

GamePro's TopPlayer Series

GamePro TV Show! See Page 4

SWAMP PRO

Secret Weapons **TIPSTACTICS** And Tactics Guide

NES • SNES
Genesis • Turbo Duo
Game Gear
Game Boy • Lynx

Road Runner's Death Valley Rally!

Wily E. Coyote never wins, even in the SNES!

Top Tips, Tactics, & Strategies!
SNES-Super Star Wars
Faceball 2000
Genesis-Global Gladiators

BEEP BEEP!



NES-Felix the Cat
Game Boy-Dr. Franken
Game Gear-Spider-Man
Arcade GameBuster-
Street Fighter II
Champion Edition!



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December/January 1993

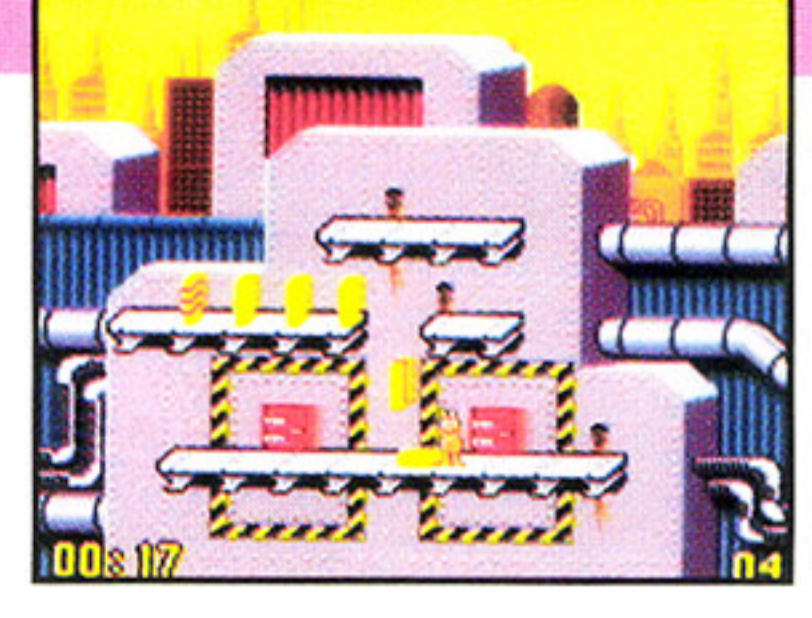
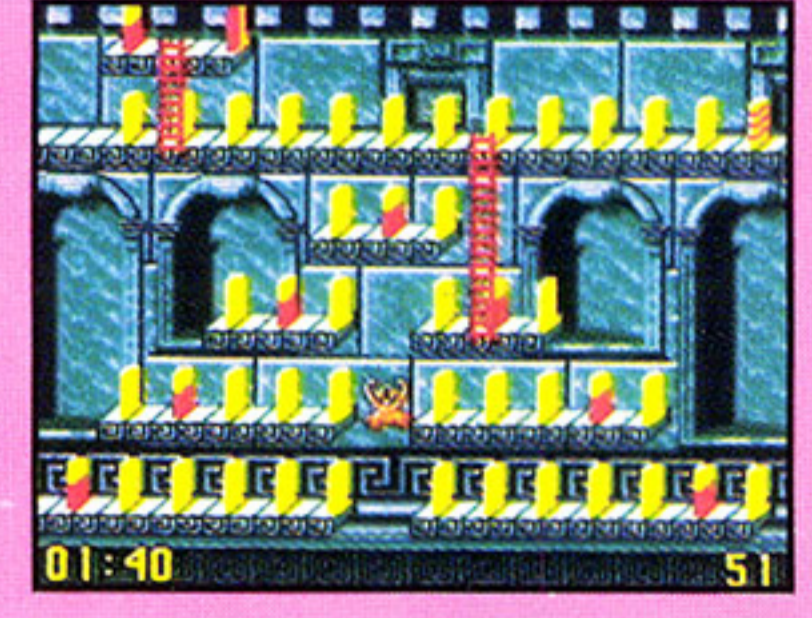
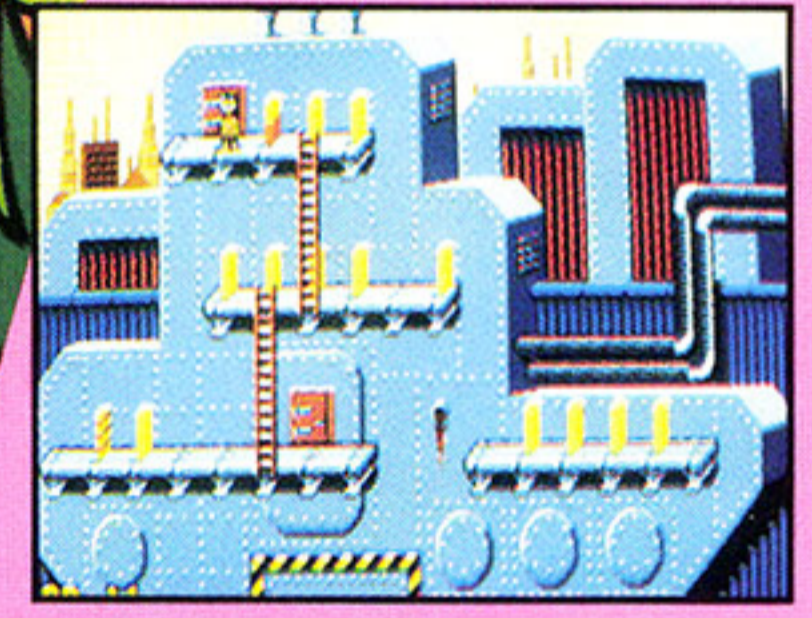
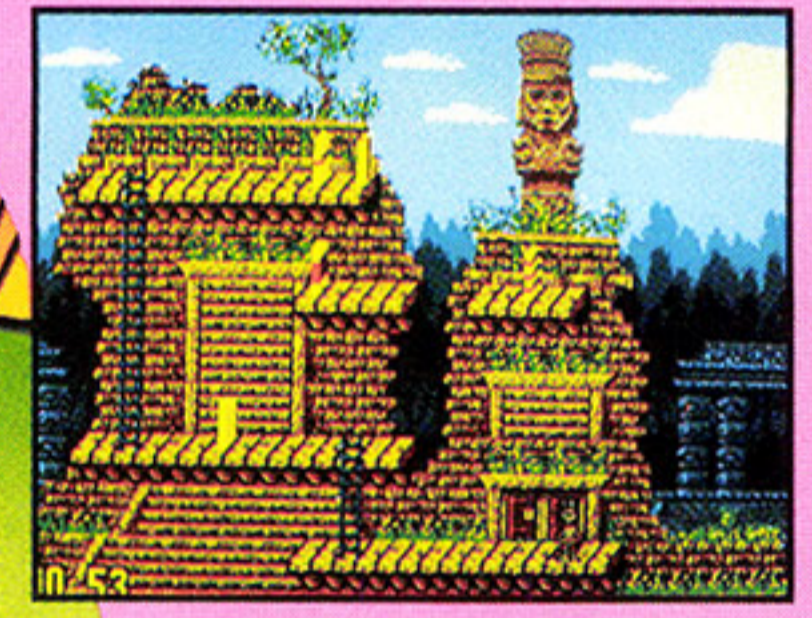
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Challenge yourself to Push-Over, a game where quick strategy and cunning are of the essence. As G. I. Ant, you must place each domino carefully in a row. Get 'em ready and set up to "push over." But beware! Each domino is programmed with special powers and abilities. Don't be a Push-Over and let this backfire on you!



The name of the game

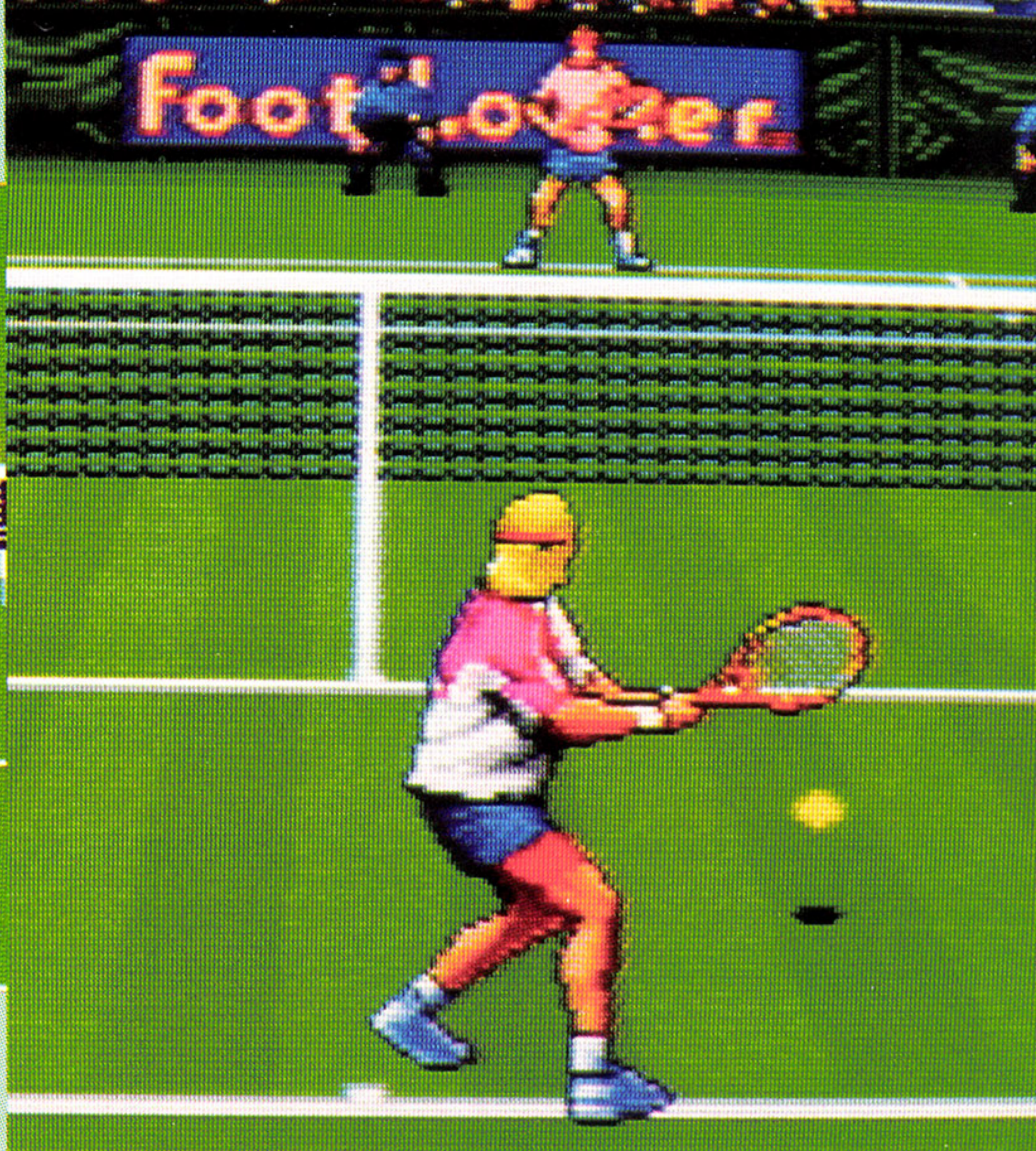
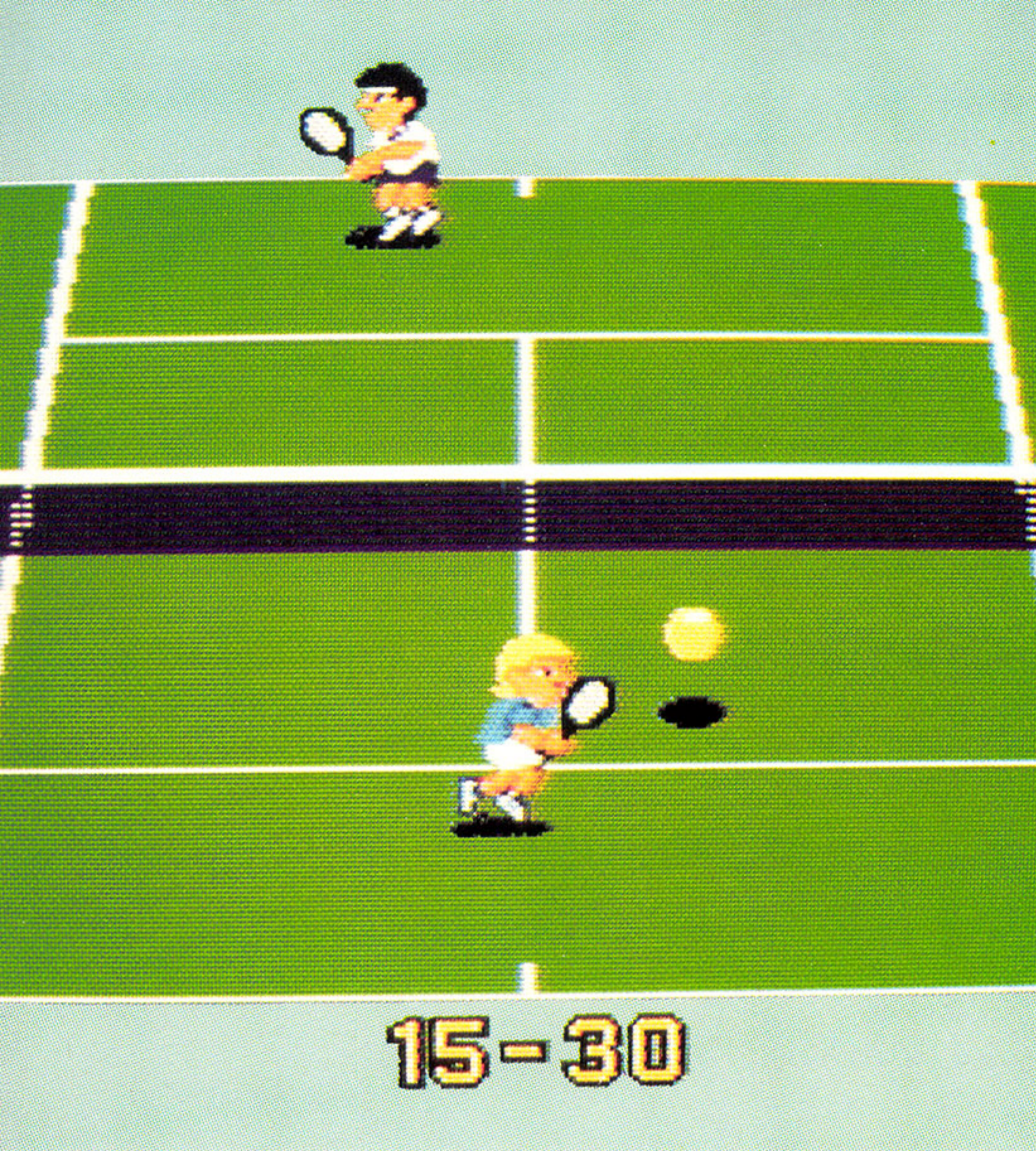


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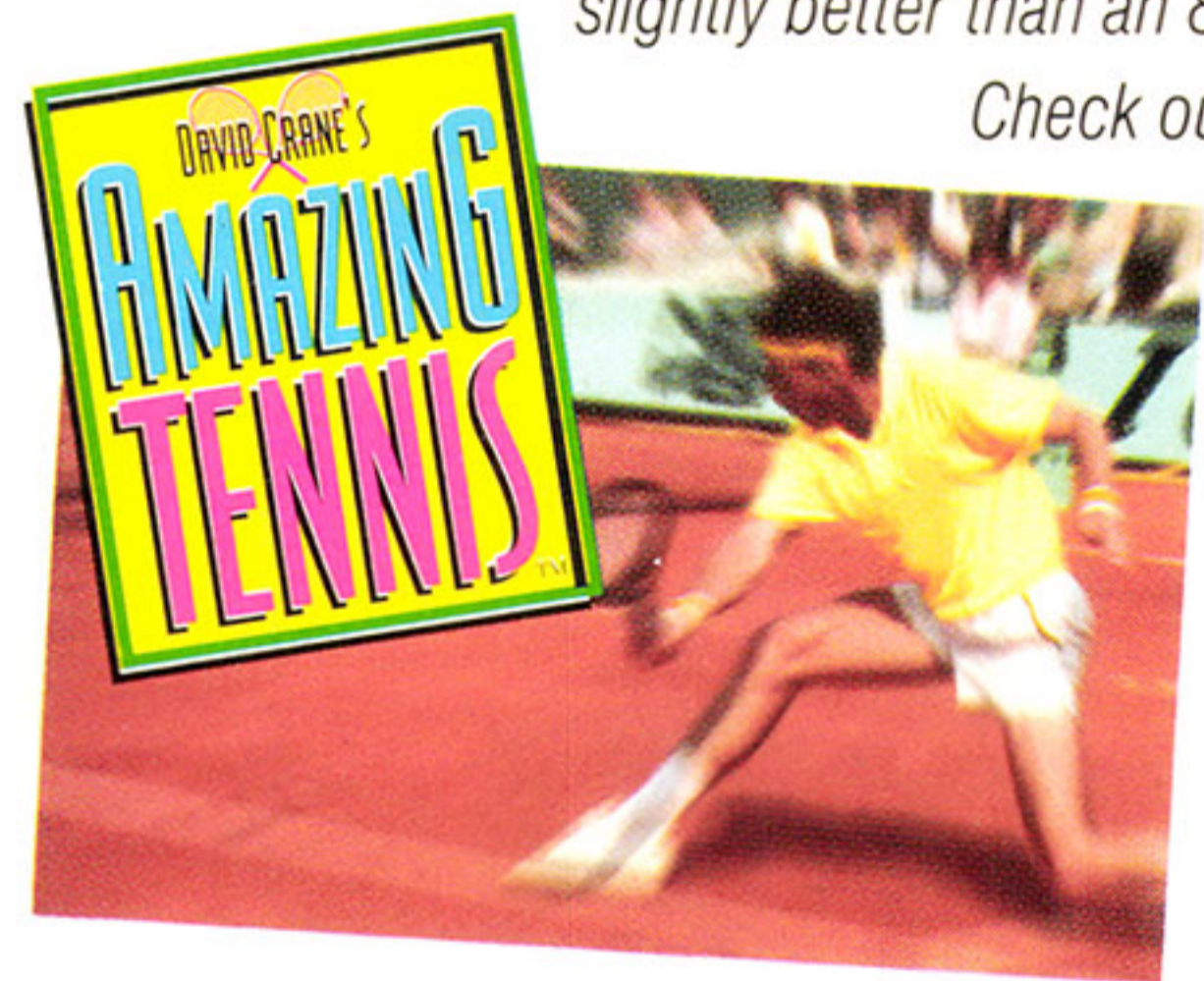
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Top two screens shown above are from the IBM PC version of the game. Bottom two screens shown are from the Super NES version of the game.



WHY PLAY THIS... IF YOU CAN PLAY THIS!

You've seen it all before. The short, squat, stubby cartoon-like players. The overhead view. The awkward feel. You've probably even asked yourself: Is this the best a 16-bit home video tennis game can be? With all that power available, do these games have to wind up looking only slightly better than an 8-bit cart? **Of course not.**



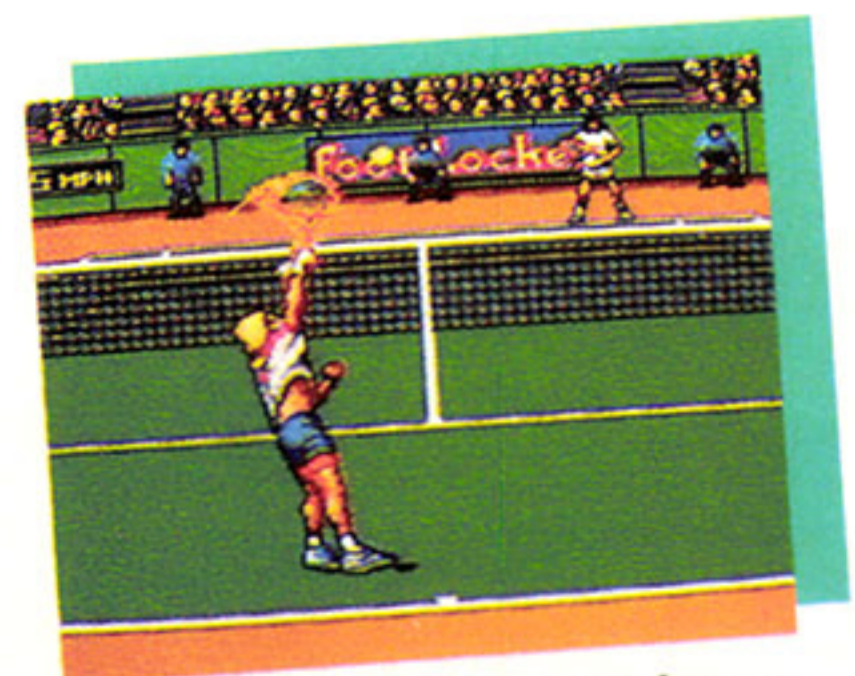
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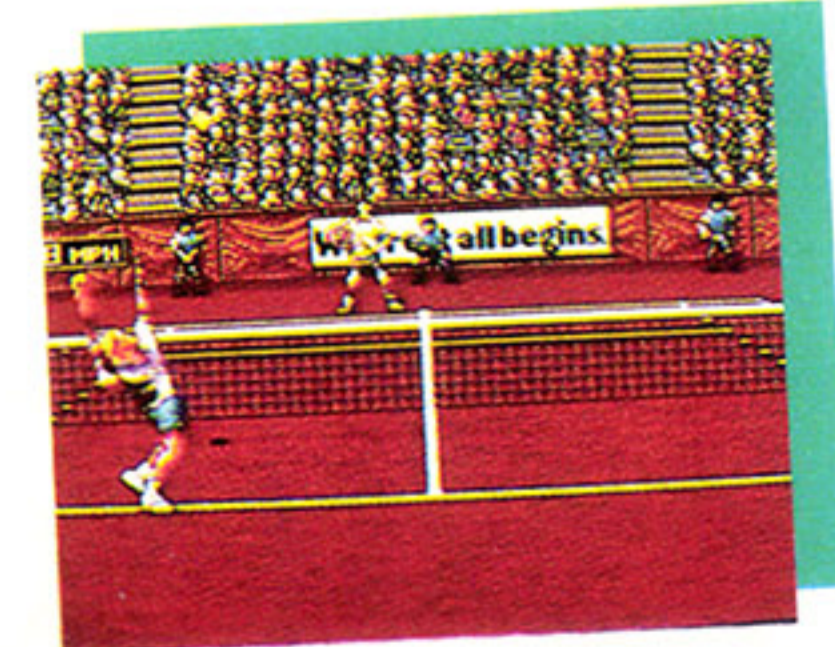
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Time your serve for maximum speed! The radar gun displays service velocity!



Catch your opponent at the net and arc a winning lob!



Put one away with the overhead smash!



Charge the net and slice a winner!



Actual Genesis screens may vary.

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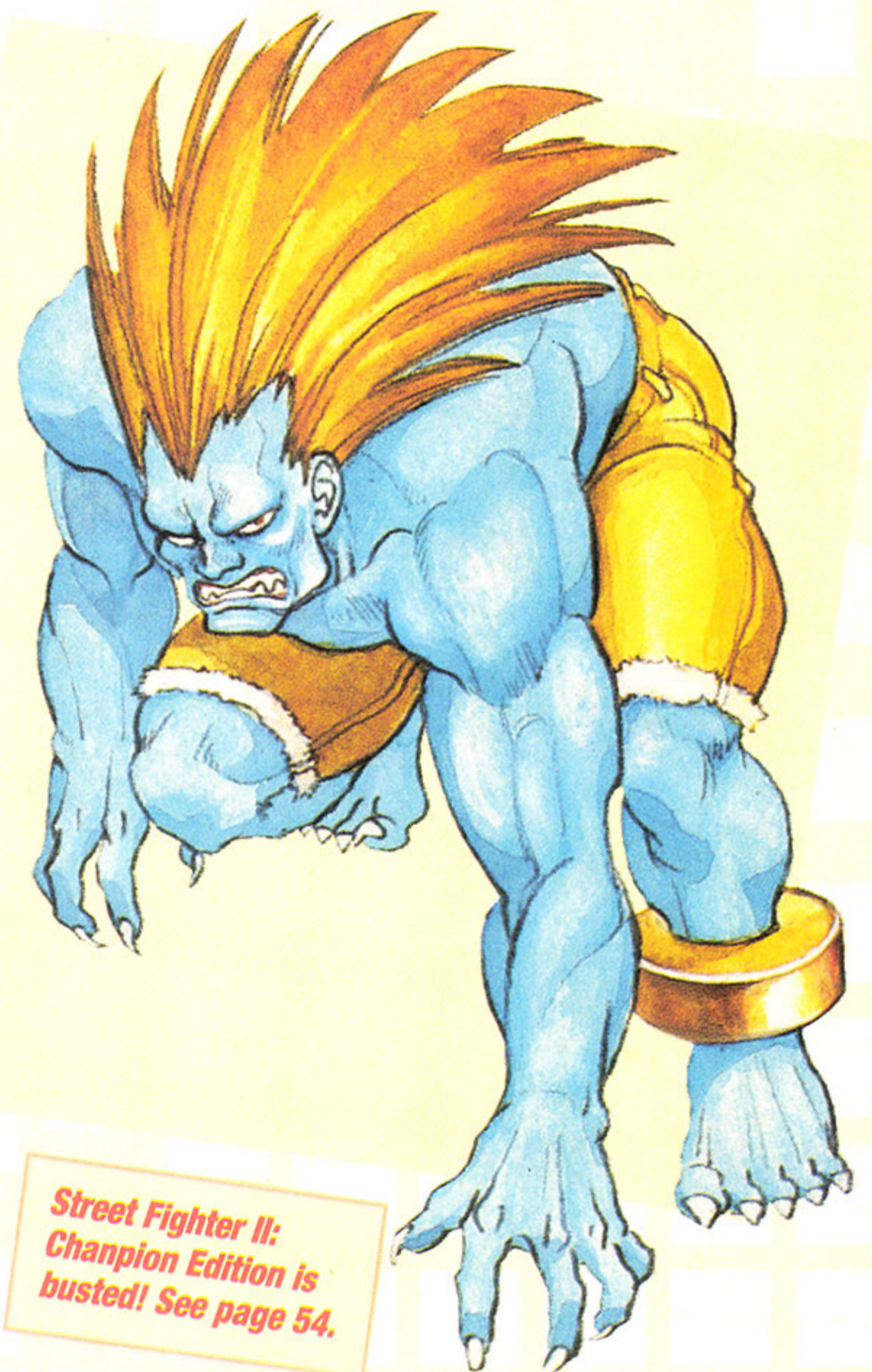
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GamePro TV

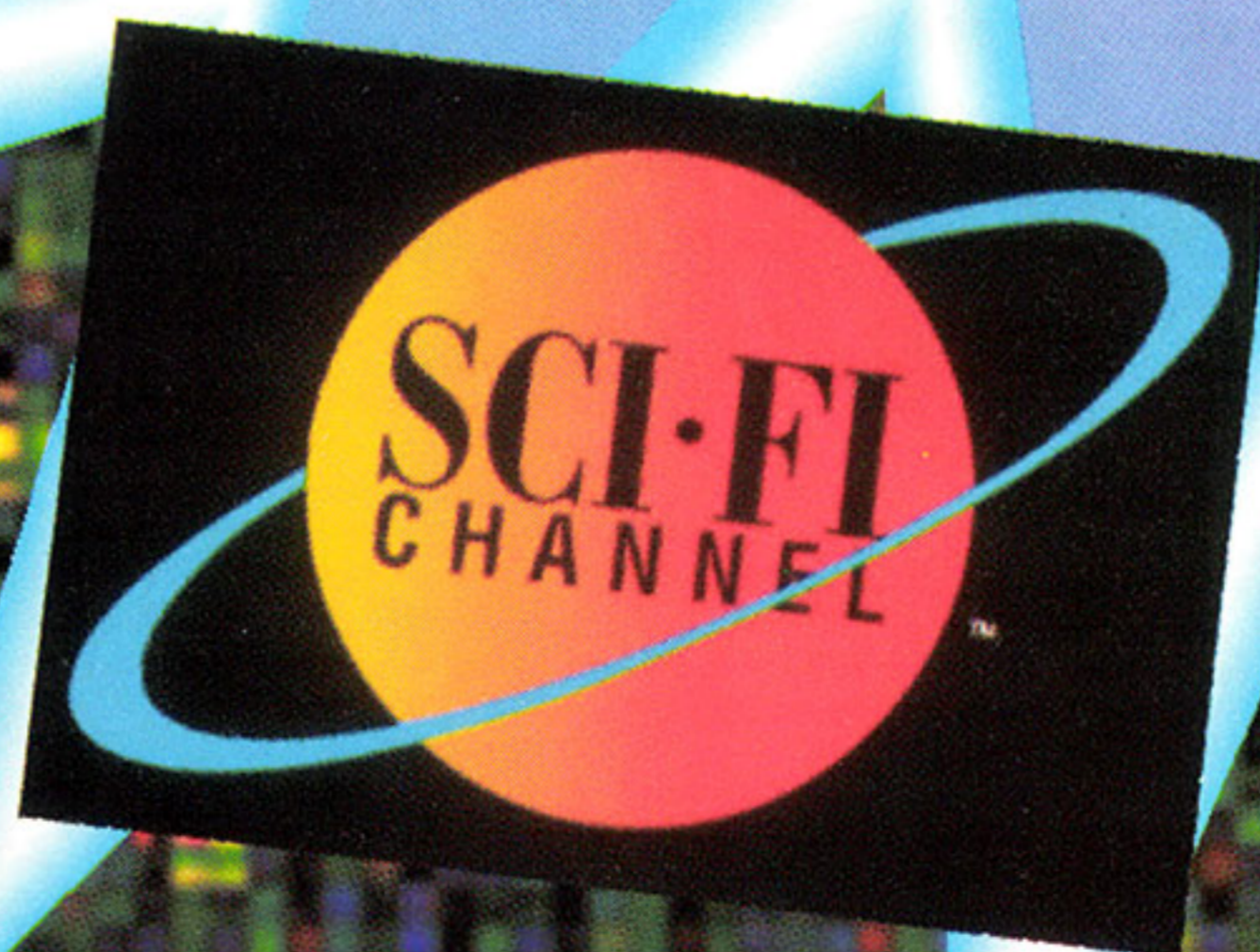
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Hot Tips for Holiday Happiness

By The GamePros

As the holidays approach, GamePros everywhere are eagerly awaiting the release of the load of new games that hit retailers shelves every time this year. There's nothing like the feeling of peeling off the plastic from a brand-spanking new game box, and slipping that baby into your game system for the first time.

Whoa! Don't let the excitement of all of those new games make you forget about conquering some of those tougher carts from this past summer. Just in case they've slipped your mind, we've got a collection of tips, tactics, and strategies from some of the latest and greatest. Use this info to finally dust some of those tougher games of the summer.

Righty O! Felix the Cat won't need nine lives when he checks out our tips and strategies for this hot NES game. He and his magic are on the road, so don't try to get in his way. Things are down and dirty on Planet Earth. Tide won't clean up this mess, but you can use our tips to give Mick and Mack, the Genesis Global Gladiators, that extra boost they need to save the planet. Hopefully, the Force is with you. If it's not, check out our SNES Super Star Wars strategies. That coyote is really a crazy clown, but Road Runner can slow him down. He and his ACME gear are all fired up to blow the Road Runner to smithereens in Road Runner's Death Valley Rally for the SNES. Beep! Beep! No chance of that! Smile everybody, we've got enough SNES Faceball 2000 tips to ensure that you have a nice day. Screw those bolts in tight and make sure you're fully charged up, 'cuz our monstrous strategies will take you to new dungeon rooms in Dr. Franken for the Game Boy. Don't get caught in a web. Use our Game Gear Spider-Man strategies to save the day instead.

Catch your breath, and don't forget to compare your scores with the top gamers on the ProChallenge Board. If you want to be at the top, check out the umpteen pages of SWAT and impress your friends with your skill. Finally, fighters, not to worry. We wouldn't let an issue go by without giving you the best coverage on the hottest game of the year – Street Fighter II. We've busted Street Fighter II: Champion Edition just for you! You're not gonna want to miss these hot ending screens.

Happy holidays, and so long until the next issue of SWATPro!

SWATPRO



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GamePro's Game Rating System

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

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

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"I WAS RACING MY
BUDDY AT 172 WHEN
I GOT SOMETHING
IN MY EYE"



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ONLY RACE YOUR FRIENDS, YOU CAN
ERASE YOUR FRIENDS.



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BIKES—WIN ENOUGH AND YOU'LL
GET NEW NITRO-EFFECT TO BLOW
BY COPS WHO ARE WAY BENT ON
CATCHING BOTH OF YOU.

BIKE BRAWLING JUST WENT 2 PLAYER



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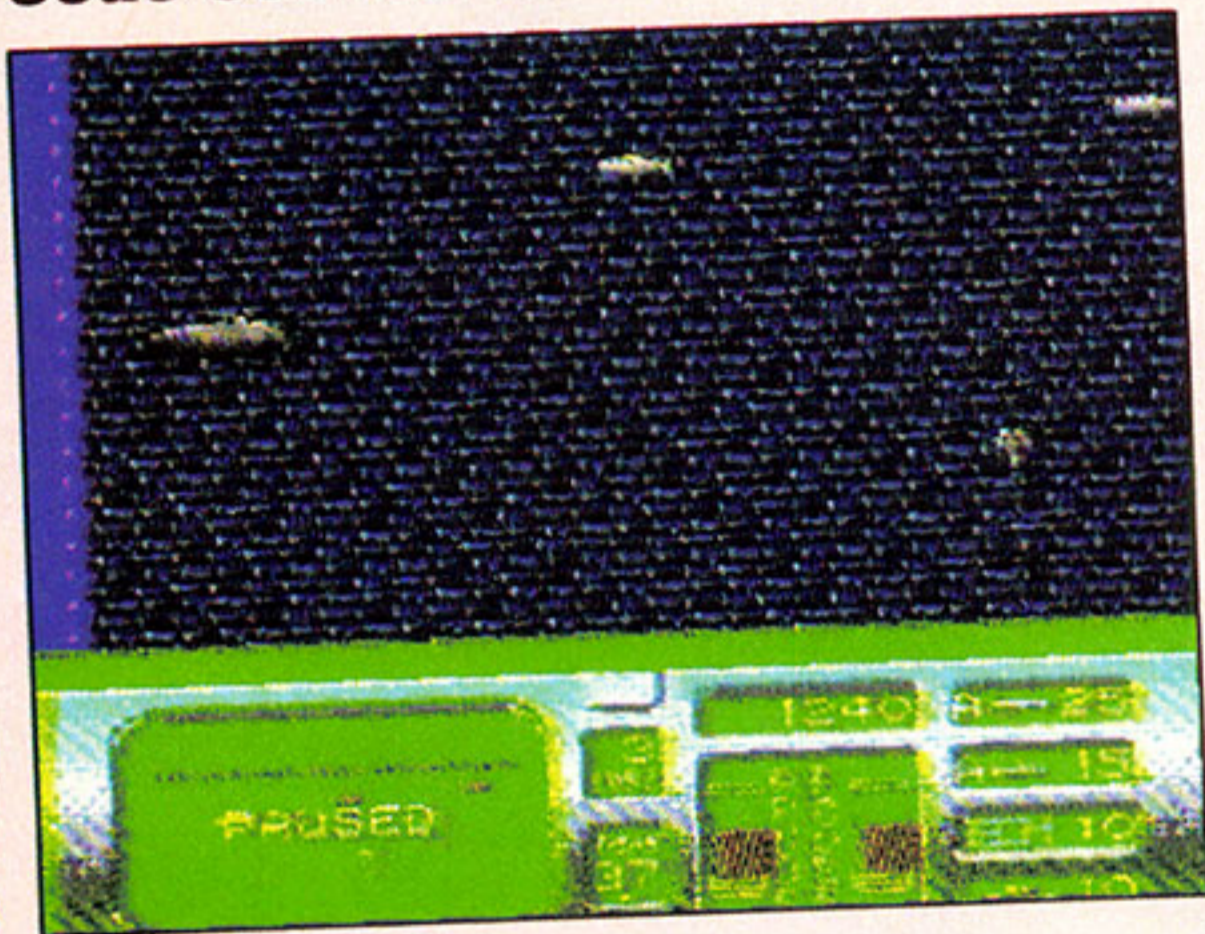
ROAD RASH II

SWAT PRO



The Hunt for Red October (Nintendo)

Code Collection



Customize your Hunting with these codes. For each, look for a screen flash to indicate the code worked.

- 1) To make your sub stop on a dime, pause the game, then press **Up, Down, Left, Right, and Select**.
- 2) To double the point value for every enemy you destroy, pause the game, then press **A, B, B, A, Right, Down, Up, Left, and Left**.



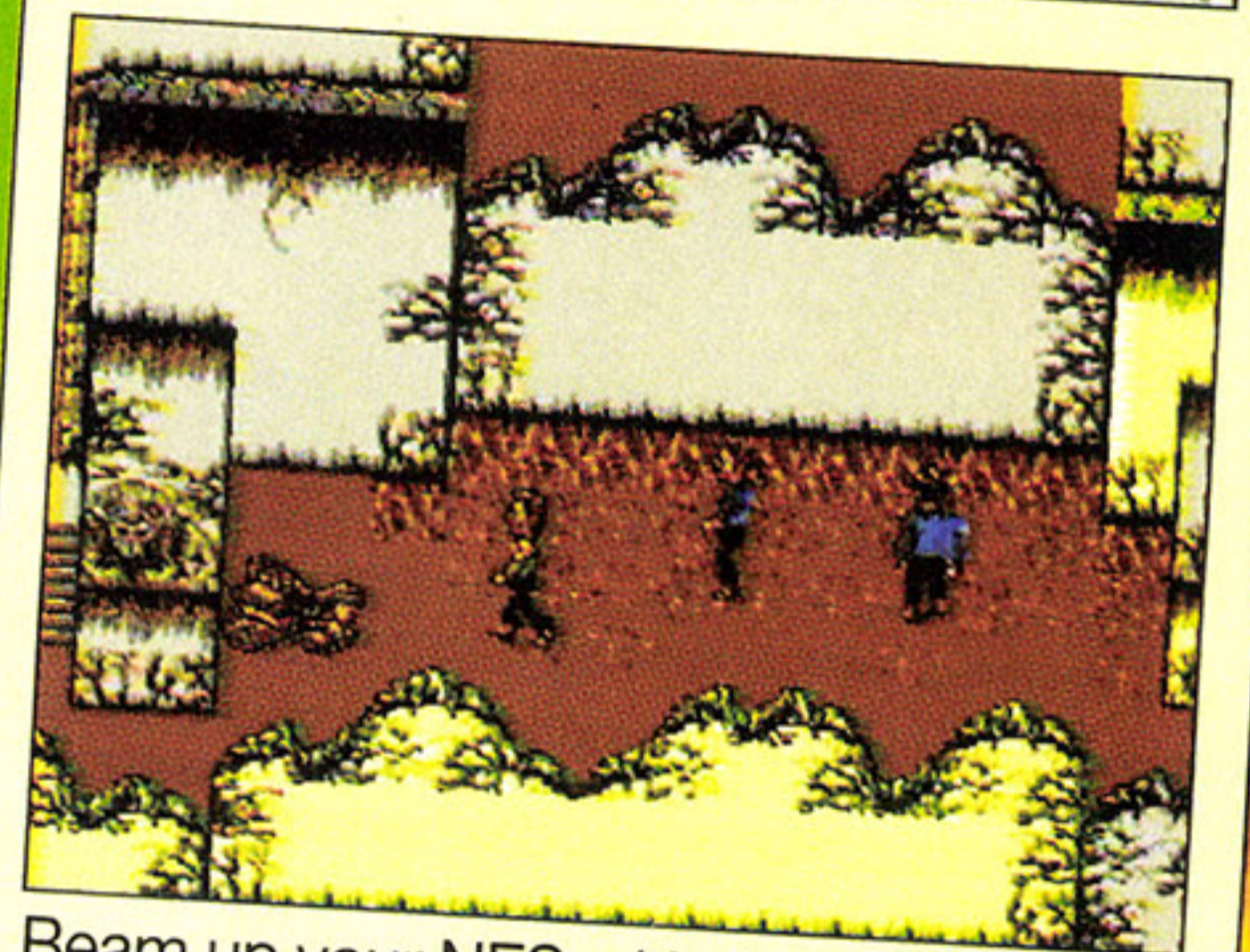
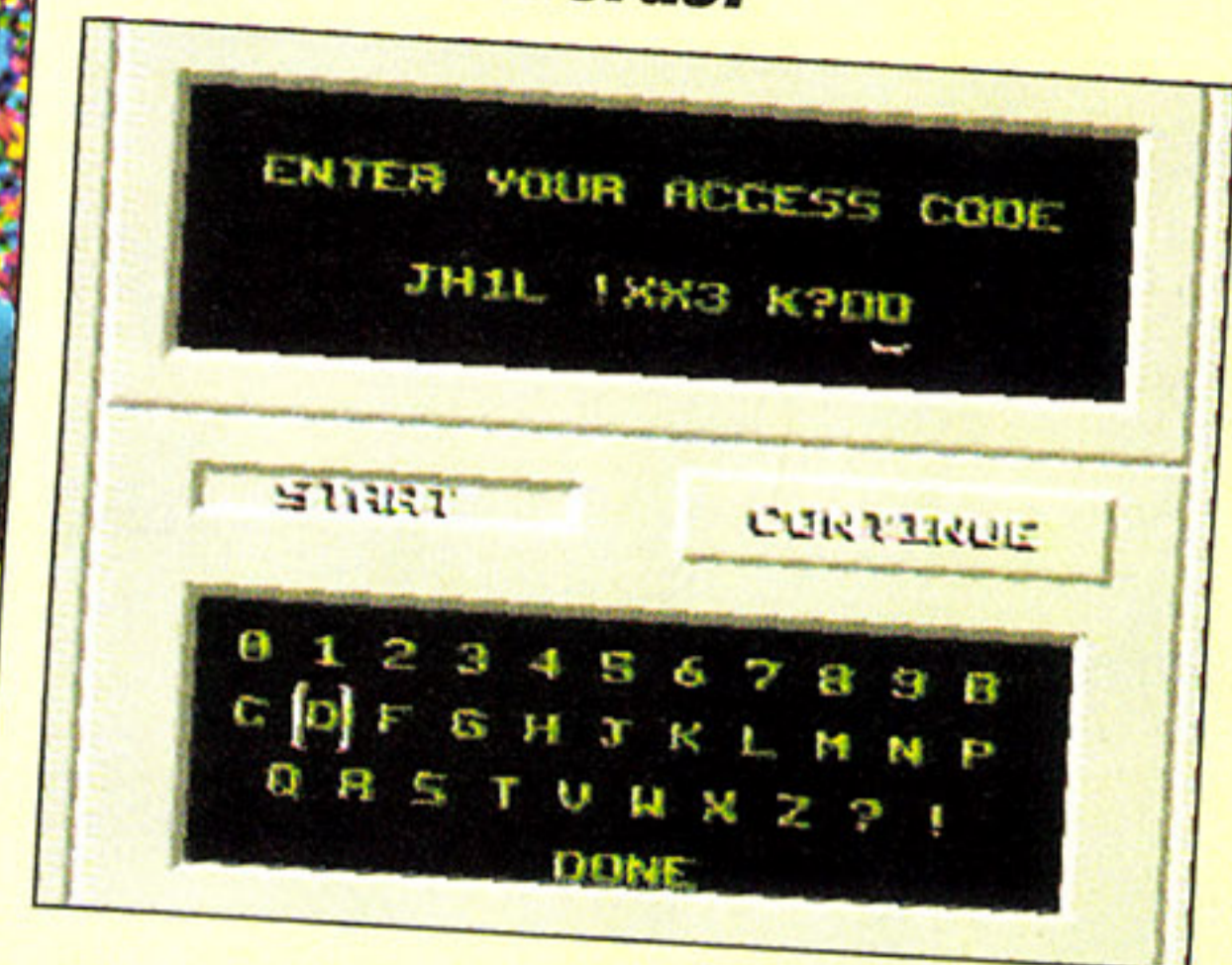
3) If you'd like to slow down the screen's scrolling speed, pause the game, then enter **Up, Down, Left, Right, Up, Down, Left, Right, Up, Down, Left, Right, A, B, B, A**.

4) To negate the game's automatic screen-scrolling feature, pause the action, then input **Up, Up, Down, Down, Left, Left, Right, and Right**. Now go sink a few subs!

Randy Kenning, New Orleans, LA

Star Trek (Nintendo)

Planet Passwords!



Beam up your NES with these Star Trek codes:

After Masaba: **R6XW MLFT ?6XD**

After Lekythos: **P?RV !RZH LAQD**

After Romulan Ship: **KA55 R?XC LA4D**

After Shroud: **J!3L RZX7 M?BD**

En Route to Lotia: **JH1L !XX3 K?DD**

Jean Layette, Quebec, Canada

Low G Man (Nintendo)

Secret Stages



Check out two hidden levels in Low G Man with the following passwords:

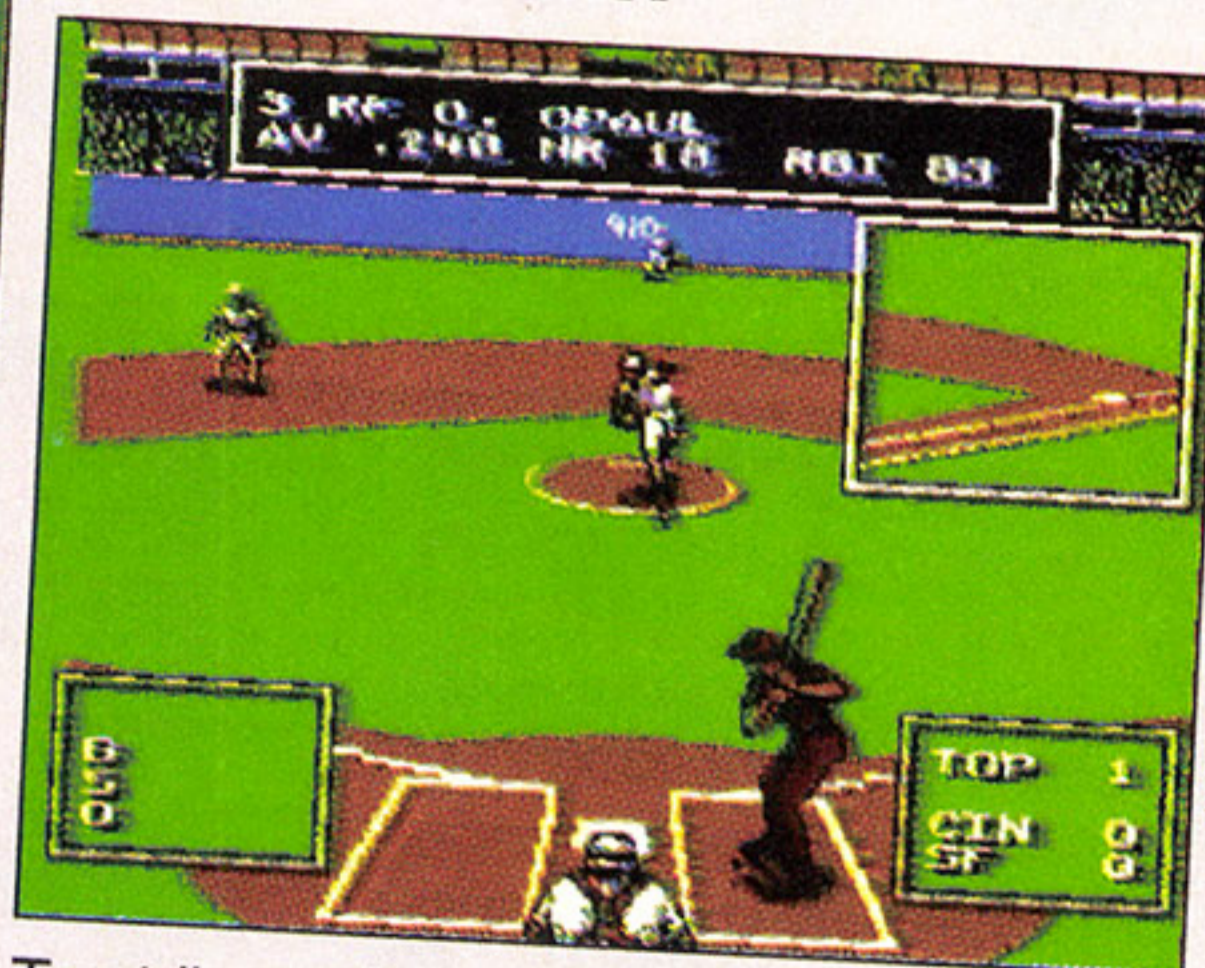
Train: **AMAN**

Hovercraft: **NAKA**

Denny Granger, Virginia Beach, VA

Roger Clemens' MVP Baseball (Nintendo)

Easy Strike Outs!



To strike out batters with 95% efficiency, tap Up as you release a pitch. The ball will drop low and you'll make the computer swing early almost every time!

Brian Smith, Westminister, CA

Roger Clemens' MVP Baseball (Nintendo)

Passwords!



Here are few quickie codes for Roger Clemens' MVP Baseball:

Change the Music: **QBBBBB bBBBBB**

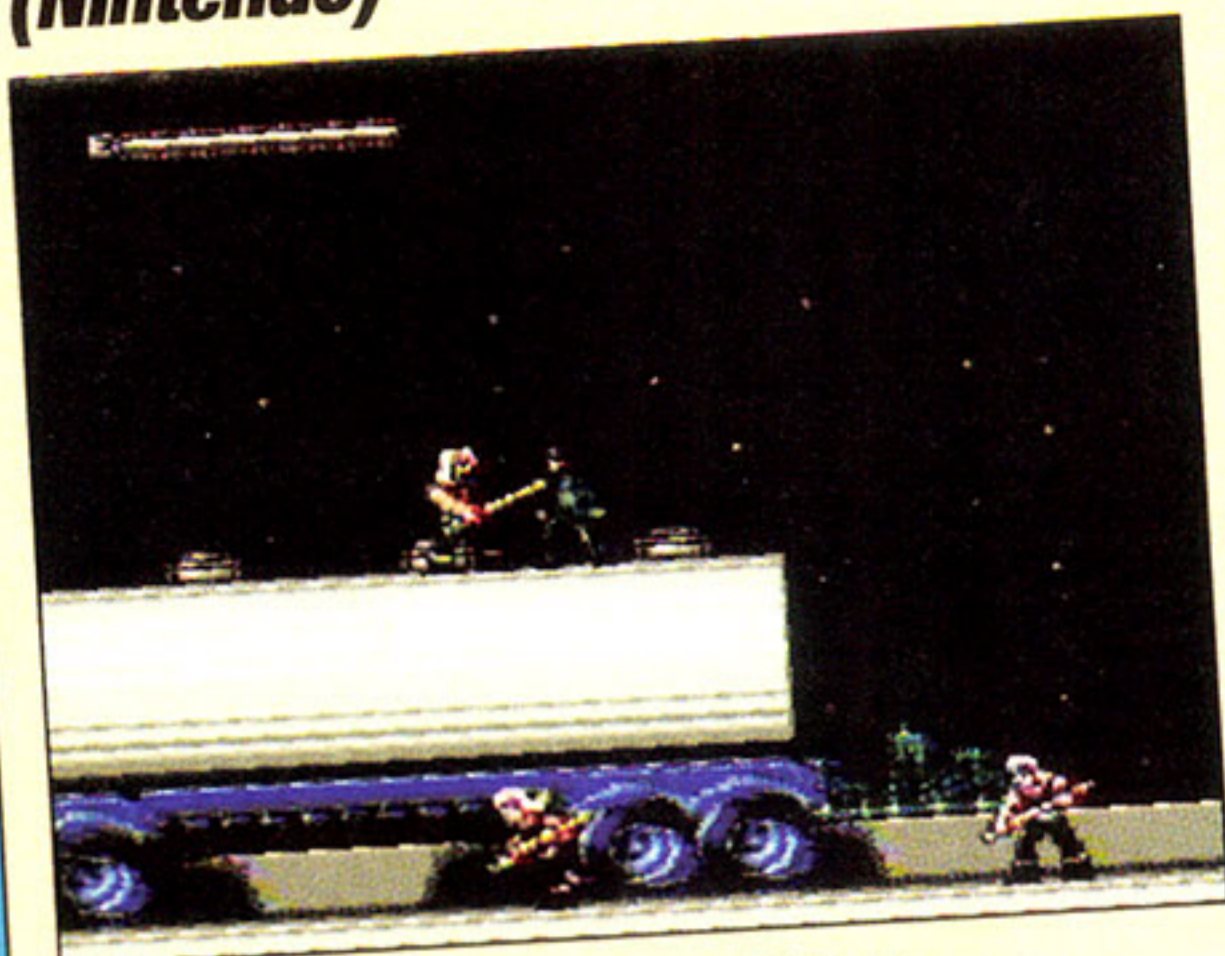
BBBBQB BBBBBB

San Francisco vs. San Francisco (Last Day): **GBBBBB bBBBBB BBBBBQB BFB-BBB**

Brian Smith, Westminister, CA

Game Genie Code!

Terminator 2: Judgement Day (Nintendo)



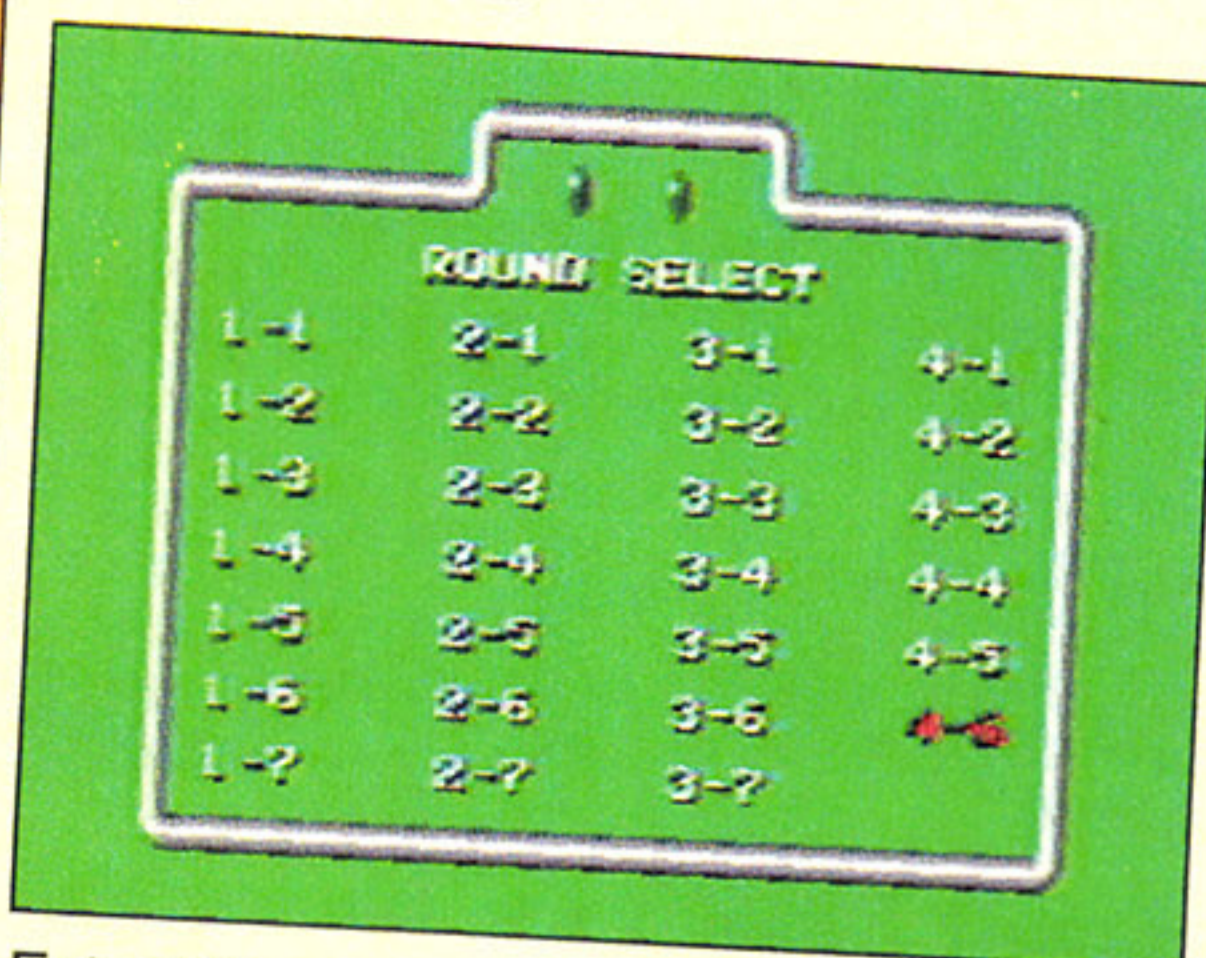
Use this code with the NES Game Genie:

Endless Energy: OOTTX

Donald King, Rutland, VT

Marvel Land (Genesis)

Stage Select!



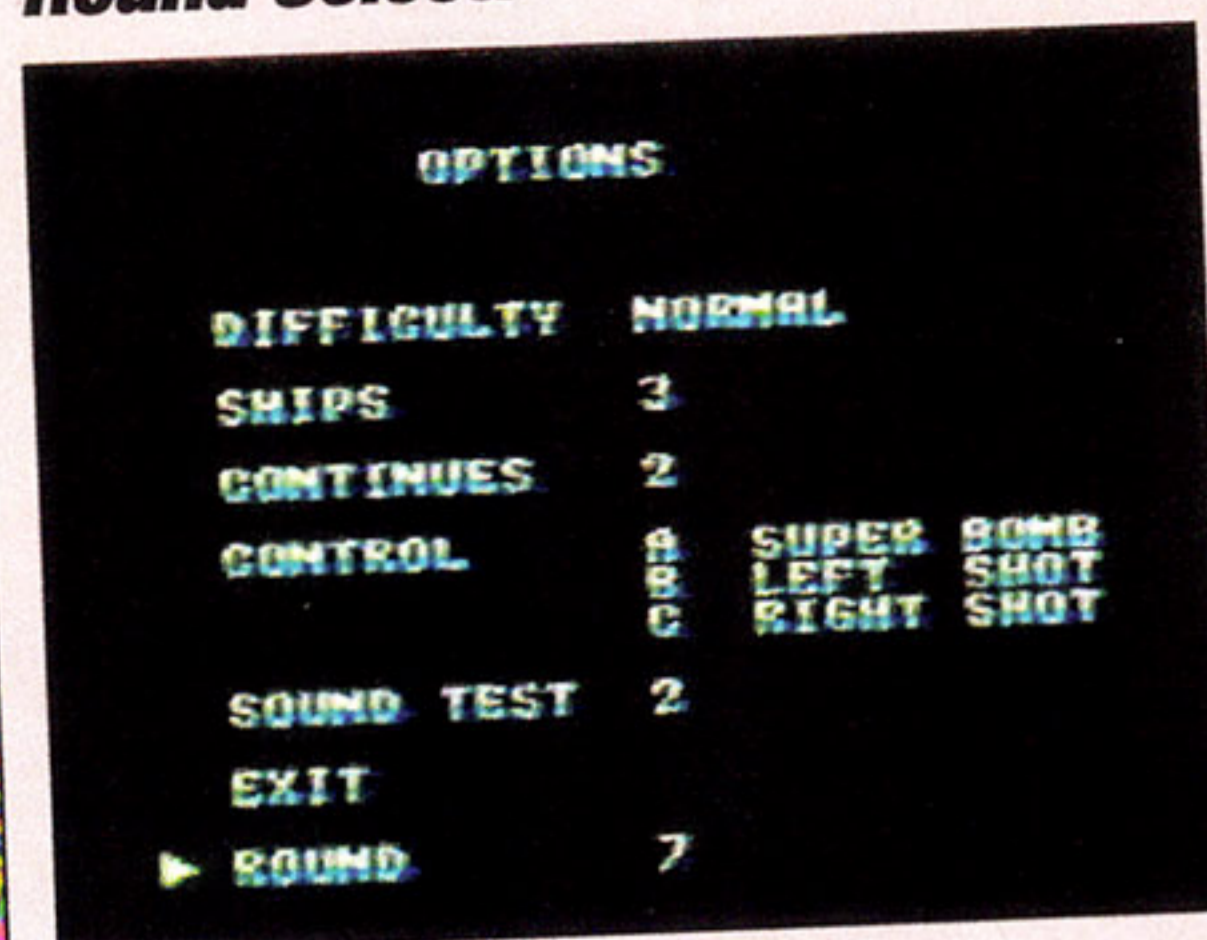
Enter this password to choose any level in Marvel Land. It's that easy!

ARDE

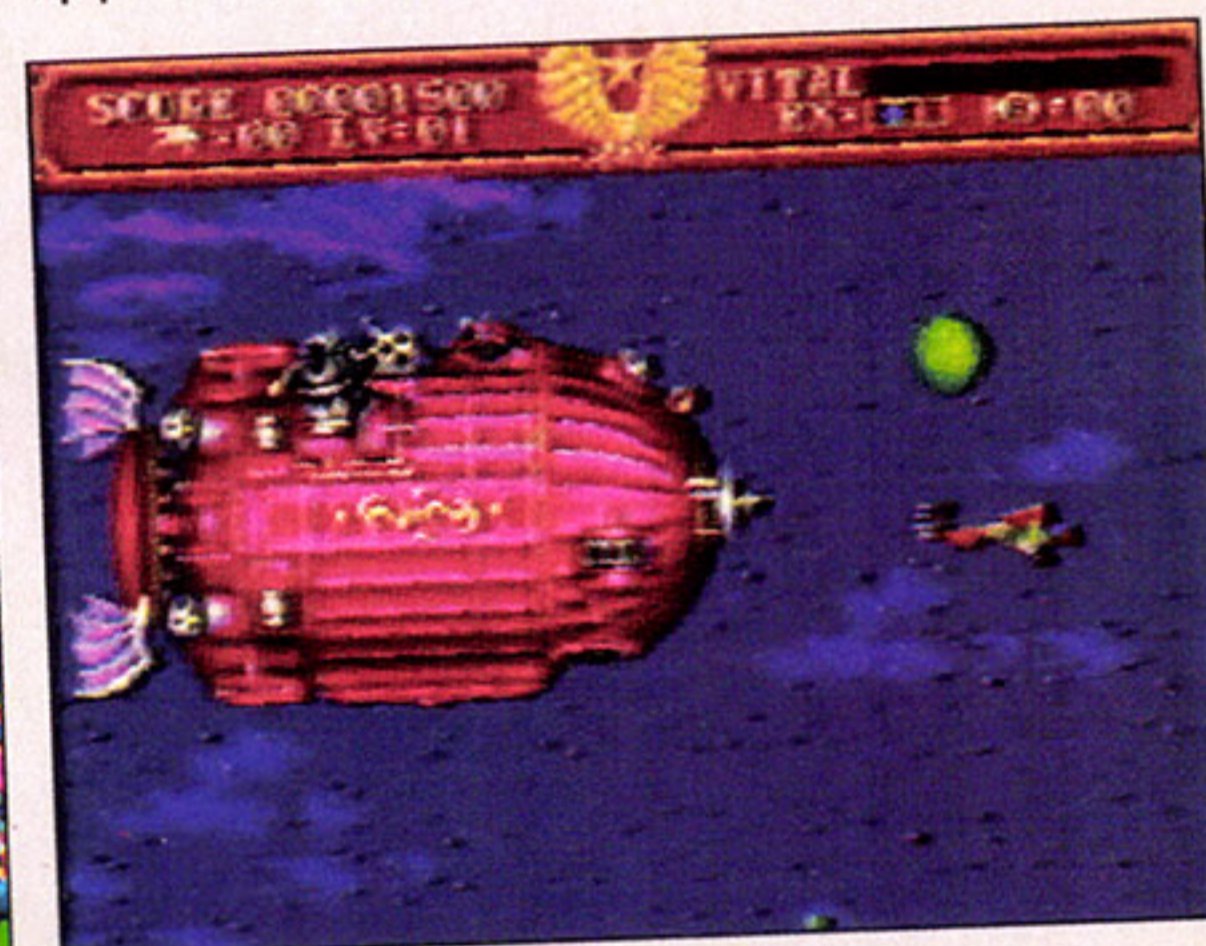
Ruben Lara, Tulare, CA

Steel Empire (Genesis)

Round Select!



To pick any area in this intense shooter, enter the Options screen. Now perform the Sound Test in the following order: Sound 1 twice, Sound 9 once, and Sound 2 twice. Now a Round entry will appear on the screen.



Pick any level and blast off for some intense Steel Empire action!

Sam Kastos, Prince Rupert, Canada

Game Genie Code!

High Speed (Nintendo)



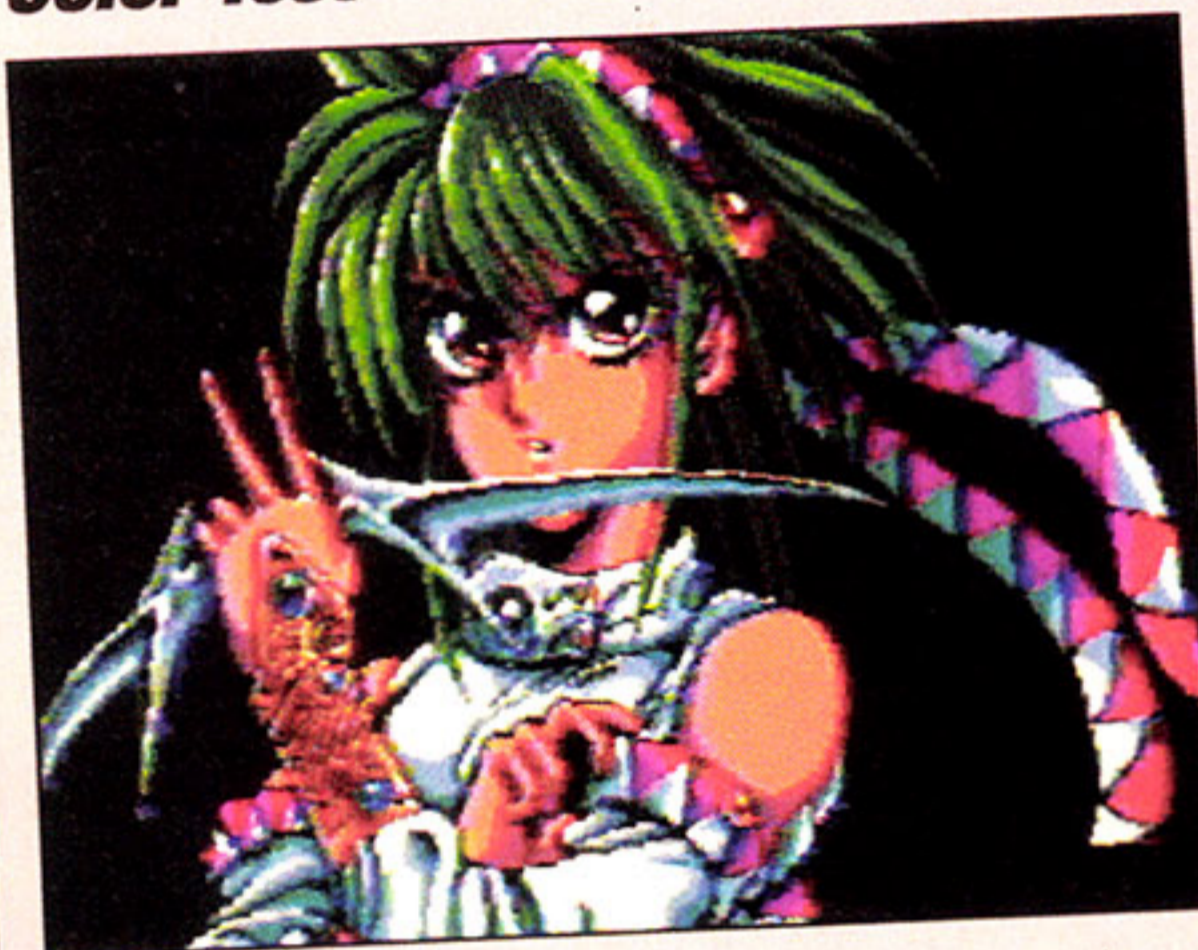
Use this code with the NES Game Genie:

Slow Roll On Flipper: AOZGLE

Nancy W. Donnell, Reno, NV

El Viento (Genesis)

Color Test



Talk about weird codes! You can make a color-coded bar pattern appear in El Viento. Wait for the Wolf Team logo to appear, then hold down A, B, and C, and press Start. This is only a test....

Edward Diaz, Salt Lake City, UT

Back to the Future Part 3 (Genesis)

Level Skip!



Now you can skip stages in Back to the Future Part 3. Begin your game, then pause the action. Now hold down A and press Up, Down, Left, and Right to advance a level. Use this trick whenever you wish!

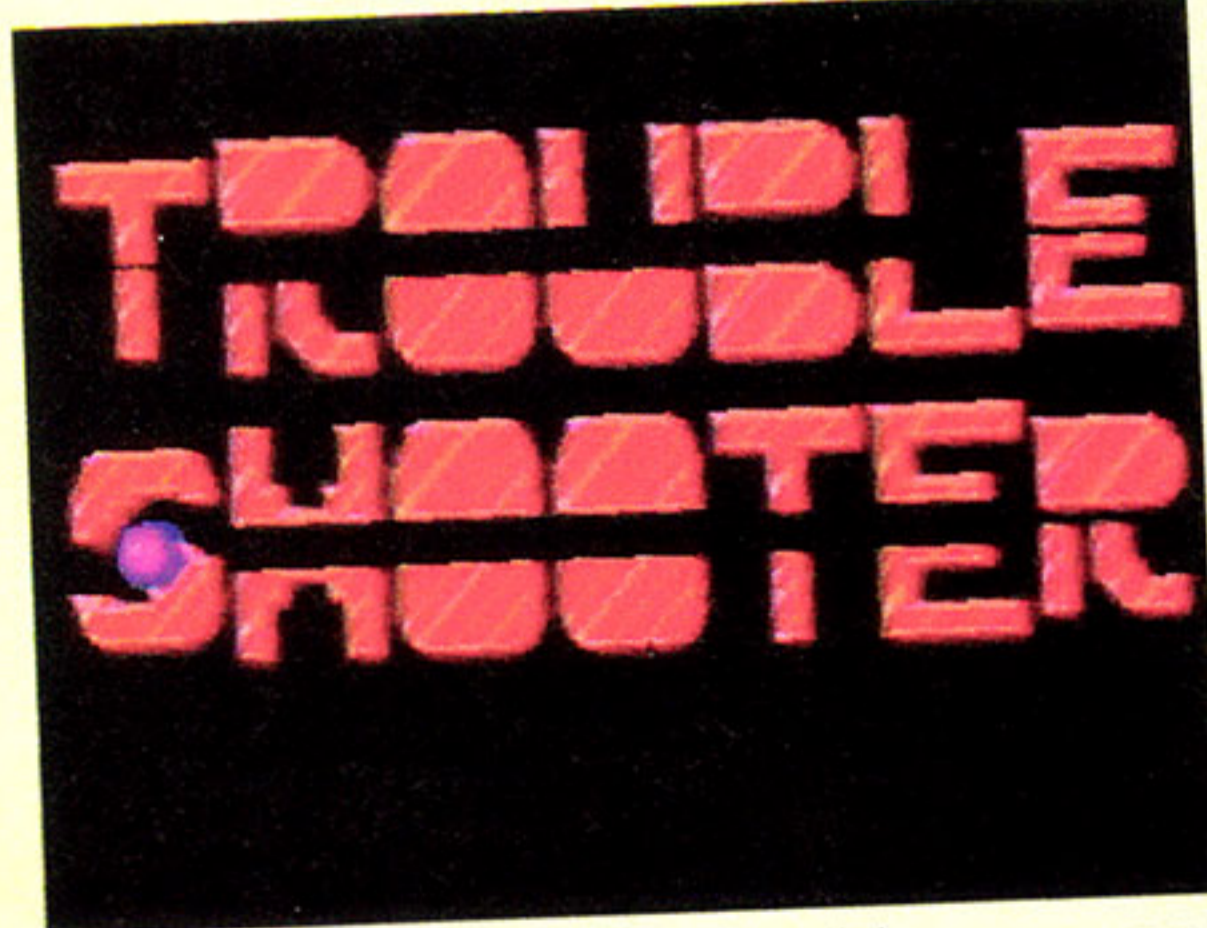
Rob Fowler, Berkeley, CA

Trouble Shooter (Genesis)

Stage Select



Getting into Trouble's a little easier with this level skippin' trick. Bring up the title screen with the Start/Options selection. Now use Controller Two and press Right, C, and Start simultaneously.



A stage selection icon should appear on-screen. Press Right, C, and Start simultaneously to adjust the level number, and press Start to begin your mission. Now blast off!

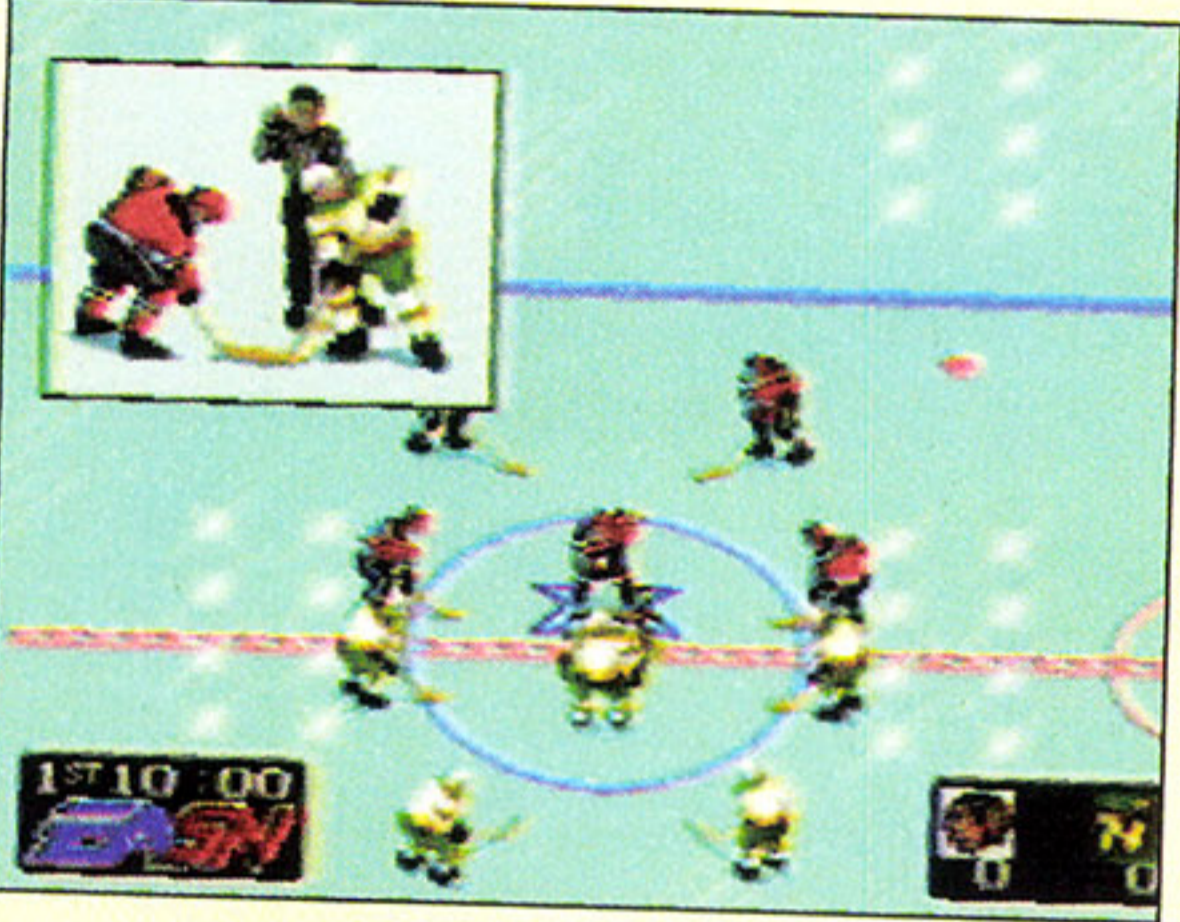
Edward Diaz, Salt Lake City, UT

SWAT PRO

TIPS/TACTICS
WORDS
AND MORE

NHL Hockey (Genesis)

'91 Play-Off Password



Play as the Chicago Blackhawks in a play-off scenario that mirrors the real-life 1991 setup! Simply enter all B's as your password, and hit the ice.

"Sonic" Todd Hargosh, Frostburg, MD

Bulls vs. Lakers and the NBA Playoffs (Genesis)

Championship Passwords!



Type in this code to play the last round as the Bulls against the Jazz:
NXOBBBBL



To see the ending ceremonies, use this password:
NXWBBBBD

Billy Yee, Turlock, CA

Super Smash T.V. (Super NES)

Sound & Voice Test!

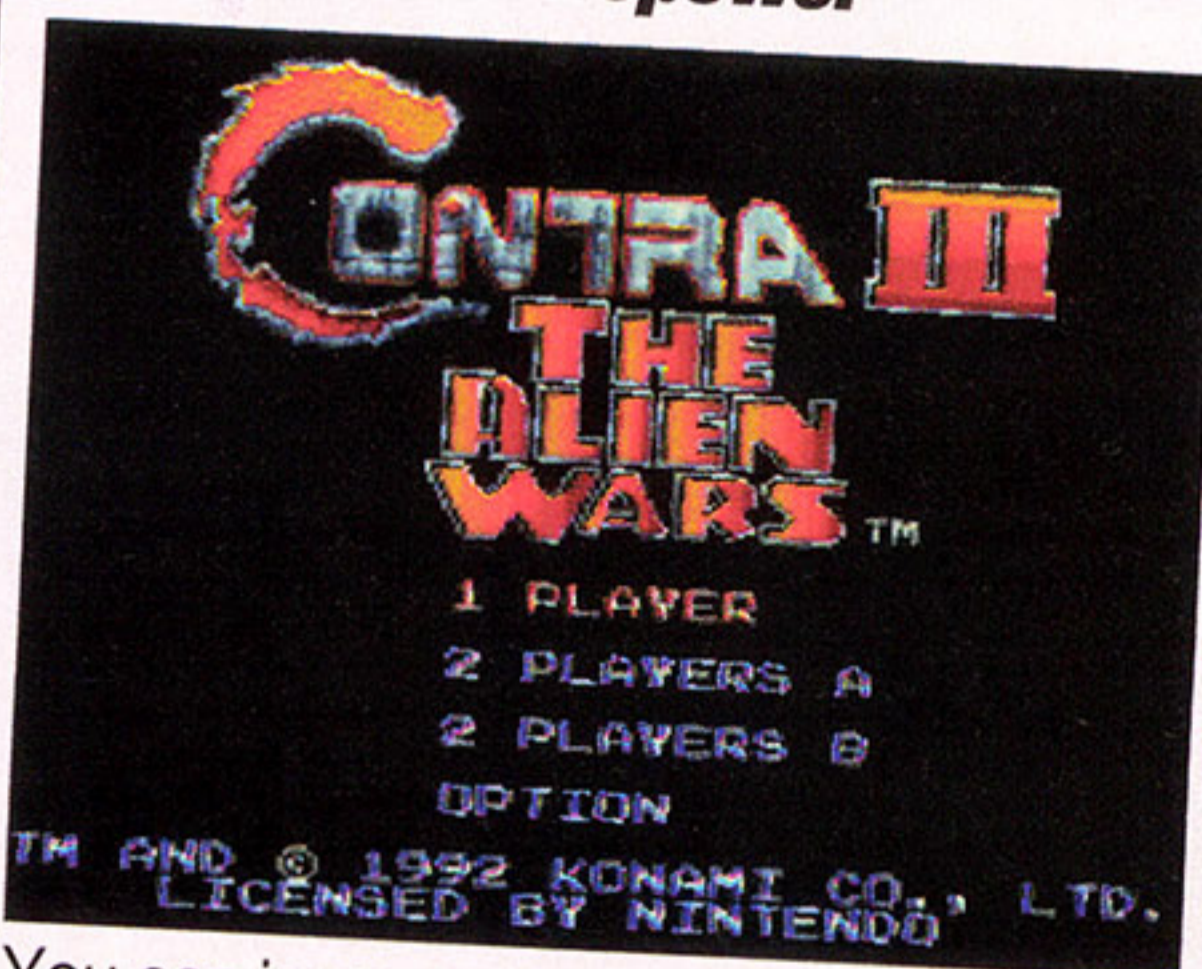


To enter a Super Smash sound & voice test, bring up the title screen. Next, press L, R, L, L, and R. Listen for the phrase "Bingo" to indicate the code worked. Then listen to the tunes!

Dwayne A. Brown, New York, NY

Contra III: The Alien Wars (Super NES)

Double Your Firepower



You can increase your damage potential in Contra III. Be sure to use a controller equipped with rapid-fire and grab any two weapons (except the Flame Thrower). Now hold down Buttons B and X to blast the enemies with two guns smokin' simultaneously!

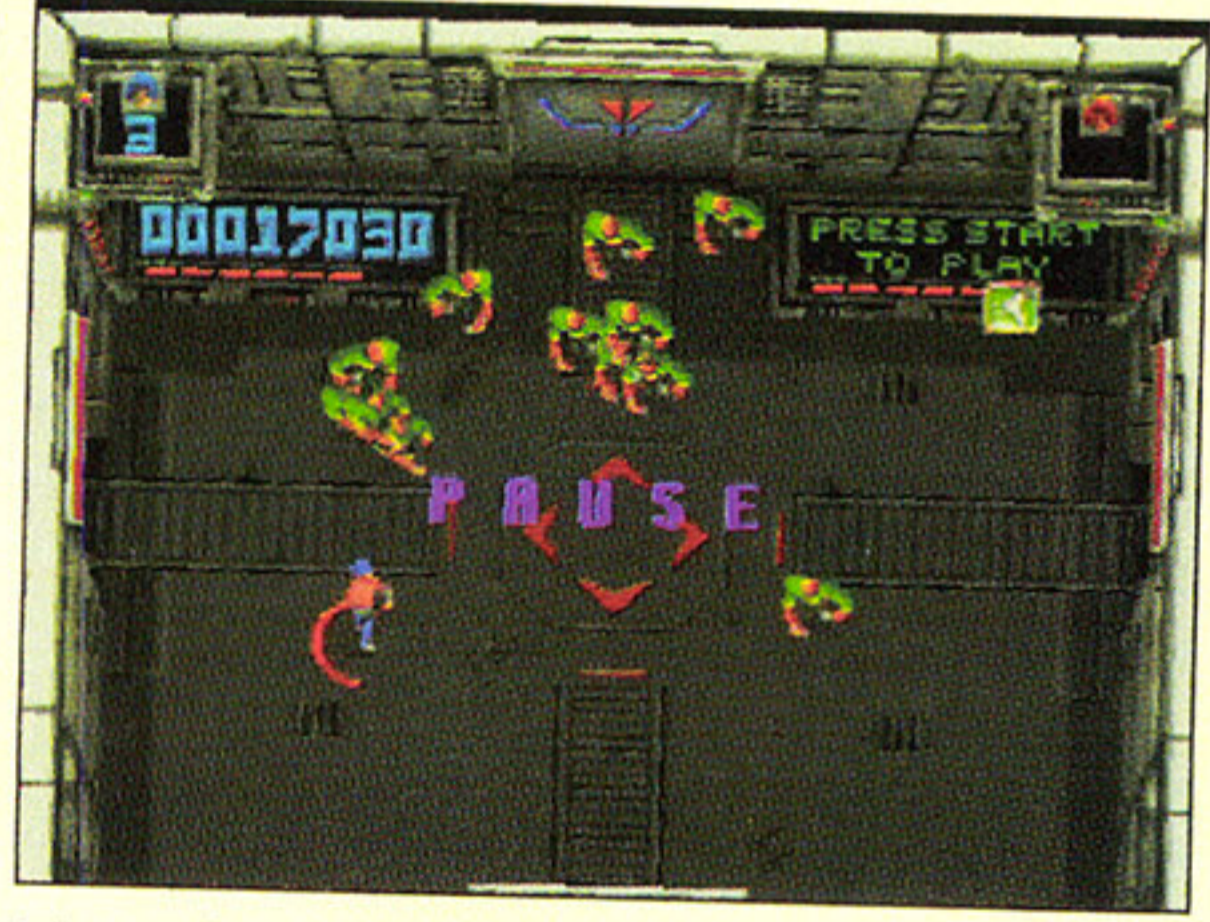
Nico Hunter, Chandler, AZ

Super Smash T.V. (Super NES)

Super Circuit Warp!



Now you can Smash through this 16-bit blowout with a stage select code that enables you to pinpoint your starting position anywhere in the game. Enter the Options mode and press Right, Right, Up, Down, R, and L. If the game shouts, "Bingo," the trick worked correctly!



Now choose the number of players and hit Start to fire up the Circuit Warp screen. You can even skip straight to M.C. Mayhem!

Dwayne A. Brown, New York, NY

Ninja Commando (Neo-Geo)

Double Your Continues



It's easy to increase your life expectancy in a one-player game of Ninja Commando. When you die your final death on Controller One, simply press Start on Controller Two. You'll rejoin the fray with three more continues to your name.

Jon "Game Stomper" Oaks, Boston, MA

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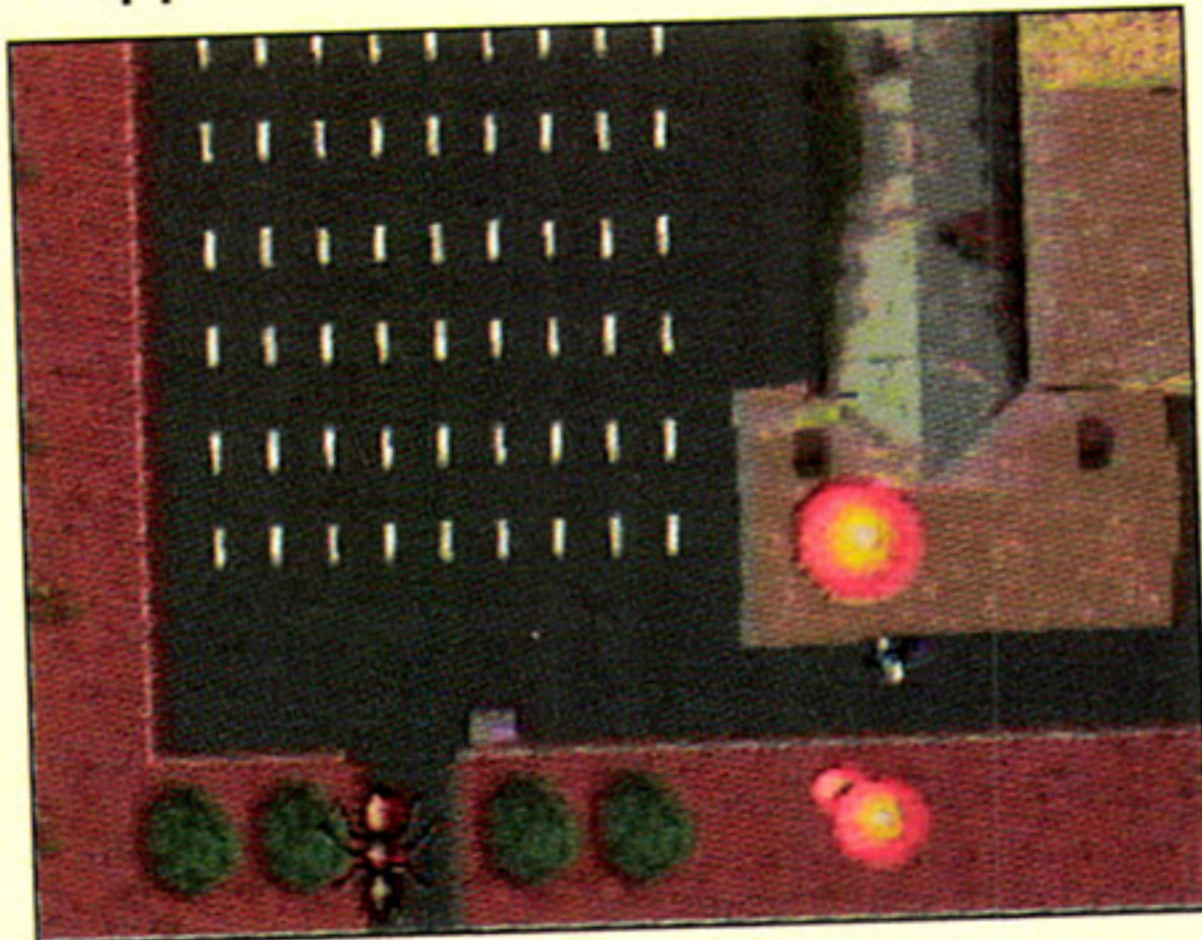


It Came from the Desert (TurboGrafx-CD)

Scene Select!



You can sneak a peek at several of Desert's arcade sequences with these easy pad tricks. For each, wait for the TurboGrafx-CD System Card screen to appear.



To test your luck in a Main Overhead Battle Game, hold down **Button I** and press **Run**. Continue to hold down these buttons.



If you'd like to test your tunnel-surviving skills in a Tunnel Combat, hold down **Button II** and press **Run**. Continue to hold down these buttons.

CAST	
LUD	RANDY POLK
CLAY	HUGH DANE
DOC	HARRY FRASTER
SONNY	MARK KORMAN
MARTIN	LENA POUSSETTE
PRESSY	RADUEL GARDNER
BOB	GARRY BALLARD
HOM	DEKA BEAUDINE
HAN O STEEL	DUKE VALENTI
CARL	DAVID WORKMAN
FOUNDRY SUPERVISOR	PHIL DISKIN
SHERIFF	ROBERT HIAND
KAMACHU	MIKETTO HANDE

To see the credits, hold down **Down** and press **Run**. Continue to hold down these buttons.



If you'd like to see the game's nuclear-charged "bad" ending, hold down **Up** and press **Run**. Continue to hold these buttons until you see the ending.



Finally, to play Buzz Morgan, ultimate bug exterminator, hold down **Left** and press **Run**. You'll face off against the boss beastie herself, the Ant Queen. Good luck!

Christopher Bucci, Erie, PA

Turrican (Game Boy)

Cheat Trick

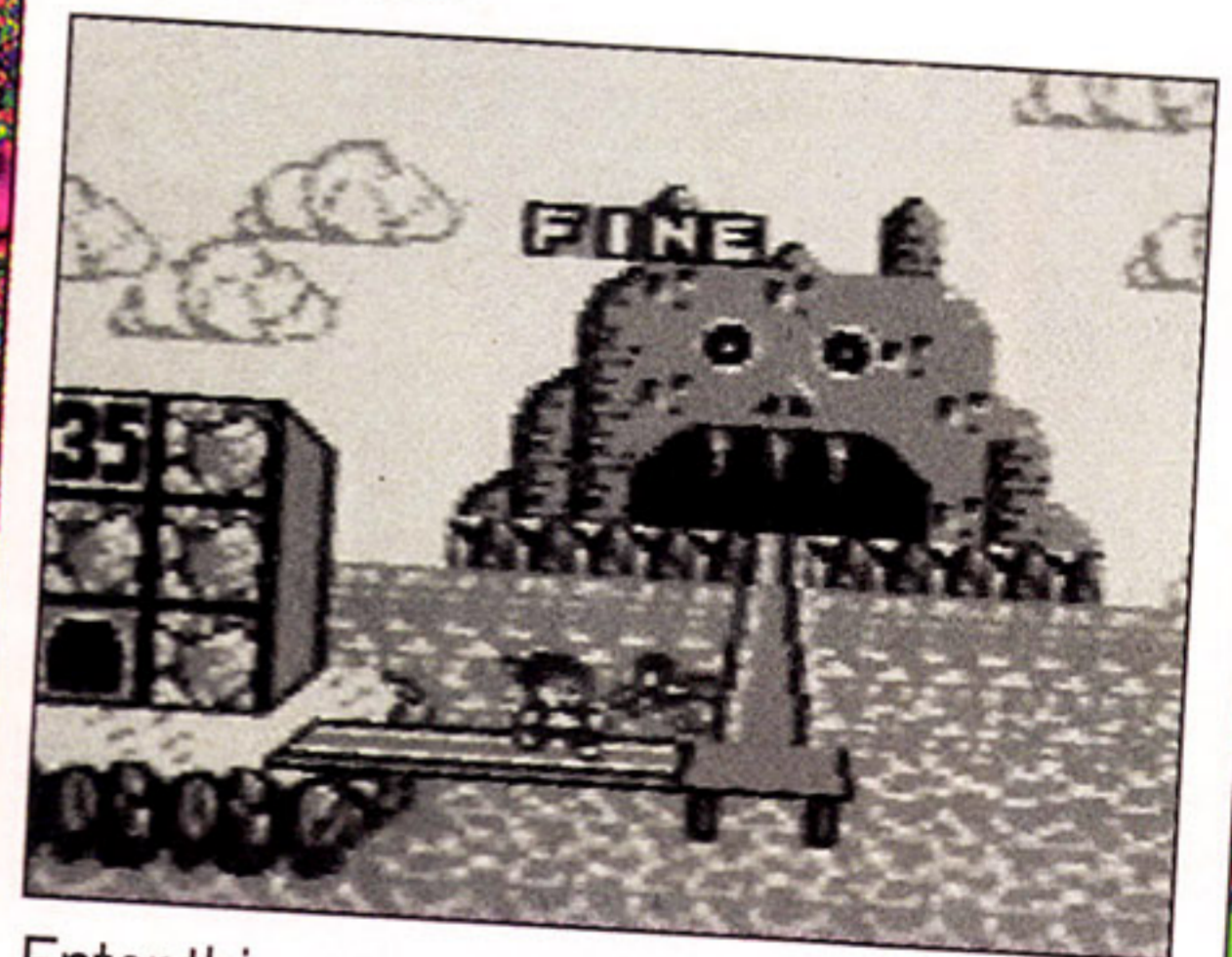


If you want to make yourself invincible, Turrican can. At the title screen, press **A, B, B, A, B, A, A, B, A, A, B, A, A**. The word "cheat" will appear on-screen. Highlight this option and press **Start** to begin your mission with invincibility.

William Smith, Bethesda, MD

Daedalian Opus (Game Boy)

Final Level!



Enter this password to try Daedalian Opus' final stage:

FINE

Diego Villa Restrepo, Bogota, Colombia

SWATPRO



Task Force Harrier (Genesis)

Invincibility and More

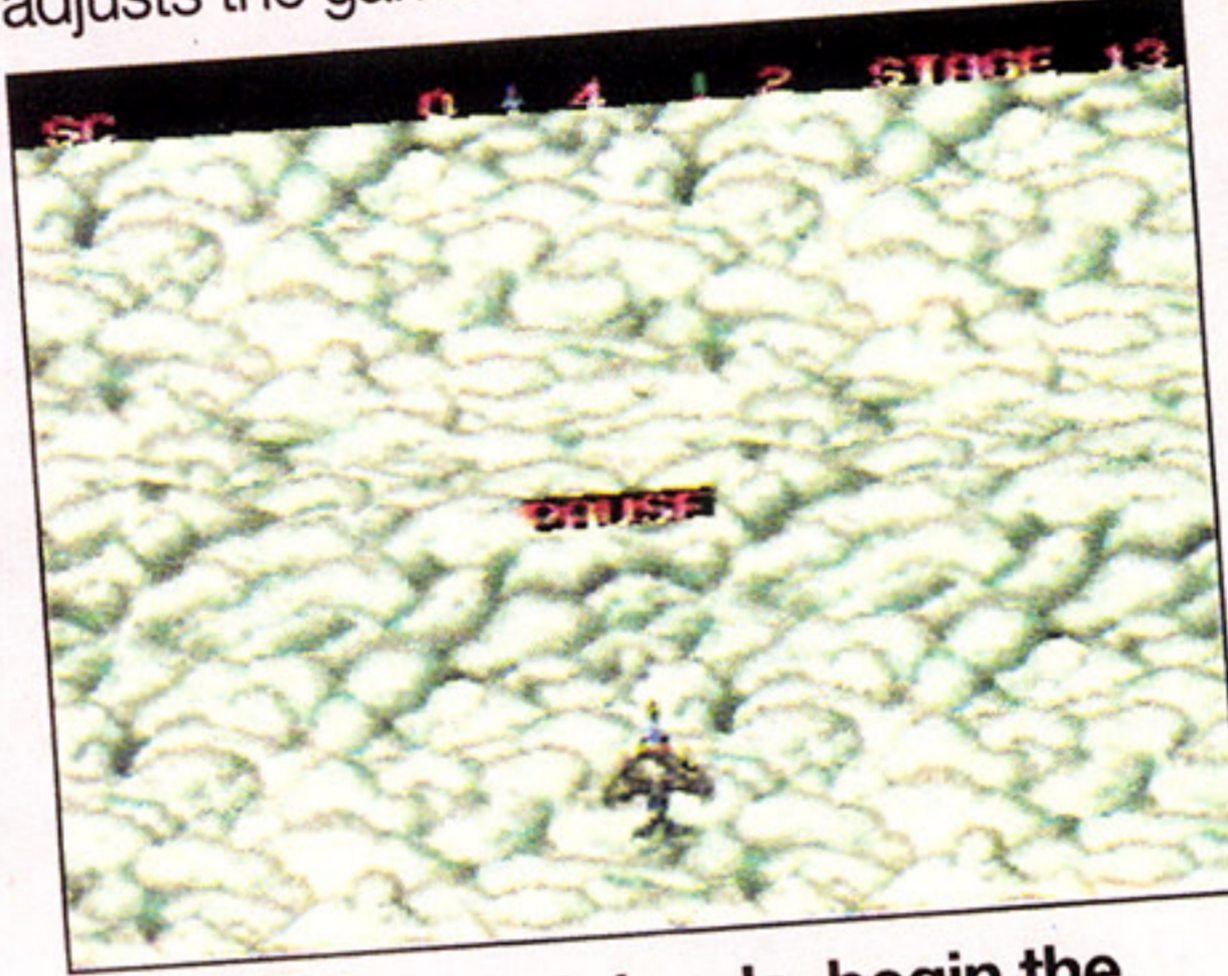


Get this Force on your side with new options in the Configuration Mode. Hold down Button A as you turn on the Genesis system, then release the button at the title screen. Next, push Up, Down, Left, Right, A, B, A, C, and B.

RANK	NORMAL	1
PLAYER	ON	
RAPID	ON	
BGM	0	
MUSIC TEST	0	
SE TEST		
CONTROL	A	
FIRE	B	
FORMATION	C	
SUPER BOMB	13	
STAGE	21	

Finally, enter Config and you'll have a few new features at your fingertips. Muteki is

your ticket to invulnerability, and Window adjusts the game's screen to a new shape.



To warp through levels, begin the game, and press Button A and Start simultaneously.



If you'd like slow motion, pause the game, then tap Button B rapidly. You'll activate slow mo'.

Travis Williams, Ft. Bragg, CA

Robin Hood: Prince of Thieves (Nintendo)

Stage Select



Choose any level in Robin Hood with this pad trick. When the title screen appears, press Button A eight times, then tap Button B eight times. Next, input one of the following passwords to warp to any area in the game. You can even scope out Robin's marriage to Maid Marion!

- CATACOMB
- WALL
- LOCKSLEY
- DUBOIS
- CHASE
- CATHEDRAL
- BOAR
- WELL
- CHAPEL
- TAX
- MASTER
- POND
- VILLAGE
- CELTS
- TOWN
- TOWNHANG
- WEDDING

Tom Lotze, Pittsburgh, PA

Top Gear (Super NES)

Champ Codes!

It's down to the wire! Enter Top Gear's winning circle with these game-ending Champ codes.

- South America: Educated
- Japan: Oilcloth
- Germany: Wreckage
- Scandinavia: Caracole
- France: Epyllion
- Italy: Glucagon
- U.K.: Keelson

SWATPRO



Street Fighter II (Super NES)

Special Endings Revealed!

The greatest challenge the World Warriors have ever faced is M. Bison, the evil crime boss who controls the illicit smuggling operation in Thailand. The length of the victory ceremony you witness after you take Bison's Street Fighter belt is determined by the game's difficulty setting, and the number of continues and rounds you use to win the battle.



Level 6-7: If you want to see the names behind the game, this is it! A full list of Street Fighter II credits will scroll across the screen while your fave World Warriors mix it up in demo mode.



Level 7: Beat the game in one-player mode without swapping characters during the tournament and you'll see a special congratulatory screen that depicts the eight World Warriors together.



Level 0-2: Complete any of these skill settings and you'll be asked to try a harder level to see a true game ending.



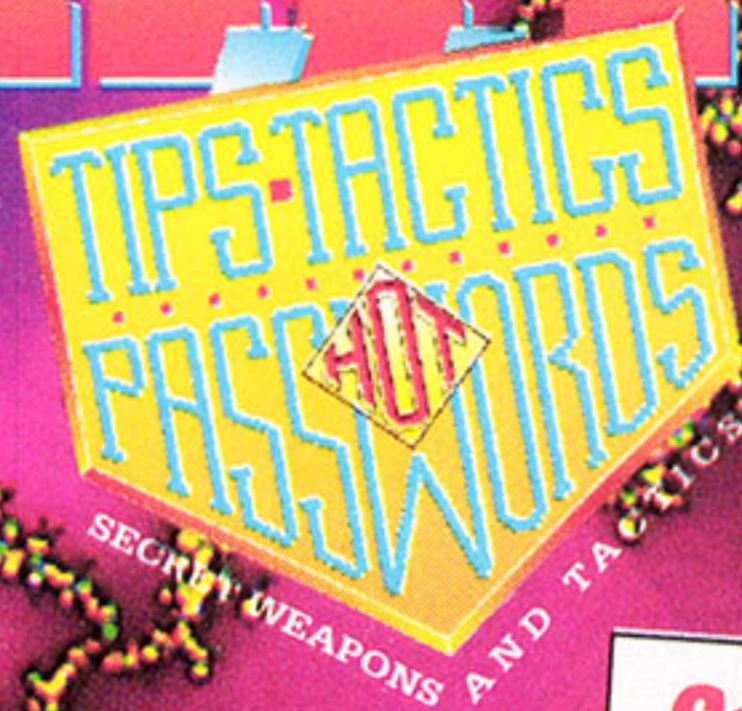
Level 3-5: Beat these settings and you'll scope out a personalized ending created for the character of your choice! (See the Street Fighter II inserts in GamePro, September '92 - December '92, for more end pix.)



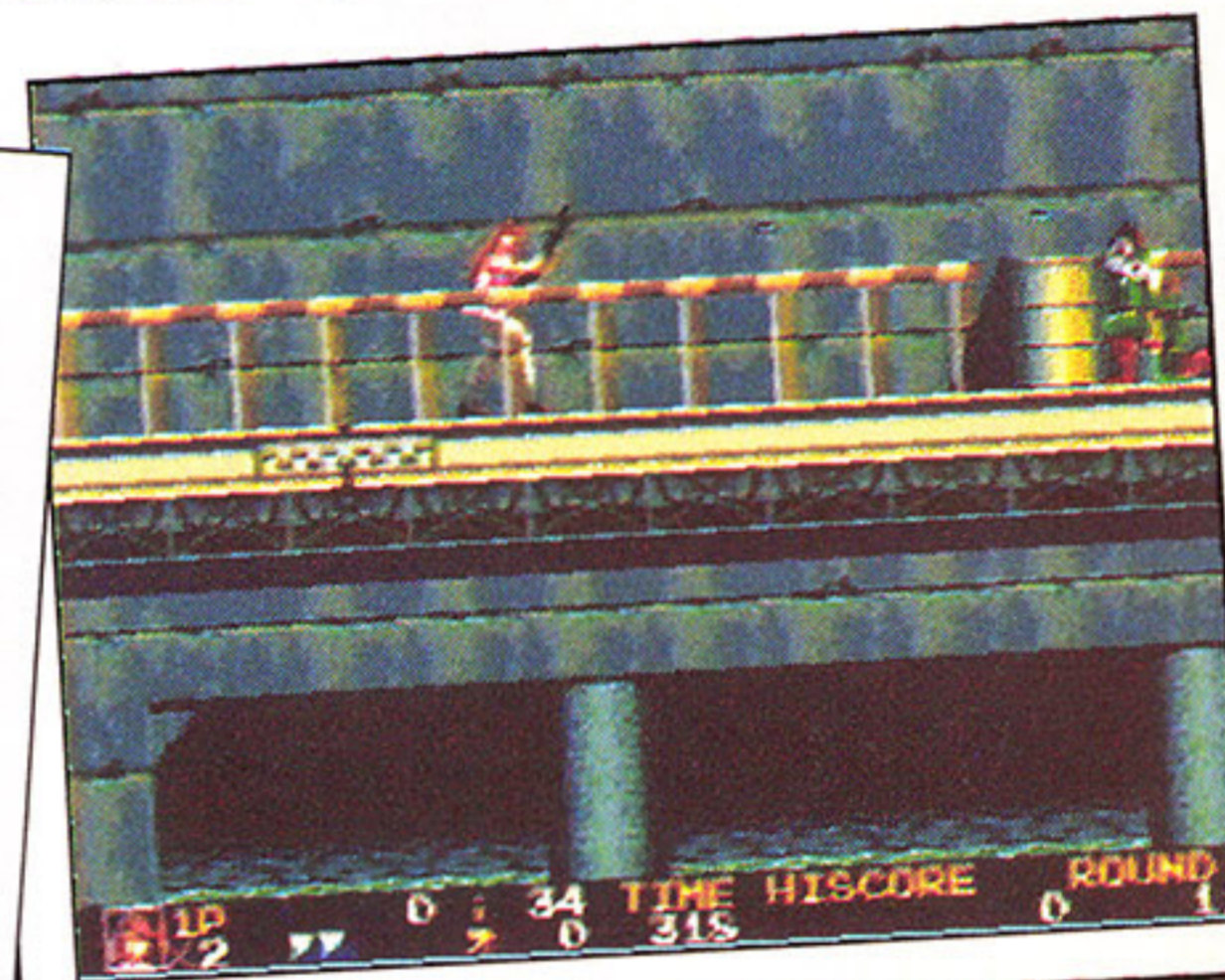
Level 7: Win this beat-em-up battle without swapping characters or using any continues during the tourney, and you'll get a new version of the congratulatory screen that'll depict all 12 characters, including the bosses.

Level 7: Complete the cart without swapping characters or losing a single round, and the congratulatory screen will appear. You can now hear Chun Li say "Ya tai" by pressing the Start button!

SWAT PRO



Rolling Thunder 2 (Genesis) Second Quest Codes!



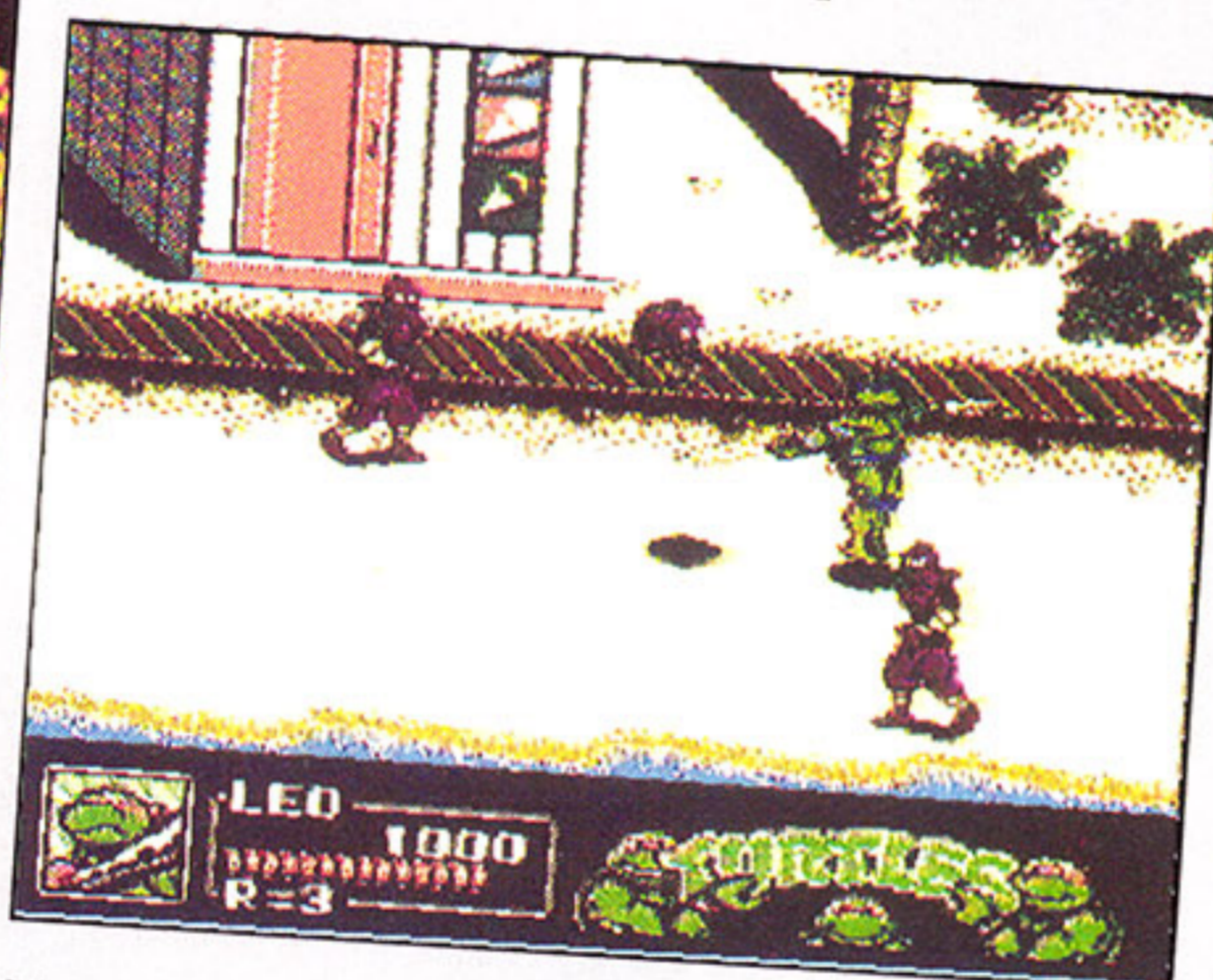
Here are all the passwords for Rolling Thunder 2's second quest. Beat this mission and you'll see a special ending!

- Level 1: RPSG
- Level 2: CRLF
- Level 3: MIBD
- Level 4: PLPN
- Level 5: SFEG
- Level 6: DRMS
- Level 7: LTSP
- Level 8: RMDF
- Level 9: SNBT
- Level 10: CICK
- Level 11: NPDN

Patrick Reinhardt, Stone Mountain, GA

Game Genie Code!

Teenage Mutant Ninja Turtles III (Nintendo)



Use this code with the NES Game Genie.
Unlimited Turbo Attacks: AAESYXAA

Beast Wrestler (Genesis)

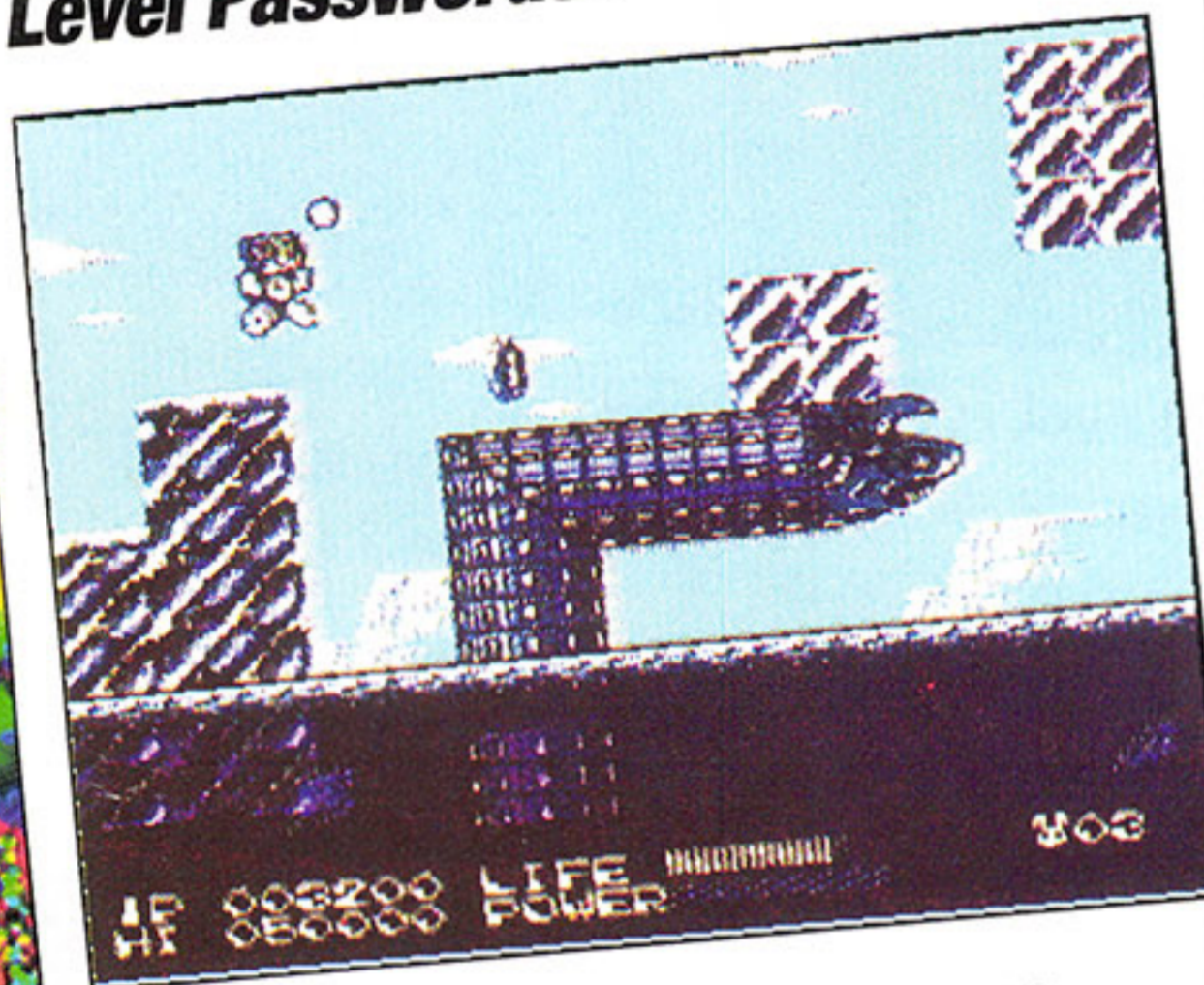
Sound Test Mode



To try a Beast Wrestler sound test, first bring up the title screen. Next, **simultaneously press and hold down Buttons A, B, and C, and press Start**. The word "Test" will appear in the screen's lower-left corner. Press Up or Down to change the sounds and press A to select them. Press B to exit the screen.

Vince Paparelli, Howell, MI

Bucky O'Hare (Nintendo) Level Passwords!



Get hoppin' with these Bucky O'Hare codes.

- Deadeye Duck: 67KIJ
- Willy: M7Lak
- Blinky: M7KZ3
- Final Stage: MPW2L
- Final Stage II: MPL65

Brad Cooper, Wichita, KS

Action Replay Codes!

El Viento (Genesis)



Use these codes with the standard Action Replay cartridge or the Pro Version.

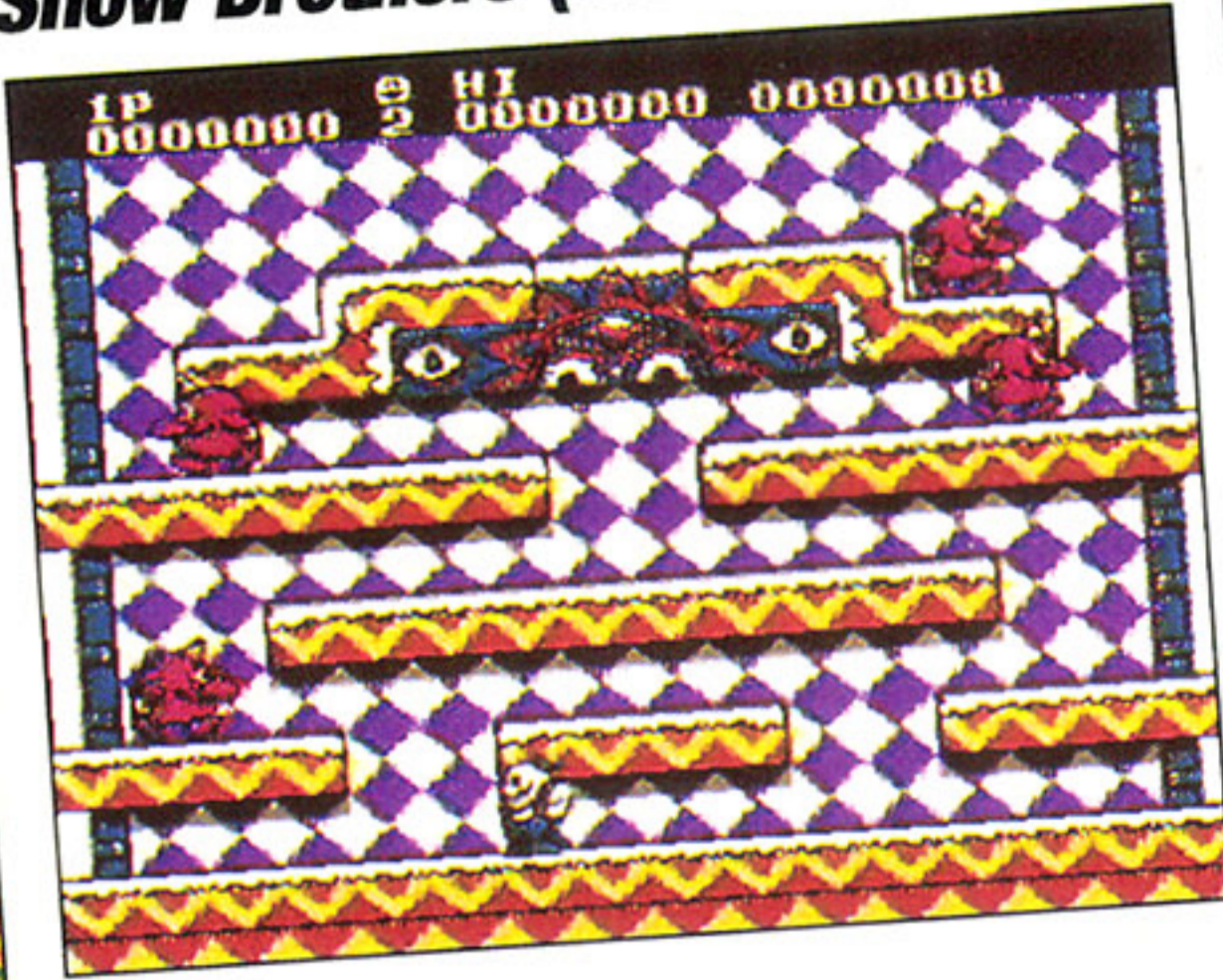
- Near Invincibility: 00C47 64A79
- Full Strength Flame Weapon: 00940 24A79

SWAT PRO

TIPS, TACTICS
AND TACTICS

Game Genie Code!

Snow Brothers (Nintendo)



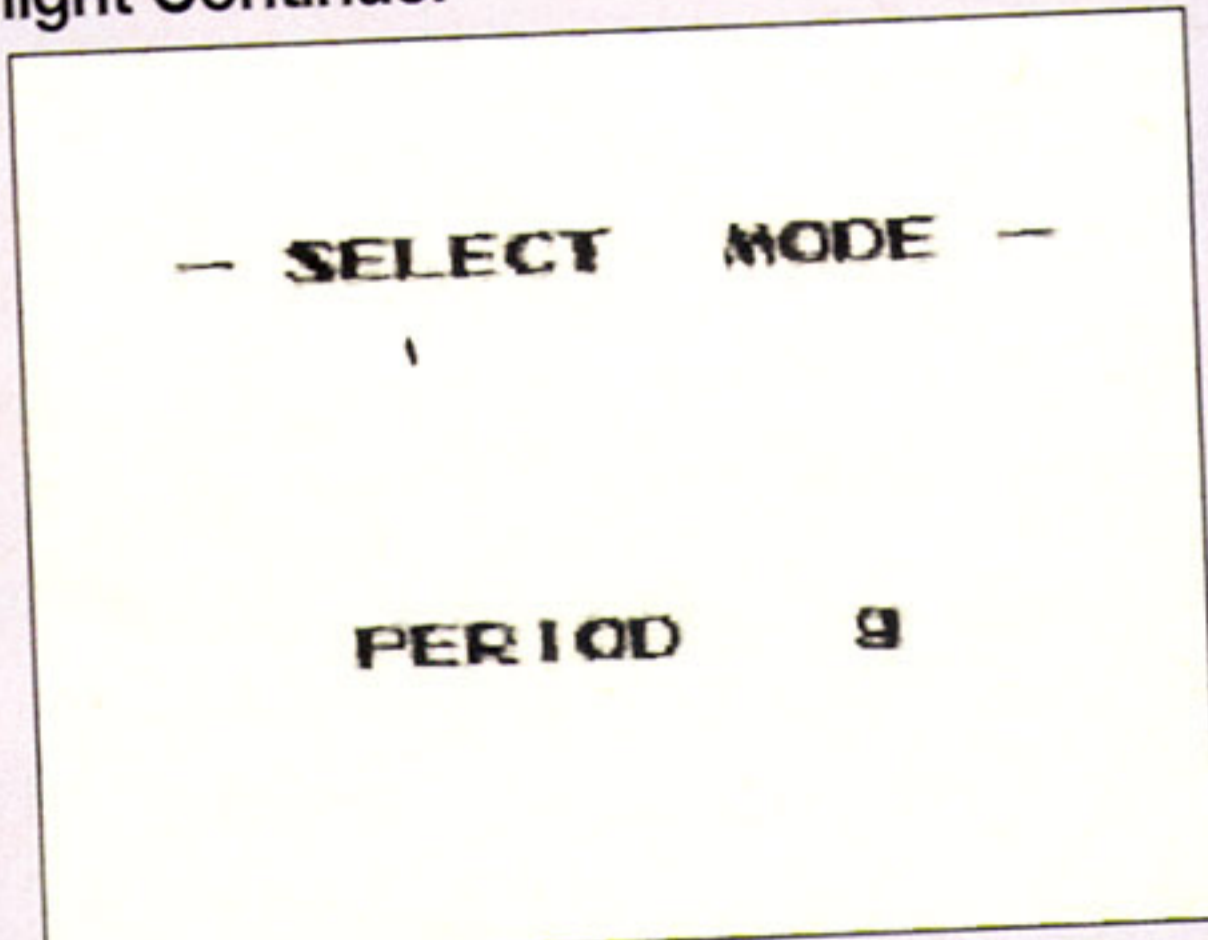
Use this code with the NES Game Genie.
Near-Invincibility: PEOPLE
Ryan Young, Hayward, CA

Blaster Master Boy (Game Boy)

Stage Select!



Here's how to pick any level in Blaster Master Boy. At the title screen, highlight Continue.



Then hold down Button A and press Start. Press Left and Right to pick any Period in the game!
Brad Cronk, Iowa City, IA

OutRun (Genesis)

Hyper Level

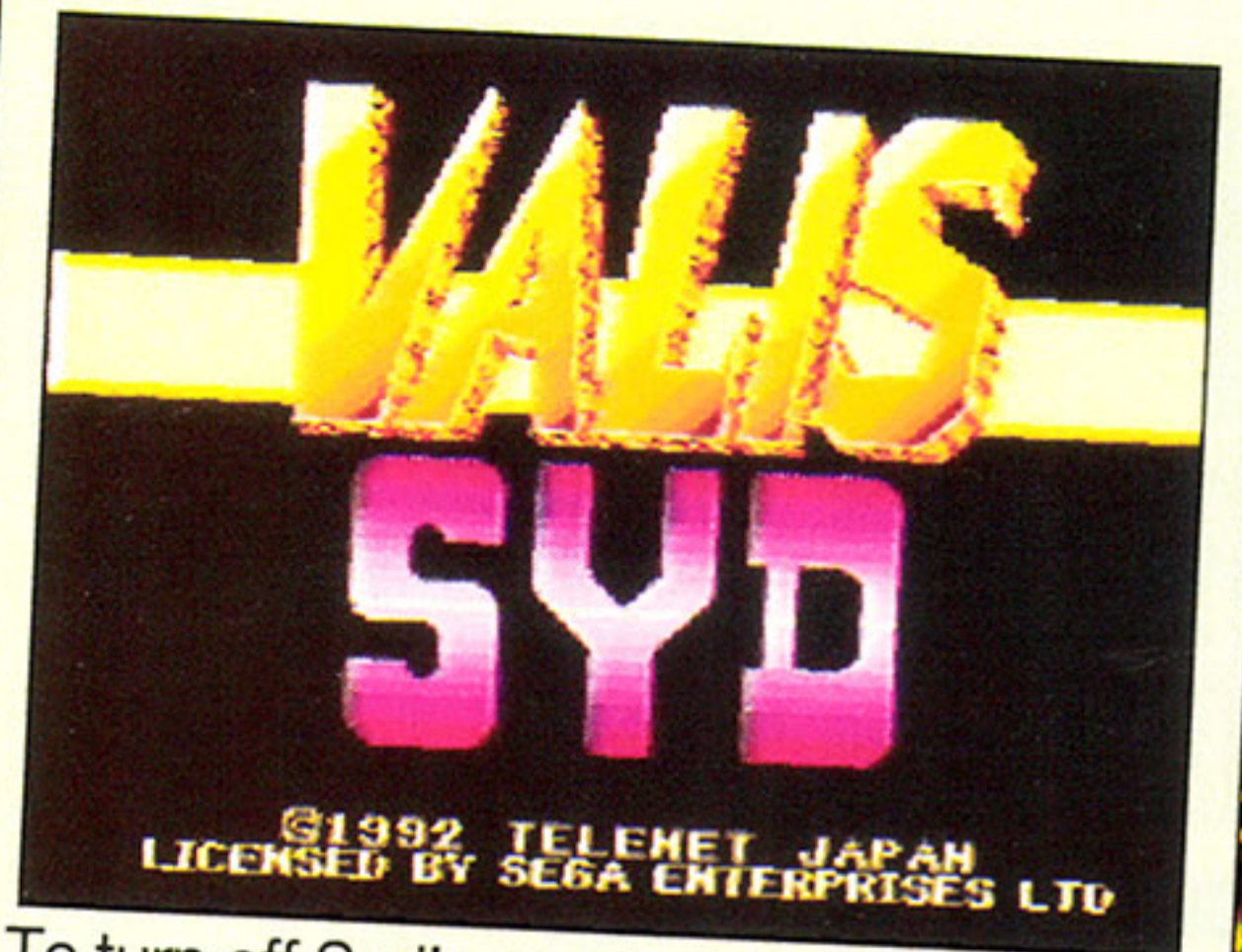


Now you can make OutRun even more challenging. At the title screen, press C 10 times, then choose the Option screen and select Hyper.

Russell Tower, Raleigh, NC

Syd of Valis (Genesis)

Earmuffs



To turn off Syd's music, bring up the title screen. Then press B and Start simultaneously. You'll be tone deaf until Syd dies!

Pedro Orlando, Millbrae, CA

Lemmings (Super NES)

Sound Test and Pad Settings

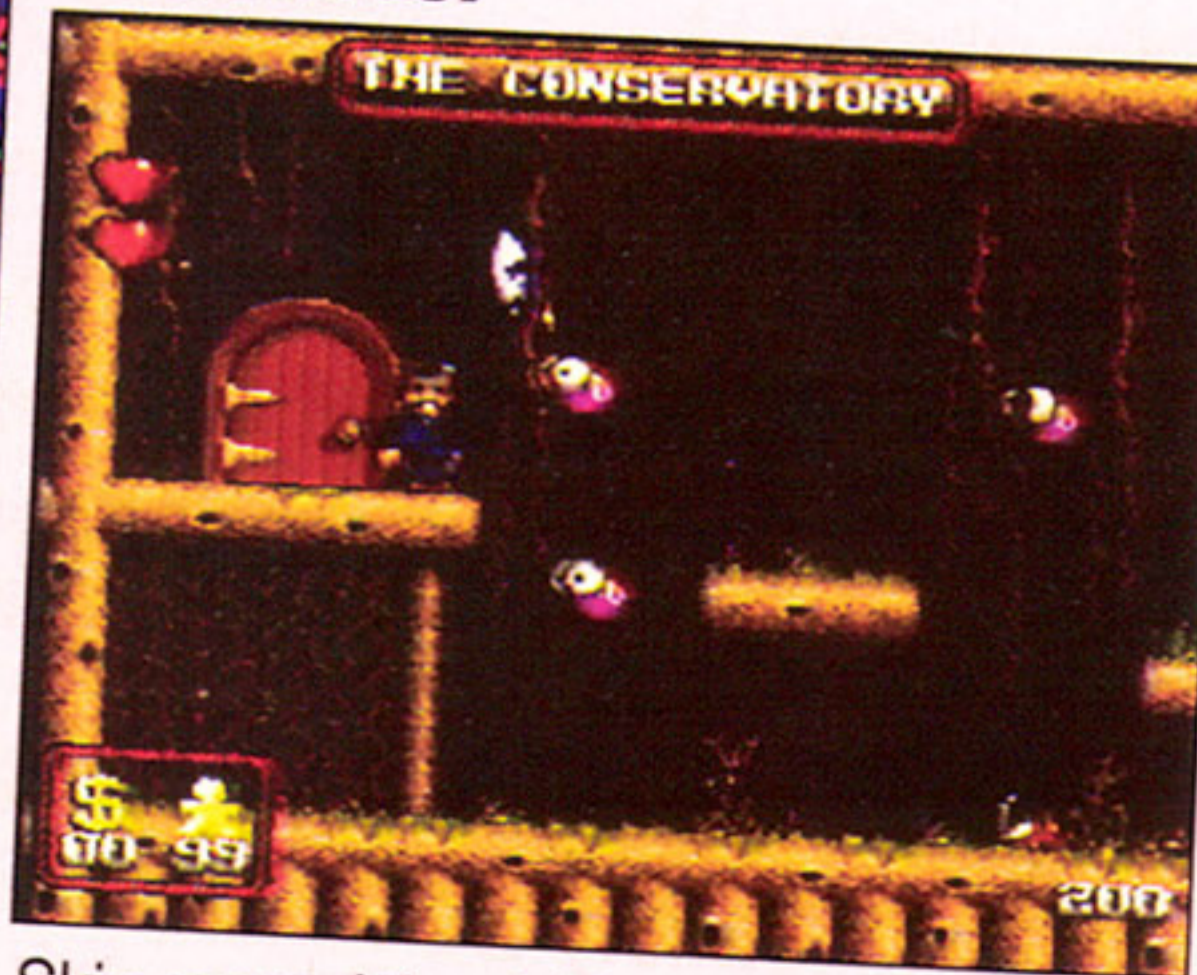


At the title screen, hold down Select and press Start. Now you can listen to any Lemmings tune and configure the input buttons on your controller.

Marc Brunet, Quebec, Canada

The Addams Family (Super NES)

Passwords!



Skip around the Addams' ooky, kooky mansion with the following codes.
Start: &#KKN
After Pugsley: V1913
After Grandma: B&J15



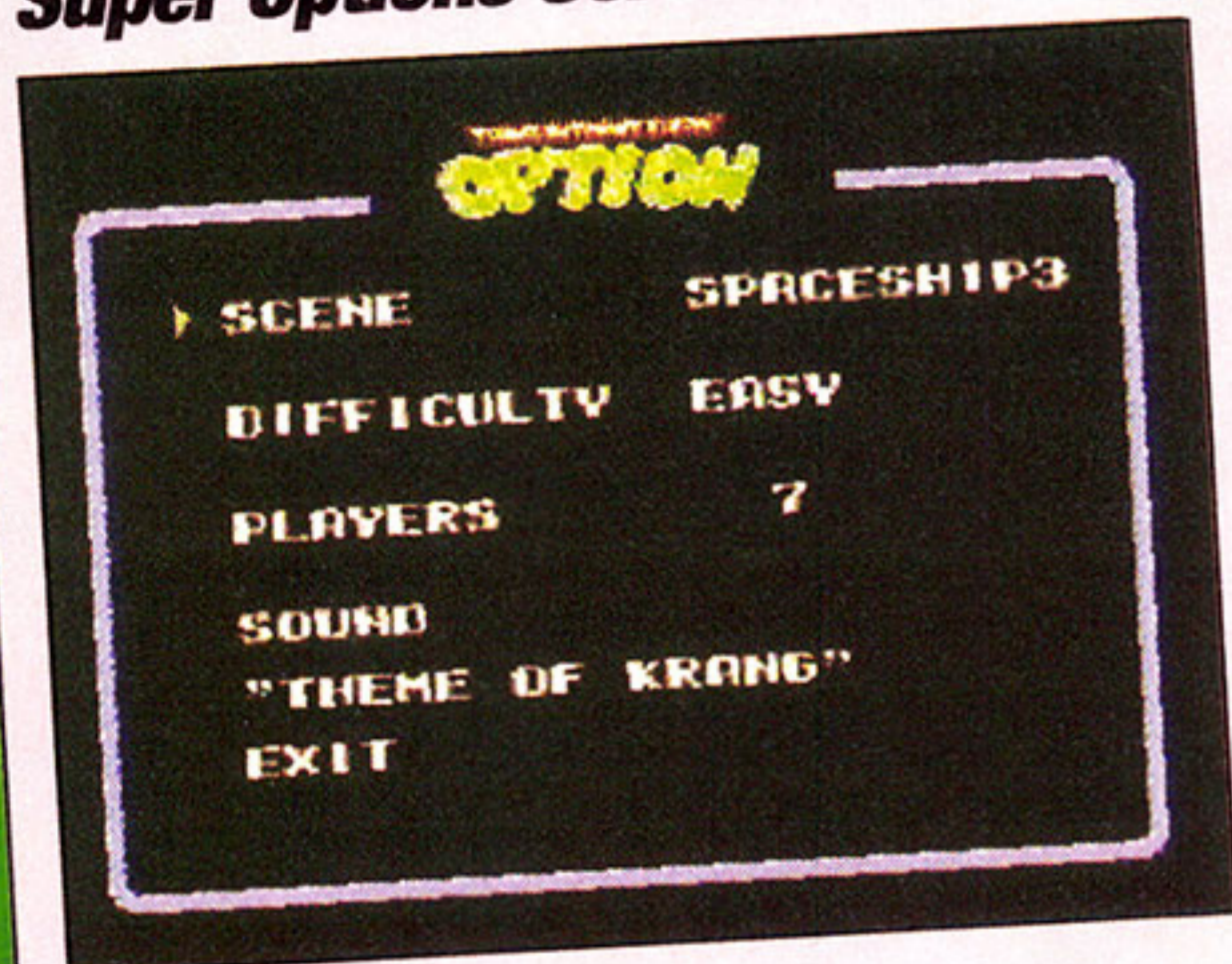
After Wednesday: BD#K4
After Fester: BL91B
BONUS TIP: Enter the Music Room and wait for the music to stop. This unblocks the passage to the basement.
Paz Derham, Kihei, Maui, HI

SWAT PRO

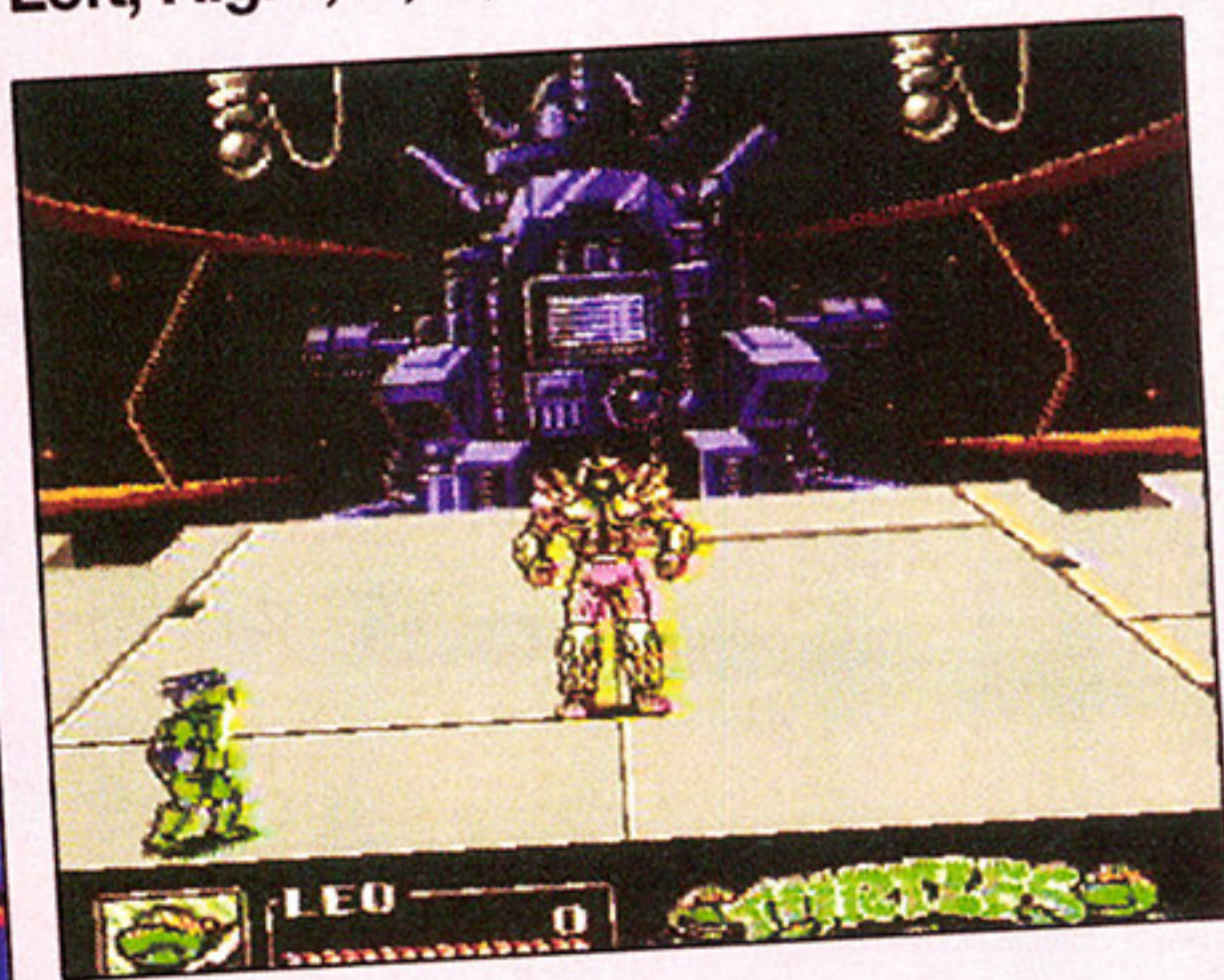


Teenage Mutant Ninja Turtles III (Nintendo)

Super Options Screen!



Customize your TMNT III game play with this quick code. At the title screen, enter Up, Up, Down, Down, Left, Right, Left, Right, A, B, and Start.



Now the action begins! You can choose your starting level, number of lives, game difficulty, and listen to the cart's music with a sound test.

Arik "Swede" Johnson, Ionia, MI

Palamedes (Nintendo)

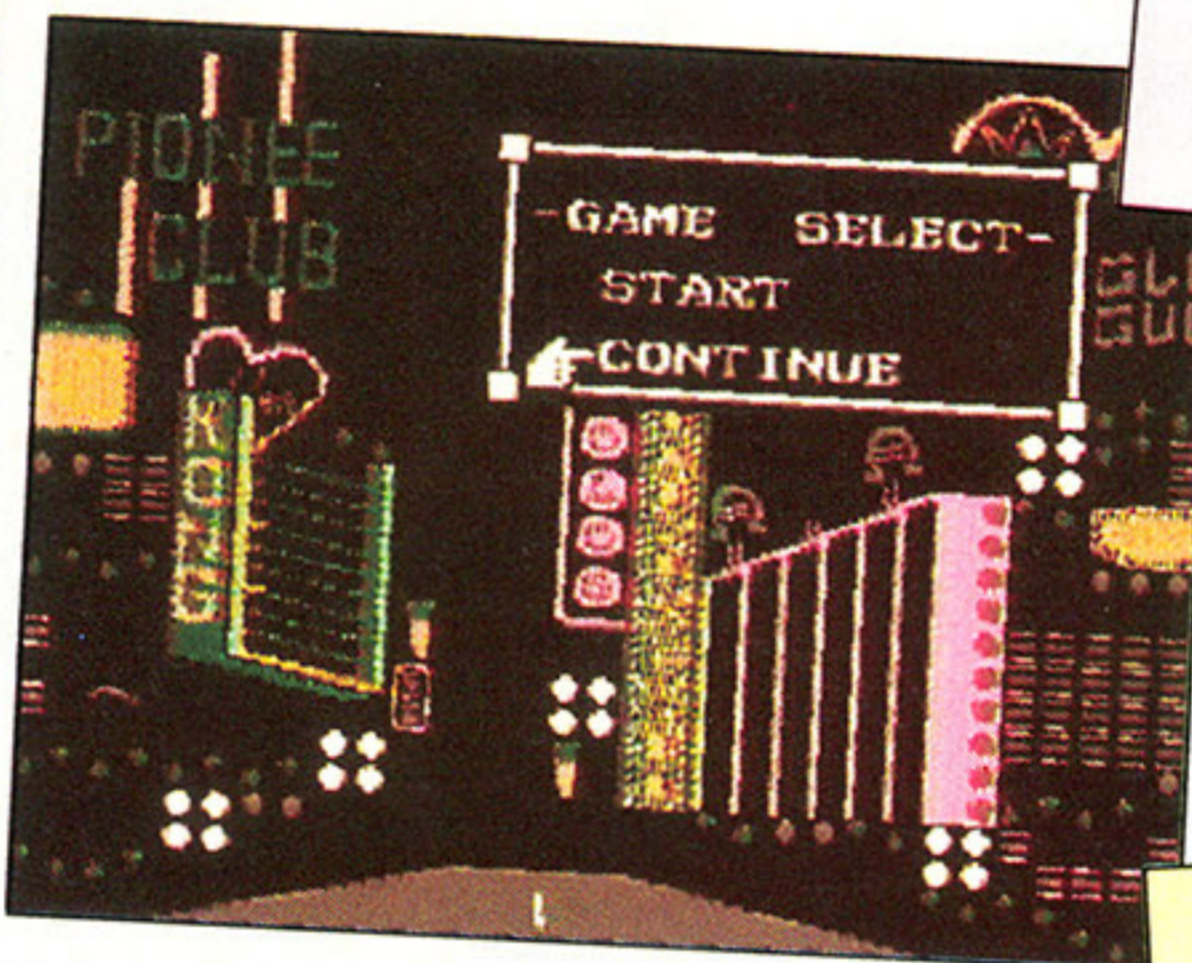
Sound Test

Here's how to check out Palamedes' music. At the title screen, hold down the A and B Buttons on Controller Two, and press Start on Controller One. Now choose a song!

David Ramey, Antioch, CA

Vegas Dream (Nintendo)

Ending Password!



Enter this password to start your Vegas Dream with tons of moolah:

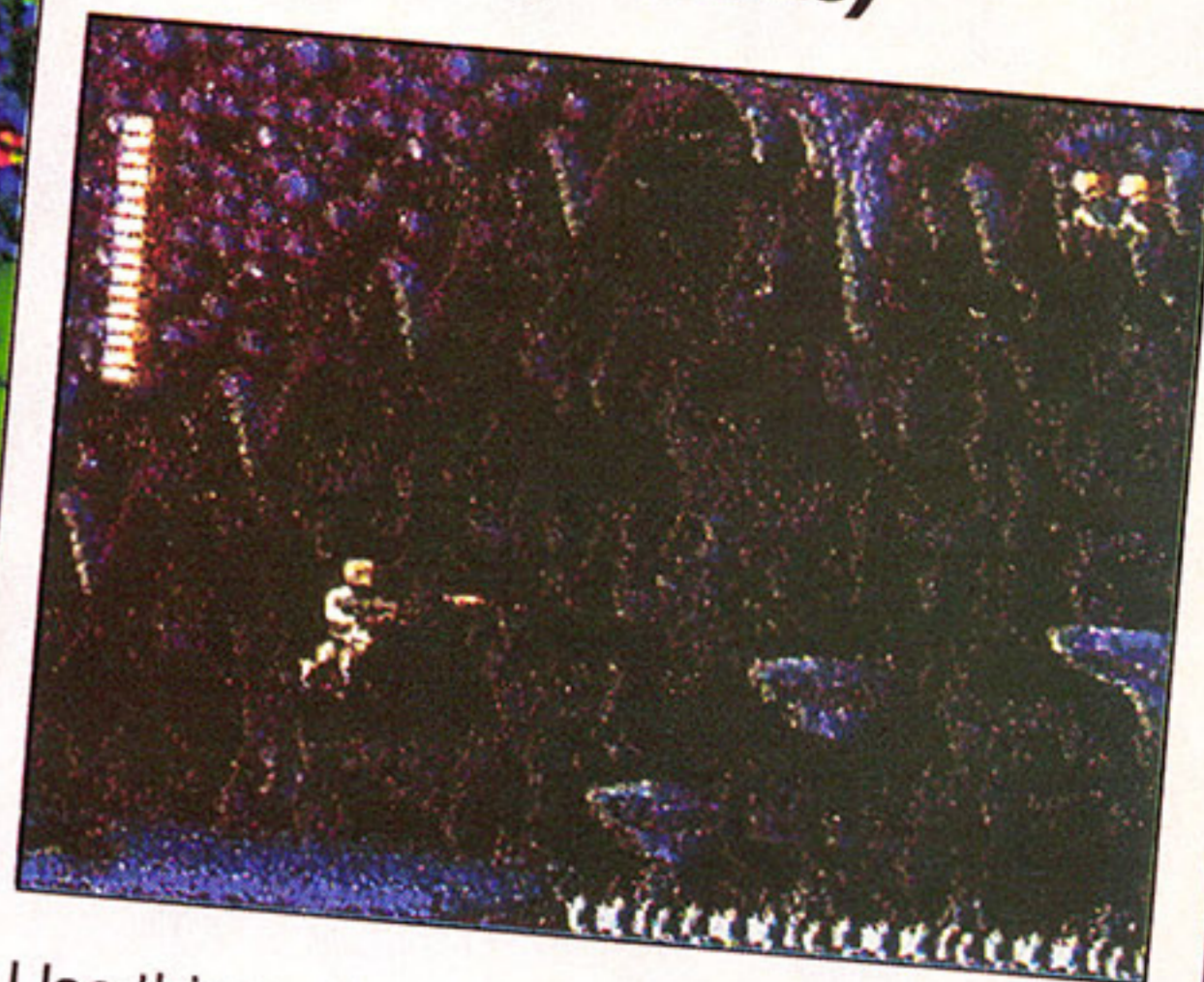
G!LG Q4GB 2851! ?3
HB7K 3KH! !!F8

Now choose the Blackjack game and bet your bankroll. Win and you'll see the game's end!

Jon Fuller Jr., Cloquet, MN

Game Genie Code!

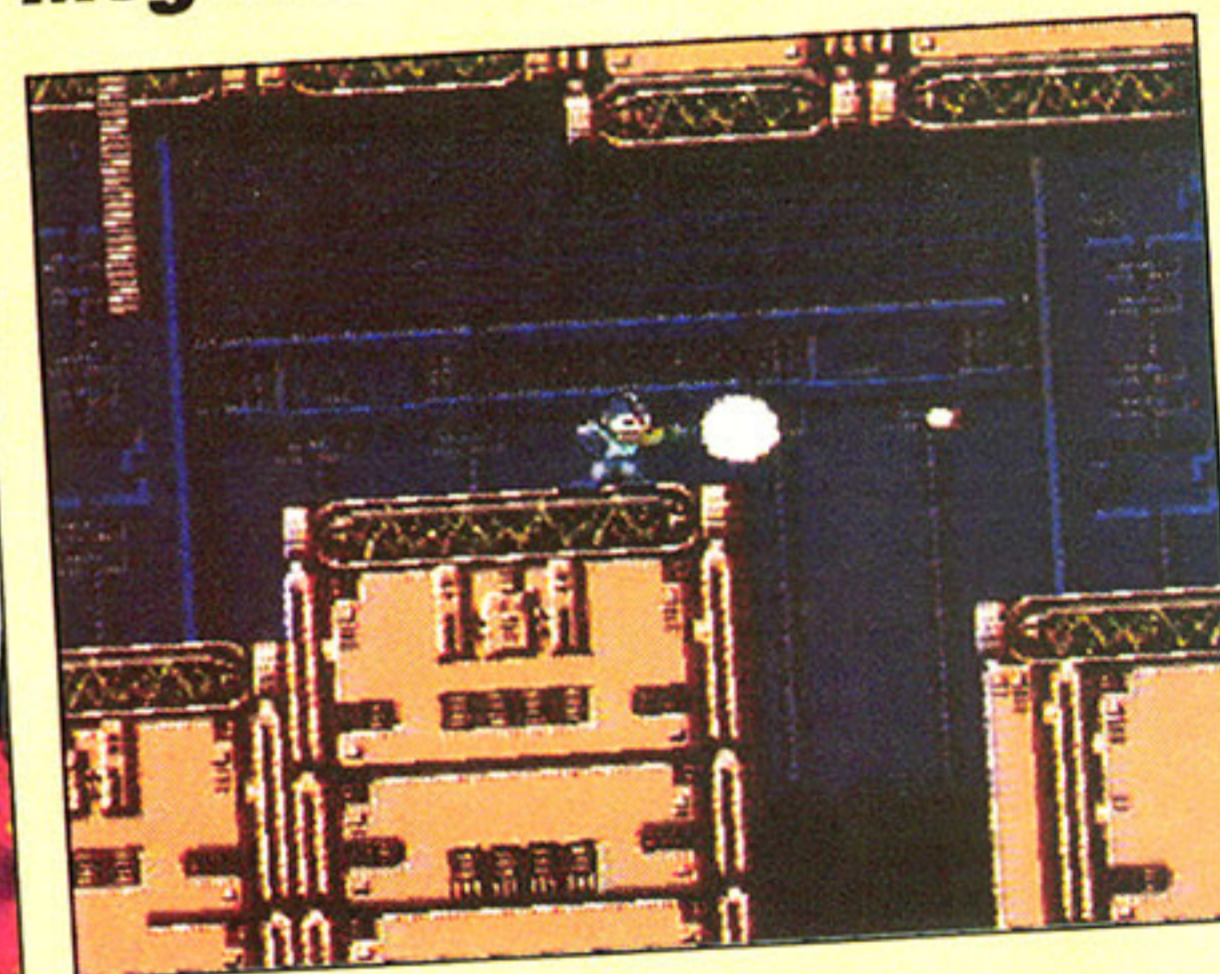
Star Wars (Nintendo)



Use this code with the NES Game Genie.
Immunity to Bullets: SLVUYN50

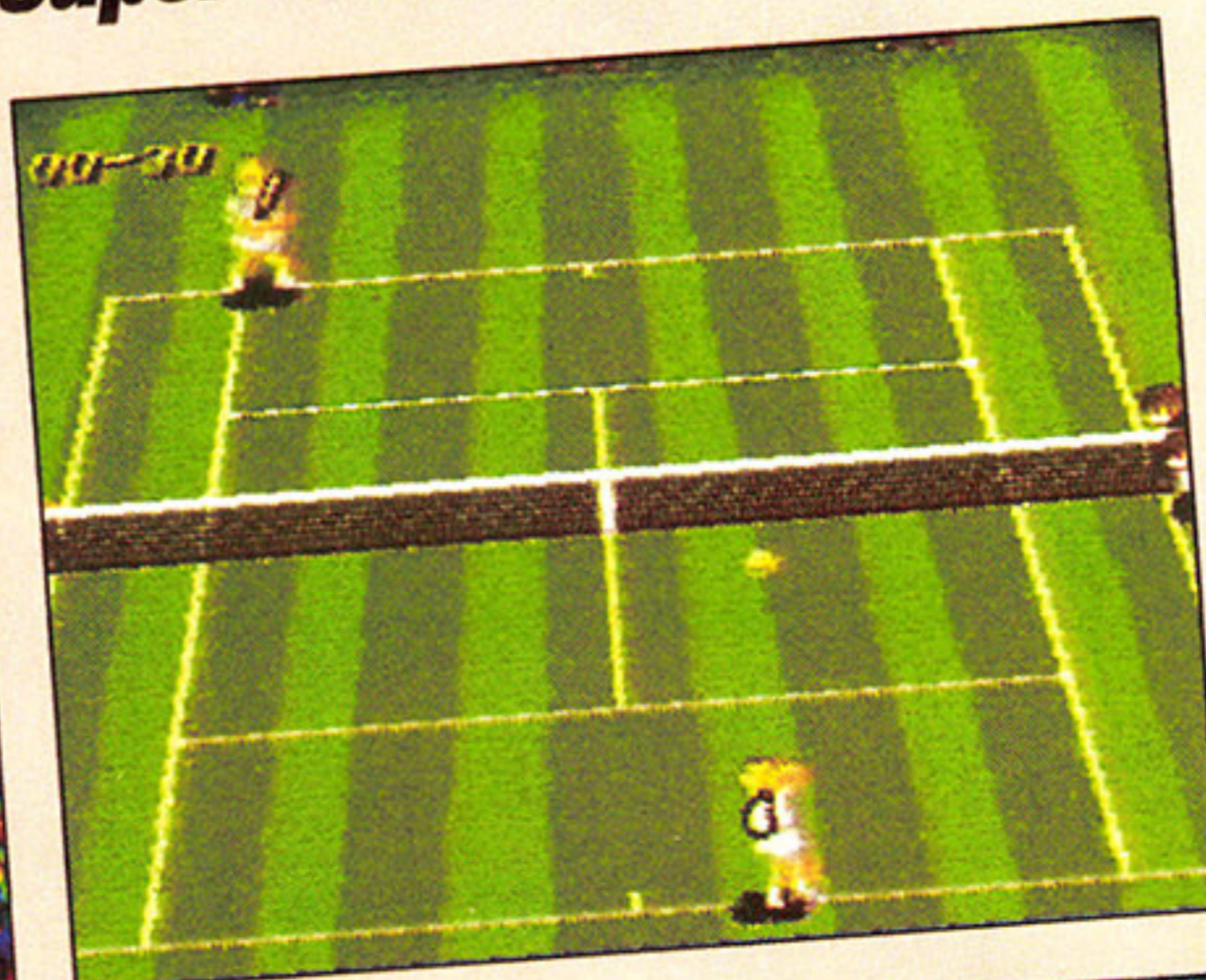
Game Genie Code!

Mega Man 4 (Nintendo)



Use this code with the NES Game Genie.
Instant Megablast: AEOAIEPA

Super Tennis (Super NES)



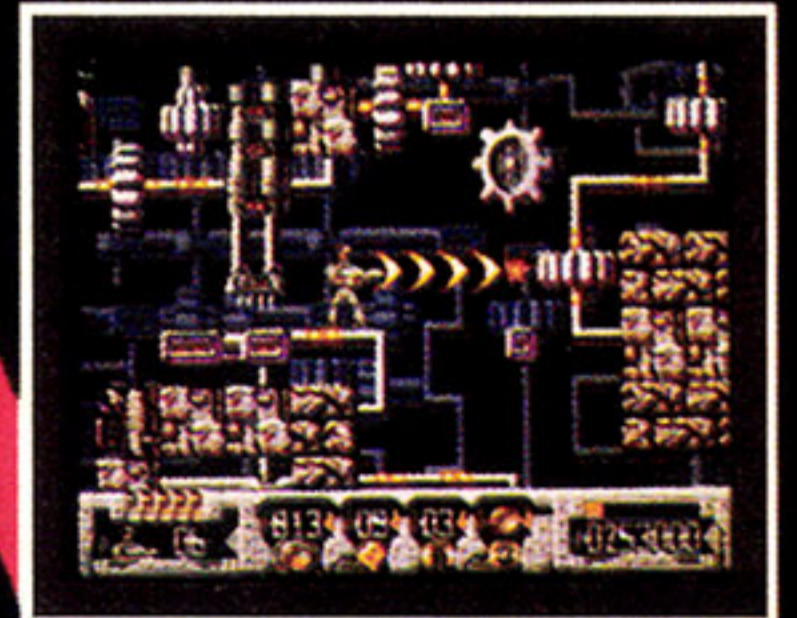
Bonus Player Power

Now you can become the number one seed in Super Tennis. Choose any character at the Player Select Screen. While his or her name is highlighted, use Controller Two and press L, L, L, L, L, X, R, R, R, R, R, R, X. Now you have a powered-up player.

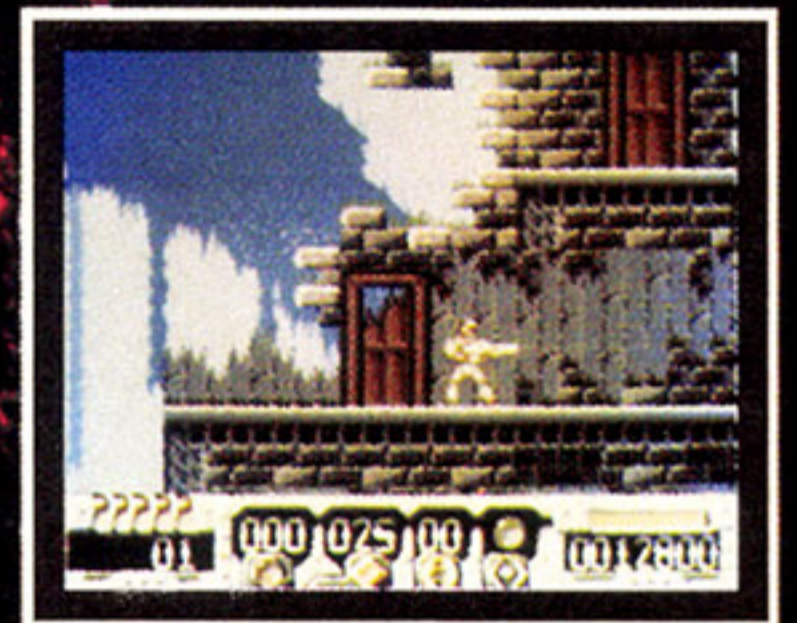
Rey Vasquez, Vallejo, CA

UNIVERSAL SOLDIER

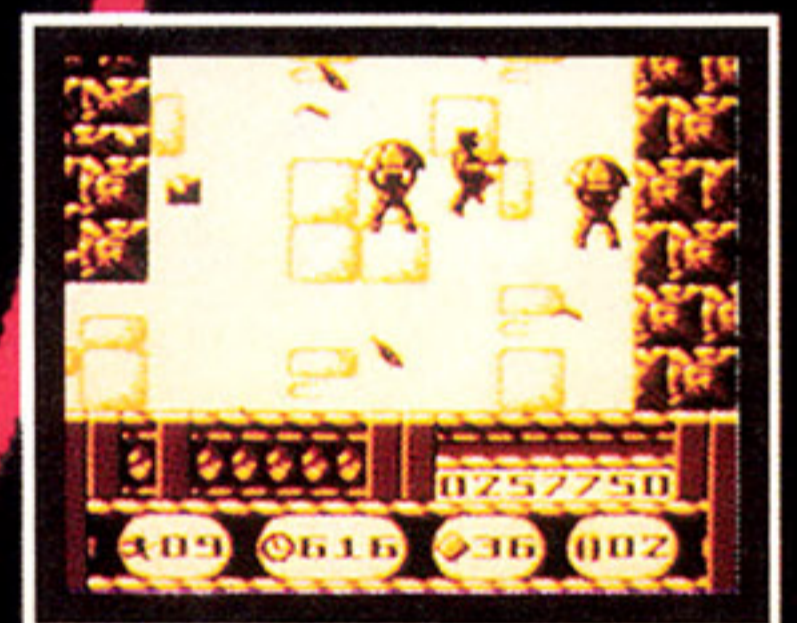
JEAN-CLAUDE VAN DAMME DOLPH LUNDGREN



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Slaughter Sport (Genesis)

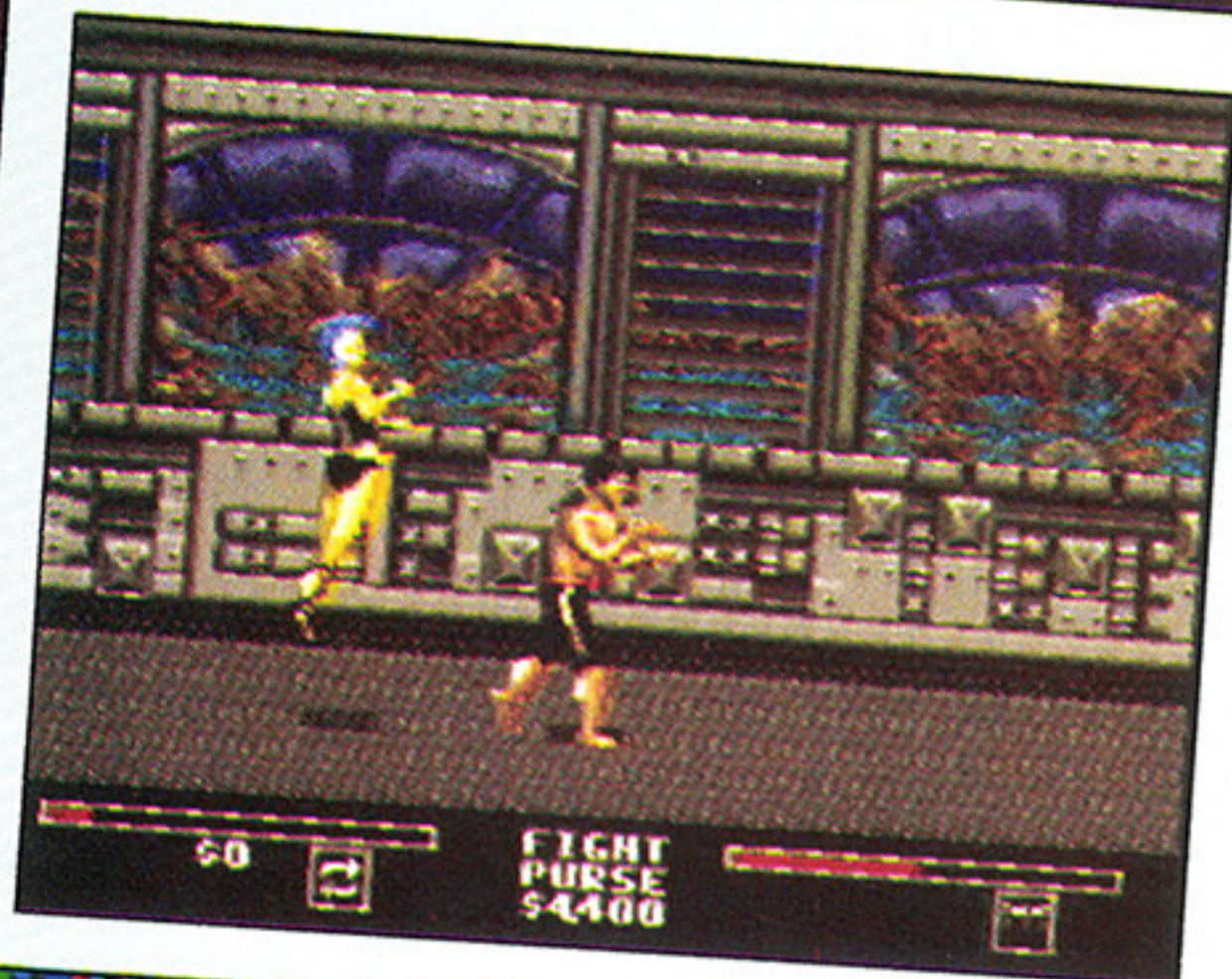
Character Select!



First, bring up the title screen which displays the "Press Start" message. Then use the following button combos to choose your favorite fighter in Slaughter Sport.

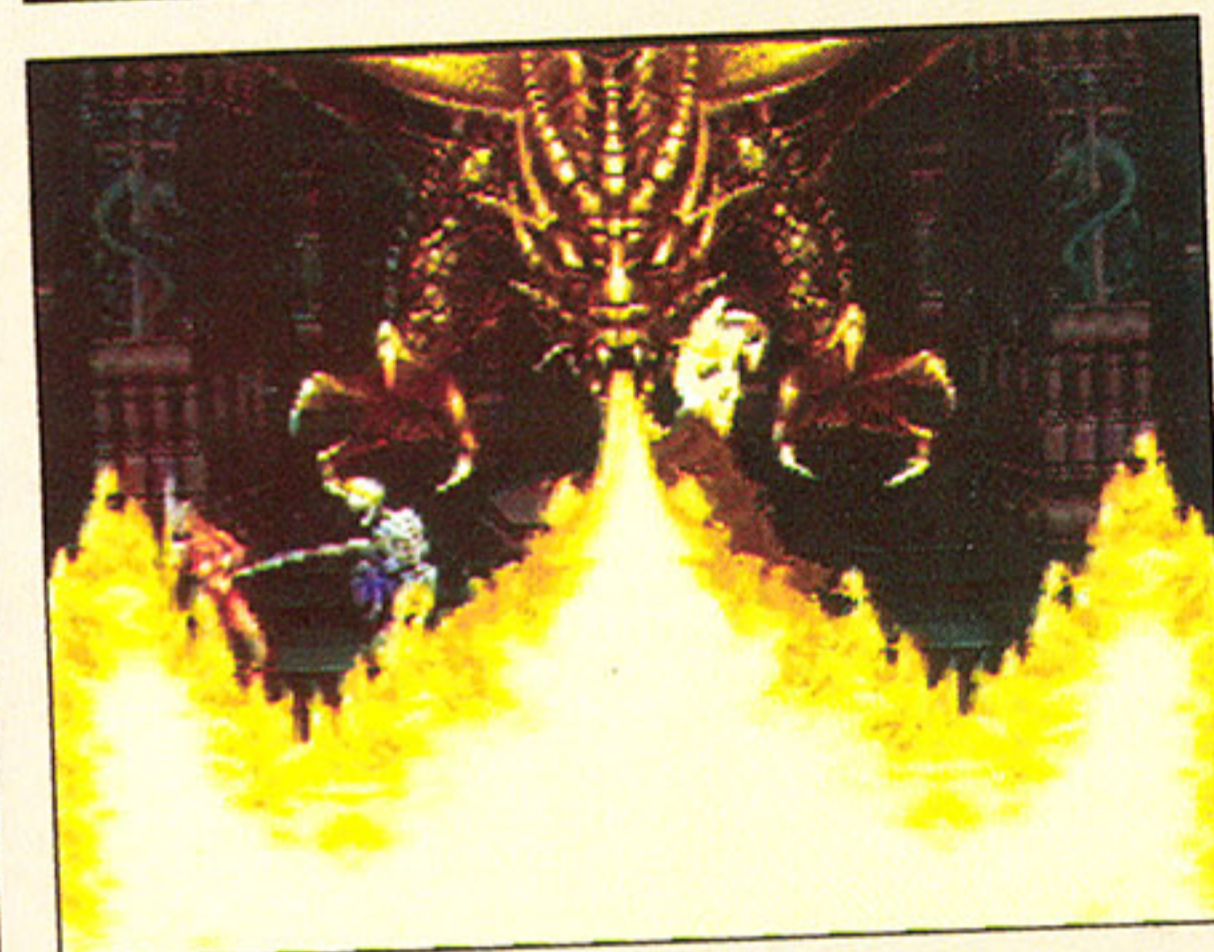
- Bonopart:** A, Up, C
- Buff:** Left, C, B
- El Toro:** B and C together, A, Up
- Guano:** Up, Right, A and B together
- M.C. Fire:** Down, C, Right
- Mondu:** A and B together, Down, Left
- Ramses:** Right, Left, A
- Robo Chic:** Right, Up, Down
- Sheba:** B and C together, B, B
- Skinny:** Right, Down, Right
- Webra:** A and C together, Up, Right
- Weezil:** Down, Right, Up

Dan Moyer, Stowe, PA



Golden Axe II (Genesis)

Stage Select!

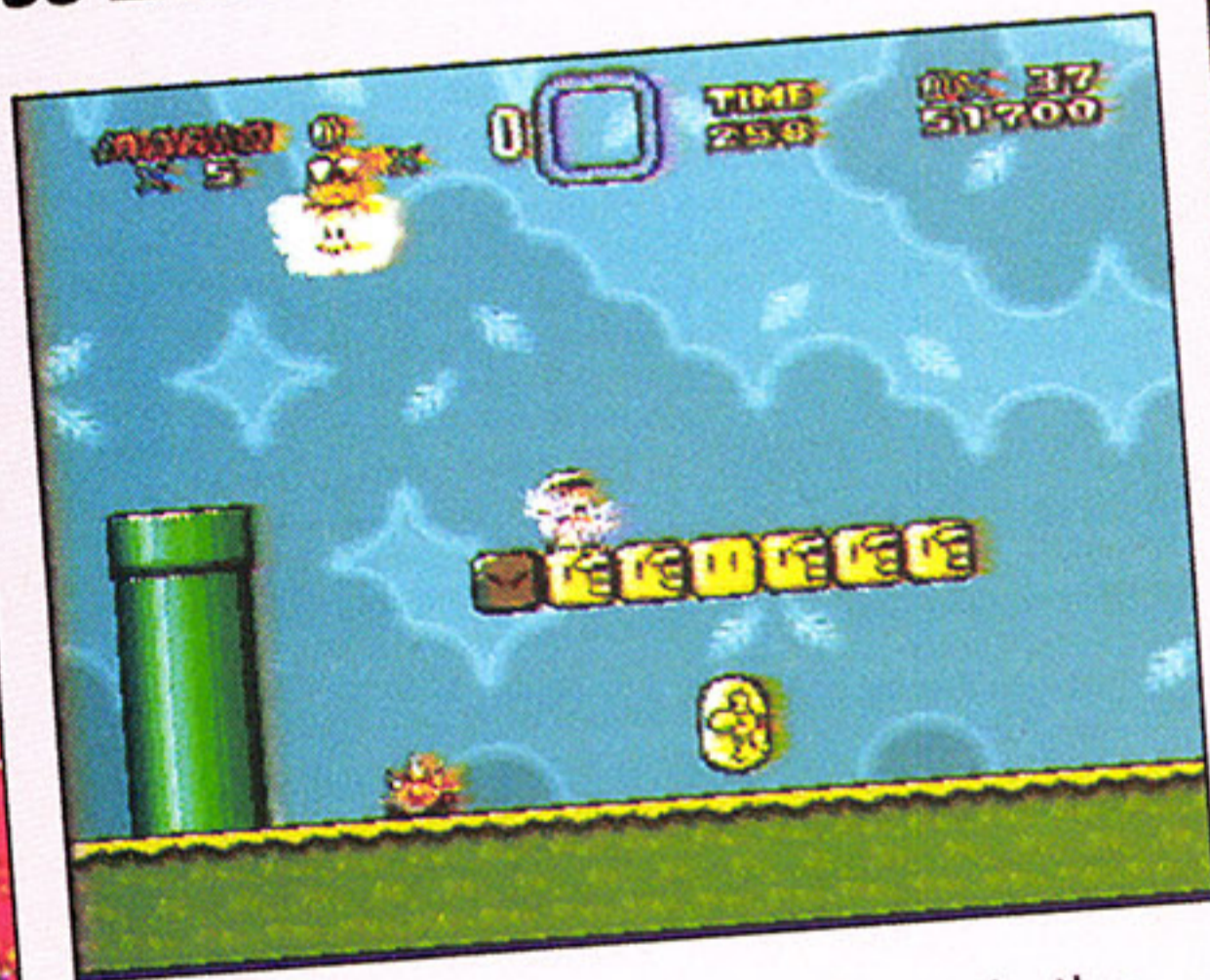


Stage selection is now possible in Golden Axe II. When the intro rolls, hold down A, B, and C, and press Start. Continue to hold down A, but release B and C. While still holding down A, press B and C together to enter the Options screen. Continue to hold down A, but release B and C. Highlight Exit. While holding down A, press B and C together to return to the main menu. Continue to hold down A, but release B and C. While still holding down A, press B and C together to select the number of players. Keep holding down all three of these buttons and press Start to choose the Normal Game. While still holding down A, B, and C, highlight your character, hold down Up, and press Start. Now pick any Golden Axe II level!

Larry Lawton, Carson, CA

Super Mario World (Super NES)

99 Lives!



You can rack up unlimited 1-ups in the Forest of Illusion 4. Grab a turtle shell and drop it under the row of question blocks after the first green pipe. Each time the shell hits a Spiny, you'll earn points, and eventually you'll score a pile of extra lives!

Steven Swanson, Prophetstown, IL

Super Off Road (Super NES)

Free Play!



If you wish to play by yourself forever in Super Off Road, select the two-player mode and only use Controller One. Controller Two's truck will continue to lose, and you'll always place third or higher!

Joseph Schulz, Baton Rouge, LA

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Video Gaming Rig Contest. Win the ultimate home theatre/video game rig. You'll win all the audio/video components shown plus the Sega Genesis, Gaming Gear (w/TV tuner), Power Clutches, Intruder and Joystick. Bonus Options include: CD-ROM drive, VCR, \$1,000.00 in games, cash, accessories and more!

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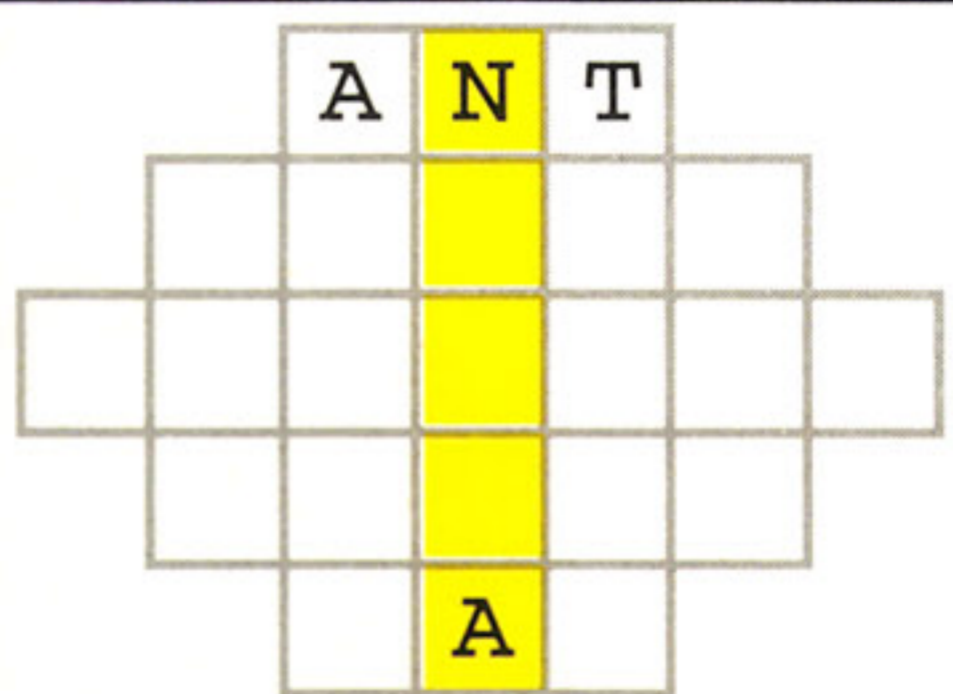
66 Mhz at your option). Bonus options include: CD-ROM, Thrustmaster joystick and weapons controller, Sound Blaster Pro, modem, cash, games and more!

We're talkin' GAMING HEAVEN!

Directions. Fill in the Mystery Word Grid with words going across that spell out the Mystery Word down the middle. Hint: use the Mystery Word Clue.

In the future. There will be four more puzzles at \$2.00 each and one tie-breaker at \$1.50 for each prize package which will be sent to you by mail. You will have 3 weeks to solve each puzzle. We don't know how many will play but typically 47% will have the highest score possible score to Phase I, 30% to Phase II, 25% to Phase III, and 20% to Phase IV. The tie-breaker determines the winner. If players are still tied they will split the value of the prizes.

Mystery Word Grid



WORD LIST

- | | | | | |
|---------|---------|---------|---------|---------|
| RANGE | ARC | QUEST | APE | TURBO |
| ASK | MAJOR | ANT | WINGS | ACE |
| MUTANTS | INDIANA | INVADER | RUNNING | CRAWLER |
| CHASE | EAT | TOWER | SIT | FLINT |
| PET | MICRO | SET | DREAM | FIT |

MYSTERY WORD CLUE: One who practices the ancient Japanese martial art of assassination and terrorism.

Yes!

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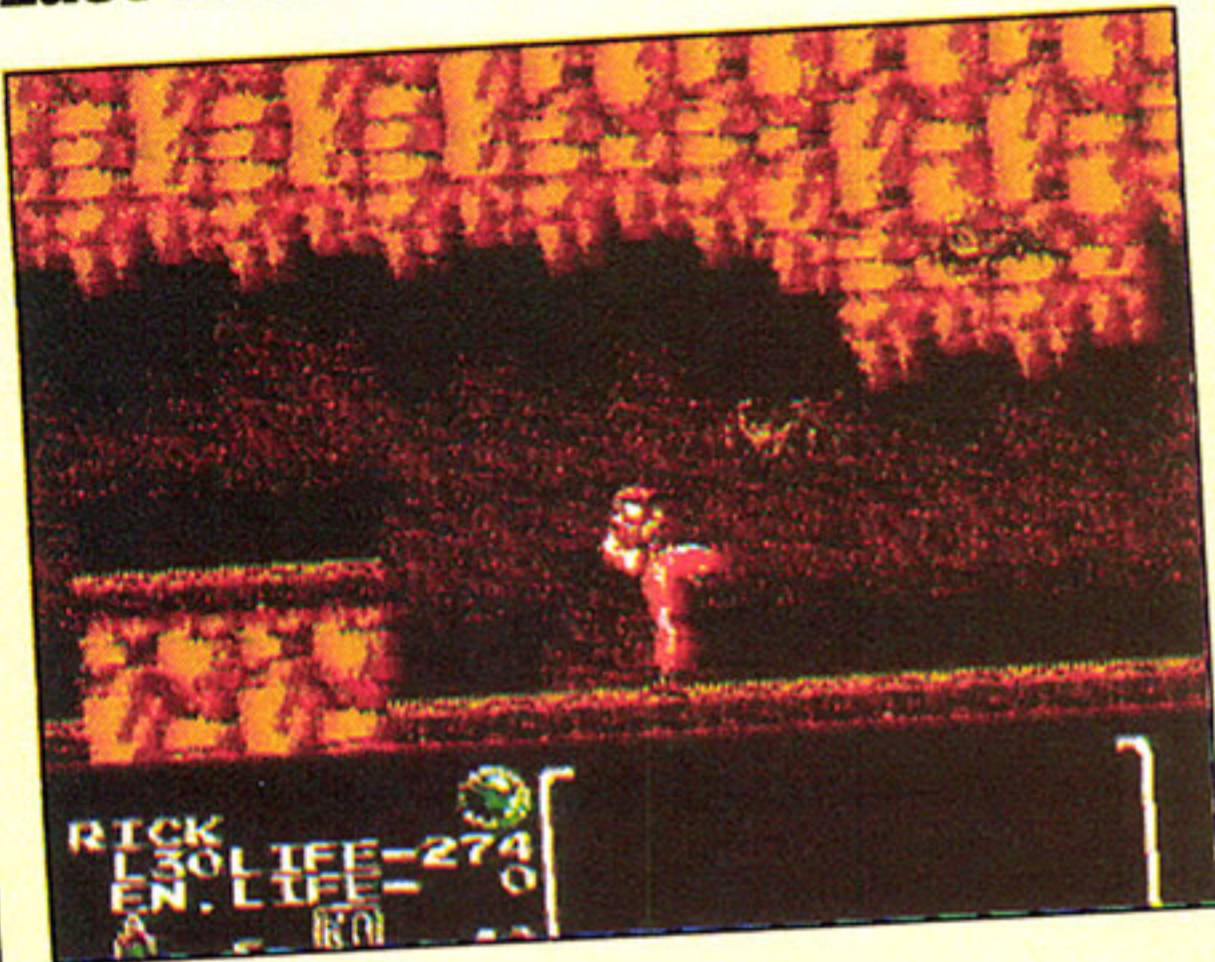
CLIP AND MAIL



SWAT PRO



Flying Warriors (Nintendo) Last Level Password!



To begin your game fully powered-up on the last level, enter this password:
ZL14 CB88 CCCCCB

David Chung, Arcadia, CA

Low G Man (Nintendo) Passwords!



Try out these Low G passwords.

Level 2: MICH

Level 3: ELLE

Level 4: ISAC

Level 5: BILL

Ending: YES ♥

Sound Test: SONG

Challenge Level 1: MARU

Challenge Level 2: TERU

99 Lives: SHOT

David Chung, Arcadia, CA

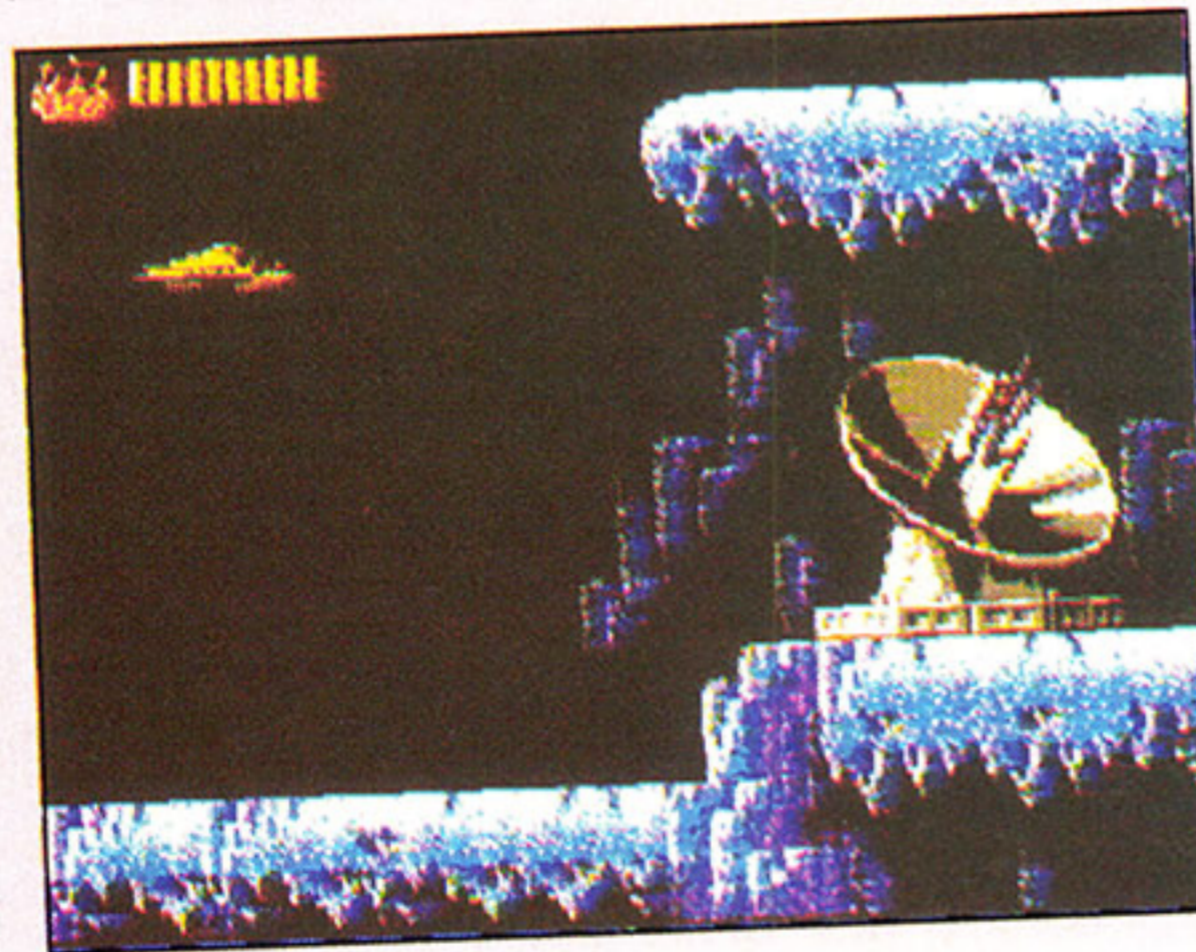
Skate or Die 2 (Nintendo) Stage Skip!



Begin the game and enter any action scene. Then, on **Controller Two** press **Start, A, Select, and B**. Now push **Right** to warp to the Mall level, **Left** to jump to the Beach, or **Up** to zip to the Plant level.

Tony Harris, St. Louis, MO

Captain Planet (Nintendo) Passwords



Here are the passwords for each level of Captain Planet!

Stage 1-2: 763 754

Stage 2-1: 955 783

Stage 2-2: 637 511

Stage 3-1: 148 574

Stage 3-2: 786 565

Stage 4-1: 920 272

Stage 4-2: 799 274

Stage 5-1: 344 551

Stage 5-2: 829 443

END GAME!: 506 210

Linda Dean, Newark, NJ

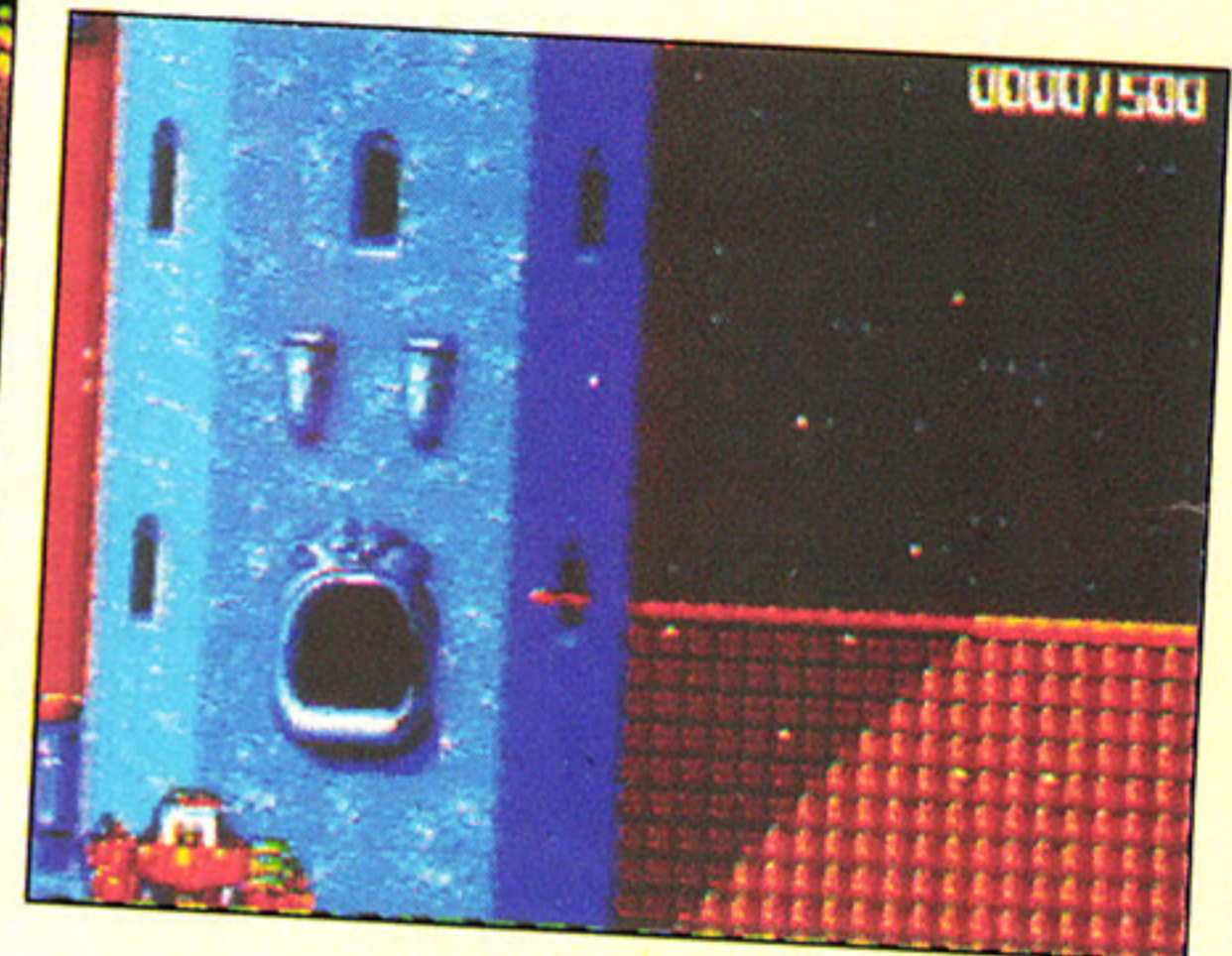
QuackShot (Genesis)

Unlimited Donalds!

Here's how to rack up tons of ducks in QuackShot. Grab the Bubble Gum Blaster in Duckburg, and enter Dracula's castle. Proceed until you reach the first large stack of barrels. Blast the last barrel on the second row to reveal a 1-up. Now leave the castle, return, and get the 1-up again. Repeat this process as often as necessary, and refill your Bubble Gum ammo in Duckburg if you run out.

Sam Kirkman, Abilene, TX

James Pond II: Codename RoboCod (Genesis) New Level!



RoboCod contains a secret level. To find this one in Level 1, proceed right as far as possible and climb the building. Land on the far right roof, then walk left through the wall. You'll be warped to a weird area inside the Factory.

Dan Buzza, Wisconsin Rapids, WI

Trampoline Terror (Genesis) Extra Credits and Level Select



This trick pumps up your credits and starting level in Trampoline Terror. At the title screen, move the cursor to the Start selection. **Hold down Buttons A, B, C, Up, and press Start**. You'll get 99 credits and a stage select.

Michael Rieg, Medina, OH

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Aliens 3 \$43	Xmen \$46
Alisia Dagoon \$32	Young Galahad \$42
Ariel Little Mermaid \$36	Zombie High \$36
Bart Space Mutants \$43	
Batman \$42	
Batman Jokers Rtn \$43	
Batman Returns \$49	
Cadash \$44	
Captain America \$46	
Chester Cheetah \$52	
Chuck Rock \$49	
Crossfire* \$24	
Dark Castle* \$24	
Dinosaurs for Hire \$44	
Dolphin \$44	
Dracula \$49	
El Viento \$49	
Ernest Evans \$49	
Ex Mutants \$49	
Flintstones \$44	
Furry Friends \$36	
Gadget Twins \$49	
Global Gladiators \$49	
GODS \$44	
Golden Axe 2 \$39	
Green Dog \$39	
Home Alone \$39	
Hook \$49	
Indiana Jones LC \$49	
James Pond 2 \$42	
Jewel Master \$16	
Kepr of the Gates \$52	

SEGA ADVENTURE	SEGA ADVENTURE
Alien vs Predator \$39	Wonder Boy MonsL \$46
Aliens 3 \$43	Xmen \$46
Alisia Dagoon \$32	Young Galahad \$42
Ariel Little Mermaid \$36	Zombie High \$36



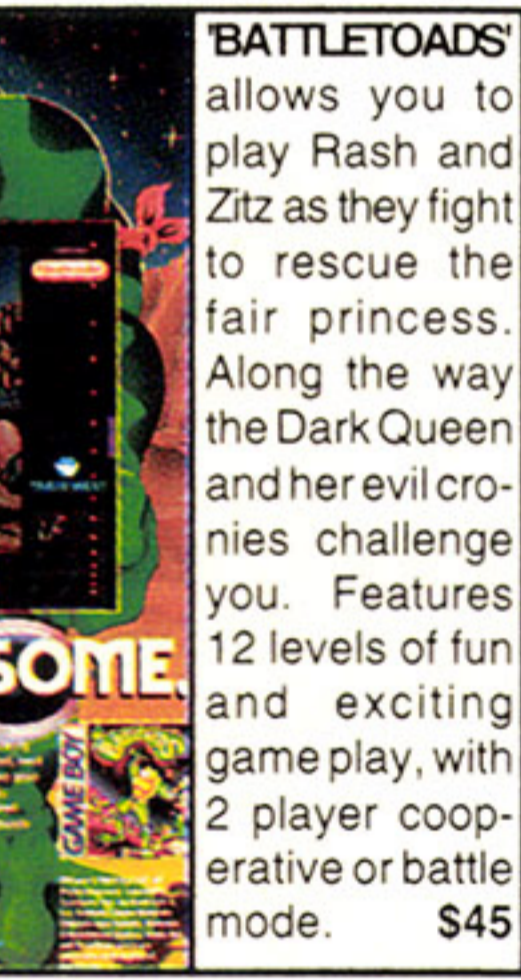
'STREET FIGHTER II' brings the #1 arcade smash hit to your SNES. Choose from 8 characters with unique fighting styles to defeat champion street fighters from around the globe. 2 players. **\$64**

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'BATTLETOADS' allows you to play Rash and Zitz as they fight to rescue the fair princess. Along the way the Dark Queen and her evil cronies challenge you. Features 12 levels of fun and exciting game play, with 2 player cooperative or battle mode. **\$45**

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WWF Superwrestlg \$43	Mickey Mystl Quest \$59



'NFL SPORTS TALK FOOTBALL STARRING JOE MONTANA' is a 12 Meg football game with a play-by-play announcer & all 28 teams. Play a full season, playoffs, or in the Super Bowl. Has multiple field views with zoom & instant replay. For 1 or 2 players. **\$46**

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'WWF SUPER WRESTLEMANIA' allows you to control 8 different WWF super stars like Hulk Hogan, Ultimate Warrior, & Randy Savage each with special moves. Features in and out of the ring action, singles, tag-team, or Championship matches. **\$43**

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'TERMINATOR 2 THE ARCADE GAME' is a race to save the future as you travel to a showdown with the T-1000. Features 8 levels of endoskeletons, flying Hunter Killers, and a variety of weapons for 1 or 2 players. Sega menacer compatible. **\$43**

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'SPIDERMAN & X-MEN' gives you control of spiderman's web swinging super powers as you move through 7 levels of arcade-style action. Battle against famous Marvel villains. **\$54**

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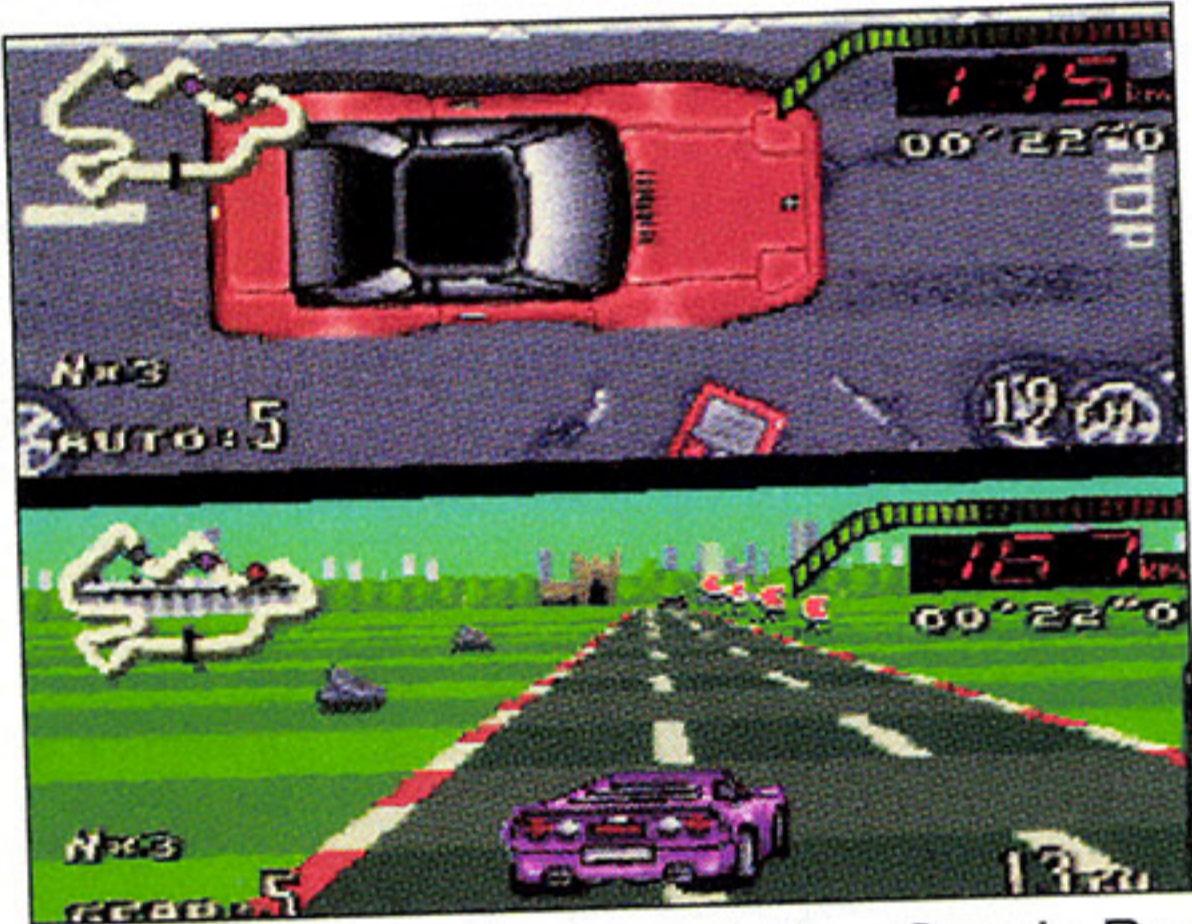
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SWAT PRO

Top Gear (Super NES)

Pro Passwords!



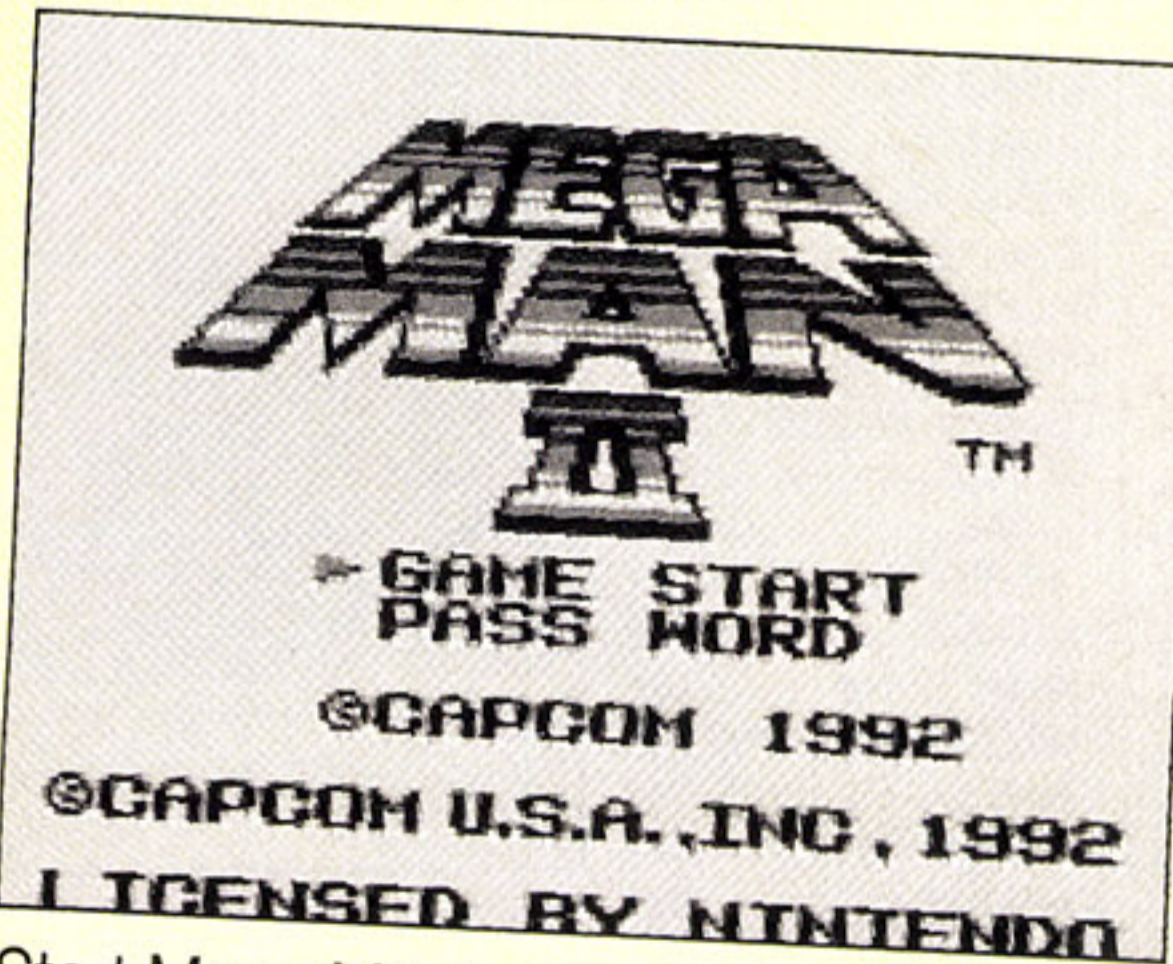
Okay, Gearheads, try out Top Gear's Pro Level passwords.

South America:	Four Meg
Japan:	Legend
Germany:	The World
Scandinavia:	Letsrace
France:	Alchemy
Italy:	A Looper
U.K.:	Seasonal

We'll feature the Champ codes next month!

Mega Man 2 (Game Boy)

Power-Up Password



Start Mega Man's mission in Dr. Wily's fortress with a full supply of five energy tanks! Simply enter this password:

A1, A3, A4, B3, C1, C2, C3, C4, D1

Joey Stadler, Poway, CA

Choplifter II (Game Boy)

Passwords!



Checkered Flag (Lynx)

Cruise Control!

Here's a nifty tip for Checkered Flag. You must select a 7-speed manual transmission for it to work, and hold down Button A (gas) during the entire trick.

- 1) Drive your Indy car into 6th gear and reach a speed of 179 mph.
- 2) Now quickly shift into 7th gear, and then immediately shift back down to 6th gear.
- 3) The speed should now read 180 mph. If not, repeat Step 2.
- 4) Release A and you'll cruise at max speed without sliding off the track!

David C. Wang, Santa Clara, CA

Mercenary Force (Game Boy)

50,000 Yen!

MERCENARY FORCE™



Bring up the title screen, then press Up, Select, A, and B all at once. You'll start with a 50,000 yen bankroll!

Luis Marrero, Carolina, Puerto Rico

Skim through Choplifter II with the following passwords.

- Sector 1-2: SKYHPPR
- Sector 1-3: LKYBY55
- Sector 2-1: CHPLFTR
- Sector 2-2: BYM5FWR
- Sector 2-3: RGHTHND
- Sector 3-1: GDGMPLY
- Sector 3-2: TRYHRDR
- Sector 3-3: SPRYSK5
- Sector 4-1: CMPTRWZ
- Sector 4-2: CHPYBY5
- Sector 4-3: VRYHPPY
- Sector 5-1: GMBYQZD
- Sector 5-2: LVLYTYZ
- Sector 5-3: GDDYGMZ

Todd Vanderzee, Venison, MI

Do You Have a Secret Weapon?

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

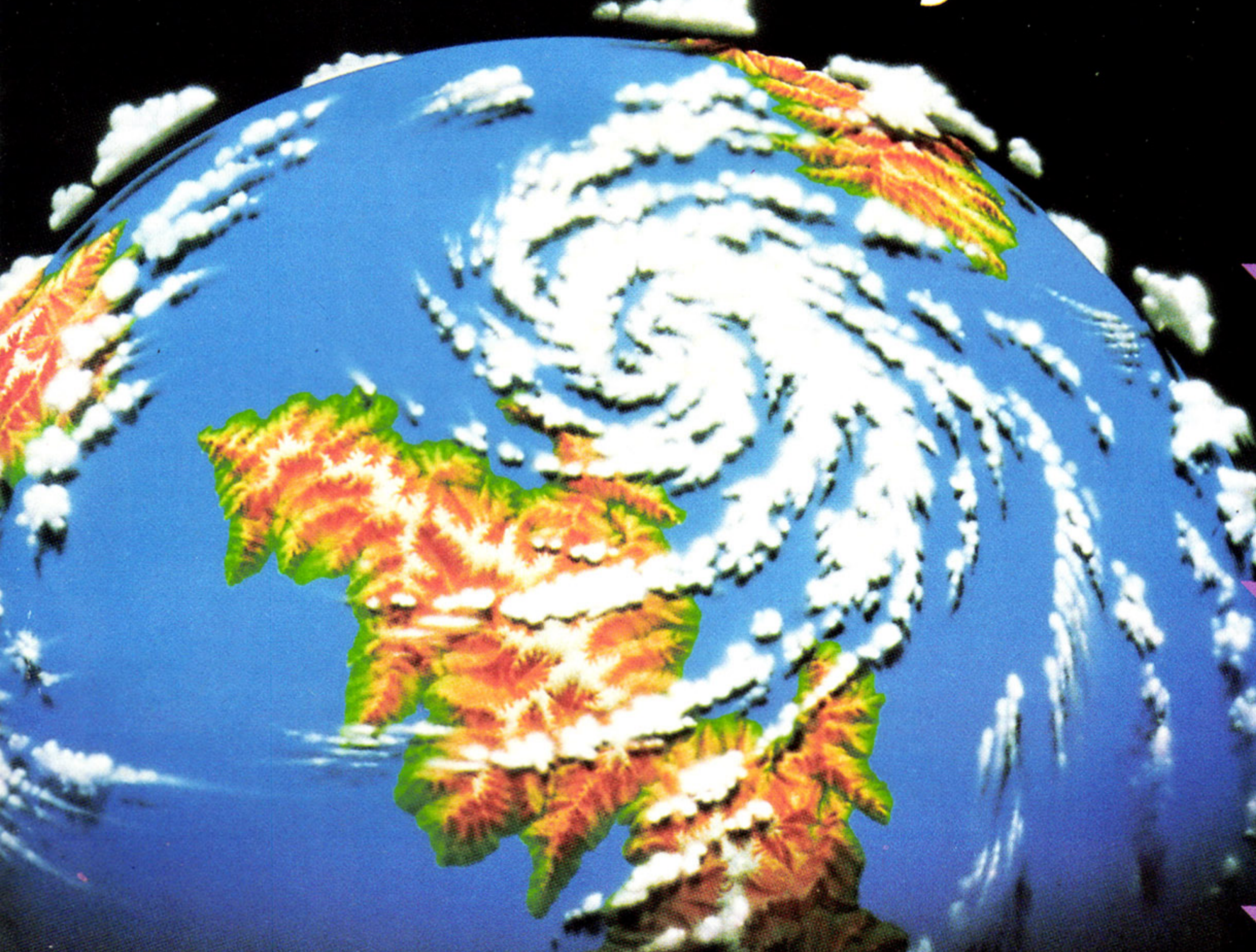
GamePro Magazine

Secret Weapons

P.O. Box 3329

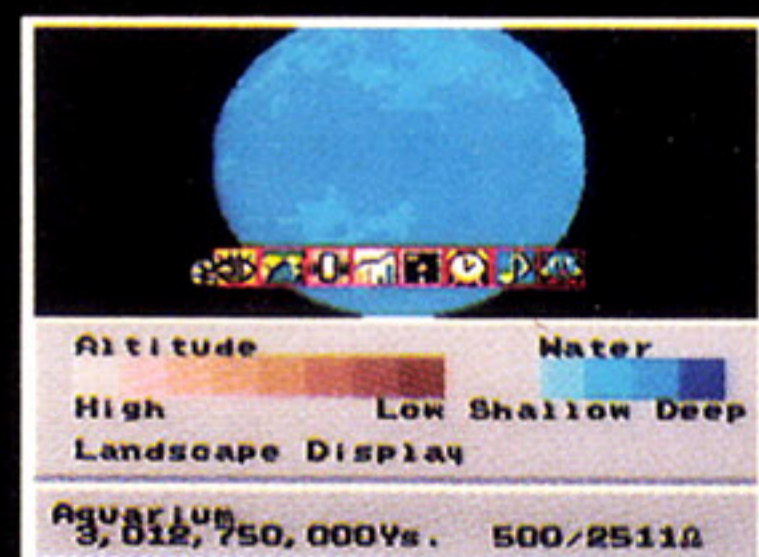
Redwood City, CA 94064

You've got the whole world in your hands!



SimEarth™

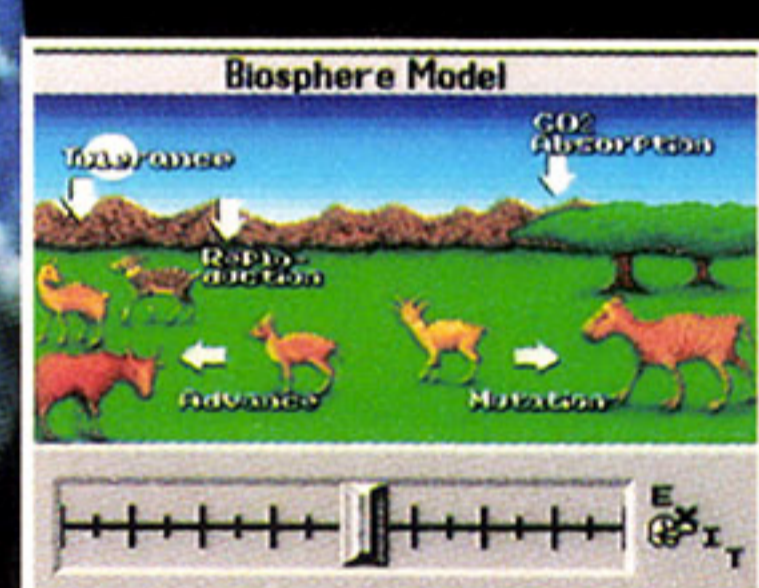
The Living Planet



Control one of 8 planets or randomly generate your very own



Create forests, swamps, jungles, seas, deserts, rainforests



Evolve dinosaurs, mammals, reptiles, birds, fish

Give intelligence to the species of your choice.. then watch what happens!

Experiment with global warming and nuclear war

3 levels of difficulty

Powerful 8 meg Super NES memory chip

Long life battery saves planet scenarios

Adapted from the hit PC game

Play SimEarth and create new worlds and civilizations...then watch over them for a few Billion years! There's never been another world like the one you build.. and there's never been another game like SimEarth. Move mountains, destroy continents. Watch the results of volcanos, earthquakes and tidal waves. Each and every second you'll be making decisions that will have incredible repercussions billions of years into the future!



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NINTENDO PRO REVIEW



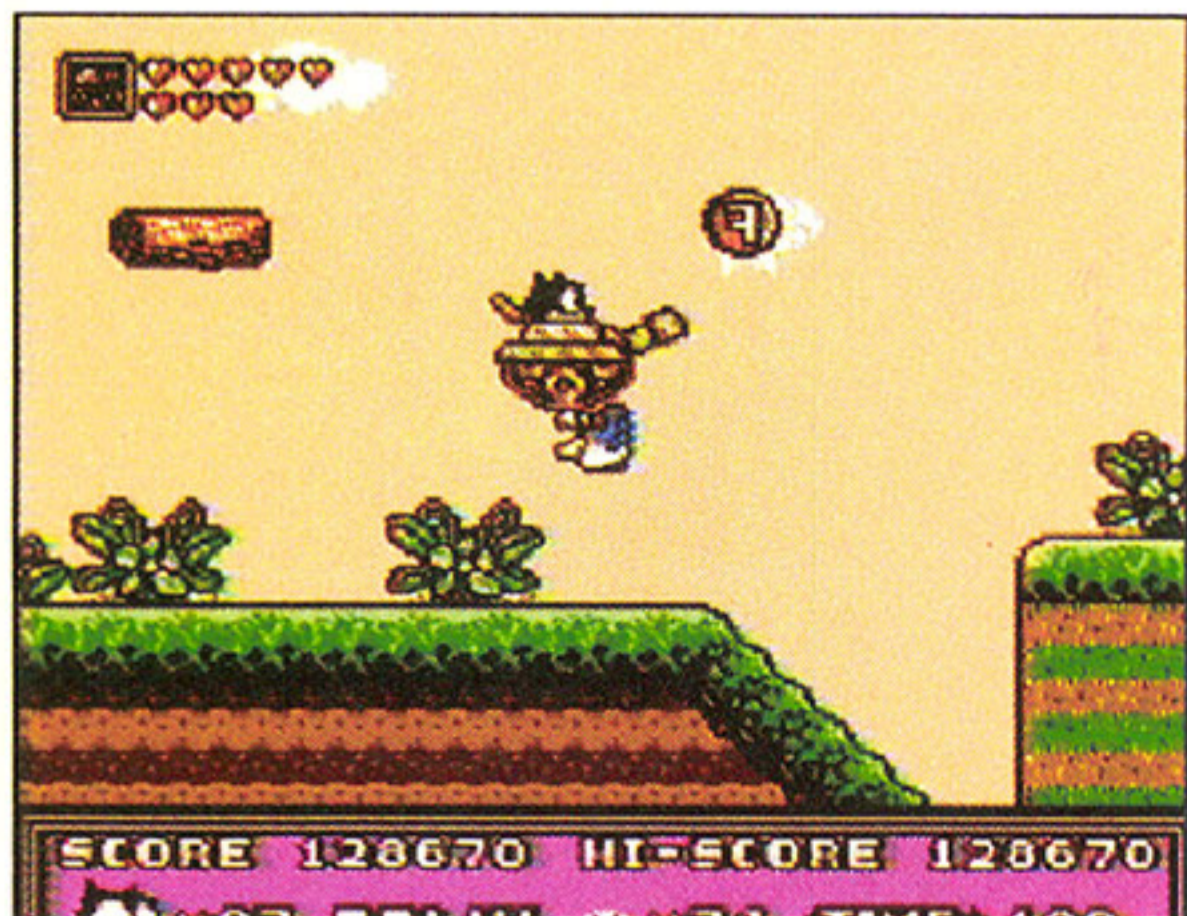
By **Bubonic the Blowfrog**

OK, Gang, it's time for a history quiz. Who was Charles Lindbergh's mascot for his famous Transatlantic solo flight in the Spirit of St. Louis? Here's a hint: he was also the first image broadcast over television from the RCA Laboratories, and later he became the familiar test pattern at the opening and closing of NBC's broadcast. Need one more hint? He's also the star of a new game out this month from Hudson Soft. Those of you who've cheated and looked at the title of this article already know the answer: Felix the Cat!

Feline Fine

Since his first appearance in 1922, Felix the Cat and his magical bag of tricks have become one of the most lovable cartoons in the world. In Felix the Cat for the NES, Hudson Soft dips into Felix's bag and comes up with magic. This side-scrolling action game is superb!

In an attempt to rescue Felix's girlfriend, Kitty, from his longtime foe the Professor, you play Felix on a quest through nine areas with multiple rounds. Other familiar cartoon folks that'll set your feline fur on end are Poindexter, Rock Bottom, Master Cylinder, and Gulpo, King of the Blobs. They appear in varying forms at the end of each round.

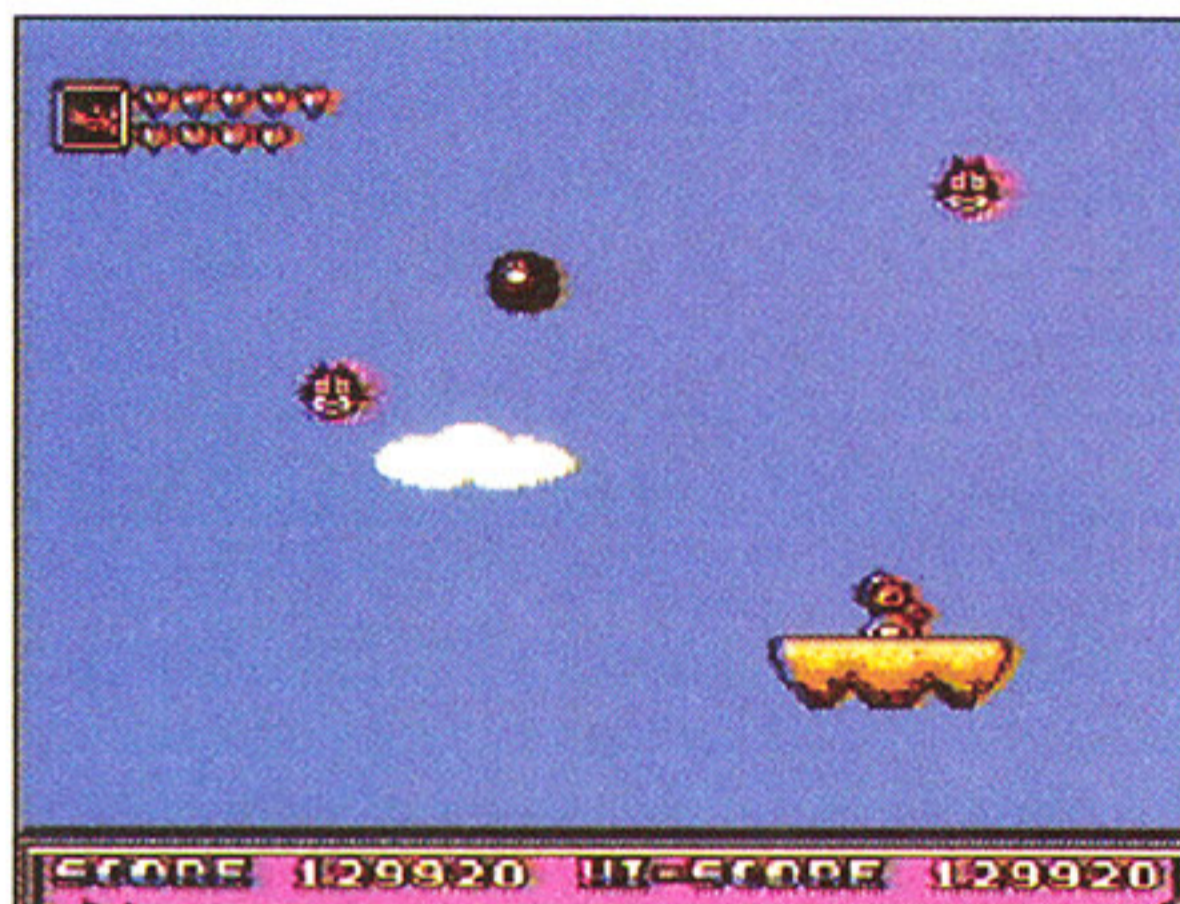


PROTIP: Some birds are friendly, and they allow you to ride on their backs.

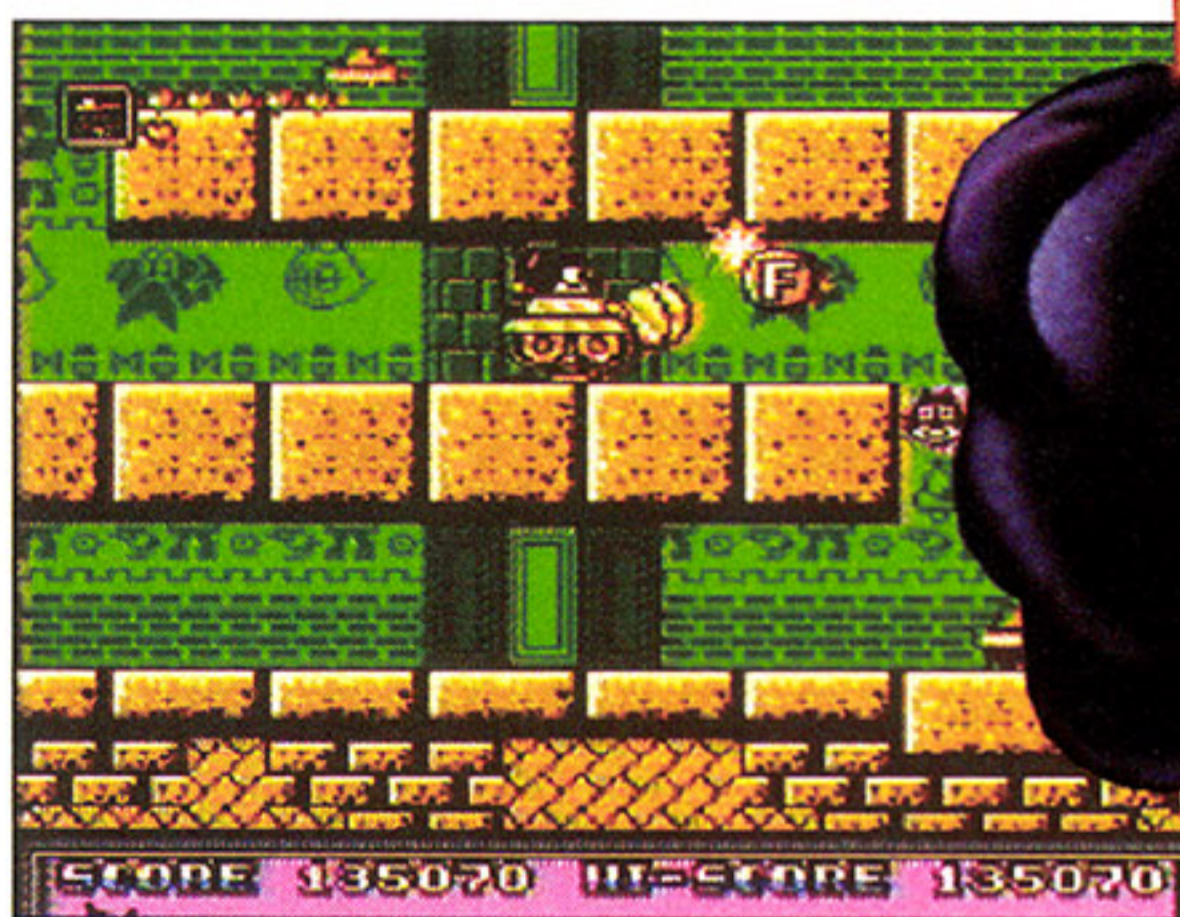
Cat Head Collection

Felix's only defense in this game is his magic bag. You begin the game with one Magic Item, a punching glove. To reach a higher level of magic, you've gotta collect the Felix heads that are scattered throughout the game. For every 10 Felix heads you collect, Kitty drops you a magic heart. If you catch the heart, you gain a new Magic Item.

You've gotta keep a watchful eye on the status of your Magic Item. It only lasts a limited time. To make it last longer, you can grab milk bottles that appear when you collect five Felix heads.



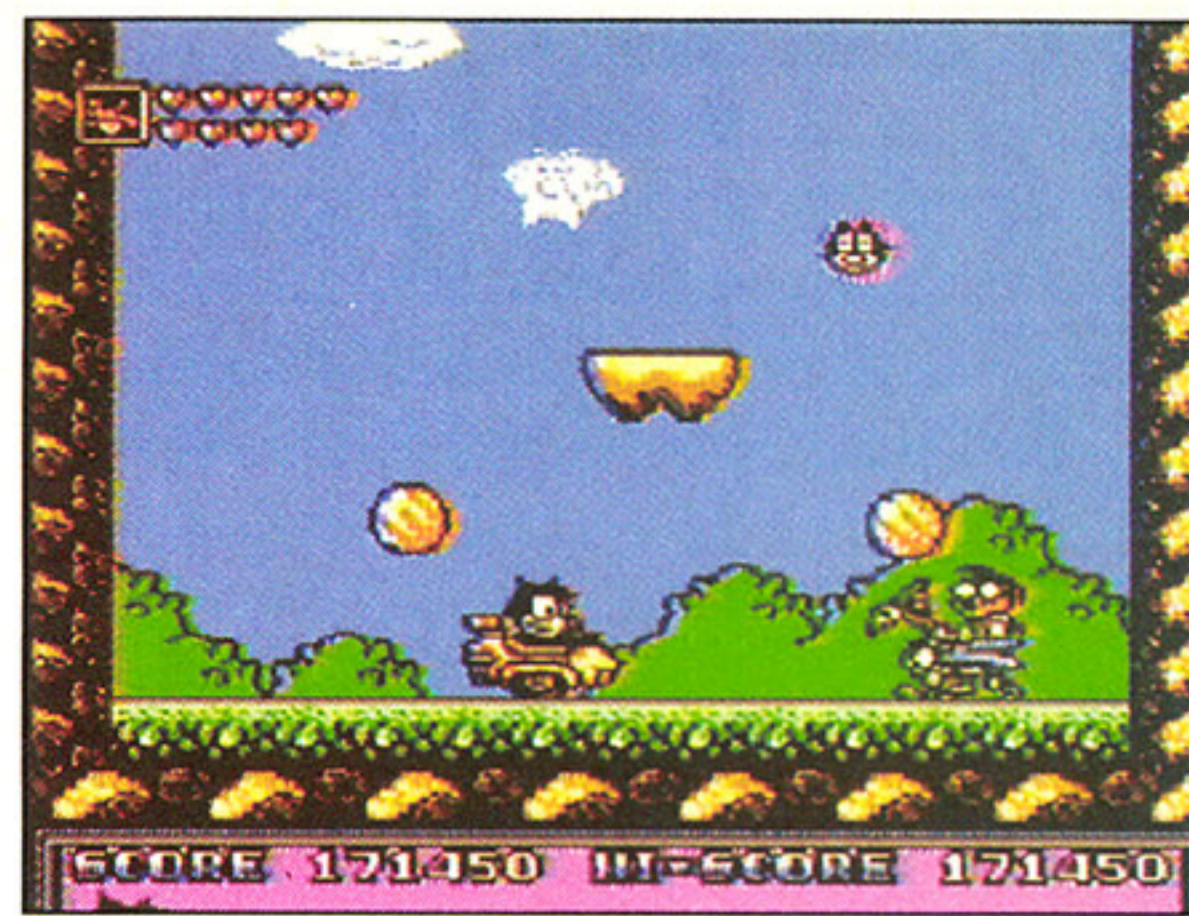
PROTIP: To avoid all the obstacles on the flying rounds, like 2-1, fly to the top of the screen until you're out of sight and then fly forward at that altitude.



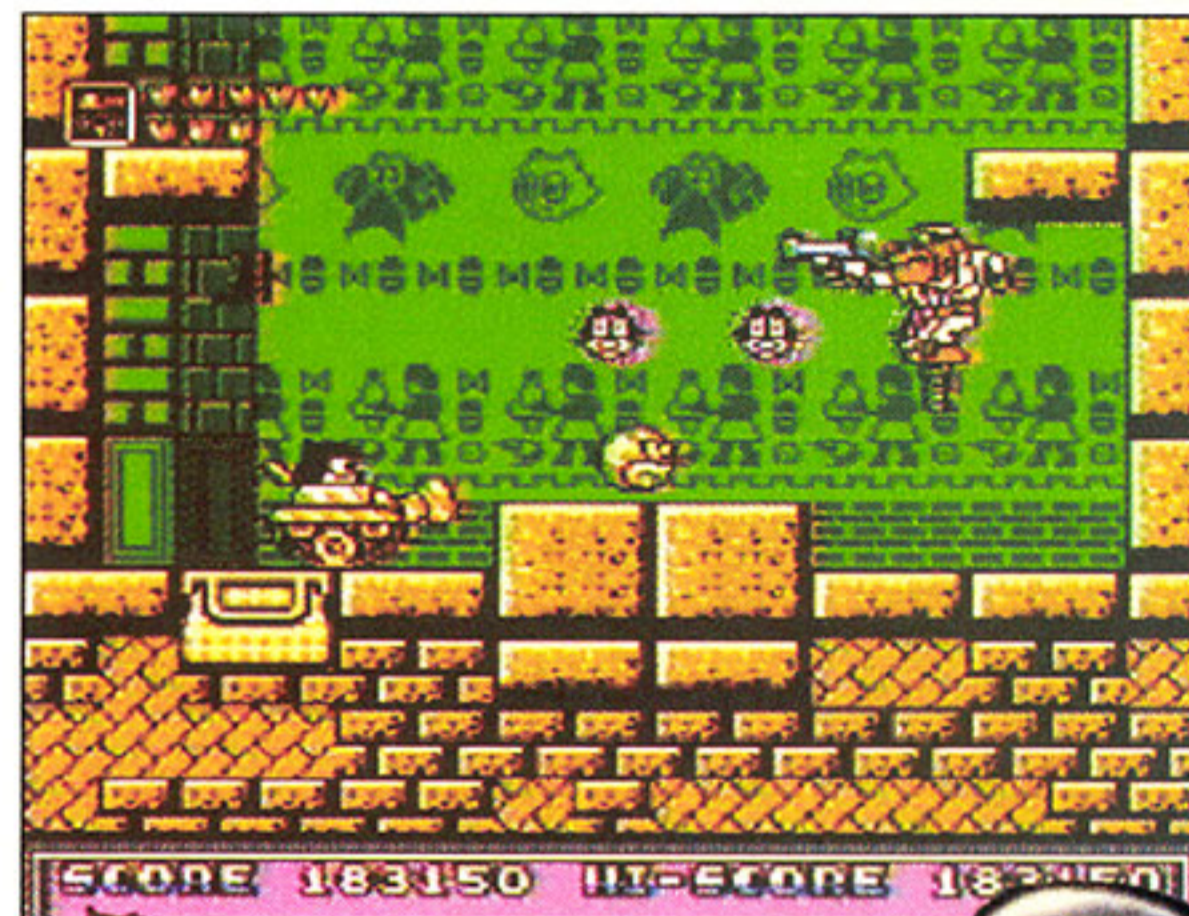
PROTIP: Shoot at the "F" circles repeatedly and they turn into 1-ups!

That Cat Can Accessorize

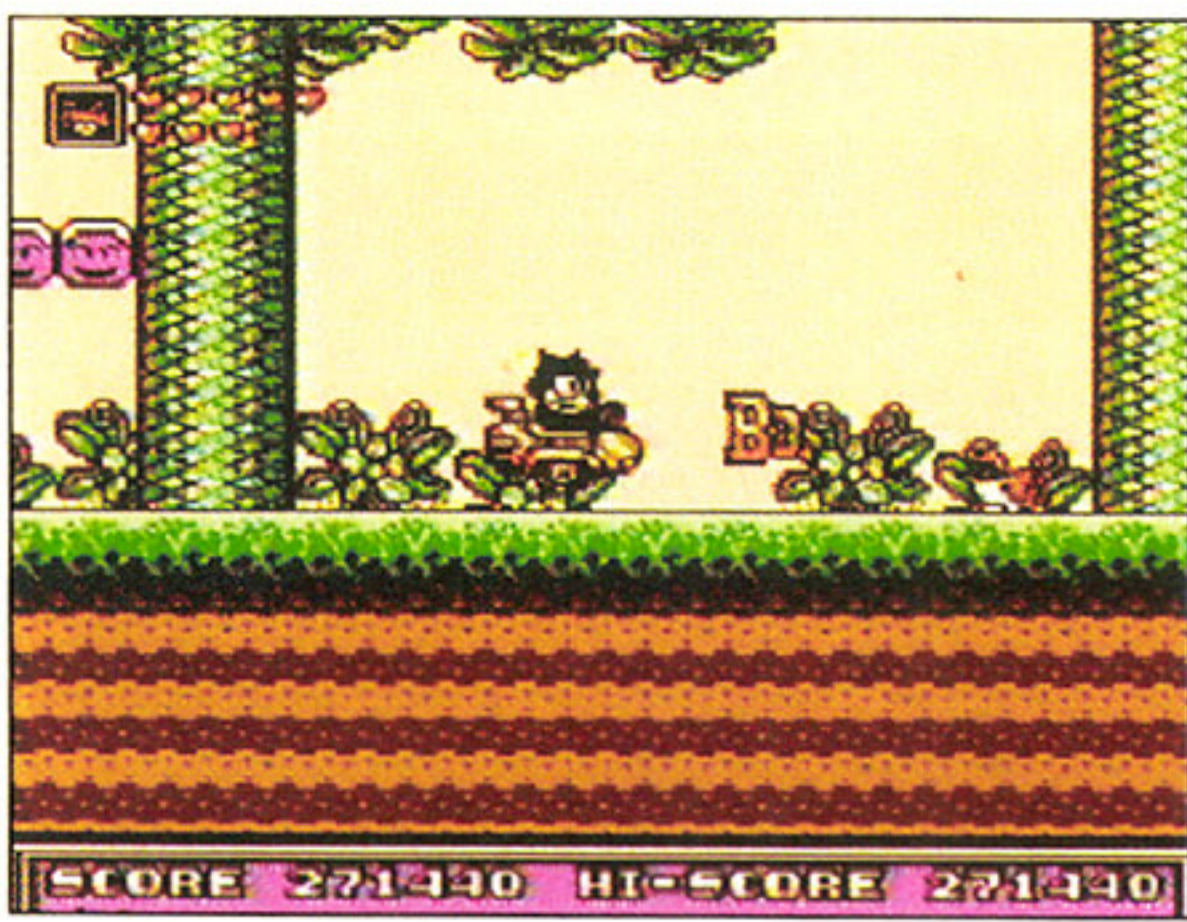
Felix makes you master a variety of skills. You use different Magic Items depending upon the round you're in. In some rounds, Felix pilots airships, including a hot air balloon and a bi-plane. In other areas, Felix gets his fur wet by steering a paddle boat and riding a dolphin. Then it's time to hold your breath as Felix tries his paw at scuba diving in the underwater rounds. There are so many places with unique Magic Items that the game never gets boring.



PROTIP: To defeat the first Boss, Poindexter, stay close to him while you attack with your magic item and his basketballs will fly over you.



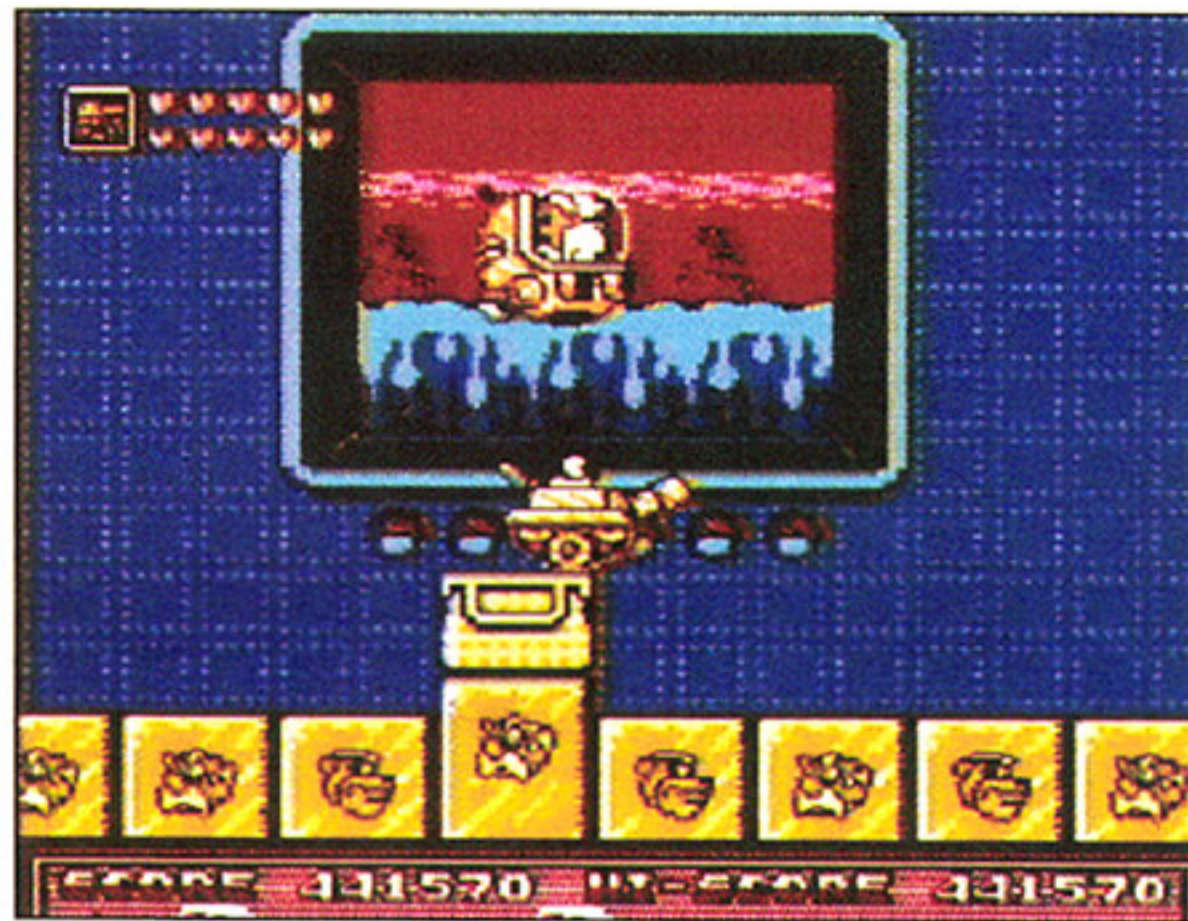
PROTIP: On Round 2-3, defeat Rock Bottom the canine creep by staying low and persistently firing at him. This will keep him from pogoing to your side.



PROTIP: Sometimes, using the second best magic item works more effectively in close-up cat-fights.

Paper or Plastic?

Felix is full of special bonus rooms that contain a load of Felix heads and sometimes offer a shortcut to the end of the round. The rooms are found inside magic bags that are hidden throughout the game. When you're running low on magic hearts, the bonus rooms can be as fun as catnip! Be careful, though, you should always keep your eye on the time to make sure that Felix doesn't pass his limit by spending too much time looking for bonus rooms.



PROTIP: Look for bonus room magic bags above a springboard or buried in the brick.

visual buffet. Another fine touch is the animated end-of-area scenes that show Felix revealing his alley cat ancestry by wallowing in misery over his lost Kitty.

The controls for the game are easy to pick up. Maneuvering through the flying and the swimming stages is a little tricky, but nothing that a keen cat can't handle.



PROTIP: Defeat Gulpo on Round 4-3 of Felix World by staying behind the barrier and inching out to shoot.

A Kinder, Gentler Game





One important thing to note about the Felix game that is indicative of his comic book and animated cartoon incarnations is the virtual absence of violence. Even the sound never creates the tense or scary mood found in some action games. When you defeat a boss, it explodes but doesn't die. According to the manual, the foes in this game are not necessarily enemies. They're more like playfriends. Your weapons are called Magic Items. And, believe it or not, the game creators have managed to make even a cannon that shoots balls at you look cute and innocuous. Moreover, the manual comes packaged with an order form for "Master Higgins' 10 Tips For Responsible Gaming."

Felix the Cat is fun to play! Its landslide of levels and abundance of Magic Items will keep folks with even the shortest attention spans engaged. The Cat is back! That's purr-fect for NES gamers everywhere.

Felix the Cat

A Feast for the Eyes

Felix the Cat sports some of the coolest graphics you've ever seen on an 8-bit system. Big characters and a cartoony style create the illusion that this is a playable cartoon. Detailed animation and special touches, like bubbles underwater, trees with eyes that follow you in the forest, and Poindexter's spinning basket-ball, all lend to Felix's all-you-can-eat

Felix the Cat by Hudson Soft				
Graphics	Sound	Control	FunFactor	Challenge
				BEG.
5.0	4.5	4.5	5.0	Beginner
\$49.95		Action		
1 meg		One Player		
Available October '92				

NINTENDO PRO TIPS

By Otter Matic

F-Troop



PROTIP: In Round 3, grab a free power-up by simply pressing Select when you see an "F" circle.

Defeating the Master



PROTIP: It's easy to defeat Master Cylinder at the end of Round 3-3. While attacking from a safe distance, dodge the three rods he shoots at you.

Sub-Stantial



PROTIP: Be ready for Gulpo at the end of Round 4 by powering up to the Submarine before entering the royal chambers.

Cool Move



PROTIP: In the underwater levels of Round 6, avoid sea enemies by staying close to the icy walls.

Ice Geek



PROTIP: To defeat Poindexter again in Round 7, jump over his snowballs and fire at him constantly.

A Hearty Voyage



PROTIP: In Round 8, the power-ups work a little differently. Instead of powering up to a better craft, collect hearts to maintain your current spaceship.

Smarter Than Man



PROTIP: In the above-water rounds, power-up to the dolphin for more speed.





CHUCK ROCKS YOUR SUPER NES!

He's fat, he stinks and he's one of the best-loved characters ever to climb his way out of the primordial slime and onto your video screen. In this rockin' new 16-bit adventure for your Super NES, you'll join Chuck Rock on his belly-bashing, odor-kicking, rock-tossing mission to rescue his wife Ophelia from arch-rival Gary Gritter. You and Chuck, who's equipped with a pea-sized brain and nuclear body odor, have to crush some pretty strange



A chilly Chuck meets up with the woolly mammoth

characters, like the wild and woolly mammoth, one mean triceratops and a saber-toothed tiger who's permanently hot under the collar. Together, you and the Chuckster swim through swamps, travel up volcanoes and shiver your way through the ice age — all in the name of love!



Bring on all challengers

Nineteen levels set in five prehistoric worlds. Eye-popping graphics and very cool animation. If you wanna rock, you gotta get Chuck Rock.



LICENSED FOR PLAY BY
Nintendo

SUPER NINTENDO
ENTERTAINMENT SYSTEM



GENESIS PRO REVIEW



By Linoleum Blown Apart

Mother Earth can breathe easier. The Global Gladiators, Mick and Mack (with the help of McDonald's Hamburgers) are here to clean up the environment on your Genesis. This Virgin game is nothing like its Nintendo cousin, M.C. Kids. There's no family resemblance!! After playing this cart, you won't want anything else but a Big Mac and fries!

Earth First

The Earth is infested by pollutants and grime. Smog, litter, toxic waste, acid rain, and various other environmental downers threaten to ruin our planet. Luckily, Mick and Mack are here to save the day.

Armed with only your Goo Gun, you run and hop around as either of our environmentally conscious heroes. The action isn't intense, but it's extremely fast. Your boys run really quickly. Sometimes they plunge off a cliff before they even realize that they were near the edge. Fortunately, they can skid to a stop just as quickly. Unfortunately, though, the guys can't combat grime together, and it can get lonely in the four environments (each with three levels)—Toxittown, the Arctic, the Forest, and the Slime levels.



PROTIP: Most of the time you can't see ground-level terrain. Take leaps of faith, but look for bubbling bubbles at the bottom of the screen. In the forest and the slime levels, they're a hint not to jump. **PROTIP:** The ground may look solid under your feet, but it can be deceiving. Watch out for mud slides.

Big Mac Attack

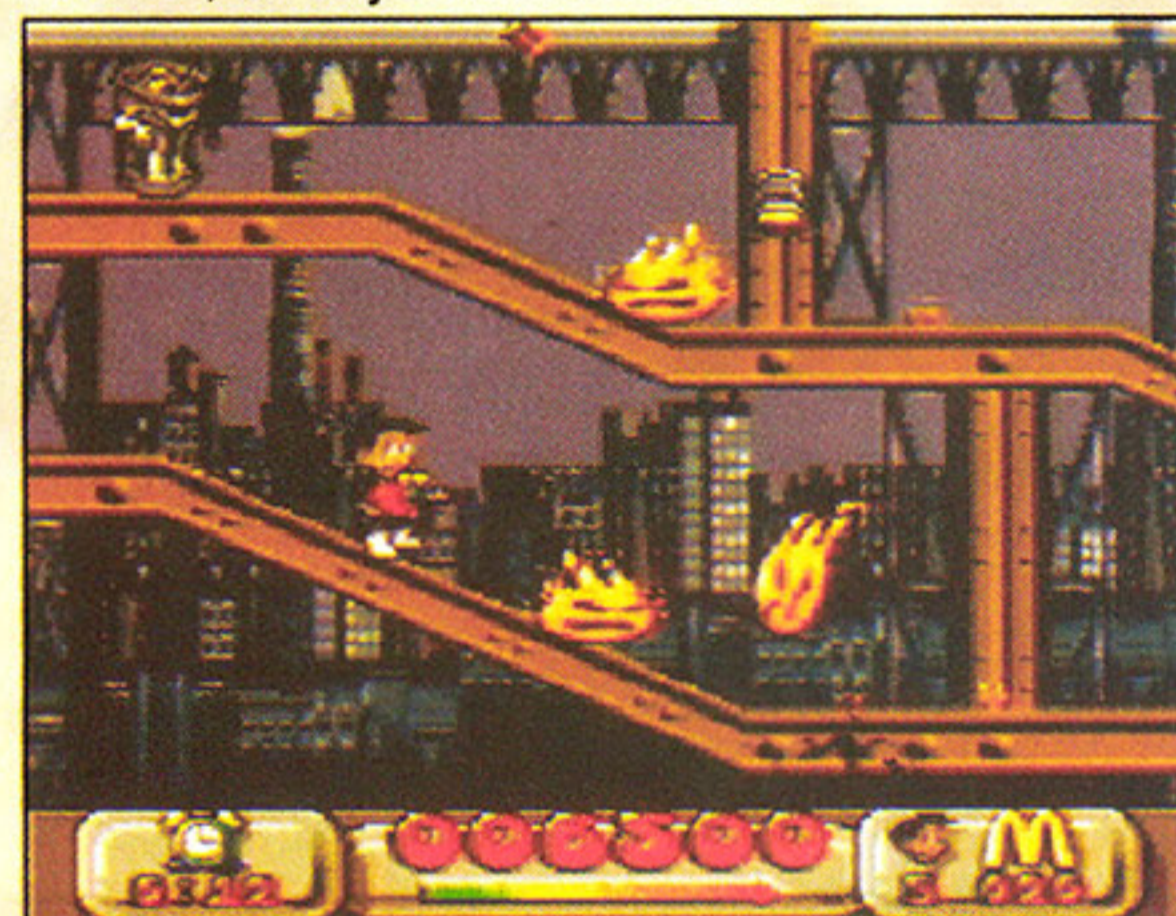
Waste threatens to choke you, literally, and it comes in all shapes and sizes. The animated pollutants are more annoying than tough to beat. Just one blast with your Goo Gun and they're back to biodegradable sizes.

On the Slime level, big globs of goo spit toxic waste at you. In the Forest, you've gotta watch out for hard-hatted squirrels, hatchets running wild, chain saw massacres, jumping big-mouthed (and toothed) crustaceans, and skunks. They seem harmless, but there won't be anything left of the trees if you don't stop 'em.



The Artic has many chilly landscapes.

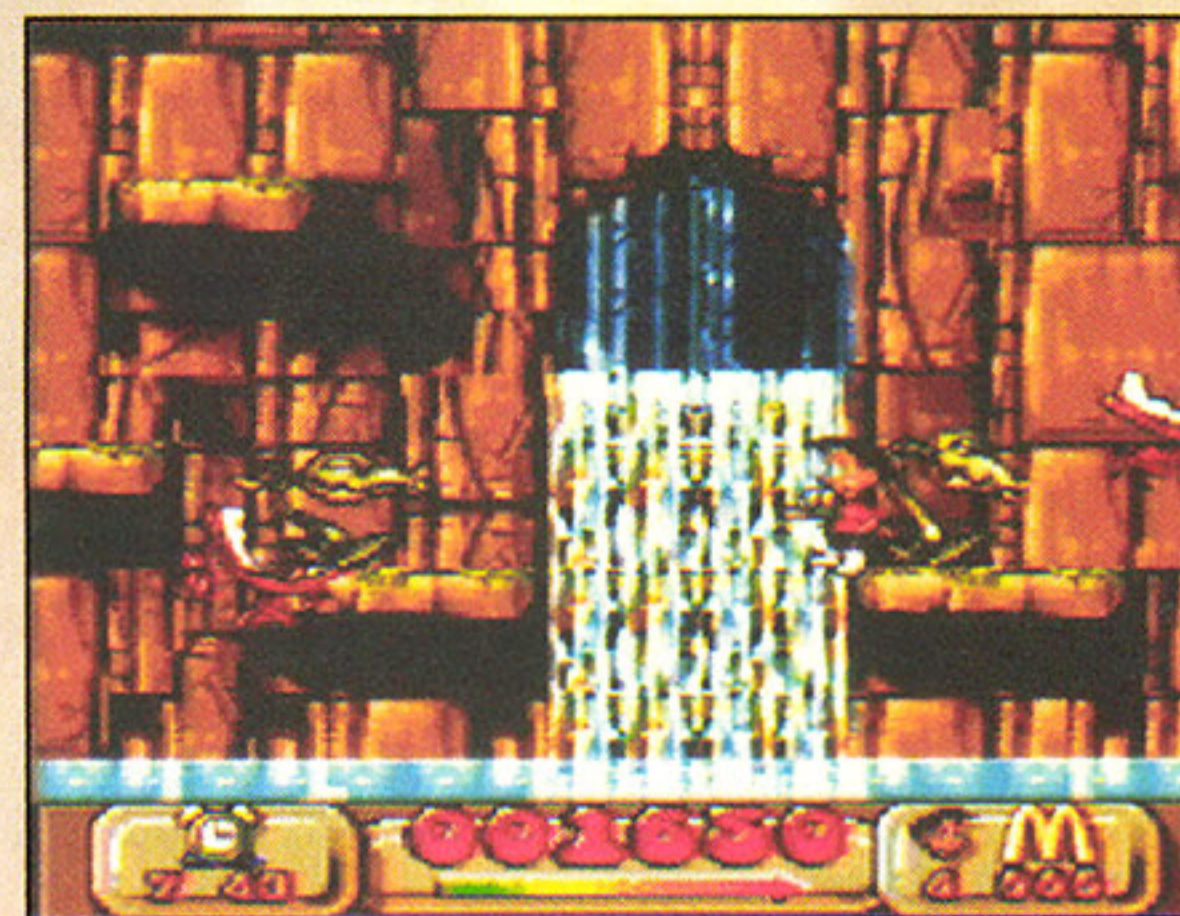
When you play in the Toxittown levels, you can tell this game was created in L.A. Big clouds of smog blow dirty air at you. Garbage cans chuck tin cans in your direction. Plus, you have to fend off acid raindrops, fire that jumps from furnaces, and jack hammers.



Pollutants and waste can be hazardous to your health.

You'll find the inhabitants of the Arctic cool towards strangers, not to mention cruel. Battle Polar Bears, cyclones, snowball-chucking Abominable Snowmen, and chomping avalanches.

PROTIP: In the Forest's third stage, man-eating plants spit at you, but you can't kill them. Try to avoid their saliva.



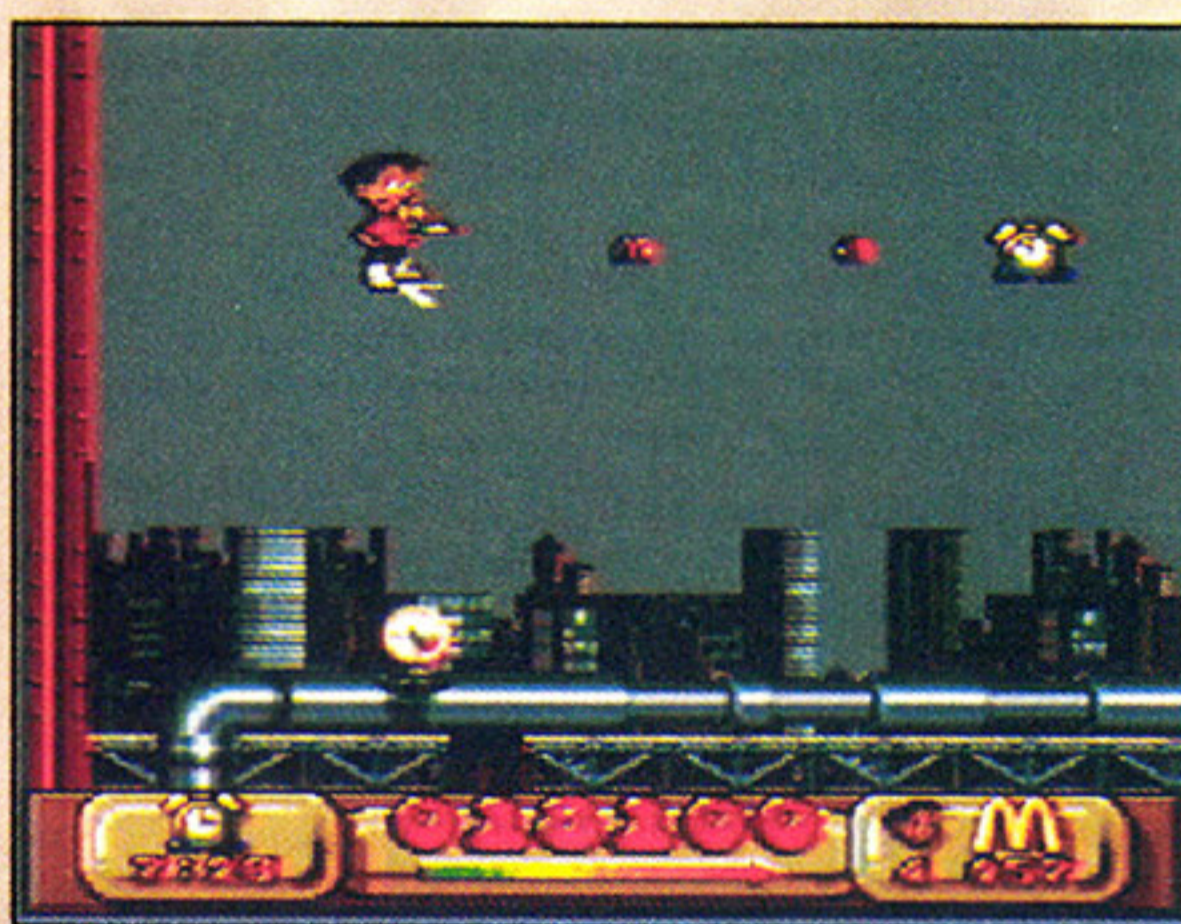
PROTIP: Watch out for the crustaceans that jump from the water in the Forest Levels.



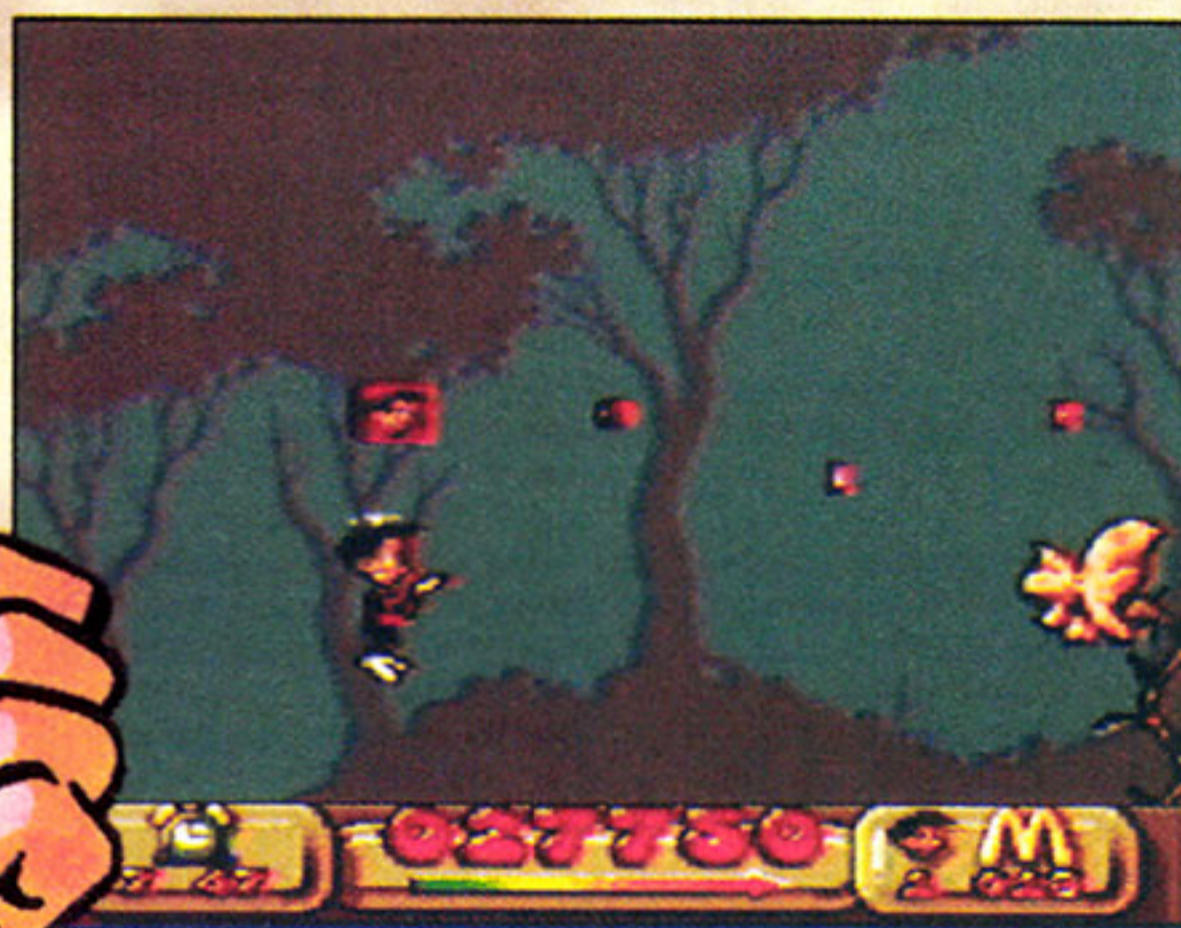
Global Gladiators

They can cost you a life, even when you're standing innocently on the ground away from the edge of the water.

The beasties will trip you up in your search for the Golden Arches. In this game, however, they aren't always gold. Sometimes they come in different colors, like blue, yellow, red, purple, etc. The colorful Arches blend in well with the vibrant background graphics.



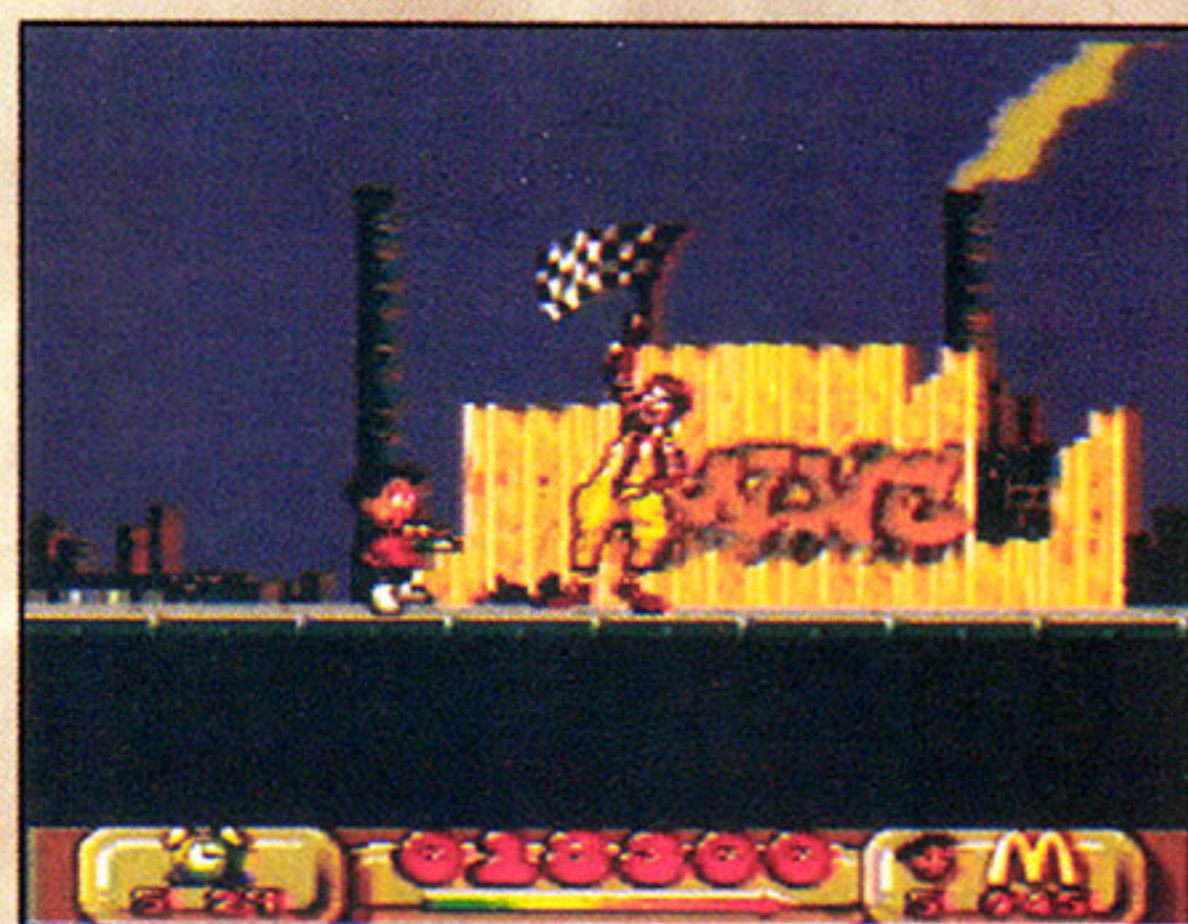
PROTIP: Keep an eye out for secret high-in-the-sky platforms. You can jump on them to get bonus hearts, 1-ups, clocks to increase your time limit, and high scoring Arches.



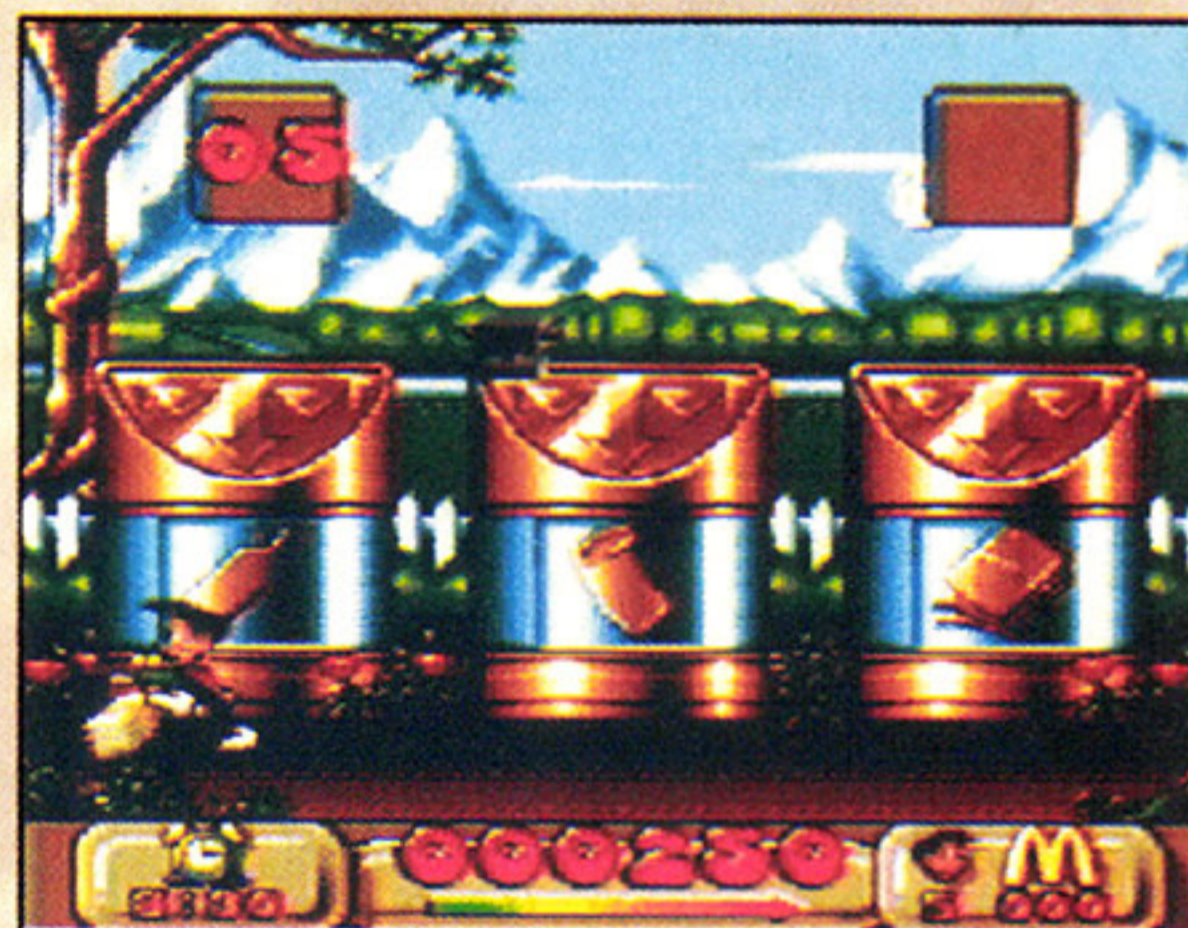
PROTIP: Don't fret if you can't reach those high up hearts, 1-ups, and Arches. If you have patience and keep jumping, you'll get your well deserved reward.

Waste Not, Want Not

Once you reach the end of a level, Ronald urges you on with his checkered flag. The 11 bonus rounds force you to recycle. (We should all be doing it anyway.) You have to catch falling newspapers, aluminum cans, and glass bottles, and put them in their appropriate containers before the next piece of debris falls. The rounds get progressively harder, of course.



Good ol' Ronnie. Always there to wave you on to the finish.



High scoring kudos go to those who recycle
PROTIP: You can't jump on the pipes in Toxittown. You'll plunge to a smoggy death if you try.

The sound effects and graphics are good enough to make Ronald proud. Mick and Mack scream "ouch" when they're hit and "awesome" or "cool" when they get high-scoring items. The music is good, but a little repetitive. The graphics are un-McBeatable! The McDonalds references are there, but minimal. If you linger too long in any one place, Mick and Mack start blowing bubbles with their bubble gum, or they wiggle their eyebrows. So, keep up the pace.

Happy Meal

Keeping the Earth litter and pollutant free is a dirty job, but everyone's got to do it. Mick and Mack just make it gallons of fun. So, do your part, by joining the Global Gladiators.

Global Gladiators by Virgin Games

Graphics	Sound	Control	FunFactor	Challenge
 5.0	 4.5	 4.5	 5.0	INT. Intermediate
\$59.99 8 megs		Action One Player		
Available November '92				

GENESIS PRO TIPS

Mack and the Bean Stalk



In Stage 1's third level, be Jack and check all bean stalks for 1-ups and power-ups.

Going Up?



When you discover a power-up you can't reach, it usually means there's a secret platform nearby. Just keep jumping!

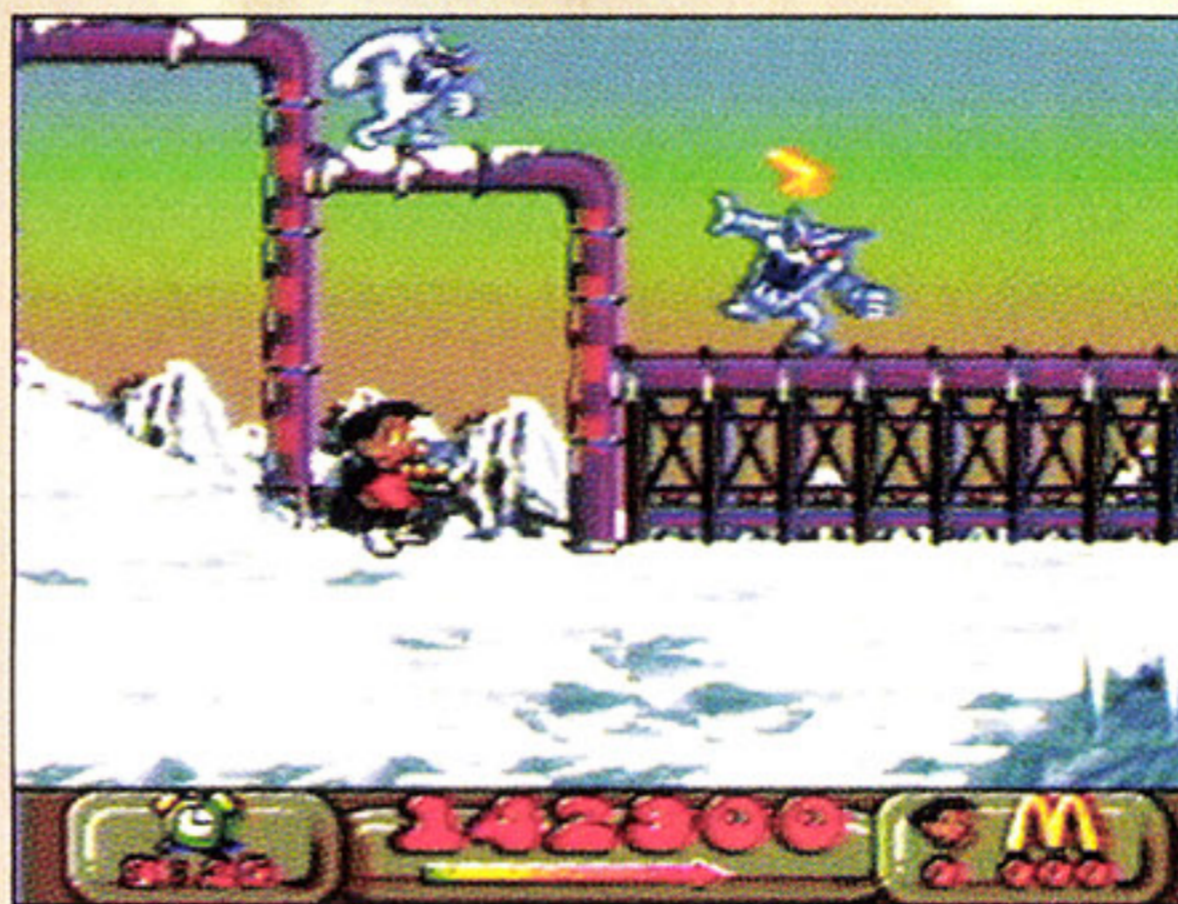
Up, Up, and Away



When you jump on the silver cannisters in the Slime Level, hit the jump button at the peak of your catapult. You'll get an extra spring to reach extra surprises. Cannisters are not always visible. Keep your McEyes peeled.

Global Gladiators

McFrosty



It's better to shoot the Abominable Snowman from above, because they shoot down at you.

Heads Up



When you come to a 1-up (a head icon) that's too hard to jump to, use the secret sky platforms marked by the arches to reach it. IMPORTANT: Skip over the last arch right before the 1-up and then jump back to the arch to claim your points.

The Sky's the Limit



Keep to the skies in the Slime Levels. You'll come across more arches to boost your points, and you'll also keep from accidentally drowning. In addition, you'll

always find Ronald and his checkered flag on the upper levels, except in Toxi-town where you have to go down.

Edgy?



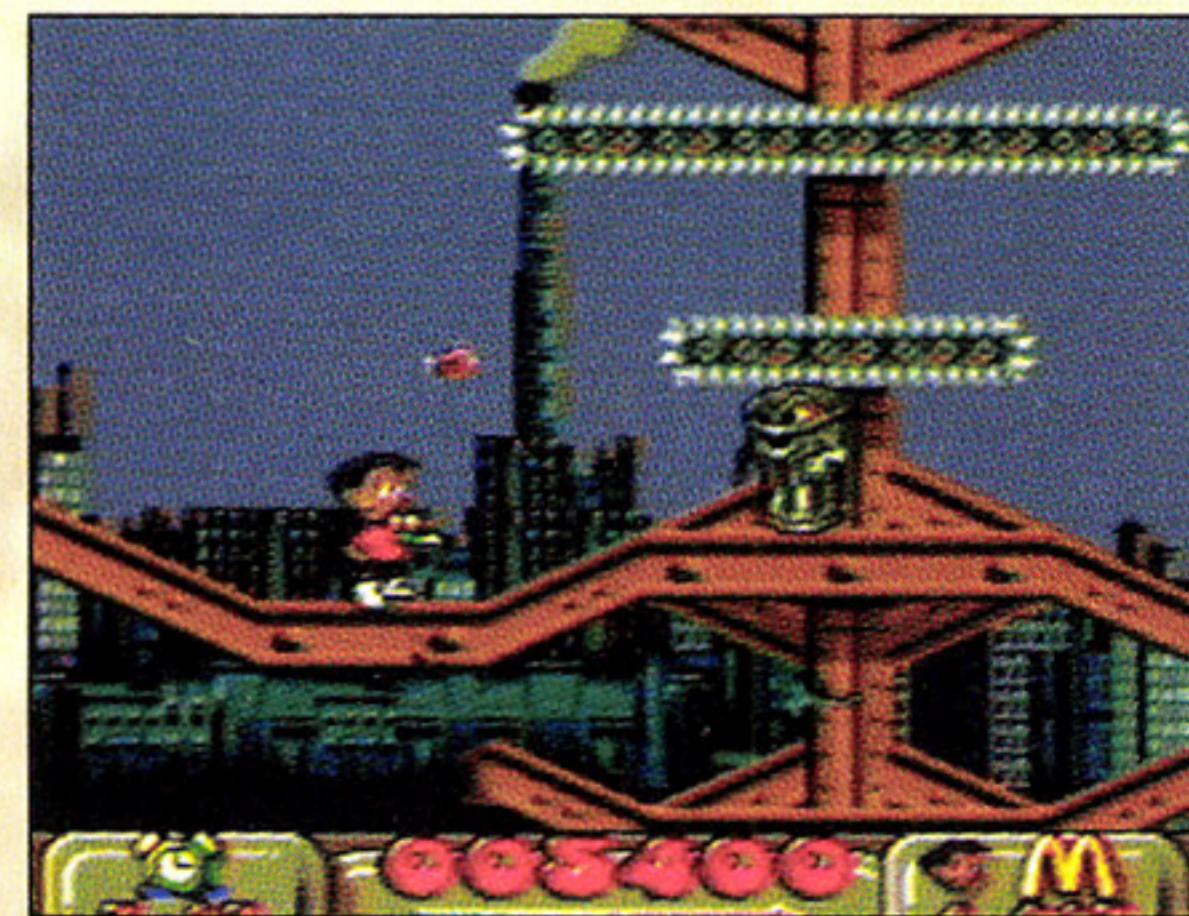
Never shoot when you're standing on the edge of anything. Your gun's recoil can knock you backwards into oblivion.

Anarchtica



When you reach the golden arches made from golden arches in the Arctic level's first stage, Ronnie's on the next ledge to your right.

Don't Be a Dip



To avoid flying debris, stand in the v-shaped dips in Toxi-town's graters.

LOOK OUT!!!

THE CAT'S OUT OF THE BAG!



Available
for Genesis
and SNES!

CHESTER CHEETAH®

Ya, Baby, this guy's jive, and I'm just trying to stay alive. I'm on the run for some real fun. Being in Four Corners Zoo, there's not much to do. So, if I don't blow, Mean Eugene, the Zoo Keepin' Fiend will steal the show. But when we scam, we'll be on the lam. Problem is, I need my bike and it is not where I like. The parts are hidden somewhere in the zoo. I need you to find them too. Then, me and the boys can hit the road, cause life in a zoo just got old. Take it from me, "You Gotta Be Free!" It's not cool to be treated like a fool. So help me out. Grab a bag of Cheetos now and get a \$5.00 rebate on my run for fun. Chester Cheetah is my name and "Too Cool To Fool" is the rule for today's hippest adventure game. Brought to you by Kaneko USA, where the fun is never done!



Hey Dude, get a load of this! When Chester loses his cool he geeks out. What a Cat!



Get A Life! This "Mean Eugene, the Zoo Keepin' Fiend" just won't give up.



Multi-levels of play, special graphics and effects don't get much cooler than this!



Ya Baby, this is an adventure you just don't want to miss.

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Kaneko USA, Ltd.
1370 Busch Parkway, Buffalo Grove, IL 60089
Phone (708) 808-1370 Fax (708) 808-1375

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By **Bubonic the Blowfrog**

A long, long time ago (about 15 years), Luke Skywalker and company made movie history and catapulted science fiction into the mainstream of American culture. It seems that Star Wars is celebrating its "sweet 16" a year early this fall with the release of Super Star Wars, the first game from JVC/LucasArts for the SNES. Super Star Wars is a stellar game, even if you're part of that two percent of the world's population who have never seen the movie.

Better Than the Movie?

The game follows the plot of the movie for the most part, but some creatures and situations have been added or changed for the fun of it. For example, at the end of Stage Eight's Cantina Fight, you battle one of the creatures from the movie's holographic chess game. Super Star Wars takes scenes from the movie and expands them to create an action-packed game interwoven with a classic good versus evil story line.



PROTIP: In Stage One, shoot all of the scorpions that appear in the very first screen and you'll receive a second blaster power-up!

Full Force

Super Star Wars has 14 stages of incredible interaction, including three different perspectives and three types of play. There are captivating side-scrolling action sequences, thrilling behind-the-vehicle shooting stages, and one white-knuckled in-the-cockpit stage.

The majority of the stages are of the side-scrolling run-and-shoot variety. But they're not your typical shoot 'n' scoot fare. Your surroundings are rich 3-D worlds with graphically detailed sprites of

a quality that is usually reserved for backgrounds only. In these cosmic microcosms, you control Luke with lightning fast responses. You can run, jump, somersault, and execute a slide to get through small openings. You can also use the L and R levers to survey the action above or below you. With each new character you meet (Chewbacca and Han Solo), you'll be able to assume their role and give Luke a break.

In Stage Two's Tatooine I and Stage Six's Tatooine II, you're at the wheel of Luke's Landspeeder in a breathtaking Mode 7 extravaganza à la F-Zero. Full 3-D rotation and near-photographic quality landscapes highlight these levels.

Stage 13's Death Star Attack features a similar perspective and game play, but this time you're in an X-Wing fighter shooting up a wave of TIE fighters. Here again, the detailed graphics are beyond belief, right down to the jets on the X-Wing and the nooks and crannies of the Death Star.



PROTIP: The Jawas are sneaky little enemies. To avoid getting tail-gunned on Stages Two and Six, keep your Landspeeder in one spot and shoot the Jawas as they zoom towards you until the message "Head Towards Sandcrawler" or "Head Towards Mos Eisley" appears on the screen. Then, to avoid the remaining Jawas, point your 'Speeder toward your destination and floor it. Keep your 'Speeder at the top of the screen by pushing Down.



PROTIP: When you're at the top of the Sandcrawler, don't waste your time shoot-





STAR WARS™

ing the gun turrets. Just run right and jump over enemy shells.

The famous Death Star trench battle sets the scene for the third type of exhilarating game play. In Stage 14's Trench Battle, you're in the cockpit of your X-Wing fighter, complete with a cleverly detailed dashboard and a first-person perspective. You can use the L and R levers to shoot Proton Torpedoes, but some of the controls are a bit ambiguous. Pushing your directional pad moves the gun sights around the screen, but it also slightly moves your ship around within the Death Star's trench. However, cool scaling graphics of the TIE fighters doing 360's in your face and the crescendoing sound more than make up for this control oversight.



PROTIP: To kill the Banthas, use the Force and your Lightsaber to fry 'em with a few swings!

Cinema Verité

Impressive visual effects don't stop at the game play level. Star Wars has many eye-popping, between-stage scenes that incorporate letter-boxed, movie-like graphics and sound, along with dialogue that scrolls across the bottom of the screen. Although most of these pictorials aren't animated, the "camera" scrolls left and right to include the character who is currently talking. These scenes add depth and help explain any discrepancies between the game's plot and the movie.



PROTIP: To defeat the Mutant Womprat, jump and swing Luke's Lightsaber.



PROTIP: On Stages with lots of Stormtroopers or Sandpeople, shoot the enemies and collect Health Swords and hearts until your Health Bar is maxed out!

Did You Hear Something?

Super Star Wars has the best sound effects of any SNES game to date. Digitized voices add realism. You even get to hear Obi Wan murmur "Use the Force, Luke." The sound effects of the shots and explosions will send your neighbors running for cover. The musical score takes full advantage of the crisp stereo capabilities by pounding out Kettle Drums and blasting a flourish of heroic wind instruments. Although the music loops, it takes quite a while and it changes from stage to stage.

PROTIP: In Stage Five's Land of the Sandpeople, have faith in yourself and the Force. You just might FALL into some extra lives.

The Circle Is Now Complete

Stunningly impressive cinematic scenes, equally incredible action sequences, and three skill levels make this game the one to own if you only own one. Rumor has it that work has already begun on The Empire Strikes Back for the SNES. But, as we all know, it takes patience to become a Jedi.

Super Star Wars by JVC/LucasArts

Graphics	Sound	Control	FunFactor	Challenge
				ADJ.
5.0	5.0	5.0	5.0	Adjustable
\$54.95			Action/Adventure	
8 megs			One Player	
Available November			Continues	

SUPER NES PRO TIPS



PROTIP: To get another Blaster power-up in Stage One, stand to the left side of the first rock that the Womprats jump from. Point your Blaster diagonally upward and to the right. After you've wasted a dozen or so of the 'Rats, move right. A Blaster power-up will appear.



PROTIP: To kill the Sarlacc Pit Monster and avoid the slap of his wavy arms, stay on the left side of the quicksand pit until the monster surfaces. Then, immediately super jump over him and nail him from behind until he disappears into the sand. Finally, move to the left of the pit and repeat the moves until he turns into dust.



PROTIP: In Stage Four, inside the Sandcrawler, you can rebound your blaster's



SUPER STAR WARS

shots off of the floors, walls, and ceilings. This destroys off-screen or hard-to-get enemies.



PROTIP: To squeak by the groups of retaining beams in Stage Four, first position yourself and then execute a slide. Stand just behind or in front of the faint line that you see on the floor. Then simultaneously press diagonally Down and Button B to slide in the appropriate direction.



PROTIP: To efficiently waste the gun turrets that hang from the ceiling inside the Sandcrawler, aim your shots directly at the spot where the turret connects with the ceiling. The turret will flash red to indicate that you've hit it in the right spot.



PROTIP: To kill this mid-boss inside the Sandcrawler, stand to the right on the

raised area and crouch, rapidly shooting to the left of the screen the whole time. If the boss charges toward you, shoot diagonally down to waste him.

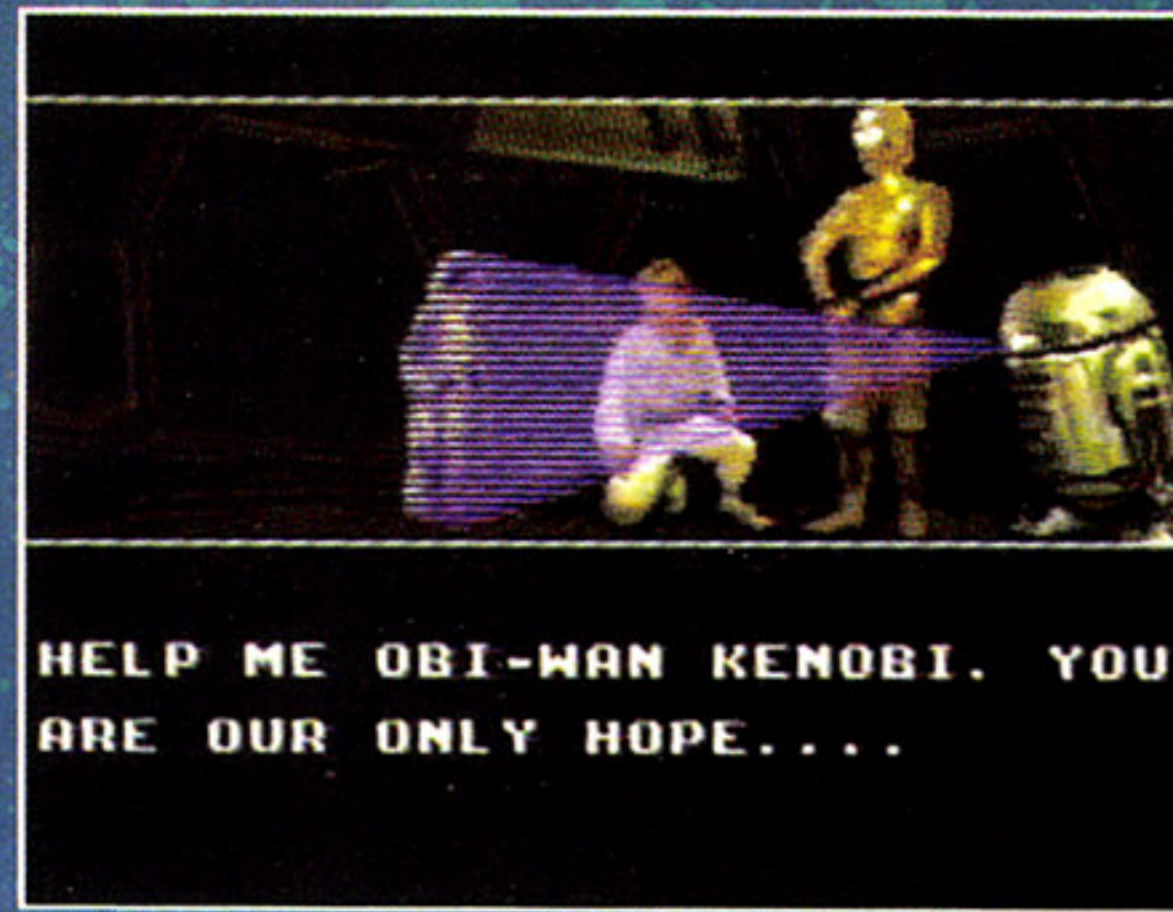


PROTIP: After you've made it through the room with Health Swords and Health power-ups in Stage Four, you'll reach a hovering platform. To avoid plummeting into a pit of lava, press and hold Right immediately after walking Left onto the platform. You'll then walk safely onto the next ledge at the bottom.



PROTIP: To kill the Lava Beast Jawenko, jump to the platform in front of him. Shoot him on the lower part of his body. Jump when fireballs come your way. Keep in

mind that when you're jumping, a fireball can move you in mid-air. To avoid being pushed into the lava, you'll have to readjust your position when you land on the platform.



R2-D2 reveals his secret hidden message from Princess Leia.



PROTIP: After you've made it past the first set of floating rocks in Stage Five, the Land of the Sandpeople, go into the cave on the bottom left and shoot straight up to reveal a 1-up.



PROTIP: Just before the second set of floating rocks in the Land of the Sandpeople, shoot into the air to reveal a load of Health power-ups.



PROTIP: Before you face the Mutant Womprat, collect Health Swords to max out your health. Then go into the cave to the left to collect a bunch of big hearts. Continue to kill Sandpeople until a shield appears. Grab the shield and head right to kill the Mutant Womprat (see tip from previous page).

PROTIP: Here's the stellar tip that'll give you 98 lives. Just before the second set of floating rocks in the Land of the Sandpeople, walk off the ledge and press Left while you're falling. You'll end up in a room full of boulders. Shoot up to reveal a load of 1-ups. Collect them all. Then jump off the ledge and repeat these steps until you build up 98 lives.



SUPER NES PRO REVIEW



By Slasher Quan

Who's the fastest video game critter on two legs? If you said Sonic, it just might be time to trade in your tennis shoes for a pair of bird's feet! The original highway hopper himself, the Road Runner, is making tracks in a fast, fun, and ultra-challenging SNES cart courtesy of Sunsoft.



Outrun by the Road Runner?!

Fast Bird, Fast Food?

Per usual, RR's got a monkey on his back, a pain in the rear, a carnivore out to cook up Road Runner stew – Wile E. Coyote! Wile E.'s starving for baked birdie, so he's outfitted himself with the finest bird-catching ACME gadgetry a pile of tumbleweeds can buy. Rocket-powered roller skates, an out-of-control jackhammer, a giant wrecking ball, and other mechanical wonders are at the Coyote's disposal.



Wile E. Coyote tries to hammer his point across!

This proliferation of ACME inventions adds up to big trouble for our fleet-footed hero. You, as the Road Runner, scamper through 20 humongous side-view levels in a most dangerous game of capture the flag. In each area, you snag

multi-colored flags on a deadly desert obstacle course and touch the coveted checkered flag to complete the "rally." Cross the finish line, and the Coyote's latest gadget will backfire and slam him into the side of a mountain, charbroil him alive, shatter him into a thousand pieces, or drop him off the edge of a cliff!

PROTIP: If you're low on energy, listen for palpitations. Then take heart!

Interstate Antics

Road Runner moves like greased lighting in this cart. He can build up a head of steam just by pumping his legs, but a Turbo burst turns him into a scarlet streak as he zooms by anything in his path. Piles of birdseed, which he can munch by pecking with his beak, charge up his Turbo meter. While buzzed on birdseed, Road Runner can run straight

up sheer cliffs! If anything, Road Runner's too fast for his own good. He often skims unpredictably into the stratosphere with no turning back.

PROTIP: Use long vertical runways to rocket up to high-up platforms.

Death Valley Rally's five major levels (with four scenes apiece) are as twisted as the Coyote himself. Zippity Splat is a sprint across the desert. Rock 'n' Rivet is a rollicking romp through an unstable construction site. In Train Runnery, you try not to get derailed when hopping across a locomotive in motion that's loaded with circus animals. Hopalong Casualty is an underground excursion into a mine shaft. Quantum Beep moves at Warp Factor Nine.



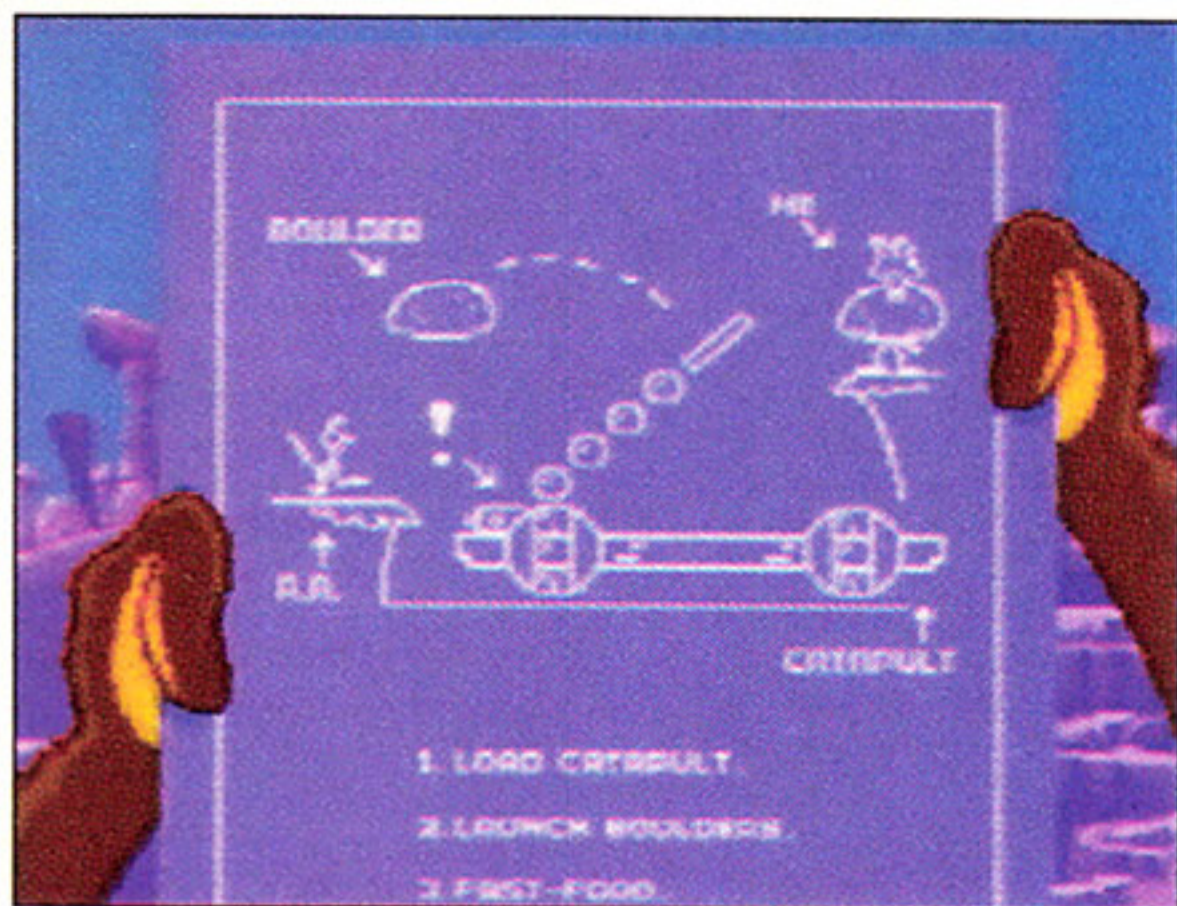
PROTIP: Ride to new heights on the magnetized steel girders in Level 2-2.

Road Runner Death

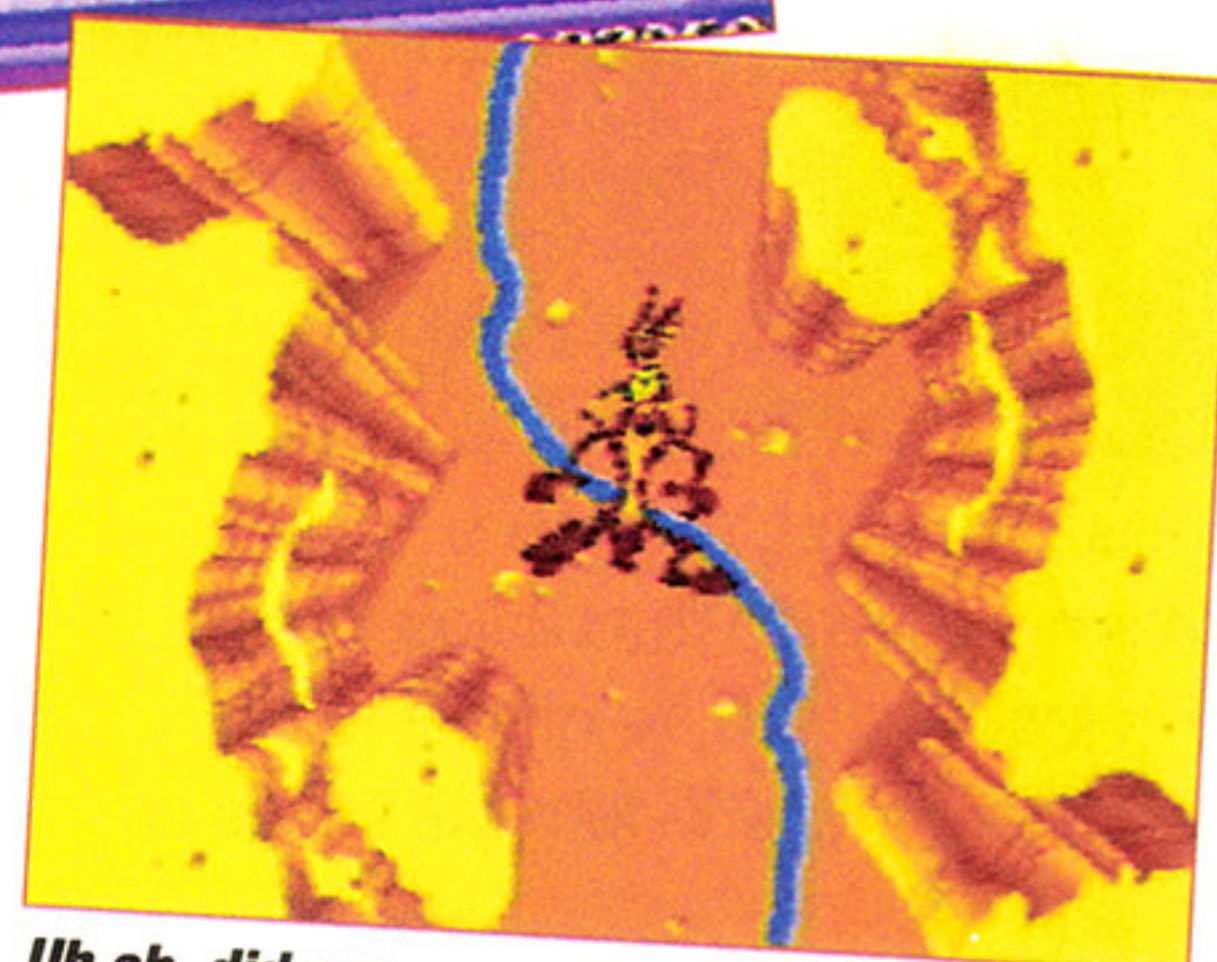
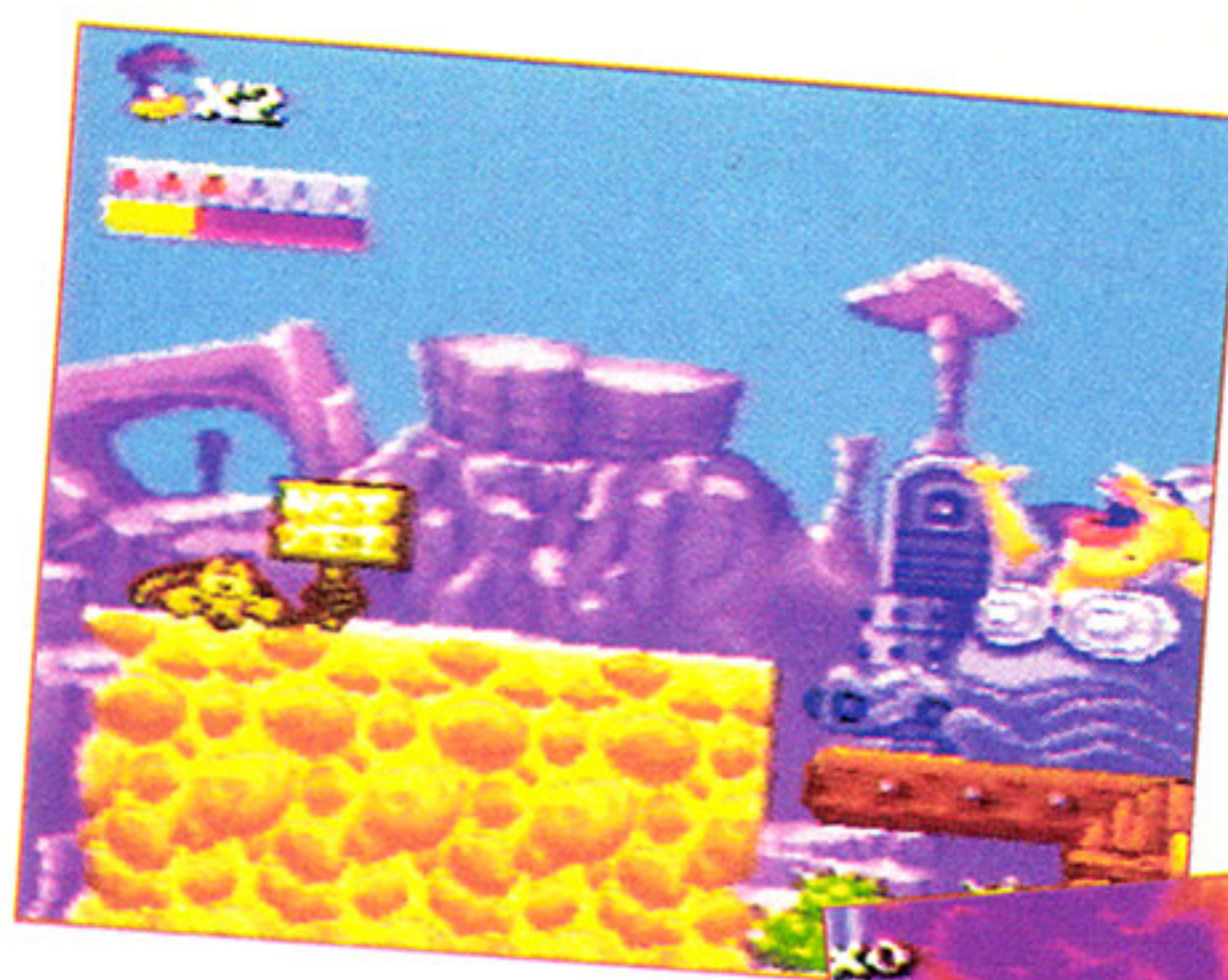


PROTIP: Take the high road on the giraffes' necks in Level 3-2. It's safer than car-jumping on ground level.

Scorpions sting you, cacti poke you, and Marvin the Martian zaps you, but your main opposition is still the Coyote aboard an ACME gadget. In the "boss" sequence, the Coyote hauls out an over-size machine that you can peck apart if you find the weak spots!

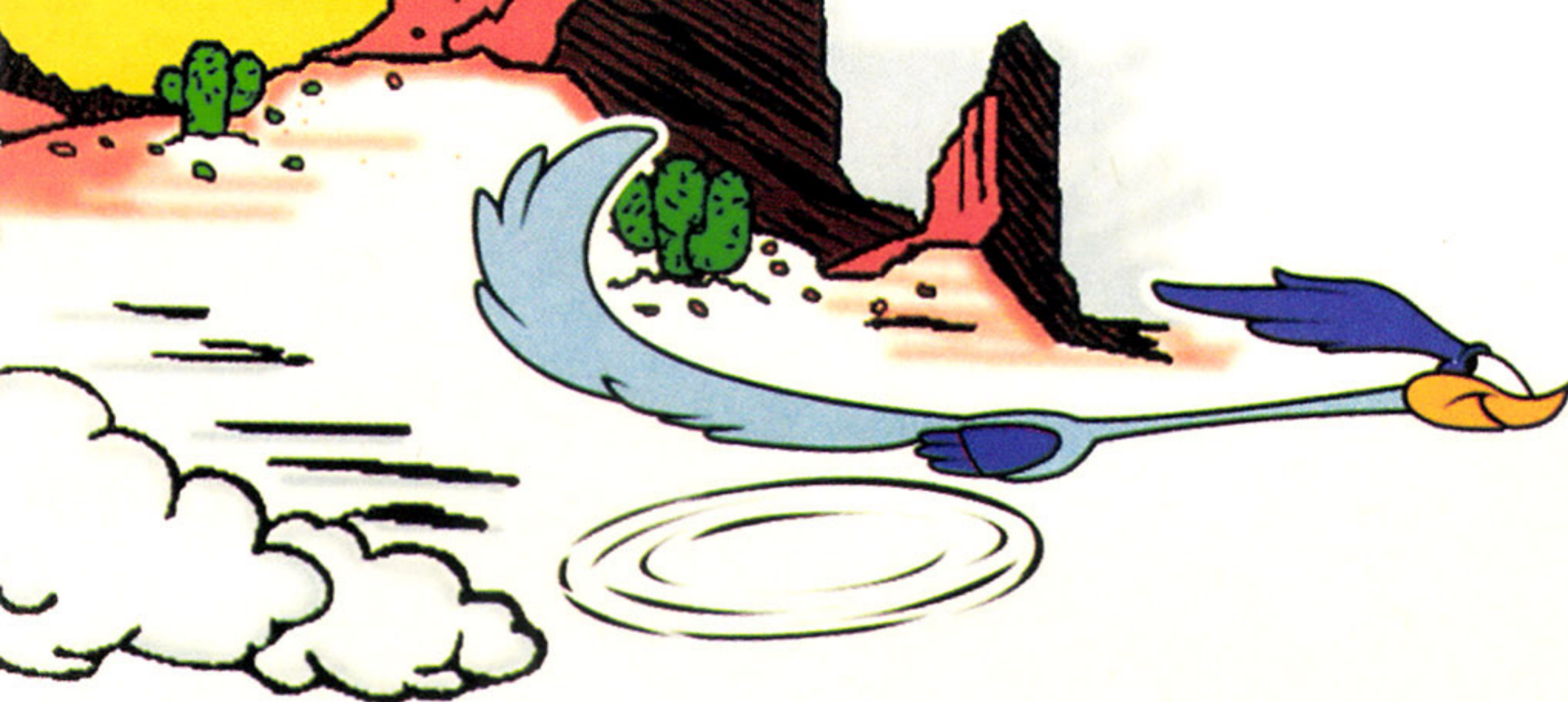


PROTIP: Study the ACME blueprints to find a Coyote contraption's weaknesses.



Uh oh, did snoogums fall down and go boom?

er's Valley Rally



Road Ravaged

Outwitting the Coyote is a blast, but Death Valley Rally's limited continue feature is fatal for Road Runner rookies. You're required to capture 20 colored flags to earn continues, which is no bird-



PROTIP: Ignore the time limit and concentrate on capturing flags. You'll never complete the cart without bagging a few continues.

brained task. Expect to see the "That's all folks!" game over screen often. Obnoxious? Unfortunately, yes.

Ecstasy for Eyes & Ears

Death Valley Rally is an animation extravaganza that captures the appeal of the Warner Bros.' cartoon classics. The Road Runner's feet disappear into a blue blur when he speeds down the highway. He also screeches and stops with authority. The Coyote even looks into the camera on cue when he plunges to a possible demise. The backdrops are lavish, colorful, and very, very steep.

The audio tracks are almost immaculate. Sampled directly from Looney Tunes footage, the sound effects squeak, bonk, and blow up in time with the action. You can even interject a "beep, beep" or

"thup, thup" (tongue sound) with the L and R buttons! The music's excellent, but it could drive you just as "loopy" as the weird cliffs and winding tracks. The songs tend to repeat themselves often during game play. If you don't know the Looney Tunes theme music by heart, you will after playing this game!

Fun on the Freeway

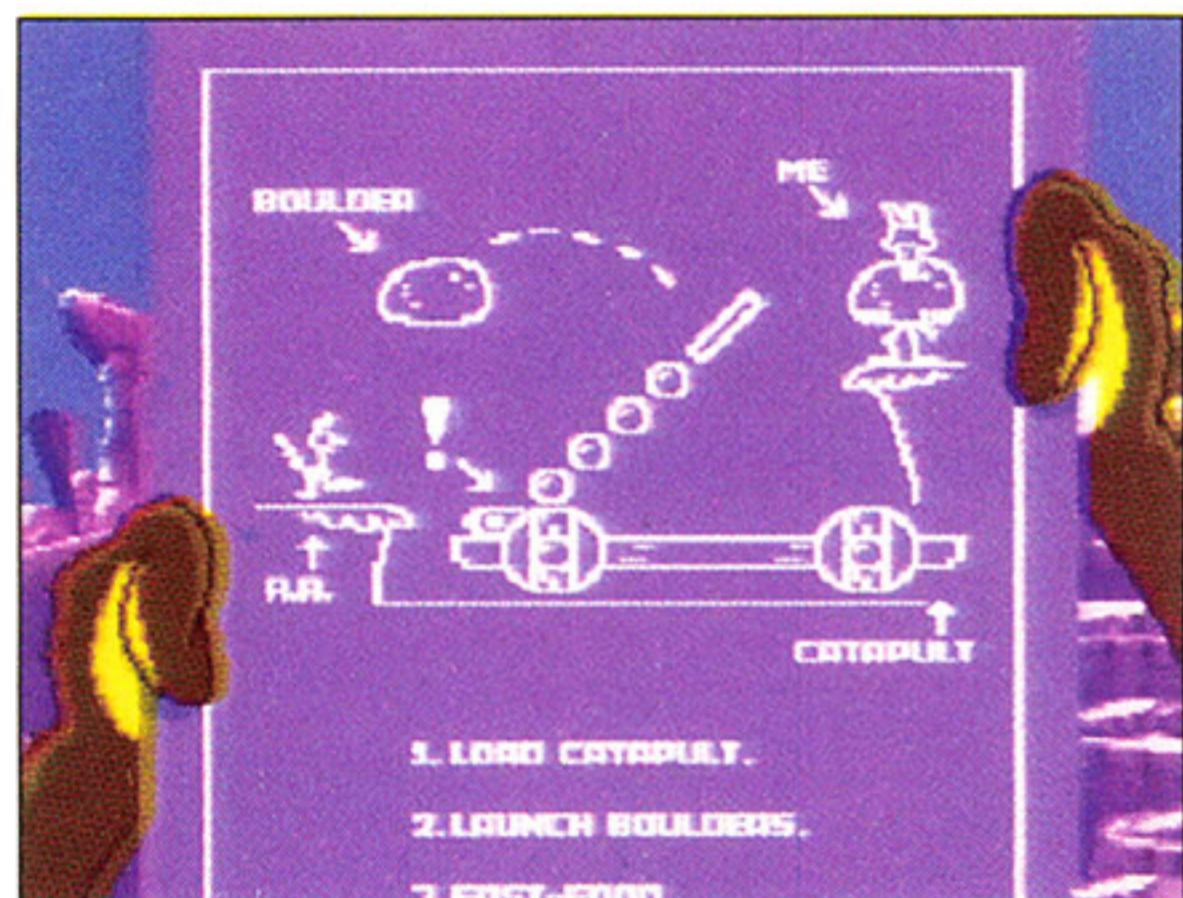
So, just who is the fastest dude around? The Sonic vs. Road Runner race is too close to call, but the decision on Death Valley Rally's place in your game library is easy. If you don't mind re-racing the Rally from the very beginning when you lose, by all means risk life, limb, and tail feathers to grab a copy while it's hot. See you at the finish line!

Road Runner's Death Valley Rally by Sunsoft

Graphics	Sound	Control	FunFactor	Challenge
				EXP.
5.0	4.5	4.5	4.5	Expert
Price unavailable 8 megs Available Now		Action One Player		

SUPER NES PRO TIPS

Level 1: Coyote's Crazy Catapult



Life is very short, so there's no time for messing up when the Coyote gets under RR's feathers with his official ACME Catapult. Here's how to turn the tables on the varmint.



Stand on the upper platform. Wait until you see a rock pass by at precisely the platform's height, then make your move. Jump and hook your bird body to the right.



When you land, peck away furiously at the gear device.

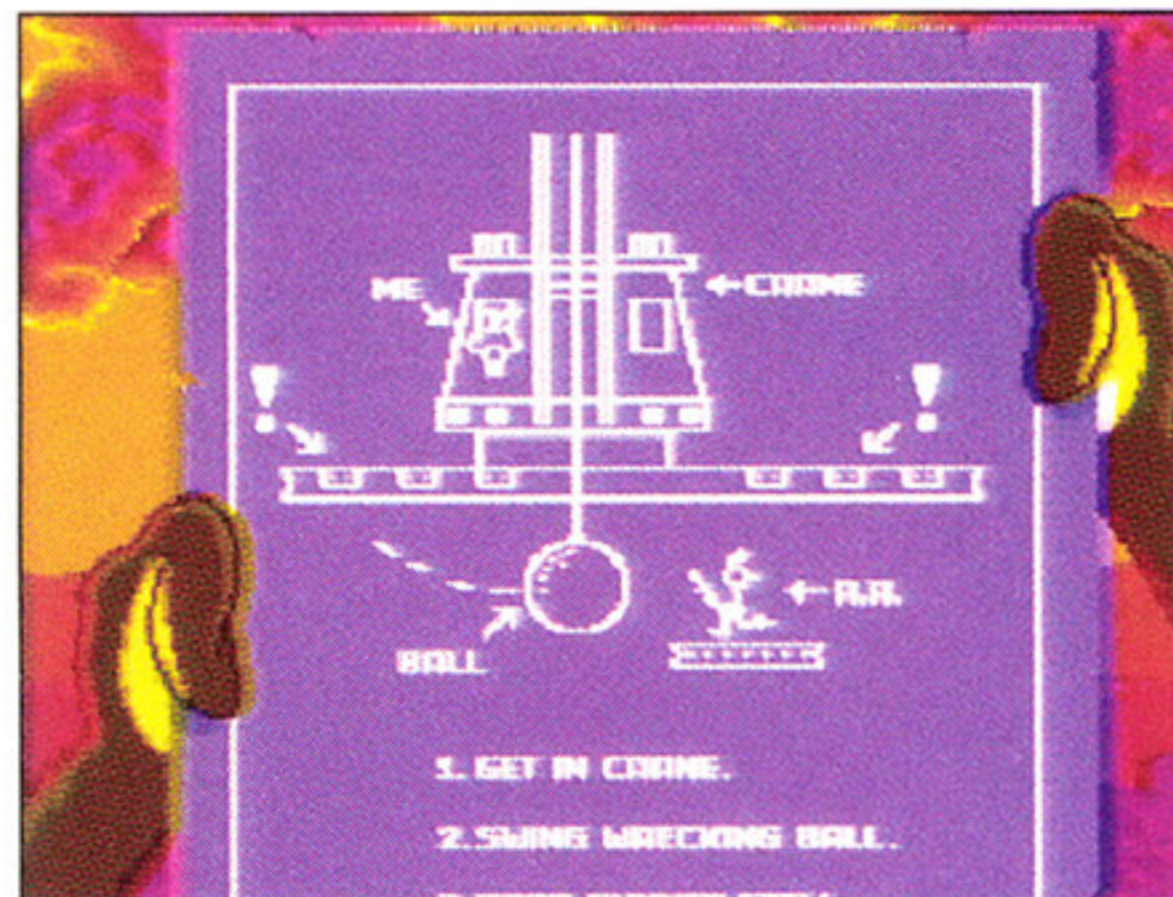


Just before the catapult crushes you, use a burst of birdseed to speed away to safety. Then repeat the entire process.

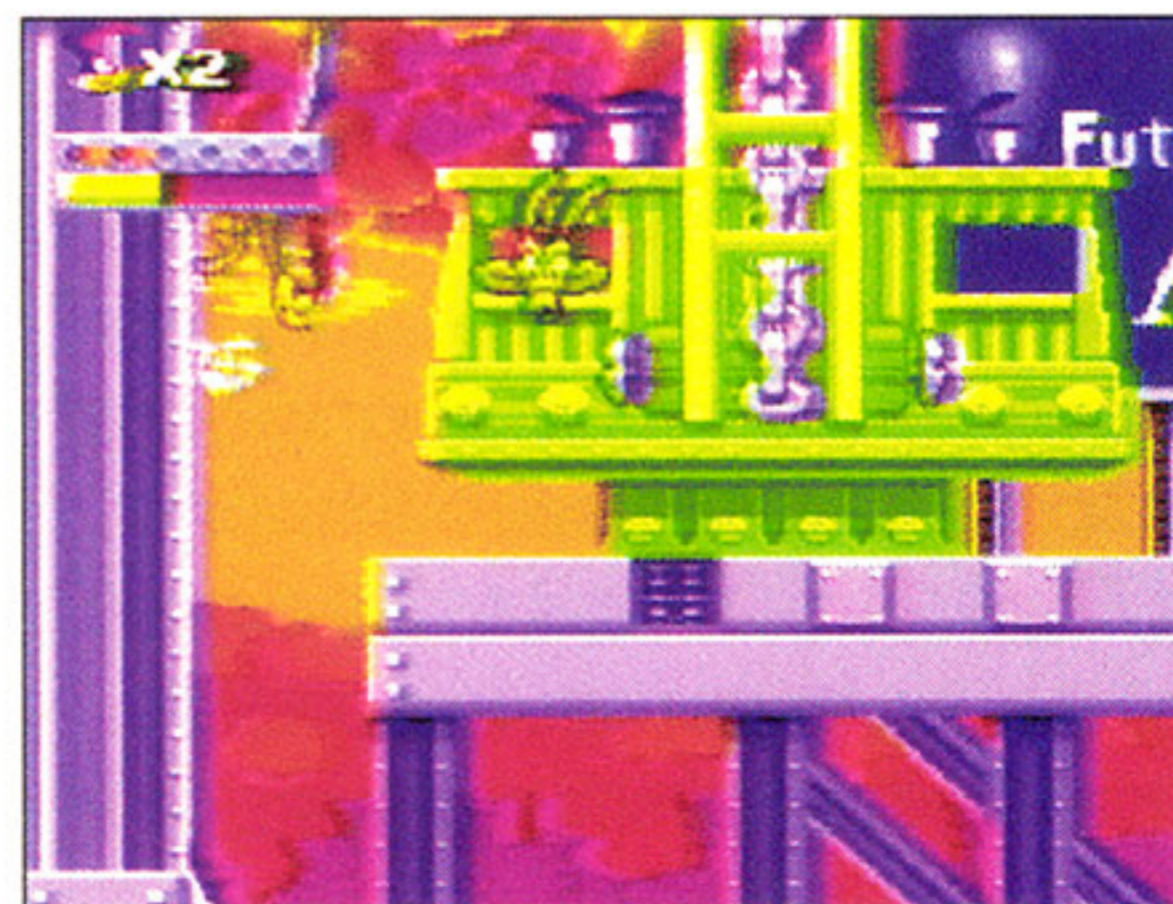


The Coyote's skull is done for when the catapult's ammo, a giant boulder, squishes him like a bug. However, he'll slink away to fight again another day.

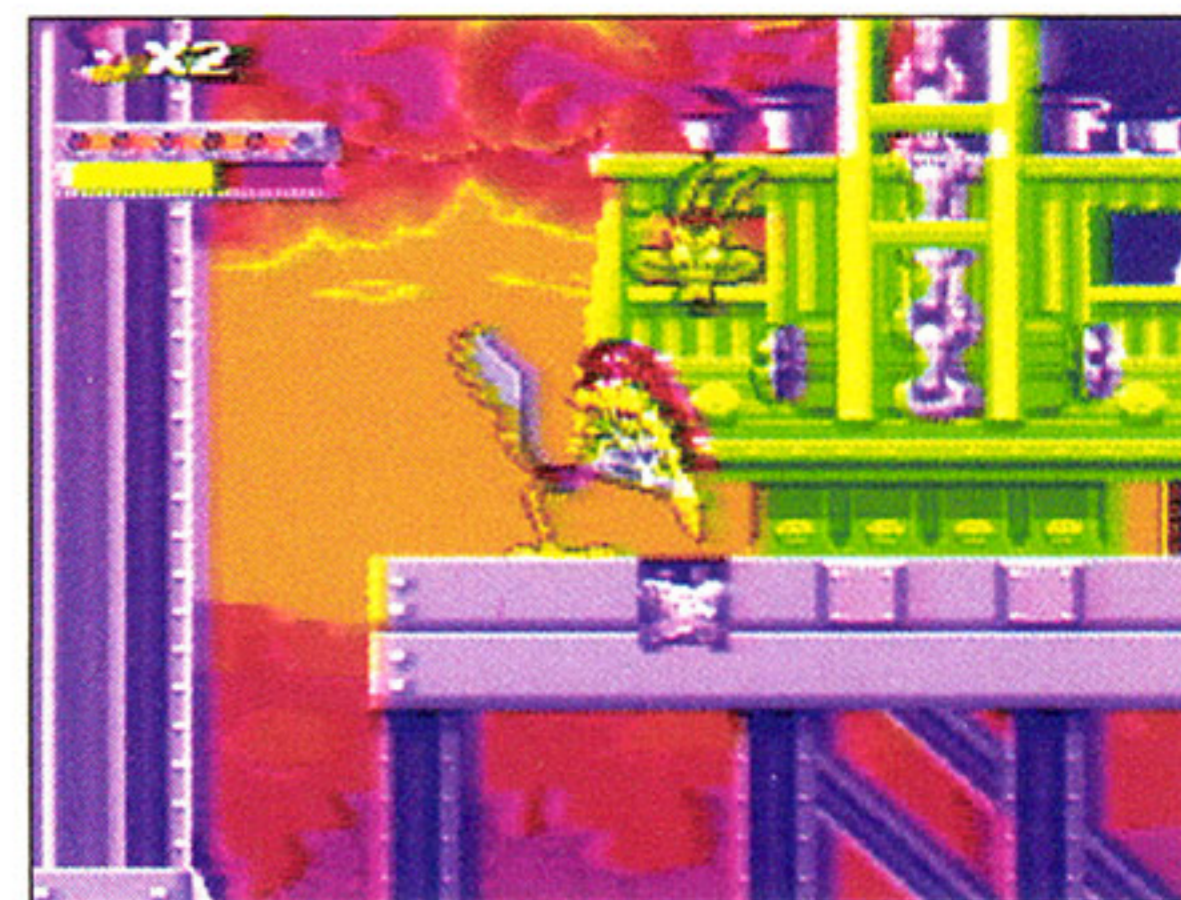
Level 2: Wrecking Ball Blues



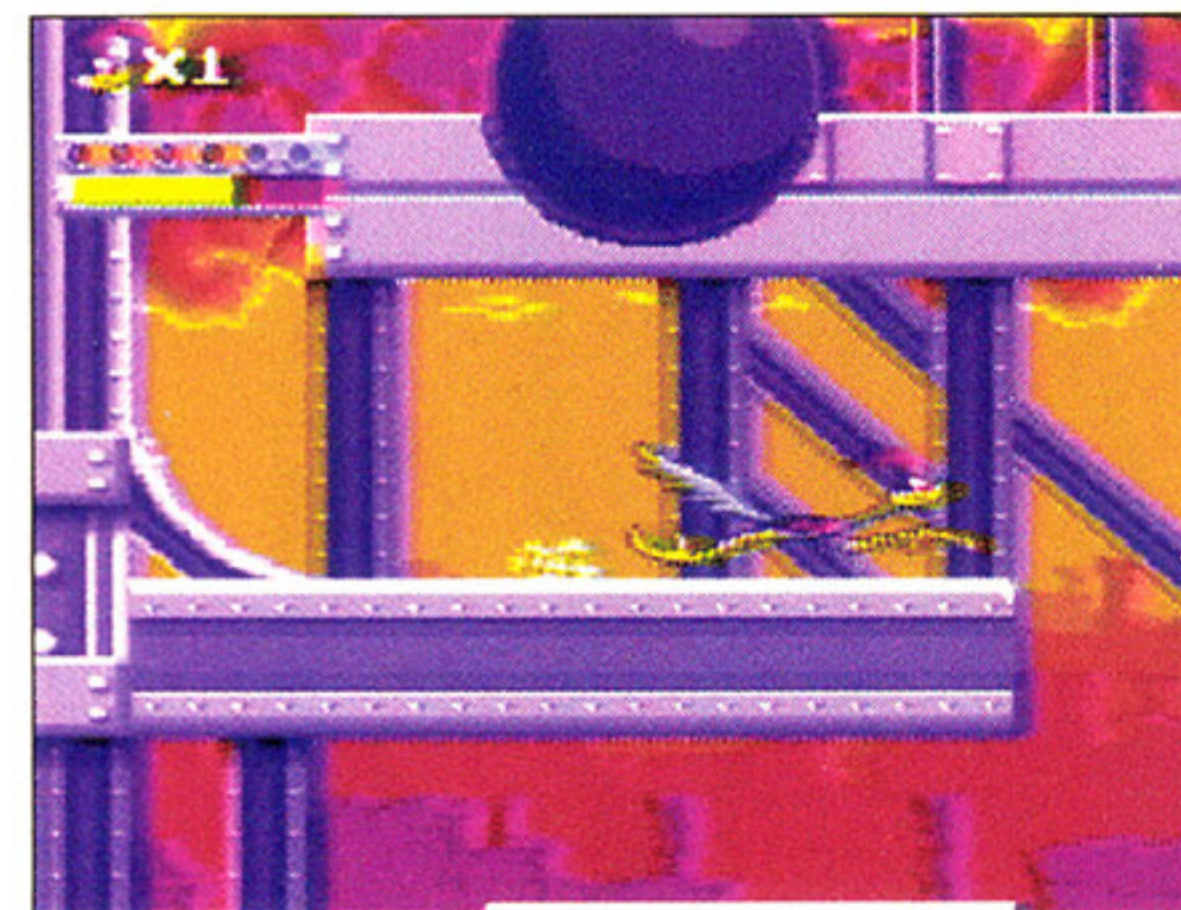
Wile E. turns his battle with Road Runner into a demolition derby when he hauls out his Wrecking Ball. Pay attention to these tips, and you'll wreck his plans.



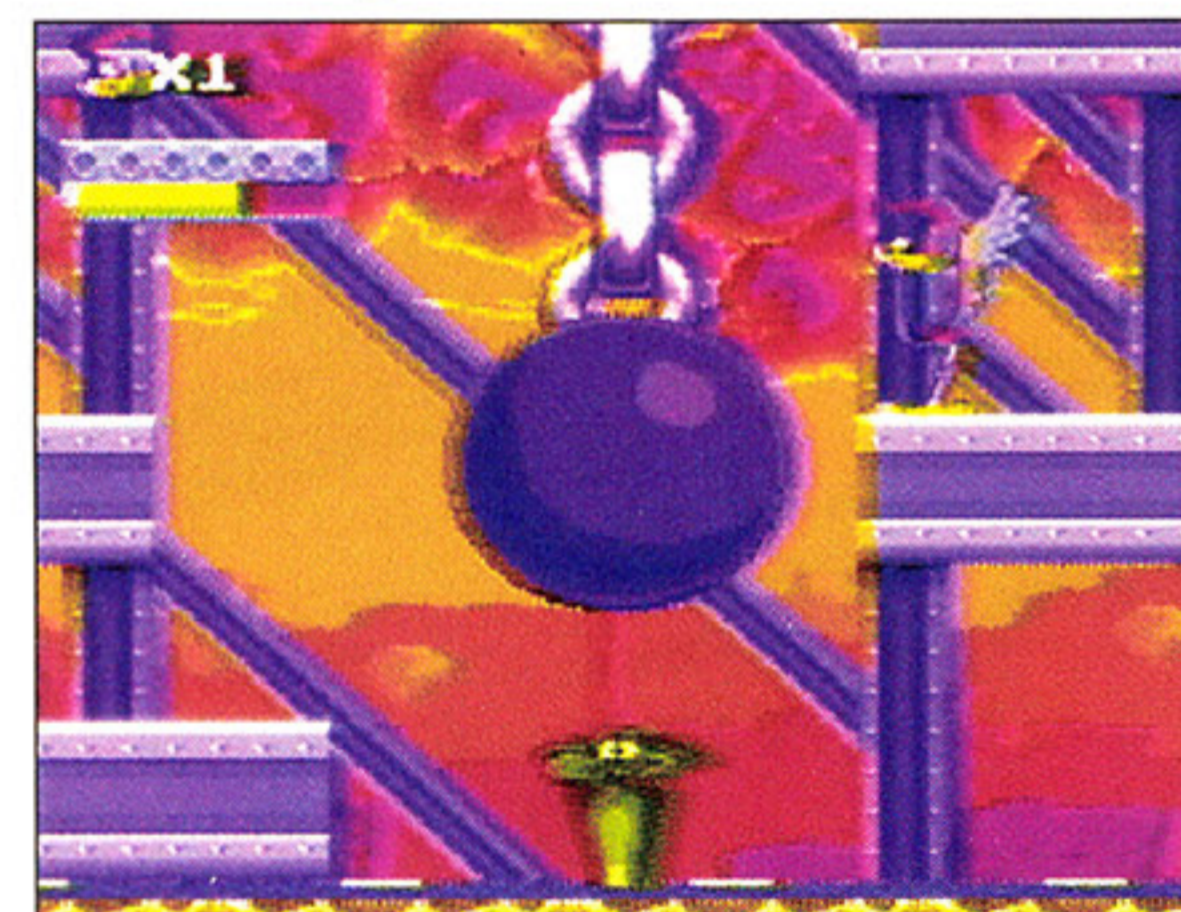
The Coyote's construction site is held together by six rivets. Use birdseed speed to blast up the side of the wall.



Then peck apart the rivets. As Coyote closes in for a kill, quickly kick in the birdseed to escape his clutches.

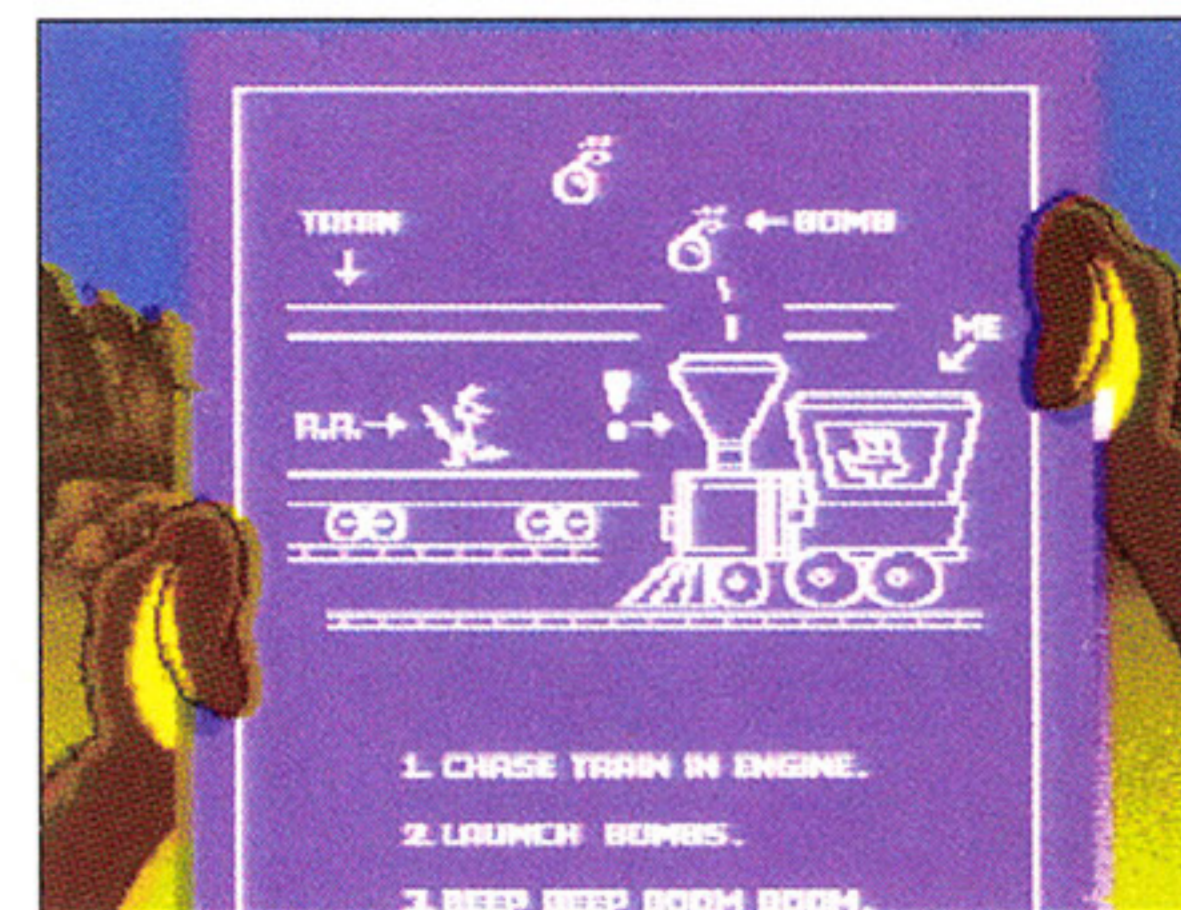


Zoom back and forth through the underpass with birdseed, and alternate your rivet pecking order. Heads up when the crane swings too close for comfort.



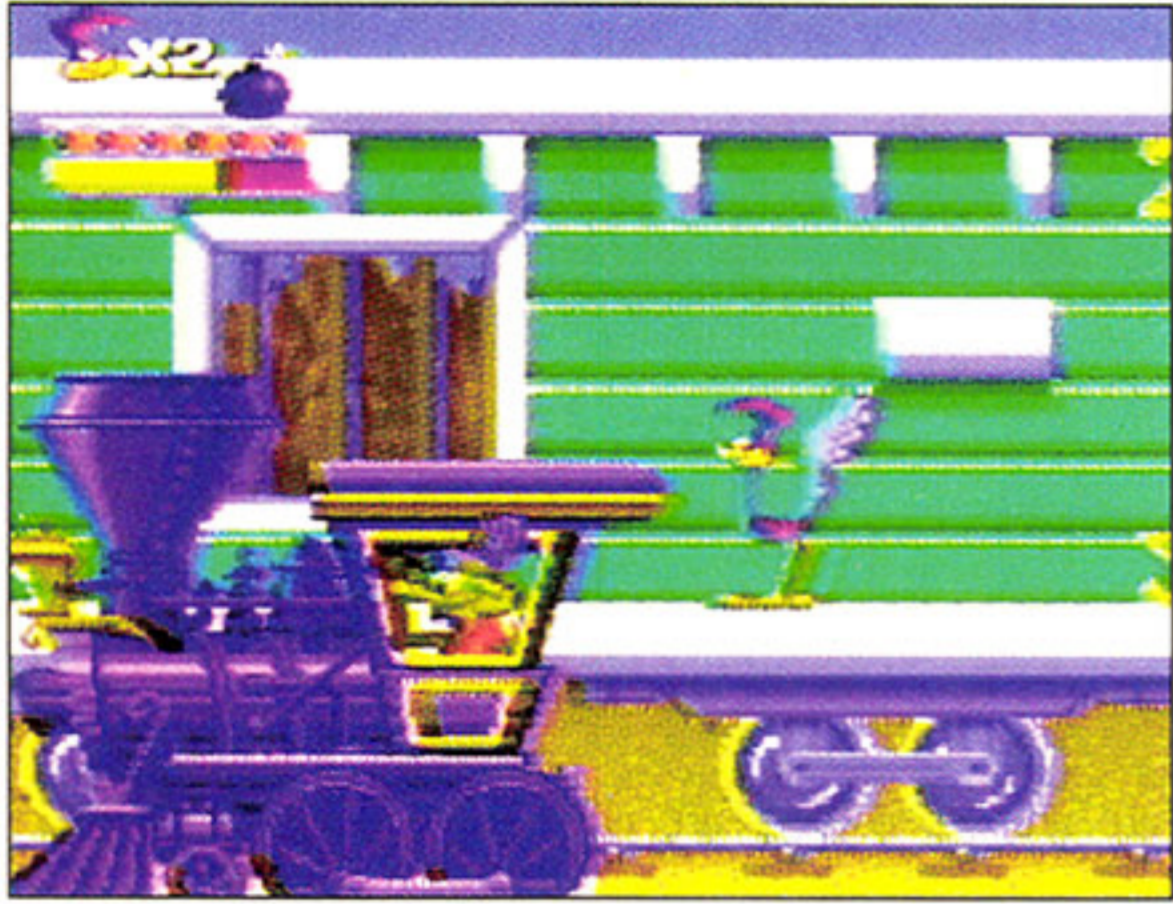
Pop the rivets loose, and the Coyote's infernal contraption falls apart. Then he gets driven headfirst into the ground by his own equipment. How humiliating!

Level 3: A Trained Killer

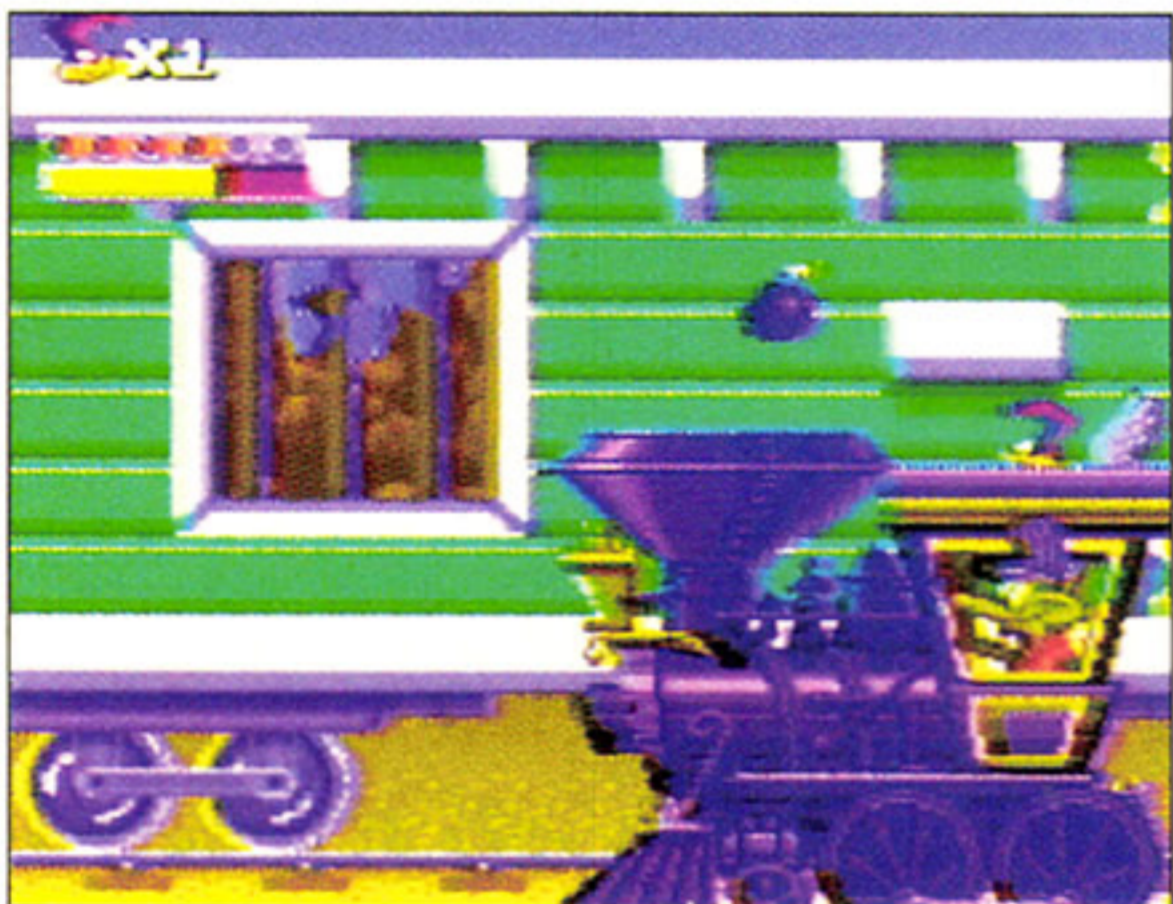


The Coyote is the engineer of a steam-powered engine, and he's gaining on the Road Runner's own runaway train. To make matters worse, the Coyote blows RR away with a new toy – bombs!

Road Runner's Death Valley Rally



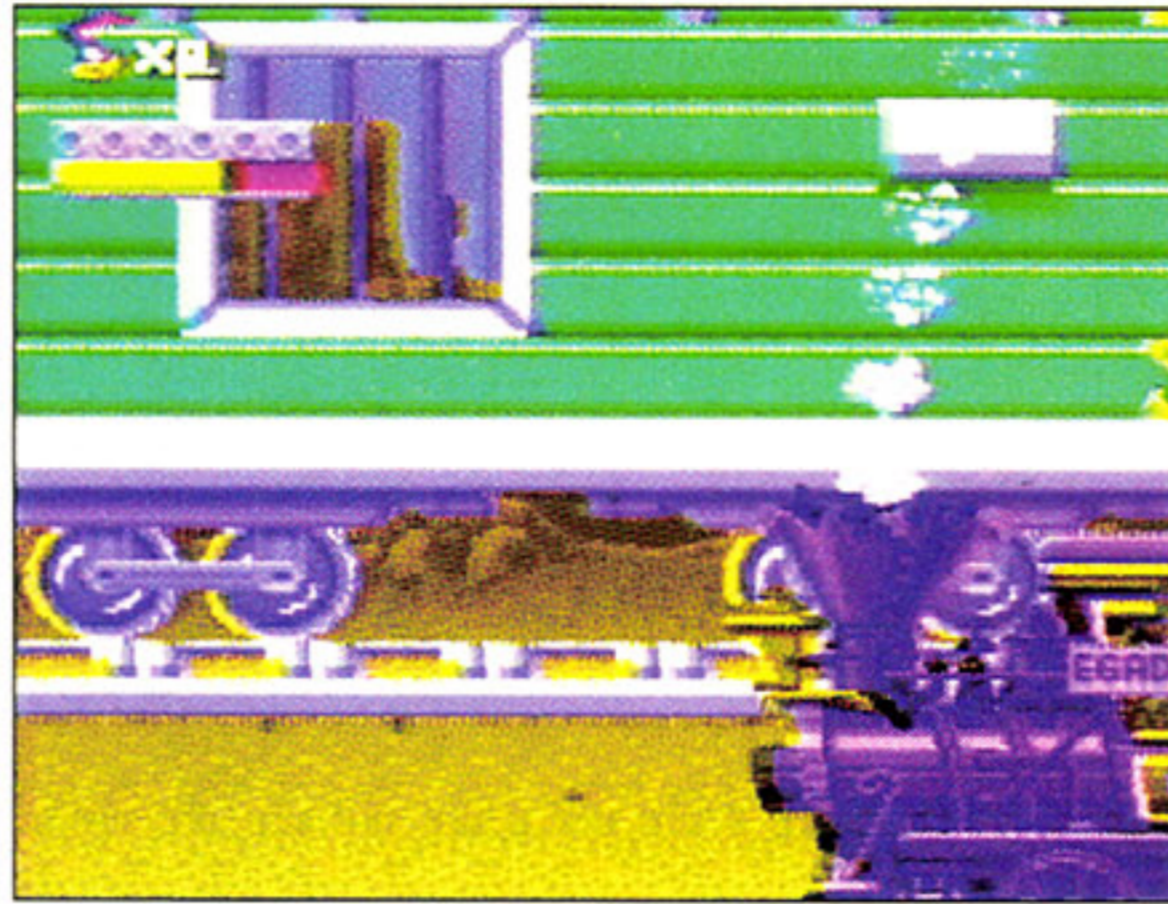
Stand your ground when Wile E.'s smokestack spits out a flurry of three bombs. As the bombs shower down, dance in-between those oh-so-dangerous drops.



Pick whichever bomb landed last (it's got the longest fuse), and peck it as the Coyote cruises by your position. Time this move just right, and the bomb will ricochet into the smokestack. All together now, can we say, "Backfire!"

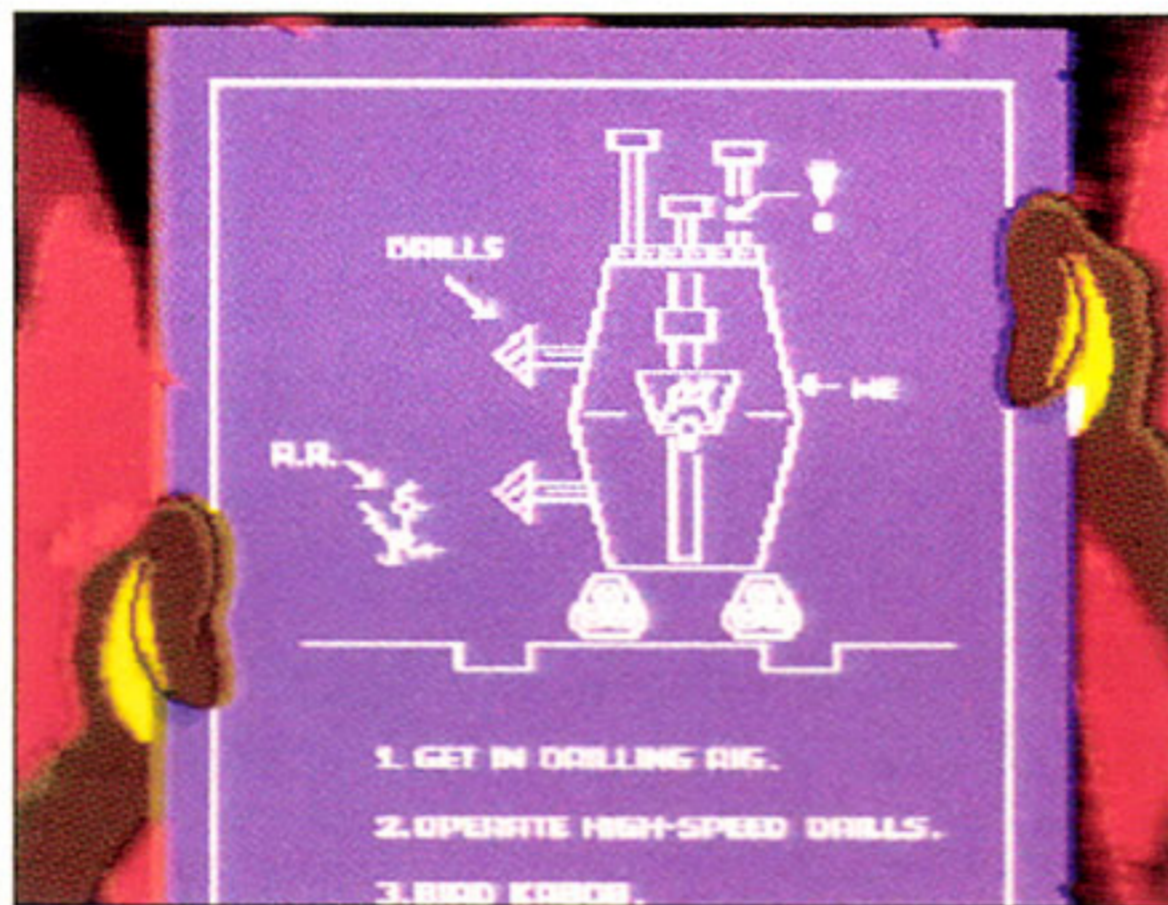


Inflamed by this unexpected development, the Coyote launches a multi-bomb counter strike. Leap away, and inject birdseed speed to escape. Repeat this entire process several times for an explosive victory.



Derailed once again, Wile E. plunges to a possible demise as his engine falls off the side of a cliff. The Coyote must be deathly afraid of heights by now!

Level 4: Drilling for Dinner



The Coyote calls in his monster Drilling Rig and has none other than that bird-ka-bob at the top of his menu. Road Runner can give Wile E. a root canal with these quick tips.



Leap, and get a webbed foot hold on the lower drill. Wait, then leap up to the second drill as it extends from the machine.



Next, leap and land on top of the rig. A plunger will then immediately try to mash you against the cavern's spiked ceiling. Push Left or Right and take a fall of faith to avoid a sticky situation.



Now peck like crazy at the six rivets that hold the Drilling Rig together like super glue. Step lively between the plungers to avoid getting thrust up as a feathered offering to the ceiling spikes.



Once the rig's in pieces, it explodes and burns Wile E. to a Coyote crisp. Road Runner flashes his tongue and launches off to the game's final spacey level, Quantum Beep.

SUPER NES PRO REVIEW



By Ugg the Bug

Usually 16-bit games get shrunk down for the Game Boy. Faceball 2000 by Bullet-Proof Software goes the other way, and scores big.

FACEBALL™

Play Ball with Faceball

Faceball 2000 for the SNES takes essentially the same tag 'em and bag 'em action from the popular Game Boy cart and gussies it up with outta sight SNES graphics. You enter a bizarre series of mazes to play virtual reality dodge ball with a bunch of smiley-faced, geometric creatures gone berserk called Smiloids.



In Cyberzone, the Smiloids will get you if you don't watch out!

At its wildest, the game's like a 1970's nightmare flashback. Smiley Faces swarm around you. Every time they knock you for a loop, they say, "Have a nice day." The silly, vapid phrase drives you nuts after awhile. You gotta admire such a deliciously depraved sense of humor!

Maze Daze

There are two basic games: Cyberzone and Arena. Yes, that's Cyberzone not Cyberscape, Game Boy Faceball fans. Unlike GB Cyberscape, where you had to search for the exit, Cyberzone focuses on Smiloid smackin' fun. You merely zap a certain number of Smiloids to reveal

the way out. The 'Zone consists of 41 increasingly tough levels, plus eight Bonus Levels. You won't beat this game anytime soon!

PROTIP: As soon as you enter a Level, swing immediately around. You never know what's waiting behind you.

PROTIP: The Master Smiloid isn't the only surprise on the 41st Level.

Arena is a one-time, free-for-all. It's you versus the Smiloid All-Stars. You pick one of 16 mazes. First team to score 10 hits gets to tell the other team to "Have a nice day!"



PROTIP: One successful strategy in a two-player Arena match is to position yourself to cover each other.

Smiloids-in-your-Face

The Smiloid opposition has rolled over from the Game Boy version. Shootmes, Ishootu2s, Rovers, Gremlins, Turkeys, and the obnoxious Bouncers are out in force.



PROTIP: In the easy early levels of Cyberzone, don't exit until you find the power-ups. For example, Level 1 has Armor and a Speed-Up. Level 2 and Level 6 have Shields. Level 3 has a Sensor and a Weapon.

PROTIP: To attack moving Smiloids from afar, such as Gremlins, fire a string of balls across their paths.

To help against your good-natured geometric foes, you can find power-ups hidden in special Pods. Power-ups include Armor, Speed-Ups, and Sensors, which reveal your foes on your Level Radar.

Put on a Happy Face

Faceball's graphics are SNES sharp. There's really not that much variety to them, but oh how they move through those weird mazes! You get an awesome first-person perspective of the action, which surrounds you with the labyrinthine Faceball environment. Some of the backgrounds are knockouts.



PROTIP: Have a nice day!

Two-player games feature a slick split-screen view. In versus games, you can see yourself in your opponent's screen. However, the cheat factor isn't significant. The music and the sound effects are just right. You might even turn up the volume.

Have a Nice Play

Faceball 2000 is a simple game concept that works. What you see is what you get. So, if you like what you see and read here, get it. The only thing this game's missing is the Game Boy's four-player capability. Until that SNES technological breakthrough occurs, that's right...have a nice daaaaaay!

Faceball by Bullet-Proof Software				
Graphics	Sound	Control	FunFactor	Challenge
				ADV.
4.5	4.0	4.0	5.0	Advanced
Price not available 8 megs Available now		Action/Puzzler Two Players Have a Nice Day		

SUPER NES PRO TIPS

Pod Drones



Flashing Smiloids are Pod Drones. After you tag them, they reappear with power-ups and special items. Pod Drones require three more hits than a normal Smiloid of the same type. You must shoot Pod Drones to get the pod they carry. Touch them, and no pod appears.

Pod Farming



You can make Pod Drones appear if there are plenty of Yellow Smiloids around. Touch Yellow Smiloids rather than tagging them. This makes them disappear, but doesn't count towards the 10 you need to exit a level. Pretty soon, flashing Pod Drones will just appear. You can get up to 10 per level. Remember, touching a Smiloid also damages you, so be careful. This works with Gremlins, too, but it's much more dangerous since they can see you.

Wallys



Wallys aren't particularly dangerous, but they'll get you if you're distracted by other Smiloids. They like to move along the inside and outside corners of walls.

Ninjas



Fast Ninjas appear from Level 38 to Level 41. They require six tags to eliminate, and they have a 360 degree field of view.

No-See-Ums



Yellow Smiloids can't see you, so they're easy targets.

Tag 10 and Out



To reveal the exit of any level, you must tag 10 Smiloids to make the Blackwalls disappear. All Yellow Smiloids, Gremlins, and Kamikazes disappear if you touch them. However, touching them doesn't count towards the 10 you need to exit.

Guards



Guards are tricky. They move in circles and in figure 8's. Their main strength, however, is that they can see 360 degrees.



Continued on page 44.

Sharks



On Level 35, you run into Sharks. They can only detect you if you're wounded, meaning you have less than two hits of your total remaining. However, their field of view is 360 degrees, and they immediately attack any player they touch.

Bouncers



Look out for Bouncers. They're a major nuisance! They travel straight until they encounter a wall. Then, they turn 180 degrees and continue moving. When you think they've passed you by...surprise, they're back!

Sonars



Sonars begin to appear from Level 30 on. They're very quick, but they can't detect a non-moving player. However, they will zero in on you as soon as you press any button, including the shot button. They can reload faster than you can. If you damage them, they back away from you, shooting as they go.

Level 5 Gremlins



The Gremlins in Level 5 are particularly tricky, and they can throw an early monkey wrench into your Faceball busting plans. Don't stay next to the outer wall. The Gremlins tend to glide along it, and they'll sandwich you from the front and the rear. Sit in the center area and shoot the Gremlins as they pass.

Bonus Rounds



There are seven Bonus Rounds to gather a mess of coins, if you can beat the clock. They appear after Level 5, Level 10, Level 15, Level 20, Level 25, Level 30, and Level 35.

New Life



Some Bonus Rounds have extra Life. It's rare, so don't leave without it. In the Level 20 and the Level 30 Bonus Rounds, head left from your starting point and go towards the back of the Level. In Level 25's Bonus Round, head to the right corner from your starting point.

Sensor Sense



Find Sensors. They're very useful because they reveal the locations of Smiloids on the map. An easy way to get them is to Pod Farm (see previous Pod Farming Tip) on Levels 2, 6, 7, and 11. With luck, you can find them on other levels, such as Levels 8, 9, 16, 27, and 34. These tough levels are, however, very bad for Pod Farming.

Forget the Farm

The Pod Farming difficulty factor kicks into maximum overdrive from Level 12 to Level 20. Beyond Level 20, it's impossible, so don't waste your time trying.

The Cyberzone Master



On Level 41, the Cyberzone Master appears when you tag 10 Smiloids! You have to get past a Kamikaze, a Guard, a



Shark, a Vampire, a Bouncer, a Ninja, and a mess of Yellow Smiloids to get to the Master, but you must get him to end Cyberzone. He requires 20 tags to beat, and he moves extremely fast. You'll encounter a greater number of Pod Drones here, too. Take advantage of them if you can.

Surprise Game



When you get Faceball 2000, you actually get three, not two, games in one: Cyberzone, Arena, and – Cyberscape! That's right, this is an SNES enhanced, two-player version of the original Game Boy Faceball 2000. When you defeat the Master on the last level of Cyberzone, you'll receive a clue about how to find the exit to Cyberscape, which is located on that level.

16 BIT SNES

THE CULTURE BRAIN NEWSLETTER, FEATUR

Big Capacity with 12 Meg ROM!
104 dots x 50 dots characters!
Wow, they're huge! There are more than 150
techniques to choose from. Up to 8 people can participate.
Adopting the Super Defense System!



SUPER NINJA BOY

FUN.FUN.FUN!!

A peaceful life in quiet Chinaland was suddenly thrown into disaster, after the Universal Peace Conference was over. The Emperor's concerns kept growing until Jack and Ryu decided to go out and settle the problem. The places they visited during their expedition were: Chinaland, Mysteryland, Fairyland and Futureland. The more they advanced, the more suspenseful it became. What they found out was a devastating plot. There are loads of exciting action, cool items, neat vehicles, great attacks, and magic spells available. They are all yours to blow adversaries out of the way of the once peaceful Chinaland.



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ULTIMATE FIGHTER

FIGHTER

2in1 FLYING WARRIORS.



FOR ALL GAME PLAYERS FROM BEGINNERS TO EXPERTS!!

3

OPERATION MODES ARE AVAILABLE.

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

FROM ACTION GAME MANIACS TO PEOPLE WHO ARE NOT SO HOT ABOUT ACTION GAMES CAN HAVE FUN! THIS IS THE NEW HIRYU NO KEN SYSTEM THAT PEOPLE HAVE BEEN TALKING ABOUT!

1. EXPERT MODE THAT FULLY UTILIZES THE HIRYU NO KEN. 2. EXCITING FIGHTING MODE THAT REQUIRES SIMPLE CONTROL. 3. COMMAND BATTLE STYLE, ANIMATION MODE FOR PLAYERS WHO WANT TO ENJOY THE STORY. 4. AND LAST BUT NOT LEAST, VS TOURNAMENT MODE WHERE EIGHT PLAYERS CAN PARTICIPATE.

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

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

STORY MODE HAS A POWERFUL ENEMIES TOO!

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

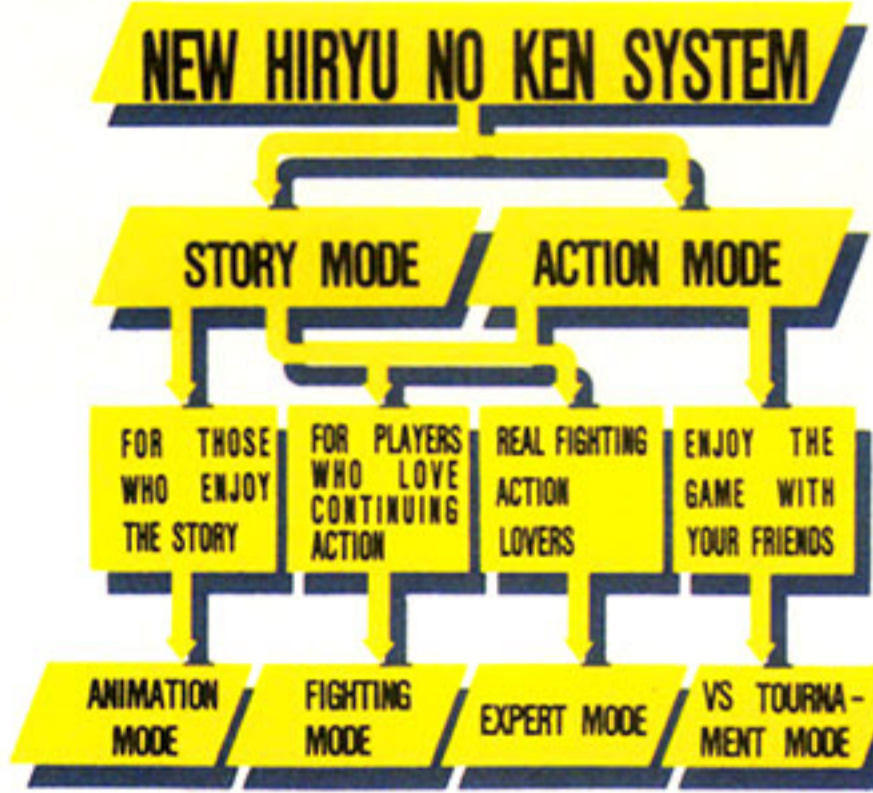
WIN THE TOURNAMENT! UP TO EIGHT PLAYERS CAN PARTICIPATE IN THE VS TOURNAMENT MODE!

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



WHAT IS THE NEW HIRYU NO KEN SYSTEM?

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



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YOU CAN ENJOY EXCITING FIGHTS WITH SIMPLE OPERATIONS.

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



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



RPG-LOVERS GAMES

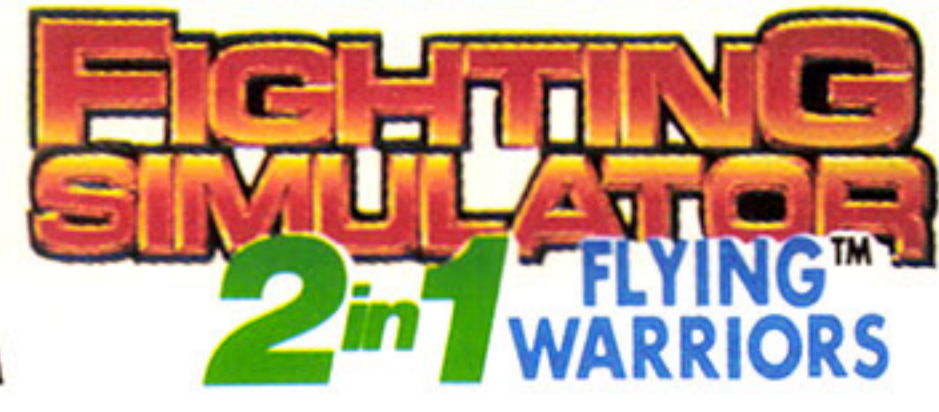
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ON DINOSTAR, MECHA COLONY, KING'S PLANET... "NINJA BOY 2™", ANOTHER GREAT ADVENTURE BURST INTO SPACE! JACK AND RYU WENT ON A SPACE TRIP WITH THEIR PALS, WHERE THEY CAME ACROSS THE GALANDS, FIERCE PIRATES OF SPACE. WHAT THEY ARE AFTER IS CONTROL OVER THE UNIVERSE WITH THE MIGHTY POWER OF 7 TREASURES RIGOROUS BATTLES AROUND THE TREASURES BREAK OUT WITH YOU IN PART OF THE ACTION AGAIN!!

GAME BOY PRO REVIEW

By Sister Sinister

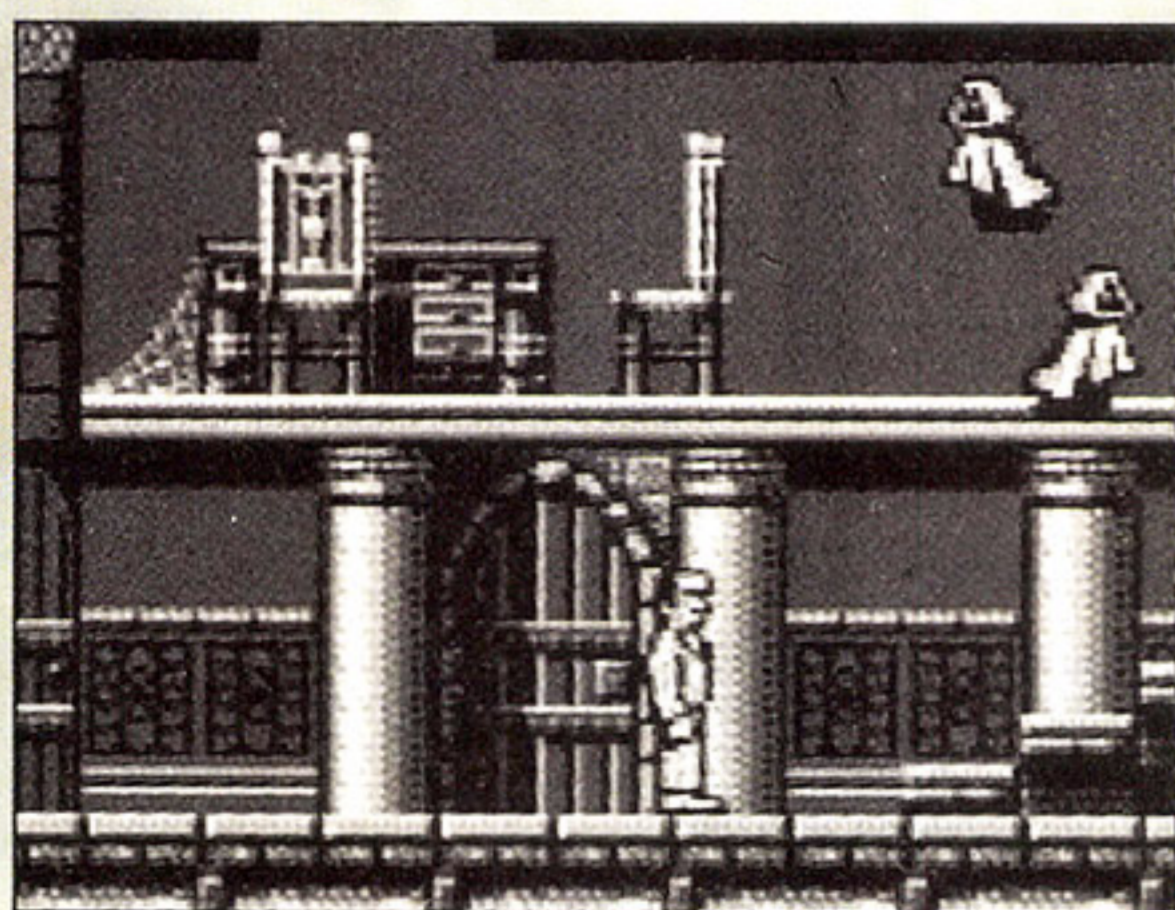


In Kemco's Dr. Franken for the Game Boy, you're a lonely monster looking for love in all the wrong places. So, step into Dr. Frankenbone's castle and search for your betrothed's body parts. You may be spooked by what you find on this massive adventure.

Electrify My Love

Dr. Frankenbone was a busy scientist. Upon his death, he left behind a legacy of angry and eerie failed experiments. Being bound and determined to get even, they decided to dismantle Bitsy, one of Dr. Frankenbone's finest creations. Her partner, Franky, was left to fend for himself. Now he must search all 230 rooms of his creator's castle and piece Bitsy back together again while fending off a disgruntled mob of ghosts, bats, spitting statues, and more.

Set aside numerous hours of your time. Bitsy isn't easy to duplicate. (Is any true love?) Frankenbone's castle is so large, you'll need to draw a map to keep track of where you've been. Your moves are limited to run, jump, and duck. Your jumps are lumbering and your pace is slow, which can make for difficult controllability. Luckily, though, Franky has a supply of lightning bolts that can blast his haunting hunters temporarily.

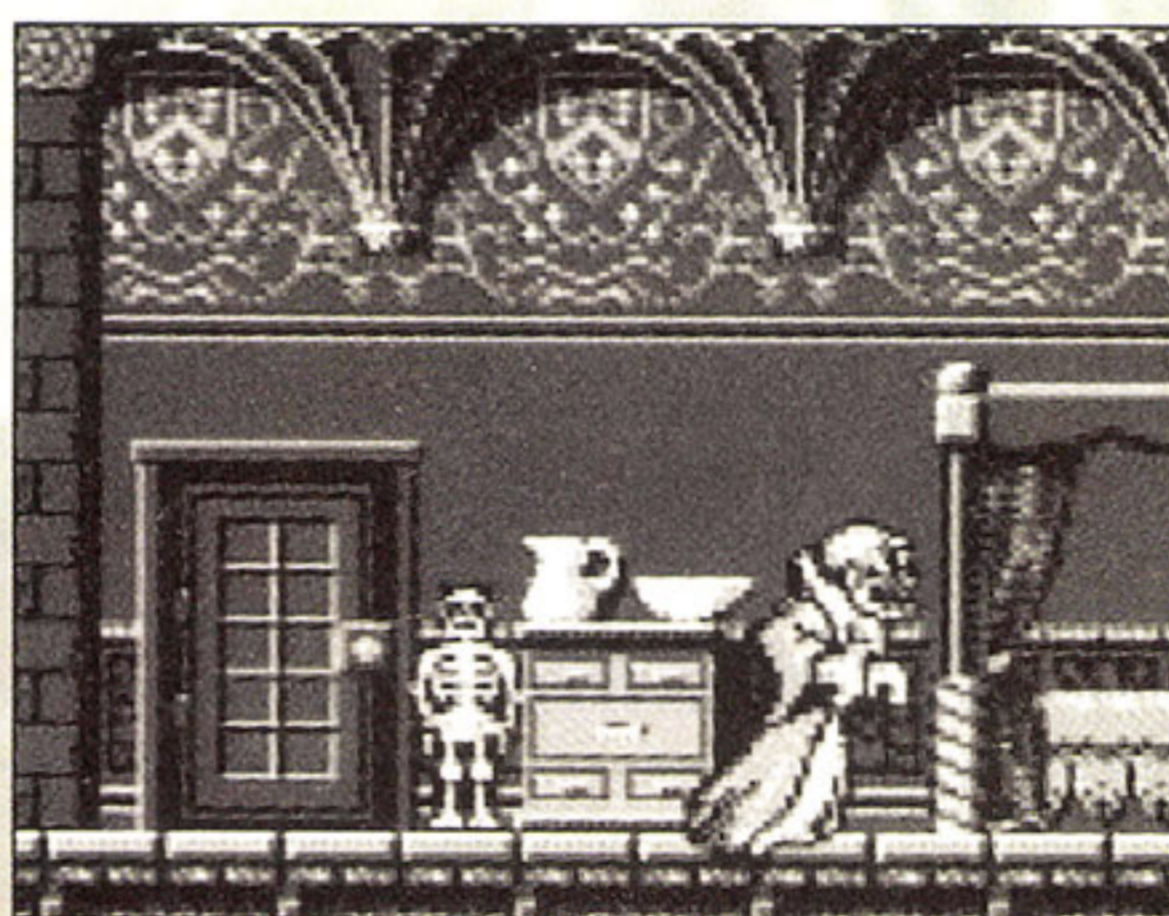


PROTIP: Sometimes it's best to try and avoid the floating ghosts and goblins instead of killing them. You never know where and when they're going to reappear.

Monster Mash

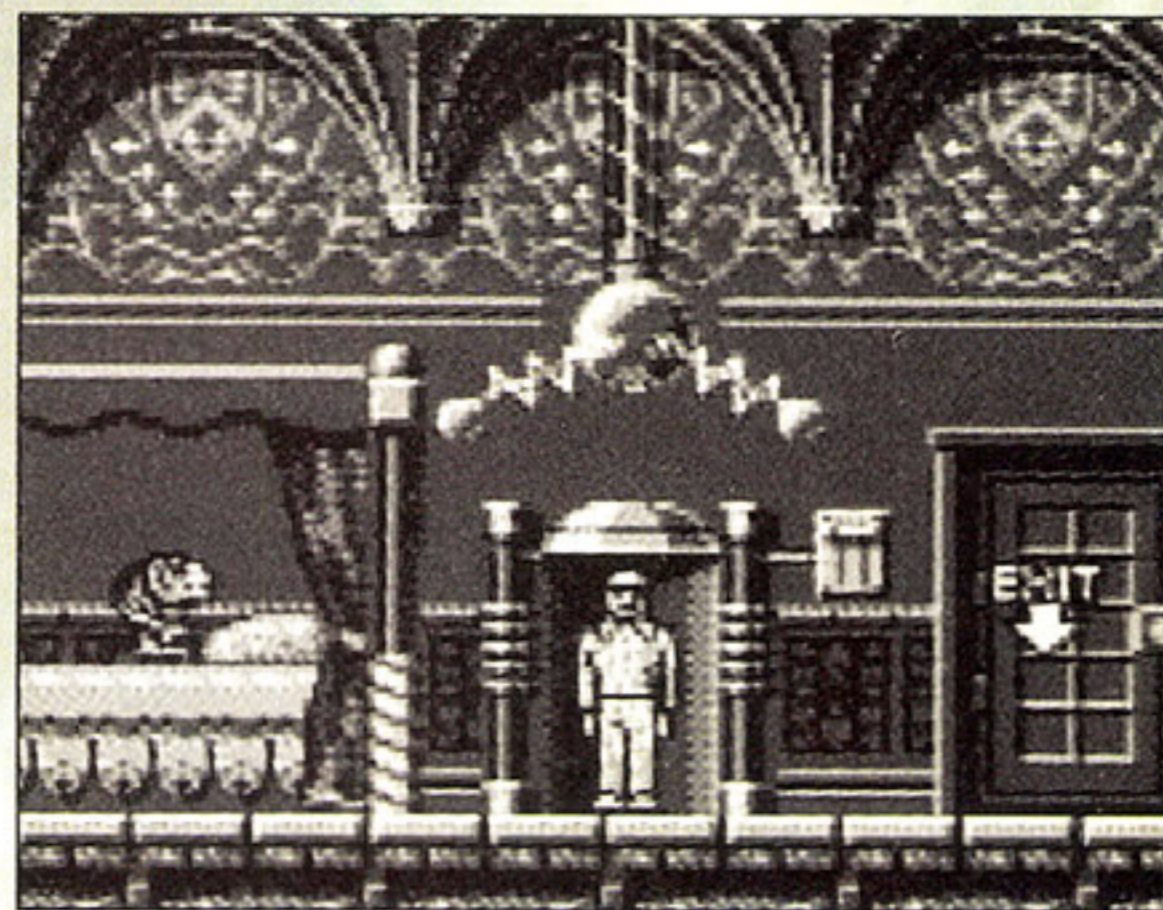
On your damp, dark and dangerous search, Franky's energy gets sapped whenever he comes in contact with blood-sucking beasties and castle

treacheries, such as rolling barrels. Coming from all directions, they're hard to avoid, but not hard to hit. He can recharge little by little by collecting bouncing Energy icons (framed lightning bolts). If you really need a jolt though, head straight for Floor 4's Recharge Cubicle and energize to your bolts content.



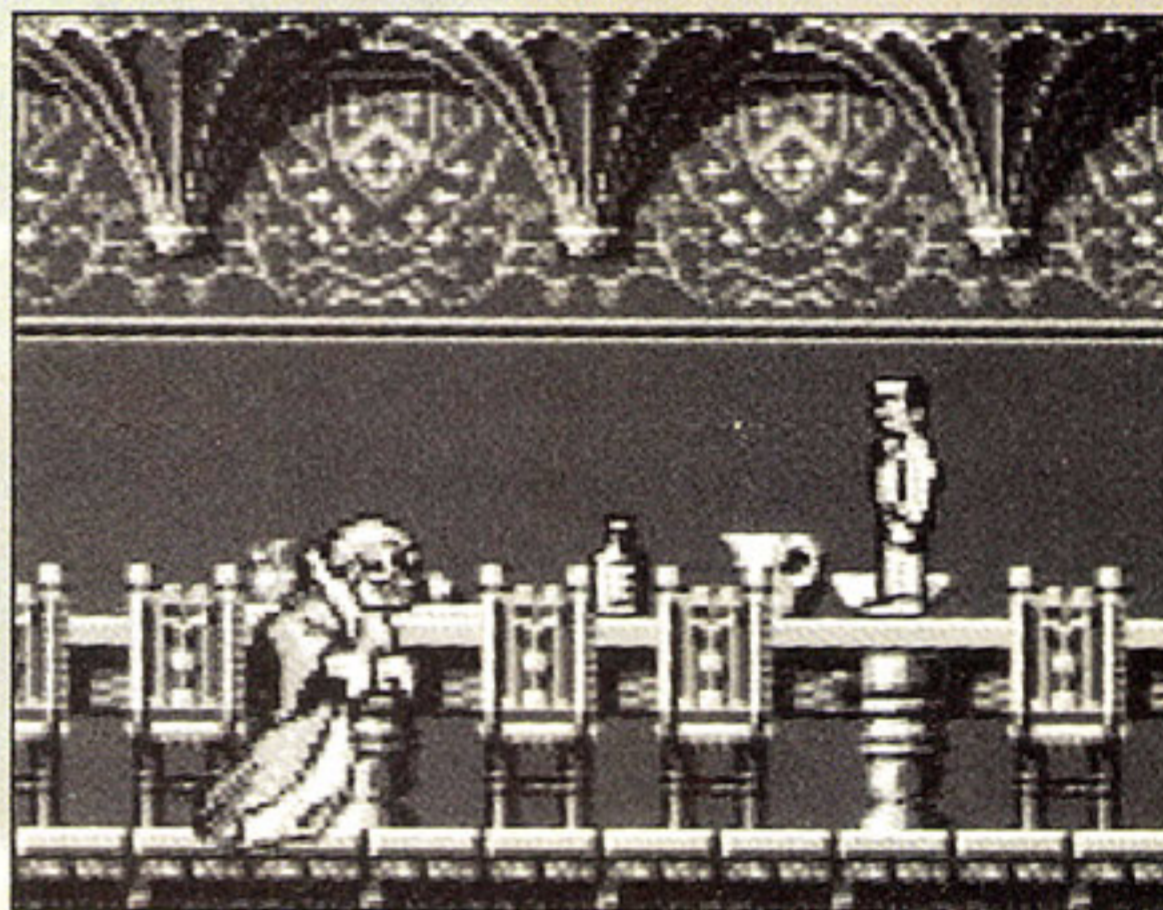
PROTIP: If you're really low on energy, it's best to wind your way back to the Recharge Cubicle room or you'll end up just a bag o' bones.

Bitsy's parts are not the only items Franky has to find. In order to get access to the different areas of the castle, he must find select items, such as Crow Bars, Door Knobs, Keys, Books, and more. Then it's backtrack time. Luckily, this game has a save feature with passwords. USE it frequently, but keep a legal-size pad of paper handy. Like everything else in this game, the passwords are lengthy.



PROTIP: Use this password to start in Level 4's Recharge Cubicle room with the Book, the Tower Key, and Bitsy's left arm: RZ1YQ W985W L25LG.

The graphics and sound are believably eerie. The graphics push the Game Boy close to its limit. The castle backgrounds are elaborately detailed. And watching Franky turn into a pile of bones is very vivid. On the downside, for a big monster, Franky's a small sprite and a bit hard on the eyes. As for sound, when good ol' Franky jumps down from any height, you hear a plunk and the screen shakes. The music is frighteningly Gothic and somewhat repetitive, but it sets the ominous mood.



PROTIP: You'll need the water on this table. Grab it to open doors.

It's a Graveyard Smash

It's a good thing that this game is frustratingly fun, because you'll need multiple supplies of AAA batteries to rebuild Bitsy. Dr. Franken is a must have for your classic horror collection. So, go to your local graveyard and dig up a monsterously good time.

Dr. Franken by Kemco

Graphics	Sound	Control	FunFactor	Challenge
 4.5	 3.5	 3.5	 5.0	ADV. Advanced

\$29.95
1 meg
Available Sept. '92

Adventure
One Player
Passwords

GAME BOY
PRO TIPS

Dr. Franken

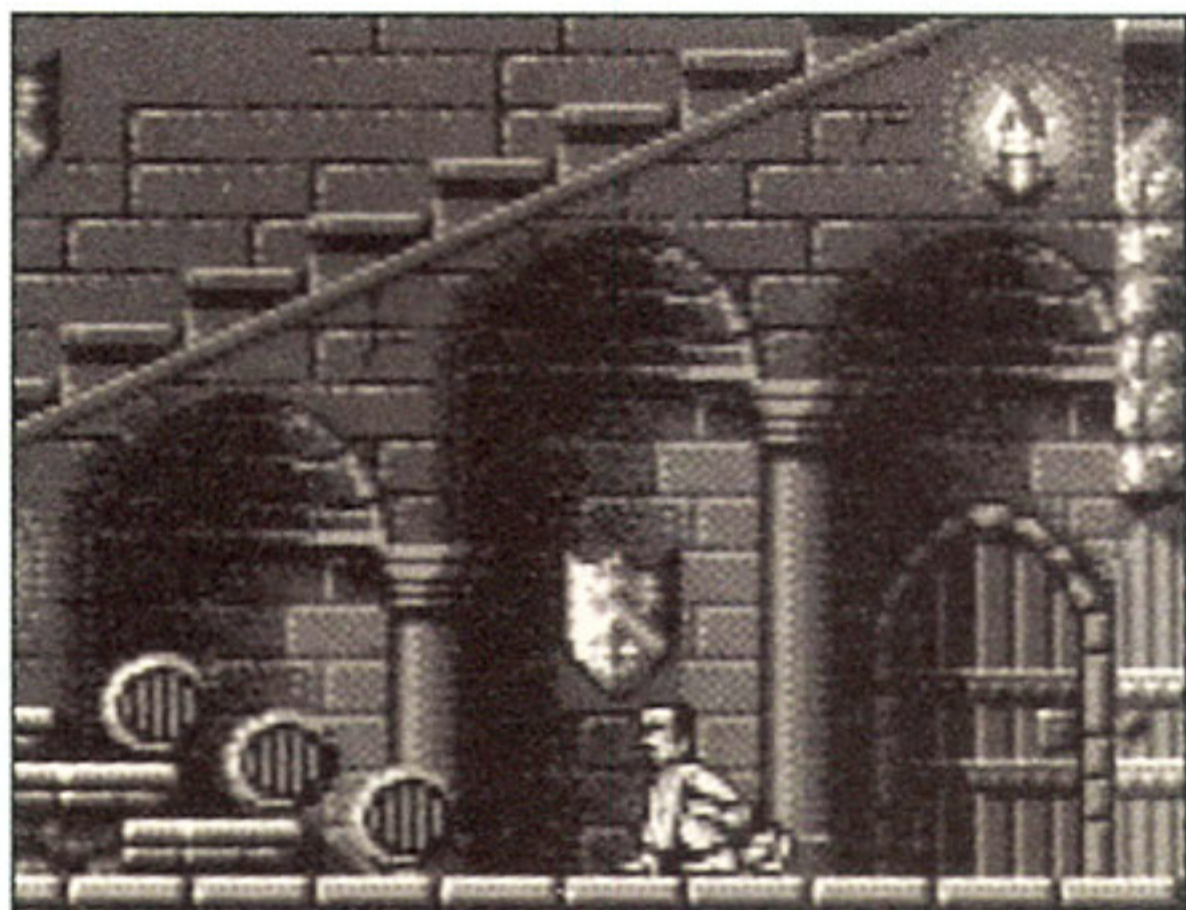
then onto the mantle, then onto the second suit of armor, and finally onto the ledge above the door.

Bookworm



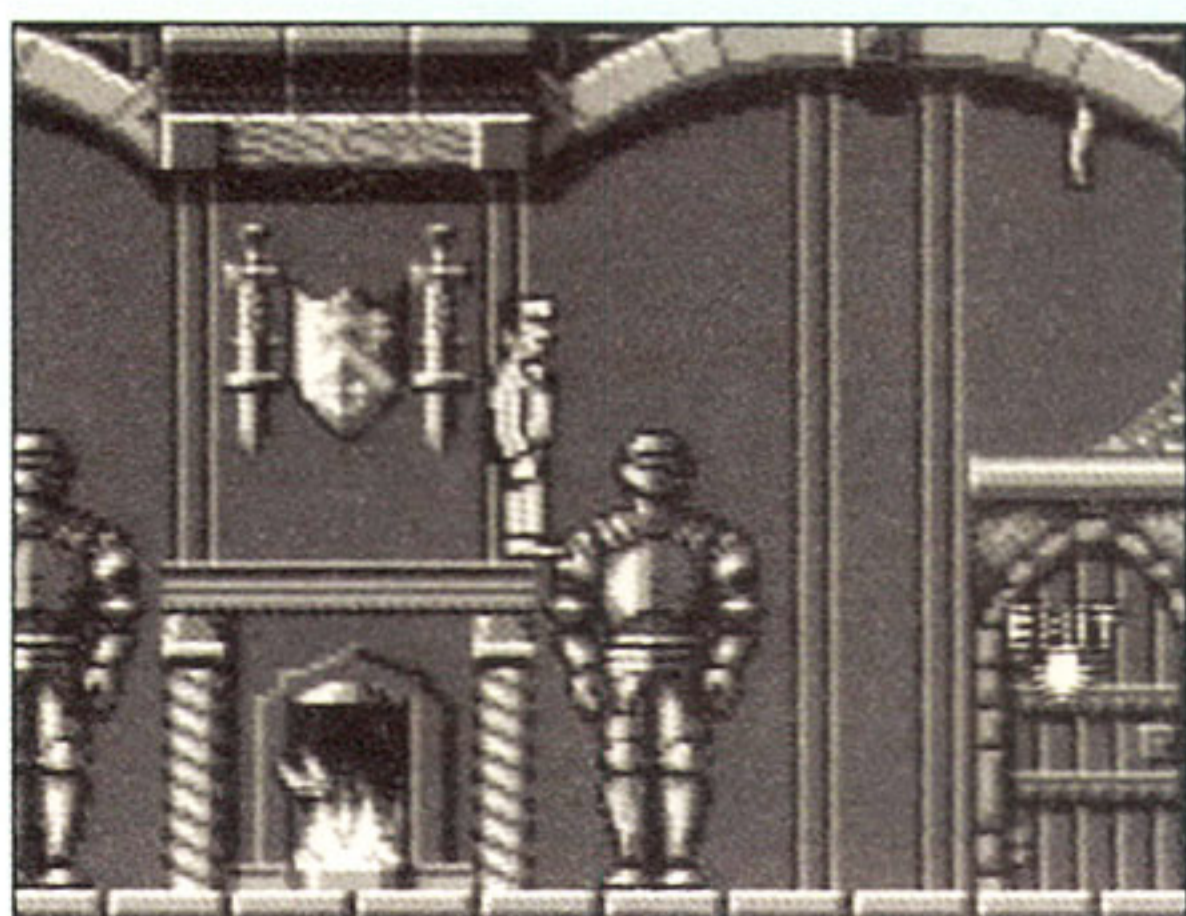
To find your first secret item, go to the first bathroom. Stand on the tub, jump over the toilet, stand on the dresser and you'll see the book above your head.

Rolling, Rolling, Rolling



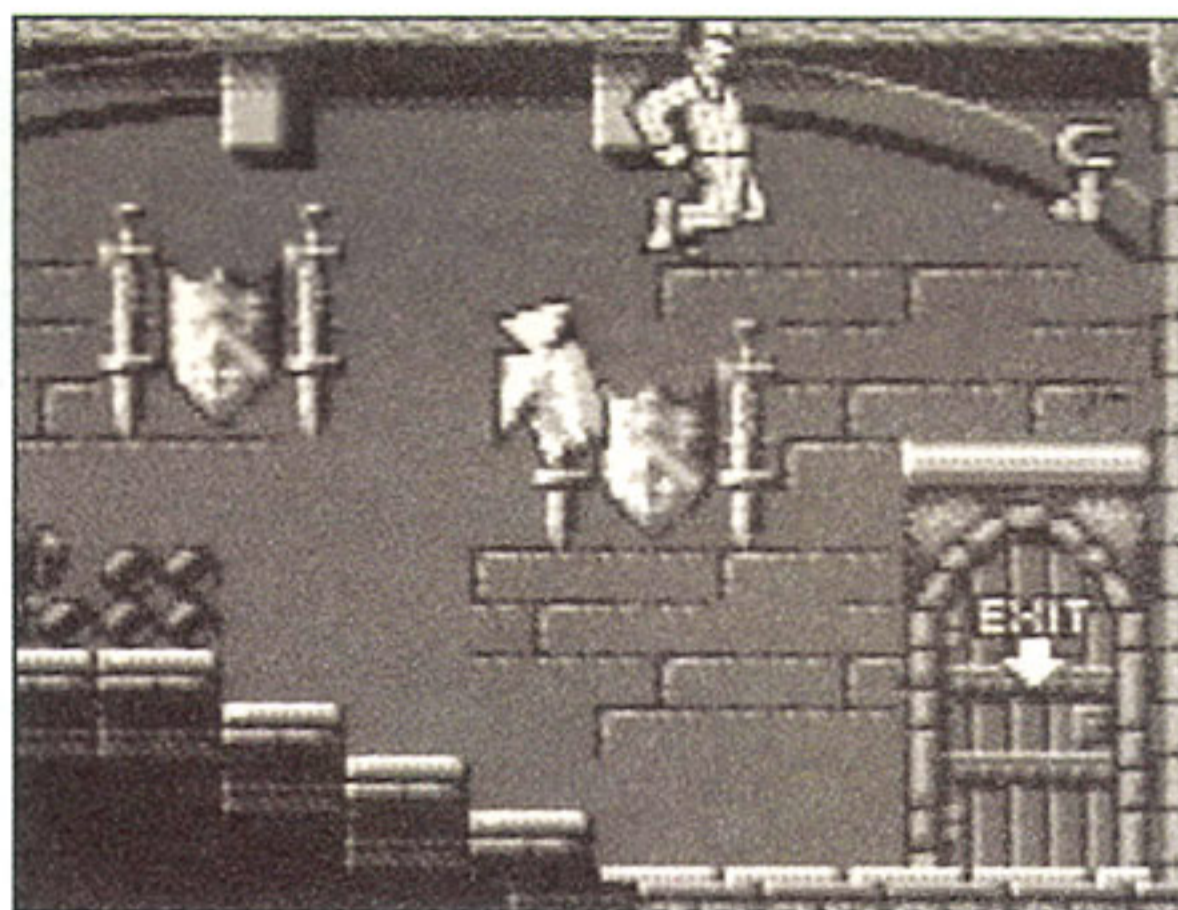
When you reach the first stairwell, crouch down and face left. This puts you in prime position to deflect the rolling barrels that are steamrolling at you down the stairs.

Armhold



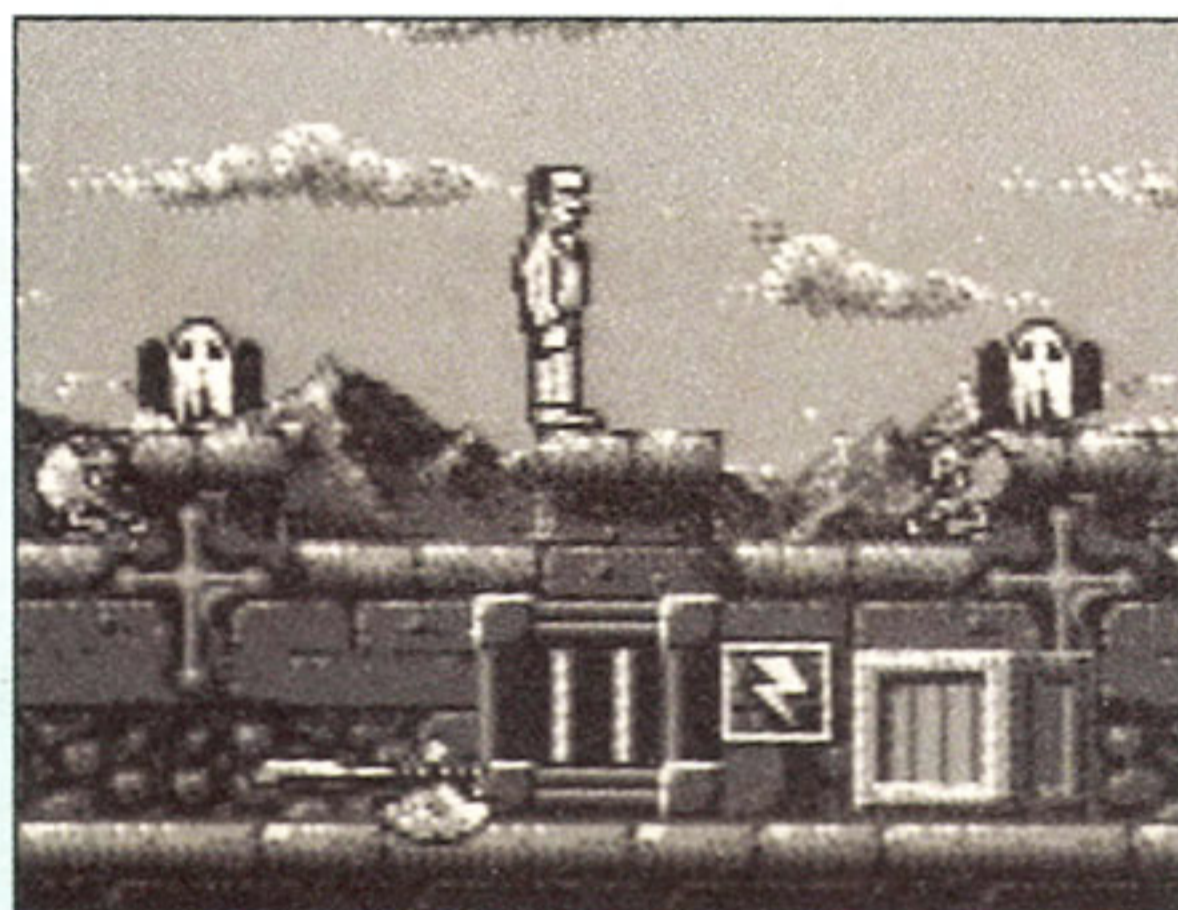
To get Bitsy's arm, you have to jump to the very top of the back of the chair. Jump on the suit of armor to your left,

Tower of Power



To reach the Tower Key, you have to stand on the far left corner of the cannonballs and jump to the far left sword. From there, you can leap to the ledge with the Tower Key.

Lizzie Borden



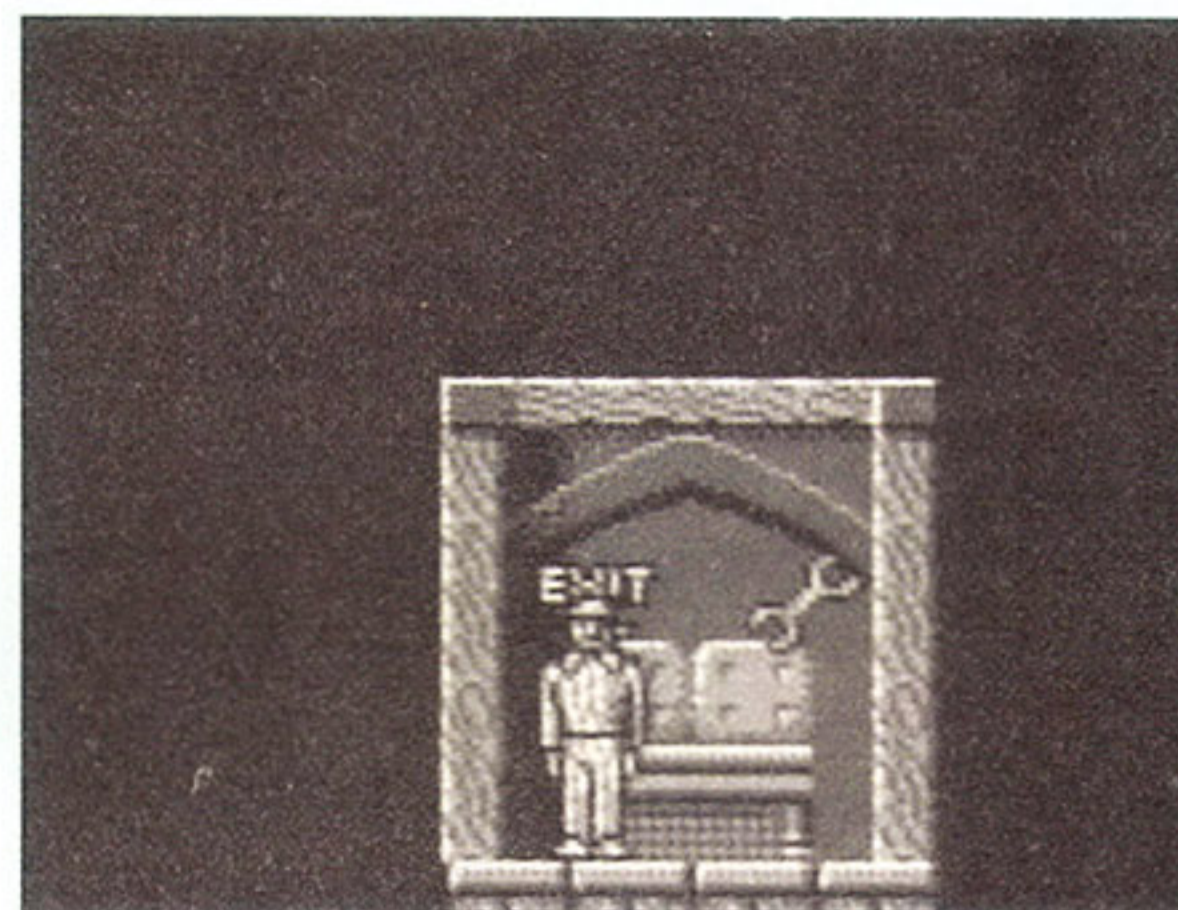
When you're running through Floor 2's Battlements, stay on the wall. If you don't, the low-flying hatchets will split you in two.

Jackpot

To begin with a heavily stocked inventory, use this password:

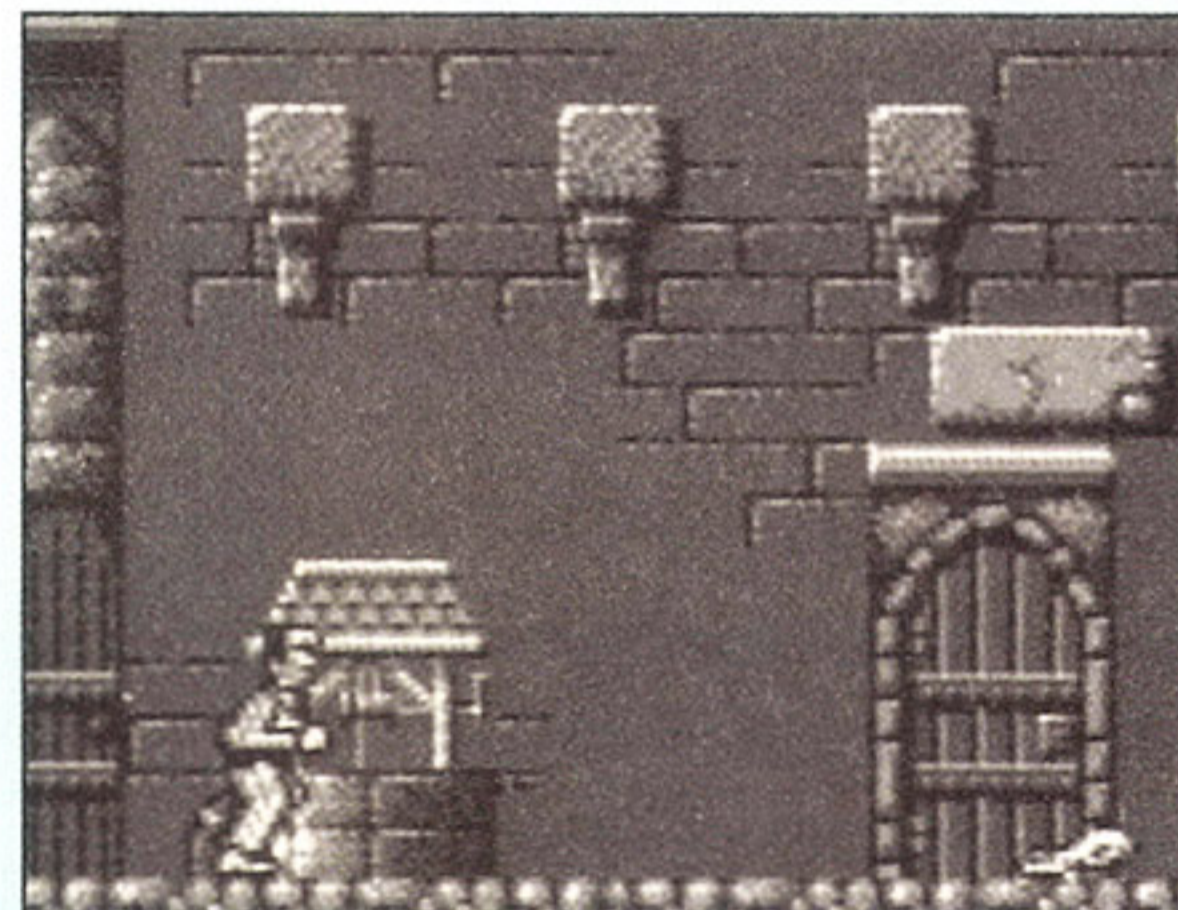
NYQFT FNSN8 PBPGG

Old Mother Hubbard's Cupboard



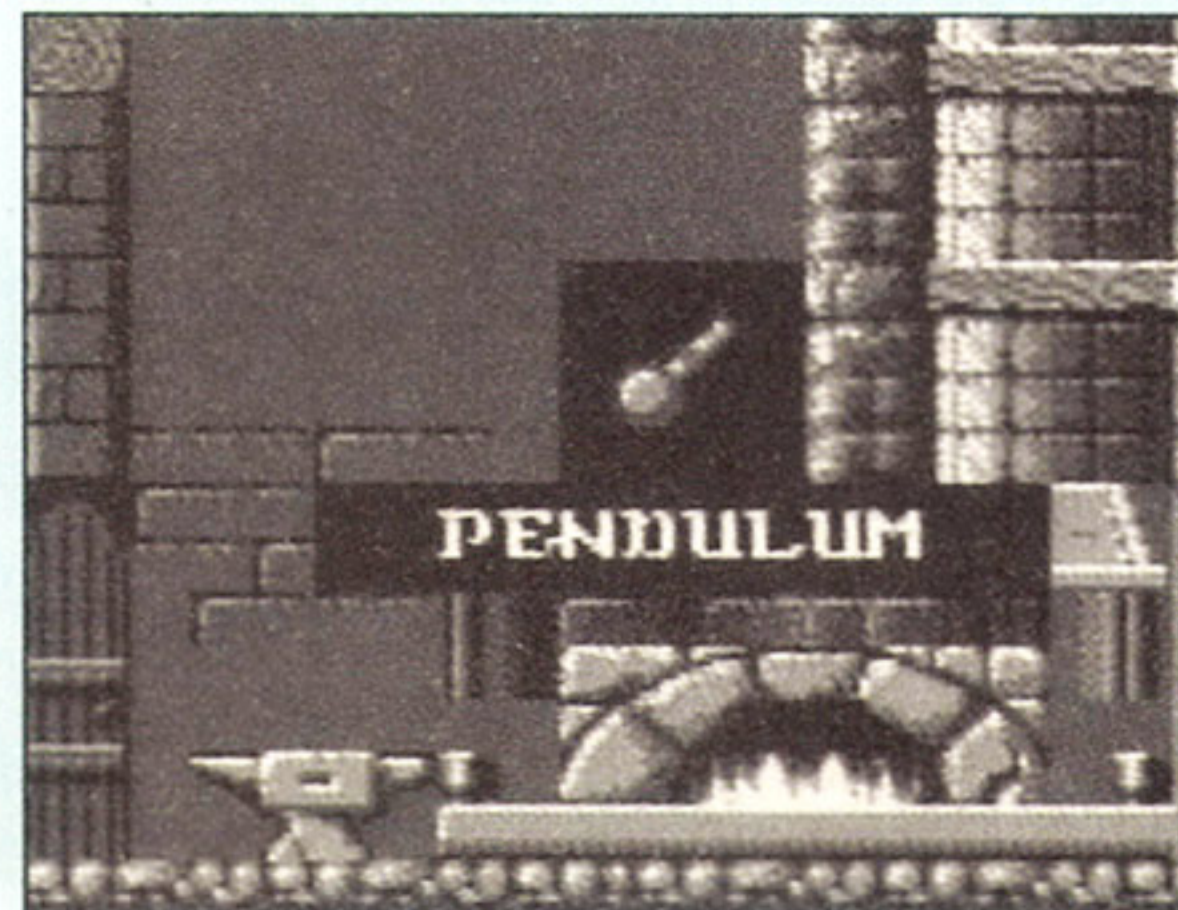
Once you have the Doorknob, go back to Floor 3 and return to the back hallway. You'll see a large cupboard with two bottles on the right-hand top corner. Stand in front of it and press Up. You'll be transported into the cupboard where you'll find the Spanner.

Wishing Well



Once you've found the rope and bucket, return to Floor 5's Courtyard with the Well. Drop down the Well and you'll find the Flashlight. Getting the Flashlight means that you won't have to search for Lantern power icons in Floor 6 and 7's dungeon levels.

The Right Time and Place



After you get the Pendulum, return to the Study on Floor 3. To open up more rooms, stand in front of the clock and press Up.



By Gideon

Hang tight, Webheads! Everyone's friendly neighborhood human arachnid swings into his second adventure for the Game Boy! Seven action-packed levels of goons, traps, and super villains await you in Spider-Man 2 by LJN.

A Web of Deceit

An astonished Peter Parker (a.k.a. Spider-Man) reads the morning paper and finds that Spider-Man has been accused of stealing millions of dollars! Sensing a frame-up by one of his arch enemies, Spider-Man must seek out the true villain, clear his name, and avoid the New York police. As Spidey, you swing high and low throughout the city on your search for clues to the real culprit. Watch out! Some of Spider-Man's most dangerous foes, such as the Hobgoblin, the Lizard, Carnage, and Graviton, are waiting for you!

Spidey's Moves

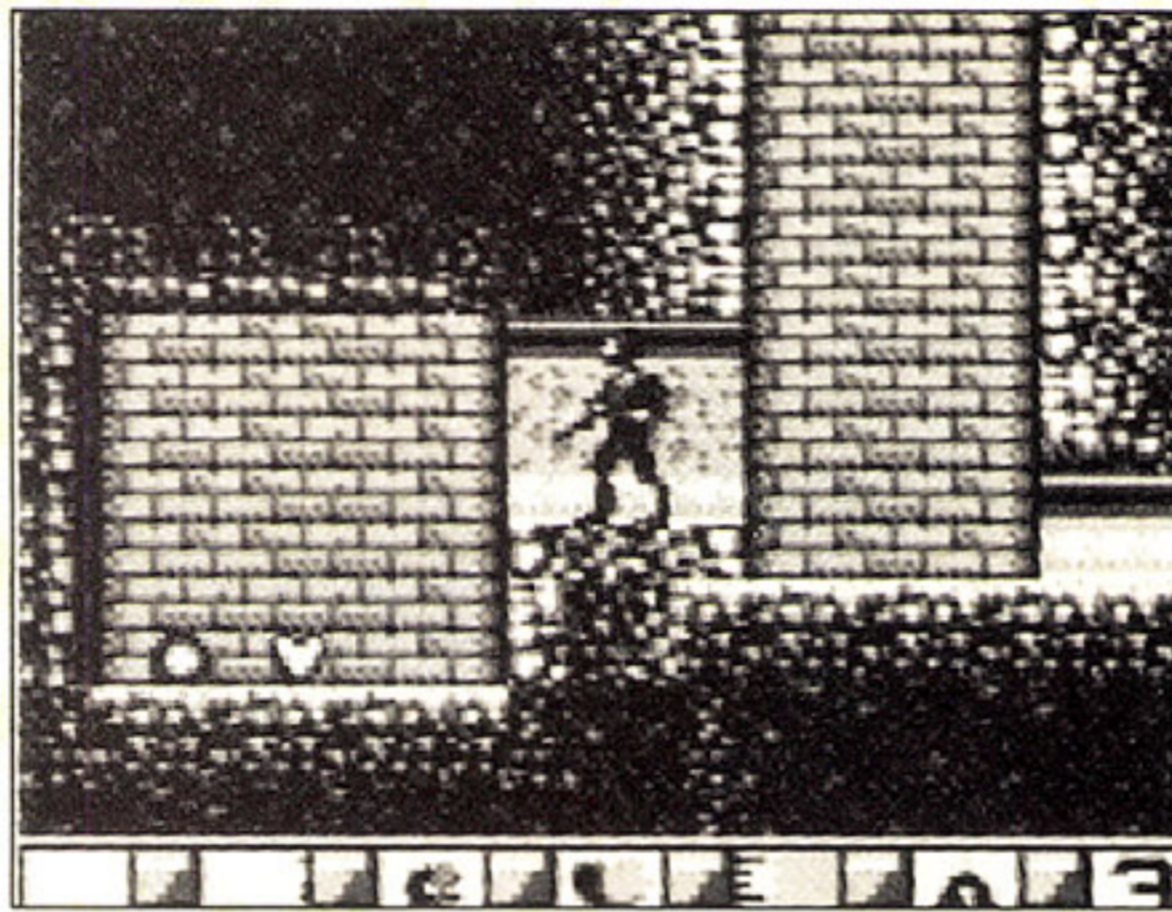
Spider-Man 2 is fiendish fun that will have you crawling up the walls in no time. Run, jump, crawl, and swing through each level in search of particular items. In addition to the super villains, there are traps and obstacles everywhere. Since you start out with only three lives and there are no continues, only the best Webslingers will conquer this game.

In order to advance to the next level, you must successfully perform specific tasks. To enter locked buildings that contain important goodies, find items like crowbars, keys, door combinations, and entry cards. To defeat certain super villains, find other items, such as Goblin Sled Fuel. To keep Spidey going, search out the invaluable bonus items like extra life units, energy, and Web Fluid.

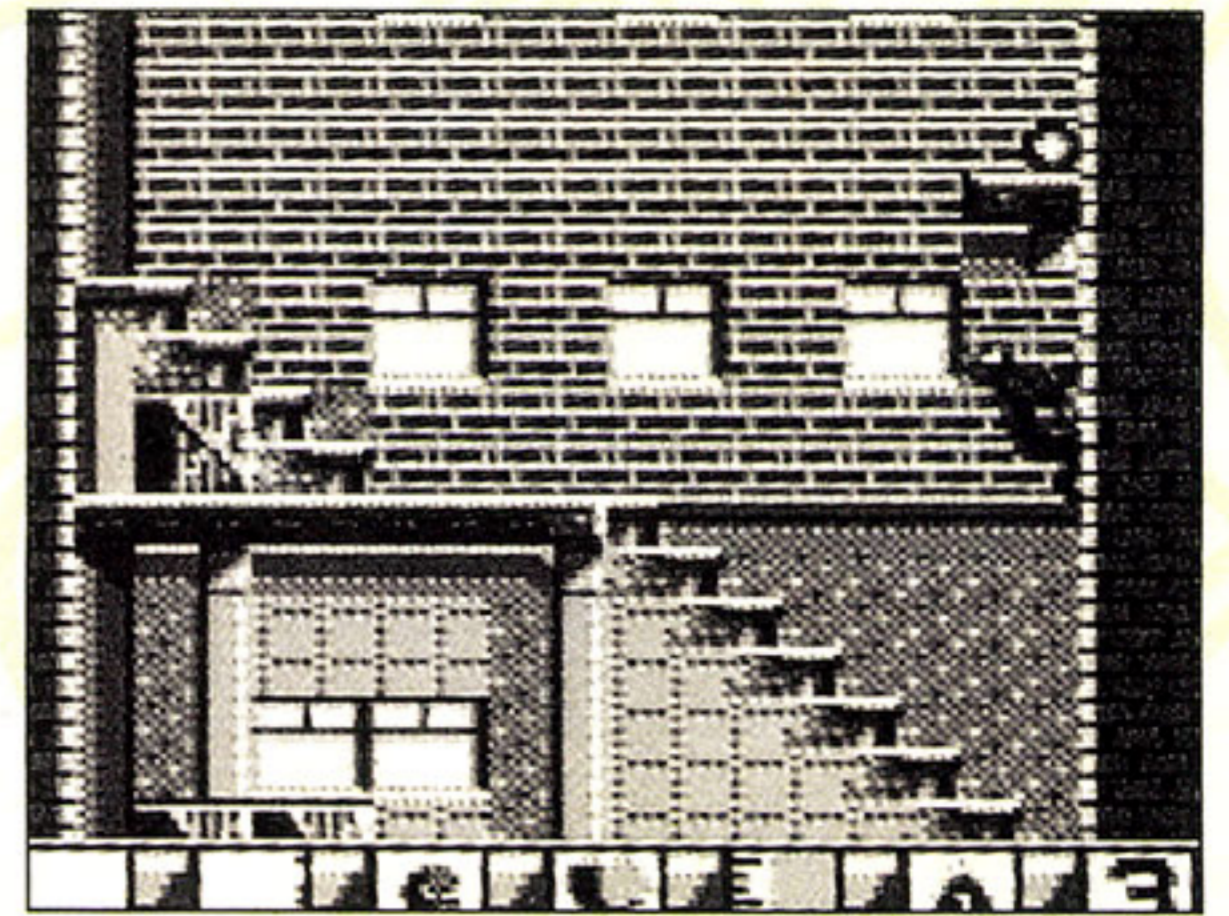
PROTIP: There's no time limit, so locate every item on a level. If you die, finding them next time around is a breeze.

Spider-Man 2 features a few more moves than the first Game Boy game (see GamePro, June '90). The controls are very

simple, and they orchestrate the smooth on-screen animation nicely. You can deliver flying kicks, execute somersaults, crawl through tight places, and climb up and



PROTIP: Bonus pickup items usually appear in clusters. If you see one, there are probably more around.



PROTIP: Don't waste webbing inside buildings. Crawl up the walls instead.

and a Spidey Sense alarm, which triggers whenever a super villain is near.

The Eensy Weensy Spider ...

Spider-Man 2 features extremely detailed, "big-screen" graphics. Spidey looks, moves, and grooves just like in the comics! Unfortunately, sometimes the limitations of the monochrome LCD prevent you from enjoying this game completely. For example, the information bar is often hard to read if the contrast or lighting isn't in sync.



down any wall. Fire Webs at enemies, or use them to climb or swing above the streets. However, your Web supply is extremely limited, so spin sparingly.



PROTIP: Maintain strong momentum in order to swing through a level.

A detailed information bar that lines the bottom of your screen updates your status. Indicators include your Web Fluid supply, remaining health units, energy levels for you and your immediate foe,

Arachno-Fun

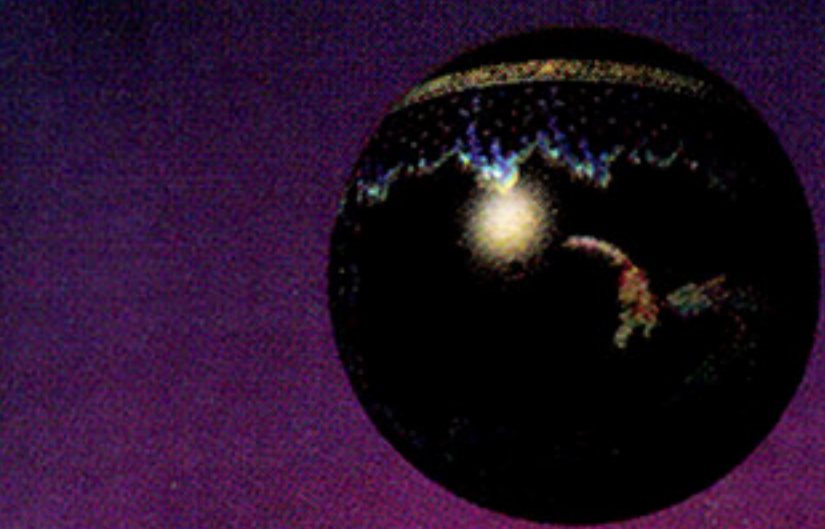
Spider-Man 2 sticks to the comic story line and weaves a web-busting challenge. Spider-Man fans will get their wall-crawling high, but only true superheroes need apply!

Spider-Man 2 by LJN				
Graphics	Sound	Control	FunFactor	Challenge
				INT.
4.0	3.0	3.5	4.0	Intermediate
\$27.95		One Player		
Available September '92				
Action/Adventure				

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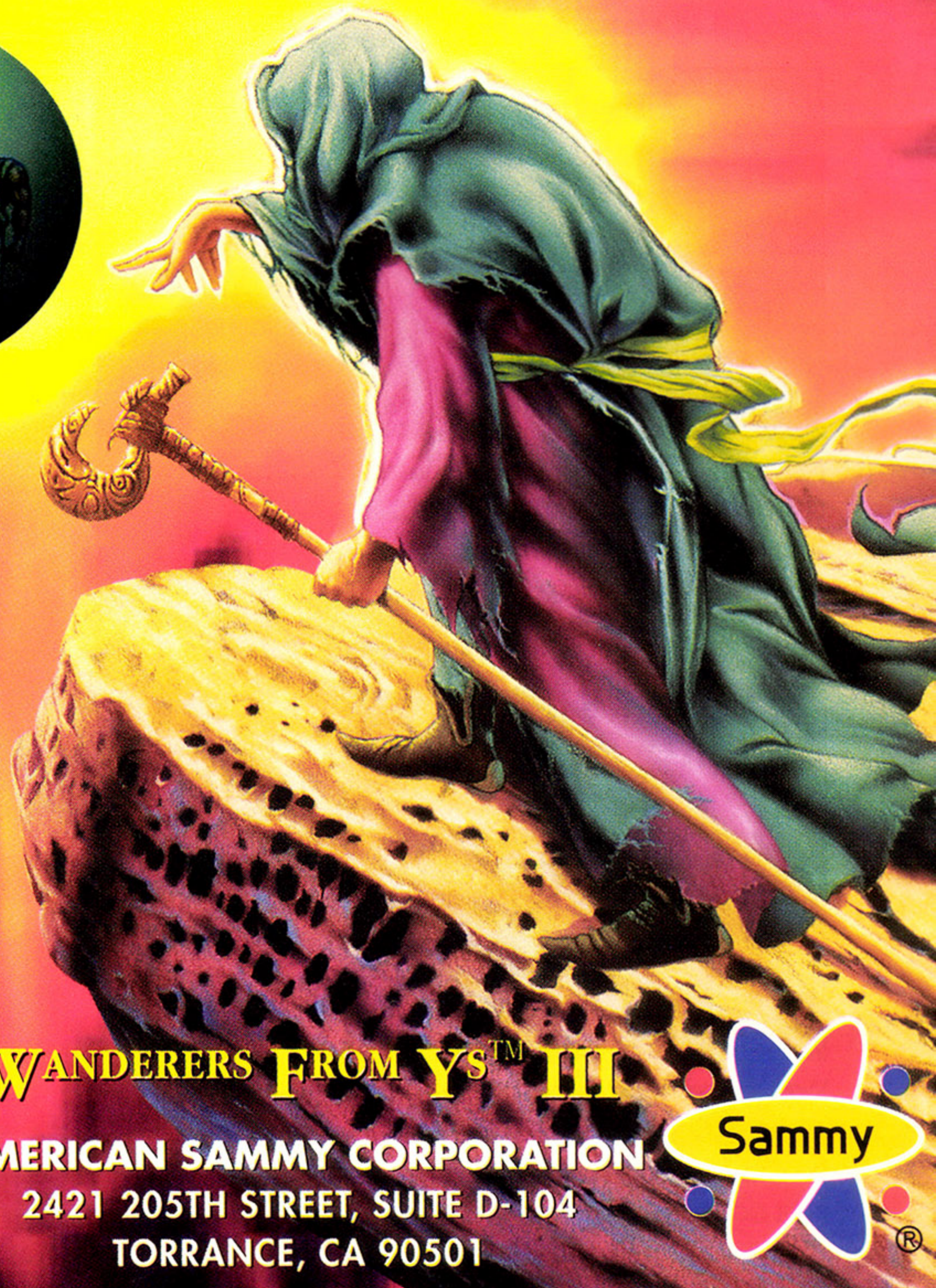
Discover

Ys



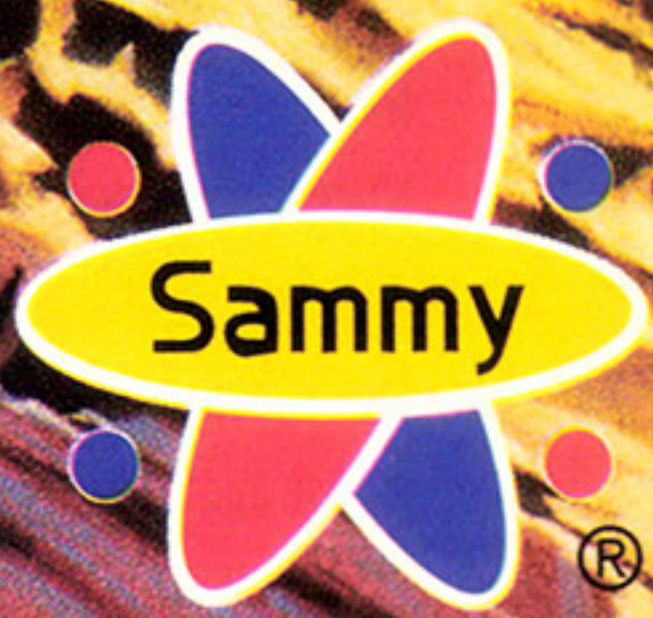
Welcome

to the tale of Ys, young warrior! Grab your sword and your wits, and prepare for an adventure of steel, sweat and cunning! As Adol the Wanderer, you're up against the vile Galban and his legion of bloodthirsty beasts. Travel the land and uncover the clues that will lead to the lair of evil itself, and watch as the dramatic tale of Ys unfolds!



WANDERERS FROM YS™ III

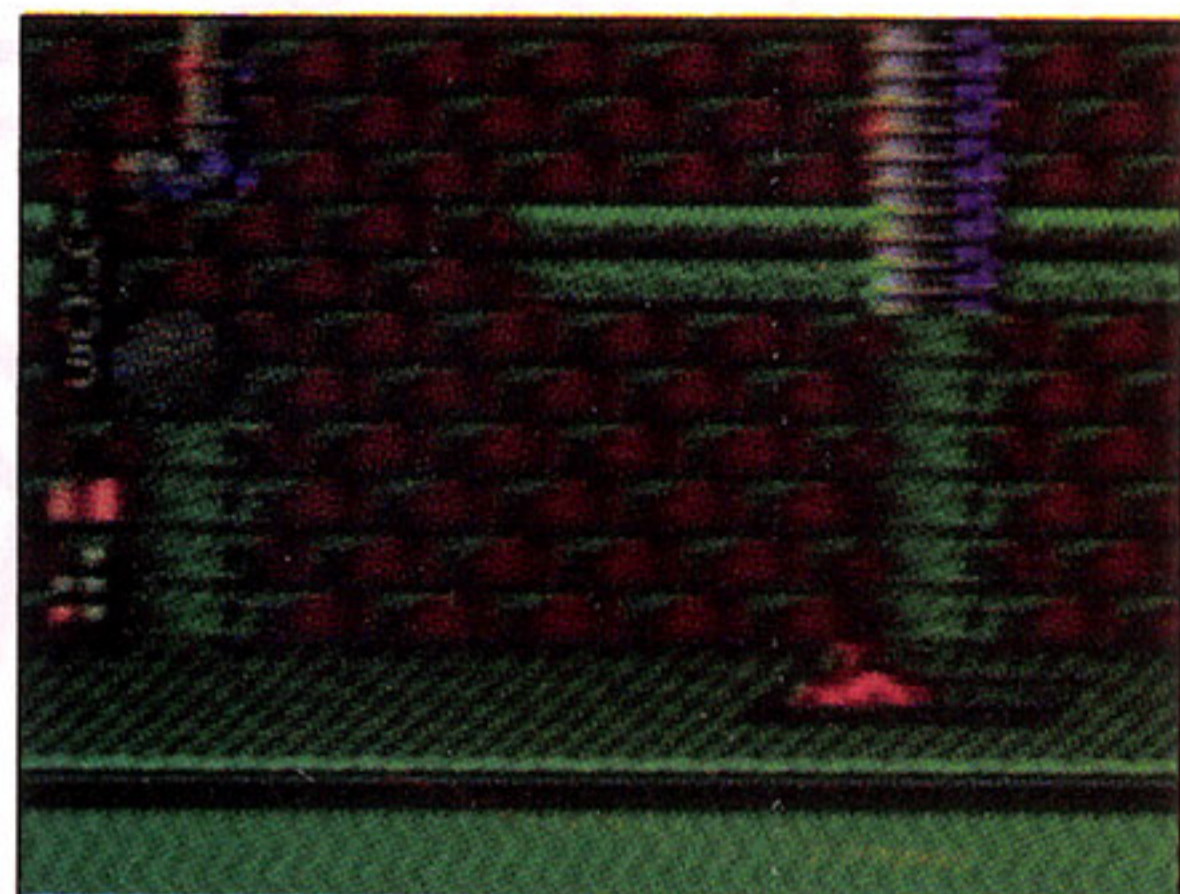
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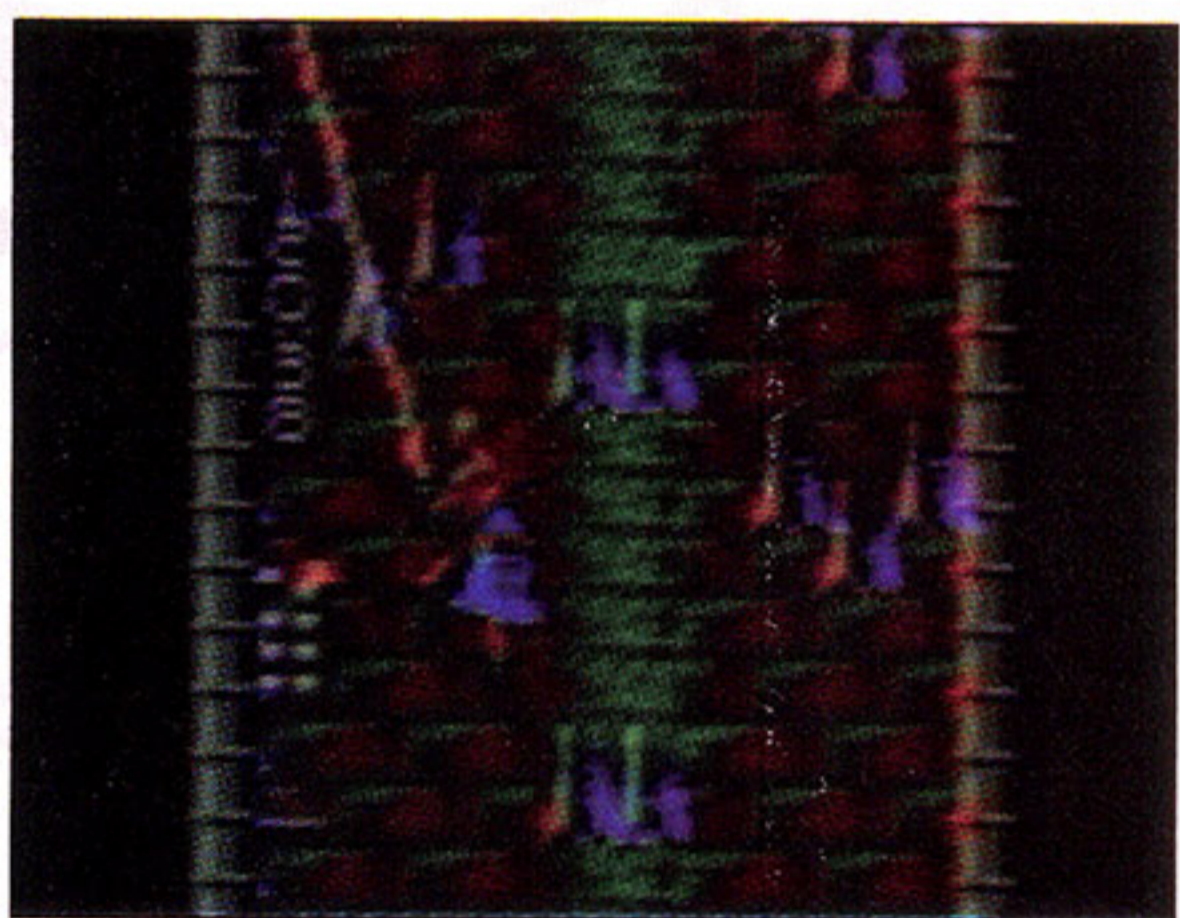
GAME GEAR PRO TIPS

Hisstory Repeatsss Itssself



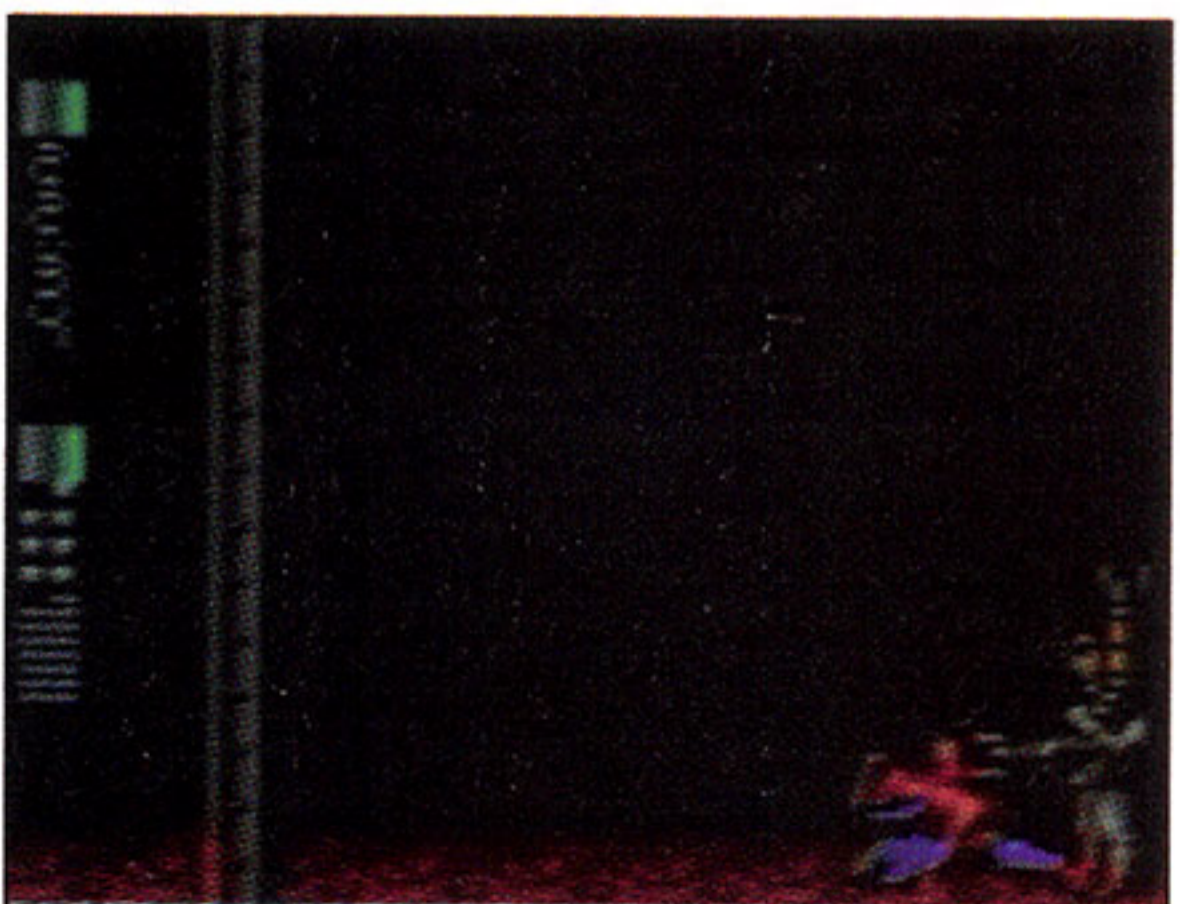
After defeating the Lizard, go to the far right of the screen and fall through the floor. The key awaits you on the ledge to the right.

Floor? What Floor?

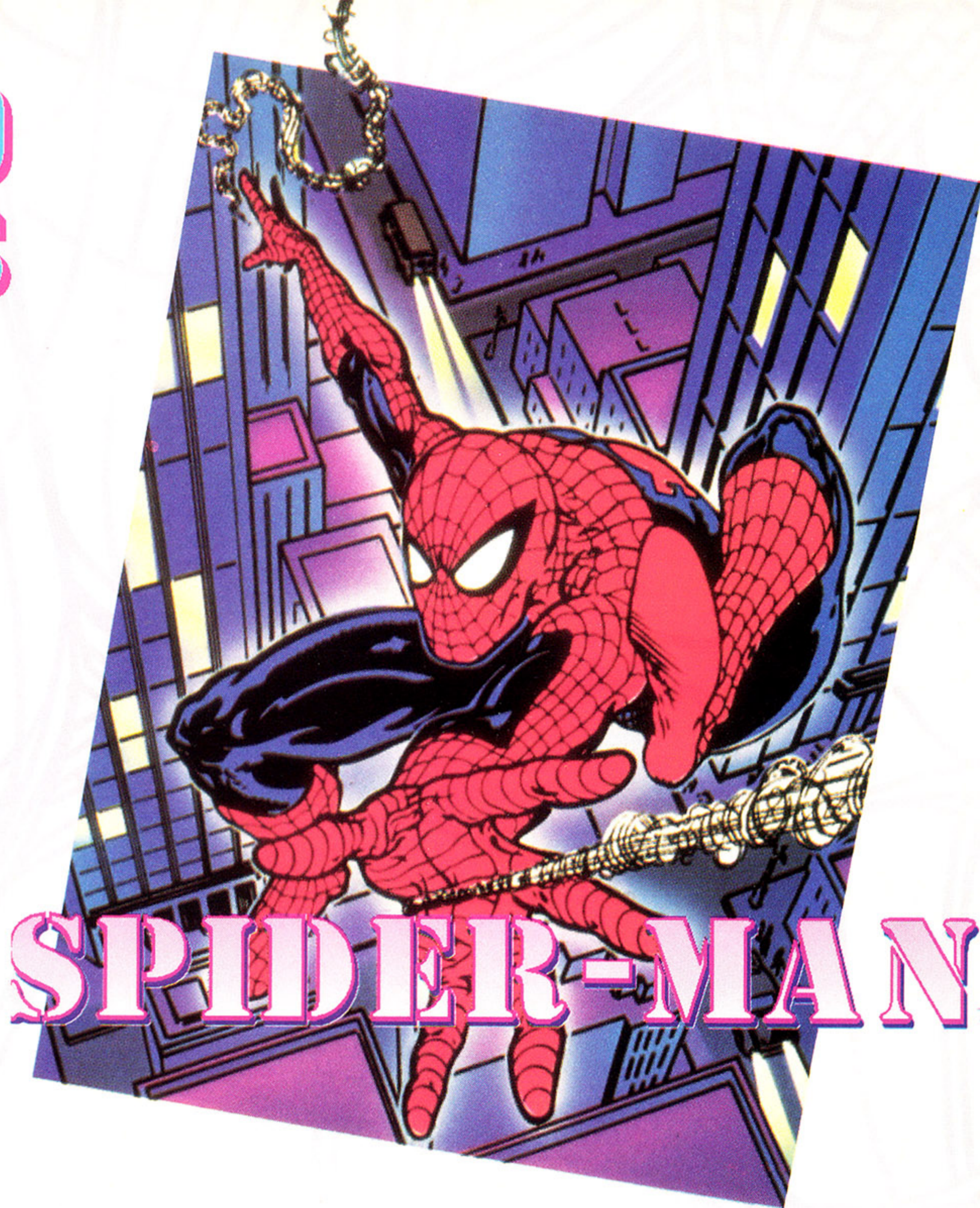


Keep off the ground floor in the Lizard section. It's riddled with false trap doors. If you do fall, web yourself from side to side to get out.

You Ought to Be in Pictures



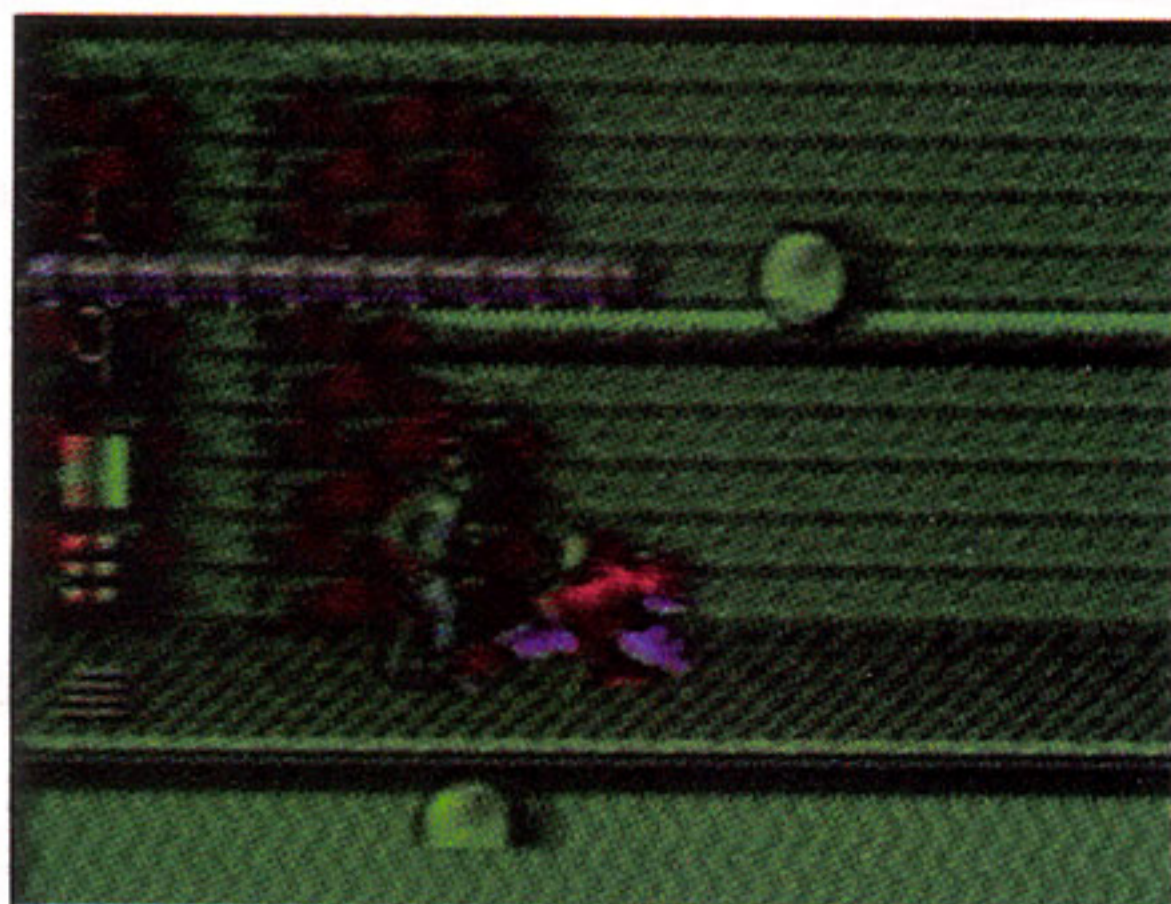
Web the driver of the forklift (he's a precursor to Doc Ock), and hit him from behind. He's an easy kill. Proceed to the right side of the warehouse and face off



SPIDER-MAN

with the Doc. Web him and snapshot him immediately. Stay under him, and foot sweep him for another easy takedown.

Watch Your Toesies



Foot sweeping your opponents is the most effective method of knocking off the enemy. It works just as well on the bosses as it does on the henchmen. Save those webs, because you're paying through the nose (or wrist) for them. Do you know what webs cost in this recession?

Above the Law



Bypass the police and the criminals hanging out the window of the Daily Bugle. Head straight for the open window on the top floor. The entire first stage is just a time consumer.

TAKE A STAB IN THE DARK.



But aim carefully. Or you'll never see the light of day. You and your Wizard, Knight, and Ninja allies must find the magic swords and slash through 50 floors infested with giant gryphons, three

headed hydras and fire breathing dragons. Prove that nothing is mightier than your sword. Or, Drockmar Keep will be in eternal darkness. The sword fight of your life awaits at your store today.



When the serpent rises out of the slimy ooze, you've gotta slash him before he gets you.



Aim your sword toward the sky, or the Gryphon will get the jump on you.



Get your stabs in fast, 'cause the Green Dragon is faster than a bolt of lightning.

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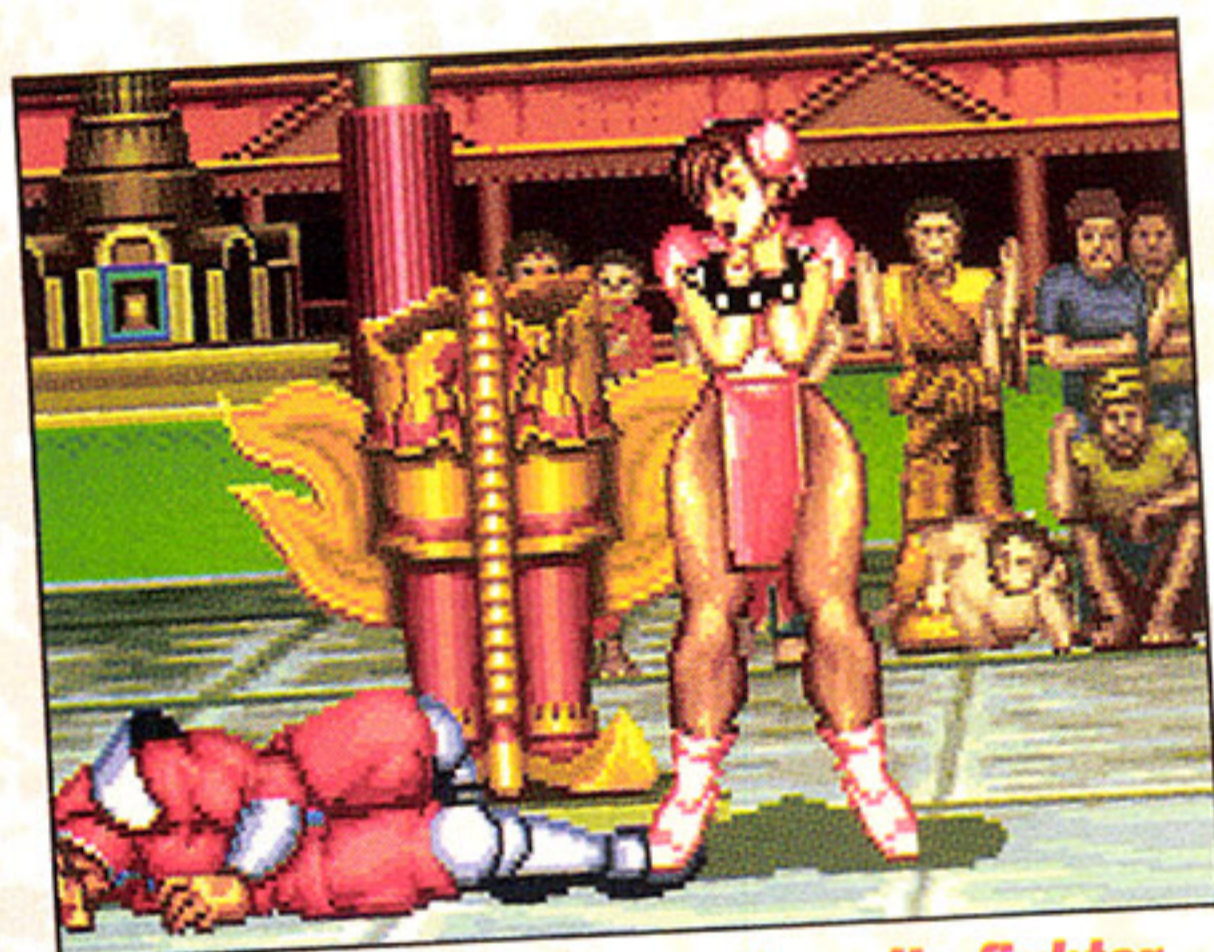


CAPCOM®

ARCADE GAME BUSTERS

By Boss Music and Dr. Dave

No matter which of the 12 World Warriors you select as your main martial artist, beating your way through Street Fighter II: Champion Edition in the arcades is tough. If you win and pound M. Bison's face into the cement, you'll be treated to a personalized ending sequence for the character of your choice. In addition to the regular ending, take a peek at this top-secret special ending for Street Fighter masters only!



1) **PROTIP:** Choose your favorite fighter and beat up all the computer-controlled enemies in sequence without losing a single round. You must play in one-player mode only. If a second player joins in the action, the trick will not work.

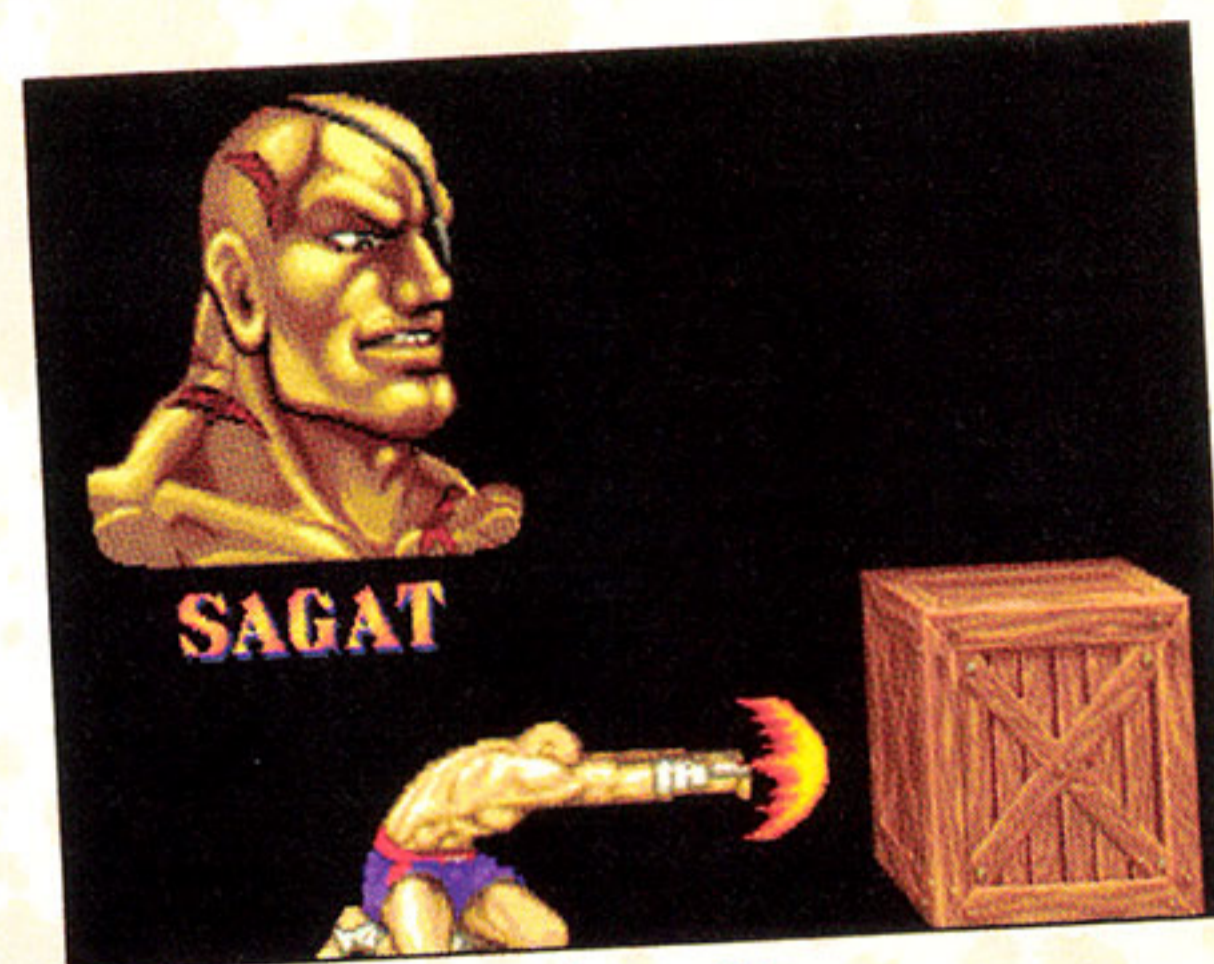


2) After you topple Bison, the regular ending sequence will roll. Once this is complete, the fun begins!

3) Excellent! You get some slick pix of all 12 Street Fighters busting moves on drums, barrels, and crates. As the brawlers break their targets, mug shots of the SF II designers appear on-screen.



Balrog has that Turn Punch down cold.



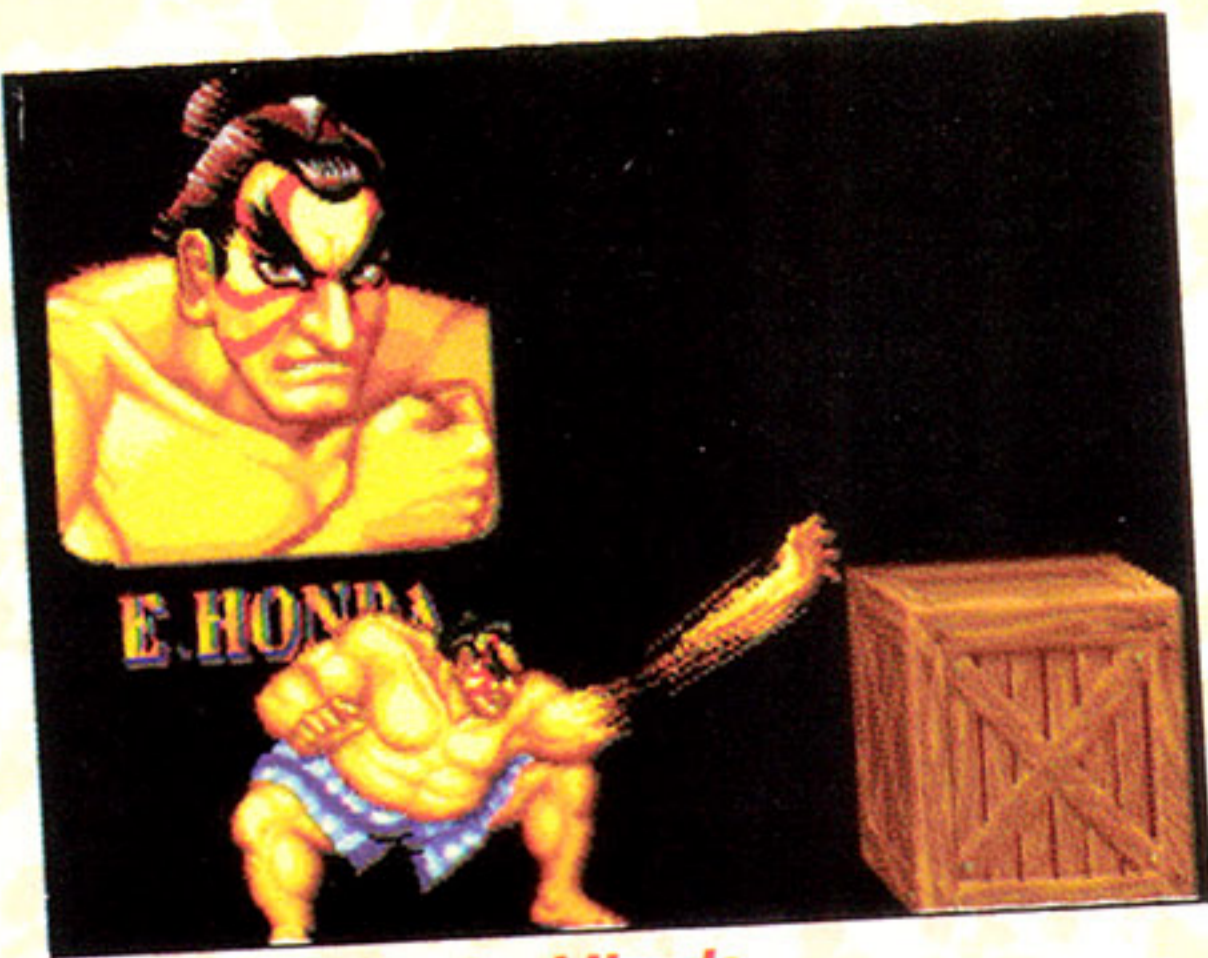
Sagat sets this crate on fire.



Vega claws his way to the top.



Guile's a Flasher.



E. Honda's Hundred Hands.



Blanka does what he does best – destroys something.



Ryu is unimpressed by his opponent, the drum. He still awaits a true challenge.



M. Bison dictates the incineration of a barrel.



Zangief delivers his patented Clothesline.



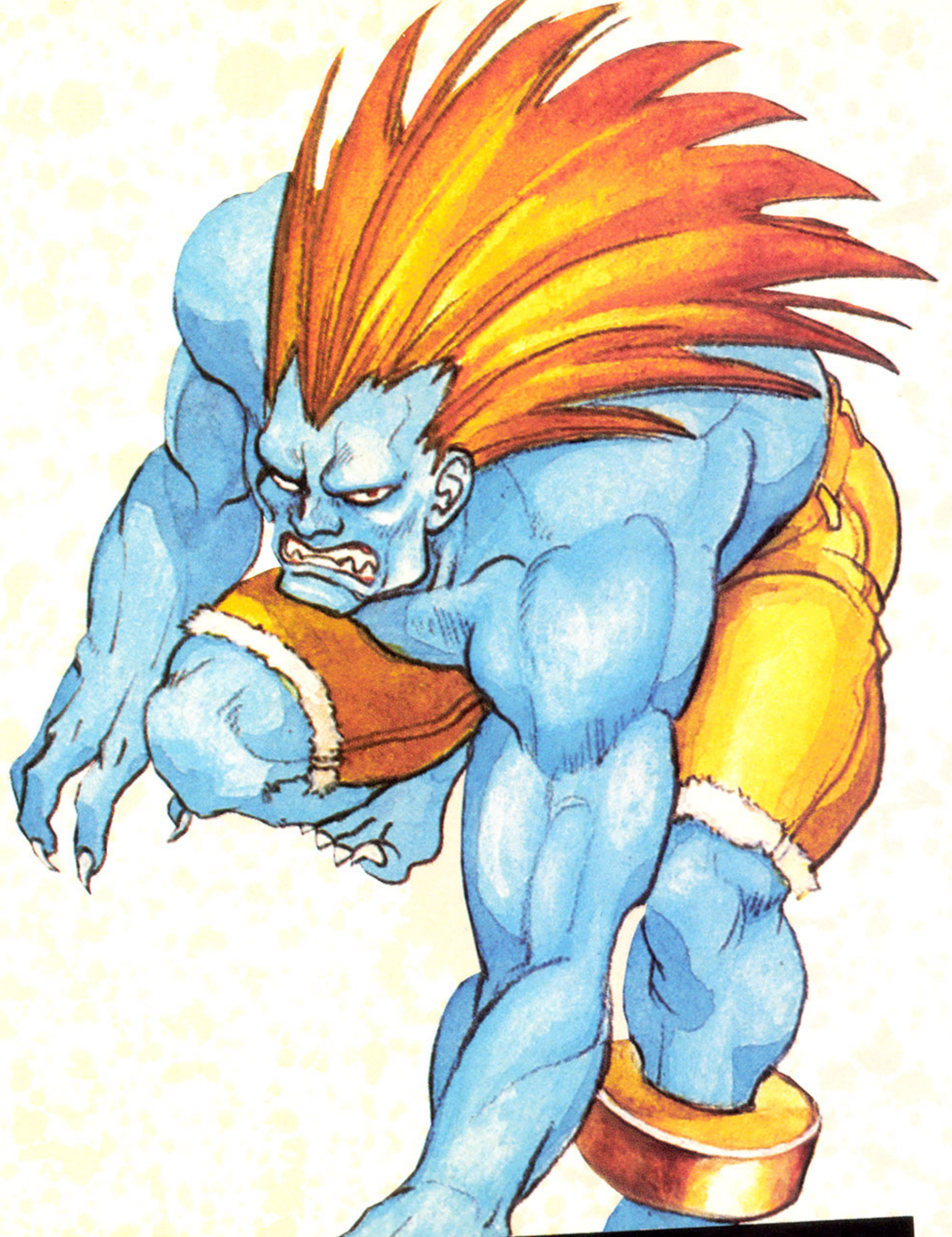
All you Kens, check out this Dragon Punch.



A kick in the crate courtesy of Chun Li.



Dhalsim could dance the night away.



Back Issues of GamePro!

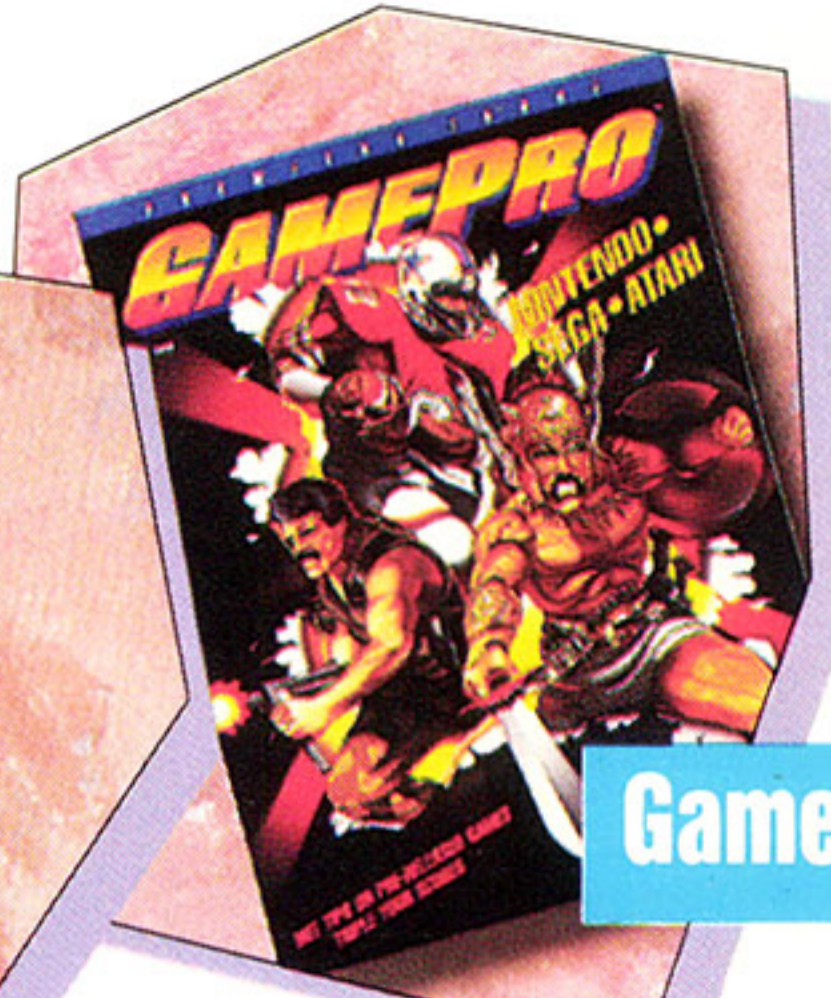
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For best photo results, turn out the lights in the room, use a 35mm camera, a flash, and stand at least three to four feet from the screen. You can also use a video recorder/camcorder

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

The following rules apply:

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

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

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

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

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NINTENDO

Game	Player	Score	Game	Player	Score	Game	Player	Score
720 Degrees	Conrad D. Cheslock	365,400	Iron Tank	Ed Van-Tilburg	1,180,900	Rock 'n Ball	R. Wayne Nitta	99,252,030
1942	Jason Wu	138,400	Jackal	Cory Lewis	999,670	Rollerball	Fred Stallis	9,809,230
1943	Donald E. Vasquez	2,621,400	John Elway's Quarterback	Nicholas Malandrakis	109-0	Rolling Thunder	E. Charbonneau	179,350
Abadox	Jason Turka	377,790	Joust	Tony Grouzis	124,880	Rush 'n Attack	John Orr	1,182,600
A Boy and His Blob	Jason Turka	157,015	Karate Champ	Adam Albert	999,900	Section Z	John J. Whittington	440,580
Addams Family	Stephen Krogman	1,034,200	Karate Kid	Peter Boadry	557,200	Shinobi	Justin Lee	800,300
Adventure Island	Steve Pavlina	613,320	Kickie Cubicle	Stephen Krogman	11,111,100	Shooting Range Party Game	Ray Venosdale	99,990
Alien Syndrome	Jason Bleistein	204,500	Kid Icarus	Richard C. Green	9,999,999	The Simpsons: Bart vs. The Space Mutants	Christopher Wall	97,350
Alpha Mission	Michael Suggs	425,000	Kid Niki	Sam Wu	557,700	Sky Kid	Todd A. Barber	367,500
Arkanoid	Stephen Krogman	999,990	Klax	James Kalyn	3,435,800	Sky Shark	Bob Ostrovecky	874,700
Balloon Fight	Tony Shivley	991,250	Kung Fu Heroes	Michael Liebel	1,754,500	Snow Brothers	Stephen Krogman	1,331,100
Bard's Tale	Brian Gilkes	Finished	Kung Fu Master	E. Charbonneau	580,210	Solomon's Key	Jeff Adkins	17,095,550
Battletoads	Chris Mamitag	999,999	Last Battle	James O'Brien	133,000	Spelunker	Jeff Adkins	9,999,820
Black Bass	David Wright	25 lbs.	Legend of Kage	Marques Olivera	7,136,940	Squoon	Glen Stockwell	12,012,210
Bowling	Cary Bell	240 pts	Legendary Wings	Conrad Cheslock	2,568,600	Star Force	Jonathan Henry	6,443,900
Bubble Bobble	Gerard Agbulos	2,071,390	Life Force	Blair Vanstone	1,216,240	Star Soldier	Keyy McKenzie	6,090,000
Bugs Bunny	Michael Gaddis	132,500	Little Mermaid	Misty Kazimer	Finished	Stinger	John Whittington	3,318,800
Bump 'n Jump	Greg Shill	126,840	Mach Riders	Steve Menton	448,860	Super Pitfall	Glenn Stockwell	9,999,500
California Games/ Half Pipe	Matt McGrath	24,445	Marble Madness	James Chisholm	153,600	Skate or Die	Teddy Meadows	127,300
Chiller	Alex Childress	1,307,100	Mega Man	Steven Barnholtz	2,362,500	Super Sprint	Matthew Rutter	276,550
Contra	Dan Kennedy	6,553,500	Mega Man 4	Patrick McCarren	Finished	Tetris	Matt Tabak	490,086
Cybernoid	Brian Davis	61,220	Mighty BombJack	The Game Freak	13,008,920	Teenage Mutant Ninja Turtles	Chris Hoffman	2,184,100
Dig Dug	Stephen Krogman	250,000	Millipede	Stephen Krogman	663,339	TMNT: The Arcade Game	Charles Hart	1,457
Dig Dug 2	Charlie Kimble	415,100	Monster Party	Nicholas Rohrbaugh	209,800	Tiger Heli	Blair Tuck	381,310
Donkey Kong	Stephen Krogman	185,000	Ms. Pac Man	Mark Carlston	228,150	Toobin'	John Cicpiela	1,586,350
Donkey Kong Jr.	Michael LeJuez	438,400	NARC	Darrin Blazak	1,236,000	Top Gun	Wayne James	91,600
Donkey Kong 3	Buzz Morgan	744,000	Operation Wolf	Chris Spencer	1,172,800	Total Recall	Brain Stark	999,810
Double Dragon	Miles Hardison	527,760	Pac-Man	Joel Eades	341,320	Town & Country Surf Design	Ricardo Rodrigues	309,390
Double Dragon II	David Wright	650,000	Palamedes	Stephen Krogman	719,900	Track and Field	Miles Hardison	1,193,099
Dr. Mario	Stephen Krogman	9,999,8000	Paperboy	Glenn Stockwell	191,300	Trojan	Rex Cottingham	456,150
Duck Hunt	Dwayne Julius	4,516,800	Pinball	Melissa Finch	947,720	Twin Cobra	Ryan Culton	581,000
Duck Tales	Jeff Adkins	30,962,00	Pinbot	Mike Camber	47,297,990	Wall Street Kid	Keith Ricker	Finished
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Ice Climber	Steven Faust	428,980	Robo Warrior	Stephen Drogman	9,999,900			

High Score Board

NINTENDO (cont.)

Game	Player	Score
Zanac	Dave Hanych	36,783,810

SEGA MASTER SYSTEM

Game	Player	Score
Action Fighter	David Rapport	1,163,550
After Burner	C. Long	18,362,060
Alex Kidd/Lost Stars	Derek Bolinger	201,500
Alien Syndrome	Gram Crowe	804,500
Altered Beast	Peter Maksym	472,000
Astro Warrior	Gerald E. Shepard Jr.	655,900
Aztec Adventure	DeAngelo Price	87,100
Black Belt	John Polizzi	9,971,700
Bomber Raid	Daniel Montiero	1,198,900
Calif. Games/BMX	Julien Carrasco	181,000
Calif. Games/ Foot Bag	Jonathon Mason	120,550
Calif. Games/ Half Pipe	Phillipe Takla	33,480
Calif. Games/Skating	Julien Carrasco	1,910
Calif. Games/Surfing	Roger Moorefield	8.6
Captain Silver	Jacoby Lucien	1,280,000
Choplifter	Wayne Frick	3,327,200
Cloud Master	Tim Price	502,700
Dead Angle	David Rapport	259,300
Double Dragon	Reginald Stewart	3,456,930
Enduro Racer	Brian Dear	5'58"18
Fantasy Zone II	Jacoby Lucien	8,973,500
GangsterTown	Andrew Frick	194,720
Ghost House	Chris Janik	304,400
Global Defense	Peter Maksym	63,230
Hang On	Gus Zambrano	4,125,080
Kenseiden	Mike Jankuski	999,900
Kung Fu Kid	John Polizzi	5,117,800
Maze Hunter 3-D	Jacoby Lucien	302,500
Missile Defense 3-D	Jacoby Lucien	555,800
My Hero	André St. Laurent	586,590
OutRun	Michael J. Andrus	48,442,140
Parlor Games	D. Sonnenberg	score 200-83
Poseidon Wars	Michael J. Andrus	165,852
Power Strike	Thomas Dreiss	4,657,250
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Rambo III	Jacoby Lucien	81,900
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Shinobi	Michael Andrus	1,568,450
Shooting Gallery	Jacoby Lucien	333,900
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Zaxon	Angus Kendziora	109,400
Zillion II	André St. Laurent	411,000

GENESIS

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

TURBOGRAFX-16

Game	Player	Score
Alien Crush	Barry Bowman	999,999,900
Blazing Lasers	Mashall Kwok	99,999,999

Bloody Wolf	Ken Shulin	2,348,300
Bonk's Revenge	Randy Green	217,350
Cybercore	Terry & Ken Chu	9,999,900
Devil's Crush	William Bowen	999,999,990
Fantasy Zone	Jonathon Hall	25,813,800
Fighting Street	Michael Campana	264,400
J.J. & Jeff	C. Camera	10,175,650
KLAX	Randy Green	3,203,720
Legendary Axe	Sir Game Master	1,067,400
Monster Lair	Michael Campana	128,130
Ninja Spirit	Jason Wong	64,617,300
Pac Land	Barry Sikora	1,051,740
Side Arms	Chris Nygaard	867,000
Splatterhouse	Rick Salverson	228,600
Veigues: Tactical Gladiator	Michael Campana	9,788,300

LYNX

Game	Player	Score
California Games/ BMX	Clint Harvey	802
California Games/ Footbag	Clint Harvey	6,018
California Games/ Surfing	Travis Hawthorne Clint Harvey	4,900 8,965
California Games/ 1/2 Pipe	Clint Harvey	27,986
Gates of Zendocon	Darren Krolewski	5,154,900

GAME BOY

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

SUPER NINTENDO

Game	Player	Score
ActRaiser	Michael Demko	4,240
Darius Twin	Eric Longdin	3,476,200
Final Fantasy II	Joseph Anonuevo	Finished
Final Fight	Miles Hardison	3,492,873
Golden Ace	James Geiger	Finished
The Legend of Zelda	Alex Schram	Finished
Pit Fighter	Carlton Barnes	1,777,510
Super Mario World	Joseph Anonuevo	Finished
	James Geiger	Finished
Super Smash T.V.	Stephen Krogman	47,778,925

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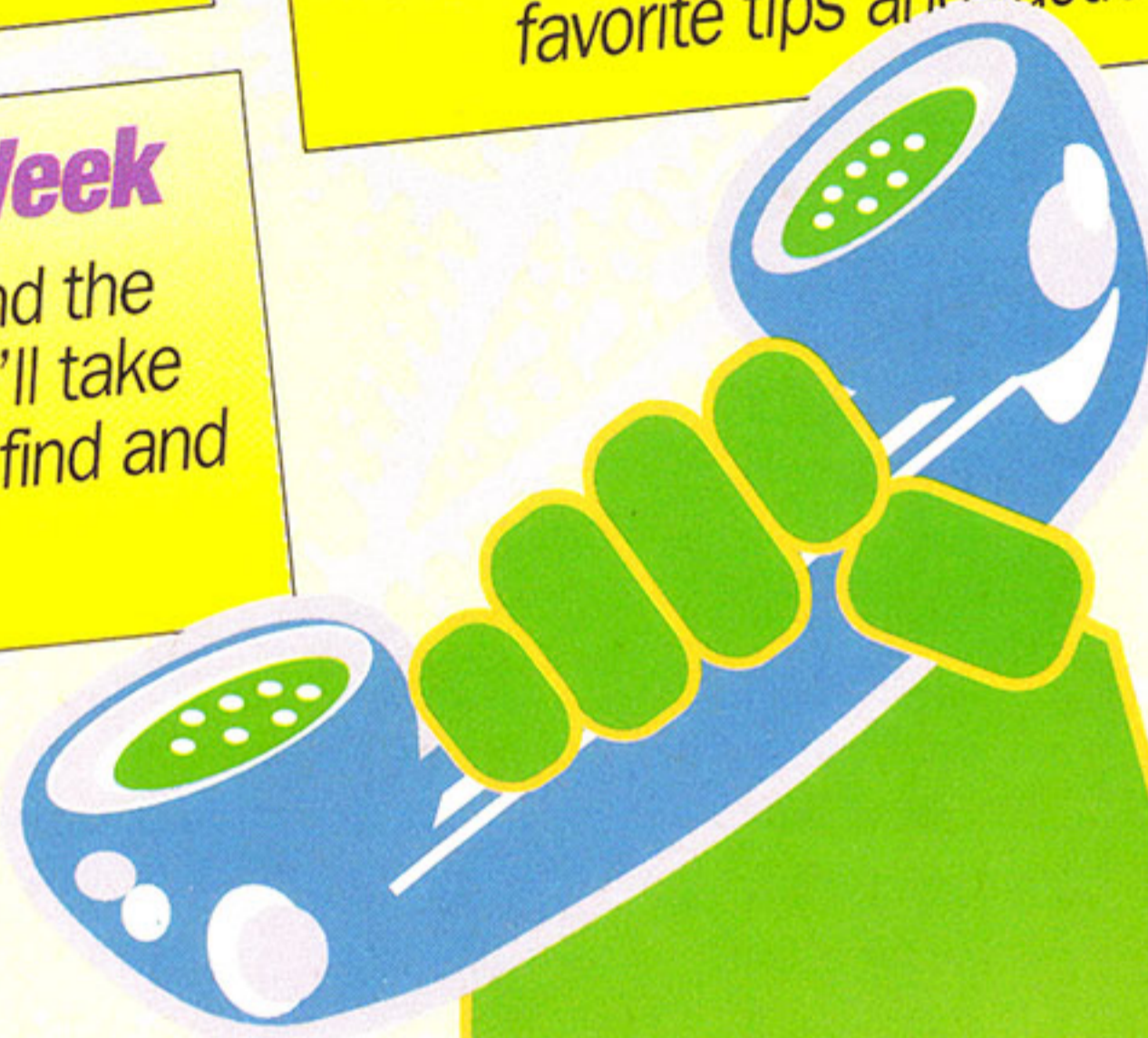
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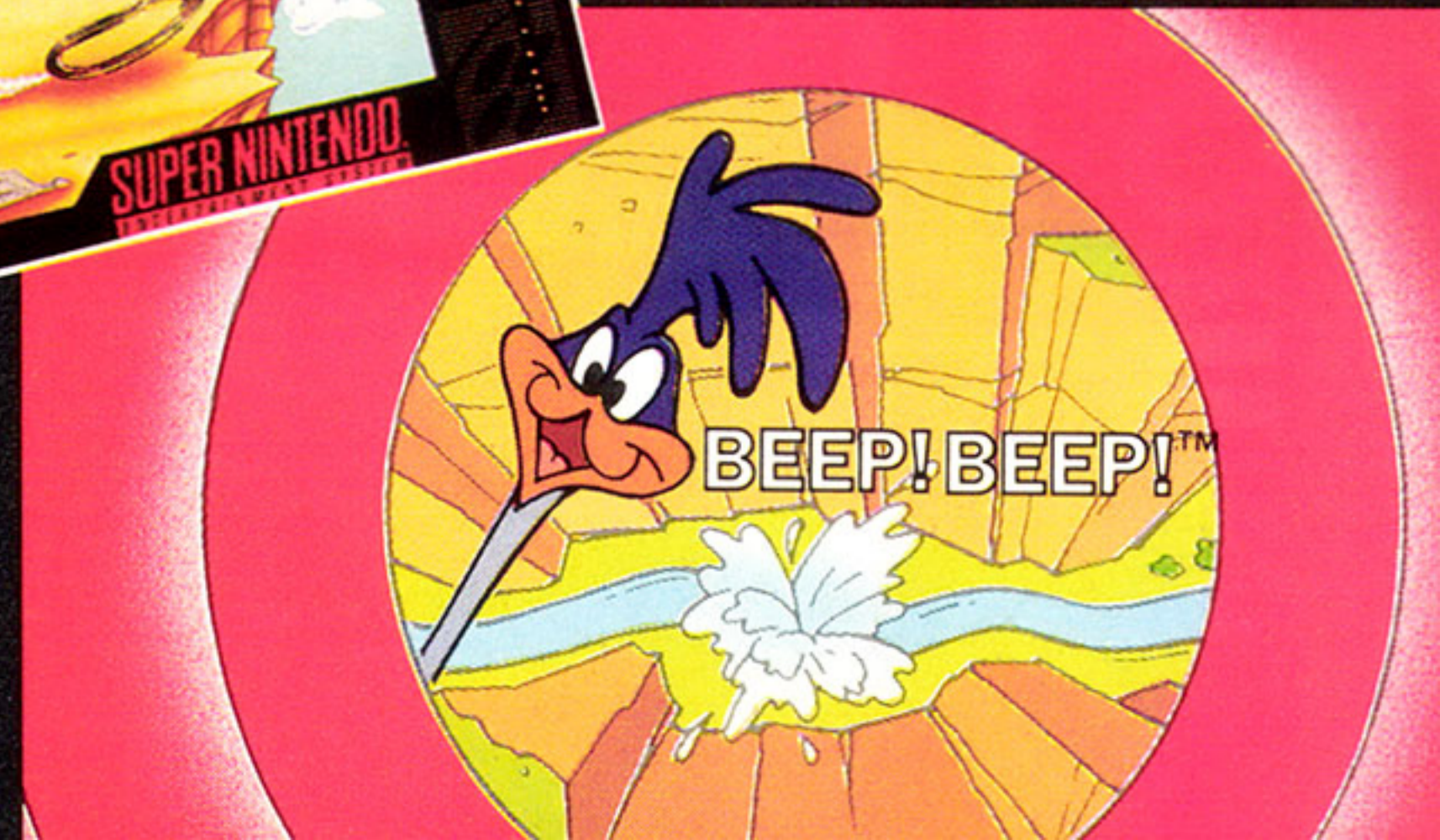
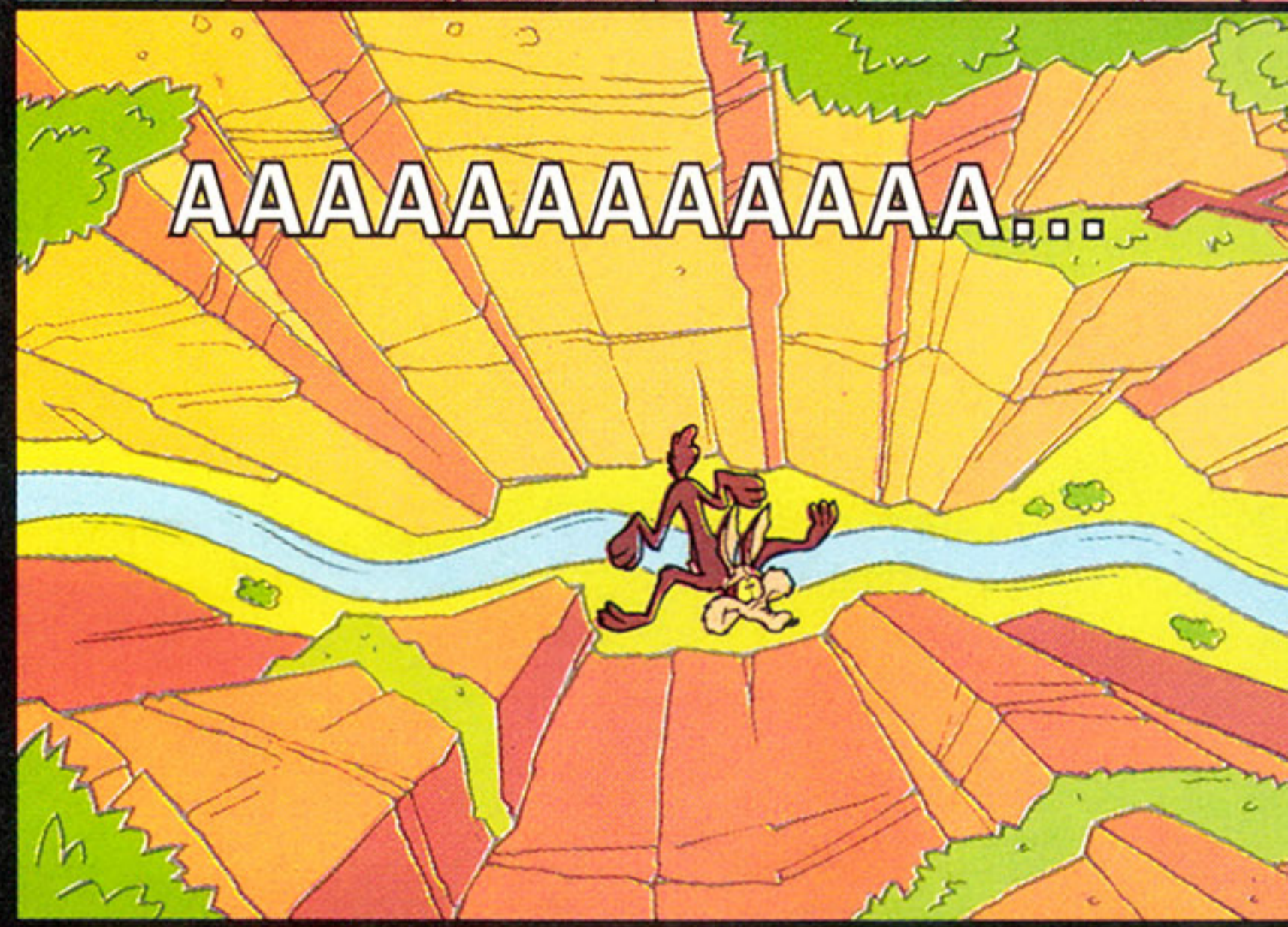
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Electronic Gaming Monthly

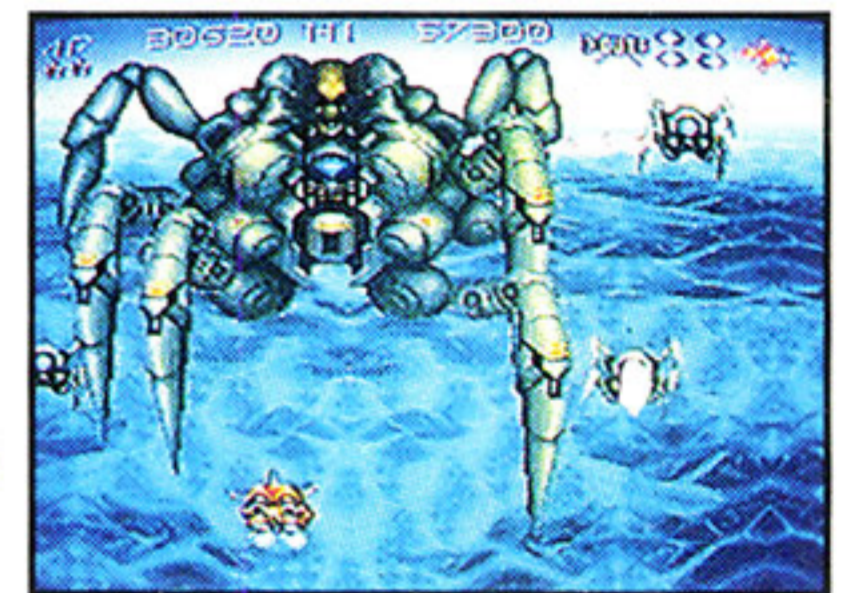
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