

# MEGAFAN

**GAME STRATEGIES & ARCADE MAGAZINE**

Inside This Issue:

## K&L

**KILLER INSTINCT 2**

## SUPER MARIO RPG

## SHINING WISDOM

## RESIDENT EVIL

**SPECIAL  
SAMPLE  
ISSUE**



# MEGAFAN

## GAME STRATEGIES & ARCADE MAGAZINE

Welcome to *MegaFan*. This free sample is provided to give you an idea of what's to come in America's first ever pint-size video game strategy guide/arcade magazine.

We've always wished we had more time and space in *GF* to go more in-depth on so many of today's awesome titles, but at the same time, didn't want to spin off just another garden variety game magazine. The end result, after much R&D (arguing) you hold in your hands: *MegaFan*, a small, Japanese-style handbook packed with detailed maps, strategies, and codes, along with the first ever enthusiast coin-op coverage. Each month we'll provide you with detailed strategies and killer art on all your favorite RPGs, fighters, platformers, you name it. If it's good...and deep, you'll see it here.

And with so many arcade titles being ported over to next-gen consoles, *MF* will help keep you ahead of the game with move guides and up-to-the-minute info from the world of coin-op.

To help insure we cover what you want, take a minute and fill out the questionnaire on the last page of this sample. You'll get a free issue and help us ready our Premiere Issue by doing so. Please keep in mind that this is only a sample. Issue 1 will have many graphic improvements, quality paper, and of course be much, much thicker.

We now return you to your regularly scheduled issue of *GameFan*.

-Dave Halverson



Coming in Future Issues



## SHINING WISDOM

UNLOCK THE SECRETS OF GUDO CAVE, AND THE MYSTIC WOODS.

PAGE 14

# RESIDENT EVIL

p.2

# SUPER MARIO RPG

p.8

# SHINING WISDOM

p.14

# KILLER INSTINCT

p.20



## RESIDENT EVIL

CAPCOM'S ADVENTURE OF A LIFETIME. DON'T GET DEAD!

PAGE 2



RESIDENT EVIL 2

SUPER MARIO RPG 8

SHINING WISDOM 14

KILLER INSTINCT 2 20

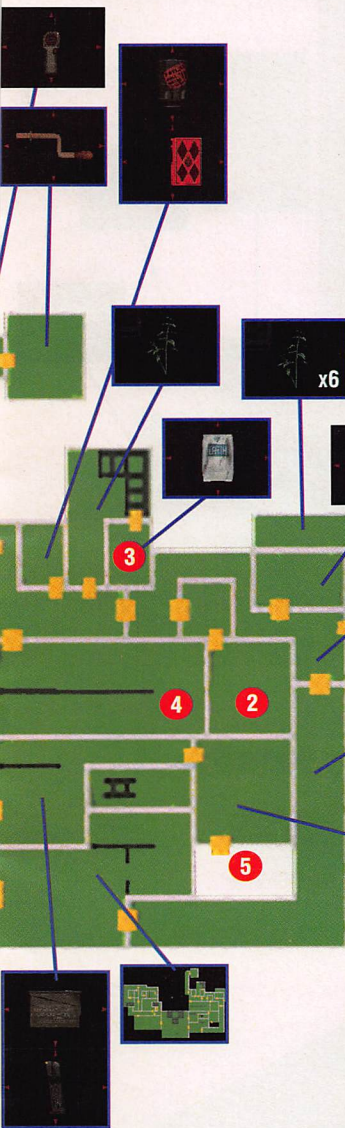
# CONTENTS

# RESIDENT EVIL

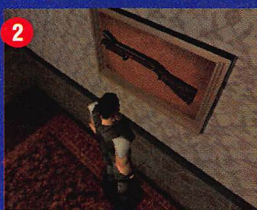
A lot has changed since our last tour through the mansion in *Resident Evil*; namely, the locations of just about all the items and the solutions to a few of the puzzles. So, here's our *Resident Evil* set of maps, version 2.0. Enjoy!



## Mansion - 1st Floor

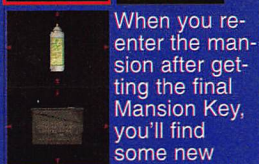


2



If you go for the shotgun very early in the game, Barry will save Jill from the crushing ceiling. But if you wait, or play as Chris, you'll have no such luck. Be sure to bring the Broken Shotgun in as a replacement.

3



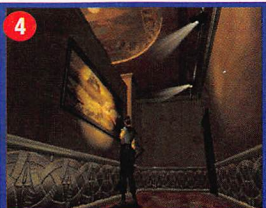
When you re-enter the mansion after getting the final Mansion Key, you'll find some new weapons left in this safe room... and a note from one of your partners.

5



So, what's going on in that tiny closet you can never unlock? You can't actually get into the closet in a normal game, but if you beat the game within a good enough time (6 or 7 hours, it seems) it'll start you over with this special key in your possession. Now, you can enter the closet and get an amusing little surprise—nothing too exciting, but it's kind of cute.

4



To solve this puzzle, just push the buttons in order of youngest to oldest... Don't screw up though, the crows *hate* that...

YOU'VE GOT  
THE SPECIAL KEY

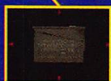
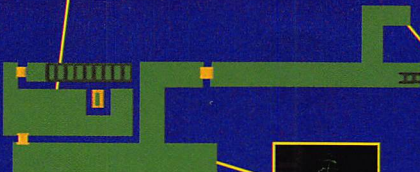
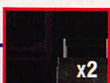
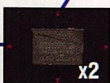
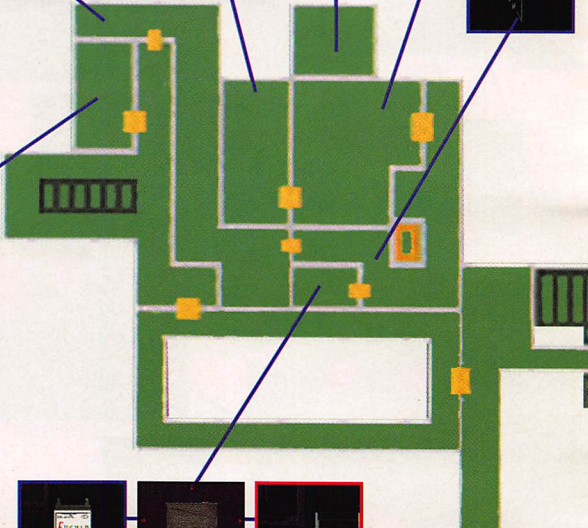


FIND [CLOSET]

You can't use it yet, but make sure you don't miss the MO Disk, 'cause if you leave without it, you're gonna make a long detour for yourself later on...



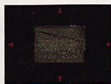
The final gem... You can only see it (and get it) with the lights off, so make sure you don't miss it!



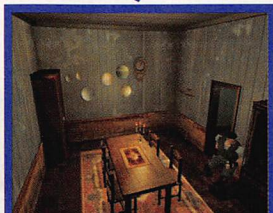
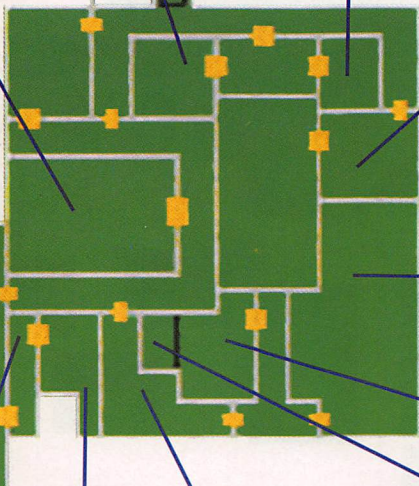
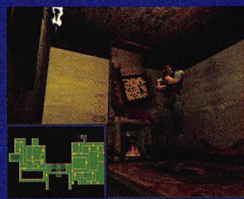
Mansion - Basement

Mansion - 2nd Floor

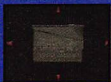
There are only a handful of items that you can't see in RE... Here's one.



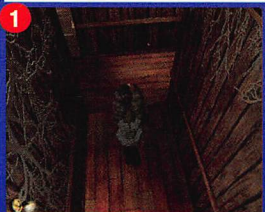
Using the lighter here will illuminate the map of the second floor.



Move aside the dresser and light up the candles (with the lighter, of course) to get the item in the dark alcove.



# Guardhouse 1F

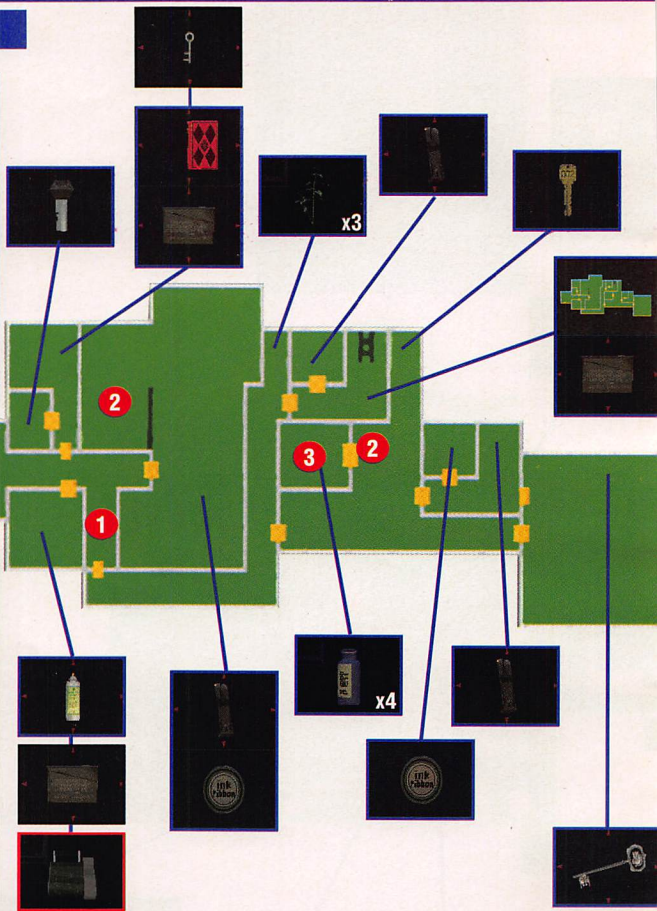
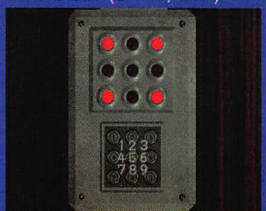


1 Just in case you missed it, you can save a couple hit points by sliding the statue over the hole.



2 Someone's messed with the pool table in the bar, leaving you a valuable clue. The 3, 6, and 9 balls have been placed where the corresponding numbers on a clock would be, and the cues point out a time: 3:45 for Jill, 12:45 for Chris.

Though the lock pictured below can be opened by trial and error, you can crack it instantly by just entering the time you saw in the bar (3-4-5, etc.).



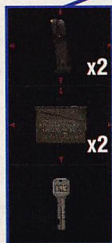
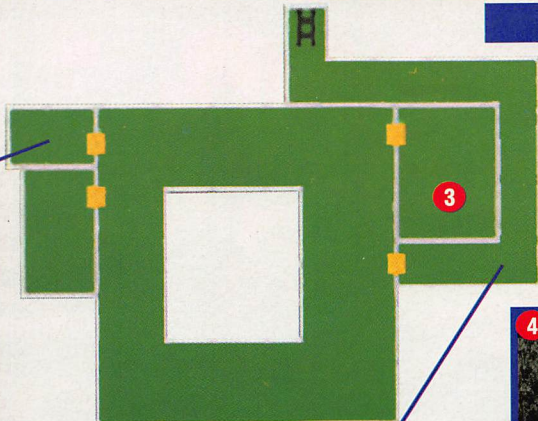
3 There's no point even going into the number-locked room if you're playing Chris... He's evidently a bit slow when it comes to math. But if Jill has the white book in the room directly across the yard, (room #003) she can make the powerful V-JOLT chemical.



Simply follow the instructions on the wall of the chemical room, (counting just plain water as #1) and then test your mixture on the giant root in the basement. You'll still have to fight the tentacle boss, but he'll be a cinch.

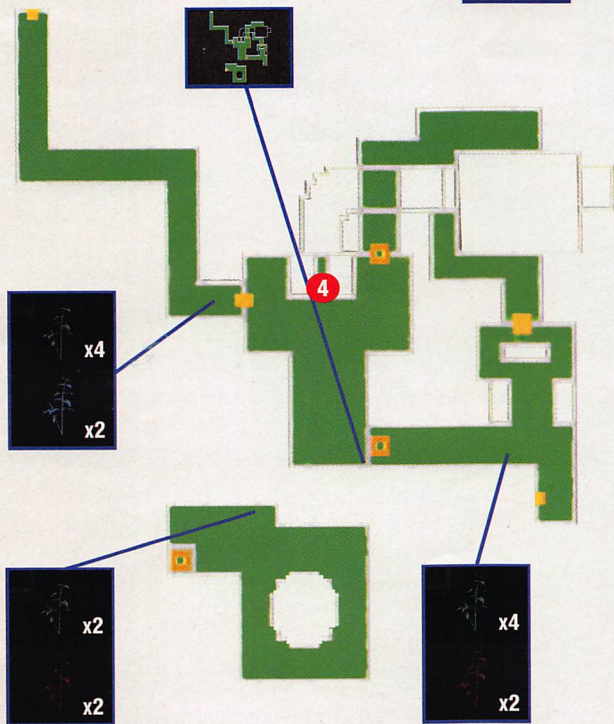


## Guardhouse B1



Okay, you've killed the tentacle boss, gotten the key, cleared the new areas of the mansion, and returned with your disk and battery. I hope you've stockpiled lots of ammo, 'cause there are many enemies ahead, and not a lot in the way of supplies...

Anyway, grab your battery and crank, and get the 2nd elevator in the Courtyard running. Head back to the crank that opens the waterway, and close it back up. The waterfall that was previously blocking your way is no more. Good luck!



## Courtyard

# SUPER MARIO RPG



Welcome to  
MEGAFAN's  
*Super Mario*

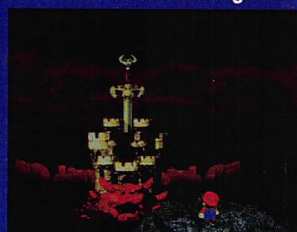
*RPG* strategy guide. In the pages to come, you will be introduced to the wonderful world of Mario and his friends. This walk-through will help you through the first few hours of the game.



1  
When you confront King Koopa at the beginning, things don't look so good for Princess Toadstool.



Not to worry. Simply attack the chain that is holding Bowser's chandelier.



Soon you will find out what new evil arises in the land of *Super Mario RPG!*



2  
After working your way through to Toad, you will find him being held hostage by the Hammer Brothers.



These two are pretty tough, so level-up and use the Jumping technique to defeat them.



After defeating the Hammer Brothers, you will obtain your first weapon!



3  
A pathway will open up, leading you into Mushroom town, where you will meet the King.



After talking to the King, go downstairs and collect the items in the treasure chests.



When you exit the castle, you will see the next member of your party in a bit of a mess...



**4**  
Mallow will join, and together, you must chase after Crocko. (Make sure to talk to the man in the building pictured above.)



Keep following Crocko and level-up your party members. When you finally catch up to him, you will be forced to do battle with him.



Mario's Fireball attack and Mallow's Lightning attack should be the most effective against him.



**5**  
Upon getting the Coin and Wallet back from Crocko, return to the village. You will find that it has been taken over.



Save all of the townspeople and then head to the castle. Make sure to buy the accessory in the item shop for Mario to boost his Jump attack.



Use Mallow to keep restoring Mario's Flower power, and have Mario use his Jump attack constantly.



**6**  
Head towards the throne room. There you will fight your next enemy.



Use Mallow's Lightning attack and Mario's Jump attack on the main boss.



After defeating this boss, you will gain your first Star Piece.



**7**  
Go to the next location on the map. In the dungeon, find the switch that will drain the water.



When you reach this boss, make sure to be prepared. Buy items before going down into the dungeon. Use the same technique as the first boss to defeat him.



After defeating the boss, you will find yourself in a bit of a situation...



**8**  
Make sure to see this specific person to learn a little something about Mallow's past.



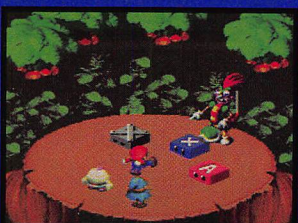
After turning on the stairs for the man in the village, he will give some vital information about the forest.  
Hmmm...I wonder what's in here.



Follow Geno into the forest and soon enough, you will find out what person (or thing) is behind everything.



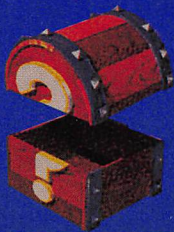
**9**  
Mario and Mallow will join with Geno, and together you must defeat this menace to save the village.



This boss will turn off certain buttons so you won't be able to use certain attacks or items, so take your time and plan your attacks.



After this exhausting battle, the next Star Piece will be waiting! Geno will also have something else to say about the Star Pieces...



*In the world of Super Mario RPG, there are many secrets and mini-games. This small sample guide will help you obtain special items, and give you the advantage in completing your quest.*

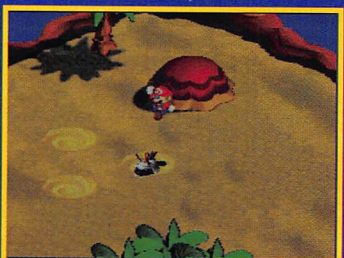


## INSTANT COIN TRICKS

Mario can earn infinite amounts of coins in the game. With these techniques, it shouldn't be a problem to buy the weapons or armor you need to complete your quest.



Find this enemy in the forest, early in the game. Jump on his head 10 times and earn a Frog Coin!



In the Country Road area, jump on this enemy's head 3 times to earn an instant Frog Coin!

# THE WATERFALL AND BARREL RIDE



In the area where Mario falls from the Waterfall to the Barrel ride, a total of 100 coins can be obtained if you follow this simple map!

## BARREL COIN PATTERN



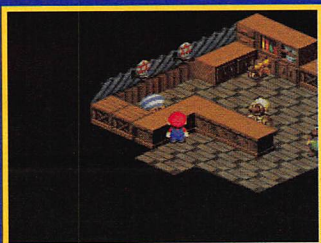
(This pattern repeats itself 4 times.)

## WATERFALL PATTERN

- 1 VIEW THE UNDERPASS
- 2 GAIN 1 FLOWER
- 3 COINS GET STOLEN
- 4 GAIN 1 FROG COIN
- 5 JUST VIEW THE UNDERPASS



## SPECIAL ITEMS SHOP



In the town, with the sequence in the mine, go to the item shop. The man in the picture to the left will have

The Lucky Jewel will raise the chance for you to play the double-up game.



some very useful items to sell to you!

The Princess's most powerful



weapon... a frying pan?! You guessed it!

Use this item 10 times in battle. But make sure that

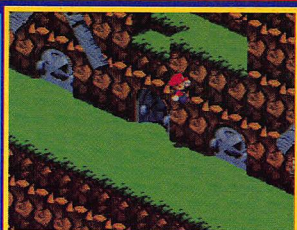
the Princess has a certain accessory equipped. Next use the NEW ITEM in battle 48 times. Hmm... I wonder what will happen if I use the item again??



## THE KEY IN MONSTER TOWN



In Monster Town, there is a key on the ledge that you cannot get to. Simply keep talking to Thwimp until he knocks the key off the ledge.



Remember the room where this monster will not let you pass? Just give him the key you just got, and he will let you pass! Doesn't this guy ever go away?



ALL OF THE SPOILS ARE NOW YOURS!!

## JUMP 100 TIMES!!



If you can make Mario Super Jump 30 times perfectly, this monster in Monster Town will give you a "Jumper Scarf." Make Mario jump 100 times, and the same monster will award you with a "Super Jumper." These items will prove to be the most useful in helping you defeat the last boss, so practice your timing!

## THE PLANTER



There is an old man in Rose Town that can help you obtain the coins and power-ups that you cannot reach in Mallow's Cloud City. Simply find the Seed and Fertilizer and give them to him.



## THE GUESSING GAME



In the tower where the Princess was held, there will be a clown, after you defeat Bookie. Play with him and try to beat him.



He will give you different types of mushrooms at first, but beat him 12 times to get a special item!

**LABYRINTH OF LEAPING**

**GUDO CAVE**

**MYSTIC WOODS**

**ODEGAN CITY**

**GRAVE OF KINGS**

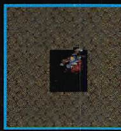
**MARS' LABYRINTH**

**SAND LABYRINTH**






Up to this point (Gudo Cave), Shining Wisdom is fairly self-explanatory. This maze is one you'll return to many times during the game. Midway through your first visit, you'll need to break for the Mystic Woods and obtain the Magic Hands. Return, defeat the guardian and receive the Whisper Conch which allows you to converse with Ogden's vegetation. You're very near rescuing the princess at this point. Later, after obtaining the Jump Boots and Flight Helmet return again and finish Gudo off.


Equip the thunder boots, break through here and make your way north...




Next, negotiate the crumbling path, break through, and obtain the slide.




Return from the Mystic Woods with the glove and cross here first.



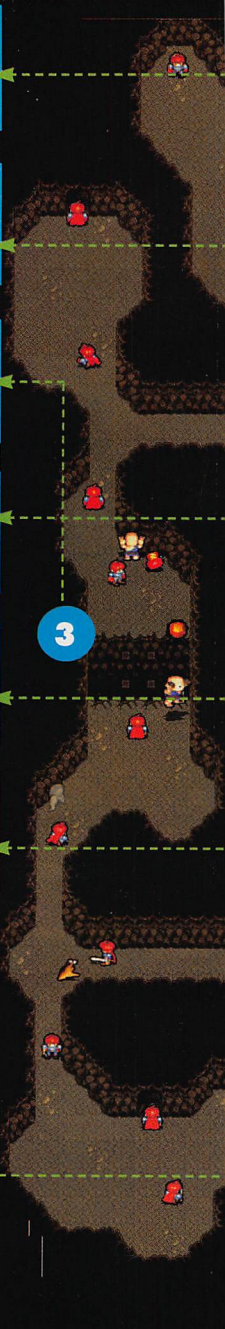
Drop through here, activate the path and make your way south. The guardian awaits.



To nab this treasure, return after acquiring the flight helmet.



The jump shoes will land you here. This powerful crystal boosts your life by 2.





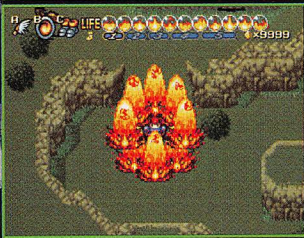


MIDWAY THROUGH GUDO CAVE, YOU'LL NEED TO OBTAIN THE MAGIC HANDS, LOCATED IN THE MYSTIC WOODS. ENTER THE WOODS, MAKE YOUR WAY TO THE SOUTHEAST CORNER AND ENTER THIS MAZE. THE HANDS ARE LOCATED JUST NW OF THE NORTHWEST EXIT.



USE THE MAGIC HANDS TO DEFEAT GUDO'S ROCK BOSS





# COMBINE ITEMS!

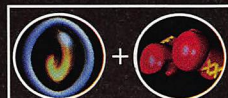


laze Orb + Shining Sword

Blaze Orb + Magic Hands

Freeze Orb + Magic Hands

Freeze Orb + Shining Sword

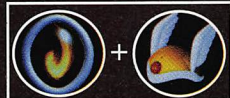
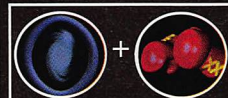


Freeze Orb + Slip Shoes

Blast Orb + Magic Hands

Freeze Orb + Heavy Shoes

Blaze Orb + Pegasus Helm



WATER LABYRINTH

HOBBIT VILLAGE

WATER LABYRINTH

ODEGAN CASTLE

1000 YR. OLD TREE

WIND LABYRINTH

FIRE LABYRINTH

Shin



**LABYRINTH OF LEAPING**

**GUDO CAVE**

**MYSTIC WOODS**

**ODEGAN CITY**

**GRAVE OF KINGS**

**MARS' LABYRINTH**

**SAND LABYRINTH**



# NR2

## CHARACTER PROFILES



TUSK

**SPECIAL MOVES**

**BOOT KICK**

↘↓↙ + Any Kick

**WEB OF DEATH**

↘↓↙ + Fierce Punch

**SKULL SPLITTER**

↙↓↘ + Fierce Kick

**CONQUEROR**

→↓↘ + Any Punch

**BACK STAB**

→↘↓↙↖ + Quick Punch

**SUPER MOVES**

**THE DESTROYER**

↓↙↖↙↓↘↗ + FP

**BOOT KICK SUPER LINKER**

→↘↓↙↖↙ + Fierce Kick

**WEB OF DEATH SUPER LINKER**

↖↙↓↘↗↖ + Fierce Punch

**SHADOW MOVE**

↖↙↓↘↗↖ + Fierce Kick

**FLAME BLADE**

↖↙↓↘↗↖ + Quick Kick

**BREAKER**

→↓↘ + Punch or Kick

**ULTRA**

→↘↓↙↖ + Medium Punch

**MINI ULTRA**

↖↙↓↘↗ + Medium Punch

**NO MERCY**

↖↙↓↘↗↖↙↘↗↓↘↗ + MP

**ULTIMATE**

→↓↘ + Medium Kick

**AIR DOUBLE**

↓↙↖ + Any Kick

**GET UP MOVE**

→↓↘ + Any Punch





## FOLGORE

### SPECIAL MOVES

CYBER DASH

←↵↘↗ + MK/FK

ELECTRO REFLECT

↵↙ + Quick Kick

EYE LASER

↘↙ + MP/FP

PLASMA SLICE

→↵ + Any Punch

LASER STORM

↵↗ + Any Punch

SUPER MOVES

SUPER PLASMA SLICE

↵↙↙↘↗ + FP

ELECTRO REFLECT SUPER LINKER

→↘↙↙↘ + Quick Kick

CYBER DASH SUPER LINKER

←↙↘↗↙ + Fierce Kick

**BREAKER**

→↵ + Punch or Kick

**ULTRA**

→↵ + Quick Kick

**MINI ULTRA**

→↵ + Quick Punch

**NO MERCY**

←↙↘↗↙ + MP

**ULTIMATE**

Charge → ←↙↘↗ + MK

**AIR DOUBLE**

→↵ + Any Punch

**GET UP MOVE**

→↵ + Any Punch



**TJ COMBO**

**SPECIAL MOVES**

**TJ TREMOR**

←→ + Medium Kick

**SPINFIST**

←→ + Quick Punch

**ROLLERCOASTER**

←→ + Medium Punch

**POWERLINE**

←→ + Fierce Punch

**SKULL CRUSHER**

←→ + Fierce Kick

**CYCLONE**

Hold FP, Release FP

←→ + Fierce Punch

**SUPER MOVES**

**SPINFIST SUPER LINKER**

→↘↓↙←→ + Quick Punch

**ROLLERCOASTER SUPER LINKER**

→↘↓↙←→ + MP

**SUPER TJ TREMOR**

→↘↓↙← + MK (In Air)

**SHADOW MOVE**

→↘↓↙←→ + MP

**BREAKER**

←→ + Punch or Kick

**ULTRA**

→← + Fierce Punch

**MINI ULTRA**

←→ + Fierce Kick

**NO MERCY**

Charge→ ↘↓↙←→ + FK

**ULTIMATE**

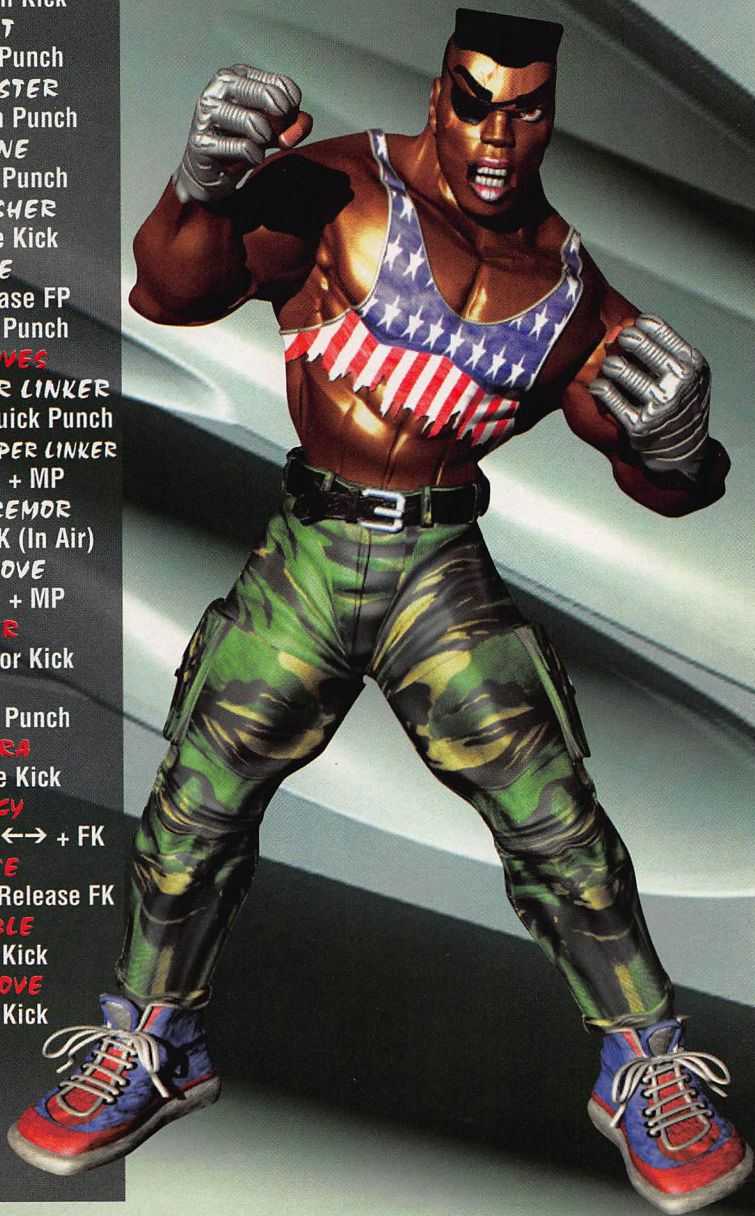
Hold FK (2 Sec.), Release FK

**AIR DOUBLE**

→← + Any Kick

**GET UP MOVE**

←→ + Any Kick





## GLADIUS

### SPECIAL MOVES

#### COLD SHOULDER

↓ ↘ → + Medium Punch

#### LIQUIDIZE

↓ ↘ → + Any Kick

#### ICY GRIP

↓ ↘ → + Quick Punch

#### ARCTIC BLAST

↓ ↙ ← + Any Punch

#### ICE LANCE

↓ ↘ → + Fierce Punch

### SUPER MOVES

#### SUPER ARCTIC BLAST

→ ↘ ↓ ↙ ← → + Fierce Punch

#### COLD SHOULDER SUPER LINKER

← ↙ ↓ ↘ → ← + MP

#### LIQUIDIZE SUPER LINKER

← ↙ ↓ ↘ → ← + Fierce Kick

#### SUPER THROW

← ↙ ↓ ↘ → ← + Quick Punch

### BREAKER

↓ ↘ → + Punch or Kick

### ULTRA

↓ ↘ → + Quick Kick

### MINI ULTRA

↓ ↙ ← + Quick Kick

### NO MERCY

← ↙ ↘ + QK

### ULTIMATE

↓ ↙ ← → + Medium Kick

### GET UP MOVE

↓ ↘ → + Fierce Kick

JAGO

SPECIAL MOVES

WINDKICK

↘↓↙ + Any Kick

LASER BLADE

↘↓↙ + Fierce Punch

NINJA SLIDE

↙↓↘ + Any Kick

ENDOKUKEN

↓↘↙ + Any Punch

TIGER FURY

→↘↙ + Any Punch

SUPER MOVES

TIGER THRASH

↘↙↘↙↓↘↙ + FP

NINJA SLIDE SUPER LINKER

↙↘↓↘↙↙↘ + Fierce Kick

WINDKICK SUPER LINKER

→↘↓↙↙↘ + Medium Kick

BREAKER

→↓↘ + Punch or Kick

ULTRA

↘↓↙ + Quick Kick

MINI ULTRA

↙↓↘ + Quick Kick

NO MERCY

→↘↓↙↙↘ + MP

ULTIMATE

→↓↘ + Fierce Kick

AIR DOUBLE

↘↓↙ + Any Kick

GET UP MOVE

→↓↘ + Any Punch





## KITTANA

### SPECIAL MOVES

TORNADO KICK

↘↓↙ + Any Kick

FIRECRACKER

↘↓↙ + MP/FP

SPLIT KICK

↙↓↘ + Fierce Kick

FIREFLOWER

↓↘→ + Any Punch

### SUPER MOVES

SNAP DRAGON

↓↙←↘↓↘→ + FP

FIRECRACKER SUPER LINKER

→↘↓↙←↔ + Fierce Punch

TORNADO KICK SUPER LINKER

→↘↓↙←↔ + Fierce Kick

SUPER AIR FIREFLOWER

←↙↓↘→← + MP (In Air)

SHADOW MOVE

→↘↓↙←↔ + Fierce Kick

### BREAKER

→↓↘ + Punch or Kick

### ULTRA

↓↘→ + Quick Kick

### MINI ULTRA

↓↙← + Quick Kick

### NO MERCY

←↔←↙↓↘→ + MK

### ULTIMATE

←↙↓↘→← + QK

### AIR DOUBLE

↓↘→ + Any Punch

### GET UP MOVE

→↓↘ + Any Punch

MAYA

SPECIAL MOVES

FLIP KICK

←→ + Medium Kick

SAVAGE BLADES

←→ + Medium Punch

MANTIS

←→ + Fierce Punch

JUNGLE LEAP

←→ + Fierce Kick

COBRA BITE

←→ + Quick Punch

SUPER MOVES

TREE CUTTER

→↓↘←→ + Fierce Kick

FLIP KICK SUPER LINKER

→↓↘←→ + Medium Kick

SAVAGE BLADE SUPER LINKER

→↓↘←→ + MP

SHADOW MOVE

→↓↘←→ + Fierce Punch

BREAKER

←→ + Punch or Kick

ULTRA

→← + Fierce Kick

MINI ULTRA

→← + Fierce Punch

NO MERCY

←↘↓↘→← + QP

ULTIMATE

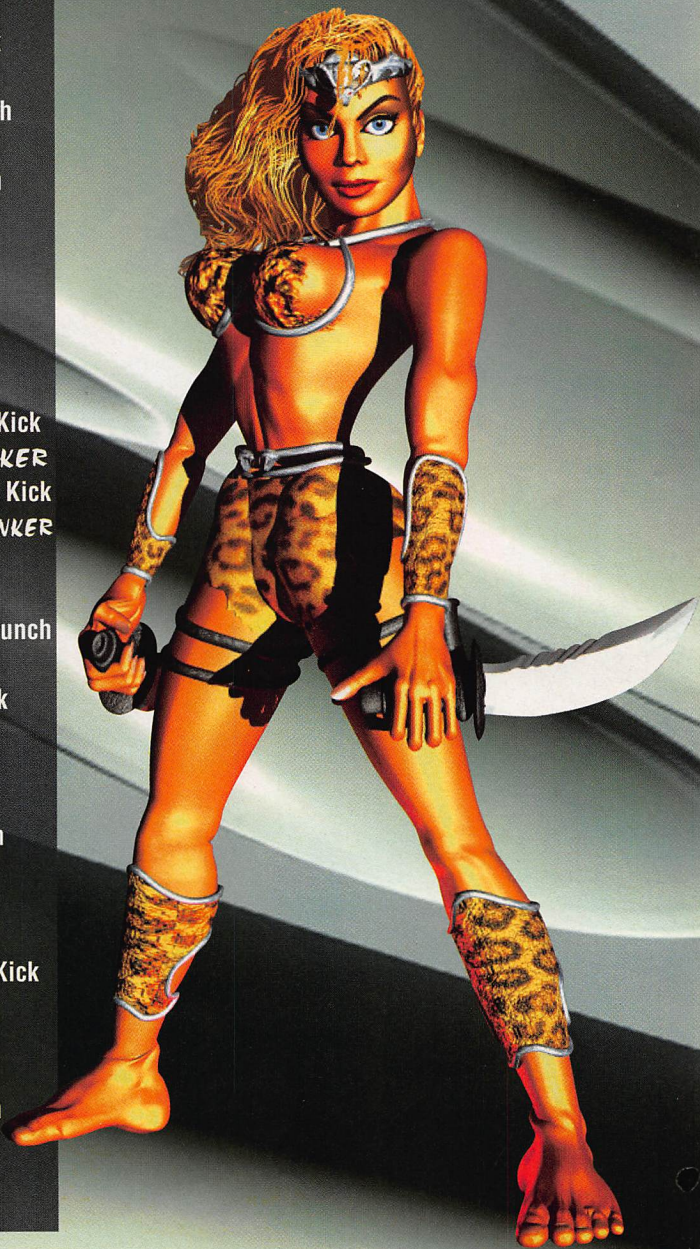
→↓↘←→ + Quick Kick

AIR DOUBLE

→← + Any Kick

GET UP MOVE

←→ + Quick Punch





## B. ORCHID

### SPECIAL MOVES

#### FLIK FLAK

↘↓↙ + Any Kick

#### SAN

↘↓↙ + MP/FP

#### TIGER SLIDE

↙↓↘ + Any Kick

#### AIR BUSTER

→↓↘ + Any Kick

#### TONFA FIRE

↓↘→ + Any Punch

### SUPER MOVES

#### GYRO KYAKU

↓↙←↙↓↘↘ + Fierce Kick

ICHI NI SAN SUPER LINKER

←↙↓↘→← + Fierce Punch

FIRE CAT SUPER LINKER

→↘↓↙↔ + Medium Kick

### BREAKER

→↓↘ + Punch or Kick

### ULTRA

↙↓↘ + Quick Kick

### MINI ULTRA

↓↘↘ + Fierce Punch

### NO MERCY

Charge←→↘↓↙← + MK

### AIR DOUBLE

↓↙← + Any Kick

### GET UP MOVE

→↓↘ + Any Kick

# Get the First Issue of *MegaFan* Free!

We'd like to hear your input on how we can make *MegaFan* the best strategy magazine available. Please take a moment to fill out this questionnaire, and we'll send you a free issue (and no, it's not one of those deals where we bill you for a subscription afterwards—it really is just plain free). Thanks for your time!

Feel free to send in a photocopy, or simply rewrite your answers if you don't want to tear out this page.

Name \_\_\_\_\_ Age \_\_\_\_\_

Address \_\_\_\_\_

City \_\_\_\_\_ State \_\_\_\_\_ ZIP \_\_\_\_\_

## Systems You Own or Plan to Buy:

	Own/Will Buy			Own/Will Buy	
Saturn	<input type="checkbox"/>	<input type="checkbox"/>	3DO	<input type="checkbox"/>	<input type="checkbox"/>
PlayStation	<input type="checkbox"/>	<input type="checkbox"/>	Neo•Geo/CD	<input type="checkbox"/>	<input type="checkbox"/>
Super NES	<input type="checkbox"/>	<input type="checkbox"/>	Ultra 64	<input type="checkbox"/>	<input type="checkbox"/>
Genesis	<input type="checkbox"/>	<input type="checkbox"/>	M2	<input type="checkbox"/>	<input type="checkbox"/>

## What Are Your Favorite Genres?

What Are the Last 3 Games You've Bought?

What Are Some Games You'd Like to See in *MegaFan*?

How Many Games Do You Buy Each Year? \_\_\_\_\_  
How Many Games Do You Rent Each Month? \_\_\_\_\_  
How Many Import Games Do You Buy Each Year? \_\_\_\_\_  
How Many PC Games Do You Buy Each Year? \_\_\_\_\_

## Where Do You Buy Most of Your Games?

Babbages	<input type="checkbox"/>	Toys R Us	<input type="checkbox"/>
Software Etc.	<input type="checkbox"/>	Other Toy Store	<input type="checkbox"/>
Elec. Boutique	<input type="checkbox"/>	Mail Order	<input type="checkbox"/>
Dept. Store	<input type="checkbox"/>	Other	<input type="checkbox"/>

## Where Do You Buy Most of Your Magazines?

Software Store	<input type="checkbox"/>	Book Store	<input type="checkbox"/>
Grocery Store	<input type="checkbox"/>	Subscriptions	<input type="checkbox"/>
Mini Mart	<input type="checkbox"/>	Other	<input type="checkbox"/>
Newsstand	<input type="checkbox"/>		

## What Do You Think of *MegaFan*'s small size?

## What On-line Services Do You Have Access to?

What Else Can We Do to Make *MegaFan* Better?

Please send your completed survey to:

*MegaFan* Magazine  
5137 Clareton Dr. Suite 210  
Agoura Hills, CA 91301  
Or FAX it to: (818) 706 1367

# MEGA FAN

**GAME STRATEGIES & ARCADE MAGAZINE**

**BLAZING GAME ART, DETAILED MAPS, STRATEGIES  
AND CODES, PLUS COIN-OP COVERAGE FROM AROUND  
THE WORLD!**



**FREE POSTER IN  
EACH ISSUE!**

**MONTHLY COMBO  
GUIDES AND FIGHT-  
ING  
STRATEGIES!**

**TIPS AND TRICKS  
YOU WON'T FIND  
ANYWHERE ELSE!**

**FITS NEATLY INTO  
YOUR BACKPACK  
(OR A REALLY BIG  
POCKET!)**

**HIGH  
RESOLUTION  
SCREEN SHOTS  
AND FREE PIZZA!**

**(WELL, MAYBE  
NOT FREE  
PIZZA.)**