

GamePro's **Secret Weapons And Tactics Guide**

SWAT™

An IDG Communications Publication
Display Until December 31, 1990

Nintendo - Genesis
TurboGrafx-16
Sega - Game Boy

TIPS-TACTICS
PASSWORDS

Tons of Killer
Secret Codes
Passwords
Tricks &
Winning
Strategies!

Get On Top
of All The
Game Action!
Let GamePro's Greatest Tips
Help You Blast Past
the Competition!



Fall 1990

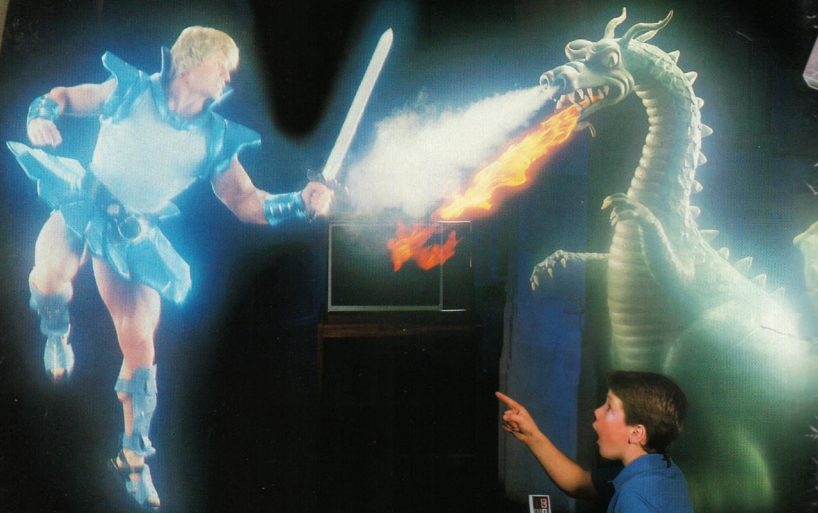
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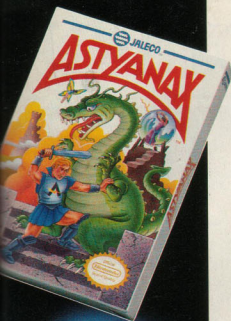


The legend lives on.



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The name is **Astyanax**™—à-STĪ-à-nāx—and the game is unrelenting, mind-boggling action. Trapped in the nightmare world of Remlia, his only path back to reality is blocked by a hostile army of incredibly large and hostile monsters. His only hope: rescue Princess Rosebud from the clutches of the evil wizard Blackhorn.



A story in 12 stages of countless characters.

How do you kill the Living Dead? Put out the fire of the Flaming Polyp Plants? Chop off the heads of evil Caesar's mutant bodyguard? That's just a sampling of what **Astyanax** faces, and that's just Stage 1!



3 magic spells, fueled by 5 mystical power sources.

At your command are: Bind, to freeze your enemies in their tracks; Blast, a furious fireball which few can survive; Bolt, an awesome charge of deadly destruction. Choose your weapons carefully—axe, spear or sword. Wield them mightily to smash the Gold Statues and collect their power items: Power Supply increases your striking power; Potion restores lost life; 1-Up gives you an extra life; Wing enables you to swing your weapon faster; Cutie changes weapons or increases spell power.



Astyanax is filled with large, realistic creatures that rival the most detailed 16-bit characters on the screen today. There are 12 exciting stages of play and vertical and horizontal scrolling levels that constantly expand the kingdom of Remlia—features that place **Astyanax** high on the Nintendo Power Player Meter.®

If you'd go to the ends of the Earth in your search for the perfect video game for your NES®, you're certain to find a home in Remlia. With **Astyanax**.



Live Action That Never Ends.



IF YOU FIGURE THIS READY FOR

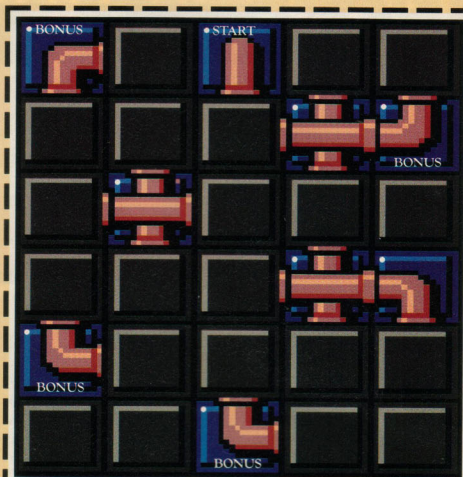
Pipe Dream. If you're a Game Boy™ or NES® player, you're looking at the next big thing. Because it all comes down to you vs. a whole warehouse full of plumbing parts. And the forces of chaos. But you've got four powerful weapons. Your right hand. Your left hand. Your right brain. And your left brain.

In the real game, this slimy green stuff called flooz starts flowing through the pipes. To stay ahead of it, you have to build the most radical pipeline you can dream up. And that's exactly what you have to do with this puzzle.

Start where it says START, and put each of the nine pipes in an empty square. Make sure every little white dot stays in the top left corner, or your entry won't count. Some pieces have two straight pipes crossing each other. The flooz always flows straight across these pipes and out the opposite side. If you can make your pipeline loop around so the flooz crosses through one of these pieces twice, you'll score bonus points.

(Hint: To get the highest score, you don't have to connect all nine pieces to every pipe on the grid.)

So if this sounds like



PIPE DREAM CONTEST ENTRY FORM

Name _____ Age _____

Address _____

City _____ State _____ Zip _____

Phone _____ My score is _____

\$1000 BONUS PRIZE! Answer question 1 or 2 to qualify. (Optional)

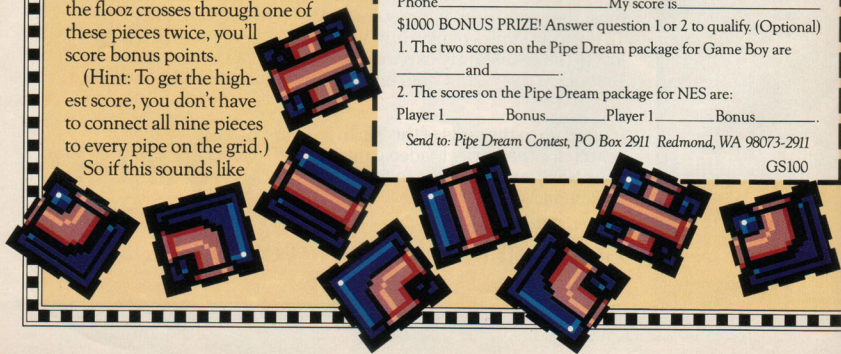
1. The two scores on the Pipe Dream package for Game Boy are _____ and _____.

2. The scores on the Pipe Dream package for NES are:

Player 1 _____ Bonus _____ Player 1 _____ Bonus _____

Send to: Pipe Dream Contest, PO Box 2911 Redmond, WA 98073-2911

GS100



OUT, YOU MIGHT BE PIPE DREAM.

your kind of game, try it now. Then go down to your Nintendo dealer, and see what it's like for real. When you've got nine million gallons of flooz breathing down your neck. And gaining.

HOW TO ENTER:

Cut the puzzle pieces out of this magazine and paste them in the right places on the grid. Or make a copy and work with that. Then send in the puzzle and the completed form to us.

All entries must be received by January 31, 1991.

IMPORTANT: Write your score on the back of the envelope. Unscored or incorrectly scored entries will be disqualified.

OFFICIAL CONTEST RULES (No Purchase Necessary) One entry per person, please. All entries must be received no later than January 31, 1991. No responsibility is assumed for lost, stolen, or misdirected mail. In the event of a tie, winners will be chosen by random drawing on or about February 5, 1991. Regardless of score, BONUS PRIZE will be determined by random drawing from all entries that answer Bonus question. It is not necessary to answer this question to qualify for Grand, Second, or Third Prize awards. Winners will be notified by mail. By acceptance of their prizes, winners consent to use of their names, photographs, or other likenesses for the purpose of advertising or promotions on behalf of Bullet-Proof Software (BPS) without further compensation. Chances of winning are determined by the total number of entries received. Limit one prize per household. No substitution of prizes is permitted. All prizes will be awarded. A list of winners will be available after February 5, 1991 by sending a self-addressed, stamped envelope to Pipe Dream Winners, 8337 154th Ave. NE, Redmond, WA 98052. BPS will arrange air travel and hotel accommodation for each Grand Prize winner and his or her guest. BPS will also provide \$300 spending money, lunch at Cafe Mario, and dinner at the Space Needle. All other expenses are responsibility of game winner. Approximate value of each Grand Prize: \$2,500. Grand Prize excursion dates will be determined by BPS. If the winner is under 18, they must be accompanied by their parent or guardian. Any guest under the age of 14 must provide written parental consent and release. Some restrictions apply. Contest not open to employees of BPS, Lucasfilm, Ltd., Nintendo of America Inc., their affiliates, agencies, or their immediate families. This contest is void in Canada and elsewhere where prohibited by law. This contest is subject to all federal, state, and local taxes and regulations. Taxes and fees are sole responsibility of winners.

GRAND PRIZE— A TRIP TO NINTENDO!

If you're one of our three

Grand Prize winners, you'll get a trip to Seattle for 4 days and 3 nights. Your prize includes round trip airfare for two, and hotel accommodations. You'll get the grand tour of Nintendo. Meet Nintendo Game Counselors.

Talk some hard-core NES with them. You'll even have lunch at Cafe MarioSM where all the Nintendo people eat. And a

dinner at the Space Needle in your honor.

So, if you want to see how intense Pipe Dream really is,

2ND PRIZE (25)

FREE BPS GAME OF YOUR CHOICE AND A BULLET-PROOF SOFTWARE T-SHIRT!

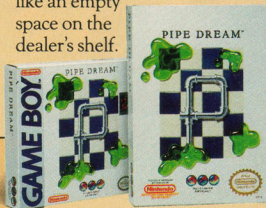
3RD PRIZE (75) — FREE BPS T-SHIRT! BONUS PRIZE — \$1,000!

Enter our \$1,000 drawing, too! Answer one bonus question on the entry form and you could win. Here's how: On the back of the Pipe Dream package, there are pictures of two screens with scores on them. Include the scores from either the NES or Game Boy box on the entry coupon.

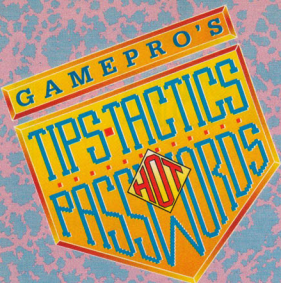


head on down to your Nintendo dealer. When you get there, this is what the packages look like. But you better get there soon. Or they'll look

like an empty space on the dealer's shelf.



**BULLET-PROOF
SOFTWARE™**



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CROSS TRAINING CAVEMAN STYLE!



Dino Vaulting "Me do Dino Vault so bully Gronk no call me cave-girl no more. Also hope Crudla watch me the one cave-babel!" - Vincent



Sabertooth Tiger Race "Wee not easy Hungry sabertooth chase me. But me use competitor as shield. Better hunt cat food than me kitty litter!" - Glunk



Clubbing "Me love bashing - have best club. Cavemen head only thing harder than club. But hard to aim with head. So use club." - Gronk



Mate Toss "Me know best way to handle mate - by feet. Grab mate by feet and spin, spin, spin - then let go. Make world record." - Crudla

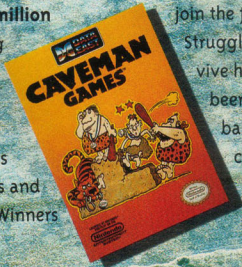


Dino Race "Me best dino jockey. Before race, tell dino he no win, me make dino steaks for dinner, and he make me steaks for dinner." - Ugha, guest of honor. He run good." - Ugha



Firestarting "Firestarting easy. Rub sticks make spark. Me make big fire, stay warm. Too warm - fire burn clothes. Then me learn firestopping." - Thag

Welcome to sports training - 2 million B.C.! Forget jogging and weightlifting - Caveman Games is serious athletics. Six radical Neanderthals compete in hilarious and dangerous events. Winners



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Psst...Want a Hot Tip?



By the GamePros

Welcome to GamePro's first special edition of Tips, Tactics, and Passwords. On the following pages you'll find a collection of some of the hottest tips and tactics we've printed in GamePro Magazine to date. So many of you have written and asked that we reprint tips, tactics, and passwords from earlier issues that we decided to try to collect the most popular hints in one all-Special Weapons and Tactics (S.W.A.T.) issue.

You'll find the tips inside are organized by system and in alphabetical order within each system category. If you're looking for an Astyanax tip, for example, just head to the Nintendo section and look for the "As."

We'd like to continue to have special issues devoted entirely to S.W.A.T. but we need your help. Please write and give us feedback on this issue and its usefulness to you, the gamer. Tell us what kinds of tips, tactics, passwords, or maps you'd like to see in future special issues. We'd also appreciate your feedback on the format - do you like the regular S.W.A.T. layout, or can you think of a way of organizing tips and tactics that would be easier for you to use?

And by the way, if you're interested in S.W.A.T. be sure to check out GamePro's brand new tips and tactics books - *GamePro's Hot Tips: Sports Games* and *GamePro's Hot Tips: Adventure Games*. Both of these books are packed with brand new tips, tactics, and passwords on hundreds of games for Nintendo, Genesis, and TurboGrafx-16. Look for them at your local retailer or order them through GamePro Magazine.

Tell Us What You Think!
Thanks for your continued support of the magazine! Our goal is to keep on working with GamePro everywhere to give you the kind of game information you want and need. Drop us a line at:

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S.W.A.T. Special
P.O. Box 3329
Redwood City, CA 94064

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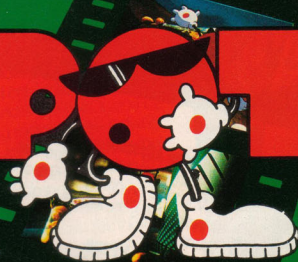
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and your friends
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thru *zillions*
of screens
of mind
bending
play
action.

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playing on
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near you!



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NINTENDO TIPS/TACTICS PASSWORDS

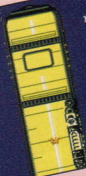
8 Eyes

Lots of 8 Eyes Codes

First Ending: ONAPPMBPPF
 Second Ending: CKKBPPAAPPEE
 Third Ending: GBCPAAAHAD

I suggest doing the levels in this order: Spain, Egypt, Italy, India, Africa, Germany, Arabia, and then, of course, the House of Ruth.

1943



MISSION 22
 TARGET
 RYOH
 FIGHT
 BRAVELY

Pick your Mission!

Here are three super codes that let you start on different missions: (Mission 24 is the last level of the game)

Mission 8: PFL08
 Mission 14: 5TKNE
 Mission 22: RY690

8 Eyes

Passwords for Two Secret Levels!

8 Eyes has two secret levels. If you complete the game once, you get the special password **TAXAN-TAXAN** which lets you play the game again, only it's much harder.

1PLAY, 2PLAY,
 Password: TAXANTAXAN
 Continue.

If that isn't enough, there is a third level of play, even harder than the second. The password is **FINAL-STAGE**. From there, you're entirely on your own.

1PLAY, 2PLAY,
 Password: FINALFINAL
 Continue.

Adventure Island

Continue

Find the Hudson Soft bee insignia in the first level by jumping straight up at the end where the carrot is, just before the "G" sign. Once you have the bee you can continue by hitting Right and Start simultaneously when your game is over. The bee is in an egg.

The Adventures of Lolo 2

Beat Level 7-4

To get past level 7-4 you need to do the following: Shoot the Snakey out, and then put an Emerald Framer where he was. Snakey will come back somewhere else! Now you can figure out how to get out of here no problem.

The Adventures of Lolo

Code to Last Room

Here's a code to the last room on the tenth level of Lolo.

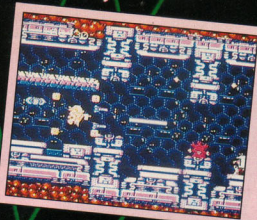
GCVT



PLAY. 2PLAY.
word: 0NEPFBPDP
Continue.

PLAY. 3PLAY.
word: 0KDFPQPEE
Continue.

PLAY. 4PLAY.
word: 0BEPFHQAD
Continue.



Abadox

Invincibility

To become invincible in Abadox try the following pad trick during the title screen: Push A, A, Up, B, B, Down, A, B, and Start.

The Adventures of Tom Sawyer

1-Up

To grab a 1-Up in the Forest try the following: Destroy all of the creatures on the screen, and the Mushroom Elf appears. Throw rocks at the tallest mushroom on the screen.

After Burner

Reverse Mode

To enter the Reverse Mode hold down A and B on Controller 2 and press Start on Controller 1.

Abadox

Defeat the Great Shark

Turn Stage 3's Great Shark into bait by dropping underneath it as it comes towards you and then flying to the far right screen edge. Now circle up from behind before it moves backwards. Move left until you're above and slightly ahead of it. Shoot as the Shark moves forward again. Now, move right and drop straight down. When it passes overhead, repeat the pattern. The Tresbeam is the best weapon here.

The Adventures of Tom Sawyer

Beat the Alligator

You can only destroy the Alligator at the end of the river scene by throwing rocks directly between his two front teeth while his mouth is open. The spot you have to hit is very narrow and you need to hit it five times while avoiding the swirling whirlpools. You'll know if you've hit the Alligator in the right spot because he'll flash and you'll hear a "bonk" sound. Try floating in the middle of the screen about half way between the tip of his nose and the bottom of the screen and wait until he passes in front of you with his mouth open. Just before he gets there start throwing rocks as fast as you can. Turbo on Button B really helps.

After Burner

Sound Test

During the Game Over screen press A, B, and Select simultaneously to get to a sound test mode!

Abadox

Get the Wall Claws

You can destroy the claws on the walls in Stage 4. Aim for the eye at the base of the claw, but watch out, it flies at you when you zap it.

The Adventures of Lolo 2

Four Extra Secret Rooms!

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

ProA
ProB
ProC
ProD

Now you can play the four extra secret rooms!

The Adventures of Lolo

Password Trick

In the Adventures of Lolo this password trick enables you to jump ahead to different floors! If the second letter in your code is earlier in the alphabet than the fourth, simply switch the two. This works for all codes starting with A, B, C, or D.

Abadox

The Eyes Have It

In general, to beat any Guardian monster shoot the "open" eyes.



Bad Dudes

64 Lives!

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

Alien Syndrome

Steal Lives!

If you die off while playing a two player game, hold down buttons A and B at the same time to steal a life from the other player.

Bases Loaded

Go Straight to the Pennant Game

You're Jersey facing New York in the final game of the Pennant race:

CBIDNEP

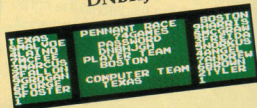


This starts you with an 80-0 season!

Pennant Password

Here's a code that puts you close to winning the pennant! It's Boston vs. Texas:

DNBHJG

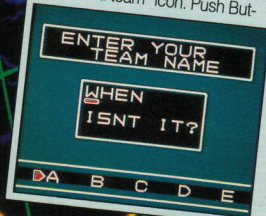


Baseball Stars

Make Your Team Ultra Strong!

Once you've selected a team press Down, Right, Left, Down, Down, Right, and Up on the control pad. This puts the cursor at the "balanced team" icon. Push But-

ton A to pick it. The screen will say "When isn't it?" for the name of the team. Use the space selector to



erase the "isn't it" part of the sentence. Put "it is" so the full sentence says "When it is." Now you'll have the most powerful team in the game.

Astyanax

Level Select

To play any level in Astyanax try the following pad trick during the title screen: Push Up, Down, Left, Right, and then Button B four times. Use the menu that appears to select your level.

Alien Syndrome

Two Players Get the Same Weapon

When you're playing a two player game and you come across a weapon that you both want, don't get into a fight! Simply make both players touch the weapon power-up at the same time. Now you'll both have the same weapon!

Bases Loaded

Password

If you enter "JAELECO" in Bases Loaded it takes you to the final game of the season as Jersey. It says 38 games, but if you play the game, you'll find you have 85

Astyanax

Invincibility

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

A Boy and His Blob (Nintendo)

Avoid the Marshmallows and the Cherry Bombs!

After landing on Blobolonia, move to the next screen to the right and toss Blobert a coconut jellybean. Stay in this screen and toss the coconut to



The next coconut toss occurs two screens beyond the last cherry bomb trees. Use the same method as above and Blobert the coconut



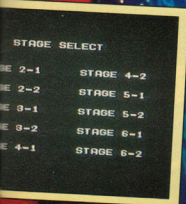
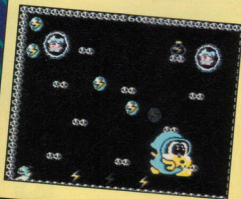
will clear a path through the popcorn in the cornfield and will usually roll past the first marshmallow conveyor belt. Turn off the second conveyor belt and then roll out Blobert the coconut (in the first brown mountain scene) to clear a path past the first two sets of "monster" molars. This puts you in good stead for completing the game.

Blobert. WAIT FOR HIM TO RETURN TO YOU. This takes a half minute or so because he rolls through nine to eleven screens after being tossed. This trick eliminates the marshmallows and the cherry bombs. The boy and Blobert can now walk through these screens and the aforementioned evils have vanished!

Bubble Bobble

Pick any level!

EECJJ Level 112
EECFG Super Bubble Bobble, Level 112
After entering the first code, select one or two players continue; then by pressing the A and B buttons, you can flip through levels 1 to 112. Press Start after you have selected the level you want to begin on. The second code starts you out one board away from the second and final ending. You just have to defeat Grumple Grommit.



NINTENDO TIPS-TACTICS PASSWORDS

Contra

Steal lives!

When you're killed hold down buttons A and B at the same time, and you'll join your partner on the screen!

Demon Sword

Codes for Each Level

BYV JQ! JER
DT+ F* A YD

1-2
BYV JQ! JER
DT+ F* A YD

CAQ MKE LNE
K?N YEA ID

2-1
CAQ MKE LNE
K?N YEA ID

TFE GBN AK?
AIJ GAD ED

2-2
TFE GBN AK?
AIJ GAD ED

UFE KCN AE ■
AFB ZWD QD

3-1
UFE KCN AE ■
AFB ZWD QD

FOF CBF BHB
LLQ ALF QD

3-2
FOF CBF BHB
LLQ ALF QD

WOF SCF B ■ A
XK - AOH ME

4-1
WOF SCF B ■ A
XK - AOH ME

Code Name: Viper

Passwords

This password starts you at Level 4:
040471

This password starts you at Level 7:
081620

This is the password you get at the end of the game:
217298

Contra

30 free lives!

As soon as the title screen stops scrolling, quickly press the controller Up, Up, Down, Down, Left, Right, Left, Right, B, A, and then hit Start. You can also select two players and do the same trick.

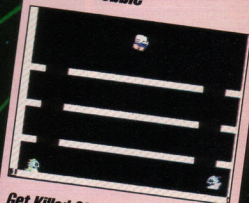
REP
REST 50
100
STAGE 1
JURULE

Burai Fighter

Passwords!

Stage Two: BALL
Stage Three: JOKE
Stage Four: DOLL
Stage Five: PAIL
Stage Six: GOAL
Stage Seven: GAME

Bubble Bobble



Get Killed Off?

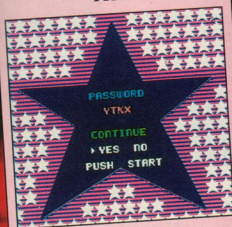
Steal lives from your playing partner! When you're in a two-player game and you get knocked off, take a life from your partner's reserves...press Start to pause, then press Select.

Bugs Bunny

Last Level Password

In Bugs Bunny's Crazy Castle, there are 60 levels. To get to the last level, when the Game Start/Password screen appears, input this code:

YTKX



AVOID THE NO-CARROTS SIGN! If you avoid it, you have a good chance of saving Honey Bunny!

Castle of Dragon

Use Your Experience Meter Wisely!

Destroying creatures increases the Experience Meter. Each time this meter fills up, both meters (Experience and Health) get larger. When Geraden dies, the Health Meter (Red) and the Experience Meter (Blue) keep their size. Allow Geraden to be killed after just a few stages and when you restart he won't have any trouble reaching the castle.



Double Dragon II

Extra Lives!!

To start out with seven lives, begin a Two Player game (2P play B). Next, beat up Jimmy and kill him off! Each time you take one of Jimmy's lives, you'll gain a life yourself. This lets you start with seven lives!

How to End Bubble Bobble

Two Endings

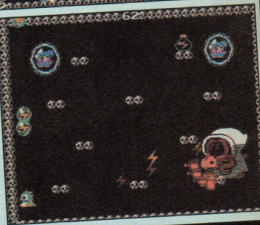
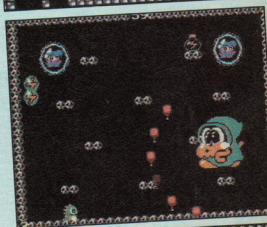
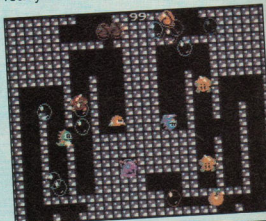
Did you know there are two endings to Bubble Bobble? If you went all the way to the end of this game, defeated Grumple Grommit and it said "Bad End", then you finished the game incorrectly. To correctly finish the game and see the other ending, you must be aware of the following:

In room 99, quickly get the crystal ball when it appears near the top of the screen. This will cause a secret door to appear near the bottom of the screen. The secret door is guarded by an enemy.

First, drop down from the top middle of the screen, float beside this enemy and quickly shoot and kill him. On the second pass, quickly touch the door before it disappears. If you carry out the above procedure correctly, you will advance to level A-O which is really room 100.

When you finish the 12th level after room 99, you face a show-down with Grumple Grommit. The first thing to do on this final round is jump to the top of the screen and grab the Drug of Thunder Jar. Next, fall to the bottom of the screen and dodge the enemies' shots by skillfully moving left and right. To damage Grumple Grommit, face the wall in either bottom corner of the screen, then rapidly start blowing bubbles into the wall. When the bubbles touch the wall, they will pop and release a bolt of thunder. Each bolt inflicts one point of damage to Grumple Grommit on contact.

It takes 80 shots to imprison Grumple Grommit in a giant bubble. But wait! Before you pop him, pause the game and press SELECT, then unpause and kill Grumple Grommit. For this trick to work correctly, you must have at least one dino-might in reserve. After all this is done, you will finally see the first ending. Are you ready for Super Bubble Bobble?



Dragon Warrior

Find the Silver Harp!

The grave of Gerin holds the Silver Harp. Use a magic key to enter the large building in the north part of Garinham. The entrance leading to the grave is along the north wall of the building, three spaces from the west wall (in the darkness!). You'll find the Silver Harp on the fourth level of the dungeon.

NINTENDO TIPS-TACTICS PASSWORDS

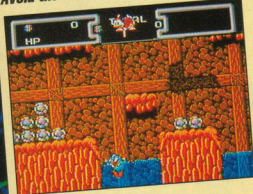
Dragon Warrior

Find Erdrick's Armor

You'll find Erdrick's Armor buried under a tree behind a shop in the east part of Hawksness. This armor is one of the most important magic items your character can own. It protects you from force fields, the poisonous thorn marshes, and heals one hit point for every step taken.

Duck Tales

Avoid the Water in the African Mines



To avoid the water climb all the way down the ropes as usual. When you reach the water jump on the first monster to reach the next piece of land. You'll notice that on the edge

of this land you can jump higher than you can in the center. Now, using your Pogo Jump, jump up and move to the right. You'll avoid the rest of the water!



(Try this same procedure anywhere you can jump up high enough. Jump up here, move to the left and go up the rope! - Ed.)

Fester's Quest

Turn Off the Music

Tired of the music? How about sound FX mode only? Just purposely ram Uncle Fester into a wall, fire rapidly, and press Select to pause. Then unpause immediately afterward to turn off the music. To turn the music back on, pause and unpause without firing!



Fester's Quest

Manual Changes!

Here are a few things from the Fester's Quest manual that Sunsoft would like to clarify:

1. At the start of the game you don't automatically have the whip! To get the whip you've got to defeat McWimpie, and then head to the house where Morticia is. There you'll find the whip.

2. In the game manual Vise Grips is spelled incorrectly. It should be Vise Grips and not Vice Grips!!

3. You can only increase your health one unit at a time! To receive the third unit enter the house off the path and pierce a dead end wall. (See the March 1990 issue of GamePro). You'll receive the fourth unit by going around the back of the families' house and through the bushes to the home.

Double Dragon II

Don't Get Sucked Out!

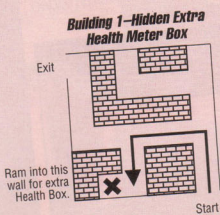
In Mission Three when the helicopter door opens and starts to suck you out press the Pause button, count to three seconds, and unpause. The door will close!



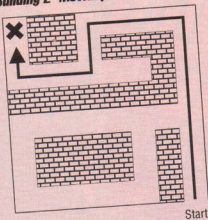
Fester's Quest

By the Eliminator

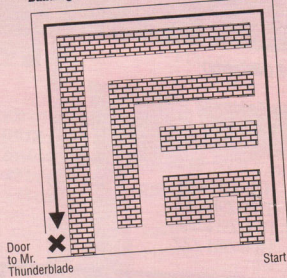
Building Maps to Enemy Bosses



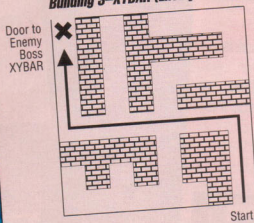
Building 2—McWimpie (Enemy Boss)



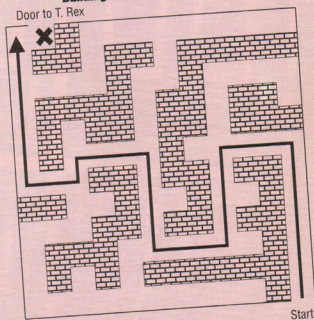
Building 4—Mr. Thunderblade (Enemy Boss)



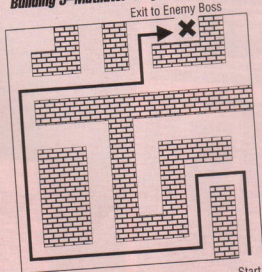
Building 3—XYBAR (Enemy Boss)



Building 6—T. Rex (Enemy Boss)



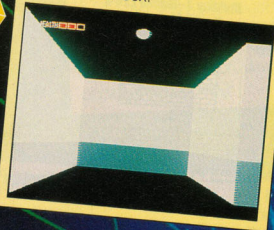
Building 5—Mutilator Troy (Enemy Boss)



NINTENDO TIPS • TACTICS PASSWORDS

Fester's Quest

Find the Health Container Box
In the first building there is no enemy boss. But if you look hard enough inside and clumsily ram into a dead end, you'll uncover a hidden health meter box!

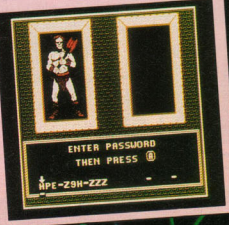
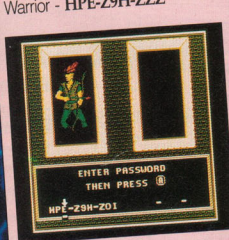


Gauntlet (Nintendo)

Souped-Up Codes

Here are some super codes that start you off with "souped-up" characters in Room 5:
The Elf - HPE-Z9H-ZOI
Valkyrie - HPE-Z9H-ZIZ
Wizard - HPE-Z9H-ZZI
Warrior - HPE-Z9H-ZZZ

The final combination code is **KUNPCDIA** for the previous codes. This works for all the passwords that begin with H.



Iron Tank

Passwords

Here are two codes that let you see the higher areas:

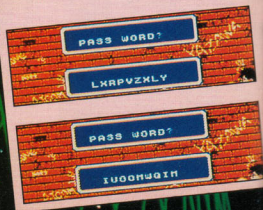
6276064
2110944 /

Goonies II (Nintendo)

Save Annie!

It's easier to save Annie if you have all the implements and six Goonies rescued (you still need to find the water hole on your own)... here's the code:

Y' " ↓ U 'S' 3" CR



Gyruss

Thirty Free Lives!

As soon as you see the title screen, quickly press the controller as follows: A, B, Right, Left, Right, Left, Down, Down, Up, Up, Start. This trick must be done before the title screen disappears.

Flying Dragon

Password

To head straight to the World Championship, type the password

BAAA.

Gradius



Power-Up

Start with a Shield, Two Options, and One Speed! When you begin the game, press Pause, then press Up, Up, Down, Down, Left, Right, Left, Right, B, A, and Start. You can only use this trick once for each level. To start where you last died, press Down, Up, B, A, B, A, B, A, and Start.

Godzilla

Go Right to the Last Battle!

To go straight to the last battle of the game type in:

DESTROY ALL MONSTERS.

Goal

Password!

Here's a password that starts you in the finals as USSR. Holland is your opponent.



**FTXAREZC
GOLGPIMB**

ENTER YOUR PASSWORD.

Y U I O P S R T

END

Gauntlet

Password

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

HEZ-66Y-WII



Gauntlet

Hidden Warps

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



Hoops

Passwords

Use these codes, beat the teams, and you'll see an ending on Hoops.

2 Players vs. Computer

LXRPVZXLY

1 Player-2 on 2-vs. Computer

IUOOMWQIM

NINTENDO TIPS-TACTICS PASSWORDS

Kid Icarus

Last Level Password!

This password takes you to the last level to defeat Medusa with 9,999,999 points:

AuW2e5 XcdF00 Mt000G



Karnov

Level Select!

You need both controllers to make this trick work. On Controller 1 hold A, B, and Select all at the same time. On Controller 2 press A the number of times for the level you want, then press Start (i.e. press A two times to begin level Three).



Ironsword

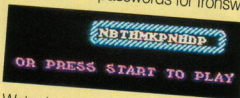
Password Trick

To get three lives on a level like the Ice Fire Mountain, type the letter "N" in place of the 5th character in your password. Enter all of the rest of the letters in your password in exactly the same order that they were originally. Now you'll begin with three lives.

Ironsword

Passwords!

Here are two passwords for Ironsword!

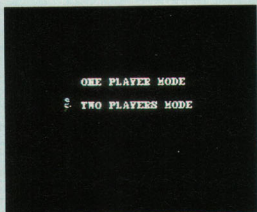


Water Level -
NBTHMKPNHDPZ



Last Level Password -
ZJZTWTDNPGLW

Guerrilla War



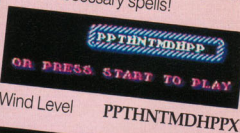
Stage and Difficulty Select

During the one player, two-player screen, push and hold A and Start. After the screen switches, use left and right to choose levels 1 through 9. After selecting your level, push Down and choose Easy, Normal, or Hard.

Ironsword

Passwords!

Here are some passwords with all of the necessary spells!



Wind Level PPTHNTMDHPPX



Fire Level ZZTWBZXTKDNB



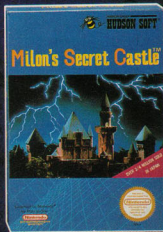
Forest Level WBTKMZQZGPTX

THINK YOU'RE A HOT SHOT?

Meet the Hudson Soft Challenge.



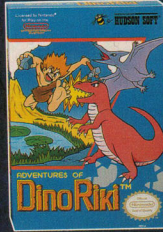
Hudson's Adventure Island™
Journey through eight worlds of video game paradise. The heat is on and the action non-stop.



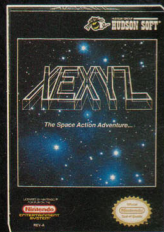
Milon's Secret Castle™
Slay the dragons. And save the Princess. Travel to the Dark Ages and you'll never want to come back.



Bomberman™
Explode into action! Hudson has an underground battle that'll blow your mind.



Adventures of Dino Riki™
That cool cave dude is ready for action! And pre-historic gaming awaits.



XEYZ™
The ultimate galactic adventure is here! Battle mechanical sharks, giant flying lobsters and more.



Starship Hector™
What do you do when a bunch of bio-mechanical beasts enslave the galaxy?

Mendel Palace™



Mendel Palace™
A little girl's toys magically spring to life. So get ready to defeat dangerous dolls and menacing playthings.

*PRINCESS TOMATO™
in Salad Kingdom™*



Princess Tomato™
in Salad Kingdom™
Join a crew of crazy veggies. And save that red-hot babe—the Princess Tomato.

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Hudson's done it again! It's another tropical adventure you won't want to miss!

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NINTENDO TIPS-TACTICS PASSWORDS

Legend of Zelda

Start with the Second Quest

To start immediately into the 2nd Quest, type in "Zelda" for the character name and register it.

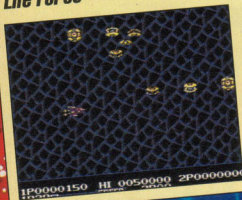
Mega Man II

A Code for Dr. Wily

Here's a code that lets you head straight to the end and go up against Dr. Wily!

A1, B2, B4, C1, C5, D1, D3, E3, E5

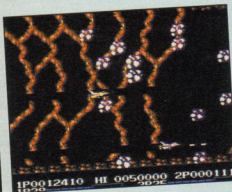
Life Force



30 Free Lives!!

As soon as the title screen stops scrolling, quickly press the controller Up, Up, Down, Down, Left, Right, Left, Right, B, A, and then hit Start. You can also select two players and then do the same trick.

Life Force



Steal more lives!!

Just hold down buttons A and B simultaneously after you've been killed off and you're back in action.

Mega Man II

Here are the weapons to use to get Dr. Wily and his henchman, as well as the order to do the levels in.

- 1. Metalman:** Use Regular Weapon and use Metalman Weapon in Wily Stage.
- 2. Bubbleman:** Use Metalman Weapon
- 3. Woodman:** Use Metalman Weapon
- 4. Airman:** Use Woodman Weapon
- 5. Flashman:** Use Metalman Weapon
- 6. Crashman:** Use Airman Weapon
- 7. Heatman:** Use Bubbleman Weapon
- 8. Quickman:** Use Regular Pea Shooter
- 9. Dragon:** Use Regular Weapon
- 10. Guts-Dozer (tank):** Use Quickman Weapon
- 11. Heat-Seeking Bullet Launchers:** Use Crashman Clamp Bombs
- 12. Forming Boxes:** Use Regular Pea Shooter
- 13. Dr. Wily Spaceship:** First use the Pea Shooter at the window. When the window is destroyed, use Quickman Boomerangs on Wily.
- 14.** After passing the acid stage, use the Bubble Lead on Wily!

Mega Man

Top Weapons

The following are the best weapons for killing the main bosses!

Bombman	Regular Weapon
Fireman	Regular Weapon
Gutsman	Regular Weapon
Cutman	Regular Weapon
Elecman	Cutman Weapon
Iceman	Electric Weapon
Rock Monster	Electric Weapon
Yourself	Any Weapon
Bubble Ships	Regular Weapon
Dr. Wily	Fireman Weapon

The Pros suggest the best order for doing the levels for easy completion is:

- 1 Bombman
- 2 Fireman
- 3 Cutman
- 4 Gutsman
- 5 Elecman (Use Gutsman Weapon to get the M Weapon. It is a must!)
- 6 Iceman
- 7 Dr. Wily

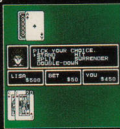
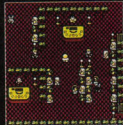


CASINO

So what's
wrong
with a
little
greed?



You are the Casino Kid. As you maze through the casino, you pick up gambling tips you'll need to help win at blackjack and poker. The stakes are high and the games are hard. Life's a gamble so what have you got to lose? Come on, gamble with us. We dare you.



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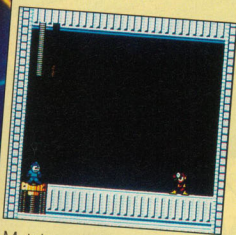
SOFEL™

NINTENDO TIPS-TACTICS PASSWORDS

Mega Man II

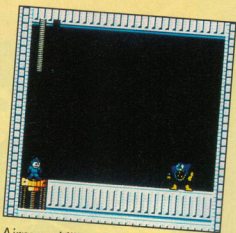
All the Passwords!

There's a password here for each of Mega Man's enemies. Start wherever you like!



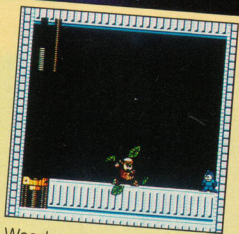
Metalman Killed:

A1, B5, C3, C4, D2, D5, E2, E4, E5



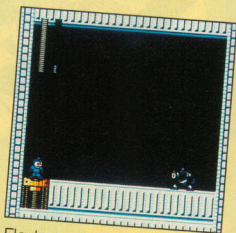
Airman Killed:

A1, B0, C4, D1, D3, D5, E2, E3, E4, E5



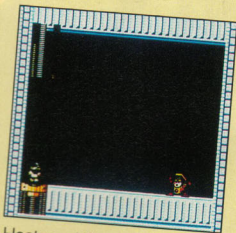
Woodman Killed:

A1, B0, C4, D1, D2, D3, D5, E2, E4, E5



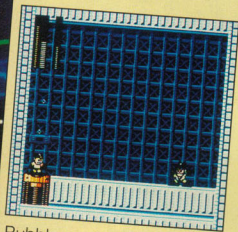
Flashman Killed:

A2, B1, C2, C5, D2, D4, E1, E3, E4



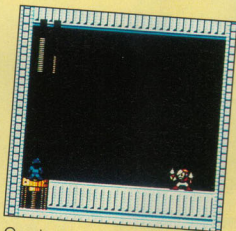
Heatman Killed:

A1, B2, C1, C4, C5, D1, D3, E3, E5



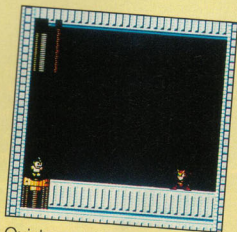
Bubbleman Killed:

A1, B5, C4, D1, D2, D5, E2, E4, E5



Crashman Killed:

A2, B1, C2, C5, D1, D2, D4, E1, E4



Quickman Killed (Start at Wily's Hideout):

A1, B2, B4, C1, C5, D1, D3, E3, E5

AMAZING PENGUIN THE ATTACK IS ON!

Join Pendrich, the Prince of Penguins as he battles the enchanted armies of the wizard Borbon the Great. The evil magician has sent scores of animated erasers, metal clips, crayons and pencils to block the passageways of the Penguin Realm.

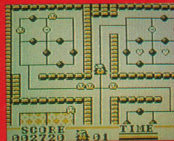
Attack with mighty kicks that blast the enemies across the screen. Reverse their direction by bursting the power seals. Clear all the panels to progress to the higher levels.

Split-second timing combines with the challenge of multiple mazes in this action-strategy game. It takes quick reflexes and keen tactics to help Pendrich win back the Penguin Realm from Borbon's invaders!

- 40 levels of non-stop action!
- Password feature returns you to your last completed zone.
- Unlimited "continues" gives you Portable Penguin Power.



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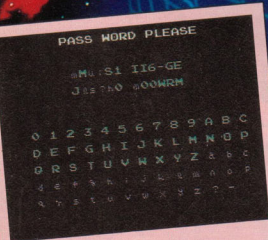
NINTENDO TIPS TACTICS PASSWORDS



Metal Fighter

Level Select

When the title screen appears, press down on both the A and B buttons. At the same time, hit the Select button twice for Stage 2, three times for Stage 3, etc. Then hit the Start button and you're off!



Metroid

Go On, Girl!

Play the girl in Metroid with all the arsenal weapons...the password is

mMuiS1 II6-GE Jls:h0 m00WRM

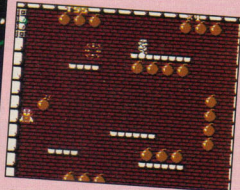
Mega Man II

Build a Stairway



In the final level of Mega Man II there is an area where you can't proceed by climbing. The best way to get past this area is by using Item 1. Start on the ladder to the lower right. Throw an Item 1, jump on it, and immediately throw another to the left. This way you build a moving staircase to the other ladder. The key to success in this maneuver is speed.

Mighty Bomb Jack



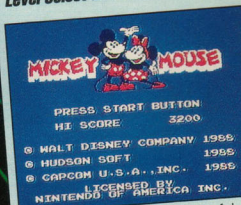
Special Bonus and Level Warp!

At the end of each level in the Royal Palace room, pick up the first bomb, then collect all the fire bombs (the ones with ignited

fuses) in order. Next successfully exit the room to receive a special bonus of 50,000 points. To warp to a higher level, you must first be in a Royal Palace room. After picking up the first bomb, pick up every other bomb that is not ignited, then pick up the fire bomb last and successfully exit the room. If this is done correctly, you'll warp to the Royal Palace room of the next level. Keep repeating this trick to warp as high as you want.

Mickey MouseCapade

Level Select and Continue



During the title screen try the following pad trick:

Pirateship: Up, Select, A, B, and Start simultaneously.

Castle: Down, Select, A, B, and Start simultaneously.

Ocean: Right, Select, A, B, and Start simultaneously.

Woods: Left, Select, A, B, and Start simultaneously.

Continue

When the "Game Over" screen appears, wait until the title screen comes on and then press Button A and Start. You'll continue from your last level of play.

THE EMPEROR'S PROBLEMS HAVE JUST DOUBLED

FREE
T-SHIRT OFFER!
See details
below

for 2
players

The mad emperor Garuda rules the capital city. With his army of followers, he has constructed a fortress that has withstood all armed resistance. His forces have crushed all opposition. Yet, he is worried...

Out from the shadows, two figures appear. Moving as silently as ghosts, they stalk the war zone. Garuda knows and fears these invaders, for they are Ninjas- the world's most dangerous warriors.

Join the Ninjas on their mission to overthrow the evil emperor and destroy his empire from within.

- *Uncover hidden weapons to increase your power.*
- *Master the hidden arts of Ninjitsu to defeat the enemy.*
- *Two Ninjas, Two players, Too Much!*

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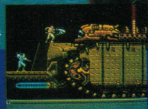
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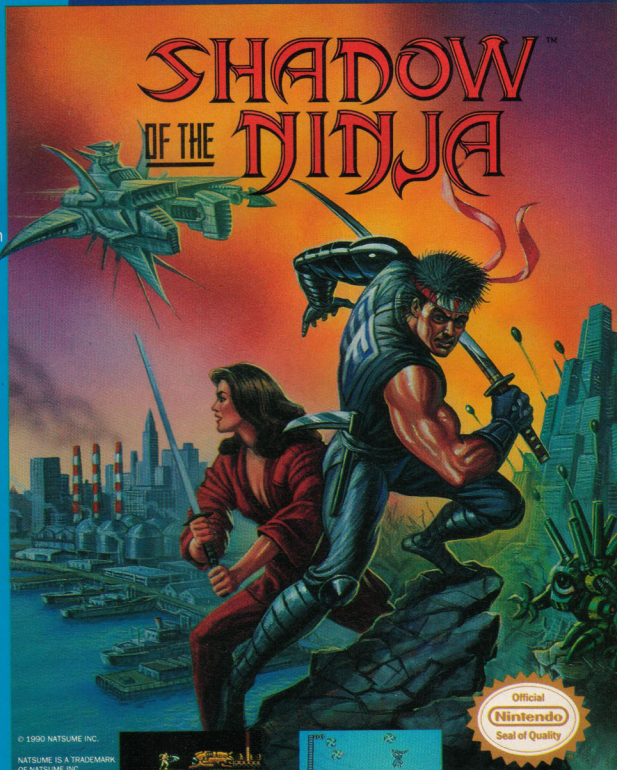
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NINTENDO TIPS • TACTICS PASSWORDS

Ninja Gaiden

Sound Test

Hold diagonally Left and Down, hold Buttons A and B, Select and Start simultaneously when the title screen appears.

PQW

Twenty Free Men

To get 20 free men press: A, B, B, Up, Up, Down, and Left on Controller 1 after the title screen appears.

THE COACHING STAFF

PETER LIPSON
KISSIE
DECHI
HIE
KUN CHAN

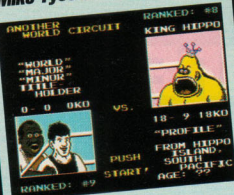
HUMM BABY!

RBI Baseball

Programmer's Screen

When the title screen appears, press Start, A, and B simultaneously and check out the Programmer's Screen!

Mike Tyson's Punch-Out



Play another World Circuit

To play another world circuit do the following: type in 135 792 4680 and hold down Select and Buttons A and B simultaneously.

Mike Tyson's Punch Out

Beat Glass Joe with One Punch!



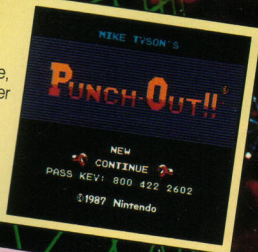
When the time gets to 41 seconds in the round, Glass Joe backs up and makes a face. When he comes forward again, hit him in the face or stomach to knock him down. Do it just right and you'll defeat him with one punch!

Mike Tyson's Punch-Out!

Busy Signal

To get a busy signal on your game, type in the Nintendo phone number on the password entry!

800 422 2602



Rad Racer

Get back on the Road

If you crash, continually press the Start button to pause and un-pause your game until your car comes back on the road. This takes up a lot less time than the normal method!

Mike Tyson's Punch Out

Lots and Lots of Passwords

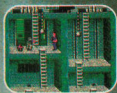
To fight:

Mike Tyson - 007-373-5963
Piston Honda
(2nd Fight) 667-833-7533
Don Flamenco
(1st Fight) 005-737-5423
(2nd Fight) 647-993-3534

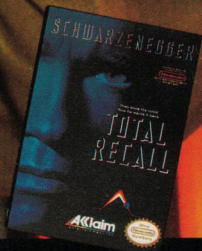
To fight:

Super Macho Man
237-210-7938

They stole your mind. Now get it back.



**GET READY
FOR THE RIDE
OF YOUR LIFE.**



TOTAL RECALL™

You are Quaid (aren't you?). You're about to take a vacation to Mars (they're trying to kill you). It should be fun (deadly secrets are being unlocked by your mind implant) and relaxing (only you can prevent an interplanetary catastrophe).

Beware of secret agents, Ninja hitmen, and robot drones attempting to destroy you. Have a safe trip (you'll never make it alive...)

Total Recall™. The action game you'll never forget.



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Masters of the Game™



NINTENDO TIPS • TACTICS PASSWORDS

Robocop

Unlimited Continues

Once you've used your first three continues hold down Buttons A, B, Select and Start simultaneously. You'll switch to the main title screen with Robocop in large letters. Move the cursor to "continue" and you're back to the last level where you left off.

Shadowgate



Beat the Troll

Get past the greedy troll at the bridge by using the spear on him. You can find the spear in the room with the fire-breathing dragon. Another way to get past is to use the Ulterior Humana scroll to make yourself invisible and sneak past.

RoboWarrior

The Locations of the Wells of Hope

Level 1-1: Look in the middle of the square rock formation, to the left of the chalice. Enter through the East wall. You'll need to bomb the wall five times.

Level 4-1: The well is at the end of the first screen. Look for the two squares of water. The Well of Hope is in the water square on the right.

Level 6-3: The well is in the middle of the letter "P" in the rock formation spelling the word "HELP". Enter through the East wall.

Level 7-1: Try the top square of the second area of water. Enter from the East, and go one square North. Be sure to wear a life preserver.

Level 8-1: Check the top square in the South river. Enter from the West.

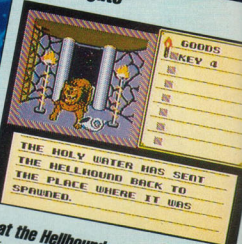
Shadowgate



Beat the Shadow Wraith

To defeat the Shadow Wraith, you must first find the special torch. It's located on the wall in the first hallway after you open the double doors, next to the area with the open book sitting on a ledge. When you light this special torch, you will notice it glows green (Note: you must light this torch using the lit torch on the left side). Throw it at the Wraith and your problem will be solved.

Shadowgate



Beat the Hellhound

Defeat the Hellhound by using Holy Water on him. Don't forget to 'open' the vial before using it.

Shadowgate

Get Past the King's Throne Room

To get past the King's throne room you need two items: a ring, that can be found in the garden, and a scepter found when you set fire to the mummy in the one of the coffins in the Tomb Room. Put the ring in the slot in the wall and give the king the scepter. Doing this will open up a passage so you can continue on your way.



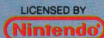


DRAGON SLAYING! GAME BOY ACTION! WEB SLINGING!



DRAGONS AND DANGER
The incredible saga of Wizards & Warriors™
continues on Game Boy. As Kuros™ battle
slithering serpents, giant skulls, and
the evil wizard Malkil himself.

SPIDEY ACTION!
Command the ultimate super
hero in bouts of web-slinging,
wall-climbing action, through
city streets and over rooftops.
Battle the likes of Mysterio™,
Dr. Octopus™ and more...



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NINTENDO TIPS-TACTICS PASSWORDS

Snake's Revenge

Passwords

This password puts you inside the Fortress on the First Level. You've got Card 1 and 2, Three Foods, One Truth Gas, One Oxygen Tank, 50 Pistol, 50 Machine Gun, Seven Grenades, Seven Explosives, and a Silencer:

```
99DP Q13N G4!!! PHNR
7-72 YN6T 46RY 65
ENTRY COMPLETE
0 1 2 3 4 5 6 7 8 9
B D G H J K L M N P
```

99DP Q13N G4!!! PHNR
7-72 YN6T 46RY 65

This password starts you at the Transport Trains:

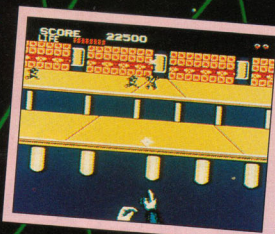
```
JQ6J -XZV 6B.. PJ3Y
W37W 13!! 8XZM 3G
ENTRY COMPLETE
0 1 2 3 4 5 6 7 8 9
B D G H J K L M N P
```

JQ6J -XZV 6B.. PJ3Y
W37W 13!! 8XZM 3G

Spy Hunter

Get 10 free cars!

When the title screen appears, hold right on the joystick, Select and Start simultaneously. When the timer is obliterated you will receive 10 free cars if you don't crash. If you crash before the timer is depleted, the 10 cars will be subtracted one by one depending on how many times you crash!



Shinobi

Perfect Bonus Rounds

One easy way to complete a bonus round perfectly is to set your rapid fire controller to its fastest rate and then stay centered in the middle of the screen. If you stay in this spot and rapidly throw your stars, you'll get the ninja magic every time!

Shinobi

Level Select

Here's a level select with a twist. Sega's Shinobi and Nintendo's Shinobi have the same level select: Down, Down, Left, Right, Up, Up, Start.

Sky Kid

Continue

Hold Down and Left at the same time on Controller 2, then press Start on Controller 1 to resume the same level you ended your game on.

Star Soldier

Super Laser Weapon!

Quite a few GamePro's have written in stuck on that tough space shoot-em-up Star Soldier! Here's a trick that gives you a super laser weapon! Before powering on the NES, on Controller 1 hold diagonally Up and to the Left, and the A and B buttons simultaneously. Keep holding all of these down, and power up the system. Without letting go,

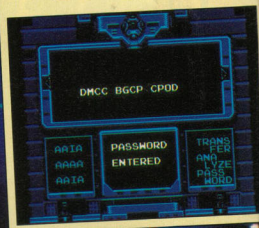
press the Select button 10 times, while still holding all of the directions and buttons! The screen will flash to let you know the trick worked. When your game begins you'll find you have the shield and 5-way fire already equipped on your ship. By pressing Select, your pea-shooting firepower is turned into intense laser blasts. You'll have no trouble getting Star Brains with these weapons!

Strider

End of Game password!

Here is a code that takes you straight to Matic in Strider!

DMCC BGGP CPOD



THE ARCADE
SMASH!
SIMULTANEOUS
2-PLAYER ACTION!

NARC

"NO ONE HAD THE GUTS... UNTIL NOW"



You are Max Force... your mission... bust Mr. Big and destroy the dreaded criminal empire... seize all contraband, stolen money, illegal weapons... use rocket bombs, high-powered machine guns... apprehend all suspects... protect the innocent and punish the guilty... stop at nothing!



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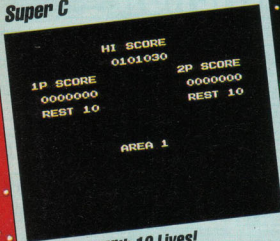


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NINTENDO TIPS/TACTICS PASSWORDS

Super C



Start Out With 10 Lives!

To begin the game with 10 lives during the title screen hit: Right, Left, Down, Up, A, B, and Start. For two players press Select at the end of this sequence.

Teenage Mutant Ninja Turtles

Unlimited Pizza Tricks

Check out these areas to get maximum pizza with minimum risk! Just at the exit to the first sewer area there is a slice of pizza. Take the pizza and then exit the sewer. Now, go back down the exit and you'll find more pizza! Simply destroy the Foot Clan Foot Solider (by not moving from the ladder) and take the slice. You can do this an unlimited number of times—and power up all of your turtles! Try this same trick in the sewer just before the area where April is being held captive.

Super Sprint

Add Extra Laps!

In Tengen's Super Sprint you can add two to three extra laps every time you complete a lap. Just before you finish the first lap turn on the slow motion button (or press Start very rapidly). As you cross the line every time the game pauses and unpauses a lap is added. Depending on your car's speed you can add up to three laps. Keep the slow motion on even a few seconds after you cross the line and some-



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

Teenage Mutant Ninja Turtles

Underwater Survival

It is very difficult to disarm eight bombs in 2 minutes and 30 seconds! However, here's a trick that doubles your time...making it easy to disarm all eight bombs.

Disarm the most difficult bombs including the two bombs past the "electric seaweed."

Chances are one of your turtles will be in bad shape by the time you pass through the seaweed. When six bombs are disarmed, allow your injured turtle to be captured. You'll find yourself back at the beginning with a fresh 2:30, and only two bombs remaining!

Thunderbirds

Level Select

Push Up and Left simultaneously while resetting the game. Now push Button A, then Button B, then Select. Now pick your level.

Thunderbirds

Automatic Level Finish

Start the game. While playing push Pause. Now push Up and Left simultaneously. Then push Button A, Button B, and Select simultaneously. Next unpauses the game. This finishes the level automatically.

Twin Cobra

Unlimited Free Men

Grab unlimited 1-Ups and shoot your score through the stratosphere by storing your super bombs until you've got nine. Once your reserves are filled you can bomb ground targets and expose 1-Ups instead of invincibility and bonus point stars!

Air Fortress

TM



16 challenging levels of video game play

- Battle enemy forces on the Air Base, picking up energy and weapons!
- Into the Air Fortress, to search out and destroy the Central Reactor!
- Find your way back to your ship before the Air Fortress self-destructs!



Danger around every bend in the Air Fortress!



High-speed arcade action on the Air Base!

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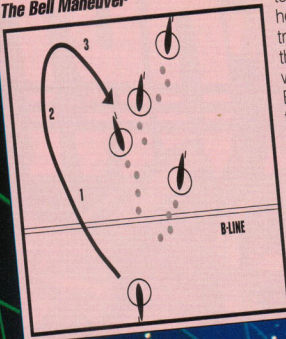


Watch for our games at the Nintendo World Championships. Soon to be in a city near you.



NINTENDO TIPS-TACTICS PASSWORDS

Twin Cobra The Bell Maneuver



The Bell Maneuver is a good way to avoid squads of hostile attack helicopters when there are no transports or ground cannons in the area. To pull off the maneuver wait until the helicopters reach Line B. When they reach the line they'll target you. Fly to the left or the right, and up the side of the screen. Once you get around and past the choppers they'll lose track of you or turn around. When you reach the top right or left of the screen fly to the middle and down to dodge new attack squadrons and blast the choppers that have followed you to the side of the screen.

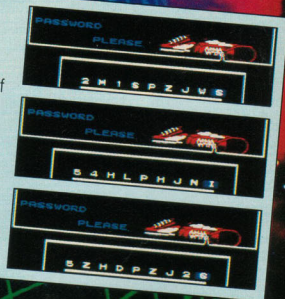


Track and Field II

Last Day Passwords!

Here are some last day passwords for different countries. See if you can make it to the end of the Olympics!

- 2M1SPZJWS USR
- 54HLPJJNI USA
- 5ZHDPZJ2S FRG



Who Framed Roger Rabbit

WHO FRAMED ROGER RABBIT

ENTER THE CODE

LLHHHHH-DHH3HH-HHHHHHD9

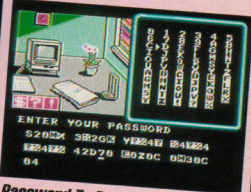
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© 1991 LUN TONG LTD.

Use this code in Who Framed Roger Rabbit and you'll be powered up with

everything including the four pieces of the "Will." Go to the warehouse and go to the right end of the screen. Stand between the boxes and the edge of the screen, throw a baseball, then run to the left and go into the warehouse while the Weasel is occupied with the ball. The bomb and the exploding cigars do the most damage to Doom besides the powered-up punch.

LLHHHHH-DHH3HH-HHHHHHD9

Wall Street Kid



Password To Receive the First Loan

S20MX 3%2GK Y?%4? %4?%4
?%4?% 42070 E0Z0C 0M30C
04



SHANGHAI™

The game that took over 2500 years to develop—and at least that long to master! A seemingly endless number of variations of the playing board, each with five increasingly difficult stages to unravel. Play the original version, using Mah Jongg tiles, or the updated version using the alphabet. We can teach you how to play the game—the only thing we can't teach you is how to quit!



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Revenge of the Gator™

'Gators galore! Eight scrolling screens—secret entrances to bonus areas—hungry 'gators that unexpectedly swallow your ball and move it to a new screen—all in a package you can slip into a pocket and take with you anyubere. You'd need a pinball machine the size of the Everglades to hold all this excitement, but Hal America and Game Boy make it portable.



NINTENDO TIPS • TACTICS PASSWORDS

Xexyz

Passwords

PASS	WORD
↑ 1 7 5 9 7	1 0 6 9 B

Here's a password that puts you in Area 1-1 with 295 E-Balls and the first Force Star: 17597 1069B

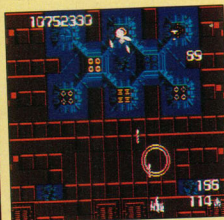
PASS	WORD
↑ C 1 0 C E	6 0 A 1 4

Here's a password to Area 12-3: C10CE 60A14

Zanac

Change the Music

Does the game over music on Zanac get boring? Why not change it! Here's how....



When your last ship is destroyed, quickly press and hold the select button. You'll hear an entirely new sound. The sound doesn't stay like that – just while you hold the Select button down! This works on every area.

In Area 10 you can change the background music! After you destroy a boss, any boss on Area 10, press and hold the Select button. When your ship starts to move you'll find the background music is different! After you destroy the next boss, the background music changes back to the original – unless you press and hold the Select button again!

Zanac

Pick your Level.

When the Zanac title screen appears, press Reset on your Nintendo deck 13 times, then press Start. Select Continue, and move the controller Left and Right to select stages 1-10, then press Start.



Zelda II

Use Turbo to Power-Up

If you're into Zelda II you already know how tedious it is to raise your various elements of power. If you've got a turbo, there's an effortless way to do this on a day when you've got other things to do.

Go to the Moruge Swamp and pick a fight with the strong enemy. Eliminate the Octoroks and proceed to the far left of the

screen, facing east. By keeping the B turbo pressed Link never misses a Moby. Use a small "C" clamp (available at any hardware store) to keep the button down and check in every half hour or so. When Link reaches the next point level the game will pause. Don't undo the clamp. Choose as usual and continue. To raise all levels above eight it takes a single life and about a minute per 58 points. No sweat!

Xexyz

Ending Password!

PASS	WORD
↑ S C 2 B 5	C 8 A I E

5C2B5 C8AIE

Zanac

Sound Test

Hold buttons A & B down at the same time before turning the power on. Then release both buttons.

Battle Chess™

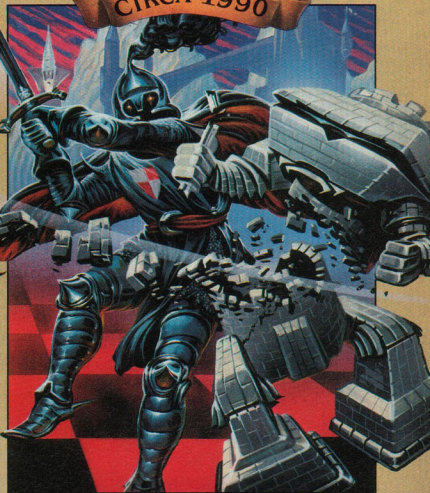
Ye Olde Game is Not the Same

CIRCA 1989

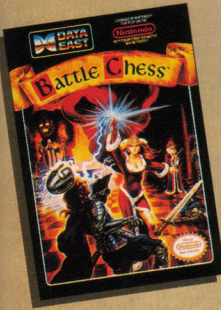


KNIGHT TAKES ROOK

CIRCA 1990



KNIGHT OBLITERATES ROOK!



Forget your old man's game! This is chess like you've never played it. Because Battle Chess™ isn't a game — it's war!

Now when you capture an enemy's soldier, the struggle unfolds in 3-D animation. Knight versus knight has never been so exciting!

Six levels of play make Battle Chess a challenge for veteran chess players as well as the novice. Want to concentrate on strategy — then use the 2-D overview. And when you're ready for action, switch to the colorful 3-D graphics and digitized sound effects!

Take battle strategy into the 21st century with Battle Chess! And leave the chess board behind.



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GENESIS

TIPS • TACTICS

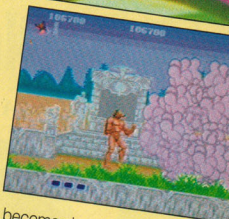
AD

PASSWORDS

Altered Beast

Score 100,000 Bonus Points!

To score 100,000 bonus points in any round of Altered Beast do the following: Kill the first, second, and third blue wolves that come to you. At the same time successfully grab all three power-up balls and turn into the Altered Beast. If you happen to miss one power-up, Neff won't turn into the enemy boss right away when you first meet him. The round



becomes longer, and your bonus for killing the enemy boss is only 50,000 instead of 100,000.

Altered Beast

Sound Test

Simultaneously press diagonally Up and to the Right on the control pad, Buttons A, C, and Start. You'll hear all the great sounds of the Altered Beast.

Golden Axe

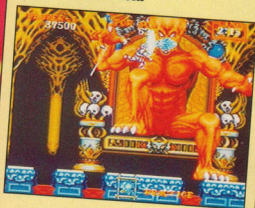
Start With 15 Men!

For a one player game (which gets nine men continuing) you can get 15 men. Simply select two players and kill one man right away. Now you have three men plus four credits left, for a total of 15 men!



Ghouls 'n Ghosts

A Way to Beat Loki



Here's a way to beat Loki. Get the Psycho Cannon from Valkyr and then when you get to Loki first jump on one of his feet, then when he lifts you up in the air, jump on the knee of the opposite leg. Now you can fire rapidly at his chin both when his knee is lowered and when it's raised. You can destroy him almost instantly.

Ghouls 'n Ghosts

Level Select

To start from any level of Ghouls 'n Ghosts press the directional button Up, Down, Left, and then Right during the title screen. After this do one of the following procedures to reach your desired level. You may have to try this several times to get it to work.

Level 1

The Execution Place—Push Start.
The Floating Island On the Lake—Push A and Start simultaneously.

Level 2

The Village of Decay—Push Up, B, and Start simultaneously.
Town of Fire—Push Up, A, and Start simultaneously.

Level 3

Baron Rangle's Tower—Push Down, B, and Start simultaneously.
Horrible Faced Mountain—Push Down, A, and Start simultaneously.

Level 4

The Crystal Forest—Push Left, B, and Start simultaneously.
The Ice Slopes—Push Left, A, and Start simultaneously.

Level 5

Beginning of Castle—Push Right, B, and Start simultaneously.
Second Half of Castle—Push Right, B, and Start simultaneously.
Loki—Push Down/Right, A, and Start simultaneously.

Phantasy Star II

A Slow Motion Code!

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



Phantasy Star II

Change the Music

If you'd like the music to stay the same when you enter a town or village try the following: Use the slow motion trick outside of a town or village. Next, enter the town or village (while still in slow motion) and press Start. The music will not change! This can be done anywhere.

Golden Axe



Level Select

There is a level select in the arcade mode of Golden Axe. Select Arcade, then, when the character selection screen appears, hold the directional button Down and Left so that the characters onscreen continuously spin around. Then press Button B and Start simultaneously. A "1" should appear in the upper left hand corner. Now press the directional button Up or Down to choose your starting level.



Altered Beast

Character and Level Select

Hold all three buttons and Down diagonally during the title screen. You'll get to pick your character and level!

Ghouls 'n Ghosts

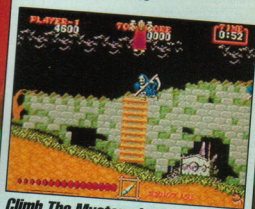
Invincibility

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



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

Ghouls 'n Ghosts

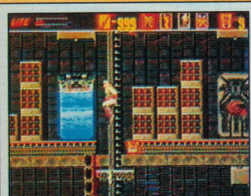


Climb The Mystery Ladder

See something wrong? Of course! You can achieve this on the second ladder of Level One. Stand in the center, jump straight up, and twist the direction button continuously Left and Right. Then move up!

GENESIS

TIPS-TACTICS PASSWORDS



Revenge of Shinobi

Get Lots of 1-Ups!

Here's an easy way to beat Revenge of Shinobi. Go to Round Three, the Cargo Jet. Head for the first elevator and go up. When you get to the upper level go right. When you come to the second elevator go down and shoot the last box on the upper level. You'll get two 1-ups! Once you've got the 1-ups let yourself die, and then repeat this process as many times as you want! The counter won't increase after nine, but you can still earn more extra lives.

Space Harrier II

Level Select

When you are at the beginning of the game, and it says Stuna area, push left or right to select any level. But remember, you can't complete the game if you begin with one of the later levels. To end the game you must start from the beginning.

Phantasy Star II

Save Time!!

While playing Phantasy Star II you very often lose playing time due to the complicated nature of the game. Here are some tips that can save you 30 to 90 minutes each:

General Hints:

#1: During battle on Mota if you find yourself or your party getting low on HP there will be a pause in the action, allowing you to use strategy. Take the opportunity to use Monomate, Dimate, or Trimate to regain HP and save you and your group members from being killed.

#2: Always carry an Escapee and a Telepipe on Mota. If you find yourself low on HP at any time you can get back to town, recoup, and Save your game without taking any more losses or losing valuable game time, power ups, or Mesetas.

#3: When you're in a town always get cloned and healed, buy gear and weapons, and stock up on medicine before you leave the town. And then go to Data Memory and save your game! If you get killed in the country you can continue your game, and you'll be healthy, stocked up, and ready to go right out and battle again. You reduce your risk of lost play time.

Other Hints:

#1: Don't play the organ in the Piata Control Tower. Use Musik and then proceed on your way!

#2: When you're traveling by scooter, looking for a change of water color south of Uzo to locate Climatrol, look south of False Uzo or the most southern island, the island closest to the mainland. (The hintbook will deceive you!)

#3: When you've completed retrieving items in Climatrol and you reach Niefirst she will ask you a question. Answer "No." Then use an Escapee and Telepipe to return to town. Clone back any dead in your party, go to the Hospital to be healed, and then shop. Stock up on Dimate and Trimate. Stop at Data and then return directly to Niefirst? Save all of the TP you can on the way back to Niefirst. You'll need it! (With the exception of Nei) Before allowing Nei to battle Niefirst have her give all of her items (with the exception of items only she can use - such as ribbons) to others in the party. You'll be glad you did. Anyone killed while fighting Niefirst will be cloned back to life for free if Niefirst is defeated. So if you lose someone, just keep fighting. When fighting Niefirst have Rolf use the techniques of Nafoi or Githru and you'll greatly increase your odds of success!

Rambo III



Make a Quick Escape

In Round 2 of Rambo III there is a "get out quick" secret. Rescue the two left prisoners first, then go to the last prisoner in the upper right hand corner. After you rescue him, start putting bombs in a line down the wall on the left side of the prison cell. They will blow an opening in the wall. Go through it, and you're right at the exit! This saves you a lot of time and ensures that you'll escape safely!

Super Hang On

To choose game difficulty, time adjustment, messages and hear a sound test press A,B, and C simultaneously during the Super Hang On title screen.



Super Thunder Blade

Avoid Enemy Fire

Here's an easy way to avoid enemy fire! When the title screen appears go into the options menu. Set the difficulty on Hard. Then leave the options screen and start the game. Finally, bank to the upper right or left hand corner. None of the enemy's fire will hit you! Note: This trick only works for Levels One, Two and Three.

Revenge of Shinobi



Keep Naoko From Being Crushed

While you're busy killing the final boss, Neo Zeed, in Revenge of Shinobi, Naoko gets squashed by a slowly lowered cement slab. Prevent Naoko from being crushed by jamming the gear mechanism of the slab. Do this by using the Fushin spell in combination with your flipping jumps. Position yourself near the right wall and flip up, so you're almost off the top of the screen. On your way down toss shurikens. Some will hit Zeed and some will go into the gear mechanism of the slab to jam it. You'll know your hitting it because you'll hear the sound of creaking wood. You have to keep doing this because the slab begins to move again after two or three seconds, but you'll have enough time to kill Zeed and rescue Naoko.

The Last Battle Continue!



In the Last Battle you can continue from the beginning of the last chapter played by pressing A,B, and C, and Start simultaneously when the title screen displays "Start." This only works from Chapter 2 on.

Revenge of Shinobi

Limitless Shurikens!

The bad news is that there is a mistake in the Revenge of Shinobi manual. It says you can level select, but you can't! However, you can get unlimited shurikens! Go to the option screen and select 00 shurikens, then wait about 15 seconds. The number of shurikens will change into an infinity symbol!

OPTIONS

SOUND TEST	THE SHINOBI
LEVEL	00
SHURIKENS	00
CONTROL	TYPE 1
	A=HURTER
	B=ATTACK
	C=JUMP
EXIT	

GENESIS TIPS-TACTICS PASSWORDS

Thunder Force II

Did you know that your Exceliza ship is invincible to the power-up ships that drop weapons both in the vertical and horizontal stages? Take advantage of this quality, especially in the horizontal stages when you're trying to avoid enemy bullets.

Thunder Force II

Bonus Points

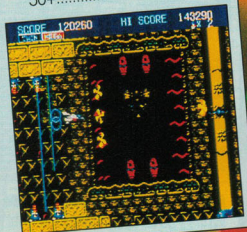
Did you know that 250,000 points can be awarded on any top view (vertical) stage if you destroy all four bases in under one minute?! This works on Stages 1, 3, 5, and 7. Here is the Time Chart:

Bonus	Time
250,000 pts.	under 1 minute
100,000 pts.	under 2 minutes
50,000 pts.	under 3 minutes
20,000 pts.	under 4 minutes
0 pts.	over 5 Minutes

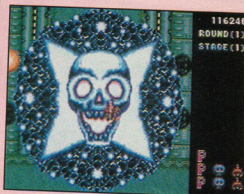
Bonus points during any side view mission (horizontal) are based on the number of enemies destroyed.

Here is the Bonus Points Chart:

Number of Enemies Destroyed	Bonus Points
200+	100,000
150+	50,000
100+	20,000
50+	10,000



Truxton



Kill Big Enemies With Just One Bomb!

To kill enemies that normally take more than one bomb using just one bomb do the following: When you're ready to bomb the enemy push the bomb release button, and just after that push the Pause button, and let the game sit for two or three seconds. Next, push the Pause button twice, so the game is paused again, and let it sit for another two or three seconds. Keep this up until your bomb is gone. By then your enemy is destroyed, or pretty close to it.

Tommy Lasorda Baseball

The Ultimate World Series Passwords!

Here's a code that gives you an incredible range of World Series options!

H _ _ flmnjia VXhLQZPqBCVA

Select your team by putting one of the following in Blank A :

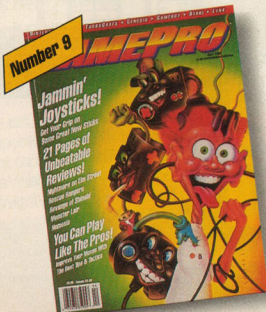
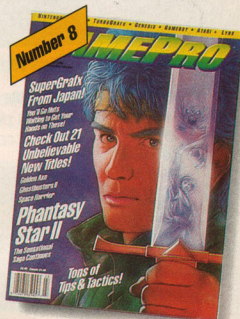
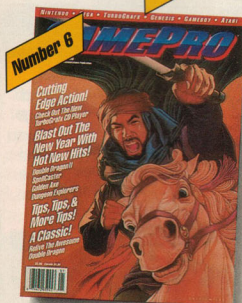
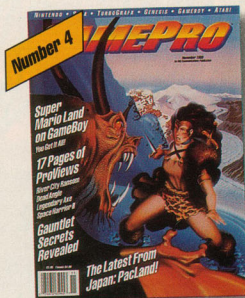
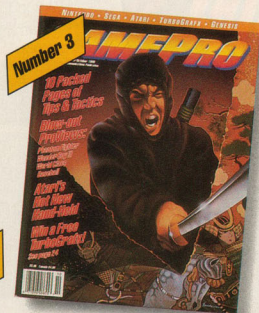
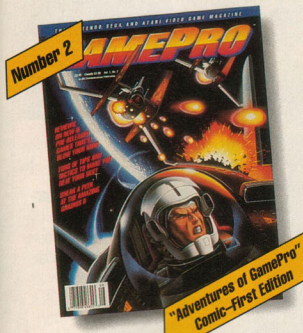
D	(Detroit)	L	(Kansas City)
E	(Toronto)	M	(Oakland)
F	(Milwaukee)	N	(Seattle)
G	(New York Yankees)	O	(Chicago White Sox)
H	(Boston)	P	(California)
I	(Baltimore)	Q	(Texas)
J	(Cleveland)	R	(St.Louis)
K	(Minnesota)	S	(New York Mets)
		T	(Montreal)
		U	(Philadelphia)
		V	(Pittsburg)
		W	(Chicago Cubs)
		X	(San Francisco)
		Y	(Cincinnati)
		Z	(Houston)
		a	(Los Angeles)
		b	(Atlanta)
		c	(San Diego)

* Milwaukee, Minnesota, Philadelphia, and Houston must be played versus one of the following teams: Milwaukee, Philadelphia, Baltimore, San Francisco, Kansas City, Los Angeles, Chicago White Sox, or St. Louis.

Use Blank B to select your opponent by putting one letter higher in the alphabet than the team's regular letter. For example, Detroit is "D," so if you wished to have Detroit as your opponent you would put "E" in blank B. Oakland is "M." To play Oakland enter "N" in blank B.

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SEPT90

SEGA TIPS-TACTICS PASSWORDS

Altered Beast

Get Extra Life

There is a way to get five life gauge meters instead of three. When the title screen appears, push the directional button Up and to the Left diagonally, and push Buttons 1 and 2 at the same time. When the game begins you have five life meters!

SCORE 0 HI-SCORE 50000
2:0



Altered Beast

Continue

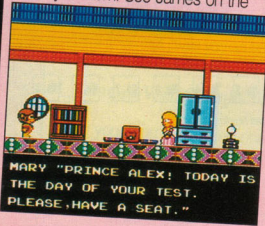
A secret continue! When the words "Game Over" appear, hold Buttons 1 and 2 down simultaneously, and rotate the directional control or joystick clockwise.

Alex Kidd: In High Tech World

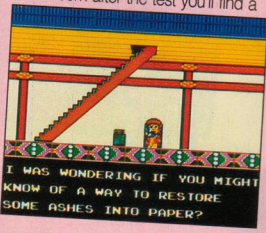
Locations of Eight Pieces of the Map!

Here's where to find the eight pieces of the map Alex needs to escape from the castle:

1. Papa's Room: You'll have to enter more than once before the real map piece is found.
2. Kitchen: Look inside the waste basket!
3. Mary's Room: See James on the
4. Maid's Room: Name the names of six maids!
5. Digital Clock: Check the back of the clock on the third floor. A mini ladder is necessary!
6. James' Room: When you enter the room after the test you'll find a
7. Library: First you need to meet John, and then Barbara. Listen for the name of the book and then go to John in the library. He'll show you a piece of paper—your map piece!
8. Empty Room: When the digital



4th floor and then take your test from Mary. Answer more than eight questions correctly on the test and you might get a piece of the map.



note burned to ashes. Don't touch the note! Telephone Rockwell and ask him to bring the Restorer Powder to the drawing room. Take that powder to James' Room and spray it on the note paper that turned to ash. It'll turn into a piece of the map.



clock shows a time from 30 to 45 minutes head for the empty room to find Mark and Tom. You won't find them here at any other time. Meet them three times and they'll give you a piece of the map!

After Burner

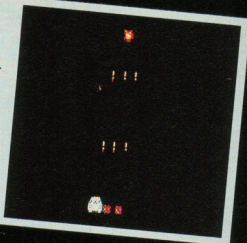
Continue, Continue, Continue!

When the title screen appears, press the Pause button exactly 100 times before the demo starts, then press Start for unlimited continues until you get to the 18th stage. To continue, when the words "Game Over" appear, push the control stick Up, then press Buttons 1 and 2 simultaneously.

Astro Warrior

Quick Double Options Power-Up!

To grab two free options do the following: When the game is in play and the screen says, Galaxy Zone, Asteroid Zone, or Nebula Zone, rapidly alternate Buttons 1 and 2. If you do this at just the right speed, free options appear!



All

A Sneaky Way to Grab All of the Items!

In the kitchen, first get the salami, then the cat. Go to the children's bedroom, press Pause on your Power Base, and then press Up, Left, Button 1 and Button 2 simultaneously. You'll get all of the items!

Black Belt

Find the Secret Extra Level

After defeating Wang at the end of the sixth level, wait for the ending message screen, then press Buttons 1 and 2 while wiggling the control stick Up and Down.

Black Belt

Unlimited lives!

After starting the game, you'll see a screen showing how many lives you have, then a blank screen flashes for 30 seconds. Hold the Reset button down until Riki appears in the upper left-hand corner of the screen. Now you'll have unlimited lives. You must time the tap perfectly during the flash of the blank screen for the trick to work.

Alex Kidd in Miracle World

Continue, Continus, Continue

When the words, "Game Over" appear, hold the controller up and press Button 2 eight times to continue where your last game ended. But remember, this won't work unless you have at least \$400.

Alex Kidd: High Tech World

Beat the Maids at Their Game!

Having trouble beating the maids at their game? Here is their order! Linda is Number 1. Betty is the thinnest. Janet is the third from left. Cindy is the third from right. Kate is the fattest, and that leaves Susan!

Captain Silver

Continue



When the "Game Over" screen appears, push Up and Buttons 1 and 2 at the same time. This enables you to start at the beginning of the level where you were killed.

Enduro Racer

Level Select

During the title screen press Up, Down, Left, and Right on Controller 1. When this is done, a level select number appears in the upper right hand corner of the screen. Use the control pad to select the level of your choice.

SEGA

TIPS-TACTICS
PASSWORDS



Golvellius

Sound Test

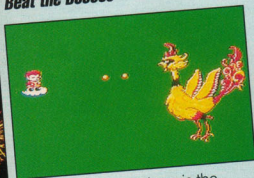
Try this simple pad and button trick to get into the Sound Test mode. Begin a new game, and when the screen shows Kelesis walking toward the tunnel simultaneously hold diagonally Upper Left on the pad, and Buttons 1 and 2. The screen with the old lady appears. Now release, and check out the sounds.



SOUND TEST
NO 01

Cloud Master

Beat the Bosses

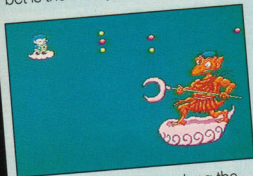


Round 1: The boss here is the Phoenix. Hit him in the beak 15 times to destroy him. Your best bet is the 3-Way shot.

bolts stay in the upper left of the screen and then move down, following the bolts.



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



Round 2: Battle Kappa along the Koh River. Aim for the red blinking spot on his head. To avoid his

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

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

Miracle Warriors

Finding the Dark Lord, Terrarin

Once you've found the keys to Heaven, Earth and Hell you've got to find Iason's Monument. Here's what to do. When you get the last key (the Key to Hell), go west six spaces, or squares. Press Button 2 and use the same spell you used to get the keys (Come, Iason). You'll find yourself inside the monument. Before you head for Terrarin make sure you have all of the special items, food in full, and life meters in full. If not, you'll never beat the Dark Lord. Collect the special items you'll find in treasure chests in the Monument. There are three levels in the monument. Move fast in Level One to beat all kinds of fierce monsters. Head for the stairs in the upper left corner of the maze. These stairs take you down to Level Two. Go to the lower right corner where you'll find more stairs going down! The stairs on Level Three are at the top center edge of the level. Head down these stairs and you're face to face with Terrarin!

Golvellius

Password

Start with all seven enemy bosses destroyed. Now go kill Golvellius! Here's your equipment: Legendary Sword, Arusazu's Shield, 18 Life Potions, Maximum Bibles, Ring of Invincibility, Mirror, seven Crystals, Ascent Boots, one Purple Mea, Ramurasu's Pendant. The password is:

W4KQ AH85 LDSX KN6E

Q5N7 2K3L 7T5E QKQL

HINT: The cave to Golvellius may be found in Crawky's forest where

there is a dead tree with two brown rocks in front of it. The rock on the right is the one to strike with the sword a couple of times.

INPUT PASSWORD

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

W4KQ AH85 LDSX KN6E
Q5N7 2K3L 7T5E QKQL

Miracle Warriors

Take Two Steps

Having trouble figuring out the scroll? Can't find the Dark Lord? Remember that Iason was "twice as big as a normal man." It's a clue from the game. Since he was twice as big as you, you must take twice as many steps to cover the same distance. Take two steps instead of one.

Power Strike



Ten free lives!

To start out with 10 free lives instead of three, press your controller: Down, Right, Down, Down, Left, Right, Up, Right. After this sequence is complete, press Button 1.

Ninja

Find the Scrolls

Here are the locations of the five hidden scrolls in Ninja:

1. Look in Screen 1. If you succeed in killing the transforming Ninja, the scroll appears.
2. Try Screen 4. Blast the Dog Statue on the far left hand side five times and you'll find the scroll.
3. Found in Screen 6. Look for the first Samurai House surrounded by a moat to the left of the screen. Cross the foot bridge and head for the upper right corner. Shoot to the left of the bush in the corner and scroll appears. Grab it and head back across the bridge.
4. Try Screen 8. Head out through the gate to the open field. Find the last bush toward the back wall and shoot it. There's the scroll!
5. Last but not least, try Screen 9. Creep up the right side of the wall (it is a good idea to disappear). Watch out for falling rocks! Stop them by blasting the rock hole at the far right



46 times (optional). Get past the rock holes and you'll face the main boss – but don't do him in yet! Go to the far right of the screen (staying on the same walkway as the main boss) and you'll have the final scroll. Don't forget to go back and get the boss!



Phantasy Star



Location of the Mirror Shield

To find the Mirror Shield head to the town of Sopia (located in the middle of a poisonous gas field – so make sure you have the gas shield!). Head down to the lake below the town, and climb into your hovercraft. Cruise around the lake and you'll find a tiny island with one ant lion and quite a few cacti! Disembark, head to the ant lion, and go directly down to the cactus below the ant lion. Search the area here and you'll find the mirror shield!

Poseidon Wars 3-D

Sound Test

To hear the sounds of Poseidon Wars press: Up once, Left two times, Down three times and Right four times during the title screen.

Phantasy Star



Go Get the Governor

After you've beaten Lassic you must return to the Governor. Be sure to keep Mayu alive or have a transfer that allows you to return to Palma.

As many frustrated players have discovered when you enter the mansion you'll fall into a pit trap! Don't panic! Keep following the corridors and eventually you'll fall through two more pit traps. Head to the right and around two corners. Take three steps and face the wall on the left. And...a secret door appears! Enter and follow this hallway to a magic door. This is a good time to heal yourself with burgers because when you go through the door you'll face your last enemy!

Phantasy Star

Use the Magic Wand

There is a way to escape from enemies in Phantasy Star without using magic – even the enemies that won't let you run away. Just use a wand! You'll find a store with wands at Skure on Dezoris. Equip Noah with one (as his weapon) and then buy an extra one. When in battle highlight it on the Item menus. This works in all places except when every direction is blocked off or when fighting a large creature such as Medusa or Lassic.

R-Type

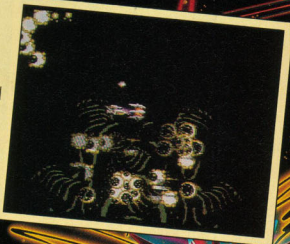
Invincibility!

Plug both Control Pads (1 and 2) into the Sega console. Before powering on the system, hold down the lower right-hand corner of the directional pad of Controller 1 and the upper left-hand corner of the directional pad of Controller 2, plus Button 1 simultaneously. Power on the system and don't release the above positions until the title screen fully appears.

R-Type

Kill the second enemy boss with one shot!

Simply place your R-9 ship and probe right over where the eye opens up. Charge your beam up to maximum power. When the eye opens, let 'er rip. It's dead in one shot.



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SEGA TIPS-TACTICS PASSWORDS

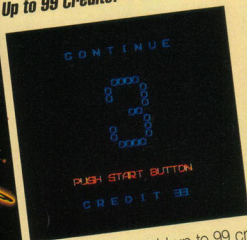
Poseidon Wars 3-D

Continue

To continue press Down four times, Right three times, Up two times, and Left once!

R-Type

Up to 99 Credits!



Here's a way to add up to 99 credits in R-Type! Get into the extended sound mode, as described in

the other R-Type tip in this section. Go to sound effect 62. This is the sound effect you hear when you gain credits. Now, press Button 1 three times to play sound effect 62 three times!

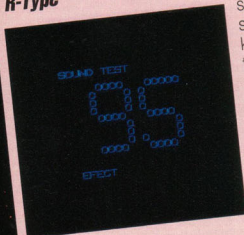
Next, exit the sound test. This adds to your limit of credits. The limit you can normally get is up to 12. But this lets you gain up to 30 more credits.

To take advantage of this move to the countdown feature. That is, when your game ends and the continue screen counts down, rotate the directional controller clockwise. You'll find the counter moves past

the 12 limit, and gives you up to 30 credits. If you have to, start the game before the counter runs out, kill off your ships, and move the pad clockwise to max up your credits.

To go beyond the 30 credit limit, go back into the extended sound test, play sound 62 three more times. Then back to the credit feature, etc. By repeating this method several times you can get your credits up to 99! But don't go over 99 because the counter will flip over to 00 and all you've gained will be lost!! Good Luck!

R-Type



Extended Sound!

To do the basic sound test, roll the directional controller coun-

terclockwise during the continue screen. This allows you to hear sounds from 01-17. But did you know about the extended sound test that allows you to hear effects from 18 to 95? Here's how it works. When you are on sound test 17, press and hold Button 2 on Controller 1 and push Right. This puts you on sound test 18! Keep pushing Right and it will count up to 95. The same trick works from effect 00 (exit) when you press and hold Button 2 and press Left. This puts you on sound effect 95!

Shinobi

Level Select

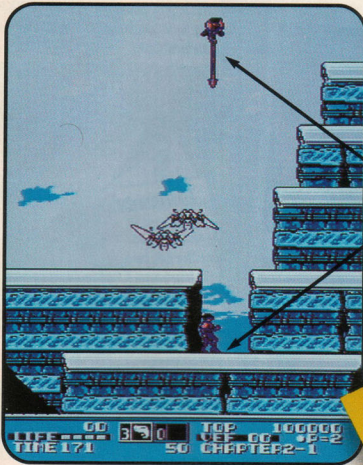
When the title screen appears, push Down on the controller, then press Button 2. Now you can select any level you want.

Space Harrier

10,000,000 points and a free life!

At the beginning of the bonus round, where you ride the friendly dragon, try to dodge all the trees and bonus objects. If you do this trick successfully and hit five trees or less, a space ship flies across the screen. Shoot it to get the 10,000,000 points and a free life.

Jump!



Power-up your anti-gravity belt, then jump almost 8 SCREENS HIGH!

END JUMP HERE!
START JUMP HERE!

Use super-human jumping skills to climb giant cliffs & tall towers.



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The lives of trillions depend on you - Low G Man, the most skillful warrior alive. If you think you've got the guts, your stash will include a deadly armor-piercing spear, an electromagnetic disruptor and a *super-human jump* (up to 1 3/4 screens)!

If You Fail, No One Survives!

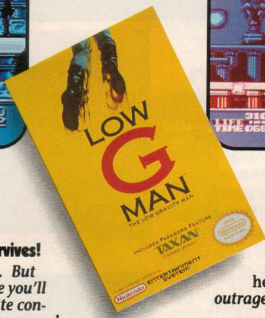
So don't. But just in case you'll have infinite continue & a password. You'll get rapid action, detailed scrolling backgrounds,

bundles of surprises, multiple levels, infectious music, heavy power-ups, and outrageously massive Bosses.

Are You Worthy of the Prestigious Title "Low G Man"?

Everyone can play Low G Man, but only a few can master the skills to save the CUE.

If you're ready for a game that gives you everything and only asks for your extreme concentration, then watch for Low G Man.



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Space Harrier

This Continue Has Nine Lives!

When the words "Game Over" appear on your screen, do the following with your controller: Up, Up, Down, Down, Left, Right, Left, Right, Down, Up, Down, Up. Do not press Buttons 1 or 2.

Space Harrier

Secret game option

Go to the sound check mode to select the game's different sound effects and music sound-tracks. When the title screen appears, push the controller Right, Left, Down, then Up. While you're in the sound test mode, make the following selections in this order: 7-4-3-7-4-8-1. Press Button 1 after selecting each number. An option screen appears, allowing you to change your character and the game's difficulty setting.

Wonder Boy III: The Dragon's Trap

Password!

Here's a password that makes Wonder Boy III a little easier!

2CKF 7L4 88OP U53

Use this password to Continue to enter the game as Mouse Man with 1,000 gold pieces! You'll be able to walk upside-down on the checkered "mouse blocks," and go places you can't get to in any other shape.



Thunderblade

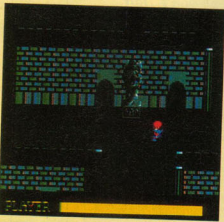
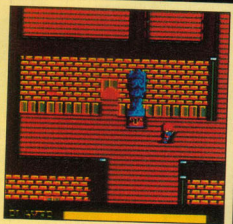
Continue

After you lose your last life, press the controller diagonally to the Lower Right while simultaneously pushing Button 2. This trick lets you continue where you left off.

Y's, The Vanished Omens

Location of the First Book of Y's

Make your way through the palace to the fourth and fifth floors. Search these floors for all of the keys and do other special items you can find. Do this by finding all the statues, using them to transport, and searching each area thoroughly. On the fifth floor you'll find a blue statue. This is the location of the door to the secret area where the First Book is located. To see the special door and get into the room with the broken pillars you'll need to use the mask. So, put the mask on! The secret door appears and you can head in to collect the First Book (of course, you'll have to beat a nasty creature who's guarding it - but that's no problem, right?!).



Vigilante

SELECT STAGE !!!

5

Level Select!

To select your levels in Vigilante, hold down the upper-left corner of the directional pad and Buttons 1 and 2 simultaneously. A screen appears that enables you to choose a level by using your directional pad.



S'more HOT HINTS



"FROM THE GUY IN THE BACK".



MINOTAUROS holds the most powerful weapon...**THE MACE**. Use the start button to select **THROWING KNIVES**. Minotauros moves from left to right so hit him with the knives until he gets close then jump up and let him pass under you.

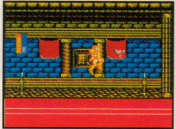


The trick to destroying **MEDUSA** is to keep her away from you. Using **THE MACE**, you can quickly push her away, out of range from her gaze. For a challenge, try using throwing knives and timed jumps.



In **THE CRYPT**, you will come to this pillar, stay on the pillar! The **SALAMANDER** will attack and fall off the cliff if you don't try to fight him. Once again, discretion is the better part of valor!

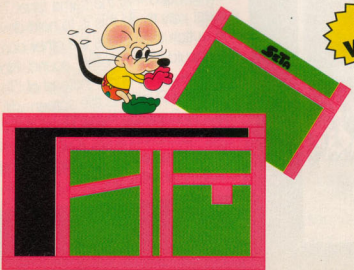
Jump up and touch fairies to restore your health. The red meter is health and the blue is experience. Trashing creatures adds to the experience meter and each time it fills up, both meters get bigger.



GUARDIAN DRAGON bars the exit to a level of **CASTLE DARKLARZA**. All weapons have the same power against them so use the **THROWING KNIVES** to the head. Use this pattern to avoid **GUARDIAN DRAGON**.



You must battle your way through 9 stages to free Princess Amoreena. Use the control pad to select any one of 5 levels of **CASTLE DARKLARZA**. You must clear the top and bottom two levels before moving to the center.



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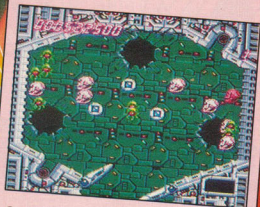
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TURBOGRAFX-16

TIPS-TACTICS PASSWORDS



Alien Crush



Get An Extra Ball

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

Alien Crush

Check Out the Score

If you're trying to beat your friend's high score and you want to see the high scoreboard while still in play do the following:

- Pause the game;
- Then press Select;
- Press it again to return to the paused game.

Alien Crush

Extra Balls

To get extra balls in the upper screen of Alien Crush, shoot your ball to wherever the green and yellow arrows are pointing. By doing this you'll light up the bonus counter. Everytime you fill up the bonus counter it lights up a yellow lamp below the bonus counter. When you have lit up all of the lamps on the bonus counter and all of the lamps on the bonus counter and all of the yellow lamps below it, light up all of the upper gate lamps to open the Dead Bones Lock 3. Shoot the ball into Lock 3 to receive an extra ball!

To get extra balls on the lower screen bounce your ball off of the scorpion bumpers. Doing this lights up your bonus counter. When you light up all of the bonus lamps, the yellow bonus lamps below it light up. When you've lit all of the lamps on the bonus counter and the yellow lamps below it, hit all six alien targets to open the Mouth Trap. Shoot the ball into



the Mouth Trap to receive an extra ball.

Dragon Spirit



Continue

On the title screen make sure both turbo switches are down and press Buttons I and II at the same time. The easiest way to do this is to hold down one button then press the other one. You should hear a "clink" sound. Now when the game ends, instead of "To Start Press Run", the title screen will read, "To Continue Press Run." You will be able to continue your game up to two times from the beginning of the area you were on.

Blazing Lasers



Get Over 15 Multibodies!

On the title screen, enter the sound test mode by alternating Left and Right rapidly on the controller while holding Select. Once in this mode press Button I, then II, and then Select over 30 times until you see the robot or graphics appear. Select Sound 83 and press Run. While playing grab all of the pink gels you can. At the end of the level no boss will appear!

Blazing Lasers



Unlimited Continues

When the title screen appears press Select and then Run, and continue to hold both buttons down until the game starts. When your first game is over you'll discover that you have 30 continues. Now instead of pressing Run right away press Select two times, moving the indicator to Game Over and then back to Continue. Now press Select and then Run, and continue to hold them both down until the game starts. You now have unlimited continues! The number of continues will always read 30.

Blazing Lasers

Difficulty Select

Put Buttons I and II on top turbo speed and hold them and the Select button simultaneously. Now you can choose from "Normal Dog" or "Hard Human" game settings. Put the turbo on the lowest settings for Button I and II and hold the Select simultaneously and you can choose from "Super Mania" and "God of the Game" settings. After you have selected your mode use the Start and Select buttons to reset the game.

Blazing Lasers

Get 16 Lives and 36 Bombs!

To snag 16 lives and 36 bombs, head to the triangular enemy boss at the end of the First Level. Be sure to get there with lots of shield! Avoid this ship until it chickens out and leaves. In addition to the 16 ships and 36 bombs, you'll also double your current point total!

Galaga 90

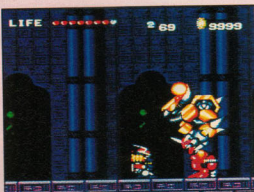


Extra Weapons

To get special extra weapons in Galaga 90 hold the controller Up and press Run simultaneously when you start the game. You'll know the trick is activated because the capsule above your ship that is normally blue will be red! At the beginning of each stage shoot the last enemy as he is descending towards your ship. He'll drop a barrel that gives you either an extra ship, a speed up, or extra fire power.

Keith Courage

Beat the Titan Boss



Here is the quickest way to dispose of the Titan Warrior, the Big Boss of BAD. You don't need any Bolt Bombs, just the Alpha Sword.

The object is not to allow Titan to separate into his two components. When you are near the entrance of

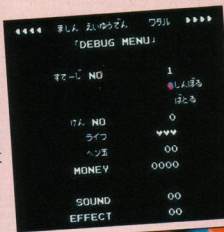
his lair, you'll confront Baron Chairman and Stitch – the last two bad guys you'll have to defeat before the Big Boss himself. After defeating them, go right and jump into the hole. Go to the left until you reach the end of the plain you're standing on. Gently ease Keith to the left, letting him land to the cliff or a piece of land. To the extreme left there is another piece of land separated from you by a hole (this hole is the gate of Titan's lair). Jump to the piece of land in the left. Then run to the right, letting Keith fall diagonally to the right. Keith will land in front of Titan Warrior. Surprisingly he won't move a bit or throw a fireball at you. Continuously strike him with the alpha sword while jumping up. In no time he'll blow into smithereens.

TURBOGRAFX-16 TIPS-TACTICS PASSWORDS

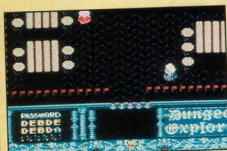
Keith Courage in Alpha Zones

The Super Screen!

Here's how to get to the screen that lets you select your level, your power, your weapon strength, and more! Here's what to do: Turn the power on, and push Run and Select to reset the game. Next push Button 1, Button 2, Run and Select simultaneously. Start appears again. While still holding all the buttons, push Up eight times.



Dungeon Explorers

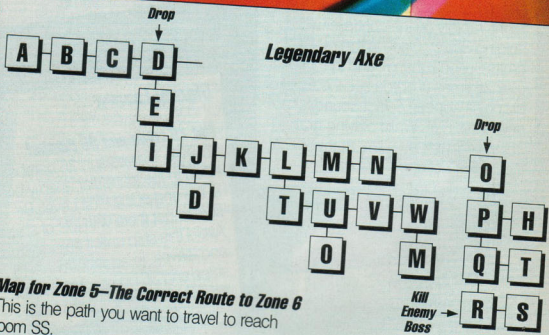


Password to Invincibility!!

To become invincible type in the password:

DEBDE
DEBDA

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



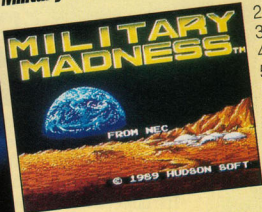
Legendary Axe

Extra Continues



When the screen says "Game Over", hold down Button I and Select while pushing the control pad Left as many times as you can.

Military Madness



Passwords

1. Revolt
2. Icarus
3. Cyrano
4. Ramsey
5. Newton
6. Senec
7. Sabine
8. Aratus
9. Galios
10. Darwin
11. Pascal
12. Halley
13. Borman
14. Appolo
15. Kaiser
16. Nector
17. Milton
18. Iragan
19. Liptus
20. Inakka
21. Tetros
22. Arbine
23. Rectos
24. Yeanta
25. Monoga
26. Attay
27. Deshta
28. Nekoe
29. Eratin
30. Soleis
31. Sagie
32. Winner

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TURBOGRAFX-16 TIPS • TACTICS PASSWORDS

Moto Roder

Change the Music!

While racing Pause the game, then press and hold the Select button. While holding Select tap the A or B Button to change the music!



Military Madness

Sound Test

At the password screen enter "On-gaku" to get to the Sound Test mode.

Moto Roder

Get \$50,000!

When you enter the Course Selection Screen, hold the Select button down and push the Control Pad to the Right. This activates the "time" option. At the end of the race the time of the winner is shown. Pushing the pad to the Left activates the "slip" option. This option makes your car slip and slide even with the best tires and brakes. Pushing the Select with Button 2 activates the "Rich" option. When it's time to

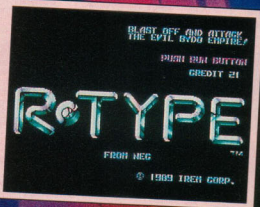


choose your parts, you'll start with \$50,000 instead of only \$5,000. The computer cars also receive \$50,000, but they will still choose cheap parts instead of the better expensive ones!

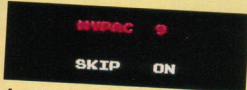
R-Type

21 Credits

Put the turbo switch to its max on Button I, turn on the game, hold down Select and Button I and your credits will start to rise. When you get to 21 continues press Run to start the game.



Pac-Land

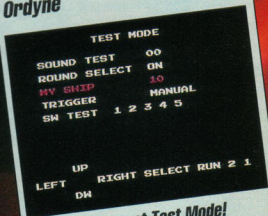


Level Select, Sound Test, and Extra Lives!

Hold down Buttons I and II, then press Run. You'll see a giant Pac-Man on the screen. Continue to press Buttons I and II and press Run again. You're now in the Game Options screen. Here you can select the number of lives you want, or put the skip to the On po-

sition so you can begin at higher than Trip 5. Next, press Run again and you'll be in the Sound Test Mode. Press Buttons I and II to select different music and sound effects. Press Run again and you'll see the title screen. Press Run one more time and you'll see the word Skip 1 on the screen. Now, press Buttons I and II until you find the level you want to start on, and then press Run. If you beat Round 32 you'll see the first game ending, and then begin on the second quest where the game is much more difficult.

Ordnyne



Enter the Secret Test Mode!

To get into the Secret Test Mode do the following: During the title screen hold Run, then press Select Six times, and release. Hold Buttons I and II and Upper Left on your Turbo Pad simultaneously and press Run. This mode contains a sound test, round select, number of ships, autofire, and more. To move the selector down press Select and Run together.

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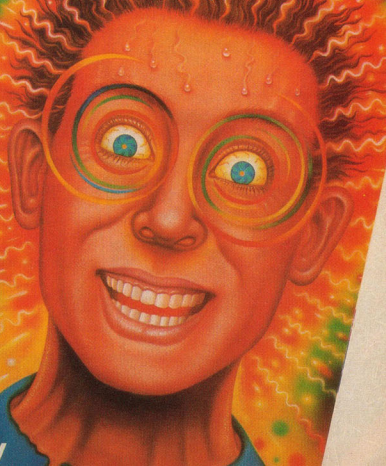
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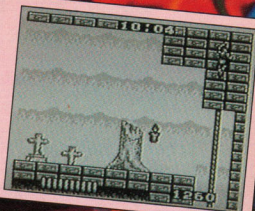


GAME BOY TIPS-TACTICS PASSWORDS

Castlevania: The Adventure

Secret Room

Go to the fifth rope on Stage One. Once on it, climb up through the bricks. After climbing out of the screen, you'll find yourself in a bonus room containing four helpful items.



QBillion

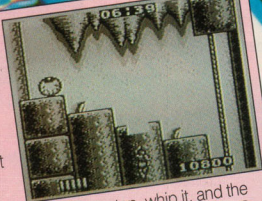
Passwords!

The first three passwords are WALL, IDEA, and NOON.

Castlevania: The Adventure

Secret Strategies

In Area Two, after going down the rope and past the bridge with the rolling eyes, you come to an area with three falling blocks and two ropes. Get the candle at the far left by getting as far as you can off of the ledge. The candle is a 1-Up! Then go down the right rope to the next screen. Get the two candles to become invincible (you'll need it!) and then go down the left rope to the steps on the next screen. Go to the very edge of the third step and bend Simon down. Wait for an eye,



let it hit the step, whip it, and the explosion blows open a shaft. Go down the invisible rope and whip all of the candles for a 1-Up, a full power up, a coin, and a crystal!

Super Mario Land

Hidden Elevator

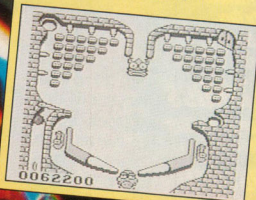
To find the secret elevator proceed to the ledge in World 1-3 with the Gao just to the right of it. Kill the Gao and break the third block twice without moving it. An elevator appears. Climb on top of it and ride it to the top. Find the tube and go down it.

QBillion

Strategies!

1. The "1" level blocks are valuable! Always hold "1"s in reserve and don't allow them to get caught against other blocks or on the sides.
2. Watch out for second level blocks forming a square. Never push four second level blocks together in a square.
3. Erase a square of two kinds of symbol blocks lying diagonally as soon as possible.

Revenge of the Gator



Getting into the Secret Round is No Problem

When you get the door that leads to the upper screen to disappear but you shoot your pinball and it's almost going to make it but not quite try the following: Press Pause and the flap closes, making sure your ball is safely inside.

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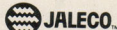
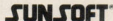
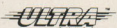
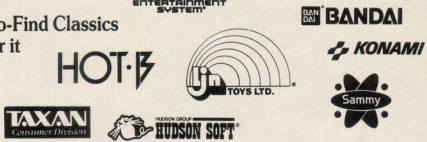
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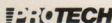
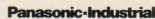
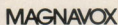
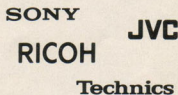
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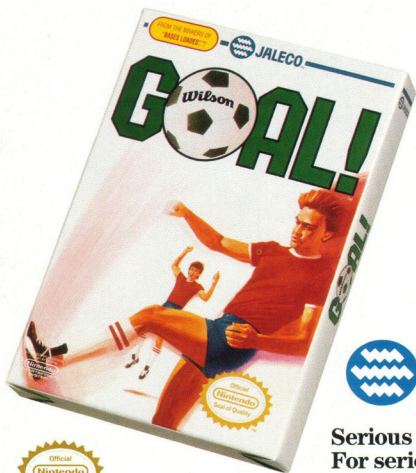
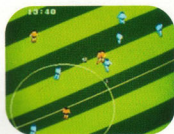
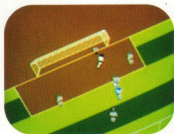
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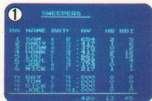
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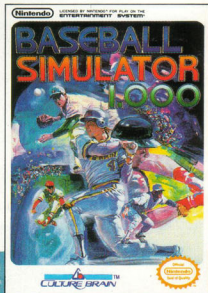
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Simulate a full season based on statistics. The season can be played automatically, while you can enjoy following a team through its games. And by editing team and player abilities, it's a full-auto simulation game.

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