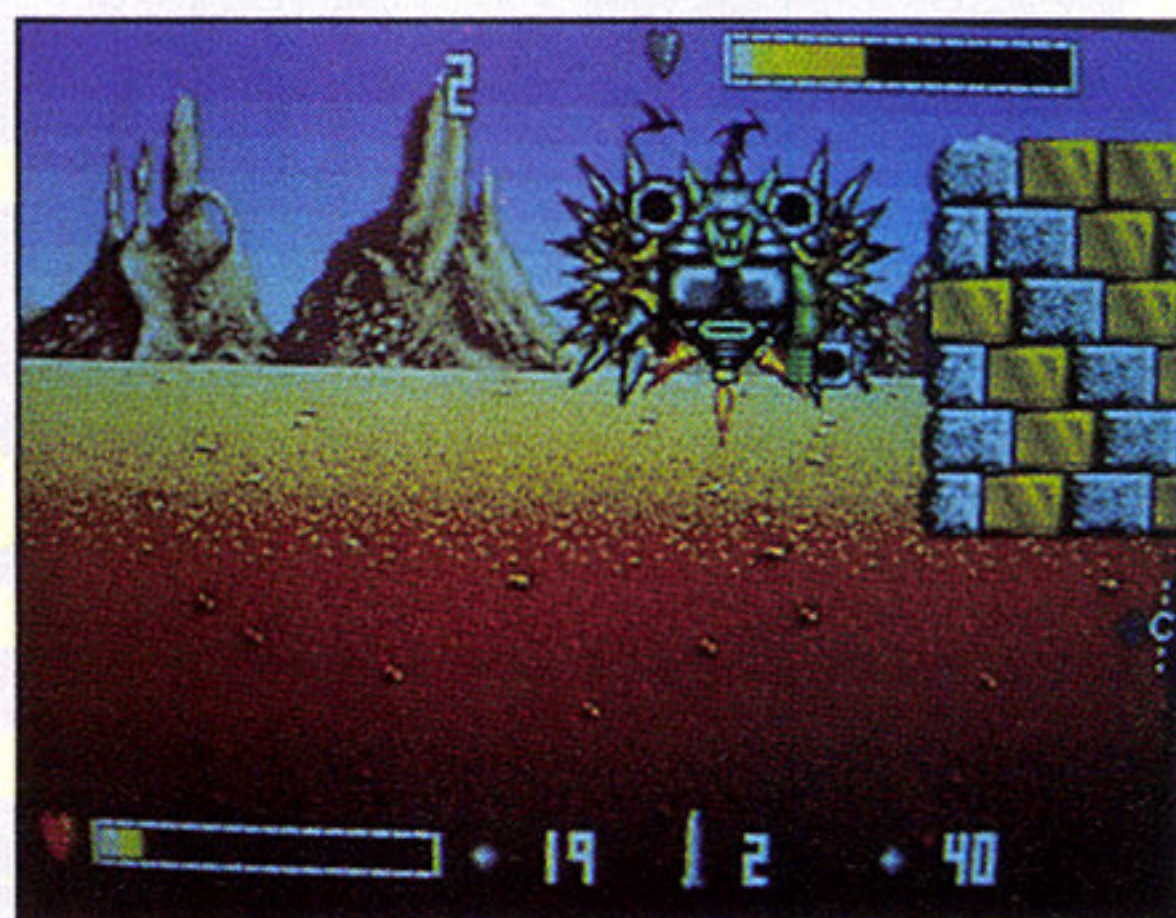
Don't let bizarre looks mesmerize you.

Darius' most interesting defense is the use of "morphing" to modify his appearance. When he's critically damaged, Darius may turn into any number of bizarre creations, but he's still the only target in the duel.

Special Techniques:



Blasting the head won't slow Krax down...

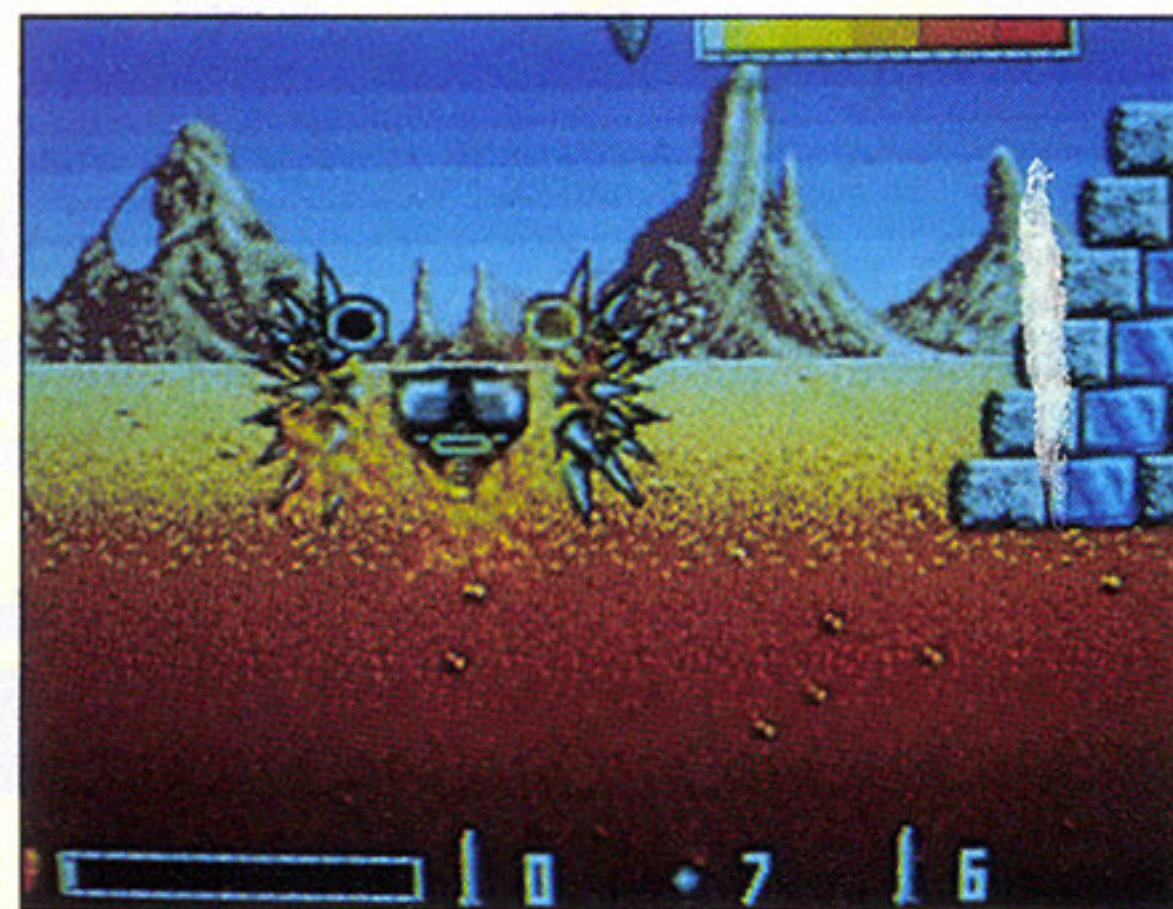


...because he's got a spare.

If his legs get zapped during combat, Krax can use internal stabilizers to continue moving. Aim for the unarmored part of his limbs with a high-power weapon. When you destroy the outer casing of his head, a new stronger head takes its place. The new head is small and hard to hit, so aim carefully.



Xerian Ogres can appear to be invulnerable...



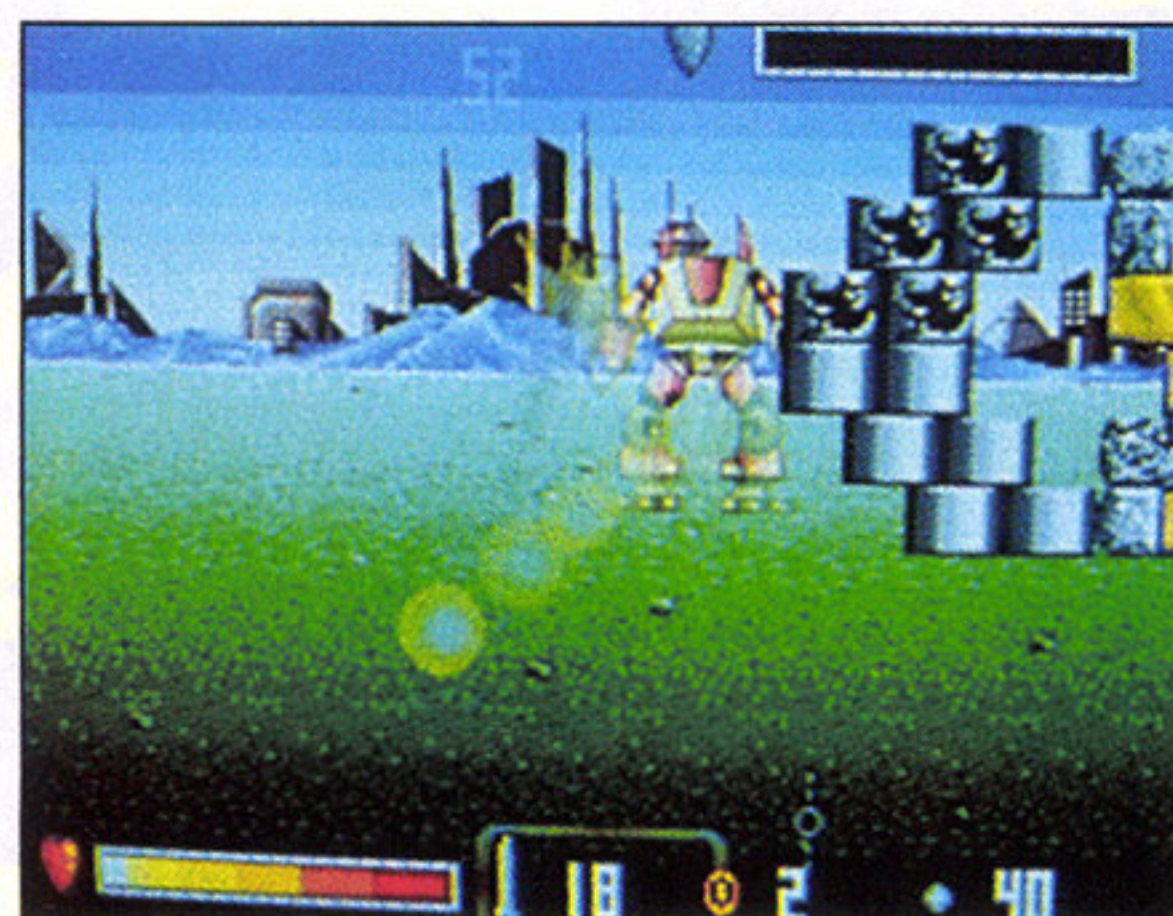
...until you zap body parts in the right order.

PROTIP: Xerian Ogres, like Krax, have interlocked back up systems that make certain body parts invulnerable unless they're destroyed in the proper order.

Darius Morb (Level 4)



Offensive Techniques:



Darius is fast on the draw.



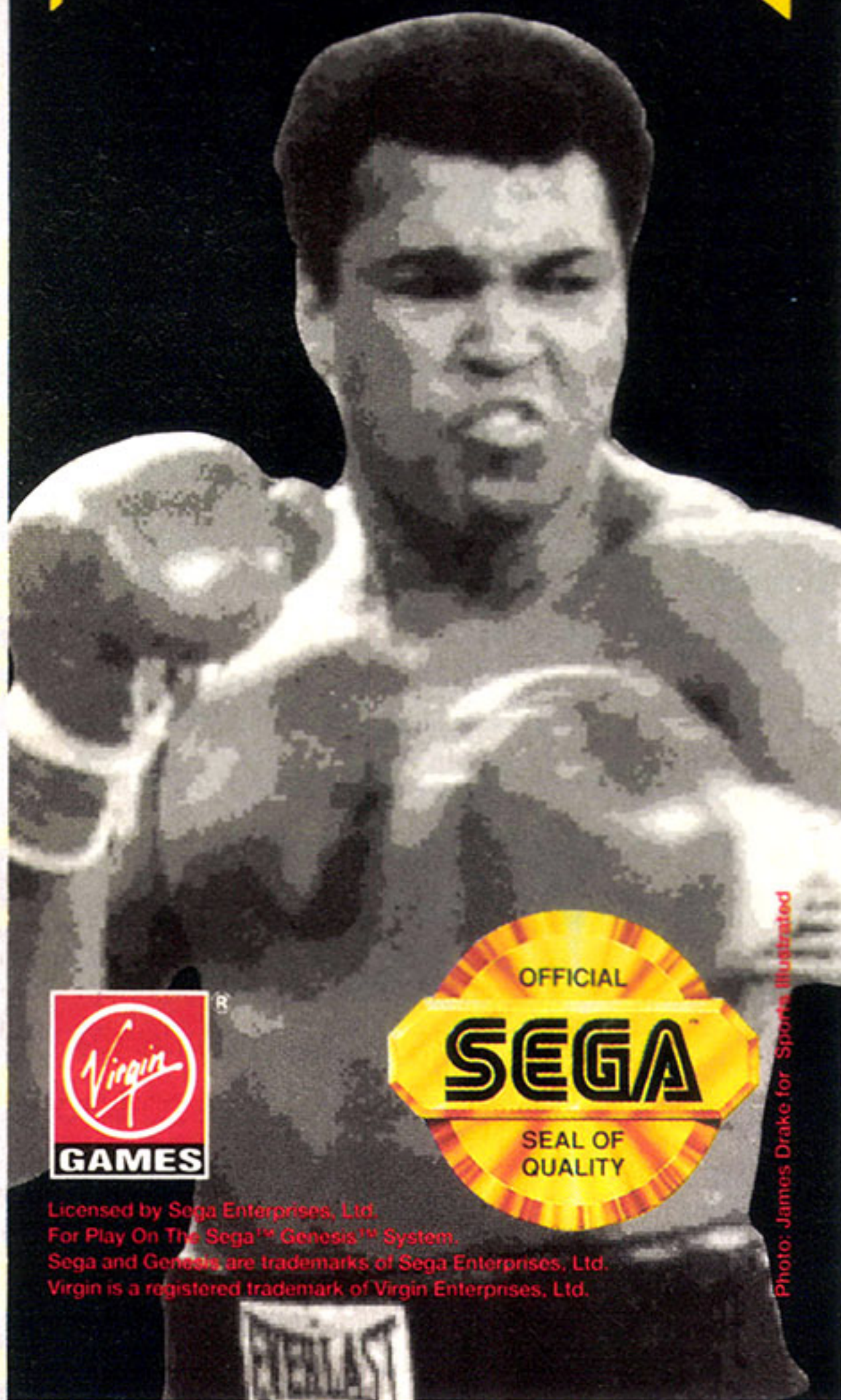
WHY SETTLE FOR ANYTHING

BUT

"THE GREATEST?"

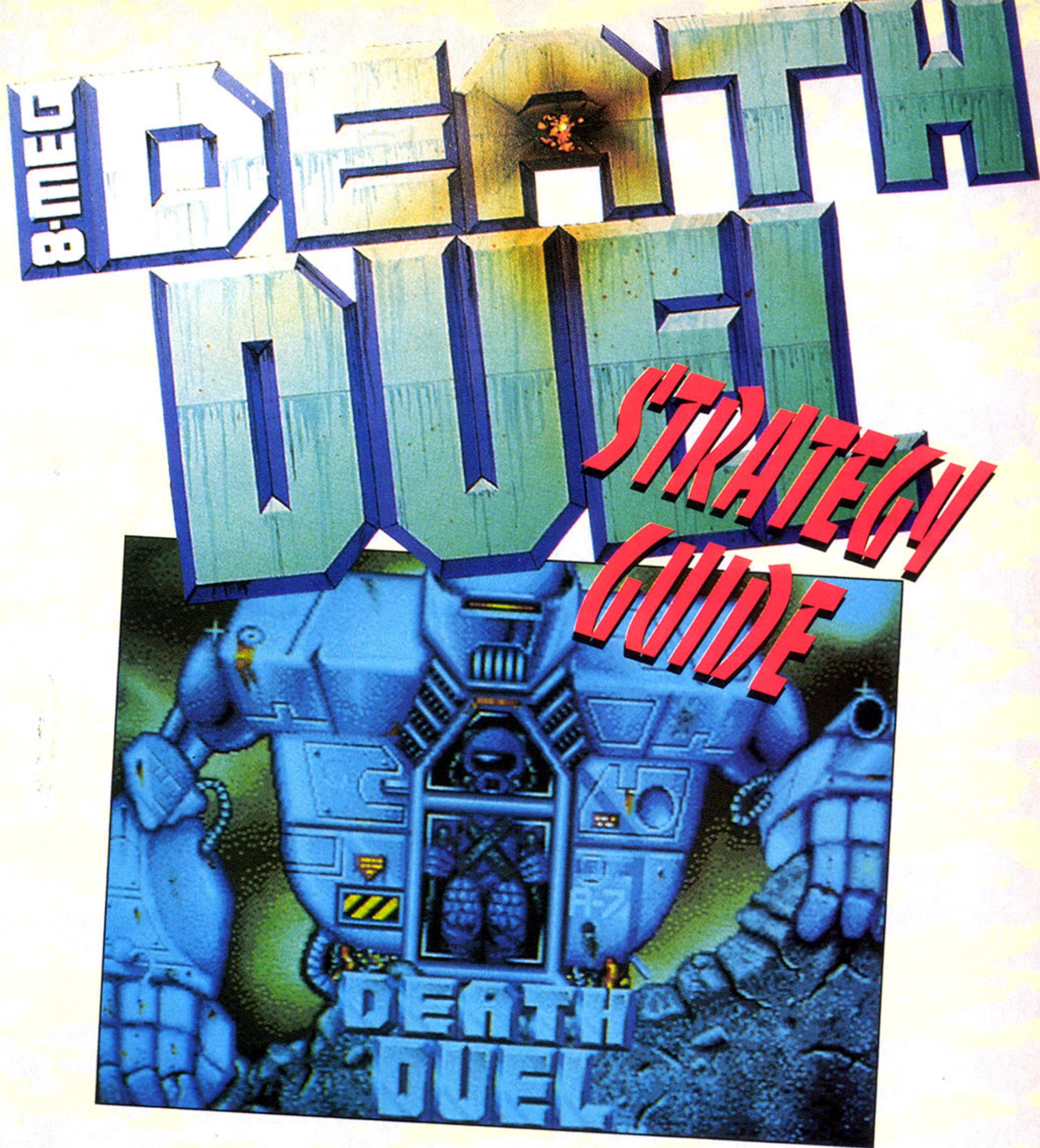
HOLD OUT FOR...

MUHAMMAD ALI HEAVYWEIGHT BOXING



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Photo: James Drake for Sports Illustrated



Special Techniques:



Different shapes have different weapons.

When Darius alters his metallic skeleton, his weapons also change. Be on guard against some hefty artillery.



Sometimes a shape is totally defensive.

Darius may shape-shift into defensive mode, or he may go on the attack.



Get off a shot as soon as possible!

PROTIP: Attack Darius immediately. You must shoot him while he's unprepared. You may not get a second chance.

PROTIP: Try Skimmers or Rockets against Darius. Skilled shooters can rely on grenades for a more cost-effective solution.

PROTIP: Sensors planted in Darius are capable of locking onto targets behind walls. Don't think that taking cover will offer you complete protection.

DEATH DUEL

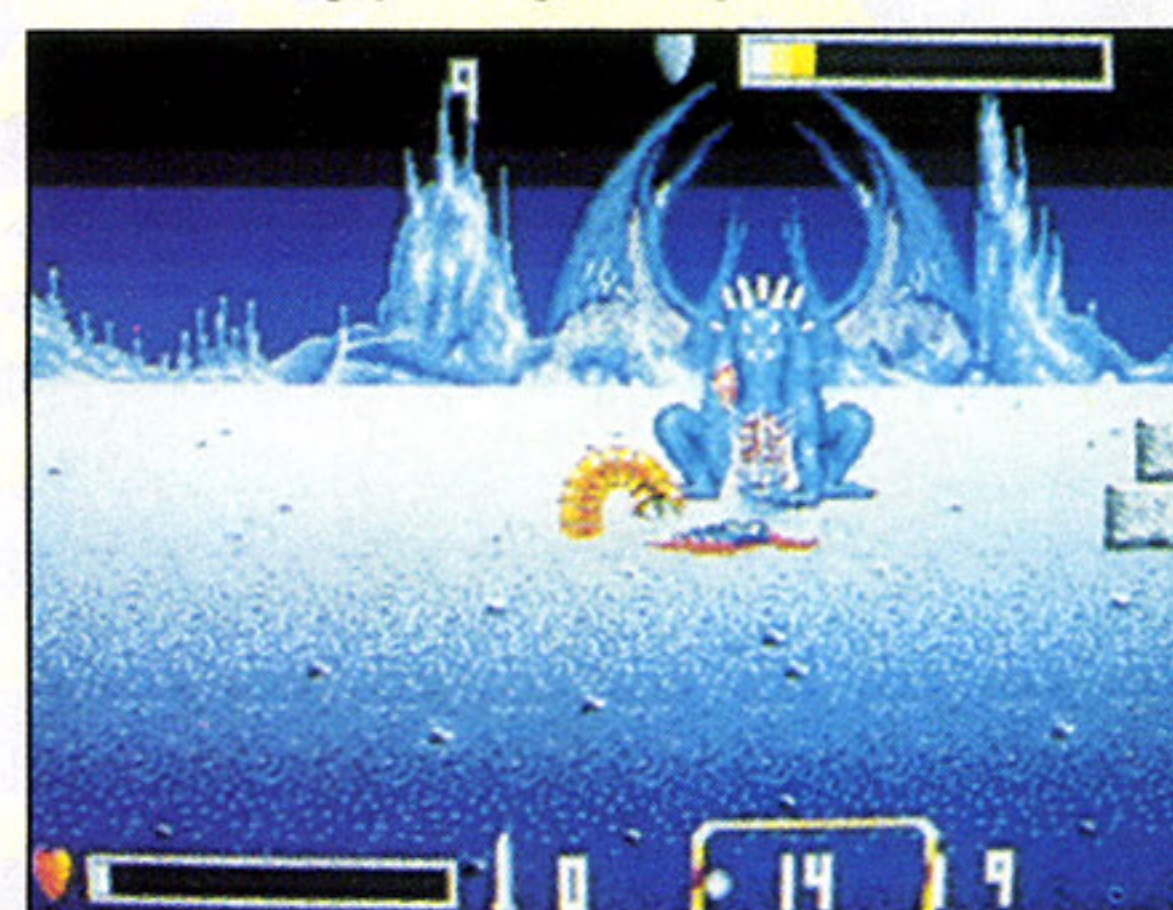
STRATEGY GUIDE #2

Slates are related to the Kraggs (Level 1), but they're gifted with more powerful fighting characteristics than their distant cousins.



Be quick, 'cuz Borb is.

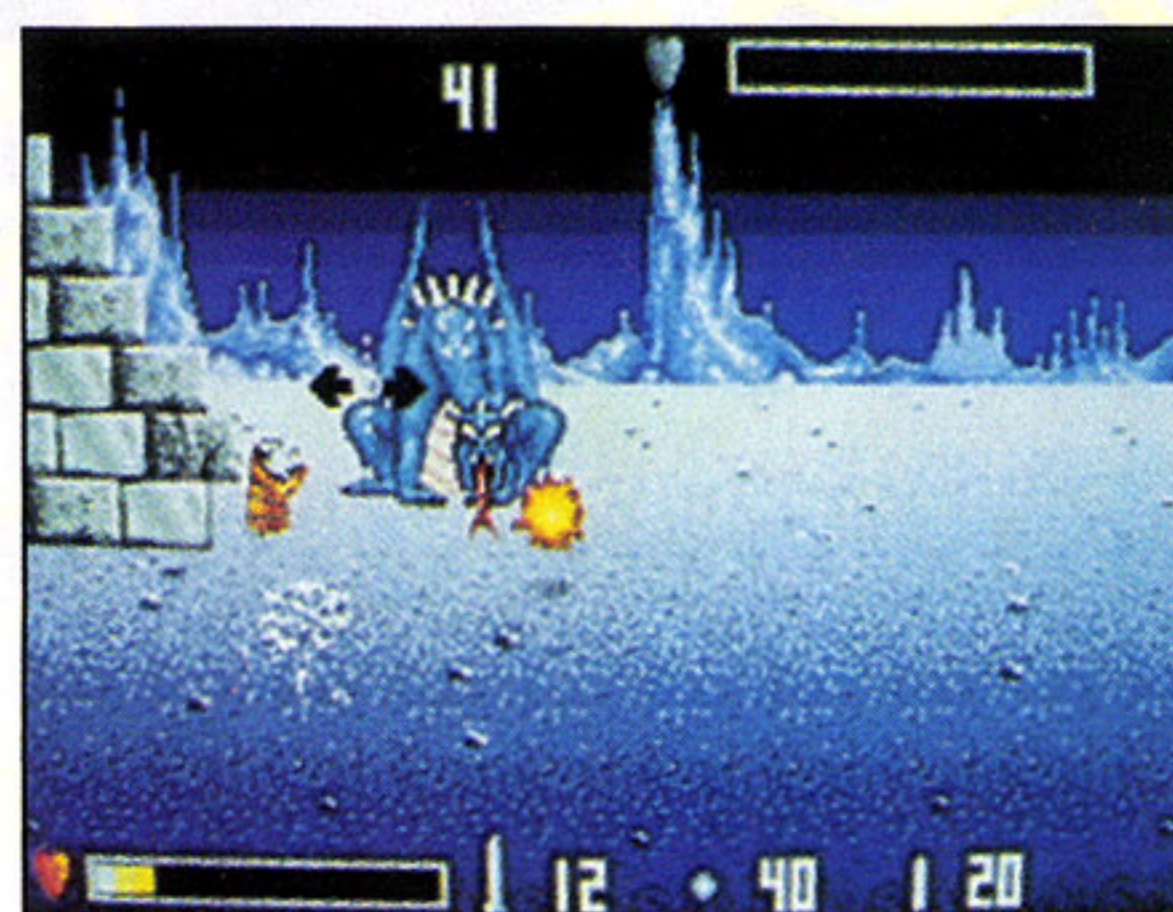
Borb is quick and exceptionally talented at avoiding your gun sights.



Borb gets it back together quickly.

Your first objective should be to disable Borb as early in the match as possible. Warning: Keep an eye on his limbs after you shoot them. Borb regenerates living tissue about as fast as it's mangled.

Defensive Techniques:



A disgusting attack!

Borb is a living Arc Flame thrower. He ignites his own stomach gas and sprays it at unfortunate victims. The flame can melt the armor of your A-7 Cyborg with only a few direct hits. Borb's flames are extremely dangerous. However, he can't disguise the fact that he's about to shoot. Remember, Borb can fly. If you don't clip his wings, he will!

Welcome back to the ultimate duel in space—Death Duel! You have to shoot a lot in this game, but it's not a shooter. To help you figure that one out, here's a ProStrategy guide.

If you want to survive the Duel, you'd better wear your thinking cap as well as your weapons. Last issue, we laid out the bad guys in the first four levels (see GamePro, Dec. '92). Here's the low-down on your extraterrestrial competition from Level 5 through Level 9.



Guess who's looking forward to meet ing you in Death Duel?

Warning: This game gets messy! Each duel allows you the opportunity to dismember your hapless opponent. Precision blows delivered by your vast arsenal will result in a gruesome exhibition of severed limbs. Some opponents re-attach their lifeless limbs, while others may use them as very effective weapons.

Borb Eubistapiicia (Level 5)



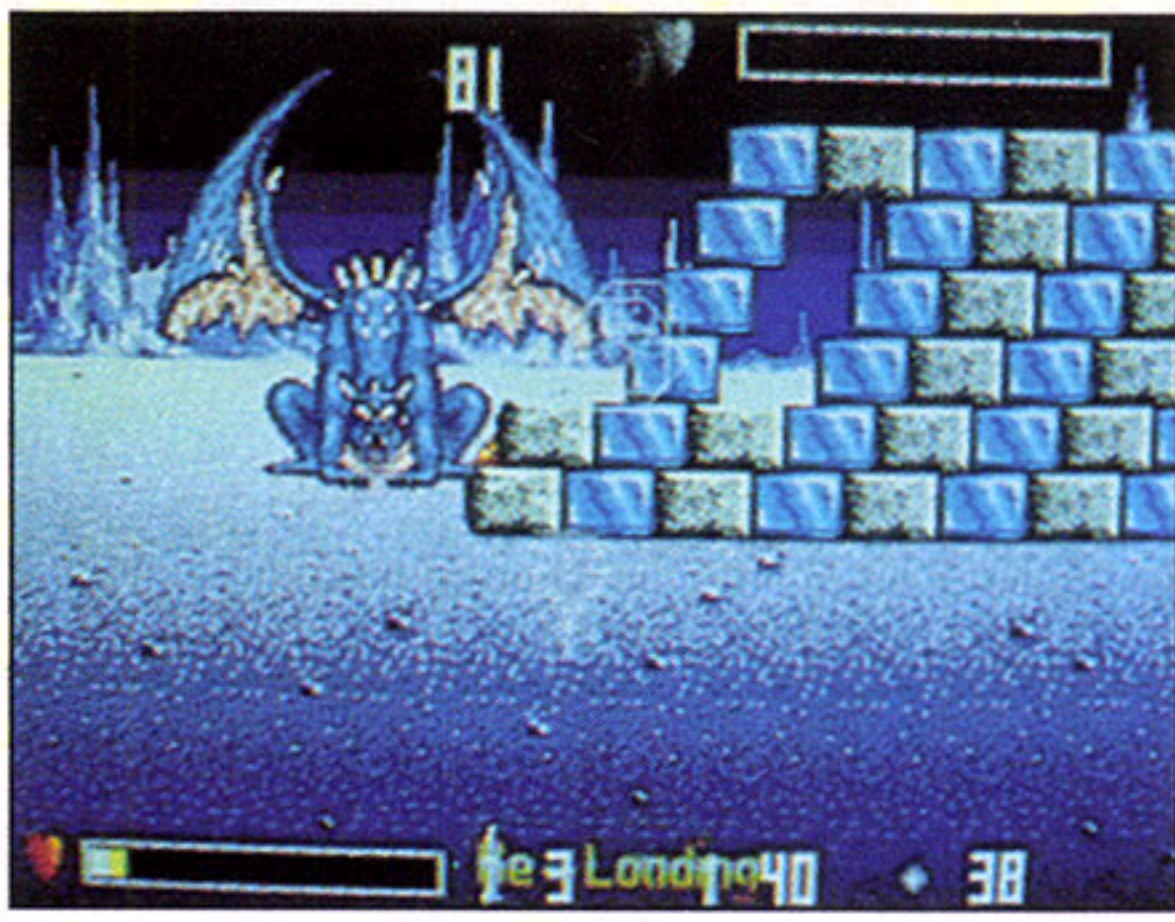
Name :	Borb Eubistapcia	Strength :	82
Age :	698	Agility :	71
Race :	The Slate	Victories :	121

Borb is a champion Dueler from the planet Slateiv, and he's proud of his world's heritage in mortal combat. Slates have been credited with some of the most gruesome fighting tactics known to the galaxy, and they use only the toxic weapons that nature has endowed them with. They're really a gas—literally! Aged 700 Earth years, Borb is truly the fiercest of the Slates. With 121 confirmed kills, Borb is an infamous legend in the Dueling community.

Offensive Techniques:



Slates look like Kraggs.



He flies, you die.

Once Borb gets airborne, he can make your life (or death) miserable.

Special Techniques:



Shoot those limbs!

difficult target, and look for clues from this disgusting opponent.



PRO TIP: Slo Mo Clouds don't slow Borb down long enough to be very useful. They're a waste of Pheela (money), except for novice players. Moreover, he's too quick to hit with grenades. The best weapons against Borb are a combination of Skimmers and Missiles.

PRO TIP: You won't be able to finish the game with this tip. However, for a little gruesome fun, hit Borb with a couple of Homin' Rockets.

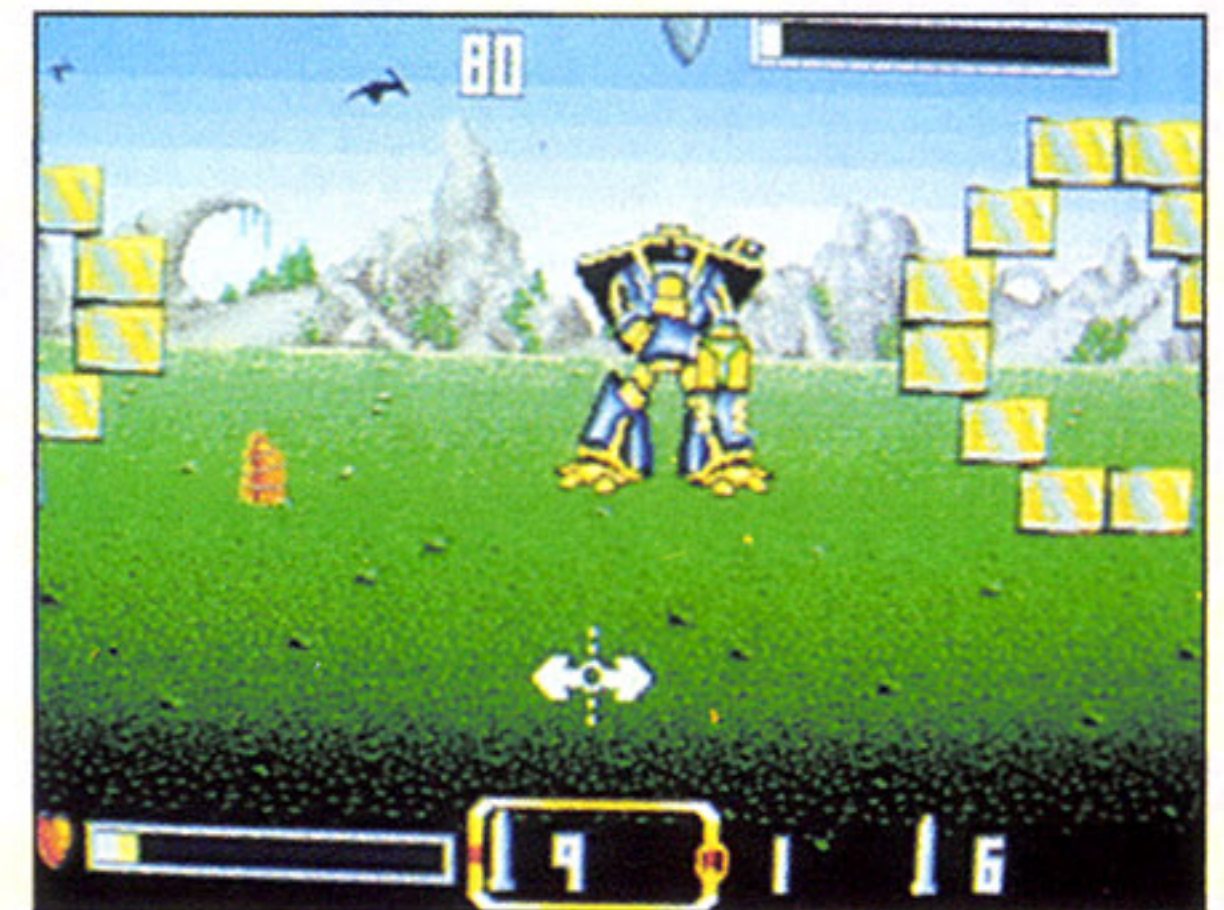
Karl is the finest cyborg pilot in the galaxy. His fighting style and strategies are required reading at the Interstellar Cyborg School. This Antillian cyborg is a hybrid of three early Trinity models. Because his machine is customized, there are no technical spec printouts to indicate any vulnerabilities. Karl's fighting personality is what drives him to win. He fights down to the last drop of blood.

Offensive Techniques:



Cyborg firepower!

Karl is equipped with Twin Claymore Cannons on his cyborg left arm and a Taurus Tracking Missile Launcher on his shoulder mount. These weapons are capable of wasting you with just a few direct hits.



Karl's double trouble.

Both sets of weapons can fire at once, which places your Trinity Rote Cyborg at a distinct firepower disadvantage.

Defensive Techniques:

Karl is equipped with an antigravity thruster, which can propel him in short thrusts from point to point. This movement makes it hard for you to lock your weapons onto him. Karl also features modular engineering in his cyborg. If you blow away his double-barreled cannons, he picks up the severed limb and reattaches it.

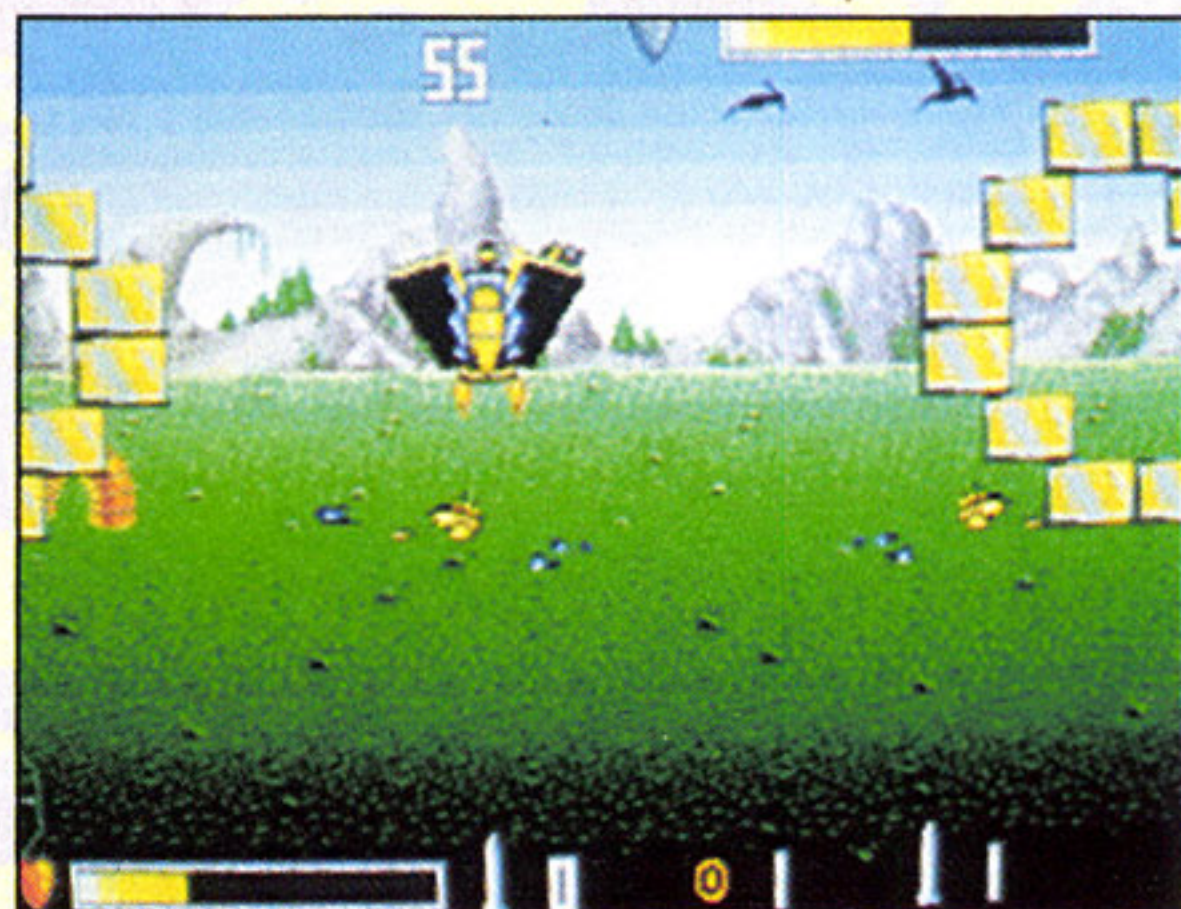
DEATH DOOR STRATEGY GUIDE

A good strategy against Borb is quick and relentless immobilization. Aim a Missile or Skimmers at Borb's legs and keep him still long enough to take accurate shots at his head. But, just because you take off his legs, doesn't mean Borb can't fly. It's a REAL problem if you let him get airborne long enough to regenerate his limbs and get back to fighting condition. The object is to slow Borb down long enough to nail him. Keep moving around to make yourself a

Karl Borgas (Level 6)

Name : Karl Borgas	Strength : 86
Age : 16	Agility : 73
Race : Antillian Cyborg	Victories : 38

Special Techniques:



Watch out! He flies, too!

Karl's cyborg has only one mechanical hand. Without that hand, Karl cannot pick up his severed gun arm. Your best bet is to target Karl's right arm with a Missile, and then move on to disconnect his left arm.

PROTIP: Karl is a good opponent on which to practice using Grenades. Your Grenades are very powerful, and necessary against some of your remaining opponents. However, they are difficult to use at first.

Kuros Tizrak (Level 7)



8-MEG DEATH DUPLICATES STRATEGY GUIDE

Kuros is the result of a genetic experiment gone horribly wrong on the planet Ovinia. Beneath her centipede-like exterior lies a tormented creature with high intelligence and an unparalleled destructive capability. Years ago, Kuros went insane and destroyed an entire city on her planet. So, the Ovinians exiled her to fight in the Duels until her death. As a result, Kuros tends to develop a twisted romantic bond with her opponent, and will savagely attack what she perceives as a fleeing lover.

Offensive Techniques:



We don't know what they are, but they hurt.

Kuros' genetic mutations feature two of the most deadly organic weapons ever used in mortal combat. It has never been determined what she fires as projectiles, but a volley carries a force equivalent to a .7 megaton strategic nuclear explosion. In addition to destructive weaponry, Kuros has the most accurate organic targeting abilities in the known universe. If Kuros fires, Kuros hits! Call it mutant's intuition.

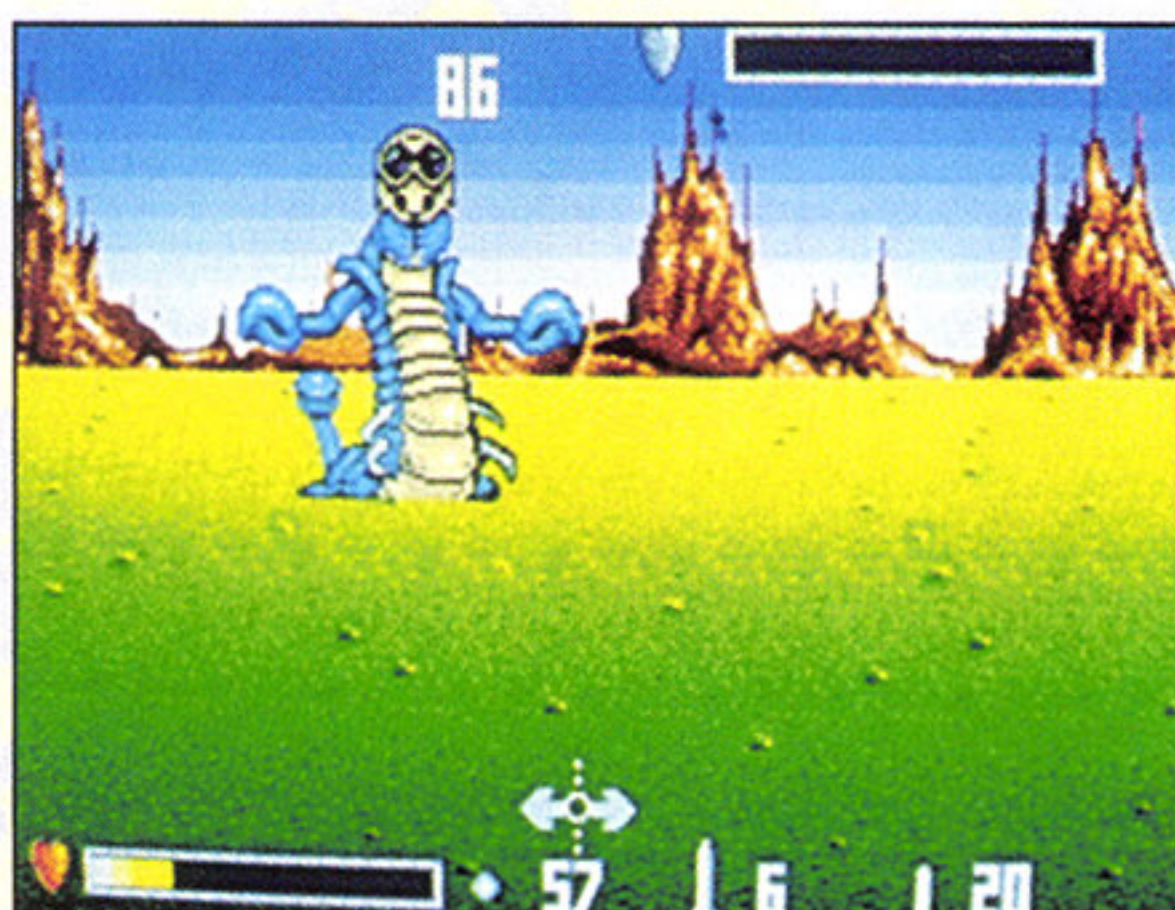
Defensive Techniques:



It's fused lithion anti-blast armor!

Kuros is endowed with fused lithion anti-blast armor, which can minimize almost any kind of impact from conventional weapons. Go ahead, take a few shots at her head and watch her armor activate.

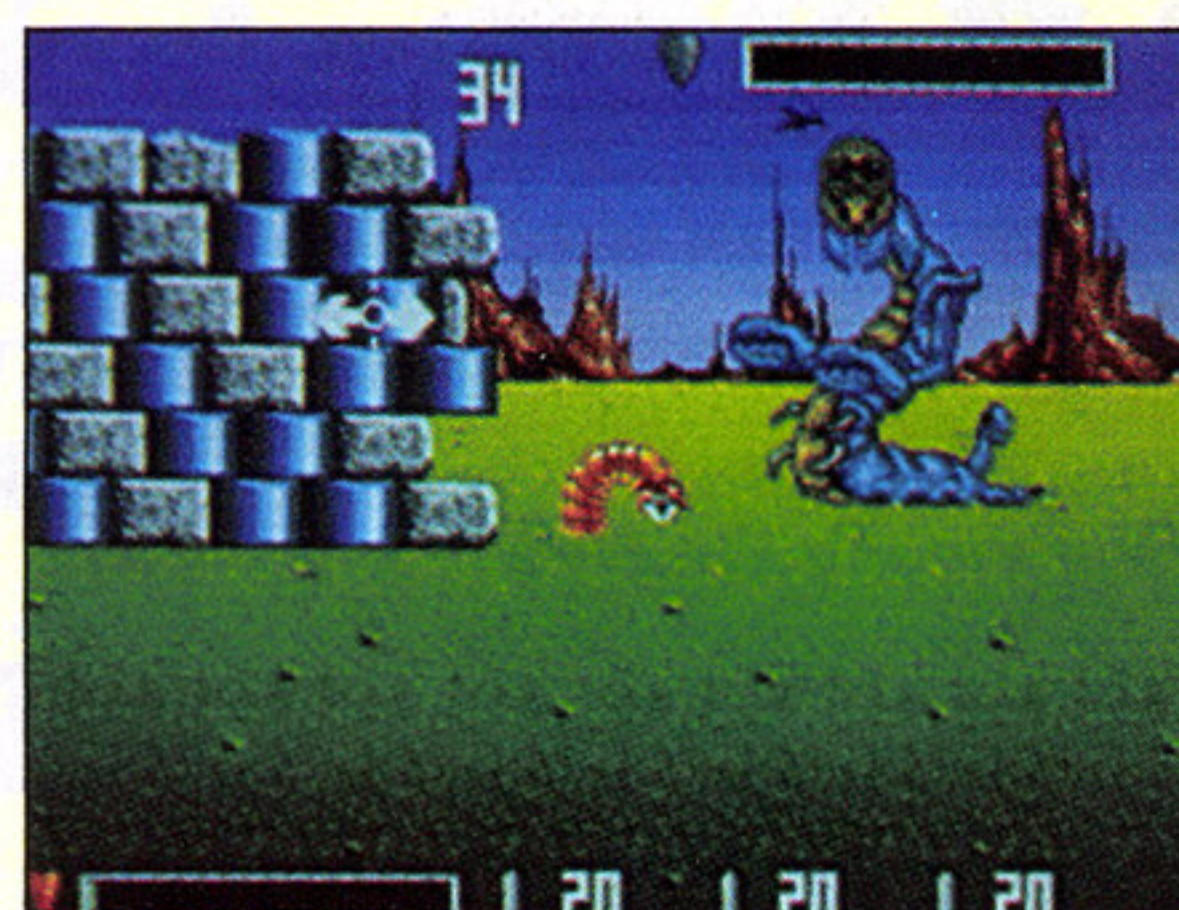
Special Techniques:



Kuros' armor is impregnable.

Target Kuros' claws and arms first. Don't waste ammo on her torso because her armor is impregnable, which is illegal in

Duels. But who's willing to reason with this crazed mutation?



Don't let her think you love her.

PROTIP: You want to try a Lob Grenade to stop her from firing, but you have to weigh this against its cost. Whatever you do, don't let this sick creature think you're leaving her, and don't listen to her tortured screams of agony.

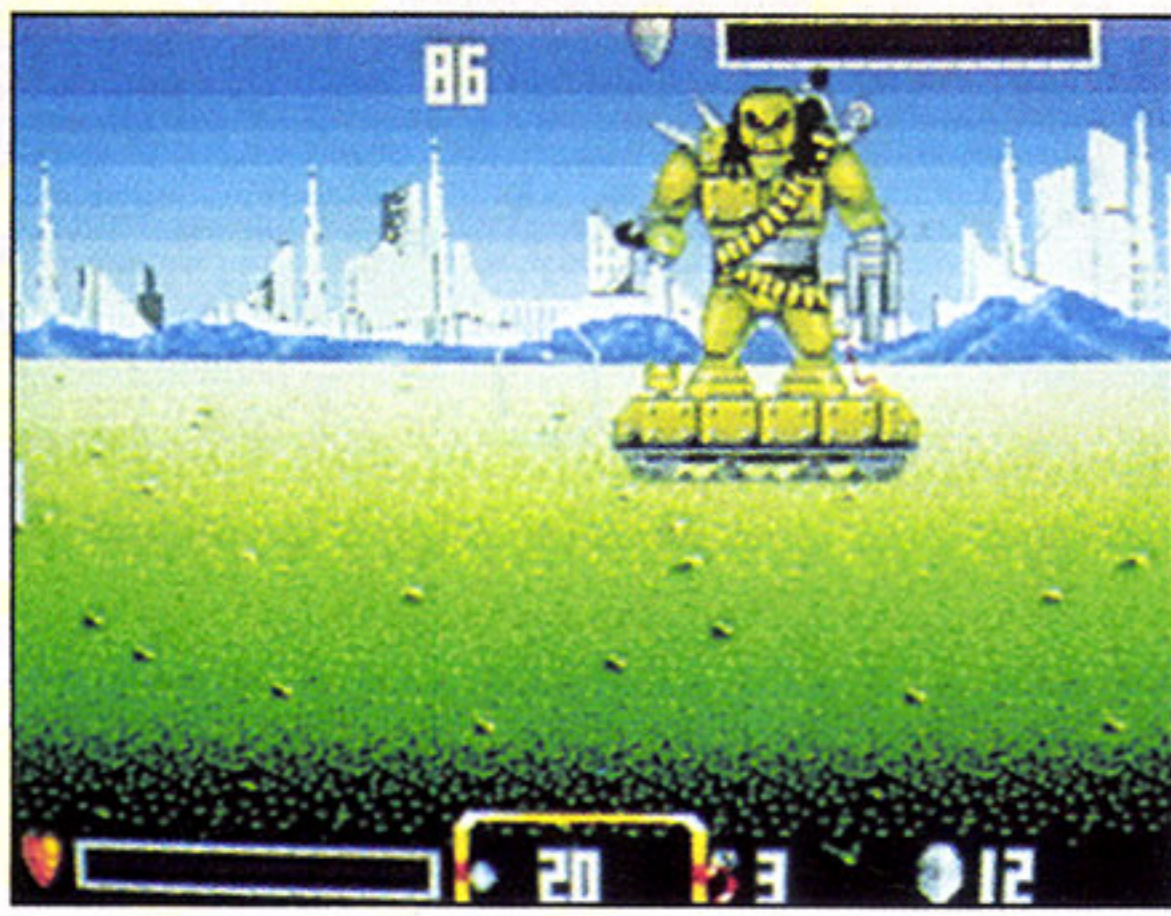
Yorgik Sombix (Level 8)



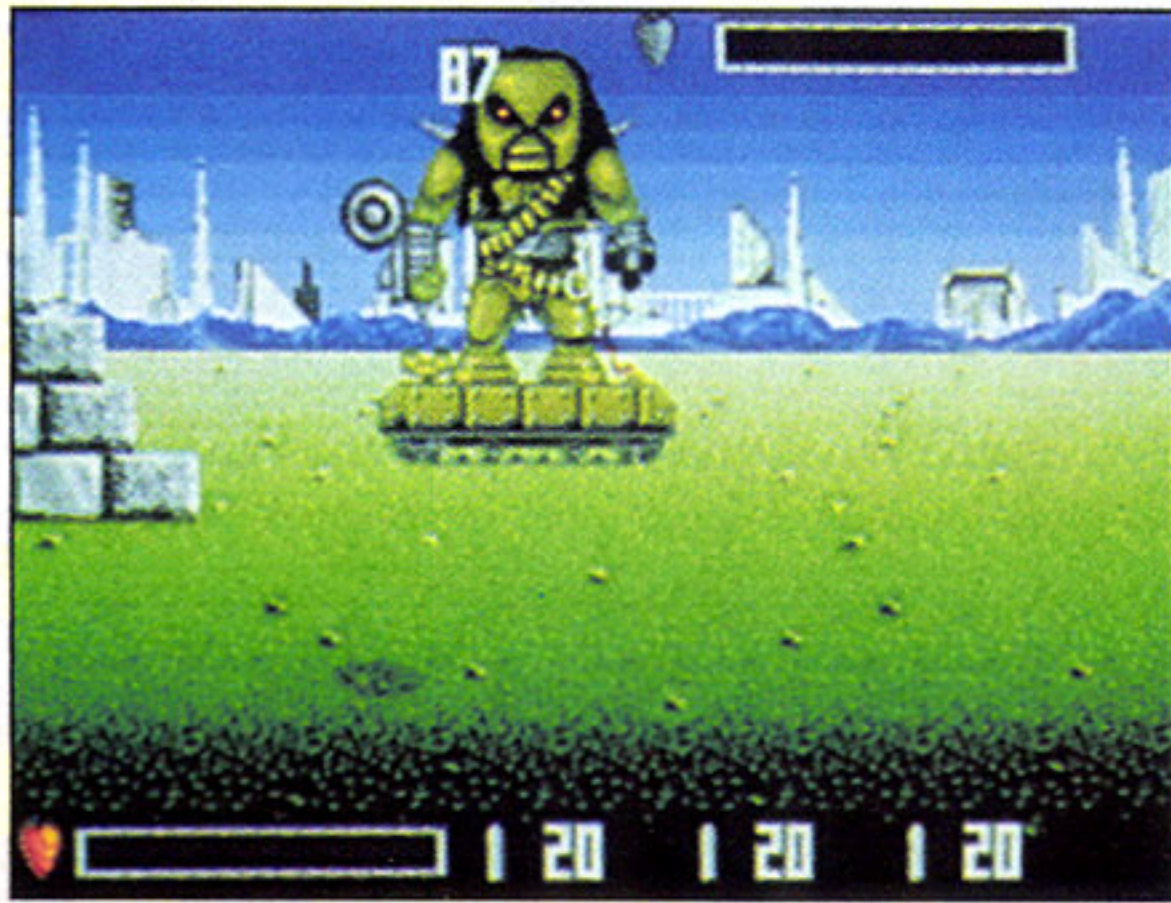
Yorgik is the last of the pre-Federation ogre hybrids. He's a Silenian hybrid with no perceivable line between robot and living tissue. Long ago, the original race of beings who created the Silenian Ogres as artificially intelligent slave labor was destroyed by their own creations. As a result, Yorgik outlived his extinct masters by offering his services as a Dueller for the Paterians. The Paterians are a weak species that require a strong "soldier of fortune" to represent their interests on the Dueling fields. In return for Yorgik's service, the Paterians supply him with life-supplies and necessary maintenance. Yorgik literally fights for his life.

Offensive Techniques:

Yorgik packs a shipload of weapons. Using a Paterian-installed Hertz Dynamics Plasma Projector, Yorgik can end your life quickly and easily. No mess, no regrets. You simply dissolve. It's not a pretty way to go!



Yorgik carries a heavy load...



...that's sure to do you harm.

Defensive Techniques:

Yorgik's tank-like tracks offer him quick and vigorous mobility. His fusion engine generates 40,000 gigajoules of power, so he has plenty of speed and energy in reserve. Shielding is where Yorgik expends most of his energy. It takes more than a few shots to find a chink in his armor.

8-MEG DEATH DUAL STRATEGY GUIDE

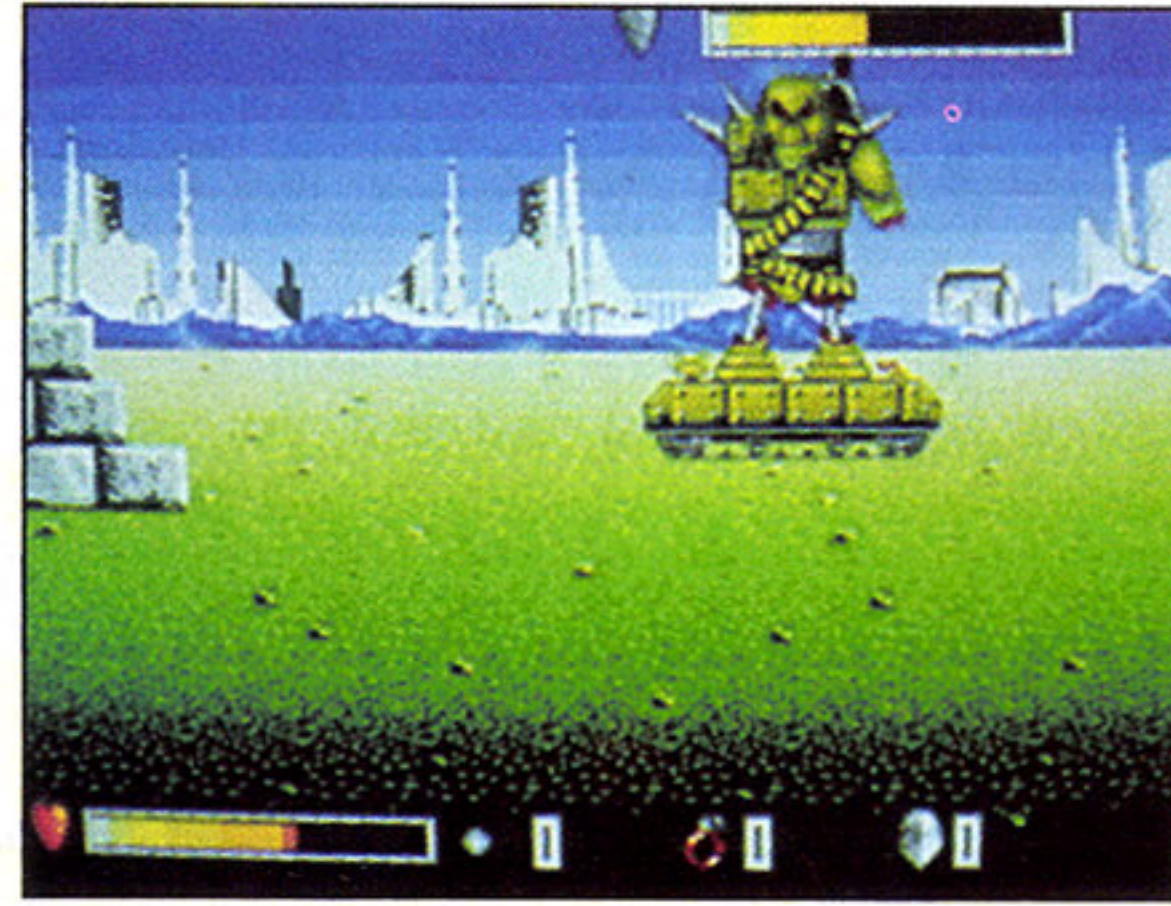


Yorgik is fast on his tracks.

Special Techniques:

Move your cyborg butt! Don't let him lock on with his weapons. Remember, the policy is "stick and move." Stay still long enough to get a shot in, and then move

fast. It's a good idea to repair your cyborg completely before you go into combat with Yorgik.



Use Homin' Rockets.

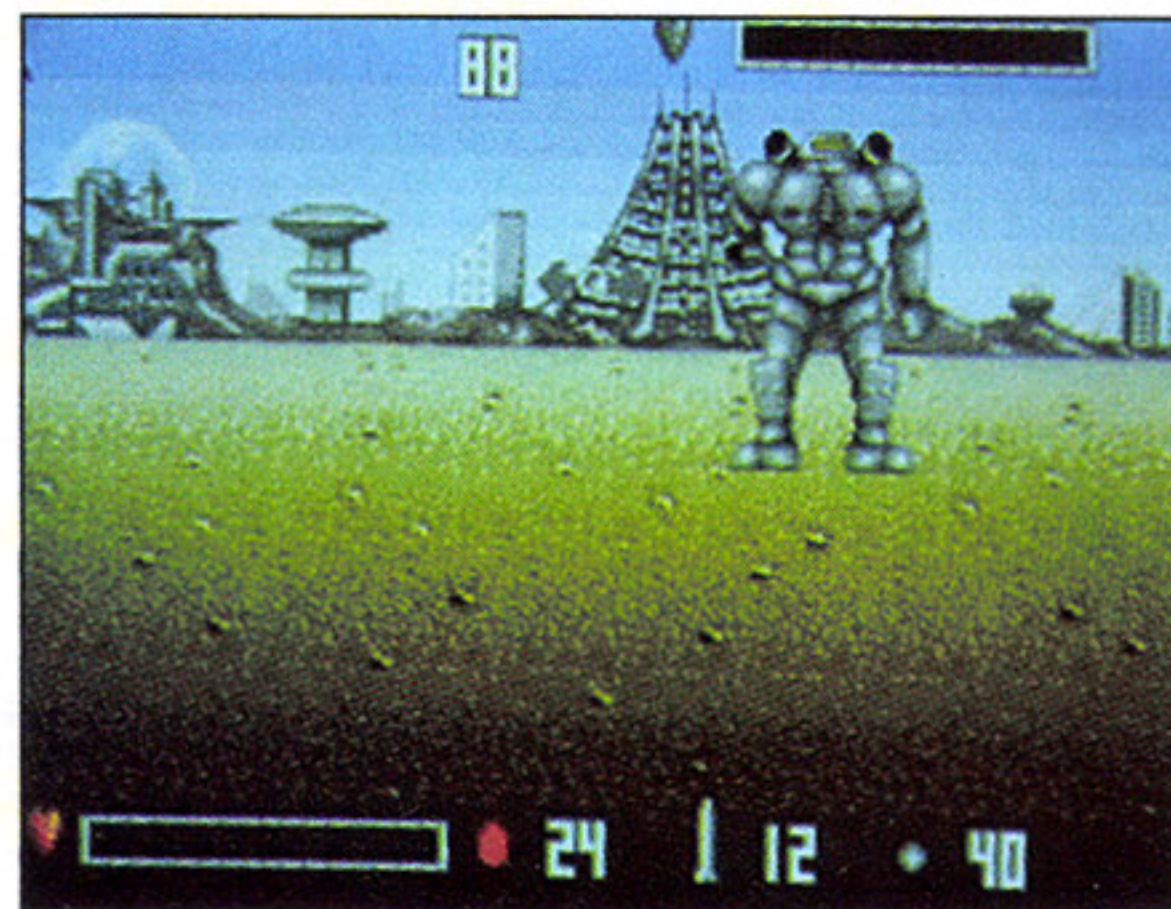
PRO TIP: Missiles just aren't as effective as higher-priced weapons against Yorgik. He has very little regeneration ability, so you can rest assured that an expensive weapon's effect will last long enough for you to finish the job. Try using a Homin' Rocket to weaken Yorgik.

Simas Julius (Level 9)



Nobody knows who or what the Treesians are, and there are no records kept on their cyborg technology. Unfortunately, no opponent has lived long enough to reveal what he knows about Treesian battle strategy. You may be in big trouble.

Offensive Techniques:

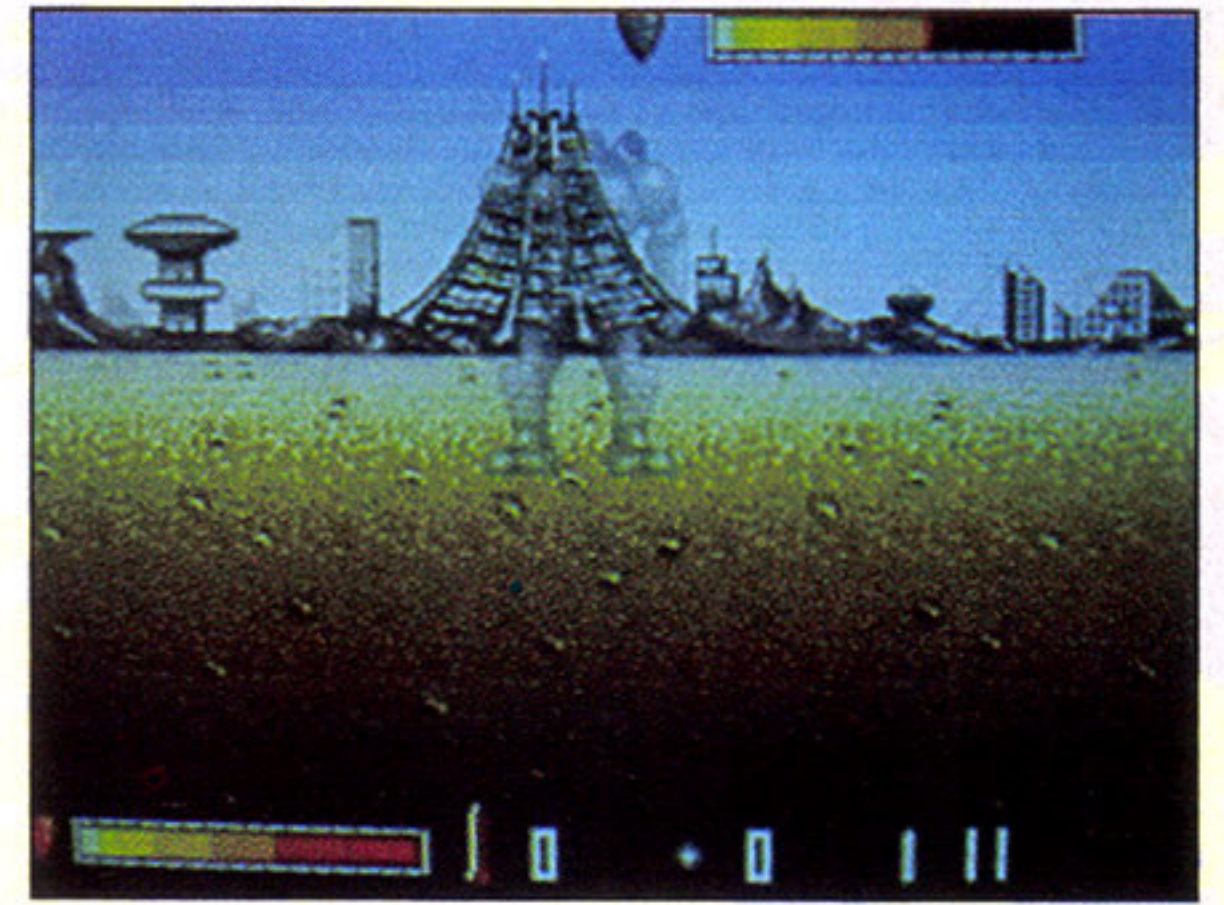


The ultimate grim reaper.

There's no telling what kind of weapons this ultimate grim reaper uses. It's obvious, however, that the Treesian weapons are immeasurably powerful. One hit from

Simas' cannons means that you are 85 percent closer to death.

Defensive Techniques:



Now you see Simas...

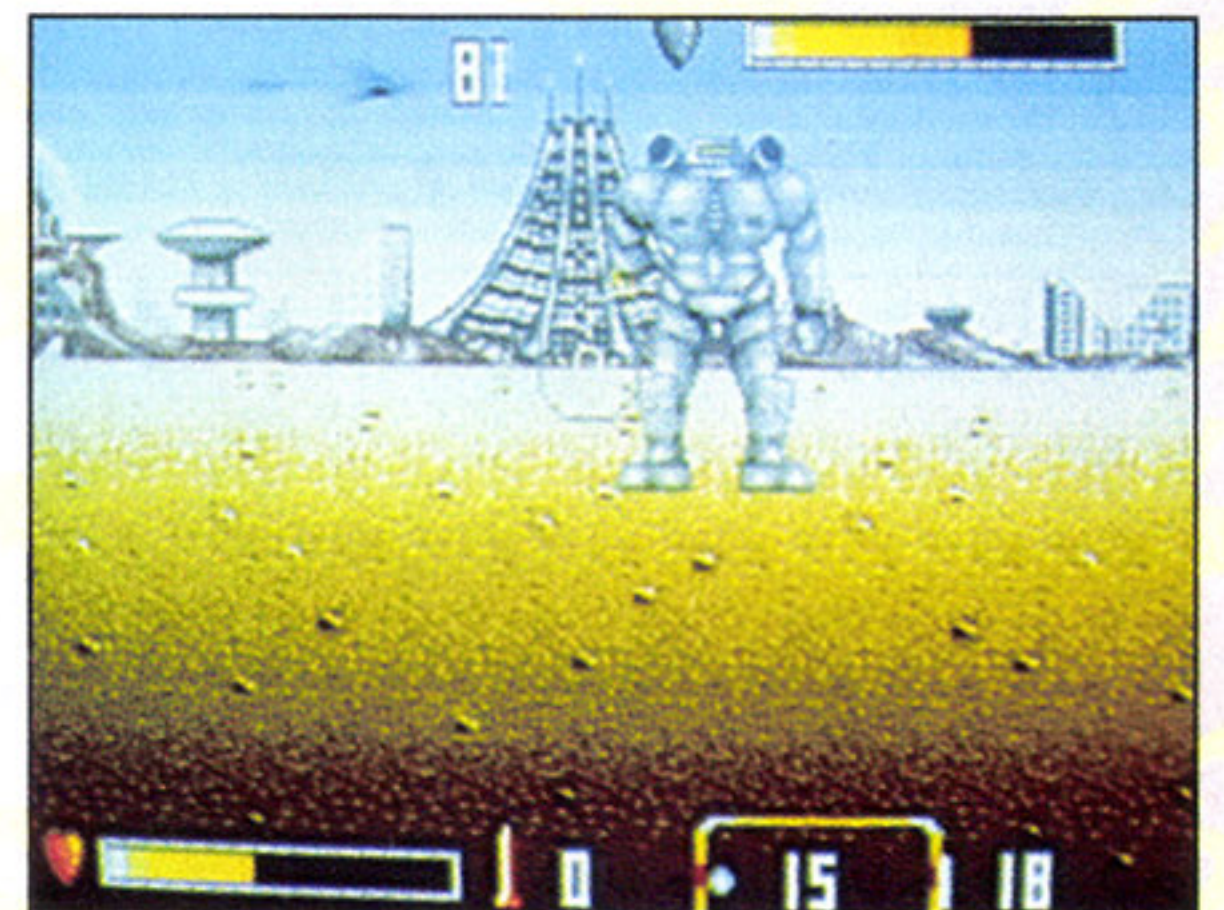


...now you don't.

The Treesians have mastered the ultimate defense technology—sub-tonal cloaking. It produces complete invisibility to both the sensors and the visual spectrum. As you may guess, targeting Simas is not easy. It takes intuition to mark Simas and hit him while he's visible. In fact, it takes great skill to hit him at all.

Special Techniques:

Face it. You ARE outgunned. You have to use real strategy to beat Simas Julius. Take note that it takes a lot of energy to cloak. You can hear the energy crackle the air as Simas begins to cloak and de-cloak. Use the sound as a cue for firing.



PRO TIP: If it takes large amounts of energy to cloak, it's logical to assume that one, good, direct hit to Simas' fusion plume (located in the legs) would reverse his ability to cloak. Once you've stunned Simas, have at it! But beware! This messenger of death is not to be trusted.

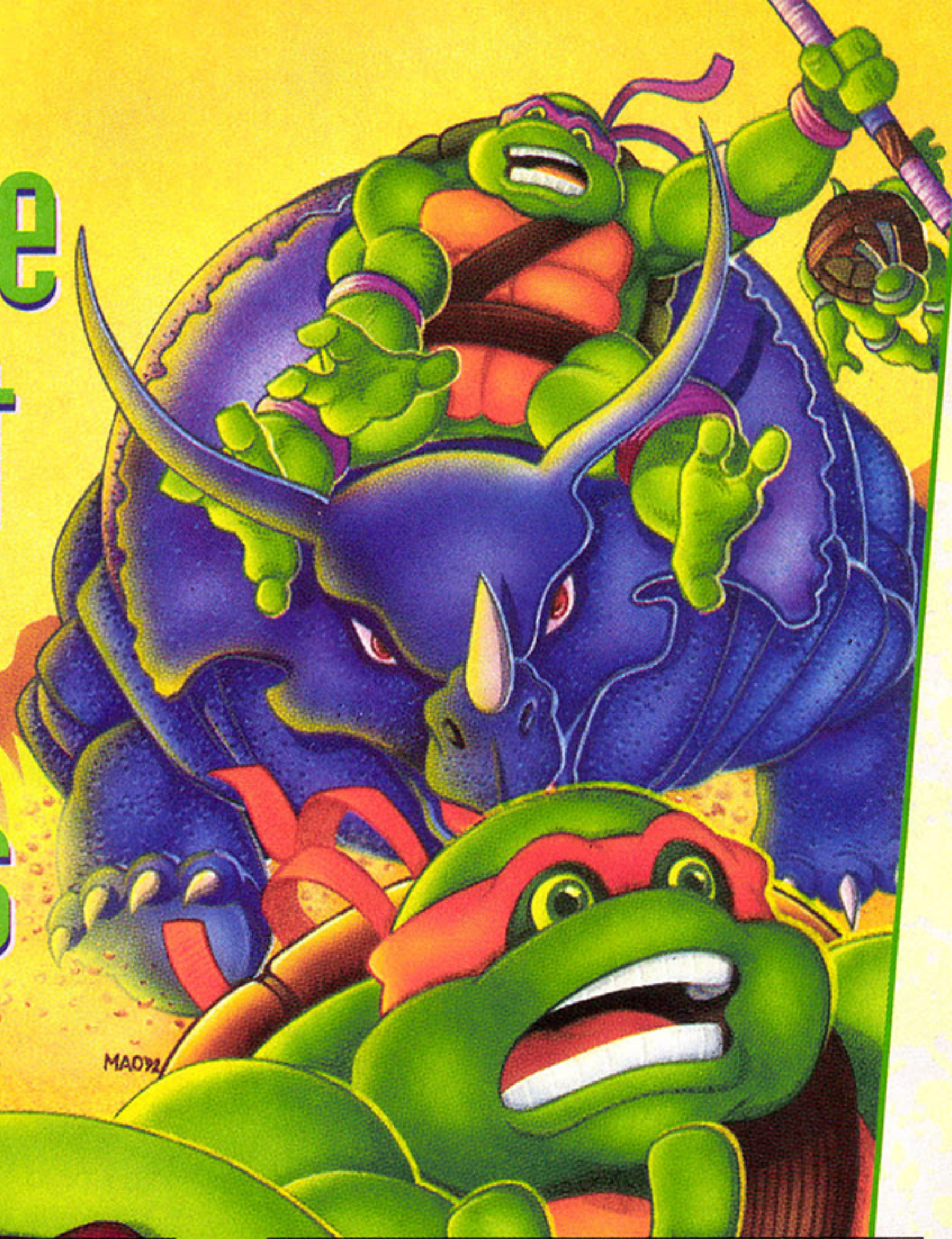
SUPER NES
GAME BUSTERS



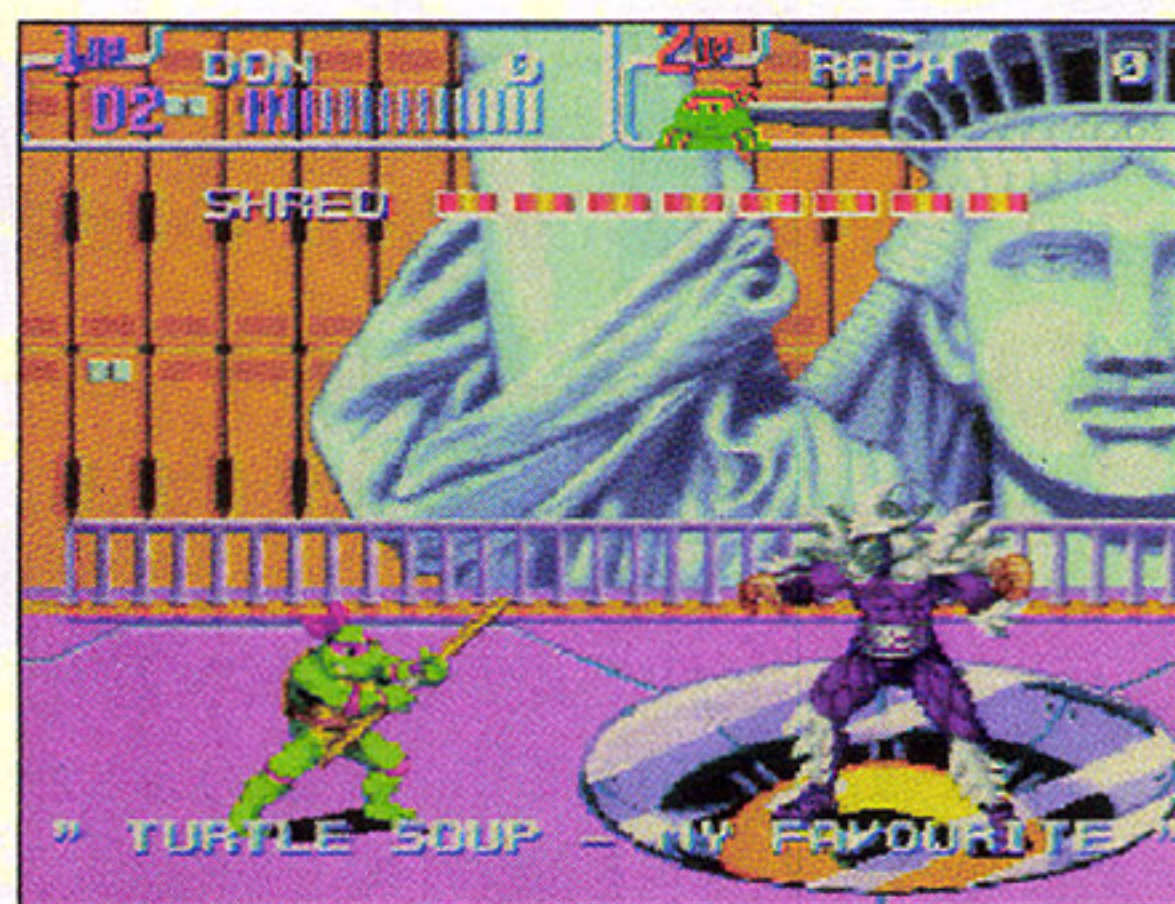
By Boss Music

When Shredder sends the Turtles back in time, it looks like our half-shelled heroes are finally history. Never fear, Turtle power is here! If you manage to cow-abunga your way to the end of this cart on the Hard difficulty setting, you'll give 'em shell with a special ending.

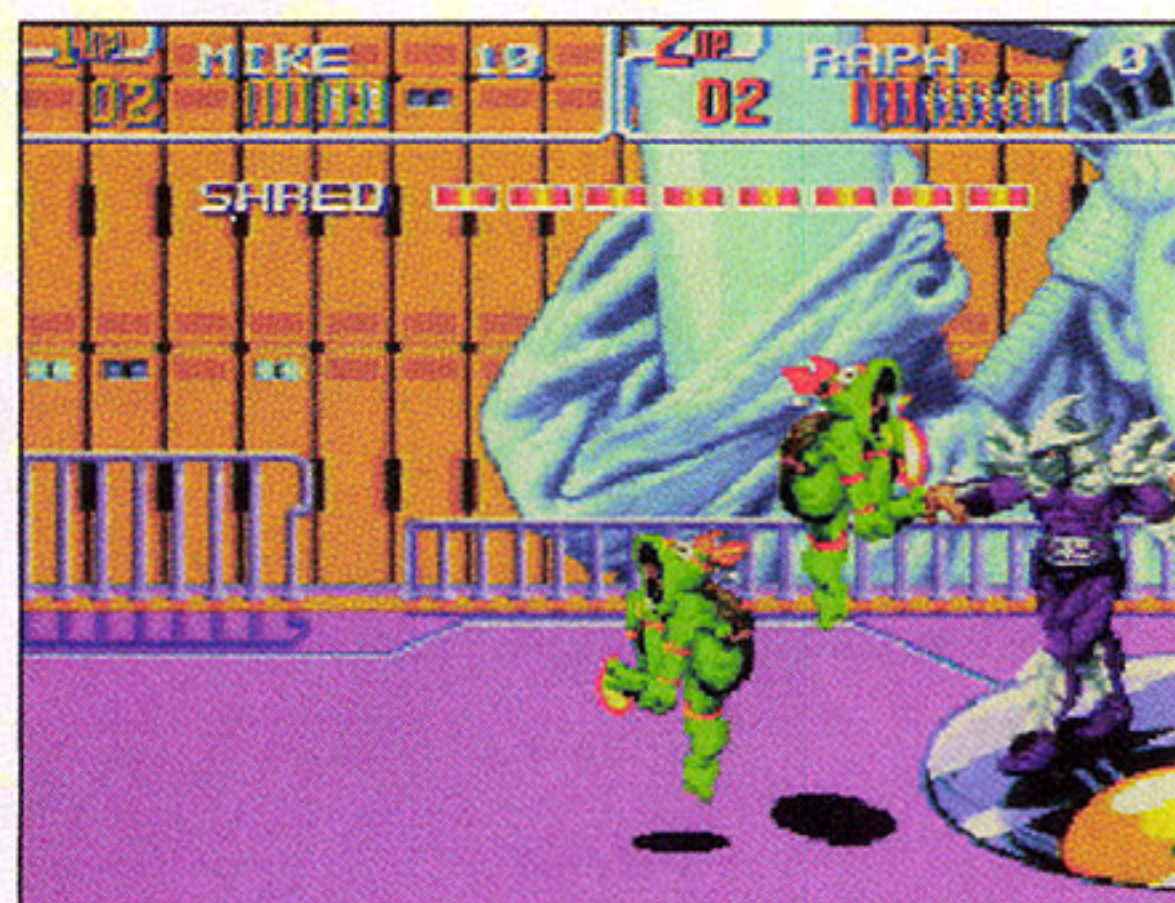
Teenage Mutant Ninja Turtles IV



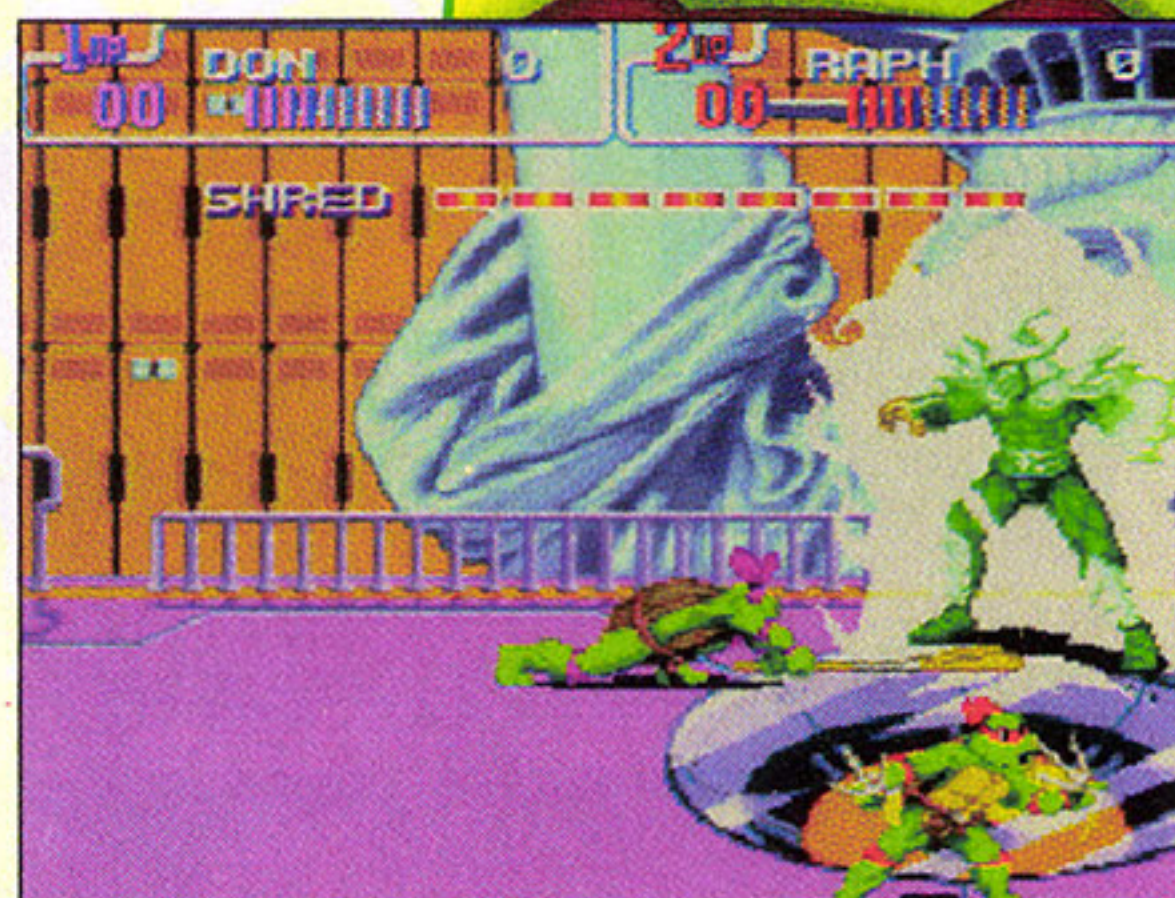
1) PROTIP: Lie low when Krang's brain swoops at you. Then leap and nail his back with your float/swing maneuver.



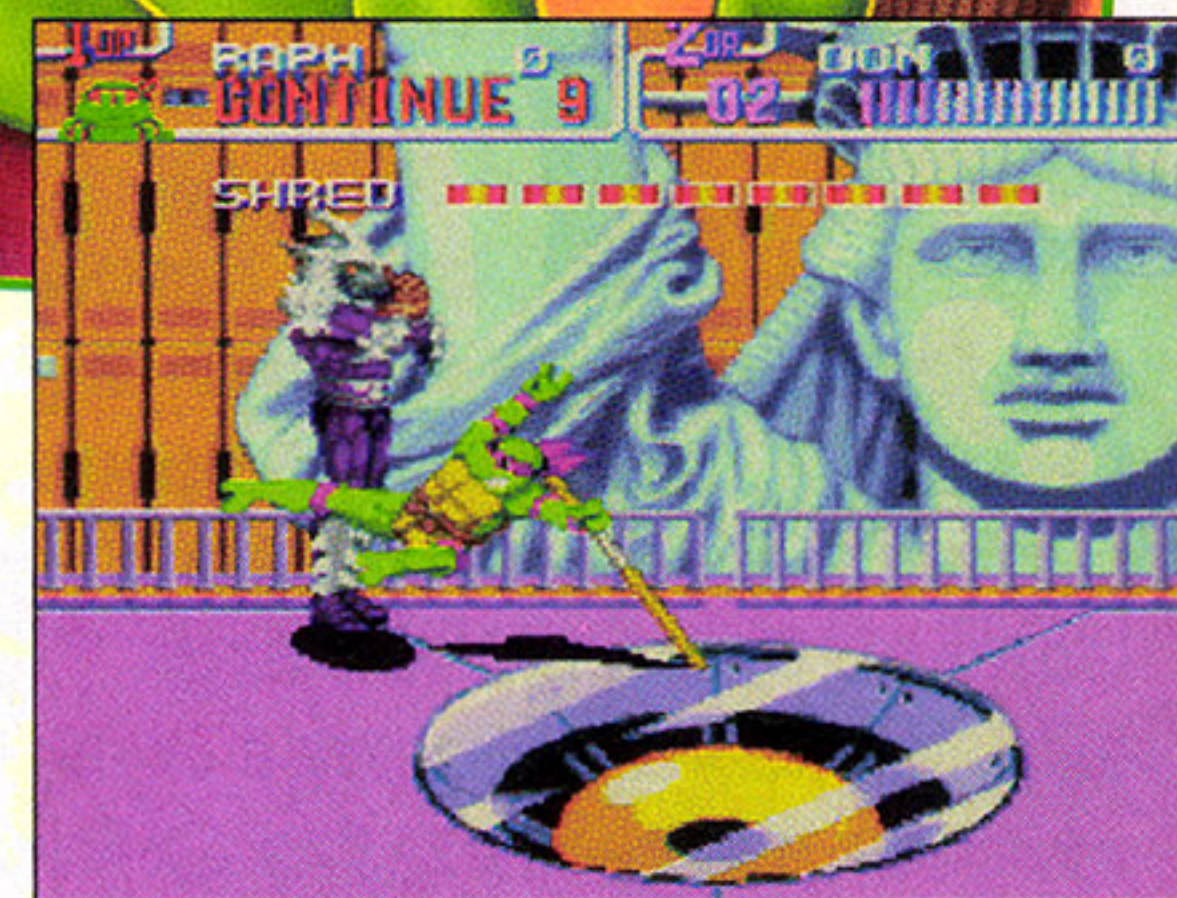
2) In the final shell shock, Level 10, you run into Shredder and he's ready to dine on Turtle soup. He's swallowed a tube of mutant goo, and now there's no turning back!



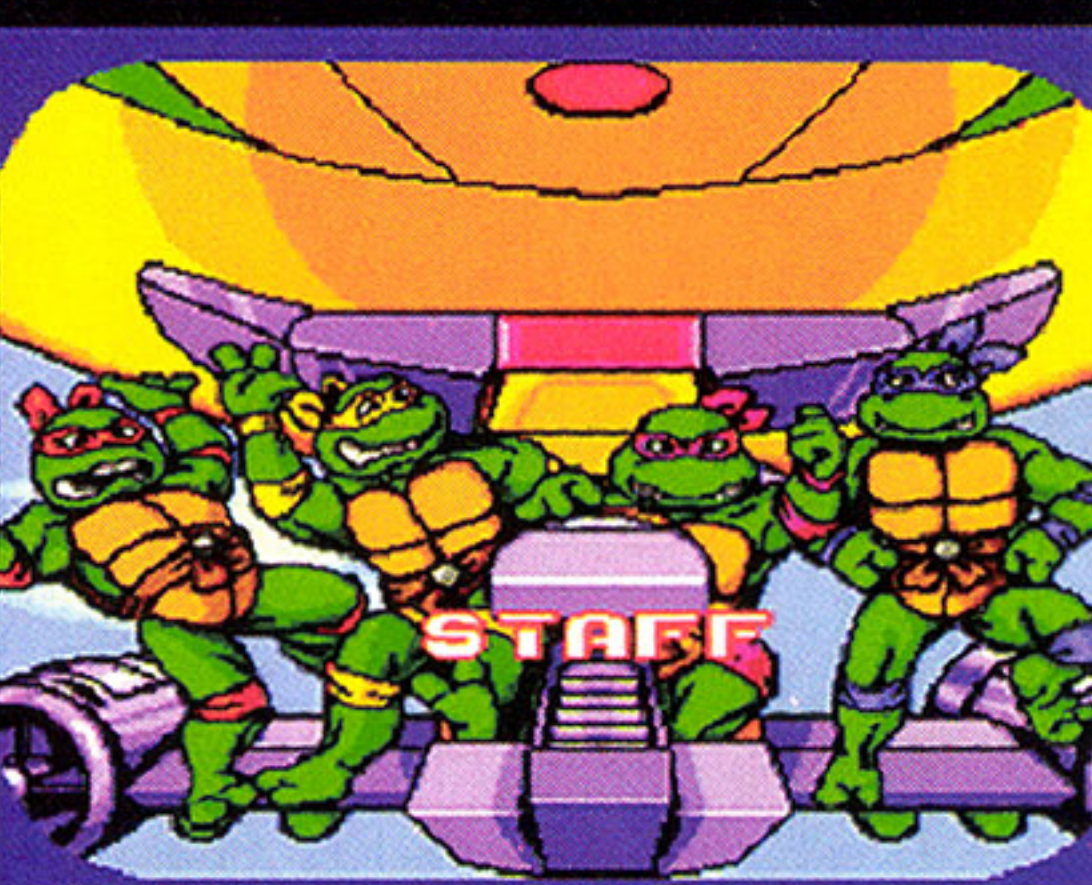
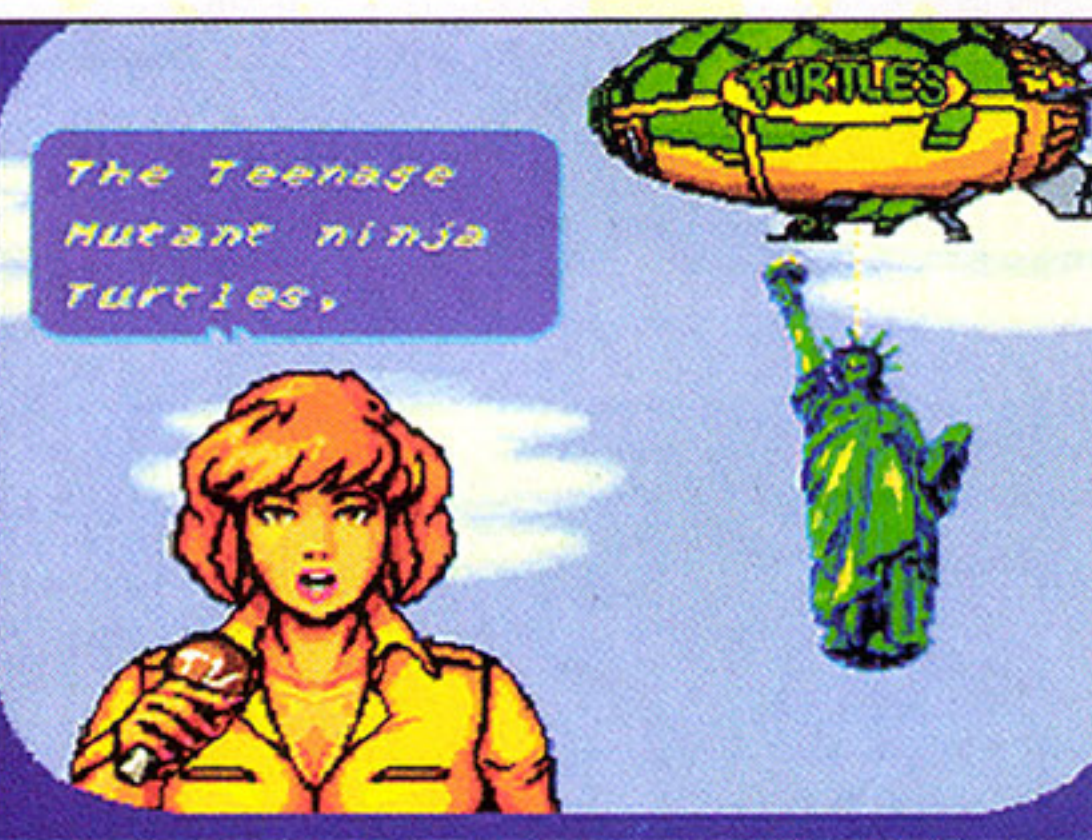
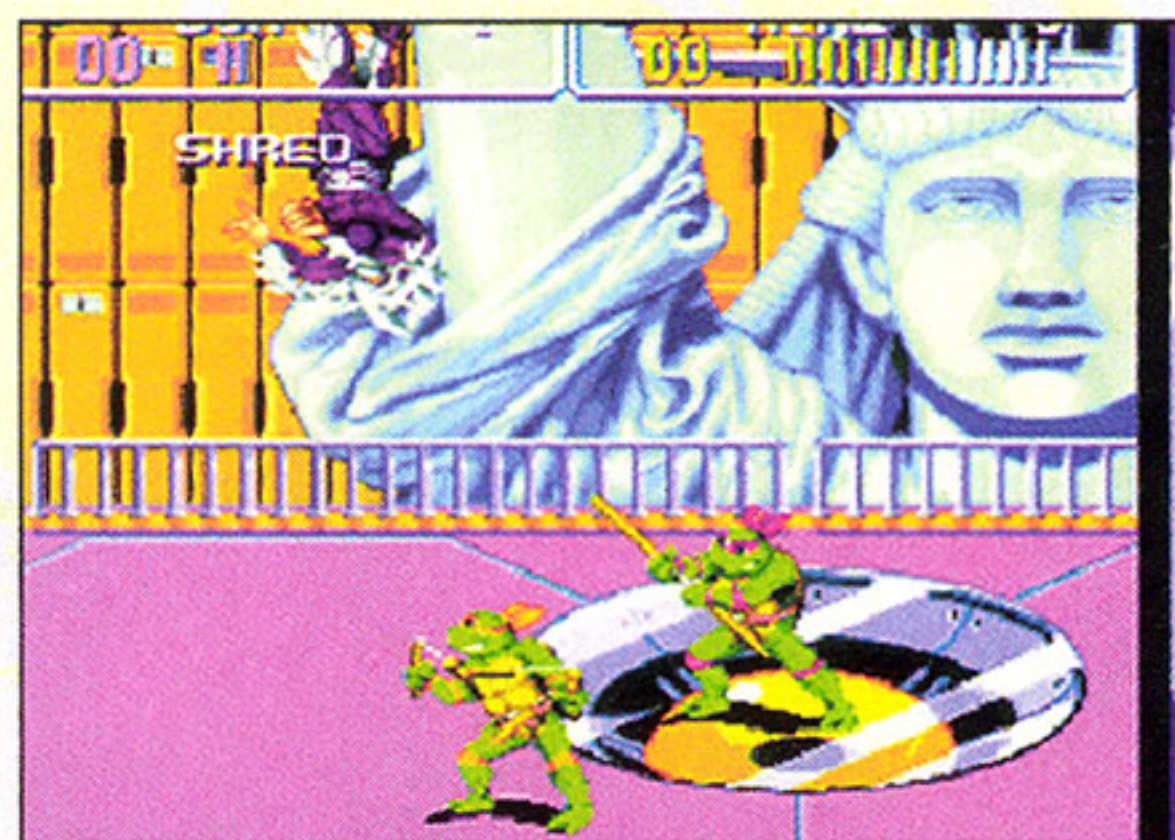
3) PROTIP: When Shredder surrounds himself with a yellow wall of flame, step lively. He's about to toast your toes! Jump up and over the flames just as he pitches his arm.



4) PROTIP: If Shredder puts up a wall of blue flame, he's firing up his mutant powers to transform you into a normal pet turtle. Dodge under the blue shots, then trap him in the corner and wail away.



5) PROTIP: To topple Shredder, use continuous jump kicks and super moves in-between his heat wave attacks. Two players working together can outlast him!



6) After saving the Big Apple, the Turtles kick back and watch as the Statue of Liberty's restored to her rightful place on Manhattan island. Then, they catch an airlift aboard the Turtle Blimp with their favorite female reporter, April O'Neil.

GAME BUSTERS

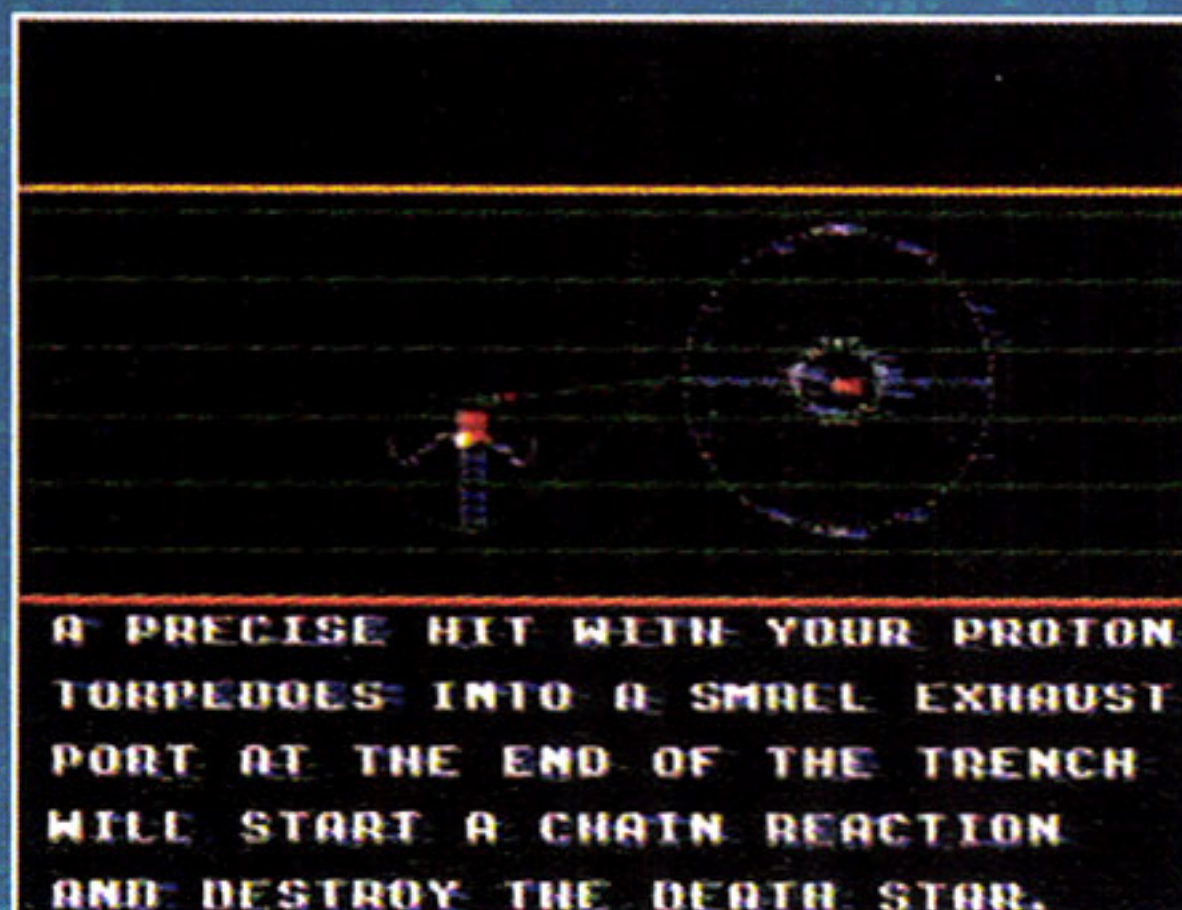


By Bubonic the Blowfrog

Once you were the "learner," but now you can be the master. By the time you reach the end of Super Star Wars, you'll probably have begun playing the game "a long, long time ago." The final two levels are fast-paced shooters that give the game's conclusion a decisively frantic edge. To beat these fast flyers, you've gotta use a lot of dexterity, and of course, the Force.

Mission Impossible

Just like in the movie, your final mission is to fly your X-Wing fighter into one of the trenches of the Death Star. There, you'll fire your Proton Torpedoes into an air-conditioning shaft that sets off an explosive chain reaction that will ultimately destroy the Death Star.



1) The briefing highlights the difficulty of your mission.

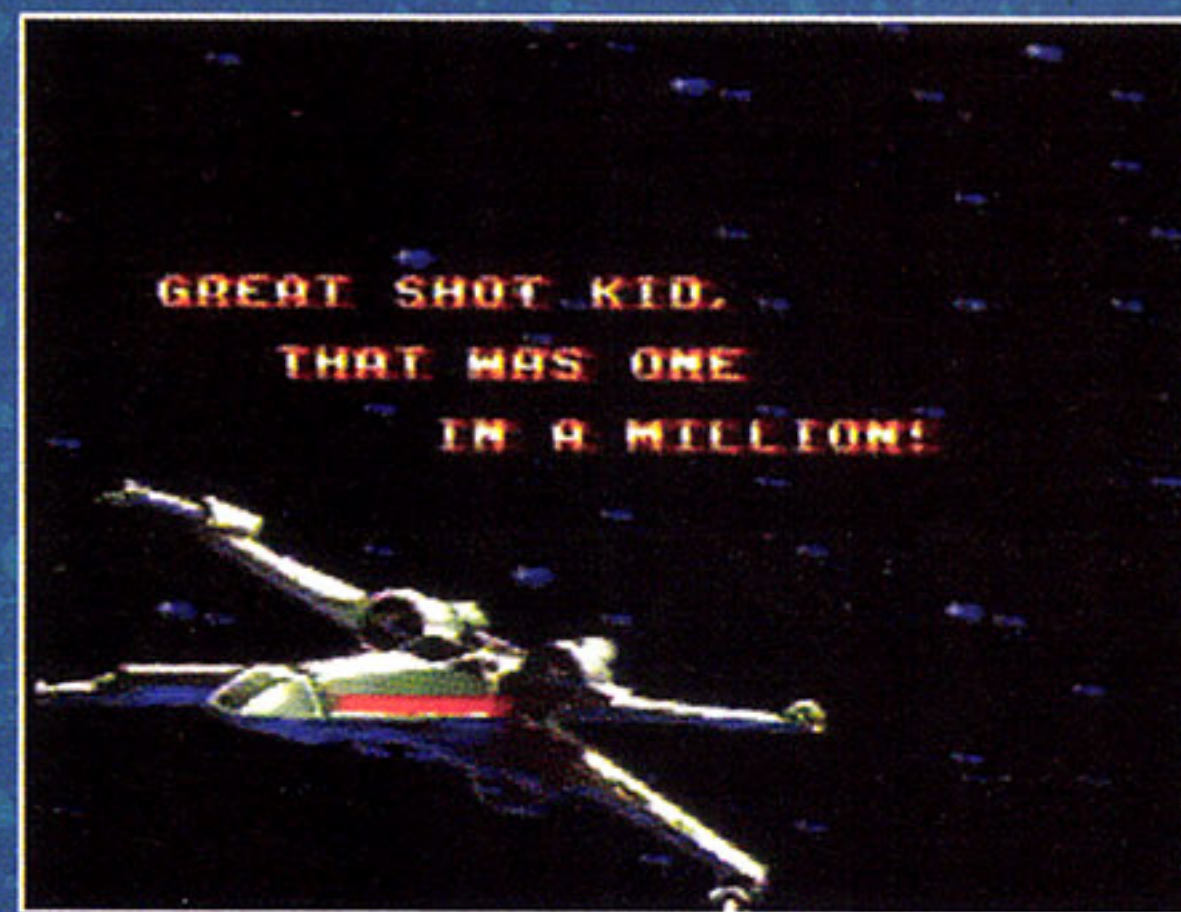


2) PROTIP: In Level 13, you'll notice that your ship will stop turning after a certain point if you push and hold down right or left. You should try to keep your ship in the middle of this range. This will give you plenty of room to evade obstacles by moving right or left. To stay alive in this level,

don't hit the towers. A single collision with a tower will cost you a life.



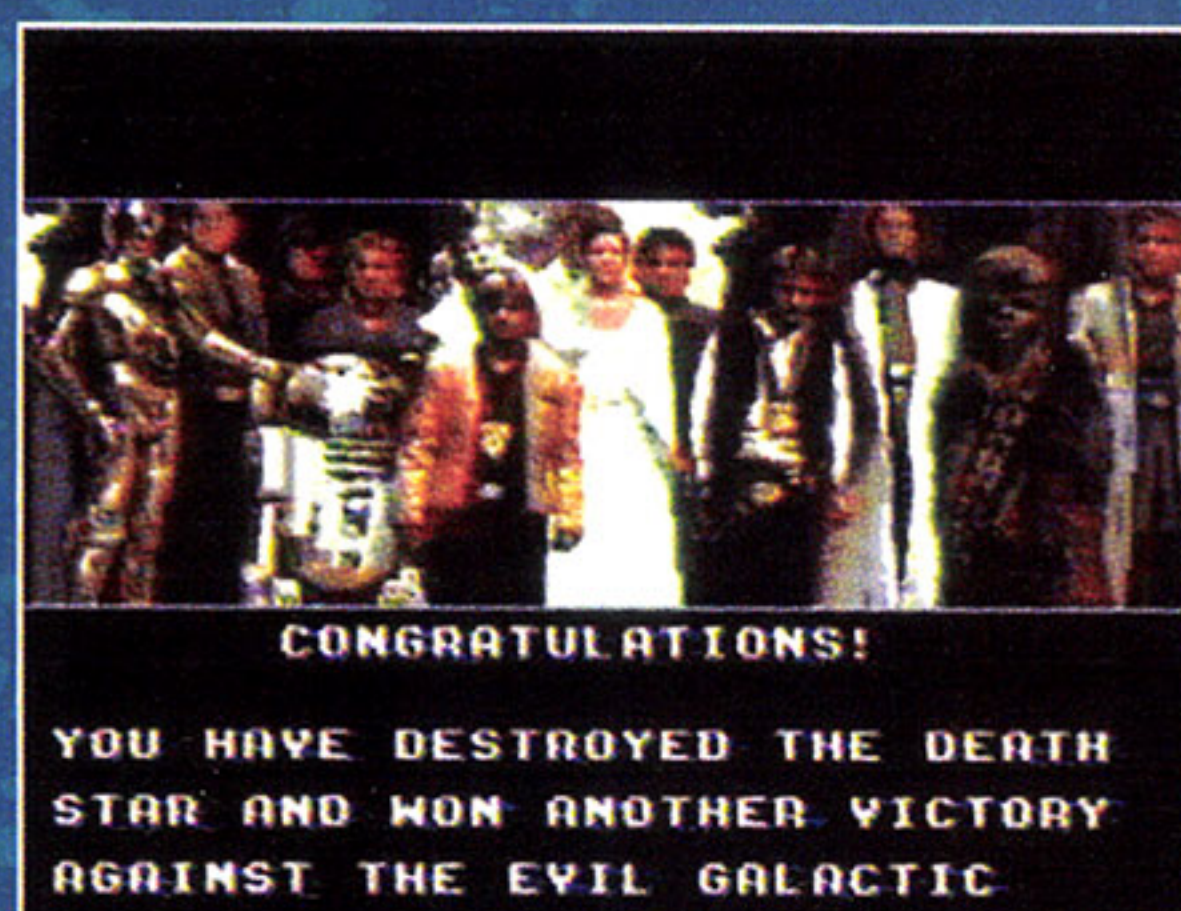
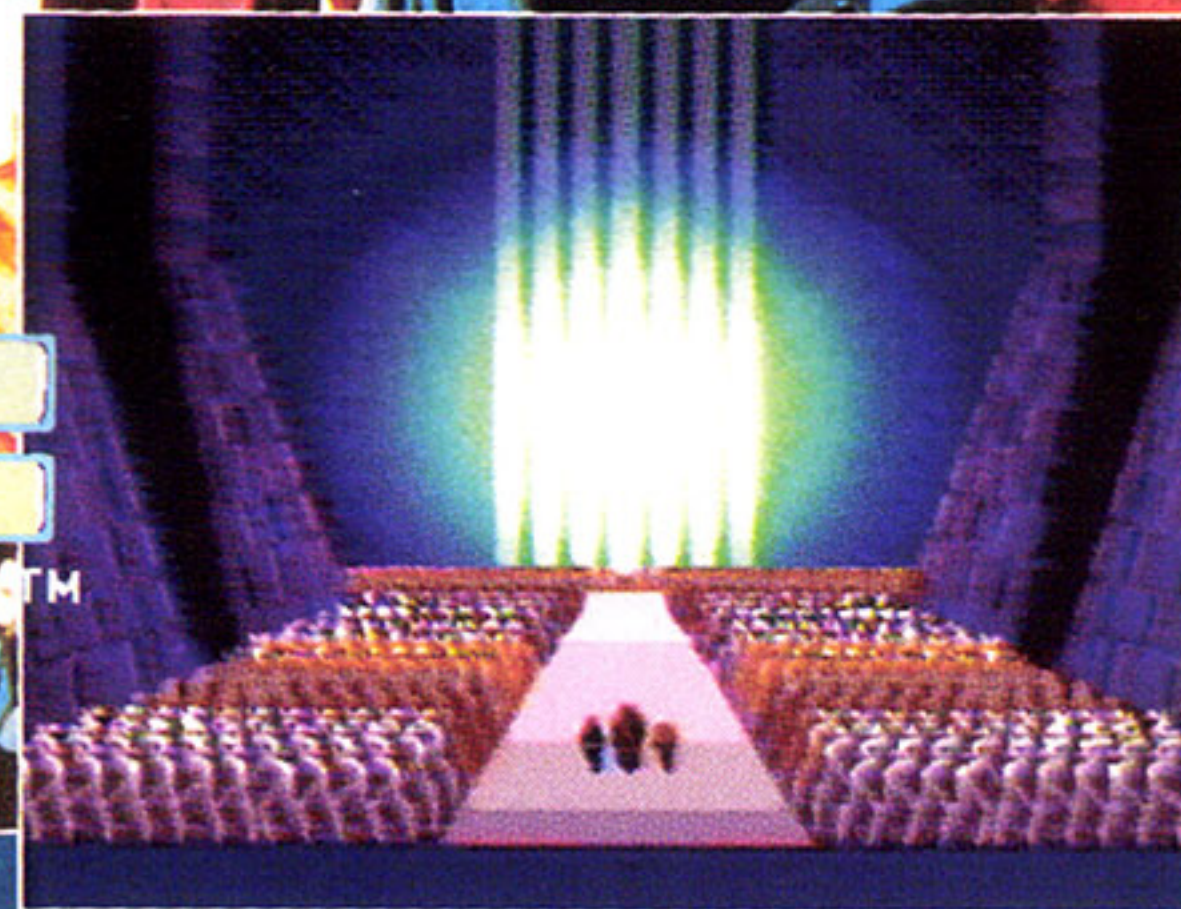
3) PROTIP: Once you've shot your quota of towers and TIEs, it's time for a little trench warfare. The secret to staying alive in the trenches is to shoot the TIE fighters before they have time to fly towards you and turn around. If you let the TIES turn around, they'll fire at you, but you can shoot the shots down before they reach your ship. If you have a controller with slow motion, it'll come in handy on this level.



5) Two torpedoes seal your enemy's fate!

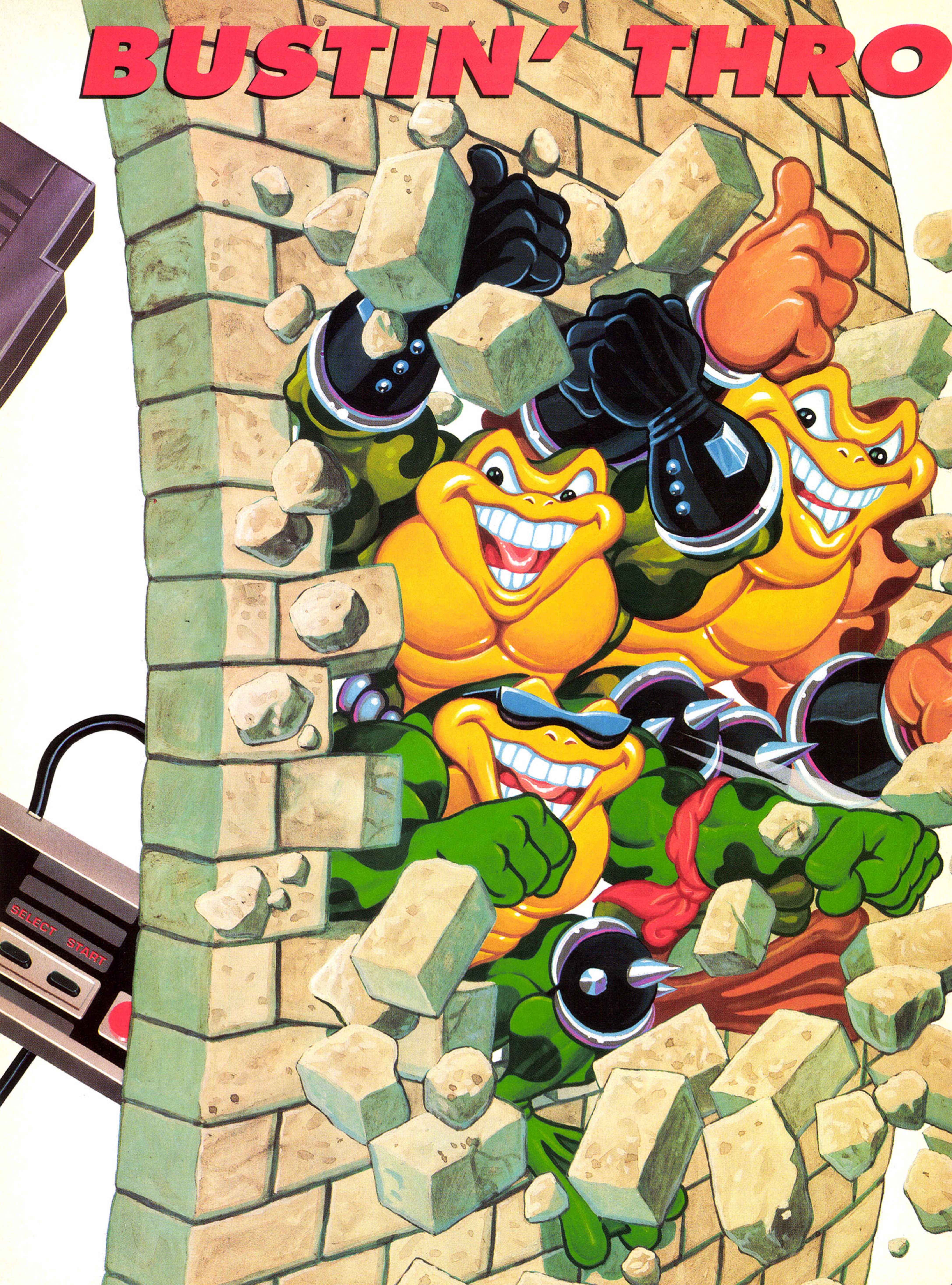


4) PROTIP: When you see Darth Vader's ship appear, shoot a load of shots at him. He'll quickly fly out of your way.

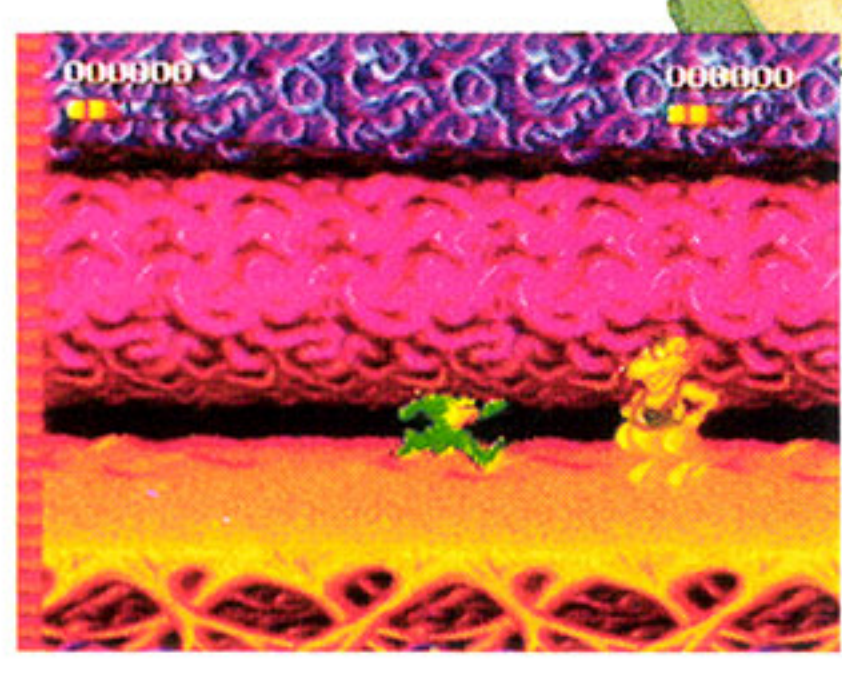


6) The awards ceremony is a great reward for completing the game.

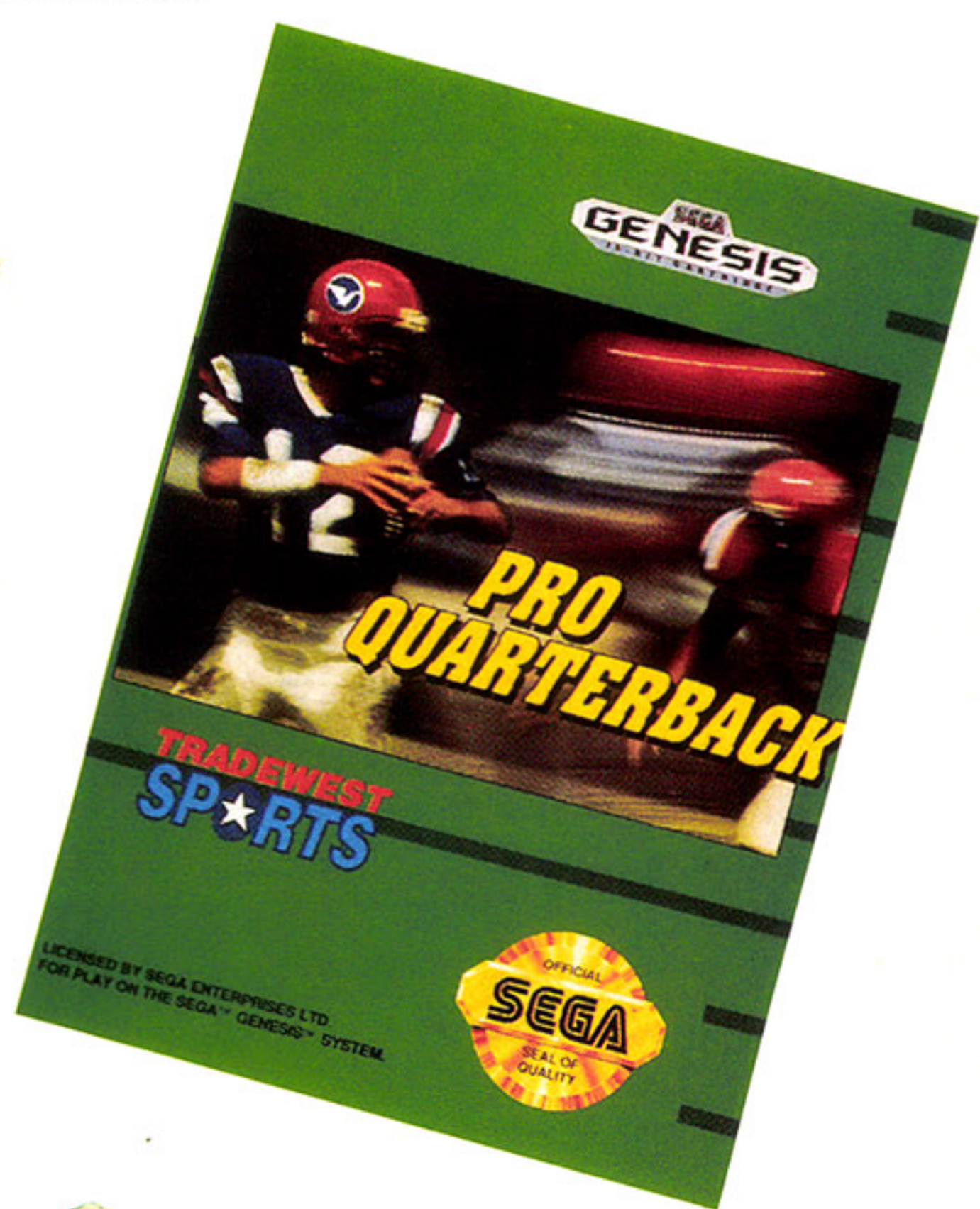
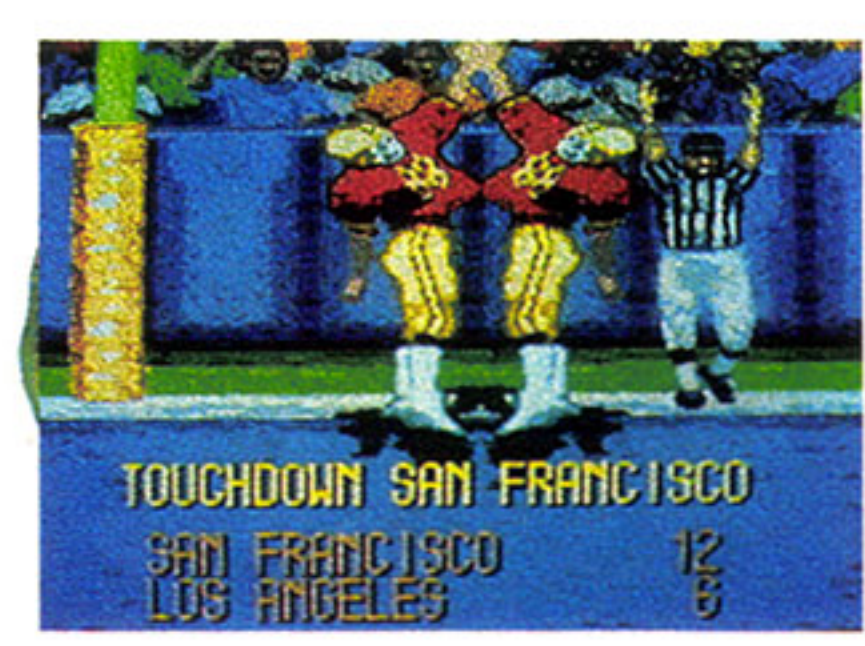
BUSTIN' THRO



UGH FOR YOU!



When the evil Dark Queen kidnaps both your best buddy and the best-looking girl this side of the Mazallion Star Cluster, what're you gonna do about it? Cry? Hide? Call the Starcops? No way — 'cause you're a BATTLETOAD! So strap on your blaster, fire up the Toadster, and get on down to the Dark Queen's planet — and don't forget to take along the Jet Turbo, the Space Board and the Speed Bike. Because you'll need 'em all if you're gonna rescue your friends and get the frog outa there with your green skin intact!



Lace up your cleats and get ready to play the most realistic football game ever produced! All the hard-hitting action of football comes through in living color, using the digitized images of real players. Every detail of football is right here — from the opening kickoff to the post-game stats. You call the shots, you call the plays... After all, you're a pro now — a PRO QUARTERBACK!



Flip the switch and get ready to have a blast! Here's a fast and furious racing game with a difference: avoid the road hazards... pick up the performance goodies... and wield an arsenal of wicked weapons to slow down or destroy your competition! Roar through 24 levels of CHAMPIONSHIP PRO-AM racing on 8 different tracks... but watch your tailpipes, or you'll be scrap metal!

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ProChallenge

Challenge the ProScores!

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

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

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

The following rules apply:

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

4) Non-scoring games that you win by "finishing" require the same proof as scoring games.

"Finish" scores will only appear once in our magazine's Pro Scores.

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

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

NINTENDO

Game	Player	Score	Game	Player	Score	Game	Player	Score
720 Degrees	Conrad D. Cheslock	365,400	Ice Climber	Steven Faust	428,980	Robo Warrior	Stephen Drogman	9,999,900
1942	Jason Wu	138,400	Iron Tank	Ed Van-Tilburg	1,180,900	Rock 'n' Ball	R. Wayne Nitta	99,252,030
1943	Donald E. Vasquez	2,621,400	Jackal	Cory Lewis	999,670	Rollerball	Fred Stallis	9,809,230
Abadox	Jason Turka	377,790	John Elway's Quarterback	Nicholas Malandrakis	109-0	Rollergames	Peter Boardry	64,500
A Boy and His Blob	Jason Turka	157,015	Joust	Tony Grouzis	124,880	Rolling Thunder	E. Charbonneau	179,350
Addams Family	Stephen Krogman	1,034,200	Karate Champ	Adam Albert	999,900	Rush 'n' Attack	John Orr	1,182,600
Adventure Island	Steve Pavlina	613,320	Karate Kid	Peter Boardry	557,200	Section Z	John J. Whittington	440,580
Alien Syndrome	Jason Bleistein	204,500	Kickle Cubicle	Stephen Krogman	11,111,100	Shinobi	Justin Lee	800,300
Alpha Mission	Michael Suggs	425,000	Kid Icarus	Mason Sheffield	9,999,999	Shooting Range Party Game	Ray Venosdale	99,990
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Balloon Fight	Tony Shivley	991,250	Klax	James Kalyn	3,435,800	Sky Kid	Todd A. Barber	367,500
Battletoads	Chris Mamitag	999,999	Kung Fu Heroes	Devon Daschko	11,029,700	Sky Shark	Bob Ostrovecky	874,700
Black Bass Fishing	Darren Wilkes	25.5 lbs.	Kung Fu Master	E. Charbonneau	580,210	Snow Brothers	Stephen Krogman	1,331,100
Bowling	Cary Bell	240 pts	Last Battle	James O'Brien	133,000	Solomon's Key	Jeff Adkins	17,095,550
Bubble Bobble	Gerard Agbulos	2,071,390	Legend of Kage	Marques Olivera	7,136,940	Spelunker	Jeff Adkins	9,999,820
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Bump 'n Jump	Greg Shill	126,840	Life Force	Blair Vanstone	1,216,240	Star Force	Jonathan Henry	6,443,900
California Games/ Half Pipe	Matt McGrath	24,445	Little Mermaid	Misty Kazimer	Finished	Star Soldier	Keyy McKenzie	6,090,000
Castlevania III	Mason Sheffield	Finished	Mach Riders	Steve Menton	448,860	Stinger	John Whittington	3,318,800
Chiller	Alex Childress	1,307,100	Marble Madness	James Chisholm	153,600	Super Pitfall	Glenn Stockwell	9,999,500
Contra	Dan Kennedy	6,553,500	Mega Man 3	Zack Hair	Finished	Skate or Die	Teddy Meadows	127,300
Cybernoid	Brian Davis	61,220	Mighty BombJack	Patrick McCarren	Finished	Super Sprint	Matthew Rutter	276,550
Dig Dug	Stephen Krogman	250,000	Millipede	The Game Freak	13,008,920	Tetris	Chad Okuno	599,023
Dig Dug 2	Charlie Kimble	415,100	Monster Party	Stephen Krogman	663,339	Teenage Mutant Ninja Turtles III	Peter Boardry	198,200
Donkey Kong	Stephen Krogman	185,000	Ms. Pac Man	Nicholas Rohrbaugh	209,800	TMNT: The Arcade Game	Charles Hart	1,457
Donkey Kong Jr.	Michael LeJuez	438,400	NARC	Mark Carlston	228,150	Tiger Heli	Blair Tuck	381,310
Donkey Kong 3	Buzz Morgan	744,000	Operation Wolf	Darrin Blazak	1,236,000	Toobin'	John Cicpiela	1,586,350
Double Dragon	Miles Hardison	527,760	Pac-Man	Chris Spencer	1,172,800	Top Gun	Wayne James	91,600
Double Dragon II	David Wright	650,000	Palamedes	Joel Eades	341,320	Total Recall	Brain Stark	999,810
Dr. Mario	Stephen Krogman	9,999,8000	Paperboy	Stephen Krogman	719,900	Town & Country Surf Design	Ricardo Rodrigues	309,390
Duck Hunt	Dwayne Julius	4,516,800	Pinball	Glenn Stockwell	191,300	Track and Field	Miles Hardison	1,193,099
Duck Tales	Jeff Adkins	30,962,00	Pinbot	Melissa Finch	947,720	Trojan	Rex Cottingham	456,150
Final Fantasy	Mason Sheffield	Finished	Pipe Dream	Mike Camber	47,297,990	Twin Cobra	Ryan Culton	581,000
Fist of the Northstar	Jake McKee	1,581,400	Popeye	Dan Schillinger	1,986,650	Werewolf	Edouard Charbonneau	999,900
Flying Dragon	Bobby Miller	77,748	P.O.W.	Peter Boardry	74,060	Wings	Conrad D. Cheslock	1,016,000
Galaga	Michael Valenzuela	999,300	R.C. Pro Am	Robert Orapallo	339,600	Wizards & Warriors II Ironsword	Stephen Krogman	11,000,394
Gauntlet	Paul M. Davis	3,999	Rad Racer	Ricardo Rodrigues	323,393	World Runner	Adam Kline	669,650
Godzilla	Paulo Wageck	10,256,680	Rampage	Glenn Stockwell	61,296			
Golf	Stephen Dent	18 under par	Renegade	Stephen Krogman	42,999,963			
Gradius	Scott Lindsey	3,652,000	Roadblasters	Jason Turka	276,550			
Gyromite	Steve Menton	727,240	RoboCop	Shawn McTaggart	993,727			
Hogan's Alley	Steven Faust	983,500		Mark Buchholz	277,340			

Score Board

NINTENDO (cont.)

Game	Player	Score
Wrecking Crew	Jason T.	999,900
Zanac	Dave Hanych	36,783,810

SEGA MASTER SYSTEM

Game	Player	Score
Action Fighter	David Rapport	1,163,550
After Burner	C. Long	18,362,060
Alex Kidd/Lost Stars	Derek Bolinger	201,500
Alien Syndrome	Gram Crowe	804,500
Altered Beast	Peter Maksym	472,000
Astro Warrior	Gerald E. Shepard Jr.	655,900
Aztec Adventure	DeAngelo Price	87,100
Black Belt	John Polizzi	9,971,700
Bomber Raid	Daniel Montiero	1,198,900
California Games/ BMX	Julien Carrasco	181,000
California Games/ Foot Bag	Jonathon Mason	120,550
California Games/ Half Pipe	Phillipe Takla	33,480
California Games/ Skating	Julian Carrasco	1,910
California Games/ Surfing	Roger Moorefield	8.6
Captain Silver	Jacoby Lucien	1,280,000
Choplifter	Wayne Frick	3,327,200
Cloud Master	Tim Price	502,700
Dead Angle	David Rapport	259,300
Double Dragon	Reginald Stewart	3,456,930
Enduro Racer	Brian Dear	5'58"18
Fantasy Zone II	Jacoby Lucien	8,973,500
GangsterTown	Andrew Frick	194,720
Ghost House	Chris Janik	304,400
Global Defense	Peter Maksym	63,230
Hang On	Nathan Klaneski	4,346,400
Kenseiden	Mike Jankuski	999,900
Kung Fu Kid	John Polizzi	5,117,800
Maze Hunter 3-D	Jacoby Lucien	302,500
Missile Defense 3-D	Jacoby Lucien	555,800
My Hero	André St. Laurent	586,590
OutRun	Michael J. Andrus	48,442,140
Parlor Games	D. Sonnenberg	score 200-83
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	W. C. 58 pts.
The Ninja	Jacoby Lucien	2,408,500
Thunder Blade	T. Alexandre	2,701,000
Time Soldiers	Robbie Siegmann	7,437,700
Transbot	Alex Kidd	66,666,660
Vigilante	David Rapport	70,200
Wanted	Jacoby Lucien	180,700
Wonder Boy in Monster Land	Dominic Gagnon	2,304,500
Zaxon	Angus Kendziora	109,400
Zillion II	André St. Laurent	411,000

GENESIS

Game	Player	Score
Air Diver	J. Zaremba	93,352,000
After Burner 2	Tony Costantini	4,316,640
Altered Beast	Ken Pescatore	11,655,100
Arnold Palmer Golf	E. Holowachuk	37 under Par
Arrow Flash	James Geiger	854,520
Batman	David Bates	Finished
Buster Douglas Knockout Boxing	Shea Lamb	22,250,080
Columns	Heath Dalton	99,999,999
Desert Strike	James Geiger	3,216,400
Dick Tracy	Amy Vandale	144,090
DJ Boy	Carlo Hizon	1,836,100
Gaiaras	James Geiger	1,441,975
Ghostbusters	Parrish Spinoso	12,371,000
Hard Drivin'	Richard Defino	1:14:80
Klax	Matt Garland	1,811,154
Mercs	James Geiger	1,944,800
Mickey Mouse: Castle of Illusion	Brian Schulze	136,300
Moonwalker	The Nintendo Hater	569,400
OutRun	James Geiger	6,027,990
Phelios	S. Krogman	99,999,990
Pit-Fighter	Brian DoBauki	1,827,380
Revenge of Shinobi	Carl Rizzo	8,285,900
Shadow Dancer	Stephen Krogman	99,999,990
Sonic The Hedgehog	Jason McCarty	1,202,170
Space Harrier II	Nils Thingvall	31,756,300
Strider	Teddy Meadows	327,650
Super Hang On	André St. Laurent	75,386,620
Super Thunder Blade	Brian Young	11,789,400
Techno Cop	Parrish Spinoso	756,000
Thunder Force II	Kellin Winslow	5,088,210
Thunder Force III	Kellin Winslow	6,706,050
Truxton	Zubair Nadem	2,255,330
Whip Rush	Parrish Spinoso	348,500
Wings of Wor	Stephen Krogman	752,970

TURBOGRAFX-16

Game	Player	Score
Alien Crush	Barry Bowman	999,999,900
Blazing Lasers	Mashall Kwok	99,999,999
Bloody Wolf	Ken Shulin	2,348,300

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

SUPER NINTENDO

Game	Player	Score
ActRaiser	Scott Hurst	6,840
Castlevania IV	Mason Sheffield	Finished
	Tim Sommer	Finished
	Joey Light	Finished
Darius Twin	Edouard Charbonneau	4,303,300
Final Fight	Edouard Charbonneau	3,538,643
Krusty's Fun House	Alfred Rasmussen	Finished
The Legend of Zelda	Mason Sheffield	Finished
	Darren Wilkes	Finished
The Legend of the Mystical Ninja	Alfred Rasmussen	Finished
Pit-Fighter	Carlton Barnes	1,777,510
Street Fighter II	Justin Sellers	Finished
Super Mario World	Eric McClelland	Finished
	Edward Roberts	Finished
Super Smash T.V.	Rick Weis	79,896,440
Thunder Spirits	Alfred Rasmussen	777,350

LYNX

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

GAME BOY

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

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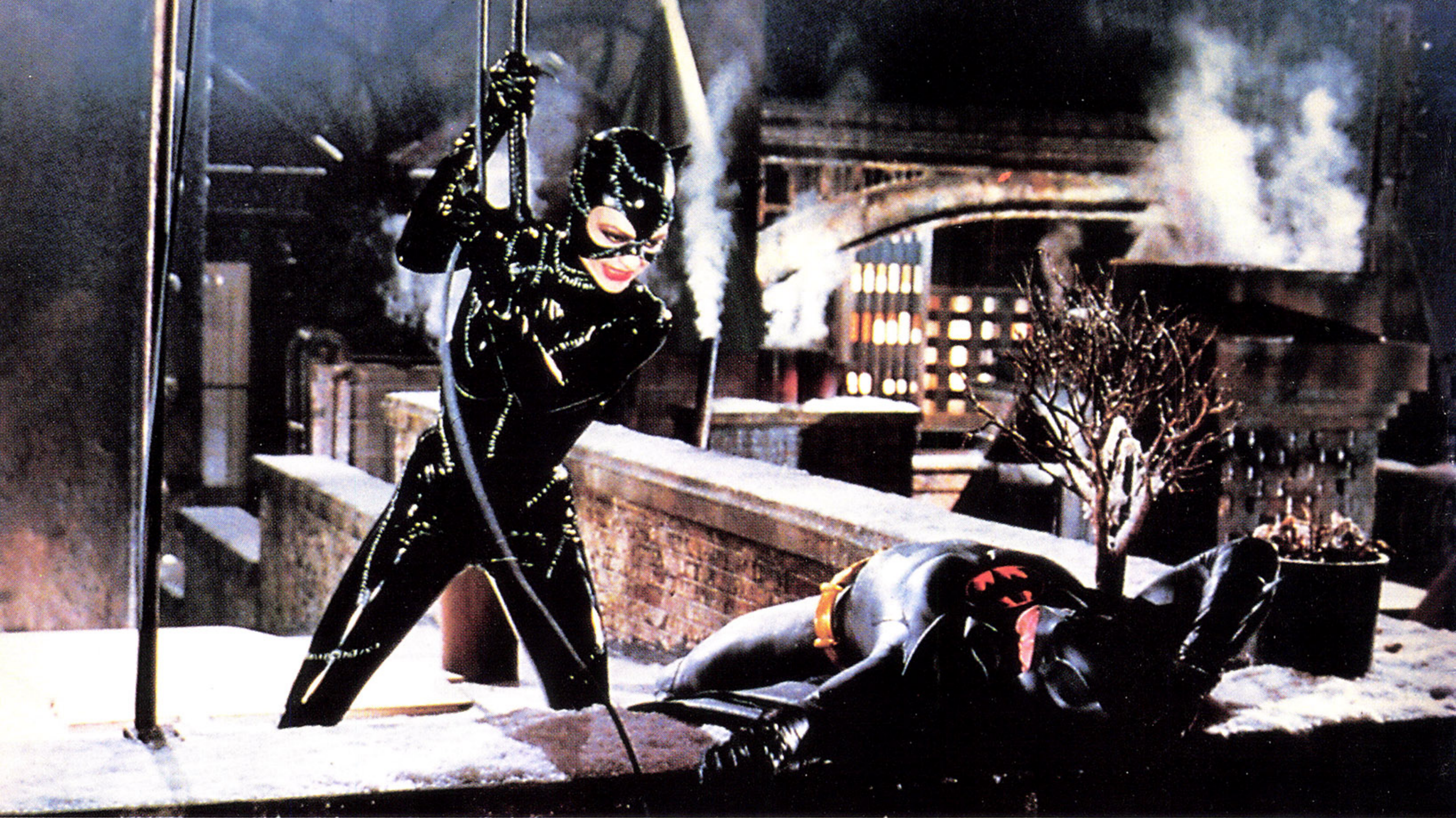
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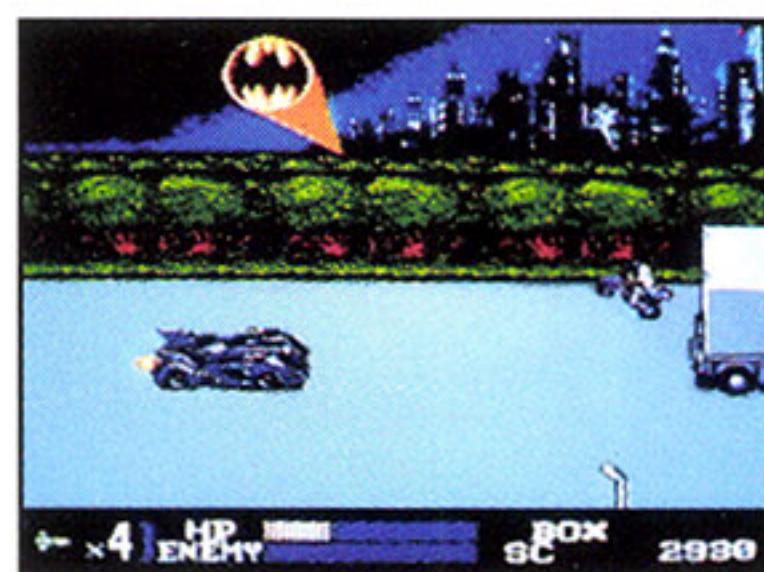


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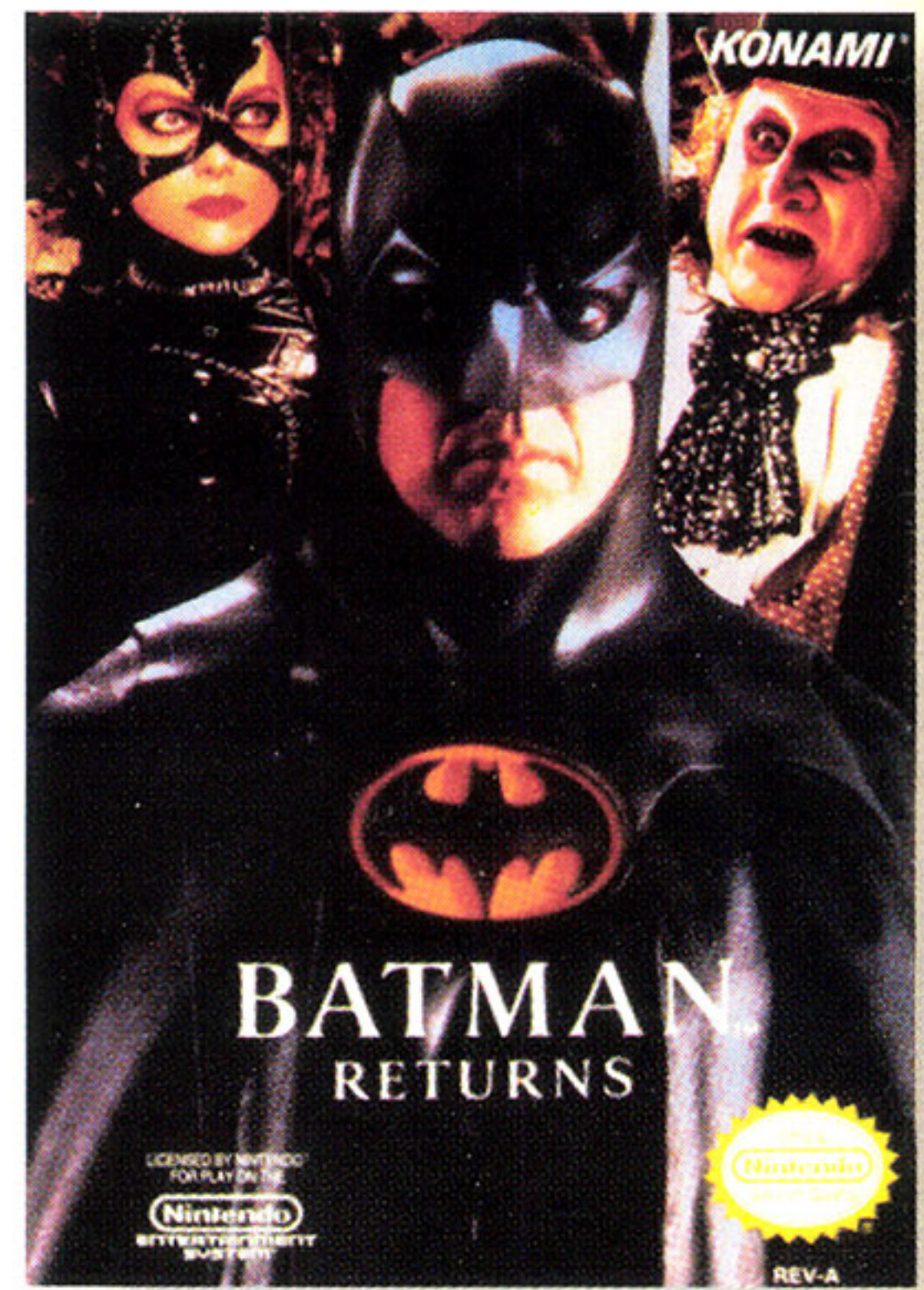


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