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The mane man!

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# Sega

Issue

16

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# MICKEY MANIA

First of our platform busting classic solutions, Mickey Mania has been our most requested guide ever. So over the next 10 pages we guide you lovingly once again, through six levels of Disney style animation and fantastical adventure. All you joypad junkies out there, getting your trigger fingers twitching! Here's Mickey!

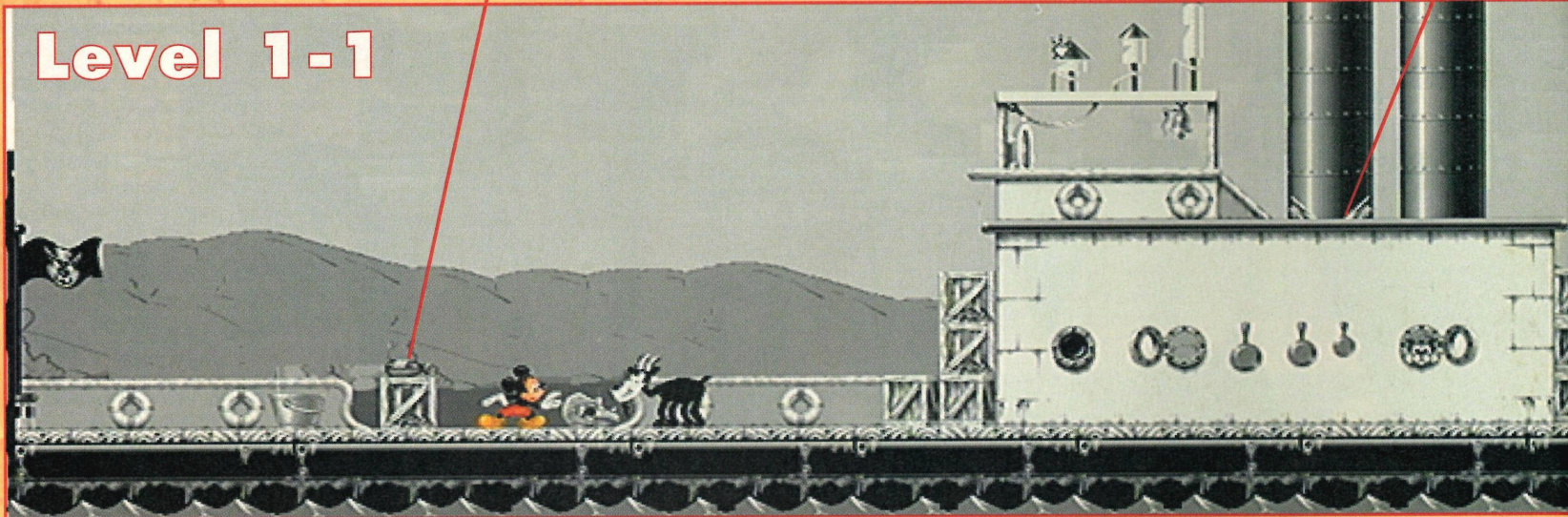


## STEAMBOAT WILLY

At the beginning of the level, jump onto the bottle. This will shoot out a cork, which gets trapped in the cow's mouth. The music notes, coming from its mouth, now stop. After passing the cow jump on her back to release the cork.

When on the roof of the cabins, jump onto the dog's back. This opens a secret entrance into the cabins. Move left to pick up some extra energy.

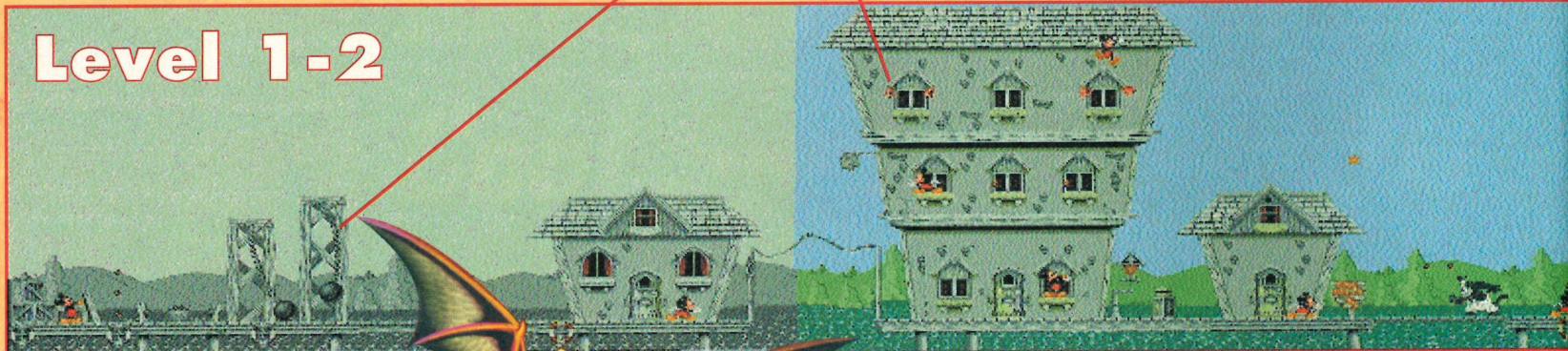
### Level 1-1



When you arrive at the two large swinging balls there are some marbles to collect and an energy power-up (shaped as a star). Jump over the first ball when it's at its lowest point and then run under the second one.

To cross the bridge, you have to ring the bells on the top floor of the house on the window ledge. To reach there jump onto the sign and then onto the ledge. Be careful of the flying parrots as they persist in flying in your path.

### Level 1-2



## THE MAD DOCTOR

Level two is based around the cartoon *The Mad Doctor*. Your task this time is to rescue our heroes' dog, Pluto. The Mad Doctor is obviously not an animal lover. While trying to rescue Pluto, you must dodge and think your way past the many sinister creatures and corridors full of traps you come across.

### Level 2-1



As you cross the wooden bridge, keep an eye out for the swooping bats, but don't hang around, as the bridge starts to collapse as soon as you cross it

As you enter the building take things very slowly. When you approach the fire place be careful of the exploding skeletons that drop down from above. A skeleton will appear just after the fire place.

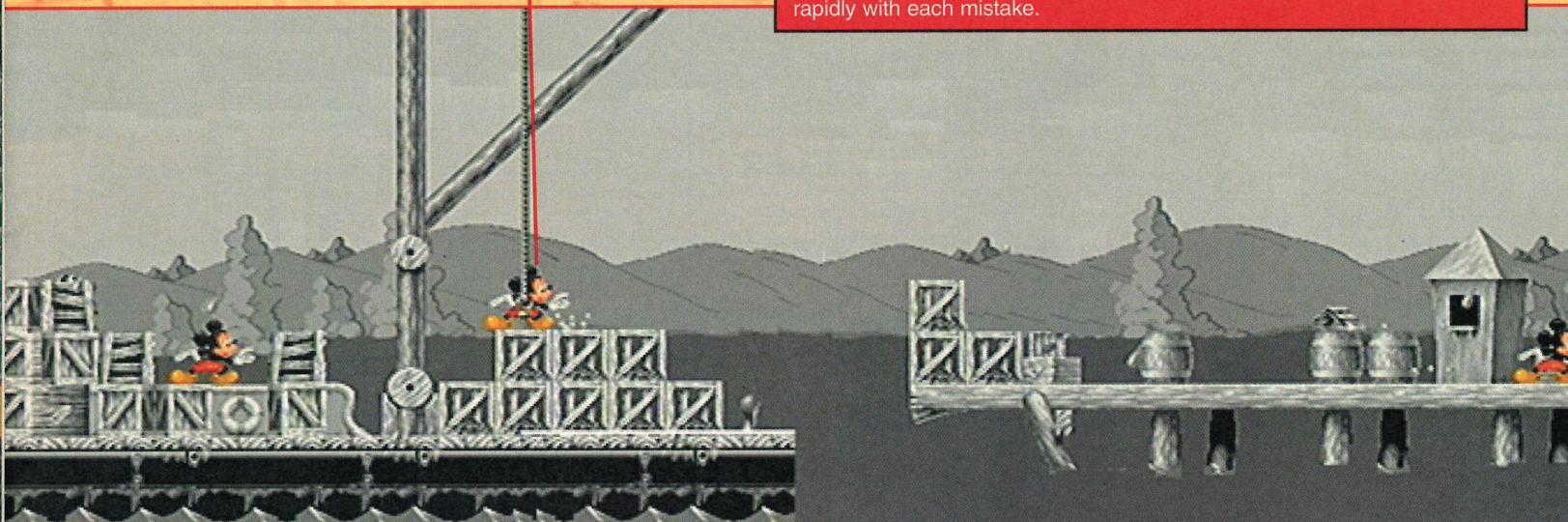
### Level 2-2





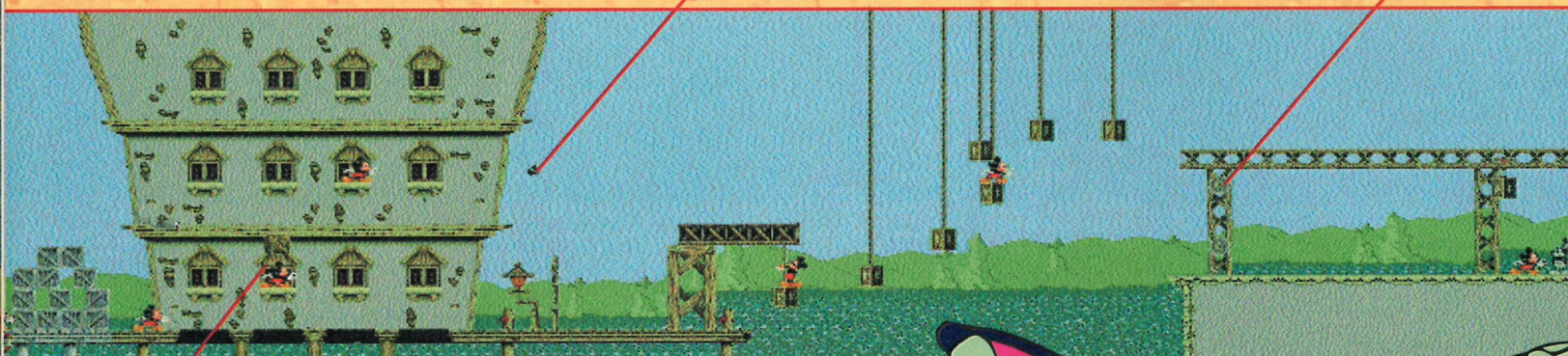
When you see the crane come over to pick up a crate, leap onto the crate to hitch a ride from the boat to the pier. Make sure you're stood in the centre of crate to reduce the risk of falling and losing energy

The first level is based on the first ever Mickey Mouse cartoon. Here you are situated on the deck of a boat. From there you have to proceed towards the pier and onto land. This level is fairly straightforward, with you having to dodge things like the geese that poke their heads through the crates, trying to bite Mickey. Be careful what you touch, as you're energy bar will decrease rapidly with each mistake.



If you think you can handle the descending boxes falling from the top windows make an effort to get the Mickey ears situated halfway up the building, these give you an extra life.

To finish the level destroy the turning cogs. To reach the two top cogs use the springs that appear from the moving crates. When you jump on the spring throw a marble at the cog. About three hits should do the trick.

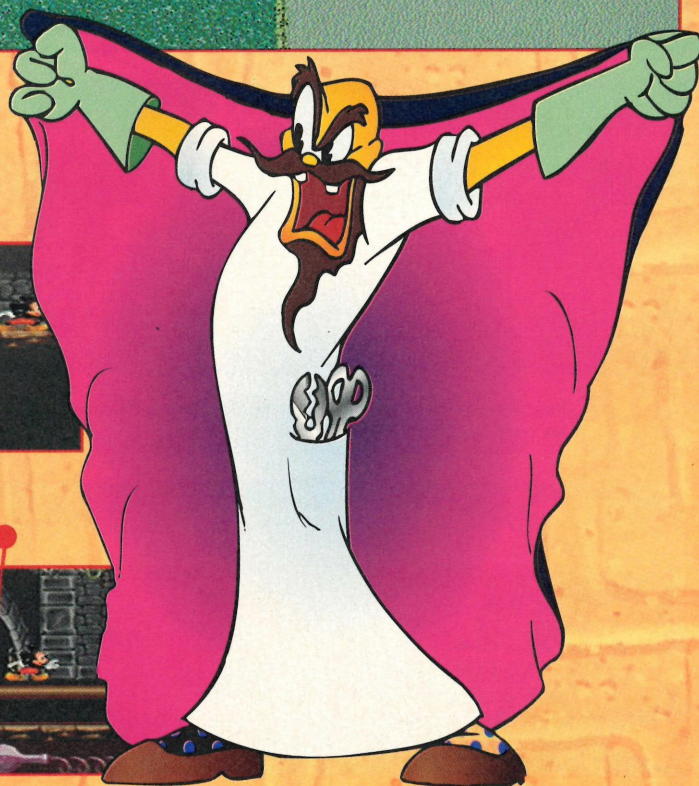


Don't hang around when you leap across these ledges, the boxes falling from above will reduce your energy.

Be careful when you shoot the skeleton on the stairs. When his bones scatter, they fly through the air in any direction.



This is near the end of the level, but don't think you're home and dry just yet. Before you enter the next level you need to collect as many marbles as possible, because you're going to need them. Make sure you collect these three, but beware of the swooping bats, that appear from the dark shadows.





Here you are on a runaway wagon. As soon as you start moving, duck! If you don't, there are three spinning grinding wheels that hang from above that'll slice and dice you. After dodging these, the next thing to worry about, is the pit full of goo. Don't be too hasty in jumping off to reach the next wagon, wait until your almost in the gunk before making your jump.

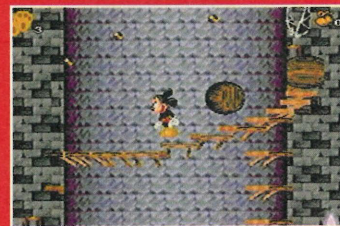
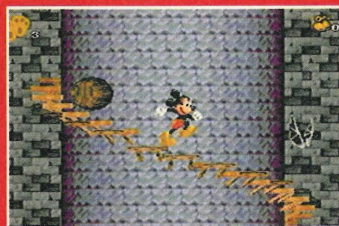
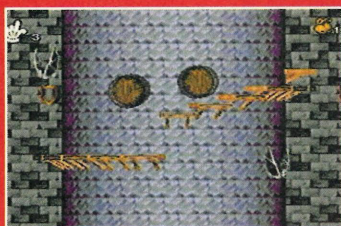
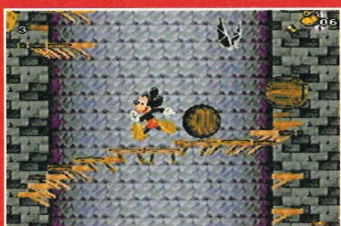
If you make it this far, the next obstacle in your path is a further couple of grinding wheels. This is followed by three balls with spikes on their edges. As soon as you have got over these, jump again, because there's another two out to get you immediately after.

## Level 2-3



## Level 2-4

This stage sees you descending down a tower on a dodgy set of wooden steps. At the same time, you also have to avoid the bats flying at you, and the barrels crashing down behind you. The best advice here is to keep moving at all times, if you stand still too long the stairs will crumble away from under you. Use the marbles to stun the bats and just leap into the air when the barrels are right behind him.



## Level 2-5



## MOOSE HUNTERS



When you swing across to the other side of the pit, be careful to avoid the skeletons that patrol the area. Use your marbles sparingly, but two good hits should always do the trick.

As you are walking keep a watch out for the over-hanging trees. The trees are old, and branches can easily snap and come crashing down on Mickey and Pluto.

## Level 3-1



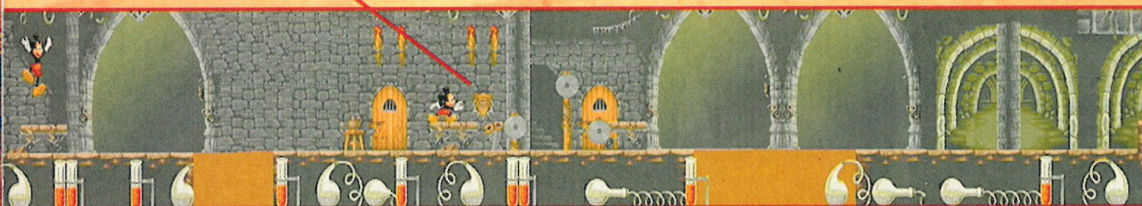
Keep very calm over this stretch of the woods, allowing Pluto to catch up with his master and not be left behind.

When Pluto points to the left hand side of the screen jump straight away to avoid the charging moose. If you don't you will lose a life. The marbles have no effect on the animal.





You've nearly reached the end of this sub-level. All you have to do now is jump the three grinding wheels, coming out of the ground. Having cleared that, you just have to make one more jump to reach the end.

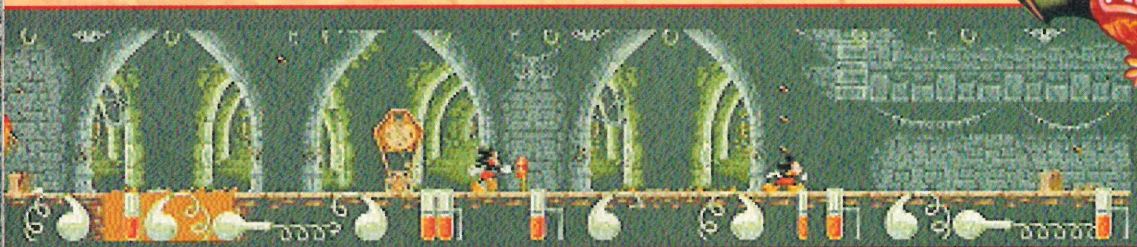


In the first room you enter, you see an empty glass jar. Push it under the first wooden plaque on the wall. Now run along and jump onto the ledge before jumping onto the plaque. You will see a drop of liquid fall into the glass jar. Repeat this procedure on the other two plaques. The glass jar will now be full, push this onto the bunsen burner. From there leap up onto the switch and wait as the burner ignites and boils the liquid. After about a minute there will be an explosion, this will open the door to the next part of the level.

## Level 2-7

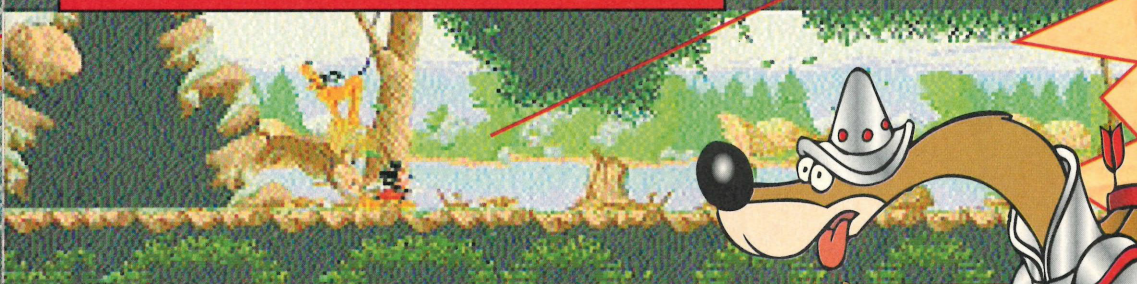


When you come face-to-face with the Mad Doctor he will open his cloak and throw a barrage of little red bottles at you. Avoid these whilst returning fire with your marbles. Don't collect the stars until your energy is getting low. Once the Mad doctor has been defeated another door will open, and you will see Pluto.



The main part of this level, sees Mickey out for a walk with Pluto. The only problem is a rampaging moose that's on the loose (as the saying goes!). Just keep an eye out for Pluto to point straight, this is an indication that something is rapidly approaching.

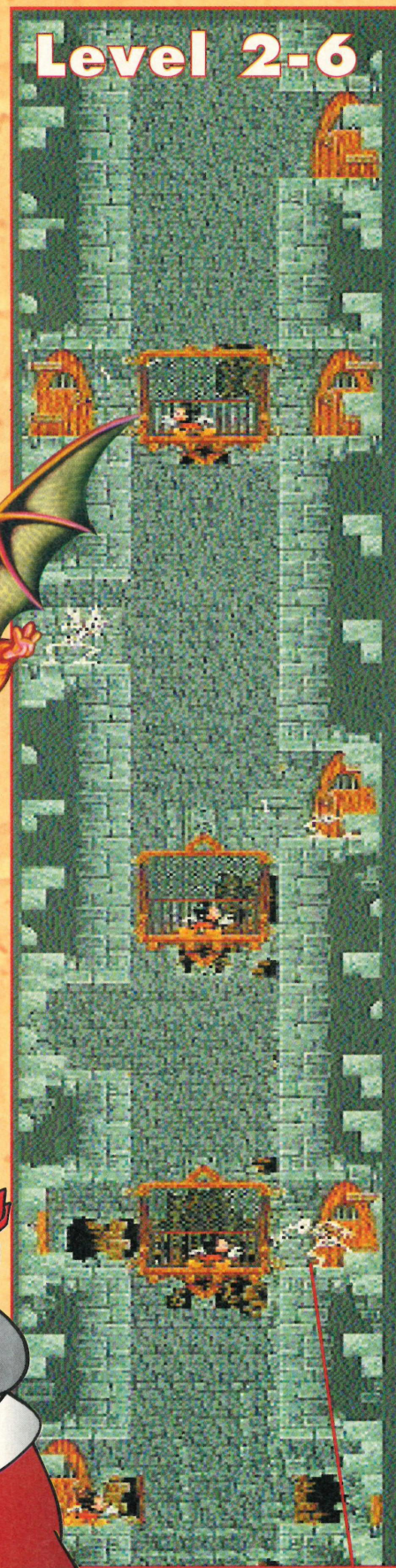
Keep a cool head at the end of this level to progress. When you see the moose just make sure you leap and clear it.



## Level 3-2

To beat the moose avoid the rocks on the ground and watch out for the water, as it slows you down. Run over the apples to pick up your speed.

## Level 2-6



This level is fairly straightforward. As the elevator stops at each floor, use your marbles to kill the skeleton. Don't let them explode as it's hard to avoid the flying bones.



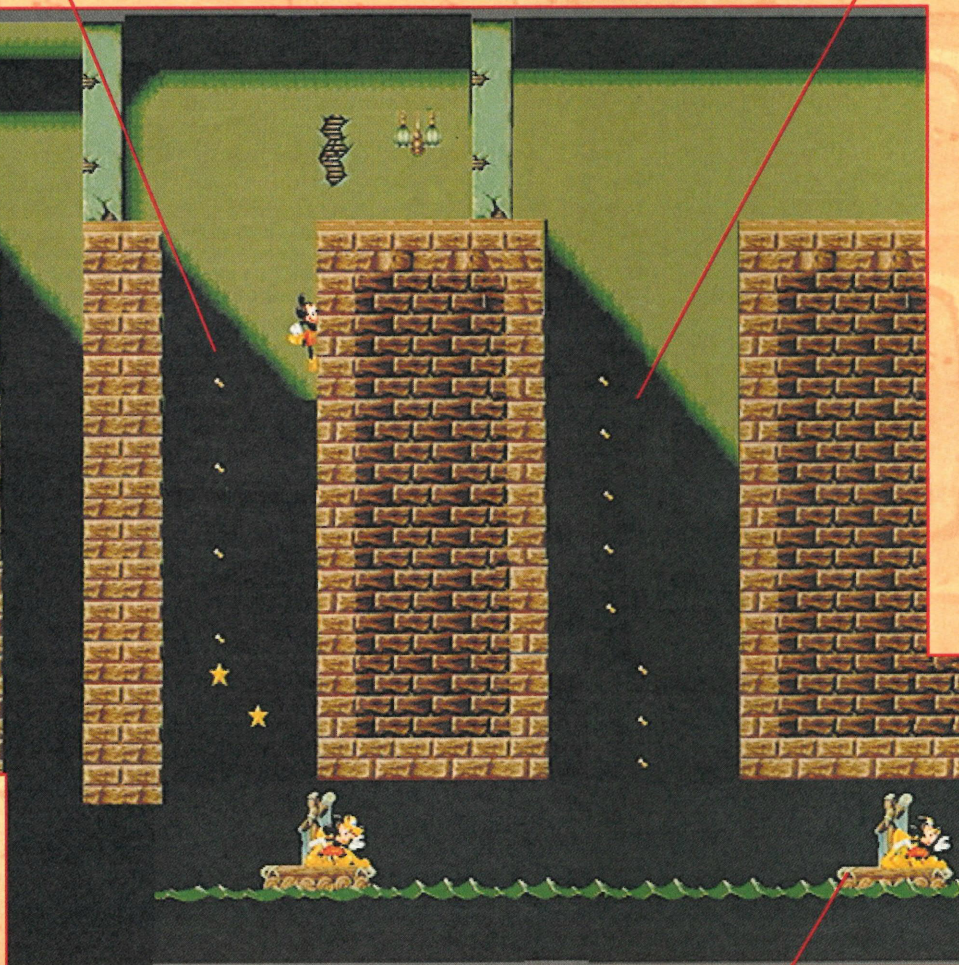
On the start of the fourth level you have to progress into the house. Jump the first pit and drop down the second. As you fall collect the marbles that are placed down the centre of the pit.

If you decide to make it to the third pit don't worry. When you fall, you can still pick up extra marbles and energy icons. When you land you'll land on a raft that will lead you to the cellar of the house. This is where the level really begins.



Level 4 takes place in this old house. It all starts with Mickey entering the house through the front door, but it soon gets eerie as you drop into the depths of the cellar. As you plough your way through the hordes of ghosts that appear in front of you Mickey has to overcome all sorts of obstacles and tricks the ghosts throw your way. Take your time and proceed with caution as you enter each section and keep your eyes open for those ghosts. They appear whenever they feel like it — spooky eh!

## THE LONESOME GHOST



If you can move Mickey fast enough leap up and collect some icons. Watch the raft as it won't hang around for you.



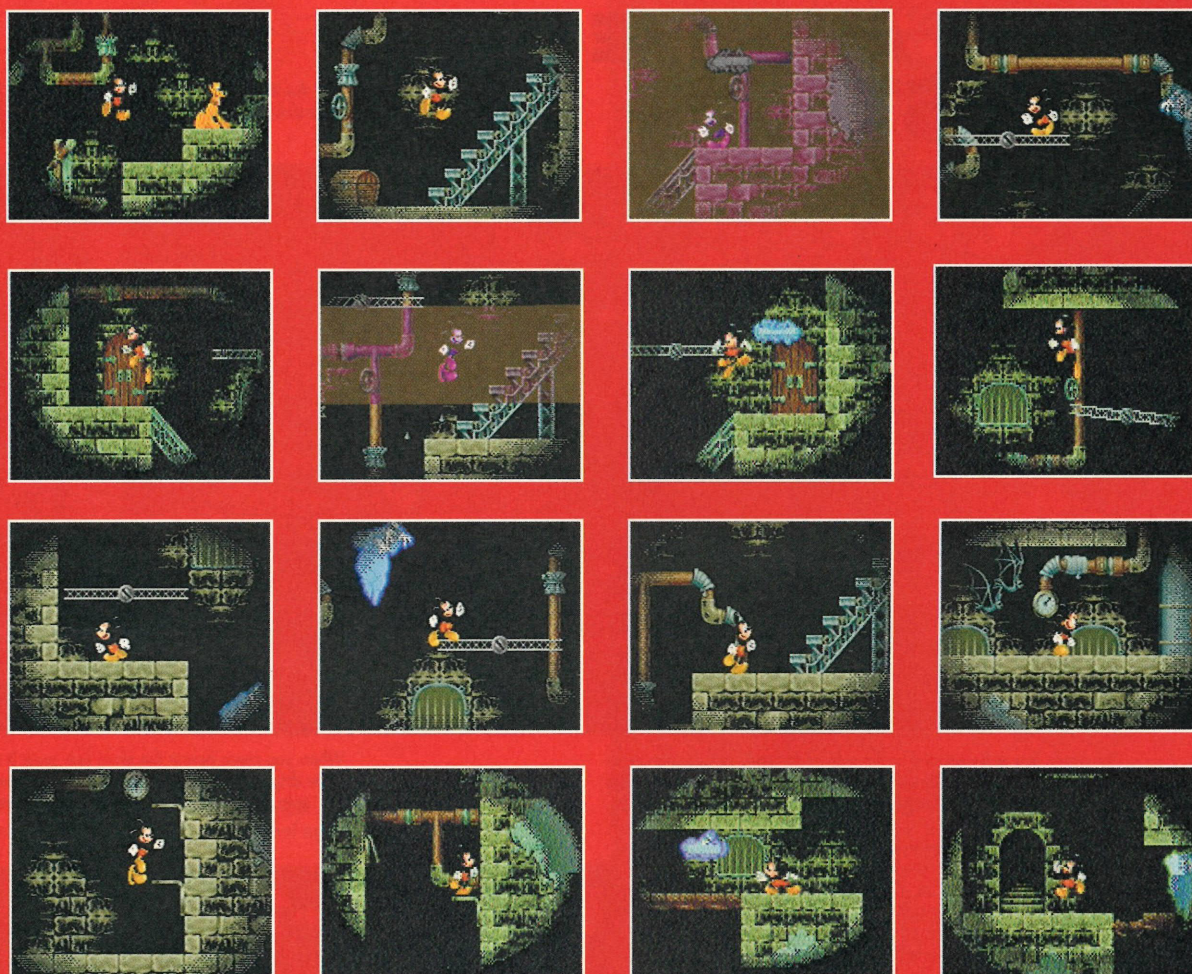
As you get closer to the end of the level look out for the wooden floor boards. These will rise up under your feet and push you into the path of the ghost.





## Level 4-2

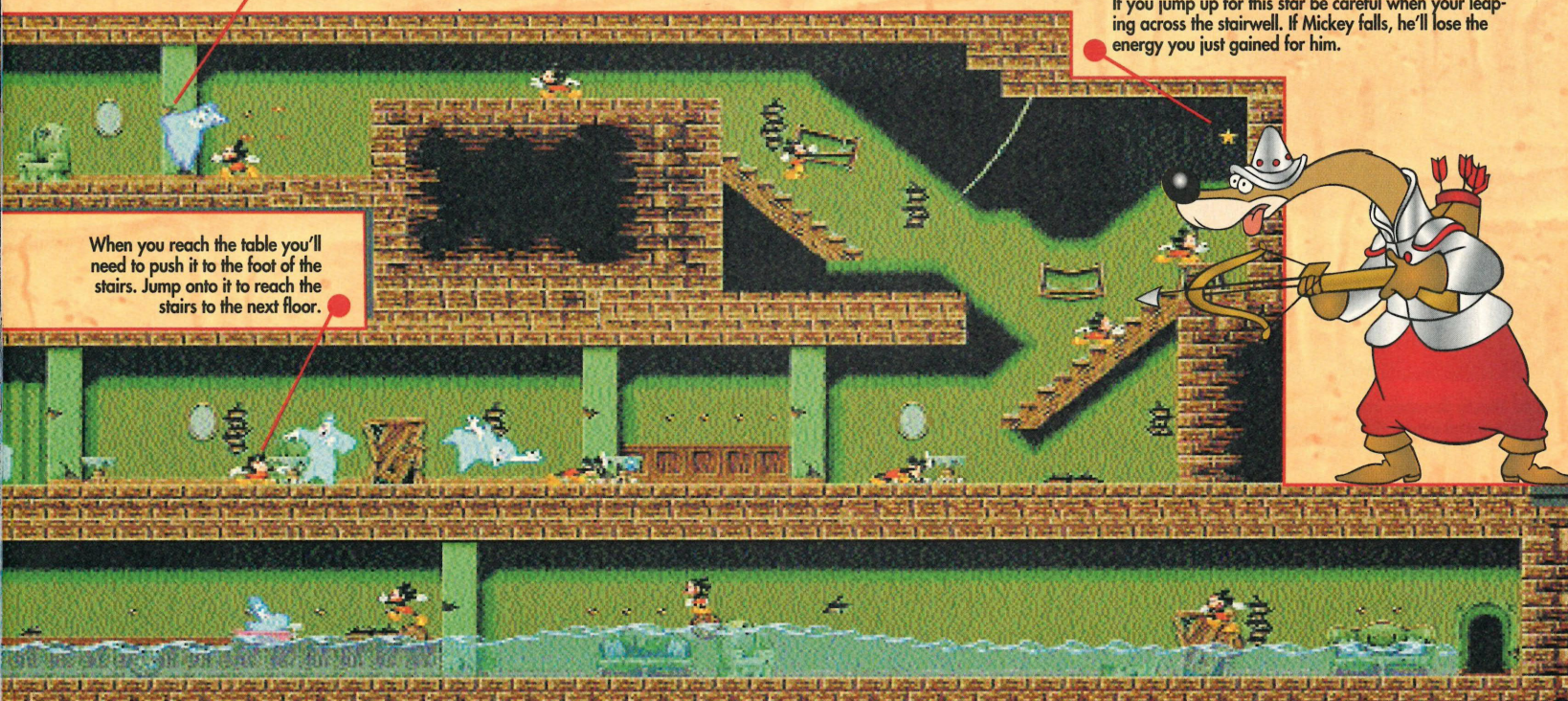
After the raft trip Mickey has to avoid the perils of the cellar. Here you have to dodge the spooky ghosts while climbing the dark stairwells.



Progressing along the hall, the ghosts will appear in a random order. Don't waste your time firing marbles at them, wait until they roll up and disappear, before running under them.

If you jump up for this star be careful when your leaping across the stairwell. If Mickey falls, he'll lose the energy you just gained for him.

When you reach the table you'll need to push it to the foot of the stairs. Jump onto it to reach the stairs to the next floor.

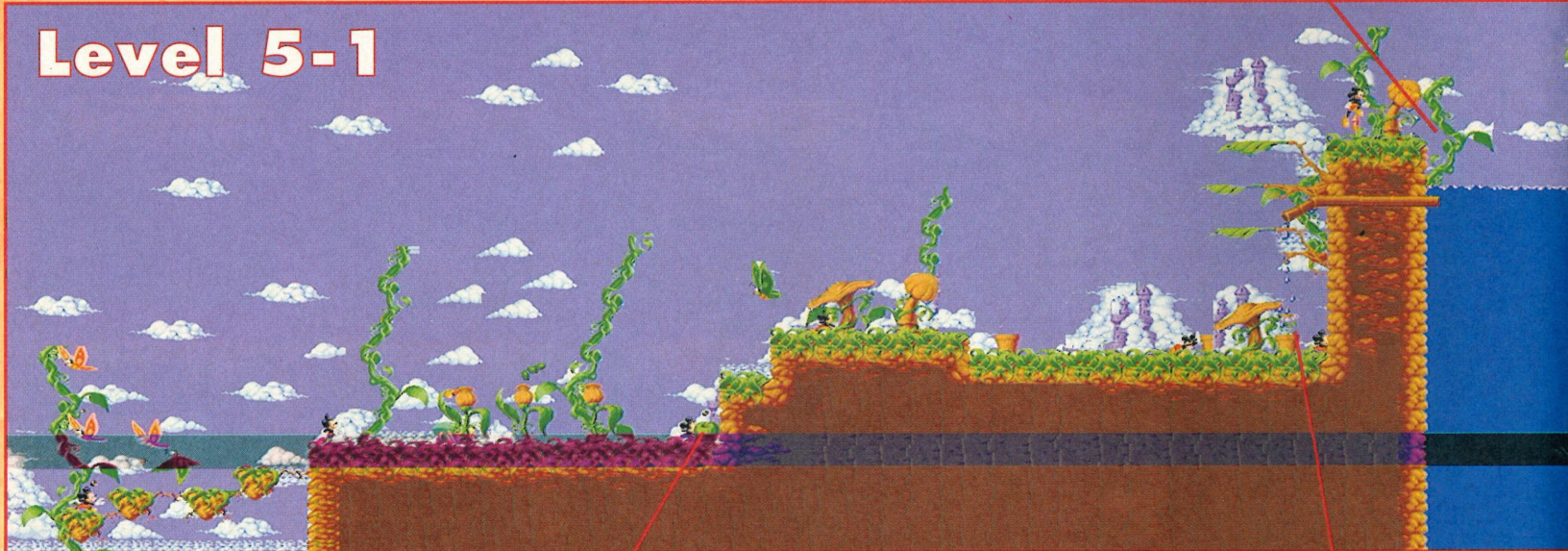




## MICKEY AND THE BEANSTALK

As Mickey sits in the boat that's made out of leaves, and floats across to the other side be careful of the swooping dragonfly that will constantly hassle you. Use your marbles to protect yourself.

### Level 5-1

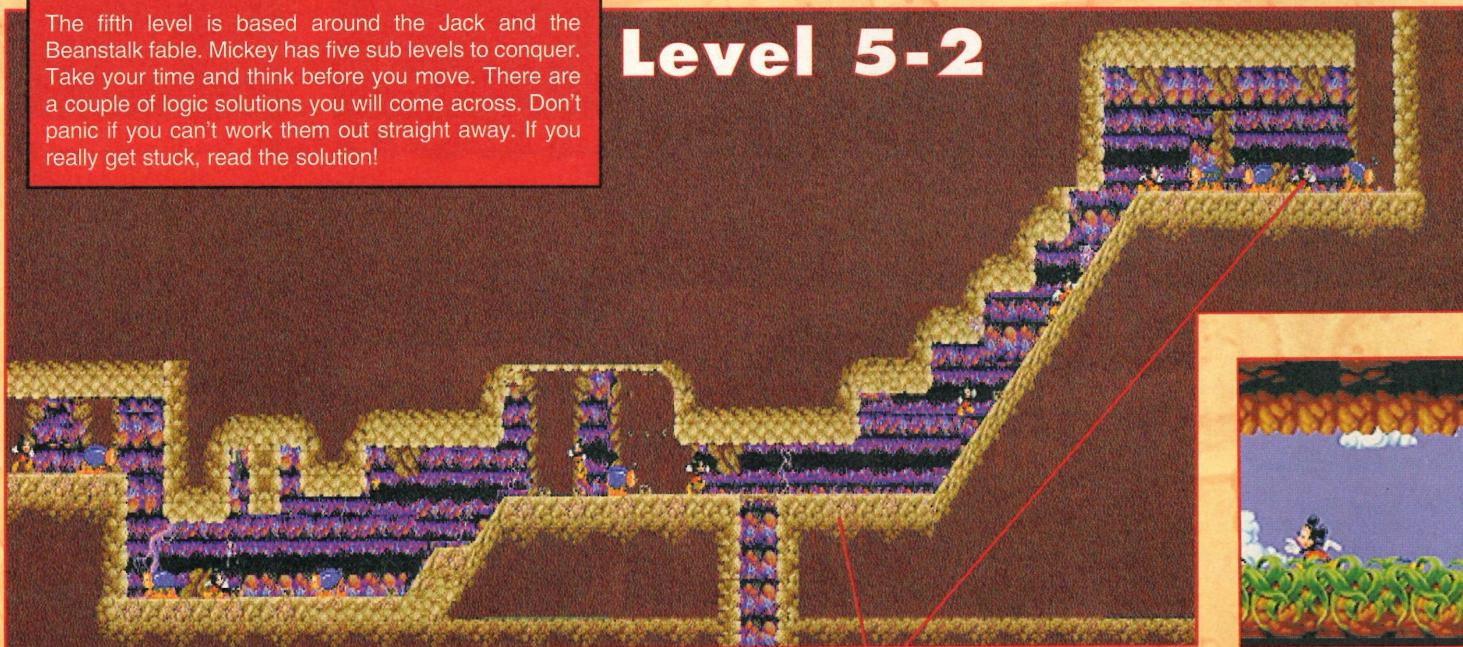


The apple has to be pushed to the side of the wall. When you arrive there jump onto the apple and then onto the next ledge. You cannot reach the ledge, unless you use the apple to help you.

When you come across the plant pot, push it along until its under the dripping water. Let the pot fill up with water and then jump onto the pot. This will enable Mickey to reach the next ledge.

The fifth level is based around the Jack and the Beanstalk fable. Mickey has five sub levels to conquer. Take your time and think before you move. There are a couple of logic solutions you will come across. Don't panic if you can't work them out straight away. If you really get stuck, read the solution!

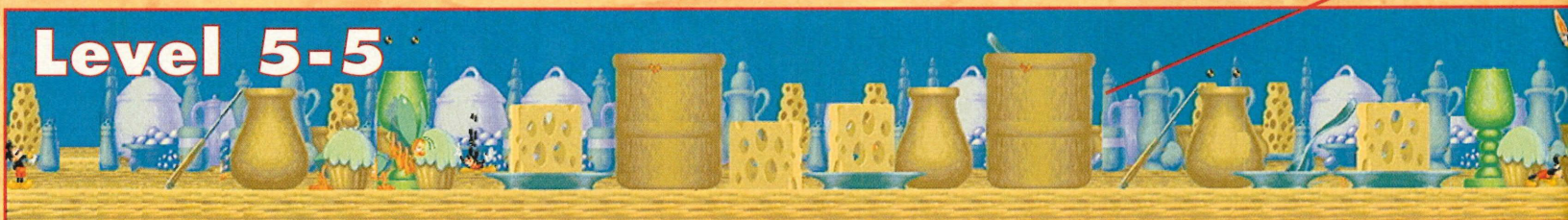
### Level 5-2



As Mickey descends into the depths of the tunnels you will come up against some large bugs. Use your marble ammo wisely. Halfway through the tunnels is a trap door in the ground. Open it and advance to reach the end of the level. Stand on the switch. Now come back through the level, when you get to where the trap door was, you will see an opening in the ground. Drop down this to reach the next stage.

When advancing across the giant table drop into the large wooden bowls. You never know you could find some handy bonus icons.

### Level 5-5



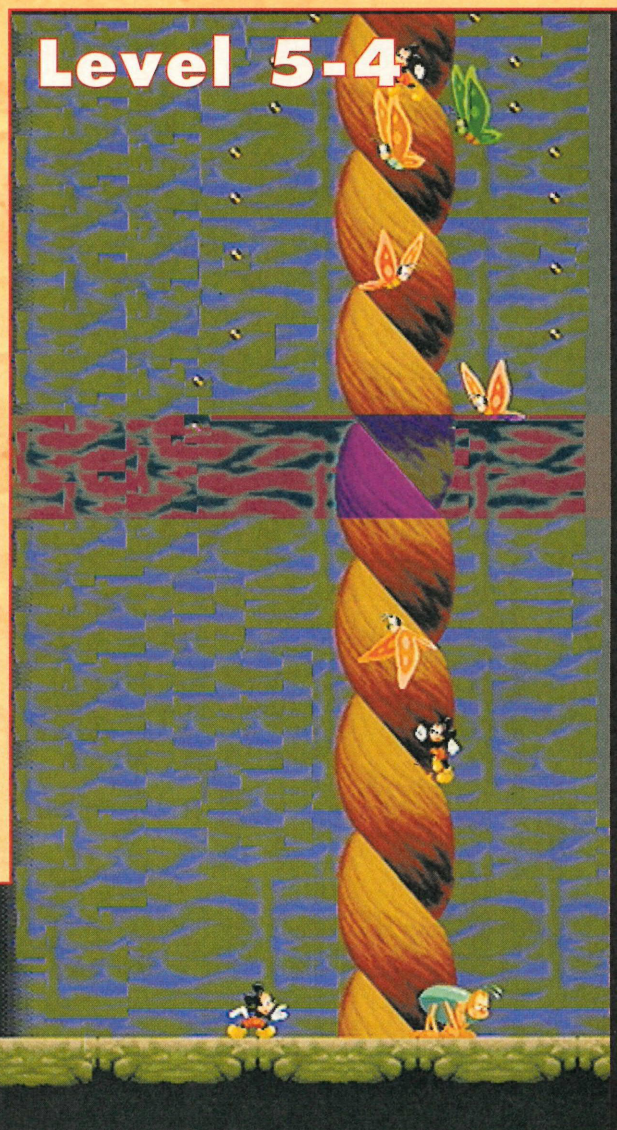




Watch for the bugs when they kick out. If you're not careful, you could find yourself at the start of the level again



If you reach the firework make sure it's set off. This will mean that if you're unfortunate enough to lose a life, you won't have to start at the beginning of the level.



When you drop down through the hole in the ground, start running to the left immediately. As soon as the level lights up you will see this giant spider racing up behind you.

Keep moving at all times. When the bugs kick out stand behind them to get a valuable push along.

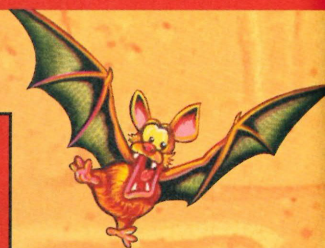




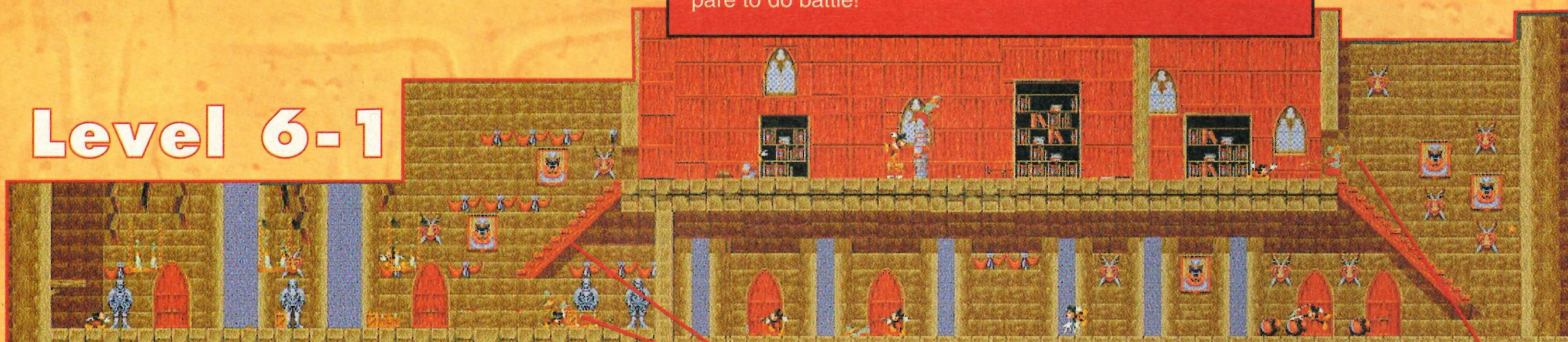
## THE PRINCE AND THE PAUPER

To get this far you must be damn good, cause this is no easy game! This is probably the best level and the hardest to beat.

Here you come up against knife throwing wolves and large arrow firing bears. They are all out to stop you from completing the level, so grab your joypad, strap yourself in and prepare to do battle!



### Level 6-1



When you find the wooden chest, push it along to the left hand side of the screen. Jump onto the chest, onto the ledge and leap to the wooden lights. Push the D-Pad left and right to swing the lights. When you've built up momentum jump from one to another and onto the stairs

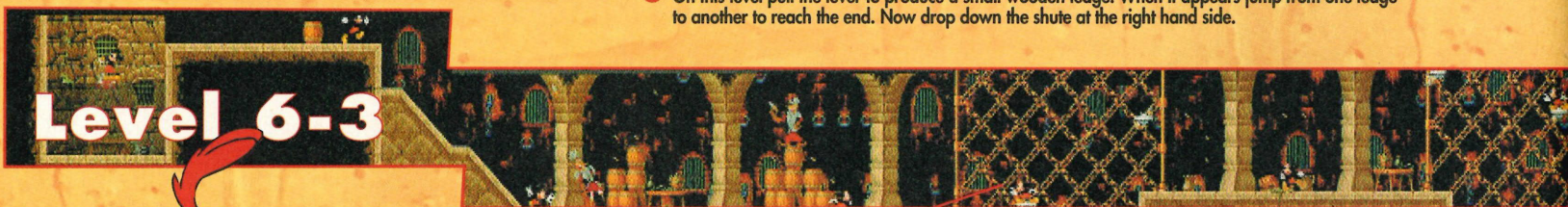
At the end of the top floor, Mickey will come across one of the mean bears. To defeat him, throw everything you've got at him.

### Level 6-2

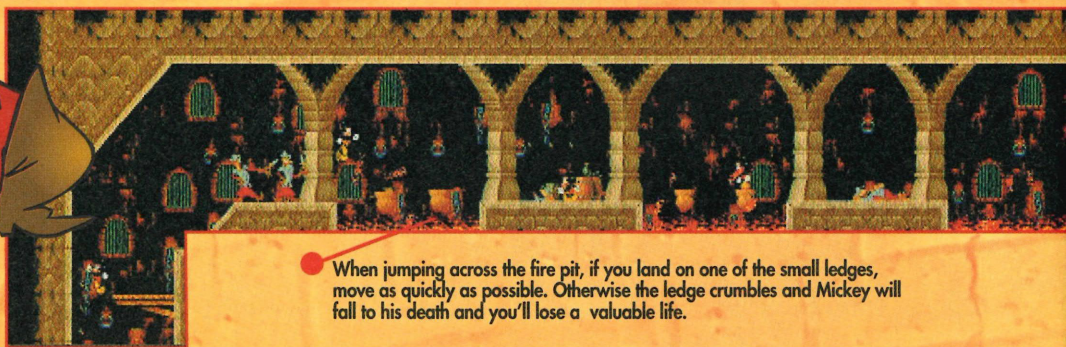


On this level pull the lever to produce a small wooden ledge. When it appears jump from one ledge to another to reach the end. Now drop down the chute at the right hand side.

### Level 6-3



On these mesh frames, stand still on the platform that's moving round, but be aware of the small rotating spikes that are positioned on the cross frame.



When jumping across the fire pit, if you land on one of the small ledges, move as quickly as possible. Otherwise the ledge crumbles and Mickey will fall to his death and you'll lose a valuable life.





Jump onto the wooden moving platform. As soon as you see the spikes appear jump to the right onto a small wooden ledge, but don't hang around it soon starts to crumble. Jump up onto the ledge above you and onto the brick ledge to the right. Well done you've completed this section.



When your leaping over the pits of fire try to throw some marbles at any unwanted nasties waiting for you.



## Level 6-7

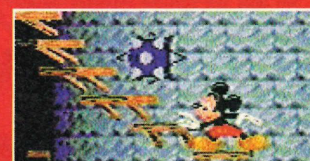
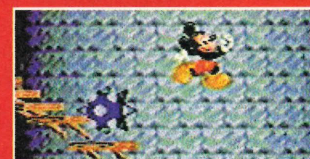
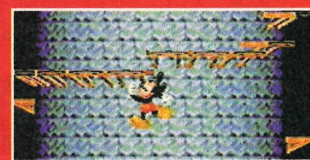
This is the end Guardian. He's one mean mother too! To defeat him use your marbles. When you see the spikes on the cart appear, position them so that, when he launches into the air for another attack, he'll come crashing down on the spikes.



## Level 6-5



To avoid the fire wall creeping up behind you keep moving as fast as you can. As soon as you see any of the misfits trying to stop you throw a marble at them to stun them.



Infinite Lives.  
FF04670003.

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## SUMMARY

GAME NAME: Mickey Mania  
TIME TO COMPLETE: 1 Week  
HIGHEST SCORE: N/A  
NUMBER OF LEVELS: 6  
CHALLENGE RATING: Hard



**New  
Look!**

# GAMES WORLD

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ON  
SALE  
NOW!



# Sega XS EARTH WORM JAM

This game was monster! Enormal! Massive! But have you completed it, and if you have, have you found all there is to find? No need to dig about in the dirt any longer, have a mega sized worm survival guide on us. No really!

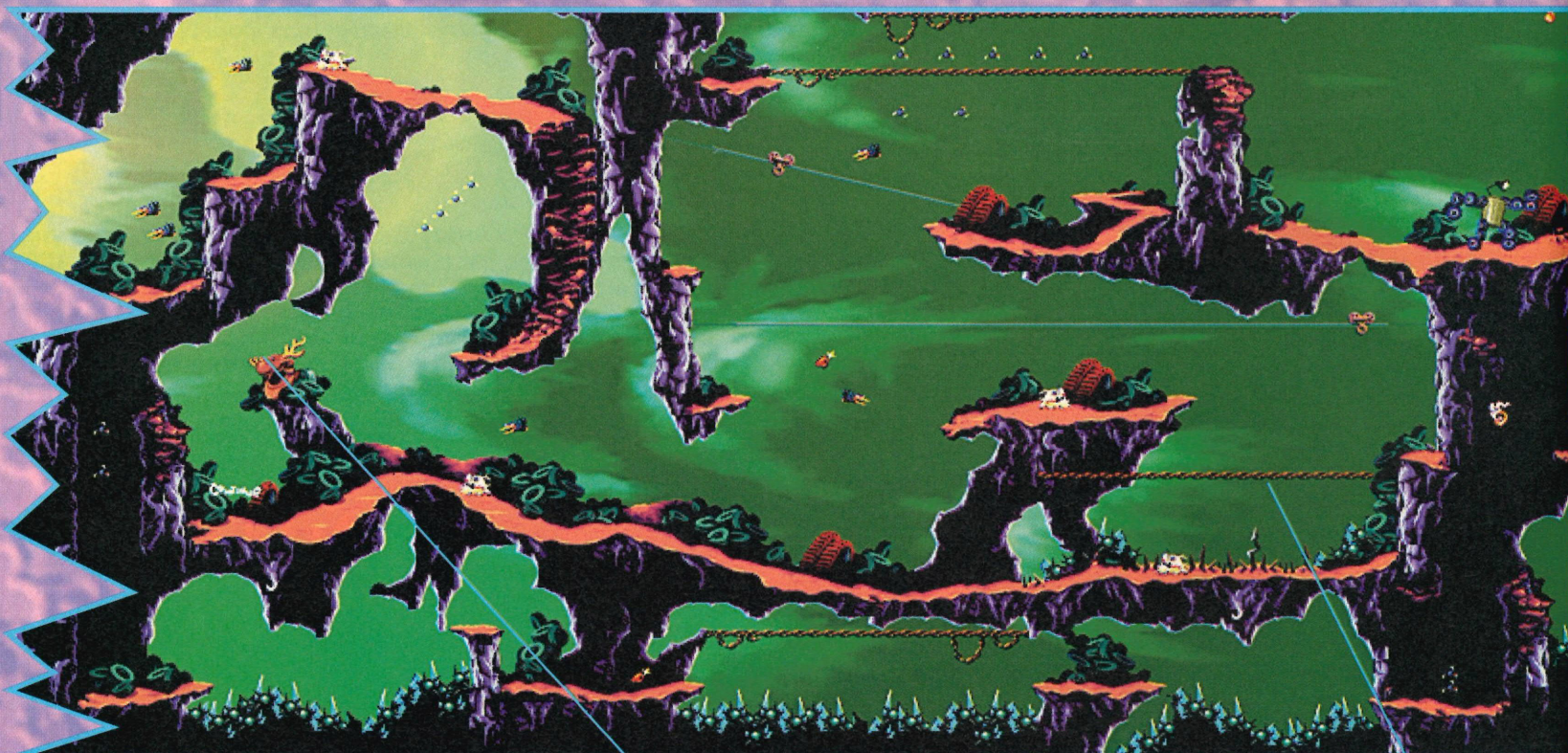
**NEW  
JUNK  
CITY**

## Level 1



Jump down to this toilet to discover a warp to the end of the level.

Jump, shoot or whip the hanging fridge so that it drops down, hits the plank and launches the cow. Now continue to the right.



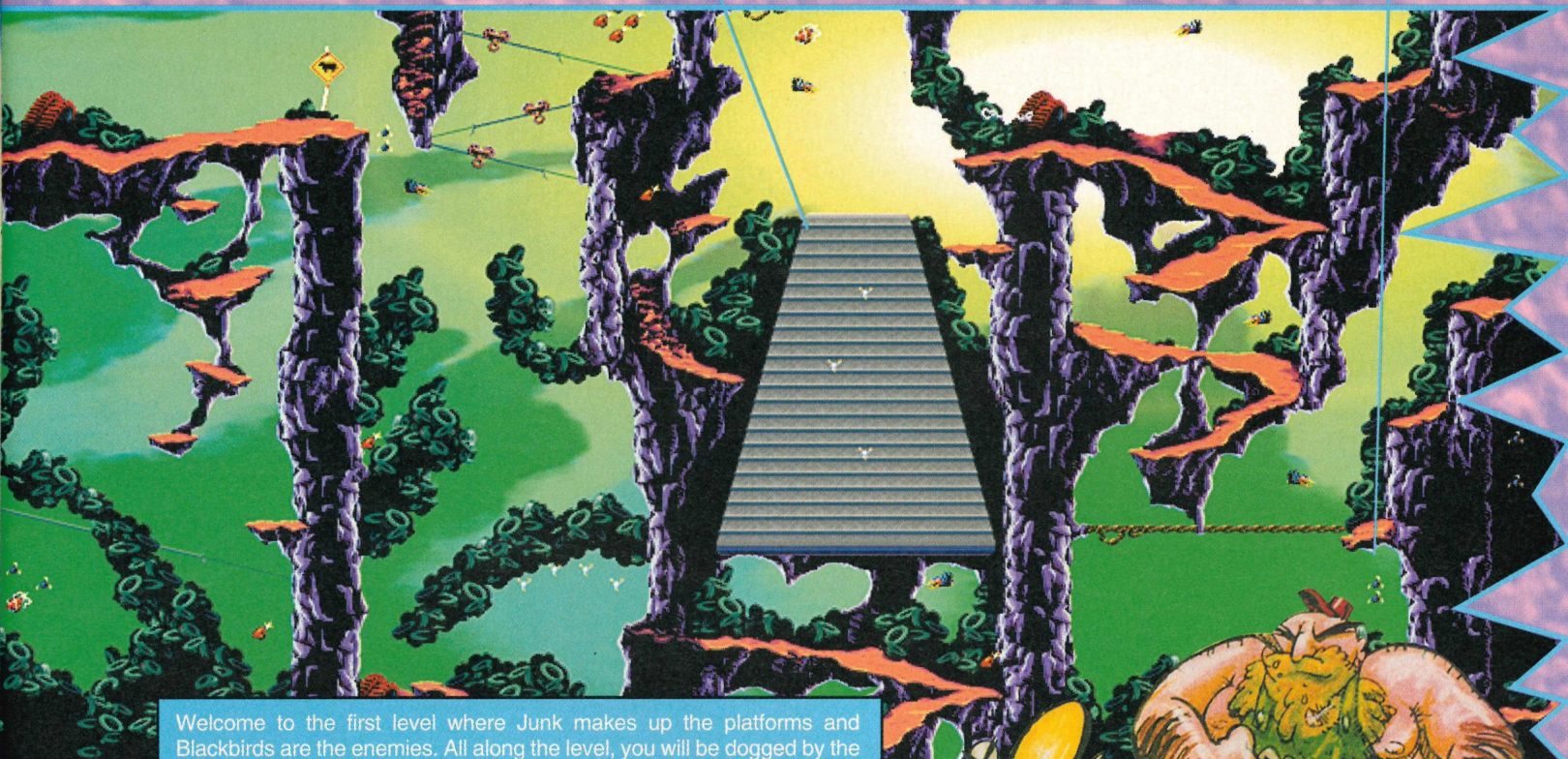
Use your whip to grab hold of the Moose's antlers. You will fall down a hole that will lead you to a feast of extra bonuses and the final guardian. If you wish to plough on the hard way, you can find a continue below.

You will now need to jump up and swing on this chain to guide yourself over the sharp spikes below. First of all though, make sure the coast is clear by shooting the dogs and whipping the crows.



Keep weaving left and right in order to dodge the random objects as they fly down the large conveyor belt. Once at the top, jump to the right and continue down the zig zag slope.

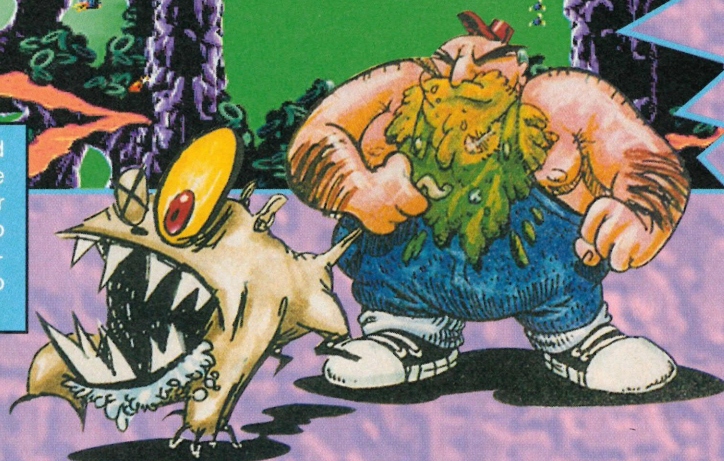
Just below this ledge is an ammo top up, collect that and keep heading up and right to fight the mini-boss. He looks like a dust-bin straight out of 3-2-1 with Ted Rodgers!



Welcome to the first level where Junk makes up the platforms and Blackbirds are the enemies. All along the level, you will be dogged by the Junkyard beasties, so always be prepared to let them taste your whip or blast them with your laser gun. Do not rush the level either, take time to explore and pick up all the bonuses, but if you really are in a hurry, simply take the toilet short cut to the end of the level. Then flush the loo to go straight through!



Here is where you will end up if you use the Moose's warp. Grab the bonuses and continue to the right. You are near to the guardian now.



## CHUCK & FIFI

Keep moving to dodge the falling tubas. Blast away at the bin until it starts to fire anvils. If you keep up the assault, it will stop shooting and charge at you. Quickly jump over the bin and shoot in from behind as it passes. Repeat the process until it explodes.

Now for the big boy. Whip the crates onto the spring on the right to hit Chuck. Once you've hit him he will vomit fish. Stand to the right to avoid them, but watch out for the stuff falling from the sky. Six crates will finish him off and if you need help, leap for the sky!



This is where you will end up if you warp from the toilet above the start of the level. Grab the mega-blasts and walk right.



## WHAT THE HECK?

Brace yourself this is a real tough level! Falling spikes, floors of fire and snapping mouths of doom are just some of the deadly obstacles that hinder your progress on this level. Nifty use of the whip and quick thinking movements are required, and the two guardians will do their utmost to stop you dead in your tracks. Watch out for the strange enemies in this phase, like the mad accountant and the awesome mega-mouths. If you make it through this level you will be asking yourself, what the heck was that all about!



As the crystals move up the gap, jump from one to the other to dodge the jets of flame that shoot out of the rock.

Do not forget to grab this continue restart point. You must hang off the edge of the ledge above in order to avoid the spikes.

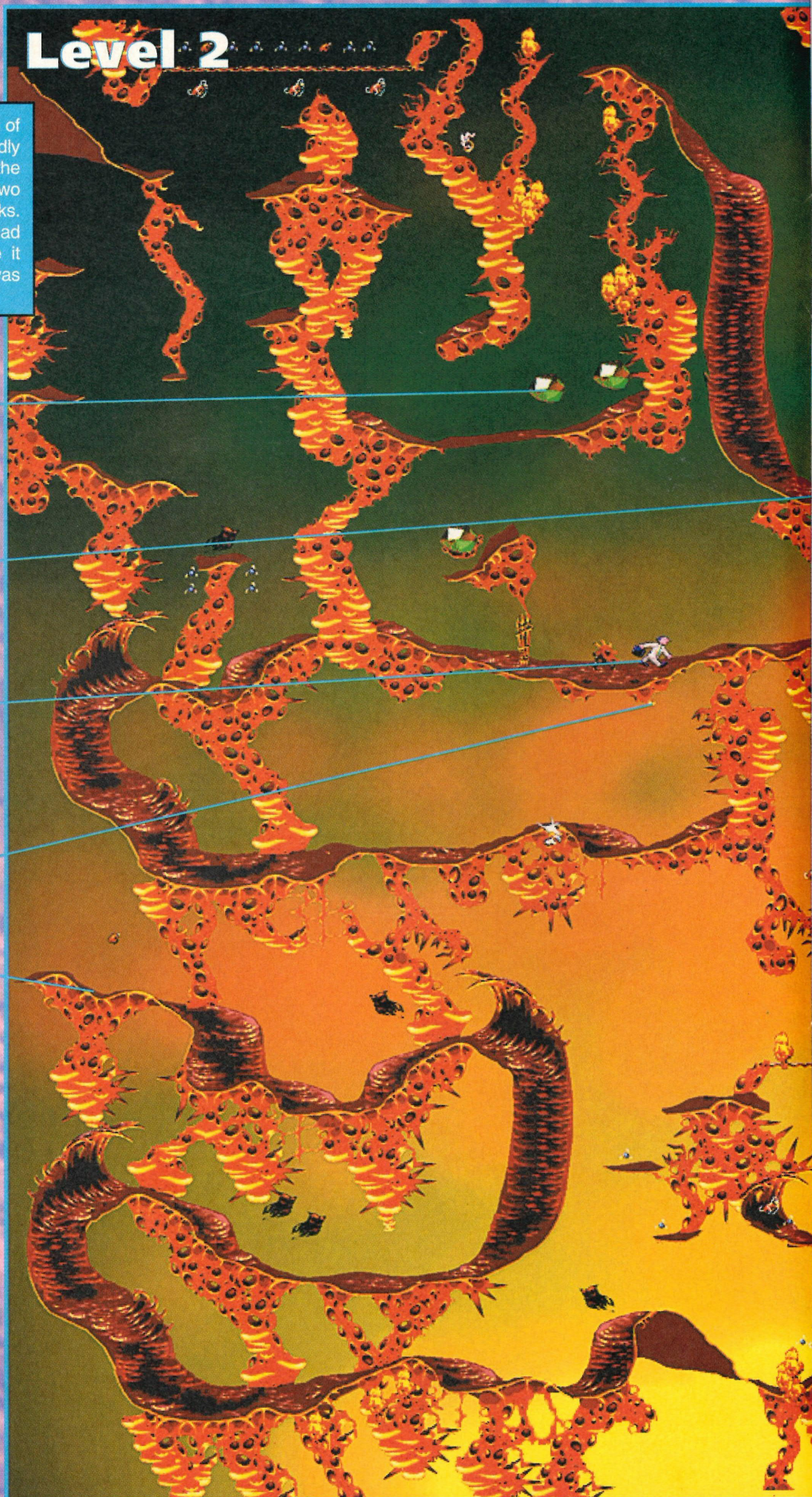
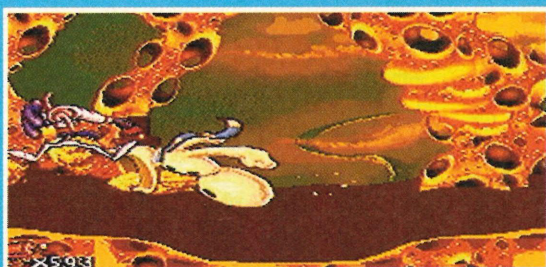
Whip the nasty accountant and then finish him off with gun shots. After that, walk to the left and stand on the crystal to be warped to the Snowman guardian.

After you defeat the snowman, jump up, catch the hook with your whip and swing to the right to collect the extra life and more ammo.

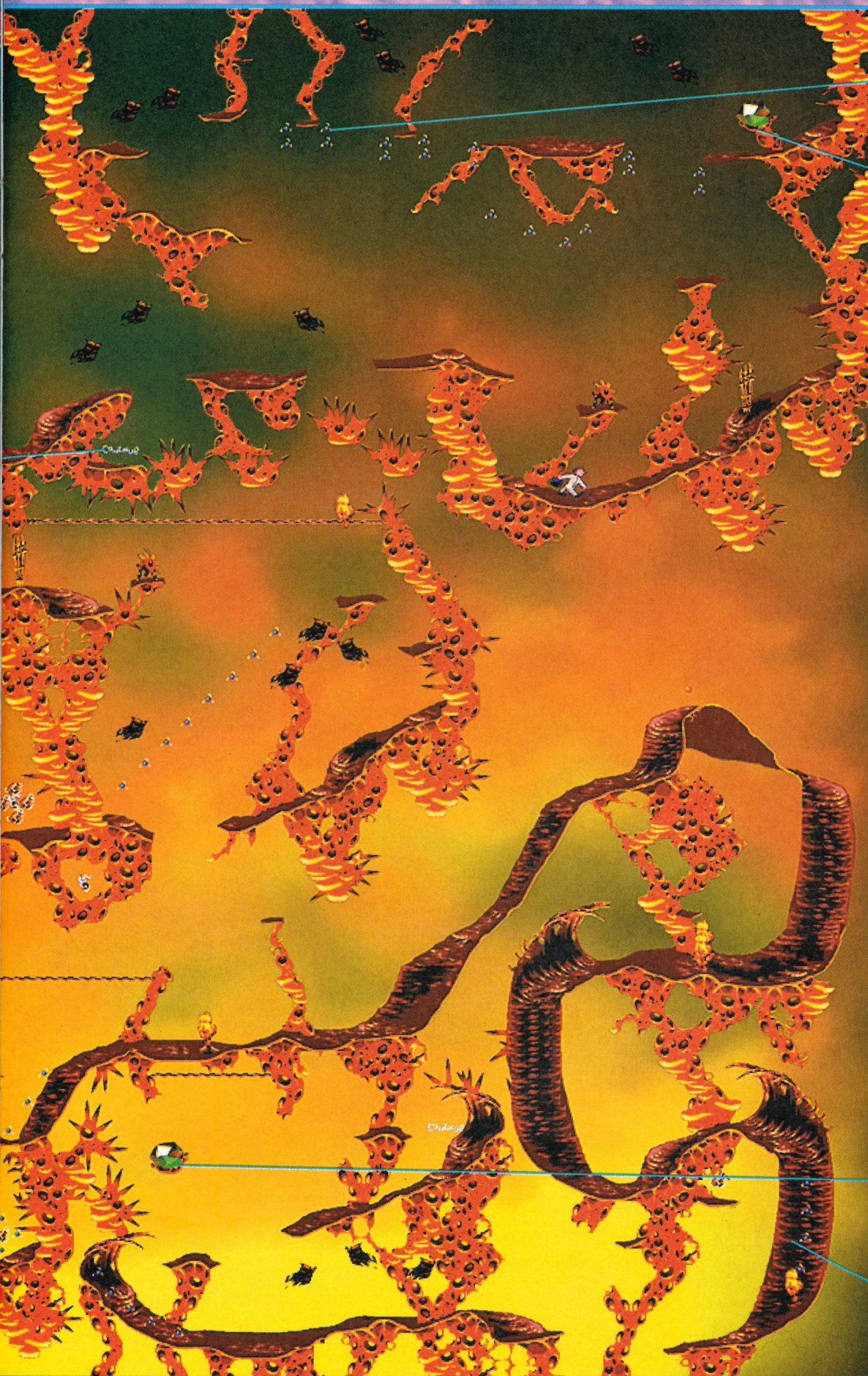
This is the start point, so get on your guard straight away.

## FROSTY

Keep moving around the screen and whenever the Snowman jumps out of the ground, whip him before he breathes flames at you. Ten lashes of the whip should be enough to dispose of him and you will be warped back to the site of your fight with the accountant to finish the rest of the level.







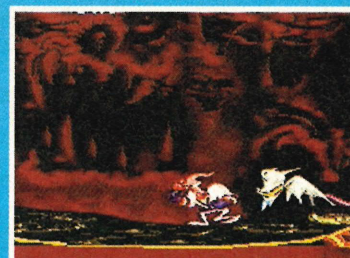
Edge through this section slowly blasting the mouths and collecting the energy by hanging onto the edge of the plinths.

Hop onto this green crystal to be transported to the second guardian, the Evil Cat.



## EVIL THE CAT

After the cat steals your suit, he will blast you with his cannon. Jump over the flames until the rock on the right hand side has melted. When Evil the Cat appears again, blast him with your gun and then jump over the flames which come from either side of the screen. Nine times will be enough to exhaust this feline's supply of lives.



Run in the opposite way to the way the gem is spinning to stay on and then let yourself be carried all the way to the top. If you leap to the left halfway up you can get the extra life in the rocks.

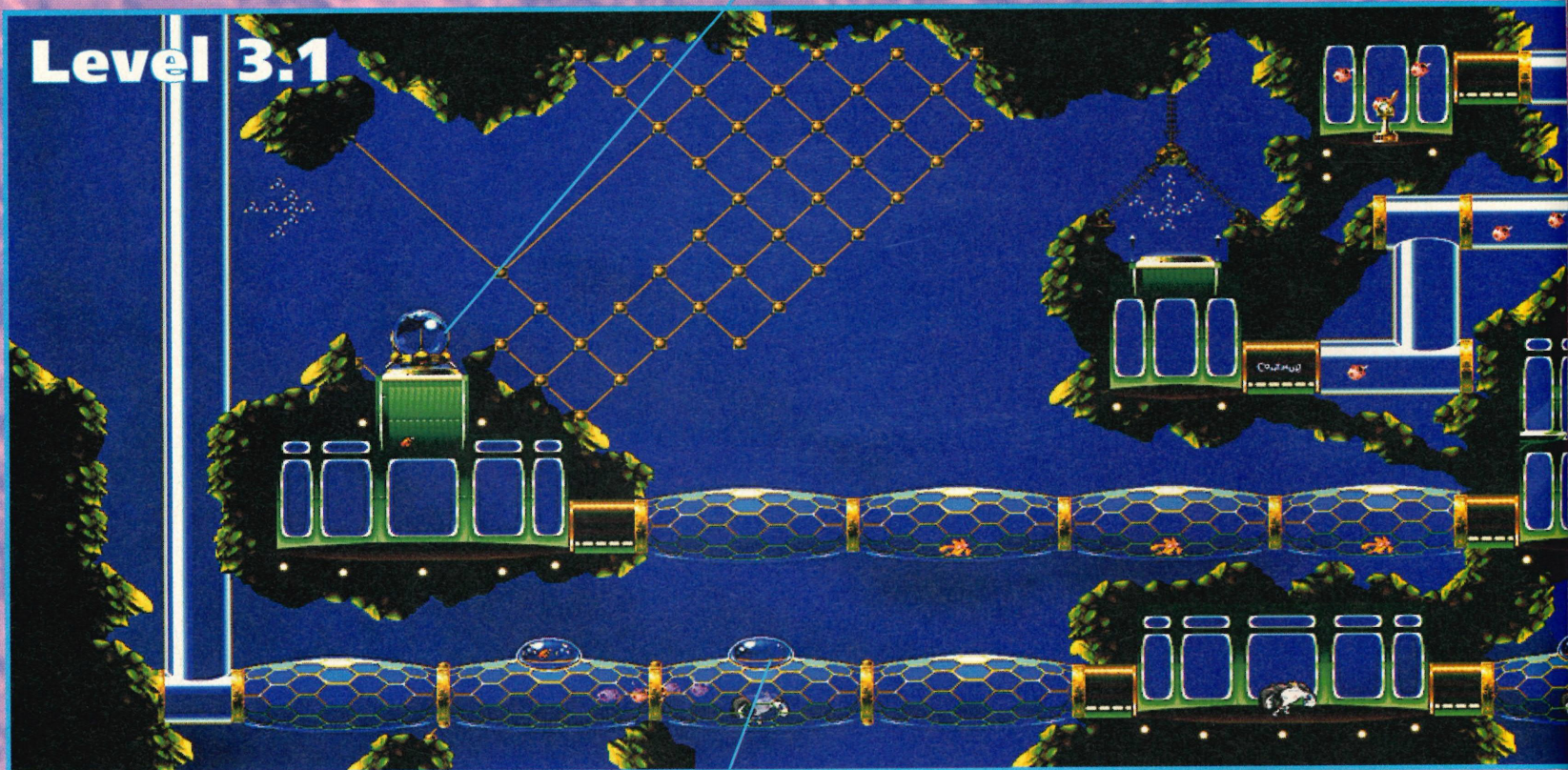
Flames will be following close behind at this point, so jump as soon as you reach the bottom of the slide.



## DOWN THE TUBES

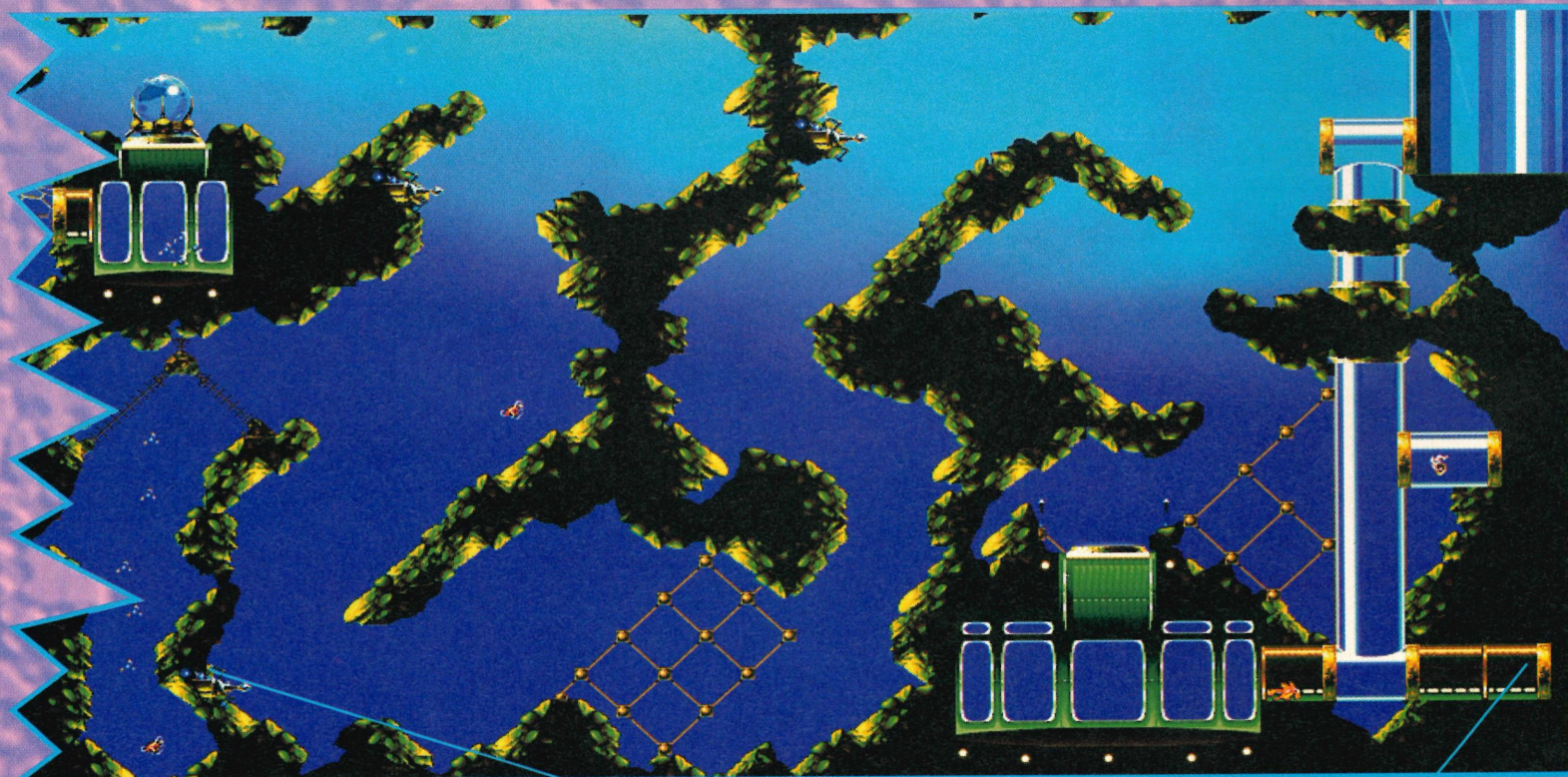
This, the first submarine adventure, is only a short trip, so see if you can pick up a few bonuses

### Level 3.1



To avoid being punched around the level, grab hold of the bars in these alcoves above you and press Up. When they have passed, jump down and continue right.

No sign of a boss yet!! Surely there must be some sort of vicious aqua monster at the end of the level? Hop onto your rocket and prepare yourself for more.



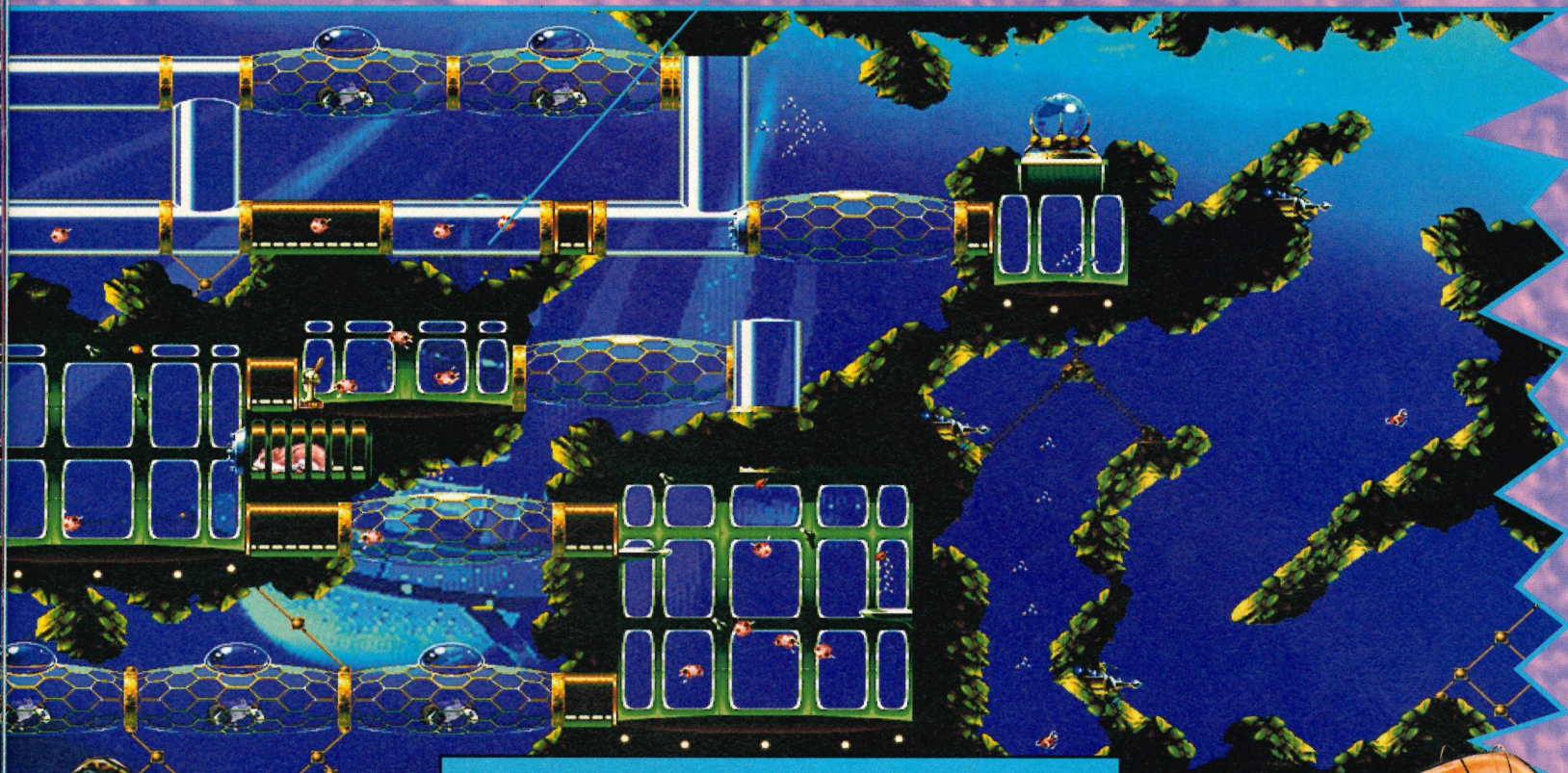
Hooking up to these power points will give you some extra time so whenever you see one make the most of it and you should make it to the end.

If you want an easy extra life, run to this point here and then jump up to get the extra life in the tube above you.



An excellent blasting section this bit. Just run to the right and keep firing. When you reach the end of the corridor, go up, pull the switch and enter the submarine.

This run in the sub is not so easy as the others. Try to stay calm. If you don't hit the sides you can make it through by linking up to the extra time units.



Bob the goldfish knows that Earthworm Jim's super suit could make him ruler of the world. Maybe even the universe! Controlling the drone cat minions in his underwater lair, Bob will use his servants to find you wherever you hide. In this level a blend of hamster riding and submarine piloting skills are required to work your way through the underwater home of Bob. You'll have to flick a few switches and be swift to take action when attacked so keep your wits about you. Don't let the size of Bob's kitten guards fool you, they're as powerful as the cats!



## BOB

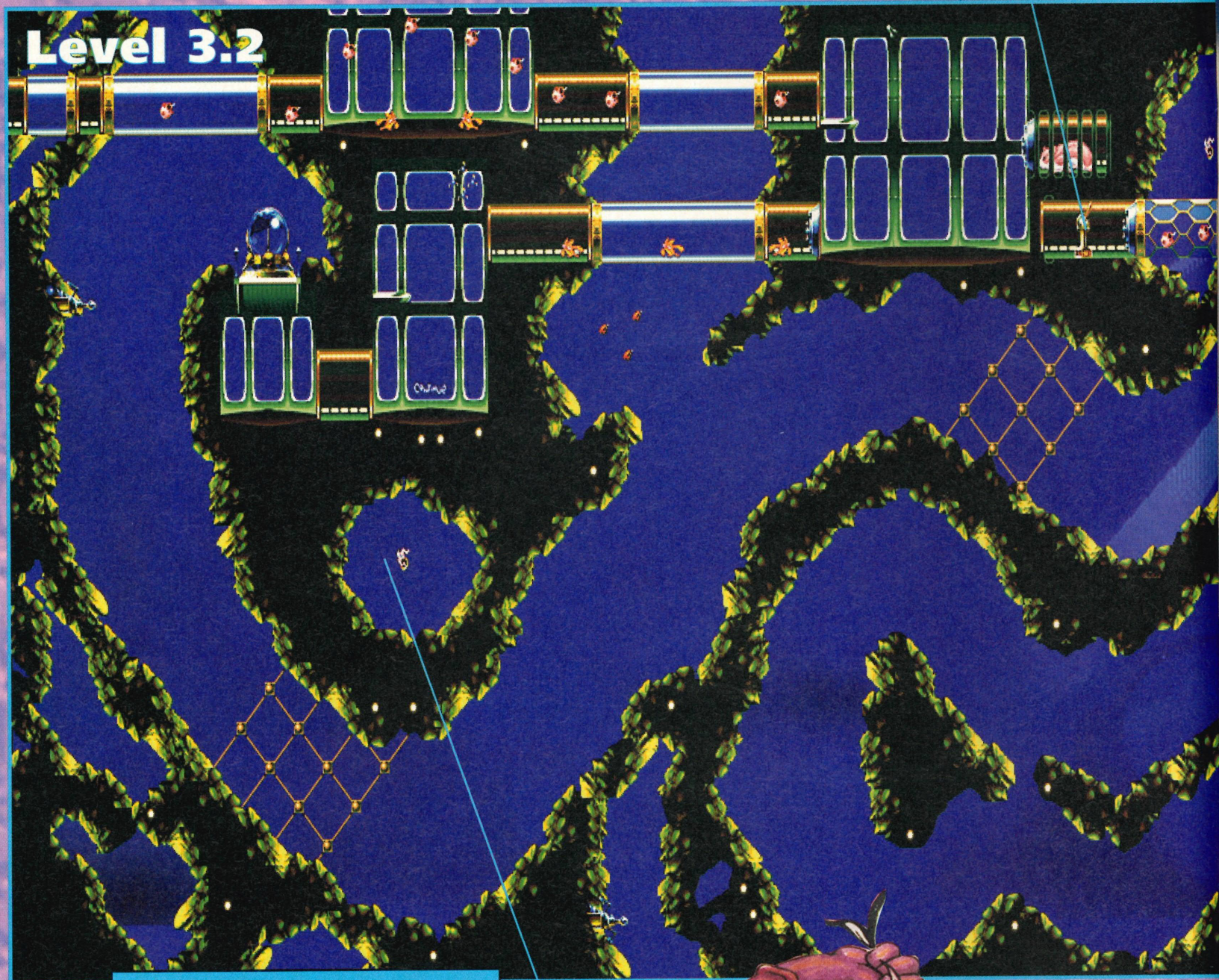
Bob is a goldfish, lets face it. At the end of the Tube race level you will have to face him in a deadly one to one situation but do not worry. Do not even worry, Bob may be a whizz in the water but he is the only boss in the history of the world to kill himself by falling off the table, before you have a chance to do it yourself — what a weird guy!





## DOWN THE TUBES

Pull the switch and the hamster will once again be free. Keep pressing the whipping button to snap away at the little creatures who throw you.



This is the second part of the battle against Bob which you must undertake. The majority of this level is taken up with a rather hectic race against time. In 100 seconds or less, you must pilot the submarine through some very twisty caverns and then dock in order to face the fishy Bob himself.

When you first get into the submarine at the start of the game, you only have 30 seconds. However, plugging into the waterway on the left of the area will give you 100 seconds to do the level in.

Don't forget to collect this extra life through the wall. While you're at it, why not try to get to the secret power point below and extend your time allowance?





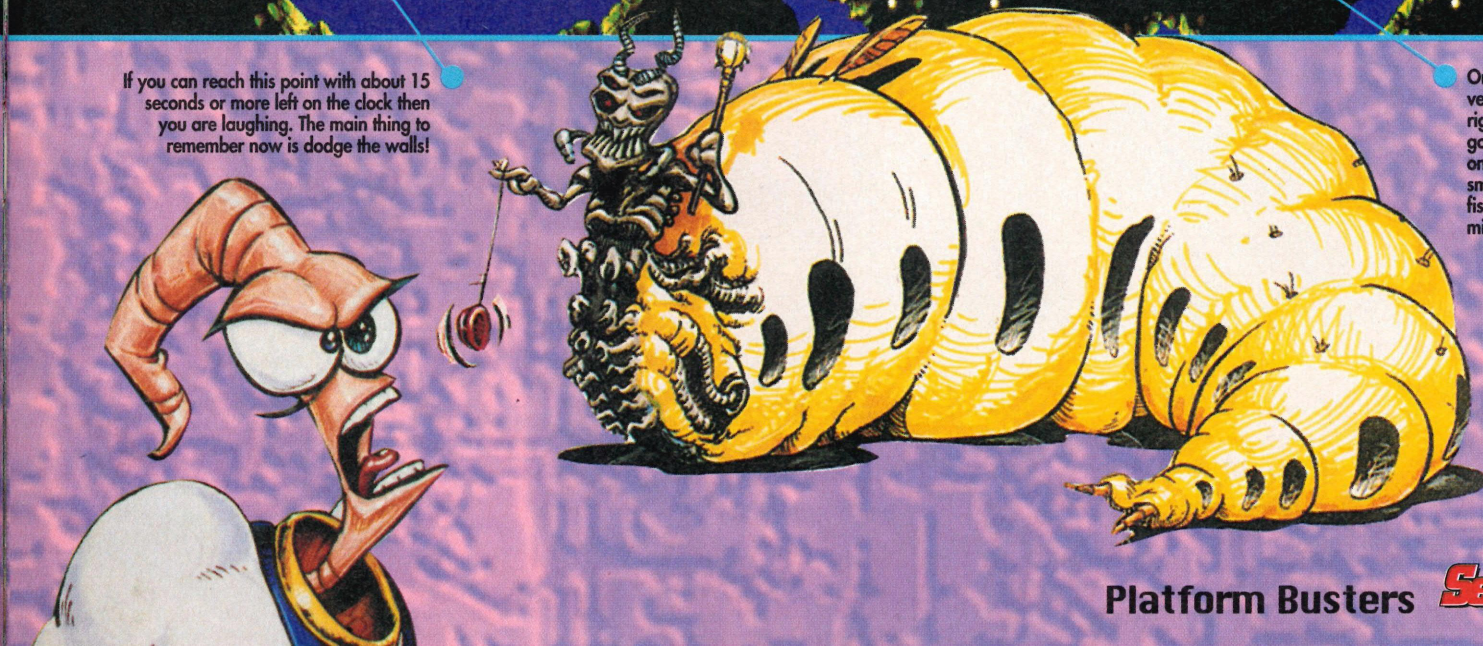
Be aware of the rugged terrain and steer well away from the rocky walls. If you crash into them you will not only waste time but you will evidently damage the sub.

As you reach this net you should be concentrating on making it around to the bottom of the turn in the quickest possible time. You really don't want to be hanging around.



If you can reach this point with about 15 seconds or more left on the clock then you are laughing. The main thing to remember now is dodge the walls!

Once you have left the vehicle, run to the right, shooting as you go, then watch Bob fall onto the floor and smash his bowl. This fish is an idiot and no mistake!

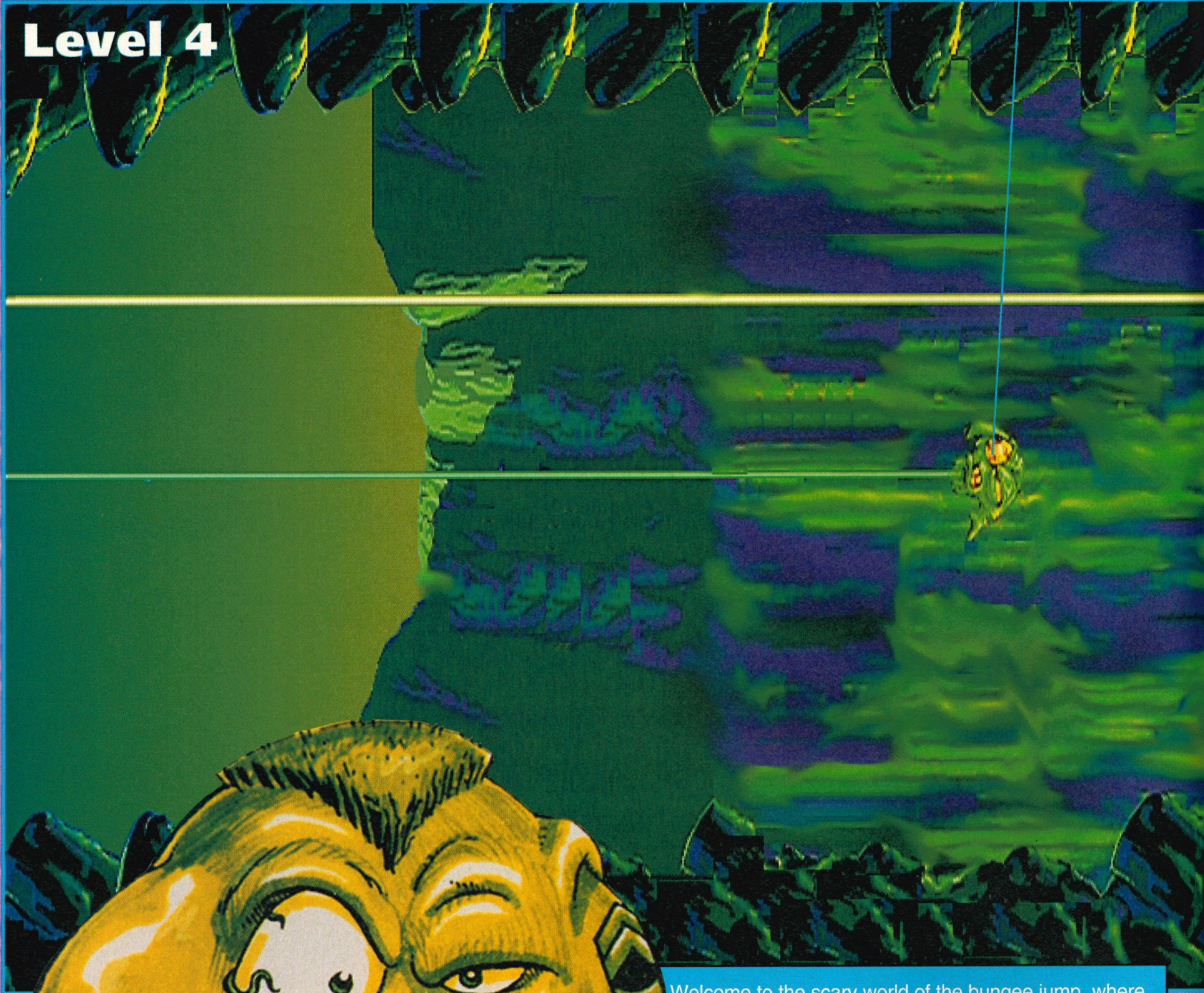




## SNOT A PROBLEM

Try to knock the Major around a bit and give as good as you get. If you can weaken his bungee rope, he will fall prey to the evils lurking in the green pool of horrors below.

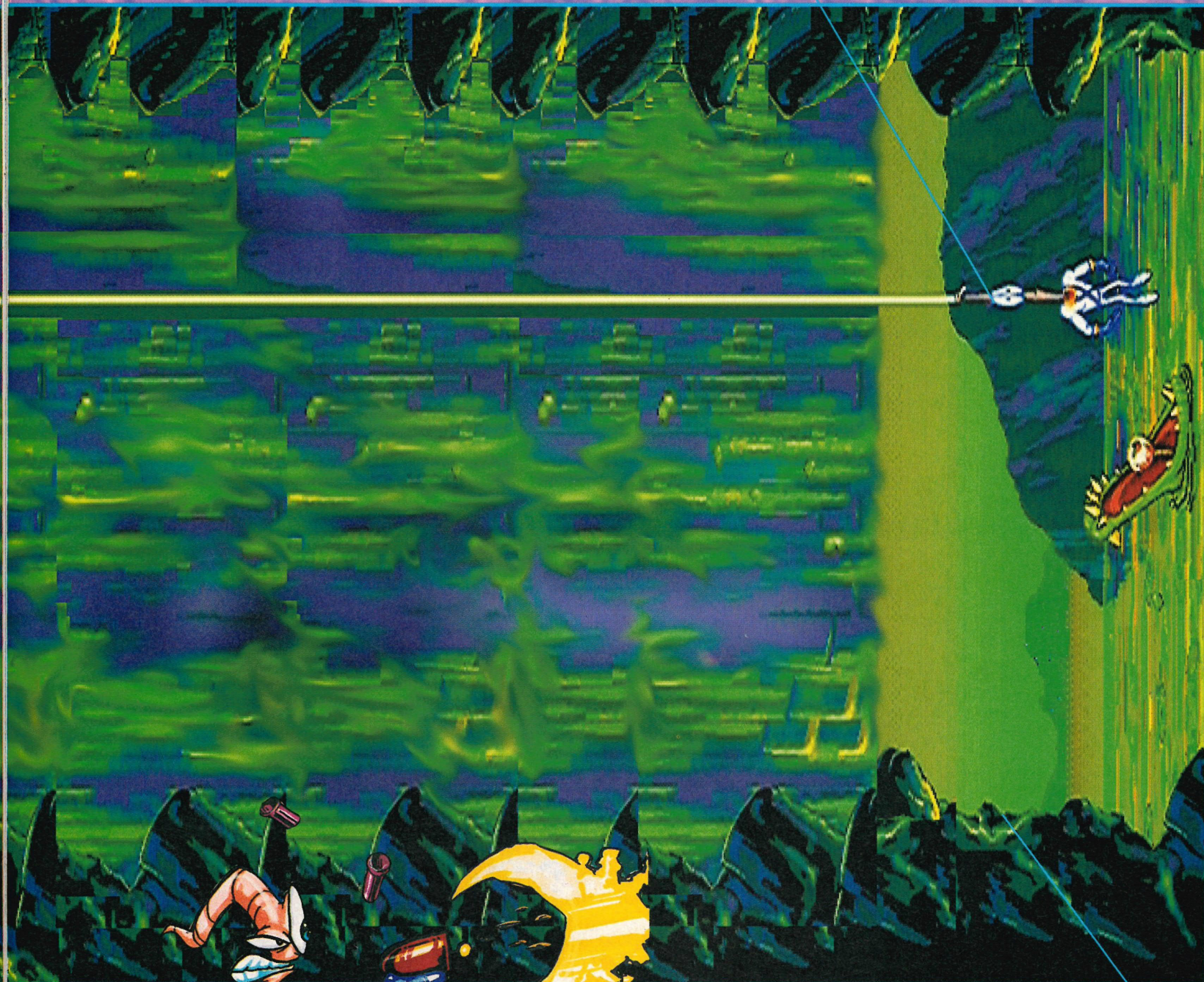
### Level 4



Welcome to the scary world of the bungee jump, where the mad Major Mucus will be trying to bash you into the walls of the cavern as your rope gets thinner and thinner and you head towards the pool of snot at the bottom where Mucus Phlegm Brain is waiting to gobble you up. The Major will stop at nothing to get your super suit, no evil trick will be beneath him so what you must do is try to weaken the Major's rope before he sends you crashing to the slime pool below. Then you must recover from your vertigo and slay the snot brain himself. Now you're half way through the game.



Don't just hang around, do something! While your rope is at it's longest point, start shooting the Brain in the slime, so that you can blast him away before he swallows you whole!



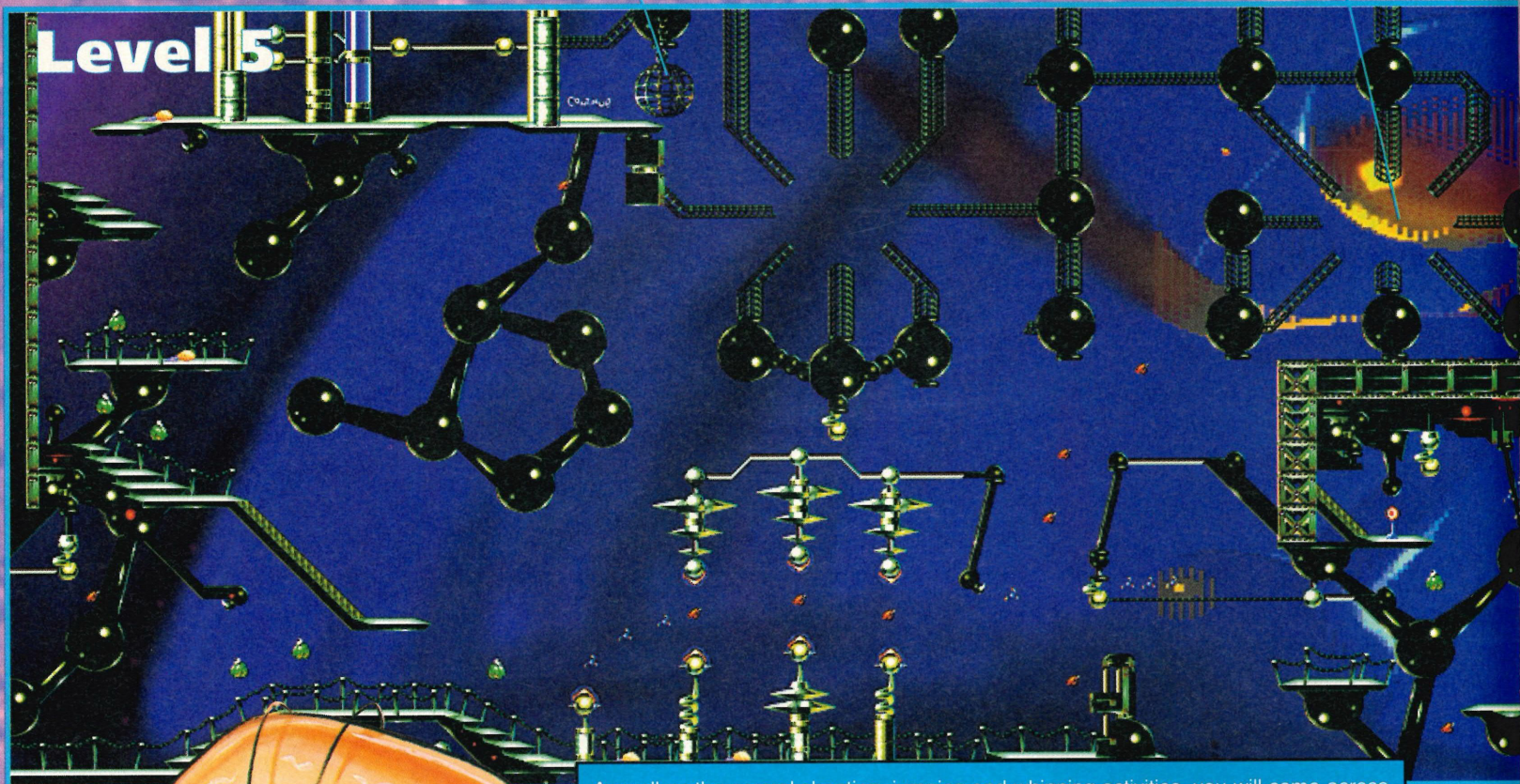
Try to stay well away from the cavern walls as your energy will soon sap away if you get cut up too often on the sharp edges of the rocky terrain.





The cage will move over to the right and then stop. Now a boat load of enemies will appear and they will have to be wasted in order to proceed.

The second stop is much harder than the first, you will notice that the enemies follow a particular pattern. Learn that pattern and you're halfway to success.



As well as the normal shooting, jumping and whipping activities, you will come across a Sub-game and a Secret Level here. Take extreme caution when you come into contact with the Professor and his evil science projects.

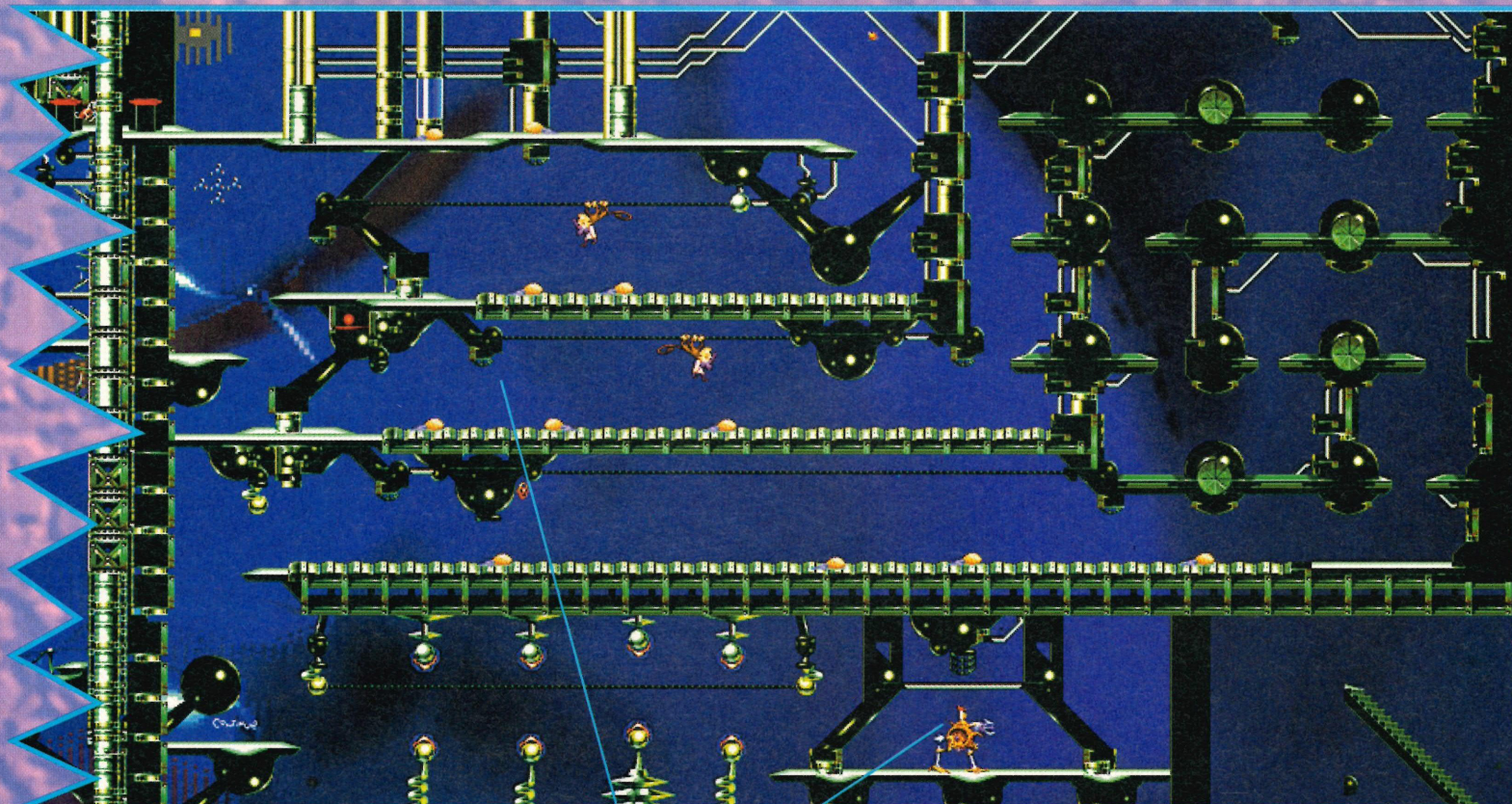
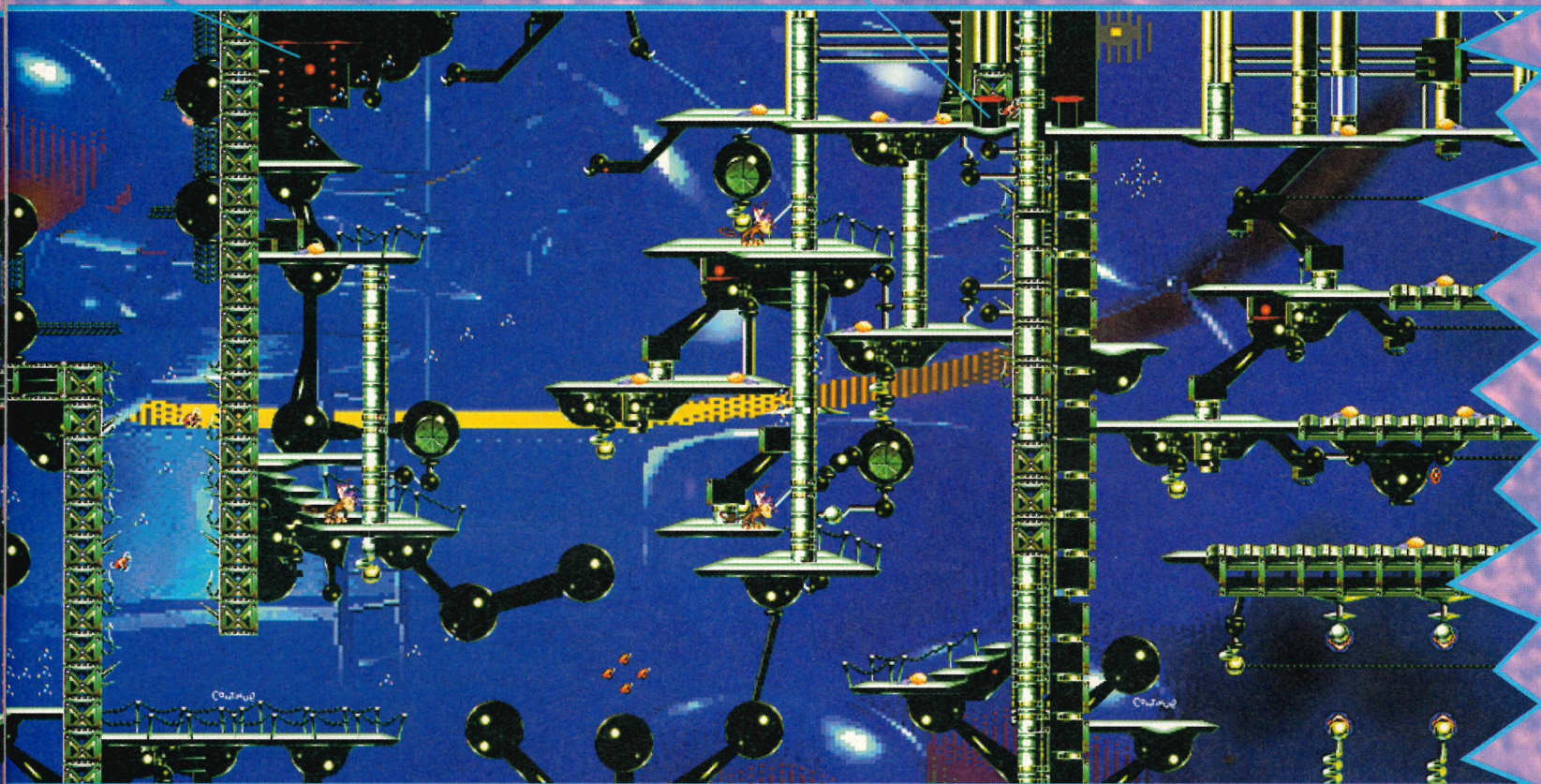
The hatstand Chicken Head will have to be shot 20 times or more to be dispatched and the evil swarms of eyeballs will travel swiftly at you if you stop in the latter sections of the game.





Jump into this hidden door and you will be taken away to a hidden level entitled *Who turned out the lights?*

Stand on this teleport pad to warp yourself to the next part of the level, but first jump over it and pick up the ammo.



It's best really to run through this section as fast as you can. As soon as you stop for anything, a swarm of eyeballs will close in.

To kill the chicken, whip the target to drop bombs on his head. Obviously, you must keep moving around to dodge his egg attacks. After you've killed him you will have to shoot him 20 times or more as he falls downward.



## FOR PETE'S SAKE

Blast these flying saucers away before they pull you in with their tractor beams and Pete the pup walks straight past you.

### Level 6.1



Tilt the seesaw down so that Pete can get on board, and then quickly jump on the other side to catapult him over the gap.



Grab the bonuses while you can as they are few and far between on this level. Blast the Tentacles just after you whip Pete, while he is in mid-air.

Let the dog get caught on the hook and jump ahead to clear the way for his landing. Shoot anything that moves and grab the bonuses as you go.



Stay on this platform until the pup passes you and walks to the right hand edge. Now whip him over to the next platform and quickly jump after him.

### Level 6.2



By now you will be used to the jumping pattern so concentrate on shooting all the enemies in the area.

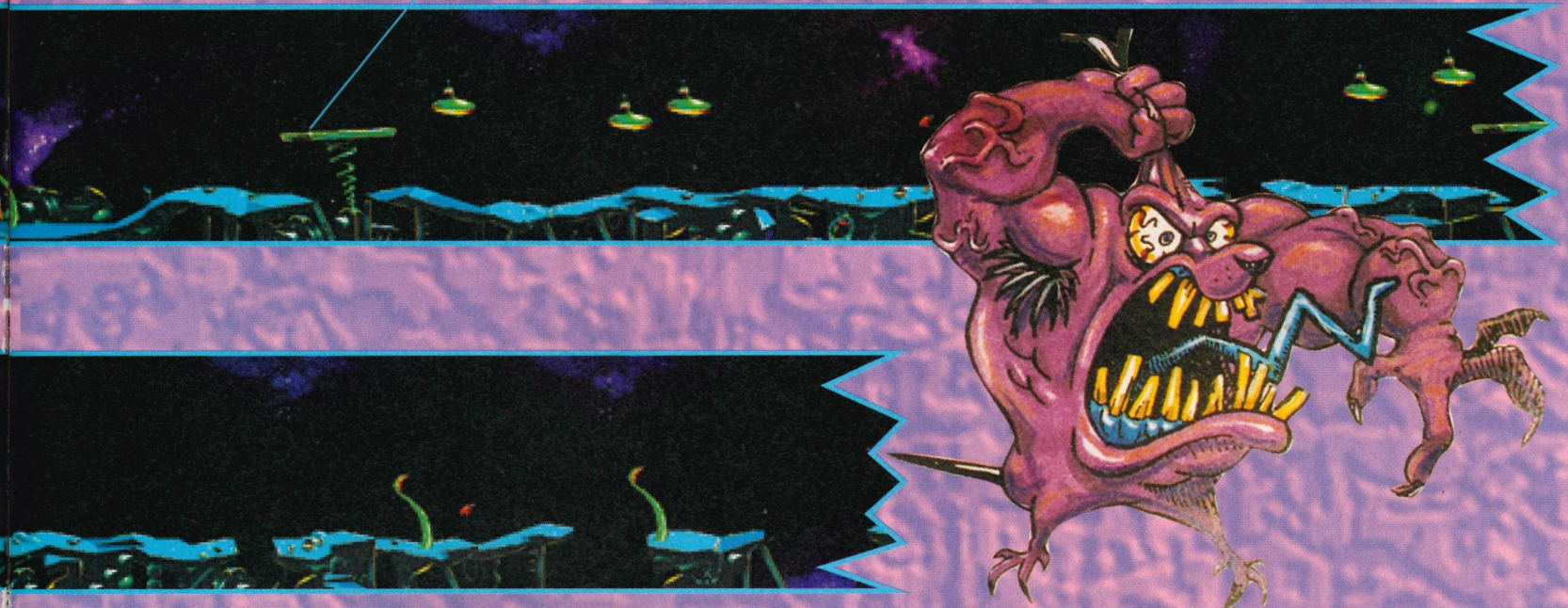


This is the stormiest section of the level. Move quickly to shoot away the saucers and whip the dog at the last moment to give you enough time to catch him up.





Step on the platform to make it come down so that little Pete can walk across safely. Make sure you shoot all the saucers before the next gap.



You must be really swift in this section, with Pete only having to take a short walk to each edge. Whip and move quickly so that you can stay ahead of the dog.



Whip the doggy at the last possible point and you will send him clear over the next platform and onto the larger one to the right.



Jump ahead of the doggy at this point so that he falls onto the second platform at a lower point. Now whip his butt over to the next plinth.



We all like a shaggy dog story but this is one little mutt that you could do without. Every time you let Pete the Pup fall down a hole, he will grow into the Hound of Hell and swallow you whole and spit you out at an earlier point in the level. Whenever the little whipper snapper comes to a gap, whip him for his own good and he will fly into the air, landing over the gap. If only it was that simple! Flying saucers and man eating tentacles dog your every move so zap them away before sending Pete over to them. This level is a nightmare so prepare for plenty of practice!





## INTESTINAL DISTRESS

### Level 7

Keeping afloat in this intestinal nightmare is the order of the day if you want to survive. The walls of the giant guts are littered with energy sapping spikes that harbour more sinister enemies than ever before. Try to float for as long as you can near to the top of the screen so that you can have a split second or two to see where the channel is leading to. Be ever ready with your laser gun and whip to zap the enemies as they enter your air space.

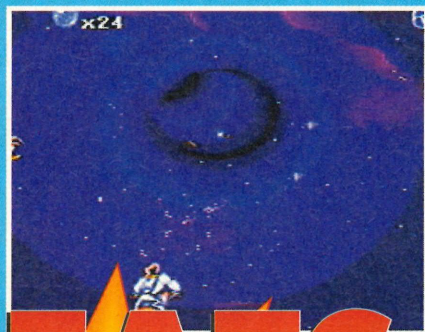
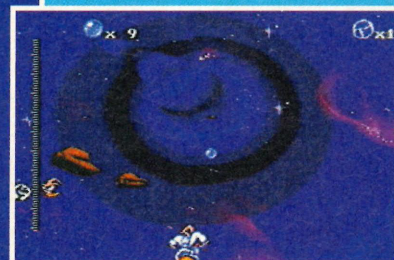
Free falling is a dangerous business so keep your wits about you and try to steer into the channel as early as you can. You can afford some energy loss but you won't last forever.

You will be shunted around like a pinball at this point if you simply try to plough straight through the middle. Float for as long as you can and then try to squeeze through the right hand channel.



# ANDY ASTEROIDS

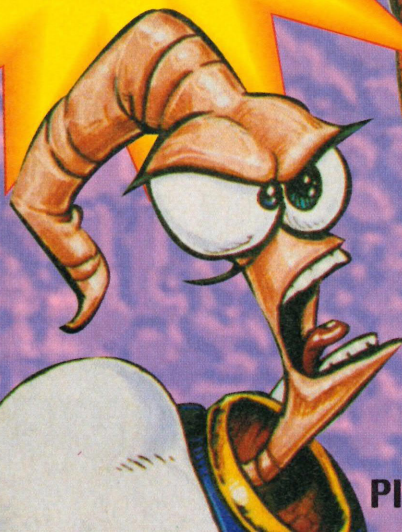
This is a fast and furious section to get through, with a battle against the Psy-Crow between each fast moving level. Grab all the icons you can as you hurtle through space, stocking up on Shields as you bound through the Asteroid fields on the back of an Atomic Accelerator. Move through the space tunnel with speed, always moving to dodge around the Asteroids but always looking to move closer into the middle of the void to pick up the bonuses as they reach you. Unless you are an expert pilot, this level will take a lot of practice to master, but count your blessings as more dangerous obstacles are heading your way in the later levels!



## CHEATS

### David Perry Personal Cheat

Pause the game and press A & Left together, B,B,A & Right together, B,B, A and Unpause. You will now uncover a level select and cheat mode screen.





## BUTTVILLE

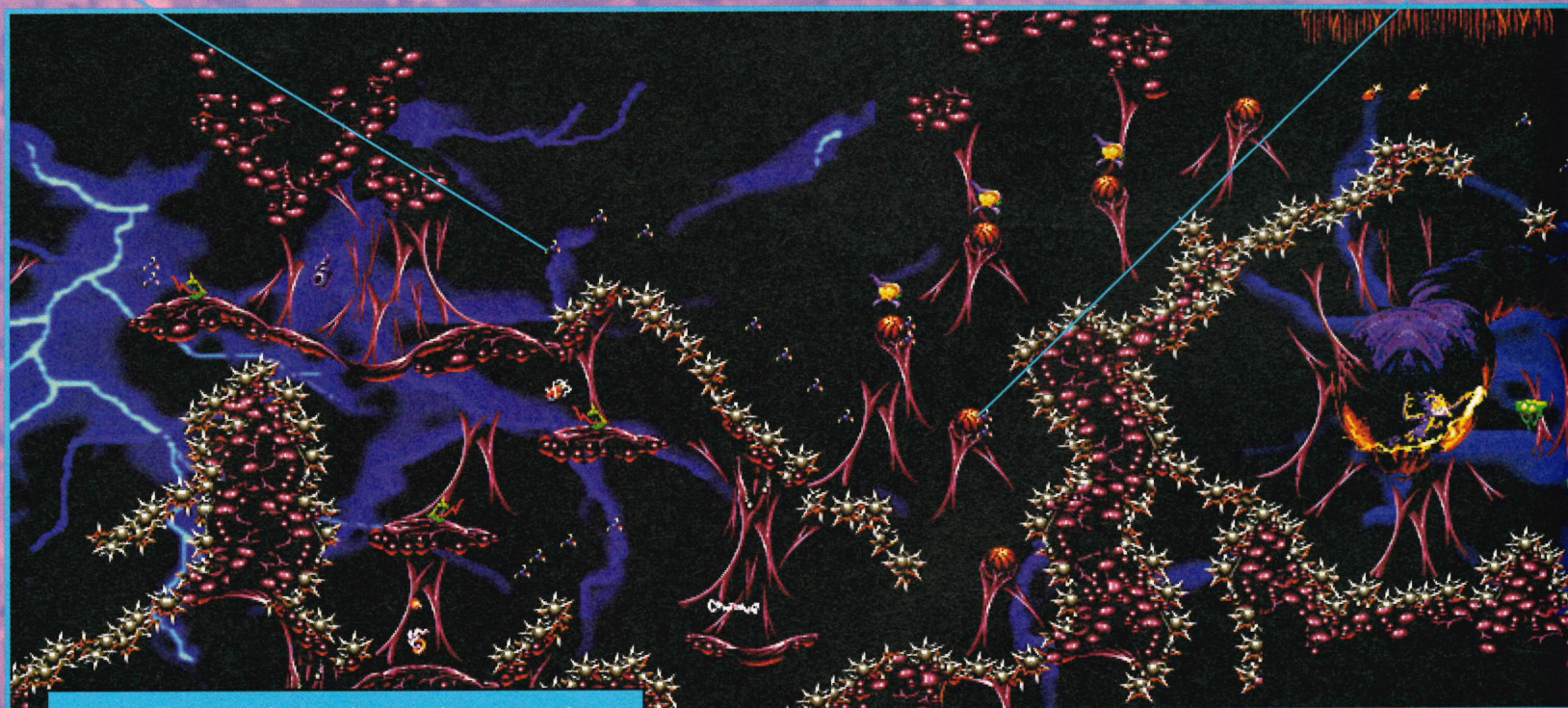
### Level 8

The only way to go further is by swinging to the right and then grabbing the other hook while you are in mid-air. Watch out for the spikes.



Perform a running jump and then press the jump button in mid-air so you use your head to clear the spikes and make it to the basketballs on the right.

Stand here and then jump and whip to destroy the nasty chopping monster above. Do that all the way along.



It's Buttvile, it's the final level and, as long as you do not panic too much, you should proceed without too many problems. Take your time and follow the logical route, shooting and whipping everything that comes at you. Wiggle your way down to the final guardian, The Queen Slug-For-A-Butt and, on defeating her, you will be deemed victor until the release of *EWJ II* of course, but that will be a totally different can of worms altogether!

Cartridge supplied by:  
**VIRGIN,**  
Tel: (0181) 960 2255

### SUMMARY

**GAME NAME:** Earthworm Jim  
**TIME TO COMPLETE:** 1 Week  
**HIGHEST SCORE:** N/A  
**NUMBER OF LEVELS:** 8  
**CHALLENGE RATING:** Medium



Jump off the edge and then use your head to weave your way past the spikes to land safely below.

It's time for a highly annoying climb using hooks again. It's hard, but all we can say is you have to be quick on the turn and quick on the whip, so to speak!

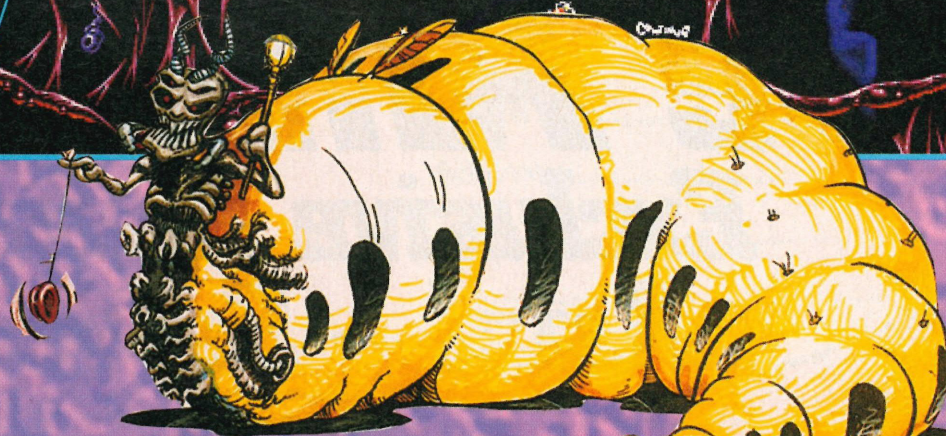


You can't hang onto the vines forever, so catch the hook with your whip and swing right onto the Queen's back where you will find a continue.

Fire upwards as you glide along underneath. Once you're past the butt, jump back right and repeat. After a while you'll have to dodge the spiked platforms so watch it. The quicker way is one mega blast right up the butt!



As you rotate around the Queen, fire in short bursts from the right, then top, then left and finally from below to get rid of the bees. Use controlled bursts otherwise you will run out of bullets. As long as you keep the bees at bay you should defeat the Queen after going around about 15 times.





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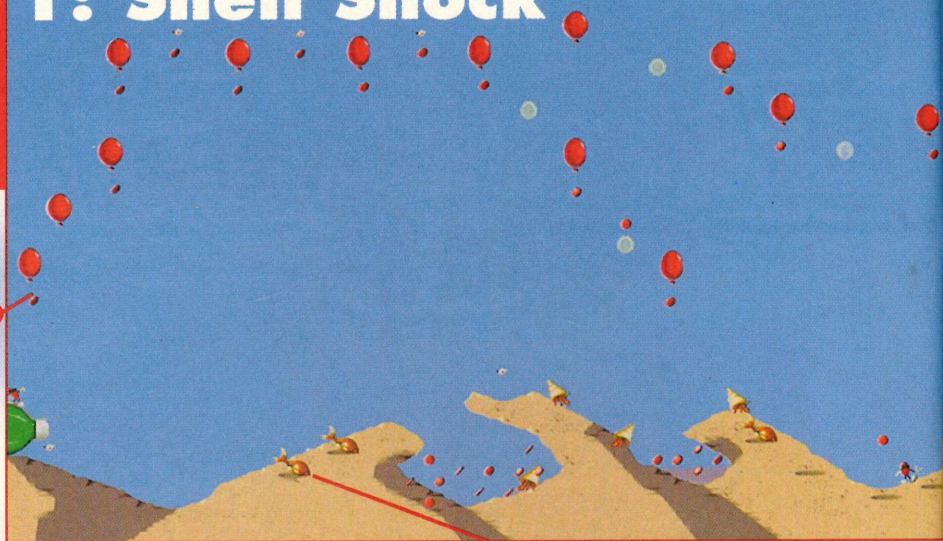


Now is this guy cool or what? Shell Shock it is! If it has a shell, shock it to death with 7-Up bubbles. All you have to do is collect 60 spots, this will get you to the next level. Keep collecting, and you'll wind up visiting the bonus level – the bonus level message will tell you when and if you're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

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

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

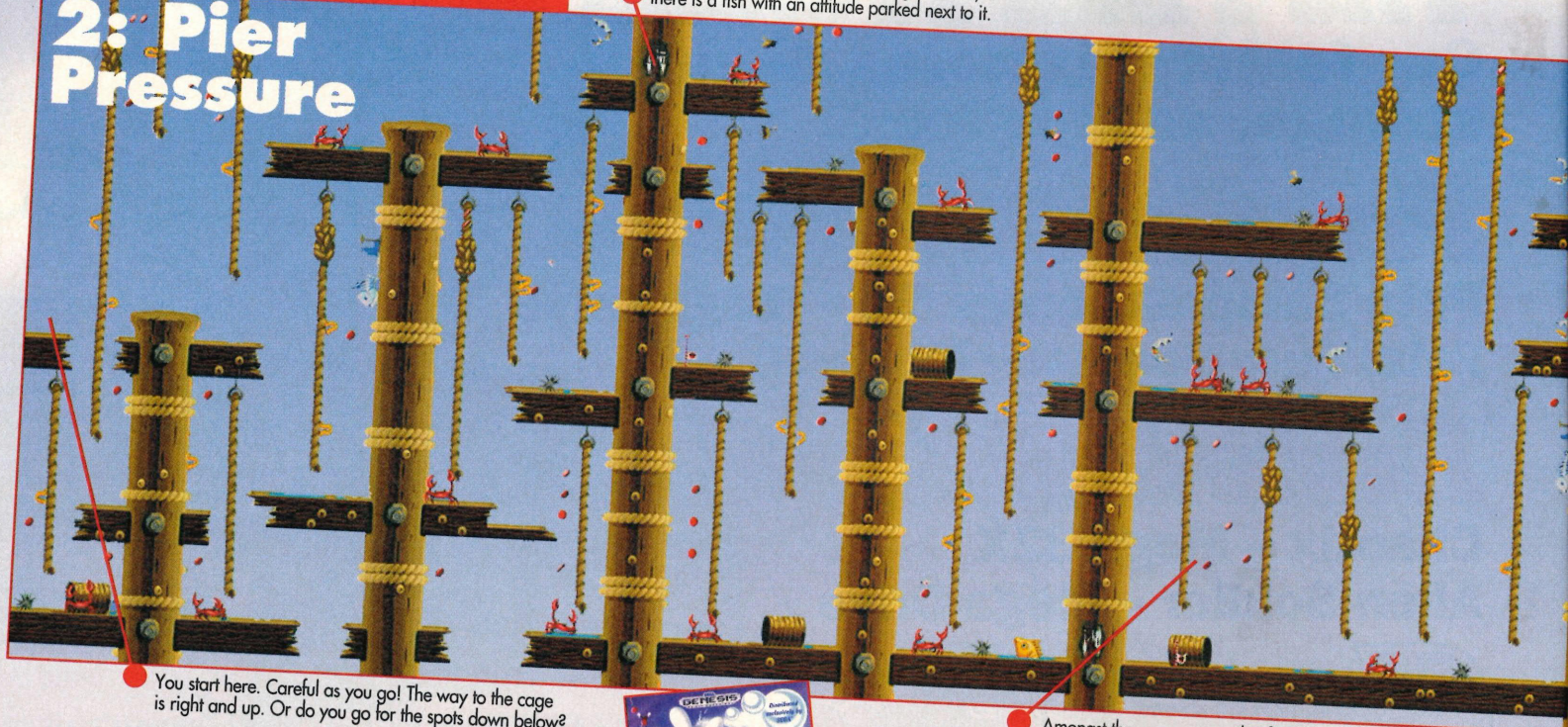
## 1: Shell Shock



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

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

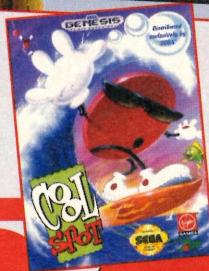
## 2: Pier Pressure



You start here. Careful as you go! The way to the cage is right and up. Or do you go for the spots down below?

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

It is my privilege to introduce Cool Spot – the coolest dude around! He's the yo-yo in the 7-Up ads. Spot may not be Fido Dido, but he's certainly the coolest little fellow on the block.

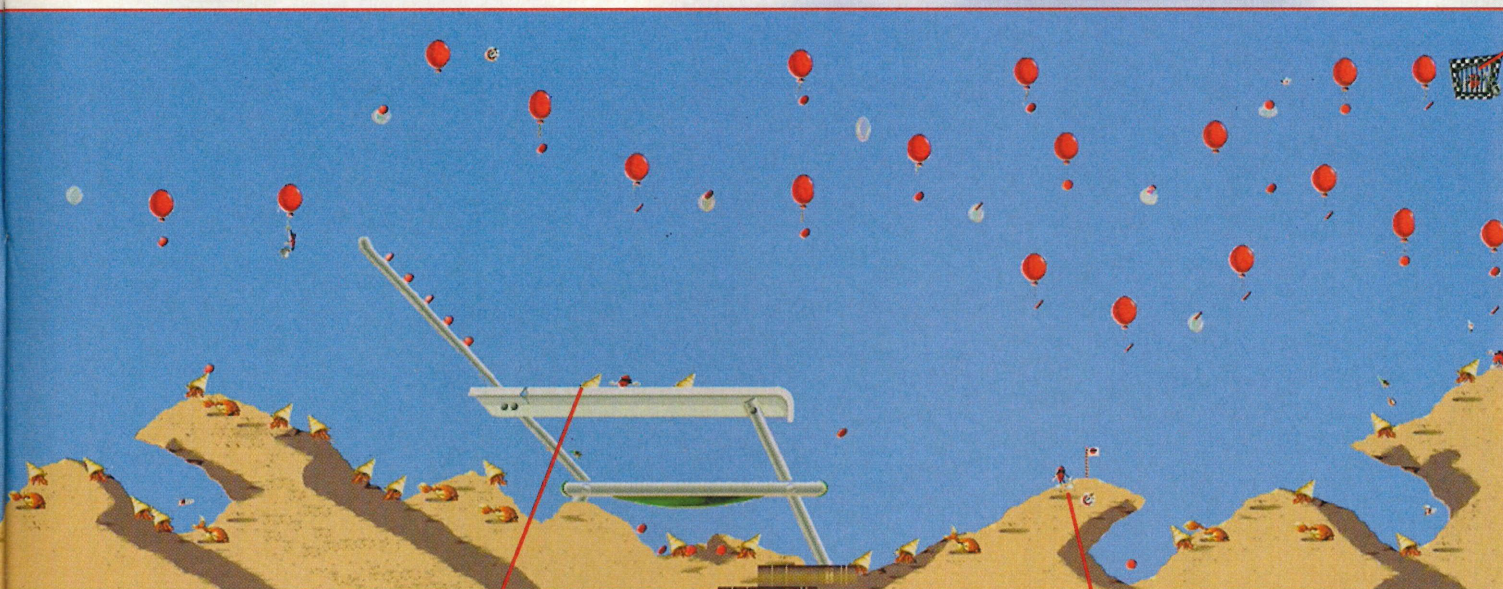


PLATFORM ADVENTURE • VIRGIN

The folks at Virgin have surpassed themselves to bring you one of the best platform games to hit the Mega Drive. The powers of Uncool have snatched your buddies and it is your task to battle, blast and hurdle through 11 fun and frantic levels of platform action. The graphics are so hot, you'll need to wear shades and the music will melt your ears!

# COOL SPOT





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

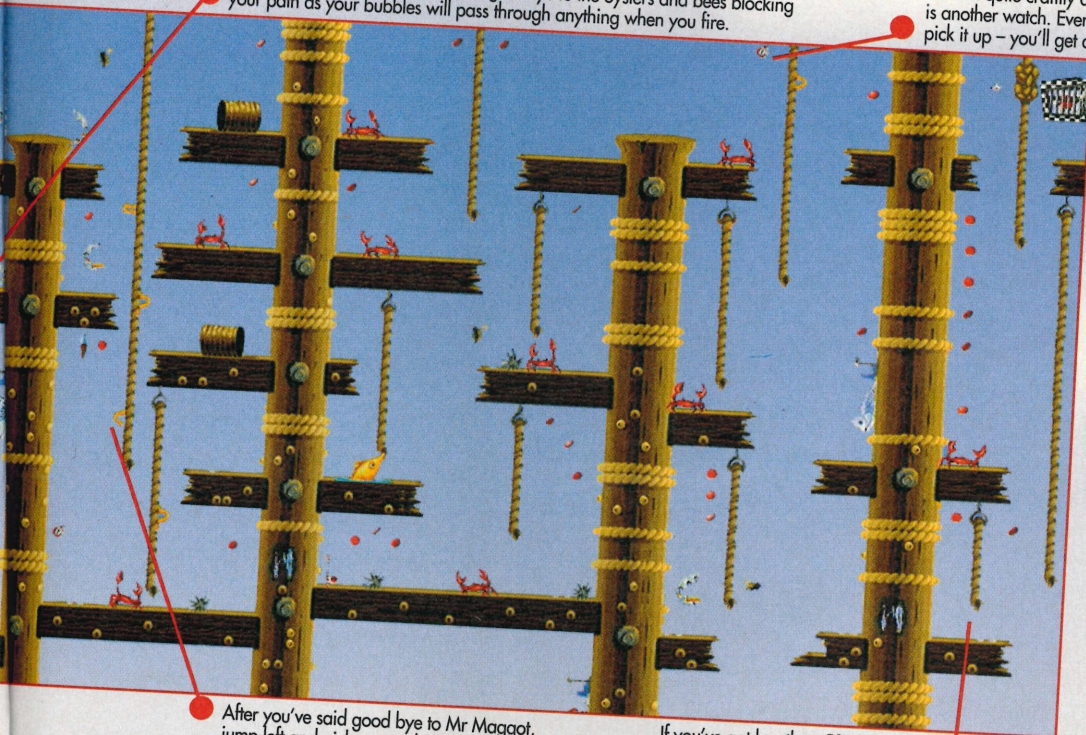
Now that you've cleared the beach, you can head to the hills (or at least the balloons), knowing you aren't going to fall into problems on the sand. Up left, and you're on your way - balloon to balloon style. Don't forget to pick up the spots where you came in.

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

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

A good tip to establish in the early levels - you don't have to face an adversary to kill it. Stand by the post and kiss goodbye to the oysters and bees blocking your path as your bubbles will pass through anything when you fire.

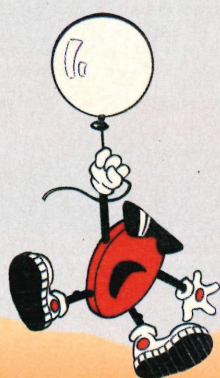
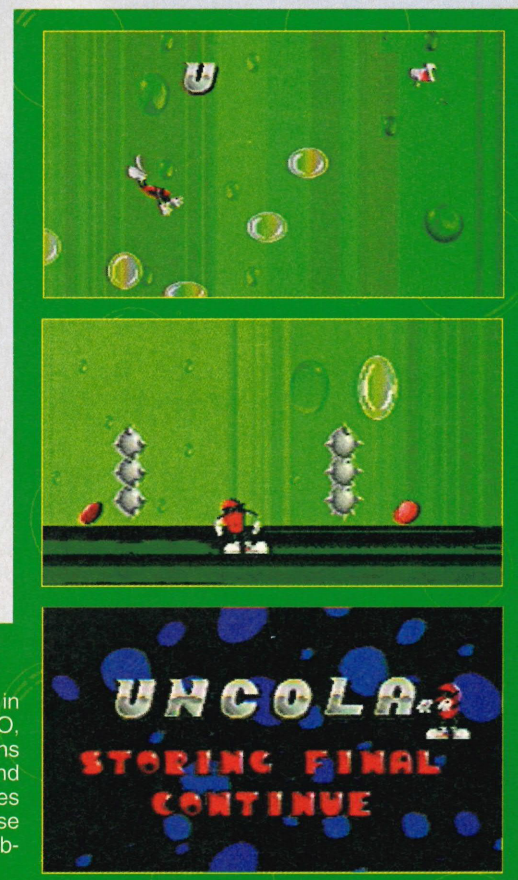
Hidden quite craftily at the top of this rope is another watch. Even if you don't need it, pick it up - you'll get a bigger time bonus.



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

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

Cartridge supplied by:  
**Megabit**  
Tel: (0202) 303956



## Bonus Levels

Different levels of the game require different amounts of spots to get into the bonus level. One thing is certain, you'll need more than 60, 'cos 60 spots is only good enough to get you to the next level - bonus not included! There are six bonus levels in total, each contains 100 spots - be they lit-

tle red things or 7-Ups. The jewel in the crown is a letter, either U, N, C, O, L or A. Each bonus level contains one. Though don't think all you'll find are bubbles! Sooner or later, mines start to appear, and believe me, these can cause some serious health problems so avoid them at all costs!

**UNCOLA**  
STORING FINAL  
CONTINUE





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

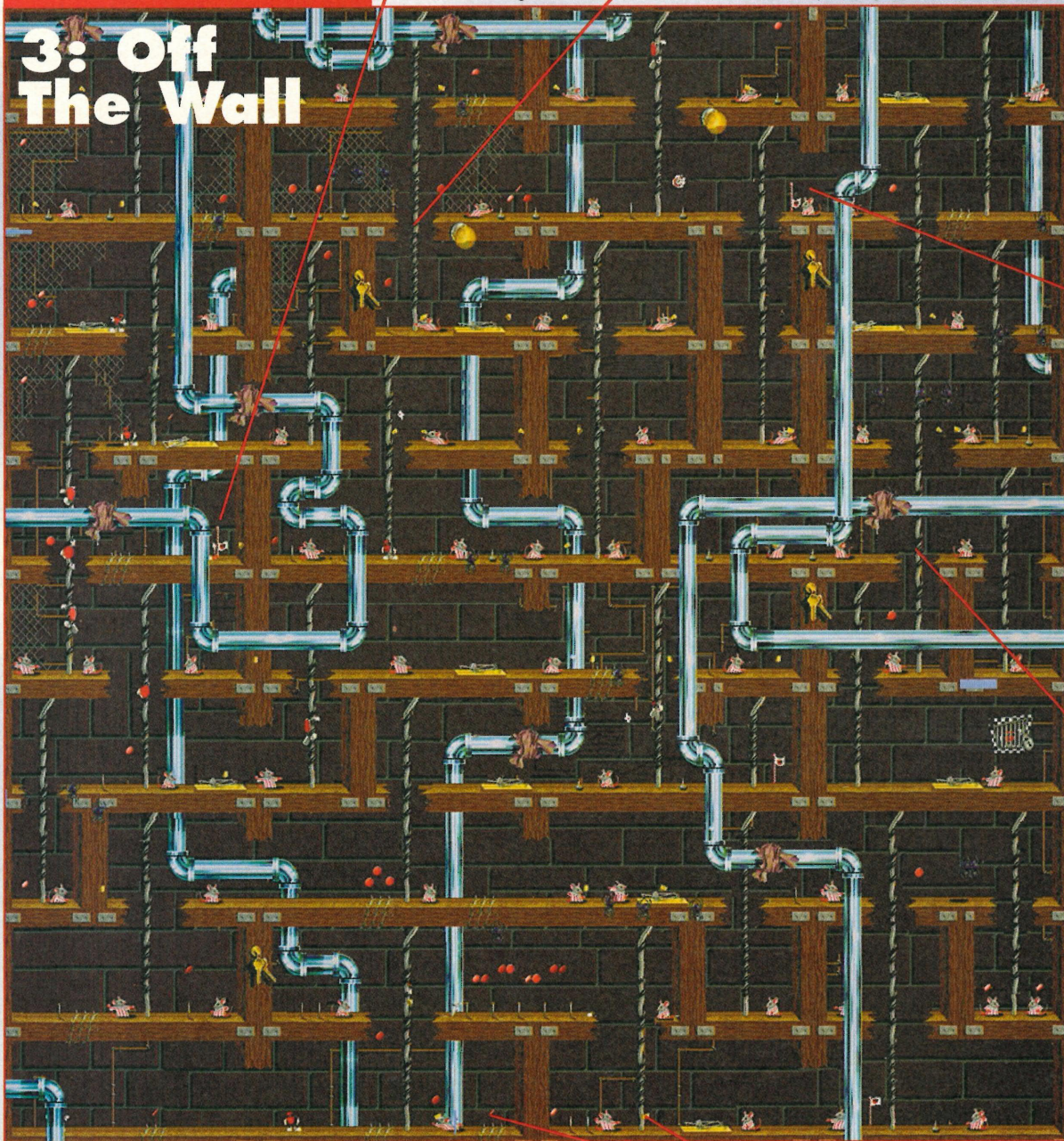
Nothing but pure skill will get you through this level. Make the most of the flags. If you die, you'll come back to this point. It sounds bad, but believe me – it's a gift from someone higher!

In this level you pit your wits against the clock. You have probably noticed that the eight minutes you get doesn't seem to go very far, especially when there are so many places to hide little red spots – damn their oily hides! The bad guys are all mindless toys, they take a battering as they mindlessly walk back and forth, so, if at all possible, get underneath them. Remember what you have learnt and it'll become a piece of cake.

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

After moving across the bottom of the level, move up and head left. Behind the shoe in the centre of the level are two bad guys. From the shoe, head left, go up and then right again; collecting coins as you go.

## 3: Off The Wall



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

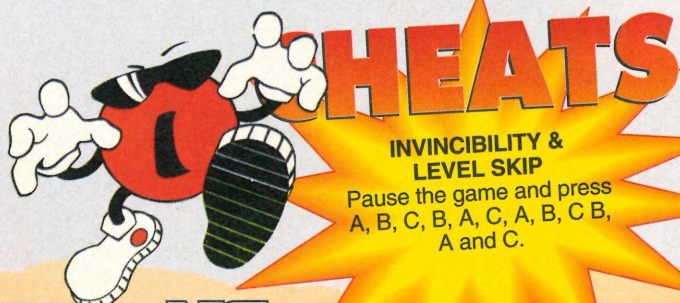
Hop into the bubble and get onto the rocket above your head. Slip left and claim a bounty of spots. You'll then fall onto the lily pad below.

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

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

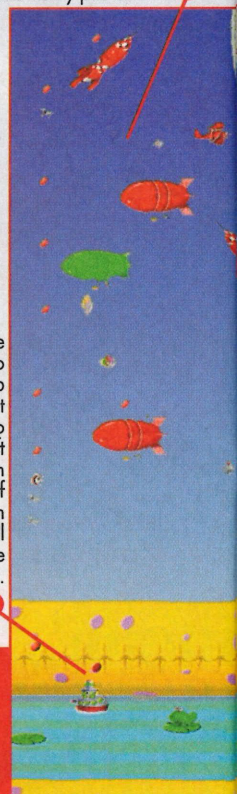
Straight from the start you'll run into trouble, be not afraid, your cool shots will cut him, and his cheese-throwing antics down to size. Just don't rush or you'll wind up dead.

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



**HEATS**  
INVINCIBILITY & LEVEL SKIP  
Pause the game and press  
A, B, C, B, A, C, A, B, C, B,  
A and C.

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



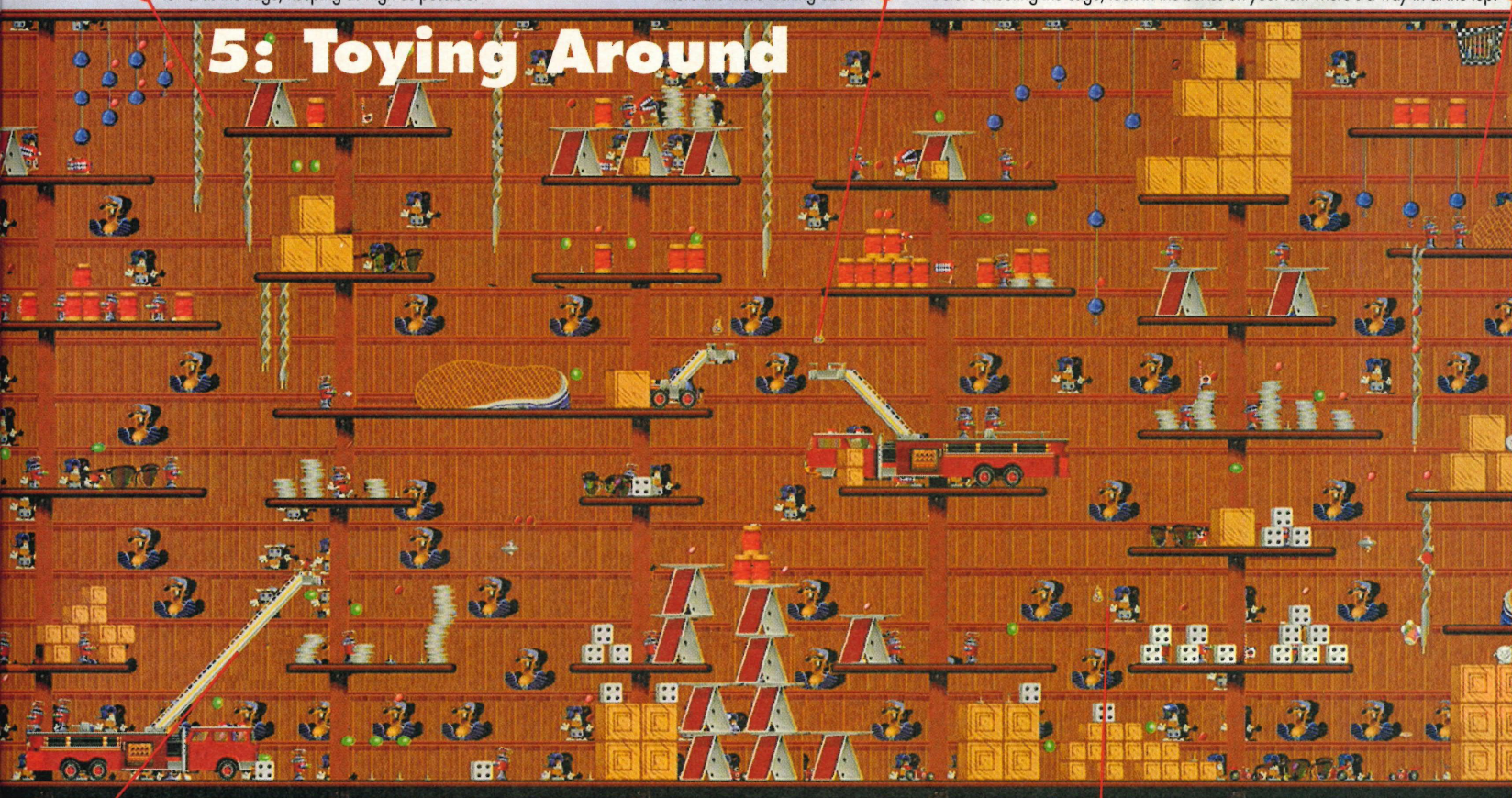


Head across the top of the level. The cage is in the top right corner. On top of it is a flag. Raise it, and keep moving towards the cage; keeping as high as possible.

7-Ups – don't you just love em? Here are two for the taking! Look around, there are more kicking about.

This is the hanging ball you are aiming for. Now for some real skill. Jump left and then, once clear of the shelf, push hard right – hey presto! Congrats, you've made it. Before shooting the cage, look in the boxes on your left. There's a way in at the top.

## 5: Toying Around



From the start, head left and find two hidden spots behind the shoe. Spots are hidden everywhere, there are eight in the ladder of the fire engine and two in the cab.

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

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

Now first things first, get this little bottle. With any luck you'll have seen them before – they restore some of your health. While you're here, drop to the bottom; avoiding the bouncing blobs and look in the boxes.



## 4: Wading Around

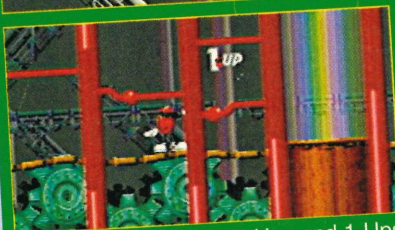
These biplanes drop rather painful bombs. A quick burst of bubble power is enough to clear them for good. Jump, bounce and hop to the far left. Once there, use the big bubbles to get to the blimps above your head.

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



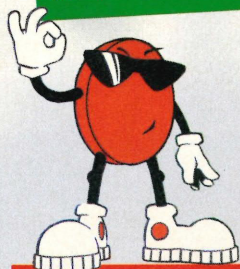


## 6: Radical Rails



When these guys christened this level 'Radical Rails', they weren't kidding! So you think you've come across every type of game plan? Well, guess again – this is a one off ride to chaos city! Let yourself go and you'll wind up going into a free-fall spin. However, if you're clever, you'll have realised, that by jumping with precision and skill, you can work your way back up the chutes. A couple of handy things

to note are where the 7-Ups and 1-Ups are located. As you can see from the masterfully captured screen shots, there is a 1-Up in the bottom left corner of the level. If you don't already know, this will give you an extra spot! Oh, and you might want to know that the cage is in the top right corner of the level. Use the vacuum tube in the bottom right corner, and you'll be nicely dropped just below it. Another thing to notice are the Groucho Marx faces, and the little ledges that often hide some spots.



'Wading Around' presented just a few problems. Combine this with a background that flashes past at the speed of light, and a couple of crack shot desperados, and what do you get? More hassle than mortal man should be faced with. The best way to complete this level is to study the comprehensive map, look and learn where the bubbles and flying saucers are, then put yourself in the hands of the unknown...

Jump onto the UFOs, 7-Ups and spots await.



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No, don't be confused, it's not 'Toying Around' again. This is a new and improved level. Back are all of your old favourites: the robots, the radio-controlled cars, the wind-up teeth with legs and not forgetting the bouncing blobs which go bang when you shoot them. But now you've got biplanes and their bombs. Enough? The icing on the cake are the spinning pencil creatures. Believe me, you don't want these in your desk drawer! Don't go too close or they'll buzz you to death. They're also invincible while they are spinning – not good when you're hanging off a ledge!

Here's a little point worth taking note of – waste this sucker! There is no set route to take, so just work your way back and forth, and don't get killed. It would be such a shame this far into the game!



## SUMMARY

**GAME NAME:** Cool Spot  
**TIME TO COMPLETE:** 1 week  
**HIGHEST SCORE:** 846,700  
**NUMBER OF LEVELS:** 11  
**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.



From the start, climb down onto the engine's grill for a 7-Up surprise. There are more spots hidden in the cab and inside the coal truck.

Out of the coal truck and shoot your way into the carriages. The Virgin bandits pop up to welcome you aboard. Work your way through the carriages collecting spots. When you hit the 'Southern' ore wagon, blast your way past the miners. The tennis ball hides a couple of spots. Jump high and there be two more under the balloon.



An easy 30 seconds for the picking. Very handy indeed. There's another watch on the right hand side of the level. Seek and ye shall find, as some famous dude once said.

This is the last piece to level seven. Grab the last few remaining spots. Try the boxes on your left. Pop the lock, rescue your pal and we'll all be home by Christmas!

## 7: Wound Up



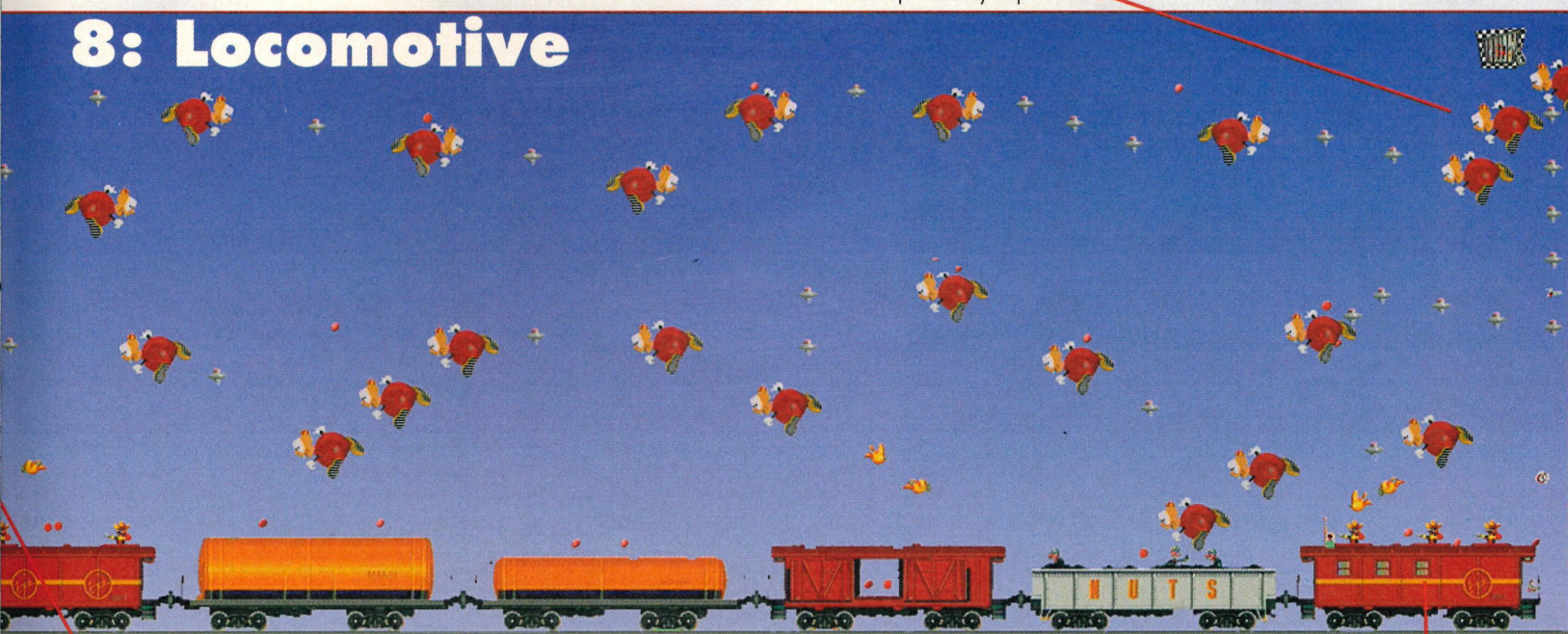
Depending on how lucky you are, there may be an energy bottle stashed away on this platform. If there isn't, head up a platform, and go right because there is another one over there!

What do you want to know the most? There is an energy bottle around here, and around the fire engine is a few more spots - useful to add to your already huge collection!

If you've got less than 60 spots - good bye! Otherwise, you're nearly there. Clear away the bad guys, planes and balls, then check out the boxes, they should have a few spots scattered inside. Head up, up and away! Incidentally, there is a little watch stashed just below where you are standing against the wall - it's worth having.

Loads of spots left. It's worth the gamble to get them, especially the 7-Up. Bounce your way to the balloon and then back up to rescue your pard'ner.

## 8: Locomotive



Watch this space amigo! Get ready for a novelty. The Virgin Express Bandits, have made it into the sky, and they're waiting to fire their stuff at you. Don't let them get to their guns first.

The caboose is a whole heap of happening things. Climb inside and shoot the roof's occupants to oblivion. Now climb up and raise the flag. This way, if any accidents occur, you're back to this point at least. Now you can pick up the glass of health-restoring cola. Above is something to watch out for.





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

## 9: Back to the Wall

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

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

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

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

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

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

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

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

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

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

## 11: Surf Patrol



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

## 10: Dock and Roll

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

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

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

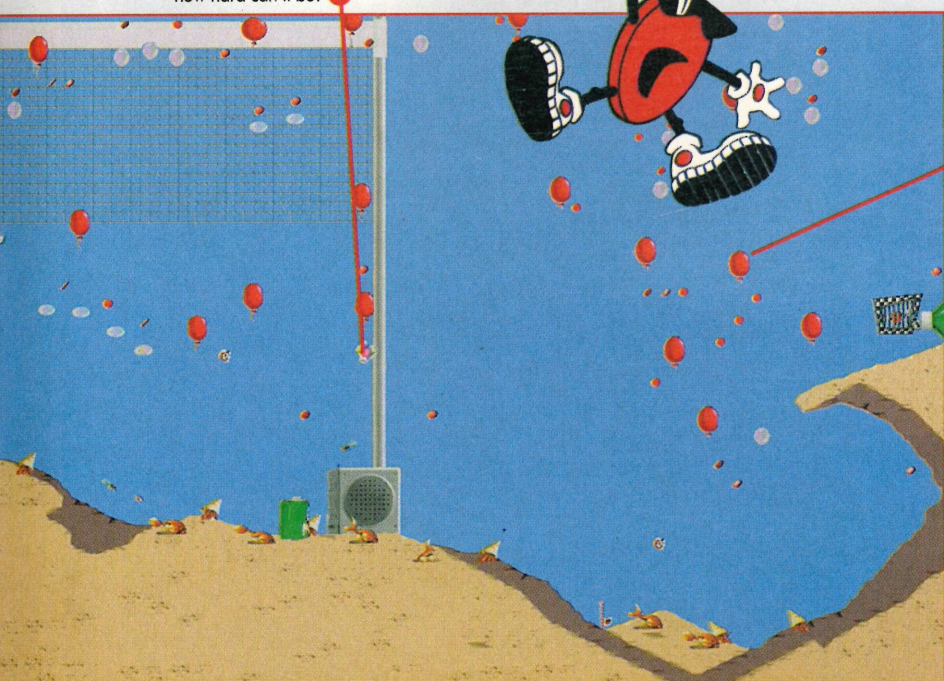
The best way to get to the cage is by heading up here. At the top, use the big bubble to start moving right. Now all you have to do is ride the bubbles as far as you can. Trust me - how hard can it be?

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

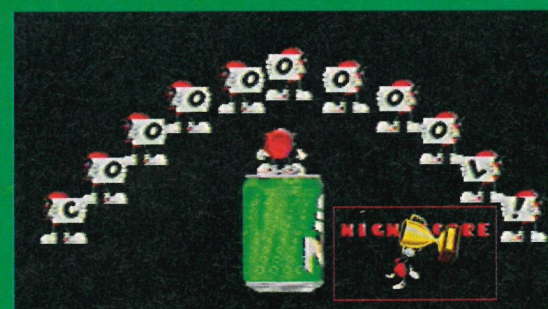
I spy with my little eye, so many spots, you'll want to fly (groan)! A good running jump should get you to all of them and perch you on the platform on the other side.

There are lots of spots which seem to sit in very obscure places. What you will find is that the balloons will often drag you through them as you hang. If you hadn't noticed, the cage is to your right - but spot hunt until you've got all 100%.

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



# ZOWEEEEEEEEEE!!



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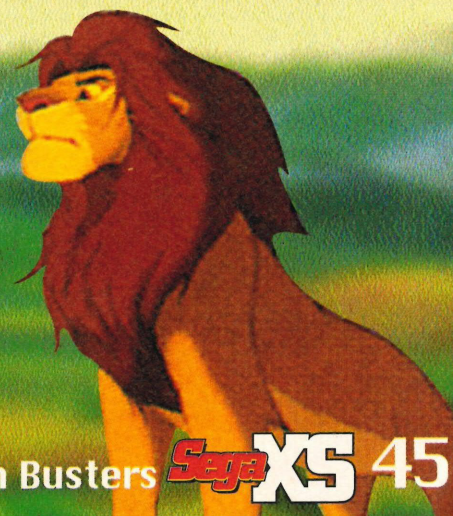
Disney's  
THE

# LION KING

**Another biggie from our sold out Issue 13 that we keep getting sackfulls of requests for.**

**Well, here you go!**

**Based on the Disney classic, take control of Simba and help him through ten massive levels to claim his birth right and help him grow into the wise old Lion he must be to become King. Never fear, the SEGA XS full and complete solution is here. Ain't life grand!**





## PRIDELANDS

### Level 1

The first level is called Pridelands. Simba must simply climb to the very top of Pride Rock and defeat a lame hyena. From the start point in the bottom left of the level, run quickly along the ground to the right, leaping over the creatures and roaring to stun them. Now it's time to start bounding up the rock, following a logical route, but always going higher and higher. Take time to weed out all the bug bonuses before facing the laughing hyena.

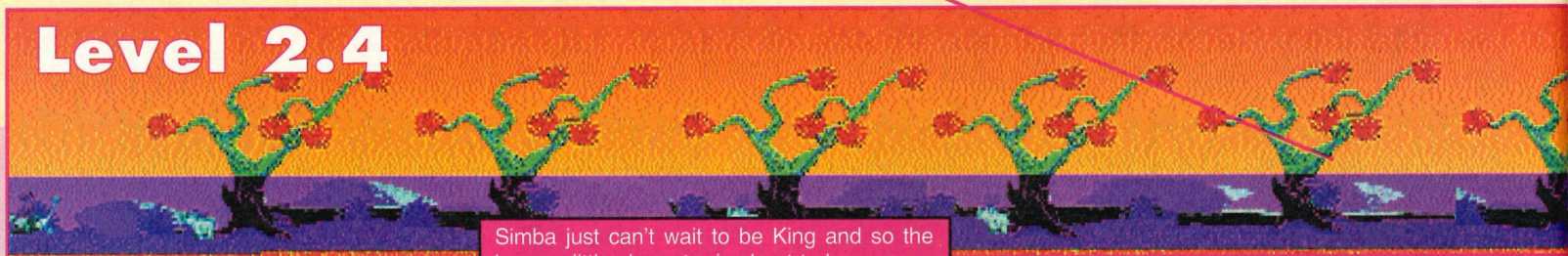
Simba must reach this point at the end of the level and fight the rather tired looking hyena. Stay on the left and wait for the hyena to pounce in your direction. When he does this run under him and wait until he stops to catch his breath before leaping on his head to exit the level.



Leap over this gap and carry on up to the higher ledges on Pride Rock. Take every opportunity to grab the bug bonus and either jump clear over the little creatures on the rock or roar first to stun them and then hop on their heads to get rid of them.

On the first part of the second bird ride follow this sequence after simply running past the first three trees: Jump, duck, jump, jump, duck and double jump. This sequence takes you safely to the point highlighted.

### Level 2.4



Simba just can't wait to be King and so the bouncy little character is about to have some fun roaring at the monkeys. When Simba does this the pink monkeys give a whimper and turn the other way. These pink monkeys are the anchor men for the acrobatics that take Simba across the Lake. Take care in the big bird sections and always be on the look out for those handy bug bonuses.





Jump up at the rhino's head so he bumps you up to the monkeys in the tree above. The monkeys now toss you onto the giraffe and you must hop across their heads before the giraffes toss you in the water hole.

Roar at these two monkeys in order to change their direction. Now jump on the rhino's head and allow the monkeys to toss you over to the next section.

## Level 2.1

As you ride the ostrich you must jump over the hogs and duck under the low branches. The sequence goes, jump, duck, jump, double jump and duck.

## Level 2.2

From the restart point, claw your way up to the top of the hippo stack and leap across to the tree on the right. Here you can gain an extra life before vaulting over the giraffe to the next big bird ride.

## Level 2.3

# JUST CAN'T WAIT

The second part of this sequence goes like this. Duck, duck, jump and double jump. Now you will be bolted over to the last section in the level.

Roar at this first monkey and go to the left hand rhino to be shunted up to the other monkeys and launched across to the other side of the lake.

On the second tree you land here. Roar at this monkey and drop down to make your way back over to the first tree via the logs on the lake. Now get thrown back to the first tree. Roar at the monkey there when you land and then drop down to the floor to roar at the first monkey again. Now you're ready to fly.

## Level 2.5



## ELEPHANT'S GRAVEYARD

The Elephant Graveyard is a dark and scary place for young Simba who must pit his wits against the evil hyenas and vultures living there. Some of the old bones making up the platforms drop away as Simba steps on them, so every movement must be swift and accurate. There are plenty of bug bonuses to be had as well as extra energy and lives to collect.

### Level 3



At the start Simba drops down at this point and he must make his way to the left, before falling down the gap to make his way to the bottom left corner. Collect the bug bonus before carrying on over to the right, along the bottom route.

Run and leap off the elephant's spine and press up to grab this bone handle. Now leap across to the next one in order to drop down to the thin platform below.

## STAMPEDE

### Level 4

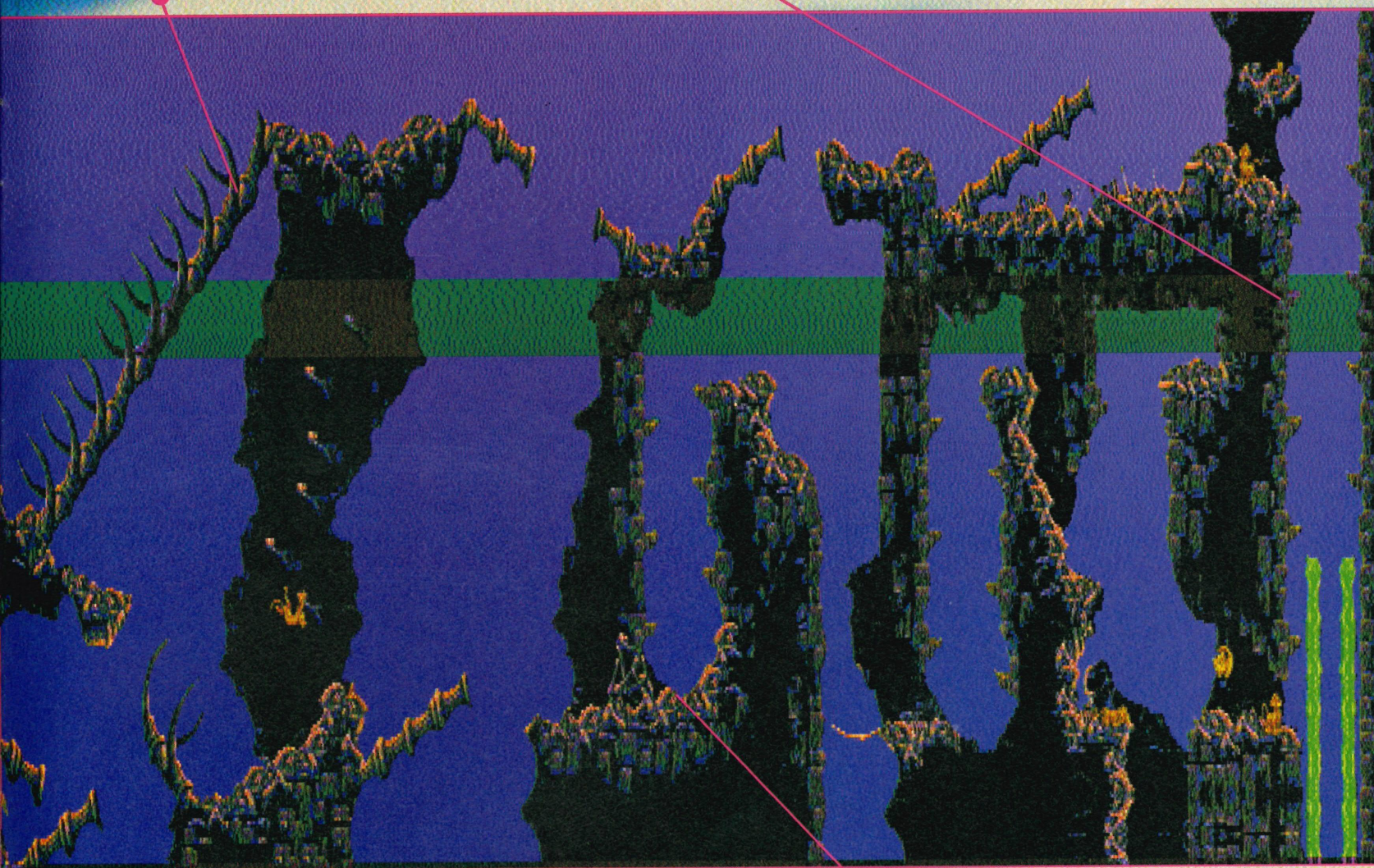
Your tyrannical Uncle Scar has lured you into the path of a stampede of wildebeest. As you run towards the screen the wildebeests are running much faster than you, trampling you under foot if you don't react quickly enough. Move from side to side to avoid the animals as they speed past you and watch out for the flashing warning signs at the bottom of the screen, which means a dangerous obstacle is approaching. Jump at these points and keep on moving until the level's over.





Slide down the bones and stomp on the vultures on the other side. Now head back over the high platforms, passing above the level start point and on to the left to exit the level.

In order to escape from the boiling hot gusher, launch Simba up the cavern by pawing up the hand hold in ultra quick time. This take plenty of practice but the well placed restart point at the bottom of the cavern proves a priceless time saving device.



Paw away this pile of rotting bones and launch Simba up the rock face via the small hand holds on the sides. When you reach the top, drop down the other side to land on the elephant skin which acts like a trampoline over to the next ledge.

Keep on running as the end looms into view. Be on your guard at all times, otherwise those wildebeest will have your guts for garters!





## Level 5

After the death of Simba's father Mufasa, his evil Uncle Scar convinces Simba his father's death was his fault and he should get as far away from Pride Rock as possible. Young Simba believes his uncle and takes on the deadly journey from the Pridelands, through the jungle and into exile. Watch out for the speeding boulders that crush you if you do not move at top speed in this level and take your time on the other sections to dodge the creatures in the dank caverns.

## EXILE FROM THE CANYON



This is the most difficult section of the level as it involves a whole sequence of small plinths and handles for Simba to swing on. Take your time swinging from handle to handle, making sure you keep your finger on the direction button for just the right amount of time while Simba is in mid-air.

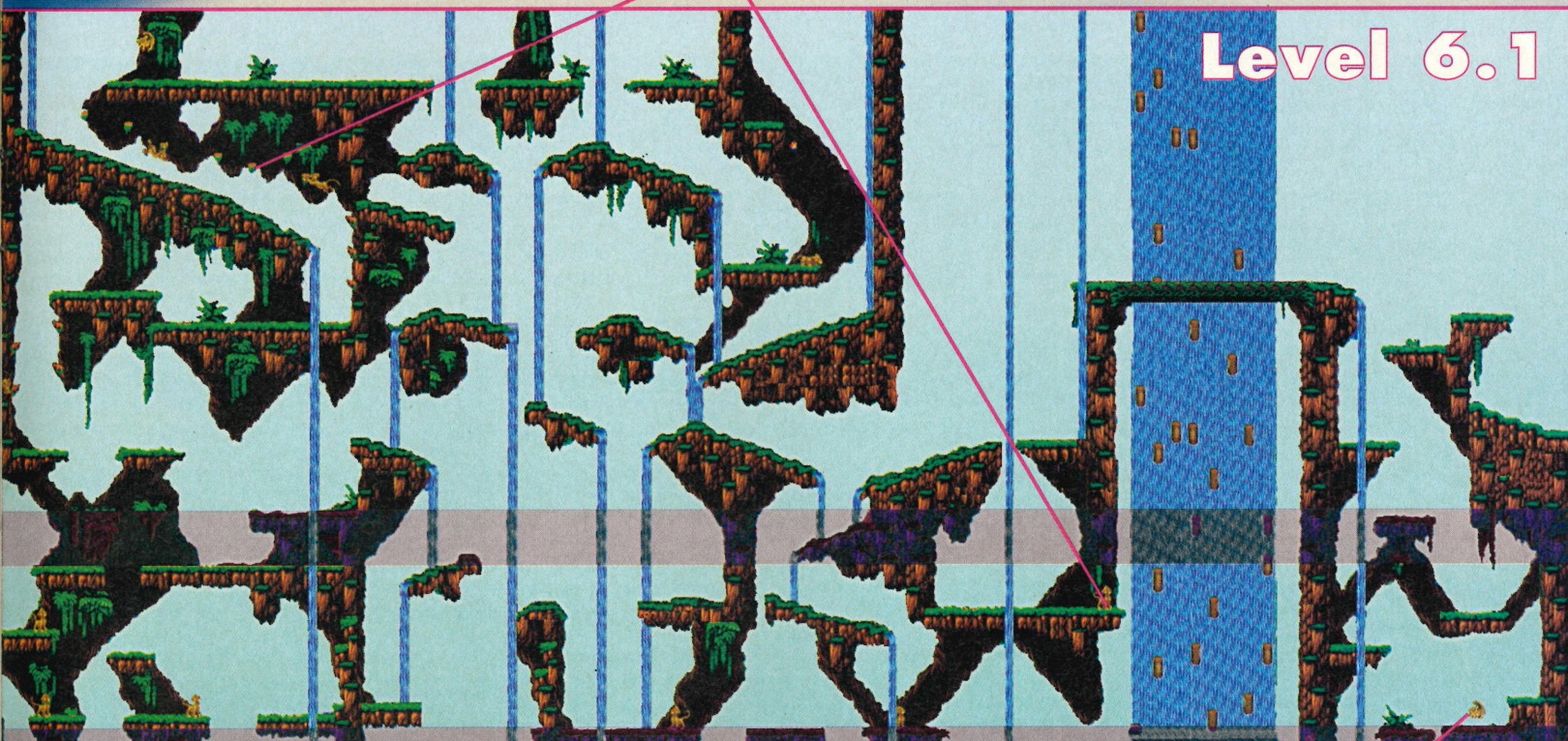
This is the second rolling boulder section you must run through. As you drop down and roll on the left hand side, a huge boulder begins to follow you, if you hesitate for any time at all, the boulder crushes you.



Use these handles to claw up to the restart point above. Now run to the right, flattening the frogs as you go and fall down the water channel while constantly pushing to the right.

Get to this point by following the water down from the restart point and jumping from the side into the waterfall, landing on one of the logs. Now make your way up the waterfall by hopping on the logs in order to reach the bridge right at the top.

## Level 6.1



Chase the ape up to the top of the section and stand your ground until he looks tired. Now jump on his head again and see him run away and shiver in the top corner.

Get to this point after working your way back down from the bridge. Here you find another restart point from which you should move to the right to reach the ape section as shown below.

## Level 6.2

## WILLOW CASCADE

Simba's exile continues in level 6, where he frolics in the fast moving waters of the Willow Cascade. Let the flow of the water take you in the right direction in the first section, while you keep searching for the bug bonuses and stomp on the creatures of the cascade. The middle section involves the difficult falls crossing before you have to pit your wits against the ape at the end.



Artwork © DISNEY



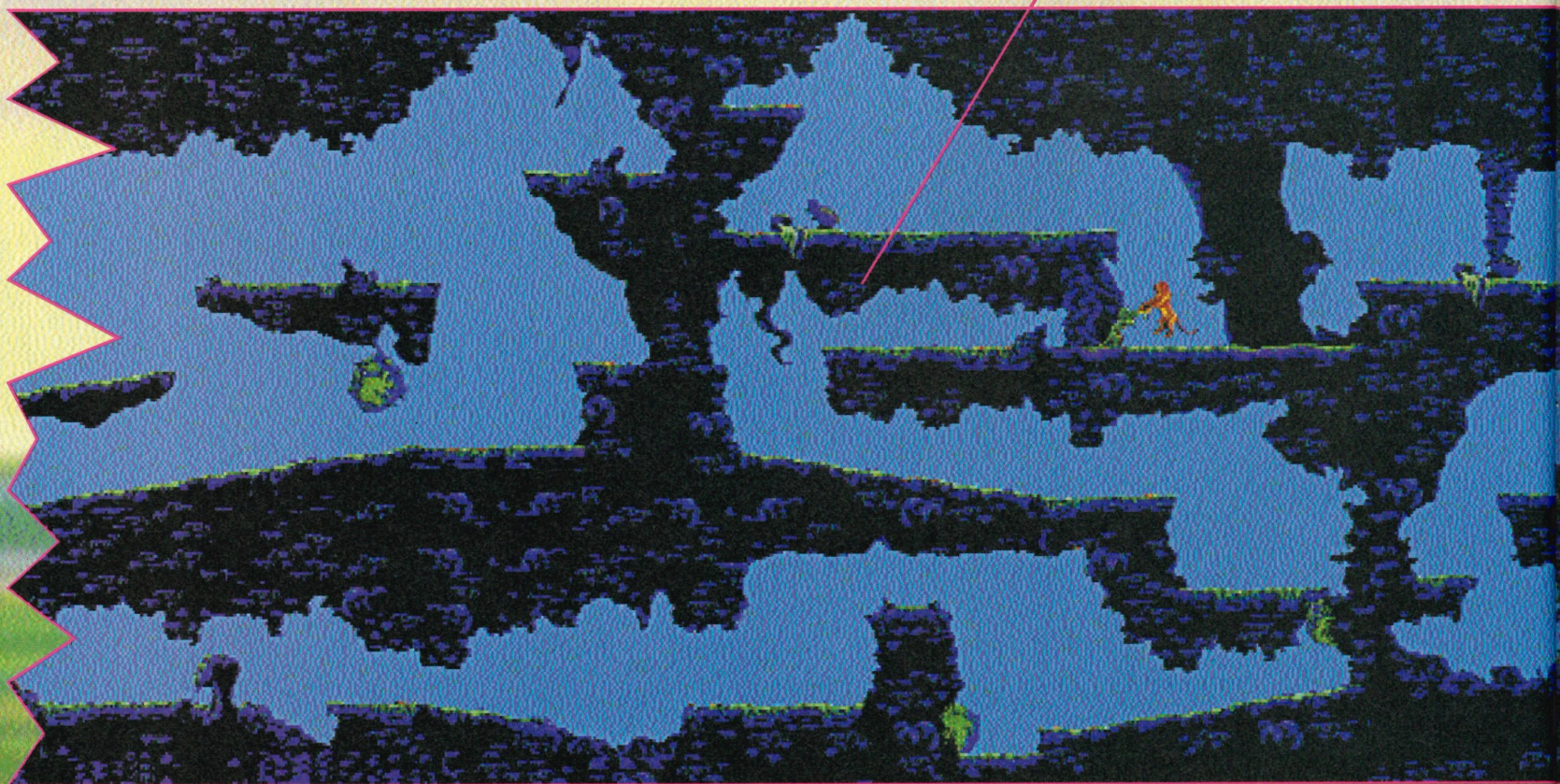
Run through the restart point and continue over to the right via the lower route. Watch out for the leopard which ambushes you as you go along.

## Level 7.1



Jump on the stone to release it and escape from its path by leaping over to the right. The stone rolls down the slope and settles as a stepping stone over to the next platform.

Keep swiping you claws at the leopards as they appear from nowhere and come at you baying for blood. There are five or six cats in the attack and this type of ambush happens all through the level.





Grab this energy Power-up and continue down the rock to face the final leopard ambush. Now claw away the overgrowth and continue.

## Level 7.2

This is Rafiki Chase and enemies are all around. By now Simba has grown up into a strong and handsome young Lion determined to return to Pride Rock and reclaim his place as the rightful King. First though he must brave the ragged terrain of this perilous level, escaping from more rolling boulders and fighting off hoards of enemy leopards.

Begin the level at this point. Travel across to the left as far as possible, before moving up to the higher platforms to sneak through to the left.





More leopards attack along this stretch, so be prepared to swipe your claws in anger in order to progress safely.

The Jungle Cavern level is set within a volcanic mountain, deep within the Jungle. Hyenas, leopards, bats and red hot lava are the main obstacles to overcome, as well as some tricky jumps and puzzles. Watch out for the steaming gushers, littering the caverns and spouting up at set intervals. Note the rhythm of these gushers and time your jumps when they are at their lowest.

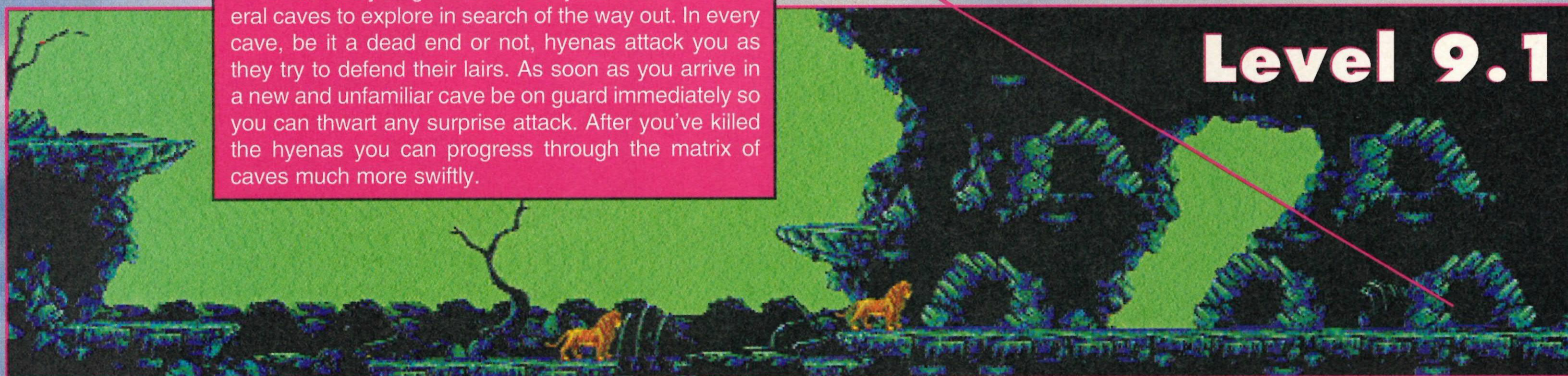
## Level 8



It's all too easy to get lost in the hyena lairs, with several caves to explore in search of the way out. In every cave, be it a dead end or not, hyenas attack you as they try to defend their lairs. As soon as you arrive in a new and unfamiliar cave be on guard immediately so you can thwart any surprise attack. After you've killed the hyenas you can progress through the matrix of caves much more swiftly.

Head straight for the far end of the first choice of caves after defeating the hyenas. Go through this cave to arrive in what we've called Level 9.2 for simplicity.

## Level 9.1



Enter this set of caves from the left hand entrance and climb over the platform in the centre to exit through this cave.

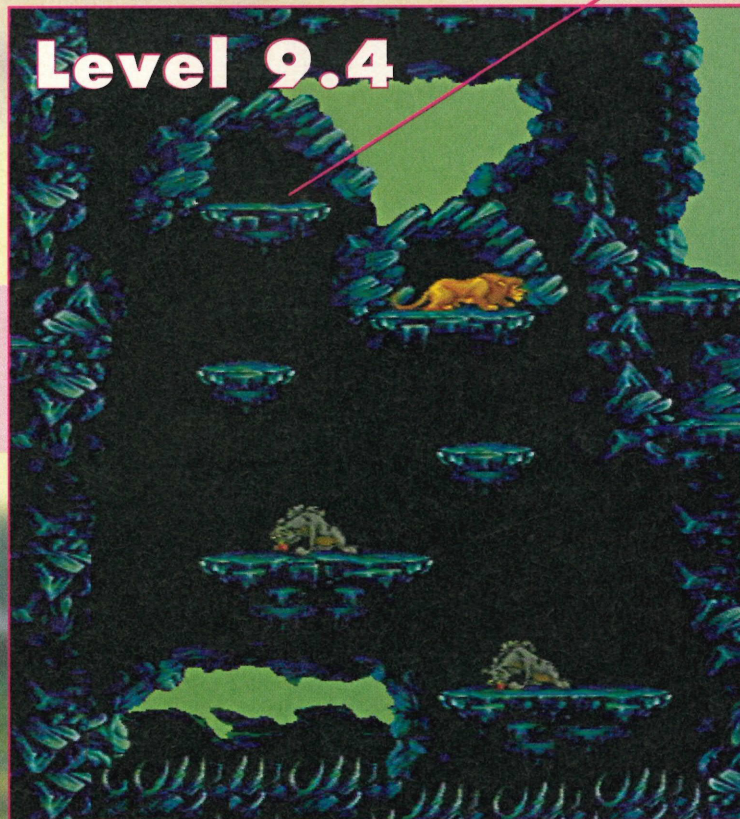
Do battle with the three hyenas and then make your way up to the top cave to exit to the next level.

## Level 9.2



Do the same on this section. Start off on the left, climb up the rock face using the handles and exit through the right hand cave.

## Level 9.4



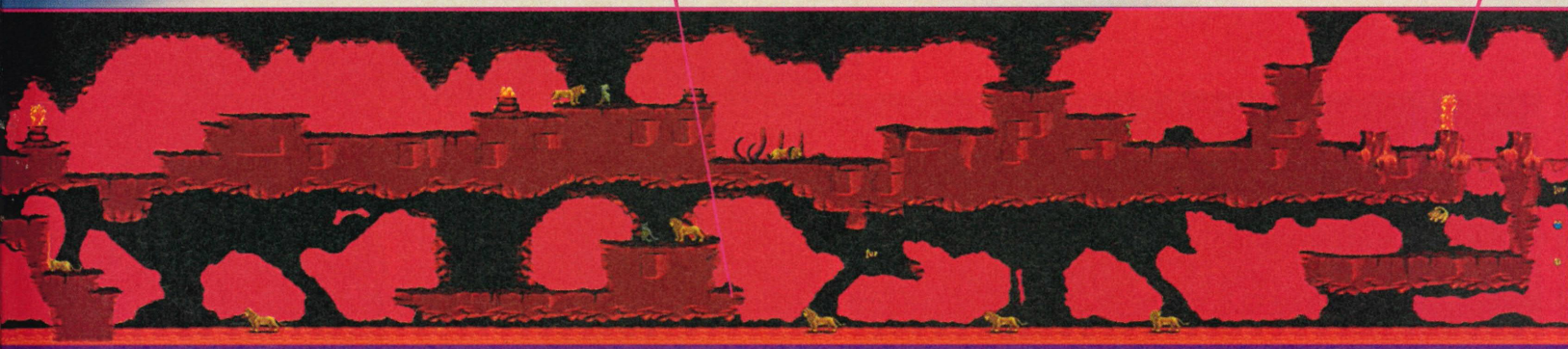
## Level 9.3





Leap up to this plinth from the raft and beat the hyenas senseless. Now run to the left side of the platform and time your jump forward to rejoin the raft.

Break through to the lower part of the caverns by jumping up at these stalactites and swinging your paws at them to brake them away from the ceiling. This causes them to crash down and blast away the rock blocking the way forward.



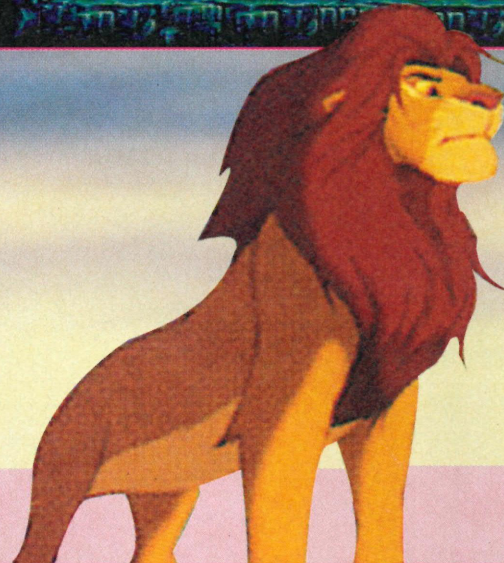
Enter this section from the top right hand cave, battle the hyenas and grab the bonus before exiting to Level 9.6 via the top left cave.

Now start off in from the left hand cave, fight the hyena and exit through the right hand cave to arrive at Level 9.7.

## Level 9.5

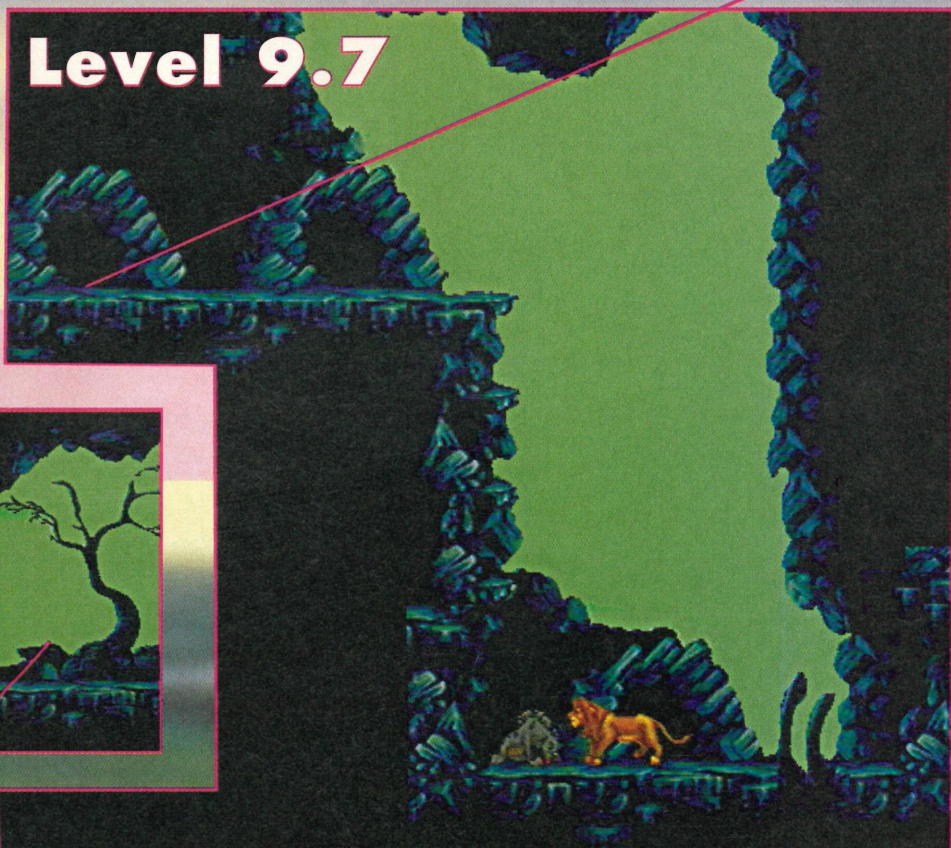


## Level 9.6



Start off at the bottom of this section, kill the hyenas and then scale the side of the rock face to exit through the top left cave.

## Level 9.7



## Level 9.8

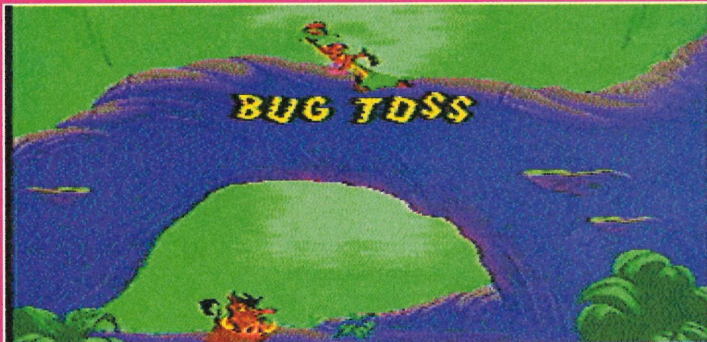


Simply kill the two hyenas, grab the bonus and walk past the tree to exit the level and be transported back to Pride Rock to reclaim the throne of your forefather.



## KABOOM BONUS

In the Kaboom bonus simply catch the bugs as they are tossed to you while avoiding the unfamiliar ones to bump up your score and gain extra energy and lives.



## Level 10

In the final level Simba must defeat Scar to stake his claim to the title of King of the Jungle. Simba will have three conflicts with Scar on his return to Pride Rock. Each time Scar will be able to take a lot more punishment than you, so you really must keep at him until he's history. Be very careful on the dangerous route up to the top of the rock as thunder will set small fires going as you leap from pillar to post.

These overhangs can be awfully tricky to overcome, falling here could mean a long journey back to the start.



Now the final battle with Scar on top of Pride Rock. Keep striking him exactly like you have done in the first two battles, after an epic battle Scar falls to his death, the throne's yours and our exciting story's at an end.

Make it up to this straight section to catch up with Scar again for your second battle. Pin him down in the corner and claw like crazy to make the cowardly lion run off again.



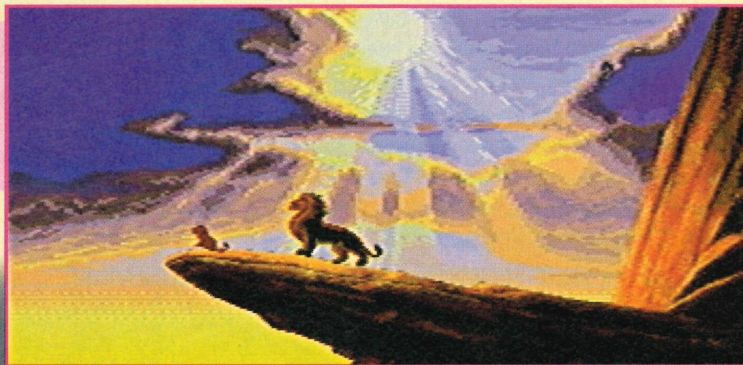


This is the start point of the final level and the scene for your first big battle with Scar. Strike as many times as you can with your claws to make him run off.

All Artwork DISNEY ©

## BUG HUNT

All through the game, if you do well enough, you will take control of Timon and go on a bonus bug hunt. The basic idea is you dodge the wicked looking spiders and collect the familiar bonuses also found in the main game.



### SUMMARY

**GAME NAME:** The Lion King  
**TIME TO COMPLETE:** 1 Week  
**HIGHEST SCORE:** Infinity +1  
**NUMBER OF LEVELS:** 10  
**CHALLENGE RATING:** Medium

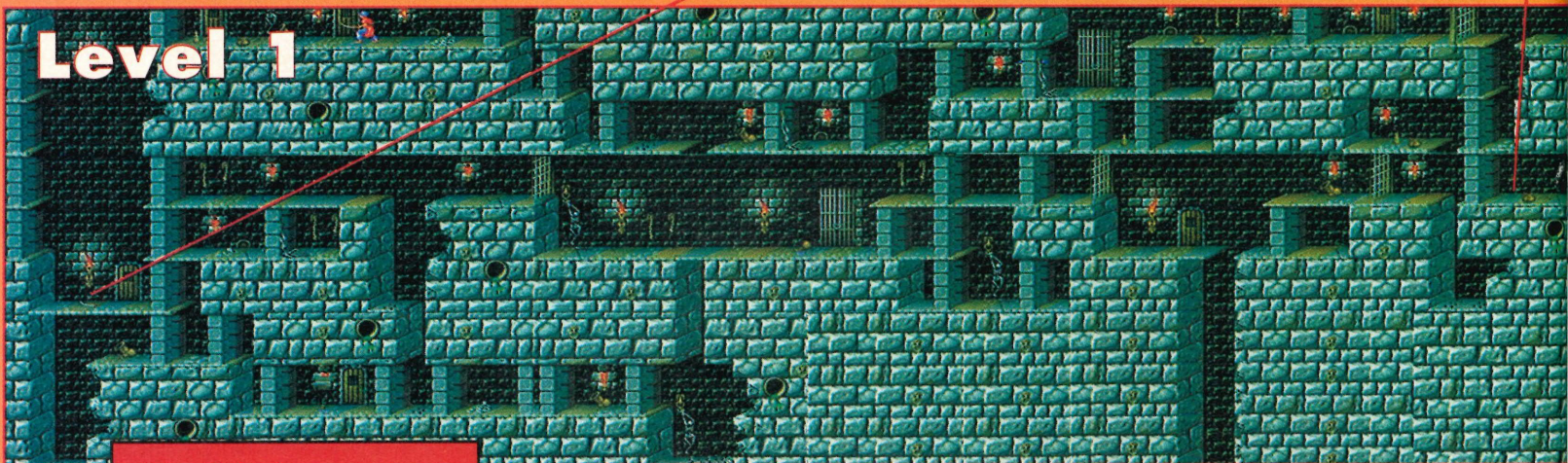
Cartridge supplied by:  
**VIRGIN,**  
 Tel: (081) 960 2255



You want a sword? You got it! You want a sword that will kill all of the guards in the game? You got it! Simply climb up to this section and grab hold of the sword of your dreams. All you need now is the opportunity to use it. Don't worry you won't have to wait long!

When jumping across this gap, try not to touch this tile as it sends the drawbridge to the left crashing down to the ground, making your progress impossible, unless you touch the other sensor pad on the screen. However, the more time you waste the less chance you have of saving the beautiful Princess.

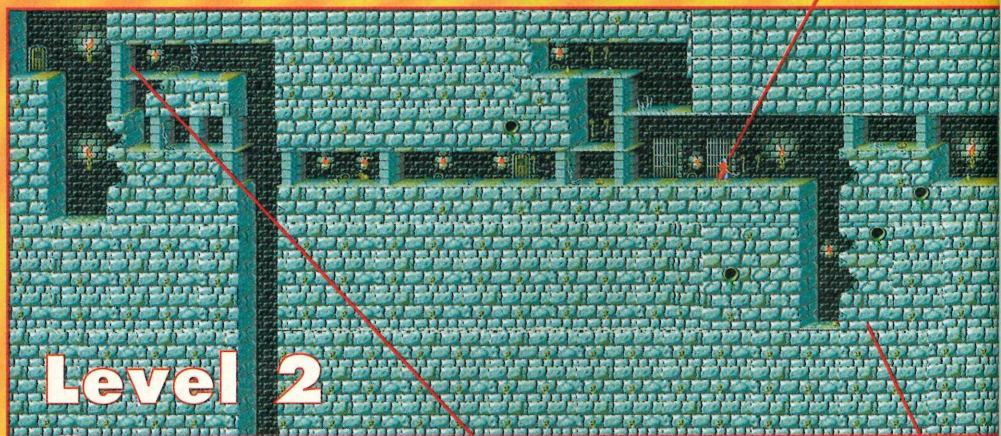
## Level 1



A beautiful princess needs rescuing before she is forced to marry the evil Sultan Jafar (wasn't he in Aladdin?). An easy task you may say, but when you consider you only have an hour to do it in, and you start trapped in the Palace dungeons, it all begins to look a bit daunting!

Start by arming yourself with a sword, which is where your mission for the first level begins! The sword is needed to overcome the swarthy Palace guards who block your path throughout the game. You may find the going a bit strange to begin with but, once you've got to grips with the awkward controls, things start to get a lot easier!

Another guard stands here, waiting to be felled. Strike quickly, or he hits you while you're off guard! It's important to give yourself time to unsheathe your weapon when facing the guards. Otherwise they strike before you can mount an attack!



## Level 2

This is the switch that you need to hit to open the exit. It's not easy to get to, requiring plenty of skill and patience to reach. When making the jumps on any of the levels remember to position the Prince correctly, otherwise he plummets to his death. This is inconvenient, not to mention time consuming!

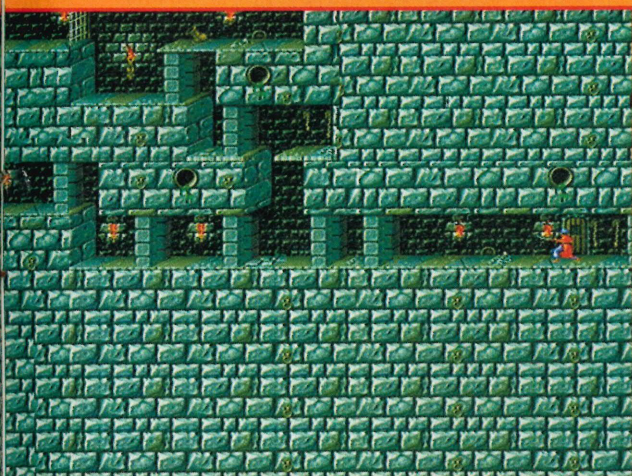
Fall down here and it's curtains for you! Use the Prince's climbing skills to get you out of any tricky situations, while a leap of faith often comes in handy.

After appearing on just about every conceivable format under the sun, DoMark saw the light and finally released this classic game onto the Mega Drive. Why it has actually taken about three years to release the game onto the Mega Drive is beyond me, but seeing as it's here now, we at SEGA XS had to map it for old times sake. Every spike blunted, every platform leapt across and every level comprehensively mapped to perfection. This game may have been around for a while, but it's still one tough cookie to complete (Just ask Mark! -ED). Even controlling the prince takes a while to get used to. Anyway read on for the answer to your Arabian delights!

**DOMARK • PLATFORM ADVENTURE**

# PRINCE OF PERSIA





Kill this guard by letting him walk towards you, before swinging your sword when he's in range. All of your opponents fall for this trick, well they're not very well educated you see! Once past the guard things get a little easier. Although the platforms and jumps still need to be approached carefully.

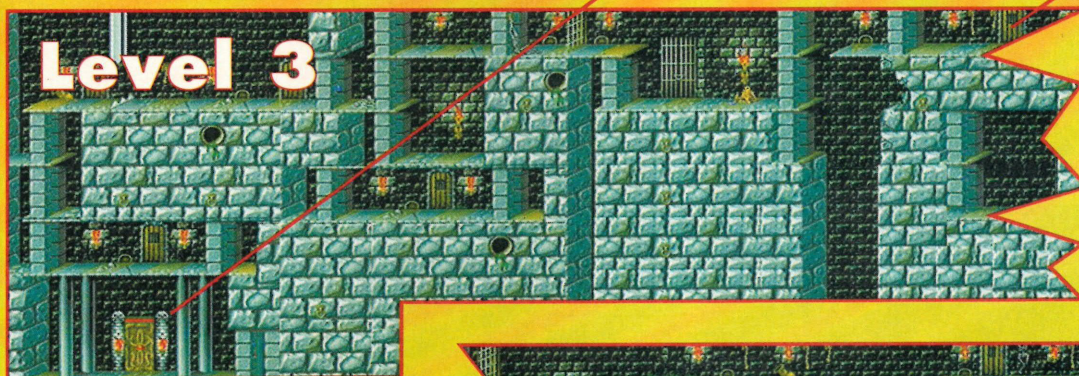


Once again the exit is in sight, even on an early level such as this it's quite an achievement to get this far. Prince of Persia is not an easy game, so always examine our maps before rushing through the level!

My! Is it level two already?! Time passes quickly doesn't it? Especially when the game clock's stacked against you! It comes as no surprise for those of you who had a sneaky peek at the map to see this is more of the same.

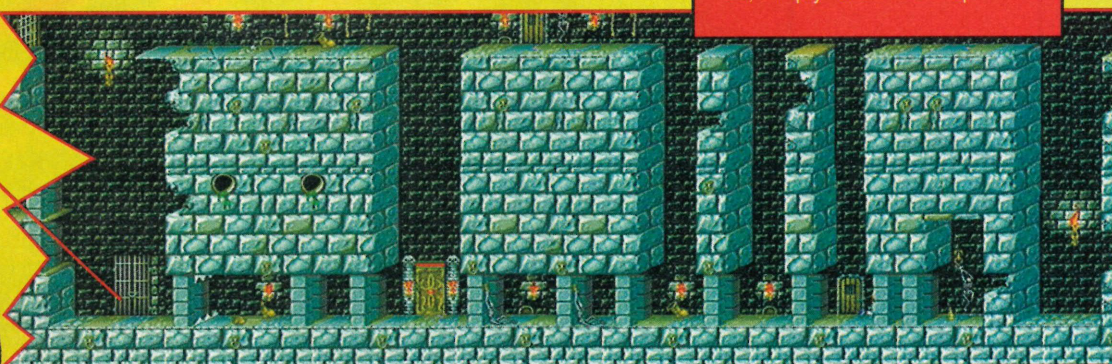
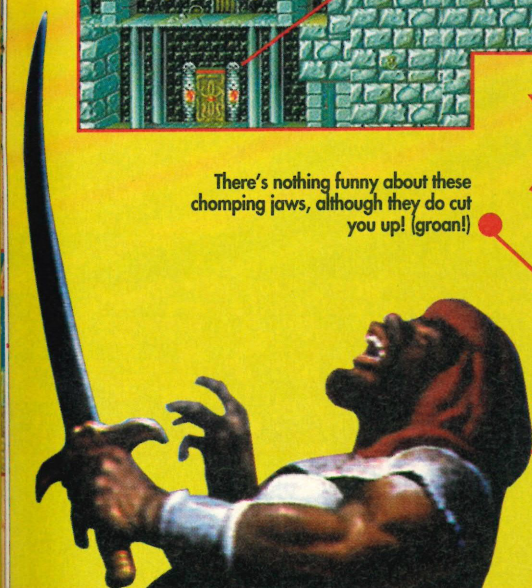
The object of level two (and every other level from now on in fact) is to find the exit as quickly as possible and escape to the next level. The evil vizier knows what you're up to, and has laid out a series of death-traps to try and destroy you. Can you avoid them? Well, follow this map and it's no trouble at all. Maybe that's an exaggeration, but it's easier anyway!

Once you reach this point in the level, you restart from here whenever you die. Phew, that makes things more bearable!



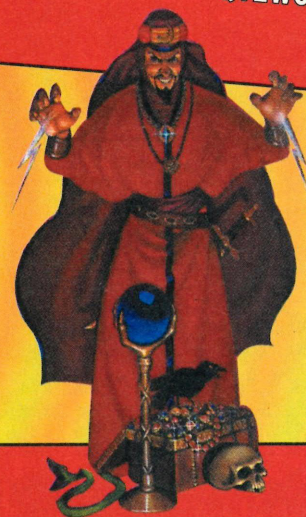
## Level 3

There's nothing funny about these chomping jaws, although they do cut you up! (groan!)



## Level Codes

LEVEL 2:	.....	MTUEZQ
LEVEL 3:	.....	TYZJED
LEVEL 4:	.....	AEFRTH
LEVEL 5:	.....	VTVNTW
LEVEL 6:	.....	OOPEOY
LEVEL 7:	.....	DEFUNN
LEVEL 8:	.....	QYZOMS
LEVEL 9:	.....	QYZPWR
LEVEL 10:	.....	QYZQGR
LEVEL 11:	.....	QYZRQQ
LEVEL 12:	.....	QYZSAQ
LEVEL 13:	.....	JPPMBF
LEVEL 14:	.....	QYZUOO
LEVEL 15:	.....	QYZVEO
LEVEL 16:	.....	QYZWON



It seems like the levels just keep getting harder and harder the more we go on. To complete this level you need to be a bit nippy with the old jumping, or you could end up looking at life from a different viewpoint — in other words dead!

The route to the exit is fairly simple, but it's just getting there that is the problem! You're going to need a head for heights and a belly for speed if you're going to be able to complete this level. It shouldn't be too hard to do, simply follow the map!



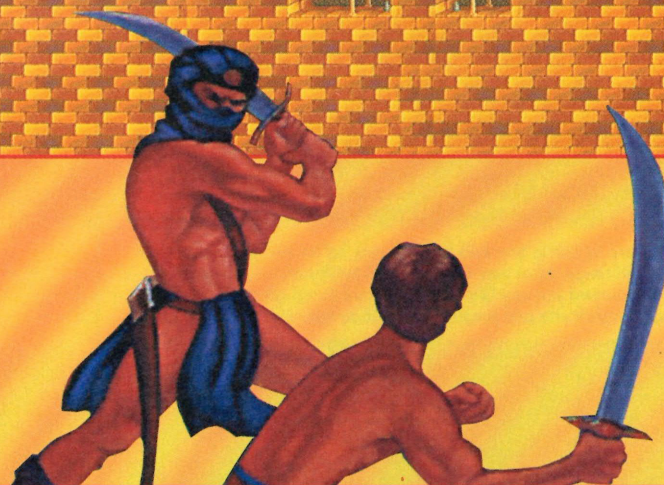
Instead of trying to jump over this gap, and probably killing yourself in the process, why not climb up to the ledge above and run across to the other side? Its a heck of a lot safer.

When moving across here, try not to get caught within these jaws of doom. Wait to jump just as the jaws start to come down. This way, by the time you leap through, the blades will be open. Allowing you to leap safely to the other side.

## Level 4

This level has plenty of bad, horrible and downright naughty traps to try your luck against. Spikes, falling tiles, chopping jaws and plenty of guards all try to catch you unawares and usually succeed in doing so. The key to beating this level is patience, and plenty of it!

Follow the map carefully and you should have a clear idea of what to do next. It's all fairly straightforward really and shouldn't prove too much of a problem for all you competent gamers out there.



## Level 6

A good tip for avoiding these lethal chomping jaws is to just take a running jump through them. Well it's a bit trickier than that, but good timing should see you through!

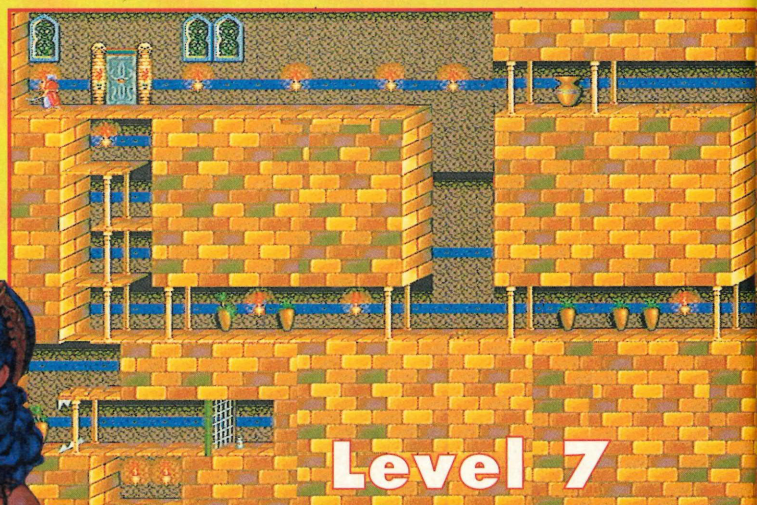
The pressure's mounting now! We're already onto level six and there's still no sign of the lovely princess! Where is she? This is all getting pretty depressing now! Remember you're racing against the clock, so get a move on and don't hang around admiring the view! Take a good, long look at this map and then battle through the level like a man! Laugh in the face of danger and tweak the nose of evil!

More palace guards than ever await you on this level. This ones called Ernie, by the way (No he's not Mark you fool! -ED).

Potions like this can replenish any lost energy, so get guzzling! They're found in many of the secret rooms dotted around each level, but shown on our maps. Knock floors and ceilings to find the way into these areas.



## Level 7





Climb up these two ledges and then make a jump off to the right to progress swiftly through the level.

Once you get here, make your way up and to the left. Climb up through the levels as quickly as possible to save time, but watch out for those snapping razor jaws!

It's level 5 and we're still alive! Thankfully, things don't look to change much as this level is fairly straightforward. Yet again, the map is the best thing to follow as it shows you where all the traps and pitfalls are.

The number of guards and traps you face is gradually increasing, although not to any worrying degree. By this stage in the game you should have finally got used to the controls and are starting to feel at home with the game. If not the jumps you are about to face are going to cause serious problems!

## Level 5

Keep a sharp eye out for loose tiles which often lead to holes in the ground. One sure way to know where they are is to jump up into the air whenever you enter a new room and see which tiles shake.

One of the main problems in the game is falling down deep shafts like this, and becoming impaled on the spikes below, so don't do it!

A lot of running jumps are required to survive this level. Don't get the timing of these jumps wrong, unless you wish to shake the bony hand of Death himself!

Chopping jaws are the main problem here, this one in particular causes all types of problems. Use your uncanny sense of timing to overcome them!

Are you ready for a serious challenge? Well, welcome to nasty old level seven! For the experts at the game out there, this shouldn't prove to be too hard, but for the rest of us it can get to be a bit of a pain! Firstly, make your way along the bottom of the level to hit the switch, opening the exit door. Once you've done this, go all the way back and along the top of the level until you reach the exit. It's around this level you begin to worry about time, so get a move on mate!

You come across spikes throughout the game and there are a number of ways to get past them. Jumping them is the quickest, but it can be dangerous. The safest way is to creep through them using the A button.



The fattest guard in the game by a long stretch, he is also a bit of a hard case to beat. Don't let him push you over the edge of the platform to the left and keep your defence up when he attacks.

Take your time and jump the gap. There is no point rushing the easier sections and falling to your death. This is only going to waste time in the long run.

## Level 8

Level 8 brings you even deeper into the Palace dungeons and ever closer to the loveliest of lovely people; the princess! This level provides a good challenge for most games players out there. Some nifty footwork is required to help you get through the game. It's all about timing and skill. This is a hard level, but not impossible to beat.



Reach here and you've completed the level!

Right from the very start of the level, you will have to press 'A' and left to hang onto the ledge to the left.

## Level 9

## Level 10

Hit this switch to open the exit, before racing up and out of this fiendish maze of dead ends and platforms.

Keep an eye out for traps such as this one. A twin set of evil chopping blades are waiting to slice you in two. Either leap through both of them at the same time or try to stand between them timing each individual jump.

A pesky guard needs to be dealt with here, so deal with him swiftly before advancing quickly past his still twitching corpse!

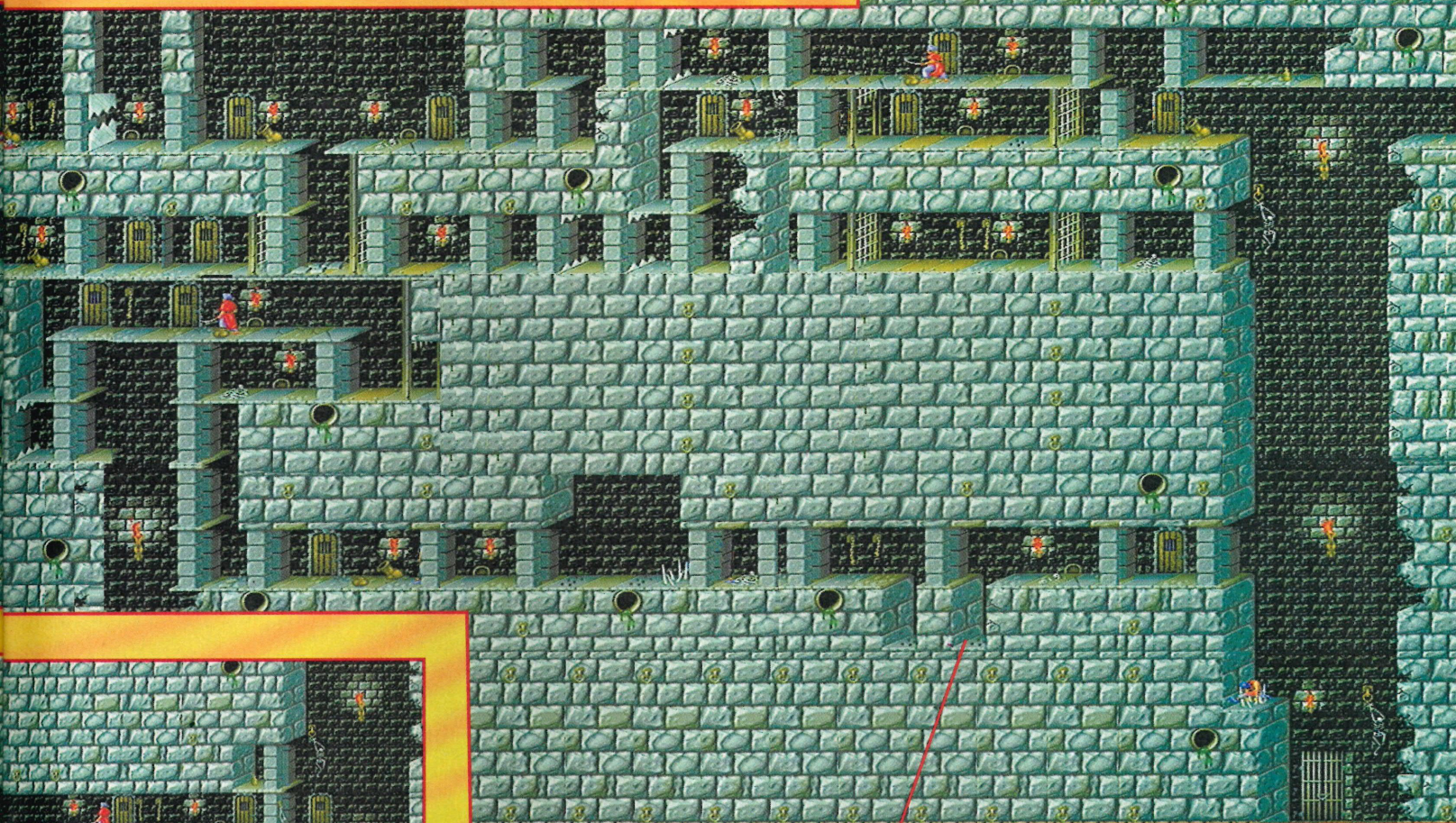
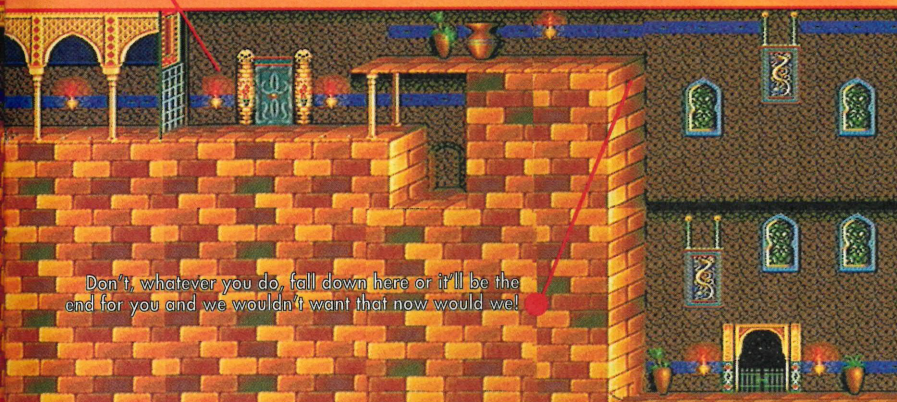


This is where you start the level, and from here you need to run to the left. Keep a look out for loose tiles leading to secret areas of the level as you go.

Don't, whatever you do, fall down here or it'll be the end for you and we wouldn't want that now would we!

Level 9 is a big level. It's also one of the most challenging in the game. It's a test of your skills and pushes your abilities to the maximum! A good SEGA XS tip for this level is crouch down when pulling down a trap door and you won't lose any valuable energy.

It's also safe to lower yourself into spikes, and it's even safer to move through them by using careful steps. Having said that though, its also safe to jump over them or run through them. You probably have to play through this level several times before you can complete it, but persevere and have patience, eventually you'll be rewarded.



Level 10 and things definitely aren't getting any easier! The amount of guards and traps you have to face is always increasing. Are you brave enough to complete this level? We shall soon find out! Study the map, mate. Look at it long and hard and, when you're ready, take a deep breathe and play the game!

Lower yourself slowly down into the hidden spikes to get past them safely. The spikes pop up as soon as you touch them. It is possible to jump gaps like this, but it requires pinpoint timing. The choice is yours, but remember the time limit.





Watch out for loose floor tiles all over this section, fall through and it's curtains, so beware!

This jump looks impossible, but believe me; it is possible! Use the A button and direction pad to help you make the jump. It's also possible to grab the far platform as you fall and hang there before pulling yourself up.

Those damn floor tiles are loose once again. This time be prepared to run over them as fast as you can!

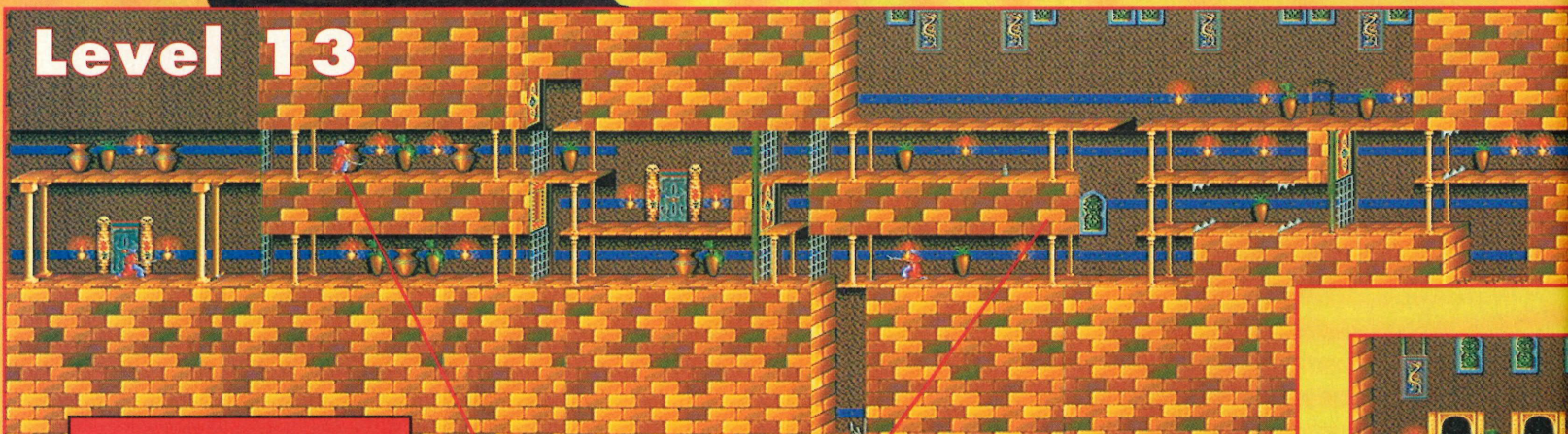


## Level 11

Level 11 tests your acrobatic ability to the full. Oh well, the things you do for love! This level includes the usual mix of guards, traps and drops. The only difference to previous stages is this is so much harder. Nothing will have prepared you for the trials and torments of the last levels of Prince of Persia. It's a tough job but somebodies got to do it!



## Level 12



## Level 13

Welcome to a feisty level 13. Hopefully it will not be unlucky for you! Will this be the level where you finally bite the big one? This is one of the hardest levels in the game, and, just to prove it, there are more than enough spikes and traps to keep you on your toes. Follow the map and watch out for the devious traps highlighted. Oh, try a prayer as well!

Kill another guard here before continuing on your epic quest.

If this level wasn't hard enough already, yet another pair of snapping blades await you here.



Cartridge supplied by:  
Domark  
Tel: (0181) 780 2224





## SUMMARY

**GAME NAME:** Prince of Persia  
**TIME TO COMPLETE:** Two Weeks!  
**HIGHEST SCORE:** N/A  
**NUMBER OF LEVELS:** 16  
**CHALLENGE RATING:** Very difficult!  
 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 magazine.



Welcome to level 12 and what a level it is! You'll be sorry to find out that you have nearly finished the game now, but don't worry; you've got a few levels to go yet! The trick to completing this level is to take a good, long look at this map, make yourself a cup of tea, breathe in through your mouth and out through your nose and then just dive into the level like a madman! From now on the levels are so hard they may just drive you mad anyway!

Go round the level again after crashing both of these tiles to the ground. Irritating, eh!

After collecting the potion found on this ledge, drop back down and head back to the beginning of the level. From there take the other possible route and begin the search for the exit.

Take your time around here as one slip of the foot and you're going to be spiked to death. Not a pleasant thought!

A beautiful and vital potion awaits you here. Drop down from above and run across to the left to get to this handy little power-up

Watch out, watch out, there's falling ledges about!

A really tricky level for you here, which may require you to play through a few times just to get your bearings! Like most of the other levels in the game this level has its fair share of guards, traps and switches — all trying their best to thwart your progress and basically get right up your nose!

# Level 14





To get these great cheats to work first press pause. Then use the joypad to enter the following codes:

EXTRA ENERGY POINT — Press CACBBACC  
OPEN ALL GATES ON THE LEVEL — Press AABACAAC  
KILL ALL GUARDS ON THE SCREEN — ABACCACB

Make your way down this section of ledges.

Hit the switch found here to open the exit door.

## Level 15

This, the penultimate level, tests both your skills with the joypad and your perseverance. You need to be at one with the joypad and Mega Drive if you want to complete this level. Good luck, brave Prince, good luck!

Watch out for those tricky spikes!

This is where you have to defeat that crafty old villain, Jafar. When he cops it, head left. To defeat him use your trusty sword fighting skills, while avoiding his wild swipes and attacks.

## Level 16

Hip, hip, hooray! The final level! Ha, ha, ha! You won't believe how happy we are to see the back of this game! It's a bit of a tough game really. No, let's not beat around the bush — it's bloody hard actually! Oh well, where were we anyway? Ah right, the last level! Ha! Life IS good!

Jump straight over this gap. You should now climb up and head swiftly to the right.

Jump across here and press A and right to reach the other side. Watch out for the enormous drops beneath you. After all you don't want to waste all your good work at this late stage.

Climb straight up these levels and the homeward stretch is now in sight. Keep going the sense of accomplishment when you complete this game is immense!



# SEGA

## Back

# XS

## ISSUES!



**Issue 8**  
**£3.50**

Blast into orbit with this stunning issue, well okay the cover's a bit naff but the full solution to Subterranea is totally kicking! As are the one's to Bubba and Stix, Streets of Rage 3, Prince of Persia, Mystery mansion and Aladdin. Not bad!

**Issue 9**  
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A complete player's guide to Super Street Fighter 2, Dragon, Marko's Magic Football, Ground Zero Texas, Ecco the Dolphin, and tons more...There's also that wicked Cammy chick on the cover, your collection's not complete without out it.

**Issue 10**  
**£3.50**

The first XS to go monthly and it had a very scary geezer on the cover that made my gran swallow her teeth! Honest! Mortal Kombat II, The Chaos Engine, The Hulk, Dragon's Lair, Dune and Cool Spot, all tipped to the max.

**Issue 15**  
**£4.50**

Another scary bloke was on the cover of issue 15. It's that Doom game, busted on the 32X. There are also larger than life solutions to Snatcher, Cosmic Carnage, Clayfighters, Earthworm Jim, Second Samurai, Sonic and Knuckles...phew.

**Issue 16**  
**£4.50**

Blimey, the Saturn arrived with a full solution to Clockwork Knight. We also blasted Syndicate apart, Smurf-ed till we dropped and went round in circles on BC Racers. Oh yeah, we also finished Sonic and Knuckles. We're so good!

**Issue 17**  
**£3.50**

The hammer just had to fall on Sega's Story of Thor in this issue. We gave Mega Swiv the bullet. There was death everywhere with Lemmings and Corpse Killer fully tipped and finally we revisited Jurassic Park. Spared no expense.

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