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**Fighter's History** — the latest big brawler (page 38)

## TACTICS & STRATEGY 90

Don't ever get stuck in a game again. We've got *all* the answers.

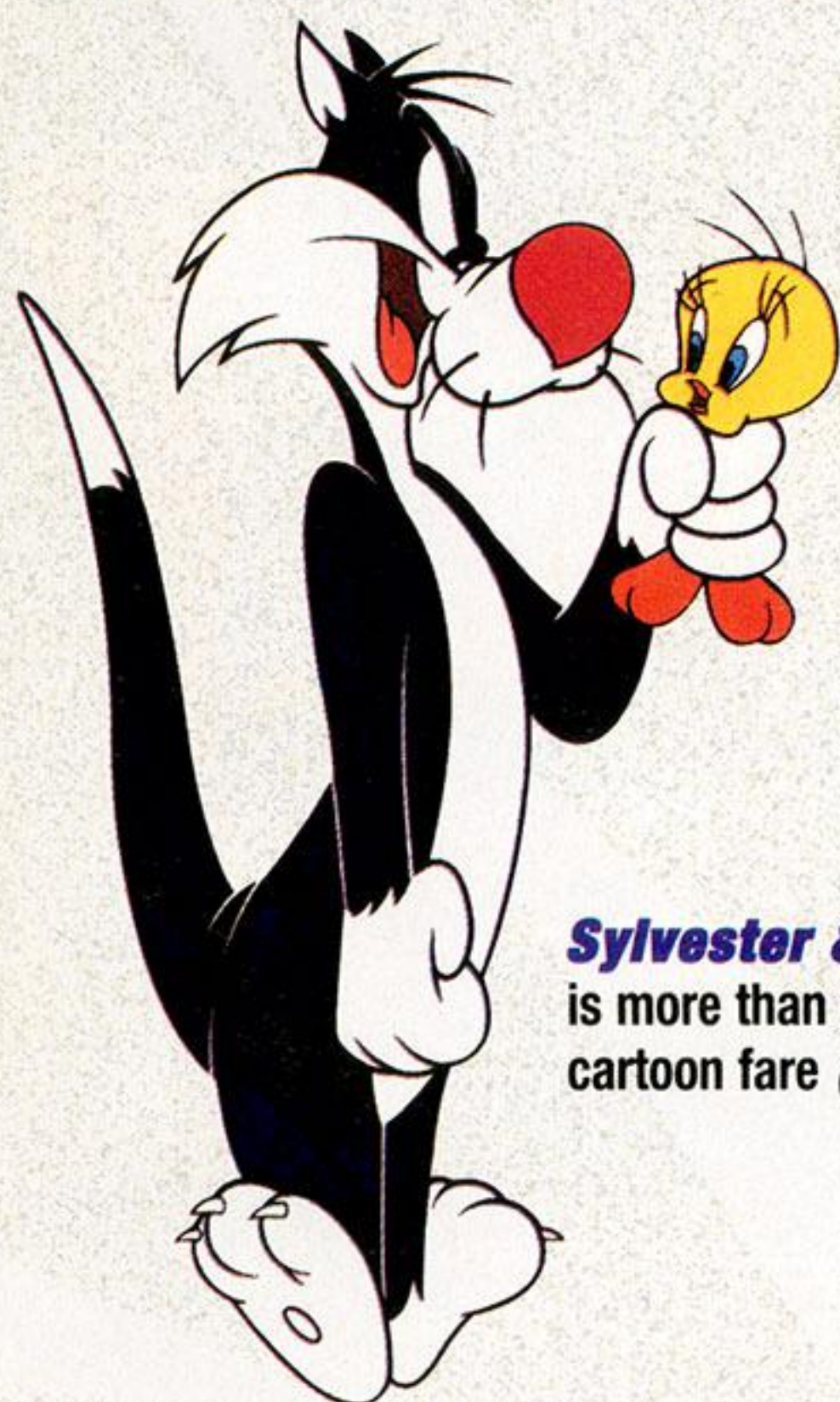
Game Players 27407.....	90
Codebreakers.....	93
Super Metroid.....	96
Desert Speedtrap.....	102
Star Tropics II.....	104
Star Trek: TNG.....	107
Dragon's Lair.....	110



The ultimate **Super Metroid** strategy guide (page 96)

## NOW PLAYING 112

Make sure you spend your money wisely! See what we thought of games released over the last six months.



**Sylvester & Tweety** is more than good cartoon fare (page 64)

## REVIEWS 37

Fighter's History.....	38
Shadowrun.....	40
Fire Striker.....	42
Spike McFang.....	44
Fun 'N' Games.....	46
Lord of the Rings.....	50
Columns III.....	52
Asterix.....	54
SOS.....	56
Third World War.....	58
Wario Land.....	60
Wicked 18.....	62
Sylvester & Tweety.....	64
RC-Pro Am II.....	66
Dinobasher.....	68
Super Adventure Island.....	70
Rise of the Dragon.....	72
Dark Wizard.....	74
Space Ace.....	78
Spider-Man and X-Men.....	80
GP Rider.....	82
Super Chase H.Q.....	83
Formula One.....	83
F-1 Pole Position.....	84
MicroMachines.....	84

## SPORTS 86

And in GP Sports...

Ken Griffey Jr. Baseball.....	86
International Tennis Tour.....	87
Tip-Off.....	87
ESPN Baseball Tonight.....	88
Soccer Shootout.....	88
Dig & Spike Volleyball.....	89



**Ken Griffey Jr.** hits a SNES home run (page 86)

## NEXT MONTH 128

See you next month with even more top reviews, previews, and strategy.

## JUNE 1994

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# The 20 Toughest Trouble Spots in STAR TROPICS II

Part One

NES

INFO

PUBLISHER

Nintendo of America

DEVELOPER

Nintendo of America

SUGG. RETAIL

\$39.99

GENRE

action/adventure



Because he's been hearing Zoda's voice in his head, Doug Brumley is a master at this game of 20 questions.

Let him help you with the puzzles that are driving you nuts!

**Z**oda's Revenge: Star Tropics II is just full of little puzzles — as well as plain ol' tough sections. But you can solve your most pressing problems if you follow this guide. Part One of our "Toughest 20" takes you more than halfway through the game. Then tune in next month for more solutions. Soon you can finish off Zoda and brag to your friends... or at the very least finally put an end to the wizard screen that pops up every time you continue your game. **GP**



## #1 Pikazo's Puzzle

The first trouble spot is the maze you must navigate when you look for Yum-Yum. It's simple... if you noticed Pikazo's cave drawing early on. If you didn't, you find yourself making an early exit and starting the whole cave over again.



To maneuver through the maze without frustrating mistakes, look carefully at caveman Pikazo's drawings on the cave wall.

Then follow the order of the symbols, taking a direct path to Yum-Yum by going through the door closest to the next correct symbol in the sequence.

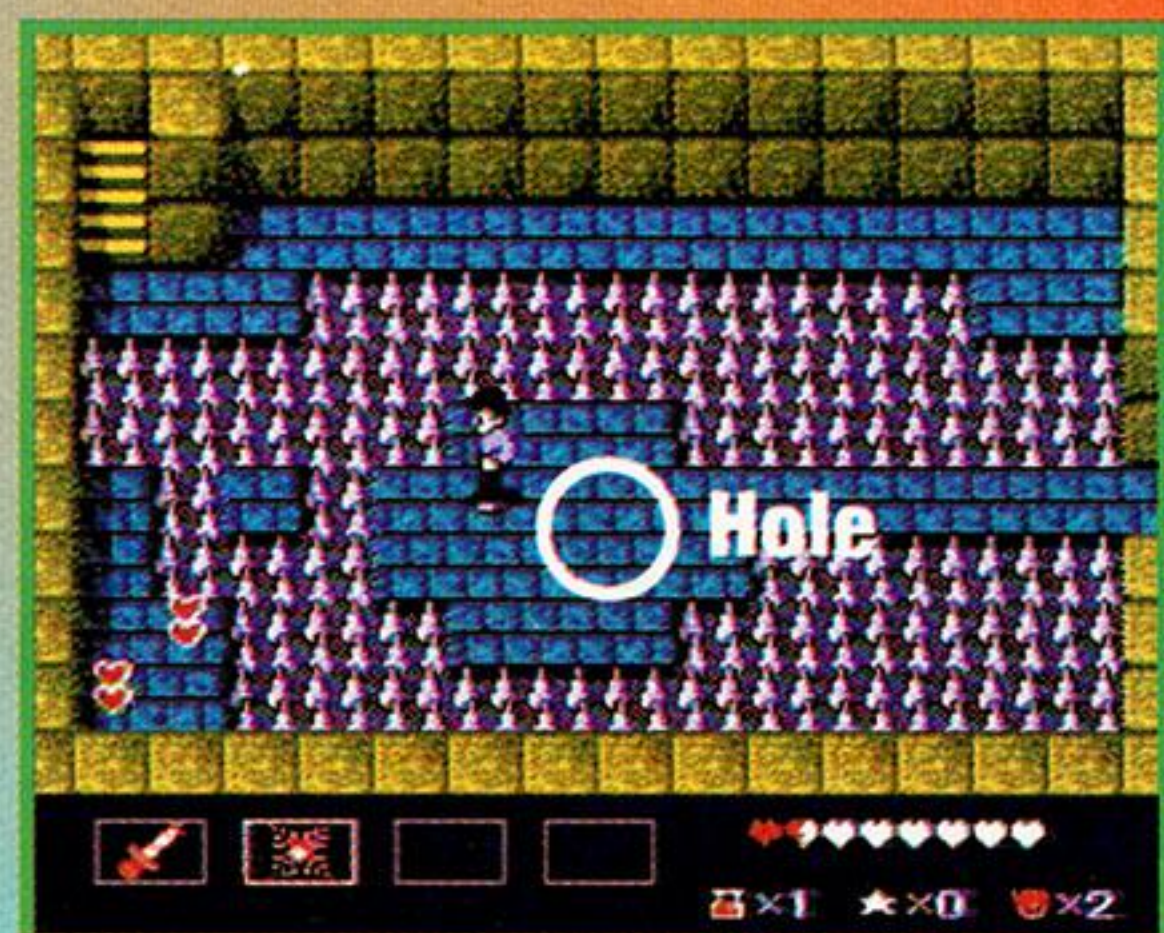


## #2 I've Fallen, And I Can't Get Up!



So you're inside the pyramid in Chapter 3. Now you're in a room in which you must fall through the floor to exit. But unless you're clever, you end up falling through the next floor, too!

Drop through the center of this tile design to exit the room...



...but make sure you're pushing the directional pad in any direction to avoid falling straight through a hole in the next floor as well.

## #3 Charmed, I'm Sure

You've found a flute deeper in the pyramid, but now you're stuck in this circle of rooms. Look at the tile formation — it's like a large snake. Time to use those novice snake-charming skills.



Play the flute in this room, and snakes just come out of the woodwork. Squirm all you want, but finish them off to open an exit.



#4

## I Want My Mummy!

You've got to face the Monster Mask if you want to get out of the pyramid with another precious Tetrad... and your life.

Press toward the top of the screen, fire away diagonally at the pharaoh mask, and jump to avoid his normal spray shots.



Watch out when the mask flips to reveal a skull! It shoots a deadly beam that travels straight down the screen. Try to stay at an angle to the mask.

#5

## Do Not Pass Go...

Head for the museum in Chapter 4 to meet Sherlock Holmes, but don't be surprised when you end up in jail after a brush with the law. Your date with Sherlock looks like it's in jeopardy, but prison bars can't hold back a sleuth like you.



You must talk to this policeman to advance further, so a little jail time is inevitable.

Once you've been thrown in the slammer, look for a sneaky way out through the right wall, then beat a path to the museum.



#6

## It Ain't Brain Surgery

Your first real challenge inside the museum is to conquer Zoda's brain. Unfortunately your shots don't go far enough to reach it from solid ground. If it were that easy, it wouldn't be in this list, now would it?

Walk to the left edge of the raised floor and jump onto the floating platform. Then jump in a clockwise direction from platform to platform. Fire a few shots at the brain each time you reach a new platform.



Concentrate more on surviving than shooting — be sure to get off each platform before it disappears. When you reach the bottom platform, you must jump onto solid ground again and start the cycle over again.

#7

## Be Like Mike: Jump and Shoot

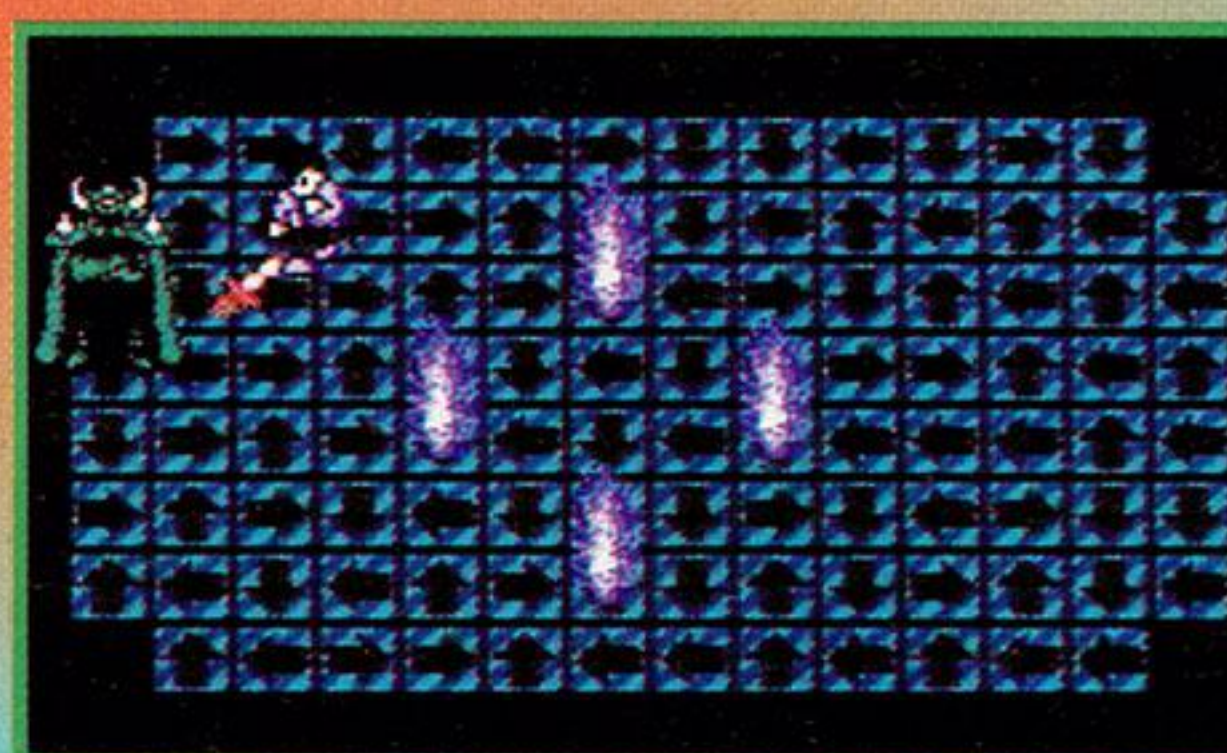
Chapter 4 climaxes in a battle between Mike and the first of the Zoda clones, Zoda-X. As if defeating the villain and his two attacks isn't challenging enough, the fight takes place on conveyor belt-like squares.



Avoiding Zoda-X's shots isn't too tough, but getting close enough to hit him is a different story. For the most part, jumping negates the effect of the squares, and it also lets you clear Zoda-X's projectile attacks.



The pillars of electricity are deadly if you don't control your movement on the floor. When Zoda-X raises his arms to create electricity, stand on one square and tap in the direction opposite the arrow.



Zoda-X is most vulnerable during his electricity attack. Once it starts, carefully jump diagonally toward Zoda-X and out of the danger area. Fire away!



## #8 Open Sesame!

Don't get gold fever in 1849 San Francisco — you're looking for Tetrads, not gold.

Luckily, they're both found in the same old haunted mine. Unluckily, the mine is blocked by an avalanche, so you must blast it open.



Follow the piano player's directions from the odd cactus (remember to approach it from the south). In the time it takes for a fuse to burn, you've opened up the old mine!

FACE THE CACTUS IF YOU MIGHT. THEN TAKE 2 STEPS LEFT AND 3 STEPS RIGHT



The little ditty sung by the saloon's piano player gives you all the details for finding the blocked mine entrance. Now for some dynamite.

WELCOME TO BOB'S STORE! YOU CAME FOR SUPPLIES TO BLAST THRU ROCK WALLS, HUH?



It's easy to get dynamite in the middle of a gold rush — just zip into the store.

## #9 Rock and Roll

You run across a rock-rolling bandit as you progress through the mine. He takes a few steps toward you after each rock he throws, so you have only a limited amount of time to stop him — or else *you'll* be the one haunting the mine.



This guy uses rocks as weapons and to block your attacks. Jump and fire when he's holding the rock low, and aim low when he lifts it up. Then jump the rolling rock, take a few steps back, and restart the cycle again.

## #10 It's in the Stars

You must face two other tough guys before you can exit the mine. Your battles are much easier if you pick up the big invincibility stars found in nearby treasure chests.



Check every chest you find in the mine maze. Two contain very advantageous invincibility stars you can use when you need them the most.



Use the first star as soon as you enter the room with the mine-car villain. Stand on the track where the car's located, and rapidly fire at the miner as the car approaches and leaves. If you work efficiently, you should finish off the miner before you lose your invincibility.



You probably won't be able to kill the mashing miner before your invincibility runs out — but inflict as much damage as you can while it lasts. When you're no longer invincible, stay toward the bottom of the screen, avoid the rocks, and attack when you get an opening.

