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ISSUE 7

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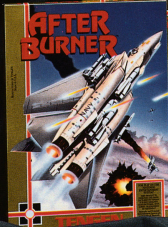
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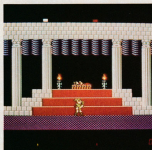
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Now you can see exactly where you rank up against some of the hottest players in the world. We feature high scores on a wide variety of popular titles for the Nintendo, Sega, Turbo and Genesis systems, as well as a long list of arcade favorites. Compare your scores and see how they stack up against our winners! If you've beat one, be sure to send in your score on an official U.S. National Video Game Team high score form so we can properly record your totals and print them in Electronic Gaming Monthly for all to see!

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PLAYING TO WIN...

There are really two different kinds of video game players. Those that play for an occasional diversion, and those that play to win! It is to the later group that this special edition of Electronic Gaming Monthly is dedicated. Within these pages you'll find all the secret weapons and hidden power-ups you need to defeat the enemy and overcome any challenge that you meet!

The second volume of Top Score! follows in the footsteps of its predecessor, with dozens of tips, tricks, codes and strategies that will give you that extra winning advantage and help push you over the top! You'll learn special controller maneuvers that start you with extra men or continues, secret playing techniques that warp your scores to all new heights, as well as valuable passwords that, when entered into your favorite games, will blow you past the earlier levels of play and stock your on-screen hero with all the equipment that the game has to offer!

This special issue of Electronic Gaming Monthly is written with both beginners and pros in mind. If you're stuck on a game and just can't get anywhere, or if you've already completed a game and want to know how to get even more out of it (with secret levels of play, sound tests, etc.), this is the magazine for you! The game masters at EGM, combined with members of the U.S. National Video Game Team, have combined their resources to create a publication that is loaded with dynamic information - some of which can't be found in any other similar gaming mags or books!

Beginning with this issue of Electronic Gaming Monthly - Top Score, you'll also find secret tricks, codes, and strategies on games available for the Sega Master System, the hand-held Nintendo Game Boy, and the powerful TurboGrafx-16 and Genesis 16-Bitters! This means that the magazine you now hold is the most complete reference guide to video gaming tips and tricks anywhere around!

Be sure to keep a look out for future editions of Electronic Gaming Monthly and Electronic Gaming Monthly - Top Score!. Together, you've got the most power-packed combination of video game news, clues, and reviews around! Also, don't forget to send us your new tips for our free game bounty - if we select yours you will receive a cartridge and your name blasted across the pages of Electronic Gaming Monthly! Have fun with these codes, and especially with your games!

Steve Harris
Editor

WE HAVE YOUR GAME.



***"To the Citizens of River City:
I hold your high school captive!
With my gangs of students and
vicious bosses roaming the streets,
nobody can stop me now. Meet my
demands – or else!"***

Slick, the meanest, most powerful gang lord in River City, has issued this ultimatum – and the entire town is powerless in a grip of fear!

Fortunately, Alex and Ryan weren't in school the day Slick took it over. But now, their fellow students are prisoners – including Ryan's girlfriend! It's up to our two young heroes to battle their way past several dangerous city gangs, then defeat the gang lord, to free the students of River City High and restore peace to the panic-stricken populace!



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EGM RATES THE JOYSTICKS

(Editor's Note: Since the explosive introduction of the Nintendo Entertainment System in 1985, joysticks and other add-on peripherals which provide additional interactive feedback have become more necessary, now that pads and other more compact interfaces are now the pack-in standard. We've seen an abundance of joysticks appear for the NES, almost more than can be counted, but several do stand out, boasting either revolutionary features or unique capabilities that are de-serving of extra attention. What we've tried to compile here is a brief review of some of the most noteworthy of the dozens of peripherals we examined in the preparation of this article. Having examined a full spectrum of joysticks that range from the conventional to the conservative to the overwhelming, you can be sure that the sticks we show have earned their place in these pages.

Also, with more and more players buying into the new game systems, it is becoming apparent that both the Genesis and Turbo will also need the benefits of joystick control very soon. Some of the current joystick makers are looking toward these two new systems and plan to bring 16-Bit users the latest in joystick technology. A brief listing of some of the sticks that can be expected for the Turbo and Genesis are also contained at the conclusion of this article.

While some still consider the pad a perfect game-playing utility, others, who want the look and feel of the arcades or the more expressive control a joystick can offer, will probably never press 'Start' without one!

THE GIZMO

Beeshu

One of the most impressive joysticks ever created comes from the masters of the trade, Beeshu. The Gizmo sets out to out-ultimate the company's Ultimate Super Stick, with a larger base, higher joystick, and independent LED indicators, rapid-fire features and slow-motion and one or two player options. The unit also extends its list of abilities even further by including a special audio cable which connects to the system and enables you to listen to your battles and adventures in complete privacy!

Some of the best features of the Gizmo include its size, which is large enough to remain stable in just about any environment that you may wish to play in. The base is much larger than any competing stick on the market which provides added security in tight places

when game action may get more frenetic than expected! The Nintendo version of the Gizmo (which we previewed), also features two nicely-sized fire buttons on both sides of the central stick (for both lefties and righties), and all of the other goodies found in competing sticks are ALL included in the

Gizmo. From independent slow-motion features to adjustable rapid-fire dials, the Gizmo has it all! The Gizmo even adopts one of the most cost-effective features from the rival Nintendo Advantage stick by incorporating a dual plug that allows you to toggle a switch and share the stick with a game-playing buddy in those games which do not require two-player simultaneous play (for which a second controller must be used).

Beyond the extensive use of every joystick power-up ever seen, the Gizmo tops off its superb package with an ear-phone attachment that lets you plug in and listen to the action without disturbing those around you. Definitely an important feature for the joystick that promises, and delivers, just about anything you'd want in a stick!



The Gizmo is out to break all records for joystick versatility! Look for NES, Turbo, and Genesis versions of the Gizmo!

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NES ADVANTAGE

Nintendo

One of the first joysticks available for the NES still remains one of the best! The Advantage appeared shortly after the Nintendo Entertainment System went into wide distribution. This peripheral quickly captured the attention of most game players who were out for arcade-like sensations at home, and continues to be one of the hottest selling joysticks to this day.

Designed with right-handed players in mind (it may be awkward for lefties), the Advantage offers an easily-grippable ball atop a small shaft that rises from the surface of the main base. To the right of the stick are the 'A' and 'B' buttons, which have been angled for some unexplainable reason. Also featured in this stick are the old standbys of slow-motion and rapid-fire not to mention a two-player adapter plug that allows two people to enjoy the same stick in two-player games that feature non-simultaneous play.

The Advantage stick is well-constructed, with a large base that is slightly weighted to keep the joystick in place.

The Advantage gets its highest marks, however, in the area that is most impor-

tant for any good joystick to succeed. It delivers on its promise to actually improve player-game interaction, which translates into better performance and overall higher scores. This is the main commandment that any good controller must pass, and the Advantage was clearly one of the top winners in that respect. When you pick up the Advantage you know that you'll be able to

**"...The Advantage
delivers on its promise
to actually improve
player-game interac-
tion, which translates
into better performance
and higher scores..."**

greatly affect how well you will normally do on any game, but especially high action contests and shooters that revolve around constant movement and use of the buttons. And with special weapons like rapid-fire and slow-motion, the Advantage makes it possible to rip through just about any game in no time at all!

SILENCER SANSUI SSS

Hudson

Some of the best joysticks we previewed weren't even joysticks at all, but extensions of the normal pad that comes packed with the NES. Although several are available, with some nifty enhancements not found on the regular pad (like rapid-fire or remote capabilities), the most impressive of the lot (and one of the most impressive controllers we've ever seen) was without a doubt the Silencer Sansui SSS from Hudson.

Hudson, better known for their plethora of game titles for the NES and Turbo, now deliver a pad unlike any other. Carrying a price tag that is less than most conventional joysticks, you get your standard crosshair pad, with rapid-fire built-in, plus earphones that allow you to keep all of the sounds of battle within your own head. The Sansui controller, however, goes even further by actually simulating true stereo sound through the earphones! Since the Nintendo does not have a stereo output, this enhancement is remarkable. The results that the Sansui SSS provides to both your ears and your scores make the controller even more of a bargain to game players who want to expand the scope of what their Nintendo can do while increasing game scores at the same time. The Sansui SSS was one of the favorite controllers of the review panel, which could explain why it has received so much attention, including top honors as the best controller of 1989!



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CAMERICA FREEDOM STICK

Cameraica

The Cameraica Freedom Stick is for those players who like the look and feel of the NES Advantage but don't want the trouble or interference of wires.

The stick itself is very similar to the Advantage in most respects, with the same basic design (again, without the buttons on the left for left-handed players). The stick also incorporates the rapid-fire and slow-motion features, but not the dual player option.

The problem with the Freedom Stick lies with its advanced technology. While the stick does indeed allow you to break free from the constraints of wires, it also requires a bit more subtlety in its handling. You cannot, for instance, let anything get between you and the receiving unit that plugs into the joystick ports. Doing so breaks the infra-red signal and causes you to lose control of your on-screen alter ego until you re-establish a connection between the base and your stick.

Cameraica offers several different versions of the basic Freedom Stick, including a triangular model that does incorporate two different sets of buttons and an even more exciting device that will let you plug any existing joystick or pad into a remote unit (that can rest on the floor and hook onto your belt) that then beams a signal back to a receiver installed at the system. This is an even more effective way of bringing remote play to joysticks since the Remote allows you to plug in an existing controller that you are already familiar with. Now you can rack up the same high scores you have always enjoyed, but without the tiresome troubles of wires to contend with or limited mobility.

All of Cameraica's peripherals are a little more expensive as you can expect, but the remote features work rather well.

WIRELESS REMOTE

Acclaim

Another variation of the wireless joystick theme, only this time Acclaim brings us remote abilities in the same pad we've grown to know and love from Nintendo. The Acclaim pad is actually quite a bit thicker than the normal Nintendo pad, but it does offer rapid-fire options for added firepower. If you like your pad than this unit should work just fine!

THE ZIPPER

Beeshu

Still another pad controller that isn't wireless, but it does have a nice feel and comes with rapid-fire switches. The Zipper doesn't have a lot of flash, but they are brightly colored and make an excellent replacement for the standard Nintendo controller.

POWER GLOVE

Mattel

The Power Glove, like the U-Force controller from Broderbund, isn't really a joystick or pad at all. These controllers use advanced sensing mechanism to detect the positions of your hands and the actions that you perform within their field of vision.

The Power Glove is the only controller of its type currently available on store shelves, however. For playability and interaction, the Power Glove scores marginally. The only problems are in the same restricting field of movements that the unit can sense. The unit does look quite intimidating on anyone's hand, although a left-handed version is not produced. Some enhancements over standard joysticks include 'Thrasher' mode that lets on-screen heroes go crazy with firepower in all directions. The only drawback is that you can't move during this mode! You've got to give a little to take a little.

COMPETITION PRO

Happ Controls

This is the ultimate in beefed-up pads for the Nintendo. The Happ Competition Pro throws everything into your hands in a shape that is very similar to that of the standard Genesis pad (although this model has only two buttons). You get rapid-fire, slow-motion, and more! This is the ideal controller for those who like the feel of a pad, but want the features of the best top-of-the-line joysticks.

THE DOMINATOR

Nexoft

This is another one those "do-everything" joysticks that has just about every feature you can imagine. A high price tag makes this stick questionable, but if you need a stick that has no bounds and can perform some interesting tricks, the Dominator may be the stick for you.

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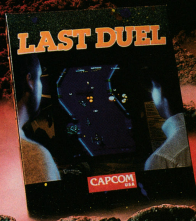
MegaMan 2 Screen Shot



Strider Screen Shot

CAPCOM

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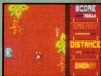
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Last Duel Screen Shot.



L.E.D. Storm Screen Shot.



Side Arms Screen Shot.

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With this method, you can use the gray feature squares on the third and fourth levels. When you land on the gray squares, push the 'A' button rapidly until your player marker starts flashing. The gray feature square will then be playable like a normal square.



BAD DUDES

64 MEN

This neat little trick will allow you to start the game with 64 men! When the title screen appears, on controller two press B, A, Down, Up, Down, Up, then press start on controller one. The extra men will certainly help you defeat the bad-dies that await!

BASES LOADED

No Ejections

There is a way to keep players from being thrown out of the game. If you get hit by a pitch and charge the mound, rapidly press the 'B' button and continue to push it until the next batter comes to the plate. Now, when you go to look at the lineup, you'll see you haven't lost the batter who should have been ejected!

GREAT TIP!

ADVENTURES OF LINK

Experience Booster

When it comes to Role-Playing Adventure games, few titles are as well-known as Nintendo's Adventures of Link. But starting out can be tough, especially building up your experience. So here's a helpful trick that will let novice players get some quick experience with very little trouble at all!

First of all, you must have one Link on any of three games who has already completed the first adventure and is into the second. For the other Links to receive this free boost, the Link who has already finished the first quest must then go through one of the palaces. When that Link's experience begins to go up, after you have set the crystal in the statues's forehead, press 'Up' and 'A' at the same time on controller two. The 'Continue' or 'Save' option will appear. Select 'Save', then choose another Link to use. Upon starting his first quest, the other Link's experience will begin to rise and will continue to increase many levels!





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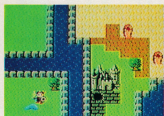


Shadowgate



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**HYDLIDE****End Code**

This code will take you to the chamber where the evil Boralis awaits. It will also start you off on your quest with 90% Life, 100% Strength, and 90% Magic!

XBNMXPWNWQMNQHB7

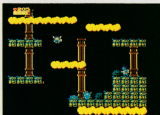
Be sure that, when you attack Boralis, you defend against the upper corner of his wing, and back off to heal back up.

ICE HOCKEY**Super Puck**

This little trick will speed up the puck so that it never stops! During the player, speed, and time select screen, hold down both the 'A' and 'B' buttons on both controllers and press 'Start'. The puck will continue moving when you hit it and hold down the 'B' button.

**JOHN ELWAY'S QUARTERBACK****Super Fast Receivers**

In the play select mode, move the cursor to the Normal/Reverse window, and let the time run out. This will make the wide receivers as well as the quarterback extremely fast! Just snap the ball, toss it immediately to a wide receiver, and watch him glide untouched into the endzone!

**KID ICARUS****Secret Password Codes**

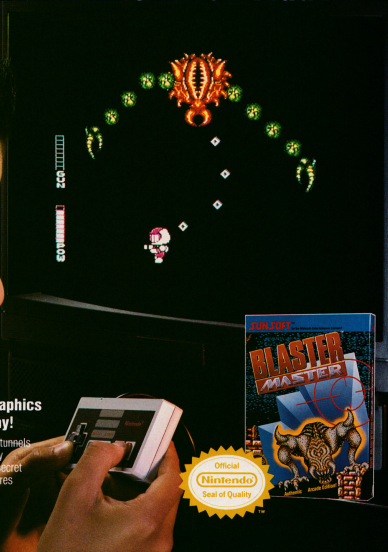
To warp to the last level with a bunch of nifty bonuses:

DANGER !!!!!
TERROR HORROR

For the last level, an endless supply of life, and 640 Hearts:

8UUUUU UUUUUU
UUUUUU UUUUUU

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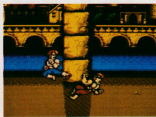
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BLASTER MASTER

Secret Boss Attack

Here is a way to wipe out the Bosses at the end of levels two, four, six, and seven! Get the grenade and walk in front of the Boss. Toss it, and at the very instant it hits the creature, press the 'Start' button to pause the game. Wait at least one minute, and when you un-pause the game, that Boss will be toast!



DOUBLE DRAGON

Secret Points

This trick will get you all the secret hearts in mission two! In the second round, play until you reach the Williams with the baseball bat on the top of the ledge. Defeat him, then walk slowly to the right until you're facing the red girders. YOU MUST BE AT THE VERY TOP OF THE SCREEN AGAINST THE GIRDERS! A Williams will come out from the right to get you. While he is approaching, walk back to the left towards the wire fence. When the Williams is right in front of the left edge of the girders, begin to climb up the fence. The Williams will stay where he is standing. At the top of the fence, walk left along the ledge. Climb down the first wire fence and go as far to the left as possible. Once your man cannot go any further to the left, go all the way back to where you left the first Williams standing. If you keep hitting the exact spot where the Williams was standing (he won't be there now), you will keep getting points. Keep hitting and get all your hearts!



BOMBERMAN

Ending Passcode

To warp straight to the highest levels of the game (Stage 50), use this special code, and be ready to see Bomberman's secret identity:

FECPANNMJGGKIDJABA

COBRA TRIANGLE

1,000 Point Spine

When you cross the finish line at the end of each race, you can rack up lots of bonus points by putting your boat into a spin! You'll get 1,000 points for each spin you do!

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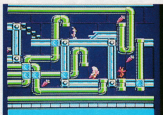
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BUGS BUNNY**Ending Code**

To zip through the game Bugs Bunny without a carrot break, use these sure-fire codes:

Stage 20
Stage 40
Stage 60

ZTPZ
TX9W
YTKX

**CASTLEVANIA II****Different Endings**

Simon's Quest has three different endings, that depend on how long it takes to finish the game. Use these codes and destroy Dracula to see the other endings!

SECOND ENDING:

CTMV W26K R5KN SIBK

THIRD ENDING:

C1DF Q26D L1KN SWJK

**THE GUARDIAN LEGEND****No Adventure Scenes**

To skip the adventure scenes that break up the outer-space shoot-em-ups, type in TGL and spaces for the rest of the positions. Now the game is a straight shooter - you'll warp right from one flying sequence to another!

Secret Sound Test

To enter a secret sound test mode in the game, hold both the 'A' and 'B' buttons on controller one, and then turn on the game.

MEGA TRICK!**FAXANADU****Secret Code**

To advance to the last board before the ending of the game, with plenty of power-up enhancements and other special items, type in this code:

q8f?cn?,SwSYzGYLhqStHCEA

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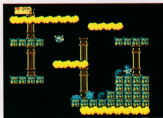
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**KID ICARUS****Secret Continues**

To resume play at the same position you ended, and with the same implements that you had when your game ended, simply press 'B', 'A', and 'B' on controller number One before the title screen appears. Then pick up right where you left off!

**KID NIKI****Secret 1-Up**

Whenever a Boss is defeated, a scroll will appear. If you hit this scroll with your sword when the first and last digits of your "Time Remaining" counter match, the scroll will then turn into a free man! Power up and play on!

**GREAT TIP!****KUNG FU HEROES****Secret Continues**

Sometimes when a game says "it's over," it may not be over after all. Take Kung Fu Heroes, for example.

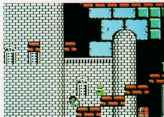
After all your men are gone and the screen says "Game Over," hold the 'A' and 'B' buttons down at the same time. When the title screen comes on again, while still holding down both buttons, push 'Start'. You'll then be able to continue play where you left off. You will only get about five or six continues, so make them count!

LEGACY OF THE WIZARD**Secret Code**

Legacy of the Wizard is an extremely complex and detailed game. This code will allow you to begin your quest with all the available tools and weapons, including the four crowns that let you warp from area to area (when you jump into the pictures of the Princesses):

C4TB RSSH 6RXC 1TJH
CUTK 3NFT YWMC WJVU

Remember to jump underneath the Dragon mural while holding the sword to bring the beast to battle!



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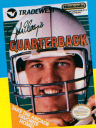
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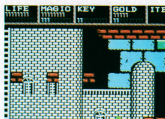
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LEGACY OF THE WIZARD

Special Trick

When the title screen appears, press right, up, and the 'A' and 'B' buttons on controller two. On controller one, at the same time, hold left, down, and 'Select'. Then push 'Start' on controller one. You'll hear a tone to let you know the trick worked.

Free Armor

Choose Roas and go to the shop in the tree. Buy the crystal - it says you don't have the money but you'll get it anyway.

Bonus Players

After getting the armor, go to the house and select Roas (the son) and armor. Stand outside with the armor on and run out of magic. Go back into the house. This time, enter a password if you have it (like the one on the previous page). When your character's life runs down, it will refill three times.

Music Lesson

With everyone seated at the house, move the cursor to the painting to change the music.

GREAT TIP!

MAJOR LEAGUE BASEBALL

Walk On The Crowd

First, in two player mode, you need to have the bases loaded. Make the runners on second and third run back to first and second respectively, but don't let them get tagged out. You should get a runner on second, a runner on first and a runner stuck between the bases. The opposing player with the ball can now enter the stands by walking through the upper right wall on the baseball field. You'll start walking on the crowd! Try throwing the ball to see what else happens.

MEGA MAN II

Password System

Mega Man II's password system is pretty sophisticated, for the Nintendo, especially. But with these tips, you'll be able to put in whatever you want for weapons. Select your password then enter these codes for specific items:

3E for Air Shooter
2D for no Air Shooter

5E for Metal
1E for no Metal

1C for Flash
4E for no Flash

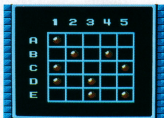
3D for Wood (Leaf Shield)
5B for no Wood

5C for Crash
2E for no Crash

4B for Quick (Boomerang)
4C for no Quick

1D for Bubble
3C for no Bubble

2B for Heat
5D for no Heat

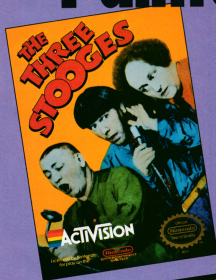


For example, to start with the Metal, Quick (Boomerang), and Heat guns, and no other guns, enter:

2D 5E 4E 5B 2E 4B 3C 2B 1A



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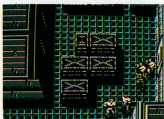


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 **ACTIVISION**

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In Metal Gear, you can actually use the cigarettes as a helpful item, but not before you beat the Super Computer. After you have beaten the computer, a timing device is initiated for the building to self-destruct.



METAL GEAR

Cigarettes, Time and No Traps

Once this has happened, run to the right and go through the door. You will meet the Boss of the enemy. When you have successfully destroyed this opponent, check your time to make sure you can still escape. If the end Boss took too much time to eliminate, you may find yourself in a critical position with very little time left in which to make your escape.

If you are dangerously low on time, then select the cigarettes and

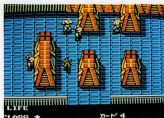
use them. This will reset the self-destruct timing device to 2000, and will give you plenty of time to make your escape.

If you are unsure of how to use the cigarettes, don't panic. While in the last

room, you can contact Diane on the transceiver for instructions on how to use the cigarettes.

No Traps

To remove the pitfalls, press 'Select' when the trap starts to open. The pitfall will then stop. To remove it, just hit the button for the weapon select mode and press 'Select' again. The trap will disappear, and you can then proceed unscathed.



METAL GEAR

Avoid Super Computer

With this trick, you don't need to destroy the Super Computer! When you enter the computer's room, Solid Snake appears in the door frame. As soon as he appears, hold the control pad or the joystick to the right and you'll appear in Outer Heaven's room! Now you can attack this Boss without having to fool around with Solid Snake!

METROID

"Strange" Code

This special password lets you do many unusual things, like get bombs without having the ball. There's no Varia with this code, but when you reach the ending, there will be a special surprise.

999999 999999
K K K K K K K K K K K K K



MONSTER PARTY

Last Level Code

Forget about fighting your way through monsters and mayhem, try inputting this code instead! This will take you past all of the creatures in the previous levels and set you up for the fight of your life:

D T v g s . i N T

**GREAT
TIP!**

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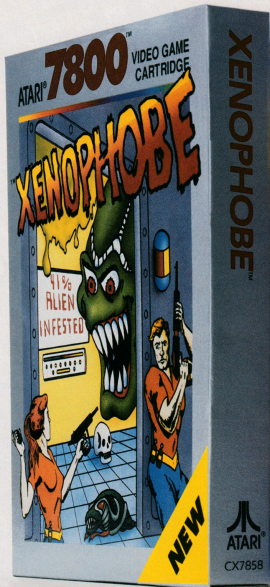
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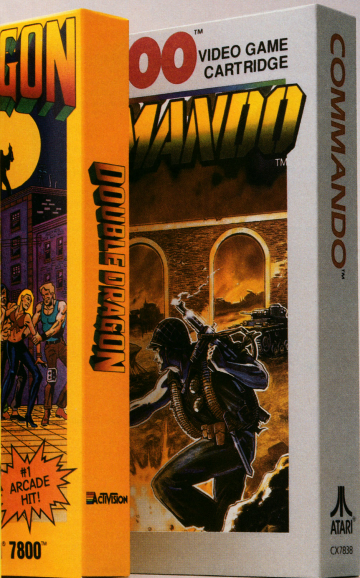
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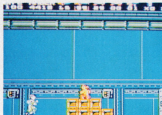
Winners don't use drugs. 



RAMBO

"Strange" Code

When the 'Start/Continue' screen comes on, select 'Continue' and input all zeroes for all the blanks, then put the prompt on 'End' to enter the code. Rambo will be invisible and the screen will be full of numbers and letters and other computer gibberish. Keep moving to the right, and you will enter a village, with Rambo still invisible. When a man appears, keep pushing up until you talk to him. Switch to the screen with codes on it, and write down that code. Reset the game and put that code in. This time, Rambo is visible, but the screen is still filled with gibberish. Keep going to the right, and you will see some rocks. Keep going right, until you again come to a village. Talk to the man in the village, and check the screen that shows your items - you will be very surprised at the items you have, and how little time it took!



Secret Second Ending

Unknown to most, there are two endings to Rambo, one where his friend Co dies, and another where she doesn't. The trick to having her survive the game is not talking to her under the waterfall after she rescues you from the enemy camp. She will then be waiting for you in the helicopter after you rescue the POW's and again at the very end of the game - just make sure you find her before you talk with Trautman. The code for the second ending is:

WL8k Xv57 TwOB WU3C
BDA7 cvJ7 2PtH 9EO4

RAMPAGE

Super Point Trick

On certain levels, there are screens with rivers. Sometimes a tank will appear and drive straight into the river! While the tank is submerged and is crossing the river, move your creature to the other side and punch very quickly. When the tank tries to come up, you will score numerous hits and get unlimited points, until either your creature eats a person or if you fail to punch fast enough. You can score as many as 400,000 points for each board this way, and it can be repeated.



HOT-SECRET

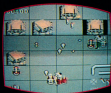
RING KING

Invincibility

First, start by pushing the 'A' button on controller two, then press the 'A' button, then 'Select', then the 'A' button again, all on controller one. Next, press the 'B' button on controller two, then the 'Select' button on controller one. Finally, press the 'A' button, then the 'B' button on controller two, and then press the 'B' button on controller one twice. Now when you push 'Start' to begin the game, you'll be able to take as much abuse as the other boxers can dish out, and you won't ever take a fall! Remember to enter these moves during the title screen.

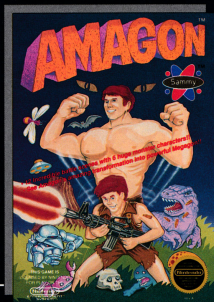
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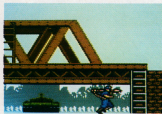
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ROGER RABBIT*Special Code*

To begin Roger's adventures with everything but the gun and the hole, use the following code:

LLHHHHHHH -
ODDHOH -
HHHHHHHGZ

**RUSH 'N' ATTACK***Super Glitch*

This trick won't improve your score and award you 30 free men, but it is interesting and fun to watch.

To perform this trick, you must first acquire the bazooka weapon. Secondly, you must proceed to an area with a ladder.

Now, here's where some skill and timing is helpful. As you approach the ladder, shoot your bazooka in the air while simultaneously jumping, so that you land on the ladder (you need to land on the ladder in an upright position). After accomplishing this, you should move slowly up and down the ladder, avoiding enemy soldiers, until your man is in the bazooka firing position.

Keep moving up and down the ladder until the character begins to change shape. The hero's head will turn into a large rectangular mess. Then it will turn into a small explosion, a big explosion, and finally, a pile of numbers. For this trick to work, you need to have at least two shots left in the bazooka.

SPY HUNTER*Secret Dimension*

To do this trick, first you need to get your car to the boathouse. Sail along until you see the boathouse that allows you to get back on the road. Pass the boathouse, but just as you are lined up with it, crash into the building. Be Careful!! If you crash too soon, you'll just lose a boat. If you crash too late, you'll have to sail to the next similar boathouse. The tugboat that delivers your next boat will move into position, then it will disappear. Another tug will appear, but it will be red. Suddenly, you will see a weapons van. It will take you overland past a fractured road. Then it will drive over a new river. It will be at the top of the screen, and your car will appear at the bottom of the screen. The car will skid down, then appear at the top and

continue until it gets to where the van would normally be. Again, be careful, because you'll be at top speed! The enemy cars will be white, the helicopters will be blue, and the road surface will seem to be slippery, as if it were ice...but it's really water! Keep going a while longer, because it gets even stranger!

If you tire of this dimension, just wait until you come to another boathouse like the one you used initially to get here. Drive through it normally, and after you pass over a small road, you will appear again on a "normal" road.

SUPER TRICK!**STAR SOLDIER***Secret Laser*

This is definitely one tough cookie to crack, but with these two nifty tricks, you'll blast your way through the game with multiple firepower and a special laser beam weapon that you won't find anywhere in the game!

To initiate this awesome trick, before turning on the game, hold the 'A' and 'B' buttons while pressing up and to the left on the controller one keypad, and simultaneously pressing down and to the right on controller two. While doing all this (you might just need to be an octopus to do all this!), turn on the unit and during the title screen, press the 'Select' button on the controller one



keypad ten times. If you did everything right, the screen will flicker for just an instant - this will let you know that the trick has been successfully started.

Press 'Start' to begin play and hit 'Select' to switch to the special laser weapon that wipes out everything it hits! You can switch back to regular fire by pressing 'Select' again. The laser is especially effective on the Star Brains!

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WILD BOYS



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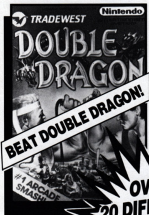
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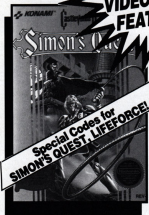
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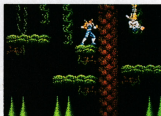
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STRIDER

Powerful Weapon

It is easier to defeat enemies with the Plasma Arrow. To get this mighty weapon, transfer to Japan (when you get to that level). Go down the tube and move to the left. Kill the enemies flying above. Keep moving to the left. There is a man who fixes your cipher with the Plasma Arrow.

Passcode

To get to the Red Dragon (the last stage), enter this code:

DMCC BGCP KPGD

Defeat The End Boss

To eliminate FanBlade, you must wait until he jumps up, and then go under him with your cipher pointing upward, and jump. He will transform into a whirlwind. Don't get hit by the whirl! Continue this technique, and you'll eventually destroy him.

Good luck!

SUPER MARIO BROTHERS II

Secret Warps

All of the warps in Super Mario Brothers II are listed below. You can easily warp to the end of the game using these directions:

Warp One

In World 1-3, go to the vase that's located just past the door with a potion in your hands, and you'll be able to pull down into it, and warp to level 4-1.

Warp Two

Don't climb into the clouds in world 3-1. Instead, fall into the waterfall and go through the door. Place the potion on the top of the vase, go into subspace, and down the vase to level 5-1.

Warp Three

There is a potion on the second part of world 4-2, near the whales. Take the potion to the end of the stage. Jump on the whale's tail and go backwards until you get to the vase on the island. Place the potion on top and, in subspace, go into the vase to warp to level 6-1!

TECMO BOWL

Special Codes

Imagine going up against the same team that you coach in Tecmo Bowl! This code gives you Chicago versus Chicago:

697BFFA5

The letter part of the code (BFFA) is the team that you are up against; in this case, it refers to Chicago. The number part of the code (6975) refers to your team- Chicago!

Another code lets you play against Chicago and no one! Enter this code for solo play:



397BFFA5

One more code will let you pit your skills against the same team:

997BFFA5

You'll play Washington against Washington for some no-lose practice!



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TETRIS**Level Select**

To initiate the level select in Tengen's excellent version of Tetris, first press 'Start' to pause the game, then press Up, Down, Up, Down, Left, Right, 'B', 'B', and then press the 'A' button to choose any level of play up to seventeen!

**Turn Any Block Into A Red Block**

To rack up big points in Tetris, you need to have a long, vertical red block to eliminate four blocks at once. To be sure of getting a red block, as a block is falling, press 'Start' to pause the game, then push Up, Up, Down, Down, Left, Right, Left, Right, 'B', and 'A'. A long red block will replace the one at the top of the screen.

Piece Removal

To remove pieces that you placed in the wrong location, press 'Start' to pause the game, then press Left, Down, Right, Up, Left, Down, Right, and then 'B' and 'A'. The last piece will appear at the top of the screen, and you can try again! This trick will only work once per game, though, so make it count!

ULTIMA**Full Power**

This trick is a bit difficult to do, but it really changes Ultima!

First of all, you need to do the trick with no other characters in any of the three registers. If you have names there, you have to erase them. Choose the first register and give it a name.

You'll then want to select "Create". Then select the "Ready-Made" option. Next, select the first four characters, but don't give them any names (press "Reset" instead). When the "Start / Continue" choice appears, choose "Continue". The four characters will appear and will have some most unusual items (like 99 Sun Swords).

As the game begins, three of the characters will die. The one resurrected character will have even stranger things happen to him or her, like having Latin spelling for the spells! You will be able to use both kinds of spells, but only a VERY limited amount of times.

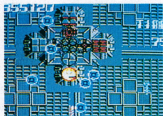
But be warned: you CANNOT finish the game with the Unnamed character, although it is nice to be able to just about anywhere you want with this character.

**WIZARDS AND WARRIORS****Unlimited Gems**

Here's a neat little trick that allows you to fill your gems up to the maximum! On Level Two, in the Ice Caves, get the Red key and go through the Red Door. Then go all the way up until you reach the hidden gem block. Hit five gems out of the block, then go to the left and fall all the way down. Climb back up to the gem block and hit five more gems out. You can continue doing this and fill up your gems to the maximum! You can only take a maximum of five gems per trip.

**ZANAC****Hidden Level Select**

First, hit 'Reset' thirteen times just after you turn on the system, with the game already plugged in. Hit 'Start' and move the cursor prompt to "Continue." You will then be able to move left and right to select the level!



"HOW I WRESTLED 'MACHO MAN' AND WON!"

by Chris "the Crusher" Johnson

"I just beat 'Macho Man' Randy Savage"! And I did it on Acclaim's *WrestleMania** for Nintendo.* This is one tough video game. It's got incredible wrestling moves, and the best WWF superstars.

"When I wrestled 'Macho Man', I was Hulk Hogan: (Nobody beats the Hulk.) I went head-to-head with my friend, Johnny Sterner. He was 'Macho Man'.

He came at me with his patented flying elbow smash and a head butt, two of his best moves. But I was the Hulkster,[™] down but never out.

"At first I kept my distance, letting my power level build up. I was smart enough not to corner the 'Macho Man', because that's when he turns into a real Savage. Then I came back with a furious attack — an uppercut smash, a head butt and a drop kick, wearing him down and keeping him from grabbing his energizers.

"I finished him off with the ultimate body slam and... I'd tell you more, but



if we met — you might beat me the same way.

"Wanna try? Go out and get Acclaim's WWF *WrestleMania** for your Nintendo.* It's the video game to beat!"



HULK HOGAN[™]



'MACHO MAN' RANDY SAVAGE[™]



'MILLION \$ MAN' TED DIBIASE[™]



HONKY TONK MAN[™]



ANDRE THE GIANT[™]



Acclaim[™]
entertainment, inc.
Masters of the Game[™]

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ENTERTAINMENT SYSTEM



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Sega Master System

HERE ARE THE BEST TIPS, PLAYING TECHNIQUES, STRATEGIES, HIDDEN POWER-UPS, LEVEL SELECTS AND CODES FROM THE ENTIRE YEAR OF EGM, ALL IN ONE PLACE, WITH MANY TIPS THAT HAVE NEVER BEEN PRINTED BEFORE!

ACTION FIGHTER

Super Power

To begin with cars A, B, C, and D already collected, and super invincibility against enemy bullets, enter:
1 UP SPECIAL

To begin with cars A, B, C, and D and three extra lives, enter:
1 UP DOKI_PEN

HOT-SECRET



ALIEN SYNDROME

Secret Weapon Use

First, you must get all the question marks from rounds 2 through 6. When you fight the last boss, Mr. Mimi, you'll be able to use whatever weapon you used to defeat Minosaur, the level 6 boss. That weapon will definitely be better than the normal combat rifle!

CYBORG HUNTER

Weapon Power-Ups

Keeping your guns and bomb reserves full is essential to success in Cyborg Hunter. All you have to do is find a location where a power-up is located, retrieve the item, enter a nearby elevator and then exit the elevator on the same floor. The power-up can then be picked up again, and again, and again...

AZTEC ADVENTURE

Sound Test

Press start, and when the faces appear on the screen, press the direction pad left, then twenty times to the right. A sound test screen will appear which will allow you to access the different themes and sound effects in the game.

GREAT TIP!

AKkaim™

PRESENTS

CYBERNOID

THE FIGHTING MACHINE

3 SKILL LEVELS!
MULTIPLE SCREENS!



Explosive graphics
and sound effects!



Battle hostile
space bandits!

MAN THE ULTIMATE
FIGHTING SPACECRAFT!



The International Chartbuster
Is Now Playing On NES!



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FANTASY ZONE**1000 Bonus Ship**

During the message screen in the demo mode, press the control pad up or down more than fifty times, and start the game. You can buy your first ship with \$1000 (usually it will cost \$2500).

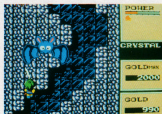
Unlimited Use of Weapons

Destroying your opponents in Fantasy Zone is much easier with the laser, wide beam, and seven-way shot, and with this trick you can use these ordinarily timed weapons forever!

First, buy all four engines and keep them. The next time you buy a weapon, it will last until you lose a life.

**DOUBLE DRAGON****Fourth Level Continue**

When the fourth level appears in Sega's Double Dragon, don't move left or right, but instead jump up and down fifty times. After you do this, you will be able to plow through the final level and straight to the ending, with an unlimited number of continues at your disposal!

**GOLVELLIUS****Ending Code**

Go to the password screen and type in this password to warp to the ending of the game:

VRKX A725 FMNM CDFN
SQX4 CWVS YP5L QLUL

**BLACK BELT****Unlimited Men**

Like many of the Double Dragon takeoffs these days, Black Belt is a tough, demanding action game that tests your endurance as well as your skill. So here's a trick to help you hangin there!

When you begin the game, there will be a screen telling you begin with, which is followed by a blank screen. Push and hold the reset button down until Riki walks across the top of the screen and falls down. You will then have unlimited men!

GHOSTBUSTERS**Extra Money**

To begin your Ghostbusting adventure with a ton of money (\$1,975,800 to be exact), enter AA when you are asked for your initials and then enter #1173468723 and push button one. Forget about starting with \$10,000, this much money will let you get whatever you need!



Based on a
TRUE STORY!

It really happened in the year 2342! Space monsters were attacking Earth. Only you and MagMax could save us! Meanwhile, on the planet Colura, the barbaric Basrah Iribe has captured the people of Petras. The space cycle is your only hope!

MAGMAX

You construct the giant warrior MagMax to battle the three-headed mechanical monster trying to destroy the Earth. Fight off over 30 enemy attackers on four different battle-grounds. It's robot against robot in exciting outer space action for one or two players!



SEICROSS

You maneuver the super space cycle across dangerous terrain in a race against enemy suicide bikers. Speed across three scrolling screen patterns facing increasingly difficult challenges as the game goes on. Can you make it past the cannon shells, booby traps and Dinosaur Tank? Hold on!

Get MagMax and Seicross—two true-to-life future action games that challenge your skill and imagination!



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FCI 
Not Just Kid Stuff

**KENSEIDEN****Level Select**

Hold down both buttons, then turn on the unit and hold the buttons until the title screen appears. Release both buttons and press the upper left corner of the keypad and button one at the same time.

**SHANGHAI****Secret Game**

To access this special game, press 'Pause' at least ten times during the title screen. Select 'Game' at the top of the screen. When the menu appears, choose 'Start Solitaire.' When the next menu is displayed, go to the prompt that lets you load the stored patterns. From the stored patterns sub-screen, move to 'Secret Game.' All of the tiles are face down, and you must select two that match to remove them.

POSEIDEN WARS 3-D**Hidden Sound Test and Continue**

To hear the music selections, push Up once, Left twice, Down three times and Right four times.

To continue, press Down four times, Right three times, Up twice and Left once.

**QUARTET****Sound Test and Wide Beam**

During the title screen press 'Pause' four times and then button one on control pad two. You can then select any of the sounds and music effects.

For the Wide Beam, during the title screen press the 'Pause' button fourteen times and then press button one on controller one.

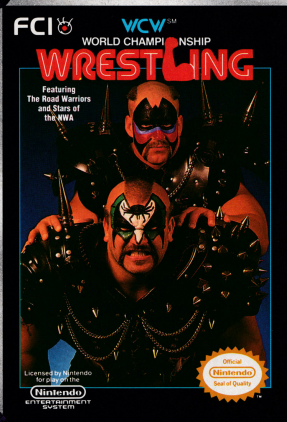
ROCKY**Defeat Drago**

Rocky had a tough time beating the Russian heavyweight champ. But with this trick, your punches will quickly knock Drago for a loop!

First, you must score at least 85 during training. Then you need to score a 7 on the sandbag against Lang. Then it's on to Drago!

**SUPER
TRICK!**

A BREAKTHROUGH IN REAL WRESTLING ACTION!



Take a break from play wrestling and get into the real action! Make your choice from 12 top NWA wrestlers, each with his own speciality move and then select four additional moves to clobber your way to victory in tag teams or single player matches. Become 6'5" of solid muscle as "Total Package" Lex Luger, Use the *Flying Body Press* of Ricky Steamboat, Stun your opponent with Sting's *Scorpion Death Lock*, Master Road Warrior "Animal's" *Power Slam*. The action keeps going even outside the ring! Two players or solo against the computer! World Championship Wrestling—It's so real, it's unreal!

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R-TYPE**Invisibility Mode**

Before turning on the Sega Master System, press and hold the control pad in the lower right-hand corner on controller one, while simultaneously holding up and to the left and pushing button one on controller two. Turn on the power and keep holding the controls in the above positions until the R-Type logo appears on the screen.



screen. Touch the first blank with the left back section of your ship. At that time the hidden stage will begin!

Hidden Fourth Stage

There's also a hidden stage in R-Type that can be found at the very beginning of the fourth stage. You will see two large blank parts at the top of

**RASTAN****Unlimited Continues**

To do this trick, wait for the words "Sega Master System" to appear on the screen, then hold down buttons one and two, while pressing the direction pad down and diagonally to the left. The word "Rastan" should appear in blue, letting you know the trick has been successfully done. Now it's no stopping you, with all the continues you'll ever need to finish the game!

**WONDER BOY IN
MONSTERLAND****FREE MONEY**

After you get your first sword, press the 'Pause' button 73 times, and you'll get 45 gold pieces free! This process can also be repeated.

Level Select

Press button One twice, then button Two twice, and hold both down during the screen showing the round and area numbers. Pick a level by moving your controller Up, Down, Left or Right.

**ZILLION****Invisibility**

To become unbeatable, go to room C-3 and get caught in the elevator between floors. Then, move your character and touch the laser barrier nearby. When the floor of the elevator falls through and your power meter hits zero, your character will be able to proceed without any chance of getting hit and dying.

PHANTOM FIGHTER™



GET BIGGER KICKS FIGHTING PHANTOMS!



Phantom Fighter is the martial arts game with a *big* difference. It's the new action game that lets you chop and kick against ghostly enemies with supernatural powers! These zombie phantoms get even bigger and stronger as your skill improves. (But don't worry—you've got some magic of your own.) You'll be challenged by some tricky questions, Ghosts, puzzles, and dialogue make this Kung Fu challenge more unpredictable. Get your kicks with Phantom Fighter!

■ Over 100 Ghosts! ■ Dialogue! ■ Password Memory!

Licensed by Nintendo for play on the



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TURBOGRAFX-16

DEFINITELY ONE OF THE HOTTEST SYSTEMS ANYWHERE IN THE WORLD TODAY, THE TURBOGRAFX-16 IS LOADED WITH AWESOME GAMES AND GREAT-PLAYING TITLES. HERE'S A FEW TIPS AND SECRETS TO HELP YOU GET THE MOST ENJOYMENT OUT OF THIS POWERFUL SYSTEM!

GREAT TIP!

WORLD CLASS BASEBALL

Play The Turbo Team

In the 2-Player vs. mode, choose your team second and then as you leave the team selection screen, push the button one and 'Select'. Be sure to bring your best players in from the bench to insure total domination!

CHINA WARRIOR

Debug Mode

You can change the character starting round, and the enemy by resetting the game (hold 'Run' and 'Select'), release 'Run' during the title screen and press 'Up' once. Next, release 'Select' and push 'Up' three times, 'Right' six times, 'Down' twice, and 'Left' twice.



CHINA WARRIOR

Level Skip

To start your quest on the second act (one game finished), hold the keypad 'Up' while pressing the 'Select', 'One' and 'Two' buttons. You can continue by doing the same maneuver, but press 'Down' on the pad instead of 'Up'.



Put Your Brain in Action



The Portable Puzzle for your Game Boy System

BOXXLE is the go-anywhere brain teaser that makes action games look easy. Your challenge is to move the boxes into their proper spaces and clean up the "warehouse." Sounds simple? Just try it! You need more than manual labor to win, it takes *brain power* to beat BOXXLE! Once you clear a screen there's another. And another!



Each more difficult than the last. Over 100 screens! Plus you can choose which screen to play or use the edit function to create your own screens. Get your Game Boy ready to go. You'll never get bored once you get BOXXLE!

- 108 screens
- 3 edit screens
- Password memory
- Animation and synthesized sound

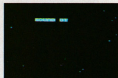
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GAME BOY 

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BLAZING LAZERS

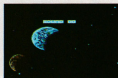
Super Debug Mode and Options



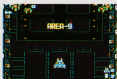
During the title screen, hold the 'Select' button and quickly toggle the pad right and left until the Sound Test is activated.



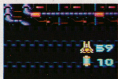
Press Button One, then Button Two, and then push the 'Select' button 21 times. The Gunhed ship should appear. Make sure your Turbo-Switches are down.



Move the sound test to any effect between 0 and 9 and hit the 'Run' button. You will begin on that level! Area 0 is a special secret round not found in the game.



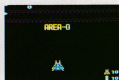
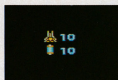
You can also choose to fight only the Bosses by picking a number between 00 and 0C (except 07) and then hitting 'Run' while holding 'Select'



You can activate invincibility by inputting 'AD' into the sound test and hitting 'Run'. If the command fails, try it again. Things will move slow, reset to return them to normal speed with no-kill on.

EXTRA MEN, BOMBS, AND INSTANT CONTINUE...

Before hitting the 'Run' button to begin play, hold down the Number One button. You'll start play with ten fighters and ten bombs. For the first ten fighters, the game will restart at the same point you died and will not return you to an earlier point in the round. This trick can be used in conjunction with the others on this page and on any beginning level.



Try combining several of these commands to get super high scores and plenty of bonus men. Use the ten men/bomb trick and use the Boss select 'OA' to start on the last Boss. Defeat this Boss for a 10,000,000 point bonus (and 50 free ships). Play then begins on round one!

BLAZING LAZERS

Difficulty Adjustment

You can now play even more difficult versions of Blazing Lasers once you have defeated the first! All you have to do is hold down the 'Select' button and repeatedly press the 'A' and 'B' buttons alternately. A mode select screen will appear that will allow you to choose between the difficulty settings shown below. You must repeat this maneuver for each new difficulty option to be activated. Try beating God of Game - it's almost impossible!



NORMAL DOG



HARD HUMAN



SUPER MANIA



GOD OF GAME



**FINAL LAP**

End Code

To begin the "Quest" portion of this racing extravaganza with all of the top performance parts, all of the local racers beaten, and the raft to transport to the island where the final race is to be held, input this code:

**CARR"km LA"V3F1
LAAAAAD MQJAAGj**

**DEEP BLUE**

Secret Continue

Deep Blue is a very difficult game for even the most proficient players. No matter what you try to do you always seem to get hit! With this trick, however, you've got a chance. During the title screen, hold button one and press Start. The word "Replay" will appear under the title followed by a number (the number of continues that remain).

**DUNGEON EXPLORER**

Trick Code

Enter the password "DEBDEDEBDA" during the entry sequence. The game will tell you that it is an incorrect code. Pick your members, then hold down the "Run" button, then press the "One" button. Not only will your character be powerful, but you can walk right over walls, water -- even enemies! Watch for other strange happenings , too!

DRAGON SPIRIT

Secret Continue

Now you can continue up to three times! This is sure to help throughout the game!

During the title screen, press the 'One' and 'Two' buttons at the same time. You will hear a short 'ping' to let you know that the continue has been activated. After vyouur last dragon has been 'burned', press 'Run' to resume play.





GALAGA '90

Secret Power-Up Options

Unknown to most, there are special power-up capsules that award extra firepower, triple your ships, increase your speed, and more! Normally, you might not see these weapon boosters, but if, during the initial ship select screen, you hold the 'A' button while you press 'Start', a red capsule will appear at the end of the first round. To get the most benefit from picking up the capsule, select single fire, and when you pick up the pod, it will give you triple fire, while you still have two ships in reserve!



LEGENDARY AXE

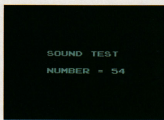
Extra Continues

You'll definitely need more than three continues to triumph over this challenging title! After you lose your third man, hold the 'One', 'Two', and 'Select' buttons, and rapidly press the keypad to the left. Each press will give you another continue, up to a total of around thirty or so. Now bring on that evil Jagu!

MILITARY MADNESS

Sound Test and Level Codes

To enter a special sound test, begin with the 1P Continue and input the name "ONGAKU". A menu of 54 different sounds will appear which can be selected by using the pad and buttons. Reset to exit this mode.



Level One	Revolt
Level Two	Icarus
Level Three	Cyrano
Level Four	Ramsey
Level Five	Newton
Level Six	Seneca
Level Seven	Sabine
Level Eight	Aratus
Level Nine	Golois
Level Ten	Darwin
Level Eleven	Pascal
Level Twelve	Halley
Level Thirteen	Borman
Level Fourteen	Applo
Level Fifteen	Kaiser
Level Sixteen	Nector



MEGA TRICK!

Secret Continue

Monster Lair is a very difficult game to complete, even with the three continues that are offered. You can now insure success, however, by performing this trick prior to play.

When the title screen appears, press Up, Down, Left, Right, Select, Left in that order. You will now be allowed to continue as much as you want! Now Monster Lair is beatable!

MONSTER LAIR

Sound Test

To access the sound test menu, press the number one and number two buttons during the title screen. A list of different sounds, with appropriate On and Off prompts will appear and can be played.

Number Continue

This is a second continue feature that is found in Monster Lair. Make sure that you score high enough to get a record worthy of name registration. When the screen appears that allows you to input your initials, enter "68K". You can't enter numbers? It is possible if you press the 'Select' button while moving through the different letters. Once this is done, start a new game as usual and you will be allowed to continue indefinitely.



MOTO ROADER

Sound Test 1

To listen to a medley of tunes from this new racing game, simply enter the word "MUSIC" during the name registration screen. A menu of different BGMs will appear which can be selected and played with the pad.

Sound Test 2

To listen to the same tunes from Moto Roder but with a different password, try inputting the code "ART88" during the name registration screen. Once again, a table of different Moto Roder tunes will be displayed that can be selected and individually played via the pad and buttons.



Secret Tracks

Unknown to most, there are several hidden race courses in Moto Roder that you normally will not reach! You can access these different raceways by starting the game as usual, and then, when the course select screen appears, pressing one of the combinations listed below:

- | | |
|--------------|----------------|
| One and Up | Two and Down |
| Two and Up | One and Select |
| One and Down | One and Two |





PAC-LAND Debug Menu

There is a secret Debug mode within Pac-Land that allows you to adjust the number of Pac's you begin with (up to ten), activate a level skip feature, as well as sample some of the game's exciting sound effects. To enter this mode, hold Down, Select, Button One and Button Two while pressing Start.



PAC-LAND Invincibility

After entering the debug mode and switching the Skip option to On, press start to begin play. When the Level Skip screen appears, press Down on the pad 100 times and the words "No Hit" will appear below the word Skip. You can now begin play with no threat from any of the ghosts that are chasing you!



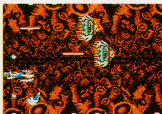
PAC-LAND Play Pro Level

To begin at the Pro stages that appear once you've beaten the game's first 32 levels of play, activate the Skip function and, when the Skip screen appears prior to play, press Up on the pad ten times. The word Pro will appear and when you press Start you will be playing the more difficult Pro stages.

PAC-LAND No Hat Trick

This trick doesn't affect game play that much, but it is interesting! At the end of any round, when the Break Time appears, reset the game (Run and Select) at the very moment that Pac-Man's hat raises to uncover a fairy. When you play a new game, Pac-Man's hat will hover above him exposing his bald head!





R-TYPE

Secret Continues

In R-Type it is possible to increase the number of remaining continues you are given at the beginning of the game. To do this, simply hold down the number One and Two buttons and then hold down the Select button as well. Credits will begin clicking onto your reserves!



SIDE ARMS

Black And White Play

During the title screen, hold down the number One, Two and Select buttons while pressing the pad Up. Now push the Start button and you'll be battling evil alien invaders in black and white! Is this the future of GameBoy or what!

Slow-Mo Feature

This trick is accomplished much the same way as the Black and White trick above. To make the game move in slow motion, hold the One, Two, and Select buttons and then press Down on the pad while pushing the Start button.



SPACE HARRIER

Debug Mode

Normally you can enter the Mode select screen to change sounds and such. But with this trick you can also select difficulty as well as the number of men at the beginning of play. You must first get a score high enough to allow you to enter your initials. When you do, enter "MD". Now, when you go to the Mode screen you can select more.

Secret Continue

Repeat the above practice but enter "CNT" instead. Now a continue feature will appear that let's you continue at round 6 or 13!

Sega Genesis

ONE OF THE HOTTEST SYSTEMS OUT NOW IS THE GENESIS! GREAT GRAPHICS AND GREAT TITLES COMBINE FOR A REAL WINNING COMBINATION! AND TO HELP YOU WITH SOME OF THE MORE DIFFICULT AREAS, HERE'S SOME DYNAMITE TIPS AND TRICKS TO HELP IN THE CHALLENGE!



GHOULS AND GHOSTS

Secret Weapon

To find the special weapon needed to defeat Loki, first go to the final round, where you'll pass a treasure chest in the ground, and then meet two guards that spout fire. Leave that treasure chest, and continue right to fight the three mini-mistrel winds. Return to the chest, and, with the Magic Armor on, destroy it to reveal the Princess of Power, who will give you the special weapon. You now can proceed to fight Loki himself in the battle to end all battles!

ARNOLD PALMER'S TOURNAMENT GOLF

Hidden Game

To reward a really bad golfer, Sega has a secret game buried in A.P. Tournament Golf! To enter this game, just hit 100 shots on any hole, then, during the 'Game Over' screen, press Up, Up, Down, Down, Left, Right, 'B' and 'A', and then Start.



ALTERED BEAST

Secret Menus

In the 16-Bit version of Altered Beast for the Genesis, you can change the game by accessing three different menu screens. In addition to a sound test, you can change your altered shape for each round, select a different round,

choose another difficulty setting, change the length of the power bar, and increase the number of men! Note: all tricks must be set-up before turning on the Genesis. Hit the 'Start' button to enter the secret menu screens.

Change Your Altered Ego

Press the pad Down and to the Left while holding all three buttons.

Play Select Menu
Hold the 'B' button.

Round Select
Adjust the Play Select menu, then hold 'A'.

Sound Test
Press the pad Up and to the Right, while holding the 'A' and 'C' buttons.



THUNDER FORCE II**Special Bonuses**

Here are a few secrets to help you blast through one tough cookie, Thunder Force II.

Level Select Mode

To enter this sub-screen, hold the 'A', 'B', and 'C' buttons while turning on the Genesis. Keep the buttons pressed and push 'Start' when the title screen appears. You can now select the starting level (1-5), the difficulty, and other options as well!

'Dodging' Super Bonus

To win a special bonus, you must avoid firing on the enemy through the entire round, and dodge their bullets and beams until you reach the level Boss. Attack him as you normally would, and when he's defeated, you'll receive an ad-



ditional 500,000 points added to your score!

Special Combat Bonuses

At the end of every round, once the last base is destroyed in the overhead scenes and the Boss is defeated in the side scrolling screens, you can receive extra points on your score very easily! Simply destroy the remaining enemy forces as quickly as possible, and depending on how quick on the trigger you are, you can rack up big points!

**GHOULS AND GHOSTS****Level Select**

During the title screen, wait for the words 'Ghouls and Ghosts' to float down the screen. Press Up, Down, Left, and Right, and you should hear a short musical tone that sounds like a harp. Then enter one of the following:

'A'	Level One (Half Way)
Up and Start	Level Two
Down and Start	Level Three
Left and Start	Level Four
Right and Start	Level Five
Down, Right and Start	Loki *
Add 'A' to any of these selections to start in the middle of the round.	

**LAST BATTLE****Game Continues**

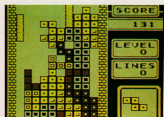
Last Battle is not only a difficult action-adventure game, it's also quite a long game as well. But rather than having the game end too soon, here's a trick to allow you to continue.

At the end of play, press and hold the 'A', 'B', and 'C' buttons simultaneously, while pressing 'Start' four times. If you reached a higher level, you will be able to select up to that chapter.



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TETRIS

Secret Rockets

There are three secret rocket ships contained within GameBoy Tetris. To expose them, you will need to play different games.

The first ship, the Space Shuttle, can be discovered by playing the Type B game, set on Level 9 with a height of 5. When you beat this game, the space shuttle will appear and take off into the sky!

The other rockets are launched from the Type A game. Score 100,000 points for a small rocket, and over 200,000 for a large one.



SUPER MARIO LAND

Level Select

There is a special level select mode in Super Mario Land. Before you can activate it, however, you must first complete the entire Super Mario Land quest twice. After you beat the game the second time, a prompt will be displayed next to your score that will include the level and round number.

Use the pad to select the level and round that you would like to practice. Although you must first beat the game, this mode does let you concentrate on hard rounds.



MOTOCROSS MANIACS

Hidden Power-Ups

Throughout each level of this fast-paced motorcycle game, you can pick up all kinds of enhancements like Nitro Boosters and Time Extenders. There are also hidden power-ups, like a Jet that enables you to use your Nitros to fly and little cycles that mean faster speeds. To find them you must do a flip in the secret area that are located.



SHANGHAI

Secret Passwords

There are several special screens in HAL America's Shanghai that can be reached by inputting the right three letter code in the level select mode. These expand the game play in some exciting ways:

STF - This code will not let you play the game at all. Instead a list of credits appears from the people who designed the game!

REV - Reverses the tiles so that you cannot see them until they have been selected.

MAN - It doesn't get any easier!



CASTLEVANIA-THE ADVENTURE

Hidden Rooms

Hidden within each level of Castlevania are secret rooms that are filled with weapon and health power-ups, not to mention free men! To locate these rooms, you must continue to climb the rope to the right of the first big tree stump (level one), jump off the rope to the right in the middle of the stone shaft just one screen after escaping the horizontal spikes (level three), or by walking on the invisible platform in the chamber above (level four). Now go kill Dracula!

High Scores

NINTENDO

After Burner 14,335,970 Jeff Yonan	Mega Man 357,200 Brent Walker	Silkworm 1,386,380 Donn Nauert
Bad Dudes 347,000 Mark Winters	Mega Man 2 Finished Steve Ryno	Sky Shark 1,043,570 Jeff Yonan
Bubble Bobble 1,530,350 Rose Luchs	Ninja Gai Den 980,500 Deverell Baty	Shinobi 110,300 Mike Lee
Contra 6,443,500 Jim Hernandez	Paperboy 69,000 Mark McCormick	Soloman's Key 17,095,550 Jeff Adkins
Double Dragon 128,350 Jim Hernandez	P.O.W. 111,000 George DeVries	Spy Hunter 147,500 Mike Dean
Double Dragon 2 95,800 Jeff Yonan	Q*Bert 219,820 Mike Nichols	Star Soldier 3,932,600 Donn Nauert
Gyruss 2,008,650 Jeff Yonan	Rampage 81,900 Leslie Ford	Twin Cobra 1,511,100 Jim Stockhausen
Ironsword 229,850 Jim Allee	Road Blasters 49,500 Mike Lee	Twin Eagle 805,000 Donn Nauert
Karnov 534,500 Ralph Mendes	Robowarrior 701,800 Donn Nauert	Wizards and Warriors 639,500 Jim Killy
Marble Madness 76,800 Steve Ryno	Rolling Thunder 92,100 Ray Severence	Zanac 15,197,360 Jeff Yonan

SEGA

After Burner
9,704,000
Jeff Yonan

Altered Beast
22,900
Brian Sanderson

Double Dragon
357,580
Joshua McClintock

Missile Defense 3-D
659,000
Joe Tadder

Out Run
55,626,340
Dan Lee

Rampage
502,215
Brian Herrmann

Rastan
322,790
George Sun


R-Type
1,016,300
Brent Gustafson

Shinobi
940,100
Brian Herrmann

Space Harrier
7,266,990
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Thunder Blade
3,054,000
Bob McGuire

Vigilante
12,900
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Adv. of Lulu	14	27	Factor Quest	15	29	Marble Maze	20	35	Star Force II	10	20
Adv. Tom Sawyer	16	32	Fighting Golf LT	15	28	Mega Man	20	39	Star Soldier	15	28
Air Fortress	18	27	Flying Dragon I	20	39	Mega Man II	22	33	Star Voyager	10	19
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Athens	10	19	Ghost Busters	14	19	Missile XX	16	28	Super Mario II	20	34
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Alphast 76	12.50	34.99	44.99	Lo Mr. T's Secret Weapon 75	10.00	29.99	39.99
Alphast 77	12.50	34.99	44.99	Lo Mr. T's Secret Weapon 76	10.00	29.99	39.99
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Alphast 83	12.50	34.99	44.99	Lo Mr. T's Secret Weapon 82	10.00	29.99	39.99
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Alphast 90	12.50	34.99	44.99	Lo Mr. T's Secret Weapon 89	10.00	29.99	39.99
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Alphast 92	12.50	34.99	44.99	Lo Mr. T's Secret Weapon 91	10.00	29.99	39.99
Alphast 93	12.50	34.99	44.99	Lo Mr. T's Secret Weapon 92	10.00	29.99	39.99
Alphast 94	12.50	34.99	44.99	Lo Mr. T's Secret Weapon 93	10.00	29.99	39.99
Alphast 95	12.50	34.99	44.99	Lo Mr. T's Secret Weapon 94	10.00	29.99	39.99
Alphast 96	12.50	34.99	44.99	Lo Mr. T's Secret Weapon 95	10.00	29.99	39.99
Alphast 97	12.50	34.99	44.99	Lo Mr. T's Secret Weapon 96	10.00	29.99	39.99
Alphast 98	12.50	34.99	44.99	Lo Mr. T's Secret Weapon 97	10.00	29.99	39.99
Alphast 99	12.50	34.99	44.99	Lo Mr. T's Secret Weapon 98	10.00	29.99	39.99
Alphast 100	12.50	34.99	44.99	Lo Mr. T's Secret Weapon 99	10.00	29.99	39.99
Alphast 101	12.50	34.99	44.99	Lo Mr. T's Secret Weapon 100	10.00	29.99	39.99
Alphast 102	12.50	34.99	44.99	Lo Mr. T's Secret Weapon 101	10.00	29.99	39.99
Alphast 103	12.50	34.99	44.99	Lo Mr. T's Secret Weapon 102	10.00	29.99	39.99
Alphast 104	12.50	34.99	44.99	Lo Mr. T's Secret Weapon 103	10.00	29.99	39.99
Alphast 105	12.50	34.99	44.99	Lo Mr. T's Secret Weapon 104	10.00	29.99	39.99
Alphast 106	12.50	34.99	44.99	Lo Mr. T's Secret Weapon 105	10.00	29.99	39.99
Alphast 107	12.50	34.99	44.99	Lo Mr. T's Secret Weapon 106	10.00	29.99	39.99
Alphast 108	12.50	34.99	44.99	Lo Mr. T's Secret Weapon 107	10.00	29.99	39.99
Alphast 109	12.50	34.99	44.99	Lo Mr. T's Secret Weapon 108	10.00	29.99	39.99
Alphast 110	12.50	34.99	44.99	Lo Mr. T's Secret Weapon 109	10.00	29.99	39.99
Alphast 111	12.50	34.99	44.99	Lo Mr. T's Secret Weapon 110	10.00	29.99	39.99
Alphast 112	12.50	34.99	44.99	Lo Mr. T's Secret Weapon 111	10.00	29.99	39.99
Alphast 113	12.50	34.99	44.99	Lo Mr. T's Secret Weapon 112	10.00	29.99	39.99
Alphast 114	12.50	34.99	44.99	Lo Mr. T's Secret Weapon 113	10.00	29.99	39.99
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ARCADES

720
527,100
Ron Perelman

1942
12,172,270
N. Watson

1943
2,947,360
Brian Chapel

After Burner
68,588,000
November Kelly

Alien Syndrome
2,269,200
Donn Nauert

APB
1,002,324
Greg Gibson

Arkanoid
1,366,640
Mike Chase

Blastroids
2,773,840
Mark Twitty

Bubble Bobble
5,823,600
Tom Gault

Cheyenne
319,209,350
Donn Nauert

Contra
2,021,400
Jim Hernandez

Crystal Castles
902,637
Frank Sey

Double Dragon
130,900
Brian Chapel

Dragon Spirit
400,630
Dow Luk See

Enduro Racer
40,973,617
Jack Gale

Final Lap
2:35.68
Jim Killy

Galaga '88
709,770
Mark Reyes

Ghost 'n' Goblins
811,000
Steve Donaldson

Gimme a Break
2,303
Carlos Gonzales

Hang-On
40,715,030
Don Novak

Ikari Warriors
1,799,000
Stan Szczepanski

Ms. Pac-Man
878,680
Darren Harris

Night Stockers
7,634,900
John Wilson

Ninja Warriors
188,900
Brian Chapel

Operation Wolf
212,350
Mark Twitty

Out Run
48,651,380
Monte Poston

Pole Position
67,310
Les Lagier

R-Type
434,900
J.J.D.

Shinobi
423,600
T.E.C.

Star Wars
300,007,894
Robert Mruzcek

Super Contra
623,360
Steven Gore

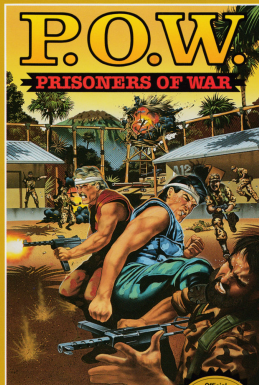
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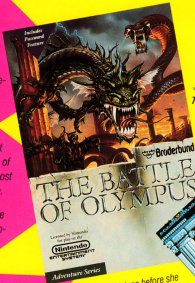


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