

BRITAIN'S ONLY COMPLETE SEGA PLAYERS' GUIDE

# SEGA X'S

## The Story of Thor™

A Successor of The Light

A THUNDEROUS  
GAME GUIDE SENT  
BY THE CONSOLE GODS

Plus:  
**CORPSE  
KILLER  
Lemmings**

MEGA  
SWIV

**ALL  
BUSTED  
INSIDE!**

JURASSIC PARK



**ISSUE 17**  
**£3.95**

PRINTED IN THE U.K.



9 770968 356020

HINTS & TIPS ★ MAPPED SOLUTIONS ★ GAME BUSTERS



### ISSUE 17

Published by...  
**PARAGON PUBLISHING LTD**  
DURHAM HOUSE  
124 OLD CHRISTCHURCH ROAD  
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PRINTED BY  
SouthernPrint (Web Offset) Ltd.

DISTRIBUTED BY  
Seymour International Press Distributors, Windsor  
House, 1270 London Road, Norbury, London, SW16  
4DH

ISSN 0968-3569

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From the makers of SEGA XS - SEGA PRO, MEGA POWER, SUPER GAMER, GAMESWORLD AND PC POWER.  
LAST WORD: Sorry!!!!

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# The Story of Thor™

A Successor of The Light

The latest arcade adventure to come from the Sega stables is a top contender for Game of the Year. The plot is real swords and sorcery stuff: two magicians called Reharl and Agito killed each other in a massive brawl, but their magical gold and silver armlets survived intact. One day, the young Prince Ali was digging around in the dirt when he found the golden armlet, a wizard then appears and tells our youthful hero that he must do battle with the evil silver armlet but first he must find four spirits and so the game begins.

Non-stop action, adventure, sword play and mystery are the orders of the day and who better than the magical warriors here at SEGA XS to take you through the game with our exclusive fully mapped solution. When you have SEGA XS on your side you can certainly fight with ease.





## Level 1

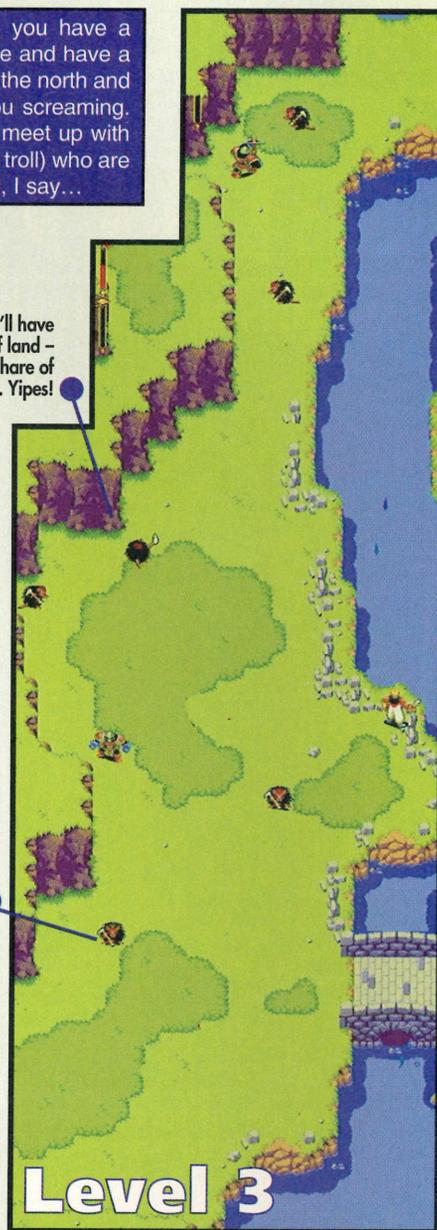
Right from the start of the game, you have a chance to explore around the village and have a chit-chat with the locals. Walk up to the north and about five villagers will run past you screaming. Carry on walking and you'll shortly meet up with a group of monsters (including a big troll) who are out for your blood. Kill the lot of 'em, I say...

On your way to the castle, you'll have to venture past this piece of land - again populated by its fair share of nasties. Yipes!

To fight this bunch of ruffians, just stand in front of them and press button B to slash your sword. They mainly take about three hits each, although the bigger troll will take up to six or seven.

Keep an eye out for any meanies that suddenly pop up from the ground - if you start to see the earth move...leg it!

Talk to any villagers you meet. Simply press button B and a short piece of text will appear with their response to you. The funny thing is, most of them will take the mickey out of your treasure-hunting ways!



## Level 3

This water shrine is home to the Water Spirit, and is one of the first places you need to visit during the game.

Make your way past the sinister armed guards who populate this area of the map...



## Level 2

Another large area of landscape that is populated by nasties with all kinds of attitude problems. Kill these guys as you would deal with any others. The quicker you can get past this area, the better. Just follow the path running from the left to the right and you'll be fine. Although there aren't any trolls in this area, the sheer number of baddies makes this the graveyard of many a brave knight, prince and adventurer. Gulp!  
HANDY SEGA XS HINT: If you ever get stuck in the game, remember that you can always have a look at the map and see where to go next. Useful, eh?



## Level 4

There are several armed guards lurking around here. They'll jump down on you, so make sure they don't get you when you walk underneath them!

Keep an eye out for any rat-creatures that suddenly pop up from the ground – they can catch you by surprise and land you quite a lot of damage.

The castle is where the King and your sister live. Down to the south of the map is a house which you'll need to go to later on in the game. You'll also find a docked boat which contains several useful treasure chests. Much later in the game, this whole area will be overrun by enemy guards and creatures. Kill all the baddies you find here in the usual manner. Sorted guv'nor!

Once you get inside the castle, your next task is to find the king and make sure he's alright and unharmed from the invasion. This level is really quite straightforward.



## Level 6

Enter this building, and you'll be told about a hidden and secret entrance into the castle that is located in the forest to the left.

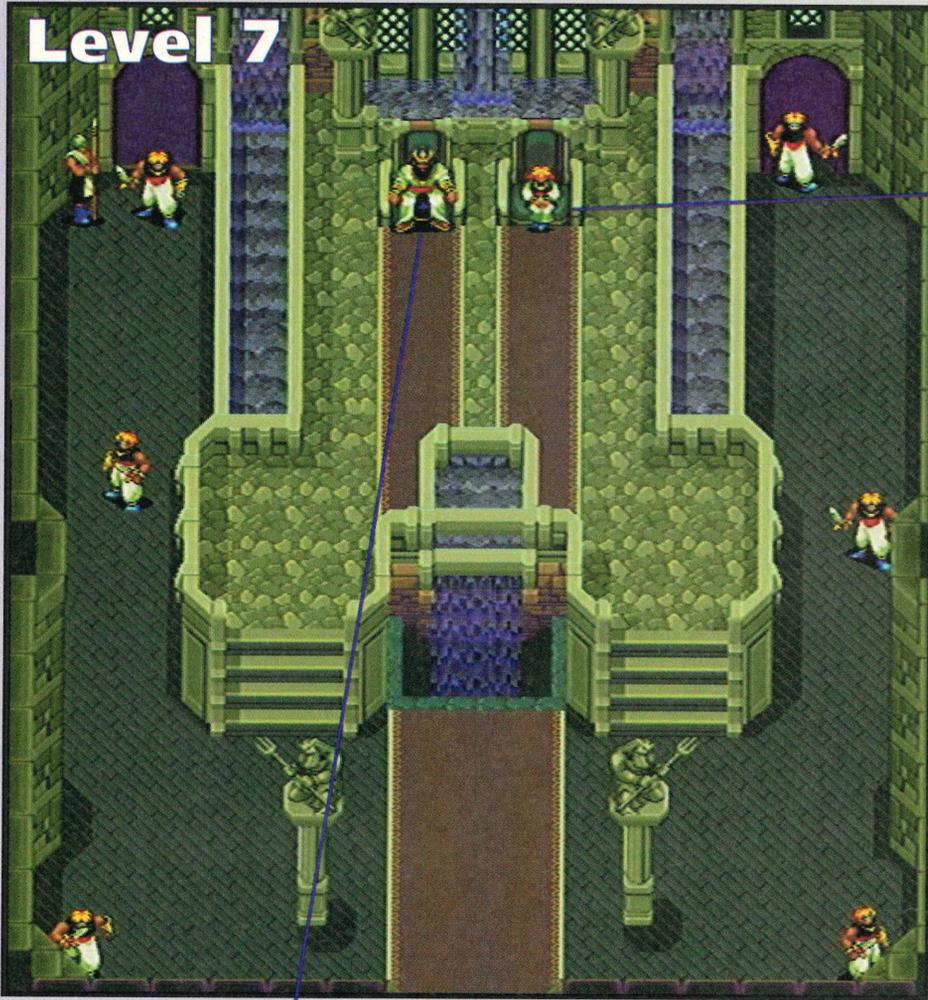
To enter the castle, simply walk up the steps and enter via the front gates. You can make a handy quick exit from there by jumping down through the top window.



## Level 5

You can talk to the many townsfolk that you meet here, although just about all of them will give you pieces of worthless information. Doh!

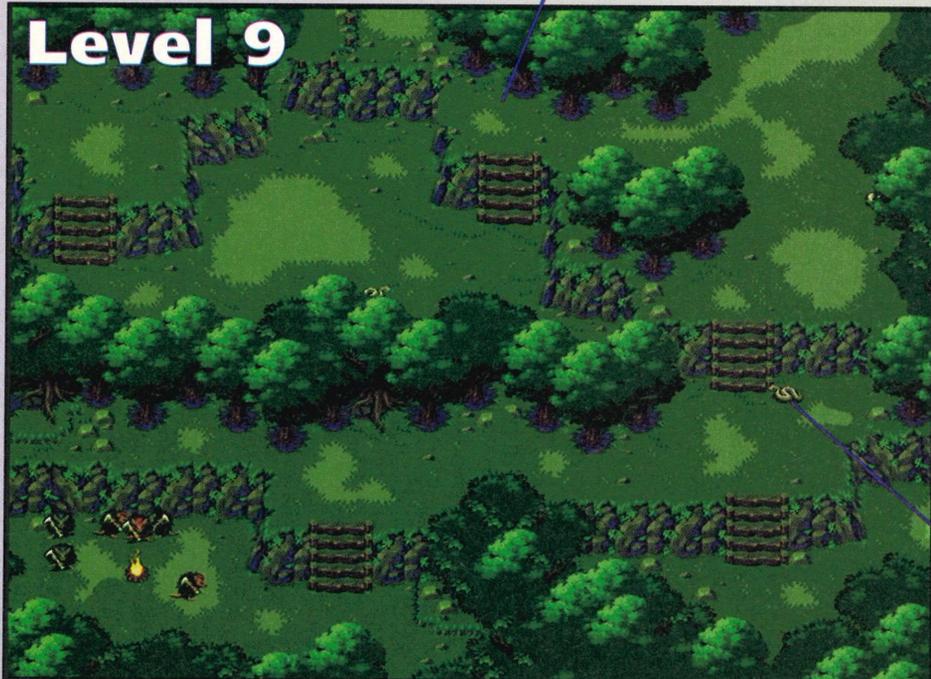
### Level 7



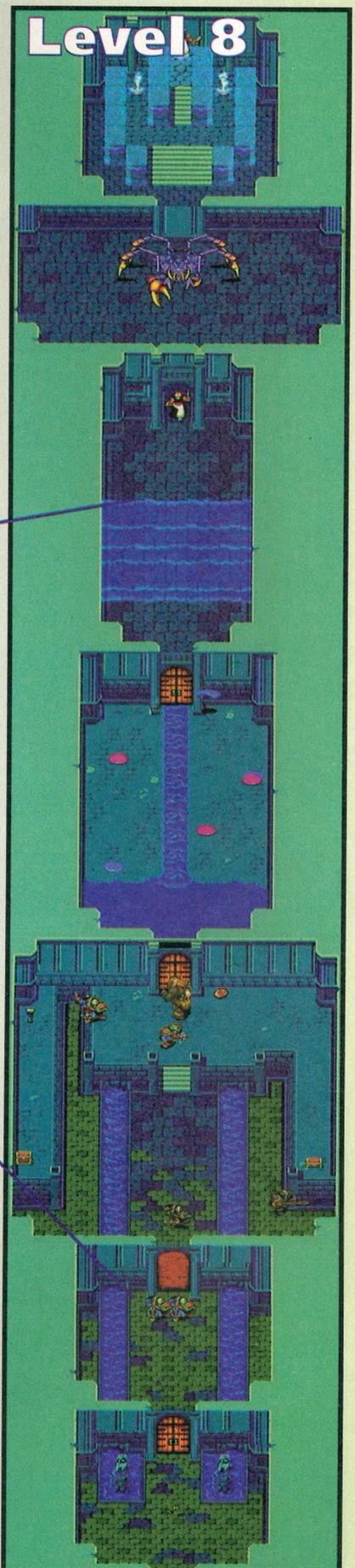
The king will tell you about a spirit that can help you out - located in a shrine to the east. What he doesn't tell you, though is that this shrine's populated by all kinds of nasty who are out for your blood.

A rat-man camp lies to the bottom-left of this map. When you walk past them, they'll probably run after you. Thankfully, the little pip-squeaks are easy to kill with a couple of quick dagger slashes.

### Level 9



### Level 8



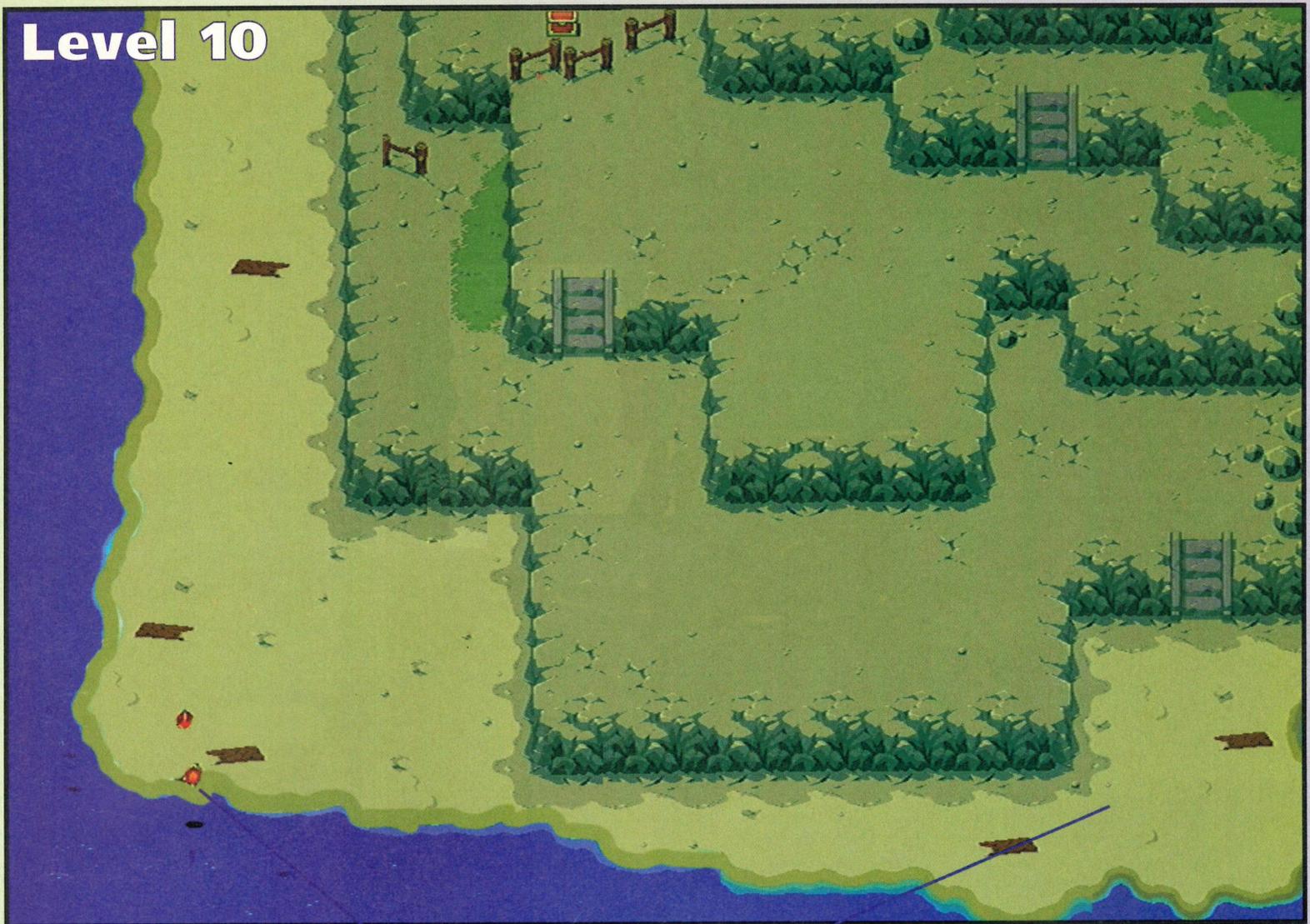
Have a chat with your sister, and she'll tell you about some books containing special moves located in the back-room.

This room is a test of your leaping ability. Every two seconds, a tidal wave of water will rush down on you, and you must take a running jump to avoid it.

Kill the two guards you find, and one of them will kindly deposit a key for you. Hurrah!

There are some slippery snakes that are lurking in the grass here - watch out for their sudden strikes.

# Level 10



Keep an eye out for the fish that jump out of the water here - miss them and you'll end up paying for it.

Another landscape map, another host of baddies and another maze for you to navigate. There are about four different treasure chests scattered around here.

This whole area is populated by massive trolls and frightening armoured guards. Most of these guards will throw bombs on you, which will then burst into flames, so beware!

There's a gathering of baddies here, all led by a huge troll. Battle your way past these guys and head for the staircase to the south.

# Level 11



## Level 12



The flames this mean-monster spits out are incredibly frustrating, but as long as you avoid them and continually hit the head, you should hopefully be OK.

The flame-throwers flash on and off every so often, so timing is of the utmost importance.

The blobs are back for this section – the majority of which will block your progress as you walk up the far-right of the map.

Move the boulder over the green switch to open the door blocking your way into the next bit.

This cave is home to hundreds of zombie warriors – cut off their legs and they still attack! As well as the zombies, you'll have snakes to contend with. These critters are guarding the treasure chests located in the pit towards the middle of the level. On top of all that, you also have flame-throwers to contend with. These games programmers like to make things easy for you, don't they?

Once you manage to get past that section, a whole new set of problems are then presented to you! Defeat the troll, who holds the key to the door, then move the boulder over the green slab. Now grab the key from the treasure chest, and then it's onto the skull-guardian...

This guy spits out flames from his mouth, as well as attacking you with his two vicious claws. He takes hundreds of hits to kill, although you can see just how well you're doing by looking at the yellow energy bar. You'll find that bows will come in useful here. Once you've destroyed him, fire your armllet at the door blocking your progress into the room holding the Fire Spirit. You'll now be briefed on what his special moves are...

## Level 13





# Level 14



To get into the fire shrine, you'll need to call up the Water Spirit when you're standing just in front of the waterfall.

Just fire at the outline of the entrance and the shrine will become revealed to you. Now enter the fire shrine, brave prince!

Located under this bridge is a block of ice which you can use the Fire Spirit to destroy for mucho bonuses!

There are no bad guys to bother you in this stage, so you don't have to worry about any troubles here.



## Level 15



Make sure that you don't get caught out by any zombies that block your way - if you begin to see the earth move in front of you, get ready for a fight!

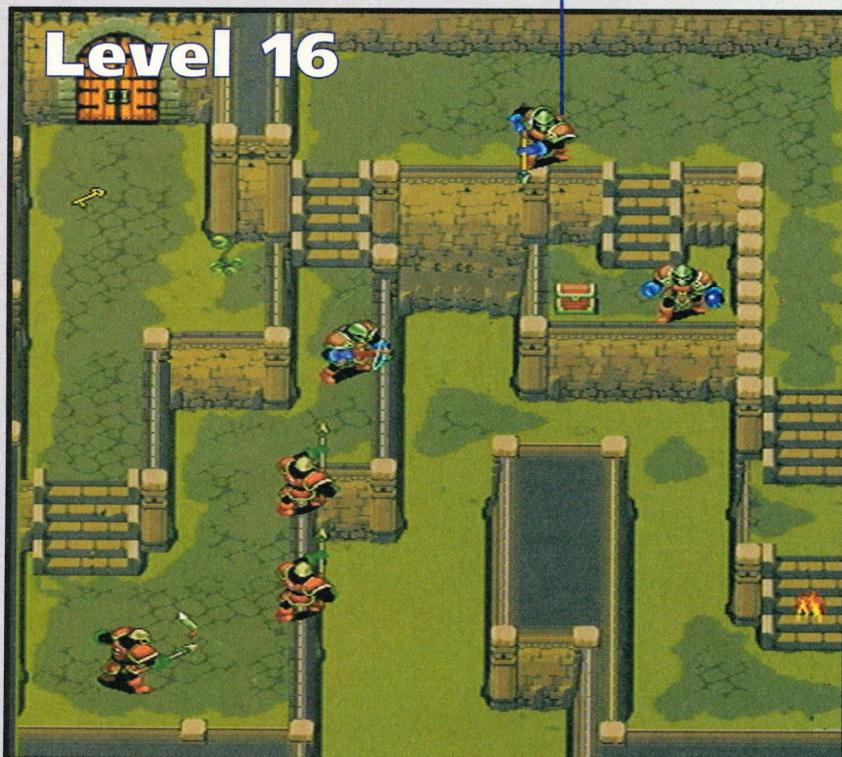
Extinguish this fire by summoning the Water Spirit and using it on the flames.

The fishies that jump out of this swamp can be a bit of a pain, but a few hits should set things right.

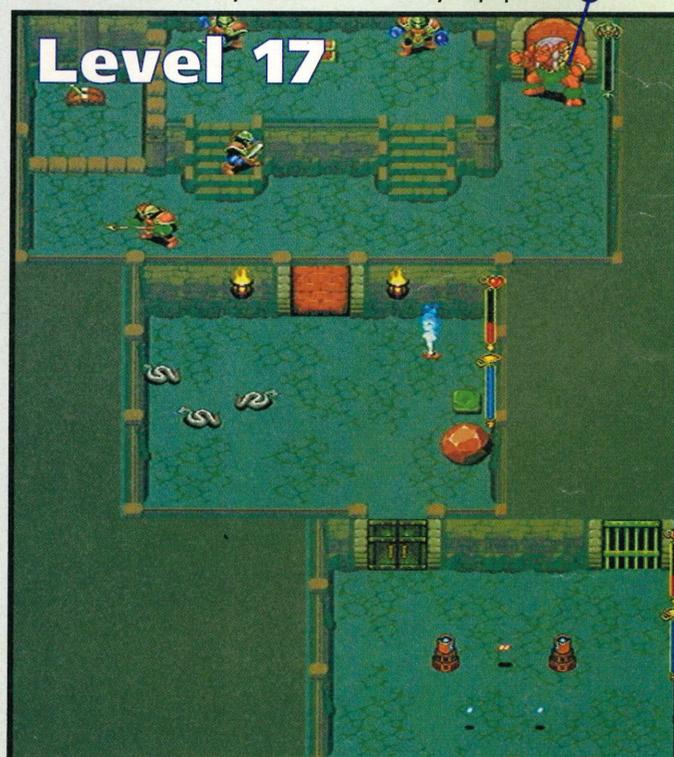
All of these pesky guards are out for your blood, so make sure that they don't get it and kill them lot of 'em!

This huge troll serves as a guardian to this stage, so get ready for a rumble of 'Battle Royale' proportions!

## Level 16



## Level 17



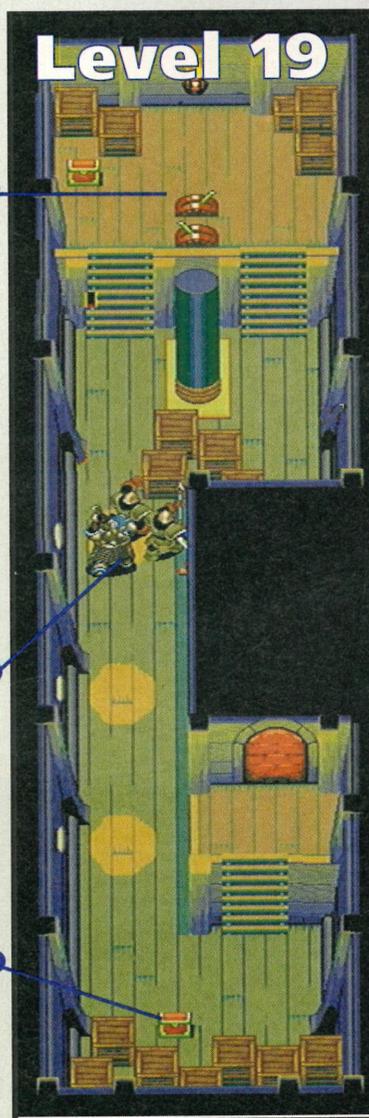
# Level 18



Move the large boulder out of your way, and then walk up the stairs. Kill the guard you find there – it should only take one hit – and then deal with the large warrior to the left. Now trigger the switch and then run past the falling boulders. Now make your way to the door and use the key to open it. Now open the next set of doors in front of you. Get the treasure chests and walk down to the set of chests. Go back to the chamber where you couldn't open the doors and summon the Fire Spirit. Use this spirit on the block of ice in the main corridor – get past this and then tackle the flying demon in the next section.

Now walk up the stairs and collect the two treasure chests that are lying there. They should contain a key and an energy power-up. Go through the door and trigger the switch just to the left of you. When you get to the next section, get the Fire Spirit to set fire to the camp – a whole load of rat-men will suddenly appear. Kill the lot and collect the various treasure-chests along the way. Your next problem is to open the door to the next section. Do this and you'll be confronted with some bad guys. Kill these and a huge troll will appear. Once you've dealt with him, a set of stairs will suddenly become revealed to you. Now go through the doorway and open the treasure chest. It should contain a bomb. Now walk up the stairs and jump down into the next section...

# Level 19



Hit this top switch to open the door located to the bottom of this map.

These guys don't like you much. In fact, they want to kill you!

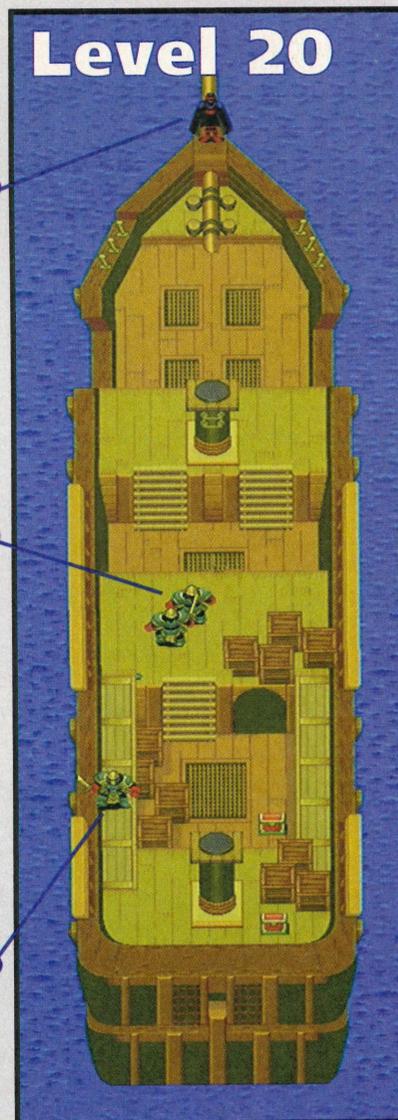
Open this treasure chest for more goodies than you can possibly imagine. Probably.

The Silver Armlet! The main bad guy in the game has a quick chat with you before sending several gargoyles to sort you out...

Deal with these guards as you would any other – kill them!

This guard can be tricky, but even he shouldn't pose much of a problem to your brilliant sword wielding skills.

# Level 20



You'll now find yourself on a wet and muddy beach. Plenty of treasure chests lie scattered around here.



## Level 21

Ah-ha, me hearties! A hidden room containing four treasure chests, if I'm not mistaken...



## Level 22



## Level 23

Move this boulder and then kill the guard throwing bombs down at you.

Flick the middle switch to find a secret room.

A juicy treasure chest containing a door-key is waiting for you here.

There are (thankfully) no baddies to trouble you here.



## Level 25

These fish seem to be hell-bent on obstructing your cause.

Let your Fire Spirit destroy this pesky rock guardian, and instead just concentrate on staying alive!

# Level 24



Kill all of the zombies you find in this section, and watch out for any that suddenly pop up out of the ground.

Plenty of troublesome fish swim in this lake, so watch out for them!



Plenty of goodies can be found in this room, so make sure you get them all.

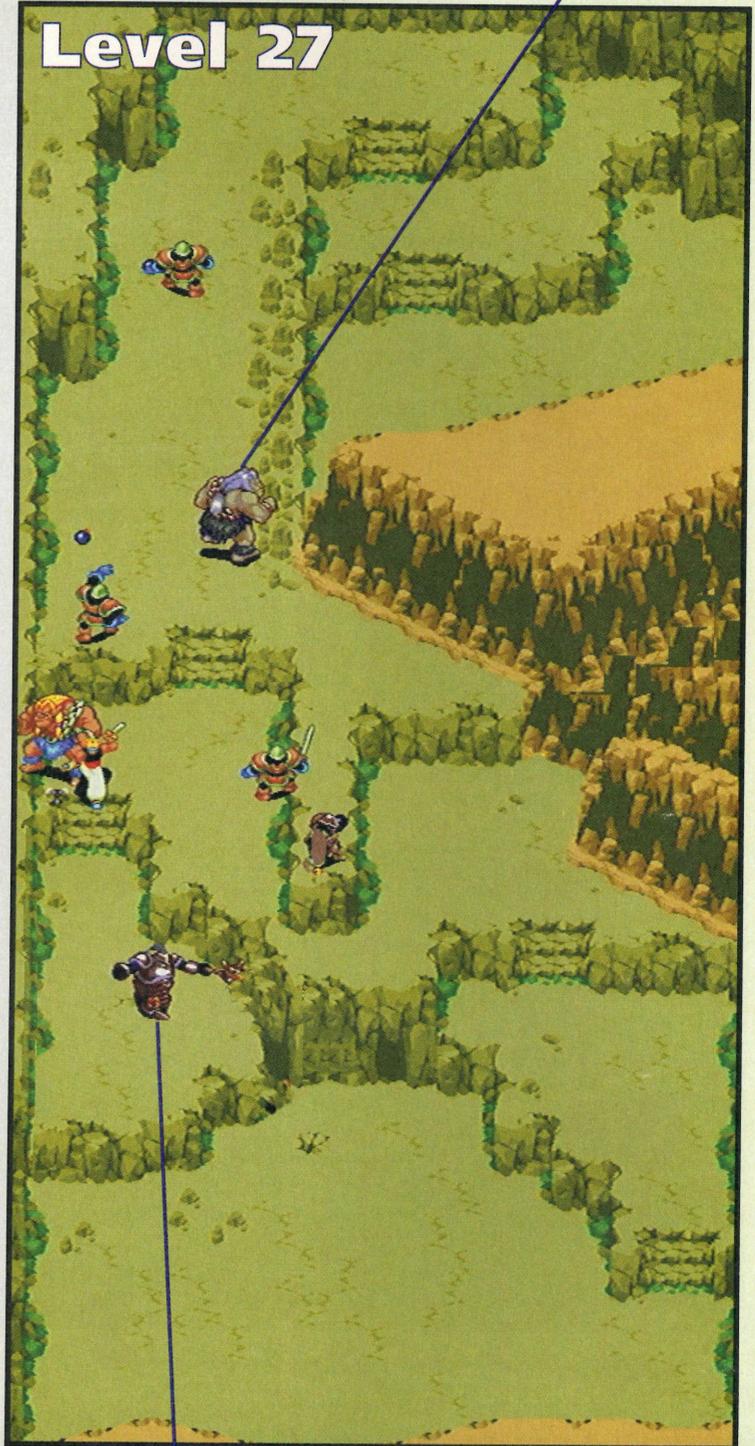
## Level 26



Kill these two guards as you would any other, though watch out for the bombs they throw...

There are some pretty tough trolls inhabiting this map, so keep your wits about you and your sword sharp.

## Level 27



This armoured guard will send his mean-looking mace straight into your face if you're not careful.

Avoid the three rocks that come rolling towards you here, and then climb the stairs and deal with the two trolls.

## Level 28



A blue devil who will leap all around the screen, making life hard for you. So kill him with a few blows.

## Level 30



### SUMMARY

**GAME NAME:** The Story of Thor  
**TIME TO COMPLETE:** 3 weeks  
**HIGHEST SCORE:** N/A  
**NUMBER OF LEVELS:** N/A  
**CHALLENGE RATING:** Very Hard

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Kill this nasty troll and then you can enter the castle and the last stage of your epic journey.

Head right from here and prepare yourself for the first test...

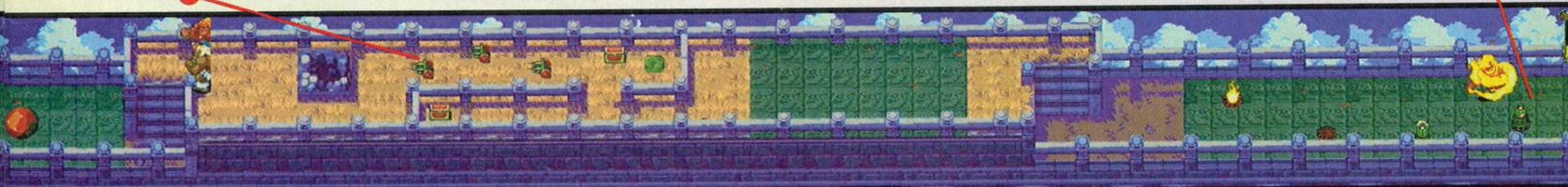
# Level 29



Plenty of baddies lurk around here, so make sure you're prepared for a fight at all times...

Now make your way past these rolling-blades, and then open the treasure chest.

Summon the Fire Spirit and light every camp fire that you can find, before using timing to ease your way past the sea of spikes.



# A choice of TW

## In this Issue...

Britain's best Sega magazine teams up with champions Manchester United for a top-scoring soccer special. We've got a full four-page league report on Ocean's upcoming **Manchester United** Mega Drive game which features all the big names: Kanchelskis, Hughes, Cole, and crowd favourites Ince and Cantona!

Fully playable **SENSIBLE SOCCER** Mega-CD demo!



**ETERNAL CHAMPIONS CD**  
The goriest beat-'em-up ever  
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Eric kicks out on the Mega Drive!

**MORE CD GAMES INSIDE:**  
EARTHWORM JIM  
SHINING FORCE  
ECCO 2  
MIDNIGHT RAIDERS



TIPS GUIDES FOR ASTERIX AND THE STORY OF THOR!



**CHAOTIX**  
Knuckles hits the 32X  
**ETERNAL CHAMPIONS CD**  
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**ALSO REVIEWED INSIDE:**  
Micro Machines 2 CD  
Kawasaki Superbikes  
X-Men 2  
Road Runner  
Midnight Raiders  
Phantasy Star IV

**Be a Devil!** Man United score on the Mega Drive!



## With this Issue...

EXCLUSIVE FULLYPLAYABLE DISC DEMO OF

## Sensible SOCCER

Meanwhile on **SEGAPro CD** we score the winner with a playable demo of **Sensible Soccer CD**, complete with stunning rendered intro sequences and full access to all the teams and tournaments!

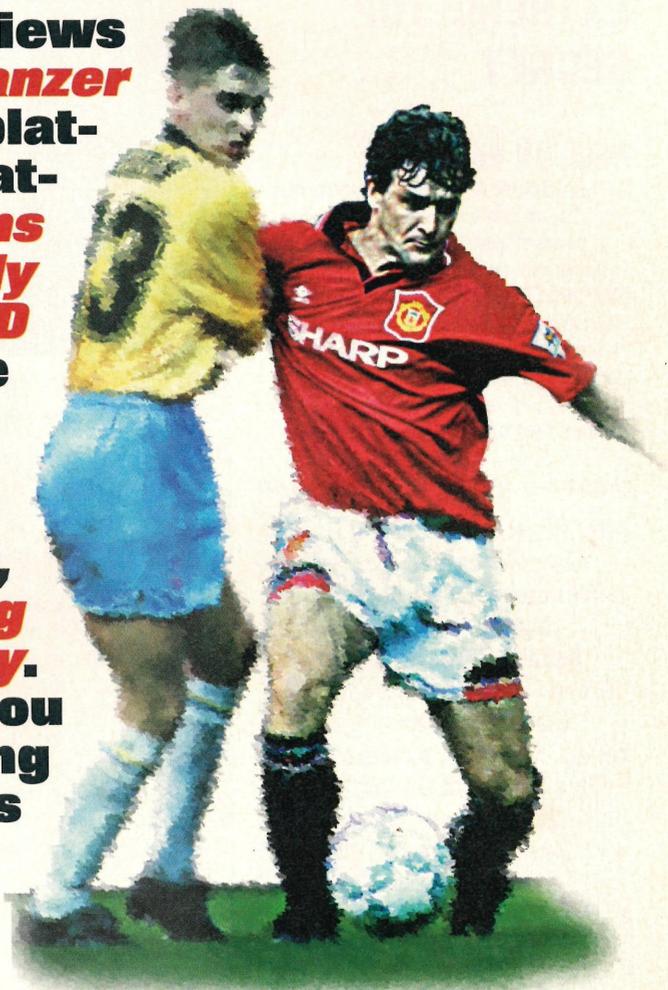


# 10 Great Mags!

## SEGA PRO DOES THE DOUBLE!

Inside both mags there's previews of latest Saturn sizzler **Panzer Dragoon**, Knuckles's 32X platformer **Chaotix**, the goriest beat-'em-up ever **Eternal Champions CD**, **Brian Lara Cricket**, **Speedy Gonzales**, **Earthworm Jim CD** and more. And check out the latest scores with our reviews including **Kawasaki Superbikes**, **Phantasy Star IV**, **X-Men 2**, **Road Runner**, **Midnight Raiders**, **Shining Force CD**, and **GG NHL Hockey**.

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## EXTREME TOP SECRET

### HELL ON EARTH

As Lieutenant in the Pentagon's most effective and secret strike force you find yourself plummeting down to a small uncharted island called 'Cay Noir'. Your orders are to find and 'neutralise' a certain Dr. Elgin Hellman. Dr. Hellman is a man of genius and a technological wizard of the age. However, like many geniuses his mind has wandered too far and now has broken free from the restraints of sanity. He has that oh so

After the great success of *Ground Zero Texas*, the movie-come-shoot everyone CD genre spouts another of the ilk. With an equally B- movie feel to it as *Ground Zero*, 'Corpse killer' has the creepy theme of zombie killing. Basically, expect loads of latex faces and wobbly walking actors with hands in the air. As ever, the action comes thick and fast. Whether with a light gun or a joy pad, your trigger finger will get cramp and your eyeballs will roll. The film footage was shot on location in the tropical sun shine of the Caribbean and there are some beautiful settings, ranging from abandoned neglected airports with wreckage's of planes littering the airstrip to old crumbling ruins deep in the jungle. However, there is no time to smell the roses, as you will be throwing your cross-hair around the screen, trying to pick off the endless flow of undead killers. As you storm around the island, just hope that you don't come across a dead end, if you know what I mean!?



common madman's wish to conquer the world and make himself into a human God.

For many years now, the islands inhabitants have been extinct. They were a race of wise but dark people, who discovered the secrets of life after death and thus evolved a black voodoo magic that would instil fear into any western mind. Dr. Hellman has discovered the secrets of the island and using the cutting edge of twentieth century technology has devised a way to bring dead bodies to life. Using the dead bodies of long dead murderers he has brought to life armies of tough homicidal undead. One day, he claims, they will inherit the earth. A visionary as chillingly capable as Hellman has to be

stopped with any means at your disposal. Use and aid the characters you meet on the island.

### A FRIEND IN NEED IS A FRIEND IN DEED

There are two main people you will team up with on the island. An attractive blonde journalist, Julie, hell-bent on getting her scoop, and a tough rastapharian called Winston, who is essentially a bounty hunter, who has knowledge of gold on the island's coast. They argue like a pair of rabid cats but at the end of the day, they look out for each other. They haven't quite got the firepower you possess and this prevents them from exploring the whole island. They need you as

much as you need them.

### HOW TO KILL A CORPSE

You are armed with a machine gun. You begin with standard, armour plated bullets and you have a good supply, so no real need to worry about ammo. too much. However, there are some zombies that just won't lie down. The black magic



DIGITAL PICTURES ● FMV SHOOT-EM-UP THINGY

# CORPSE KILLER

straw men are voodoo horrors that need special bullets to kill them. These bullets are tipped with Datura (a plant sap used in lethal potions). You will have to find these Datura bullets on the island if you want to use them. They come in small clips which must be used sparingly. Another piece of equipment that you have and is fairly vital in the long run, is your data pod. This little device stores information about objects and people on the island as well as reminding you of your top secret mission. The central icon, if selected is a map of the island with the locations possible for you to visit. Whatever location you choose will lead you into a fierce battle with zombies of one or many types. The graveyard icon is your main base. It is invariably surrounded by enemy zombie gangs. If these gangs are left alone, they will eventually over run the graveyard and summon up the dead that lie buried there, souls and bodies as yet unclaimed.

## GUIDE

### AIRSTRIP

You begin meeting Winston who saves your behind as a zombie attacks you. Unfortunately the zombie took a bite out of your leg and at



some point in the game you must acquire antidote to heal the infected wound. After a little introduction, he whisks you away in his jeep. You are soon having to cover him and defend yourself in an old abandoned airstrip, strewn with the husks of long neglected aircraft. In this occasion, and as a general rule through out the game the screen scrolls to the right across impressive landscapes. The zombie hordes spring up from every corner randomly. Despite the random element, the zombies appear mainly



from darkened doorways and holes. For instance, in the airstrip there are airplane hangers. These wide dark entrances conceal most of the evil dead. Other attack patterns consist of zombies coming from the left and right of the screen, stumbling toward the centre like demented fools until they suddenly turn and run for you. Some of the undead fly upward and forward, making them more difficult targets to pick off.

### THE SHADOW OF DEATH

One of the unusual features of this shoot to kill game is the shadow zombie. It has the shape of a normal zombie but flickers from black to white. Hit it when it is white and all the zombies in the area will fall to the ground like empty sacks, but shoot it when it is black and you will lose energy and still have to face the onslaught. Whatever you do, shoot them eventually or you'll just get bitten anyway.

### THE GRAVEYARD AND BEYOND

Next ( or possible before, as this is also a random element ) you will find yourself in the graveyard itself. Being mid day in the Caribbean, this is not as scary as you may expect but it is certainly frantic action. The zombies fly up from behind gravestones and leap out of the shadows. You will not have to face any terrible villains here, and although you may think the zombies are coming on thick and fast, believe me, it can get a lot worse. In these initial two stages you only have to face renegades, possibly the least terrible of quite a terrible bunch of nasty guys. They are, if you like, the bog standard baddies that crop up the most.

If you are doing O.K. then you will be thrown straight into the deep end,

into the evil domain of zombie town, and this ain't nothing like your quaint suburban middle-class sprawl ( not a semi-detached in sight ), more like hell on earth! This may be a good time to abort. Why abort! I hear you cry. Well retreat is not always a bad thing when you don't know what is just around the corner, and of course Sega XS does and it's no picnic! Basically, now may be an ideal time to chill out, explore the island a bit and prepare yourself for the worst later on when you feel hard enough to take on zombie town. Use your map on Data pod to assign yourself on several sub missions. If you feel like helping out Julie and Winston in their quests then you can now do this, or alternatively, protect your base or fight for more inventory.

Julie and Winston have two quests each, you may be interested to aid them in. Julie wants her story and Winston wants his treasure.

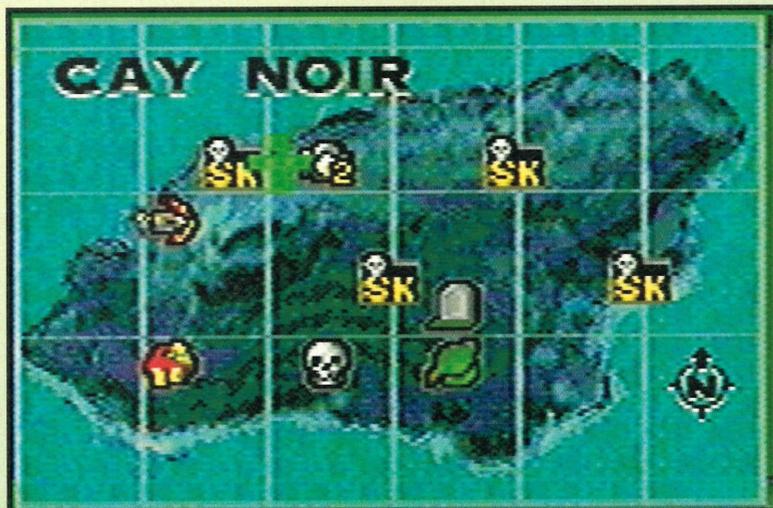
If you help Julie then you have to fight your way to a depot which the navy have set up. Past a small ruins, infested with renegades and dead boyz ( mean undead street gangs)

as well as the odd straw man, is the depot where Julie takes pictures and investigates. On her first quest she sees crates packed with bodies. On the second, she sees a submarine and pieces together a sinister plot that the pentagon must be behind. They are shipping the undead bodies to Miami as a cheap substitute for man power. If they reach a mainland, then all hell could break loose! What a story for her paper! When covering her, keep your cross-hair concentrated on the more obvious hiding places. Zombies will run out of the open spaces, but you will see them from a long way off, so they are not a terrible threat.

Winston is after washed up loot from old shipwrecks. There is a beached galleon on the first quest which is surprise, surprise teeming with all manner of horrors. Shoot like crazy and with the accuracy of a trained killer and you may get by. Winston is very appreciative and dreams of buying the latest all terrain buggy with his new found fortune. However, ultimately, he is out for himself in this island of horrors. Julie warns you he is a bit of a user, but this does not mean he is going to kill you or anything, so don't panic, he just scoffs in an irritating way when he gets his treasure.

### BITS AND PIECES

You will notice other missions scattered on your map, such as APB and





usually happens when you are doing quite well. The ambush is sort of an extra test for your obviously highly sharpened reflexes. The ambush takes place in a jungle setting, but all the foe are merely 'renegade' zombies, the ones that look like old tramps layered up on the booze, so they will not pose a serious problem.

away but slightly easier to hit the skulls as they are large targets. It is a good general rule to aim at the most central cut away section as the wall scrolls by, as this is where they attack from the most. If you catch them before they have time to throw things at you, life will be that much easier. This section does not last long, and you should smash through the gate with your jeep after you have beaten off the dead geasers.

## ZOMBIETOWN

Zombie town is the formidable skull shaped icon on the map. Choose it when you are feeling strong and you are sufficiently tooled up. There are four main phases you have to go through before taking on Hellman himself.

## THE SWAMP

Wet, smelly, crawling with terrible things. No, not Mark Pilkington, but the swamp, a place where zombies like to hang out and have a good time trying to kill you and eat your remains. Watch out for zombies



cial protection powers against zombie attack. If your not a real hotshot, then this item is invaluable. Hanja roots are also quite a treat as they enhance the power of your datura tipped bullets.

Datura quests. These will lead to Armour plated bullets or even better, datura bullets or breath (life restoring potion). The breath is in a skull shaped mug. Remember that if you have any query about an object you pick up or are offered then you can refer to your data pod. If you systematically clear up the island you will eventually discover the ju-ju stick. This is a voodoo charm that has spe-

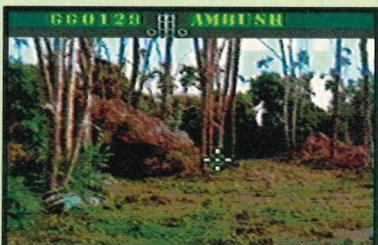
As you progress through the game your data pod will show you clippets of Hellman TV, a bizarre and haunting transmission that allows Hellman to taunt you. You soon discover through this that Hellmans henchman have picked up the rest of the your squad and has special intentions for them.

## AMBUSH

At any time, you may be subjected to a zombie ambush on the way to a mission (outside Zombie town). This

## THE GATE

You and your posse drive headlong toward the gate. To reach it you have to pass a wall guarded by mercenaries and cult killers. It is much like a castle wall with little sections in it that are cut away. The revamped corpses will pop up for about one second in these cut away sections and lob either a skull, grenade or a knife at you. It is hard to shoot the knives





charging at you from the dark holes in the half submerged roots of trees and bog wood. Also beware of zombies rising from the centre of the water as if they are not shot they will throw skulls at you at considerable speed. These skulls are very difficult to shoot away. Apart from these two anomalies the action is still fairly manageable.

### THE VILLAGE

A ramshackle affair. These zombies don't need many home comforts. They like a messy student type of accommodation, where slugs slime up the walls and you bump your head on the top of the doorway. There are lots of little shacks and there is one basic and steadfast rule. Watch those



doorways! No, not because you might bang your head, because Zombies come streaming out of them relentlessly. They must be crammed like sardines in those little homes.

### THE FORTRESS

Hellman appears for a second on the data pod. He gloats at how well defended his fortress is and how his corpse army will eat you alive. You approach the white fortress and get out of the jeep. You will now have to face the dreaded Electroposse. These guys were electrocuted for mass murder and now they are reawakened to murder again. They are totally ruthless and if you as much as blink you may have your face ripped off, so don't blink! The action is so intense that you will have to shoot continuously. This is a taste of things to come.

You may think that it is always best to shoot the zombies closest to you, but some of them walk slowly sideways first whilst others will run toward you at great speed, crossing the ground very quickly. Although in the short term it is easy to muster the

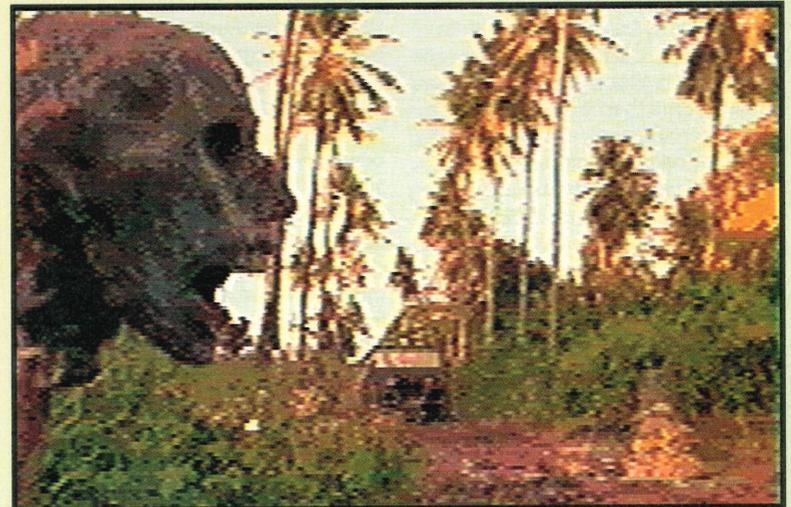


prevalent. Past here the three of you run to the alter rooms. Before you reach the

concentration needed to pick them all off, the real test is your endurance and ability to maintain this high level of focus for long periods of time. No where does this become more a test than the fortress. After you have dealt with the outer defence you must choose your reward. Either energy or datura bullets. Hopefully you have no need to replenish your energy and you can opt for the bullets.

Now you progress to the courtyard. More electroposse here. They fly out from the small upright buildings in swarms. Straw men and shadow zombies are also very

inner alter you must fight your way past the outer alter. Serial killers lurk around this stony room. They may look like nerds, but they're nerds with attitude! Straw men float up to grab you quite a lot, which is why you should be well armed and protected. You have been used to ferocious aerial attacks from the last section but the pace slows a little, but be warned, this is the calm before the storm. Luckily the outer alter is not too big to cross so this little ordeal will not last that long. When you succeed, Hellman decides to appear on telly again and actually admires you for getting this far, despite his mas-



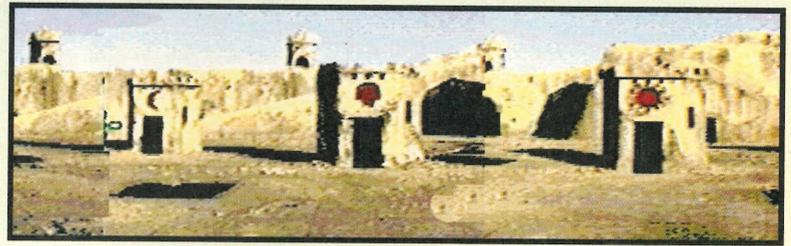


sive armies. Despite his admiration he now wants you dead more than ever and has a plan to finish you. His philosophy is that if you are as tough as they come then why not fight fire with fire so to speak and set one of your own on you. Unfortunately for Magliano, Hellman straps him into the machine he has created, and with a brilliant and powerful bright blue flash, Magliano is killed and revived in an instant, his soul now to be forever in the hell of the undead. By his menacing eyes, you know he means business. The next stage is by far the most difficult of the whole game.

The inner alter begins as expected, with electroposse running at you. The dordelling zombies that were

slower and easier to catch are now gone. Here, they are all fast and as nasty as ever. There are pillar type constructions about the place, with doorways in the near side. They pass by very close, which is bad news for you, as dozens of zombies pour out of them, in a flying attack. As if these were not enough you have constant attack from Magliano. He sprints at you faster than any zombie you have yet encountered, and normal bullets bounce off him like rubber. Hopefully you have a good supply of special ammo, which you can attack him with and a ju ju stick would be a definite bonus. It will take a lot to make him stumble. You'll be aloud to have a breather half way through the action as you pass an extra large pillar, but don't be thrown off your guard as they soon start attacking again on the other side. If by some miracle you make it past this very hard section, you will have to defeat Hellman in person to take the antidote around his neck for the poisonous zombie bite you sustained at the beginning.

Well done, your zombie hunting days are over, and because the mas-



termind, Hellman is dead, the world can live in peace, aswell as in the knowledge, the pentagon has some pretty mad ideas and should not be trusted. As if that's news!

## CHARACTER PROFILES

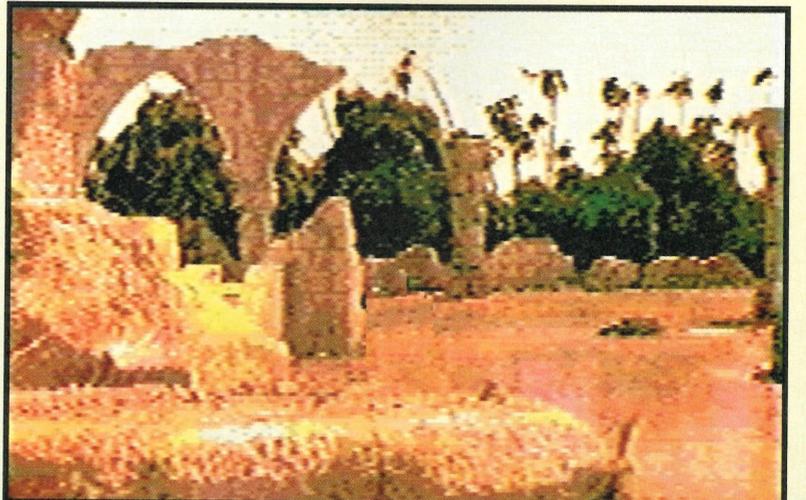
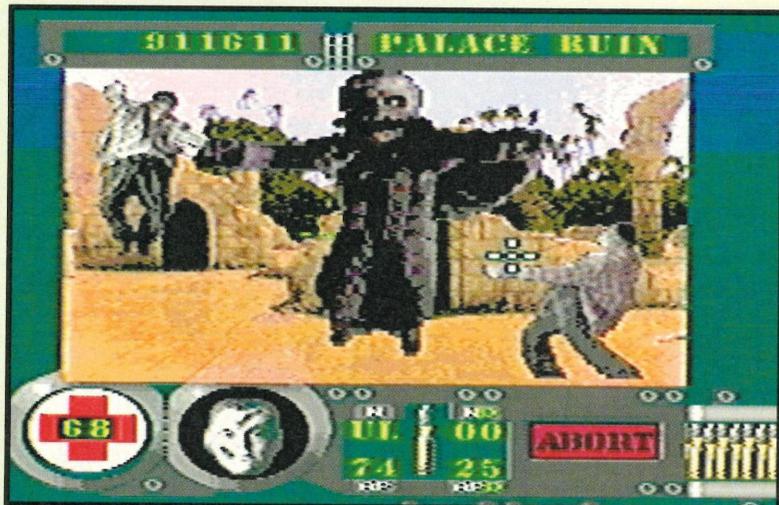
### Dr. ELGIN R HELLMAN

Appropriate Sir name or what. He was thrown out of the pentagon after his research became more and more self serving and controversial. His field is necrobiology, the science of death. He has investigated near-death experiences, cryogenics, vampirism, ethnobiology and morphology.

From his studies came dangerous knowledge, and soon he began to realise the extent of the power he had grasped, the power to turn dead bodies into subservient killers. With a gaunt face, staring eyes, and some very loud and dramatic speeches he looks somewhere between an MP, a madman and a nerd, or perhaps he is all three at the same time. He's one of those actors who you know you've seen in some film or other, and obviously he's struggling a bit for work, turning to video games for money. Never mind mate, you could've have been an extra for Eldorado or something.

### JULIE

A headstrong but struggling journal-





ist, she has a lead on the terrible operation Manpower that Washington has began research into. Julie is fearless, not afraid to use a gun, but needs and relies on your fire power and army training to help her through the zombie invested ruins that block her progress to the places she needs to photograph. She is a determined young lady, and you can be instrumental in helping her get her story. The pentagon know she is snooping around and don't like it, as your data pod may reveal, and ethically you may wonder if you should really be helping her against your own employers but the ball is in your court, and if you want to find out what is really going on, she could be the key. Her story may illustrate just how important your mission is, not for the government, but for the world! Even more importantly than saving the world, she is a real babe and she shows signs of fancying you. Wahay! If nothing else, shoot zombies to impress her.

### WINSTON

Winston is another tough cookie. His weapon is a large blade, and he uses



it at every opportunity against the zombies that are always sneaking up behind him and saying boo in his ear. He is rastapharian and as laid back and cool under pressure as they come. His reason for coming to this hell hole island in the pacific is purely financial. He knows the location of buried treasure on the coast and in the deep jungle. He dreams of purchasing an all terrain car called a 'hummer'. You can see what it looks like on your data pod if you want to. At the moment he has a jeep, which is better than nothing, and invaluable for you to traverse the island from location to location. You, Winston and Julie cling to each other despite your differences and doubts about each other. It is essentially a matter of survival. Winston also helps you in

becoming wise to the ways of voodoo and explains what you are up against and what you need to fight the undead.

### MAGLIANO

When your crack team parachuted down to earth, through the cover of clouds, you became unavoidably separated from your men. Underestimating the pure size of the Hellmans zombie force, and possibly overestimating the stealth and cunning of your own men, the force are all captured with the exception of you. They become Hellmans playthings. You constantly see TV snippets of your closest comrade, Magliano. He has the most spirit and defiance against Hellmans taunting. However, Hellman enjoys sucking the life force out of the strong ones



and for Magliano, his own strength will prove to become his enemy. Hellman wraps a chain around his neck and forces him to read out a pre prepared speech. Eventually, Magliano is subjected to Hellmans zombie making machine. Strapping the young man down on to a table and placing his head under the blinding stream of blue light, the life simultaneously evaporates from Maglianos limp body and then returns in an evil, terrible form. You will have to forget you were ever friends, for he will be used against you to defend Hellman .

### YOU

Personally recommended by General Harlan Skowcroft himself, you are assigned this most dangerous mission. You were responsible for pushing Saddam about in Operation dessert storm and you have that guts and glory look in your eye. Your definitely the man for the job. You almost get caught out straight away however, when your parachute gets stuck in a tree and a zombie bites your leg. He may have eaten you if Winston hadn't had turned up and embedded his chopper deep in the zombies flesh.



**SUMMARY**  
**GAME NAME:** Corpse Killer  
**TIME TO COMPLETE:** 1 day  
**HIGHEST SCORE:** N/A  
**NUMBER OF LEVELS:** N/A  
**CHALLENGE RATING:** Easy

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

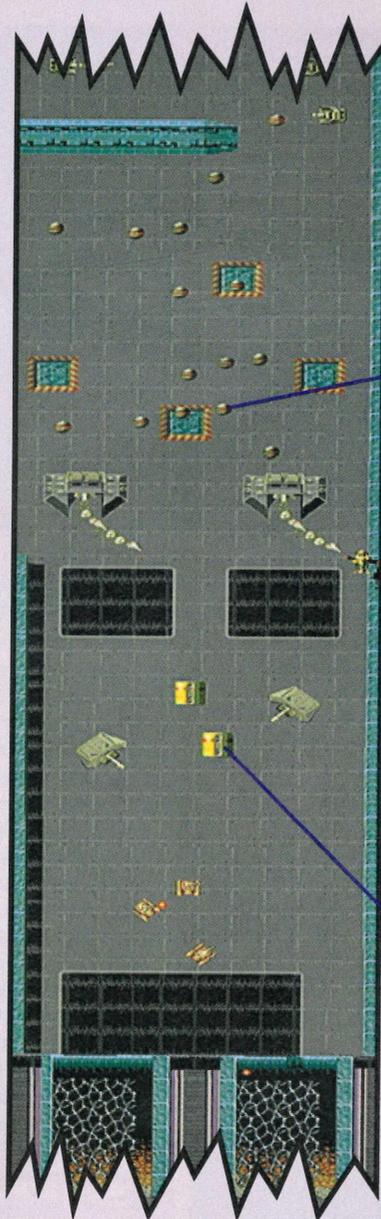




## Level 1

It is important to blast away these two cannons before taking on the end guardian. Now simply dodge the bullets while waiting for the gap to open and fire at will!

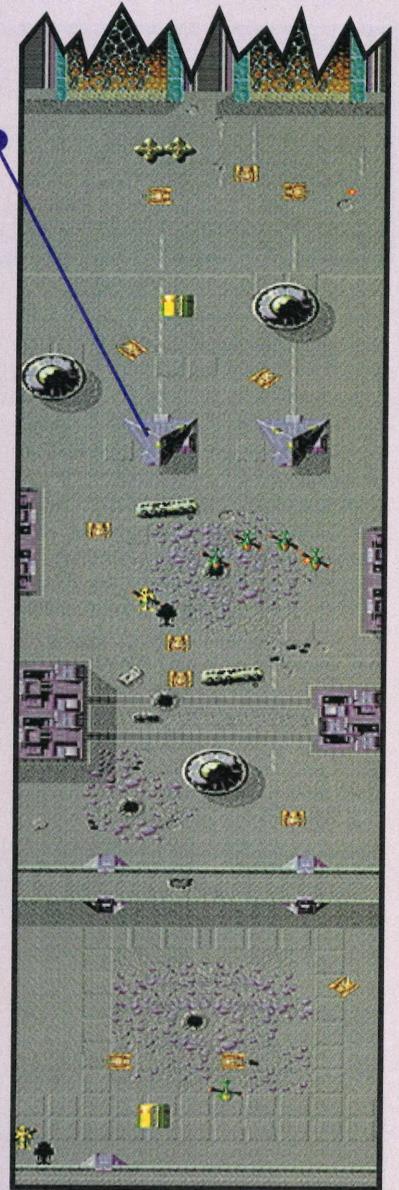
Slow up and move to the bottom of the screen to make sure that you take these big guns out. They will fire homing missiles so make sure you blow them to hell and back!



These stealth bombers can be very hard to get past unharmed so fly to the right hand side and float past them while engaging the shield to the bottom left of the previous screen.

Stay to the left hand side at this point and send off a few four way shots to take out the mines.

Make absolutely sure you grab these modules as you fly past. These will open up a whole host of Power Ups that will make the job of blasting the end guardian a lot easier.



Mega SWIV was an ultra popular game on the Super NES and now that huge blast 'em Up hits the Mega Drive courtesy of Time Warner Interactive.

Take to the skies in your attack chopper to mindlessly blow away the miriad of foe on your way to massive end guardians which can prove to be difficult. This is one of those frantic games that really stick to the great traditions of collecting all the Power Ups and shooting all the Guardians. The collection of all the super weaponry really is the most important element of the game, the rest is how well you can shoot for glory!

# MEGA DRIVE

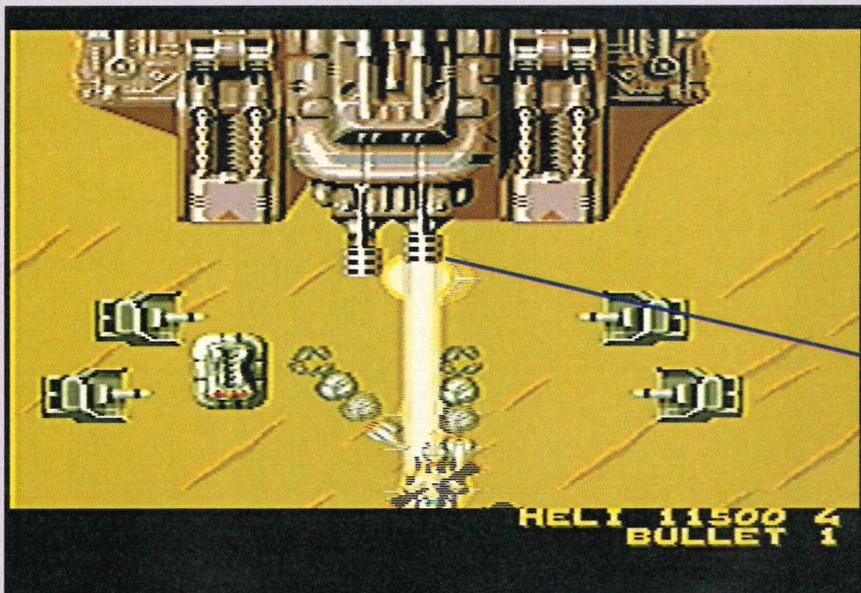
TIME WARNER • BLAST'EM-UP

# MEGA SWIV

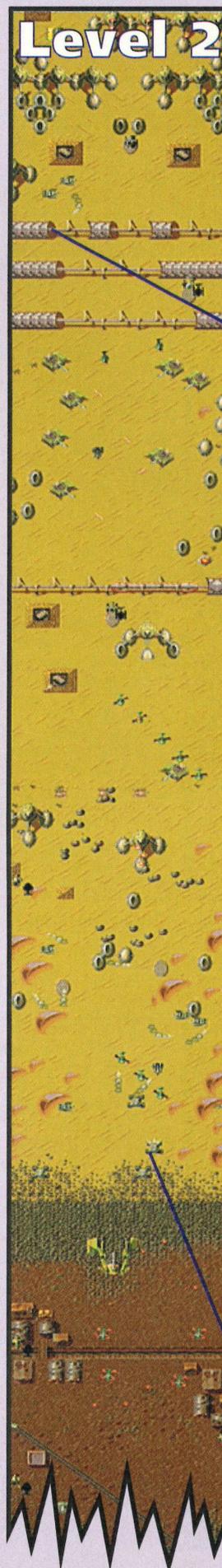
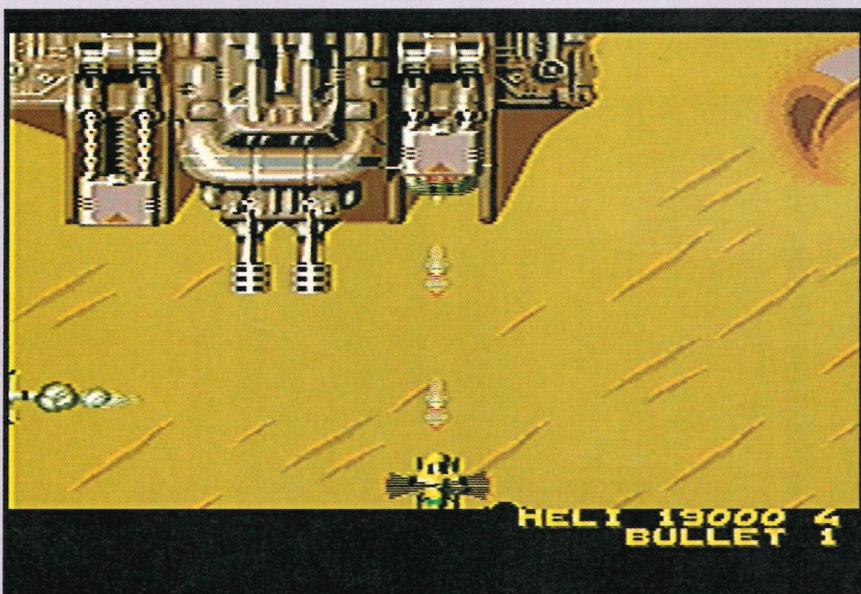




Dodge around the red bullets that will take you out on contact and wait for the gap to open. When it does, select a strong gun and blast the guardian away.



Try and take out the cannons at the front of the guardian first and then hang around the screen to the bottom centre just to the sides of the laser fire. When the main gun fire recoils, quickly move in and blast away before retreating from the area until the next laser blast is over. Repeat this method and the end Boss shouldn't take too long to defeat.



Level 2

Blast the trains of these monorails to gain extra weaponry and energy. Stock up on these swiftly and await the next wave of fighters.

Blast away these small jeeps and then fake to the left and dodge to the right with guns blazing. This should be enough to wrong foot the new wave of enemy fighters heading your way.



It is very important to take out these small tracking cannons before you take on the end boss. These cannons can fire up to three missiles at a time that will be very difficult to outrun.

Extra weaponry can be gained all the way up this left hand side. Grab it and keep on blasting everything in sight on your way up the map.



## Level 3

Pick up the yellow power-up box and get ready to blast away at the red planes that are flying in above.

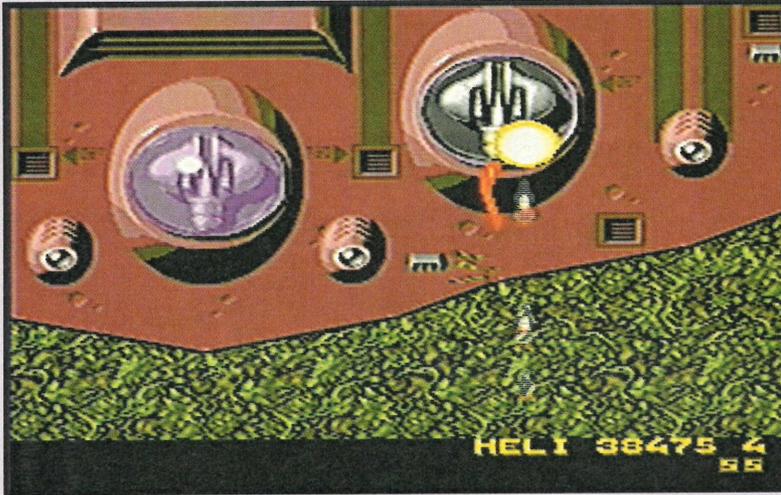
Keep firing at these medium sized tanks until they blow. After that keep to the right hand side.

Take every opportunity collect the extras in preparation for latter sections in the level where planes will attack on all sides.



Don't worry too much about the larger tanks as they move very slowly and their bullets are straight and true. Concentrate instead on the fast moving fighters as they steam in towards you.

With both these Guardians, the top tactic is to wait until the door is open before letting rip with all guns. When the doors or the gaps are not open, you will simply be wasting your ammo if you continually shoot. To get past these bosses you must play the waiting game. Dodge around the central area at the bottom of the screen and wait for the opportunity to shoot into target area when it allows you to. Concentrate on dodging the enemy fire and keeping position and when you do have the chance to shoot, do so accurately. The longer the bosses go on, the stronger they will become!



Grab these shields whenever you come across them and activate them when you encounter a large crowd of the enemy. Now, for a limited time, you can simply fly into the opposition.

Level 4

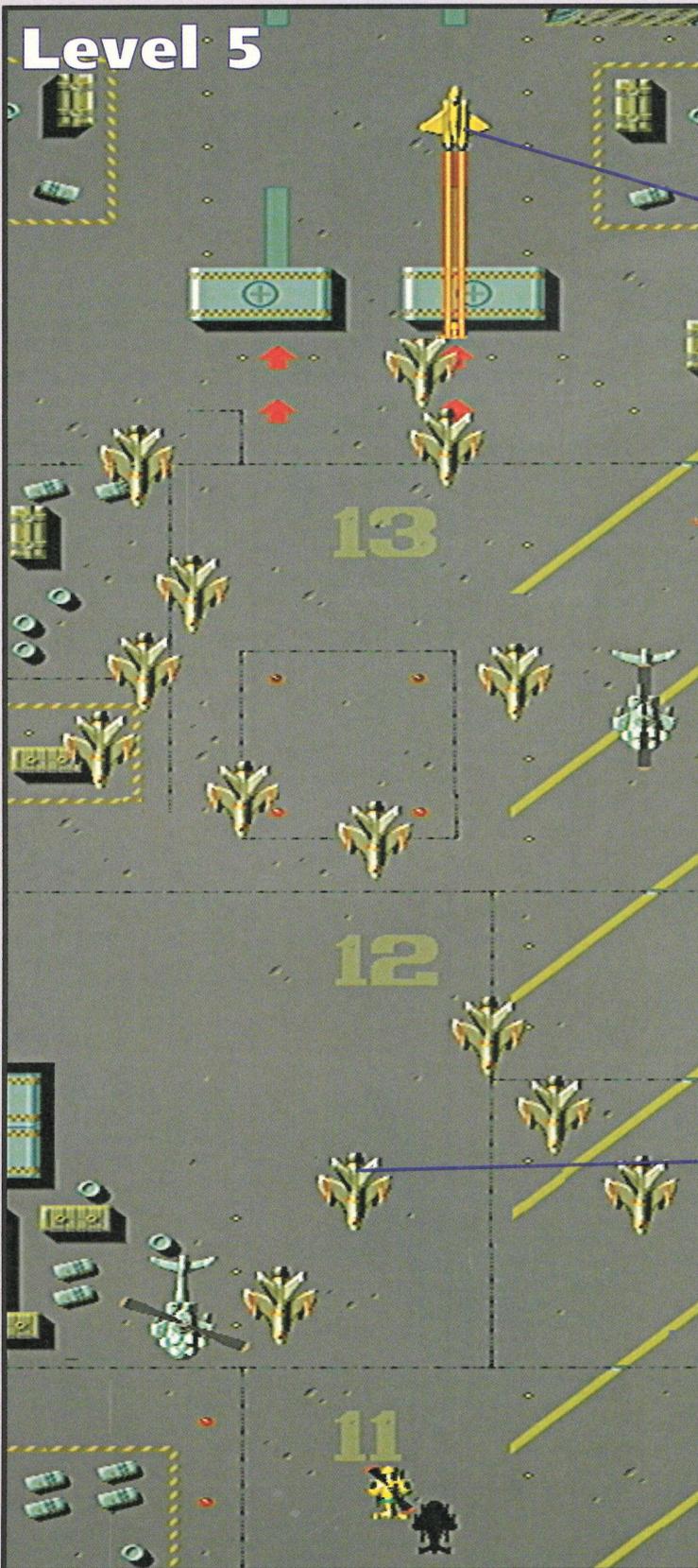


Enemy choppers will be the biggest threat in this section, so stay to the middle of the screen and shoot diagonally towards the oncoming traffic. This will open up a hole in the line so you can slip through.

Shields are important so grab them and use them wisely when you are outnumbered and out-gunned.

These guns mounted on the sides are the most important ones to knock out. You will not be attacked by any large waves of enemies yet so take the time to blast these out of the game.

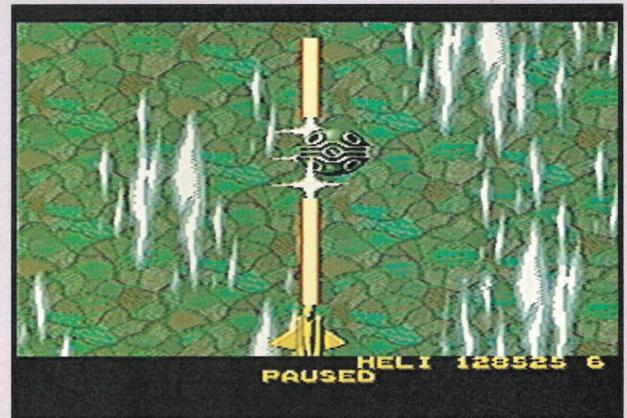
## Level 5

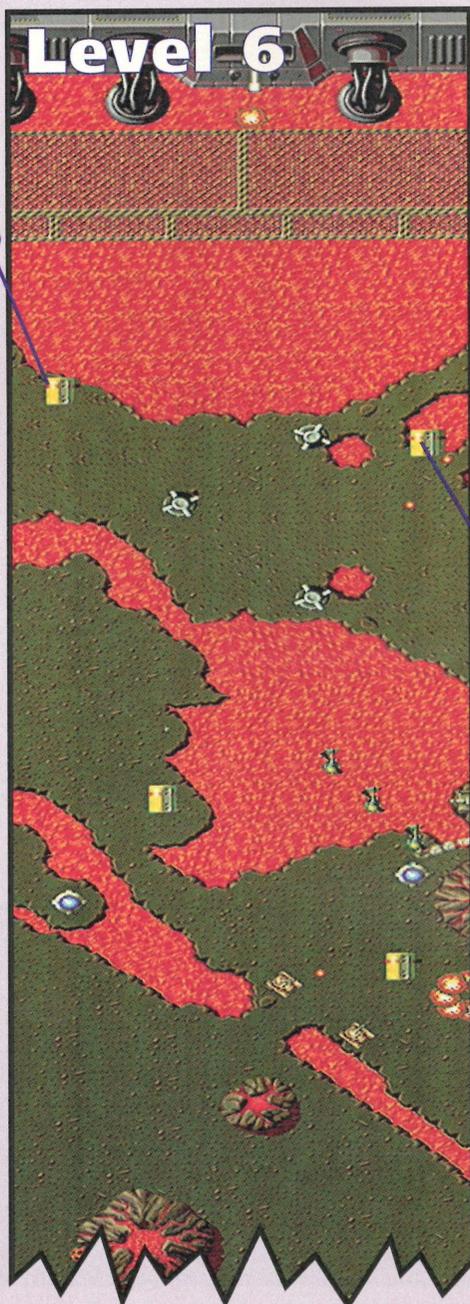
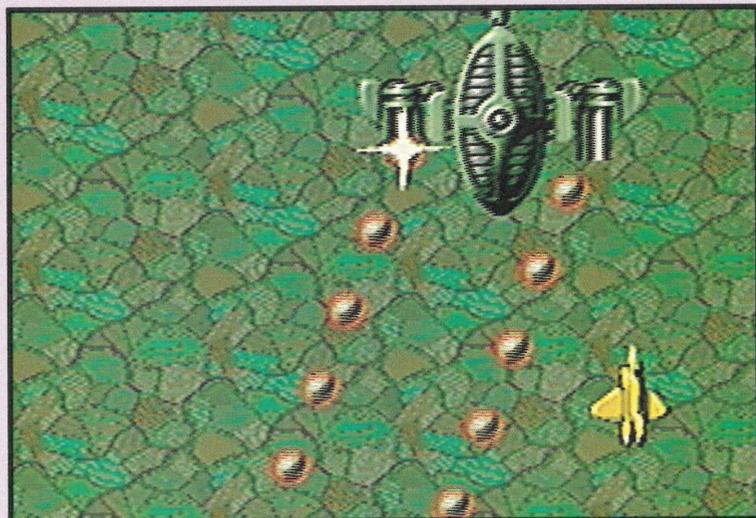


Get to this platform and your chopper will change into a plane. This will fly you directly to the large guardian in mid air.

This first wave of planes are very strong so straight away you must get to your guns and blast away. This is the shape of things to come!!

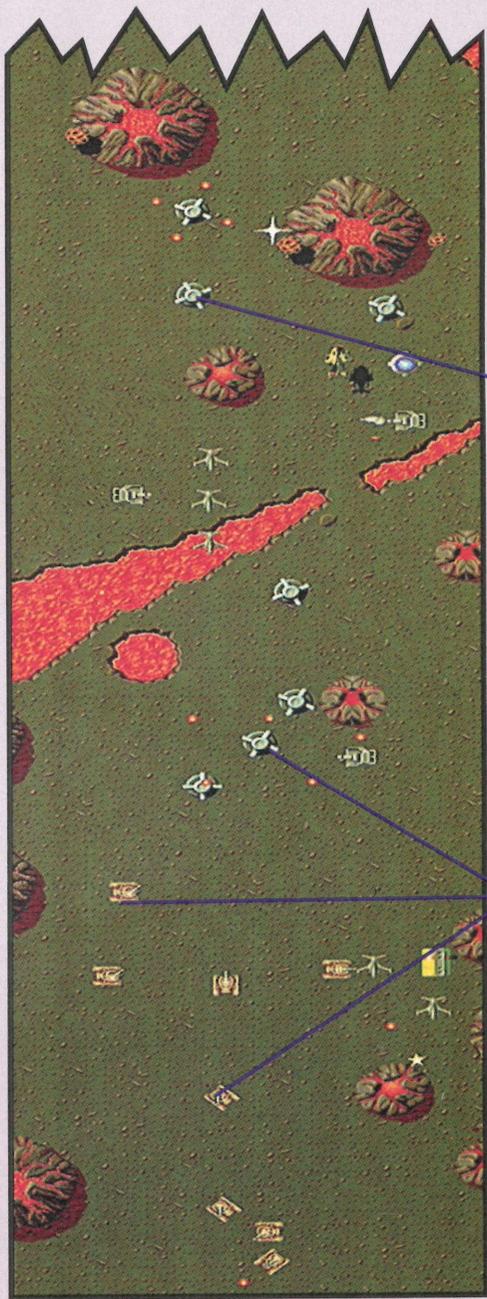
This next level is a bit of a strange one. In the beginning, all you have to do is get to the plane and then fly off to the large air bourn Guardian. The levels do get a lot more difficult from here on in though so make sure your trigger finger is feeling good because you are going to use it a lot.





Take this final opportunity to stock up on extra weapons and then attack the central gun of the guardian to blast it away.

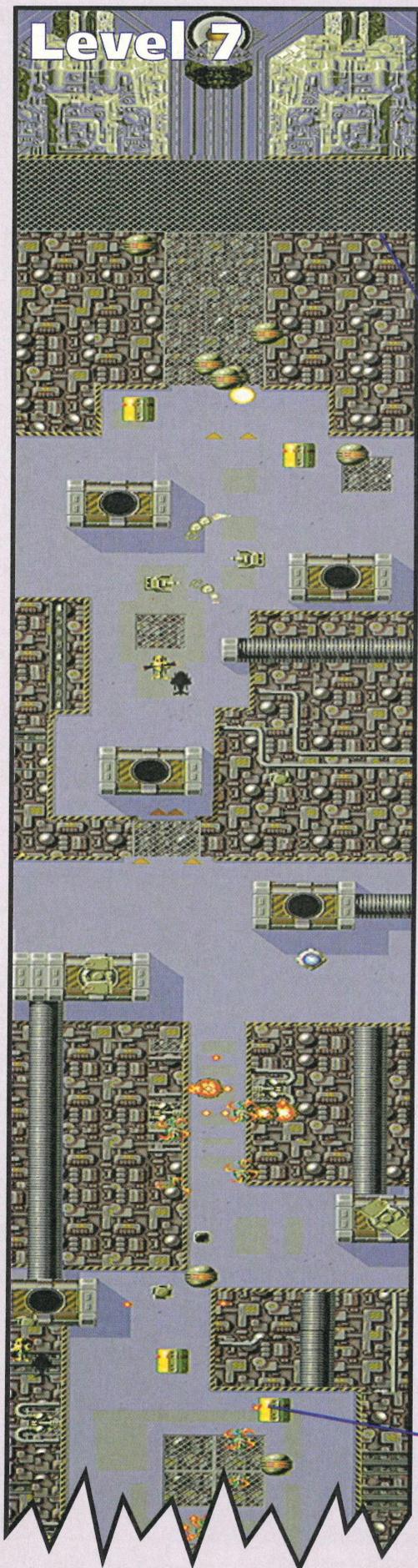
Extra weaponry is limited on this level so grab all you can and keep your finger on the trigger. It is of the utmost importance that you stay calm and blast everything that fires at you.



Take your time and blast all these round cannons away, they will send missiles out in all directions so it is important to get rid of them ASAP!

All these enemy vehicles will have to be drilled out of the game in order to protect your energy and have enough left to face the end boss.

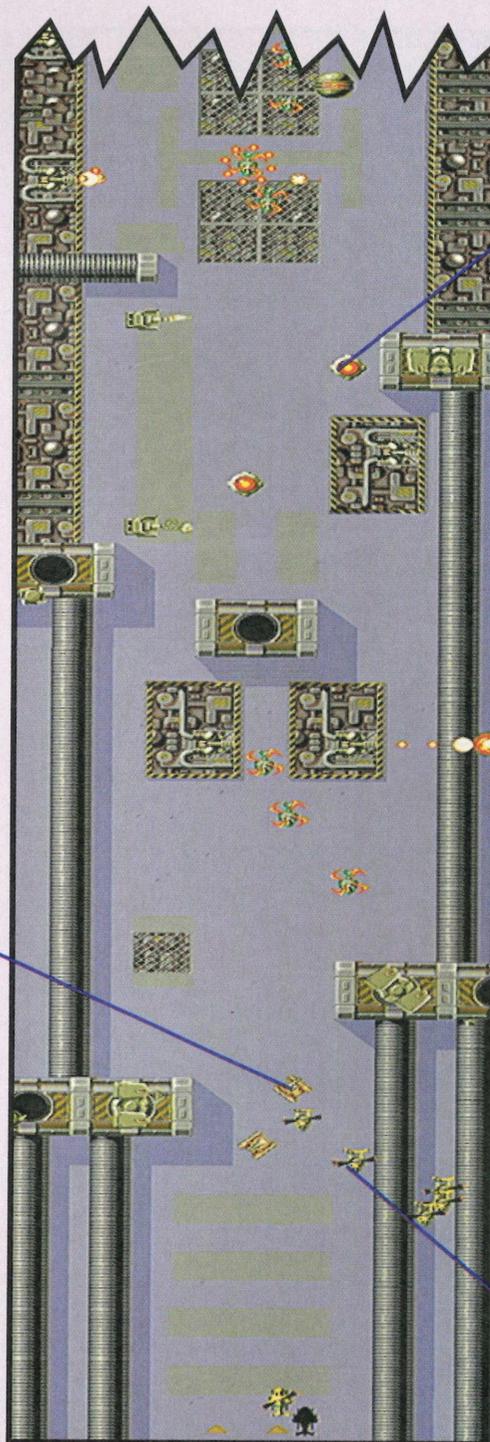
## Level 7



It is time for the final boss. Take your time and get into position in the centre and then let him have it. You should be close to victory within two minutes of blasting!

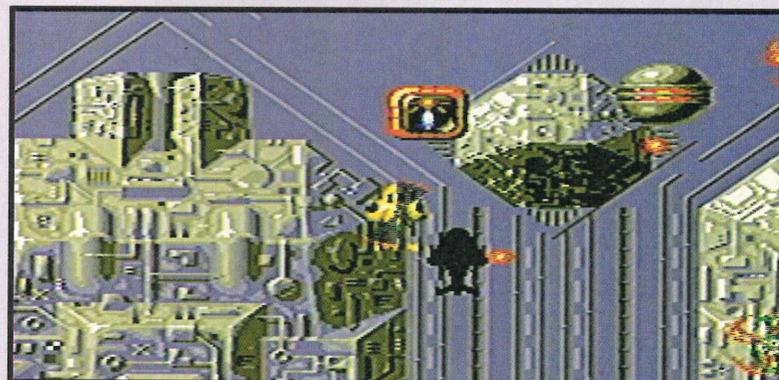
These choppers will attack you very quickly so gun them down using your best weaponry.

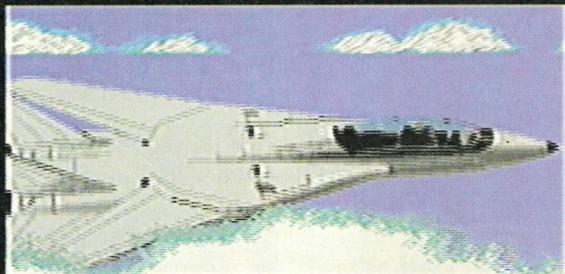
Move slowly to the bottom of the screen to give yourself enough room to blast both of the extra weapons boxes open.



Grab this shield as it is your final chance to protect your energy before the end boss comes along.

In this level, the enemies will be coming at you from all directions. Keep blasting away and moving from side to side. Do not get trapped in the centre for too long until you reach the end guardian.





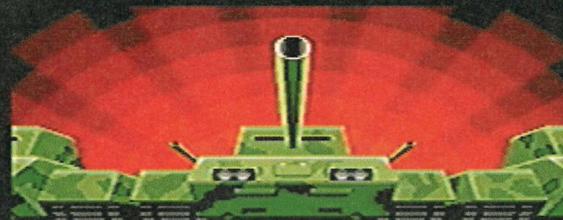
DATE: 19.10.97 TIME: 19:24  
A ROUTINE TEST FLIGHT  
30KM NORTH WEST OF BERMUDA



"ALPHA-1, MY INSTRUMENTS  
ARE MALFUNCTIONING..."



INTELLIGENCE AGENCIES ALL  
OVER THE WORLD REPORT  
MILITARY EQUIPMENT VANISHING



NOW, DRIVEN BY COMPUTERISED  
WAR DRONES THEY PRESENT  
THE GREATEST THREAT MANKIND  
HAS EVER KNOWN!



TWIN OVERHEAD FUEL INJECTED AND  
SUPERCHARGED EMISSION PODS. TWO  
DOUBLE-TURBOS TURBO PROPULSION  
SYSTEMS. TRIPLE VENTED HYPERSTIM  
MATRIX CONTROLS WITH UNOULATING  
SYNDRHO-BACKSPRING TECHNIK. END

VEHICLE:	SWIV-1
SPEED	1.8 L-MSEC
RANGE	0.49 MC
WEIGHT	14,500 STDM
CAPACITY	1500 CS
WEAPONRY	11" STBYMR
COMPUTER	M61 083AT
TECH-MECH	REN
COST	3,200 MREED

SPECIAL WEAPONS INTERDICTION  
VEHICLE - SWIV 2



TRIPLE EXH ARMoured COMBAT TYPE  
V-RIGGED JUMP SUSPENSION SYSTEM  
WITH FOUR GAS-FILLED TLE SHOCKS  
ROUGH RIDER: ROBBLY TYRES IN TWO  
TONE PASTEL COLOURS-AUTO REVERSE  
HOLOSOUND SYSTEM STANDARD.. END

VEHICLE:	SWIV-2
SPEED	1.4 L-MSEC
RANGE	0.35 MC
WEIGHT	14,700 STDM
CAPACITY	1750 CS
WEAPONRY	10" GANNON
COMPUTER	M61 1882
TECH-MECH	CHARLIE
COST	2,800 MREED

SPECIAL WEAPONS INTERDICTION  
VEHICLE - SWIV 2

Cartridge supplied by:  
**TIME WARNER,**  
Tel: (01604) 602 800

## SUMMARY

GAME NAME: MEGA SWIV  
TIME TO COMPLETE: 1 day  
HIGHEST SCORE: 28,800,700  
NUMBER OF LEVELS: 10  
CHALLENGE RATING: EASY AS PIE!

Lemmings was one of the most creative and enjoyable problem games in the history of the genre, so just imagine how much fun can be had by Lemmings 2 The Tribes!

120 brain-teasing levels with the common quest being to save those loveable rodents from their natural self-destructive behaviour.

Now the Guys at SEGA XS, who respect animals of all shapes and forms, have formed a variation of Animal Rights in order to allow you to join in the fight and save the Lemmings!

Over the next two issues, we will be bringing you the complete and 100% solution to Lemmings 2, so that Lemmings can be saved all over the country on the Mega Drive! When it comes to good causes as well as lost causes,

## Beach 1 - Quad Quirks On The Quay

On this first level of the Beach zone, you will notice that there are four entrances by which the Lemmings can arrive. Let the Lemmings fall from the highest entrance and do one of two things. Either tell the first Lemming to fill in the hole to the right of the entrance, or allow him to fall into the hole and become trapped. If you choose the first option, your Lemming will fill the hole, allowing all the other Lemmings to walk over the hole and fall of the ledge to the right. If you select the second option, tell your Lemming to become a Flame-Thrower and sculpt a tunnel through the right hand side of the pit. Now, choose a Flame-Thrower to cut through the base of the umbrella to the left of the middle entrance before taking the same action against the palm tree to the left of Home.

Now simply Flame-Throw through

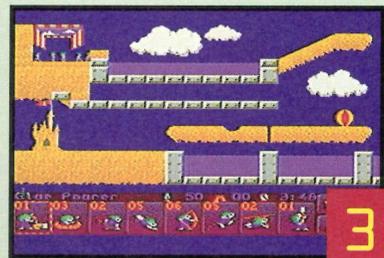
the large Can from the bottom-right entrance over to the left to save those lemmings!



## 2 - The Barley Mow

When the first Lemming lands, give him a Jet pack and select the fan in order to blow him over the left umbrella. When he is past the umbrella, let him fall to the ground and continue walking right. When he reaches the bottom of the slope, change his function into that of a Basher to break through the ledge. When he breaks through, he will fall onto the ledge below, at this point change our hero into a roper, and fire the rope over to

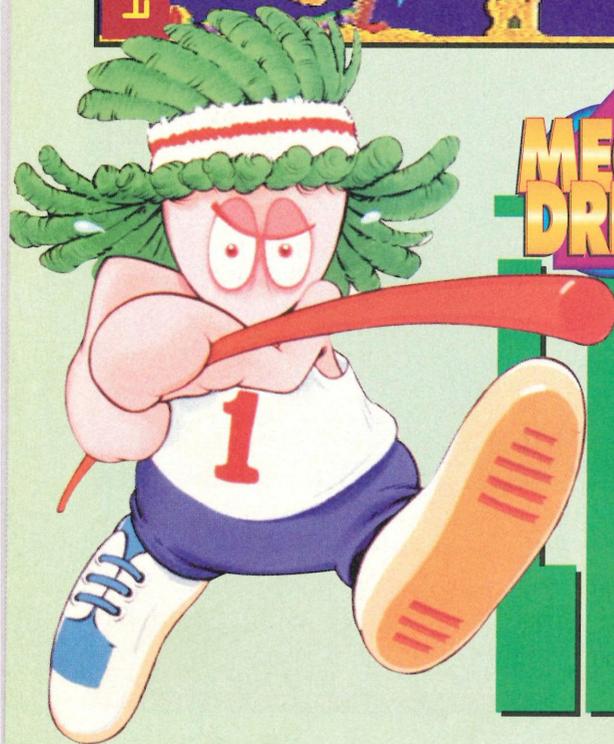
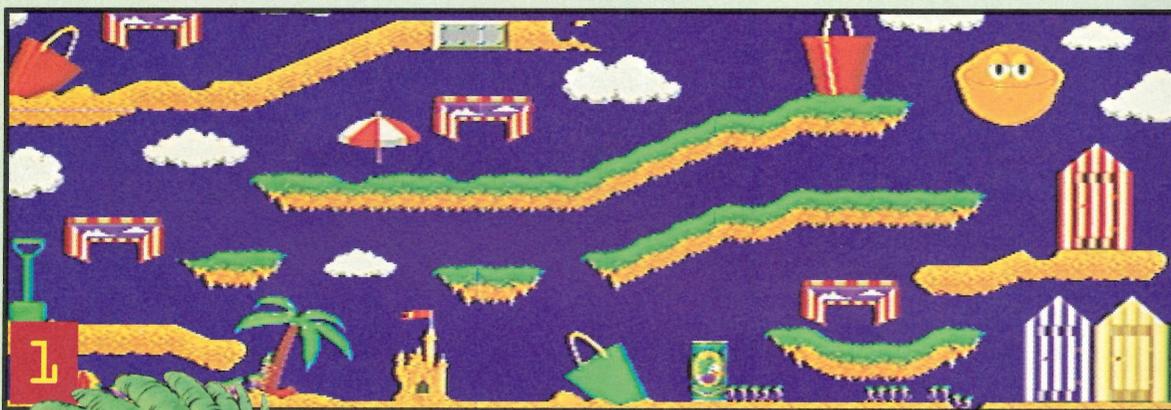
the top ledge, where the sand castle stands. He should now walk up the rope and turn around when he reaches the large beach ball. Let him continue walking, until he reaches the next umbrella, when you should turn him into a Basher again, in order to break through the shaft walls.



Finally, move back up to the rest of your stranded Lemmings, and select one of them to be a Basher, breaking through the left hand umbrella thus clearing the way down to the exit.

## 3 - Cannonball

Turn your first Lemming into a jumper, so that he lands on the raised platform to the right. When he falls into the water, change him into a Kayaker to get him across the water safely. When he continues onto the end of the platform, change him into a Glider and he should float across the void to land near the large can. When the Lemming hits the can, he will turn around and begin to walk towards the edge of the platform. Before he falls off the edge, change him into a Glider again. Now use the fan, to blow him across so that he lands in between the metal ledges. Now allow him to reach the sand on



MEGA  
DRIVE

PSYGNOSIS • PUZZLE GAME

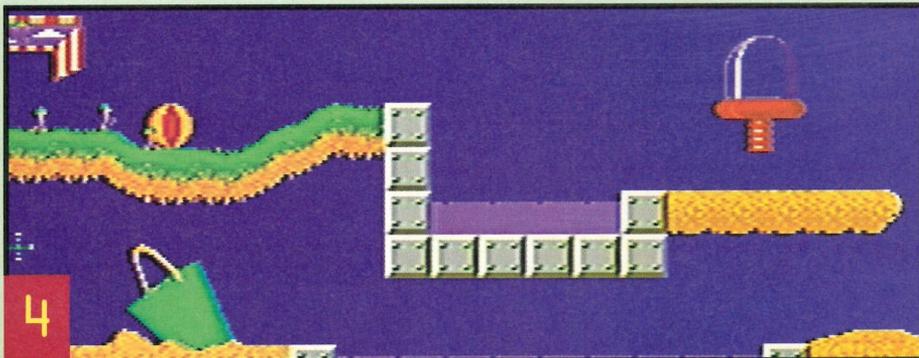
# LEMMINGS 2



the left before turning him into a Bomber so that he blows a hole in the base. After being initially stunned, our Lemming will pick himself up and continue over to the left, entering the crater that he has just made. Before he can turn back, change him into a Laser Blaster and create a hole through to the trapped Lemmings. The Lemming gang should now join their rescuer on the metal ledges. Select the jumper icon and click on the first Lemming walking right. He should now get a little way ahead of the other Lemmings at the end of the platform. Let him fall off and turn around at the beach ball. Now move quickly to change him into a glue pouter and make a bridge. All your lemmings should now be guided Home. Remember that you can use your Speed-Up icon to speed up the process.

## 4 - Coastal Suction Function

When the first lemming reaches the floor, turn him into a runner. When he is close to the beach ball, turn him into a jumper and bound him over the ball. Now when he reaches the end of the platform, make him jump across to the chain in the centre. Now select the fan and direct it to the device at the top of the chain to start it swinging. Wait until the chain is swinging over the right hand platform, before clicking the cursor over the small box with the two arrows pointing to it. The Lemming should now take to the air and land on the right platform. After a couple of seconds, the Lemming will now start to run towards the Suction pipe. As he gets close to the pipe, tell him to jump across its entrance so that he avoids being sucked up into the pipe and splattered. Once past the pipe, your Lemming should continue over to the right and fall off the ledge, changing direction when hitting the spade. When he falls into the water, give him a Kayak. Now, when the Runner falls off the bucket to the right of Home, make him Laser Blast



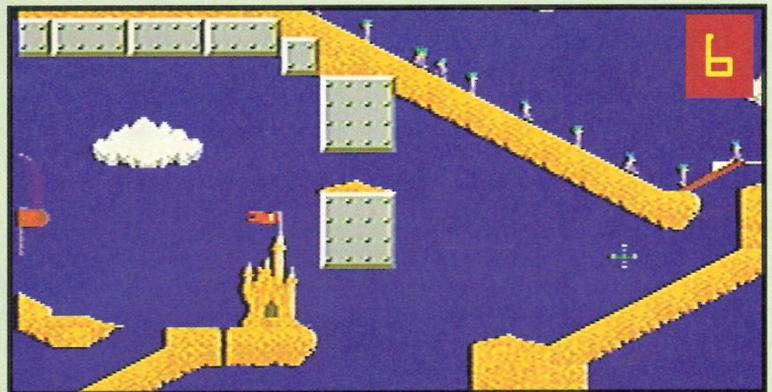
upwards. Do Not laser when he is directly over the Entrance. Now all the other Lemmings can simply fall through the hole and make there way home.

## 5 - Sand Stone

When the first Lemming reaches the wall on the right, change him into a fencer and let him plough into the wall. When he reaches a half way point, turn him into a digger so that his tunnel arcs down. Now wait until the last Lemming comes out of the Entrance and turn him into a digger. When he comes to the suction pipe, change him into a jumper so that he leaps past.

When he reaches the end of the ledge, change your leading Lemming into a Jumper to get him over the platform holding the exit.

Now the Lemming will fall down the small hole onto the ledge below. Change him into a Jumper again, thus guiding him over to the smaller ledge on the right. When our little Lemming is about to do himself enormous damage by plummeting off the edge of the platform, tell him to make a bridge by choosing the Builder option. After the Builder lays two or three steps, tell him to Glue-Pour into the gap in order to walk straight across to the exit. The



rest of the crew can now be set free by changing one of them into a fencer through to the exit.

## 6 - Beach Lems

When the first Lemming arrives at the scene, make him into a Roper. Now fire the rope at the top of the palm tree. When your first Lemming nears the top, change him into a Jumper to volt over the tree. The Lemming should now drop off the tree and head toward the water. When he reaches the edge of solid ground, change him into a

Platformer to build a bridge over the water. When the Lemming crosses the bridge and arrives on the ledge to the left of the beech hut, make him scoop to the right. When he falls onto the ledge below, make him throw a rope from the point where he lands, to the bottom-left corner of the ledge above him to the right. He should turn around

as he reaches the top of the rope.

When he walks back down to the base of the rope, make him throw another rope to the sand wall on the left, connecting just above the metal. When he climbs this rope, turn the Lemming into a Fencer to break through the sand.

Now, as soon as the Lemming lands on the ledge to the right of the Vacuum pipe, make him Platform towards the palm tree. When the lone lemming hits the tree and turns around, make him scoop to the right and tunnel under the Vacuum trap.

Finally, move back to the rest of the Lemmings and nominate a fencer to break through the palm tree and free the crew.

## 7 - Sand In Your Sarnies

When your second Lemming falls to the start point, wait for him to get close to the right wall and then change him into a Jumper to get him across to the ledge on the right. Now go to the first Lemming and change him to a Platformer when he reaches the small hole. Now return to the

Lemming on his own and when he reaches the water, change him into a Swimmer so that he can cross. When he reaches the other side, change him into a Basher to break through the palm tree. Now let the Lemming walk up the bucket, when he reaches the top of the handle, change him into a Jumper so that he lands on the slope. Now allow him to walk up, hit the metal wall and turn around. Now tell him to jump across to the platform on the left.

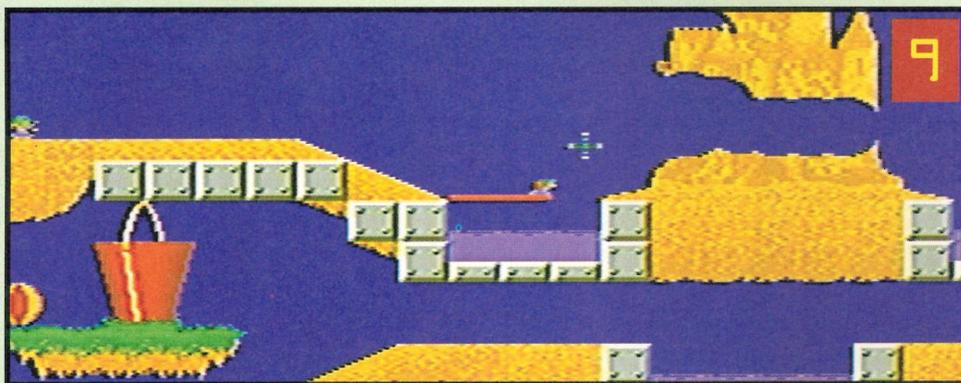
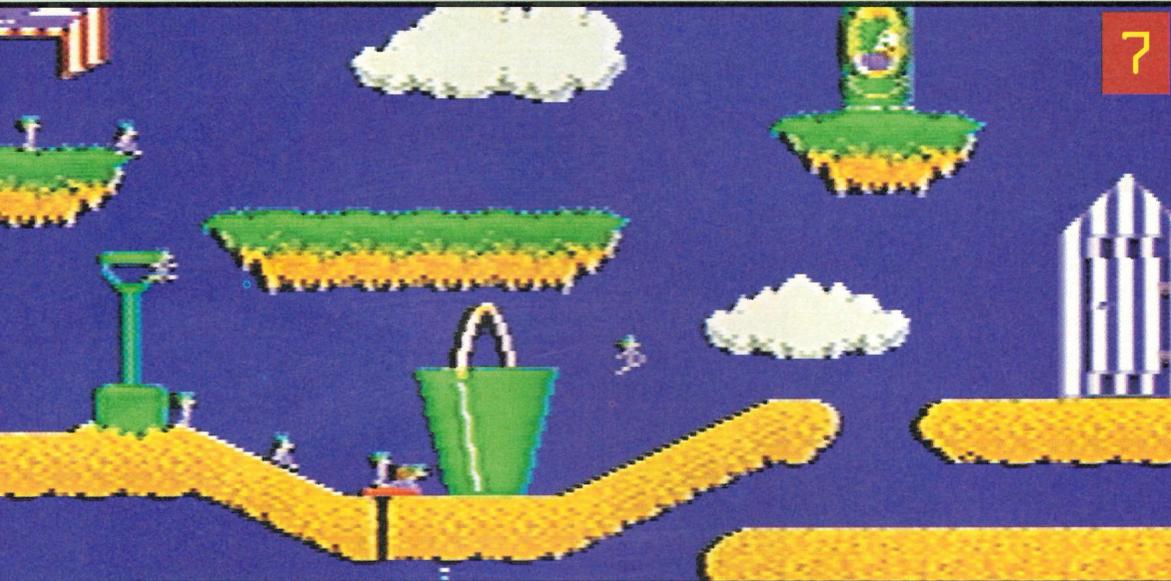
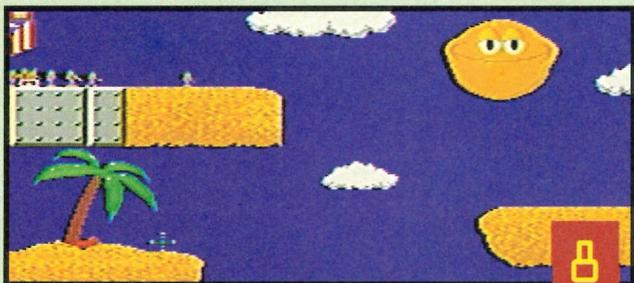
Now turn the Lemming into a Runner and until he reaches the oyster-trap, then make him Jump over it. When he is on the right-hand edge of the beech huts, make the Runner scoop to the left. Once he is down to sand level, make him a Basher and break through to the left. Now Platform over the gap to the left of the beech huts and then make the runner bash through the bucket to the right of the main group of Lemmings.

Finally make the first Lemming to reach the large can Bash through it.

### 8 - Beach Mania

As soon as the first Lemming fits the ground charge him to a flying carpet. Now turn the second Lemming into an Attractor. Watch the flyer as he should hit the wall and start to come back. When he is at the edge of the platform, turn him into a Builder and keep building until you reach the platform in the North-west. At this point bash him through the wall and before he hits the metal part, change him into a Bomber and blast through the bottom of the ledge.

The Lemming should now fall through, land on the ledge, walk into the palm tree and turn around. When he drops off the end of the ledge, Jump him over the hole and then change him to an archer. Fire the arrows backwards to build a small bridge over the gap. Now repeat the process for the next hole and your Lemming should now arrive at another ledge and continue right. At this point change him back into an archer and



### 10 - Surf Lem!

Make the first Lemming into a Runner as soon as he lands. When this Lemming is running left and is at the point where the Lemmings are landing, turn him into a Scooper.

fire diagonally up. The arrow should now land and stop the lemming from walking past it. Now go back to the start point, free the Attractor and all your lemmings can exit safely.

### 9 - Sand Blaster

Make the second lemming into an Attractor as soon as he lands then make the first lemming jump clear of the Attractor by Jumping him onwards. When the first Lemming is halfway down the slope to the left of the pool, make him fire six bazookas immediately after each other. This should create a path through the large sand-castle. Now make the lone Lemming platform over the pool.

As soon as this Lemming has fallen

from the right of the large sand-castle, make him fire five Mortars. This action should knock a hole through the floor to the left of the beach hut. Now make him platform over the pool to the right of the sand-castle. This may need two platforms. When the lone Lemming is about to hit the centre of the large oyster, fire a mortar. This should allow the Lemming to pass through the oyster. Finally make the Attractor in the main group jump, thus allowing the Lemmings to progress to the finish.

When the Lemming falls out of the bottom of this ledge and lands on the ledge below, make him scoop again immediately.

Now let the runner turn at the ledge and drops to the small ledge below, make him fire an arrow to his right into the same ledge. To aim, move the pointer down slightly to the right. The arrow should be almost vertical. Use as many arrows as needed to create an impassable barrier.

Before the Runner leaps off this



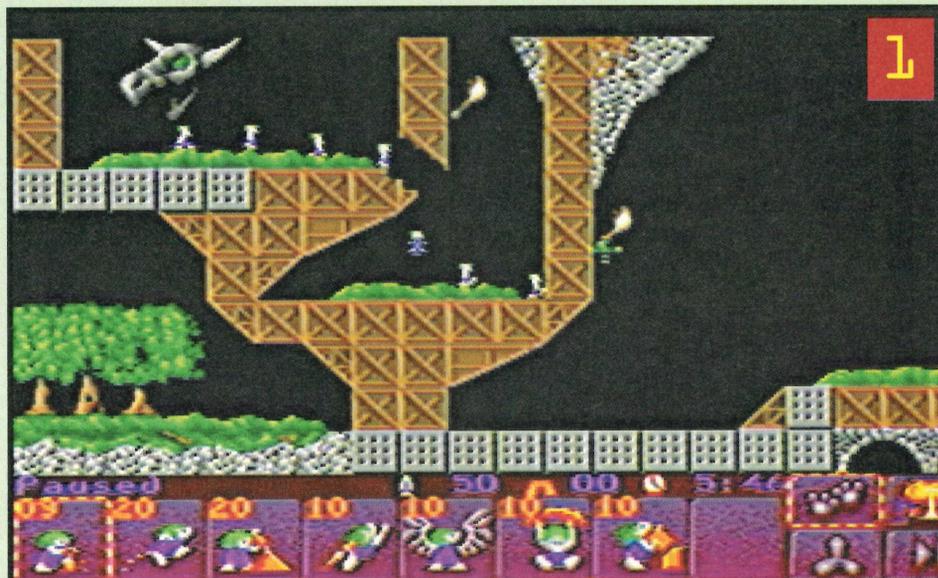
## Medieval 1 - Lemming of Nottingham

To start off, make the first Lemming scoop just before he hits the wall on the right of the Entrance. When the leading lemming falls out of the scooped hole, make him scoop again just before he hits the next wall to the right. Now, when he falls out of the second hole, give him a Jet pack to the right, beyond the small pit. Once the Jet-packer falls to the ground and steps on the block just before the wooden overhang, make him pour a pile of sand four times. This should create a sand ramp up to the overhang. If the sand pourer turns and walks to the left, you should repeat the Jet pack process using another Lemming.

When the lone Lemming has climbed up the sand ramp, make him scoop at the wall to the right. Now make any of the Lemmings in the pit pour sand until the other Lemmings can get out.

## 2 - Sir! I Kid Ye Not!!

When the first Lemming has just started walking up the pebble-rock slope to the right of the Entrance, make him into a Twister. Use the fan to blow him down and to the right.



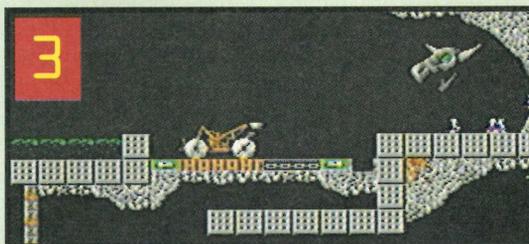
He should now make a path to the ledge below. Make the Lemming into a Flame-thrower in order to bust through the wooden pillar to the right and then repeat the process for the next pillar.

As he goes on, he will get trapped in a small pit so make him fill it.

Next, make your lone lemming pour four buckets of sand on the block just before the metal block. This will allow the other Lemmings to get over the block. Continue to the right and turn the Lemming into a Stomper when he is at the wooden block. Finally, make a clearing to the exit by selecting a Club-bashing Lemming to smash through the final wall.

## 3 - All in a Knights Work!

When your first Lemming gets stuck in the hole at the side of the catapult, change him into a Jumper to free him. He should now walk onto the catapult and be fired onto a ledge. Now while he is walking left, change him into a stomper and break through the floor. Now let him take a couple of steps to the left and change him



into a Stacker. When the stack is high enough to stop other lemmings climbing it, jump the Stacker to the right.

Now when he falls off the ledge, let him take a couple of steps and then turn him into an explorer. He must now explode next to the wall leading to the pool of water. If the Lemming is successful, select another Lemming and jump him towards the catapult. Let him walk to where the last Lemming exploded, and when he walks under the wall, change him into a Roper and fire to the wall to the left in order to block the hole. The Lemming should now walk towards the water so when he reaches the edge, change him into a Platformer and build

across the water.

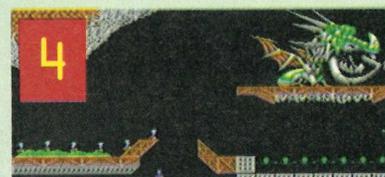
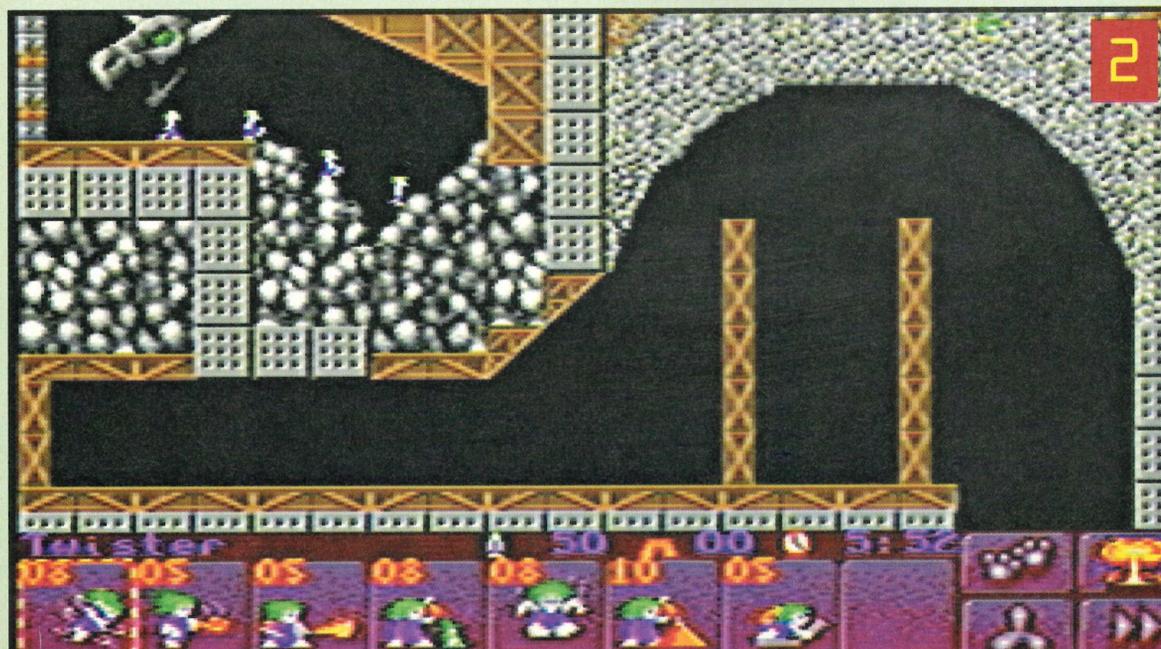
When he has finished change one of the trapped Lemmings into a Stomper. All sixty Lemmings should now walk home safely.

## 4 - Watch That Last Step

When your second Lemming reaches the end of the first small platform, change him into a Stacker. Make the third Lemming into a Stacker when he reaches the third small platform and when the fourth Lemming steps onto the grass, make him into a Stacker.

Now your first Lemming should have neared the edge of the large hole so change him into a Glue-pourer. This should now allow the Lemming to walk over the bridge he has created. Now when the Lemming falls into the water, change him into a Surfer and use the fan to blow him to the other side. On the other side, let him walk down the four small slopes until he is facing left and the bottom of the hills.

When he reaches the right of the ditch turn him into a Sand-pourer to fill it a little. When the Lemming reaches the left side of the ditch, use him as a sand pourer again. Your Lemming should now walk out of the left side of the ditch so when he reaches the ditch, turn him into a Glue-pourer. Now when he reaches the wall with the other Lemmings behind him, transform him into a Basher to free all the other Lemmings.



## 5 - King Arthur's Lemmings

When the first Lemming drops, turn him into a Bomber. When he has been blown up, he will leave a small crater. Now while he is facing right, change him into a Club-basher. Now change one of the other boys into an Attractor.

When the Basher has finished his work, turn him into a Builder to bridge the gap. Now when the Builder finishes, wait for him to reach the end of the ledge and turn him into a Bomber. He should now blow half the ledge away. Free the Attractor and all of the Lemmings should be able to drop from the edge without dying. Now they can simply walk to the exit.

## 6 - Let's Play Twister!

Turn the first Lemming into a Jumper, so that he clears the small gap. Now change him into a Runner and allow the other Lemmings to fall into the hole. The Runner should now be sprinting along the passage so when he jumps of the last ledge, change him into a Rock-Climber.

When he reaches the edge of the water, turn him into a Jumper so that he hits the wall on the left and starts to climb. At this point change him to a Slider. Let the Lemming slide down the left of the wall and then run down the slope. Before he can fall down the hole, turn him into a Jumper and he will leap over it. When the Lemming reaches the pillar, change him into a Twister and blow straight down to make a hole in the ledge. Now return to the trapped Lemmings and change the one nearest the right wall into a Twister.

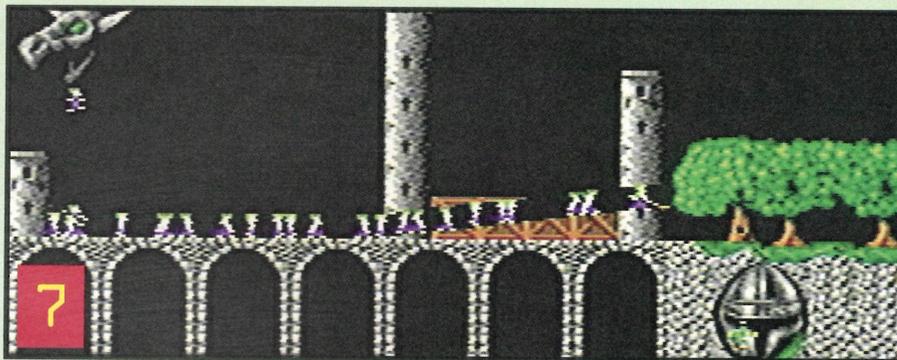
Now use the fan to blow the Lemming to the right and when he is alongside the metal blocks to the right, blow him down. Before the hole

becomes too deep for the other Lemmings to fall down, blow him diagonally for a short way then blow him down the ledge. Now you should be able to see the platform that the Lone Lemming has created. Finally use a twister to break through the last section of rock so that all the Lemmings can reach the exit.

## 7 - Underground

When the front Lemming reaches the first tower, change him into a fencer, now change the second Lemming into an Attractor. When the first Lemming finishes fences, let him fall to the floor and then change him into a fencer. He should fence all the way under the tower to the right. He should now walk toward a hole.

When he reaches the hole, change him into a platformer. Now when he has finished platforming, change him into a fencer to break through the last tower to the exit. Now make the Attractor a Jumper to free all the other Lemmings.



## 8 - What shall we do now?

Make the third Lemming an Attractor, now turn the first Lemming into a Stomper to break through the cavern below. Wait until the Lemming faces right and change him into Stomper again. Now wait until he falls through onto the slope and walks towards the dragon trap. Now give him a balloon and guide him to the ledge to the right of the exit. Make the lone Lemming platform over to the slope on the left. When the Lemming climbs to the top of the slope, turn him into a Bomber to make a crater, then go left and explode the

platform in mid-air. Now fire a rope to the rock on the right and your Lemming will walk across it and turn around when he hits the rock face. When he reaches the bottom of the rope, turn him into a Javelin thrower or an archer and fire at the side of the platform holding all your Lemmings. Now make a bridge that almost reaches the rope.

Now let your first Lemming drop off the ledge and walk down slope to the small pile of rocks. Change him into a Builder and stop the dragon breathing on the other Lemmings. Finally, make the Attractor jump so that the Lemmings are free to wonder to the exit.



## 10 - Just Jousting Around

Make the first Lemming out of the Entrance a Runner and let him drop off the end of the ledge. Now change him into a Roper and fire to the right above the pile of rocks.

Go back to the beginning and turn the next Lemming to drop into a Balloonist and blow him into the left hand wall using the fan. Do not blow him too high or he will be splattered when the balloon bursts. When he lands, turn him into a Pole Volter and get him over to the higher ledge on the right.

Now change him into a Floater so that he doesn't die from the next huge drop. Next, move the catapult into the centre of the chain and the Lemming should be thrown into the small section of wall to the left. When he reaches the end of the platform, change him to a Glue-pourer in order to make a bridge across the water.

This Lemming should now hit the wall and turn around so when he reaches the end of the platform, turn him into a Glue-pourer again and glue over the catapult. Now go back to the trapped Lemmings and turn one of them into a Bomber to free the rest.

Lemming again. Keep repeating this tactic until there is a path to the other Lemmings. Now make the Attractor jump to release the other Lemmings and make the leading Lemming stomp when he is directly above Home.

## 9 - Lemming In Distress

Turn the third Lemming into an Attractor when he falls while the first Lemming should have reached the end of the platform and started to dance. Now turn him into a balloonist and blow him up to the floating



## Outdoor 1 - Pa-tent-ly Obvious

Make the first Lemming an Icarus wings. Now using the fan, blow him to the top of the right hand brushes. When he starts to walk towards the exit and is still on the bushes, change him to a twister. Now using the fan blow him through the bushes, making a diagonal path down-left that is not too steep for the other Lemmings to walk up. Your Lemmings will now be saved.



## 2 - Swing/ Roundabout Theory

First of all use the fan to blow the chain from the left to the right until one Lemming is caught on it. Now click on the release button when the chain swings to the right. Let the Lemming walk along the platform until he gets to the edge, at which point, change him to a Parachutist. Use the fan to blow him through the small gap to the left and allow him to walk along until he is under the trapped Lemmings. Finally change him into a Laser Blaster to release the other Lemmings.



## 3 - Glide like the Wind

When the first Lemming reaches the first part of the higher ground, change him into a Glider. Now using the fan, glide him along until he reaches the

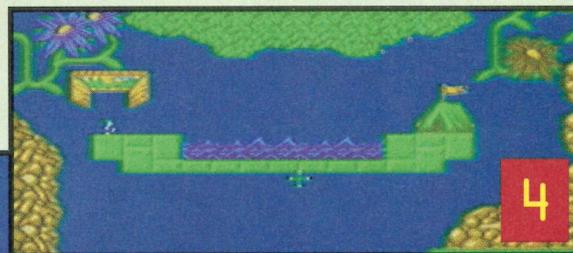


first tree stump. Now, when he reaches the highest part of the stump, change him into a platformer to stop the other Lemmings being eaten by the Frog. Let the Lemming carry on until he starts to walk up the bush towards the Frog. Now use the Flame-thrower to blaze a

path through the bushes underneath the Frog. Finally, use a Platformer to bridge the final gap and set your Lemmings free.

## 4 - Deliverance

Turn the third Lemming out of the hatch into an Attractor, while your first Lemming should have fallen in the water. Quickly change him to a Kayaker so that he doesn't drown. When he reaches the right side of the water, change him into an archer. Fire two arrows at the top of the first metal block on the left side of the water. Now free one of your attracted Lemmings and when he starts to walk up the arrows, change him into a Glue-pourer twice to create a bridge over the water. Now free your attractor and your Lemmings can simply walk to freedom.

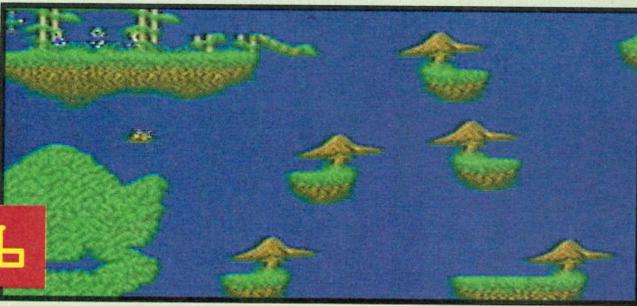


### 5 - Friday's Walk

When the first Lemming has climbed over the first pile of rocks, change him into a Stomper. Your second Lemming should walk past him while the others fall in the ditch he is creating. Now change the Stomper into a Jumper so that he doesn't break through the ledge. Now follow you lone Lemming and when he reaches the right hand slope on the last pile of rocks, change him into a Platformer. When he is finished, he should drop to the right side of the first stump. When he is positioned just before the third stump, change him into a Roper. Fire at the top of the large mushroom to the right, he should now walk up the rope and on to the mushroom. When he hits the rock on the grass, change him to a roper and fire high up the stem of the next mushroom. He will now climb to the top and turn back around. Now fire another rope high on the mushroom situated on the left. Keep firing ropes until the Lemming reaches the top of the left mushroom.

Now let the Lemming walk over the first tree stump and turn him into a basher when he reaches the second stump. Now rope across the gap and bash through the final tree to release the rest of the tribe.

### 6 - The Magic of Mushrooms



Make your first Lemming into a Jumper until he reaches the last vine on this ledge. When he nears the end of the last vine, change him into a Roper and fire the rope at the left side of the right-hand mushroom. Your Lemming should now walk across the rope and onto the mushroom. Let him drop off this mushroom and he should land on the other one below him. Now when he walks to the very edge of this platform, change him into a Roper and fire at the top of the mushroom below.

When the Lemming reaches the end of this mushroom, change him to a Platformer. He should stop building when he is directly above the next



mushroom. Let him drop onto this and take a couple of steps to the right and change him into a Stacker. When the stack is high enough to stop a Lemming passing over it, jump the Stacker off to the left. He should now drop of the end of two more ledges and with the final gap to be bridged, you should be in site of the exit. When your Lemming reaches the end of this ledge, fire a rope at the mushroom on the left and let the fellow climb to the top. Now change him to a Platformer and build a bridge over and above the exit. Finally return to the other Lemmings and use the other Ropers to get them over the three vines.

### 7 - Natural Selection

Make the first Lemming jump as soon as he land and transform the second Lemming into an Attractor when he reaches the right of the exit.

Now give the front running Lemming an umbrella. When he falls off the ledge to the right, make him build two stacks immediately on landing. Let the lone Lemming fall from the stack and onto the ledge below. Let him fall from that one to the right and he will hit the pole and turn around. He will then walk left and fall onto the next ledge below. When he continues on and walks up the rocks, make him explode a Bomb just before he turns around.

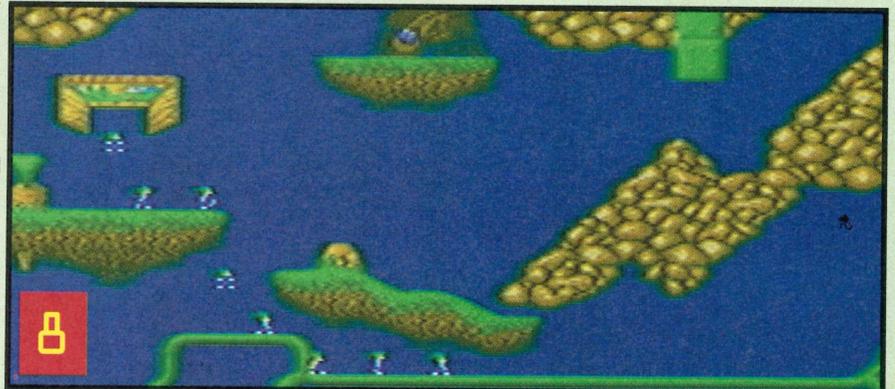
When he recovers from the explosion, allow him to

continue to the other side of the crater and explode him again. Continue this explosive path until he reaches Home and then make the Attractor jump to release the other Lemmings.

### 8 - The Laws of Tradition

When the first Lemming reaches the end of the ledge, change him into a Platformer. Now turn your third Lemming into an Attractor, as your second Lemming should have fallen off the edge. Now change your second Lemming into a Climber and Slider. Return to the platformer, who should just be finishing. Wait for him to reach the top of the slope and platform across the hole. Now let him continue up the final slope and when he hits the wall and turns, change him into another platformer to reach the next ledge on the left.

Return now to the first lemming and turn him into a Fencer to break through the left wall. When he passes above the green block, turn him into a Scooper. He should now dig diagonally down towards the last green block. When he reaches the block, change him into a fencer and break through to the small cave. Now return to the climber who should be stuck near the exit and change him to a scooper when he is facing right. Finally change the Attractor into a Fencer to release the other rodents.



### 9 - 22934

As soon as the first Lemming appears, change him into a Runner. Jump him over the first two gaps to give him a head start on the other Lemmings. Let him run off the vertical stem and change him to an archer. Now fire an arrow half way up the stem to stop the other Lemmings in their tracks. Jump your Runner across the next

two gaps and then change him to a Roper. Fire the rope to the ledge holding up the brown flowers and change the Lemming into a Basher to break through the flowers. Now change him to a Floater so that he survives the fall at the other side.

Now use the fan to blow him to the ground ASAP. Change him into an Archer when he lands and fire two arrows at the blue flower. Now use the Building function to create a bridge over to the exit and set your Lemmings free.

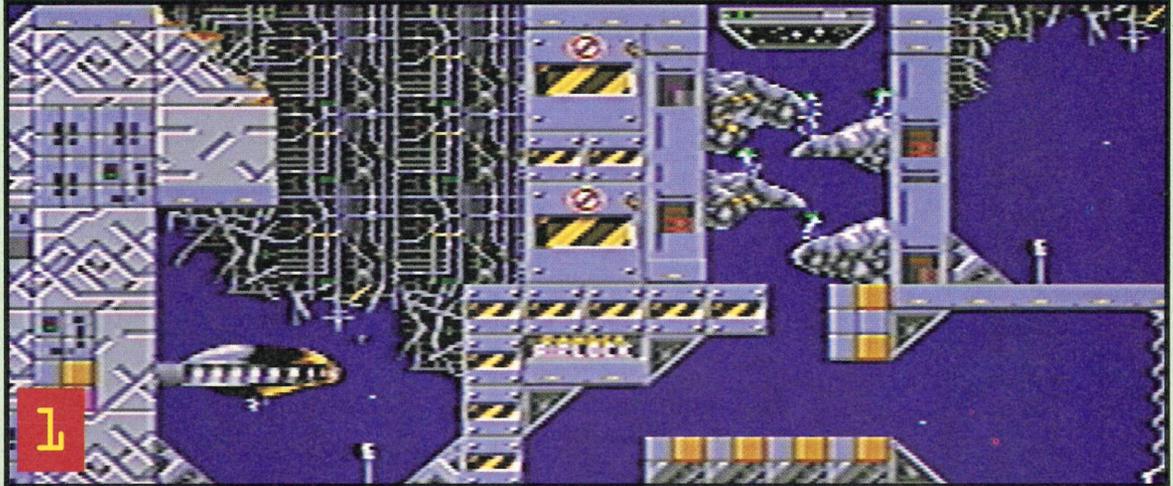
### 10 - Garden Of Stone

Make the first Lemming from the hatch into a Bomber. This should blow the second Lemming to the left. Change the third Lemming into a Stomper and change the first Lemming into a Runner. As the Stomper is about to break through the ledge, change him into a Hopper to stop him.

Now jump another Lemming out of the hole and turn him into a Platformer to build across the gap at the end of the ledge. Return to the Runner now who should have reached the hole on the lowest ledge. Before he falls, change him to a Platformer to build across it. Now change one of the trapped lemmings into a Fencer when facing left so that the Lemmings can escape.

## Space 1 - Hit the Space Bar

Let your first Lemming fall into the deep hole, and then present him with a Jet pack. Use the fan to blow him out to the right and leave him until him fuel runs out. He should now drop and walk off the ledge, hit the wall and turn around. Now select the Bazooka and fire at the ledge just below the trapped Lemmings. The boys can now walk to the exit.



## 2 - Perpetual Motion

Start by selecting the Jumper, when the first Lemming enters the section, he can't get out of, click on him twice to jump him to the right. make the second Lemming jump right once.

The next part has to be timed to perfection. You must set you top Masmo boots Lemming as an exploder. Now when the Lemming reaches the end of the ledge, change him into a Platformer. Now return to the trapped Lemmings and fill the two holes to let them out and free them all.



## 3 - The Lemmings Have Landed

Turn the third Lemming out of the hatch into an Attractor, while your first Lemming should have fallen off the ledge and be walking on. Quickly change him to a Jumper to leap the next gap and when he reaches the right side of the gap, change him into an archer. Fire two arrows at the top of the next main ledge. Now free one of your attracted Lemmings and when he starts to walk up the ledge, make him jump twice over to the exit after first turning him into a Runner. Now free your attractor and your Lemmings can all escape.

## 4 - The Vortex

When your second Lemming falls to the start point, wait for him to get close to the right wall and then change him into a Roper to get him across to the ledge on the right. Now go to the first Lemming and change him to a Jumper when he reaches

the small hole. Now turn the Lemming into a Runner and until he reaches the large block, then make him Jump over it. When he is on the right-hand edge, make the Runner into a Balloonist. Once he is down to floated over to the Exit via the fan, make him a Basher and break through to the left. Finally make the first Lemming to reach the vertical wall Bash through it.

## 5 - The Stainless Steel Lem

When the first Lemming drops, turn him into a Roper. You must Rope about three quarters of the way up the next ledge. Now while he is facing right, change him into a Club-basher and change one of the other Lemmings into an Attractor.

When the Roper is at the top of the channel transform him to a Jumper to leap the gap and then turn him into a Builder to bridge the next gap. Now when the Builder finishes, wait for him to reach the end of the ledge and turn him into a Bomber. He should now blow half the ledge away. Free the Attractor and all of the Lemmings should be able to drop from the edge without dying. Now they can simply walk to the exit.

## 6 - Lunar Olympics

To start off, make the first Lemming scoop just before he hits the wall on the right of the Entrance. When the leading



lemming falls out of the scooped hole, make him scoop again just before he hits the next wall to the right. Now, when he falls out of the second hole, give him a Jet pack to the right, beyond the small pit. Once the Jet-packer falls to the ground and steps on the block just before the wooden overhang, make him pour a pile of sand four times. This should create a sand ramp up to the overhang. If the sand pourer turns and walks to the left, you should repeat the Jet pack process using another Lemming.

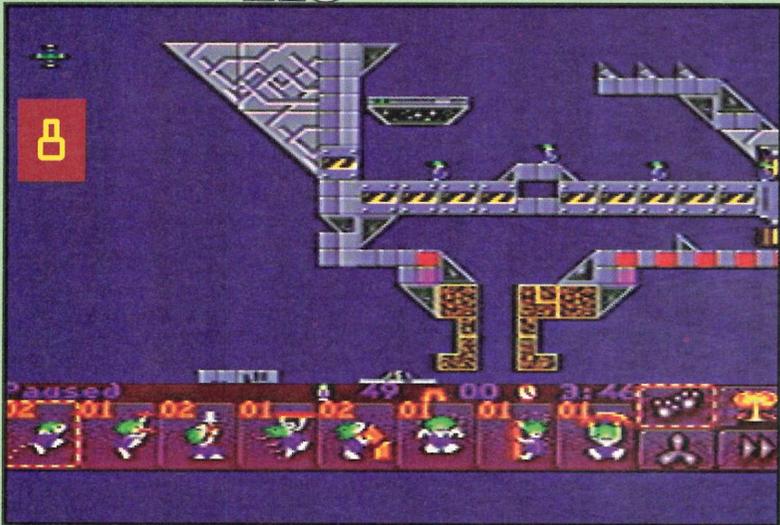
When the lone Lemming has climbed up the sand ramp, make him scoop at the wall to the right. Now make any of the Lemmings in the pit pour sand until the other Lemmings can get out.

## 7 - It's Full Of Lemmings

When the first Lemming drops, turn him into a Bomber. When he has been blown up, he will leave a small crater. Now while he is facing right, change him into a Club-basher. Now change one of the other boys into an Attractor.

When the Basher has finished his work, turn him into a Builder to bridge the gap. Now when the Builder finishes, wait for him to reach the end of the ledge and turn him into a Bomber. He should now blow half the ledge away. Free the Attractor and all of the Lemmings should be able to drop from the edge without dying. Now they can simply walk to the exit.





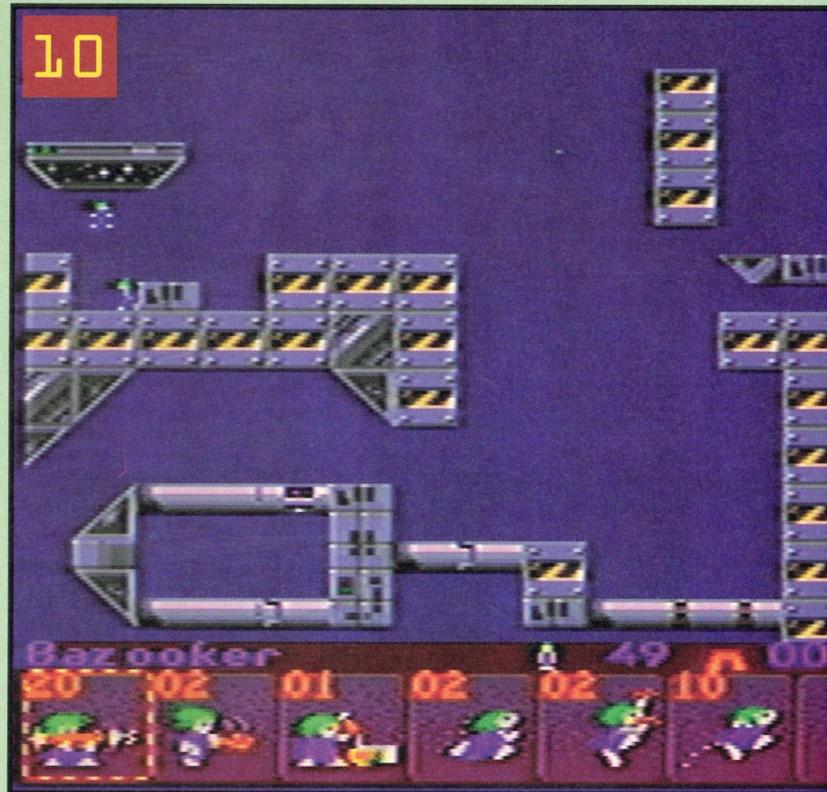
### 8 - Odyssey

When the first Lemming has climbed over the first obstacle, change him into a Stomper. Your second Lemming should walk past him while the others fall in the ditch he is creating. Now change the Stomper into a Jumper so that he doesn't break through the ledge. Now follow you lone Lemming and when he reaches the right hand slope on the last pile of rocks, change him into a Platformer. When he is finished, he should drop to the left side of the first stump. When he is positioned just before the third stump, change him into a Roper. Fire at the top of the large mushroom to the right, he should now walk up the rope and on to the mushroom. Let

the Lemming walk over the first tree stump and turn him into a basher when he reaches the second stump. Now rope across the gap and bash through the final tree to release the rest of the tribe.

### 9 - Inside the Steel Box

Make the first Lemming from the hatch into a Runner. You can now get ahead of the rest of the crew. Change the third Lemming into a Stomper and change the first Lemming into a Runner. As the Stomper is about to break through the ledge, change him into a Hopper



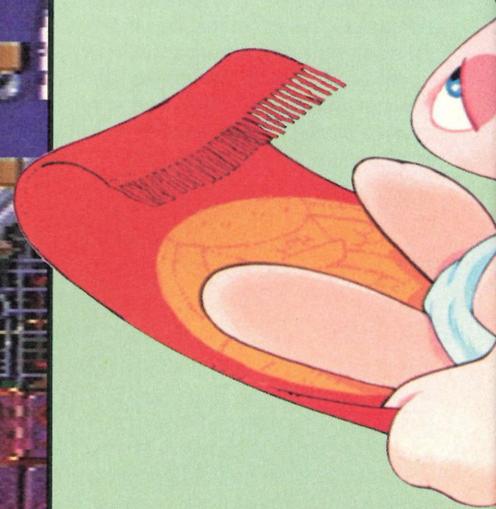
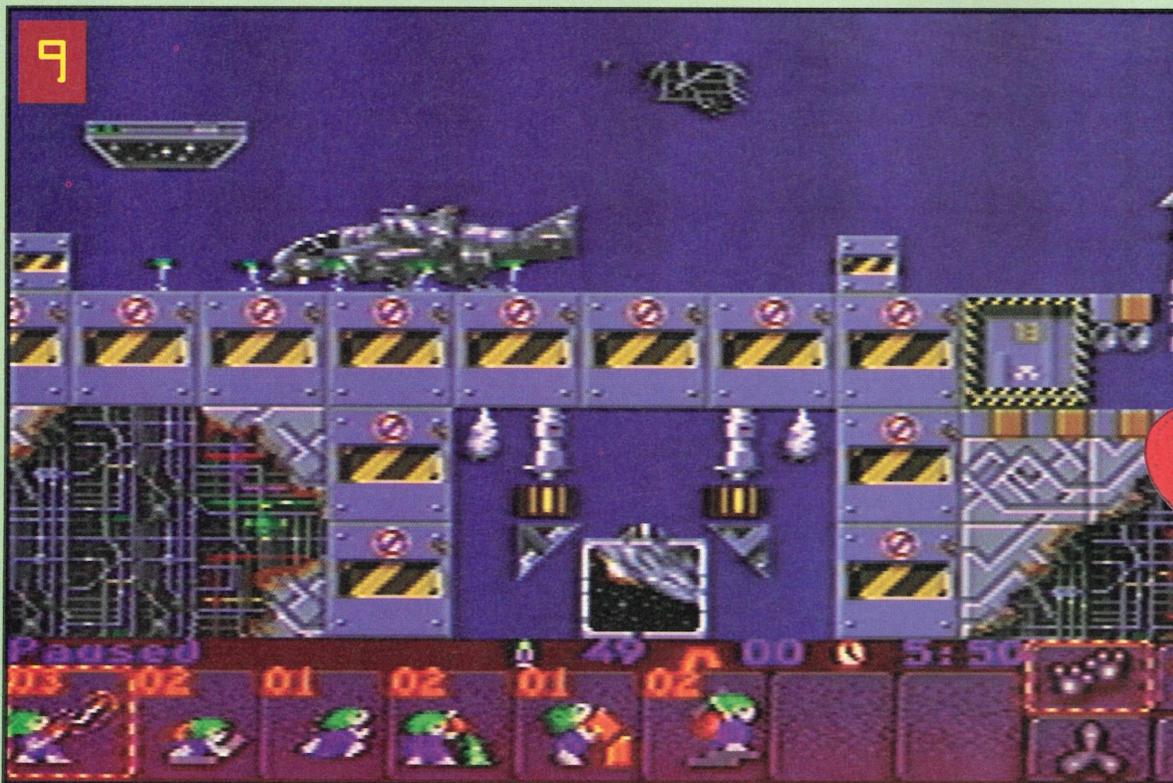
to stop him. Let him fall from the ledge to the right and he will hit the wall and turn around.

Now jump another Lemming out of the hole and turn him into a Platformer to build across the gap at the end of the ledge. Return to the Runner now who should have reached the hole on the lowest ledge. Before he falls, change him to a

Platformer to build across it. Now change one of the trapped lemmings into a Fencer when facing left so that the Lemmings can escape.

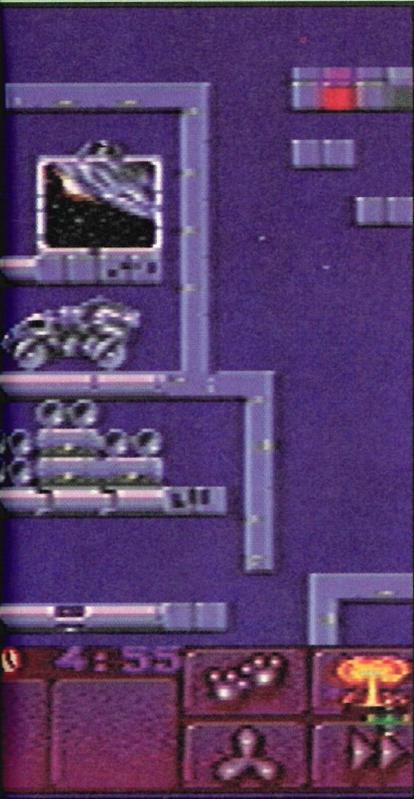
### 10 - Frontier Of Surreality

Make the first lemming into a Jumper and leap him out of the hole. Make the same Lemming jump from the first ledge onto the large metal block to the right. Now change him into a





# Passwords



## BEACH

- 2) INBGPLAGAHIFMAGCHBNIHM
- 3) IHBGBLJFAHIFMAGCHBNIHM
- 4) LABGBLJFMOIFMAGCHBNIHM
- 5) MMBGBLJFMOGJMAGCHBNIHM
- 6) KEBGBLJFMOGJLFGCHBNIHM
- 7) OLBGBLJFMOGJFFLHBNIIHM
- 8) GPBGBLJFMOGJLFFLONNIHM
- 9) KLBGBLJFMOGJLFFLONBHHM
- 10) PABGBLJFMOGJLFFLONBHJL

## MEDIEVAL

- 1) LCKANHCMDGCLJNNCGLLGNL
- 2) LBKANACMDGCLJNNCGLLGNL
- 3) MLKANAGIDGCLJNNCGLLGNL
- 4) JIKANAGIFECLJNNCGLLGNL
- 5) HGKANAGIFEDKJNNCGLLGNL
- 6) GJKANAGIFEDKCFNCGLLGNL
- 7) DOKANAGIFEDKCFJGGLGNL
- 8) ALKANAGIFEDKCFJGENLGNL
- 9) MHKANAGIFEDKCFJGENKHNL
- 10) JNKANAGIFEDKCFJGENKHFE

## OUTDOOR

- 1) JPCCNEIKFFLCFNLAJCNNG
- 2) NDCCFBKFFLCFNLAJCNNG
- 3) PFCCFBMIFFLCFNLAJCNNG
- 4) EMCCFBMIHELFCFNLAJCNNG
- 5) KCCCFBMIHEECFNLAJCNNG
- 6) KCCCFBMIHEECCFLAJCNNG
- 7) DDCCFBMIHEECCFJEFJCNNG
- 8) MACCFBMIHEECCFJEELCNNG
- 9) DACCFBMIHEECCFJEELCGNG
- 10) DICCFBMIHEECCFJEELCGFD

## SPORTS

- 1) ILPGLHNNOPHIHMFODPKHNNH
- 2) NGPGHPNNOPHIHMFODPKHNNH
- 3) JIPGHPMBOPHIHMFODPKHNNH
- 4) IIPGHPMBOBHIHMFODPKHNNH
- 5) ABPGHPMBOBHBMFODPKHNNH
- 6) ANPGHPMBOBHBLIFODPKHNNH
- 7) DNPGHMBOBHBLIHMDPKHNNH
- 8) ABPGHPMBOBHBLIHMEOKHNNH
- 9) KIPGHPMBOBHBLIHMEOCPNH
- 10) MHPGHMBOBHBLIHMEOCPLJL

## SHADOW

- 1) JNJJLFOCHFLLMFPDAFIEMDG
- 2) DIJNEOCHFLLMFPDAFIEMDG
- 3) KJINEHCHFLLMFPDAFIEMDG
- 4) BJINEHCDNLLMFPDAFIEMDG
- 5) KMIJNEHCDNKAFDAFIEMDG

- 6) ELIJNEHCDNKAFDAFIEMDG
- 7) IHJNEHCDNKAFBCJFIEMDG
- 8) NBIJNEHCDNKAFBCJNEEMDG
- 9) GMIJNEHCDNKAFBCJNEIKDG
- 10) FNIJNEHCDNKAFBCJNEIKFF

## POLAR

- 1) PBDPGBMAGIDIBOBAMIIIEGC
- 2) MFAPLPMAGIDIBOBAMIIIEGC
- 3) AHDPLPOPGIDIBOBAMIIIEGC
- 4) ACDPLPOPPAIBOBAMIIIEGC
- 5) POAPLPOPPAAACBAMIIIEGC
- 6) HOAPLPOPPAAACBAMIIIEGC
- 7) LHDPLPOPPAAACACIIIEGC
- 8) OBDPLPOPPAAACACIAIEGC
- 9) PLDPLPOPPAAACACIAIAGC
- 10) EPDPLPOPPAAACACIAIAGA

## SPACE

- 1) AFDMJGEPKJNFGLPFBLJNNG
- 2) PJDMBOEPKJNFGLPFBLJNNG
- 3) LGDMBOBDKJNFGLPFBLJNNG
- 4) IGDMBODDILNFGLPFBLJNNG
- 5) NMDMBOBDILMGGLPFBLJNNG
- 6) HEDMBOBDILMGODPFBLJNNG
- 7) OODMBOBDILMGODDCBLJNNG
- 8) GLDMBOBDILMGODDCDJNNG
- 9) DIDMBOBDILMGODDCDKMNG
- 10) OIDMBOBDILMGODDCDKMFO

## HIGHLAND

- 1) PPHDMIOELCHJMMGODLJPNA
- 2) FDHDLKOELCHJMMGODLJPNA
- 3) AKHDLKNNLCHJMMGODLJPNA
- 4) BFHDLKNNCPHJMMGODLJPNA
- 5) NDHDLKNNCPLHMMGODLJPNA
- 6) NBHDLKNNCPLHOLGODLJPNA
- 7) BIHDLKNNCPLHOLPNDLJPNA
- 8) LLHDLKNNCPLHOLPNADJPNA
- 9) DBHDLKNNCPLHOLPNADIDNA
- 10) NGHDLKNNCPLHOLPNADIDMB

## CLASSIC

- 1) FGNNNAHIEECGBFILEGGDNE
- 2) FGNNAPHIEECGBFILEGGDNE
- 3) MENNAPJHEECGBFILEGGDNE
- 4) APNNAPJHMLCGBFILEGGDNE
- 5) BBNNAPJHMLOFBFILEGGDNE
- 6) DCNNAPJHMLOFPEILEGGDNE
- 7) HNNNAPJHMLOFPEHHEGGDNE
- 8) IPNNAPJHMLOFPEHLLGDNE
- 9) IPNNAPJHMLOFPEHLLBONE
- 10) IPNNAPJHMLOFPEHLLBOCP

## EGYPTIAN

- 1) GANPAMAHAECEBLAGADEBM
- 2) EANPPBAHAECEBLAGADEBM
- 3) EONPPBAHAECEBLAGADEBM
- 4) MGNPPBPJHNECEBLAGADEBM
- 5) JINPPBPJHNPOEBLAGADEBM
- 6) MHNPPBPJHNPOJPLAGADEBM
- 7) MINPPBPJHNPOJPNPGADEBM
- 8) IINPPBPJHNPOJPNPPHDEBM
- 9) NONPPBPJHNPOJPNPPHPPBM
- 10) HBNPPBPJHNPOJPNPPHPPAA

## CIRCUS

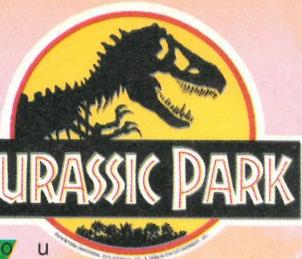
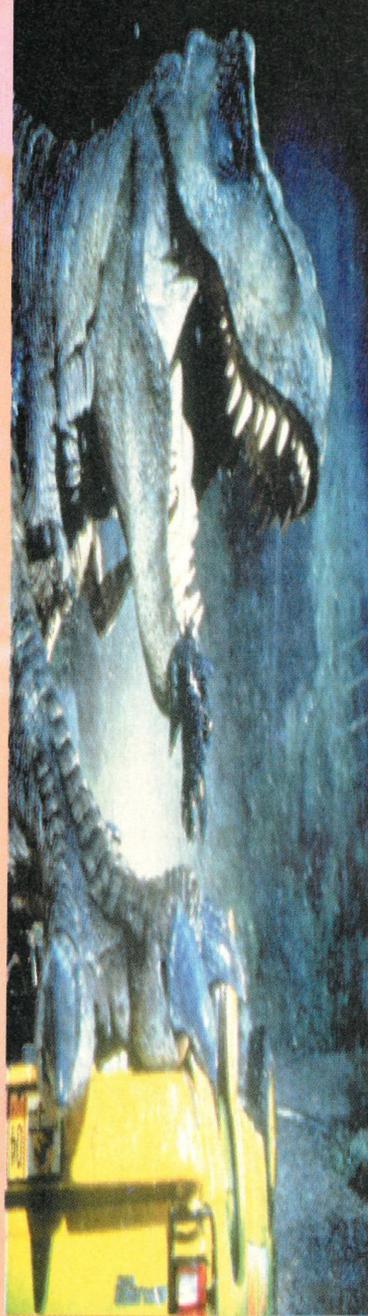
- 1) MLJNALIHMEOGLBPIIMEOCL
- 2) BMJNNCIHMEOCLBPIIMEOCL
- 3) EPJNNCGLMEOCLBPIIMEOCL
- 4) BGJNNCGLLGOCLBPIIMEOCL
- 5) FMJNNCGLLGNLLBPIIMEOCL
- 6) BBJNNCGLLGNLCOPIIMEOCL
- 7) MBJNNCGLLGNLCOAHIMEOCL
- 8) EMJNNCGLLGNLCOAHKLEOCL
- 9) NCJNNCGLLGNLCOADHKLNNCL
- 10) MLJNNCGLLGNLCOADHKLNNPC

## CAVE

- 1) DGLPFACMBIANAHMDACBBJA
- 2) HGLPOHCMBIANAHMDACBBJA
- 3) PLLPOHPHBIANAHMDACBBJA
- 4) KHLPOHHPNANAHMDACBBJA
- 5) GNLPOHHPNPPAHMDACBBJA
- 6) DILPOHHPNPPAAMDACBBJA
- 7) JNLPOHHPNPPAAEAACBBJA
- 8) CBLPOHHPNPPAAEAACBBJA
- 9) FGLPOHHPNPPAAEAADAJA
- 10) OHLPOHHPNPPAAEAADACA

## NEXT ISSUE

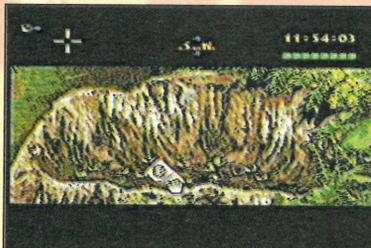
The conclusion to our exclusive Lemmings 2 solution will come in the next issue, covering the rest of the world zones in the game, namely Shadow, Polar, Sport, Highland, Classic, Egyptian, Circus and Cave. So until then keep on practising and playing!



**Y**ou begin the game stranded outside your crashed Helicopter. The first objective is to grab the Stun Gun. Do this by positioning the cursor over the door to the Helicopter until the cursor changes into a hand. This allows you to push the door aside and collect the Gun. Next turn left, collect the Large Rock and add it to your inventory before heading East to the Brachiosaurus compound.

Head to the right of the pair of Brachiosaurus, to find the path to the Visitor Centre. To the right of the Centre locate a crater in the rock. Get close to the crater to collect the White Key, this opens the door to the Control Room in the Visitor Centre (Return to the same crater later in the game to collect the Compy's Eggs).

After collecting the White Key turn left and take the path to the gates of Jurassic Park. This is the main intersection in the game and it's vital to

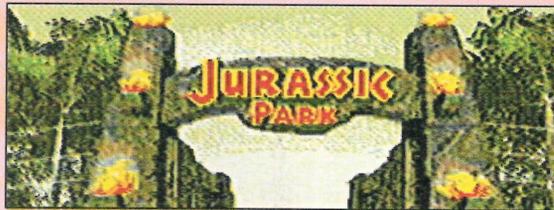


familiarise yourself with it at this early stage. Straight ahead, through the gate, is the Visitor Centre, to the left of the gate



*Jurassic Park* is one of the finest games ever seen for the Mega CD. Its amazing graphics and sound are matched by superb gameplay and outstanding action. It's also one of the hardest games to complete.

Yet fear not intrepid explorer, SEGA XS has gone into the theme park where others fear to tread to bring you the complete solution. Every one of the awesome puzzles has been pulverised, every one of the complicated stages has been solved and every one of the beasts has been busted! Once again you can depend on SEGA XS for the best solutions to the best games on offer. Come into the park — if you dare!



(South) is the opening to the T Rex enclosure and the first overturned Jeep, while to the right of the gate (North) is the Gallimimus area.

Before going into the Visitor Centre turn left and head for the first overturned Jeep. On arrival, open the boot and collect the Wire Cutters. Now turn back towards the main gates and go to the Visitor Centre. In the lobby there's a tool box on the floor to the left. Move close to the tool box and collect the Pliers.

At this point go up the stairs and open the Control Room door with the White Card.

Once inside click on the terminal in front of you. This is an important terminal as it gives you valuable information, via recorded messages, as well as allowing you to save the game, which is a vital option considering the game's difficulty level.

If you select a recorded message, Dr Emily Shamora speaks to you. Her messages aren't crucial to the



gameplay. However, it's advantageous to note down the information contained within the three different message boxes — titled Bad News, More Bad News and We're Losing.

Head back out of the Control Room and down the stairs. Go through the main door and return to the Jurassic Park gate. To the right of the gate there's a Card Key Slot with a Key stuck in it. Use the Pliers to prise the key out and add it to

your inventory. This key is Blue in colour and allows access to the second room in the Visitor Centre, which



contains First Aid, more weaponry and the all-important Egg Incubator.

Before going to the Second Room in the Visitor Centre, it's advisable to collect a couple of eggs to ensure it isn't a wasted journey. Don't forget the time limit is always getting closer. If you head back up to the Brachiosaur's area you can collect the Compy's Eggs.

Go North and look South from the main gate to find two Gallimimus' Eggs. On arrival at the site of the Gallimimus' Eggs, position the Cursor on the tree stub to the left and

STRATEGY ADVENTURE ● SEGA

# JURASSIC PARK

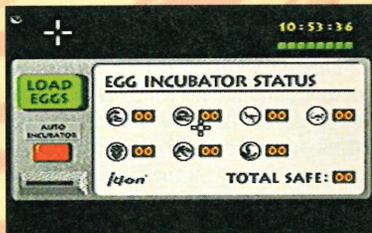


push it over. The crash sends the adult Gallimimus pair running off, leaving the eggs unprotected. As they run off they break down the Caution sign to the South, allowing further access to the Park later in on in the game.

Turn to the right, after collecting the eggs, to find a Blue Holdall bag

swinging from a rope. Turn slightly more to the right and cut down the rope with the Wire Cutters. The Blue Holdall falls to the ground revealing a Wrench. Pick up the Wrench and head back to the North to find two more nesting Gallimimus. Don't take their eggs, simply pick up the Large Rock beside them and turn to the left.

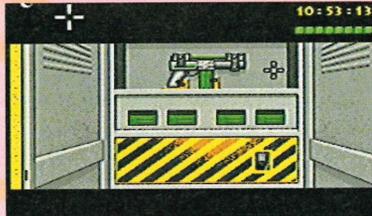
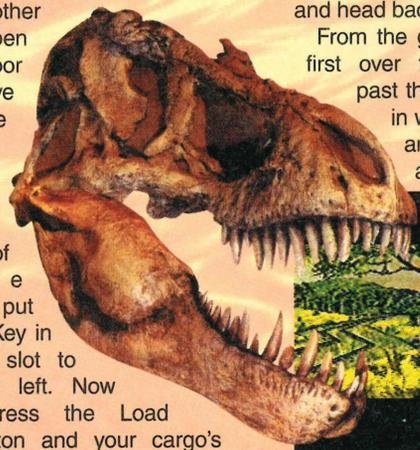
In front of you is a river with a log floating in it. Place the Large Rock beside the log to steady it, allowing you to go over the river later in the game. It would be pointless to go over now because you need better weaponry to fight the beasts that await your arrival. Instead head straight back to the Visitor Centre to save all the collected eggs by placing



them in the incubator.

Go up the stairs in the Visitor Centre and past the Control Room to the Second Door. Open this Door with the Blue Key and enter. Inside the room there is another

door. Open this door and you've located the Incubator. To install the eggs in the safety of the Incubator, put the Blue Key in the card slot to the lower left. Now simply press the Load Eggs button and your cargo's



deposited safely.

After storing the eggs go back into the Second Room and locate the Metal Locker. Open it and gather the

Tranquilliser Gun and Ammo. This is a much better weapon than the Stun Gun, so it's a good idea to use it from now on.

Below the Gun is a yellow and black section. You need the Red Key Card to get into this section, where you find the Brachiosaurus CD, vital later in the game. Before leaving the room, touch the First-Aid box on the wall, if you're injured. This restores all



of your energy.

Leave the Second Room and head for the Control Room. Outside the Control Room door, to the left, is a pile of boxes. Place the Cursor on the top middle box and go in for a closer inspection. Using the Wire Cutters, open the box by trimming away the two bands holding it shut.

Open the box to gain the Motion Detector. This is a valuable piece of kit as it allows you to monitor the surrounding environment and any movement in it. Leave the Visitor Centre and head back to the main gates.

From the gate move South to the first over turned Jeep. Continue past that to find an open area, in which a large Triceratops and a baby Triceratops are blocking a case on



the floor. Turn to the Right close to the large tree. Grab the lowest branch to the Left and turn back to the baby Triceratops. Arm yourself with the branch and give it to the baby. He greedily gobbles it up and moves away from the box.

To open the box you need the Crowbar so move to the South-East and take the



path found there. This

leads to a large Triceratops lying on the ground outside the Triceratops Hut. Turn 180 degrees to your right to find another overturned Jeep with a Triceratops lurking to the right of it.

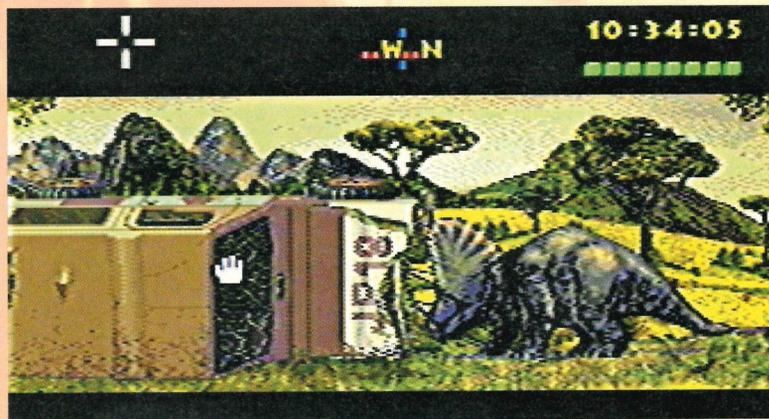
This beast will trample you underfoot if you do not do the next task

recovered. By doing this you've not only made the injured beast well again, but also shown the other Triceratops you're a friend and he stops attacking.

Pick up the Crowbar and the CD before heading North-West to the Case on the floor. Open the Case

using the Crowbar and grab the Red Key. Now head quickly back to the Visitor Centre.

Once in the lobby of the Visitor Centre, head upstairs to the Third Room. Open the door using the Red Key and enter the room. In front of you is another Metal Locker. Open it and grab the Gas Gun and Ammo



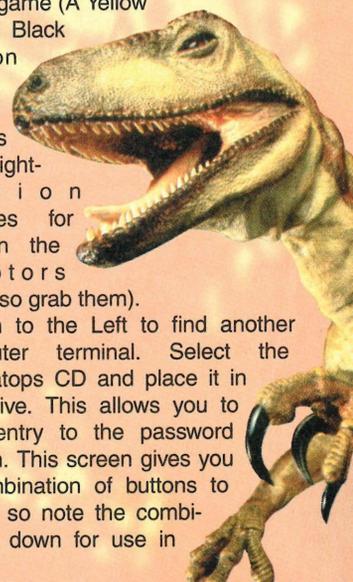
correctly. Place your cursor on the windscreen of the Jeep until the hand symbol appears. Activate the button to honk the Horn. Do it once and the Triceratops runs at the Jeep, charging it with it's head. As it does this a crowbar falls from the Jeep.

After bashing the Jeep the Triceratops turns to look at you. Honk the Horn again to make him ram the Jeep a second time, causing another piece of Inventory to fall from the back. This time it's the Triceratops CD. Do not pick this up until you've pressed the Horn a third time, causing another charge revealing a Medical Injector.

Pick up the Medical Injector without delay and turn to the injured Triceratops, lying outside the Hut. Inject the injured Triceratops and he springs to his feet, miraculously

for use against the T Rex at the end of the game (A Yellow and Black Section below contains the Night-Vision Goggles for use in the 'Raptors Cave, so grab them).

Turn to the Left to find another computer terminal. Select the Triceratops CD and place it in the drive. This allows you to gain entry to the password screen. This screen gives you a combination of buttons to press, so note the combination down for use in





over the river you secured earlier. Walk over the log and draw your Tranquilliser Gun as soon as you're on the other side. Turn to the right and stun the two dinosaurs that bob up and down behind the grass. Then turn 180 degrees and stun the final dinosaur. Head right to locate a third crashed Jeep.

Open the Jeep's door to collect the Gas Can and move slightly to the right to grab the T Rex CD and the Dilophosaur's Eggs. Turn around again to locate the Boat and select the Gas Can. Fill the engine of the Boat with petrol and sail to the other



side of the River. Draw your Tranquilliser gun again and stun the three Dilophosaurus.

If you're low on energy refresh your stocks via the First Aid post, before grabbing two more Dilophosaur Eggs and heading back to the Boat. Fill the engine up again before being transported back to the scene of the third crashed Jeep. Be on your guard though, as the three



dinosaurs stunned before are back on their feet. Exit back over the river as soon as you can to avoid a further battle.

Next, turn to the North and head for the area in which you found the Wrench. On arrival travel North, until you're in front of another nest containing

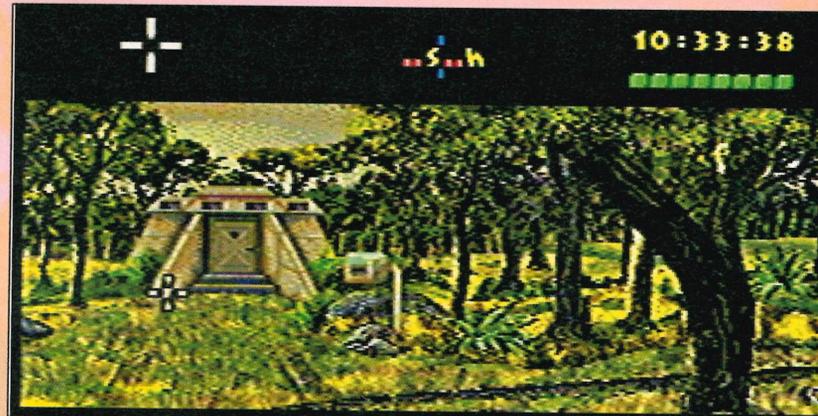
Dilophosaur Eggs.

Collect them and turn left to find a little Frog. Select your Stun Gun and fire it at the Frog. The Frog is stunned at this sudden attention and leaps off in the direction of the River.

Your mission is to follow the frog. However, before you leave, remem-



ber this location. It's from here the Helicopter, at the end of the game, flies you to safety. By following the frog you end up in another riverside location, with a Sewer Grate to your Right. Under the Grate, there is a large Log. Move the Log to reveal



the Boltcutters, which are the final items needed for your inventory. Take the Boltcutters and open the Sewer Grate with them.

The next step is to enter the Sewer and open the Grate at the other side with the same tool. This brings you out at the place you found the Wrench. Take the Right path back to the main gates and enter the

Visitor Centre to deposit your eggs. In the lobby of the Visitor Centre, turn left to find a small box on the floor. Break the lock on the box with the Boltcutters and collect the extra Ammo within. Now go up to the stairway to place the eggs in the Incubator, remembering to restore

any lost health and Save the game in the Control Room. By now the time's running quite low but the game is nearly complete. Head out of the Visitor Centre and over to the Triceratops Hut, which is South from the

Once you have arrived at the Triceratops Hut, use the Red Key in the card slot to enter. Draw your Tranquilliser Gun on entry and stun the three Dilophosaurus to the left.

The Hut now begins filling with smoke, while a live electric wire,

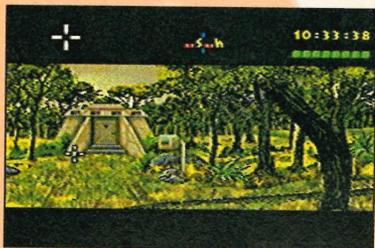
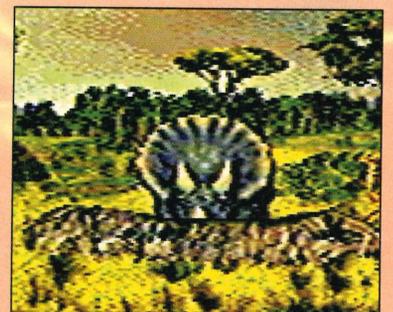
hanging over the door, prevents you from exiting. To combat this simply select the Wrench and move right to the pipe emitting the smoke. Tighten the pipe up with the Wrench



and move to the set of six Lockers to the left. Open the one on the left and turn off the electric supply via the lever at the very top.

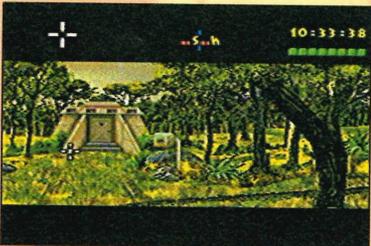
Now move along the lockers, opening the locker which is third from the right. Collect the Key in the top shelf and then move on to the locker situated second from the right. Open the door and go in close to the top section. You now find a Key Pad which has the same system as the computer in the third room of the Visitor Centre. Key in the correct combination, as shown earlier on the computer terminal, and gain access to the door on the left.

Go through the door and you're transported through an underground system to an outside location. Here a pair of Triceratops, a large Rock and a Manhole are located. The female



the Triceratops Hut.

Leave the room and enter the Second Room. Once inside, use the Red Key to open the Yellow and Black Door in the Locker. Grab the Brachiosaurus CD and restore your health if it's flagging. This is also a good point to go into the Control Room and Save the game.



After you've completed these tasks head back out to the main gates. Travel back to the Brachiosaurus Area and place the Brachiosaurus CD in the Field Guide Kiosk. Run through the whole program and at the end the CD plays a Brachiosaurus distress call. This causes the ground to rumble and the pair of Brachiosaurus run off leaving their unguarded nest behind. Grab the eggs and head back to the Visitor Centre to deposit the eggs in the Incubator. Now return once again to the main gates.

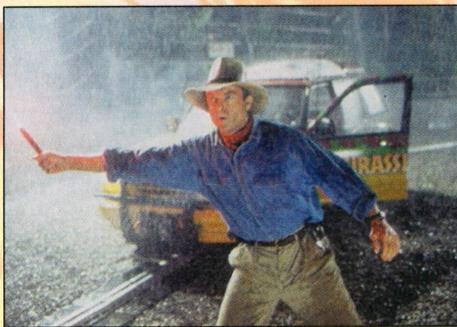
Turn North and head for the log



Triceratops is tending her nest, while a Gallimimus tries to steal her egg.

Collect the Rock and wait for a while opposite the nest, having selected your Tranquilliser Gun. Wait until the Gallimimus goes up to the nest and puts his head in. This

means he's stealing the egg. When his head comes back up, shoot him and quickly grab the Triceratops Egg he has dropped. Turn sharply and exit back into the Triceratops



Hut, via the Manhole, before you are trampled. Quickly exit the Hut and go back to the Visitor Centre to deposit the new found egg in the Incubator before leaving for the main gates.

From the main gates head South to the first overturned Jeep. Turn to the right (South) and locate the path to the Velociraptor's cave. Carry on in the same direction until you reach the mouth of the Cave. At this point check your inventory, making sure you have two Large Rocks. Now turn right to pick up a third Rock, before turning back to face the Cave.

To get into the Cave you have to create a bridge to cross the ditch. Do this by throwing two Rocks at the large boulders to the right of the Cave. Once they've fallen down and bridged the gap, you can enter.

You're now entering one of the hardest sections of the game. As soon as you go in your Night-Sight Goggles focus, allowing you to see in the dark. Select your Tranquilliser Gun and turn to the right and stun the 'Raptor.

On the same side of the cave pick up another Large Rock and move forward up the stone stairway located just to the right of the last Rock. As soon as you're in there, move

close to the large tyre-shaped rock in the centre of the room to uncover a small filter hole containing shallow water. Drop the two remaining Rocks into the hole making the water level rise. As it rises another Key is revealed, this is the Gold Key. Collect it and move back around, selecting your Gun as you go. Another 'Raptor rears its ugly head, but if you're quick you can exit through the tunnel just to the right of the top of the Staircase, without being forced to fight him.

This tunnel leads to the 'Raptor enclosure, which is a set of caves. 'Raptors bound around the caves so stun them before quickly turning left and select the Gold Key. Use the Key to activate the door. The door takes 30 seconds to open so keep the 'Raptors at bay until you can exit.

When through the door there are yet more 'Raptors to deal with. A Manhole is situated dead ahead. Select the Crowbar and prise the hole open, then quickly

move a little to the right to collect the 'Raptor Eggs from the nest. Move back to the Manhole again and exit. If this section is done quickly



enough, you won't have to fight the 'Raptors. The Manhole brings you out at the entrance to the first Cave so simply go North and make your way back to the Visitor Centre in order to save the game, incubate the egg and restore your energy.

There are now just two main tasks to fulfil. The next task is to overcome the T Rex. Go South from the main gate to arrive at the first overturned Jeep. Turn to the left to find the broken fence into the T Rex enclosure and use the Boltcutters to break down the rest of the fence. On entry turn left and use the Gold Card to activate the door. The door takes another 30 seconds to open so wait

opposite it with your Gas Gun ready.

Just before the door opens, the male T Rex appears in front of the door. Stay calm and wait. As soon as the door opens, shoot the T Rex in the cheekbone twice with the Gas Gun. If you are quick enough you can run through his legs and into the open doorway, while he's preoccupied with the pain.

The room you are in has a message on the wall. This message says, "I dropped the Bear Horn when the Rex Charged Me." This indicates that the Bear Horn can be found in the next section.

To get through to the Bear Horn and the T Rex Egg, do the following. Firstly turn to the left to locate two buttons fixed on a yellow box. Hit those buttons and turn to the right to stun the Gallimimus in the Sewer. The yellow buttons open a Sewer grate behind the Gallimimus, allowing you to go through the gap.

This brings you out in another part of the enclosure. Quickly turn to the North-East to grab the Bear Horn, then turn South-East to collect the T Rex Egg. You must do this as quickly as possible because the female T Rex is coming towards you at pace from the North.

The next stage begins when you turn to the closed Sewer Grate and

Continue to move quickly North to exit. Head back to the Visitor Centre and put the T Rex Egg in the Incubator. The game is now very near completion.

In order to escape from the island you must steal your rival's Helicopter. Most of the enemies are



out collecting DNA. This leaves only three guarding the Helicopter. To defeat them use your Stun Gun.

However, before getting to the Helicopter, there are still a few obstacles to overcome. From the Visitor Centre go to the main gates and make your way North, South, South and South to the area where you stunned the Frog earlier. There are two henchmen to your right, guarding the pathway to the Helicopter. These men attack from behind a large rock. In order to defeat them use your Tranquilliser Gun, hitting them four to five times each. Do this as quickly as you can because your energy is rapidly slipping away.

When you've stunned them both, quickly turn to the river behind you to face another gunman. This guy



ducks in and out of the river taking pot-shots at you. He takes six direct hits to defeat. After he has bitten the dirt go directly to the helicopter and escape from the island.

The mission is now complete and you're one of the select few to have beaten the ultimate in CD thrillers!

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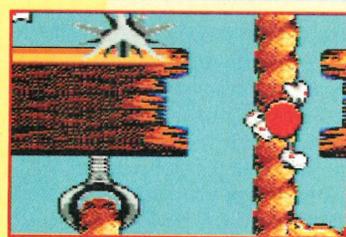
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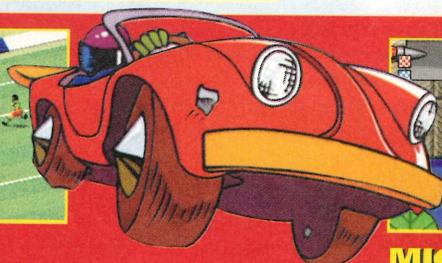
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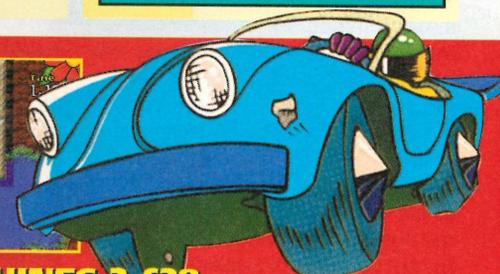
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# BUSTERS



## 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 joystick 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 joystick to select a level and then press Start to play.

## 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 diago-

nal 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, 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 DRAGON

### 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 - TFBF  
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.

## 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 joystick 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.

## 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

## BUSBY THE BOBCAT

### Passwords

Level 1 - JSSCTS  
Level 2 - CKBGMM  
Level 3 - SCTWMN  
Level 4 - MKBRLN  
Level 5 - LBLNRD  
Level 6 - JMDKRR  
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 joystick 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
<b>DEVIL CRASH</b>	390,0007
<b>TECHN OSOFT</b>	2,000,00010
<b>09563 35555</b>	555,50033
<b>TF2hz TF3EM</b>	464,90010
<b>LUCKY LUCKY</b>	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 **DUNE II: BATTLE FOR ARRAKIS**

**Passwords**

- House Atreides
- 1) DIPLOMATIC
- 2) SPICEDANCE
- 3) ETERNALSUN
- 4) DEFTHUNTER
- 5) ASHLIKENNY
- 7) SONICBLAST
- 8) DUNERUNNER

House Harkonnen

- 1) DEMOLITION
- 2) SPICESATYR
- 3) BURNINGSUN
- 4) DARKHUNTER
- 5) EVILMENTAT
- 6) ITSJOEBWAN
- 7) DEVASTATOR
- 8) DEATHRUNER

House Ordos

- 1) DOMINATION
- 2) SPICESABRE

- 3) ARRAKISSUN
- 4) COLDHUNTER
- 5) WILYMENTAT
- 6) SLYMELANIE
- 7) STEALTHWAR
- 8) POWERCRUSH

**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
- D7YJYVYGD72VMLL2
- D76YDLPJ398NMHZ

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

**Infinite lives**

Enter the following code: **NIHPL0DS** (sdolphin backwards).

**Passwords**

Undercaves	–	<b>WEFIDN-</b>
<b>MP</b>		
Vents	–	<b>ZYUELF-</b>
<b>BM</b>		
Ridge Water	–	
<b>NRAVEEIP</b>		
Lagoon	–	<b>NGBBLF-</b>
<b>BM</b>		
Ocean	–	<b>YWGT-</b>
<b>TJNI</b>		
Hard Water	–	
<b>RGQRHEIX</b>		
Cold Water	–	
<b>UVJUBUKX</b>		
Island Zone	–	<b>LYTIO-</b>
<b>QLZ</b>		
Deep Water	–	
<b>SJVL TJNW</b>		
Marble Sea	–	<b>FZT-</b>
<b>PVJND</b>		
The Library	–	<b>GYZM-</b>
<b>BUKU</b>		

Deep City	–	<b>FAZZI-</b>
<b>FLZ</b>		
Jurassic beach	–	
<b>ZAOBUNLG</b>		
Pterodactyl Pond	–	<b>LLHFUN-</b>
<b>LA</b>		
Origin Beach	–	<b>MPA-</b>
<b>JUNLCL</b>		
Trilobite Circle	–	<b>FEU-</b>
<b>MUNLH</b>		
Dark Water	–	<b>CRNQUN-</b>
<b>LO</b>		
Last Battle	–	<b>KQCNLN-</b>
<b>LX</b>		

**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 - K10BOU  
 USSR Campaign - F22F22  
 Aces Campaign - M10106

### FAERY TALE ADVENTURE

## End game sequence

Enter the following password to see the end of this massive adventure game:  
**7R2KUL6RSZXS6NHGS**  
**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.

### FERIUS

## 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	FALCON	CLIO
2	BETSY	DATA	ACRTC
3	PANCHO	MILORD	BLOB
4	STUDIO	QUICKY	STUN
5	TOHO	BIJOU	MIMOLO
6	AKANE	BUBBLE	HECTOR
7	INCBIN	CLIP	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:

**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

**YLOG: 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.

### GOULDS '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, 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.

### GODS

## Invincibility

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

### 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, 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.

### GYNUGS

## 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 - IMLPFEEMLC
- 25 Wins - JAJJBPNCMC
- 28 Wins - LLOPBDPIKJ
- 31 Wins - JIJOMGJAOKL

**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 - TZYMBQRSFZM
- Level 63 - BSHJMTMFCFS
- Level 64 - LTLJQVMRYZLM
- Level 65 - NCHQVFQXFQZH
- Level 66 - MFGLYVGRQVZP
- Level 67 - QTSDFMBYTMJJ
- Level 68 - CLYBHVQNGBYN
- Level 69 - ZWXGZQRGLPPN
- Level 70 - VWPKNRSXXYTR
- Level 71 - NCHMNKGHZGLS
- Level 72 - TWJZBHKTMHCP
- Level 73 - TQVCXVNFZZN
- Level 74 - QLMVQJNJMZLQ
- Level 75 - VKPKLSLLYTFC
- Level 76 - DWJJPYHKDGPYT
- Level 77 - RKLDKFSJBSJZ
- Level 78 - TYZNGBCBWPJV
- Level 79 - BCDSSNZQZYPC
- Level 80 - XPMNWJFKFNQZC

**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: Cake, Hammer, Earth, Apple and Tap (CHEAT).

**Infinite Lives**

In the sport zone, after crossing the spikes, collect the objects in the following order: Lip, Ice-cream, Violin, Earth, Snowman (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 the 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 - VNHYWVGZBC9
- Level 6 - WSFXW4MPYHJ
- Level 7 - THPD96PGCLN
- Level 8 - N4SC37S6MWB
- Level 9 - NZY9SDBR9Y6

**Level Codes**

Level 2 - RXW6YKRVMCZ

Level 3 - 9WP39NSHJKK

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 - CVVVVVVT4

**RAPTOR**

- Power Station - I21G0027
- Pump House - K21G0029
- Canyon - M21G002B
- Centre - 021G002D

**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 TRICKY                      | TAXING MAYHEM |
|---------------------------------|---------------|
| PRES SUN                        |               |
| 1 RXBGDFFBMD FZBGD SQBMD TRDWV  |               |
| HLDCW                           |               |
| 2 YQHMNXMJWF GDHXP HZJSG ZXLYG  |               |
| BVLJY                           |               |
| 3 TXBGDDZBJF JLEDF SFBBKF YJDTW |               |
| NPQOZ                           |               |
| 4 YQHMNXJSG KHKP QDJTG KRLQK    |               |
| HRMCK                           |               |
| 5 LNBJM ZPBLN BFBGN VKBCR XRFMJ |               |
| MTFFK                           |               |
| 6 QGHPW SNJVP HMJCB KMJMS DWLPT |               |
| GWMYL                           |               |
| 7 NNBJM YSBLN KTBWQ VYBYR CHFCK |               |
| SBFFF                           |               |
| 8 SGHPWRRJVP LQJCB SXJJT NZLDP  |               |
| MLMLH                           |               |
| 9 BYBGDRDBKF YHBVH PNBXJ XVDWV  |               |
| NBDZW                           |               |
| 10 GRHMN KCJTG ZLHXS JMJWF      |               |
| DZLYG MPMZB                     |               |
| 11 DYBGD VSBZH CTBRJ TRBMD      |               |
| CLDTW TFFNB                     |               |
| 12 JRHMN NRJJK DQHXS RQJWF      |               |
| NSLQK NHHXC                     |               |
| 13 VNBJM RJBCR VMBTR RSBLN      |               |
| BTFMJ DGFFH                     |               |
| 14 ZGHPW KHJMS BGHPW GVJVP      |               |
| HXLPT XHMRG                     |               |
| 15 XNBJM QMBCR DNBJM WLBCR      |               |
| GJFKK FYFDG                     |               |
| 16 CHHPW JLJMS FLHPW JKJMS      |               |
| XHLHP DMMFL                     |               |
| 17 ECBJD YZBBJ JFBJD GDBCJ      |               |
| XGDBW VFDVZ                     |               |
| 18 GVHNN RYJLK KJHLP VMJLL      |               |
| DLLDH PPMBD                     |               |
| 19 DCBJD XLBYJ MQBFF GSBYJ      |               |
| BVDGW                           |               |
| 20 JVHNN QKJLL NMHLP DRJLL      |               |
| NDLVK VWLQX                     |               |
| 21 VRBMN TBBBS FKBHN PPBSM      |               |
| BFFRJ ZYFFG                     |               |
| 22 ZKHQW MZJKT LRJDB DRJCP      |               |
| HJLTT TBMQH                     |               |
| 23 XRBMN SFBBS NYBXQ PDBQN      |               |
| GTFFNK GWFVJ                    |               |
| 24 CLHQW LDJLT PVJDB MCJZP      |               |
| RMLJP ZFMDM                     |               |
| 25 LCBJD LQBYJ CNBWH JSBNF      |               |
| BJDBW BWFRR                     |               |
| 26 QVHNN DPJLL DRHYG CGJPK      |               |
| HMLDH XYLMX                     |               |
| 27 NCBJD PQBND GYBSJ NLFBJ      |               |
| GDXKW FQDBX                     |               |
| 28 SVHNN HPJXF VHVYS LKJPK      |               |
| RFLVK YRLLY                     |               |
| 29 FSBKM LGBQM YRBVR LMBDS      |               |
| FGFRJ JYFTJ                     |               |
| 30 KLHQW DFJZN LRSHW ZNJNT      |               |
| LKLT TCBMFL                     |               |

**LHX ATTACK CHOPPER**

**Passwords**

**Libya**  
**CBCARHG** -  
 Majestic 12 -  
**CQAAAF**  
 Anterior Nova -  
**CQAAIEA**  
 Reindeer Flotilla -  
**CQAAQHA**  
 Phoenix - **CQAAAY-**  
**GA**  
 Rainbow Veil -  
**CQAAAVC**  
 Chess -  
**CQAAIUC**  
 Lobster Quadrille -  
**CQAAQXC**  
 Hen House - **CQAAAY-**  
**WC**  
 Desert Two -  
**CQAAABFE**  
 Flaming Arrow -  
**JEE**  
 Plain Aria -  
**CQIERDG**

**Central Europe**  
**CBSER?G**  
 Domino Mirror -  
**CSIEIYE**  
 Chess -  
**CSIEQ6E**  
 Arc Lite -  
**CSIEY4E**  
 Anterior Nova - **CSIEB-**  
**JC**  
 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 - **CSIEA-**  
**JG**  
 Gemini - **CSIEI-**  
**IG**  
 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, C, B, C, B, B, C and then Start. Be careful, as you can still run out of fuel.

**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.

**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 **JOOOLS** 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 **GNDY-**  
**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 **DWC-**  
**QESCFXEXHUI**  
 6th Epoch + 138 men  
**CHIUECHC**  
 7th Epoch + 159 men  
**IHWAHKADANG**

**Level codes**  
 Level 2 - **GXADZXFIVME**  
 Level 3 - **ECBDRZLIWMA**  
 Level 4 - **CHBDVZLXXSM**  
 Level 5 - **SYZCHWLDRTQ**  
 Level 6 - **QESCFXEXHUI**  
 Level 7 - **DWCCHIVECHC**  
 Level 8 - **JSVADMBOHY**  
 Level 9 - **IHWAHKDUHNG**  
 Level 10 - **KLFDZFMVMMW**

**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. **KHXNWRJAGGGOH**  
 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.

**MUHAMMAD 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 Tournament mode and enter the saved game, answer yes. Enter either **H07KKKCZ** for the simulation or **007KKKCZ** 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, 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 Konvikts  
**3CK111111F** - Midway Monsters  
**JH1111111E** - Misfit Demons  
**GMK111111D** - Psycho Slashers  
**5CK111111M** - Rad Rockers  
**BDK111111J** - Road Warriors  
**KLK111111L** - Screaming Evils  
**CBK111111J** - Sixty Whiners  
**LJK111111M** - Slacycity 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 - FBY1QZFQ240Q0
- Level 2 - 89D020JCY8CZ8
- Level 3 - P69H0SK7YCKCX
- Level 4 - TZZY2159Q9YK80

**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 sub-screen menu while button B closes it. There's a quirk which prevents monsters attacking you if you do this. It isn't fool-proof 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 - OPEOY
- Level 7 - DEPUUN
- Level 8 - QYZOMS
- Level 9 - QYZPWR
- Level 10 - QYZQGR

- Level 11 - QYZRQQ
- Level 12 - QYZSAQ
- Level 13 - QYZTKP
- Level 14 - QYZUJO
- 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**

Go 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 067K0 01EVD 571RQ** - Level 5, Diablo, £27,440  
**B0000 04RD0 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**

- 0FIA 39TA**: Level 3, \$19,000 and a Banzai.
- 0P1I 4SK0**: Level 4, \$30, 000 and a Diablo.
- 0CTQ 4JAG**: Level 4, \$17,000 and a Diablo.
- 0H4R 550H**: 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, 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 VALS

### 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 joystick and switch the console on. During the Sega logo screen keep holding down A and start on player one's joystick and A and C on player two's joystick. 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.

## SKITCHIP

### Passwords

Note: You must play as BADASS

MONEY	\$2000
THRASH weapons	Best three
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

## 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 joystick 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 06XE 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 joystick two. Now press Start on joystick one simultaneously and you will enter a full cheat screen with a level select.

**STREETS OF RAGE 3**

**Play as a Kangaroo**

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 that you loose all your lives and select continue, you can choose the Kangaroo who has some strong punches and special moves. The Kangaroo cannot pick up weapons, do backslams or throws but he can do a rather nifty spinning kick.

**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 joystick 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.

**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:

JORQWVVRROOQSHPOGUEAM  
Zb6jppqrnmGnYWQXaHuFFAB  
RGhiopqmljhZSUXvtEEAE  
VU91rstpomKcZTiebrHWyW

**SUPER / STREET FIGHTER II**

**Skip a Fight on Champion/Hyper Mode**

Go in on one player against the computer. Whenever you want to skip a level, press Start on Joy-Pad 2 and then beat-up player two! You can't do this on the last fight against M. Bison.

**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 HINAMP:). Next time you play you can skip levels by pressing Start on joystick 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 QXWQ QWWQ WGRY

This will open the whole game map and you can enter any level.

**Passwords**

Level 22 — GZBB TXZB LDBB

TXZK LLDL

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.

### 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.

### TURXTON

#### 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.

### 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	-	XXNBEMM
Time Inspector	-	DNDKJGD
Time Detective	-	RRXKGNB
Ace Time Dick	-	LHMNFGF
Super Time Sleuth	-	MJDFSGG
Capture Carmen	-	MJDFPDG
Game Over	-	JHBHXS

### WIZ'N'LZ

#### 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.

#### Steps to become a Spellmaster

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 that you want. Sometimes the stars will disappear; don't worry, you just do the star cheat again.

#### Final Level Codes

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

### 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.

### 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 joystick 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 joystick and skip through the messages with player one's joystick. Your character will be revived with no hit points.

### EARNST 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 Lagoons	IUEINLDP
The Venuto	GRTJZYJF
Ridge Water	OVDJDSL B





Open Ocean  
Ice Zone  
Hard Water  
Cold Water  
Open Ocean (2)  
Island Zone  
Deep Water  
Volcanic Reef  
Ship Grave Sea  
Wreck Trap  
Sea of Silence  
Deep Gate  
Marble Sea  
Library  
Deep City  
City of Forever  
Jurassic Beach  
Pteradon Pond  
Origin Beach  
Trilobite Circle  
Dark Water  
Deep Water (2)  
City of Forever  
The Tube  
The Machine  
The Last Fight

**Final Password**

Enter this password to get to the end of the game: **QCWFUYHS**

**FIFA INTERNATIONAL SOCCER**

**Crazy Ball**

Simply enter C, A, B, C, C, B, A and C whilst the intros playing, and if this doesn't work, then try putting it in whilst actually playing the game.

**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 current 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 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

**GMYMDSLI**  
**GMBRHSLU**  
**UKZFHLSL**  
**SYQJHSLZ**  
**CCVFFSLM**  
**ALZBESLS**  
**HPFDSLPL**  
**ADLYESLT**  
**NWUGSLU**  
**WJHQGSLL**  
**ZSXGSLF**  
**AKNBHSLI**  
**QSOMFSLQ**  
**WBTXFSLV**  
**UNIQFSLN**  
**WADUFSLB**  
**ONNBJPLY**  
**WPVXIPLL**  
**AQZIJPLG**  
**GKGFJPLK**  
**GZIUQPLR**  
**GAAGDPLP**  
**YLQQZNLN**  
**MNEYELLB**  
**SKZNELLO**  
**KANZFLXL**

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-PEACE**

**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 joystick 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 - **GJRQPVKX**  
BC 30,000 - **THMZCYFB**  
BC 1600 - **RYFGSXDK**  
BC 44 - **FTGBDQPV**  
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 - **PLQTVMKY**  
AD 4000 - **LKDWB SYF**  
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 - **OSIRIYYA**  
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**

**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 joystick 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.

### 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. Riiki appears and then proceeds to collapse.

## Boss select

On completing the game wait for the final screens to come up and quickly rotate the joy pad 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 joy pad in a clockwise direction on the title screen to select the level where you'll start the mission.

### 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 3V35N1LE 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.

### 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, 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 joy pad 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 joy pad 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 joy pad diagonally 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 0258 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 for a surprise.

## Power-Up bonanza

For eighteen lives, the legendary sword, the ring of invincibility, the Remedia shield, some ascent boots, mirror, purple mead 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 joy pad 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 joy pad 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**

0622	2008	3212
7328	1015	2602
3305	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.

**Special Moves and Fatalities**

**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.

**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	- GIHGGP
4	- LNHMHI
5	- HHKCHR
6	- LKMKFG
7	- JHGCP
8	- MJEJEW
9	- OIJJEC
10	- KFHZGL
11	- UOPIID
12	- RKJLEJ
13	- NFGBBK
14	- VMIIIT

**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 joy pad one and the diagonal Up and Left on joy pad 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 joy pad 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 joy pad 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 joy pads and continually press Left and Right for a continue option. This works after level three.

**SHINOBI**

**Level Select**

Press the joy pad 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.

**Level Select**

On the title screen, press Up, Up, Down, Down, Right, Left, Right, Left, 2 and then 1.

**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:

p1jdjzK09mZpeE1jioxoGUHC.

## 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 WWOV

## 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.

### 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.

## 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 joystick 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.

## 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 403P 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 joystick 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 QMEM
- 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 — 7G09M
- 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 GGSJFE
- 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, 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

**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
	HOEB-VKUI	
5	WMZSEJTG	GMYRCFKU
	QBCEJ-SEI	
6	MZTHPGGF	JTHPEFCX
	RDHPG-GFE	
7	DZSEIRCE	PFZSFLX
	CKOEB-VKU	
8	IQSCFKVL	DECWMZTG
	IQABDH-PF	
9	WMYRDGMY	NBUJSFLW
	DYRCE-JTG	
10	RDGMZSFK	MZSFLWMY
	NXOE-BOJ	
11	VLXODZTH	RLFKUJSE
	THOECXPF	
12	PFECXPF	IRCEJSEJ
	DYR-CEIRD	
13	BUJTHOEC	SEJTHOEC
	GNCU-JTHO	
14	XOECWNB	WYQBOGM
	DZS-FLKPF	
15	JSFVKUT	YQAAAAAB
	DZTHODZS	
16	THODZTGM	DHODYROG
	EJTH-PFDZ	
17	YQCEIRD	NCWNCWY
	SFKVL-WNC	
18	HPFDZTHP	QAABDHPG
	XFFDYQBN	
19	FEBVLWNB	GGGFDYQA
	GNCWMZTH	
20	UJTHPFEL	AABDGMYR
	ODYQBCFL	
21	WNCWNBLL	DHODYQAB
	XDECWYMQ	
22	WMYRCEJT	DHODYQB
	BCFLXPGF	
23	GNBUIQAA	GNCXPGGG
	EBVKVL-WM	
24	ABDGMZTA	GFDZTHPG
	YRDGN-BVK	
25	ODYRLEJS	GFECWYMR
	VKUJS-FLX	
26	FKUIQBDG	CEIQABDG
	PFZDZTH-PF	
27	NBVLXPGG	NCWYRCEA
	DZTH-PGFD	
28	FDYQBDGN	IROHDDZS
	YRCFKVLW	
29	BVLWMZTE	EJTGMYQB
	NCWNCWNC	
30	NBUIRDHO	DHODZTHP
	WMZTH-PFE	

**MICRO MACHINES**

**Win Every Race**

On the first level, after qualifying in chal-

lenge mode, drive the wrong way around the track. After one lap, you should hear a tone to confirm that the cheat has worked. From now on, you will appear in first position after every race regardless of where you finished.

**Winning Bonus Points in the Head-to-Head against the Computer**

When the two cars start to pick up speed, slightly nudge your opponent. Now pull out directly in front of him and press button two to brake. He will now crash into the back of your car, leaving you free to press button one and accelerate away - leaving him far behind and earning yourself a bonus point. This tip works best on a long straight!

**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.

**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 - C0444  
Blue - 50858  
Yellow - 10373  
Green - B02F2  
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	AEKG - 64
JJEP - 65	ANGD - 66	JNPF - 67
CEEK - 68	LENM - 69	AGEK - 70
JGJM - 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 CHAOS**

**Level Select**

On the title screen, press Up, Up, Down, Down, Right, Left, Right, Left, 2 and then 1. Press Start at the end of that.

**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 soundtrack 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.

**WONDERBOY**

**Level skip**

Press Down and Start on the title screen. Then push Up on the joy pad to choose the starting level.

**BUSTERS**

Send your tips and cheats to Busters, Sega XS, Paragon Publishing, Durham House, 124 Old Christchurch Road, Bournemouth, Dorset BH1 1NF.



# XSCODES

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 relevant 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 DRAGON**  
FF01A3000X: Where X is a level number, you start from this level.  
FF00220010: Friendly monster energy meter does not decrease.  
FF00C2000A: Infinite energy.

**ALIEN**  
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: Normal 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.  
FFA61E0004 - Infinite Tries.  
FFA6100016 - Infinite Super Weapon.  
FFA60E0005 - Infinite Keys.  
FFA60D0099 - Infinite Treasure.  
FFA6120005 - Unlimited Flounder.  
FFA6140005 - Unlimited Sebastian.

**ARROW FLASH**  
00A674000A: Ten special weapons per life.  
00BAD66004: Unlimited special weapons.  
0054326004: Unlimited lives.  
00043B000X: 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.

**BUSSY**  
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.  
FF05120000: Higher Jump.  
FF057C0008: Unlimited power.  
FF07140031: Stop the timer (turn Action Replay off at the end of each level).  
FF05E00007: Infinite energy.  
FF07140038: Infinite time.  
FF077000CD: 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 \$999,900.  
0095EA9999: Player one in a two player game starts with \$999,900.  
0095F09999: Player two in a two player game starts with \$999,900.

**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.

**HYDRAS**  
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**  
FFB1490002 - 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**  
0019064E71: 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.

**FAIRY TALE ADVENTURE**  
006176XXXX: Julian starts with XXXX amount of coins.  
006170XXXX: 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 points.

**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.  
005020600A: Kill most enemies with one attack.

**FATAL REWIND**  
FFE0210002: Infinite lives.

**FIFA SOCCER**  
FFFC470000: Player 2 can't concede a goal.  
FFFC490000: Use with the code above.  
FFFC470000FFFC490000 - Can't concede a goal (must score to win!).

**FLASHBACK**  
FFD3D70005: Infinite shields.

**FORGOTTEN WORLDS**  
FF10900028: 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**  
FF08B70003  
FF08BA0003 - Invincibility.  
FF0389000X - Level select. Replace X with the level number.  
FF09B50028 - Infinite energy.

**GHOSTBUSTERS**  
FFFE2C0010: Unlimited life.  
FFFE2001A: 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.  
FF44A80020: Air to air missiles.  
FF44A4A0020: 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.  
FF088000XX: 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.

**GREATEST 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 one's 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.  
0113F46003: This cheat will defeat the goblins in combat.  
009304E75: 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.

0029166002: Keep wings from round to round.

**JEWEL MASTER**

FFC4D50048: Unlimited health.  
FFC43200XX: Score x 1,000,000. (XXX is 0-999).  
FFC434XXXX: Score x 1000. (XXXX is 0-9999).  
FFC4420003: Infinite continues.

**JOHN MADDEN FOOTBALL**

00926600XX: 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 0-8) (9=infinite 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 refers 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.  
FFF4E80013: Infinite builders.  
FFF4E80013: Infinite floaters.  
FFF4E80013: Infinite climbers.  
FFF4E80013: Infinite bombers.  
FFF4E80013: Infinite blockers.  
FFF4E80013: Infinite miners.  
FFF4E80013: Infinite diggers.

**LHX ATTACK CHOPPER**

FFF1BD00DD: Infinite chain guns.  
FFF1BF0004: Infinite sidewinders.  
FFF1C10008: Infinite hellfires.  
FFF76CXKX: 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 (0-7)  
FF7CB50063: Unlimited time for player one.  
FF7D7F0063: Unlimited time for player two.

**MARBLE MADNESS**

FFAC770039: Infinite lives.  
FFB0CF0039: Infinite time.

**MARIO LEMMINGS HOCKEY**

0162B06004: Freeze timer.  
0162D46004: Freeze player 2's first penalty timer.  
0162C48E75: Freeze all penalty timer.

**MARVEL LAND**

FFF7470002: Infinite lives.

**MEGA-10-MANIA**

FF156F0063: Infinite men for every island.

**MERCS**

0080B8C351: Infinite bombs.  
00B0944E71: Infinite energy.

**MICKY 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

**NIGHT & MAGIC**

02BB800000: Dagger is free.  
02BB800000: Nunchukas are free.  
02BB800000: 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.  
FFAAB000X: Replace X with 0-C to select stage.  
FFAAA000X: Replace X with 0-7 to select character for player 1.  
FFAAA000X: Replace X with 0-7 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.  
0035A84A10: 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 venom strikes.  
0017E60014: 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.  
00C35A6018: 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**

FFOAC1000A: Unlimited life.  
FFOAC30002: Infinite lives.

**REVENGE OF SHINOBII**

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)  
FF051D00XX: Money X 655,360 for player B. (XX ranges 0-FF)  
FF051E00XX: Money X 10 for player A. (XX ranges 0-FFFF)  
FF051F00XX: Money X 10 for player B. (XX ranges 0-FFFF)  
FF0543000X: Bike for player A. (X ranges 0-7)  
FF0545000X: Bike for player B. (X ranges 0-7)  
FF1A8800XX: Maximum speed. (XX ranges 0-7C)

**ROAD RASH II**

FF4CF000X: 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 (0-F, where F is a special bike).  
FF05BF000X: Number of Nitros. (0-8)  
FF05CF000X: Number of Nitros for player B in head-to-head. (0-8)  
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 0-10).  
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.  
00A35E0042: 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  
FFFE000012  
FFF7630099: Ultra Fast Trails  
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: Wipe Sonic.  
FFFFE12000X: X is the number of lives.  
FFB01E0000: Sonic is always running.  
FFB2B00001: 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.  
FFFFE120005: Infinite lives.  
FFFE210063: Unlimited rings.  
FFFEFA0001: 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.  
006CD40014: Start with twenty lives.  
007C744A38: 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.

FF0DE00002: Score multiplier is two in favour of player one.  
FF0DE00001: Score multiplier only one in favour of player one.  
FF0DE00000: 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: Use 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.  
FFEB07B000X: 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 0-B to fight as player 1.  
FF845B000X: Replace X with the character number 0-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. 0-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**

FFFE690000: Almost never get hit-player one.  
FFFE690000: Almost never get hit-player two.  
FFFE810068: Unlimited health for player one.  
FFFE810068: Unlimited health for player two.  
FFFE830005: Infinite lives for player one.  
FFFE830005: 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.  
FF05440055: Unlimited time.

**SUPER HYDLIDE**

FFE0DD0019: Unlimited life.

**SUPER MONACO GP**

FF91080001: Used together with below code will take your car to about 390km/h.  
FF9109008F: See above.  
FF91080002: Used together with below code will give you speed of 507km/h.  
FF91090000: See above.  
FFE1C00004: 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

**005BA4E71:** Invincibility against most enemy and protection against poison.  
**02230C0000:** 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.

### TECHNOPOP

**FF17050048:** Invincible car.  
**FF177B0001:** Unlimited time.  
**FF25AB0001:** Unlimited health.  
**FF26290005:** Infinite lives.

### 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.  
**FFF2F10003:** 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).  
**00BB980053:** 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



**ALIEN<sup>3</sup>**  
**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 DOBBLE

**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 (0-2) to change the round.  
**00C2200X:** Replace X with a number (0-4) 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).

### GHOST HOUSE

**00C1BA02:** Infinite lives.  
**00C1F5C0:** Infinite energy.  
**GHOULS & GHOSTS**  
**00C03302:** Infinite lives.  
**00C04C02:** Invincibility.  
**00C04B40:** Magic stays full.

### GLOBAL GLADIATORS

**00D0E905:** Infinite lives.  
**00D0EA3F:** 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.  
**00CB9907:** 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.  
**00CC1AA4:** - 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.

### SHINOBİ

**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**  
**THE TERMINATOR**  
**XENON 2**  
**00D0E203:** Infinite lives.



### ALIEN SYNDROME

**00C01404:** - Hidden Level!

### AXKATTLER

**00C05506:** Infinite energy.

### BART VS THE SPACE MUTANTS

**00C01003:** Infinite lives.  
**00C01301:** 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.

### BATMAN RETURNS

**00C1590A:** Infinite energy.  
**00C01F02:** Infinite specials.  
**00C08B05:** - Infinite Lives.

### DESSERT STRIKE

**00C5E606:** Extra armour  
**00C56099:** Unlimited fuel  
**00C5E508:** Infinite Hydras  
**00C5DE03:** Infinite lives.

### DEVILISH

**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 100% Lemmings.

### MICKEY MOUSE: CASTLE OF ILLUSION

**00C0C803:** Infinite lives.  
**00C0B003:** 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

**00D51303:** - 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

### SHINOBİ

**00D20B04:** Infinite energy.  
**00D21E01:** Infinite special weapons.

### SHINOBİ 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.  
00CCEE01: Infinite timer.  
00C6670X: Level select. Replace X with 0-4

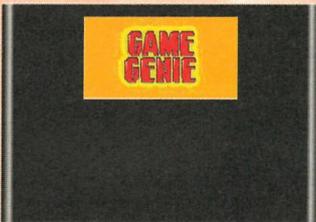
**SUPER MONACO GP**  
00C36502 - Only have to race in one lap to finish.  
00C36201 - Start in Pole Position.  
00C36201 - Stay in 1st place and always win race.

**SUPER SMASH TV**  
00C51205: Infinite lives.

**SUPER SPACE INVADERS**  
00C7EE03: Invulnerability.  
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.  
ATCBA30: Invincibility.  
ATV9A6G: Infinite apples.  
HGXBZWNC: Start with 99 Gems.

**ALIEN<sup>3</sup>**  
AACTCA6J: Infinite time.  
A2EAAA8R: Infinite lives.  
AJNBA3R: Infinite machine gun ammo.  
AJMBA7C: Infinite flame-thrower ammo.  
AJJTEA2J: Infinite grenade-gun ammo.  
AJKBA88: Infinite hand grenades ammo.  
AJPTAA66: Never lose radar.  
YDXAD93N: Ripley jumps much higher.  
SACTCADY: Game clock runs slower.  
SACTCADY: 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 against hits.  
AZRTAA8R: Infinite lives.  
AAXTBJ2E: Infinite rockets after you buy one.  
AAxABJ9G: Infinite bombs after you buy one.  
F70AAA6N: Infinite paint after pick-up.  
AJBTAET: Start on level 2.  
AMBTAAET: Start on level 3.  
ATBTAET: Start on level 4.  
AYBTAET: Start on level 5.  
EBBTAEE: Start with 9 lives.  
AYBTAABL: Start with 5 coins.

**BATMAN**  
EZETAAC4C: MASTER CODE - MUST BE ENTERED.  
AKFTAA4Y: Infinite lives.  
RFFAA60N: Batman floats when he dies.  
AKYAAA9G: Infinite Batarangs.  
RYFAC6VR: Guns don't hurt hurt.  
AKYTA5L: Infinite 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.  
BLAAA7A: Infinite super-seeking Batarangs.

**BUSBY**  
RERT86V4: Infinite lives.  
ADTA6AAC: Infinite time.  
CJLTA AAC: Start on chapter 16.

**CHAKAN**  
AKZATA7L: Protection from most hits.  
RLGATA4C: Invincibility (apart from falls).  
ACGTVETW: 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**  
NFTCBA3W: Start with 100 balls.  
RE0AA6WR: Infinite balls.  
NNCTAAEN: Start with 9900 bonus pts.  
AJCTAAEO: Start bonus multiplier at 2.  
BECTAAEO: 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.  
HCBTAAEW: 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 + E42AJAFL: Instead of taking it away.

**F22 INTERCEPTOR**  
RH9TR60T: MASTER CODE - MUST BE ENTERED.  
BMAAAAEE: Start with 11 lives.  
7CPAGGA8: Start with 1,000 ammo.  
NW1AGAA8: Start with 100 chaff.  
1B7TBLWY: Fuel burns 2x faster than normal.

**FORGOTTEN WORLDS**  
AAWACAGL: Player 1 starts with 32,500 Zenny.  
ADTBFAA: Tiny coin is worth 1,000 Zenny.  
ADTBBAZE: 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.  
AVCACAA8: Trapping obstacles don't reduce strength.

**GREENGOD**  
ATNTAA4E: Infinite lives.  
BEPAAADE: Start with 10 lives.  
GACACAC4: Cola restores energy completely.  
ABYACAAAN: Spikes don't hurt.

**JOHN MADDEN '93**  
RH9TR60T: MASTER CODE - MUST BE ENTERED.  
RG3TA6WG: Infinite timeouts for both teams.  
AMJAAA88: 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.  
GDLBAA8X: 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.  
AEGTAA8C: Time trial after winning one race.

**MORTAL KOMBAT**  
ABNTCA8N: Create blood effects.  
AKRAAA7N: Infinite time.

**NHLA '93**  
RH7TR60E: MASTER CODE - MUST BE ENTERED.  
ZJNACJ2C: Zoned 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 SHINOBİ**  
ACTTBA4Y: Infinite lives - not when using Jitsu or Mijin.  
BMVTGA6L: Infinite shurikins.  
BKVAGA9E: Infinite energy.

AAANTCAAJ: Bombs and enemy bullets don't hurt.  
BGKAAA4A: Start with 9 continues.  
3ABTAA80: 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).  
CBVTCAB2: Rocket jump!  
ALTAACA9J: 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.  
ALZTCA8A: 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**  
AW7TAA5L: Infinite lives.  
AXNA8A94: Infinite balls in all bonus rounds.

**STREETFIGHTER 2**  
BLATAA3R: Master code must be entered.  
RFBTC6TJ: Most attacks do no damage.  
AC6AAEAC: Throws do no damage.

**STREETS OF RAGE II**  
LV0ABECT: Start with 9 lives (Player 1).  
LV0ABEG8 + LW5ABEBB: 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.  
EJAAACAL: 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**  
R19TR60T: ENTER MASTER CODE  
DECAAAHY: Player 1 starts with 25 points  
DECAAAH6: Player 2 starts with 25 points  
ATHAA2L2: Stop shot clock  
BKTTAAFG: Free throws worth 10  
AZTTAAFO: Baskets worth 5  
BKVAAA8X: 3-point baskets worth 10

**THE TERMINATOR**  
RO3A861A: Protection from most damage.  
AW9TA878: 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) + RZMTA6WY.  
A25TAA8T: Invincibility.  
AKWTAABR: Infinite lives.

**TOE JAM & EARL**  
ZZ8ADT2Y: All enemies are gone.

**TOKI**  
ATWTCAB8: Infinite lives.  
BC3TAA4T: Infinite credits.  
AW4TAA72: Infinite time to continue game.  
AAFTCA44: 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.  
DDCACAAR: Punch does more damage.  
ACCADABC: Stomp does more damage.  
CCCAACJB7: 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 Mojo's Future World.  
B66TEAF2: Start in Ahob'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-E7E: Start with 9 lives

**DESERT STRIKE**  
09E-03E-C4A: Start with 9 helicopters.  
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 helicopters.  
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 pions.  
ACTION STAGE  
C98-26D-19D: Invincibility.  
954-FF7A: Start with 9 energy pions.  
PTERANADON  
012-509-E62: Enemies run away after 1 hit  
3AC-B49-2A2: Infinite lives.  
00E-739-E69: Infinite continues.

**MORTAL KOMBAT**  
00B-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.  
00B-41D-3B7: Infinite time.  
C98-33F-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.  
3A6-22F-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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