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JEFF ROVIN

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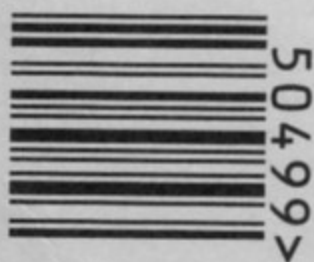
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GENESIS
GAMES**

JEFF ROVIN

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INTRODUCTION

Welcome to the second volume in our new series of Videogame Master books. The first book, just out, is for SNES videogamers.)

For all of you familiar with our previous "How to Win At . . ." books, welcome back. To those of you who are reading one of our guides for the first time, it's our practice to give videogame buyers or renters the most helpful hints, useful passwords, and unbiased reviews possible.

To this, we've added something new. In light of all the debate about violence in videogames, we've also included ratings for each cartridge. From the mildest to the most intense, we've graded them as follows:

N stands for "No violence."

C stands for "Cartoon violence," meaning it's no worse than the average Saturday morning cartoon.

S stands for "Slapstick violence," which involves realistic *Home Alone*-type action.

NG stands for "Non-Graphic," which tells you that there's lots of sword-swinging, projectile-firing, and the like, but no flying limbs or blood.

G stands for "Graphic," which involves realistic and very visual activity.

XG stands for "Extremely Graphic," the equivalent of a videogame splatter/slasher movie.

Keep in mind that these ratings are not praise or condemnation of individual games.

We are vehemently opposed to the censoring of videogames, and to Congressional and state attempts to mandate labeling. (Now, even the American Medical Association has weighed in by backing labeling on all kinds of video and audio entertainment.)

This kind of meddling nearly killed comic books in the early 1950s. Moreover, who is to say what elements consti-

tute a GA (appropriate for General Audiences—meaning everyone), MA-13 (Mature Audiences), or MA-17 (Adults) game? Theoretically, a GA-rated, cartoon-style game could be *more* dangerous than a realistic one, since a young player might think that hitting a friend with a hammer will do nothing worse than produce circling stars and twittering birdies.

Beside, labeling may well have the opposite effect of what its advocates intend: If you tell some players that a game (or videocassette or TV show) is excessively violent, which one do you think they'll be renting that night or buying?

Having said that, we've received hundreds of letters over the years telling us that parents *are* concerned about these issues, so we've provided what we feel are helpful, broad, and nonjudgmental guides.

With that out of the way, we'd like to thank our associates and editors: Gordon Van Gelder, John Rounds, Roger Cooper, the Kidd kids, Megan and Monica LoDolce, Jim Trupin, and Elizabeth Beier, as well as those of you who have written to tell us what we're doing right . . . and wrong. Michael Reifmueller wrote a particularly fine letter, for which we thank him. We continue to welcome your input, though if you want a response we *must* ask that you include a self-addressed *stamped* envelope.

Thanks, and happy videogaming!

ADDAMS FAMILY

Story: As Gomez, you must search the Addams Family Mansion to rescue Morticia.

Strategies: If you reach the Continue Screen but have no lives remaining, go to the left, beyond the Continue Door. That will let you into a hidden room with four additional lives.

Comment: Colorful, cartoon-like graphics with gameplay that compares favorably to Nintendo's Super Mario Bros. games.

Violence: C

AERO THE ACRO-BAT

Story: Our fanged, flying, frolicking friend flits to and fro and up and down through forests, funparks, and more to defeat the evil clown Edgar Ektor.

Strategies: Never forget that, because he's a bat, Aero can hang from objects like tightropes, as well as walk on them.

Key areas of the different worlds are:

Circus: Don't enter the spinning star warp area until you've gathered all the items. When riding the unicycle, Aero is indestructible. When you battle the Stilt Brothers, leap up and use a Drill/Spin against the Stilts themselves. Go from one to the other so the Brothers remain at equal height; this also limits the number of fiery pins the jugglers can drop. When they are at their shortest, attack each

one's feet three times; while one flashes briefly (meaning he can't be hurt), attack the other.

Funpark: If you want to slide down ladders superfast, press the C button. The boss here is Mr. Bubbles. Drill/Spin the clown's nose when the hand is retreating; stay clear of his tears by dropping to lower platforms or scurrying up over the face.

Woods: When you go bungee jumping, be prepared to shift left or right as you drop to avoid obstacles. Check *above* each bungee area for bonuses, and also examine the walls for hidden doors.

Museum: Jump on the trampolines to go high enough to go between the saw blades; when you descend, use Drill/Spin to pass through them. Inside the museum proper, watch out for the second statue: there's usually a clown hiding there. When you battle Edgar and his flunky Zero, the big clown head will try to hit you with water from the flowers on his cheeks: Drill/Spin his jaw to shut it and prevent any clowns from emerging. After you bop the boss five times, he'll leave and you must pursue. The next time you meet, it'll take ten hits to the jaw to cause it to fall off: the flowers will continue to squirt, firing three times between each opening of the jaw. Following the boss once more, you must hit the jawless clown head fifteen to eighteen times in the *nose* to defeat him, all the while killing the clowns that drop from his demanding, demandibled mouth.

If you want to execute level select, follow these rather complex instructions:

On the Options Screen, press C, A, Right, Left, C, A, Right, Left. Start the game after you hear the tone; pause the game and push Up, C, Down, B, Left, A, Right, and B. If you've done everything right, you'll hear a second tone. With the game still paused, press down buttons A and C simultaneously. That will bring you to the level select screen.

If you want to access "Infinite Stars" and "No Enemy Collisions" options, do the following on the Level Select

Screen: Push Left, Right, A, B, C, Left, Right, Up, Down, Left, and Right.

Comment: You'll get your money's worth out of this one. *Aero the Acro-Bat* is an extremely difficult game with delightful animation and unusual obstacles.

Violence: C

AFTER BURNER

Story: You're the pilot in this supersonic Air Force flight combat game.

Strategies: To access Level Select, wait until Start appears on the Title Screen, then press Down, C, A, B, and Start in sequence.

Comment: Strong, detailed graphics and gameplay.

Violence: NG

AFTER BURNER II

Story: Same as *After Burner*, with 23 new levels.

Strategies: To select any level up to 21, go to the Title Screen and hold A, B, and C, then press Start twice. Use the pad to choose the level you want.

To stock up on extra missiles while you're refueling, simply press the B button as well as the following on these levels:

- 3: Left
- 5: Right
- 9: Up
- 11: Right

13: Left
16: Left
19: Up
21: Right

Action Replay codes which you'll find helpful are:

002D5-06004: Infinite Lives
00381-C600A: Infinite Missiles

Comment: More sizzling action with even better graphics than in the original.

Violence: NG

AIR DIVER

Story: High-tech aerial combat.

Strategies: To be invincibly powered-up, start the game and head for an enemy-free section of the map. While pushing the Start button, hit A, B, C, B, A, A, B, C, B, A, and then B. Release the Start button and use the pad to choose any of the special items you find. Hold the pad in the position you pick as you exit the Hangar: let go when the round starts. Repeat for each round to power-up.

Comment: Excellent graphics and frenetic gameplay—though many of the scenarios are not much different from other games of this type.

Violence: NG

ALADDIN

Story: As Aladdin, you must battle the evil Jafar, rescue the kidnapped princess, and keep Agrabah from falling under the villain's spell.

Strategies: At the start of level 2, head left in the desert and you'll be rewarded with an extra life and four Apples.

To ride the Magic Carpet safely through the lava, go Up, Down, Down, Down, Up, Down, Up, Up, Up, Down, Up, Up, Down, Up, Up, Up, Down, Up, Up, Down, Down, Up, Down, Up, Up, Down, Up, Down, and then Down.

If you have at least two lives and want to try something else, line Aladdin's chest with the pair of Apple slices. *Don't* push any buttons: allow Aladdin to hit the rock twice. When he does so a third time, he won't die but will go to the Inside the Lamp level.

To defeat the guard in the Agrabah Rooftops, you'll need ten Apples.

When you face Jafar, swing your sword quickly as he tries to pull you to him, and throw Apples to sap his strength. When he becomes a Snake and the floor catches fire, leap to avoid the flames and toss Apples: it'll take about twenty to destroy the Snake.

To get to a Cheat Mode Menu, go to the Options Screen and hit A, C, A, C, A, C, A, C, B, B, B, B on Controller 1. This will enable you to select levels, freeze the action, and much more.

In order to execute level skip, hit Start and pause the game. While paused, hit A, B, B, A, A, B, B, A. Repeat until you've reached the level you want.

If you simply want to input the correct passwords, they are:

The Carpet Ride:

Jafar, Abu, Jasmine, Genie

Cave of Wonders:

Genie, Abu, Aladdin, Sultan

Inside the Lamp:	Jasmine, Jafar, Sultan, Jasmine
Jafar's Palace:	Abu, Aladdin, Genie, Jasmine
Escape from the Cave:	Genie, Jafar, Aladdin, Abu
The Pyramid:	Aladdin, Jasmine, Abu, Sultan
Final Fight:	Jafar, Jasmine, Aladdin, Jafar

Pro Action Replay codes to help you include:

FF7E3-C0033:	Infinite Lives
FFEFF-A0008:	Infinite Energy
FFEFE-10037:	Infinite Apples
FFF17-600FF:	Access the Three Abu Bonus Levels
FFEFE-30039:	Always Possess Nine Gems

Game Genie codes to make Aladdin's life easier are:

CM1V-YA32:	Genie Hearts Restore Maximum Health
RGJB-Y6Z8:	Infinite Lives
ATBV-OA5L:	Infinite Apples
ATCB-OA24:	Invincibility
HGXB-ZWVG:	Start with 99 Gems
BWWB-YACN + OLWB-YAWE:	Start at Jafar's Quarters
BRWB-YACN + O4WB-YAWE:	Start at Jafar's Palace

Comment: An often breathtaking re-creation of the film, fun for all ages.

Violence: C

ALEX KIDD IN THE ENCHANTED CASTLE

Story: Alex's father, King Thor of Aries, has been abducted by Ashra, ruler of the planet Paper Rock. It's up to you, as Alex, to rescue him.

Strategies: Here's some help for each section of the game:

Rookietown: In the first Janken House, Big Bully always plays Scissors, so use Rock. In the second, he plays Paper, so use Scissors. After the second Janken House, go to the second tree: jump up before it, and you'll fall through a secret passageway, full of power-ups.

The Prairie: When you reach the Eagle, go to the Chest beyond it (not the one trapped inside the Balls). When you have it, jump Up and Down to enter another secret underground passage.

The Splashy Sea: When you meet the Octopus on the Rocks, go onto the Rocks and press Down.

Scorpion Desert: Punch Stones against the Mummies; use the Pedicopter (from the last room in the Prairie) to explore the skies for goodies.

Pyramid: After the fourth Statue (before the Queen), switch to Token so you can read her mind during Rock, Paper, Scissors. Don't let her nag you into giving her another chance.

Hiho Forest: Kick Tree sections ahead to mow down foes. There's usually a Token over the second (small) Lava Pit. To reach the underground Chest, stomp on the ground to its left.

Tropics Town: Right beneath the second Tree on the upper level is a secret passage.

Rocky Mountain #1: The left- and right-facing Old Men appear and disappear at will. Jump on them to defeat them.

Rocky Mountain #2: Use a Power Bracelet in the pit; if

that runs out, use the Pedicopter. When the Old Men start raining into the Pit, use the Wizard's Cane to go to the far left. When they're gone, go to the top and the Rice Cake.

In the Sky: Don't forget that the Blimps spit Bombs when shot.

Sky Castle: Use the Pogo Stick (from the first room in Tropics Town) to jump up two screens. Enter, and in the second room to the right you'll find four Soldiers. In the next room, leave the top Stone of the Pyramid so the Fire won't get you. Run through the next room to the right and enter the following room to the right, leaping at the left of the first column while shooting Rats. Pull the lever, go right, and the floor will open. Drop to the black Stone, go right onto the ledge, collect the goodies in the rooms there, then go back and drop into the water.

Swim undersea, enter the Frog room, ascend, and in the next chamber bounce off the black Stone on the left wall to get up. Go right through the black Stone room, and in the next room use the level to control the Spikes so you can ride them up. Kick the top two orange Stones to the left so you can leave.

You're now well on your way. To defeat Ashra, you must beat the fiend two times at Rock, Paper, Scissors, and then destroy the projectile arms.

A useful Pro Action Reply code is FFC12-00005, which gives you Infinite Lives.

Comment: Very good graphics and exceptional gameplay.

Violence: C

ALIEN³

Story: Having survived two encounters with Aliens, Ellen Ripley crash-lands on the desolate penal planet Fiorina 161. Not only are there more Aliens afoot, but there are

human prisoners for our nearly bald-headed heroine to rescue. . . .

Strategies: In general, drop hand grenades from ledges or down ladders before you descend, just to take care of Aliens who may be waiting for you.

At the beginning of level 2, go Left. There's a hidden room loaded with power-ups.

Game Genie codes include:

A2EA-AA8R: Infinite Lives

AJNA-EA3R: Infinite Machine Gun Ammunition

AJMA-EA7C: Infinite Fuel for Grenade Launcher

AJKA-EA88: Infinite Hand Grenades

AACT-CA6J: Game Clock Frozen

5DXA-D93N: Ripley Jumps Higher

Comment: This is a generally standard but exciting shoot-'em-up, highlighted by impressive Alien animation and lively action.

Violence: NG

ALISIA DRAGOON

Story: A fantasy quest, filled with magic, monsters, and mages.

Strategies: When the Sega logo vanishes, hold down button A and continue to press it as the Game Arts logo vanishes. Release A, then hold down B. Keep holding B until the Gaimax screen disappears. Push and hold C until the music credit is gone, then push and hold Start.

If you've done it right, you'll hear a musical tone. The code will enable you to do these tricks as follows:

Stage Select: Button C on Controller 2.

Stage 2: Press button C on Controller 2, then push and hold button B on Controller 1.

Stage 3: Press button C on Controller 2, then push and hold buttons B and C on Controller 2.

Stage 4: Push Button C on Controller 2, then hold button A on Controller 2.

Stage 5: Hit button C on Controller 2, then hold buttons A and C on Controller 2.

Stage 6: Push button C on Controller 2, then hold buttons A and B on Controller 2.

Stage 7: Push button C on Controller 2, then hold buttons A, B, and C on Controller 2.

Stage 8: Hit button C on Controller 2, then hold Start on Controller 2.

To Refill Damage Meter: Tap button A on Controller 2 then hold Up on Controller 1 and push button B on Controller 2.

To Increase Thunder Magic: Press button A on Controller 2, then hold button B on Controller 1 and hit button B on Controller 2.

To Increase Magic Level: Press button A on Controller 2, then hold Right on Controller 1 and push button B on Controller 2.

To Activate Slo Motion: Hit button A on Controller 2 (and hit it each time you want to advance); to deactivate, hit button B on Controller 2.

Comment: A wonderful adventure game, with excellent visuals and nifty dangers.

Violence: NG

ALTERED BEAST

Story: A benevolent god (see *Comment*) has brought a Roman Centurion to life to battle Neff, God of the Underworld, and rescue the captive goddess Athena.

Strategies: Here's how to beat the bosses of each level:

Round 1: Stand so that the point of your ear is directly under the snout of the figure on the Tombstone: you can't be hit here. Keep up a steady barrage of Fireballs and Aggar will perish after twenty-five to thirty-five shots.

Round 2: To beat Octeyes, get right up to the eyes in the center and activate your Laser Barrier. Keep the charges coming fast and furious.

Round 3: Get under the chin of the Moldy Snail and hit it repeatedly with Body Spin. Ten hits and the monster is history.

Round 4: Hit the Crocodile Worm in the red flame area using your Bouncing Flame; just be prepared to crouch. Or you can jump onto the backside of the creature and zap it with Pillar of Fire.

Round 5: Leap and hit Neff with Golden Fire, duck, and repeat. After ten shots you can switch to Golden Arrow to finish Neff off.

To change the difficulty level, hold down button B and hit Start. When the Title Screen appears, you'll also get a new menu.

To continue the game, simultaneously press button A and hit Start twice when Game Over appears.

To execute round select, hit Start, then push button A and Start simultaneously.

To select any Beast, do the following during the Title Screen: simultaneously hold down buttons A, B, and C, push D down and left, and hit Start twice.

To give yourself an extra Life Meter, hit button B and Start at the same time during the Title Screen.

To access the Sound Test, simultaneously push D up and right, hit button A, button C, and Start.

The Action Replay code 022C5-8603E will make you almost indestructible.

Comment: Great graphics, and the various difficulty levels help the game to retain its value over repeated play.

Note to the game's creators: Zeus wasn't the Greek God of Thunder, but the King of the Gods. In any event, his Roman counterpart Jupiter would've been the one to reanimate a Roman hero.

We also could have lived without the "No Nukes" blurb at the end of the game. What're we going to use to power these games in the future—compost?

Violence: NG

ANOTHER WORLD (AKA OUT OF THIS WORLD)

Story: Make your way through a strange world, rescuing alien buddies and blasting enemies.

Strategies: Here are tips for each level.

Stage 1: When the monster arrives, go left and jump off the cliff. Grab the vine, go right, and help the alien escape from the cage by rocking it back and forth. Get the gun on the floor next to the exit.

Stage 2: When you reach the Elevator, go to the bottom, blast the fuse, go to the second floor, smash the door, and go Left.

Stage 3: Tumble through the tunnels going left, drop, right, drop, right, drop, left, drop, right, drop. When you reach the cavern, leap down the first shafts to the bottom and go right. Blast seven shades at the end, return to the entrance, go to the ledge beside the bird, and shoot. Leap to the stalactite and climb. At the Anvil Rock, stand on the left and blast it to make a stairway. Ascend, go right, and blast the reservoir. Return to the cave entrance and go right.

Stage 4: Go right and down the first set of stairs. Go left to the room with the chandelier: blast it to free the alien. Go right, dive into the water, and enter the shaft

under the second air pocket. Blow up the power line therein.

Stage 5: Go left, up the steps, right, and get close to the doors. Build shields, move closer to the doors, and move back to close them. This will cause the sentry to sizzle himself. Go right, and when the guard's reflection appears in the green globe, fire away. Return to the water, cross it, and go right.

Stage 6: Leap into the pit and blast the wall on the right. Rush to the end of the corridor, build a shield, and join up with the alien.

Stage 7: When the giant arrives, go left, then right, to get into the background, then enter the building and rescue your ally.

Stage 8: Exit the building, go right, climb to the veranda, and jump left. Stop at the sliding door and kill the guard who shuts it. Go right and up the steps. Get rid of the guard, leap down the hole, fire again, jump into the middle shaft, zap the wall, and ascend the shaft and the hole on the left.

Stage 9: Go down the stairs, drop into the hole, go right, and use gunfire to light up the dark areas. Leap the pit, throw the switch, descend the hole, and go right. Take the elevator and go left, then follow the alien.

Stage 10: Hit the buttons in the vehicle to release the pods, go right, and kill the guards. During the last scene, crawl to the levers on the right: pull them when the guard comes forward. Crawl left and teleport away.

Codes to go right to each stage are:

Stage 1:	LDKD
Stage 2:	HTDC
Stage 3:	TBHK or CLLD
Stage 4:	HBHK or LBKG
Stage 5:	BRTD or XDDJ
Stage 6:	TBKH or FXLC
Stage 7:	TXHF or KRFK
Stage 8 (Part 1):	LFCK or KLFB

Stage 8 (<i>Part 2</i>):	CKJL
Stage 9:	DDRX
Stage 10:	HRTB
Stage 11:	BRTD
Stage 12:	FBBL
Stage 13:	TFBB
Stage 14:	CKJL
Stage 15:	LFCK

Comment: The look of the game is unusual, but the animation is only fair and gameplay is not as exciting as it could have been.

Violence: NG

THE AQUATIC GAMES STARRING JAMES POND AND THE AQUABATS

Story: Ocean-going track-and-field events.

Strategies: Here are the key moves for each event.

The Bouncy Castle: To earn a medal, you have to do a half-dozen of each moves on the trampoline: do each group of six rather than mixing them up, or you may lose track of what you've finished.

100 Meter Splash: If you have Turbo on your controller, hold it as you rapidly dance between buttons A and B. Hit the birds (using button C) for bonus points.

Kipper Watching: You're Ceceelia the Seal batting beach balls away from sleeping seals. Always hit them at an angle, or they'll go straight up and come straight down. Best to use high-speed by hitting button C along with Left and Right on D.

Hop, Skip and Jump: As F-fortesque Frog, you've got to—well, hop, skip and jump. Use buttons A and B as in

the 100 Meter Splash. When you touch down, adjust your angle generally (precise adjustments will waste time) and hit button C.

Feeding Time: You'll need no more than four pieces of food to hit fish back in the water, so don't go overboard. It wastes time refilling the bucket.

Shell Shooting: If you land in the middle of the shells, you'll crush them; land too far to the edge and they'll slip from under you. Somewhere between those extremes is just right.

Leap Frog: An obstacle course starring F-fortesque Frog, of course. Don't jump too late or you'll hit the hurdles; the puddles slow you down, so avoid them at all costs.

Tour de Grass: Cycle through this underwater route a few times to memorize the course. That will save a whole lot of time when it matters!

Comment: Irresistible—lovely to look at, fun to play, a great party game. And since you'll always want to beat your own personal best, there's a good a reason to return to the cartridge again and again.

Violence: N

ARCUS ODYSSEY

Story: As one of four characters—Jedda Chef, Bead Shira, Diane Fireya, Erin Gashuna—you set out on an amazing fantasy quest.

Strategies: To acquire double items, begin the two-player game and let one player die at once. Input the code EEEEEEEEEEE and you'll be able to start at Level 5 with six reverse dolls.

Here are the passwords to take each character to every level.

Jedda Chef:

Act 2: KDEEEEBHDZC
 Act 3: KGEUEEGHS2
 Act 4: K4EEMWTIDQ
 Act 5: K4EEM4TPU3
 Act 6: K4EEM4TTVC
 Act 7: K4EEM4TXOH
 Act 8: K4EEM4TZHM

Diane Fireya:

Act 2: KDUEEBGHDRS
 Act 3: KGU2EEGHSU
 Act 4: KOUEUWLI1Q
 Act 5: KOUEU4LPM3
 Act 6: KOUEU4LTNC
 Act 7: KOUEU4LXWH
 Act 8: KOUEU4LZ5M

Erin Gashuna:

Act 2: KDMEEBHCZK
 Act 3: KGMEEEGGSU
 Act 4: K4MEEWLK1I
 Act 5: K4MEE4TOU3
 Act 6: K4MEE4TSVC
 Act 7: K4MEE4TWOH
 Act 8: K4MEE4TYHM

Bead Shira:

Act 2: JD2EEBHABZ
 Act 3: JG2MEEGEKL
 Act 4: OG2EEOTI1Q
 Act 5: OG2EE4TP2F
 Act 6: OG2EE4LQFC
 Act 7: OG2EE4LU4H
 Act 8: OG2EE4LOXM

Comment: Smashing graphics and zesty (if predictable) gameplay.

Violence: NG

ARROW FLASH

Story: You control the amazing robot/spaceship ERX-75 as it fights its way through alien enemies.

Strategies: To beat the bosses of each level, do as follows:

Stage 1: Stay in the middle of the screen, shooting between its two pincers. Edge up or down to avoid its fire, then resume your attack.

Stage 2: Same as above, only you'll have to do a little more dodging as the enemy projectiles come from two spots instead of one.

Stage 3: Hover above the weak spot in the alien's tail—the tip—and use Arrow Flash.

Stage 4: Stay in the middle and move up or down to dodge its fire. This one's easier to kill than the third boss.

Stage 5: Remain in the middle, firing away. When the ship comes toward you, go up or down to keep from being rammed, then resume your attack.

Stage 6: Go to the lower left corner, roughly one-quarter of the way from the bottom of the screen; almost all the enemy's projectiles will miss you. The boss separates into two sections, but you only have to destroy the one on the bottom.

Stage 7: Stay in the middle again, where its flames won't harm you, and edge up only to avoid its occasional laser fire. All the while, just keep shooting at its eye.

To extend your Arrow Flash power three or four times longer than usual, go to the Options Screen at the beginning of the game and put the Arrow Flash on Charge. Return to the Game Screen and let the Demo run its course. When you return to the Title Screen, begin the game: to use Arrow Flash, hold down button C for two or three seconds and let go.

Some handy Action Replay codes:

00554-46004: Infinite Lives

00BA3-06004: Infinite Special Weapons

Comment: Detailed but otherwise unremarkable graphics, with good but unremarkable gameplay.

Violence: NG

BARKLEY: SHUT UP AND JAM

Story: Play ball with Sir Charles and his NBA cohorts.

Strategies: Here are the passwords for the different rounds.

Round 2: 3MJK 1VZ3

Round 3: 3MGH 2VVW

Round 4: 3MQR 2X9M

Round 5: 3MNP 21?N

Round 6: 3MST ?161

Round 7: 3MBC ?208

A Game Genie code which will give you Infinite Power Bursts is AJOT-AA22.

Comment: Wonderful graphics and animation, with strong gameplay.

Violence: N

BATMAN

Story: A videogame inspired by the original film, with Batman chasing crooks and the Joker through Gotham City.

Strategies: Here are some keys to surviving the game.

When you drive the Batmobile, stick to the upper left: you'll suffer virtually no damage.

To get nine Lives in the Museum, get the first 1-Up and leap on the moving platforms until you're above the spiked block. Return to the bottom platform and a new 1-Up will be there. Repeat to max-out.

To obtain ninety-nine Batarangs in the Museum, take the second Elevator to the top, beat Axel, then leap up and grab the Batarang. Take the Elevator back down, then go back up: there will be another Batarang. Repeat until your Utility Belt is full.

You can get nine Lives again in Level 5: when the Clowns attack, head for the second ledge (where you'll find the first flame-breathing Clown). Drop off the left and you'll get a trio of 1-Ups as you fall. Repeat.

In the Cathedral, you can get another ninety-nine Batarangs. Right before you cross the first bridge in level 7-2, snag the Batman figure for five Batarangs. Leap down and use the grappling hook to ascend: the figure will be there again. Repeat.

Action Replay Codes to help you through the game are:

004B5-46002:	Infinite Lives
01016-26008:	Invincibility
00696-A6002:	Infinite Rockets for Batmobile
0068E-66002:	Infinite Rockets and Bullets
0069A-E6002:	Infinite Rockets for Batplane
000BB-64E71:	Level Select (disengage when you get to the level you want)

Comment: Evocative graphics, good animation, and gameplay that makes you feel like you're the Caped Crusader!

Violence: NG

BATMAN RETURNS

Story: A videogame version of the second Tim Burton Batfilm, as the Darknight Detective battles Catwoman and the Penguin.

Strategies: Here's how to defeat the bosses of each level.

Act I

Catwoman: Move in close and strike first. When she jumps back, go up or down (depending on where you are, of course) and wait for her to finish moving. When she comes to your level, strike first again. Repeat as necessary.

The Statues: Don't bother trying to avoid the thrown cogs. Get on the knees of one of the statues, kick it in the head until it's history, then take on the other one.

The Penguin: Avoid the hovering bird's missiles, and make your way to the left. The Penguin will follow: when he's just above head-level, rush to the right (leaping the opening), turn, and kick repeatedly when the feathered fiend attacks. Repeat.

Act II

Catwoman: Rush left, past Catwoman, stand against the wall and face right. Ignore her fancy somersaulting and wait for the Whip. Jump to avoid it: when the lash fails, she'll rush you, at which point you can punch her in the whiskers. Repeat.

The Bald Guy: Immediately go to the right, saving time by using the Batrope to swing over. Use weapons to keep the brute at bay; otherwise, you'll take a lot of damage as you try to hit and kick him. Either way, you'll come out of this encounter with some bruises.

The Penguin: Watch the whirling Saw Blades and either duck or jump them. When you have a breather, leap up and bash the Penguin. You'll take some damage from the bird, but you *will* outlast him . . . as long as you don't take additional hits from the Blades.

Act III

The Ax Clown: Stay on the left atop the caboose, watch for the flames to erupt, and stand where you won't get your toes toasted. Attack the Clown with Batarangs: these will both weaken him *and* keep him away from you.

Act IV

The Fiery Clown: Go down to the middle ledge. When the Clown fires, move to a spot just to the left of his head, crouch, and kick. When he moves, you move as well to stay in this position. If he shifts to your left, go to the upper ledge so his fire misses you, then drop beside his head again and kick away.

The Penguin: Jump over the lower right ledge (right past the Sewage Cannon) and bop the Penguin several times. When he flies away, turn and kick the Cannon until it's destroyed. Leap to the ledge where the Penguin lands: he'll hit you, so you have to press left to keep from dropping off. After taking the hit, crouch and kick the fiend—inflicting more damage to him than he did to you. Repeat this maneuver as necessary.

Act V

The Penguin: As you float past the Duck, punch it several times and leap *left* to the next Iceberg; save your weapons if you can to use against the master criminal himself. When you finally reach the Penguin, you'll have to face him *and* Catwoman. Destroy the Generator first, fight the Penguin as you did before, and defeat Catwoman using the same technique you used in Act I.

Comment: Once again, you'll feel like you're the Gotham Gangbuster in this effective game. Frankly, you may find it more entertaining than the stinker of a movie.

Violence: NG

BATMAN: REVENGE OF THE JOKER

Story: The Joker's out of prison and once again is running amok in Gotham City.

Strategies: To beat the bosses, do as follows:

Ace Ranger: Stay to the left; don't turn until he uses his radio, then attack—leaping his machinegun fire.

Minedroid: Stay on the ledges on the left and right, facing your foe, pushing down and kicking. When the Minedroid's helmet rises, you'll have a moment before he fires.

Master C.P.U.: Go to the left or right and use the Crossbow.

The Joker: Stay on the far right, leap, and fire. Do this both times you face the Clown Prince of Crime.

To go directly to any level, enter the code 5257. When the little mushrooms appear at the bottom of the screen, you can use the following codes to go to any stage:

Stage 1-1:	1100	Stage 4-2:	4200
Stage 1-2:	1200	Stage 4 Master	4300
		C.P.U.:	
Stage 1 Ace Ranger:	1300	Stage 5-1:	5100
Stage 2-1:	2100	Stage 5-2:	5200
Stage 2-2:	2200	Stage 6-1:	6100
Stage 3-1:	3100	Stage 6-2:	6200
Stage 3-2:	3200	Stage 6 The Joker 1:	6300
Stage 3 Minedroid:	3300	Stage 7-1:	7100
Stage 4-1:	4100	Stage 7 The Joker 2:	7200

If you want to go ahead without the 5257 code, you can input the following (Boss levels must be played-to and are inaccessible with codes):

1-2:	7822	4-2:	5278
2-1:	8760	5-1:	1168
2-2:	8756	5-2:	7604
3-1:	6010	6-1:	0021
3-2:	1047	6-2:	7511
4-1:	1880	7-1:	1004

Comment: The graphics are more colorful than in the previous, rather gothic Batgames, and gameplay is a bit more dangerous. The best of the three.

Violence: NG

BATTLETOADS

Story: The Dark Queen is on a rampage! Take the part of one or two anthropomorphic heroes and face dozens of foes en route to her tower.

Strategies: To defeat the Dark Queen, get into one of the corners and Head Butt her when she arrives. Hurry back to the corner so you can avoid her tornado winds. When she stops whirling, charge her again. Repeat as often as necessary.

There are three warp zones in the game.

The first is located in Level 1. When you face the first Psyko Pigs, quickly Head Butt the one on the left, then the one on the right. If you did this fast enough, you'll see a Starburst on the ledge: leap into it to go to Level 3.

In Level 3, there are long bars or "Checkpoints": in Area 6, go to the wall, just past the Checkpoint, and enter it to warp to Level 5.

In Level 6, wait for the first Snake in Area 2 to head right. Jump to the right yourself and you'll find a Starburst: use it to warp to Level 8.

Game Genie codes to help you win are:

C3BT-AA5A:	Infinite Lives
PT7T-AA54 + CKHA-AA5J:	Suffer Less Damage
BYZT-AAC4:	Start at Level 13

Comment: A very difficult, extremely well done game. Many players consider it to be an instant classic.

Violence: NG

BATTLETOADS/DOUBLE DRAGON

Story: It's the fightin' tadpoles . . . the Double Dragon crew . . . and the Dark Queen. What more can a videogamer ask for?

Strategies: Warps for the game are executed as follows—

On the Character Select Screen, press B, A, Down, C, A, and Down. Select your character and you'll be whisked to the Super Warp Screen. This will enable you to choose any level through 5-2—and you'll start with five lives instead of the usual three.

On the Character Select Screen, press Down, Up, Up, Down, C, A, and B. Pick your character and this time you'll be shown the Mega Warp Screen. This will allow you to go to any level through 7 and start with ten lives instead of three!

Be aware, though, that you won't be able to face the Dark Queen using these warps: when she appears, she'll call you a cheater and send you on your way.

Comment: Like the first Battletoads game, this cartridge is dynamite!

Violence: NG

BEAST WRESTLER

Story: You've tried *Mortal Kombat*: now play it with monsters!

Strategies: Passwords to various levels are as follows:

Beginner

- Match 2: MONSTERRQYQYQMQQQFAQQK
- Match 3: MONSTERRQYQYQMQQQVAQSA
- Match 4: MONSTERRAAQYQMWQIGAQSU
- Match 5: MONSTERRZXAWADRDIUZQRM
- Match 6: MONSTERRAAAWQMWQPBAQEF

World

- Match 1: MONSTERRAAAWQMWQPYAQKA
- Match 2: MONSTERRAAAWADRDIHZQEF
- Match 3: MONSTERRAAAWADRDIINZQTN
- Match 4: MONSTERRZXAWADRDIUZQRM
- Match 5: MONSTERRZXAJADRDIJXQHI
- Match 6: MONSTERRZXZXADRFDMXQBK
- Match 7: MONSTERRZXZXADRFDIZQKX
- Match 8: MONSTERRZXZXAJRTWKXQVX
- Match 9: MONSTERRZXZXAJRTWOXQIH
- Finale: BONILLARWIWIWIFYNOXQCD

To execute the game's sound test, go to the Title Screen and simultaneously push A, B, C, and Start. When the word "Test" appears on the screen, change the sounds using Up and Down, and use button A to play. Exit using button B.

Comment: A graphically exciting variation on a familiar theme.

Violence: NG

BLADES OF VENGEANCE

Story: You take the part of a Barbarian, Huntress, or Magician to save a fantasy kingdom from evil.

Strategies: The keys to winning this game are:

Test walls which appear to be solid: many of them lead to hidden rooms.

Boost your special attack by holding button D Up when you're fully armored.

Choose a two-player game and pause one player: that player will be safe from harm while you play with the other. It's a good way to search ahead for hidden dangers.

Comment: Good narrative, very good graphics, but there's nothing new here.

Violence: NG

BUBSY: CLAWS ENCOUNTERS OF THE FURRED KIND

Story: Maybe this should be called "Clothes Encounters": Queens Poly and Ester rule over Rayon, planet of the Woolies. Yarn collectors, they head to Earth to get more while Bubsy the bobcat seeks to unravel their evil scheme.

Strategies: Here are codes to send Bubsy to different levels.

Chapter 1:	JSSCTS	Chapter 6:	JMDKRK
Chapter 2:	CKBGMM	Chapter 7:	STGRTN
Chapter 3:	SCTWMN	Chapter 8:	SBBSHC
Chapter 4:	MKBRLN	Chapter 9:	DBKRRB
Chapter 5:	LBLNRD	Chapter 10:	MSFCTS

Chapter 11: KMGRBS	Chapter 14: CCLDSL
Chapter 12: SLJMBG	Chapter 15: BTCLMB
Chapter 13: TGRTVN	Chapter 16: STCJDH

Comment: This is a delightful game in the *Sonic the Hedgehog* mold, with sparkling graphics and exciting gameplay for all ages.

Violence: C

BUDOKAN

Story: One of the early martial arts combat cartridges.

Strategies: When using Kendo, the Jumping-Strike is the most effective move; in Karate, it's best to rely on the Kick. You should always try to Triple Strike with Nunchaku, and Overhead or Spin Jump with the Bo.

Playing the computer, choose Kumite with the Bo and you will always beat Sankyū and Ikkyū if you press Up and repeatedly hit button B. In Karate, also select Kumite and fight Sankyū: you'll always win if you press Up and repeatedly hit button A.

If at any point you find yourself getting destroyed, you can exit by pushing buttons A, B, and C simultaneously—though the exit will be counted as a loss.

Comment: The relatively subdued nature of this game—no flying teeth and heads—will appeal to players who find the *Mortal Kombat* school a bit too melodramatic.

Violence: NG

BULLS VS. BLAZERS

Story: A season of tough NBA play.

Strategies: These codes will allow you to play as the Miami Heat through an entire season.

Game 2 (vs. Detroit):	64LBBCB4
Game 3 (vs. Detroit):	64LBBBVS
Game 4 (vs. Detroit):	64LBBCV4
Game 5 (vs. Cleveland):	64QB BBBR
Game 6 (vs. Cleveland):	64QB BGBP
Game 7 (vs. Cleveland):	64QB BDBD
Game 8 (vs. Cleveland):	64QB BJBJ
Game 9 (vs. Boston):	64NB BBBL
Game 10 (vs. Boston):	64NB BVBM
Game 11 (vs. Boston):	64NB BLBP
Game 12 (vs. Boston):	64NB B2BN
Game 13 (vs. Utah):	64SB BBBN
Game 14 (vs. Utah):	64SB DBBS
Game 15 (vs. Utah):	64SB CB BJ
Game 16 (vs. Utah):	64SB FB BC
End:	64MB BBBF

If you enter the password JXWP6BBQ, you'll be champions as the Bulls; enter CXOCGBB4 and you'll pit the Bulls against the Blazers in the finals.

Comment: Excellent simulation, although at least half the bill *does* seem a bit dated now.

Violence: N

BULLS VS. LAKERS AND THE NBA PLAY-OFFS

Story: More professional basketball action!

Strategies: Here are codes for different championship matchups.

Knicks vs. Lakers:	HJOBFBBC
Knicks vs. Suns:	KJOBFBBC
Knicks vs. Warriors:	BJOBFBBC
Bulls vs. Jazz:	NXOBBBBL
Bulls vs. Lakers:	OXOBFBBC
Bulls vs. Supersonics:	MXOBFBBB
Spurs vs. Bucks:	BGOBFBBB
Spurs vs. Bulls:	FGOBFBBB
Spurs vs. Hawks:	HGOBFBBC
Supersonics vs. Bucks:	BQOBFBBB
Supersonics vs. 76ers:	MQOBFBBC
Lakers vs. Bucks:	BLOBFBBB
Lakers vs. Bulls:	CLOBFBBC
76ers vs. Warriors:	28OBFBBB
76ers vs. Blazers:	78OBFBBB
76ers vs. Suns:	68OBFBBB
Jazz vs. Pistons:	LVOBFBBB
Jazz vs. Hawks:	MVOBFBBC
Jazz vs. Bucks:	WVOBFBBC
Bucks vs. Suns:	HDOBFBBB
Bucks vs. Blazers:	CDOBFBBB
Bucks vs. Spurs:	FDOBFBBB
Suns vs. 76ers:	PZOBFBBB
Suns vs. Celtics:	LZOBFBBB
Suns vs. Bulls:	FZOBFBBB
Celtics vs. Blazers:	HNOBFBBB
Celtics vs. Warriors:	BNOBFBBC
Celtics vs. Rockets:	MNOBFBBB
Pacers vs. Supersonics:	NOOBFBBB

Pacers vs. Lakers:	COOBFBBB
Pacers vs. Rockets:	GOOBFBBB
Hawks vs. Spurs:	24OBFBBC
Hawks vs. Rockets:	64OBFBBC
Rockets vs. Hawks:	M2OBFBBC
Rockets vs. Pacers:	T2OBFBBB
Rockets vs. Pistons:	Q2OBFBBB
Pistons vs. Supersonics:	NSOBFBBB
Pistons vs. Jazz:	1SOBFBBB
Pistons vs. Blazers:	7SOBFBBB
Warriors vs. Bucks:	P6WBBBBC
Warriors vs. 76ers:	560BFBBB
Warriors vs. Hawks:	M60BFBBC
Blazers vs. Bulls:	KBOBFBBB
Blazers vs. Celtics:	7BOBFBBC
Blazers vs. 76ers:	MBOBFBBC

If you want to play as the Bulls in all the play-off games, use the following codes:

First Round, Game 7 vs. Celtics, series tied:

WXVBQCVL

Second Round, Game 4 vs. Cavaliers, Bulls 3-0:

WXZBQJBD

Third Round, Game 4 vs. Knicks, Bulls 3-0:

WXXBQ2BK

Finals, Game 4 vs. Warriors, Bulls 3-0: WXOBTBBC

Comment: Same as previous game. Guess which half?

Violence: N

CALIFORNIA GAMES

Story: A veritable Olympics of outdoorsy, fun-in-the-sun games.

Strategies: The key to scoring points in the games are—

Half-Pipe Skateboarding: Don't get fancy. You'll earn the most points doing the regular up-and-down moves with in-the-air turns. Make sure you press Down on the pad when you're headed down, and Up when you're going up for greater speed and a more impressive jump.

Foot Bag: Unlike the Skateboarding, go for the fancy footwork here for points. Master the art of nailing two jesters, since the tricks you do after that double in value. Make sure you stop what you're doing and get the Clock when it appears, since it'll give you additional time.

Surfing: Go for the big jump or ambitious turn for points. Speed away from the wave, then turn and ride up; come down at *exactly the same angle* or you won't be able to keep your footing.

BMX: Go for the Backward Flip (button B and Up) for the most points. Certain areas are better for this than others, so review the course carefully.

Roller Skating: A spinning jump (button B and Left) is what you should aim for, though you should only do it when you have sufficient room.

Comment: The graphics are rather cartoony, but you'll have some fun with this.

Violence: N

CASTLE OF ILLUSION STARRING MICKEY MOUSE

Story: Minnie has been kidnapped by the witch Mizrabel (Miserable)! The only one who can rescue her is—you guessed it!—Mickey Mouse.

Strategies: Watch for the following hidden rooms.

The Enchanted Forest: In Level 1-2, drop off the left side of the fifth hole, and go to the ledge on the right. In Level 1-4, leap into the hole to the left of the giant Tree with the load of goodies.

Toyland: In Level 2-2, go right and leap onto the Spring. Go left to another Spring, jump up, go right to the end, then leap while pushing Right on the pad.

The Storm: In Level 3-1, leap into the first hole you come to and go left.

The Library: Go left and jump to the ledge in Level 4. Use the Chain, keep going left, then up. Hurry right, past the Falling Books, then go up and left. At the Tea Cup, leap in for a bonus. Go right, and when you have to jump, hold the pad Right: you'll reach a black door. After exploring there, go to the right of the Apple and down the Hill to the Tea Cup. Leap inside for another bonus.

The Castle: In Level 5-1, leap into the second hole and jump up to the right. After clearing out the room, resume playing. When you come to the rolling Boulder, drop into the third Hole, duck (or the Rock will nail you), then go up and left.

Beat the bosses this way:

The Enchanted Forest: When you face the Tree Stump, leap over it when it rolls at you; watch out for the falling Acorns; and leap on the Stump when you can.

Toyland: To defeat the Jack-in-the-Box, watch how it attacks; it bounces twice (*most* of the time), then one of its arms comes flying out. Duck it, jump on the Springs that pop from Jack, and bounce on his head.

The Storm: You've got to kill the green objects spit by the Totem Pole. Watch where they alight and bounce 'em to oblivion.

The Castle: Stand next to the Serpent when it appears, and bounce on the creature when it smiles. Repeat as necessary.

Mizrabel: She'll appear in the bottom middle of the screen and then leap up to a corner. When the Ghosts shoot away from her, leap on her head. That will cause her to break into four parts and move away: you go in the opposite direction, then repeat.

At the end of any level of the game, hurriedly tap Start over and over when the Bonus Point Screen does its toting. When you hear a bell, it means you've earned a 1-Up!

If you want to get a full sack o' lives, do the following on Level 1. Leap onto the second swinging Vine . . . and just stay there, moving to and fro. You'll keep hitting butterflies and, after a couple of hours (yes, hours), you'll have all the lives you need. (It's a good move to try when you come home from school. Do your homework, have dinner, and come back to the game, ready to roll!)

The Action Replay code OOB79-44E75 will enable Mickey to suffer just one Damage Point in each area.

The Pro Action Replay code FFF32-50003 will give the Mickster Infinite Lives.

Comment: Excellent graphics and animation and enchanting gameplay for all ages.

Violence: C

CASTLEVANIA: BLOODLINES

Story: As either John Morris or Eric Lecarde, you must hunt down the infamous Castlevania vampire. . . .

Strategies: Here are the passwords to take you to the different levels.

Stage 2

Empty	Axe	Bird	Empty
Bird	Empty	Bird	Empty
Jewel	Empty	Bird	Axe
Axe	Empty	Axe	Axe

Stage 3

Axe	Bird	Jewel	Axe
Empty	Empty	Empty	Jewel
Axe	Empty	Bird	Empty
Bird	Axe	Axe	Axe

Stage 4

Empty	Bird	Empty	Bird
Bird	Empty	Bird	Empty
Axe	Empty	Bird	Empty
Axe	Empty	Jewel	Axe

Stage 5

Axe	Axe	Jewel	Jewel
Empty	Empty	Empty	Jewel
Empty	Bird	Bird	Jewel
Bird	Axe	Jewel	Axe

Stage 6

Axe	Axe	Empty	Jewel
Empty	Bird	Empty	Jewel
Empty	Axe	Bird	Jewel
Bird	Axe	Empty	Empty

Game Genie codes to get you through the adventure include:

- ARFA-BXAR: Start with One Hundred Lives
 XGET-NG30: Start Each Stage with Ninety-nine
 Gems
 JB7A-DJXA: Weapon Power-Ups Are Doubled

Comment: For players familiar with the Super NES counterpart—*Super Castlevania IV*—this game is inferior in both gameplay and graphics. It's not a disaster, just a disappointment.

Violence: NG

CHAKAN THE FOREVER MAN

Story: Chakan prayed for eternal life, and got it. Unfortunately for him, he has to spend that life battling demons. To lift the curse, he must fight his way through the World of Darkness.

Strategies: A key to winning is to learn what you get by mixing the Potions:

- | | |
|-----------------------|------------------------------------|
| Two Clear: | Swap Hourglass <i>or</i> First Aid |
| One Clear, One Green: | Invincibility |
| One Clear, One Red: | Doorway <i>or</i> Ice Sword |
| One Clear, One Blue: | Jumping Boots |
| Two Blue: | Invisibility |

One Blue, One Red:	Earth Sword
One Blue, One Green:	Enemies Slowed
Two Green:	Air Sword
One Green, One Red:	Smart Firebomb
Two Red:	Fire Sword

The game begins with three Terrestrial levels. If you want to skip these, obtain the Doorway Alchemy, then use it on the floating ledge on the Navigation Level's right side. This will take you right to the Elemental Levels.

If you want to start with all the Alchemy powers, start the game then press button C on *both* controllers. Hold them down and hit Reset. You'll hear a sound when the Title Screen appears. Start the game again, hitting Start to go to the Alchemy Screen, and push the pad on Controller 2 Left, Right, Up, then Down. Push Start on Controller 2 for Water Alchemy, button A for Earth Alchemy, button B for Fire Alchemy, and button C for Air Alchemy.

Note: don't be fooled by the credit scroll at what *seems* to be the end of the game. The last boss comes after the credits! To beat it, leap over the pincer that emerges from the boss and strike its face. When the face is gone, destroy the skull and leap over the boss to avoid its electric bolts and pincer. Spin-attack in the middle of your jump, and you'll be able to destroy the creature.

Comment: Terrific visuals and daunting gameplay will bring you back to the game over and over . . . eternally, perhaps.

Violence: NG

CHUCK ROCK

Story: When the monstrous Gary Gritter abducts Chuck's girlfriend Ophelia, the prehistoric man sets out to get her back.

Strategies: To beat the dino-bosses of each level, do as follows:

Level 1: Rhino can't be hurt by your blows. Lift the Rock, stay in the bottom left, and when Rhino attacks, toss the Rock and leap onto the rise behind you. A half-dozen hits and Rhino is history.

Level 2: Walrus can be felled, rather easily, by jumpkicks.

Level 3: Not only will the Sea Monster spit at you, but you will be attacked by various creatures creeping along the sea floor. Swim over to the creature and kick it in the belly: if you're quick, you can get in two kicks before you have to withdraw. Repeat till the monster swims off.

Level 4: Woolly Mammoth runs in a pattern, so stand to one side and watch it: when you see a way in, run at the shaggy elephant, jumpkick it one or two times, then get the heck away. Beware the monster's trunk and watch out for those unexpected little hops-ahead the Mammoth takes.

Level 5: When you face Gary—who's garbed in boxing gloves and polka-dotted boxer shorts—stay on the ledges, toward the edge, to draw him over. Duck his blows and jumpkick his head when you can. That's Gary's only weak spot.

The Pro Action Replay code FFO6D-10003 will give Chuck unlimited lives.

Comment: A wonderfully designed game with charming graphics. The gameplay may not tax an experienced videogamer, but it will thrill youngsters.

Violence: C

CHUCK ROCK 2: SON OF CHUCK

Story: This time it's Chuck Sr. who's in danger, caught by the nefarious Brick Jagger. Only Chuck Jr. has the guts—and club!—to save him.

Strategies: Here are a few pointers about your world and enemies.

The first boss won't attack until its head starts to tremble. Move away and, when it descends, bop the head repeatedly.

If you seem to be stuck somewhere, with no way out, chances are very good there's an invisible ledge! You can also go piggyback riding on certain animals by pressing button A.

When you enter the Lava level, watch the flame gun attack: there's a pattern here. When you've figured it out, rush in and bash the gun-toter.

In the Spooky Cave, keep moving so your light exposes a wide area.

If you want to skip to different levels, pause the game and hit B, A, Right, A, C, Up, Down, then A. The game will start: pause it again and advance to different levels by holding A and Right . . . or, if you want to skip the entire zone, hold A and Up. To go backwards, use A and Left or A and Down.

Comment: The sequel's every bit as engaging as the first game, with new thrills worthy of the Chuck Rock name!

Violence: C

COOL SPOT

Story: The famed 7-Up Spot—a red dot with limbs and shades—has to explore the beach and its environs, looking for goodies, avoiding baddies, and collecting enough Spots so you can free the Caged Spots.

Strategies: Here are some tips.

Level 1

Shell Shock: Make sure you go from balloon to balloon

to get Spots. Search the beach chair (including the armrest) for Spots, and ignore the Cheat Codes Book. There's nothing in it! The Caged Spot is in the upper right, past the Restart Flag.

Level 2

Pier Pressure: Shoot when you climb or descend a rope, to kill any worms. Check the third pole thoroughly: lots of items are hidden here. Holes in the poles warp you ahead slightly in the same level. Make sure you leap while you're in a hole and get the Spots (and any hidden 1-Ups!).

Level 3

Off Da Wall: Ignore the hands and explore on your own; they won't tell you *everything!* Plug the mice before they throw deadly cheese and jump off the mousetrap on the right side; the left will hurt you.

Level 4

Wading Around: Use the flying saucers as ledges, but don't stand on them for too long or you'll drop off. After you reach the first Restart Flag, jump *left* onto the flying saucers. When you reach the green ship, go off the right side for a 7-Up symbol. Use the small bubble to return to the ship and continue left. At the red blimp, jump left and fall—yes, fall—to get all the Spots. You'll land on a flying saucer: jump right and leap off the bubble or you'll find yourself at the beginning of the level.

Level 5

Toying Around: Look behind the shoe at the start, and behind the yellow block with the letter B and the two dice on top. Use the shoelaces to climb (though you can't grab the tips: you've got to leap and grab the lace itself). Also, got a gap you can't seem to cross on the top right near the end? Go to the left side of the playing card below it, run to the right, and leap right and up. The block to the upper left of the Caged Spot has Spots and a 1-Up.

Level 6

Radical Rails: If you haven't got enough Spots to free the Caged Spot, fear not: look behind the elevator to the right of the captive.

Level 7

Wound Up: When you reach the Caged Spot, you'll find four sets of blocks (piles of one, two, three, and four) below it. Go left for a 1-Up; enter the lowest blocks of piles three and four for Spots.

Level 8

Loco Motive: Go through each car of the train for Spots, and don't forget the ones on top as well. Also, get the Spots behind the tennis ball on the train. Look for the 7-Up recharge at the end of the train on the far right. Ride the balloon with the red pants and leap up and right for a 1-Up. After reaching the first Restart Flag, board a flying saucer on the far left, and fall down to the 7-Ups. Make sure you head back up before you reach the locomotive, or you'll have a long walk! Look for the pair of 7-Ups on the left side of the level (just above the locomotive). Also use the flying saucers to go below the Caged Spot for goodies.

Level 9

Back to the Wall: Check behind the pipes for the many, many Spots. Walk right past the Caged Spot (in the lower right) and hop from the bubble to a hidden place with the rest of the Spots you'll need to get out of here.

Level 10

Dock and Roll: Leap up the nails at the start for a 7-Up.

Level 11

Surf Patrol: Ride the balloons to the many floating Spots. Again, search the beach chair as well as the 7-Up bottle to the right of the Caged Spot.

Bonus Level 1: Make sure you get the clocks to the far right and left, near the top. Go to the top of the bottle for the U.

Bonus Level 2: Go to the bottle top for the clock, then go to the far right for the N.

Bonus Level 3: The bubbles will hold you for a few seconds before popping. The clocks are in the upper left and upper right, toward the top. The C is in the upper right.

Bonus Level 4: The *O* is in the upper left. One clock is under the *O*, the other in the upper right.

Bonus Level 5: Bounce to the center and top of the bottle and drop through the mines for the *L*. The clocks are located left and right in the bottle, roughly halfway up.

Bonus Level 6: The *A* is in the upper right, under the mines and a pair of bubbles. Pop the latter and go to the left of the mines. Look for the clocks in the upper left of the bottle.

At any point in the game, you can jump to the next level by inputting the following at any point: A, B, C, B, A, C, A, B, C, B, A, C. If you did it right, you'll hear a tone and will zoom ahead.

To execute the debug mode, access the Options Mode and press A, A, B, B, C, C, C, C, B, B, A, A, A, A, B, B, C, C.

Helpful Action Replay codes are:

FF071-40038:	Infinite Time
FF078-C0034:	Infinite Lives
FFF5E-00007:	Infinite Energy
FFF67-300FF:	Invincibility
FF078-A00039:	Each Spot Worth Ten

Comment: Innocent, peppy, and colorful, fun for the whole family.

Violence: N

CYBERBALL

Story: Futuristic football, where you don't just want to win, you want to survive!

Strategies: Here are codes which enable you to play the Dallas Destroyers game-by-game into the playoffs:

1: LB BB B7CB BDVV	10:	LCBB BFOV BDKX
2: LVBB BB9B BDXV	11:	L7BB BXGB BDRV
3: LXBB B7LB BD3B	12:	L4BB BF2B BDAV
4: LIBB B8FB BDTV	13:	LRBB BFVV BDTV
5: LLBB B7DB BDNB	14:	LTBB BFCX BD2V
6: LKBB BBBV BDCV	15:	L8BB BFJI BDMX
7: LMBB BLCV BD2V	16:	LZBB BR2S IDKI
8: LOBB BLPB BFHV	Playoff One:	LUBB BRHV BDZV
9: LFBB BLHB BD8B	Playoff Two:	L5BB BXUV BD2V

A code which enables you to play the last game as the Los Angeles Assassins: CGBB B8FB BB2V.

A code which enables you to play the last game as the Minnesota Maulers: P5BB B5PS IHEX.

Comment: Okay graphics, exciting gameplay, but we prefer the more true-to-life simulations.

Violence: N

CYBORG JUSTICE

Story: Your brain is placed in a cyborg body and you're sent to destroy the evil forces of the Cydrek Foundation.

Strategies: To stock up on lives, pull off the arm, then the trunk of an enemy cyborg. With the trunk raised aloft, tap A to draw off your foe's energy. Energy above that of a full meter will pour into a new life.

Kick the parts of broken enemies to hasten their decay. Otherwise, you'll have to wait for them to self-destruct before the screen continues scrolling.

To access a secret Options Menu, pause the game then rapidly push C, B, B, C, C, A, C, and B. If you were fast enough, this will bring up a new Options Menu.

Action Replay codes to help you defeat Cydrek:

FFAF5-AOOO2: Infinite Lives
FFAF9-EOO7F: Infinite Energy

Comment: Average graphics and gameplay; the backgrounds are not as vivid and evocative as they might have been.

Violence: NG

DAVID ROBINSON'S SUPREME COURT

Story: Professional basketball simulation.

Strategies: Codes that pit teams against one another in the finals are:

New York vs. Detroit:	FMJCLJY1B
New York vs. Chicago:	ASTURBQIE
Los Angeles vs. Detroit:	CABCDEA1F and WYBCDEAYU

Codes that will get you to special places:

Championship:	IIDSREQ3R
MVP:	IIDSREQUS

Comment: One of the better NBA games, with super graphics and gameplay.

Violence: N

DECAPATTACK

Story: Chuck has been turned into a monster: the only way to get his original body back is to fight for it, hurling his detachable head at enemies.

Strategies: To stock up on 1-Ups, collect the five Coins, then slip them in the Channels as follows:

- Bonus Round 1: Channel 2 (from the left)
- Bonus Round 2: Channel 5 (from the left)
- Bonus Round 3: Channel 3 (from the left)
- Bonus Round 4: Channel 5 (from the left)

Situate each of the five figures in the Channels: when they get to the top, quickly jab button C for a big victory.

To get infinite energy in the game, jump above a Spring Pole and have Chuck land squarely on top. As he leaps up and down, the sections will go from red to white: each time one changes, Chuck gets energy.

Here's how to find the hidden extras:

Level 1-3: Drop from the ledge at the start and go right. Break the Statue.

Level 2-3: Drop down, leap up, then drop again. Go left until you can't move any more, then leap right to the ledge above and break the Statue.

Level 3-3: Jump to the Clouds and go right. When you reach the pair of Columns with the arrows pointing in, leap down between them. Head right along the water; when you see the Statue below, go left, drop in the water, swim right, and break the Statue.

Level 4-3: Go through the first puddle to the second, then head left and drop into the Hole. Continue left over the Lava Pit and break the Statue.

Level 5-3: Leap the first two Lava Pits—the Statue is in the third.

Level 6-3: The Statue is located halfway through the level, beneath the Ice and over the Lava.

Level 7-3: Look for the Statue in the water.

Action Replay codes include:

O2EB8-84E71: Infinite Chucks

O2EB6-26002: Level Select (enter the code, engage the Action Replay, and disengage when you reach the level you want)

02EC9-E6002: Enemies Cannot Hurt Chuck

O2EC3-86004: There *Are* No Enemies!

O2B16-66002: Chuck Can Walk on Lava

Comment: A novel concept, to say the least: solid gameplay, and colorful if flat-looking visuals.

Violence: C

DESERT STRIKE: RETURN TO THE GULF

Story: The title pretty much says it all as you fly your AH-64 Chopper through a total of twenty-seven missions in four different levels. Your task: to stop a dictator from starting a nuclear war in the Middle East.

Strategies: To begin the game with five lives instead of three, input the password TQQQLOM and hit Start. You can then play or enter an additional password to take you to another level—retaining your five lives.

Codes to bring you to different levels of the game:

Level 2: KQJRJTY or TQOHLOX

Level 3: OLOLAHV or KLJHTOI

Level 4: PTKEFTG or BEFIKLN

You can also blast the Title Screen, if you want, by pressing button A when "Desert Strike" appears.

Action Replay codes include:

OO6AA-44A79: Infinite Lives

OO689-C4A79: Infinite Fuel

OO49D-O7FFF: Extra Armor

Comment: Although the game has its diehard fans, we found the graphics to be pretty sparse and gameplay rather redundant.

Violence: NG

DINOLAND

Story: Video pinball with a prehistoric tilt.

Strategies: To execute Level Select, pause the game, press Down, Up, Down, Down, Down, Down, Down, Down, then simultaneously hit button B and Start. When the game restarts, hit button A to move ahead.

If you're feeling particularly deft, catch the ball in the crook of a Flipper, then bump the game by twenty-three times using button B. When that's done, shoot for the slot machine *without* bumping the game. If you do it right, you'll get an extra ball and 100,000 points. Repeat at once and you'll be warped to the magical Sky World!

If you have absolutely nothing better to do and want to watch a fractal-like test pattern, wait for the Wolf Team logo to appear, then hold buttons A, B, and C and hit Start.

A Pro Action Replay code that will give you Infinite Balls: FFF5A-30003.

Comment: A very satisfying and colorful simulation of the pinball experience.

Violence: N

DRAGON'S FURY

Story: Another pinball simulation.

Strategies: To score two million points without doing much, fire the ball and hold the Flippers down. The ball will go right into the head: this will work with each new ball you play.

Codes that you'll want to try include:

UFELFO78TL: Begin with ninety-nine balls *and* thirteen million points!

6RENAXUEMW: Go right to the end of the game

OMAKEBGM01: Change the background music

Comment: The graphics are a tad nicer than those of *DinoLand*; gameplay is equally as satisfying.

Violence: N

ECCO THE DOLPHIN

Story: A mysterious storm has come along and swept away all of Ecco's friends. The porpoise of the game: find them.

Strategies: Here are passwords that'll take you anywhere you need to go.

The Undercaves: UYNAINCC *or* WEFIDNMP

The Undercaves 2: DQDIACCI

The Vents:	FKWLACCA <i>or</i> YFPALFBJ <i>or</i> ZYUELFBM
The Lagoon:	NDRBRIKR <i>or</i> QNIELFBG <i>or</i> NGBBLFBM
Ridge Water:	HYAUGFLV <i>or</i> TWLDVRET <i>or</i> NRAVEEIP
Open Ocean:	FNCQWBMT <i>or</i> FSSOVRET <i>or</i> YWGTTJNI
The Ice Zone:	DWFFZBMV <i>or</i> RYUEYREG
Hard Water Zone:	QGDJRQLA <i>or</i> NIFBYREU <i>or</i> RGQRHEIX
Cold Water Zone:	MCLFRQLW <i>or</i> ARNXXRET <i>or</i> UVJUBUKX
The Island Zone:	UWXIOQLK <i>or</i> HUABVRES <i>or</i> LYTIOQLZ
Deep Water Zone:	EILQOQLC <i>or</i> EGTHVREA <i>or</i> SJVLTJNW
The Marble Sea:	XAKUQQLS <i>or</i> CWRLXRES <i>or</i> FZTPVJND
The Library:	FDGXQQLC <i>or</i> FCNPXREB <i>or</i> GYZMBUKU
Deep City:	ZUVPQQLU <i>or</i> BTFIXREZ <i>or</i> FAZXIFLZ
City of Forever:	AABBRQLU <i>or</i> PAYUXREZ
Jurassic Beach:	PLABUNLT <i>or</i> QQZTAPER <i>or</i> ZAOBUNLG
Pteranodon Pond:	FQREUNLI <i>or</i> EITXAPEV <i>or</i> LLHFUNLA
Origin Beach:	QXKIUNLX <i>or</i> UTQBBPEY <i>or</i> MPAJUNLC
Trilobite Circle:	OBEMUNLX <i>or</i> YZNGBPEK <i>or</i> FEUMUNLH
Dark Water:	JNXPUNLA <i>or</i> JBNKBPEB <i>or</i> CRNQUNLO
Deep Water 2:	WSGAKNLC
City of Forever:	ZBPIGPLD <i>or</i> RLGLGPLZ
The Tube:	KUVEKMLK <i>or</i> GCNHKMLJ

The Machine: SDDBKMLG *or* DKUDKMLR
 The Last Fight: KNLMLMLC *or* KNCNLMLX

You can also select levels by inputting PLEASE followed by these letters:

EE: The Ice Zone	FF: The Island Zone
GG: Pteranodon Pond	HH: City of Forever
II: The Undercaves	KK: Deep City
OO: The Last Fight	QQ: Origin Beach
UU: The Marble Sea	WW: Open Ocean
ZZ: Ridge Water	

Codes to give you infinite air are:

The Undercaves:	LEVELSCT	Deep Water Zone:	OEWSURLC
The Lagoon:	SHARKFIN	The Tube:	FIVEPODS
Cold Water Zone:	LNXXHRLB	The Machine:	ECCOFMLY

Key in the code LIFEFISH and you won't have to worry about air at all!

If you input the name ALNELSIN or XYTNLMLJ, you'll go right to the final battle.

To give yourself an edge, start the game and shift Ecco to the left and right. Pause the game while Ecco is on the move *and* facing you. That done, push Right, B, C, B, C, Down, C, and Up. A Secret Options Menu will appear, offering stage select, sound test, invulnerability, and more.

Skip the fuss and become invincible by doing the following: on the Password Screen, input any code then hold button A and press Start. When the game begins, hit Start to unpause.

Pro Action Replay codes to help you along include:

FFB63-50038: Health Meter Doesn't Change
 FFB63-60003: Air Meter Doesn't Change

Comment: Absolutely top-notch graphics, stunning gameplay; one of the best Genesis cartridges!

Violence: N

ETERNAL CHAMPIONS

Story: Tough combatants face off in one-on-one combat.

Strategies: The most important move to remember (and master) is this: Whenever you're knocked on your butt, and are thus especially vulnerable, your opponent will typically launch a flying attack. If, however, you use a throw, you will almost always be able to defend against the move . . . and give yourself time to get back on your feet.

To initiate the Overkill—the pummeling post-final blow of the entire competition—line them up as follows and employ a Wheel-Kick (except for Jetta, who must use a Moving Corkscrew):

Blade: Stand on either side so that your enemy is between you and the Fan Blade.

Jetta: Get your foe in front of a red column, stand toe-to-toe with them, and the ground will open up.

Larsen: Get your adversary under the CH or ER of the Marquee, wait for a car to pass, and then fire away.

Midnight: With your enemy on the right, stand in the door of the Shack: a Chopper will pass over and blast your foe.

Rax: Stay on the left of your adversary—who must be standing in the center of the big Spotlight on the left. Robots will zoom over and destroy him.

Shadow: With your opponent on the left, stay toward the right center of the neon Kanji.

Slash: Stay just to the right of the cone of the Volcano, with your enemy on the left.

Trident: Go to the right side of the Mermaid Statue's stream, with your enemy on the left.

Xavier: Position yourself just to the right of the Doors of either of the lighter-colored Shacks in the background.

Pro Action Replay Codes for the game include:

FFABE-FOO68: Infinite Energy, Player 1

FFAAB-BOO68: Infinite Energy, Player 2

Comment: Excellent pseudo-martial arts fun, with memorable animation.

Violence: G

FANTASIA

Story: Join Sorcerer's Apprentice Mickey as he journeys through worlds inspired by the film *Fantasia* to try to recover his lost music.

Strategies: Be aware that any time you leave a level and return, any power-ups you claimed will be there for the claiming once more.

At the very beginning of the game, wait for the first Broom to reach the steps, then bounce on it. You'll be rewarded with a flood of power-ups.

To increase your lives in the Water World, go to where the ledges start moving up. Leap to the top one, get the 1-Up, then go and get the Magic Book. Carry it until you reach the Treasure Chest: enter the Chest and you'll be spirited back to the ledges. Repeat.

Later in the Earth World, play the game till you reach the first Fairy. In the Crystal Cave, leap on the first ledge and get the 1-Up. Continue, get the 1-Up beyond the two Boulders, then get the 1-Up right before the Fairy. Without touching the Fairy, die . . . and repeat.

You can execute the same maneuver in the Desert World.

Action Replay codes to elevate you from apprentice to master include:

00622-84E71: Infinite Large Magic
 00625-04E71: Infinite Little Magic
 005D5-4103C +
 005D5-84E71: Most Enemies Give You Energy

Comment: Some breathtaking graphics and animation, and charming gameplay make this a winner.

Violence: C

FLASHBACK

Story: You've lost your memory. Worse, you're not on Earth and are being hounded by mutants, brutes, and other ne'er-do-wells.

Strategies: These are the codes to every level of the game.

EASY

1: PIXEL
 2: BETSY
 3: PANCHO
 4: STUDIO
 5: TOHO
 6: AKANE
 7: INCBIN

NORMAL

1: FALCON
 2: DATA
 3: MILORD
 4: QUICKY
 5: BIJOU
 6: BUBBLE
 7: CLIP

EXPERT

1: CLIO
 2: ACRTC
 3: BLOB
 4: STUN
 5: MIMOLO
 6: HECTOR
 7: KALIMA

To end game, enter CYGNUS.

Here's an admittedly useless trick: Go to any wall, turn your back to it, press button A, and point the pad away from the wall. When Conrad begins to run, immediately

release A and point him back toward the wall. Most of the time, you'll be able to walk through it! (Alas, you won't always be able to get *out* the same way. . . .)

Comment: Good action with a mystery to solve, and impressive graphics.

Violence: NG

FORGOTTEN WORLDS

Story: It's the twenty-ninth century and you're the Nameless One. Your mission: to save the Earth—now called Dust World—from evil alien oppressors.

Strategies: Region by region, here's what you need to do.

The Dust Planet: Stay dead center as much as possible, since foes charge from both sides. To defeat Paramecium, stand on the ledge the blob is on, roughly one-third your body length away. Shoot at the blowhole. To beat the Dust Dragon, get on its hump and shoot down at its heart, staying low to avoid the flame.

The Pyramid of Terror: Enter shooting and spinning, and get rid of the Sphinx by plugging it in the eye. When you face Ymesketit, stay on the left, in the center, and shoot the monster in its falcon face. Keep up a steady fire and you'll destroy it before it separates into many pieces.

The Cosmic World: To defeat the Ice Man, blast away his Crystal components and then shoot his head. In the Tower of Dread, use the Homing Laser against the War Tyrant. It isn't necessary to hit its head: any spot'll do!

You can have the equivalent of continuous Continues in the game by plugging in both Controllers. When Player 1 is nearly kaput, switch to Player 2. When Player Two is nearly history, switch back to the recharged Player 1 . . . etc.

Comment: Spellbinding graphics and tough (if unsurprising) gameplay.

Violence: NG

F-22 INTERCEPTOR

Story: At the controls of a sleek fighter, you battle opponents of different nations.

Strategies: To reach the general missions, input the following codes:

Ace: MHO1K1	Korea: BIOF8P	Iraq: GTGE8V
Russia: KSQGVIV	America: 6PGEO2	

To reach the specific missions, input these passwords:

ACE	KOREA	RUSSIA
1: LJG02V	1: 7E002E	1: HJ0024
2: LNG067	2: 7M006Q	2: HR412H
3: LRG0AM	3: 7Q01AA	3: I70IQI
4: LVG0EU	4: 8201QS	4: IB02E1
5: M3G0IO	5: 8601U4	5: IF02U6
6: M7G0UG	6: 8A022D	6: IJE4EH
7: MGB16T	7: 8I02E8	7: 1NES67
8: MFG1EG	8: 8M042R	8: 1RE6AM
9: MJG1MS	9: 8Q04MQ	9: J306QK
	10: 8U05MV	10: J707UT
	11: 9A05UK	11: JF08M5
	12: 9I06A9	12: JJ096J
	13: 9U06U9	13: NJE9Q7
	14: A2072C	14: JREA2K
	15: A608E4	15: JVEBMK
	16: AA08U3	16: KB0CA1
	17: AE08U3	17: KF0D2N

- 18: AIF9UU 18: KJ0DUU
- 19: AMFB6C 19: KN0E1N
- 20: B2OB47
- 21: B6OBMN
- 22: BAFCIL

IRAQ

- 1: C6G022
- 2: CEG06L
- 3: CIG0A4
- 4: CM60EC
- 5: CUG0I0
- 6: D2G0U2
- 7: D6O1EV
- 8: DAO1QM
- 9: DQG2EJ
- 10: E2G3AI
- 11: E6G428
- 12: EAGSE7
- 13: EEG5UR
- 14: E1G6QS
- 15: EUG7MS
- 16: F2G7UB
- 17: F6G8AS
- 18: FAG8UR
- 19: FE6AIS
- 20: FIKB6I
- 21: FQGBUL
- 22: FUGCEA
- 23: G2GDQL
- 24: G6UF6E
- 25: GIUFU0
- 26: GMUHAI

UNITED STATES

- 1: 0HG021
- 2: 0PG06D
- 3: 0TG0E0
- 4: 11G012
- 5: 15G0MA
- 6: 19G0UM
- 7: 1DG163
- 8: 1LG1EQ
- 9: 1PG1M6
- 10: 1TG1U1
- 11: 21G261
- 12: 2TG321
- 13: 31G3UJ
- 14: 35G4A4
- 15: 39GS6U
- 16: 3TG51C
- 17: 41G62K
- 18: 45G6MJ
- 19: 4TG7A7
- 20: 5167QL
- 21: 59G8EI
- 22: 61Q9EM
- 23: 65Q9A
- 24: 69Q9QA
- 25: 6HG9UJ
- 26: 6L6AIJ

To bring up an Options Screen that offers infinite fire-power, invincibility and more, start the game and simultaneously hit buttons B and C.

Comment: Simple but effective visuals; the controls are realistic and the missions quite challenging.

Violence: NG

GAIARES

Story: Onboard a sleek spaceship, you battle your way through eight stages of danger.

Strategies: Here are various short-cuts and power-ups.

You can slug your way through to the end, or you can press and hold any button then hit Start—at the exact moment you release the other button—to enter the Configuration Mode. There, you can set the difficulty, listen to music, and more. Now, if you choose 18 on B.G.M., then hold button A on Controller 2, you'll bring up a Stage Select screen.

If you want to become invincible, pause the game at any point and simultaneously hold buttons A, C, and Left. You'll be invulnerable for *just that level*: you must repeat the move for each new stage.

To power-up your ship at once, use the Stage Select code and start playing at any level. Pause the game, then hold the pad Up and hit button A twice. When you unpause, you'll be fully powered.

To obtain a super-secret, super-powerful weapon, simply shoot a half-dozen times and hit nothing.

A useful Pro Action Replay code is FFF3E-10004, which gets you Infinite Warriors.

Comment: Not bad, visually and play-wise, but nothing really new here either.

Violence: NG

GENERAL CHAOS

Story: Since General Havoc impertinently tore up a prized comic book in General Chaos's collection, the two military men have waged brutal war. Can you lead one of the armies to victory?

Strategies: To access the game's secret mode, plug in both controllers. Pause the game, then hold down buttons A and B on Controller 1 and button C on Controller 2. Once this code has been registered you can advance to the next battle, war, or get Maximum Medics as follows:

To execute Battle Advance, hold buttons A and C and press Up on Controller 1, and button B on Controller 2.

To execute War Advance, hold buttons A and C and press Down on Controller 1, and hit button B on Controller 2.

To get Maximum Medics, press buttons A and C on Controller 1, and button B on Controller 2.

Note that the above maneuvers will help the forces of Chaos. To benefit Havoc, perform the reverse.

As a rule, keep your forces spread out rather than tightly knit. If your opponent fails to do so, select a team with a Chucker. Toss a Grenade and, while it's aloft, hit Start. That will pause the game . . . except for the Grenade, which will now cause maximum damage.

Comment: Wonderful graphics, exciting gameplay; a nifty, different, often funny ("Breakwind Pass" and "Oalman River") war game.

Violence: NG

GHOSTBUSTERS

Story: As the leader of the Ghostbusters, you must enter buildings and rid them of their ectoplasmic inhabitants.

Strategies: Here's how to beat the boss of each section.

Home Sweet Home: Collect the Green Phantom Egg and continue going left to fight Scalon—firing as you go. When the Scales come flying at you, drop to your belly and keep firing. When Scalon waddles toward you, leap it and continue your attack from the right. Jump to the left when necessary, and repeat. Beware, though: when Scalon dies, its bouncing Eyeballs can still hurt you, so be sure to blast them.

Apartment: When you meet boss Snowman, shoot at the top of its head, stopping only to shoot the Carrot-chucking Snowman Juniors it releases. You've got to nail these little guys as soon as they appear, or they'll o'erwhelm you. Stay mostly in the far right corner during this battle, moving left only when the Snowman swoops at you.

Woody House: Whether Wall Man appears on the right or left wall, stay on the ledge beside it; simply leap the crawling Slime Balls or duck the flying Slime Balls, staying close to him and keeping up a steady fire.

High-Rise Building: When you climb to the roof, shoot at the Marshmallow Man's head but keep an eye on the Fireballs it spits: jump them or slide under them. Also, watch out for his fists, which come at you from the sides.

Castle: Insect Trapper is a toughie. Lie on your belly and keep firing at its head. The creature will spit Seed Pods that take root and grow into deadly Vines, but you have to ignore them: Trapper will only make more anyway. Just slide back and forth on your belly as they attack, and con-

centrate on the boss . . . and on avoiding its laser bolts and lethal flowers.

Deep Hole: Bazoozoo spits Hearts and Scythes at you from the right. Stay in close to avoid the former (between the second and third blobs from the right, on the ground). After you survive a Heart, drop to your belly, get out of the Scythe's way, stand and fire, avoid the next Heart, and so on. When Bazoozoo is near death, it'll leave its perch and attack: slide under it when it rises and run and duck the Scythes. You're going to take a lot of hits here, so make sure you are suitably prepared!

If you find a Safe with mucho cash and is near the entrance to a maze, take the Safe, leave the maze, and return to the maze: an identical Safe will be there. Repeat as often as necessary.

Useful Action Replay codes are:

006D4-26004: Infinite Bombs

0088E-26004: Infinite Lives

014D3-06008: Extra Money in Shops

Comment: A lot of fun, with excellent special effects and a wild cast of characters.

Violence: C

GHOULS 'N GHOSTS

Story: Loki has conquered the realm of Sir Arthur and abducted his beloved. Sword in hand, the hero sets out to rid the land of the evil Prince of Darkness.

Strategies: To execute Level Select, do the following during the Title Screen: press Up, Down, Left, Right, and then simultaneously press any of the following combinations, depending on where you want to go:

The Execution Place:	Start
The Floating Island:	Button A and Start
The Village of Decay:	Up, button B, and Start
Town of Fire:	Up, button A, and Start
Baron Rankle's Tower:	Down, button B, and Start
Horrible Faced Mountain:	Down, button A, and Start
The Crystal Forest:	Left, button B, and Start
The Ice Slopes:	Left, button A, and Start
Beginning of the Castle:	Right, button B, and Start
Second Half of the Castle:	Right, button A, and Start
Loki:	Down/Right, button A, and Start

To become invincible, turn on the game and press Reset four times, then hit button A four times. Push the pad Up, Down, Left, and Right, and you'll hear a celestial note: when you do, hit Start, then hold down button B and push Start again. As long as you continue to hold down B, nothing will be able to harm Sir Arthur.

If you're having trouble with that invincibility code, try this one: on the Title Screen, simultaneously press button A and Up, the A and down, A and Left, and A and Right. Then hold down button B and press Start, and hold down button C and hit Start.

To play the game in slow motion, do the following during the Title Screen: push Up, button A, down, button A, Left, button A, and Right. When you hear the tone again, push Right and hit Start over and over until Sir Arthur shows up. When he does, pause the game and hold down button B: as long as you do so, the game will move in slow motion.

Finally, this serves no purpose other than to amuse: when you reach the second Ladder in the first level, jump up from the center, shifting the pad Left and Right. This will enable you to climb *off* the Ladder. You can't do anything constructive there, but it's fun to do.

The Pro Action Replay code FFB04-90030 will give you Infinite Time.

Comment: The game very effectively creates an eerie world of adventure. The graphics and gameplay are both endlessly entertaining; one of the Genesis gems!

Violence: NG

GOLDEN AXE

Story: The rank Death Bringer (aka Death Adder) has invaded Yuria and made off with its royal family. The challenge: as either the Amazon Tyris-Flare, the barbarian Axe-Battler, or the dwarf Gilius-Thunderhead, you must get them back and free the land, or perish.

Strategies: Here are some nifty tricks to help you win: When you face Death Bringer, you'll also have to fight his Skeleton warriors. Take hits from them instead of from the master fiend, whose blows are deadlier by far. Jump up at him, hitting him high, and be ready to leap over the lightning "grounders" he rolls at you.

To execute Level Select, go to the Character Select Screen and hit Down/Left so the characters spin. As they whirl around, simultaneously hit button B and Start. A number one will appear on the screen: use Down or Up to scroll through the stages.

If that move isn't working for you, simultaneously press Left, button B, and Start on the Character Selection Screen. Still holding B and Start, release the pad and hit Left again. When the number appears, move ahead by pushing Left or Right.

Choose a two-player game, let one player die, and the survivor will have fifteen lives! For thirty lives, select a one-player Arcade game and hold Down/Left until the figures

on the screen are whirling madly. Again, as they turn, simultaneously press buttons A and C, release, and hit Start.

A Pro Action Replay code for Infinite Lives is FFFE7-C0003

Comment: Plenty of thrills, terrific visuals, with a real sense-of-wonder.

Violence: NG

GOLDEN AXE II

Story: Death Bringer is back (now called Dark Guld) and, once again, as one of the brave three, you must fight your way to his side and destroy him.

Strategies: To max-out your magic unit, fight the first boss and keep your magic button (A) depressed until he's dead. When night falls, release the button and *press nothing*—regardless of what happens in the game. Start the new level, and the first time you use your magic you'll have a mighty twenty units. You can do this during every boss battle, if need be.

If you simply want to get five additional credits, simultaneously press buttons A, B, and C and go to the Options Screen. Let button A go and, still holding B and C, choose "Exit" and hit Start. Get your one- or two-player game underway, hit Start, and push Button A.

To execute Level Select, do the following while the opening screen scrolls: simultaneously hold down buttons A, B, C, and Start. Still holding button A, release B and C and press them again. This will bring you to the Options Screen. *Still* holding button A, let go of the other two, pick "Exit," press B and C once more, and you'll be back at the Main Menu. Still holding A, release B and C and hit them again to choose the number of players. Keep all three buttons down and push Start, release *only* Start, select your

character, then—still holding down A, B, and C—press Up and hit Start. You can—finally!—choose the level at which you want to play.

Useful Pro Action Replay codes include:

FF088-00002: Infinite Lives

FF088-20005: Never Go Below Five Bombs

Comment: A treat for the eyes and fingers. Yes, there's a real sense of déjà vu during the game, but why buy a "II" if you don't want the same kinds of thrills and graphics as in "I"?

Violence: NG

GUNSTAR HEROES

Story: Colonel Red has attacked the planet Gunstar 9 in order to obtain the Mystical Gems and release the robot Destructor. He's also captured your brother Green. Needless to say, this will not stand. . . .

Strategies: Here are some general hints.

Though you can take the four levels in any order, it's best to take them as the game serves them up.

The Ultra-Flamethrower is the most effective weapon to use in the early stages of play. Enemies are plentiful, and this will wipe them out pronto.

You can kill two or more birds with one foe by picking up enemies and throwing them against their comrades.

To defeat the powerful, green running robot in stage two, grab onto the ceiling and shoot down: not only will this protect you from the robot's deadly slide, you can avoid the extendable arms up there. The arm will fire two seconds after it reaches out: pushing Down and C simultaneously will enable you to jump and avoid it.

When you face the robot in the shaft of this stage, cause

it to move down as you fire away. That will allow you to leap it when it attacks.

To defeat the Stage 3 robot under the tightrope, leap from its foot to the rope: from there, it's easy to blast your enemies.

The Helicopter fight is tough unless you push Down and C to hang from the whirlybird. Just don't let your enemy stand on top of you.

In Stage 4, the Dice Palace boss attacks with three kinds of shots (determined by a roll of the dice). Leap these and shoot at the cockpit. Don't relax your guard when the robot shell has been "defeated": the still-living occupant just might hurl a bomb at you! Wait until he attacks before plugging him.

Colonel Red will attack from above and rain bombs on you. Go from side to side to avoid these, then leap him when he descends—all the while, keeping up your own attack. When he lands, stay as far from him as possible so you can avoid whatever he throws at you, while returning fire of your own.

When you finally confront Golden Silver, use Chaser Lightning against the Gems floating overhead. While you fire at them, avoid Silver's own attacks. Use slides to get away from him (not throws), and be prepared to jump his fiery punches.

To make the title reverse directions (for no reason, really), push and hold Down before it turns once.

Wow!

Comment: Ingenious graphics and innovative gameplay; one of a kind.

Violence: NG

GYNOUG

Story: You are Wor, the winged warrior, and you have taken it upon yourself to battle the evil forces that have invaded your homeworld Icuus.

Strategies: Here's how to defeat the bosses of each level.

Level 1: Align yourself with the head of the locomotive "thing" and fire away, moving only to dodge its shots.

Level 2: Blast the figurehead of the ship just as you did the head in Level 1. When the vessel rises, you'll find that it was actually riding atop a giant head: fire at the head while avoiding its not terribly dangerous attack.

Level 3: Watch the pattern of the automaton's fire and position yourself in a place of safety. When the mouth opens, dash down and shoot into it; retreat to your safe spot when it closes. Repeat as necessary.

Level 4: You can only beat this hideous, bloblike creature by firing at its Heart . . . which is only fleetingly visible as it rushes from behind the boss, comes toward you, then retreats. The rest of the time, you'll be dodging the boss's red discs. Be careful, though: in your eagerness to blast the Heart, make sure you don't touch it or you'll perish. It is wise, if not imperative, to have a Shield here.

Level 5: Not nearly as difficult as the last boss: stay midscreen, left, and fire at the head.

Level 6: After you face and defeat all the bosses (and mid-bosses) again, you battle the supreme boss. You've got to shoot the creature in the Ribcage . . . right where its own projectiles are coming from, making it difficult for you to line up your shots. It's best to take your time: you can't trade shot for shot with the creature, or you'll die.

To execute Level Select, go to the Options Screen, select "Control," and hold button A until a Level Select Option appears.

Comment: Nothing new, challenge-wise, but there are some startling graphics and very satisfying gameplay.

Violence: NG

HARDBALL

Story: Major league baseball simulation.

Strategies: Here are codes that bring you to the World Series.

iAAEIGbe (Boston vs. Texas)
 AE ECBGcC (Boston vs. Chicago/NL)
 kcB3GIDi (California vs. Baltimore)
 2AAGGAbf (Chicago/AL vs. Chicago/NL)
 2c36AhbI (Chicago/AL vs. Atlanta)
 dcA2FHD8 (Cincinnati vs. New York/AL)
 acA7HJD2 (Detroit vs. Milwaukee)
 icB6JaDb (Texas vs. Detroit)
 ccA7EGD6 (Houston vs. Boston)
 fcA7EGD3 (San Francisco vs. Boston)
 fcIBGiBA (San Francisco vs. Texas)
 fAAEFDb2 (Pittsburgh vs. San Francisco)
 0cA7IKDa (Kansas City vs. Cleveland)
 1cB5IKDa (Minnesota vs. Cleveland)
 gAAEGEbk (Montreal vs. San Diego)
 gcA7HKDg (San Diego vs. Cleveland)
 FAIeBHbf (New York/AL vs. New York/NL)
 hAAEHFbh (New York/NL vs. Atlanta)
 jcA2FHD2 (Oakland vs. New York/AL)
 eAAEECb5 (Philadelphia vs. Los Angeles)
 3cC6JbDE (Seattle vs. Toronto)

Comment: Good . . . but not one of the more convincing simulations, playwise or visually.

Violence: N

HARD DRIVIN'

Story: Race your way to glory (and beef).

Strategies: Nothing much'll help you win except a sure hand. But for some additional fun and challenges, try these:

Run into the cow at the beginning of the stunt track, and you'll hear her moo. If you can stand *that* excitement, how about—

After playing a normal game, return to the Title Screen and push button C. This will bring you to the Options Screen: select "Practice" and hit button B, then C, then Start. This will enable you to practice with all the dangers you'd face in a normal game.

On the championship lap of the stunt track, rather than going straight, turn left. You'll rip through the signs and find yourself facing the Phantom Photom on the speed track . . . where you stand a much better chance of beating the tough driver.

A Pro Action Replay code for Unlimited Time is FF567-E0059.

Comment: The graphics are super, but a racing game is still a racing game: if you've played one, you've played most of them.

Violence: N

HELLFIRE

Story: Earth is under attack from aliens, and only you can save the world . . . natch!

Strategies: Here's how to defeat each of the bosses.

Level 1: Hit the first boss in the eye that lies straight ahead, then circle it using Up/Down fire and take out the

top/bottom orbs, and finally use Backfire to hit the one behind. To defeat the second, final boss of the level you must circle the ship and destroy its guns. When that's done, take out the orb by continuing to orbit the ship and firing from each direction.

Level 2: Get above the sarcophagus and fire at the orb. When the lid rises, get under it and keep shooting at the eye. As the lid returns, scoot left, only this time wait for it to lift again. When it does, attack the orb once more.

Level 3: Stay to the left/center and, when you aren't ducking and dodging bullets, keep firing at the orb in the center of the boss. Use Hellfire to get yourself a breather from the barrage of projectiles.

Level 4: Four heads will appear; when they do, quickly fire at the one on the lower left. When it's gone, head to the middle of the screen, shooting right. Repeat to deal with the remaining heads.

Level 5: Shoot to the right, avoiding the laser blasts; nothing new here.

Level 6: You've got to blast the head atop the ship: you can go above and fire down, or you can wait until the Shields are lowered. The latter is preferable, since you can keep up a constant barrage; when the Shields drop, you'll have a bit more leeway with your shots.

To play in an extra-difficult mode, go to the Option Screen, choose "Hard," and don't do a thing. After several minutes, the screen remarks "Yea, right" and you'll begin in a killer mode . . . but with ninety-nine Continues.

Useful Pro Action Replay codes include:

00284-86004:	Infinite Lives
002AE-E6004:	Infinite Super Weapons
00262-C33FC+	
00262-E0005:	First "P" Is Complete Power-Up.

Comment: Outstanding character graphics make up for the skimpy backgrounds. An excellent shoot-'em-up, even if it doesn't cover new ground.

Violence: NG

HERZOG ZWEI

Story: Herzog Eins (Supreme Commander One) is a tyrannical figure with a powerful army. But you and your rebel friends aren't exactly chopped liver: beat him, and you will become Supreme Commander Two . . . herzog Zwei.

Strategies: Here are the codes to take you to different levels.

- Level 1: GOGHCACACNI
- Level 2: FJHHGFGJEMF *or* GGGKHAGOKLO
- Level 3: CHGIGBCAGNJ *or* BPHOHACAGML
- Level 4: EIEBEOCAINC *or* NPLOFOCAGKP
- Level 5: HMGIGBGOKLJ *or* IMLPFEGEMLC *or*
GGGKHAGOKLO
- Level 6: EMGBGLHFMLP *or* JAJJBPDNCCMC
- Level 7: BLGBHJGPOLJ *or* LILOPBDPIKJ
- Level 8: LHGFHCHKAMI *or* JLJOMGJAOKL
- Level 9: GPGGCACACNI *or* JLJOIGJBOKO
- Level 10: GPGFCACACNJ *or* LHJKINAFAMA
- Level 11: FKHDGFGJEMI
- Level 12: CAGAGBCAGOI *or* BPHOHACAGML
- Level 13: EHFBEOCAINC
- Level 14: GDEIGBGOKMF
- Level 15: GPCHCACACNI
- Level 16: GPOHCACACMP
- Level 17: FKHHGEGJEMF
- Level 18: GPGHCCCACNF
- Level 19: FKHHGBGJEMI *or* NPLOFOCAGKP

- Level 20: CAGIGJCAGNI
 Level 21: GPGHDACACNG
 Level 22: FKHHEFGJEMG *or* IMLPFEGEMLC
 Level 23: CAGICBCAGOE

Later level codes include: JAJJBPDNCCMC; IEJOJEIK-NLA; LILOPBDPIKJ; JLJOMGJAOKL; GGGK-HAGOKLO; BPHOHACAGML; NPLOFOCAGKP; IMLPFEGEMLC; JAJJBPDNCCMC; and, to go to the final level, JLJOIGLAOK.

Comment: The battles are stimulating, with a lot of tactical decisions to be made. The backgrounds are handsome, but the figures are small and the animation unimpressive.

Violence: NG

HUMANS

Story: Time to evolve, and face the various dangers that would keep you from becoming a modern human.

Strategies: Here are the passwords for each level.

- | | |
|------------------|---------------------|
| 2: YHQBSBGTSFX Y | 14: FPYBCXGPM PMP |
| 3: DGTUQBWXBJNC | 15: SRQHNLDRDWPG |
| 4: PBGPGHQZMZGT | 16: NYZKBLPGZXMF |
| 5: TMHCPYPCDQH Q | 17: ZGXMLRRNWH LK |
| 6: DTMFCPWJWFPW | 18: RKLLKDZH XNQ P |
| 7: FKNMZXDGJKBW | 19: VCRMFKNSRDMF |
| 8: XSJKNQLMFHWZ | 20: WDFGNXGRRMPN |
| 9: DVDQTNKTMHSF | 21: YXLPSLBXWHBQ |
| 10: VYJMDMPVXHHD | 22: XQHHPQB J M P C |
| 11: SDKJRGJHDWZQ | 23: VYNSJGFQJHCB |
| 12: HCDFWZSNXCPH | 24: SDMFCJKBCJGZ |
| 13: CBJHXXDMHSVL | 25: TKJXCLWLZTWP |

- | | |
|-------------------|-------------------|
| 26: CUYXWHYRGDWD | 54: WHYNDZMTYNQT |
| 27: WTBSDCBXKTWL | 55: QDDGVHPGFWLS |
| 28: QXJKDYRMLSTC | 56: NGJFTCRVQXKZ |
| 29: VSPQXYVCLVCB | 57: KNCFXKRMHGV |
| 30: MFKTJGNSXQJM | 58: TSDRLSHXZMVD |
| 31: FHWHHMTTCJSPN | 59: WZWZWZSHCJMH |
| 32: FTWFSBZLYNXS | 60: YNTBXYJYNWLK |
| 33: LWLSTSLVWDRX | 61: FQXKPTYLQJZM |
| 34: WXTXBCHBWLGD | 62: TXYNMBQRSFZW |
| 35: ZSRGHXCZYFLQ | 63: BSHJMJTMFCFS |
| 36: ZGHWLXJSXSZM | 64: LTLJQVMRYZLM |
| 37: RSBMVG VSTSBL | 65: NCHQVFQXFQZH |
| 38: CZQNJYZWLWFQ | 66: MFGLYVGRQVZP |
| 39: ZFPKPYXJCRGX | 67: QTSDFM BYTMJJ |
| 40: NSFLKXC BJDWF | 68: CLYBHVQNGBYN |
| 41: HQVQNQVMVGPO | 69: ZWXGZQRGLPPN |
| 42: FCTRRYFMZMVK | 70: VWPKNRSXXYTY |
| 43: BYNNYHYTGDTC | 71: NCHMNXGHZGLS |
| 44: BDMBGXDYLKHG | 72: TWJZBHKTMHCP |
| 45: TNLQVNQPJBZQ | 73: TQVCXV NFFZZN |
| 46: PZFCTHKXBVXM | 74: QLMVQJNJMZLQ |
| 47: DFGFGFWRRCXW | 75: VKPKLSLLYTFC |
| 48: VNWLGXTRQNCF | 76: DWJPYHKDGPYT |
| 49: ZWNSXGFYNMHS | 77: RKLDKFSJBSJZ |
| 50: PDJTKPCTYXDK | 78: TYZNGBCBWPJV |
| 51: HHJYFSXNNPFG | 79: BCDDSNZQZYPC |
| 52: BPHGLQXJHWJY | 80: XPMNWJKFNQZC |
| 53: BWLPKPNGVFQD | |

Comment: You'll have a fun time while learning a bit about how natural selection works.

Violence: NG

JAMES POND

Story: The top fish-secret agent in England battles the evil polluter Doctor Maybe.

Strategies: If you want to exit any mission before you finish, and swim on to the next level, do the following on the Title Screen: simultaneously press button C and Left, then hit Start. Start playing, and when you wish to exit simply hit buttons A, B, and C simultaneously and *rotate* the pad.

There are also four warp zones in the game, though you can't use them until you've collected all the items in the level.

Two of the warps are in Mission 1. After you liberate the Lobsters, go to the far left between the wall and home pipe and push Down. That will take you to Mission 6 and Fish-fingers. To go to Mission 11 (where you'll meet the Mermaid Who Loved Me) head left, to the small ledge that's above the water. Get on top of it, press Down, and you'll be whisked to Mission 11.

In Mission 2, go to the pipe that goes to your home, stand by the left side of the pipe in the middle, and press Down. That will take you to Mission 5.

In Mission 4, head for the dark water around the Ship. Go to the long ledge on the left, stand in the middle, and press Down. That will take you to Mission 8.

Be aware that if you collect all the letters in the bonus rooms, and spell JAMES POND, you'll earn *10 million* points!

Comment: Great, see-worthy graphics, terrific gameplay—a game the family will return to often.

Violence: C

JAMES POND II: CODENAME ROBOCOD

Story: Once against, it's Pond vs. Maybe.

Strategies: To make the master of the 7 seas invincible for several minutes, jump onto the roof at the beginning of the game and gather—in this order—Cake, Hammer, Earth, Apple, and Tap. The acronym says it all!

While you're invincible, enter any door into a level, pause the game, hit button A four times, then un-pause. This will take you directly to the exit . . . with the Exit Post flashing as though you'd gathered all the Penguins.

To get infinite lives, go into the first door of the Castle, go right past the second group of Spikes, and pick up Lips, Ice Cream, Violin, Earth, and Snowman.

If you want to execute Level Select, do the following on the Title Screen: simultaneously push buttons A and C and push Down. Still holding them all, hit Start. When the screen goes black, release everything and you'll have an Options Menu with Level Select.

Finally, there's a secret level in Level 1. Go to the far right and climb the building. Go to the far right side of the roof, head left, and walk through the wall.

Incidentally, if you're having trouble killing the biggest, baddest boss, the Snowman, you've got to wait until it tosses its head at you, leap from it to the ledge with the Snowman, then jump on the Snowman's headless neck. Get off before a new head grows, and repeat.

Comment: Roger! "Moore" of what the first game gave you, with even spiffier visuals.

Violence: C

JOE MONTANA II SPORTS TALK FOOTBALL

Story: Pro football simulation.

Strategies: Create your own passwords for the game in the following fashion. Play to get any password, then write down the first three and last two letters. After that, to go to the First Round, plug RSS5B between them; to go to the League Championship, insert S555D; and to go to the Sega Bowl, use T555H.

If you want to play as a specific team, here are the corresponding letters for each (and the team they'll face):

- A:** Atlanta vs. Buffalo
- B:** Buffalo vs. New York (Giants)
- C:** Chicago vs. Los Angeles (Raiders)
- D:** Cincinnati vs. New York (Giants)
- E:** Cleveland vs. New York (Giants)
- F:** Dallas vs. Los Angeles (Raiders)
- G:** Denver vs. New York (Giants)
- H:** Detroit vs. Cincinnati
- I:** Green Bay vs. Cincinnati
- J:** Indianapolis vs. New York (Giants)
- K:** Kansas City vs. New York (Giants)
- L:** Houston vs. New York (Giants)
- M:** Los Angeles (Raiders) vs. New York (Giants)
- N:** Los Angeles (Rams) vs. Los Angeles (Raiders)
- O:** Miami vs. New York (Giants)
- P:** Minnesota vs. Cincinnati
- Q:** New Orleans vs. Buffalo
- R:** New England vs. New York (Giants)
- S:** New York (Giants) vs. Cincinnati
- T:** New York (Jets) vs. New York (Giants)
- U:** Philadelphia vs. Kansas City
- V:** Phoenix vs. Cincinnati

- W:** Pittsburgh vs. New York (Giants)
- X:** San Diego vs. New York (Giants)
- Y:** Seattle vs. New York (Giants)
- Z:** San Francisco vs. Seattle
- 0:** Tampa Bay vs. Los Angeles (Raiders)
- 1:** Washington vs. Cincinnati

Simply put the team letter in front of one of these codes:

- RSRPO4VKA:** First Round Playoffs
- RSSPO4XKA:** Second Round Playoffs
- RSTPO4XKA:** Sega Bowl

Comment: View makes for a muddle at times, but gameplay is very satisfying otherwise.

Violence: N

JOE MONTANA'S SPORTS TALK FOOTBALL '93

Story: Updated version of previous professional football simulation.

Strategies: To play any team at any level, insert the team letter in the first blank spot, the week in the second, of this code: **__YP__??KDJ.**

TEAM

- | | | |
|-------------------|--------------------|---------------------|
| B: Falcons | L: Packers | V: Saints |
| C: Bills | M: Colts | W: Patriots |
| D: Bears | N: Chiefs | X: Giants |
| F: Bengals | P: Oilers | Y: Jets |
| G: Browns | Q: Raiders | Z: Eagles |
| H: Cowboys | R: Rams | 0: Cardinals |
| J: Broncos | S: Dolphins | 1: Steelers |
| K: Lions | T: Vikings | 2: Chargers |

3: Seahawks**4:** 49ers**WEEK****D:** Two**F:** Three**G:** Four**H:** Five**J:** Six**K:** Seven**5:** Buccaneers**6:** Redskins**L:** Eight**M:** Nine**N:** Ten**P:** Eleven**Q:** Twelve**R:** Thirteen**S:** Fourteen**T:** Fifteen**V:** Sixteen**W:** First Round
Playoffs**X:** Second

Round

Playoffs

Z: Super Bowl

Comment: A few cosmetic differences from the previous game, though not enough to make it worth upgrading.

Violence: N

JOHN MADDEN FOOTBALL

Story: Professional football simulation.

Strategies: To retain the ball during kickoff, punch button C quickly and repeatedly as you're about to kick. You'll make the kicker jump . . . and your team will recover the ball!

To foil the conversion each time, commit an offsides penalty until your foe has been moved right to the goal line. *Then* let 'em kick: the ball will go low every time.

Codes that send various teams to the playoffs are:

New York vs. Houston: 4452300

New York vs. New England: 5777777

Philadelphia vs. New England: 6450000

Philadelphia vs. Denver: 7770000

Philadelphia vs. Houston: 1777777

Philadelphia vs. Cincinnati:	5555500
Minnesota vs. Denver:	0731000
Minnesota vs. Buffalo:	0535000
Washington vs. Buffalo:	5450000
Washington vs. Kansas City:	4777777
Los Angeles vs. Miami:	0473176
Los Angeles vs. Kansas City:	2452300
Los Angeles vs. Denver:	7450000
Los Angeles vs. Cincinnati:	6777777
Los Angeles vs. Pittsburgh:	2777777
Chicago vs. New England:	0613000
Chicago vs. Pittsburgh:	3777777
Chicago vs. Denver:	0415000
Atlanta vs. Miami:	3452300
Atlanta vs. Pittsburgh:	4770000
Atlanta vs. Miami:	7777777
San Francisco vs. Denver:	0751000
San Francisco vs. New England:	0431000
San Francisco vs. Houston:	6770000
San Francisco vs. Buffalo:	0515000

Comment: Very effective overhead view, angled for good visibility of the action. The players are a little chunky, but the animation is smooth.

Violence: N

JOHN MADDEN FOOTBALL '92

Story: More professional football simulation.

Strategies: Here are codes that will pit various teams against one another in the EASN Bowl:

Atlanta vs. Buffalo:	C5LSS65H
Atlanta vs. Houston:	D72C835L
Buffalo vs. New York:	B3H92V5N

Buffalo vs. San Francisco:	DWJ4NLPV <i>or</i> DGTZ1M17
Chicago vs. Buffalo:	B3FM8FB5
Chicago vs. Kansas City:	B3FMKGMT
Chicago vs. Oakland:	DWGJLVCM
Cincinnati vs. Atlanta:	D8NDDSOR
Cincinnati vs. Chicago:	D8NGOF5T
Cincinnati vs. San Francisco:	C536LLJY
Cleveland vs. Washington:	CDCHGGS4
Dallas vs. Buffalo:	BPGHG9NI
Dallas vs. Oakland:	BDNZZTR1
Denver vs. San Francisco:	CLB168RX
Detroit vs. Buffalo:	BHL50XB6
Detroit vs. Indianapolis:	DV947JDD
Detroit vs. New Jersey:	B29KH464
Green Bay vs. Cincinnati:	BPCYNT78
Green Bay vs. Kansas City:	BPCSHGX4
Houston vs. Philadelphia:	CDN9NPXC
Houston vs. Washington:	B0P2Z178
Indianapolis vs. Chicago:	B0WH6T2K
Indianapolis vs. Philadelphia:	DKXLZ1LW
Kansas City vs. Chicago:	FCH2G18B
Kansas City vs. Dallas:	DWMS4M9P
Kansas City vs. Los Angeles:	BHYV5BR1
Kansas City vs. New Orleans:	DGXNTKWT
Kansas City vs. San Francisco:	DWMWRBGS
Los Angeles vs. Buffalo:	CG644SYN
Los Angeles vs. Houston:	CG68WD8N
Los Angeles vs. Pittsburgh:	BHJFGFVR
Miami vs. Chicago:	B6KJB9JD
Miami vs. Green Bay:	C2Z4ZSZS
Miami vs. New York:	B6KFSMCB
Minnesota vs. Cleveland:	CC50N7W4
Minnesota vs. Seattle:	BPKJRXWX
New England vs. Minnesota:	FCKCYYJB
New England vs. New Orleans:	DG10WJCT
New Jersey vs. Green Bay:	C239PNST
New Jersey vs. Washington:	CS41LX68

New Orleans vs. Oakland:	DGJVYWM3
New York vs. Houston:	CGYXR8TL
New York vs. Miami:	BTCHRSRX
New York vs. New England:	BZ6173NK
Oakland vs. New York:	C25RBY07
Oakland vs. San Francisco:	BH4MBOJ3
Philadelphia vs. Buffalo:	D73M3BFO
Philadelphia vs. Green Bay:	DGMDPPPJ
Philadelphia vs. Miami:	BTGBF4Y9
Philadelphia vs. Oakland:	DNC6H6TB
Phoenix vs. Denver:	C5TCNYGV
Pittsburgh vs. Chicago:	DWN8MO6J
Pittsburgh vs. Detroit:	CZ97JMSL
San Diego vs. Atlanta:	CHK82337
San Diego vs. Washington:	C8X8RT1V
San Francisco vs. Buffalo:	C2TL4P94 <i>or</i> DY9YM8VX
San Francisco vs. Kansas City:	CC7CDVLS
San Francisco vs. Miami:	BDT18GSF
San Francisco vs. New Jersey:	DY93VL51
Seattle vs. Minnesota:	BLTF857X
Seattle vs. New Orleans:	D5KT9LWW
Tampa Bay vs. Buffalo:	CK5GV777
Tampa Bay vs. Cincinnati:	DNBS1KMB
Washington vs. Buffalo:	B84R03CS <i>or</i> CZSCM6JD
Washington vs. Cincinnati:	FB16WJWP

Comment: A decided improvement over the original—players can do more—although the graphics are pretty much the same.

Violence: N

JOHN MADDEN FOOTBALL '93

Story: Yet another update of the professional football simulation.

Strategies: Codes that will give you different advantages during play:

Master Code:	RH9T860T
Infinite Time-Outs:	RG3TA6WG
Quarters Last 1 Minute:	HWLTCABE
Quarters Last 60 Minutes:	CCLTC6BE
Conversion Gets 9 Points:	BDKABE40
Safety Worth 1 Point:	GDLABEXW
Safety Worth 8 Points:	GDLABAXW
Field Goal Worth 1 Point:	AHKABE5G
Field Goal Worth 8 Points:	BDKABE5G
Touchdown Worth 1 Point:	GDKTBE1A
Touchdown Worth 8 Points:	GDKTBA1A
30 Yards Needed for First Down:	8DLTAADR
5 Yards Needed for First Down:	FDLTAADR
7 Plays to First Down:	BDJAAAA8

Comment: New play options, but not worth trading up from '92.

Violence: N

JURASSIC PARK

Story: There's more of a story in the game than there was in the movie as Dr. Grant rescues visitors from dinosaurs in the prehistoric theme park.

Strategies: To get to the highly versatile Cheat Mode, input the password NYUKNYUK. Hit Start, and the words "Second Controller Enabled" will appear. Enter any password and, when you play, you can hit button B on Controller 2 to refill your life gauge whenever you want; it will give Dr. Grant a full arsenal; and it will allow you to play in slow motion by holding down button A on Controller 1. Moreover, by pushing Down on Controller 2, you can move your character through any solid object!

To execute Level Select another way—one that allows you to start at more specific places than the code above—go to the Options Screen, exit, enter NYUKNYUK, and highlight << or >>. Then, *in turn*, push buttons A, B, C, and Start—holding each one down as you do so. When "Second Controller Enabled" appears, select "Exit," press any button, start the game, and you'll bring up a stage select menu *with* a sound test!

For players who like their codes more straightforward, here are passwords for both Dr. Grant and the Raptor:

DR. GRANT

Easy

- 1: OVVVVVTO
- 2: 2VVVVVTQ
- 3: 4VVVVVTQ
- 4: 6VVVVVTQ
- 5: 8VVVVVTU
- 6: AVVVVVT2
- 7: CVVVVVT4

Normal

- 1: OVVVVVUP
- 2: 2VVVVVUR
- 3: 4VVVVVUT
- 4: 6VVVVVUV
- 5: 8VVVVVU1
- 6: AVVVVVU3

RAPTOR

Easy

- 1: G21G0014
- 2: I21G0016
- 3: K21G0018
- 4: M21G001A
- 5: O21G001C

Normal

- 1: G21G0025
- 2: I21G0027
- 3: K21G0029
- 4: M21G002B
- 5: 021G002D

Difficult

- 1: G21G0036

7:	CVVVVVU5	2:	I21G0038
<i>Difficult</i>		3:	K21G003A
1:	OVVVVVVQ	4:	M21G003C
2:	2VVVVVVS	5:	021G003E
3:	4VVVVVVU		
4:	6VVVVVVO		
5:	8VVVVVV2		
6:	AVVVVVV4		
7:	CVVVVVV6		

If you want to see the game credits, input FREIHEIT.

Comment: Generally striking visuals with edge-of-the-seat excitement.

Violence: G

KID CHAMELEON

Story: Nasty Heady Metal is defeating kids at a hologram game called "The Wild Side." Now, hip Kid Chameleon enters the game to try and even the score.

Strategies: Here are a few pointers for you.

When you reach the end of Blue Lake Woods II, don't touch the Flag. Instead, stand on the last Block, hold the Jump and Special Buttons, and press Down. This will take you right to the last boss of the game!

If you want to earn five thousand bonus points, simply go through a level without taking a single special item.

Helpful Pro Action Replay codes include:

FFFC4-500—: Level Select (enter *twice* the level you wish to go to . . . for example, 50033)

FFFC3-F0080: Infinite Lives
FFFC4-30063: Maximum Diamonds

Comment: This one's distinguished by attention-getting visuals and some novel gameplay.

Violence: NG

KRUSTY'S SUPER FUNHOUSE

Story: The popular TV clown has got to rid his Funhouse of rats. Care to lend a hand (and mousetrap)?

Strategies: Here are codes to take you to different levels.

Level 2: WHOAMAMA

Level 3: FLANDERS

Level 4: BROCKMAN

Level 5: SIDESHOW

A code to give Krusty lives is SMAILLIW . . . which couldn't have anything to do with a backwards gamemaker, could it?

A Pro Action Replay code for infinite lives is FF0FF-30003.

Comment: A good game for newer players; the graphics are colorful, although the animation is a bit flat.

Violence: C

THE LAST BATTLE

Story: Earth is reduced to barbarism after World War III, with Aarzak leading the forces of good and Garokk, ruler of the Ultimate Savage Land, leading the forces of evil.

Strategies: In general, it's a good idea to stay in areas where the foes aren't too tough, just wandering around, knocking them off, and building up your Power Meter.

All of the territories you must visit are numbered, though it isn't necessary or advisable to take them in turn.

The best route in Chapter 1 is 1, 3, 4, 5, 3 again (to build up your power), 2, 8, 9, 6, and 7. In Chapter 2, take them 1, 4, 3 (fighting right), 2, 6 (just pass through to get to 5), 5 (battle Duke by getting in close and repeatedly jumpkicking him in the face), 6, 3 again (fighting left), and 7. In Chapter 3, go from 1 to 2, 4, 5, 3, 7 (defeat the Black Double Image of Gromm by getting on your knees before the bridge and punching, watching your rear), 6, 7, and 9. Chapter 4 can be taken any way you want, as long as you save 4 for last, and you defeat your brother Gross before heading for 8.

To get infinite Continues, simultaneously push buttons A, B, and C when the game ends and you've made it at least through Chapter 1; still holding the buttons, push Start four times.

A Pro Action Replay code for infinite lives is FFFEO-D0048.

Comment: Familiar if satisfying gameplay, with average graphics; the detailed game maps are appealing, though.

Violence: NG

LEMMINGS

Story: As the leader of a tribe of Lemmings, you must build, climb, burrow, block, bomb, and otherwise make your way through 180 different kinds of terrain.

Strategies: Here are the codes for each level and version (U.S. or U.K.) of the game.

	FUN		TRICKY	
	U.S.	U.K.	U.S.	U.K.
1.	ROP MW	RXBGD	LPPZM <i>or</i> YTDYD	FPBMD
2.	NSHNU	WQH MN	NWHQN <i>or</i> MXJXX	XMJWF
3.	TPOWM	TXBGD	ZPPLN <i>or</i> XFDWF	DZBJF
4.	PSHNU	YQH MN	TWHQN <i>or</i> TSJXX	WXJSG
5.	HNPPQ	LNBJM	ROPER <i>or</i> TVDXN	ZPBLN
6.	DRHGY	OGHPW	PXHJR <i>or</i> HMKZG	SNJVP
7.	JNFPQ	NNBJM	BRPER <i>or</i> SYDXN	YSBLN
8.	FRHGY	SGHPW	VXHJR <i>or</i> PMKZG	RRJVP
9.	ZOFWM	BYBGD	VSPLN <i>or</i> LKDWF	RDBKF
10.	VSHNU	GRHMN	BGIIP <i>or</i> DMKPB	KCJTG
11.	BPFWM	DYBGD	NZFVO <i>or</i> PYDMJ	VS BZH
12.	XSHNU	JRH MN	HGHBP <i>or</i> LMKPB	NRJKK
13.	PNFPQ	VNBJM	PYFOS <i>or</i> LPDPR	RJBCR

14.	LRHGY	ZGHPW	DHHUS <i>or</i> YFKRK	KHJMS
15.	RNFPQ	XNBJM	PAPPS <i>or</i> KSDPR	QMBCR
16.	NRHGY	CHHPW	JHHUS <i>or</i> GGKRK	JLJMS
17.	JIFXM	BDBJD	LVPWO <i>or</i> SGDPJ	YZBBJ
18.	PMNOU	GVHNN	NCHOP <i>or</i> GFKNJ	RYSLK
19.	LIFXM	DCBJD	ZVPIP <i>or</i> RRDLK	XLBYJ
20.	HMHOU	JVHNN	TCHOP <i>or</i> NFKNC	QKJL
21.	ZGFQQ	VTBKM	RUFBT <i>or</i> NHDNS	TBBBS
22.	VKHHY	ZKHQW	PDHHT <i>or</i> BYKPL	MZJKT
23.	BHFQQ	XRBMK	BXFBT <i>or</i> MLDNS	SFBBS
24.	XKHHY	CLHQV	VDHHT <i>or</i> JYKPL	LDJLT
25.	RIFXM	LCBJD	VYFIP <i>or</i> FWDLK	LQBYJ
26.	NMHOW	QVHNN	BOHFN <i>or</i> XJJCX	OPJJK
27.	TIFXM	NCBJD	NHPAN <i>or</i> JWDZD	PQBND
28.	PMHOU	SVHNN	HOHPN <i>or</i> FJKCX	HPJXF
29.	HHPQQ	FSBKM	FGPTQ <i>or</i> FMDCM	LGBQM
30.	DLHHY	KLHQM	DPHYQ <i>or</i> SCKFG	DFJZN

TAXING

SUNSOFT

	U.S.	U.K.	U.S.	U.K.
1.	XPPWM <i>or</i> YFTDT	FZBMD	RQPZM <i>or</i> BRGPW	SQBMD

2.	PUHZU <i>or</i> ZJKWP	GDHKP	XXHQN <i>or</i> QSMNQ	HZJSG
3.	PQPIN <i>or</i> CRDQF	JLBDF	RTPLN <i>or</i> HVHCB	SFBKF
4.	TWHZU <i>or</i> DNKWP	KHHKP	BHHBP <i>or</i> FMMFT	QDJTG
5.	PRFBR <i>or</i> VKDSN	BFBGN	DZFOS <i>or</i> GZHBL	VKBCR
6.	BCIDA <i>or</i> BSLPB	HMJCB	FIHUS <i>or</i> ZQMSX	KMJMS
7.	LYFLS <i>or</i> DZDJR	KTBWQ	DCFBT <i>or</i> MHHRF	VYBYR
8.	PEIDA <i>or</i> FWLPB	LQJCB	FLHGT <i>or</i> KGMQY	SXJJT
9.	NCFTO <i>or</i> SNDHJ	YHBVH	JGPIP <i>or</i> HHGMX	PNBXJ
10.	VGHWW <i>or</i> TRKKT	ZLHXS	TVHEN <i>or</i> BNMFT	JMJWF
11.	FDFFP <i>or</i> WYDDK	CTBRJ	NRPZH <i>or</i> NLHZB	TRBMD
12.	JJHWW <i>or</i> XVKKT	DQHXS	TYHQN <i>or</i> LCMCV	RQJWF
13.	PEPYS <i>or</i> PSDGS	VMBTR	VQFER <i>or</i> XLHTF	RSBLN
14.	RQHGY <i>or</i> VLKBX	BGHPW	XZHJR <i>or</i> MNMSY	GVSVP
15.	DNFPQ <i>or</i> XSDVM	DNBJM	ZZFOS <i>or</i> YDMRG	WLBCR
16.	FTHGY <i>or</i> YPKBX	FKHPW	BJHUS <i>or</i> BHNLK	TKSMS
17.	PKPXM <i>or</i> CLDVD	JFBJD	HXPWO <i>or</i> PLHHB	GDBCVC
18.	NORAV <i>or</i> DPKXP	KJHLP	NEHOP <i>or</i> DNMGV	VMJLJ
19.	XKFJN <i>or</i> GWDRF	MQBFF	HAPJP <i>or</i> VZGSW	GSBYJ
20.	BRHAV <i>or</i> HXKXP	NMHLP	VBHHN <i>or</i> SRMVP	DRJLJ

21.	XLFCR <i>or</i> YDPTD	FKBHN	XTFUQ <i>or</i> TFHSG	PPBSM
22.	JWIDA <i>or</i> FXLQB	LRJDB	ZCHAR <i>or</i> NLNLC	DRSLP
23.	TSFMS <i>or</i> HFDLR	NYBXQ	XWFGR <i>or</i> ZBHKK	PDBQN
24.	XYIDA <i>or</i> JBLRB	PVJDB	ZFHMR <i>or</i> XZNHD	MCJZP
25.	VWFTO <i>or</i> WSDJJ	CNBWH	DBFON <i>or</i> VBHFC	JSBNF
26.	DBHXW <i>or</i> XWKLT	DRHYS	NOHDP <i>or</i> CTMRP	CGJPK
27.	NXFFP <i>or</i> ZDDGK	BYBSJ	HKPYO <i>or</i> PRGMX	NLBFJ
28.	RDHXW <i>or</i> BBKMT	HVHYS	NRHPP <i>or</i> MJMPQ	LKJPK
29.	NYPYS <i>or</i> SXDHS	YRBVR	PJFDT <i>or</i> SZMFK	LMBDS
30.	DXHIY <i>or</i> FXKFX	LRHSW	RSHIT <i>or</i> HCNFD	ZNJNT

PRESENT

MAYHEM

	U.S.	U.K.	U.S.	U.K.
1.	BEONR <i>or</i> NZGJW	GTRSE	VEOQR <i>or</i> MYDYD	HLDCW
2.	NIQQZ <i>or</i> TDNMH	ZXLYG	JOQHS <i>or</i> FVJXX	BVLJY
3.	PHOZR <i>or</i> SPGGX	YJDTW	POOMT <i>or</i> MLDWF	NPDQZ
4.	VRRAB <i>or</i> DXNCL	KRLQK	VXQRT <i>or</i> KNKPB	HRMZB
5.	ZOOCX <i>or</i> RXHXJ	XRFMJ	JQORX <i>or</i> PQDPR	MTFPK
6.	LTRFF <i>or</i> XBNCV	DWLPT	BIQOV <i>or</i> HHKRK	GWMYL
7.	DSOOX <i>or</i> WMHWK	CHFCK	ZDOJV <i>or</i> PFDMS	SBFFF
8.	TERXC <i>or</i> HGNNP	NZLDP	JLQAW <i>or</i> HWKNL	MLMLH

9.	ZEONR <i>or</i> RBGKW	XVDWV	VIOCS <i>or</i> JTDDK	NBDZW
10.	LJQQZ <i>or</i> XFNMH	DZLYG	NYQRT <i>or</i> GHJBX	MPMZB
11.	DIOZR <i>or</i> WQGGX	CLDTW	PSOYT <i>or</i> NXDYD	TFFNB
12.	TSRAB <i>or</i> HYNCL	NSLQK	VBQEU <i>or</i> GWJXX	NHMXC
13.	XPOCX <i>or</i> VYHYJ	BTFMJ	ROOKV <i>or</i> LYDXN	DFFFH
14.	JURFF <i>or</i> BDNCV	HXLPT	IYQBW <i>or</i> DQKZG	XHMRG
15.	BTOOX <i>or</i> ZNHWK	GJFKK	DUOWV <i>or</i> QRDPR	FYFDG
16.	VERRYC <i>or</i> RNNTP	XHLHP	RHQMX <i>or</i> JJKRK	DMMFL
17.	DLOPR <i>or</i> RMGNW	XGDBW	FYOOT <i>or</i> ZJPDJ	VFDVZ
18.	PPQSZ <i>or</i> XQNQH	DLLDH	THQGU <i>or</i> SHKNC	PPMBD
19.	HOOBS <i>or</i> WBGLX	CHDXW	ZJOSR <i>or</i> ZXDLK	BVDGW
20.	XYRCB <i>or</i> HKNHL	NDLVK	FTQXR <i>or</i> DSJFX	VWLQX
21.	BWOEX <i>or</i> VKHDK	BFFRJ	TLOXV <i>or</i> JVDFN	ZYFFG
22.	NARIF <i>or</i> BPNGV	HJLTT	LBQNX <i>or</i> BMKHC	TBMQH
23.	PZOQX <i>or</i> ZYHZK	GTFNK	JXOHX <i>or</i> JKDCP	GFWFJ
24.	VLRZC <i>or</i> LSNVP	RMLJP	TEQZX <i>or</i> BBKFH	ZFMDM
25.	BHOPR <i>or</i> VNGNW	BJDBW	FCOBU <i>or</i> CYDZF	BWFRB
26.	NQQSZ <i>or</i> BSNQH	HMLDH	PXHNC <i>or</i> ZZKSB	XYLNX
27.	FPOBS <i>or</i> ZCGLX	GXDXW	RRKUC <i>or</i> HRDRJ	FQDBX

- | | | | | |
|-----|--------------------------|-------|--------------------------|-------|
| 28. | VZHCB <i>or</i>
LLNHL | RFLVK | XAMAD <i>or</i>
ZPKQC | YRLLY |
| 29. | ZWCEX <i>or</i>
YLHDK | FGFRJ | PZKXH <i>or</i>
FSDQS | JYFTJ |
| 30. | LBRIF <i>or</i>
FQNGV | LKLTT | DJHPI <i>or</i> XJKSL | CBMFI |

Comment: Highly intriguing and different: you'll have to think your way through this colorful game.

Violence: C

LETHAL ENFORCERS

Story: The city has been taken over by armed gangs. Control pad in hand, it's up to you to defeat them.

Strategies: To defeat the bosses of each level, do the following—

Stage 1, The Bank Robbery: The Chemical Waste Van: Take out the Rockets and the guy with the Rocket Launcher. When he's dead, the van is a piece of cake.

Stage 2, Chinatown Assault: The Sword Master: This time, Swords are being tossed at you. Shoot them as they are thrown, and also blast the boss in the torso whenever he appears in the train.

Stage 3, The Hijack: Saddam: Every time you hit Saddam twice, he'll duck behind the wing of the plane. Time his reappearance and plug him quickly, twice, when he dares to show his face. Seven one-two salvos will destroy him. If Saddam manages to get off a shot from his Rocket Launcher, shoot the missile down. Also be prepared to take out his aides.

Stage 4, The Drug Dealer: The Helicopter: Fire at the helicopter, not at the Rocket Launching villain; divert your fire to shoot down Rockets as necessary.

Stage 5, The Chemical Plant: The Assault Chopper: At-

tack the different sections of the vehicle in this order: the Cluster Missile Launchers; the Multi-Rocket Launchers; the Sidewinder Missiles; the machine gun (it appears from the underbelly, manned by the pilot); and finally, the pilot Kaddafi himself, now brandishing a handgun (shoot him in the head).

Comment: Superb photo-style graphics with exciting, hair-trigger gameplay.

Violence: G

LHX ATTACK CHOPPER

Story: Guide your Light Helicopter Experimental through dangerous missions in this flight-simulation game.

Strategies: Here are codes to take you through different missions.

LIBYA MISSIONS

Majestic Twelve:	CQAAAF
Reindeer Flotilla:	CQAAQH
Rainbow Veil:	CQAAAV
Lobster Quadrille:	CQAAQX
Desert Two:	CQAABF
Plain Aria:	CQIERD
Anterior Nova:	CQAAIE
Phoenix:	CQAAYG
Chess:	CQAAIU
Hen House:	CQAAYW
Flaming Arrow:	CQAAJE

CENTRAL EUROPEAN MISSIONS

Domino Mirror:	CSIEIYE
Arc Lite:	CSIEY4E

Reindeer Flotilla:	CSIEJIC
Olympic Torch:	CSIEZKC
Chess:	CSIEQ6E
Anterior Nova:	CSIEBJC
Hop Toad:	CSIERLC
Lobster Quadrille:	CSIEBZA
Grand Theft Hokum:	CSIEJYA
Flaming Arrow:	CSIER6A

VIETNAM MISSIONS

Lobster Quadrille:	CQIEZCG
Flaming Arrow:	CQIEJQE
Lava Lamp:	CSIEZSA
Gemini:	CSIEIIG
Binary Rainstorm:	CSIEYKG
Reindeer Flotilla:	CQIEBRE
Hen House:	CQIERTE
Anterior Nova:	CSIEAJG
Chess:	CSIEQL6
Freedom Train:	CSIEAZE

Other mission codes include:

CBAAEC	CBCAAVA	CDCABFC	CDCKAZCC
CDKERTC	CDKEQLE	CDKEZSC	CB4EIYC
CB4EY4C	CB4EZKE	CB4EBJE	CB4ER6G
CBCAQHC	CBCAQXA	CDCAJEC	CDCARHC
CDKABRA	CDKELLE	CB4EYKA	CB4EAZC
CB4EQ6C	CB4EJYG	CAIAR4G	
		(final mission)	

Action Replay codes include:

FFF1C-10008:	Infinite Hellfires
FFF92-A004A:	Infinite Fuel
FFF1B-F0004:	Infinite Sidewinders

Comment: Disappointing graphics hurt the otherwise sizzling action in this game.

Violence: NG

MARIO LEMIEUX HOCKEY

Story: NHL simulation with the star of the Pittsburgh Penguins.

Strategies: The password E7BE MBD2 EJFC will take you right to the finals!

To play different teams in the finals, input:

M3KJ WPUA FCB9 (Los Angeles vs. New York)

Y2QJ UXA3 4U3M (Pittsburgh vs. Calgary)

To play New York in the finals, use the following codes:

Quarter-Finals: QX3N TFE3 CLC3 (vs. Pittsburgh)

Semi-Finals: QP3N TFG3 CLC3 (vs. Boston)

Finals: Q75N VFG3 CLD3 (vs. Los Angeles)

If you want to monkey with your team's abilities, enter the password ABRACADABRA2. Hit Start, and when "Bad Password" appears, simply move the cursor to Cancel and hit Start. Select either Tournament or Exhibition play and choose your teams. At the Today's Match Screen, press Up or Down to pick the skills, using button A or B to change it. When you're ready, hit Start.

To play on gray ice, enter the password CEMENT-BLADES and hit Start. When "Bad Password" appears, shift the cursor to Cancel and hit Start. Select Tournament or Exhibition, pick your teams, and hit Start.

Comment: Superior graphics and wonderful simulation. All that's missing is Jagr playing beside you!

Violence: N

MICHAEL JACKSON'S MOONWALKER

Story: Bad Mr. Big wants to kidnap all the children on Earth and make them his slaves. Naturally, Jackson uses all his powers to keep the children right here.

Strategies: Here are some tips for each round.

Round 1: Be careful when you open Windows. Cats jump through some of them. If they do, duck fast and boot them when they turn.

Round 2: Use the Hydrant to wash away villains on your right and the dog on your left. Look in the trunks of cars for kids. Later, use another Hydrant to open the first Manhole but *don't* go down. You can use it as an exit, later; instead, drop down the second.

Round 3: In 3-3, get the four Birds in the three Trees to dance. When they die, free the child from the Bush between the second and third Tree. Climb the second Tree to the level above.

Round 4: You'll be faced with falling Stalactites; protect yourself by leaping up and knocking them down before entering a Cave.

Round 5: Hit the door under you—beneath the landing—for your first kid, then go right. Break the Computer, head down the steps, smash the three Computers and Consoles to the left, and step on the Teleportation Platform. Rescue the kid there, open the door to rescue another, teleport back down, go to the next Platform on the right, beam down, and go right when you materialize. You're well on your way.

Round 6: You'll board your Battle Plane, defeat a slew

of Drone Ships, and finally fight Mr. Big in *his* spaceship. No strategy here other than to keep firing and dodging his blasts.

To execute Level Select for all levels except the last, simultaneously push and hold Up/Left and button A on Controller 2 and press Start twice. The level number will appear on the screen, and you can change it using the control pad.

If you want to turn Jackson into a robot, catch a fiery bolt from above. The bolts always arrive after you rescue the following children:

In 2-1, save the kid in the right-most window of the Club 30 roof.

In 2-2, go to the top of the Garage.

In 2-3, take the Elevator up a floor and save the kid.

In 3-2, save the child in the second Headstone just right of the beginning.

In 3-3, go to the left side of the Waterfall and rescue the child overhead.

The Action Replay Code 005F1-E31FC + 005F2-00040 gives Michael super dancing ability. If, however, his energy runs low, simply hit the special power button to recharge fully.

Comment: Beautiful to look at, but play quickly grows redundant.

Violence: NG

MICRO MACHINES

Story: An itsy-bitsy, teeny-weeny race game.

Strategies: You can play with various advantages using the following codes, all of which must be executed while the game is paused:

Hit C, Up, Left, Right, A, B, A, C, and you'll acquire

super-crash power: a collision will knock an opponent into next week. Well . . . at least a half-screen away.

Push B, Down, C, Down, Up, Down, Left, and Down and you'll get infinite lives.

Press Up, Down, A, B, Left, Right, and C for a super-fast machine.

Input A, Up, B, Down, C, Left, Start, and Right for much improved traction.

Push Left, Right, Left, Right, Up, Down, Start, and Down for a greater difficulty level.

Press Left, Down, Up, Down, Right, Down, A, and Down for a considerably greater difficulty level.

Comment: The miniature cars are a great novelty, and the graphics are both vivid and, at times, surreal.

Violence: N

MIGHT & MAGIC

Story: Evil is trying to wrest control of the planet Cron from the forces of good. Can you train a team, then send them out to help good prevail?

Strategies: Get underway by leaving the Inn, facing left, taking a step west, and turn left to face the wall; take one step south *through* the wall, go left two steps, and fight the enemies here. Look for the Chest, return to the Inn, and save the game. You'll have to partake in a number of ventures like this to build your experience. Also, go to the training place (10/7) for added boosts. In general, accept whatever combat comes your way in the early going.

Later, you'll need to obtain the Elemental Orb. To do so, you must get four artifacts: the N-19 Capitor located in Castle Hillstone (3/13); the M-27 Radicon found in Castle Woodhaven in 2/11; the Todilor (0/6) and the J-26 Fluxor in Castle Pinehurst (7/6).

To get to use Lord Peabody's Time Machine, go to Castle Pinehurst, face west, take five steps, face south, take five steps, face west, and take six steps. Go into the throne room. Talk to Peabody, then fly to B4, walk to 10/1 (using the Teleport Orb to cross the water), and make your way to the Carriage Inn of Atlantium. Get Sherman and his companion and return to Peabody for the Machine.

When you time travel, go to Era 8 and Castle Xabran (C2). Get the Earth Disk at 6/2—moving one step east, jump, one step south, one west, two south, one east, teleport one step south, walk right through the wall to the east, go three steps east, three south, walk through the wall to the west, go one step west, two north, one east, and two south. Get the Disk and go to 7/2. Face east, teleport seven steps, go one step east and two south to get the Water Disk. Go north to the wall, teleport eight steps north, then continue north to the Air Disk. Finally go two steps west, teleport six west, go two south, walk through the wall to the west, go one step west, one north, and walk through the wall to the east: this will bring you to the Fire Disk.

A few handy "cheats":

Select "View Character" during the game, and when the "View Which?" prompt appears, push and hold, in order, Left, button A and button C. Release at the same time and you'll summon up super-characters who will trade you for extraordinary weapons.

If you want to obtain food "magically," go to the Command Screen, select "Share," and then pick "Food." Repeat and you'll boost your supply considerably.

Comment: Some impressive, storybook-style visuals in this complex, often fascinating role playing game.

Violence: NG

MORTAL KOMBAT

Story: Aided by the half-dragon, half-human Goro, the wicked warrior Shang Tsung has seized control of the Shaolin Martial Arts Tournament. Competitors must try to wrest it back, though they risk losing their souls if they lose the bout!

Strategies: Here are key moves to the survival of your characters.

JOHNNY CAGE

Against Sonya Blade: Keep your distance and don't let her use her Scissors.

Against Sub-Zero: Use your Knee attack when he uses an Uppercut.

Against Scorpion: Lash out with an Uppercut when he leaps.

Against Liu Kang: Block any Fireballs he throws, then retaliate with Green Flame.

Against Rayden: block his Torpedo, then reply with a quick Shadow Kick.

Against Kano: Employ a Low Block to counter the Sweep, and fight back with an Uppercut.

Against Cage Twin: Kick his head when he uses Green Flame.

RAYDEN

Against Sonya Blade: Use repeated Air Kicks.

Against Sub-Zero: Defend against Slide with a Low Block and follow with Lightning.

Against Scorpion: Block the Harpoon and attack with Lightning.

Against Liu Kang: Duck the Flying Kick and launch a quick Torpedo.

Against Johnny Cage: Torpedo to oblivion.

Against Kano: Answer the Sweep with a Low Block followed by quick uppercuts.

Against Rayden Twin: Block the Torpedo, then fire back with Lightning.

LIU KANG

Against Sonya Blade: Sweep her Scissors and use any attack that doesn't require you to stay close.

Against Sub-Zero: Block the Freeze and reply with Fireball.

Against Scorpion: Air Kick repeatedly, forcing Scorpion to Block; this will also leave you well-positioned to avoid the Harpoon.

Against Rayden: Block the Torpedo and launch Fireballs.

Against Johnny Cage: When Cage tries to jump, stymie him with a Flying Kick.

Against Kano: Throw a Fireball after you Block his Cannonball.

Against Liu Kang Twin: Leap the Fireball and Air Kick his head.

SCORPION

Against Sonya Blade: Use Harpoon or Air Kick, only keep your distance. If Sonya uses a Square Wave, throw a Harpoon in the *opposite* direction to tag her when she lands.

Against Sub-Zero: use repeated Air Kicks, spiced by intermittent Throws.

Against Rayden: Block the Torpedo, then use the Harpoon followed by several Roundhouses.

Against Liu Kang: Repeated Teleport and Sweep will devastate him.

Against Johnny Cage: Wait for his Shadow Kick, then strike back with Harpoon.

Against Kano: Do a quick Harpoon/Uppercut combination.

Against Scorpion Twin: Block the Harpoon, Teleport, then Crouch Kick or Uppercut.

SUB-ZERO

Against Sonya Blade: use Freeze; if it's Blocked, Sweep her.

Against Rayden: Freeze works on everything Rayden can throw at you—including Teleport. Just make sure you Block Torpedo when it comes.

Against Scorpion: Quick combinations of Slide, Throw, and Air Kick should remove him with no trouble.

Against Liu Kang: Strike fast with Uppercut, Freeze, and Throw and repeat, in any order.

Against Johnny Cage: Use Uppercut and be ready to Block his powerful Shadow Kick and Freeze.

Against Kano: Use Freeze against his Cannonball, and strike back with Air Kicks.

Against Sub-Zero Twin: Slide into the Sweep to bring him down, then use a Sweep of your own.

SONYA BLADE

Against Rayden: Use a quick flurry of Ring Tosses until he Blocks; follow with an Air Kick.

Against Sub-Zero: Striking fast with Air Kicks should keep him from using his Freeze. Hit him with Scissors if he comes near.

Against Scorpion: Block his Harpoon, lure him toward you, then leap back and hit him with a Square Wave.

Against Liu Kang: Answer the Flying Kick with the Square Wave or pluck him down with a Scissor Grab.

Against Johnny Cage: Use Ring Toss to stop his

Shadow Kick, and continue using Rings or get in close for a Scissor Grab.

Against Kano: Move in for a Scissor Grab, but be ready to Block his Cannonball if you miss. If you do, try another Scissor at once.

Against Sonya Twin: If she uses Square Wave, reply with a Scissor Grab.

KANO

Against Sonya Blade: Keep your distance, block her Rings, and batter her with Cannonballs.

Against Rayden: Attack fast and furiously with Cannonballs.

Against Sub-Zero: Use a Low Block against the Slide, then answer with Cannonballs.

Against Scorpion: Watch for the Teleport and use a Cannonball in the opposite direction.

Against Liu-Kang: Rely on the Knife.

Against Johnny Cage: Leap the Green Flame and attack at once with Air Kicks.

Against Kano Twin: repeated Sweeps are best against . . . yourself!

If you want to see the unexpurgated version of the game, press buttons A, B, A, C, A, B, and B during the Code of Honor Screen. To see the fatality moves, get in close and do the following:

Sub-Zero:	Toward, Down, Toward, Button A
Johnny Cage:	Toward, Toward, Toward, Button A
Rayden:	Toward, Away, Away, Away, Button A
Kano:	Hold Start and push Away, Away, Button A

That's bloody good fun, but tactically useless. For gameplay changes, when the Options Screen appears push Down, Up, Left, Left, button A, Right, Down. This will

bring up a "Cheat Enabled" Screen that will let you do all kinds of nifty tricks.

One of the things you can do once this code is entered is to switch on Flag Two and Three, set the plan Base for three and the first Map to the Pit. Battle to the second endurance match; if you're out of the Pit, die and Continue until you get back there. Get a Double Flawless and fight Reptile One and Two. Now . . . if Sonya is the second fighter of the second endurance round, then Reptile Two will be a mutant green Sonya!

Game Genie codes include:

AC2T-B67C + AAJT-

DA4E + RG2T-A6ZA: Always fight Cage

AL2T-B67C + AJJT-

DA4E + RG2T-A6ZA: Always fight Rayden

AG2T-B67C + AEJT-

DA4E + RG2T-A6ZA: Always fight Kano

AW2T-B67C + ATJT-

DA4E + RG2T-A6ZA: Always fight Scorpion

AR2T-B67C + ANJT-

DA4E + RG2T-A6ZA: Always fight Kang

A42T-B67C + A2JT-

DA4E + RG2T-A6ZA: Always fight Sonya

AO2T-B67C + AYJT-

DA4E + RG2T-A6ZA: Always fight Sub-Zero

A82T-B67C + A6JT-

DA4E + RG2T-A6ZA: Always fight Goro

A69A-CAG2:

Mirror Match

BT9A-CAG2:

Match with Shang Tsung

BBCA-AAZ6:

Pint-sized Fighters

ABCA-BBAA:

Invisible Characters with
Shadows

AC7T-AAA2:

No Damage from Throws

SC7T-AAA2:

More Damage from
Throws

8C7T-AAA2:

Maximum Damage from
Throws

AKXA-AA22:

Always Win Flawless
Victory Bonus

CJ1A-AA@@:

Black Background

Comment: If you can only get one fighting game, make this the one!

Violence: XG

M.U.S.H.A.

Story: The acronym pretty much says it all: don the Metallic Uniframe Super Hybrid Armor and off you go against the forces of alien-spawned evil!

Strategies: To execute Level Select, press Reset when the Sega logo appears. Do this nine times more, and then let the Title Screen show up. Go to the Options Menu, holding Down/Left on the pad. Under "Game Level" you'll see the word "Round," which will allow you to move up and down using Left and Right on the pad.

To start with twenty options, pause the game then hit Up, Up, Up, Down, Down, Down, Left, Left, Left, Right, Right, Right, C, C, B, A, and Start.

To earn five bonus lives, pause the game and push Right, Down, Right, Down, Left, Up, Left, Up, Button B, C, A, then Start.

To fully power-up your M.U.S.H.A., pause and press B, B, C, B, B, C, Up, Down, and A.

The Pro Action Replay code for Infinite Lives is FFD11-30003.

Comment: Rapid-fire challenges, though the graphics seem a little primitive. And yes . . . "metallic" is misspelled on the Title Screen.

Violence: NG

MUTANT LEAGUE FOOTBALL

Story: It's professional football simulation with a twist: the players are monsters and the field is a no-man's land!

Strategies: In general when you're running the ball, go as near as you can to Mines: more often than not, your desperate opponents will stumble onto the explosives.

The codes H1B111111J and H1G1111111 will take the Darkstar Dragons into the playoffs. These passwords will take you to the Mutant League Bowl itself, as whatever team you want:

Darkstar Dragons:	FMK3XYSL1Q
Deathskin Razors:	1CK111111H
Icebay Bashers:	2CK111111D
Killer Konvikts:	HGK111111J
Midway Monsters:	3CK111111F
Misfit Demons:	JH111111G
Psycho Slashers:	GMK111111D
Rad Rockers:	5CK111111M
Road Warriors:	BDK111111J
Screaming Evils:	KLK111111L
Sixty Whiners:	CBK111111J
Slaycity Slayers:	LJK111111M
Terminator Trolz:	MLK111111J
Turbo Techies:	NMK111111Q
Vile Vulgars:	4CK111111L
War Slammers:	DCK1111112

Comment: Funny and action-packed, with good animation and very colorful visuals.

Violence: NG

MYSTIC DEFENDER

Story: The incredibly evil Zareth has resurrected his ex-master Zao, who intends to enslave the Earth. To stop him, you must reach Azuchi Castle, kill the villains, and save Zao's hostage, Alexandra.

Strategies: Here are hints to help you through each of the battle rounds.

The Forest: There's a Power-Up on the fourth tree from the leftmost side of the screen, a Strength on the tree just beyond the first Dragon, and another Strength in the fourth tree after that. To beat the Anthropoid Boss, climb the tree fast and turn your Flame Magic on him; six hits will kill him, though not in his "ball" form.

Staircase Maze: When you face the projectile-throwing Spectres (aka Spinning Witches), use Psycho Magic. Stay on the top and shoot them as they arrive; you won't have to face more than a half-dozen of them.

The Fiends' Machine Room: Shoot the Face Wall when you reach it, pass through, and fall to the right. At the bottom, shoot the wall of Tentacles on the left and claim Thunder Dragon Magic.

Lava Lake: Be quick when you cross the third group of Pillars—they sink completely beneath the Lava. Leap up quickly if it goes under, since it'll resurface. A Six-Faced Phantom will attack (kill it when its shell is open), and then, armed with Flame Magic, go to the far right and shoot the Snakes. Two shots will take care of each one as it rises from the Lava.

The Spider Pit: To defeat the final Death Worm, go to the left, leaping and shooting at its head while avoiding its projectiles. When it switches sides, do the same.

The Ghosts' Machine Room: Start by going right, then left, etc., climbing all the while for a Power on the left. Go right and keep heading down. At the bottom, go right to

the Wall Face, ascend (watch for the 1-Up on the right), keep climbing, and go left at the top. Cross the corridor of Flame Throwers and make your way over the four moving Platforms. Go up, get a Power, go right to the Wall Face, destroy it, and pass through.

The Elevator Maze: Use Flame Magic to defeat the boss Knight: it'll take about thirty hits to destroy him.

Zao's Lair: When you reach Zareth, then Zao, make sure you have Thunder Dragon Magic: it won't destroy them, but it will weaken them sufficiently so that you stand a chance of beating them with Flame Magic (Zareth) and Sonic Magic (Zao). The latter is especially important, since Sonic Magic creates a shield of sorts . . . something you'll need against the towering wizard.

Action Replay codes to help you out include:

OO6EF-O6OO2: Safe from Most Enemy Attacks

OOCOD-E4E71: Super-Charged Weapons Fire
Easier

Comment: Nothing new here, and the graphics are pretty average to boot!

Violence: NG

NBA JAM

Story: NBA basketball simulation.

Strategies: The most important general tip to remember is to release the ball at the apex of your jump. Your shot will be more accurate that way.

Now, for some "extra" help in winning:

After you've chosen your team, but before the Tip-Off Screen, hit any button thirteen times while turning the pad clockwise. When you hit the button the thirteenth time,

hold it down and continue turning the pad for a super slam-dunk.

When the "Tonight's Match-Up" Screen is on, hit any button once and then hold down buttons A and B until the tip-off. You'll shoot a higher percentage.

Other codes:

Hit Button A thirteen times then hold down B and C until the Court appears to play in the "Juice Mode."

While rotating the pad, hit button B thirteen times for Power-Up dunks.

Hit button A thirteen times then hold down A, B, and C until the Court appears for Power-Up turbo.

Push button A four times then hold it down one more time until the Court appears for Power-Up defense.

Press button B seven times then hold down Up, B, and A for Power-Up shooting.

Rotate the pad and hit button B fourteen times for Power-intercept.

To see the shot percentage display, press button A, then hold A, B, and Down.

To recruit "hidden" characters to your team, input the first two initials (listed below) and then leave the cursor over the third and hold down Start. When this is done, press the button listed in brackets.

ARK [A] for President Clinton

NET [B] for Vice President Gore

UW__ [A] for Warren Moon (Houston Oilers quarter-back)

DIS [C] for George "P-Funk" Clinton (musician)

SAL [C] for Sal Divita (artist on the game)

QB__ [A] for Erick "Kabuki" Kuby (analyst on the game)

MJT [A] for Mark Turmell (main designer of game)

AIR [A] for Eric "Air Dog" Samulski (son of company VP)

RJR [B] for Jamie Rivett (programmer on game)

ROD [B] for Tom "Scruff" Rademacher (analyst on game)

CAR [C] for Asif "Chow-Chow" Chaudhri (associate producer of game)

SAX [C] for Dan "Weasel" Feinstein (executive producer of game)

Comment: It's already a classic, and deservedly so!

Violence: N

NHL HOCKEY

Story: Professional hockey simulation using real teams.

Strategies: Here are codes to take you to the final round.

Boston Bruins vs. Calgary

Flames:

GBVD2YRDJ1PGXCGZ

Boston Bruins vs. Vancouver

Canucks:

H5MNCCBX4L4H73Z7

Buffalo Sabers vs. Detroit Red

Wings:

B7M6RKZFGW26RYDY

Buffalo Sabers vs. Los Angeles

Kings:

BN6YXDK951C0YVX8

Calgary Flames vs. New York

Rangers:

H5L19CYS9FPZPT22

Calgary Flames vs. Pittsburgh

Penguins:

HL5S042YKCV0PFVH

Chicago Blackhawks vs.

Pittsburgh Penguins:

HZ2NY6ZWD25X7CPY

Detroit Red Wings vs. Montreal

Canadiens:

FFB1LC1K10YVW0V2

Detroit Red Wings vs. New York

Rangers:

B13XFTJ77WJBKRX9

Edmonton Oilers vs. Pittsburgh Penguins:	D2FV7SNMPJJRX35K
Hartford Whalers vs. Calgary Flames:	FZV795XCZ344SNSM
Hartford Whalers vs. Detroit Red Wings:	BWPOGT1P98NYVXHR
Los Angeles Kings vs. Boston Bruins:	HL43CZJNMRXN9Y8D
Los Angeles Kings vs. Buffalo Sabers:	G757ZSVP2WF8VWO2
Minnesota North Stars vs. Pittsburgh Penguins:	HZ2B48N9HY55MK8W
Montreal Canadiens vs. Calgary Flames:	HL61CRJ3NX49PT3K
Montreal Canadiens vs. Los Angeles Kings:	G2SR64PVLTS2NPZR
New Jersey Devils vs. Chicago Blackhawks:	CLNCPPYH63GZVHO7
New York Islanders vs. Los Angeles Kings:	CZMW98Y9CW3L29N8
New York Rangers vs. Los Angeles Kings:	G79HYM85VTNCKCSW
New York Rangers vs. Vancouver Canucks:	B17F5MF0ZG238V8F
Philadelphia Flyers vs. Calgary Flames:	HTPTRGHGWB79VHZP
Philadelphia Flyers vs. Detroit Red Wings:	B7P5P9Z91DVMK3VN
Pittsburgh Penguins vs. Calgary Flames:	BN7Y34ZSP46D1T4R
Pittsburgh Penguins vs. Minnesota North Stars:	GPVKNVZZVHW0BBS5
Québec Nordiques vs. Los Angeles Kings:	C42Z8MN44Y4YLG39
St. Louis Blues vs. Montreal Canadiens:	GBSGTNMD7BR21T7J
St. Louis Blues vs. Pittsburgh Penguins:	C4Z3S8NMFJG3JMKO

San Jose Sharks vs. Boston Bruins:	G75X97V90T0M6MNY
San Jose Sharks vs. Pittsburgh Penguins:	FLWTN36GNHNT4SZN
Toronto Maple Leafs vs. Boston Bruins:	B1261BH09HHGMZF3
Toronto Maple Leafs vs. Hartford Whalers:	DHYLKFDGB0B402SP
Vancouver Canucks vs. Hartford Whalers:	B14HVDC47BGV4D26
Vancouver Canucks vs. Washington Capitals:	B14J9L0YLTCP9LDS
Washington Capitals vs. Detroit Red Wings:	DBK2LW2XP0JHHW9Y
Winnipeg Jets vs. Buffalo Sabers:	HFNB55PZ9WLTMZSN
Winnipeg Jets vs. Pittsburgh Penguins:	CLKT82F6BXBLZLLX

Codes to take different teams to the Stanley Cup play-offs are:

Boston Bruins:	HL6F13TM52R5HW72
Buffalo Sabers:	B7M9DZHBH1TB9Y9G
Calgary Flames:	GW7399BL8HLB2J1K
Detroit Red Wings:	DWX6O90L855MK33F
Edmonton Oilers:	BWNV5267XBO9Y65K
Minnesota North Stars:	CD2T1XN89S0LZLLY
Montreal Canadiens:	HFRNGT6RVK6Y29JJ
New York Islanders:	D70X4KKN5LXJCTTJ
New York Rangers:	HZ684PMY159BPFXF
Pittsburgh Penguins:	FZXZPR3PW6CDD9HL
Quebec Nordiques:	BN7M6H0686FWHHY3
St. Louis Blues:	H5KVFGM0489GDKFJ
San Jose Sharks:	BN6FGL4C72VMK3RD
Toronto Maple Leafs:	B12835LMKGF6CTXW
Vancouver Canucks:	D7YB87ZY88XYP5YF
Winnipeg Jets:	CS2YMZ9DJ0BBBBKJ

Comment: Good simulation and graphics, *plus* fighting . . . which has been eliminated from the most recent version.

Violence: NG

OUTLANDER

Story: In the post-nuclear holocaust world, water is scarce and a scientist has found a way to synthesize it. Unfortunately, he's captured by the evil Duster, who wants to rule the world. If you fail to save him, it's all over for struggling civilization!

Strategies: In general, don't take food or shells you don't need. Note where they are and go back for them, if need be. Items like Oil, SAMs, and Gas are more important.

When you're in a walking phase, save your ammunition and duck/duke it out when you can: you can only carry so much ammunition and you don't want to waste it. Likewise, do some fancy driving to avoid the helicopters' missiles rather than shoot them down: save those SAMs for a real emergency.

A few things to watch out for:

In Blastpoint, the water in box two is radioactive. After that point, found-food is sometimes radioactive, so be careful. Food from most enemies, other than the crossbow thugs, is okay in the early going.

Beginning in Toxaceville, there are land mines to look out for. Fortunately, the only one you'll find here is when you first enter the town.

Codes to different levels include the following, with non-numerical/alphabetical symbols described in the parentheses:

Level 1: FYBY1AZFQ240Q0 *or* K6HX10CS1H40Q0

Level 2: 71JX10W8PY88K0 *or* 89D020JCYY8CZ8

Level 3: P69H0SK7YCKCX or FW(heart)
(face)11ZD8(face)C96Y

Level 4: TZZY2159Q9YK80 or 32B011X41FY YM0

Level 5: SD7X128VZ(face)KK.8

Comment: The theme may be tired, but the graphics are good and there's excitement, strategy, and appealing diversity in this game which alternates between driving and fighting.

Violence: NG

PHANTASY STAR II

Story: The Layans are at war with the Cyborgs of Orakio, and it's up to you and your bold team to determine who wins.

Strategies: Here are some general pointers to guide you.

When you've earned 1,300 or 1,400 Mesetas, head to the Armory and buy Steel Bars for Nei. Before going to Arima, buy Armor, Boots, and Headgear. There, buy a Sword. If you need more money, teleport to Paseo to fight and earn.

Go northeast to Shure: you'll find a dead man on the fourth floor of the Dungeons. Search him well! Get the TNT from the first floor as well. Later, use it in Nido to blast the door. Head to the North Bridge—due north from the Green Dam, and northwest of Paseo—where Darum will kill Tiem and take his own life. Make sure you have roughly 7,000 Mesetas before continuing. Stock up on weapons in Oputa, and make sure you see Ustvestia in the town. Don't give the Musik Technique to Nei.

Next up: blast the center of the fourth level of the Bio-systems Lab, jump through the hole in the cellar, and "Search" the Containers for the Recorder. Give it to the

Commander in the Tower. Visit the Library next, read, get the Key Tube, go to Zema Bridge, and buy weapons—like the Laser Knife for Amy and the Cannon for Fudo—before continuing.

To become invincible, push the pad in the direction you want to go while repeatedly pushing buttons C and then B.

To play in slow motion, pause the game then hold down button B. To slow it even further, keep the game paused and repeatedly press button C.

Comment: An appealing and expansive role-playing game with very satisfying graphics.

Violence: NG

PHANTASY STAR III

Story: A continuation of the multigenerational saga begun in *Phantasy Star II*.

Strategies: Here are some pointers to guide you.

Generation One

Landen: Find Maia in the Castle, talk to villagers, then go southeast and chat with the people of Yaata. Head south to Ilan for items, then northeast to find Mieu. Return to Yaata, go to the boat, sail to the island, and enter the cave to find Lyle. Return to Yaata and go east to the cave and through it to—

Aquatica: Go southeast to Rysel, talk to people, go south and then east to the ruined cities. Go due south through the maze to—

Aridia: Go left around the mountains, search the desert for Mium, then go south to Hazatek and talk to the Cyborgs. Go left to the two caves and enter the one on the right to find Wren. Go back to Hazatek, then southeast to a volcano-shaped building. Enter and find Lyle, fix the

ruined Control Towers (using button A), and return to Rysel.

Aquatica: Talk to the villagers, go north to the boat, and go to the island. Stop in Agoe to talk, then go north to Shusoran. Enter the maze at the Fountain in the top left, and take the stairs to the Castle. Take the stairs to the maze, and fight Lyle after he deserts. When he's beaten, talk Lena into joining your group and return to Aridia.

Aridia: Fix the blocklike section of the maze and the moons will be repaired. Return to Aquatica.

Aquatica: Go back to the Castle, exit through the gate at the end of the maze, and go north. Cross the Bridge to Cille and go to the Fountain to the left of the gate. Follow the maze to the Castle, walk around it and enter from the south, and talk to the King—whom you must then fight. Talk with everyone in Cille, Shusoran, and Agoe, then cross the sea to Rysel and talk to the people there. Go back to Shusoran and Cille, talk to whoever is left, then head for Aridia, south of Rysel.

Aridia: Chat with the Cyborgs in Hazatak, then go west to Wren's Cave to get the Dragon's Tear. Go to the cave east of Hazatak to get to—

Draconia: Head to the Tool Shop in Lensol and talk to the person on the second floor. Go north to Endra, talk to all the villagers, go back to Lensol and save Thea from the Castle dungeon.

Aridia: Go back to your family in Wren's Cave, head north to the cave, enter using the Twin's Ruby, and pass to—

Landen: Use the stairs in the Technique Shop to go to the Castle, heading south to the dungeon. Battle Sari and go to Draconia.

Draconia: Make your way to the peninsula east of Endra; follow it to the Dragon, who will escort you to Techno. In the Castle dungeon, find the ship that will take you to Azura.

Azura: Go to the dungeon and beat the Siren.

Generation Two

Landen: Search the Castle dungeon, then head south and southwest around the Lake to the cave in the south.

Elysium: Go southwest from the cave and enter the village on the peninsula. Talk to the people, then go through the Castle gate. Talk to the rebels, then go to the dungeon and free Alair. Leave and talk to the people in the southern section of Divisia. Go west, heading north around the ride of trees before the lake. In the rebel cave are the Sub-Parts for Wren. Find Ryan, the leader, and return to Landen.

Landen: Go southeast to the Twin's Ruby Cave; the southeast cave will take you to the northwest section of Aridia.

Aridia: Exit the cave, go southeast to the lake and to a depression in the river under Hazatak. Wren—now a Sub—will take you to an underground world. There, go west and enter one of the temples to find Laya. Go back to Hazatak and travel southwest to a cave (you must have the Mystery Star) that will take you to Frigidia.

Frigidia: Go west then south, around the lake, then head north along the peninsula below the lake to find Mystoke. Talk to the villagers and go into the Castle: in the top left corner you'll find trees that lead to the dungeon. Learn Laya's tale, then go to the temple in northeast Frigidia (near the airstrip). Enter the temple and go back to Elysium.

Elysium: Talk to the villagers in Aerone, go east along the stone path below the village, and take the ship to the Castle.

Dahlia: Enter and go to the dungeon, then fight Lune.

Generation Three

Dahlia Moon: Talk to the people in the Castle, head to Aridia. There, go to Laya's home (hidden just below Hazatak).

Frigidia: Go to the airstrip (look near Mystoke), head to Skyhaven (north of Mystoke, on the lake), and talk with

the Council. Get the Aqua parts in the dungeon. Go to New Mota near Mystoke, then return to Aquatica.

Aquatica: At any dock, turn Wren into Aquaskimmer and go to Sage Isle east of Shusoran and Agoe. Find Siren, talk to the Sages, then go back to Landen. There, get Orakio's Sword from the Sunken Palace south of Yoata, and go back to Aridia. Talk to the Cyborg in the desert north of Hazatak, get Mium's Claw, then return to Aquatica. Chat with the Sages, then go to Terminus (through Laya's Temple).

Terminus: Turn Wren into an Aerojet, go to Lashute, talk to the denizens, then go to Frigidia via the temple on the left side of the planet. Return to Skyhaven and get the blessing of the Council, head back to Lashute, go to Rulakir's throne room, and enter the dungeon after defeating him.

The rest of Generation Three (and the game) requires visiting the following places in this order: Aridia, Landen, Elysium, Aridia, Frigidia, Elysium, Dahlia Moon, Frigidia, Aquatica, Landen, Aridia, Aquatica, Terminus, Frigidia, Terminus, Landen, Elysium, Dahlia, Elysium, Frigidia, Aquatica, Landen, Aridia, Aquatica, Terminus, Frigidia, Terminus, Landen, Elysium, Aridia, Frigidia, Elysium, Dahlia Moon, Elysium, Frigidia, Aquatica, Landen, Aridia, Aquatica, Terminus, Frigidia, and Terminus.

Comment: You won't be disappointed in this complex saga!

Violence: NG

PHELIOS

Story: Battle giants, monsters, and more in this sprawling fantasy quest as you attempt to rescue the captured beauty Artemis.

Strategies: Here is some general advice.

When you face the Spinning Fire Wheel, get in the lower left corner and shoot at maximum power.

To beat the Graiai at the end of Chapter 2, first blast off their arms, then attack the heads and the Crystal Eye.

Defeat Anteus in Chapter 4 by getting in the center and, using maximum power, shooting its hands. Jump out to either side when the fire comes your way, then get back in there and repeat. You can also use Anteus to get yourself a slew of 1-Ups. If you go to the far right, where the fire can't reach you, and keep firing at the emerging hands instead of at the fiend, you'll keep scoring lives.

Earn nine Continues instead of three by going to the Chapter 1 screen and hitting buttons C, A, B, A, C, A, B, and A.

To make the wall fall *entirely* away from Artemis (instead of from around just her torso), you have to have scored at least 200,000 points.

Comment: Vivid and enchanting, with some imaginative characters.

Violence: NG

PINK PANTHER IN PINK GOES TO HOLLYWOOD

Story: Everyone's favorite film feline goes west to star in remakes of some of moviedom's most beloved films.

Strategies: Hold buttons A and C on Controller 1 and button B on Controller 2. Turn the machine on, and if you hear a grinding sound after the TecMagik logo disappears, you're set. Start the game, pause it, and using Controller 1 push button A to fill your health meter, button B to become invincible, or button C to execute Stage Select. To go to specific stages, use the following numbers:

- 00: *Honey, I Shrunk the Pink!*
- 01: *Cat on a Hot Pink Roof*
- 02: *Pinkenstein*
- 03: *Pink Ranger*
- 04: *Pink Lemonade*
- 05: *Pink Beard*
- 06: *Polter Pink (lower)*
- 07: *Reset*
- 08: *Jungle Pink*
- 09: *Pinkin Hood*
- 10: *Refrigerator*
- 11: *Stuffing Battle*
- 12: *Reset*
- 13: *Reset*
- 14: *Sound Stage of Polter Pink*
- 15: *Sound Stage of Pink Ranger*
- 16: *Sound Stage of Pink Beard*
- 17: *Sound Stage of Jungle Pink*
- 18: *Sound Stage of Cat on a Hot Pink Roof*
- 19: *Sound Stage of Pinkin Hood*
- 20: *Reset*
- 21: *Polter Pink (upper)*
- 22: *Winning Screens*

Comment: Sly fun for young and old, with strong animation.

Violence: C

THE PIRATES OF DARK WATER

Story: Ren, Tula, and Ioz must fight their way through eight levels to find the Six Treasures of Rule and drain the Dark Water that poisons the sea-realm of Mer.

Strategies: Here are a few general tips.

If you drop something, go after it. Quite often you'll be

able to recover it. Also, at many points of the game, you can claim an item, leave the screen, come back, and it'll be there anew.

Strategies for different levels include:

Pandawa Jungle: Look for the 1-Up in the Vines on the left side, top, of the Jungle canopy.

Port of Pandawa: Defeat Konk by charging, slashing, leaping him, and repeating. Do this fast, lest he attack back!

Look in the top left corner where you encounter the Merchant: there's a Heart across the Tightropes.

The Citadel: Take the first ledge that moves diagonally up/left. Cut left from there for a 1-Up.

Janda Town: After encountering Zoolie, search up and right on the pirate ship for the Barrel with the 1-Up.

The Sunken Bridge: Use Ioz, who'se tallest, to get across the bridge without drowning; use Spin Jump (the pad and button B twice) to stay above the water. Leap rather than fight the soldiers on the other side.

Bobo Mountain: Ioz can beat the soldiers here with a single slash of the blade.

Andorus: Four of the five Keys are in the Skull Chests. To get the fifth, *leave* this stage, re-enter, and you'll find the last Chest.

To defeat Mantus, use Shield Potion or Stone Elixir, and make sure you have two or more lives. Be prepared to lose whatever Gold you have, though.

The Maelstrom: Use Shield Potion against Bloth, and be on the alert for tossed Barrels.

Passwords to the different levels are:

The Port of Pandawa:	IITBDIA
The Citadel:	RITAZIM
Bobo Mountain:	JESSICA
Janda Town:	SCOOBYD
The Sunken Bridge and Andorus:	STOYODA
The Malestrom:	ALARTUS
Dark Dweller's Lair:	RADARAL

Comment: Some extraordinary graphics and novel, sweaty-palm gameplay; a real treasure!

Violence: NG

PIT-FIGHTER

Story: It's the roughest, toughest hand-to-hand match on the planet, and you're in the thick of it.

Strategies: Here's how to deal with each of the fighters.

The Executioner: Don't get in close at first. Use Flying Kicks to knock him down, then Groin Kicks to keep him down. Ouch!

Southside Jim: Quickly pick up and use the objects on the floor, then Jump Kick Jim to the ground. Grab his Knife when he drops it and *use* it.

Angel: Hit her twice with the Barrel, take the Power Pill, knock her down, and Kick her. No sweat.

CC Rider: Attack first with Sticks, Chairs, and Barrels, then use Jump Kicks. If you can, throw CC and then Groin Kick him when he's down.

Chainman Eddie: Rely on Jump Kicks and throwing whatever objects you can. Only get in close if you score the Power Pill; when it runs out, go back to Jump Kicks.

Heavy Metal: Jump Kick and throw objects . . . and stay back, lest he grab and destroy you.

Angel: Tougher than before, and faster. Use objects and Jump Kicks to bring her down.

Mad Miles: Use a Stick, Kick him when he's down, and repeat. When the Sticks are gone, use Jump Kicks. At all costs, avoid his rapid punches.

Southside Jim: Faster than previously, fight as before but watch out for the bikes he throws at you!

Chainman Eddie and Chainman Eddie: Throw all the items you can at the twins, keep them from getting the

Power Pills, and try to lure them into hitting each other. Quick, continuous Jump Kicks are advisable when you've run out of objects to toss.

The Masked Warrior: He's a monster, and you'll be playing defense most of the time. Get in your Kicks and Punches when you can, and be sure to throw objects and get the two Power Pills.

To get extra Continues, let your character's life run down to near empty, then pause and plug in Controller 2. Hit Start on Controller 2, select a fighter, and you'll start with three extra Continues. Smash your previous character, and use the new guy for the rest of the game.

To play a killer mangle-à-trois Grudge Match, go to the Options Screen (button A) and let player 1 pick a fighter. Only when "Grudge Match" comes on the screen should player 2 press start and pick a fighter. Then both 1 and 2 will battle a computer fighter.

The Pro Action Replay code FF2B7-F00D8 will give you Infinite Energy.

Comment: Fine animation and slam-bang action.

Violence: G

POPULOUS

Story: As a deity, your goal is to conquer evil on different worlds and win as many subjects as you can. You also have to keep them fed, happy, technologically advanced, and well-armed.

Strategies: To execute Level Select, pick "New Game," then hit button B, then press Up or Down until the numbers appear. The trick here is to input a number that is five times that of the level you want to play.

Passwords to bring you to different worlds are:

World 025:	QAZITORY	World 275:	BUGINOND
World 050:	HOBOZJOB	World 300:	BILQAZOUT
World 075:	NIMLOPILL	World 325:	SCODEING
World 100:	CALEOLD	World 350:	SUZDIEHOLE
World 125:	FUTDIMAR	World 375:	SADOUTER
World 150:	BINQUEME	World 400:	BADMEILL
World 175:	ALPAPAL	World 425:	BURIKEPIL
World 200:	EOAMPMET	World 450:	JOSYMAR
World 225:	HURTOGODOR	World 475:	MINCEME
World 250:	VERYOXT	World 494 (the last one):	WEAVUSPERT

Comment: Very ingenious, and a lot of fun—especially for anyone who's ever wanted to be a god!

Violence: NG

PREDATOR 2

Story: Loose in the city, the alien skull collector is hunting for you while you hunt for it and for gang members and try to free hostages.

Strategies: Here are tips for each level.

Level 1: Nothing too tough here; when you see the two directional arrows, follow the one that points down. It'll take you to a Hostage and a vital rapid-fire weapon.

Level 2: Don't miss the energy power-up at the top of the screen near where you head down the first flight of stairs. When you battle the Helicopter, dodge from side to side while using Toggle-Fire.

Level 3: Get the First Aid Kit at the bottom of the screen, beginning. You can't blow up the Truck at the end until you've killed all the occupants.

Level 4: Time is important; keep moving, even if you have to skip gunplay with enemies. Do, however, pause to gather Staffs, which will prove useful against the alien.

Predator doesn't follow any pattern; stay away from the nets by jogging from side to side, and chuck the Staffs when you can.

Level 5: Map your way through this level; nothing new other than the complicated route.

Level 6: Don't attack the Helicopter, just *run*. It's also wise to avoid rather than confront foes on the ground. Stick near the walls, rescue the Hostages, stay to the left when the fleet of Helicopters attacks (they won't hurt you here), and make sure you're armed to the claws for your final showdown with Predator. Equally important: Don't stand still, or you'll be de-craniumized.

Codes to take you to the different levels are:

Level 2: KILLERS

Level 3: CAMOUFLAGE

Level 4: LOS ANGELES

Level 5: SUBTERROR

Level 6: TOTAL BODY

A Pro Action Replay code for unlimited earthlings is FF027-C0002.

Comment: Somewhat flat graphics spoil an otherwise crackling good shoot-'em-up.

Violence: NG

QUACKSHOT STARRING DONALD DUCK

Story: In the tradition of the great Carl Barks duck stories, Donald has found a map: Can the short-tempered waterfowl beat the rotten Pete to Great Garuza's Duck Treasure?

Strategies: You can beat the bosses as follows—

Dracula: Hit him with Popcorn or Plungers when he opens his Cloak. He's no trouble: we'll stake our reputation on it!

The Tiger: Go to the middle of the screen and stay there, moving only if you have to avoid its fire (it always sits before it fires, so it won't exactly be a surprise). You can use Popcorn to take the feline out: be sure to lead the Tiger, though, because the cat is faster than the 'corn.

The Viking Ghost: Before he throws an axe, jump and Plunge him in the head. He'll go to pieces and fly around; as his last body part flies by, leap and Plunge again.

Pete: Duck into one of the Caves from which his lackeys emerged. When Pete's overhead, dash to the opposite side and he'll follow. When he does, slide back to the Cave and toss a Plunger at him. Leap to the top of the Cave and Plunge him again. Stay out of reach, then repeat the process.

You can get unlimited Donalds outside the Castle in Transylvania (the first half). Get the 1-Up from the Ducky Gang thug and continue ahead until you reach the Flag. Summon an Airplane instead of entering the Castle, select Transylvania on the map, and go through the area again . . . backwards. The 1-Up will be there, along with all the other bonus items. Repeat until your patience runs out!

There's a more convenient way to score 1-Ups. Get the Bubble Gum Blaster in Duckburg and go to the Castle in Transylvania. When you come to the first large pile of Barrels, shoot the last one on the second level for the 1-Up. Leave the Castle, return, and repeat as often as you like.

In Transylvania, you can also acquire unlimited Bubble Gum for the Bubble Gun. Blast all the Blocks and leap on the stack of two that can't be destroyed. Each time you leap, you'll get a new Gun.

In the Viking Ship level, take the Elevator to the Mast top, collecting the Moneybags, and go right. Follow the Rope down to the 1-Up. Backtrack until you exit the screen, turn around and get the 1-Up again, and repeat.

In the Egyptian level, climb the first Ladder and the Wall: go right at the top and you'll exit the stage! If you opt to go all the way through the level, you can prevent the Falling Wall from living up to its name by going to the right and leaping the Sun, Moon, and Star in that order.

Action Replay codes include:

- 00502-60007: Start with Seven Lives (change the last one or two digits to add more: i.e, 09 is nine lives)
- 00481-E6004: Infinite Lives
- 00503-C31C2: Start with Approximately Fifteen Units of Popcorn
- 00510-86002: Once You Get Popcorn You Never Run Out
- 005E1-0600C: Enemies Cannot Hurt You
- 007D0-E0001: Donald Loses His Temper After One Chili Pepper

Comment: The graphics, characters, items, and gameplay are all simply specduckular.

Violence: C

RAMBO III

Story: When his former commander, Colonel Trautman, is captured in Afghanistan, former Green Beret John Rambo goes in to get him out.

Strategies: Here are the keys to winning each mission.

Mission 1: Stab the first Soldier out of the Truck for a 1-Up. Switch to Explosive Arrow and blast the Drum beside the Watchtower, and use Time Bombs beside the Watchtowers at the Gate. In the bonus battle, use the cliff on the right to shield yourself. One solid hit will destroy the Helicopter.

Mission 2: Start by going up to the far left to the Crate. Go left until just a corner of the box is showing: when there are no Soldiers on-screen, use an Explosive Arrow on the Crate. At the exact moment the Arrow hits, rush left with the cloud of smoke behind you: Rambo will be invincible until he reaches the bonus stage *or* until he blasts another Crate! If you blow the maneuver, play the mission by cutting back to where you started, go right and down at the end, knife the Soldier for a B, and note the location of the Gate. Head up the corridor and the first and third Soldiers will each give you an A. Get the prisoner at the top, return to the Gate, go through, and travel left to the Crate. Blast it, then go up, left, down at the corner, and left at the next corner. Get an A from the Guard, save the prisoner, return to the Gate, and go up along the left corridor—you've got the idea. No real surprises here.

Mission 3: Go right (watching out for the camouflaged Soldiers) and Time Bomb the Watchtowers. Cross the Bridge, firing Arrows ahead. After crossing the second Bridge, turn right at the Barracks. Time Bomb the Watchtowers, blast the Gate, and score four direct hits on the Tank to destroy it.

Mission 4: Run right, killing all the Soldiers lest they return to attack you. When you go to blast the Gate, be careful that you don't get cornered there. Go through the Gate at the bottom of the screen, run right, then down at the corner and cut left to the Crates: Time Bomb them all and continue left. Cross the Tracks and stay toward the bottom. After passing a single structure below you, go up, then left at the second corridor. Go left at the top, pass through the Gate above, and go left by the Crates, Time Bombing them. No surprises till now . . . or through the rest of the mission.

Mission 5: Start by going right; after shooting the third Soldier, cut down to the Wall on the bottom. Hug the wall to avoid the Tank fire, and blast them with Arrows as you pass. Attack the Helicopters ahead, then go down and around the building, heading for the Wall at the bottom to

avoid the Tanks coming from the right. Arrow them and head up after the building: watch for the Tank that will appear on the right, above the first building. Nothing out of the ordinary for the rest of the mission, save for the Choppers in the bonus round. Take the left vehicle out first, since the one on the right ducks behind a building and is more difficult to hit. You don't want to be bothered dodging them both. Be sure to get behind your protective plates when the surviving Chopper fires, scooting out to take your shots.

Mission 6: Run up, then right along the wall, spraying fire as you run. Head up at the end, go through the Gate beyond the Gun Turrets, head left, and turn down the first passageway. Go left at the end and, at the bare square of earth, cut diagonally to the top left. Continue up, turn to the upper right, round the wall jutting down, and go up. Head left when you exit; at the end, follow the zigzagging corridor down. At the bottom, go left and follow the tracks up: Trautman is in the fifth cubicle to the left.

An Action Replay code for near-infinite lives is 00228-03CC0.

Comment: Fast-paced but familiar; not enough diversity in the game, and the graphics are relatively dull.

Violence: G

RANGER-X

Story: Edgezoners known as the Rahuna turn on Homeworld and try to destroy the Free Galactic Systems Council tribes there. Fortunately, they didn't get you, the Tribe Tech—meaning that they're doomed!

Strategies: Here's how to confront the bosses of each stage.

Stage 1: Stay on the far left near the middle, and you'll

be able to shoot down or avoid the boss's Missiles. Meanwhile, hit the robotic creature where the legs join the body. When its energy is down fifty percent, shoot the legs themselves . . . taking care not to be hit by the gun. When the legs are gone and the enemy drops, remain on the left blasting away at the cockpit.

Stage 2: Onboard the Ex-Up Indra cycle, shoot at the legs from the left and stand still as much as possible; the boss won't run after you if you stay put. When only two legs remain, the creature will stop firing Missiles and Bombs and shoot Laser Beams from its red eye. You'll have no choice now but to run away. Keep your distance, getting in shots at its legs whenever possible.

Stage 3: Initially, the monster's eye is its only vulnerable part, and then only when it's open. Avoid its deadly Bubbles (you can actually walk through the creature to do so), and when its exoskeleton has been destroyed, fly around dodging Bubbles and concentrating your fire on its Brain.

Stage 4: Use the Ex-Up Eos and fire at the huge Cannons that protect the Tower. When you've beaten all five, fire at the energy ball protecting the Core. Each time you strike the Core, it'll switch sides . . . so you must do the same.

Stage 5: Use your Flame Unit and fire at the middle of the boss, ducking its fire. After the midsection is destroyed, turn on the cockpit and *keep moving* lest you be nailed by its flames.

Stage 6: Concentrate your fire on the cockpit, under the main body of the robo-thing. It fires easy-to-avoid Missiles and homing balls, which must be blasted. Surprisingly, you won't have much difficulty here.

Final Boss: As soon as the crosshairs appear, fire at them. Blast the giant in the face, picking off its weapons as soon as they appear. The boss will shoot fireballs while protecting itself with a moving Shield: maneuver yourself so that the Shield is between you and the fireballs, and you'll cause them to bounce back at the boss. When the

boss begins to weaken and throw small projectiles your way, go left to avoid them then get in close and shoot it in the head.

To skip a level, pause the game and push Up, Down, Up, Down, Up, Down, C, B, A, Right, Left, and B.

To play in slow motion, pause the game and do the same as above with A instead of B as the last button. To return to regular motion, hit Start.

Comment: Ominous, impressive visuals paired with dangerous gameplay: very good indeed.

Violence: NG

REVENGE OF SHINOBI

Story: As the master ninja Joe Musashi, it's up to you to get your abducted girlfriend Naoko away from Neo Zeed and his thugs—and also prevent him from conquering the world.

Strategies: Here's how to take out the toughest mugs in each area.

District 1

The Bamboo Garden: Throw a few Shurikens as you approach Kabuto at a squat, then kick him when you're close enough.

The House of Confusion: Near the end of the building are two spiked platforms. Get on top of the left spikes to lure your enemy out, jump off to the left, killing him, then cross to the right on the tops of the spikes.

Escape: Use Kariu; leap up when the boss's sword comes down, and shoot him in the head. Repeat.

District 2

The Waterfall: Engage Fushin here. When the Karasus attack, jump on the rock and the first limb above, then go down and keep heading right.

The Backstreet: Go straight up to the roof, still usin' Fushin, and stay on the rooftops as much as possible.

The Bistro: Kariu is best here. Fire at the boss the precise moment he stops bounding around.

District 3

The Airport Compound: Keep jumping on the Fence to avoid enemies, if you want.

The Cargo Jet: Ascend the first Elevator, head right at the top, descend the second Elevator, and blast the Crates. You'll get a pair of 1-Ups. Let yourself die and repeat, continuing to trade one life for two.

The Computer Vault: Use Kariu vs. the Computer. Move back and forth to avoid the beam on top, then jump and shoot the brain. It's okay to stand on the Computer: if you do so and go to the right, shooting left, you can avoid the beam.

District 4

The Junkyard: Jump up and throw Shurikens to tag the Gunners behind the cars.

The Motor Mill: Use Fushin here. Another infinite lives section: fire at the base of the first Conveyor Belt. After the Musashi symbol appears, winning you a pair of lives, ride the Belt to your death. You'll be able to do this as often as you want.

The Side Yard: Jump the cars and scrap the Master Attacker throws, shooting him in the head with Ikazuchi each time you do. When he runs at you, leap onto the junkpile to the left or right and hit him with Shurikens.

District 5

The Laser Srafer: Armed with Fushin, go up fast, timing your run to avoid the lasers.

The Freeway: When you face the cloaked enemies, let them pass: when they reach the left side of the screen and open their Cloaks, that's when you turn and plug 'em.

High-Speed Chase: Get close and kick the Red Gumdrops to destroy them.

District 6

The Kung Fu Gang: Use Fushin and you shouldn't have any trouble. When the Dancer pirouettes by, back up and fire away.

The Train: Use Ikazuchi. After you leave the tunnel watch out for the Gunners firing flamethrowers; and beware the row of Crates: there's a Heart in the center container, explosives in the rest.

Spider-Man: Armed with Fushin, jump up and blast the wall-crawler between webbings. When he becomes a bat, leap over him and shoot him *fast*. Otherwise, he powerdives you.

District 7

The Breakwater: Packing Ikazuchi, the only problem here is the big gap in the water: leap hard . . . it *can* be jumped!

The Machine Room: Still protected by Ikazuchi, go right to the end, then left to the end, etc., going down all the time. Toss a Shuriken now and then to make sure there's nobody lurking ahead.

The Cargo Hold: When you face the dinosaur (who looks like Toho's Godzilla and not a brontosaurus, as advertised), stay on the ledges, somersaulting over the giant's head and firing as the monster turns and attacks your new position. Repeat . . . and if you're having a really tough time, go ahead and use the Mijin.

The Searchlight: Watch out for the Gun Turret behind you at the start. Leap on top of the second Turret and kill the warrior behind it, on the right. Kariu will get you through this level.

The Cellar Maze: Go through the secret door with the pull ring: you'll have to map the maze to get through.

District 8

The Inner Sanctum: Crouch when Neo fires his hair at you. Shoot him, then back up fast before he throws more hair. If you can't get under the hair, leap it until you can get in there. To polish him off quicker, use Ikazuchi at

once, and when Zeed comes down crouch and fire fast and repeatedly . . . provided you have enough stockpiled! You'll need about fifteen seconds' worth. Be careful here, though: you've got to throw Shurikens at the black square to the left of the wall every three or four seconds. If you don't, your girlfriend will die . . . even if you kill Neo Zeed!

To obtain unlimited Shurikens, go to the Option Screen, choose zero Shuriken, and wait until the zeroes morph into an infinity symbol.

If you want to earn 30,000 bonus points, make sure you end a level with eleven times more Shurikens than the number of lives you have left.

Action Replay codes include:

009E4-66002:	Infinite Lives
00B4E-86000 + 00B57-E6000:	Enemies Cannot Harm You
00B93-E6002:	Infinite Normal Shurikens
00C0E-24E71:	Infinite Super Shurikens

Comment: Constant thrills, which change from game to game depending upon the Ninjitsu you choose. Some dazzling graphics to boot!

Violence: NG

RISKY WOODS

Story: That's putting it mildly! The Monks have been turned into statues by the wicked Draxos. Only you, Rohan, can save them and destroy the fiend.

Strategies: To beat the bosses of each boss-stage, do the following—

Stage 3: Stay to the boss's left, far enough away so the fireballs can't reach you, leaping and throwing your level-3 weapon as you can. (If you have anything less powerful,

this fight'll take a bit longer!) When you can go no farther, head right between his arms and tail; the monster will go right as well, but you won't be hurt. When you reach the right, back off to the left again.

Stage 6: Armed with Boomerang, go to the boss, turn, head left, and fire over and over. When the flying Eggs are destroyed, go under the boss, leading it to the right, then go left again and repeat.

Stage 9: Leap the fireballs, throwing your weapon, along with some skulls, at the boss's face.

Stage 12: Go right, leaping the Pits and the monsters therein. When you face Draxos, leap to the top ledge and fire at his head. His flunkies will attack from time to time: leap those that come at you from below, destroy the others, and keep shooting at Draxos's face.

Comment: Fine gameplay, with many eye-popping visuals.

Violence: NG

ROAD RASH

Story: Motorcycle racing at its fastest . . . and nastiest.

Strategies: You'll learn the racing soon enough. Codes to let you *use* what you've learned are as follows:

LEVEL 1

10000	00NE1	011D9	126OU (with Banzai 750)
10000	02FM0	101B1	177E9 (with Diablo 1000)
10000	01ES0	110G4	15BMT (with Ferruci 850)
10000	00PP1	0109M	13J0J (with Kamikaze 750)
1000	026A0	1132H	16IOA or 10101 02DV1 01GS7 11FKR (with Panda 750)
10000	01A61	010N9	14I1J (with Shuriken 1000)

LEVEL 2

11145	02T91	110TN	2F9MV (with Diablo 1000)
10000	01CM0	01435	243DE (with Shuriken 1000)

LEVEL 3

34441	01MS0	NV8UC	3QJ8R (with Banzai 750)
31007	031S1	00115	37176 (with Diablo 1000)
00000	01VE0	0129K	35E0E or 31007 031S1 00824 351EF (with Ferruci 850)
31007	02TO0	10BLL	33NM1 (with Kamikaze 750)
32674	02EA1	100ET	36RCN (with Panda 750)
31007	02TO1	007B4	30OME (with Shuriken 400)
31007	02TO1	00CE5	34O1P (with Shuriken 1000)

LEVEL 4

00000	03231	0100J	479KT (with Diablo 1000)
00000	02TT1	10A2J	45T0T (with Ferruci 850)

LEVEL 5

43143	067K0	01EVD	571RQ (with Diablo 1000)
00000	01O00	MTPN8	4NPB1 (with Diablo 1000)

The Action Replay code 00BA7-C6002 slows the game down.

Comment: Effective graphics, realistic controls, and roadways that'll have your palms sweating!

Violence: NG

ROAD RASH II

Story: Steer, brake, kick, and nitro burst your way to victory in more motorbike road racing . . . and fisticuffs!

Strategies: If you want to start with any bike, begin the game, go to the Options Screen, pick "Set Player" mode, and select "Mano a Mano," any level. Go to the Bike Shop, pick your wheels, go back to the Options Screen, and go to "Set Player" again. Choose the game type as well as "Take Turns," and note the password. Start the game! Player 2 can do likewise.

Sit in the saddle of the Banzai 7.11 using these codes:

3: 0C2A 3803
4: 0QKJ 480D

Ride the Diablo 1000 N using these codes:

1: E66T 1ILV
2: E66T 2ILU
3: E66T 3ILP
4: E66T 4ILO
5: E66T 5ILR *or* 20GR 5S0E

Ride the Wild Thing 2000 using the code 00DA 1V0N.

You can also ride other bikes, in different classes, using these codes:

ULTRA LIGHT

Panda 500:	0DJ6 12NU
Panda 900:	04AC 16NM
Banzai 7.11:	039D 29UQ
Shuriken TT 250:	0KAU 24MK

NITRO CLASS

Banzai 600 N: 0NRC 2AMS
 Banzai 750 N: 05ML 1DN9
 Banzai 7.11 N: 08CC 2HUD
 Diablo 1000 N: 01HT 2JUQ
 Shuriken 1000 N: 01D5 1FNK

SUPER BIKE

Banzai 600: 08FO 1MNH
 Banzai 750: 0HCN 2OMO
 Panda 600: OARL 1KNO
 Diablo 1000: 096H 2TM9

To get a first place win in different levels, use the following codes:

LEVEL 1

Alaska: 00D8 110N
 Hawaii: 00DH 101B
 Tennessee: 035P 1130
 Arizona: 02J0 117G
 Vermont: 02U9 10F5

LEVEL 2

Alaska: 05BH Q10S
 Hawaii: 038B 1MIV
 Tennessee: 041Q AN33
 Arizona: 05RB 2N73
 Vermont: 06IR QMFC

LEVEL 3

Alaska: 08DA 3NOP
 Hawaii: OAUB 3M1D

Tennessee: 06A4 3M1D
Arizona: 08T4 RD7M
Vermont: 0DE5 RCF8

LEVEL 4

Alaska: 0G04 KC0K
Hawaii: 09ET
Tennessee: 0DQD 4932
Arizona: 0J4T 4976
Vermont: 0NGD 49FE

LEVEL 5

Alaska: 0QQT 590V
Hawaii: 0F6L 5J13
Tennessee: 0M44 5J3L
Arizona: 0U1K 517D
Vermont: 25U5 5JFD

Game Genie codes to help you win are as follows. First enter the Master Code RH6A-86Y1, then start the game with the following sums by entering these codes:

PLAYER 1

\$5,000: 8TST-ACD8
\$10,000: 7AST-AGD8
\$25,000: 2TST-AWD8
\$250,000: 2AST-AC58

PLAYER 2

\$5,000: 8TTA-ACDW
\$10,000: 7ATA-AGDW
\$25,000: 2TTA-AWDW
\$250,000: ZATA-AC5W

Start with Diablo 1000 N: BEST-AAEG

Start with Banzai 750: BTST-AAEG

Comment: If you liked the first one, you'll like the sequel! Same tense action and dizzying visuals.

Violence: NG

ROBOCOP VS. TERMINATOR

Story: As the modern-day cyborg law enforcer RoboCop, you must fight foes in the present . . . and battle the SkyNet computer and its killer Terminators in the future.

Strategies: To blaze your way through the game, pause the game and input A, B, C, C, B, A, C, B, A, C, B, A, A, A, C, A, C, B, C, A, C, A, C, A, B, C, and B. This will enable you to jump higher and run faster.

After inputting the above code, go to the Trainer Level and move RoboCop as far left as he can go. Hold down Up and push button C: RoboCop will access the Immortality Level and also find a message from the creators of the game.

To execute Weapons Select, pause the game and punch in B, A, C, C, C, A, B, B, A, C, C, C, A, and B. You'll hear a machine-gun burst; unpause and simultaneously press and hold Down and buttons A, B, and C. Weapons will be displayed in turn: let go of the buttons when you see the one you want.

If you want to start with many additional lives, pause the game and input C, C, A, A, B, B, C, C, A, A, B, and B. After the explosion, you'll be given a message; exit to obtain your lives.

Pause the game, input A, B, C, C, C, B, A, then unpause: if you push Down and button C, you'll be able to drop through the floor, wherever you are. You must program

the *entire* code each time you want to execute this maneuver.

This version of *RoboCop vs. Terminator* has been censored. To restore its original edge, pause the game and input C, B, A, B, B, A, B, B, C, B, B, C, C, B, B, C, B, C, A, C, C, A, A, A, B, B, B, A, C, and A.

Useful Game Genie codes include:

- A4MB-TA6C: Invincibility
- AJ5B-TA32: Enemies Other Than Bosses Killed with One Shot
- AD8B-SV6J: Megajump

Pro Action Replay codes include:

- FFF09-C0005: Infinite Lives
- FFF08-C0040: Infinite Energy
- FFF0F-000FF: Invulnerability
- FFF1A-A000?: Weapon Select (replace “?” with 1 for Ed Gatling Gun, 2 for Grenade, 3 for Bazooka, 4 for Plasma Rifle, 5 for Homing Missile, 6 for Laser, and 7 for Flame Thrower)

Comment: The graphics and sound effects are faithful to those we know and love from the films, and gameplay is top-notch.

Violence: NG: “normal” mode; G: “original” mode

ROCKET KNIGHT ADVENTURES

Story: The megalomaniacal knight Axle Gear has turned his lance on the planet Elhorn. Only Sparkster and the Rocket Knights can stop him. Will they succeed?

Strategies: Here are the keys to defeating the bosses of each stage.

Stage 1, The Kingdom of Zebulos: To beat the Sea Dragon, fire at its head. When you face the Metal Spider, watch its pattern and note the spots where you'll be safe. Blast the pod to destroy the Spikes it drops, and race to the opposite side when it tries to attack with a leg.

Stage 2, Mountain Range: The Metal Beetle Locomotive comes from the left, so hurry to the right and leap its shots while firing into the Cannon. If you stay to the far right, the train itself won't reach you. When the Cannon is destroyed, the Track will open up and the engine will try to nab you with its Arms: rocket left, then right to avoid their first charge. Now, if you tuck yourself in the right corner you'll be safe from the first Arm as you recharge; duck the second Arm and rocket attack through it. Repeat until the Arms are gone. The Track will repair itself then with you behind the Locomotive: avoid its shots and keep firing at the red "target."

Stage 3: The Fire Fish rises from the Lava on the right. Stay on the bottom tier of ledges so you can hop away from its chomping jaws: when it submerges and the ledges are swallowed up, leap to the ledge on the right. The Fish will re-emerge in the middle, firing projectiles and power-ups. Shift left and right, avoiding the former and grabbing the latter. When it spits out a Pig Soldier, leap and swing, hitting your foe as often as possible until he departs. *This is the only time you can hurt your enemy.* The Fish will descend and return on the left: go to the right on the upper ledges. Repeat what you did before. The Fish will submerge again and return in the center; repeat and you should be done with the boss.

Stage 4: Stay on the left to avoid the crumbling ceiling when the Pigbot arrives. Move in as your Rocket Pack charges, and when its belly opens to fire at you, rocket against the red spot five times. That's all it takes to destroy the Pigbot, though the irate Captain Fleagle will ap-

pear to try to finish you off: simply go to the middle, and go from left to right bashing your enemy until he's beaten.

Stage 5: Axle's Pigbot packs a punch that is twice as powerful as yours, so don't trade shot-for-shot with the brute! Start by walking backwards until the Pigbot you're in is as low as it can get: when Axle charges, swing and get in your hits—four or five before your adversary backs away. Another three or four will finish him off.

Stage 6: Attack the guns of the Spaceship first, followed by the payload bay doors and then the red nose—which will open and spray projectiles in your direction. When this has been shut down, you'll have to blast the red "heart" of the ship. Destroy that and the robot-pilot will attack: the machine is vulnerable only when it starts throwing around its own red sphere. Get in your shots, then scoot behind the automaton to avoid its fire, position yourself to blast the orb again, and repeat. Four or five shots will destroy the robot.

Stage 7: Go to the middle of the screen and swing your blade repeatedly at Axle. When he leaps, get under him and fire away; he'll take about a dozen hits before hotfooting away. When the left wall collapses, grab the pole on the far right and go up or down to attack Axle. It'll take about another dozen hits to destroy him. After exiting, you'll have to destroy the Matrix by blasting the red sphere that emerges from a porthole. With your Rocket Pack charged, high jump and attack the sphere; duck the Matrix's shots and keep attacking your target. When the big machine finally decides to come after you, all you need do is get in your Shuttle and lead it into the atmosphere of Elhorn, where it'll fry.

To see your own game become the demo mode, pause and then press Up seven times, Down once, Left three times, and Right once. When the word "Pause" shifts, hit Reset.

Comment: Gorgeous graphics and animation highlight this exciting shoot-'em-up.

Violence: C

ROLLING THUNDER 2

Story: You take the part of a secret agent hunting down enemies using increasingly more powerful weapons.

Strategies: Here are the phrases to take you to each of the levels.

ROUND 1

- Level 2: MAGICAL THUNDER LEARNED SECRET
- Level 3: NATURAL FIGHTER CREATED GENIUS
- Level 4: ROLLING NUCLEUS SMASHED NEURON
- Level 5: CURIOUS PROGRAM PUNCHED POWER
- Level 6: LOGICAL LEOPARD BLASTED SECRET
- Level 7: PRIVATE ISOTOPE DESIRED TARGET
- Level 8: NATURAL RAINBOW ELECTED FUTURE
- Level 9: MAGICAL MACHINE MUFFLED KILLER
- Level 10: DIGITAL NUCLEUS PUNCHED DEVICE
- Level 11: PRIVATE THUNDER CREATED POWER

ROUND 2

- Level 1: ROLLING PROGRAM SMASHED GENIUS
- Level 2: CURIOUS RAINBOW LEARNED FUTURE
- Level 3: MAGICAL ISOTOPE BLASTED DEVICE
- Level 4: PRIVATE LEOPARD PUNCHED NEURON
- Level 5: SLENDER FIGHTER ELECTED GENIUS
- Level 6: DIGITAL RAINBOW MUFFLED SECRET
- Level 7: LOGICAL THUNDER SMASHED POWER
- Level 8: ROLLING MACHINE DESIRED FUTURE
- Level 9: SLENDER NUCLEUS BLASTED TARGET

Level 10: CURIOUS ISOTOPE CREATED KILLER

Level 11: NATURAL PROGRAM DESIRED NEURON

Pro Action Replay codes for the game include:

FFF20-D0002: Infinite Lives

FFF13-50074: Infinite Time

FFF20-30040: Infinite Bullets

FFF20-50029: Infinite Machine Gun

FFCD3-30001: Invincibility

Comment: Standard fare with uninspired graphics.

Violence: NG

ROLO TO THE RESCUE

Story: Cruel impresario McSmiley has kidnapped Rolo the baby elephant for his circus. But Rolo escapes and, with your help, hopes to make it back home.

Strategies: To defeat the three tough bosses in the game, do as follows—

Weight Lifter: Stand a fraction of an inch in from the left or right so his Barbell misses you. When it does, hop on the other one and jump from there to his head. Get off and repeat until Hercules is history.

Knife Thrower: When you start here, jump at once to the left and jump on your foe (you'll still have invulnerability at the beginning of the fight). He'll move to the top ledge: jump on him when he stops flashing, wait for him to go right and toss the first Knife, then leap on him again. Return immediately to the top ledge and when he goes to the left, repeat the process.

Fire Engine: You have to take out the Clowns in the order described below. Get all the Lemonade on the left side, using blasts from the Fire Engine to trampoline you

to the ones on top. That done, keep bouncing on the bursts while you shoot at the Clown on top of the Engine. By this time, the Engine will stop shifting back and forth and try to run you down: go to the far left and leap right just before it scrunches you. Time your jump so you land on a shot, then turn your fire on the lower Clown. Finally, blast the driver.

When the woodland scene appears at the beginning of the game, simultaneously press Up/Left, buttons A and C, and hit reset. Hold them down until the screen goes blank, then hit button B for a cheat menu which includes invulnerability. When you've selected your options, hit Start to play.

In any level of the game, you can return to an area you've already cleared and recollect the bonuses.

Comment: Surprisingly challenging, with some of the most colorful graphics around . . . though the animation is a tad uninspired.

Violence: N

SAGAIA

Story: This is essentially the SNES game *Darius Twin* for Genesis.

Strategies: To get unlimited Continues in the game, do the following during the Title Screen: press button B, B, B, C, A, A, A, B, B, C, C, and C. If the words "Free Play" didn't appear at the bottom of the screen, try again.

To reach a super-difficulty level, press button C a dozen times during the Title Screen.

To execute Stage Select, press C, A, C, B, C, A, B, A, B, C, A, C during the Title Screen. If the words "Zone Select" failed to appear, give it another whack.

If you want to hear the sound test, get a high score and punch in the initials ZZT.

Comment: Terrific visuals, good gameplay, and diverting fun for fans of space flight/fight cartridges.

Violence: NG

SHADOW DANCER

Story: In this first game of the famed "Shinobi" series, you make your way through the city, hunting down felons, accompanied by your devoted (and helpful!) dog.

Strategies: The 1-Ups and 2-Ups in each stage can be claimed as follows—

1-2: You'll find it when the debris rains down a second time, and the Roly-Poly sits.

2-1: Look at the lower right of the Bridge.

2-2: Search over the right side of the final car of the Train.

3-1: Powered-up, hit the Spinning Warrior on the far right of the ground level.

4-1: Check above the Pits. . . .

5-1: Search Room 3 and, in Room 5, leap before going through the door at the end of the level. You'll be rewarded with a 2-Up tucked above it.

To earn 200,000 points when you battle any boss (other than Stavros), reduce your foe to within a flame or two of destruction, then stay out of reach until the last ten seconds. At the very last second, employ Ninja magic to finish your adversary.

During the bonus rounds, if you go to the left side of the screen and blast away, you'll kill at least fifty Ninjas: this will earn you a 3-Up. To earn a 1-Up the easy way, just go through a bonus round without firing Shurikens or harming a single Ninja.

To do Level Select *for practice only*, press buttons A, B, C, and Start during the Title Screen. The Menu will serve up a new offering, "Stage Practice."

Comment: Excellent visuals, super fighting—a great game all around.

Violence: NG

SHADOW OF THE BEAST

Story: Kidnapped by the Beast Lord and held beneath the temple of Necropolis, a human boy grows into a man-beast. When his real father is slain by the Beast Lord, the young monster sets out to avenge him.

Strategies: To get to the Underworld, go left: the doorway is located in the tree marked “Home.” Head down and then left to the area with the lethal dripping water and Axe-Monsters. Continue left, leap the Pit, get the Key, jump into the Pit, and go right for the Energy Potion. Go back up until you meet the Keeper of the Orb.

Crouch by his hand, wait for the fire to pass above you, and when the Keeper tosses the Orb in the air, stand and punch it as it descends. Crouch and repeat until the Keeper is clobbered.

When you face the Death Skeleton, stand on the left by the Pillar and fire Plasma Bolts quickly and repeatedly. When the bonemeister is dead, go right.

To defeat the Dragon, stand beside it, crouching and punching it in the face while you wait for the first trio of Spikes to come from the ground (on the left). When they do, shift left so the last Spike doesn't impale you, then move in and bash the Dragon anew.

When you meet the Three-Headed Monster, you can only destroy it by blasting the Eye in the center of its body. To do this, wait until the lowest head fires, then scurry over and plug the Eye.

To fight the Tentacle Monster at the climax of the scrolling section, wait until the middle Tentacle is headed down, then move into the space and shoot the top of the mon-

ster's head. Get out quickly to avoid the Tentacle, and repeat.

The final boss is a brute: stay on the left, and when the giant purple hand *avec* Club descends, hurry around it to the right and punch the boss. The hand will reappear, at which point you should hurry left and repeat.

The Pro Action Replay code FF1A1-7000C will give you Infinite Energy.

Comment: The graphics are astonishing at times, and the gameplay never disappoints.

Violence: NG

SHINING FORCE

Story: The malevolent Dark Dragon is imprisoned behind the Gate of the Ancients just beyond the village of Gardiana. As a warrior-in-training, you must keep the fiend from breaking free.

Strategies: Here's how to start—and finish!—the game.

Talk to people and then head north to Gardiana Castle. Chat with the King, go back to town to gather your army, and return to the King. Talk to others in the Castle, then exit and go to the Gate of the Ancients. You'll engage in battle there, after which you must return to Gardiana. Visit the cottage just right of the Castle: agree to retreat, then go up and left to meet Gong. Leave at the bottom: have Hans in front and Lowe and Gong to the rear as you cross the Mountains (this will allow them to gain experience as warriors and healers, respectively). At the Bridge, use Ken and Tao to attack the Rune Knights on the other side, Tao using Blaze. Send Luke against the Dark Dwarf and exit by shifting to Gardiana. At the Castle, you'll be given a new task by the King. Go to the Tavern to meet with Gort, have

another round of talks with the townsfolk, then head for Alterone.

Twenty-eight stages later and it's shades of the classic movie *Jason and the Argonauts*! To defeat Dark Dragon, you must tackle each of his three heads in turn: beat the side heads one after the other, then concentrate on the central head with its lethal demon breath. That done, place a Healer on every spot where a Skeleton appears: this will prevent more from showing up.

Comment: Complex—you control over thirty characters—multi-faceted and thought-provoking. The graphics are mere illustrations to this role-playing game.

Violence: NG

SHINING IN THE DARKNESS

Story: The dastardly sorcerer Dark Sol has abducted a princess and tucked her in his lair. Guess what you've got to do.

Strategies: Want some important locations and a couple of cheats? Here they are!

1. Stairs from Level 1 to Level 2: 10S and 12E
2. Cave of Courage stairs to the boss: 10S and 9E
3. Cave of Wisdom: the Hole to the end: 10S and 18E; the Hole to a lower level: 13S and E
4. Level 3 Light Helm: 8S and 29E; Light Shield: 9S and 1E; Rope: 27S and 1E
6. Level 4 Light Blade: 5S and 11E; Cell Key: 13S and 9E.
7. Level 5 Light Armor: 5S and 9E.
8. Yellow Pools:
 - Level 1: 21S and 24E
 - Level 3: 23S and 18E

Level 4: 11S and 5E

Level 5: 26S and 4E

(You must have the Vial of Tears here. To get it, first acquire all the Arms of Light and go to the Castle to see Jessa. When she cries, Theos will collect her Tears. All you have to do then is take the Vial from Theos.)

9. Red Magic Walls:

Cave of Strength: 27S and 13E

Cave of Courage: 6S and 25E

Cave of Truth: 6S and 17E; use the Orb: 6S and 26E

Cave of Wisdom: 13S and 20E

10. The bosses:

Kaiser Crab: 18S and 12E

Gila, Cave of Strength: 21S and 7E

Tortolyde, Cave of Courage: 17S and 4E

Doppler, Cave of Truth: 7S and 21E

Grim Wall, Level 1: 20S and 16E

Black Bone, Level 3: 27S and 19E

Dark Knight, Level 4: 13S and 7E

Dark Sol, Level 5: 11S and 15E

Take a magic item good for one-use-only to a repair shop. If you don't have the money to fix it, drop it off anyway, go to sleep, and retrieve it the following day: you'll get a ton of money!

Comment: A fascinating, difficult, very long game with storybook-style graphics.

Violence: NG

SHINOBI III: RETURN OF THE NINJA MASTER

Story: Neo Zeed has returned, and Joe Musashi must battle him and his force of powerful Bio-Ninjas.

Strategies: Beat each of the seven bosses this way—

One: Get close, avoid his swing, then quickly toss a Shuriken or Death Kick him. Leap as he runs toward you and repeat. It will take at least a half-dozen hits to stop him.

Two: Stay out of the way of the spread-bombs, stay in either corner when the controls switch, and jump to shoot at the boss. Remain on the side you're on: it's virtually impossible to get around the guy.

Three: You've got to hit it in the Eye with a Shuriken, and it's only vulnerable just prior to or after it extends its hand toward you. Double jump to avoid its fire.

Four: Duck, leap, and leap the projectiles in that order and fire at the Cannon. When it's destroyed, the boss will re-form and you'll have to destroy the gun again. After that, you've got to tackle the body proper while avoiding its laser fire.

Five: You can pass in front of the boss without being hurt, though its flames are lethal; its homing-projectiles can be stopped with Shurikens. Start with a Shuriken attack on the neck and head; when the head explodes, keep hitting the neck until the robot explodes.

Six: Start firing into the darkness; if you're lucky, you'll hit the boss. When the lights come on, follow the boss's lead: if it leaps up, follow or you'll be impaled on the Spears that rise from the floor. When the boss tosses the Needles or Fans, go to the sides to avoid them. Meanwhile, get in your hits as you can.

Seven: Stay to the left and duck so the Shurikens miss you. Attacking as you can, be sure to block the spread-shot

when the boss takes to the air, leap its fireballs, and move away so you won't suffer a debilitating punch.

To become invincible, go from the Title Screen to the Option Mode, pick "Music," and use button B to play the themes in this order: *He Runs*, *Japonesque*, *Shinobi Walk*, *Sakura*, and *Getufu*. Start the game and no one'll be able to hurt your hero.

To get infinite Shurikens, go to the Option Mode and pick "Shuriken" for Sound Effects, "Shinobi" for Music, and "Shurikens Hits" for Voice. Choose 00 as your number of Shurikens, and wait for the zeroes to morph into an infinity symbol.

Pro Action Replay codes for the game include:

FF37E-0003: Infinite Lives
FF37E-90010: Infinite Energy
FF37E-60001: Infinite Magic
FF37E-30032: Infinte Shurikens

Comment: Terrific gameplay and graphics; one of the top-of-the-line scrolling and fighting games.

Violence: NG

THE SIMPSONS: BART VS. THE SPACE MUTANTS

Story: Extraterrestrials have infiltrated the sleepy nuclear town of Springfield, home of the Simpsons. Only Bart can find out who's human and who's not.

Strategies: In Level 1, go to the Kwik-E-Mart and fire a Bottle Rocket at the "E." Get the Krusty for a 3-Up.

To get infinite lives, start Level 3 and enter the first building. At the first ledge under the pipes blowing air, just stand there. Coins will drop out in short order, and you'll

get a 1-Up for every fifteen you collect. Though the meter stops at nine, you can get as many as you want.

Also in this level, use the Magnet when you play Wheel of Fortune, and Bart's number will always come up.

To check out the game's sound test, simply shoot a Rocket at the "E" in the Kwik-E-Mart sign in Level 1.

To grab Moe without being hurt, get on the stool and put your money in the phone—then push Left and button C at the same time. Bart will slip off the stool; press button C again, still holding the pad Left: when you pass the door, stop, wait for Moe, and zap him.

Comment: A nearly flawless visual translation of the cartoon series. Whacky fun throughout!

Violence: C

SKITCHIN'

Story: 'Blade your way through town and country, clobbering rivals as you go.

Strategies: Here are some general tips.

Don't be cheap and let your pads wear out. The price you'll pay isn't worth the price you'd've paid!

Go through the first two or three races without buying anything, then go to Stan for Standard gear.

To warp ahead, pass a Billboard with an upended speed-limit sign. Hit the sign fast, Spread Eagle into the Billboard, and you'll end up in a warp screen. You'll also earn yourself some money!

Passwords that will take you to different cities are:

Chicago: CQFC TYZW OBH3

Detroit: 5MWZ EOTQ SIDN

Los Angeles: 5VHT COY3 GT3I

Miami: 05AB OSFM SSZS

San Diego: VDRL HFXB YYRU
Seattle: NA3L PSFB ADFO
Washington: UAZK WOCH STVV

Comment: Great scenery, good animation, unique gameplay.

Violence: G

SOL-DEACE

Story: Fly and fight your way through the cosmos.

Strategies: To obtain ninety-nine ships and execute Stage Select, press the following sequence at the Title Screen: buttons A, B, C, A, B, C, B, C, B, A, then Start. This will take you to the Configuration Mode, where you can use the cursor to Start to select any level you want. If you move it to Mode, push Right until "MY99" appears for a full complement of ships.

To execute Level Select while you're playing, simply hit buttons A, B, and C to warp ahead.

A Pro Action Replay code for infinite fighters is FFA0A-50004.

Comment: A very good game of this type, though there's nothing new under *this* sun.

Violence: NG

SOLDIERS OF FORTUNE

Story: With six tough mugs to choose from, you've got to make your way through four Worlds and their various levels, which range from realistic to fantastic.

Strategies: Here are general tactics to get you through the game.

The best combination of fighters to use against the computer are Navvie and the Scientist: play as the former and use the latter's Special Weapons. The Mercenary and the Thug are the most limited duo.

Choose "Complete Training" the first time you go shopping.

Shoot every enemy you see, not just for the points but to reveal paths that they may be hiding.

Don't automatically leave a level when you reach an exit: some stages have more than one way out, and there may be more for you to do ere you leave!

Also, don't collect Food just because it's there. If you have a full meter, leave the Food: go back and get it later, replenishing yourself before going to the next stage.

Comment: A very good game, requiring quick reflexes and a good tactical mind. Character animation is "eh," but the scenery is very well done.

Violence: NG

SONIC SPINBALL

Story: Dr. Robotnik has taken the Chaos Emeralds to his Volcano Fortress. Not only must Sonic venture through four levels of pinball madness to reclaim the Emeralds, he has to stop the Veg-O-Converter from turning his pals into Zombies!

Strategies: Here are some general tactics to help you.

Toxic Caves: To retrieve the first Chaos Emerald, get in the Barrel floating to the top left of the Vat (below the Flippers) and boat over. Jump into the vat to get the gem. Fire Sonic into the side passage loop to the Tracks, then go through the center loop three times to force the door to

open. Sonic can then jump to the lone Flipper and be shot through the passage. (There's another way, but this one's the best.) You won't be able to face the boss yet, but you *will* drop through a passage and into a Mining Cart. This will take you to the other Emeralds which, in turn, will allow you to reach the boss.

To beat the Scorpion, Flip yourself to the top left or right. See the ledge? Have Sonic leap to the place between the Tail and the body of the Scorpion: it'll flash every time you score damage. After you've caused the Tail to vanish, leap Sonic into the red section of the boss. Hit the Scorpion around eight times, then strike the quartet of targets above to create an avalanche and finish off the fiend.

Lava Powerhouse: There are three Emeralds in this level; to get to the first, hit the door in the top right three times. In the middle of the Arena is a pipe that takes you to the Emerald.

To beat the boss, located in the second Steam Arena, Flip to the ledges over the Boiler and hit each Face around ten times until they're destroyed.

The Machine: You have to collect five Emeralds here. The turning chambers on the sides contain a pair: shoot Sonic inside when the opening is properly aligned.

To defeat the Veg-O-Converter, bounce Sonic from side to side and bash the electric grid ten times. When the Pipes are gone, drop Sonic through the bottom of the machine.

The Showdown: There are five Emeralds, the first one located at the top of the very first room.

To reach Dr. Robotnik, use the Flippers to hit the spots that control the flying Boulder. Use it to get to another Hook: when you enter Robotnik's chamber, go to where the Emerald had been. Bombs will drop, and it will be necessary for you to bounce on them. At the top, use the Hook to get to the Ship: the Dome on top is the villain's Achilles' Heel.

In any round, if you gather all the Rings you'll be able to go to the bonus round and play for extra Sonics.

Game Genie codes include:

AZBT-4AHR:	Start with Five Lives
AXBA-4A4T:	Infinite Lives
AFBT-5N7G:	Start on Level 2 (the Lava Powerhouse)
AKBT-5N7G:	Start on Level 3 (the Machine)
APBT-5N7G:	Start on Level 4 (Showdown)
AXST-8A5L:	Infinite Balls in Bonus Rounds
869A-4AHR + B69T-4AAA:	Extra Life Every Million Points

Pro Action Replay codes include:

FF579-E0003:	Infinite Lives
FF579-E1003:	Boss Room Open

Comment: Dazzling visuals and superior gameplay. Another super-Sonic game!

Violence: C

SONIC THE HEDGEHOG

Story: The nefarious Dr. Robotnik has slapped animals inside robot husks, forcing them to help him conquer the world. Can fleet Sonic free the animals and defeat Robotnik? You bet!

Strategies: To execute Level Select, watch for Sonic waving his finger on the Title Screen and hit Up, Down, Left, Right, then press and hold button A and push Start.

On this screen, if you pick Special Stage, nab the first Emerald. This will take you to the end of the stage: once there, wait for the Emerald. Reset the game, return to the Special Stage, hit Start, and catch the next Emerald . . . and so on until you own all six. Go to Special Stage again, get yourself whatever bonus comes your way, then wait at

the end for Stage 1 to start: if you play and win, you'll see a new ending!

This code will enable you to access any number of options. Again, when Sonic waves during the Title Screen, push Up, C, Down, C, Left, C, Right, C. Then press and hold button A and push Start. Having done so, you can press button B to enter the Debug Mode. There, you can use button A to pick objects, and C to move them around.

To speed Sonic up during the Demo Mode, simultaneously press and hold buttons A, B, and C.

If you complete act one or two of Green Hill Zone in under thirty seconds, you'll snare a 50,000-point bonus! Of course, if you *do* that, you won't be able to get as many lives as you want! Get the 1-Up from atop the Loop, and the 1-Up from under the Waterfall at act's end. You'll get over one hundred Rings. Kill your Sonic, start again, and repeat as often as you want.

Playing through the game, the special areas in each act are as follows:

Green Hill Zone

1-1: At the first ledge with a Super Ring Monitor, leap into the tree to the right of the ledge: the hidden Spring will take you to a slew of Rings.

1-2: Crash through the wall left of the Power Sneaker for a pair of Super Rings and a Shield. Also, go left beyond the Sneaker on the lower route. At the Springs, bounce up to the left to the Red Spring, then leap and fall leftward to a Loop where you can get a 1-Up plus Rings.

1-3: There's a secret room at the right side of the lower route. Also, to the right of a high lamppost are ledges: leap on the one that's second from the right of the lamppost, drop down, and you'll get a 1-Up on top of the Loop.

Marble Zone

2-2: Look for a secret room beside the Lava Pit (the one with the spouts). Just run and leap on the single block against the left side of the wall, and smash through.

2-3: There's a spiked ledge with a narrow space on the right side. Stand Sonic on top, drop down, and break through. Exit by leaping up.

Spring Yard Zone

3-1: Leap on the Button near the beginning and get onto the ledge: it'll take you to a secret region. Later, look for the secret tunnel in the first shaft following the Tunnel Lamppost: as you leap from the yellow Bumper, push Right.

3-2: Seek out the six red Bumpers and leap on the rightmost one while pressing Right. This will take you to a hidden tunnel. Later, you'll come to a pair of red Bumpers. Leap on the one on the right, pressing Right, and you'll reach another hidden tunnel.

3-3: There's a red Bumper left of the second Lamppost: leap on it to the floating ledge, then continue till you come to a green ledge. Go right, smash through the wall, and you'll enter a secret tunnel. In the Pinball section, use the Ramp to go to the right: hold Right when you reach that side and you'll enter a secret room.

Labyrinth Zone

4-2: Search behind the Video Monitors on the ledges over the water. You'll find a button that opens a door to a huge room.

4-3: Drop down the pit amid the four Spikes. You'll come to a Tidal Wave: to the right, you'll find a ledge-and-pulley region. Look in the left wall for a room, which is accessible from above.

Star Light Zone

5-1: Run down the ramp a bit, then back up to free the 1-Up.

5-2: Go right to the collapsing ledges, leap down the resultant pit, and go right. When you reach the floating ledges and ramp, take the latter to the right. Leap to the next ramp above, and follow it to the bonuses.

5-3: Remain in the center using the ramps and catapults, and you'll see a 1-Up. There's a hidden room to the left, accessible via catapult.

Scrap Brain Zone

6-2: Look for the 1-Up on the upper route.

6-3: Stay to the left in each section, and you'll find a 1-Up in a room.

The Action Replay code 0039F-011C1 makes Sonic invulnerable to enemies until he picks up a new Shield.

The Pro Action Replay code FFFFF-A0001 is the game's Debug code: use buttons A, B, and C to create different visual effects.

Game Genie codes include:

ATBT-AA32:	Master Code
GJ6A-CA7A:	Infinite Lives
AJ3A-AA4G:	Level Select Menu
AY3T-AA4L:	Start with Five Lives
AY3T-BA4R:	Start with Five Chaos Emeralds
SCRA- BAXO:	Each Ring Counts as Eight Gold Rings
AEOT- CABE:	Once Sonic Is Invincible, He'll Stay That Way
BDLT-AAGL:	Super Jump

Comment: In every way, one of the great games.

Violence: C

SONIC THE HEDGEHOG 2

Story: No surprise: it's another showdown between the determined Dr. Robotnik and his equally tenacious foe.

Strategies: Go to the Options Screen and play tunes 10, 65, 09, and 17 in that order on the Sound Test. You'll hear a "ding": hit Start to return to the Title Screen, hold down button A, and hit Start. This will bring you to Level Select.

Once there, play tunes 04, 01, 02, and 06 on the Sound

Test. Pick your level and play the game: when Sonic has gathered fifty rings, simultaneously push buttons B and C and Sonic will become Golden "Super" Sonic!

To play the game in slow motion, use the Level Select code, pause the game, then hold down button B. Use button C to make Sonic jump, and button A to return to normal speed.

Another neat trick is the following. When you acquire a Chaos Emerald, reset the game, go to the Options Menu, and hit Start. You'll begin again with the Emerald still in your possession. In this manner, you can collect your full complement of Emeralds on the relatively easy Emerald Hill Zone, and be super-charged for the rest of the game!

Pro Action Replay codes include:

FFFE2-40007: Infinite Time

FFFE2-100E0: Always Have 224 Rings

Comment: Retains all the elements that made the first game so much fun, and adds some clever new twists.

Violence: C

SONIC THE HEDGEHOG 3

Story: Dr. Robotnik has crashed on the Floating Island and enlisted the aid of a powerful Echidna named Knuckles.

Strategies: In general, the bosses and other machines controlled by Robotnik are almost always vulnerable either underneath or directly above them. In the case of the Carnival Boss, you must position yourself in the center of the machine: its deadly Pod will pursue you and crash into the machine. Do this a half-dozen times and the boss will be no more.

To execute Level Select, when the voice says "Sega" and

Sonic *begins* to appear, quickly push Up, Up, Down, Down, Up, Up, Up, and Up. You'll hear a "ding": when you're presented with the player and competition options, highlight the latter and press Down for the sound test and its Level Select options.

To fiddle around in the Debug Mode, execute Stage Select, only this time press button A along with Start to begin. When the game gets underway, use buttons A, B, and C to customize it.

To get yourself a Super Sonic, enter the Debug code, start the game, and build a Power-Up box. Make sure there's an "S" on it, then jump on it to get fifty rings.

If you want to see a different colored Sonic, hold button C while you're on stage select and hit Start.

Game Genie codes include:

AJ3A-CA7A:	Infinite Lives
AWHA-CA92:	Keep Rings When Hit
SCGT-DAYL:	Each Ring Worth Eight Points
SCFT-B2T4:	Only Three Emeralds (Plus Rings) Needed To Become Super Sonic
DG5A-CAHN:	Power-Up Box Worth Twenty-Five Rings
ATST-CA38:	Can't Drown
986A-CAB6:	Double Invincibility

Pro Action Replay codes include:

FFFE1-20003:	Infinite Lives
FFFE2-10063:	Infinite Rings
FFFB-1000?:	Number of Gems Collected (insert 1-7 for ?)

Comment: Just as colorful and enchanting as the previous outings; familiarity breeding anything *but* contempt.

Violence: C

SPACE HARRIER II

Story: In the sixty-third century, Fantasyland is under attack from evil beings: teleporting to the 214th Sector, you use your martial skills to help protect them.

Strategies: Here's how to defeat the bosses of each level.

Stuna Area: The Three-Headed Tortoise will start spitting Fireballs at once: get in a corner, shoot the head on that side, quickly scoot over and get in a shot at another head, then go to either corner and repeat.

Fors Yard: to beat the Paranoiazum, shoot the Psycho Balled Tentacles first. When these have been destroyed, turn your fire on the monster's face and chest.

Yees Land: When the boss Blizzard arrives, fight it in a clockwise pattern, covering the screen on the left side only.

Zero Polis: You'll face a group of Neo-Doms: circle them as you did the boss of Yees Land, though in this case it doesn't matter whether you circle to the left or right.

Copper Hill: The Mantichora is easy to beat. Destroy its wings first, shooting either one to get rid of them both! After the creature has been grounded, it'll make three horizontal runs across the screen before it starts shooting Fireballs. Blast it while it's making these passes, and the beast will perish without getting off a shot!

Fallpyram: When the Wizard arrives, move in a very wide, counterclockwise circle covering the entire screen. Slip into the center and fire when you can. It's a good idea to circle wide without killing the boss at once: the longer you dodge him, the more points you'll collect.

Craddha: Stay in a corner and shoot Medusa in the face as she approaches.

Monark: Fire at Neo Tmos while orbiting in a wide circle.

Felcold: The best way to fight Cragon is to go to the top of the screen and move in an arc above the monster, swing-

ing side to side like an inverted pendulum. Blast the Mini-Cragons when they emerge, but otherwise direct all your fire at the center of the mushroomlike beast.

Hope City: Stay on the top or bottom of the screen, wait until the vessel Binzbean opens its doors, then move to the center and blast it.

Hell Peak: When you face Rock-Face, stay dead-center and shoot the creature as it arrives; when it splits, move to the bottom left and dodge its parts. When the boss has reassembled, return to the center and fire away.

Hot Palace: Head for the center of the screen as Cthugha approaches, fire, then duck to the side when it retreats. Repeat as necessary.

Dark Harrier: All of the bosses return one after another. Defeat them as you did before. When you face the Dark Harrier, move in a wide circle keeping up continuous fire. When the Harrier transforms to flame, tuck yourself in any corner and keep up your attack.

To execute Level Select, press A, B, C, and Left or Right during the game's beginning sequence.

The Pro Action Replay code FFF20-50005 will get you Infinite Heroes.

Comment: The over-the-shoulder view is interesting and creates a sense of verisimilitude, though it creates an off-putting sense of sameness in each level.

Violence: NG

SPIDER-MAN

Story: Help the web-slinging superhero battle some of his most famous foes.

Strategies: To give the wall-crawler partial invincibility and skip levels, go to the Option Screen, select "Level," and pick "Spidey." Hold down Start on Controller 2, then

simultaneously hold down buttons A, B, and C on Controller 1. Still holding all buttons on both Controllers, push Up/Right on Controller 1 (use your nose, if you have to). You'll see !!! next to the difficulty setting: that means that you can pause the game at any time and hit button A to fill your Web Shooter; button B to fill your Life Meter; and button C to get five seconds of invulnerability. Press all three buttons at once to skip to the next level.

If you want to fight Venom, the "evil" Spidey, on the first level, select "Nightmare" mode and crawl through the Crates after the German Shepherd attack. Keep going right and Venom'll show up at the Forklift.

In Level 4, if you enter and then promptly quit the apartment, you'll be returned to the start of the level. Get the power-up in the Tree and repeat until you've filled your Life Meter.

In Level 6, don't kill the bosses: just head toward the Bomb. Before long, you'll have Electro, Lizard, Hobgoblin, and Venom to fight . . . at once!

Action Replay codes include:

- 0183C-86006: Automatic Shield Activation When Needed
- 016CA-80300: Stronger Shield
- 016A9-E526D: Each Shot Increases Webs

The Pro Action Replay code FFE69-1003B will give you Infinite Time.

Comment: Excellent graphics and animation, with gameplay that'll make *you* feel like Peter Parker!

Violence: NG

SPLATTERHOUSE II

Story: Rik's girlfriend has been abducted. The only way he can save her is by putting on the Terror Mask and hacking his way to her side.

Strategies: Here's how to beat the nine bosses in the game.

One: Move in, punch the Slime Monster, jump back (it drools acid), then move in again and repeat.

Two: Eye-Eye follows a simple pattern: hit the face, leap the ooze, hit the boss again, leap the ooze, etc.

Three: Retrieve the chainsaw and slice the Gremlins; when you've defeated them, slice the slime that arrives in the center of the screen.

Four: Attack the Blob creature, leap it when it moves and punch it again, jump as it slides, punch it once more, etc. When it metamorphoses into a Spider, crouch next to it and immediately use squat-kick. Go to the right, and squat-kick again when it attacks.

Five: Dodge the Bottles the Mad Scientist throws at you. All you need to do is get close enough to punch him once in the head, and he's history.

Six: All the creatures that emerge from the Pit follow identical patterns. When you beat the Snake, you're done!

Seven: Punch the spheres that come flying at you, then move in and punch the Diamond beast itself. When it begins disgorging the lightning-firing balls, stand between the attackers and continue pounding the Diamond.

Eight: Facing the Octopus, punch or squat-kick its spears, then pick them up and fling them at the boss's eye.

Nine: This is a multi-phase battle with a bloody thing: concentrate on hitting it over and over while avoiding (rather than striking) whatever it tosses at you.

Codes to take you through Level 8 are:

Level 2: EDK NAI ZOL LDL
Level 3: IDO GEM IAL LDL
Level 4: ADE XOE ZOL OME
Level 5: EFH VEI RAG ORD
Level 6: ADE NAI WRA LKA
Level 7: EFH XOE IAL LDL
Level 8: EDK VEI IAL LDL

Pro Action Replay codes include:

FF00F-80003: Infinite Lives
FF00F-70003: Infinite Energy

Comment: Dark and puckishly gross, this one's surely different from the run-of-the-mill fantasy quest!

Violence: XG

SPORTS TALK FOOTBALL '93

Story: Professional football simulation.

Strategies: To go to any week with any team, use the following code: __YP__???KDJ. In place of the first blank, insert the team code:

NFC EAST

H: Dallas Cowboys
X: New York Giants
Z: Philadelphia Eagles
0: Phoenix Cardinals
6: Washington Redskins

NFC CENTRAL

D: Chicago Bears
K: Detroit Lions

- L: Green Bay Packers
- T: Minnesota Vikings
- 5: Tampa Bay Buccaneers

NFC WEST

- B: Atlanta Falcons
- R: Los Angeles Rams
- V: New Orleans Saints
- 4: San Francisco 49ers

AFC EAST

- C: Buffalo Bills
- M: Indianapolis Colts
- S: Miami Dolphins
- W: New England Patriots
- Y: New York Jets

AFC CENTRAL

- F: Cincinnati Bengals
- G: Cleveland Browns
- P: Houston Oilers
- 1: Pittsburgh Steelers

AFC WEST

- J: Denver Broncos
- N: Kansas City Chiefs
- Q: Los Angeles Raiders
- 2: San Diego Chargers
- 3: Seattle Seahawks

In place of the second blank in the code, plug in the schedule code:

D: Second Week	L: Eighth Week	S: Fourteenth Week
F: Third Week	M: Ninth Week	T: Fifteenth Week
G: Fourth Week	N: Tenth Week	V: Sixteenth Week
H: Fifth Week	P: Eleventh Week	W: Conference Semi-Finals
J: Sixth Week	Q: Twelfth Week	X: Conference Finals
K: Seventh Week	R: Thirteenth Week	Y: Super Bowl

Comment: Very good graphics and realism; one of the best games of this type.

Violence: N

STREETFIGHTER II SPECIAL CHAMPION EDITION

Story: Around the world, in secret locations, a dozen great martial artists meet to fight.

Strategies: To speed things up, wait for the buildings in the background of the blue *Street Fighter II* logo to fade. As they do, on Controller 1 press Down, button Z, Up, button X, button A, button Y, button B, and button C. You'll hear a ping and will be able to pick various degrees of speed-up.

To use only special moves, at the Capcom logo press Down, Z, Up, X, A, Y, B, and C on Controller 1. When Chun Li says, "Ya tai!" you can start the game. (This also works using a three-button controller by inputting Down, C, Up, A, A, B, B, C).

To reconfigure your controller, go to the Character Select Screen and choose your characters in a one- or two-

player game. That done, hold down Start: when you get to your stage, a Configuration Screen will appear, allowing you to set your pad so that it's convenient for you.

To enable a character to fight a clone, go to the Battle Mode Elimination Rules screen. Using a six-button Controller 2, press Down, Z, Up, X, A, Y, B, and C.

Game Genie codes include:

- | | |
|-------------|--|
| BB63-6D2A: | Fifty-Nine Seconds Extra Each Bout |
| D965-DF00: | Some Special Moves Are Quicker |
| 6D25-A467 + | |
| 6F25- | Players Hit Each Other From |
| A4A7: | Anywhere on Screen |
| DF80-AD64: | One Bout Wins Match; Switch Off
Before M. Bison Match |
| CB61-07A4: | Invisible Projectiles |

Pro Action Replay codes include:

- | | |
|--------------|---------------------------|
| FF96D-90003: | Begin At Bonus Stage |
| FF80C-20001: | Player One Burns When Hit |
| FF834-20001: | Player Two Burns When Hit |

Comment: One of the classic fight games.

Violence: G

STREETS OF RAGE

Story: A crime czar is running the city, and only Blaze, Axel, and Adam are brave enough—or reckless enough!—to take on him and his thugs.

Strategies: To defeat the eight bosses, do the following:

One: Stay close to the boss wherever he goes, wait until he's thrown his Boomerang, then use a flying kick against

him—making sure the 'rang doesn't catch you on the way back! Repeat as necessary.

Two: Get to the top of the screen, with the boss lower than you are so his claws can't rake you *constantly*. Get in when you can and punch away: you'll get mauled a bit, but you should survive.

Three: Stay level with this guy and use a flying kick when he gets ready to run at you. Repeat, and if you do it right he won't get in a single blow!

Four: Stay higher than he is to avoid his diagonal fire, and when he changes position move in and batter him with your fists of fury. Get up and away before he fires again.

Five: Shades of James Bond's Bambi and Thumper! These two women jump all around. Stay as far from them when you can, and watch them closely: when one of them is about to jump, leap first and yours will be the kick that lands.

Six: Boss two is back . . . doubled. Fight as before, concentrating on one guy as you avoid the other: get in your blows quickly, since the chances are good you'll have to move away pronto.

Seven: There's a small army to fight instead of a single boss. Keep to the bottom left, facing left, and nail the thugs as they emerge. The few who drop to the right can be eliminated with a flurry of flying kicks.

Eight: Answer "No" when Mr. Big invites you to join, or you'll be shuttled back two levels. After you polish off a few of his flunkies, Big will turn a machine gun on you from one of the corners on top. Get right next to him, and when the bullets come your way flying-kick him: this will stop the projectiles and, if you did it right, knock Big on his can. When he shifts to the other side, go with him and repeat.

To extend your life, start the game as Axel; when he's near death, press Start on Controller 2 and bring on Adam!

To get yourself infinite lives, go to the Option Screen, select Sound Test 11, pick Level Option, and simultane-

ously hit buttons A and B. This will bring up a special Option Screen.

To see a different ending to the game, play a two-player game to the Syndicate Leader. When he invites you to go to work for him, have one player accept, the other decline. The two characters will end up fighting one another.

Action Replay codes include:

002B6-64E71: Infinite Lives for Both Players

010CE-01C80: Infinite Time

00402-E4E71: Infinite Supply of Special Weapons

Comment: Great gameplay and graphics in this gritty game. (Say it ten times fast!)

Violence: G

STREETS OF RAGE 2

Story: This time, it's the nefarious Mr. X who's making life miserable for the city and its would-be protectors.

Strategies: To best the bosses of each stage, do the following:

One: Go to the bottom of the screen and wait for him to arrive; when he does, Blitz him by pushing the pad twice and then hitting button B.

Two: For starters, use a jump kick against Jet, followed by special moves. Keep your distance the rest of the time.

Three: Leap away when Zamza slides at you, and get out of the way or use Blitz against his Claw assaults. During the brief lulls, move in and punch the heck out of him.

Four: Blitz is the only offense that will work against Abadede.

Five: Punch R. Bear in the face whenever he attacks you—and if you stand still, he will. When he tries to clobber you, simply back away.

Six: Don't bother with Jet, at first, but attack Souther. Use jump kicks and throws, and get out of the way of his spinning jump kicks.

Seven: Another deadly duo, Molecule and Particle: take them one at a time (doesn't matter which order), using special moves.

Eight: When you finally face Mr. X, leap the bullets and work him into a corner where you can Blitz him to death.

To execute Level Select, including hidden stages, and start with twenty-seven lives (nine lives with two Continues), select Option and on Controller 2 simultaneously push buttons A and B and hit Start.

If you want to enable two players to pick the same character, do the following during the Title Screen: on Controller 1, hold down Right and button B; on Controller 2, hold Left and button A. Still pressing all four, hit button C on Controller 2.

Comment: As ballistic as the game that begat it!

Violence: G

STRIDER

Story: Just one human is Earth's only hope of averting an alien conquest.

Strategies: To defeat the mighty Grand Master Meio, leap up and head left until you reach a box with a Sword. Duck and slash at the fiend: you'll take some damage but, with fast fingers and a bit of luck, you'll get in more hits than you receive.

To get Strider a pair of robot aides, latch onto a pair of them—your Life Bar will show two red elements—and play until you get to the Robo-Panther container. Open it but don't snatch the automaton: take a hit and lose a

Robot, *then* touch the Robo-Panther. Keep playing, and when the cat leaves you'll keep the one Robot along with another. They'll stay with you unless you lose, Continue, or drop from the screen.

In Round 3, drop to the bottom of the Ballog beyond the giant Cannon. Go left to the bomb ledges and detonate the one on top to reveal a Panda. It does nothing . . . other than look cute and cuddly.

In Level 5, when you first get inverted inside the Reactor, look for a doorway to a hidden room.

Action Replay codes include:

020A1-C6002: Infinite Lives

002BC-E4E71: Infinite Time

0011F-8007F: Near-Infinite Time (as long as you do *not* pick up energy en route)

Comment: Truly astonishing graphics and some mind-bending gameplay.

Violence: NG

SUPER HANG-ON

Story: You must keep your motorcycle in tiptop shape as you race through increasingly more difficult courses and against ever-tougher foes.

Strategies: The most important aspect of the game is to avoid braking as much as possible. Not only does braking cost you time, it costs you money when you have to replace them. Watch the arrows on the side of the road and keep your eye on the horizon so you can ease into whatever's coming, rather than brake.

Here are some codes to get you to different levels of the game:

29A0A000902000 B7HNCG9D6AFOJV
 37708000603000 94IPCG9D6ANMIL
 4DA06020114000 7CGSCG9D6AEJLV
 5B50D020A15000 D9GNCG9D6AJEGJ
 5942E233325232 BCKMCG9D6DMLKM
 1721D243221131 D9FOCG9D6DPSMH
 5723B345135242 BCKMCG9D7DDQNL
 69F1A122F05101 DFJNCG9D6DJEHW

If you want to race on the ultimate machine in the Original Mode, use the code 6FF3F546F35564 FFOSLPIMFJEDGH.

During the Title Screen, if you press buttons A, B, and C simultaneously, you'll go to an Operations Screen, where you can tinker with the time and difficulty level, and change the language from English to Japanese. Use the pad to make your choices and hit Start to record them and play.

The Pro Action Replay Code FF055-400____ allows you to set your time (fill in the last two numbers).

Comment: Incredible gameplay and killer graphics!

Violence: N

SUPER MONACO G.P.

Story: Go from nobody to racing hero in this Formula One Grand Prix game.

Strategies: Here are the codes to take you to any of the races in the Championship Mode:

Race 2, Brazil

0961	4003	0000	0200
000N	R123	4567	09AB

0CDE	F000	0000	0000
0000	0000	1200	F9DE

Race 3, France

0F8A	8033	0000	0300
000N	R123	4567	09AB
0CDE	F000	0000	0080
0000	0000	2100	5F8D

Race 4, Hungary

0J8D	9233	6000	C000
0000	7123	4567	09AB
C8DE	F000	0000	0001
0000	0000	3200	759D

Race 5, West Germany

0P9H	B533	6000	L000
0000	7123	4567	0PAB
C8DE	F000	0000	0001
0000	0000	4200	ACF9

Race 6, United States

OVCH	D633	F000	P000
000K	N123	4L67	0PAB
C8DE	F000	0000	0000
0000	0000	5200	E09D

Race 7, Canada

05GH	F733	0000	S000
000K	N123	4L67	0PAB

C8DE	F800	0000	0080
0000	0000	6100	F7BA

Race 8, Great Britain

OBHL	HR33	7005	0000
000R	K123	4067	59AC
R8DE	F800	0080	0000
0000	0000	7200	41D1

Race 9, Italy

OHLM	K433	9005	0000
000G	KH23	4067	59AC
R8DE	F808	0080	0000
0000	0000	8200	5D53

Race 10, Portugal

0NLQ	MD43	9008	0000
000G	KH23	4067	59AC
R8DE	F808	0080	0080
0000	0000	9100	BE4D

Race 11, Spain

OMRR	QP73	9080	0000
000K	0023	4H67	59CA
B8DE	F808	0010	0001
0000	0000	A200	9352

Race 12, Mexico

1MV4	RRA3	90E0	0000
0004	0023	4167	59CA

B8DE	F888	0010	00G1
0G00	0000	B200	054A

Race 13, Japan

1V55	UTA3	9010	0000
000K	0023	4H67	59CA
B8DE	F898	0010	0001
0000	0000	C300	DC75

Race 14, Belgium

189B	VVA3	90L0	0000
000K	0023	4H67	59CA
B8DE	FG98	0010	0001
0000	0000	D200	3241

Race 15, Australia

1HFC	21A3	90P0	0000
000K	0023	4H67	59CA
B8DE	FG9H	0010	0001
0000	0000	E200	6AB4

Race 16, Monaco

1QJI	42A3	90S0	0000
000K	0023	4H67	59CA
B8DE	FG9H	0010	0001
0000	0000	F200	65DA

Next Season

4000	0000	0000	0000
0000	GGD5	3627	B14C
FA89	E000	0000	000I
0000	0000	G300	FA0F

Comment: Sharp graphics and super gameplay, with a highly accurate recreation of the courses and actual Grand Prix tour.

Violence: N

SUPER THUNDER BLADE

Story: At the controls of your super helicopter, you fly through city, desert, a refinery, and other positions to batter the enemy.

Strategies: To beat the bosses of each level, do the following—

City: Stay on the bottom of the screen as you battle the Seaminer Aircraft Carrier, sliding back and forth and firing away.

Caves: Again, swing left and right on the bottom and keep up a steady fire against the the Land-Buster.

Ocean: When the Space Aircraft arrives, drop to the bottom of the screen and slide from left to right the entire length of the ship. Your target: the red orbs on top.

Refinery: You've got to hit all the Large Ship guns ten times each to destroy them. No pattern or tactic, other than to keep moving from its fire!

If you want to to through City, Caves, and Ocean without losing a chopper, play in the "difficult" mode, plant yourself in the top right or left corner, and fire constantly. Nothing will touch you.

The Pro Action Replay code for Infinite Lives is FFF82-A0007.

Comment: Vivid graphics and fast-paced play.

Violence: NG

TARGET EARTH

Story: It's not the old science fiction film, but earth *is* under attack by aliens, and you've got to try and stop them.

Strategies: To get infinite Continues, let yourself perish in any level other than the first. Choose the Options Screen, hit Start, and a character will appear along with the words "Continue Up." When you leave the Options Screen, you'll have nine Continues: you can do this maneuver whenever you have less than three Continues.

If you want to get every weapon on Level 1, do not destroy any enemies on your way to the Warship, and you must make sure you destroy it a minimum of fifty-two miles from the base. When you start Level 2, you'll have all the weapons!

To activate a two-player option, play until you face the first green Robot, then hit Start on Controller 2. Player 2 will now be able to control that Robot, while you continue to operate your own.

And serving no purpose other than to amuse you, you can play tricks with the title and logo by simultaneously hitting buttons A and C and pressing Up/Right on Controller 2.

Comment: The theme of this vintage game is seriously shopworn by now, but the gameplay and graphics are good.

Violence: NG

TAZ-MANIA

Story: Everyone's favorite Devil is off on a food quest: he's searching for the legendary Giant Seabirds and their delectable Eggs. Is the reward worth the dangers?

Strategies: To send the bosses to their well-deserved fates, do the following—

The Badlands: When Bull Gator and Axl arrive and try to run you over, get the Star of Invincibility on the right and spin into the truck four times.

The Jungle: Go right at the top of the Rat Tree to get the Star, then go left to fight the Archer. Spin to defend yourself against the Arrows, then continue spinning . . . right into him. He'll fire Arrows again: spin and repeat. When you defeat the Archer, you'll face Weed-Ola. Grab the bag of No-Weed, but don't do anything with it until you face the beast: toss it, then grab the other nearby and repeat. After that, three jump spins in the head will finish the creature off.

Taztec Ruins: You'll face a Taz Statue who spins just as you do. Stay away when he spins, then spin against him when he's still.

The Giant Seabird Nest: Go to the right side of the ledge, and when the giant bird opens its beak, jump spin at it. She'll try to hit you with her wings, first right and then left; spin them to dodge then repeat. Beware, though: the more hits she takes, the more she'll swipe at you with her wings.

To execute Level Select and become invincible, simultaneously push buttons A, B, C, and Start on *both* controllers during the Title Screen. Thereafter, to skip a level, pause the game and simultaneously push buttons A, B, and C on Controller 1. To become invulnerable, pause and press button B. Disengage invincibility by pausing and pressing button A. To select your level (instead of simply scooting to the next), pause and hit button C. Change the numbers on the bottom of the screen by pushing Left or Right on the pad.

To get infinite Continues, go to the second area of the Badlands. Go to the topmost ledge, walk left to the 1-Up, get it, then go right to the Rock Monster. Use the creature's head as a trampoline and get the 3-Up. Kill yourself (commit Taz-ma-cide) after you get it (the Bombs at the

Bridge will do the trick), then repeat the maneuver as often as you want.

In the Arctic Level, when you're on the last block of Ice, fall with it and then leap down. You'll enter a bonus room with a 1-Up, Food, and a Continue.

Comment: Eye-filling graphics and animation, with surprisingly challenging gameplay.

Violence: C

TEENAGE MUTANT NINJA TURTLES: THE HYPERSTONE HEIST

Story: Super Shredder and his minions have made hash of the city: time to give him a good dose of turtle soup!

Strategies: To beat the bosses, do the following—

Leatherhead: Get in a few hits, leap him, then attack from the other side. Shouldn't take you long at all.

Rocksteady: Same as above, only his reach is farther, so you've got to put some distance 'twixt you and your foe.

Tatsu: No particular strategy other than to move in and hit when you can, back away, and repeat.

Stockman: Get under him and attack with any character but the slowish Leo.

Krang: His most dangerous move is a killer slide: get out of the way pronto when he slides, because he'll devastate you on the return trip. The rest of the time, it's relatively safe to get in and bebop him.

Super Shredder: When he glows, move away . . . and, in any case, don't stand too close. You'll have to stay on the move and show him your fists and toes when you can.

Execute Stage Select by pressing this sequence when the Konami logo appears: buttons C, B, B, A, A, A, B, C. Hit

Start; at the Title Screen, press buttons A, B, B, C, C, C, B, and A, then press Start again to go to the Options Screen.

Comment: Beautiful, vibrant graphics and two-fisted action.

Violence: NG

THUNDER FORCE II

Story: The rat fink denizens of the Lone Star System have declared war on the planet Nebula. Boarding your Super Space Jet, you fly out to teach 'em some manners . . . and destroy the ship Plealos and its passenger, the war-mongering Emperor Reficul (a devilish fellow indeed!).

Strategies: Here's an overview of each level and stage.

Level 1: Nebula

Stage 1, The Skies: Scroll just a portion of each Base onto the screen, blast the Cannons, then go around to the other side, scroll new Cannons into view, etc. If you're brave and well armed, you can charge into the center and blast your target, the Dome, before the Cannons can get you. To get through the electrical barriers, go to where the perimeter is thinner than other sections, fire where the barrier and Generator meet, and go through when the blockade's been removed.

Stage 2: Enemy Port: Use Side Blaster for this stage. Stay in the center of the screen as much as possible; when you face the two Giant Slugs, hit their eyes to destroy them. The boss ship stays to the right and then suddenly charges. It does this every thirty seconds, so be ready to move out of the way. Blast its eye to destroy it.

Level 2: Underground City

Stage 3, Skyscrapers: Follow the roads and you'll have no trouble locating the Bases, which are similar to those in

Stage 1. The difference is that there are huge Skyscrapers in the way, making collisions a real danger.

Stage Four, Highway: Stay to the right side of the screen as much as possible, tagging enemy ships the moment they appear. When you face the Giant Tank, shoot on or under the big gun. But be careful: the Tank moves inexorably to the left, and if you don't fly up when it does so, you'll be squashed. When it retreats, resume your attack.

Level 3: Deep in the Planet

Stage 5, The Cave: Go Up/Left to start. When you destroy that Base, head Up/Right for the second, Up/Right for the third, and Up/Right until you reach a destroyed Base: when you do, cut Up/Left.

Stage 6, The Pipe: Stay left, using Wave Shots and Side Blasters. To beat the Giant Caterpillar, stay to the far side of the screen and blast its eyes.

Level 4: Ancient Ruins

Stage 7, Statues: At the first Base, fire from the top left; at the second, the top right. To reach the third Base, go through the green section three times. For the last one, go right to the Wall, then up. Follow it to the right, then enter the green area and head to the bottom. Zoom right, then down: the Base is over a Pit.

Stage 8, Deeper Ruins: Stay in the center for the most part, using Wave Shots and Side Blasters. Near the start, when you're attacked by two ships from the right, blast them at once or they'll pepper you with Missiles. Stay to the left when the first line of Warriors appears, using Laser against them. To beat the first boss, stay in the top left; to beat the second, keep your distance and use Mega Flash against the Cannons on its arms.

Level 5: Fortress Plealos

Circle the enemy ship and destroy the two big Wave Cannons on each side first, then deal with the smaller guns. Once the ship moves ahead, get behind the Generator and destroy it. When you have to choose between tunnels, take the one with the Laser and don't stop, even if it strikes you.

To access a secret menu, hold down buttons A, B, and C and turn the game on: with the buttons still pressed, hit Start when the Title Screen appears.

0009D-431FC +

0009D-600FF: Start with 255 Lives

0041C-E6002: Keep Weapons When Destroyed

Comment: You'll never be bored with this one, thanks to the difficulty levels and flamboyant visuals.

Violence: NG

TINY TOON ADVENTURES: BUSTER'S HIDDEN TREASURE

Story: Help the hare track down the treasure before Montana Max and his goons get to it.

Strategies: Here are passwords to get you through much of the game.

Level 1: KBGD LDLL LLLD DDDD LLGD

Level 2: PBKL LLLD DDGD DLLL DDVD

Level 3: YRBD LDLL DLKL DLLL LLND

Level 4: QYBG DLLL DDBL LDLD DDTG

Level 5: TYBK LDDD DDBG LLDL LDTV *or*
MMBK DDLL DLBG LLDD LDTV

Level 6: HBBB LDLD LDBK LLLL LLTN *or*
HUBB DDDD DDBK DDLL LDTN

Level 7: JYBB PDL D LDBB LDDL LDDQ *or*
UBBB DDLL LDBB LLLL LDDQ *or*
GBBB TDDD LLBB MDLL LLDD

Level 8: YMBB MLLD DDBB PLLL DDMQ *or*
YBBB MDLL LBB DDLL LDMQ

Level 9: HMBB TLLD LDBB MDLL DDPD

- Level 10: KBBB TGDL LLBB TDLD LDNG *or*
 ZBBB TGLD LDBB TLDL LLNG
- Level 11: MBBQ HYLL DDBQ HGDD DDDM *or*
 PBBB TKLD DLBB TGDL DLNV
- Level 12: KHBW HXLD LDBW HYDD DDDP *or*
 YBBB TZDD DLBB TKDD LDNT
- Level 13: BRBW HXGD LDBQ HXDD DDGN *or*
 QHBB TZGL LLBB TZDL LDZM
- Level 14: MHBB TZKD LDBB TZGD LLTM
- Level 15: None
- Level 16: ZBBB TZBG DDBB TZBD DLRR
- Level 17: PRBB TZBK DLBB TZBG DDRZ
- Level 18: YRBB TZBB DDBB TZBK LLRG
- Level 19: ZRBB TZBQ DLBB TZBB DLRX
- Level 20: ZHBB TZBQ GDBB TZBW DLHY
- Level 21: VNBB TZBQ KLBB TZBQ GLJY
- Level 22: KJBB TZBW ZLBB TZBW KLMM
- Level 23: XJBB TZBW ZGBB TZBW ZLTB
- Level 24: JJBB TZBW ZGBB TZBW ZLTB

There are no passwords to the last three levels: if you die there, you have to start again on Level 24.

Other codes include:

- Dizzy Devil: BYBG LDDL LDBD DLDD
 LDTG
- Calamity Coyote: GRBB TLLD LLBB MILL
 DLPD
- Plucky Duck: XHBQ HZGL LDBQ HZDD
 LLGM
- Fight Toxic Revenger: GJBQ HZZG LLBQ HZZL
 DDMR
- Fight Pirate Ship: QJBW HZZB DLBW HZZK
 LLMG
- Hamton: KTBQ HZZQ WGBQ HZZQ
 QDVR
- End: PDBW HZZQ ZKBQ HZZW
 ZGJN

Comment: Good animation and visuals, with great gameplay for the younger set.

Violence: C

TOEJAM & EARL

Story: Three-legged ToeJam and his pal Earl are aliens who have crashed on Earth. The only way they can escape our world is to find the pieces of their spaceship, which have been scattered hither and yon. . . .

Strategies: To find the ten missing pieces in the Fixed World, search as follows.

- Level 2: Bottom, between the middle and left regions
- Level 6: Bottom center
- Level 10: Top, between the center and right regions
- Level 12: Bottom middle
- Level 15: Top left
- Level 17: Top right
- Level 20: Bottom left
- Level 21: Bottom right
- Level 23: Top middle
- Level 25: Bottom right

To give your friends quick energy, have the duo throw Tomatoes at each other.

To get to a secret level in the game, get the Icarus Wings, Inner Tube, or Rocket Skates (but don't don 'em just yet) on the third world and drop off the edge to Level 1. Go to the bottom left of the Map on Level 1. Enter the hole in the Island to go to the lost level with its various wonders and power-ups. Among other goodies, you can get a 1-Up at the Lemonade Stand by pushing Up, and by pushing Left or Right to enter the Hot Tub and renew your energy.

There's another secret place, a lost island in the top right corner of Level 1. Use the same item as above to get there and gather up the items.

Yet another secret place is found in Level 10: in the Happenin' Hills, go to the small gully with the Fungus Tramp at the bottom. Funk Teleport through the left side for power-ups.

Useful Action Replay codes include:

00BBB-C0063: Earl Starts with Ninety-Nine Dollars

00BB9 80063: ToeJam Starts with Ninety-Nine Dollars

00BCB-06002: Infinite Lives *Usually* (you'll discover the few exceptions)

Comment: Very solid and interesting graphics, and unique, interesting gameplay.

Violence: N

TOMMY LASORDA BASEBALL

Story: Professional baseball simulation.

Strategies: Here are passwords that will take you to different stages of the season.

REGULAR SEASON

URWQWVVSTOSUSIQQIUGEkA

VSVUaZZVVSWWKRSKYHEMA

QNNRZXYUTRSQUHOPHWCEUA

URQYfegcbZXVbOTUNdGEkA

OLNUaacYXURQXINQIZAEUA

OLPXdcebaWSQZJOSKbAEYA

QNSbhgheeaVTdLRVMfCErM

RORekjggdYUgNSXNiDEwA

ROOfmlmihfYViPSYNkDEkA
QNMfmmnjigXUjPRZNICEyA

PLAYOFFS

OLDeklmihfVSiNQYLkAEMA

WORLD SERIES

TQcjpqrnmkaXnSVdQuFEAE
NDMeklmihfVeRQTOUKAVYA
MaMiopqmlFYbkRVTGtEKAB
MbMiopqmlFYbkRVTGtEKAB
McMiopqmlFYbkRVTGtEKAB
MdMiopqmlFYbkRVTGtEKAB
MfMiopqmlFYbkRVTGtEKAB

If you want to play any team against any other, use the following code: H__flmnjiaVXhLQZPqBCVA, replacing the blanks with the letter code for each team:

D: Detroit

E: Toronto

F: Milwaukee

G: New York Yankees

H: Boston

I: Baltimore

J: Cleveland

K: Minnesota

L: Kansas City

M: Oakland

N: Seattle

O: Chicago White Sox

P: California

Q: Texas

R: St. Louis

S: New York Mets

T: Montreal

U: Philadelphia

V: Pittsburgh

W: Chicago Cubs

X: San Francisco

Y: Cincinnati

Z: Houston

a: Los Angeles

b: Atlanta

c: San Diego

Note: Milwaukee, Minnesota, Philadelphia, and Houston can only play against any of these: Baltimore, Chicago White Sox, Los Angeles, Milwaukee, Philadelphia, St. Louis, or San Francisco.

Other codes that cause bizarre visuals and occurrences are:

VU9lrstpomXcZTiebrHWyW
MgMiopqmlFYbkRVTGtEKAB
MhMiopqmlFYbkRVTGtEKAB
MiMiopqmlFYbkRVTGtEKAB

Comment: An “oldie” but, visually and play-wise, still a near-perfect simulation of the game.

Violence: N

TRUXTON

Story: The sadistic Gidans have hijacked a transport ship laden with weapons. As space jockey Tom the Bomb, you are obliged to turn your unerring eye on the alien enemy!

Strategies: Here are the keys to beating each level.

1-1: For the most part, sweep from side to side. When the music changes to something less lively, it means a big enemy is bearing down. Get under it and shoot straight up the center, darting to the side when it shoots back. At around the 150,000-point level—assuming you’ve shot most of what’s come at you—enemies will start coming from behind. Go to either side and up that side, then cut into the center of the screen and drop back down. The aliens will follow . . . right into your gunsights.

1-2: Start slightly below dead center of the screen. When the boss ship Badron attacks, go right up to it and start firing: you’ll inflict heavy damage before it begins to attack.

1-3: There are a lot of P’s in the weblike region of the asteroid below. Ships come at you in a circling, carousel motion in this level, so don’t let yourself get trapped in a

crossfire. Deal with the large ships as you did Badron. When you've destroyed the red and silver ship Dosvam, immediately go to the far left or right and shoot straight up the sides to destroy the guns. When one side is done, shift to the other.

1-4: After the green area, superfast dive bombers will attack. Use a Bomb here if you have to. The giant green ships, Gurus, fire spears but are less effective than they look.

1-5: No surprises until you reach the red region. Stay in the dead center whenever possible, since ships will come from above and below. When the gold plasma background appears, go to the left or right and wait for the two huge blue ships. When *both* are on the screen, unleash three Bombs in quick succession. After that, it'll take only one or two shots from your Power Three Thunder Laser to finish off each ship. The boss Dogurava is a massive blue ship that rains bullets. Stay in the bottom center and dodge slightly left or right to avoid its fire. Use a Bomb and steady Thunder Laser to destroy the ship. Defeat it, and you'll be warped back to the beginning of the game to face the same enemies in souped-up form.

If you have only one Bomb left, and you're up against a foe that requires more to destroy it, do the following. Release the Bomb and immediately pause the game. Wait four seconds, quickly push pause *twice* (starting and then stopping the action), wait another four seconds, and repeat. *Most* times, this will destroy your foe.

Action Replay codes include:

000A8-61040: Start with 400+ Ships

000AB-41040: Start with 4,000+ Bombs

Comment: What's here is challenging, though there's a disappointing dearth of diversity from level to level. The visuals frequently impress.

Violence: NG

T2: THE ARCADE GAME

Story: You take the part of the ex-Terminator as he protects John Connor from the dogged T-1000.

Strategies: When you face the T-1000 in the final showdown, use Pump-Action Bullets as well as regular ammunition to knock him down. Repeat, and when he rises directly in front of you, fire right at his head. Continue to shoot until the liquid metal creature is on the far side of the ledge. Blast the gun symbol when it appears, and use the Missile Launcher to send the fiend from the future into the fiery furnace below.

To Execute Stage Select, do the following during the Title Screen: press Up, Down, Left, Right, Up, Down, Left, and Right. You'll hear the word "Excellent." When the game begins, pause it and simultaneously hit buttons B and C to bunny-hop ahead. Repeat until you've reached the level you want.

The Pro Action Replay code FF80C-A0004 gives you Infinite Continues.

Game Genie codes for the game include:

RY6A-BE3W:	Start With Seventy-five Credits
RZ8A-A6V6:	Infinite Lives
RGJA-A60C:	Infinite Energy
RZ8A-A6X0:	Infinite Rockets and Shells
AADT-AAEL:	Infinite Ammunition
SF4A-BJXL:	Begin on Trip to Skynet
SF4A-BNXL:	Begin on Skynet
SF4A-BTXL:	Begin on Cyberdyne Systems
SF4A-B2XL:	Begin on Freeway
SF4A-B6XL:	Begin in Steel Mill

Comment: Great action and fun . . . though, let's face it: the computer effects in the movie were so strong that *these* computer effects seem a little wimpy. (Then

again, that's one reason the movie cost about two million times more than the game!)

Violence: NG

WORLD CHAMPIONSHIP SOCCER

Story: Professional soccer simulation.

Strategies: Here are key aspects to winning the game. Brazil is the best team, the U.S.S.R. number two.

When you pick players, go for speed: that's the most valuable.

Just keep pressing button B to get downfield fast.

While making a Goal Kick, the ball goes farthest if you press Left or Right and push button B.

When playing the computer, keep the following in mind:

The computer is better on defense than on offense. Without much effort, you can play an entire half without ever leaving the computer's territory.

Don't attack the computer's Goalie head-on. He'll come up to you and steal the ball simply by touching you. You can, however, fake a charge to draw the Goalie out, then pass to a teammate for a side kick. You can also rush him when he comes out at you, and use button B to knock the ball over his head.

Comment: The field view is disappointing—you only see part of it, save for a tiny inset—but the figures and ball movement is quite realistic.

Violence: N

WORLD OF ILLUSION STARRING MICKEY MOUSE

Story: Mickey Mouse and Donald Duck enter a Magic Box and find themselves in a World of Illusion. Can you help them get home?

Strategies: The toughest boss here is Pete, who's the last boss in each of the three levels. To beat him, position yourself between the second and third pillars, and leap up to hit him in the face—all the while staying out of the hands of the pair of Ghosts.

If you're unable to get out of any given area, here are the passcards to get you from one stage to the next:

MICKEY'S ADVENTURE

Stage 2: King of Clubs, Queen of Hearts, King of Hearts, King of Diamonds

Stage 3: King of Hearts, King of Clubs, King of Diamonds, Queen of Spades

Stage 4: Queen of Hearts, King of Diamonds, King of Spades, King of Clubs

Stage 5: King of Diamonds, King of Clubs, King of Hearts, King of Spades

DONALD'S ADVENTURE

Stage 2: King of Spades, King of Diamonds, King of Clubs, Queen of Spades

Stage 3: King of Clubs, King of Hearts, Queen of Hearts, King of Spades

Stage 4: Queen of Hearts, King of Diamonds, King of Hearts, King of Spades

Stage 5: King of Spades, King of Hearts, King of Clubs, King of Diamonds

MICKEY'S AND DONALD'S ADVENTURE

- Stage 2: King of Spades, King of Hearts, Queen of Spades, King of Clubs
- Stage 3: King of Diamonds, Queen of Spades, King of Hearts, Queen of Hearts
- Stage 4: Queen of Spades, Queen of Hearts, King of Clubs, King of Spades
- Stage 5: King of Clubs, King of Diamonds, King of Spades, King of Hearts.

Pro Action Replay codes include:

- FFA03-80005: Infinite Energy
FFFD5-30003: Infinite Continues

Comment: Gorgeous visuals and animation, and captivating, often surreal gameplay.

Violence: C

X-MEN

Story: The Marvel Comics mutants set out to defeat the insane Magneto and his hordes.

Strategies: To execute Level Select *and* keep your power meter full, do the following. Plug in Controller 1 but *not* Controller 2. Switch on the game, and when the screen says "Press Start Button," hold Down and buttons A and C. Hit Start and you'll see Magneto. Now, remove Controller 1 and plug in Controller 2. Hit Start, select your character, then head right, to the eight panels. Each of these represents a different level: go in front of the one you want, crouch, and jump in. What's more, any time you

need a Mutant Power and Health Refresher during the game, just hit Start.

Game Genie Codes include:

ALKA-CA86:	Switch X-Men as Often as You Wish
ACKT-CJFT:	Mutant Power Restored Quickly
A3YA-AA32:	Impervious To Most Enemy Hits
AB1A-CAGJ + AB1T-CAHE:	Gambit's Bursts Don't Sap Mutant Power
ABPA-CAC6 + ABMA-CAC4:	Cyclops' Eye-Blasts Don't Sap Mutant Power
DVWA-CA6L:	Nightcrawler's Teleport Uses No Mutant Power
ALKT-CA4L:	Wolverine's Claws Use No Mutant Power

Action Replay codes include:

FFD62-D00FF:	Invincibility
FFD62-BooFF:	Infinite Energy
FFD62-700FF:	Go to Next Level When Hero Is Hit
00000-60210:	Lets Players Find Own Codes

Comment: Fine graphics and animation, and gameplay that'll make you feel like a superhero!

Violence: NG

ZOMBIES ATE MY NEIGHBORS

Story: Not just Zombies, but Martians, maniacs, killer dolls, Vampires, and various other monsters have invaded the neighborhood. Your job is to clean 'em out!

Strategies: Here are some helpful suggestions.

Level 1: Should you get the Bazooka, head for the Bush on the top and blast the wall to get to a secret level.

Bonus: Search the top left for a Skeleton Key and 1-Up.

Level 2: If you're stuck, you're not really—just walk through the Hedges.

Bonus: Search the displays on the bottom floor.

Level 4: Look in the Hedge to the north of the starting point for First Aid. Search the foliage near the bottom for a Fire Extinguisher.

Level 7: Look for the Pandora's Box behind the Pillar to the left of the entrance hall. You'll also find a Fire Extinguisher in an alcove near the Hearth. Behind the third door you'll find a passage to the laboratory.

Level 8: To beat the baby, stay in the lower left and fire diagonally. When he gets small again, you get a Key!

Level 12: Defeat the Flying Saucer by luring it to the right wall and pitching Soda Cans when its ventilation shaft is open.

Level 14: Look under the Spikes at the top for bonus items.

Level 15: Get the Skeleton Key on a small island, bottom left.

Level 19: Use Silverware against the Werewolves.

Level 20: Shoot from above the Snakeoids to destroy them. Save the Skeleton Key you get for Level 22.

Level 24: Save the Cheerleader from below; it's safer. Look for the Skull Door that leads to bonuses!

Level 25: Look behind the Window, toward the right, for a Soda Six-Pack, and search the left side for Speed Shoes. Blast the wall of produce to get to Monster Potion. When you see the Trampoline with the girl, jump down/left to get to another Trampoline . . . and a reward.

Level 27: There's a 1-Up in a shrub near the top.

Level 28: Use the Cross on the Vampire when he's *not* a bat. Search near the Chest toward the top for the Key.

Level 29: Bazooka the Fence for power-ups.

Level 30: Attack windows and roofs with holes. The roof on the far left hides a treasure room.

Level 31: Search the far left Hedge for a Bazooka, and

a top right Bush for First Aid; to its left is a Bush with a Random Potion.

Level 33: Check out the top left corner for goodies.

Bonus: You'll need at least two Bazooka shots here.

Level 34: The bottom left corner has the first Key, the second is on the right.

Level 36: To beat the Spider, go to the top right and shoot diagonally down.

Level 38: Behind the Skull Door are a 1-Up and Monster Potion.

Level 39: Look in the Pod Plant in the lower left for a Key. Frankenstein's Monster is watching over the second in the upper right. Kill three Vampires for a bonus.

Level 41: You'll need a Bazooka or Monster Potion to get into the secret room in the upper right.

Level 42: Monster Potion'll get you past the Spikes.

Level 43: There are a pair of Ghost Kid Potions behind the Fence at the top.

Level 45: Make your way left and up to get to the victim you must rescue. There's a 1-Up in a Hedge on the right, another in a Bush in the center, and a Monster Potion in the foliage on the top.

Level 46: Get the first Key in a Shrub near the top, and the second from behind the Fence on the left. Look under the Pod Plant at the bottom for a Monster Potion.

Level 48: Head up to get the Key from the tunnel, then to the center for the Key on the platform, next to the bottom left for the third Key, and finally to the upper right for the fourth . . . and a 1-Up. Use the same strategy against the Dr. Tongue Spider that you did for the previous arachnid. When Tongue becomes a giant Head, go to the upper right corner and fire to the left.

Passwords to get you through the game:

Level 5: TYZR

Level 9: CBRK

Level 13: LCFJ

Level 17: BMLK

Level 21: VQBB
Level 25: QLNK
Bonus: RLNW
Level 29: QNKR
Level 33: SDHM
Level 37: BKVR
Level 41: BZPM
Level 45: VNYQ
Bonus: BNYZ
Credits: QSDZ
Secret
Level: BCDF

Game Genie codes include:

A47A-AA6W: Infinite Lives
AL8T-AA3G: Near-Infinite Health
DDXT-AA2G: Get One Special Item and You'll
Have Them All (Other Than Keys)

Comment: One of the most delightfully creepy games around, with strong visuals and fun, interesting characters.

Violence: G

SHORT TAKES

AISLE LORD

This code allows you to avoid all enemies in the game. On the Title Screen, choose the Configuration Option. Set the cursor on SE NO and hit A, B, C, C, B, A, B, A, C, A, C, B, and A. If you've done it correctly, the screen will flash.

ALESTE

Go to the Title Screen and reset the game ten times. Press down the Left and Down, diagonally, go to the Option Mode, and you'll find a Level Select.

ALIEN STORM

If you're playing as Scooter, blow yourself up when your lives reach zero. Though your energy will be zilch, you'll be able to continue.

Useful Pro Action Replay codes include:

003A2-E6002: Unlimited Continues

FFCEO-C0080: Unlimited Energy

ARNOLD PALMER'S TOURNAMENT GOLF

To access a special game, take one hundred shots on any hole. When the Game Over Screen appears, push Up, Up, Down, Down, Left, Right, Left, Right, and button A or hit

A, B, C, and Up simultaneously. In this game, button B is for shooting . . . and Button C is for dropping Bombs!

And here's a code to make you wealthy and take you to the last round:

OMHE2VFC4GVURA0UJD QKUD6VYGCUAAUR-
BGV

ASSAULT SUIT LEYNOS

If you want to become indestructible, begin the game and hit Start on Controller 2.

BACK TO THE FUTURE III

To jump to the next level, pause the game at any point, and hit the following pairs of buttons: Up and A, Down and A, Left and A, Right and A.

To move to any level, pause the game. While holding down button A, push Up, Down, Left, then Right.

BAD OMEN

To obtain ninety-nine Balls, go to the Title Screen and push down buttons A and C, then hit Start.

BATTLE SQUADRON

To beat the first boss, as well as the second pair of bosses, stay at the bottom and use Magma Wave or Emerald Laser.

BELLE'S QUEST

To execute Level Select, go to the second Title Screen and input B, Up, B, B, A, Up, Right, A, B, A, Down, Left, A, and Down.

BIMINI RUN

Here's a Pro Action Replay code that will help keep you afloat: FF3BA-50006

BIO-HAZARD BATTLE

This Pro Action Replay code will give you Infinite Lives: FFF48-0003.

B.O.B.

Particularly tough bosses can be beaten as follows:

The Level Nine boss can be done in with two blasts from the Wave. (Make sure you collect the Triple-Shot and Rocket near the ledge on the left.)

The big robot boss has to be stopped in phases: take out the fists first, then the head.

BONANZA BROTHERS

Helpful Pro Action Replay codes include:

- | | |
|--------------|----------------------------|
| 00539-E6068: | Infinite Red Player Lives |
| 00542-A606C: | Infinite Blue Player Lives |
| 0106D-04A28: | Infinite Time |

BRAM STOKER'S DRACULA

To execute Stage Select, start the game. When you reach the battlefield, input: Down, Right, A, C, Up, Left, and A. You'll hear a laugh; start the game, pause, and press Up. The final digits of the score should go up, showing the levels; unpause to go to that phase of the game.

BUCK ROGERS

The Pro Action Replay code FFC47-E0063 will keep your first character in perpetual good health in this role-playing game.

BURNING FORCE

Go to the Options Screen, hit buttons B, A, B, A, A, C, A, A, and then Start: you'll begin with ten lives.

The Pro Action Replay code FFB25-COOO4 will give you forty lives when you reset.

CAPTAIN AMERICA AND THE AVENGERS

The Pro Action Replay code FF9FO-BOO64 will give you infinite energy.

CENTURION: DEFENDER OF ROME

These codes will bring you to successive levels of conquest:

GS4A LK1I RA6Q JESV L55U CXGA
INJQ P717 TEPQ JGSV K15W JXXB
QBRA TLUZ XAPT ZHVK VLVB TN7A

QL7A SY55 XP5W ZHnk VKVB PAYG
MN6A QJBC 5P55 5PNK VKXS SV61
QDUA YQ25 5555 55NK VKXW IPJI

(For the last code, go to Italia and choose "Tribute Policy" followed by " ". Go to the Map Screen, keep picking "End Turn," and you'll win.

CHESTER CHEETAH: WILD, WILD QUEST

The Game Genie code AG2A-AAER will enable you to have Cheese Puffs constantly after you first get them.

CHINA WARRIOR

To become invincible, put the turbos down, hold down buttons A, B and C, and reset the game. Push Up, still holding the buttons, then release them and hit Select. Push Up, Up, Up, Right, Right, Right, Right, Right, Right, Down, Down, Left, and Left, and you'll be indestructible.

COLUMNS

In the Arcade mode, Easy, you can summon a Magic Jewel whenever you like. Stack the Jewels all the way to the left and right, as high as you can. When they can't be built any more, a Magic Jewel will appear.

In any mode, build a column along either side. When a Magic Block appears, set it down so that just two of the three pieces fit. The third piece will drop separately!

COLUMNS III

Game Genie codes include:

A1ZA-AAAO + A1ZA-AABA + A1ZA-AABN:	Five Points Needed to Attack Opponent
CXZA-AAAO + CXZA-AABA + CXZA- AABN:	Twenty Points Needed to Attack Opponent
PXZA-DAWL:	Attacks Add Eight Rows to Opponent's Screen

CORPORATION

When—not if—you get thrown into jail, keep in mind that the guards rarely check your pockets, especially if you're weak or hurt.

Buy as much Armor as you can; don't buy items you can find, like Lock Picks, or so much equipment that it weighs you down.

CRACKDOWN

Some handy Action Replay codes:

OOODO-A6OO4:	Infinite Time
OOD6E-46004 + OO2O8-66004:	Infinite Lives for Ben
O2821-06002:	Infinite Machine Gun Bullets for Ben
O281F-26002:	Infinite Cannon Shots for Ben
00584-E6OO4:	Infinite Super Bombs for Ben
OOD82-C6OO4 + OO212-E6OO4:	Infinite Lives for Andy

O282C-A6002: Infinite Machine Gun Bullets for Andy
O282A-C6002: Infinite Cannon Shots for Andy
OO57B-C6004: Infinite Super Bombs for Andy

CRUE BALL

The Pro Action Replay code FF843-DOOOO3 gives you Infinite Balls.

CURSE

To execute Level Select, hit Reset, then hold down button A and hit Start. This will bring you the Configuration Mode, where you can pick the level you want.

DANGEROUS SEED

During the Demo Screen, press the pad Left, Left, Left, Up, Down, Right, Left, and Right. You'll start the game with ninety-nine credits.

DARIUS 2

To execute Level Select, press the following during the Title Screen: C, A, C, B, C, A, B, A, B, C, and A.

DARK CASTLE

A Pro Action Replay code for Infinite Lives: FF130-B0003.

DEATH DUEL

A Pro Action Replay code for Infinite Tries: FFFF2-90005.

DEVILISH

Want to start with ninety-nine Balls? Of course you do. During the Title Screen, simultaneously push and hold buttons A, B, C, and Left.

DICK TRACY

Pro Action Replay codes which will help you bring in the baddies:

FFFD7-10059: Infinite Time

FFFD6-10064: Ninety-nine Lives to Start

DINOSAURS FOR HIRE

Check the walls in the subway: you can walk through one of them to a secret room.

DJ BOY

On Level 3, hit the third falling barrel: it's a veritable piñata of goodies!

The Pro Action Replay code FFA18-90004 will give you Infinite Lives.

DR. ROBOTNIK'S MEAN BEAN MACHINE

Game Genie codes to try with this game include:

B89A-AAH8: Start at Level 13
C8NT- Refugee Beans In Larger Numbers
AAHE:
ALNT-AA66: Refugee Beans Disabled

DRAGON'S REVENGE

Passwords for different stages are:

1: LSRCIE8 4: ETTS8DL
2: CSABMJM 5: FT438XR
3: DSI36KR 6: HV5395S

DYNAMITE DUKE

To get to a secret Options Screen, go to the Option Mode and hit button C ten times, then Start. This will enable you to do Level Select or give yourself extra Lives or Continues.

EA HOCKEY

To start with a 4-2 lead as the U.S.S.R. vs. the U.S., enter HKT82Y93JDB7G435.

EARNEST EVANS

To execute Stage Select, pause the game and then press Up, A, Down, B, Left, A, Right, and B. You'll skip immediately to the next stage.

EL VIENTO

Execute Level Select by pausing the game during play and pushing Up, Left, Right, Down, and button B. Do this every time you want to skip ahead. Pausing and then pressing Up, Left, Right, Down, and button C will give you extra magic, while Up, Left, Right, Down, and button A will put the game in slow motion.

The Action Replay codes OOC47-64A79 and OO940-24A79 will keep you safe from most enemies and keep your flame weapon fully charged, respectively.

E-SWAT

To hear the game's sound test, first you have to win! That done, simultaneously push buttons A, B, and C, and Down/Left on the pad. While doing that, hit Start several times and the Sound Test Screen will appear.

EUROPEAN CLUB SOCCER

To go right to the final match, use the password A63UAA61AA.

EVANDER HOLYFIELD'S "REAL DEAL" BOXING

Go to the Career Mode, choose "Start New Career," and input the name THE BEAST.

To win as the Beast without even fighting, wait until the "camera" looks around after the Beast raises his arm. When *neither* boxer is visible hit Start: you'll leave the fight having won, though your energy will be down a bit.

EX-MUTANTS

During the Title Screen, choose the Options Screen and set the Music on 05, the Sound Effects on 21. Shift the cursor to Exit, then simultaneously push buttons A, B, C, and Start. Shannon will say "Too Easy" and you'll have access to a new Menu Screen with Stage Select, infinite weapons, and maximum lives.

The Pro Action Replay code FF006-B0003 gives you Infinite Characters.

FAERY TALE ADVENTURE

To start well along in the game, input this code:

BJ22JZEHZXWRKXF8HE896A77T7FG43J7KRE7

To go to the end, input:

7R2KUL6RSZXSXK6NHGSDCB720663RI2HO785P

To max-out on Treasure Chest items, save the game just before you open a Chest. Open it, get the items, and save the game again. When you return to the game, you will find yourself in front of the unopened Chest . . . able to collect its contents anew. Repeat as necessary.

FAMILY FEUD

This simple but useful trick will save you time: hit Start after you've given an answer to briefly stop the clock.

FANTASTIC DIZZY

Pro Action Replay codes include:

FF813-90000: Invincibility
FF814-90002: Infinite Lives

FATAL REWIND

Action Replay codes and Pro Action Replay codes to help you include:

02B6D-66002 + Infinite Lives
O2E39-
A6002:
02898-04E71: Invulnerability

FERIOS

To earn nine extra credits, start the game. When DEVIL IN DIROS appears in Chapter 1, punch buttons C, A, B, A, C, A, B, and A.

F-15 STRIKE EAGLE II

Go to the Options Menu, select "See Credits," and when the screen comes up push Up, Left, Down, Right, Up,

Right, Down, Left, and Up. You'll hear a tone: start the game and you'll have a "Resupply" option.

FIFA INTERNATIONAL SOCCER

Game Genie codes include:

- RZZB-66XE: Master Code Which Precedes Others
- PYNA-DAYJ: Player One Starts With Sixteen Points
- GBVA-DYZY: Each Goal Scores Five Points

FIGHTING MASTERS

To play at a very easy level, do the following on the Options Screen: select "Easy" on Level Select, and "5" on Continue. Go to Music Select, listen to 8C, 8B, and 8A, then go to Sound Select and listen to 90.

To play at "Mania" Level, do the same as above only pick "Hard" on Level Select.

FINAL BLOW

If you're beaten, hit Up and Start at "Game Over." This will allow you to continue . . . with an additional credit.

FIRE FIGHT

To go to the Options Screen, press Left and Start at the beginning of the game.

FIRE SHARK

If your weapons are at full power, collect three more power-ups and kill either a Yonemaru or General Porter: you'll be rewarded with two additional lives.

Pro Action Replay codes for the game include:

FF042-B0003: Infinite Bombs

FF028-70003: Infinite Lives

FLICKY

If you finish the first ten rounds in less than twenty seconds each *and* get a perfect score in all the bonus rounds, you'll have nearly a quarter of a million points. Your reward? Watch for a bikini-clad lass to appear in a window when you get your bonus.

FLINTSTONES

To execute Level Select, during the Title Screen simultaneously push buttons A, B, C, and Left. While holding these, press Start. Up and Down on the pad will allow you to have a Dabba-Do time by shuttling between levels.

FORMULA 1

Game Genie codes include:

ABKT-7TG4 + Tires Last Three Times Longer

AA9T-7TCA:

AT5A-6A4J: No Warning When Tires Are Worn Out

AJ2A-6A48: Infinite Laps

GAIN GROUND

To bring up a Level Select option, choose "Level" on the Options Screen, then press buttons A, C, B, and C.

GALAHAD

On the Options Screen, enter the password LTUS, start the game, and you'll have Infinite Lives. To skip to other levels, hit Button A and Start simultaneously.

A Pro Action Replay code for Infinite Warriors is FF13F-70005.

GALAXY FORCE 2

To go right to the end and receive a hero's welcome (without having to fire a single projectile!), go to the Option Screen, select "Exit," and hold down Start on Controller 2. Still holding it, press Start on Controller 1.

GAUNTLET IV

Game Genie codes for the game include:

- | | |
|------------|----------------------------|
| BBKT-AA8T: | Invincibility |
| AKXT-AA66: | Infinite Keys on Pickup |
| RFKT-A6VA: | Health Unaffected by Time |
| AKGT-AA5W: | Infinite Potions on Pickup |

Pro Action Replay Codes include:

Warrior

FFOOF-900C8: Infinite Energy
FFO1O-D0005: Infinite Keys
FF010-F0005: Infinite Potions

Valkyrie

FF03B-D00C8: Infinite Energy
FF03D-10005: Infinite Keys
FF03D-30005: Infinite Potions

Wizard

FF068-100C8: Infinite Energy
FF069-50005: Infinite Keys
FF069-70005: Infinite Potions

Elf

FF094-500C8: Infinite Energy
FF095-90005: Infinite Keys
FF095-B0005: Infinite Potions

GLOBAL GLADIATORS

Pro Action Replay codes for the game include:

FF001-C0035: Infinite Time
FFFED-2000A: Infinite Energy
FF00B-40033: Infinite Gladiators

GODS

Passwords to take you to different levels are:

- 1: NASHWAN
- 2: COYOTE
3. FOXX

GRANADA

You can fly outside the ship by steering off the edge the instant the timer hits 000. The level is easier to beat this way, and you can remain outside until the timer resets.

If you'd prefer to be completely safe, the Pro Action Replay code FFB45-70009 will make you invincible.

GREATEST HEAVYWEIGHTS

Pro Action Replay codes include:

FFFOO-6000D: Can't Lose

Career mode

FFF1A-0000D: Infinite Power
FFF1A-2000D: Infinite Speed
FFF1A-6000D: Infinite Stamina

GREEN DOG

To get rapid-fire Discs at once, pause the game at any point and press C, A, B, A, Left, and Left. A bell will signify that the code worked.

To put the game in slow motion, pause the game and

push Down, A, C, Up, Left, and Left. To restore the game to regular speed, pause and press Left, Right, Up, Down, A, and C.

Pro Action Replay codes include:

FF17D-D0004:	Infinite Lives
FF258-D0030:	Infinite Energy

GRIND STORMER

At the Title Screen, push Start one hundred times while holding A, B, and C. Go to the Options Screen, pick "Credit Limit" and change it to "Free Play" for infinite Continues.

HEAVY NOVA

To go right to the end and get all the accolades, go to the Configuration Screen, select the following—Rank: Ultimate; Stage: 2RD 5 Boss; Music: 15; Sound: 25. When that's done, simultaneously push buttons A, B, C, and Start.

HIT THE ICE

Play as the Blues using these codes:

2A13:	vs. Pinks
3RQ3:	vs. Greens
3AH3:	vs. Purples
2R93:	vs. Yellows
1QQ3:	vs. Blues
4B13:	vs. Grays (in championship)
1QQ3:	vs. Blues

THE IMMORTAL

Here are the passwords you want:

- Level 2: AA9E510006F70
- Level 3: F47EF21000E10
- Level 4: B5FFF31001EB0
- Level 5: B57F943000EBO *or* D4BFD41000EB
- Level 6: C65FF53010B41 *or* BCFEF51010A4
- Level 7: C250F63010AC1 *or* 6B10F61010AC
- Level 8: E011F730178C1

The Action Replay code for Infinite Lives is:
0081E-8197C + 0081E-A00FF

Pro Action Replay codes include:

- FF10A-8000C: Infinite Energy During Combat
- FF109-A0002: Infinite Continues on Most Levels
- FF)b7-20003: Infinite Fireballs

INDIANA JONES AND THE LAST CRUSADE

To execute Level Select in this game based on the way-overrated movie, crack the whip and when the Lucasfilm logo appears push A, B, C, B, C, A, C, A, and B. The screen will turn blue, "Shhhhhhh" will appear, and you'll be able to go anywhere you like.

Action Replay codes include:

- FF7F5-B0008: Infinite Lives
- FF7F%-90020: Infinite Energy

INSECTOR X

To get infinite Continues, wait for "Continue" to appear after "Game Over." Hold down Up/Left and press button C: each push of the C button gets you a Continue, up to eight at a time. Repeat as necessary.

The Pro Action Replay code for infinite lives is FF980-30007.

JAMES BOND 007: THE DUEL

To defeat the big boss at the end, climb the Ladder on the left and fire away.

JAMES "BUSTER" DOUGLAS KNOCKOUT BOXING

To execute the sound test, press Start on Controller 1, choose either a one- or two-player game, then simultaneously push button C and Start on Controller 2.

JENNIFER CAPRIATI TENNIS

To go to a lineup with twenty-four players, input the code GRAND.SLAM.

If you enter CON FIG followed by thirty-nine periods, you'll go to a Configuration Mode Menu, with sound tests, music, and more.

JEOPARDY

If you get an answer wrong, hold down buttons A, B, and C until time runs out to prevent the computer from getting any points.

JORDAN VS. BIRD: SUPER ONE-ON-ONE

Pause the game the instant the timer reaches 00.00 at the end of the fourth quarter. Call a time-out and, if your timing was exact, you'll add thirty-six minutes to the game.

Repeat at the end of *that* period, and you'll add one hundred minutes more to the game.

JUNCTION

The Pro Action Replay code FFCCA-70019 will give you twenty-five balls or more when you reset.

JUNGLE STRIKE

Passwords include:

- Campaign 2: RXVWT74S6KB
- Campaign 3: 9WT7NL6MHBV
- Campaign 4: X7NL4SHPG94
- Campaign 5: VL4S6MGCZVH
- Campaign 6: WS6MHPZJFTZ
- Campaign 7: TMHPGCFDYN3
- Campaign 8: 7PGCZJYK34X
- Campaign 9: NCZJFD3BR67

The password BXYTNMGCYDB will give you twenty-three lives at the start of each level.

KING OF THE MONSTERS

Some Pro Action Replay codes:

FF3B8-D0009: Infinite Power Points

FF3B3-7003C: Infinite Energy

KING SALMON

To get a world record Salmon, input VDLDNJKCKN.

KLAX

During the Title Screen, if you press and hold buttons A, B, C, and Up/Left, the game will be more difficult.

If you use the tiles to make an X on either Levels 6 or 11, you'll warp to Level 49.

A Pro Action Replay code for Infinite Lives is FF0FD-D0014.

LAKERS VS. CELTICS IN THE NBA PLAYOFFS

Championship passwords for the different teams are:

Boston Celtics vs. San Antonio Spurs:	CZ2 QKT
Chicago Bulls vs. Los Angeles Lakers:	PJM RJT
Chicago Bulls vs. Portland Trail Blazers:	6RQ QJJ
Detroit Pistons vs. Los Angeles Lakers:	G72 Q0J
Detroit Pistons vs. San Antonio Spurs:	H76 QJK
Los Angeles Lakers vs. Chicago Bulls:	LLQ RJK
Philadelphia 76ers vs. San Antonio Spurs:	H12 QJT
Phoenix Suns vs. Boston Celtics:	RP2 HJT
Phoenix Suns vs. Chicago Bulls:	6P2 GJS

Portland Trail Blazers vs. Boston Celtics: TY6 HJK
San Antonio Spurs vs. Philadelphia 76ers: 8W2 QJS

LIGHTENING (sic) FORCE

Wait for "Press Start" to appear on the Title Screen, then simultaneously hit button A and Start. Go to "Stock Ship" on the Configuration Screen and set it to zero. Start the game and you'll have ninety-nine lives.

A Pro Action Replay code for Infinite Lives is FFF2F-10003.

THE LITTLE MERMAID

A Pro Action Replay code for Infinite Energy is FFA61-10028.

LOTUS TURBO CHALLENGE

Passwords for different tracks are:

Level 2: SLEEPERS
Level 3: HERBERT
Level 4: BUSINESS
Level 5: APPLEPIE
Level 6: STANDISH
Level 7: MALLOW
Level 8: TEA CUP

To go through the game without ever having to qualify, enter the code MANSELL. To soup-up your car, enter SLUGPACE.

MADDEN NFL '94

To skip the playoffs, choose a playoff game, hit Start, shift Right, hit Start again, etc. All of the games will be finished and you'll be able to go directly to the finals.

MARBLE MADNESS

Play a two-player game with one player: in each race, cause the other player to lose. By winning, you'll get a time bonus that will help you on each successive level.

The Pro Action Replay code for Infinite Time is FFBOC-FOO38.

MARVEL LAND

To access the round Select Screen, simply enter the password ARDE.

MAZIN SAGA: MUTANT FIGHTER

To battle the bosses without slugging through each stage, highlight Sound Test on the Options Screen, pick Sound 18, then choose the Sound Effects Test option and select Sound 72. Leave the Options Screen, hit Start, and you'll go right to the first boss.

MCDONALD'S TREASURE LAND ADVENTURE

Don't rush ahead after you've beaten a baddie: some of them transform into goodies!

Also, in the Magical Forest, go to the top ledge and go *left* for important items.

MEGA-LO-MANIA

The following codes will take you to later levels:

Level 7:	RWPBXJNNTNF
Level 8:	ILCBUDWNKNZ
Level 9:	YUHDSRFCYST
Final Level:	CPFDGLLTUMA

MERCS

Touch a red First Aid Box in the Original Mode. As your power fills, rapidly change to the other characters so they'll refill as well.

Action Replay codes include:

00B09-44E71:	Infinite Energy
0080B-8C351:	Infinite Bombs

MICK AND MACK GLOBAL GLADIATORS

You have to collect seventy-five "M's" to get to the bonus level, which is tough enough. However, you should be aware that the most "M's" you'll find on any level are one hundred . . . so don't let them go.

Also, beware the recoil of your weapon: you just might knock yourself off a cliff!

MIDNIGHT RESISTANCE

Execute Level Select by doing the following when the Title Screen shows "Start" in red. Hold down button C and hit Start: when the game begins, hit Start (unpause) again. Push button A to go to the next stage; repeat whenever you want to zip forward.

MIG 29

For access to all the missions, use the password WEXBJOISGIITES.

MIKE DITKA'S POWER FOOTBALL

To go right to the finals, choose "Resume Playoffs" and enter the password QzH5EG.

Other codes include:

Conference Title

xjPIDm (Miami vs. Cleveland)

tjFIL4 (Washington vs. Atlanta)

World Championship

xjPIEi (Miami vs. San Francisco)

tjFLMO (Washington vs. New York)

M-1 ABRAMS BATTLE TANK

To become invincible, go to the Demo Screen and press buttons B, B, C, B, C, C, C, B, C, B, B, and C.

MS. PAC-MAN

The Action Replay code 00183-66002 gives you Infinite Ms. Pac-Men.

MUHAMMAD ALI'S HEAVYWEIGHT BOXING

Codes that will take Ali to the top:

007KEH7Z	OK75CX72	OK7D477Z	OK72NN7Z
OK7C747Z	OK7W7C7Z	OK747B7Z	OK7A7E7Z

The code HO74W57Z will take you to a title fight with forty wins and no losses.

The code H070007Z will pit you against an old-man Ali clone!

MUTANT LEAGUE HOCKEY

Passwords to take the Darkstar Dragons to different play-off levels are:

Round 1:	J6J2F99GP74KJ
Round 2:	87TVBNL4QZFQG
Championship:	JGHB26V2FLXWF

To play the Lizard Kings vs. the Mutant Monsters in the Monster Cup Championship, input 3BFL2XLBKRRSL.

NHL HOCKEY '94

If you're down a player, the referees usually don't call icing.

Slapshots from just outside the crease go in more than any other shot.

NHLPA HOCKEY '93

You can usually score if you race straight toward the goal and hit pass when it comes within sight.

And check out the bloody players, dropped from *NHL HOCKEY '94*.

NOBUNAGA'S AMBITION

Keep taxes between forty-five and fifty-five percent to keep peasants happy.

Don't bother fighting infantry: go right for the enemy commanders.

Make sure you build a dam in the spring to protect against the summer storms.

Tackle the East first: there are fewer battles to fight while you're still inexperienced.

OLYMPIC GOLD

During the 100 Meter Race and 110 Meter Hurdles, press C to lean over the line at the end and cut some time off your run.

ONSLAUGHT

If you input all zeroes (0000,0000,00) for the password, you'll begin with most of the territories under your control.

OUTRUN 2019

Pick your stage by holding buttons A, B, and C and pushing Start during the Title Screen.

To access a deadly Hyper Level, put the cursor on Option, press Button C ten times, and hit Start.

To program in a new ending, enter ENDING as your name on the scoreboard. There will be new graphics and a trophy ceremony.

PAPERBOY

The Pro Action Replay code FFC04-F0005 gives you Infinite Paperboys.

PGA EUROPEAN TOUR

If you're stuck in the rough or in sand, use Punch.

Near the Green or on the Fringe, ship the ball to the Green; chances are good it will roll all the way to the Hole.

PGA TOUR GOLF

If you save your game after each shot, you can always restart if your next shot is poor.

The Pro Action Replay code for scoring a hole-in-one on every shot is FFD0F-70000 + FF4A1-90001.

PGA GOLF TOUR II

As in the European Tour, Punch your way from sand or a rough.

As in the previous PGA Tour game, save your game after each shot so you can restart if you screw up.

Be careful not to overswing: you'll get more distance, but a hook or slice will also be more extreme.

PIGSKIN FOOTBRAWL

To activate the sound test, go to the Title Screen and simultaneously press buttons A, B, and C and then hit Start (on the Options Screen).

PIRATES! GOLD (sic)

As a rule, go the long way *with* the wind rather than trying to take a shortcut against the wind.

Before taking a town, use your cannon to soften up the inhabitants.

For most players, Fencing with the Rapier is the most effective form of swordplay: you inflict less damage, but you do it a lot faster to greater cumulative effect.

POWERBALL

Codes to take you to the finals as China:

First Game (vs. Japan):	PVDCR
Second Game (vs. Germany):	CMOPE
Third Game (vs. Canada):	BFOOE
Final (vs. France):	OADBR

To access a quartet of hidden teams, press button B, B, C, B, B, and C, then Down during the Team Display.

POWERMONGER

The code to take you to the final level is TJ3DP2TJW7TI5PJ3DJ4PJLIKPHAKJEKOGO.

An Action Replay code for Infinite Troops is FFDO6-FOOFF.

PRINCE OF PERSIA

Codes for the first thirteen levels are:

Level 2:	QYZUSR
Level 3:	QYZHRM
Level 4:	QYZUPH
Level 5:	QYZHOC
Level 6:	QYZUMX
Level 7:	QYZHLS
Level 8:	QYZUJN
Level 9:	QYZHII
Level 10:	QYZUGD
Level 11:	QYZHFY
Level 12:	QYZUDT
Level 13:	QYZHCO

PUTT AND PUTTER

To execute Level Select, press Down/Left when the Sega logo appears.

QUAD CHALLENGE

Passwords for the 16 Standard races are:

Race 1: EASY	Race 2: ECGT
Race 3: M4SR	Race 4: DTXG
Race 5: 9F2J	Race 6: 13RB
Race 7: PNF5	Race 8: CR11
Race 9: 5JE8	Race 10: 8SWG
Race 11: HGLY	Race 12: Q44E
Race 13: WHCM	Race 14: TVGZ
Race 15: SNDN	Race 16: B16A

RAIDEN TRAD

If you're blown up when your ship is fully powered, a Fairy will appear on the screen. Blast it, and your Power-Up items will return. If the Fairy drops a "P" symbol, get the Missile Power-Up first . . . then get the "P" to boost your power.

Action Replay codes include:

OOOA5-A7014:	Start with Twenty Lives
OOOA5-A707F:	Start with 127 Lives
OO3EB-6OOOA:	Start Each Life with Ten Bombs

R.B.I. BASEBALL

To play any team against the Tengen team at Medium difficulty, use the code D-WWD2CHCCSY, placing one of the following in the place of the "-" after the first "D":

Los Angeles:	A	Florida:	B
Missouri:	C	Baltimore:	D
Colorado:	E	Chicago (NL):	F

New York (AL):	G	Boston:	H
Michigan:	I	Cincinnati:	J
Chicago (AL):	K	AL All-Stars:	L
Milwaukee:	O	St. Louis:	P
San Diego:	Q	New York (NL):	R
Cleveland:	S	Seattle:	T
San Francisco:	U	California:	W
Texas:	X	Kansas City:	Y
Oklahoma:	Z	Philadelphia:	3
Detroit:	4	Toronto:	6
Houston:	7	Pittsburgh:	8
Atlanta:	9		

R.B.I. BASEBALL '94

Play the Tengen Team by inputting the code THECHALLENGE.

R.B.I. BASEBALL 3

To play the Tengen Team, input GFUQ37G2W (vs. Boston) or RJ2Q37G2WP (vs. Toronto)

To hear the Sound Test, go to the Options Screen, pick Continue, and press button A twice. Left and Right on the pad will let you choose the sounds, button A will begin them, and B will stop them. Press Start to return to the game proper.

REN & STIMPY: STIMPY'S INVENTION

Passwords for the game through Level 5 are:

Level 2: 48Z0000 00044X8

Level 3: 0500003 V904ZXD

Level 4: 4510003 V9022XB

Level 5: 2520007 QW064XR

Game Genie codes include:

AT6T-GA4A: Infinite Lives

AD6A-GA7G: Infinite Continues

ROAD BLASTERS

The Pro Action Replay code FF2A5-D0005 will give you Infinite Lives.

ROAR OF THE BEAST

To execute Level Select and see the ending credits, input the following during the Title Screen: Up, Right, A, B, A, Down, Left, A, Down, B, Up, B, B, and A.

ROLLING THUNDER 3

Enter the password GREED, return to the Title Screen, and start the game to play as Ellen.

SAINT SWORD

Passwords for both chapters of the game are:

Chapter 1

2: HTVO4Y

3: I1WCUN

4: J2J0CJ

4-2: N4P2GZ

5: M1MRAE

5-2: R352GM

6: R2L0CT

7: X25DWI

7-2: Z25ROQ

Chapter 2

1: EOFLST	2: H2KK2R	3: K4PVW5
4: J02ZAY	4-2: L1MZAL	5: O2NQ06
5-2: R24RMG	6: U4P2G6	6-2: W4P2G8
7: Y35F4U	7-2: X02CYH	

SHADOW BLASTERS

To become invincible, pick a two-player game, choose your characters, and let Player 1's energy fall to the last drop. While quickly and repeatedly jabbing Start on Controller 2, let Player 1 take a final hit: the character will flash and become invincible. In this form, you can pick up everything but energy.

SHADOW OF THE BEAST 2

To see the game credits, simultaneously push and hold buttons A, B, C and Start when the Psygnosis logo appears.

SHOVE IT!

Passwords to help you through the game include:

2-11: MARINA!!	3-21: MALIBU
4-31: SANPEDRO	6-51: SANDIEGO
7-61: PASADENA	11-101: WESTWOOD
15-141: SUNSET	

And the last-level code is !AYASAM!

SIDE POCKET

To execute a spectacular Pro Action Replay shot, use the code FFC09-40008.

SLAUGHTER SPORT

When the "Press Start" prompt appears, pick these fighters with the following controller combinations:

Bonopart:	A, Up, C
Buff:	Left, C, B
El Toro:	B and C simultaneously, then A and Up
Guano:	Up, Right, then simultaneously hit A and B
M.C. Fire:	Down, C, Right
Mondu:	Simultaneously press A and B, then Down/Left
Ramses:	Right, Left, A
Robo Chic:	Right, Up, Down
Sheba:	Simultaneously hit B and C, then press B, B
Skinny:	Right, Down, Right
Webra:	Simultaneously hit A and C, then Up/Right
Weezil:	Down, Right, Up

The Pro Action Replay code FF2C3-00003 will give you Infinite Energy.

SPACE INVADERS '91

To choose any round, simultaneously push and hold buttons A and C and hit Start during the Title Screen. The

first level will appear: when it does—with the game still paused—hit buttons B, A, and C in turn and you'll bring up a Level Select screen.

SPEEDBALL 2

The Action Replay code for unlimited money is 0061F-A6004 + 00654-26004.

Pro Action Replay codes include:

- FF00F-A7FFF: Infinite Cash for Player 1
- FFD5A-A0008: Ball Is Permanently Electrified
- FFODE-E0002: Score Multiplier Is Two for Player 1

SPLATTERHOUSE 3

Passwords for each stage are:

- Stage 2: REISOR
- Stage 5: ELPOEB
- Stage 3: ETLBUD
- Stage 6: LILITH
- Stage 4: TEKROH
- Stage X: GOFMTS

STARFLIGHT

To obtain infinite Endurium, fly to Sphexi (location 132,165) and land at 45N × 17E. Get Endurium and the Crystal Orb, take off, then land at the same spot. Repeat as often as you wish.

STEEL EMPIRE

On the Options Screen, highlight Sound Test and play Sound One twice, Sound Nine once, and Sound Two twice. When you're finished, a Round Entry option will appear. Select it, and use Left/Right to change the numbers.

STORMLORD

To execute Level Select, input this sequence during play: Pause, then C, B, B, B, A, A, A, A, C, C, A, A, A, and A.

To get nine extra lives, hit Pause, and then A, A, A, A, C, C, B, B, B, C, and A.

To buy yourself extra time, hit Pause and then B, A, A, A, C, Up, Up, Up, A, A, and A.

The Pro Action Replay code FF025-50005 will give you Infinite Lives.

SUNSETRIDERS

To get ninety-nine Continues, pick "Options," set the Sound to "OE," then hit button A to listen to it. Exit to the Title Screen and start. When you have to choose your character, make the selection and hit button A; when the character looks up, simultaneously (and in a hurry) press buttons A, B, and C.

SUPER HYDLIDE

To get tons of Experience, go to the Lake and Bridge screen in City of the Forest. Position yourself to the left of the Bridge, by the bottom of the lake, and Search. You will be told, "I found nothing." Attempt to use your money, and when that fails Search once more. The word "Lucky"

will appear and you'll get thirty Experience points. Do it again for thirty more, and so on.

If you go left from the City of the Forest, to a small building, you can listen to the game's sound inside.

SUPER OFF ROAD

If you're way ahead of your nearest opponent, slow down and wait until the vehicle's right behind you before crossing the line. Your foe's skills in the next race are determined by how far behind they are at match's end: the closer they are, the less they'll improve.

SUPER SMASH T.V.

If you die before finishing a round, *immediately* hurl your new body into a gaggle of enemies: you're invincible until the green Shield turns red and vanishes.

When you've killed almost every enemy in a room, leave just one alive and stay out of reach. The room will fill with goodies for you to collect . . . as long as you continue to avoid your foe.

SUPER VOLLEYBALL

To dish up a super-serve, push buttons A and B and Up simultaneously. To hit a super-spike, simultaneously push buttons A and B and Down.

SWORD OF SODAN

To warp ahead one level, drink four Etherium at once.

To skip to any level, get the top score on the High Scores

Screen and enter HINANP:), then press Start on Controller 2 to jump ahead.

The Action Replay code 00474-26002 gets you Infinite Lives, though you mustn't use the fiery Brand until near game's end.

The Pro Action Replay code FF13A-FOOO5 gives you Infinite Lives.

SWORD OF VERMILION

On the Selection Screen, simultaneously push buttons A, B, and C on Controller 2 and press Start. This will allow you to hear all of the game's sounds.

SYD OF VALIS

To put Yuko in a jazzy bathing suit, which also happens to make her invulnerable, go to the Title Screen and press Up, Down, Left, Right, button A, B, Up, Down, and Start.

To get rid of the music, simultaneously hit button B and Start during the Title Screen. (You have to input the code each time you lose a life.)

TAILSPIN

The Pro Action Replay code FF27C-D0002 gives you Infinite Lives.

TASK FORCE HARRIER

To debug the game, hold down button A and turn on the power. Release the button during the Title Screen and push Up, Down, Left, Right, A, B, A, C, and B. Choose

Configuration and you'll have a slew of wondrous options including invincibility ("muteki") and Level Select (Start to pause, and button A to skip).

Action Replay codes include:

0024F-64A38: Infinite Lives
0021B-24A38: Infinite Bombs
FF810-60001: Always Have Extra Ships
00204-86002: Activate Action Replay for Extra Ships

TEAM USA BASKETBALL

Codes to take you to later games include:

ODR1BBQ: Angola vs. Yugoslavia
P4T3DB9: CIS vs. Yugoslavia
#XT7RB6: USA vs. the Netherlands
FNT7RBQ: USA vs. Lithuania
SXT7RCO: USA vs. China
ROT7LBY: Australia vs. Italy

Closing Ceremony codes include #WT7RDC and FMT7RCO.

TECHNOCOP

To recoup lost life, pause the game during any building scene, then hit button C ten times, button A five times, button B two times, and button A ten times. Unpause and, if you did it correctly, you'll hear "Technocop."

TECMO SUPER BOWL

Game Genie codes for Preseason and Bowl Modes include:

BEGT-FA2G: Player 1 Touchdowns Are Nine Points

AYHA-FA74: Player 1 Conversions Are Five Points

THE TERMINATOR

If you want to see the Introductory Screens sans writing, push and hold Up before the screens appear.

The Pro Action Replay code FF147-D001F gives you Infinite Energy.

THUNDER FORCE III

You'll find a 1-Up in the fourth Mine of the Water World, and a Shield as soon as the scroll accelerates.

THUNDER FORCE IV

Press buttons A, B, C, and Start to go to the Options Screen. Choose zero ships and when you start the game you'll have ninety-nine lives.

To get all the weapons, pause the game and press Up, Right, A, Down, Right, A, C, Left, Up, B, and Up. *You can only do one or the other of these tricks at one time.*

THUNDER FOX

To do Stage Select and get nine Continues, do the following during the Title Screen: hit Start to go to the Game

Select Screen, access the Configuration Mode, and shift the cursor to Music Select. Hit button A thirteen times, go to Sound Select, press button A twenty-four times, then go to Exit and hit buttons A, B, and then C. Make your selections using button A.

THUNDER PRO WRESTLING

When "Game Over" appears, push Up and button C to get three more Continues.

TOKI

Pro Action Replay codes include:

FF1B8-60005: Infinite Lives

FF1B6-30059: Infinite Time

TOEJAM & EARL: PANIC ON FUNKOTRON

Codes for different levels include:

Level 3: R-F411W9Q986

Level 5: PJ04EK-5WT82

Level 7: MW0WEE6JRVF7

Level 9: VADNEHF9807L

Level 11: MWAAK!8MDT76

Level 13: LHWLXH44C00R

Level 15: F!!NEHNW0Q73

Enter toEjAM + EArl to see the names of the designers.

Game Genie codes include:

Aj4A-CA9G:	Infinite Lives
BA3T-CA54:	Infinite Funk Vacuums
BE8A-CAGT:	Level 10
BJ8A-CAGT:	Level 11
GN8A-CAGT:	Level 12
BT8A-CAGT:	Level 13
BY8A-CAGT:	Level 14
B28A-CAGT:	Level 15
B68A-CAGT:	Level 16
CA8A-CAGT:	Level 17

TRAMPOLINE TERROR

During the Title Screen, simultaneously push buttons A, B, C, Up, and then Start. This will bring you to a Debug mode where you can pick your level or number of lives.

The Pro Action Replay code FFF70-90004 gives you Infinite Lives.

TROUBLE SHOOTER

To execute Level Select, wait for the Options/Title Screen, then simultaneously push Right, button C, and Start on Controller 2. When the Stage Select prompt appears on the screen, simultaneously push Right, button C, and Start to scroll through the numbers. Press Start when you have the level you want.

Pro Action Replay codes include:

FFFE2-10005:	Infinite Lives
FFB7F-90008:	Infinite Magic

TURRICAN

Choose Exit on the Options Screen, then press and hold Down and push A, B, B, A, B, A, A, B, A, A, B, A, and A. You will now be able to execute Level Select, among other options.

If you go left instead of right at the beginning of the game, you'll get a 1-Up. Even better: when you go right, now, shoot the box that appears and it will release Crystals.

Bonus 1-Ups can be found after defeating the first boss. Go right to the Spikes, use the Lightning Whip on them, and use the Blocks you've released to reach a cache of 1-Ups.

TWIN COBRA

Pause the game and push Up, Down, Right, then Left. Hold down button A and unpause for a fully powered ship.

Pushing Up, Down, Right, Left, then Start will allow you to execute Level Select.

Pro Action Replay codes include:

FFB29-F0005: Infinite Lives

FFB28-60003: Infinite Bombs

TWO CRUDE DUDES

As your last life is about to end, push Start on Controller 2 to give you extra lives and Continues.

For added firepower, play a two-player game . . . only use the second dude as a weapon, chucking him wherever you want!

The Pro Action Replay code FF475-70032 will give you Infinite Energy.

TYRANTS

Passwords include:

Second Epoch:	NZUCWTIAEHV
Third Epoch:	ARTCKXKNMND
Fourth Epoch:	YLGBUMQZKNL
Fifth Epoch:	IHUBUGQULTB
Sixth Epoch:	COCAKLDWEBX
Seventh Epoch:	EBWROLJUHNJ
Eighth Epoch:	QPIAXODAHHM
Ninth Epoch:	ZBLDRNIHGTY
Last Battle:	CPFDVMRBYST

Go to the Options Screen and pick Load/Save. Enter the password JOOLS and you can play a secret edition of the game.

UNIVERSAL SOLDIER

Passwords include:

Level 1-2:	CHSGM
Level 1-3:	MKSNS
Level 2-1:	SGGBY
Level 2-2:	JLGPH
Level 2-3:	JDRSD
Level 3-1:	PKSND
Level 3-2:	CWBPM
Level 3-3:	SFTNP
Level 4-1:	CMVDG
Level 4-2:	BYTCM

The Pro Action Replay code for Infinite Lives is FF0AD-F0003.

VALIS

Simultaneously push and hold buttons A, B, and C, then hit Start during the Title Screen to go to a Music Selection Screen.

VALIS III

To execute Level Select, do the following during the Title Screen: simultaneously push buttons A, B, C, Up, and Start. This will bring up a Map; use Up and Down to pick where you want to go.

To see the game's handsome animation sequences, simultaneously hold buttons A, C, Up, and Left during the Title Screen, and hit Start.

VIRTUA RACING

In short races, don't make a Pit Stop: the improvements won't make up for lost time.

Also, manual transmission tends to get you the best time.

WANI WANI WORLD

During the Sega logo, hit Reset twice. When you start the game, you'll see ???? where your life line is usually located: this means you have Infinite Lives.

WARDNER

The Pro Action Replay code FF829-40004 gives you Infinite Lives.

WARRIOR OF ROME

Passwords include:

2: L3FHPOZNGW
3: NXDS55JSWF
4: O5TOJZSP5B
End: GREBDWVNNE

WARSONG

To choose any level, start the game and press button A. Shift the cursor to the top left of the shrunken Map, move it a space to the right and one down. Hold down button B until the Scenario number appears in the center of the screen: Up and Down will allow you to switch levels.

WHERE IN THE WORLD IS CARMEN SANDIEGO?

Passwords include:

Time Patroller:	DBHBKDB
Time Investigator:	XXNBBMM
Time Inspector:	DNDKJGD
Time Detective:	RRXKGND
Ace Time Dick:	LHMNFGF
Super Time Sleuth:	MJDFSGG
Capture Carmen:	MJDFPDG
End:	JHBHHXS

WHIP RUSH

The Pro Action Replay code FFD02-80005 gives you Infinite Lives.

WINGS OF WOR

The Pro Action Replay code FFD6C-D0004 will make you invincible.

WORLD CUP ITALIA '90

Game Genie codes include:

AJZA-BE3G: Each Goal Worth Two
A2ZA-BE3G: Each Goal Worth Six
ATYA-BE32: Time Speeds Up Fourfold

WORLD SERIES BASEBALL

When playing the computer, swing at just about everything: the machine rarely throws balls.

WORLD TROPHY SOCCER

Passwords include:

As Brazil:

67ESSATECE

TFETAATGGG

WJEVAATIHC

Vs. France in the Finals:

BSRUAATIHC

WRESTLEBALL

While you're on the Team Selection Screen, hold down button B and press Down to reveal four hidden teams.

The password KW6EN will bring up a powerful martial arts team.

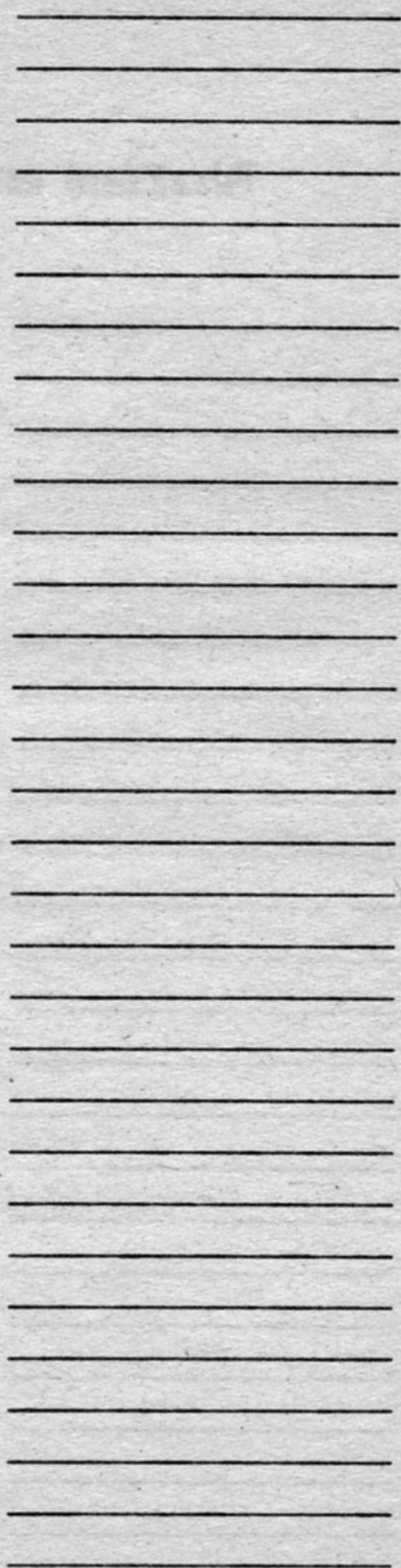
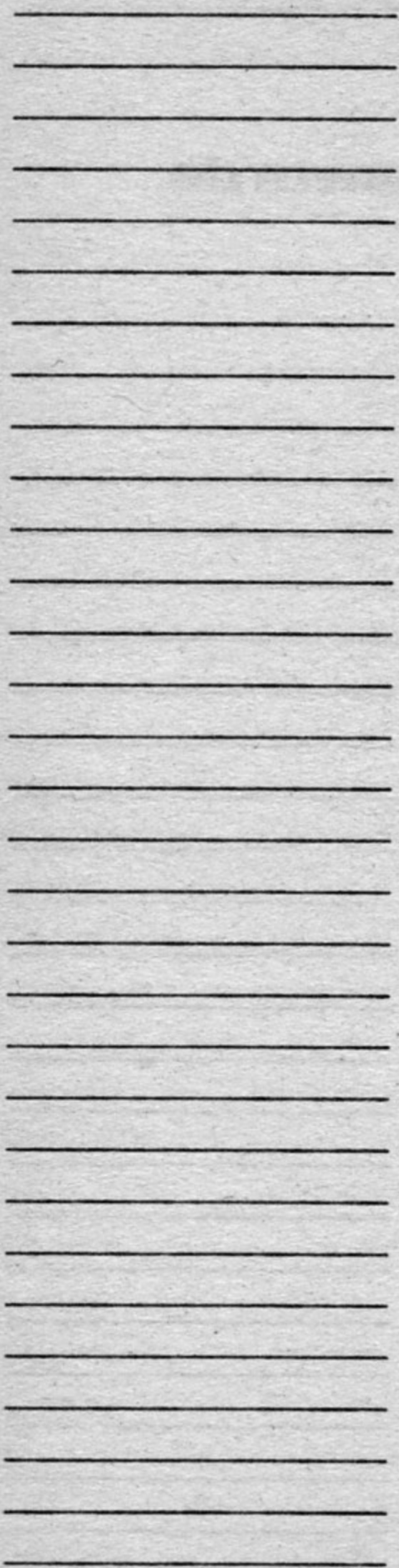
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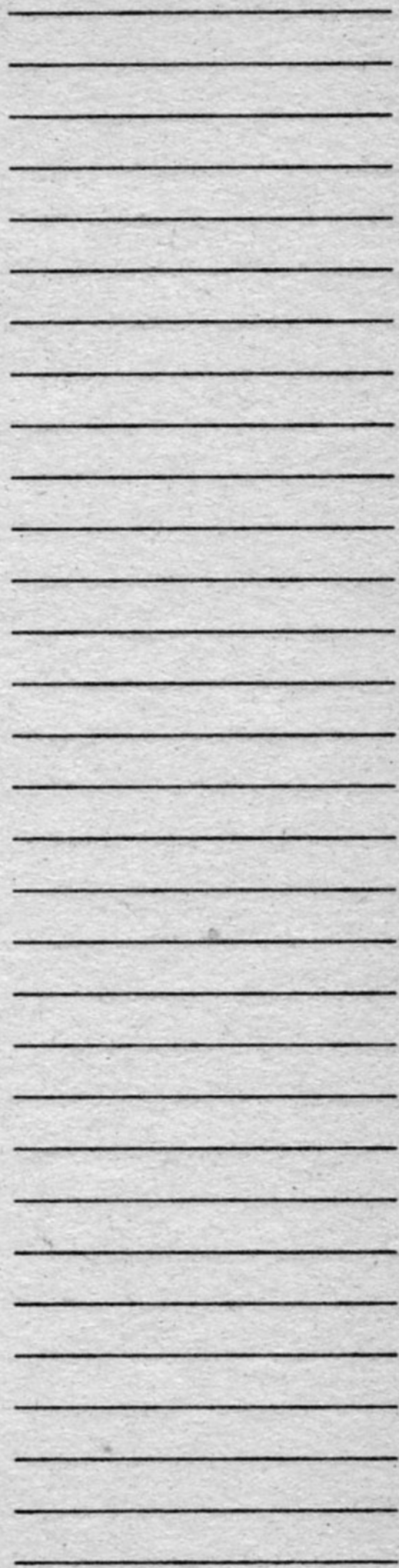
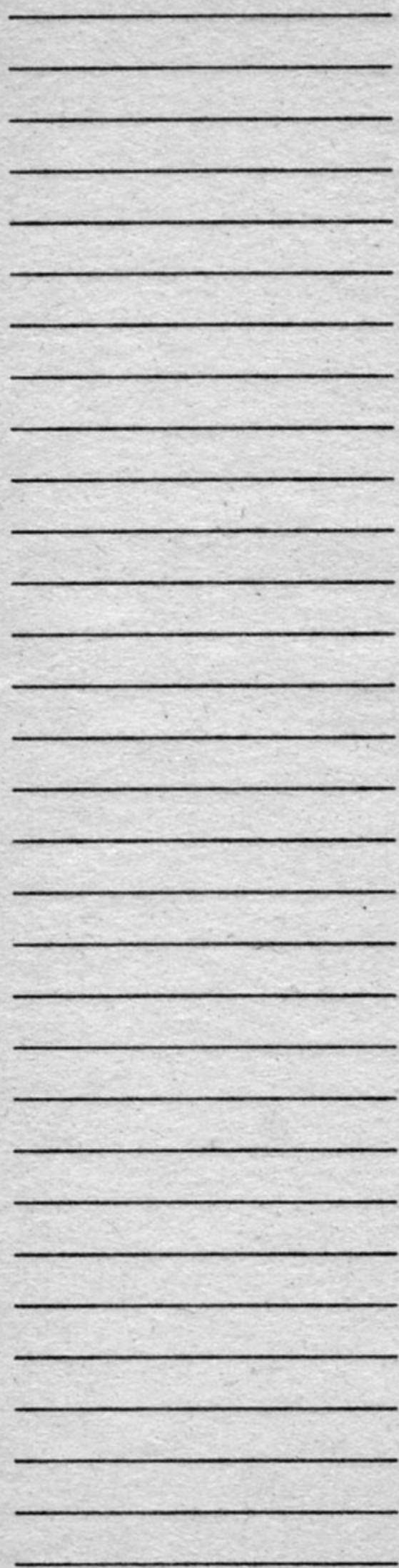
The Pro Action Replay code FFE9A-2000F gives you fifteen balls *or* infinite balls when you reset.

ZOOM!

To access a special screen, do the following on the Player Select Screen: press Up, Up, Down, Down, Left, Right, Left, Right, button A, and then button B. The new screen will also give you access to a Debug screen: if you select it and hit button A, you'll see the programming directives used to create the game!

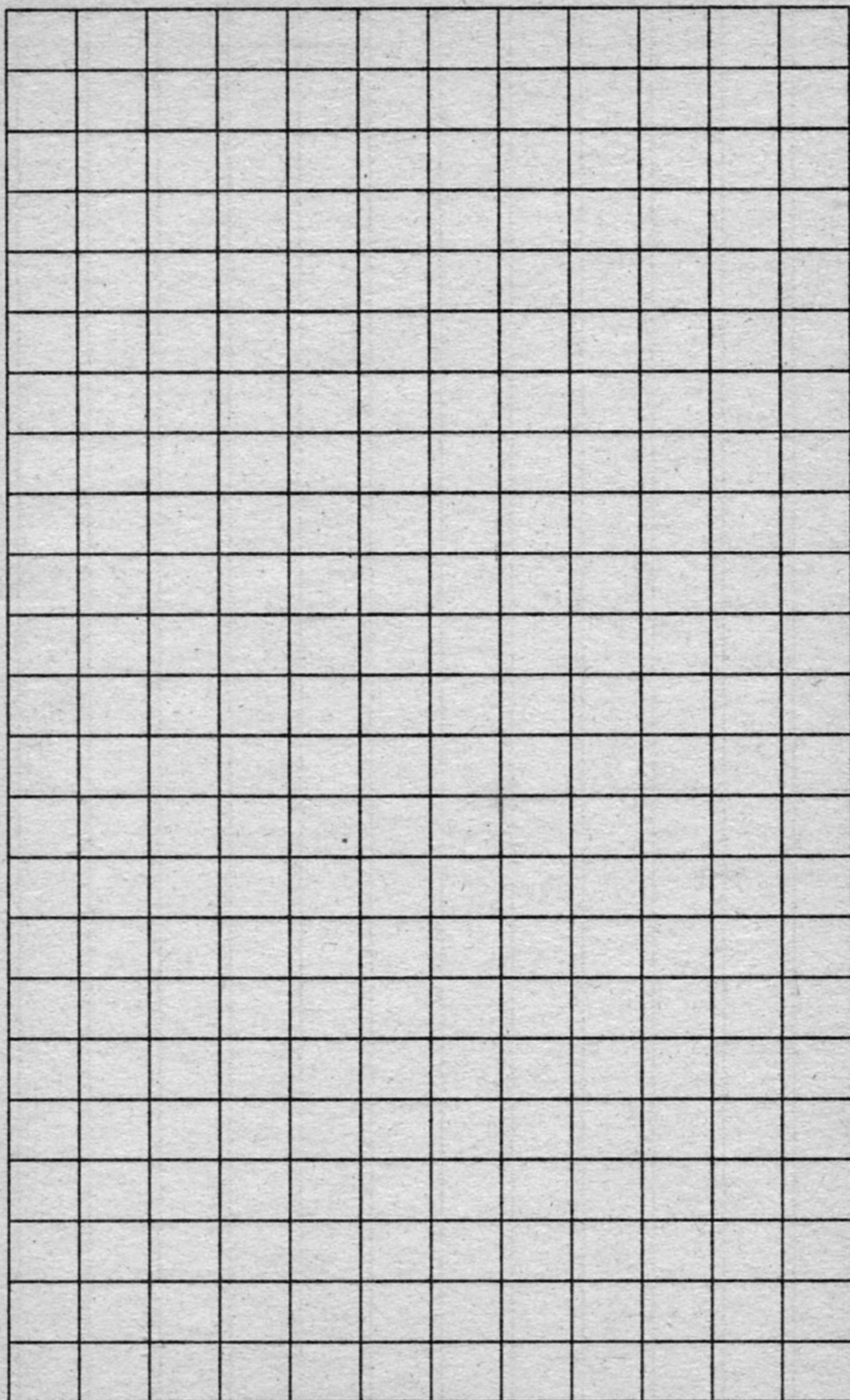
The Pro Action Replay code FFF00-B0003 will get you Infinite Lives.

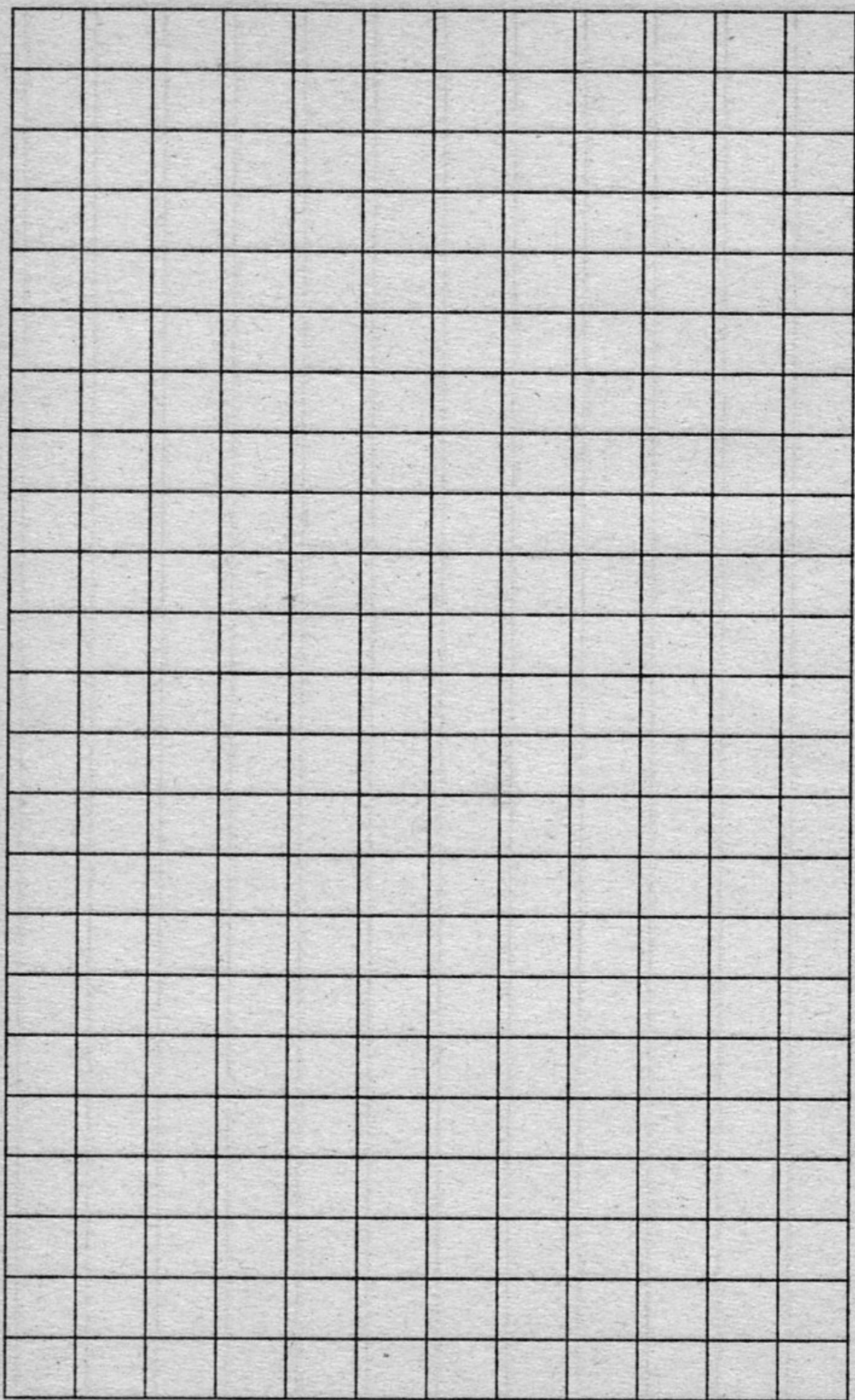


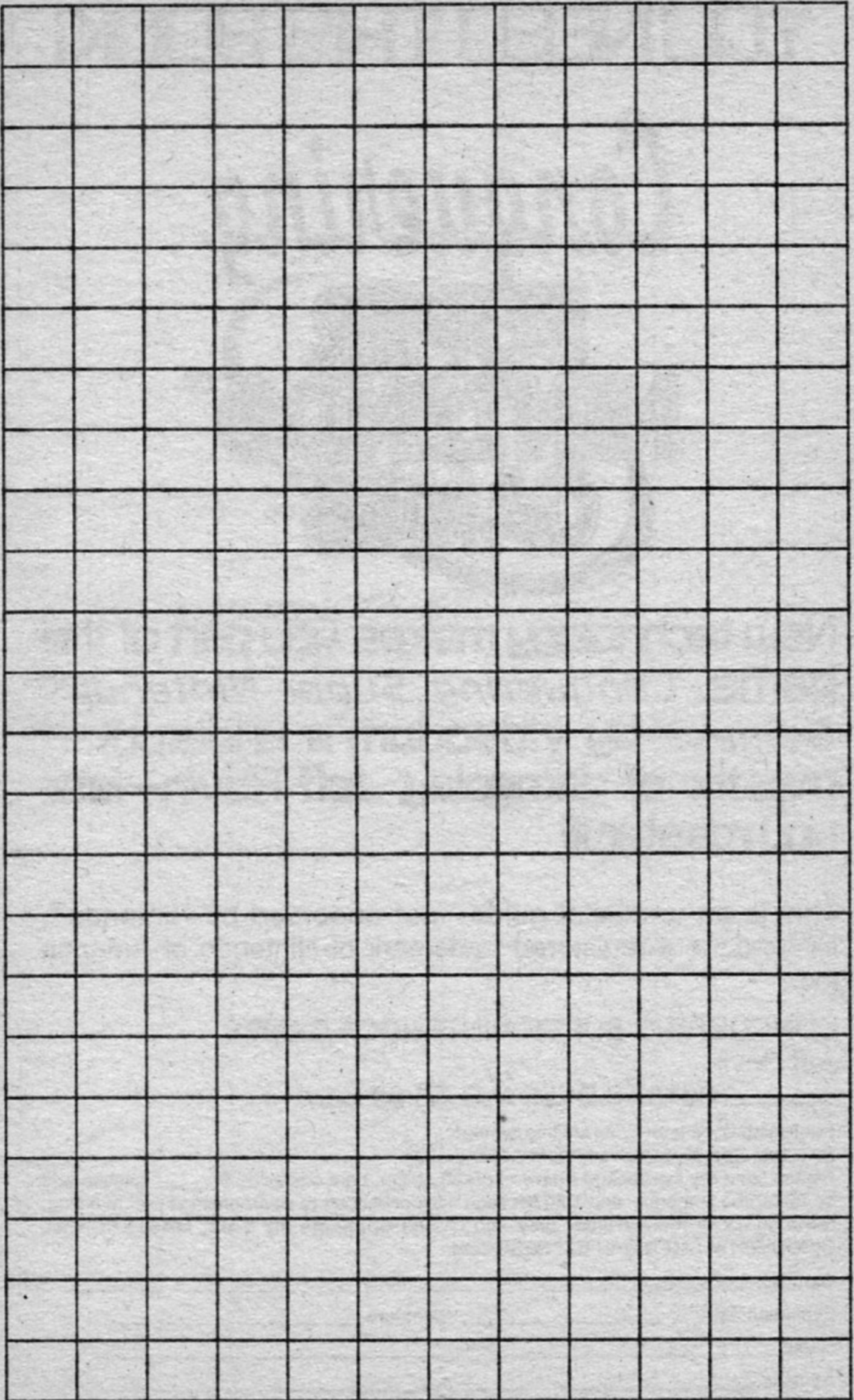


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