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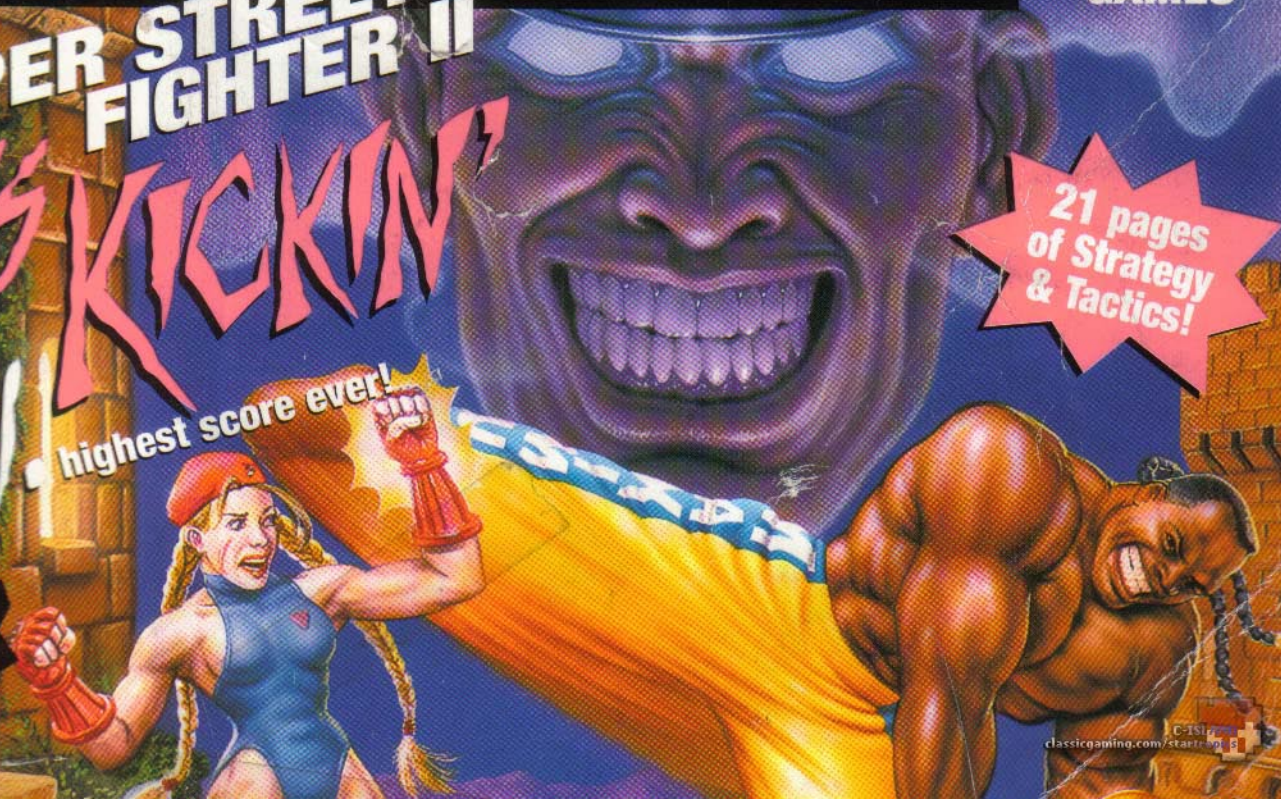
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21 pages
of Strategy
& Tactics!

For **SNES**
and **Genesis**



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Heart of the Alien — It's out of this world (page 46)

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Play cat and mouse and win! We declaw **Sylvester & Tweety** (page 114)

NOW PLAYING 118

Spend your money wisely! Check out what we thought of games released over the last six months.

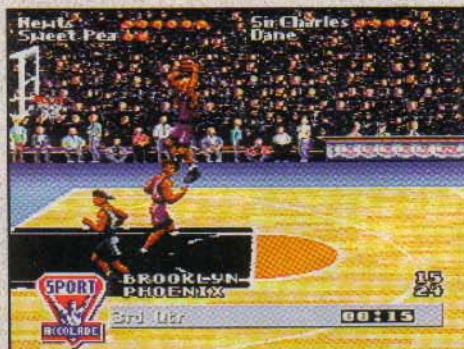


Mario Andretti Racing — racing games don't get much hotter than this (page 40)

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Charles Barkley is slammin' (page 92)

NEXT MONTH 136

You mean there's *more*? That's right, we're doing it all over again next month.

Please send all advertising materials to Pamela Lambert, Production Co-ordinator; all editorial materials to Vince Matthews, Associate Publisher, *Game Players Sega-Nintendo*; 300-A South Westgate Drive, Greensboro, NC 27407.

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ZODA'S REVENGE

The 20 Toughest Trouble Spots in STAR TROPICS II

Part
Two

NES

INFO

PUBLISHER

Nintendo of America

DEVELOPER

Nintendo of America

SUGG. RETAIL

\$39.99

GENRE

action/adventure



Despite hours spent in sultry paradises with The Jungle Book and Star Tropics, Doug Brumley still has no tan and has sworn off bananas. Go figure.

Despite hours spent in sultry paradises with The Jungle Book and Star Tropics, Doug Brumley still

Last month we held your hand through the first five stages of *Zoda's Revenge: Star Tropics II*. Undoubtedly you've forged ahead on your own a bit in the past 30 days, but we're still here to help if you've hit another stumbling point.

The following four pages take you through the game's final ten toughest trouble spots — right up to the final battle with Zoda himself. For now, we join the game already in progress, with Mike in Renaissance Italy. **GP**

#11 A Three Hour Tour

When you break Leonardo da Vinci from the plaster mold, he offers you his flying machine to help you find the tetrad. Your first stop is an uncharted desert isle — but is there more to this place?

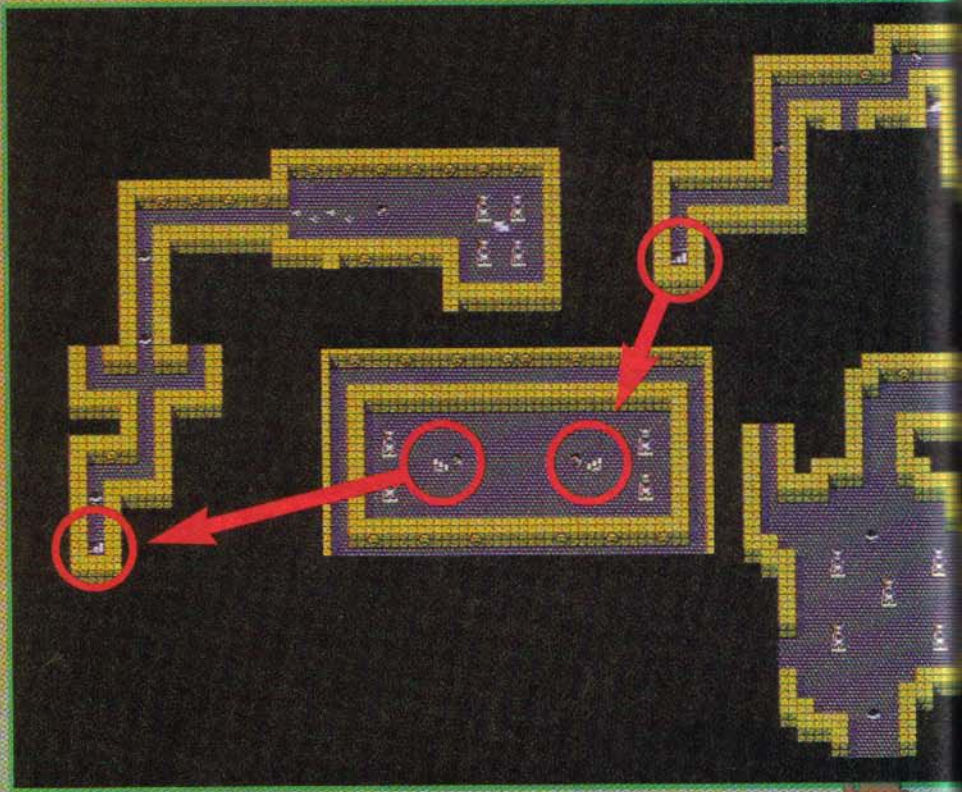


Before you get started, why not stop on this island for a little rest, relaxation — and a big ol' heart to refill your health meter.

The castle can be quite confusing, so don't stray off this path. If you fall through a hole in the floor, fight the enemies, find your way out, and resume your trek.

#12 It's A-Mazing

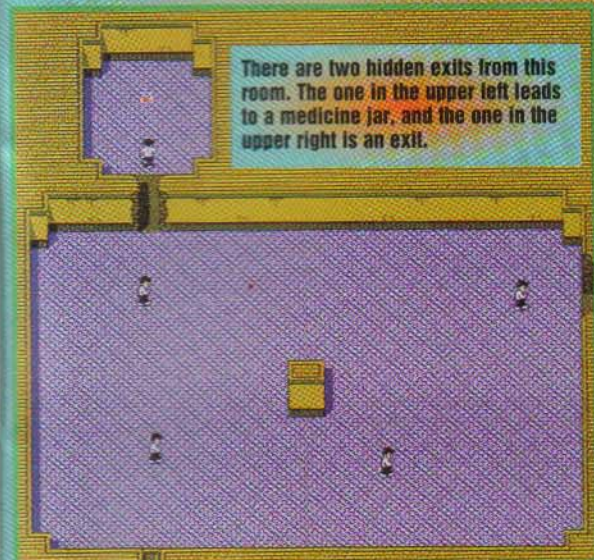
Lost in the Italian castle? Don't despair — this lighted path shows you the shortest route to the tetrad.



#13

A Ghost of a Different Color

You find Mike in another castle — in Transylvania, of all places — as you enter Chapter 7. A large room with no apparent exits awaits.



To open the exits, wait for the ghosts to appear. Shoot the purple one — it's the only one that takes damage, but the rest die when he does. The door then opens.

But that purple menace is tough to kill, so you probably won't be able to finish him off before the group disappears again. Watch out for the projectiles they fire as they vanish, then start firing as soon as they reappear.



#14

The Transylvania Express

There's nothing worse than wandering around aimlessly in a Transylvanian castle. If you're not careful here, you end up fighting a lot of extra enemies before you meet the boss.



When you reach this room, be sure to jump to the right and get the three-way shot weapon. Then let the conveyors pull you through the hole in the middle of the room.

It's crucial that you push diagonally on your controller as you fall through the hole so you don't fall through the next hole in the middle of the next room. Go through the door to the right when you land — you're now about halfway through the castle.

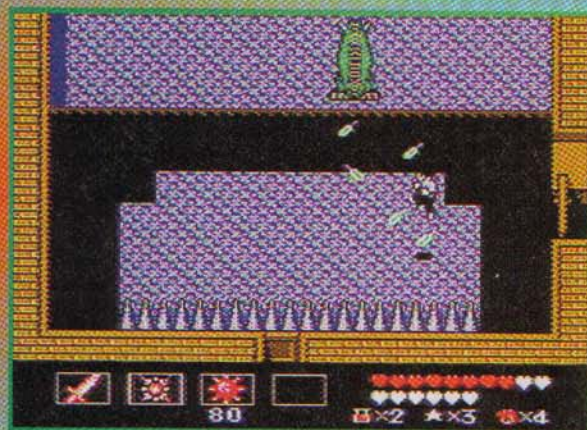


#15 Birds of a Feather

When you first enter the boss room, you face what appears to be Zoda. He's easily defeated in this form, but then he becomes a more formidable bird-like creature.



Fire away at the creature and the bats it sends toward you until you see the bird's wings unfurl.



The wind from the flapping wings

forces you back toward the spikes. You must also avoid the flurry of feathers blown your way. When the wind stops, start firing again.

#16 An Egg-cellent Strategy

Don't get a swelled head now that you're a knight of the Round Table. There's still a lot standing between you and that elusive final tetrad.



The first room you enter in the cave contains three hopping eggs. Kill two of them, then make sure you're standing in the upper-middle of the screen when you finish off the last one.

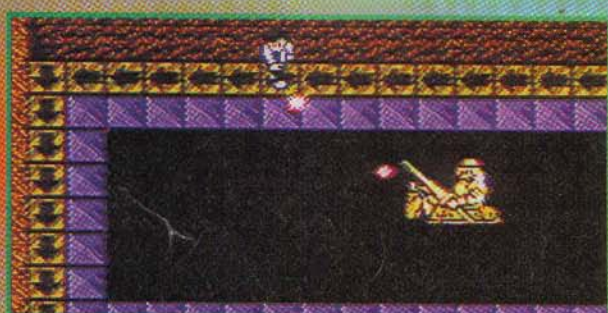
You fall through the floor when all the eggs are disposed of. If you plan ahead, you can land on the raised platform and walk right through the door. Otherwise, it's the long way around.



#17 A Knight to Remember

Have you ever had to fight a knight while you're cruising down a conveyor? Well, fortunately Mike's a quick study. There are two methods for survival — one riskier than the other.

If you're low on health and have some patience, you can stay in one corner, continually jumping against the pull of the conveyor and shooting diagonally at the knight when he comes near. It takes a while, but at least you won't take any damage.



But the thrill-seekers may want to try another method. Guide Mike so he's cruising along the top or bottom row of the conveyor in the same direction as the knight. Then blast him as the two are parallel. You do a lot more damage, but you might take quite a bit of damage.

#18 Enter the Dragon

If the challenges in the cave weren't enough, this chapter climaxes in a battle with a fire-breathing dragon. Play it smart, and you've got the last tetrad. If you don't, you're gonna be char-grilled to perfection.



The dragon follows a pattern — learn it! Stand in front of him as he slowly approaches and continually jump and fire.



The dragon's about to roast you when it lowers his head, so take a couple of steps to the right or left and wait for his little temper tantrum to end.



The dragon's most dangerous when he takes to the air. His tiny fireballs spread out, and they're hard to avoid even by jumping. Try to move from one side of the screen to the other to avoid being trapped, then start the cycle over again when he lands.

#19 Down by the C-Shore

Mike has all the tetrads, but now he's back on C-Island for a final showdown with the last alien clone, Zoda-Z. But first he's got to make his way through the island caves and a whole slew of enemies — including this serpent.



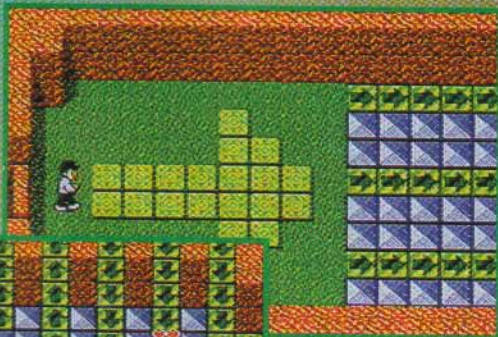
The serpent is one of the easiest bosses you face. Lure him to one side, quickly move to the other, then shoot back toward him with the three-way shot weapon. Keep moving from one side to the other until he's history.

#20 An Apple a Day...

You can stock up on health and medicine before you square

off with all the bosses again (how original, huh?). There

are three paths from which to choose, but one offers more than the others.



Mike faces a decision when he enters this room. Since the conveyors won't let you back-track from one room to another, it's important that you choose the route with the most medicine. That path — as the large arrow on the floor indicates — is the one in the middle. It contains three groups of hearts and five jars of medicine if you follow the correct path. Make sure to go up when the path forks. It's a lot of work, but it's worth it. There are still legions of bosses to face!

