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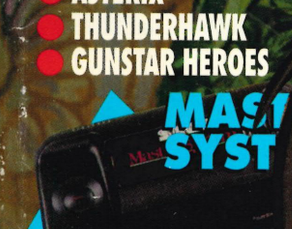

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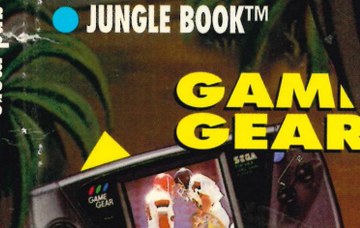

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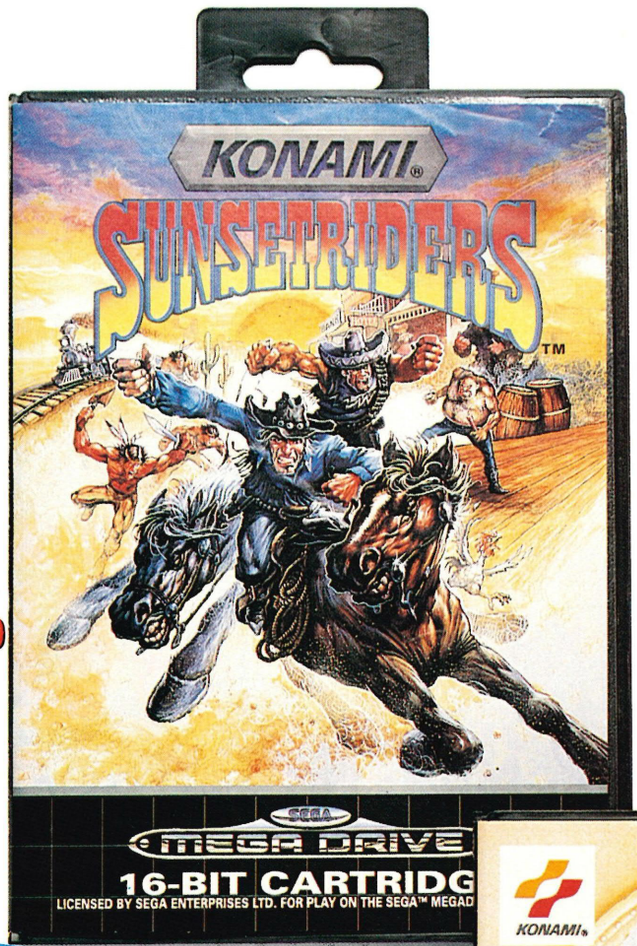

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SEGA XS

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From the makers of SEGA XS – SEGAPRO, SUPER XS, SUPERPRO, MEGA POWER and PC POWER. Coming soon – NINTENDO SUPER GAMER, ha ha!

Last word: TTFE!

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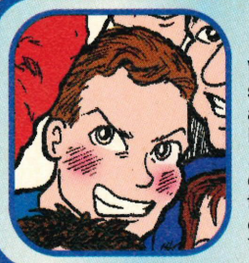
GAME

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

Also, kudos to Inarcadia (071 404 2338), for lending us a copy of *Silpheed* at the last possible second before the deadline!



DAMIAN BUTT

Well, it's the end of an era. The man who started CONSOLE XS off all those moons ago is moving on, taking the reins of Paragon's new N*nt*ndo magazine *Nintendo Super Gamer* (what a traitor, eh?). No more will the XS office ring to the sound of Damian saying "Don't question my orders, scum!", or "Sleep? You don't need that, you wimp!"

ANDY McDERMOTT

Also following in Damian's footsteps is our Andy, the chip-eating, *Star Trek*-watching, Janine Turner-fancying designer defecting to *NSG* as well. He'll be taking his design skills, cartooning abilities and non-stop swearing at his Apple Mac habits to a whole new audience, God help them. Do even Nintendo owners deserve this?

CAROLYN RATCLIFFE

She's been the heart of SEGA XS from the start, and now the heart's being torn out, like something from *Mortal Kombat,* as Cabs leaves for pastures new. Her legacy to the world of console magazine publishing consists of a pine cone, a few oddly-coloured stones and shells, and the chance for other staffers to make sick jokes without being shouted at.

JON EVES

"J the H", as he hated to be known, is another departee this issue. Now, the world will never see the *Landstalker* solution on which he slaved for months, unless SEGAPRO nick it (like they usually do with our stuff... only kidding, guys!). He won't say where he's going next... probably to stop us all ringing him up at work and shouting "J the H!"

MARK PILKINGTON

Marky Mark and his funky bunch of fives (or so he claims, after a wildly exaggerated incident at the Christmas party) is one of the few people who isn't involved in the 1994 Musical Chairs Championship, staying right where he is on SEGA XS. He thinks that 1994 will bring him promotion, fame and a romantic encounter or two... dream on, Mark!

RICHARD FORSYTH

Another SEGA XS stay-at-home, Richard recently had a most unfortunate encounter with a tree stump that kept him off work for a few days. He returned with a funny walk, a high-pitched voice and a wad of money for the compiler of the contents page biographies to keep the incident out of print. Hah! The truth will out! (And thanks for the dosh, sucker!)

SEGA XS EDITORIAL

The Sega world is expanding at a greater rate than ever before! With over 250 titles for the Mega Drive and hundreds for the Master System and Game Gear, the future has never looked brighter for owners of the sleek black machines. Many of you reading this, may have just got your console for Christmas, and you can look forward to some of the best software ever seen, in '94.

Mega-CD owners needn't feel left out either, with some amazing new games hitting the shelves this year. I've only seen a few, but the pick of the bunch must surely be *Ground Zero Texas* – a light gun, alien-bustin' frenzy that plays just like an Arnie action movie. 1994 will also herald some of the terrific new CD titles that have been promised for so long. About time!

We at SEGA XS, wait with bated breath to play, and bust open all the new games. We hope you'll join us this year for our now legendary fully mapped solutions and poignant reviewing style. No other magazine is totally dedicated to helping you complete your games, which is why SEGA XS is so successful.

In fact, now that SEGA XS is the best tips mag on the planet, I feel I can hand over the reins and let someone else ride the waves of glory. Yes, that's right – this is my last issue as editor of SEGA XS – I leave to launch a hot new project for Paragon Publishing, but that doesn't mean you will be totally rid of me.

Since the pioneering issues of CONSOLE XS, and now SEGA and SUPER XS, I have been in the privileged position of playing and completing every single new game. It's been great fun, but more and more I am frustrated by the sheer amount of rubbish that filters through the quality nets. Does this mean there are no play testers involved? Not a bit of it – the real problem is that people employed to play a company's games become jaded and biased, thus, they are more concerned about praising everything, rather than giving honest opinion.

It has always been my view that companies should select a proportion of computer journalists to test the games for them. As long as people don't start getting greedy and trying to review half finished copies (it has happened many times, believe me!), this would hopefully result in more original quality games hitting the shelves.

In fact, why don't companies like Ocean, US Gold, or even Sega themselves, look to the past for inspiration? It happens with pop records, or car design, why not console games? I come from a Spectrum and Commodore background, and although the graphics and sound were often terrible, the fundamental gameplay was fantastic.

I can think of hundreds of games from the ye olde days of computers that could easily be converted to the Mega Drive and would be huge hits. With the gameplay already sorted, all that would remain is to beef up the visuals, and you have an original and compelling game, rather than having to resort to countless *Street Fighter* or *Shinobi* clones to make a quick buck, as is often the case today.

If there are any software companies reading this, give me a call and I'll be only too happy to go into more depth. It would only be a small matter to get the licence for the majority of games like *Paradroid*, *Back to School*, *Head Over Heels*, *Great Escape*, *Jack the Nipper*, *Dynamite Dan II*, *Knight Lore*, *Elite*, *Movie*, *Dropzone*, *Mercenary*, *Commando* and *Hypersports to name but a few.* All classic games, but now forgotten because their computers have become obsolete.

What many console owners don't realise, is that there was life before Sega, why not revive the high lights and improve the originality of the games at the same time? If any of you have any views on the subject, send them directly to me. Who knows, If we receive enough response, maybe that will convince some producers to take the chance? It can only mean a better deal for console owners, and while they're at it, why not drop the price as well?

Well, that's my last editorial for SEGA XS. Next issue, there's a new guy in town who'll take this great mag into the new generation of Sega games for '94. I wish him well; it may be the best job in the world, but it's also the toughest. Good luck

So, all that remains for me to say is many thanks to all SEGA XS readers for your support over the years, no doubt I'll crop up occasionally to cause havoc in the XS offices.

Stay tuned.

Damian Butt

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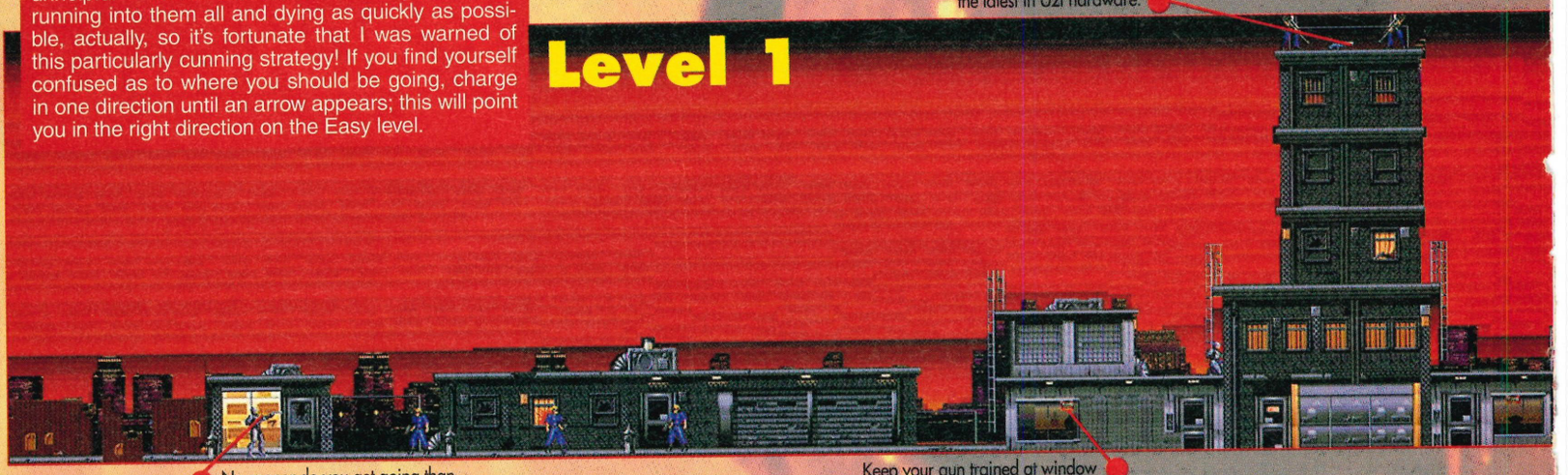
The prime directive for this initial level is rather unhelpful – 'Avoid the bullets'. I was planning on running into them all and dying as quickly as possible, actually, so it's fortunate that I was warned of this particularly cunning strategy! If you find yourself confused as to where you should be going, charge in one direction until an arrow appears; this will point you in the right direction on the Easy level.

Level 1



Come to the top of this building to collect the latest in Uzi hardware.

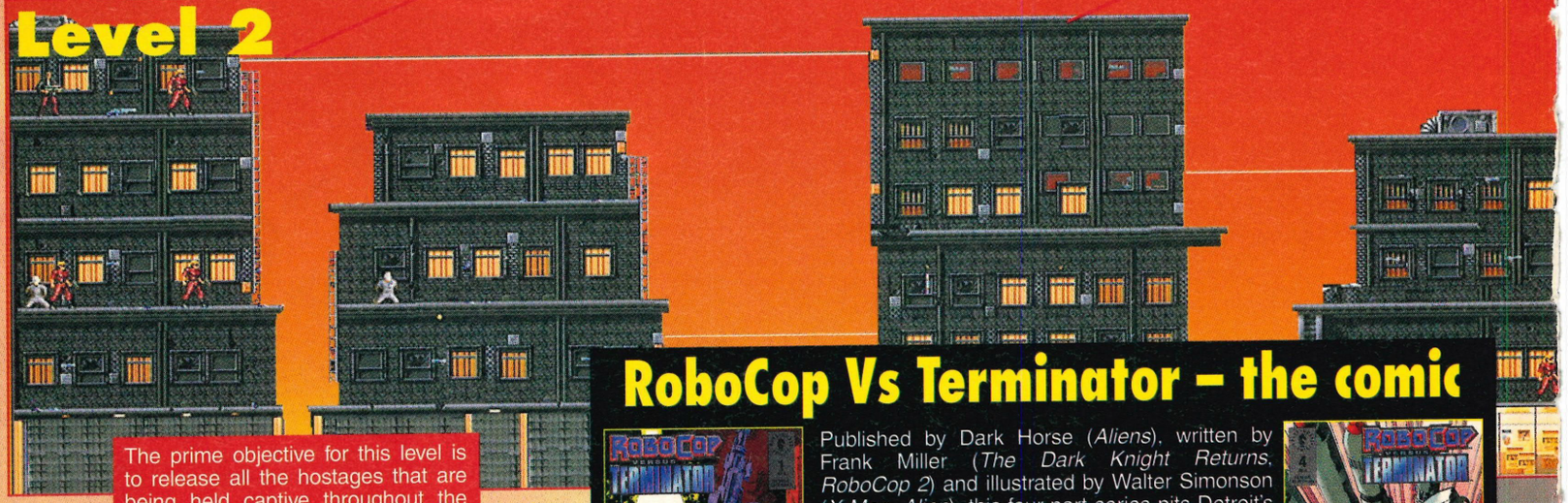
No sooner do you get going than you meet the first evil dude out to get you. It's rapid fire time and no mistake! If you're fast enough, he'll die before he gets a shot in.

From the start, climb to the top of this building and work hand over hand on the rail. The momentum will catapult you through the next building and swiftly onto the next rail, avoiding loads of trouble.

Keep your gun trained at window height when things are quiet – you can bet someone's waiting to chuck a stick of dynamite at you.

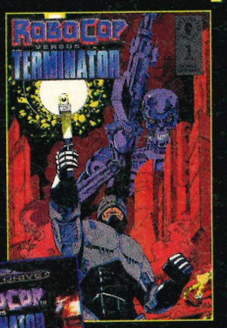
If possible, always go to the top of the buildings, as there are always new guns to be found, as well as health power-ups.

Level 2

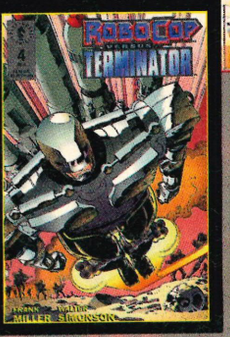


The prime objective for this level is to release all the hostages that are being held captive throughout the buildings. If you like, you can take the shortest route to the exit without saving a soul – it just means that you won't get the bonus for completing the mission.

RoboCop Vs Terminator – the comic



Published by Dark Horse (*Aliens*), written by Frank Miller (*The Dark Knight Returns*, *RoboCop 2*) and illustrated by Walter Simonson (*X-Men*, *Alien*), this four-part series pits Detroit's finest against (you guessed it) Arnie's insides. In the future, after Judgment Day, the human resistance discover that Murphy/RoboCop's program was directly responsible for the creation of Skynet, and send an agent back to kill him, to prevent Skynet ever existing. However, Skynet sends Terminators back to ensure history turns out as the super-computer would like, and thus the battle for the future begins...



"You have 20 seconds to comply..." "I'll be back!" Robocop meets the Terminator, but fortunately they exchange few words! With ten gigantic levels of mayhem to battle through before confronting the ultimate in Skynet's armoury, this game is one tough cookie and no mistake. If you fail in your mission, it's curtains for mankind as we know it. Let SEGA XS guide you to a kinder, more prosperous future.

MEGA DRIVE

PLATFORM SHOOT-'EM-UP ● VIRGIN

ROBOCOP VS TERMINATOR

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Instead of climbing the ladder, stay at ground level – there's loads of guns to be had and more enemies to be slaughtered.

Fat Bloke

The first boss has a very simple attack pattern. He fires one shot diagonally up, followed by two low ones. Move in close and duck under the first two shots, jumping the third to stay invulnerable.

On these floors, push up and jump to reach the next storey – there's a missile gun waiting at the top.

If you are in a humanitarian mood, look out for these hostages. Simply walk past over them to release.

Stand well back from the dustbins when you shoot them – they contain a variety of objects, ranging from useful power-ups to dangerous explosives.

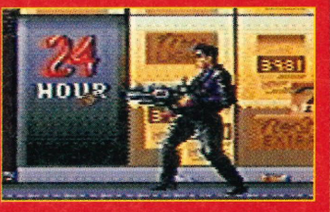
As you walk along this passageway, pick off the gunman overhead as he will cause you the most damage.

Another hostage to be released.

These handrails are ideal for the fainthearted who don't like to get involved in a bloody battle. Take the high road for a swift route to Arnie.

Cool your jets! Here comes Arnie.

Terminator



Very easy to dodge, Arnie fires two shots and then pauses. Jump over both bullets in one go and then let him have it before going defensive again. He gets up twice before dying.

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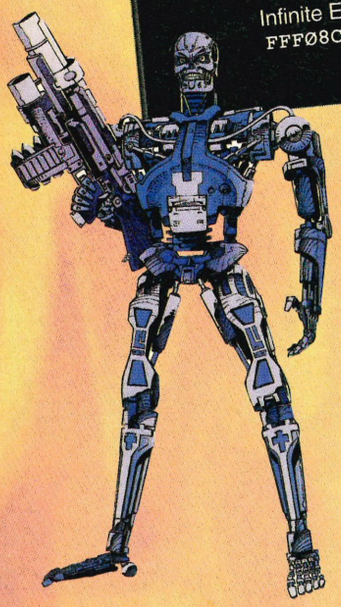
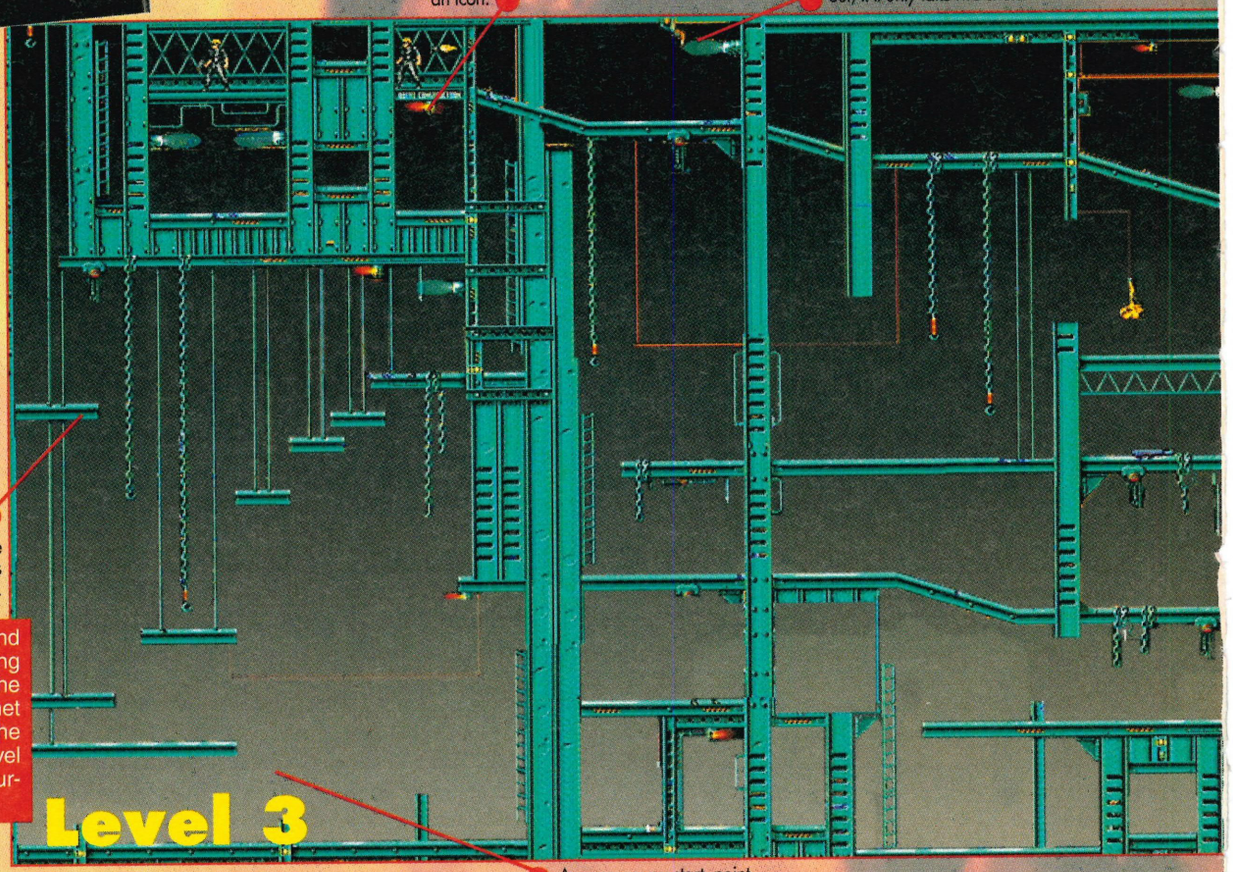


This is one of the aforementioned security cameras that are watching your every move. Blast them to reveal an icon.

These ceiling crawlers cause a lot of problems if you leave them there – take them out, it'll only take two shots.

When you reach this platform, a man will slide down the pole, guns a-blazin'. If you brave his might, there's a homing gun up for grabs.

This level has you clambering around the scafolding of a disused building works. Your mission is to take out all the security cameras that keep Skynet informed as to Robo's activities. The giant boss waiting at the end of the level is rock hard, so be prepared with a sturdy weapon.



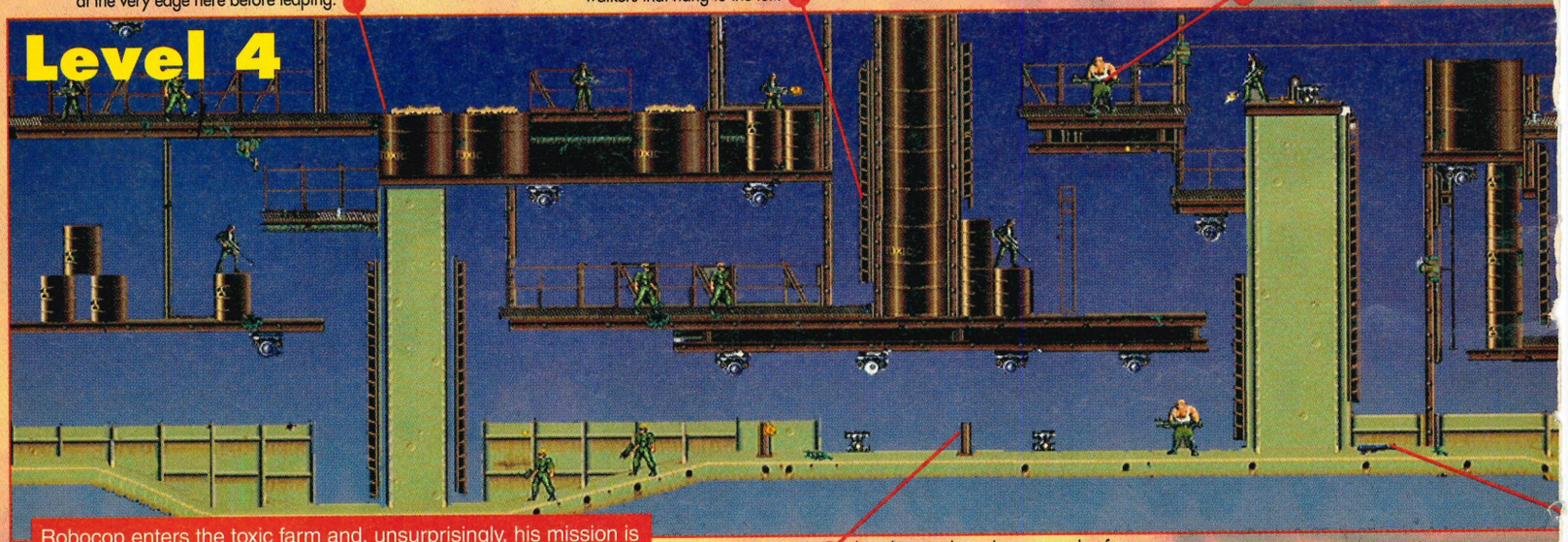
Level 3

As soon as you start, point your gun in the air and fire; a homing gun will fall from the platform above.

You must jump to the middle of these barrels to avoid getting scorched. Stand at the very edge here before leaping.

Perch from the ladder at this point and pick off the ceiling walkers that hang to the left.

The tubby boss man from the first level makes several appearances. Attack him in the same way as before.



Level 4

Robocop enters the toxic farm and, unsurprisingly, his mission is to avoid all the toxic waste! Obvious really. If you should stumble into a pot of flaming acid, then you will discover just how much of a bad idea it was as you swiftly lose a life. You have been warned!

These barriers have the curious,, but fortunate, property of allowing your bullets through, but not those belonging to the enemy. Duck down and kill everything before moving on.

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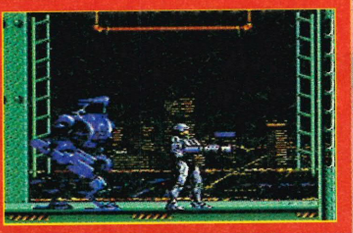
RoboCop 2



Come with homers and shoot! Jump onto one of the ladders to the top. Robo's lights will come on and it will fire. Stay still, and as it fires its second salvo, jump into the air to avoid the approaching bullets. It will then pause before charging. Now leap along the rail to the other side and repeat!

These pipes shoot forth giant flames. Let them fizzle out before dashing to the other side.

Sprint up this ladder, then hook onto the handrail to end up face to face with a gigantic metal monster.

All right! It's an extra life!

Shoot this camera for a smart three-way shooting pistol.

Tank

Have the flamethrower and go in close whilst ducking. All its bullets will be swallowed up by your fire. When it blows its top, you must jump in the air and shoot down to kill it off.

This handy icon doubles your rate of fire

The three way shot here is a winner. If you hold onto it long enough to meet the boss, you'll be able to defeat it without losing a single drop of health.

Spare the heroics here and don't attempt to jump the toxic waste – use the handrail above.

These machines emerge from the ground. Duck down to blast them.

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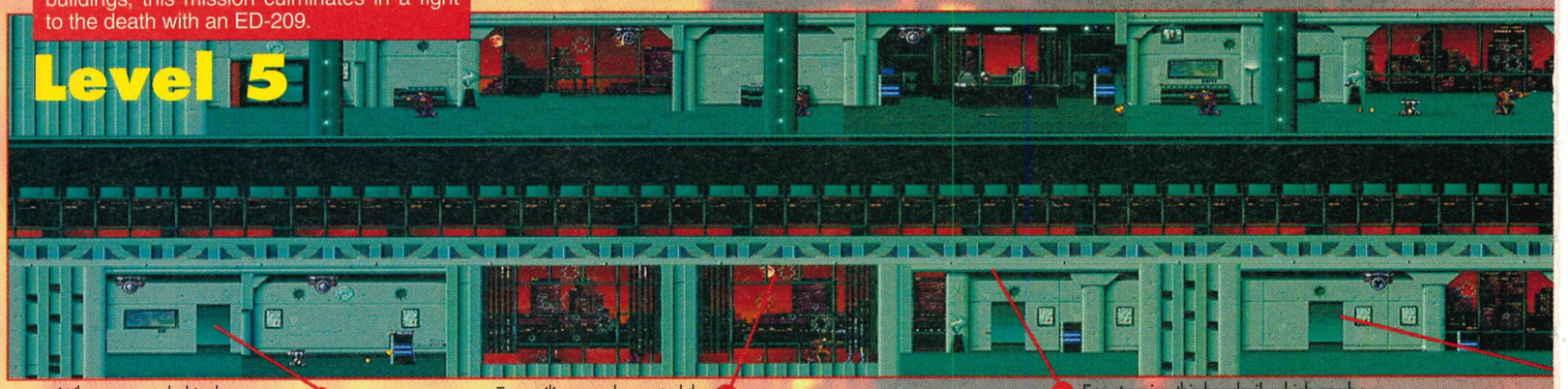
This level is set in the OCP offices, with your prime directive being to rescue the employees being watched over by Skynet's servants. Containing a number of interlinked buildings, this mission culminates in a fight to the death with an ED-209.

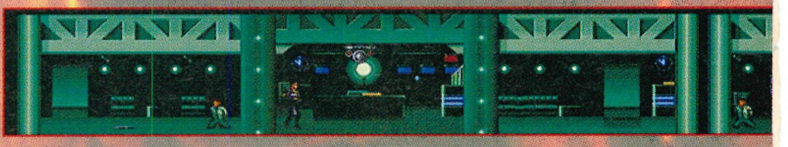
Level 5

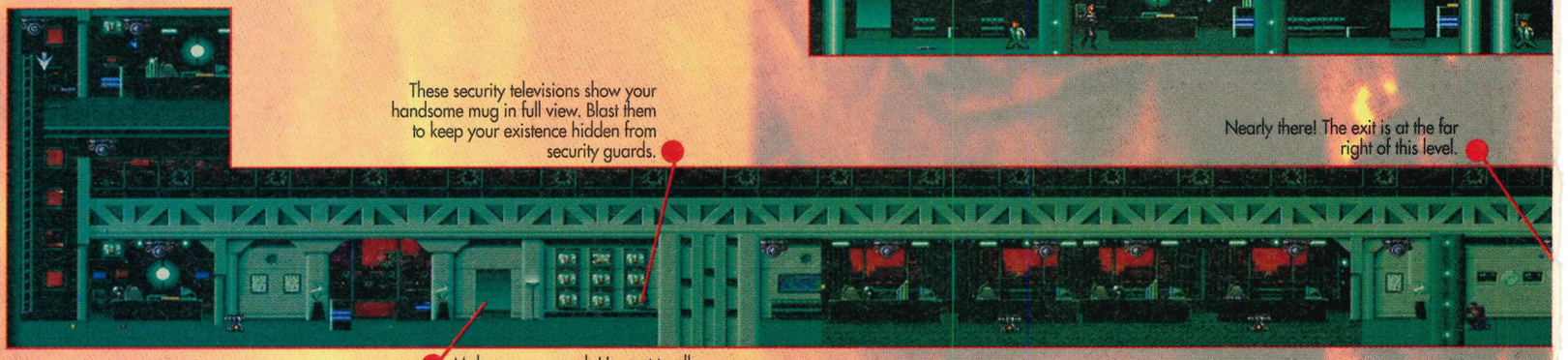


When you reach this doorway, go inside to progress to the next section.

Two ceiling crawlers patrol the handrail in this section. Don't run the gauntlet; stand well back and blast them before progressing.

Easy to miss, this handrail, which can be reached after jumping on the ashtray-like pedestals nearby. Watch out for the ceiling crawlers though.





These security televisions show your handsome mug in full view. Blast them to keep your existence hidden from security guards.

Nearly there! The exit is at the far right of this level.

Make sure you push Up next to all the doors to see if you can enter.

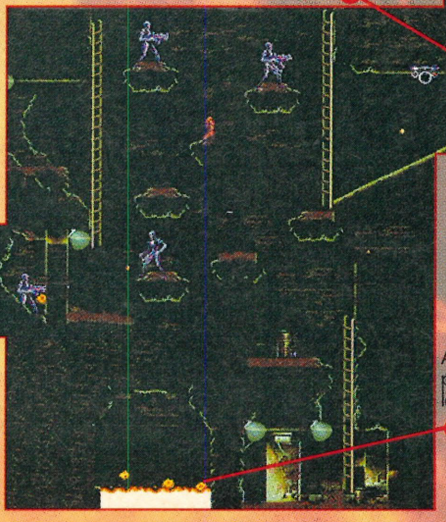
Level 6

This is the start to the level. Be prepared to come face to face with a terminator guard to the right.

This is one of the rebel commanders. Blast the droid waiting on the ceiling and free him – he has nothing to lose but his chains.

Tally ho chaps! Bashed the Boche and blew Jerry out of the water.

Each terminator robot will fall over, seemingly dead after being hit. As you approach, however, it will rise, shooting immediately.



You arrive in an underground mining system, patrolled by loads of terminator skeletons. Your directive for this section is to rescue the rebel commanders who've been trussed up and done up like a kipper and no mistake! Free them by simply walking past their bodies.

Make sure that you jump from the very edge of the gap before leaping. If you fall into the molten lava, you will instantly lose a life.

Attempting to leap this giant pit will prove extremely fruitless – back you go!

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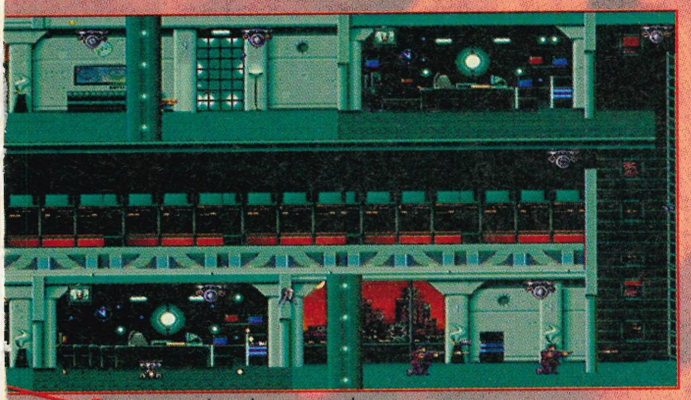
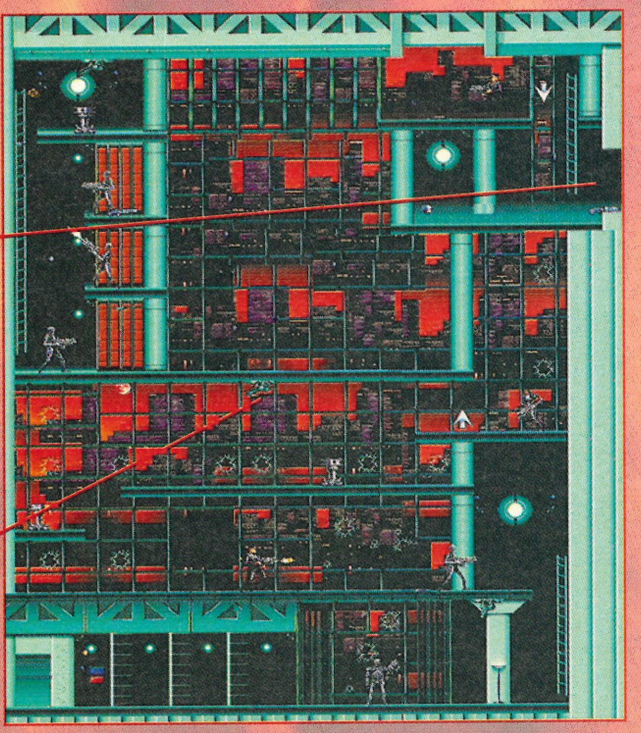
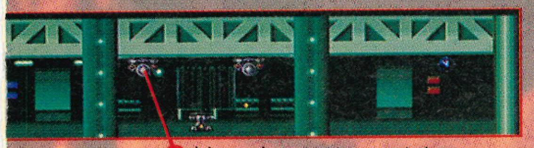


As you pass these doorways, push up to see if you can enter any of them.

I'm out of here! Speed through this door to the penultimate section.



The ceiling crawlers are a nuisance in this level too: Stand well back and shoot diagonally upwards to remove them, before continuing.

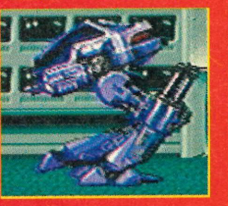


It is most important to concentrate on these ceiling crawlers straight away, as they follow you around, releasing loads of ammo. Blast them for an icon.

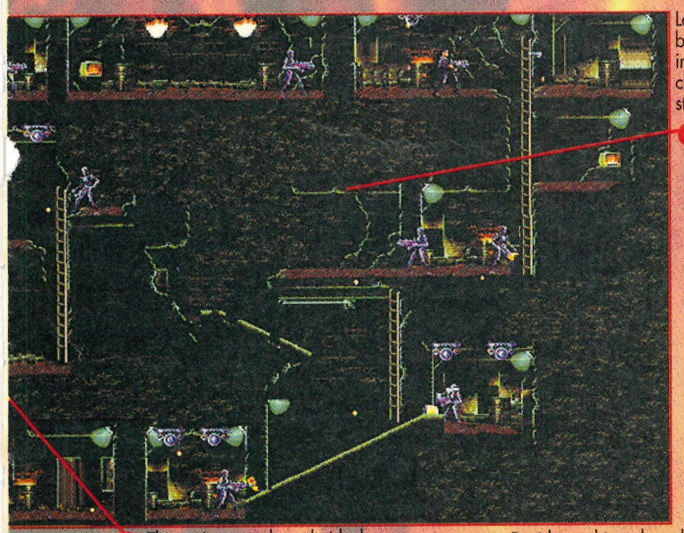
Hop on this pedestal to avoid the low fire from the machine up ahead.

ED-209

To avoid its fire, stand well back, blasting continuously. It will come increasingly closer, so jump onto the handrail at the top when it comes within touching distance, leaping over the top of its head. As it suffers damage, it disintegrates, giving up a fantastic gun shortly before blowing up.

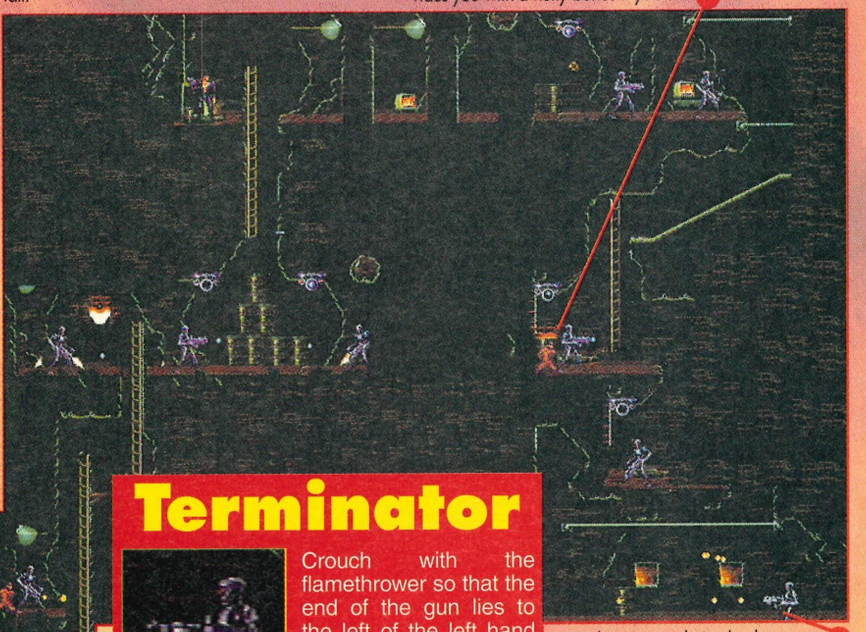


Look up to the roof to spy boulders nestling precariously in the ceiling. Approach them close up and retreat as they start to twitch and fall.

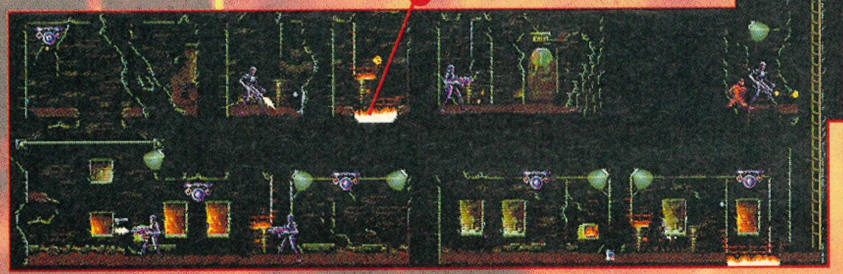


These giant metal arachnids drop Robo-seeking mines. Duck down to blow them away.

Another hostage to be freed. As in previous missions, it is not necessary to seek out and free all of the prisoners, but it provides you with a hefty bonus if you do.



Droids perching above lava pits always drop extra lives once shot. Don't let the icon fall into the pit or it will be irrecoverable.



Terminator

Crouch with the flamethrower so that the end of the gun lies to the left of the left hand corner of the window closest to the robot. Put a weight on the fire button and make a cup of tea! I'll be back!

Make sure you have the three way flamethrower when fighting this terminator for a guaranteed easy life. With this gun you can kill the terminator without any loss of energy.

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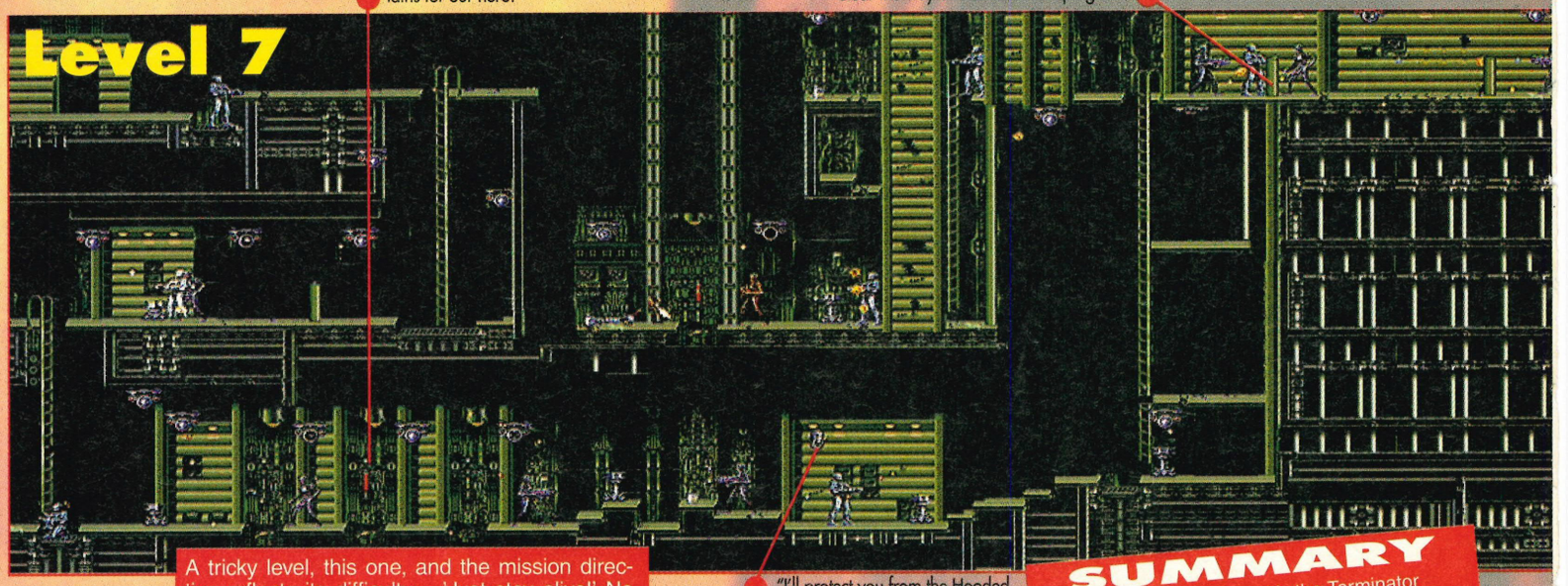
Level 7

This is one of the pits of guaranteed death. If you fall in, it's curtains for our hero.

These barriers are similar to the ones found in earlier levels, in that you can fire through them, whilst enemy fire cannot penetrate. Clear the way ahead before leaping over



A tricky level, this one, and the mission directive reflects its difficulty – 'Just stay alive!' No human can survive the conditions in this hell hole, which is why the only things you'll encounter are terminators. Particularly nasty are the pits of certain death which litter the level. They're the ones spitting out laser shots into the air.

"I'll protect you from the Hooded Claw, keep the vampire from your door..." Blast this grappling hook for a super smashing icon.

SUMMARY

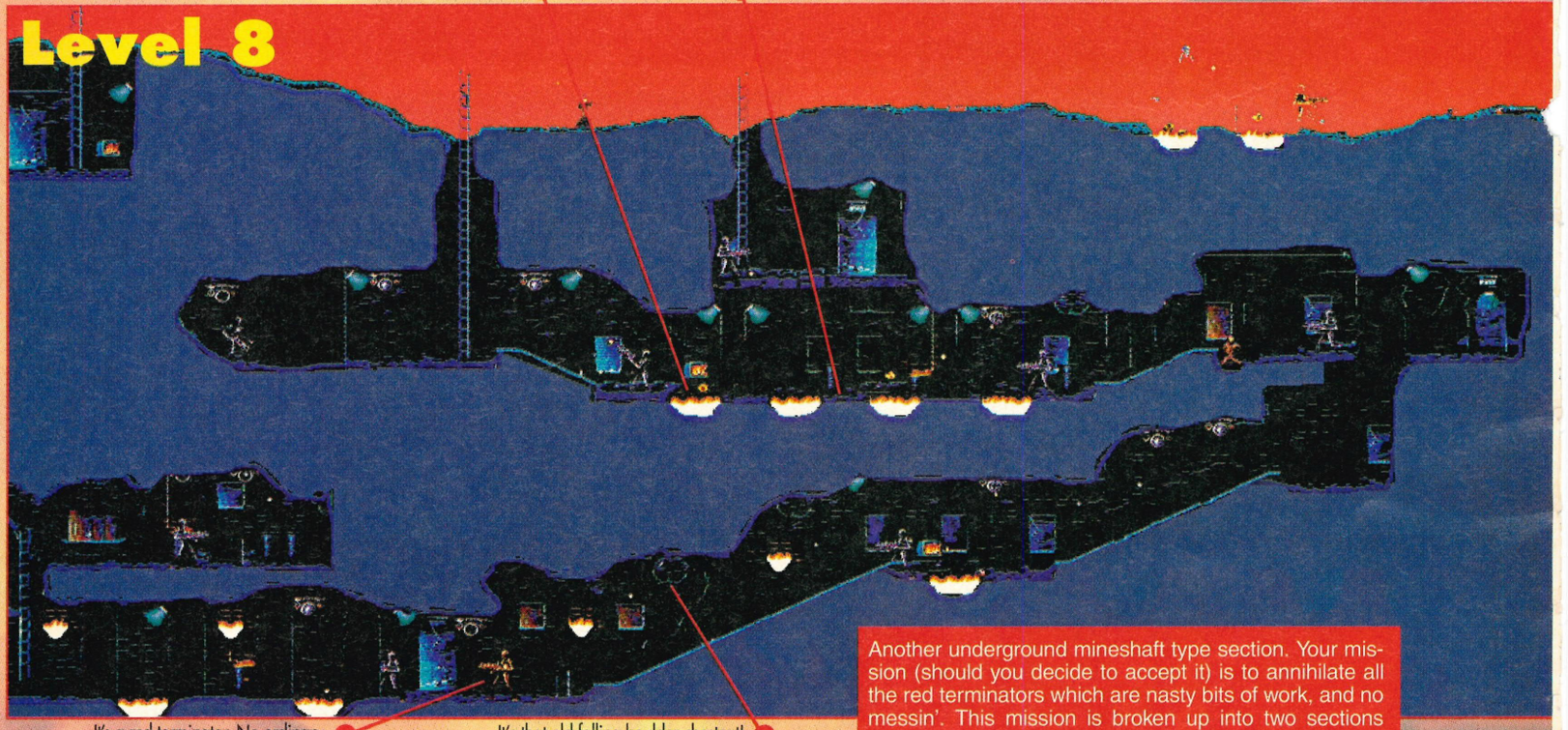
GAME NAME: Robocop Vs the Terminator
TIME TO COMPLETE: 3 days
HIGHEST SCORE: 9,999,990
NUMBER OF LEVELS: 10
CHALLENGE RATING: hard

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

Level 8

These lava pits spell certain death should you so much as dip your elbow in to test their temperature.

The floors are littered with flashing mines that must not be stepped on. Jump into the air and shoot diagonally down to clear your path.



Another underground mineshaft type section. Your mission (should you decide to accept it) is to annihilate all the red terminators which are nasty bits of work, and no messin'. This mission is broken up into two sections before you encounter the giant metal boss. Find the exit in each level to progress.

It's a red terminator. No ordinary war machine of death this one; it'll fall over three times before blowing up in a turgid explosion.

It's that old falling boulder chestnut! Approach so that they fall and dart out of the way to avoid becoming Roboflop.

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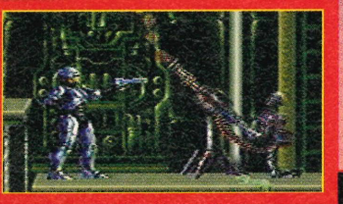
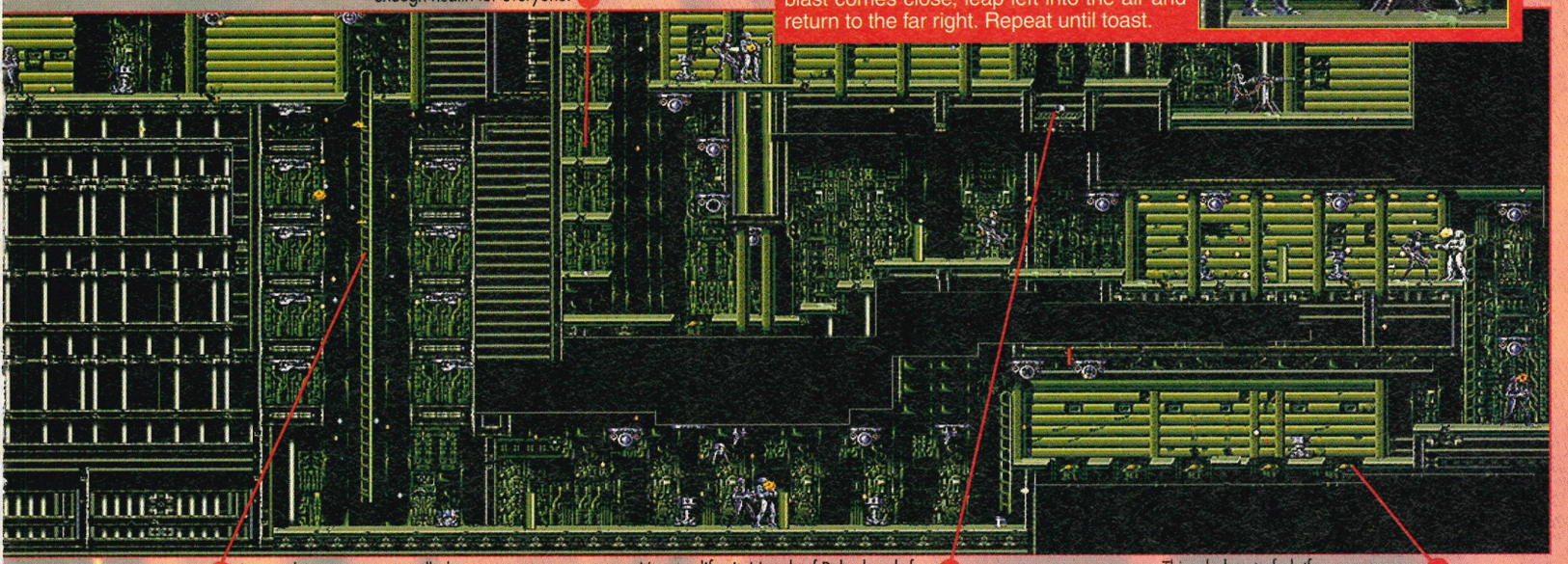
Big Gun Termy



To stay safe, stand at the far right and wait as the robot fires off two salvoes in quick succession. As the first bullet of the second blast comes close, leap left into the air and return to the far right. Repeat until toast.

This long stretch of platforms contain loads of health power-ups, so skip lightly up to the top, ignoring the firing enemies – there's enough health for everyone!



Ignore the gun turrets installed on either side, just drop down the ladder as fast as your metal legs can carry you.

It's extra life city! Loads of Robo heads for the taking along this section.

This whole set of platforms are separated by pits of no return. Be prepared to take some damage to pass this corridor as quickly as possible.

It's the exit! Do not enter unless you have a large gun and nerves of steel.

Hunter-Killer

When you enter the cavern, hang from the lowest handrail on the left and let the boss approach. When it first fires, make a small hop. On the second attack, leap high to the next handrail and leap over to the next side.

On the left hand side of the boss' lair, you'll find a tasty rifle. On the right hand side lies a health power-up, plus an icon to double the speed at which you let loose your rounds.

WEAPONS

AUTO-9
Your basic weapon, a real wooden spoon amongst firearms. Almost useless against bosses.

FLAMETHROWER
A very nice three-way shooter that also serves as blanket protection against attack.

MISSILE LAUNCHER
Reasonably powerful exploding pellets, but with a limited range.

HOMING MISSILES
Like a swarm of bees they hang around, waiting for a target.

GUIDED GRENADES
Defy the laws of physics with this nifty piece of hardware!

20mm CANNON
"Disarm" (ho ho) ED-209 for this top bit of kit.

LASER
It's Bully's special prize, a super smashing destructive ruby laser. Damned saucy.

PLASMA RIFLE
Not found until level six. Second only to the laser in terms of effectiveness.

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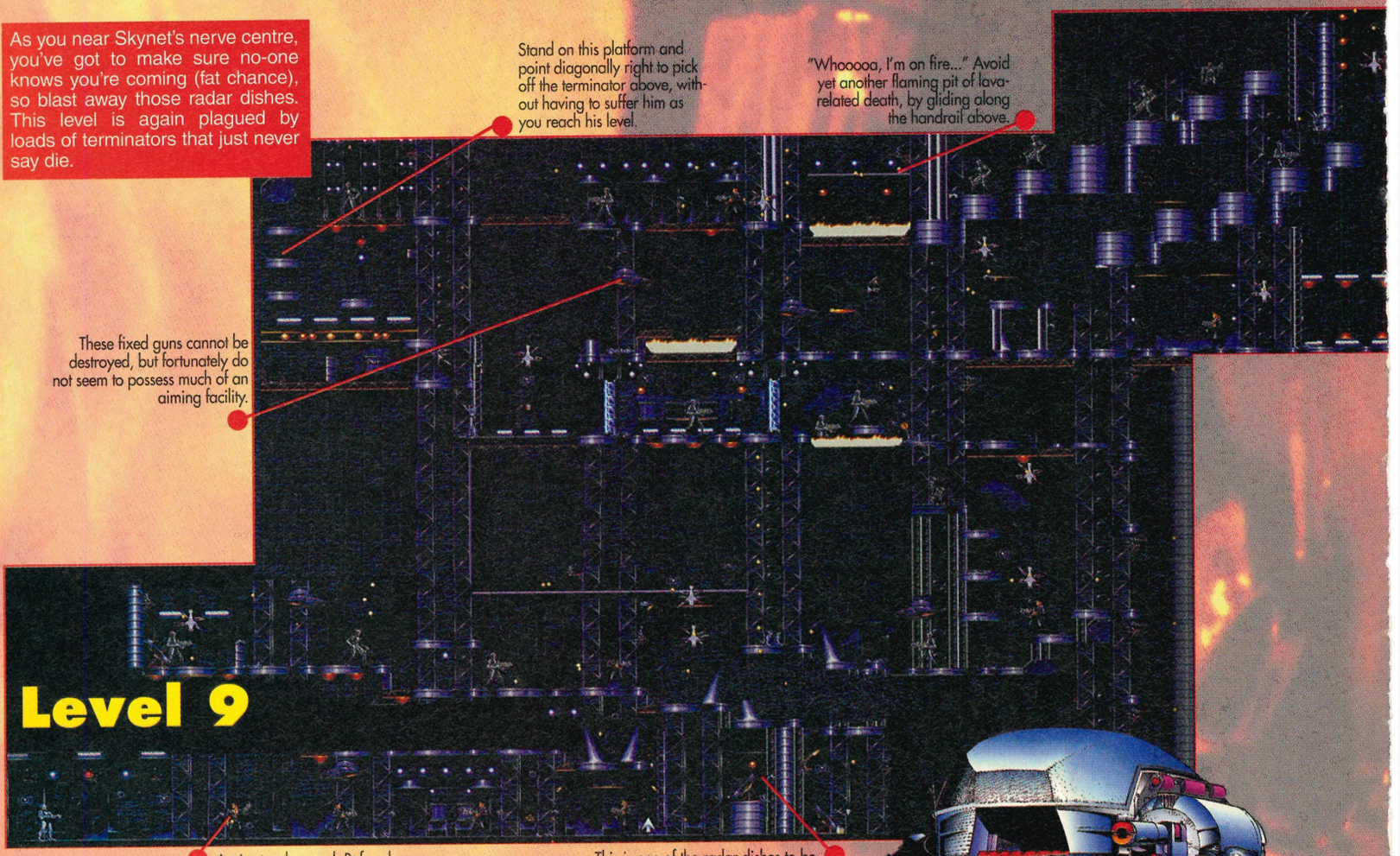
As you near Skynet's nerve centre, you've got to make sure no-one knows you're coming (fat chance), so blast away those radar dishes. This level is again plagued by loads of terminators that just never say die.

Stand on this platform and point diagonally right to pick off the terminator above, without having to suffer him as you reach his level.

"Whoooooa, I'm on fire..." Avoid yet another flaming pit of lava-related death, by gliding along the handrail above.

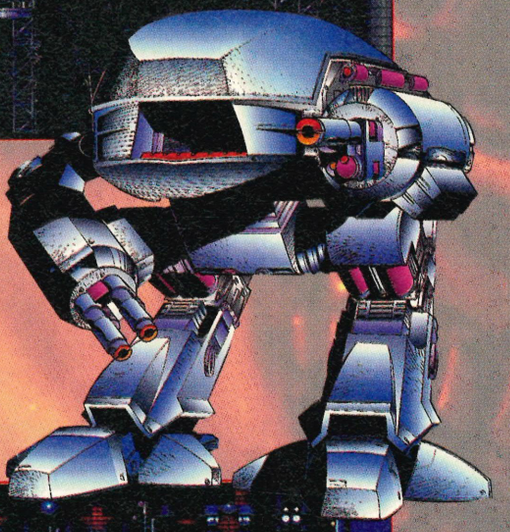
These fixed guns cannot be destroyed, but fortunately do not seem to possess much of an aiming facility.



Level 9

Arnie stands guard. Before he blows up, you've got to reduce him to a skeleton and fell him two more times before you may safely pass.

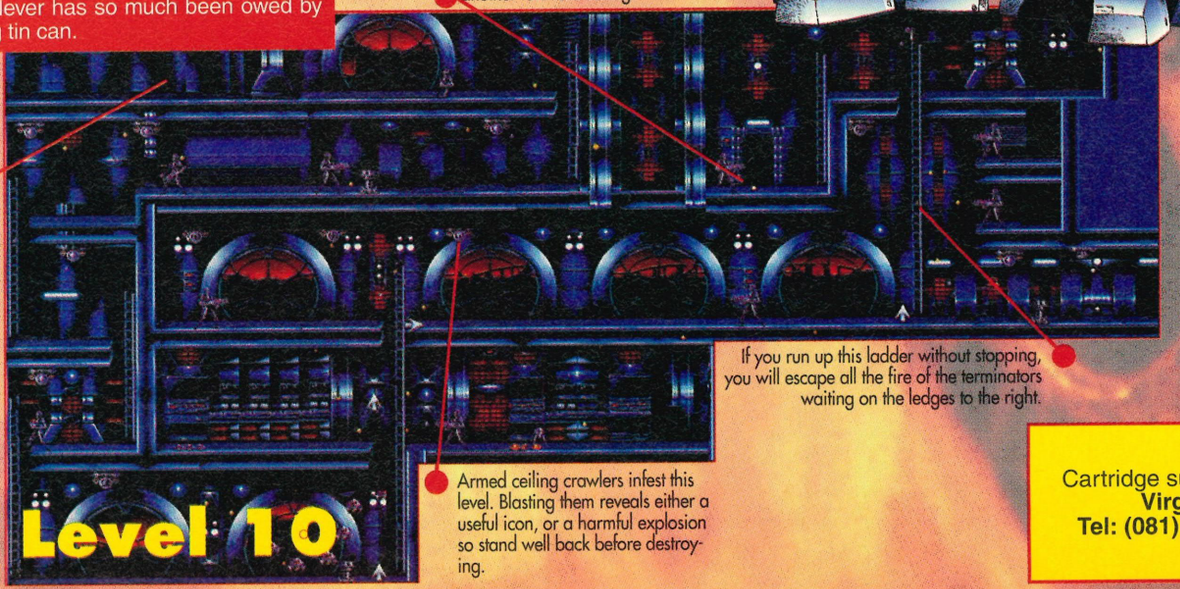
This is one of the radar dishes to be located and destroyed. Blasting them reveals a number of useful power-ups – predominantly health restorers.



Right chaps, bandits at three 'o clock, what ho and back to Blighty for tea and crumpets and a listen to the BBC World Service in front of a warm hearth, rather? I should cocoa. Hasn't the Queen mother got a lovely smile? Battle through three arduous sections before you come face to face with the ugly mug of Skynet's PR representative. Never has so much been owed by so many to a walking tin can.

This is the exit that takes you to yet another futuristic setting.

The start to this section soon has our intrepid hero face to face with terminators armed with giant Howitzers. If you jump over them, they take a few seconds to turn around, giving you a clear shot.



If you run up this ladder without stopping, you will escape all the fire of the terminators waiting on the ledges to the right.

Level 10

Armed ceiling crawlers infest this level. Blasting them reveals either a useful icon, or a harmful explosion so stand well back before destroying.

Cartridge supplied by:
Virgin,
Tel: (081) 9602255

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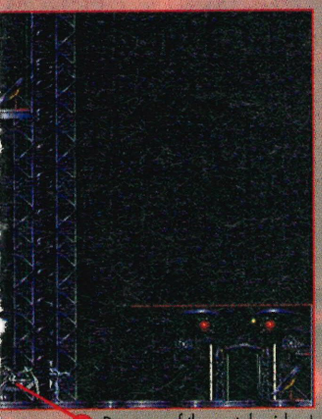
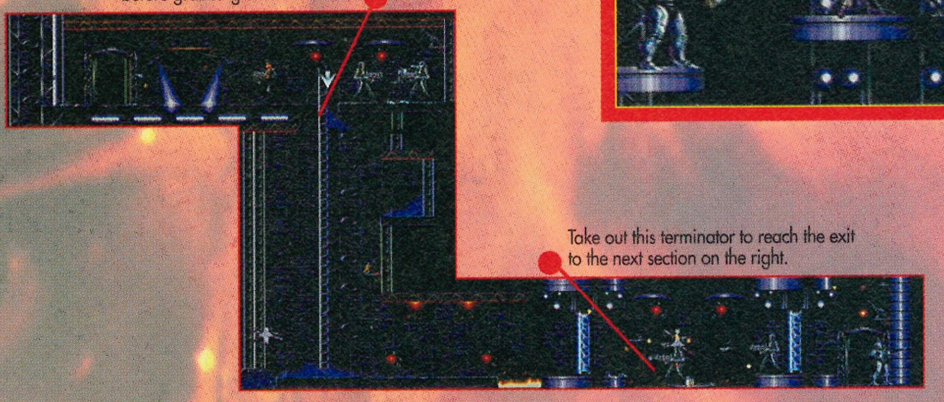
Another Terminator

This terminator fires in two blasts; one set of four shots arcing up and over, followed by three diagonally down. Stand on the platform as shown and blast him during the first four shots. Run away when the next three shots come, and repeat!

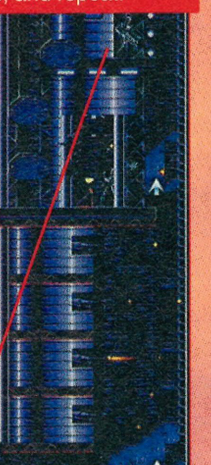


Revenge of the metal spiders! Watch out for its chasing mine-droids which scuttle along the floor.

The easiest way down to the ground level is to leap into the gap and fall halfway, before grabbing onto the ladder.

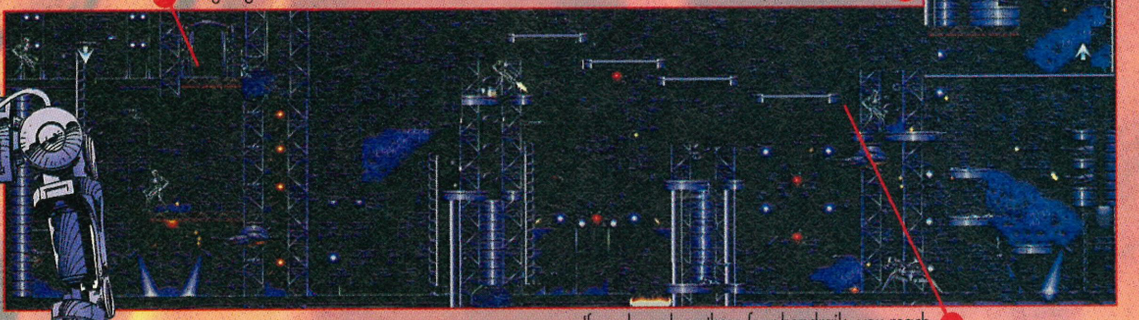


Take out this terminator to reach the exit to the next section on the right.

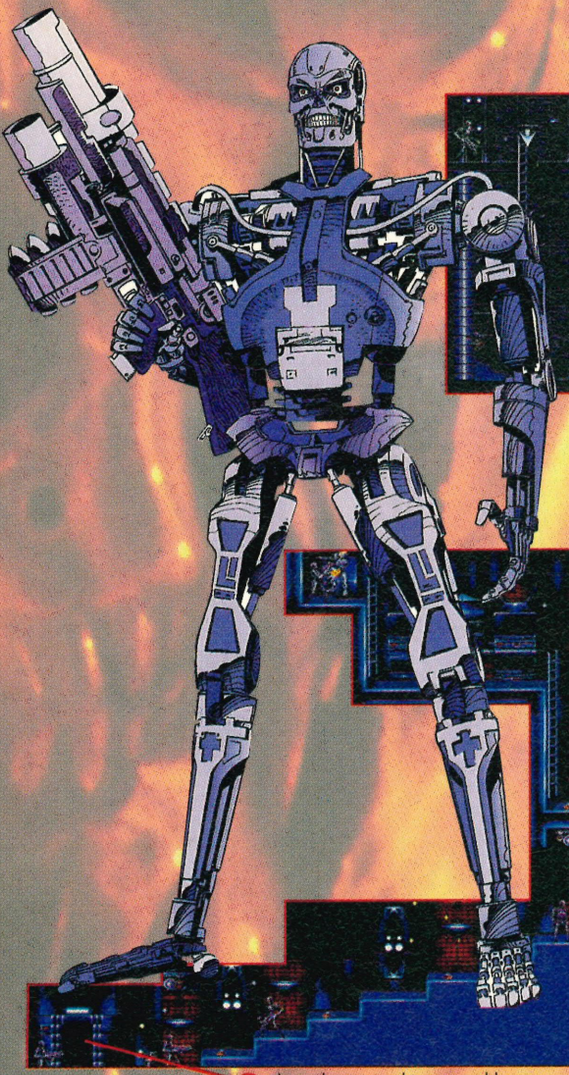


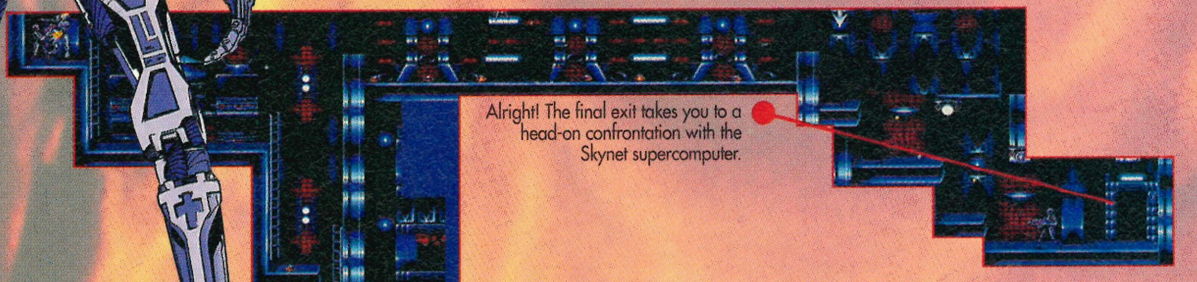
Once you get to the top of this section, walk to the far left and push up to enter the hidden exit that takes you to the penultimate boss.

You emerge from this doorway at the start of this final section before meeting the boss. Head down the ladder and trudge right.



If you hop along these four handrails, you reach an extra life as well as a health power-up being watched over by a terminator skeleton.





Alright! The final exit takes you to a head-on confrontation with the Skynet supercomputer.

This is the start to this reasonably small section. You'll be immediately assaulted by terminators on both sides.

Skynet

Shoot the terminator on the left and one will appear on the right – ignore it. Now simply stay at the far left, jumping in the air to blast it right between the eyes. From the far left, the skulls shot from its head are easily picked off.

A flashing icon appears here that changes into all the possible icons found in the game. Make sure you jump on it when the small laser gun appears. The boss will also drop similar items periodically as you blast it.

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CORE! THUNDERSTRUCK COMPETITION

Core Design have managed to anticipate the eventual success of the Mega-CD by aiding and abetting it in no small way. The release of *ThunderHawk* has caused a furore of excitement, due mainly to superb high speed graphics, coupled with fantastic adrenalin-boosting gameplay. The basic scenario of the game is simple. You command a state-of-the-art helicopter gunship through ten world crisis hot spots, but there are at least five sub-missions in each, so that the final tally of missions is close to 50!

Put simply, *ThunderHawk* is the best game to appear on the Mega-CD so far (we gave it a 'Recommended' last issue!), featuring some super scaled landscapes which move at an incredible rate. Bunkers, trees, tanks and even buildings are all portrayed in staggering detail and at stupid speeds.

With the high price of the Mega-CD, I wouldn't be surprised to hear that many of you don't yet own one of these essential pieces of hardware, consequently you won't have played the game. Now it's such a shame that you are prevented from playing the ultimate shoot-'em-up, purely because you haven't managed to starve yourself and spend the money on electrical equipment... enter SEGA XS and Core for the perfect start to the New Year!

In truth, the Mega-CD desperately needed a game to boost flagging sales of its CD unit, and *ThunderHawk* definitely comes up to scratch. Now you could win, not only a copy of the game everybody's talking about, but also a Mega-CD to play it on! SEGA XS, in conjunction with Core, are offering you the opportunity to win a Mega-CD and one of five *ThunderHawk* CD games. Don't forget, you can also play normal music CDs on your Mega-CD as well as games, but you must have a Mega Drive to be able to run it.

As you'd expect, there is the usual formality of a few questions, all of which have been put together with the help of the XS team. Simply answer the three questions and return them to the usual address by 20 March.

THE QUESTIONS

1: Who was the Greek God of Thunder?
A: Thatcher
B: Thor
C: Mark Pilkington

2: Which of the following is the central part of an apple?
A: The Core
B: The Wow
C: Mark Pilkington

3: Which of the following is a bird of prey?
A: The Dodo
B: The Hawk
C: Mark Pilkington

CORE! THUNDERSTRUCK COMPO

1 A☐ B☐ C☐ 2 A☐ B☐ C☐ 3 A☐ B☐ C☐

Tick the appropriate boxes on this coupon and send it (or a photocopy) to, ***Core! Thunderstruck Compo***, SEGA XS, Durham House, 124 Old Christchurch Rd, Bournemouth BH1 1NF. All entries must be in by 20 March.

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

PASSWORD: ◯ ⋰ ◎ ✳

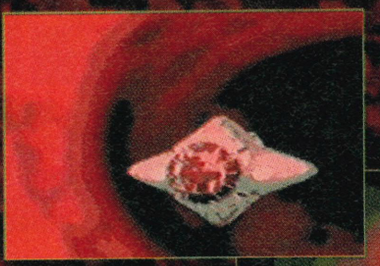
The start of the game has you chasing down the cephalic vein after the serum that has been injected into Korsby's body. Initially, the ships that come your way pose no threat to your safety, as they either don't fire at all, or shoot in a way that is easily avoided. From the start, a string of ships appear; heading for straight for you, but they do not fire. Stay in the bottom middle of the screen and hold down the trigger. You aren't going run out of ammo with your start weapon, so there's no reason to conserve your fire.

To get the more advanced weapons, you're going to have to destroy the ships give up the power-ups. The first one comes from the rotating craft that zooms in and out of the screen as you approach the divide in the tunnel. Shoot at its three thrusters and it will provide you with a twin shot. Most of the other power-up ships in this level provide you with this twin shot, but by saving yourself for key attacks in the level, you can build up a full arsenal.

The first danger appears in the form of a cluster of purple spiked meteors that shoot a dense cloud of bombs. Either use one of your smart bombs, or more cunningly, fly clockwise around the perimeter of the screen and their bombs should miss you entirely. The next real threat comes from an armada of ships that attack from behind. These appear immediately after the three green shark-like craft that fly up the screen.

Stay at the bottom left of the screen until all six have emerged, then begin blasting away in safety. If you are in their path when they appear on screen, you can lose a large amount of energy; putting your craft in jeopardy.

After this, all you need to do is watch out for the indestructible asteroid fields – the first one consists of a set of spiky obstacles that cruise slowly past your field of view. To avoid these; start at the top middle of the screen and slowly work your way to the right corner – this will leave you unscathed. The second storm comes shortly afterwards and consists of smaller, faster moving rocks. These are best avoided by waiting in the bottom right of the screen.

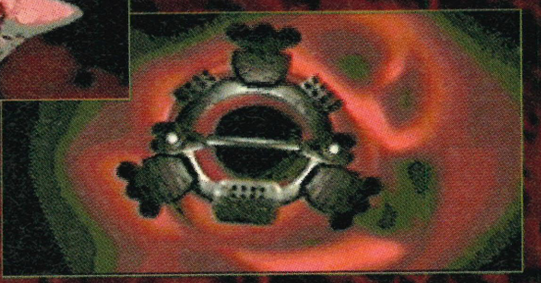


Apart from these points, it's simply a matter of locating the ships that take many hits to destroy – these are the ones that will give you more ammunition. Watch out for the giant blue ship that arrives shortly before the end of the level – not only does it provide you with more twin firepower, it also enables you to decide how to fight the last few sections of the tunnels. If you are low on energy, cool your jets and fly in circles, or figures of eight to escape incoming enemy. If you've still got plenty of reserves, blast anything that moves! The best tactic in this section is to constantly move around the screen and blast everything in sight.

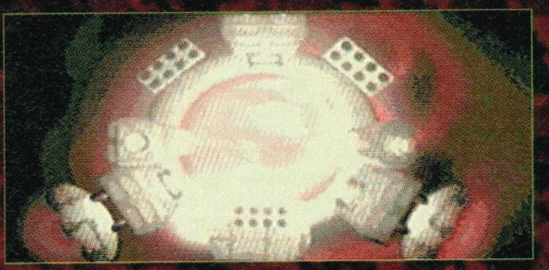
TORUS

PASSWORD: ✳ ⨁ ◎ ⋰

The Torus is the first of the mega-big bosses that stand in your way. Along the bar in its middle sits a metallic sphere – this is the vulnerable area of the body. Follow its movement back and forth along the bar and give it what for! One of Torus' attack modes is to spin, with electric sparks gushing from every part.



You will know when it is about to begin, because the two perimeter spark jets will sputter into life; giving you approximately one second to clear out of its range. It rotates relatively slowly, so follow its turning cir-



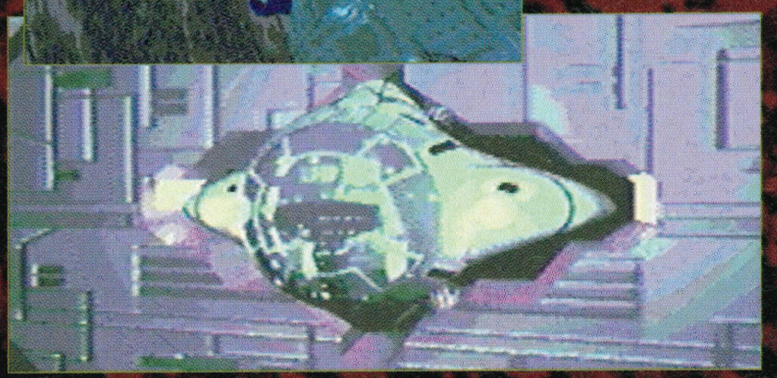
PSYGNOSIS ● SHOOT-'EM-UP

MICROCOSM

Microcosm **has been in the pipeline for several years now and the fruits of Psygnosis' labour are finally available to all dedicated Mega-CD owners. Chase through the orifices of President Korsby, using the ultra high-tech micro submersibles to stop a deadly serum from taking over the president's mind. Battle through 12 furious stages to save the corporation from Axiom's deadly influence and become the smallest physician known to man. The game essentially follows the typical CD game genre of having impressive background graphics with little effort being put into the gameplay itself. However, it's a fair challenge working through the stages, so let SEGA XS show you around the human body.**

cle until it stops firing – then you can resume your attack on the metal sphere. Torus will also attack with a plentiful supply of missiles.

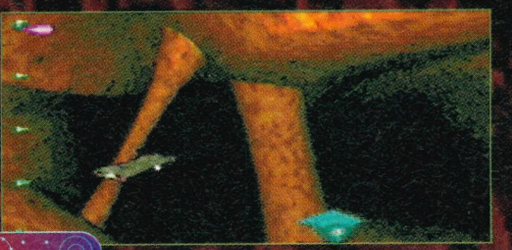
The best course of action is to stay in the middle, shooting the vulnerable sphere, because many of its shots fly to the outside of the screen. There's no time limit, so take your time and attack when the coast is clear. The energy bar on the left shows you how much energy Torus has left, so keep pumping until the screen goes black and Torus disintergrates.



PORTAL

PASSWORD:

Once you have defeated Torus, you must stay alive long enough to dock with the portal. This leads to a change in submersible craft whose handling and firing abilities are the same as before. Before docking, you must get past a few spiky asteroids which are slow and easily avoided, before approaching the docking portal. You will be confronted by two vicious craft with twin blasters. If you align yourself right on top of the approaching ships, their fire splits and passes by. Alternatively, if you are faint-hearted, simply fly around the outside of the screen continuously, to escape their bombs.

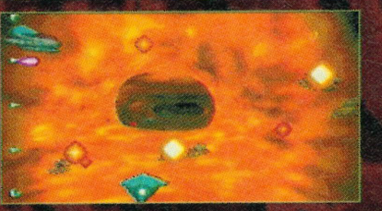


LUNG CHASE

PASSWORD:

This level features the first enemy that must be destroyed within a specific time. If you fail to destroy the sleek dark craft that roams through the chasms, it will seek out the President's vital organs; killing him outright! You must therefore concentrate your firepower when it appears on the screen, and also try and boost your weaponry to cause the maximum damage in the shortest time.

This time you are also equipped with a shield for protection. It is best to save this for an attack wave that occurs approximately halfway through the level. A myriad of ships will appear; clouding the screen with bombs. There is no way you will get through undamaged, unless you activate your shield.



From the start, a host of minor craft will appear; shooting a fairly dense array of plasma bombs that can be quite hard to avoid. Wait for them to appear and fire, then fly to the top left of the screen where you will be safe for a short while.

A good strategy is to keep moving around the edge of the screen and you will escape with the minimum of damage. One of the trickier ships to appear looks like a yellow eyeball and fires rather quickly. If you stay at the bottom of the screen however, all the shots will pass above you – but watch out for the sides of the lung that may ricochet you straight back in the firing line!

Some important power-ups arrive in the form of the ships powered by four thrusters that appear from behind. These should provide you with the necessary power to inflict some serious damage to the main ship that you are pursuing.

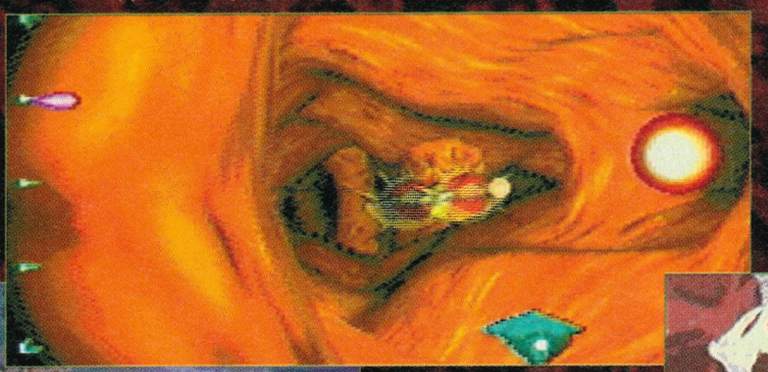
If you receive the 'L' power-up, you get ten very powerful laser hoops that can cause half a notch's worth of damage to the black ship. One very important glitch to look out for is that occasionally, the CD will access the next section of the game whilst the main ship is still on the screen. This will hold it stationary for a few seconds; giving you a chance to get some very powerful hits in, so make the most of these chances. If you are successful, you find yourself in the femur. If you miss, the enemy ship will hit a major organ and kill the President! The end of the level is approaching when the edges of the tunnels begin to darken.

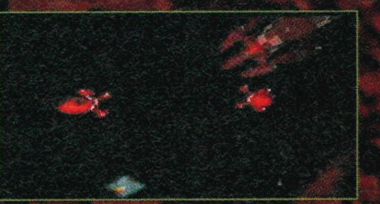
THE FEMUR

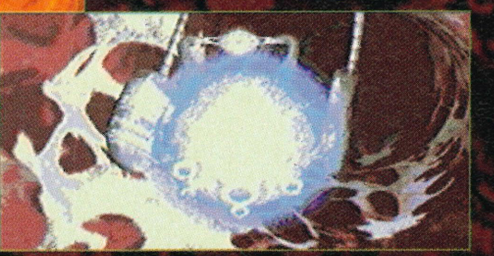
PASSWORD:

This level is very similar to the first, except the passages are much narrower and restrict the amount of movement that can be made before spinning out of control. The femur itself is divided into two sections, with the second one narrower than the first. If you fail to escape the second, before losing all your energy, you will be brought right back to the beginning of the first, so pace yourself.

The power-up ships tend to occur on their own, or in very small groups; those flying in large formations tend to release a lot of fire and are not worth pursuing, so fly defensively. The enemy craft tend to return fire at a more persistent rate, so if you find yourself in trouble, you can always resort to flying around the edge of the screen without stopping – it's a bit dull, but it will conserve your energy.





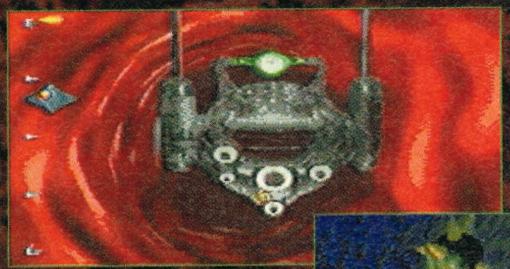


Approximately halfway through the second section, a power-up is up for grabs. It should prolong your flight until you reach the guardian. The final section is coming to an end when a giant seagull-like bird appears. You're through to the R4ASCII!

R4ASCII

PASSWORD:

Ho, ho – what an amusing name! This boss guards the entrance to the next portal, but is fairly easily disposed of. What you are trying to hit is the green blob in the middle of the bar at the end of the machine. It rotates alternately in and out of the screen, so be prepared to blast its



vulnerable spot, as it appears alternately at the top and bottom of the screen.

There's no time limit, so don't hurry to attack it whilst it is homing in on you. Watch out at the beginning when it arrives, guns blazing, as the screen will be full of bullets. Fly smoothly around the screen to draw out its fire, then head in for the kill. If you have any smart bombs left, use them, because you will not be needing them in the next section. Wait for lulls in the R4ASCII's attack, and then go in with extreme prejudice. R4ASCII attacks from the middle and then to the sides, so keep rotating around the screen and nabbing shots at the target when possible. Chocs away!

PORTAL 2

PASSWORD:

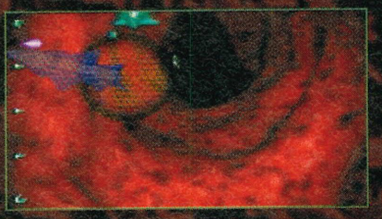
This is a very brief interlude which you must get past, to enter the docking bay and climb aboard the new craft that is waiting for you. Initially, a set of spikes block your way, as an *arknoid*-type craft spits flames at you. Concentrate on blowing away the incoming craft, and if you are quick, the spikes will not yet have had time to reach you. As you approach the docking entrance, train your fire on the opening, because this is where the enemy craft will be emerging. They tend to fire blistering salvos, so concentrate on staying alive, rather than building up your score. Once past three ships, you're clear to enter the docking bay.

THE HEART VALVE

PASSWORD:

The first stage of this section has you chasing another marauding submersible craft that must be destroyed. Barrelling through the tight alleys that lead to the heart, the screen tends to flip around rather disconcertingly just as you are lining up with the enemy. But if you watch carefully and ignore the background, the ship actually flies in small circles, so if you track it, just ahead of its flight path, you will be able to cause quite a lot of damage before the real chances occur.

Note that your ship has all the power-ups, including shields, so use your most powerful guns when you have the best chance of hitting the enemy vessel. If a blanket of fire appears on-screen and you feel a panic coming on, activate your shields to enjoy momentary immunity.



The enemy vessel initially does little in the way of attacking, apart from firing a few paltry laser shots at you. But, approximately halfway through the stage, a cinematic sequence will tell you that it is offloading a more potent weapon. The missiles that it triggers cause a lot of damage, so its best to nip around madly to avoid getting caught. Once the second missile has been dispatched, you've only got 30 seconds to destroy the ship before it reaches point Zenith. Use the final power-ups for maximum destructive power – you've got no time to lose.

THE BRAIN

PASSWORD:

This section is divided into two parts and it is the first time where you get to go EVA and float around the President without your ship. Both

sections are loaded to the brim with incoming enemy craft – many of which take multiple hits to destroy. Note that a number of attack formations involve a large number craft, all following the same trajectory. This means that once you have located a

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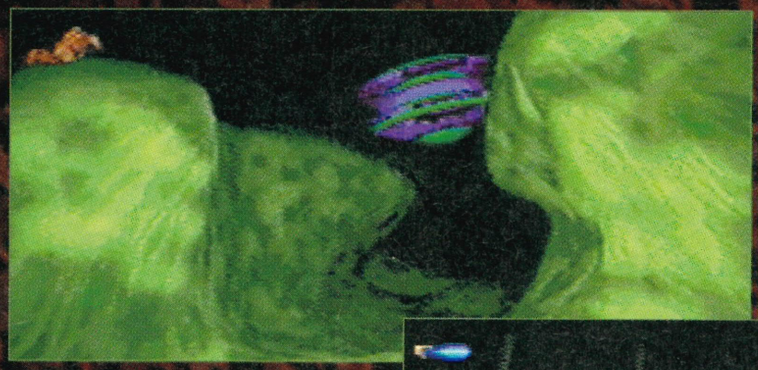
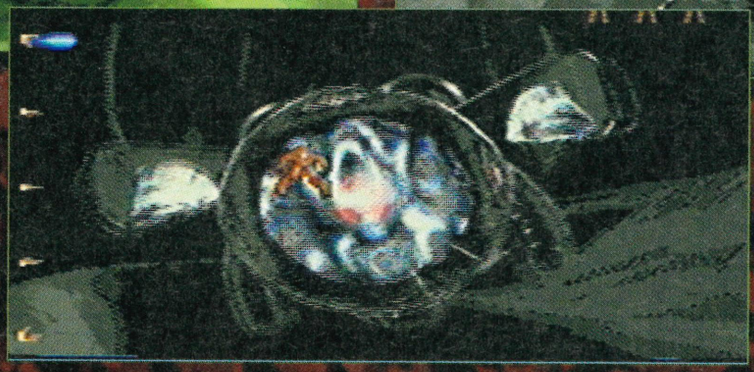


position on the screen which destroys one of the lead craft, the rest will fly directly into your lasers; allowing you to rid the screen of excess enemies and build up a few points whilst you are at it as well.

There's nothing sadder than seeing two smart bombs left when your ship goes down in flames, so don't hold back if things get too hectic. Use them on the heavier craft that hang around, pelting you with large bombs that are difficult to avoid (these are particularly prominent in the second half of the stage). Note again, that flying around the perimeter of the screen in this level is also very effective should you get into any trouble (it does make the game rather dull, however).



CHASE

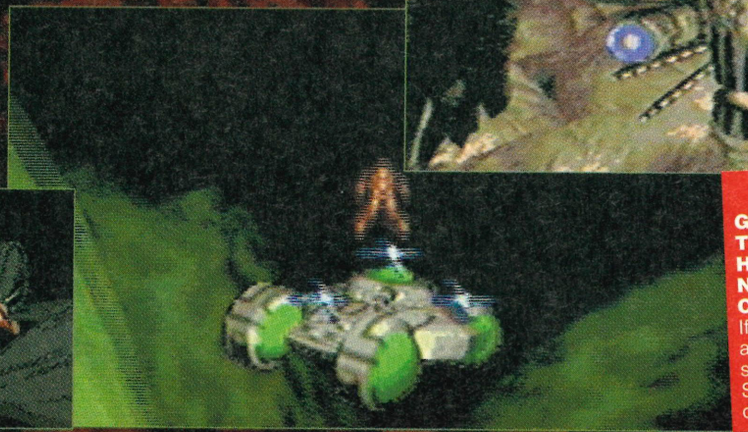
PASSWORD:

This final trench is relatively short, but filled with large, powerful ships. Right from the start, you can pick up two very useful power-ups by shooting the yellow eyeball-like craft that appear. The most important thing is to avoid the thin strands of tissue that can easily be bashed; sending you spiralling into enemy fire. If possible, conserve your smart bombs because they will be useful on the last guardian.

GREY MATTER

PASSWORD:

This boss must be destroyed before the time runs out, or else it releases a huge blast of heat that vapourises you in a single shot. If you've got any smart bombs left, now's the time to use them. Concentrate on shooting the red sphere at the centre of its parabolic mirror and you should have no difficulties.



GREY M

PASSWORD:

The final boss looks rather like an alien, but must be treated with respect, or it's curtains for the President. You only have a limited amount of time in which to destroy Grey M, so make every shot count. Use the smart bombs that are kindly given to you to hack at his energy, then it's simply a matter of training all your fire on the blue lights on the skull that indicate the weak points in its armour.

You can't spend too much time dodging its attacks, because you only have short amount of time to save the President's life – don't get careless!

Try and draw Grey M's fire to the edge of the screen, then wade into the centre; blasting furiously to inevitably get in some good hits. You will invariably find the time running out, but don't panic – the game will present you with some easy hitting opportunities towards the end that enable you to take great chunks of Grey M's energy. Once destroyed, sit back and enjoy the lavish end sequence. Congratulations, you are the world's smallest hero!

SUMMARY

GAME NAME: Microcosm
TIME TO COMPLETE: 2 days
HIGHEST SCORE: n/a
NUMBER OF LEVELS: 6
CHALLENGE RATING: easy

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

THE JUNGLE BOOK

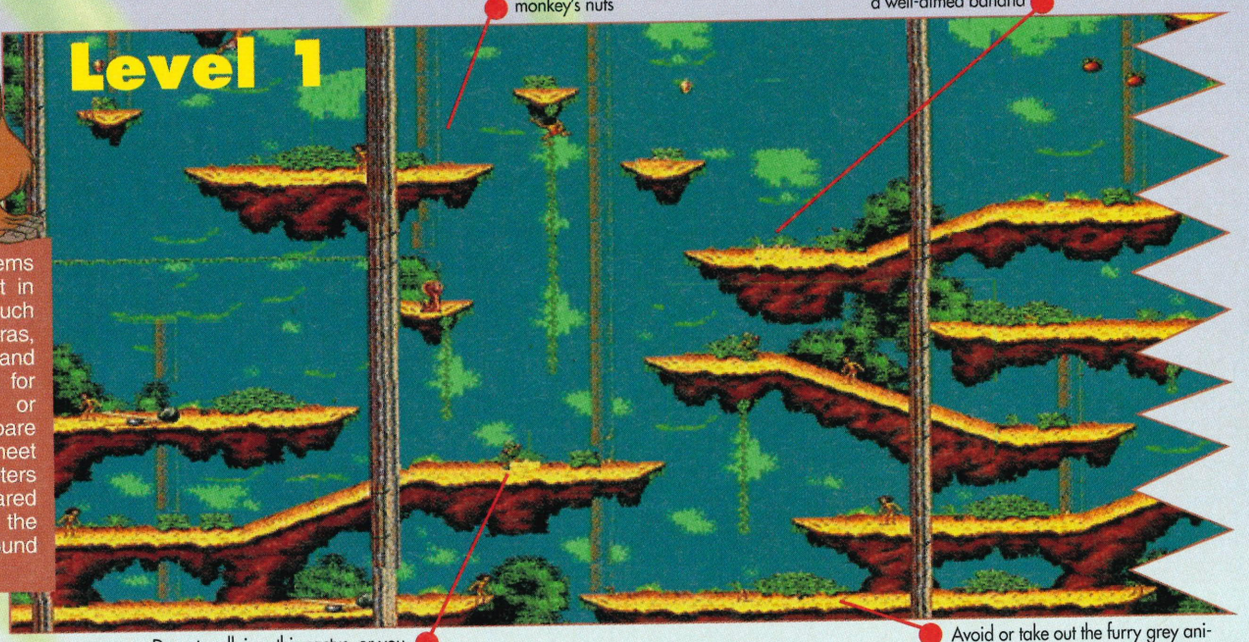
MASTER SYSTEM GAME GEAR

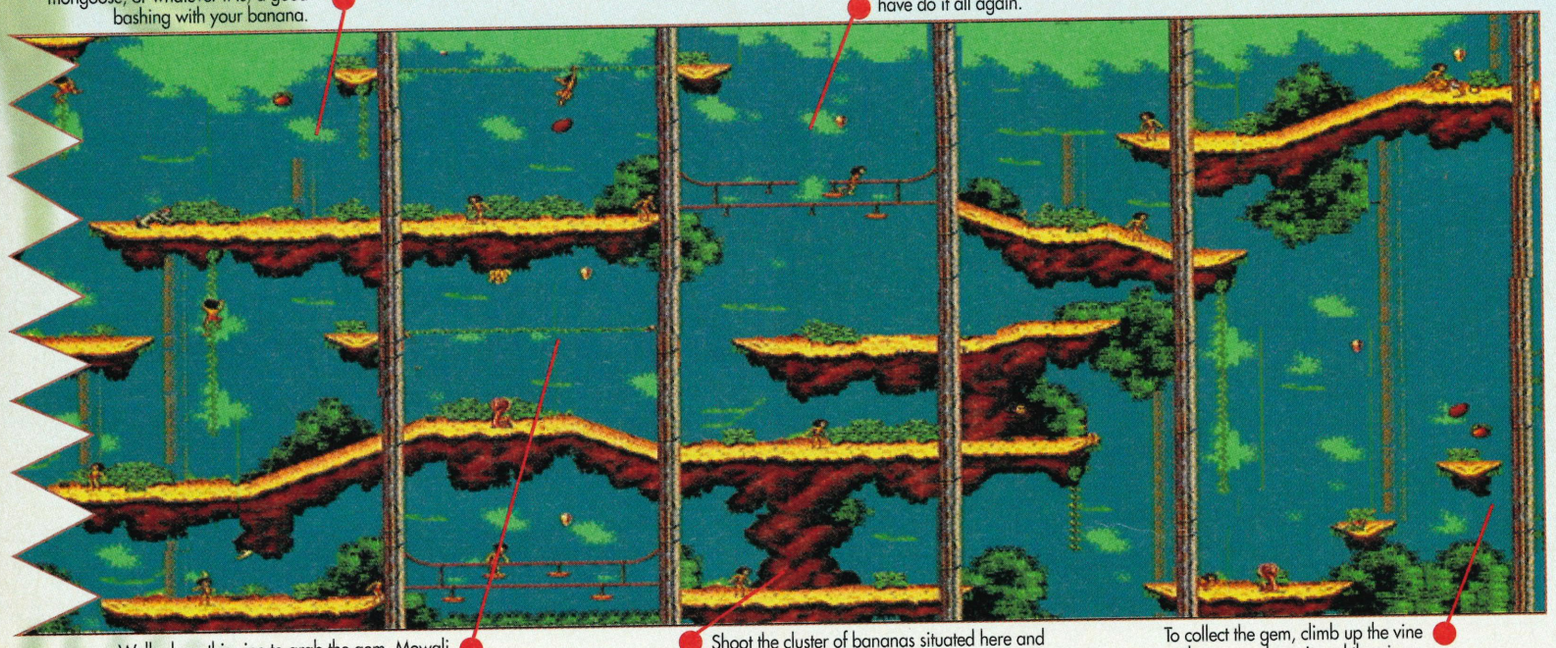
PLATFORM ADVENTURE ● VIRGIN

Mowgli. Just a cute little boy trying to live his life day by day in the jungle, at one with nature and away from the corrupt society he has long escaped. Hmmm... not any more.Now he's into swiping gems and killing animals with his supply of deadly bananas. Still, it makes great entertainment, full of Disney flavour, and bringing back memories of that cartoon classic. There are ten levels of platform action including some colourful guardians and nasty pitfalls, not to mention the time limit !

Mowgli must collect eight gems from the jungle recesses, but in his wake lie many hazards, such as venom-spitting cobras, coconut-hurling monkeys and charging rodents. Watch out for some nasty falls as well, or Mowgli will end up on his bare neccesities. Don't expect to meet any of the other main characters from the film yet, but be prepared to explore the whole area as the gems are well scattered around the platforms.

Level 1





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Level 2

Prepare to climb the mother of all trees. It's tall enough to contain an army of monkeys and cobras, and you may lose a lot of energy trying to climb while being knocked on the head with coconuts, or spat at by a snake. Lizards occupy the tree as well, and although you must use their extending and retracting tongues as platforms, if you touch the tip of the tongue you will be hurt, so time it well, or be lizard fodder.

Use the lizard's tongue as a platform, but climb the vine as quick as possible or you will be knocked off by the angry chimp on the branch above.

Use the springy coiled snake to bounce yourself up to the hole in the tree and pass to the opposite side after first collecting the gem (top right)

Fruit will top-up your energy, so try to collect them whereever possible.

It might be a good idea to avoid this branch, as it is not essential to reach any gem and it is well guarded by angry apes.

Kaa

When you see Kaa, slither up from either the right or left and throw a banana or two at him, then bounce over him with the smaller coiled snake in the middle of the screen. Fire when you have landed as well. Avoid his spit and don't touch him.

Level 3

The elephant march is a bonus level. You only have one chance at it before moving on to level four. Collect the gems and hop from elephant to elephant as they trudge onward. You will have to keep up with the scrolling screen; if you are too slow, you'll be nothing more than an elephant-sized footprint.

Go right up as far as you can on the elephant's head, before the tusks and jump. You have not got much of a safety margin

You should be well familiar with the swinging vine by now, but you are under more pressure to hurry your jump and there is no second chance.

A coiled snake is apparently fashionable headgear for elephants these days. Use it to put an extra spring in your jump.

Mowgli makes a flying leap to mount the next elephant. Let's hear it for those useful springy snakes!

Luckily, these platforms do not collapse so you have a good second or two to prepare to jump.

When a parrot flies into view, make Mowgli duck or he will be pushed off in a couple of flaps.

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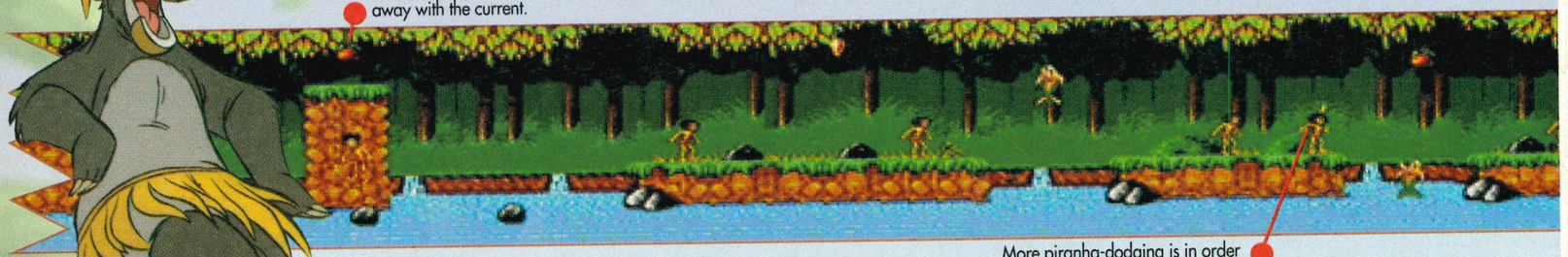
Level 4

If only Mowgli had learnt to swim! With all the messing about in this river level, it would have been very handy. Mowgli must use everything he can to reach the far side of the riverbank, which includes jumping on turtles' backs, or on crocodiles' snouts, or just good old-fashioned jumping over gaps. If he makes it to the end, he will team up with Baghera, his panther pal.

Jump on the turtle and it will ferry you across, but do not jump off before you reach the gem by the next section of river bank.

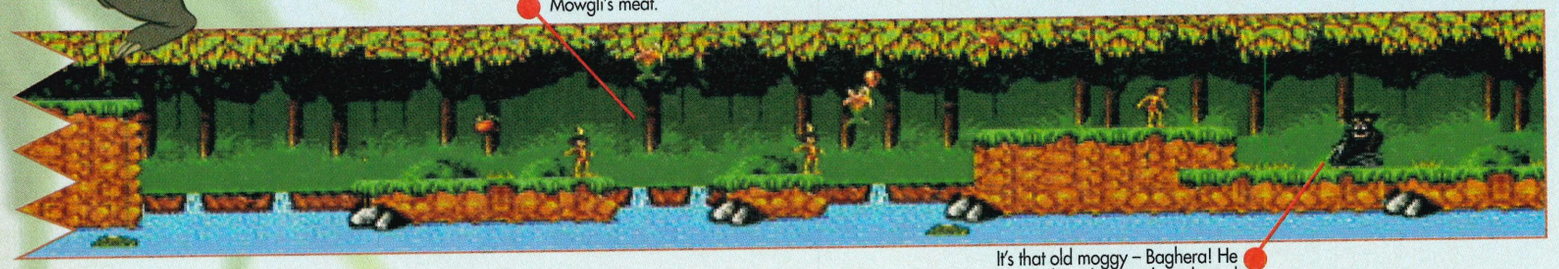
Use the snake to jetison yourself onto the second log. They all sink and rise in a pattern and you should move on from them as soon as you can.

Collect the gem and jump from the platform onto the stepping stone. If you stay on it too long, it will sink and you will be swept away with the current.



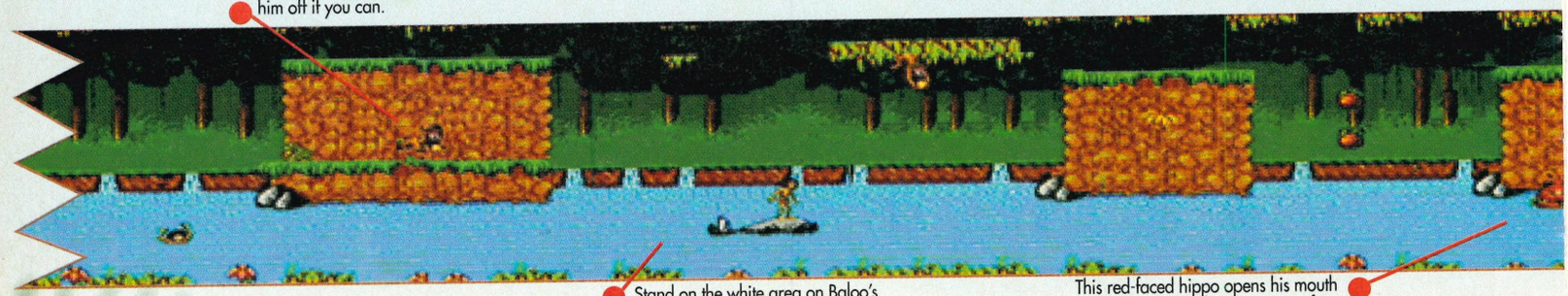
More piranha-dodging is in order here. They jump from the water at a faster rate the further you go.

Piranha fish burst from the water, gnashing their teeth for a taste of Mowgli's meat.



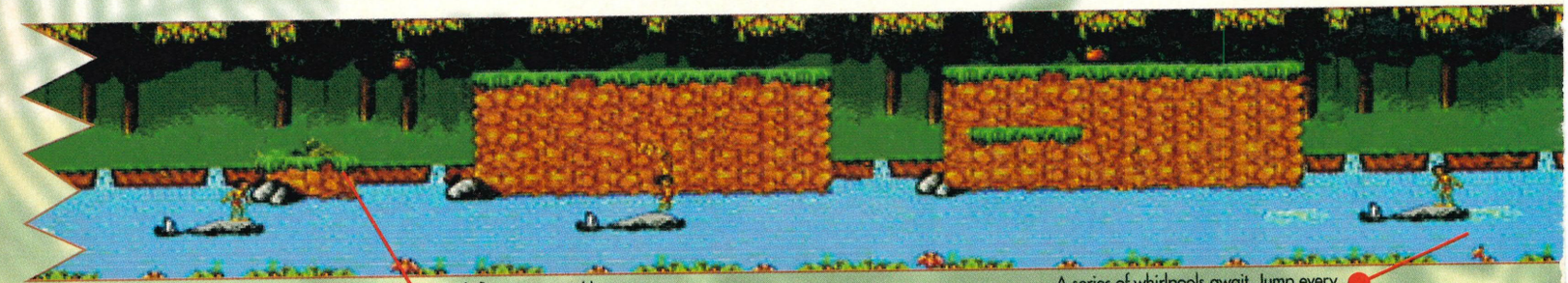
It's that old moggy – Baghera! He seems to be asleep until you bound into view. Be assured, you should feel comforted by the cat's appearance, as it means you have completed the level.

Watch out for the monkey. Pick him off if you can.



Stand on the white area on Baloo's stomach and you won't fall off. If a whirlpool threatens, then jump in the direction the bear is floating and land on the stomach again.

This red-faced hippo opens his mouth and tries to take a bite at you!. Before you get too close, make him submerge by pelting him with bananas.



Much floating around here, combined with the usual unfriendly primate doing back somersaults and throwing things at you.

A series of whirlpools await. Jump every time Baloo hits one to get through safely.

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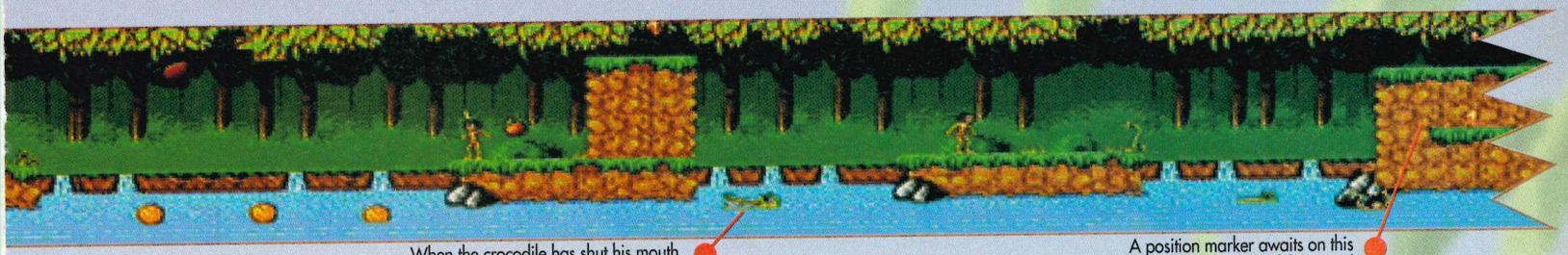
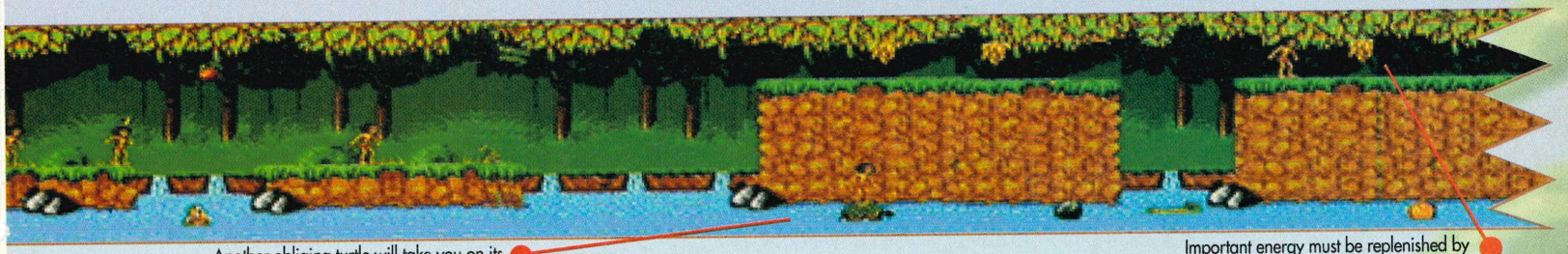


When the crocodile has shut his mouth, jump on his snout, and when the mouth opens, leap in the air for extra height, to reach the gem on the left, or the bank on the right.

A position marker awaits on this ledge. This is very useful to avoid the tricky start to this level.



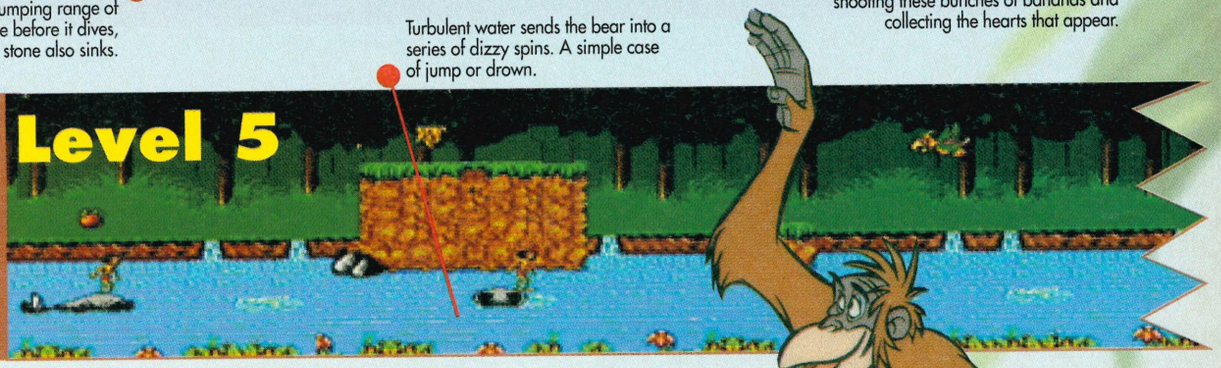
Another obliging turtle will take you on its back. When you are in jumping range of the stone get off the turtle before it dives, and don't forget that th stone also sinks.

Important energy must be replenished by shooting these bunches of bananas and collecting the hearts that appear.

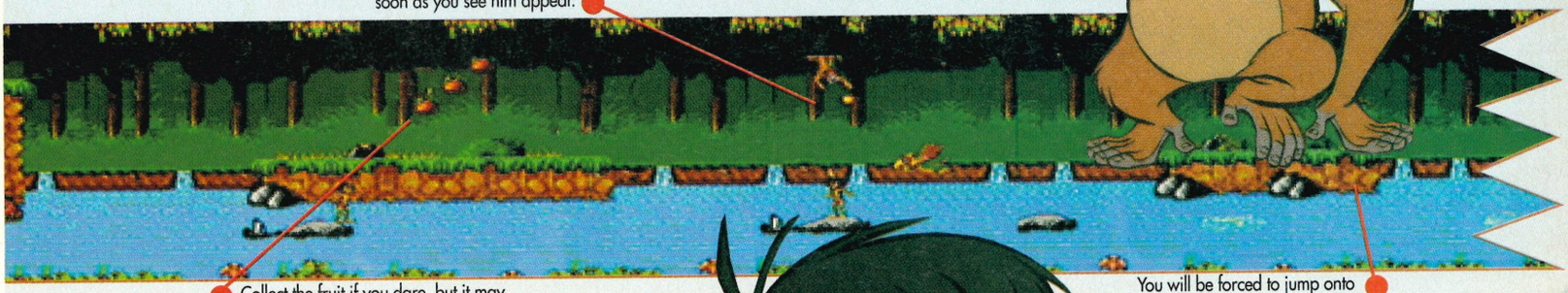
Turbulent water sends the bear into a series of dizzy spins. A simple case of jump or drown.

Level 5

The river again. This time, however, you have to rely on Baloo to carry you along the fast flowing water. There are more whirlpools than a plug-hole convention, and as for those darn monkeys, they poke their smiley faces out of every nook and cranny with the shared interest of knocking little boys off floating bears.

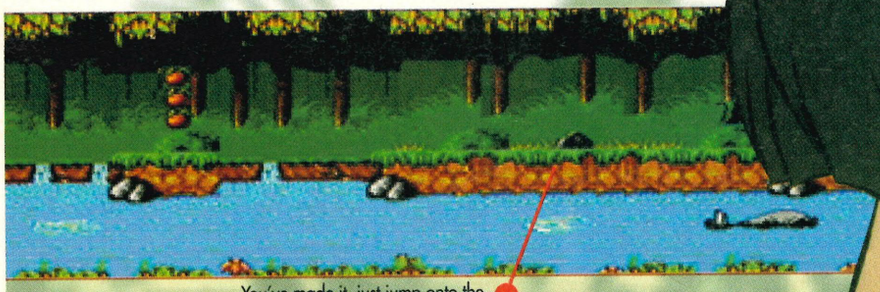


It is hard to dodge the nuts, so it is a good idea to fire at the monkey as soon as you see him appear.



Collect the fruit if you dare, but it may get all a bit too tricky trying to jump back onto Baloo. The choice is yours.

You will be forced to jump onto this ledge and take on a cheeky monkey. Do it quickly as you must not lose sight of your perpetually floating bear.



You've made it, just jump onto the bank and run to Baghera.

SUMMARY

GAME NAME: Jungle Book
TIME TO COMPLETE: 2 days
HIGHEST SCORE: 7,334,100
NUMBER OF LEVELS: 10
CHALLENGE RATING: easy

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

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Level 6

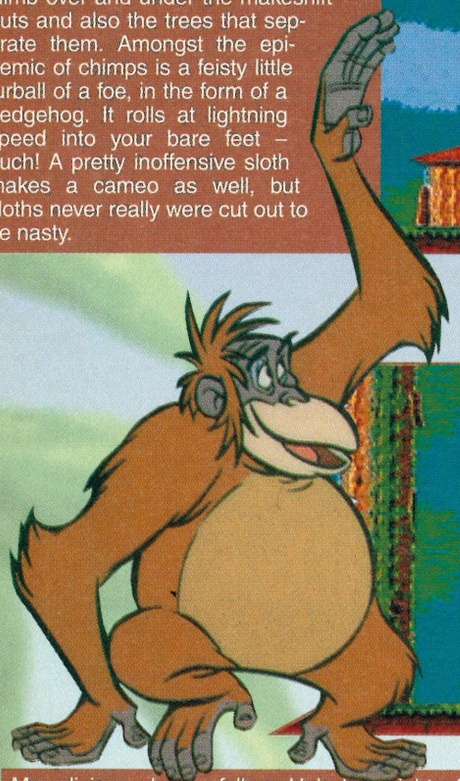
The village is populated with, yes, you guessed it, monkeys! And what a lot of them there are too. The village is overrun with the little beggars! Mowgli can climb over and under the makeshift huts and also the trees that separate them. Amongst the epidemic of chimps is a feisty little furball of a foe, in the form of a hedgehog. It rolls at lightning speed into your bare feet – ouch! A pretty inoffensive sloth makes a cameo as well, but sloths never really were cut out to be nasty.

Use the springy snake hidden behind this bush to hurl you through the gap in the tree.

Monkey mayhem! There is one up here who really doesn't like you, so make sure Mowgli crosses the section as quickly as possible.

Power up in the form of a heart here. You'll no doubt need it at this stage.

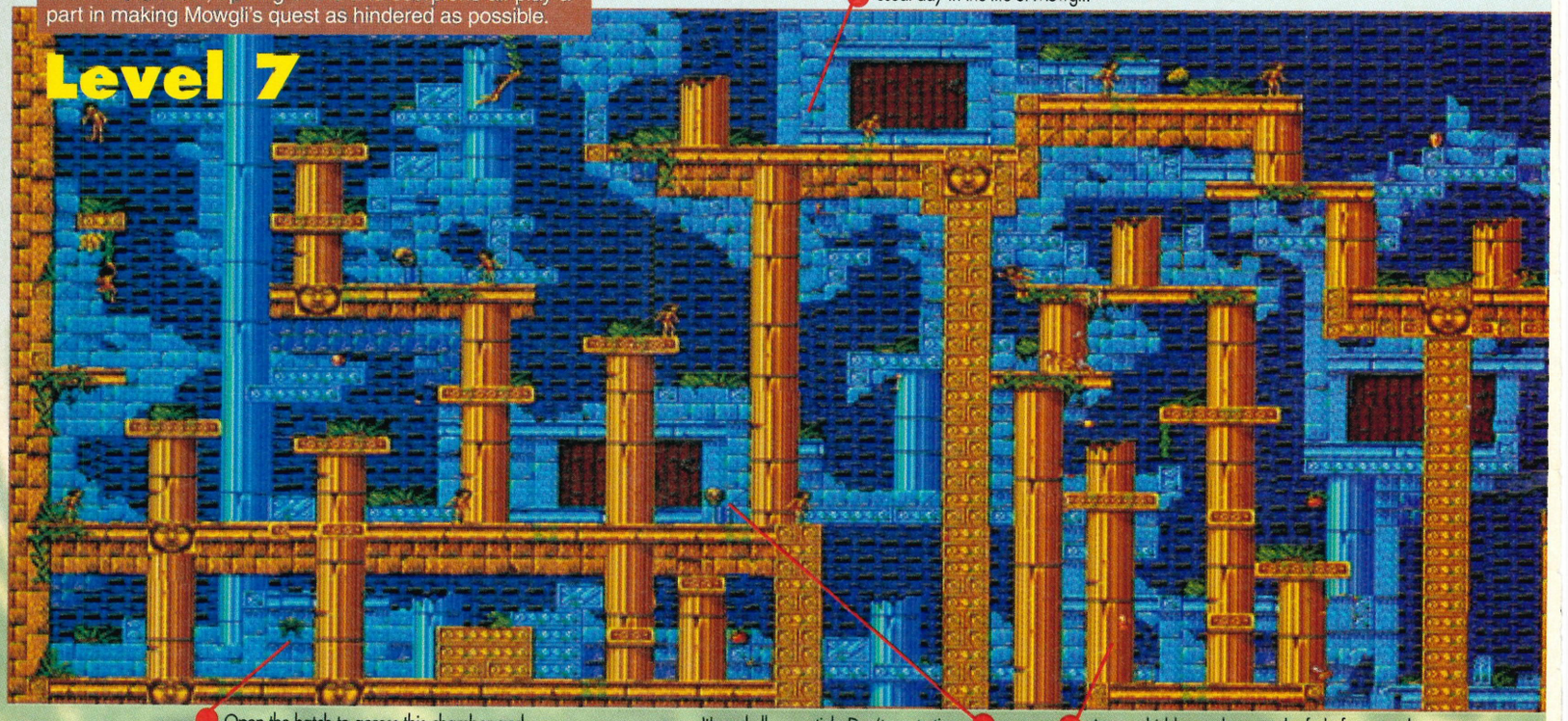
It's like the *Planet of the Apes* down here! You are advised to take the vine above.



Mowgli is a clumsy fellow. He's lost sight of Baghera again and the only way to get to him is to traverse the ruins of an ancient civilisation, now baboon central, where King Louie, the biggest and baddest baboon is currently taking residence. Being ancient and all that, the place is in a sorry state and and so collapsing platforms are rife. Boulders, spitting skulls and scorpions all play a part in making Mowgli's quest as hindered as possible.

Level 7

Tumbling boulders, irritating apes, the usual day in the life of Mowgli.



Open the hatch to access this chamber and touch the frog. His powers of leaping greater distances are passed onto you. Essential for later.

It's a skull on a stick. Don't waste time and energy trying to kill it. It is invincible and has to be avoided .

A gem, hidden under a stack of platforms and angry monkey guards. It is not totally necessary to collect the gems on this level. They are more of a bonus.

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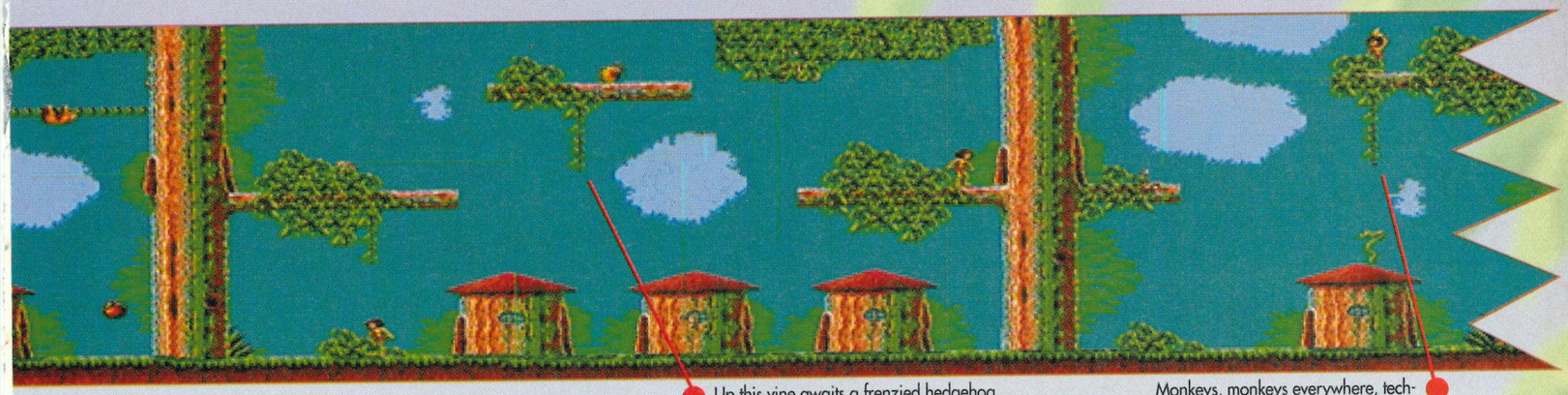
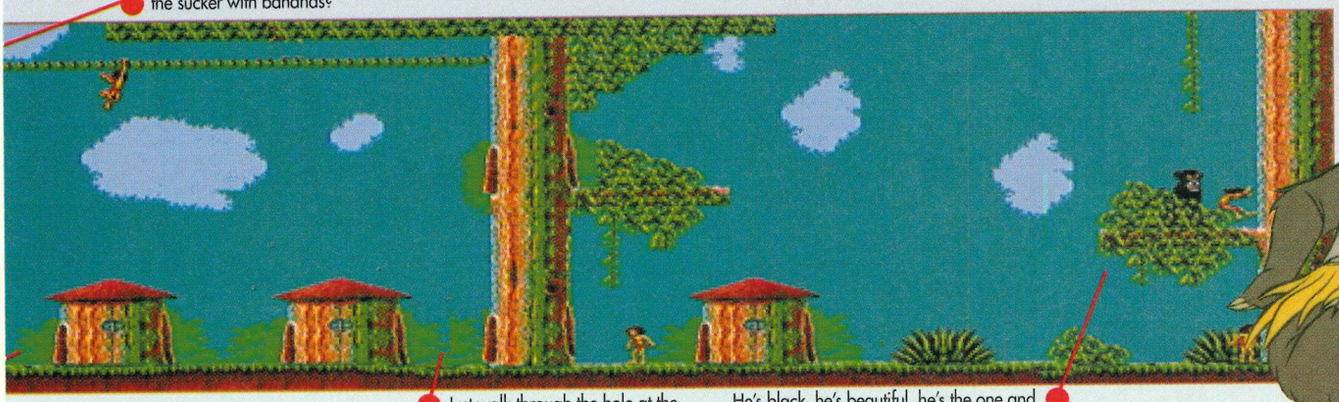


A sloth hangs on the vine, minding his own business. Why not ruin his day and clobber the sucker with bananas?

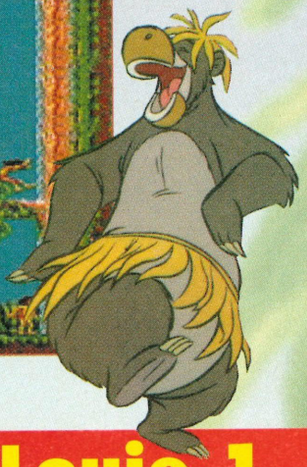
Up this vine awaits a frenzied hedgehog, rolling around with a vengeance. He's probably jealous of cousin Sonic getting a bigger billing. Jump over him to the next branch.

Monkeys, monkeys everywhere, techno, techno. They'll put you under a lot of pressure when trying to get to this vine. My advice is kill them all.

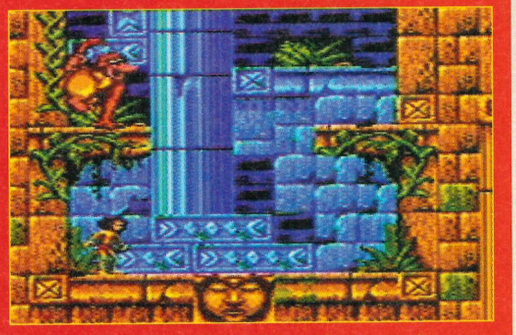


Just walk through the hole at the bottom of this tree and be prepared to meet a couple of boisterous monkey types.

He's black, he's beautiful, he's the one and only Baghera, once again looking surprised to see you. You would think he would be getting used to it by now?



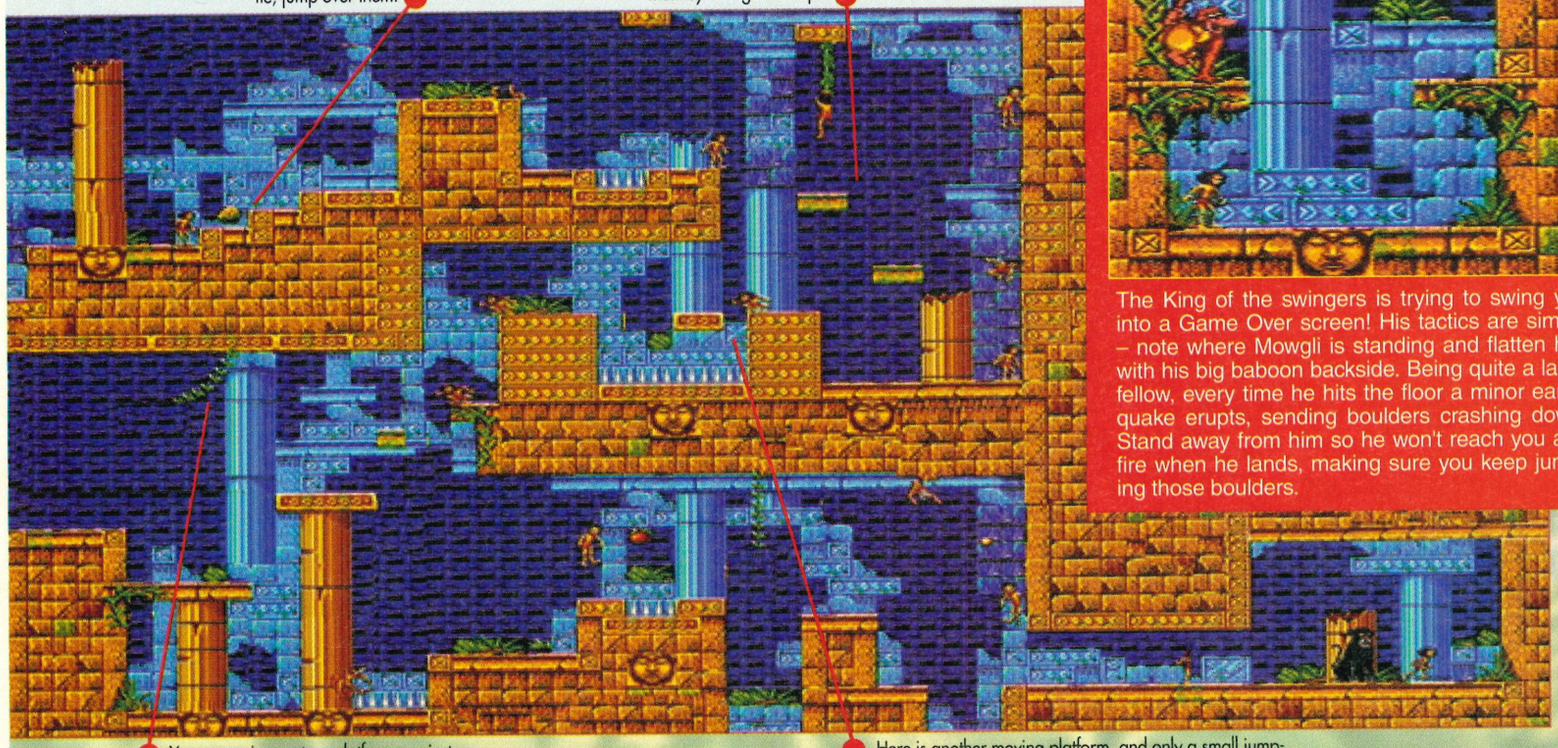
Louie 1



The King of the swingers is trying to swing you into a Game Over screen! His tactics are simple – note where Mowgli is standing and flatten him with his big baboon backside. Being quite a large fellow, every time he hits the floor a minor earthquake erupts, sending boulders crashing down. Stand away from him so he won't reach you and fire when he lands, making sure you keep jumping those boulders.

Boulders roll down the steps. Unless you enjoy being crushed under a tonne of granite, jump over them.

This is a collapsing platform, but there's not much to worry about if you fall, except a monkey doing back flips.



You can swing up to a platform against the wall and collect another gem.

Here is another moving platform, and only a small jumping space. Easy to mess up if you are careless.

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Level 8

Still in the bowels of the ruined city, you have to reach the panther again. The danger lies more in the copious amount of spiky floors that will kill you in an instant than the energy-sapping scorpions or boulders. You will spend a good deal of time airborne, so your reflexes should be sharper than sharp, if you want Mowgli to avoid becoming a boy-shaped pin cushion.

A lot of springy snake action coming up. Jump on it from the vine and go right, hopefully landing on the tiny bit of ground that hasn't got a spike sticking out of it.

More collapsing platforms, and unless you jump off to the right on the last one, you will be impaled on the spiky floor.

Boulders fall from the top of these large steps. Press against the wall when a boulder flies overhead.

Keep your finger on left on the direction pad and spring all the way to the vine.

A boulder falls from the ceiling when you first attempt to jump up, so wait for it and take evasive action.

Razor sharp and waiting for Mowgli to miss a footing on a collapsing platform.

CHEATS

We've got a hot one for you! After the sparkly Walt Disney screen in the intro, press Up Down, Up, Down, Left, Right and Start. Bless my jungle luck! You now have a level select to get to any part of the game. A awambamboony!

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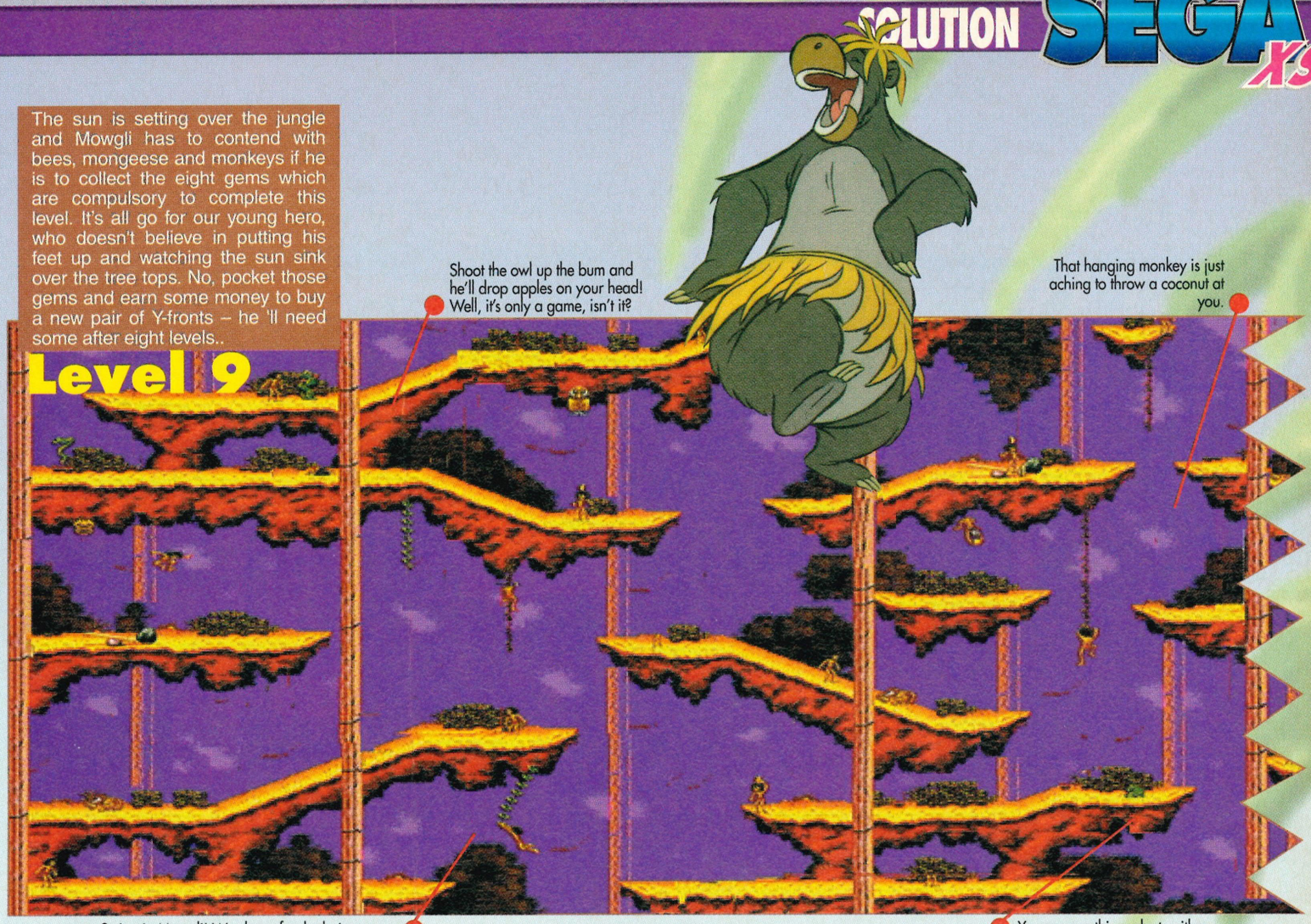
The sun is setting over the jungle and Mowgli has to contend with bees, mongeese and monkeys if he is to collect the eight gems which are compulsory to complete this level. It's all go for our young hero, who doesn't believe in putting his feet up and watching the sun sink over the tree tops. No, pocket those gems and earn some money to buy a new pair of Y-fronts – he 'll need some after eight levels..

Level 9

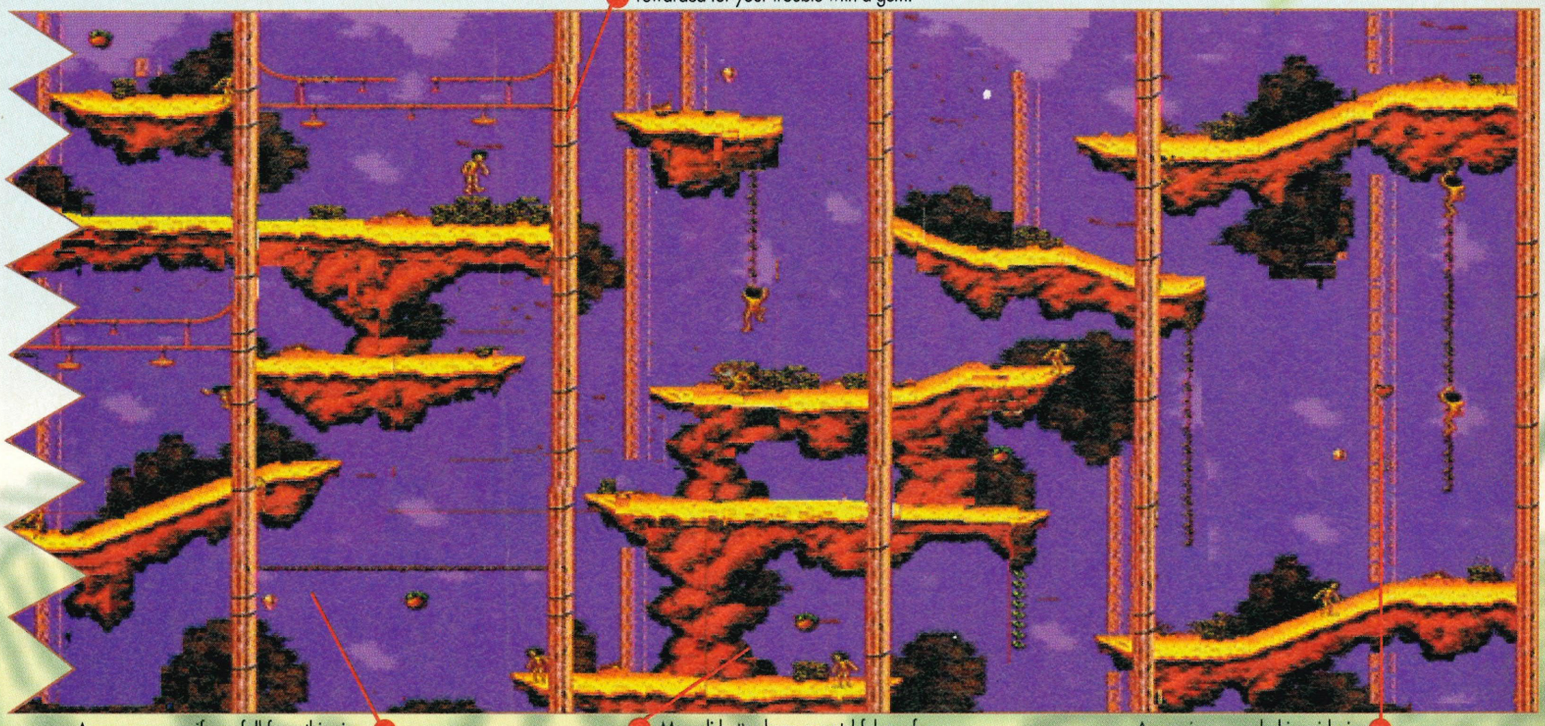


Shoot the owl up the bum and he'll drop apples on your head! Well, it's only a game, isn't it?

That hanging monkey is just aching to throw a coconut at you.

Swing it, Mowgli! Watch out for the hairy mongoose. The bothersome animal deserves a pounding with bannanas.

You can use this snake to either jump up to the vine, or to head right to the platform. That tree obscuring it will not be an obstacle to worry about.



These collapsing planks can be troublesome to someone with less than nimble fingers, but you will be rewarded for your trouble with a gem.

As you can see, if you fall from this vine whilst trying to get the gem, you will fall to your peril.

Mowgli better keep a watchful eye for a swarm of pixels which are in fact deadly killer bees.

A gem is suspended in mid-air, but to get it you must get through a cloud of hell-bent bees first.

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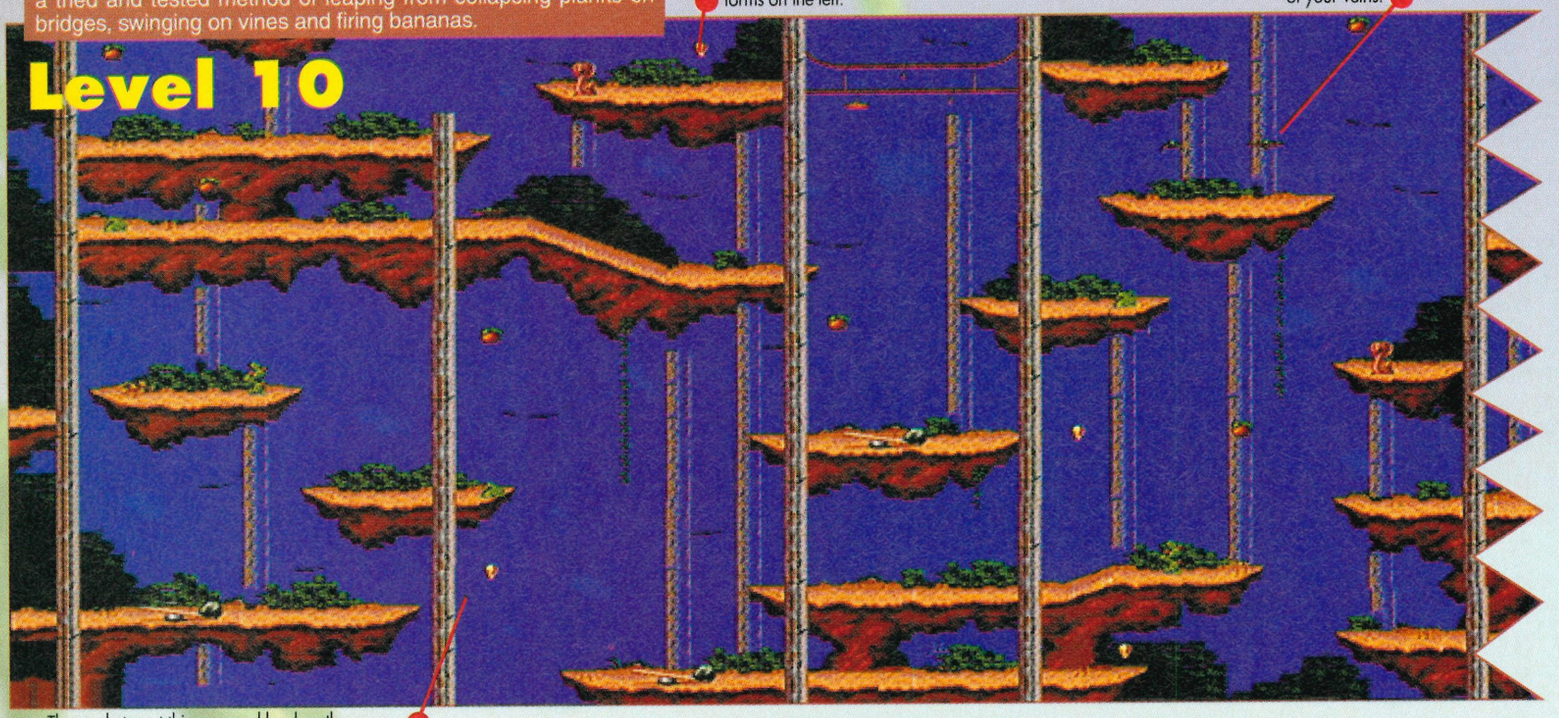
This is it, Mowgli! The last level is set in the jungle at night. Once again collect the gems, but this time the platforms are quite a bit trickier to negotiate, and being night-time the bats are out in force. By now, Mowgli will have the winning formula for success, a tried and tested method of leaping from collapsing planks on bridges, swinging on vines and firing bananas.

Level 10

A gem, just before the bridge. The bridge is there to access the platforms on the left.

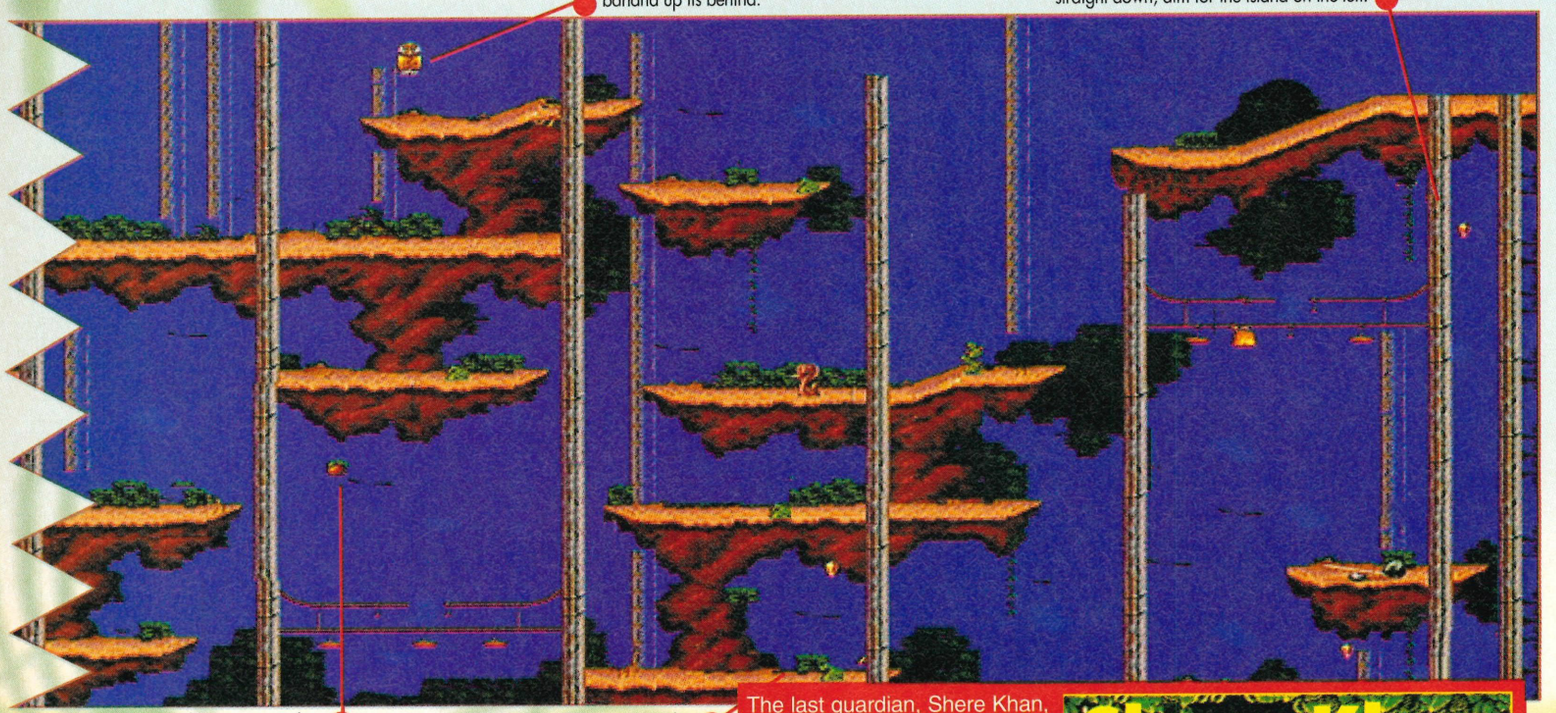
Two bats are lurking here, waiting to suck the blood out of your veins.



The angle to get this gem and land on the opposite ledge is very difficult. Go as high as you can and try and touch it with Mowgli's legs.

Feel a little peckish for some fruit to give you a boost? Forget manners, shoot a banana up its behind.

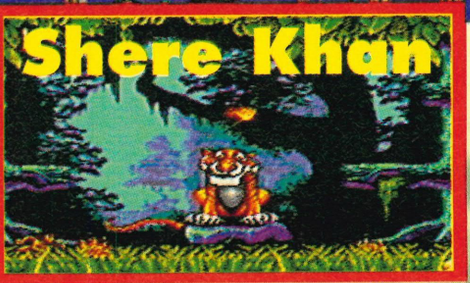
When jumping for this gem, don't just fall straight down, aim for the island on the left.



If you want this apple then you are either daring, reckless, or just plain stupid. It's a ten to one shot you'll make the bridge.

Use the snake to jump on the swinging vine.

The last guardian, Shere Khan, will try his darndest to whip you out of existence with his massive tail. You can only fire at him from the ground. Use the branches on either side to jump over the tiger's head to get out of his range. Also, avoid getting scorched by the streaks of fire on both branches and the ground.



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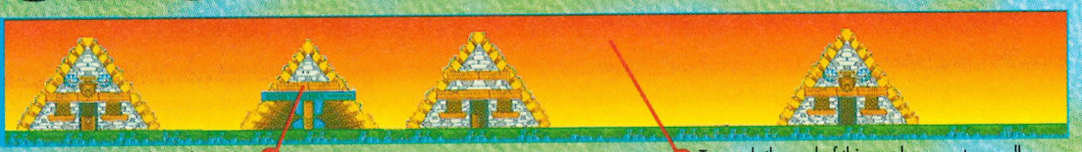
ParagonFeb

GAULISH VILLAGE

First of all you have to choose which character you are going to play. Everyone in the office prefers Asterix, simply because of his agility and height. Anyway, a simple stage greets you into the game, simply walk to the right!



You can practise your jumping here, by jumping on and off the ledge.

To reach the end of this, and every, stage, all you have to do is gobble up the potion, or boar (depending on which character you are).

The exploding potion is found under this platform and is used on the crabs that block your path.

Use the cloud potion here, then you should jump on the red knob and crawl through the tunnel to complete the stage.

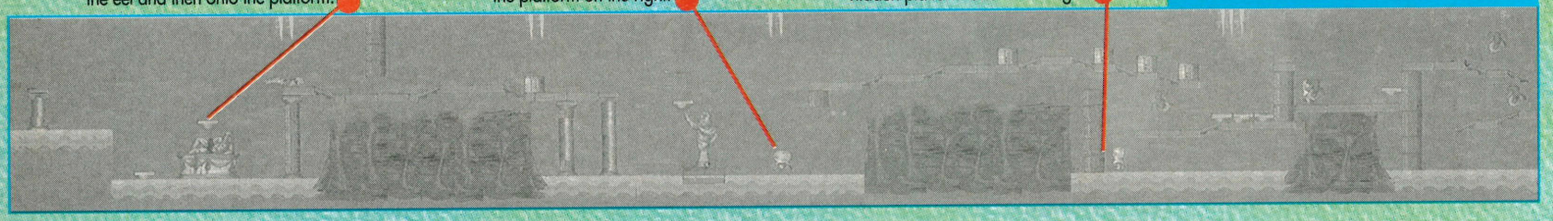
Now things start to get a bit harder. This is where you must start to get used to mixing potions. These will be used to climb platforms and bomb the crabs.

This next section has a very underwatery theme to it and takes you through a dangerous path of spikes and crumbling blocks.

Step onto this platform and it will start to rise, thus enabling you to hitch a ride on the eel and then onto the platform.

Jump onto this jellyfish to reach the platform on the right.

Step onto the knob to activate the hidden platform above and right.

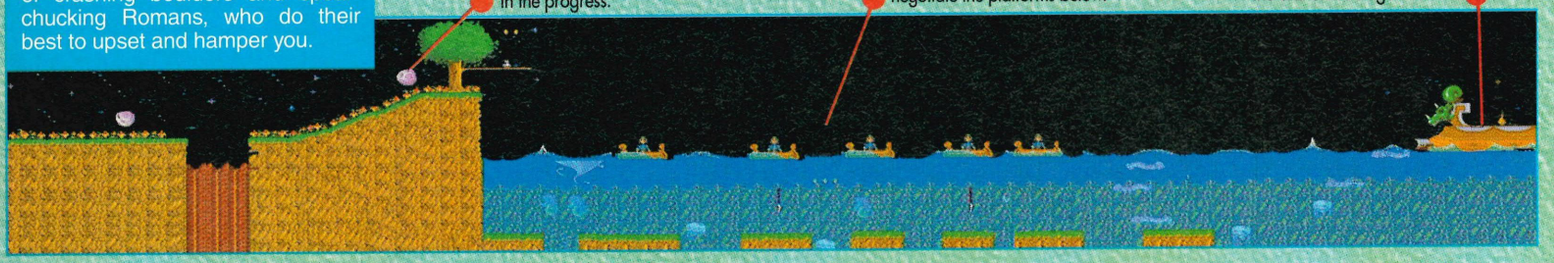


This stage presents the problems of crashing boulders and spear-chucking Romans, who do their best to upset and hamper you.

Avoid the boulders by jumping over the top of them and saving you some energy in the progress.

These pesky Romans will throw spears at you while you're trying to negotiate the platforms below.

By jumping onto the jellyfish, you can reach this boat and the end of the stage. Hurrah!

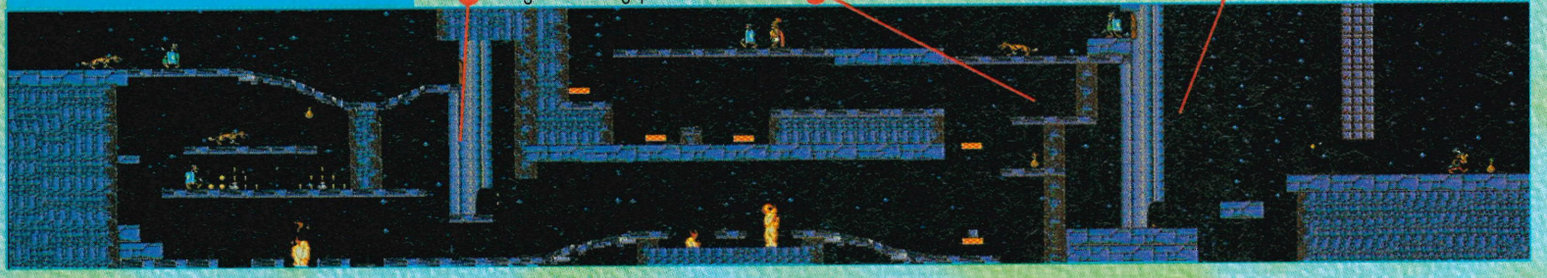


A rather long and complex stage this one, with killer dogs, killer flames and killer Romans to fight, before you can complete this stage. Good luck!

After collecting this potion bottle, you can take a short cut by leaping through this secret gap in the wall.

Leap onto here to collect the key and then leap across to the left.

Jump onto this platform, kill the Roman guard and bomb the wall to finish this stage.



He's short, he's got blond hair, blue eyes and can't stop drinking from strange coloured bottles. No, it's not Mark Pilkington – it's Asterix! The feisty young frenchman's first Mega Drive adventure is a tricky little devil, sporting stage after stage of fiendish platform puzzles. Judging by all of the letters we're getting in, you certainly need this solution. So the XS lads got busting and here, for you, is the full guide.

MEGA DRIVE

SEGA ● PLATFORM FRENCH-'EM-UP

ASTERIX

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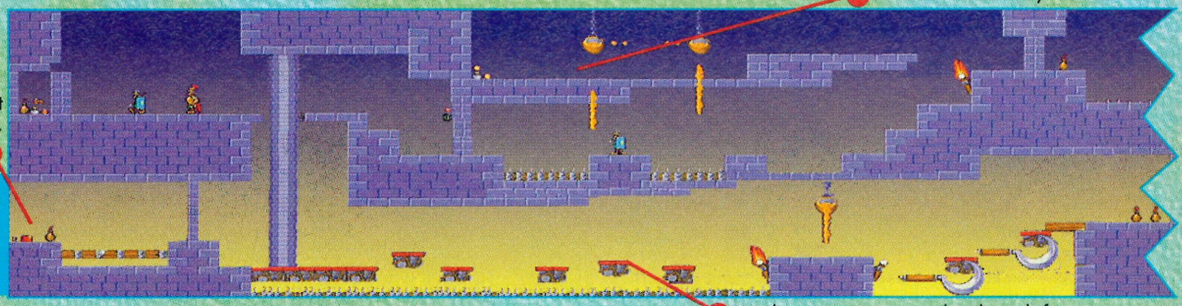
In this next stage, you will have to take a few hits to complete it. The Romans should pose you no problems in this section, but the actual platforms are another thing entirely...

Jump onto the heads to reach the next platform. You will find several of these throughout this stage.

Jump onto these spikes and, as you are flying up in pain, position yourself to land on the end-of-stage token (a boar or potion). Cunning, eh?

Bomb the cracked block to the left to obtain the key.



Bomb the wall to trigger the knob and collect more exploding potions.

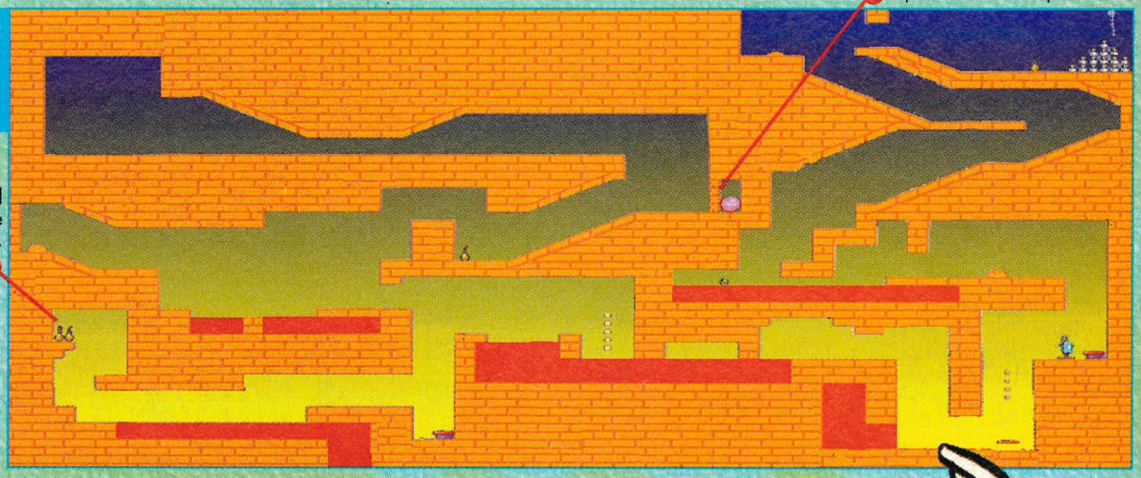
This is probably the most annoying level in the game; unless you know what you're doing that is! So deep breathes all round, and let's go...

Watch your step as you tread on these platforms, because some of them collapse under your feet.

Ignore everything that is up here and stick to going by the lower path; it's just some sick programmers trick to use up your time. The little rascals...

Bomb this wall so that you can release the boulder and use it as a platform when it stops.

Another stage that can prove to be a bit tricky unless you know what you're doing. The biggest threat to your well-being is the boiling lava.

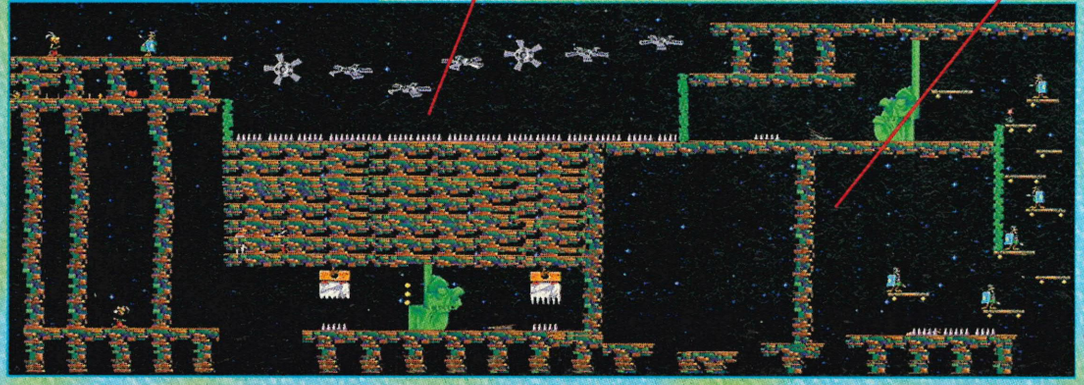


ollect these two potions here and activate the flying one to glide ss the now lava-filled corridor.

Yet another large and tricky level greets you here, but if you follow this guide, there should be no problems with the blighter.

Jump onto these spinning cogs (being careful not to fall while you're at it!) then to the platform.

Collect this power-up and charge down the platforms, and head left to complete it.



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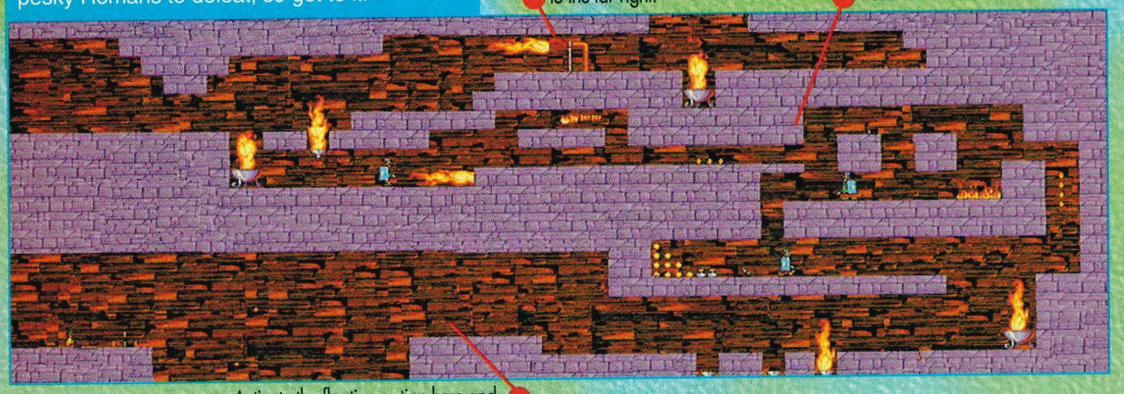
The next stage confronts you with a few fiery problems that require timing and dexterity to get past. As well as the fire, you have those pesky Romans to defeat, so get to it!



Crawl under here to avoid being roasted! Then collect the potions to the far right.

Avoid the spinning ball that tries to flatten you here, and then head left and down.

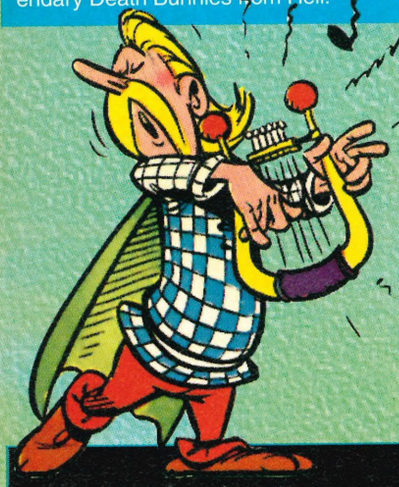
Activate the floating potion here and literally float across the gap to get to the other side!

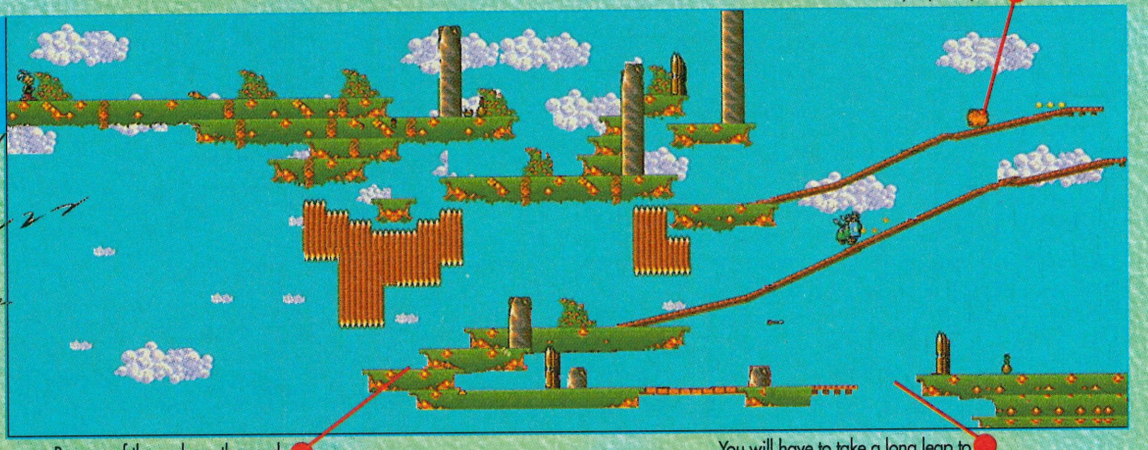
Guardian

Stand just to the right of the Glastonbury reject and wait until a bent-over man wanders past. and leap onto his back. Position yourself so that you're facing towards the musician and fire away. Repeat this until he's killed.

ROMAN ENCAMPMENT

The next stage brings you to the encampment situated just outside of the village, where you'lll encounter the legendary Death Bunnies from Hell.



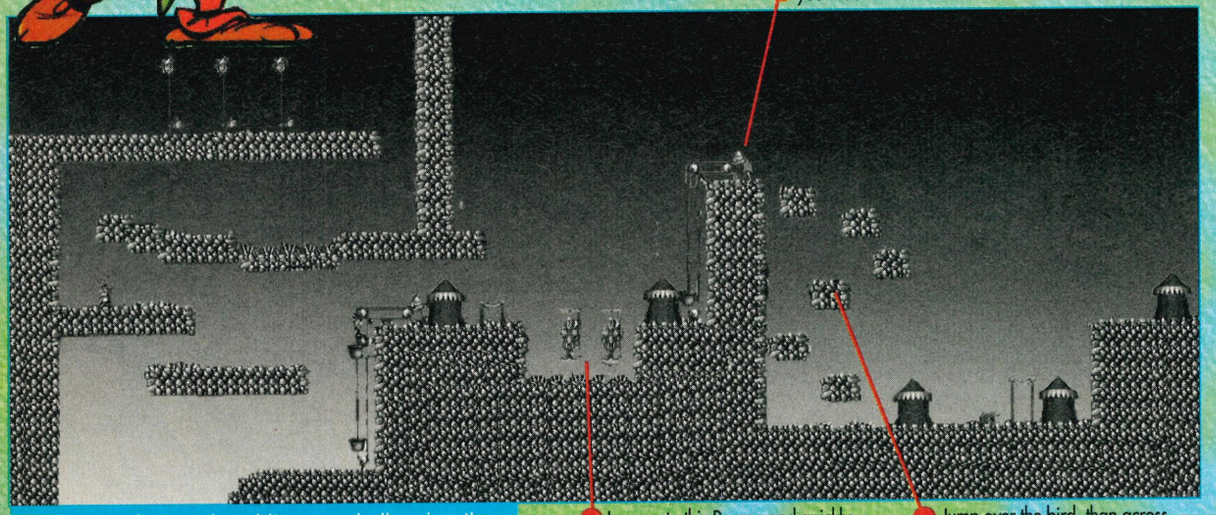


Leap over these rolling barrels before they squash you!

Beware of the archers; they suddenly emerge from the ground and fire constantly at you.

You will have to take a long leap to make it across this gap.

Hit the Roman Legionnaire who appears along here, before he hits you first!

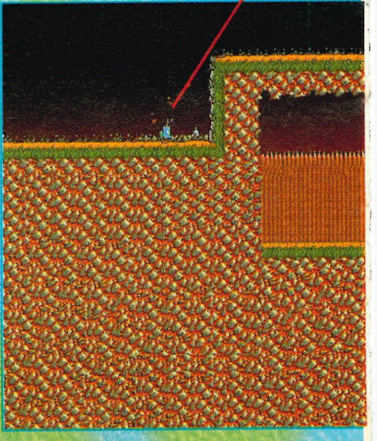


This second stage is a bit more challenging than the previous one, with a lot more Romans than before to slow down your progress. The time limit is pretty tight in this stage and, as with all stages, you will have to be quick to beat it.

Jump onto this Roman and quickly leap onto the next platform, as they will collapse when you touch them.

Jump over the bird, than across this platform and quickly fall to the lower one.

A Roman will wander down these steps, so be warned!



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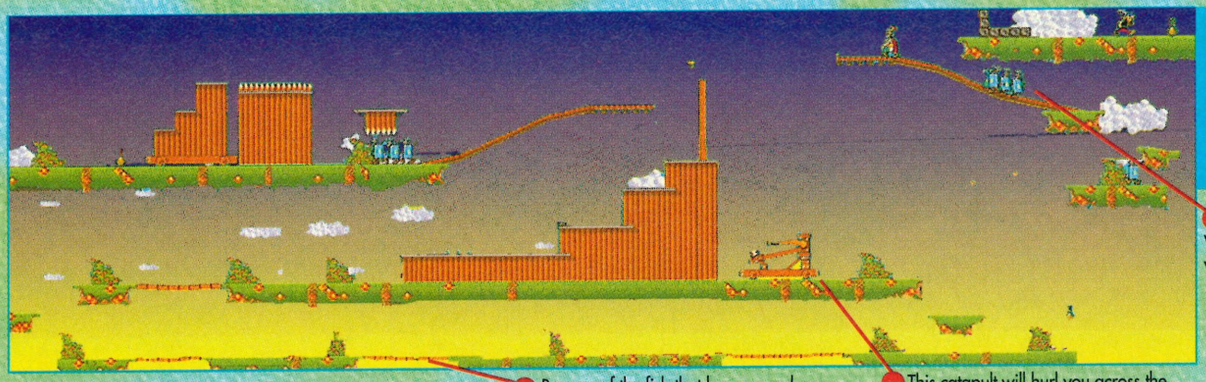


A fairly straightforward section, this one. Simply follow the flow of the map, killing any Romans that you see, and remember to avoid the archers that suddenly appear while collecting all the potion power-ups.

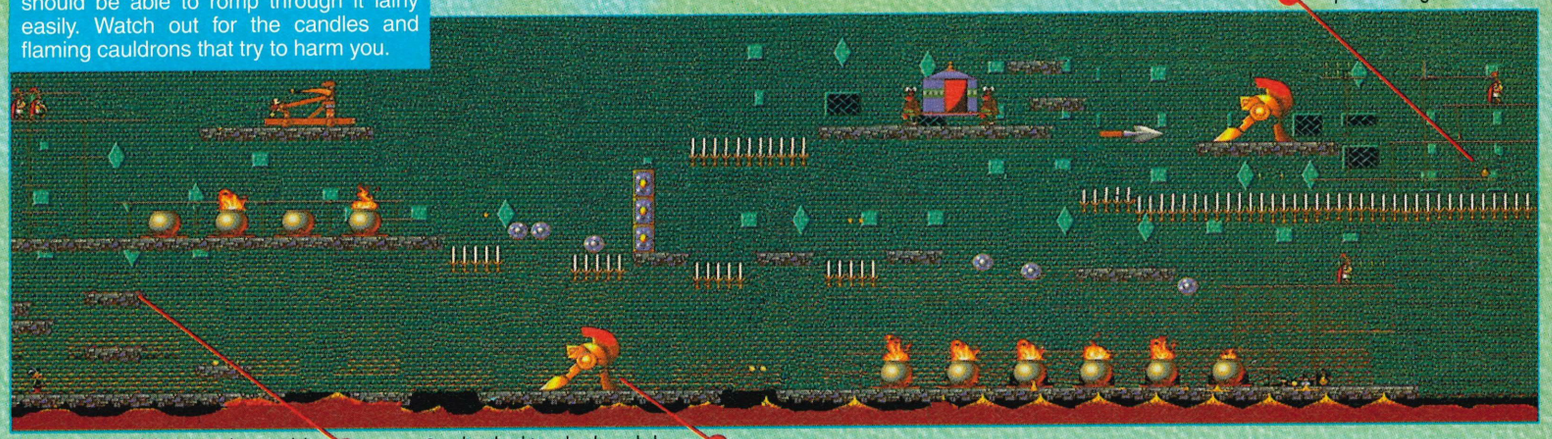
Watch out for the patrol of Romans that wander down this slope.

Beware of the fish that leap up and down along this bridge.

This catapult will hurl you across the screen to the platform on the far right.

This is quite a large level, but thanks to the catapult and invulnerability potion you should be able to romp through it fairly easily. Watch out for the candles and flaming cauldrons that try to harm you.

Kill the Roman and drop down here and collect this potion to complete the stage.



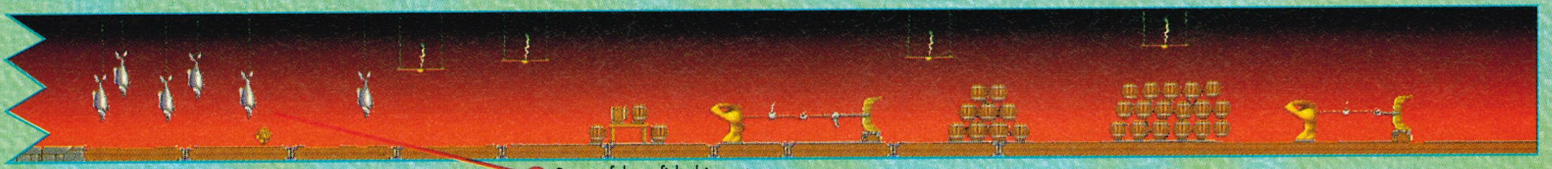
Collect the invincibility potion here and then charge away to the left as fast as you can.

Crawl under this rather large helmet to get past it.

The main problem with this stage are the irritating horses that you must get past. Timing is of the essence here and one false move will result in you being kicked back.

Collect the potion here and use it to scale the wall to the right of you.

Time your leaps so that you jump when the horses have just kicked.

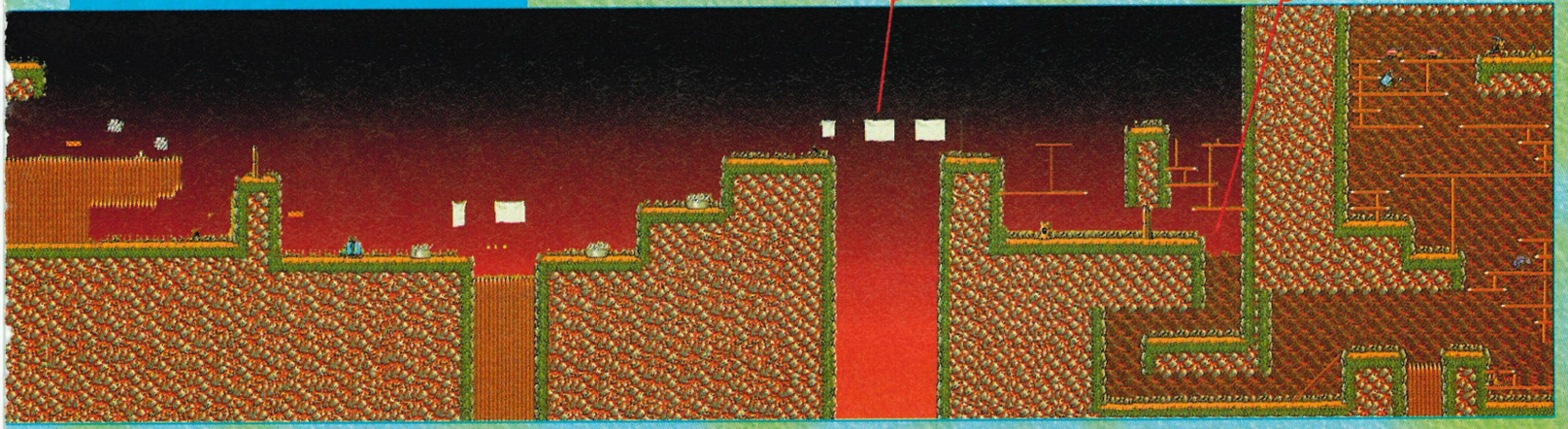


Some of these fish drip water which can harm you, so time your crawls carefully.

This is one of the longest levels in the game and involves a journey through the countryside, a Roman encampment and some underground caverns before you can finish it.

Wander across this washing line to reach the other side.

Drop down here to reach the underground section.



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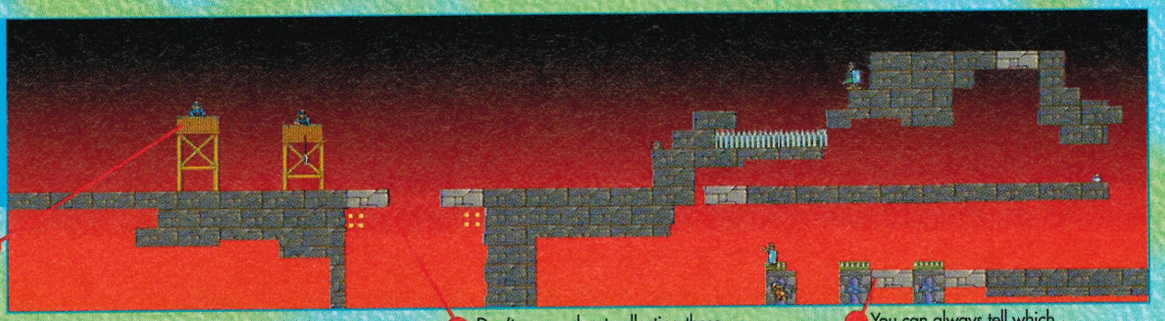
This stage has a rather nasty trap right at the beginning where you step onto a ledge which then proceeds to collapse under your feet! Your best bet is to leap onto the next one and activate the potion to stop yourself from plunging to your death.



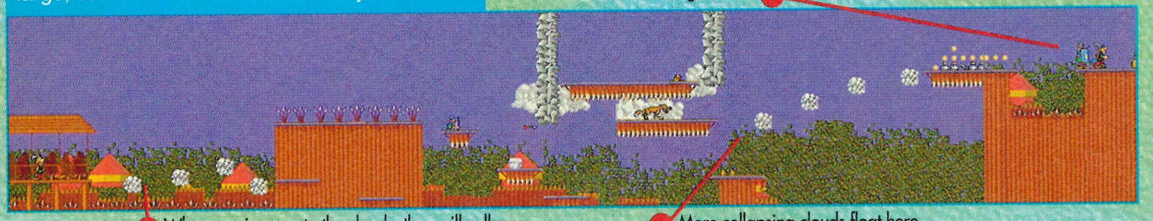
Watch out for these spear-throwing Romans!

Don't worry about collecting these coins, because you will more than likely end up killing yourself.

You can always tell which platforms are likely to collapse because they are coloured differently from the normal dark grey ones.

One of the better looking levels, this can prove a bit daunting at first glance, With collapsing cloud platforms all over the place and several spikes that are best avoided. The stage isn't too large, but that doesn't mean it's easy...

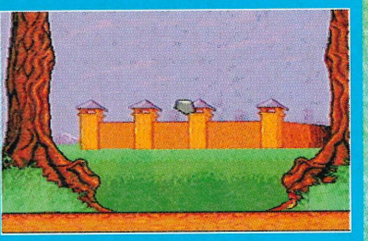
Kill the guard and finish the stage. Only a hundred or so more to go (sob!).



When you jump onto the clouds, they will collapse and you will have to quickly jump onto the next one to save yourself.

More collapsing clouds float here.

Guardian

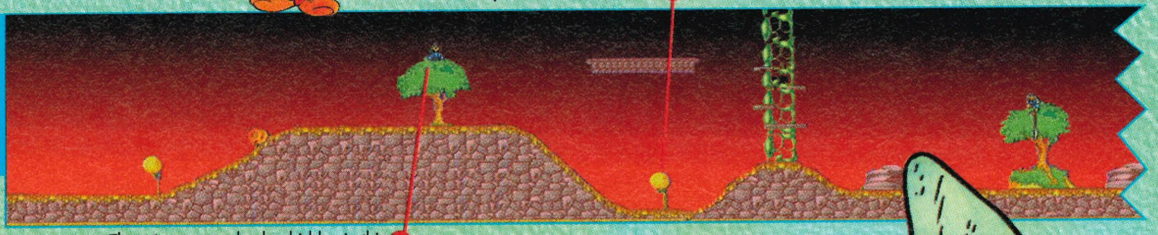


It's Chuck Rock! Hang on, surely that's another game? Oh whatever, as the rocks get catapaulted from the fortress, you have to punch them back! Repeat until killed.

THE FOREST

The next part of the Frenchman's journey takes him to the cold, dark and downright spooky forest. Your main problem here are the dandelions from the bottomless bog that spew out seeds. Duck under them to avoid.

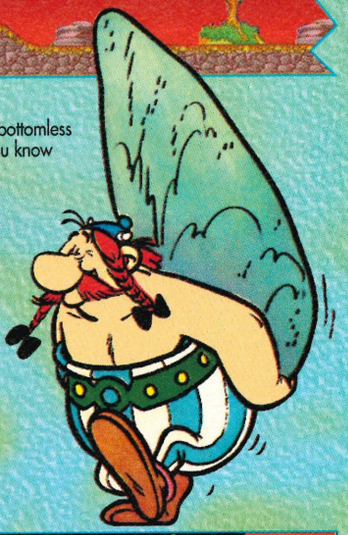
Crawl under the plant to avoid its seeds.



There is a spear chucker hidden in this tree, so be warned.

Fire your exploding potions at any Romans standing on platforms opposite to you.

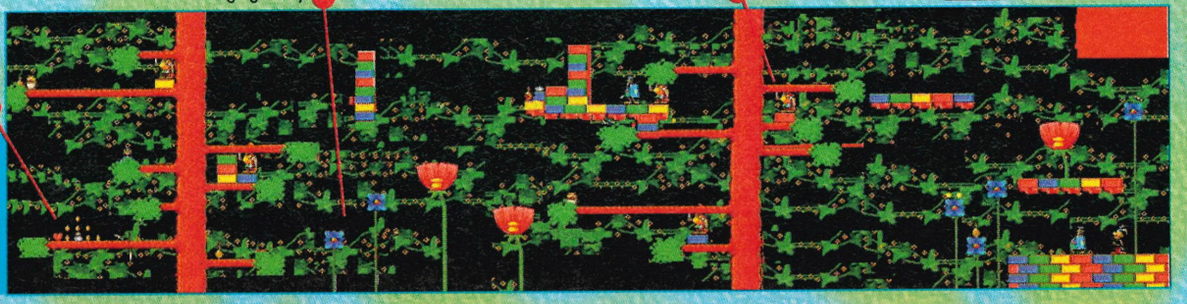
A couple of more dandelions from the bottomless bog are waiting for you along here. You know what to do.



These flowers will collapse as soon as you stand on them, so instantly jump to the next one, or the fat lady will start singing loudly.

This tricky chappie will try to trip you up with his sword.

Collect all of the goodies here, along with the extra life!



It appears that you have been miniaturised for this level, with a huge tree to scale. There are some tricky jumps to make here, complete with collapsing platforms and the like, but nothing too tricky.

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Romans aplenty here, and they aren't too pleased to see you! A lot of power-ups, as well as a few tricky platforms. One thing to look out for is the baby vulture that rear out of their nests.

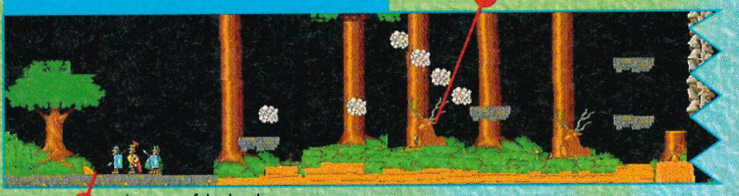
Don't bother going in this area because it doesn't serve any purpose, apart from wasting your time. You have been warned!

Jump over these when the baby vulture go back down.

Way-hey! Collect all of these bonus items for points.

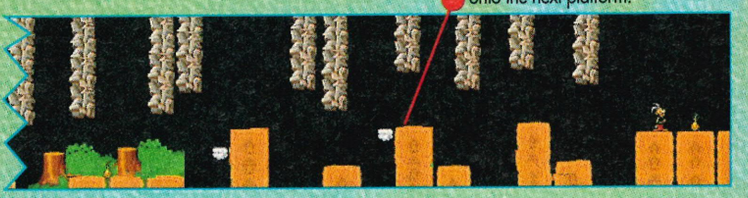
Collapsing platforms ahoy here as you must continually jump until you reach dry land. Despite this, it's a fairly straightforward stage.

Try not to get impaled on the deer's antlers. It hurts!



At the start of the level, you are confronted with a group of angry looking Romans. Kill them with the well-tested method of pressing the fire button.

Plant a cloud potion here and leap onto the next platform.

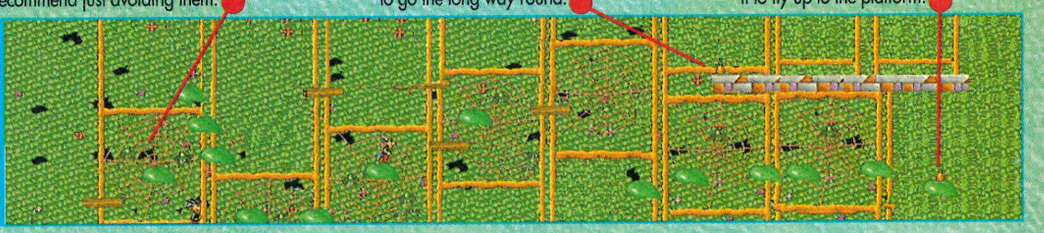


You can kill these spiders if you want, but I recommend just avoiding them.

If you can, try to jump up onto this platform, or else you're going to have to go the long way round.

Collect this potion power-up and activate it to fly up to the platform.

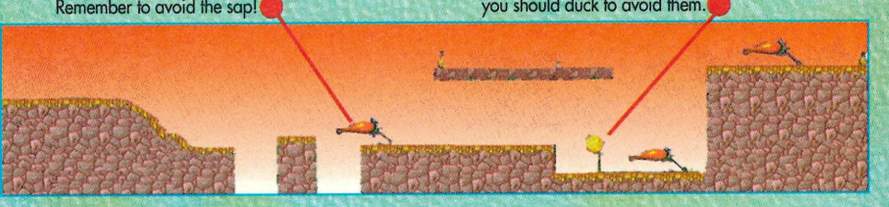
The next stage of the adventure brings you to what appears to be some kind of vegetation structure. More platforms and Romans await you. A new foe are the evil spiders. Bowie spiders, perhaps?



Remember to avoid the sap!

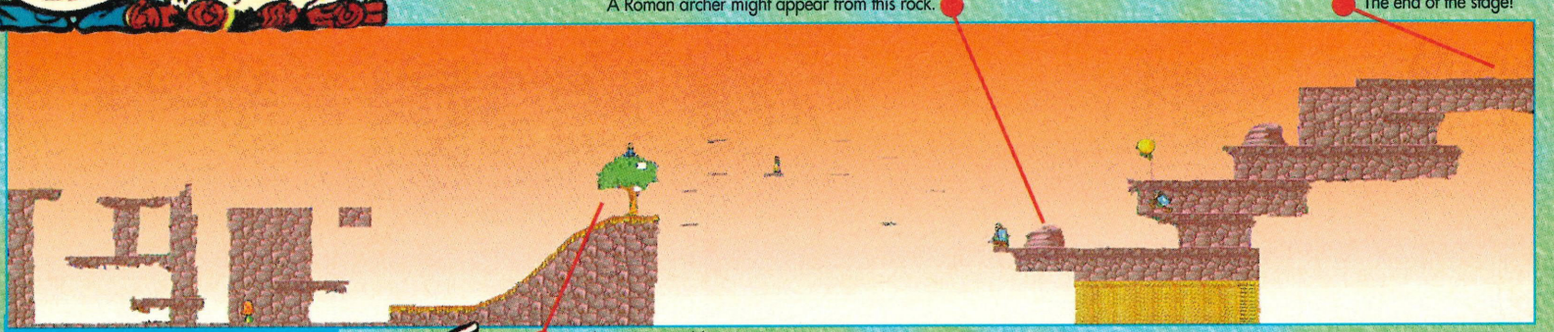
The dandelions make a reappearence here, and you should duck to avoid them.

A short stage for you here. You should look out for the spitting Venus flytraps from the other world which spit sap at you. This is avoided by ducking under them.

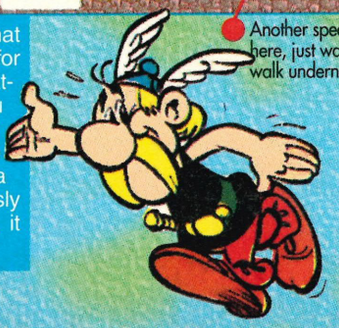


A Roman archer might appear from this rock.

The end of the stage!



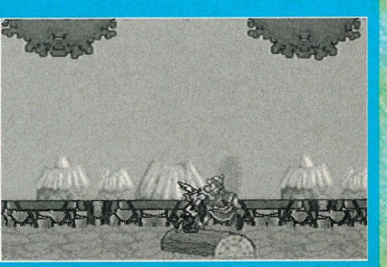
This is a large level that shouldn't prove too strenuous for you if you've played, and beaten, all of the stages so far. You can bounce off the mushroom which will hurtle you into the air and allow you to reach a platform which was previously unobtainable. Apart from this, it is fairly straightforward.



Another spear wielding Roman here, just waiting for you to walk underneath him.

Guardian

It's time to pump your joypad if you hope to defeat this log-running Roman. Just frantically move your fingers back and forth and you should easily win. Do you remember a game called *Track and Field*? No? Well, it was like this, but without Frenchmen.



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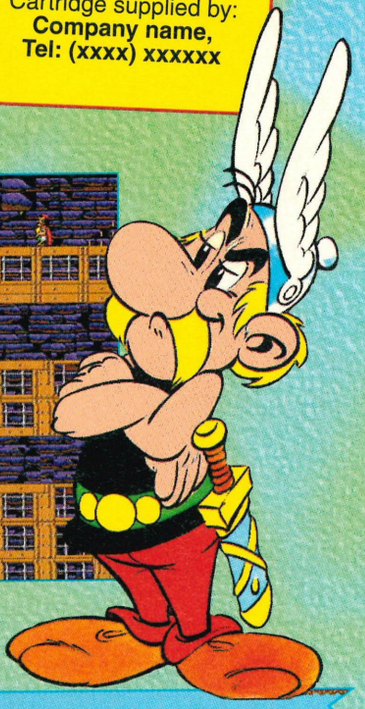
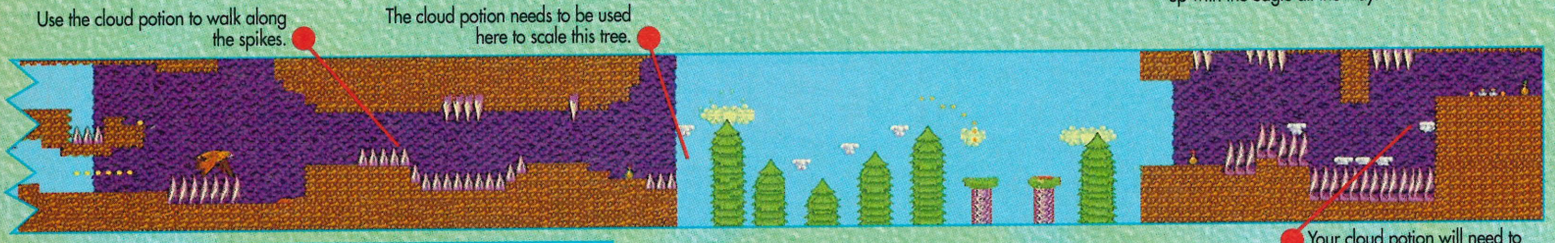
GERMANY

Cartridge supplied by:
Company name,
Tel: (xxxx) xxxxxx

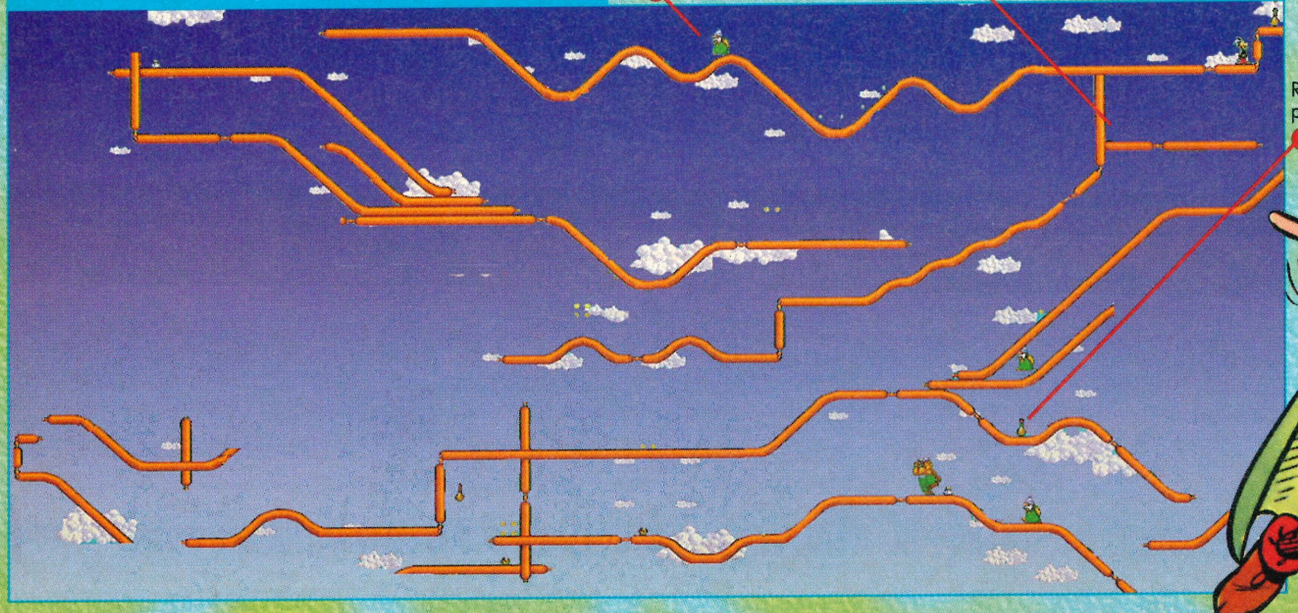
Guten tag! Yes we're in Germany, the land of sausages, the Bavarian Motor Works, Nazis, SegaPro Germany and Black Forest Gateaux.



For this level, you will need to hitch a lift from an eagle (or is it a falcon?) and jump over tree tops. At the beginning, you have some fairly simple Romans to kill.



This is one of the longest levels in the game, with plenty of axe- and sausage-wielding Germans to spice the action up. You will need this map because it's quite easy to get lost.



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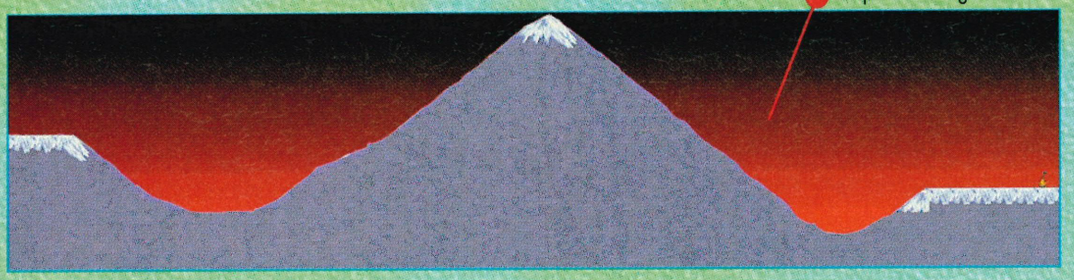
A very straightforward level this one, all that you have to do is walk along the mountains until you reach the end. Remember to kill any enemies that you come across.

If you jump into this horn, you will get blown out and can then grab some extra points.

Run down this slope and grab that potion (or boar). You've completed the stage!

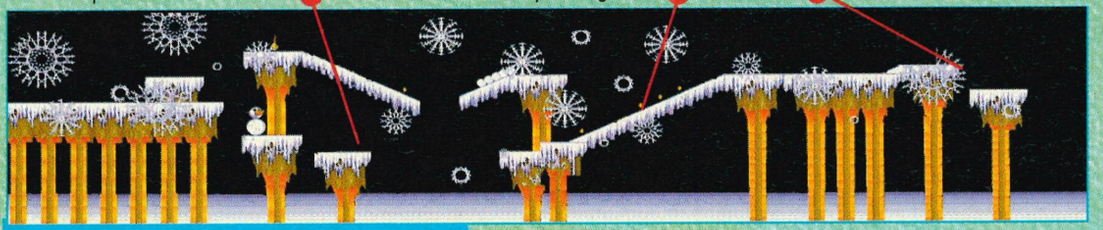


ROMAN GALLEY

Collect the invincibility potion here and use it to get as far across the level as possible before it wears out.

Collect all of the coins that you can get here.

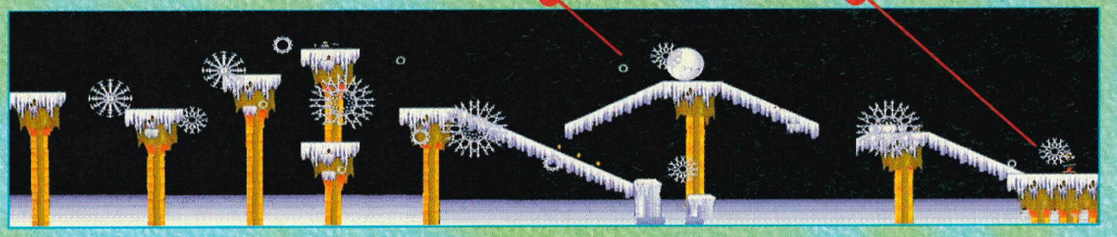
Be careful when you make jumps, because if you accidentally fall into the river at the bottom of the screen, you will die.



How original the programmers are. A snow level, and in a Roman galley of all things. There are some snowmen in this stage; to defeat them, you must hit their heads.

Hit the giant snowballs, and when they burst, they will split into six little ones. Jump over these to avoid them.

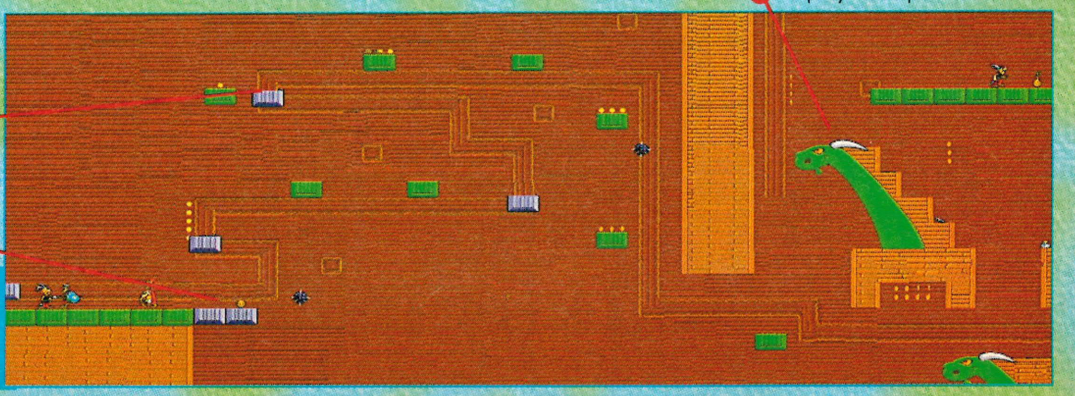
The end of the stage. So there.



Ignore these coins and just stay on the moving platform.

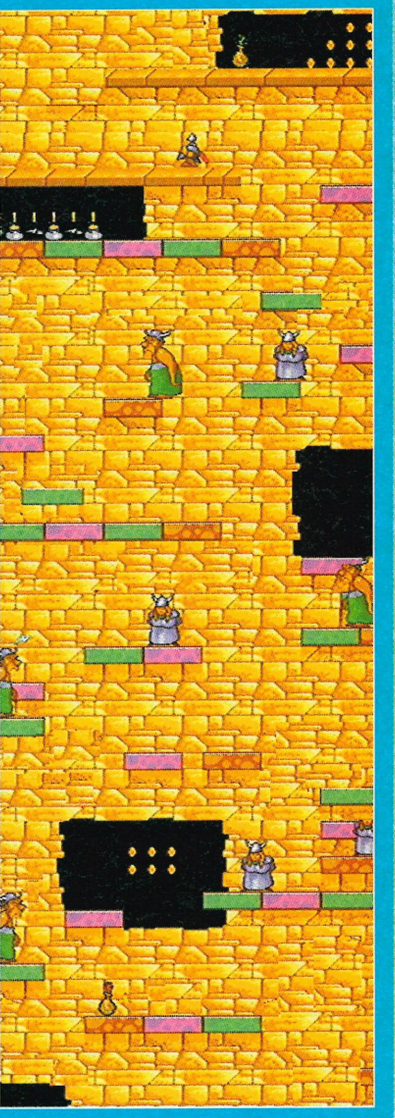
These platforms collapse as soon as you stand on them, so grab the potion and jump back to safe land.

Use the deep sea monster to catapult yourself upwards.



This next stage will bring you into another battle against the Romans, with a moving conveyer platform to ride on which spices the action up no end. Well no, it doesn't actually...

Guardian



This Guardian takes the form of a stage. You will need to keep on climbing higher and higher to avoid being killed by the advancing lava. There are a few tight platforms to trouble you, so use this map to plan ahead.

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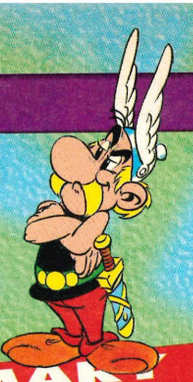


Right, basically to get across this level, you will have to head left, jumping on the platforms (including collapsing ones!) to stop yourself from drowning.

This stage is filled with many hazards, such as the collapsing platforms and bobbing seal heads. To get past, you should watch the pattern that they follow and then time your jump.

Time your leaps onto the bobbing seal heads to bounce onto the next platform.

SUMMARY

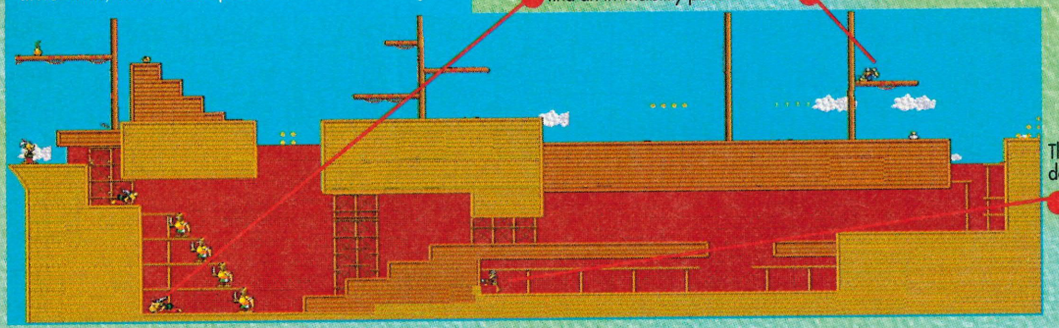
GAME NAME: Asterix and the Great Rescue
TIME TO COMPLETE: One Week
HIGHEST SCORE: 9,990,900
NUMBER OF LEVELS: 6
CHALLENGE RATING: Very Hard

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

This is the actual Roman Gallon I presume, and is one of the games easier levels. The greatest problem posed by this is the strict time limit, which can prove to be a bit tricky.

Crawl down here and you will find an invincibility potion.

There is another of those spear-throwing Romans here. Time your movement between his throws.

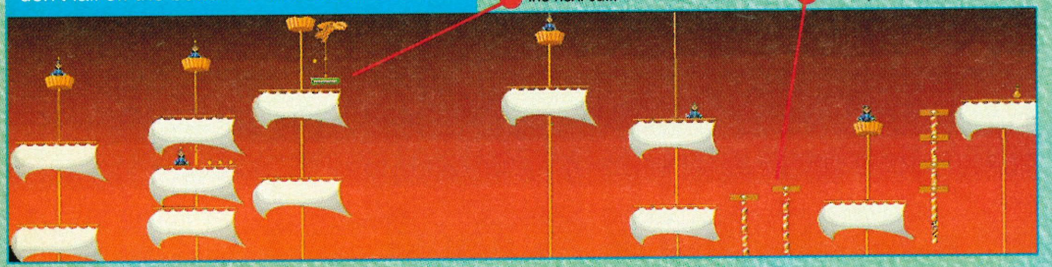


There are quite a few bonus items down here.

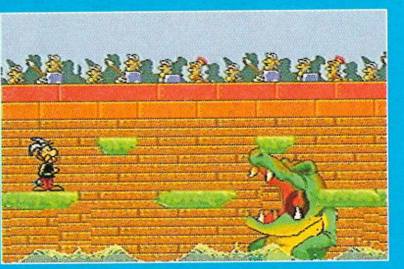
Here we are amidst the galleon's many, many sails. In fact, there's a total of 12 sails for those of you keeping count. Make sure you don't fall off the bottom of the screen and die.

Hitch a ride on this platform carried by an over-sized eagle, and jump off when you reach the next sail.

These platforms will collapse.



Guardian



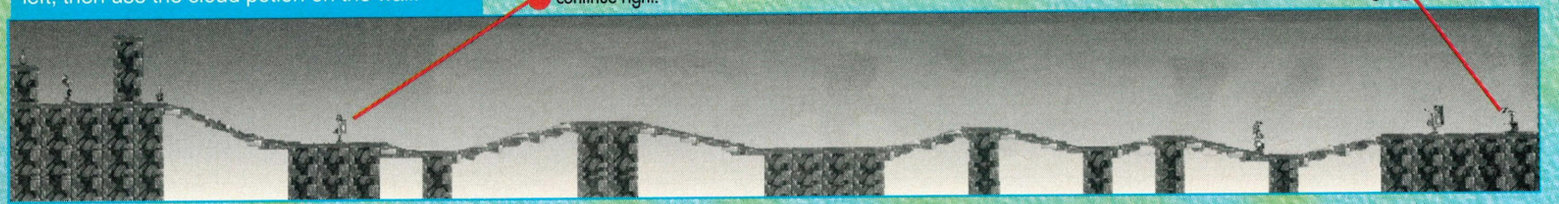
It's the cool cruel crazy croc and he doesn't look too happy judging by his expression. To kill him, you have to leap behind him when he rises from the water and give him an almighty hit. Repeat this method several times.

Here we are in Rome itself, and about time too, next time I'm going to catch a plane over – it's much quicker. At the start, collect the exploding potion and use it on the wall to the left, then use the cloud potion on the wall.

ROME

Kill this weedy centurion and continue right.

Kill the Roman and collect the potion (or boar if you're playing Obelix) to end this stage.



High above Rome, in the dense smog is where we find our hero next. What he has to do is simply scale the many pillars and kill any Romans that he finds. So get to it! Go, go go!

Kill that Roman!

You will have to bomb the Roman that is found here.

Slide down the slope, jump across and this stage is history.

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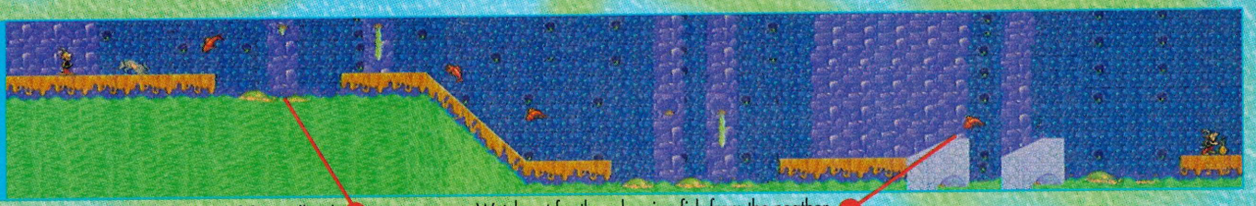
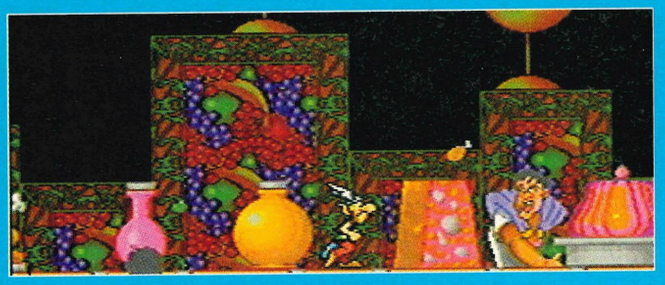
It's a bit smelly down here in the sewers isn't it? Just look at those slime-encrusted walls! Doesn't anyone come and clean this place up?

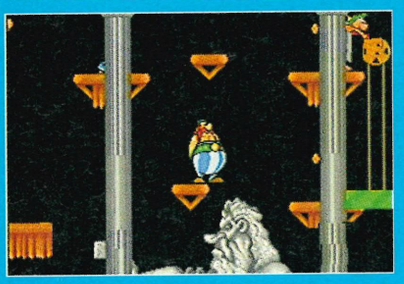


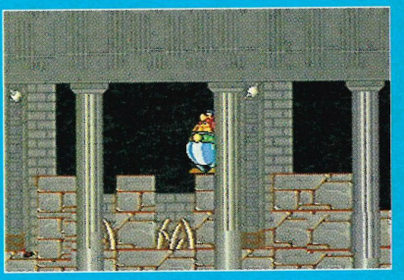
Step onto these platforms and they will sink beneath your feet. My, how original...

Watch out for these leaping fish from the neather-world. Time your jumps between leaps.



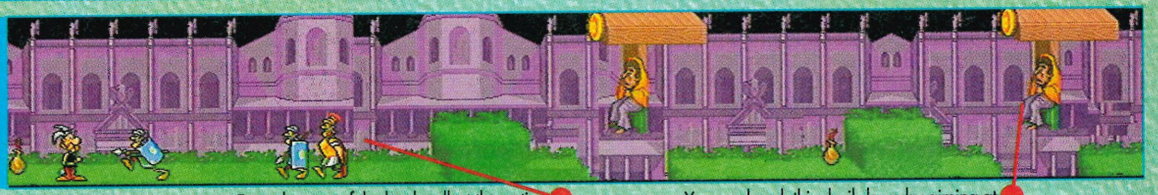
A simple, straightforward walk along level, this shows those funky Romans having a food fight. Bounce along the jelly to jump over the food. You can't actually hit anyone on this stage, so your best bet is to work slowly along it.





There are are two stages to this section of the game. The first segment is where you have to jump onto a lot of small platforms, magically suspended in the air, until you come across a green platform that will hoist you up onto part two. You will now have to jump over gaps filled with spikes before you can grab the end token.

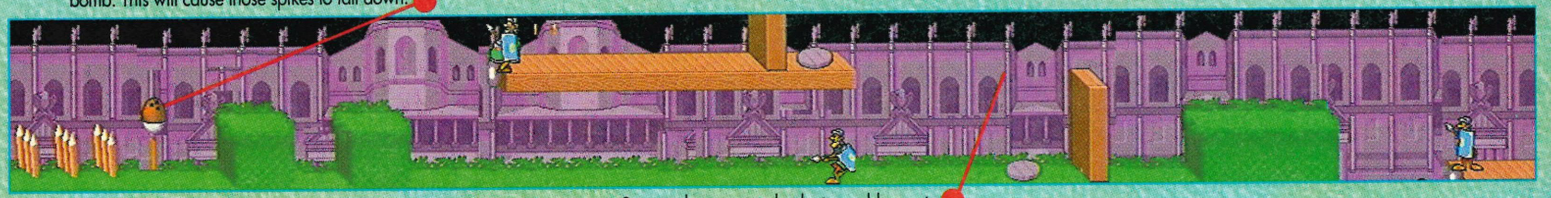
This is it, the final stage. It is quite a long level though, and normally it would be best not to rush things. However, the strict time limit means that you'll have to make sure you don't waste a second!



From the start of the level, collect the potion power-up and kill the Roman patrol.

You can knock this devil down by aiming at the target with your bomb.

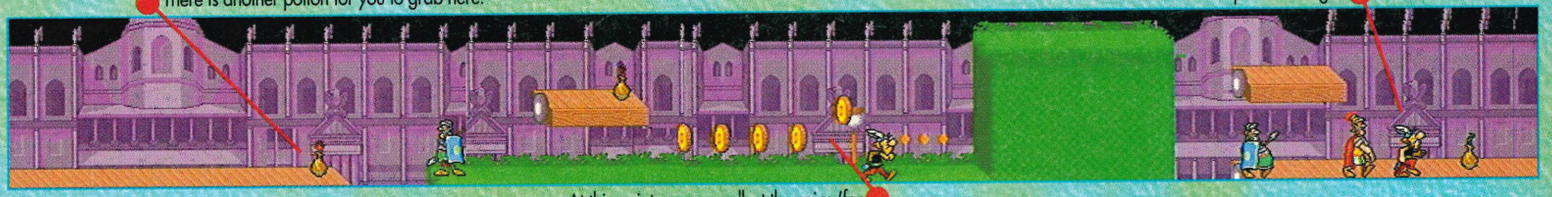
Bomb this coconut stand with your exploding bomb. This will cause those spikes to fall down.



Step on the two grey knobs to enable you to continue your progress in this, the last stage.

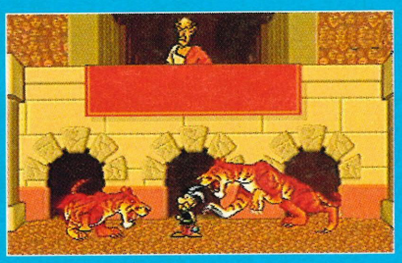
Kill the two Romans and then triumphantly complete the stage!

There is another potion for you to grab here.



At this point you can collect the coins (for points), collect the potion (it's a cloud potion) and kill the rather tall Roman to the left. You must then use the cloud potion on the wall.

Guardian



The final guardians are obliterated by punching their heads when they stop and take a look through the portals. You will have to repeat this for both of them, but after one of them has died, it gets easier from then on.

PASSWORDS

Roman Encampment	INSULA
The Forest	CONDOR
Germany	VIENNA
Roman Galley	AVALON
Rome	DULCIS

PARTYPARTYPARTY!!

The above scene is a very good impression of what happened at the Paragon Xmas party, but what you can't see are SEGA XS legless on the floor and Mark and Richard...(snip!).

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LEVEL 1

No surprises here, you should have no trouble with this level, and it is the best way to test out your style of play. Personally, I would stay at the bottom of the screen, but not right back (watch out for surprise rear attacks!) and move around; depending on where the threat is. Keep your finger on the trigger button all the time, as this will give you a constant stream of bullets.

First of all there will be a small 1,000 point bonus diamond to hit, then three waves of four ships will attack from the left, right and then left. Now a squadron of larger two-hit ships will spill from the top of the screen, so stay in the centre and keep blasting; moving slightly left and right to pick off any survivors.

More points power-ups will appear, followed by some more ships from the side, and then three angular craft that shoot up from behind you. Dodge the ships and then shoot them as they retreat. Beware, these ships will shoot at you with clusters of star missiles.

You will now face a multitude of bombers that will appear from the top and pirouette down; shooting all the way. Keep to the centre (this is the general tactic for the whole game) and you should reach the next section where some missiles will fly towards you on the way to Earth. You cannot shoot these inbound ICBMs, just avoid them and you will survive. There are two energy power-ups waiting for you on the other side.

The screen will now pan around to one of your freighters as two more waves of ships attack in the normal top of the screen fashion. Beams of energy will begin to blast across the screen, but they will not hurt you. Most of the enemy take two or more hits and you may need to sway to either side to avoid them. There will also be a wave of ships from the right which will fire off a few missile salvos as they approach. Be ready to get out of the way, but make sure you don't hit any of the ships from the top.

Now you will come across three Saturn-style ships that each require three hits (they make the rings turn red, before exploding!) Once you have dealt with them, you will be quickly attacked by two spinning diamonds that spit out four or five star missiles. Both these ships take loads of hits, but you can simply move to the extreme left or right of the screen to avoid them. After this you simply have to blast six squadrons of ships that swoop in from the left and right, before you pick up another energy power-up and some points.

Now you've got to beat the boss to reach level two – no problem! Move up to the top of the screen at first, to concentrate your fire as the larger base ship begins its descent. This guardian only has two forms of attack: a cluster of four spinning blades that shoot out of the front as it flies down, and a small stream of bullets that form two columns. The ship may also try to crush you against the screen, but you simply have to fly up and around it to avoid this hasty death. Keep pumping the ship with bullets and it should eventually explode.

LEVEL 2

This level is set in a densely populated asteroid field and you must avoid huge chunks of rock, as well as the enemy ships (luckily, they also hit the obstacles in their pursuit of you!). You will also get your first chance to arm the ship with different weapons. For this mission, I would recommend the wide beam on one side of the guns, and also take the Graviton bomb which should be used for the end-of-level guardians.

For the first part of the level, keep moving around at the bottom of the screen; firing constantly and avoiding any asteroids that look like they are going to hit you. After a while of dodging, three bigger ships will appear from below, so move around the first one and then wait in the gap. Each of the ships will hit an approaching asteroid, so don't worry about destroying them with bullets, just make sure you don't follow suit.

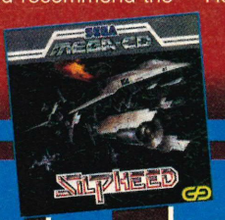
You will now have to dodge plenty of incoming smaller asteroids that appear in groups of two and three. Remember to dodge the larger rocks, as they will sap your energy on contact – it is best to give everything a wide berth. After a few more ships, there is some more asteroids to dodge, before a secret energy beam blasts one of the rocks in your way. Quickly move around the screen in a circular motion beginning at the bottom right, to avoid all the pieces.

The next few sections all contain loads of smaller asteroids and waves of fighters spinning in from the sides. Keep moving and shooting at the middle of the screen to make an impact, and if any ships circle back to get you, move up to the middle of the screen and hit them on the way down. You will find that the wave weapon that you added at the beginning of this level, is very handy for taking out stray ships that reappear to the sides.

GENERAL TACTICS

- As in any decent vertically scrolling shoot-'em-up, you must keep moving and dodging the plethora of bullets if you are to survive. It sounds simple, but you would be surprised at how many people just slug it out, hoping that the shields will hold. When you get hit, your ship will be invincible for a short time (as indicated by the multi-coloured flashing) and this is when you can plough through all the bullets or ships that surround you.
- There are loads of different ships to fight and it is a good idea to remember what the attack patterns are of each. Some craft simply turn away and throw two missiles at you, others explode in a mass of spikes, and some even fire massive laser bolts in your direction. Once you know what you're facing, the more chance you will have of avoiding the danger.
- As in nearly all shoot-'em-up games, there is a guardian ship at the end of every level (and sometimes more during the level) and this will be tougher than all the rest and it will use a more powerful weapon. The best tactics here are to save all your option weapons for this final confrontation and blast them as many times as you can at close range. The ships will also fly right up to the screen, and you will nearly always have to fly up and around the back of them to get clear.
- Power-ups – ah, the relief! In *Silpheed*, the power-ups are spinning crystals that must be shot to release the goodies. When you are in the heat of the battle, it is a good idea to wait until they are halfway down the screen before you blast them. This saves you getting hit by incoming craft at the top of the screen.

When it was released last year, *Silpheed* was a big disappointment. Not because the game wasn't any good, but because it never lived up to the hype. The only pictures anyone had seen of the game were of the impressive intro sequence showing *Last Starfighter*-esque graphics in full shaded 3-D. *Silpheed* is in fact a simple *Space Invaders* game with gorgeous background graphics that only occasionally interact. Now, SEGA XS brings you the long-awaited solution to the full 12 levels, plus all the cheats.



SEGA ● SHOOT-'EM-UP

SILPHEED

CHEATS

STAGE SELECT
During the opening demo, press Down, Down, Up, Up, Right, Left, Right, Left, A, B and Start.

Near the end of this section, you will find two ships that look like diamonds on a rectangle. These will fire loads of bullets from the front, so try to lure them down, then swing out of the way at the last instant and let the wave weapon take care of them. Just after these two dangerous craft, the radio will tell you to bank left. Follow the directions to the left and right to avoid two huge asteroids spinning very close to you. If you do not jam the pad quickly – you will be hit!

Past the bigger asteroids, but now you must rapidly dodge many smaller chunks which alternately appear on the left and right. There is also an ambush here, where three new ships that only shoot one large fireball at a time, will fly down (they also take more hits to kill!), with some asteroids cluttering the screen for added confusion. To get past this – push up to the top of the screen when they appear, then pull well back and fly hard right as the fireballs appear. Stay on the right and use the wave weapon to keep the enemy at bay.

The guardian is a larger ship that fires off plenty of glowing arrow missiles. The missiles fire as you pass underneath, but if you keep moving, they cannot track you quick enough. Also, use all your saved Graviton

bombs at close range to finish it off. If it tries to crush you, swing up and around, then continue the attack.

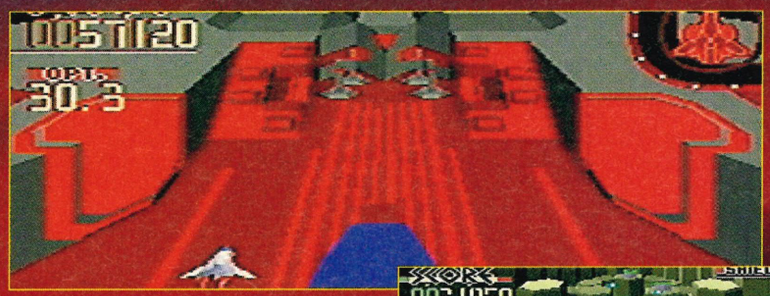
LEVEL 3

Your attack strategies on the remaining levels will basically stay the same, but there are occasions where you must radically change your attack plan. This level is set amongst the enemy fleet and so fighter presence is heavy. Select the Phalanx beam and the normal front lasers from the arsenal and take to the skies!

Wave after wave of ships will appear, but just stay cool and stay in the middle; moving slightly out of position to take out stragglers. Once past the first big ship (yes, you can hit it), four groups of blocks will come down. Pull back and as each set comes to crush you, then push up slightly to avoid them. Repeat this three times to survive.

Make sure you remain eagle-eyed, because there is every type of ship against you, and each one uses different missiles and formations. The first group of power-ups provide you with three shields and one smart bomb which must be used immediately, so you might want to wait until something comes on screen. The best tactic I've found here, is to move halfway up the screen, so that the enemy ships are destroyed almost before they've even appeared!

After the second set of power-ups (one shield and some points), a large satellite mid-guardian appears, and sprays out a semi circle of bullets. To



avoid them, move to the bottom left and then dive through as the gaps widen. After each blast of bullets, get in the middle and hit it quickly, before retiring to a safe distance.

One of the good things about being in the middle of the enemy fleet is that you are not likely to hit any of your own ships. For this next section, there are absolutely loads of enemies, but they all foolishly fly in the middle of the screen, and hopefully, that's where your lasers are aimed.

The guardian does not have to be destroyed, just avoided. First you must negotiate a tense trench battle, with loads of ships attacking you. Again, if you keep blasting, you should get through, but inevitably some will reach you. When you find the base ship, move to the right of the screen to avoid the first laser blast, then get on the far left to avoid

the next bolt, then back to the right to avoid the left blast, and the last one is in the centre.

LEVEL 4

This level is set on a complicated series of battle platforms. The main enemies are the various ships, huge laser turrets, and the landscape itself. You will have to be extremely nimble to get through this level unscathed. Select the auto aiming, front lasers and the Graviton bombs for this one.

Blast the swarthy collection of ships at first, then get the shield power-up if you get scratched. As the platform approaches, move to the right and avoid the potent power of the first laser cannon. You will now face some small guns on three podiums, another laser cannon in the centre, and you had better push up the screen as you pass it, to avoid the larger enemy ship coming up from behind. Circle the ship and keep hitting it; using the Graviton if necessary.

Remember that you can be killed by the ground features, so dodge around all the pillars that are in your way. You will now be faced by another laser cannon and a whole fleet of tiny ships that all attack in the centre of the screen. Note the ships that explode and leave four bullets behind. You can easily get trapped with these suckers, so watch it!

The radio will tell you to watch out for the laser cannons, so immediately push hard right as you see the towers appear in the distance. This will avoid all the deadly beams. As the ground splits, pull right back and keep shooting as the next few waves of ships will suddenly appear halfway down the screen.

The next major opponent is a laser cannon at the end of a canyon. Simply stay on the left to avoid the three beams of energy. Now you will head down a tight series of passages with plenty of obstructions. Keep weaving between the turrets, and blast any guns that appear on the top. The action in this section suddenly speeds up, so you will have to be very quick. At the end are three laser cannons, two on either side and one in the middle. You must be incredibly quick to move to the left, then dart back into the middle as the gun fires. Right after, you must shoot the guns as they appear from the top of the columns. With the auto aiming, this should be a doddle.

Heads up, as the speed increases yet again, you must weave in and out of a series of rising platforms. The best route is to head immediately left, then right around the first column, and finally through the tight canyon in the middle.

You're nearly at the end of the level now, just get through another set of three laser cannons (stay on the left) and then through a hole to fight a few more waves of ships and collect the last two energy power-ups.

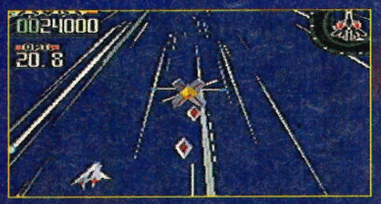
The guardian is a simple ship with multiple guns, but it is made more difficult by the fact that the scenery is moving so fast – it is very easy to hit the various towers. To destroy the guardian, dive around the screen to avoid the plethora of bullets, and use the Graviton bombs as much as possible. The first obstacle will appear on the left, then you must get into a tight passage for the battle.

LEVEL 5

There are no power-ups on this level, but there's also not much to attack. Select the auto aiming, the Phalanx and the energy bomb for this one. The best way to stay alive is to keep moving, ducking and diving to avoid all the

ships. Stay in the middle and keep shooting to take them all out, then get ready to tackle three of the previous guardians as the ship goes into hyperspace!

The first one is the guardian from level one. Repeat the same technique to defeat it. Also, use one of the energy bombs just as it appears to get a guaranteed hit. The second guardian is the satellite from level three, and then you must fight some ships that appear randomly all over the screen, then immediately fly towards you. To survive, keep moving and shooting. The auto aiming weapon should take care of most enemies.



Finally, as the ship comes out of hyperspace, you will face the final guardian of the level. This is a huge purple spaceship that attacks you with four fireballs that spread out across the screen. The way to avoid them is to watch which way the ship is flying, then get to the opposite side and prepare to fly over, or under the fireballs. The energy bomb should take care of the guardian after about four or five hits.

LEVEL 6

Another asteroid level, you will need to use the auto aiming, the Phalanx and the Graviton bombs. This is basically the same as before, except that there are plenty more ships and fast moving asteroids flying towards you. In addition, you must also avoid the larger asteroids that appear from the sides of the screen. As well as dodging all this space junk, the enemy fleet is also trying to swat you with some high velocity energy beams. Invariably, they miss, but hit some of the massive rocks which splinter into thousands of pieces. Avoid or be smashed!

As you get closer to the enemy star destroyers, the lasers are more difficult to avoid, so if you see an open porthole, get out of the way – fast! As you pass the first laser beam, get the next power-up for some limited invincibility.

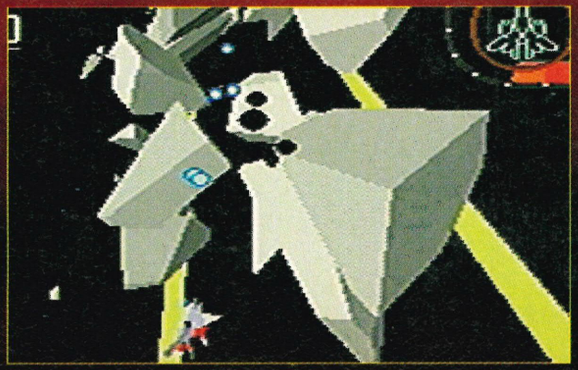
The next sections are just dodging and shooting various asteroids and ships until you reach the enemy death star where you must avoid lasers and even more chips of asteroid floating around. You will know when you are near the end because Mars will hove into view.

The enemy guardian has two spinning ships surrounding it, these help to add to the firepower and the massive amount of bullets. If you keep moving and flying around the ship as it tries to crush you, the guardian will fold relatively quickly. If you fire off the Graviton bombs, get in close, or they will miss the target.

LEVEL 7

Select auto aiming on both lasers and the energy bomb for your special weapon. This level is tough because you will be attacked by plenty of enemy ships whilst trying to negotiate a twisty turny space station. Take care of the first ship, but watch out for the sticking out sections of the walls. Now push to the top of the screen and wait for the three attack craft to appear behind you. The auto aiming should take care of them all.

Now you will be attacked by a larger mid-guardian as you enter the first left hand turn, followed by a sharp right. Keep blasting the ship and moving around it as it tries to crush you. The trick here is to avoid all the bullets, but making sure you don't hit the walls.



You will now enter a section from *Tron*, with large black squares on the floor and a menacing enemy ship below. First of all there are four more blocks that zoom down from the screen and try to crush you. Carefully push up as each one draws level and they should all miss you. Get the three power-ups, including the double energy field here. The mysterious ship will

now begin firing up balls of energy. Wait until the last second as they disappear, then get the hell outta there! This should avoid all the missiles.

As you fly down the next trench, shoot the groups of three ships, but be prepared to get out of the way as they take loads of hits. The next main obstacle is a ground based laser weapon. Stay in the direct centre of the screen and wait for the large spiked balls. As each one gets closer, suddenly push up and the fire should pass behind you. Repeat this to get past the leviathan.

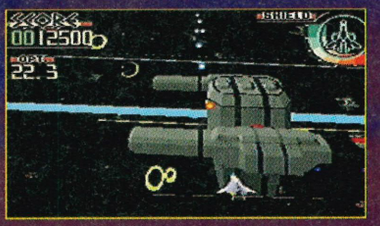
Grab the double energy power-up and bonus points, then get in the middle of the screen as a laser beam attacks from the side. You must stay in the middle of the beams, whilst attacking the enemy ship in the middle. This ship will also try to crush you, so don't be afraid to fly around it. Use a few energy bombs to get past this demon. If you hit it with everything you've got, you will be able to get through the tiny gap up ahead. This is very difficult when you're trying to avoid bullets. In the next section, you must have full lasers to get through. Simply stay at the bottom of the screen and keep firing to blast the multiple energy beams that block your path.

The guardian is a huge computer complex which uses spinning balls to defend itself, as well as plenty of circling fighters. The trick to remember with the fighters is that they will always appear at the top of the screen and then circle you. If you miss any, move to the middle of the screen and then get them as they curl round to attack you. For the guardian, use your energy bombs on the balls and after about four – the whole place will explode.

LEVEL 8

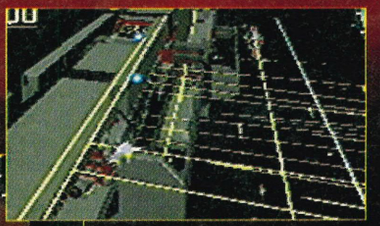
Level eight is set in a pitched battle between both fleets. There are plenty of explosions and stray laser beams all over the place and so you must be especially careful about where you place yourself. Select the auto aiming again and the energy bombs. Basically, most of the level is a simple case of staying in the middle and shooting the formations as they appear at the top of the screen. You must be careful however, as the three yellow fighters will spill loads of bullets from the side if they get past you.

About halfway through, just past the cruiser with lasers flying all over the place, you will be shot at by an enemy



frigate in the distance. To avoid this, stay on one side of the screen and avoid the middle because it will be completely saturated.

Once past this danger, you will find four red and yellow ships rolling out from behind you. The way to defeat these persistent pests is to keep rotating around the screen, letting the auto aiming do the talking. Each ship will fire three bullets at a time. Now you will face a huge double-barrelled space ship, but get the energy power-up first! The larger ship has two lasers at each end, and you will be hit if they catch you napping. You will also have to get into the grooves on either side



of the ship as it thunders towards you.

Luckily, you only need to avoid the last mid-guardian because the real end-of-level boss will soon blast it to kingdom come and head straight for you. Tsk, tsk, it seems the programmers of

Silpheed have run out of ideas already! This guardian is exactly the same as the fireball ship at the end of level five, and just as easy to defeat. The only difference here, is that it also fires plenty of bullets, but they are no real problem.

LEVEL 9

Set on the Moon, this is the most difficult level you will have faced so far. The reason for this is that there are some ships that send out a semi circle of bullets when they explode. Sounds easy to dodge? Not when you hit five at a time! This, combined with the presence of those damn fireball fighters means you may lose plenty of energy before you've started!

Choose the auto aiming or Phalanx if you have then, and the Graviton or the energy bombs. Take care of the first few waves and you will face a mid-guardian who fires loads of bullets and also a huge plasma beam that is heat seeking. The way to get past this, is to wait at the bottom of the screen and veer off in either direction at the last instant.

The rest of the level is crammed with missile-launching ships and the only reason it is so tough is that there are no power-ups. Simply shoot everything, but try to miss the rockets that split into loads of bullets. At the end if a huge guardian that uses a deadly square ray to hit you when you are right in front of it. Use the energy bomb or Graviton as soon as the beam has subsided, then let the auto aiming do the rest. Again, you may have to fly around the ship as it gets closer.

LEVEL 10

Right after the first few ships on this Earth level, you will get four power-ups including an option-up, and some energy. This, if anything, means that the fight will be hard. The new enemies you face here are some ships that detach the front end which then homes in on you. To avoid these, just fly all over the screen and lead it up,

then drop below and shoot it. As with other unoriginal levels, this features a few more recognisable guardians from the previous levels. This time you will first face the arrow-toting guardian from level two, and then the ship with two spinning craft around it from level six. The only difference here is that the latter uses a new energy beam to add to its arsenal.

Straight after these last two guardians comes another, this time from level nine, but without the square ray gun. This of course makes it incredibly easy to smash it to pieces. The only danger on this level is the lack of power-ups means that the enemy slowly batters down your energy. Luckily, if you make it this far, there is a double energy power-up and a smart bomb to take care of the enemy shuttles.

Finally, the action heads up into space where the enemy super weapon is hoving into view. You must quickly blast a guardian that looks different, but in fact just uses the four fireball techniques as employed by many previous guardians.

LEVEL 11

This level takes you into the heart of the enemy weapon. Select the best weapon you can, including the auto aiming and the energy bombs. The first enemies in the metal tubes are

two ships that stay ahead and send out a steady line of bullets. Weave in and out of the danger and keep blasting them. Next, you come across more of the red and yellow ships that rotate around you. Defeat them in the same way, but watch out for the exploding trains on the left. One hit on these tankers and they explode, but you can be hit by the flames. This is important to remember for later as some more swiftly appear on the left, right and then left again. Basically, blast them as soon as they appear, then get to the opposite side of the screen.

The next foe is a mid-guardian. Two lasers prevent you from moving into the screen, while some rotating balls attack you in the confined space. The best place to wait is in the bottom left – they don't usually go there.

Now you face more ground tankers to blast and avoid, and you can take out the two laser cannons with the blasts if you are a good shot. The next section takes place in a weird cyberspace area where the screen

fades in and out. You must destroy the enemy triangle ships and also avoid the huge blocks that are floating around. First of all push left to avoid the first one, then right, left, right, get power-ups, left, right and finally left to enter the final tube where there is an option power-up.

In the next tube you will be attacked by loads of ground tanks with lasers. The first one will shoot down the centre so get to the right side of the screen to avoid the next three blasts to the left, then quickly get back over

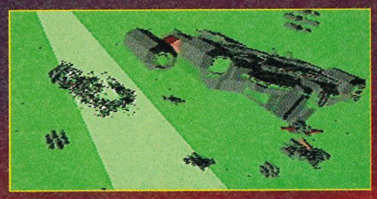
to the left to avoid the penultimate tank where tow more will shoot on the left and right sides of the tube.

You will now enter the computer area and hey presto! The guardian you face is the same as level one, with more bullets. When you have destroyed this guy (use some energy bombs or Gravitons). Now the final guardian (or is it?) will open up and you must

fight the computer itself! Don't worry, despite the warning sirens, the doors of the computer cannot hurt you. As soon as you face the blackness, get to the left to avoid four huge beams of energy. The computer will now explode.

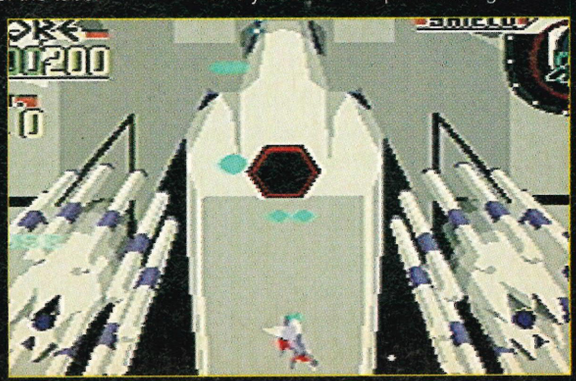
LEVEL 12

Ha, ha – this is it! The final challenge awaits in the form of a battle platform with five huge plasma guns that threaten to destroy the fleet. You must take them on single handed! Select auto aiming and the energy bombs. The pattern to destroy this guardian is simple. Get into the middle as soon as



the first beams have passed, then keep shooting the middle hole with everything you have. When the screen pans out a bit and the left hand top laser begins to charge, fly out to the left and as it fires, duck back to the right to avoid the bottom laser. Repeat the process on either side until you are back in the middle.

The guardian will now fire some little red balls and two large chandelier weapons, but they should all pass you without injury. When you are thrust into the side of the ship, get to either side to avoid the central strut as this will take energy. Also, when the ship goes upside down, get out of the way of the middle gun as it will fire. After the first pass, you will be attacked by loads of chandelier lasers and spiky balls, but the aim is to blast the plate at the back of the ship as it comes into view. If you do not hit it quickly enough, the front of the ship will become a huge beam that will immediately destroy you. Destroy this ship and you have completed the game.



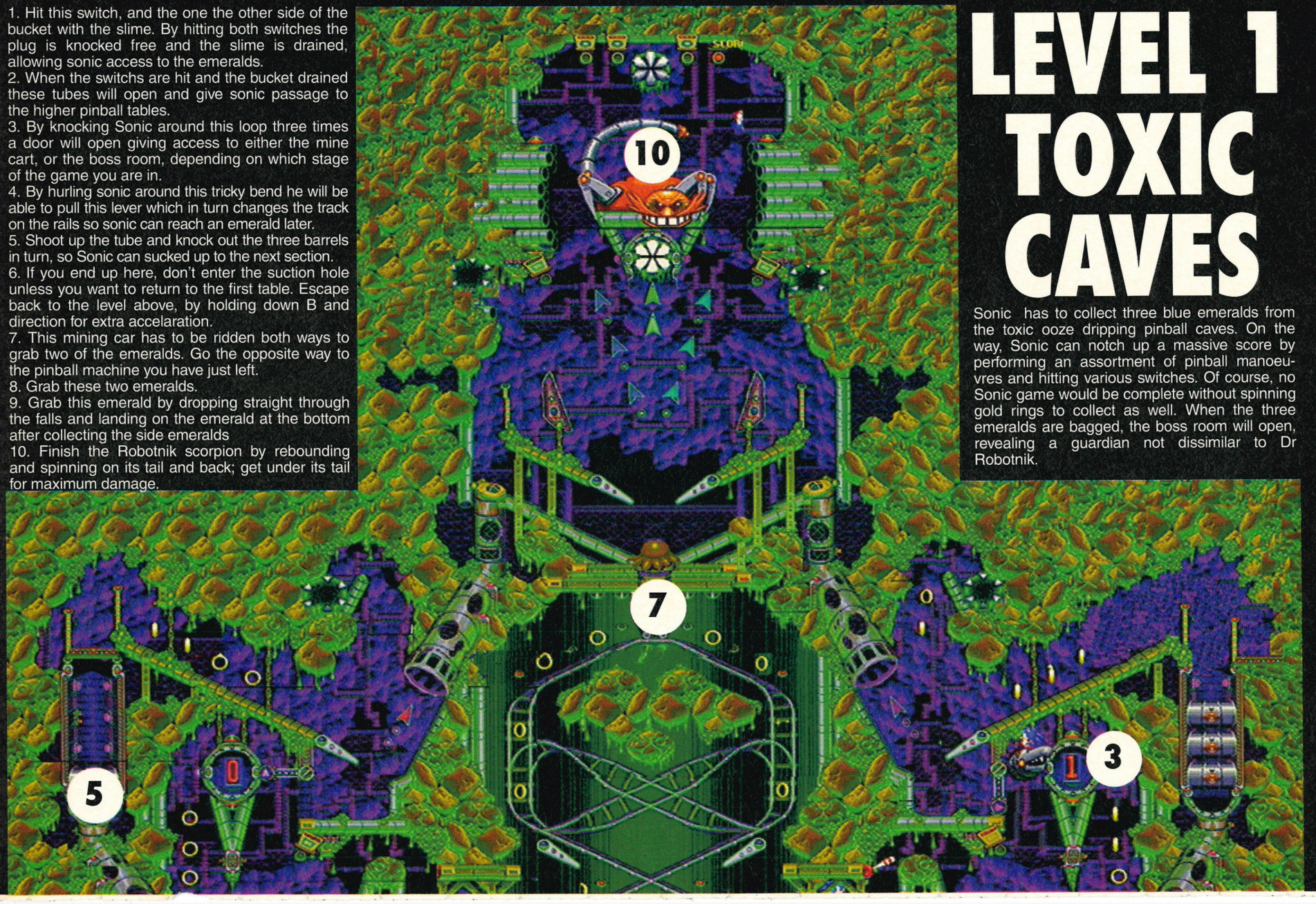
MEGA DRIVE

SONIC SPINBALL

Sonic is back in style, once again battling the evil Dr Robotnik and his self-styled guardians! The pinball levels are made up of several small inter-connected pinball machines which start at the bottom and lead up to a boss room. To get the emeralds you will have to explore all of the levels in their entirety, until you eventually duel with the Docter himself as he tries to escape.

LEVEL 1 TOXIC CAVES

Sonic has to collect three blue emeralds from the toxic ooze dripping pinball caves. On the way, Sonic can notch up a massive score by performing an assortment of pinball manoeuvres and hitting various switches. Of course, no Sonic game would be complete without spinning gold rings to collect as well. When the three emeralds are bagged, the boss room will open, revealing a guardian not dissimilar to Dr Robotnik.



1. Hit this switch, and the one the other side of the bucket with the slime. By hitting both switches the plug is knocked free and the slime is drained, allowing sonic access to the emeralds.
2. When the switchs are hit and the bucket drained these tubes will open and give sonic passage to the higher pinball tables.
3. By knocking Sonic around this loop three times a door will open giving access to either the mine cart, or the boss room, depending on which stage of the game you are in.
4. By hurling sonic around this tricky bend he will be able to pull this lever which in turn changes the track on the rails so sonic can reach an emerald later.
5. Shoot up the tube and knock out the three barrels in turn, so Sonic can sucked up to the next section.
6. If you end up here, don't enter the suction hole unless you want to return to the first table. Escape back to the level above, by holding down B and direction for extra accelaration.
7. This mining car has to be ridden both ways to grab two of the emeralds. Go the opposite way to the pinball machine you have just left.
8. Grab these two emeralds.
9. Grab this emerald by dropping straight through the falls and landing on the emerald at the bottom after collecting the side emeralds
10. Finish the Robotnik scorpion by rebounding and spinning on its tail and back; get under its tail for maximum damage.

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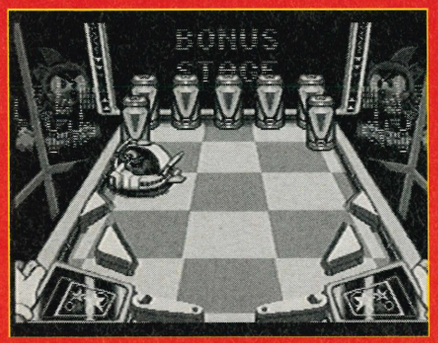
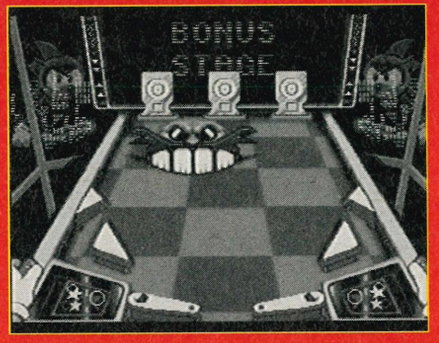


L1 BONUS

Rebound the ball off Dr Robotnik in his souped-up dodgem car and into the cylinders. They will smash and free the animals. It will take two hits before the cylinder breaks... Points can be built up by smashing into Robotnik and sending him into a spin.



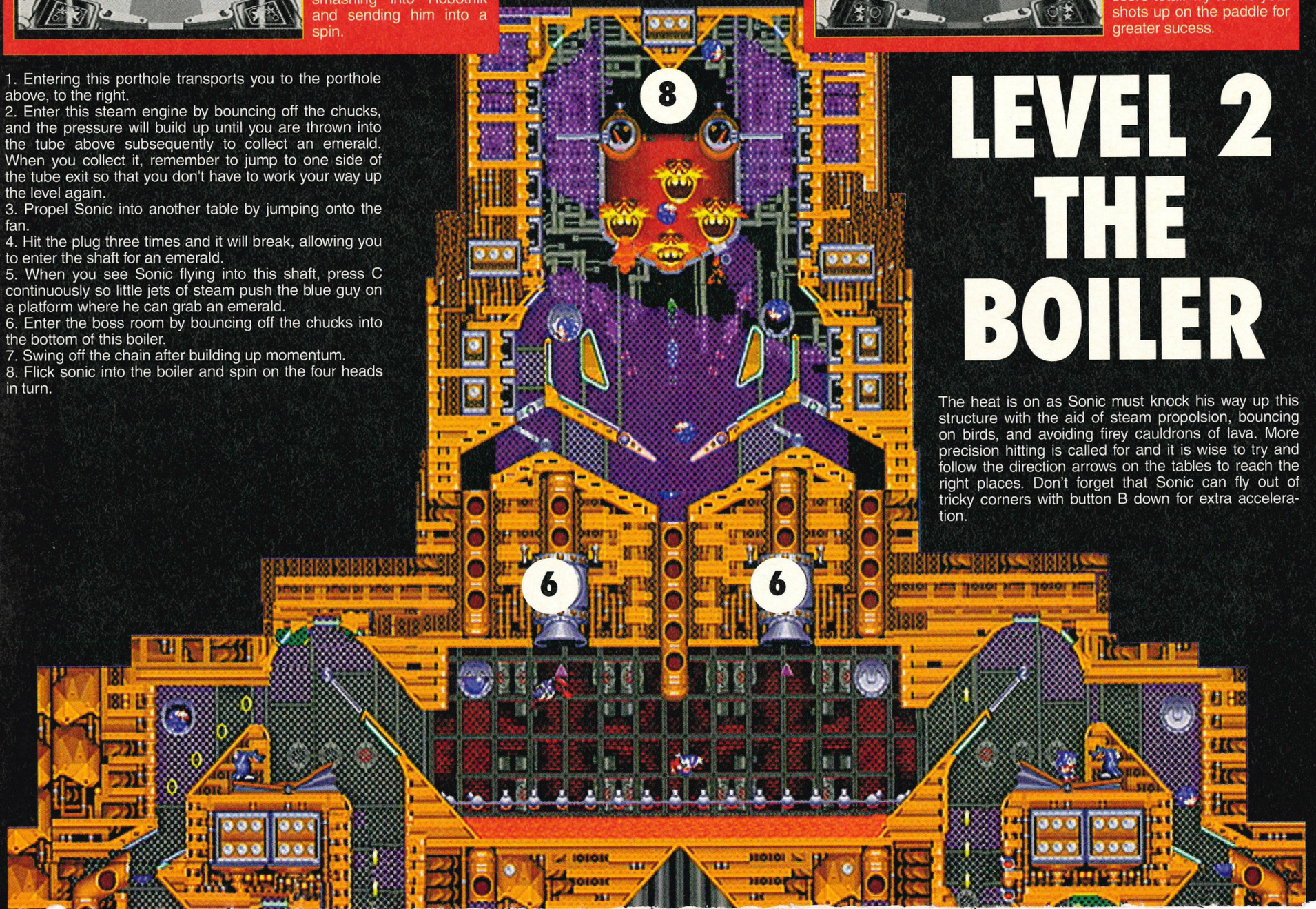
L2 BONUS

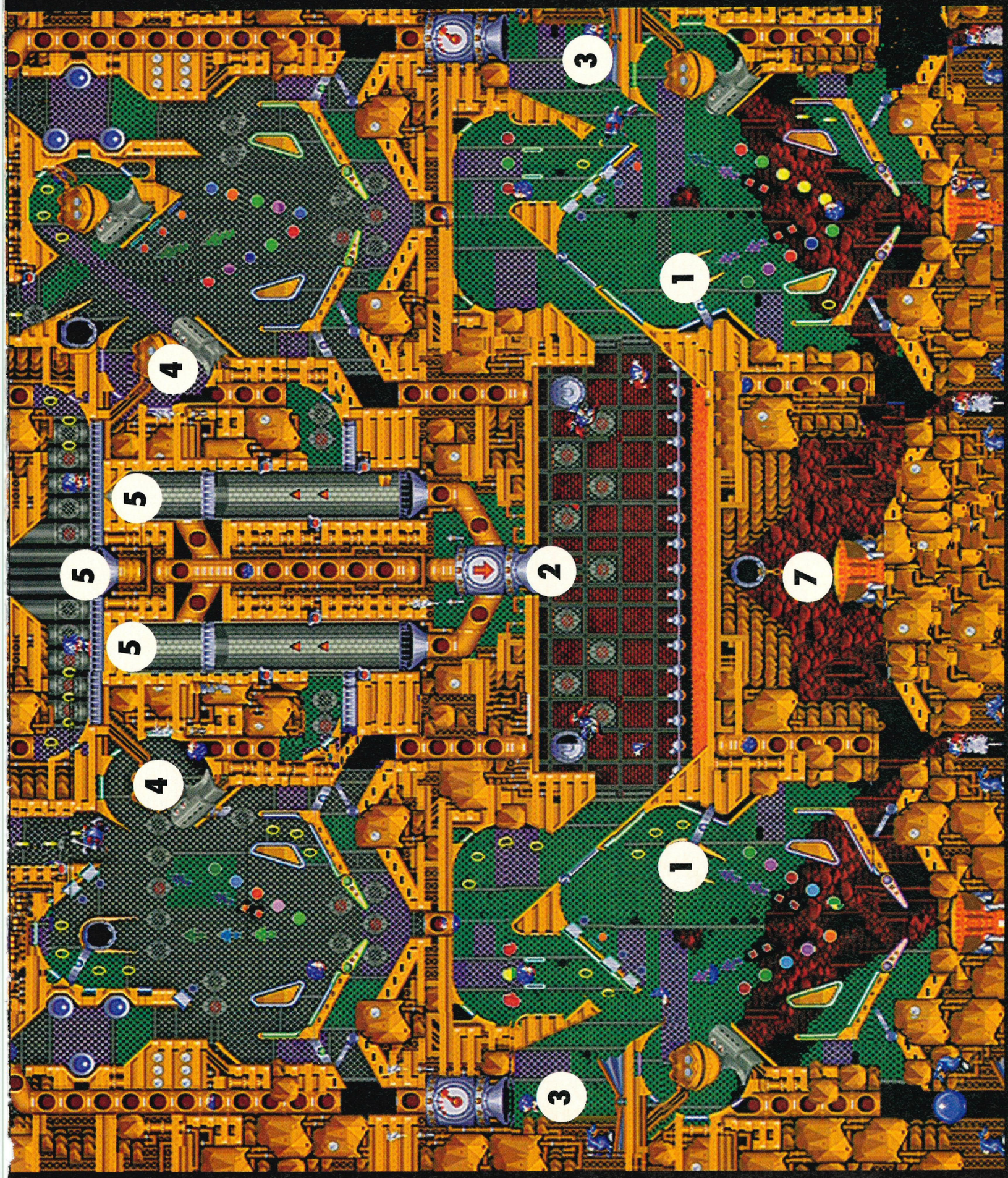
This is where the Robonik scorpion head went to from level one. Bash in the teeth and give the head a good rattling with the ball. Try and knock down the three markers at the back for a healthy boost to your score total. Try to line your shots up on the paddle for greater sucess.

LEVEL 2 THE BOILER

The heat is on as Sonic must knock his way up this structure with the aid of steam propolsion, bouncing on birds, and avoiding firey cauldrons of lava. More precision hitting is called for and it is wise to try and follow the direction arrows on the tables to reach the right places. Don't forget that Sonic can fly out of tricky corners with button B down for extra acceleration.

1. Entering this porthole transports you to the porthole above, to the right.
2. Enter this steam engine by bouncing off the chucks, and the pressure will build up until you are thrown into the tube above subsequently to collect an emerald. When you collect it, remember to jump to one side of the tube exit so that you don't have to work your way up the level again.
3. Propel Sonic into another table by jumping onto the fan.
4. Hit the plug three times and it will break, allowing you to enter the shaft for an emerald.
5. When you see Sonic flying into this shaft, press C continuously so little jets of steam push the blue guy on a platform where he can grab an emerald.
6. Enter the boss room by bouncing off the chucks into the bottom of this boiler.
7. Swing off the chain after building up momentum.
8. Flick sonic into the boiler and spin on the four heads in turn.

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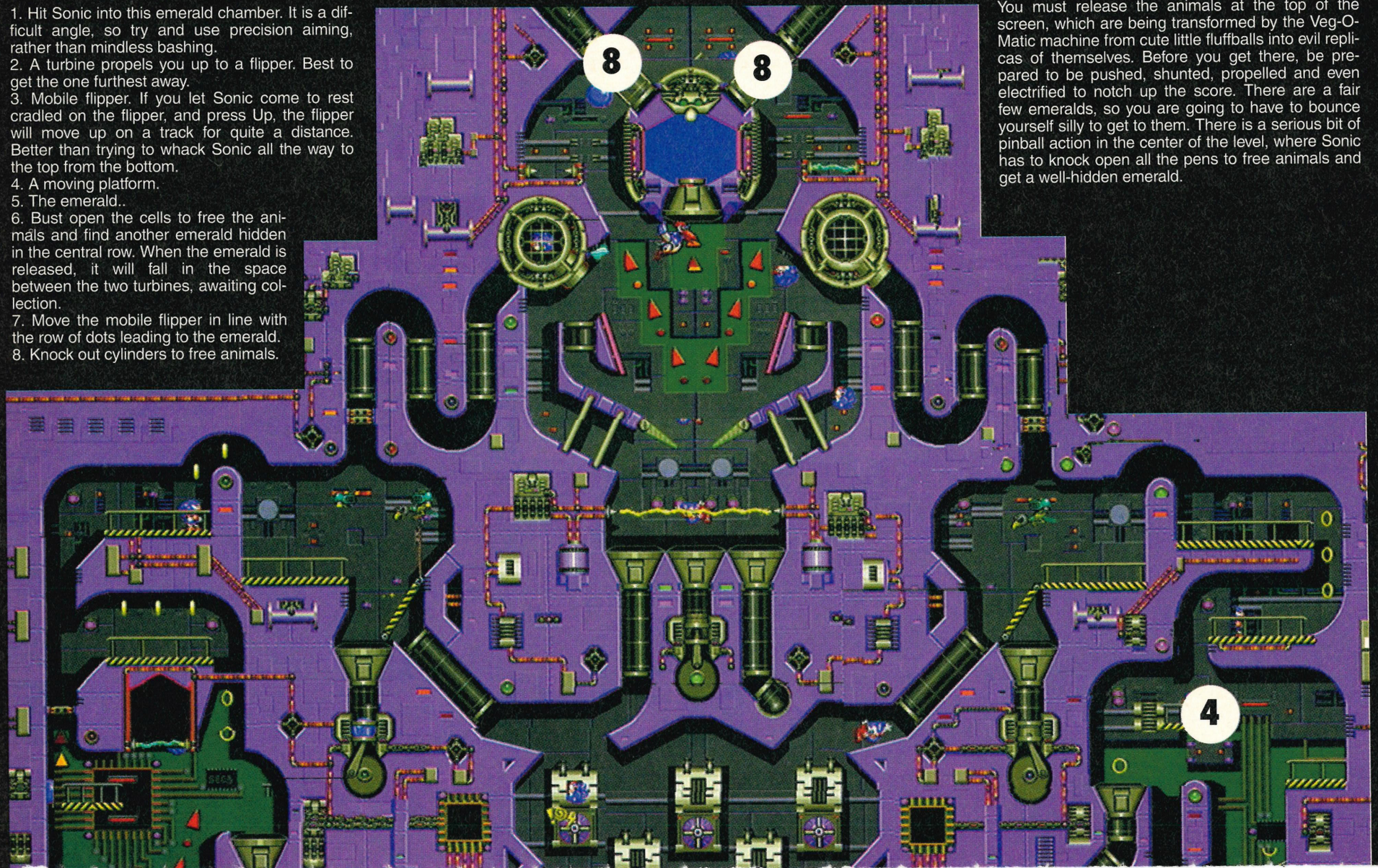
LEVEL 3: THE ROBOT FACTORY

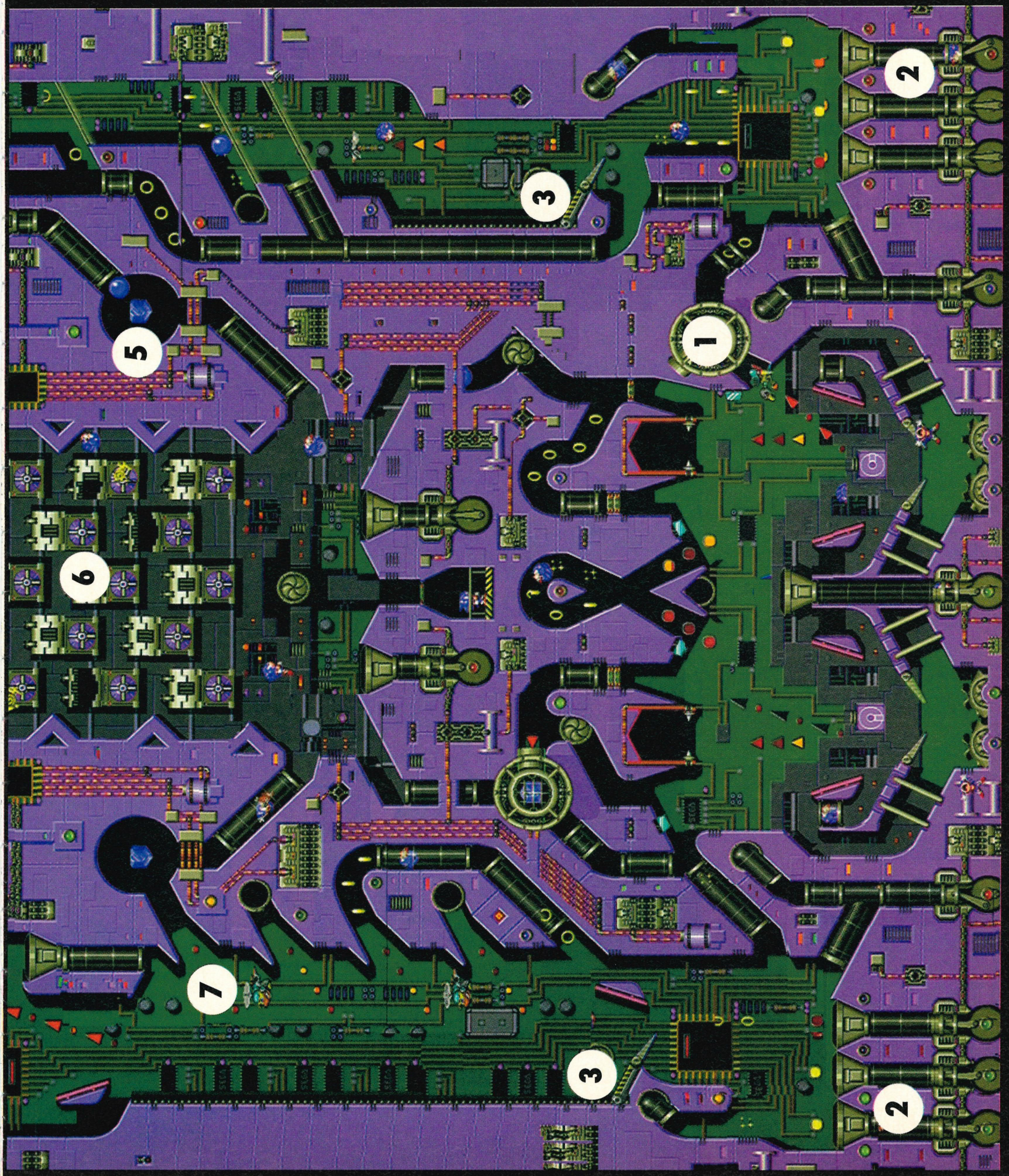
L3 BONUS

Fire your steel ball at the dancing badniks on this table. You must kill them all and finally knock open the door on the cold prison-like chamber to release Sonic's creature friends from captivity under Robotnik's. twisted rule. Free the furry fellows!

1. Hit Sonic into this emerald chamber. It is a difficult angle, so try and use precision aiming, rather than mindless bashing.
2. A turbine propels you up to a flipper. Best to get the one furthest away.
3. Mobile flipper. If you let Sonic come to rest cradled on the flipper, and press Up, the flipper will move up on a track for quite a distance. Better than trying to whack Sonic all the way to the top from the bottom.
4. A moving platform.
5. The emerald..
6. Bust open the cells to free the animals and find another emerald hidden in the central row. When the emerald is released, it will fall in the space between the two turbines, awaiting collection.
7. Move the mobile flipper in line with the row of dots leading to the emerald.
8. Knock out cylinders to free animals.

You must release the animals at the top of the screen, which are being transformed by the Veg-O-Matic machine from cute little fluffballs into evil replicas of themselves. Before you get there, be prepared to be pushed, shunted, propelled and even electrified to notch up the score. There are a fair few emeralds, so you are going to have to bounce yourself silly to get to them. There is a serious bit of pinball action in the center of the level, where Sonic has to knock open all the pens to free animals and get a well-hidden emerald.

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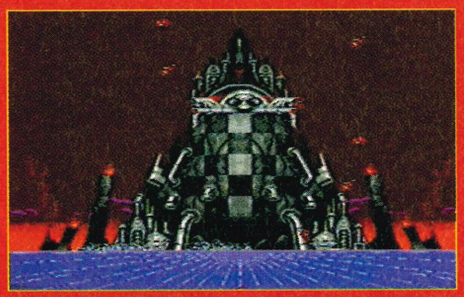
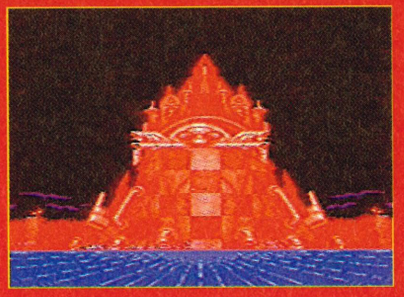
LEVEL 4: ROBOTNIK ESCAPES!



After level three is taken care of and the four lava guardians have been spun out of existence, Robotnik starts to feel the pressure, with good old Sonic bringing his fortress to a standstill.

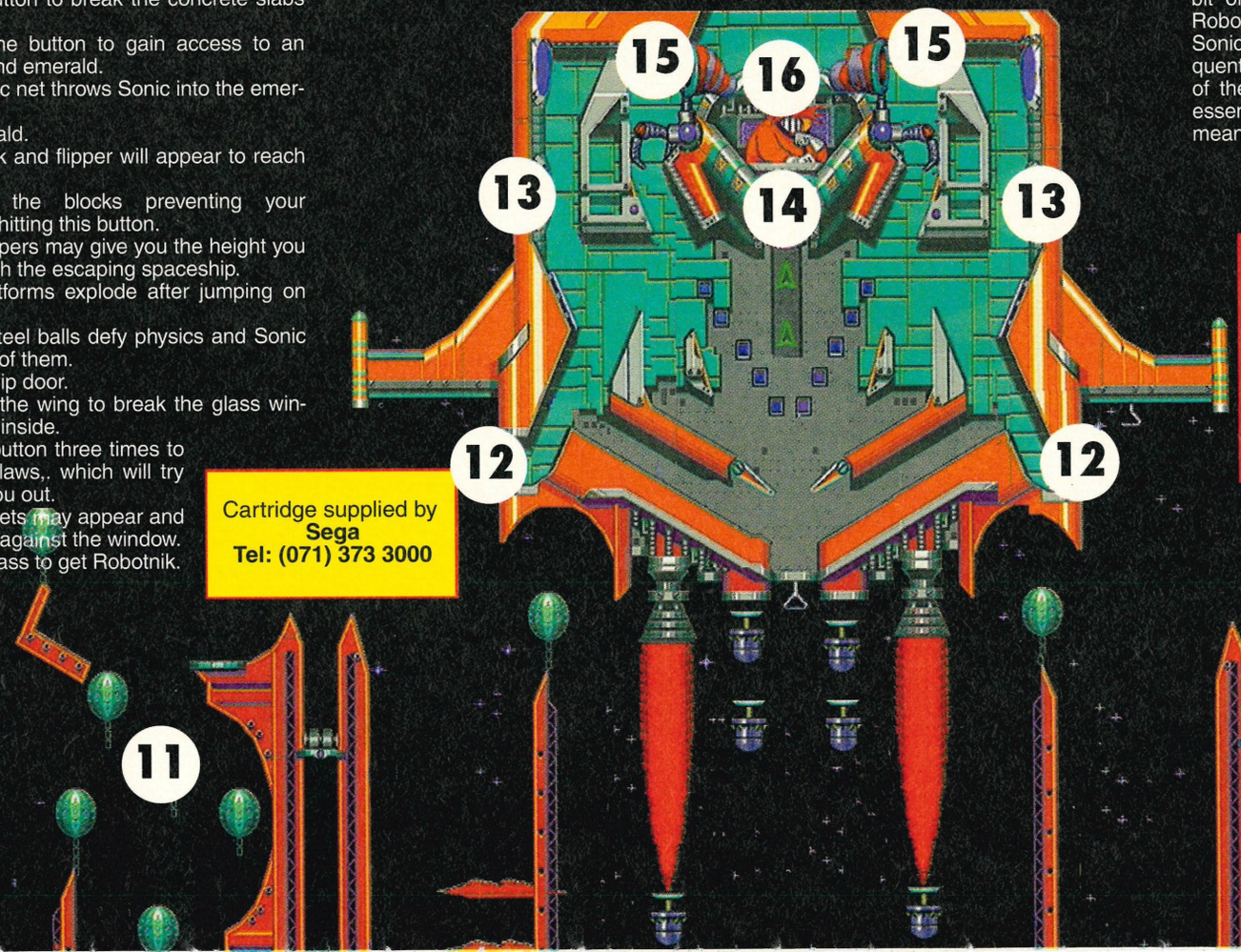


In an air of panic and anger, Robotnik blasts his way out of the dark tower with thrusting jets a blaze, momentarily making the whole ediface glow with red heat.

The spaceship slowly pulls away from the main structure, but can Sonic fight his way through the remains of the building, get the emeralds and still reach Robotnic's fleeing ship?!

The last confrontation and the hardest, ending in a fight with the man himself as he tries to escape Sonic in his orange spaceship. The latice of scaffolding at the bottom half of the screen takes quite a bit of cracking before you can attempt to reach Robotnik. The main problem is repeatedly firing Sonic into tight spaces to hit a switch which subsequently breaks a concrete block. There are several of these blocks to be broken and so accuracy is essential. When the block are gone, this usually means access to an emerald.

1. This exit can lead the way to the right pinball structure.
2. This exit can lead to the left pinball machine.
3. Hit this button to break the concrete slabs either side.
4. Fall on the button to gain access to an elastic net and emerald.
5. This elastic net throws Sonic into the emerald
6. The emerald.
7. Grab hook and flipper will appear to reach emerald.
8. Smash the blocks preventing your progress by hitting this button.
9. These flippers may give you the height you need to reach the escaping spaceship.
10. The platforms explode after jumping on them.
11. These steel balls defy physics and Sonic can bounce of them.
12. Spaceship door.
13. Run up the wing to break the glass windoe and get inside.
14. Hit the button three times to deactivate claws,. which will try and throw you out.
15. Elastic nets may appear and throw Sonic against the window.
16. Break glass to get Robotnik.

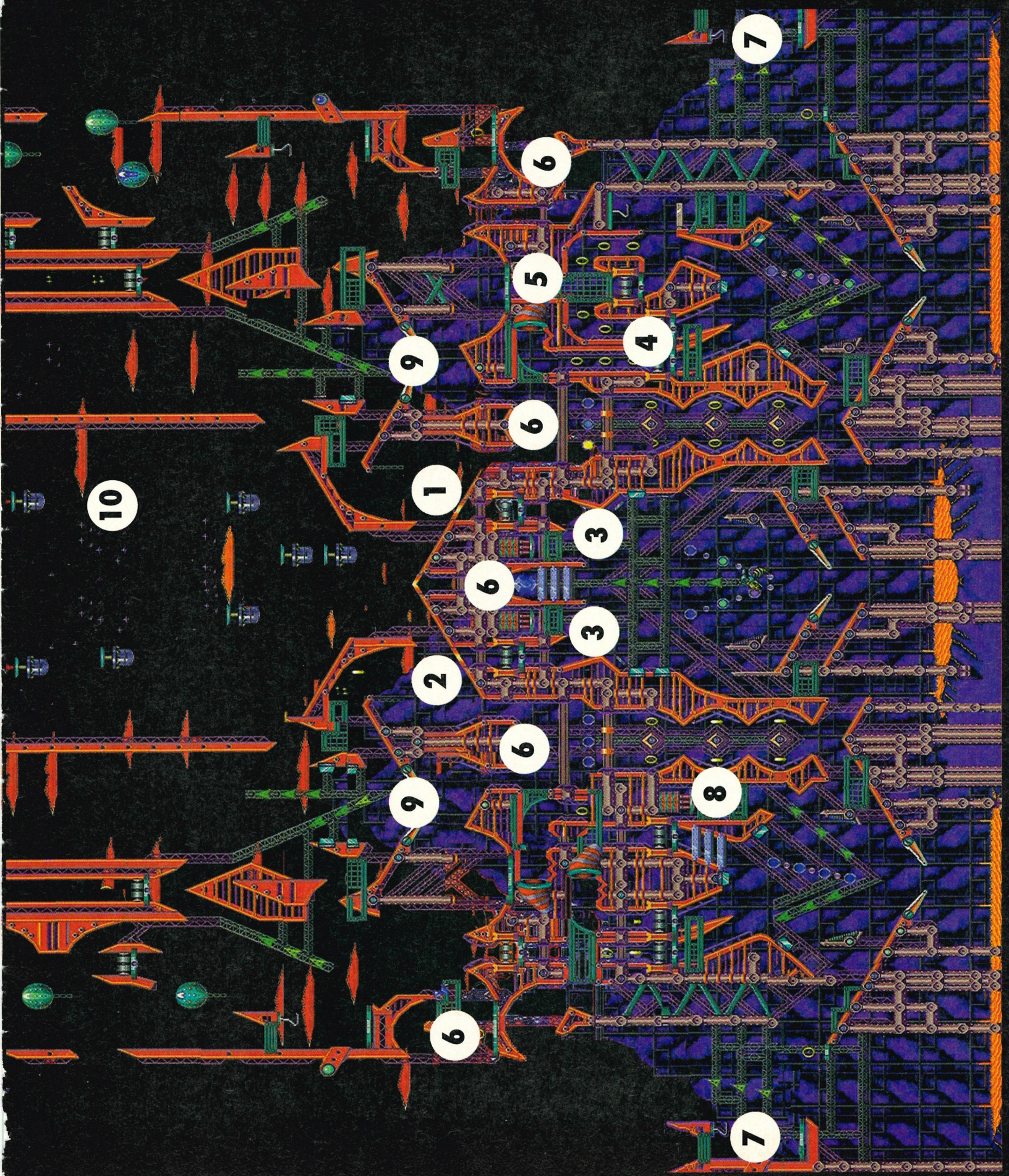


Cartridge supplied by
Sega
Tel: (071) 373 3000

SUMMARY

GAME NAME: Sonic Spinball
TIME TO COMPLETE: 3 days
HIGHEST SCORE: 170,356 ,790
NUMBER OF LEVELS: 4
CHALLENGE RATING: medium

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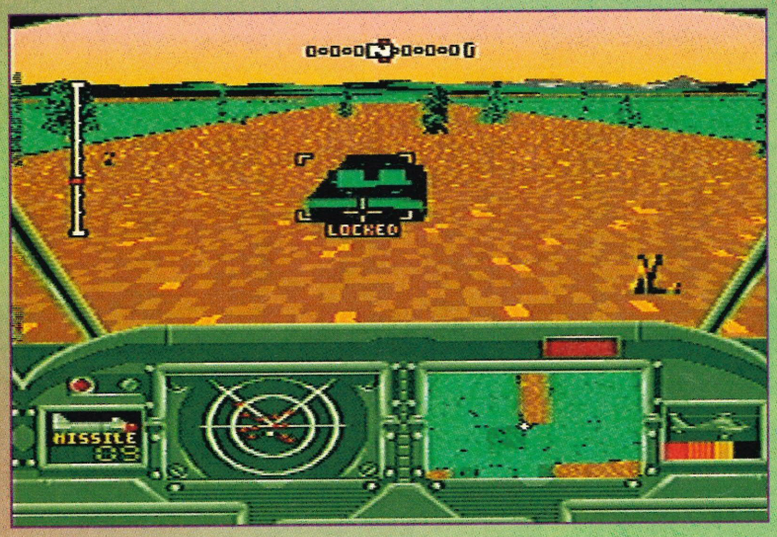


SOUTH AMERICA

OPERATION 1 MISSION 1

Hostile forces are producing arms and selling them to terrorist factions. In the confines of the South American army station of Fort Sheridan, you are briefed about a covert operation to destroy the arms dealer's base. The primary targets comprise of their communications set up, in the form of tall radio towers and also smaller huts, dotted around the base. Trundling tanks and a bank of missile launchers (SAMs) scatter the surrounding area, so you must be careful as you head in.

The mission boundaries are small, as this is your first mission. Fly forward, as seen on the radar screen, without deviating too much from this flight path. Keep low. It is best to clear a path and shoot all the trees out of your way with the gun. Your missiles are limited, so do not use them all up on easy ground targets, as they will be more useful against moving targets or the mission objective buildings.

If you get a bit lost, or your radar is shot to pieces, then fly towards the mission boundaries and you will be informed which way you should turn. If your multi-mode camera (the screen on the right of the flight panel) goes down, then look at your radar, the cluster of most densely populated dots will be the area to aim for. You may need to fly past the main targets a couple of times, and if all you have left is the machine gun, you will be lingering around for a dangerously long time. When the mission is complete, you will have time left to lay into some tanks and missile launchers for extra points.

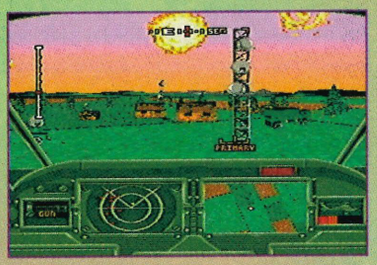
OPERATION 1 MISSION 2

The area is larger and you start from behind your own territory, so don't blast those friendly tanks! You will notice, on the map you are shown in briefing, that a road passes the target area very closely. If you follow this road you can concentrate on shooting everything, rather than worrying about direction all the time. Also, you will come across a convoy of trucks which you should blow up with immense satisfaction. There are also battalions of tanks about, represented as large white bars on the multi-mode camera. If you are picked on very heavily by air attack, then head for the clear area around the boundaries to do your shooting.

OPERATION 1 MISSION 3

The ever-growing boundaries are now dense, with several clusters of ground installations, missile launchers, trucks and tanks in your way. Go in a completely straight line to the target, flying above the trees. As soon as you see an approaching communications tower, pause the game. You will see that there are three helicopters on the ground, preparing to take off. You must act quickly when you unpause.

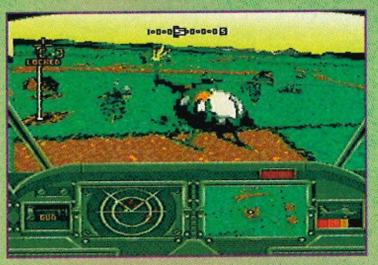
Arm the missiles and fly with the helicopters fairly central to the view; continually firing. Fly fairly low or you may be going to fast and the target lock won't have time to find the helicopters. Hopefully you will catch them like sitting ducks and they will



all explode into plumes of smoke. If you miss one, turn around as soon as you can, as you may catch him as he rises, or flies into the distance. Life will be a lot more difficult if all the choppers are airborne, as they will persistently attack you. You will have bombs at your disposal and use them to deface the heli-pad and render the site unusable.

OPERATION 1 MISSION 4

You have to blow up a vital bridge that traverses a river. The enemy constantly use it for ferrying weapons, and are currently trying to retreat across it back to their main base. Take out some of the SAMS before you attempt to destroy the bridge, as enemy missiles will be aimed at you from the shore. Take a long approach to the bridge, fly fairly

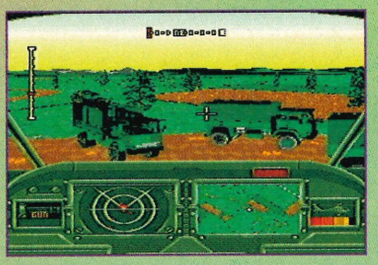


high above it, arm the bombs and drop them as the bridge disappears just below you. If you fly really low you may end up giving yourself a nasty blow as the bomb explodes beneath you! The best way to get a truly accurate hit is to fly high, but slow, then watch the multi-mode camera zoom in, as the bombs are selected. When you are directly over the flashing white block, drop the bombs and wait for the guy to say "Mission accomplished!"

OPERATION 1 MISSION 5

This could be your deadliest mission and it is the most vital to complete. The arms dealer's main base consists of a series of large buildings and silos, as well as a helicopter base and ground vehicle park. Fly above the trees on full throttle to get there, and don't stop to smell roses! When you see the grey squares that are the concrete bases of the plant, you should see the heli-pads.

There will be many helicopters on the point of lifting into the air, so arm your missile or rockets and fire like a madman until they are all reduced to smouldering ashes. Then go straight for the primary targets, ie the buildings, silos and towers. The best method I found, was to hover fairly



The game that saved the Mega-CD is finally here and we have the exclusive solution. As we went to press, there was talk of an infinite armour cheat, but this was unconfirmed. Certainly, there *was* such a cheat in the pre-production CD, but not in the finished version. As soon as SEGA XS has the cheat, rest assured, we will print it in the Busters section. For now, enjoy the full guide to all the levels.

MEGA CD

CORE ● SHOOT-'EM-UP

THUNDERHAWK

close in the front of the first building in the row. As the buildings are all so neatly aligned behind each other, the target lock flicks to the the next one in line after the previous one is destroyed. In a couple of seconds you can dispose of a whole block of buildings much more efficiently than flying around in small circles, making yourself dizzy, and missing half the time.

SOUTH AMERICA

OPERATION 2 MISSION 1

A stealth bomber has gone down over enemy lines. It represents the forefront of American technology and in the wrong hands, the workings of this technological masterpiece would be a serious set-back for the Military. You must destroy the stealth to prevent this breach of security.

Recon have located the crash site and it is heavily guarded by tanks. However, the main threat is from SAMS. Basically, use everything in your power to destroy the primary targets. No holds barred!

OPERATION 2 MISSION

A train has set off with stealth parts as its cargo. You can either follow the train track, or fly straight up the centre of the mission area. You should see enemy positions next to the train. The train itself is very easy to pick off, with a few well placed rockets, but be warned, the missile warnings will be coming thick and fast without taking out those SAMS. It is very dark, as this is a night mission, and can be quite confusing. Make sure you pay close attention to the maps, so nothing will surprise you.

OPERATION 2 MISSION 3

The last of the South American missions. You have to attack and destroy the main base where the stealth is being kept, and also decimate a truck convoy. Fly through the base and take out the helicopter on the heli-pad. Do not destroy the base yet. Instead, fly just outside of it and watch on your multi view camera as a batch of white dots break from the main cluster in a bid to make it to the boundary. This is the truck convoy. You have to stop them before you attempt to destroy the main base.

As soon as you can identify this break-away body, then attack with machine guns as you might as well save your limited heavy weapons for the buildings. The convoy is a little broken up and may take a couple of runs to destroy. As soon as all the relevant signals on your camera screen have blipped out, attack the main camp with rockets and missiles. Try to hover for brief periods, a comfortable distance away from the targets and take many out in one go. Remember where the missile launchers are and take them out early, so that you can attack the base unmolested.

PANAMA CANAL

OPERATION 3 MISSION 1

Enemy gunboats must all be destroyed, as they have entered the panama canal without UN consent. This is basically target practise. The boats are moving quite fast, but in a single swoop you can blow most of them up with rockets or missiles. Destroy the artillery lining the bank

for fun if you wish. No real threats are posed to you. Just get in there, do the job and get the heck out!

OPERATION 3 MISSION 2

UN gunboats have come under attack from artillery batteries on the side of the canal. Your mission is to destroy the artillery and also a small suspect base nearby; thought to be an arms depot. Your mission is not over until the boats are safety out of the area. If you pay attention to the map you will notice a heli-pad, so follow the usual procedure of hitting the chopper before it is in the air.

Don't make the mistake of firing on your own boats, and there is no need at any point to directly cover the boats, ie, have them in sight. There are a fair number of artillery guns scattered about, so search hard to

get all of them. Whatever you do, don't fly to the boundary as soon as you have blown the primary targets. Remember, you are an escort for the boats and must wait for them.

OPERATION 3 MISSION 3

Two ships are laying mines in the north of the canal. UN gunboats are heading up the canal towards the mines and it is your job to clear the path by blowing up the mines, as well as destroying the ships responsible. Arm yourself with the machine gun and when in sight of the mines, fire from left to right of the river and the mines should detonate; sending water sky high.

Don't go further up stream until all the immediate mines are destroyed, as the UN ships are constantly moving toward them. Stay low to avoid radar detection and missiles. When you reach the mine-layer ships, use either rockets or missiles, but be very careful and take them out surgically, as there are UN boats all around them. A stray missile would be a terrible mistake! After you have done this you will have to wait until the boats are in the clear. Take out river bank artillery while you wait, why not?!

OPERATION 3 MISSION 4

A ground mission. An enemy base has to be eliminated amongst tree cover. There is a significant threat from helicopters and SAMS. Follow the trail as seen on the map to reach the target efficiently, and fire at the three helicopters before take off, with the larger weaponry. It's a small base and will not take long to finish off, so you can feel fairly safe about this conflict.

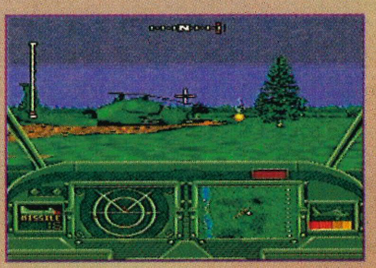
OPERATION 3 MISSION 5

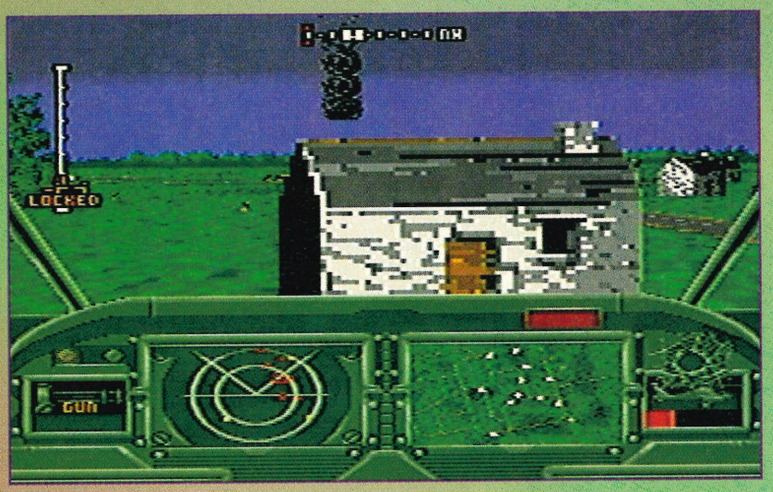
A similar mission to the previous one. Follow the trail and blow everything to hell and back. You may be sidetracked by a convoy en route, but as long as you do not take too long about it – there is room for this excursion. Again, a smallish area to cover.

CENTRAL AMERICA

OPERATION 4 MISSION 1

Use your gun on the way in, to conserve your missiles for primary strikes against the communications set up. Fly low to eliminate triple-A sites. If you want to avoid the action before the real target, approach from the left, over the lake, where there is less to contend with. Take out any





missile launchers in your wake. The target is a small base area. Arm your rockets for most effective firepower and keep blasting everything that moves.

OPERATION 4 MISSION 2

A small army is approaching UN forces, ready strike. Two tank divisions will have to be dealt as well as APCs – a lot of hardware for you to scrap! This is more a defensive mission; protecting your men from the encroaching foe. Each division is sufficiently spaced out for you to handle them one at a time. Don't fly straight at them. Fly to the side of a division,

turn around when you are a suitable distance, and do a strafing run. Hitting loads of targets in one go saves valuable mission time. If you enter the most populated areas, the target lock will constantly flick to the new target and you should have no trouble destroying all the tanks.

OPERATION 4 MISSION 3

You have to take out a bridge being used by the enemy. It will not take long to reach it, and you may as well follow the road to the bridge; shooting the trucks and tanks on the way. Go high for a visual sighting, and arm the bombs. Wait until you are over the target area seen on your multi-mode camera and let them drop. If you drop them when flying low, you may blow yourself up, which is hardly a macho way to finish the mission. After the bridge is down, attack the primary targets where the bridge meets the road (in the form of trucks and tanks).

OPERATION 4 MISSION 4

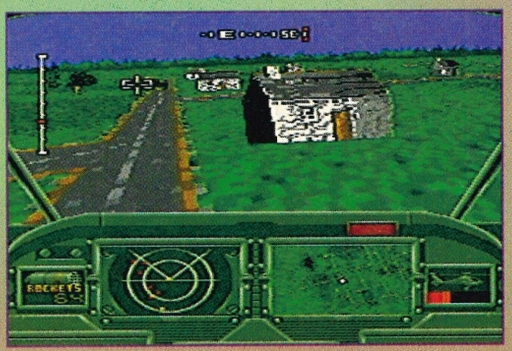
A pilot has been shot down over enemy territory, and you have been called out in an emergency mission to rescue him. You must hurry because enemy forces are sending out tanks and APCs to get him. Save him from certain interrogation by flying straight to the site without messing around in the warzone.

It's a good idea to fly above the trees, as it is easier to go in a straight line. When you reach the crash site you will find the man standing to the right of the helicopter, waving his arms frantically. Land the chopper in front of him, and the pilot will walk very calmly towards you. Stay landed until he enters the cockpit and you hear "Mission accomplished."

Don't hang around on the ground longer than necessary, as you are vulnerable to all sorts of attack from helicopters and planes. As soon as the pilot is safely on board, head for the boarder line. What's the point in hanging around?

OPERATION 4 MISSION 5

This is a humdinger of a mission! You are required to kill off primary targets littered around a small town. Notice



the numerous helicopter landing pads on the map? Head for them first. They are at the front and back of the town. When the Hokum helicopters have been caught off guard, use your multi-mode camera to locate the targets and blast them. They consist of tanks, but there are lot of decoy tanks in the area, so pick your targets carefully and don't waste ammunition.

Try not to worry about other secondary targets too much and keep focused as there is a lot of fire from other aircraft and you should try to complete the mission as quickly as possible. If you fly just above the houses, you don't have to worry about bumping into them, but it may be trickier to pick off targets at such a height and speed. If you use rockets, then fire single shots instead of continuously. A single shot usually takes out a target, and rockets are in short supply. Generally, use the rockets for aircraft, and the hydras for ground targets.

ALASKA

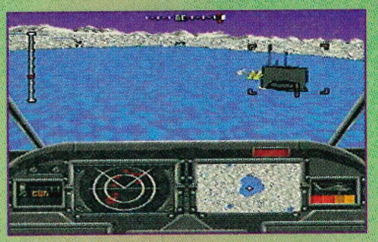
OPERATION 5 MISSION 1

Stationed in the frozen wastes of Alaska, you have been assigned to deal with enemy forces who have captured sensitive bio-research, and

also destroy any stolen material in their possession. Mission one consists of an attack on a base, guarded by triple-As and tanks. There are also trucks which have to be dealt with. Air attack is not a problem, but there are plenty of missiles which will hinder you. When you reach the site, pick off the tanks that are trying to make a break for the mission boundary first. They are trying to escape to the left. Get them first as they are primary targets and if they escape across the boarder you will fail. After this, take out the buildings and clean up the remaining ground targets for the end of the mission.

OPERATION 5 MISSION 2

Stolen research is being ferried by a convoy of trucks. Head straight for the trucks and attack them from behind. The target lock should jump

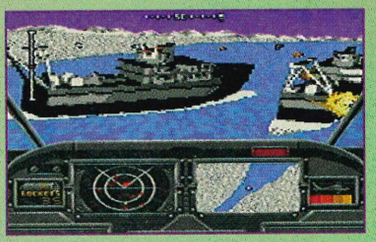


from truck to truck as you shoot. Lorries can be shot with machine gun fire to save missiles. Use the hydras to take out the tanks at the end. A simple mission.

OPERATION 5 MISSION 3

Stop the truck convoy loading up two submarines. Fly low. There is no need to concern yourself with objects on the ground, as the icy plains are barren and empty. The only features are some tanks, SAMs and trucks which are all easy pickings as you rush towards the convoy and subs.

However, being so featureless



means it is possible that you will become disorientated if you loose track of your direction in the heat of battle. The convoy is relatively easy to destroy, but it is protected by triple-As and SAMs, so you must be quick.

When approaching the sub, take a long run-up to align yourself, so that when you release the bomb, you don't have to aim for just the corner of the target as seen on your camera. Remember that height is important when dropping explosives – you musn't get too close to the explosion.

OPERATION 5 MISSION 4

Two mine laying ships have to be stopped and you're just the pilot to do it. There is an island on approach which is heavily populated with tanks. Something that is not obvious on the map is that there is a heli-pad on the far side of the island, with a Hokum starting up, ready for battle. Make sure you take it out before you circle the base, or it will give you plenty of trouble as soon as it is airborne.

Ignore all the mines in the water, as these are not relevant to your mission directive. Enemy gunboats are

heading for the perimeter at the top of the map, so you must dispose of them swiftly before they escape, or you will fail the mission. When this is done, head for the mine layers. Make sure you have enough missiles and rockets left for the boats. Don't waste them.

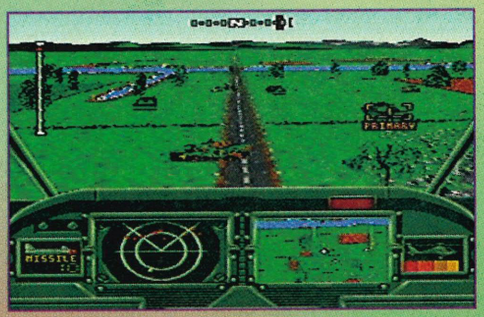
OPERATION 5 MISSION 5

Two ships with stolen bio research are heading out to sea – catch them before they get away! Heed the advice given in your brief. Don't turn back for lesser targets, or the ships will escape, or you will be blown out of the sky by heavy enemy defence. You will find a helicopter on the right of the river, fairly near the start, and there is also one on the left near the first cluster of primary targets. Catch the ships first and then finish off the buildings. It is always a good tip to destroy moving targets before stationary ones. If you miss the Hokums on the ground, this mission will be a lot more frantic and dangerous. There are plenty of ships in dock at the end of this mission, but only the really big ones at sea are your targets.

EASTERN EUROPE

OPERATION 6 MISSION 1

Set in the ever volatile Eastern Europe, you must defend a UN convoy from enemy forces. The convoy has medical supplies for a besieged town.



Destroy all the tanks that are awaiting the convoy at the bridge. They are strategically placed to cripple the convoy. SAM sites make low flying difficult. Assume circles of attack either side of the bridge and keep firing your guns to eradicate all trees and enemies.

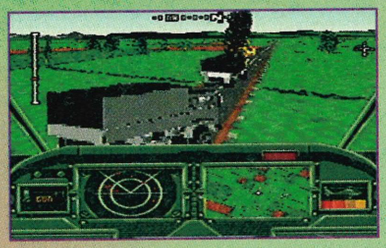
OPERATION 6 MISSION 2

You are assigned to obliterate a telecommunications site. There are Triple-A and SAM sites covering the set up. Fly high, straight to the site to avoid any nonsense. Use the hovering from a distance method to blow up the stationary targets in the base. There are two of these target areas and they are of a similar small size. A very simple and easy mission. Fish in a barrel!

OPERATION 6 MISSION 3

The UN convoy is on the move, but tanks and artillery are in position and unless you clear them out of the way with guns ablaze, the convoy and those it is struggling to reach will, perish.

You begin on the ground, behind your own lines, so you will have to take off manually. The biggest mistake here would be to fire on your own tanks and trucks. Although they are clearly marked as friendly on your target lock, it might be understandable in the heat of battle to shoot one

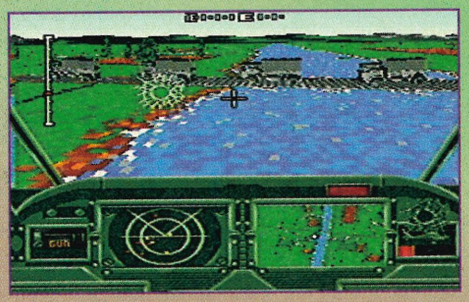


of your own, especially on the way home.

Do not waste time, as the convoy is on the move and very close to the enemy. If the convoy passes the enemy tanks while you are approaching, this is where a mistake could be made and a stray rocket may catch one of your own trucks. If you do arrive late, it is very likely one or more of the trucks will be blown up, but as long as there is still one on the move, you have a fighting chance of completing the mission. Always check out camera targets up ahead, but you should always be ahead of the trucks if you want to avoid a massacre. Don't worry about the trucks stopping at the destroyed bridge, as this the lead into the next mission.

OPERATION 6 MISSION 4

A temporary bridge is set up across the river. Essentially, this is a follow on directly from the previous mission, and so timing and speed is again of paramount importance, as you must stay one step ahead of the convoy to keep them rolling. Notice the heli-pad positions and treat them in the usual



merciless way. The base needs to be flattened to smoky remains, but don't tackle the buildings and towers until the ground threat to your convoy is destroyed. What good is destroying the base if the enemy has already won?

OPERATION 6 MISSION 5

Tanks are holding up the convoy by blocking the road. There is a small airfield present., which means the air will be thick with enemy aircraft. You should hit the SAM sites hard and fast. All targets are easy to kill, so use up your heavy weapons without fear of needing them for difficult targets. You could quite happily complete this mission with just your gun if you wanted to, and it is always a good idea to clear away the trees around the immediate base. It is made infinitely easier to knock out the helicopters that are about to take off on the airfield to the right.

MIDDLE EAST

OPERATION 7 MISSION 1

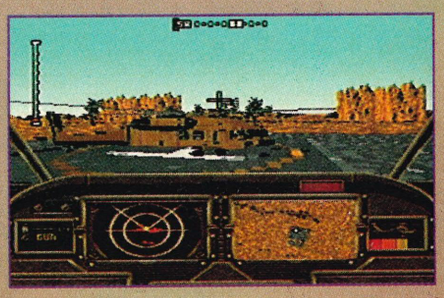
In the humidity of the Middle East, territory has been taken over by enemy forces, and the UN is less than happy about this. You must escort and aid the liberation of the enemy base and suppress advanc-

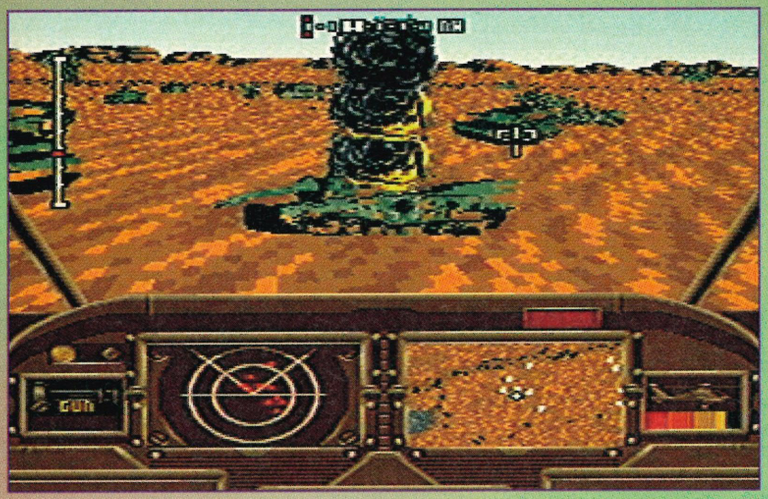
ing enemy forces.

You are hemmed in a confined flying space by the huge canyon walls, so you are forced to react that little bit quicker, and make short attack runs. Some of the cacti are very thin and hard to shoot, so try and fly around them or above them. Be careful not to shoot friendly artillery, but don't worry too much if you accidently hit one or two, as this does not mean you have automatically failed. After shooting the sprinkling of ground targets, land back on the helipad in the friendly base. You must be right in the middle of the pad to end the mission, so keep adjusting if the completion screen does not appear straight away.

OPERATION 7 MISSION 2

You have been assigned to escort a supply helicopter through hostile territory. In the briefing, it is stressed that you should never let it out of your sight, but don't take this too literally and go ahead of it to take out the various missile launchers and tanks. They flank both sides of the helicopter's path, and so a lot of zig-zagging will be needed. Fly fast and high until you are in sight of target, then take things slower and pick off the enemy. The mission is not solely to

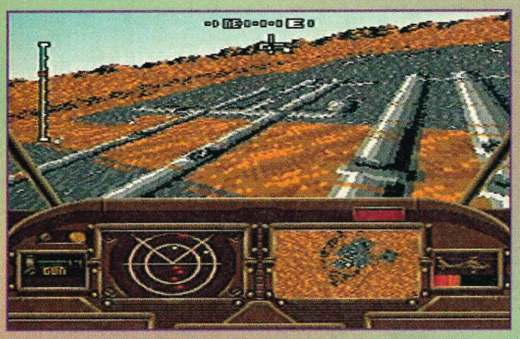




escort the helicopter – you must destroy all of the enemy targets before you are allowed to complete the mission.

OPERATION 7 MISSION 3

Enemy forces prepare to advance on the UN base – you must stop them in their tracks. The triple-As are the worst danger, so pay attention to



where they are positioned on the map. If you hear that all-too familiar frenzied beep on the radar, then swing the helicopter in another direction and fly low.

OPERATION 7 MISSION 4

Prepare to assault the main base. It is surrounded by a tight canyon wall and to get to it you must fly through a fairly narrow gap. The missile attacks are nothing compared to the helicopter threat, especially if you miss the grounded choppers. Try to ignore the mass of tanks which are rolling along the desert floor in front of the base. Always remember to go straight for primary targets, as airspace is in short supply. Do not go too fast or high, or you will find it impossible to be efficient with your firepower. You will have to make a last sprint for the gap in the canyon after you hear mission complete, as you will not be able to reach the boundary otherwise. You may be damaged, so put your foot down and get out of there!

MIDDLE EAST

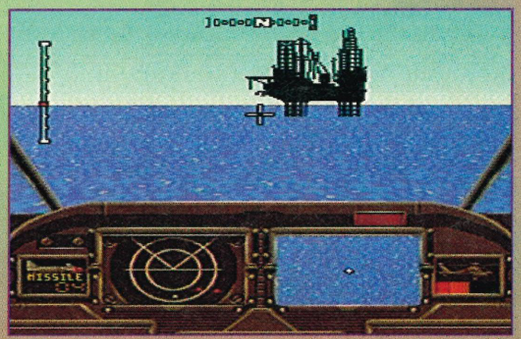
OPERATION 8 MISSION 1

Stationed at Fort Lance in the Middle East, you have been called in to clear up an oil dispute, but not with words – with bullets! An oil refinery has been attacked by an unknown force. Gunboats are closing in on allied oil installations and the folks at the Pentagon are getting nervous.

The gunboats are incredibly easy to destroy, so just fly straight into the middle of the warzone and kill everything! The boats appear as white blocks on the radar, so track each one down and don't let any escape off the edge of the map.

OPERATION 8 MISSION 2

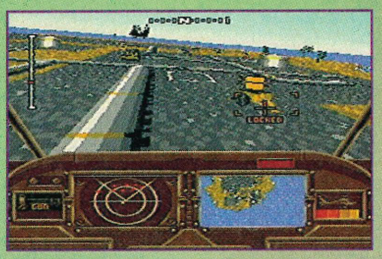
Control of the installation has fallen to enemy forces. Fly low and ignore the gunboats. Go straight for the buildings and the helicopter sites on the island. I know it's ruthless, but kill them in their tents! The island is small, so don't rush about at a ridiculous speed or you will take ages



doing a simple clearing up job. Make sure you take out the triple-As as soon as possible, or you'll be constantly dogged by missiles.

OPERATION 8 MISSION 3

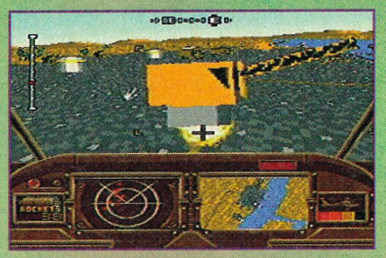
Three submarines are closing in on an oil rig. Arm yourself with the sub-bombs and hurry to the targets, undistracted. Slow up to a standstill over the target. Make sure you drop only one bomb per sub and have your cross-hair fairly central on the target area. You only get one chance with each sub. Reach high before dropping the bombs. After, if you feel



like it, sink the gunboat escort, although they are not primary targets, so you don't have to. You only have a short amount of time before the subs reach their destination.

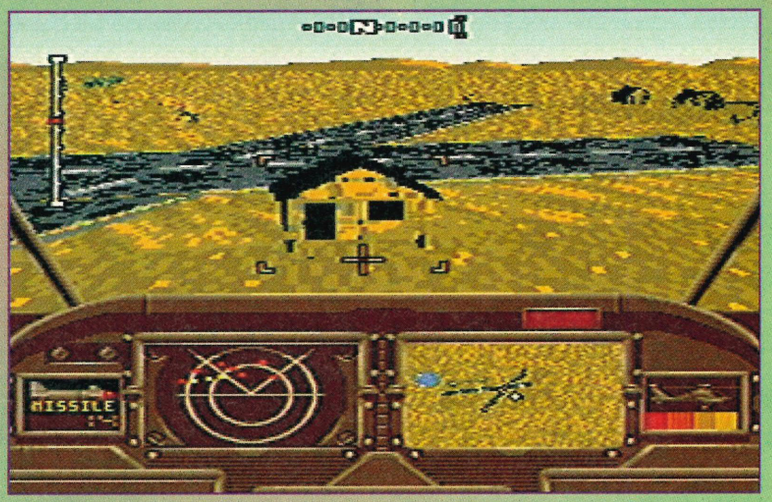
OPERATION 8 MISSION 4

Stop the gunboats leaving the docks and heading for open waters. Fly low and try to ignore the mass of gunboats and ground installations that are not part of your mission directive. If you are quick, then you will catch the relevant boats just as they are leaving the docks. Hit the cranes and all the silos and buildings with missile fire, and finally polish off the tanks, missile sites and truck targets, with your rockets. It's important that you conserve your best weapons for the main fight, so just grit your teeth and pass by the first section, despite the heavy action.



OPERATION 8 MISSION 5

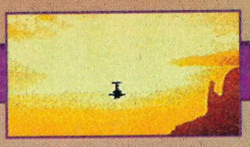
Attack the enemy airbase, but be careful as it is guarded by SAMs, and triple-As. There are loads of tanks before you actually get to the target, but you really should concentrate on getting to the airfield so that you can take out the ground aircraft. There is a substantial bank of three helicopters primed for take off on the far side of the runway, and they are not shown on the map. Attack them from the side and then take out all the ground targets swiftly, before bomb-



ing the intersection of the runway. It is best to do it this way around, because otherwise, you may miss the runway and not know if you have hit the target or not. If you leave the runway until last, the mission complete message will confirm the hit and you can go straight home.

OPERATION 8 MISSION 6

The main base assault. On the way you'll encounter Hokums, gunboats and triple-As and although there is no pressing urgency, as with moving

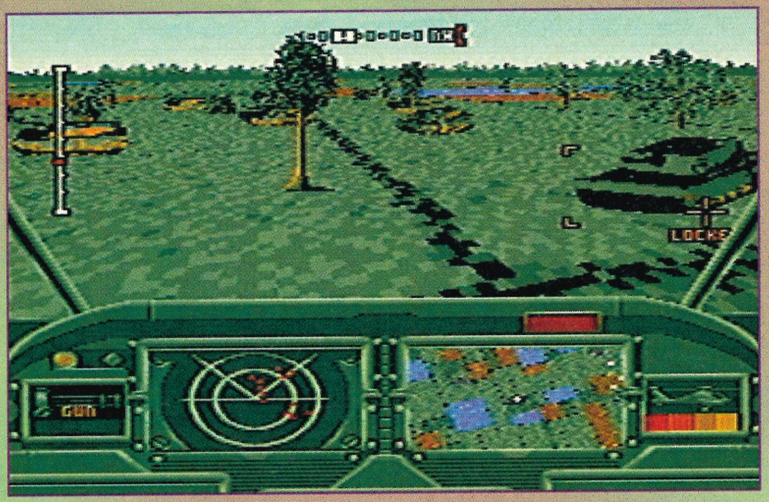


targets, it is best not to hang around. The base itself is situated on a small island and is crammed with vehicles and buildings. Use missiles on the buildings, and rockets to clean up. Aim for tanks first as they are a little harder to destroy than trucks if you are left with just the gun.

SOUTH EAST ASIA

OPERATION 9 MISSION 1

Amongst palm trees and paddy fields in South East Asia you have to fight against war-mongering factions who plan to build chemical weapons. Finish them off with your superior firepower. There two sites to dispose of, and if you feel inclined, a whole division of tanks are sitting ducks.



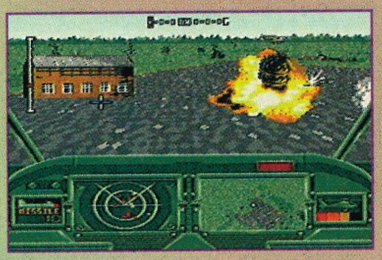
The small camps consist of huts, tower, radars, missile launchers which you have seen many times before in earlier. As the camps are small, it is hard to hit the towers with missiles close up, so get them with the gun or rockets. Missiles are the main threat, so flying low is always a good bet to avoid the extensive radars.

OPERATION 9 MISSION 2

You must blast the main arms dump to oblivion. Hit all the ground units, the most urgent being the triple-A sites. Hit in the order of: triple-As, buildings, and finally tanks. At the end of the mission, choppers will try and lure you away by flying past your cross hair, so make your own decisions on re-engaging, based onthe damage to Thunderhawk and your urge to get on with it.

OPERATION 9 MISSION 3

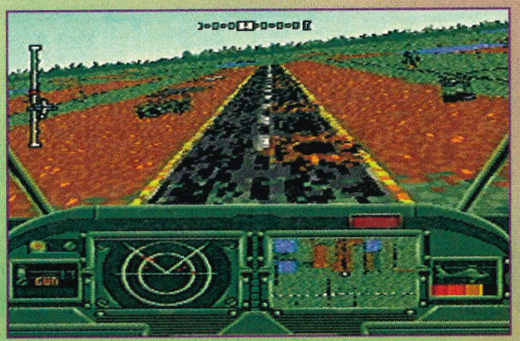
A tank convoy is heading towards the UN base. It is a simple case of get them before they finish off your own base! Don't fly too fast, so keep the tanks in range for longer periods.



Take out the closest ones first, as they are moving fast towards your base. For once, you are advised to use missiles and rockets on the tanks as they are your only target. My advice is to keep circling the enemy and constantly firing your machine guns. This will take out all surrounding trees and also any enemy vehicles within range.

OPERATION 9 MISSION 4

You have to bomb their airbase under the threat of Hokums and triple-As. Follow the mud trail to the runway. On the way will be a mini-base, with four triple-A sites, indicated as small black smudges on your camera. After hitting these, continue up the trail to the airbase. Attack from the sides to destroy four helicopters and a row of huts. The runway is a single strip and you can drop the bomb anywhere on it, but again, wait until everything else is toasted, before using the runway bomber.

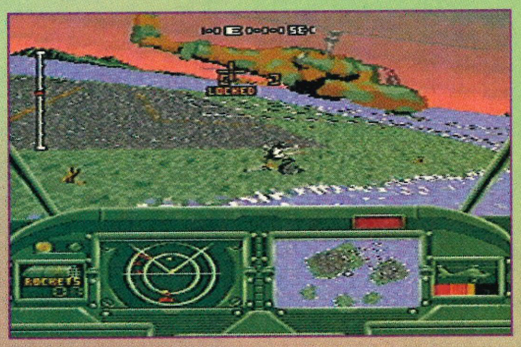


OPERATION 9 MISSION 5

A most urgent mission, with many lives depending on your success. Ballistic missile launchers are in position and ready to fire. Time is of the essence. Fly past all the triple-A sites and diversions at high speed to reach the launchers. When in sight, use missiles and hydras. Unless you fly in straight lines to each target, you will probably fail. There are not many launchers, but they are irritatingly spread out, and it is easy to get tagged by a helicopter as you try to search for them. Best to attack in a left to right grid pattern.

OPERATION 9 MISSION 6

Reduce the chemical weapons assembly plant to rubble. First follow the mud road to the target. Heli-pads are to the right and front of the chemical plant. It is quite a large set up so you must be extremely frugal with your missiles. There are missile launchers everywhere, and these should be your next priority after the buildings; leaving you to clear up the tanks and trucks with your machine gun.



SOUTH CHINA

OPERATION 10 MISSION 1

It's time to hit the high seas and deal with modern day pirates who attack shipping in the South China seas! There are islands on which they base themselves, and it is a good idea to take care of the radar systems they use first, to confuse them. Don't let the patrol boats slow up your objective, and when arriving, use rockets on the enemy. You should have no trouble defeating the pirates.

OPERATION 10 MISSION 2

Small refueling stations must be destroyed. They are heavily guarded by artillery and gunboats. Stay away from the combat in the water and watch out for Hokum helicopters which swoop in on you. Take out the radar so that the missiles are out of action.

OPERATION 10 MISSION 3

Catch the bad guys on their island hideaway. Triple-As and radar pose big problems, but by keeping them in mid-range and blasting them with missiles – you should vanquish the threat. Do a lot of hovering and picking off. Stay low and don't worry about trees as they are sparse. Just avoid bumping into them.

OPERATION 10 MISSION 4

The final mission is to attack a surrounding island that defends the main base. It has a lot of armory on it, and you are told in the briefing that they are not planning to lose! You will have to use all your strategies and cunning to take out this final big base as there are plenty of buildings, tankers, trucks, SAMs and tanks just waiting to have a piece of you.

The action is frantic, but if you keep cool and take out the choppers and triple-As first, you will be able to hit the main base with impunity.

The buildings are lined up in neat rows, so no problem there. The only difference with this mission is the quantity of the enemy. They're everywhere! Just hit the primary targets, get out and watch Thunderhawk fly into the sunset in the end sequence.

SUMMARY

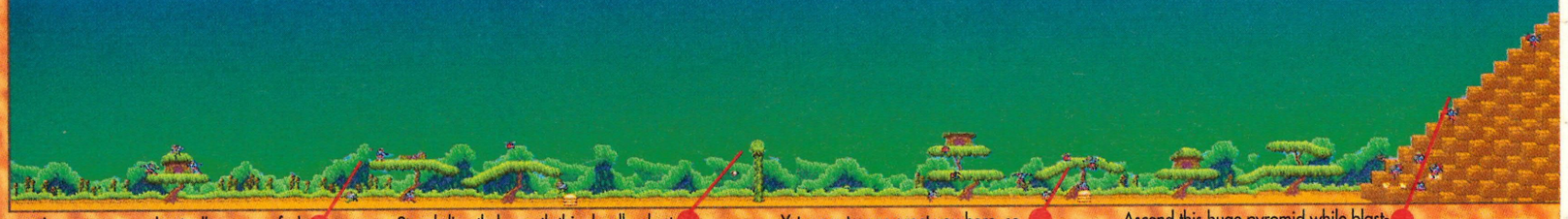
GAME NAME: Thunderhawk
TIME TO COMPLETE: 2 days
HIGHEST SCORE: 7,463,140
NUMBER OF LEVELS: 50
CHALLENGE RATING: Easy

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

Cartridge supplied by:
Company name: Core
Tel: (0382) 297297

So our intrepid heroes enbark on their quest. Their journey begins in the hazard-filled ancient ruins, which has been invaded by a whole host of enemy troops who are intent on your destruction. After a simple start to this level, you will then have to conquer a huge pyramid and face three guardians who aren't too happy to see you.

Ancient Ruins



These troops are basically cannon fodder who can only take a few shots before they snuff it.

Stand directly beneath this deadly plant and fire straight up. After a few seconds, you should have killed it.

Yet more troops greet you here, so repay the favour by showing them the powers of your gun.

Ascend this huge pyromid while blasting away at any rocket-troops that you encounter along the way.

Underground Mine

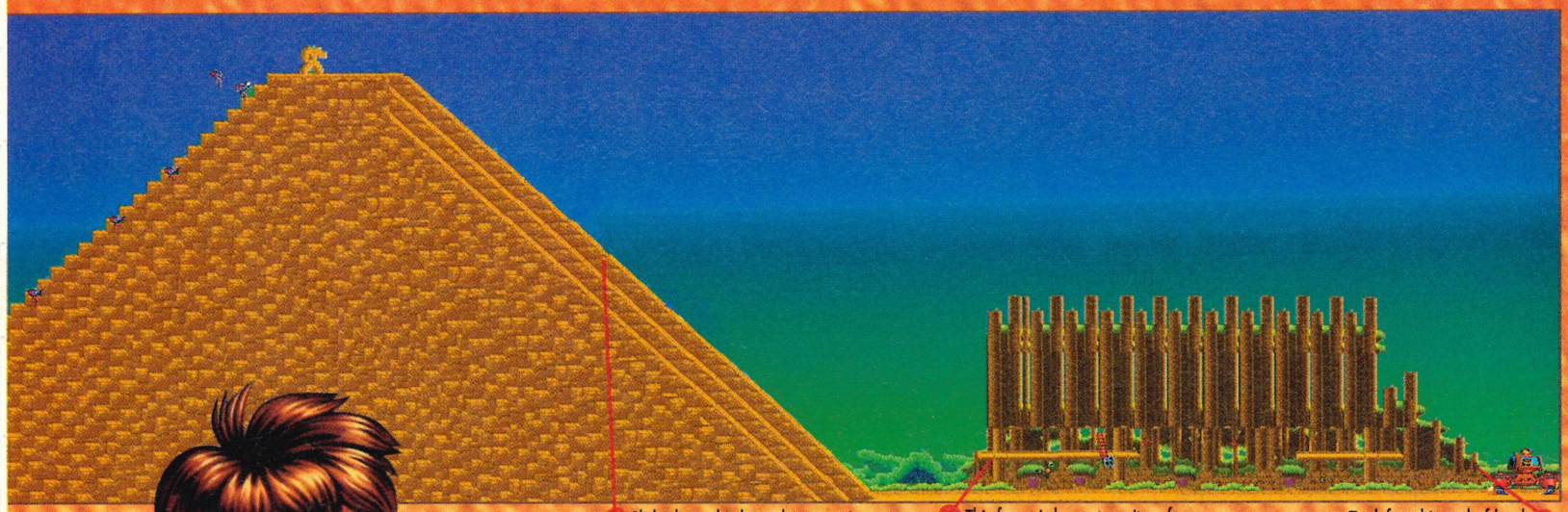
Get ready for some break-neck, high-speed Karting fun, deep underground in the mines. Use a double jump to flip between the floor and ceiling. As long as you've selected the 'move and fire' option, keep the fire button pressed at all times. It's simply a matter of using the floor and ceiling to avoid contact with enemies!

MEGA DRIVE

SEGA ● PLATFORM SHOOT-'EM-UP

GUNSTAR HEROES

Are there any heroes in the house? Lovers of shoot-'em-up action have yet another title to get there teeth into. *Gunstar Heroes* has it all! Manic platform areas, fast moving scrollers and even tense space battles. Choose your weapons and take on the evil Colonel Red yourself, or play with a friend simultaneously.



Slide down this long slope, staying in the middle so that you can shoot at any troops that get in the way.

This forest is home to quite a few enemy troops, so go in blasting!

To defeat this end-of-level guardian, you must position yourself near its feet and diagonally fire upwards at the head.

SUMMARY

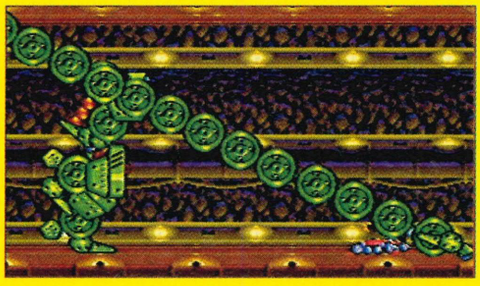
GAME NAME: Gunstar Heroes
TIME TO COMPLETE: 1 day
HIGHEST SCORE: 4,460,350
NUMBER OF LEVELS: 6
CHALLENGE RATING: easy

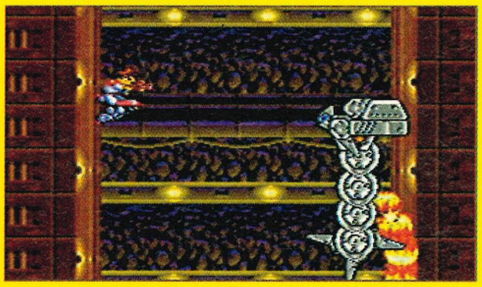
If you think you can beat the pros at SEGA XS on any of the games covered in this issue, why not send in your high score, together with proof to SEGA XS High Scores. The address is at the front of the mag.

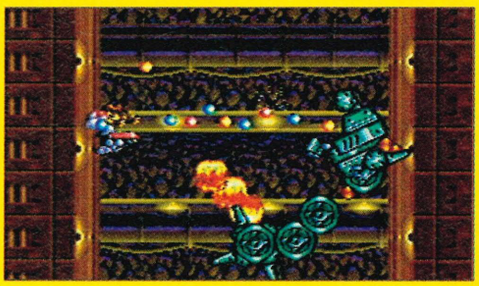
Cartridge supplied by:
Game
Tel: (081) 947 15555

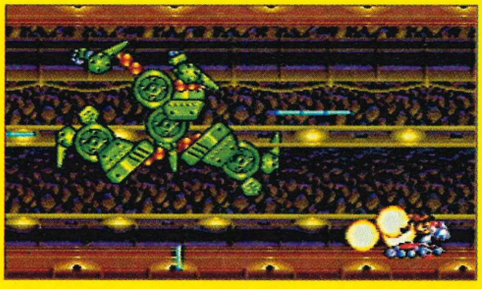
Underground Mine Guardian

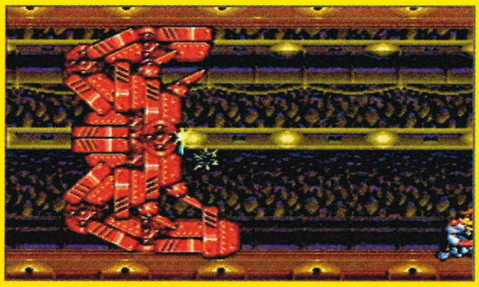
The metal warrior will metamorphasise several times before it's defeated. Often, this change of state will take place randomly, so you'll be unsure which shape is next each time you play. Watch the guardian energy number at the top to get an idea when it'll change its form. The best weapon combination to use is the chaser and lightning, allowing you to concentrate on avoiding the various attacks while still delivering the neccessary attacks to take the big guy down. Fire the lightning off and keep the button pressed down. This will send a homing beam into the centre of the robot's body, staying there until you get hit. As with the earlier parts of the level, you're able to jump between the floor and ceiling, but you'll have to be quick with the double jump method to gain the best vantage point.

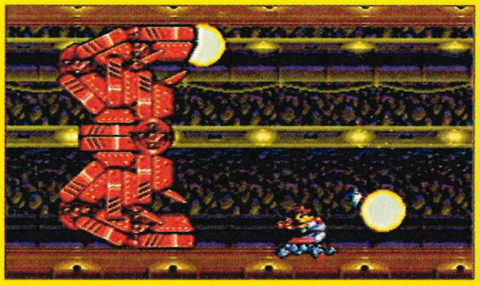






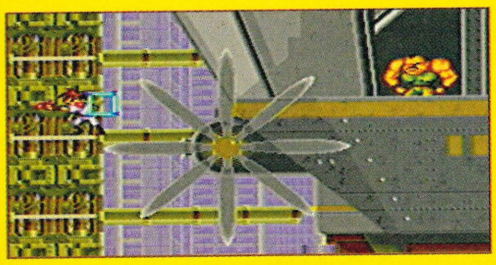


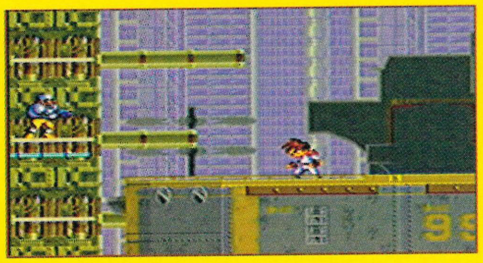


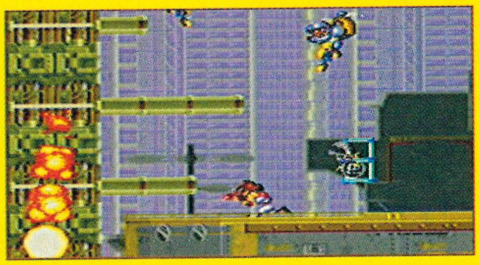


Flying Battleship

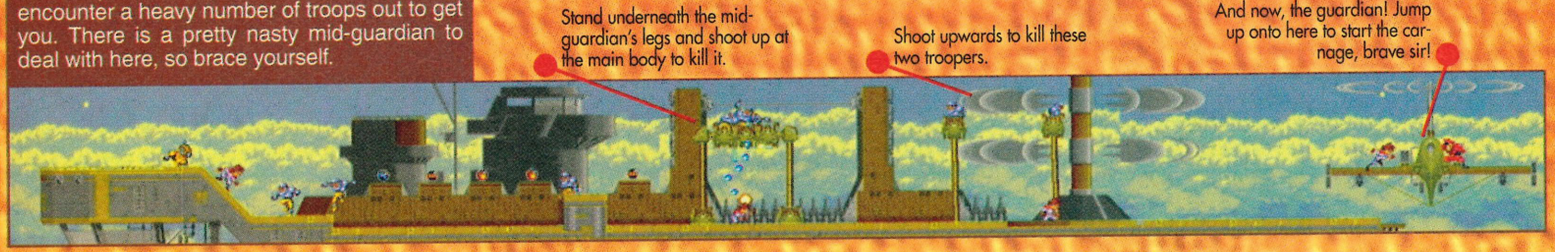
To complete this stage, you will need your wits about you because for the first stage of this section you will be trying to keep up with the continually scrolling screen. If you falter along the way, and fall off the bottom of the screen, you will die and will be put back onto the scrolling platforms (minus a life). You should ideally have the homing bullets, as this will leave you free to concentrate on your movement. When you get the chance, jump onto the battleship and blast the enemy troops that are still on the platforms. Eventually, you will get attacked by some flying troops who are armed with their jetpacks; they will attack you by diving down and landing on the battleship before attacking you. If you can get them, the laser and homing missile is the best combination to have.





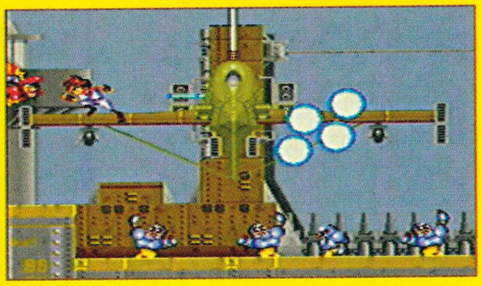


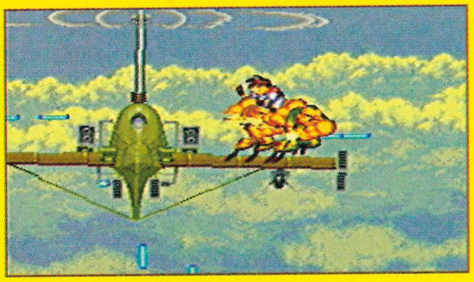
The action now takes place on top of the flying battleship itself. You will now start to encounter a heavy number of troops out to get you. There is a pretty nasty mid-guardian to deal with here, so brace yourself.

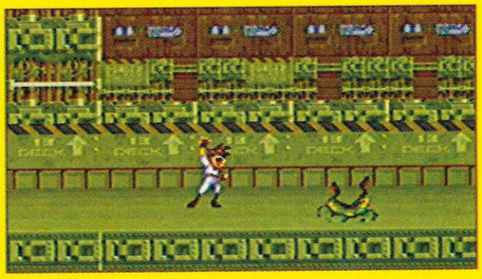


Flying Battleship Guardian

To defeat this ugly, but rather strong, guardian you will need to stand opposite to the direction that he is facing on the flying machine. Fire across at him for as long as you can, then when he leaps across at you, fire upwards shooting all the time. Then leap onto the other wing of the machine and fire away at him. Repeat this for as long as it takes to kill him.

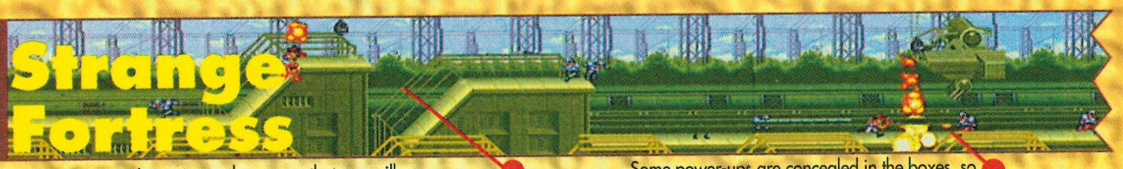


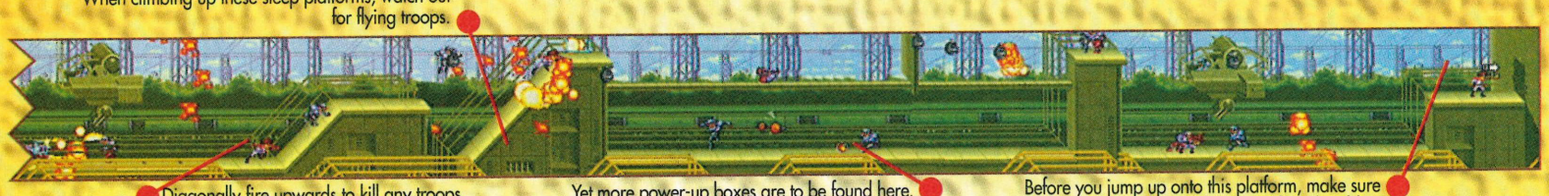




This is a very long section, and to complete it as fast as possible you will need to continually be on the move. Remember, if you stay in one place for too long the enemy troops will keep on coming.

Strange Fortress

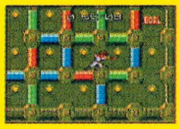




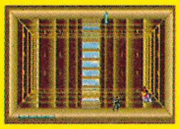
To kill this snake, shoot its head, while moving left and right to avoid it's body. A few hits to kill it.

Ah-ha-ha! If you land in this room, you can take any item that you want before making your exit.

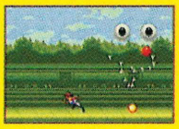
Move left and right to avoid the bullets that it spews out, and fire straight up to kill this momma. Dead.



This is a puzzle room, with you having to make your move to the exit every time the walls move.



Fire at this little bloke before he throws the bombs at you. A few hits and he's dead. Roll on the next room!



This meanie is a piece of cake if you have the homing gun. Fire at his nose while dodging the mouth.

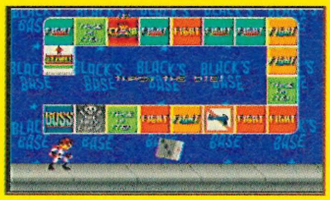
Stand to the left and fire directly across to kill this monstrosity. Move to the right to avoid the bullets.

These two bouncing spook heads will bounce around the screen, but can be avoided if you duck.

FIGHT | TAKE AN ITEM | FIGHT | FIGHT | FIGHT | FIGHT | FIGHT | FIGHT

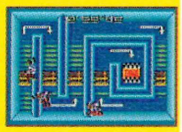
START

Roll the Die!



Do you remember playing Monopoly with your family over Christmas? Well, if you had fun doing that, then this will please you no end. Simply roll the dice to decide how many rooms you advance and confront whatever's in there to progress.

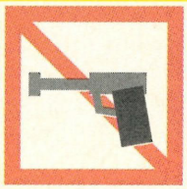
A simple race against the clock here. Shoot the enemy troops and bounce off the walls to complete.



FIGHT

Yet more items to grab here. Choose your weapon, try it out and, if you're satisfied, leave the room.

TAKE AN ITEM

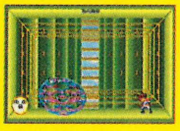
BOSS | THE WAY BACK | TAKE AN ITEM | FIGHT | FIGHT |  | FIGHT | FIGHT

It's not wise to step into here as this will send you all the way back to the beginning of the board!

Golly! Another item room. You can change the gun and top up on energy . Choose your weapon!

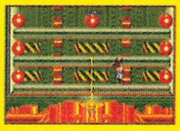
You will need to fire up at several hatches, while avoiding the holes in the floor before you can go on.

This is a fairly easy beast to destroy, stand opposite to him and simply fire. Jump over him if he gets near.



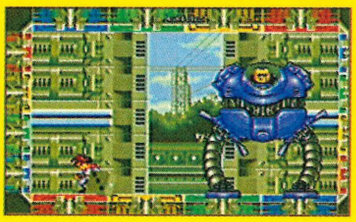
To kill this evil, bad and ugly sludge monster, you should fire at his head. Watch out for his fatal stomps!

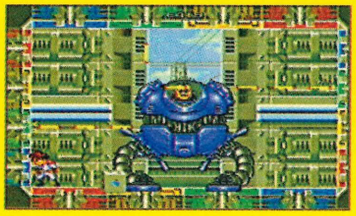
A tricky laser puzzle will taunt and tease you here. Jump up or down to avoid the beams while firing.



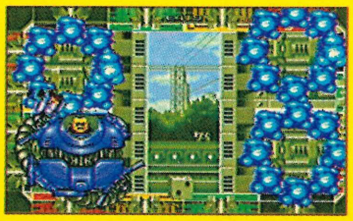
Jump about to avoid the bombs, and fire down at the ugly space monster to destroy it.

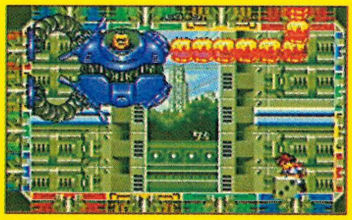
Strange Fortress Guardian

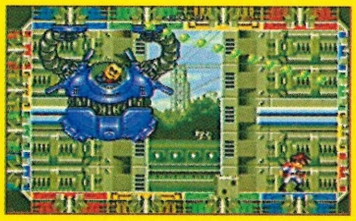


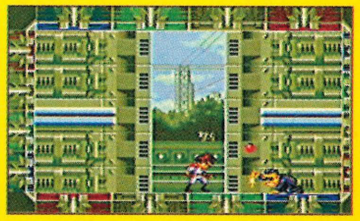


The evil Black confronts you here in his body armour, and what body armour it is! Stand to the right or left of it and fire. When he starts to get near you, move away from him by either hanging from the wall, or standing on one of the two platforms that you see. He will walk around all four walls with magnetic pads for feet. Remember to watch out for his extremly devastating firepower, which will send you flying if it comes into contact with you. When you have annihilated his vehicle, he will fall from it, begging like the pitiful creature that he is. He will then proceed to give you the final gem that you need.









Finding Yellow

The next set of levels are a lot more challenging than the previous four, with troops attacking you from every direction; all out for your blood.

This flying helicopter will need to be blasted. You can fire straight up at it if you position yourself directly below.

You can use these girders to hang from, and shoot right down at those bad guys.

Whenever you can, run along and continually scroll the screen with you. If you stay still, enemy troopers will continually bombard you.

Collect this electric power-up if you have the homing missile, because the two make a great couple and effectively kill anything fairly easily.

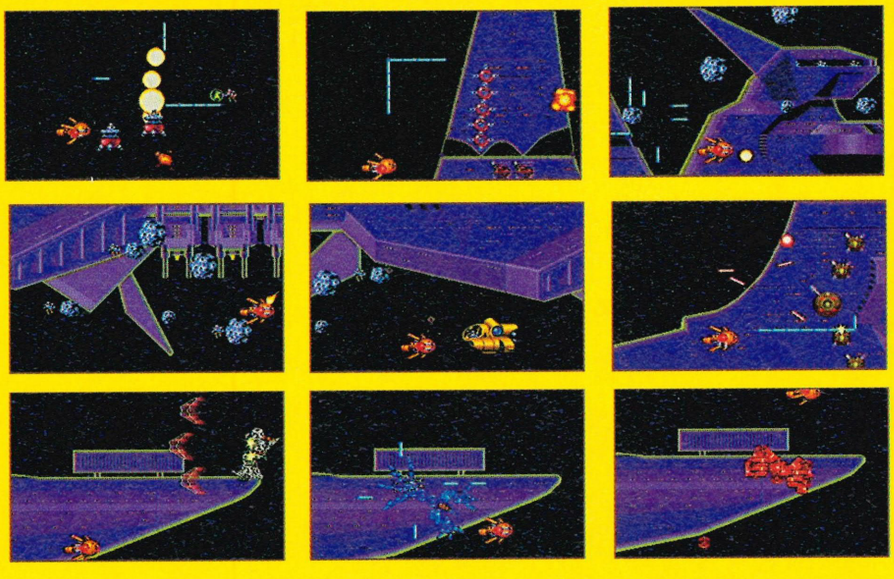
This is the final walker you will come across before facing the guardian.

Don't shoot the bottom chest, or else they will all come tumbling down on top of you; costing you quite a bit of energy in the process.

The swines! They've taken Yellow hostage! Shoot at them anyway.

Space Level

This level is handled much the same as any shoot-'em'up that you've encountered before. Ever played *Hellfire*? *Forgotten Worlds*? Well use the same tactics as you used on those in this level: stay in the centre of the screen and blast away at any enemies that dare to take you on!



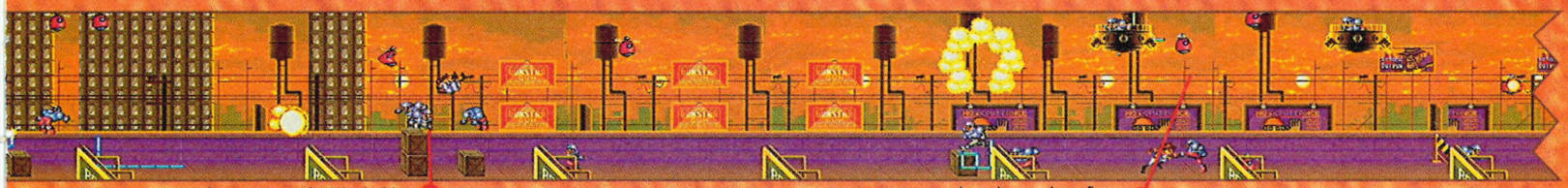
Don't stand about and admire the pretty stars, get moving!

Shoot these enemy troops as soon as you see them.

Fire up at this boss to kill it.

You are now inside the spaceship, but things don't get any easier for you. Thankfully, this stage is fairly short so if you continually scroll it, you will soon reach the exit. The flying troopers can cause a few problems for you.

Inside the Ship

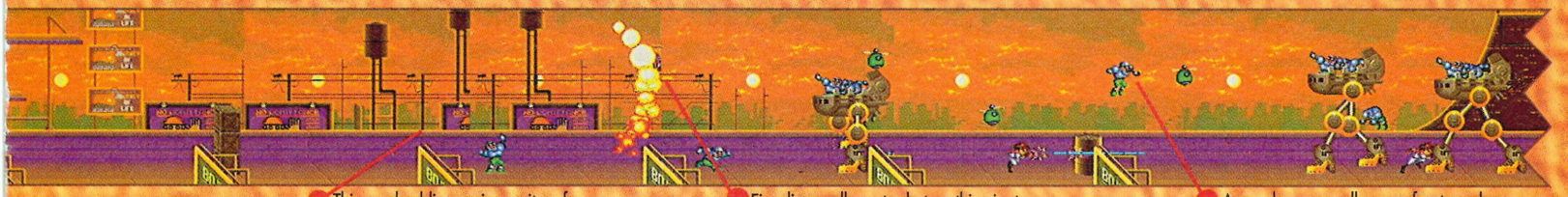


Destroy these crates to find the hidden power-ups inside them.

Fire upwards to destroy these flying machines that bombard you.

Things are starting to get a bit cluttered now! Take out those troops first before you go for the chests.

This robot creature will drop two power-ups in your path for you to collect.



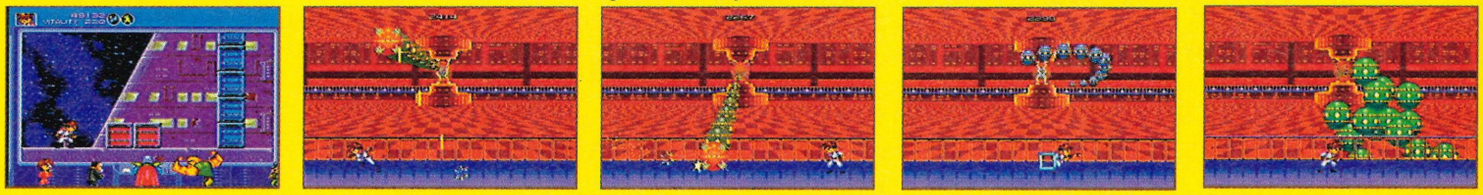
This one baddie requires quite a few hits before he bites the dust.

Fire diagonally up to destroy this giant walker straight from Star Wars.

A couple more walkers confront you here, but if you scroll the screen along slowly, you should hopefully only catch one at a time.

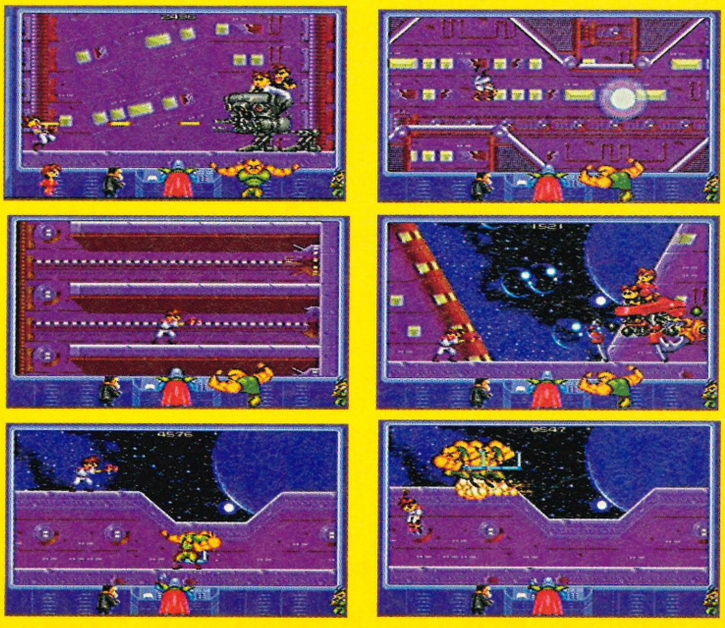
Space Guardian

This guardian will attack in three stages. The first is as some spinning balls, the second is as a giant snake that drops horrible gas clouds and finally as a giant robot who will throw giant balls in your direction.



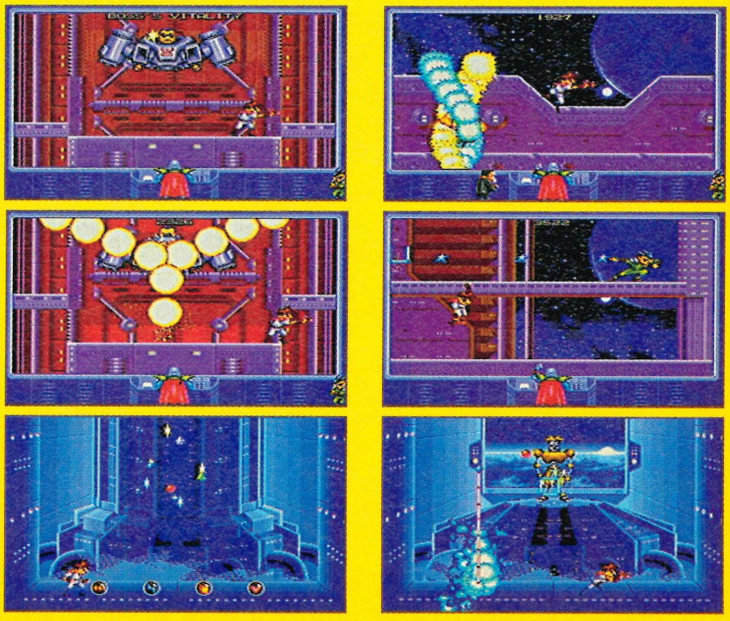
Final Battle

A fairly short scrolling level is waiting to test you here, but if you use the same tactics that you tackled the other levels with you should be able to complete it. This is the final stage, so good luck!

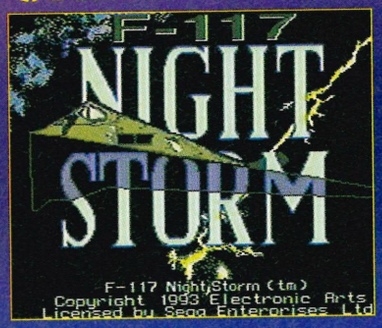


Final Guardian

At last! The final guardian! To defeat it you should fire at the Gems, while avoiding the firepower that is thrown at you. The Gems will eventually attack you, but keep on firing and you should win in the end.



CAMPAIGN MISSIONS



TRAINING – DAY ONE

For today, we're going to get you used to using the sights and hopefully give you your first kill. All that you have to do is simply aim-up the target by checking with the map and holding down on Start, while moving the joypad Left or Right. When the F-16 pilot gives you the word, press B and, voila – the target is toast.

TRAINING – DAY TWO

Thought that the last mission was a bit easy, eh? Right, let's see how you handle yourself on your own, because for this mission you will be locking, loading and firing at a target – all by yourself. The weapon that you will be firing is a Paveway laser-guided missile.

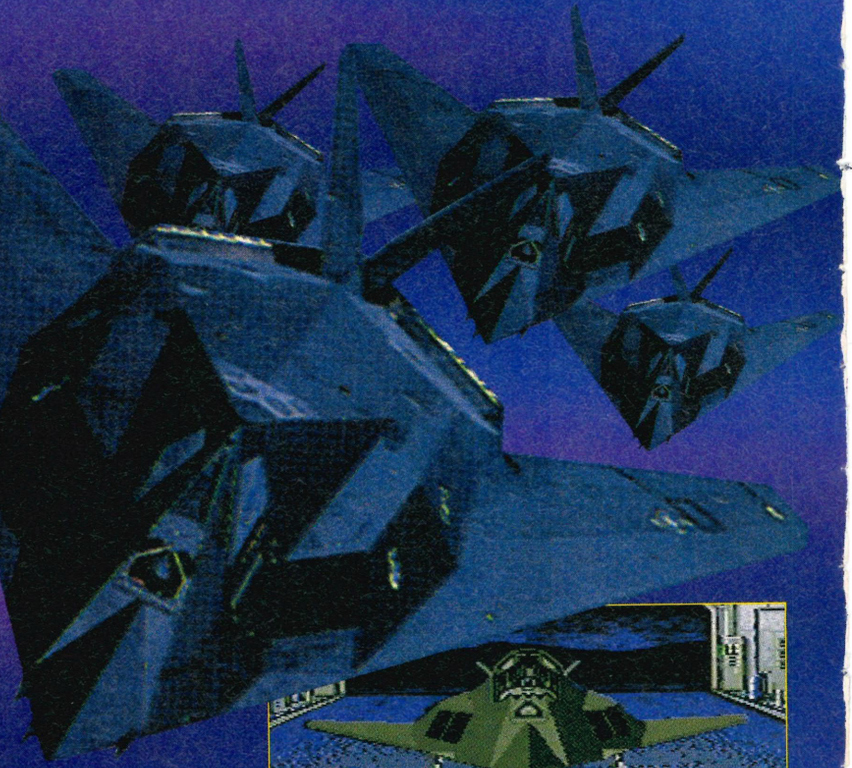
The target is a building that is located in a cluster of other similar looking buildings, which, as you can imagine, causes a few problems unless you know what you're doing. Cycle through the targets by pressing Start and Left or Right simultaneously until the onboard computer locks onto the correct one. Now simply blow it up by pressing B and remember to keep the target cursor aimed at the actual target, not one of the other buildings.

If you manage to knock out the first building and are feeling confident, jam the plane around and take out the second target building in the same way. If, on the other hand, you would rather just get your feet back on Terra Firma again, fly back to base by pressing Start and selecting 'Return to Base' (of all things). Several Radar Tracking units have been set up along the combat field and it would be appreciated it if you didn't blow these up, so be careful with that trigger finger. The onboard Radar Beam Imaging System will display the unit's beam sweeps and you should try your best to avoid being caught in them for more bonus points.

TRAINING – DAY THREE

The Maverick TV-guided missile is what you will be utilising today. To make sure it hits the target, you will have to fly it directly yourself. The target is a building that is located between several similar structures which will take a couple of hits to knockout.

Find it by holding down Start and cycling through each building until you have located it, then wait until it starts to flash red and press B to fire it away. You will now be viewing the action from the missile's perspective. You can now guide it into the target. In later missions you might need to be sure of a hit, and if that is the case, then the Maverick is the one for you.



OPERATION NICKEL GRASS, GRENADA (1982)

Your first unofficial combat mission is in support of a Delta Force insertion to secure the kidnapped Hill prison facility. There is an adjacent Grenadian garrison at Fort Fredric that has logistical command over the entire area. Neutralise it. You will encounter no fighter threat, no anti-air fire and some rather sparse radar coverage. As in the training missions, you will aim the target with Start, and use Left and Right to get the target in view. When you get close, use the 2,000 pound bombs and make sure they hit the buildings of the compound.

OPERATION EL DORADO CANYON, LIBYA (1986)

The stealths will be leading a surgical strike into Libya's main military airport. Each of you will be designating targets for a flight of F-111 bombers. The F-111's will be armed with Laser-guided Mavericks. They will make only one pass, so you must acquire the targets quickly and carefully.

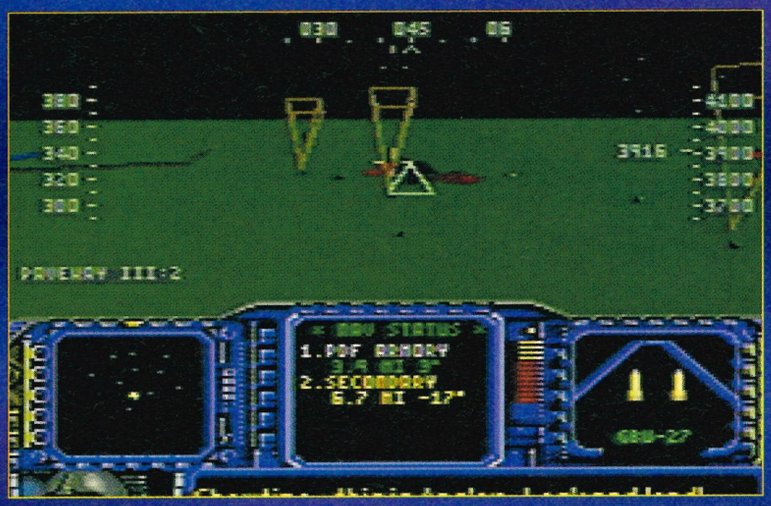
Cycle through the targets quickly and bear in mind that the HUD will be

Flight simulators are rather scarce on the Mega Drive, with only a handful worth parting money with. So it's rather fortunate, then, that Electronic Arts have seen fit to launch this bird into the sky. With its ultra-realistic controls (believe me, I've flown one!) and devastating firepower, playing *F-117 Night Storm* is an experience that is hard to forget. Get ready for the night flight of your life. Turn and burn, baby, turn and burn!

MEGA DRIVE

FLIGHT SIMULATION ● ELECTRONIC ARTS

F-117A NIGHT STORM



about a second slower than the actual target, so you may miss it.

The targets to destroy are the Tripoli Military Aircraft control tower and the actual airport installation itself. Try to also knockout the aircraft hangers and the airport storage facility. You will encounter some low level radar sweeps and a decent amount of anti-air munitions will be sent in your direction, if you're spotted (in a stealth?). Watch out for MiG-21s and use cannons if you run out of bombs.

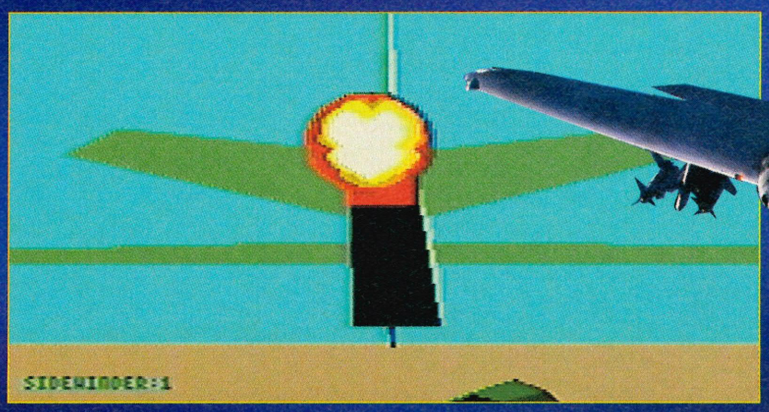
MISSION TWO: Assassination is the name of the game. Your task is to kill the madman who controls the rebel forces. The control command post in which he's held, is a complex set of several buildings, this time you go in without bomber support and no fighter escort. In order to survive, you must avoid detection. The best weapon for this job is the Paveway. If you need to select it, press the A button and this will cycle through your available weapons. The command centre is protected by plenty of radar sights, so go in low and use cannons to take them out if you have to.

OPERATION JUST CAUSE, PANAMA (1989)

You are about to spearhead a strategic operation into Panama. You will support a Ranger Battalion in securing the Rio Hato barracks and armoury. The primary target is the PDF's central armoury and supply depot. Press the B button to fire your weapon and remember to keep the cursor aimed at the building at all times for an accurate hit. You will

encounter no air opposition and very little anti-air fire, so this mission should pose no problems for you.

MISSION TWO: Your objective is to patrol Panama City and look for targets of opportunity. You will have to target both the Presidential palace and the Radio Nacional building. Switch immediately to the map and observe your position in relation to the targets. Each time you attempt each mission, your direction will always change so that it doesn't become too predictable. My advice is to dive in low and get the targets, so that the radar cannot get a lock on you. Fortunately, there will be hardly any radar and anti-air fire.



GOING BALLISTIC

- Take a look at the map every so often, not only does it show you where you are heading, it also lets you plan your attack course. The last thing that you want is to use your sense of direction while being pounded upon by half a dozen SCUD missiles.
- The best way to avoid the enemy radar sweeps is to hug the ground. Try to fly at about 200-300 ticks above the ground. Alternatively, you can avoid the radar sweeps if you fly way above the ground at 4000-5000 ticks and actually fly beyond the reach of the beams.
- When you miss a target, you can pull back on the pad and attempt a loop-the-loop. With any luck, you should be facing the target that you just flew over.

SWITCHING TO GUNS

- The best tactic for taking out buildings and other immobile objects with a heavy weapon, such as a Paveway or Maverick, is to first line yourself up with the target and then wait until it flashes red. When you're ready, press B and keep the target cursor lined up on the object while the computer counts down and try and stay with it until it's destroyed.
- To gun-down enemy fighters, you should first select the Sidewinder missiles with the A button and then wait until you have that dirty Ruskie or French plane in your sights. Quickly fire away as soon as you can see the target cursor flash red and, voila, one plane less to bother you.
- When you have to use your cannon on a ground target, line yourself up and wait until you're fairly near to it until you actually start gunning. Make sure that you keep an eye on the altitude bar as it is easy to forget about it when you're concentrating on the target and crash into the ground.

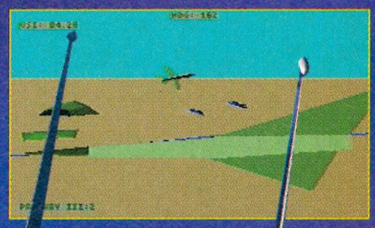
OPERATION DESERT STORM, SAUDI ARABIA (1991)

Primary targets for this, the war that we all saw and lived through (well, on TV anyway), are the International Communications, and the Central Iraqi Broadcasting station. It is imperative that you knockout these two targets out completely (remember, if the mission objective isn't accomplished, you will have failed).

Cycle through your weapons by pressing button A. The Iraqi air defense will be tough, as this is an extremely hostile environment and once they know you are there – you're history pal! If you see any MiGs coming in, lock on a Sidewinder and wait until they get within 1.7 miles. As soon as the triangle flashes red, fire one off and get back to the target in hand. The Sidewinder will do the rest.

MISSION TWO: The next critical targets are the Baghdad Air Defense Operations Centre and the Communications Buildings. Destroy these by pressing button B and keeping the cursor held onto the target. As in the last mission, you can expect lots of anti-air fire and SAM launchers.

The radar in this mission is a bit tighter than you would have previously been used to, so fly low if you can. You will also have two flights of F-15s on call, use these first, because they will quickly run out of fuel. Use your own bombs last, then switch to cannons if you run out.



PASSWORDS

Training Day Two	–	FZYJ4H
Training Day Three	–	PL3YR8
Operation Nickel Grass	–	GL5QH8
Operation El Dorado	–	9Y69EG
Operation Just Cause	–	PXZ3KF
Operation Desert Storm Pt1	–	TYRKLG
Operation Desert Storm Pt2	–	LBMR9B
Operation Desert Lightning	–	KV49ED
Operation Pollo Loco	–	6GHDCG
Operation Snow Cap	–	9NPKA3
Operation Wood Acre	–	5QXR65
Operation Scarlet Claw	–	WATH27
Operation Iron Worker Pt1	–	HGGVC5
Operation Iron Worker Pt2	–	BS2SR7

MISSION THREE: Today, you will remove the Iraqi nuclear weapons facility at Tuwaitha. It is heavily defended and a potent fighter threat will trouble you. This area is heavy with radar depth and the anti-air guns will cause you quite a few hassles. Again, if you see any close MiGs, blast them quickly, before they have a chance to shoot at you. There will be about three or four MiGs in the area, but you won't be hassled by them if you get in as quick as you can and take out the target.

MISSION FOUR: Time to take out some SCUDs methinks. We'll be working with F-15s who will bomb targets for you. In order to keep a low profile, they'll be flying a way off, so you'll have to acquire your targets early on, because it'll take them some time to get to you. These planes will run out of fuel after a while, so don't keep them hanging for too long. Call them up by pressing the A button and cycling through the weapons at your disposal until you hit upon those two lovely fighters.

You will be told while actually in the mission to destroy a chemical–filled plane as well. To tackle this you should first take out the SCUD in front of you, then bank around so that you are facing towards the airstrip. You will be told on your onboard computer to destroy the plane and by now you should be within range. Target it, fire away, and then go for the last SCUD. Destroy this to finish the mission.

MISSION FIVE: Iraq's Sammarra Chemical and Biological Research Facility. There isn't much that's more heavily guarded than this plant. There will be no enemy fighter threat, but a lot of anti-air fire to make up for it, so fly as close to the ground as you can to avoid it. When you get near to the target, the triangle will flash red, let off the bomb with the B button and then direct the bomb to the target. If you leave it too late, the missile will fly straight over the plant.

OPERATION DESERT LIGHTNING, SAUDI ARABIA (1993)

You will now be flying the F-117C. With its all-new air-to-air capability, you will be an enemy fighters' nightmare!. Previously, the enemy, if he could find you, could try and sweep you from the sky with impunity; knowing that you could not strike back. Now you can.

The UN has designated a No-Fly zone in Iraq, but so far, the Iraqi's have disregarded this neutral airspace and have continued their attacks on various small towns and villages in the area. When we try to intercept them, they turn tail and scurry behind their own territories. They are flying flights of six planes, so get out there and knock out at least three of them bandits.

Select the Sidewinder on all wings for this mission, because there are no ground targets. As you get near the airfield, the planes will slowly become visible. As soon as the first plane sees you, fire off a Sidewinder, then target each one in turn. Try to take out the ones that are closest – first, and then use your cannons as back up. Remember, if you are banking heavily and using guns, the bullets will arc away from the sights and you must compensate for this. The best way to do this is to put the target sight just ahead of the enemy MiG and let the bullets bend back to the target.

MISSION TWO: The primary target is the Iraqi Nuclear Commissions building and the Fertilizer plant. The Iraqi's have managed to rebuild their air defense network to pre-Desert Storm proportions, which roughly translated, means there's a lot of trouble with the tight air-defense.

A great many fighters will trouble you, and it's a gamble if you decide to go after them, or the targets. Remember, you are always up against strict time limits! I would personally recommend ignoring them and just concentrate on getting the ground targets. The radar depth does you no favours here. They are not going to make this easy for you so why not fly low, take out the radars with your guns, then quickly switch to bombs for the real objectives?

MISSION THREE: Here we go again. A bomber with a secret stockpile of biological weapons is to be used in a hit-and-run raid into Kurdish territory. When the French operative signals you that the weapons are loaded onto the Bomber, you can start the actual bombing – but not before.

There will be a very short time as they taxi when you go in, so you must be quick or it will go out of range. A brace of F-111s and MiG-29s will be flying fighter escort; ignore these and just concentrate on destroying the bomber, it is a fairly easy target on the ground. The best weapon to destroy the plane is the Paveway, so choose this before you begin the mission. During the flight, press the A button to select it. If you give the bomber time to take off, then you must quickly take it out with Sidewinders or guns. You have a limited time to do so, but the bomber will be flying low and slow, so you may overshoot several times trying to pot it.

OPERATION POLLO LOCO, BOSNIA/HERZEGOVINA (1994)

For this mission you will have to destroy four gun emplacements that are up to no good by bombing innocent relief convoys. Find them and knock them all out, remembering to keep the cursor on the sights at all times as the bombs home in. The safety of the UN relief convoy depends on this mission. There may be sporadic anti-air fire, but you won't have to worry about any planes bothering you because there aren't any. Just like shooting fish in a barrel!

MISSION TWO: There are six bases where some rebels are operating from, and you must destroy all of them before you can complete the mission. There is no room for error. Target the bases by pressing Start and Left or Right as usual. You will be flying the newest member of the F-117 family, the F-117E. This has extra weapon-carrying capabilities and so it will be a lot easier for this multi-role mission.

OPERATION SNOWCAP, PERU (1994)

Four of the largest drug bases in the Peruvian jungle have been targeted for you to destroy. The bad news is that they are supported by a jet capable airport facility, numerous vehicle transports, and an elaborate anti-air and radar defense network. This is a very tough level to complete and you

will need to use all the skill and skullduggery that you have as a pilot.

The best attack strategy that I can recommend is to climb high into the air to locate the target, choose your weapon by pressing A, then dive low to destroy it. After you have done this you should climb again and repeat the strategy for all four buildings. One thing to remember is that you must not be spotted, so remember to bag the plane that spots you at the beginning with Sidewinders. Otherwise, you will be constantly hounded by MiGs, and eventually blasted out of the sky.

OPERATION WOOD ACRE, CUBA (1995)

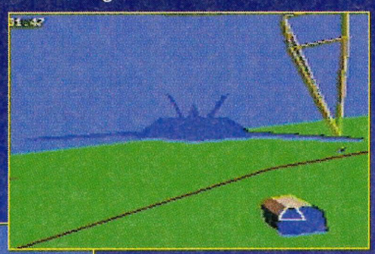
The primary target is the Communication Millitare in central Havana and the headquarters for the Armee Nacional – the Central Air Defense Military, and the Guines Military Airport. You must destroy all four to administer the knockout blow. Target them, select your weapon and when you have a building in your sights, press button B to fire a bomb. Good luck.

MISSION TWO: You have to take out several transport planes that try and fly away from you. Remember that there are plenty of decoys, so you must designate the targets carefully.

The best flight tactic to take is to dive down onto the planes from the heavens, when one has been destroyed, fly back up again, and repeat the process until all of the planes have been taken out. There are a lot of enemy fighters that continually dog you, but as always, just ignore them and concentrate on getting the mission completed before you are recalled.

OPERATION SCARLET CLAW, LIBYA (1995)

A foreign national has successfully stolen one of our F-117C Night Hawks! It must be completely destroyed. And that, Mr Top Gun is what you have to do to complete this mission. Head south, and after the troublesome MiGs have been destroyed, you will encounter the Stealth Fighter.



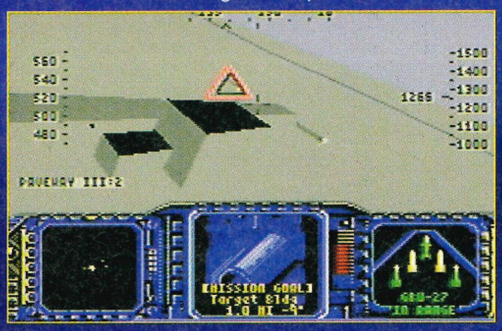
Now this is one tough cookie to take down indeed, as the pilot will continually fire at your blind spots (behind you and from below). You will have to fly in a circular motion most of the time, but try suddenly turning the opposite way or flying in a loop-the-loop. You should catch him unawares this way and leave him open to some of your firepower. Make sure that you have the Sidewinders ready to be instantly launched when you get a lock – you don't get second chances in this game! You can also use your machine guns, but this is very difficult because the enemy moves so fast.

OPERATION IRON WORKER, KOREA (1996)

The target for tonight is an Airforce HQ. It was assaulted early on by North Korean Special Force Commandos. The Command Centre is targetted, as is the Airforce Communications building and several hardened shelters which house F-16s. All additional support fighter/bombers are tied up elsewhere, so you're on your own.

Go for the shelters first, using the Paveway bombs for maximum effect. If you run out of munitions, then you

can always use the gun on the buildings, because it is easier to shoot the buildings than the heavy shelters. The anti-air fire and fighter response



is a pain to contend with, but the sooner you have taken the targets out, the sooner you can head back to base and safety. There is a very tight time limit in this mission.

MISSION TWO: You will need to destroy nine missile transport trucks to complete this mission. Cycle through them by holding down on Start and pressing Left or Right to get them targeted, then select your weapon and launch that bomb! Ignore the anti-air fire and bothersome airplanes and just go for a low attack pattern and take out those trucks. A very easy mission.

MISSION THREE: Your next target boasts one of the densest radar nets that you will encounter in the whole game, as well as very heavy anti-air fire. This won't be a picnic! Intercepting MiG-29s and more F-111s will try their best to take you out, so be careful out there.

Select between air-to-air and air-to-ground weapons by pressing the A button and make sure your targets are properly fixed. There are several North Koreans who are also posing as allied F-16s, and it is a good idea to take them out first, as they will be right near the power stations.

MISSION FOUR: For this mission, you will do a little hunter-killer action on seven SCUDs. Target them, select the bomb and destroy them by pressing the B button (keeping the bomb sight cursor on the target at all times). F-15s will be on call for munitions assist and you will definitely need them. The real trick here is to use the five F-16s to take out the first five targets (without missing a single one), and then using your own bombs or guns to quickly take out the rest. Of course, there are plenty of MiGs out there, so at least two or three must be destroyed to give you enough time to complete. In addition, because there are so many targets to destroy, the time limit is the toughest yet.

This must rank as one of the hardest missions in the game and it is essential that you check what direction you are approaching from, then work out the shortest route to all the targets. Any dawdling and you will be recalled.

MISSION FIVE: This is the final mission, and, for a change, it involves bombing. There are six targets for you to destroy, which are: the Ministry of Defense, the Army Airforce Headquarters, the two Militia Headquarters and the two Military Staffing Centres. These are all very, very heavily guarded by the whole of the Air Force (I'm not kidding!!!) and

a few hundred anti-air guns. This is the toughest mission in the whole game and to beat it you will have to use up all your Paveways on as many buildings as you can (try not to miss any!), and then you will have to fly in low to use that machine gun on the remaining targets. Good luck!

SUMMARY

GAME NAME: F-117 Night Storm
TIME TO COMPLETE: 3 days
HIGHEST SCORE: 7,750, 500
NUMBER OF LEVELS: 12 missions
CHALLENGE RATING: difficult

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REVIEWS

This the part of the magazine where we tell you what the Pros think of the latest batch of releases. That's right – reviews! Each review contains no less than 1,000 words of complete critical appraisal and utter lies because we want the software companies to send us Ferraris and loads of dosh. No, really, each review will concentrate on value for money and how the game rates with the competition. Remember, the XS team complete every game they play and so who better talk about the entire game?

The 'XS Recommended' award will only go to those games that we would actually buy ourselves and must be of the highest quality. Examples of 'Recommended' games are *Street Fighter II: Special Champion Edition*, *Landstalker* and *Thunderhawk*. Only the cremé de la cremé will get an 'XS Recommended'.

Well, it's a picture, innit! We concentrate on the words rather than the visuals and so the game shots in each review are limited. A selection of the levels will be pictured, unless it is a beat-'em-up, when a selection of the moves will be illustrated. They say a picture can tell a thousand words, but XS reviews give you both!

The bulk text of the review will be an honest opinion on the game's merits and faults. The reviewers at XS are expert gamesplayers and so no one else can fill you in on the complete picture. Graphics, sound and general gameplay are explained in detail, but we also feel that the much-underrated challenge factor is often neglected. XS reviews will be concentrating on value for money and whether or not the game is actually worth the cash.

SEGA XS REVIEW

Hot on the sand-caked heels of Virgin's *Dune* on the Mega-CD comes *Dune: Battle for Arrakis* on the Mega Drive, a very different game. Strategy games on Sega's top seller list are quite rare, the machine being designed more for arcade blasting and jumping, than tactical deliberation. Can this cart compete with the *Sonics* and *Street Fighters* of the world?

Dune was, at one time, one of those novels that it seemed to be almost compulsory to have read, like *Lord of the Rings*. A hulking doorstop of a tale, it essentially boiled down to a story of good versus evil, good in the shape of one aristocratic dictatorship (the Atreides) and evil in the shape of another aristocratic dictatorship (the Harkonnen), battling for control of the sand planet Arrakis; the only place in the universe where a valuable mind-expanding spice can be found.

Dune: Battle for Arrakis is a sequel of sorts itself, although it is very different to the Mega-CD game, its ostensible prequel. While the first game was an RPG, using the Mega-CD's storage capacity for lots of digitised video and speech, *Battle for Arrakis* is out-and-out strategy. But don't turn the page yet, zap-freaks – this is one wargame that will appeal to everybody.

Getting the aesthetic side of things quickly out of the way, the graphics are at best functional – on a sand planet, there's not much scope for varied landscapes – and the sound, while boasting some crisp sampled speech, isn't anything out of the ordinary, either in spot effects or music. This is the bad news.

From here on, though, it's smiles all round. *Battle for Arrakis* is one of the most fiendishly playable Mega Drive games I've ever had the pleasure of slotting into my machine. Taking a few liberties with Dune politics, *Battle for Arrakis* casts you as a general working for one of the three groups struggling to gain control of the planet – House Atreides, House Harkonnen, and a new addition, House Ordos. Whichever House you choose to serve, the goal is to dominate Arrakis and its spice by wiping out the other two opponents.

Domination is achieved through a careful blend of applied economics and extreme violence. Each mission starts out in the desert, where you are supplied with a few vehicles and a production facility. Using the limited amount of money available at first, you have to expand your base into a centre for spice mining and refining, which brings in money, and then use this money to build up your military forces so you can drive your rivals from the region. As each area is conquered, more advanced hardware becomes available to aid your task, but the same hardware can also be nicked by your opponents!

Compared to the usual fiddly controls of wargames, *Battle for Arrakis* is ridiculously easy to play. A simple point and click method allows you to perform any required task, from building a new spice refinery, to launching an all-out assault with 20 tanks on your enemy's base. It's this combination of construction and destruction which makes the game so absorbing. Without the necessity to juggle your limited financial resources between mining and defence, it would be little more than an updated version of the ancient Spectrum wargame *Stonkers*, and if there were no troops, tanks and missile launchers, *Battle for Arrakis* would merely be a sand-swept *Sim City*, a hugely overrated game in my opinion.

But with both genres combined into one, the result is a cart which hooks your interest like something from *Hellraiser*, and refuses to let go. An example; I took the game home on a Friday night, expecting to play it for a few hours and then type up a review, but such was its hold that I played on until 2AM, totally oblivious to the fact that I'd missed *Have I Got News For You* and *The Word* (both normally essential viewing), and it wasn't until Sunday evening that I reluctantly stopped playing long enough to get onto my word processor!

Dune: Battle for Arrakis is incredibly addictive, with perfectly designed gameplay and no unnecessary complications to get in the way of the fun. The only quibble I have (sorry, but no reviewer is ever allowed to say a game is perfect – it's traditional) is that some way to make your map view snap instantly back to your base would have been nice, but the game still plays superbly anyway. If you thought that all strategy games were tedious, complicated, long-winded things, then think again – *Dune: Battle for Arrakis* is one desert storm that won't blow way in a hurry.

AM

Instead of a percentage mark, we have included this 'at a glance' guide to the game's good and bad points. Each of these points will be expanded in the text of the review.

PROS

- Incredibly playable!
- Lots of missions, and three Houses to play for.
- Handy password system.
- Superbly simple and effective controls.
- Tutorial option, and advice from the Mentats.
- Proves there's more to the Mega Drive than platform games.
- Not a cute company mascot in sight!

CONS

- Basic graphics and sound.
- Er... that's it!

As we are a solutions magazine, each game gets a small selection of tips and cheats that we've discovered while playing the game. This section will also tell you if the game will be solved in a future issue.

TIPS

- **If one of your sandcrawlers is being attacked by enemy troops and you have no other vehicles in the area, direct the 'crawler to drive right over the attackers. Splat! End of threat.**
- **When you begin a level, the first things you should construct are a Windtrap and a Refinery. If you have money left over (on the later levels), follow this up with another Windtrap, an Outpost and a Vehicle factory.**
- **If the enemy base is guarded by rocket turrets, you can use missile launchers to destroy them from beyond their sensor range, then send in a tank force to smash the buildings. If you destroy the enemy's production facility, wrecked buildings and turrets can't be rebuilt.**
- **Some passwords for the first few Atreides missions – DIPLOMATIC, SPICEDANCE, ETERNALSUN, DEFTHUNTER, FAIRMENTAT, ASHLIKENNY, SONICBLAST.**

No messin', this stats box will immediately tell you what you need to know. What machine? How much? How big? Where to get it and from whom. The MEG refers to the size of the game in Mbits. Most Mega Drive games vary between eight and 24 Mbits.

DUNE
BATTLE FOR ARRAKIS

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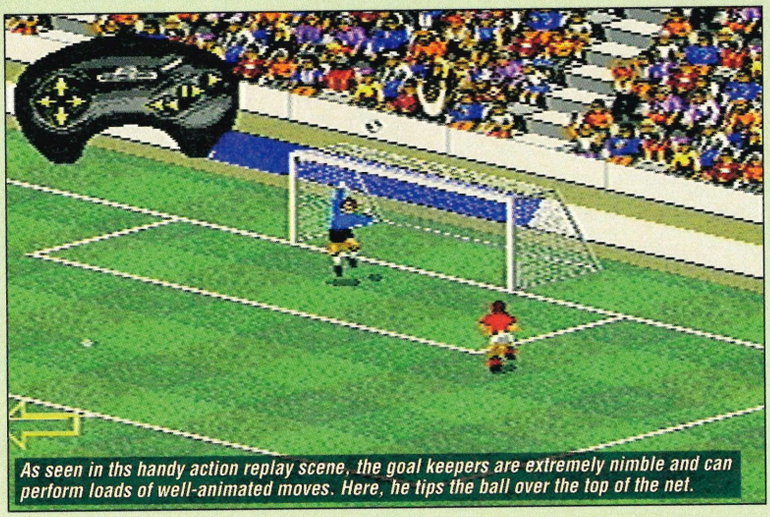
They've done it again! Just when you thought the Mega Drive was crammed to bursting with football games, EA step in before the final whistle and ram the winner home! No other genre has produced quite so many games as football and to survive nowadays, you really have to produce something incredible. *FIFA* is on the powerful EA Sports label, but will the new format succeed, or will it Graham Taylor nosedive into the turf? *FIFA International Soccer*, not just a matter of life and death – it's much more important than that!

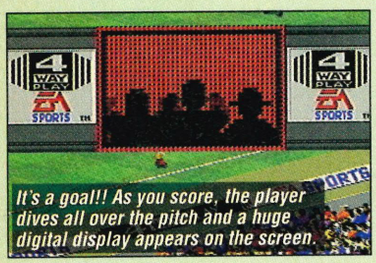


As seen in ths handy action replay scene, the goal keepers are extremely nimble and can perform loads of well-animated moves. Here, he tips the ball over the top of the net.

EA should feel privileged that for this momentous game, I actually took it home, plugged it into my whacking great stereo TV, cranked up the volume and played this sucker all weekend! Call me a saddo, or a wasteoid, but after my prolonged period of concentrated gamesplaying mania, I think that *FIFA* is the best damn footy game ever to grace a console.

Sensible Soccer relies on killer playability to make it a great game, but could you honestly look at those minuscule graphics and say that it's a great advert for the Mega Drive? No sireee! *FIFA* on the other hand has it all. In my opinion, the EA Sports label is currently the best selling and most professional producer of quality games on the Mega Drive, and there are plenty similarities with *Madden* and *EA Hockey*. As per usual, the options are overwhelming and presented with easy-to-use menus and in clearly defined terms.

EA have clearly gone out of their way to make this the ultimate soccer game, even including the controversial offside rule, which I've never seen in any other game. The list of options includes over 48 individually rated International teams (although no real players, unfortunately), different pitches, weather conditions, fouls and a variety of cups and matches to play. There is also a plethora of specific game options once you win the toss, which can be called up with a tap of the Start button. I was impressed from the word go, but could the gameplay live up to all this hype?



It's a goal!! As you score, the player dives all over the pitch and a huge digital display appears on the screen.

Well, yes actually. As you can see from the screen shots (go on, look) the game is viewed from a curious slanted angle that turns the pitch into a huge stretched diamond, and at first I was sceptical of this radical new design. Clearly, EA wanted *FIFA* to stand out from the horizontal, or overhead brigade, but there are plenty of problems to overcome when you are in forced perspective. Happily, they all seem to have been solved, with a perfect control system that makes you wander why all the other games didn't try and be this original?

Like *EA Hockey*, the active player has a star at their feet and you can quickly flip between footballers to build up runs and pass effectively. The best part of *FIFA* is undoubtedly the running feature, which allows you to frantically bash the C button to give your players an added burst of speed. This means as the ball breaks past the two defenders, you can smash the buttons to streak in and get the goal. The added realism means you are in direct control of the players, instead of having to wait for each ponderous sprite to trudge along the pitch.

It's very hard to describe the standard of the graphics when compared to the staid competition – *FIFA* really is incredibly well detailed in every respect. Each player sprite contains hundreds of frames of animation, they dive for headers, pass back, tackle, shoot, fight, somersault kick and even fake an injury! The goalie dives with outstretched fingers, tips the ball over the bar, and even punches it out during a tense cross. No other game recreates football as accurate as this – most make do with shoot, tackle and pass. Pah!

What really sets *FIFA* above the rest of the footy games (*Sensible Soccer*, *J League*, *Champions of Europe*, *Super Kickoff* etc) is the new StadiumSound feature which makes you feel as if you are surrounded by eighty thousand people. The crowd chant "come on you reds", scream, shout and boo when there's a nasty tackle. When you approach the goal with a shot, the crowd noise reaches fever pitch as you are bombarded with a deafening

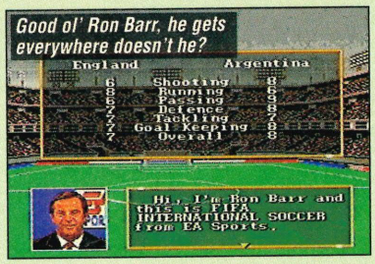
Here we see a tense corner being taken in the cup final match.

cacophony of anticipation. Few games create real atmosphere and sense of place, but heard through a powerful set of speakers, *FIFA* is almost indistinguishable from the real thing!

Before you rush out the door with your £45 in hand – there's more. As with all the new EA Sports games, *FIFA* comes complete with the highly playable 4-way-play option, which means you can have four players simultaneously! The way this works is that you can have two on each team, or all four playing in unison. Having comprehensively tested the system (the adaptor is extra and costs £29.99, and you need four joypads!), I reckon this is the ultimate in multi-player entertainment, and the added participation makes *FIFA* an even bigger hit. However, most console owners will never experience this feature because it costs so much to play.

Every other magazine has given *FIFA* rave reviews and in this present climate of exaggerated ratings, I was dubious as to the game's playability. However, after playing *FIFA* solidly for over a week, I must confess that it is too good to be true. Without doubt the best football sim to appear on any console (even *Striker* on the Super NES pails by comparison) and truly one of the greatest games ever to grace the console. Miss this and you'll regret it!

DB



PROS

- Superb animation on all players.
- StadiumSound is a new generation!
- Tough computer teams – at last!
- Rapidly progressive control method.
- Realistic moves and good shooting positions.
- Everything a footy fan could ever want!
- Simply the best...

CONS

- Passing can be a bit haphazard.
- Goalies concede too many corners.

TIPS

- **Rapidly press the B button when the ball hits your feet, and then push in the direction of the ball to win it from the opponent everytime! If you approach the goal from the middle, push down on the pad as you shoot, for a low, hard shot into the goal.**
- **When playing against the computer, leave a striker in the area when the keeper has the ball and stand just in front of him as he kicks it out. If you are in the right place, the ball will rebound off your man and then you can quickly press C to hammer it into an unguarded net.**

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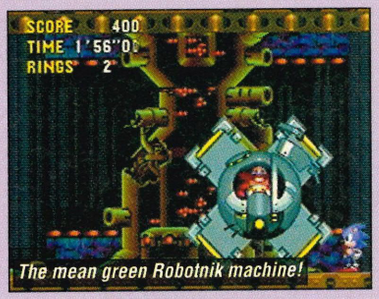
SONIC CD

XS RECOMMENDED

The blue spiky one is back! This time, he's souped-up and raring to go on the Mega-CD. Sonic the Hedgehog has taken his girlfriend, Amy to the Never Lake for a spot of sightseeing, but something is amiss; odds on it's Dr Robotnik up to no good. Battling through over 70 levels of mayhem, Sonic has got to put a spanner in Robotnik's works, to prevent yet another of his hair-brained world domination attempts. Will he ever learn?



The mean green Robotnik machine!

Previous Sonic games were noted for their fantastic speed, and I have to say that this is the fastest of them all – my eyes could barely keep up with the pace of Sonic running at full whack! Equipped with his usual array of spinning and dashing manoeuvres, Sonic speeds nimbly through giant landscapes; avoiding the complex traps that Robotnik has devised to catch the speeding rodent. This is definitely everything you've ever wanted to see in a Sonic game... and more!

Gameplay wise, it's fairly standard stuff, with massive levels, full to the brim with gaping chasms, leaps of faith, and robotised enemies to smash. To top it all, each of the levels in *Sonic CD* are at least three times bigger than any seen before!

The beauty of *Sonic CD*'s gameplay is that, although blindingly fast, you can also slow down and explore the countless miles of tunnels and platforms. Hidden bonuses are bountiful and most of the skill is in finding all the extra lives, rather than just barrelling through the level. Like all the previous Sonic

Sonic Chainsaw Massacre Shocker!

The amazing bonus round.

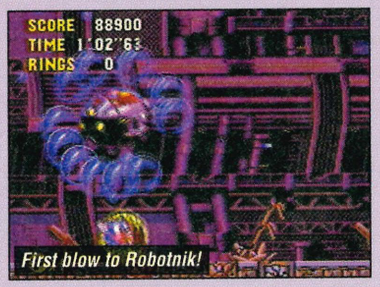
games, every time you play, you inevitably unearth a whole new section that you've never even seen before.

A special Time Attack option in the game allows you to race against the clock through any of the levels that you have completed. Unfortunately, there's no split screen option to race head to head, unlike in *Sonic 2* , and this would have been a terrific addition. I have to admit that I didn't find the first two Sonic games were anything to shout about in terms of innovation, however the CD game has incredibly well-defined graphics that are as vivid as I've ever seen, and the game has an excellent animated intro cartoon.

Each of the seven massive worlds are characteristically different and unbelievably complex. You thought the loops and corkscrews in *Sonic 2* were disorientating, now try triple whirlitzers combined with spin tubes, flippers, jets and waterslides! I dare you to keep your eyes open and hold onto your lunch as you hit any one of these babies!

At first glance it seems that the CD power has barely been tapped, other than to beef up the music and provide more levels than is physically possible on a humble cart. But after playing it at length, I believe that the Sega programmers have done the right thing in concentrating on gameplay, rather than contriving to overuse the CD's extra capabilities just for the sake of it.

The music throughout is superb, with some upbeat rave tunes to keep the blood pumping as you race around. The CD's rotation capabilities do seem to have been used to great effect in the



First blow to Robotnik!

bonus level however (when you complete a level with over 50 rings), in a Mode 7-esque type sequence which has you dashing around a maze, chasing UFOs. The graphics here are excellent – a true stepforward for Sega, as they almost match those of the Super NES. The only problem I found, is that this section is a bit too jerky and difficult to judge distances.

Sonic CD also differs from its cousins with the fascinating timewarp feature. Dotted around the levels are a number of signposts that open a gateway to the past or future. Hit one and it's time to speed up to 88 MPH and catapult yourself through the fabric of time itself! Arriving in the prehistoric past, or to a myriad of possible futures, a vast number of extra levels open up to be explored. The idea is to go back into the past and smash up any of Robotnik's devices before they change the course of history! Not surprisingly, the graphics all radically change in each era, and there is also a vast scope for getting objects that are trapped in the future, but available in the past.

Although *Sonic CD* is unorthodox in many ways, you still get the familiar end of level guardians. Every three zones, Robotnik shows up with his usual collection of mechanical contraptions. Undoubtedly a wizard in the world of electronics, Robotnik has still failed to grasp the notion that the most effective weapon against a hedgehog is a speeding lorry. Maybe next time, eh?

Unfortunately, due to the Sega law of diminished challenge, all of the metal madmen are easy to defeat and this is one of my only criticisms of the game. As with the first two Sonic outings – *Sonic CD* is far too easy. A few notches higher in the difficulty setting would have made this an even more essential purchase. Despite these minor grumbles, fans of blue rodents will not be disappointed.

ES

Sonic just loves to hang around.

PROS

- Super-fast action in the true Sonic tradition.
- Unbelievable number of imaginative enemies.
- Thumping good soundtrack.
- Huge number of levels and times to explore.
- Another great bonus level!
- Adds to the successful formula.
- The super Sonic!

CONS

- Doesn't really show off the CD's abilities.
- A tad too easy.
- No simultaneous two player option.
- Not particularly different from the original games.

TIPS

- **You want a level select? You've got it! When Sonic appears on the title screen and waves his finger, press Up, Down, Down Left, Right and B to enter the secret menu screen.**

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XS RECOMMENDED

Hot on the sand-caked heels of Virgin's *Dune* on the Mega-CD comes *Dune: Battle for Arrakis* on the Mega Drive, a very different game. Strategy games on Sega's top seller list are quite rare, the machine being designed more for arcade blasting and jumping, than tactical deliberation. Can this cart compete with the *Sonics* and *Street Fighters* of the world?

Dune was, at one time, one of those novels that it seemed to be almost compulsory to have read, like *Lord of the Rings*. A hulking doorstop of a tale, it essentially boiled down to a story of good versus evil, good in the shape of one aristocratic dictatorship (the Atreides) and evil in the shape of another aristocratic dictatorship (the Harkonnen), battling for control of the sand planet Arrakis; the only place in the universe where a valuable mind-expanding spice can be found.

Dune: Battle for Arrakis is a sequel of sorts itself, although it is very different to the Mega-CD game, its ostensible prequel. While the first game was an RPG, using the Mega-CD's storage capacity for lots of digitised video and speech, *Battle for Arrakis* is out-and-out strategy. But don't turn the page yet, zap-freaks – this is one wargame that will appeal to everybody.

Getting the aesthetic side of things quickly out of the way, the graphics are at best functional – on a sand planet, there's not much scope for varied landscapes – and the sound, while boasting some crisp sampled speech, isn't anything out of the ordinary, either in spot effects or music. This is the bad news.

From here on, though, it's smiles all round. *Battle for Arrakis* is one of the most fiendishly playable Mega Drive games I've ever had the pleasure of slotting into my machine. Taking a few liberties with Dune politics, *Battle for Arrakis* casts you as a general working for one of the three groups struggling to gain control of the planet – House Atreides, House Harkonnen, and a new addition, House Ordos. Whichever House you choose to serve, the goal is to dominate Arrakis and its spice by wiping out the other two opponents.

Domination is achieved through a careful blend of applied economics and extreme violence. Each mission starts out in the desert, where you are supplied with a few vehicles and a production facility. Using the limited amount of money available at first, you have to expand your base into a centre for spice mining and refining, which brings in money, and then use this money to build up your military forces so you can drive your rivals from the region. As each area is conquered, more advanced hardware becomes available to aid your task, but the same hardware can also be nicked by your opponents!

Compared to the usual fiddly controls of wargames, *Battle for Arrakis* is ridiculously easy to play. A simple point and click method allows you to perform any required task, from building a new spice refinery, to launching an all-out assault with 20 tanks on your enemy's base. It's this combination of construction and destruction which makes the game so absorbing. Without the necessity to juggle your limited financial resources between mining and defence, it would be little more than an updated version of the ancient Spectrum wargame *Stonkers*, and if there were no troops, tanks and missile launchers, *Battle for Arrakis* would merely be a sand-swept *Sim City*, a hugely overrated game in my opinion.

But with both genres combined into one, the result is a cart which hooks your interest like something from *Hellraiser*, and refuses to let go. An example; I took the game home on a Friday night, expecting to play it for a few hours and then type up a review, but such was its hold that I played on until 2AM, totally oblivious to the fact that I'd missed *Have I Got News For You* and *The Word* (both normally essential viewing), and it wasn't until Sunday evening that I reluctantly stopped playing long enough to get onto my word processor!

Dune: Battle for Arrakis is incredibly addictive, with perfectly designed gameplay and no unnecessary complications to get in the way of the fun. The only quibble I have (sorry, but no reviewer is ever allowed to say a game is perfect – it's traditional) is that some way to make your map view snap instantly back to your base would have been nice, but the game still plays superbly anyway. If you thought that all strategy games were tedious, complicated, long-winded things, then think again – *Dune: Battle for Arrakis* is one desert storm that won't blow way in a hurry.

AM

PROS

- Incredibly playable!
- Lots of missions, and three Houses to play for.
- Handy password system.
- Superbly simple and effective controls.
- Tutorial option, and advice from the Mentats.
- Proves there's more to the Mega Drive than platform games.
- Not a cute company mascot in sight!

CONS

- Basic graphics and sound.
- Er... that's it!

TIPS

- **If one of your sandcrawlers is being attacked by enemy troops and you have no other vehicles in the area, direct the 'crawler to drive right over the attackers. Splat! End of threat.**
- **When you begin a level, the first things you should construct are a Windtrap and a Refinery. If you have money left over (on the later levels), follow this up with another Windtrap, an Outpost and a Vehicle factory.**
- **If the enemy base is guarded by rocket turrets, you can use missile launchers to destroy them from beyond their sensor range, then send in a tank force to smash the buildings. If you destroy the enemy's production facility, wrecked buildings and turrets can't be rebuilt.**
- **Passwords for the Atreides missions –** DIPLOMATIC, SPICEDANCE, ETERNALSUN, DEFTHUNTER, FAIRMENTAT, ASHLIKENNY, SONICBLAST, DUNERUNNER.

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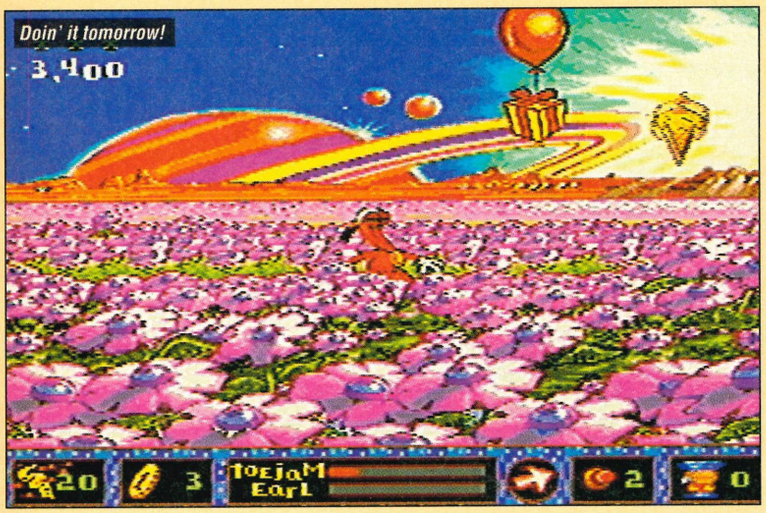


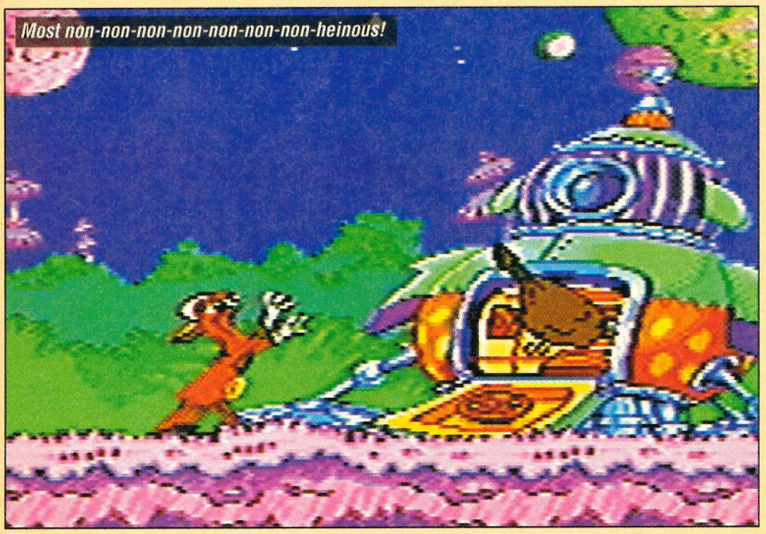
Ribbit! Aaaaah, bodaceous, this is how the two most surf-wise guys of the planet would respond to an outrageous comment, man. Toe Jam and Earl are two of the hippest aliens to ever walk this planet, let alone any other. These guys have graced the Mega Drive once before, having been trapped on the wrong world. This time they need to capture humans roaming their own planet, throw them into a rocket ship and send them on their way back to Earth. SEGA XS welcomes the return of a truly awesome coupling!

Where does anyone start when trying to describe a most unbelievable, thoroughly enjoyable, highly entertaining, funky-tuned, sexy game? Um... that's one way I suppose.

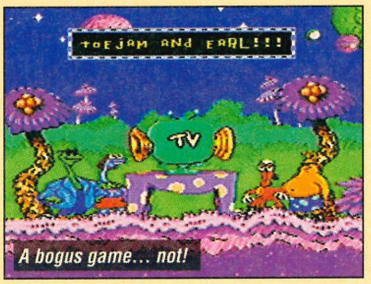
To begin with, in *ToeJam and Earl 2* the graphics have been taken from the original and given a shot of life and colour. It is also seen from a different perspective, the first was viewed from above and to the side. This was effective, but it did limit the moves of the characters and the scope of the game. The sequel however, has managed to reform the style to the classic horizontal platformer. The programmers have also managed to add loads more funklicious moves and integrate an almost endless supply of icons, power-ups and other crazy features.

All the colours are bold, striking, attractive, and especially in yer face, and the animation of all the characters is truly superb. ToeJam and Earl walk with a swagger, bounce with grace, and swim with sheer flippancy as they obtain extra air by grabbing a fish and kissing it! Mad!

The game revolves around the capture of a bunch of free-loading humans. ToeJam and Earl are needed to locate all the humans on their home planet after they stow away on the ship back from Earth. You will need to capture the humans in jars and throw them into a rocket, bound for Earth – a more original plot you could not hope to find.



Apart from the obvious platform jumping action, you are also able to shake trees, part shrubs and hedges to collect coins, funks, panics, and super bottles. You can also follow arrows suspended from floating balloons to collect bonuses and enter sub-levels.



As you travel across the planet, your Funk Scanner allows you to see any hidden bonuses or humans on the screen – surprise is an essential tool. The Panic button is vital when escaping tight situations, and coupled with the Funk Vacuum (a sort of smart bomb), it increases your chances of getting the humans. As in the first game, all the sprites are large and clearly illustrated, and the levels are as massive as ever, but you can use the handy warps to get around.

Musically, most games have a fairly bland soundtrack, purely it takes time to synthesize real music and voices. *ToeJam and Earl 2,* however, again strives to be different. The tunes are pure funk, full of drum beats and soulful rhythms. Not one is irritating, and all are easy on the ears. The rest of the game action is also interspersed with soulful snaps of speech when one or other character collects an icon, or becomes stunned.

Passwords are available as well as the option to continue after you become wiped out, but the game is still very challenging. There is even an option that allows you to set the subtitled speech of characters to your own taste; avoiding the interruption of words staying on the screen ages after you've read them.

Has the return of the Mega Drive's coolest dudes heralded a great game? Well, yes – definitely! The graphics are excellent, sound is likewise, and the fun gameplay is nothing short of inspired. Been there, done it, liked it, loved it... Catch my drift?

JE

PROS

- Insane crazily-drawn graphics that work wonderfully.
- Large sprites and a huge amount of scenes.
- Increasingly difficult puzzles.
- Pumpin' tunes will have you tapping your feet.
- One and two player option as well as passwords.

CONS

- Once completed, you won't want to play again.

TIPS

- **Use your Funk Scan often, to show you the hidden secrets of the world around you.**
- **To jump higher, start from the squatting position.**

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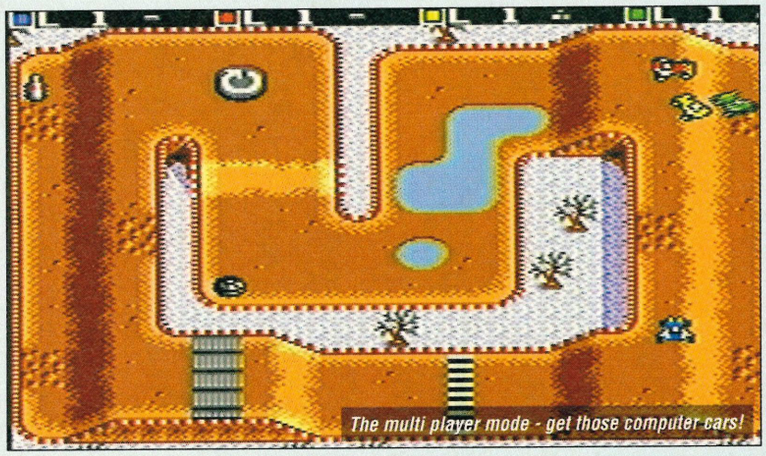
The one player course played in a scrolling isometric arena.

Looking not a little like *Off Road*, *Buggy Run* is a stock car race-'em-up in the finest tradition. In a one or two player mad mayhem race or battle, take control of a set of small, but perfectly formed dune buggies complete with roll cages. One of the finest games I have seen on the Master system, *Buggy Run* leaves other racing games standing, but then how many others are there?

As soon as you start *Buggy Run*, you realise the care that has been put into making the game fun to play right from the start. More fun than a barrel of burgers, it's fast, it's furious and definitely one of the most playable games I have played in a while. Certainly, the best Master System release in years!

The number of options is simply enormous. Race with a friend, against the computer, or with a friend against the computer – every combination is possible here. Did I mention the battle section? When I first saw the course and layout of the very simple tracks, I nearly dismissed it instantly as laughable. Look deeper however and there's a lot of fun to be had – it's always the simple ideas that prove to be maddeningly addictive (take *Bomberman* for example). The idea of the game is to simply ram your opponents (the computer controlled cars, or a friend) off the course and into the bubbling lava. The last one remaining wins. The basic gamplay of *Buggy Run* is extremely simple, but it is an excellent idea to spice up what would otherwise be a pretty straight conversion of *Off Road* with the compelling battle mode.

The races themselves are viewed from one of two perspectives. If you are playing simultaneously with a friend, the Master System obviously cannot cope with the computation necessary for a split screen race, so the action takes place on an overhead view of a dirt track, filled with jumps, water hazards and even bombs that lay strewn about the track. With three difficulty settings, each with their own set of tracks (five per setting), you take part in a cup, winning money and points, to see who takes the championship at the end of the season.


The multi player mode - get those computer cars!

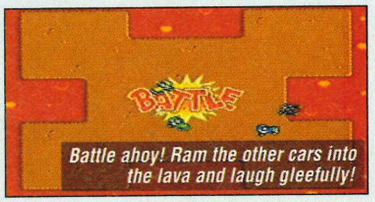
With the money that you earn or pick up on the track, you get to go to the parts and spares shop, owned by a rather saucy little blonde willing to satisfy your every desire – almost (sorry, Mark). With three sets of suspension, engines and tyres, and many more accessories to be added (including mines and nitros to blast you into first place!), there's a lot of fun to be had as you notice the improvements in the handling and speed of your motor when you enter the next race. The higher up the rostrum you come, the more money you earn to buy equipment, so there's a never-ending spiral of success if you can win a few races quickly, and therefore improve your car far beyond your opponents. Of course, one bad crash and the whole plan is ruined. Still, that's life in the fast lane!

Despite the excellent simultaneous race, the one player game is the most impressive graphically, with the view changing to an isometric perspective, scrolling diagonally around increasingly complex tracks. Starting off on an easy course, free of tight turns and jumps, you quickly learn the handling of your vehicle and it's not long before you've mastered the tricks of cutting corners and dropping bombs into the path of an incoming computer car.

The difficulty level is perfect. I started out comfortably winning the races, having got to grips with the controls, but the computer slowly improves its buggies and controls them more intelligently later on, so that they do their best to ram you off the road, or plant bombs in your face! Eventually, I had to concede to their superiority as they disappeared over the horizon, leaving me spluttering on their dust.

A handy feature of the game is that it includes a password system that enables you to restart the game at the last difficulty level you reached. Considering that the initial races are against relatively simple computer opponents on easy tracks, this enables you to get down to the nitty gritty of vying for the top spot against the more ruthless opponents, without having to play through the early levels.

One of the possible downfalls of *Buggy Run* is that although a great game in one player, it does have a limited lifespan. Once you have completed all the difficulty settings, there are no more tracks to learn. Consequently, *Buggy Run* is really best played by two players – it's also a shame that a four player tap system could not have been introduced to allow four people to battle or race at the same time. In my experience, games just get better and better with the more people that can be involved at once.



Battle ahoy! Ram the other cars into the lava and laugh gleefully!

In all, this game opened my eyes to what can be achieved with a fairly old machine with limited capabilities, but lots of good ideas. The number of options in this game is simply awesome – and the most has been made to keep the game challenging, and most of all, fun. Get someone over and you'll be battling for days! Highly recommended!
ES

PROS

- Easy-to-enter gameplay.
- Huge array of options.
- Great battle mode.
- Brilliant graphics.
- Long lasting appeal.

CONS

- If you don't like driving games, then it's not for you.
- Possibly limited if used only in one player mode.

TIPS

- **To start in the expert division with loads of equipment, enter this code:**

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GODS

Accolade; Gods' gift to gaming! Greek mythology would have you think of their beloved Gods as the only beings to hold power over life, the universe and everything. This may be true for Accolade, but only in the games world! The mystery of large well-oiled torsos is exposed in eight Mbit of Mega Drive cartridge. A platform puzzler, *Gods* is a highly original game, but will it survive the wrath of the human race?

You all remember *Gods*, right? This one of those games that, although very good, just hasn't received the hype and promotion it deserves. Unlike say, *Mortal Kombat*, which is the direct opposite. *Gods* has already caused a storm on the Amiga and Super NES (where it was warmly received) and now it's the Mega Drive's turn.

The game is split into four scenarios: City, Temple, Labyrinth and Underworld. All of which have increasingly difficult puzzles to solve, and more intricate mazes to explore. The tasks you must complete, all involve killing some huge guardian so that you will be immortalised as a god when you have completed them all.

thinking this is just another run-of-the-mill platform shoot-'em-up, but *Gods* contains plenty of brain-teasing problems and traps that are guaranteed to test your skills to the limits. I played it for three days non-stop and I was still hungry for more!

Statues of Mark after the Christmas party stare from the walls.

There are times when playing that you feel there is no way out, but you must experiment with the switches and levers, for doors to open and platforms to appear. The puzzles have their appeal, but can easily become frustrating when you just end up wandering endlessly. To enjoy *Gods*, you really must have a PHD in cunning, and a doctorate from the school of lateral thinking.

The multitudes of enemies appear in three forms. The Destroyer will mercilously pursue you through the game – its only aim in life being your immediate extinction. Fliers have the same mode of thought as the Destroyers, but they have wings to circle above you and are the more elusive enemy. The third persistant bad guy is the Thief, who will consistently follow you and steal items; preventing you from continuing.

"Snakes... why did it have to be snakes?"

Throughout the game you need to activate a number of switches and levers to access further parts of the levels. You have many weapons at your disposal from axes and maces, to lightning bolts and spears, all of which inflict different amounts of damage to anyone that crosses your path. These weapons can be found throughout the levels, or can be bought in ye olde shoppes, using gems you collect. You may be

The graphics of this game are, to be fair, pretty bland, with plenty of greens and dark gold colours forming the backgrounds, but the central characters are all very well detailed and all the icons are easily distinguishable. The hero, Hercules, walks like a right 'ard nut, but the lack of many moves, means that jumping large gaps is a stilted, haphazard affair. I would have preferred if Hercules could grip onto ledges as in *Prince of Persia* and *Flashback*, to avoid certain death every time you're one pixel short. The game is enhanced by the mystic music which perfectly accompanies the mythological Greek atmosphere, and the sound effects are meaty and raw.

Hercules faces the wrath of those well-known Greek legends, the Little Green Men.

Throughout the game there are loads of warp gems, bonus rooms and the obligatory end-of-level guardian to complete, but you are never completely swamped by a cavenous increase in the difficulty level. With only two lives to rely upon, you will no doubt die quite rapidly in the beginning, but the more you play, the easier it becomes. Passwords are given at the beginning of the worlds; this will not enable you to complete the game in a day – it only allows you to restart the game at a strategic point. There is also a tips option; allowing you to play the game with hints being available to you throughout. Most of these are, in keeping with the game's character, cryptic, but well worth deciphering.

Gods is very much a complicated puzzler with a high level of mindless shooting. The weapons have a strong feel; enabling you to release your powers in a surge of energy, and enemy explosions are huge, with plenty of shrapnel flying in all directions. There is no question that *Gods* will last any gamesplayer a long time, but I can't help thinking that the action is a little bit repetitive for my tastes. After all, most of the tasks involve pulling lots of levers and then finding out what has changed – this is not my idea of constant excitement. If you are easily bored with mind-bending puzzles in a platform game, then this game is probably not for you, although it is a highly underated game. Worth a trial if at all possible.

JE

PROS

- Large and intricate puzzles make this a lasting game.
- Good graphics and atmospheric sounds.
- Extra tips are very original.
- Plenty of tough levels to complete.
- Mythogical fun for all the family.

CONS

- Some of the puzzles are confusing and at times annoying.
- Dodgy controls would frustrate your average gamer.

TIPS

- **Experiment with all the levers and buttons to see if bonus rooms or warps appear. You will need to look carefully for the buttons as they blend in with the background.**
- **Look out for the completly mapped solution in a future issue of SEGA XS.**

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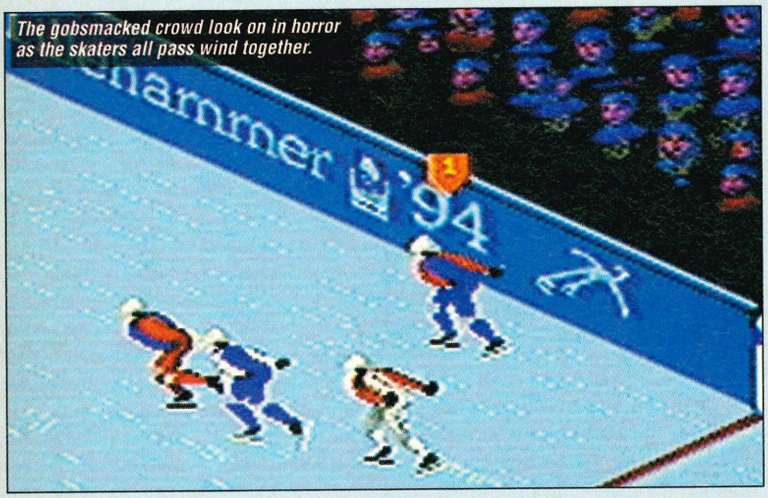


The gobsmacked crowd look on in horror as the skaters all pass wind together.

As the chill of winter sets in and the Christmas season rides on a wave of spending, and even more spending, US Gold release *Winter Olympics* on the Mega Drive. Set in the snow-capped peaks of Lillehammer, situated 100 miles north of Oslow in Norway – the 1994 Winter Olympics are beamed straight into your living room, with all the events faithfully recreated from the bobsleigh to the moguls. The question remains, should you put on your wraparound ski goggles and grab the joystick, or just wait for the real thing instead?

The best thing about Olympic game titles is that they offer you a variety of mini games which you can swap between and get to know individually. The drawback with cramming lots of games into a single cart, is that each one doesn't always stand out on it's own, and lacks the involvement that is needed to hold the package together.

There are ten events in *Winter Olympics*: downhill, super G, giant slalom, slalom, bobsleigh, luge, biathlon, ski jump, short track speed skating and freestyle moguls. Some are too similar to truly be judged as separate events requiring separate skills, but they are all meticulously detailed.

The bobsleigh and the luge both require you to franticly hammer on the A and B buttons to gain initial speed and then when the speed curves appear, you have to carefully guide into them without tipping your men onto the icy floor. There isn't that much to do except sit there and hang on.

When there is a crash, it is very undramatic, as the pilot just falls out without so much as a grunt, as if he suddenly had an urge to go to sleep on the bobsleigh track at 90MPH! However, the graphics are well drawn throughout, with a geographically accurate map of Lillehammer (thanks for reminding me, Andrea!).

The skiing events in contrast, require a high degree of control. You have to constantly roll the direction pad to keep on course and this can be quite a challenge, especially when striving for a winning time. If you have fingers like cucumbers that just aren't nimble enough, then it may take you a while to get to grips with this. I quickly discovered that you have to learn the courses on a trial and error basis, as there is no map displayed while skiing, and those trees seem to just leap out as you whizz by! There is a map briefly displayed before the event, but this is not really a great help unless you have a photographic memory. Perhaps a three-dimensional view from behind the skier may have been more impressive instead of the bird's eye view from above. Maybe there will be a CD version with a *Cliffhanger*-style ski section included?

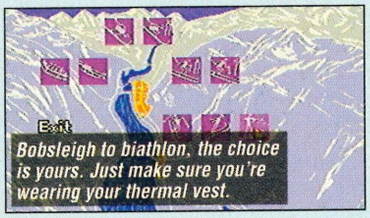
The moguls has a different style of gameplay altogether, and this is proof that each event requires a multi-talented player. The view is front on, and you can perform tricks and combinations as you build up your confidence enough. This is definitely the hardest section in the game because you have to takeoff and land perfectly every time, while performing triple backflips and making a cup of tea in the air.

A bobsleigh rider lifts his leg to show off his glossy thigh.

The biathlon is a simple two step operation. You have to ski over bumps with a rather peculiar method of control which entails trying to keep a marker in a central position, whilst shunting yourself forward. Great fun... not! The second stage gives you the chance to blast the hell out of some wooden targets and the trees behind, using a magnified sight for greater accuracy. This is one of the most fun and challenging events (along with the skiing), but I found it very strange that although you fight against 20 other skiers in the first bit, they all seem to have vanished during the shooting section – must have forgotten their rifles!?

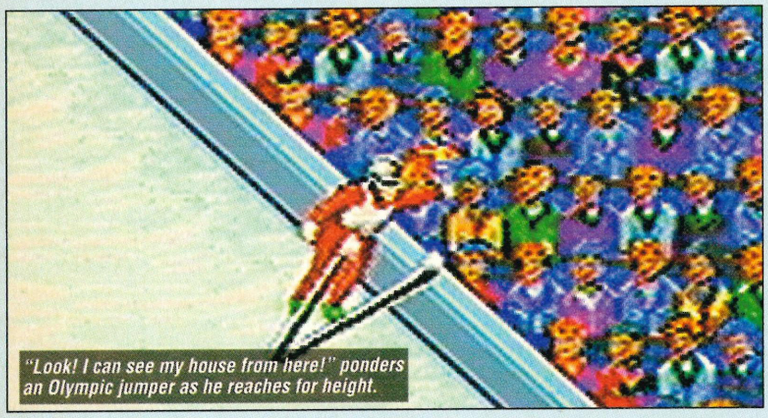
What sports game would be complete without the old *Track and Field* method of hammering two buttons on the joypad until your fingers have developed arthritis and the buttons have aged three years in three minutes?

The short track speed skating event caters for this. Here you must to pound the buttons at a quite ridiculous rate to lift your skates into any sort of competitive action. I can think of easier ways to exhaust your wrist than doing this (and Mark will show you).


Bobsleigh to biathlon, the choice is yours. Just make sure you're wearing your thermal vest.

Winter Olympics is a highly polished and accurate portrayal of all the key alpine sports that will be featured in the real Olympics at Lillehammer in '94. If you are a sports enthusiast, or just want to see just how difficult the events really are, then this game is for you, and I heartily recommend it to anyone who enjoyed *Summer Games*. With many players taking it in turns to get the best times, you can have endless fun competing in the tournaments, or just perfecting the thousands of possible moves needed to win the gold medal.

RF


"Look! I can see my house from here!" ponders an Olympic jumper as he reaches for height.

PROS

- Huge variety of events available.
- Training mode lets you explore events without doing them in order.
- Lots of research makes this incredibly accurate.
- Generally good, if purely functional, graphics.

CONS

- Poor all round sound.
- Short-lived events.
- Events do not hold out on their own.
- Only challenge is to improve performance.

TIPS

- **When skiing, follow the grain of the snow, as this is a the only indication of direction.**
- **On the shooting range in the biathlon, use very, very slight touches of the pad to guide your sight. If you can't find the target very easily, then aim just above the target and let the sight drop onto it and fire.**

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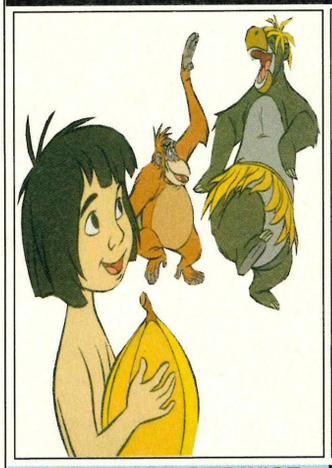

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CLIFFHANGER

Step into Sylvester Stallone's stack-heeled shoes for this conversion of his summer hit film, *Cliffhanger*. $100 million in cold cash is scattered around the inhospitable peaks of the Rocky Mountains, and a platoon of bad guys have taken Sly's friends hostage to help in the search. It's up to 'The Man Who Was Rambo' (with a little help from you) to rescue the hostages and save the day. Does Sony Imagesoft's game scale the heights, or end up at the bottom of a ravine?

Sly races headlong down the mountainside in the good-looking, but grotesquely hard, snowboarding level.

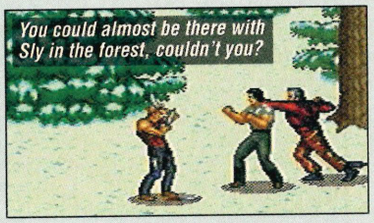
Damian has issued me with firm instructions for this review – avoid all mention of the actress who plays Sylvester Stallone's girlfriend in *Cliffhanger*, or suffer a fate worse than death; probably being forced to play *Curse* on the Master System for ten minutes. Well, let's see if I can get through another seven hundred words without dropping the name of my future wife...

Cliffhanger, the movie, was one of the summer's big hits, after the all-conquering *Jurassic Park*. A gang of ruthless criminals have carried out a daring mid-air hijack of a plane transporting $100 million, but were forced to crash-land in the Rocky Mountains after a wounded government agent Uzi'd their Learjet. The cases containing the money were scattered over the mountains, so the criminals 'recruit' a mountain rescue team (say hi, Sly) to lead them through the treacherous terrain to the three lost treasure chests.

Cliffhanger, the game, starts out promisingly, with a six-minute introductory sequence taken directly from the film, depicting the hijack, the subsequent crash and the press-ganging of Sly and his pal into helping out.

When the game itself starts, there is another video sequence to set the scene, this time three minutes long. With this much footage on show, even in Mega-CD Oxtail Soup-O-Vision, you start to wonder if it's worth renting the film, as all the best bits (except for the gory part with the stalactite) seem to be casually thrown in just to introduce each level.

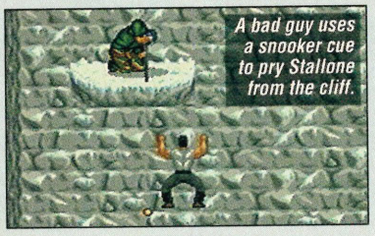
It doesn't take long, however, to realise that one reason for the amount of film footage on the CD might be to distract you from the fact that the game itself isn't much cop. As soon as I saw the first level, I had to choke back a cry of "*Streets of Rage*!" The Stallone sprite (which doesn't look much like the Italian Stallion) trots around a curiously rectangular mountainside, kicking and punching bad guys with all the grace of an arthritic Cyberman.


You could almost be there with Sly in the forest, couldn't you?

Every now and then one of the criminals drops a knife, or a gun, and Sly can pick it up and give them a taste of their own medicine. This is all horribly familiar stuff to anyone who's owned a Sega machine for more than five minutes, and I have to say that this is the most disappointing adaptation of a film licence to date.

Brief, but annoying climbing sections break up the horizontally scrolling beat-'em-up action, where Sly has to ascend cliff-faces that look remarkably like brick walls with a light dusting of snow. More bad guys lurk on ledges, taking pot-shots at our bicep-bulging hero as he scales the cliff. An annoying gameplay fault appears here – despite the fact that Sly can clamber onto the ledges supporting the baddies, he can't actually do anything to them once he's there. Come on, Sony! Why can't we hurl the goons to their doom hundreds of feet below?

At the top of the first cliff, the game style suddenly changes to something that actually uses some of the Mega-CD's much-ignored abilities. Stallone appropriates a snowboard from somewhere and hurtles down a steep and rocky slope, trying to stay ahead of an avalanche rumbling down the mountain after him.


A bad guy uses a snooker cue to pry Stallone from the cliff.

This is the best part of the game; the onrushing obstacles move at a frightening speed and it is all very smooth. You need the reflexes of a particularly hyped-up cat to make it through to the end and the whole sweat-fest is intensified by the fact that all the time you can hear the rumble of the avalanche approaching. The main problem with this level is that it is far too hard and overly long. There are no restart points and you'll probably find your patience exhausted long before your continues.

Although the ski section is one of the best-looking pieces of console action I've ever seen, once completed, it's back to the same old beat-'em-up stuff, just with different background scenery. *Cliffhanger* is a real wasted opportunity, another case of so much money being spent on the licence that there wasn't anything left over for game development. The fighting sections are totally unoriginal and not as good as *Streets of Rage 2*, the climbing scenes are an annoyance more than anything else, and, despite being very well done, the snowboarding rapidly becomes too frustrating to be enjoyable.

All that's left is the video footage, and if it came to a choice between paying £50 for the CD of *Cliffhanger*, or £2.50 to rent the video, I know which I'd go for. After all, you see far more of Janine Turner in the latter – oops! No, Damian, not the fate worse than death! It's even grimmer than I'd feared – don't make me play *Cliffhanger* again!

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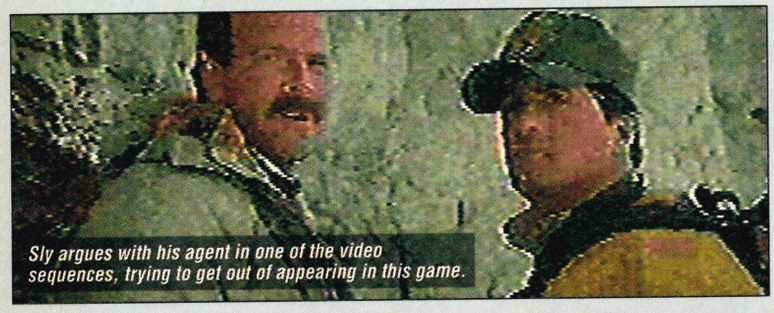
Sly argues with his agent in one of the video sequences, trying to get out of appearing in this game.

PROS

- Lots of footage from the film.
- Very nice snowboarding section.
- Dramatic soundtrack, straight from the film.

CONS

- Fighting is unoriginal and dull, dull, dull.
- Bland graphics all round.
- Climbing sections are even more tedious than the combat.
- Snowboarding is much too difficult.
- Barely a spark of imagination in the whole thing.

TIPS

- **On the first climbing section, wait for each goon to fire their two shots, then use the A button to rush past before they can reload. Always stay away from their diagonal lines of fire, as these are harder to avoid.**
- **During the snowboard level, use the piled snow on the sides of the track to slow you down if you are going too fast. Alternatively, press Down on the pad to have a similar, if not as rapid, effect.**

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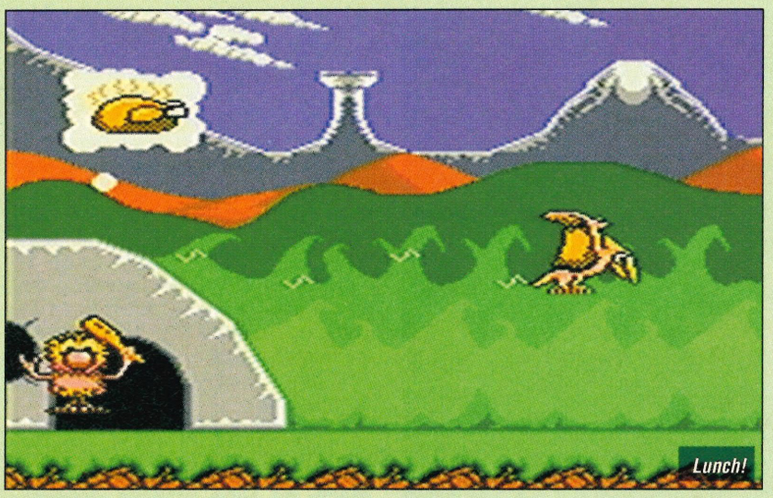
Starring Bignose the zany prehistoric caveman, *Dinobasher* is just that – a dino bash-'em up. It's the weekend and there's nothing Bignose likes to do more than go clubbing for an evening. Bashing his way across four islands, filled with sub-levels as big as a brontosaurusburger, he's after the ultimate snack to fill his rumbling stomach. Make no bones about it! Is *Dinobasher* bona fide, or just an old fossil?

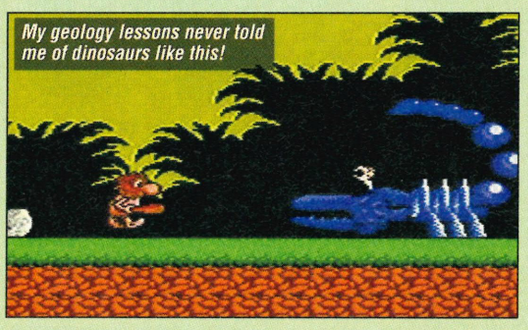


Bearing more than just a passing resemblance to *Chuck Rock*, *Dinobasher* is basically a scrolling beat-'em-up with a few tricky platform bits. Bignose, armed with his trusty club and a seemingly never-ending supply of stones in his thong, leaps treacherous caverns and faces fearsome reptiles in a typical platform romp.

The gameplay mainly consists of walk right, see a dinosaur-like thing coming towards you, bash it and off you go. Repeat until you meet the end-of-level guardian and it's more of the same. Codemasters will never be accused of being wildly original with this one.

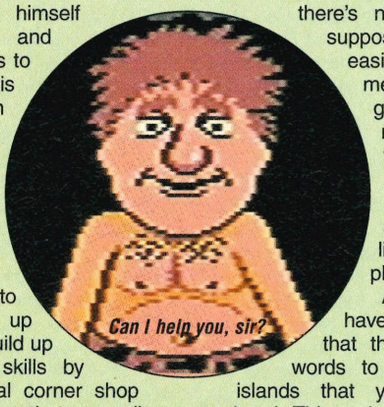
Graphically, *Dinobasher* is fairly basic, although the guardians are reasonably large for Master System sprites. The first giant bronto you meet is probably the only character that reflects the difference in size between man and dinosaurs. By contrast, the triceratops is much smaller than Bignose and this does nothing for realism (although, man was never around in the age of the dinosaurs anyway!).

As with all 8-bit games, there is no real parallax scrolling, and the backgrounds in *Dinobasher* are restricted to basic jungle-type skylines, with giant skeletons buried shallow beneath the topsoil, forming the fossils of years to come. It's not bad at all I suppose, but I've seen it all before too many times to look at it twice. There was even an equivalent *Caveman Capers* game on the Acorn Electron ten years ago!



The aim of the game is that Bignose must explore four islands before reaching his goal, which involves stopping at various scenic points in each, as indicated on an overhead map. This strongly reminded me of *Taz-mania* on the Mega Drive, as it used a similar set up to greater effect.

Having hacked through every stopping point on an island, Bignose twirls his club above his head at break-neck speed to lift himself above the ocean and make his way across to the next island. This section is quite fun and reasonably challenging, as it's pretty hard to maintain Bignose's height, whilst blasting pterodactyls that peck at his feet.



In addition to Bignose's start up weapons, you can build up your repertoire of skills by stopping at the local corner shop and trade in the bones that you collect on the way for a number of spells, or accessories that boost your firepower. Collect the three-way shot for that hail of bullets effect, or even an extra life from the local medicine man who gladly swaps a shrunken head for a measly 15 bones. If only this were possible in real life.

The platform jumps in *Dinobasher* are reasonably fiendish, with that old chestnut, the constantly moving platform, rearing its ugly head once in a while. Detours in the route appear in seemingly bottomless caverns that turn out to be secret caves to an underground bone store, but exploration is generally limited and frowned upon.

Games where you can choose the route are always more challenging to a certain extent, but its a shame that in *Dinobasher*, you are not allowed to retrace your steps. Once the screen has scrolled, that's your lot – there's no turning back! I suppose this makes it easier for the programmers, but it would give the game a more free and easy feel, and less of a scrolling shoot-'em-up, whose lifespan is exceedingly limited by this simple mistake.

Another gripe I have with this game is that there are no passwords to skip through the islands that you have already explored. This makes *Dinobasher* very annoying, because it's just a case of having to battle through every level to get to the point where you last died. Although the jumps and problems are incredibly mechanical, it takes ages to trudge through the levels and consequently you get incredibly bored very quickly.

Once you have fought through the bosses and learnt their attack patterns, it becomes exceedingly easy, and just a case of whether or not you can be bothered to fight through all the same scenes again in the vain hope that something even slightly interesting and challenging might appear.

I'm amazed that software houses haven't yet determined exactly what the difference is between making a game hard, but enjoyable, and hard, but tedious. It seems that many programmers believe the way to make a game challenging and long lasting is to set it so that all the levels must be fought through each and every time, rather than concentrating on the gameplay.

The only way to make a game of this type fun and lasting, is by making the action thick and fast, and most importantly, varied; without forcing the player to suffer repetitive gameplay. With a wealth of vastly superior platformers on the Master System, you would be hard pushed to justify forking out for this game.

Dinobasher, I'm afraid, is far too unoriginal for its own good and the gameplay stems from a prehistoric era. I tried the two player option, fooling myself into thinking that perhaps the game would be improved (as most games are) by the presence of another person battling at my side, but I was sadly mistaken. The two player option is in fact simply one of those 'take it in turns to play on the screen' affairs, with no means of interaction at all!

One word of advice Codemasters, if you are going to put a two player game which is not simultaneous – don't bother! I cannot recommend *Dinobasher* because even the original (and very old) *Sonic* game is far better.

ES

PROS

- Reasonably challenging platform action.
- Large playing area.
- Fun for a while...

CONS

- Possibly the most unoriginal game ever.
- After an hour, the gameplay becomes tedious.
- Basic graphics.
- The bosses are no harder than the rest of the dinosaurs.

TIPS

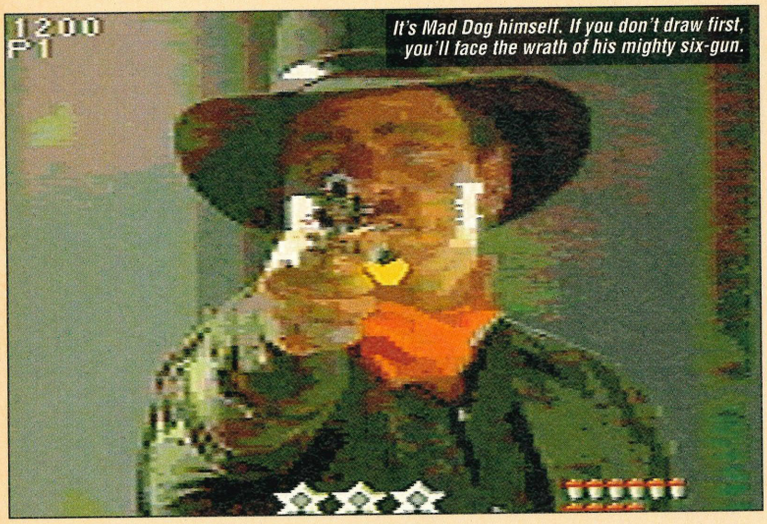
- **The best value for money item in to be found in the shops is Hard Feet. Use this to jump Mario-like onto approaching enemies without losing health.**

DINOBASHER

£29.99
2 MEG
OUT JAN

MASTER SYSTEM

PUBLISHER: CODEMASTERS
TEL: (0926) 814132



It's Mad Dog himself. If you don't draw first, you'll face the wrath of his mighty six-gun.

You remember the *Mad Dog McCree* coin-op – it's the one with the fluorescent pink Magnums (very macho), the battered holsters and there was never anyone playing it because it cost a £1 a go, and one game lasted five seconds. Now, American Laser Games have converted the rootin' tootin' Western-style shoot-'em-up to the Mega-CD, but does it get a "Yeehaa", or just a "ptang?"

Wow, at last a Mega-CD game which uses FMV on a full screen, now I see why no-one's ever done it before – it looks awful! *Mad Dog*'s graphics are taken straight from live action footage, but to me it looks like the programmers just videoed the screen with a scratched camcorder. Due to the increase in size, the once-perfect laser disk film now looks blocky, and it constantly flickers and distorts as the CD is accessed.

Atmosphere is everything. Certainly, if you are supposed to stand in front of a TV with a blue plastic gun yelling "draw, ya muskrat!" – you better have a good excuse. The story is thus: Mad Dog McCree and his swarthy band of unwashed desperadoes have locked the local sheriff in the jail and are running amok. As the 'man with no name' character, you must take on One-eyed Jack, Texas Pete, Halitosis Joe and finally Mad Dog himself, to rescue the Mayor's daughter and the rest of the population. Think you're man enough, stranger?

With a heady concoction of a *Fistful of Dollars*, *Unforgiven* and *The Magnificent Seven*, *Mad Dog McCree* is extremely compelling, and I got straight into the part by donning a hat and a holster set (£5.99 from Toys 'R Us) and chewing some tobacco. Although the graphics are generally badly defined, and in places, impossible to distinguish (Mad Dog's note in the log cabin, for example), they are faithful to the coin-op, and anyone who's played it extensively, will no doubt have an advantage.

The opening list of options covers just about every foreseeable whim, but I think the gun adjustment is a little tricky to operate, and many times the sight was way off, even thought I hit the target dead-on. Once you're into the game, the fun really starts. You begin with some much-needed target practise with bottles, and I think this section should have been open-ended, so that *you* choose when to enter the town. A few poxy bottles is little preparation for a quick-drawing gang like Mad Dog's!

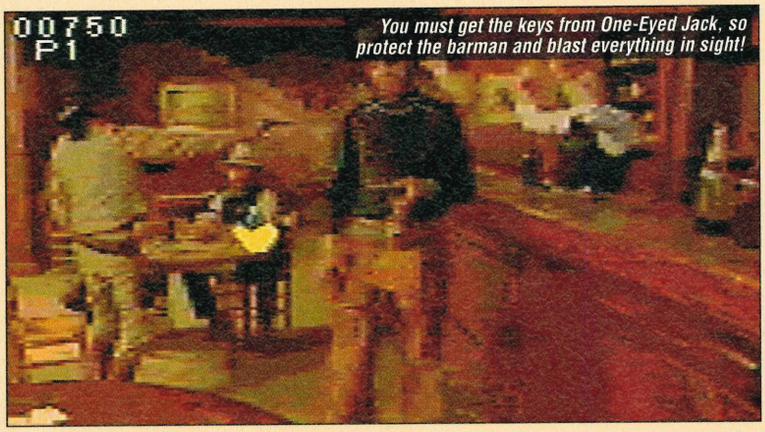
The action is very simple, and consists of two separate film tracks, one for a hit, the other in case you miss and you lose a life. A sight appears on the screen as you shoot, so that you can aim more accurately. This is very useful, especially if you like to riddle the target with bullets. In addition to the bandit hordes, you can also blast spittoons and cow skulls for more bullets.

Having played the game through to the end, I couldn't help feeling that *Mad Dog* would be a damn sight more fun if other objects could be blasted as well. Windows could shatter, barrels spew water, and even horses could be spooked when you start pumping that six shooter. This would have made the game far more realistic, and increased the game's longevity. As it is, *Mad Dog* becomes incredibly boring once you've completed it.

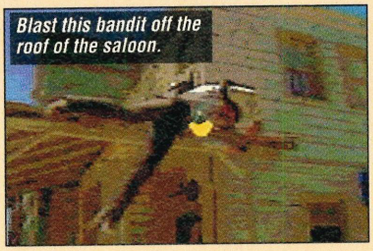
An attempt has obviously been made to increase *Mad Dog*'s challenge, because the enemies are never in exactly the same positions (especially in the bank and barn), and things like the location of the hideout, whether or not it is safe to go in from the front or the rear, and the two items which must be shot to enter the mine, are variable. Unfortunately, especially at the mine, the extremely poor and grainy graphics means that you cannot recognise what objects you are meant to shoot, and hitting the burning fuse at the prospector is nigh-on impossible.

The speech is excellent, as you would expect, and there's plenty of it. I particularly liked the hideous over-acting by one of the goons as he fell, bullet-ridden, into the water. Each character is portrayed well, and you can't help liking the old guy, but how can I get to know the floozy in the saloon better? The only other sounds in the game are muffled yelps and screams, doors creaking, and of course, the gun shots which are distinctly meaty and loud.

I've said it time and time again, does anybody ever listen? No! *Mad Dog McCree*, a potentially excellent conversion, is utterly spoilt by the fact that it is ridiculously easy to complete. The first time I played the game, I hadn't got hold of the Justifier light gun and I still completed it with a humble joypad in just over ten minutes. With the gun, I can do it even faster! Pardonez-moi, but that's a bit of a joke, isn't it?



You must get the keys from One-Eyed Jack, so protect the barman and blast everything in sight!


Blast this bandit off the roof of the saloon.

The basic problem is that there are far too many continues, the action is vastly repetitive, and there's no enough of it. In all, there are ten-ish locations, but once you know where Mr Bad Guy is going to pop up, the whole thing's a doddle. Couple this with the badly defined graphics, shocking acting, dodgy collision detection and the fact that some of the scenes do not necessarily appear in the right order, and you have a steaming pile of horse manure that's yours for the bargin price of £45!

DB

PROS

- Totally faithful to the coin-op.
- Compelling plot and action.
- Light gun works well.
- Excellent speech.
- Fun, for the first time only...

CONS

- Extremely poor visuals.
- Easy to complete.
- Easy to forget.
- Some bad collision detection.
- Not enough locations or variety.
- CD delays the action sometimes.

TIPS

- **Outside the barn, after you have shot the two goons by the bale of hay, quickly blast the hole in the wall in the top left to take out the last bandit and move inside.**
- **Nearly every location has a spittoon or cow's skull, so look and blast them for twice as many bullets.**
- **At Mad Dog's hideout, shoot the smoke stack to flush out the enemy, then sit and blast them one by one.**

MAD DOG McCREE

£TBA
CD
OUT TBA

MEGA CD

PUBLISHER: SEGA
TEL: (071) 373 3000

Seventeen people cram into a Firebird, oblivious to its boy-racer connotations.

LETHAL ENFORCERS

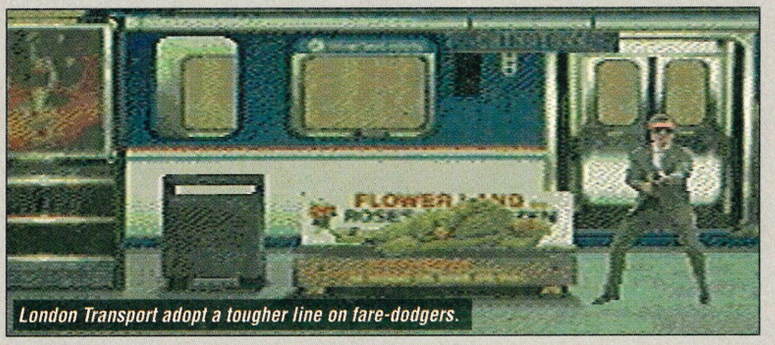
It's hard to review *Lethal Enforcers* without some sort of moral debate wittering away in the back of your mind, about the effect of this sort of realistic interactive violence. Still, after blowing away a few masked criminals with a blue Magnum light gun I felt no ill effects whatsoever. That is unless you count my irrational desire to go out and pump innocent crocheted bobble hat-wearing old grannys with my twin Uzis, then stroll out into my local shopping centre with a rifle and massacre the local scout troop. Like I said, no ill effects at all!

If you enjoyed the arcade classic, then the Mega-CD version is a very close conversion. *Mortal Kombat* may have set a precedent for digitised graphics, but never before have we seen digitised interactive backgrounds as well! Some don't approve of the grainy, pale appearance, but I applaud the brave move to even attempt to cram every part of *Lethal Enforcers* into the Mega-CD.

You can see just what the graphics are like from the screen shots on this page, but I can tell you – they move a lot worse than they look. Having played this game from start to finish on the Mega Drive, I knew what to expect, but the Mega-CD version is even more predictable! The backgrounds are accurate portrayals of the coin-op, but some of them are so grainy as to render them unrecognisable.

One thing I noticed when playing *Lethal Enforcers* – it's not as much fun blasting a digitised enemy, as it is having a crack at the real thing, in games like *Mad Dog McCree* and *Ground Zero Texas*. This may sound disturbing, but it is incredibly unrealistic to keep shooting the obviously identical baddies time and time again. Once you've seen one balaclava-clad bank robber – you've seen them all! The upshot of all this is that it soon becomes very boring when you have to shoot the same bunch of pixels on each level. Since *Lethal Enforcers*' entire gameplay is based on this premise, you can imagine how long the game will last in your household.

I was also dismayed to find that only a tiny fraction of the CD has been used. In the driving section on level one for example, the same old 'Rubber Stamp Co' rolls by every third building, and this is wholly unrealistic.


London Transport adopt a tougher line on fare-dodgers.

So what extra features do you get over the Mega Drive version? The first thing I noticed was the improved and abundant speech and sound effects. There are plenty more cries, screams and calls for help, and I distinctly noticed more speech in whole game. Another new feature is the target practise; appearing between missions instead of just being an option. This is an excellent feature and good fun, but I would have preferred it if the more advanced players could go on a mock raid as in the Dirty Harry film *Magnum Force*. As it is, there is precious little difference between this and the bog-standard Mega Drive version, apart from the fact that you get the Justifier light gun in the CD package.

Target shooting – thrilling, or what? What, actually.

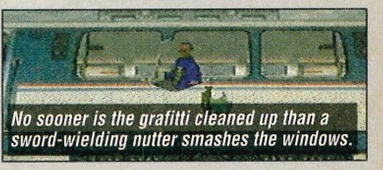
But what a package it is! For sheer blasting type fun, *Lethal Enforcers* is King. The Justifier is unashamedly good fun, but some of the collision detection is a bit dodgy. On the second level, for example, the felons on the edge of the screen can be very hard to hit; leading to immediate frustration as they take you out with impunity. There is of course the added bonus that the gun can be used with other games in the future.

Using the light gun couldn't be simpler, just plug it into port two and then use the gun adjust option to get the aim just right. Now all you have to do is get in there and blast everything in sight! Although playing this game with a joypad is difficult, what's the point when you have the gun? Escapism just reached new heights, why not step into Dirty Harry's shoes for a while?

I must admit, that there is a serious down side with *Lethal Enforcers*, namely being its predictability and high price. In the arcade, I found it good for a few credits, but when you splash out £55 – it's a whole different ball game. You soon learn where the bad guys are coming from and can aim in advance, or at least have an inkling of where they will be. This is always a big problem with this type of game, but I'm glad to say that it isn't as easy to complete as *Mad Dog McCree*, and a damn sight tougher than the Mega Drive version.

Although the game has a variety of scenery and stages the only action revolves around shooting the same collection of masked nutters who seem content to repeatedly dance in your gun sights. I think many gamesplayers will soon tire of this repetitive formula, but it certainly has plenty of appeal if you're a shoot-'em-up fanatic.

I would definitely recommend *Lethal Enforcers* to any psychopaths out there, because the gun-toting action is good and it is one of those games where you can always go back for a quick go. The gameplay is very simple (perhaps too simple?) but it suits the subject matter, and even after a few days, I still wanted to don my holster and trusty Magnum to relieve some tension. There are two sides to the argument about violence,


No sooner is the grafitti cleaned up than a sword-wielding nutter smashes the windows.

either someone plays the game and then tries out the real thing, or they can use up their killer urges playing the game and the streets are safe, but it is preposterous to say that a video game encourages real life crime. *Lethal Enforcers* is a competent shoot-'em-up, but there's certainly no cause for parental alarm. It contains about as much gore and sadistic violence as the A-Team!

RF

PROS

- Instantly addictive.
- Light gun is an effective medium and enhances gameplay.
- Different number of weapons.
- Digitised realism in graphics.
- A good conversion of the coin-op.

CONS

- Mental challenge... where are you?
- Very predictable.
- Not that difficult.
- Limited market.

TIPS

● Shoot the tyres on the cars to slow them up. Use as few shots as possible to maintain high score, ideally one per criminal. The target you need to beat at the end of each level is over 60% hits. Otherwise you will be sent back to the same mission.

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MEGA CD

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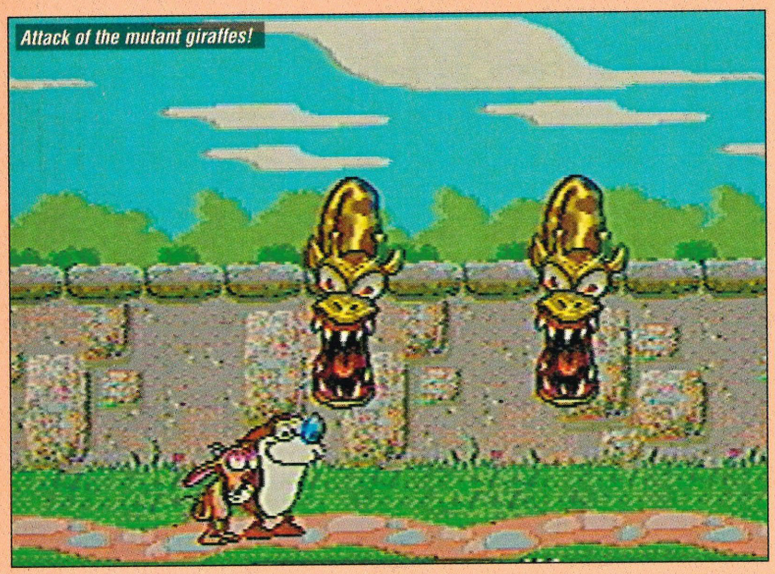

Attack of the mutant giraffes!

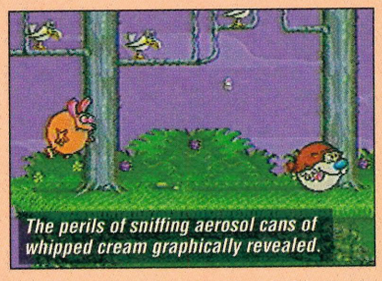
You probably won't have heard of Ren & Stimpy, but in the US they are almost as popular as *The Simpsons*. They have their very own show; capering all over the place combining zany cartoon graphics with close to the bone humour. Now Sega has grabbed the licence, and produced this colourful, if bizarre, platform romp subtitled 'Stimpy's Invention'. During the show, Stimpy invents a machine to turn rubbish into glazed ham, but unfortunately destroys their lab and warps them to another world in the process. How will the cartoon chums fare in the trek to return the machine to its former glory?

Ren & Stimpy is a one or two player game, although both characters will appear in the one player option. You have complete control over either Stimpy or Ren, and the unique abilities of both will be needed to complete all the levels. There are a massive number of hilarious moves such as bowling over the enemy with a rolled-up Stimpy, and throwing Ren, boomerang-fashion, at any guardians.

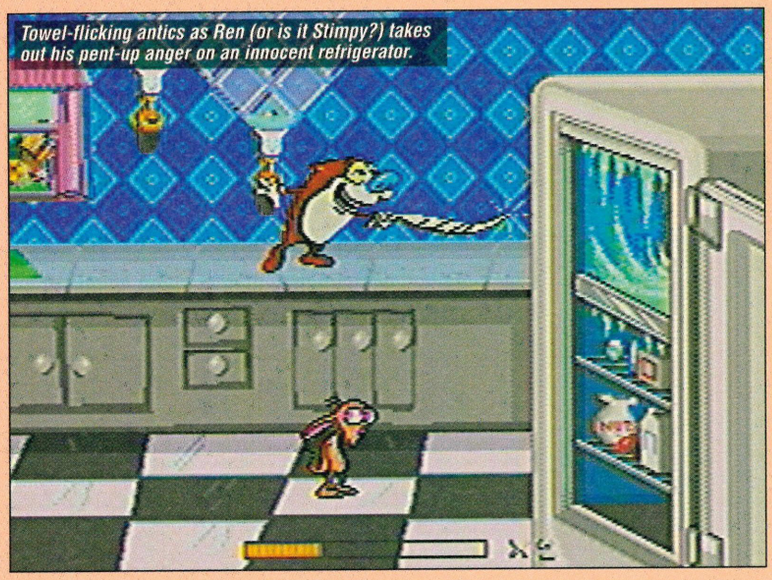
Graphically, this is an excellent example as to how games for the Mega Drive should look. It combines large graphics with fun gameplay and there are many highly original scenarios, from the kitchen, to the inside of monkey cages. You will need to pole-vault over gaps and ravines, inhale helium and float through the depths of the undergrowth, and dig through ice whilst avoiding the weight of huge blue walruses.

As this is a cartoon conversion you would expect the animation to be top notch, and indeed it is. Both quirky characters are zany and unpredictable, and, in the true *Tom & Jerry* tradition, violent!

Initially, *Ren & Stimpy* is not easy to play because there are so many joypad combinations, that it is easy to become completely confused and consequently lose a life. After a while however, you soon get entangled in the whole world and the dynamic duo's moves become second nature. The graphics are definitely the high point of the game because they are incredibly faithful to the cartoon and very colourful. The enemies you face, such as the giraffes are large and comical, but I would have preferred to have a quick response with the joypad, because sometimes they take ages to perform some moves.

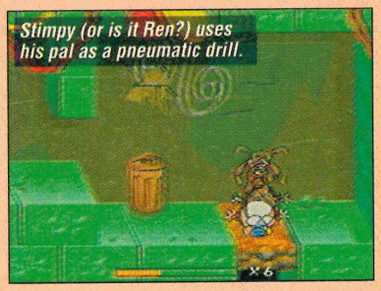

The perils of sniffing aerosol cans of whipped cream graphically revealed.

In two player mode *Ren & Stimpy* is brilliant, as you both fight to hurl each other at the opponent. Although this isn't the main objective of the game, beating each other up is great fun and very competitive. You must co-operate to complete the game, but it becomes more like a Marx Brothers comedy the further you get. My only criticism with the two player, is that it is substantially tougher than the normal game and therefore not much fun. I always thought the idea of two players simultaneously, was that with twice the brain power, it makes the game easier.


Towel-flicking antics as Ren (or is it Stimpy?) takes out his pent-up anger on an innocent refrigerator.

The sounds that compliment the game, range from digitised funk xylophone to sarcastic jingles, interspersed with comments from Ren and Stimpy such as "Get on with it maaan", if you are feeling particularly slothful. If either of the characters falls from the screen, a flying Adonis will bring back the lost party and say "Leave everything to me" in a Barry White-type voice. These are all nice touches and keep the game bopping along in a light-hearted *Toe Jam & Earl* fashion.

Unfortunately, as with so many games, *Ren & Stimpy* is not able to combine quality with quantity. Sega really must underestimate their market if they believe their gamesplayers will need more than one day to complete this game. And again, the only way they differentiate the 'Easy' option with the 'Hard', is to reduce the number of lives and continues – gee, how original!


Stimpy (or is it Ren?) uses his pal as a pneumatic drill.

This is a game worth playing, if not worth buying. It has an appeal akin to any *Tom and Jerry* cartoon and will be great fun to play as long as you don't complete it in a hurry. Having finished the game after only a few hours, I can assure you the fun factor drops drastically; leaving only the two player option as an obvious choice to continue with, and even this gets boring prematurely. A great conversion, but not to everyone's taste, play it in the shop first.

JE

PROS

- Superb graphics, similar sound.
- Thoroughly original and enjoyable gameplay.
- One and two player option.

CONS

- Once again, Sega creates another easy game.
- Passwords don't always work!
- Occasional frustrating moves are required.

TIPS

- **The game in general is quite straightforward, but will require some close co-operation between players.**
- **Make sure you are competent at all the moves on offer, you will need to use them all. Sit back relax and enjoy!**

REN & STIMPY

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MEGA DRIVE

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Being a budding boy racer, I was quite looking forward to playing this. Well, almost. You see, what we have here is an Amiga conversion, and Amiga conversions don't usually translate too well onto our beloved black box. There are two reasons for this; the first is the control method (computer games are made for joysticks, while consoles use joypads), and secondly, the lack of memory (Amiga games only use about four MBits on average). Lotus, was great, but can the sequel improve on what is basically a simple race against time?

Doesn't look as if Mark's going to pass his test if he keeps on driving like this.

So how does the basic game compare with the original? Amazingly, *Lotus II* is a lot more jerky than its predecessor, especially when you are travelling at high speed. The other cars also seem to float on the road like a *Star Wars* landspeeder, and certainly don't obey any law of physics or g-forces that I know. All the cars handle like they're constantly slipping on an ice rink.

There are two modes in the game, the first is the actual race mode where you start behind 20 other cars and have to work your way up through all of them. The second is similar to the first game, where you have a timer that continually ticks down. Both are quite good fun to play, with plenty of scope for dirty tricks in the simultaneous two player mode.

But hang on... I haven't told you about the RECS yet have I? It stands for Race Environment Control System, and is the game's main selling point to owners of the original. What this means to you and I, is the chance to design and race on your own course! You choose how hilly you want the track to be, how sharp the corners are, types of background scenery and any other special features. I think you get the picture.

All these selections are made by manipulating a screen of bars, with each one representing a different aspect of the course. This is a very clumsy system, and I often found myself cursing the fiddly little bars. The programmers could have made it more interesting by presenting it as a sort of Scalextric track, with you being able to add what sections of track you wanted. Imagine what you'd be able to create then.

Before you begin racing, you can choose between three different cars to burn around in, with automatic, or manual gears. As this is a licensed Lotus game, it's no surprise to see the gorgeous, but old, Esprit turbo (as used by James Bond in the *Spy Who Loved Me*), the recently deceased, but Bugatti-revived Elan, and the experimental M200 prototype. All the cars have different performance figures and 0-60 times, but from behind, they all look like Nissan Sunny estates to me!

The main fault, as always, lies in the playability and realism. When I play in a racing game, I expect to be sweating profusely and gripping the pad with white knuckles. With *Lotus II* however, I could happily drink tea and do the ironing while playing, because the game is sooo uninvolving. You don't feel like you're controlling the car at all, and it is still mind-numbingly unfair that the computer cars can shunt you all over the place, and yet still drive straight through you when *they* try to get past.

I can hear the drool splattering around Damian's feet from here.

Why, oh why, oh why, can't anyone program a car game that makes the vehicles handle realistically, and not like the Millenium Falcon? All three Lotus cars are impossible to crash (probably stipulated by the manufacturer) and even a simple skid seems impossible. Let's face it, if someone gave you a Lotus for a day, wouldn't you want to burn a little rubber?

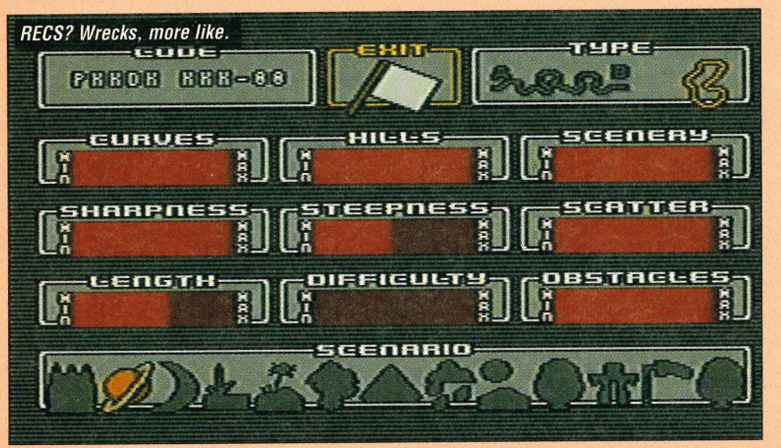
Oh, and another tip for the programmers, who have obviously never driven a car before. If you go around a corner at 100MPH and take your foot off the accelerator, the car does not, I repeat not, steer back into the road. Try this in a real Lotus and you'll find yourself smashed into a tree, facing backwards!

You may be thinking that *Lotus II* isn't much cop – and you'd be right. The two player mode is fun, to begin with, but the constant bumper-car tactics employed by the invincible computer cars leads to annoyance, and why does player one always start each race behind player two?

The graphics are average, but more colour and detail (especially on the cars) would not have gone amiss. I did however, like the little touches like the beeps from oncoming cars when you are on the wrong side of the road, and the way you could see the fog lights first when you are racing in a real pea-souper. The sound however is some of the worst I've ever heard, with the usual high pitched bleating for the engine, and some truly abominable tunes.

Well, it's decision time. On the plus side, *Lotus II* is a massive game, with a huge number of tracks, and this is an improvement over the original. Unfortunately, in my opinion, *Lotus* is better than this, but it is still a flawed game, and even *F1* by Domark (a far superior race sim) doesn't capture the essence of high speed driving that you get if you're a passenger with Damian. *Test Drive II* got the realism just right, but the graphics were sad, so maybe EA and Accolade could get together and produce something really special. This, sadly, isn't it.

MP



RECS? Wrecks, more like.

PROS

- Good fun to race around in, especially in two player mode!
- A choice of cars.
- The RECS is an original idea.
- Some races have different weather conditions.
- A truly massive challenge.

CONS

- The price is way too high!
- Not as good as *Lotus*, or *F1*.
- The RECS gets boring after a while.
- The cars don't handle realistically.
- Far too boring.
- Sound is terrible.

TIPS

- **In two player mode, try to ram your opponent off the road by banging into him from behind and forcing him to skid.**
- **Buy the first one, *Lotus Turbo Challenge*, it's much better.**
- **If the time runs out when you're near the checkpoint, remember that you may still reach it as you slow down.**

LOTUS II

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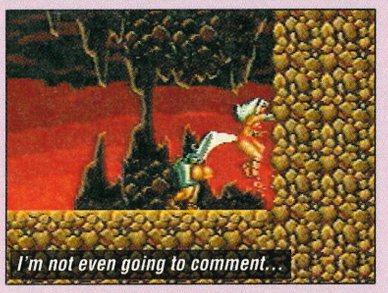
MEGA DRIVE

PUBLISHER: EA
TEL: (0753) 549442

The character selection screen is just sooo exciting isn't it? Oh look, a woman.

Electronic Arts have a strong reputation for producing quality games, and so *Blades of Vengeance* (a mystical slash-'em-up *Golden Axe* clone) was eagerly anticipated in the XS offices. Mark Pilkington rubs oil into his pecs and dons the greasy Conan wig for... well for fun actually; he's a bit like that, you know!



I'm not even going to comment...

This game actually reminds me a lot of a home computer game. You know the type; *Zool*, *Populous*, *James Pond* and *Lotus*: – games that were successful on the Amiga, but just don't really seem right on our faithful machine. The basic feel of *Blades of Vengeance* just isn't right. The characters are too sluggish when responding to your movements, and I found that it was too easy to get killed because of this. Unfortunately, this makes the game frustrating to play and after about half a dozen goes, I didn't feel like prolonging the agony any longer. Another thing that made me think of computers was the options screen, or, in this case, the lack of it.

So what's the rest of the game like anyway? Well, do you remember a game that was a bit of a hit in the arcades a few years back called *Rastan Saga*. It was a bit of a classic that basically involved a lot of jumping and slashing around in a medieval landscape. I would imagine that this is the best comparison that could be made to *Blades of Vengeance*, but what made *Rastan* so addictive to play is sadly missing here.

As you begin the game, you are greeted by the character selection screen which presents a choice of three different heroes. You have the compulsory barbarian geezer, who is also the slowest and weakest of the group. Next up, we have the rather interesting Huntress to play with; enough said about that I think. And finally we are presented with a wise old wizard who has a tasty line in fireballs, and is the only character who can shoot at the enemy from afar, while the other two are limited to just swiping at them with their axe and sword respectively.

Once you've selected your brainless oaf, it's time to get stuck into the gameplay, and I mean really stuck. One of the main problems with *Blades of Vengeance* is that it is far too easy to get caught out by the stupid collision detection. The game is hard enough as it is, but the collision detection niggle hampers any chance of enjoyment you could have had. The fights for example are incredibly once-sided because the enemy can often get in loads more hits.

There is an opportunity in the game to collect and use magic whenever you encounter a treasure chest. These consist of Invisibility, force field, healing and finally, blast. This enforces the sword and sorcery theme, but the magic is mainly used against the guardians and is pretty unspectacular. The blast for example is a sad white flash which kills everything on-screen, and the force field is a basic rotating ball. Not very inspired.

I think a better job could have been made of the in-game music. Before I heard it, I was expecting the music to have a dark age feel to it, but what I got instead was a very un-atmospheric ravey track. I have one question EA, why? What is the point of destroying any trace of realism that could have been created in the game by including such a poor track? Atmosphere is half the battle, what would a football game be without the cheerful *Match of the Day* theme constantly chirping n the background?

The two player option, usually a source of added playability and fun, renders this game totally unplayable. The whole screen becomes a confusing jumble as both players seek to dodge the same obstacles such as lava and crumbling bridges. It's all too easy to lose yourself on the screen and consequently die as the other player leaps to safety. An interesting option would have been to make the two heroes battle each other so that you could decide who was strongest to face the challenge of the main game.

Lack of originality (the bane of all platform games) is also painfully evident here. The falling bridge idea has just been done to death so many times that it is no surprise that *Blades of Vengeance* has included it. It's just so obvious. In fact the whole game has been done before, everything from the fireballs, to the treasure chests, to the zombies to the, oh God, it's just such a boring game! The game's designer probably had a list of features which he wanted to include in the game: a bit of *Rastan* here, an element of *Golden Axe* there and a sprinkling of *Robocop v Terminator*, for luck.

Damned butterfles!

The game as a whole is a tad too difficult for my liking, and the end-of-level guardians don't help matters. Having said that, they *are* quite imaginative.

The game does have it's high points, few though they may be. The graphics are very clear, the animation's pretty smooth, the fact that the strength of the sword slash is affected the closer you get to the foe, and there is a nice variety of foes to fight against, but when all's said and done, there are a hundred other similar games on the market, why waste £40 on *Blades of Vengeance*? Luckily, *FIFA Soccer* should see EA through Christmas, they have definitely dropped a clanger here. Avoid like the plague.

MP

PROS

- Great graphics.
- A decent challenge with some great guardians.
- Prestigious pedigree: *Rastan*, *Golden Axe*...

CONS

- The gameplay is rather tedious.
- Unoriginality is this game's middle name.
- Can get better games second hand.
- Isn't this an Amiga game?
- Confusing two-player mode.
- Out of place music.

TIPS

- **The attack method for defeating the first guardian is to stand to the far left or right of it, then wait until it spits out the fire-men. Crouch down and kill these, then the guardian will expose its head; leaving you free to jump up and slash away at it. The head will then retreat, and start lobbing the fire-men at you again. Repeat this tactic until you have killed him.**

BLADES OF VENGEANCE

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MEGA DRIVE

PUBLISHER: EA
TEL: (0753) 549442

Now let me get this right, a game based on a chocolate bat who, it just so happens, has chosen to join the circus so he can use the not-very-funny-joke name of Acro-Bat? No way, this couldn't have made it into production! The object of the game is to defeat the mysterious Edgar, but you must first get through all the exotic circus locations to reach him. Already available on the Super NES, how does *Aero the Acro-Bat* shape up?

This Aero is quite a colourful and athletic chap, who can perform all manner of stunts that range from sliding down ladders and riding uni-cycles, to becoming an animated cannon-ball and being jettisoned into the stratosphere!

Like *Bubsy* and *Zool*, *Aero* is destined to be Sunsoft's mascot, alongside the irrepressible Lemmings, but I was sceptical as to the game's quality. It is all too easy to create a cute character and then hype the game for all it's worth, but let's face it – the game's still got to cut it, right?

First of all I was impressed by Aero's acrobatic repertoire, because it means the game is very easy to play and there is nearly always a move to get you out of most scrapes. For example, the trampolines are used to reach higher platforms, as are the cannons; and the balloons allow you to rise to even greater heights in your quest for the exit.

At the beginning of each level, you are given a particular task to complete. These range from jumping on special platforms and making them disappear, to freeing a captured prisoner. The tasks add more to the game than you would find in, say, *Sonic*, and actually draw you more into the plot. Dotted throughout the huge and colourful circus levels are a variety of hazards and solutions designed to puzzle you. What we have here is more of a platform puzzle-'em-up. No bad thing, I'm sure you'll agree.

To prevent a very early death on Aero's part, you can collect 'A's to boost up your energy, and you can also perform a diagonal spin attack to defeat the killer clowns. Be warned however, Sunsoft have crammed *Aero the Acro-Bat* with plenty of devilish traps such as falling spikes, to end your quest in a sudden sickening crunch. Luckily, you can always fall back on the continues and a plentiful stock of lives.

The high points of the game are definitely the guitar and pipe tunes that play throughout (all being renditions of famous circus tunes), the smooth animation (Aero has some cool moves), and the sheer graphical quality of every level, especially the backgrounds which are breath-taking in places. I also loved the way that the C button allows you to slide down tall ladders instead of climbing down them. A totally unnecessary touch, but brilliant nevertheless.

You may be thinking of buying *Aero the Acro-Bat* purely on the strength of the high profile adverts and image, but the game is far from perfect and the main thing that bothered me throughout, was the lack of variety of the enemies. There are clowns everywhere in this game, running clowns, floating clowns, juggling clowns, big clowns, small clowns and even fat clowns and thin clowns. If the programmers could only have included more variety in the opponent side of things, then maybe I would have been more inclined to keep on playing this game, but I quickly tired of the repetitive nature of what is basically a straightforward platformer.

I also encountered plenty of instances where the scrolling couldn't keep up with me and so I was forced to the edge of the screen where I could easily be hit. There's no time to stop when you're running at full pelt if you come across a clown; forcing you to lose energy. This seems stupid and pointless, and could have easily been avoided if the game was a little smoother.

Sadly, although Aero appeals to me, I cannot recommend this game because it is far too run-of-the-mill and doesn't contain enough variety to make it stand out from the crowd. The animation on the central character is good, as is always the case, but I feel that too many companies rely on adding so many humorous expressions, that the rest of the game is forgotten. Aero panics when he is left on the edge of a precipice, and his eyes bulge out of their sockets when he falls off, but since the overkill of *Bubsy*, this sort of detail leaves my mouth dry. In my opinion, more time should have been spent filling the levels with innovative enemies and cleverly engineered traps.

So should you buy it? Well, this is a difficult question to answer really. On the one hand, you have a very carefully thought-out game that has had a lot of humour injected into it. But on the other, you have a difficult, seen-it-all-before platform game. Certainly, if you have *Sonic*, *Bubsy*, or even *Shinobi*, I can't see the point in you getting this. Alternatively, if you don't own a platform romp, you will be assured of having a fun time with this. I must also congratulate Sunsoft for producing a platform game with plenty of challenge – you won't complete *Aero the Acro-Bat*'s 25 levels in a hurry.

MP

PROS

- Good animation.
- Plenty of circus-related antics to get involved in.
- Aero has the ability to look around.
- Subtle humour throughout.
- Great tunes.
- Loads of levels

CONS

- Yet another platform game.
- Screen scrolling gets ropey sometimes.
- No variety of enemies – they're all clowns.

TIPS

- **When you fire off from the cannon, you should always watch out for spikes above you. Don't set the power gauge on full, or else you could end up with a sore head!**
- **Slide down the ladders, to save time when trying to beat the clock.**

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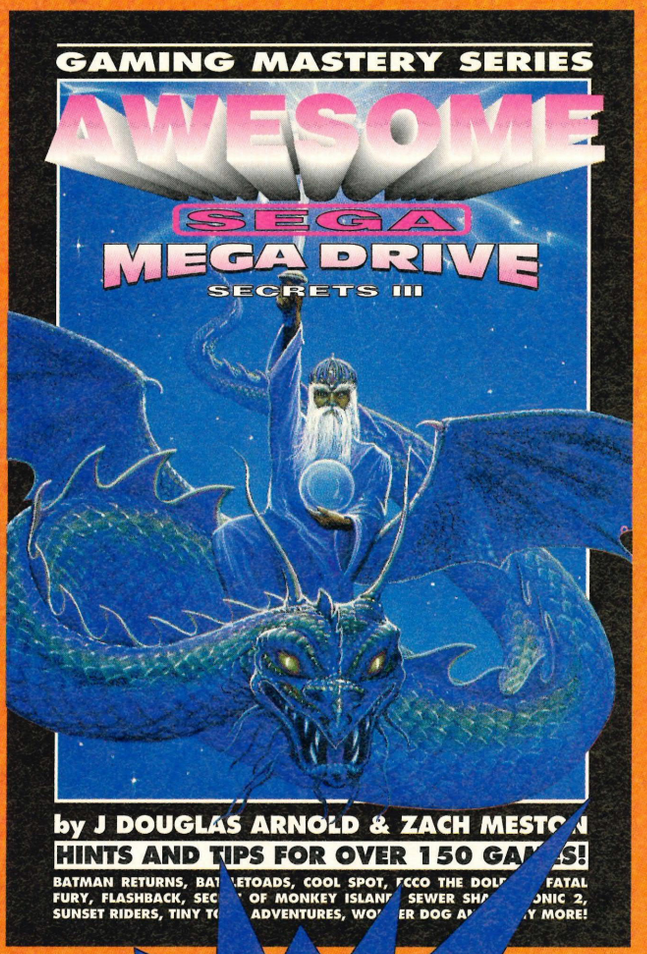

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XS SOS

DOCTOR M.

Welcome once again to the domain of Dr M, where all problems are solved and all frustration is cast aside. There seems to be much concern with *Phantasy Star* for the Mega Drive and *Mortal Kombat* this issue. Prepare for the Doctor to do some serious bustin' on these games and many more. To all you struggling gamesters out in Sega land I have one message, if you have a problem and have exhausted your patience, let Dr M do the talkin'. Send your worries to *Dr M, SEGA XS, Durham House, 124 Old Christchurch Rd., Bournemouth, Dorset BH1 1NF.*

CLASSIFIED

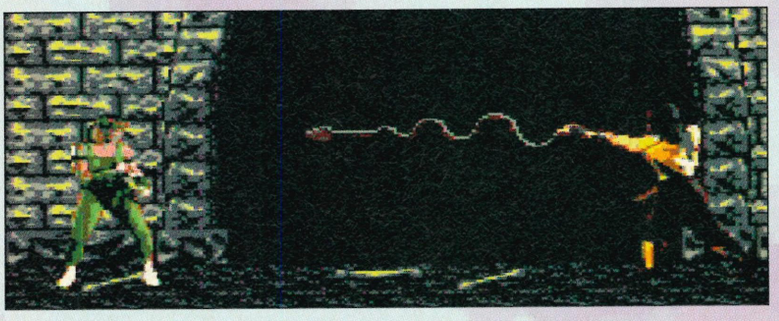
MORTAL KOMBAT (GG)

WHY ARE THERE ONLY ONLY SIX CHARACTERS ON THE GAME GEAR, AND WHERE IS THE BONUS LEVEL?
Brian Kawanah, London

Kano has been left out for practical reasons only. It would seem the Game Gear has not quite got the power to accommodate the complete range, which is a shame, but at the same time it is an impressive feat of memory crushing to have the game on the Game Gear at all!

Unfortunately, the bonus stage also had to be sacrificed. The superb D, U, L, L, A, R, D cheat for the hidden option screen on the Mega Drive does not work either. However, do not drop your head in despair. I have a tasty code to make the game pack a harder punch.

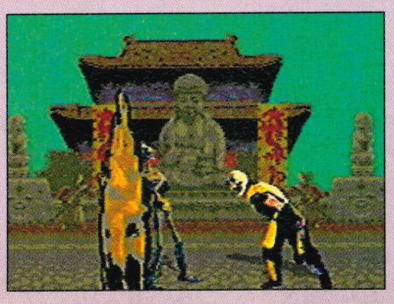
After the intro screen, you will be confronted with a grey screen before the character profiles. When the third screen appears, enter two, one, two and press Down, followed by Up and watch the blood fly! I hope that is enough to juice up the action for you, Brian.

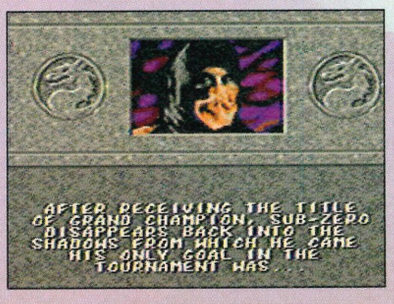


MORTAL KOMBAT (MD)

I CAN'T PERFORM SCORPION'S DEATH MOVE. IS IT ME, OR A MISPRINT?
Carl Johnson, West Yorkshire

It wasn't a misprint, I am glad to say. The correct way to activate Scorpion's special move is to block, then press Up twice, whilst standing slightly back. He will blow out a cloud of lethal bad breath. So, it seems you have the right technique, but just need to put in a bit of practise. The death blow is quite a scorcher of a move when you get it right, so keep trying because it's worth it.





PHANTASY STAR (MD)

I CAN'T FIND AND USE ALL THE OBJECTS; HOW DO I GET TO LASSIC'S CASTLE?

Allan Lawry, London

For some reason, this game is confounding all you ordinary beings. I suggest you listen carefully to my prescription of tips and solutions.

Allan doesn't know where the miracle key is. He also does not know how to get to Lassic, or how to use the prism, crystal, and nuts. Allan is also having trouble reaching Lassic's Castle in the sky, and he can't seem to locate the hovercraft or Gas shield. Have no fear. I will clear this up in the time it takes to flick through the pages of my dusty, leatherbound games bible.

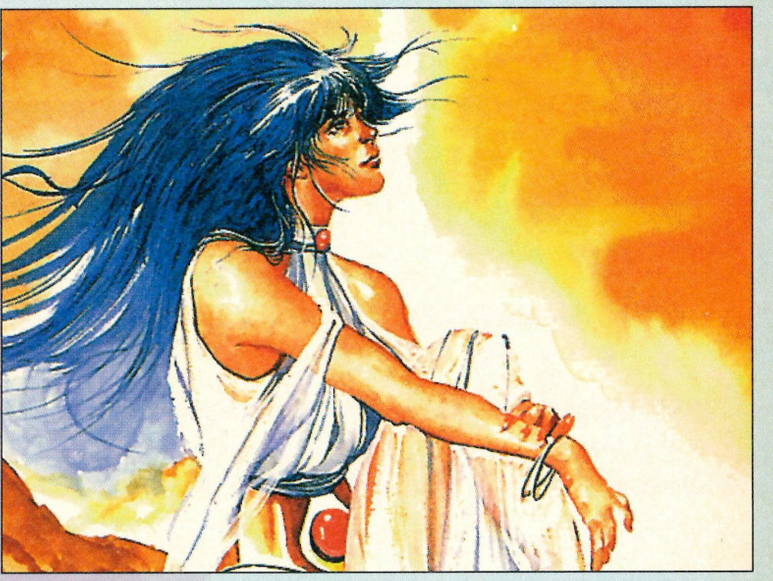
First of all, I will deal with those who are being driven mad by the objects, so pay attention. After collecting the crystal, head back to level one and go up the stairs, heading up in the lower right hand corner. By the way, Allan, you cannot use the crystal, it automatically protects you without having to be activated.

Follow the instructions on the game map. If you explore the levels, you will discover the Miracle Key. If you want the Laerma nuts, go to where you exit the third cave from Skure, facing northward. Turn left, move a few spaces and turn left again. Use your Ice Digger. A hole will appear which you should follow to the tree that is in a circular clearing. Use the torch on the tree and you will receive the nuts.

You also seem confused as to how you can reach the castle in the sky near the end of the game. Once you have gone to level 13, you'll find yourself on the roof of the Baya Malay Tower (you will see blue skies, forest, etc). Use the prism, followed by the Laerma Nuts, and Myau will fly to Lassic's Castle. Once you have defeated Lassic, you will have to go to the Governor's Mansion but Mayau must be alive at this point or you will have to backtrack to Palma.

I will allay Allan's troubles now and reveal the whereabouts of that elusive hovercraft and Gas Shield. You must go to Bortevo Junkyard, and enter the very first house on Alis' left. Go in and "search", and you will automatically receive the hovercraft.

The Gas Shield is hidden in Palma. Go down and to the right from Scion, using the hovercraft. You will then find a floating island. Go into the city on this island and find the dungeon. Within the dungeon there is a shop and you can purchase the Gas Shield there.



PSYCHIC WORLD (MS)

COULD YOU TELL ME HOW TO COMPLETE THE LAST LEVEL?

D Cooper, Leicester

So you want to know how to complete that last level, the Fortress. You have come to the right doctor, for I shall disclose all. Begin by collecting all of the hearts on the far right. Go back to the stairs on the left and ascend. At the top, go right. Go through the door and wait for the swordswoman to get underneath you. Drop, and defeat her, preferably with the ultra sonic weapon.

Collect the ESP items and go right down the hole. Continue down and exit on the right. On the next screen, head all the way right, but don't drop in the green containers. On the next screen, go up the stairs in the top right corner or drop down the hole. Only go up the stairs if you want the B capsule. Otherwise, drop down the hole. Use the shield ESP here. Keep dropping down until you land in a room with two doors, hearts and a B capsule in it. Take either door – they lead to the same place eventually. You will find yourself in a room with stairs and exits on both sides.

Now you must face the three guardians. Use the shield ESP and the Psy Cannon to defeat the dragon and the green creature, and also the ultrasonic weapon to kill the wizard.

After these are beaten, you should return to the room withthe B capsules and pick them up. Return to the room where you finished off the dragon and an exit will have materialised. Take this and go right to take another exit. You will appear in a room with red lights. Use your levitation ESP to go up and right. When you reach the bottom, destroy the blocks and take the exit in the lower right corner. When you exit, there will be another woman with a sword. Go through the door to exit, or to the right of the screen, as they lead to the same place.

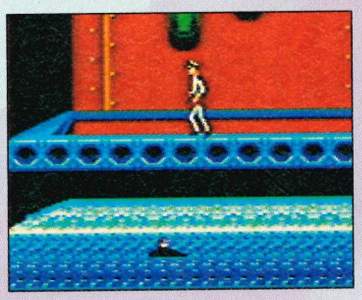
You will now be in a room with a small heart and an ESP restorer. When taking the other exit, or the exit in the previous room, you will face your sister. Use the freeze ray and take the stairs above her. Traverse the passages all around her until you meet a brain-type enemy which does not move. There are a pair of lasers here, so watch yourself. Stand right before the brain area and use your shield ESP, as well as your weapons in the following order – Hydrowave, Ultrasonic, Psy Cannon, Burning Bullet, Freeze Ray. Repeat this pattern three times to win. The brain will flash when hit.

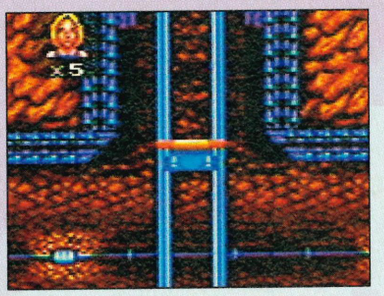
There will be a short end sequence before you face the final foe, Dr Knavik. This doctor is not as accommodating as myself, so wait for him to get about halfway across the screen, then press right on the directional pad. Hit him ten times to defeat him.

JAMES BOND (MD)

I CAN SEE THE SIGN TO THE EXIT ON LEVEL THREE, BUT CAN'T EXIT. WHAT DO I DO?
Peter Novkovic, Skipton

You say you cannot find the exit on level three, despite the sign pointing you towards it. This is a common problem, and seems to occur through lack of experimentation. When you see the sign you must go down as far as possible and press Down and fire which will activate the 'hang' command. Go down until you reach the floor. After this, go right and up the ladder to the top. Carry on as far as possible and then take the pulley to the exit.

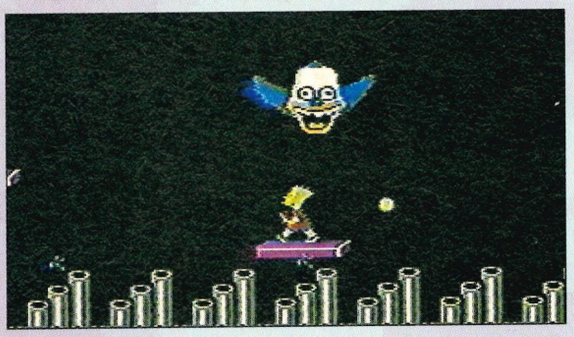




BART VS THE SPACE MUTANTS (MD)

DO I HAVE TO PAINT ALL 24 ITEMS, AND WHAT DO I DO ON THE MOVING SCREEN?
Sharon Hall, Newcastle

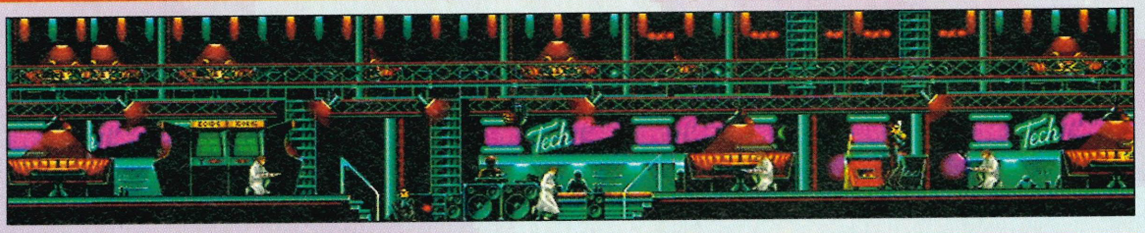
Sorry, Sharon Hall. It would seem that there are no cheats to this game. You are just going to have to plough your way through it, and yes, you do have to paint all 24 items to get onto level two!
As for the moving screen, I presume you are refering to Mo's tavern. I have more disheartening news. When the screen mysteriously scrolls right, it means you have prematurely used the key in the wrong location, and you are effectively trapped; leaving no option but to reset and begin again. Such is the trial of life!



THE TERMINATOR (MD)

ARE THERE ANY CHEATS?
Mark, Berkshire

Well, well. I suppose I had better get all the bad news out of the way at once. You asked me if there are any cheats for *Terminator* on the Mega Drive. In a word, no. Sorry about that, Mark, but the game is not very difficult to defeat, and so if you tell me where you are stuck, I can get you through, no problem.



SUPER HYDLIDE (MD)

HOW DO I GET TO THE PHANG ON THE SUBTERRANEAN LEVEL?
Leslie Carlyle, Durham

If you go to the right of the entrance you will find a bank. Deposit money in the bank and you will receive a bank book. In the lower left corner of this town, find the guard patrolling the open area. Using the guard as a marker, go up one screen and head across the rocks to the left. You will find a secret entrance to the open area.

Search the chest in the upper left corner twice. You will be transported into the cave of the dead. Follow the cave two screens up and two screens to the left and take the top left exit. Follow the pathway down to the left and pass through the wall (the passageway is different from the rest of the wall). Follow this pathway to the upper left corner, then to the right. You will observe a pathway that leads straight up to the dragon. Dispose of each dragon head by waiting until it is facing either right or left, then run up to it and attack its mouth (effectively hitting it in the cheek).

Each head takes approximately ten hits to destroy. After the dragon is dead a room will appear. In the room is a chest containing the Phang, but be warned, open with magic, or you will be poisoned.

CALL OF THE WILD

Buy the film, watch the film, wear the T-shirt, sleep under the duvet, smoke the fags and now play the game courtesy of the Tarzans at Virgin Games. *Jungle Book* is now available on the Master System and Game Gear, and soon the Mega Drive as well! If you're a fan of Mowgli and his merry band of walking, talking animals, then why not get a copy of the game, or better still, enter this compo and win a copy?!

Disney games have always been something to behold, and *Jungle Book* is no different. Like Sega's *Aladdin*, *Jungle Book* has excellent graphics and plenty of untamed levels, featuring all the characters from the film like Shere Khan, Kaa and Baloo.

To celebrate the superb Master System and Game Gear versions of the game (who would have thought it was possible), Virgin are offering ten of our readers the chance to win copies of the game and the video. Here's what's on offer!

- 10 *Jungle Book* MS games.
- 10 *Jungle Book* GG games.
- 10 *Jungle Book* videos.

If that isn't enough, in this very issue of SEGA XS we have mapped the whole game (Page 24-32), easing you through the full nine levels. From the maps you can see the sheer size of the game and the quality graphics. Combine this with humorous action and complimentary tunes to give an all-round long-lasting adventure into the jaws of the jungle.

To win one of these game and video packs, just answer this question: What was the name of the fictional character who was born in the jungle and grew up to be its Lord?

Please get all your entries in to us by the 20 March 1994. Send your answers on a postcard, or the back of an envelope to *Call of the Wild compo, SEGA XS, Durham House, 124 Old Christchurch Road, Bournemouth, Dorset BH1 1NF.*

BUSTERS

So here it is! The Busters A-Z is the biggest, most authoritive guide to every single Sega cheat in existance. If you've got a Mega Drive, Master System, Game Gear, or Mega-CD – you'll find all you ever need to get infinite lives, passwords and level selects, right here! No other magazine gives you this much information – but we always need more! If you have an original cheat or tip that we haven't printed yet, then send it in to us. For every new tip printed with your name, we will give you a copy of *Awesome Mega Drive Secrets II* for free! Send all your tips and to *SEGA XS Busters, 124 Old Christchurch Road, Bournemouth Dorset BH1 1NF.*

MEGA DRIVE

AFTERBURNER 2

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

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

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

AIR DIVER

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

AISLE LORD

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

ALADDIN NEW!

Level Skip
Play the game normally, Pause and press A, B, B, A, A, B, B and A.

ALESTE

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

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

ALEX KIDD IN THE ENCHANTED CASTLE

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

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

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

ALISIA DRAGOON

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

ALTERED BEAST

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

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

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

ANOTHER WORLD

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

ARCH RIVALS

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

ARCUS ODYSSEY

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

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

ARNOLD PALMER GOLF NEW!

Secret Tournament Code
FFFF FFFF FFFF FFFF FF
9999 9999 9999 9999 99

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

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

ARROW FLASH

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

AYRTON SENNA'S SMGP 2

End password
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.

BAD OMEN

99 Balls
During the title menu press buttons A and C together, then start. The screen switches and you will notice that your ball stock has increased to 99.

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

BATTLEMANIA

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

BATTLETOADS

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

BIO-HAZARD BATTLE

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

BOB NEW!

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

BUBSY THE BOBCAT NEW!

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

BULLS VS LAKERS NEW!

Codes
Final Series Codes
JJO JZbbp – New York Vs Los Angeles
KJO bZbbb – New York Vs Phoenix
JSO bbbbd – Detroit Vs Los Angeles
One Game Away
KJO BIBBB – New York 3 - 0 Phoenix
bSO Bybbb – Detroit 3 - 0 Houston

End-Game: SXMBBBBF
Playing as the Bulls in the Final with a 3-0 lead: SXSBFBBC

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 NEW!

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

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.

NBA JAM ● GROUND ZERO TEXAS ● JURASSIC CD

SONIC 3 POSTER INSIDE!

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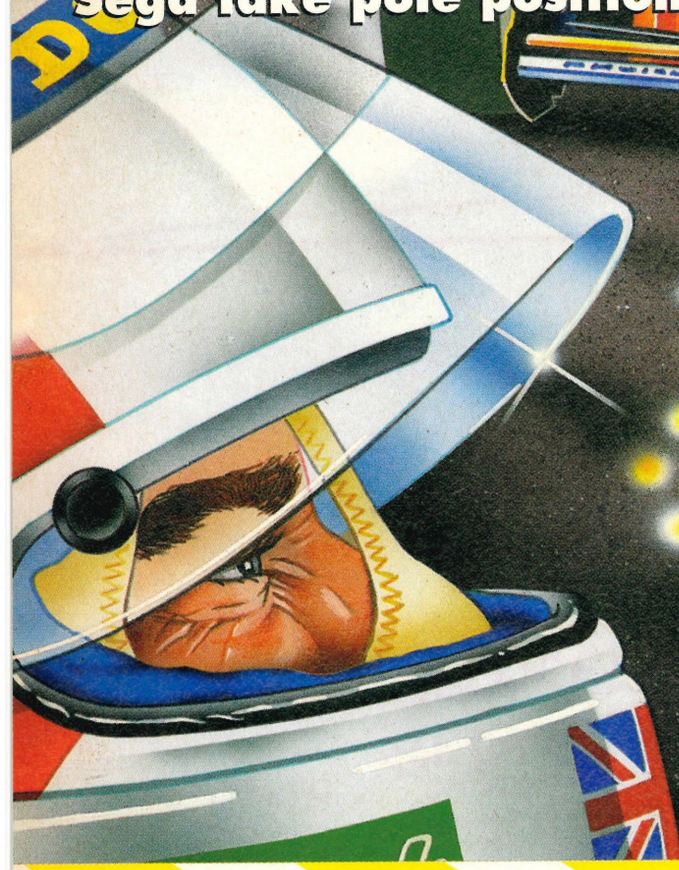
VIRTUA RACING

SONIC 3

Sega take pole position



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MS and GG: First UK reviews

MEGA-CD MEGA DRIVE MASTER SYSTEM GAME GEAR

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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.

CYBERBALL

Password buster
You'll be playing the Dallas Destroyers in the final against the LA Assassins (in easy mode) with $6,948,000 in the kitty if you enter this code: `L5BB LDC1 BFAV`. Alternatively, you can enter the following to win the game with the Chicago Killers as your team: `CGBB B8FB BB2V`.

CYBORG JUSTICE

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

DANGEROUS SEED

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

DARIUS 2

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

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

DEADLY MOVES

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

DESERT STRIKE

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

Ten lives
Enter this code for ten extra lives: `BQQQAEZ`

DEVIL CRASH

Extra Balls

Password	Score	Ball
`DEVIL CRASH`	390,000	7
`TECHN OSOFT`	2,000,000	10
`Ø9563 35555`	555,500	33
`TF2hz TF3EM`	464,900	10
`LUCKY LUCKY`	77,700	7

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.

DYNAMITE DUKE

Hidden Options Screen
Press C ten times before pressing Start

EA HOCKEY

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

ECCO THE DOLPHIN NEW!

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

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

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

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

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

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

Passwords

Undercaves	–	`WEFIDNMP`
Vents	–	`ZYUELFBM`
Ridge Water	–	`NRAVEEIP`
Lagoon	–	`NGBBLFBM`
Ocean	–	`YWGTTJNI`
Hard Water	–	`RGQRHEIX`
Cold Water	–	`UVJUBUKX`
Island Zone	–	`LYTIOQLZ`
Deep Water	–	`SJVLTJNW`
Marble Sea	–	`FZTPVJND`
The Library	–	`GYZMBUKU`
Deep City	–	`FAZXIFLZ`
Jurassic beach	–	`ZAOBUNLG`
Pterodactyl Pond	–	`LLHFUNLA`
Origin Beach	–	`MPAJUNLC`
Trilobite Circle	–	`FEUMUNLH`
Dark Water	–	`CRNQUNLO`
Last Battle	–	`KQCNLMLX`

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.

EUROPEAN CLUB SOCCER

Win any match
Enter the Password – `QUITTER`. If you quit a match, you'll win the game!

Passwords
Final – `A63UAA61AA`
Enter `THREE SHREDDED WHEAT` for a harder kick.

EX-MUTANTS

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

F1 CIRCUS

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

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

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

F-22 INTERCEPTOR

Level Codes

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

FAERY TALE ADVENTURE

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

FANTASIA

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

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

FASTEST ONE

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

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

FATAL FURY NEW!

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.

FERIOS

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

FIGHTING MASTERS

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

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

FIRE MUSTANG

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

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

FIRE SHARK

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

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

FLASHBACK

Codes

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

Last code is CYGNUS.

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

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.

GHOSTBUSTERS

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

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

GHOULS 'N' GHOSTS

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

GLOBAL GLADIATORS

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

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

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

GOLDEN AXE

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

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

GOLDEN AXE 2 NEW!

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.

GOLDEN AXE 3 NEW!

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

GRANADA

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

GRANDSLAM TENNIS '92

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

GYNOUG NEW!

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

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

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

HARD DRIVIN'

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

HELLFIRE

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

HERZOG ZWEI

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

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

HUMANS

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

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

THE IMMORTAL

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

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

INDIANA JONES & THE LAST CRUSADE

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

INSECTOR X

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

JAMES POND

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

JAMES POND 2: ROBOCOD

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

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

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

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

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 NEW!

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

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

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

JOHN MADDEN '92/'93/'94 NEW!

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 NEW!

Codes with 16 lives
Level 4 – XT6YXL6PF6M
Level 5 – VNHYWMGZBC9
Level 6 – WSFXW4MPYHJ
Level 7 – THPD96PGCLN
Level 8 – N4SC37S6MWB
Level 9 – NZY9SDBR9Y6

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

JURASSIC PARK NEW!

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

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

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'S BOUNTY

Password
This code enables you to have a huge army and three villains left to defeat:

VRP Ø6 8TQ
FT3 VE M6N
DG1 ZZ 7B1
MOE 8W CQR
WOA BD EHX
DCE FH Y22
VW1 JL MF6

KING OF THE MONSTERS NEW!

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.

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

LHX ATTACK CHOPPER

Passwords

Libya

Majestic 12	–	CQAAAFA
Anterior Nova	–	CQAAIEA
Reindeer Flotilla	–	CQAAQHA
Phoenix	–	CQAAYGA
Rainbow Veil	–	CQAAAVC
Chess	–	CQAAIUC
Lobster Quadrille	–	CQAAQXC
Hen House	–	CQAAYWC
Desert Two	–	CQAABFE
Flaming Arrow	–	CQAAJEE
Plain Aria	–	CQIERDG

Central Europe

Domino Mirror	–	CSIEIYE
Chess	–	CSIEQ6E
Arc Lite	–	CSIEY4E
Anterior Nova	–	CSIEBJC
Reindeer Flotilla	–	CSIEJIC
Hop Toad	–	CSIERLC
Olympic Torch	–	CSIEZKC
Lobster Quadrille	–	CSIEBZA
Grand Theft	–	CSIEJYA
Flaming Arrow	–	CSIER6A

Vietnam

Lobster Quadrille	–	CQIEZCG
Reindeer Flotilla	–	CQIEBRE
Flaming Arrow	–	CQIEJQE
Hen House	–	CQIERTE
Lava Lamp	–	CSIEZSA
Anterior Nova	–	CSIEAJG
Gemini	–	CSIEIIG
Chess	–	CSIEQL6
Binary Rainstorm	–	CSIEYKG
Freedom Train	–	CSIEAZE

LOTUS TURBO CHALLENGE

Passwords

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

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

M1 ABRAMS BATTLE TANK

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

MARVEL LAND

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

MASTER OF MONSTERS

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

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

MAZIN WARS NEW!

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

MEGA-LO-MANIA NEW!

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

200 Men
Enter SIZCSVLOPNL as the password.

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

Level codes

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

MERCS

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

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

MICRO MACHINES NEW!

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

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.

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 NEW!

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 pit.

MUHAMMED ALI BOXING

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

Fight Muhammad
Go to the Tournement mode and enter the saved game, answer yes. Enter either 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, B, C, Up, Down and A, unpause to continue.

MUTANT LEAGUE FOOTBALL NEW!

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

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.

OUTLANDER

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

OUTRUN

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

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

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

PGA TOUR GOLF II

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

PHANTASY STAR 2

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

PHELIOS

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

PIT-FIGHTER

Three Way 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

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: TJ3DP2TJW7TI5PJ3DJ4PJLIKPHAKJEKOGQ for the final level.

PREDATOR 2

Passwords
Level 2 – KILLERS
Level 3 – CAMOUFLAGE
Level 4 – LOS ANGELES
Level 5 – SUBTERROR
Level 6 – TOTAL BODY

PRO BASEBALL SUPER LEAGUE '91

Win every match
Go to the player change screen when you are fielding and press C. You will be asked if you want to forget the match. Press C for yes and you will win 1-0. Remember, you must be fielding for this trick to work..

QUACKSHOT

Extra Lives
Get to the Viking Ship and climb the mast in the elevator collecting all the money bags. At the top of the elevator walk right and follow the rope path down. You will come across an extra life. Now just retrace your steps, leave the screen and repeat the process.

RAINBOW ISLANDS

Speed-up and red pot
By pressing Up, B, Down, Left, C, A, A and B from the title screen, you can kit yourself out with speed-up shoes and the red pot.

All power-ups
From the title screen press Up, B, Down, Left, C, A, A, B and C to get speed-up shoes and red and yellow pots at the beginning of the game.

RAMBO 3

Full power-ups
Get to the two firing walls in level three. Destroy everything except one of the cannons. Put the yellow icon on the dagger and go to the bottom of the screen. Stab the man in camouflage and collect what he leaves behind. Repeat this until you get 99 arrows, 99 bombs and nine lives.

Invincibility
On stage two, there are two crates which you can blow up. Walk to the right hand crate and then walk away from it. Head right until the crate is half on the screen and half off. Fire a full power arrow at it and turn towards the right. When you reach the wall, go up and you will become invincible.

RANGER-X

Skip level
When playing the game, pause it and press Up, Down, Up, Down, Up, Down, C, B, A, Right and Left. You should hear some music. Press A and you can press B to Advance to the guardian or, if already there, you are brought to the next level.

Difficulty settings
Go to Difficulty and press A, B, C, A, B, C, A, B and C. You can now play on Easy or Hard mode.

RBI BASEBALL 4 NEW!

Super-Team
The password for the Super-Team is: `D333 K4K DKMEK`

THE REVENGE OF SHINOBI

Infinite Shuriken
On the option screen, select zero shuriken and then don't do anything for 30 to 40 seconds. You'll hear a beep and the zero will turn into an infinity symbol (∞) indicating you have infinite shuriken.

Extra lives
During the second stage (the motor mill) of level four, it's possible to pick up two lives while losing just one. This process can be repeated ad infinitum. Shoot at the base of the first conveyor belt (double jump and spray shoot). A special Musashi symbol will appear. Jump onto the conveyor belt and let it carry you backwards off the end. You'll lose one life, but you'll gain two. Continue this process as often as you want to build up lives.

RINGS OF POWER

Money, money, money
Go to the secret temple at 32', 2" – 6', 6". You can get all the gold from the four chests here, then go out and collect them all again for infinite gold.

ROAD RASH

Level codes
The following are a couple of codes to get you further in the game:
`43143 Ø67KØ Ø1EVD 571RQ` – Level 5, Diablo, £27,440
`BØØØØ Ø4RDØ 11CAF 56C7B` – Level 5, Panda, £26,230

ROAD RASH II

Any bike, any course
Go to set player on the options screen and choose Mano a Mano, then go back to the main menu and select your bike from the bike shop. Now change the player mode from Mano a Mano to Take Turns and then start the game. You will now be able to use any bike on any course.

Passwords
`ØFIA 39TA`: Level 3, $19,000 and a Banzai.
`ØP1I 4SKØ`: Level 4, $30, 000 and a Diablo.
`ØCTQ 4JAG`: Level 4, $17,000 and a Diablo.
`ØH4R 55ØH`: Level 5, $20,000 and a Diablo.

ROCKET KNIGHT ADVENTURES NEW!

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.

ROLLING THUNDER 2

Final Password
`11B – A Natural Program Desired The Neuron`

Passwords
Enter any of the following codes to progress further into the game:
`Level 2 – A Magical Thunder Learned the Secret.`
`Level 3 – A Natural Fighter Created the Genius.`
`Level 4 – A Rolling Nucleus Smashed the Neuron.`
`Level 5 – A Curious Program Punched the Powder.`
`Level 6 – A Logical Leopard Blasted the Secret.`
`Level 7 – A Private Isotope Desired the Target.`
`Level 8 – A Natural Rainbow Elected the Future.`
`Level 9 – A Magical Machine Muffled the Killer.`
`Level 10 – A Digital Nucleus Punched the Device.`
`Level 11 – A Private Thunder Created the Powder.`

ROLO TO THE RESCUE

Invincibility
On the title screen, press and hold Up and Left, then A and C. Now press B.

Infinite everything/level select
Wait for the title screen and then hold Up, Left, A and C. Keep the buttons held and press reset. Now hold the buttons for a few more seconds and press B for a secret cheat menu.

SAGAIA

Unlimited Continues
On the title screen press B, B, B, C, A, A, A, B, B, C, C, C, "Free Play" will now appear at the bottom of the screen.

Stage Select
When the title screen appears press C, A, C, B, C, A, B, A, B, C, A and C. "Zone Select" will now appear.

Super Star Level
To enter the expert level: enter C, 12 times when the title screen appears.

SAINT SWORD

Level advance
On the password screen, enter `TAITOZ`. The game will then start from chapter six with lots of items in your possession.

SD VALIS

Invincibility
On the title screen, press Up, Down, Left, Right, A, B, Up, Down and Start. When you hear a chime you'll become invincible. You'll also notice that your wardrobe changes in the game.

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

Immortality
When you are told to enter your initials after a game, enter `ZQX`. Then hold down A, B, C and start, During the game your hit points will still go down when you're hit, but when they reach zero they will reset to 11 or 12.

SHINING FORCE NEW!

Change Characters Name
Using the second pad, hold down A, B, C and then press Start. On the first pad, you should press A, C and Start at the same time.

Selling unwanted items
In the items display, place an item you want on the left and something unimportant at the top (position can be changed by handing yourself items in possession). Throw away the item at the top during combat and return to town. Go to the shop and you will find the item you placed on the left being sold.

Increase your numbers
Hold down Up and start on player two's joypad and switch the console on. During the Sega logo screen keep holding down A and start on player one's joypad and A and C on player two's joypad. Start on any stage you want, your main character should have a Forbidden box, use it and the party's level rises to nineteen.

SHINING IN THE DARKNESS

How to defeat Dark Sol
When you reach Dark Sol's lair, fight against him with any magical weapons you have. Restore your energy with the heal ring. Dark Sol will die, but he'll come back to life. Make sure your energy is full and that the group is at experience level 60, then attack him again. Select Milo and yourself as the attackers, and use Milo's healing powers to treat the rest of the group. As long as you keep this up for a while, Dark Sol will die.

Infinite Gold
Take a magic item that will become redundant after one use and take it to a shop to be repaired. Make sure however that you have less money than the repair job costs. Go to sleep at night and go to pick up the item the next day. You will find you have millions of gold coins. Now that's magic!

SHINOBI III NEW!

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.

SMASH TV

Level skip
Press Up, Down, Up, Down, Left, Right and Left to leap

to the Mutoid man.
Press Down, Down, Left, Right, Up, Up, Right, Left, Down, Up, Down to go to level two.

SOL-FEACE

Stage select
On the title screen, press A, B, C, A, B, C, B, C, B, A and Start. Now go to the config menu and put the cursor on start. Choose the level number from here.
If you are playing the game and want to skip a level, press A, B and C together.

99 ships
Follow the procedure for the stage select and then put the cursor onto mode instead of start. Push Right until the symbol `MY99` appears.

SONIC THE HEDGEHOG

Six Emeralds
Using the stage select cheat, select special stage and get an emerald. When the game is adding up your score, press reset. Repeat the process until you have all six emeralds, then start Greenhill as normal.

Stage select
From the title screen press Up, Down, Left, Right, A, C, B and C. You should hear a small noise to indicate that the cheat has worked. Press A and Start simultaneously to get a stage select. Simply highlight the one you want to start on.

Alternative stage select
Again, from the title screen, press Up, Down, Down, Down, Left and Right. Hold down A and press Start to get a useful stage select screen.

Invincibility and character select
Press Up, C, Down, C, Down, C, Down, C, Left, C and Right on the title screen. Hold A and press Start. If the score goes funny (that is, displays strange characters), the cheat has worked. You can change Sonic into another character by pressing B. Pressing C makes the change permanent. Pausing the game, followed by pressing by B or C, gets you into slow motion mode.

Speedy Sonic demo
If you want to have a blast during Sonic's demo, hold down buttons A, B and C to make him run at super speed. Press and release the same buttons to make him go nuts. This also works during the end credits. Finally, try to grab the invincibility monitor and something special will happen.

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 level select cheat (see above) and then press B to change Sonic into a ring, then A to cycle through the different sprites in the game and C to place each sprite.

SPACE HARRIER 2

Level select
During the beginning sequence in the space ship, press the buttons A, B and C together and move the joypad Left or Right to select the starting stage.

SPACE INVADERS '90

Stage select
On the title screen press A, C and Start simultaneously. When the screen goes black press B, A and C. You'll now be able to select the stage you wish to start on.

SPEEDBALL 2

Password
To get into division one, and the major league, enter the following devious code:
`LCLI CWAF O6XE ya3q 2bst -is1 gGVC`

For the championship type:
`LAhM CJ78 2k7I Zy01`
`26Ss ti+L fvRS MBNx`

SPIDER-MAN

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 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 Continues
On the game over screen press Left, Left, B, B, B, C, C, C and Start.

Alternate extra continues
If you are about to die on one player, plug in the second controller and press Start to begin again with full lives and energy.

Play same character
Plug in two controllers. On the title screen, press and hold Right on the first controller and then B simultaneously. On the second controller, hold down Left and A. With all buttons pressed, press C on the second controller. Now the screen will show the choose character screen. You will now be able to select the same characters.

Level select
On the options screen, hold down A and B on joypad two. Now press Start on joypad one simultaneously and you will enter a full cheat screen with a level select.

STRIDER

Extra Continue
Press down on the pad and press A, C, B, C and A and Start in sequence to continue from where you die.

Level select
While the master laughs just before the beginning of the game, hold the joypad Down and press the buttons A, C, B, C and A to get a level select.

SUNSET RIDERS

Extra credits
Go to the sound option and listen to 0-E. When you go back to the game you will have more credits than you normally would have.

SUPER FANTASY ZONE

Level skip
You'll need two joypads connected to the machine to make this work. Pause the game by pressing Start on the first joypad. Now press B on the second joypad whilst pressing the Down and Left diagonal and Start. The word "Pass" will be displayed onscreen, so press C on the first joypad and you will suddenly move to the second round.

Invincibility
As with the level skip, you'll need two joypads connected to the machine to make this work. Pause the game by pressing Start on the first joypad. Now press B on the second joypad whilst pressing the Down and Left diagonal and Start. The word Pass will be displayed onscreen, so press B and you'll be able to alternate between No Hit and Free Play. Unpause the game to activate them. No Hit means you'll be invincible, Free Play mode means you'll die from collisions but have unlimited ships to finish the game with.

SUPER HANG-ON

Options Mode
Hold down A, B and C on the title screen.

Password buster
Enter the following passwords for the desired effect:

`5FF3F546F35564`
`FFØSLPIMFJQNKS` – end sequence

`51B04000A05000`
`70J0CG976ACMG1` – lots of money

SUPER LEAGUE

Password buster
Try these codes. The first gives you a four-game lead while the other three will be interesting rather than useful:

`JORQWVVRROOQSHPQGUDEAM`
`Zb6jpqrnmGnYWQXaHuFFAB`
`RGhiopqmljhZZSUXVtEEAE`
`VU91rstpomXcZTiebrHWyW`

SUPER MONACO GP

***Super Hang-on* bike**
Reset the World Championship and put `HANG-ON` at the name entry screen, save it and then press Reset. Now go to Free Practise Image Training and, after setting the laps and the grid, press Down and A until the transmission screen appears. After setting your transmission, you now have a *Super Hang-on* bike to race in.

Password buster
Enter the following to be driving for the best team (which is Maddona), have previous World Championship wins and loads of driver points.
`ØQ76 2ILM F2ØØ ØØØØ`
`ØØ1Ø H1ØF B324 5D76`
`CA89 EGC1 ØØØØ ØØØ2`
`ØØØØ ØØØØ F2ØØ 2CAC`

SUPER THUNDERBLADE

Level select
Press A, Up, Down, Left, Right, Right, Left, Down and Up from the title screen. Then press Up and Start together to reach a very handy level select screen.

Invincibility
Go to the option screen and select hard as the difficulty level. Start the game and fly to the top left or right hand corner and the enemy fire won't hit you. This works on levels one, two and three.

SWORD OF SODAN

Level skip
Get a high score and enter your name as `HINANP:)`. Next time you play you can skip levels by pressing Start on joypad two.

Alternative level skip
Drink four Etherium potions together to skip to the next level.

SWORD OF VERMILLION

Test mode
To listen to the sounds and background music – and view the various shades available on the Mega Drive – from the title screen, press A, B, C and Start simultaneously using the second controller.

Increased hit power
Cleanse a cursed sword at a church for increased sword hit power.

T2: THE ARCADE GAME

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`

TASK FORCE HARRIER EX

Stage Select
Switch on your console keeping the A button pressed down. Press Up, Down, Left, Right, A, B, A, C, B before the title stops. From the options you can now choose stage select, invincibility or window. Pause during a game and press A to skip stages or press B repeatedly to use slow motion.

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.

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.

THUNDER PRO WRESTLING

Continue Mode
When you run out of continues and the screen displays "GAME OVER", press Up and C to gain three more continues.

TINY TOON ADVENTURES

Open all levels
Put the Buster Bunny icon on the password option and press Start. Now enter this password:
`NGQQ WWQW QKWQ`
`QWWQ WGRY`
This will open the whole game map and you can enter any level.

Passwords

Level 22	–	`GZBB TXZB LDBB TXZK LLDM`
Level 24	–	`QJBB TXZW GLBB TXZQ DLGN`
Level 26	–	`TJBW HXBQ ZKBW HXBQ ZGVT`

TMNT: HYPERSTONE HEIST

Level select
When the Konami logo appears, press C, B, B, A, A, A, B and C. When you get to the title screen, press A, B, B, C, C, C, B and A. Press A and Start again in one player mode.

TMNT – RETURN OF SHREDDER

Level select
When the Konami logo appears press C, B, B, A, A, A, B and C. Then when the title screen appears, press A, B, B, C, C, C, B, A.

TOEJAM AND EARL

Warp
In level one go to the island with a hole in the middle, then drop into the hole. You will arrive at level zero. Your live gauge recovers when you have a bath, and you get an extra live when you drink lemonade. Jump off this level and you will go to the highest level you've been to.

TRAMPOLINE TERROR

Level Select With Continues
On the title screen, simultaneously press A, B, C, and Up followed by Start to enter a special screen.

TROUBLESHOOTER

Stage Select
First of all plug in two controllers, then get to the title screen. On controller two, press Start, Right and C simultaneously. A stage select option will appear between the title words. Press Start, Right and C to advance the stage number.

TRUXTON

Super smart bomb
Press Start to pause the game while the skull explosion from a smart bomb is still on the screen. Wait about 15 seconds and then restart (by pressing Start) and the bomb will have a devastating effect on everything onscreen.

TURRICAN

Infinite everything
Place the cursor on "exit" in the options menu and then hold Down while pressing A, B, B, A, B, A, A, B, A, A, B, A and A for a special menu.

TWIN COBRA

Extra continues
Keep pressing A on the title screen to get up to 14 extra continues.

Ending sequence
From the title screen, press Up, Down, Left, Right, A, B, C and Start. You will now get to watch the excellent ending sequence.

Full weapon power-ups
Pause during the game and press Up, Down, Left and Right. Then hold down A and press Start for full weapons.

Stage select
Press Up, Down, Right, Left and Start on the title screen.

TWO CRUDE DUDES

Extra continues
When you are on your last life and low on energy, press start on player two's joypad. You will bring the second character into the game and have three extra continues.

Extra Lives
During each bonus round, bust up the vending machine to gain an extra life.

ULTIMATE TIGER

Level Select
Press Up, Down, Right and then Left to on the title screen.

UNIVERSAL SOLDIER

Reveal Bonus Blocks
Enter PWRZS on the password screen to make the bonus blocks visible.

Passwords

Invincibility	–	RWRZS
Level 2	–	CHSGM
Level 3	–	MKSNS
Level 4	–	SGGBY
Level 5	–	JLGPH
Level 6	–	JDRSD
Level 7	–	PKSND
Level 8	–	CWBPN
Level 9	–	SFTNP
Level 10	–	CMVDG
Level 11	–	BYTCM

VALIS 3

Map select
From the title screen hold Up, A, B and C while pressing Start to select a map. When the black screen appears, release all buttons simultaneously. Press Start to change the map number. It's tricky to perform this one correctly first go, so persevere.

Effects select
Press the Up and Left diagonal, A, B, C and Start together to get to a sound effects test option.

VERYTEX

Infinite lives
Hold the buttons A, B and C while pausing the game. Then press Down and Start for an extra life. Continue pressing Down and Start for more lives.

Bonus shield
If you wish to kit your ship out with a shield, hold A, B and C while pausing the game. Hold Right and Start to unpause the game and get the shield

WANI WANI WORLD

Infinite Lives
When the Sega logo appears, press the reset twice and when you start the game, instead of normal lives being displayed at the top there will be four question marks.

WARPSPEED NEW!

Black Hole Locations
Alpha – 1B to Beta
Beta – 7D to Alpha and 3H to Beta
Gamma – 5C to Alpha, 5D to Gamma and 4B to Beta
Delta – 3C to Alpha, 6G to Beta and 2F to Omega
Omega – 4B to Delta, 5C to Alpha, 4D to Epsilon and 3E to Beta
Epsilon – 2C to Alpha

Campaign Passwords
Level 1 – W4D HLX VDX
Level 2 – W6N CWK 1XM
Level 3 – W67 G5R 4DQ

WARRIOR OF ROME

Passwords
Stage 2 – L3FHPOZNGW
Stage 3 – NXDS55JSWF
Stage 4 – O5TOJZSP5B

View ending
Enter the password GREBDQ3QNE to see the end sequence.

WHERE IN THE WORLD IS CARMEN SANDIEGO?

Passwords

Time Patroller	–	DBHBKDB
Time Investigator	–	XXNBBMM
Time Inspector	–	DNDKJGD
Time Detective	–	RRXKGND
Ace Time Dick	–	LHMNFGF
Super Time Sleuth	–	MJDFSGG
Capture Carmen	–	MJDFPDG
Game Over	–	JHBHHXS

WORLD CUP ITALIA '90

Beating the goalie
In the first half, your computer opponent's goalkeeper will come off the line quickly; the best way to score is using high crosses and headers. During the second half your opponent's goalie is often slow off his line, so it's best to aim for the far corners of the goal.

WORLD OF ILLUSION NEW!

Mickey One Player
Level 1 – Queen, King, Queen and King.
Level 2 – King, Queen, King and King.
Level 3 – King, King, King and Queen.
Level 4 – Queen, King, King and King.
Level 5 – King, King, King and King.

Donald One Player
Level 1 – King, Queen, Queen and King.
Level 2 – King, King, King and Queen.
Level 3 – King, King, Queen and King.
Level 4 – Queen, King, King and King.
Level 5 – King, King, King and King.

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!

ZOOM!

Extra options
On the player selection screen, press in sequence Up, Up, Down, Down, Left, Right, Left, Right, A and B. Press the sequence slowly otherwise the cheat might not register. Extra options will appear in the menu on completion, including unlimited continues, music test and demo play.

BUSTERS

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

AFTERBURNER 3

Faster level
In the option screen, put the view mode on Cockpit and the Rolling Mode to Free. When you take off, if you perform a 45° turn, you'll fly much faster than before.

BATMAN

Level Select
On the options screen, highlight the driving-only section and press Left on the D-Pad, then press B. Repeat this on all seven of the options. You will need to repeat the operation for a second time before hearing a jingle to confirm the cheat has worked. You can now change the options as you like and press Start and C to select the level.

BLACK HOLE ASSAULT

Secret Animation
Input your name as `FOMA` and select `BHA`.

Invincibility
Wait until the options screen appears and choose the name entry option. Enter your name as `MUTEKI` and exit the screen. Now, select operation `BHA`. Enter your name as `MUTEKI` again, start playing and you'll be totally invincible.

Secret game
Enter your name as `AZY` and highlight mission `BHA`. Enter `AZY` and you will enter a game called *Black Ball Assault*.

Hand of God
Enter your name as `BIGNET` and when you fight an opponent, press Start and he will instantly drop to the floor.

CHUCK ROCK

Passwords

Level Two	–	`GJFKFN`
Level Three	–	`PDPKKN`
Level Four	–	`JWNTXF`
Level Five	–	`TSFVNP`

COSMIC FANTASY STORIES

Enemy Dodge
Keep pressing Left and Start on player two's joypad during the Mega-CD menu until the Sega logo disappears. Start the game and call up the status map window, press player two's Start button and then player one's start, close the window and you will not come across any enemy in the field. This will also enable you to walk through obstacles. Open the window again and press player two's Start button and the enemy will re-appear. When you die after entering the above commands, hold down Up on player two's joypad and skip through the messages with player one's joypad. Your character will be revived with no hit points.

EARNEST EVANS

Stage Skip
Whatever stage you're in, freeze the screen and press up, A, down, B, left, A, right and B. Cancel pause and you will have cleared the stage.

Warp
Climb the wall to the left of the starting point on stage six. When you are out of the screen you will warp to the boss on this stage.

ECCO

Final Password
Enter this password to get to the end of the game: `QCFWUYHS`

FINAL FIGHT

Auto Punch
Enter the options screen and highlight exit. Hold down Right, A, B and Start for automatic punching

HEAVY NOVA

Hidden bonus points
In a versus battle against an end-of-level guardian, if you manage to kill him without losing any energy, you'll receive a bonus of 1,000,000, a Perfect Bonus Point.

HOOK

99 lives
In the caves on level five, drop to the bottom of the first pit. At the bottom, walk right, dodging the snakes and bats, and swim under the rocks to where you can collect a leaf and a 3-Up. Allow yourself to be killed, and then repeat the process until you have acquired the maximum of 99 lives.

JAGUAR XJ220

Level skip
Go to the options screen and name entry. Delete the currant name and input `MAR`, then choose World Tour and select your chosen race. When the race starts you should pause the game, then if you press A, B and C at once. You can qualify and the race is won.

KRIS KROSS: MAKE MY VIDEO

Hidden scene
When the caller screen appears, press A, B, C and Right, to be greeted with some wild scenes.

MARKY MARK: MAKE MY VIDEO

Hidden scene
Simultaneously press and hold A and C. Press Start to go to the U-Direct mode and then press A, B, C and then Right to see a scene involving Marky Mark with loads of girls!

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.

ROAD AVENGER/ROAD BLASTERS FX

Level select
From the start, push Up to access the Options Mode, then press A six times and you will hear a chime to tell you the cheat has worked. Play the game as usual and a level select will be offered.

View mode
Access the Options menu as above and press A five times, B five times and then press A to watch each level being played out.

In-game pause
Again, access the Options menu as before, then press A four times, B once and A once. This will allow you to pause the game while you're playing by pressing Start.

SEWER SHARK

Continues
Once you have reached the dizzy heights of Exterminator or Beach Bum, pressing A, C and Start on the game over screen will allow you to continue.

SILPHEED

Stage Select
During the opening demo, press Down, Down, Up, Up, Right, Left, A, B and Start during the opening demo. This cheat will only allow you to play on the stage that you have selected.

Revitalise Shield
Press Right, Left, A, Right, UP, C, B, Down, Left, B, A, Up, and Start at the demo. In the game, press button A to restore your shield up by one whole notch.

Continue
When the demo comes on, press Right, Up, A, B, C, Left, Left, Down, C, A and Start. You should now have 10 continues.

Secret Voice Test
At the title screen, move to Option with pad one. Hold A, B and C on pad two and press Start on pad one to get a voice test.

SOL-FEACE

Level select
On the title screen, press A, B, C, A, B, C, B, C, B, and A. If you've done this correctly, you'll hear a sound effect. Press Start and go to the options screen. You will now be able to select a starting point and a difficulty level.

Level skip
You can only use the level skip if you enter the level select code first. After doing this, press A, B, and C together to skip any level.

Extra options
On the title screen, press A, B, C, A, B, C, B, C, B, A. Press Start when you hear a little sound effect. Now if you select Config mode, you'll find there are a couple more options, Start and Mode. If you go to Start, you can choose the level which you wish to begin on by moving the joypad Left and Right. Mode allows you to adjust the difficulty level and number of fleets. Change the number of fleets with Left and Right. If you press Right a few times whilst holding A, you get a message informing you of *Muteki* (which means invincibility).

SONIC CD

Level select
On the title screen, push Up, Down, Down, Left, Right and B to access the level select.

THUNDERHAWK

Infinite armour/weapons
During the game, press pause and push Up, Right, Left and Down. Press Start to unpause for infinite everything!

THUNDER STORM FX/COBRA COMMAND

Level select
On the title screen, press Left, Right, A, B and C. Now press Left or Right to change the level.

Debug mode
Press Up, Down, Left, Right, B, C and A to watch the animation.

TIME GAL

Passwords

BC 70,000,000	–	BMCFXWRL
BC 65,000,000	–	GJRPQVKS
BC 30,000	–	THMZCYFB
BC 1600	–	RYFGSXDK
BC 44	–	FTGBDQPW
AD 500	–	VSLCZKTJ
AD 999	–	CYVZPBMG
AD 1588	–	DRXHTLQJ
AD 1941	–	WBMRJZVH
AD 1991	–	SHKXGJWF
AD 2001	–	XPTMCSHD
AD 2010	–	ZVYFLGQT
AD 3001	–	QWCDHRKT
AD 3999	–	PLQTVMXY
AD 4000	–	LKDWBSYF
AD 4001	–	KVGPRZCW

Passwords (Japanese version)

BC 70,000,000	–	DODZILLA
BC 65,000,000	–	DINOSAUR
BC 30,000	–	STONEAGE
BC 1600	–	ELEPHANT
BC 44	–	OSIRIIYA
AD 500	–	HARDWORK
AD 666	–	DEATHOUL
AD 1588	–	SOUTHERN
AD 1941	–	WORLDWAR
AD 1991	–	LANDMINE
AD 2001	–	RECKLESS
AD 2010	–	ASTEROID
AD 3001	–	MURDERER
AD 3999	–	BRANCHER
AD 4000	–	STARWARS
AD 4001	–	THANKYOU

Level select
Go to the options screen and press Up, Left, Right, Right and Up. A chime will sound if this is entered correctly.

WOLFCHILD

Level skip
On the options screen, press A, B, A, C, A and B where you will hear an explosion. Press any of the following for a level select.
Level 2 – Press Start.
Level 3 – Hold B and press Start.
Level 4 – Hold C and press Start.
Level 5 – Hold B, C and press Start.
Level 6 – Hold A and press Start.
Level 7 – Hold A, B and press Start.
Level 8 – Hold A, C and press Start.
Level 9 – Hold A, B, C and press Start.
It is important to note that you must keep the buttons held down until the level appears, or this will not work!

WONDERDOG

Passwords

Dogsville	–	MYSTIC
Dogsville	–	ANKLES
Loony Moon	–	LEDZEP
Planet Weird	–	REEVES
Planet Foggia	–	PIXIES
Planet Kninus	–	WOOPIE

MASTER SYSTEM

ACTION FIGHTER

Extra Weapons
Enter the code DOKI_PEN. on the name entry section to gain all available weapons.

Helicopter dodge
Turn from a car to a bike and back to get rid of the helicopter.

Invincibility
For three extra lives and invincibility enter SPECIAL as your name.

Passwords
Enter these passwords to obtain all weapons available
DOKI-PEN
GP-WORLD
HANG-ON

AFTERBURNER

Continues to level 17
Turn on the machine and press Pause a hundred times before the demo starts. This will provide you with infinite continues until you reach level 17.

Infinite continues
To get the continue option on dying, press one, two and Up simultaneously.

ALEX KIDD IN HIGH TECH WORLD

Level select
Enter the code Ø1AdGSCPVd to start your mission in the forest section of the game.

Extra points
On the ninja section you'll see some of the clouds are yellow. Shoot these five times and a box worth 200 GP's will appear.

ALEX KIDD IN MIRACLE WORLD NEW!

Killing Frogs
To kill the Frog very easily, swim through and get the Frog half in the screen and swim to the left and punch. This should push through to the other side of the screen and you will kill the Frog.

Extra continues
Providing you have a score of over 4,000 (easy enough to achieve) when you die, you can continue by pressing button two and Up simultaneously eight times.

Bonus stage
When the octopus appears, kill it and sit on its bowl. Keep pressing Down on the joypad to enter a bonus level.

Defeating opponents
Use these to defeat your opponents:

Stone Man (Goozeba)	–	Stone, Scissors
Scissor Man (Chokkinna)	–	Scissors, Paper
Paper Man (Parlin)	–	Stone, Scissors

After defeating them they'll want to have another try so do this:

Stone Man (Goozeba)	–	Paper, Paper
Scissor Man (Chokkinna)	–	Stone, Stone
Paper Man (Parlin)	–	Stone, Scissors

Opponent skip
To continue past each opponent without playing scissors, paper and stone go to any boss and press Start twice.

Final level box sequence
When you get to the end of Cragg Lake and have opened the door with the moonlight and sun stone, you'll enter a room with several pink boxes on the ground sporting different symbols. You have to jump on these in this order: Sun, Waves, Moon, Star, Sun, Moon, Water, Fish, Star and Fish.

ALEX KIDD IN SHINOBI WORLD

Secret room
On part two of the lobster level leap onto the single platform and jump backwards towards the wall on your left. At the end there is a rope, swing on it and throw a fireball to your right to discover the hidden room.

ALIEN 3

Super flame thrower
You'll only be able to use this cheat if you have a joypad with a rapid fire option. First turn the rapid fire option on. When you use the flame thrower, tap button one very quickly. Now sit back and watch how far the flame goes! The flames will also last much longer than usual.

Infinite continues
Enter the configuration screen, select two players and start the game. Complete level one with player one and let player two die three times on the fans. Now complete level two with player one. Player two will now start again on level one but will be graced with infinite continues.

Infinite lives
Play a two player game, making sure both players obtain a score high enough to appear on the high-score table. When both player's games are over wait for the high score screen and enter ALIEN as the player's names. Now when you go back into the game you'll have infinite lives.

ALTERED BEAST

Extra energy
On the title screen press 1 and the Up and Left diagonal to gain some useful extra bars of energy.

Parameter select
Press Start and B from the title screen to change power, number of lives and various other options.

Extra lives
When the words "Sega Master System" appear, circle the pad clockwise and repeatedly press button one to start the game with five lives.

Extra continues
To continue a second time press the Down Left diagonal and both buttons simultaneously. To continue a third time press Down Right diagonal and both buttons. For a fourth continue press Up Right diagonal and both buttons.

AMERICAN PRO FOOTBALL

Trick tactics
On all levels choose post, corner or bomb pass. However, don't go through with those strategies – run instead. You'll win the games easily with these tactics.

ARCUS ODYSSEY

Character codes
The following codes will select any of the characters during the various levels of the game.

BEAD SHIA		DIANE FIREYA	
Act two	FA2HAIADRR	Act two	GJEIACRT
Act three	FI4IAIAESB	Act three	GJWZAIAEKM
Act four	HK3CDIILDO	Act four	GIRCTQIJ1X
Act five	HLØDAQIPMX	Act five	IISDUXIPUI
Act six	HNØDE5IQVR	Act six	IIUHUZMRNZ
Act seven	HNØDE5IVWZ	Act seven	IIXBUYIUGW
Act eight	KRØDE2IZX5	Act eight	IJXBU2JØHB

ERIN GASHUNA		JEDDA CHEF	
Act two	HIJAAIAABB	Act two	GDHAAIAABZ
Act three	HIIYAIAGC3	Act three	GIEIAAAECA
Act four	HIIAOOIKDK	Act four	GJECAIIL1Q
Act five	HIKAQYIOUZ	Act five	IJCECJIOUØ
Act six	HIKEQYIRVC	Act six	KICBEPIQ3F
Act seven	HIKEQYIVOH	Act seven	KICBHIIVWG
Act eight	HJKBQYIZPK	Act eight	KJCBHNIYXR

ASTERIX NEW!

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.

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

BATTLE OUTRUN

Level select
Turn the power on while you hold buttons one and two. When the title screen disappears let go of the buttons and then press Up. The Up and Down keys will enable you to select the level on which you wish to start.

BLACK BELT

Infinite lives
For infinite lives, start the game as usual but keep pressing button one. You'll be presented with the usual red screen showing lives and levels. As the screen flashes off, let go of button one and press Reset. Riki appears and then proceeds to collapse.

Boss select
On completing the game wait for the final screens to come up and quickly rotate the joypad anti-clockwise as the music fades, while pressing button two. You'll now be able to take on the bosses without playing the entire levels.

BLADE EAGLE 3-D

Level select
Rotate the joypad in a clockwise direction on the title screen to select the level where you'll start the mission.

BONANZA BROTHERS

Invincibility
Get to a location with a rake. Time it so that as you step on the rake and faint, you get hit by an enemy bullet. You will be invincible until you pick up treasure.

Level select
Plug the joypad into port two and hold Up and both buttons, then switch on. The story pictures should now be different when you start. Go into the game as normal and select your character to activate the level select.

BUBBLE BOBBLE

Level select
Enter the code 3V35NLLE to select any start level.

Secret room
Reset the game and select one/ two player start. On level one, bubble the first three enemies but don't burst them. Soon they'll turn red – when this happens, bubble them again and repeat, even when Baron Von Bubba appears. After a few seconds, a door should open to a secret room.

CAPTAIN SILVER

Extra continues
To be able to continue after the game over screen press Up and then both buttons simultaneously.

CASINO GAMES

Cash password
Enter the code 8314853112 to gain loads of money. Your name must be MR SEGA for this code to work. Play that charismatic character Charley at poker and keep the stakes high. Win one game to take you over the million mark.

CHOPLIFTER

Level select
Press Up, Down, Left and Right on the title screen and then enter the player select screen. Repeat the process once there.

Save all hostages
When you lose a life, repeatedly press both buttons quickly to collect all the hostages.

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 NEW!

Guardian Buster
Use one Heavy bomb on the first boss. One shot and he's dead.

Infinite weapons
If you buy all the engine parts your weapons will never run out and you'll live happily ever after.

Cheap lives
To buy loads of cheap lives, switch on as normal and allow the story line to be displayed. While this takes place, waggle the pad Up and Down over 50 times before starting the game. Collect as much money as you can and find a shop. Buy lives at $1,000 each. This only works on level one.

THE FLINTSTONES

Level select
On the title screen press Up, Right, Right, Down, Down, Down, Left, Left, Left, Left. Now go into the game and press pause and hold down buttons one and two while pressing one of the following:

Up: Level one
Down: Level three
Right: Level two
Left: Level four

FORGOTTEN WORLDS

Infinite Continues
If when in two player mode, one of the players dies, press Start a number of times; giving yourself the continues you need.

GAIN GROUND

Level select
Press buttons one, two and joypad Up while turning on the machine. If you hold this combination you'll eventually get to a hidden options screen which lets you select the start level and stage.

GANGSTER TOWN

Infinite continues
When you die and your hat flies off, shoot it to continue

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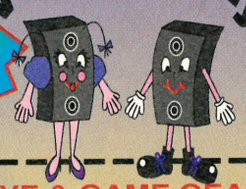

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ITEMS

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the game.

GAUNTLET

Extra continues
After you've used the third continue, plug your joypad into port two and you'll be able to carry on as the other player with a fresh stack of credits.

GHOST HOUSE

Invincibility
Keep jumping onto the arrows fired at you and after a while you'll turn golden and become invincible for a short while.

Freeze enemies
Punching light bulbs will freeze all characters onscreen.

GHOSTBUSTERS

Cash password
Enter the initials DN and the code 3158279632 to start the game with lots of money. Alternatively, use the initials AA and the code 1173468723.

Password dodge
When you get an account number you can fiddle things by altering the last two digits. Increase one and decrease the other. By doing this you can boost your cash to over one million dollars. For instance, if the last two digits read four and five, change them to three and six or five and four.

GOLDEN AXE

Extra continue
On losing all your continues, a further one is awarded if you press the joypad diagonal Up and Left and button one simultaneously.

GOLF MANIA

Extra attempt
Reset when the ball is in flight. Make sure you select the same game parameters. Now continue and you should be back where you were before.

GOLVELLIUS

End-of-game password
Enter the code J7VZ HEQV AWPJ 42S8 36AL PQLH MRLY Ø258 to have seven crystals in your possession, allowing you to go to the lair.

Surprise cheat
On the password screen, type in QQQQ QQQQ QQQQ QQQQ QQQQ QQQQ QQQQ QQQK for a surprise.

Power-Up bonanza
For eighteen lives, the legendary sword, the ring of invincibility, the Remedia shield, some ascent boots, mirror, purple mea and only Govellius to kill try either of these codes:
UPDZ, CPTB, 72CK, XCS2
3PP3, B7NE, MMNA, MOFS, or,

WK4Q, AH85, LDSX, KNGF
Q5N7, 2K3L, 7T5E, QKQL.

GREAT VOLLEY BALL

Best teams
In order, they are USSR, France, USA, Brazil, Cuba, Japan, China, Korea.

JAMES BOND – THE DUEL

Level select
Plug the controller into port two and hold down both buttons along with Down Left diagonal on the pad. Now plug the controller into port one and press button one. It's best to use two joypads if possible.

KENSEIDEN

Level select
To get the round selection screen, turn on the machine with buttons one and two pressed. Release the buttons when the title screen appears and press the joypad diagonal Up and Left and button one.

Hidden screen
Climb the Buddha on the first round and when you're standing on his head, push Up to enter a secret room.

KRUSTY'S FUN HOUSE

Level codes

Level 2	–	BARNEY
Level 3	–	MARTIN
Level 4	–	SQUISHY
Level 5	–	ELFMAN

Password buster
Enter HPKEITH on the password screen to open all the doors.

KUNG-FU KID

Power-up locations
Get to level five and kick the wall towards the top at the highest floor on the right. You'll find a jug of water which puts the dampers on enemy fireballs. To find a bun for extra energy, go to the wall on the left of the second highest floor and repeatedly kick it until the bun appears.

LAND OF ILLUSION NEW!

Tree Cheat
In the Forest, don't go up the tree. Instead bounce off the snake just beside the door and keep pushing right. Climb up the vine and you'll be at the top of the tree.

LEMMINGS

Level Select
When the lemming pulling the cart appears on screen, press buttons 1 and 2 together on joypad one and rotate the D-Pad clockwise. Go to the main screen and select your choice of game. Choose the New Level box and writing will appear, press left and right to select the level you desire.

LIGHT FORCE

Extra life
On level one, find the two cell walls close to the large brain and fire through the second one at the top to reveal the extra life.

LIGHT CORRIDOR

Passwords

Ø622	2Ø08	3212
7328	1Ø15	26Ø2
33Ø5	9932	1825
2819	6811	

LUCKY DIME CAPER

Level skip
To skip from level two to three, during level two jump onto the lion's head when he jumps onto the platform. Repeat this eight times to skip.

1-Up loop
On level five as you walk past the area full of caskets you should come across some doors. Go through the second and either smash the crates with your hammer or jump onto them to collect three extra lives. You can return to this room as many times as you like. Once you have enough, exit via the door on the right.

MARBLE MADNESS

Level select
On the option screen set the following parameters: Test FX two, Test Music five. Move the pad to level select and you'll find that you can.

MASTER OF DARKNESS

Level select
On the title screen, press the Up Left diagonal and keep both buttons held down until you see the cheat screen appear. You will now be able to change the round number, the stage, number of lives and even the collision detection.

MIRACLE WARRIORS

Obtain all keys
To get all the keys, go to the bottom left of the map around the large desert. Now press button two and a menu should appear with the name of a spell. Enter the spell you haven't used yet and you'll be transported to a cave. Locate and open the chest, defeat the guardian then choose one of the three keys. Repeat the procedure two more times to get the remaining keys.

MOONWALKER

Level select
On the title screen press Up, Left, A and Start on controller two, quickly followed by pressing Start on controller one.

MORTAL KOMBAT

Blood code
Go to the ethical code screen and press Two, One, Two, Up and Down for the blood to be included.

MY HERO

Extra lives
You can earn several extra lives by jumping over knife and bomb throwers and then punching the guys in the back. Also, at the end of the first level, trip up the first three dogs and jump over the last one for a handy extra life.

THE NINJA

Bonus points
Get a hit ratio of 100% (not impossible) and you'll receive a massive 50,000 points bonus.

Scroll locations
Scroll one – find it on the first round after killing the transforming ninja.
Scroll two – on round four, shoot the bottom of the statue five times.
Scroll three – on round six, cross the last bridge on the left and walk straight to the tree above the first samurai home next to the wall.
Scroll four – find it on round eight. Go into the top of the last garden on the right and repeat the process you used to find scroll three.
Scroll five – the final scroll appears in round nine. Keep to one side when reaching the top of the wall but don't kill the ninja immediately. Wait for a while and the green scroll will appear; collect this and you'll receive instructions as to how to enter the temple.

Fighting technique
Walk backwards whilst dodging from side to side and

pressing the attack button to sustain minimum damage.

NINJA GAIDEN

Infinite stars and fireballs
Wait until ninja boy has got 999 combat points before using any ninja stars.

PAC-MANIA

Secret level
To access the hidden level, eat all the dots while leaving the power pills. An object will appear in the middle of the screen – eat this and you'll be transported to the secret level.

POPULOUS

Password buster

Level		Code
0199	–	KILLMEHILL
1999	–	ALPDEEND
2999	–	SADENG
3999	–	SUZLOPDON
4999	–	KILLOGOAL

POSEIDEN WARS

Extra continues
When you lose your last life press Down, Down, Down, Down, Right, Right, Right, Up, Up and Left to continue.

POWER STRIKE

Extra lives
On the title screen push the pad Down, Right, Down, Down, Left, Right, Up, Right and button one twice to get ten extra lives.

PREDATOR 2

Passwords
Level 2 – SPOCGURD
Level 3 – ROTADERP
Level 4 – SEGATSOH
Level 5 – NAGIRRAH
Level 6 – LAICIFFO

PRINCE OF PERSIA

Passwords
2 – GJKIEV
3 – GIHHGP
4 – LNHMHI
5 – HHKHCR
6 – LKMKFG
7 – JHGHCP
8 – MJEJEW
9 – OIJJEC
10 – KFHGZL
11 – UOOPID
12 – RKJLEJ
13 – NFGBBK
14 – VMMIIT

PSYCHO FOX

Level warp
At the top of the tower of Spring boards is a warp. Choose a tube and as you descend you'll appear on a particular level.

QUARTET

Bullet size increase
On the title screen press pause fourteen times and your bullets will become larger making it much easier to hit the targets.

Level select
On the title screen press Up on controller two then press pause on controller one 12 times. Now press button one and select your starting level.

R-TYPE

Invincibility
Before you turn the power on, hold the diagonal Down and Right on joypad one and the diagonal Up and Left on joypad two. Turn on and wait for the logo before you let go of the buttons. You'll now be invincible!

Extra credits
First, use your 12 credits and when the continue screen appears, rotate the joypad anti-clockwise to enter a sound test menu. Push button two and Left to reveal 95. Rotate from 95 to 00 pushing button one after each number and pausing briefly on each sound. At 00 press one and start rotating the joypad clockwise. Now sit back and watch those credits increase beyond your wildest dreams.

Bonus level
At the end of level four, you'll find a screen packed with green dots. About halfway through this mess there is a gap in the landscape. Fly up into it and you'll be transported to a bonus level.

RAMBO 3

Infinite bullets
If you have the rapid fire module, you'll have infinite bullets.

RAMPAGE

Infinite lives
Wiggle the directional pad clockwise and press buttons one and two simultaneously.

Infinite continues
When the game over message appears onscreen, press both buttons and you'll start the game at the beginning of the level you just completed.

RASTAN

Infinite continues
When the Sega logo appears, hold down both buttons and push the Down and Left diagonal to gain infinite continues.

ROCKY

Little Injury
Before you ride, press Up, Down, Left, Right and Button two. Do this after you have fought as well and you will be able to get through the game with very little injury.

SECRET COMMANDO

Continue option
Both players must hold down both buttons on the joypads and continually press Left and Right for a continue option. This works after level three.

SHINOBI

Level Select
Press the joypad diagonal Down and Left together with button two and you'll be able to select the starting stage.

SONIC 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:
pljDjZKØ9mZpeEIjioxoGUHC.

SPY VS SPY

Easy win
Find the airport room first. Wire up all the doors in that room with booby traps and wait for the other player to collect all the items. When the other player tries to get into the room, he'll set off a trap and drop all the goodies. You can now go into the room and pick them up before flying off to the next embassy.

STRIDER

Level skip
To skip to level two, press button one when the title screen appears. When the next title screen appears, hold Up, One and Two.
To skip to level four, wait until the title screen appears, then hold down right and press both buttons.

SUPER MONACO GP

Level codes
2 – AZNM JDBZ
3 – DHMT VSJS
4 – ZZEE HYOT
5 – EXIP OONJ
6 – JYZH WOEL
7 – CQAZ AQLV
8 – ZPIE VTLB
9 – DIJT VGNX
10 – HYSF WJKS
11 – RCQO TDFT
12 – CRWZ OBJM
13 – BTMY VBJP
14 – ZXDE VHLY
15 – EDWP WCCJ
16 – EDYP WWWO

SUPER TENNIS

Perfect serve
When you serve, go to the bottom corner and keep hold of button one. This gives perfect serves unless you're on a level higher than two.

TAZ-MANIA

Infinite lives
On level one, collect a 1-Up in the first set of clouds and then another at the end of the level. Kill yourself and repeat the process until you have enough lives to finish

the game.

TEDDY BOY

Level select
On the title screen press Up, Down, Left and Right. When the new screen appears press Up then Down nine times and use button one to choose the start level.

Continue mode
On the option screen press Up, Down, Left, Right, Up, Down, Left, Right. Play the game then when you lose your last life go back to the option screen and select continue, B and "YES".

TENNIS ACE

Password busters
Try any of the following passwords to get the better of your opponents:

`ERVO URSM WRHB OKRF` – all your scores are set at 30
`EZCV FHAM WPBB OKRF` – Italian singles final vs Noah
`EBRO FKJM WWBB OKRN` – French singles final vs Noah
`NKOF VVLG LKGS FCKK` – doubles final vs Noah and Becker

THE TERMINATOR

Level select
On the main *Terminator* title screen hold down button two and press button one once. The screen should turn black. Now press Left, Left, Up, Up, Right, Right, Down and Down. Two zeros will appear on the screen and pushing Left or Right will toggle between the levels.

THUNDERBLADE

Invincibility
Press Up, Down, Left, Right and button one to become invincible.

THUNDERBLADE II

Extra continues
When the game over message appears press button two, Down and Right.

TIME SOLDIERS

Invincibility
In a simultaneous two player game, one of the players can walk off the back of the screen and become invisible and – better still – invincible. The player offscreen can still destroy enemies, though.

TRANSBOT

Options menu
Switch on the console with button two and down depressed. After a few seconds some options will appear. Press Up for infinite lives, Down for infinite weapons, Left for power and Right to cycle through weapons. Push button one on pad two to continue.

VIGILANTE

Level select
To select any level, press the Up and Right diagonal on the joypad and buttons one and two. An option will appear allowing you to start on any level.

WANTED

Level select
Shoot the title screen by pressing fire. Then, while pressing Pause, shoot either of the two exclamation marks (!) at the bottom right of the screen that make an appearance. When the round selector eventually appears, simply shoot the number of the round that you wish to enter.

WIMBLEDON

Bonus points
To add 52 points to your player in Tour mode, enter either of these codes:
Enter: `JJI AAH FHI EFJ DER XHA`

Level password
To begin in Australia having already won the American and Australian cup, enter the following code. You'll also be able to put your speed, power and skill up to the maximum of 20 and still have 27 points left over.
Enter: `IJJ WUT RQM`

WOLFCHILD

Level select
Enter this code to take you to the stage select screen: `J8TPR`

WONDERBOY

Level skip
Press button one on the title screen and then twice more. Now press button two twice and hold both buttons together. Press Up to skip a level.

WONDERBOY II

Extra gold
Plug in control pad two and press either button one or two 45 times. You'll receive 45 more pieces of gold. Carry on if you require more!

WONDERBOY III

Lots of Treasure Chests
Be anyone except Lizard-man and go to the Lizard-man's Sphinx past the pyramid and into the door. Chop away at the bricks and fall down into the darkness to reach the treasure chests.

Legendary weapons
Enter `9JC5 YHX XN4U HT2` to get the legendary weapons.

Resurrection
If you die wearing Hades armour you'll be resurrected.

Full power
Enter spaces as the password and you'll start the game with all available weapons, armour and stones.

Level passwords

`1WZ4 JHO 289Y 5BX`	(lizard man)
`NFKU 1EO 4Ø3P X88`	(Lizard man)
`2CKF 3L4 894Z A5F`	(Mouse man)
`2CKF 3MO 8GEU U7J`	(Mouse man)
`YF3U 5DW CR1A ED7`	(Mouse man)
`2CKF KKO 8RGP V9J`	(Piranha man)
`LIZ4 C14 ER2N 4E4`	(Mouse man)
`84FD 5M4 B9PB 86N`	(Lion man)
`YF3V 5CO CRVF NC9`	(Mouse man)
`ZP3K N4L DA1F TV7`	(Hawk man)
`2CKF 7PL 8T4J 27A`	(Mouse man)

WONDERBOY IN MONSTERLAND

Extra money
Plug a controller into port two and press button one to bring up the status screen. Each time you do this, you add an extra gold coin to your tally. Repeat the procedure as many times as you want.

WORLD CUP ITALIA '90

Group select
In the World Cup tournament, if you press Pause when your team is shown in its group, the team will move group. Do this until your team is in an easy group.

WORLD SOCCER

Easy shot
When you kick off, press button two and wait until the ball arrives at the arrowed man. Press one and you'll only have the goalie to beat.

ZILLION

Hidden rooms
When you reach a dead end, shoot the wall in front of you up to 15 times to reveal a hidden room.

Extra continues
On losing your last life press button one, two and Up to continue where you left off.

Invincibility
Enter a `MAP` command into the computer and go to room D3, but don't collect any Opa-Opas on the way. On the top level, shoot the furthest cylinder to the right to reveal an Opa-Opa. Collect this and your life gauge will go to 720. Go half way off the screen making sure the lift is still visible, then enter the lift letting the yellow barrier reduce your life to 120. Immediately pull the joypad down and return to the start room. Your life gauge should now read 000 and you should be invincible.

ZILLION 2

Continue option
When you die, press buttons one, two and Up. You will continue from the level on which you died.

ALIEN 3

Additional ammo
Enter your name as `CHEAT` for more ammo.

AX BATTLER

Passwords

Firewood City	—	`JMLO BFKC DLEC EAPI`
Turtle Village	—	`PIPF OEBA ODGA IIKO`
Sand Marrow	—	`OOBK CBPM IMAM NBLP`
Holm Stock	—	`EEAP IKLN LMPE CNOG`
Brookhill	—	`AFPL JLNJ OMEM PGJK`
North Valley	—	`LGEC CLBP BIOP NICD`

CASTLE OF ILLUSION

Extra life
Collect the dancing A from the coffee cup screen on level four. Exit, climb the ladder to the left until you get to a room with two insects, a button and a barrel. Lob the barrel and button at the insects to kill them. The button disappears but you may use the barrel to climb up the ladder to the right. The next screen has an insect. Kill it and continue right until you reach a second

dancing A. Pass it and keep going until you encounter a drop. You can just fit through it. Jump up so that you can land on your bottom.

Secret Route
Go down the slide nearest to the end of the level in the Clown section. Instead of jumping onto the second landing down, you can eventually jump to the top landing. Here you'll find a treasure chest. Throw it and it opens revealing a coin. Collect this, then run to the wall at the end of the landing. Jump into the wall, and you'll end up near the policeman, a guardian to the main guardian, the Clown!

CHASE HQ

Extra continue
If you bash into the oil barrels on round two, you'll gain an extra continue.

CHUCK ROCK

Passwords

Level 2	–	7GØ9M
Level 3	–	NN6E3
Level 4	–	84AKC

CLUTCH HITTER

Infinite strikes
Select a left handed pitcher and put him on the opposite side to the batsman. Place the catcher halfway behind the batsman and throw the ball while spinning it towards the batsman to get a strike every time.

COLUMNS

Alternative ending
Go to flash mode and select a block starting height of nine. Choose your difficulty level and start the game as normal. Purposely end the game. When the flash mode demo ends, there'll be a different ending.

FACTORY PANIC

Extra lives
Let your time run down to 100 and then collect all the stars that will appear on the conveyor belts for some precious extra lives.

Passwords

Level 1	TSMDCV	Level 11	THESUN
Level 2	TTNDCV	Level 12	MQANCZG
Level 3	TVPDCV	Level 13	MSCNCZG
Level 4	TZTDCV	Level 14	MWGNCZG
Level 5	THBDCV	Level 15	MEONCZG
Level 6	THBEDW	Level 16	MEOODAH
Level 7	THBGFY	Level 17	MEOVJGN
Level 8	THBKJC	Level 18	MEOCROV
Level 9	THBSRK	Level 19	MEPCSPW
Level 10	THCSSL	Level 20	MERCURY

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.

HEAVYWEIGHT CHAMP

Power punches
On the speed select screen, hold down one and press Left, Right and finally Left again.

KRUSTY'S FUN HOUSE

Codes

Level 2	–	SELMA
Level 3	–	SCRATCHY
Level 4	–	SKINNER
Level 5	–	GROENING

Password buster
Enter TRACY to open all the doors.

LEMMINGS

Level Codes

Level	Tricky	Taxing	Mayhem
1	RCEOJTHO	ECWMZGTM	GGFOYQBC
2	YQSDGSNU	ZSFKUJSF	FLWNCXPG
3	JTHPGFDY	LXPGFDYR	FECWMYRD
4	RDHPGFEC	CFKUJTJT	HOEBVKUI
5	WMZSEJTG	GMYRCFKU	QBCEJSEI
6	MZTHPGGF	JTHPEFCX	RDHPGGFE
7	DZSEIRCE	PFDZSFLX	CXOEBVKU
8	IQSCFKVL	DECWMZTG	IQABDHPF
9	WMYRDGMY	NBUJSFLW	DYRCEJTG
10	RDGMZSFK	MZSFLWMY	NCXOEBUJ
11	VLXODZTH	RLFKUJSE	THOECXPF
12	PFECXPFE	IRCEJSEJ	DYRCEIRD
13	BUJTHOEC	SEJTHOEC	GNBUJTHO
14	XOECWNBU	WMYQBOGM	DZSFLXPF
15	JSFKVKUT	YQAAAAAB	DZTHODZS
16	THODZTGM	DHODYROG	EJTHPFDZ
17	YQBCEIRD	NCWNCWMY	SFKVLWNC
18	HPFDZTHP	QAABDHPG	XPFDYQBN
19	FEBVLWNB	GGGFDYQA	GNCWMZTH
20	UJTHPFEL	AABDGMYR	ODYQBCFL
21	WNCWNBLL	DHODYQAB	XDECWMYQ
22	WMYRCEJT	DHODYQB	BCFLXPGF
23	GNBUIQAA	GNCXPGGG	EBVKVLWM
24	ABDGMZTA	GFDZTHPG	YRDGNBVK
25	ODYRLEJS	GFECWMYR	VKUJSFLX
26	FKUIQBDG	CEIQABDG	PFDZTHPF
27	NBVLXPGG	NCWYRCEA	DZTHPGFD
28	FDYQBDGN	IROHDDZS	YRCFKVLW
29	BVLWMZTE	EJTGMYQB	NCWNCWNC
30	NBUIRDHO	DHODZTHP	WMZTHPFE

LUCKY DIME CAPER

Unlimited lives
When you lose your last life and the continue screen appears, push Down and button one simultaneously. You'll continue the game on the level where you died, and you'll now be armed with unlimited lives.

MORTAL KOMBAT

Blood code
Go to the ethical code screen and press two, one, two, Up and Down for the blood to be included.

OUTRUN

Infinite time
Hold down diagonal Left, one, two and Start, then start the game.

NINJA GAIDEN

Password buster
The following are codes to get to higher levels in the game:

NINJA – level 2 GIDEN – level 3
DRGON – level 4 SWORD – level 5

Invincibility
To become invincible, enter the password NODIE. Then go back to the title screen and start the game.

Credits
During the password screen, enter MONTY. This will enable you to see the list of staff names.

OUTRUN

Invincibility
Set the cursor to one Player, hold down left, buttons one and two, then press start. Your machine can now drive through other vehicles and obstacles. It is also not affected by time over.

PENGO

Level select
Press and hold the Up Left or Right diagonal, then hold buttons one and two and press Start. The level select will be yours along with seven lives.

PSYCHIC WORLD

Level select
To choose which level you start on and also hear the game's sounds, hold down the Left and Up diagonal, one and two during the title screen. Then push Start.

PRINCE OF PERSIA

Codes

Level 2	–	EIKGDP
Level 3	–	ILLKGE
Level 4	–	LMJMIK
Level 5	–	HGFIDN
Level 6	–	IFGIDO
Level 7	–	MIMLGC
Level 8	–	KELIDU
Level 9	–	NFOKFF
Level 10	–	LCJHCP
Level 11	–	OEMJEB
Level 12	–	PEJKEA
Level 13	–	PDHJDV
Level 14	–	QDGJDV

PUTT 'N' PUTTER NEW!

81 Balls on Hole 16
Enter the code DLPKQ

Secret options screen
On the title screen press button one and Start for the secret option screen to appear.

RASTAN

Infinite continues
To continue the game after you've been killed, press Up and Start simultaneously.

REVENGE OF DRANCON

Bonus level
After you pass a sign with two on it, you will see a small snail on the ground. Above it is a banana in a tree. Kill the snail and jump up to get the banana. When you get the fruit, a red bag appears in its place. Grab the bag and Ronnica will escort you to the bonus section. While in this secret stage, don't get the red bag unless you want to leave.

Stage select
For a round select option to appear onscreen, push Down and press Start. Then press Up to select the rounds. Do this while you're on the title screen.

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 III

Level codes
Pink – CO444
Blue – 5o858
Yellow – 1o373
Green – Bo2F2
Pink Crystal – FD9D8
Blue Crystal – D4939
Yellow Crystal – F5958
Green Crystal – BF26A
Enemy Base – BF26A

SLIDER

Level codes
Following are all the codes for the last 50 levels:

AGAG – 50	JGJI – 51	APAP – 52
JPJB – 53	AGCI – 54	JGLK – 55
APCB – 56	JPLD – 57	CGAI – 58
LGJK – 59	AEEI – 60	JENK – 61
ANEB – 62	JNND – 63	AEGK – 64
JEPM – 65	ANGD – 66	JNPF – 67
CEEK – 68	LENM – 69	AGEK – 70
JGNM – 71	APED – 72	JPNF – 73
AGGM – 74	JGPO – 75	APGF – 76
JPPH – 77	CGEM – 78	LGNO – 79
EAAE – 80	NAJG – 81	EJAN – 82
NJJP – 83	EACG – 84	NALI – 85
EJCP – 86	NJLB – 87	GAAG – 88
PAJI – 89	ECAG – 90	NCJI – 91
ELAP – 92	NLJB – 93	ECCI – 94
NCLK – 95	ELCB – 96	NLLD – 97
GCAI – 98	PCJK – 99	

SONIC THE HEDGEHOG 2

Level select
Before switching on hold the Left Down diagonal and both buttons, then press and hold Start simultaneously. Switch on while still holding all the buttons and wait until Sonic has run right across the screen then press Start again and a level select screen will appear.

SPACE HARRIER

Change difficulty
To play the game in easy mode, hold down button two whilst turning on the GG. To play in hard mode hold button one whilst turning the machine on.

Passwords
Just type in these passwords to leap ahead:

EAGF – stage 2	FBHE – stage 7
CHFA – stage 3	BFCH – stage 9
DGBC – stage 5	HGDA – stage 10
HBGA – stage 6	AGEC – stage 11

Playing Mode
To alter the mode of play, hold down button one and switch on for hard mode. For easy mode hold down button two and switch on.

SPIDER-MAN

Hidden Game
Hidden deep within the game of *Spider-Man* is a *Pac-Man* game. To access it, you first have to collect the key from Electro's Power Plant. Once done, drop down the left side of the screen, and you'll see a Game Gear appear. The next time Peter's room appears, press A and get chomping those dots.

STREETS OF RAGE

Level Select and Invincibility
Select tracks 01 then 11 on the sound-test screen, then press buttons one and two simultaneously for the options to appear.

Extra continues
On the game over screen press Left, Left, B, B, B, C, C, C and Start. You'll now be able to continue from where you left off.

SUPER MONACO GP

Corner taking
When going around corners, let go of button one and rapidly press it instead. You'll stay on the track while keeping a constant speed.

Final sequence
Go to the password screen and select World Championship mode. This will take you to the final screens. Also input CHAMPION on the same screen.

TAZ-MANIA

Extra lives
On the first level spin all the way to the opening, but don't jump down. If you're far enough ahead of the bomb, walk back and a heart should appear. You must walk to the very edge for the cheat to work. On the ice level, wait until the guardian is small and squash him, you'll be rewarded with another extra life.

THE TERMINATOR

Level select
Keep circling the control pad anti-clockwise while holding button two and a level select will appear.

WIMBLEDON

Maximum Everything!
Enter the codes IKM JKI POC.

WONDERBOY

Level skip
Press Down and Start on the title screen. Then push Up on the joypad to choose the starting level.

Run faster
To make Tom run faster, press and hold buttons one and two simultaneously and press right. If you want to attack something, press button two.

HE'S GOT A RED HOT TIP!

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XS CODES

How we manage to cram all the codes into this section is still a mystery. Here you will find all the best codes for the Datel Action Replay and Hornby Hobbies Game Genie. No other magazine regularly prints ALL the codes you will ever need. Every code printed here can only be used with the relevent device. You CANNOT press F, F, 1, B, Ø, 4 on the joypad – just in case there were any of you still trying to get them to work. You MUST have an Action Replay, or a Game Genie, to make full use of these codes. Both devices are available from our Super Savers at the back of the magazine.

AFTER BURNER

002D506004: Infinite lives.
00381C600A: Infinite missiles.

ALICIA DRAGOON

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

ALIEN3

FF08450099: Unlimited machine gun rounds.
FF0847Ø099: Unlimited flame.
FF0849Ø099: Unlimited Mortars.
FF090B0009: This parameter is for infinite lives.
FF0811000X: X is the number of prisoners to collect
FF0813Ø002: Level select, you must start the game and lose a life before correct level is selected.
FF0867Ø059: Infinite time.
FF0867Ø059: 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

002C586Ø3E: Almost invulnerable.
002F6A602C: Infinite lives.
0037185668: First ball turns you into the beast.

ARROW FLASH

00A674000A: Ten special weapons per life.
00BAD66004: Unlimited special weapons.
0054326004: Unlimited lives.
000438000X: Use a number in place of X to select a level number.

ATOMIC RUNNER

FFC321000F: Infinite continue.
FFC3230004: Infinite lives.
FFC3240001: Invincibility (Death can still occur by falling).
FFDDØD000X: Size of shot (X is 1-4).
FFDD1A0010: Super high jump.

BART VS THE SPACE MUTANTS

FF01B70002: Infinite energy.
FF01B40004: Infinite lives.
FF0145Ø010: Infinite money.
FF01A40001: Infinite spray cans.

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.
0036SE0000: Infinite smart bombs.
00D4F46008: Don't downgrade weapons.

BATTLETOADS

FFE0460005: Infinite lives.
FFE0070017: Infinite energy.
FFDF020000: Lose energy from one hit.

BONANZA BROTHERS

0053446068: Infinite lives for red player.
0053D0606C: Infinite lives for blue player.
0104580005: Five minutes per level.
01066A4A28: Infinite time.

BUBSY

FF023B0009: Infinite lives.
FF024900XX: Level select replace XX with Ø-13.
FF00E90059: Unlimited time.

CADASH

FF0E510099: Can be used for a fighter or a mage, it keeps your health at 153.
FF0E570099: If you're a mage, it keeps your magic at 153.
FF0A7B0002: This will give you unlimited continues.
FF0E930009: This will give you a constant nine healing herbs.

CHESTER CHEETAH

FFF81E0004: Unlimited energy/lives.
FFF82100XX: Replace with number of badges.
FFB3FD0005: Stage select.

CHUCK ROCK

FF06D10003: Infinite lives.
FF06D50007: Unlimited energy.

COOL SPOT

FF078A0039: Increase cool % fast.
FF078C0035: Unlimited lives.
FF0770Ø001: Invulnerable.
FFF5120000: Higher Jump.
FFF57C0008: Unlimited power.
FF0714Ø031: Stop the timer (turn Action Replay off at the end of each level).
FFF5E00007: Infinite energy.
FF0714Ø038: Infinite time.
FF777000CD: Slows timer.

CRACKDOWN

02882E6002: Gives Ben unlimited machine gun bullets.
0288E86002: Gives Andy unlimited machine gun bullets.
0288106002: Gives Ben unlimited cannon shots.
0288CA6002: Gives Andy unlimited cannon shots.
005B7C6004: Gives Ben unlimited super bombs.
005AEA6004: Gives Andy unlimited super bombs.
00DA1A6004: Stops Ben from losing a life in most situations.
0021326004: Will stop Ben from losing lives when above cheat fails.
000D0A6004: Gives infinite time.

CRUE BALL

FF84390000X: Volume level select (Ø-9).
FF843B000X: Score multiplier (Ø-5).
FF843D0001: Infinite balls.
FF843F000X: Number of extra balls (Ø-5A).
FF84430000X: Number of times 5ØK is shot (Ø-3).

CYBERBALL

0095D49999: Player starts with $999,9ØØ.
0095EA9999: Player one in a two player game starts with $999,9ØØ.
0095F09999: Player two in a two player game starts with $999,9ØØ.

DARK CASTLE

FF130B0003: Infinite lives

DESERT STRIKE

FF10B70003: Infinite lives.
FF10AB0064: Unlimited fuel.
The following codes cannot be used when you have entered a password.
FFACDC00XX: Armour X256. (XX ranges from 0-FF).
FFACDD00XX: Armour X1. (XX ranges from 0-FF).
FFAE9D009A: Unlimited chain guns.
FFAEDD0026: Unlimited Hydras.
FFAF1D0008: Unlimited Hellfires.
FF10AB0064: Unlimited fuel.
095F8C1388: Gun capacity is 5,000.
0049BE0000: Helicopter consumes no fuel.
006AA44A79: Infinite lives.
0068 9C4A79: Unlimited fuel.
0049D07FFF: This parameter will start the game with 32,767 armour.
095FCA019Ø: Hellfire inflicts 400 points of damage.
00D55A6002: Unlimited capacity on all weapons.

DEVILISH

FFE70C0003: Unlimited spheres.
FFE7050001: This freezes the timer.

DICK TRACY

04D82400XX: Change XX to start with different values. Try 04D8240063 for 99 lives.
05BAA26024: Almost invulnerable to enemy attack.
0686464E71: Infinite time.

DJ BOY

FFA189000A: Unlimited health.
FFA1980 3E7: Unlimited money.

EA HOCKEY

00C0080000: Freeze game timer.
009A706002: Freeze penalty timers.

ECCO THE DOLPHIN

FFB6360003: Unlimited air.
FFB6350038: Unlimited health.
FFB7FF0000: Invincible to crushing walls on last level.
FFB7C20000: Ignore water currents.

ESWAT

0019604E71: Infinite lives.
0017C26000: Use with the next two codes. This will make you invulnerable.
001A284E71: Use with above and below codes.
00258C6002: Use with both above codes.

FAERY TALE ADVENTURE

006176XXXX: Julian starts with XXXX amount of coins.
006170 0XXX: Julian starts with XXX kindness points.
01063E6006: All items are free.
0029E46002: Swimming no longer causes any loss to your vitality.

FANTASIA

005D54103C: Gives energy instead of removing it.
005D584E71: Used in conjunction with above code.
0062284E71: Infinite large magic.
0062504E71: Infinite little magic.
FF07D90004: Infinite strength.
FF07DB0003: Infinite dreams (lives).
FF08370003: Infinite magic paints.

FATAL LABYRINTH

004A8E5000: Start with 5,000 hit points, use code below as well.
004A905000: Use with the above to start on 5,000 hit points.
00996C6016: Almost infinite hit points.
0070107C14: Restore hit points at a super fast rate.
0050E06000A: Kill most enemies with one attack.

FATAL REWIND

FFE0210002: Infinite lives.

FLASHBACK

FFD3D70005: Infinite shields.

FORGOTTEN WORLDS

FF11090028: Makes player invulnerable.
FF1A470028: Makes player two invulnerable.
FF11060099: Increases the intake of Zenny for player one.
FF1A440099: Increases the intake of Zenny for player two.

GHOSTBUSTERS

FFFE2C0010: Unlimited life.
FFFE32001A: Unlimited energy.
FFFE0D00XX: Money x 100,000 (XX ranges from 0-99).
FFFE0E00XX: Money x 100 (XX ranges from 0-99).
FFFE0F00XX: Money x 1 (XX ranges from 0-99).

GHOULS 'N GHOSTS

0065866006: Infinite lives.
0073B40001: Instant charge on magic armour/ weapon.

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.

GREENDOG

FF17DD0004: Infinite lives.

HELLFIRE

002AE46004: Infinite hellfire missiles.
00283E6004: Infinite lives.
0026085079: First power-up gives you full power.
0028020005: Same facility when used with above code.

HERZOG ZWEI

00758C0243: All weapons are made immediatley.
00758E601C: Infinite money.
003A3C6002: Infinite energy.
000EFE600E: Infinite ammunition.
008D6A6008: Infinite total strength.
008AD84E71: Immediate energy recovery.
008AF87260: Immediate ammunition recovery.
008AB44E71: Immediate stamina recovery.

THE IMMORTAL

0081E8197C: Use with following parameter for infinite lives.
0081EA00FF: This is used with above to give you infinite lives.
0113F46006: This cheat will defeat the goblins in combat.
0099304E75: Beat floor traps, worms, arrows etc.
FF109A0002: On most levels this provides you with unlimited continues.
FF0B720003: Unlimited amount of fireballs.
FF10A8000C: This will stop your man from losing energy during fights.

INDIANA JONES & THE LAST CRUSADE

FF7F5B0008: Infinite lives.
FF7F590020: Infinite energy.

JAMES BOND (THE DUEL)

FF1B0D0008: Used with below codes.
FFA37B0007: Use with above and below codes.
FFA3970007: Used with above codes to give infinite lives.
FF1B7D0007: Used with below codes.
FF1B8D0007: Used with above and below codes.
FFA37B0007: Used with above and below codes.
FFA3970007: Used with above codes to give infinite energy.

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.
FFC4320XXX: Score x 1,000,000. (XXX is Ø-999).
FFC434XXXX: Score x 1000. (XXXX is Ø-9999).
FFC4420003: Infinite continues.

JOHN MADDEN FOOTBALL

0092600XX: Play starts at XX seconds.
0074C4000X: Where X is the amount of timeouts the home team start with.
0074CA000X: Visiting team starts with X timeouts.
008E380006: Only need five yards for first down.
008FE45630: Touchdown worth three points.
008FE45030: Touchdown worth eight points.

JUNGLE STRIKE

FF10B3000X: Level select (replace X with level number Ø-8) (9=finish screen).
FF10CF0003: Infinite lives (all levels).
FF10C70064: Unlimited fuel (all levels).

JURASSIC PARK

FF003B00FF: Unlimited blue banded darts.
FF003D00FF: Unlimited stungun.
FF003E00FF: Unlimited gas grenades.
FF003C00FF: Unlimited red banded darts.
FF003F00FF: Unlimited flash grenades.
FF0040000FF: Unlimited rocket.
FF0041000FF: Unlimited concussion grenades.
FF00550020: Infinite energy.
FF00530000FF: Infinite lives.

KID CHAMELEON

FFFC4500XX: XX in this code referes to a level number to start from any level.
FFFC430063: Will maintain your maximum number of diamonds all the time.

KRUSTY'S SUPER FUN HOUSE

FF02FD000X: Level select. (0-4)
FF03EX0000: Remove golden padlock from final door.
FF0FF30002: Infinite lives.
FF0FF50064: Invincibility.
FF0FFD000A: Infinite weapon count.

LEMMINGS

FFF4E8003B: Unlimited time to complete a level.
FFF48E0013: Infinite builders.
FFF48B0013: Infinite floaters.
FFF48A0013: Infinite climbers.
FFF48C0013: Infinite bombers.
FFF48D0013: Infinite blockers.
FFF48F0013: Infinite miners.
FFF4800013: Infinite diggers.

LHX ATTACK CHOPPER

FFF1BD00D0: Infinite chain guns.
FFF1BF0004: Infinite sidewinders.
FFF1C10008: Infinite hellfires.
FFF76CXXXX: Score.(Where XXXX ranges 0-FFFF).
FFF92A004A: Unlimited fuel.
FFFBF400XX: Mission number. (XX ranges 0-21).
FFF1C10004: Unlimited hellfires.
FFF1BF0009: Unlimited sidewinders.

LOTUS TURBO CHALLENGE

FF41A5000X: Level select (Ø-7)
FF7CB50063: Unlimited time for player one.
FF7D7F0063: Unlimited time for player two.

MARBLE MADNESS

FFAC770039: Infinite lives.
FFB0CF0039: Infinite time.

MARIO LEMIEUX HOCKEY

0162B06004: Freeze timer.
0162D46004: Freeze player 2's first penalty timer.
0162C24E75: Freeze all penalty timer.

MARVEL LAND

FFF7470002: Infinite lives.

MEGA-LO-MANIA

FF156F0063: Infinite men for every island.

MERCS

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

MICKEY MOUSE

00B7944E75: Mickey only takes one point of damage per section.
00C8C40026: Jump higher.

MICRO MACHINES

FFA6C70003: Infinite lives for player one.
FFA6A50004: Activate Action Replay during the race to finish first. Not to be used on the Bonus Rounds.
FF8081 00XX: Level select. Where XX is a number between 1-18 to select that

MIGHT & MAGIC

02BB800000: Dagger is free.
02BBB60000: Nunchukas are free.
02BB000000: Short sword is free.

MOONWALKER

005F1E31FC: Use with below code. This will increase Michael's ability to dance.
005F200040: Use with above code.
00DFD06004: Infinite lives.

MORTAL KOMBAT

FFFF5B0001: Activates the cheat screen (allows full blood during game).
FFCAB90078: Infinite energy for player 1.
FFCBB90078: Infinite energy for player 2.
FFAC7E0099: Unlimited time.
FFAABB000X: Replace X with Ø-C to select stage.
FFAAAE000X: Replace X with Ø-7 to select character for player 1.
FFAAAF000X: Replace X with Ø-7 to select character for player 2.

MS. PAC-MAN

0018366002: Infinite lives.

MYSTIC DEFENDER

00C0DE4E71: Will make firing super-charged weapons easier.
006EF06002: Will protect you against most enemy attacks.

NEW ZEALAND STORY

FF8003 0003: Infinite lives.
FF8004 0005: Infinite continues.

OUTRUN

0035A84A10: Infinite time.

PACMANIA

0088926002: Will give you infinite Pac-men.
0029920 00X: Start with X lives minus one, eg for six lives enter X as five.
00004418E7: Ghosts stay blue much longer than normal.

PHANTASY STAR II

002D526002: Players never get paralysed.
00D01C600C: All items are free of charge.
002B0C6012: No damage is taken in battle.
002C146012: No damage is taken from venomn strikes.
00716E6014: No damage is taken in the damage zones.

PHANTASY STAR III

0182DC8XXX: With XXX giving the amount of Mesetas.
00AB1860006: All items are free.
0111766004: Characters cannot be poisoned.
00C36A6018: Sleep and game saving are free.
0103306034: Can be used to protect you against enemy attacks.

PHELIOS

0035DC6004: Infinite lives.
0072E8603E: Unlimited beam weapons.
00737E4E71: Unlimited homing missiles.

QUACKSHOT

0050AC000X: X can be changed to alter the number of lives you start with.
0048726004: Infinite lives.
005EDE600C: Invulnerable to enemy attack.
0060AC6002: Donald does not calm down after he loses his temper.
007D980001: Donald loses his temper after only one chilli pepper.
0050C631C2: Start the game with about 15 units of popcorn.
0051926002: Does not decrease popcorn.

RAMBO III

0022803CC0: Will give you a large amount of lives.
00495A6012: Infinite lives during missions.
002E186012: Infinite lives during bonus battles.
0048407200: Infinite arrows.
0098E600XX: Each A is worth XX arrows e.g. 0098E60010 for 10 arrows per A.
0048DA7200: Infinite time bombs.
0098D200XX: Each B is worth XX bombs.

RASTAN SAGA II

FF0AC1000A: Unlimited life.
FF0AC30002: Infinite lives.

REVENGE OF SHINOBI

00C1B24E71: Will give you unlimited Shurikens through out the game.

ROAD RASH

00BA7C6002: Slows the game down while the enable switch is on.
001AAC000X: Player one starts at level X.
001BC2000X: Player two starts at level X.
001AD2000X: Player A starts with bike number X, eg use 001AD20007 for Diablo.
001BEE000X: Player B starts with bike number X, eg use 001BEE0007 for Diablo.
FF050D000X: Level select for player A.
FF050F000X: Level select for player B.
FF05190XXX: Money X 655,360 for player A. (XX ranges 0-FF)
FF051AXXXX: Money X 10 for player A. (XX ranges 0-FFFF)
FF051D00XX: Money X 655,360 for player B. (XX ranges 0-FF)
FF051EXXXX: Money X 10 for player B. (XX ranges 0-FFFF)
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

FFF4CF000X: Level select for player A (1-5).
FFF4D1000X: Used with above code.
FFF4D3000X: Level select for player B (1-5)
FFF503000X: Bike for player A (F is a special bike called Wild Thing 2000).
FFF505000X: Bike for player B (Ø-F, where F is a special bike).
FF05BF000X: Number of Nitros. (Ø-8)
FF05CF000X: Number of Nitros for player B in head-to-head. (Ø-8)
FF06C400FF: Never hit certain objects. (Note: this doesn't work in head-to-head)
FF0A7B0001: Bike can reach maximum possible speed.
FF0EFB0001: Bike can reach maximum possible speed for player B.
FF0ACD000X: Weapon carried/ hitting method.
FF0F4D000X: Weapon carried/ hitting method for player B in head-to-head.
FF0AD300FF: Player always stays on bike. (Note: bike can't be wrecked!)
FF0F5300FF: Player always stays on bike for player B.

ROLLING THUNDER 2

FFF20D0002: Infinite lives.
FFF2030400: Infinite bullets.
FFF2050029: Infinite machine gun.
FFF1350074: Infinite time.
FFCD330001: Invulnerable.

ROLO TO THE RESCUE

FFC51E0004: Infinite continues.

SHADOW OF THE BEAST

014E9E6004: Unlimited energy.
014EDC4E71: Protection against sudden death.
FF1A17000C: Infinite lives.
FF1A17000C: When switched is enabled your energy will be restored.

SHADOW OF THE BEAST II

FF22390080: Every time Acton Replay is enabled your energy is restored.
FF22420002: Second option is always axe, even though it is not visible.
FF22420004: Second option is health restore option.

SHINING IN THE DARKNESS

001AFE0000: Herbs are free.
0015060000: Depoison is free.
0015160000: Wisdom is free.
0015960000: Healer fruit is free.
00159E0000: Smelling salts are free.
002D3403E7: Use with below code to start the game with 999 points.
002D4003E7: Use with above code.
0012CE0000: Woodstaff is free.
0012360000: Word is free.
00143E0000: Bronze shield is free.
0014160000: Bronze armour is free.

SIDE POCKET

FFC09400XX: Balls in stock. (XX ranges Ø-10).
FFC0A200XX: Total Score x 100.

SLAUGHTER SPORT

FF28950068: Unlimited health for player one.

SMASH TV

FFA37B0007: Infinite lives.

SONIC THE HEDGEHOG

0138A06032: Infinite lives.
0039F011C1: This parameter makes Sonic invulnerable to enemies.
00A35E6042: Gives Sonic his turbo shoes.
0039DC31C1: This will start you with several hundred rings on each level.
0032426010: Start from any level.

SONIC THE HEDGEHOG 2

FFFE120009: Infinite lives.
FFFE210063: Gives you 99 rings all the time allowing special exits etc.
FFFE090001: Allows you to modify levels by using the A and C buttons. Switch the Action Replay on then off fairly quickly to use this cheat, once you have changed the level press B.
FFFFD00001: Press start and A together for level select.
FFFFB1000X: X is the number of Chaos Gems in possession (1-7) use with code for number of rings to change into Super Sonic.
FFFE2100XX: XX is the number of rings in possession – set to 50 or more and set the Chaos Gems to seven and you can turn into Super Sonic by jumping into the air.
FFFE190001: Jump higher/Weird hair.
FFF65F00FF: White Sonic.
FFFE12000X: X is the number of lives.
FFB01E0000: Sonic is always running.
FFB02B0001: Shield protection.

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.
FF0DEE0002: Score multiplier is two in favour of player one.
FF0DEE0001: Score multiplier only one in favour of player one.
FF0DEE0000: Score multiplier inactive.
FFD5AA0008: Electro mode.

SPIDERMAN

FFE691003B: Unlimited time.

SPLATTERHOUSE II

FF00F70004: Unlimited life.
FF00F70003: Unlimited energy.
FF00F80003: Unlimited energy.

SPLATTERHOUSE III

FF00B40005: Unlimited lives.
FF00B700E1: Unlimited time.

STAR CONTROL

0070445A40: More income per turn.
006D8C5A6E: Mines make more money.
179ADA0204: Faster human energy regeneration.
01C9C20004: Urquan fighters shoot more often.
01C76A0030: Urquan fighters move faster.
179C960040: Faster Vux turning.
01683E0014: Lots of Asteroids, the game plays somewhat slower.
00999C003F: Asteroids are speeded up.
016878601A: No planets.
0096EC0000: Planets have no gravity.
01601A6016: Find precursor relics at most stars.

STAR FLIGHT

FF957300FF: Used with below code gives infinite fuel.
FF95DD00FF: Use with above code.
FF97810098: Used with below code gives unlimited money.
FF98310098: Use with above code.
FF97A50010: Cargo pods.
FF943C0021: Used with below code gives infinite time.
FFC34B0015: Use with above code.

STEEL EMPIRE

FFCB4B0013: Gives you a weapon level of 20.
FFCB570003: Unlimited bombs.
FFCB510003: Infinite lives.
FFE07B000X: Start from any level where you should replace X with a number 1-6.

STORMLORD

FF00250005: Infinite lives.
FF0029 0004: Speedy StormLord
FF0037 0001: 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.
FF8043 00B0: Infinite energy for player 1.
FF82C300B0: Infinite energy for player 2.
FF81DB000X: Replace X with the character number Ø-B to fight as player 1.
FF845B000X: Replace X with the character number Ø-B to fight as player 2.
FF81DA0002: Player 1 only needs to win one round to finish the stage.
FF845A0002: Player 2 only needs to win one round to finish the stage.
FF96AB000X: Replace X with the character you want to fight against. Ø-B (player 1) or background to fight with (two player).

STREETS OF RAGE

002B664E71: Infinite lives for both players.
010CE01C80: Will give you infinite time on each section.
00402E4E71: Gives a constant supply of special weapons.
FFFF200003: Infinite lives for player one.
FFFF230003: Infinite lives for player two.
FFFF210002: Infinite special attacks for player one.
FFFF240002: Infinite special attacks for player two.

STREETS OF RAGE 2

FFEF690000: Almost never get hit-player one.
FFF0690000: Almost never get hit-player two.
FFEF810068: Unlimited health for player one.
FFF0810068: Unlimited health for player two.
FFEF830005: Infinite lives for player one.
FFF0830005: Infinite lives for player two.
FFFC3C0099: Unlimited time.
FFFC43000X: Level select (1-8).

SUPER HANG-ON

008B14600E: Infinite time in arcade mode.
0054BE600A: This parameter allows infinite money in the original mode only.
00E68A123C: Use with code below.
00E68C00XX: Adds XX seconds when you get extended play – use with above code.
FF05540055: Unlimited time.

SUPER HYDLIDE

FFE00D0019: Unlimited life.
FFE11C0004: Magic invincibility.

SUPER MONACO GP

FF91080001: Used together with below code will take your car to about 39Ø km/h.
FF9109008F: See above.
FF91080002: Used together with below code will give you speed of 507km/h.
FF91090000: See above.

SUPER MONACO GP II

FFFC2AXXXX: Current speed.
FFFF5B000X: Player's position (0-F).
FFFF61000X: Rival's position (0-F).

SUPER SMASH TV

FFA3490010: Keeps weapon for player two until the next one is picked up.
FFA347000X: Weapon select for player two you must put the above code in. Use 2 for spray, 4 for photo, 6 for missile launcher and 8 for peanut gun.
FFA3420005: Player two shield. invincible.
FFA3A90004: Unlimited lives for player two.
FFA37B0007: Unlimited lives for player one.
FFA3020005: Gives player one a shield as long as the switch is activated.
FFA3090010: Keeps weapon for player one once it is picked up.
FFA307000X: Player one weapon. You must enter the previous code as well as this one. Use 2 for spray, 4 for photo-gun, 6 for missile launcher and 8 for peanut gun.

SUPER THUNDERBLADE

FFF82A0007: Infinite lives.
007A264A38: Player cannot lose a life.

SWORD OF SODAN

0047426002: Infinite lives.

SWORD OF VERMILLION

00B5BA4E71: Invincibility against most enemy and protection against poison.
0223 0C0000: 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.

TECHNOCOP

FF17050048: Invincible car.
FF177B0001: Unlimited time.
FF25AE0001: Unlimited health.
FF26290005: Infinite lines.

TERMINATOR 2

FF80CA0004: Unlimited lives.
FF80190025: Unlimited missiles for player one.

THUNDER FORCE IV

FFF2DD00FF: All weapons.
FF80030001: Gives you the claw.
FF80040001: Gives you the shield.

THUNDERFOX

FFB00B0001: Unlimited energy.
FFB00D00C0: Infinite lives.

TMNT: HYPERSTONE HEIST

FFC0390004: Infinite lives for player one.
FFC03B0004: Infinite lives for player two.
FFC0590050: Unlimited life for player one.
FFC05B0050: Unlimited life for player two.

THE TERMINATOR

FF147D001F: Unlimited health.
FF147D001F: Infinite energy.
FF80CA0005: Player one unlimited lives.
FFFF9D0005: Player two unlimited lives.
FF80190025: Player one unlimited rocket grenades.
FF80690025: Player two unlimited rocket grenades.

TINY TOONS

FFFB0B0003: Infinite energy.
FFFB090002: Infinite lives.
FFFB0F0032: Gives one special helper each time you pick up a carrot.
FFFB110009: Pick one special helper up to get infinite helpers.

TOEJAM & EARL

00BCB06002: Infinite lives (ToeJam & Earl).
00BB980063: This parameter will start ToeJam with a total of 99 bucks.

TOKI

FF1B860005: Infinite lives.
FF1B830059: Unlimited time.

TRUXTON

000A861040: This will give over 4,000 ships to help you on your way.
000AB41040: This will give each ship 4,000 bombs.
FF003B001A: Infinite power boosters.
FF004F000B: Infinite lives.
FF0051000B: Infinite destroyer bombers.

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.
FF93150063: Infinite energy for the fourth person.

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.

MASTER SYSTEM

ALIEN³

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.

BACK TO THE FUTURE II

00C36B05: Infinite energy.
00C36304: Infinite lives.

BANK PANIC

00C01F03: Infinite lives.

BART VS THE SPACE MUTANTS

00C01003: Infinite lives.
00C3AF09: Infinite time.
00C3E9BE: Infinite paint.

BUBBLE BOBBLE

00CEB703: Infinite lives.
00DB000X: Replace X with a number for level select (switch Action Replay off at the end of the level).

CHASE HQ

00C28203: Infinite turbos.
00C23836: Infinite time.
Level Select:-
00C2210X: Replace X with a number (Ø-2) to change the round.
00C2200X: Replace X with a number (Ø-4) to change the stage.
00C25380: Full damage to villains car (hit him once when you catch him and he dies).

DICK TRACY

00CE6703: Infinite lives.
00C1ED06: Infinite energy.

DOUBLE DRAGON

00CB2B03: Infinite lives.

THE FLINTSTONES

00C9A504: Infinite sand timer.
00C9F20F: Infinite paint.
00C9A203: Infinite lives.

GALAXY FORCE

00C07F10: Infinite energy.

GAUNTLET

00C83F96: Use with code below.
00C80F96: Use with above code to give infinite health for one or two players using any character. (Action Replay should be switched off between levels, switch off when entering exit and on when resuming play).
00C80E01: Infinite potion.

GHOST HOUSE

00C1BA02: Infinite lives.
00C1F5C0: Infinite energy.

GHOULS & GHOSTS

00C03302: Infinite lives.
00C04C02: Invincibility.
00C04B40: Magic stays full.

GLOBAL GLADIATORS

00D0E905: Infinite lives.
00D0BA3F: Infinite energy.

G-LOC

00CB2C38: Infinite time.
00CC0E28: Infinite missiles.
00CC0D07: Infinite armour.

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

ØØC98706: Infinite lives.
ØØC97305: Infinite whips.
ØØCBB907: Infinite time.

LEMMINGS

ØØDB5C64: 100% completion every time.

MASTER OF DARKNESS

ØØCA3A2Ø: Infinite energy.

MICKEY MOUSE: CASTLE OF ILLUSION

ØØCØBDØ3: Infinite energy.
ØØCØC8Ø3: Infinite lives.
ØØDC0005: Infinite time.

MICKEY MOUSE: LAND OF ILLUSION

ØØC09902: Infinite energy.
ØØC09F03: Infinite tries.
ØØCØA295: Infinite time.
ØØCØAD07: Infinite air.

MIRACLE WARRIORS

ØØC5ØA1Ø: Infinite energy.

NEW ZEALAND STORY

ØØDDEC03: Infinite lives.
ØØDE1504: Invisible.

OPERATION WOLF

ØØC11620: Infinite Ammo.

OUTRUN

ØØDE0172: Unlimited time. (Only activate Action Replay when race has started and then turn off when finished).

PACMANIA

ØØC04003: Infinite lives.

PAPERBOY

ØØD50E03: Infinite lives.
ØØD50F0A: Infinite papers.

PRINCE OF PERSIA

ØØC29208: Infinite life.

PSYCHO FOX

ØØC01603: Infinite lives.

RAMPAGE

ØØCØA103: Infinite lives for player two.
ØØCØA003: Infinite lives for player one.
ØØC09660: Infinite energy for player one.
ØØC09760: Infinite energy for player two.

ROCKY

ØØCØAC3E: Gives 62 hits on qualifier.
ØØC1C32F: Infinite energy.
ØØC05FØE: Takes you straight to round 15.

R-TYPE

ØØCE0103: Infinite lives.

SAGIA

ØØC82602: Unlimited lives.

SEGA ARCADE SMASH HITS

ØØC02104: Infinite lives for Breakout.
ØØC02104: Infinite lives for Centipede.

SHADOW DANCER

ØØC05903: Infinite lives.
ØØC05A03: Unlimited special attacks.

SHINOBI

ØØC07A02: Infinite lives.
ØØC06C06: Infinite energy.

SONIC THE HEDGEHOG

ØØD2AAXX: Keeps XX rings. Try ØØD2AA99.
ØØD24603: Unlimited lives while Action Replay is enabled.
ØØD41105: Switch Action Replay on for turbo Sonic, turn off to return to normal.

SONIC THE HEDGEHOG 2

ØØD29803: Infinite lives.
ØØD29905: 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

ØØC12302: Infinite lives.

SPEEDBALL 2

ØØDAØB14: Unlimited money.

SPELLCASTER

ØØC02520: Infinite strength.

STRIDER

ØØD48503: Infinite lives.
ØØD26507: Infinite timer.

SUPER MONACO GP

ØØC36201: Allows you to win every time.

SUPER SMASH TV

ØØC51007: Infinite lives.

SUPER SPACE INVADERS

ØØC2EE03: Infinite lives.
ØØC2F003: Infinite energy.

TAZ-MANIA

ØØC10005: Unlimited lives.

THE TERMINATOR

ØØCC163C: Infinite energy.

TOM & JERRY

ØØC43908: Infinite energy.

VIGILANTE

ØØC01403: Infinite lives.
ØØC2544F: Infinite energy.
ØØC29154: Infinite time.

WORLD CLASS LEADERBOARD

ØØD36200: Score a hole in one every time.

XENON 2

ØØDØE203: Infinite lives.

GAME GEAR

AXBATTLER

ØØC05506: Infinite energy.

BART VS THE SPACE MUTANTS

ØØC01003: Infinite lives.
ØØC01E00: Painted items are at 0.
ØØC01201: Infinite paint.
ØØC39E09: Infinite timer (switch Action replay off at the end of a level).
ØØC01101: Infinite coins.
ØØC01301: Infinite cherry bombs.
ØØC01401: Infinite rockets.
ØØC01501: Infinite wrench.
ØØC01601: Infinite keys.
ØØC01701: Infinite magnet.
ØØC01801: Infinite whistle.
ØØC43B00: Moonwalking Bart .

BATMAN RETURNS

ØØC02103: Infinite lives.
ØØC1590A: Infinite energy.
ØØC01F02: Infinite specials.

DONALD DUCK

ØØC08303: Infinite lives.
ØØC13E01: Infinite energy.
ØØC05B0X: Replace the letter X with the numbers 1-6 for level select.

GALAGA '91

ØØC83E02: Infinite lives.

GEORGE FOREMAN'S BOXING

ØØC12880: Infinite energy (player one).
ØØC11503: Infinite power punch (player one).
ØØC1100X: Level select (1-4). Switch Action Replay off at the end of level.
ØØC1200X: Round select (1-9). Switch Action Replay off at the end of round.
ØØC13309: Infinite timer.
ØØC11104: Full power punch power meter (player one).
ØØC11204: Full recovery power meter (player one).
ØØC11304: Full footwork power meter (player one).

KLAX

ØØCØDB03: Unlimited credits.
ØØC09401: Infinite lives.
ØØC1FØXX: Level select (ØØ-64). Switch Action Replay off at the end of the level.

LEMMINGS

ØØDB720A: Infinite climber.
ØØDB730A: Infinite floater.
ØØDB740A: Infinite bomber.
ØØDB750A: Infinite blocker.
ØØDB760A: Infinite builder.
ØØDB770A: Infinite basher.
ØØDB780A: Infinite miner.
ØØDB790A: Infinite digger.
ØØDAD309: Infinite time.
ØØDB5C64: Always have 1ØØ% Lemmings.

MICKEY MOUSE: CASTLE OF ILLUSION

ØØCØC8Ø3: Infinite lives.
ØØCØBD03: Infinite energy.
ØØDC0005: Infinite timer.

MORTAL KOMBAT

ØØC48848: Infinite energy.
ØØC4ØB07: Infinite continues.

NINJA GAIDEN

ØØC44803: Infinite lives.
ØØC4210F: Infinite energy.

OUTRUN

ØØC16909: Infinite time.
ØØC36127: Full revs all the time (takes your car up to 315 KMH).

PACMAN

ØØC13303: Infinite lives.

PENGO

ØØC13804: Infinite lives.
ØØC21100: Eliminates sno-bees. If used with below code, this will keep the sno-bees eggs flashing so you know where to find them.
ØØC12FØØ: Keeps the timer at 00. If used with above code, this will keepthe sno-bees eggs flashing so you know where to find them.

PRINCE OF PERSIA

ØØC29203: Infinite energy.
ØØC2983B: Infinite timer.

SHINOBI

ØØD20B04: Infinite energy.
ØØD21E01: Infinite special weapons.

SONIC THE HEDGEHOG 2

ØØD29803: Infinite lives.
ØØD29905: 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.

SPIDERMAN VS THE KING PIN

ØØDF7520: Infinite web fluid.
ØØDF7205: Infinite time.
ØØDF76FF: Infinite energy.

STREETS OF RAGE

ØØCCF317: Infinite energy.
ØØCD0903: Infinite lives.
ØØCEEE01: Infinite timer.
ØØC6670X: Level select. Replace X with 0-4.

SUPER SMASH TV

ØØC51205: Infinite lives.

SUPER SPACE INVADERS

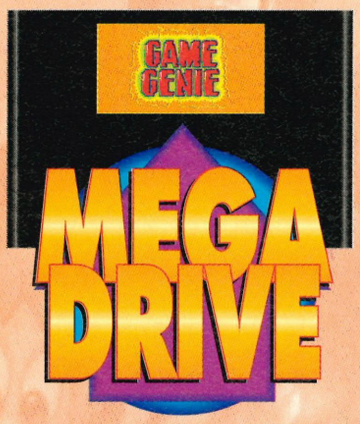
ØØC7EE03: Invulnerablilty.
ØØC84601: Shoot one invader and clear the round.
ØØC7EC03: Infinite lives.

TERMINATOR

ØØCC1664: Infinite energy.

WONDERBOY

ØØC12D02: Infinite lives.
ØØCC360C: Infinite vitality.



ALIEN³

AACTCA6J: Infinite time.
A2EAAA8R: Infinite lives.
AJNAEA3R: Infinite machine gun ammo.
AJMAEA7C: Infinite flame-thrower ammo.
AJJTEA2J: Infinite grenade-gun ammo.
AJKAEA88: Infinite hand grenades ammo.
AJFTAA66: Never lose radar.
YDXAD93N: Ripley jumps much higher.
SACTCADY: Game clock runs slower.
8ACTCADY: Game clock runs much slower.
AMDACA4J: Long falls do not reduce energy.
ADEACAGJ: Falls into turbine fans do not reduce energy.

BART VS SPACE MUTANTS

AJRTAA6R: Invincibility againts hits.
A2RTAA8R: Infinite lives.
AAXTBJ2E: Infinite rockets after you buy one.
AAXABJ9G: Infinite bombs after you buy one.
FJ0AAA6N: Infinite paint after pick-up.
AJBTAAET: Start on level 2.
ANBTAAET: Start on level 3.
ATBTAAET: Start on level 4.
AYBTAAET: Start on level 5.
BEBTAAEE: Start with 9 lives.
AYBTAAEL: Start with 5 coins.

BATMAN

E2ETAA4C: MASTER CODE – MUST BE ENTERED.
AKFTAA4Y: Infinite lives.
RFFAA60N: Batman floats when he dies.
AKYAAA9G: Infinite Batarangs.
RYFAC6VR: Guns don't hurt hurt.
AKYTAA5L: Infinte rockets for the Batwing.
B2ATCA46: Punches knives and guns don't hurt.
AKYTAA7R: Infinite rockets for the Batmobile.

BATMAN RETURNS

BLYTAA4R: Invincibility – unless you fall.
ALFAAA9N: Infinite Batarangs.
BLGTAA5N: Infinite smoke-bombs.
BLHTAA8C: Infinite swarms.
BLJTAA4L: Infinite grappling guns.
BLLAAA7A: Infinite super-seeking Batarangs.

BATTLE SQUADRON

N66TR6F4: Enemy bullets travel at light speed.

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.

DECAPATTACK

ILZTEASW: Gravity Pull.

DRAGON'S FURY

NTCTBA3W: Start with 100 balls.
RE0AA6WR: Infinite balls.
NNCTAAEN: Start with 9900 bonus pts.
AJCTAAE0: Start bonus multiplier at 2.
BECTAAE0: Start bonus multiplier at 9.
AVPAAA8L: Bonus points never reset.
AVPAAA8Y: Bonus multiplier never resets.

ECCO THE DOLPHIN

AKRTJA64: Almost infinite air.
AL2AJA7L + ALZAJA5Y: Protection from most enemies + AAVTNAFC: Octopus.
HAVTNAFC: Octopus is fatal.
HCBTLAEW: School of fish restores health completely.
SW2AKGPJ + HC2AJAFL: Jellyfish & other enemies restore health instead of taking it away.
SW2AKGPJ + TC2AJGFL: Jellyfish & other enemies restore air + E42AJAFN: Instead of taking it away.

EUROPEAN CLUB SOCCER

ANKALAB2: Player one starts with 3 goals.
ATKALAB2: Player one starts with 4 goals.
AYKALAB2: Player one starts with 5 goals.

EVANDER HOLYFIELD

AJWAAA64: Always one round.
BJWAACFN + BJNAACHW: Rounds are 6 minutes long.
CTRAAA2L: Rounds never end.

F22 INTERCEPTOR

RH9TR60T: MASTER CODE – MUST BE ENTERED.
BMAAAAEE: Start with 11 lives.
7CPAGGA8: Start with 1,000 ammo.
NW1AGAAG: Start with 100 chaff.
1B7TBLYW: Fuel burns 2x faster than normal.

FORGOTTEN WORLDS

AAWACAGL: Player 1 starts with 32,500 Zenny.
AD8TBAFA: Tiny coin is worth 1,000 Zenny.
AD8TBAZE: Regular coin is worth 5,000 Zenny.
A18TAAFL: Huge coin is worth 50,000 Zenny.
R18TBE6T + TH8TAD6W: All coins are worth 7,500 Zenny.
ATGACA24: Enemy attacks don't reduce strength.
AVCACA8E: Trapping obstacles don't reduce strength.

GREENDOG

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

JAMES BOND 007 - THE DUEL

BF6AAAFR: Start with 9 lives
ATGAAA56: Infinite lives
BF6AAAF2: Start with 9 clips
AYCAAAGL: Start with 5 continues
ATGAAA70: Infinite continues

JOHN MADDEN '93

RH9T860T: MASTER CODE – MUST BE ENTERED.
RG3TA6WG: Infinite timeouts for both teams.
AMJAAAA8: 1 play to get first down.
FDLTAADR: 5 yards needed for first down.
GDKTBA1A: Touchdown worth 8 points.
BDKABE40: Extra point worth 8 points.
BDKABE5G: Field goal worth 8 points.
GDLABAXW: Safety worth 8 points.

KRUSTY'S SUPER FUN HOUSE

RJ5AAA7L: Start anywhere with Infinite lives.
ABFTAA58 + JBFTAAEA: Magic blocks can open secret passages only.

NHPLA '93

RH7TR60E: MASTER CODE – MUST BE ENTERED.
ZJNACJC2: Period clock runs slower.
AANACAC2: Period clock is frozen (No time limit).
CBWTA6D0: Each period lasts 60 minutes.
AHXTBJ5J: All penalties last 1 minute.

PAC-MANIA

KBCAAB22: Ghosts don't turn blue.
KBFAAT62: Ghosts become invisible.
KBFAATK2: Ghosts cannot leave home.

REVENGE OF SHINOBI

ACTTBA4Y: Infinite lives – not when using Jitsu or Mijin.
BMVTGA6L: Infinite shurikins.
BXVAGA9E: Infinite energy.
AANTCAAJ: Bombs and enemy bullets don't hurt.
BGKAAAH4: Start with 9 continues.
3ABTAAC0: Start with 200 shurikins.

ROAD RASH 2

RH6A86YJ: MASTER CODE – MUST BE ENTERED.
ZASTAC58: Start with $250,000 (Player A).
ZATAAC5W: Start with $250,000 (Player B).
BESTAAEG: Start with Diablo 1,000 (Player A).
B2TAAAD4: Start with Diablo 1,000 (Player B).

ROLO TO THE RESCUE

R19TR60L: MASTER CODE – MUST BE ENTERED.
NPVTAACT: Start with 100 lives.
AK6AAA3Y: Infinite lives.
ACLAAAGJ: Invincibility.
AB6TBAHN: Bogus jump.
AB6TAA1N: Super jump.
AB6TAA9N: Mega jump.
RGYAA616: Always have key.
DJ8AADYE: Invincible infinite lives and see whole map! The game will reset the first time you turn on the Game Genie. When you see the title screen, turn the Genie off and leave it off.

SPEEDBALL 2

DBVAA6VT: Infinite money

SPLATTERHOUSE 2

AX2TAA8Y: Infinite lives
AX2TAA68: Invincibility
HH2TBLY8: Hits hurt twice as much
BE0AAAGA: Start with 9 lives

SONIC THE HEDGEHOG

SATADAVW: Each ring worth 8 (Player 2).
JW3ACA4J: Infinite lives (Player 1).
JXGACA7G: Infinite lives (Player 2).
CBVTCAE2: Rocket jump!
ALTACA9J: Once invincible, stay invincible – end of level
ATTTCA4W: Sonic doesn't lose rings when hit.
ATTTCA5G: Tails doesn't lose rings when hit.
GJ8AAA4G: Go straight to the end sequence.
AH2TCAH6: Only 1 ring needed to enter Special Stage.
ALZTCACA: Start with 5 Chaos Emeralds.

STREETS OF RAGE II

LV0ABECT: Start with 9 lives (Player 1).
LV0ABEG8 + LW5ABEBA: Start with 9 lives (Player 2).
AW7TAA7J: Infinite lives (Both players).

SUPER MONACO GP 2

RE5TC6Z6: Always reported as 1st place.
BJAACAFG: Much faster low end acceleration.
EJAACACL: Faster high end acceleration and top speed.

SUPER REAL BASKETBALL

PZJAPAV0: All player 1 shots worth 8 points
PZJAPAXT: All player 2 shots worth 8 points

TEAM USA BASKETBALL

R19T860T: MASTER CODE - MUST BE ENTERED
DECAAAHY: Player 1 starts with 25 points
DECAAAH6: Player 2 starts with 25 points
ATHAAA2L: Stop shot clock
BKTTAAFG: Free throws worth 10
AZTTAAF0: Baskets worth 5
BKVAAAAW: 3-point baskets worth 10

THE TERMINATOR

RO3A861A: Protection from most damage.
AW9T8A78: Infinite time bombs.
BL2A8AG0: 9 time bombs at a time.

T2 - THE ARCADE GAME

LA6ABE3W: Start with 50 credits.
RZ8AA6V6: Infinite lives.
RZ8AA6X0: Infinite rockets & shotgun shells on pick-up.

THUNDER FORCE IV

AABTAA5J + AJTAAA20: MASTER CODE – MUST BE ENTERED (3 Parts) + RZMTA6YW.
A25TAA8T: Invincibility.
AKWTAA8R: Infinite lives.

TOE JAM & EARL

ZZ8ADT2Y: All enemies are gone.

TOKI

ATWTCA88: Infinite lives.
BC3TAA4T: Infinite credits.
AW4TAA72: Infinite time to continue game.
AATTCA44: Infinite time to complete round.

WORLD CUP ITALIA '90

AJYABE32: Timer x 2 speed
ANYABE32: Timer x 3 speed
ATYABE32: Timer x 4 speed
5YYABE32: Timer x 43 speed
AAYABE32: Timer doesn't go down
A2ZABE3G: Each player 1 goal worth 6
AYZABE6E: Each player 2 goal worth 5

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.

SUPER

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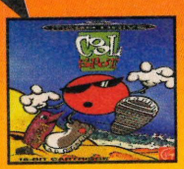

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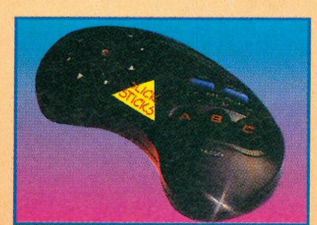

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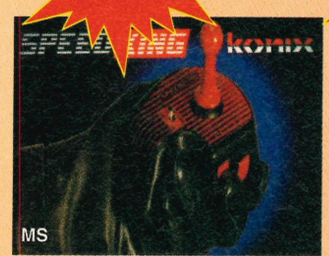

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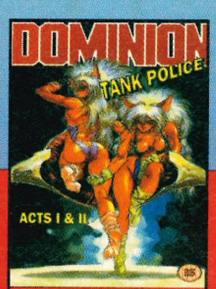

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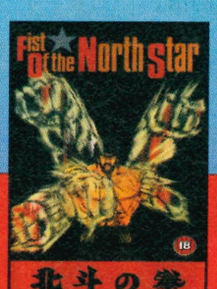

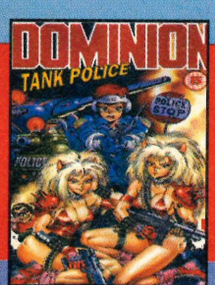

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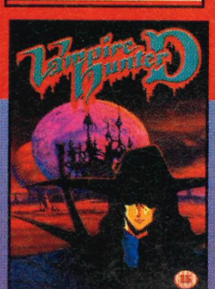

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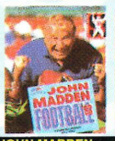
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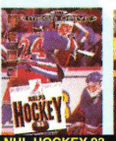
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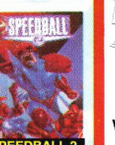
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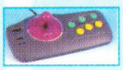
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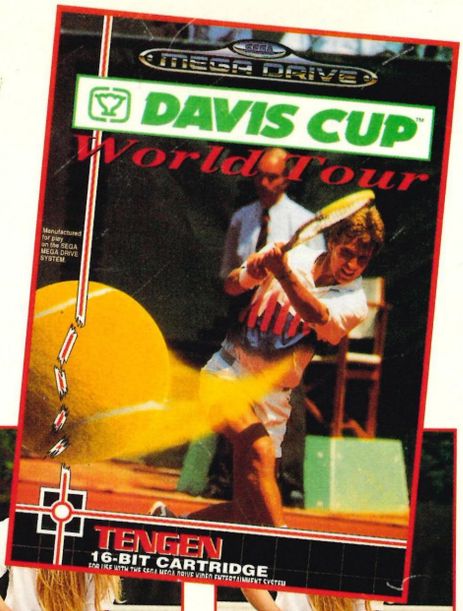

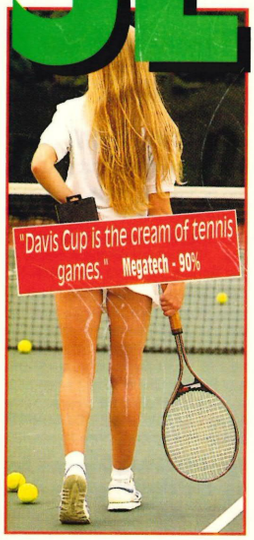
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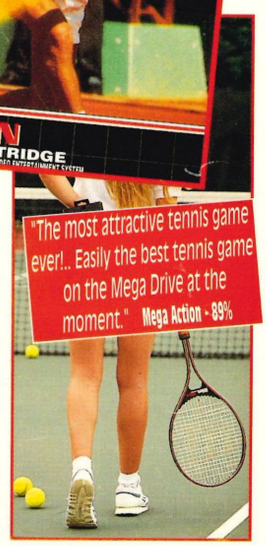
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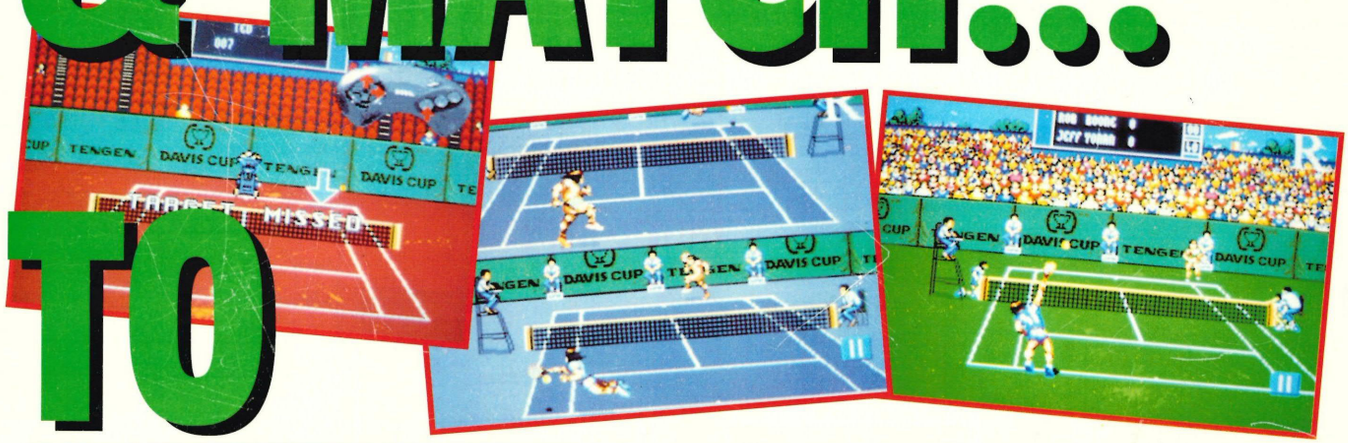

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