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GamePro's TopPlayer Series

GamePro  
TV Show!  
See Page 71

# SWATPRO

Secret Weapons

And Tactics Guide

Nintendo • Sega  
Genesis • Super NES  
TurboGrafx-16  
Game Boy

TIPS & TACTICS  
PASSWORDS

Whip Your Way Through  
**Castlevania IV!**

Bone Blasting Tips &  
Tactics for the SNES!

Top Winning  
Strategies!

Batman/Genesis • Bonk's Revenge  
Mega Man 4 • Castlevania II/Game Boy  
Sonic The Hedgehog/Sega & More!

**GameBusters!**  
Blow to the End of Final  
Fight & Streets of Rage!  
Pg. 59

An IFC Communications Publication  
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March 1992

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# MegaMan to go.



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# The S.W.A.T. Power is Yours!

## By The GamePro

Everyone knows where to turn when the going gets tough in their favorite video game: S.W.A.T., that's Secret Weapons and Tactics! S.W.A.T. is THE source for all the strategies, passwords, and power-ups you crave. You can get S.W.A.T. satisfaction from S.W.A.T. Magazine (you hold one in your hands), GAMEPRO Magazine, and now GAMEPRO the TV show (see page 7 for more details).

This issue marks the fourth installment in the special S.W.A.T. publication series, a spin-off mag from the editors of GAMEPRO. Right now it stands as a semi-regular, newsstand-only book, but we know you tip-mongers want more! We're ready to grant your wishes. But we need help.

The only way we can deliver what you want is if you tell us! So send in your suggestions, comments, questions, and requests, and we'll do our best. How frequently would you like to see S.W.A.T. published? Would you be interested in subscribing to S.W.A.T.? What additional departments can we add to the magazine? Which ones should be chopped altogether? Lay it on folks, any advice is appreciated!

Beginning this issue look for a brand-new feature called Game Busters. We'll reveal the end sequences of some of the most challenging carts around and tell you how to beat the final boss so you can see the ending for yourself. Final Fight and Streets of Rage are busted for your eyes only on page 58 and 60. And if you take the time to drop us a line, we'll add a Mail section soon. Plus, don't forget to keep those tips and tactics pouring in!

That about does it for this time around but remember, each and every letter counts. Below are our addresses, so whip out your pen, typewriter, or word processor, and get to it.

### To Send S.W.A.T. a Comment, Question or Suggestion:

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Deer Editor  
P.O. Box 3329  
Redwood City, CA 94064

### To Send S.W.A.T. a Secret Weapon:

S.W.A.T. Magazine  
Secret Weapons  
P.O. Box 3329  
Redwood City, CA 94064



**Graphics:** Judges the cart's art animation, and artistic design. **Sound:** S = Turn up the volume! 1 = Noise pollution. **Gameplay:** Rates how smoothly the game's command interface and controller functions translate into onscreen action and fun. **Fair/Fair+:** Here's the bottom line. Is it fun? **Challenge:** Rates the computer's smarts and game skills, not remember a low rating here isn't necessarily bad and vice versa. See Graphics, Sound, Gameplay and especially FunFactor!

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## GamePro's Hot Tip Hotline!

### GamePro Mailbox

- Leave a happening rap for the GamePro's! We want to hear from YOU!
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- Give the lowdown on a great new game tip, tactic, password or strategy.

### Nintendo Tip of the Week

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- Have a killer question? Ask J.D.
- Your question may be used on an upcoming episode of the GamePro show!



### GamePro's All-Time Greatest Game Hints

- Classic tips for some of the greatest games ever!
- Sure to rev' you up for another action-packed round!

### Hot Tips Bulletin Board

- Our callers' favorite feature!
- All the gaming tips and tactics you can handle!
- Tips for Nintendo, Genesis, TurboGrafx-16, Game Boy and Sega Master System games!
- Updated weekly!

\$1.75 for the first minute, 90¢ for each minute thereafter.

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







# SMART

## TIPS-TACTICS PASSWORDS

### Xexyz (Nintendo)

#### Passwords!

- 1-2 772FB 8660
- 1-3 58E8B 11F99
- 2-1 364B7 C9285
- 3-1 7935E BFC1E
- 3-3 696B3 8A49F
- 4-1 C9646 47D1E
- 5-1 5F5A4 96D98
- 5-2 07A50 0D614
- 6-1 0CB01 3E88F
- 7-1 C715D 33614

- 7-2 1E761 57788
- 8-1 0A21D 2D834
- 9-1 4FD8D C660A
- 9-2 4F769 32C2A
- 9-3 99363 B4583
- 10-1 403F8 B9A1E
- 11-1 3ED30 36E0A
- 12-1 CA249 EDC85
- 12-2 56848 E2D85
- 12-3 DF44E 01880
- Bonus A24AA 6A840
- Bonus 68A13 57912

Don Higgins, Lagrangeville, NY

### Power Blade (Nintendo)

#### Passwords!



- Stage 2 - 8271220F
  - Stage 3 - C37840D1
  - Stage 4 - 6843D12F
  - Stage 5 - 8E39F7K4
  - Stage 6 - J2AKG4BK
  - Stage 7 (Last Stage) - 79KD00G
- Reserve H. Thur, West Chazy, NY

### Shadow of the Ninja (Nintendo)

#### Nine Men!



To play a one-player game with nine men by the following trick: Choose a two-player game and let one character get killed. Now, wait until all of the lives from the other characters decrease. At the last life held down both Buttons A and B and the first character reappears with more lives!

Egbert Soyars, Barbados, West Indies

### Splatterhouse (TurboGrafx-16)

#### Sound Test

To check out the sounds of Splatterhouse try this trick. During the title screen, when the rain is falling, press Run and then press Select three times. Next, press Button 1 while simultaneously holding down lower Left on the directional pad. Next, hit the Select button again and you're into the Sound Test Mode. Use Left and Right on your directional pad to select music. To start hit Button 1.

Eric, New Haven, CT

### Solar Jetman (Nintendo)

#### Super Password

To begin at Planet 14 with 15 Noun Ships, \$798,953, a Super Mapping Device, Shields, and Boosters by the following password:

ZH1HZQQQNNNN

David Wright, Redding, NV

### Dr. Mario (Nintendo)

#### Pick Your Pictures

There are some pictures in Dr. Mario that you can only get by passing certain level combinations. For example, if you thought you'd never see the city when pigs fly, check out 45. To get the pictures just past the particular levels combination. The next screen that appears is three viruses sitting on a line with the words, "Congratulations level", and speed "

Don't press Start or the screen disappears. Wait a while, and the picture listed will fly over the text!

#	Virus Level	Speed	Picture
1	5	Med	Brook
2	10	Med	Chicken
3	15	Med	Spray Paint
4	5	H	Turtle
5	10	H	Pg
6	15	H	Witch

Nick Smith, Westminster, CA

## Moonwalker (Genesis)

### Stage Select

To pick any of the stages, except Stage 6, try the following trick: On Controller 2 hold down Up, Left, and Button A, and then hit Start on Controller 1. The words "Round 1" appear. Just use the directional pad to pick your stage.

**Mr. Kangsheng "Dr. Wiser"  
Northavenosa, Dallas, TX**

## California Games (Lynx)

### Ride the Sea Gull

Hey, dudes and dudettes! You can surf on the Sea Gull in California Games. To pull off this nifty trick hold down Button A to make your surfer so slow that he falls down. Do this to the first two surfers and then, on your third surfer, ride the wave until you have five seconds left. Hold down to the base of the wave and fall. A Sea Gull will fly by and the screen says, "Are we having fun yet?" When time runs out you'll appear on top of the Sea Gull, taking down along with the bird.

**Greg Glaz, Beverly Hills, CA**

## G.I. Joe (Nintendo)

### All of the Passwords!



#### First Quest:

- Mission 2: BRJJDVD6H
- Mission 3: 3ZDNNXG3
- Mission 4: ORBEIVD63
- Mission 5: NZD9C3X5
- Mission 6: SZD9NNX3

#### Second Quest:

- Mission 1: ZND9NSXF
- Mission 2: BV9UVD67
- Mission 3: 3NZV9G5X5
- Mission 4: 5Z888GZ8
- Mission 5: NNZV2R599
- Mission 6: X588RO26

#### Third and Final Quest:

- Mission 1: 3R8NSKGG
- Mission 2: DGZ9NSX1
- Mission 3: 3CZ88N00F
- Mission 4: NR8VNSGG6
- Mission 5: V889V38C
- Mission 6: DF159VD67

**Richard Alarie &  
Kevin Tilson  
S. Woodstock, CT**

## Gaires (Genesis)

### Configuration Mode

To check out the Configuration Mode in Gaires just hold down any button and press Start. Remember to release the other button the second you hit Start or the Configuration Mode won't come up. This mode enables you to choose the difficulty of your game, listen to the background music and sound effects, and choose the C.M. language. If you put it on Japanese, eat, and come back - everything will be in Japanese!

**Sacred Bowley, Coalington, TN**

## Warrior of Rome (Genesis)

### Passwords!



Caesar! It can't be helped. I am out years alone. There are some who have seen of us.

- Stage 2: L3F0P0Z0NGW
  - Stage 3: NXD5595WV
  - Stage 4: 05T0JZ5P8
- To see the ending mode:  
GRFEDRWYNN

**Carlo Alizon, Pampanga, Philippines**



# SWAT

## TIPS-TACTICS PASSWORDS

### Castlevania III (Nintendo)

#### Super Passwords

Check out these passwords to begin on the last level of Castlevania III with 10 men. Each of the three summons a different spirit as your partner.

HELP ME



Two Men and Alucard

HELP ME



Two Men and Grant



Two Men and Syra

Douglas Trueman, Alberta, Canada

### Double Dragon III (Nintendo)

#### Jump to Missions 4 and 5



To continue in the fourth and fifth missions of the game push Up, Down, Left, Right, B, A, and Start during the "Game Over" screen. You need to do the trick quickly for it to work.

Chad Kopic, Bucyrus, OH

### Super Mario (Nintendo)

#### The Classic Flagpole Trick



You can control the number of firework explosions you get at the end of a level. When you reach the flagpole, watch the time. If the right-hand digit in the time is a six when you jump, you'll get six firework explosions. If the right-hand digit is a three, you'll get three explosions. Finally, if the right-hand digit is a one, you'll just get one explosion.

Earl Alford, North Los Angeles, CA

### Cyberball (Genesis)

#### Take the L.A. Assassins to the Playoffs

Here are passwords for each week of the season for the Los Angeles Assassins:

- Week 2: 688B 80EV 8FTV
- Week 3: 6V8B 88XX 8FPV
- Week 4: 6X8B 87VI 8FJX
- Week 5: 688B 88NV 8FVX
- Week 6: 6L8B 87DX 8F4X
- Week 7: 688B 87TV 8FVX
- Week 8: 6M8B 88OX 8FCX
- Week 9: 6C8B 88CT 8FTI
- Week 10: 678B 8LVI 8FOX
- Week 11: 6C8B 8LIS 8FMI
- Week 12: 678B 88KI 884X
- Week 13: 648B 88CS 8FDI
- Week 14: 6R8B 88OS 8F7I
- Week 15: 678B 88PS 8F7I
- Week 16: 688B 88PS 8F7I

The Playoffs and \$999,000.

Round 1: 628B 88PS 8F5I

Round 2: 678B 88PS 8FCX

Round 3: 6J8B 88PS 8F5I

The Cyber Bowl and \$999,000.

688B 88PS 8FCX

#### Some tricks of the Cyberball trade

On offense, run the following four plays for easy scores:

1. **Ask Gnat:** To score quick TDs throw to the left wide receiver.
2. **Sunday Ride:** For quick yardage to cross the 50 yard line throw to the left running back.
3. **Zig-Zag:** For quick yardage or for scoring inside the 10 yard line throw to the left running back.
4. **Suicide:** To score extra points after TDs or for scoring inside the 10 yard line throw to the left running back.

On defense, to stop the computer run this defensive play:

1. **Prevent:** For the sack, blitz your linebacker around the left side of the offensive line.
2. **3-4 Defense:** When the computer is inside of your 10 yard line, blitz your linebacker around either side. Be sure to use your powerbooster to get to the QB.

To score on kick returns, run between the two men on the right and then run up the sideline. If you do this correctly, you'll score every time.

James R. Gilgar, Fort Worth, TX

# SWAT

## TIPS • TACTICS PASSWORDS

tips • tactics  
passwords

### Tricky Kick (TurboGrafx-16)

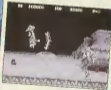
#### 60 Extra Levels

Try out a second set of 60 puzzles, more difficult than the first 60, by entering the password MILKY WAY.

After you've entered the password the screen will say "ERROR." Hit Button B twice and a special menu screen appears. Now you can pick any of the six characters on any level in the second stage for a total of 60 new levels!

### Side Arms (TurboGrafx-16)

#### Black and White



To play in black and white do the following trick during the title screen. Simultaneously press and hold down Buttons L, R, and Up, and then press Run.

John Albanese, Lyndhurst, NJ

### Power Golf (TurboGrafx-16)

#### Play as a Left Handed Golfer

To play as a left handed golfer hold Down while pressing Button I to select a player!

John Albanese, Lyndhurst, NJ

### Phelios (Genesis)

#### Lots of 1-Ups!



In Round 4 of Phelios you can snag lots of 1-Ups when you fight the boss, Antaeus. Just move to the far right hand side of the screen where Antaeus' fire can't harm you and stay there. Fire rapidly and destroy the hands that come out of the fire. You'll accumulate tons of points and about one 1-Up per minute!

Gerick Mattison, Carpinteria, CA

### John Madden Football (Genesis)

#### Keep the Football When You're Kicking Off

To keep the football when you're kicking off to the opposing team follow these steps: First, put the player marker on the kicker. Next, press Button C very fast to get the kicking power as low as possible. Finally, press Button A very fast as you're about to kick to make the kicker jump. If you do this properly the kicker jumps on the ball and the screen says, "Kicking Team Recover" and you'll have the ball again!

Jeff Rahnman, Rockville, MD

### The Simpsons (Nintendo)

#### Sound Test



To check out the sounds of The Simpsons fire a rocket at the "E" in the Quick-E-Mart sign. This puts you into the Sound Test mode!

Bucky Shaughnessy, Pittsburgh, PA

### Zarlor Mercenary (Lynx)

#### Full Power-Ups!

To get a fully powered ship try the following trick: At the beginning of the game select XQ49. On the third level, second boss, let him kill you once and then finish the level. At the shop buy one of these terrific power shot, side shooters, back shooters, auto fire, super shields, or lasers. You'll have everything maxed out except mega bombs and tux, but you can use the rest of your Zarbits on 'em!

Doug Bishop, Ontario, Canada

### James Pond (Genesis)

#### Open the Exit

To open the Exit on any level before you finish, press the C button and Left on the directional pad simultaneously, then hit the Start button, at the title screen.

When you wish to open the Exit, press A, B, and C together, and rotate the directional pad. The Exit will open, allowing you to leave the mission.

# SMART

## TIPS-TACTICS PASSWORDS

### **Knight Rider (Nintendo)**

#### **Stage Select**



To select any stage in Knight Rider simultaneously hold down Buttons A, B, and Down while you press Reset. When Devon appears select Mission or Drive and then use Up and Down to select any level.

**Gabriel Aragon, Walkersville, NJ**

### **Lone Ranger (Nintendo)**

#### **Super Code**



Use this password to get an Area Select, \$9,999, 10 stacks of TNT, 50 rounds of standard Bullets, and a Gun.

0810-7830-3251-2

Leave the rest of the spaces blank and use Up and Down to select your level.

**Jeremiah Boon, Batesville, AZ**

### **Battletoads (Nintendo)**

#### **Tons of 1-Ups**



On the most wicked impact Enter in Level 2, grab a bird bill and whack the Flyers and the Birds over and over while they're falling off the screen. After a while this move will produce 1-Up! Move on to the next level with tons of lives!

**Bill Plymre, Aloha Falls, NJ**

### **The Legend of Zelda (Nintendo)**

#### **Make Life a Little Easier**



To save time in Zelda kill all of the enemies except for one in each area. If you leave one enemy alive you won't face a full screen of enemies when you return to that area - just the single enemy will remain on screen and you can easily dodge it.

### **Battletoads (Nintendo)**

#### **Begin with Five Toads**



To begin Battletoads with five loads, simultaneously press down Buttons A and B during the title screen and then hit Start.

**Jacob Claepe, Huntington, NJ**

### **Jackie Chan's Action Kung-Fu (Nintendo)**

#### **Level Select**



To choose your level press Reset three times during the title screen and then hit Up, Up, Down, Down, Up, Down, Button B, and Button A on a Controller 2 during the title screen.

**Adam Dantelki, Napa, CT**

### **Low G Man (Nintendo)**

#### **Password**



Use the password SHOT to begin with 99 Lives, Boomerangs, Waves, Fireballs, and Bombs.

**Victor Barney, Pleasant Plain, OH**

# SWAT

## TIPS-TACTICS PASSWORDS

### Kickie Cubicle (Nintendo)

#### Special Game Codes



Use these codes to play the special levels.

Level 10: ITXG BLCE

Level 15: LGDa DBBQ

Level 20: NIEh YLJK

Level 25: RASh KKCB

Level 30: TJBY EGCz

Stephen Kroghman, Boca Raton, FL

### Dr. Mario (Nintendo)

#### More Pictures

To see the last two pictures of this game complete the game at the following level and speed selections:

Level	Speed	Picture
20	Med	Lizard
20	High	SpaceShip

Stephen Kroghman, Boca Raton, FL

### Puzznic (Nintendo)

#### Passwords

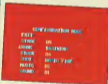


Level 2-1	SC8B
Level 3-1	FC1W
Level 4-1	EMW3
Level 5-1	LC8B
Level 6-1	TD1W
Level 7-1	TM1J
Level 8-1	WC7B

Stephen Kroghman, Boca Raton, FL

### Fantasia (Genesis)

#### Unlimited Lives



To get unlimited lives in this tough title put Thunderforce II into your Genesis and go to the option screen. Next, choose Level 5 of the training mission with five men. Pull the Thunderforce cart out of your Genesis without turning off the power. Now, put Fantasia in and hit Reset. You'll have unlimited lives.

Todd Ogden, Tempe, AZ

**Remember:** Pulling any cart out of your system when the power is on can permanently damage your game unit. Perform this trick at your own risk!

### Shinobi (Game Gear)

#### Sound Test

To hear all of Shinobi's sounds hit Up and Start during the title screen.

Carl Massfield, Los Angeles, CA

### Sonic The Hedgehog (Genesis)

#### Make Tunnels at Dead Ends

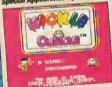


To make a tunnel in an area like the Starlight Zone, Act 1, run straight to the wall and just before you get to the dead end push Down to put Sonic in the Super Sonic Spin Attack. You'll blast through the wall and collect all of the goodies. There are similar areas throughout the game.

Dave Salvetti, Kelly Lake, MN

### Kickie Cubicle (Nintendo)

#### Special Appearance by Kid Niki



To have a special guest appearance in the game wait for the title screen to appear and then press Button A on Controller 2 until Kid Niki, the radical Ninja shows up!

H. Rodriguez, El Paso, TX

# SECRET

## TIPS-TACTICS PASSWORDS

### **Journey to Silius (Nintendo)**

#### **Continue and Sounds**



There is a way to earn nine continues and check out the sounds in Journey to Silius. During the title screen press Button B 33 times and then hit Start.

**Juan Rodriguez, South Gate, CA**

### **Hard Drivin' (Genesis)**

#### **Beat the Phantom Phantom**

If you can't beat the Phantom Phantom on the stunt track then beat him on the speed track. In the championship lap turn right instead of going straight ahead. You'll pass over the turn signs and find yourself battling the Phantom on the speed track.

**Jose Miguel Alatorre  
Guadalajara, Mexico**

### **Sonic the Hedgehog (Genesis)**

#### **Level Select**

To pick any level in Sonic just try the following pad lock. Hit Up, Down, Left, and Right during the title screen. If you do this correctly you'll hear a bell. Next, hold down Button A and press Start. You're ready to pick your level.

**Norm Karm, Costa Mesa, CA**

### **Penguin Wars (Game Boy)**

#### **Stage Select**

During the character screen press and hold down Left and Button B, and then press Button A. A number appears in the lower right hand corner of the screen. Press Up and Down to choose your round.

**Austin Hart, Boise, ID**

### **TMNT: Fall of the Foot Clan (Game Boy)**

#### **Invisible Turtle**

During the title screen hold down A, B, and Select, and then press Start. During the configuration mode screen continue to hold down all four buttons. Continue to hold down A, B, and Select, and then press Start on Stage 2. In Stage 2 go to the second bonus stage and make sure you have only one energy. While you're flashing reset the game by pressing A, B, Select, and Start. During the title screen again, press A, B, and Select, and press Start. During the configuration mode screen continue to hold A, B, and Select. Choose Leonardo. When the screen says "Stage 1" press A, B, and Right on your control pad until the screen comes on. Now you're "invisible." To stay invisible do not enter any bonus stages.

**David deBeauvernet, Bellerose, NY**

### **Psychic World (Game Gear)**

#### **Level Select and Sound Test**

To pick your level and hear Psychic World's sounds simultaneously hold down Left and Up and Buttons 1 and 2 during the title screen, and then push Start.

**Jon McClain, Fosteria, OH**

### **James Pond (Genesis)**

#### **Secret Warp**



During the first area of James Pond open the Lobster Cages until you reach the Exit. Open the Exit and then return all the way to the left. Just before the end press Down - you'll warp to Stage 6! Go up to the top of the screen to a small underwater ledge and press Down you'll warp to Stage 11.

**Renee Beck, Brunswick, ME**

### **Revenge of Drancon (Game Gear)**

#### **Bonus Round**

Here's how to reach the bonus round in Revenge of Drancon. After you pass the sign with the number "2" on it you'll come to a snail on the ground. Right above it is a banana in a tree. Kill the snail and jump high to get the bananas. After you grab the banana a red bag appears when the banana was. Grab the bag and Romica will escort you to the bonus game. While you're in the bonus game don't grab the red bag unless you want to leave the bonus round.

**Arlan Yee, Honolulu, HI**

### **Shadow Blasters (Genesis)**

#### **How to Beat Ashura**

There is an easy way to beat Ashura, the final boss in Shadow Blasters. When you reach Ashura just start spinning in circles and blast him when you get the chance. You'll take some hits but if your ship is high you'll blow Ashura away in no time at all.

**Joshua N.K. Goldstein, Shillington, PA**



# SWAT

## TIPS-TACTICS PASSWORDS

### Game Genie Codes:

#### Super Mario Brothers

IOEOIO - Mario is invincible



SEIING - When Mario hits a block it becomes nighttime

IVYIVY - Extremely rapid Goombas!

SUEISA - Mario is invincible, and actually throws on enemies

ATAPIX - A continue code that enables you to begin at the beginning of whatever world you died on automatically

STAGED & SFEFNY - Makes the game extra difficult.



SEMLEG - Head for the first mushroom block, hit it, and wait until you see what happens.

AEPPPP - Swaps the music between different levels

STAPFO - No music, just sound!

STAEXZ & GAADGA - Brings the game to life in unusual ways!

SIIPKK, SFEFNG, SIPOG, SFFPNK, PFIPOIS, SIFFNG, PGAPGC - Use any of these codes to check out hidden worlds in Mario

#### Super Mario 3:



OEPZZX - Everything you touch turns to a 1-Up!

Dave Higgins, Lagrangeville, NY

### Power Ball (Genesis)

#### Passwords!



Use these passwords to play as China: First Championship Game vs. Mexico: PVDCLR

Second Championship Game vs. Germany: CMOFPE

Sam-Final Game vs. Canada: BFOGE

Final Game vs. France: DAOBR

Alexandre Fregais, Quebec, Canada

### Power Ball (Genesis)

#### Hidden Teams



To select the hidden teams (Mexico, Germany, Canada, or France) as your team press B, B, C, B, B, and C during the original team display. Then press Down on the directional pad to reveal the four hidden teams under the original eight.

S. Ueno, Kenner, LA

# SECRET

## TIPS-TACTICS PASSWORDS

### Mickey Mouse: Castle of Illusion (Game Gear)

#### Secret Treasures

To grab two secret treasure chests go to the very far right of the forest in Level 1. You'll discover two treasure chests in the bottom left hand corner of the screen. Jump on the chest on the right and then jump up to the right side of the screen in one motion. Two treasure chests appear just above and to the right of the first two chests. Quickly jump onto them. They will break open and two coins will appear, both worth 2,000 points each.

Joey Zabis, Oxnard, CA

### Mickey Mouse: Castle of Illusion (Game Gear)

#### Secret Life

There's an extra life in a hidden room in Level 4 of Mickey Mouse. To find it enter the coffee cup screen. Exit the coffee cup and jump across the three rotating platforms until you reach the first dancing Lettice A. Climb the ladder to the left of the screen until you reach a room with two bugs, a button, and a barrel. Kill the bugs by frowning the barrel and the button. The button disappears, but you can use the barrel to climb up the ladder on the right side of the screen. You'll enter a screen where there's another bug to the right. Kill the bug by jumping on it and continue to the right until you reach a second dancing Lettice A. Press the Lettice A and keep going. You'll come upon a tiny drop in the floor that looks like it was made out of wood. The drop is just big enough for Mickey to fit into. Jump up by pressing Button 2 twice so that Mickey comes down on his behind. This pops the floor and allows Mickey to enter a secret room with two treasure chests containing a coin and a free Mickey!

Joey Zabis, Oxnard, CA

### BoxyBoy (TurboGrafx-16)

#### Password!

To reach Level 250, the final level, use the code MICKY. This enables you to play all of the stages prior to the stage too.

Matthew Zender, Las Vegas, NV



### Bombberman (TurboGrafx-16)

#### Passwords!

1-1	ROYRNEKA	4-8	RUWAIWNU
1-2	UCOWMNEE	5-1	UCFHLHPU
1-3	UKELHVG	5-2	UCFHLHPN
1-4	RURHLPPN	5-3	RUNNLJEL
1-5	LOBZJMEU	5-4	RUHINGSEY
1-6	MDJFEDLYH	5-5	UBZHLGAT
1-7	MDJFEDGAH	5-6	RWANPTVR
1-8	UYXKHLVH	5-8	RBFCEPVE
2-1	UCRZVPEU	5-7	MWECWVTS
2-2	UKRZSGVG	5-8	BBBCJEVE
2-3	UBCZTEVV	6-1	RCRZBMHK
2-4	UAKKVORA	6-2	LCRBPPEL
2-5	LBBZVDSV	6-3	MKHAMQVH
2-6	UUVKWBRA	6-4	UOOZNTQA
2-7	ROYHITHI	6-5	UOYZNQTE
2-8	UWKKOVST	6-6	MXCEMVCA
3-1	RBCBHLH	6-7	UOOZNSTZ
3-2	MUCCLEVN	6-8	UOOZMFTA
3-3	MCHNJMCP	7-1	RWGYNVG
3-4	RAHNQHZC	7-2	MACEWGYF
3-5	MBNNJHZK	7-3	RCKBYNEV
3-6	MACCJMVN	7-4	UKOZJGAG
3-7	UCCHGPEP	7-5	ROWIGIEU
4-1	MXVCNNUH	7-6	RULYGQEL
4-2	RUNANMPS	7-7	RBFHNVG
4-3	ROCCNNZV	7-8	UCOETHNU
4-4	MCHNQPT	8-1	MXLEPHKH
4-5	RAHNQQZV	8-2	MAXEGISN
4-6	MAFCPET	8-3	MORAPBNP
4-7	RKOCNWVE	8-4	MWOEGSRK
		8-5	MXZEPTCK
		8-6	MHKAGERK
		8-7	UXAFSOKH
		8-8	

Paul Elliot, Maraneth Lakes, CA

# SWAT

TIPS/TACTICS  
AND  
PASSWORDS

## Fantasia (Genesis)

### 1-Up Loop



In World 1-2 of Fantasia there's a 1-Up loop that enables you to max up your lives. Near the beginning of the level you can leap to a platform where you'll get a musical note that gives you a 1-Up. After you've grabbed the note proceed to the right until you reach a treasure chest. Jump into the chest and you'll warp back to the beginning of Level 1-2. You can grab the musical note and jump into the chest to warp again and again until you've collected nine men.

Christ D'Andrea, Union, NJ

## Gradius III (Super NES)

### Tons of Extra Lives



To have 30 lives with each credit simply press and hold Left during the title screen and press Button A three times.

A Spanish GamePro Fan, Vizcaya

## Princess Tomato in the Salad Kingdom (Nintendo)

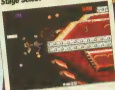
### Passwords

Use these passwords to begin on different levels of the game:

- Level 2: GVSNPYJ
- Level 3: VVPBZJXJTB56Q
- Level 4: 88XQB-DTBHIN
- Level 5: JCCBHDJMLP9KQ
- Level 6: K73%G5%LDFGZ5FNX
- Level 7: 8P25LVWXXYZH32MD8
- Level 8: MPMSVTVWXXYZH32MD8
- Level 9: P7H5%5%BCDFGHSJK5NKS

## SCAT (Nintendo)

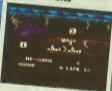
### Stage Select



Use the following pad ticks to begin at different levels of the game. To begin at Stage 2 simultaneously hit Button A and Start on Controller 1 and Buttons A and B on Controller 2. To begin at Stage 3 simultaneously hit Button B and Start on Controller 1 and Buttons A and B on Controller 2. To begin at Stage 4 simultaneously hit Right and Start on Controller 1 and Buttons A and B on Controller 2.

## SCAT (Nintendo)

### Begin With 12 Lives



To begin your game with 12 lives simultaneously hit Start on Controller 1 and Buttons A, B, and Up on Controller 2.

# SWAT

## TIPS-TACTICS PASS-WORDS

### Centurion - Defender of Rome (Genesis)



Here are codes for this difficult game, along with the responses you should give to the ambassadors when you're negotiating with other countries for alliances.

Country	Maximum Rank	Legion Size	Response Code
(1) Scilla	Centurion	Infantry	E N A
(2) Darnata	Tribune	Cavalry	N A
(3) Germania	Legatus	Cavalry	N, F, E A
(4) Sasi	Centurion	Cavalry	N, F, E A
(5) Hispania	General	Cavalry	F N A
(6) Thracia	Consul	Consular	F, E A
(7) Macedonia	Consul	Consular	F F A
(8) Armenia	Consul	Consular	E E A
(9) Mesop	ProConsul	Consular	F F A
(10) Arabia	ProConsul	Consular	F N A
(11) Aegyptus	ProConsul	Consular	F F, N A (Caecilia Secular: W G AC)
(12) Mauritania	ProConsul	Consular	F N A

Legend: F = Fossil, FR = Handy, M = Money, A = Offer, Warrant, W = Warrant, G = Genetic, AC = Accept

Note: For all of these answers "Low" when asked what tribute you require.

Marc Behrens, USS Olympia

### Spider-Man (Genesis)

#### Rattle Venom



To fight Venom on the first level, select "Nightmare" and crawl through the crates, just after the attacking German Shepherd. Proceed to your right to battle Venom near the forklift.

Mathieu Pelt, Quebec, Canada

### Maru's Mission (Game Boy)

#### Tons of Bubbles



To earn a lot of bubbles go to the first tree stump in the first stage. Continuously shoot at the tree stump. Bubbles should come out after each shot.

Robert Jago, Las Vegas, NV

### Godzilla (Game Boy)

#### Sound Test

To check out Godzilla's monstrous sounds just simultaneously press Button A, Button B, Select, and Start during the title screen.

Brian Mergavage, Pottsville, PA

### Psycho Fox (Master System)

#### Ultimate Warp



Now's the Island...



Now warp!

To warp from World 1-1 to World 7-1 in Psycho Fox, keep on the top part of the level until you reach a floating island with water in the middle. Run across and jump to the ledge above it. Go to the right edge and throw Birdly. He should run into an invisible warp entrance. Keep on throwing Birdly until it's broken all the way. Then jump in and go down the first pit. You'll warp to World 7-1.

Daniel Boyton, Andrews, TX

# SMART

## TIPS-TACTICS PASSWORDS

### Battletoads (Nintendo)

#### Warp Zones!

Hop right on up and get ready to warp to higher levels with these toad-ally cool tricks!



**Level One to Level Three:** The first warp zone is located in Level One, just after your first encounter with the Psycho Pigs. Smash the pig on the left, fist and then run and bash the Pig on the right with a head-butt. Keep on running to the right and if you're quick enough you'll see a flash of white light appear on the ledge above you. Jump into the light before it disappears and you'll warp to Level Three.



**Level Three to Level Five:** This one's easy! When you reach the fifth spawner

bike course, smash your bike into the tenth wall. You'll warp to Level Five.



**Level Four to Level Six:** Near the end of Level Four you'll come to several falling platforms. Jump up and down on the first platform. It will seem to tilt, but then suddenly take you to the top of the screen. When the warp light appears jump into it to zip to Level Six.



**Level Six to Level Eight:** To warp to Level Eight climb the first snake (it has red and orange stripes) in the second snake section. Run to the right of the snake and you'll land on a platform where a warp light appears.

*Ryan Delaney, Syracuse, NY*

### Pac-Mania (Nintendo)

#### Super Codes



Turn Pac-Man into a ghost.

Here are Game Genie codes for Pac-Mania.  
**SZISZL** - If you jump over a ghost the game starts over.  
**AGESEX** - Pac-Man is a ghost.  
**AGESOP** - You only have one life and cannot eat a ghost or the game starts over.  
**AGESEA** - Your game is at fast speed.  
**AGESZX** - Anything is possible!

*Brian Stout, Cahokia, IL*

### Hunt for Red October (Nintendo)

#### Power-Up Your Sub



You can use this trick one time per game to power your sub up to maximum levels. Hit Start to Pause the game. Now press Button A, Button B, Select, Button A, Button B, Select, Button A, Button B, Select, Button A, Button B, Select, Button A, Button B, Select, Button A, Button B two times, and Button A. In addition to repairing the damage on your Sub, this code also equips you with 99 Torpedoes, 99 Missiles, 99 ECM's, and 99 seconds of Silent Drive.

*Dave DeMartini, Modesto, CA*

### Vals III (TurboGrafx-16)

#### Level Select

To pick your level in Vals III hold down buttons A, B, C, Up, and Start simultaneously during the title screen. The screen will display a map area. Use Up and Down on your control pad to select your level. Hit Start to go to that level.

*Joseph Ferrar, Nashville, TN*

# SWIFT

## TIPS-TACTICS PASSWORDS

### Maniac Mansion (Nintendo)

#### Blow Up the Mansion



Here's what you need to do to send the mansion sky high at the beginning of the game: Walk into the mansion and go up the stairs and through the steel security door. You'll notice that the wallpaper is in strips. Go to the 11th strip to the left of the door and look for the keypad. Select "Use Keypad." A number screen appears. You'll hear weird sounds for a minute. Soon the mansion blows sky high.

Eric Graf, Berwyn, IL

### Turrican (Genesis)

#### Special Bonus Items



There's a room full of special bonus items just past the first boss. After you beat the boss, move to the right until you reach the spikes. Use your Lightning Whip to uncover power-up blocks that lead to a bunch of 1-Ups, and then go back down and blow the power-up blocks away for added firepower.

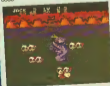
Linux Kessler, Brooklyn, NY

### Little Ninja Brothers (Nintendo)

#### Super Passwords

Use the password to begin at Level 34 with all sorts of special items:  
41♦GX♦AKK51ZLFCB+JWRARIG5  
▲NSY6W5YHR X

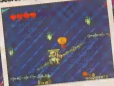
Take on King Gulp at Level 50 with this code:



▲KTPQQ FNDIPX 7♦HPFB  
7♦NK▲7NPNT▲ZLPK▲BSQQ  
Steven Miller, Ontario, Canada

### Bank's Revenge (TurboGrafx-16)

#### Secret Warp!



Collect 50 or more "Smiley Faces" by the time you reach the monster train and Princess Za will warp you past an entire world!

Slasher Ozen

### John Madden Football (Genesis)

#### Rev Up the Playoffs



Check it out! You can expand your options in the Playoff Mode. When the option screen appears, select Playoff Mode. "NEW" displays in the password position. Press Up on the controller. You'll notice that the team matchups change. Each matchup change represents a new playoff schedule. For example, San Francisco can start with Chicago, etc. Select the schedule you want, and then push Down until you reach a team name. Press Left or Right to select which game in that new playoff schedule you want to play. Experiment to find the dream playoff scenario!

Clark Smith, San Jose, CA

## Sonic The Hedgehog (Genesis)

### Debug Mode



To reach a Debug Mode that enables you to pull some strange tricks with your game west for the title screen to appear and then press Up, Button C, Down, Button C, Left, Button C, Right, and Button C on Controller 1. Next, simultaneously press Start and Button A until your game begins. Now press Button B to enter the Debug Mode. Use Button A to select objects, and Button C to place them.

## Bases Loaded II (Nintendo)

**World Series Passwords!**  
Use these codes to play as Jersey in the World Series against L.A.  
Game 1 - JTTPFDW  
Game 4 - OSMTBWL (Jersey has three wins)

## Sonic The Hedgehog (Genesis)

### Slow Motion

To perform the slow motion trick first go into the Debug Mode. Next, pause the game by hitting Start. When the game is paused, hold down Button B. While holding B you can jump with Button C. You can do this trick anywhere in the game. To turn slow-mo off simply on-pause the game.

*Justin Beklerian & Chris Melute  
Rumogat Light, NJ*

## Devil's Crush (TurboGrafx-16)

### More Passwords for this Great Game

Here are some strange passwords for Devil's Crush.

**THEDEVILSE:** This gives you over 145,000,000 points and 70 balls.

**ONECRUSHME:** This gives you over 594,000,000 and 27 balls.

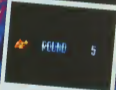


**THECRUSHEL:** This enables you to see the end of the game with 999,999,900 points.

*Richard Gregory, Baldwin Spa, NY*

## Moonwalker (Genesis)

### Level Select



Here's a way to select any of the first five levels in Moonwalker. First, plug a controller into Port #2 and turn on the machine. When you see "SEGA" appear on the screen hold Up and Left and Button A on Controller 2 and press Start. Select a one or two player game. When you start the game you'll see a display that says Level 1. Press Left or Right arrows to change the level.

*Aody Eshwinke, Karachi, Pakistan*

# SWAT

## TIPS-TACTICS PASSWORDS

### Batman (Genesis)

#### Beat Sinbad Crusher



Here's a trick you can use to beat Sinbad Crusher (the boss of the Mime Stage). First, go to the left of the screen and make sure that Batman is facing off the screen. When Sinbad Crusher starts running at you jump over him and punch him from behind. He'll flip over you and then run at you again. Jump over him and then punch him from behind. Keep repeating this procedure until he dies.

*Neil Robb, North Vancouver, Canada*

### Hunt for Red October (Game Boy)

#### Begin With Super Powered Weapons

Use the following pad combinations to begin with tons of weapons.

**To begin with 25 Submarines:** Simultaneously press Buttons A and B, and then press Select, Up, and Down.

**To begin with 25 Missiles:** Simultaneously press Buttons A and B, and then press Up and Down.

**To begin with 25 Units of Conventon Drive Fuel:** Simultaneously press Buttons A and B, and then press Select, Left, and Right.

You can only use one of these cheats per game.

### Batman (Genesis)

#### Batmobile Level, the Easy Way



On the Gotham City Street level with the Batmobile, just stay in the upper left hand corner of the screen and barely anything will hit you.

*Andy Valencia, Karachi, Pakistan*

### Hunt for Red October (Nintendo)

#### Tons of Extra Subs



Use this trick to earn a huge supply of extra subs. Hit Start to Pause your game just as the number of subs you have left reaches zero. Now, enter the Skip Level code: Button A, Button B, Select, Right, Left two times, Right, Select, B, A, B two times, and A. When you lose your next sub the number of subs left changes to "15," but the game will count down in an unusual way, giving you upwards of 150 subs in reserve.

### Hunt for Red October (Nintendo)

#### Skip Levels



Once in each game you can use this trick to skip to the next level. Hit Start to Pause the game and then press Button A, Button B, Select, Right, Left two times, Right, Select, Button B, Button A, Button B two times, and Button A.

*Gene DeMartini, Modesto, CA*

### Hunt for Red October (Game Boy)

#### Select Any World

To choose any world in Hunt for Red October press Button B, Select, Left and then Right during the title screen.

### Kickie Cubicle (Nintendo)

#### Preview of the First Boss



To check out the first boss hold Down on Controller 1 and then power up your NES - your screen will go white. Next, press Up on Controller 2.

*Darren Sparham, K.C., Canada*



# SWAT

## TIPS-TACTICS PASSWORDS

### Blue Lightning (Lynx)

#### Bonus Points

Go for an easy 45,000 points during the Canyon Run (fourth stage). Type in the code "Bo!" to reach the fourth stage. After you take off west for 30 seconds and DO NOT FIRE! When 30 seconds are up, fire your afterburners. When you reach the end of the stage, you'll get a kurotic bonus.

Toby Merrill, Spring Grove, IL

### Devil's Crush (TurboGrafx-16)

#### Passwords!



Here's a code that gives you 924,000,000 points and 73 bells.  
EFGHIJKLMB

Here's a code where you select a two player game but you only get a one player game

AAAAAAAAAAAAAAAAAAB

(You'll also have unlimited bells)

Zach Smith, Appleton, WI

### Mickey Mouse: Castle of Illusion (Genesis)

#### Check Out the Secret Passageways



**Level 1-1:** To find Level One's secret passage jump down from the second angled ledge and go underground. The first passageway to the left has a false wall which Mickey can pass through. At the end of the passageway there's a variety of bonus goodies.

**Level 3-1:** There's an identical secret passageway just before you go underground. Proceed just as in Level 1-1 and you'll find another false wall and goody room.

Mike Vauth, Irvington, NJ

### Ms. Pac Man (Lynx)

#### Extra Lives

To snag five extra lives in Ms. Pac Man begin a normal game and try the following trick: Pause, B, B, B, A, A, A, A, Option 1, B, B, B, A, A, A, Option 1, and un-Pause. If you've done the trick correctly you'll have five extra lives!

Robert Hodgelet, Moravia Valley, CA

### Psycho Fox (Sega Master System)

#### Hidden Warp Zone in World 1-3

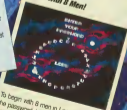
To reach the warp zone head to World 1-3's jumping platforms at the end of the stage. Next, jump up to the top of the screen. Near the top you'll find three jumping platforms in a triangular layout. Jump off the lower right platform and

punch the air. The sky will begin to crack. Hit the same spot two or three more times and a black hole appears. If you jump into the black hole you'll enter the warp zone. Slide down the steel slide until you reach two pipes. The first one takes you to World 5-1 and the second one takes you to World 4-1.

Angel Morales Jr., Tucson, AZ

### Low G Man and Burai Fighter (Nintendo)

#### Begin with 8 Men!



To begin with 8 men in Low G Man enter the password LCBB (PS: Use the same password in Burai Fighter to begin with fully powered up weapons.)

Eric Longtin, Methuen, MA

# SWAT

## TIPS-TACTICS PASS-WORDS

### Sonic The Hedgehog (Genesis)

#### 1-Ups!



To get a 1-Up at the top of the Green Hill Loop, Act 2, kill the three fish near the bridge and go get the shoes that are on the bottom path to the left. Use these to get a running start from the bridge, and then jump to snag the 1-Up. To get a 1-Up in the Marble Zone, Act 2, cross the third lava river to the wall where you can break through. Now, run back. There's a 1-Up in the Straight Zone, Act 1. Grab it by running down the hill, across the gap, and then back to unblock it.

**Mark Chumble Jr., Stamford, CT**

### Sonic The Hedgehog (Genesis)

#### Secret Hidden Room

There's a secret hidden room in the Green Hill Zone, Act 3. Work Sonic through this level until you reach a solid wall. You'll know you're there when you can't move ahead without bouncing on the bumper. Instead of bouncing over the wall, break through it. Move Sonic back so that he picks up enough speed. Right before he hits the wall, push Down on the directional pad to cause Sonic to spin. If you're going fast enough you'll break through the wall

### Sonic The Hedgehog (Genesis)

#### Defeat the World 1 Boss Easily



At the end of the Green Hill Zone, Act 3, on the last hill before the Boss Enemy stage, if you jump up to the right from just the right spot you'll "zone" to the tallest tree where an invincibly Monitor is hidden. Grab it and don't waste time - head straight to Dr. Robotnik and use your temporary invincibility to bash him.

**Michael Kuznetz, Edgewater, MD**

### Sonic The Hedgehog (Genesis)

#### Collect All of the Emeralds Before You Start the First Round



To collect all of the Emeralds before the game begins go to the Level Select mode, choose the "Special Stage," and

try to collect the first Emerald. If you get it, wait until it shows the Emerald at the end of the "Special Stage." Reset the game and go to the Level Select again. "Special Stage" should still be selected. Press Start and try to get the Emerald again. If you get it you'll see that you have two Emeralds at the end of the Special Stage. Repeat this procedure until you have all six Emeralds. When you've got all six go to the "Special Stage" one more time to earn a Continue and maybe a 1-Up. Now, just wait until the end of the "Special Stage" and Stage 1 begins. If you finish the game this way you'll see a slightly different ending. Just remember, you won't be able to get to the Special Stage while you're playing so be sure to get a continue before you start.

**Mike Keys, P.E., Canada**



and you'll notice a secret speed tunnel. Work Sonic through this area without jumping on any bumpers. When you reach the area with the blue water background you'll notice six Monitors with a total of 50

rings and a 1-Up. Jump on the next bumper and you'll fly back to the top of the level to continue your game normally.

**Chris Camero, Millis Park, NY**

# SWAT

## TIPS-TACTICS PASSWORDS

SECRET WEAPONS AND TACTICS

### James Pond (Genesis)

#### Warp Zones

Here are four warp zones for James Pond. Remember that you must bring all of the items in each level to enter the warp zone.



**Mission 1:** There are two warp zones in Mission 1. To enter either you must first free all of the Lobsters. Once you've freed them move to your far left between the wall and your home pipe and push Down in the middle of the ground. This warps you to Mission 6. The other warp zone is also to the far left. You'll notice a little ledge just out of the water. Stand on top of it and push Down to warp to Mission 11.

**Mission 2:** Once you grab all the items in Mission 2, return to the tube that leads to

### Magic of Scheherazade (Nintendo)

See the Ending, Hear the Sounds



To see the end of Magic of Scheherazade use the code END. To hear the 31 sounds of the game use the code SOUND.

Christopher Niccolis, Alberta, Canada



your house. On the left side of the tube in the middle of the ground push Down to warp to Mission 5.



**Mission 4:** Go to the dark water area surrounding the Ship. Look for a long ledge to your left. Go to the middle of the ledge and push Down to warp to Mission 8.

Patrick Prineas, Ontario, Canada

### Rocketeer (Nintendo)

#### Passwords



Here are the passwords for each of the chapters in Rocketeer:

- Chapter 2: 490-629-312
- Chapter 3: 435-765-815
- Chapter 4: 775-454-235
- Chapter 5: 318-469-617
- Chapter 6: 040-475-312

Ray III, Mt. Prospect, IL

### The Simpsons (Nintendo)

#### Unlimited Lives



To earn unlimited lives enter the first building on the third level and walk until you reach the first platform under the air-blowing pipes. Now, wait until coins begin to shoot out at you. When you get fifteen coins you'll earn an extra life. Just stand and keep collecting coins until you've earned all of the lives you want. The counter only goes up to nine but you can earn as many lives as you choose.

Eric Brodie, Hones, NY

# SWAT



## Strider (Genesis)

### Get Permanent Dipodal Saucers



Here's a trick that enables you to get permanent robots. Grab two robots - two blocks of your life bar should be red. Now, sooner or later you'll come across a container that has the robo-parthar. Open it but DO NOT touch it! It remains curled up in a ball. Now, get hit on purpose so that you lose a robot. Next, activate the robo-parthar by touching it. After you play for a short while the robo-parthar will go away and leave you with two robots! These robots won't leave even if you die from his - they'll return when you begin your next life. The only way you can lose them is by falling off the screen or by using a continue!

*Sтивен Hill, Sophia, NC*

## Battle Royale (TurboGrafx-16)

### Return to the Ring

If you're thrown out of the ring and two or more wrestlers are still fighting you can try this trick. Turn the turbo switches off, and then press Up, Down, Left, and Right on Controller 1. Next, press Up, Down, Left, and Right on Controller 2. Finally, press Up, Down, Left, and Right on Controller 3. You'll be right in the center of the ring.

*Jerry Palmerino, Jr., Baltimore, MD*

## The Simpsons (Nintendo)

### Use the Key and the Whistle



If you've ever wondered what the Key and the Whistle can be used for in Stage 1, wonder no more. You can use both at the Springfield Retirement Home. Go to the door of the Springfield Retirement Home and use the Key. You'll teleport back to Moe's Tavern. To use the Whistle return to the last pair of windows of the Retirement Home and then blow the whistle. Grandpa Simpson will appear in the top window and shower you with tons of coins!

*Steven Ross, Traverse City, MI*

## Power Blade (Nintendo)

### Sound Test

To check out all of the sounds in Power Blade simultaneously hold down Select and Upper Right on Controller 1, and Button A, B, and Lower Left on Controller 2. While continuing to hold all of the buttons press Start on Controller 1.

*Joel Courtney, Las Cruces, NM  
Nathan Cullen, Cincinnati, OH*

## Game Genie Codes:

### Super Mario (Nintendo)

**Codes for Strange Fireballs**  
Super Mario 10AULT =  
Fireballs explode in air  
Super Mario 6XALUV =  
Short range fireballs

*Mike Demond, Manhattan, KS*

### RC Pro AM (Nintendo)

**A Handicap Code**  
RC Pro AM KSZZZIG =  
Handicap for RC PRO

*Mike Demond, Manhattan, KS*

### Chip 'n Dale: Rescue Rangers (Nintendo)

#### Give the Chipmunks a Special Attack

Chip & Dale XPAGKX = Special Attack

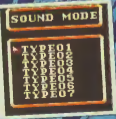
*Mike Demond, Manhattan, KS*

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

#### Here's a few wild Turtle Codes

TMNT II YEEEAG = Handicap  
TMNT II SZPYXJ = Freezes fire in first level  
TMNT I IFCATO = UNLIMITED lives and score for player 2

*Mike Demond, Manhattan, KS*



# SWAT

## TIPS-TACTICS PASSWORDS

### Warbirds (Lynx)

#### Beat the Red Baron



You can send the Red Baron into a permanent nose dive. First, select unlimited damage, 200 rounds of ammo, no collisions, unlimited men if you're not good at landing, and a dueling start. Once you're in the air, fix your machine guns at the Baron. After he flies by, waste your ammunition on purpose. Next, land. While your men are trying to fix your plane, the Baron will crash trying to shoot you on the ground.

Joshua Thoms, Midland, TX

### Air Fortress (Nintendo)

#### Passwords

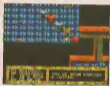
Here are the passwords for each stage in the First and Second Quests of Air Fortress:

- First Quest:
- Stage 2: ISTA
- Stage 3: KASE
- Stage 4: SKAJ
- Stage 5: INYU

- Stage 6: 2APP
- Stage 7: OS85
- Stage 8: SUGA
- Second Quest:
- Stage 2: IINA
- Stage 3: SAJI
- Stage 4: TOBI
- Stage 5: NIDA4
- Stage 6: MAIK
- Stage 7: DOMO
- Stage 8: 7NDE

### Fatal Labyrinth (Genesis)

#### How to Get the Punch



To get "Punch," a powerful but undocumented weapon, go to the Options screen and choose the "Weapon" icon. Then discard the weapon you are equipped with. You can pick it up again if you want to.

Andy Wrenick, Highland Park, IL

### Power Blade (Nintendo)

#### Sound Test

Check out all the sound effects in Power Blade by holding upper right on the directional pad and the Select button of Controller I and lower left on the directional pad and the A and B buttons of Controller II. Press the Start button on Controller I to bring up the sound test screen.

Use Up and Down on the directional pad to move the arrow icon next to the sound you want to hear. The A button selects the sound, the B button stops it.

### Toobin' (Nintendo)

#### Warp Zone



On the first river near the waterfall there's a whirlpool that is a warp zone. Save up your Gans to shoot the stakes blocking the whirlpool and then head to the warp zone.

# TIPS-TACTICS PASSWORDS

## Adventures of Lolo III (Nintendo)

### Strange Password

Skip straight through the first three levels with this unusual password.

2222 2222 2222 2222

When the game begins you'll discover that you can walk right into Level One and Level Two and grab the Egg and the Key. Once you leave these all you have to do is create the rainbow bridge and you're set to cross over to the other side and begin the next levels of the game.

William Striker, Madison, WI

## Might and Magic (Genesis)

### Chow Down!



Here's a way to feed your entire party - without buying any food! No, it's not a miracle. All you have to do is go to your command screen, select Share and then Food. Repeat the procedure several times and your entire food supply increases. You might even end up with more than 40 units!

John Slava, Denver, CO

## Stormlord (Genesis)

### Skip Levels



Tired of the level you're on? To skip ahead just hit Pause, Button C, Button B three times, Button A four times, Button C two times, and Button A four times. You can repeat this procedure as many times as you like during the game - all the way up to the last level!

## Stormlord (Genesis)

### Nine Extra Men

Use this trick to snag nine extra men whenever you're running low. Just Pause the game and hit Button A four times, Button C two times, Button B three times, Button C, and Button A. You can repeat this trick as many times as you like during the game.

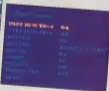
## Stormlord (Genesis)

### More Time

If time is getting tight in a particular level all you have to do is Pause your game and then hit Button B, Button A three times, Button C, Up three times, and Button A three times to reset the clock!

## Final Fight (Super NES)

### Option Screen



To access a hidden option menu, hold down the Left and the Right keys at the top of your controller and press Start. You'll be able to change the number of starting lives and the difficulty level, plus sample Final Fight's sounds!

Slicer Quiz

## Go! Go! Tank (Game Boy)

### Invincibility

To become invincible by this trick. During the title screen press Left, Up, Right, Up, Left, Left, Up, Right, Up, Left, Up, Left, and Start.

Dave Warren, Omaha, NE

## Go! Go! Tank (Game Boy)

### Begin with Seven Extra Vehicles

To begin with seven vehicles instead of three use the following code. During the title screen hit Left, Up, Right, Up, Left, Left, Up, Right, Up, Left, Up, Right, and Start.

Dave Warren, Omaha, NE

## NHL Hockey (Genesis)

### Final Round Passwords!



Make a power play for the Stanley Cup with these passwords:  
 Boston vs. Vancouver:  
 H5MNC6BX4L4H73Z7  
 Los Angeles vs. Buffalo:  
 C757Z5V72W93VWC2

Slasher Queen

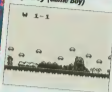
## Totally Rad (Nintendo)

### Earn Tons of Lives

To earn tons of lives wait until you encounter the first green soldier. Stand and do battle with him over and over - he'll keep on coming back at ya! For every 100 soldiers you kill you'll earn an extra life. The maximum number of lives is 13.

Dick LeVergis, Sacramento, CA

## Ninja Boy (Game Boy)



### Stage Select

To choose any level in Ninja Boy wait until the title screen appears and then press Up, Up, Down, Down, Button A, Button B, Button A, and Button B. Next, simultaneously press Button A and Start. The symbols "W 1-1" will appear in the upper left-hand corner of the screen. Use Up and Down on your control pad to change the Stage numbers. As a special bonus this code also gives you 80 fighters and 99 Minako Kicks.

Buzz McInbook, Roslin, VA

## Pilotwings (Super NES)



### Passwords!

Use these passwords to begin at different stages in the game.

Level 1: 985206

Level 3: 394391

Level 4: 520771

Level 5: 108048

Level 6: 400716

Level 7: 773224

Level 8: 169411

Helicopter: 882943

Francis Moo, San Mateo, CA

## Super Castlevania IV (Super NES)

### Passwords

Use these passwords to get a head start in Castlevania IV. Check out the grid to see how the format works.

	A	B	C	D
1				
2				
3				
4				

P = Potion

A = Axe

H = Heart

For example: C2/A = An Axe in the C-2 position

Level 1: A1/P, A2/A, A4/P, B3/H, B4/P, D2/H

Level 3: A1/P, A2/A, A4/H, B3/H, B4/P, D1/A, D2/H

Level 4: A1/P, A2/A, B2/P, B3/A, B4/P, D1/H, D2/H, D3/A

Level 5: A1/P, A2/A, A4/P, B3/H, B4/H, D2/H, D3/A

Level 6: A1/P, A2/A, A4/P, B2/P, B3/A, B4/H, D1/A, D2/H, D3/A

Level 7: A1/P, A2/A, B2/H, B3/P, B4/H, D1/H, D2/H, D3/P

Level 8: A1/H, A2/A, A4/P, B2/P, B3/A, D1/A, D2/H, D3/P

Enter your name as "Queen"

Slasher Queen

# SNAP

TIPS-TACTICS  
PASSWORDS

## TREASURE MASTER

### Treasure Master (Nintendo)

So you wanna' win it all—the Fantasy Concert, the Sports Spectacular, the Fantasy Game Room, the \$10,000 bucks, or the Super Nintendo. Alright already! Your pals here at GamePro have teamed up with American Softworks to give you a little help. Each month we'll be publishing a few clues to help you help Scooter win the prize! (If you don't know what we're talking about, look for the American Softworks ad.)

### General Hints

On the day that each secret password is announced, the first group of players to reach and beat the sixth world will become the contest winners and the true Treasure Master! Since you've always got to start the game at the beginning, it's extremely important to play in a slow, steady manner conserving both your number of lives and energy. One too many mistakes and you're right back where you started from.

The key to winning is to "master" each world in the time you have before the final contest, concentrating on getting through the world without losing energy and finding every single extra life. Draw a map that shows which direction to go and what tool to have ready at what time. Before the contest begins, share information and tips with your friends. There are plenty of special techniques to discover which will aid you in the tougher sections of the game. Having one person watch while the other plays is a great way to explore the game and create your map. Two heads are better than one!

Once you've beaten the first five worlds KEEP PLAYING AND PRACTICING. Just beating them isn't enough. You must be able to complete these levels with very little loss of energy while picking

up as many extra lives as possible since the sixth world will be completely unknown and you'll be exploring it for the first time. Take your time in the final world. Everything you learned in the other worlds will help you here! (If you've mastered the first five you can work your way back to the Treasure World fairly quickly if you lose all of your man.)

**Tip 1** Here's how to gain the first of the three extra lives to be found in World #1. If you place the bomb against the far right wall (see picture) it will blow an opening in the wall.



This is the only way to reach the pod



Be quick, the fuse is just long enough to allow you to get from the Bomb Factory to the wall if you hurry.



**Tip 2** The Bow and Arrow are located in the hidden room. You'll need a Bomb to get in, but where to place it and what the Archer Set is used for are things you'll have to figure out on your own!





**Tip 3:** Scooter's going to need the Hard Hat in order to swim the required distance, you'll need to find and select the Emergency Oxygen. To use the Air Tank filled with oxygen, pump Button B while you're swimming. This keeps your oxygen level from dropping.



**Tip 6:** This is the Transporter that loads you to the bonus game and your second extra life. All you have to do is figure out where it is!



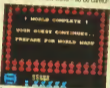
**Tip 9:** Scooter needs to stay a step ahead of the Dragonflies in order to move to the next world. Try to lure them slightly to the left before making your first jump. They only cost you one energy unit if you touch them, but you'll need all the energy you can get for the next world - so be careful!



**Tip 4:** Once you've grabbed the Hard Hat the correct way to leave the platform is to stop off, not jump. If you've been here before, you know the reason why!



**Tip 7:** When you get near to the end of the first world, the third extra life is easy to find. The only problem is getting by the Shark in such a confined area!



**Congratulations!**

**Tip 10:** You'll find many different tools in the various worlds and all of them are important. However, when you're not using particular tool, (like a Key or the Emergency Oxygen) you should always keep the Boots or the Ray Gun selected. That way you'll always have a weapon ready.



**Tip 5:** This underground area is the one place where you should keep the Hard Hat selected instead of a weapon. The spikes on the ceiling are dangerously sharp.



**Tip 8:** When you dive the Space Hopper in any of the worlds, the best technique is to keep your finger on Button B (Jump) and blast away with the Cannon.

# SWAT

## TIPSTACTICS PASSWORDS

### Gradius III (Super NES)

#### Max Up Your Credits



To earn extra credits hit Button X as rapidly as you can during the title screen.

Matt Fox, Lorain, OH

### Gradius III (Super NES)

#### Practical Joke



OK, so everyone tries the standard Konami trick (Up, Up, Down, Down, Left, Right, Left, Right, B, and A) on every Konami game. Try it here and you'll explode when you Un-Pause the game!

Matt Fox, Lorain, OH

### Bank's Revenge (TurboGrafx-16)

#### Crabby Strategies

In King Dioff's palace, tiling walls will crush you into a crabby mini-Bonk. As a crab, you can fit into crevices to collect blue hearts, red hearts, and free lives in the water tunnel, get fattened and use the crab's swimming speed to avoid piranhas and mines.

Slasher Owen

### Bank's Revenge (TurboGrafx-16)

#### Hot Springs 1-Up



To snag a 1-Up at the beginning of the Hot Springs (World Three) just bounce off the first Yellow Floor and bonk the snowflakes until you reach the 1-Up at the left edge of the screen.

Slasher Owen

### Gradius III (Super NES)

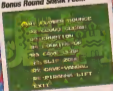
#### Power-Up

Here's how to power-up with all of the weapons: Pause your game and press Up, Up, Down, Down, Left, Right, Left, Right, B, A, and then Un-Pause. Remember, you've got to use the Left and Right buttons on the top of the control pad for the trick to work.

Matt Fox, Lorain, OH

### Bank's Revenge (TurboGrafx-16)

#### Bonus Round Sneak Peek!



To practice all of the bonus rounds in Bank's Revenge, all you have to do is go to the difficulty select menu and then press and hold Button II and hit Run.

Slasher Owen

## Kickie Cubicle (Nintendo)

### Special Game



To play a special Kickie Cubicle game try the following: Before turning on the power hold Down on Controller 1. Next, power up your NES - your screen will go white. Now, press Select!

Darren Sparham, B. C., Canada

## Golden Axe (Genesis)

### Nine Credits!

Use this tip to begin a one-player game with nine credits in reserve. Select Arcade Mode, then press and hold down the Left Diagonal on the directional pad, making the warriors spin continuously. As you do this press buttons A and C simultaneously. Finally, let go of everything and press Start. You'll have nine credits instead of three!

Brian Johnson, Ontario, Canada

## The Legend of Zelda (Nintendo)

### Unlimited Cash!

Here's a trick for all the gold your heart desires. From the starting location, walk left one screen and bomb open the door on the top wall. Enter and you'll be challenged to a money-making game. Now here's the tricky part. Select one of the three gems. If you look, press Start on Controller One followed by Up and A on Controller Two, choose Retry, and you'll be transported back in time to a point before you lost the cash. However, if you win bucks, use the same button-presses, choose Save, and do it again.

Norty Nawl

## Mercenary Force (Game Boy)

### Round Select

Here's a way to use the old "\$50,000" trick to also select any round. Wait until the title screen appears and then simultaneously press Up, Select, Button A, and Button B. Next, hit Start. When the round select numbers appear on the screen quickly hit Right on your control pad to increase the numbers on the round select. When you reach the number of the round you want to play sit back and relax and away you go!

Ryan Corkland, W. Hartford, CT

## Battle Unit Zooth (Game Boy)

### Stage Select



To choose any stage and have invincibility to boot wait until the intro music during the title screen ends. Next, simultaneously hit Down, Button A, and Button B over and over. Wait until you hear the same number of musical tones as the stage you wish to play (i.e. if you hear four tones you can begin on Stage Four) and then hit Start. To see the game end wait until you hear six musical tones. Now you're set to play through the stage you've chosen with an invincible fighter.

Keith Barnes, La Jolla, CA

## Battletoads!

(Game Genie - Nintendo)

### Totally Cool Codes!



To begin with 9 lives: PENVZILE

For infinite lives: CXXZZZVI

Super fast punching: AELZZITPA

Mega Jumping: EYSALVIE

Begin on Level 6: TAXAALAA

Begin on Level 8: AAXAALAE

Begin on Level 10: ZAXAALAE

Begin on Level 12: GAXAALAE

These cool code updates are from Carriencal

## Do You Have a Secret Weapon?

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

GamePro Magazine

Secret Weapons

P.O. Box 3329

Rockwood City, CA 94064

# Pro Challenge Board

## 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, send us a photo of the screen. If you have the highest score, your name will appear in our next issue of *SNAT*. Also, in each issue of *SNAT* a drawing will be held of all high scores for each system. The winners receive a T-shirt.

For best photo results, turn out the lights in the room, use a 35mm camera and 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 to 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 disallowed, but will be allowed on certain games when an appeal at judges feels *in-vivo* is necessary.

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

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

GAMEPRO Magazine  
ProScores  
P.O. Box 3328  
Redwood City, CA 94064

## NINTENDO

Game	Player	Score	Game	Player	Score	Game	Player	Score
700 Degrees	David O. Chetock	360,480	Quadrant	Scott Ludens	2,652,000	Rescue	Jason Turk	270,000
1942	Jason Wu	139,400	Dynatron	Steve Minton	171,210	Roadblock	Steven McEgarr	943,707
1943	Donald E. Vesper	2,021,480	Dragon's Alley	Steven Hest	362,500	RobotCap	Mark Sedwick	2,377,242
Arcade	Jason Torka	167,075	Ice-Darbat	Steven Faust	428,980	Waluigi's	Stephen D'Agostin	6,899,900
Adventure Island	Jason Torka	513,328	Ice-Darbat	Tom Tabor	1,180,800	Waluigi's	W. Wayne Witt	26,252,520
Adventure Island	Steve Pavina	304,800	Jaxxon	Dory Lewis	999,072	Waluigi's	Fred Salts	6,000,230
Alien Syndrome	Steve Pavina	425,000	John Gray's Quattrback	Nicholas Matandakis	109-0	Waluigi's	Eugene J. Charbonneau	178,250
Alpha Mission	Maxwell Suggs	999,999	John Gray's Quattrback	John Gray	124,880	Waluigi's	John Dr.	418,540
Amazons	Stephen Krogman	9,999,999	Justi	Tony Gault	999,999	Waluigi's	John J. Whittington	800,900
Bad Dudes	John DeWitt	999,254	Kanata Grand	Adam Albert	307,300	Waluigi's	Justin Lee	90,000
Ballistic Fight	Tom Sharkey	863,700	Kanata Grand	Pete Booth	300,000	Waluigi's	Ray Velociside	
Ballistics	Eric Longtin	35,786	Kanata Grand	Stephen Krogman	11,171,130	Waluigi's	Jason Curtis	Finished
Black Belt Taming	David Wright	248,972	Kanata Grand	Michael C. Green	8,959,999	Waluigi's	Chad Taylor	87,260
Boasting	Cary Bell	3,071,340	Kanata Grand	Sam Wu	3,432,300	Waluigi's	Bert on The Soccer Machine	267,500
Bubbly Bubble	Garrett Aguilera	132,500	Kanata Grand	Michael Lurbit	1,754,200	Waluigi's	Rob A. Wall	274,700
Bugs Bunny	Michael Geddes	126,940	Kanata Grand	Solomon Charbonneau	558,212	Waluigi's	Bob D'Amico	11,890,300
Bump n Jump	Greg Sht	25,445	Kanata Grand	Nathan Dennis	7,135,940	Waluigi's	Jeff Adams	9,988,828
California Games/ Golf Pro	Mark McElrath	Finished	Legend of Kage	Donald D'Amico	2,568,020	Waluigi's	Gert Stockwell	12,072,710
Cathedral of Doh	Matt Reynolds	1,381,188	Legend of Kage	Bru Weintraub	1,216,242	Waluigi's	Jonathan Berg	6,482,908
Contra	Ben Kennedy	8,553,500	Life Force	Steve Martin	495,980	Waluigi's	Key McInerney	8,090,000
Cybernet	John David	81,200	Mach Rider 2	Chris Ripley	152,580	Waluigi's	John J. Whittington	3,518,200
Dig Dug	Stephen Krogman	352,000	Mach Rider 2	James D'Amico	2,588,200	Waluigi's	Steve Stockwell	8,998,000
Dig Dug?	Charlie Kemble	415,180	Mega Man 2	Steven Semelitz	2,588,200	Waluigi's	Teddy Moulton	127,260
Donkey Kong	Stephen Krogman	438,450	Mighty BombJack	Miles Walden	Finished	Waluigi's	Mark Harbison	Finished
Donkey Kong 2	Michael Laker	794,050	Miluoce	The Game Freak	13,008,900	Waluigi's	John H. Butcher	Finished
Double Dragon	Miles Harbison	607,260	Miluoce	Stephen Krogman	862,288	Waluigi's	Scott Mast	Finished
Double Dragon II	David Wright	450,000	Miluoce	Nicholas Reinhold	299,620	Waluigi's	Stephen 2	Finished
Dragon Wars	Chris Ripley	1,821,480	Miluoce	Mark Carlson	235,100	Waluigi's	Super Mario	Finished
Dr. Mario	Stephen Krogman	4,514,508	Miluoce	Chris Ripley	1,172,520	Waluigi's	Stephen 3	Finished
Duck Hunt	Quynh Johns	30,992,800	Miluoce	Chris Ripley	719,900	Waluigi's	Super Sprint	278,500
Dynaball	John Korman	81,200	Miluoce	Stephen Krogman	181,380	Waluigi's	Tekis	2,184,138
Euro	Bobby White	77,745	Miluoce	Glen Stockwell	947,700	Waluigi's	Terrace Mullen	2,184,138
Fist of the North Star	John Korman	1,581,480	Miluoce	Melissa Finch	Finished	Waluigi's	Russ Turley	1,427
Galaxy	Paul M. Davis	10,258,642	Miluoce	Scott Hestley	47,097,000	Waluigi's	7800?	
Galaxian	Paul M. Davis	10,258,642	Miluoce	Mid-Cornell	1,955,850	Waluigi's	The Arcade Game	381,272
Galaxix	Stephen Dent	10,258,642	Miluoce	Don Schaffers	57,412	Waluigi's	Tiger Hit	Finished
Gallop	Paul M. Davis	10,258,642	Miluoce	John Torka	329,800	Waluigi's	Tunes of Love	1,580,500
Gallop	Paul M. Davis	10,258,642	Miluoce	Robert Groszicki	202,280	Waluigi's	Toddie	58,800
Gallop	Paul M. Davis	10,258,642	Miluoce	Randy Poldoski	61,260	Waluigi's	Tom Gun	294,570
Gallop	Paul M. Davis	10,258,642	Miluoce	Glen Stockwell	42,299,962	Waluigi's	Total Recall	
Gallop	Paul M. Davis	10,258,642	Miluoce	Stephen Krogman		Waluigi's		

## NINTENDO (cont.)

Game	Player	Score
Teen & Country Surf Design	Ricardo Rodriguez	338,288
Tech & Field	Kiva No 3	1,532,749
Trigon	Boo Callaghan	452,158
Teen GOLF	Peter Galan	381,000
Wrestler	Edward Chermakov	999,999
Whips	Conrad D. Chertick	7,018,800
Tokyo Post	Marl Burgess	3,000,000
Whoozie and Friends II: Jawsawed	Stephen Koopman	11,000,294
World Runner	Adam Kane	589,650
Whacking Drive	Jason T.	999,900
Wiffball	Richard Rodriguez	Champion
Zaxxon	Dave Halvay	36,753,818

Pinball Strike	Thomas O'Leary	4,897,250
Pin Whacking	Jacoby Lopez	326,608
Quarter	Jacoby Lopez	240,880
R. Tap	Michael Andrus	1,196,300
Ranier	Orlando Marino	1,443,800
Remix II	Jacoby Lopez	81,908
Runescape	Vijay Parthasar	942,730
Runescape	Brian Goodfriend	2,881,980
Runescape	Andrew Frost	558,000
Rio Drive	Ric Diaz	1,333,590
Shred	Michael Andrus	1,588,458
Shredder	Jacoby Lopez	333,300
Shopping Spree	David Roberts	30,022,486
Space Harrier 2-D	Delangelo Price	15,317,740
Super Monaco GP	C. Lovelace	Wo is Champ 58.66
The Ninja	Jacoby Lopez	7,405,500
Thunderbolt	Timothy Alexander	2,721,900
Time Soldiers	Robbie Segurum	1,421,700
Thrasher	Alex Reid	58,665,800
Vigilante	David Rappold	70,290
Warrior	Jacoby Lopez	180,700
Worlds Beyond	Donald Sapan	2,384,580
Zaxxon	Angus Kerdinos	100,400
Zaxxon II	Archie S. Lasker	401,000

## TURBOGRAFX-16

Game	Player	Score
Alien Crush	Barry Brennan	999,999,999
Blazing Laser	Chris Ferrara	10,771,710
Bluddy Wolf	Ken Guire	2,348,280
Bank's Adventure	Tom Bergquist	Finished
W.C. Lent	W.C. Lent	Finished
Robo's Revenge	Andy Green	717,204
Tenry & Ken Gau	Tenry & Ken Gau	8,209,800
Warren Bowers	Warren Bowers	999,999,880
Jeopardy Hell	Josephus Heil	75,812,500
Michael Compans	Michael Compans	264,480
Christopher Carver	Christopher Carver	16,174,600
Randy Green	Randy Green	3,800,700
Mr. Sam's Mission	Mr. Sam's Mission	1,987,400
Michael Compans	Michael Compans	125,100
Anna Hoyt	Anna Hoyt	64,617,300
Pat Lamb	Barry Skop	1,001,300
Side Arms	Chris Rogers	807,300
Spide's Soul	Rick Johnson	229,000
Wegues	Michael Compans	2,158,300
Yuck! Galaxies		

## SEGA MASTER SYSTEM

Game	Player	Score
Action Fighter	Gene Pappert	1,183,500
Alto Bunn	C. Long	18,252,058
Alex Kidd/Less Stars	David Berger	201,360
Alien Syndrome	Stam D. Park	894,500
Altered Beast	Peter Makarin	472,600
Alpha Blun in	Conrad E. Shepard Jr.	532,908
Alpha Adventure	DeLugado Price	87,100
Black Belt	John Polan	9,871,700
Border Patrol	Dennis Morrison	1,198,900
Call Games/300	Julian Gersico	781,900
Call Games/100	Jonathan Wilson	120,000
Call Games/500	Philoip Tala	33,496
Call Games/Skullin'	Julian Gersico	1,910
Call Games/Surfing	Roger Moonhead	8,8
Capitan Drive	Jacoby Lopez	1,790,000
Choplifter	Wesley Price	3,327,300
Cloud Strider	Tim Price	582,700
Scud Ninja	Robert Rappert	250,300
Double Dragon	Reginald Stewart	3,436,850
Defeat Racer	Brian Cox	5,051,0
Fantasy Zone II	Timothy Lutton	8,973,500
Samurai Taro	Andrew Hise	164,700
Ghost House	Chris Jank	384,000
Ghosts Defeat	Peter Makarin	69,200
Hang On	Sam Zambino	4,109,000
Kavender	Mike Anthony	999,900
Kung Fu Kid	John Polan	5,117,688
Max Hunter 3-D	Jacoby Lopez	302,000
Minicri Worms	Daniel Reuninger	Finished
	Alan Galley	Finished
Missile Defense 3-D	Jacoby Lopez	335,900
My Hero	Archie S. Lasker	586,000
Out Run	Michael J. Andrus	18,142,140
Parole Game	Dave Stekemberg	104,200,81
Poisoned News	Michael J. Andrus	155,912

## GENESIS

Game	Player	Score
Ar Diner	Jonathan Torres	93,262,600
Altered Beast	Rei Perceira	11,600,100
Armad Fighter God	E. Vokoschuk	37,100,700
Bustin' Down	Steve Lamb	29,250,000
Knockout Bump		
Columns	Heidi Dillon	99,999,999
Dark Taxy	Andy Handke	144,000
Dr. Jaxx	Orlando Marino	1,818,100
Foghorn Woops	Don Perceira	Finished
Shredder	Pat Giff Simpson	12,371,000
Shovels n' Swords	Ken Puckett	Finished
Shovels n' Swords	Allen Havelton	Finished
Hard Drive	Chris Lovelace	1,21,600
Kick	Mark Seland	1,011,154
Last Battle	Miss Houston	Finished
Wesley Moore	Brian Schultz	130,000
Dark n' Juicy		
Moonwalker	The Williams Hater	989,400
Playability Star II	Gedras Matheson	Finished
Playability Star II	Charles Matheson	Finished
Phobos	Stephen Koopman	89,999,999
Revenge of Shinobi	Carl Huss	8,555,900
Savage Dancer	Stephen Krugman	99,999,800
Sonic: The Hedgehog	Mark Tegen	231,000
Space Harrier II	W.C. Long	31,750,300
Strider	Toby Woodson	307,500
Super Hang On	Andr. St. Laurent	75,355,620
Super Turrican: Blast	Brian Young	11,789,600
Techin' Cop	Patrick Sprague	356,000
Thunder Force II	Kalen Winslow	2,653,700
Thunder Force II	Robert Whelan	8,728,000

## LYNX

Game	Player	Score
Call Games/5000	Young Headstone	4,000
Call Games/5000	Dorothy Koleski	9,194,900

## GAMEBOY

Game	Player	Score
Alenty	Heather Waling	7,800
Operation C	Don Wilkins	Finished
Revenge of the Gargo	Raymond Markens	4,491,900
Psycho	Wen Adams	78,453
Revs	David Enright	401,427

## SUPER NINTENDO

Game	Player	Score
Super Hero World	Jonah Williams	Finished
	Sevent Doctos	Finished
	Walt Whitman	Finished
	Jason Goble	Finished
	Wesley Fox	Finished
	Mark Rogers	Finished
	Steve Goo	Finished
	Jason Anderson	Finished
	Edward Simpson	Finished
	Jamie Knott	Finished



By **Ryan Adams**

Expectations for the sequel to the immensely popular Castlevania series on the Super Nintendo with its 16-bit technology and graphic capabilities are understandably high. After putting Castlevania IV through its paces, this reviewer can unconditionally guarantee that not only will all expectations be met, but they will be shattered! No predictions, no hype, the year's best action adventure game for any game system has arrived!

### Simon Says

Once again, you take the role of Simon Belmont, her to the vampire-hunting Belmont lineage. Legend has it that every 100 years the forces of Good mysteriously weaken and allow the forces of Evil to gain a foothold on Earth. The peace of the countryside has been ruffled by evil emanations coming forth from the deserted castle atop the mountainside—the same castle where your ancestor Trevor Belmont defeated evil incarnate, Count Dracula, over 100 years ago in Castlevania II for the NES.

Villagers whisper that they have seen the undead walk the night, and some even swear that they have seen of Pegasus himself! It is Simon's destiny to venture into the castle to find out if Dracula has indeed returned, and if he has, to terminate him once and for all!



Simon's back! In full, glorious 16-bit color!

### A Monster Mash

Castlevania IV is a mazeball with seven-level mazes which features non-stop action! Wind your way through the lushly illustrated villages and forests of the village, the maze-like caverns of the castle, and,

if you're lucky, Dracula's private inner chambers for the final battle!

veteran Castlevania players will ease into the gameplay. Simon has only a certain amount of health units and time to finish each level. Your primary weapon is a Whip, but there are plenty of opportunities throughout the game to find special weapons such as Battle Axes, Holy Water, Daggers, and even Secret Potions. Blow out candles to reveal valuable Hearts, which determine the number of times you may use a special weapon. Also invisible in hidden spots throughout the game are invaluable food items which restore Simon's health units.

**PRO TIP:** Candles reappear whenever you reenter a room, so load up on Hearts before you go into battle! Special Items do not regenerate.



The password feature is the only way you'll make it through all 16 levels!



**PRO TIP:** Crack your whip at all walls, staircases, and bridges to reveal valuable hidden items!

All your favorite monsters and ghouls from the previous Castlevania games are back, including zombies, floating eyeballs, flying Medusa heads, and haunted suits of armor! Fortunately, they haven't learned any new tricks, so the same tactics and strategies that you used before work just as well here!

Simon, however, has a couple of useful new moves. The most important is the ability to flick his Whip without having



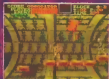
**PRO TIP:** Flick the whip when you face a wave of enemies.

to wind up for a full-fledged hit. This move provides the most firepower in situations where the enemies come at you

## Gruesome Graphics, Scary Sound

The graphics in this cart are extraordinary! Clearly, the Konami artists took the time to take full advantage of the SNES's 16-bit technology. Every screen is so rich in detail and vibrant colors that it's worth your time to hit Pause and study them properly. The character graphics are all sharp as tacks, and the sprites move smoothly without any flicker. Castlevania IV frothles the SNES's ability to produce multiple independently scrolling layers of graphics to the max, creating extraordinarily realistic depth. Konami even pulls

off some radical, almost unbelievable rotating background effects!



**This dizzying 3-D rotating background has to be seen to be believed!**



**Hang on for dear life when the entire screen rotates 90 degrees!**

Awesome, full-bodied, non-computer-sounding music and eerie real sound effects provide a delicious icing to this video delight. From the opening title screen's spine-tingling wolf howl to the pulse-pounding soundtrack of the final battle with Dracula, Castlevania IV hits you right between the lobes!

## A Graveyard Smash

Run don't walk to drive your stake through Castlevania IV! An action adventure treat that will appeal to gamers of all ages and ability, this cart should be on the top of every SNES owner's holiday wish list. And while you're writing that down, this reviewer will make his own wish: Castlevania IV!

### Demof's Best Rating System



**Castlevania IV by Konami**  
Price not available  
Available December, 8 mags



feel and furious. Simon can also wrap his Whip around certain wall mounts and use it to swing over obstacles! Why fight when you can fly?

**PRO TIP:** It's better to learn the Medusa head's pattern and dodge them rather than try to take them "head" on, since they always appear whenever you can be easily knocked off a ledge or staircase!



**Graphics are good for words!**

PRO  
TIPS

By Slasher Guan

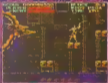
Simon Belmont is neck deep in monster mashers and graveyard goo in his latest console cart, *Super Castlevania IV*. Give him a leg up on the Transylvanian terrors with these tips.

**Whip the Bosses!**

Check it out: Below vampire hunters, here are some pointers to help you drive a stake through these tough boss creatures.

**BOSS 1:** Duck on the left platform and whip or throw daggers at the Skeletal Knight's mount. When the Knight sets out on foot, move in, run under his jumps, and whip him 'til he crumbles.

**BOSS 2:** Duck and whip the Medusa's snakes and her body at the same time. Keep it up and you'll send her back to the grave.



**BOSS 3:** Stand on the middle platform and whip the twin Dragon bisontes in the head. Jump away when they open their mouths to avoid breathing devastating fire.

**BOSS 4:** Hide behind the ledge and whip the skull head right between his eyes. Look out for bone missiles from the sky!



**BOSS 5:** Toss axes at the Stone Golem's head, and dodge out of the ceiling's way when it comes crashing down bit by bit.

**BOSS 6:** Whip and move, whip and move to de-spook the Level Six boss spirits who dance around the screen. Keep your distance when they launch spears at you.



**BOSS 7:** Duck under the Axe Battler's flying blade and whip him square and solid. Leap when he pounds the ground and spears shoot out from his eyes.

**BOSS 8:** Give Frankenstein a low whipper snapper in the face, then run when he stomps down blocks from the ceiling.

**BOSS 9:** Stand directly underneath the Vampire Bat and whip it from below. When it splits into mini-bats, move away and whip them from the side.



**BOSS A:** To pull a number on the clock tower's Mummy, stand on the lower-left platform and use a diagonal whip. Duck to avoid its bandages.



**BOSS B (T):** Duck and whip the Ticker Skull-walker, then move before he can crush you from above.



CASTLE





# ANIA IV



**BOSS B #2:** Stand on the left platform to avoid the Winged Demon's breath blasts, then jump and whip him while he's hovering in mid-air.



**BOSS B #3:** Wait behind the left ledge and use a dangling whip to block the Grim Reaper's scythes. When the Reaper lands and tries to suck you into his clutches, whip and leap away.



**DRACULA:** Fill up on hearts for the big battle by collecting all the torches outside Dracula's chambers, returning down the stairs, going back up, and grabbing the torches again.



During the first phase of combat, whip Drac's energy bolts, then jump over the two tiny shots and strike him in the head.



In the second phase, when the Count summons fire creatures, diagonal-snap him in the head and use your whip to dispatch the infernos.



Finally, when the Dracster summons lightning bolts from the heavens, weave in-between the bolts and give him the ol' one-two; a booming and then a leech to the head. Good luck!

## Pork Chop and 1-Up Locations

Here's a treasure-hunter's guide to some hard-to-find Pork Chops and extra lives.



**LEVEL 4-1:** Strike the torch above the green revolving platform for a Pork Chop.



**LEVEL 6-3:** Whip the blocks just before you climb the stairs for a free life.

PRO  
TIPS

**LEVEL 7-2:** Look for this Pork Chop right at the beginning of section 7-2.



**LEVEL 8-3:** Grab a Pork Chop from the blocks just prior to the stone bridge.

**Secret Rooms!**

Search high, low, and all points in between to reveal these hidden bonus rooms:



**LEVEL 4-1:** Whip the boulders in Stage 3-1.



...and you'll uncover a hidden room, complete with goodies and weapon powerups.



**LEVEL 4-2:** Get sucked into the wind tunnel opening in Level 9-2.



...and you'll be transported to a special bonus room filled with goodies and treasures.

**Passwords!**

Check out page 29 for some killer codes for Super Castlevania IV.

**Easy Shot Multipliers!**

Here's a way to get a no-sweat shot-multiplier any time: simply toss your special weapon at candles. Do it over and over until a torch drops a double, and then finally a triple multiplier.





**By Charlie T. Aslan**

Living here in the good ol' USA, you can count on a lot of things. You can bet that each new TV season will arrive with plenty of trumpeting and ferfers, and very little else. You can count on a successful action movie having a slew of sequels (Rambo 18 anyone?).

In the video game world, as each new Christmas season approaches, you can look for the latest installment of further adventures of Capcom's titanium wonder, Mega Man, in your toy store. It's just like clockwork!

## The Robotic Cold War

A mad doctor has a nefarious plan for world domination – but before you say “Oh, Dr. Wileys at it again,” hold your tongue! Evil has a new name – and it's Dr. Cossack!

You see, Dr. Cossack has a bruised ego. Cossack has been designing all these robots for years, yet no one pays much attention to him. Dr. Light is hailed as the world's greatest robot designer – after all, he did design our hero, Mega Man. Meanwhile, Dr. Cossack sits in his Siberian citadel and fumes.



**Dr. Cossack's Citadel**

Finally, Cossack's brain boils over – he sends eight of his most powerful robots to destroy Mega Man. Toad Man, Bright Man, Dust Man, Ring Man, Drill Man, Dive Man, Skull Man, and Parasch Man are the robot masters you have to deal with this go-around – and there isn't a weenie amongst them!

## Who's the Boss?

In addition to the brand new robot rogues' gallery, Mega Man 4 features

some villains from earlier Mega Man carts, such as the Torpedo Fish (that show up on the Toad Man and Dive Man levels), Meteors (the little guys with the hard hats – that show up almost everywhere), and Batteries (those green metal things that shoot big red balls). But don't get me wrong – this ain't just a rehash, there's lots of new, original foes such as the monster-size robo-hippos and the gigantic missile-whales.

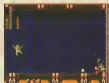


**Huge foes – such as the Missile Whale, are ready to have MM for lunch!**

**PRO TIP:** Hop through Toad Man's hair first. It's the easiest place to start and beating Toad Man nets you the Rain Flush and a Rush Marine Adaptor.



**PRO TIP:** To defeat Toad Man, stay close to him so he can't use his Rain Flush. Blast him with your Mega Buster and move right and left to avoid having him land on you.



**PRO TIP:** When battling Bright Man, try to get frozen in mid-air or move further away when he's about to use his “Froze Flash.” That way, most of his shots will miss you and he won't be able to jump on you.



**PRO TIP:** In Ring Man's world, use the Rain Flush to easily defeat the giant robot hippos.



**PRO TIP:** The best way to defeat Drill Man is to blast him with the Dive Missiles when he surfaces. When he burrows underground, keep jumping and moving from left to right and back to decrease the chance of him burrowing up under you.

## More Tricks Up Your Sleeves

Another new element in Mega Man 4 is the helpful devices you can find. Previously, you only got new weapons and devices by defeating a super badie. But two new devices – the Wire Adaptor, which enables Mega Man to fire a wire up to a ledge or ceiling and haul his can



**New toys – the Balloon Adaptor and the Wire Adaptor, can be had if you search carefully.**

up, and the Balloon Adaptor, which creates a small floating platform Mega Man can stand on – are hidden within the game. You won't have to beat any one to get these devices, but it's possible to miss them!



**PHOTO:** You'll find the Balloon Adaptor on the Pharaoh Man level; the Wire Adaptor is on the Dive Man level.

**PHOTO:** Every Mega Man game has a spot or two where it's easy to get weapon capsules and energy pellets. In Mega Man 4, the Skulls provide the easiest way to full power-up.

### Nuts and Bolts

The Mega Man carts form a classic NES series, and NESers have grown accustomed to their challenge and style. If you like one of these games, you probably like them all. Mega Man 4 continues the tradition — crazed robot baddies, good character graphics, great background art, and warped, mechanical music. When you have a good game, why make radical changes? Capcom sticks to the blueprints in Mega Man 4 — guaranteeing happiness for Mega Man fans everywhere.

GamePro's Game Rating System



**Mega Man 4 by Capcom**  
Price not available  
Available January '92



# MEGA MAN 4

**By Boss Music**  
 Hey Mega Maniacs, check out these tid bits for Cap-com's latest and greatest NES cart, Mega Man 4!

## Beat the Boss 'Bots!

Robots here, robots there, robots everywhere! Thrash 'em all (in the following order) with these strategies:



**1. Toad Man:** Stay close and he'll leapfrog over you. Just run under him and keep blasting him with the Mega Buster. Victory over the Toadster is good for the Rain Flush and Rush Main's Adaptor.



**3. Pharaoh Man:** Freeze the Pharaoh in his tracks with your Flash Stopper and shoot him at point-blank range until you win. It's a cinch, and you'll earn the Pharaoh Shot.



**4. Ring Man:** Jump to avoid his ring shots and blast with him with a fully-powered Pharaoh fireball! You'll score the Ring Boomerang!



**5. Dust Man:** Watch out for his Dusty discharges, rapid-shoot him with Ring Boomerangs, and the Dust Crusher is yours.



**6. Skull Man:** Keep moving away from Skull-Head and Dust Crush him when he lowers his shield. Your reward is the Skull Basher.



**7. Dive Man:** Leap when he launches himself at you and hit him while blocking his shots with the Skull Basher. Now you have the Dive Missile!



**8. Drill Man:** Hop around so he doesn't resurface where you're standing, then fill him full of Dive Missiles to earn the Drill Bomb and Rush Jet Adaptor.



## Mega Passwords!



Enter the following codes to begin with the indicated weapons:

**Toad:** A3, A5, A6, B1, D1, E3

**Bright:** A1, A3, A5, B2, D1, E3

**Pharaoh:** A1, A5, B4, C1, D1, D3

**and Ring:** A1, B4, B6, C4, D1, D3

**and Skull:** A1, B4, B5, D2, D3, E2

**and Dive:** A1, B4, B5, E2, E6, F3

**and Drift:** A1, A4, B5, E2, F1, F3

## Bright Man 1-Up and Energy Tank



Just after you slide through the narrow passage in Bright Man's world climb down the next ladder and hop over the moving platforms to score a 1-up and Energy Tank.

## Toast the Snail



Blast the Super Snail right between its tentacles with your Mega Buster. Slide away from its slimy bomb blasts.

## Pass the Block Barriers



When giant building blocks plunge down in Dust Man's level, blast them with the Mega Buster and slide under them before they crush you.

## Drill Man 1-Up



Use your Balloon Adaptor to grab this 1-up in Drill Man's world.

## Find the Balloon Adaptor



Use the Rush Coil to leap over the huge gap near the beginning of Pharaoh Man's world, walk off the screen, then proceed right and you'll acquire the handy Balloon Adaptor.

# A MAN 4

## Unlimited Item Collection!

If you're weak and need a weapon or life recharge, head a minor enemy, walk backwards a few paces, return, and the opponent is back and ready to be killed again for more power pellets!

## Beat the Coil Creature



Launch a Rain Flush missile to dispatch the weirdo Coily Creature in Ring Man's world.

## Skull Man Energy Tank



Stop on the first floor on the way up the long ladder in Skull Man's world, walk right on the second-from-the-top platform, use Ring Boomerangs to kill the shield creatures, and, finally, grab the Energy Tank.

## Activate the Switches



To turn on the trail in Drill Man's level, simply leap and flick the suspended switches.

## Pharaoh Man Energy Tank



Springboard off Push Coil to snag this hard-to-reach Energy Tank in Pharaoh Man's level.

## Weapon Usage Tricks

Did you know you can aim Pharaoh Shots? Just press a direction on the pad and go for it! Also, you can increase their strength by holding down the B button, just like the Mega Buster. Finally, to detonate a Drill Bomb in mid-air, simply tap B a second time. Drill Bombs are helpful late in the game to blow up walls, which often hide rooms with free lives and Energy Tanks.

## Find the Wire Adaptor



Drop down the hole in the second ring-and-falling-tile section of Die Man's level. Avoid the spikes as you fall and you'll land next to the Wire Adaptor.



By Abby Normal

Hang up those capes and spiderwebs superheroes of yesteryear 'cause the baddest of bad boys, Bart Simpson, is here to take command of your post. The little bug-eyed guy is just in time, too, because a mass of tentacled Space Mutants has just paid Springfield an unexpected visit.

## Don't Have a Purple Cow, Man

In this action/adventure combo Bart discovers that five sections of Springfield, including the local shopping Mall, Krustyland Amusement Park, and the Museum of Natural History are teeming with aliens disguised as humans. The trouble is nobody but Bart (via his handy X-Ray Specs) can see 'em. Alas, the Bart man is on his own in this one player game, and unless he works fast to collect and disguise various items such as hats, exit signs, and purple things that the aliens are after to help build their Ultimate weapon, Earth will fall into their slimy grasp!

## Bart Grows Up

We were more than pleasantly surprised to see how Bart's cart has matured since the early version we saw in the late summer (See GamePro, Dec. '93). The addition of dozens of new obstacles, enemies, and items to be recovered cranked up the challenge factor tremendously.

Spoiled by the prime time animated Simpson's TV series, our expectations for the graphics may have been a little too high. Though the horizontal scrolling graphics aren't bad, they don't knock you outta your chair either. On the upside, Acclaim's done a good job of matching the same color scheme that's used on the series and they've got Bart's walk down pat.

**PRO TIP:** To successfully nab Level One's first Krusty the Clown icon, go for an extra life, stand at the far left of the screen, wait for the Zerkoid to jump towards the right, then use Bart's super Long Jump to leap onto the garbage can. This gives Bart enough height to reach the ledge where the icon is.



**PRO TIP:** Unless you want to get your bottom stung by a bee, take care not to jump directly in front of the first bush, located just past the buildings with the clothes line strung between them.

## Aerosol Express

Along with his three main weapons (Spraypaint, a Singshot, and a Dart Gun) Bart can also purchase a variety of other helpful items such as wrenches and rockets, something to use against enemies like Side Show Bob and the babysitter from hell, Ms. Botz. Making the purchases is simple, it's figuring out how, when, and where to use them that gets your blood boiling - it's also half the fun.

THE SIMPSONS:  
BART vs. THE  
SPACE MUTANTS



**PRO TIP:** When you want to fire a rocket at something purple, position Bart to the left of the target and make sure his toes are resting on the crack of the sidewalk.

**PRO TIP:** Bart likes a good flick, maybe he should stop by the theater at show time(s) to check out the purple attractions.



**PRO TIP:** To score this 1-up Krusty, skate through the obstacle course, avoid Jimbo the bully, and jump into the bushes near the halfway point.

## Radical, Man

Bart and his family have come out of the starting gates lookin' strong. There's so much to see and do (don't leave a single shrub, ledge, or garbage can unexplored), that you'll, without a doubt, get many hours of enjoyable gameplay under your belt. Besides, how could you resist helping the king of smart alecs prove he's not such a bad guy after all.



The Simpsons: Bart vs. The Space Mutants  
by Acclaim, \$44.95, Available now



# NINTENDO PRO TIPS

## By Marty Haul

We hope these hints will help you help Bart in his five-level duel to cartoon death with the Space Mutants.



## 3-Up Krusty!



To grab three free lives in Level One launch a bottle rocket at the small "E" in the first Keek-E-Mart sign. Catch the Krusty coin in mid-air and the lives are yours!

## Level Two 1-Ups!

Hop on the shopping mall's trash cans over and over. First they'll spit out one coin, then a second, and finally you'll get a 1-up!

## Krusty Secret Room

Jump down Krusty the Clown's mouth in the Funhouse to enter a hidden room with lots of coins.

## Win at the Wheel



Bart knows how to fix the odds in his favor at the Wheel of Fortune in Level Three. Select and use the magnet, and whatever number Bart guesses is always chosen!

## Penetrate the Power Plant

Use fast thinking and careful mapping to work your way through the Springfield Nuclear Power Plant. These codes will help you access each level.

Floor 1: 34

Floor 2: 32

Floor 3: 11

Floor 4: 41

Floor 5: 21

**EXTRA TIP:** Use Maggie's pacifier in place of the fuel power rod.

## Beat Bart's Bullies

If you're a Simpsons TV buff you'll recognize some familiar faces back to exact revenge on the Bartmeister. Stay cool, man, and use these boss-baiting strategies.

**Nelson:** Stay away; roll Maggie's bowling ball, and jump when he tosses water balloons.



**Ms. Botz:** Bust the Babysitter Bandit back to the slammer by keeping on and bouncing her suitcases back in her face.



**Sideshow Bob:** Just keep moving and stomp his oversized foot when he lands.

**Dr. Marvin Monroe:** Don't get zapped by his psycho-electric bolts and knock him on the noggin.

## Free Ride!



You can easily skip over the first cement pit near the beginning of Level Two. Just hop on the second floating platform three times and you'll be transported to safety.

## Defeat the Dinosaur

The Level Five museum is a hell of horrors for Bart, and worst of all is the Simpson-shorts eating Tyrannosaurus Rex. Jump up to the top-top of the ledge, climb his head, stomp on his skull, and repeat three times to make him extinct.

# PRO REVIEW

By Boogie Man



You flip on your TV set and immediately the dark image of a huge bat casts an eerie glow across your living room. This can only mean one thing: The Joker's back in town! You're needed.

You quickly put on your black cape and cowl – and pick up your Genesis control pad. This time laughing boy is yours!

## The Dark Knight Returns

The Caped Crusader's chased the Joker through the NES and the Game Boy, now he takes on the mad master of homicide on the Genesis. Batman by Sunsoft is a great action/adventure cart where you hunt the Joker through seven thumb-numbing levels to wipe that crazy grin off his face. Much of the sideview multi-scrolling action is reminiscent of *Revenge of Shinobi*, *ESWAT*, and *Shadow Dancer*, but in addition to the general jumping, punching, and kicking action, Batman also sports two horizontally-scrolling vehicle shoot-'em-up stages, where you guide the Batmobile and then fly the Batwing.



The art of surviving in the Flugelheim Museum.

## Bat Looks

This is a gorgeous cart that features the same dark look and gothic creepiness that gave the movie its unique style. In fact, this cart follows the movie in several ways. The storyline is straight from the film, and the seven levels of the game

take place in locales Batman movie fans will recognize such as the Axis Chemical Factory and the Flugelheim Museum. There's a slick between-level sequence that's straight out of the flick; even the cart's Vicky Vale looks like Kim Basinger. Levels 5 (in the air over Gotham City) and 6 (inside the spooky Gotham Cathedral) are excellent.

## Cool Crimefighting

Batman has more than good looks going for it. The overall combat is murder, and the vehicle stages add an excellent mix to the action.

Batman's fighting technique is lean but mean. He's got a nice straight punch, but his crouch-kick is best against most foes. You can quickly toss deadly Bat-



Batman's crouch-kick.

arangs, if you've got 'em, and they have unlimited range. When the Batmobile or the Batwing takes over, you get machine guns and guided missiles, too. However, the supply of Batarangs and missiles is limited, and you must replenish them by grabbing the appropriate icons when they appear.



**PRO TIP:** On Level 1 save your Batarangs for the boxer boss, then use them all. But remember you can't damage anything if it's offscreen.

**PRO TIP:** Batman's defensive stance (hold down B) stops just about every regular punch or shot, including laser blasts, but if

*you try to use it as you stand toe-to-toe with Bazzooka men you'll take a hit.*

The *Mart*'s moves are similarly scanty – a regular jump, a crouch, and an aerial somersault – but they're enough to get him out of hot water. He can also pull himself up out of tight spots with his unique Grappling Hook, which he fires directly over his head to latch onto some scenery.

# BAT



The Grappling Hook pulls you out of trouble.

**PRO TIP:** You can jump up and stomp down on some of the bad guys.

### The Joker's No Joke

The Joker's gang is a murderous motley crew. Just the same, one-on-one you'd handle any one of them no problem-o. However, teamed with the obstacles and traps, they're formidable. In addition to the usual assortment of jumps and moving platforms, you must dodge auto-lasers, sidestep dropping chandeliers, and tip-toe across exploding pipelines. Thugs and Slicers beat your brains, and Bazooka men and Hitmen blast you into Bat dust. Axel's got several axes he'd like



Jokercopters mean vehicular homicide.

to grind - on you. In the vehicle stages you drive up against high-tech mechanized terror-on-wheels such as Assault Tanks, Rocket Launchers, and a Nuclear Power Blaster. Up in the sky you battle a tough squadron of Joker-copters and the infamous DDID Clown Balloons.

**PRO TIP:** The Bazooka men on Level 2 lean forward right before they fire.

**PRO TIP:** On Level 3 you can beat Axel, the big axe dude, by stacking down and kicking him.



**PRO TIP:** Level 3 boss Siebad Crosther is a real cut up, just remember that you can jump over him and hit him from behind. Also, he can't hurt you when he jumps into the air, but you can hurt him there.

**PRO TIP:** The Level 4 Grenade Launchers fire in an arc. You can drive under the arc to blast the Launcher.

This game will drive you, well, batty. Level 1 is so easy it's just a warm-up, but then the game gets progressively more difficult until you're ready to crush your controller. Levels 2 and 3 are deceptively tough fun. The gangsters and the traps don't seem to be hard, but before you know it - Game Over! Levels 4



The Batwing battles Joker Copters against Gotham's night skyline.

(a Batmobile war on wheels) and 5 (aerial combat with the Batwing) are just plain tough vehicle stages. Level 6 is a classic knockdown drag out showdown with the Joker, but you must re-fight all the bosses and take on several new creeps.

You can start with 3, 5, or 7 lives, and you can continue where you left off up to 5 times. To keep yourself going, you can increase your life meter from 4 increments to 6 increments, grab Hearts, and find a few 1-Ups.

### The Legend Continues

Batman's a great action cart that every Genesis street-fighter must take on if you're bats about Batman, get this cart.

Batman doesn't throw anything new at you, but even though you may have done it all before, it's never looked this good. Even the music and the sounds stand out. Batman's a winner.

Has the Joker finally had his last laugh? We hope not.



Batman by Sunsoft  
\$54.95

Available now, 4 megps

# SWAT

## TIPS-TACTICS PASSWORDS

### Batman (Genesis)

#### 1-Up Loop



To collect up to nine lives in Batman, go to Level 3 (the Flugheim Museum), and proceed to the first 1-Up. After grabbing it, jump up to the moving platform under the spiked object. Next, jump down to the bottom moving platform and the 1-Up should reappear. Keep repeating this procedure until you have nine 1-Ups. If you run low on energy there's a heart at the top of this area - but be careful because it's guarded by Axel.

**Neil Robb, North Vancouver, Canada**

### Batman (Genesis)

#### Grab 99 Batarangs in the Cathedral

You can also max up your Batarangs in the Cathedral. When you reach Level 7-2, just before you cross the first bridge you'll see a Batman icon at the upper left of the screen. Grab this for five Batarangs. Now, jump

downward and use your grapple hook to climb up again. The Batman icon will reappear. You can repeat this procedure until you've earned 99 Batarangs. Now you can easily zap the Joker.

**Jose Zuniga & Leon Guzman  
Toluca, Mexico**

### Batman (Genesis)

#### Quick 1-Up Loop

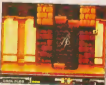


When you reach Level 5 where the clown jumps around, go to the second platform with the first fire-breathing clown. Fall off the left side of the platform and you'll catch three 1-Ups. You can repeat this procedure over and over until you're maxed up to nine lives.

**Andy Valentine, Karachi, Pakistan**

### Batman (Genesis)

#### Grab 99 Batarangs in the Museum



Here's how to grab 99 Batarangs in Level 3's Flugheim Museum. Go to the second elevator and ride it to the top. When you reach the last step keep on riding until you defeat Axel. Now, jump up and grab the Batarang. Land on the same step and ride it down. When you come up again you'll find another Batarang. Repeat this procedure until you have 99 Batarangs.

**Jason Sunko, Troy, NY**

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Overseas Prospects!

Hot at the Arcades!

Exclusive Previews!

# PRO REVIEW



By **Road Kill Warrior**

Bonk's back in a boacious, brand-new, brain-busting adventure! This time he's in out for revenge in Bonk's Revenge, the latest from NEC.

When we last left our heady hero, he had just stopped the evil King Droo from ruling Moonland forever. But old enemies die hard, King Droo's back with an even more devious and destructive plan. Since he couldn't handle all of Moonland last time, the evil king's cut the planet in half. Bonk must stop Droo and reunite the two halves of Moonland! It's a big job, but Bonk has just the head to handle it.



**PRO TIP:** Bonk's safest attack is from above. Just jump (press Button 1) and tap Button 2 once. Bonk will land head-first right on his victim.

## Worlds Apart

To get Moonland back together, Bonk traverses seven perilous levels, bashing Droo's minions as he goes. For those of you who missed the first adventure, Bonk is like guy with a BIG head (literally) by head-butting baddies. How he uses the head-butt is a matter of personal preference. Bonk can jump and hit them from below, drop on them from above, or run up to them. In any case, Bonk's enemies are in for some real head-aches!

Unfortunately, this all new brigade of bad guys isn't going to take this challenge sitting down. Droo's recruited some mean-looking prehistoric animals, including fire-breath lizards and ram-

page dinosaurs. Some are so old they're just walking piles of bones! A few of Droo's original minions, such as the dreaded Childun Army, have also returned for an encore performance. Don't be fooled by the vaguely familiar faces. These guys are meaner and uglier than ever before!



**Mega-Bonk!**



**PRO TIP:** Some of level 3's most dangerous enemies are the "piranha-like." The only safe way to off one of these fast fyers is to jump up and hit it from below.

As you'd expect Bonk's got all the amusing assortment of level bosses, such as the crooked-eyed Dodger and the shark-riding, hook-tossing Captain Hook.

Each boss is colorful and clearly animated with no visible flicker. When you first play, these creatures seem impossible. After you figure out their secrets, though, things go as smoothly as Bonk's head.



**PRO TIP:** The third level and boss (the dancing snow queen) will quickly put Bonk on ice unless he stays all the way in the left or the right side while she spins. Her vulnerable spot is her head.



## The Bonk with Two Brains

One significant change in the sequel involves Bonk. The first time he gobbles up meat to power up, Bonk looks mean, like he did in his first adventure. But when he powers up a second time, Bonk's head goes bonkers! Now he does three times as much damage with his head-butt, and, when he lands on his new noggin, every on-screen enemy takes damage! Not only that, but Bonk breathes fire! Yes, tap Button B and he spits out flames, frying almost any enemy immediately.

Meat isn't the only thing that boels Bonk up. Along the way, he can find flowers which enable him to fly! Flying is one of the most important aspects of the game, as it can lead Bonk to areas and power-ups he might not normally be able to reach.



**PHOTO:** Once you get the hang of flying by rapidly tapping Button B, search the clouds for extra bonus goodies.

**PHOTO:** Always look for hidden flowers in areas that look "fun" empty. It's a quick test, jump straight up and then land head first. Any flower in the general area will immediately pop up.



**Rule!** The Monster Train.

## Level-Headed

Bonk's Revenge takes place across a great-looking, wacky prehistoric landscape. Each level features a unique theme, such as the ice-cold icebergs in the third level and the sunny beaches and shipwrecked boats of the fourth.



**PHOTO:** In the fourth level, make sure Bonk avoids the cat-napping cats. If he enters them up, they'll lose out their hair trying to grab him!

Just to mix things up, each level has a different number of rounds. So while the first level may seem short, the fifth will seem like a game in itself!

Bonk's got great bonuses this time, too. Each level has flowers that lead to one of eight, different bonus rounds. The rounds are huge and they're funny, too. In one round Bonk goes fishing - not with a pole, mind you, but with his entire body! Another is similar to those "hit the squirrel" games at the arcades.



**PHOTO:** In the "iceberg" bonus round, don't try to stop. If you do, Bonk will just keep moving and slide off an edge. Instead, maintain a steady pace and jump a lot! You'll beat it in no time.

The bonus rounds are also Bonk's key to success. In each round Bonk can earn Happy-Faces. If Bonk has collected enough Faces by the time he beats an end boss, he becomes eligible to ride the Monster Train, where each passenger gives Bonk something special, such as meat, an extra heart, or even a free Bonk!

## Bald Ambition

Bonk's Revenge is an excellent game which shows the TurboGreek at his best. Bouncy tunes and colorful characters make the game fun to play, and the challenging, though not impossibly hard, play makes it enjoyable for gamers of all ages and skill ratings. We can only hope that King Dood's next of his comes in the tradition of oppressing Moonland, so Bonk can return once again!

Game's Game Rating System



**Bonk's Revenge by NEC**  
Price not available  
Available August, 4 megs

# SWAT



# BONK'S REVENGE



## Secret Warp!

Gather 50 or more "Smiley Faces" by the time you reach the Monster Train and Princess Za will warp you past an entire world. Also, for every Face over 50 you'll receive a 10,000-point bonus!



## Secret Volcano Passage

At the start of the Volcano Castle (World One), smash the bricks under the signpost to reveal a hidden area. Inside, look for a Propeller Flower which gives Bonk flying power.

## Special Monster Trains!

In Hatchet's Hometown (World Six), Bonk your way into the covered *train* just before the apron-wearing Eggheads appear. Catch the Propeller Flower, and fly up and left as far as possible. Touch the seeds to ride special Monster Trains for blue hearts and 1-Ups!



## Hot Springs 1-Up

Bounce off the first Yellow Flower in Hot Springs (World Three), and Bonk the snowflakes until you reach the 1-Up at the left edge of the screen.

## Defeat King Drool!

Evil King Drool II is a pushover once you master a few bad Bonker! tactics. When he floats above you and drops bullets, rocks, and fire boulders, keep calm, stay low, and carefully weave around them. Next, when he charges at you, get a running start and do the jump-Bonk move right below his crown. Give him your best shots 'til he's dead!

## Crabby Strategies

In King Drool's palace, falling walls will crush you into a crabby mini-Bonk. As a crab you can fit into crevices to collect Blue Hearts, Red Hearts, and free lives! In the water tunnel, get flattened and use the crab's swimming speed to avoid Piranhas and Mines.



## Bonus Round Sneak Peek!

To practice all the bonus rounds, hold down Button II and press Run when the difficulty select menu appears onscreen.

## Extra Flower Power

Bonk plants to change their colors and rewards. Most desirable is a Green Flower because it contains a Blue Heart (which boosts your maximum health).



By **Slasher Queen**



As the saying goes in Transylvania, "a vampire hunter's work is never done." True to form, the original blood-sucker himself, Count Dracula, just made sush out of Christopher Belmont's first born and her apparent, Soletya. Now Chris is really peeved. Get ready for Belmont's Revenge!



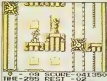
Choosing your path.

Christopher, including grinding gears, counter-weighted platforms, and smashing spikes. Belmont can climb ropes as well to avoid some of these and shimmy down at super speed in a pinch.

**PRO TIP:** When you're scrambling on fall-away blocks, forget about dispatching the bats—just keep moving and don't look down.

### Whip Out Yer Weapons

Never foolish enough to walk the shadows without protection, Christopher's coffin-crushing arsenal is sharper than



Castle of fusties.



Shove the Whipper snapper

**PRO TIP:** Most specks predicate their entrances with a quick warning, like peeping eyes in the wall or shadows in the river. Get the jump on them and strike first.

**PRO TIP:** Best Kameo and Nimbler's least—and vice versa. Use your axe to block their blasts and score the kill at the same time.

**PRO TIP:** No serpent bothers Christopher Belmont, even if he is Drac's favorite pet. Watch for the ruffling of the ground and crack the whip just as his head appears.



### Quintuple Castle Mania

If you thought the original Konami black and white behemoth was a nightmare, wait 'til you get a load of pearl tux! Not one but five castles contain evils unimag-inable by mortal man. You must conquer the first four, Plant, Crystal, Rock, and Cloud, (in any order) before you raise ruckus in Drac's personal haunt. Just so you won't have to go to hell and back again in one day, a password is provided.

**PRO TIP:** You can continue at the half-way point of each castle, but the password only works after you demolish the fortress.

Each castle environment is suited to its name, such as the swampy organic settings in Plant and the misty surfaces in Cloud. There are also plenty of traps and snares out to put the crush on

ever. His regular lash works up to a roofter 'looter', 'treball shootin' merrin star. In addition, he can round up the Beefe Axe or Holy Water and gather Hearts to drive them.

**PRO TIP:** Whip every block—you never know where a Pook Chap, Large Heart, or extra life might be hidden. Look for this 1-Up in Crystal Castle.

Whether it's roly-poly eyeballs, men-a-long mouth-cannons, or screwy skeletons, there are enough disembodied body parts to keep your whip cracklin' and the bones snappin'. Also, watch out for bats, disk knights, boomerang bufiles, and they-came-from-the-goop zombies. To make matters even gonier, at the end of each castle resides a you know what...

**PRO TIP:** After you unlock a spider, scale its thread to safety.

**PRO TIP:** Iron Doll is big, ugly, and easy. Make reinforcement out of him with the whip and run under his legs and finish him off after he sheds his armor.

### Transylvania Attractions

You gotta love the Castlevania series—it's filled with great graphics, terrific tunes, guts and gore galore, and it inspires some truly awful puns. "Stake" out your local retailer for Belmont's Revenge!



**Castlevania II: Belmont's Revenge**

by Konami

Price not available

Available September

# PRO TIPS

**By Slasher Queen**



Are you having trouble buying the Count in Castlevania II for the Game Boy? Check out these Secret Weapons, young Christopher!

## Secret Rooms!



To enter a secret room with lots of bonus hearts and weapons, try climbing up a rope and through the wall. Keep an eye



out for hidden rooms in the third section of Plant Castle and the fourth section of Rock Castle.

## Whip the Bosses

Use these tactics to teach some of the toughest terror bosses:

**Dark Side:** Leap and whip or use the crystal when it appears. After Dark Side assumes solid form, move to the edge of the screen to avoid his lightning-bolt blasts.

**Angle Mummy:** Stand on the top or bottom ledge and take out one of the skull-wake beddies (you only have to beat one to win) with Holy Water and your whip. Remember to leap out of the way when they sling their spines across the screen.

**Sokitsu:** Your son was brainwashed against you, so you'll have to restore his memory. Rapid-fire whip him and jump

when he counter-attacks. Keep it up and you'll outlast him.



**Dracula:** Kneel on the far-left platform, face right, and whip him in the head while leaping over his fireballs until he disappears. Then move in and finish him off with hit-and-run tactics.

## Crystal Castle 1-Up!



Acquire extra lives by breaking blocks with your whip. Look for this 1-Up in the second section of Crystal Castle.

## Pick a Castle or a Tune

Start deep inside Drac's den or access a sound test with the following passwords:

**Sound Test:** Heart, Heart, Heart, Heart

**Nine Lives to Start:** Candle, Candle, Heart, Heart

**Defeated Crystal Castle:** Candle, Heart, Heart, Ball

**Defeated Crystal, Plant:** Heart, Heart, Heart, Blank

**Defeated Crystal, Plant, Rock:** Heart, Heart, Ball, Blank

**Drac's Castle, Level 1:** Heart, Ball, Candle, Blank

**Drac's Castle, Level 2:** Heart, Candle, Ball, Ball

**DRACULA:** Ball, Heart, Candle, Heart

## Blow Up the Bridge



In some areas you'll need to climb underneath a bridge to reach valuable candles. Just whip an eyeball and the explosion opens a hole in the wooden walkway.

# SEGA MASTER PRO REVIEW



By Zach Angel

Evil Dr. Robotnik has reclaimed all of the forest unless you robots.

Those only one creature with the guts, the speed, the determination and the raw required to stop the Doctor—and that's, of course, Sonic the Hedgehog.

## Sonic Boom

Sonic's made a name for himself via his Genesis, so why not go to a hunk on the Master System too? Genesis Sonic fans are probably wondering how you can do all that great 16-bit stuff on an 8-bit system—well, you can't do it all. But Sega came pretty close.

Your goal in this cut is the same as in the Genesis version: beat Robotnik and save the forest world. Also, the Genesis Sonic has a lot of levels of non-stop and vertically scrolling lightning fast action, each with two acts and a boss battle. The graphics are top of the line for an 8-bit system. And Sonic's trackwork speed is fairly intact. In fact, it's just about the fastest 8-bit game you're likely to see



**PRO TIP:** This Level 2 boss is easy to beat. Just stand on the middle platform, bounce and zap Robotnik when he appears, jump to the side platform to draw his fire, and then jump back to the middle platform. Repeat this procedure eight times and he's done for.

## Hedgehog Hazards

The gameplay will be as comfortable as an old pair of shoes to Sonic fans. Each Act is packed with familiar hair-raising obstacles, including perilous cliffs, deadly spikes, and cascading waterfalls. There are also new obstacles such as see-saw springboards and a log-rolling contest.

Sonic rocks and rolls through each level,



grabbing gold rings and bouncing on bad guys. If a foe bumps into Sonic or zaps him, he loses all of his rings. If he isn't carrying any rings, he's history.



**PRO TIP:** Bounce at least three times on Level 2's see-saw springboards to get the maximum height when you jump.

**PRO TIP:** Grab 100 golden rings for a 1-Up.

**PRO TIP:** Carry at least one ring at all times!

**PRO TIP:** There's a hidden 1-Up in Level 1, Act 1. It's located in a Palm Tree with a Totem Pole to the right of it.

**PRO TIP:** If you make it to the top of Level 3, Act 2's treacherous waterfall, you'll find a 1-Up on the left side of the screen.

## Follow the Bouncing Sonic

If Sonic manages to carry at least 50 rings to the end of an Act he bounces to a bonus round. In the bonus round, unique to the SMS version of the game, Sonic bounces his way through several giant pinball machines (he's the ball) and tries to grab special bonus items.



**PRO TIP:** Go right at the beginning of Level 2's boss stage. You'll find a 1-Up.

**PRO TIP:** Sonic can grab a Continues if 1-Up, and enough rings to earn yet another 1-Up at the end of the bonus round. But if he doesn't get to the sign at the end of the bonus round before three runs out, he doesn't earn the stores.



## Super Sonic

The Master System Faithful can be thankful that even though the flow of battles has slowed to a trickle, carts like Sonic the Hedgehog make them well worth waiting for. Sonic speed, graphics, and gameplay—you can't touch that!



Sonic the Hedgehog by Sega

\$29.95

Available November 2, 1993

# PRO REVIEW



### By Speedy Sams

Are you ready for the Sonic Boom? Here are some tips to help you handle Sega's star hedgehog in this 8-bit explosion.

### Beat the Stage 4 Boss!



The Stage 4 boss is easy to beat! Just hang tough on the left platform, dodge the missiles and blasts fired by the middle and right bosses, and then jump and bash the left boss. The method takes a while but you won't lose a single Sonic.

### Tricky 1-Up



Don't forget to snag this tricky hidden 1-Up in Stage 1-2. To grab it all you have to do is jump on it and then school it back onto the platform.

### Snag the Emeralds

Sure you can beat this game by dashing straight through all five stages, but to see the best ending - you have to grab each of the five Emeralds. Here's how to get the first four.



**Stage 1-2:** The first Emerald's located in Stage 1-2's waterfall area in this secret room.



**Stage 2-1:** To grab the second Emerald walk onto the first log in the ledge and as the log drops leap to the platform with the Emerald.



**Stage 4-2:** Find the fourth Emerald in the second underwater labyrinth. Near the end of the labyrinth, at the top of the screen you'll find an invincibility power-up. Grab it and then head to your right and up as quickly as you can. You'll find the fourth Emerald embedded in spikes. If you still have invincibility you can grab the Emerald without doing Sonic any harm!



**Stage 3-1:** The third Emerald is located in the first jungle stage. Head to the first large waterfall and ride towards the bottom of the falls on the log. At the last minute leap to the ledge on your left. Head left and jump onto the log. Roll your way left, until you reach the ledge with the Emerald. Grab it and head back right to finish the stage.

**SUPER NES**  
**GAME  
 BUSTERS**

# FINAL FIGHT



By Boss Muck

Everybody's fightin' it out with Final Fight on Super Nintendo, but few have actually completed it. So check out these fist-into-face strategies.



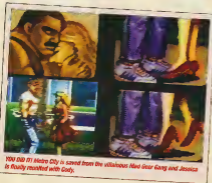
**TIP#1:** Choose Cody's fast fists for the best offensive potential.



**TIP#2:** Inside Belger's stronghold, run under chandeliers and grab the barbecues to fill up your stamina.



**TIP#3:** When big boss Belger appears, block his crossbow arrows with a rapid-fire punch, then move in and clobber him with the split-kick move. Do it over and over each time he recovers.



**YOU DID IT!** Metro City is saved from the villainous Mad Gear Gang and Jessica is finally reunited with Cody.



**TIP#4:** Stun Belger enough and he'll fly out the window.



**Belger's road pizza!**



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