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SEGA XS

ISSUE 10

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From the makers of SEGA XS – SEGAPRO, MEGA POWER, SUPER GAMER, GAMESWORLD AND PC POWER.

Last word: Dying ain't much of a living boy!

CONTENTS

SOLUTIONS

MORTAL KOMBAT II . . . . . .

THE CHAOS ENGINE . . . . . .

DRAGON'S LAIR . . . . . .

DUNE . . . . . .

THE HULK . . . . . .

COOL SPOT . . . . . .

FEATURES

MORTAL KOMBAT 2 COMPO 18

INNOVA COMPO 30

THE HULK COMPO 58

DR. M 70

NEW BUSTERS 74

INDEX

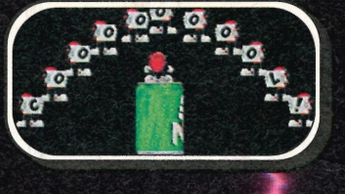
. .7 MEGA DRIVE

. .20 MEGA DRIVE

. .32 MEGA CD

. .40 MEGA CD

. .47 MEGA DRIVE



. .60 MASTER SYSTEM

GAME

Many thanks to Chris and Neil at GAME in Bournemouth, for all the games this issue. They're top geezers, guv, so make sure you buy loads of games from them. For more information about your local GAME store, call 081 974 1555.

CHRIS MARKE

Chris, our esteemed editor, has this month added to his vast responsibilities by taking on the unenviable task of running SegaPro. Needless to say, while his attention is divided between the two magazines, the rest of the gang can be trusted to organise themselves. God help us!

COLIN NIGHTINGALE

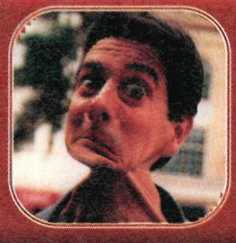
You may have noticed the rest of the team looking a little strange this month, but it's nice to see Colin looks just as handsome as ever. Those who say he should audition for a bit part as a Klingon in the next *Star Trek* movie are just being cruel and you should take no notice of them Colin!

MARK PILKINGTON

Mark, or 'Mad Dog' as he's affectionately referred to, has been away for what seems like ages, on holiday in glorious Welling (Not long enough! - the rest of the building). There's no denying his excitable keenness and this month Pilky has surpassed even himself.

RICHARD FORSYTH

Richard almost lost control this month. Normally a mild-mannered individual, guaranteed to solve any puzzle pressed upon him, the strains of tackling *Dune CD* have sadly taken their toll on his mental state. You certainly wouldn't like him when he's angry — check the photo!



NEIL ARMSTRONG

'No messing' Armstrong, has taken the mag by the horns this month, enjoying his extra responsibilities with a nonchalant grin, or should that be grimace? Never one to lose his cool, or his shades, Neil likes things sorted! He's a man's Geordie and hard as nails to boot!

SEGA XS

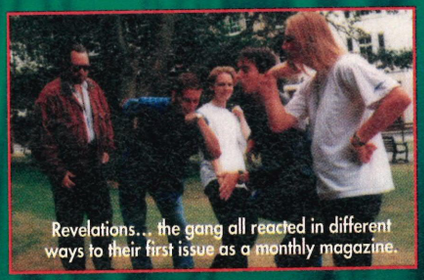
EDITORIAL

COMETH THE HOUR...

Welcome one and all to the first ever monthly issue of SEGA XS. This is something of a benchmark for a magazine that began its life as a bi-monthly many moons ago. Now here we are, 10 issues later, growing ever stronger and, of course, ever more frequent. It's a funny old game, as an old, rotund ex-footie player once said.

The move to a monthly format has really been as a direct result of pressure from you guys. It seems you just can't get enough of our solutions, which is one of the reasons we've dropped the reviews. Basically all our time these days is taken up cracking the latest games, we've little energy left to do anything else!

Oh well, I can't complain. At least the mountains of mail I've been getting indicates we must be doing something right. To be honest there's nothing more satisfying than receiving a letter thanking SEGA XS for a solution well done. After all it's always nice to feel a little bit appreciated!



Revelations... the gang all reacted in different ways to their first issue as a monthly magazine.

COMETH THE MAGAZINE!

This latest issue proves we're always first with the blockbuster releases. Topping the bill is a massive feature, guiding you through every character in Acclaim's awesome beat-'em-up sequel, *Mortal Kombat II*. With more blood, more gore and more action than ever before, this is one cart that should be at the top of everyone's shopping list — buy it and be amazed.

However, the fun doesn't stop there. To support this exciting feature we've produced an outstanding array of exclusive solutions. Read on for the fully mapped solutions to The Chaos Engine (MD), The Hulk (MD), Cool Spot (MS), Dragon's Lair (CD) and Dune (CD).

If you can find a better array of complete solutions than that in any other magazine on the market I'll eat my baseball cap. In fact I'm so confident I won't lose this bet I'll even eat Mark's hat, in the unlikely event anyone dares to take up the challenge! Finally, always remember, every month the solutions are backed up by our comprehensive tips and cheats guides. They really are second to none.

There is no better problem buster than dear old Dr M, even if he is a miserable old so and so (just don't tell him I said that!); the Busters section provides cheats for almost every Mega Drive, Mega-CD, Master System and Game Gear release under the Sun; while the New Busters section gives you the chance to win a prize for sending in your best codes, tips and cheats.

As I've always said this is a magazine dedicated to its readers. You're the people who count and I for one intend to keep it that way.

Stay tuned
Chris Marke

COMPETITION WINNERS!

Ole', ole', ole', ole'! The lucky reader who has won the World Cup Competition (issue 8) is Jason McMorane from Northern Ireland! The official World Cup jacket, sweatshirt and game are all winging there way to you! The winner of the Sweatshirt, Pin Badge and Football is Darren Adams from Hanes; while the 10 runners-up prizes of a World Cup baseball cap and pin badge are Alan Irvine from Lancs, Gary Sheppard from West Sussex, D Parsons from Suttoncoldfield, K Anderson from Kent, Kevin McGill from Rochdale, Michael James from West Sussex, Ciaran Ryan from Ireland, W Livingstone from Norfolk, Vince Evans from Maidstone and Greg Robinson from Crayford.

20 copies of *The Official Sonic 3 Play Guide* were up for grabs in Issue 8, and if your name can be found amonge the following, you've won yourself a copy! Martyn Bascombe from Essex, Nick Hope from Lancs, Stuart Gettinby from Kent, John Bates from Hants, D Woodward from Jersey, Robert McMahon from Birmingham, Leslie Fletcher from Berks, Dean McIntyre from Brighton, R Dunford from Hanes, C Beer from Kent, Darren Smith from Cantley, Louse Jones from Stoke Heath, Andrew Coren from Bexleyheath, Wayne Odell from Flitwick, S Blundell from Essex, Peter Smith from Sale Moor, Steve Williams from Littlemore, Gerard Walsmie from Liverpool, C Flack from Surry and S Baker from N. Yorks! Give yourselves a big pat on the back.

Ryan Giggs gave us a wave back in Issue eight, and it turned out to be a bit of a winner for Matthew Mather from Somerset, Martin Rush from Catshill and Trever Lynch from Streatham. They each won themselves a personally signed football from the man himself and a copy of the game. The two winners of the game alone were Luke Hinkley from Derby and Crawford Maca from bonny Scotland. Congratulations!

The winners of five copies of the Mega Drive game *Prince of Persia* are Stephen Wilkinson from Whickham, John Williamson from Hull, Jonathen Dennis from St. Ives, Chris Keeling from Leek and W Redclift from Gwent.

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Running in both magazines over the next four months, the competition will give you the chance to win a host of massive prizes, including full Premier League team strips, tickets to football matches of your choice, the entire back catalogue of EA games, loads of copies of *FIFA '95*, the ultimate football sim and much, much more!

To discover more and enter this competition simply get the latest issue of SEGAPRO, on sale now. It contains a World Exclusive review of *FIFA '95*, plus a spectacular 16-page in-depth supplement on the game.

Fill in the coupon inside the supplement, picking what you consider to be the best dream team, and you could be the winner of our sensational prizes!

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MORTAL KOMBAT II

When the first *Mortal Kombat* was released on the Mega Drive, it was regarded as a classic, so all eyes were on Acclaim when they announced they'd be converting its awesome arcade sequel too. *Mortal Kombat II* has got to be one of the best beat-'em-ups ever to be released on the Mega Drive — this game has it all! Digitised sprites, ultra-violence, blood, fatalities, babalities, friendships, hidden characters; you name it and this cart's got it.

Over the next 12 pages, SEGA XS takes you exclusively through each and every character in the game — we study their history, their attitude and, of course, their moves. No stone is left unturned in our quest to reveal the ins and outs of the world's roughest, toughest beat-'em-up, so come along on our thrill-a-minute tour — if you dare...

MORTAL II

THE STORY SO FAR...

The title of Grand Champion has been handed down for centuries and centuries to the ultimate winner of the Shaolin Tournament. Young warriors from all over the world journeyed to take part in the tournament, but there could only ever be one winner.

The Shaolin Monks who organised the event weren't without their enemies — the evil Shang Tsung and his followers were always attempting to take over the event. Sadly, 500 years ago, they achieved their goal. Corruption rapidly spread throughout the tournament and any competitors who failed in combat had their souls stolen.

Shang Tsung maintained an iron grip over the tournament thanks to a fearsome creature called Goro, a 2,000 year old half-dragon. Together, their supernatural powers made them almost impossible to dethrone.

A fighter called Liu Kang eventually managed to fight his way through the ranks and defeat the evil Shang Tsung in a bloody battle. Liu Kang was a Shaolin Monk, so he ensured peace was restored once again to the tournament, while the traditional guidelines were re-introduced and the threat of chaos overtaking the land disappeared.

This wasn't the end of the evil forces, Shang Tsung's master, Shao Khan, wouldn't give up his quest for ultimate evil so easily. He ordered Shang Tsung to snatch eleven of the worlds best fighters, sending them to a hellish place called the Outworld. Here, Shao Kahn plans to exact his revenge and kill them all one-by-one. It is here that out story continues...

MAYBE THEY'RE SHY?

(how to access the hidden warriors in the game)

Pssst... Hey, you! Yes, that's right, I'm talking to you! Do you want to know a secret? Want to know how to find the hidden characters in *Mortal Kombat II*? Well, check out the descriptions below for some top inside information! We'll give you more information on these cunning warriors next issue, but for now here's a brief description of their whereabouts.

Jade

Have you ever seen that green ninja that keeps poking her head around different trees in the Living Forest stage? Just between you and me, it's actually possible to fight her! To do this, first reach the Living Forest, just before you reach the question-mark stage in one-player mode. Once there, win one round using the Low Kick button only. Do this and you too can lock horns with the elusive Jade.

Noob Saibot

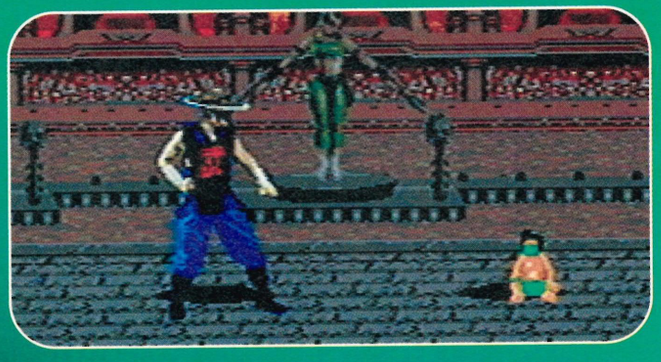
Now this guy is easier than pie to find! Get a winning streak of 25 and you receive a message congratulating you on your achievement! Hurrah! But that's not all, after this message has been read, you're whisked away to Goro's Lair to do battle with the Noob himself. Prepare for the fight of your life with this mean mother!

Smoke

Smoke can be found by first fighting in the Portal stage and then, when Mr Toasty appears, hold Down and press Start. You'll now be trundled away to Goro's Lair to do battle with Smoke in an epic fight to the death!

LETS BE FRIENDS!

If you fancy a laugh, or your parents are looking over your shoulder, try an hilarious alternative to all those gory finishing moves. There are two different sets of moves to experiment with, known as the Babalities and Friendships. However, these alternative moves only work if you don't perform a punch of any kind in the final round of the fight. Then follow the joystick and button combinations for a top comedy effect! As you can see, we detail some of these outrageous new moves in our character profiles



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KOMBAT

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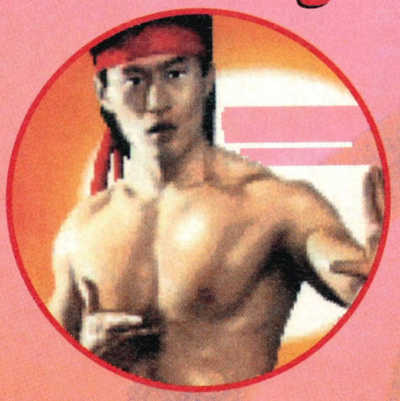
Liu Kang



AGE: 24
HEIGHT: 5'10"
WEIGHT: 185 pounds
NATIONALITY: Chinese
BACKGROUND: Liu Kang works as a fisherman in his native land of China. But it's his duties as a Shaolin Monk that led to him entering the tournament and eventually defeating Shang Tsung. By doing this, he not only managed to turn the tournament around to the side of good, but he also gained revenge for his parents death.
He may have brought back humanity to the Shaolin Tournament, but that didn't prevent the forces of evil whisking him away to the Outlands! Liu Kang has spent a great deal of his life training to be the ultimate fighting machine, so if anyone has a chance of surviving this new challenge, it is him!
AMBITION: With the skill and discipline of the Shaolin Monastery behind him, Liu Kang feels he can defeat anyone — even Shao Kahn! Kang is now at his physical peak and his martial art skills make him almost unbeatable, so he has every chance of making it through the ultimate test.

Kung Lao

AGE: 26
HEIGHT: 6'2"
WEIGHT: 210 pounds
NATIONALITY: Chinese
BACKGROUND: Like Kang, Kung Lao is a Shaolin Monk. Due to his beliefs and duties as a monk, Kung Lao has been whisked into the tournament to do battle with the forces of evil. Thanks to years and years of intense training, he feels he is now as prepared as he will ever be to confront the horrors awaiting him. However, those that know him may not be so confident!
AMBITION: His ultimate ambition in the tournament is to gain revenge for the death of the former champion, the Great Kung Lao, his namesake. Kung Lao senior was crushed by the half-dragon Goro over 500 years ago, but memories die a bitter death and Kung Lao jr thirsts for blood-drenched revenge!

Jax

AGE: 31
HEIGHT: 6'5"
WEIGHT: 298 pounds
NATIONALITY: American
BACKGROUND: Jackson 'Jax' Briggs is an ex-wrestler from America, and as such he has some very fancy moves at his disposal. For years, this guy was the king of the ring - unbeaten in all his fights. At least he was until he ran into some trouble with a criminal cartel. He has now taken the war underground!
AMBITION: It is not really known why Jax is involved in the tournament, other than pure egotism. When you take into account his wrestling past, this isn't surprising, after all those guys are just pure showbiz!

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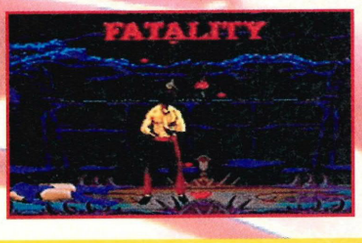
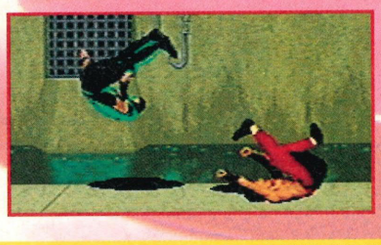


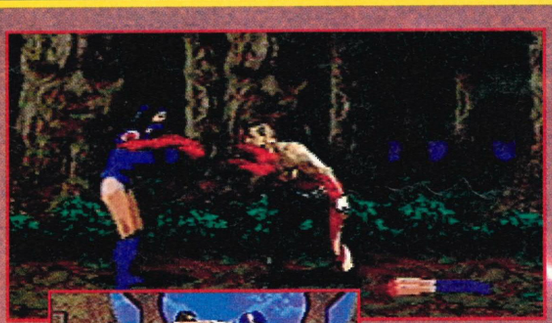


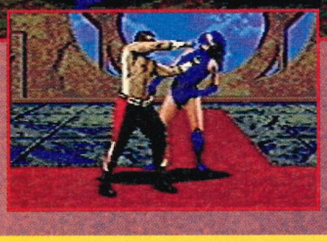
Moves

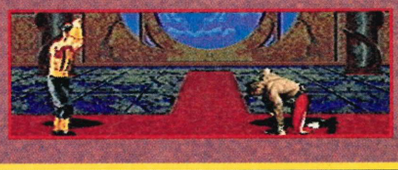
Bicycle Kick - Hold low kick for 5 seconds then release
Fireball - Forward, forward + high punch
Flying Kick - Forward, forward + low punch
Forearm - punch up close
Low Fireball - Forward, forward + high kick
Dragon Fatality - Down, forward , back, back + high kick (up close)
Uppercut Fatality - Hold start + circle away from opponent
Babality - Down, down, forward, back + low kick
Friendship - Forward, back, back, back + low kick
Pit/spikes Fatality - Back , forward, forward + low kick

Moves

Hat Throw - **3 button:** Back, forward + high punch **6 button:** Back, forward + low punch, control hat using up and down(box out)
Ariel kick - Down + high kick at peak of jump
Teleport - Down, up
Whirlwind Spin - Up + block, Up + low kick. Tap low kick to keep spinning
Slice Fatality - Forward, forward, forward + low kick (3 inches away)
Hat Decapitation Fatality - Retreat to edge of screen while holding:
3 button: High punch, then release it.
6 button: High punch then release it.
Babality - Back, back, forward, forward + high kick
Friendship - Back, back, back, down + high kick
Pit/spikes Fatality - forward, forward, forward + high punch







Moves

Back-Breaker - Block when both opponent and yourself are close together in mid-air.
Earthquake Punch - Hold low kick for 3 seconds then release
Energy Wave - Half circle away + high kick
Grab Attack - Forward, forward, then low punch. Keep tapping low punch to punch him up to 5 times.
Super Slam - While doing a normal body slam, to slam the victim up to a maximum of 3 times, keep tapping: **3 button:** low punch. **6 button:** high punch
Head Clap Fatality - Forward, forward, forward while holding: **3 button:** High kick, release up close **6 button:** Low punch, release up close
Arm Rip Fatality -Tap block 4 times, tap low punch (1 inch away)
Babality - Down, up, down, up + low kick (hold block)
Friendship - Down, down, up, up + low kick (hold block)
Pit/spikes Fatality-Up, up, down + low kick (hold block)

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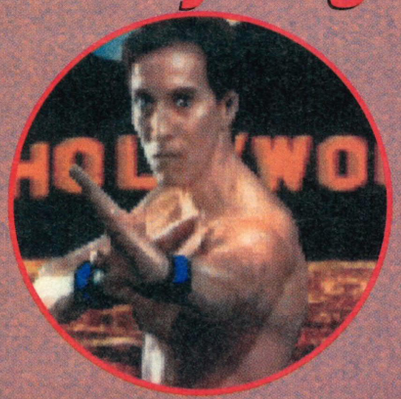
Raiden

AGE: Eternal
HEIGHT: 7'0"
WEIGHT: Unknown
NATIONALITY: Unknown
BACKGROUND: Raiden is a Thunder God — a being so strange and mysterious we hardly know anything about him. What is known is he's probably the oldest man in existence! The Thunder God is a being of pure electrical energy who took on the guise of a human in order to enter the tournament. He can summon up the force of storms and lightning waves, before turning them into an offensive weapon!
AMBITION: Raiden is eternal and therefore can't actually die, so he has no fear of being hurt in combat. It is for this reason he is actually involved in the tournament and, funnily enough, expects to win!.

Kitana

AGE: 21
HEIGHT: 5'8"
WEIGHT: 137 pounds
NATIONALITY: Outworlder
BACKGROUND: Kitana works as an assassin for Shao Kahn, although things aren't quite as straightforward as they seem. Kitana has actually learnt her parents were once great rulers of the Outworld but were destroyed by Shao Kahn, her master! As an assassin for her evil ruler, she has learned to use her metallic fan to stun opponents into submission, before leaping in for the kill. This makes her a tough cookie to crumble in anyone's book!
AMBITION: Having learned of her parents gruesome fate at the hands of Shao Kahn, Kitana is now set on returning the Outworld to its former glory and gaining revenge. The only question is, does she have the strength and stamina to overcome the other warriors?

Johnny Cage



AGE: 29
HEIGHT: 6'3"
WEIGHT: 210 pounds
NATIONALITY: American
BACKGROUND: Johnny Cage is a Hollywood legend! He is the star of dozens of big-budget, high-rated Martial Arts films (including the well-known "Blood Fist" and "Sudden Violence" epics!), but he still feels the need to prove himself in the field of combat. It is for this reason he has been entered into the tournament, where, like it or not, he has to fight for his life like never before!
AMBITION: If Johnny manages to survive and maybe win the tournament outright, then there is every possibility his fame will spread even further. A film will probably be made of his exploits, making him immensely rich, but, being an egotist he'll probably waste it all in sad attempts to impress women (or something)!.

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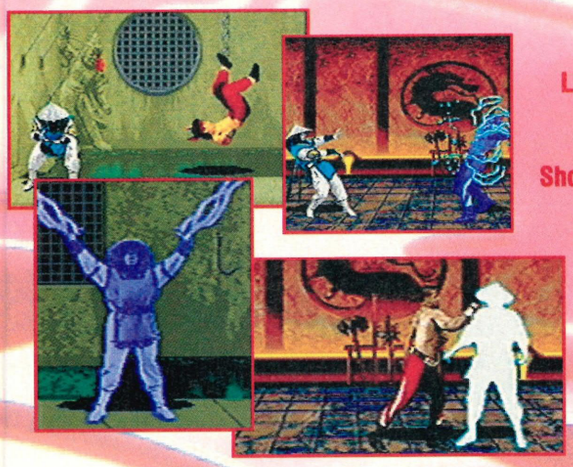
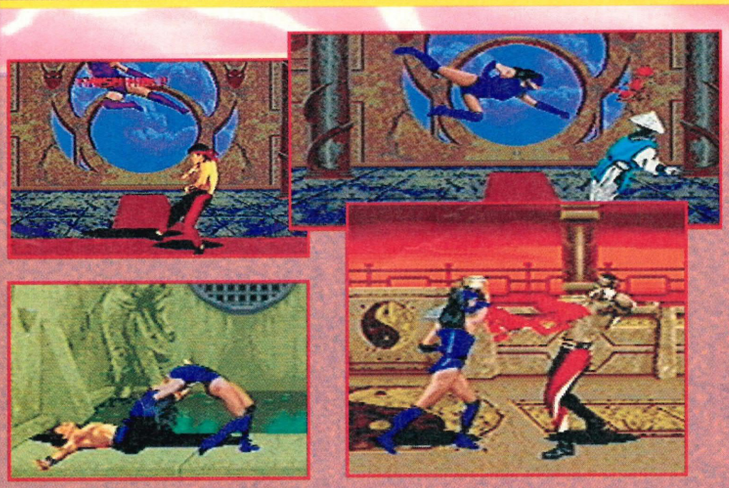


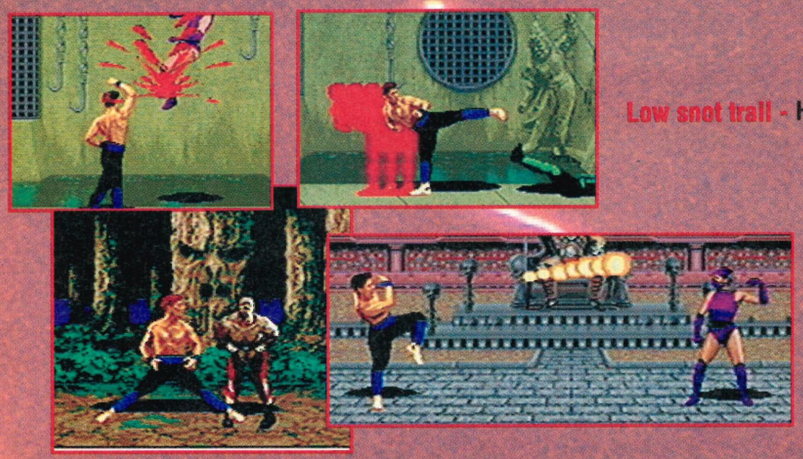
Moves

Lightening Toss - Quarter circle towards plus: **3 button:** High punch **6 button:** Low punch
Dive attack - Back, back, forward
Teleport - Down, up
Shocker - For a couple of seconds hold: **3 button:** high kick **6 button:** high punch (Can only be performed by human controlled fighters)
Super Shocker Fatality - Hold low kick for a couple of seconds, release up close. Keep taping low kick and block until the opponent guy explodes.
Super punch Fatality - For 6 seconds hold... **3 button:** High kick, release up close
6 button: High punch, release up close
Babality - Down, down, up + high kick
Friendship - Down, back, forward + high kick must be more than three inches away.
Pit/spikes: Holding block, up, up plus: **3 button:** low punch. **6 button:** high punch.



Moves

Fan swipe - Back + high punch
Fan toss: 3 button: forward, forward, low punch **6 button:** forward, forward, low and high punch
Spin Fan lift - Back, back, back + high punch
Square Wave Punch - Quarter circle away + high punch
Decapitation Fatality - Block, block, block + high punch (up close)
Kiss of Death Fatality - Hold low kick, forward, forward, down, forward. Release low kick (up close)
Babality - Down, down, down + low kick
Friendship - Down, down, down, up + low kick
Pit/Spikes - Forward, down, forward + high kick



Moves

High snot trail - Half circle away + high punch
Low snot trail - Half circle towards plus: **3 button:** High punch **6 button:** Low punch
Shadow Uppercut - Back, down, back + high punch
Shadow kick - Back, forward + low kick
Package check - down, punch + low kick
Head Punch Fatality - Forward, forward, down, up (up close) hold down + low punch + low kick + low block immediately after.
Torso Fatality - Up close, down, down, forward plus:
3 button: High punch **6 button:** Low punch
Babality - Back, back, back + High kick
Friendship - Down, down, down, down + high kick
Pit/spikes - Down, down, down + high kick

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Sub Zero

AGE: 27
HEIGHT: 6'2"
WEIGHT: 210 pound
NATIONALITY: Chinese
BACKGROUND: A man of mystery, Sub-Zero works as an assassin for the ancient Chinese clan of Lin Kuei. The Lin Kuei is made up of ferocious Ninja-Warriors; of which Sub-Zero is the most respected member. With no relatives to fall back on, the clan has become something of a family to him and he will do almost anything to make sure they are safe from harm.
Sub-Zero has had a few changes in his life recently. For starters, his long-time enemy, Scorpion, has decided to stop pursuing him and instead help him out, keeping him free from any dangers. This all came about when Scorpion saw Sub-Zero sparing the life of a victim. Hmm, each to their own!
AMBITION: Sub-Zero has two purposes to accomplish in the tournament. The first is to finish what he started in the first game and finally kill Shang Tsung, and the second is to fulfil a contract to kill off Shao Kahn. Just killing one demon-lord is hard enough, so can you imagine what it must be like trying to do away with two? This is one brave warrior.

Mileena

AGE: 24
HEIGHT: 5'7"
WEIGHT: 137 pounds
NATIONALITY: Mutant Outworlder
BACKGROUND: Supposedly, Mileena is Kitana's twin sister. She also works as an assassin for Shao Kahn. However, though she may work as an assassin for Shao Kahn, she certainly isn't Kitana's twin sister! The horrible truth is she's a clone, created by Shang Tsung to keep an eye on Kitana and assassinate her if she gets too independent. The mask she wears is a disguise to cover up her shocking facial features, which are very similar to Barakas!
AMBITION: If she manages to actually win the tournament, she aims to over throw her master and start a new empire ruled by her and her lover Baraka.

Scorpion

AGE: Unknown
HEIGHT: 6'2"
WEIGHT: 210
NATIONALITY: Unknown
BACKGROUND: Another man of mystery, Scorpion is apparently a lost soul who has taken on a physical form so he can once again experience the thrill of combat. He gets his name from the deadly spear he uses to kill his enemies. For a while he was deadly enemies with Sub-Zero, but those feelings soon died down when he saw Sub-Zero spare the life of an opponent.
AMBITION: He now dedicates his life to protecting Sub-Zero as a means of making up for killing his elder brother. What a sweet guy, eh!

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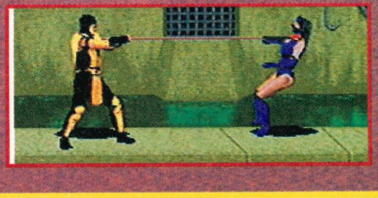
Moves

Freeze Attack - Quarter circle towards plus:
3 button pad : High punch **6 button pad :** Low punch
Ground Freeze - Quarter circle away + low kick
Power Slide - Back + block + low kick plus:
3 button pad : low kick, then release it. **6 button pad :** low punch, then release it.
Deep Freeze Fatality - Forward, forward, down + kick.
Follow this with Shatter punch - Forward, down, forward, forward + high punch (up close)
Pitch-o-doom Fatality - From the opposite side of the screen, back, back, down, forward
while holding: **3 button pad :** low kick then release it **6 button pad :** low punch then release it
Babality - Down, back, back + high kick
Friendship - Back, back, down + high kick
Pit/spikes - Down, forward, forward + block

Moves

Ground Roll -Back, back, down + hill
Sai Throw - Hold for 2 seconds, release:
3 buttons: low kick **6 button :** High punch
Teleport Kick - Forward, forward + low kick
Psycho stab: Up close: **3 button:** forward, back, forward + high punch
6 button: forward, back, forward + low punch
Sucka: Hold high kick for 3 seconds and release up close.
Babality: Down, down, down + high kick
Friendship: Down, down, down, up + high kick
Pit/spikes Fatality-Forward, down, forward + low kick



Moves

Spear - Back, back, then low punch
Decoy - Quarter circle away + high punch
Scissors kick - Half circle away + low kick
Air throw - Block while both the opponent and yourself are close together in the air
Spear swipe Fatality -Up close, down, forward, forward, forward whilst holding:
3 button: high kick then release it **6 button:** high punch then release it
Torch Him - 3 inches away, hold block, up, up plus
3 button: low punch **6 button:** high punch
Torch him with toasty - Do two downs first.
Babality - Down, back, back + high kick
Friendship - Back, back, down + high kick
Pit/spikes - down, forward, forward + block.

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Baraka

AGE: Unknown
HEIGHT: Unknown
WEIGHT: Unknown
NATIONALITY: Mutant Outworlder
BACKGROUND: Baraka is King of a savage race of mutant Outlanders who have been shunned by so-called normal society. Proving himself on more than one occasion to be a master at combat, Baraka quickly rose to the rank of commander in Shao Kahn's army. His long blades make him an enemy to be reckoned with, whether in close combat or at a distance.
AMBITION: Baraka has plans to defeat all of the warriors in the game and then go on to kill Shao Kahn himself. He hopes to rule the Overworld with his lover, Mileena.

Reptile

AGE: Unknown
HEIGHT: Unknown
WEIGHT: Unknown
NATIONALITY: Unknown
BACKGROUND: The Green Reptile is a creature of chaos. He was created by an unknown force in order to act as a neutral factor in the battle between good and evil. His sole purpose is to disrupt both sides attempts to gain an upper hand. He likes things just the way they are and, as such, attempts to maintain the current order.
AMBITION: In his opinion, he sees himself as the ultimate foe; no one can possibly be better than he is and if they think they are they're sadly deluded. Anyone who wants to tip the scales in their favour during the competition will have to do battle with him first.

Shang Tsung

AGE: Over 500!
HEIGHT: Unknown
WEIGHT: Unknown
NATIONALITY: Chinese
BACKGROUND: Shang Tsung took over the tournament 500 years ago when it was a just and rightful event, but under his rule corruption spread. The evil was finally stopped when a warrior called Liu Kang managed to break through all of his defences and bring an end to the proceedings. Shang's master didn't look too kindly upon these events and threatened to destroy the defeated demon once and for all, but Shang still had one more card up his sleeve — he would set up a new tournament in the Outworld, where he would draw the warriors into a fight to the death with Shao Kahn.
AMBITION: Shang plans to ultimately defeat the other contestants in combat, before facing up to Shao Kahn himself. If he manages to beat the big guy, then the Overworld is his to rule!

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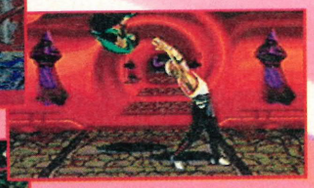
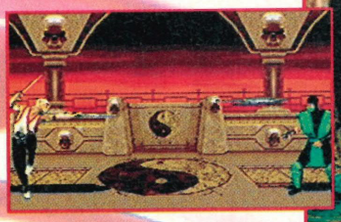
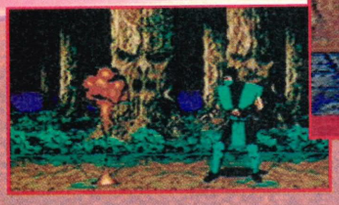



Moves

Double kick - Tap high kick twice (up close)
Blade Swipe - Back + high punch
Blade Fury - Back, back, back + low punch
Blue Spark - Quarter circle away + high punch
Throw- Punch (up close)
Decapitation Fatality - Back, back, back + high punch (up close)
Impaling Fatality - Up close: **3 button:** Back, forward, down + low punch
6 button: Back, forward, down + high punch
Babality - Forward, forward, forward + high kick
Friendship - Up, forward, forward + high kick (hold block)
Pit/Spike - Forward, forward, down + high kick

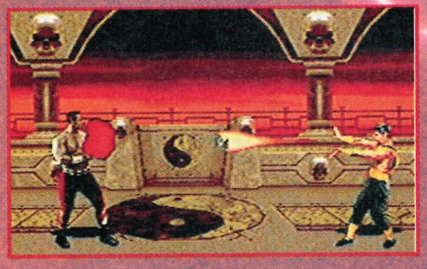


Moves

Acid spit - Forward, forward + high punch(box out)
Orb: 3 button: back, back then low punch
6 button: back, back plus low and high punch
Slide: Back + block + low plus:
3 button pad: high punch **6 button pad:** low punch
Invisibility - To switch invisibility on and off, hold block, up, up, release block, down then: **3 button:** low punch **6 button:** high punch
Invisible kill - Forward, forward, down + high kick while invisible (up close)
Tongue Lashing - Back, back, down + low punch (half a screen away)
Babality - down, back, back + low kick
Friendship - Back, back, down + low kick
Pit/spikes - down, forward, forward + block

Moves

Skull firing: 1 skull: Back, back + high punch **2 skulls:** Back, back, forward + high punch **3 skulls:** Back, back, forward, forward + high punch
Morph to Kung Lao: Back, down, back + high kick **Morph to Lui Kang:** Back, forward, forward + block
Morph to Kitana: Tap block quickly 3 times. **Morph to Jax:** Down, forward, back + high kick
Morph to Baraka: Down, down + low kick
Morph to Mileena: For a second hold: **3 button:** low kick **6 button:** high punch
Morph to Sub-Zero: Forward ,down, forward + high punch
Morph to Scorpion: Hold block, up, up.
Morph to Reptile: Hold block, up, down plus: **3 buttons:** low punch **6 buttons:** high punch
He can do any other character's fatality/babality/friendship moves if he's morphed into them. Plus:
Soul Suck Fatality: Holding block: up, down, up + low kick
Dive-O-Death Fatality: Hold high kick for 3 seconds, release about 2 inches away from victim.
Morph to Kintaro: For 15 seconds hold down: **3 button:** low kick **6 button:** low punch Release about 2 inches away from victim.
Babality - Back, forward, down + high kick **Friendship -** Back, back, down, forward + high kick.



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KRAZY

KOMBAT KOMPO!

Just as you're recovering from the hype of last year's Mortal Monday, here comes the fever-pitched mayhem of *Mortal Kombat II*. More moves, more characters and even more excitement than the original, *Mortal Kombat II* is truly a Klassic game!

As you'd expect, the mere mortals here at SEGA XS are as excited as anyone about the new *Kombat* game from Acclaim, so much so that we've produced a massive guide in this issue and now we present the Kream of Kompetitions. SEGA XS, in association with Acclaim, are once again sending shockwaves thoughout this green and pleasent land with yet another chance to be an awesome winner!

Be the envy of all your friends in a fashionable *Mortal Kombat II* T-Shirt or, alternatively, strut your funky stuff in a groovy *Mortal Kombat* baseball cap. You could even become a legend in your own neighbourhood as the number one authority on *Mortal Kombat II*, if you win the superb strategy guide. Finally, the ultimate prize itself — the chance to get your grubby hands on a free copy of the *Mortal Kombat II* game itself.

All you have to do in order to step into the XS hall of fame is answer the three questions correctly, send the entry form into us and be lucky enough to be pulled out of Chris Marke's large cardboard box as one of the winners. It really is as simple as that. Good luck one and all, let the merriment of Kombat begin!

The Prizes

1st Prize - 1 Copy of Mortal Kombat II on the Sega format of your choice.
1 Mortal Kombat II strategy guide book worth £15.
1 Mortal Kombat II T-Shirt.
1 Mortal Kombat baseball cap.
1 Mortal Kombat II wall poster.

10 2nd prizes - 1 *Mortal Kombat II* T- shirt.
1 *Mortal Kombat* baseball cap.

30 Runners-up - 1 *Mortal Kombat II* wall poster.

THE QUESTIONS

1: Which of the following fighters has not been included in Mortal Kombat II?
A: Johnny Cage
B: Sub-Zero
C: Sonia

2: Which of the following is not a new character?
A: Kitana
B: Richie 'Stud' Forsyth
C: Jax

3: Which of the following is not a hidden special character?
A: Jade
B: Noob Saibot
C: Colin 'amazing shorts' Nightingale

MORTAL KOMBAT 2 COMPETITION

1 A ☐ B ☐ C ☐ 2 A ☐ B ☐ C ☐ 3 A ☐ B ☐ C ☐

Tick the appropriate boxes on this coupon and send it to *Mortal Kombat 2* compo, SEGA XS, Durham House, 124 Old Christchurch Rd, Bournemouth BH1 1NF. All entries must arrive by 1 October and the editor's decision is final.

Name.....
Age.....
Address.....
.....
.....
Postcode.....
Tel no.....
The console I own is.....
Please print a solution for.....
.....

MEGA DRIVE

MICROPROSE ● STRATEGY/SHOOT-EM-UP

THE CHAOS ENGINE

The Chaos Engine **launched an all out offensive on the SEGA XS offices this month, showering us in shrapnel and forcing us to dive for cover beneath our desks! As you may have guessed, it's definitely a winner on the playability front, despite being one of the toughest games we've played in a long while. With a combination of irresistible attributes like this, *Chaos* was a challenge the XS posse simply couldn't ignore. We were determined to crack every level of this all-action extravaganza and, needless to say, crack it we did! So relax, read on and discover all the secrets of *The Chaos Engine* in our fully mapped, solution.**

Blast this node and prepare to shoot the hordes of creatures that appear. Next go right to find a new set of steps, providing access to the higher platforms.

Before heading to the exit kill the creatures emerging from the wall to give a welcome boost to your savings!

The key allowing you to continue through the level is found here; grab it to open a clearing in the otherwise impenetrable shrubbery.

Grab this key to remove the pillar blocking the clearing above. Inside is a node. When you come out go left. The pathway has now changed in your favour!

Shoot the pillar on the right to reveal a key and a restart point. The key provides access to loads of bonuses over to the right.

The third section of World 1 is very straightforward to complete. There are two possible routes to take, but naturally SEGA XS only shows the best, most efficient one! There are plenty of opportunities to collect loads of power-ups and cash, so be prepared!

Once you reach the end of the level blast these two nodes to complete your mission and then dash through the exit towards the dangerous perils ahead.

Use the key located outside to open this room and then enter to collect a veritable feast of power-ups!

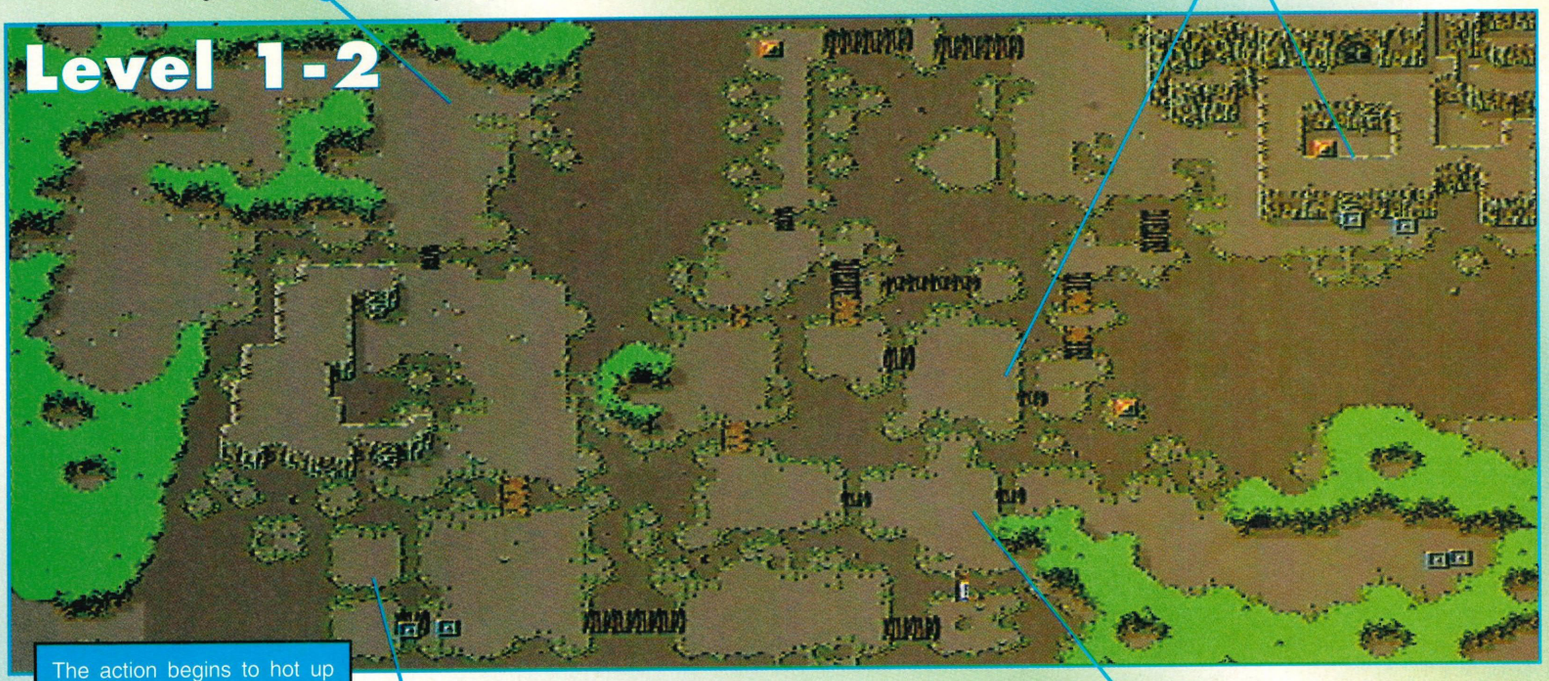
Welcome to the opening level, designed to give you a gentle introduction to the trials and tribulations ahead. Not much happens to begin with, however this doesn't mean things are easy. Remember lives are scarce, so don't blow any at this early stage!

Grab this key to activate a bridge over the steaming mud stream.

At this point it's decision time. The cause is deciding which way to go, although no real advantage is gained by taking a certain route. The only advice we can give is going to the right gets you to the exit quicker.

Destroy the last node and then dash through the exit.

Level 1-2



The action begins to hot up during the second section of World 1, as the playing area dramatically increases in size. Throughout the section are alternate routes to the exit and it's important to select your passage wisely, otherwise it could be curtains!

Clear the path to this island to obtain a few helpful power-ups. The key here also opens the bridge over to the right of the section.

Unveil this bridge with the key located nearby and use it to gain access to loads of tasty power-ups. Once you've grabbed them all, continue using the other bridge.

This section gives you an early example of the complexities of *Chaos*. In particular, it shows just how much the basic format can change as you go along. Once again there are plenty of opportunities to power-up and, as always, it's best to use them!

Collect the various keys on route to reveal the path upwards, then shoot the node from the neighbouring ledge.

Shoot this to reveal a key and use it to open a set of steps below. These lead to a secret room packed to bursting with power-ups!

Level 1-4

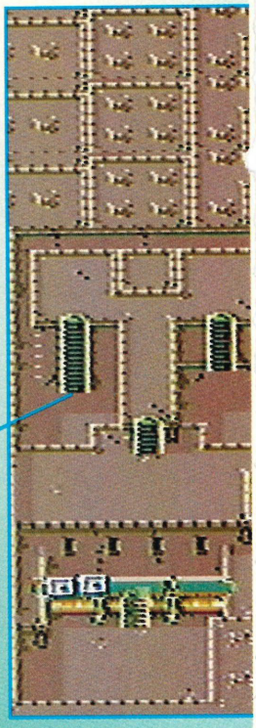
A hole appears here, except nothing ever emerges. Go through the hole to enter a special bonus room full of goodies!

Destroy this node to get a key. This removes the pillar previously blocking your path.

Go left at the top of these steps to find a key, allowing you to get at yet more bonus items.

Level 2-1

Use the steps to get up to the restart icon and key in the room above, allowing you to go down the opposite side.



Once the steps appear here go down them and do battle with the evil creatures waiting below. Next head upwards, always keeping a close eye on those walls!

Shoot this wall , destroy the node and then walk across the top of the wall, collecting various bonuses on offer.

Things start to get a little bit weird in World 2. Each level somehow seems to dramatically rearrange itself as you progress, making it tough to know what's going on. Basically, this means the level looks totally different at the end, compared to the start — or something!

Destroy the middle pillar to reveal some keys. these uncover possible exits, so next choose which path to take!

Get the key and walk into the crater. This warps you back to the start of the level, however, there will now be a set of steps ahead leading to the top of the walls. Go up here and watch your bank balance surge skywards!

Grab the key here and then go back to the area you just passed. Some steps have now appeared, giving you access to hidden bonuses.

This room contains loads of goodies. Grab the key and then blow away the strange dog-like creature that comes running out.

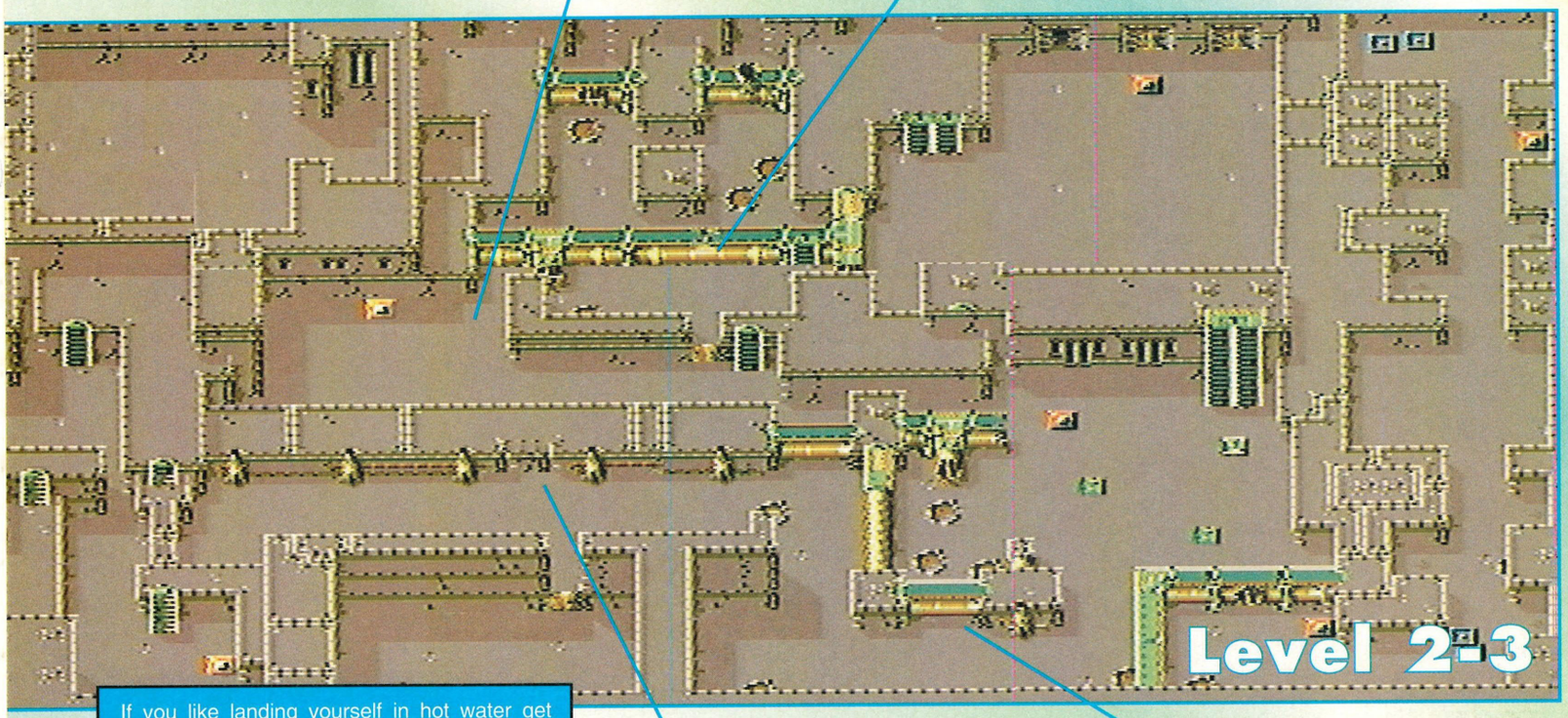
Welcome to the second section of World 2, where an incredible treasure trove of goodies awaits the brave! Don't take any chances on this level and, with luck, you can really boost your standing. Basically, the best path to choose, which leads to all the treasures, is the one we've pointed out. So follow us and everything will be alright!

The keys in front of you open the doors on the opposite side. Decide which route to take and then pick up the appropriate key. We reckon the left route is the one to take, it's much more interesting!

Level 2-2

Kill all the creatures in this section to reveal a hidden key. This opens the wooden door next to the steps.

Grab the first key in here, but not the second. This allows you to walk across the pipe above and collect the bonuses.

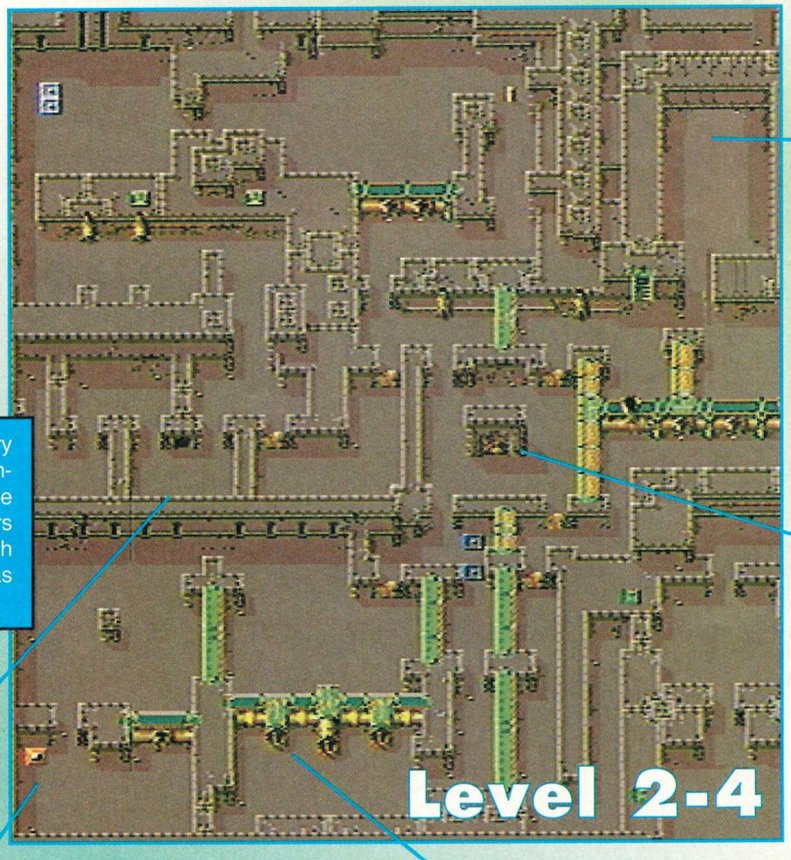


If you like landing yourself in hot water get ready. In fact things are positively boiling, so there's steam around every corner! Be careful not to burn yourself and keep shooting the pipes whenever possible. Other than that your biggest task is concentrating on staying alive!

Shoot out this part of the wall to reveal a key to the treasure below.

Blast this pipe to stop the steam from blocking your path through the rest of the stage.

This is one of those puzzles that is very simple once you've worked it out but a complete nightmare until then! You don't have to explore looking for keys to open doors and the rest. Instead just follow the path ahead and the route becomes apparent as you progress.



Kill every creature in this area and then collect the key. This clears a path for you to escape through without any delay!

This is in fact the exit. It may look easy to get to, but you must explore the whole level five times over before it allows you to leave!

There are keys galore at this point. Use them to clear the pathway ahead of you and then get the Hell out of there!

Shoot this node and watch in disbelief as the whole level completely changes structure before your very eyes!

Watch these pipes. As you get close to them loads of green slimy creatures crawl out to hassle you!

Level 3-1

At the beginning of this level you come across a row of keys in front of you. These unlock two different routes through the stage. To get the most goodies walk to the right corner and walk left collecting every key you reach. However, don't get the one on the far-left. Now walk over the bridge that appears.

When you reach the section of hovering platforms, grab the key indicated by the top arrow, after approaching it from below. Next get the key indicated by the arrow at the bottom. This allows you to grab the goodies shown by the middle arrow. After carrying out these instructions you're warped to the centre of the platforms where you choose from two different routes. Each leads to different treasures and monsters. Once you've bagged all the gear, beat a hasty retreat to the exit!

Shoot the middle statue, which is different to the rest, this clears a pathway out of the room.

Shoot this node to form a bridge over the chasm in the previous room.

After being teleported, you appear in this room. Go into the room above and to the statue found at the top of the wall there. The statues keeps disappearing, so walk into it when it has vanished to be teleported back to the start of the level once again.This time the wall to the right is open, allowing you access to the rest of the section.

If you fail to get the required keys to reach the left-hand side of the level, fear not! Go to this room and shoot the middle statue at the top, revealing some bonuses.

Grab the keys at this point to form a bridge to the next area — these keys give you the most opportunities to grab plenty of booty. Now simply head for the exit.

When you emerge into this section you're faced by a series of mazy corridors. From the left, corridors one and three take you to the two rooms just north of the start, and corridors two and four loop back around to the start. The best route is either two or four, as there is more treasure.

To get past this room follow this sequence of tiles — circle, square, plain. Fail to follow this sequence and it's back to the start for you. on top of this you also reduce the amount of treasure it's possible to collect.

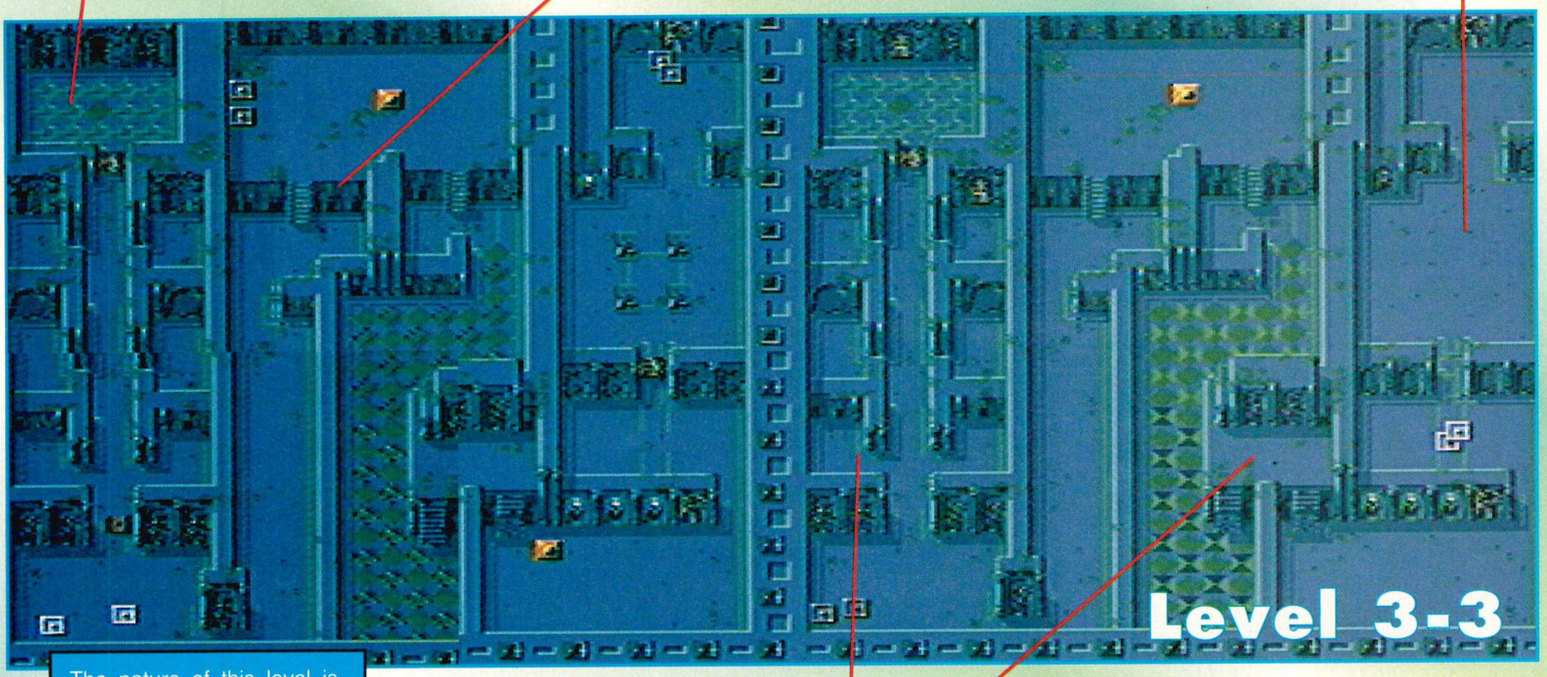
Level 3-2

Take corridor two, then, when you eventually return to the start, grab the set of keys which have now appeared. By doing this, a small section of the floor rises up and teleports you!

Depending on the side of the level you're playing, this exit takes you to a different starting point on the next level.

At this point you're warped back to the original route on the other side of the level. It's all very confusing stuff, but keep persevering!

This set of keys is surrounded by a force field. To get to them shoot all the statues surrounding them in a clockwise direction starting with the bottom-left statue.



Level 3-3

The nature of this level is totally dependent upon the exit you decided to take in the last stage. According to your choice, you tackle one side of this stage, although both sides are virtually identical. If you have followed the route in this solution, you will start on the right-hand side, which is the position we'll assume you're in for our tips to the stage.

As you go through this corridor, the keys in the first rooms you enter open the next set of doors upwards. Keep trying these doors until you find the one leading to the exit.

If you collect the silver key on the right as you go up the stairs the second one vanishes. Collect the third one and you're warped to the same point on the opposite side of the level.

Step into this alcove and be warped to a secret area at the bottom of the level.

Shoot the statue to reveal a set of steps leading up to the golden key to the right of the starting point. This opens a small treasure room to the left.

Aim for this exit, by shooting the nodes on either side to open it. Once this is achieved you're on to the ultimate World and all the horrors this entails!

Level 3-4

If you emerge at the centre of the level, collect the two silver keys to be warped to the other starting point in the top-left corner. This level is one of the toughest in the game, with more enemies to contend with than ever before! Try not to do anything silly — remember once through this stage you can power-up yet again.

Level 4-1

When you emerge blinking into the terror-ridden atmosphere of the final World, collect the two golden rings located above and below you. These reduce the amount of invincible creatures found in the next room. This stage has two exits, there's nothing much between them and the one highlighted is purely our choice.

Blast this node and open up the exit to escape to the next stage. We're getting close now folks!

All the rooms here are packed with enemies. Take plenty of time and pick all the blighters off one by one!

When you emerge, shoot the cannons as they appear on the platforms around you, then go left. Shoot the pipe to drain the water from the next room and go down.

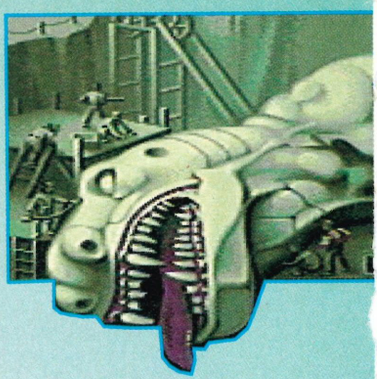
Shoot the lever to open the room with the golden key. This key blocks off the alternate route through the corridor on the right. Go to the next room and walk into the manhole.

Shoot this pipe to clear the way to progress. Drop down into the huge treasure room for a romp after that!

Level 4-3

To get to the exit, shoot the base of this generator. It explodes, opening the gates to the final level.

Think back to the first room. if you shot the digit on the wall it would have changed to four, and the flashing number on the wall would've changed to one. Shoot the corresponding numbers in this rom, to deactivate the nodes and clear a path to the fifth room.



In this second room, you need a pinning wheel. Note, it sparks whenever it passes a contact on its frame. If you stop this wheel by shooting it at the exact point where the contact meets, you open a short cut to the fourth room.

In this first room, collect the golden keys to activate a set of stones forming a circle. Keep shooting any one stone repeatedly until it's destroyed. This causes the others to disappear and in turn switch off the first node, blocking your path.

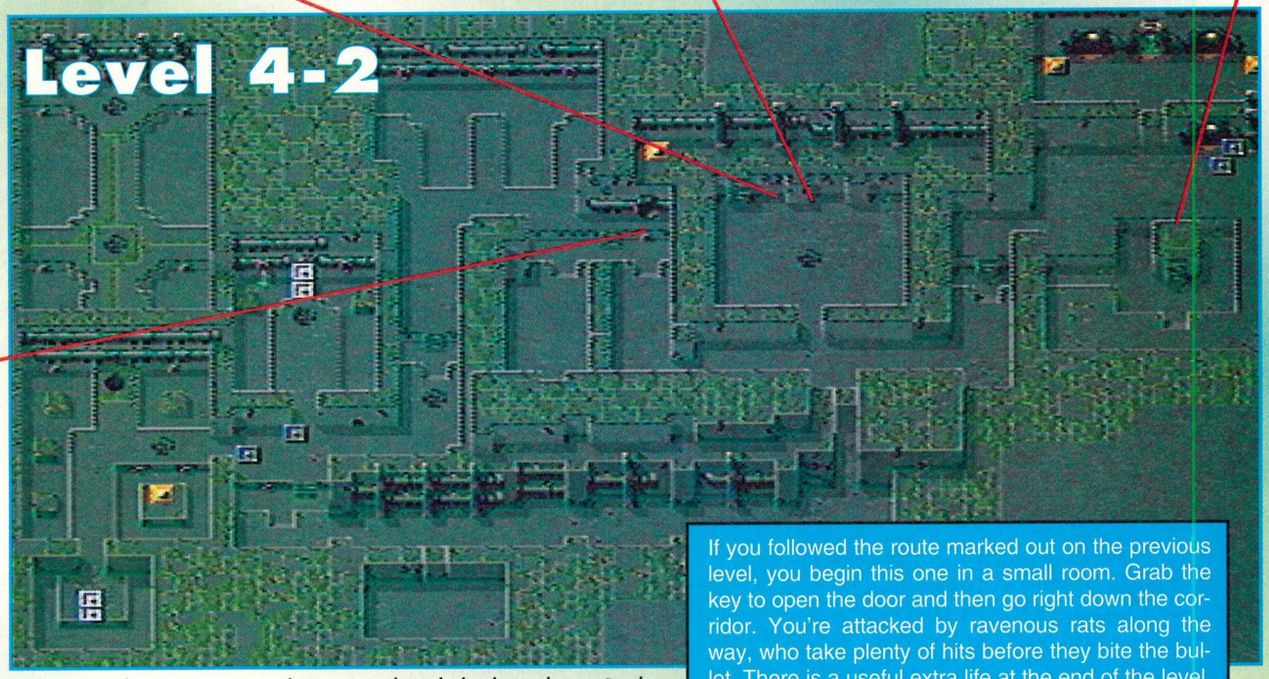
Don't be fooled by the fact this is a simple stage in structure — it's still damned difficult to complete!All it boils down to is one long corridor leading to the exit at the top. However, the path is blocked by gun turrets and activated nodes. The force channelling between these babies makes it impossible to walk through without dying.

Go into this room and shoot the middle switch on the wall, followed by the left one. This gives you access to a new set of steps.

Once you've explored the outside ledge, shoot the final switch on the right to drain the water from inside the main pumping room.

Shoot the guns and then grab the silver keys at this point. More guns appear along with rats so blow them away before going to the room above. Shoot the last two nodes and head for the exit.

Level 4-2

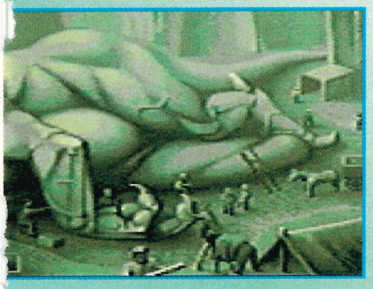


Shoot the guns that appear around the edge of the room, and then grab the goodies scattered around the floor.

If you followed the route marked out on the previous level, you begin this one in a small room. Grab the key to open the door and then go right down the corridor. You're attacked by ravenous rats along the way, who take plenty of hits before they bite the bullet. There is a useful extra life at the end of the level.

The two generators at the top are perhaps the hardest to destroy. Break the electric pulses coming towards you and get around the corner underneath the generator to destroy it, before it gets you with some fresh pulses.

The action begins to hot up when you're confronted by hordes of nasty creatures, as well as homing energy pulses. So take extra special care!

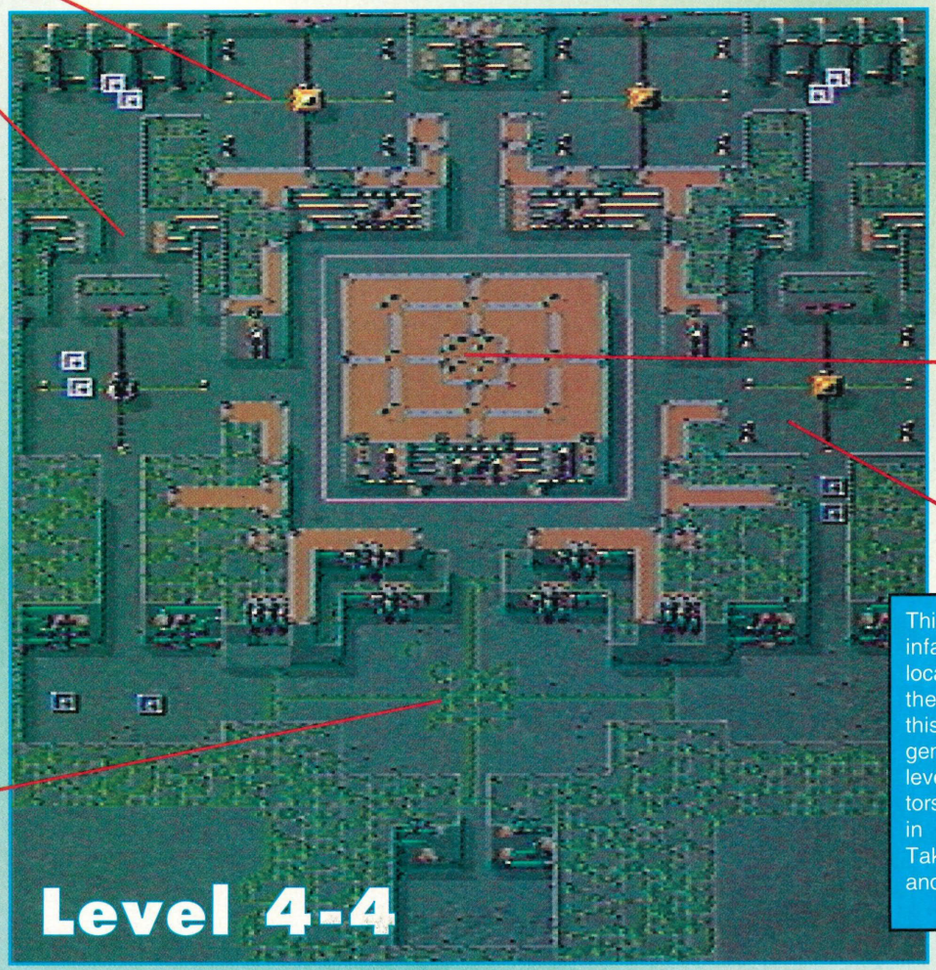


When every generator is destroyed, the force field around the Chaos Engine is deactivated. Walk into the ring in front of it to be warped away for the final battle. The Chaos Engine is surrounded by a protective shell; shoot through this to expose its innards. Once the engine's vulnerable, it increases it's firepower. Keep pumping it with lead until it explodes, and then sit back and watch the happy ending!

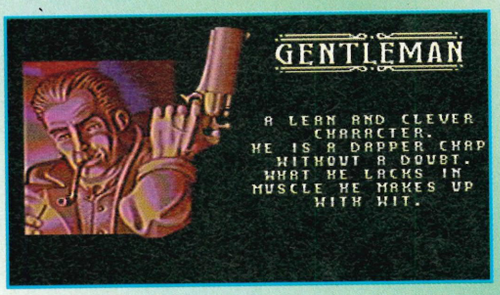
Be quick to approach and destroy the generators, otherwise they emit small pulses of energy that home in on you.

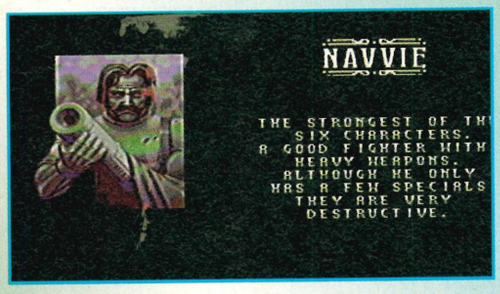
After each generator is destroyed a restart token appears. You can now reanimate your partner should they die! — unless you don't want to of course!

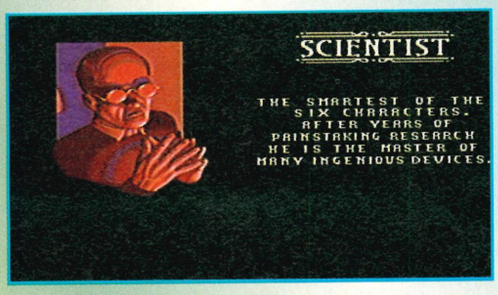
Level 4-4

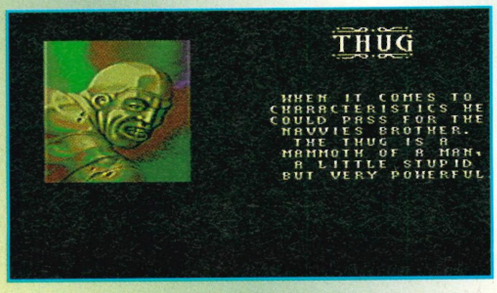


This is the final level, with the infamous Chaos Engine located inside a force field in the centre. To deactivate this, first destroy the four generators dotted around the level. Each of these generators must be shot at the base in order to be destroyed. Take care, kick some butt and beat the system!









CHAOS ENGINE PASSWORDS

1 PLAYER GAME

2T2ZMM2BBN35
World 3
NAVVIE lives 17 Skill 10 Cash 54952
PREACHER Lives 9 Skill 10 Cash 34572

YKLSLTL4S1#M
World 2
THUG lives 18 Skill 10 Cash 13726
NAVVIE Lives 12 Skill 10 Cash 1220

#YRSOF4W3VDN
World 4
BRIGAND lives 31 Skill 10 Cash 48120
GENTLEMAN Lives 17 Skill 10 Cash 48486

6#4W7YWL3R5X
World 2
NAVVIE lives 3 Skill 10 Cash 41732
PREACHER Lives 2 Skill 10 Cash 19186

T2YGH9QQ#236
World 3
PREACHER lives 21 Skill 10 Cash 14360
NAVVIE Lives 29 Skill 10 Cash 1466

FPN8R#82ZF3C
World 3
PREACHER lives 4 Skill 10 Cash 2680
THUG Lives 5 Skill 10 Cash 21770

P#9QQ7Q7PVBM
World 2
PREACHER lives 20 Skill 10 Cash 32032
NAVVIE Lives 4 Skill 10 Cash 65516

P2MG2L73RQMS
World 4
GENTLEMAN lives 11 Skill 10 Cash 31908
PREACHER Lives 15 Skill 10 Cash 7316

Y25RMW536YZL
World 2
GENTLEMAN lives 16 Skill 10 Cash 14178
MERCENARY Lives 9 Skill 10 Cash 24558

YKXVGL7HXMDM
World 2
MERCENARY lives 8 Skill 10 Cash 55400
THUG Lives 28 Skill 10 Cash 37278

2 PLAYER GAME

P1MCYV#07HGV
World 4
GENTLEMAN lives 8 Skill 10 Cash 63010
PREACHER Lives 11 Skill 10 Cash 55790

2XY4RJK2GQ22
World 2
BRIGAND lives 26 Skill 10 Cash 5662
PREACHER Lives 5 Skill 10 Cash 12404

#XRCKT#MZX6B
World 4
MERCENARY lives 28 Skill 10 Cash 20308
PREACHER Lives 31 Skill 10 Cash 7740

#NYY270TP51X
World 2
PREACHER lives 26 Skill 10 Cash 28206
MERCENARY Lives 15 Skill 10 Cash 24422

PD1D8LQ469LT
World 3
GENTLEMAN lives 27 Skill 10 Cash 41932
BRIGAND Lives 1 Skill 10 Cash 41022

K952SYW7G5Z1
World 3
THUG lives 31 Skill 10 Cash 1292
NAVVIE Lives 8 Skill 10 Cash 38272

#DZ2ZD79YJ74
World 4
BRIGAND lives 21 Skill 10 Cash 30780
NAVVIE Lives 2 Skill 10 Cash 19024

T1HG1NDB55KG
World 3
GENTLEMAN lives 0 Skill 10 Cash 21528
PREACHER Lives 14 Skill 10 Cash 32990

6XH4Y01CS01K
World 3
GENTLEMAN lives 8 Skill 10 Cash 8714
MERCENARY Lives 11 Skill 10 Cash 28360

2X#2KFYPS21Z
World 2
MERCENARY lives 22 Skill 10 Cash 19956
BRIGAND Lives 31 Skill 10 Cash 5804

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SUMMARY
GAME NAME: The Chaos Engine
TIME TO COMPLETE: 1 Week
HIGHEST SCORE: N/A
NUMBER OF LEVELS: 4
CHALLENGE RATING: Very Difficult

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The TeeVGolf club is fully compatible with any of the *PGA Tour* games from Electronic Arts and also has special add-ons available, allowing you to play other Golf games as and when they come out.

This serious piece of kit is on offer, free of charge, to the first three correct entries to our competition, as well as the fantastic *PGA Tour Golf II* and the *European Tour*, courtesy of EA Sports.

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First Prize - One TeeVGolf interactive golf club worth £100. One copy of *PGA Tour Golf II* and *PGA European Tour* from Electronic Arts.

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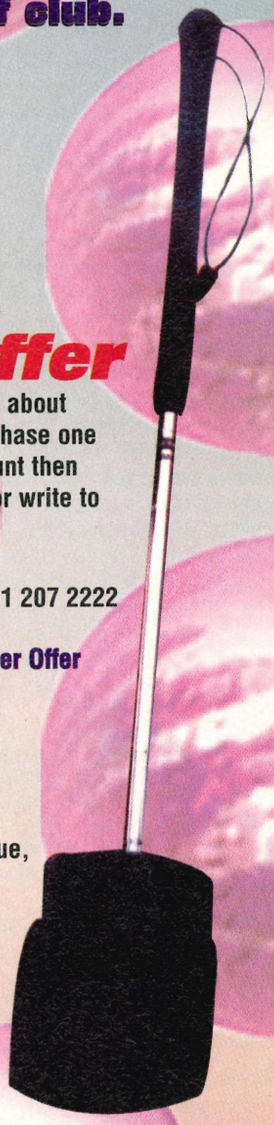

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THE QUESTIONS

1: Which one of the following Golf courses can't be found on the PGA European Tour game from EA?
A: Valdarama
B: Le Golf International
C: Bournemouth Pier's Crazy Golf

2: What does a Golfer mean when he or she shouts FORE?
A: The ball is coming towards you, look out!
B: I've just bought an old Huey Lewis album
C: That's a bit steep for a pint of lager!

3: Which of the following Golfers is a created character?
A: Sandy Lyle
B: Greg Norman
C: Louis Dela Greengrassgrows

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1 A☐ B☐ C☐ 2 A☐ B☐ C☐ 3 A☐ B☐ C☐

Tick the appropriate boxes on this coupon and send it to *Innova/EA* compo, SEGA XS, Durham House, 124 Old Christchurch Rd, Bournemouth BH1 1NF. All entries must arrive by 1 October and the editor's decision is final.

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THE QUEST BEGINS!

Dragon's Lair is a game based on timing and reactions. Use your wit and reflexes to avoid the obstacles in each scene, moving with exact accuracy in order to win through to the Dragon's Lair itself. In general, flashing items indicate either danger or the direction to move. At the beginning of the game, these lights help you to get through, but after a while you will have to move without any visual clues.

The timing of your moves is critical, so don't act too early or too late. You don't control Dirk's actions, rather you control his reactions to the events happening around him. As you watch the amazing cartoon animation, you must decide what Dirk is going to do next.

In each scene there are several moves to make, from a choice of LEFT, RIGHT, UP, DOWN or SWORD (B-Button). Any wrong move at any stage in the game results in a strange and painful death, so *Dragon's Lair* really is a test for any games player, no matter how experienced.

The order in which you visit the different scenes can change and differ each time you play the game and, most importantly, the sequence of moves changes as well. What happens is a reversal of the moves in a scene. This means a mirror image occurs, so the correct moves from your previous game change to the opposite move. Thus, RIGHT becomes LEFT and vica-versa, but UP and DOWN still remain the same.

The Drawbridge

Start outside the castle on the old wooden drawbridge, overhanging the dark and mysterious moat. Dirk walks along the drawbridge until he comes to an area of rotten wood, when the woods gives way Dirk falls through the drawbridge into the moat below. Dirk grabs the sides of the hole to stop himself falling any further, but the risk of getting wet is the least of his problems!

Several purple tentacles will appear to the right of the screen and immediately start to go towards our hero. As soon as they move press the B button to draw your SWORD. This allows Dirk to swing his sword at them to buy an extra couple of seconds. Halfway through the swing of the sword, press UP. This allows Dirk to clamber up through the hole and run into the castle to escape the tentacles following him up the hole.

End of Corridor

Once inside the castle, you come to the end of the first corridor with three doors leading from it. The corridor will now begin to shake and shiver and the floor will begin to break up. This cuts you off from the left hand door and the straight forward option, so the only course is to move RIGHT. Wait until Dirk staggers to the right and then to the left as the passage quakes before you select the correct direction. If you're too late in pressing the correct direction, Dirk is crushed beneath falling masonry.

Drink Me

The third scene takes place in a room with a sign at the back saying Drink Me. Even though Dirk must be pretty thirsty by now don't drink the potion. It turns Dirk into a pillar of crumbling salt! As you walk towards the sign, fire breaks out behind you and a fanfare of music begins. As soon as this happens press the direction pad RIGHT. Dirk then escapes from the room by kicking down the door.

Tentacles from the Ceiling

As you walk into this room a large pair of tentacles drop down from a trapdoor in the ceiling. Immediately draw your sword and cut the tentacles down. More tentacles come up behind you and the animation shows Dirk leaping over to the back of the room. When he reaches the back wall, the door to the right flashes so move to the RIGHT. When you reach the door it closes up and you have to press DOWN to jump to the front right of the room at the foot of the long stone staircase.

Dirk will now begin to walk up the staircase but on the second step more tentacles force you to press LEFT, so Dirk leaps onto the stone table in the centre of the room. When he is balanced on the table press UP and, as the sea of tentacles moves in for the kill, he leaps towards the top door and escapes to the next really hair raising scene.

***Dragon's Lair* is a classic tale of heroism, adventure and the fight against evil. As brave knight Dirk the Daring, your task is to rescue the fair Princess Daphne from the dreaded clutches of Singe the evil dragon. The timing of your every move, through spooky snake-infested rooms and haunted hallways, is crucial in order to defeat the likes of the Lizard King and the Phantom Knight in this perilous journey to save your one true love.**

To coincide with the release of this classic story of chivalry and swordplay on the Mega-CD comes the classic solution by the Knights of the game table! So remember, if you're ever fighting a losing battle simply pick up your copy of SEGA XS — the champions of all lost, gamesplaying causes.

MEGA CD

SEGA ANIMATED ADVENTURE

DRAGONS LAIR

brew to land near a shelf. Dirk will now grab a potion bottle on the shelf and begin to guide it towards his lips. As this happens a ghostly figure metamorphoses from the potion and, if left alone, it proceeds to swallow you up whole.

When the figure appears, press the B Button and draw your SWORD. If you do this quickly enough, Dirk has time to swing his sword and cut the smoky figure in two. As this happens, another evil form materialises from the cauldron. Press the SWORD button again and swipe the evil smile off the second demon's face, before pressing RIGHT to leap from the room via the door before the bubbling ooze catches up with you.

Snake Room

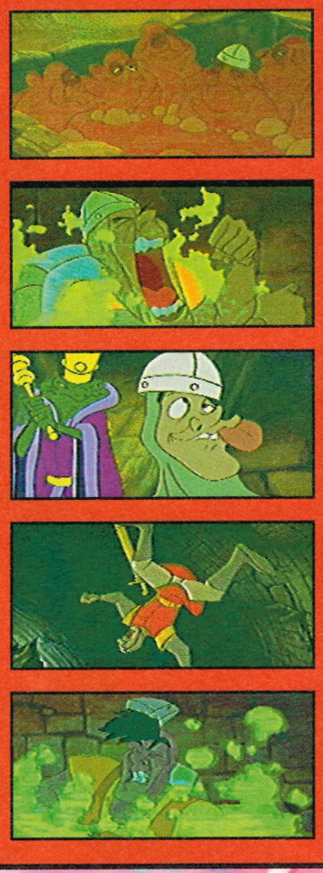
You will have to be very quick with your reactions in this room to get through in one piece. As you enter a large snake lunges down from the ceiling to the left. Quickly

draw your SWORD to cut it down before turning to repeat the SWORD move on a second snake to the right. As you swing the sword to cut the second snake down, press the direction pad RIGHT so that when the snake is history you can pull on the skull-on-a-rope and climb up to safety.

Bubbling Ooze

This room features a large black cauldron in the centre which overflows onto the floor and vaporises you if the liquid makes contact with Dirk. When the cauldron erupts press UP in direction and Dirk leaps past the witch's

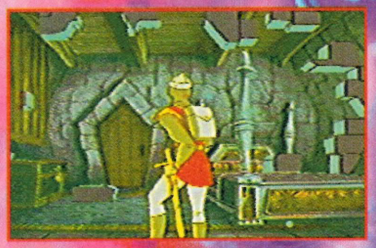
DEATH BECOMES HIM!



Closing Wall

The door from the previous passage leads you to this room where reactions must once again be lightning fast. As you stand in the room you will see a door at the back of the room. Make it over to the door before it's closed off by a magic wall in the middle of the room. This wall builds itself into a solid within seconds, so, as soon as it begins to form, press Up and UP again.

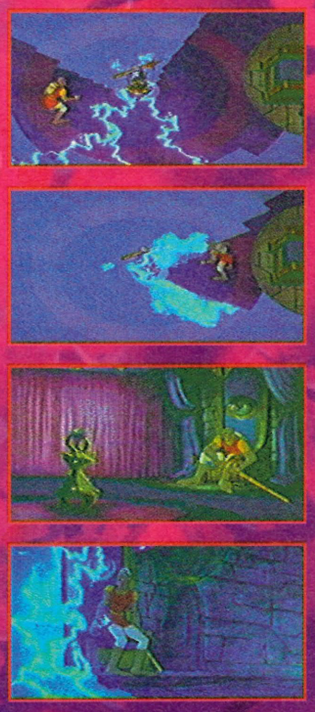
Dirk leaps through the centre of the wall before it's completed and on through the door. If you're too late in selecting your direction, Dirk tries to jump through the wall just as it's completing its formation and he will be walled up forever.



Throne Room

In the middle of the throne room floor you're confronted by a circle of light, closing up like the hands on a clock. The light goes around the circle and you must jump to stay ahead of it. As the animation cuts to the top view of this circle and the light begins to move, complete the following sequence of moves quickly in order to escape from disaster — RIGHT, UP, RIGHT and RIGHT.

The final move throws Dirk away from the circle, just as it closes up, and onto the actual castle throne. Dirk then spins around on the throne, before going through a secret panel in the wall and on to another corridor. As soon as the throne spins around quickly press RIGHT and RIGHT again to sprint from the throne to the door on the opposite side of the passage, before the light catches up with you and toasts your hide!



Chequered Floor Knight

This room can be one of the most difficult rooms in the game with the tendency to throw you off guard by flipping around so the moves are reversed. You get your first sight of the Princess in this section, who shouts "Save Me" as she is carried off to the Dragon's Lair.

In order to progress you must first get past the Floor Knight, who is a rather large figure with a magic sword. This sword sends lethal magic rays racing across the floor. If you step on the magic it burns you in an instant. As he sends the magic into the floor jump away from it and try to quickly get over to him at the top of the screen.

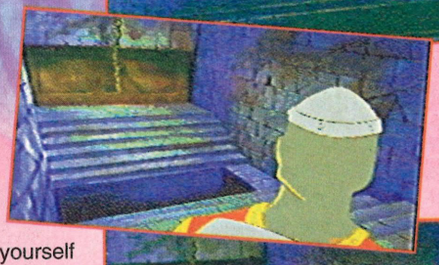
When the room is the normal way around jump in this sequence — LEFT, RIGHT, UP, RIGHT, LEFT, RIGHT, LEFT and SWORD. If the room is mirrored, the lefts and rights are reversed. The SWORD move at the end destroys the Floor Knight in one swooping move.

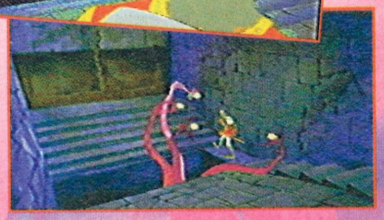
Sliding Stairs

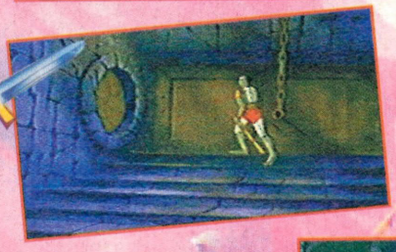
This scene can be daunting at first but is actually quite easy to complete. When the animation cuts to an overall view of the stone staircase with Dirk at the top, the stairs disappear and become a slope. When this happens simply press the direction pad to the LEFT and Dirk moves to a safe section of the slope.

Dirk then walks down to the centre platform and, as he does this, press the SWORD button to defend yourself against the return of those evil killer tentacles.

Halfway through the sword manoeuvre press LEFT again to allow Dirk to dodge past the tentacles and walk up the next stairway. As he reaches the top of the second set of stairs, they too turn into a slope. When this happens simply press LEFT so Dirk can regain his balance and exit the room via a porthole door.







Wooden Platforms

This old castle could really do with some DIY as all the wooden floors seem to be rotting away! These wooden platforms are quite high up in the castle, so, if you fail to move swiftly, Dirk falls to his death. As you stand on the platform, the wood behind you begins to disappear. When this happens press UP and then UP again when the other platforms collapse behind you.

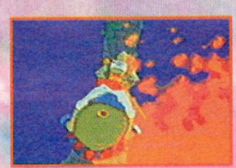
Dirk now runs around the corner and immediately gets attacked by crazed vampire bats. As soon as the animation shows Dirk is safely around the corner press the SWORD button and swipe at the in-coming bats. As you complete your sword swing leap to the RIGHT to land on a wooden bridge and then RIGHT again to clamber up the castle wall and through to the doorway at the top.

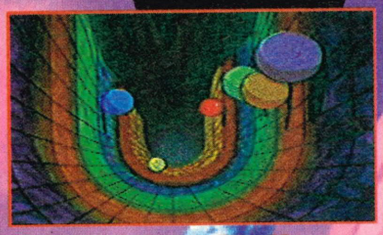
DEATH BECOMES HIM!

Metallic Flying Horse

It's time for the ride of your life as you saddle up and ride this pony from hell! As you climb on press LEFT to activate the horse and hold on tight. Dirk and his ride shoot off down the dangerous corridors of the castle encountering all kinds of deadly foes.

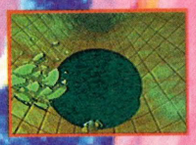
At the first corner move RIGHT to avoid the fire on the left and at the next corner move LEFT to dodge the fire on the right. Further down the track are two large stone columns in the centre of the screen. At the first one press RIGHT and at the second one press RIGHT. You're now heading for a dead end, so you must quickly turn RIGHT again to be thrown from the horse to the safety of a doorway. The Flying Horse scene is yet another that regularly flips around so the moves are back to front.





Rolling Balls

You are now but a midget in a giant game of Pool and you must move at speed to avoid being 8-balled! Wait until the animation changes to the ball tunnel with the black ball rolling at speed behind Dirk. The movements are very simple but the timing is critical.



When the black ball is rolling towards Dirk, press DOWN in direction but only after one of the smaller balls (rolling from left to right) has passed by. When a smaller ball does pass press DOWN and move on to the next one. Repeat this timing movement six times before pressing UP to bound over the hole in the ground to exit.

Bats

The Vampire bats are back again and this time their huge mutant bat friend is with them. Draw your SWORD as a large number of bats hove into view and begin to attack you. Halfway through your sword swing, press LEFT to escape the rest of the bats and flee before the ground gives way.

The next section takes place on a downward sloping wooden ledge. Simply press LEFT again to jump over the gap to carry on around the corner. As you watch the animation of Dirk leaping over the gap go for your SWORD again. You need to be in mid-swing when the mutant bat turns up. Once you've carved him up press LEFT again to exit through the doorway.

The Giddy Goons

There are four moves to negotiate in this section. As soon as Dirk enters the room, press the SWORD button to foil the Giddy Goon stalking you from the left. Midway through the move press RIGHT to get away from the second Goon, before pressing UP to move up the stone staircase and away from the danger area. As you move up the stairs, more Goons appear from the top of the stairs. Immediately draw your SWORD and stop them in their tracks. Dirk then moves through the door and on to the next scene.

The Smithy

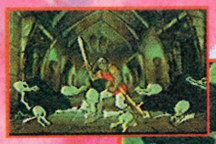
Dirk is now in the Blacksmiths room with danger present all around him. Draw your SWORD straight away in order to dissuade the fire sword from ploughing you down. The fire sword rises up to the ceiling and comes down at you for the kill. Press your SWORD button again to deflect the fire sword away. Now a flying mace rides up to the roof and comes down at you in the same way as the fire sword. Simply press the Sword button again to deflect it away.

The animation now changes and in front of Dirk appears a bright yellow bouncing anvil. Simply press to the RIGHT (or LEFT if in reverse mode) to dodge the anvil and jump away from the fire breaking out around you. Now go back to the SWORD button to deflect the magic arrow flying at you almost immediately.

As Dirk puts his sword in the Forge, the stone statue next to him comes alive and swings back its broadsword to foil your escape. Be ready for this to happen and press your SWORD button until you swing at him and turn him back into stone with your blade.

Haunted Hallway

The Haunted Hallway is a very scary place and you are well advised not to dwell there too long. As you begin to walk down this creepy passage press UP on the direction pad to skip past the skulls and bones and then draw your SWORD to shatter the huge skeleton hand coming at you from the left.



Repeat those two moves by jumping UP past the in-coming ghostly slime and Sword to break up the second mutant hand. Now simply skip to the LEFT to exit the hallway but go straight to your SWORD again to slice up the two hooded skeletons moving in to seal your doom. Dirk then exits to the next phase.

The Lizard King

This is one of the best stages in the game, although you need to act very quickly to stay alive. The Lizard King comes at you from the start and Dirk automatically draws his sword. However, a magic pot of gold will fly past and grab your sword. Now all Dirk can do is run after the pot of gold to retrieve his sword, but he will have to move quickly as the Lizard King is running after him.

As soon as the gold pot steals your sword press LEFT to duck as it comes back at you. Now run after the pot and follow its direction. There are five corridors to chase it down, at the end of them all go RIGHT. Every time Dirk moves right, the Lizard King lunges at him with a staff so if you're too late or too early, Dirk gets a bang on the head and is dragged off to certain death.

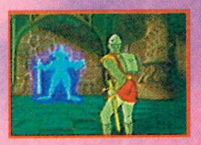
After you've successfully negotiated the five RIGHT moves, you enter a room containing the pot of gold and your sword at the top. Press Up to claim your sword and then press the SWORD button to swing at the Lizard King who has also arrived in the chamber. Enter into a sword fight with the Lizard King and move very quickly indeed. When you draw your sword press LEFT in direction to get to the other side of the room, then press RIGHT to return to the right hand side of the room. Press DOWN to duck as the King strikes and then immediately press the SWORD button to finish the Lizard King off.

Spinning Batons

In this section play the waiting game to get past the spinning batons and then utilise your quick reactions to defeat the Cloaked Spectre. The animation shows Dirk inching towards the two large batons, wait until he stops and moves slightly from side to side. When Dirk does this press UP on the pad and Dirk dives between the batons and lands on the floor at the other side. As he does this reach for your SWORD and slay the Cloaked Spectre in one swoop. Now quickly move DOWN in direction to dodge the magic thorns and press UP to exit through the door before the thorns tangle you up.

DEATH BECOMES HIM!

Chequerboard Corridor



This section is a rather quick little stage but it's difficult to get the timing right. As Dirk walks up the corridor, the floor moves down and then up. The animation moves in closer and the music sounds out as the floor begins to break up. When this happens press DOWN to leap to a clear spot and press UP to skip back over. As soon as you skip back press LEFT in direction to jump over to the clear doorway and away from the fire. The whole section only takes a few seconds to get through but it takes a lot of practise to get the timing exactly right.

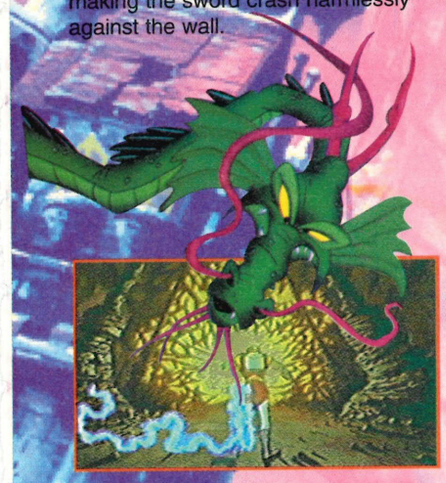
Pool of Water

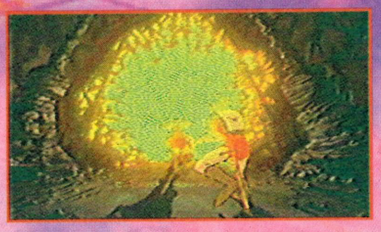
This is another section that will reverse from time to time, so be careful with your first move. At the beginning of the scene press Right in direction to jump over the gap as the floor opens up into holes and cracks. As you land swiftly press UP in direction to tumble over to the next plinth while dodging the dagger booby traps. When you land press LEFT to jump into the centre of the room next to the pool of water and then press UP to dive into the water for a cool dip.

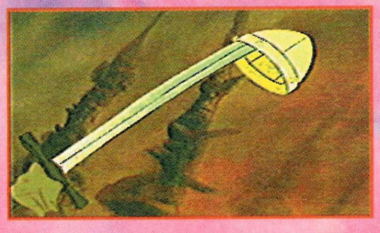
Once you are in the water press Left to climb out of the pool before the tentacles make a grab for you. Once Dirk pulls himself out of the water press UP to jump over the falling floor to land on a small ledge near the exit. Now Dirk begins to look around and as soon as he looks up to the ceiling press the SWORD button to kill the giant spider that is dropping from the ceiling before it clings on to your head. Once you have killed the spider, press UP again and Dirk squeezes between two rising stone blocks to exit.

Phantom Horseman

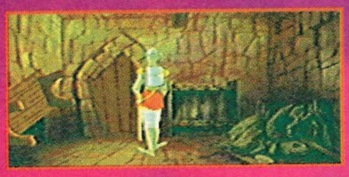
This can be a nightmare section if you don't have a clue what to do but, once you realise what the moves are, the timing is very easy. The reason why the first two moves aren't too obvious is you actually jump into the trouble spot to avoid the trouble. The Phantom Horseman rides up the screen towards you and just as he reaches you thorns grow to one side. Basically jump away from the thorns by leaping under the horse's huge legs. When the Phantom rides at you for the first time press LEFT and then repeat the LEFT move on his second gallop. He's now lurking at the other side of the screen so on his third trot up the screen press RIGHT in direction. The animation changes to the Phantom as he hurls his sword at you. As he does this simply press RIGHT again to crawl through the exit making the sword crash harmlessly against the wall.





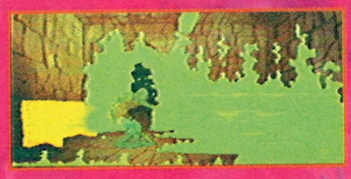


The Fire Room

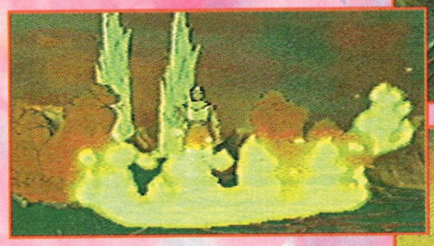


Moves must again be timed to perfection in order to get through this tricky section. At the beginning wait until the wooden bench drops down from the ceiling. When it does , fire hurtles across the room in your direction and you should initially press RIGHT to dodge it. Another bolt of fire strikes in from the right and, just before it starts to come across towards you, press DOWN to avoid it.

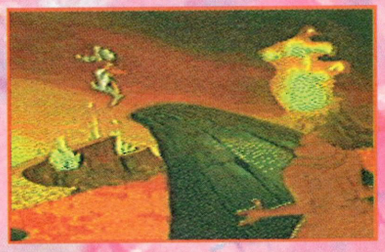
Fire now fills the room so press UP in direction, followed swiftly by LEFT. The animation now focuses on the bench that fell from the ceiling at the beginning of the scene. Press LEFT again and Dirk moves the bench aside to find a low exit.



Lava field of Mudmen



This is a similar chase scene to the Lizard King. At the start draw your SWORD as the Mudmen close in. This buys you a second or so to press UP, allowing Dirk to begin to flee. This is followed by six more screens where the object is to press the UP button at exactly the right moment to continue Dirk's flight. This timing is the crucial element in the level and the direction should be pressed just as the Mudmen are closing in or when Dirk has run out of room. After the six UP movements Dirk quickly exits via a doorway.



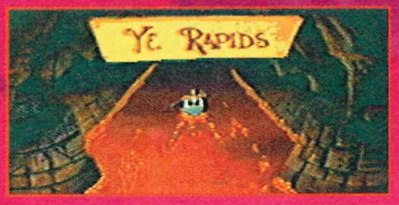
The Round Cage

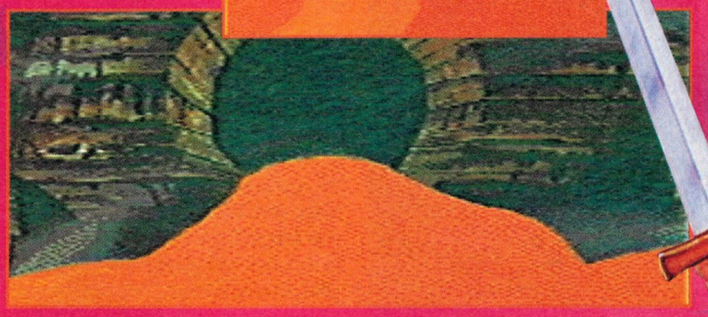
This is a very easy scene late on in the game. You find yourself inside a rounded cage corridor with magic light coming towards you on the floor of the cage. Just before it gets to you press UP to leap down the cage and then press UP again as the magic light gets close. This second move takes you through a door and onto a bridge. Wait to the right of the bridge until the first signs of the magic light come in from the right and press LEFT to sprint across the bridge before it is consumed with you on it.

The Rapids

Dirk is now only a couple of scenes away from the final and greatest test in *Dragon's Lair*. Walk along a darkened passage and fall down another small hole in the drawbridge section. As he falls through the hole he lands in a log boat, passing under a sign that reads 'Ye Rapids'. There are now four sections of rapid lava flow to get across.

As Dirk rows across the rapids from the left there will be a slightly different colour stream in the centre of the rapids. When Dirk gets to these slip streams press UP. Repeat this on four occasions and Dirk heads for the penultimate test in the whirlpools.





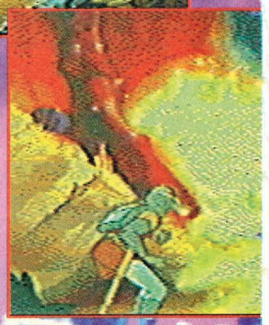
The Whirlpools

In the Whirlpool section, Dirk must paddle around the four sections of swirling water by moving against the natural current. At the first whirlpool steer RIGHT, at the second LEFT, at the third RIGHT and at the final one LEFT. The boat then continues into a strong rapid and smashes up on the rocks. The force of the impact sends Dirk flying into the air and at the peak of his rise press RIGHT to allow him to grab the chain, hanging down from the exit door. This leads you into the ultimate test of your endurance and skills!

The Dragon's Lair

Dirk is now inside the Dragon's Lair! Ahead of him is the toughest task yet, to rescue the Princess from the clutches of the evil Singe the Dragon. Singe is initially asleep so the first object of the game is not to awake him too soon. Throughout the room are balancing dishes and crockery. Dirk must stop them from falling to the ground and making a noise and awakening the mighty Dragon.

In the opening move catch a pile of falling household objects by pressing UP. The animation then move to the Princess, locked up in a glass cage. She spots our dashing hero and the scene cuts back to Dirk, who seems to be in a very slapstick situation having lose his balance. Dirk moves around from the left, trying not to fall over as he leaps on barrels and chests. When he reaches the right hand treasure chest press LEFT so he can leap over to the left hand treasure chest.



As he does this the chest begins to slide down the slope of gold, bringing him to the clearing in front of the waking Dragon.

As soon as the Dragon moves press LEFT to avoid his fiery breath but don't worry yet he hasn't seen you and settles back down to sleep. The fourth move comes now — press DOWN to stop another pile of plates from falling. You can then go up to the Princess's cage. She tells you the key to the cage is around the Dragon's enormous neck and the only way to slay the Dragon is to use the Magic Sword located somewhere within the lair.

However, your sociable chat with the lovely Princess has roused the Dragon and now he is coming for our hero.

Dirk hides behind a large stone and the Dragon comes up behind him. As soon as the Dragon moves towards the stone press DOWN and, as his claws come onto the stone, press DOWN again to duck and LEFT to slip under his razor sharp nails. As Singe comes towards you press UP to leap over and down the slope as he breathes his fire at you. Dirk now hides behind a large wooden stake (used for burning maidens) and the Dragon

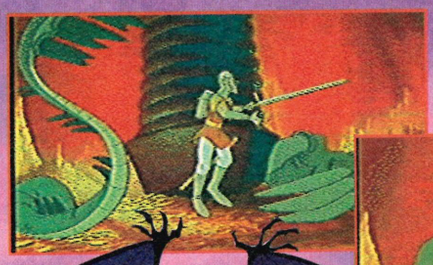
approaches his hiding place.

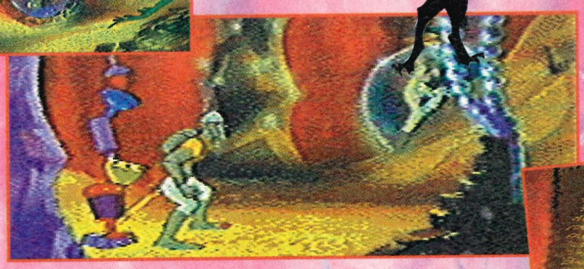
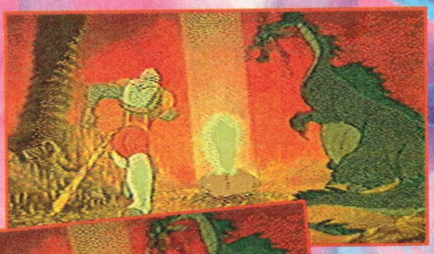
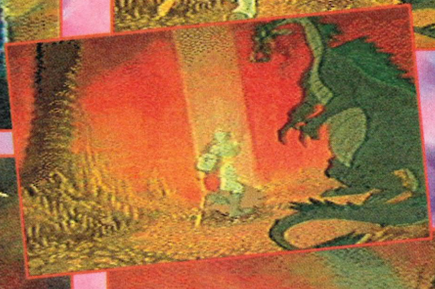
As Singe reaches Dirk press DOWN to leap away from and start running for your life. When Dirk gets to the end of the passage press RIGHT to avoid more of the Dragons fire. It's now the final conflict. The Princess looks on as Singe catches up with our brave Knight and the game's hardest moves have to done with precise timing.

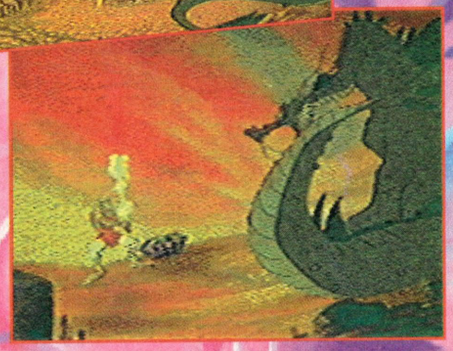
When the dragon comes closer press the SWORD button to deflect his fire away. Now press the SWORD button again as soon as the animation changes its view point and Dirk can make his grab for the Magic Sword. As he grabs it dodge very speedily to the LEFT to avoid the fire again and then take a final swing of the magic weapon by pressing the SWORD button as soon as possible.

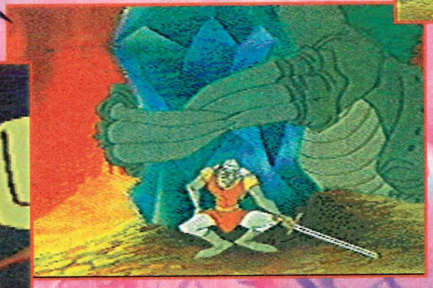
Get the timing just right and the Magic Sword slays Singe the Dragon, allowing Dirk to grab the key from around his neck and free the Princess, getting huge hugs and kisses for his trouble.

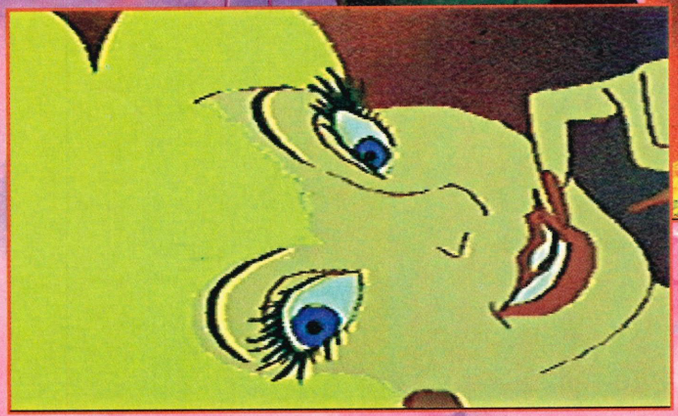
The game is now complete — the titles roll, the epic quest is over and once again SEGA XS has rescued another fair maiden!





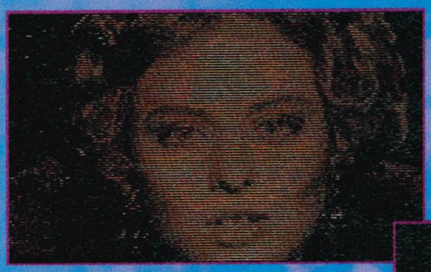




SUMMARY

GAME NAME: Dragon's Lair
TIME TO COMPLETE: 3 Days
HIGHEST SCORE: N/A
NUMBER OF LEVELS: N/A
CHALLENGE RATING: Medium

CD supplied by:
VIDEO GAME CENTRE,
Tel: (0202) 527 314



IN THE BEGINNING

Dune — a world where the barren sands hold secrets the Universe has only just begun to understand. Dune is the only known planet where the substance known as Spice Melange is found. The Emperor, Shaddom IV, maintains his power by controlling the production and distribution of the spice. Spice Melange is the most valuable substance in existence. It has the ability to fold space and expand consciousness.

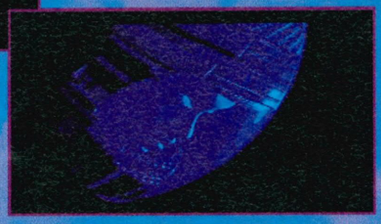
A brutal and powerful race known as the Harkonnens have long held a monopoly on mining Dune. Now, however, the Atreides royal family, have been granted the privilege of mining for spice.

This is where you come in. You are Paul Atreides, son of Duke Leto Atreides and Jessica Atreides.

Your plan is to befriend the inhabitants of Dune, known as the Fremen. However, they are fairly difficult to find, not much is known about them and their lifestyle is shrouded in mystery. You are an ambitious and fearless young man. You realise the only way to set up a successful mining operation is to make sure you win over these desert dwelling tribes and utilise their man power.

Convincing men to work for a stranger is never an easy task but luckily, Fremen folklore is on your side, and this may not be entirely superstition!

They believe there is a man,



unlike any other, who will save them from their squalid lifestyle and from the ill-treatment of the Harkonnen forces.

They believe this saviour, known only in legend, will restore their dead planet to its former glory. Could this man be you? If you're wise, the prophecy may become more than words. However, if you're foolish prepare to face a lonely, pain-wracked death in the deserts of Dune.

THE QUEST FOR SPICE

You begin inside the royal palace. Your father stands before you and tells you Gurney Halleck, one of his many advisors, has gone to investigate one of the three Seitches (home to the Fremen) spotted around the palace. Your father wants you to take an Ornithopter, a strange but agile mixture of plane and helicopter, and see what has happened to Gurney, as he has not yet returned.

Talk to Jessica, your mother — she informs you Gurney is currently in Cathag-Tuek. Leave the palace and take the Ornithopter, which is parked outside, to this destination. Once you land in front of the wide, mouth-like opening of the Fremen dwelling, go inside and meet Gurney.

He has made contact with the Fremen but cannot convince them to work for him. He suggests you try your charm to persuade the Fremen chief otherwise. Turn and talk with the Fremen. He swiftly agrees to work under you and seems mesmerised by your presence, saying 'Could he be the one?' You must become accustomed to this infatuation from Fremen chiefs, it's the one thing helping you organise them and gain their complete trust.

As soon as he has agreed to be your employee, instruct him and his troop to mine for spice. Gurney now suggests that you visit the other Seitches in the area before returning home to the palace. Take Gurney with you and move on to the next Seitch up on the map, Catharg-Timmin.

The men in this Seitch will not work for you yet, purely because you're not quite ready for their abilities. The truth is, they are spice prospectors. When you discover Seitches further out in the desert, prospecting is a skill essential in mining, so the troop at Catharg-Timmin later play a key part in your success in spice production. For now, however, leave them and visit the last Seitch of the three, where the Fremen chief is happy to mine for you.

Originally created by Frank Herbert's vivid and exciting imagination, *Dune* was a classic novel. This inspired film maker David Lynch to re-create Herbert's work on celluloid and now Virgin have translated the concept to the Mega-CD. Thankfully, this is no mindless beat-'em-up or insipid platformer. Instead, *Dune* is a superbly playable and involving strategy, rich in characters from the book and film, which will have you proving your worth as a business man, a leader, a lover and a warrior. Dune is a 'virtual' world where day and night are constantly passing. Speed is essential in all matters from diplomacy to training your troops and, without a helpful guide, you're never going to succeed. Luckily SEGA XS has ploughed through the entire game, bringing you the definitive guide!

MEGA CD

SEGA ● BEAT-EM-UP

DUNE

DUKE

DUNCAN

CHANI

PAUL

THUFIR

GURNEY

FREMEN

HARAH

JESSICA

VLADIMIR

FEYD

STILGAR

HORKONEN

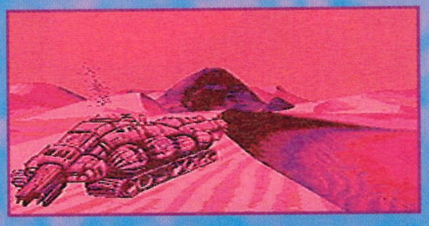
PROSPECTOR

THE CAST OF DUNE

AT THE PALACE

Return to the palace. Duncan Idaho is an expert in spice production and an invaluable supplier of hints and tips through out your quest for spice. He's found in the hall before the main throne room. Between him and Jessica you learn spice is the most valuable substance in the Universe. Duncan is an upstanding, effective and well informed man , who keeps you updated as to your current and recent spice production levels, measured by the kilogram. Always, keep an eye on progress with Duncan.

Talk to Leto, your father, who tells you to find and bring back Still-suits, the uniform of the Fremen. They are integral to the Fremens ability to survive in even the bleakest of environments. Long term survival in the harsh desert isn't possible without these incredible suits.



Gurney tells you the Fremen in the Seitch where you met knows of a Still-suit maker. Fly to Cathag-Tuek and talk to the Fremen chief. He says there is a Still-suit maker to the East. Make sure someone is with you and fly East from Cathag-Tuek.

If you don't have a passenger, you'll be unable to spot hidden Seitches such as the one you're looking for. Eventually you locate a Seitch, Tuono-Tabre. Go inside, and greet the Still- suit maker. He describes how the suit works as a fluid filter.

Perspiration passes through the first layer and is gathered by the second. In this section salt is separated and then the reclaimed water circulates into catch pockets, from which you can drink through a tube at your neck. Breathing and walking provide the pumping action for the whole process.

The Still-suit maker agrees without hesitation to give you a suit and sends some to the palace. He also tells you of more Seitches to the North and East. Apparently there are other Fremen leaders interested in you. News of your presence is by now spreading throughout Arrakis and you're becoming a symbol of hope to the Fremen.

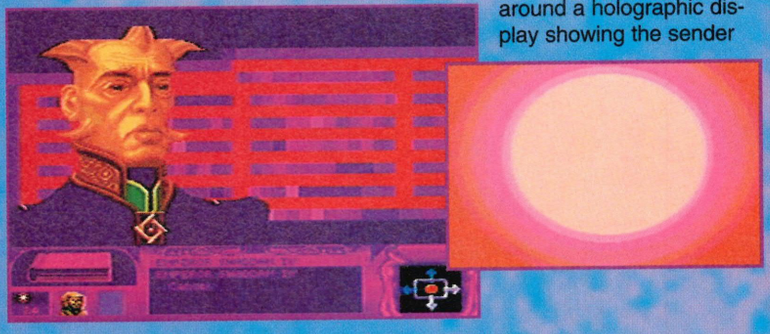
Instruct the Stlll-suit maker to specialise in spice, and once he agrees, he tells you of the harvester he has seen, a very useful mining machine. Go to Modify equipment on the Orders selection panel and click on the harvester icon, before moving on to the other Seitches he has described to you.

These latest Fremen are perfectly willing to work but they simply cannot start yet because the land has not been prospected. You are now ready to enlist the spice prospectors, dwelling at Cathag-Timmin.

Return there and move the troop to the required Seitches. These men are glad to see their services being utilised. If required, they can display a spice density map so you can see how rich an area is with spice.

TAKING SHAPE

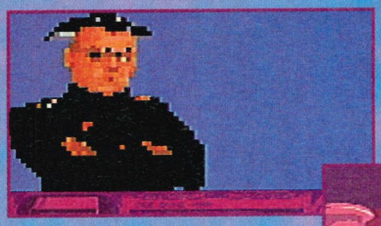
Gurney says you should now return, once again, to the palace. As soon as you step inside the entrance, which is bathed in green light, Gurney notices the Still-suits have arrived as promised.



Everyone is delighted with your efforts in getting hold of the suits. Go to your father, who informs you the palace has hidden secret rooms. It's time to explore the palace properly and find some of these rooms. He tells you of your mothers incredible ability to sound out these hidden rooms for you.

Next talk to your mother. She tells you exposure to spice does strange things to your mind and body. Instruct her to come with you to search for secret rooms and head for the green room where the Still-suits have been stored.

Jessica feels a strong emotion here and finds a passageway leading to a communications room. In the centre of the room is a circular control panel that wraps around a holographic display showing the sender



of any messages.

You both have the ability to send and receive messages from here. However, receiving is it's main purpose, as you will discover. It's unwise to ignore messages when you know they have come in.

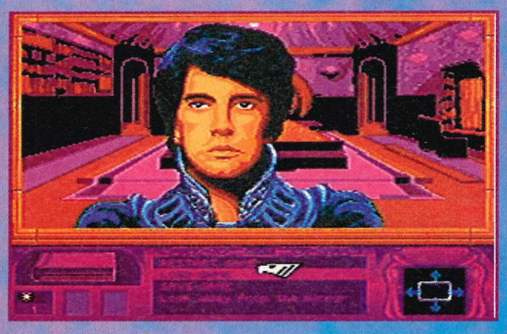
Jessica wishes to stay here. The effort of finding the secret room has drained all her strength. It's not easy to maintain this level of focus and concentration for a sustained amount of time. Allow her to stay.

Leave the room and find Duncan. He feels you need to get hold of some spice harvesters as they increase your production levels. The

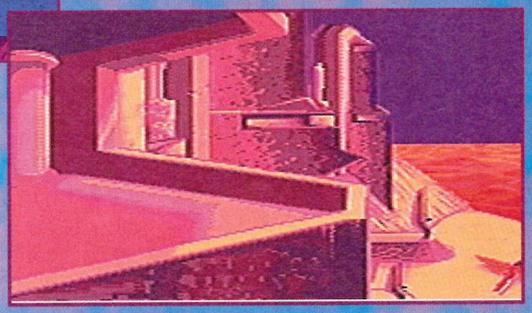
Fremen chiefs also need harvesters and it would give them a boost of motivation if you could supply them, as well as a large boost to production, which would be a bonus.

So far you've encountered only one Seitch supplied with a harvester, Tuono-Tabr. Go there and enquire about harvesters by talking to the Fremen chief. He knows of a Seitch to the North East, where there are two harvesters. Go North East with Gurney, to discover the Seitch of Tuono-Harg.

It's deserted and cold but the two harvesters are here as expected.



Gurney wants you to go to the two nearest Seitches and instruct them to pick up the harvesters. Make them pick them up by changing their occupation by selecting the instruction — Go and search for equipment.



Fly back to the palace and talk to the Duke. He is standing on the balcony looking onto the sea of dunes. He says, 'Without changes, something sleeps inside us and seldom awakens. The sleeper must awaken...' Strange stuff eh!

He is subtly referring to the changes the exposure to spice have on you in time and it also points to the Fremen uprising that may one day be unavoidable. He is impressed with your ability to progress this far, telling you a message has arrived in the communications room.

Go to the communication room and view the message. It's from the Emperor Shaddam IV. He warns he will soon be calling for his first shipment of spice. Talk to Duncan, he tells of a Fremen who has spoken to him of an area rich in spice. This is the Fremen at Tuono-Tabr, where you got the Still-suits.

Take the Orni to Tuono-Tabre and engage in conversation with the Fremen chief. He says there are vast spice fields to the South and there is a Seitch to the South East. Fly until you find Tuono-Timin. Within the Seitch is one woman, clad in a Still-suit and her eyes are piercing blue.

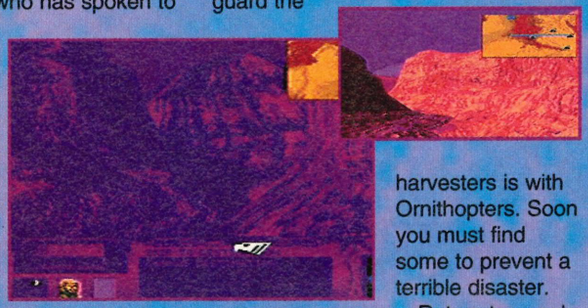
Her name is Harah and she is grieving for the loss of her husband who was tragically killed by a younger man in a fight. Ask her to follow you. She feels the time to grieve is over. There is a useful harvester at this location which you should utilise.

Harah knows of three more Seitches, Habbanya-Timin, Habbanya-Tuek and Habbanya-Tabr. Fly to the new Seitches and enlist the Fremen in the usual way, equipping troops where possible and still ploughing all resources into the frantic mining drive.

Always keep the prospectors busy in every new location or precious time will be lost. In one location, Habbanya-Tabre, there is a Fremen unconvinced there is any point working for you. Leave him for now as you will only be able to rally him at a later date.

WORMING PROBLEMS!

With your immediate objectives complete, return to the palace and talk to Duncan. He warns of the danger worms pose. They live beneath the sand and grow up to four hundred feet long. They are attracted to rhythmic vibrations, not unlike the ones mining harvesters cause. This places mining troops in great peril and it's inevitable, if steps are not taken, lives will be lost and spice production slowed. The only way to guard the



harvesters is with Ornithopters. Soon you must find some to prevent a terrible disaster.

Return to speak to Jessica. She knows your powers are growing everyday. She advises you to spend time alone in the desert to further absorb the properties of the spice and increase your powers. Tell Gurney and Harah to stay at the palace and stride off into the desert alone, just out of view of the palace, always remembering the way you came.

Wait for morning or evening, depending on the time of day you left, and get your first vision. The view of the sand before you blurs and breaks up and in its place appears a clear image of your father, Leto. He is saying there is a message at the palace.

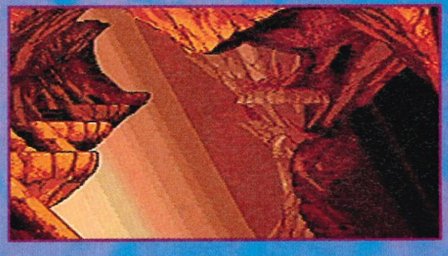
The vision fades out and the view of sand returns. Act on the vision and move back toward the palace. Once inside go to the communications room and view the message. It's The Emperor and he wants a shipment of spice immediately.

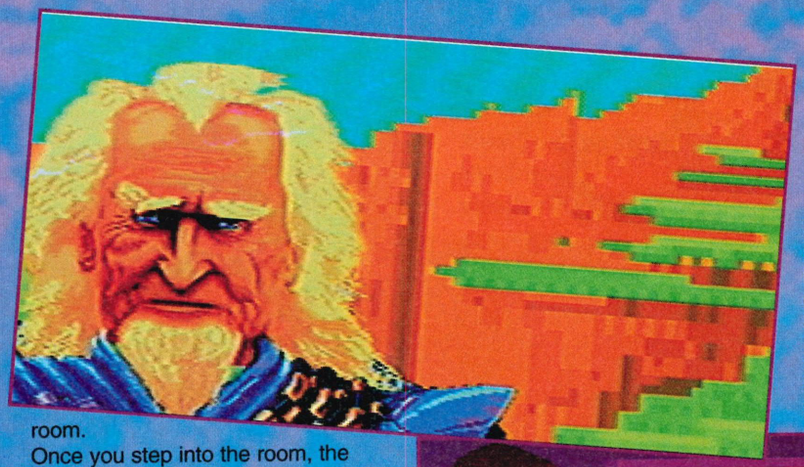
Emperor Shaddam IV is a tall impressive character, with dark sinister eyes. He is darkly serious, and knows his own power. From now on he demands a shipment of spice every four to eight days. Duncan will tell you if you can meet the Emperor's demands or not.

If you have not mined enough you're in trouble! Duncan gives you the option of either sending all the spice you have or a small portion of it. It's usually better to send about three quarters, so you can use the extra as a buffer to begin your next spice stockpile.

The Emperor will be very displeased with you anyway and you only have the one chance to mess production up before he gives up and sends a deadly squad of his Terror Troops to kill you. Whatever you do, never refuse to send him any spice when he demands it, or your mission ends abruptly in painful death! Remember, spice is the reason you're on Dune.

When you're finally ready to send off a shipment, instruct Duncan to come with you to the communication

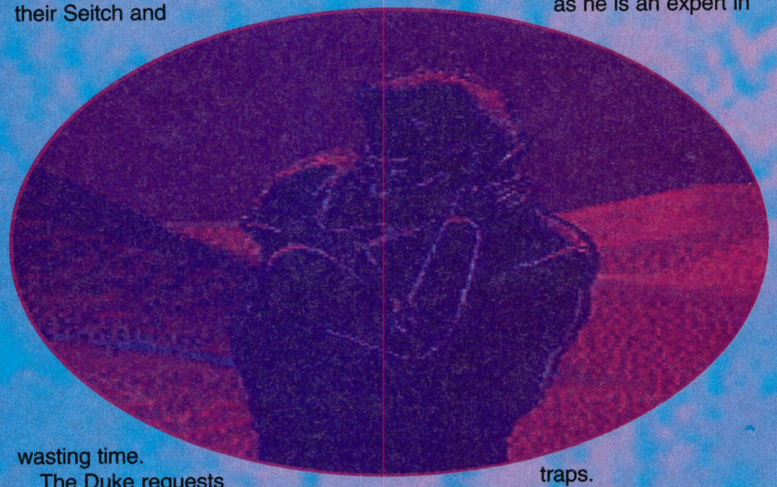




room.
Once you step into the room, the shipment's automatically sent. Talk to Duncan and he gives you a clue whether to expect a satisfied reply from the Emperor or not.

A TIME TO REBEL

Go to the throne room now. Jessica is delighted you've had your first vision. It's the start of many visions. At present your ability to contact people from remote places is weak and has a limited range but in time it will improve. Go to the Dune map and locate a mining troop, if they are in range you can keep check on them now without travelling to their Seitch and



wasting time.
The Duke requests everyone to gather on the balcony. Leto confirms that thanks to his sons diplomatic actions with the Fremen, they can stay on Dune. Harah says, 'Fremen prophecy states that there is only one man who could bring happiness. That man must be Paul.' It is suddenly apparent to Leto that Gurney is missing.

Turn to Jessica and ask her to come with you to find Gurney. Go into the long corridor before the Green room, where she detects a door. Go through it, to the left, and you walk into an empty room where Gurney is lying half conscious and dazed on the floor. Gurney is in a daze after an attack.

Tell Jessica to stay with him, while you go to find your Father. The Duke is outraged Gurney has obviously been the victim of a booby trap in the palace, and blames the Harkonnens. He says you must go and find Thufir Hawat in the communications room, as he is an expert in traps.

Thufir is a military strategist among other things, and he is a valuable ally in a fight.

Bring Thufir to the room where you left Gurney and Jessica and he disables the booby trap. The trap was guarding another secret room, which is in fact an armoury stacked to the ceiling with guns. Thufir is impressed with the armoury and immediately places a guard on the door.

Thufir now wishes to talk to you alone in the armoury. He says the time has come to make a stand against the Harkonens and use the Fremen as your warriors. Obviously mining for spice is vital but unless something is done about the Harkonens, who currently control most of the planet, the Atreides' efforts will be sabotaged.

Thufir believes the time has come to make the Fremen fight for you, but to do this you must find a strong Fremen leader. Harah has heard of such a leader, but she can not remember his name. Leave Thufir in the armoury and exit the palace.

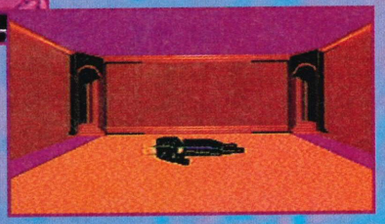
Take Harah in an Orni to Tuono-Harg to talk to the Fremen chief. He gives you the name of the man you seek — Stilgar. Apparently he is well respected in the community. Talk to Harah, as she now remembers where Stilgar was born and can take you there. Look at the map. Far West of Tuono-Harg is a Seitch called Sihanya-Clam. Stilgar will be near there.

The Seitch is abandoned but Harah instructs you to fly North West, after a while you come across Stilgars dwelling place, Ergsun-Timmin. Stilgar has heard of you and already holds a certain respect and interest for you due to your dealings with the Fremen.

He agrees to come with you saying, 'By joining our forces, we'll be able to make these Harkonnen invaders step back. We shall call you Maud'Dib, the name of the mouse shadow on the second moon of Dune.'

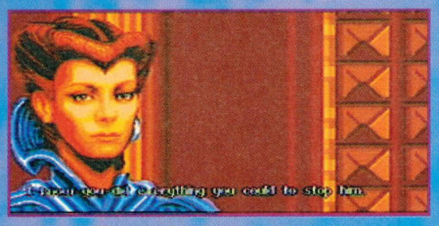
Talk to the other Fremen chief beside Stilgar and, after rallying him, select army training from the issuing orders menu. They are now ready to become warriors under Stilgar's lead. Select modify equipment from the menu, to supply the troops with kry knives for improved fighting ability.

Now talk to Stigar who tells you of four more Seitches in the area (Ergsun-Clam, Ergsun-Tabr, Ergsun-Tsymyn, and Ergsun-Tuek). Rally these troops and send them off to find equipment. Now convince the Fremen leader in Habbanya-Timmin, who previously would not join you, to undertake military training. He will agree as long as Stigar is by your side.



THE SPICE IS RIGHT

At all times keep interrupting play to check your mining troops progress, they lose motivation if you cut all contact with them. Also some of them supply you with information as to the whereabouts of more Seitches. Always keep your prospectors busy with new locations and ensure all equipment on site is being used to its full potential.



The next step in the sequence of moves is to return to the palace. Jessica believes your powers are growing. Your eyes are turning blue like the Fremen, a sign of Spice being absorbed into your blood. Your range of contact with the Fremen is expanding too and now you can project your thoughts a greater distance.

Talk to Thufir, he suggests you train the Fremen to fight. Although Thufir is an expert in military strategy, Gurney is the ideal teacher of fighting technique so go and talk to him. Take Gurney to a Seitch where troops are gathering and tell him to stay there. He is eager to train up the troops. To save time flying Gurney from troop to troop muster all the fighting troops in one Seitch, where Gurney can be training them all together.

On your next visit to the palace Thufir indicates the Harkonnen weak spot is near the Seitchs which Stilgar inhabits, so concentrate the military training around there.

You now have a vision from Leto. He says something terrible has happened and you must return to the palace. Check the communications room and view the message. It is from the evil Harkonnen leader, Baron Vladimir. He scorns you and tells you he has destroyed a Seitch to show you what can happen if you don't stop your actions. Dune is his planet he claims and another message from his twisted son Feyd reiterates this point.

Talk to Leto, who tells you he is gathering together a Punitive Expedition to take on the Harkonnens. He says, with unshakeable conviction, 'This crime cannot go unpunished!' Thufir thinks Leto is being too impatient and it is too early to launch a winning attack.

Unfortunately there is nothing you can do to stop him leaving, his mind is made up.

Duncan is concerned about finding more equipment to harvest the spice. He knows that somewhere on Dune are villages where immigrants thrive. Smugglers in these villages usually have useful items to trade, from Harvesters to Ornithopters.

Harah has heard of a tale that mentions a 'village in the fish's mouth'. Look on the Dune map and find the outline of a fish in a darker colouration of sand. Stilgar mentions seeing this fish shape when flying in the Ornithopter.

Head in this direction to find the village of Oxtyn-Pyons and a smuggler with useful goods to sell. Never be afraid to barter with the smuggler. Compromise can always be found and, since he wants to trade spice for goods, it's worth saving as much as you possibly can.

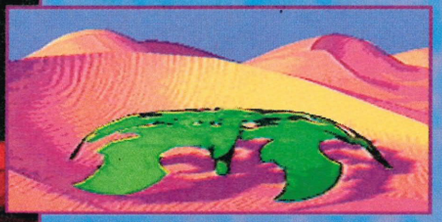
LETS FALL IN LOVE!

Harah now wishes to go home. Take her back to Tuono-Timin and tell her to stay there. She appreciates you listening to her request. After leaving Harah talk to Stilgar. He wants you to meet someone, now Harah is out of the way. Fly to Oxtyn-Tabre to meet another Fremen woman. She's very attractive and her name is Chani. Stilgar has designs for you both and makes you notice how she is gazing at you.

She says the Seitch makes her feel sad and how the desert looks beautiful at night. Tell Stilgar to stay in the Seitch and take her into the desert and stay there for a night. She falls in love with you and you embrace. Whereas before she would not leave her home, she is now ready to follow you anywhere and stay with you forever (the perfect woman!).

Stilgar thinks you will make a great Fremen leader with a Fremen female by your side. Chani knows the whereabouts of many Seitchs where you should go to enlist and equip troops. Send them to Gurney's Seitch to train harder as soon as you find them.

Again, while this is all happening, don't forget about the spice production. Keep moving mining troops, if they are not being productive, to fresh untapped Seitches. By doing this you can exploit the land to its maximum potential and harvest a rich supply of valuable spice.



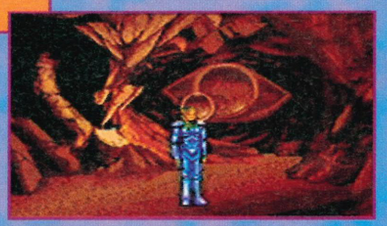
The next section of the game begins with a vision from Jessica. Return to the palace and Jessica will greet you in the Stillsuit room, telling you the Duke has been killed. In the Communications room, Thufir tells you the Duke's Ornithopter was shot down and you must find some other means of transportation.

Quickly go to talk to Stilgar. Stilgar says the Fremen use worms to travel and perhaps you should try this. Head out into the desert a little way, not too far and call a worm. After mastering this, Chani suggests you talk to Thurfir. Thufir wants some kind of other weapon to use against the Harkonnens. Maybe something located in the palace?'

THE REBIRTH OF DUNE

Jessica suggests there still may be something hidden in the palace. Ask her to come with you. Leave Stilgar but take Chani. Go to the room where you found Gurney. Jessica discovers a room to the right. It's a greenhouse. Enter the room and talk to Chani. She tells you of her father Liet Kynes. Chani suggests you go to Oxtyn-Tabr and take Stilgar along.

Once at Oxtyn-Tabr, talk to Chani and she will say her father's Seitch is to the West. Go West and find Sihaya-Tuek. Liet Kynes is here. Talk to him. This will be the first time you have seen water in a Seitch. This is a privilege indeed, as you are the first non-Fremen (who has not been born on Dune) to see this sight.



The water is special, as it is known as the Water of Life. This is spice tinted water, used by the Reverend mothers who have extraordinary powers, but it cannot be drunk by just anyone as it kills the unworthy. Nevertheless, Stilgar asks you if you wish to drink the water. Only attempt this if you have over 50 Charisma points (find your Charisma tally on the Dune Globe under the See Results heading). It will kill you if you don't have the required score.

Talk to Stilgar. He says the bulbs destroy spice. As spice is the only thing the Harkonnens are interested in, why not use the bulbs as a cunning weapon against them to destroy their spice production. Talk to Kynes in the greenhouse. He needs some help from troops but he knows of Seitches nearby.

Go to these Seitches and specialize the troop in

Ecology. Send them to Sihaya-Tuek to help Kynes. Don't forget to keep tabs on the rest of the troops and see how they are all getting on. Neglecting any aspect of the game will destroy your chances of surviving to the bitter end.

Soon you receive a vision that a Seitch has fallen foul of a terrible disease. Go there and talk to Chani. She will stay and cure the disease quickly and will inform you of her success with a vision if you're not there at the time.

Soon you will be told by a Fremen that Chani has gone missing. You will receive a message from Feyd that he has kidnapped her.

Talk to Thufir and he suggests it's time to use espionage. Locate all the enemy fortresses in the area and focus on the weakest ones for your initial attack. Attack the fortresses and you eventually reclaim Chani, who is held captive at one of them. You will not know which Fortress she is imprisoned in, until you have won the fight against it and explored its inner chambers.

At this point, remember where Jessica, Gurney, Thurfir, Stilgar and Chani are located. It will be necessary to unite them when the final conflict begins.

WAR ON DUNE

The strategy for fighting is fairly clear-cut. Before attempting to fight, make sure you have at least four troops trained to expert level and armed, ideally with Kry knives, laser rifles and Wierlding Modules. When you overcome the tougher fortresses near the Harkonen palace, you will get hold of the atomic weapons which are lethal.

Make sure you move troops in to attack as one army, who all arrive at the fortress at the same time. If a troop arrives much earlier than the others it's vulnerable to defeat. Keep in contact with the troops as they fight and they will inform you as to how many losses they've sustained and how many Harkonnens they have slaughtered in battle.

Even before you find out the exact numbers of the dead, you're given strong clues as to how the battle has developed. For example, if your troop says 'The Harkonens are confused, it will be easy to rout them', you will shortly win, and most probably not lose a single man in the battle. However, the message, 'The Harkonen forces are impressive, they have terrible weapons!', indicates it's a good idea to retreat.

Sometimes the battles will be closely fought but as long as you time the attack perfectly and arm your troops appropriately, you should win quite easily every time. It is at this stage you realise the value of keeping in contact with the troops progress in the earlier stages of the game. By doing this you create a crack fighting force, confident of victory.

Also use espionage to discover how tough a particular enemy force is. If your spies send the message 'These are the toughest Harkonens we have seen', wait until you have atomic weapons before attempting a siege situation.

When a fortress is conquered move Gurney to the fortress to keep

training the troops further in the use of weapons. Also enlist any prisoners the Harkonens had kept in their prisons to fight for your army.

You may find an angry Harkonnen captain at some battle sites, simply call help to overpower him. He now gives you information in return for sparing his life. This tells you the location of any other forts in the area and whether you are ready to conquer them.

It's important to ensure your troops are in top condition before attacking another enemy camp. Don't be impatient after your battle is won. Give your troops a well deserved rest and let them convert the ugly fort into a Seitch to raise morale.

Start your attack around Stilgar's Seitches and you will, in time, curl around to the right, past the Harkonnen palace, and wipe out all the lesser fortresses systematically. It's a long process and it's best to save the game after every fortress is beaten. If you have enough troops trained up, split the attack into two groups of four and cover the area twice as quickly.

THE FINAL COUNTDOWN

Soon you will have beaten all the fortresses. Stilgar will tell you when there are no more to conquer. Now go to the Atreides' palace and find Thufir, who says, 'We are almost ready for the final attack.' Tell Thufir to come with you to a Seitch close to the enemy palace. Let Thufir stay there, as he requests.

Before too long he will ask you to bring Chani, Jessica, Stilgar and Gurney to the Seitch

he is occupying. Thufir instructs you to bring together ten thousand men, split into three Seitches around the palace, all equipped with atomics. Do this as quickly as possible.

When all your men are in place, Thufir tells you to get Stilgar to give the order to attack. Talk to Stigar and accept the attack order. The troops surround the palace and, after a

short period of battle, you receive a vision that the shield is down and the Harkonnen forces have surrendered.

Go into the palace and claim the title Emperor Paul Atreides with Empress Chani lovingly by your side. You have liberated the Fremen, and made them grasp their dreams. May you reign well over Dune, as the planet prospers and returns to its former glory. Your Father would have been proud.

It would seem, the sleeper has awoken...

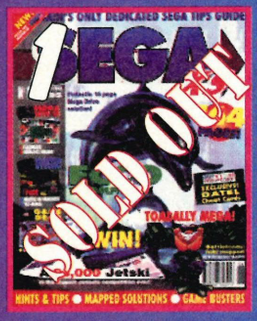
SUMMARY

GAME NAME: Dune
TIME TO COMPLETE: 2 weeks
HIGHEST SCORE: N/A
NUMBER OF LEVELS: N/A
CHALLENGE RATING: Medium

Cartridge supplied by:
VIRGIN,
Tel: (081) 960 2255

SEGA XS

BACK ISSUES



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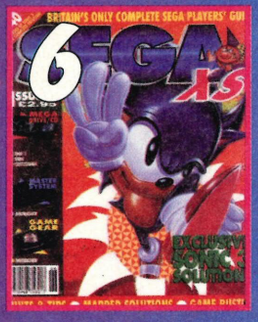

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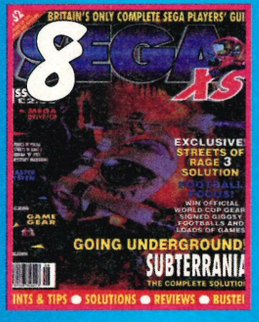
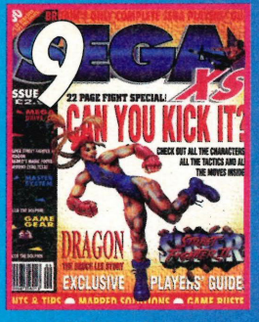


ISSUE 8 £3.50

Blast into orbit with this stunning issue, as we bring you the complete solution to Sega's awesome space explorer, Subterrania! We also produced complete solutions to Bubba 'N' Stix (MD), Streets of Rage 3 (MD), Prince of Persia (MD), Mystery Mansion (CD) and Aladdin (MS & GG). Plus a great football feature and much more...



ISSUE 9 £3.50

Once again we were first with the big exclusives, producing the complete players' guide to Super Street Fighter II! The fight special didn't finish there however — we also included a complete solution to Virgin's Dragon - The Bruce Lee Story (MD). Plus Marko's Magic Football (MD), Ground Zero Texas (MD), Ecco The Dolphin (MS)...

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SEGA XS BACK ISSUES

THE INCREDIBLE HULK

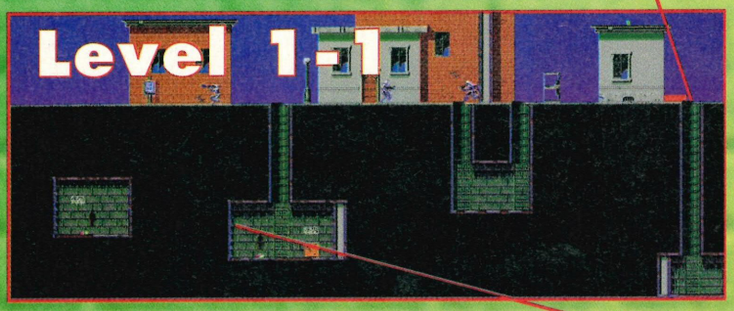
The Incredible Hulk is the latest Marvel comic book to be converted onto the small screen — courtesy of those lovely people at US Gold! SEGA XS has exclusively mapped every one of the five awesome levels and, over the next 10 pages, we guide you smoothly through even the hardest stages. Remember, if you're ever stuck on a game, SEGA XS is the magazine that always delivers the goods. Just don't make us angry!

All artwork TM & © MARVEL

URBAN CITYSCAPE

Pick-up seemingly harmless objects like this telephone-box and throw them at any pesky robots you find! It's a handy way to clear the Hulk's path through the section!

Level 1-1



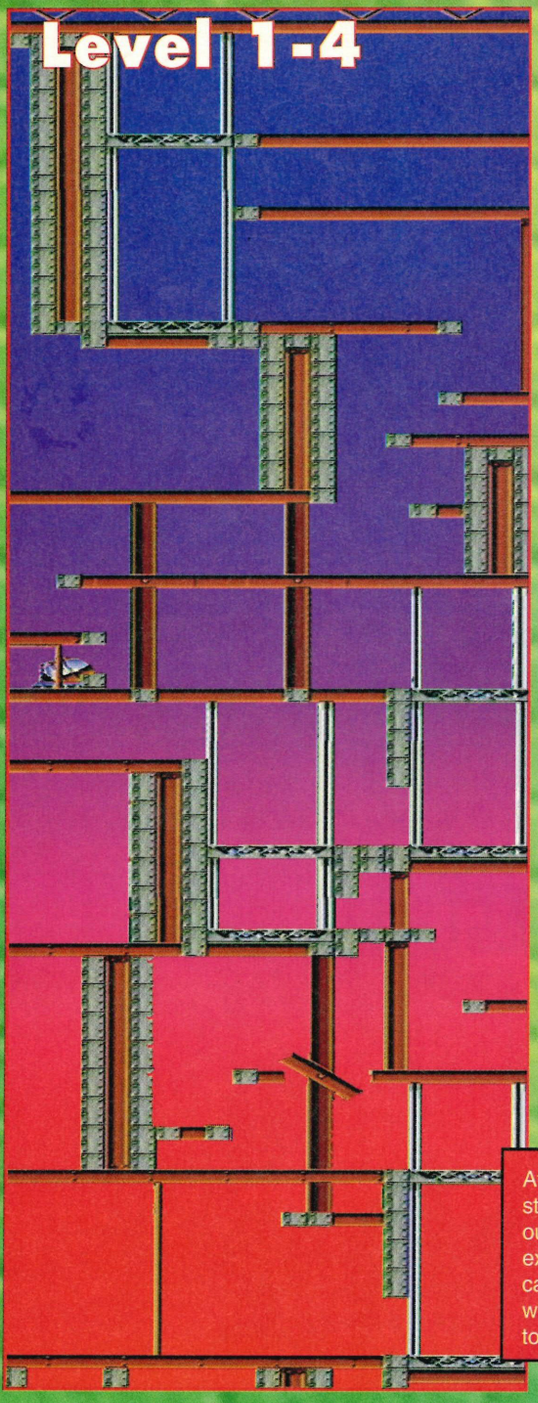
Walk through this secret passage to find a useful hidden room. Gobble the power-up, concealed inside, to obtain awesome super-strength!

This is the best exit to go for, so waste no more time and make your way up here! The bazooka-wielding robot just below can make life hard for you, but with a bit of timing and luck, you should make it past him.

Level 1-2

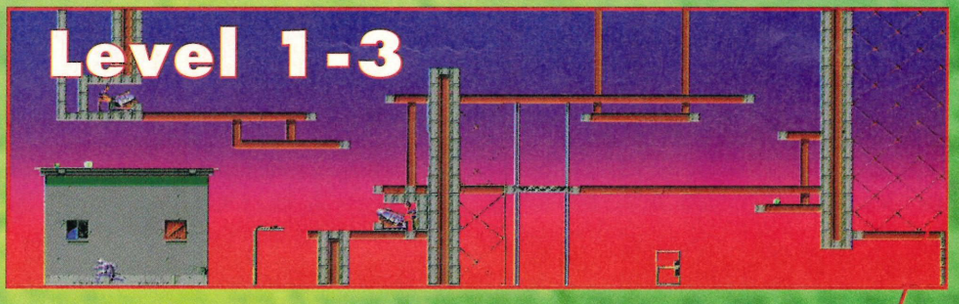
Right from the start you're confronted with a tough looking robot, so grab hold of him and try out a few of the Hulk's vicious attacks!

Level 1-4



After the relative comforts of level 1-1 you start to see the games nasty side come out. This is the first level with a choice of exits to choose from. Decisions like this can tax the Hulk's limited brainpower, so we at SEGA XS recommend going for the top-right one for the best results.

Level 1-3



When you reach this point, you have a choice of exits to make — the top one leads you up to Manhattan's sky-scrapers, while the bottom one leads down to the smelly sewers! Whichever direction you choose, one thing is certain — the Hulk's going to be in for a torrid time, so try and avoid losing too much power!

Level 1-5

The first mid-level guardian you encounter can be a bit of a pain. Try and trap him in the corner and then, whenever he jumps out again, hit him with a few upper-cuts! This tactic works with all the mid-level baddies from this moment on.

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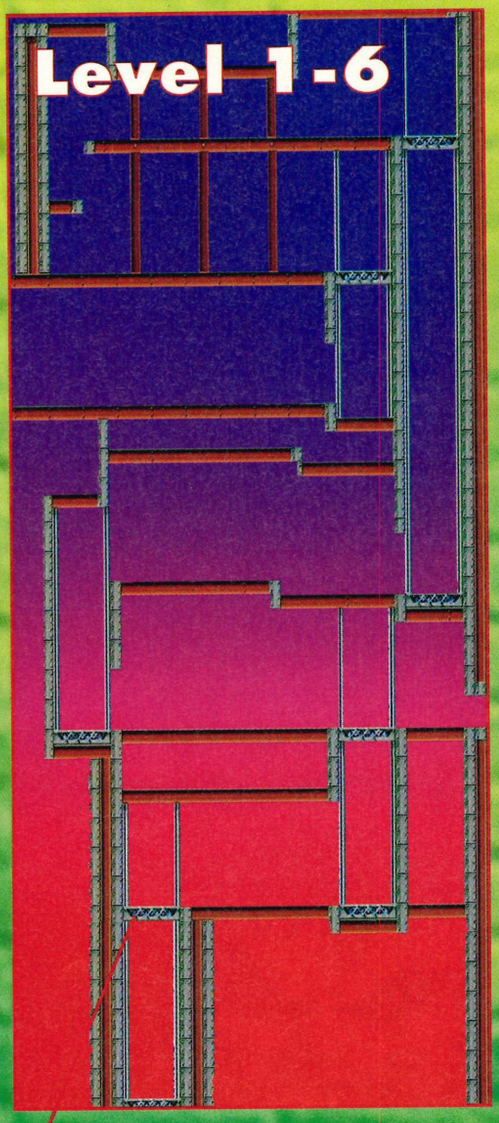
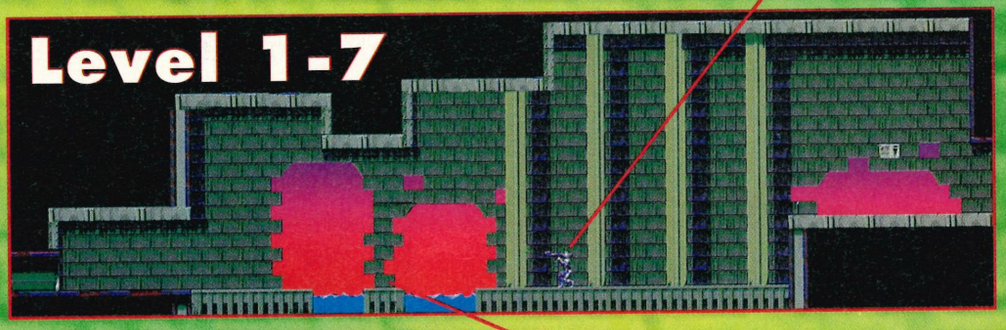
Level 1-6



To activate any lifts in the game, simply stand on top of it and press up or down. The lifts are a vital part of the game, but can be dangerous if you allow one of the baddies to jump on with you.

Jump over the energy shots sent forth by this chaps big,bad bazooka. Then, when you get in close enough, give him a good clip around the ear!

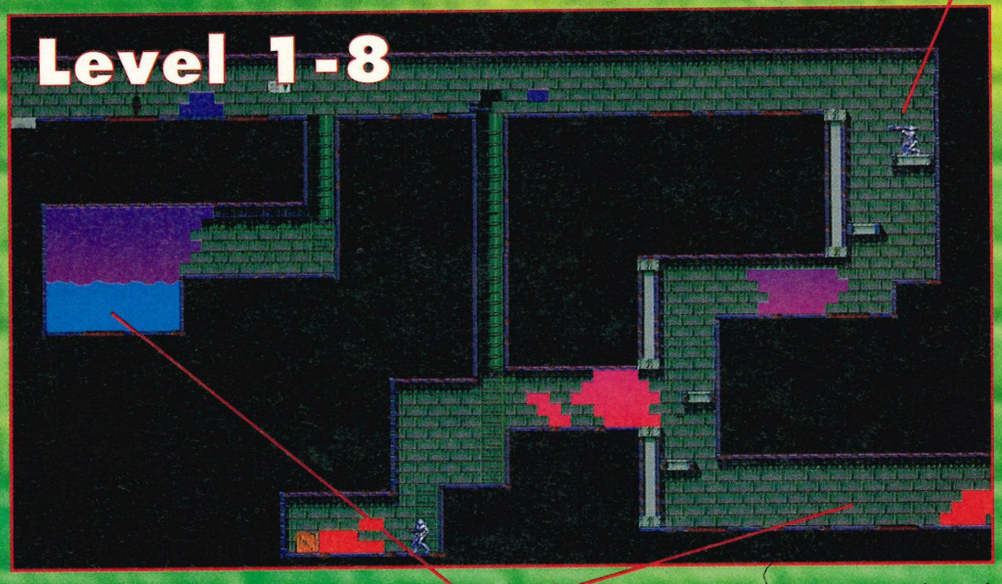
Level 1-7



Avoid falling into any of these water-filled holes. The chances are they could be a bottomless pit — just like this particular one!

Watch out for this tricky fellow as he can catch you unawares with his fast-paced shots. Draw his fire and then attack before he has the chance to get off another shot.

Level 1-8



Jump into this pool and hunt blindly around underwater. There is a reason for this! You can't see them, but there are three tasty power-ups below the surface.

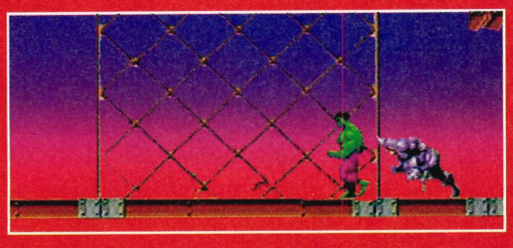
Reach this part of the level and the exit is in sight! Tread carefully though, because the bad guys won't let the Hulk escape that easily!

Level 1-9

This is another of the mid-level guardians and he shouldn't pose any problems. Simply repeat the procedure described earlier. Keep the uppercuts flying and he won't stand a chance.

Level 1-10

Go under this section of the city for a nifty short cut. Be sure to take out the guards as you go, otherwise they creep up when you least expect!



The Rhino

The Rhino is the first main guardian. He likes to charge straight at his opponents to cause maximum damage with his deadly horns, but if you jump over him and retaliate with a few upper-cuts then he's a piece of cake. Timing and a bit of patience is all that's required.

MANHATTAN IS A CITY BASED WITHIN THE WONDERFUL DISTRICT OF NEW YORK. FOR SOME REASON, ALMOST EVERY SUPER-HERO LIVES THERE!

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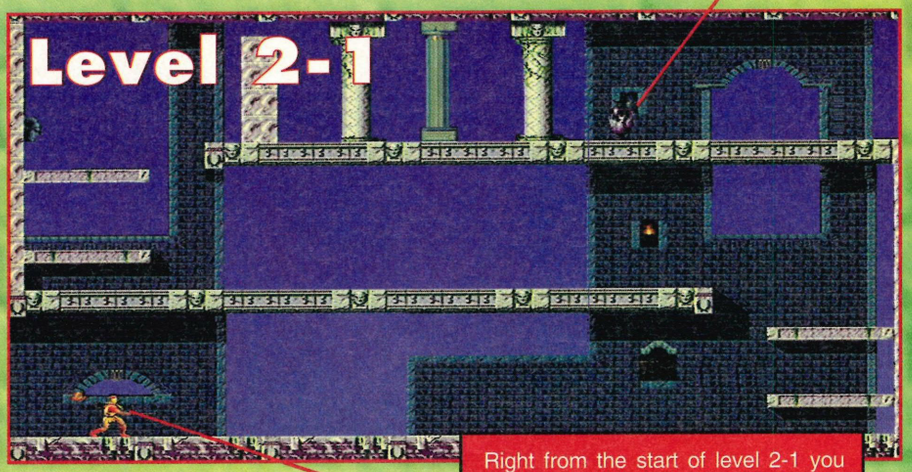
TYRANNUS'S LABYRINTH

Go Green!

After showing The Rhino who's boss, Hulk unknowingly stumbles upon Tyrannus's hidden lair, deep underground!

Break open vases like this one to replenish any lost energy. Always seek these handy power-ups out to avoid the dreaded change into Dr Bruce Banner and the almost certain death this change represents.

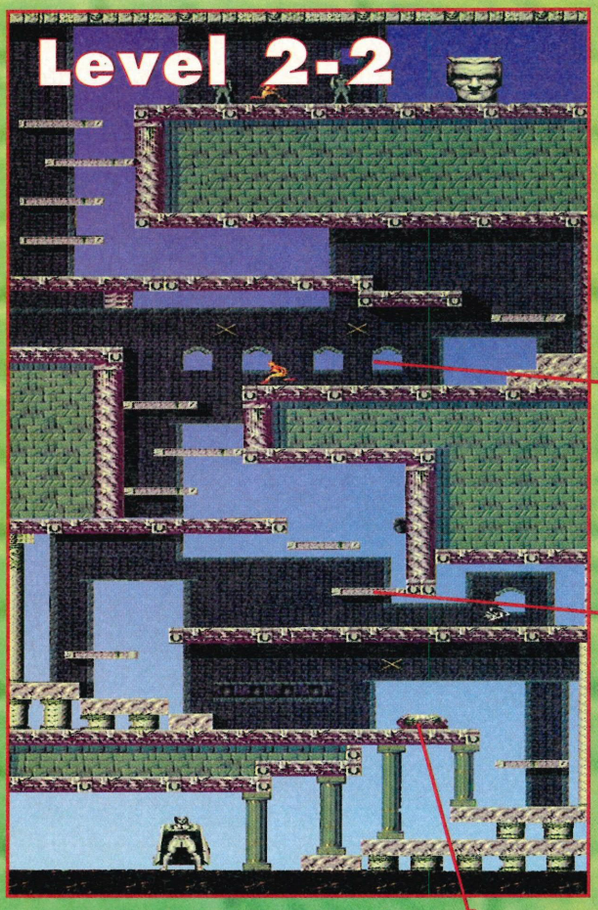
Level 2-1



These guys attack you with everything they've got. In this one's case it's his bloody big chopper!

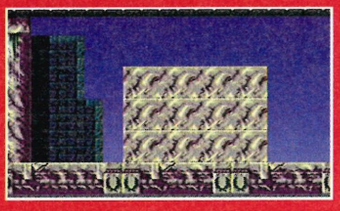
Right from the start of level 2-1 you have your first encounter with a pesky Roman soldier. These guys shouldn't prove to be too much of a problem for someone with your massive strength, but, from time to time, they have the uncanny nack of catching you unaware with vicious energy balls fired from their swords.

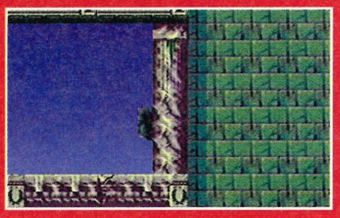
Level 2-2



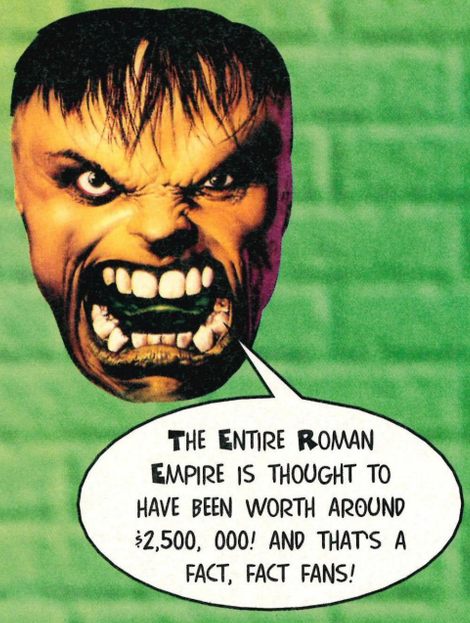
Pick up this strange-looking object and use it as a handy platform to reach higher-ground!

Secret rooms



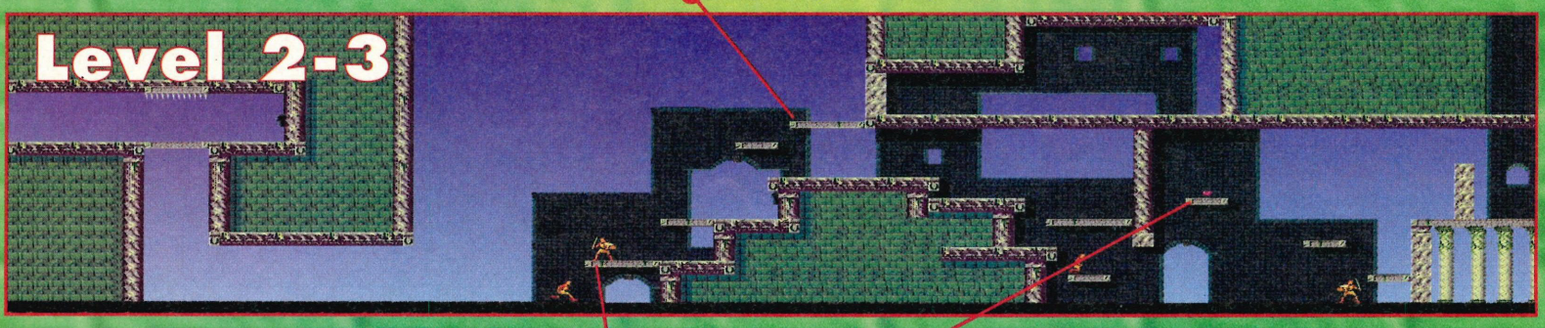


Once you reach this secret room, hit the statue to open previously unreachable parts! As a general rule, most of the statues throughout the game perform this function.



Punch this gargoyle in the face and the loose floor gives way. Watch out if you're too near!

Level 2-3



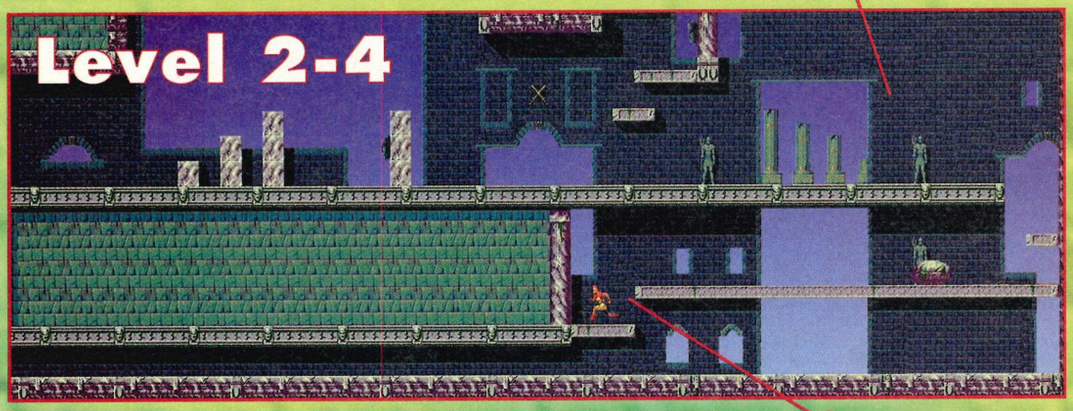
These two guards can cause a few problems for you if you aren't careful, so take your time and don't lose your temper!

Collect this pulsating heart to be blessed with an extra life! Don't ignore it, you're going to need all the help you can get over the next few immensely tricky sections.

All artwork TM & © MARVEL

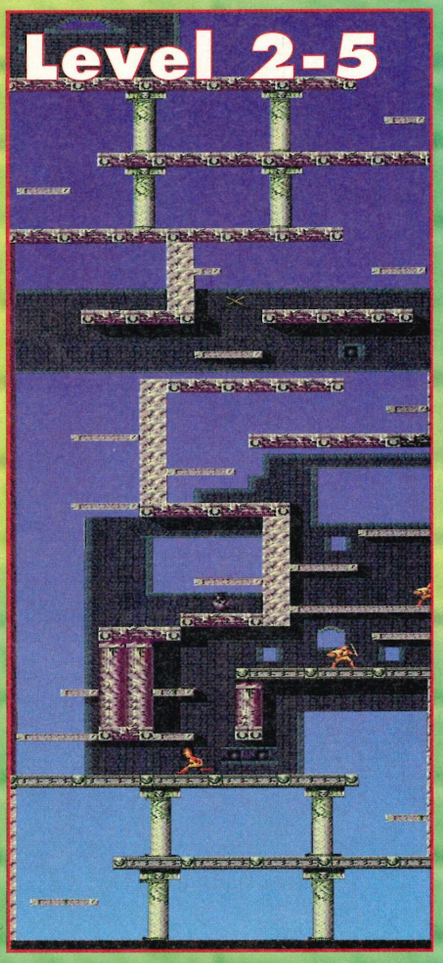
Statues such as this one have a nasty habit of suddenly turning to life, so try and act hard as you walk past them! Use a bit of the Hulk's super strength to sort them out if they cause any bother.

Level 2-4



If you can bear to turn back into wimpy old Dr Banner, there's always the option of having a crawl down this long shaft and skipping neatly through the rest of the stage.

Level 2-5



Level 2-6

At last you've reached the exit. Try and contain your excitement, there's a long way to go yet!

Level 2-7

Yet another mid-way guardian. Dispatch him in the usual way.

Secret room

Get into this secret level and hit that statues head to progress.

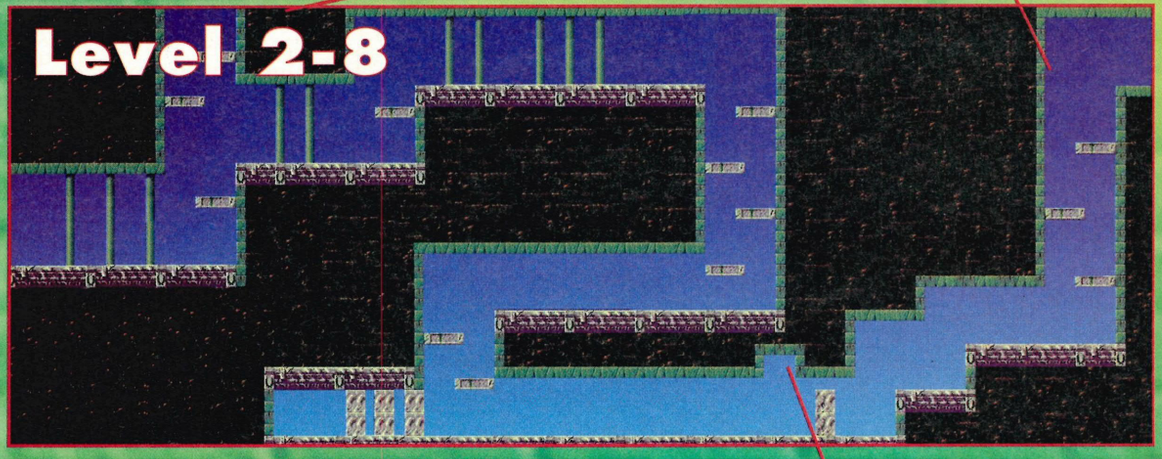
Tyrannus

Tyrannus is easily defeated. Simply keep jumping up and punching him as he flys by. At the same time avoid his fireballs — not really difficult to do.

Punch the statue heads to access parts of the level other superheroes cannot reach!

Make your way up to this bit to reach the exit and end guardian! Now prepare for the mother of all battles!

Level 2-8



To get past the wall blocking your way simply punch the head of this statue. It really couldn't be any easier!

Outro!

You call that a challenge? Pah, that's nothing compared to what's ahead. Prepare for the fight of your life as the Hulk comes up against some serious bad guys on level three!

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If you punch this wall several times, it eventually collapses, leaving the way free for you to carry on with your epic journey!

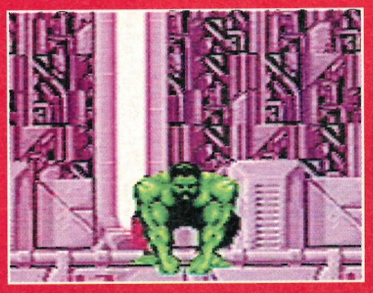
Level 3-1

In terms of pure gameplay the first stage of level three is no different to the previous two levels. So, as you can imagine, the same tactics used so far still apply. Things to watch out for include the laser guns, hanging down from the ceiling, and the numerous robots, crawling around the place. It's actually possible to destroy the lasers before they have a chance to fire upon you. To do this just leap up into the air and use button B to bash it away!

As for killing those pesky robots — all you have to do is jump over their shots until you can get close enough to grab hold of them and crush them to death. Nothing to it really!

INDUSTRIAL COMPLEX

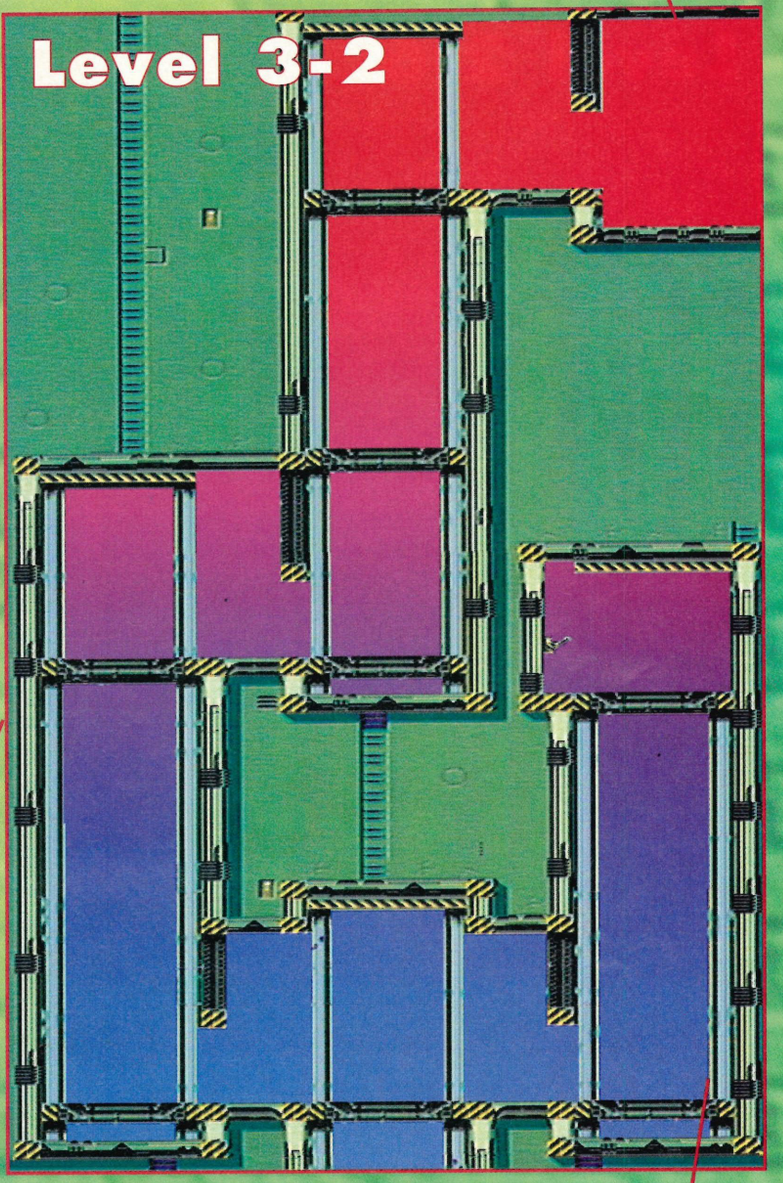
URRRGGHH!



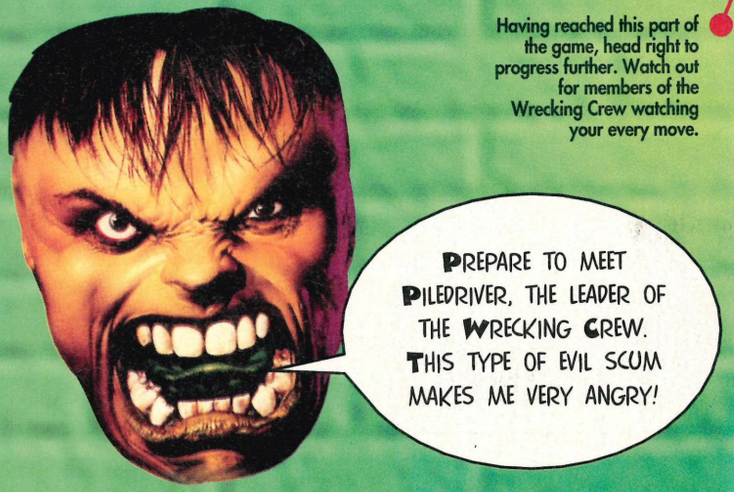
He ain't happy, he ain't glad and he certainly ain't full of joy! So what is he? I'll tell you what he is — he's a mean green fighting machine and he's full of bad attitude! What's going to be different about the third level? Well nothing really, apart from more blood and guts to get excited about!

The exit is in sight. Use all the Hulk's brute strength and animal cunning to negotiate the final few baddies before heading on to the next stage.

Level 3-2



Having reached this part of the game, head right to progress further. Watch out for members of the Wrecking Crew watching your every move.



Right from the start, head right and up to trigger a switch. This opens up previously unreachable parts of the stage. All you have to do now is battle your way through them.

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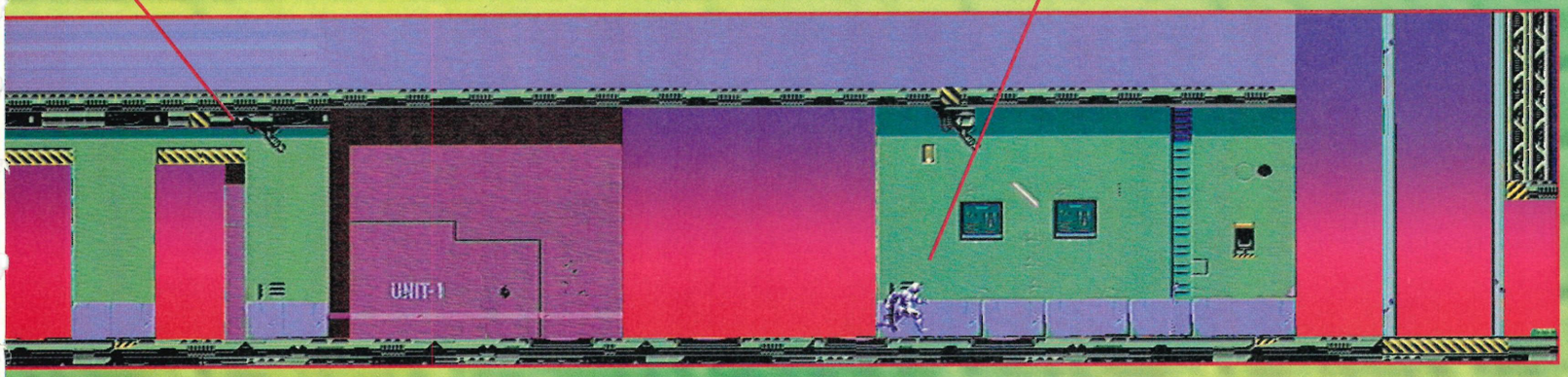
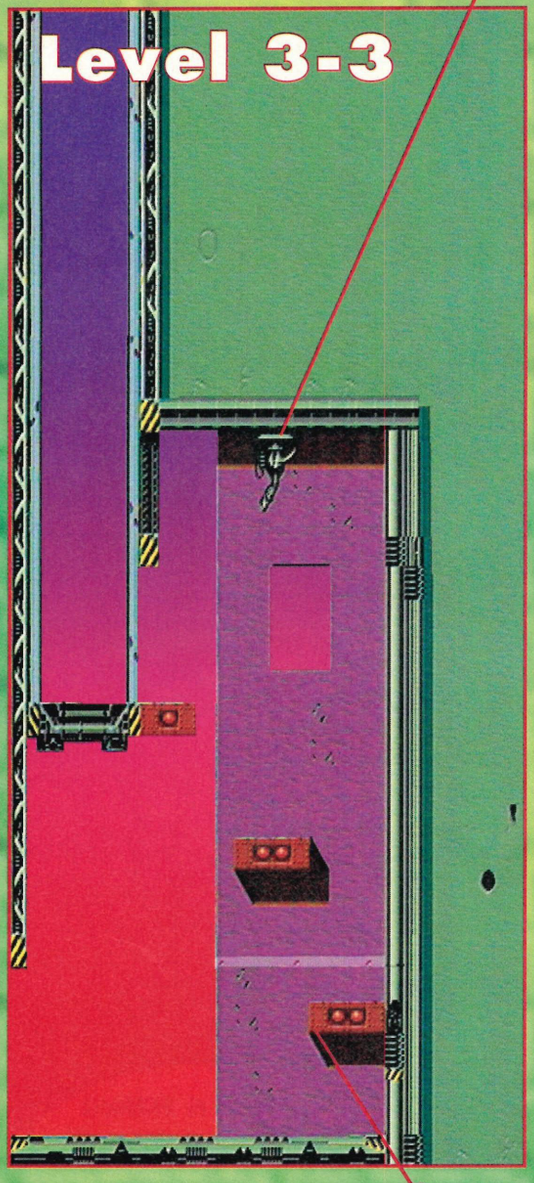
Yikes! A laser gun! The best way to destroy it (as mentioned earlier) is to jump up and give it a few punches! Time it to avoid return fire. This certainly isn't an ideal place in which to regress into the form of Dr Banner!

The guards hound you mercilessly on this section. Don't leave any of them unhurt, as they always come back for more punishment.



This folks is what's commonly known as a laser gun! Beware its awesome fire power and move on at the double.

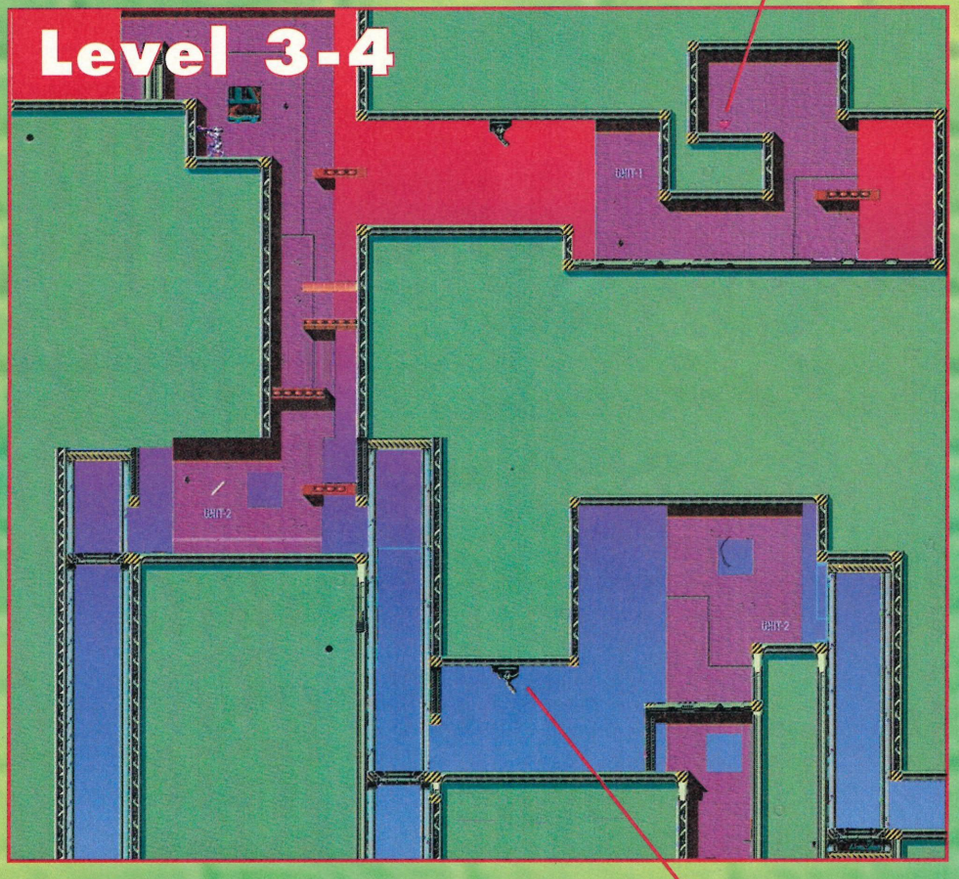
Level 3-3



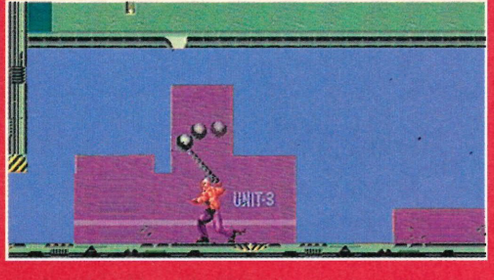
Jump up onto these block to continue on through the stage, avoiding or bashing the bad guys blocking your path to the top.

Skip past the laser and avoid the guards to reach the extra life hidden on this platform. Guzzle it up to ensure against defeat as the action gets hotter and hotter

Level 3-4



This rapid-fire laser is positioned in a tricky spot, so keep an eye out for it as you cross this area!



Piledriver

Piledriver, for those of you who aren't in the know, is a member of the Wrecking Crew. As you can probably guess by his name, he packs a mean punch! The best way way to defeat him is to continually jump in and use the uppercut attack! Remember to avoid his vicious swinging balls! Kill him three times to succeed.

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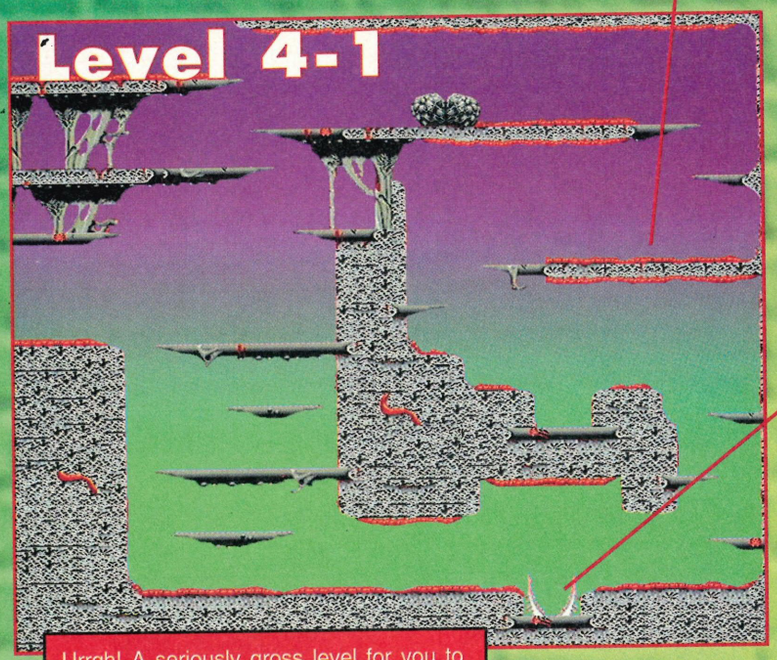
THE LEADER'S FORTRESS

Urrgh! A seriously gross level for you to battle through here. It seems you have winded up deep within The Leader's diabolical spawning grounds, designed to create his mutant creatures! The only hope for escape is to battle your way through every stage of this level, killing off every creature that you find as you go. Can you do it? Are you brave enough for the challenge? Can you cope with the pressure? Have you got what it takes to take on the best and beat the rest? Well try stage 4-1 out for size!

Level 4-1

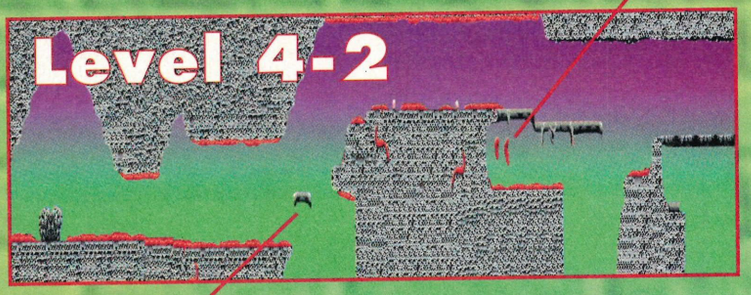


Keep a good eye out for the many creepy-crawly maggot creatures that infest most of the red platforms. Touch them and your energy rapidly drains away.

Jump in between these pincers and you should be fine. Touch them and your dead meat!

These may look like ordinary platforms, but what you don't know is they are in fact the home of many wild and dangerous looking creatures. If you don't spot them quickly enough it's curtains.

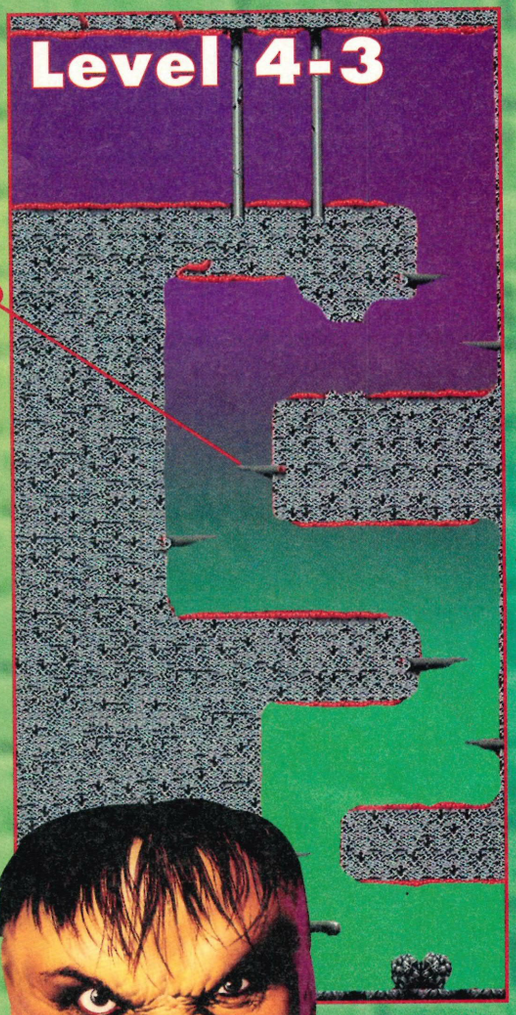
Level 4-2



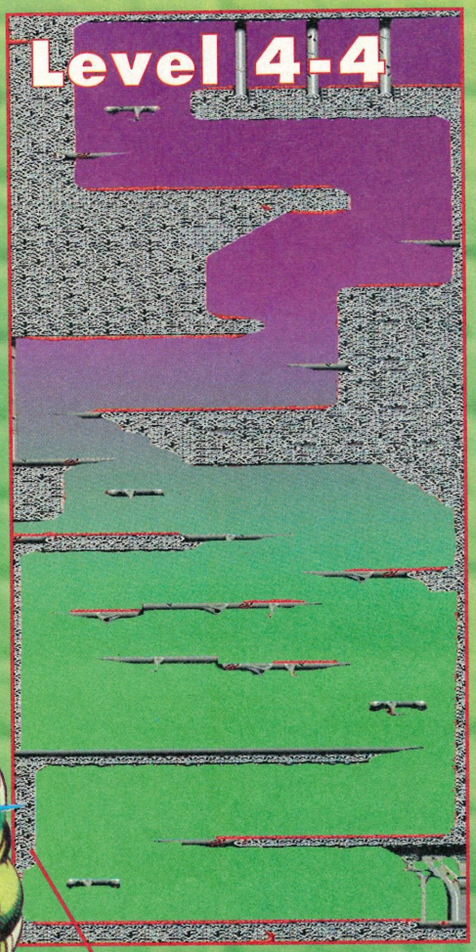
Having these unborn embryos here may seem a bit gross, but if you gobble them up, you get an extra life! It's a sick world we live in.

Leap onto this platform to continue your journey. Take your time on this jump, it's fatal to misjudge it.

Level 4-3



Level 4-4

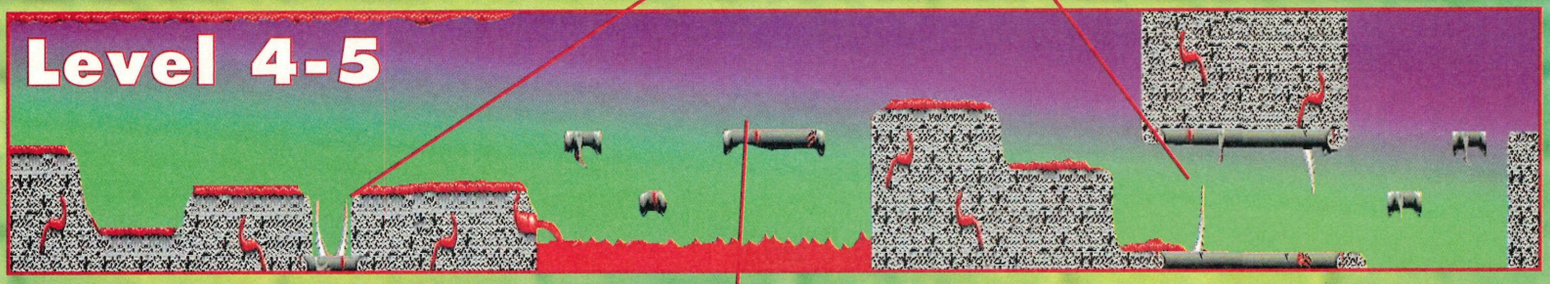


One of the longest levels in the game, stage 4-4 is not something to be overconfident of. So don't be!

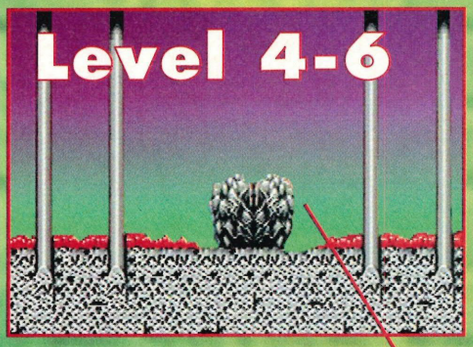
THE BRAIN IS INCAPABLE OF FEELING PAIN. HEADACHES COME FROM MUSCLES SURROUNDING IT. I INCIDENTLY HAVE A HUGE HEAD.

All artwork TM & © MARVEL

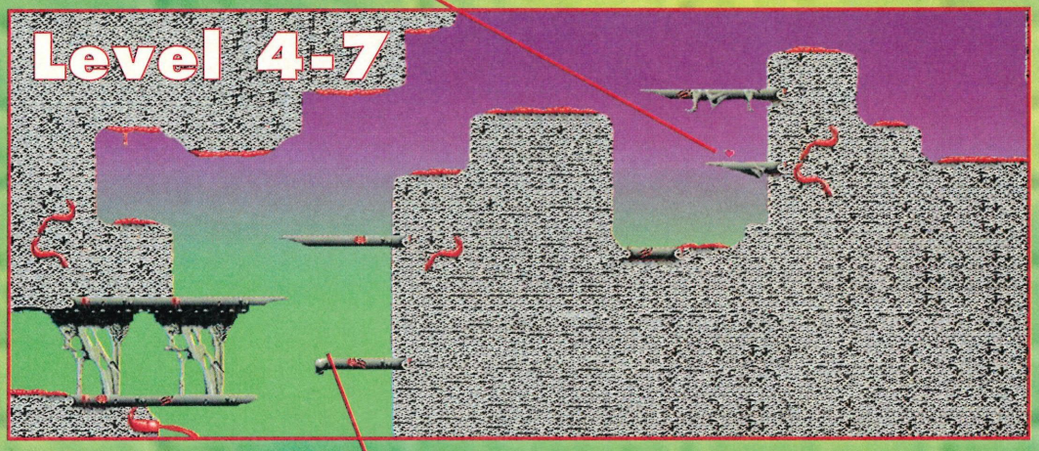
Level 4-5



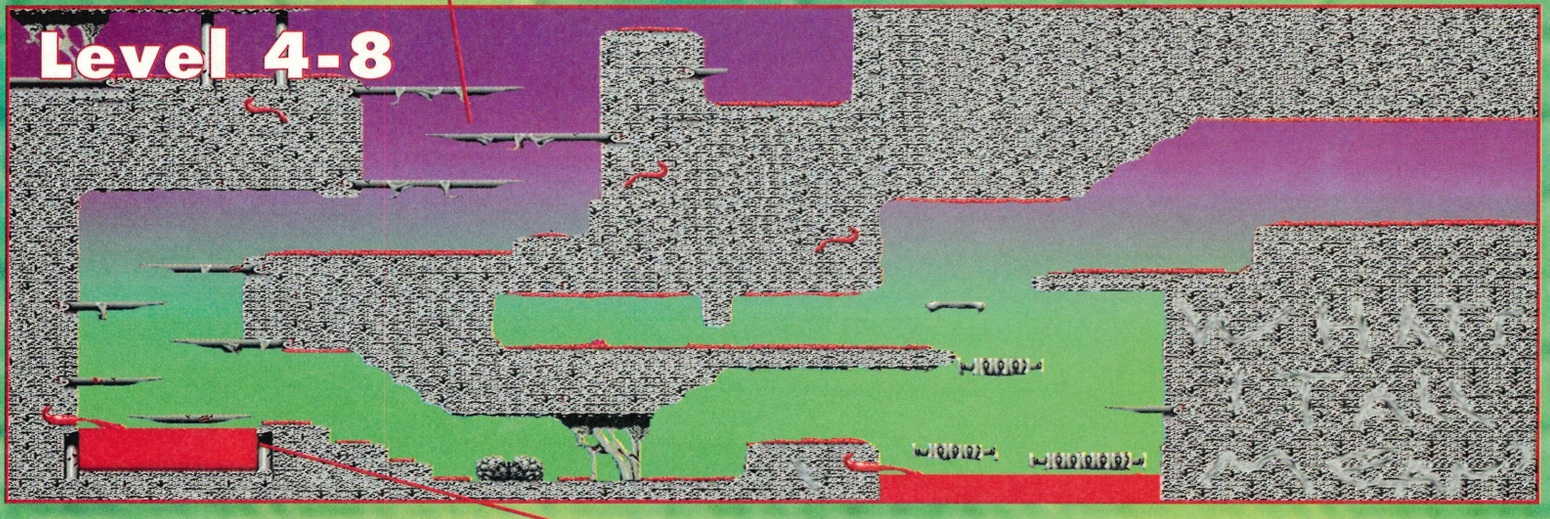
Level 4-6



Level 4-7

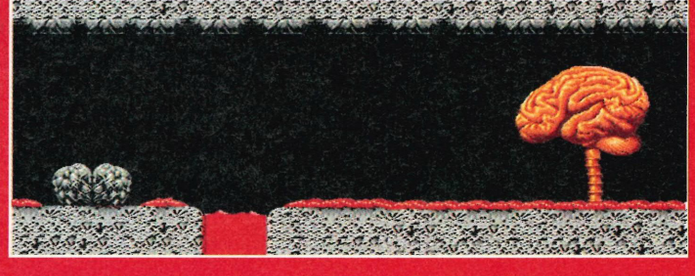


Level 4-8



MR BRAIN

The penultimate guardian is a tough cookie, but not impossible to beat. To get past him, all you have to do is jump over the river of blood at the beginning and walk up to him, dodging the energy balls he spews forth. Once you've reached him give him seven punches to the middle half of his brain. This should be enough to see off his challenge



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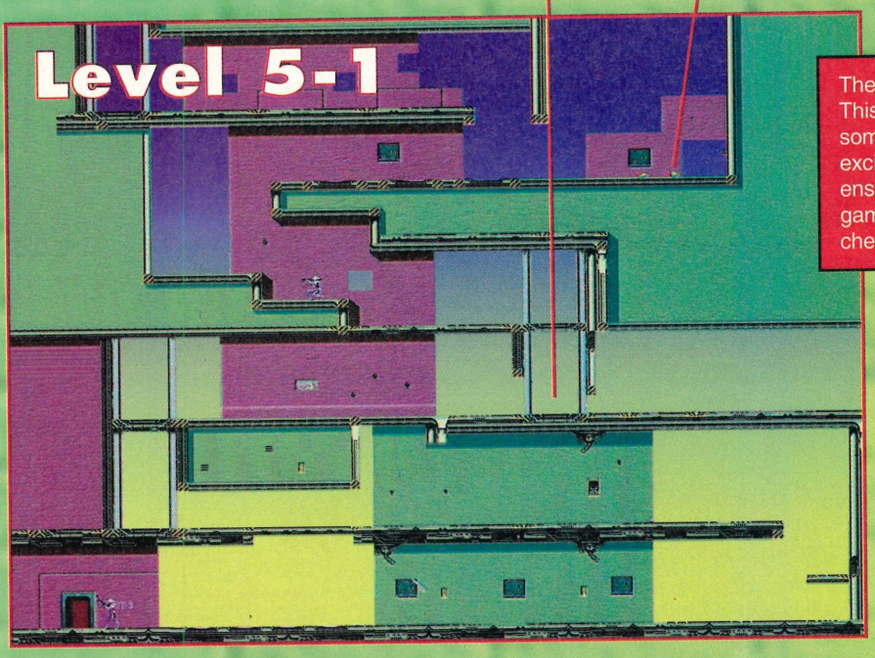
FORTRESS INTERIOR

Level 5-1

Activate this lift, mate, before working your way swiftly to the top of the level. You have to proceed in this direction in order to open up the rest of the section.

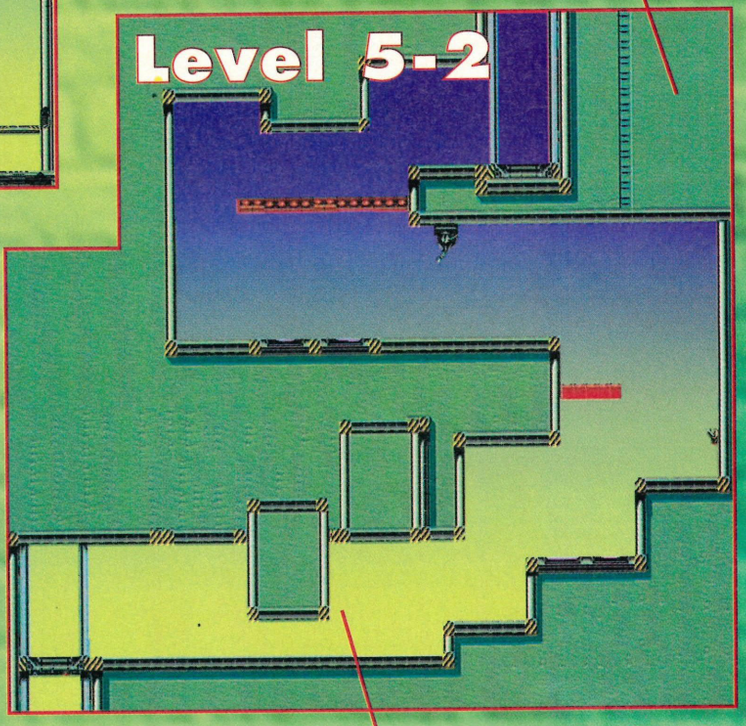
Plenty of power up pills for you to pop here people! Punch the wall down in order to get to it!



The last level brings you face-to-face with the evil Leader himself. This guy certainly knows how to pack a punch. The Leader is in fact something of a legend to comic book fans, so many of you may be excited about this confrontation. However, don't count your chickens too early. As befitting a final level this is the toughest level in the game, requiring plenty of speed, skill and spunk! Take your time, checking out all avenues before progressing and you'll be okay.

Level 5-2

The three P's will need to be put into good use here if you hope to overcome these revolving platforms — Patience, Perseverance and Perspiration!



Time your movements between these moving blocks or they'll end up crushing you! Now, that wouldn't do would it?

Level 5-3

Taking your time, jump up onto each revolving platform as it starts to turn. It requires a lot of patience, but you should do achieve your objective and reach the top eventually!

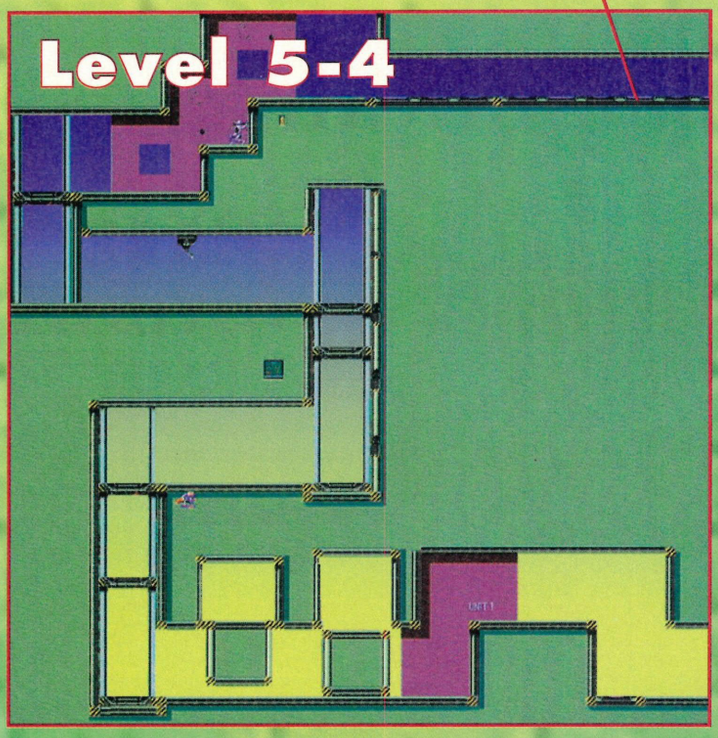
Watch out for the robot that fires at you as you come up in the lift. For a moment the Hulk is defenceless on the elevator. If you time your ascent wrong you rise into a hail of bullets and does the Hulk not like that!

PREPARE TO MEET THE LEADER. NO NOT GARY GLITTER YOU SUCKERS! THIS IS THE FINAL GUARDIAN, SO I'LL NEED TO BE AT SUPER-STRENGTH IN ORDER TO BEAT HIM.

All artwork TM & © MARVEL

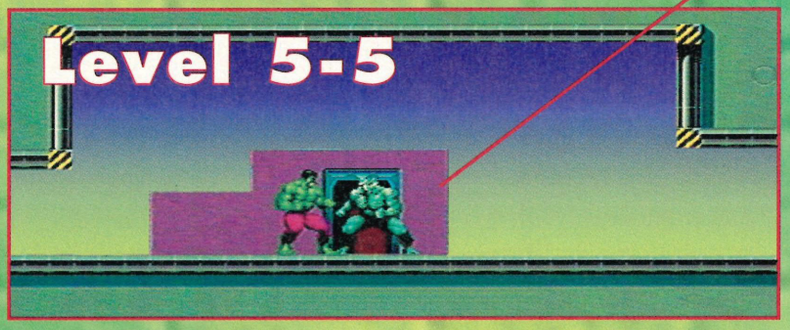
Follow the blue line for a rapid march toward the exit to this section.

Level 5-4



Its the last mid-level guardian! Hurrah! Once again kick butt with the old upper-cut! These guys should try and be a bit more original, don't you think?

Level 5-5



Cartridge supplied by:
US GOLD
Tel: (021) 625 3366

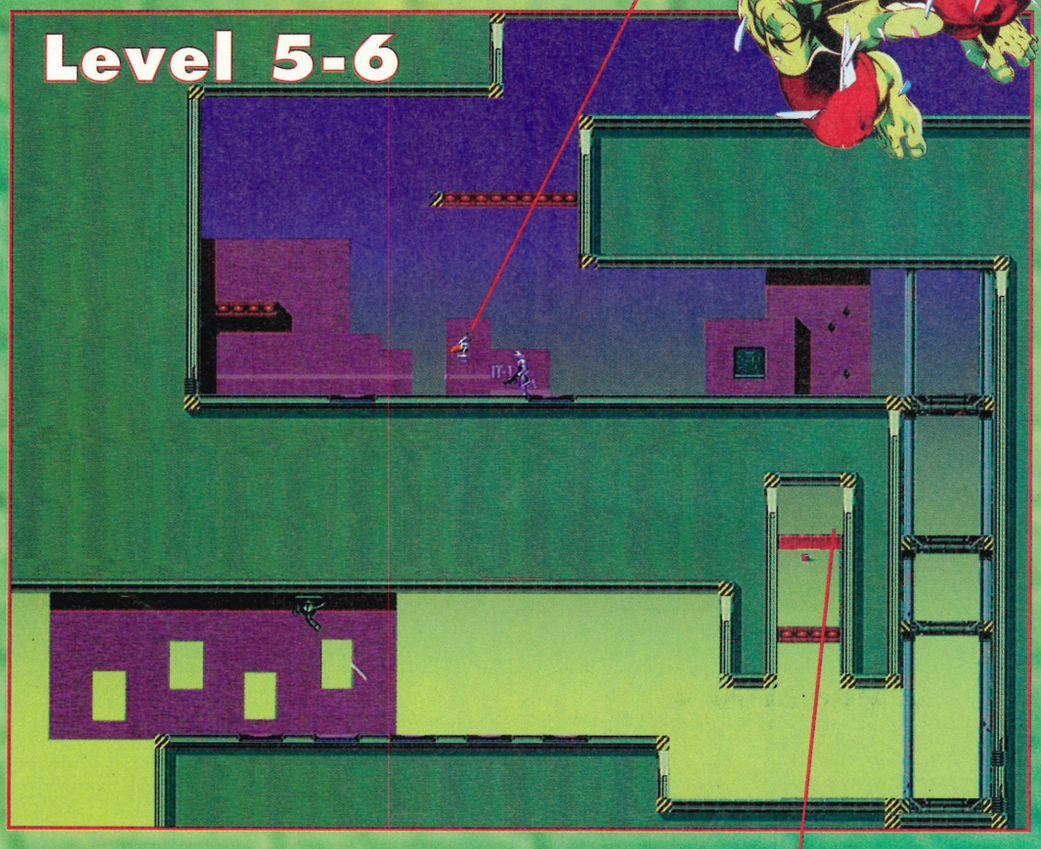
SUMMARY

GAME NAME: The Incredible Hulk
TIME TO COMPLETE: A week
HIGHEST SCORE: N/A
NUMBER OF LEVELS: 5
CHALLENGE RATING: Hard

If you think you can beat the pros at SEGA XS on any of the games covered in this issue, why not send in your high score, together with proof to SEGA XS High Scores. The address is at the front of the mag.

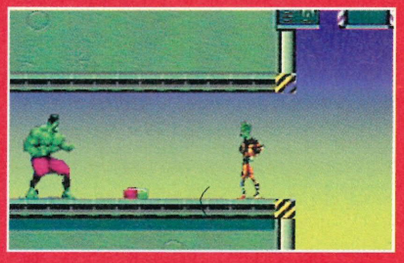
This flying monster can be quite a pain in the butt if you allow him to swoop around too long. Simply destroy him quickly to save yourself the irritation.

Level 5-6

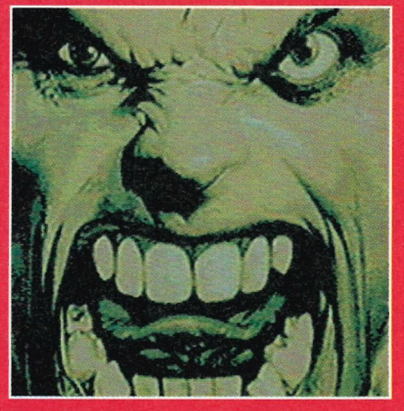


Its hard to reach, but a power up pill is all yours for the taking here. Use some serious jumping to reach your objective.

The Leader



To kill The Leader, the first thing to do is gobble up the power-up pill you see on the ground before you. Now run up to the leader and hit him before he responds. Retreat and keep repeating the move until he bites the big one. The amount of hits needed depends on the difficulty level being played.



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US GOLD

THE INCREDIBLE HULK GREAT GREEN GIVEAWAY!

Make your friends green with envy as you parade around in an *Incredible Hulk* T-shirt with a splendid Hulk poster tucked under your arm! Yes, it's yet another Incredible Give-away, in which you could walk away with an armful of exclusive prizes, available only to readers of SEGA XS.

20 lucky readers will each receive a T-shirt and a poster if they can answer the Incredibly hard Hulk questions below and get their entry form chosen at random by our super computer. Once again, no expense has been spared to bring you this exclusive competition in association with US Gold, the publishers of the *Incredible Hulk* game on all the Sega formats.

As you'll probably have already seen the Mega Drive version of *The Hulk* is featured in a fully-mapped solution this issue. This cart is a monster, with four massive levels of action to battle through, loads of puzzles to crack and a selection of the toughest super-villains ever to overcome!

All that's left to say is enter without delay, otherwise we could get just a little bit mad, turn green and start out growing all our clothes, except, of course, the trousers around the waist. Remember — don't make us angry, you wouldn't like us when we're angry!

THE QUESTIONS

1: Who starred as David Banner in the TV version of the Incredible Hulk?
A: John Major
B: Bill Bixby
C: Madonna

2: How many massive levels are there in *The Hulk*?
A: One
B: Four
C: Eight

3: What happens to David Banner when he turns into the Hulk?
A: He doubles in size, goes green and loses his clothes
B: He nips into the changing room next to Mr Benn
C: He gets an awful headache, right behind his left eye

US GOLD HULK COMPETITION

1 A ☐ B ☐ C ☐ 2 A ☐ B ☐ C ☐ 3 A ☐ B ☐ C ☐

Tick the appropriate boxes on this coupon and send it to *The Hulk* compo, SEGA XS, Durham House, 124 Old Christchurch Rd, Bournemouth BH1 1NF. All entries must arrive by 1 October and the editor's decision is final.

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SHELL SHOCK

Now is this guy cool or what? Shell Shock it is! If it has a shell, shock it to death with 7-Up bubbles. All you have to do is collect 60 spots, this will get you to the next level. Keep collecting, and you'll wind up visiting the bonus level – the bonus level message will tell you when and if you're cool enough. Hidden here, there and everywhere are little red spots, and a cage. Comb the beach for spots, watches, flags, 7-Ups, then cool shot your way into the hearts and heads of every crustacean and any annoying dragonflies which get in the way.

Level 1

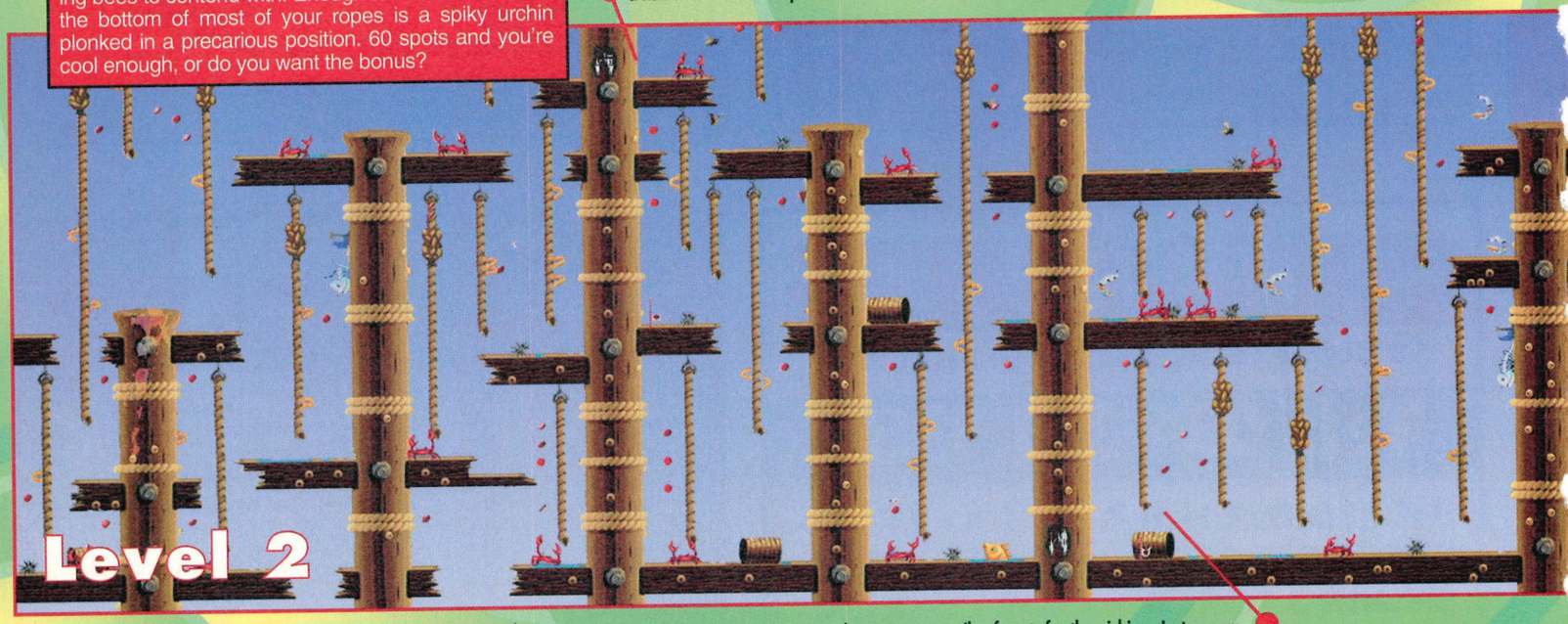
I suppose you will be interested in knowing where you start from? Well here it is – you're the little red one! Start by heading right across the beautiful beachy dunes, we'll be back later for the balloons!

These slippery little suckers are just a part of what you are going to have to overcome to get your 100% cool bonus. By hitting the B button a few times you should blow them away with your supply of 7-Up bubbles.

So you've made it this far. How do you fancy a course in spot acrobatics? The pressure is on. If you're looking for balloons, look again. All the fun of the sea happens to include, fish out of water, oysters with more pearls to spare than the queen of Sheba, delightful crabs that want to cut you in half and more maggots than you can imagine. However, the good news is – there are no dragonflies. Now you've got dive-bombing bees to contend with. Enough to do? I think not! At the bottom of most of your ropes is a spiky urchin plonked in a precarious position. 60 spots and you're cool enough, or do you want the bonus?

This hole in the post is your way through to the next set of obstacles. There is another one at the bottom of the second post along. Beware, there is a fish with an attitude parked next to it.

Level 2



Amongst the ropes are a pile of spots for the picking. Just remember to eradicate any potential problems before you start climbing.

MASTER SYSTEM

COOL SPOT

VIRGIN ● PLATFORM ADVENTURE

It is my privilege to introduce Cool Spot – the coolest dude around! He's the yo-yo in the 7-Up ads. Spot may not be Fido Dido, but he's certainly the coolest little fellow on the block. The folks at Virgin have surpassed themselves to bring you one of the best platform games to hit the Master System. The powers of Uncool have snatched your buddies and it is your task to battle, blast and hurdle through 11 fun and frantic levels of platform action. The graphics are so hot, you'll need to wear shades and the music will melt your ears!

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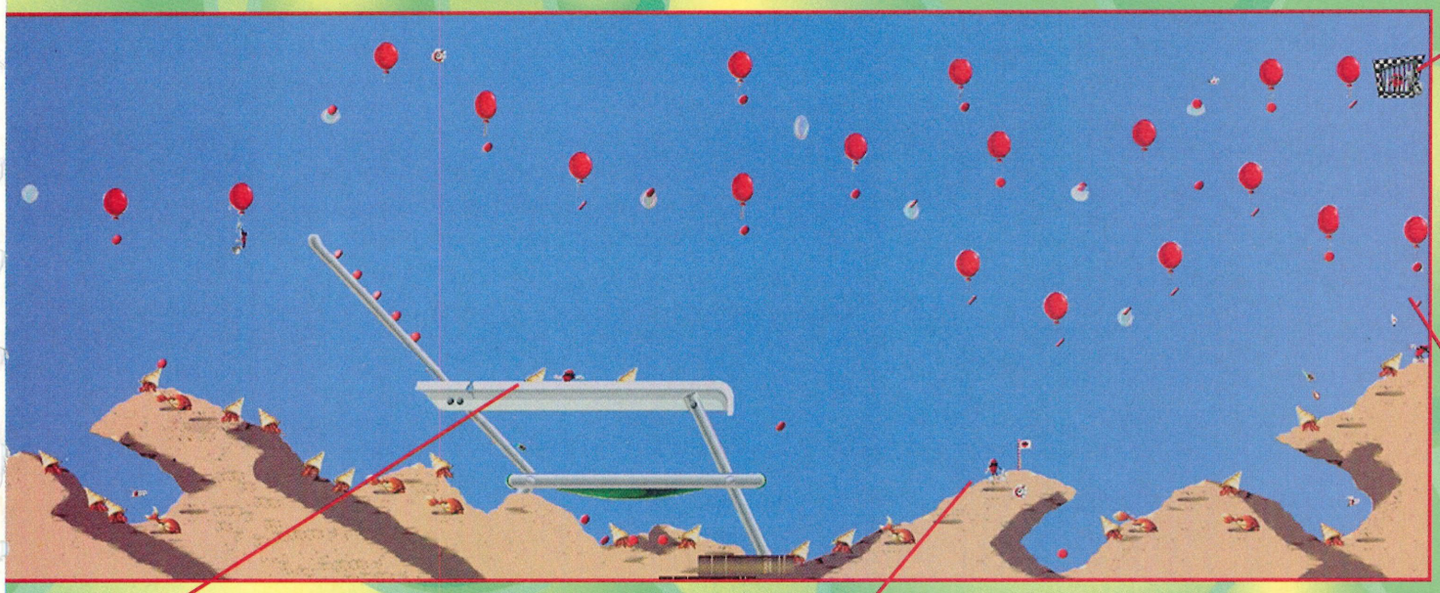


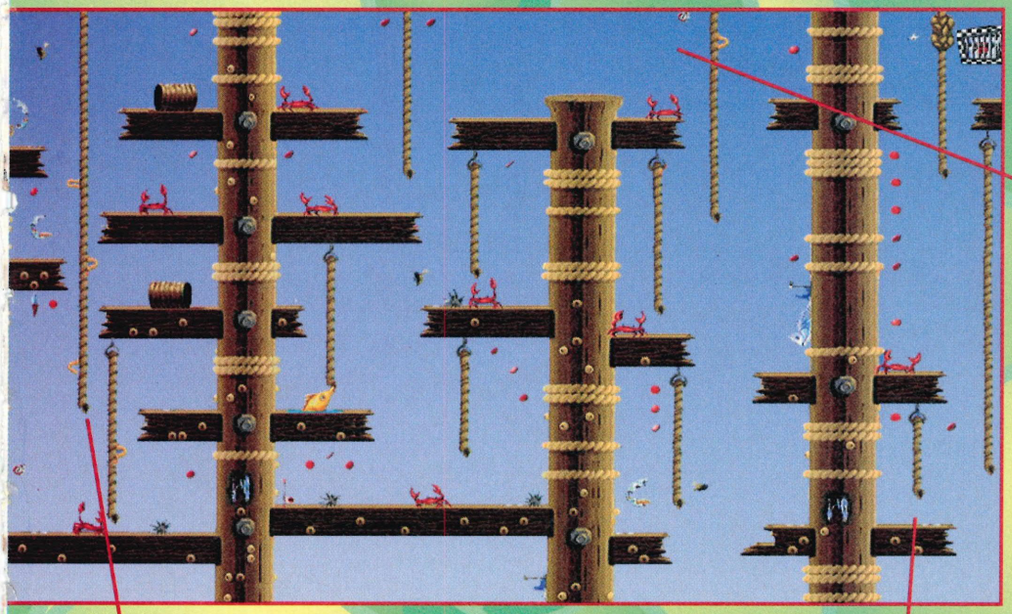
This is what the objective is. Your buddy is caged and wants out. If you are cool enough, (60 spots or more), and a good shot with your 7-Ups, you can now proceed to the next level. If you are not cool enough, the hand will point you back. More spots!

Now that you've cleared the beach, you can head to the hills (or at least the balloons), knowing you aren't going to fall into problems on the sand. Up left, and you're on your way – balloon to balloon style. Don't forget to pick up the spots where you came in.

Hidden in the depths of the deck chairs are some essential spots. It is also advisable to clear the two hermit crabs which are wondering about the arm rest. Got the spots? Keep heading right, you must clear the beach to start with.

One flag and one watch. The flag brings you back to this spot (ho, ho) should you die, and the watch increases your time by 30 seconds. There's another watch above the deck chair, amongst the balloons.

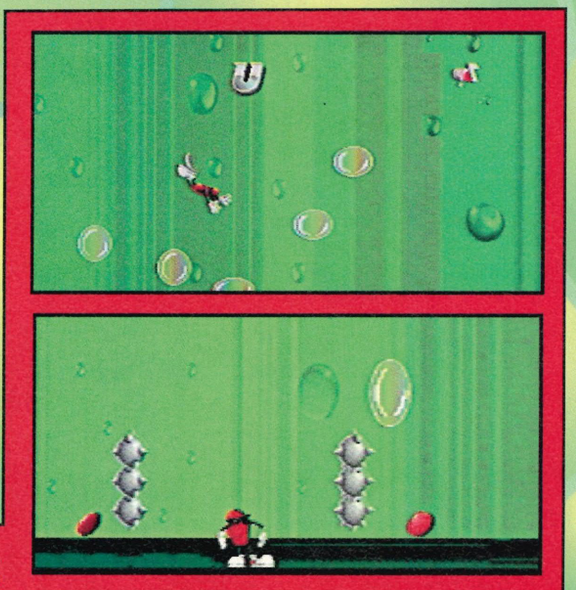
PIER PRESSURE

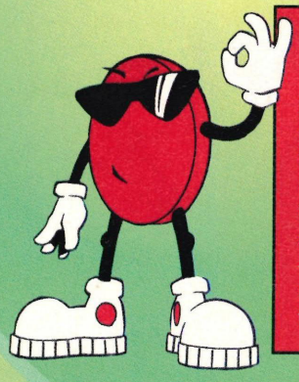


Hidden quite craftily at the top of this rope is another watch. Even if you don't need it, pick it up – you'll get a bigger time bonus.

After you've said good bye to Mr Maggot, jump left and pick up another 30 seconds. From here it gets a lot tougher. Try to clear away the fish from this side of the post. Now it's just a case of heading right and upwards.

If you've got less than 50 spots, sorry Jack, but you ain't cool enough. Time to turn back and keep collecting! If you do however, then at the top of this post is the cage. Time to free your buddy.





Those Bonus Levels

Different levels of the game require different amounts of spots to get into the bonus level. One thing is certain, you'll need more than 60, 'cos 60 spots is only good enough to get you to the next level – bonus not included! There are six bonus levels in total, each contains 100 spots – be they little red things or 7-Ups. The jewel in the crown is a letter, either U, N, C, O, L or A. Each bonus level contains one. Though don't think all you'll find are bubbles! Sooner or later, mines start to appear, and believe me, these can cause some serious health problems so avoid them at all costs!

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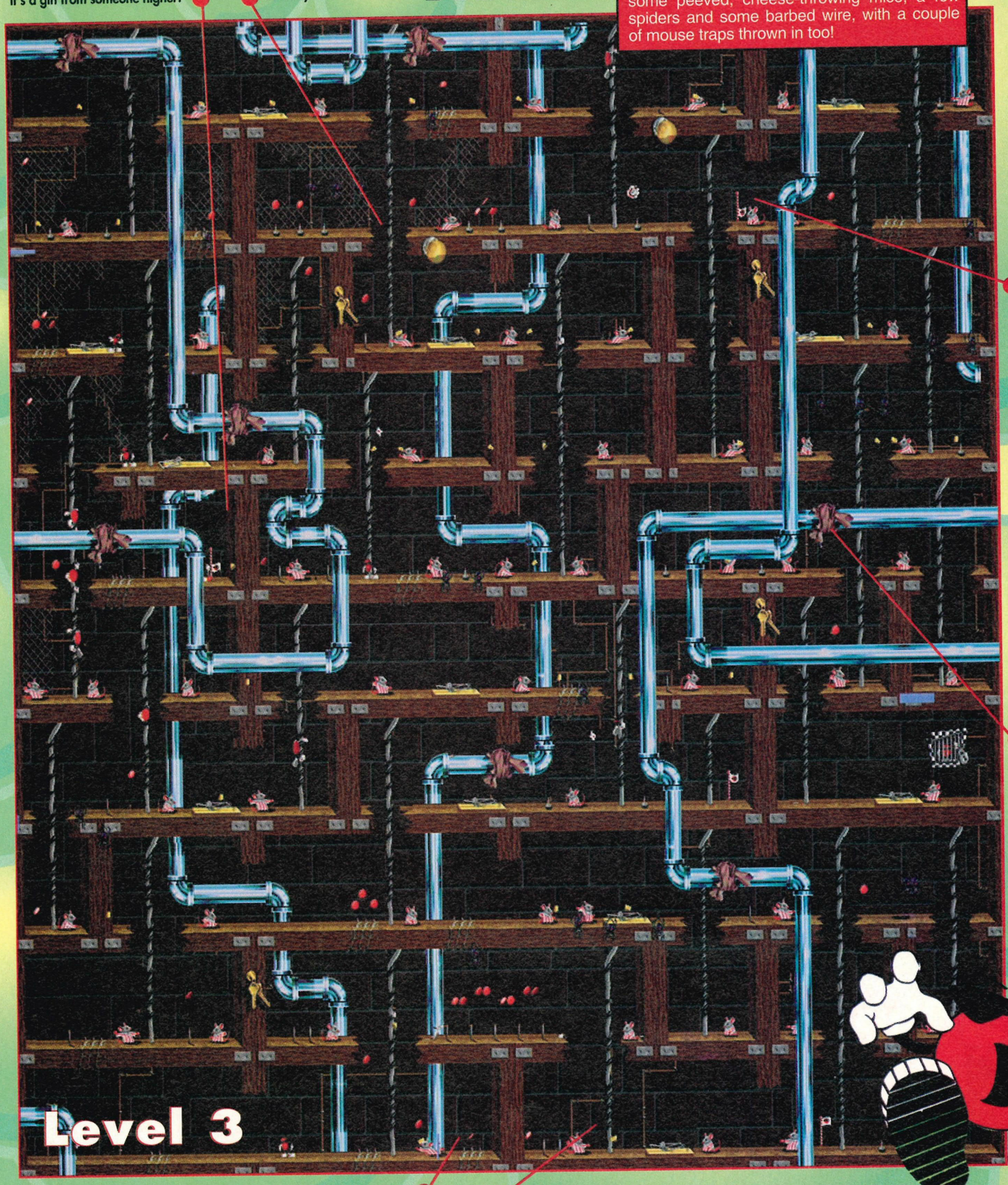
IN DA WALL

You have indeed done well. You have almost made it to the Toy Store – but not quite. Use the map as much as you can. Despite a couple of detours, there is only one route to the cage and your fellow spot. Joy upon joy – nothing that flies either! All you have to face is some peeved, cheese-throwing mice, a few spiders and some barbed wire, with a couple of mouse traps thrown in too!

Nothing but pure skill will get you through this level. Make the most of the flags. If you die, you'll come back to this point. It sounds bad, but believe me – it's a gift from someone higher!

Decisions, decisions. A ten thousand points bonus and the bonus level for 100% cool, or scrape through with the skin of your teeth!



This is the last flag, and the closest to the cage. If you don't have enough spots, check behind the pipes. There are plenty more places to check out. Just because you can't see them, doesn't mean they're not there.

So close. Only those few short steps to go. Good luck! The cage is only two mice, one mouse trap and two levels below you. Remember, have you enough spots?

Level 3

Straight from the start you'll run into trouble, be not afraid, your cool shots will cut him, and his cheese-throwing antics down to size. Just don't rush or you'll wind up dead.

This level's harder isn't it ! In the last few feet you should have come across more grief than the other levels put together. It can only get better - if only ! Head up and keep going.

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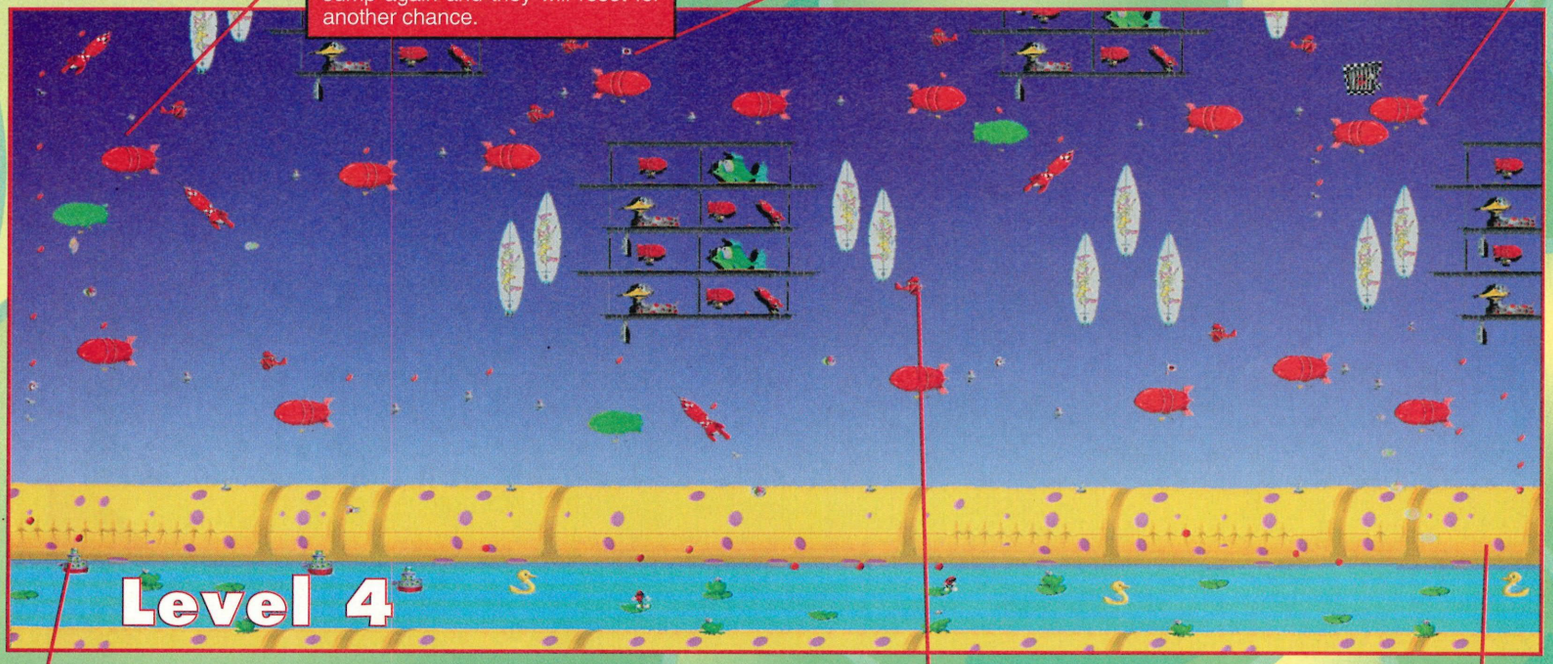
WADING AROUND

This level is not for the fearful or talentless. Cheese-throwing mice have changed to water-spitting frogs who aim with deadly accuracy, and the things that fly are now planes that drop bombs! Two things to remember, water kills – for good! The UFOs are handy as temporary platforms, but not permanent ones – they give way! Jump again and they will reset for another chance.

Hop into the bubble and get onto the rocket above your head. Slip left and claim a bounty of spots. You'll then fall onto the lily pad below.

This is the only other flag. If you die, you are so very close to the cage and ultimate success. Keep heading right.

Walk off the edge of the blimp and collect two 7-Ups and two spots. The small bubble will bring you back up – so don't worry.



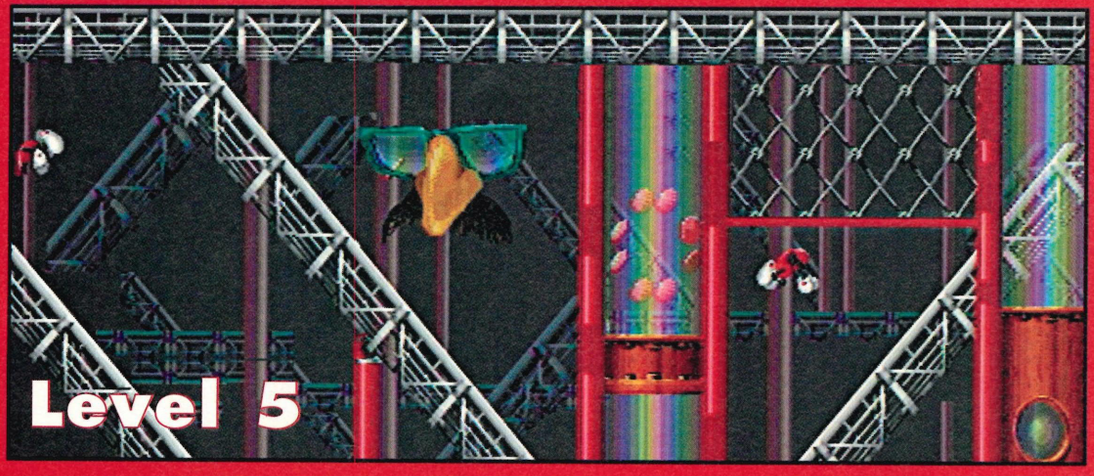
It's about this time when it's very useful to know that if you drop in the drink – you ain't getting out! Jump onto the lily pad on the left and shoot the frog on your right. Using all of your skill, jump from pad to boat to duck, all across the pool to the other end.

These biplanes drop rather painful bombs. A quick burst of bubble power is enough to clear them for good. Jump, bounce and hop to the far left. Once there, use the big bubbles to get to the blimps above your head.

After killing little froggy, use the balloons to get onto the red blimps. To the right of the first blimp is a collection of spots, you should now fall onto the duck. Back up and use the flying saucers to cross to the next blimp. Beware, they don't hold your weight for long, so jump on and jump off fast!

RADICAL RAILS

When these guys christened this level 'Radical Rails', they weren't kidding! So you think you've come across every type of game plan? Well, guess again – this is a one off ride to chaos city! Let yourself go and you'll wind up going into a free-fall spin. However, if you're clever, you'll have realised, that by jumping with precision and skill, you can work your way back up the chutes. A couple of handy things to note are where the 7-Ups and 1-Ups are located. As you can see from the masterfully captured screen shots, there is a 1-Up in the bottom left corner of the level. If you don't already know, this will give you an extra spot! Oh, and you might want to know that the cage is in the top right corner of the level. Use the vacuum tube in the bottom right corner, and you'll be nicely dropped just below it. Another thing to notice are the Groucho Marx faces, and the little ledges that often hide some spots.



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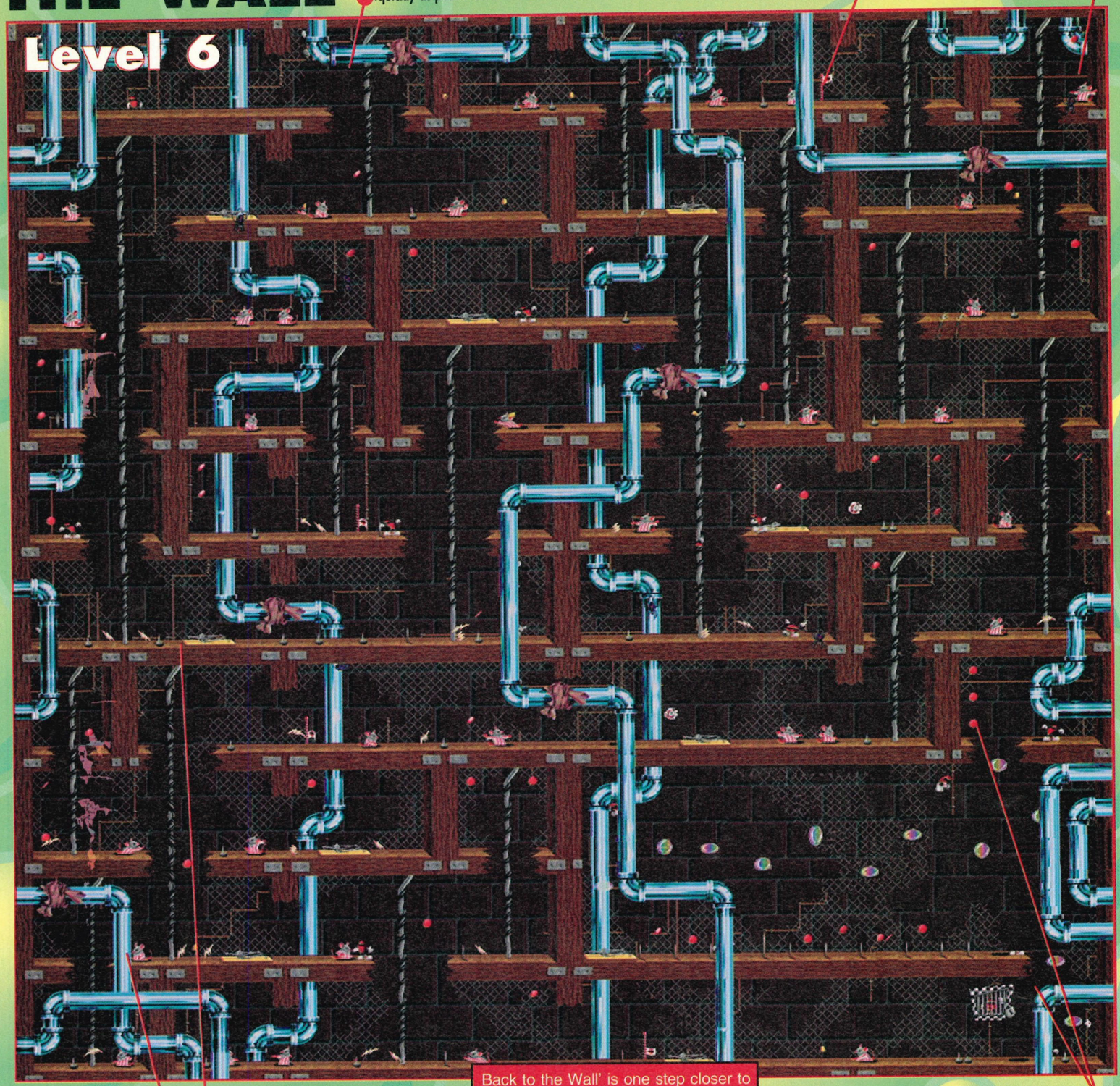
BACK TO THE WALL

Level 6

From the start, the first thing to do is get the spots hidden behind the pipes – three in all. (Get used to looking everywhere, especially behind pipes). You've got to go down, but mice are waiting so shoot them as quickly as possible. Now head left and down.

With no energy or time bonuses to pick up, the next best things to find are flags. And lo and behold...

Get used to looking in and fighting your way out of dead ends. This level has the annoying habit of producing a few – be warned.



There are three spots hidden behind this pipe. Don't miss them. There is also one more down below, but it's covered by a mouse.

By now you should be so accustomed with the control pad and this little red fellow, that he can be made to headspin on a two penny piece – so make the most of the mouse traps. They can be used to throw you over the mice, just watch out for the spiders!

Back to the Wall' is one step closer to saving your last buddy. Similar to 'Off the wall', the key differences are that there are more cheese-throwing mice, spiders and a lot more spikes. The new twists are that there are dancing electricity bolts, over half of the spots are hidden, and the best news of all – there are no time or energy bonus!

Do you want to risk some health for a lot of spots? The pipe by the cage hides two spots for a start. Run past the cage and your buddy, then head up using the bubbles, you've done it before so it should be no trouble. Now go left; avoiding the spikes, before heading up and bounce to the right. The hole at the top has go three more spots... so grab them!

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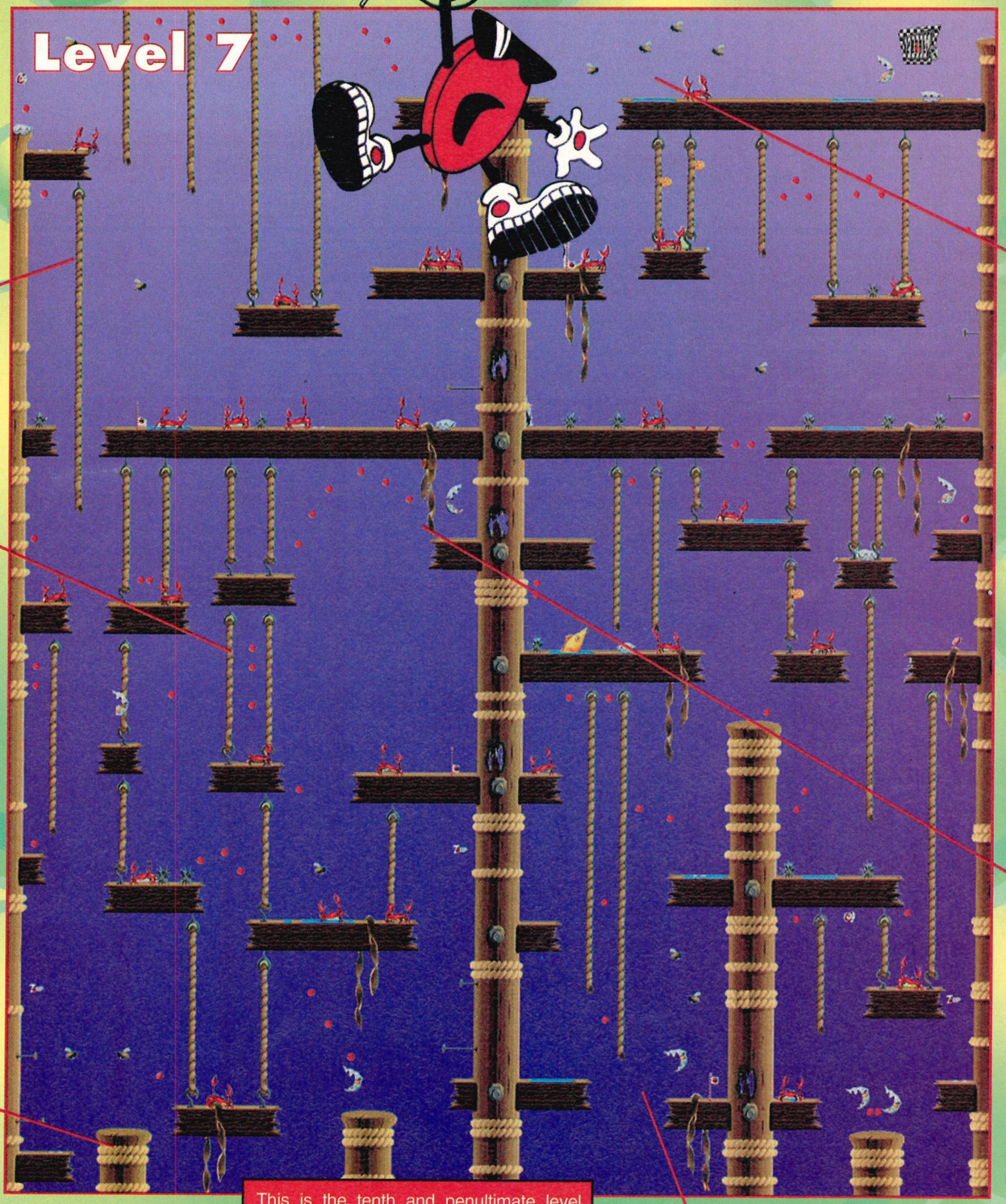
DOCK & ROLL



This is the tenth and penultimate level and is by far the hardest. You start in the bottom left corner and gradually with the greatest of care, and hardest of opposition, have to work your way to the cage in the top right. Don't fall off the posts or you'll wind up very, very dead. Lots of crabs and bees and spiky urchins makes for fun, fun, fun!

Climb this rope. At the top, jump right and you should just reach the next rope. On the other side of the crab is a watch – 30 extra seconds.

It may not look the best route through, but believe me it is. A good jump will get you onto the platform with the crab. As soon as you land, don't hang around, fire your bubbles as fast as lightning.

From the start, jump up onto the nails. At the top is a 7-Up. Bees come from everywhere to have a go. Say nighty night to the crab and the oyster, then bubble them to pieces. There is another 7-Up above two nails on the largest post on the right.

Arghhhh!! From out of nowhere: a swarm of suicide bees. Buzzing things with a mission to kill! Keep shooting, the cage is so near.

I spy with my little eye, so many spots, you'll want to fly (groan)! A good running jump should get you to all of them and perch you on the platform on the other side.

Whatever you do, don't hit the oyster-spitting pearls and fall into the bottomless abyss. That really would be a waste, there's a flag here for the taking.

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Yes, this is it... the one, the only – the last level of *Cool Spot*. What a rollercoaster of a ride it's been. Although it's not the hardest level, it is easily one of the most enjoyable. Not many of the spots are found on the ground, most of them are sitting pretty in the air. The two speakers make excellent platforms to find balloons with, and the sounds they are pumping out are most funky (2 Unlimited eat your heart out!). Once again, check out the map and you'll get a better idea of where and when to be so that you will happily link up with the loads of balloons wondering about in their individual directions. Come on people, this is the last level. And if you haven't got all six letters to "UNCOLA", this is your last chance. All you have to do is collect spots – what could be simpler?

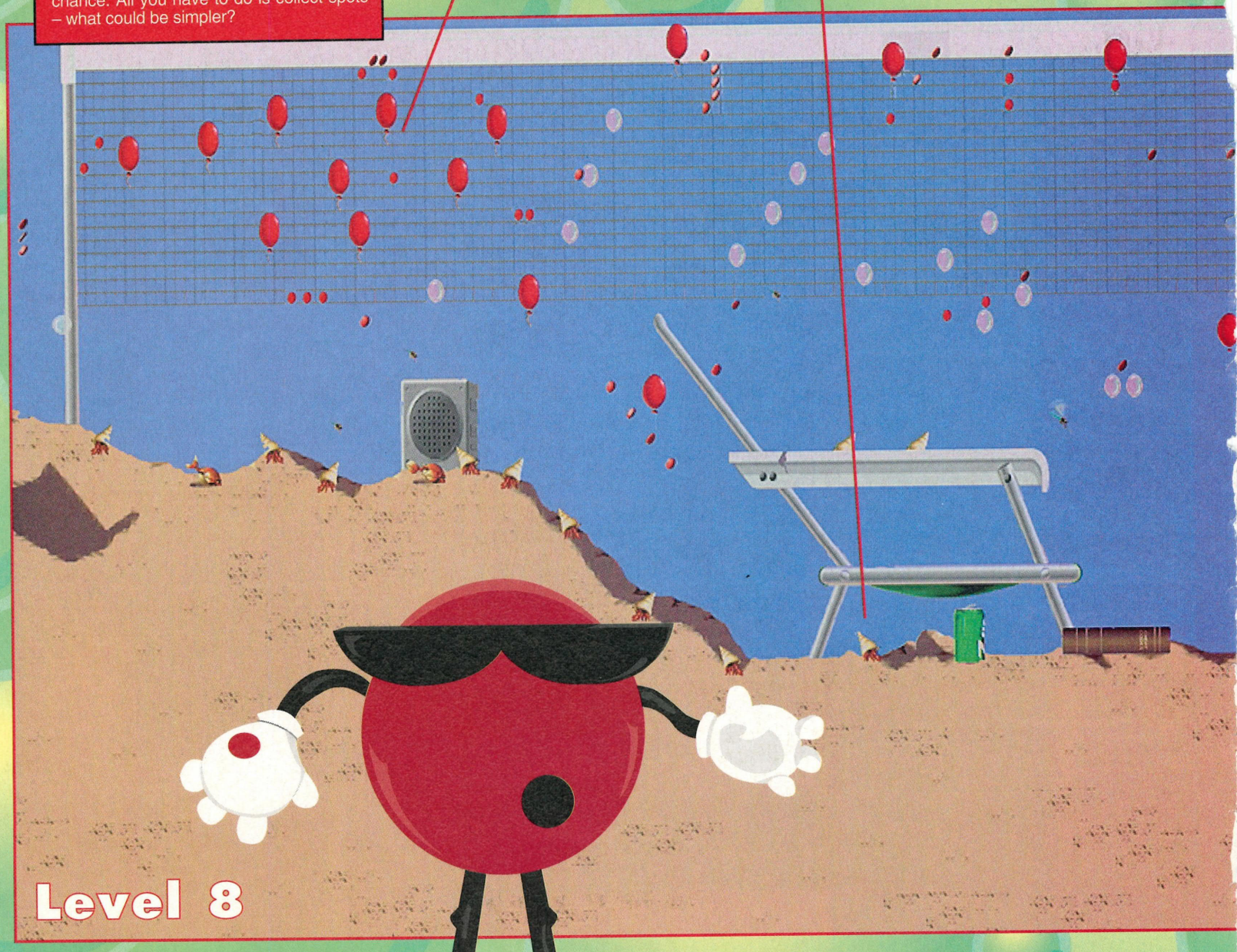
Cartridge supplied by:
GAME,
Tel: (0202) 311 668

SUMMARY

GAME NAME: Cool Spot
TIME TO COMPLETE: 3 days
HIGHEST SCORE: 14,000,010
NUMBER OF LEVELS: 8
CHALLENGE RATING: Easy

Once the beach holds no more surprises, it's time to take to the air. All of the balloons move – jump aboard and see where.

No more spots hidden in the depths of the deck chairs, but there are two hidden behind the can of 7-Up.



Level 8

SURF PATROL

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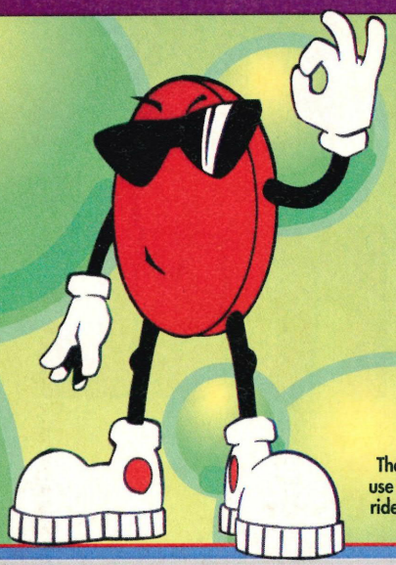
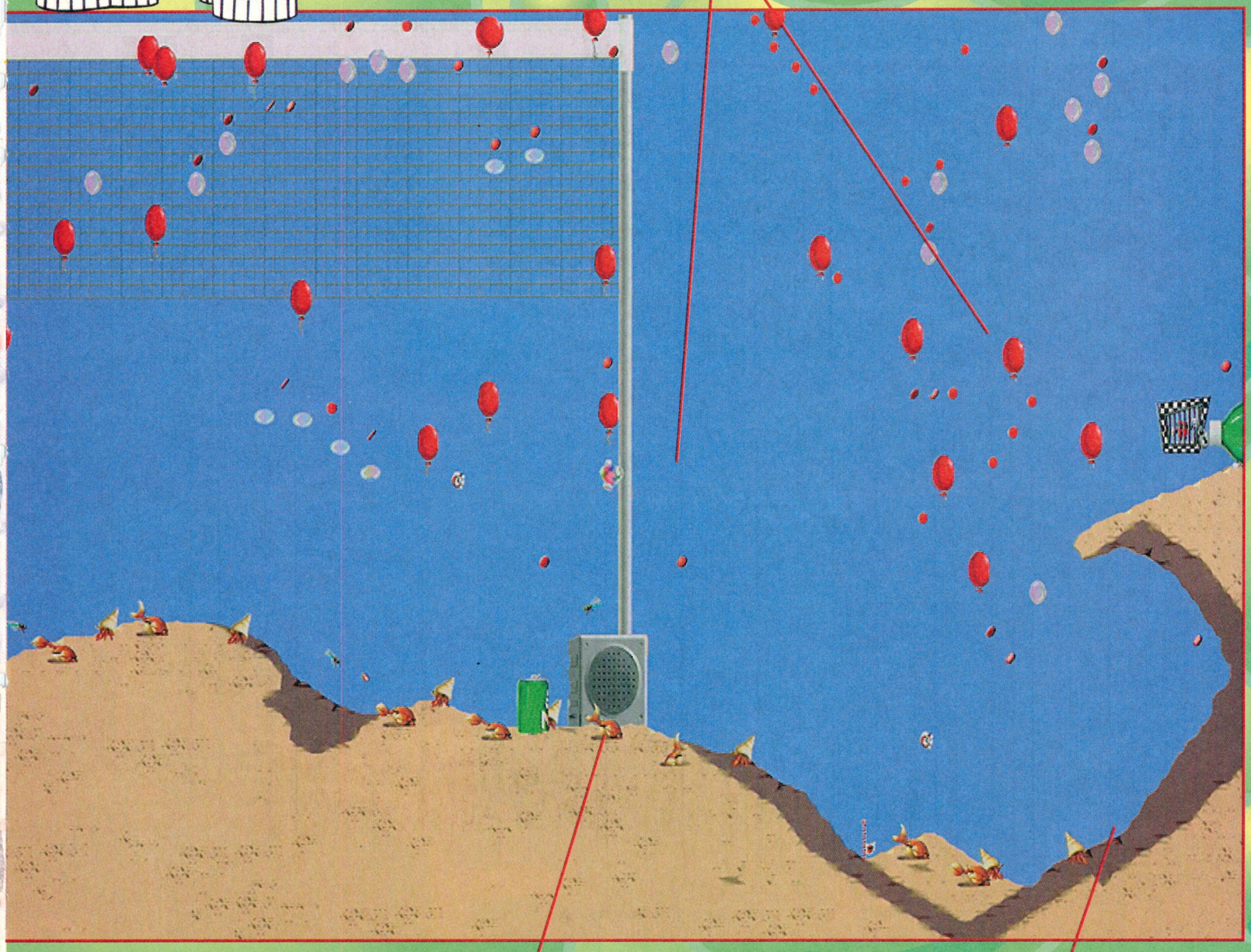


Yippeeee!

Bang! Whizz! Zoom! Hurrah! Yippeee! The games have cometh to an end You are too cool to fool. You beat the crabs, the planes, the robots, the mice and everything else the powers of Uncool could throw at you. All 8 cool pals are free, and you should have made your **UNCOOL** bonus too, cool! – Party on!

The best way to get to the cage is by heading up here. At the top, use the big bubble to start moving right. Now all you have to do is ride the bubbles as far as you can. Trust me – how hard can it be?

There are lots of spots which seem to sit in very obscure places. What you will find is that the balloons will often drag you through them as you hang. If you hadn't noticed, the cage is to your right – but spot hunt until you've got all100%.



Just like in the very first level, all that time ago it's best to clear the beach of nasties before attempting to play with the balloons. So, my most excellent friends, get to it and head right; blasting as you go.

Gee! This bits fun, but hey! Don't get too cocky will you otherwise you might just end up collapsing down the precipise and looking a complete uncool fool. Be careful out there remember crabs bite!

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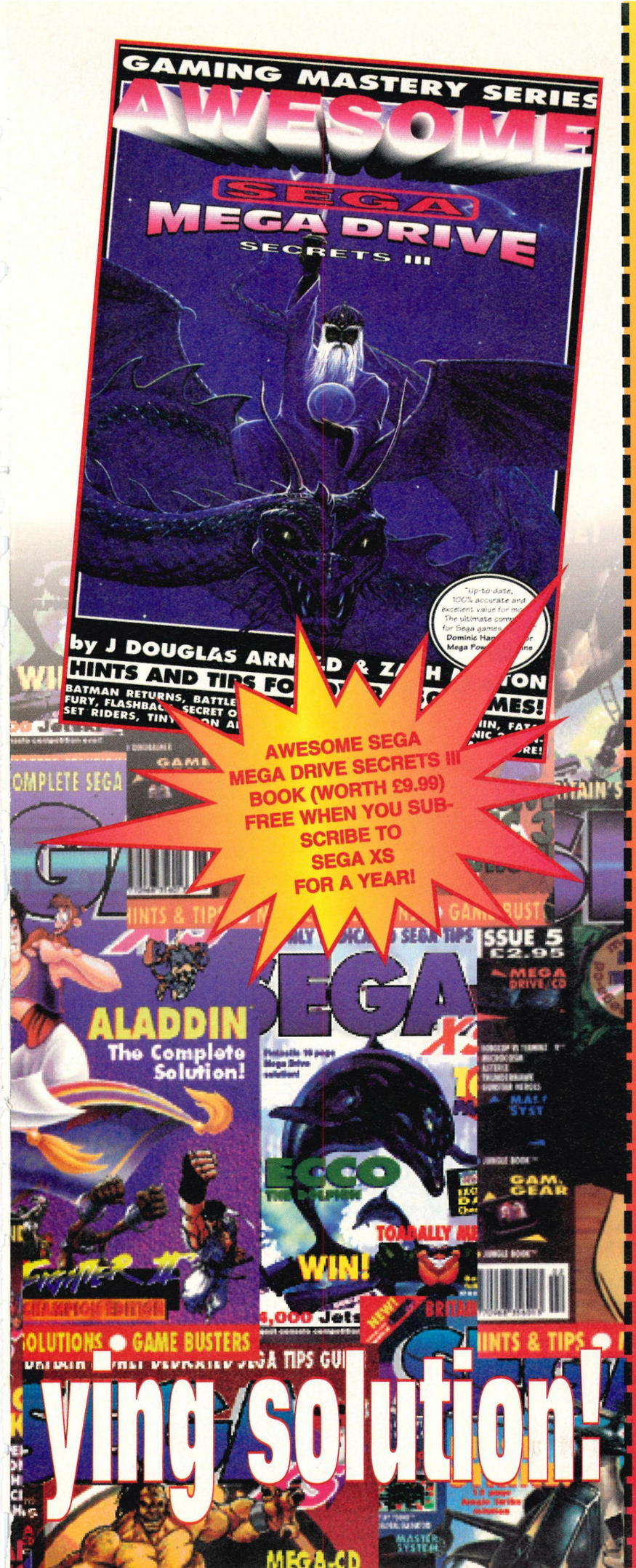
Sega XS is the complete pla



SEGA XS

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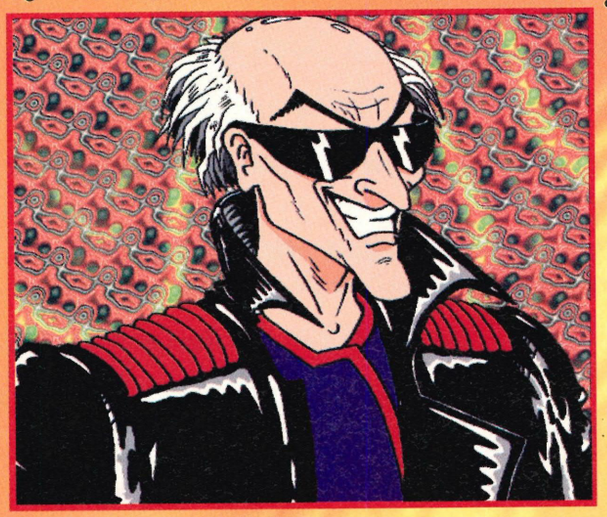
DOCTOR M.



"FROM OUTER SPACE, HE'S ON YOUR CASE!"

Well readers, it's finally happened. For weeks, I've been trying to ignore it, but no more! Eventually every man must admit to his hidden desires — admit to them and then maybe conquer them. For some people it's the demon drink, while for others it's women. Sadly, I can't hide behind a wall of lies any more (Well get on with the intro then! - Ed) and have a desperate confession to make — I'm addicted to *Mortal Kombat II* and *Super Streetfighter II* on my faithful Mega Drive. I just can't help myself! So, if anyone wants a hand at either of these brilliant games or any other game you happen to be stuck on, just drop me, Dr M, a line at the following address: SEGA XS, Paragon Publishing, 124 Old Christchurch rd, Durham House, Bournemouth, BH1 1NF.

RINGS OF POWER (MD)

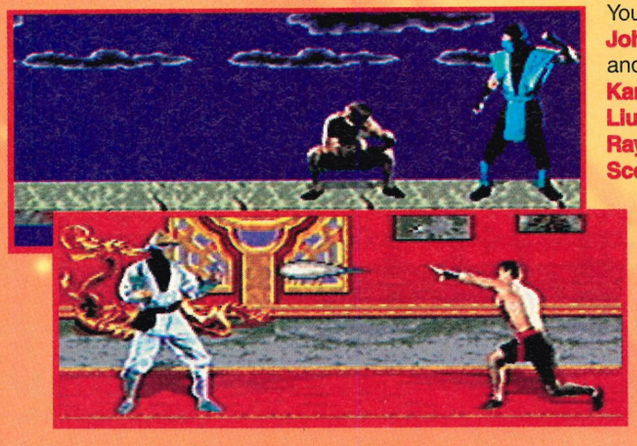
Please, please can you help me find the Sextant?
Mrs G Morgan, Port Talbot

Well my dear lady, you do seem to be in a bit of a pickle about this don't you. However, as always I'm at hand to ease your gaming constipation with a well deserved laxative of helpful advice (You really are a sick man! - Ed). In fact my mailbag has been bulging with questions about *Rings Of Power* this issue. I can't for the life of me understand why, it's a very straightforward cart after all!

Right, ever onward, here's the answer to your query. Instead of travelling above the waterfall, go below it along the wooden bridge and push up when you are in front of it. You now enter a cave where the Sextant is hidden. From this moment on you're able to use it's co-ordinates to pinpoint items. Very handy I'd say!

MORTAL KOMBAT (MD)

Please tell me how to do all of the Death Moves on this great game?
Paul Brown, Hants.



You want all of the Death moves? You got it, sonny!

Johnny Cage - Stand right in front of your opponent and press the D-pad towards three times and then button A.

Kano - Press the D-pad away twice followed by button A.

Liu Kang - Hold the Start button and rotate the D-pad towards your opponent.

Rayden - Get in close, and press towards, away, away, away and then A.

Scorpion - Stand close to the opponent and then hold Start and press up twice on the pad.

Sonya - Stand about three inches away from the opponent and then press towards twice, away twice and then Start.

Sub-Zero - Press the pad towards, down, towards and then A.

That lot should be enough to keep even the most bloodthirsty gamer going for some time!

REVENGE OF SHINOBI (MD)

I am stuck on District 7 - The Breakwater. Why can't I make some of the jumps, even with Fushin magic?
Alan Jones, Hartlepool

Do you know what your problem is, sonny? Like most of the youth of today, you just don't have any patience! District 7 CAN be passed. Believe me, for I myself have done it on a number of occasions!

Use your Fusion magic and only jump when you reach the very edge of a platform. Once you've done this, hold down on the jump button and push right. It takes some time to perfect this, but persevere and you should just about scrape through...

RINGS OF POWER (MD)

How do I find the secret Necromancers lab in Blood, which I need to get the embalming fluid and the Ring of Perfection?
Martin Sutton, Essex

To get the Ring of Perfection, talk to the expert on perfection in the library in Oxbridge about your quest. After this go to the library and find a note about the Ring of Perfection.

In the Cathedral, there is a monk you should talk to about your quest, and then go ahead and search the shelves near him for a book about the Chamber of Perfection. Now go to the Celestial City and, during the day, talk to the Sun priest in the Temple of the Sun about your quest. He will direct you to a man in the library, who you should talk to about your quest. Search the shelves for a factory pass, go straight to Blood and then find a factory at a graveyard on a hill. If you have a factory pass, the guards will let you in.

Talk to the factory master and get the embalming fluid off him. Give it to the Sun priest in the Celestial City. Now go to the third floor and use the key to open the chest and get the Sun Gem. When night comes, go to the Temple of the Moon and talk to the Moon priest about your quest. Go to Sparta and show the Moon priest's request to the Marshall. Now go over to the arena and fight the bear and dragon. Return to the Marshall and talk to him again.

Find the foam pool in the Temple of the Moon and search it for the Moon Gem. Now go to the chamber of Perfection, where you will find Fezzik. Show him the Moon Gem and the Sun Gem before you fight him for the final ring — the Ring of Perfection.

Now that was all a bit of a mouthful. I hope you understand all that young Martin and may you enjoy the rest of your quest. Of course, you won't ever be as perfect as I am at this little game, but then again who is?

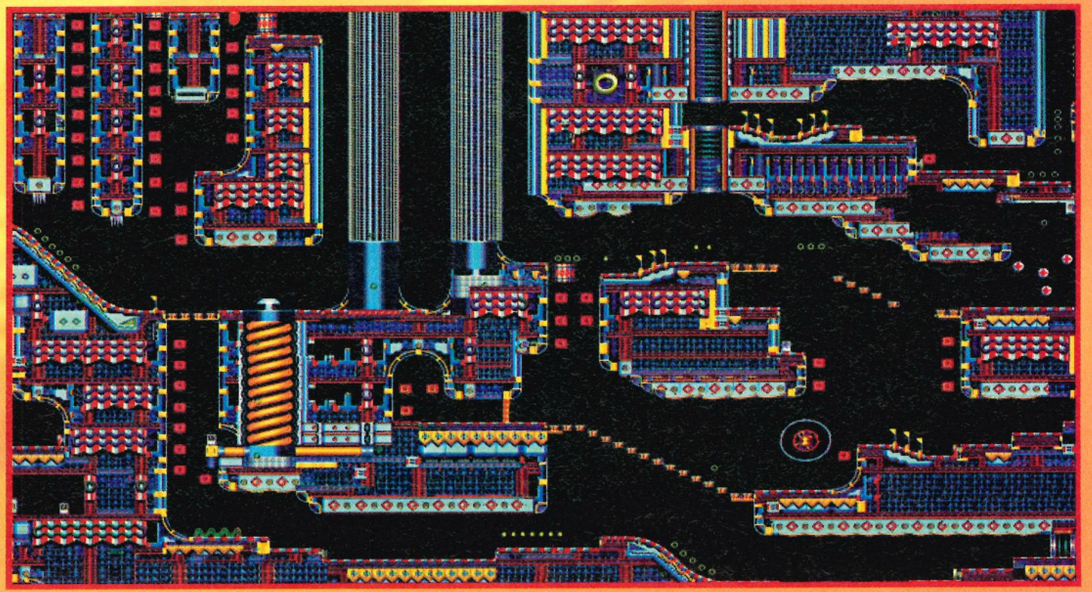
SONIC 3 (MD)

On the level select it shows three extra levels, but it won't let you play them! Why?
Ross Loram, Devon

Oh dear, I knew this question would eventually crop up. For months, the SEGA XS crew have been bombarded with calls about this game and I bet you know what the question was? Yes, that's right young man — "Why can't I access the three secret levels?"

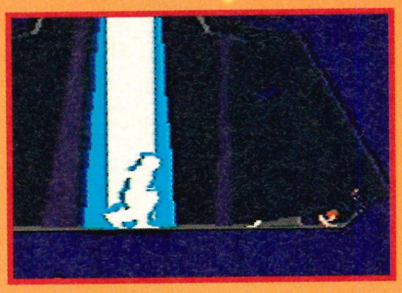
The answer to this question is quite simple really, the three 'secret' levels you're trying to access aren't, in fact, secret levels at all! What you're trying to do is open up the split-screen two player stages! Can you believe it? Oh well, life can be funny at times.

The poor unfortunate who has to field all these calls is usually that wee whippersnapper Mark Pilkington and, do you know, he seems to find the constant barrage of questions about this subject a bit daunting. He's even taken to slamming his head against the office wall, while tightly gripping a huge poster of the spiky, blue megastar we all love. How strange!



ANOTHER WORLD (MD)

How do you actually manage to complete this game?!
Adrian Rogers, Surrey



Hmm, the last section of this tricky game is a bit of a puzzler, isn't it? What you have to do is crawl to the levers and wait for the two guards to stop their fight. Your pal then falls off as the enemy approaches you. When the enemy is in the middle, pull the first lever and he is instantly vaporised. Now pull the second lever and the roof opens. Tap left and crawl back to the centre of the room. If you have timed it right, the laser beams miss you and you're teleported back home, just in time for a nice cream tea!

SONIC 2 (MD)

How do you defeat the boss of the Metropolis Zone?
Alastair Lyle, London

Now then, young man, I'm pretty annoyed I have to answer this simple question! I was just having a jolly two-player game of *Super Street Fighter II* and was about to lay the finishing blow on Mark (the poor chaps never actually managed to beat me!) when Chris calls me over, politely as always, and hands me this letter to answer! Annoyed? You bet! Oh well, you asked a perfectly legitimate question and as such it deserves answering.

The Metropolis Zone's version of Dr Robotnik is probably one of the hardest baddies in the game. His hovercraft is protected by rotating spheres, which are dangerous to hit. However, never fear, there is a way around this problem! When the spheres rotate in a straight line horizontally around his hovercraft, jump up and hit him from below. If you're having trouble beating the fat fool, drag a friend around your house and get him to control Tails. Your friend can now attack Robotnik, along with you, giving you twice the firepower.

MASTER SYSTEM (MS)

Please can you tell me how to do all of the special moves for the Master System?
Jonathan Nattrass, Carlisle

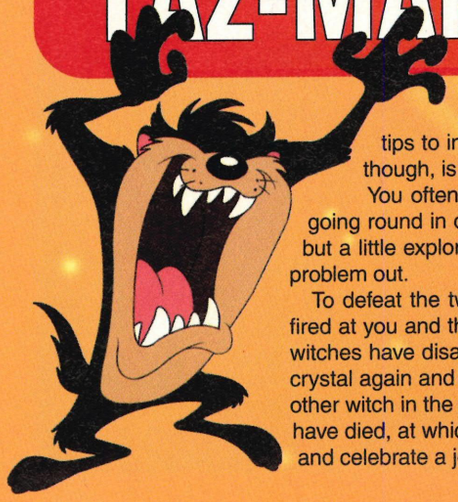
The Master System is a tricky little console to get to grips with, but after a while of playing around with it, you can actually accomplish some pretty impressive special moves! I have listed them all below, along with their effects.

The Turn On: Press towards and on once you get near the machine.
Aerial Lock: Pull the aerial lead away from the machine and into the Television.
Joypad Dive: Put the pad down on the floor, then leap up into the air and land on top of it!
Tea Spiller: A devastating move to perform on the machine, simply hold a hot cup of tea over the MS and let go!
Door Stopper: Press towards, up and once you get to the a door, down. You can now use your Master System as a door stop!

(Snip… Dr M continued in this sad vein for another page or so, chuckling as he wrote. What he's trying to tell you, in his usual cruel way, Jonathan is your letter forgot to mention which game you wanted help with. Write again and I'll make sure he answers your query with a little more courtesy! - Ed)

TAZ-MANIA (MS)

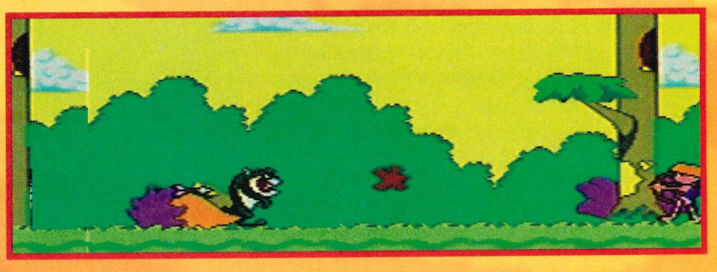
Is there any way of getting out of the ruins?
Lyndon Stewart, Derbyshire



A tricky little one this, isn't it? While I can't actually play the game for you, what I can do is offer you some hints and tips to increase your knowledge of this level. The first thing you notice about this stage is it's pretty damn big. A nice bonus though, is there are plenty of objects and extra life up for grabs!

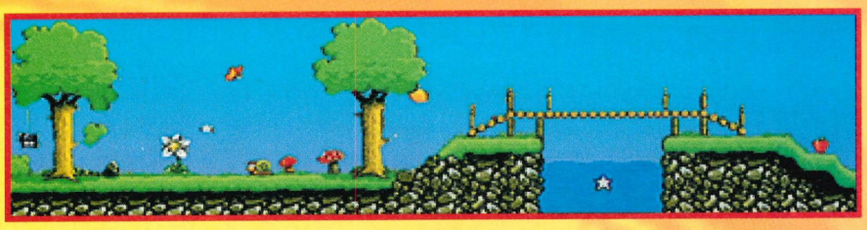
You often find yourself in a place you've already been to before, without quite being sure how you got there. This is called going round in circles and can become quite frustrating, but a little exploring here and there should soon sort the problem out.

To defeat the two guardians, jump over the first crystal fired at you and then jump onto the top platform when the witches have disappeared. When they reappear, jump the crystal again and land on the opposite platform, hitting the other witch in the process. Repeat this technique until they have died, at which point you can pat yourself on the back and celebrate a job well done!



SONIC / DIZZY/ ASTERIX (MS)

Are there any cheats for any of these games? I hope you can help.
Jenny Rowan, Wolverhampton

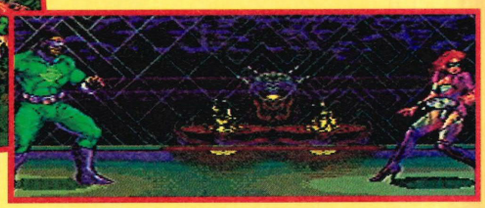


Can I help? Of course I can, Jenny my dear! Especially when I consider the top picture that you've sent in - it brightens up the office wall even as I write this!

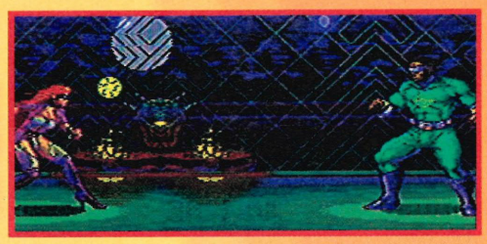
Sadly, there are no known cheats for Sonic and Fantastic Dizzy on the Master System. Asterix, on the other hand, is a different story - just look in the Busters section for full details on how to achieve infinite lives and access two secret rooms! Thanks again for the picture Jenny, Sonic and Tails have never looked better!

ETERNAL CHAMPIONS (MD)

How do you do the Midas Touch move for Xavier Pendragon?
Ben Murphy, South Wales.



Ah-ha-ha! The Midas Touch move, eh? A tricky one to master, it takes time to charge up to, and it can be blocked. Press back for 5 seconds and then forward and Y. Get it right, and you turn your opponent to gold, much like Sub Zero's ice move in *Mortal Kombat*!



Actually, that reminds me. Did I ever tell you that I've currently got a bit of a craze for beat-'em-ups? I mean, check out Shadows Thigh Boot Crunch and Skyscraper Thunder or what about Jetta's Cabinet of Delights and Moving Corkscrew?

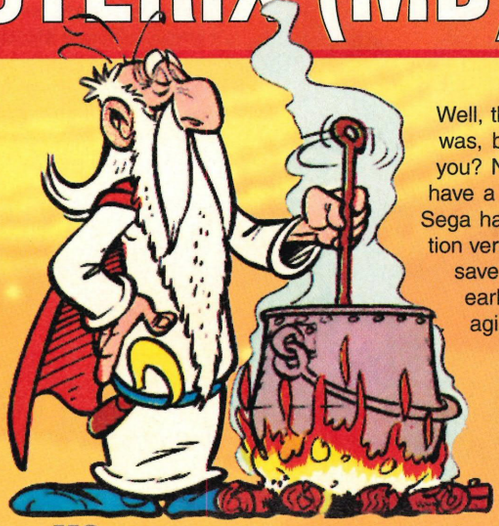
FANTASTIC DIZZY (MD)

Could you please tell me if there are any cheats for this game?
Stephen Thomas, Dyfed.

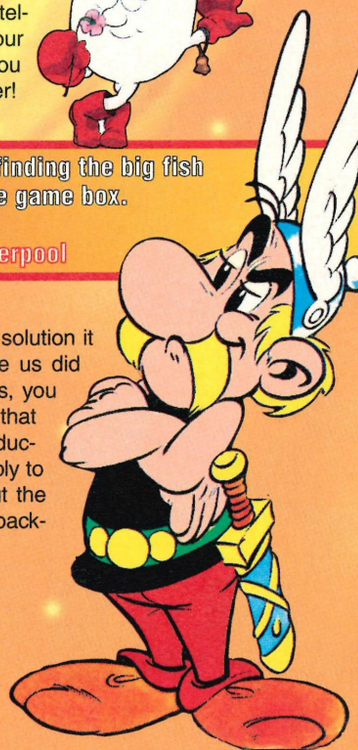
For some reason, Chris doesn't seem to like this game, whereas I do. I put this down to my superior intellect! Anyway, to answer your question, I'm afraid there aren't any cheats for this egg-citing game (If your superior intellect comes up with dreadful jokes like that your welcome to it! - Ed), Stephen. I can give you an Action Replay code, though, so here it is: **FF81490002**. Put this in and infinite lives are yours for ever!

ASTERIX (MD)

We are having problems finding the big fish pictured on the back of the game box. Can you help?
Les & Magaret Tartt, Liverpool



Well, thanks for saying what an excellent solution it was, but you didn't just write in to praise us did you? No, as with most people these days, you have a problem! Hmm, I can only guess that Sega had that fish included in the pre-production versions of the game. Later on (probably to save memory), the fish was deleted but the earlier game shots made it onto the packaging. Life, eh? Isn't it strange!

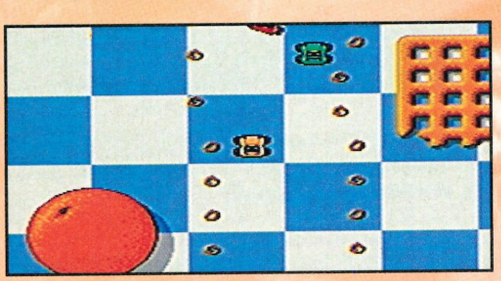


NEW BUSTERS

Hello and welcome to Britain's favourite tips section — New Busters, home of the hottest tips in town. Every month you're all invited to write in with any tips and cheats you get your hands on. Who knows, if you're really lucky you might find yourself walking away with your own copy of *Awesome Sega Mega Drive Secrets III*! The man who decides on the worthy recipient of this prize is Mr Red Hot Tip himself, Mark Pilkington! So get writing to Mark, New Busters, SEGA XS, Durham House, 124 Old Christchurch Road, Bournemouth, BH1 1NF.

MICRO MACHINES

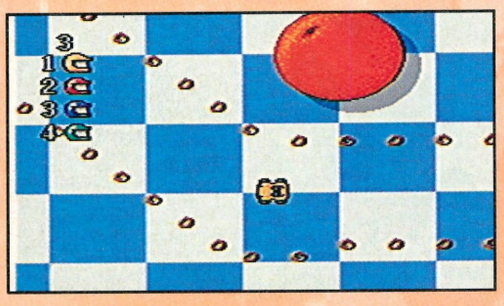
GAME GEAR



Micro Machines is one the best games ever to emerge on the Game Gear. With its addictive blend of challenge and gameplay, this was one game that really brought the boy racer out in us all! In fact, we liked it so much we even completely mapped the whole game back in SEGA XS 7, complete with tips and tactics for every track! However, life wouldn't be complete without a cheat to round things off nicely, so step forward reader Alan Daly from Eire, and tell us the facts as you know them!

"Here is a cheat to win every race. On the first level, after qualifying in challenge mode, drive the wrong way around the track. After one lap, you'll hear a tone to confirm the cheat has worked. From now on, you appear in first position after every race, regardless of where you finished.

I also have a tip for winning bonus points in the head-to-head against the computer. When the two cars start to pick up speed, slightly nudge your opponent. This slows him down slightly. Now pull out directly in front of him and press button two to brake. He now crashes into the back of your car and you're free to press button one and accelerate away. Leaving him far behind and earning yourself a bonus point to boot. This tip works best on a long straight!"



SONIC CHAOS

MASTER SYSTEM GAME GEAR

Sonic the Hedgehog has become something of a cultural icon now. I mean, just look at him! Posters, T-shirts, Comic books, Cartoons and even Computer Games for Pete's sake! Whatever next, eh? A tip from reader Jenny Rowan from Wolverhampton perhaps?

"Here is a level select! On the title screen, press Up, Up, Down, Down, Right, Left, Right, Left, 2 and then 1. On the Game Gear version, just press Start at the end of that."

SUPER STREET FIGHTER II

MEGA DRIVE

Two of Doctor M's favourite games, *Street Fighter II* and *Super Street Fighter II* have turned millions of happy and content gamesplayers into snarling lunatics. One such nutter is Matthew Baker from Shropshire and (gulp!), he has a cheat he wants to give me, so I'd better not disappoint him!

"To skip a fight on Champion/Hyper Mode, start in one player against the computer mode. Whenever you want to skip a level, press Start on Joy-Pad 2 and then beat-up player two! However, you can't do this on the last fight against M. Bison."

DUNE II: BATTLE FOR ARRAKIS

MEGA DRIVE

Spice — The most valuable substance in the universe. Some men use it to travel through time, others use it to travel vast distances in the blink of an eye. R Wright from Coundon on the other hand, used it to find out what all of the passwords for *Dune II* on the Mega Drive were!

" Here's a list of all the passwords for Dune II:

AWESOME WINNER!

STREETS OF RAGE 3

Mandy and David Cunliffe from St Helens fancy themselves at *Streets of Rage 3* anyday. Who can blame them, when they have fancy cheats such as this up their sleeves?

"At the end of level 2-1, there is a Kangaroo and his keeper. Don't kill the Kangaroo, but kill his keeper. When the keeper is dead, the Kangaroo will run off. Now the next time you lose all your lives and select continue, you can choose to play as the Kangaroo who has some strong punches and special moves in his pouch. The Kangaroo cannot pick up weapons, do backslams or throws but he can do a rather nifty spinning kick similar to Ryu's in SFII!"

I wonder what this new character's hobbies are? Boxing, maybe? Anyway, have an *Awesome* book on me, for this great cheat!

AWESOME WINNER!

Hyahhh! Take that, Sucker! Bang! Pow! Biffo! Balloga! Yes, its time to get it on, so come out with your fists raised — the *SEGA XS* battle royal is now on! Anyone fancy their chances? Are you looking at me, Joost Winne from Belgium? Ahh, no, NO! I didn't know that you had all of the special Moves for Mortal Kombat! Help!

"SONYA BLADE
Scissor Attack: Press DOWN and buttons 1 and 2.
Projectile: BACKWARD and button 1.
Flying Kick: FORWARD, BACKWARD and then button 1.

JOHNNY CAGE
Shadowkick: BACKWARD, FORWARD and then button 2.
Fire Ball: BACKWARD, FORWARD and then button 1.
Special Punch: Button 1 and button 2 quickly.
Fatality: FORWARD, FORWARD, FORWARD and then button 1.

LIU KANG
Super Kick: FORWARD, FORWARD and then button 2.
Fire Ball: FORWARD, FORWARD and then button 1.
Fatality: BACKWARD, BACKWARD and then DOWN.

SCORPION
Hook: BACKWARD, BACKWARD and then button 1.
Invisibility: DOWN, BACKWARD and then button 1.
Fatality: Block and then hold button 1 down and press UP two times.

RAYDEN
Flying Attack: BACKWARD, BACKWARD and then FORWARD.
Electricity: DOWN, FORWARD and then button 1.
Invisibility: DOWN and then UP.
Fatality: FORWARD, BACKWARD, BACKWARD, BACKWARD and then button 1.

SUB-ZERO
Slide-Kick: BACKWARD, BACKWARD and then buttons 1 and 2.
Iceball: DOWN, FORWARD and then button 1.
Fatality: FORWARD, DOWN, FORWARD and then button 1."

GODS

So it came to pass that a young man going by the name of Peter Sinaman would emerge from the icy mountains of fear, the dark dungeons of blood, the twisted forest of evil and the city of lost souls barely alive! His epic quest had taken him month after month to complete, with the help of the complete solution in SEGA XS 6, and at last he has found the secret he was after! Tell us, Peter, what is it that you have discovered?

"It's a cheat for Gods which I hope will have all budding would-be heroes jumping for joy.

Type in MESIENTOTANFEL12 on the password screen to activate the cheat mode. You are now invincible for the whole of your quest for immortality."

WIZ AND LIZ

Hello, there Wizzy!

Why, hello there Lizzy!

Guess what popped through my magic letter box this morning?

Oooh, I don't know Liz! Tell me, tell me!

It was a letter from Jens Hougaard Sorensen from Denmark! Shall I read it to you?

Go on then, Lizzy, read it to me!

"Steps to become a spellmaster on Wiz 'n' Liz.
1. Get a banana and a potato.
2. Make the spell and a hint door will open.
3. Use up all the stars you can and make sure there are no hints available.
4. Stand under the hint door.
5. Press B shortly, and quickly afterwards hold C + Start until you see Hint A blinking.
6. That's it! You now own around 65,520 stars. You can now buy all the fruit and make all the different spells you want. Sometimes the stars will disappear; don't worry, you just do the star cheat again."

What did you think of that?

Good, but not as good as my final level codes from young Chris Broomfield from Chingford!

"Type in the password HSSN RLLL to get 100 stars and to get to the Super Wizard level, type in TRKQ QMSC."

MORTAL KOMBAT

MASTER SYSTEM

NEW CODES CORNER!

It's in this section I delve into the strange and mysterious world of the *Action Replay* cart, bringing you all the new codes I can find.

MEGA DRIVE

SUPER STREETFIGHTER II

ØØ3BE6602E: The Master code! Use this with every other code you put in.
FF803D0090: Infinite energy for P1.
FF833D0090: Infinite energy for P2.
FF828A0002: P1 only needs to win one battle.
FF858A0002: P2 only needs to win one battle.
FF80750001: Extra Turbo Speed for P1.
FF83750001: Extra Turbo Speed for P2.
FF80B40000: Every Special Move has Fireballs for P1.
FF83B40000: Every Special Move has Fireballs for P2.

STREETS OF RAGE 3

FFFB05000X: Level Select.
FFFB03000X: Act Select.
FF88E20049: Infinite Time for L6.
FF88500059: Infinite Time for the final boss.

MASTER SYSTEM

ALIENS 3

OOC424O9 : Infinite Lives

HOUSE ATREIDES	HOUSE HARKONNEN	HOUSE ORDOS
1) DIPLOMATIC	1) DEMOLITION	1) DOMINATION
2) SPICEDANCE	2) SPICESATYR	2) SPICESABRE
3) ETERNALSUN	3) BURNINGSUN	3) ARRAKISSUN
4) DEFTHUNTER	4) DARKHUNTER	4) COLDHUNTER
5) ASHLIKENNY	5) EVILMENTAT	5) WILYMENTAT
7) SONICBLAST	6) ITSJOEBWAN	6) SLYMELANIE
8) DUNERUNNER	7) DEVASTATOR	7) STEALTHWAR
	8) DEATHRUNER	8) POWERCRUSH"

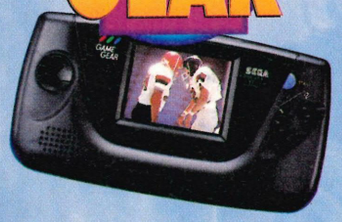
BUSTERS

MEGA DRIVE

MEGA CD

MASTER SYSTEM

GAME GEAR



So here it is! The Busters A-Z is the biggest, most authoritive guide to every single Sega cheat in existance. If you've got a Mega Drive, Master System, Game Gear, or Mega CD – you'll find all you ever need to get infinite lives, passwords and level selects, right here! No other magazine gives you this much information – but we always need more! If you have an original cheat or tip that we haven't printed yet, then send it in to us. For the best new tips we print, we will give you a copy of *Awesome Mega Drive Secrets II* for free! Send all your tips and cheats to

SEGA XS Busters, 124 Old Christchurch Road, Bournemouth Dorset BH1 1NF.

MEGA DRIVE

ABRAHAMS

Easier Mode
During the demo, press B, B, C, B, C, C, C, B, C, B, B and C.

THE ADDAMS FAMILY

Level codes
Here are the level codes to help you out:
`&1YK4`
`?1H1T`
`?&91Z`
`V&s1H`
`VDHK4`
`VLKKV`

AFTERBURNER 2

Extra Continue
When the game over appears, press Left, Left, Left, B, B, B, C, C and C followed by Start.

Level Skip
When game over appears, hold down A, B, C and Start on joypad two. Release and choose any level up to 20 as your starting stage.

Level select
Hold A, B and C and press Start on the title screen to get a level select. Use the joypad to select a level and then press Start to play.

AIR DIVER

Invulnerability
Go to the map screen and put the cursor where there are no enemies. Hold Start and press A, B, C, B, A, A, B, C, B, A and B. Hold Start until the game begins to be invincible.

AISLE LORD

Avoid combats
Choose the "Configuration" mode from the title screen and set the cursor on "SE NO", then press the following sequence.
A, B, C, C, B, A, B, A, C, A, C, B, A, the screen will flash if you succeed, now select "Initial Start" and you will not have to fight any combats!

ALADDIN

Level Skip
Play the game normally, Pause and press A, B, B, A, A, B, B and A.
Extra Life
When you get to the desert, go and kill the first snake. Go right back and there will be an extra life.
Mickey Mouse Ears
On the Desert, stand near the washing line, so that when Aladdin moves his head you will see him wearing Mickey Mouse ears! An extra life is now yours!
Secret Option Screen
On the title screen, hit A and press B, B, B, B, C, C, C and C.

ALESTE

Level select
From the title screen, reset the machine ten times. Hold the Left and Down diagonal while entering the option mode. You'll discover a level select.

Extra continues
Pause the game and press Up, Up, Up, Down, Down, Left, Left, Left, Right, Right, C, C, B, A and finally Start for 20 continues.

ALEX KIDD IN THE ENCHANTED CASTLE

Scissors, paper, stone skip
To continue the game without having to play scissors, paper, stone, go to any boss. As soon as the polite chit chat is out of the way press Start to get the item select screen. Press Start again to proceed.

Final Screen Solution
Walk in the following order:
Sun, wriggly lines, moon, star, sun, moon, wriggly lines, fish, star, fish, crown.

ALIEN 3

Level select
Plug two controllers into the Mega Drive and go to the options screen. Press C, Up, Right, Down, Left, A, Right and Down on the second pad and you will hear the power-up noise. Start the game and pause the game. Now on pad one, press C, A and B to warp to the next level.

ALIEN STORM

Choose Scooter. When your life gets to zero, self destruct. In this way you can carry on without dying.

ALISIA DRAGOON

Level select
Hold down A after the Sega logo has disappeared and then press B until Gainax is whisked away. Now hold down C and press Start when you see the stars come out. If the cheat is active you will hear a chime. Now during the game, press C to skip the levels and B and Up to increase your hit points to maximum.

ALTERED BEAST

Character select
Get to the title screen and hold the Left and Down diagonal, A, B, C and Start to be able to select the character (that is, wolf, bear, tiger and so on) you play.

Infinite continues
Press Start and A on the title screen to continue from where you left off in the previous game.

Extra options screen
Press Start and B on the title screen for more options.

ANOTHER WORLD

Level Codes
Level 2 – `HTDC`
Level 3 – `CLLD`
Level 4 – `LBKG`
Level 5 – `XDDJ`
Level 6 – `FXLC`
Level 7 – `KLFB`
Level 8 – `BFLX`
Level 9 – `BRTD`
Level 10 – `TFBB`
Level 11 – `TXHF`
Level 12 – `CKJL`
Level 13 – `LFCK`

ARCH RIVALS

Easy Scoring
Choose Vinnie as he is fast and tough. Start with the ball, pass to your team-mate, run straight up the court and press the pass-back button. Run into the corner and shoot, and you will nearly always score a three-pointer!

ARCUS ODYSSEY

To get double the number of items, start a two-player game and kill one off immediately!

Password skip
Enter the password `EEEEEEEEEE` to start on level five with six reverse dolls.

ARNOLD PALMER GOLF

Secret Tournament Code
`FFFF FFFF FFFF FFFF FF`

9999 9999 9999 9999 99

Hidden game
If you take over 100 shots on a hole the game over screen appears. Press buttons A, B, C and joypad Up simultaneously to access a hidden mini version of *Fantasy Zone*.

Super shot
Enter your name as **EVE** and you will be able to hit the ball great distances.

ARROW FLASH

Better flash
Set the arrow flash to charge and then watch the demo,. If the arrow flashes, you should have a longer lasting arrow flash.

AYRTON SENNA'S SMGP 2

On the password input screen type in either **SENNA** or **CHAMPION** to see the end of the game.

BACK TO THE FUTURE 3

Stage select
Pause the game and hold down A and press Up, Down, Left and Right to go forward a level.

BARRACUDA

Added time
B, A, Right, Right, A, C, Up, Down and A.
This sets the energy to six (only three bars will be displayed) and adds 30 to the time.

BART VS THE SPACE MUTANTS

Avoid Skateboard Section
If you want to avoid the entire skateboard section in the first level, buy a key from the right of the phone box, you will be transported to the OAPs home.

BATMAN: REVENGE OF THE JOKER

Passwords

Stage 1-1	–	1100
Stage 1-2	–	1200
Guardian	–	1300
Stage 2-1	–	2100
Stage 2-2	–	2200
Stage 3-1	–	3100
Stage 3-2	–	3200
Guardian	–	3300
Stage 4-1	–	4100
Stage 4-2	–	4200
Guardian	–	4300
Stage 5-1	–	5100
Stage 5-2	–	5200
Stage 6-1	–	6100
Stage 6-2	–	6200
Guardian	–	6300
Stage 7-1	–	7100
Guardian	–	7200

Invincibility
Pause the game and press B and Start. The enemy in front can't hurt you any more!

BATTLEMANIA

Strange Scene
When the Sega logo appears, keep pressing start on player two's joypad and something strange will happen.

BATTLETOADS

Hidden warp
At the start of the first level, go to the two pigs and headbutt them. Then jump onto the grassy platform on the right. A warphole should appear and if you go into it and you'll be transported to level three.

BIO-HAZARD BATTLE

Level select
Wait until the Sega logo appears and then hold down the C button. Keep it held down and press Up, diagonal Up Right, diagonal Down Right, diagonal Down Left, Left, diagonal Up Left and Up. After entering this, press Start and the level select will appear.

BLADES OF VENGEANCE

Hidden door
This cheat will allow you to progress to any level in the game. At the last door on level 1, do a Super Jump at the left edge of the door. You'll end up on a hidden pixel! Now jump right and continue jumping straight up about three times to find the hidden door. Use this hidden door to access any level and collect special items.

BOB

Passwords.
1. 171058
2. 950745
3. 472149
4. 672451
5. 272578
6. 652074
7. 265648
8. 462893
9. 583172
10. 743690
11. 103928
12. 144895
13. 775092
14. 481376

BUBSY THE BOBCAT

Passwords
Level 1 – JSSCTS
Level 2 – CKBGMM
Level 3 – SCTWMN
Level 4 – MKBRLN
Level 5 – LBLNRD
Level 6 – JMDKRK
Level 7 – STGRTN
Level 8 – SBBSHC
Level 9 – DBKRRB
Level 10 – MSFCTS
Level 11 – KMGRBS
Level 12 – SLJMBG
Level 13 – TGRTVN
Level 14 – CCLDSL
Level 15 – BTCLMB

Extra level
At the options screen, input this for an extra level:
STCJDH

BURNING FORCE

Extra lives
Wait until the title screen appears and then press the buttons B, A, B, A, A, C, A, A and finally Start in sequence to gain a most useful ten extra lives.

BUSBY

Level Codes
Level 2 – MKBRUN
Level 3 – STGRTN
Level 4 – MSFCTS

CALIFORNIA GAMES

Easy High Scores
On the title screen, reset the game and you should hear a 'Dong' sound. Do this four times and then view the high scores. You should now find that all the names have been wiped, giving you no troubles at all about getting your name up there!

CENTURION: DEFENDER OF ROME

Password
Just type in the following code to own the world:
QDUA YQ25 5555
55NK VKXW IPJI

CHAKAN

Game warp
Go to the practice mode, jump to the platform above the air portal and then go right onto a small platform. Press Start and choose the passage Alchemy. Return Chakan to the Navigation level and you will see that the first 12 terrestrial planes have been completed.

Potions

1 green, 1 clear	–	Invincibility
2 clear	–	Swap hour glass
1 red, 1 clear	–	Restart point
2 blues	–	Makes you invisible
1 blue, 1 green	–	Slow enemies
1 green, 1 red	–	Fire bombs
1 red, 1 clear	–	Fire sword
2 green	–	Air sword
2 red	–	Fire sword
1 blue, 1 clear	–	Jumping boots
1 blue, 1 red	–	Earth sword

CHUCK ROCK

Level select
On the title screen, press A, B, Right, A, C, A, Down, A, B, Right and A. The guitarist will stop playing and smile at you. Now press A, B and C together, he'll smile again to show that the cheat's worked. Start playing the game and use the following combinations to access the other levels.
A and Up – Go forward one level.
A and Right – Go forward one stage.
A and Down – Go back one level.
A and Left – Go back one stage.

COOL SPOT

Level select, infinite time, infinite health
Pause the game and type in A, B, C, B, A, C, A, B, C, B, A, C, then unpause it. You will now have full health, lives, time and skip to the next level.

COSMIC SPACEHEAD

View Game
After selecting English language, press A, B, C, A, B, C and Start for a full viewing of the game.

CRABBALLAD

Level select
C, Right, A, B, B, A, Left, Left, A, and Down
Activates the level select. On releasing the START button the first two digits can be set to the World and Level numbers. Press A + B + C while paused to return to the title page and the game will start on the requested level.

CRUE BALL

Level Select
Listen to level six on the sound test, then press A, C, A and B followed by Start. You may now advance levels by pressing B and Up once the game has begun.

CURSE

Configuration mode
Reset the game, hold A and press Start.

CYBORG JUSTICE

Cheat Mode
To obtain a secret options screen, pause during a duel or arcade game and press C, B, B, C, C, A, C and B.

DANGEROUS SEED

Extra credits
Start the game and then from the opening demo press the joypad sequence Left, Left, Left, Up, Down, Right, Left and Right for 99 credits.

Expert Mode
On the demo press up, down, left, left, right, right, up and down to get onto Expert Mode where enemies move faster and their bullets are bigger. When activated, you should hear a tinkle and the title will turn blue.

DARIUS 2

Invulnerability
To be invulnerable to hits press A, B, A, C, B, C, C, B, C, A, B, A on the title screen. No hit should appear onscreen and you'll be able to start the game as usual.

Zone select
Press C, A, C, B, C, A, B, A, B, C, A, C while you're on the title screen to get a zone select.

DEADLY MOVES

Passwords
To have maximum power against Ranker, enter this: MPV XRPO JM7.

DESERT STRIKE

Level Codes
Level 2 – BQJRAEF
Level 3 – TLJKOAP
Level 4 – WTEOUJP

Ten lives
Enter this code for ten extra lives: BQQQAEZ

DEVIL CRASH

Extra Balls

Password	Score Ball
DEVIL CRASH	390,0007
TECHN OSOFT	2,000,00010
09563 35555	555,50033
TF2hz TF3EM	464,90010
LUCKY LUCKY	77,7007

When you think that the ball is going out, press A and display password, then start the game. The game starts with the ball in your possession.

End sequence
Enter the following code to do battle with the end-of-game demon:
ALCLAE8ECK

DEVILISH

99 Balls
During the title screen, hold down buttons A, C and Left on the control pad.

DINOLAND

Test card
When the "Wolf Team" logo appears, hold down A, B, C and press Start. A test pattern will now appear.

DJ BOY

Demo play
After play, your actions will be repeated in the demo.

Bonus items
On level three, hit the third barrel to reveal lots of coins and other items.

DRAGONS FURY

Start with 10 Balls
Enter the password Tech-nosoft

DYNAMITE DUKE

Hidden Options Screen
Press C ten times before pressing Start

EA HOCKEY

Best shots
Slap shots are best played from the blue line. Take time with your passes and move in close to goal, skate from side to side across the goal mouth and when you see an opening tap C. This tactic, if performed properly, will cause the goalie to move out of the goal.

Password codes
D7K76Y43HYMPTSW4
D7SDPH67BFGZVJDC
D7YJVYGDP72VMLL2
D76YDLPJJ398NMHZ

ECCO THE DOLPHIN

Blue Whale Control
Press Up, A, Down, Left, B, Left, C, C and then Down when you swim Ecco next to the Blue Whale on level 10. Once this is done, you can control him. It takes practise.

Invincibility
When you get to the screen explaining the next level, press and hold A and Start. The game will pause but if you unpause it, there will be no music and you will be invincible.

Code
Enter `SHARKFIN` and press Start. Your sonar will now kill jellyfish and you will not need to go up for air.

Level select
Go to the password screen and enter `PLEASE` followed by any of these letters.

Ice Zone	–	`EE`
Island Zone	–	`FF`
Pterandon Pond	–	`GG`
City of Forever	–	`HH`
Under Caves	–	`II`
Deep City	–	`KK`
Last Fight	–	`OO`
Origin Beach	–	`QQ`
Marble Sea	–	`UU`
Open Ocean	–	`WW`
Ridge Water	–	`ZZ`

Infinite lives
Enter the following code: `NIHPLODS` (sdolphin backwards).

Passwords

Undercaves	–	`WEFIDN-MP`
Vents	–	`ZYUELF-BM`
Ridge Water	–	`NRAVEEIP`
Lagoon	–	`NGBBLF-BM`
Ocean	–	`YWGT-TJNI`
Hard Water	–	`RGQRHEIX`
Cold Water	–	`UVJUBUKX`
Island Zone	–	`LYTIO-QLZ`
Deep Water	–	`SJVLTJNW`
Marble Sea	–	`FZT-PVJND`
The Library	–	`GYZM-BUKU`
Deep City	–	`FAZXI-FLZ`
Jurassic beach	–	`ZAOBUNLG`
Pterodactyl Pond	–	`LLHFUN-LA`
Origin Beach	–	`MPA-JUNLC`
Trilobite Circle	–	`FEU-MUNLH`
Dark Water	–	`CRNQUN-LO`
Last Battle	–	`KQCNLM-LX`

EL VIENTO

Level Select
During the game press pause, then press Up, Left, Right, Down, and B, you will now progress to the next stage.

Multi Magic
Similarly, after pausing, press Up, Left, Right, Down and C. You should have acquired a spell, repeat four times to gain all four spells.

ESWAT

Level select
Finish the game and when back on the title screen, press the Right and Down diagonal and A, B and C simultaneously while pressing Start. You will get a level select.

Extra energy
When your life bar only has one remaining unit and you're hit again, hit the fire button. You will still be alive – with no energy though – and will most definitely die when hit again.

EVANDER HOLYFIELD'S BOXING

Defeat Evander
To defeat the almighty Heavyweight champ himself, all you have to do is stay close to him and keep alternating between left and right hooks, this process will cause Evander to sustain a cut above the eye and a broken nose, and will result in the fight being stopped due to a technical Knock-out. By repeating this process you will also win each round on points.

Green madman
Choose the new career option and call your boxer `The Beast`. You will now have an incredible hulk fighter with the best possible statistics.

EX-MUTANTS

Cheats Screen
Enter the options screen and set the music to 05 and the FX to 21. Go to exit and hold down A, B and C, then press Start.

F1 CIRCUS

Weather Setting
You can easily clear every stage of training mode by flicking into reverse gear and going round the circuit in the wrong direction.

Weather control
When setting the course, hold down Start and Down and press A for a cloudy day. Hold down Start, Up and press A for sunshine.

View ending
From the game mode select screen, choose World Championship. After you've entered your name correctly, press the Up and Left diagonal, B and Start. You will now be taken to the closing credits of the game.

F-22 INTERCEPTOR

Level Codes

USA Campaign	– `OHG)1)`
Korean Campaign	– `7DGOO2`
Iraqi Campaign	– `K1OBOU`
USSR Campaign	– `F22F22`
Aces Campaign	– `M1O1O6`

FAERY TALE ADVENTURE

End game sequence
Enter the following password to see the end of this massive adventure game:
`7R2KUL6RSZXSK6NHGS`
`DCB720663RI2HO785P`

FANTASIA

Increase lives
There's plenty of opportunity to increase your lives and magic on the water stage. Get to the point where the platforms take you in an upwards direction. Jump to the top one and get the extra life located there. Now get to the point in the level where the magic book is located. Pick it up and keep moving right to the site with the treasure chest. Enter the chest and you will be miraculously transported back to the platforms. Just continue picking up the extra life until you think you've got enough or are absolutely bored with the procedure.

Bonus items
When starting stage one, go down a flight of stairs and shoot at two small enemies. Two brooms will appear from the right, take them along to the left and shoot the first one, then loads of items will appear on the stairs.

FASTEST ONE

Invincible tyres
Enter your name as `HAPPY NEW YEAR` in World Championship mode to get invincible tyres.

Viewing mode
Choose test mode and on the team select screen hold down Right, B and Start.

FATAL FURY

Controlling Geese
To play as Geese, hold down the direction pad in left when you select your playing mode.

Infinite continues
When you have lost a game and the continue screen appears, hold Up and press A, B and C simultaneously. Now let go of the buttons and press them all once more. Your credits will now go up by one each time you do this.

Different Ending
After beating Geese Howard without using a continue, keep a throw button held for a different ending.

FERIOS

Extra credits
Start the game as usual and when Chapter 1: Devil in Diros appears onscreen, enter the sequence C, A, B, A, C, A, B, A for a very handy extra nine credits.

FIFA SOCCER

Tournament passwords
Quarters - Arg Vs Can F74YBB79PT
Semi's - Arg Vs Aus F74YBB591D4
Final - Arg Vs Eng F74YBB85P1P9

League Password
To win 13 out of 13 with EA Allstars - QP5CW4J1PY1MR
Play offs
Final with EA Allstars - X8XZW4TR1PH

FIGHTING MASTERS

Same players
Select two players from the title screen. When selecting the first player, put your cursor over your favourite monster and press Up and A simultaneously. The same monster will now come up on player two in a different colour.

Championship edition
On two player character selection, press Up and A simultaneously to change the colour of your monster.

FIRE MUSTANG

Extra life
For an extra life, hold Left and C and press Start from the title screen.

Power-up
From the title screen hold Right and A and press Start to begin the game with full power-ups.

FIRE SHARK

Full power-ups
Finish the game once and you'll have full power-ups the second time.

Level select
Go to the explanation of level screen (after the title screen) and then press A, C, Up and Start to enter the round number.

FLASHBACK

Codes

	Easy		Normal		Expert
1	`PIXEL`	1	`FALCON`	1	`CLIO`
2	`BETSY`	2	`DATA`	2	`ACRTC`
3	`PANCHO`	3	`MILORD`	3	`BLOB`
4	`STUDIO`	4	`QUICKY`	4	`STUN`
5	`TOHO`	5	`BIJOU`	5	`MIMOLO`
6	`AKANE`	6	`BUBBLE`	6	`HECTOR`
7	`INCBIN`	7	`CLIP`	7	`KALIMA`

Last code is `CYGNUS.`

To get through closed doors, pillars and walls, stand right up against them (but facing in the opposite direction). Now press A and forward to run from the door, then as soon as you start to move, take your finger off the A button and turn back to face the obstacle and press A again. Now will now be pushed through the wall/pillar/door but you must remember to keep the button pressed until you are all the way through or you will be stuck.

Make Enemies Disappear
Enter PIXEX on the Password Screen.

FLINTSTONES

Level Skip
On the title screen, hold A, B, C and Left together, let go and press Start. Now push a direction to skip levels.

FORGOTTEN WORLDS

Infinite continues
To get infinite continues just play in two-player mode and when one player dies, hit Start several times in rapid succession. It's really that easy.

GAIN GROUND

Level select
Go to the option screen and press the controller sequence A, C, B and C to make a level select option appear in the menu.

GAIARES

Invincibility
Pause the game and then hold Left, A and C. The screen will pause for a second. Continue the game and you will be invincible.

Level select
Hold A, B, C and press Start. Set sound test to 18 and hold A on the second controller to get a level select option.

GALAHAD

Infinite lives
Type in the code `LTUS`, then press A, B, C and Start to skip the levels.

Passwords
Level 2: ZXSP
Level 3: LUFT

GAUNTLET 4

Loads of Health
Enter this code to give you a much healthier character than you could ever hope for:

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5:8TPYC76XAO:5LJL3D846TEO63COA

Passwords
From the options screen select Quest Mode and then the Continue option to allow you to enter these passwords. Ensure you select the correct character before entering the data.
Thor The Warrior
YL0G: J4E97 X-TE8
68X0P W09+W 3+CX1
This will give you over 20,000 units of health, loads of items and access to the castle.
Thor The Warrior
Y6TDR 7G0RL 94TE9
47CD5 A4X6R 3+CLP
This will let players tackle the towers and the tower dragons with enough health to win.
Questor The Elf
9FYWR MP7:9 90JU-
XP+5X +KDP= -C3RH
This will give the Elf a lot of extra power.
Thyra The Valkyrie
:ECTM L-FU9 F9994
=135G -8+0T X4M:Y
This will give Thyra many different strengths.

GHOSTBUSTERS

Invincibility
You're invincible if you're on the stairs.

Boss beating
Stay in the right corner and shoot bubbles to kill the boss on level two.

GHOULS 'N' GHOSTS

Invincibility
Go to the option screen four times. Then, from the title screen, press A four times, Up twice, Left, Right, Left and finally Right once again. Then, hold down button B and press Start to become invincible, invulnerable and in complete control of the situation.

Start Game at the Final Boss
On the title screen, press A 16 times, Up, Down, Left, Right and then wait for a chime. You should now press Down, Right, A and Start together.

GLOBAL GLADIATORS

Extra lives
Pause the game and press A, A, A, B, B, B, C, C, C, C, B and A, then unpause it. If a voice calls out "You cheater", repeat until you get all the lives you need.

Level skip
Pause the game and press B, C, B, A, B, B, C, B, A and B. Unpause the game and it automatically goes to the end of the level.

Infinite lives
When the Virgin logo appears, press A, B, C, B, A, C, A, B, C, B, A, C.

GOLDEN AXE

Level select
On the player select screen, hold the Right and Down diagonal, B and Start simultaneously to get a level select.

Extra credits
Once again, from the player select screen push the Right and Down diagonal, A, C and Start simultaneously to gain nine credits.

GOLDEN AXE 2

200 Magic Units
Keep button A held down while fighting a guardian and, when he dies, let go and don't touch anything. You will then have 200 magic units.

Extra Credits
Get on the title screen and move to the "Options". Press A, B and C simultaneously. Keep them held down and enter the options screen. Let go of A, but keep B and C pressed down. Move down to the "Exit" and press Start. Choose a one or two player game and then a normal game by pressing A. You will see your credits increase from three to eight.

Level Select
Get onto the title screen and move to the options. Press A, B and C simultaneously. Keep them held down and go to the options screen. Let go of C, but keep A and B pressed. Move down to the exit and then select your player. A level select will appear.

GOLDEN AXE 3

Level Select
Press A, A, A, A, Start, C, C, C, C, C, and C at the first Character select screen quickly.

GRANADA

Unstable character
Once you've completed the game, wait until the music ends and press A. Your character will fall over. Weird.

GRANDSLAM TENNIS '92

Hidden options
During the password screen, enter **CONFIG** and fill the remaining spaces with full stops. You will now go to a hidden options screen where you can alter the level of play, sound test etc.

Different Set of Players
Enter GRAND.SLAM with the full-stop in the middle and filling in the rest of the spaces with full-stops to get better players.
New Player
Entering this password gives you a new player called Mickey D:
GCA IVE MKQ NGC QFT
FIQ AAA AAA AAA AAA
AAB KVK VKV AAA AAB

GREENDOG

Rapid Fire Discs
Press Start, C, A, B, A, L and L.

GYNOUG

Easier Mode
Go to the Game level on the options screen and press A, B, C and Start.

Level select
On the options screen, put the cursor on the control menu option and hold A, B and C simultaneously for around ten seconds to get a handy level select.

Infinite credits
When the game over message appears, hold Left, A and C and press Start to prevent your credits decreasing.

HARD DRIVIN'

Practice level cars
Play a normal game and then enter practice mode. Cars will miraculously appear on the track.

HELLFIRE

Extra continues
Select hard on the options screen then go to the sound select and listen to any tune for over 70 seconds. The game should start and "YEAH RIGHT" will appear where it should say "Difficulty Setting". This will inform you that the cheat mode has been activated and you have 99 continues.

HERZOG ZWEI

Passwords
5 Wins – **GGGKHAGOKLO**
12 Wins – **BPHOHACAGML**
19 Wins – **NPLOFOCAGKP**
22 Wins – **IMLPFEGEMLC**
25 Wins – **JAJJBPDNCMC**
28 Wins – **LILOPBDPIKJ**
31 Wins – **JLJOMGJAOKL**

Password buster
Try any of these passwords to get further in the game:
JLJOIGJBOKO
LHJKINAFAMA
JLJOIGLAOKN – last level

HUMANS

Unlimited tribe members
Rescue the extra man, press Pause and restart the level.

Passwords

Level 60	–	**YNTBXYJYNWLK**
Level 61	–	**FQXKPTYLQJZM**
Level 62	–	**TZYNMBQRSFZM**
Level 63	–	**BSHJMJTMFCFS**
Level 64	–	**LTLJQVMRYZLM**
Level 65	–	**NCHQVFQXFQZH**
Level 66	–	**MFGLYVGRQVZP**
Level 67	–	**QTSDFMBYTMJJ**
Level 68	–	**CLYBHVQNGBYN**
Level 69	–	**ZWXGZQRGLPPN**
Level 70	–	**VWPKNRSXXYTR**
Level 71	–	**NCHMNXGHZGLS**
Level 72	–	**TWJZBHKTMHCP**
Level 73	–	**TQVCXVNFFZZN**
Level 74	–	**QLMVQJNJMZLQ**
Level 75	–	**VKPKLSLLYTFC**
Level 76	–	**DWJPYHKDGPYT**
Level 77	–	**RKLDKFSJBSJZ**
Level 78	–	**TYZNGBCBWPJV**
Level 79	–	**BCDDSNZQZYPC**
Level 80	–	**XPMNWJKFNQZC**

THE IMMORTAL

Level codes
6E1EC21000E10 – level 3
465FA31001EB0 – level 4
D4BFD41000EB0 – level 5
BCFEF51010A41 – level 6
6B10F61010ACL – level 7
E590D710178C1 – level 8

Invincibility
Wait for the level name to appear and hold down Start. Now hold down A until the game appears and finally release A to make yourself invincible.

INDIANA JONES & THE LAST CRUSADE

Level select
When the Lucasfilm logo appears, press A, B, C, B, C, A, C, A and B. The level option will now have SHHHHHHHH instead of normal.

INSECTOR X

Infinite credits
When you get the game over screen showing the continues counting down, hold the Right and Down diagonal while hammering the C button continuously. You can do this at any time to gain extra credits.

JAMES POND

Open all exits
On the title screen press C, Left and Start. During the game press A, B and C simultaneously while rotating the joypad. This will open all exits, making the game much easier.

JAMES POND 2: ROBOCOD

Invincibility
On the first roof collect the objects in the following order: **C**ake, **H**ammer, **E**arth, **A**pple and **T**ap (**CHEAT**).

Infinite Lives
In the sport zone, after crossing the spikes, collect the objects in the following order: **L**ip, **I**ce-cream, **V**iolin, **E**arth, **S**nowman (**LIVES**).

Extra Power
Once you have passed the second spike pit on the first sports zone collect the objects to spell P, O, W, E, R.

Level select
On the title screen, push A, C, Down, Left and then Start. You should now be taken to an options screen from where you will be able to choose your starting level.

Turn Your World Upside-Down!
Pause the game and type C, A, B, B and A on any level (excluding bonus levels) and the screen will either flip upside-down or you will complete the section.

JAMES "BUSTER" DOUGLAS

Extra continue
When you die, wait for the game over message to appear and press Up and Start together. You will be able to continue where you left off as you'll be awarded an extra continue. This only works once, so only use when you're right out of continues.

JENNIFER CAPRIATI TENNIS

Best Player Password
To get the best player, enter tthe following password
I.$.CAPRIATI

Change attributes
Enter the password **CONFIG** and fill up the rest of the space with dots.

Male Players Password
To obtain male players, enter the following password: **GRAND.SLAM..**

JOHN MADDEN '92/'93/'94

On-Side Kick
Retain possession at the kick off by repeatedly jabbing the kick button very quickly as the kicker starts to take his run up. The defence should recover.

Field Goal Block
Select Punt Block and, using the right inside linebacker, diagonally charge at the kicker.

JOHN MADDEN '92

Password buster
Try any of the following to participate in various stages of the game:
0465100 – quarters
0075121 – semi finals
0475352 – Superbowl

JOHN MADDEN '93

Running the clock-out
When the play description comes up, hold up on the D-pad and tap C. The clock will now continue to tick.

JUNGLE STRIKE

Codes with 16 lives
Level 4 – **XT6YXL6PF6M**
Level 5 – **VNHYWMGZBC9**
Level 6 – **WSFXW4MPYHJ**
Level 7 – **THPD96PGCLN**

Level 8 – N4SC37S6MWB
Level 9 – NZY9SDBR9Y6

Level Codes
Level 2 – RXW6YKRVMCZ
Level 3 – 9WP39NSHJKW
Level 4 – XNL4FD397SW
Level 5 – V4MCD39VSPH
Level 6 – WMK3W746JK7
Level 7 – TGZX4CFDYRP
Level 8 – 7L5PCF3BRWC
Level 9 – N4HCFK9XVNK

Extra Lives
On level 7 - River Raid, four extra lives can be found under four small pyramids at the top of the map. These are approximately in the centre of the level by three skulls on pillars. Blow them open and the lives are all yours!

JURASSIC PARK

Level select
Enter this code: 021660016. Select options and leave the screen straight away. Change the player to Grant and Start the game. Now a level select should be presented.

Level Select
Enter this code: 02160016. Select options and leave the screen straight away. Change the player to Grant and start the game. A level select is now offered.

Level Passwords
GRANT
Power Station – 240P0021
River – 4A3PG0A4
Pump House – 621C002N
Canyon – 81VVMF20
Volcano – A69KJG6U
Centre – CVVVVVT4

RAPTOR
Power Station – I21G0027
Pump House – K21G0029
Canyon – M21G002B
Centre – 021G00ZD

Maximum Ammunition Codes
Enter these codes to give Grant full weapons:

Jungle	OVVVVVUP
Power Station	2VVVVVUR
The River	4VVVVVUT
Pumping House	6VVVVVUV
Canyon	8VVVVVU1
The Volcano	AVVVVVU3
The Visitors Centre	CVVVVVU5

KID CHAMELEON

Final Boss Warp
To warp straight to the last boss, Plethora, go to the Lake Woods 2 level. Fight your way all the way to the end and jump onto the last prize block above the exit. Now press the Down, Right diagonal and press the jump and special attack buttons at the same time. The screen will fade and you will be warped to the last boss.

KING OF THE MONSTERS

Extra Continues
Press A, B, C and Start when you're on the title screen. Press A and an options screen will appear giving you 12 extra continues.

KLAX

Special game
Hold the Left and Up diagonal, A, B, C and Start simultaneously from the title screen for a special game.

KRUSTY'S SUPER FUN HOUSE

Open all the doors
Reverse the game designer's name, WILLIAMS, to SMAILLIW, and enter this on the password system. You can now freely enter all of the doors on all of the levels but you still have to solve all the puzzles. The Open Doors cheat also gives you infinite lives.

Level Passwords

2	Whoamama
3	Flanders
4	Brockman
5	Sideshow

LAKERS VS CELTICS

Password buster
With the following code you get to play the LA Lakers against the Philadelphia 76'ers with just one game needed to win the final: 3L2GJS.

LEMMINGS

Codes

FUN PRES	TRICKY SUN	TAXING	MAYHEM
1	RXBGD FPBMD	FZBGD SQBMD	TRDWV HLDCW
2	WQHMN XMJWF	GDHKP HZJSG	ZXLYG BVLJY
3	TXBGD DZBJF	JLBDF SFBBKF	YJDTW NPDQZ
4	YQHMN WXJSG	KHHKP QDJTG	KRLQK HRMKK
5	LNBJM ZPBLN	BFBGN VKBCR	XRFMJ MTFPK
6	QGHPW SNJVP	HMJCB KMJMS	DWLPT GWMYL
7	NNBJM YSBLN	KTBWQ VYBYR	CHFKK SBFFF
8	SGHPW RRJVP	LQJCB SXJJT	NZLDP MLMLH
9	BYBGD RDBKF	YHBVH PNBXJ	XVDWV NBDZW
10	GRHMN KCJTG	ZLHXS JMJWF	DZLYG MPMZB
11	DYBGD VSBZH	CTBRJ TRBMD	CLDTW TFFNB
12	JRHMN NRJKK	DQHXS RQJWF	NSLQK NHMXC
13	VNBJM RJBCR	VMBTR RSBLN	BTFMJ DGFHF
14	ZGHPW KHJMS	BGHPW GVJVP	HXLPT XHMRG
15	XNBJM QMBCR	DNBJM WLBCR	GJFKK FYFDG
16	CHHPW JLJMS	FLHPW JKJMS	XHLHP DMMFL
17	BCBJD YZBBJ	JFBJD GDBCJ	XGDBW VFDVZ
18	GVHNN RYJLK	KJHLP VMJJL	DLLDH PPMBD
19	DCBJD XLBYJ	MQBFF GSBYJ	CWDXW BVDGW
20	JVHNN QKJJL	NMHLP DRJJL	NDLVK VWLQX
21	VRBKM TBBBS	FKBHN PPBSM	BFFRJ ZYFFG
22	ZKHQW MZJKT	LRJDB DRJCP	HJLTT TBMQH
23	XRBKM SFBBS	NYBXQ PDBQN	GTFNK GWFWJ
24	CLHQW LDJLT	PVJDB MCJZP	RMLJP ZFMDM
25	LCBJD LQBYJ	CNBWH JSBNF	BJDBW BWFRB
26	QVHNN DPJJL	DRHYG CGJPK	HMLDH XYLNX
27	NCBJD PQBND	GYBSJ NLBFJ	GXDXW FQDBX
28	SVHNN HPJXF	HVHYS LKJPK	RFLVK YRLLY
29	FSBKM LGBQM	YRBVR LMBDS	FGFRJ JYFTJ
30	KLHQW DFJZN	LRSHW ZNJNT	LKLTT CBMFL

LHX ATTACK CHOPPER

Passwords

Libya	–	CBCARHG
Majestic 12	–	CQAAAFA
Anterior Nova	–	CQAAIEA
Reindeer Flotilla	–	CQAAQHA
Phoenix	–	CQAAYGA
Rainbow Veil	–	CQAAAVC
Chess	–	CQAAIUC
Lobster Quadrille	–	CQAAQXC
Hen House	–	CQAAYWC
Desert Two	–	CQAABFE
Flaming Arrow	–	CQAAJEE
Plain Aria	–	CQIERDG
Central Europe	–	CBSER?G
Domino Mirror	–	CSIEIYE
Chess	–	CSIEQ6E
Arc Lite	–	CSIEY4E
Anterior Nova	–	CSIEBJC
Reindeer Flotilla	–	CSIEJIC
Hop Toad	–	CSIERLC
Olympic Torch	–	CSIEZKC
Lobster Quadrille	–	CSIEBZA
Grand Theft	–	CSIEJYA
Flaming Arrow	–	CSIER6A
Vietnam	–	CDCEA9G
Lobster Quadrille	–	CQIEZCG
Reindeer Flotilla	–	CQIEBRE
Flaming Arrow	–	CQIEJQE
Hen House	–	CQIERTE
Lava Lamp	–	CSIEZSA
Anterior Nova	–	CSIEAJG
Gemini	–	CSIEIIG
Chess	–	CSIEQL6
Binary Rainstorm	–	CSIEYKG
Freedom Train	–	CSIEAZE

LOTUS TURBO CHALLENGE

Passwords

Night	–	SLEEPERS
Fog	–	HERBERT
Snow	–	BUSINESS
Desert	–	APPLEPIE
Interstate	–	STANDISH
Marsh	–	MALLOW
Storm	–	TEA CUP

Enter SLUGPACE for infinite turbos and MANSELL to be able to go through the game non stop.

M1 ABRAMS BATTLE TANK

Unlimited ammo and invincibility
Wait for the demo screen, then press B, B, C, B, C, C, B, C, B, B, C and then Start. Be careful, as you can still run out of fuel.

MARVEL LAND

Password buster
Enter the code TRIDENT to get to the end of the game.

MASTER OF MONSTERS

End sequence
From the sound test screen, press A, B, C and Start again.

Change text to English
If you hold the Left and Up diagonal, you'll get English text.

MAZIN WARS

Bosses Only
Play the last sound effect and music from the options screen and then start the game. The levels should have disappeared, leaving you free to just fight the bosses.

MEGA-LO-MANIA

Extra Men
Go to the options screen and select the number of men for your mission. Now put them on the island of your choice. Go back into the options screen and press C to decrease your men to zero. You will now still have the same amount of men on the island but the number carried forward to the next island will be greater.

200 Men
Enter SIZCSVLOPNL as the password.

Hidden Sinistar
Enter JOOLS on the password screen to obtain a version of the old time shoot-'em-up.

Codes

SCARLETS TEAM	
1st Epoch + 200 men	SIZCSVLOPNL
2nd Epoch + 200 men	QNZCK-
	XROPNH
2nd Epoch + 100 men	YABDQ-
	CYIWMZ
OBERONS TEAM	
2nd Epoch + 100 men	KDBD-
	CYFIWMB
4th Epoch + 100 men	GNBDY-
	ZLXXSJ
5th Epoch + 100 men	ESB-
	DOYFYXSP
CAESARS TEAM	
2nd Epoch + 100 men	SZAD-
	BYFIWMY
3rd Epoch + 100 men	ESB-
	DOYFYXSK
MADCAPS TEAM	
2nd Epoch + 100 men	ECBDR-
	ZLIWMA
3rd Epoch + 100 men	CHBDV-
	ZLXXSM
4th Epoch + 200 men	SYZCH-
	WLDRTQ
5th Epoch + 287 men	
	QESCFXEXHUI
6th Epoch + 138 men	DWC-
	CHIUECHC
7th Epoch + 159 men	
	IHWAHKADANG

Level codes

Level 2	–	GXADZXFIWME
Level 3	–	ECBDRZLIWMA
Level 4	–	CHBDVZLXXSM
Level 5	–	SYZCHWLDRTQ
Level 6	–	QESCFXEXHUI
Level 7	–	DWCCHIVECHC
Level 8	–	JSVADMMBQHY
Level 9	–	IHWAHKDUHNG
Level 10	–	KLFDZFMWMW

MERCS

Full energy
Find the gold first-aid kit. Let your energy approach maximum, pause the game and select another player. Continue doing this till the entire team is on maximum energy.

Faster enemies
To enter a really challenging game, go to the original Commando mode and press A, B, and C at the same time. While holding these down, press Start and you will begin an even tougher battle. You'll find that your enemies are faster and more intelligent.

MICRO MACHINES

Infinite Lives
Pause the game and press B, Down C, Down, Up, Down, Left and Down. Unpause the game to receive infinite

lives.

More speed
Pause the game and press Up, Down, A, B, Left, Right, C and Start.

Harder Game
Pause the game and press Left, Right, Left, Right, Up, Down, Start and Down.

More grip
Pause the game and press A, Up, B, Down, C, Left, Start and Right.

Faster Car
Press Up, Down, A, B, Left, Right, C and Start

Tougher Opponents
Press Left, Right, Left, Right Up, Down, Start and Down

Better Car Traction
Press A, Up, B, Down, C, Left, Start and Right

More Damage on Impact
Press C, Up, Left, Right, A, B, A, C and Start

MIDNIGHT RESISTANCE

Level skip
While on the title screen, hold down C and Start. During play, pause the game and press A every time you wish to advance to the next level.

MIG-29

Level Codes
Here are the passwords:
1. ECFPGTVDFBAJZB
2. KHXNWRJAGGGOHH
3. SNUMNT1FJGRDOD
4. OTUTMCMQDCTVJA
5. KRSTOVCOELXQLG

MOONWALKER

Level select
Hold Up, Left and A on controller two. Then press Start on controller one and select a one player game. Use Left and Right to skip through the levels.

MORTAL KOMBAT

Cheat Screen
On the choice screen, type in Down, Up, Left, Left, A, Right and Down.

Green Reptile
Go to the Cheat Screen and choose the pit as your first screen. Then select PLAN BASE ONE. You will start in the pit with strange objects flying past once you have defeated Cage. You will then meet the Reptile in the pit.

Double Flawless Victory against Shang Tsung
Crouch down and Shang Tsung will fire three Fireballs and then approach you. Crouch Kick him repeatedly as he has no defence against this move.

Blood code
On the ethical code screen, press A, B, A, C, A, B and B for the screen to be coloured red and the blood will now be activated.

Flag effects
FLAG 0 – One hit kills the CPU.
FLAG 1 – One hit kills you.
FLAG 2 – Make UFOs and Witches go past the moon so that the Green Reptile can appear.
FLAG 3 – Makes strange objects go past the moon.
FLAG 4 – Green Reptile gives you clues on how to find him on each round.
FLAG 5 – Infinite credits.
FLAG 6 – The computer does fatalities on you.
FLAG 7 – Always stay in the palace gate.

MUHAMMED ALI BOXING

Rank progression
Play the first match and take the first three characters and add it to the following codes:
8th: **KEH7Z**
7th: **EBX7Z**
6th: **5C77Z**
5th: **B4N7Z**
4th: **2N47Z**
3rd: **W7C7Z**
2nd: **WXB7Z**
1st: **4XE7Z**

Fight Muhammad
Go to the Tournement mode and enter the saved game, answer yes. Enter either **HØ7KKKCZ** for the simulation or **ØØ7KKKCZ** for the arcade and you will fight Muhammad.

M.U.S.H.A

Full Firepower
To power-up, pause the game and press B, B, C, B, B, C, Up, Down and A, unpause to continue.

MUTANT LEAGUE FOOTBALL

Passwords
CNL111111Y – War Slammers
1CK111111H – Death skin Razors
4CK111111L – Vile Vulgars
FMK3XYSL1Q – Dark star Dragons
2CK111111D – Icebay Bashers
HGK111111J – Killer Konvicts
3CK111111F – Midway Monsters
JH1111111G – Misfit Demons
GMK111111D – Psycho Slashers
5CK111111M – Rad Rockers
BDK111111J – Road Warriors
KLK111111L – Screaming Evils
CBK111111J – Sixty Whiners
LJK111111M – Slaycity Slayers
MLK111111J – Terminator Trolz
NMK111111Q – Turbo Techies

NBA JAM

Power-up the Defence
Go to Tonight's Match-up screen and tap any button five times. On the fifth tap, hold the button down until the court appears.
Turbo-Charged Game
Go to Tonight's Match-up screen and tap any button 13 times. Now hold **B+C** until the court appears.
Unlimited Turbos
Go to Tonight's Match-up screen and tap all three buttons seven times. On the seventh tap, hold down until the game starts.

THE NEW ZEALAND STORY

Increase credits
While the demo is playing, rotate the controller either clockwise or anticlockwise several times. When you die during play, you should discover you have nine credits.

ONSLAUGHT

Password buster
Enter all zeros as the code and you'll automatically receive almost all the squares on the map. You'll only have the relatively easy mountainous areas left to complete.

OTTIPHANTS

Level Codes
Basement: JYFF
Construction Yard: AOHT
Office: PIHE
Jungle: NRCF

OUTLANDER

Passwords
To ease your trip through the badlands, try these codes:
Level 1 – **FYBY1QZFQ240Q0**
Level 2 – **89D020JCYY8CZ8**
Level 3 – **P69H0SK7YCKCX**
Level 4 – **TZZY2159Q9YK80**

OUTRUN

Ending sequence
Enter, logically enough, **ENDING** on the high score table to see the end of the game.

Hidden airships
Avoid crashing and you'll see three hidden airships during the second stage.

Hyper level
On the title screen, press C ten times and then go to the options screen to enter Hyper mode.

PGA EUROPEAN GOLF

Double your Winnings
Play the game as normal and save it on the eighteenth hole, just before you tee-off. Play the last hole and go to the option screen to check your score. Restore the game you just saved and play the last hole again. All the money you win from this is added to your score. This can be done as many times as you want.
Perfect your Shot
Save the game at the beginning of each shot and if the ball flies off in the wrong direction then you can just restore it and play it again until you get it right.
Set up Shots for the Computer
Let your opponent get on the green and then press **START**. Now go to shot and select green. The computer will show you a plan of the green. Move the cursor in either direction as far as you want and then continue the game. The computer will now take the shot!

PGA TOUR GOLF II

Beat computer
Select a Skins challenge, and choose the computer as your opponent. Wait until he is on the green and press Start. The options screen will appear. Select "Green" from the menu and press A. Now move the cursor in any direction you want and press Start again. Your opponent will now take the shot that you've just set up!

PHANTASY STAR 2

Living longer
You are most vulnerable during fighting stages, so this hint could prove vital to your longevity. Alternate pressing C and B as you walk. Button C opens the subscreen menu while button B closes it. There's a quirk which prevents monsters attacking you if you do this. It isn't foolproof but works most of the time. It's a tricky manoeuvre so try the following; step forward, press C, press B, step forward...

PHELIOS

Six continues
Press C, A, B, A, C, A, B, A on the chapter one screen.

PIT-FIGHTER

Grudge Match
Press A to enter the option screen, next have player one select his fighter. Player two will need to wait until 'Grudge Match' appears before pressing Start, and may now select his fighter. The two of you will join in the fight to the finish with the computer.

Extra continues
Play your favourite character to level eight, where you will fight Mad Miles for the second time. Pause the game, plug in the second controller, unpause the game and press Start on the second controller. Select your fighter and you will start out with three extra continues. You should now beat up your former fighter and use your current fighter to take you through the remaining matches.

POPULOUS

Stage select
There are 494 levels in all. You can get to any by doing the following from the password screen: type in the level number you wish to go to followed by the word **BIT**. Hence to get to level 327 enter **327BIT** as the password.

POPULOUS II: TWO TRIBES

Tactics
Build two levels above the water. Try to keep the ground flat and build up your people who've settled on one level of land. You may struggle in the power stakes to begin with. However, when you reach enough manna to flood the enemies positions, the evil should be virtually destroyed.
If evil invades your land, take away land instead of building up. Then, when they have moved, fill it in again. Doing this to drives evil off your territory.
When you gain enough manna to swamp, do so on the flat land it takes longest to get to. This should wipe out loads of evil walkers. This tactic is best employed either straight away or just before you want to claim Armageddon.**Passwords**
EXPERIMENT – Maximum Experience.
HUMANOID – More Mana.
WIBBLE – All FX
NOT HALF – Game 999.

POWERBALL

Best teams
For the best team in the game press B, B, C, B, B, C on the title screen.

POWERMONGER

Passwords
Enter:
TJ3DP2TJW7TI5PJ3DJ4PJLIKPHAK-JEKOGQ for the final level.

Password to Play any Level
Type in **Hynamberg** to play any level.

PREDATOR 2

Passwords
Level 2 – **KILLERS**
Level 3 – **CAMOUFLAGE**
Level 4 – **LOS ANGELES**
Level 5 – **SUBTERROR**
Level 6 – **TOTAL BODY**

PRINCE OF PERSIA

Passwords
Here are the level codes for *Prince of Persia*:
Level 2 MTUEZQ
Level 3 TYZJED
Level 4 AEFRTH
Level 5 HJKWYT
Level 6 OOPEOY

Level 7 DEFUUN
Level 8 QYZOMS
Level 9 QYZPWR
Level 10 QYZQGR
Level 11 QYZRQQ
Level 12 QYZSAQ
Level 13 QYZTKP
Level 14 QYZUUO
Level 15 QYZVEO
Level 16 QYZWON

PRO BASEBALL SUPER LEAGUE '91

Win every match
Go to the player change screen when you are fielding and press C. You will be asked if you want to forget the match. Press C for yes and you will win 1-0. Remember, you must be fielding for this trick to work..

QUACKSHOT

Extra Lives
Get to the Viking Ship and climb the mast in the elevator collecting all the money bags. At the top of the elevator walk right and follow the rope path down. You will come across an extra life. Now just retrace your steps, leave the screen and repeat the process.

RAINBOW ISLANDS

Speed-up and red pot
By pressing Up, B, Down, Left, C, A, A and B from the title screen, you can kit yourself out with speed-up shoes and the red pot.

All power-ups
From the title screen press Up, B, Down, Left, C, A, A, B and C to get speed-up shoes and red and yellow pots at the beginning of the game.

RAMBO 3

Full power-ups
Get to the two firing walls in level three. Destroy everything except one of the cannons. Put the yellow icon on the dagger and go to the bottom of the screen. Stab the man in camouflage and collect what he leaves behind. Repeat this until you get 99 arrows, 99 bombs and nine lives.

Invincibility
On stage two, there are two crates which you can blow up. Walk to the right hand crate and then walk away from it. Head right until the crate is half on the screen and half off. Fire a full power arrow at it and turn towards the right. When you reach the wall, go up and you will become invincible.

RANGER-X

Skip level
When playing the game, pause it and press Up, Down, Up, Down, Up, Down, C, B, A, Right and Left. You should hear some music. Press A and you can press B to Advance to the guardian or, if already there, you are brought to the next level.

Difficulty settings
Go to Difficulty and press A, B, C, A, B, C, A, B and C. You can now play on Easy or Hard mode.

RBI BASEBALL 4

Super-Team
The password for the Super-Team is:
D333 K4K DKMEK

THE REVENGE OF SHINOBI

Infinite Shuriken
On the option screen, select zero shuriken and then don't do anything for 30 to 40 seconds. You'll hear a beep and the zero will turn into an infinity symbol (∞) indicating you have infinite shuriken.

Extra lives
During the second stage (the motor mill) of level four, it's possible to pick up two lives while losing just one. This process can be repeated ad infinitum. Shoot at the base of the first conveyor belt (double jump and spray shoot). A special Musashi symbol will appear. Jump onto the conveyor belt and let it carry you backwards off the end. You'll lose one life, but you'll gain two. Continue this process as often as you want to build up lives.

RINGS OF POWER

Money, money, money
Go to the secret temple at 32', 2" – 6', 6". You can get all the gold from the four chests here, then go out and collect them all again for infinite gold.

ROAD RASH

Level codes
The following are a couple of codes to get you further in the game:
43143 Ø67KØ Ø1EVD 571RQ – Level 5, Diablo, £27,440
BØØØØ Ø4RDØ 11CAF 56C7B – Level 5, Panda, £26,230

This code will take you straight to level four:
11111 1AJ56
UUPTO 470AA

Finish First Everytime
Come fifth in the first race and you will get a password that has 50,000 written in it. Change this
to 11,111 and be first everytime.

ROAD RASH II

Any bike, any course
Go to set player on the options screen and choose Mano a Mano, then go back to the main menu and select your bike from the bike shop. Now change the player mode from Mano a Mano to Take Turns and then start the game. You will now be able to use any bike on any course.

Passwords
ØFIA 39TA: Level 3, $19,000 and a Banzai.
ØP1I 4SKØ: Level 4, $30, 000 and a Diablo.
ØCTQ 4JAG: Level 4, $17,000 and a Diablo.
ØH4R 55ØH: Level 5, $20,000 and a Diablo.

ROBOCOP V TERMINATOR

Any Gun and 54 Lives
Pause and press C, C, A, A, B, B, C, C, A, A, B and B. Now you will see a face and you should now walk right. When you go back to the game, Pause and press B, A, C, C, C, A, B, B, A, C, C, C, A, B and unpause. You will now have 54 lives. Press A, B, C and Down to choose a gun.
Choose any Weapon
Pause the game and press **B**, **A**, **C**, **C**, **C**, **A**, **B**, **B**, **A**, **C**, **C**, **C**, **A** and **B**. You should now hear a machine-gun sound. Unpause and press **DOWN** plus **A**, **B** and **C** to change to any gun.
Go Down to Next Platform
Pause the game and press **A**, **B**, **C**, **C**, **C**, **B** and **A**. You should hear a firework sound. Unpause and press **DOWN** plus **A**, **B** and **C**.

To Stay in Mid-Air
Go near the edge of a platform and press **A**, **B** and **FORWARD** when you fall. You can fall and stop a few times. The gun can be pointed in any direction.
Go the End-of-Level Boss
Pause the game and press **A**, **B**, **B**, **C**, **C**, **C**, **B**, **A**, **A** and **B**. You should hear ED-209's footsteps. Unpause the game and press **DOWN** and then **UP** at the same time. This will work from stages 2 to 9.

ROCKET KNIGHT ADVENTURES

Crazy Hard Setting
On the Konami logo, press left 4 times, right 4 times, left 7 times, right once and left once.

Level Skip
Press Up and Left ten times on the title screen and you should hear a chime. Press Pause in the game and then press C, B, B, A, C and B to skip a level.

Very Hard Level
To try the secret hard level, press down six times, up twice and down twice when you see the Konami logo. It will now be selectable from the options screen.

ROLLING THUNDER 2

Final Password
11B – A Natural Program Desired The Neuron

Passwords
Enter any of the following codes to progress further into the game:
Level 2 – A Magical Thunder Learned the Secret.
Level 3 – A Natural Fighter Created the Genius.
Level 4 – A Rolling Nucleus Smashed the Neuron.
Level 5 – A Curious Program Punched the Powder.
Level 6 – A Logical Leopard Blasted the Secret.
Level 7 – A Private Isotope Desired the Target.
Level 8 – A Natural Rainbow Elected the Future.
Level 9 – A Magical Machine Muffled the Killer.
Level 10 – A Digital Nucleus Punched the Device.
Level 11 – A Private Thunder Created the Powder.

ROLO TO THE RESCUE

Invincibility
On the title screen, press and hold Up and Left, then A and C. Now press B.

Infinite everything/level select
Wait for the title screen and then hold Up, Left, A and C. Keep the buttons held and press reset. Now hold the buttons for a few more seconds and press B for a secret cheat menu.

SAGAIA

Unlimited Continues
On the title screen press B, B, B, C, A, A, A, B, B, C, C, C, "Free Play" will now appear at the bottom of the screen.

Stage Select
When the title screen appears press C, A, C, B, C, A, B, A, B, C, A and C. "Zone Select" will now appear.

Super Star Level
To enter the expert level: enter C, 12 times when the title screen appears.

SAINT SWORD

Level advance
On the password screen, enter TAITOZ. The game will then start from chapter six with lots of items in your possession.

SD VALIS

Invincibility
On the title screen, press Up, Down, Left, Right, A, B, Up, Down and Start. When you hear a chime you'll become invincible. You'll also notice that your wardrobe changes in the game.

SENSIBLE SOCCER

All Options Open on Beginner Level
Start a game on normal or hard level, then abort and go to the options screen and change to beginner level. Go back to your previous screen and choose cup. You now have the option of continuing the previous cup!

SHADOW DANCER

Level select
Press A, B, C and Start.

Final Guardian
To clear this level successfully takes pin-point accuracy, so time your attack well. Your first task will be to defeat the statue ninjas that are mysteriously brought to life, then the boss will send fire raging down from the heavens, this can be avoided by standing between two of the fireballs that hail downwards. At this point the boss will have raised his helmet, so you must be quick with your attack. Jump up and shoot the flashing nucleus located above the neck. But be warned as he doesn't stay vulnerable for long so the process will have to be repeated until the boss's energy bar is knocked down.

SHADOW OF THE BEAST

Extra lives
On the bonus level, keep to the left of the screen and keep firing your shurikens. You should kill all the Ninjas and receive 3 extra lives.

SHINING FORCE

Change Characters Name
Using the second pad, hold down A, B, C and then press Start. On the first pad, you should press A, C and Start at the same time.

Selling unwanted items
In the items display, place an item you want on the left and something unimportant at the top (position can be changed by handing yourself items in possession). Throw away the item at the top during combat and return to town. Go to the shop and you will find the item you placed on the left being sold.

Increase your numbers
Hold down Up and start on player two's joypad and switch the console on. During the Sega logo screen keep holding down A and start on player one's joypad and A and C on player two's joypad. Start on any stage you want, your main character should have a Forbidden box, use it and the party's level rises to nineteen.

SHINING IN THE DARKNESS

How to defeat Dark Sol
When you reach Dark Sol's lair, fight against him with any magical weapons you have. Restore your energy with the heal

ring. Dark Sol will die, but he'll come back to life. Make sure your energy is full and that the group is at experience level 60, then attack him again. Select Milo and yourself as the attackers, and use Milo's healing powers to treat the rest of the group. As long as you keep this up for a while, Dark Sol will die.

Infinite Gold
Take a magic item that will become redundant after one use and take it to a shop to be repaired. Make sure however that you have less money than the repair job costs. Go to sleep at night and go to pick up the item the next day. You will find you have millions of gold coins. Now that's magic!

SHINOBI III

Unlimited Shurikins
Go into Options and move to SE. Set it to 'Shurikin'. Set the 'Shurikins' at 00 and wait to get an unlimited supply.

Invincibility
Go into the Options and highlight 'Music'. Play the songs the songs in the following order – 'HE RUNS, JAPONESQUE, SHINOBI WALK, SAKURA and GETUFU'. You will now have invincibility when you begin the game.

SKITCHIN'

Passwords
Note: You must play as BADASS

MONEY	$2000
THRASH	Best three weapons
SPEED	Three nitros
ARMOR	Grade five equipment
TOTEM	Vancouver
BRONCOS	Denver
BEACH	San Diego
AIRPORT	Seattle
HILLS	San Francisco
STARS	Los Angeles
CAPITAL	Washington
JAYS	Toronto
CARS	Detroit
PIZZA	Chicago
PALMS	Miami
LIBERTY	New York

SMASH TV

Level skip
Press Up, Down, Up, Down, Left, Right and Left to leap to the Mutoid man.
Press Down, Down, Left, Right, Up, Up, Right, Left, Down, Up, Down to go to level two.

SOL-FEACE

Stage select
On the title screen, press A, B, C, A, B, C, B, C, B, A and Start. Now go to the config menu and put the cursor on start. Choose the level number from here.
If you are playing the game and want to skip a level, press A, B and C together.

99 ships
Follow the procedure for the stage select and then put the cursor onto mode instead of start. Push Right until the symbol `MY99` appears.

SONIC THE HEDGEHOG

Six Emeralds
Using the stage select cheat, select special stage and get an emerald. When the game is adding up your score, press reset. Repeat the process until you have all six emeralds, then start Greenhill as normal.

SONIC THE HEDGEHOG 2

Two Player Turbo Shoes
Go to the two player mode, select a zone (except special zone) and find some turbo shoes. Now get killed and you now have them for the rest of that act. This works for both Tails and Sonic.

Stage select
Go to the sound test option and select sounds 19, 65, 09 and 17. Now press reset and hold down A and Start.

Super Sonic!
Play 04, 01, 02 and 06 on the sound test, then collect 50 rings in the game. Now press B and C and you will make the change.

Icon select
Perform the stage select cheat and on the stage select screen, sound test the following tunes: 1, 9, 9, 2, 1, 1, 2 and 4. Highlight the stage you wish to explore and hold A and Start down. B transforms Sonic to an icon A changes the icon and C deposits the icon.

SONIC THE HEDGEHOG 3

Infinite Lives
Get to the launch base zone and hold the start of a Super Spin Dash between the Klaxon Alarms. You must let the alarms sound off all the time. The Robot Birds dive on you and they will keep on coming because of the alarm. Kill as many as you can until you receive an extra life. After this, if you keep going, you should get an extra life about every ten seconds. (Keep Tails out of the way as he can upset the pattern).

Level Select/Design/Super Sonic
After you hear the voice say SEGA and Sonic Starts to come onto the screen, quickly press **UP**, **UP**, **DOWN**, **DOWN**, **UP**, **UP**, **UP** and **UP**. You should hear a chime. If you look under **COMPETITION** there will be a sound test. Really this is a level select. The Flying Battery, Mushroom Valley and Sandopolis zones are actually two-player levels.
Choose any zone on the level select and hold **A** and **START** on the level. In the level, press **B** to turn Sonic into an object, **C** to duplicate and **A** to change into something different. Turn into a TV and jump into it, you will now be Super Sonic!

SPACE HARRIER 2

Level select
During the beginning sequence in the space ship, press the buttons A, B and C together and move the joypad Left or Right to select the starting stage.

SPEEDBALL 2

Password
This password will give your team loads of cash and put it in the first division:
`LPCa Zsbd KiXO maB0`
`CJ9R p1fa 1T8U M7My`

To get into division one, and the major league, enter the following devious code:
`LCLI CWAF O6XE ya3q 2bst -is1 gGVC`

For the championship type:
`LAhM CJ78 2k7I Zy01`
`26Ss ti+L fvRS MBNx`

SPIDERMAN

Level Skip
Press Start and then A, B and C.

Super Cheat
Move Spiderman to the word 'Level' and press Start on controller 2. Press A, B and C on controller 1 and let go whilst pushing diagonally up on the pad. Press A for more Web, press B for more life and press C for five seconds of invincibility.

Nightmare level shortcut
You can save time and energy by skipping directly to level one's forklift on *Spider-Man's* nightmare setting. After passing the dog, you will come to a wall of boxes. Jump up to the second row and crawl to the right. You will pass through the wall and end up at the forklift.

SPLATTERHOUSE 2

Passwords

Level 2	—	`EDK NAI ZOL LDL`
Level 3	—	`IDO GEM IAL LDL`
Level 4	—	`ADE XOE ZOL OME`
Level 5	—	`EFH VEI RAG ORD`
Level 6	—	`ADE NAI WRA LKA`
Level 7	—	`EFH XOE IAL LDL`
Level 8	—	`EDK VEI IAL LDL`

SPLATTERHOUSE 3

Level Codes
Stage two – `REISOR`
Stage three – `ETLBUD`
Stage four – `TABRAE`
Stage five – `ELPOEB`
Stage six – `PHENIX`

STEEL EMPIRE

99 bombs
On the ship select, press C, A, C, A, Start and finally B.

99 lives
On the options screen, set the difficulty to hard, set the stock to two, credits to one and finally play tune 65.

Stage Select
Go to the options screen and perform the sound test option in the following order. Sound one, twice, sound nine, once and sound two, once. A new round select option will appear under the exit. Choose from one to seven and press Start to begin on any level.

STORMLORD

Level skip
Pause the game and then press C once, B three times, A four times, C two times and finally A four times again to skip to the next level. In this way you can get to all ten stages.

Extra time
Pause the game and press B, A three times, C, Up three times and A three times to reset the clock.

Nine extra men
Pause the game and press A four times, C twice, B three times, C and A.

STREET FIGHTER 2 SPECIAL EDITION

Special Moves Only
When the Capcom logo appears, press Down, C, Up, A, A, B, B and C on pad 1.

Five Star Speed on Champion Edition Mode
In the opening sequence where the screen pans up the side of the building wait for the image to start fading and quickly press Down, Z, Up, X, A, Y, B and C on controller one. You will hear a "Huh" to indicate that the cheat has worked.

STREET SMART

Extra lives
Rapidly reset the console more than ten times, then choose options from the menu. Move the cursor to sound test and then press down three times and A once. A new window should open allowing you to set the number of lives.

STREETS OF RAGE

Extra continues
Press Left, Left, B, B, B, C, C, C and Start.

Level select
Hold down player two's pad then type A, B, C and enter the option mode using the first pad. You can now select the rounds and set the number of players.

STREETS OF RAGE II

Extra lives
Stage One — as soon as you walk on to the screen, walk to the bottom left behind the bin.
Stage Two — when you come out of the truck, walk round the back to find an extra life.
Stage Three — after killing the dragon on this stage, walk straight down from where the explosion occurs onto the mist and collect a life.

Extra Continues
On the game over screen press Left, Left, B, B, B, C, C, C and Start.

Alternate extra continues
If you are about to die on one player, plug in the second controller and press Start to begin again with full lives and energy.

Play same character
Plug in two controllers. On the title screen, press and hold Right on the first controller and then B simultaneously. On the second controller, hold down Left and A. With all buttons pressed, press C on the second controller. Now the screen will show the choose character screen. You will now be able to select the same characters.

Level select
On the options screen, hold down A and B on joypad two. Now press Start on joypad one simultaneously and you will enter a full cheat screen with a level select.

STRIDER

Extra Continue
Press down on the pad and press A, C, B, C and A and Start in sequence to continue from where you die.

Level select
While the master laughs just before the beginning of the game, hold the joypad Down and press the buttons A, C, B, C and A to get a level select.

SUNSET RIDERS

Extra credits
Go to the sound option and listen to 0-E. When you go back to the game you will have more credits than you normally would have.

SUPER HANG-ON

Easy Money
Go to the original mode and choose to race. Now crash and you will receive

$400.

Options Mode
Hold down A, B and C on the title screen.

Password buster
Enter the following passwords for the desired effect:

`51B04000A05000`
`70J0CG976ACMG1` – lots of money

SUPER LEAGUE

Password buster
Try these codes. The first gives you a four-game lead while the other three will be interesting rather than useful:

`JORQWVVRROOQSHPQGUDEAM`
`Zb6jpqrnmGnYWQXaHuFFAB`
`RGhiopqmljhZZSUXVtEEAE`
`VU91rstpomXcZTiebrHWyW`

SUPER MONACO GP

***Super Hang-on* bike**
Reset the World Championship and put `HANG-ON` at the name entry screen, save it and then press Reset. Now go to Free Practise Image Training and, after setting the laps and the grid, press Down and A until the transmission screen appears. After setting your transmission, you now have a *Super Hang-on* bike to race in.

Password buster
Enter the following to be driving for the best team (which is Maddona), have previous World Championship wins and loads of driver points.

`0Q76 2ILM F200 0000`
`0010 H10F B324 5D76`
`CA89 EGC1 0000 0002`
`0000 0000 F200 2CAC`

SUPER THUNDERBLADE

Level select
Press A, Up, Down, Left, Right, Right, Left, Down and Up from the title screen. Then press Up and Start together to reach a very handy level select screen.

Invincibility
Go to the option screen and select hard as the difficulty level. Start the game and fly to the top left or right hand corner and the enemy fire won't hit you. This works on levels one, two and three.

SWORD OF SODAN

Level skip
Get a high score and enter your name as `HINANP:)`. Next time you play you can skip levels by pressing Start on joypad two.

Alternative level skip
Drink four Etherium potions together to skip to the next level.

SWORD OF VERMILLION

Test mode
To listen to the sounds and background music – and view the various shades available on the Mega Drive – from the title screen, press A, B, C and Start simultaneously using the second controller.

Increased hit power
Cleanse a cursed sword at a church for increased sword hit power.

T2: THE ARCADE GAME

Level Select
On the title screen push Up, Down, Left, Right, Up, Down, Left and Right. Then start the game as normal and pause it. Press B and C. You will now skip to the next level.

Gun never overheats
Use a rapid fire controller, you'll find that you can blast away to your heart's delight if the switch is activated. The gun won't overheat and you'll have infinite gun power.

TALMIT'S ADVENTURE

Access any level
Enter the following password and enter any level in the game:
`ARDE`

TAZ-MANIA

Infinite Lives
Enter `FFD45` on the password screen.

Secret Room
To enter a secret bonus room on the Arctic level, hold down and C on the last ice block.

Level select
Plug in two controllers. On the intro screen, hold down A, B and C on both control pads and then press start on both. You will hear a chime and the game will now begin. Press Start during the game to pause it, then press B and C on the first pad to bring up some numbers. Use left and right on the pad to change the numbers and go to the right level.

TEAM USA BASKETBALL

Passwords
Enter these codes to win Olympic gold:
Semi-final: **JBT67BF**
Final: **JDT67BC**
Medal Collection: **JCT67BH**

TECHNO-CLASH

Passwords
ZP80BFAR, FPKRBFA9, DAAW3FAX, TZSIUFAU, 6ZSITFA6

TECHNOCOP

Full energy
Pause the game and press C ten times, A five times, B twice and A ten times.

TERMINATOR 2

Level skip
When you see "Press Start" on the screen at the start of the game, press Up, Down, Left and Right three times. Arnie will tell you if the cheat has worked, so start the game as normal. During the game, press B and C together to go to the end of the level.

TEST DRIVE 2

Car choice
The Ferrari is the best all-round racer, the Porsche has the fastest acceleration and the Lamborghini has the highest top speed.

Secret options menu
When you start racing, press A, B and C to enter a menu that lets you alter acceleration, braking and grip.

THUNDERFORCE II

Secret Options Screen
Press A and start on the title screen.

THUNDERFORCE III

Secret Options Screen
On the title screen, press Start whilst holding A to find a secret options screen in the game.

Full power-ups
Pause the game and press Up ten times followed by Down, B, Down, B, Down and finally B. You can get all the weapons by pressing B and A to get the claw.

THUNDERFORCE IV

Full weapons
This cheat will give you every weapon except for the shield. Start playing as usual, then press Up, Right, A, Down, Right, A, C, Left, Up and B. Now press Up for full weapons, Down to eliminate the weapons, Right for a claw and Left to eliminate the claw. Press Start to return to the game.

99 Lives
When the introduction screen comes on, press A and Start to get the configuration screen. Set the control mode to type 1, engine power to 100, mission level to easy-manic and stock ships to 0. Next go to exit and start the game as normal, except you'll now have 99 lives!

TINY TOON ADVENTURES

Open all levels
Put the Buster Bunny icon on the password option and press Start. Now enter this password:
`NGQQ WWQW QKWQ QWWQ WGRY`
This will open the whole game map and you can enter any level.

Passwords
Level 22 – `GZBB TXZB LDBB TXZK LLDM`
Level 24 – `QJBB TXZW GLBB TXZQ DLGN`
Level 26 – `TJBW HXBQ ZKBW HXBQ ZGVT`

TMNT: HYPERSTONE HEIST

Level select
When the Konami logo appears, press C, B, B, A, A, A, B and C. When you get to the title screen, press A, B, B, C, C, C, B and A. Press A and Start again in one player mode.

TMNT – RETURN OF SHREDDER

Level select
When the Konami logo appears press C, B, B, A, A, A, B and C. Then when the title screen appears, press A, B, B, C, C, C, B, A.

TOEJAM AND EARL

Warp
In level one go to the island with a hole in the middle, then drop into the hole. You will arrive at level zero. Your live gauge recovers when you have a bath, and you get an extra live when you drink lemonade. Jump off this level and you will go to the highest level you've been to.

TOKI

Invincibility
On the title screen, press Up, A, Right, B, Down, C, Left and Start. You will hear a jingle if the cheat has worked.

TRAMPOLINE TERROR

Level Select With Continues
On the title screen, simultaneously press A, B, C, and Up followed by Start to enter a special screen.

TROUBLESHOOTER

Stage Select
First of all plug in two controllers, then get to the title screen. On controller two, press Start, Right and C simultaneously. A stage select option will appear between the title words. Press Start, Right and C to advance the stage number.

TRUXTON

Super smart bomb
Press Start to pause the game while the skull explosion from a smart bomb is still on the screen. Wait about 15 seconds and then restart (by pressing Start) and the bomb will have a devastating effect on everything onscreen.

TURRICAN

Infinite everything
Place the cursor on "exit" in the options menu and then hold Down while pressing A, B, B, A, B, A, A, B, A, A, B, A and A for a special menu.

TWIN COBRA

Extra continues
Keep pressing A on the title screen to get up to 14 extra continues.

Ending sequence
From the title screen, press Up, Down, Left, Right, A, B, C and Start. You will now get to watch the excellent ending sequence.

Full weapon power-ups
Pause during the game and press Up, Down, Left and Right. Then hold down A and press Start for full weapons.

Stage select
Press Up, Down, Right, Left and Start on the title screen.

TWO CRUDE DUDES

Extra continues
When you are on your last life and low on energy, press start on player two's joypad. You will bring the second character into the game and have three extra continues.

Extra Lives
During each bonus round, bust up the vending machine to gain an extra life.

ULTIMATE TIGER

Level Select
Press Up, Down, Right and then Left to on the title screen.

UNIVERSAL SOLDIER

Reveal Bonus Blocks
Enter `PWRZS` on the password screen to make the bonus blocks visible.

Passwords

Invincibility	–	`RWRZS`
Level 2	–	`CHSGM`
Level 3	–	`MKSNS`
Level 4	–	`SGGBY`
Level 5	–	`JLGPH`
Level 6	–	`JDRSD`
Level 7	–	`PKSND`
Level 8	–	`CWBPN`
Level 9	–	`SFTNP`
Level 10	–	`CMVDG`
Level 11	–	`BYTCM`

VALIS 3

Map select
From the title screen hold Up, A, B and C while pressing Start to select a map. When the black screen appears, release all buttons simultaneously. Press Start to change the map number. It's tricky to perform this one correctly first go, so persevere.

Effects select
Press the Up and Left diagonal, A, B, C and Start together to get to a sound effects test option.

VERYTEX

Infinite lives
Hold the buttons A, B and C while pausing the game. Then press Down and Start for an extra life. Continue pressing Down and Start for more lives.

Bonus shield
If you wish to kit your ship out with a shield, hold A, B and C while pausing the game. Hold Right and Start to unpause the game

and get the shield

WANI WANI WORLD

Infinite Lives
When the Sega logo appears, press the reset twice and when you start the game, instead of normal lives being displayed at the top there will be four question marks.

WARPSPEED

Black Hole Locations
Alpha – 1B to Beta
Beta – 7D to Alpha and 3H to Beta
Gamma – 5C to Alpha, 5D to Gamma and 4B to Beta
Delta – 3C to Alpha, 6G to Beta and 2F to Omega
Omega – 4B to Delta, 5C to Alpha, 4D to Epsilon and 3E to Beta
Epsilon – 2C to Alpha

Campaign Passwords
Level 1 – W4D HLX VDX
Level 2 – W6N CWK 1XM
Level 3 – W67 G5R 4DQ

WARRIOR OF ROME

Passwords
Stage 2 – L3FHPOZNGW
Stage 3 – NXDS55JSWF
Stage 4 – O5TOJZSP5B

View ending
Enter the password GREBDQ3QNE to see the end sequence.

WHERE IN THE WORLD IS CARMEN SANDIEGO?

Passwords

Time Patroller	–	DBHBKDB
Time Investigator	–	XXNBBMM
Time Inspector	–	DNDKJGD
Time Detective	–	RRXKGND
Ace Time Dick	–	LHMNFGF
Super Time Sleuth	–	MJDFSGG
Capture Carmen	–	MJDFPDG
Game Over	–	JHBHHXS

WIZ'N'LIZ

New level
There are three levels on the main game: Apprentice, Wizard and Sorcerer. You can, however, enter a fourth level called Super Wizard. To access this level do the following:
Press START and pause the game. Now hold down A, B and C. Then press START twice. You should now hear a voice shout 'yeah'. Returning to the options screen you'll now see the new Super Wizard level.

WRESTLEBALL

Extra teams
On the team select screen, hold B and keep pressing Down for four more hidden teams.

Karate team
Enter KW6EN to get the undefeatable karate team.

XENON 2

Indestructibility
Play a game and get a high score, enter ARM in the high score table.
Now play another game but get a slightly lower score but still be on the high score table. Enter OUR underneath the ARM and when you play the next game, you will be invincible.

Infinite lives
Carry out the procedure as above but enter the names as OLD and AGE.

X-MEN

Cheat mode city
When the screen shows "Press Start Button", hold A, C and Down on controller one and press Start. Now take out controller one and put it in port two when the picture of Magneto appears. Now press Start and choose your difficulty level and your X-Man. Now will now use the controller in port two to play the game! You will now have infinite health and mutant powers.

Level select
If you put in the cheat above, then go to the danger room in the top right and smash the generator. In this room there are six tiles on the floor, each is a game level. To warp to each zone, stand on each tile and press Down and C to warp to any level!

ZOMBIES

Passwords
VYTV, VQBB, SDHM, PCFD, VQBB and QNKR.

ZOOL

Extra Life
Pause the game and press Start , Down, Up, Left, Left, A, Right and Down for an extra life.

Small Energy Boost
Pause the game and press Start, Right, A, B, B, A, Left, Left, A and Down for some energy.

Large Energy Boost
Pause the game and press Start, Right, A, Down, A, Right, B, Left, Up and Right for loads of energy.

Level Skip
Pause the game and press C, Right, A, B, B, A, Left, Left, A, Right and Down. Now hold Right to skip a stage or Up to advance a level.

MEGA CD

AFTERBURNER 3

Faster level
In the option screen, put the view mode on Cockpit and the Rolling Mode to Free. When you take off, if you perform a 45° turn, you'll fly much faster than before.

BATMAN

Level Select
On the options screen, highlight the driving-only section and press Left on the D-Pad, then press B. Repeat this on all seven of the options. You will need to repeat the operation for a second time before hearing a jingle to confirm the cheat has worked. You can now change the options as you like and press Start and C to select the level.

BLACK HOLE ASSAULT

Secret Animation
Input your name as FOMA and select BHA.

Invincibility
Wait until the options screen appears and choose the name entry option. Enter your name as MUTEKI and exit the screen. Now, select operation BHA. Enter your name as MUTEKI again, start playing and you'll be totally invincible.

Secret game
Enter your name as AZY and highlight mission BHA. Enter AZY and you will enter a game called *Black Ball Assault*.

Hand of God
Enter your name as BIGNET and when you fight an opponent, press Start and he will instantly drop to the floor.

CHUCK ROCK

Passwords

Level Two	–	GJFKFN
Level Three	–	PDPKKN
Level Four	–	JWNTXF
Level Five	–	TSFVNP

COSMIC FANTASY STORIES

Enemy Dodge
Keep pressing Left and Start on player two's joypad during the Mega-CD menu until the Sega logo disappears. Start the game and call up the status map window, press player two's Start button and then player one's start, close the window and you will not come across any enemy in the field. This will also enable you to walk through obstacles. Open the window again and press player two's Start button and the enemy will re-appear. When you die after entering the above commands, hold down Up on player two's joypad and skip through the messages with player one's joypad. Your character will be revived with no hit points.

EARNEST EVANS

Stage Skip
Whatever stage you're in, freeze the screen and press up, A, down, B, left, A, right and B. Cancel pause and you will have cleared the stage.

Warp
Climb the wall to the left of the starting point on stage six. When you are out of the screen you will warp to the boss on this stage.

ECCO

Passwords

Undercaves	GMRIQDCM
The Vents	IUEINLDP
The Lagoon	GRTJZYJF
Ridge Water	OVDJDSLB
Open Ocean	GMYMDSLI
Ice Zone	GMBRHSLU
Hard Water	UKZFHSLS
Cold Water	SYQJHSLZ
Open Ocean (2)	CCVFFSLM
Island Zone	ALZBESLS
Deep Water	HPFDSLP
Volcanic Reef	ADLYESLT
Ship Grave Sea	NWUGSLU
Wreck Trap	WJHQGSLL
Sea of Silence	ZSXGSLF
Deep Gate	AKNBHSLI
Marble Sea	QSOMFSLQ
Library	WBTXFSLV
Deep City	UNIQFSLN
City of Forever	WADUFSLB
Jurrasic Beach	ONNBJPLY
Pteradon Pond	WPVXIPLL
Origin Beach	AQZIJPLG
Trilobite Circle	GKGFJPLK
Dark Water	GZIUKPLR
Deep Water (2	GAAGDPLP
City of Forever	YLQQZNLM
The Tube	MNEYELLB
The Machine	SKZNELLO
The Last Fight	KANZFLLX

Final Password
Enter this password to get to the end of the game: QCFWUYHS

FINAL FIGHT

Rapid Fire
At the title screen, enter the options and highlight the exit selection. Now press and hold RIGHT, A, B and START.
Best Character
THe most effective charecter to use is Guy.

Auto Punch
Enter the options screen and highlight exit. Hold down Right, A, B and Start for automatic punching.

HEAVY NOVA

Hidden bonus points
In a versus battle against an end-of-level guardian, if you manage to kill him without losing any energy, you'll receive a bonus of 1,000,000, a Perfect Bonus Point.

HOOK

99 lives
In the caves on level five, drop to the bottom of the first pit. At the bottom, walk right, dodging the snakes and bats, and swim under the rocks to where you can collect a leaf and a 3-Up. Allow yourself to be killed, and then repeat the process until you have acquired the maximum of 99 lives.

JAGUAR XJ220

Level skip
Go to the options screen and name entry. Delete the currant name and input MAR, then choose World Tour and select your chosen race. When the race starts you should pause the game, then if you press A, B and C at once. You can qualify and the race is won.

KEIO'S FLYING MACHINE

HIDDEN GAME
To access the hidden game go to the main options screen and press the following on the D-Pad: right, up, down, up, down, up, right, down, left, up and Start.

NIGHT TRAP

Extra Footage
You have to complete the game first. When you see the words "In Memory of Stephen D Hossefield", press UP, A, A, A, A and A. You'll now go into a hidden sequence.

NOSTALGIA 1907

Skip intro
Reading all that intro text can get very monotonous after the first time, so here's how to skip it. Turn on and when you see the word "SEGA" press button C. Keep holding it till you see the words "Sur De Wave", the programmers, and the rest of the storyline will be skipped.

PRINCE OF PERSIA

Last Level Password
Enter: SKGIFF.

ROAD AVENGER/ROAD BLASTERS FX

Level select
From the start, push Up to access the Options Mode, then press A six times and you will hear a chime to tell you the cheat has worked. Play the game as usual and a level select will be offered.

View mode
Access the Options menu as above and

press A five times, B five times and then press A to watch each level being played out.

In-game pause
Again, access the Options menu as before, then press A four times, B once and A once. This will allow you to pause the game while you're playing by pressing Start.

SEWER SHARK

Continues
Once you have reached the dizzy heights of Exterminator or Beach Bum, pressing A, C and Start on the game over screen will allow you to continue.

SILPHEED

Stage Select
During the opening demo, press Down, Down, Up, Up, Right, Left, A, B and Start during the opening demo. This cheat will only allow you to play on the stage that you have selected.

Revitalise Shield
Press Right, Left, A, Right, UP, C, B, Down, Left, B, A, Up, and Start at the demo. In the game, press button A to restore your shield up by one whole notch.

Continue
When the demo comes on, press Right, Up, A, B, C, Left, Left, Down, C, A and Start. You should now have 10 continues.

Secret Voice Test
At the title screen, move to Option with pad one. Hold A, B and C on pad two and press Start on pad one to get a voice test.

Level Select
When you're on the intro sequence, press DOWN, DOWN, UP, UP, RIGHT, LEFT, A, B and START. Now when you get to the start menu, Stage Select will be below the other options.

SOL-FEACE

Level select
On the title screen, press A, B, C, A, B, C, B, C, B, and A. If you've done this correctly, you'll hear a sound effect. Press Start and go to the options screen. You will now be able to select a starting point and a difficulty level.

Level skip
You can only use the level skip if you enter the level select code first. After doing this, press A, B, and C together to skip any level.

Extra options
On the title screen, press A, B, C, A, B, C, B, C, B, A. Press Start when you hear a little sound effect. Now if you select Config mode, you'll find there are a couple more options, Start and Mode. If you go to Start, you can choose the level which you wish to begin on by moving the joypad Left and Right. Mode allows you to adjust the difficulty level and number of fleets. Change the number of fleets with Left and Right. If you press Right a few times whilst holding A, you get a message informing you of *Muteki* (which means invincibility).

SONIC CD

Level select
On the title screen, push Up, Down, Down, Left, Right and B to access the level select.

Special level
Go to time attack and play every level. After this, at the options screen there will be something called D.A. Gardens. If you go to this, you will see Sonic's world. You can now rotate and enlarge it, while some birds and Tails fly past. You can also choose any music from the game.
Level Select
On the title screen, press UP, DOWN, DOWN, LEFT, RIGHT and B. This cheat is tricky to get working, so it's best to press the buttons gently.

THUNDER STORM FX/COBRA COMMAND

Level select
On the title screen, press Left, Right, A, B and C. Now press Left or Right to change the level.

Debug mode
Press Up, Down, Left, Right, B, C and A to watch the animation.

TIME GAL

Passwords

BC 70,000,000	–	BMCFXWRL
BC 65,000,000	–	GJRPQVKS
BC 30,000	–	THMZCYFB
BC 1600	–	RYFGSXDK
BC 44	–	FTGBDQPW
AD 500	–	VSLCZKTJ
AD 999	–	CYVZPBMG
AD 1588	–	DRXHTLQJ
AD 1941	–	WBMRJZVH
AD 1991	–	SHKXGJWF
AD 2001	–	XPTMCSHD
AD 2010	–	ZVYFLGQT
AD 3001	–	QWCDHRKT
AD 3999	–	PLQTVMXY
AD 4000	–	LKDWBSYF
AD 4001	–	KVGPRZCW

Passwords (Japanese version)

BC 70,000,000	–	DODZILLA
BC 65,000,000	–	DINOSAUR
BC 30,000	–	STONEAGE
BC 1600	–	ELEPHANT
BC 44	–	OSIRIIYA
AD 500	–	HARDWORK
AD 666	–	DEATHOUL
AD 1588	–	SOUTHERN
AD 1941	–	WORLDWAR
AD 1991	–	LANDMINE
AD 2001	–	RECKLESS
AD 2010	–	ASTEROID
AD 3001	–	MURDERER
AD 3999	–	BRANCHER
AD 4000	–	STARWARS
AD 4001	–	THANKYOU

Level select
Go to the options screen and press Up, Left, Right, Right and Up. A chime will sound if this is entered correctly.

WOLFCHILD

Level skip
On the options screen, press A, B, A, C, A and B where you will hear an explosion. Press any of the following for a level select.
Level 2 – Press Start.
Level 3 – Hold B and press Start.
Level 4 – Hold C and press Start.
Level 5 – Hold B, C and press Start.
Level 6 – Hold A and press Start.
Level 7 – Hold A, B and press Start.
Level 8 – Hold A, C and press Start.
Level 9 – Hold A, B, C and press Start.
It is important to note that you must keep the buttons held down until the level appears, or this will not work!

WONDERDOG

Passwords

Dogsville	–	MYSTIC
Dogsville	–	ANKLES
Loony Moon	–	LEDZEP
Planet Weird	–	REEVES
Planet Foggia	–	PIXIES
Planet Kninus	–	WOOPIE

MASTER SYSTEM

ACTION FIGHTER

Extra Weapons
Enter the code DOKI_PEN. on the name entry section to gain all available weapons.

Helicopter dodge
Turn from a car to a bike and back to get rid of the helicopter.

Invincibility
For three extra lives and invincibility enter SPECIAL as your name.

Passwords
Enter these passwords to obtain all weapons available
DOKI-PEN
GP-WORLD
HANG-ON

AFTERBURNER

Continues to level 17
Turn on the machine and press Pause a hundred times before the demo starts. This will provide you with infinite continues until you reach level 17.

Infinite continues
To get the continue option on dying, press one, two and Up simultaneously.

ALIEN 3

Super flame thrower
You'll only be able to use this cheat if you have a joypad with a rapid fire option. First turn the rapid fire option on. When you use the flame thrower, tap button one very quickly. Now sit back and watch how far the flame goes! The flames will also last much longer than usual.

Infinite continues
Enter the configuration screen, select two players and start the game. Complete level one with player one and let player two die three times on the fans. Now complete level two with player one. Player two will now start again on level one but will be graced with infinite continues.

Infinite lives
Play a two player game, making sure both players obtain a score high enough to appear on the high-score table. When both player's games are over wait for the high score screen and enter ALIEN as the player's names. Now when you go back into the game you'll have infinite lives.

ALTERED BEAST

Extra energy
On the title screen press 1 and the Up and Left diagonal to gain some useful extra bars of energy.

Parameter select
Press Start and B from the title screen to change power, number of lives and various other options.

Extra lives
When the words "Sega Master System" appear, circle the pad clockwise and repeatedly press button one to start the game with five lives.

Extra continues
To continue a second time press the Down Left diagonal and both buttons simultaneously. To continue a third time press Down Right diagonal and both buttons. For a fourth continue press Up Right diagonal and both buttons.

AMERICAN PRO FOOTBALL

Trick tactics
On all levels choose post, corner or bomb pass. However, don't go through with those strategies – run instead. You'll win the games easily with these tactics.

ARCUS ODYSSEY

Character codes
The following codes will select any of the characters during the various levels of the game.

BEAD SHIA		DIANE FIREYA	
Act two	FA2HAIADRR	Act two	GJEIACRT
Act three	FI4IAIAESB	Act three	GJWZAIAEKM
Act four	HK3CDIILDO	Act four	GIRC-TQIJ1X
Act five	HLØDAQIPMX	Act five	IISDUX-IPUI
Act six	HNØDE5IQVR	Act six	IIUHUZM-RNZ
Act seven	HNØDE5IVWZ	Act seven	IIXBUYIUGW
Act eight	KRØDE2IZX5	Act eight	IJXBU2JØHB

ERIN GASHUNA		JEDDA CHEF	
Act two	HIJAAIAABB	Act two	GDHAA-IAABZ
Act three	HIIYAIAGC3	Act three	GIEIAAAECA
Act four	HIIAOOIKDK	Act four	GJECAI-IL1Q
Act five	HIKAQYIOUZ	Act five	IJCECJIOUØ
Act six	HIKEQYIRVC	Act six	KICBEPIQ3F
Act seven	HIKEQYIVOH	Act seven	KICBHIIVWG
Act eight	HJKBQYIZPK	Act eight	KJCBH-NIYXR

ASTERIX

Infinite Lives
When you reach a special treasure pot, hit it so that the bonuses fly out. Collect the extra life and walk off of the screen, then walk back to the chest and collect another life. Continue this until you have enough lives to complete the game.

Secret Room
On round 1-1, go down the first chimney, but don't jump off the platform. When it falls, walk right to go through a wall into

the room.

Secret Room 2
As Oblix on the second stage, jump onto the rotating platforms to the Menhir container, then jump to the platform on top. Do small steps where there isn't grass and you'll suddenly fall into a secret room.

AZTEC ADVENTURE

Level select
Press Up five times before the scroll unwinds on the title screen. When the character throws the cash, press Right three times. Then press Left and Down when everybody moves to the right. You can now access the stage select and choose the level on which you start.

BACK TO THE FUTURE II

Level skip
At any point in the game press pause then Up, Down to go to the next level.

BART VS THE SPACE MUTANTS

Access codes

Floor	Code
1	14
2	32
3	11
4	41
5	21

BATMAN RETURNS

Level Select
On the title screen, hold up and buttons one and two for 2 seconds. A blue screen will appear and you should get a level select.

Level select
On the title screen press Up Left Diagonal and keep both buttons pressed down. You can now select which level you wish to start from.

BATTLE OUTRUN

Level select
Turn the power on while you hold buttons one and two. When the title screen disappears let go of the buttons and then press Up. The Up and Down keys will enable you to select the level on which you wish to start.

BLACK BELT

Infinite lives
For infinite lives, start the game as usual but keep pressing button one. You'll be presented with the usual red screen showing lives and levels. As the screen flashes off, let go of button one and press Reset. Riki appears and then proceeds to collapse.

Boss select
On completing the game wait for the final screens to come up and quickly rotate the joypad anti-clockwise as the music fades, while pressing button two. You'll now be able to take on the bosses without playing the entire levels.

BLADE EAGLE 3-D

Level select
Rotate the joypad in a clockwise direction on the title screen to select the level where you'll start the mission.

BONANZA BROTHERS

Invincibility
Get to a location with a rake. Time it so that as you step on the rake and faint, you get hit by an enemy bullet. You will be invincible until you pick up treasure.

Level select
Plug the joypad into port two and hold Up and both buttons, then switch on. The story pictures should now be different when you start. Go into the game as normal and select your character to activate the level select.

BUBBLE BOBBLE

Treasure Chest Cheat
On round 28, don't bubble the ghosts. Instead, go up to the first column and an item should appear. Collect it and a door should appear which takes you up to five treasure chests.

Level select
Enter the code `3V35NLLE` to select any start level.

Secret room
Reset the game and select one/ two player start. On level one, bubble the first three enemies but don't burst them. Soon they'll turn red – when this happens, bubble them again and repeat, even when Baron Von Bubba appears. After a few seconds, a door should open to a secret room.

CAPTAIN SILVER

Extra continues
To be able to continue after the game over screen press Up and then both buttons simultaneously.

CASINO GAMES

Cash password
Enter the code `8314853112` to gain loads of money. Your name must be `MR SEGA` for this code to work. Play that charismatic character Charley at poker and keep the stakes high. Win one game to take you over the million mark.

CHOPLIFTER

Level select
Press Up, Down, Left and Right on the title screen and then enter the player select screen. Repeat the process once there.

Save all hostages
When you lose a life, repeatedly press both buttons quickly to collect all the hostages.

COOL SPOT

Extra lives and shields
On the options screen move the arrow to the music option but DON'T select it. Using the D-Pad press the following: left, left, left, right, right, right, left, right, left, right. You should now be able to select extra lives and shields.

CYBORG HUNTER

Staying healthy
You can keep your psycho and life powers healthy by collecting all relevant objects and heading for the nearest lift. All objects will reappear in their original positions if you emerge from a lift without having gone anywhere. Repeat this as often as necessary.

DEAD ANGLE

Game buster
Ensure both joypads are connected and alternately push Left and Right on both pads while the title screen is displayed. A beep will inform you the cheat is active. You'll have 999 bullets and be able to select the start level and number of lives.

DOUBLE DRAGON

Invincibility
Jump up and down 30 times at the start of level four to make yourself invincible.

Infinite lives
Perform a round-house kick about 35 times to get infinite lives.

DYNAMITE DUX

Bonus stage
At the start of the game you'll see a bald man with glasses sitting down. Jump on his head and jump off again while pressing buttons one and two. This will take you to a bonus stage.

Hidden areas
When you've killed one of the bosses, stay at the top of the road; a road block will appear at the bottom and disappear at the top. This feature enables you to explore other, normally hidden, areas.

ENDURO RACER

Level select
Reset the machine and when the title screen appears, press Up, Down, Left and Right to get a level select.

FANTASY ZONE

Guardian Buster
Use one Heavy bomb on the first boss. One shot and he's dead.

Infinite weapons
If you buy all the engine parts your weapons will never run out and you'll live happily ever after.

Cheap lives
To buy loads of cheap lives, switch on as normal and allow the story line to be displayed. While this takes place, waggle the pad Up and Down over 50 times before starting the game. Collect as much money as you can and find a shop. Buy lives at $1,000 each. This only works on level one.

THE FLINTSTONES

Level select
On the title screen press Up, Right, Right, Down, Down, Down, Left, Left, Left, Left. Now go into the game and press pause and hold down buttons one and two while pressing one of the following:

Up: Level one
Down: Level three
Right: Level two
Left: Level four

FORGOTTEN WORLDS

Infinite Continues
If when in two player mode, one of the players dies, press Start a number of times; giving yourself the continues you need.

GAIN GROUND

Level select
Press buttons one, two and joypad Up while turning on the machine. If you hold this combination you'll eventually get to a hidden options screen which lets you select the start level and stage.

GANGSTER TOWN

Infinite continues
When you die and your hat flies off, shoot it to continue the game.

GAUNTLET

Extra continues
After you've used the third continue, plug your joypad into port two and you'll be able to carry on as the other player with a fresh stack of credits.

GHOST HOUSE

Invincibility
Keep jumping onto the arrows fired at you and after a while you'll turn golden and become invincible for a short while.

Freeze enemies
Punching light bulbs will freeze all characters onscreen.

GHOSTBUSTERS

Cash password
Enter the initials `DN` and the code `3158279632` to start the game with lots of money. Alternatively, use the initials `AA` and the code `1173468723`.

Password dodge
When you get an account number you can fiddle things by altering the last two digits. Increase one and decrease the other. By doing this you can boost your cash to over one million dollars. For instance, if the last two digits read four and five, change them to three and six or five and four.

GOLDEN AXE

Extra continue
On losing all your continues, a further one is awarded if you press the joypad diagonal Up and Left and button one simultaneously.

GOLF MANIA

Extra attempt
Reset when the ball is in flight. Make sure you select the same game parameters. Now continue and you should be back where you were before.

GOLVELLIUS

End-of-game password
Enter the code `J7VZ HEQV AWPJ 42S8 36AL PQLH MRLY Ø258` to have seven crystals in your possession, allowing you to go to the lair.

Surprise cheat
On the password screen, type in `QQQQ QQQQ QQQQ QQQQ QQQQ QQQQ QQQQ QQQK` for a surprise.

Power-Up bonanza
For eighteen lives, the legendary sword, the ring of invincibility, the Remedia shield, some ascent boots, mirror, purple mea and only Govellius to kill try either of these codes:
`UPDZ, CPTB, 72CK, XCS2 3PP3, B7NE, MMNA, MOFS`, or,

`WK4Q, AH85, LDSX, KNGF Q5N7, 2K3L, 7T5E, QKQL.`

GREAT VOLLEY BALL

Best teams
In order, they are USSR, France, USA, Brazil, Cuba, Japan, China, Korea.

JAMES BOND THE DUEL

Level select
Plug the controller into port two and hold down both buttons along with Down Left diagonal on the pad. Now plug the controller into port one and press button one. It's best to use two joypads if possible.

JURASSIC PARK

Final Level Order
Complete each level in this order:
1. Velociraptor
2. Triceratops
3. Brachiosaur
4. Pteranodon

KENSEIDEN

Level select
To get the round selection screen, turn on the machine with buttons one and two pressed. Release the buttons when the title screen appears and press the joypad diagonal Up and Left and button one.

Hidden screen
Climb the Buddha on the first round and when you're standing on his head, push Up to enter a secret room.

KRUSTY'S FUN HOUSE

Level codes
Level 2 – `BARNEY`

Level 3 – MARTIN
Level 4 – SQUISHY
Level 5 – ELFMAN

Password buster
Enter HPKEITH on the password screen to open all the doors.

KUNG-FU KID

Power-up locations
Get to level five and kick the wall towards the top at the highest floor on the right. You'll find a jug of water which puts the dampers on enemy fireballs. To find a bun for extra energy, go to the wall on the left of the second highest floor and repeatedly kick it until the bun appears.

LAND OF ILLUSION

Tree Cheat
In the Forest, don't go up the tree. Instead bounce off the snake just beside the door and keep pushing right. Climb up the vine and you'll be at the top of the tree.

LEMMINGS

Level Select
When the lemming pulling the cart appears on screen, press buttons 1 and 2 together on joypad one and rotate the D-Pad clockwise. Go to the main screen and select your choice of game. Choose the New Level box and writing will appear, press left and right to select the level you desire.

LIGHT FORCE

Extra life
On level one, find the two cell walls close to the large brain and fire through the second one at the top to reveal the extra life.

LIGHT CORRIDOR

Passwords

Ø622	2Ø08	3212
7328	1Ø15	26Ø2
33Ø5	9932	1825
2819	6811	

LUCKY DIME CAPER

Level skip
To skip from level two to three, during level two jump onto the lion's head when he jumps onto the platform. Repeat this eight times to skip.

1-Up loop
On level five as you walk past the area full of caskets you should come across some doors. Go through the second and either smash the crates with your hammer or jump onto them to collect three extra lives. You can return to this room as many times as you like. Once you have enough, exit via the door on the right.

MARBLE MADNESS

Level select
On the option screen set the following parameters: Test FX two, Test Music five. Move the pad to level select and you'll find that you can.

MASTER OF DARKNESS

Level select
On the title screen, press the Up Left diagonal and keep both buttons held down until you see the cheat screen appear. You will now be able to change the round number, the stage, number of lives and even the collision detection.

MIRACLE WARRIORS

Obtain all keys
To get all the keys, go to the bottom left of the map around the large desert. Now press button two and a menu should appear with the name of a spell. Enter the spell you haven't used yet and you'll be transported to a cave. Locate and open the chest, defeat the guardian then choose one of the three keys. Repeat the procedure two more times to get the remaining keys.

MOONWALKER

Level select
On the title screen press Up, Left, A and Start on controller two, quickly followed by pressing Start on controller one.

MORTAL KOMBAT

Blood code
Go to the ethical code screen and press Two, One, Two, Up and Down for the blood to be included.

MY HERO

Extra lives
You can earn several extra lives by jumping over knife and bomb throwers and then punching the guys in the back. Also, at the end of the first level, trip up the first three dogs and jump over the last one for a handy extra life.

THE NINJA

Bonus points
Get a hit ratio of 100% (not impossible) and you'll receive a massive 50,000 points bonus.

Scroll locations
Scroll one – find it on the first round after killing the transforming ninja.
Scroll two – on round four, shoot the bottom of the statue five times.
Scroll three – on round six, cross the last bridge on the left and walk straight to the tree above the first samurai home next to the wall.
Scroll four – find it on round eight. Go into the top of the last garden on the right and repeat the process you used to find scroll three.
Scroll five – the final scroll appears in round nine. Keep to one side when reaching the top of the wall but don't kill the ninja immediately. Wait for a while and the green scroll will appear; collect this and you'll receive instructions as to how to enter the temple.

Fighting technique
Walk backwards whilst dodging from side to side and pressing the attack button to sustain minimum damage.

NINJA GAIDEN

Infinite stars and fireballs
Wait until ninja boy has got 999 combat points before using any ninja stars.

PAC-MANIA

Secret level
To access the hidden level, eat all the dots while leaving the power pills. An object will appear in the middle of the screen – eat this and you'll be transported to the secret level.

POPULOUS

Password buster

Level		Code
0199	–	KILLMEHILL
1999	–	ALPDEEND
2999	–	SADENG
3999	–	SUZLOPDON
4999	–	KILLOGOAL

POSEIDEN WARS

Extra continues
When you lose your last life press Down, Down, Down, Down, Right, Right, Right, Up, Up and Left to continue.

POWER STRIKE

Extra lives
On the title screen push the pad Down, Right, Down, Down, Left, Right, Up, Right and button one twice to get ten extra lives.

PREDATOR 2

Passwords
Level 2 – SPOCGURD
Level 3 – ROTADERP
Level 4 – SEGATSOH
Level 5 – NAGIRRAH
Level 6 – LAICIFFO

PRINCE OF PERSIA

Passwords
2 – GJKIEV
3 – GIHHGP
4 – LNHMHI
5 – HHKHCR
6 – LKMKFG
7 – JHGHCP
8 – MJEJEW
9 – OIJJEC
10 – KFHGZL
11 – UOOPID
12 – RKJLEJ
13 – NFGBBK
14 – VMMIIT

PSYCHO FOX

Level warp
At the top of the tower of Spring boards is a warp. Choose a tube and as you descend you'll appear on a particular level.

QUARTET

Bullet size increase
On the title screen press pause fourteen times and your bullets will become larger making it much easier to hit the targets.

Level select
On the title screen press Up on controller two then press pause on controller one 12 times. Now press button one and select your starting level.

R-TYPE

Invincibility
Before you turn the power on, hold the diagonal Down and Right on joypad one and the diagonal Up and Left on joypad two. Turn on and wait for the logo before you let go of the buttons. You'll now be invincible!

Extra credits
First, use your 12 credits and when the continue screen appears, rotate the joypad anti-clockwise to enter a sound test menu. Push button two and Left to reveal 95. Rotate from 95 to 00 pushing button one after each number and pausing briefly on each sound. At 00 press one and start rotating the joypad clockwise. Now sit back and watch those credits increase beyond your wildest dreams.

Bonus level
At the end of level four, you'll find a screen packed with green dots. About halfway through this mess there is a gap in the landscape. Fly up into it and you'll be transported to a bonus level.

RAMBO 3

Infinite bullets
If you have the rapid fire module, you'll have infinite bullets.

RAMPAGE

Infinite lives
Wiggle the directional pad clockwise and press buttons one and two simultaneously.

Infinite continues
When the game over message appears onscreen, press both buttons and you'll start the game at the beginning of the level you just completed.

RASTAN

Infinite continues
When the Sega logo appears, hold down both buttons and push the Down and Left diagonal to gain infinite continues.

ROBOCOP VS TERMINATOR

Weapon select
Start the game as normal, then press pause. Now press up and 1, up and 2, up and 2, up and 1, down and 2, down and 1, down and 1, down and 2. After this you can cycle through the weapons.

Extra lives
Again pause the game and press up and 1, down and 1, down and 1, up and 2, down and 2, up and 2, up and 1, up and 1. You'll now have 9 lives when you unpause the game.

Level skip
Pause the game and press down and 2, down and 1, up and 2, down and 2, down and 2, up and 1, down and 2, up and 1. Unpause the game to skip a level.

ROCKY

Little Injury
Before you ride, press Up, Down, Left, Right and Button two. Do this after you have fought as well and you will be able to get through the game with very little injury.

SECRET COMMANDO

Continue option
Both players must hold down both buttons on the joypads and continually press Left and Right for a continue option. This works after level three.

SHINOBI

Level Select
Press the joypad diagonal Down and Left together with button two and you'll be able to select the starting stage.

SONIC CHAOS

Invincibility
If you choose Sonic and press up and jump. Keep on pressing jump and holding up until Sonic starts glittering. He will be invincible until he stops running his fastest.

SONIC THE HEDGEHOG 2

Level select
Plug the control pad into port two and press Up Left diagonal and buttons one and two. Turn on the console whilst holding down these buttons simultaneously. Now wait until Sonic has run completely across the screen and then plug the controller into port one. Press button two twice and the level select screen will appear.

SPACE HARRIER

Extra continues
To get extra continues, move the control pad Up, Up, Down, Down, Left, Right, Left, Right, Down, Up, Down and Up from the title screen.

Sound test
Call up the sound test with the sequence Right, Left, Down and Up from the title screen.

Difficulty option
Get to the sound test menu and select tunes 7, 4, 3, 7, 5, 8 and 1. You'll now be able to set the game difficulty.

SPELLCASTER

Password buster
To get near the end of the game and avoid

having to embark on your epic journey of the universe, use the following cunningly-crafted (and totally unpronounceable) password:
`pljDjZK09mZpeEIjioxoGUHC`.

SPY VS SPY

Easy win
Find the airport room first. Wire up all the doors in that room with booby traps and wait for the other player to collect all the items. When the other player tries to get into the room, he'll set off a trap and drop all the goodies. You can now go into the room and pick them up before flying off to the next embassy.

STRIDER

Level skip
To skip to level two, press button one when the title screen appears. When the next title screen appears, hold Up, One and Two. To skip to level four, wait until the title screen appears, then hold down right and press both buttons.

SUPER MONACO GP

Level codes
2 – `AZNM JDBZ`
3 – `DHMT VSJS`
4 – `ZZEE HYOT`
5 – `EXIP OONJ`
6 – `JYZH WOEL`
7 – `CQAZ AQLV`
8 – `ZPIE VTLB`
9 – `DIJT VGNX`
10 – `HYSF WJKS`
11 – `RCQO TDFT`
12 – `CRWZ OBJM`
13 – `BTMY VBJP`
14 – `ZXDE VHLY`
15 – `EDWP WCCJ`
16 – `EDYP WWWO`

SUPER TENNIS

Perfect serve
When you serve, go to the bottom corner and keep hold of button one. This gives perfect serves unless you're on a level higher than two.

TAZ-MANIA

Infinite lives
On level one, collect a 1-Up in the first set of clouds and then another at the end of the level. Kill yourself and repeat the process until you have enough lives to finish the game.

TEDDY BOY

Level select
On the title screen press Up, Down, Left and Right. When the new screen appears press Up then Down nine times and use button one to choose the start level.

Continue mode
On the option screen press Up, Down, Left, Right, Up, Down, Left, Right. Play the game then when you lose your last life go back to the option screen and select continue, B and "YES".

TENNIS ACE

Password busters
Try any of the following passwords to get the better of your opponents:

`ERVO URSM WRHB OKRF` – all your scores are set at 30
`EZCV FHAM WPBB OKRF` – Italian singles final vs Noah
`EBRO FKJM WWBB OKRN` – French singles final vs Noah
`NKOF VVLG LKGS FCKK` – doubles final vs Noah and Becker

THE TERMINATOR

Level select
On the main *Terminator* title screen hold down button two and press button one once. The screen should turn black. Now press Left, Left, Up, Up, Right, Right, Down and Down. Two zeros will appear on the screen and pushing Left or Right will toggle between the levels.

THUNDERBLADE

Invincibility
Press Up, Down, Left, Right and button one to become invincible.

THUNDERBLADE II

Extra continues
When the game over message appears press button two, Down and Right.

TIME SOLDIERS

Invincibility
In a simultaneous two player game, one of the players can walk off the back of the screen and become invisible and – better still – invincible. The player offscreen can still destroy enemies, though.

TRANSBOT

Options menu
Switch on the console with button two and down depressed. After a few seconds some options will appear. Press Up for infinite lives, Down for infinite weapons, Left for power and Right to cycle through weapons. Push button one on pad two to continue.

VIGILANTE

Level select
To select any level, press the Up and Right diagonal on the joypad and buttons one and two. An option will appear allowing you to start on any level.

WANTED

Level select
Shoot the title screen by pressing fire. Then, while pressing Pause, shoot either of the two exclamation marks (!) at the bottom right of the screen that make an appearance. When the round selector eventually appears, simply shoot the number of the round that you wish to enter.

WIMBLEDON

Bonus points
To add 52 points to your player in Tour mode, enter either of these codes:
Enter: `JJI AAH FHI` `EFJ DER XHA`

Level password
To begin in Australia having already won the American and Australian cup, enter the following code. You'll also be able to put your speed, power and skill up to the maximum of 20 and still have 27 points left over.
Enter: `IJJ WUT RQM`

WOLFCHILD

Level select
Enter this code to take you to the stage select screen: `J8TPR`

WONDERBOY

Level skip
Press button one on the title screen and then twice more. Now press button two twice and hold both buttons together. Press Up to skip a level.

WONDERBOY II

Extra gold
Plug in control pad two and press either button one or two 45 times. You'll receive 45 more pieces of gold. Carry on if you require more!

WONDERBOY III

Lots of Treasure Chests
Be anyone except Lizard-man and go to the Lizard-man's Sphinx past the pyramid and into the door. Chop away at the bricks and fall down into the darkness to reach the treasure chests.

Legendary weapons
Enter `9JC5 YHX XN4U HT2` to get the legendary weapons.

Resurrection
If you die wearing Hades armour you'll be resurrected.

Full power
Enter spaces as the password and you'll start the game with all available weapons, armour and stones.

Level passwords
`1WZ4 JHO 289Y 5BX` (lizard man)
`NFKU 1EO 4Ø3P X88` (Lizard man)
`2CKF 3L4 894Z A5F` (Mouse man)
`2CKF 3MO 8GEU U7J` (Mouse man)
`YF3U 5DW CR1A ED7` (Mouse man)
`2CKF KKO 8RGP V9J` (Piranha man)
`LIZ4 C14 ER2N 4E4` (Mouse man)
`84FD 5M4 B9PB 86N` (Lion man)
`YF3V 5CO CRVF NC9` (Mouse man)
`ZP3K N4L DA1F TV7` (Hawk man)
`2CKF 7PL 8T4J 27A` (Mouse man)

WONDERBOY IN MONSTERLAND

Extra money
Plug a controller into port two and press button one to bring up the status screen. Each time you do this, you add an extra gold coin to your tally. Repeat the procedure as many times as you want.

ZILLION

Hidden rooms
When you reach a dead end, shoot the wall in front of you up to 15 times to reveal a hidden room.

Extra continues
On losing your last life press button one, two and Up to continue where you left off.

Invincibility
Enter a `MAP` command into the computer and go to room D3, but don't collect any Opa-Opas on the way. On the top level, shoot the furthest cylinder to the right to reveal an Opa-Opa. Collect this and your life gauge will go to 720. Go half way off the screen making sure the lift is still visible, then enter the lift letting the yellow barrier reduce your life to 120. Immediately pull the joypad down and return to the start room. Your life gauge should now read 000 and you should be invincible.

ZILLION 2

Continue option
When you die, press buttons one, two and Up. You will continue from the level on which you died.

ALIEN 3

Additional ammo
Enter your name as `CHEAT` for more ammo.

AX BATTLER

Passwords
Firewood City — `JMLO BFKC DLEC EAPI`
Turtle Village — `PIPF OEBA ODGA IIKO`
Sand Marrow — `OOBK CBPM IMAM NBLP`
Holm Stock — `EEAP IKLN LMPE CNOG`
Brookhill — `AFPL JLNJ OMEM PGJK`
North Valley — `LGEC CLBP BIOP NICD`

CASTLE OF ILLUSION

Extra life
Collect the dancing A from the coffee cup screen on level four. Exit, climb the ladder to the left until you get to a room with two insects, a button and a barrel. Lob the barrel and button at the insects to kill them. The button disappears but you may use the barrel to climb up the ladder to the right. The next screen has an insect. Kill it and continue right until you reach a second dancing A. Pass it and keep going until you encounter a drop. You can just fit through it. Jump up so that you can land on your bottom.

Secret Route
Go down the slide nearest to the end of the level in the Clown section. Instead of jumping onto the second landing down, you can eventually jump to the top landing. Here you'll find a treasure chest. Throw it and it opens revealing a coin. Collect this, then run to the wall at the end of the landing. Jump into the wall, and you'll end up near the policeman, a guardian to the main guardian, the Clown!

CHASE HQ

Extra continue
If you bash into the oil barrels on round two, you'll gain an extra continue.

CHUCK ROCK

Passwords
Level 2 – `7GØ9M`
Level 3 – `NN6E3`
Level 4 – `84AKC`

CLUTCH HITTER

Infinite strikes
Select a left handed pitcher and put him on the opposite side to the batsman. Place the catcher halfway behind the batsman and throw the ball while spinning it towards the batsman to get a strike every time.

COLUMNS

Alternative ending
Go to flash mode and select a block starting height of nine. Choose your difficulty level and start the game as normal. Purposely end the game. When the flash mode demo ends, there'll be a different ending.

DESERT STRIKE

Level Codes

Mission	Code
2	CJUEJFD
3	GGSIJFE
4	EGLMKOH

FANTASY ZONE

Config mode
On the title screen, press Up, Right, Down, Left, one, two, one, two and start

Continue Mode
Wait for the "Game Over" screen to fade and go into the title screen and hold Up

and button one, then start the game. You will start on the stage where you died.

Collecting points

All the hamburgers you get to shoot in the first 30 seconds of level one turn into big rotating coins worth 1,000 gold pieces each. Well worth shooting, you'll doubtless agree. The shop appears after you've amassed 2,000 points, so you've got to be quick collecting the points and then heading for the shop.

GLOBAL GLADIATORS

Level select

On the options screen move the arrow to the second option. Then use the D-Pad to input the following directional sequence: left, right, left, right, left, left, right, right, left, right. You can now select a level.

HEAVYWEIGHT CHAMP

Power punches

On the speed select screen, hold down one and press Left, Right and finally Left again.

JUNGLE BOOK

Level Select

Circle the pad clockwise by holding 1 and 2 and start and you will hear a little noise. Press start again and you can now select levels to your hearts desire.

JURASSIC PARK

Final Level Order

Complete each level in this order:

1. Velociraptor
2. Triceratops
3. Brachiosaur
4. Pteranodon

KRUSTY'S FUN HOUSE

Codes

Level 2	–	SELMA
Level 3	–	SCRATCHY
Level 4	–	SKINNER
Level 5	–	GROENING

Password buster

Enter TRACY to open all the doors.

LEMMINGS

Level Codes

Level	Tricky	Taxing	Mayhem
1	RCEOJTHO	ECWMZGTM	GGFOYQBC
2	YQSDGSNU	ZSFKUJSF	FLWNCXPG
3	JTHPGFDY	LXPGFDYR	FECWMYRD
4	RDHPGFEC	CFKUJTJT	HOEBVKUI
5	WMZSEJTG	GMYRCFKU	QBCEJSEI
6	MZTHPGGF	JTHPEFCX	RDHPGGFE
7	DZSEIRCE	PFDZSFLX	CXOEBVKU
8	IQSCFKVL	DECWMZTG	IQABDHPF
9	WMYRDGMY	NBUJSFLW	DYRCEJTG
10	RDGMZSFK	MZSFLWMY	NCXOEBUJ
11	VLXODZTH	RLFKUJSE	THOECXPF
12	PFECXPFE	IRCEJSEJ	DYRCEIRD
13	BUJTHOEC	SEJTHOEC	GNBUJTHO
14	XOECWNBU	WMYQBOGM	DZSFLXPF
15	JSFKVKUT	YQAAAAAB	DZTHODZS
16	THODZTGM	DHODYROG	EJTHPFDZ
17	YQBCEIRD	NCWNCWMY	SFKVLWNC
18	HPFDZTHP	QAABDHPG	XPFDYQBN
19	FEBVLWNB	GGGFDYQA	GNCWMZTH
20	UJTHPFEL	AABDGMYR	ODYQBCFL
21	WNCWNBLL	DHODYQAB	XDECWMYQ
22	WMYRCEJT	DHODYQB	BCFLXPGF
23	GNBUIQAA	GNCXPGGG	EBVKVLWM
24	ABDGMZTA	GFDZTHPG	YRDGNBVK
25	ODYRLEJS	GFECWMYR	VKUJSFLX
26	FKUIQBDG	CEIQABDG	PFDZTHPF
27	NBVLXPGG	NCWYRCEA	DZTHPGFD
28	FDYQBDGN	IROHDDZS	YRCFKVLW
29	BVLWMZTE	EJTGMYQB	NCWNCWNC
30	NBUIRDHO	DHODZTHP	WMZTHPFE

LUCKY DIME CAPER

Unlimited lives

When you lose your last life and the continue screen appears, push Down and button one simultaneously. You'll continue the game on the level where you died, and you'll now be armed with unlimited lives.

MORTAL KOMBAT

Blood code

Go to the ethical code screen and press two, one, two, down and up for the blood to be included.

NBA JAM

Power Ups

You should put these combinations in on the Match up screen.

Defence	5 taps
Intercept	Rotate pad and 15 taps or more
Percent Display	2 taps, down and fire 2
Turbo	15 taps or more and left
Dunks	13 taps and rotate
Fire	8 taps, up and fire 2

Secret Heads

Input these codes for some new player heads:

MJT 1,2,up and Start
AIR 1,2 and Up
SAX 1 and Left
UW 1, Start and Up
NET 1,2 and Down
ARK 1, 2 and Up
QB 1 and Down
ROD 1 and Up
CAR 1, 2 and Left
RJR 1 and Up
SAL 1 and Left

NINJA GAIDEN

Password buster

The following are codes to get to higher levels in the game:

NINJA – level 2 GIDEN – level 3
DRGON – level 4 SWORD – level 5

Invincibility

To become invincible, enter the password NODIE. Then go back to the title screen and start the game.

Credits

During the password screen, enter MONTY. This will enable you to see the list of staff names.

OUTRUN

Invincibility

Set the cursor to one Player, hold down left, buttons one and two, then press start. Your machine can now drive through other vehicles and obstacles. It is also not affected by time over.

Infinite time

Hold down diagonal Left, one, two and Start, then start the game.

PENGO

Level select

Press and hold the Up Left or Right diagonal, then hold buttons one and two and press Start. The level select will be yours along with seven lives.

PSYCHIC WORLD

Level select

To choose which level you start on and also hear the game's sounds, hold down the Left and Up diagonal, one and two during the title screen. Then push Start.

PRINCE OF PERSIA

Codes

Level 2	–	EIKGDP
Level 3	–	ILLKGE
Level 4	–	LMJMIK
Level 5	–	HGFIDN
Level 6	–	IFGIDO
Level 7	–	MIMLGC
Level 8	–	KELIDU
Level 9	–	NFOKFF
Level 10	–	LCJHCP
Level 11	–	OEMJEB
Level 12	–	PEJKEA
Level 13	–	PDHJDV
Level 14	–	QDGJDV

RASTAN

Infinite continues

To continue the game after you've been killed, press Up and Start simultaneously.

SHINOBI

Extra life

There is an extra life in the second part of the woodland level. Go to the top of the tower where the pole sticks up in the air. Stand on the right of the pole facing left, jump up and fire. An extra life will appear for the taking.

Best path

Tackle the levels in the following order: Highway, Harbour, Valley, Woodland.

Level Select

Pushing Down and pressing button two on the title screen of this excellent hand-held ninja game when the complete ninja face is showing, reveals the ingenious level select.

SHINOBI II

All Characters Password

Go to the password screen and enter: F5958

When you start the game you will have the yellow and blue crystals with all the characters.

SHINOBI III

Level codes

Pink – CO444
Blue – 5o858
Yellow – 1o373
Green – Bo2F2
Pink Crystal – FD9D8
Blue Crystal – D4939
Yellow Crystal – F5958
Green Crystal – BF26A
Enemy Base – BF26A

SLIDER

Level codes

Following are all the codes for the last 50 levels:

AGAG – 50	JGJI – 51	APAP – 52
JPJB – 53	AGCI – 54	JGLK – 55
APCB – 56	JPLD – 57	CGAI – 58
LGJK – 59	AEEI – 60	JENK – 61
ANEB – 62	JNND – 63	AEGK – 64
JEPM – 65	ANGD – 66	JNPF – 67
CEEK – 68	LENM – 69	AGEK – 70
JGNM – 71	APED – 72	JPNF – 73
AGGM – 74	JGPO – 75	APGF – 76
JPPH – 77	CGEM – 78	LGNO – 79
EAAE – 80	NAJG – 81	EJAN – 82
NJJP – 83	EACG – 84	NALI – 85
EJCP – 86	NJLB – 87	GAAG – 88
PAJI – 89	ECAG – 90	NCJI – 91
ELAP – 92	NLJB – 93	ECCI – 94
NCLK – 95	ELCB – 96	NLLD – 97
GCAI – 98	PCJK – 99	

SONIC THE HEDGEHOG 2

Level select

Before switching on hold the Left Down diagonal and both buttons, then press and hold Start simultaneously. Switch on while still holding all the buttons and wait until Sonic has run right across the screen then press Start again and a level select screen will appear.

SPIDER-MAN

Hidden Game

Hidden deep within the game of *Spider-Man* is a *Pac-Man* game. To access it, you first have to collect the key from Electro's Power Plant. Once done, drop down the left side of the screen, and you'll see a Game Gear appear. The next time Peter's room appears, press A and get chomping those dots.

STREETS OF RAGE

Level Select and Invincibility

Select tracks 01 then 11 on the sound-test screen, then press buttons one and two simultaneously for the options to appear.

Extra continues

On the game over screen press Left, Left, B, B, B, C, C, C and Start. You'll now be able to continue from where you left off.

SUPER MONACO GP

Corner taking

When going around corners, let go of button one and rapidly press it instead. You'll stay on the track while keeping a constant speed.

Final sequence

Go to the password screen and select World Championship mode. This will take you to the final screens. Also input CHAMPION on the same screen.

TAZ-MANIA

Extra lives

On the first level spin all the way to the opening, but don't jump down. If you're far enough ahead of the bomb, walk back and a heart should appear. You must walk to the very edge for the cheat to work. On the ice level, wait until the guardian is small and squash him, you'll be rewarded with another extra life.

THE TERMINATOR

Level select

Keep circling the control pad anti-clockwise while holding button two and a level select will appear.

WIMBLEDON

Maximum Everything!

Enter the codes JIG/QES/TGB/UDI.

WONDERBOY

Level skip

Press Down and Start on the title screen. Then push Up on the joypad to choose the starting level.

Run faster

To make Tom run faster, press and hold buttons one and two simultaneously and press right. If you want to attack something, press button two.

BUSTERS

Send your tips and cheats to Busters, Sega XS, Paragon Publishing, Durham House, 124 Old Christchurch Road, Bournemouth, Dorset BH1 1NF.

XS CODES

MEGA DRIVE

How we manage to cram all the codes into this section is still a mystery. Here you will find all the best codes for the Datel Action Replay and Hornby Hobbies Game Genie. No other magazine regularly prints ALL the codes you will ever need. Every code printed here can only be used with the relevent device. You CANNOT press F, F, 1, B, Ø, 4 on the joypad – just in case there were any of you still trying to get them to work. You MUST have an Action Replay, or a Game Genie, to make full use of these codes. Both devices are available from our Super Savers at the back of the magazine.

AFTER BURNER
002D506004: Infinite lives.
00381C600A: Infinite missiles.

ALADDIN
FF72A700E3 - Infinite lives.

ALICIA DRAGOON
FF01A3000X: Where X is a level number, you start from this level.
FF00220010: Friendly monster energy meter does not decrease.
FF00C2000A: Infinite energy.

ALIEN 3
FF08450099: Unlimited machine gun rounds.
FF08470099: Unlimited flame.
FF08490099: Unlimited Mortars.
FF090B0009: This parameter is for infinite lives.
FF0811000X: X is the number of prisoners to collect
FF08130002: Level select, you must start the game and lose a life before correct level is selected.
FF08670059: Infinite time.
FF08670059: Infinite missiles.

ALIEN STORM
007C520000: Special attack does not lose energy.
00C7CE4E75: Bomb attack does not lose energy.
003A2E6002: Unlimited credits.
00A7546002: Aliens do no damage.

ALTERED BEAST
002C58603E: Almost invulnerable.
002F6A602C: Infinite lives.
0037185668: First ball turns you into the beast.

ARIEL THE MERMAID
FF8000000X - Level select. You should replace the X with the level number, from one to seven.
FFA6140005 - Unlimited Digger Fish.
FFA61F0004 - Infinite Tries.
FFA6100016 - Infinite Super Weapon.
FFA60E0005 - Infinite Keys.
FFA60D0099 - Infinite Treasure.
FFA6120005 - Unlimited Flounder.
FFA6140005 - Unlimited Sebastion.

ARROW FLASH
00A674000A: Ten special weapons per life.
00BAD66004: Unlimited special weapons.
0054326004: Unlimited lives.
000438000X: Use a number in place of X to select a level number.

ATOMIC RUNNER
FFC321000F: Infinite continue.
FFC3230004: Infinite lives.
FFC3240001: Invincibility (Death can still occur by falling).
FFDD0D000X: Size of shot (X is 1-4).
FFDD1A0010: Super high jump.

BART VS THE SPACE MUTANTS
FF01B70002: Infinite energy.
FF01B40004: Infinite lives.
FF01450010: Infinite money.
FF01A40001: Infinite spray cans.
FF01A70004 - Infinite Cherry Bombs.

BATMAN
FFFE320007: Unlimited lives.
FFFE340009: Unlimited batarangs.
FFFE380001: Unlimited guided batarangs.
FF431C0006: Infinite lives.

BATMAN RETURNS
FFFE320003: Infinite lives.
FFFE34000A: Infinite batarangs.

BATTLE SQUADRON
00EF960000: Infinite lives.
00365E0000: Infinite smart bombs.
00D4F46008: Don't downgrade weapons.

BATTLETOADS
FFE0460005: Infinite lives.
FFE0070017: Infinite energy.
FFDF020000: Lose energy from one hit.

BONANZA BROTHERS
0053446068: Infinite lives for red player.
0053D0606C: Infinite lives for blue player.
0104580005: Five minutes per level.
01066A4A28: Infinite time.

BUBSY
FF023B0009: Infinite lives.
FF024900XX: Level select replace XX with Ø-13.
FF00E90059: Unlimited time.

CADASH
FF0E510099: Can be used for a fighter or a mage, it keeps your health at 153.
FF0E570099: If you're a mage, it keeps your magic at 153.
FF0A7B0002: This will give you unlimited continues.
FF0E930009: This will give you a constant nine healing herbs.

CHESTER CHEETAH
FFF81E0004: Unlimited energy/lives.
FFF82100XX: Replace with number of badges.
FFB3FD0005: Stage select.

CASTLE OF ILLUSION
FFF3250003: Infinite lives.
FFF3230003: Infinite energy.
FFF3210005: Infinite items.

CHUCK ROCK
FF06D10003: Infinite lives.
FF06D50007: Unlimited energy.

COOL SPOT
FF078A0039: Increase cool % fast.
FF078C0035: Unlimited lives.
FF07700001: Invulnerable.
FFF5120000: Higher Jump.
FFF57C0008: Unlimited power.
FF07140031: Stop the timer (turn Action Replay off at the end of each level).
FFF5E00007: Infinite energy.
FF07140038: Infinite time.
FF777000CD: Slows timer.

CRUE BALL
FF8439000X: Volume level select (Ø-9).
FF843B000X: Score multiplier (Ø-5).
FF843D0001: Infinite balls.
FF843F000X: Number of extra balls (Ø-5A).
FF8443000X: Number of times 5ØK is shot (Ø-3).

CYBERBALL
0095D49999: Player starts with $999,9ØØ.
0095EA9999: Player one in a two player game starts with $999,9ØØ.
0095F09999: Player two in a two player game starts with $999,9ØØ.

DARK CASTLE
FF130B0003: Infinite lives

DESERT STRIKE
FF10B70003: Infinite lives.
FF10AB0064: Unlimited fuel.
The following codes cannot be used when you have entered a password.
FFACDC00XX: Armour X256. (XX ranges from 0-FF).
FFACDD00XX: Armour X1. (XX ranges from 0-FF).
FFAE9D009A: Unlimited chain guns.
FFAEDD0026: Unlimited Hydras.
FFAF1D0008: Unlimited Hellfires.
FF10AB0064: Unlimited fuel.
095F8C1388: Gun capacity is 5,000.
0049BE0000: Helicopter consumes no fuel.
006AA44A79: Infinite lives.
00689C4A79: Unlimited fuel.
0049D07FFF: This parameter will start the game with 32,767 armour.
095FCA0190: Hellfire inflicts 400 points of damage.
00D55A6002: Unlimited capacity on all weapons.

DICK TRACY
04D82400XX: Change XX to start with different values. Try 04D8240063 for 99 lives.
05BAA26024: Almost invulnerable to enemy attack.
0686464E71: Infinite time.

DIZZY
FF81490002 - Infinite lives.

EA HOCKEY
00C0080000: Freeze game timer.
009A706002: Freeze penalty timers.
FFD99D0000 - Computer Stays with no Goals.

ECCO THE DOLPHIN
FFB6360003: Unlimited air.
FFB6350038: Unlimited health.
FFB7FF0000: Invincible to crushing walls on last level.
FFB7C20000: Ignore water currents.

ESWAT
0019604E71: Infinite lives.
0017C26000: Use with the next two codes. This will make you invulnerable.
001A284E71: Use with above and below codes.
00258C6002: Use with both above codes.

ETERNAL CHAMPIONS
FFABEF0068: Infinite energy player 1.
FFAABB0068: Infinite energy player 2.

FAERY TALE ADVENTURE
006176XXXX: Julian starts with XXXX amount of coins.
006170 0XXX: Julian starts with XXX kindness points.
01063E6006: All items are free.
0029E46002: Swimming no longer causes any loss to your vitality.

FANTASIA
005D54103C: Gives energy instead of removing it.
005D584E71: Used in conjunction with above code.
0062284E71: Infinite large magic.
0062504E71: Infinite little magic.
FF07D90004: Infinite strength.
FF07DB0003: Infinite dreams (lives).
FF08370003: Infinite magic paints.

FATAL LABYRINTH
004A8E5000: Start with 5,000 hit points, use code below as well.
004A905000: Use with the above to start on 5,000 hit points.
00996C6016: Almost infinite hit points.
0070107C14: Restore hit points at a super fast rate.
0050E0600A: Kill most enemies with one attack.

FATAL REWIND
FFE0210002: Infinite lives.

FIFA SOCCER
FFFC470000: Player 2 can't concide a goal.
FFFC490000: Use with the code above.
FFFC470000FFFC490000 - Can't concede a goal (must score to win!).

FLASHBACK
FFD3D70005: Infinite shields.

FORGOTTEN WORLDS
FF11090028: Makes player invulnerable.
FF1A470028: Makes player two invulnerable.
FF11060099: Increases the intake of Zenny for player one.
FF1A440099: Increases the intake of Zenny for player two.

GADGET TWINS
FFo8B70003
FF08BA0003 - Invincibility.
FF0389000X - Level select. Replace X with the level number.
FF09B50028 - Infinite energy.

GHOSTBUSTERS
FFFE2C0010: Unlimited life.
FFFE32001A: Unlimited energy.
FFFE0D00XX: Money x 100,000 (XX ranges from 0-99).
FFFE0E00XX: Money x 100 (XX ranges from 0-99).
FFFE0F00XX: Money x 1 (XX ranges from 0-99).

GHOULS 'N GHOSTS
0065866006: Infinite lives.
0073B40001: Instant charge on magic armour/weapon.

G-LOC
FF45A20040: Infinite time.
FF4A480020: Air to air missiles.
FF4A4A0020: Air to ground missiles.

GOLDEN AXE
FFFE7E0080: Unlimited life for Duel.
FFFE720031: Stop timer for Duel.
FFFE7C0003: Infinite lives.

GOLDEN AXE II
FF08820005: Always keep five bombs while the Action Replay is enabled.
FF08800XX: Will give you XX lives when you activate Action Replay.
FF08820005: Change number at the end to keep required amount of bombs.FF08800002: Infinite lives.

GREAREST HEAVYWEIGHTS
FFF1A0000D: Infinite power.
FFF1A2000D: Infinite speed.
FFF1A4000D:Infinite Stamina.
FFF1A6000D: 240 Million dollars after you win 1 fight.
(the above code work for career mode only).
FFF0000000: Always win.

GREENDOG
FF17DD0004: Infinite lives.

GUNSTAR HEROES
FFA4250065 - Infinite energy for player one.
FFA6250065 - Infinite energy for player two.
FFA46F00XX - Replace XX with one of the below for player one's first weapon.
04 Force
08 Lightening
0C Chaser
10 Fire
FFA66F00XX - The above, but for player two.
FFA47100XX - As above, but players ones second weapon.
FFA67100XX As above, but for player two.

HELLFIRE
002AE46004: Infinite hellfire missiles.
00283E6004: Infinite lives.
0026085079: First power-up gives you full power.
0028020005: Same facility when used with above code.

HOOK
FF8C630003 - Infinite energy.
FFDD700006 - Infinite lives.
FFDD850059 - Infinite time.

HUMANS
FF081900XX - Stage select. Replace XX with 01 to 50.

THE IMMORTAL
0081E8197C: Use with following parameter for infinite lives.
0081EA00FF: This is used with above to give you infinite lives.
0113F46006: This cheat will defeat the goblins in combat.
0099304E75: Beat floor traps, worms, arrows etc.
FF109A0002: On most levels this provides you with unlimited continues.
FF0B720003: Unlimited amount of fireballs.
FF10A8000C: This will stop your man from losing energy during fights.

JAMES POND
007ED16004: Infinite lives.
008A166002: Infinite time.

JAMES POND II: ROBOCOD
00190A4E71: Infinite lives.
003D1C6002: Use with code below to make you invincible.
003CC26002: Use with above code.

00029166002: Keep wings from round to round.

JEWEL MASTER
FFC4D50048: Unlimited health.
FFC4320XXX: Score x 1,000,000. (XXX is Ø-999).
FFC434XXXX: Score x 1000. (XXXX is Ø-9999).
FFC4420003: Infinite continues.

JOHN MADDEN FOOTBALL
0092660ØXX: Play starts at XX seconds.
0074C4000X: Where X is the amount of timeouts the home team start with.
0074CA000X: Visiting team starts with X timeouts.
008E380006: Only need five yards for first down.
008FE45630: Touchdown worth three points.
008FE45030: Touchdown worth eight points.

JUNGLE STRIKE
FF10B3000X: Level select (replace X with level number Ø-8) (9=finish screen).
FF10CF0003: Infinite lives (all levels).
FF10C70064: Unlimited fuel (all levels).

JURASSIC PARK
FF003B00FF: Unlimited blue banded darts.
FF003D00FF: Unlimited stungun.
FF003E00FF: Unlimited gas grenades.
FF003C00FF: Unlimited red banded darts.
FF003F00FF: Unlimited flash grenades.
FF004000FF: Unlimited rocket.
FF004100FF: Unlimited concussion grenades.
FF00550020: Infinite energy.
FF005300FF: Infinite lives.

KID CHAMELEON
FFFC4500XX: XX in this code referes to a level number to start from any level.
FFFC430063: Will maintain your maximum number of diamonds all the time.

KING OF THE MONSTERS
FF3B8D0009 - Fills the Power Bar.

KRUSTY'S SUPER FUN HOUSE
FF02FD000X: Level select. (0-4)
FF03EX0000: Remove golden padlock from final door.
FF0FF30002: Infinite lives.
FF0FF50064: Invincibility.
FF0FFD000A: Infinite weapon count.

LEMMINGS
FFF4E8003B: Unlimited time to complete a level.
FFF48E0013: Infinite builders.
FFF48B0013: Infinite floaters.
FFF48A0013: Infinite climbers.
FFF48C0013: Infinite bombers.
FFF48D0013: Infinite blockers.
FFF48F0013: Infinite miners.
FFF4800013: Infinite diggers.

LHX ATTACK CHOPPER
FFF1BD00D0: Infinite chain guns.
FFF1BF0004: Infinite sidewinders.
FFF1C10008: Infinite hellfires.
FFF76CXXXX: Score.(Where XXXX ranges 0-FFFF).
FFF92A004A: Unlimited fuel.
FFFBF400XX: Mission number. (XX ranges 0-21).
FFF1C10004: Unlimited hellfires.
FFF1BF0009: Unlimited sidewinders.

LOTUS TURBO CHALLENGE
FF41A5000X: Level select (Ø-7)
FF7CB50063: Unlimited time for player one.
FF7D7F0063: Unlimited time for player two.

MARBLE MADNESS
FFAC770039: Infinite lives.
FFB0CF0039: Infinite time.

MARIO LEMIEUX HOCKEY
0162B06004: Freeze timer.
0162D46004: Freeze player 2's first penalty timer.
0162C24E75: Freeze all penalty timer.

MARVEL LAND
FFF7470002: Infinite lives.

MEGA-LO-MANIA
FF156F0063: Infinite men for every island.

MERCS
0080B8C351: Infinite bombs.
00B0944E71: Infinite energy.

MICKEY MOUSE
00B7944E75: Mickey only takes one point of damage per section.
00C8C40026: Jump higher.

MICRO MACHINES
FFA6C70003: Infinite lives for player one.
FFA6A50004: Activate Action Replay during the race to finish first. Not to be used on the Bonus Rounds.
FF808100XX: Level select. Where XX is a number between 1-18 to select that

MIGHT & MAGIC
02BB800000: Dagger is free.
02BBB60000: Nunchukas are free.
02BB000000: Short sword is free.

MOONWALKER
005F1E31FC: Use with below code. This will increase Michael's ability to dance.
005F200040: Use with above code.
00DFD06004: Infinite lives.

MORTAL KOMBAT
FFFF5B0001: Activates the cheat screen (allows full blood during game).
FFCAB90078: Infinite energy for player 1.
FFCBB90078: Infinite energy for player 2.
FFAC7E0099: Unlimited time.
FFAABB000X: Replace X with Ø-C to select stage.
FFAAAE000X: Replace X with Ø-7 to select character for player 1.
FFAAAF000X: Replace X with Ø-7 to select character for player 2.
FFCC4B0046: Makes player 2 stay on the same spot.

MUTANT LEAGUE FOOTBALL
FFFD5E0002 - Super-charged running.
FFE1E60003 - Start the game in the finals (turn the switch on in the team select screen).

NEW ZEALAND STORY
FF80030003: Infinite lives.
FF80040005: Infinite continues.

OUTRUN
00035A84A10: Infinite time.

PGA TOUR GOLF
FFD0F70000 - Always get a Hole in One.

PHANTASY STAR II
002D526002: Players never get paralysed.
00D01C600C: All items are free of charge.
002B0C6012: No damage is taken in battle.
002C146012: No damage is taken from venomn strikes.
00716E6014: No damage is taken in the damage zones.

PHANTASY STAR III
0182DC8XXX: With XXX giving the amount of Mesetas.
00AB186006: All items are free.
0111766004: Characters cannot be poisoned.
00C36A6018: Sleep and game saving are free.
0103306034: Can be used to protect you against enemy attacks.

PREDATOR 2
FF005A0005 - Unlimited Rifle.

PUGGSY
FF08660004 - Infinite Lives.

RAMBO III
0022803CC0: Will give you a large amount of lives.
00495A6012: Infinite lives during missions.
002E186012: Infinite lives during bonus battles.
0048407200: Infinite arrows.
0098E600XX: Each A is worth XX arrows e.g. 0098E60010 for 10 arrows per A.
0048DA7200: Infinite time bombs.
0098D200XX: Each B is worth XX bombs.

RASTAN SAGA II
FF0AC1000A: Unlimited life.
FF0AC30002: Infinite lives.

REVENGE OF SHINOBI
00C1B24E71: Will give you unlimited Shurikens through out the game.

ROAD RASH
00BA7C6002: Slows the game down while the enable switch is on.
001AAC000X: Player one starts at level X.
001BC2000X: Player two starts at level X.
001AD2000X: Player A starts with bike number X, eg use 001AD20007 for Diablo.
001BEE000X: Player B starts with bike number X, eg use 001BEE0007 for Diablo.
FF050D000X: Level select for player A.
FF050F000X: Level select for player B.
FF051900XX: Money X 655,360 for player A. (XX ranges 0-FF)
FF051AXXXX: Money X 10 for player A. (XX ranges 0-FFFF)
FF051D00XX: Money X 655,360 for player B. (XX ranges 0-FF)
FF051EXXXX: Money X 10 for player B. (XX ranges 0-FFFF)
FF05430000X: Bike for player A. (X ranges 0-7)
FF05450000X: Bike for player B. (X ranges 0-7)
FF1A8800XX: Maximum speed. (XX ranges 0-7C)

ROAD RASH II
FFF4CF000X: Level select for player A (1-5).
FFF4D1000X: Used with above code.
FFF4D3000X: Level select for player B (1-5)
FFF503000X: Bike for player A (F is a special bike called Wild Thing 2000).
FFF505000X: Bike for player B (Ø-F, where F is a special bike).
FF05BF000X: Number of Nitros. (Ø-8)
FF05CF000X: Number of Nitros for player B in head-to-head. (Ø-8)
FF06C400FF: Never hit certain objects. (Note: this doesn't work in head-to-head)
FF0A7B0001: Bike can reach maximum possible speed.
FF0EFB0001: Bike can reach maximum possible speed for player B.
FF0ACD000X: Weapon carried/ hitting method.
FF0F4D000X: Weapon carried/ hitting method for player B in head-to-head.
FF0AD300FF: Player always stays on bike. (Note: bike can't be wrecked!)
FF0F5300FF: Player always stays on bike for player B.

ROBOCOP VS TERMINATOR
FF009C0005: Infinite lives.

ROCKET KNIGHT ADVENTURES
FFFB0D0005 - Infinite lives.
FFC041003F - Infinite energy.

ROLO TO THE RESCUE
FFC51E0004: Infinite continues.

SHADOW OF THE BEAST
014E9E6004: Unlimited energy.
014EDC4E71: Protection against sudden death.
FF1A17000C: Infinite lives.
FF1A17000C: When switched is enabled your energy will be restored.

SHADOW OF THE BEAST II
FF22390080: Every time Acton Replay is enabled your energy is restored.
FF22420002: Second option is always axe, even though it is not visible.
FF22420004: Second option is health restore option.

SHINING IN THE DARKNESS
001AFE0000: Herbs are free.
0015060000: Depoison is free.
0015160000: Wisdom is free.
0015960000: Healer fruit is free.
00159E0000: Smelling salts are free.
002D3403E7: Use with below code to start the game with 999 points.
002D4003E7: Use with above code.
0012CE0000: Woodstaff is free.
0012360000: Word is free.
00143E0000: Bronze shield is free.
0014160000: Bronze armour is free.

SIDE POCKET
FFC09400XX: Balls in stock. (XX ranges Ø-10).
FFC0A200XX: Total Score x 100.

SLAUGHTER SPORT
FF28950068: Unlimited health for player one.

SMASH TV
FFA37B0007: Infinite lives.

SONIC THE HEDGEHOG
0138A06032: Infinite lives.
0039F011C1: This parameter makes Sonic invulnerable to enemies.
00A35E6042: Gives Sonic his turbo shoes.
0039DC31C1: This will start you with several hundred rings on each level.
0032426010: Start from any level.
FFFF760012
FFF76300FF - Ultra Fast Sonic
FFFEC00012
FFF7630099 - Ultra Fast Tails
FFFE100008 - Incomplete Zone (Hidden Palace Zone)

SONIC THE HEDGEHOG 2
FFFE120009: Infinite lives.
FFFE210063: Gives you 99 rings all the time allowing special exits etc.
FFFE090001: Allows you to modify levels by using the A and C buttons. Switch the Action Replay on then off fairly quickly to use this cheat, once you have changed the level press B.
FFFFD00001: Press start and A together for level select.
FFFFB1000X: X is the number of Chaos Gems in possession (1-7) use with code
for number of rings to change into Super Sonic.
FFFE2100XX: XX is the number of rings in possession – set to 50 or more and set
the Chaos Gems to seven and you can turn into Super Sonic by jumping into the air.
FFFE190001: Jump higher/Weird hair.
FFF65F00FF: White Sonic.
FFFE12000X: X is the number of lives.
FFB01E0000: Sonic is always running.
FFB02B0001: Shield protection.

SONIC 3
0001F04500: Lets you play the US version on UK machines at the correct speed setting.
0001F04A00: Lets you play the US version on Japanese machines.
FFFE120005: Infinite lives.
FFFE210063: Unlimited rings.
FFFFFA0001: Change Sonic into any graphic and place new parts on each level.
FFFFB1000X: Number of gems collected (replace X with a number between 0 and 7).
FFFF860002 - Level Select/Design.

SONIC SPINBALL
FF579E0003: Infinite lives.

SPACE HARRIER II
006CD4000A: Start with ten lives.
0006CD40014: Start with twenty lives.
0007C744A38: This parameter is for infinite lives.

SPEEDBALL 2
FF009F00XX: Freezes timer at the value in XX eg use FF009F0002 to keep the game going as long as you like.
FF00FA7FFF: Unlimited cash for player one.
FF0DEE0002: Score multiplier is two in favour of player one.
FF0DEE0001: Score multiplier only one in favour of player one.
FF0DEE0000: Score multiplier inactive.
FFD5AA0008: Electro mode.

SPIDERMAN
FFE691003B: Unlimited time.

SPLATTERHOUSE II
FF00F70004: Unlimited life.
FF00F70003: Unlimited energy.
FF00F80003: Unlimited energy.

SPLATTERHOUSE III
FF00B40005: Unlimited lives.
FF00B700E1: Unlimited time.

STAR FLIGHT
FF957300FF: Used with below code gives infinite fuel.
FF95DD00FF: Use with above code.
FF97810098: Used with below code gives unlimited money.
FF98310098: Use with above code.
FF97A50010: Cargo pods.
FF943C0021: Used with below code gives infinite time.
FFC34B0015: Use with above code.

STEEL EMPIRE
FFCB4B0013: Gives you a weapon level of 20.
FFCB570003: Unlimited bombs.
FFCB510003: Infinite lives.
FFE07B000X: Start from any level where you should replace X with a number 1-6.

STORMLORD
FF00250005: Infinite lives.
FF00290004: Speedy StormLord
FF00370001: Invincibility (almost). Falling and fire still kills.
FF00A50001: Unlimited time.
FF05DB000X: Level select (0-9).

STREET FIGHTER II
FF80C10000: Special moves in the air for player 1.
FF83410000: Special moves in the air for player 2.
FF972A0099: Stops the time.
FF804300B0: Infinite energy for player 1.
FF82C300B0: Infinite energy for player 2.
FF81DB000X: Replace X with the character number Ø-B to fight as player 1.
FF845B000X: Replace X with the character number Ø-B to fight as player 2.
FF81DA0002: Player 1 only needs to win one round to finish the stage.
FF845A0002: Player 2 only needs to win one round to finish the stage.
FF96AB000X: Replace X with the character you want to fight against. Ø-B (player 1) or background to fight with (two player).

STREETS OF RAGE
002B664E71: Infinite lives for both players.
010CE01C80: Will give you infinite time on each section.
00402E4E71: Gives a constant supply of special weapons.
FFFF200003: Infinite lives for player one.
FFFF230003: Infinite lives for player two.
FFFF210002: Infinite special attacks for player one.
FFFF240002: Infinite special attacks for player two.

STREETS OF RAGE 2
FFEF690000: Almost never get hit-player one.
FFF0690000: Almost never get hit-player two.
FFEF810068: Unlimited health for player one.
FFF0810068: Unlimited health for player two.
FFEF830005: Infinite lives for player one.
FFF0830005: Infinite lives for player two.
FFFC3C0099: Unlimited time.
FFFC43000X: Level select (1-8).

SUPER HANG-ON
008B14600E: Infinite time in arcade mode.
0054BE600A: This parameter allows infinite money in the original mode only.
00E68A123C: Use with code below.
00E68C00XX: Adds XX seconds when you get extended play – use with above code.
FF05540055: Unlimited time.

SUPER HYDLIDE
FFE00D0019: Unlimited life.

SUPER MONACO GP
FF91080001: Used together with below code will take your car to about 39Økm/h.
FF9109008F: See above.
FF91080002: Used together with below code will give you speed of 507km/h.
FF91090000: See above.
FFE11C0004: Magic invincibility.

SUPER MONACO GP II
FFFC2AXXXX: Current speed.
FFFF5B000X: Player's position (0-F).
FFFF61000X: Rival's position (0-F).

SUPER SMASH TV
FFA3490010: Keeps weapon for player two until the next one is picked up.

FFA347000X: Weapon select for player two you must put the above code in. Use 2 for spray, 4 for photo, 6 for missile launcher and 8 for peanut gun.
FFA3420005: Player two shield. invincible.
FFA3A90004: Unlimited lives for player two.
FFA37B0007: Unlimited lives for player one.
FFA3020005: Gives player one a shield as long as the switch is activated.
FFA3090010: Keeps weapon for player one once it is picked up.
FFA307000X: Player one weapon. You must enter the previous code as well as this one. Use 2 for spray, 4 for photo-gun, 6 for missile launcher and 8 for peanut gun.

SUPER THUNDERBLADE

FFF82A0007: Infinite lives.
007A264A38: Player cannot lose a life.

SWORD OF SODAN

0047426002: Infinite lives.

SWORD OF VERMILLION

00B5BA4E71: Invincibility against most enemy and protection against poison.
0223OC0000: Ferros magic spell book is free.
0223100000: Sangua magic spell book is free.
0026CA4E71: Increase experience levels very fast.
01A20E4A78: With below code will allow almost unlimited magic.
01A2424A78: See above.
02242C0000: Crystal armour is free.
02248A0000: Diamond armour is free.
0224400000: Golden sword is free.

TAZ-MANIA

FFD45B0003: Infinite lives.
FFD0370002: Unlimited chilli peppers.
FFD4CB0002: Protection against enemy while the switch is on.
FFD45B0003: Infinite lives.
FFD02100XX: Level/section. (XX range 0-13, 19 gives ending).
FFD4BC000C: Unlimited health.
FFD4CB0002: Protection against enemy while the switch is on.

TECHNOCOP

FF17050048: Invincible car.
FF177B0001: Unlimited time.
FF25AE0001: Unlimited health.
FF26290005: Infinite lines.

TERMINATOR 2

FF80CA0004: Unlimited lives.
FF80190025: Unlimited missiles for player one.
FF80190025 - Unlimited Rockets for Player 1.
FF80690025 - Unlimited Rockets for Player 2.

THUNDER FORCE IV

FFF2DD00FF: All weapons.
FF80030001: Gives you the claw.
FF80040001: Gives you the shield.
FFF2FI0003 - Infinite Lives.

THUNDERFOX

FFB00B0001: Unlimited energy.
FFB00D00C0: Infinite lives.

TMNT: HYPERSTONE HEIST

FFC0390004: Infinite lives for player one.
FFC03B0004: Infinite lives for player two.
FFC0590050: Unlimited life for player one.
FFC05B0050: Unlimited life for player two.

THE TERMINATOR

FF147D001F: Unlimited health.
FF147D001F: Infinite energy.
FF80CA0005: Player one unlimited lives.
FFFF9D0005: Player two unlimited lives.
FF80190025: Player one unlimited rocket grenades.
FF80690025: Player two unlimited rocket grenades.

TINY TOONS

FFFB0B0003: Infinite energy.
FFFB090002: Infinite lives.
FFFB0F0032: Gives one special helper each time you pick up a carrot.
FFFB110009: Pick one special helper up to get infinite helpers.

TOEJAM & EARL

00BCB06002: Infinite lives (ToeJam & Earl).
00BB980063: This parameter will start ToeJam with a total of 99 bucks.
FFA92B0010 - ToeJam Life Meter.
FFA92D0010 - Earl Life Meter.
FFA9250003 - Infinite Lives.
FFA9210005 - Super Vacs.
FFA91F0005 - Panic Button.
FFA9290012 - Funk Scan.

TOKI

FF1B860005: Infinite lives.
FF1B830059: Unlimited time.

TURBO OUTRUN

FF9EF7003B: Stops clock.

TWIN HAWK

00358C6004: Infinite special weapon.
002B586004: Infinite lives.
003F087E03: To be used with below code.
003F0A6002: Used with the above code, this will give you your full complement of power-ups straight away.

UNIVERSAL SOLDIER

FF12D90009: Unlimited smart bombs.
FF0ADF000X: Gives you X lives each time the Action Replay is enabled.

VALIS III

FFF4590016: Infinite lives.
FFF4470018: Unlimited energy.
FFF44B0018: Constant full energy meter.
FFF45B002C: Stops clock at three minutes.

WARRIORS OF THE ETERNAL SUN

FF91530063: This will give the leading member of the group infinite energy.
FF91E90063: Infinite energy to the second member of the party.
FF927F0063: Infinite energy for the third group member.

WHERE IN TIME IS CARMEN SANDIEGO

FFD77A001E: Unlimited time.

WONDERBOY IN MONSTERLAND

FFDA00000A: Unlimited life.

WORLD OF ILLUSION

FFA0380008: Unlimited health for player one.
FFA0B80008: Unlimited health for player two.
FFFD530008: Infinite lives.
FFFFDB000X: Level select (1-5).
FFFD530003: Mickey or Donald permanently has three tries.
FFA0380005: Mickey or Donald permanently has three energy cards.
FFFD530006: Unlimited tries.

XENON 2

FF08350027: Unlimited energy.
FF0839000X: Gives a player X amount of lives each time the Action Replay is enabled.

ZANY GOLF

FFE9A20005: Infinite lives.

ZOMBIES

FFFA8F00FF: Unlimited keys for player one.

ZOOL

FFEA7B0005
FFEA670005 - Infinite lives
FFED530003
FFED540003 - Infinite energy

MASTER SYSTEM

ALIEN^3

00C42763: Unlimited machine gun.
00C42B63: Unlimited bazooka gun.
00C42963: Unlimited flame.
00C42D63: Unlimited grenade.
00C42F63: Unlimited other option.
00C46A63: Unlimited energy.

ALIEN STORM

00C11310: Infinite energy (lifemeter).

ALIEN SYNDROME

00C05402: Unlimited lives.
00C07B06: Unlimited time.
00C07501: Need one hostage to open exit.
00C8ED01: Keep flame weapon.

ASSAULT CITY

00C0D90A: Infinite energy (switch the Action Replay off at the end of the level).

ASTERIX

00C09D03: Infinite lives.
00C09A03: Invincibility.
00C08B01: Bombs from the start
00C09F50: Use with above code

BACK TO THE FUTURE II

00C36B05: Infinite energy.
00C36304: Infinite lives.

BANK PANIC

00C01F03: Infinite lives.

BART VS THE SPACE MUTANTS

00C01003: Infinite lives.
00C3AF09: Infinite time.
00C3E9BE: Infinite paint.

BUBBLE BOBBLE

00CEB703: Infinite lives.
00DB000X: Replace X with a number for level select (switch Action Replay off at the end of the level).

CHASE HQ

00C28203: Infinite turbos.
00C23836: Infinite time.
Level Select:-
00C2210X: Replace X with a number (Ø-2) to change the round.
00C2200X: Replace X with a number (Ø-4) to change the stage.
00C25380: Full damage to villains car (hit him once when you catch him and he dies).

DESERT STRIKE

00D45538 - To Start with 31 Hydras.
00D44100 - Infinite Lives.

DOUBLE DRAGON

00CB2B03: Infinite lives.

THE FLINTSTONES

00C9A504: Infinite sand timer.
00C9F20F: Infinite paint.
00C9A203: Infinite lives.

GALAXY FORCE

00C07F10: Infinite energy.

GAUNTLET

00C83F96: Use with code below.
00C80F96: Use with above code to give infinite health for one or two players using any character. (Action Replay should be switched off between levels, switch off when entering exit and on when resuming play).
00C80E01: Infinite potion.

GHOST HOUSE

00C1BA02: Infinite lives.
00C1F5C0: Infinite energy.

GHOULS & GHOSTS

00C03302: Infinite lives.
00C04C02: Invincibility.
00C04B40: Magic stays full.

GLOBAL GLADIATORS

00D0E905: Infinite lives.
00D0BA3F: Infinite energy.

GOLDEN AXE

00C00503: Infinite lives.
00C1871F: Infinite energy.
00C0060X: This parameter gives unlimited Magic, eg enter 00C00601 for unlimited Magic 1, 00C00602 for unlimited Magic 2 etc.

INDIANA JONES & THE LAST CRUSADE

00C98706: Infinite lives.
00C97305: Infinite whips.
00CBB907: Infinite time.
00C9C130: Infinite energy

LEMMINGS

00DB5C64: 100% completion every time.

MASTER OF DARKNESS

00CA3A20: Infinite energy.

MICKEY MOUSE: CASTLE OF ILLUSION

00C0BD03: Infinite energy.
00C0C803: Infinite lives.
00DC0005: Infinite time.

MICKEY MOUSE: LAND OF ILLUSION

00C09902: Infinite energy.
00C09F03: Infinite tries.
00C0A295: Infinite time.
00C0AD07: Infinite air.

MIRACLE WARRIORS

00C50A10: Infinite energy.

MORTAL KOMBAT

00C48848 - Infinite Energy Player 1.
00C40B07 - Infinite Continues.
00C43639 - Infinite Time.
0DCCIAA4 - Infinite Energy Player 2.

NEW ZEALAND STORY

00DDEC03: Infinite lives.
00DE1504: Invisible.

OPERATION WOLF

00C11620: Infinite Ammo.

PRINCE OF PERSIA

00C29208: Infinite life.

R-TYPE

00CE0103: Infinite lives.

SHADOW DANCER

00C05903: Infinite lives.
00C05A03: Unlimited special attacks.

SHINOBI

00C07A02: Infinite lives.
00C06C06: Infinite energy.

SONIC THE HEDGEHOG

00D2AAXX: Keeps XX rings. Try 00D2AA99.
00D24603: Unlimited lives while Action Replay is enabled.
00D41105: Switch Action Replay on for turbo Sonic, turn off to return to normal.

SONIC THE HEDGEHOG 2

00D50213:Glider from the start
00D52876:Sonic runs on his hands
00D29803: Infinite lives.
00D29905: Invincibility (always keeps 6 rings). Be sure to turn Action Replay off at the end of the Act but back on again at the beginning of the next one.

SPACE HARRIER

00C12302: Infinite lives.

SPEEDBALL 2

00DA0B14: Unlimited money.

STRIDER

00D48503: Infinite lives.
00D26507: Infinite timer.

TAZ-MANIA

00C10005: Unlimited lives.

THE TERMINATOR

00CC163C: Infinite energy.

XENON 2

00D0E203: Infinite lives.

GAME GEAR

ALIEN SYNDROME

00C01404 - Hidden Level!

AXBATTLER

00C05506: Infinite energy.

BART VS THE SPACE MUTANTS

00C01003: Infinite lives.
00C01E00: Painted items are at 0.
00C01201: Infinite paint.
00C39E09: Infinite timer (switch Action replay off at the end of a level).
00C01101: Infinite coins.
00C01301: Infinite cherry bombs.
00C01401: Infinite rockets.
00C01501: Infinite wrench.
00C01601: Infinite keys.
00C01701: Infinite magnet.
00C01801: Infinite whistle.
00C43B00: Moonwalking Bart .

BATMAN RETURNS

00C02103: Infinite lives.
00C1590A: Infinite energy.
00C01F02: Infinite specials.

CRASH DUMMIES

00C08B05 - Infinite Lives.

DESERT STRIKE

00C5E606 : Extra armour
00C56099:Unlimited fuel
00C5E508 : Unlimited Hydras
00C5DE03 : Infinite lives.

DEVELISH

00C41201 - Infinite Lives.

GEORGE FOREMAN'S KO BOXING

00C128A0 - Infinite Energy.

LEMMINGS

00DB720A: Infinite climber.
00DB730A: Infinite floater.
00DB740A: Infinite bomber.
00DB750A: Infinite blocker.
00DB760A: Infinite builder.
00DB770A: Infinite basher.
00DB780A: Infinite miner.
00DB790A: Infinite digger.
00DAD309: Infinite time.
00DB5C64: Always have 1ØØ% Lemmings.

MICKEY MOUSE: CASTLE OF ILLUSION

00C0C803: Infinite lives.
00C0BD03: Infinite energy.
00DC0005: Infinite timer.

MORTAL KOMBAT

00C48848: Infinite energy.
00C40B07: Infinite continues.

NINJA GAIDEN

00C44803: Infinite lives.

OUTRUN

00C16909: Infinite time.
00C36127: Full revs all the time (takes your car up to 315 KMH).

PAPERBOY

OOD51303 - Infinite Lives.
00D5140A - Infinite Papers.

PRINCE OF PERSIA

00C29203: Infinite energy.
00C2983B: Infinite timer.

S.C.I.

00C08F01 - Infinite Turbo's
00C08E05 - Infinite Rockets
00C08E05 - Infinite Time

SHINOBI

00D20B04: Infinite energy.
00D21E01: Infinite special weapons.

SHINOBI 2

00C02404 - Infinite Energy.

SONIC THE HEDGEHOG

00D2A998 - Infinite Rings.
00D24003 - Infinite Lives.

SONIC THE HEDGEHOG 2

00D29803: Infinite lives.
00D29905: Invincibility (always keeps 6 rings).
Turn Action Replay off at the end of the act but back on again at the beginning of *the next one.*

SPACE HARRIER
00C12302 - Infinite Lives.

STREETS OF RAGE
00CCF317: Infinite energy.
00CD0903: Infinite lives.
00CEEE01: Infinite timer.
00C6670X: Level select. Replace X with 0-4

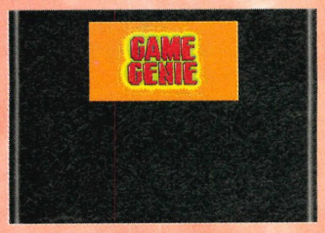
SUPER MONACO GP
00C36502 - Only have to race in one lap to finish.
00C36201 - Start in Pole Position.
00C36201 - Stay in 1st place and always win race.

SUPER SMASH TV
00C51205: Infinite lives.

SUPER SPACE INVADERS
00C7EE03: Invulnerablilty.
00C84601: Shoot one invader and clear the round.
00C7EC03: Infinite lives.

TERMINATOR
00CC1664: Infinite energy.

WONDERBOY
00C12D02: Infinite lives.
00CC360C: Infinite vitality.



THE ADDAMS FAMILY
RH0AR6VA: Infinite lives.
A5ZTRA6T: Infinite Hearts.
A47TRA42: Never lose Fezi-copter.

ALADDIN
RGJBY604: Infinite lives.
ATCB0A30: Invincibility.
ATBV0A6G: Infinite apples.
HGXBZWNC: Start with 99 Gems.

ALIEN3
AACTCA6J: Infinite time.
A2EAAA8R: Infinite lives.
AJNAEA3R: Infinite machine gun ammo.
AJMAEA7C: Infinite flame-thrower ammo.
AJJTEA2J: Infinite grenade-gun ammo.
AJKAEA88: Infinite hand grenades ammo.
AJFTAA66: Never lose radar.
YDXAD93N: Ripley jumps much higher.
SACTCADY: Game clock runs slower.
8ACTCADY: Game clock runs much slower.
AMDACA4J: Long falls do not reduce energy.
ADEACAGJ: Falls into turbine fans do not reduce energy.

BART VS SPACE MUTANTS
AJRTAA6R: Invincibility againts hits.
A2RTAA8R: Infinite lives.
AAXTBJ2E: Infinite rockets after you buy one.
AAXABJ9G: Infinite bombs after you buy one.
FJ0AAA6N: Infinite paint after pick-up.
AJBTAAET: Start on level 2.
ANBTAAET: Start on level 3.
ATBTAAET: Start on level 4.
AYBTAAET: Start on level 5.
BEBTAAEE: Start with 9 lives.
AYBTAAEL: Start with 5 coins.

BATMAN
E2ETAA4C: MASTER CODE – MUST BE ENTERED.
AKFTAA4Y: Infinite lives.
RFFAA60N: Batman floats when he dies.
AKYAAA9G: Infinite Batarangs.
RYFAC6VR: Guns don't hurt hurt.
AKYTAA5L: Infinte rockets for the Batwing.
B2ATCA46: Punches knives and guns don't hurt.
AKYTAA7R: *Infinite rockets for the Batmobile.*

BATMAN RETURNS
BLYTAA4R: *Invincibility – unless you fall.*
ALFAAA9N: Infinite Batarangs.
BLGTAA5N: Infinite smoke-bombs.
BLHTAA8C: Infinite swarms.
BLJTAA4L: Infinite grappling guns.
BLLAAA7A: Infinite super-seeking Batarangs.

BUBSY
RERT86V4: Infinite lives.
ADTA6AAC: Infinite time.
CJLTAAAC: Start on chapter 16.

CHAKAN
AKZATA7L: Protection from most hits.
RLGATA4C: Invincibility(apart from falls).
ACGTVE7W: Infinite time.

CHUCK ROCK
BEATEABW: Start with 10 lives.
BTCTEA5E: Infinite lives.
B5RAAA3Y: Infinite health.
HC5AAA8J: Invincible (spiked plants & green water hurt).
AXHAAA6J: Cannot drown.
SG5TB2T4: Heart restores full energy.

COOL SPOT
ATHA4A26: Infinite health.
RG7T2614: Infinite lives.
REHA460T: Infinite time.

DRAGON'S FURY
NTCTBA3W: Start with 100 balls.
RE0AA6WR: Infinite balls.
NNCTAAEN: Start with 9900 bonus pts.
AJCTAAE0: Start bonus multiplier at 2.
BECTAAE0: Start bonus multiplier at 9.
AVPAAA8L: Bonus points never reset.
AVPAAA8Y: Bonus multiplier never resets.

ECCO THE DOLPHIN
AKRTJA64: Almost infinite air.
AL2AJA7L + ALZAJA5Y: Protection from most enemies + AAVTNAFC: Octopus.
HAVTNAFC: Octopus is fatal.
HCBTLAEW: School of fish restores health completely.
SW2AKGPJ + HC2AJAFL: Jellyfish & other enemies restore health instead of taking it away.
SW2AKGPJ + TC2AJGFL: Jellyfish & other enemies restore air + E42AJAFN: Instead of taking it away.

F22 INTERCEPTOR
RH9TR60T: MASTER CODE – MUST BE ENTERED.
BMAAAAEE: Start with 11 lives.
7CPAGGA8: Start with 1,000 ammo.
NW1AGAAG: Start with 100 chaff.
1B7TBLYW: Fuel burns 2x faster than normal.

FORGOTTEN WORLDS
AAWACAGL: Player 1 starts with 32,500 Zenny.
AD8TBAFA: Tiny coin is worth 1,000 Zenny.
AD8TBAZE: Regular coin is worth 5,000 Zenny.
A18TAAFL: Huge coin is worth 50,000 Zenny.
R18TBE6T + TH8TAD6W: All coins are worth 7,500 Zenny.
ATGACA24: Enemy attacks don't reduce strength.
AVCACA8E: Trapping obstacles don't reduce strength.

GREENDOG
ATNTAA4E: Infinite lives.
BEPAAADE: Start with 10 lives.
GACACAC4: Cola restores energy completely.
ABYACAAN: Spikes don't hurt.

JOHN MADDEN '93
RH9T860T: MASTER CODE – MUST BE ENTERED.
RG3TA6WG: Infinite timeouts for both teams.
AMJAAAA8: 1 play to get first down.
FDLTAADR: 5 yards needed for first down.
GDKTBA1A: Touchdown worth 8 points.
BDKABE40: Extra point worth 8 points.
BDKABE5G: Field goal worth 8 points.
GDLABAXW: Safety worth 8 points.

JURASSIC PARK
AVDAAA24: Infinite energy.
BVDAAA5G: Infinite lives.

KRUSTY'S SUPER FUN HOUSE
RJ5AAA7L: Start anywhere with Infinite lives.
ABFTAA58 + JBFTAAEA: Magic blocks can open secret passages only.

MICRO MACHINES
REHAA60N: Infinite lives in 4-man race.
REETA6Y6: Infinite lives in head to head.
AEGTAAC8: Time trial after winning one race.

MORTAL KOMBAT
ABNTCABN: Create blood effects.
AKRAAA7N: Infinite time.

NHPLA '93
RH7TR60E: MASTER CODE – MUST BE ENTERED.
ZJNACJC2: Period clock runs slower.
AANACAC2: Period clock is frozen (No time limit).
CBWTA6D0: Each period lasts 60 minutes.
AHXTBJ5J: All penalties last 1 minute.

REVENGE OF SHINOBI
ACTTBA4Y: Infinite lives – not when using Jitsu or Mijin.
BMVTGA6L: Infinite shurikins.
BXVAGA9E: Infinite energy.
AANTCAAJ: *Bombs and enemy bullets don't hurt.*
BGKAAAH4: Start with 9 continues.
3ABTAAC0: *Start with 200 shurikins.*

ROAD RASH 2
RH6A86YJ: MASTER CODE – MUST BE ENTERED.
ZASTAC58: Start with $250,000 (Player A).
ZATAAC5W: Start with $250,000 (Player B).
BESTAAEG: Start with Diablo 1,000 (Player A).
B2TAAAD4: Start with Diablo 1,000 (Player B).

SPEEDBALL 2
DBVAA6VT: Infinite money

SONIC THE HEDGEHOG
SATADAVW: Each ring worth 8 (Player 2).
JW3ACA4J: Infinite lives (Player 1).
JXGACA7G: Infinite lives (Player 2).
CBVTCAE2: Rocket jump!
ALTACA9J: Once invincible, stay invincible – end of level
ATTTCA4W: Sonic doesn't lose rings when hit.
ATTTCA5G: Tails doesn't lose rings when hit.
GJ8AAA4G: Go straight to the end sequence.
AH2TCAH6: Only 1 ring needed to enter Special Stage.
ALZTCACA: Start with 5 Chaos Emeralds.

SONIC 2
SASTDA1A: Each ring worth 8 (player 1).
SATADAVW: Each ring worth 8 (player 2).
JW3ACA4J: Infinite lives (player 1).

SONIC 3
AJ3ACA7A : Infinite lives.
AWHACA92: Never lose rings.
AAYACWB6: Jump much higher.

SONIC SPINBALL
AW7T4A5L: Infinite lives.
AXNA8A94: Infinite balls in all bonus rounds.

STREETFIGHTER 2
BLATAA3R: Master code must be entered.
RFBTC6TJ: Most attacks do no damage.
AC6AEACC: Throws do no damage.

STREETS OF RAGE II
LV0ABECT: Start with 9 lives (Player 1).
LV0ABEG8 + LW5ABEBA: Start with 9 lives (Player 2).
AW7TAA7J: Infinite lives (Both players).

SUPER MONACO GP 2
RE5TC6Z6: Always reported as 1st place.
BJAACAFG: Much faster low end acceleration.
EJAACACL: Faster high end acceleration and top speed.

SUPER REAL BASKETBALL
PZJAPAV0: All player 1 shots worth 8 points
PZJAPAXT: All player 2 shots worth 8 points

TEAM USA BASKETBALL
R19T860T: ENTER MASTER CODE
DECAAAHY: Player 1 starts with 25 points
DECAAAH6: Player 2 starts with 25 points
ATHAAA2L: Stop shot clock
BKTTAAFG: Free throws worth 10
AZTTAAF0: Baskets worth 5
BKVAAAAW: 3-point baskets worth 10

THE TERMINATOR
RO3A861A: Protection from most damage.
AW9T8A78: Infinite time bombs.
BL2A8AG0: 9 time bombs at a time.

T2 - THE ARCADE GAME
LA6ABE3W: Start with 50 credits.
RZ8AA6V6: Infinite lives.
RZ8AA6X0: Infinite rockets & shotgun shells on pick-up.

THUNDER FORCE IV
AABTAA5J + AJTAAA20: MASTER CODE – MUST BE ENTERED (3 Parts) + RZMTA6YW.
A25TAA8T: Invincibility.
AKWTAA8R: Infinite lives.

TOE JAM & EARL
ZZ8ADT2Y: All enemies are gone.

TOKI
ATWTCA88: Infinite lives.
BC3TAA4T: Infinite credits.
AW4TAA72: Infinite time to continue game.
AATTCA44: Infinite time to complete round.

WORLD OF ILLUSION
BM2AAA9L: Infinite lives.
AX2AAA6Y + DM2AAA8N: Infinite health.
FF5TAA38: Candy restores full health.
AF6AAAAY: Extra life for every card.
BK6AAAAY: Extra life for every 10 cards

WWF WRESTLEMANIA
REBTA6TN: Master code must be entered.
DWCADTCJ: Kick does more damage.
DCCACAAR: Punch does more damage.
ACCADABC: Stomp does more damage.
CCCACJBJ: Head butt does more damage.

X-MEN
A3YAAA32: Protection from most hits.
B5BACA7T: Lose no power when falling.
AV6TEAF2: Start in shi'ar Empire.
AZ6TEAF2: Start on Excalibur's lighthouse.
A76TEAF2: Start in Ahab's Future World.

BB6TEAF2: Start in Mojo's Church.
BK6TEAF2: Start in Asteroid M.

ADDAMS FAMILY, THE
006-46F-F7A: Immune to everything.
3A4-D1F-2A2: 1 hit and become invincible.

BRAM STOKER'S DRACULA
3A3-C8A-2A2: Infinite lives.
001-7BB-19E: Infinite time.
3A4-39C-2A2: Keep weapons to end of level

CHUCK ROCK
3A0-75A-2A2: Infinite milk.
01B-66A-E6A: Start World 1, Stoneage Suburbs.
02B-66A-E6A: Start World 1, Dinosaur level.
03B-66A-E6A: Start World 1, Lively Lava.
04B-61A-E6A: View end game sequence

CRASH DUMMIES
00F-45F-19E: Infinite lives.
009-7AD-E6A: Infinite time.
00B-E1A-E69: Fire has no effect on Crash Dummies.
09C-40F-£7E: Start with 9 lives

DESERT STRIKE
09E-03E-C4A: Start with 9 hellfires.
99E-0DE-3BA: Start with 99 hydras.
99E-0DE-A2E: Start with 9978 guns.
002-E97-E6E: Infinite Fuel.
3A9-807-2A2: Infinite armour.
005-B07-E6E: Infinite hydras.
004-CF7-E6E: Infinite hellfires.
006-FC7-E6E: Infinite guns

JAMES POND 2
01F-3FB-801: Infinite lives
FF5-D2F-E6A: Invincibility.
005-D8F-801: Infinite continues.
01E-30C-801: Immune to spikes

JURASSIC PARK
ARCADE: STAGE
3A6-E78-2A2: Invincibility.
09A-11B-E66 Start with 9 energy pionts.
ACTION STAGE
C98-26D-19D: Invincibility.
954-FF7A: Start with 9 energy pionts.
PTERANADON
012-509-E62: Enemies run away after 1 hit
3AC-B49-2A2 Infinitive lives.
00E-739-E69 Infinitive continues.

MORTAL KOMBAT
0BB-E1A-F76: Start with 9 credits.
004-2D6-19E: Infinite credits.
00B-40C-3BE: Infinite time.
DEB-9F6-5D3: Turn on blood effects.
003-48B-F79: Player 1 is invincible.
20B-06F-F7A: Punches do more damage.
2CB-26F-C42: Most kicks do more damage
30B-2EF-D5A: Flying punches do more damage
33B-56F-A2E: Uppercuts do more damage.
2AF-237-D5A: Throws do more damage.

PGA TOUR GOLF
006-50D-19A: Always a hole in one.
FF7-A2C-4CA: Massive power shots.

SONIC CHAOS
3A6-24E-2A2: Infinite lives.
008-41D-3B7: Infinite time.
3C8-33F-5D4: Start on Act 2-2.
3AA-A3B-2A2: One hit and you become invincible.
3A9-DCB-2A2: Never lose rings.

STAR WARS
00D-92B-3B7 + 3AD-93B: Infinite energy for all players.
C90-B2E-5DD: Strange screen effects!

STRIDER RETURNS
00E-4AA-19E: Infinite time.
3AB-A2F-2A2: Infinite lives.
3A6-73A-2A2: Infinite energy.
AF6-72A-A24: Invincibility.
095-F8F-F7E: Start with 10 lives.

SURF NINJAS
3AE-28F-2A2: Infinite lives.
00F-47A-E6E: Infinite zatches.
C9A-ABA-19E: Infinite hints.
000-72E-E6E: Infinite weapons.
3A2-9A9-2A2: Infinite gold coins.
010-AEF-E6A: Start on level 2.
020-AEF-E6A: Start on level 3.
040-AEF-E6A: Start on level 4.
050-AEF-E6A: Start at the cave of the ancients.

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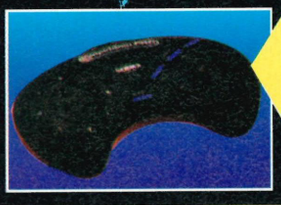

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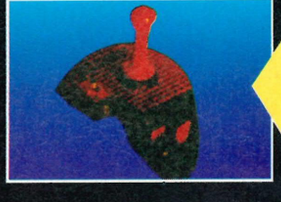

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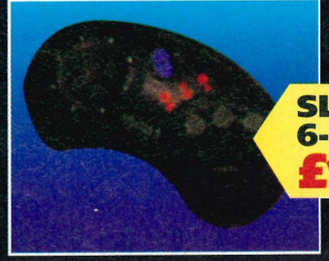

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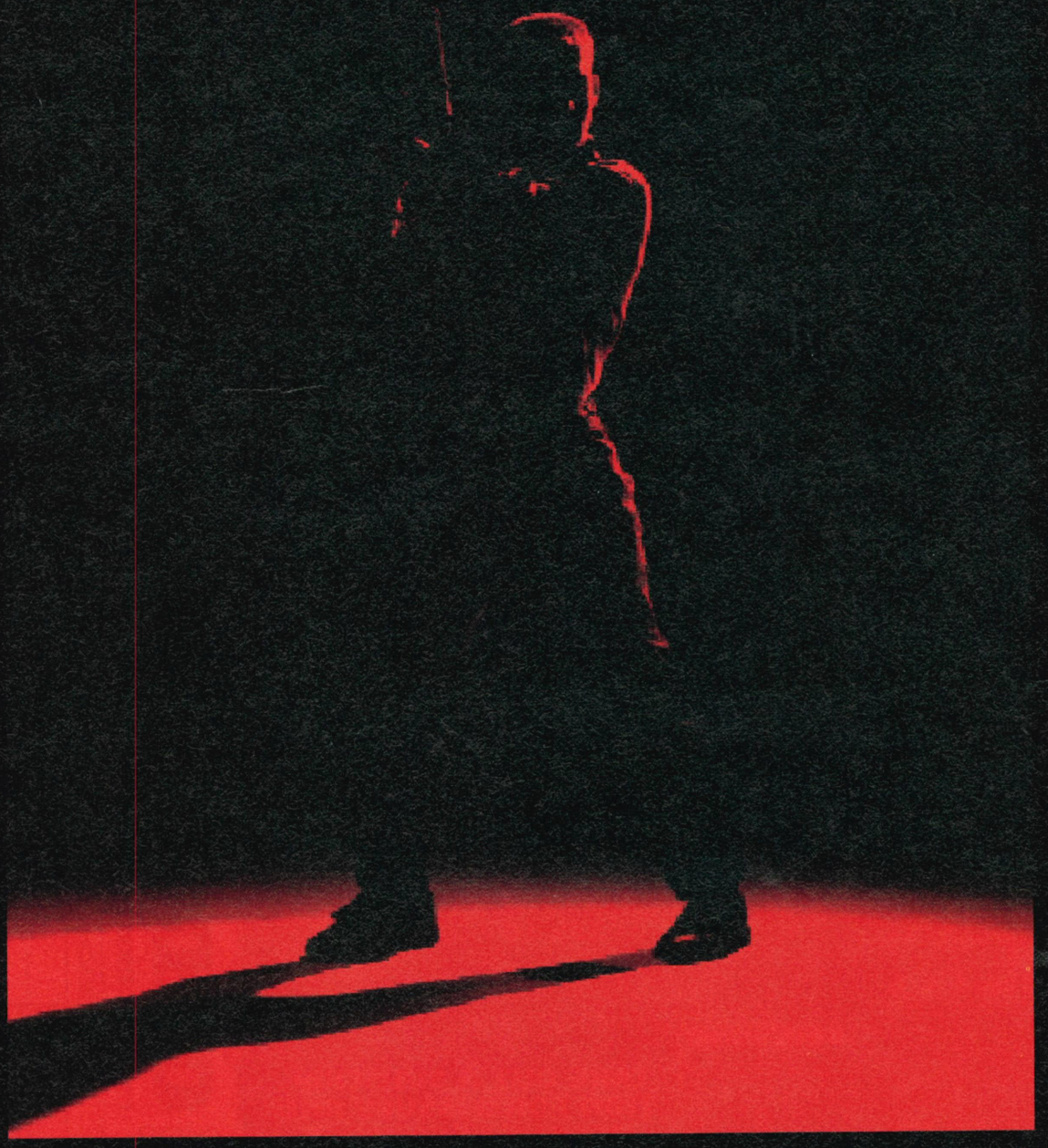

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