132 PAGES OF TIPS, CHEATS AND REVIEWS!

BRITAIN'S ONLY COMPLETE SEGA PLAYERS' GUIDE

SEGA XS

ISSUE 7
£2.95

MEGA DRIVE/CD

- JURASSIC PARK
- ETERNAL CHAMPIONS
- THE LOST VIKINGS
- REN AND STIMPY

MASTER SYSTEM

- MICRO MACHINES

GAME GEAR

- MICRO MACHINES

JURASSIC PARK

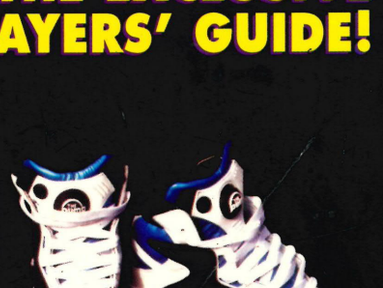
MONSTER SOLUTION TO THE MEGA CD SMASH!

ETERNAL CHAMPIONS

THE EXCLUSIVE PLAYERS' GUIDE!

WIN

SHAQ'S TRAINERS AND OTHER GOODIES!



HINTS & TIPS ● MAPPED SOLUTIONS ● GAME BUSTERS

JURASSIC PARK ● THE LOST VIKINGS ● ETERNAL CHAMPIONS ● MICRO MACHINES and more...

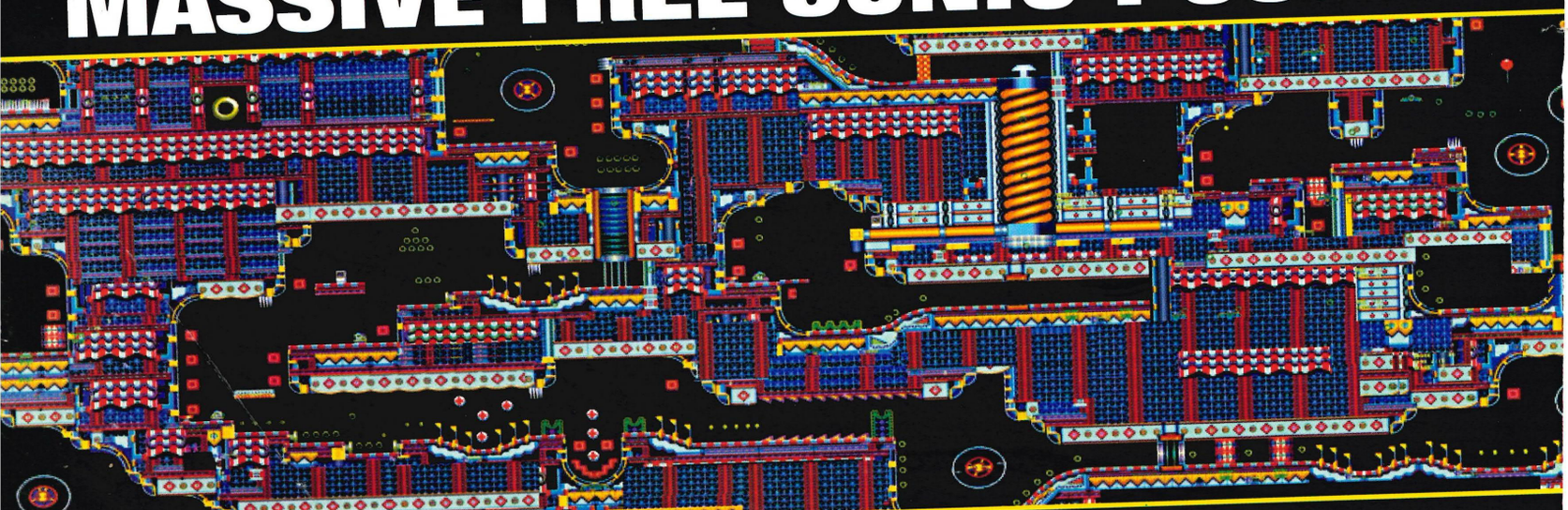
SEGA XS

ISSUE 7

9 770968 356013 07

IT'S TIME FOR A WHOLE NEW SEGA MAGAZINE

SONIC 3 COMPLETELY MAPPED!
MASSIVE FREE SONIC POSTER!



OUT NOW

SEGA #1
SOLUTIONS
£1.99
AUS $2.95
SONIC 2
FULLY MAPPED SOLUTI
PLUS FREE MASSIV
COLLECTIBLE P
ONLY £1.99

SEGA XS

ISSUE 7

Published by...
PARAGON PUBLISHING LTD
DURHAM HOUSE
124 OLD CHRISTCHURCH ROAD
BOURNEMOUTH
BH1 1NF
TEL: (0202) 299900
FAX: (0202) 299955

EDITOR
Chris Marke

STAFF WRITERS
Neil Armstrong
Mark Pilkington
Richard Forsyth

DESIGNERS
Jason McEachran
Colin Nightingale

ADVERTISING
FAX: (0202) 555011
Ian Kenyon – Ad Manager
Diana Monteiro – Senior Ad Sales
Alan Walton
Yvonne Mitchener

ADVERTISING PRODUCTION
Jane Hawkins
Christa Fairchild

PRE PRESS
Alan Russell
Suzanne Ryan

PRODUCTION MANAGER
Di Tavener

PUBLISHER
Pat Kelly

PUBLISHING DIRECTOR
Richard Monteiro

SUBS/MAIL ORDER
Karen Sharrock

PRINTED BY
SouthernPrint (Web Offset) Ltd.

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

ISSN 0968-3569

DISCLAIMER
SEGA XS is a fully independent publication. The views expressed herein are not necessarily those of Sega UK. Mega Drive, Mega-CD, Master System and Game Gear are trademarks of Sega UK.

© 1993 Paragon Publishing Ltd.
All rights reserved. No part of this publication may be reproduced, stored in a retrieval system or transmitted in any form whatsoever without the prior written consent of the publishers.

From the makers of SEGA XS – SEGAPRO, MEGA POWER, NINTENDO SUPER GAMER and PC POWER.

Last word: We're gonna win the cup!

SOLUTIONS INDEX

MEGA DRIVE THE LOST VIKINGS 8
MEGA DRIVE REN & STIMPY 24
MEGA DRIVE ETERNAL CHAMPIONS 33
MEGA DRIVE BASKETBALL 44
MASTER SYSTEM MICRO MACHINES 52
MEGA DRIVE CASTLEVANIA 64
MEGA CD JURASSIC PARK 74

FEATURES

LOST VIKINGS COMPO 23
BASKETBALL COMPO 50
DR. M SOS 96
BUSTERS 100
XS CODES 122
NEXT ISSUE 130

REVIEWS INDEX

MEGA DRIVE 3 KINGDOMS 80

MEGA CD MYSTERY MANSION 81

MEGA DRIVE SUB-TERANIA 82

MEGA DRIVE MEGA TURRICAN 84

MASTER SYSTEM ALADDIN 85

MEGA DRIVE POWERMONGER 86

MEGA DRIVE STREETS OF RAGE 3 87

MEGA DRIVE JAMMIT 88

MEGA DRIVE VIRTUA RACING 92

GAME

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

CHRIS MARKE

This issue we decided to bring you the XS team in the flesh, instead of hiding them behind caricatures! First up's our esteemed editor. When this was snapped, Chris was standing bemused in the rain, watching Mark's sad attempts to model the Basketball prizes. This could explain the glazed expression, although many claim he always looks like this!

JASON McEACHRAN

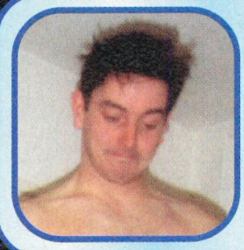
No wonder Jason's looking glum, the poor lads heard this is his last issue. After just two issues he's off to graze in fresh pastures. Reports of his new location are varied. Some say he has joined a band of Tibetan monks, others whisper he's plying a lucrative trade on the profitable Duran Duran lookalike circuit. We at SEGA XS wish him well!

COLIN NIGHTINGALE

This issue sees the arrival of another new member of the team. This long haired lover from Liverpool (Well Bexley actually!) is destined to add his undoubted design flair to SEGA XS. Our new designer cut his teeth on our sister magazine SegaPro and, as our photo shows, it's going to take him some time to recover!

MARK PILKINGTON

Take a close look at this angelic young fellow. Do you see a contented youth flush with the joys of Spring and happy in the knowledge he has a whole lifetimes worth of experiences ahead of him? Well look again! Since he became old enough to vote (God help us all!) Mark has turned into a beer swilling, lecherous animal. Who said the camera never lies.



RICHARD FORSYTH

This picture of Richard begs just one question — What exactly is he doing in the rest of the photograph? Common decency prevents SEGA XS revealing the full truth, but it's not a pretty sight. Anyone out their pathologically insane enough to want the truth to be unveiled send checks to the usual address. Oh and make them out to CASH please!

NEIL ARMSTRONG

Having only just recovered from the ignominy dealt out by last issues caricature, Neil hopes this photo will redress the balance. So anyone who has a copy of both issues hold the two images next to each other and see what you think. Uncanny likeness or cruel injustice? The jury's out, but, never fear, we won't rest until the verdict comes in!

SEGA XS

EDITORIAL

JURASSIC JAPES!

This issue is jam packed with complete solutions to all the latest Mega CD, Mega Drive, Master System and Game Gear releases. Topping the bill is Sega's CD incarnation of the classic box office smash *Jurassic Park*. It's a brilliant strategy adventure incorporating every area of the ultimate futuristic theme park. It's also an extremely difficult game to play, so our definitive guide is a must for any intrepid explorer!

Don't fret if you haven't got a Mega CD; the rest of our solutions are more than enough to keep owners of every Sega system happy. For starters, we have a complete players' guide to the recent basketball smashes, along with an amazing competition to boot.

There are also fully mapped solutions to *Ren and Stimpy*, *The Lost Vikings* and the conclusion of our guide to Konami's *Castlevania*; along with an extensive tour through the do's and don'ts when playing *Eternal Champions*, the beat-'em-up everyone wants to get their hands on.

Finally Master System and Game Gear fanatics should check out our fully mapped drive around every level of *MicroMachines*. It's the best arcade racing game on the market and this is the only solution worthy of such a classic game.

SEGA XS offers so much more than any other magazine. We are a unique solutions based mag and the only people we listen to are you, our readers. Keep your letters and requests flooding in, if enough of you want a game cracked we'll do everything in our power to answer your pleas for help!

BUSINESS AS USUAL

After the trials and tribulations of producing last issues massive 40 page *Sonic 3* solution, many lesser magazines would have wanted to take things a little bit easy this issue. Not us at SEGA XS! While our bones may have been weary and our hearts heavy, we knew we had to drag ourselves back to XS Towers to produce another bundle of solutions, hints and tips unparalleled in any other magazine. Mind you, I was glad to see the back of that pesky blue megastar!

This issue sees something like normal service resume. Busting *Sonic 3* wide open meant sacrificing our normal dedication to cracking a wide range of the latest releases. However, the selection of titles you're about to feast your eyes on should be more than enough to keep you going over the next six weeks.

Did I say six weeks? Sure did mate! Anyone who saw the last issue will know we heralded the launch of SEGA XS as a six weekly publication. As from this issue we'll be giving you an extra two issues a year to revel in.

That means more fully mapped solutions, more mouth-watering tips and more indispensable cheats. On top of these goodies you can expect us to continue producing quality, constructive reviews.

You'll notice a few changes in the review section. A couple of the big games, both XS Recommended, have received the ultimate accolade of comprehensive two page reviews.

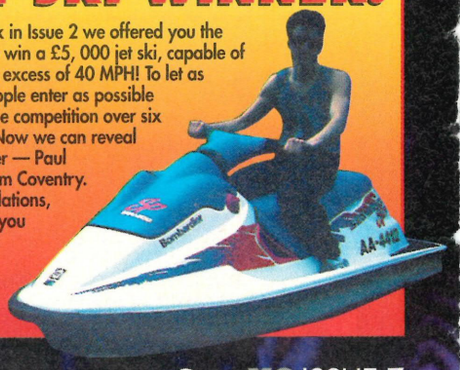
The idea behind this is simple. Our reviews will remain the same as always, with an identical ratings system. However, games, such as *Virtua Racing*, which we feel deserve more recognition, are now given a greater degree of analysis. This means introducing a more informative main comment, a second comment and an increase in the number of screenshots.

There are still no percentage ratings for the game, but we hope our improvements will provide you with the perfect platform for selecting a quality cart. After all it's getting tougher than ever to sort the classic games from the plethora of over-priced carts, churned out at an ever increasing rate. Anyway, let us know what you think.

Until next time
Chris Marke

JET SKI WINNER!

Way back in Issue 2 we offered you the chance to win a £5, 000 jet ski, capable of speeds in excess of 40 MPH! To let as many people enter as possible we ran the competition over six months. Now we can reveal the winner — Paul White from Coventry. Congratulations, we hope you enjoy the wet 'n' wild fun!



FREE OFFER! Send Away for the SOCCER SUPREMOS Introduction Pack worth over £5.00 and join the World's Best Postal Football Management Game.

YOU'LL RECEIVE:-

- ★ A Full Colour Comprehensive Rulebook, including a beginners Guide to Postal Football Management, worth £2.00.
- ★ An Immediate game position, worth £2.00.
- ★ Your Club's week Results, worth £1.65.
- ★ A Free 24 Hr phone Hot-line & Fax line to contact the team of Professionals that referee and run your matches!
- ★ A friendly & reliable 24 Hr service.
- ★ Reasonable weekly results priced at only £1.35 or £1.65.
- ★ Regular Newsletters & News-sheets.
- ★ Over 10 graphically laser printed pages of Results every week.
- ★ An extremely realistic & detailed game system, that contains everything you'll ever want from a game, plus much , much more!!!

Send to:-

GAD GAMES
20A BELLE VUE
BUDE
CORNWALL
EX23

APPLY FREE NOW!!!
Please allow up to 7 days delivery.

© GAD Games
Your guarantee of value

GAD GAMES,20A BELLE VUE, BUDE, CORNWALL, EX23

Please send me a free SOCCER SUPREMOS introduction pack worth over £5.00. I am over 13 years old, & understand I am under no obligaiton to play:

NAME: .....

ADDRESS: .....

.....

POSTCODE: .....

TELE: .....

FAV. CLUBS: .....

.....

Ref. No. BS Dec/93

MEGA DRIVE

VIRGIN ● PLATFORM PUZZLER

THE LOST VIKINGS

Wow what a brilliant game this is! Captured by a passing intergalactic zoo keeper in his space ship, our three lost Vikings have to find their way home through a series of head-scratchingly tough levels. The game is all about teamwork, as each individual Viking has his own special talents. There's Baleog who has the use of weapons, Erik can run and jump, while fat Olaf is the shield man. Prepare to be dazzled by the platform puzzler of the year as we reveal the full solution to the Virgin stroke of genius!

Level 1

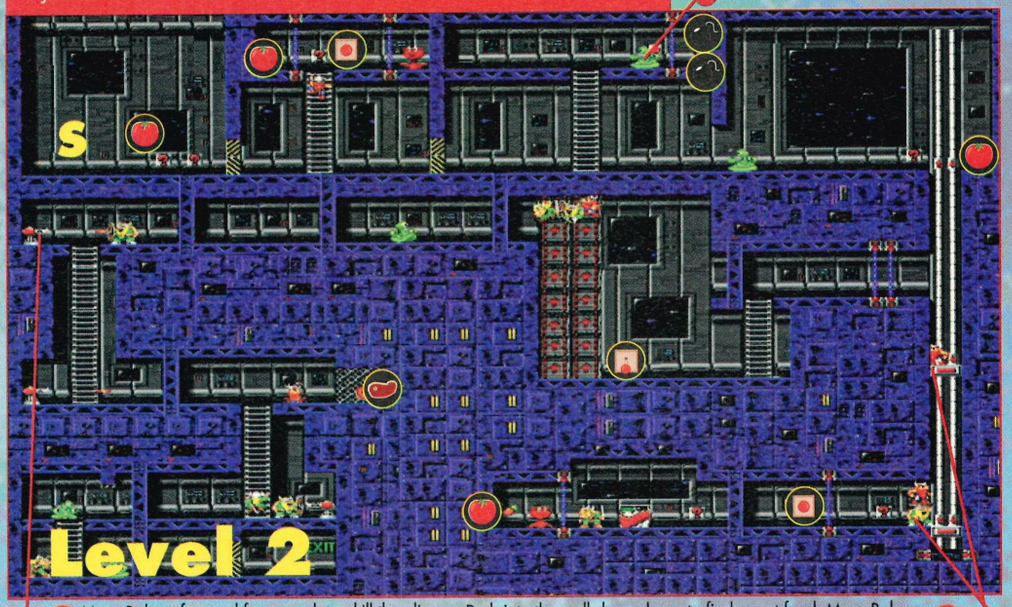
Drop Olaf from the platform he's on, and, making sure his shield is down, block the laser bolts from the pod on the right. Just as a bolt hits his shield, head down the ladder to the exit. Baleog simply needs to walk through the door and use an arrow on the alien.

1

Here's where it all began. The level is designed to give you a good feel for the actions each character can perform. Erik is first into action. Get him to jump the laser pit and move up to the exit.

Level 2

This level requires a bit more thought, although if you follow the map and keep an eye out for the aliens, it makes life easier. From here on in it's good to get into the habit of venturing forth with Olaf if you're not sure what lies ahead. Olaf's shield will block aliens.



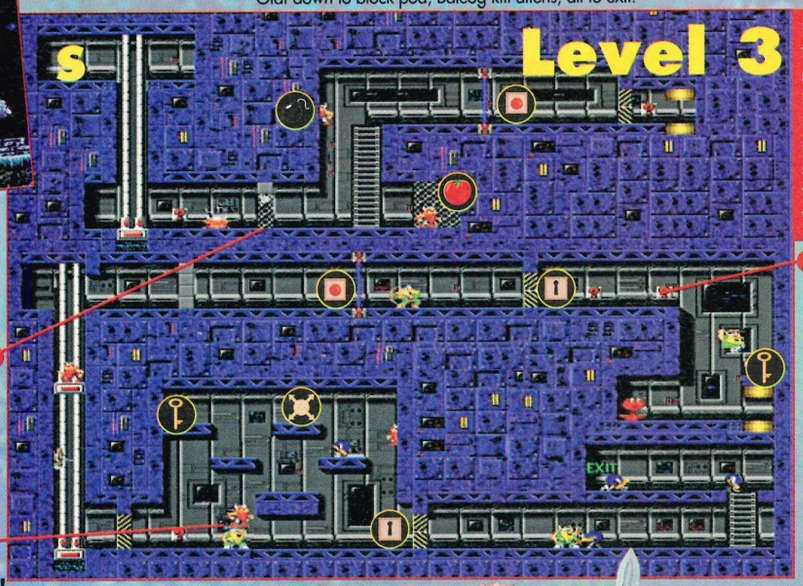
1 Get Baleog to this area, killing both aliens. Now get Erik to collect the two bombs. All three go left to the lift and down to the bottom.

2 Push into the wall shown here, to find secret food. Move Baleog forward and shoot the button. Erik forward to the computer, drop bomb and move away. After computer is blown, take the lift up to the next level, across to the arrow escalator. Shoot switch to activate it.

3 Move Baleog forward from escalator, kill the alien then block laser pod with Olaf. Move others half way down ladder and block bottom pod in the same way. Erik, run right and smash wall for steak. Olaf down to block pod, Baleog kill aliens, all to exit.

Level 3

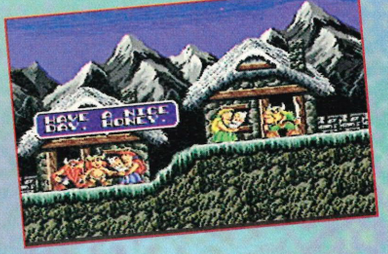
From this point, we'll name the Vikings by their first letter, so Erik will now be sybolised by E, Olaf by O and Baleog by B. Just to recap their actions, Erik can run, jump and smash into walls or enemies. Baleog fires arrows and has a sword, while Olaf uses his shield to block, float and lift his friends to higher places with the shield above his head.

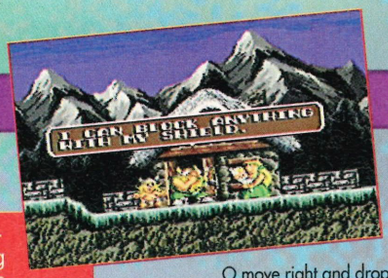


1 All go down the lift. E smash into this wall, then along and smash into right wall for secret food. Up ladder, jump left into wall for bomb. B joins E, shoot button, all forward to teleporter.

2 O put shield above head and float right to key. Drop down and use teleporter to join others. Use key on lock. B forward and shoot button. E run and smash into wall.

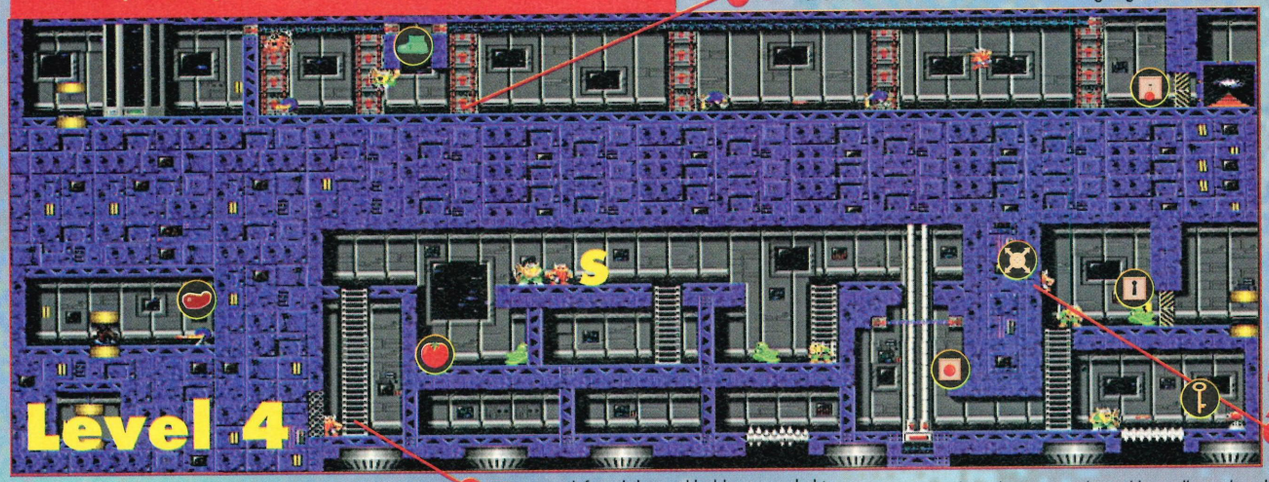
3 Send the Vikings down the lift (ignore secret hole on left of shaft). O forward, put shield above head. E jump onto shield and go to key and smart bomb. Use smart bomb on alien and drop to key hole. O block alien. B follow and kill, move to exit and kill the others.





This is the last of the levels in this section. There are plenty of devious secret passages and items to be found along with more challenging puzzles to solve. Taking it easy is the order of the day, with teamwork and some cool Viking nerves needed if you've any chance of reaching the next dimension!

3 O move right and drop under gravity boot to block oncoming alien. B to follow and kill alien. O put shield above head. E to join O and jump onto his shield to get gravity boot. Use and go right, charging aliens to reach and flick switch. All Vikings right to black hole.



B down ladder and kill the two aliens. B and O up right ladder to now waiting lift and descend to join E. O right and block laser pod by spike bridge. E jump over O to get key and jump back; avoiding laser bolts. E up ladder and jump left into wall for secret smart bomb. E can now go back to secret rooms where the teleporters are located and get the steak, using the smart bomb on the alien guarding to upper teleporter. E use key on lock and all Vikings use teleport to arrive at the top left of the map. 2

1 E jump left and descend ladder to reach this point. Smash wall on the left and run right to jump over the spiky bridge. Go up on the lift and walk right to drop by the button and press it.

If you hadn't realised... !

1 Each of the boxes around a map have been numbered in the order they should be read. As the individual puzzles become progressively more complicated, it's important you're not confused about which action you should be performing at any given time.

O move right to this area and stand by wall, ready to block snail. E to follow, collect food above and jump left to get key. Jump right and smash wall, then get behind shield. B to join the others and kill snail. O put shield above head. E jump onto shield and get secret shield item above. 2

E run right and jump the waterfall to get the key on this ledge. Jump up into the wall to get a secret smart bomb. O up ladder and block monsters, while B follows to kill them with arrows (two hits). 1

The Vikings find themselves in another strange and far off land. New dangers await, with some wierd monsters to battle and locked doors to bypass. Erik is vital in this level to find secret items and keys which are otherwise inaccessable to the others.

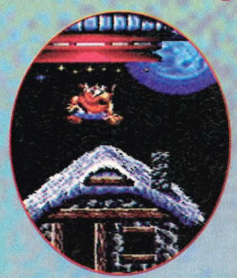
3 O to go down ladder and block snail. B follow and kill snail. E use key on lock to open door. O forward to block further monsters, with B following to kill them. Open second gate. B to shoot buttons to drop bridges.

Move O up the ladder and place him in front of fire breather here, collecting red key. E to jump above fire breather to access hidden passage. Swap flaming arrow with B. 3

B and O to reach lower draw bridge and cross to join E on ladder. O to the top and trap monster to the left. B to follow and kill. O put shield over head to allow E to reach key. 4

E and B to go up the ladder to the first ledge. O use key on lock and block monster when it's to the right. Now B can go down and kill the monster. O to go right and block rolling caveman. 2

O to go up this ladder, collecting food on the way up if needed. At the top, go right and float down between the fiery ledges to reach the blue key at the bottom. (Leave the steak until later). 1



Things start to hot up as you now find yourself deep underground. There's more evidence of secret passages, but don't be tempted by items that are out of reach. As a rule, whenever you come across a flaming arrow item, immediately give it to Baleog and make him select it. It lasts the whole level and kills enemies with one hit! Watch out for rolling cavemen – they can only be hit when they're standing.

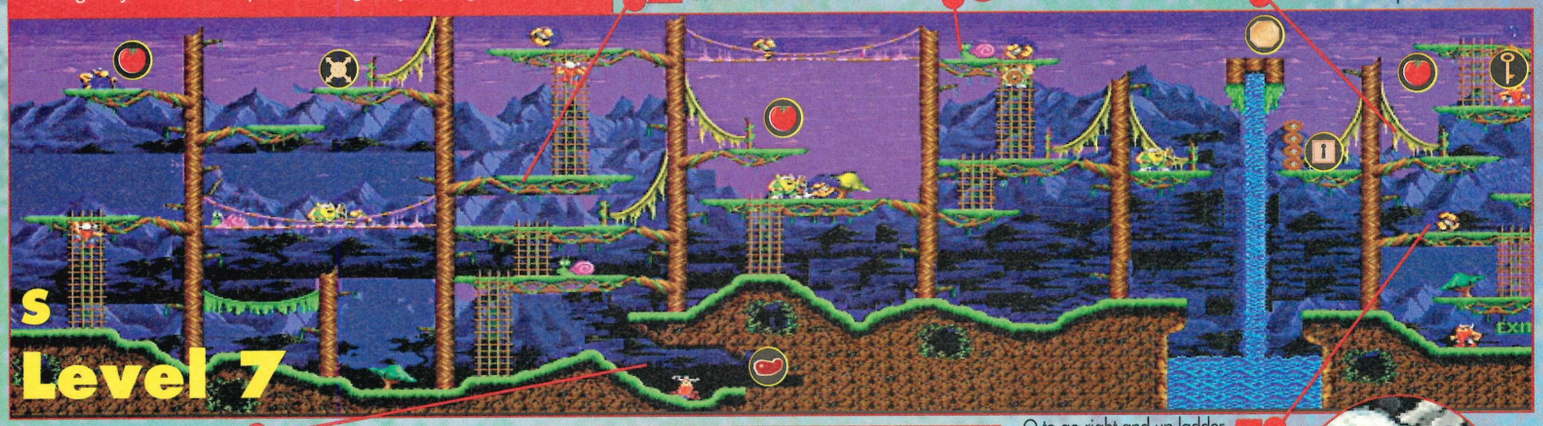
5 E give gold key to O. O open door and block caveman. B kill caveman. O to take shield item on left. O up ladder to block monsters at top with B to follow and kill. E to join and smash left wall to access secret steak. Continue to block and kill to reach exit.

Let's take to the trees guys! The Vikings must use ladders and span huge gaps to find the elusive exit here. There's also an old tree dweller to have a chat with in the top left area, although he's not the friendliest of geezers, but he does give you some help – there again you've got the maps!

B to kill caveman. O raise shield and E jump onto shield and up to this ledge.E to go up ladder, avoid caveman and jump left to smart bomb and old man in tree. **2**

E drop right back to O. Jump right from his shield, go up the ladder and smart bomb the caveman and snail. E to go right and jump over caveman and to top waterfall. Take shield item. **3**

E jump right to ledge and take blue key. Down ladder, take food and go to blue lock. Use key. O lower shield and move right. Down ladder when snail is to the right and block. B to join O and kill snail. **4**



E run right and smash wall to discover hidden steak, then move back to join the others. O up ladder and right to block snail, with B following to kill it. O to go right and block caveman. **1**

All Vikings down the ladder. O to face wall here. E smash into wall. B to kill caveman. **1** Take shield. O down ladder to block caveman. B down and kill.

Back underground for more fiendish puzzles. After reading the third info box, move Olaf right to block the lower caveman, get Baleog to kill him. Baleog can now shoot the button to drop the bridge and kill the last caveman.

O to go right and up ladder to block caveman. B to follow and kill. B and O to go right, up ladder and across bridge. O to block caveman here, B to kill. All Vikings exit at the bottom. **5**

After blocking and killing monster by lava pit, take O to block fire balls from this breather. E to smash into wall. B to shoot button to lower bridge. E down, push left into wall for food. **3**

...After taking the yellow key, use it to open the door to the blue key. Return Vikings to bubbles and float to the right ledge. Erik jump off shield to reach food above and go down ladders to smash wall, taking the smart bomb. Run back before you're trapped. Use bomb on caveman by exit.

O and B right to block and kill snail. E right and jump on ledge above wall, take food. Smash wall, jump right for shield item. O right and block fire breather. **1**

O right from smashed wall to block monster. B follows to kill. O up ladder to block snail on left. B to follow and kill, then shoot blocks on right. Blocks fall to bridge lava pit below. **2**

All Vikings to this wall. E to smash it. All drop down the ledges. O block against bottom wall. E smash wall and B kill caveman. Take food. **3**

B and O right to lava; blocking and killing monsters. All Vikings drop into bubbles and reach left ledge. O left, block wall. E smash wall, take key, down ladder, jump right...(Continued in red box above). **4**

B to this area and take red key, then kill caveman using sword. Move right and use key to drop bridge and kill second caveman. **2**

The Lads...

Erik the Swift is just that. He's the only one of the brothers who can run. His other attributes include the ability to jump and use his particularly hard head to smash into walls and reveal secret items, rooms and passages. He can also crash headlong into enemies and kill them.

Baleog the Fierce is never one to turn down a good fight. His role is to go about and fight enemies with his sword or unlimited stash of arrows. The arrows are also invaluable for tripping switches and buttons, usually to turn off deadly force fields. He also likes to hide behind Olaf's shield!

Introducing old fatty himself – Olaf the Stout. Olaf is the shield man and can withstand any attack from the enemy if his shield is facing it. With the shield above his head, he can also float long distances and provide a handy platform for Erik to reach higher platforms.

Level 10

4 B to shoot arrows from here and kill pink monster on right. O up ladder and block monster on right. B to kill. E to take yellow key, drop and take smart bomb, then use it on right monster. O and E to door. O put shield above head. E jump off shield and over to open door... (Continued in red box).

3 E to jump off O's shield and right to red key. Use key and block monster, then kill. Take food. All up ladder. O up next ladder to block monster. B to kill.O and B up ladder to block and kill snail and monster. All go left.

2 O to put shield over head and float to the bubbles. Ride bubbles to the top and drop to next one to reach the right ledge. All Vikings join O.

...Reading the number boxes, Erik should now have used the yellow key to open the door, avoiding the acid from the snail. Now it's just a case of blocking and killing the monsters across the top ledge to finally reach the exit. Be careful not to block at the bottom of a hill, as the dinosaurs can reach over the shield!

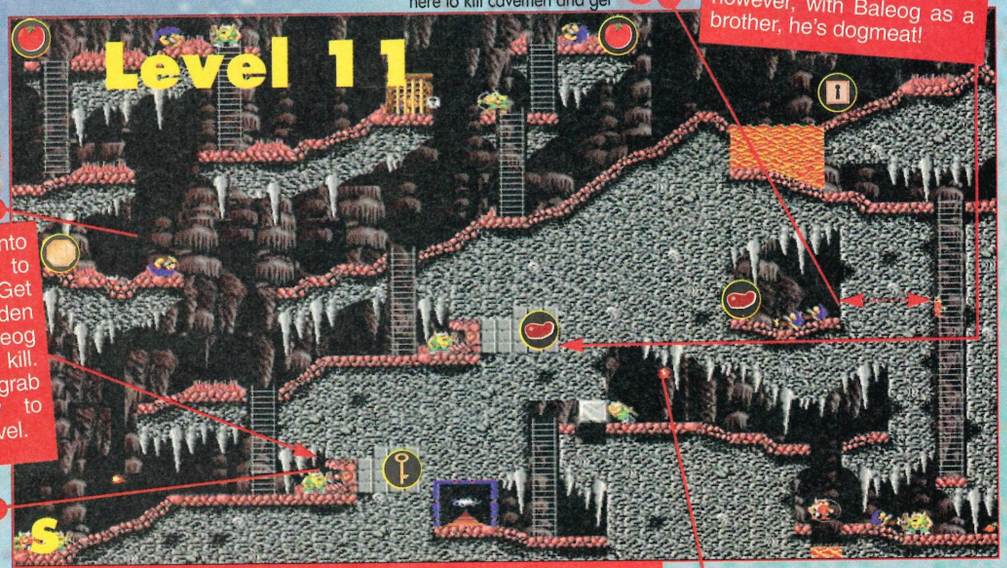
1 O up ladder and block monsters on right. B to kill. O up next ladder and block both pink monsters on right making sure they can't reach over shield. Kill and take shield and food items.

SMASH AND GRAB!!

Here again, Erik must use his head of steel to crash into another secret situation. There's a dinosaur guarding the juicy steak however, with Baleog as a brother, he's dogmeat!

After lava has drained, get all Vikings to the ladder below. B to push left into secret passage and use sword from left edge here to kill cavemen and get 3

Level 11



B and O go up top ladder and kill caveman, take food and then all Vikings drop from this ledge to the cage. E jump left over gap, up ladder and take food, avoiding caveman. Rejoin B and O, then drop right to move up to lava pit. Jump over pit and use red key to drain the lava. 2

A CRASH COURSE!

Erik will have to smash into this fire breather here to reveal a secret room. Get ready to block a hidden caveman before Baleog can move in for the kill. Now it's Erik's turn to grab that secret red key to advance through the level.

Move O right to here, and block fireballs. E to smash into wall here and B to kill hidden caveman. E take red key. O up ladder and right to block next breather. E smash wall. B to kill pink dinosaur and take steak. O up next ladder with shield overhead, to protect from fireballs. B to follow and go up next ladder. Shoot lock on cage to release woman. 1

With the two cavemen dead in the secret room, get all the Vikings to the bottom of the ladder. and use Olaf to block the caveman on the left. Baleog can now go down and kill him. All Vikings must use the bubble lift and drop to the left ledge. Get Olaf to put his shield over his head to protect him from falling lava and push the block into the gap. Our hero's can now reach the exit.

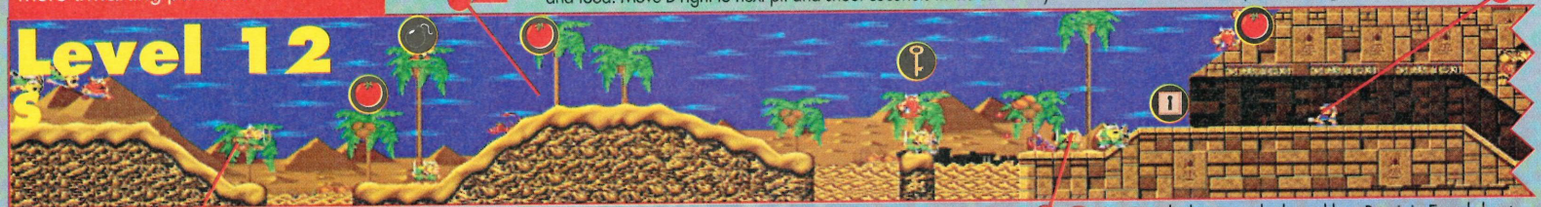
4 Move Olaf forward first, with the shield over his head. Fire balls fall from the sky, so be careful not to move ahead too quickly. Push the block into the gap.

Walk like an Egyptian! The guys are now challenging the Bournemouth sun tan of the XS crew as they find themselves in sunny Egypt. This level is really an introduction to yet more thwarting puzzles.

2 B to go right across bridge and attack scorpion with sword. Push forward as you fight to ensure he doesn't take any hits. E to climb trees and take bomb and food. Move B right to next pit and shoot coconuts in the same way.

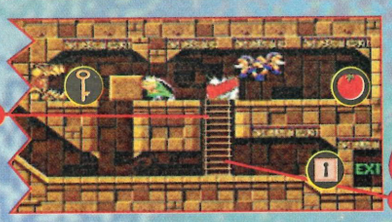
E right and up to get food. O to face wall. E to open door with red key, then get behind shield. B forward to kill pharaoh. E give bomb to O. 4

Level 12



1 Move B forward to climb this tree and shoot arrows to the right. Arrows will hit coconuts, which drop to fill the mud pit below and create a bridge.

3 Get E to climb tree and take red key. B to join E and shoot right to hit coconuts. Move O forward and block scorpion. B to follow and shoot. (E can jump forward to draw scorpion if it's not in view).

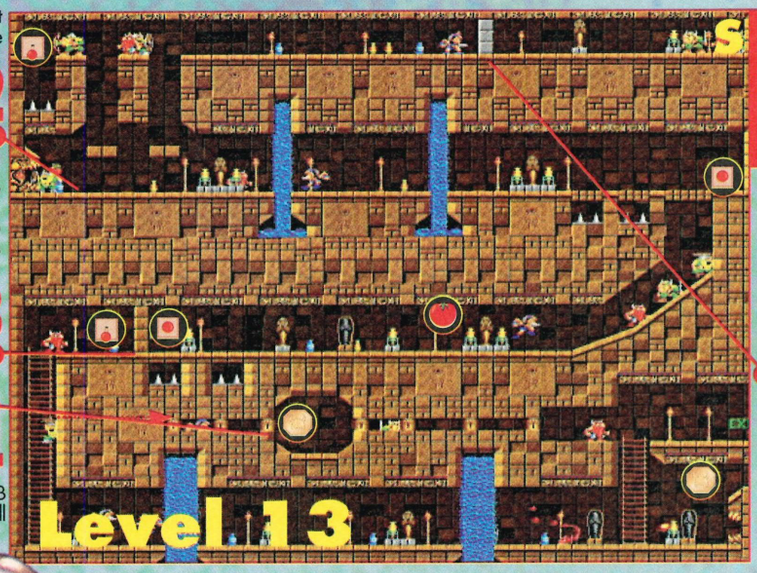


O to plant bomb here when pharaohs are at a distance, then down ladder. If bomb misses pharaohs, block them to the left and kill with B. O to stand at bottom of shaft with shield above head. E up ladder and jump from shield across to yellow key 5

6 E must dodge the fireballs from the breather and descend the ladder to the lock here. Use the key and all Vikings can now exit the level.

Level 13

This is a tough level unless you're in the know! Luckily we are, and you can complete it quickly by slipping through a secret passage that leads straight to the exit! Loads of buttons and switches need to be activated to progress, but make sure you're looking down or you'll become unstuck.

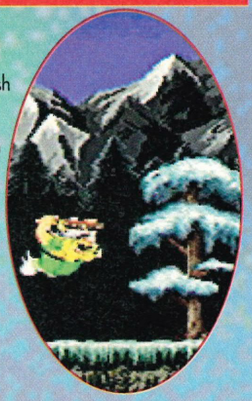


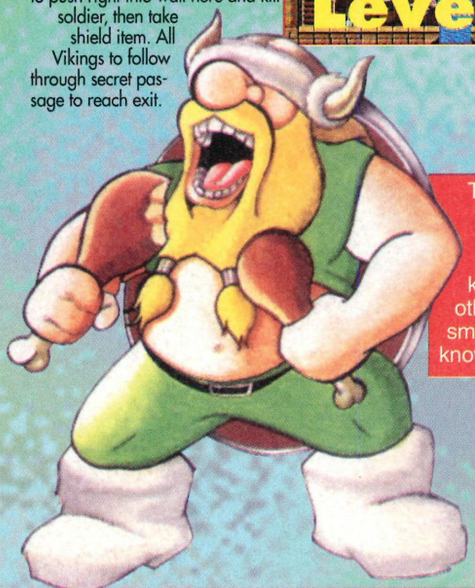
2 O put shield above head and float down to the left and block fire breather here. B to join O and move right to attack two soldiers. All Vikings to the right and stand by button.

3 Any Viking press button. O drop into shaft with shield above head. Others follow and land on shield. O to move left and block soldier. B to follow and kill. B and E left to pit. B to shoot button and E to quickly go through before the wall reappears.

4 E trip switch on other side of wall to create bridge across spikes, and press button to lift wall, so the others can join him. B to push right into wall here and kill soldier, then take shield item. All Vikings to follow through secret passage to reach exit.

1 Move O up to the wall here and smash it with E. Move B to others and kill Pharaoh. Move E and O left to safe column as shown. B to join them and shoot left to flick switch. The floor will drop away either side





There are some subtle clues to be found here, so be sure to take note of the inscriptions on stone blocks. Once Erik has the red key he can open the exit for the others. There's no real need to smash the bottom wall because we know the switch configuration!

Level 14

1 O to drop left and flick switch. E jump right and press button, then right again to switch and flip. Talk to man below and jump on rising platform, then ride it to the top, jumping left to upper floor. Avoiding the falling blocks, run left and smash into wall.

2 E to go up ladder and smash into left wall to reveal red key. Ignore right wall as it conceals a huge boulder which kills instantly. Back down ladder.

4 From the ladder, climb up into this secret passage to access the top area where you can find a steak and smart bomb. Return and kill the soldier with the smart bomb and go back to the start area. E to carry on down to man he spoke to earlier and to red keyhole.

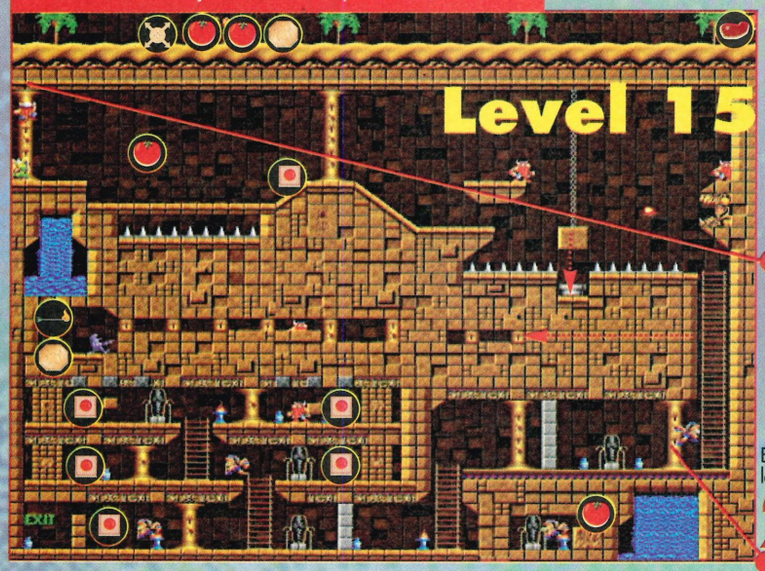
After box two (below) get Baleog to kill the soldier and Erik to smash the wall. Smash the second wall at the bottom and kill the soldiers. With shield above head, Olaf presses each of the buttons to match the symbols on the stone where the soldier is trapped on the right. The top left symbol is a beetle, top right an ankh, bottom left, scales and bottom right, an eye. Press the button by the exit to drop the wall.

6 Get O to this point and drop off with shield over head just as the acid drips. As he falls, flick the shield up and down to beat the acid. Now goright. B to kill soldier. All exit.

3 Walk E left off the ledge, pushing right to slow fall. Smash into right wall to reveal passage to start area. Now run left and jump over soldier to grab ladder.

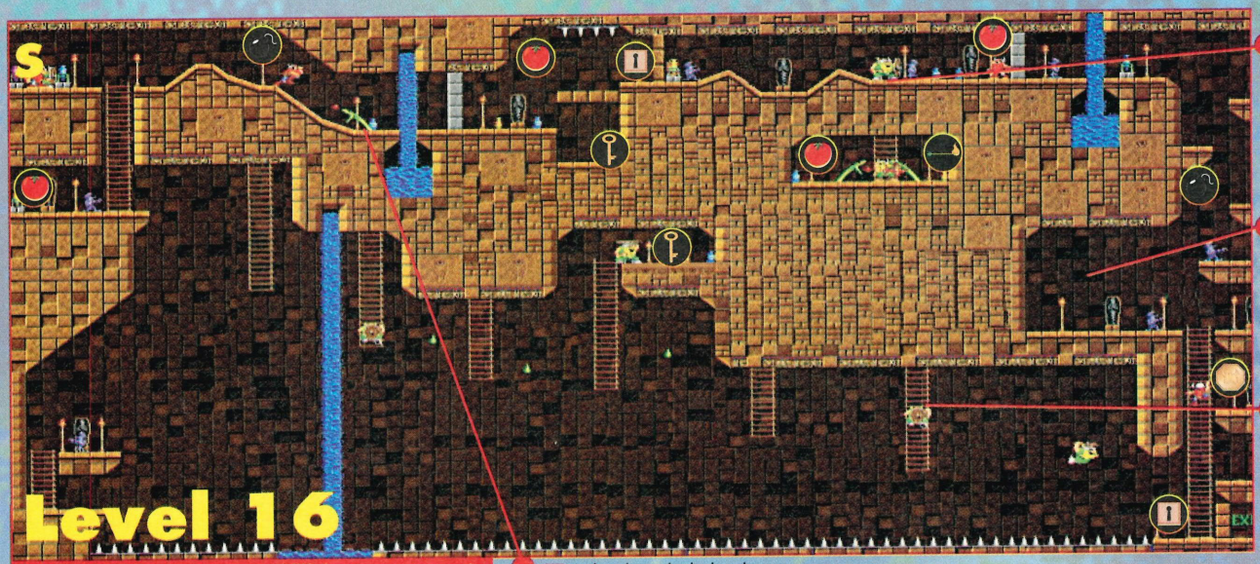
5 Smash the wall to find out the switch positions which are left and right, "up" and centre, "down". Press button and exit.

Level 15



1 E to climb up this pillar to access secret level and items. Return and jump over spike pit. Press button. Jump onto chained block from highest point and avoid fireballs. As block descends, jump right onto top of breather. O right and block fireballs. B follow and shoot chain.

2 E to go down the ladder and jump left into secret passage. Go left and jump over mummy to get shield and arrow, then jump back. B down ladder.



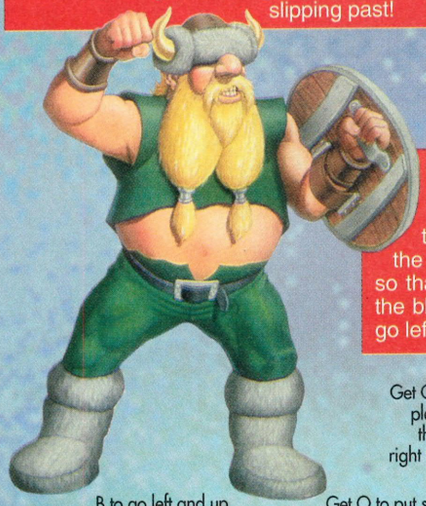
You'll need to use some skillful manoeuvres to exit this level. There's a new peril in the form of ancient mummies, which can only be killed with the sword or flaming arrow. When you're close to them, they'll home in, so move away just enough for them to carry on walking about before slipping past!

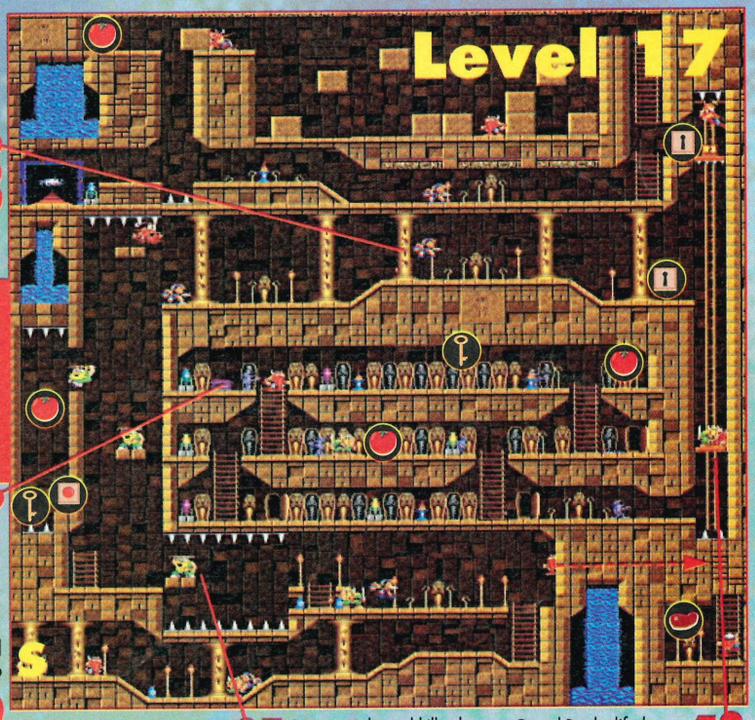
1 Erik right and take bomb. Wait for snake to retrack and drop bomb on it. Go right and smash wall and take red key. O to follow and block by lock. Use red key and O will block mummy.

2 B down ladder and kill mummy, then right to join others. Kill mummy with sword as arrows don't work. E to push down here to find secret ladder. Avoid snakes and take arrow and food.

3 O and B to go right, blocking and killing mummies. Use the flaming arrow. E to go right and smash wall. E and B to go down ledges and ladder to reach exit area, killing the mummies on the way.

4 Send O back to start area and down the ladder. Float from the ledge to the right ladder. Go across to get the blue key, then carry on floating to the exit, pushing off from the top of each ladder just after the acid has dripped.





3 O to take platform up again and drop off to the top right level, blocking the soldier. All Vikings follow and B to kill soldier. Block and kill second soldier and use key in lock.

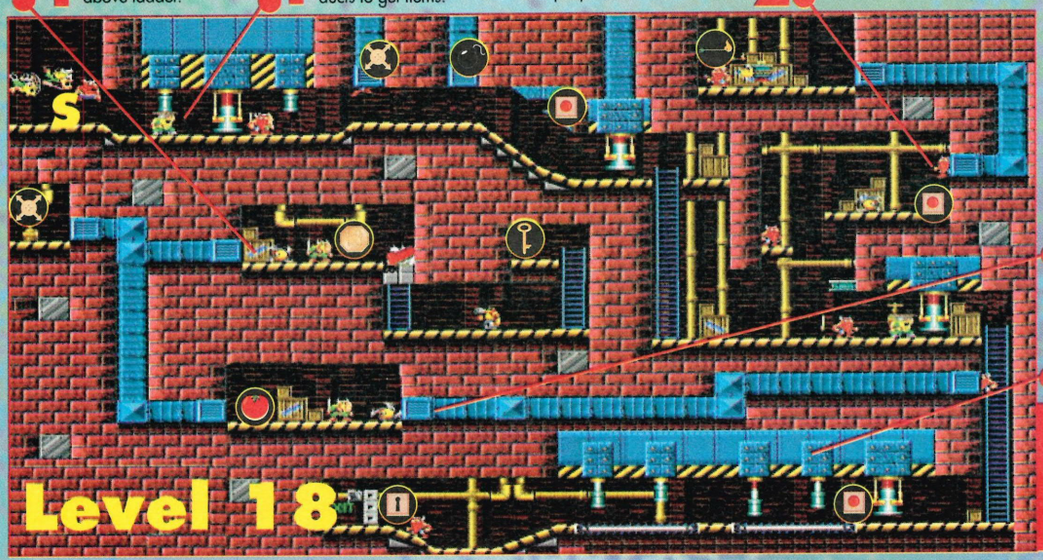
After taking the lift to the top area and used the blue key, get Erik to climb up the ladder and drop left into the pit. Get him to the left and avoid the falling blocks. The blocks will build up so that Erik can jump up to the left. Push the block into the shaft. B and O can now go left, kill the soldier and exit.

2 Get O to put shield over head and take the rising platform. On reaching the gap to the left, float though, take food and key, then quickly press right to land on ledge. Press the button to drop the wall.

4 B to go left and up duct to reach this room. Kill spinny and take shield item. E to follow and drop bomb on blocks above ladder.

1 Get O to put shield over head. He can now block the smaller pounders and help E to get past all three and jump into the two air ducts to get items.

2 Get B to shoot button on right. All Vikings right and down ladder. E to jump from shield to moving platform. Smart bomb spinny thing and jump into the air duct here.



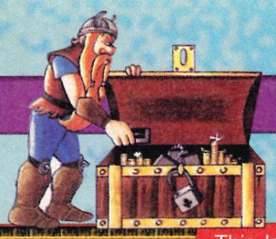
1 B to go right and kill soldier. E forward and up ladder. Jump right into secret passage, go through and down to take steak. All Vikings to revolving platform here and across to the right.

4 O and B take lift down and kill all mummies in the left area. E to follow to take food and key. All Vikings take lift to the top and use key in lock.

3 E to go through duct and up; avoiding alien and grab flaming arrow. B down ladder and push left into duct. Go left and kill spinny from edge of duct.

5 Go left to get smart bomb and use it on robot. Up to take key. All Vikings to this area.

When the threesome are at the bottom area, get Baleog to shoot the left button to stop the piston. All Vikings must then avoid the other pistons and ride the conveyor belts to the left lock. Use the key and discover the exit!



Level 19

This level is fiendishly clever! A new medium is introduced here in the shape of cranes which operate magnets. With his shield overhead, the magnet can carry Olaf to inaccessible areas. Flip the shield down to drop from the magnet and up again if you need to return.

Move E and O to this crane. O put shield above head. E magnetise him and put him right to drop and quickly press button, then lift him again and drop him to the left. **2**

E into crane and lift this block, move it left and drop it on the pressure pad. Exit crane and go right to first pole. Climb pole to secret room and smart bomb. **1**

5 O to put shield above head by crane. E carry him across to left. Drop from crane and float over spikes to exit. O right and press button to turn off force field.

4 E to jump across to this duct and smart bomb the robot on the left. Take steak and continue up springs to top. Smart bomb spinny and alien. All Vikings to the top area. E left to crane.

3 All Vikings to this area. Put B on seesaw and E to jump on other end. Jump up springs to this duct and take smart bomb.

Level 20

The object of this level is to locate four objects and place them in their relative position at the start area. Olaf can protect himself from the flying robots bombs if the shield is above his head.

O up lift to the top here, with shield overhead. Left to platform and over spikes. Float over next set of spikes and press button. Left and use tools to fix machine. **4**

B to this area and take platform to shoot flying robot on the left and red furnace pipes on the right. Drop to conveyor belt and kill spinny, then right to get potion. E to follow and climb pipe to get smart bomb. E left and climb pipe to get bomb and food. O take small block from machine. All Vikings to take lift down to start area and place objects in the machines. Right to exit. **5**

E go left and slip past the blades in this room. Take battery and go back to lift. O and B join E and go back to start area. B give tools to O. **3**

B take lift down to this duct and stay inside. O right and float down shaft, take lift up and walk off in to the duct. O right and block robot. B right and up, kill spinny and take arrow. Go back and kill robot. **1**

B back to room which had arrow. Right through duct to this area. Shoot arrow and kill robot. Left and take food, then up and find tools. Take tools and rejoin O. E take lift down. **2**

On placing the block in its machine, you'll be given a set of batteries. Place them in this machine to open the gate to the exit. **6**

Level 22

From secret room, get E to jump right onto spring and smart bomb spinny on left. Take the bombs. Go back down and smash left wall to find secret food and bomb. B to take them. All Vikings to seesaw. **2**

E right and up ladder to this area. Right past piston and take bomb. Jump left and drop bomb over machine to blow it. Jump onto spring to right platform and go right into secret room. **1**

Plenty of teamwork is needed here to reach dizzy heights from a seesaw. Erik can jump on the higher end to launch a brother into the air, but you must quickly select the other Viking if he needs to go in any direction. Don't forget to put Olaf under the pistons with his shield up to keep the others free from their squashing action.

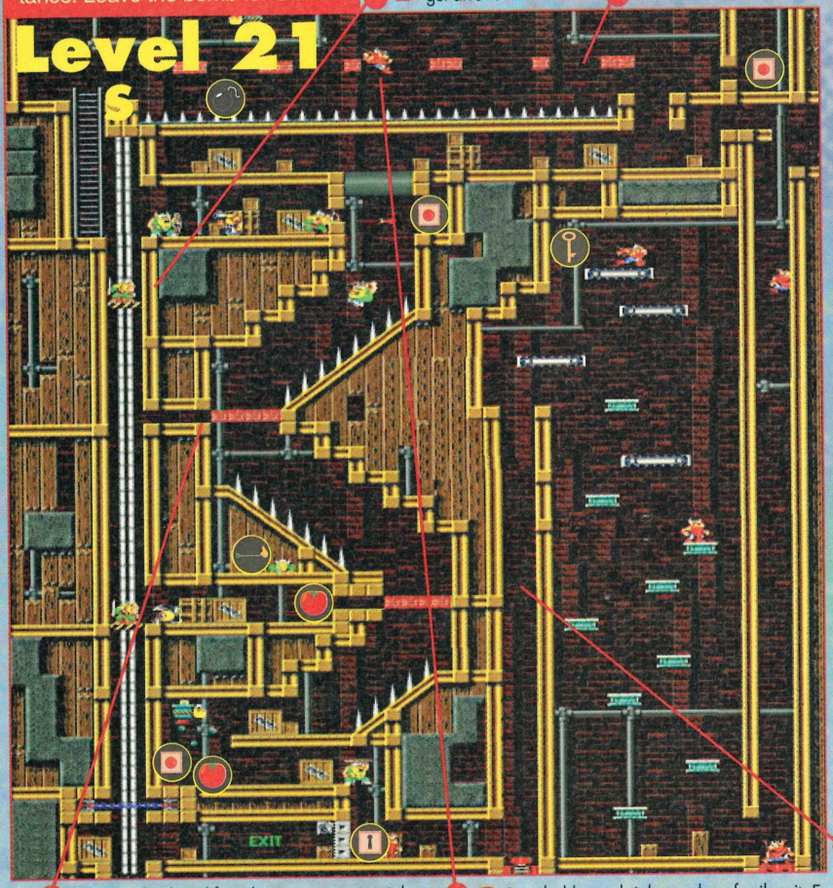
E right to get bomb. All Vikings up lift to top. E right and smash wall for secret food. All go left and E drop bomb on blocks here. Drop to cannon and use bomb. B shoot switches from left floating platform. All exit. **5**

B back to seesaw. E get onto platform and reach top right ledge. Jump over machine and drop bomb. All Vikings to seesaw. O block robot on right. E bomb robot. **4**

3 O to walk on seesaw. E jump on high end. O get on floating platform and face left. Get B onto the platform in the same way, facing right and shoot the buttons.

This level introduces yet another little trick the Vikings can perform to advance. By shooting an arrow in the direction of another Viking, it's possible to select the direction the arrow will travel, keeping it on screen, so it'll travel a further distance. Leave the bomb for Olaf.

Level 21



1 Get O down the ladder and block the robot. B down lift here to the next floor and kill spinny on right. Take food, shoot bricks through gap and climb pipe to get arrow.

2 B get back on lift and go up to gap on right and shoot all bricks. Back up to the top and shoot robot, then go right and shoot button.

3 B up ladder and right to edge of spike pit. E to jump across brick bridges to far right button. B shoot arrow, quickly press the L button to switch to E. Screen follows arrow to target.

4 E left and drop, then go right and drop to land on spring at the bottom of the shaft. Push left to go through gap. Go up platforms and conveyor belts to red key. Go left and drop into second shaft.

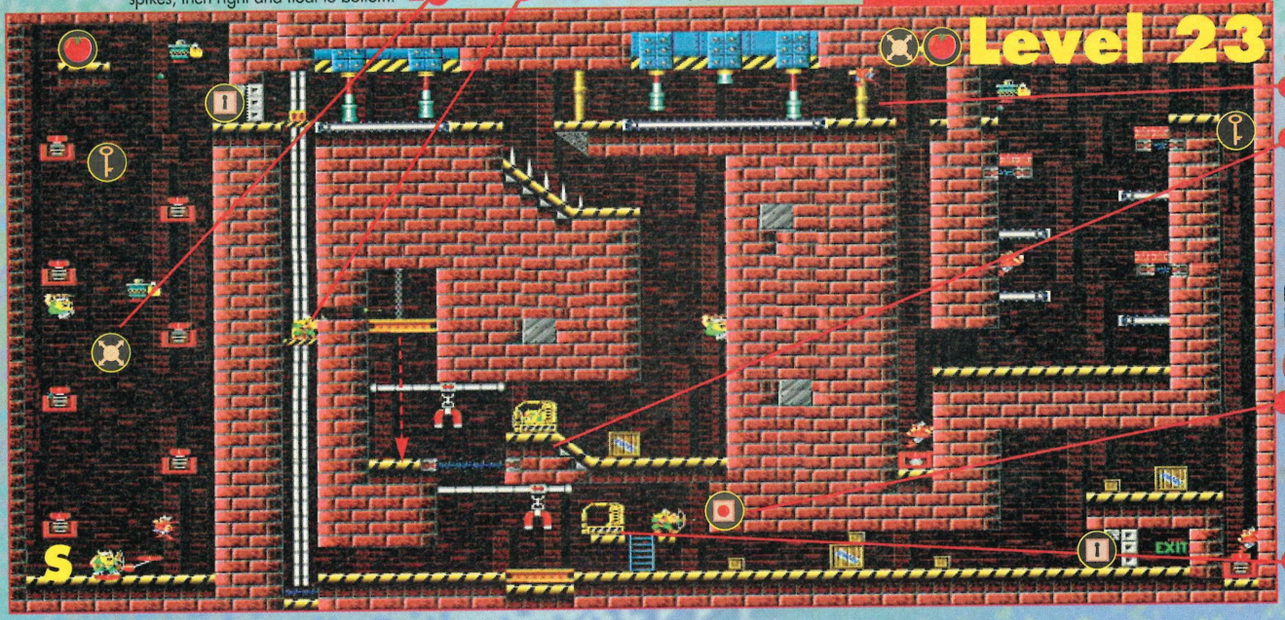
5 E go left to red lock and exit. O raise shield and go up ladder. Go right and drop, gliding down past spikes. Use bomb to kill flying robot. Take food and press button, then exit. B take lift to bottom of shaft and exit.

Key

The tomato indicates food items. On collecting and using them, you'll be awarded one health point.	Amazingly the keyhole is where you place a key to activate it. You can only use the same colour key as the lock.
The steak gives you two health points. Food can only be used if points have been lost by a Viking.	Keys of any one colour can only be used in the locks of the same colour. Simply use it near the lock you wish to open.
The shield item basically gives you a credit health point which can be stored even if your health is to the max.	Gravity boots can be donned to enable a Viking to walk in a gravitational field.
Bombs can be dropped at any point and blow things up! Keep your Viking away from the blast or he'll be hit.	Buttons can be pressed by any Viking, or shot with an arrow from Baleog. They usually activate something
This is the smart bomb. It can be used to take out any enemies that are on screen at the time of its detonation.	Switches act in exactly the same way as the buttons. Flip a switch to open doors and activate.
The flaming arrow can only be used by Baleog. It will take out an enemy with one hit.	The target symbol acts like a button, but is activated by a shot from Baleog.

There's two cranes on this level which have to be used by Olaf and Erik to move a steel girder around. E rik will have to jump into long shafts, but there's a spring at the bottom to break his fall. Stay to the centre and ensure you hit it.

Level 23



1 O walk onto seesaw. E jump onto high end. O bounce up springs to smart bomb and use it on flying robot. Bounce up to red key, then right to lock. Use key and raise shield to go past pistons. Drop right and float past spikes, then right and float to bottom.

2 Get B to bounce up the springs and right to lift. Take lift down to this point and shoot arrow through gap to break chain and drop girder. Up lift.

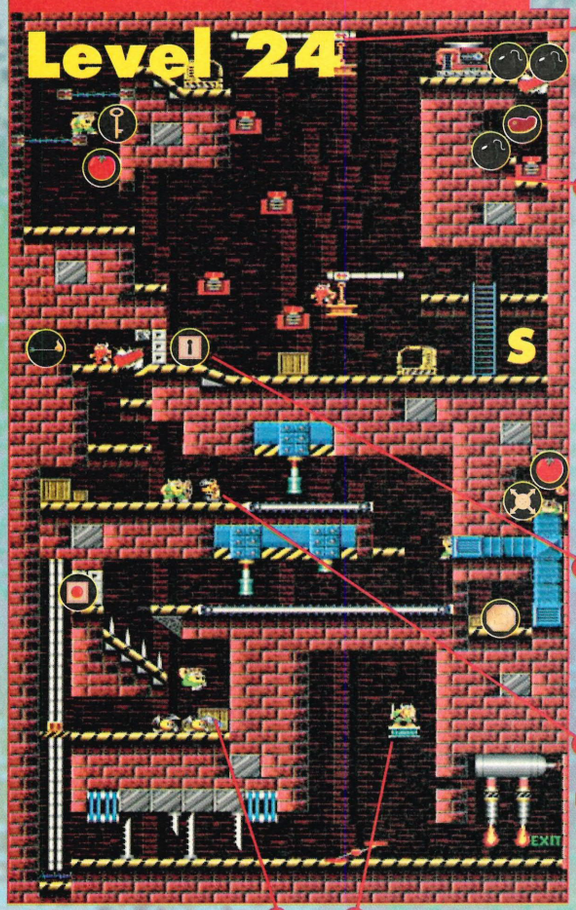
3 Get E to bounce up springs and reach B. E right past pistons, jump over gap, right past pistons and climb up pipe here. Right to ledge and use smart bomb to kill flying robot. Drop through gap into shaft and bounce right from spring to ledge. Jump up platforms to right ledge.

4 E to jump right into shaft and take blue key. Bounce left from spring to ledge. Left and down to lock. Use key. Now go left and enter crane here.

5 O to enter the crane here. Move magnet left and pick up girder. Drop girder through force field. E pick up girder and drop it into pit.

6 B go down lift to bottom. Go right to join E. From ladder, fire arrow right to hit button and switch off force field. O exit crane and drop left. All right and exit.

You need to use the cranes again to move girders, enabling our lost friends to access out of reach ledges. Be careful when going past the pistons as you're on a moving conveyor belt. Any rash movement will probably leave you for dead.



1 E up ladder and jump left to girder. Jump left to spring and bounce up to crane. Smash wall on left. Move girder to right. Jump onto girder and right to ledge. Take bombs and use one against right wall.

2 E drop through hole and take steak and bomb. Bounce up off spring and make his way back to the others. Right to crane. O up ladder and left.

3 Get E to go left and up the lift to the top. Jump up into the duct and move left to take a torch. Go back to the start area and light the furnace on the right. Now go left, up ladder and across to crane here.

4 E to pick up block with magnet and drop it into the machine. Take the tools and rejoin the other Vikings. All take lift to the top.

5 E to move girder right. O drop left to girder. E move girder left and O drop left to spring, then bounce up to top crane. Raise shield and float between electric beams, taking red key. Drop to red lock and use key.

6 E to go left and join O, then smash left wall. Take arrow and use bomb on floor above ledge. Right and give arrow to B. O drop down ledges and block robot here. B follow and kill it.

5 O raise shield and go right. Float into duct on right and take smart bomb and food. Down duct and take shield. Return and go left past pistons, then glide over spikes and smart bomb the two spinnys.

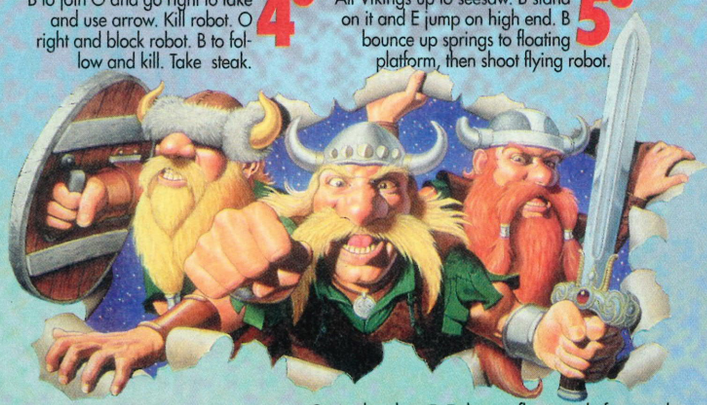
6 O left to lift and up. Press button. E and B to join O. All down lift. B shoot end of blades to knock them out, this may take several hits. B right and stand on seesaw. E jump on high end. B onto platform and shoot through gap at red valves.

From the seesaw and after Baleog has killed the flying robot at the top right, make him turn left and shoot chain through gap. He can now bounce over to smart bomb. Left to smart spinney and take blue key. All Vikings go to bottom furnace. Baleog shoot furnace and all exit.

3 Use the tools on the machine at the top of the lift shaft. B to drop through gap and move right to kill spinney with sword. Right and kill second spinney. O drop through gap and down duct, then block robot on right.

4 B to join O and go right to take and use arrow. Kill robot. O right and block robot. B to follow and kill. Take steak.

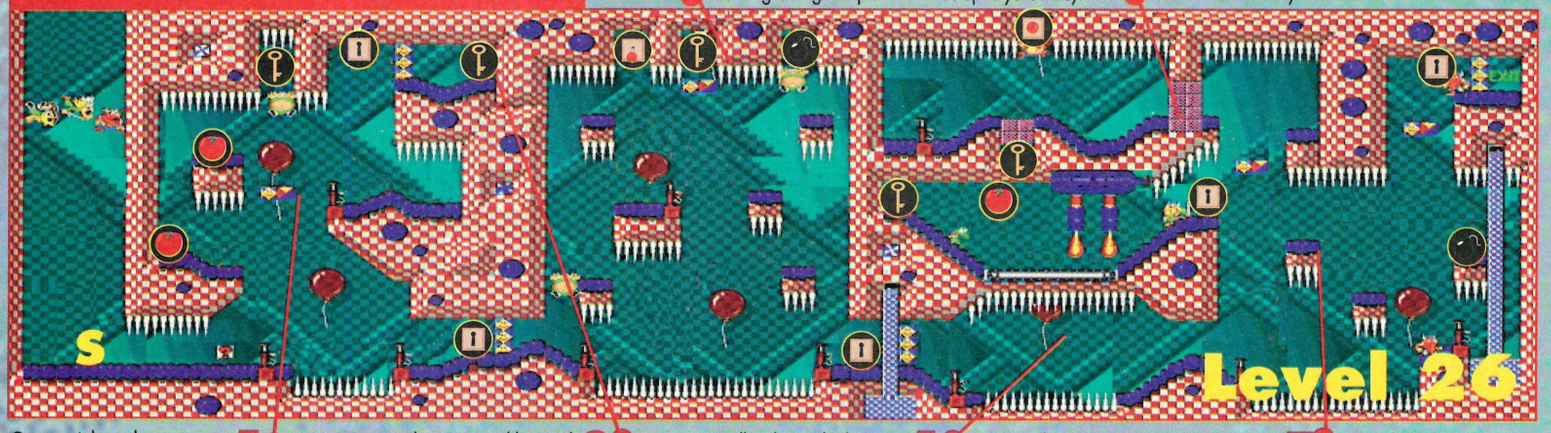
5 All Vikings up to seesaw. B stand on it and E jump on high end. B bounce up springs to floating platform, then shoot flying robot.



This level introduces a new mode of transport for the three musketeers. Move up to a pump and inflate a Viking to enable him to float about for a limited time, but beware of spikes everywhere, or he'll pop his cork instantly!

3 O to glide left and down to blue lock at bottom. Use key and use pump to reach next pump. Float up to top switch and flip it, then quickly deflate and glide right to platform. Ride up to yellow key.

6 O give bomb to E. E drop to floating platform and drop bomb by left wall here. Left to pump and float up to press button. Take blue key. All Vikings to reach bottom right pump. Float up to platform. E use blue key. All exit.



1 O to go right and use pump to float up to the first ledge on the right and block monster. B to follow and kill. O raise shield, use pump as platform comes down.

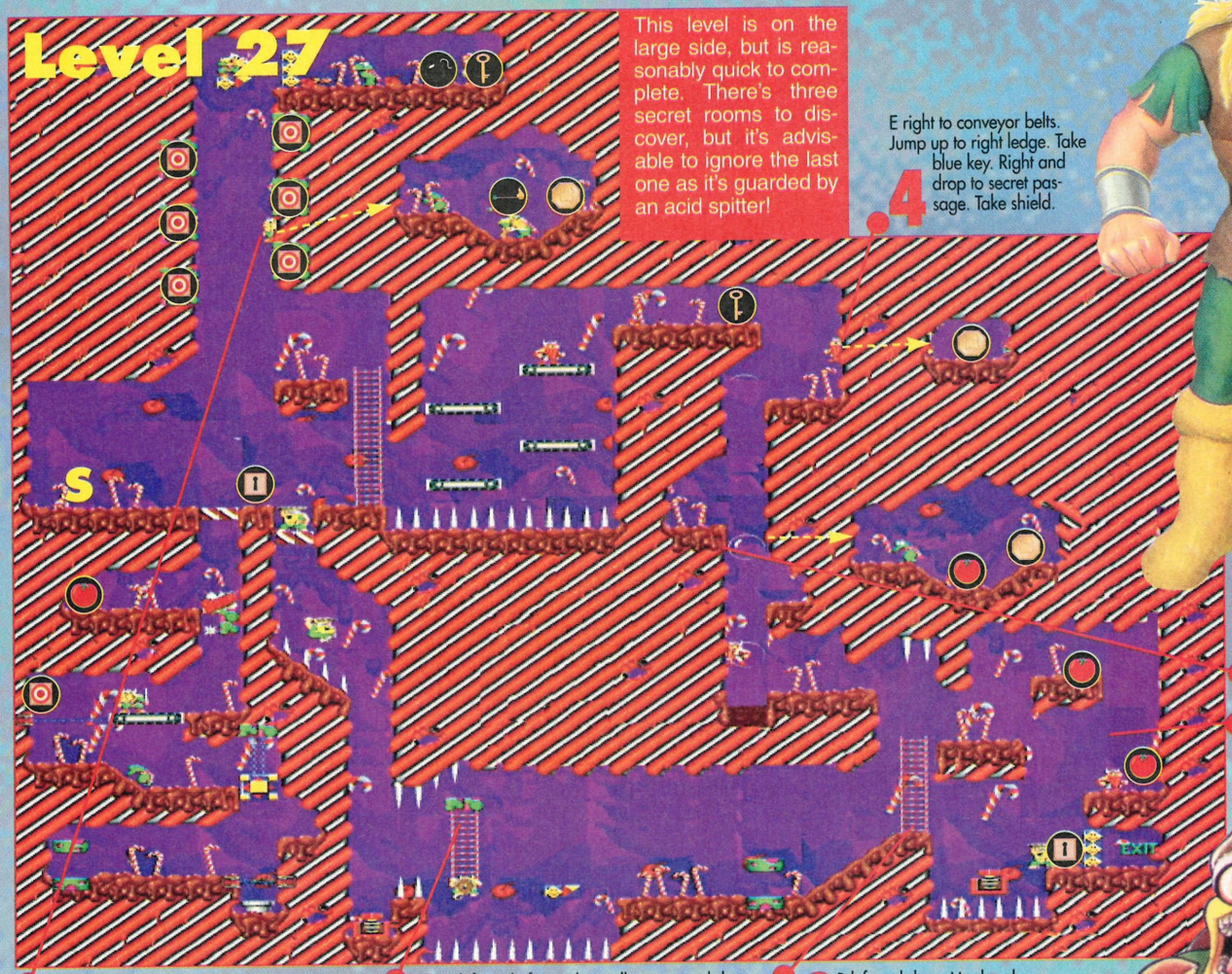
2 Float up to red key and deflate just before he hits spikes. Float back to pump. Float up to lock and use key, then push right to take blue key.

4 From yellow key, ride down to pump and float over to the right to take bomb. Glide to yellow lock at the bottom. Use pump and deflate half way through this section to glide to the right, missing the spikes.

5 E and B to use pumps and ledges and join O. B to go right, use pump and float up to lock. Shoot left at red valves of torches. Go left and kill monster, then take red key. Use key on lock. O and E join B.

Level 27

This level is on the large side, but is reasonably quick to complete. There's three secret rooms to discover, but it's advisable to ignore the last one as it's guarded by an acid spitter!



1 O raise shield and drop into pit on right. B right, up ladder, left and drop to platform. Up and drop between first and second targets on right for secret passage. Kill monsters and take flaming arrow.

2 B left to platform, shoot all targets and drop right to ledge at top. Kill monster, take bomb and red key. Back to start and use key on lock. O glide over spikes, pushing right to reach ladder here, then right again to platform and ledge. Go to ladder, right to lock.

3 B left and drop. Use bomb, drop and shoot target. Drop, kill monster, shoot chain, drop steering right. Drop steering left. Use teleporter. Right to ladder, right to spring, right to O.

4 E right to conveyor belts. Jump up to right ledge. Take blue key. Right and drop to secret passage. Take shield.

5 E make his way to this area. Use bubbles to reach lower right ledge. Ignore the secret room. Jump right to ledge by the ladder.

6 E jump right from ledge to ledge above exit. Drop right and use the blue key on the lock. All Vikings right to the exit.

Phew! It's starting to get tough out there. This candy world level has a selection of switches which operate the position of individual platforms. The movement of these platforms can get Vikings across huge spans of spiky hell, but flip the wrong one and they'll be skewered like a Kebab!

Level 28

1 E jump onto spring and bounce up to switches. B and O drop left and go right. E flip middle switch. B and O right to end of ledge. E flip left switch. B and O right to end of ledge. E flip middle switch.

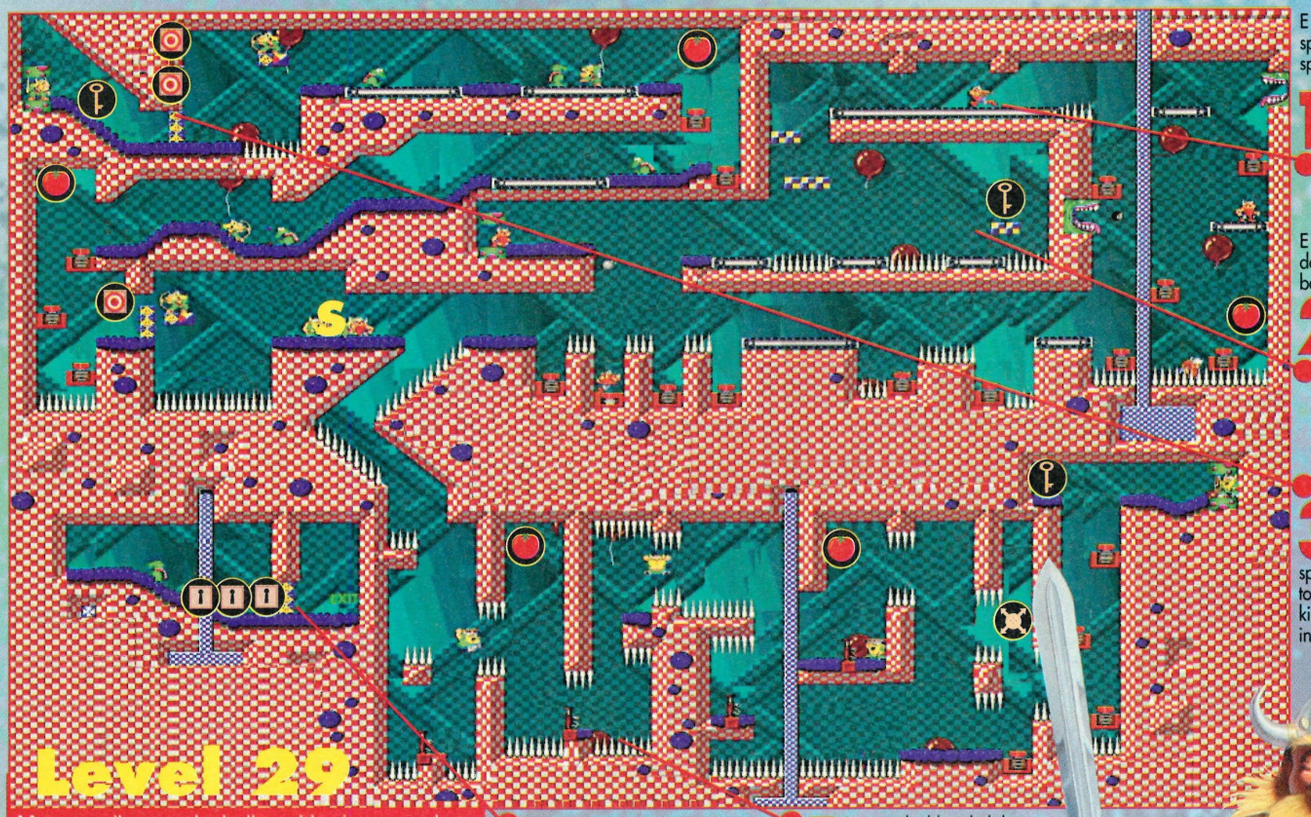
2 O to glide right, take food and bombs. Block monster. B to follow and kill. E drop right on to platform, ride down and jump right and take blue key. Jump right to switches. Flip left and right switches. B and O right to edge of platform. E flip middle switch, right and jump to spring. Bounce right to ledge.

3 O and B right and drop. O use bomb on green blocks. Raise shield and drop, pressing button. Glide right over spikes. B go right to switches.

4 B flip middle and right switches. E right to end of ledge. B flip right switch. E right to end of ledge. B flip left switch. E right to lift and down one floor.

5 B right to lift and down one floor. O right and glide to lift. Up lift two floors. Right and glide through electric beams. Take red key. Press button.

6 E down lift and give blue key to O. O left and drop into bubble. Float up and use blue and red keys on locks. All Vikings to O and exit.



E jump right over spikes to spring. Jump right across other springs to waterfall. Bounce up to highest conveyor belt, avoiding the eight balls. Jump left over spikes to the long belt here. **1**

E jump left to platforms and down to conveyor belts at the bottom. Jump over spikes to red key. Jump left across belts and over large gap to teleporter here. **2**

3 B drop left to moving platform. Shoot target through gap. Left and bounce up springs to food, then steer right to ledge. Move right and up; killing monsters. Go left to moving platform and shoot targets.

More spiky and balloon-blowing mayhem ensue. The exit is shielded by a wall which can only be dropped after each of the Vikings find a key to unlock the three locks. The teleporters all materialise the Vikings by the exit, but there's no way back. Only teleport after you've found the keys.

4 B left to take blue key and use teleporter. Go right and kill monster, then use blue key on lock. Now get E to use his teleporter and use red key on lock.

5 O raise shield and glide right over spikes. Down to this pump and use it. Float up and right, deflating just before hitting spikes. Use pumps and springs to go right and take key. Teleport and use key. All exit.

B left and drop to conveyor belt. Shoot target and drop left to blue key. O to follow and go right to block phantom. B kill. E join others. B give key to E. E use teleporter **1** and go right past yellow lock.

E run right from yellow lock, jump right and pull left to loop **2** onto ledge above here. Up and right to drop to ladder. Down ladder and use teleporter. Right and up ladder to red key.

After Baleog's shot the target by the eight ball monster, get Olaf down the ladder blocking the small monster. Baleog must follow and kill it. Move Erik left into the long shaft, drop to the spring and jump up the platforms to the teleporter. Get Olaf down the ladder and right to wall. Give blue key to him. Now he can open the gate to the exit.

3 E back from red key to use teleporter. Jump onto ladder and go to top, then push left to drop to next ladder. Use the moving platfroms to reach the top left ledge. Left to teleporter and use. Right to locks. Use blue and red keys.

4 E to take yellow key. Steer left to bounce off spring. Drop to lock. O use teleporter, right to lock and raise shield. B use teleporter, right to spring, bounce to land on shield. O carry B right to ledge. B onto ledge. E give yellow key to O.

O left to lock and use key. Glide past spikes, past hand pounder and bounce off this spring to ladder. Up next ladder and face right with **5** shield down. B right, drop to spring, on to ledge. Shoot blocks and target.

Level 31

Pump it up! Amongst other things, you'll need to float all over the place, avoiding spikes, chocolate lakes and phantom Baleogs! His alter ego attacks with arrows in the same way, so make sure they're blocked by Olaf before the real Baleog can move in and take out the imposter.

7 O go right and block phantom. B follow and kill it. E right to red lock and use key. All Vikings down, use pump and left to exit.

6 B shoot left at target. All Vikings use pump to spring. Deflate and bounce left to moving platform. Drop to other platform and left to ledge. O block phantom in pit, B to follow and kill. E drop and use pump to float left through spikes. Take red key. Deflate. Others, join him.

3 O go right and glide over spikes to red key, steer left to ledge. Make your way up to red lock here and use key. E to join O here.

2 All Vikings left to this pump. Float up to next pump. B use pump. Float up and right to ledge. Right and shoot target. O float up to food and shield, deflate and glide right. Drop down to pump. Drop again.

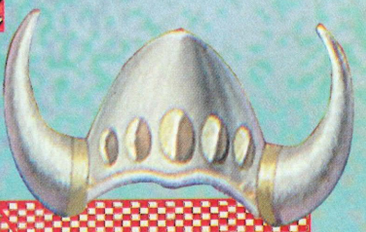
5 E to use pumps and float up to yellow lock, use key. Go left and drop to pump, use and float up to spring. Bounce to ledge. O join E and lower shield. B to follow.

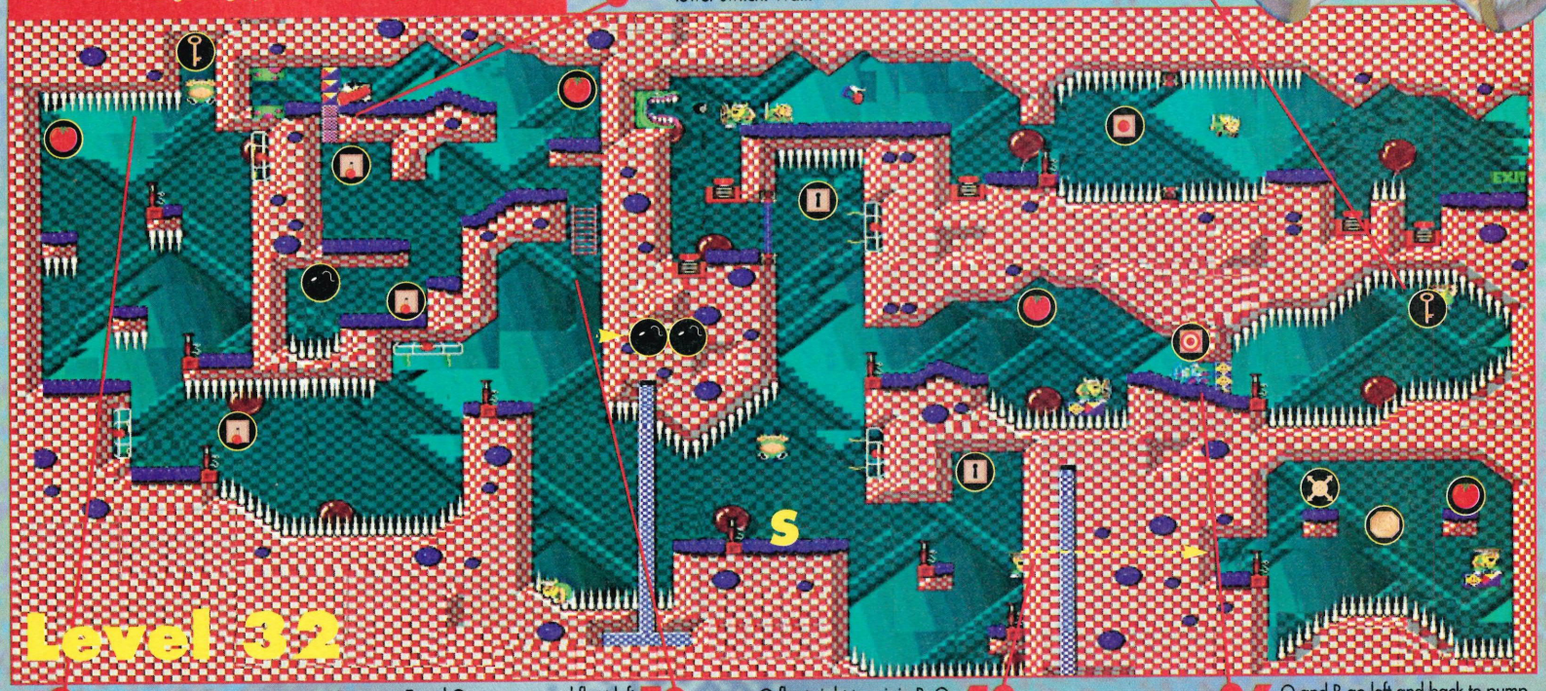
4 E use pump to float up to B. Jump up, take blue key and bomb. Use key on lock. Jump right and use pump to reach the clock here. Push block left off ledge and drop down to take yellow key.

1 O raise shield and all Vikings go left over bubbles to this spring. Bounce off wall above and press button. O lower shield and block phantom. B follow and kill. O raise shield.

Level 32

Once Olaf has reached the top area and is blocking the barrage of eight balls, get Baleog to follow and smart bomb the strange arm alien on the right. Baleog can now go right to press the button, deflating halfway across to avoid getting spiked. All Vikings can now exit.





2 E to go left from ladder, down, flip switch, take bomb and go up to food. Jump left to wall and drop bomb against it. Left and drop. Jump up and flip switch. Right and drop to lower switch. Wait.

5 B and O use pump and float up and right to next pump. O drop to moving platform and block phantom. B follow, shoot target and kill phantom. O right, raise shield and use pump. Take blue key; deflating before hitting spikes.

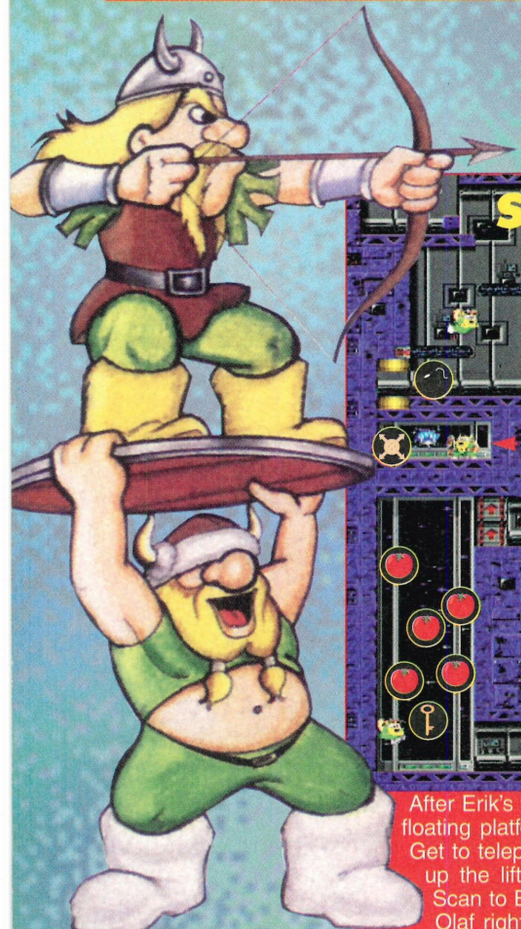
3 O raise shield. Use pump and float left. Fan blows him down. Float left to pump. Use pumps to float up to red key, then glide down to lowest fan. E flip switch. O use pump and flip switch.

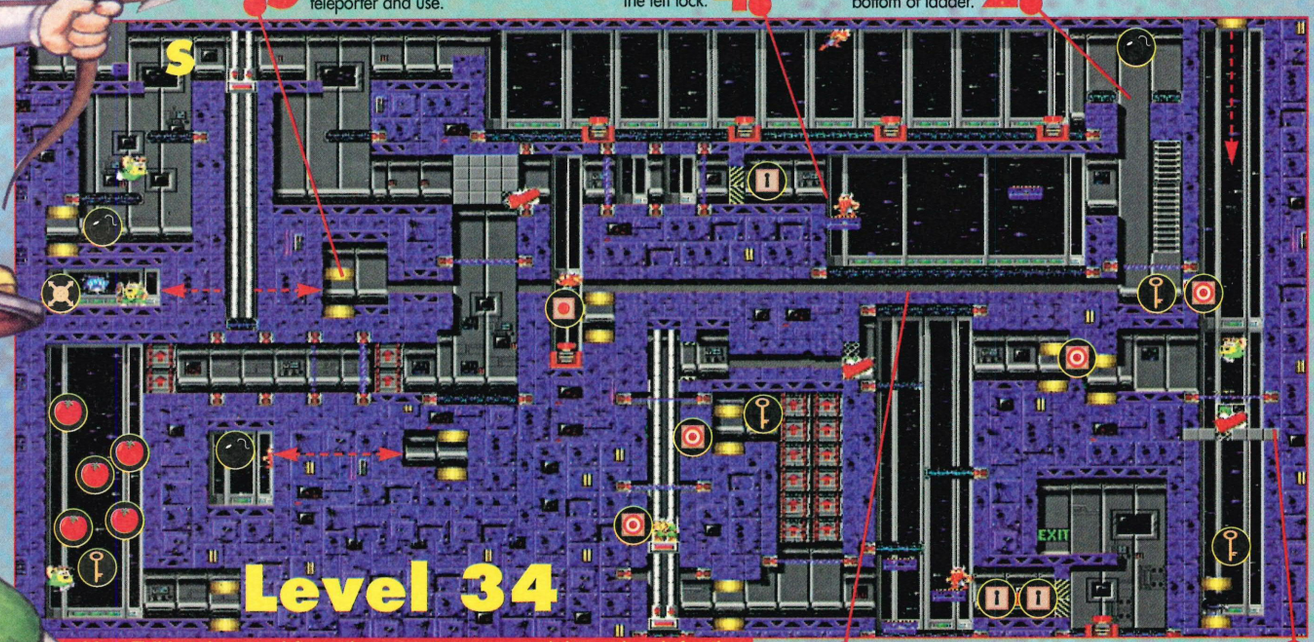
1 E and O use pump and float left to next pump. E use pump and float right against wall into secret passage. Take bombs. Drop to pump and float up to ladder above.

4 O float right to rejoin B. O go right and use pump to float up to red lock, use key. Glide right to access secret passage. Take items back to B.

6 O and B go left and back to pump above start area. O use pump with shield over head, up to lock, use blue key, float left and up springs. Block eight balls from ledge.

3 B shoot right at bricks through gap. Float up to conveyor belt and shoot target. Drop and kill arm bandit. Right and shoot chains.
2 O flip switch and go left to wall. E stand on seesaw, give smart bomb to B. E join O and smash wall. O stop wall falling with shield. B left to arm bandit and smart bomb. Use pump and float up to next pump here.
1 E run right and smash wall for flaming arrow. O stand on seesaw, E jump on high end and O left up to ledge, raising shield. E jump from shield to smart bomb. E and O back to seesaw. E catapult O and glide left to switch.
4 B back to seesaw and drop to button. Turn right. O to follow and press button.E flip switch and go to the bottom left area to take bomb, Use pumps to float up to blue key. Use bomb against wall.
5 E go back to where bomb was, right and up springs to red key. Up springs to lock and use key. Push block right to button. O drop shield and go right to block phantom. B follow and kill. All Vikings right to teleporter.
S
Level 33
You'll need to perform some tricky actions as our heroes descend on the lift. Get Baleog to shoot the target on the left, then get Erik to jump right onto the ledge, quickly up to yellow key, drop to spring and left to use key in lock Drop to moving lift and get Baleog to shoot the target! Scary stuff!




5 E use yellow key and slip past the electric beams, pausing for them to go off. Jump to wall and use bomb. Drop left and down to press button. Bounce to teleporter and use, take bomb, go right through secret passage to teleporter and use.
4 E down ladder to yellow key. Up ladder again and jump right to this area. Use the moving platforms to reach the left lock.
2 O use teleporter and blue key, then lower shield. E jump over gap and bounce along springs to bomb on right. Drop down shaft and steer right to catch ladder. Down to bottom of ladder.
6 Use the teleporter and go right to ledge. Stand on the platform. B turn left, O raise shield and E go right to press button. Wait for platform and drop.
S
EXIT
Level 34
After Erik's teleported from the secret room, go right and wait for the floating platforms. Jump up platforms to wall on the left. Use bomb. Get to teleporter on right and wait. Now Baleog can teleport and go up the lift, shoot the targets and shoot arrow right through gap. Scan to Erik so screen follows arrow to button. Erik use teleporter. Olaf right and use teleporter, right and raise shield. Erik jump off shield to arrows. Float up to blue key then teleport. Olaf get to red key on left, avoiding food and teleport. All get to locks by exit and use keys.
3 B and O go right and down lift. O left to block alien and B kill. Take smart bomb, go right and shoot arrow through gap. Press L button to scan to E.
1 O raise shield and float down between laser beams. Take bomb and use teleporter. Glide down and drop bomb on computer, glide left. Down past blown computer, take blue key.

Level 35

5 O glide down to spring. Get red key and bounce to teleporter. Press button and teleport. Take blue key off B. E use teleporter below and jump to higher one. Use and jump left over beam. Use bomb which drops to wall. Use teleporter.

4 B down ladder, left and drop to moving platform. Shoot target. Go down ladders and kill aliens. Take food, go down and take blue key. Teleport.

3 B drop to shield and shoot target. Teleport and go left and drop to spring. Bounce to switches. Trip middle and right switches. Right to teleporter and use.

2 Get B and O to join E, with B taking arrows. O drop and block alien. B follow and kill. O use teleporter, left and drop to ledge below teleporter. Raise shield.

1 E use teleporter, jump over spikes to button. B follow and shoot arrow, then press the L button to scan to E. Take bombs and drop right. Smash left wall for arrow. Right past beams and use bomb on blocks.

Erik must now jump up onto teleporter to get bomb. Go to arrows. Jump straight up and push down left to drop through arrows. Use bomb on computer. Back up and right. Use the same method to drop through arrows on right. At bottom go left, avoiding fireballs. Wait between beams. Up left side to yellow key. Up and teleport. Give key to O. Jump from shield to press button.

Level 36-1

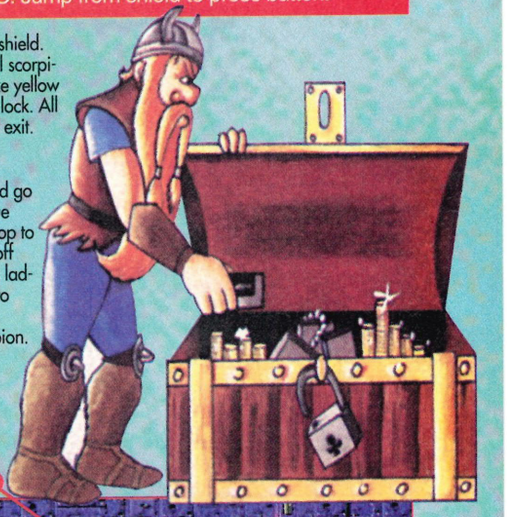
1 B float up arrows and right to lock. Turn left. O up, arrows to first ledge on left, floating over scorpion, left to wall then turn and block. B shoot left. Press the R button to scan to O and follow arrows until scorpion is dead.

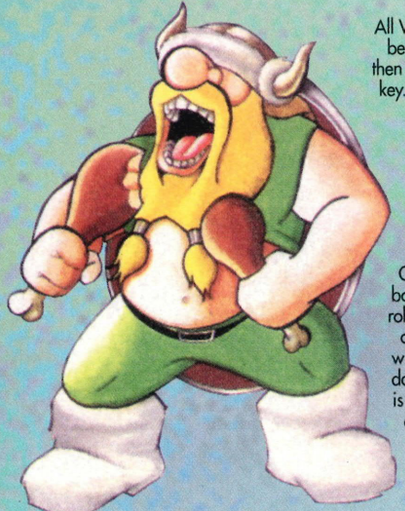
2 Follow the same action to kill the upper-left scorpion. O join B, taking food. B go left and take yellow key. Use it on lock and take red key. Use, block and kill scorpion here.

3 E join others and go right, taking blue key. Left and drop to floor. Right, bounce off spring and climb this ladder. Use blue key. B to spring across to the arrows and kill scorpion.

4 B take and use shield. Float up and kill scorpion on right. Take yellow key and use it up on lock. All Vikings to join B and exit.

The penultimate level is split into three parts, so be careful not to kill any Vikings. Scorpions are all over the place and you'll have to take on the furthest one, hand to hand with Baleog. One hit from its sting takes an energy dot. Push into it as you fight with the sword.





Level 36-2

1 All Vikings float up through beams to blue key on left, then across to lock. Use key. O block and B kill flying robot.

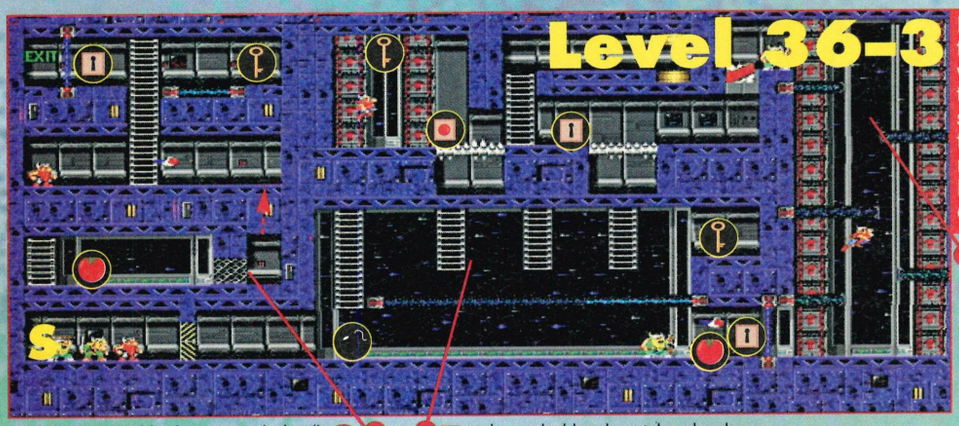
2 E run right until second robot is on screen, then dive back behind shield. B kill robot. B and O right to lock. E smash left wall of pit for food.

3 E take yellow key and join others. O block against door. B kill flying robot. O up ladder and drop to spring. Down shaft and left to red key.

4 O raise shield and bounce left to flying robots. B follow and climb ladder. Kill robots with sword. O use key. B down ladder when robot is on right. Up small ladder, kill robot. O follow and glide to blue key.

Flying robots are back in force and with no smart bombs to use, you'll be taking on these guys in the same way as the scorpions. Don't forget, Olaf can protect with shield overhead.

Level 36-3



In this section, you're teleported to a room with apparently no way to escape. Erik must smash the wall from the other side to release his brothers. Erik can get the key to open the exit.

2 E use key and all Vikings float up here, avoiding beams, to the left ledge. O use bomb on blocks. E jump down, over spikes twice, pressing button.

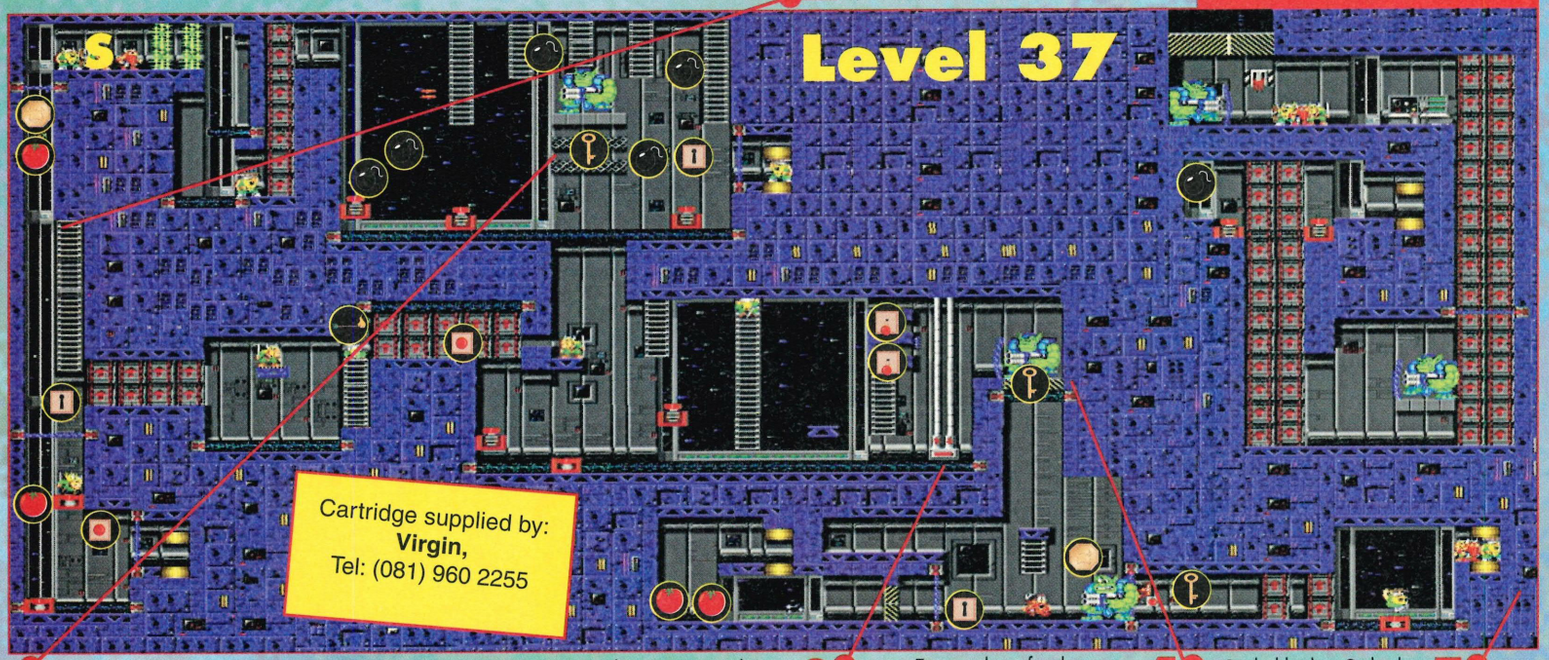
OK, are you ready? E jump off, shield up to teleporter and use. Wait for Tomator to walk right, then ram him into electric beam. Jump onto ladder to avoid lasers, then get close to him when he bombs. Continue to ram him.Take red key and use. Right to button. B shoot, Press L to follow arrow to button. All Vikings right to teleporter and use. O lower shield and get bomb on left. Down through arrows, right and up, gliding left to drop bomb on Tomator, drop and face right to block him. E and B join O. B shoot arrows to destroy shield, then E ram Tomator into arrows (takes several hits). O up arrows to left ledge, block Tomator. E and B follow. Shoot and ram Tomator. E flip switch. Tomator is sucked out!

3 E float up to get blue key. Use on lock. All Vikings up to teleporter and use. E jump up into secret passage. Jump over arm bandit and down secret ladder on left. Smash wall on right here Block and kill bandit, up to key.

1 O lower shield and go right to bomb. Block arm bandit. B follow and kill. E up ladder and jump across ladders to red key. It's best to climb to bottom of ladder, jump straight up and steer across to ladder.

2 When Tomator falls, glide down and take yellow key, right to bomb and use key. Teleport. B drop left and grab this ladder. Right and drop to moving platform. Take arrow and shoot button.

Level 37



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

1 O glide down, and ride arrows up to ledge. Get bombs, then spring to ladder. Wait for lasers, then climb up, right to next ladder and drop bomb on Tomator. Quickly go right to bomb and back after lasers to drop another bomb, wait for one second and drop a third.

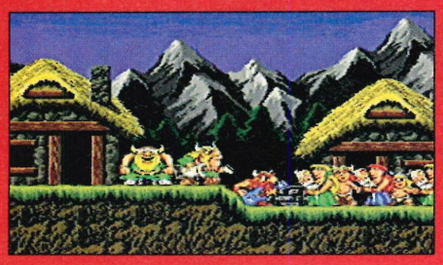
3 B drop to spring and across to ladders. Climb tall ladder to top and drop right to small platform. Right to ladder and up. Drop right to this lift .

4 Tomator shoots four lasers, one bomb twice before he pauses. When this happens, use lift to shoot the two switches, then, when he drops, shoot them again to make platform.

5 B take blue key. Go back to start area and use key on lock. Drop to spring, press button and teleport. E and O follow. B give everything to E.

Game Over

Well finally the game's completed, and jolly difficult it was to, both to finish and design the pages! These screenshots signal the completion of the quest. We apologise for the right rivetting read you just had, hopefully you're reading this and sighing with relief as the credits roll. A fine end to a fine game!



SUMMARY

GAME NAME: The Lost Vikings
TIME TO COMPLETE: 2 weeks
HIGHEST SCORE: n/a
NUMBER OF LEVELS: 37
CHALLENGE RATING: Mega 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 mag.

TEN VIRGIN VIKINGS UP FOR GRABS!

Vikings are pretty naughty people to base a game on aren't they? I mean, what did they do? Went around the World raiding and pillaging villages that's what! In fact, spookily enough, their first recorded raid was in 787 AD, just a few miles from where I'm writing this in Bournemouth!

The Lost Vikings smashed onto just about every 16-bit format under the Sun a while back. From that point on it was only a matter of time before the humble Mega Drive got in on the act. The game duly arrived and, inevitably, such a superb adventure has now received the full SEGA XS solution treatment.

The plot of the game revolves around the tale of three feisty young Vikings whisked away one night by a UFO! You take control of them as soon as they step aboard the Space Ship. Your job is to guide them past the many dangers aboard the strange alien craft and get them home in time for their tea.

The Lost Vikings is so good, not only do we bring you the definitive solution, but also an exclusive competition to win ten copies of the stupendous game. Any readers who haven't already got a copy can now get their sweaty little paws on the game, safe in the knowledge the solution is already mapped out for them! SEGA XS and Virgin — a winning combination!

So, what do you have to do to win a free copy of the game? Promise never to telephone Mark's Red Hot Tips Line? Go for a drink with Richard Forsyth? Convert Neil Armstrong's Loft for him? Nope, none of these things I'm glad to say. All you have to do is spend five seconds answering three simple questions. Answer the questions and return them to the usual address by 10 June.

THE QUESTIONS

1: How did the Vikings dispose of their dead?
A: Eat them
B: Bury them in a basement in Gloucester
C: Place them in a Funeral Boat and set it on fire

2: Who are the three Vikings who star in the game?
A: Mark the Moron, Richard the Randy and Neil the Drunk
B: Balerog the Beserker, Erik the Swift and Olaf the Stout
C: Phil the Baker, Tony the Butcher and Fred the Florist

3: Which of the following has the nickname Eric the Viking?
A: Erik Thorstvedt (The famed Spurs and Norway goalie)
B: Mark Pilkington (The famed SEGA XS Tips Boy)
C: Jason McEachran (The famed Duran Duran lookalike)

LOST VIKINGS COMPETITION

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

Tick the appropriate boxes on this coupon and send it to *Virgin Vikings* compo, SEGA XS, Durham House, 124 Old Christchurch Rd, Bournemouth BH1 1NF.

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

THE NEIGHBOURHOOD

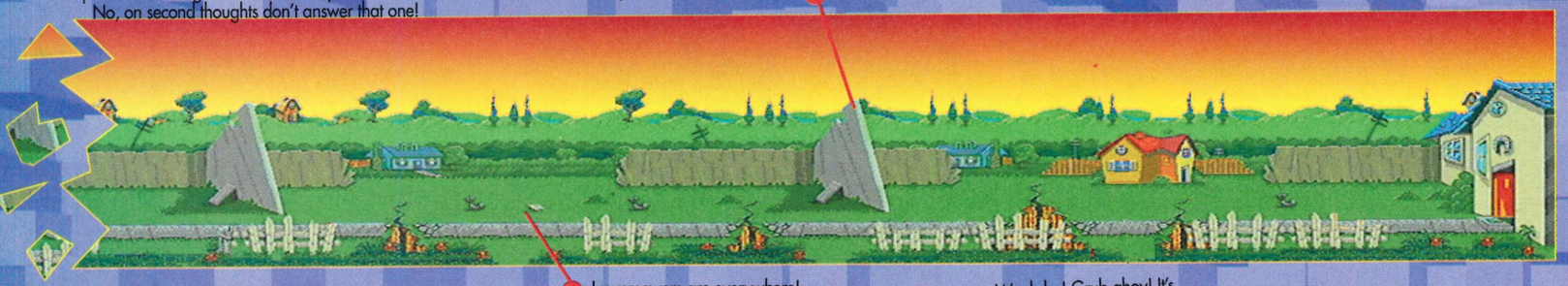
Ren and Stimpy begin their quest on this crazy level. It's all a bit dangerous looking. Check out those escaped lawnmowers and lawn flamingos! Getting past all these is a big enough pain, but on top of it all are the nasty pavement cracks! It's all too much for Mr Horse, so get that fly swatter swatting! Be careful, man!

Level 1-1

Its an icon-tasam-tastic time ahead! Get the ball rolling by collecting this barrel for a start. It's all points in the long run and what do points make? No, on second thoughts don't answer that one!

Bad luck rains down upon you if you step on this huge pavement crack. Don't do it, man, you know it's not worth it!

Avoid the giant lawn flamingos, by cunningly jumping over their beaks. Brutal!



Lawnmowers are everywhere! Spank them with a fly swatter or clean them up with a towel!

Wooh-ho! Grub ahoy! It's more food than you can eat, but what the hey, it keeps your strength up!

It's Mr Horse's kitchen for us, kids, so get your best woolly mittens on and trot down to to the freezer. Before you can do this however, make your way across the kitchen floor! This is populated by some mean looking cabbage heads, which bounce up and down along the shelves and floor. Take them to the cleaners via the washing machine!

Level 1-2

Remember to grab all the icons you see along the way, as they may come in useful later on!

Urgh! What an ugly looking fella this guy is! Mum never used to make cabbage stew that looked like this! Anyway, he's easy to avoid, simply jump over him.

Ah-a, so this would be the freezer where you can find the beaver, eh? I think so!

MEGA DRIVE

PLATFORM ADVENTURE ● SEGA

REN & STIMPY

Hey Kids! Are you full of sweetness and joy? You are? That's great! But how can you be sure everyone else is? Well, hey, don't panic because, especially for your personal enjoyment, Markie Mark has been slaving away to bring you the world's first fully mapped solution to Ren and Stimpy! Way-hay!

Hold your horses a minute pal, because to fully make use of this solution, you're going to have to buy the game first. Bummer! But again, don't panic — the game's worth splashing out for so slices of toast all round! Hurrah!

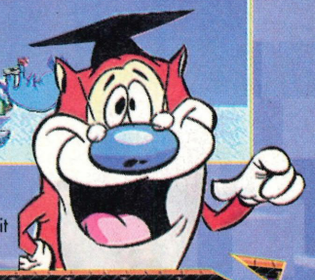
If you're wondering if this intros gone mad, don't. It's just Ren and Stimpy talk! In other words a desperate attempt to brighten up this solution by doing it all in the style of the cartoon. Jeepers!

All Ren & Stimpy Material Copyright © Nickelodeon

Level 1-3

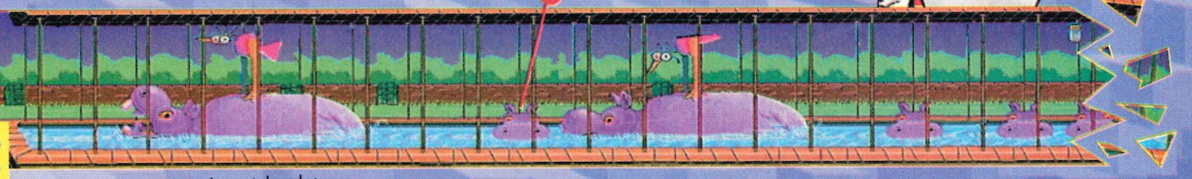
Um, right, where did you say you left the frozen pizzas? What was that? It wasn't a pack of frozen pizzas at all, but rather the Beaver that we need to power the Mutate-o-Matic? Well, why didn't you tell me! OK, it's a Beaver we're after, and that would be, um, to the far left of the map, if my eyesight serves me correctly. Am I not right? I think I am, so get cracking on this level!

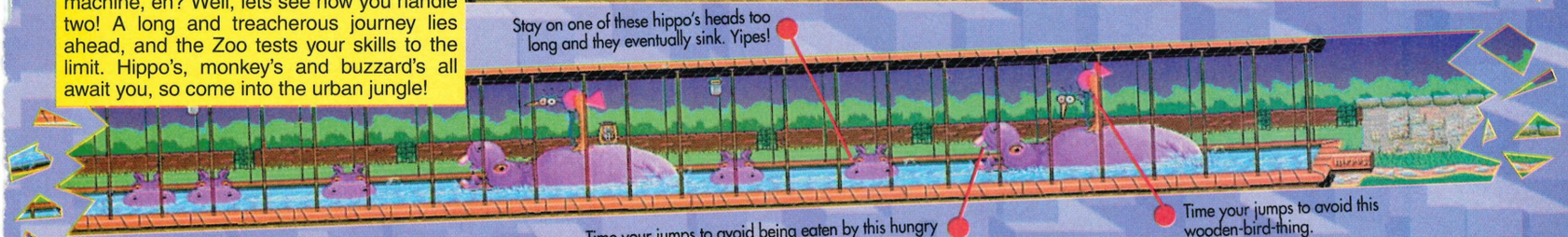
THE ZOO

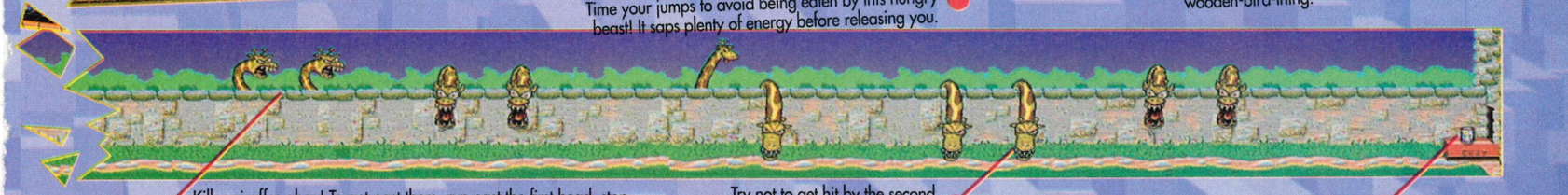


Level 2-1

So, you've collected one piece of the machine, eh? Well, lets see how you handle two! A long and treacherous journey lies ahead, and the Zoo tests your skills to the limit. Hippo's, monkey's and buzzard's all await you, so come into the urban jungle!





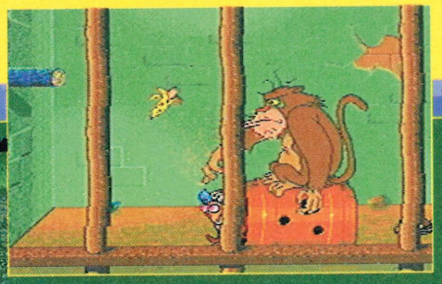


All Ren & Stimpy Material Copyright © Nickelodeon

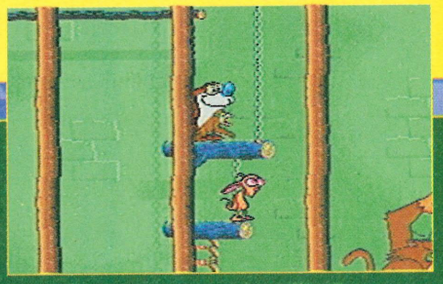
Level 2-2

Talking about the Zoo, there is a night club just outside the SEGA XS offices called that. This level is like the club — wild! It repeats itself a bit and leaps all over the place, making it impossible to map. Instead, we've taken the most important screenshots from the level and pieced together a comprehensive guide.

The first thing you need to do is whip those monkey's butts before they hit you with their bananas! After stunning the big guys sitting atop the barrels, go for the pesky little ones!

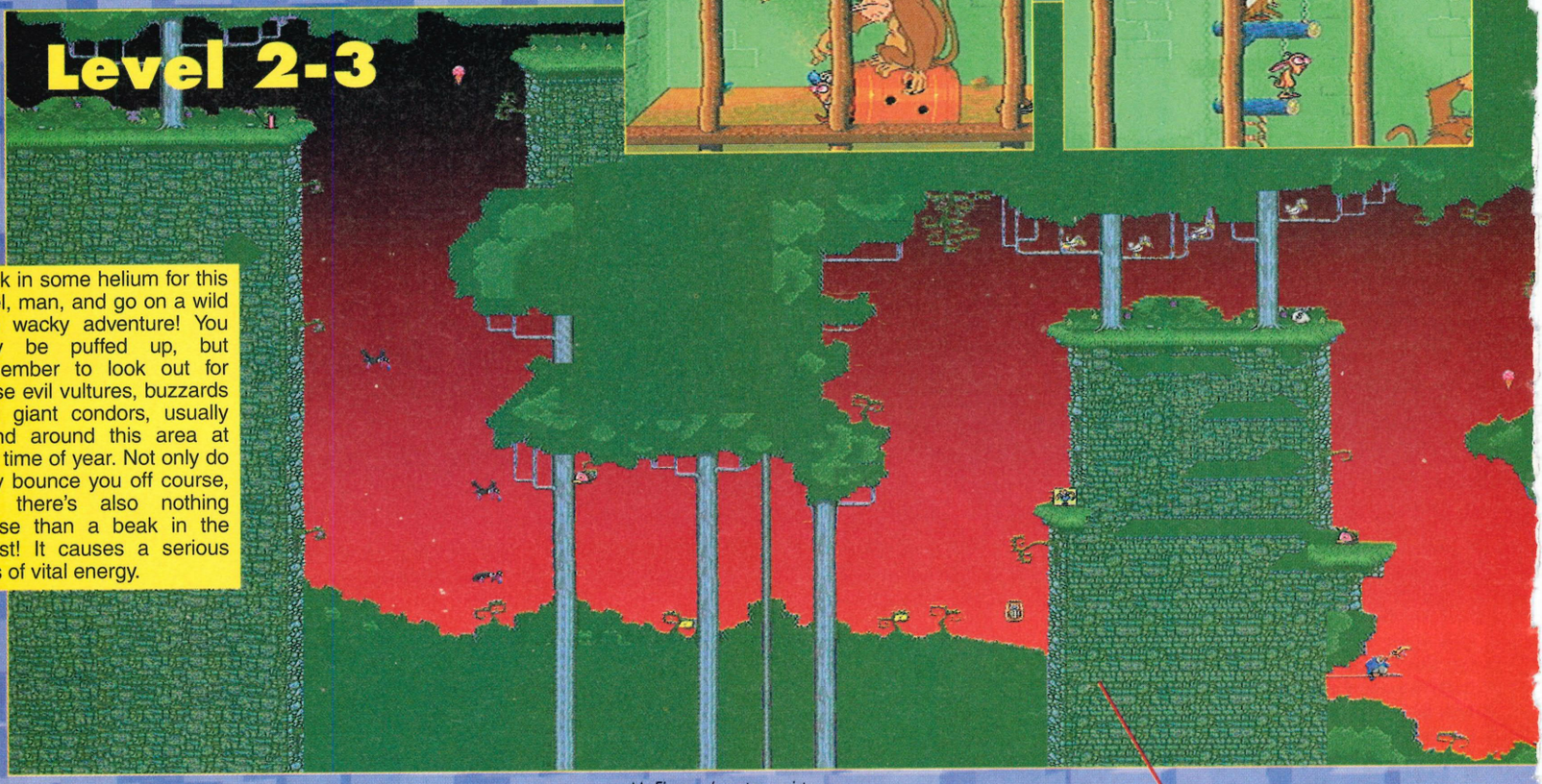


A good course of action to take is to jump up onto the various logs and vines littering the place. The higher you go the more out of the danger zone you are.



Level 2-3

Suck in some helium for this level, man, and go on a wild and wacky adventure! You may be puffed up, but remember to look out for those evil vultures, buzzards and giant condors, usually found around this area at this time of year. Not only do they bounce you off course, but there's also nothing worse than a beak in the chest! It causes a serious loss of vital energy.

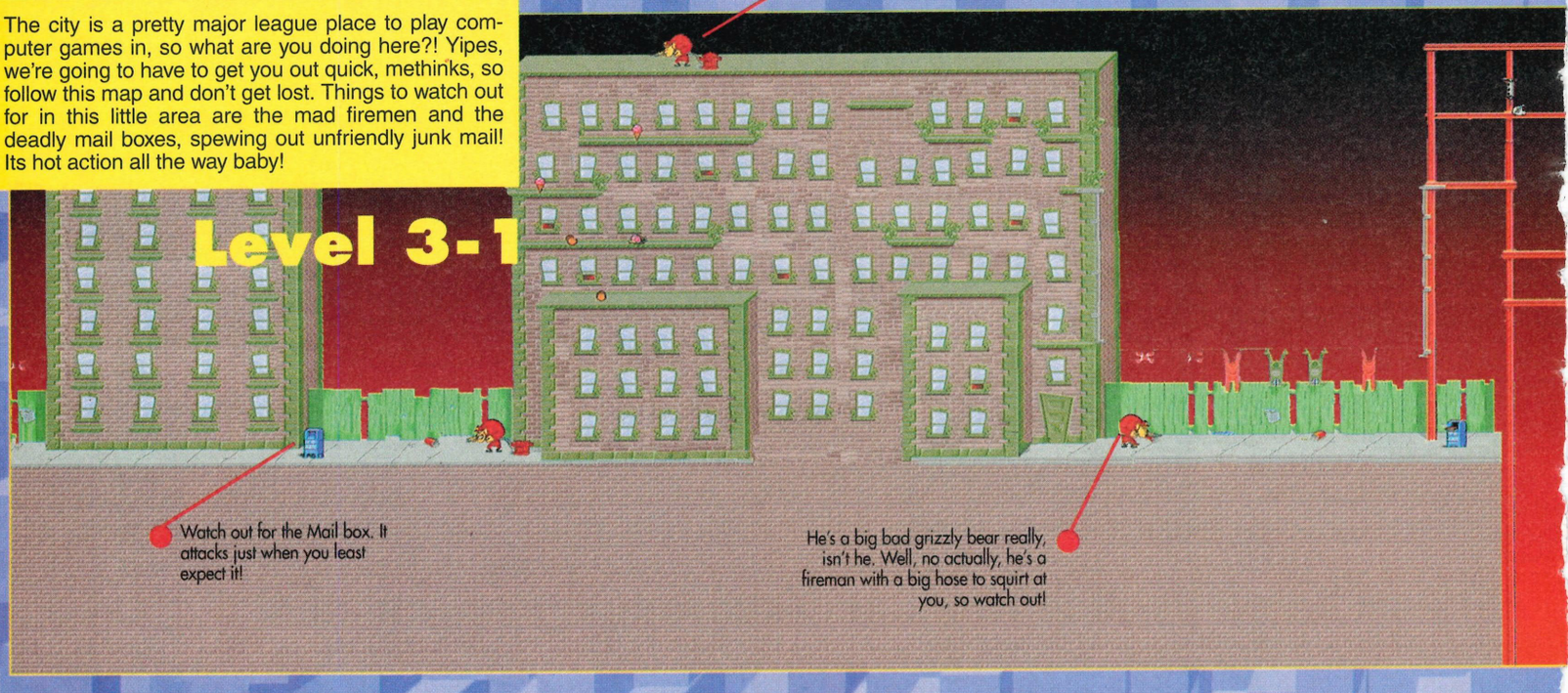


Power-ups ahoy, man! They maybe troublesome to get in the short run, but the more you collect, the more points you have!

THE CITY

The city is a pretty major league place to play computer games in, so what are you doing here?! Yipes, we're going to have to get you out quick, methinks, so follow this map and don't get lost. Things to watch out for in this little area are the mad firemen and the deadly mail boxes, spewing out unfriendly junk mail! Its hot action all the way baby!

Level 3-1



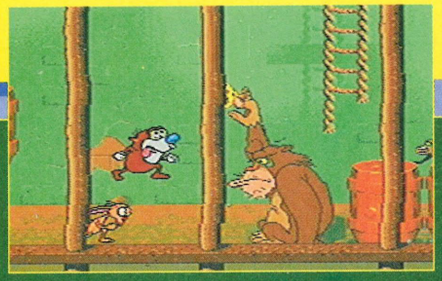
Mr Fireman's water squirts can be pretty lethal — avoid at all costs!

Watch out for the Mail box. It attacks just when you least expect it!

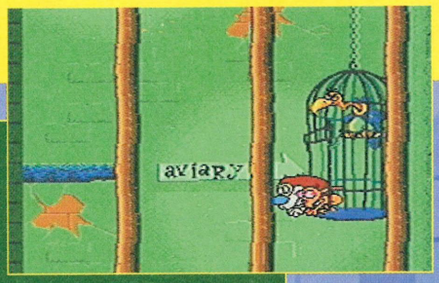
He's a big bad grizzly bear really, isn't he. Well, no actually, he's a fireman with a big hose to squirt at you, so watch out!

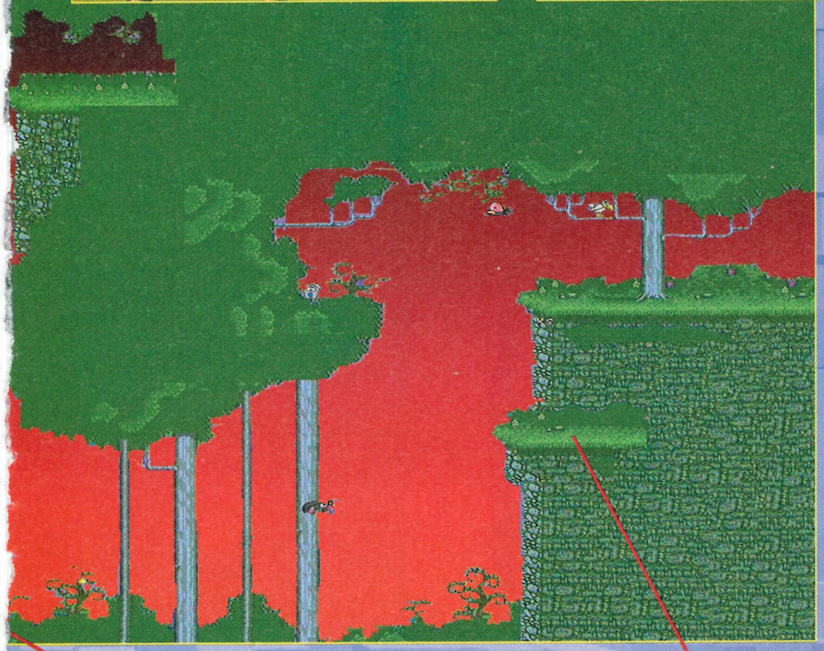
COPYRIGHT ACKNOWLEDGEMENT (IF NEEDED)

It doesn't really matter if you go high or low on your little journey, apart from the fact that you have to contend with some rather big apes on the ground!



When you reach this bird cage on the far left at the top of the level, you've made it! Way-hay! You're going great guns Stimpy baby, and you know it!





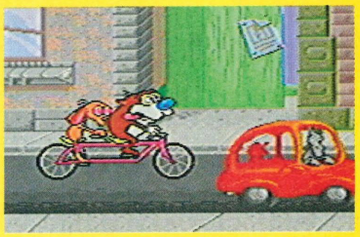
Ooo-er, he doesn't look too friendly does he? Its best to stay out of his way I think!

Collect this gauge, and then fly out of this level to the right.

Level 3-2

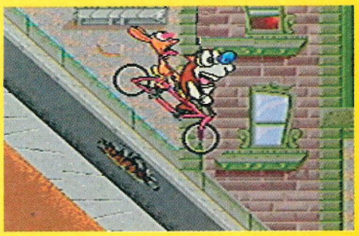
A bit of a cycling level this time around folks. Actually its not really a bike, but rather some kind of a tandem bike, enabling both Ren and Stimpy to pedal along. Isn't it amazing? The worrying thing is the fact you only get to ride along on a bicycle, while the dog catcher thunders after you in a van! The only way out of this dire situation is to jump over that nice shiny red car that always seems to be in front of you. Tap the A button to pedal and press C to jump. The faster you tap the quicker your bicycle made for two hurtles down the steep city streets. That means no slacking and all hands (or should that be legs) to the pump!

Pedal, pedal, pedal! Faster, faster, faster! Quicker, quicker, quicker! Go, go, go! Ride that bike, man!

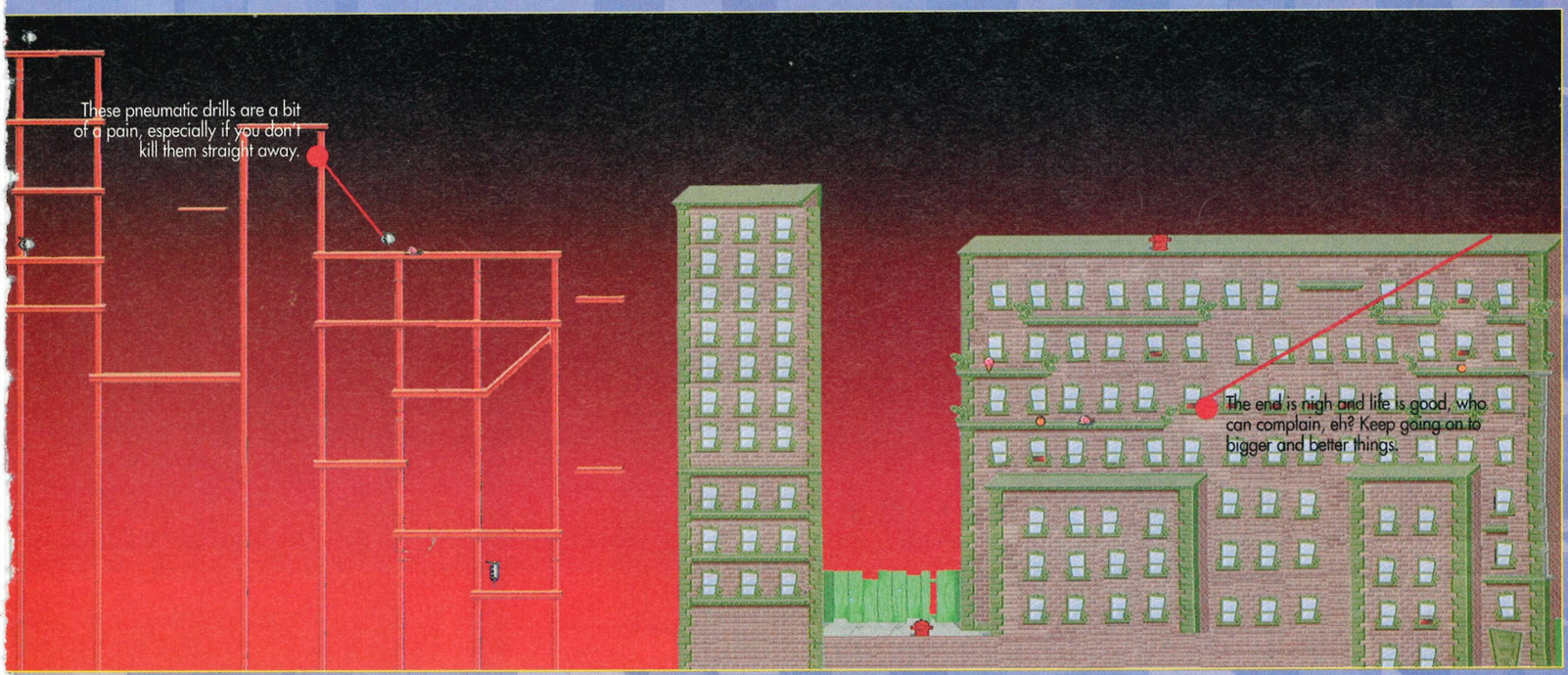


This Sunday driver is determined to get in the way. Jump over it carefully to save energy, but make haste!

Its all downhill from now on, and we can't find the brakes! What will we do? My advice is to stay as far back as possible and jump over the many manholes blocking your way, or it's grazed knees for poor old Ren and Stimpy!



WAAAAGGGGHHHHHH! It's going ballistic now. You suddenly find jumping is a lot more thrilling and hair-raising going downhill than it ever was! Icons can be collected by jumping up into the sky as you ride past them, but be quick.



These pneumatic drills are a bit of a pain, especially if you don't kill them straight away.

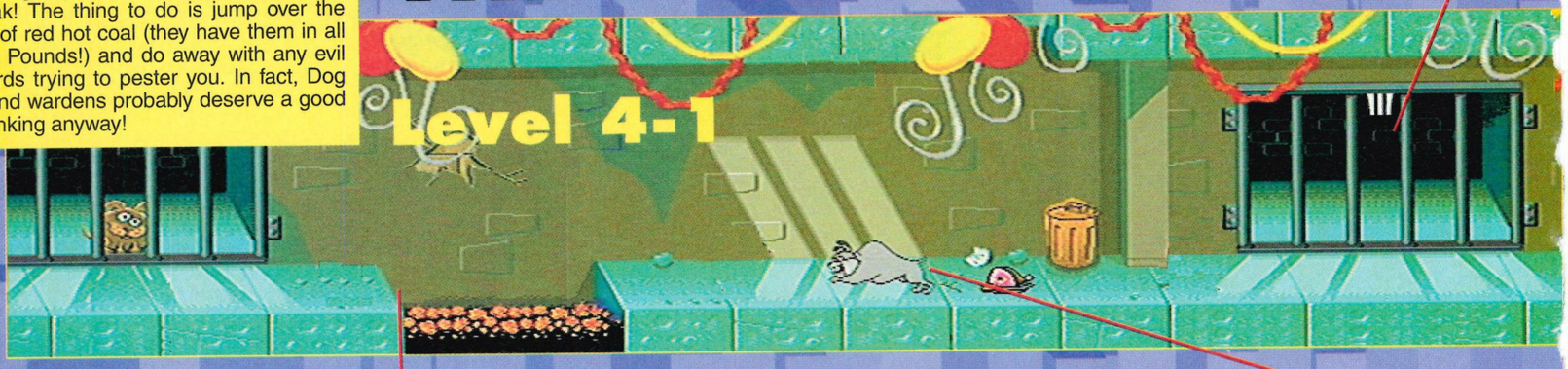
The end is nigh and life is good, who can complain, eh? Keep going on to bigger and better things.

COPYRIGHT ACKNOWLEDGEMENT (IF NEEDED)

THE POUND

Oh-no, man! Its the Dog Pound! Help meee! To get out of this dire situation, we're going to have to organise a jail-break! The thing to do is jump over the pits of red hot coal (they have them in all Dog Pounds!) and do away with any evil guards trying to pester you. In fact, Dog Pound wardens probably deserve a good spanking anyway!

Level 4-1



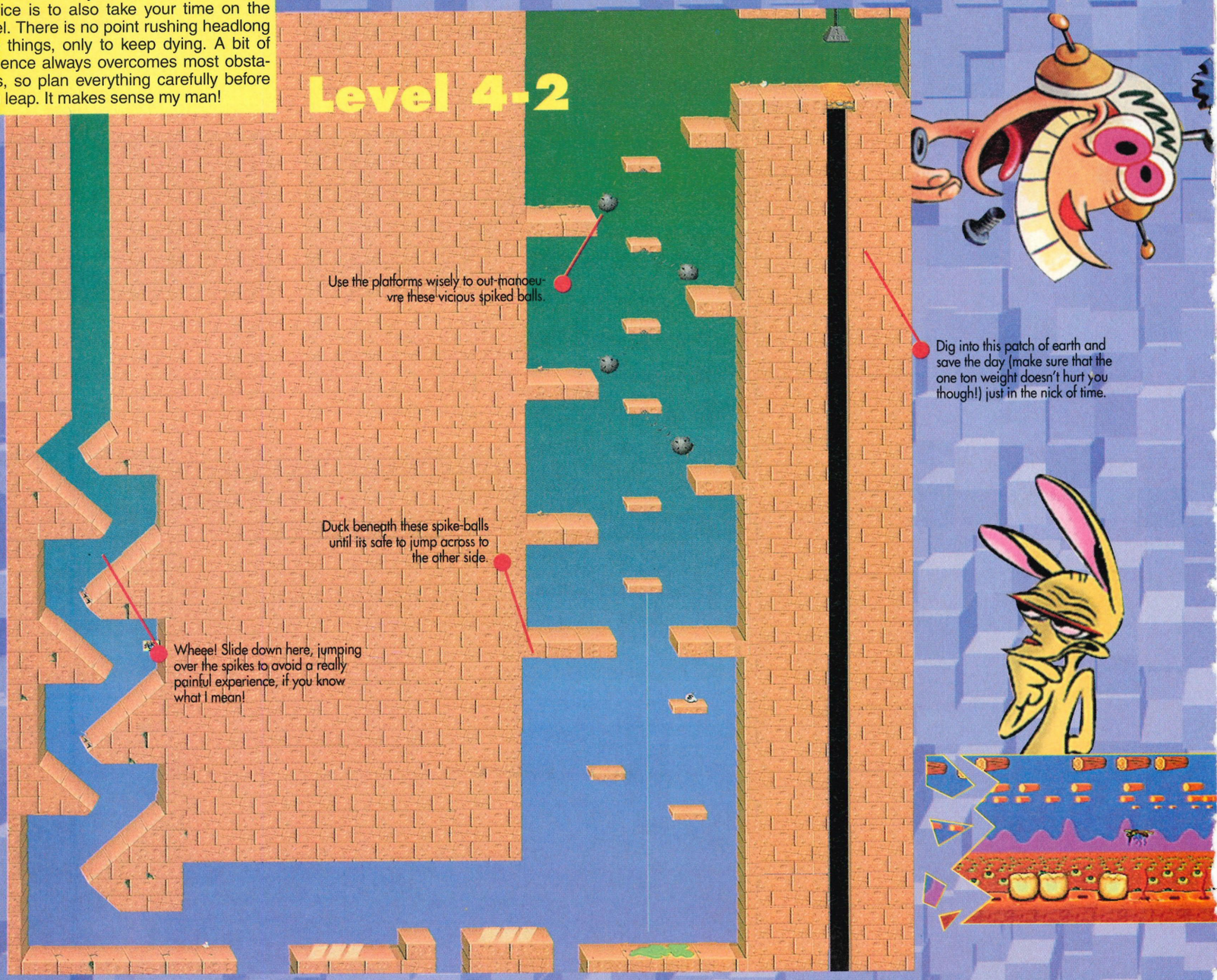
An empty cell! It could be you in there next if you allow yourself to get caught. The only way to stop this is to keep moving and dodging those wardens.

Jump that flaming pit boys. Try to avoid falling in (pretty obvious tip really) as the drain on your energy is substantial.

This killer bull dog tries to bite you in the bottom, so avoid this by jumping over him! Simple stuff, eh readers.

A much harder level awaits, so take a long and hard look at this map before you make any decisions. The best advice is to also take your time on the level. There is no point rushing headlong into things, only to keep dying. A bit of patience always overcomes most obstacles, so plan everything carefully before you leap. It makes sense my man!

Level 4-2



Use the platforms wisely to out-manoeuvre these vicious spiked balls.

Dig into this patch of earth and save the day (make sure that the one ton weight doesn't hurt you though!) just in the nick of time.

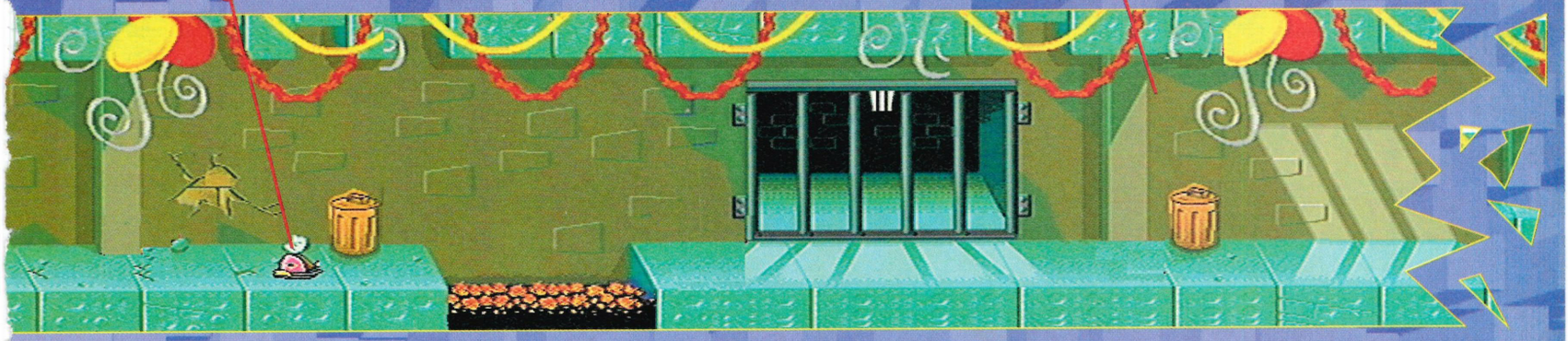
Duck beneath these spike-balls until its safe to jump across to the other side.

Wheee! Slide down here, jumping over the spikes to avoid a really painful experience, if you know what I mean!

COPYRIGHT ACKNOWLEDGEMENT (IF NEEDED)

Yummy yummy food in my tummy! Just what you need before attempting to jump over those flaming coals. If only Stimpy was one of those mystical Indian guys who walk across burning pits for fun!

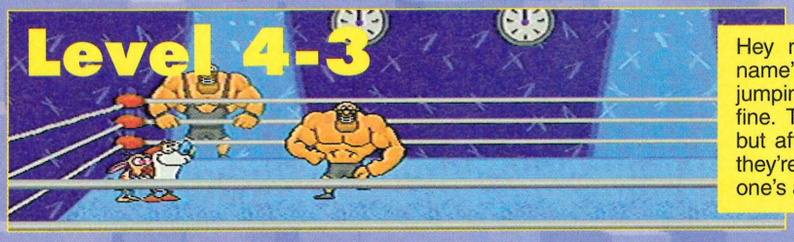
Dog Wardens are everywhere, so keep your eyes peeled, buster!



My oh my, you're one ugly looking fella aren't you, it could be worth using a special move on you.

Dig deep into this ground to make your escape. Use the Ren and Stimpy digging special move to clear away the loose earth!

Level 4-3



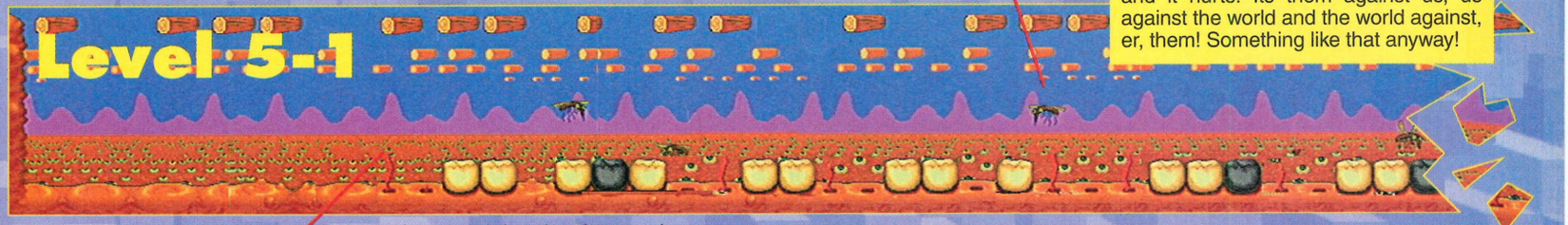
Hey man, it's WWF time, and your name's on the main event bill! Keep on jumping and firing and everything's fine. These guys are Lump and Loaf, but after going a few rounds with you they're renamed Black and Blue! No one's a match for ol' Ren and Stimpy!

Urrgh! What a gross looking level. Teeth, eyes and veins everywhere. They are all out to get you, you know it and it hurts! Its them against us, us against the world and the world against, er, them! Something like that anyway!

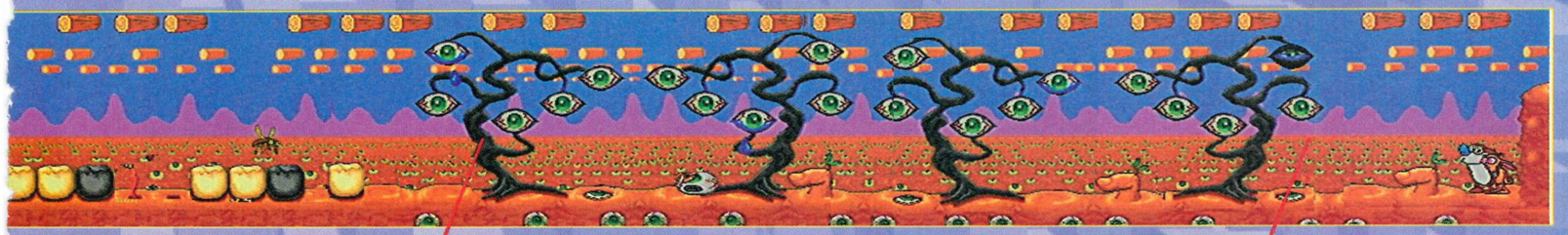
OUTDOORS

Swat the nasty Mosquitoes!!!

Level 5-1



Make sure these nerve endings don't do you any harm. Leap over them when they slide back into their holes.



Hey, look! I think this trees looking at me! Maybe she fancies me, what do you think? Well whatever, don't hang out here too long, simply keep moving and stay on your toes.

Walk onto these thumbs and be batted up into the stratosphere like a spaceship! Whooo-whooo! Great fun, if you like that sort of thing.

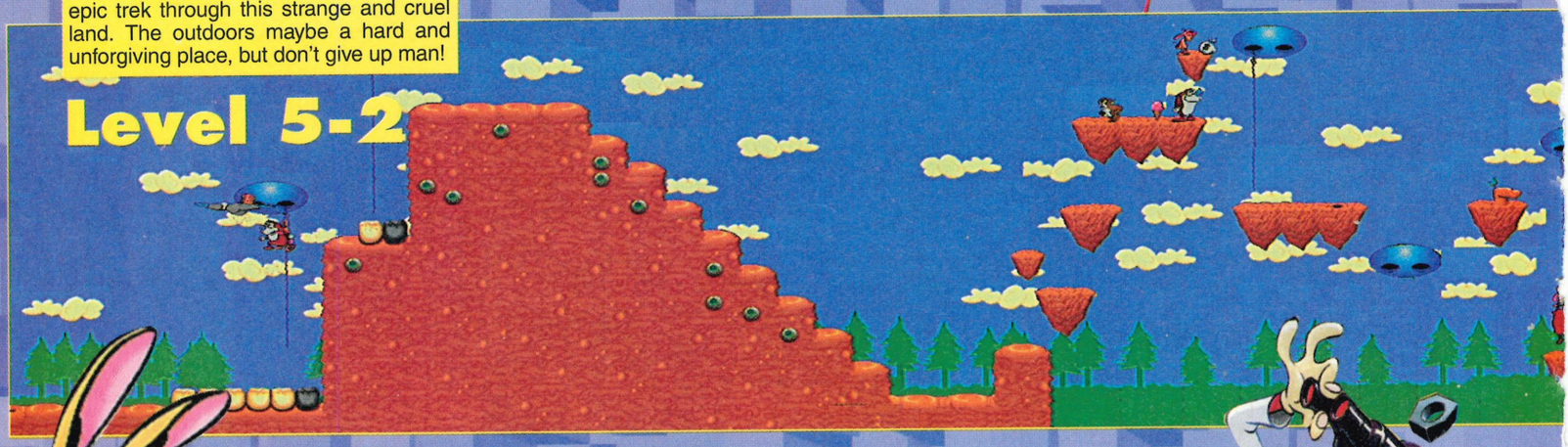
COPYRIGHT ACKNOWLEDGEMENT (IF NEEDED)

We now come to the penultimate level: The Great Outdoors! It's not the great outdoors that we all love and cherish though, is it? No it certainly isn't! This is all the fault of that naughty Mutat-o-Matic! To switch it off, you must make the epic trek through this strange and cruel land. The outdoors maybe a hard and unforgiving place, but don't give up man!

OUTDOORS

Teach this pesky critter a thing or two by slapping it in the face with a wet towel! That's one special move guaranteed to cause a few surprises!

Level 5-2

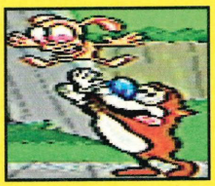


SPECIAL MOVES

REN

AIRMAN
PRESS C & UP

BOWLER
PRESS B & DOWN

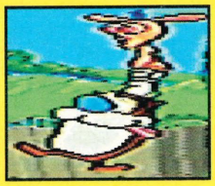


BALL TOSSER
PRESS B & UP

BEAR HUG
PRESS A & UP

HARD HAT
HOLD A & DOWN

HORSEPLAY
PRESS A



CHOPPER PILOT
PRESS C & UP

CROQUET PLAYER
PRESS B & DOWN

PARAMEDIC
PRESS B

SLAP HAPPY
PRESS A & UP

DIGGER
HOLD A & DOWN

POLE VAULTER
PRESS A

STIMPY

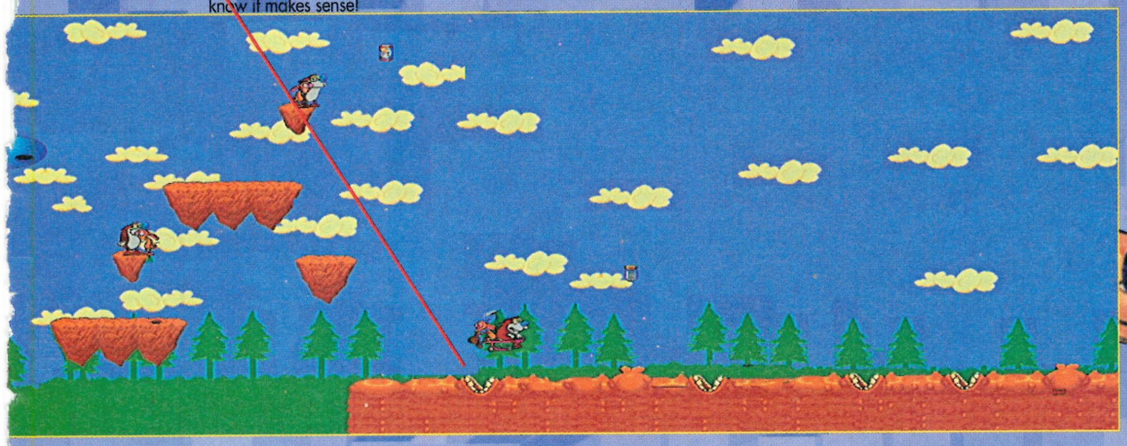
Cartridge supplied by:
GAME
Tel: (0202) 311668

SUMMARY

GAME NAME: Ren and Stimpy
TIME TO COMPLETE: 4 days
HIGHEST SCORE: N/A
NUMBER OF LEVELS: 6
CHALLENGE RATING: Easy

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

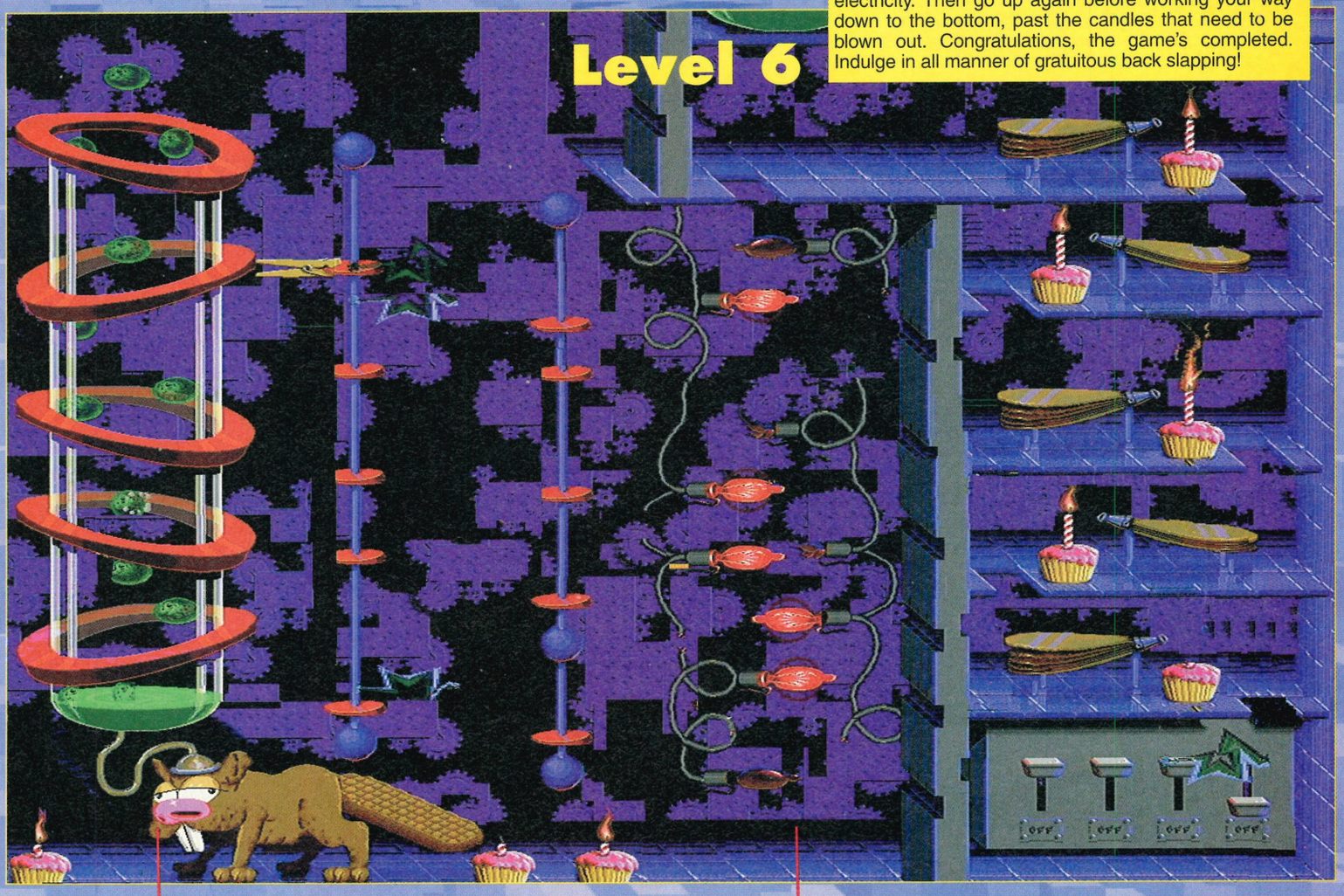
Hey kids, don't forget to jump over this rather brutal-looking set of teeth! This level is all about quick thinking and timing. The platforms may not look too difficult, but don't get complacent. Use your noggin man, you know it makes sense!



MUTATE-O-MATIC

Level 6

Way-Hey! Its the last level! And as last levels go, this one isn't too bad! The first thing you must do is jump up on bubbles and make your escape from the test tube. After this comes a tricky little section where you have to fall down while dodging some nasty bolts of electricity. Then go up again before working your way down to the bottom, past the candles that need to be blown out. Congratulations, the game's completed. Indulge in all manner of gratuitous back slapping!



Watch out for the candles, while they're burning! Once they've gone out you can nip past safely and head for the finish.

To switch the Mutat-o-Matic off, jump onto each of these switches in turn, but be sure to keep your balance.

ALL REN & STIMPY MATERIAL COPYRIGHT NICKELODEON

THE Games Exchange

The Original,the Best,the BIGGEST!!

SWAP ANY GAME FOR ANY OTHER GAME OF YOUR CHOICE.
BEATS PAYING £40 OR MORE FOR A NEW ONE!!!

WE **DO NOT** CHARGE EXTRA FOR POSTAGE, WE **DO NOT** USE A POST BOX NO. WE **DO NOT** CHARGE MEMBERSHIP FEES, **BUT WE DO DELIVER BY 1ST CLASS RECORDED POST!!**

WE CHARGE ONLY £6.00 (TOTAL) PER GAME EXCHANGED. WE CARRY A LARGE UP TO DATE STOCK OF GAMES, TOO MANY TO LIST OUR MEMBERSHIP NUMBERS HAVE RISEN TO WELL ABOVE 4000! MAKE YOUR CHOICES OF A SIMILAR MAGAZINE RATING AND VALUE AS THE ONES YOU SEND. FOR THEIR SAFETY, SEND GAMES IN PADDED PACKAGING AND BY RECORDED DELIVERY. USE A COPY OF THE FORM OPPOSITE OR A SEPARATE SHEET OF PAPER IF YOU DO NOT WISH TO CUT OUT THIS COUPON. GAMES ARE USUALLY DESPATCHED BY RETURN OF POST PLEASE ALLOW A MAXIMUM OF 14 DAYS FOR DELIVERY. ONLY CARTRIDGES THAT ARE BOXED WITH INSTRUCTIONS WILL BE ACCEPTED. **WE ALSO BUY AND SELL 2ND HAND GAMES AND CONSOLES..**

MEGADRIVE, MEGA CD,MASTER SYSTEM,SUPER NES,NES,GAME GEAR, GAMEBOY,AMIGA CD 32.

POST TO: The Games Exchange,
17 BRUNSWICK SQUARE, GLOUCESTER. GL1 1UG.
TEL: 0452 382038

NAME .....
ADDRESS .....
.....
SIGNATURE OF GUARDIAN
(IF UNDER 18) .....
1ST CHOICE.....
2ND CHOICE .....
3RD CHOICE .....
4TH CHOICE.....
GAME ENCLOSED .....
AMOUNT ENCLOSED £.....

£6.00 (TOTAL)

PLEASE MAKE CHEQUES OR P.O.s PAYABLE TO
The Games Exchange

EAST LONDON GAMES CENTRE

PHONE: 081-470 6524 FAX: 081-470 8357

P.O. Box 3621, London. E13 0RJ Open 10am to 10pm - 7 Days a Week. Add £1.50 for postage & packaging. Prices are correct at the time of going to press. All prices are subject to change without prior notice. Phone for a free price list. Mail order only. Please make cheques payable to East London Games Centre. Please phone before ordering.

MEGADRIVE GAMES

ADDAMS FAMILY	34.99
ALADDIN	39.99
ALIEN 3	29.99
ASTERIX	39.99
BATMAN RETURNS	15.99
BOB	29.99
COOL SPOT	36.99
DESERT STRIKE	36.99
DR ROBOTNIKS MACHINE	36.99
ECCO THE DOLPHIN	£CALL
ETERNAL CHAMPIONS	£CALL
FIFA SOCCER	£CALL
FORMULA 1 (F1)	39.99
GENERAL CHAOS	36.99
GLOBAL GLADIATORS	29.99
GODS	29.99
GREATEST HEAVYWEIGHTS	48.99
HAUNTING	39.99
HOOK	26.99
JAMES POND 3	35.99
JOHN MADDEN '94	39.99
JUNGLE STRIKE	37.99
JURASSIC PARK	39.99
LETHAL ENFORCERS	54.99
LOTUS 2 (RECS)	38.99
MICRO MACHINES	29.99
MORTAL KOMBAT	34.99
MUTANT LEAGUE FOOTBALL	29.99
NBA JAM	42.99
NBA SHOWDOWN	44.99
PGA GOLF 2	34.99
PINK PANTHER	41.99
ROBOCOP V TERMINATOR	39.99
ROCKET KNIGHT ADVENTURES	35.99
SENSIBLE SOCCER	34.99
SNAKE RATTLE & ROLL	38.99
SONIC 3	43.99
SONIC SPINBALL	36.99
STREETFIGHTER 2	43.99
TURTLES TOURNAMENT FIGHTERS	41.99
TOE JAM & EARL 2	41.99
VIRTUA RACING	£CALL
WINTER OLYMPICS	41.99
WWF ROYAL RUMBLE	44.99
ZOMBIES	34.99
ZOOL	38.99

MASTER SYSTEM GAMES

ADDAMS FAMILY	27.99
ALIENS	28.99
BATMAN RETURNS	26.99
CASTLE OF ILLUSION	26.99
CHAMPIONS OF EUROPE	26.99
CHUCK ROCK 2	26.99
DESERT STRIKE	26.99
DONALD DUCK 2	26.99
ECCO THE DOLPHIN	26.99
FANTASTIC DIZZY	26.99
F1	26.99
GLOBAL GLADIATORS	26.99
G.P. RIDER	26.99
HOOK	26.99
JAMES BOND 007	26.99
JUNGLE BOOK	27.99
JURASSIC PARK	26.99
LEMMINGS	26.99
LUCKY DIME CAPER	26.99
MICKEY MOUSE 2	26.99
MORTAL KOMBAT	31.99
PITFIGHTER	26.99
POWER STIKE 2	26.99
QUACKSHOT	28.49
RAINBOW ISLANDS	26.99
R.C. GRAND PRIX	26.99
ROAD RUNNER	26.99
ROBOCOD	26.99
SENSIBLE SOCCER	26.99
SIMPSONS	28.99
SONIC 2	26.99
SONIC CHAOS	26.99
STAR WARS	26.99
STREETS OF RAGE 2	26.99
SUPERMAN	26.99
TERMINATOR 2 JUDGMENT DAY	27.99
TRIVIAL PURSUIT	26.99
ULTIMATE SOCCER	27.49
ULTIMA IV	26.99
ZOOL	26.99

MEDA CD GAMES

BATMAN RETURNS	41.99
DRACULA	38.99
ECCO THE DOLPHIN	38.99
FLASHBACK	41.99
HOOK	38.99
JAGUAR XJ220	38.99
JURASSIC PARK	43.99
LETHAL ENFORCERS	48.99
MORTAL KOMBAT	45.99
POWERMONGER	36.99
SHERLOCK HOMES 2	38.99
SONIC CD	38.99
THUNDERHAWK	38.99
WOLFCHILD	29.99

GAME GEAR GAMES ALL AT AT £26.99

ADDAMS FAMILY, ASTERIX, COOL SPOT, DESERT STRIKE, F1, HOOK, JURASSIC PARK, MARBLE MADDNESS, ROBOCOD, STREETS OF RAGE 2, ZOOL, MORTAL KOMBAT, ALIENS 3, BATMAN RETURNS, COLUMNS, ECCO, GLOBAL GLADIATORS, LEMMINGS, ROAD RASH, ROBOCOP V TERMINATOR, ULTIMATE SOCCER, TAZMANIA, MICRO MACHINES, NBAJAM FOR GAME GEAR £29.99

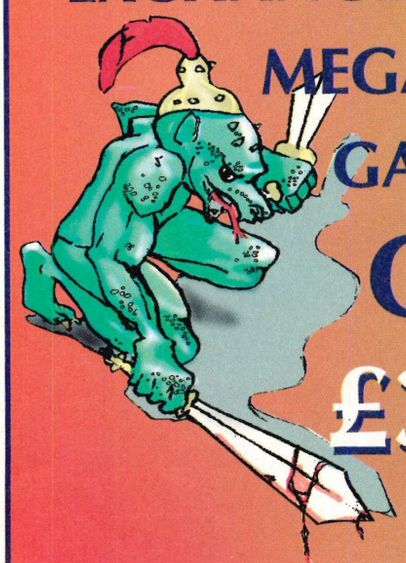
TELESTAR DOUBLE PACKS

FA HEADER AND LOTUS 2	44.99
GLOBAL GLADIATORS + MICKEY & DONALD	39.99
SONIC 2 AND BUBSY	39.99
ZOOL AND JAMES POND 3	44.99

GAMES UNLIMITED

EXCHANGE YOUR MEGADRIVE GAME FOR ONLY £3.50!

+ £1.50 P+P



CONDITIONS OF EXCHANGES

☞ YOUR GAME MUST BE IN GOOD WORKING ORDER, COMPLETE WITH HANDBOOK & CASE.

☞ YOU CAN ONLY EXCHANGE YOUR GAME IN THE SAME ZONE!

WE ALSO STOCK NEW SEGA MEGADRIVE GAMES!

STOCK SUBJECT TO AVAILABILITY,PLEASE PHONE BEFORE SENDING IN ANY PAYMENT. TEL. 091 377 3090 OPENING TIMES 12.00 UNTIL 8.00 PM 7 DAYS A WEEK!

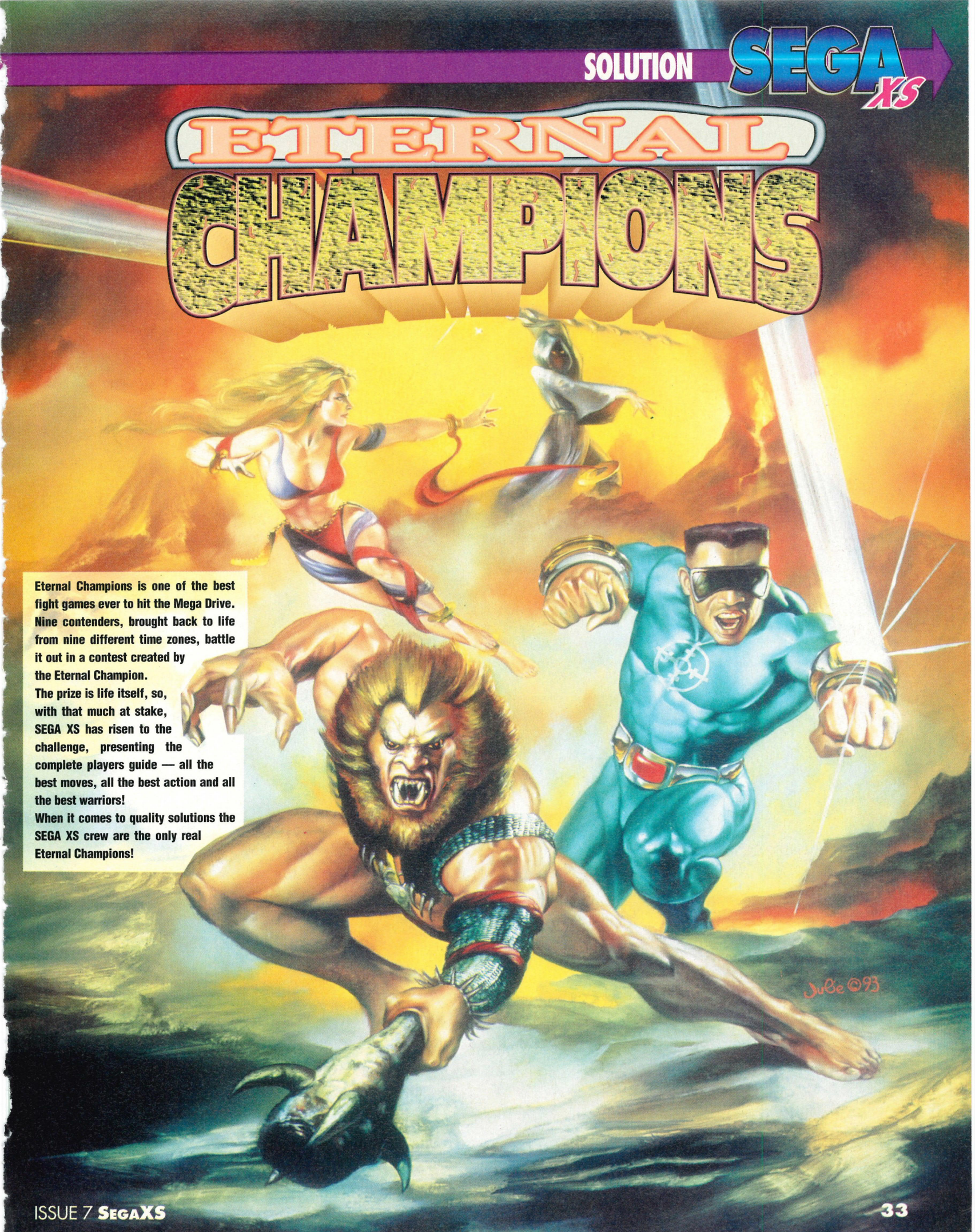
ALL GAMES SENT RECORDED DELIVERY

POST TO GAMES UNLIMITED
3 SANDERSON STREET - CORNFORTH LANE.
COXHOE, COUNTY DURHAM, DH6 4DG.

NAME .....
ADDRESS .....
.....
.....POSTCODE .....
1ST CHOICE .....2ND CHOICE .....
3RD CHOICE.....4TH CHOICE .....

ENCLOSE A CHEQUE/POSTAL ORDER FOR £5.00
PAYABLE TO N. ARMSTRONG

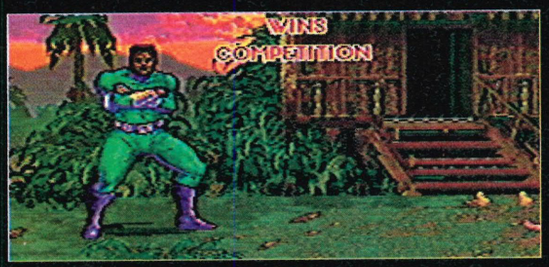
ETERNAL CHAMPIONS



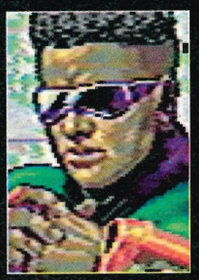
Eternal Champions is one of the best fight games ever to hit the Mega Drive. Nine contenders, brought back to life from nine different time zones, battle it out in a contest created by the Eternal Champion.

The prize is life itself, so, with that much at stake, SEGA XS has risen to the challenge, presenting the complete players guide — all the best moves, all the best action and all the best warriors!

When it comes to quality solutions the SEGA XS crew are the only real Eternal Champions!



Profile



Full Name:..... Jonathan Blade

Occupation: .....Bounty Hunter

Time Period:..... 2030 AD

Fighting Style:..... Kenpo

BLADE

Blade's a rough, tough ex-Police officer from New Chicago who lost his badge after attacking a suspect and nearly killing him. He was sacked to avoid a public scandal and became a Bounty Hunter.

On his last case he cornered a rogue scientist who had created a virus to terminate 95% of the World's population. Blade failed to capture his quarry and was shot — the last thing he saw before dying was the test tube containing the virus being smashed on the floor.

PLAY VS BLADE

His fighting style is Kenpo. This is a very effective art, utilising the fighter's power and only activating it when required. Blade's main tactic is bad mouthing the opposition to damage their inner-strength, so his physical presence and fast moving actions can take full advantage of any loss in concentration on the part of the opponent.

His best move's the Wild Fury Attack, which unleashes a flurry of ten swift punches into the chest area of the opponent. He also packs a mean tracking blade, which hovers in the air for a few seconds before homing in on the unfortunate target.

Blade has a lot of power and only perfectly timed combinations defeat him. Once he has the upper hand it's very hard to stage a comeback, so hit him early and hit him hard!

The best character to be when fighting Blade is Jetta. Her speed gives you the chance to outsmart Blade's brawn. Midknight's overhead stomach punch is also very effective against bigger foes, while the sheer brute strength of Slash always has a chance against Blade.

Wild Fury Attack

NO DIRECTION. PRESS A,B AND C

Straight Blade

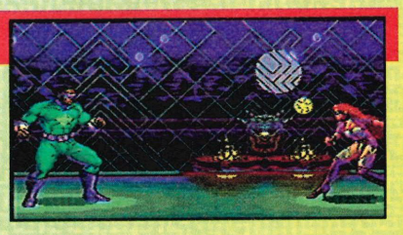
MOVE AWAY FROM FROM OPPONENT FOR 5 SECS THEN Y AND Z

TRacking Blade

MOVE AWAY FROM FROM OPPONENT FOR 5 SECS THEN X AND Y

Stun Beam

MOVE AWAY FROM FROM OPPONENT FOR 5 SECS THEN FORWARD AND Z

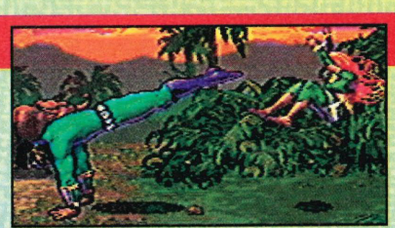


Electrostatic Punch

PRESS THE X BUTTON

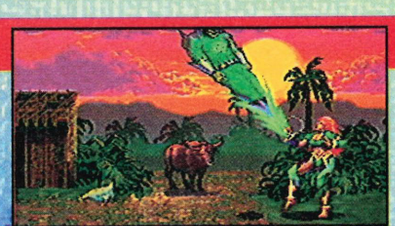
Power Push Up

PUSH DOWN AND PRESS C



Piledriver

PUSH UP AND TOWARDS THE OPPONENT AND PRESS C

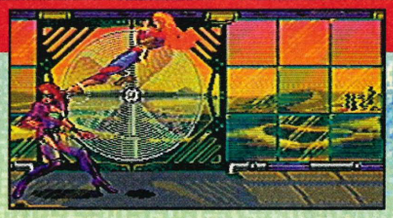


Truncheon Kick

PRESS THE C BUTTON

Flying Choke Hold

MOVE AWAY FOR 5 SECS THEN FORWARD AND Z



Death Dive

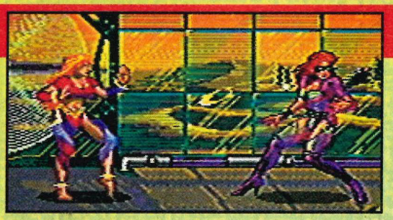
PRESS THE C BUTTON

Moving Corkscrew

SPIN RIGHT PRESS B AND C. SPIN LEFT PRESS A AND B.

Cartwheel Attack

FACE THE OPPONENT AND CONTINUALLY PRESS C



Bladerang

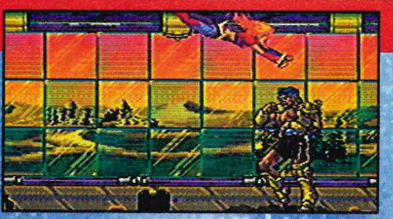
MOVE AWAY FOR 5 SEC THEN FORWARD AND X OR Y.

Ricochet

MOVE AWAY AND PRESS UP AND A OR C

Cossak Throw

GET CLOSE TO THE OPPONENT AND PRESS Z.



Flying Torpedo

PUSH UP AND TOWARDS YOUR OPPONENT AND PRESS Z.

Profile

Full Name:..... Jetta Maxx

Occupation:..... Circus Acrobat

Time Period: ..... 1899 AD

Fighting Style: Savate & Pencak Silat

JETTA

Jetta developed her agile style while travelling around the world with a Russian Circus. She combines Indonesian and French martial arts with acrobatic skills to create the fastest fighting style around. She tumbles and rolls around with the grace of a circus performer and strikes at her opponents with lightning speed and precision.

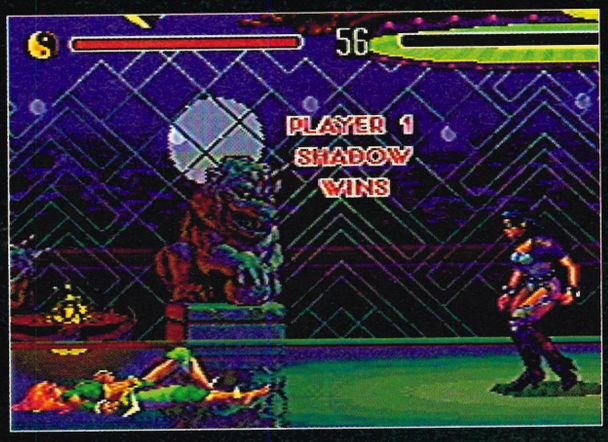
Jetta died as a result of sabotage at a circus performance for the Emperor of China. Chinese radicals, protesting against the Circus, cut her wire and safety net, sending Jetta plummeting to her death.

PLAY VS JETTA

Jetta bases her attacks on speed and she comes at enemies with such pace it's almost impossible to stop her. If she gets you in a corner she invariably uses the cartwheel attack to keep you there.

Catch her early on with a few good blows to make her much easier to defeat, as her weak point is her endurance and recovery speed. Once you're on top she finds it difficult to recover.

The best characters to play as against Jetta are those with special moves designed to stun or immobilise the opponent. For instance, Xavier and MidKnight, both possess this quality. Shadow, who has a similar style to Jetta, can also be effective and, when engaging in an aerial battle, Jetta begins to move slower and quickly weakens.



Profile

Full Name:..... Shadow Yamoto

Occupation:..... Corporate Assassin

Time Period: ..... 1993 AD

Fighting Style: .. Taijutsu & Ninjitsu

SHADOW

Beneath Shadow's sex kitten exterior beats the heart of an assassin. Working for the Black Orchid Corporation, Shadow was the top hired killer, eliminating business rivals to prevent Corporate take overs.

She died by the same means as she made her living, thrown off the top of the Black Orchid building by another assassin. Her fighting styles are Taijutsu and Ninjitsu, incorporating espionage, commando warfare and occult powers as well as traditional Martial Arts practices.

PLAY VS SHADOW

Shadow is probably the trickiest fighter in the arena to defeat. Apart from being difficult to pin down, Shadow has two very annoying moves. The Shadow Special turns her into a darkened figure that can't be hit, while the Smoke Screen transports her around the arena undetected.

Her Twirling Fan attacks and high kicks are hard to defend against but she is open to attack when in the air. Characters like Midknight and Xavier can use their special moves to freeze her in mid-air and launch projectiles to wipe her out!

Flying Mine Move

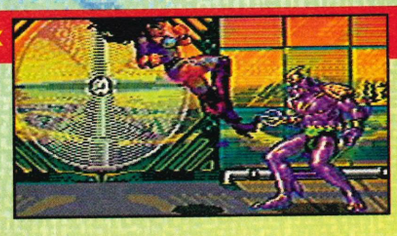
MOVE AWAY FROM THE OPPONENT FOR 5 SEC THEN FORWARD AND Z.

Twirling Fan Attack

MOVE AWAY FOR 5 SEC THEN FORWARD AND A, B OR C.

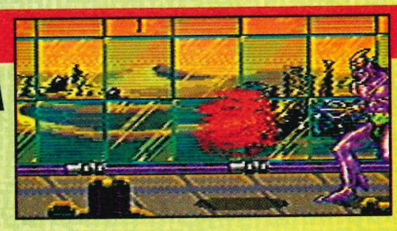
High Jump Angel Kick

D-PAD DOWN FOR 5 SEC THEN UP AND B.



Stun Beam

MOVE AWAY FROM FROM OPPONENT FOR 5 SECS THEN FORWARD AND Z



Shadow Mode

HOLD A, B AND C FOR 3 SEC.

Flying Step Tobi Ashi

HOLD A AND C TOGETHER.

Shuriken

MOVE AWAY FROM THE OPPONENT FOR 5 SEC THEN FORWARD AND Y.

Ninja Knife

MOVE AWAY FOR 5 SEC THEN LOWER FORWARD DIAGONAL AND Y.

Ceiling Crawl

D-PAD DOWN FOR 1 SEC THEN UP AND C.

Ceiling Drop

WHEN ON THE CEILING PRESS DOWN AND Y OR Z.

Power Sweep

HOLD A, Y AND C FOR 1.5 SECS.

Swinging Hammer Fist

HOLD X, Y AND Z.

Air Sweep

HOLD A AND C

Sai Throw

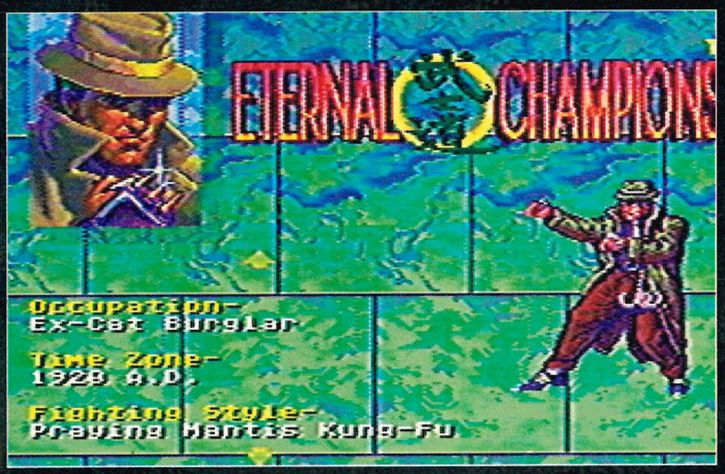
MOVE AWAY FROM YOUR OPPONENT FOR 5 SEC THEN FORWARD AND Y.

Reflect Projectiles

MOVE BACK AND PRESS X.

Foot Sweep

MOVE DOWN AND HOLD B AND C.



Profile

Full Name: ..... Larcen Tyler

Occupation: ..... Ex-Cat Burglar

Time Period: ..... 1920 AD

Fighting Style: Praying Mantis Kung Fu

LARCEN

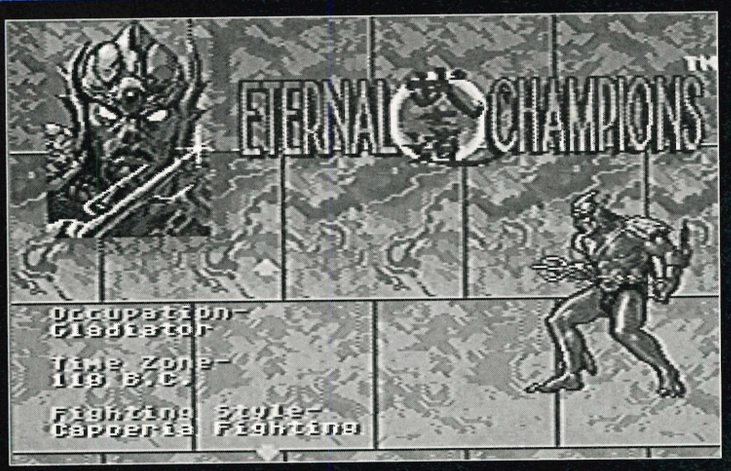
Larcen grew up on the hard City streets of gangland America. He spent his days, and most of his nights, working for a variety of different Godfather-type bosses as a cat burglar.

His fighting style combines all the traits of his tough up bringing with the skills he acquired as a cat burglar. He's also an expert in the martial art known as Praying Mantis Kung Fu. Clawing, kicking and punching are the basis of his play. He uses his grappling hook to full effect, swinging in to attack his enemies and throwing it at any opponent who crosses him.

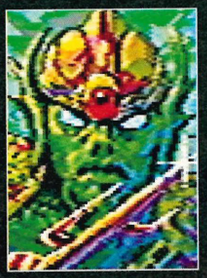
PLAY VS LARCEN

Larcen's a tough opponent, with his main strength being the ability to deflect in-coming fire balls and other projectiles back at the aggressor. He does this at double speed, so the opponent has no chance of escape.

Larcen also has a quick punch action and a deadly accurate method of throwing. For this reason the best characters to use against him have to be both agile and strong. The characters must also have plenty of variation in attack, as any character relying too heavily on projectiles quickly comes unstuck. Players such as MidKnight, Rax and Trident stand the best chance of defeating Larcen.



Profile



Full Name: ..... **Trident**

Occupation: ..... **Gladiator**

Time Period: ..... **110 BC**

Fighting Style: ..... **Capoeria**

TRIDENT

Trident's a genetically engineered Gladiator, trained to battle against the Romans when Atlantis was above sea level. As legend tells, the Romans and Atlantians were at war with each other to claim World domination.

After years of stalemate it was decided a Gladiator fight would decide the feud; the losers being banished forever to the bottom of the sea.

Trident represented Atlantis in this conflict but fell pray to Roman rigging and was crushed under a stone pillar. The Atlantians had no choice but to sink into the depths.

PLAY VS TRIDENT

Trident has speed, power and balance but falls flat on his gills when it comes to endurance! If you establish an early lead against Trident and keep up the pressure, he slows down considerably.

Despite this, Trident is one of the strongest characters in the game, with some of the best special moves. Watch out for his Spinning Trident move which can take a full third off your energy. The best characters to play as against Trident are the Lady fighters, Slash and Blade, for their speed and manouverability.

Titanic Kick

PUSH UP AND TOWARDS THE OPPONENT AND PRESS C.

Spinning Trident

PRESS X, Y AND Z TOGETHER.

Plasma Bolt

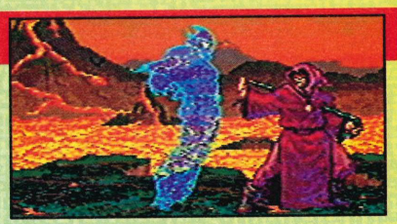
MOVE AWAY FROM THE OPPONENT FOR 5 SEC THEN FORWARD AND Z.

Sliding Spinning Trident

MOVE AWAY FROM THE OPPONENT FOR 5 SEC THEN FORWARD AND Y.

Liquid Mode

PRESS A, B AND C TOGETHER.



Depth Charge Field

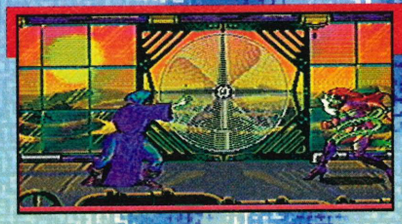
X AND Y TOGETHER.

Aqua Driller

PRESS THE Y BUTTON.

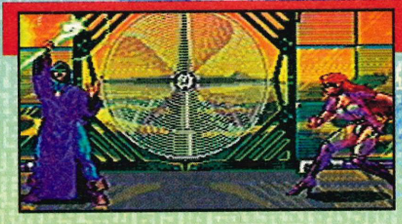
Atlantis Ball

PUSH DOWN AND PRESS Z.



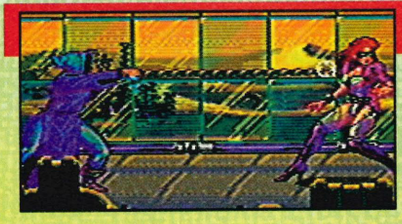
Dragon Trap

MOVE AWAY FOR 5 SEC THEN FORWARD AND Z.



Attack and Smack

PRESS A, B AND C TOGETHER.

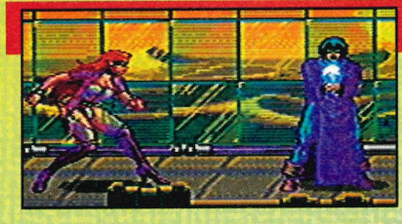


Snap Back

MOVE AWAY FOR 5 SEC THEN FORWARD AND X.

Identity Change

PRESS X, Y AND Z TOGETHER.



Swap Spell

X AND Y TOGETHER.

Confusion Spell

A AND C TOGETHER.

Hanging Kick

PRESS THE C BUTTON.

Snare Throw

GET CLOSE TO THE OPPONENT AND PRESS Z.

Profile

Full Name: ..... Xavier Pendragon

Occupation: Warlock and Alchemist

Time Period:..... 1692 AD

Fighting Style: Hapkido Cane Fighting

XAVIER

Xavier's advanced scientific brain led him into the field of Alchemy, the age old quest to turn Lead into Gold. While conducting his experiments he failed to discover the secret but did discover strange natural powers.

These became part of his inner-energy. However, he was branded a Warlock and was punished by being burnt at the stake. His fighting style combines these mysterious powers with Hapkido Cane fighting, a Martial Art that concentrates on the Cane or Bo as its main focus.

PLAY VS XAVIER

Xavier's main strength is his special moves but they are also his weak point. While building up his mystical moves he is quite vulnerable to attack, especially from nimble footed opponents such as Jetta.

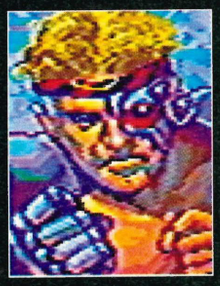
Xavier's most dangerous when he attacks with his Dragon Trap move or his Snap Back, but his greatest trait is the ability to defend for long periods of time, before quickly casting a spell with devastating effect. It's important to prevent him having the time to launch an attack. His Midas Touch move and his Confusion spell stun opponents, getting him out of corners and allowing him to take control of a fight.

The best characters to face Xavier with are quick fighters, such as the female characters, and players with the ability to shut off the oppositions special moves, like Larcen for instance.

Pro Action Replay

Infinite Energy
FFABE B0068

Profile

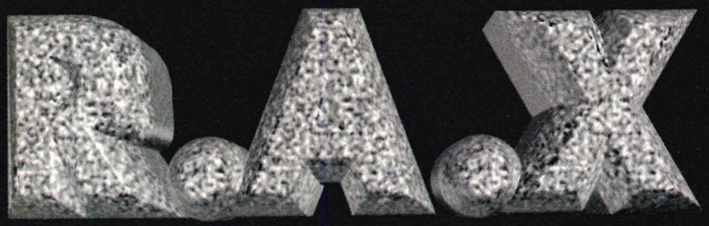


Full Name:..... Rax Coswell

Occupation:..... CyberFighter

Time Period: ..... 2345 AD

Fighting Style: Muay Thai Kickboxing



Rax is a Cyborg from the 24th Century. At one time he used to be one of the best Human Kickboxers around, but when Cyber Fighting became popular he became redundant as a sportsman. Consequently he made the decision to be transformed into a Cyborg to continue professional Kickboxing and become World Champion.

His demise was caused by a promoter fixing a fight when Rax's mind was poisoned by a computer virus. His style of kick boxing is Muay Thai, which dates back to the 16th century, and this, combined with his Cyber Jets, that propel him around the arena quickly and powerfully, makes him a main contender to win the ultimate contest!

PLAY VS RAX

Rax's best assets are his jets, propelling him across the screen at speed. To counteract Rax, Shadow's Smoke Screen or Xavier's teleport limit his success when attacking.

Rax is also quite vulnerable after he's just hit you. If you have a quick recovery he is left open for leg sweeps or close-in projectiles. Rax's overload projectile is difficult to avoid but Larcen can return it at double speed, while Xavier can freeze him with his Midas Touch move.

Rax has one main problem — he's very slow at building up a move. If you're quick and recognise the move he is working up to, simply use one of the above counter attacks to destroy him.

Overload

HOLD A AND C TOGETHER.

Cyber Kick

HOLD A, B AND C TOGETHER.

Cyber Punch

HOLD X, Y AND Z TOGETHER.

Air Jets

D-PAD DOWN FOR 5 SEC THEN UP AND B.

Lock and Load

HOLD A AND B TOGETHER.

Knee Smash

MOVE AWAY FOR 5 SEC THEN FORWARD AND C.

Jet Leg Sweep

HOLD DOWN AND PRESS C.

Techno kick

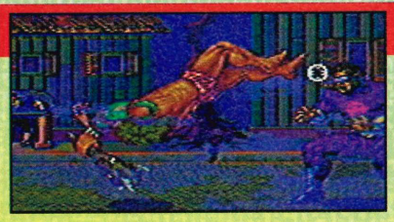
GET CLOSE TO THE OPPONENT AND CONTINUALLY PRESS C.

Spinal Crush

MOVE FORWARD AND PRESS Y WITHIN THROWING RANGE.

Running Head Butt

MOVE AWAY FOR 5 SEC THEN FORWARD AND C.



Double swing Kick

PRESS A AND C TOGETHER.

De Claw

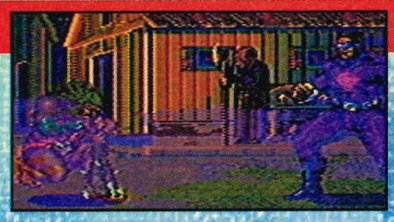
MOVE AWAY FOR 5 SEC THEN FORWARD AND Z.

Massive Club Swing

PRESS X, Y AND Z TOGETHER.

The Home Run

PUSH FORWARD AND PRESS Z.



Power Thud Club

PRESS Y AND Z TOGETHER.

Stone Cartwheel

PRESS THE C BUTTON.

SUMMARY

GAME NAME: Eternal Champions
TIME TO COMPLETE: 4 Days
HIGHEST SCORE: N/A
NUMBER OF LEVELS: N/A
CHALLENGE RATING: Variable

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.

Profile

Full Name:..... Slash

Occupation: ... Prehistoric Hunter

Time Period:..... 50,000 BC

Fighting Style:..... Pain

SLASH

Slash was the most intelligent hunter and strongest fighter in his clan. He used his advanced thinking to outwit opponents in fights, soon being recognised by the rest of his tribe as different to them.

The Clan Elders used to have talks with Slash, seeking his opinion, until he publicly disagreed with an Elders decision. He was pronounced an evil force and subsequently stoned to death by his tribe.

His fighting style is Pain, which means Slash does anything whatsoever to inflict pain on his opponent. He takes no prisoners and delights in humiliating his foe with wicked swipes from his club.

PLAY VS SLASH

The best tactic to use against Slash is to throw projectiles at him from a distance. The only projectile Slash throws back is his De-Claw, which is easy to avoid.

If you get drawn into a fight by Slash he's just going to thrash you with his club. It's vital to keep clear and use special moves to stun him before going in close. There is no point in getting dragged into close combat.

Slash still causes pain, even if you keep your distance, so watch out for his running head butt and stone cartwheels. These allow him to travel quickly across the screen, smashing anything in his way!

Slash's big weakness is his defence — it's terrible! He's always vulnerable to swift combinations, which makes Shadow, Jetta and Midknight the best characters to use.

Profile

Full Name:.. Mitchell Middleton Knight

Occupation: ..... Bio-Chemist

Time Period: ..... 1967 AD

Fighting Style: ..... Jeet Kune Do

MIDKNIGHT

Mitchell Knight was one of Europe's premier Bio-chemists, working on a chemical solution to end the Vietnam War. He discovered a virus which would immobilise the enemy to the point of death but, on grounds of morality, refused to administer the virus and attempted to flee with the formula.

Unfortunately he was cornered and pushed into a vat of chemicals, the virus with him. This had a strange effect on Mitchell, turning him into a Vampire-like creature. For the next 133 years Mitchell, now known as Midknight, searched for a cure to his affliction, but before he could find one he was staked through the heart by a Vampire Hunter.

PLAY VS MIDKNIGHT

Midknight has a strange mixture of mystical powers and a modern fighting style, invented by Bruce Lee in the late sixties. His fighting style's very quick and powerful but Midknight also has one of the best defensive stances in the game.

His Dispel move prevents the enemy making any special moves for about 40 seconds and Bedazzle stuns the opponent, drawing him towards Midknight in a state of confusion. Midknight also has a tough set of more physical moves to defend against. His overhead stomach punch being the most powerful of his Jeet Kune Do moves.

Trident's ability to turn into water combats many of Midknights special powers, while Xavier's ability to teleport out of tricky situations is also effective. If Midknight immobilises the enemy's special moves it takes a very strong and powerful opponent like Slash to get the better of him.

Stomach Punch

MOVE FORWARD AND PRESS A, B AND C TOGETHER.

Flying Wall Smash

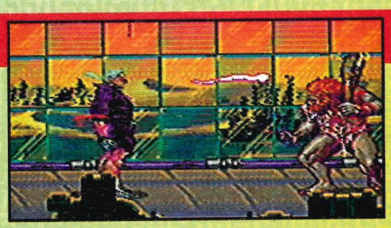
MOVE AWAY FROM THE OPPONENT FOR 5 SEC THEN FORWARD AND C.

Ceiling Ram

WITHIN THROWING DISTANCE, PUSH DOWN FOR 5 SEC THEN UP AND C.

Life Drain

PUSH FORWARD AND PRESS X, Y AND Z TOGETHER.

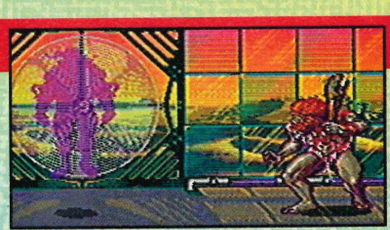


Bedazzle

PRESS X, Y AND Z TOGETHER.

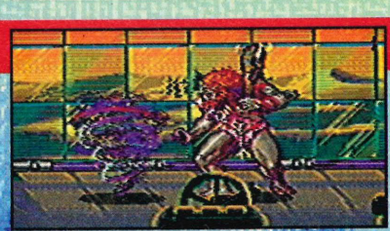
Mist Attack

HOLD A AND C TOGETHER.



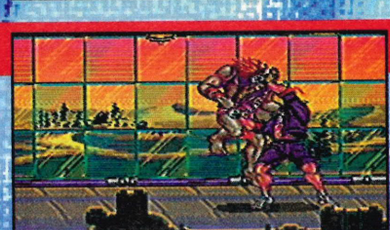
Dragons Breath

PUSH DOWN AND PRESS C.



Mutoid Waster

GET CLOSE TO THE OPPONENT AND PUSH FORWARD AND PRESS Y OR Z.



It is possible for any character, depending on the player's skill, to get right through the game to the final confrontation with the Eternal Champion. This is the supreme test — not only is the Eternal Champion strong in every aspect of fighting strategy, he also re-generates himself so you have to defeat him three times to gain the gift of life. Every character has a different technique, therefore they all have different ways of defeating the Eternal Champion.

THE ETERNAL CHAMPION

Shadow V The Champion

Jump towards him using foot sweeps (Down and B). Next attack him with Skyscraper Kicks (B button), as the other kicks are too elaborate at this stage.

Use the smoke screen when the Eternal Champion tries to trap you in a corner instead of jumping away. The Champion has some good techniques and Shadow's aerial attacks don't really effect him.

Use plenty of low sweeps and punches, with the occasional Fan Attack when he gets too close. The Eternal Champion's very agile so you must always try to keep a safe distance between you and him, attacking in swift waves. Keep using your most powerful moves in combinations, before retreating to a safe distance.

Larcen V The Champion

The simple moves are often the best against the Champion, as he is well versed in defending against special moves. Jump towards him while pressing the C button to deliver simple kicks to his mid-section, keep repeating this at every chance.

Should the Champion turn invisible, dodge back and prepare to repeat the above move to grind him down. The Champion tries to trap you in the corners, so block for all you're worth and try to throw him by pushing Forward and pressing Z. This may not work every time, so always be on your guard between attacks to avoid being thrown yourself.

Towards the end of the fight, concentrate on attacking him with your hook, either by throwing it at him or by using it to swing in for a high attack. Always be prepared to reflect his projectiles by pushing Back and pressing the X button.

Midknight V The Champion

When the Champion leaps towards you, jump up in the air and press the B button. This unleashes a Kick Thrust on the Champion, but note it only works when he's coming straight towards you.

All the effective moves in the rounds before meeting the Champion work on him, so concentrate on combinations in open play. Look for the opportunity to deliver a Wall Smash (Back for 5 sec then Forward and X) when he is insulting you or is recovering.

As the bout goes on use the mist attack as often as possible. If he begins to gain the upper hand, use the Life Drain to bring him down a peg or two.

Rax V The Champion

As soon as the fight begins jump towards him and press the B button. This hits him with a swift kick. Next go down on the floor and perform a set of Jet Sweeps to sap his energy.

Keep using the B button move as much as possible and try a few Cyber Kicks before unleashing an Overload or two. Half way through the contest he stands still to insult you; take this opportunity to set a Lock And Load move up. Don't fire straight away as he blocks for a few seconds. In the final stages of the fight use the Overload move alternately with Jet Sweeps and Cyber Punches.

Always take the fight to him and make concerted efforts to combine the Cyber Moves with throws when he gets too close. This finishes him off before he can trap you in a corner and finish you.

Jetta V The Champion

The Eternal Champion combats speed attacks quite well as he's a fast mover himself, so the usual Cartwheel Attacks and Aerial Bombardments only work occasionally.

Try to get low kicks in while you can and then move away using combinations in short bursts only. Jetta's Phaze Attack works well against the Champion so concentrate on that, while getting in close and using the Roundhouse (the C button close in).

Use Fast Feet and Crouch kicks later in the fight and revert back to Phase Attacks to finish him off. Don't over use any of the moves in the air, only use these if the Champion is recovering, otherwise he teaches you a lesson in pain!

Slash V The Champion

The Eternal champion is a confident fighter and often arrogantly stands still without defending himself. This leaves him open to attack from a Power Thud. Once he is dazed, move in and throw him up for a home run (Forward and Z).

Remember you can't trap him in a corner so use the Stone Cartwheel move followed by massive Club Swipes. As Slash is a bit of a slow character you have to defend most of the time and catch the Champion with low kicks and differing types of club swings.

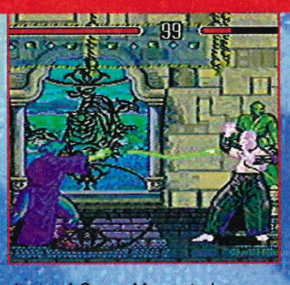
If you get in close, try to inflict a Spinal Crush on him followed up by Home Runs whenever he is undefended. However, always stay alert, if he catches you off guard it's going to be painful.

Blade V The Champion

The Eternal Champion is much faster than Blade so the main tactic is to keep your distance, attacking him when he is insulting you or not defending himself.

Throw plenty of projectiles at him and use the B button kick as your main attack in open play. At close quarters use the Wild Fury attack followed by leg sweeps and then more projectiles. If you grind him down in the early stages of the fight, use Straight and Tracking Blades to stun him, before attempting a throw.

Xavier V The Champion



Everytime the Champion leaps at you, jump and press the Z button. Continue this whenever he leaps. Again, wait until he insults you and pile on the special projectile moves before moving in to throw him.

In open play use plenty of Crane Moves to keep your distance and tire him. If you get close push Down and press C to attack with a Satan's Rocket Slide, follow this up with low punches and a throw. Whenever he is recovering or insulting you, attack him with venom.

Trident V The Champion

Begin by pushing Down and Pressing C as he jumps at you. If you continue this move throughout the fight it's always effective. Follow up these moves with quick Foot Sweeps. Repeat this before retreating and defending strongly.

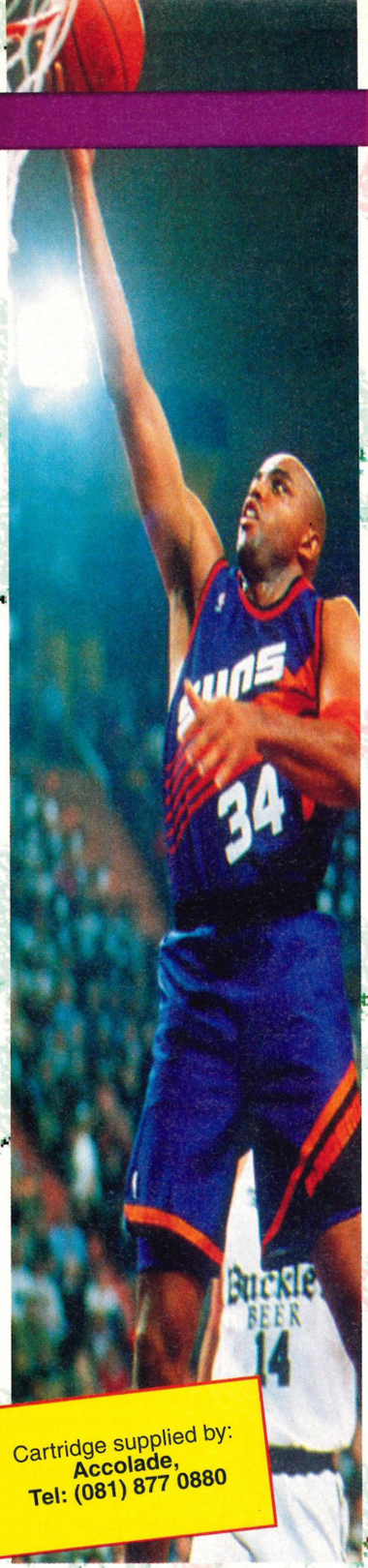
If the Champion uses his invisibility spell, simply dodge out of the way until he shows up again. When he does reappear, use a Titanic Kick (Up, Towards and press C) and follow up with an Aqua Driller or other swipe move. If you get blocked in the corner use your Liquid Mode to escape and defend yourself with the Repulser Field.

Basketball, along with Football, is the most popular form of sports sim on the Mega Drive. A spurt of new games like *NBA Jam*, *NBA Showdown* and *Barkley — Shut up and Jam* are currently battling it out in the market place. The powers that be here at XS Towers decided to look into the matter and bring you a bumper players guide, concentrating on the top new releases and our own personal favourites.

NBA Basketball is now showing on SKY TV and National TV, suggesting the sport is really taking off in this country. Stars like Charles Barkley and Shaquille O'Neal are huge in America and, through the media, over here. Thanks to the latest Sega software, they are set to become household names. Not being afraid of setting the trend (or jumping on the bandwagon), the SEGA XS Globetrotters are going basketball bonkers to bring you all the latest hints and tips!

SLAMMIN' SOLUTIONS!

ALL PHOTOGRAPHS COPYRIGHT SKY TELEVISION

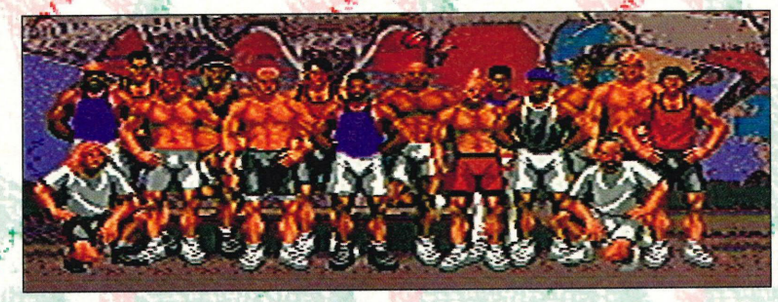


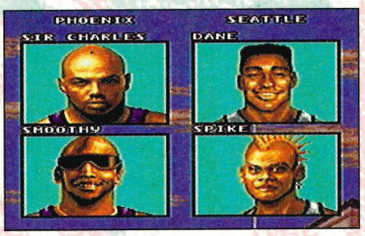
Cartridge supplied by:
Accolade,
Tel: (081) 877 0880

The Charles Barkley license offers up something completely different from the norm. Step outside the NBA for a look at life on the wrong side of the tracks, in the rough and tumble world of the backstreet basketball court. This hell for leather, rip roaridgly good game tests not only your basketball ability but also your street cred; not only your slam dunking skills but also your beat-'em-up prowess! *Shut up and Jam* also offers amazing playability, allowing four human players to get jammin' in a fast and frenetic, no holds barred riot of basketball action!

ACCOLADE ● SPORTS SIM

BARKLEY SHUT UP AND JAM

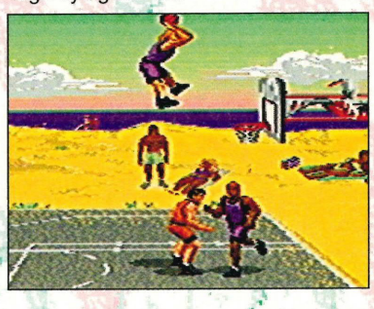




Slammin'

When it comes to slam dunks this game is overflowing with possibilities. Basically any play within the lane can be slammed into the basket in amazing fashion. A cool play is to pass the ball to your partner from your own baseline and then receive the ball back instantly. Now fake to the side, while your partner runs down the court, and press the B button to send a thunderous pass to your partner who leaps high in the air and slams the ball through the hoop.

There are several other plays that get you into the opposition lane area where, by simply tapping the A button, a slam is the easiest and best thing to do. Nine out of ten times a shot in the lane area results in a high-flying basket.



Rough 'N' Tumble

The physical side of the game is a great feature, which also has a function. The shoulder charging and pushing are required in the game to get ahead and to stop the opponents in your half of the court. Using them in the correct place makes short work of the competition, opening up strong scoring chances for yourself or your partner.

The best bet's to take players out in the two lane areas. Firstly when they throw in from their baseline and also when they're attacking your end. In the centre of the court it's better to try to intercept the ball while scrambling back for position, but take every opportunity to hit the player with the ball before he hits you.

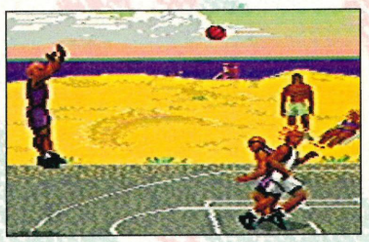
Corner to Corner

Three point plays can be gained in several places if you're lucky, but there are certain places where a three pointer's guaranteed.

At either side of the court, getting close into the corner results in a certain basket. Do not go right into the corner as shots from those positions often hit the side of the backboard. Instead stay about a players width away from the base line before offering a shot at the basket.

Open Three

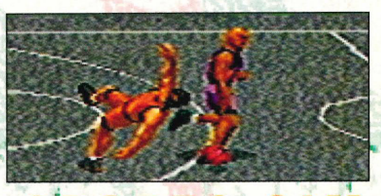
Get to the centre of the court, just outside the three point line, move to the line and press the A button. This position gets a basket every time but, while you're lining up the shot, you're open to a body check or a steal. This means speed is of the essence.

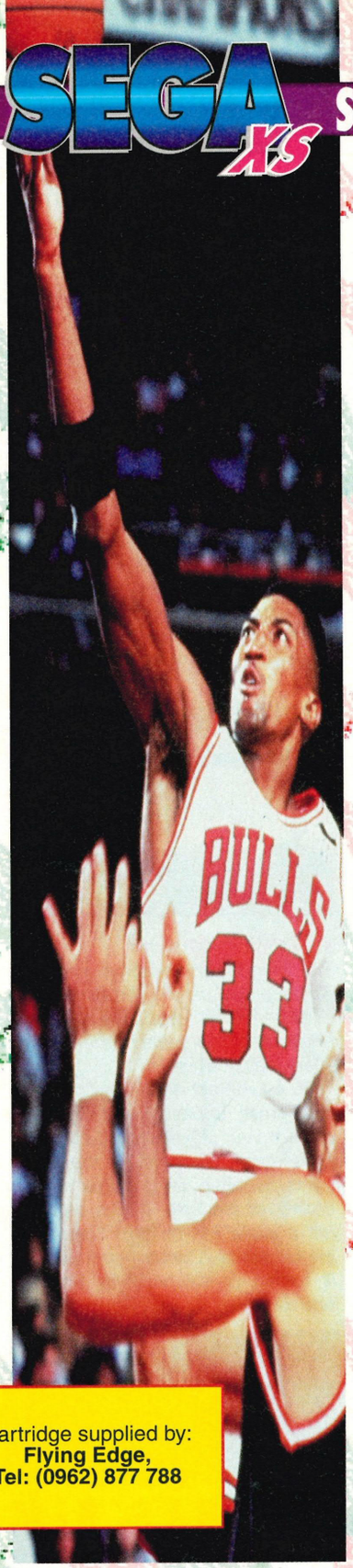


Anything Goes!

The thing to remember when playing *Shut up and Jam* is the simple rule — there are no rules! This is the cornerstone of the game and applies to every play possible.

To counteract all this anarchy, try, at all times, to pass the ball swiftly to prevent your players being caught in possession. Bring down the opponents as often as possible to gain control of the ball. This is definitely not a game for the faint hearted — the old adage 'Cheats never prosper' is turned on it's head by *Shut Up and Jam*!





Cartridge supplied by:
Flying Edge,
Tel: (0962) 877 788

FLYING EDGE ● SPORTS SIM

NBA ALL STAR CHALLENGE

NBA All-star Challenge **is a game based around One-on-One competition. Its gameplay features include battles against the computer or another human player, free-throw and three-pointer competitions and a strange little game called Horse — a basketball version of Hangman! The game boasts lots of player stats, which are taken into account when gauging team performance and there are a total of 27 NBA stars to play as or against.**

SURE-FIRE SHOTS!

ONE ON ONE

The following plays describe exact positions to score from in the One-on-One game. All the shots have one thing in common, which is the way you press the A button. To shoot in the game press the A button twice, the first time to jump and the second time to release the ball. All the following shots demand that the second time you press the A button, the player must be at the top of his jump.

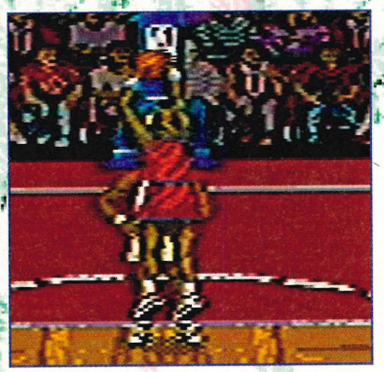
If the A button is pressed while the player is jumping the shot misses, falling well short of the target. Similarly, if the A button is pressed when the player is coming down from his jump he overshoots. With the 'top of the shot' technique in mind it's possible to score from anywhere on the court as long as the shot's timed exactly right.

FREE THROW

The free throw section of the game appears quite difficult at first and, in fact, there is only one way to score a basket every time. Wait, with your finger at the ready, until the target cursor moves into the centre of the lay up square. The target must be central before you press the A button to shoot and, if the cursor is not clearly above the top of the basket, you miss the shot. The action only takes a matter of moments to master but you must be patient. Wait for the target to come around to the exact spot described on the backboard, otherwise getting any kind of score is impossible.

STRAIGHT OFF

This shot requires the player to shoot immediately the game starts. As you face the basket, having been given the ball to start, shoot the ball pressing the A button at the top of the player's jump. If you time it correctly you score without having to break into a sweat. Easy stuff!



DIAGONAL RUN

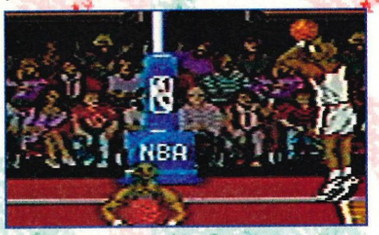
Run with the ball in open play to either of the corners at the bottom of the screen. Now turn and run diagonally towards the basket, jumping and releasing the ball just as you cross the three point line. If the shot is released at the highest point of the jump the ball flies in for two points. You can then repeat the move, shooting from further out, to gain a valuable three points.

AROUND THE FREE-THROW LINE

From the start off point either fake to the right or the left to get to the end of the free throw line. As you reach the line press the A button and shoot at the basket at the top of your jump. This shot also works from slightly further into the centre of the free throw by pressing the second A button as you rise in your jump.

IN FROM THE SIDE

This shot can be practiced in the three-point section of the game. Move to the extreme top left or right and jump up pressing the A button at the top of your leap. If the shot is good the ball rises above the top of the screen and drops down through the hoop for three points. This shot also works from the same position just inside the three point semicircle.



DEFENSIVE TRAITS

With practice the art of scoring becomes very easy, therefore the main element of the game is defence. Only through stealing and blocking can victory be gained.

When the opponent is in the centre of the court or outside the three point semicircle always stay basket-side of him and try to reach in and steal by pressing the B button. If the opponent is closer into the basket, or down the sides of the court, stand slightly away from him and block as he shoots. If his shot's good you lose, but half the time he misses and you're closer to the basket.

Cartridge supplied by:
Electronic Arts,
Tel: (0753) 549 442

Electronic Arts has a grand tradition for producing realistic sports games. Their latest offering, *NBA Showdown,* is no exception. All the rules, all the statistics and all the tactics are included to give a more overall view of basketball, rather than concentrating on One-on-One or the street side of the game.

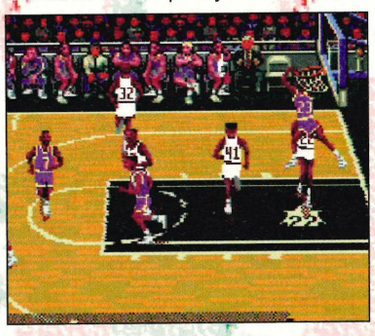
However, complete stats on all players in the NBA and a full complement of tactics doesn't mean that you need a degree to play the game. With the right guidance players of any standard can achieve their dreams, as there are plenty of ways to score every time.

ELECTRONIC ARTS ● SPORTS SIM

NBA SHOWDOWN

FREE 'N' EASY

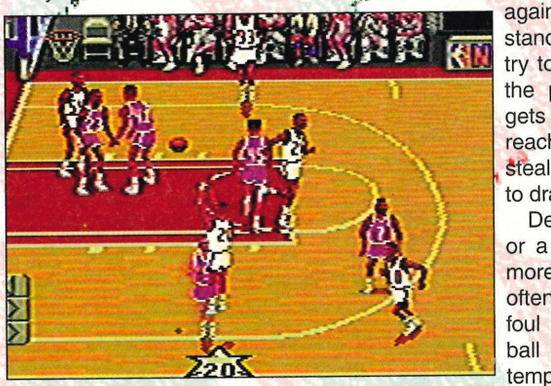
This play works at either basket, if you get the position right. Stand behind the free throw line and slightly towards the lower part of the screen, so you're just off centre. The score's always made if this position is perfect, but it doesn't protect you from the other team's pesky blockers.



REBOUNDS AND LAY UPS

The majority of scoring comes from within the lane (the rectangular zone between the free throw line and the baseline), and a good tactic's to get as close to the basket in this area as you can. If your shot doesn't make the basket it's a good position from which to grab any quick rebounds.

Certain plays always result in a basket inside the lane. For example the dead centre of the lane standing on the bottom edge. If you miscalculate your position though, the opponents often race away and score.

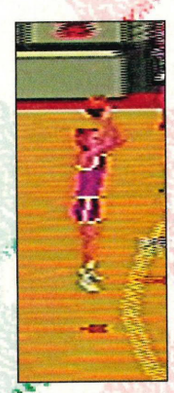


THREE FROM THE SIDE

Approach the left hand basket and fake to the bottom of the screen so you're outside the three point semicircle. Just as the semicircle straightens out get close to the line and fire a shot towards the basket. If you have the position right you score every time.

THREE POINT STRAIGHT

To get a definite three points, when attacking the right hand basket, approach the basket in the centre of the court. As you get close to the three point boundary stop just outside. Steady yourself and launch the ball at the basket.



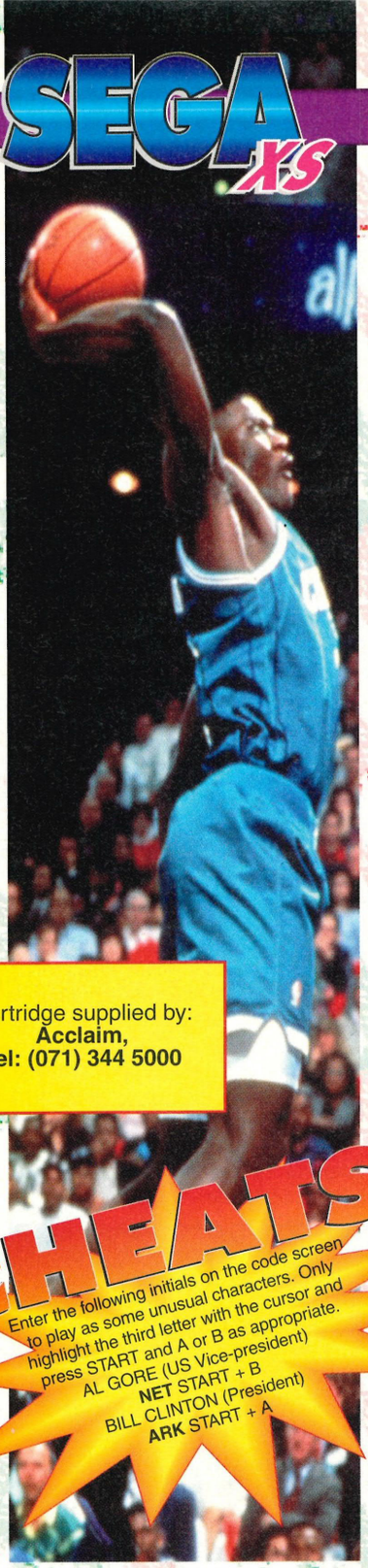
Position is again important so plenty of practice is needed to score every time but, even if you miss, there's a good chance of grabbing the rebound.

DEFENSIVE TACTICS

The best defensive tactics in *NBA Showdown* are similar to the real thing. When defending against a build up attack, stand your ground and try to intercept passes. If the player with the ball gets too close either reach in to attempt a steal or stand still and try to draw the foul.

Defending a fast attack or a break can be a lot more difficult and it's often the best policy to foul the player with the ball to slow down the tempo of the play.

With tactics like these keep a watchful eye on each players foul tallies and the clock. Don't be afraid to call time outs and mix up the style of play. Alternatively, you could mark the opponents man-to-man, flicking between your players to always be next to the player with the ball and, again, try to draw the foul.



Cartridge supplied by:
Acclaim,
Tel: (071) 344 5000

CHEATS

Enter the following initials on the code screen to play as some unusual characters. Only highlight the third letter with the cursor and press START and A or B as appropriate.

AL GORE (US Vice-president)
NET START + B
BILL CLINTON (President)
ARK START + A

ACCLAIM ● SPORTS SIM

NBA JAM

The four player game is again featured in *NBA Jam*, generally regarded as the finest of the new releases. All the top NBA stars are included and the action is outrageous right from the start.

***NBA Jam* has been showered with well-deserved plaudits by the computer media. It has also been the subject of a typically aggressive piece of marketing by Acclaim, who cut their teeth on the mega-hype surrounding the release of *Mortal Kombat*. In this instance believe the hype. *NBA Jam* is the number one basketball simulation on the market!**

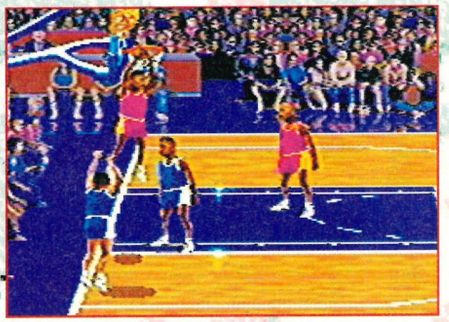
DOING THE DUNK

Slamming dunks is the big feature of the play and they're fairly easy to pull off. If you run or pass clearly into the lane and shoot straight away the player flies up into the air and slams the ball home. To make a really huge play, run towards the basket holding down the B button, the player's feet go blue to denote the special move has been activated. As the player reaches the basket, press the A button and watch him fly through the air in one of a number of wild leaps. The commentator shouts "BOOM Shakalaka!" and the crowd goes wild if the dunk is achieved.

It's a good idea to try and hit three consecutive baskets with the same player. Achieve this and the commentator screams, "He's on fire!". Once this happens the ball catches fire each time that player is holding it. He's now more likely to score from anywhere on the court and the basket bursts into flames as the ball slams through it. Nice touch Acclaim!

SHATTER THE BACKBOARD

Dunks can be made anywhere in and around the lane and even as far away as the free throw circle. One of the best dunks lets the player launch himself up from yards away and slam the ball into the basket, smashing the backboard into a thousand pieces as he slots the ball home. Always take the opportunity to fake to one side away from the lane before running in to attempt a dunk, most of the time you score with ease.



IN FROM THE CORNER

Three point plays are also a big feature of the game and the shot from the corner works almost every time. Dodge into the top corner on either side of the court and turn to face the basket. Now jump up and release the ball, the score is almost certain, especially if the player's three point ability is high. You must be right up in the corner for the shot to work.

THREE POINT PLAYS

Here is another couple of three point plays, which always work if you get the position exactly correct. Firstly, when attacking the right hand basket at the bottom of the screen, position yourself just outside the three point line where the semicircle turns into a

straight line. Stop for a second to fine tune your position close to the line before shooting.

The second three point gem is slightly further back, just to the right of the yellow markings on the court surface. Move so your shadow just overlaps the yellow mark and shoot for home. The shot only goes in if you're level with the marker.

Each team has its own style of play, so it's a good idea to choose a team to suit you. For example, some teams are rough and tough, while others have more finesse — it's all a matter of taste!

MASTER & GAME GEAR

Cartridges from as little as...

£12!!

MEGA DRIVE

From as little as...

£15!!

For amazing service and amazing prices

Call JEZ on 0935 23866
or write to:
Jez Martin Enterprises
12A Manor Road
Yeovil
Somerset
BA20 1UG

send SAE for price list !

WIN WIN WIN

£250 WORTH OF COMPUTER GAMES OF YOUR CHOICE

0839 407097

To Be Won

Every caller gets the opportunity to claim a £5 Mail Order Discount

RING NOW TO CLAIM YOUR PRIZE

Call cost 39p per min. (cheap), 49p (other times). Max. possible cost £3.68. Please be sure you have permission to make this call. Competition involves 6 multiple choice questions with tie-breaker. Competition closes 31.08.94. For rules + winners names please send S.A.E. to Lightning Games. 17 Westview, Newent, Glos. GL18 1TE.

TEL 0531 821732 LIGHTNING GAMES TEL 0453 828376

17 WESTVIEW, NEWENT, GLOS. GL18 1TE.
GLOUCESTERSHIRE'S NEWEST + BEST MAIL ORDER COMPANY
FOR ALL YOUR SOFTWARE + HARDWARE NEEDS - SEGA, NINTENDO + CD 32

FOR WIDEST RANGE OF SOFTWARE, + HARDWARE ACCESSORIES AT OUR BEST EVER PRICES - FROM £12.99 (MD). RING OR SEND LARGE S.A.E. FOR HUGE CATALOGUE/LISTS.

CALL US FIRST + SAVE ££ POUNDS ££

New Releases, Competitions, Regular Updates

0532 340300 (8 LINES)

FREE P&P

SAVE A FORTUNE

FREE P&P

★ NO MEMBERSHIP FEES ★

SKYWALKER ENTERTAINMENT LTD

PART EXCHANGE WELCOME ★★★AND★★★

IT DOESN'T MATTER WHICH GAME YOU P/EX AS LONG AS ITS A U.K. VERSION WITH THE ORIGINAL CASE & BOOKLET AND IT WORKS!

SEND IT IN A PADDED ENVELOPE BY RECORDED DELIVERY, PLEASE!

MEGADRIVE GAMES

	WITHOUT P/EX	WITH P/EX
ALADDIN	£39.99	£20.00
ANOTHERWORLD	£26.99	£10.00
BARKLEY SHUT UP & JAM	£34.99	£20.00
BUBSY BOBCAT	£24.99	£5.00
CASTLEVANIA	£37.99	£20.00
CHUCK ROCK 2	£34.99	£15.00
COSMIC SPACEHEAD	£29.99	£10.00
ECCO THE DOLPHIN	£29.99	£10.00
ETERNAL CHAMPIONS	£47.99	£25.00
FIFA SOCCER	£36.99	£20.00
GODS	£29.99	£10.00
GREATEST HEAVYWEIGHTS	£49.99	£25.00
HYPERDUNK	£39.99	£20.00
JAMES POND 3	£24.99	£10.00
JURASSIC PARK	£29.99	£15.00
MEGA-LO-MANIA	£19.99	£5.00
MICRO MACHINES	£29.99	£15.00
MIGHT & MAGIC	£29.99	£15.00
MUTANT LEAGUE HOCKEY	£39.99	£20.00
PGA EUROPEAN TOUR	£34.99	£20.00
PINK PANTHER	£39.99	£20.00
RBI '94	£39.99	£20.00
SENSIBLE SOCCER	£34.99	£20.00
SKITCHIN	£39.99	£20.00
SONIC 3	£49.99	£30.00
SONIC SPINBALL	£39.99	£20.00
STREETFIGHTER 2	£39.99	£20.00
STREETS OF RAGE 2	£24.99	£10.00
SUPER KICK OFF	£24.99	£10.00
SUBTERRANIA	£39.99	£20.00
TOE JAM & EARL 2	£44.99	£25.00
WINTER GAMES	£19.99	£5.00
WORLD CUP USA '94	£44.99	£25.00
ZOOL	£29.99	£10.00

MEGA CD

	WITHOUT P/EX	WITH P/EX
BATMAN RETURNS	£39.99	£25.00
DRACULA	£34.99	£20.00
DRAGONS LAIR	£39.99	£20.00
ECCO THE DOLPHIN	£39.99	£20.00
FINAL FIGHT	£34.99	£15.00
GROUND ZERO TEXAS	£39.99	£20.00
HOOK	£39.99	£20.00
JAGUAR XJ220	£29.99	£15.00
JURASSIC PARK	£39.99	£20.00
LETHAL ENFORCERS	£49.99	£25.00
MICROCOSM	£39.99	£20.00
ROAD AVENGER	£29.99	£15.00
SHERLOCK HOLMES	£36.99	£20.00
WOLF CHILD	£29.99	£15.00
WONDER DOG	£39.99	£20.00

HARDWARE OFFERS

MEGADRIVE 2 WITH SONIC 3 & 2 CONTROL PADS £134.99

MEGADRIVE 2 WITH ALADDIN & 2 CONTROL PADS £119.99

PERIPHERALS

TURBO JOYPAD £12.99
SPEED PAD LOGIC 3 ..... £12.99
CHIMERA 3 JOYSTICK £8.99
SG PROGRAMMABLE JOYPAD £18.99

★POSTAGE & PACKING FREE★

YOU CAN WRITE YOUR ORDER ON A PIECE OF PAPER IF YOU PREFER!

NAME.....
ADDRESS.....
.....
.....POST CODE.....
PHONE.....MACHINE.....

ITEMS/REQUIRED	PRICE
TOTAL	

CHEQUES OR POSTAL ORDERS PAYABLE TO:
SKYWALKER ENTERTAINMENT LTD.
5-9 MUNRO HOUSE, DUKE STREET,
LEED LS9 8AG, W. YORKSHIRE

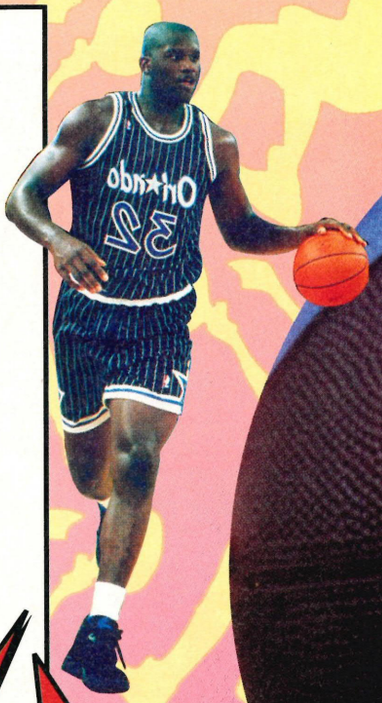
REMEMBER: IF YOU ARE PART EXCHANGING WE STRONGLY RECCOMMEND YOU SEND YOUR GAME BY RECORDED DELIVERY!

IF THERES A GAME YOU WANT THATS NOT LISTED... CALL NOW 0532 340300
1000's OF NEW/SECOND HAND GAMES STOCKED!

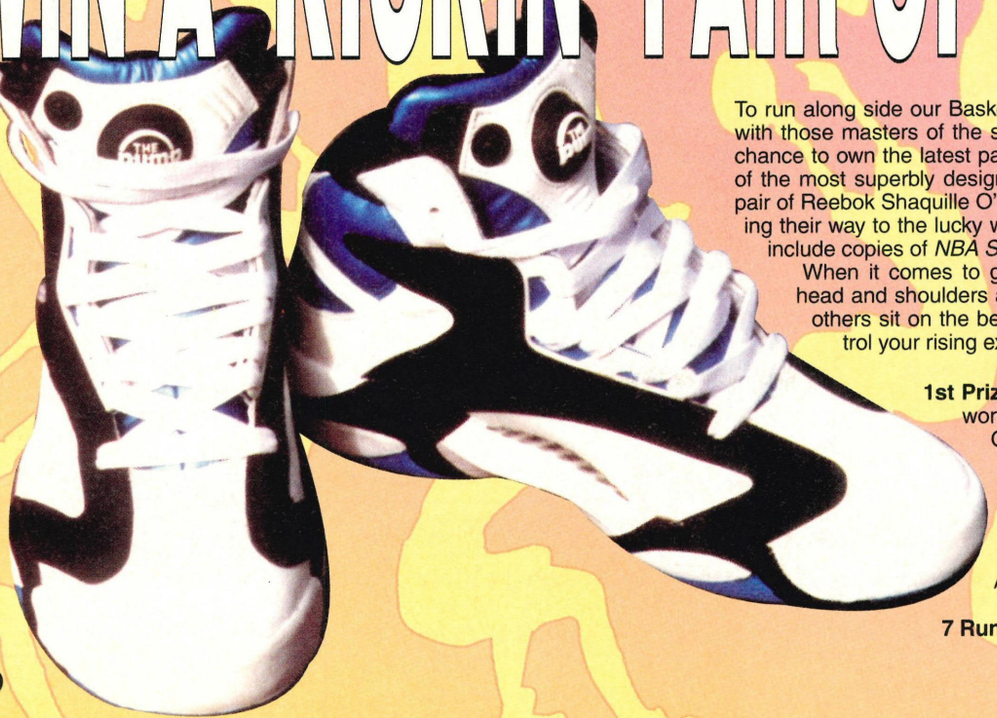
REMEMBER: POSTAGE & PACKING IS FREE IF PART-EXCHANGING IT DOESN'T MATTER WHAT THE GAME IS! -ALL YOU PAY...IS WHAT IT STATES - E & OE

SKYWALKER ENTERTAINMENT LTD.
5-9 MUNRO HOUSE, DUKE STREET, LEEDS, LS9 8AG
TEL: 0532 340300 FAX: 0532 340047

SHAQ ATTAQ



WIN A KICKIN' PAIR OF TRAINERS!



To run along side our Basketball Bonanza, we at SEGA XS have got together with those masters of the sport sims Electronic Arts to bring you an amazing chance to own the latest pair of trainer status symbols. We're giving away one of the most superbly designed and crucial pieces of sports kit available. One pair of Reebok Shaquille O'Neal trainers worth a staggering £120, will be winging their way to the lucky winner, as well as some other superb prizes. These include copies of *NBA Showdown* from EA.

When it comes to great compos you already know that SEGA XS is head and shoulders above the rest, dunking the ball in the basket while others sit on the bench! Check out the full list of prizes here and control your rising excitement:-

1st Prize - One pair of designer Shaq Reebok trainers, as worn by the big man himself.
One supreme Shaq Attack Basketball for your playing pleasure.
One copy of the latest EA Mega Drive basketball game - *NBA Showdown*.

2nd and 3rd Prizes - One bouncy new Shaq Attack Basketball and a copy of *NBA Showdown*.

7 Runners-up Prizes - A copy of *NBA Showdown*.

Shaquille O'Neal, who plays for Orlando Magic, is the name on every Basketball fans lips at the moment. The 7ft 1darling of the NBA wears size 19 Reebok trainers and if the winner of our compo takes a similar size in footwear we can accommodate them!

So what do you have to do to get your hands (or feet) on this amazing prize?

Well, simply answer the three ultra easy questions below and send the entry form into us. If you're first out of the hat, the Rolls Royce of trainers will be winging their way to you and don't forget the other nine lucky winners won't go home disappointed either.

EA SPORTS ELECTRONIC ARTS

THE QUESTIONS

1: What do the initials NBA stand for?
A - National Basketball Association
B - Never Buy Acme
C - Neil Bigboy Armstrong

2: What is the name for the starting jump in a Basketball game?
A - Tip Off
B - Rip Off
C - Take Off

3: Which of the following Basketball Teams play in the NBA?
A - Chicago Bulls
B - Pilkington Pimples
C - Forsyth Fumblers

SHAQ COMPETITION

1 2 3

Please get all your entries in to us by the 15 June 1994. Send your answers to **Shaq Attack Compo, SEGA XS, Durham House, 124 Old Christchurch Road, Bournemouth, Dorset BH1 1NF.**

Name.....
Age.....
Address.....
.....
.....
Postcode.....
Tel no.....
My shoe size is .....
Please print a solution for.....
.....

ALL PICTURES COPYRIGHT SKY SPORTS

MICRO MACHINES

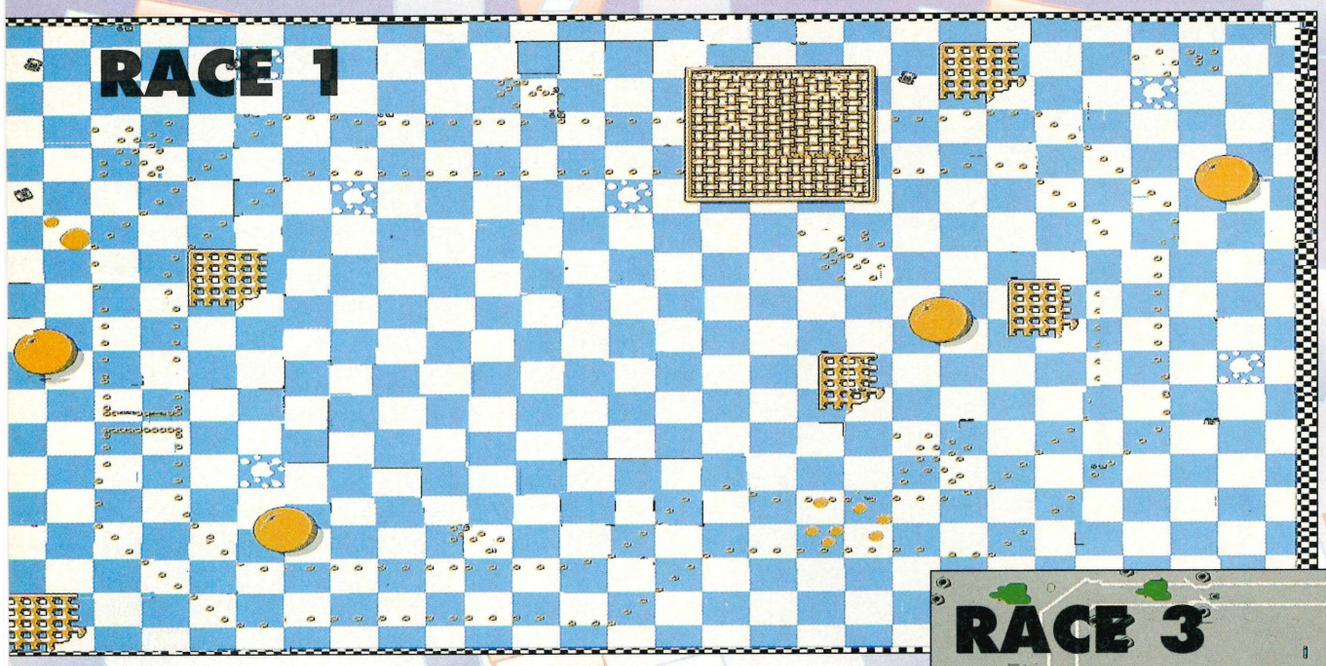
MASTER SYSTEM GAME GEAR

RACING GAME ● CODEMASTERS

The Codemasters classic graces the XS pages once again. Not content to give you just the text solution of the Mega Drive version in Issue Four, we have mapped all of the 25 tracks contained in the Master System and Game Gear version. We're nice like that!

There really is nothing better than a good race to bring out the competitor in you. You're up against three other drivers, all hell bent on winning and knocking you into fourth place. In terms of gameplay and addiction this ranks with the best of them and all of us at XS Towers were dribbling with joy at the thought of doing the complete solution.

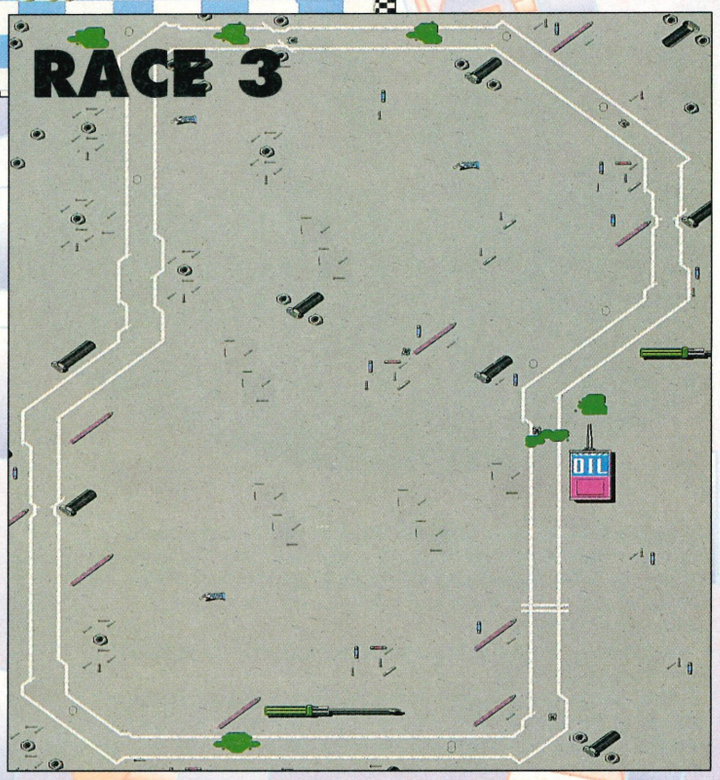
THE BREAKFAST BENDS



The first frantic race is set on a messy breakfast table, and I mean messy! Your car must outrace the other three competitors to win. Watch out for deadly obstacles like waffles, spilt Corn Flakes, milk and oranges.

Luckily most of the obstructive items are not on the track, so don"t deviate from the laid down route. However, the orange juice on the track at the bottom of the map really clogs up your engine, so give it a wide berth! Cut corners to the top left and top right, apart from when approaching the waffle. The huge waffle ramp at the top is safe to drive over, so keep your speed up!

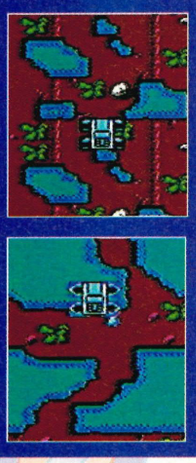
OILCAN ALLEY



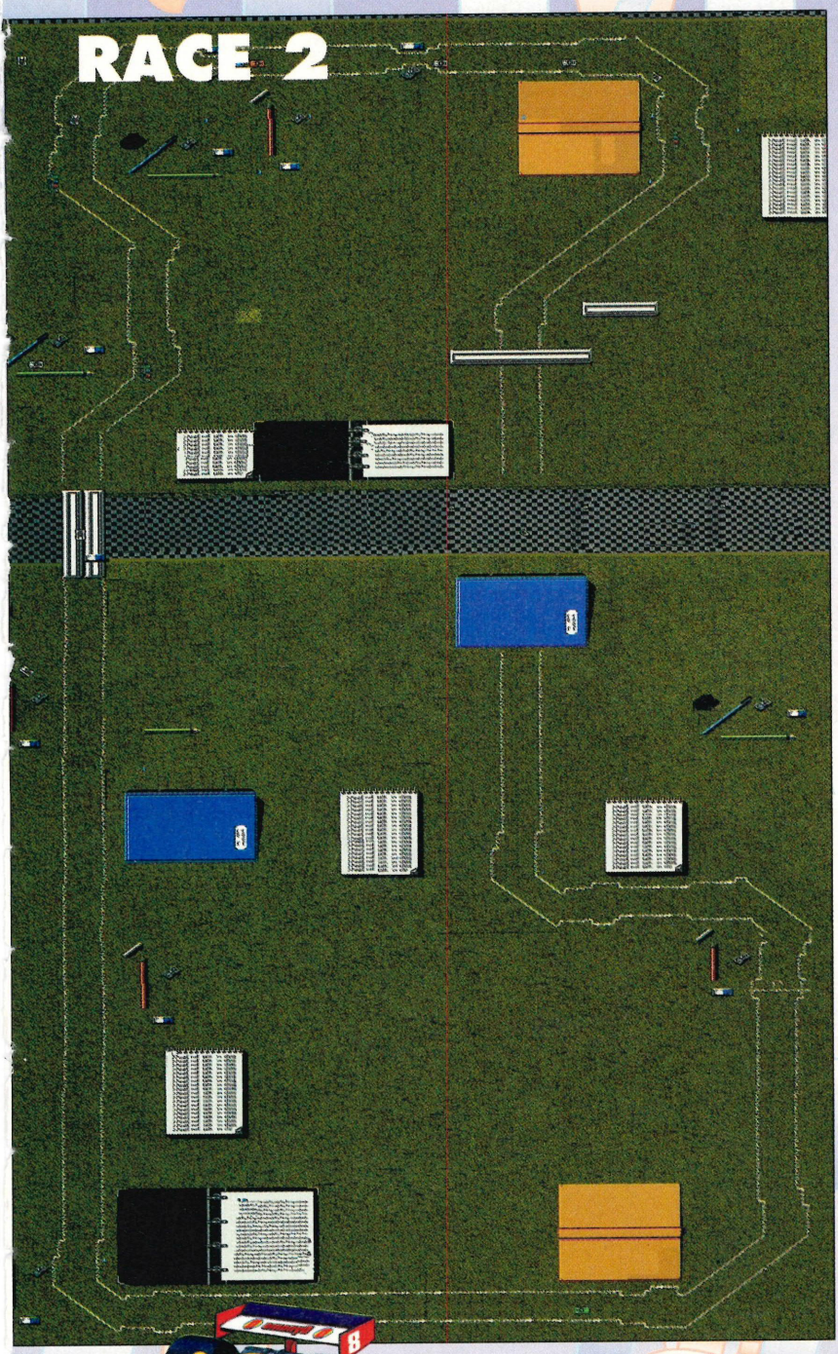
Someone has carelessly squeezed globules of sticky glue onto the race track and these pose the biggest problem in the race. Slowing you down to a crawl when you run over them. The best tactic is to follow the outside lines of the track, avoiding all the glue.

Try and bash other cars into the globules when they challenge you. If you do race on the border of the track beware of the narrow bends. To avoid trouble dart back to the centre of the track for a few moments to avoid the objects surrounding the narrow gaps. Oil poses a problem, so have your wits about you and pay close attention to this useful map. If you drive off the track and into the centre of the course you explode. Be warned!

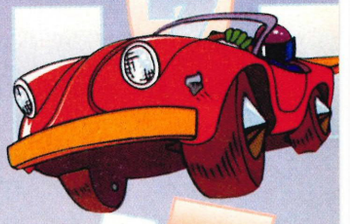
BONUS LEVEL



A bonus level crops up every time you win three races in a row. You don't lose a life here but you can gain one. Beat the time limit and negotiate the big wheeler truck around the marsh . As long as you don't rush too much, it's plain sailing!



DESKTOP DROPOFF



There is loads to see and do on the Desktop Dropoff level. Use the books placed face down as ramps for short cuts, the rulers to make small (but useless) jumps, and try to bump other racers into the chicanes consisting of pencil sharpeners and rubbers. All heaps of fun!

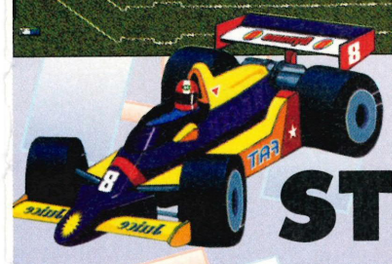
The most common and devastating peril is falling off the desktop, hence the title of the level. There are a number of points where you may do this by accident. Overaccelerating or late turning at the top right corner or the bottom left result in a fall, which wastes valuable time.

When you cross the ruler bridge do not stay on the side with the rubber blocking your path. If you're neck and neck with another car use the bridge as a point to knock them off the side. Ruthless, I know, but *Micro Machines* requires nothing less than pure ruthlessness and the desperate desire to win at all costs!

Don't slow down when nearing the blue folder allowing you to jump the gap between the two desk tops. Luckily, there is nothing blocking the track itself and it's best to stay as central as possible under the various pressures. Although this is easier said than done! This track is a really good reflex tester, as well as being one of the fastest in the game.

As long as you don't venture too far from the track it's easier to pass the chicanes at the top of the map on the nearside. However, this requires split-second timing, otherwise there are plenty of obstacles to halt your progress. The open notebooks and notepads aren't worth exploring and only pose an obstruction as you can not pass the ring binding which sticks up in the air.

Desks have always been associated with fairly boring work tasks up until now, but I'm telling you, prepare to pump up your tyres, put it into first and put the pedal to the metal! You are in for the race of your life!

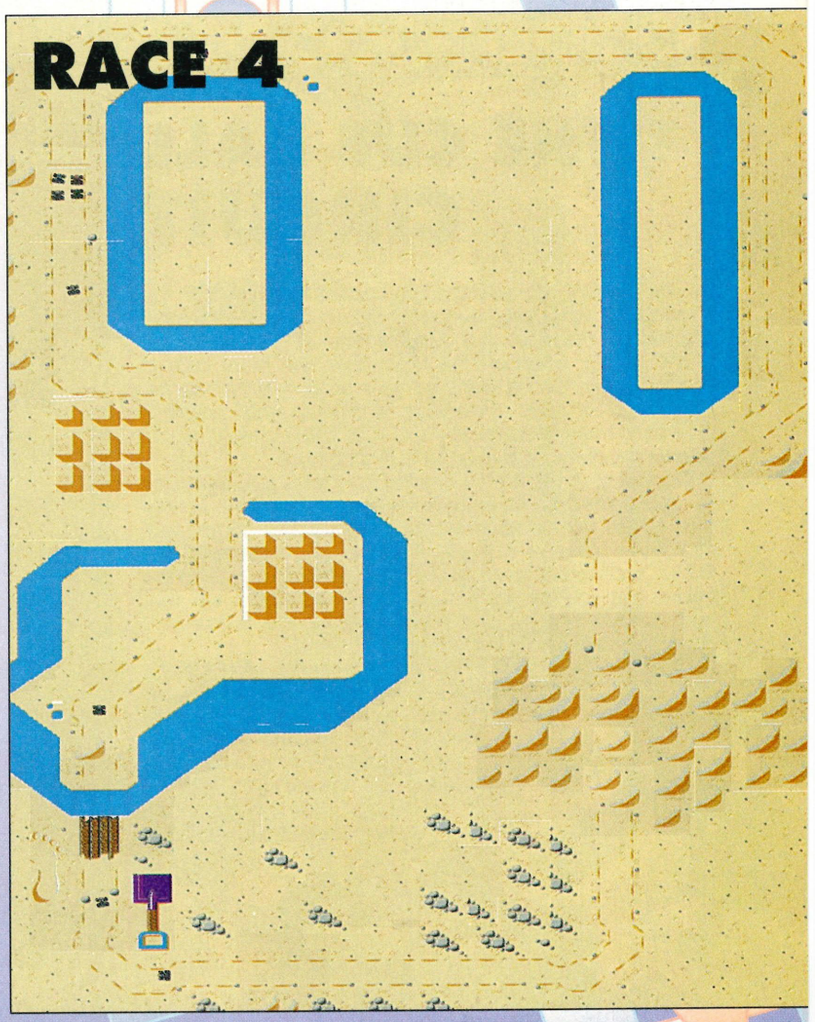


SANDY STRAIGHTS

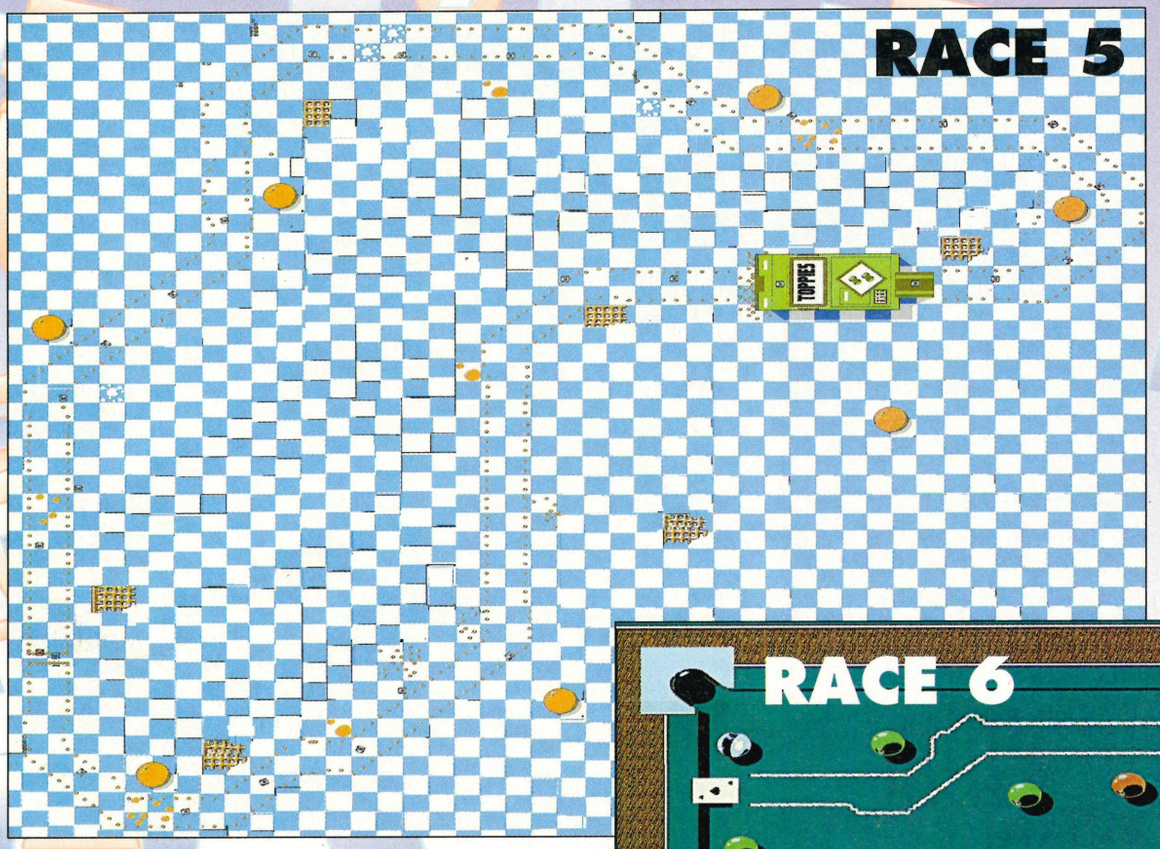
One of the first things you notice is your sand buggy slips and slides all over the place if you accelerate into corners. To prevent this simply ease of the pedal approaching the corner, before speeding up as you come off the bend. The spades can be driven over, anywhere below the handles.

To jump the river at the bottom left of the map, slow right down before turning. Overshooting here is a disaster, which is very time consuming to rectify. Turn sharp and accelerate into the ramp to clear the water.

Cut the corner a little, to save time, after the first sand castle. If you bump into the sand castles you just bounce off or stop, depending on the angle you hit. On the straights to the right of the map, you can do some serious speeding, if you don't mess around too much, so take advantage of the opportunity. This is the first level requiring real skill to complete.



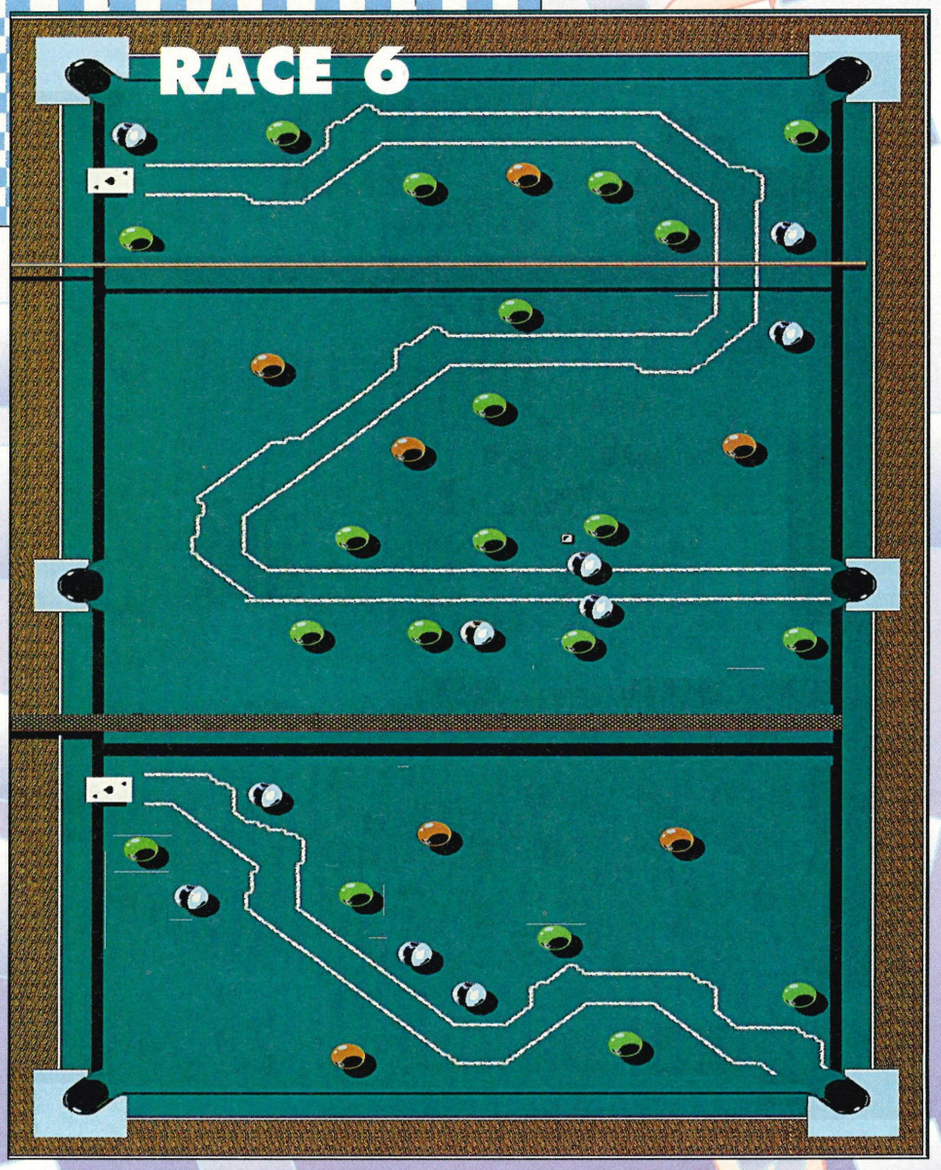
OATMEAL IN OVERDRIVE



More breakfast mayhem to leave you at the table all day! As soon as the race starts, nudge your car over to the right, so it's just outside the race track. As long as you don't over do it and hit the waffle you avoid the sticky splatter of orange juice that will slow you down. The other cars may all get caught out by this trap and you can gain a swift lead.

Cut the first corner completely and increase your lead even more(watch out for the two milk splurges on the track) without too much effort. When you eventually reach the overturned box, approach it from the centre of the track so you hit the ramp and clear it without any problems.

It's fairly plain sailing from then on, but deviate from the track for a last time when the last orange juice drops appear. You shouldn't need three Shredded Wheat to get round here in first place!



THE CUE BALL CIRCUIT

As the balls lie still and scattered about the table top, the Formula One cars prepare to do battle in probably the most enjoyable of the races. It is possible to go at full pelt for most of the racing, when on the table itself, but more care is needed when driving over the card ramp and turning the corners on the edge of the table. The card ramp in particular should be negotiated very slowly or you end up crashing all over the place, losing valuable time to boot!

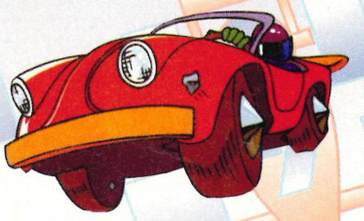
Obviously, do not bump into the pool balls and avoid the pockets unless the track leads into one, namely the bottom right pocket. When approaching this particular pocket, aim straight and true or else you bump around the side of the pocket and loose a great deal of time. When you fall into the pocket you emerge further up the table from the mid right pocket. Only one car can enter the pocket at a time and there is no overtaking in the tunnel.

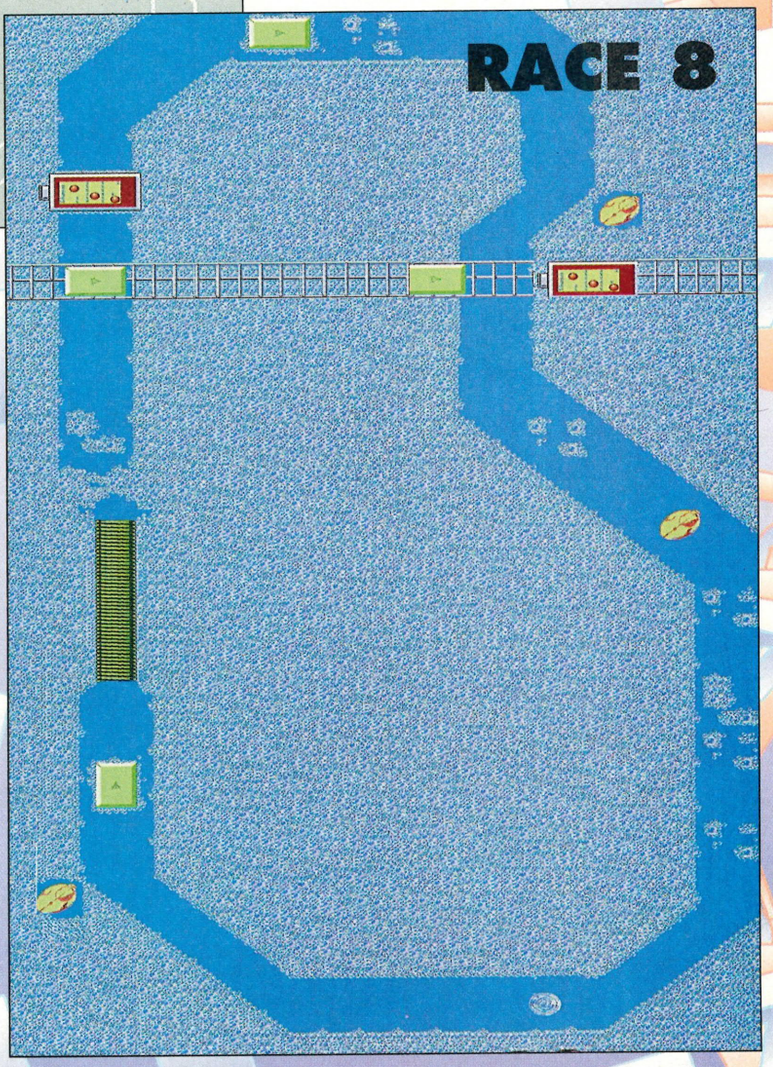
When driving on the sides of the table it is worth hitting the straights at maximum speed. They are the ideal places to catch up if you're behind or get a good lead if you are in front. Watch out when you reach the corners. It's vital to slow down dramatically before turning, otherwise it's curtains

HANDY-MANS CURVE

At the wheel of an oversized American gas guzzler, negotiate treacherous glue that slows you down just when you're about to pass another car, and slippery oil. Giant tools are scattered about but have no real bearing on the game. Pay attention to the tricky little chicanes again as they hinder progress if you are sloppy.

If you do get in a real pickle try to calmly but quickly get back to the track. As stated before on the last such track, drive on the outside of the track for most of the level to avoid all the traps that crop up. Definitely a level where you need all your wits about you!





BERMUDA BATHTUB

No ordinary bathtub this one. There are not many obstacles, but, in many ways, you wish there were so the other racers would get trapped. The other speedboats seem to go faster than you unless you play dirty (hard to do in a bathtub!) so it's best not to dither or take things to carefully.

At every opportunity knock the opponents into the frothy bubbles. The whirl pool near the taps at the bottom of the tub is a real no go area. Go near it and it drags you off course, slows you down and generally make you curse till you are blue in the face. If you hit the whirlpool dead center it pulls you right under, which wastes lots of precious time. The other boats are fast and relentless and make few mistakes, so go wrong to many times and they quickly capitalise on your inadequacy!

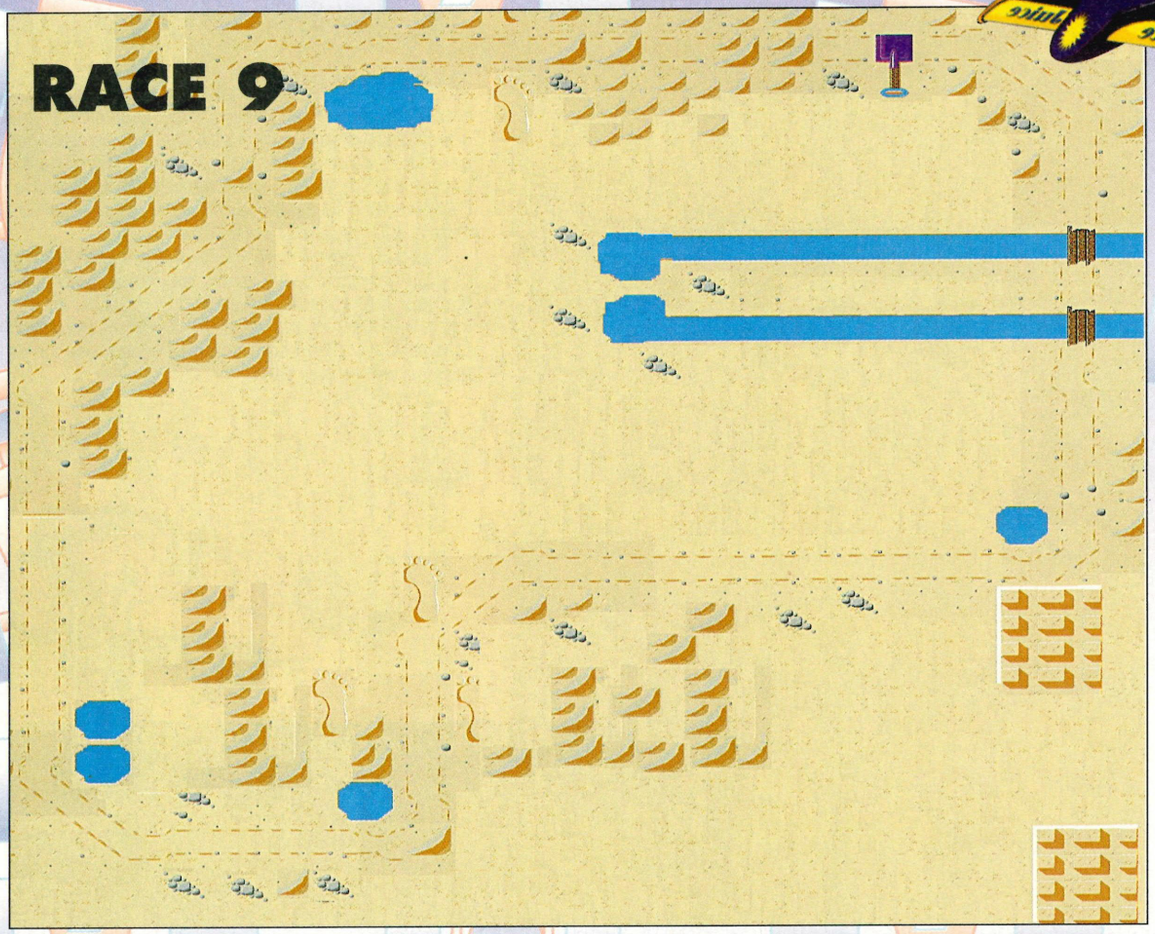
To pass the whirlpool most effectively, you should actually throw your boat with full force into the bubbles near the taps. Then edge past the whirlpool and accelerate out of there before being sucked under.

When you see the green soap bar floating in the water, position yourself central on it and you zoom through the tunnel. If you enter the tunnel correctly do not press left or right because you may get jammed. If you are fighting for position before the tunnel, nudge the other boat away from the tunnel so it is stopped in it's path. Tricky, eh! Now and again the other boats may have a go at you so watch your back.

As you may have noticed, there is also, a very large rubber duck sitting smack in the middle of the clear water. Needless to say, go either side of it, ideally to the nearest side (left) or you bounce off it's yellow plastic hide and feel a bit of a fool as all the others streak past you.

To win this level, you will need to seriously clean up your act, as the competition is tough and treacherous. Only blasting round at top speed with the minimum of mistakes is enough to win this level.

SAHARA SANDPIT



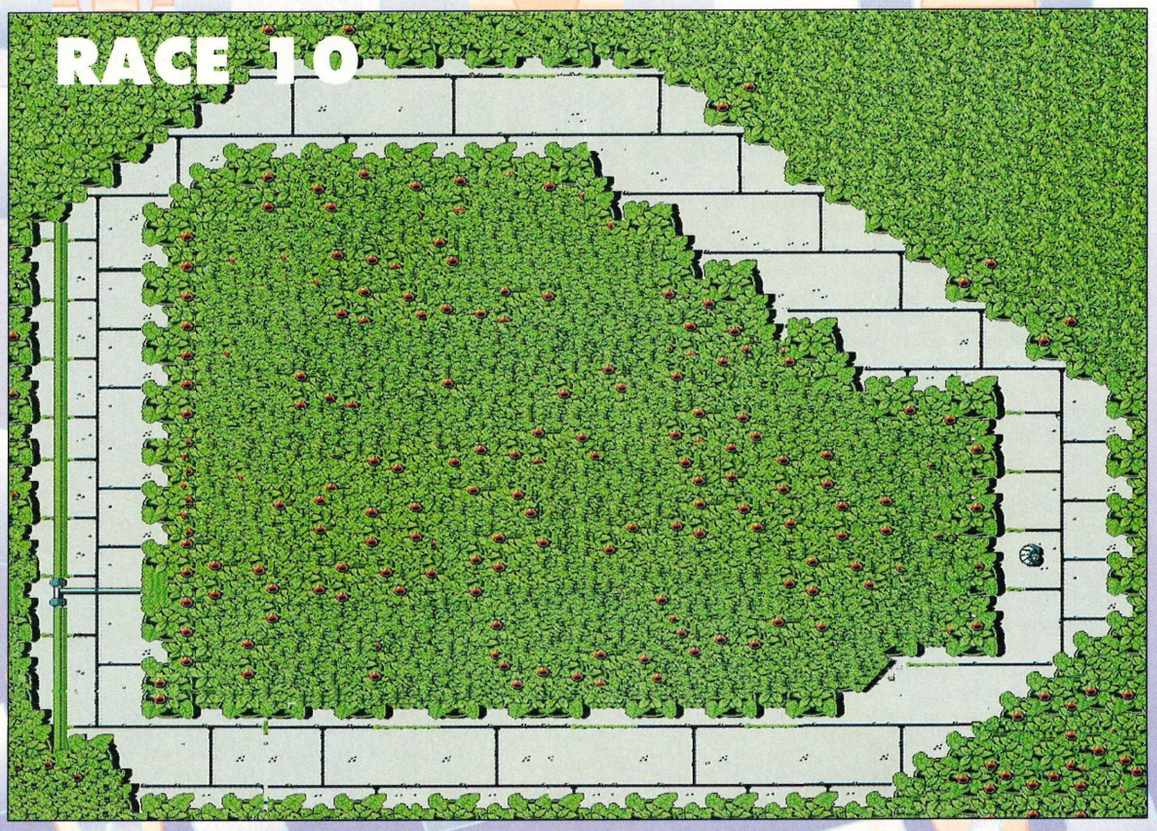
This level rather reminds me of those fun days I had at the beach when I was little (I think I was about 4 or 5) and I used to have day trips out to Margate (Mark! Stop wittering on about your sad past and tell the readers about the level! -Ed).

Um, right, this level is much the same as the Sandy Straights level. To win follow the first angle to the right where you come upon a sudden bend! Slow down to get safely by before arriving at a spade, which you can cross on the blade. There are several planks of wood which need to be crossed and this is the quickest way of doing it.

Try to stick to the track for as much of the race as possible as the obstructions are mainly to the sides of the path. Watch your speed when you turn, not letting yourself drift too far from the path. Failure to do this is disastrous as the collection of rocks and rock pools around the edges drag you down to last place. It's as simple as that really!

The best tactic is to drive carefully, shove the other competitors out of the way and burn rubber like you've never burned rubber before when a straight presents itself! You start to find that as each level goes by, the tracks are similar but the competition is much tougher and the obstacles are a lot more devious.

THE POTTED PASSAGES

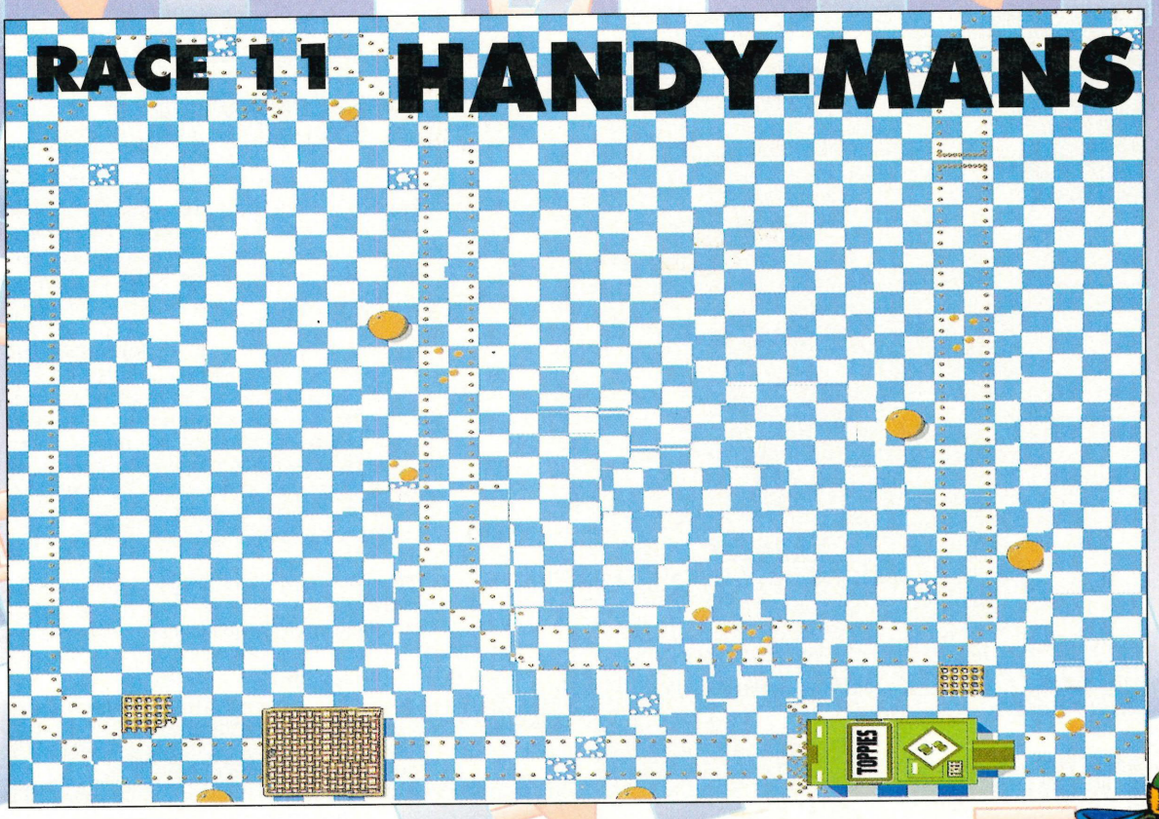


Equipped with your snazzy new radio-controlled chopper (oo-er!) race around Uncle Bungles vegetable patch in the hope you might be able to nick the odd apple or two from him!

As you can see from the map, the track is virtually a circle, with the main problems caused by the tight corners. Try to keep ahead of the other choppers as they like to ram you into the hedges and generally make life hectic for you. The cheeky devils even try to push you into the water sprays given half a chance!

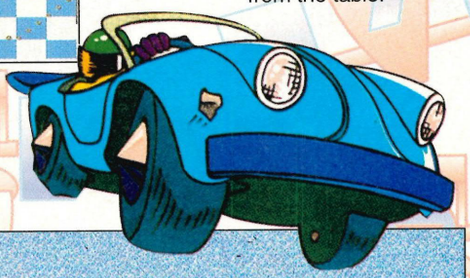
The concept behind completing this course a winner is much the same as on the speedboat level. Speed is essential to get ahead of the pack and avoid being either pushed to one side or into the spray. However, it's impossible to complete this course by keeping the accelerator at maximum. There are a lot of bushes sticking out around the course, so it's vital to ease off a little when the course gets a little crowded. Perseverance is the order of the day.

RACE 11 HANDY-MANS CURVE



Hey kids, what do you really want from your breakfast? Do you want to build muscles fast? Do you want to attract women? Do you want a free dinosaur sticker? No, I know what you want! You want the map to *Micro Machines* level 11, don't you?

Well, here it is, as well as some top tactics to go along with it! Gentlemen, start your engines! On either side of the table is an incredibly long straight which is the ideal opportunity to catch up any lost time. When you reach the end of these sections on the far left of the table, stay on the track as there is a box to leap over. Now, I don't know about you, but I've never heard of toppies. Have you? Anyhow, the bend at the top right of the table is sharper than sharp and catches out most unprepared competitors who are still travelling at top speed. The answers simple take it easy, slide round the bend and laugh as the other cars fall from the table!



BERMUDA BATHTUB

The best tactic for this level is to hold down on the accelerator, and take everything at full speed. Try to keep your finger on that speed button as much as possible, although there are sections, such as the whirlpool where this isn't always possible.

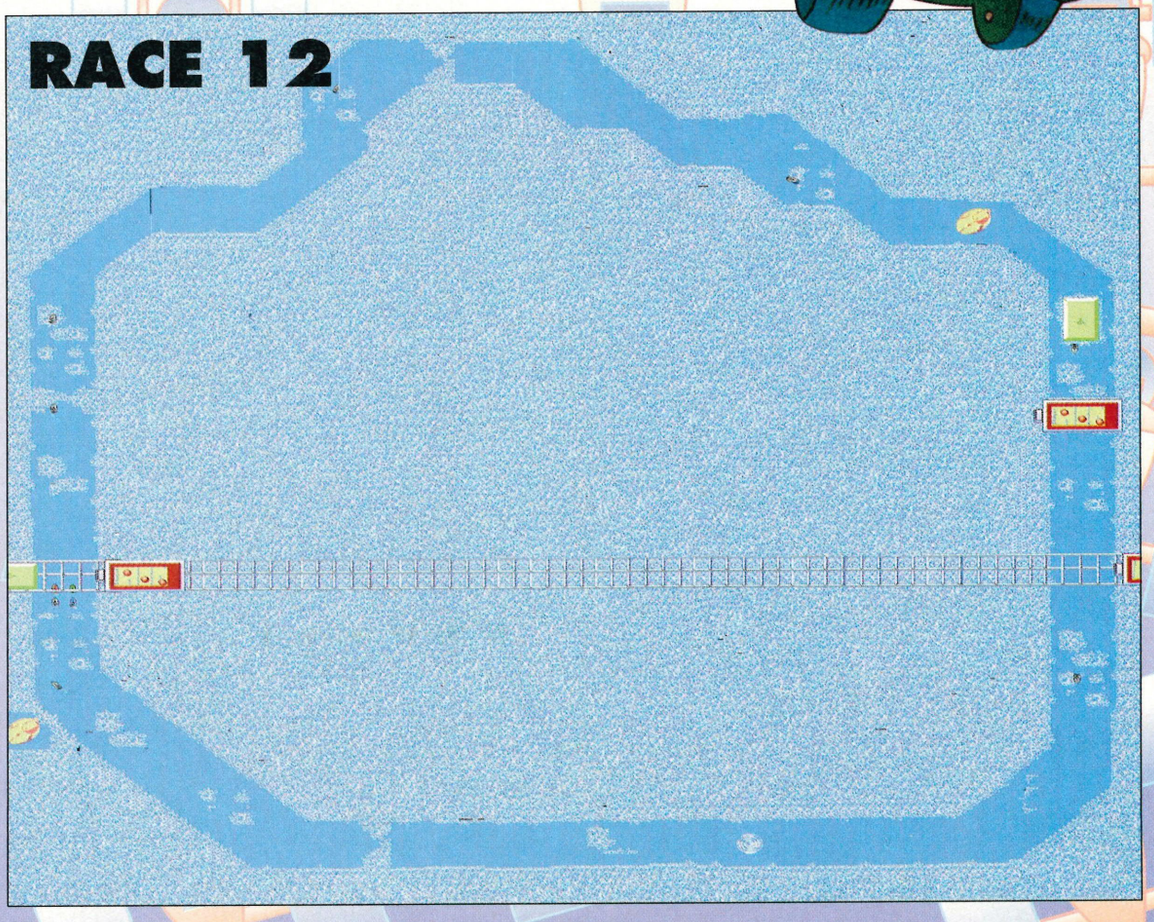
From the start of the race, skid over the shampoo bottle and then veer off to the right. Ride over the soap bar next and then sploosh into the water once more and turn sharply down to the right.

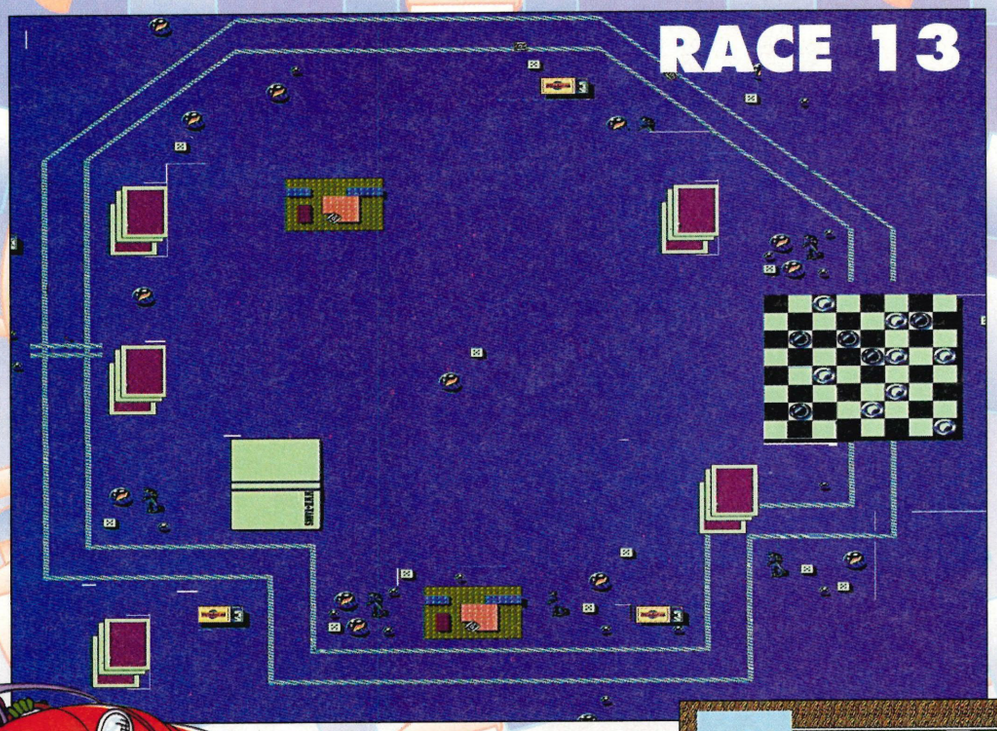
Next stick to either side of the track to avoid a rather big rubber duck. Hug the bubbles as you tear down this section to avoid the duck. When you've passed this, continue right down to the bottom of the screen and turn into another straight.

Once you've turned, cling once more to the sides because a naughty plughole whirlpool is lurking along the middle of the track. If you let yourself get sucked into it, you not only lose valuable time, but also get placed right back at the beginning of the straight!

Once past this part, slide across the bar of soap. As you do this, try to stay in the centre of the track, because a tricky tunnel is just in front of you and you need to be positioned in the middle to stop banging against its side. Failure to do this slows you down dramatically, allowing the other racers to roar by. Then it's just an open straight to the finish line.

RACE 12



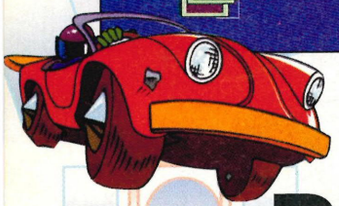


BEDROOM BATTLEFIELD

Ok troops, I want everyone's attention! As you can see from this map, there sure are a hell of a lot of bends to cope with. On top of that expect the enemy to fire at you at every opportunity! Just because you're going to be racing in some spoilt brats bedroom doesn't mean you can't take this race seriously, ya hear me?

Right men, here's the battle-plan — When you start the race, remember to take advantage of being last and shoot the other tanks. It may sound dirty but this is war after all! As you race along, try not to collide with any of the toys or matchboxes. Hit one of these and you stop dead, allowing the enemy tanks to thunder past you or shoot you in the back. It's inevitable you will get hit in this level, so try to make things harder for the enemy by dodging and weaving around the track.

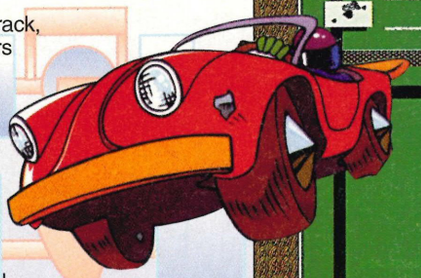
One of the vital areas of the track is the Draught board. It's here that the race is won or lost. It's a waste of time attacking this obstacle at top speed, as this results in your tank getting stuck. Instead, go through slowly for the best results.



PITFALL POCKETS

This is yet another Formula One racing track, and, as in the last one, the mini racing cars battle it out on a fiendish pool table, packed with obstacles and fraught with dangers! These tracks just get better and better.

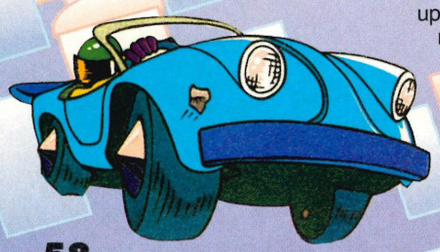
Anyhow, the main difference compared to the last pool table is this one has a green cloth instead of a blue one. No only joking (Is that what you call it? - Ed) there are really loads of things to watch out for on this incredibly difficult level. The best tip to combat the tricky terrain is to stay at top speed throughout this race.

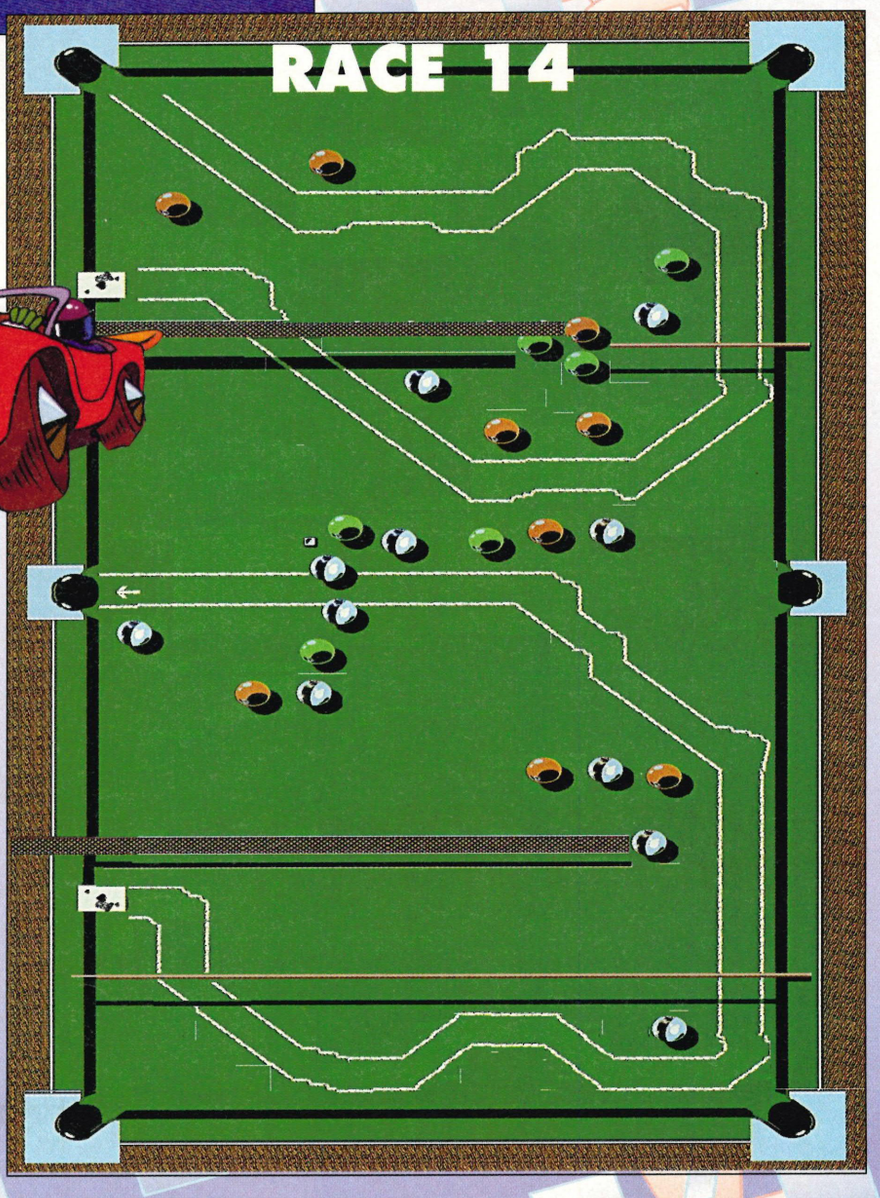


This is a fast moving circuit that can be won as long as you stick faithfully to the racing line. If you make too many mistakes, it'll cost you the victory and may even deprive you of qualification.

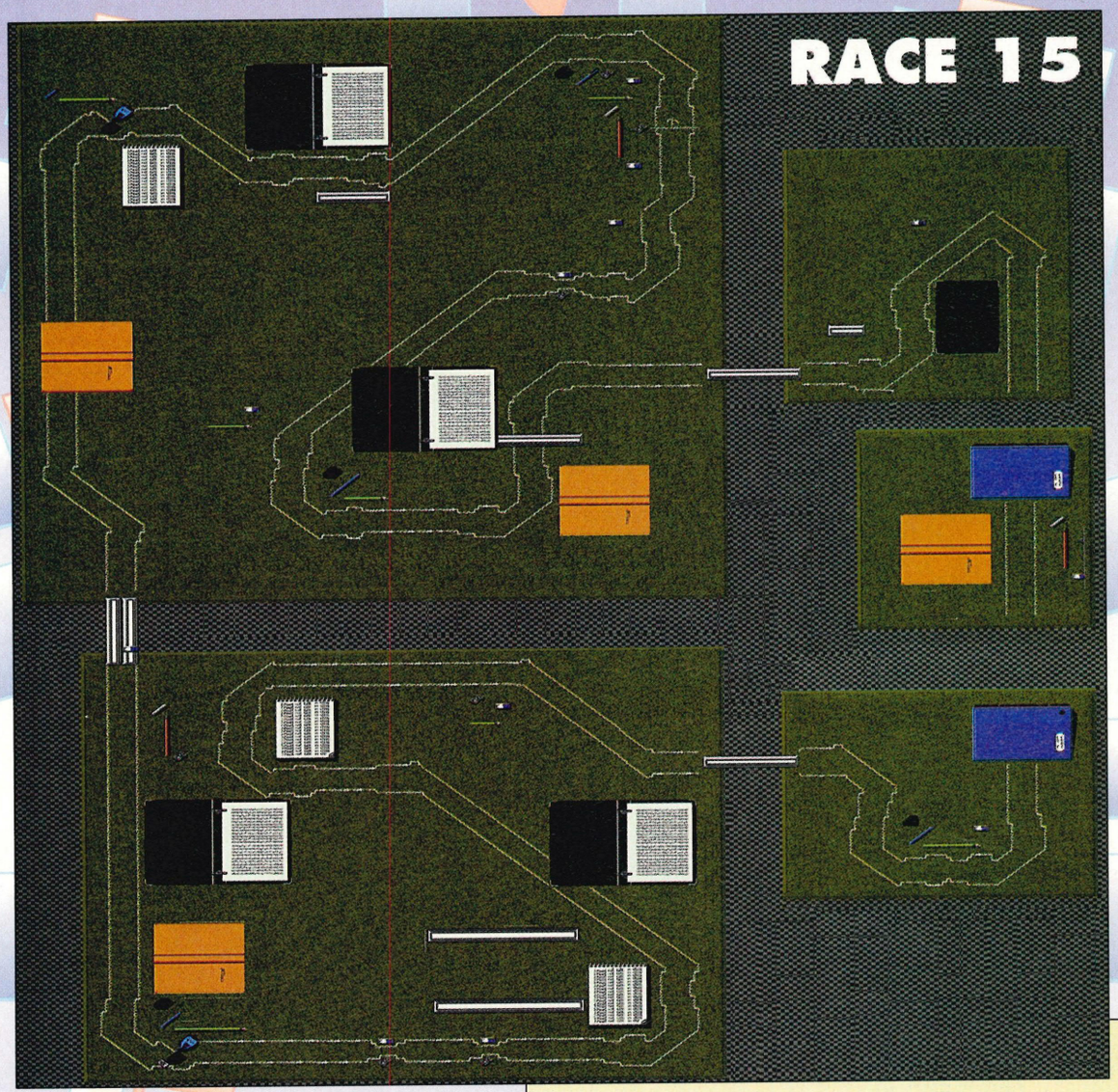
A good tip, kindly provided by a reader going by the name Nigel Mansell (Sounds vaguely familiar?), is to slow down whenever you approach the playing cards which take you out onto the edge of the table or back onto the baize. This gives you more time to position yourself, thus preventing the inevitable crash when you take these obstacles at high speed. If I say so myself, this was a very helpful tip?

However, it's not as good as the suggestion from one of our overseas subscribers, called Aryton Senna. He suggests the best way to succeed on the precarious outer edge of the table is to work out exactly when the tight corners of the table are coming up. Do this by making a mental note of any distinguishing features before the corner. Once any of these approach, ease up on the accelerator and coast around the corner.





PENCIL PLATEAUX

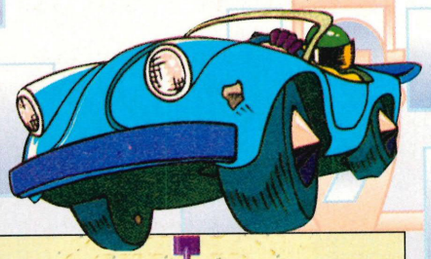


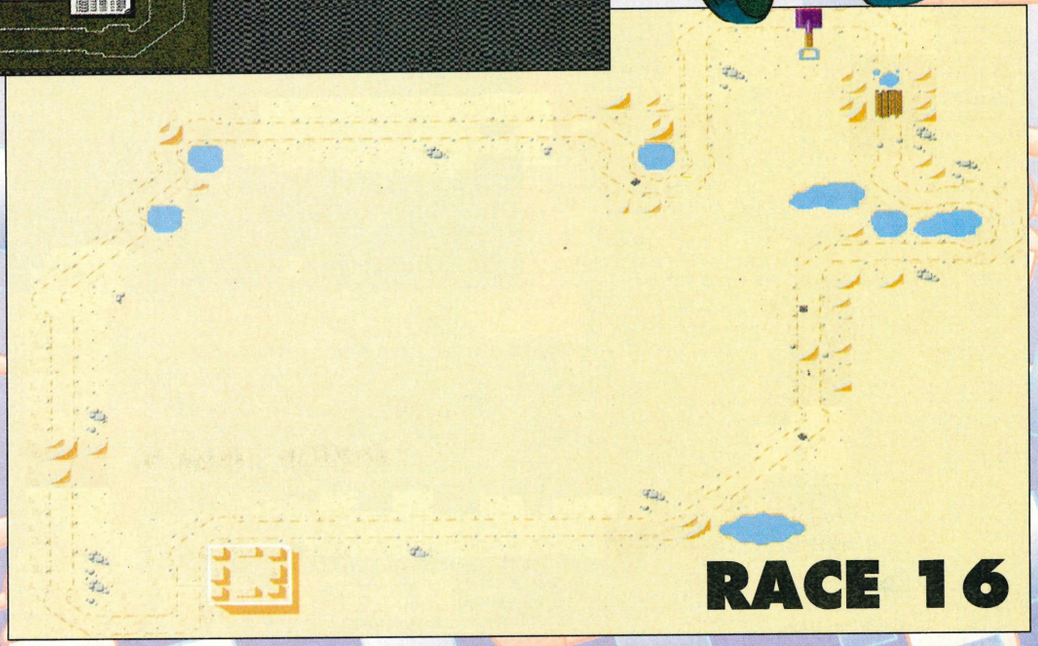
Hello racing fans, this is Bond here - James Bond. I've got a license to drive and I'm jolly well going to use it! Q has just told me my next dangerous mission is to infiltrate a top SEGA magazine and give the readers a few tips on a game called *Micro Machines*.

Well here goes. Right from the start, rocket forward in your special 007 car and hit a bend before you turn and head down the table again. Suddenly, the track veers off to the right, so slam the car into reverse as there is ink on the track which makes you skid off the table. Turn to go up the screen at the corner of the table and it leads to the centre of the track. Follow the path up the screen, then follow it around. You should now be on a ruler bridge, so take it slowly as it is quite hard to negotiate.

Once across the table, head down and then up the screen again. Two red folders jump now appear, so burn some rubber as you go across them! From here you need to turn right and prepare for another single ruler bridge. Leave the bridge and then head down towards a bend which leads up the screen again.

You should now be coming towards the start once again, with Pussy Galore awaiting you. Well, she'll be waiting for me anyway, I don't know about you. Then again I don't suppose any of you are as suave and sophisticated as me!





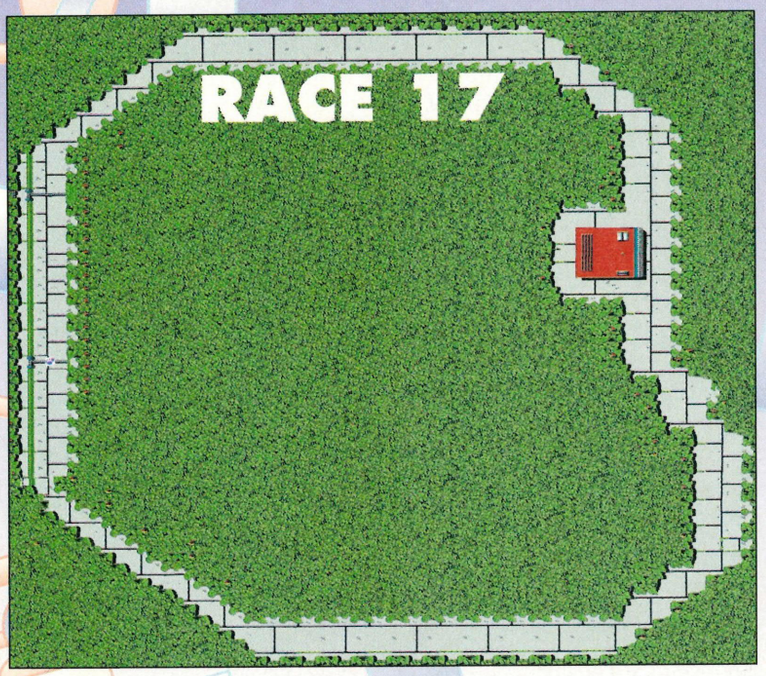
THE DAREDEVIL DUNES

Hi, it's the tedious old man from the Worthers Original adverts here! Now before I start wittering on about how great the sweets are, lets talk Daredevil Dunes tactics, eh? I can still remember today the first time my grandfather let me play *Micro Machines*, when I finally opened to box and started playing — oh, what creamy gameplay!

I started the course by going forward and veering right to go up the screen, where I needed to leap over a water hole, via a plank of wood. I then remember taking a left, being careful to keep to the left of the track to avoid a spade. I then proceeded to cross the blade.

I clearly remember spinning around the next water-hole (taking care to brake) and then it was all systems go along the straight. The track started to zig-zag and it took several attempts before I could stay on the track and avoid the water. I eventually got past it and another long stretch awaited me as I sped down the screen, turning right to head back to the start — what halcyon days eh readers!

THE SHRUBBERY TWIST



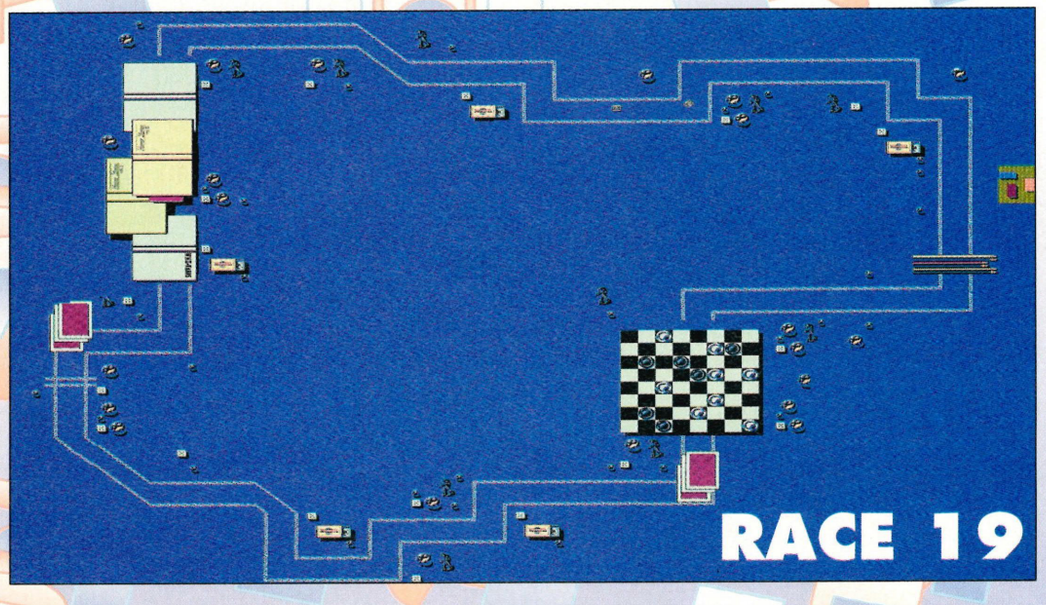
Race 17 shouldn't cause too many problems as the course is rather straightforward. During the three laps, the most important thing to do is get into the correct line. If you approach each bend in a certain position it makes the change of direction easier, with less chance of getting trapped in the dense vegetation.

As you approach the first turn try to fly the inside line and lead the pack. As you fly along the next straight, move to the bottom of the track to make the next turn smoothly. Continue down the right of the course, and line yourself up in the centre. Remember to steer into the fan heater to combat the strong breeze it generates. As soon as you pass the heater, hang to the right and try to get through the chicane in one diagonal swoop. Take the inside line now in preparation for the penultimate bend and stick to the inside line for the final bend. As you go through the home straight, bank to the right to avoid getting vapourised by the water sprays!

As soon as you start race 19, fire your cannon to blast away the opposition and take the opportunity to get ahead. Try to cut all the corners to gain extra yardage from the rest of the field. The only times in the race you have to stick ridgidly to the course are on the books at the beginning of the race and on the chess board near the end. At these points take care to follow the route and make sure you slow down to get through first time. Also be ready to blast away the other tanks at these junctions as they almost always catch you up.

When advancing across the chess board, never try to go around it. If you do you will be instantly destroyed. As you pass the chess board, start to cut corners again but keep your speed down on the U-bend near the end of the lap. If you attempt to go through this section in top gear you invariably crash into the match boxes or other obstacles carefully positioned around the course. If you can get to the front and stay there with out getting shot away, victory is inevitably yours.

WIDE AWAKE WAR ZONE



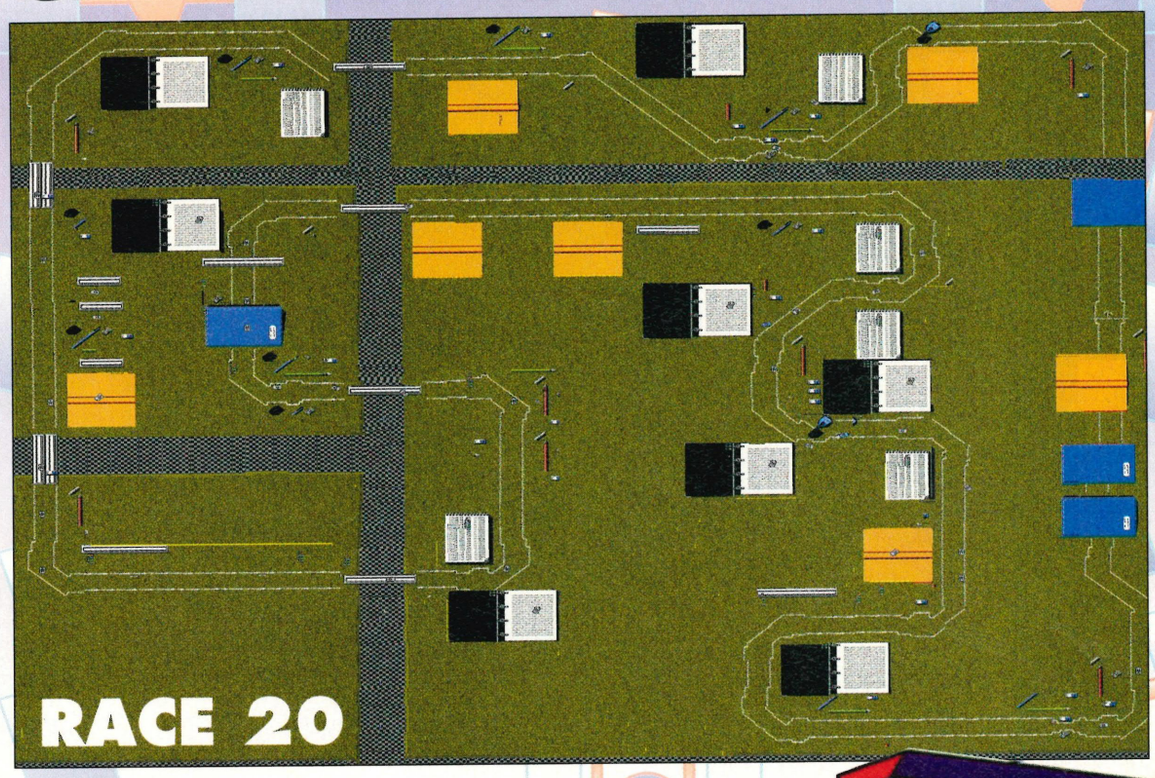
PERILOUS PIT STOP

After the fast action of the Shrubbery Twist, you're now faced with the slow moving Perilous Pit Stop. The course is littered with blobs of glue to get stuck in, as well as oil slicks to knock you off course. From the start keep to the bottom of the track. This bypasses the first couple of glue spots and oil patches. It is important to take the big turn smoothly, sticking to the top of the track to avoid getting caught up in the nuts and bolts.

Before the next turn slide into the centre of the track as it narrows, before taking the corner and moving over to the right of the road to avoid more glue spots.

The looping track at the top of the course is straight forward but as you come out of the corner you should cut the next corner out by driving down the inside of the track. As you go down the straight, stay to the right and cut the final corner by taking the outside route. It's all fairly straightforward really!

CRAYON CANYONS



This race is all about racing down the straights and slowing down to choose the correct line when coming to the obstacles. From the start, accelerate over the folder jumps and then hit the brakes to make the first corner without sliding off the edge of the desk. Having slid around the corner, prepare to slide the other way to dodge the drop at the bottom of the screen before driving down the centre of the track to get over the ruler bridge safely.

Take the next straight at full speed but brake at the end to make the corner. Position yourself in the centre of the track to make the next ruler bridge. Open up the throttle for the straight, staying in the centre of the track for the third ruler bridge before taking a sharp left turn into the next straight. Take the centre route again for the forth ruler bridge and once over that, slow to cut across the next bend.

Now move to the centre of the track to line up for the fifth bridge before hitting the breaks to take the next turn slowly. Roll over the blue folder at slow speed to avoid certain death at the next desk top drop off. Centre the car again for the last bridge. Open the car up for the biggest straight before slowing slightly to take the turns around to the folder jumps at the lap's end.

SOAP LAKE CITY

Take to the boats again for level 21. Glide around the first set of bends taking the inside line all the way. This brings you around to the right-hand-straight that should be powered down while baring to the right for the looping turn half way along. Move across to the inside to skip past the big yellow rubber duck and stay on that line for the next straight and bend.

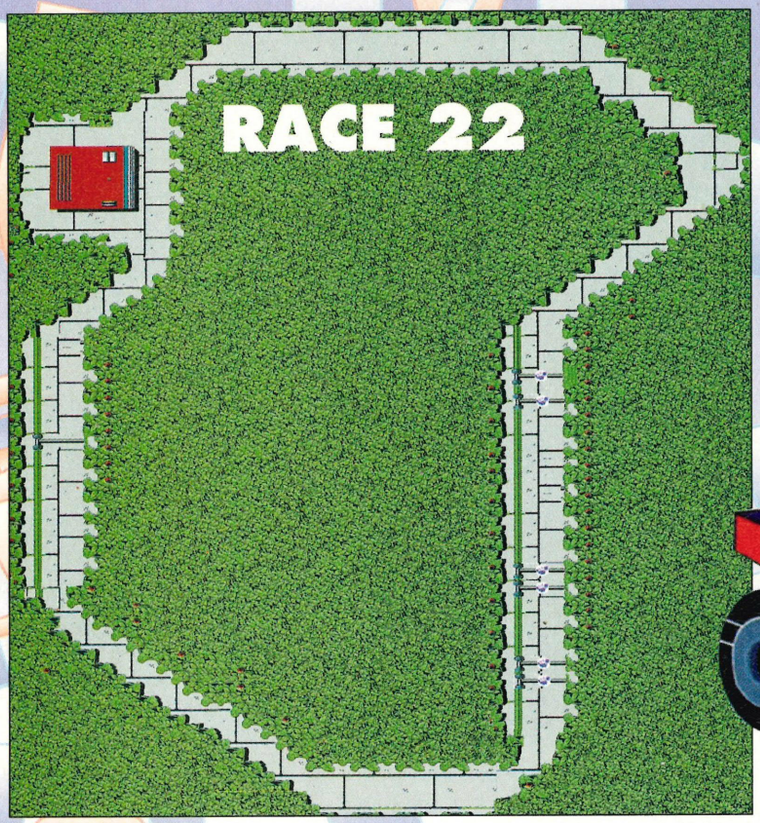
These take you around to the whirl pool. Take the top route past the whirl pool and stay there for the next turn past the second rubber duck. As soon as you pass the duck get into the centre of the stream to make it through the tunnel without getting caught up in the treacherous suds. Steer towards the middle on the next bend and remain in the centre for the last tunnel before hitting the home straight.

THE LEAFY BENDS

SUMMARY

GAME NAME: Micro Machines
TIME TO COMPLETE: 2 days
HIGHEST SCORE: N/A
NUMBER OF LEVELS: 25
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.



This, the final Chopper level, is very similar to the previous one. At the start, try to barge the other Choppers to the left of the track while positioning yourself to the right of the path to gain the racing line.

The first main obstacle is the fan heater. Line up in the centre of the track and push into the heater to avoid getting blown to the other side and trapped in the bushes. Bare to the right for the top straight, taking the inside line to glide around the next corner and onto the diagonal channel. As you come around to the main straight keep to one side to dodge the set of six sprinklers.

The long straight at the bottom of the course is where you may be over taken by the rest of the field. To stop them getting through, block their path until you come to the turn then nudge them into the side. It is now important to get a good line through the diagonal passage to turn into the home straight ahead of the rest of the pack.

CHALK DUST CHICANE

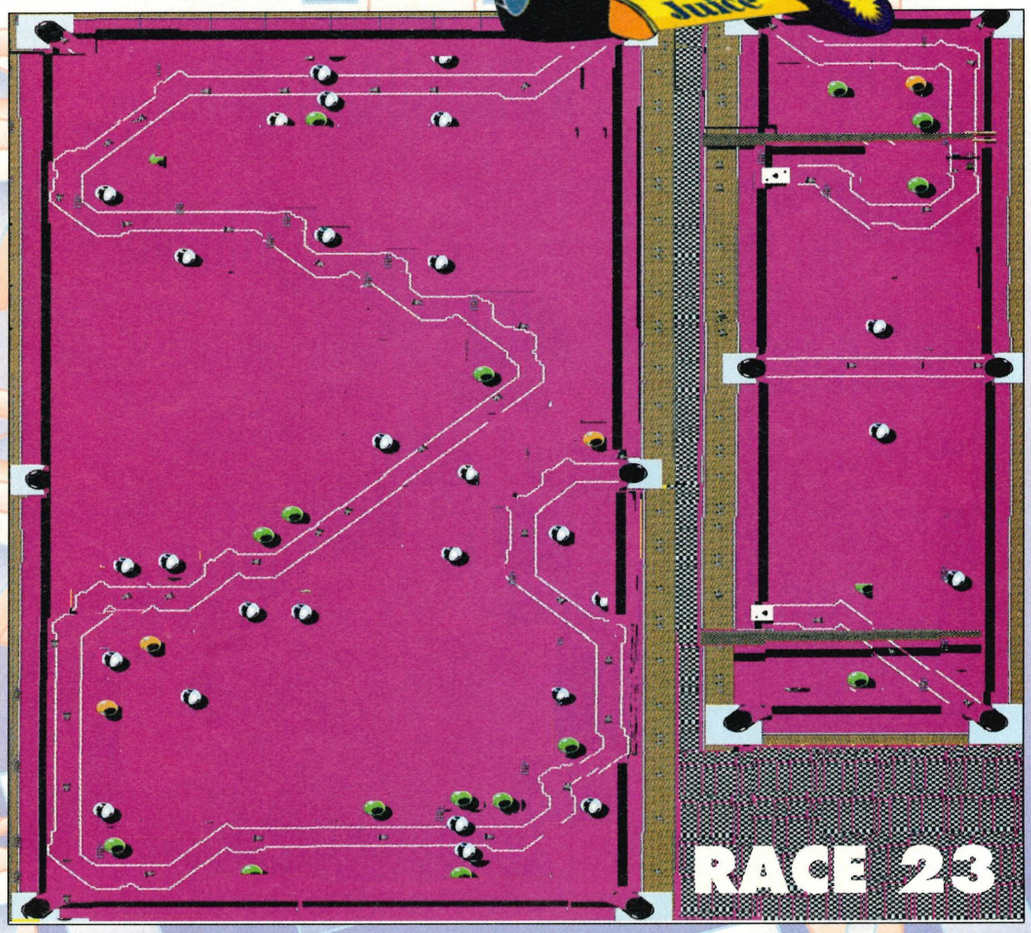
Begin the race on the small pool table and drive directly for the top left pocket. This transports you onto the bigger table where the going is very fast. The track snakes around the table with the pool balls being positioned to foil your every wrong move.

It is important to stick to the track in this level as any large deviation results in a time wasting fall from the table. As you head down to the bottom left corner of the table, hit the brakes and slide around the corner so you don't fall down the pocket.

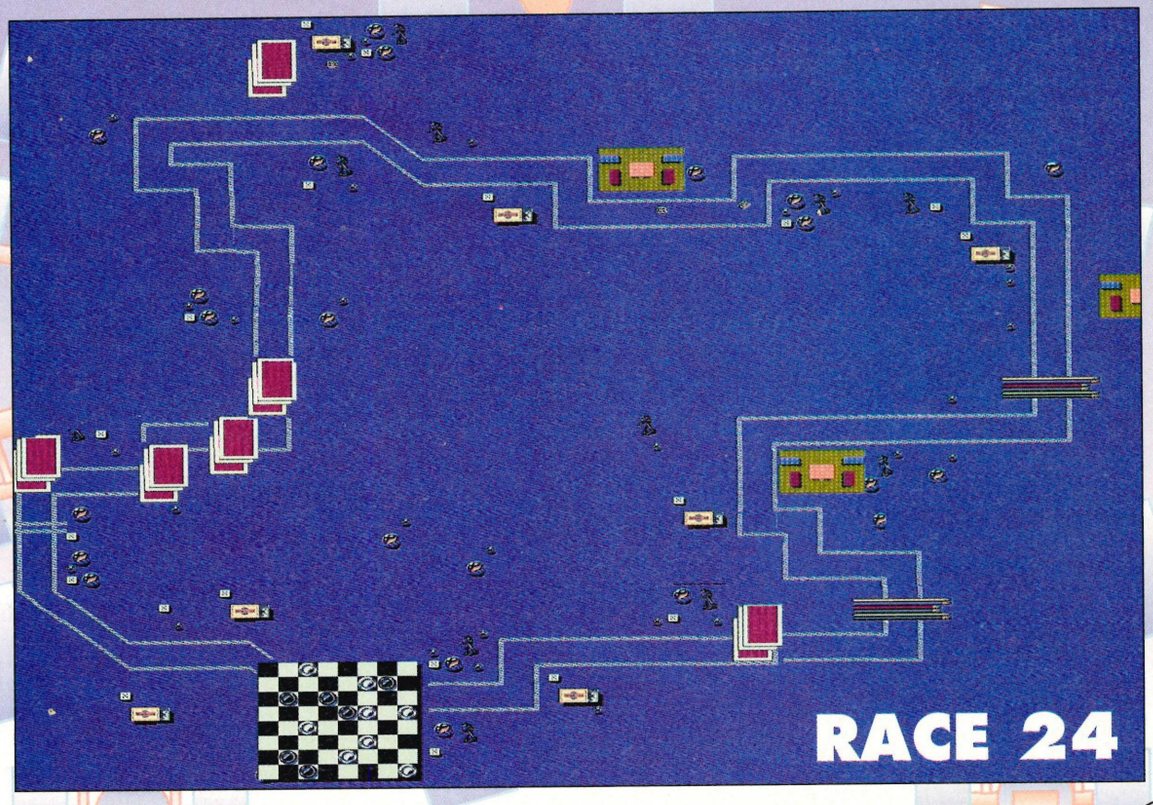
The rest of the field is extremely fast so there is no room for error. As you come around the bottom corner, head for the centre of the track to get through the gap between the two pool balls. Now take a diagonal route through the chicane and straighten up immediately.

It's important to make it around the corner and line up in the centre of the track to avoid getting trapped in the outer regions of the centre pocket as you head for the smaller table again. Failure to do this is disastrous!

Once on the small table keep your finger on the gas for the straight route through to the opposite pocket. This brings you out at the bottom right pocket. Keep moving swiftly around the bend and slow down to take the card ramp onto the sides of the table. Go past the centre pocket and slow down for the card ramp back onto the table. Simply race on to complete the lap.



GO FOR IT!



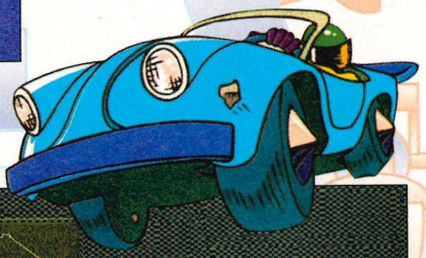
As the name of the level suggests you must really pull out all the stops to get through this one! This is the hardest tank level but the same rules apply to it as in the last tank zone.

As the race begins, use the gun to flatten the rest of the field. Time this correctly to get ahead and stay there. Once again most corners can be cut with the exception of the chess board, which requires patience to negotiate. The track contains a lot of zig zags that can be chopped out by cutting across them.

This level is also a test of your combat skills. If you make a mistake anywhere on the course the other tanks always make you pay dearly.

You must be especially careful on the chess board. Take the left hand route until you get to the centre of the board on the left. Then cut across to the centre of the board at the left edge to make it over to the track again. From there quickly run along the diagonal path to complete the lap without too much damage.

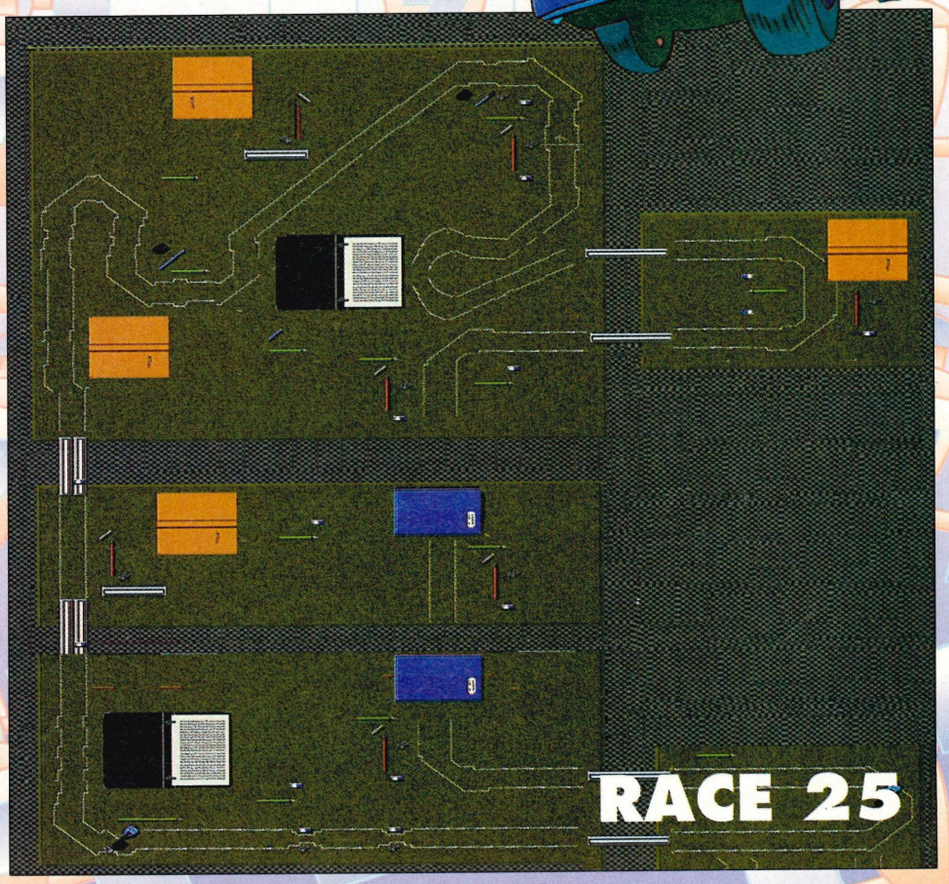
THE CHAMPION!



Make it through this final level in first position to complete the game and become the supreme champion. This is easier said than done as the final level is the ultimate for any driver. There are so many places that you can fall off that the going is tough from the off.

From the start brake hard and pull to the left to dodge a painful drop. Head down the long straight, slowing down for the pair of U-bends that await. Now take the centre of the track to get into the correct position for the ruler bridge. Once over keep the same line for the second ruler bridge. There is only a small straight until the next bend so don't take it to fast. Slow right down for the corner and avoid the ink slick. Now judge the centre of the track and speed across the next ruler bridge.

The next table is particularly dangerous, with no room for error. Turn almost back on yourself while avoiding the drop from the very close desk edge. You must also recover from the bend to find the centre line of the track to make it back over to the third table. Turn quickly and rev it up to get over the folder ramps cleanly. Slam the brakes on after the second jump and screech over to the right to line up for the penultimate bridge. Once over that you must get around the almost circular bend to get back up to the start. A level only the best survive!



Cartridge supplied by:
Codemasters,
Tel: (0926) 814 132

CASTLEVANIA THE NEW GENERATION

MEGA DRIVE

SPOOKY PLATFORM ADVENTURE ● KONAMI

After the first part of our complete guide to the trials and tribulations of *Castlevania* last issue, you're probably all itching to find out how to complete the darned thing! Well fret no more dear readers, we're back to finish the job off, with the second installment of our guide to all of Europe's Vampire hangouts!

One of the most playable game that money can buy, *Castlevania* deserves a place in everyones collection. The graphics may not be the greatest in the Mega Drive World, but the music and action more than make up for it.

So once more join the brave quest of those fearless Vampire hunters John Morris (Didn't he present Animal Magic?) and Eric Lecarde, in our all-action, thrill-a-minute solution!

LEVEL 4

PASSWORDS

GERMANY

The object of this section is to reach sanctuary on the far right before the creatures of the night devour you!. To do this leap onto the many conveyer belts strangely placed in just about accessible positions throughout the map. The enemy are all over the place, so keep them at bay with your trusty whip. As per usual, there are plenty of candle-power-ups, so keep an eye out for them.

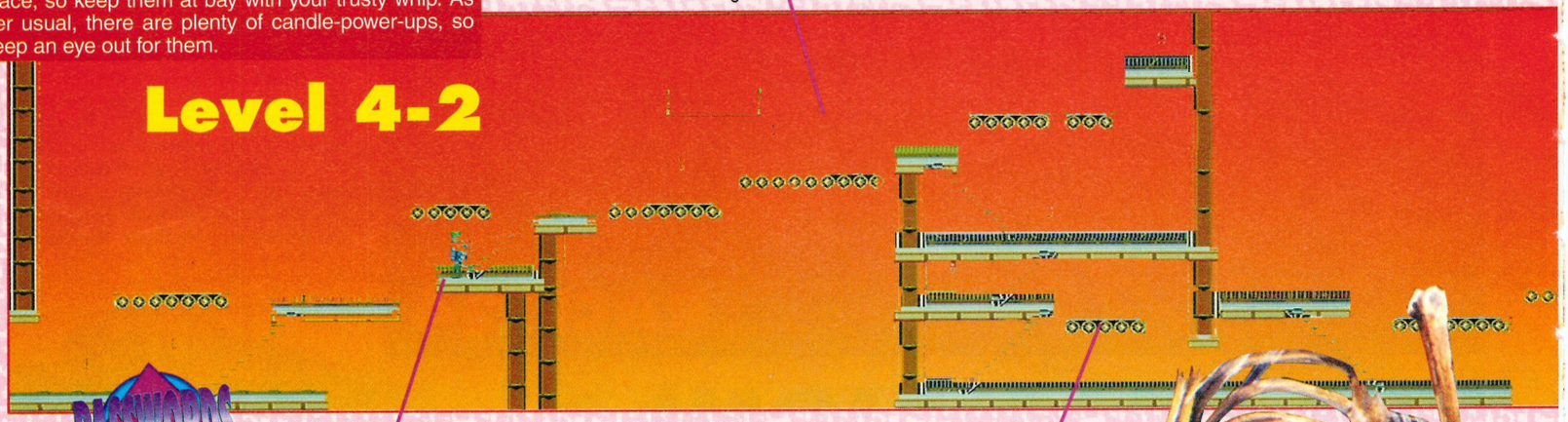
Level 4-1

This first section of Germany is very short but could be quite lethal. This is due to the high number of skeletons, who are obviously supposed to be Nazis, you have to face. Simply walk from left to right, whipping anything that gets in your way, so get to it brave trooper, get to it!

Kill the undead before progressing on your way brave adventurer

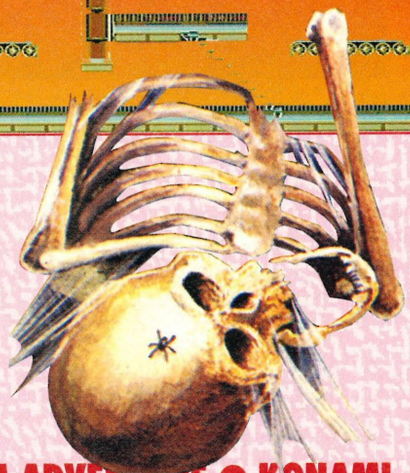
Keep walking in the opposite direction to the conveyer-belt to stop yourself from falling off.

Level 4-2



Whip the Stormtrooper, in order to gain access to this platform without sustaining any damage.

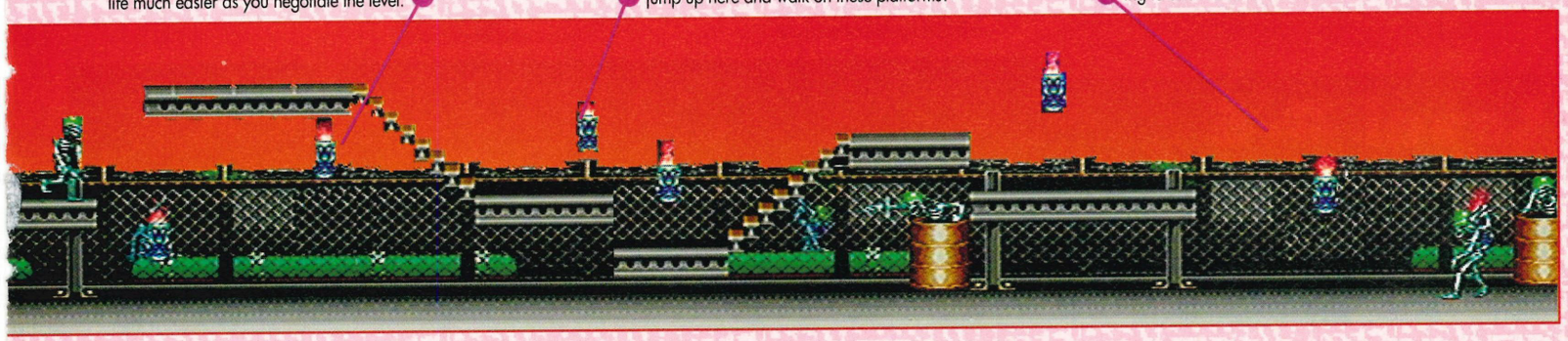
Walk down this section of stairs, keeping an eye out for enemies, before continuing on your way to the right.



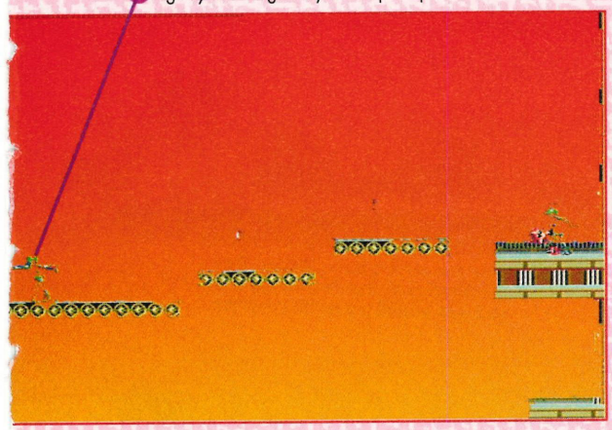
Remember to collect any power-ups that you find inside these candles, the extra weapons are vital against guardians, as well as making life much easier as you negotiate the level.

To make your life that little bit easier why not jump up here and walk on these platforms?

Give these last few enemies a good seeing to and then roll on the second section!

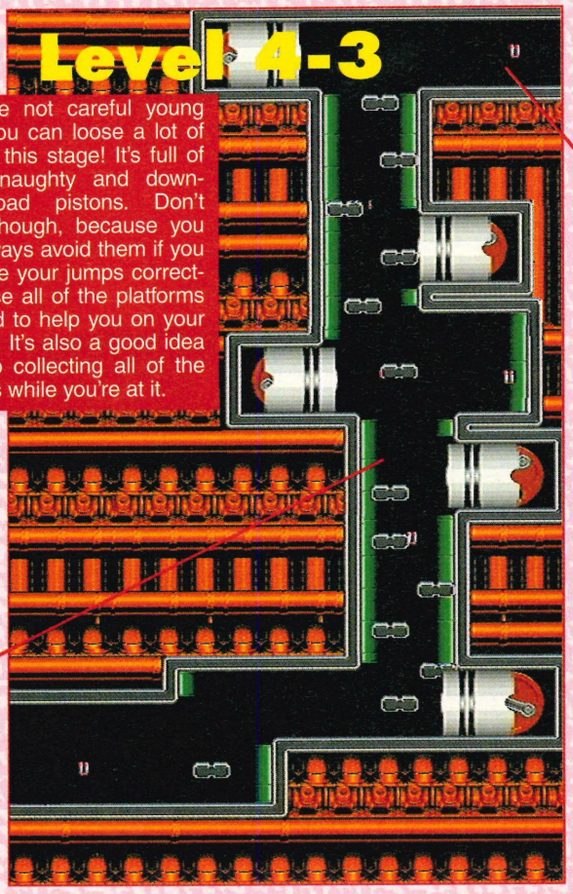


This bad 'un can be a bit of a problem to deal with, so use your special weapon on him, rather than risk damage by attacking with your whip or spear.



Level 4-3

If you're not careful young man, you can loose a lot of lives in this stage! It's full of nasty, naughty and downright bad pistons. Don't panic though, because you can always avoid them if you just time your jumps correctly. Utilise all of the platforms you find to help you on your way up. It's also a good idea to keep collecting all of the candles while you're at it.

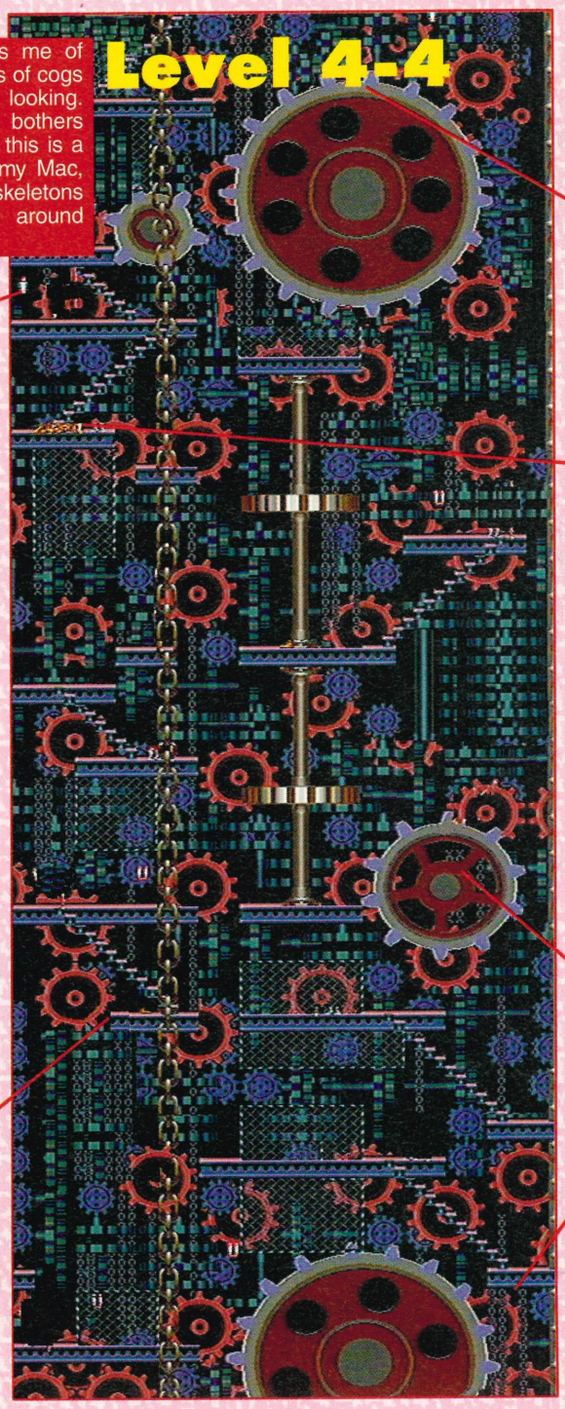


It's the end of this section. However, before you start celebrating remember there is a long, long way to go yet.

These platforms may look daunting, but it's all just a matter of timing really. Take care not to fall all the way back down again. The only outcome of this is certain death!

Level 4-4

This short level reminds me of the inside of my Mac, lots of cogs and very sophisticated looking. There is one thing that bothers me about it though — if this is a replica of the inside of my Mac, does that mean I have skeletons of Germans wandering around inside it?



Jump onto this big cog and then go off to the right when you reach the top.

This candle provides you with an all important power-up, so try not to miss it in your haste to crush the undead!

Not only do you have these bloody great cogs to contend with, there are also loads of nasty beasties around determined to do you harm. Teach them a lesson and get whipping!

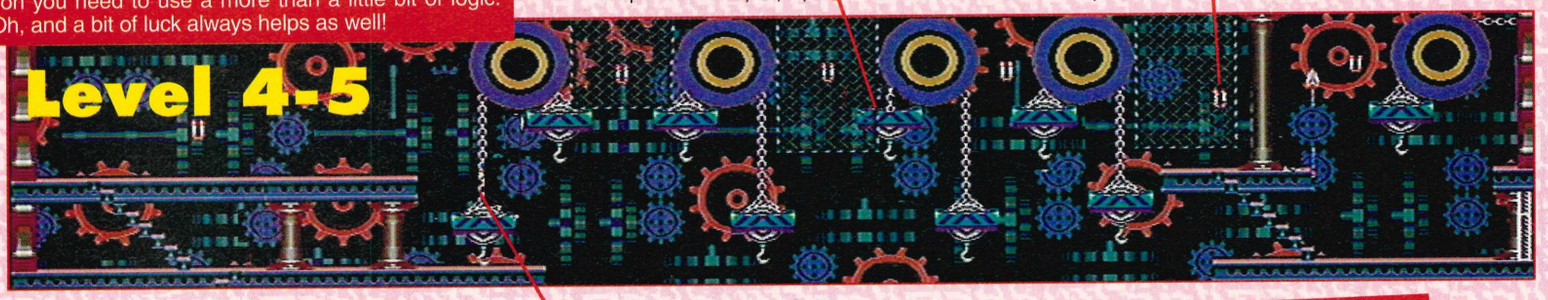
Jump onto this cog, but make sure you don't fall down. It's not pleasant!

Quickly climb up these steps. We wouldn't want anything nasty to happen to you now would we!

Let this enormous cog carry you over to the platform on the right.

Jumpin', pumpin' platform fun. That's what we have here folks, and if you thought the last few stages were tough then feast your eyes on this! The pace has heated up considerably, and to defeat this section you need to use a more than a little bit of logic. Oh, and a bit of luck always helps as well!

Level 4-5



As you make your way across here, wait until you draw level with the next platform before you jump.

Don't forget to collect all the candles along the way, mates — you never know what you might find. Although my money is on a weapon or bonus!

Up until this point, you should find the action fairly easy. Just keep an eye out for any of the undead.

Is that a gigantic swinging blade you've got there or are you just pleased to see me? This is a straightforward enough level, the only problem being the rather large circular saw, rotating in the middle!

Level 4-6

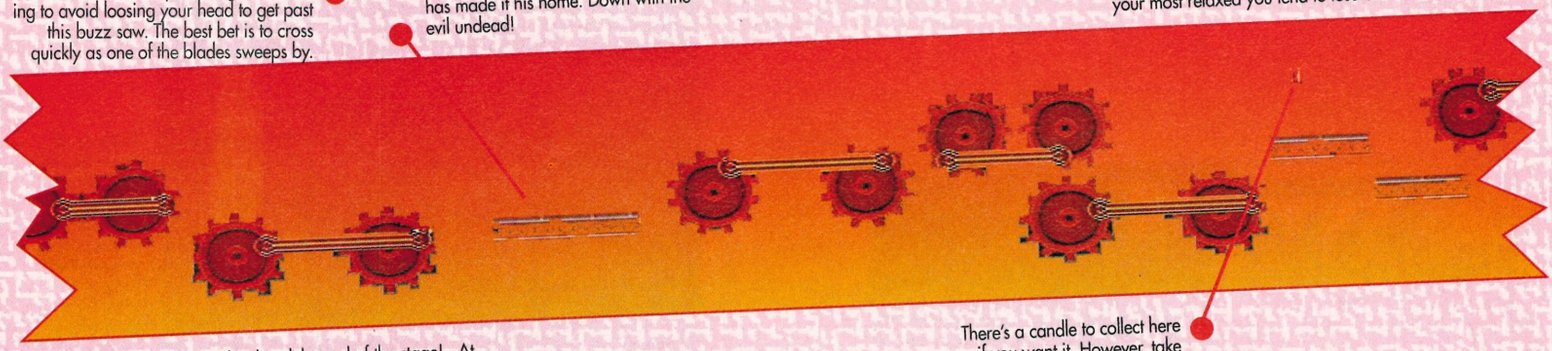
You will need to keep walking and ducking to avoid loosing your head to get past this buzz saw. The best bet is to cross quickly as one of the blades sweeps by.

A stable platform. Kill the skeleton who has made it his home. Down with the evil undead!

Right, this level is very straightforward, and, assuming you managed to battle you're way this far into the game, the platform jumping and baddy bashing should be right up your street!

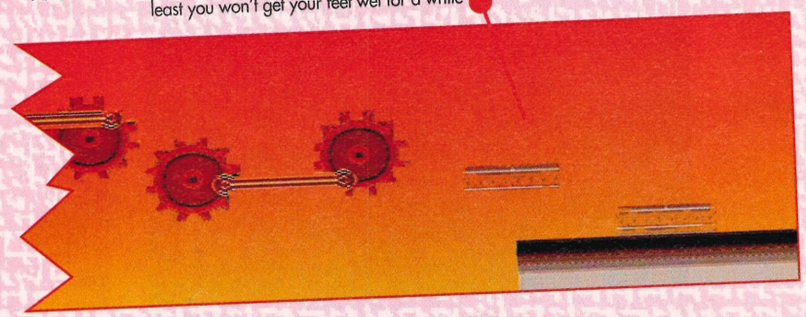
Level 4-7

Take your time crossing these platforms. They may look really easy, but it's when you're at your most relaxed you tend to lose a life!



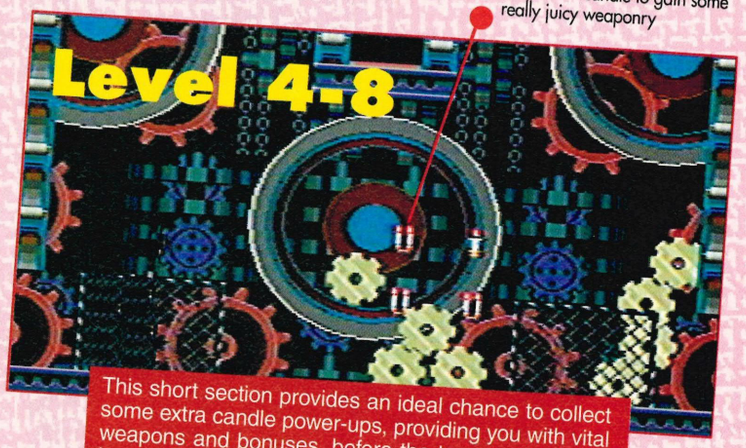
There's a candle to collect here if you want it. However, take care getting to it as many of these platforms may hold hidden surprises.

At last! We arrive on dry land and the end of the stage! At least you won't get your feet wet for a while

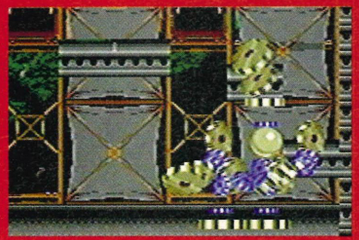


Collect this candle to gain some really juicy weaponry

Level 4-8



This short section provides an ideal chance to collect some extra candle power-ups, providing you with vital weapons and bonuses, before the terror of the coming levels strikes. Don't forget though, even in a section as small as this, an unwary adventurer can be ambushed by the nasty beasties roaming this world!



METAL GEAR

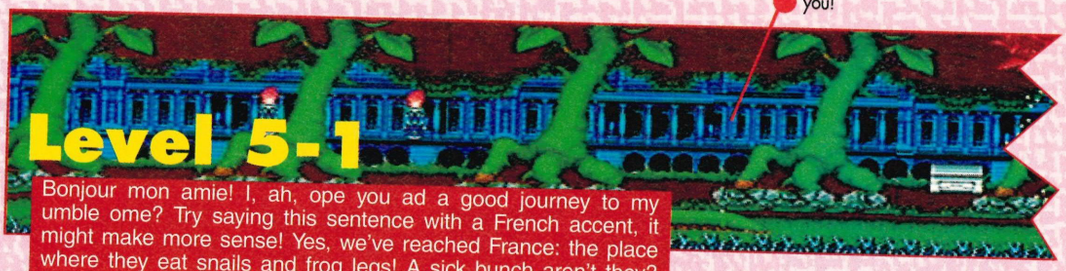
The fearsome guardian at the end of this level is a kind of a metal-cog-man. The game refers to him as Metal Gear, so who am I to argue? To kill him, strike him where it hurts — the orb in the centre of his body. He won't be too much of a problem, as long as you avoid his spinning cogs of death and his sliding spin attack which you should duck under and jump over respectively.

FRANCE

Level 5-1

Bonjour mon amie! I, ah, ope you ad a good journey to my umble ome? Try saying this sentence with a French accent, it might make more sense! Yes, we've reached France: the place where they eat snails and frog legs! A sick bunch aren't they? (Ever heard of the word xenophobic Mark? -Ed)

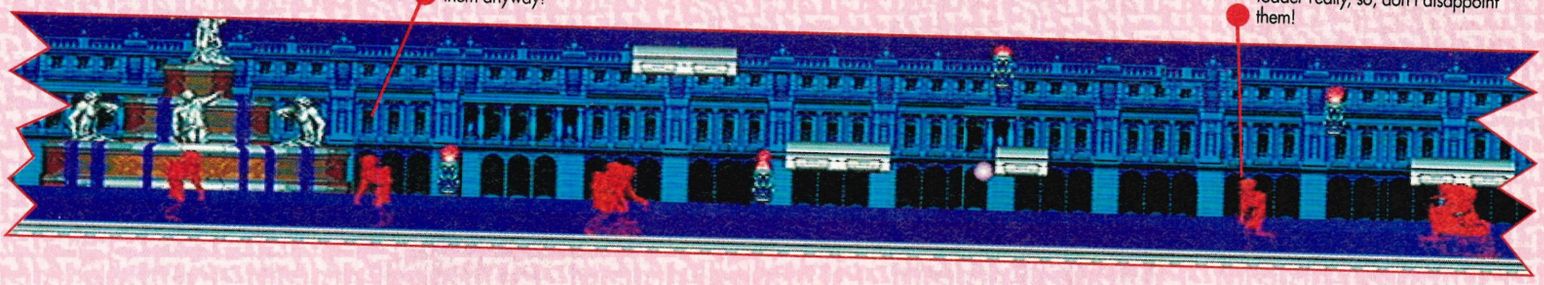
Walk from left to right on this stage, killing anything crossing your path. After all your a mean mother, and no-one, nohow, is gonna mess with you!



Jump up onto this ledge and avoid the enemy. It's not cowardly to run away from a fight, just good common sense — especially if your energy is low!

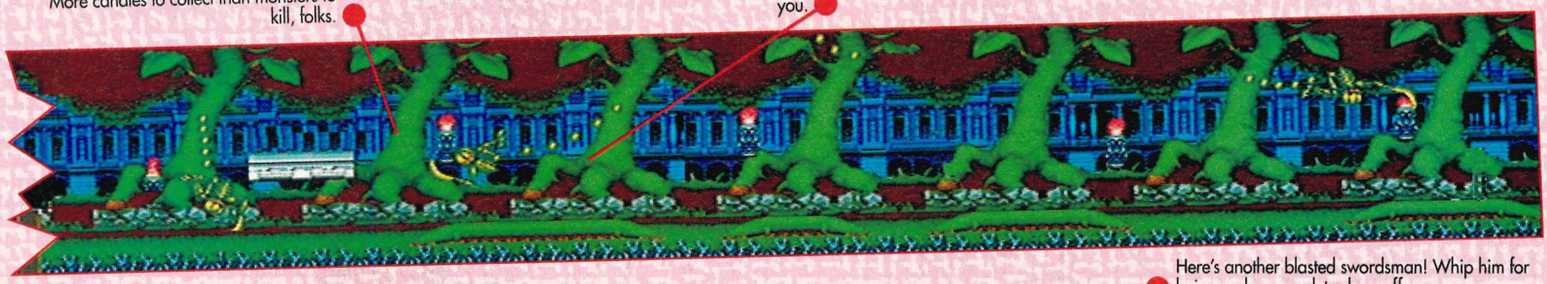
Top SEGA XS tip — Zombies having a bath should be left well alone. Oh what the hell, kill them anyway!

These meanies are no more than whip fodder really, so, don't disappoint them!



More candles to collect than monsters to kill, folks.

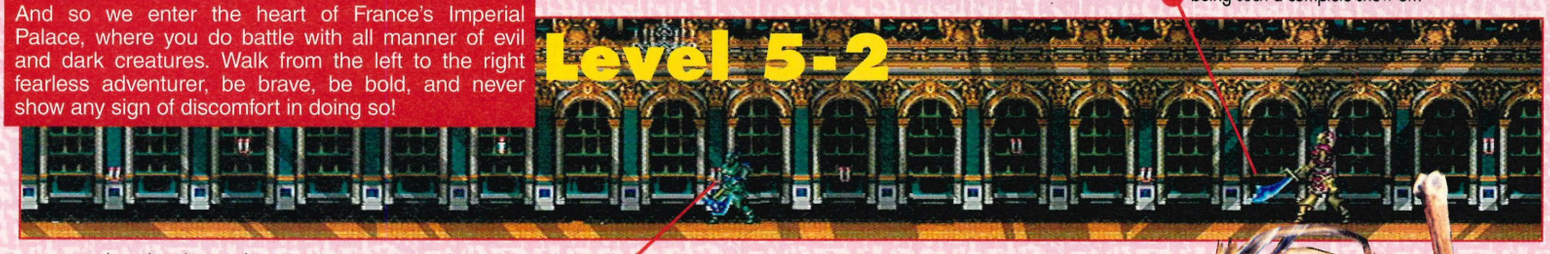
Shoot these skeletons before they can touch you.



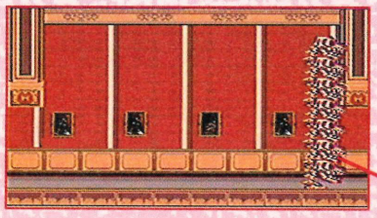
Level 5-2

And so we enter the heart of France's Imperial Palace, where you do battle with all manner of evil and dark creatures. Walk from the left to the right fearless adventurer, be brave, be bold, and never show any sign of discomfort in doing so!

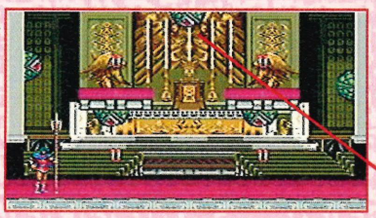
Here's another blasted swordsman! Whip him for being such a complete show off.



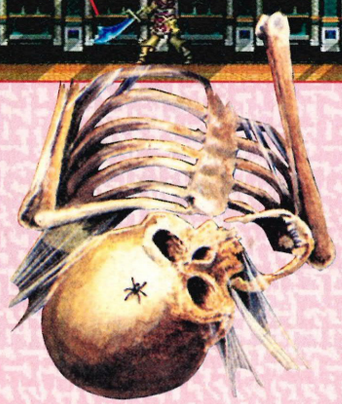
My, what a big chopper this monsters got! However, despite its size, he's no match for an expertly used whip or spear. So teach him a lesson in pain.



Gulp! It's safest to use your special weapon on these spooks, otherwise it's burnt toastie time for you!



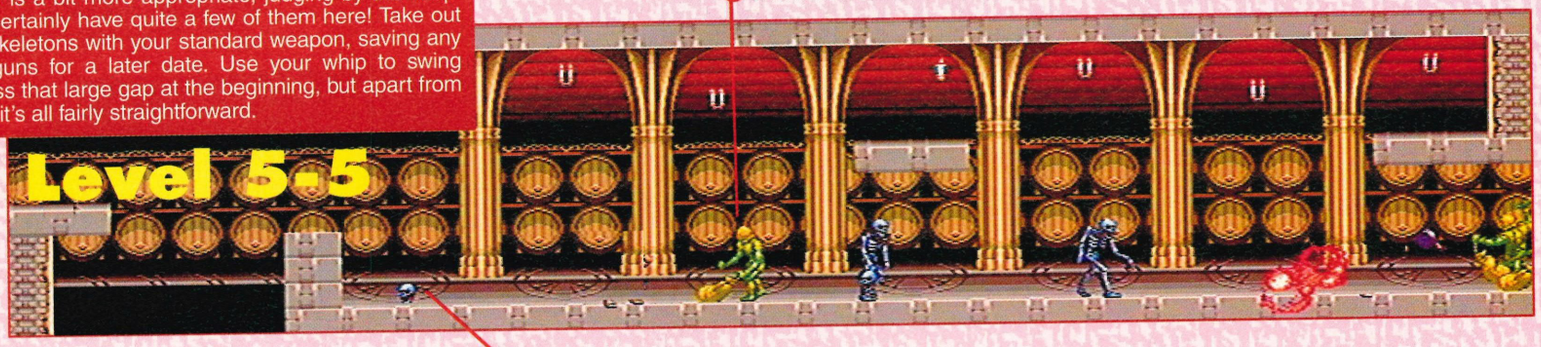
A bit of careful control is needed here, if you want to avoid these green ghouls evil fire beams.



COPYRIGHT ACKNOWLEDGEMENT (IF NEEDED)

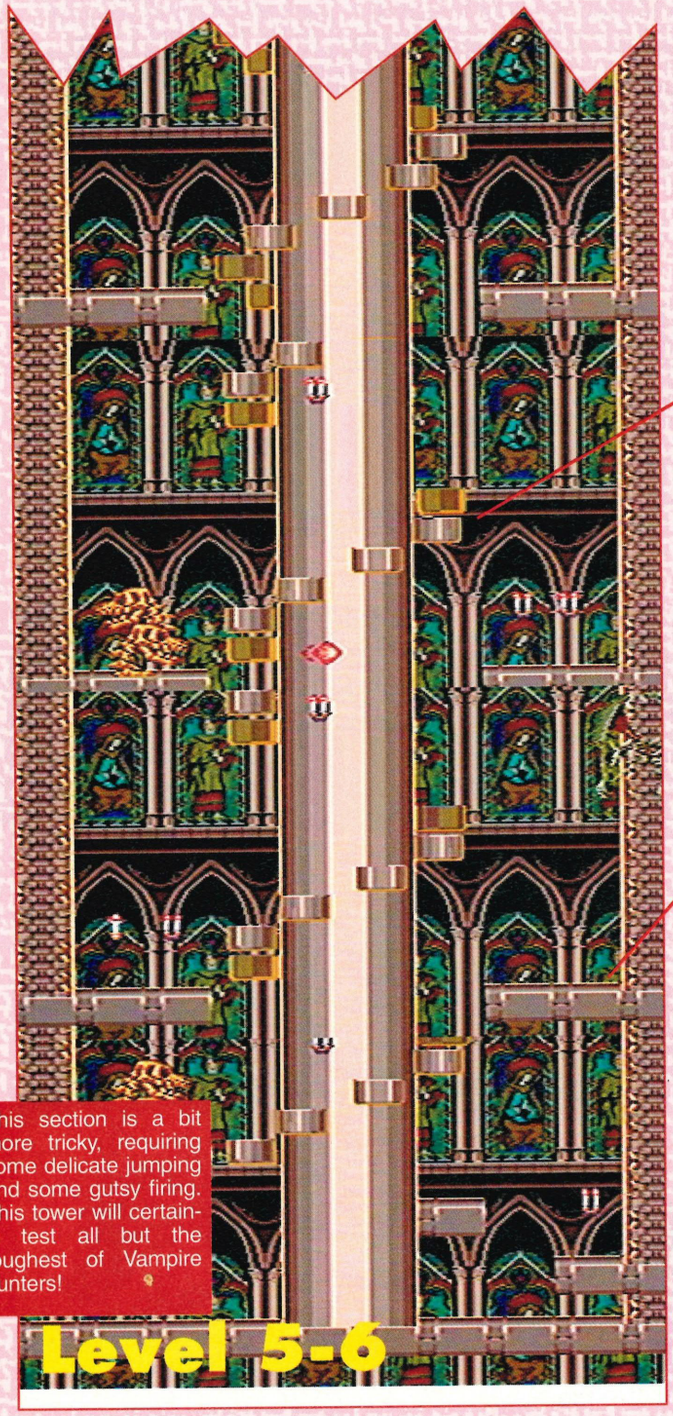
Is there a skeleton in your closet? Or maybe wine cellar is a bit more appropriate, judging by this map. We certainly have quite a few of them here! Take out the skeletons with your standard weapon, saving any big guns for a later date. Use your whip to swing across that large gap at the beginning, but apart from that; it's all fairly straightforward.

Level 5-5



This ghoulish creature looks a bit nasty. I suggest you give him a whipping, mate. Once you've done that it's a good idea to take out all his buddies as well. After all it's not nice to leave anyone out!

Get ready for some serious skeleton-whipping, as those pesky suckers come at you from all angles.



This section is a bit more tricky, requiring some delicate jumping and some gutsy firing. This tower will certainly test all but the toughest of Vampire hunters!

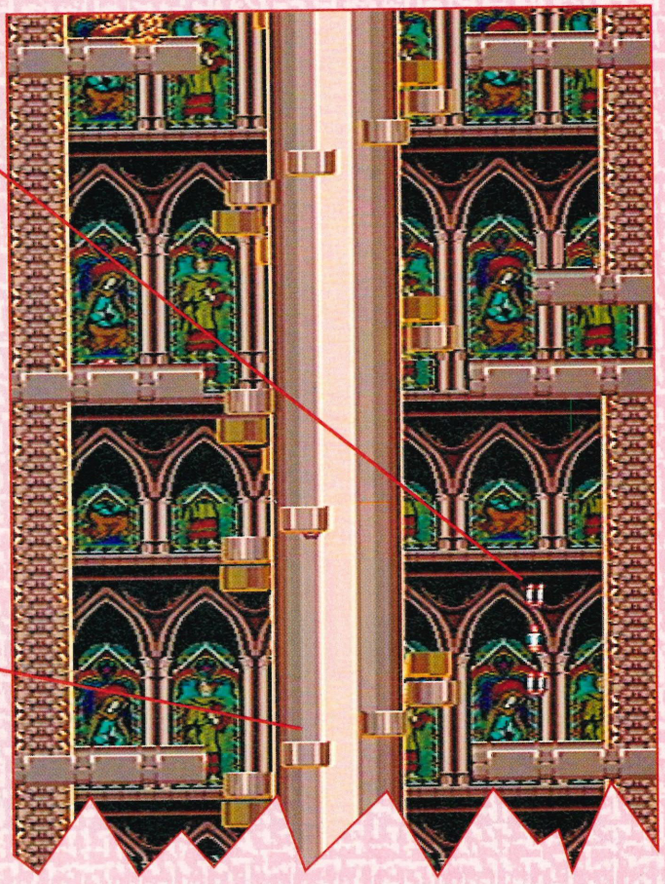
Level 5-6

Power-ups ahoy! It's candle time once again, just when you thought you'd never get another special weapon.

Hang on in there kiddo! These slabs can be a bit tricky to keep a hold of, so use some wise judgement to negotiate the pitfalls.

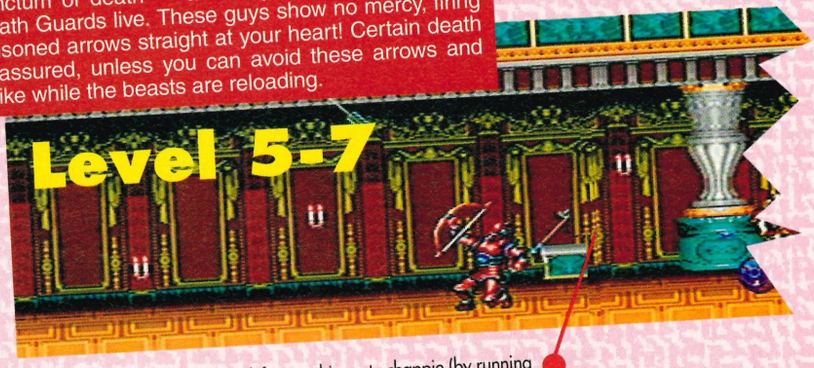
It won't be long before you're into the rhythm of this pesky level, after all, the rhythm method's all about timing , eh!

Spots like these enable you to take a breather, so take it, you're going to need it sucker!

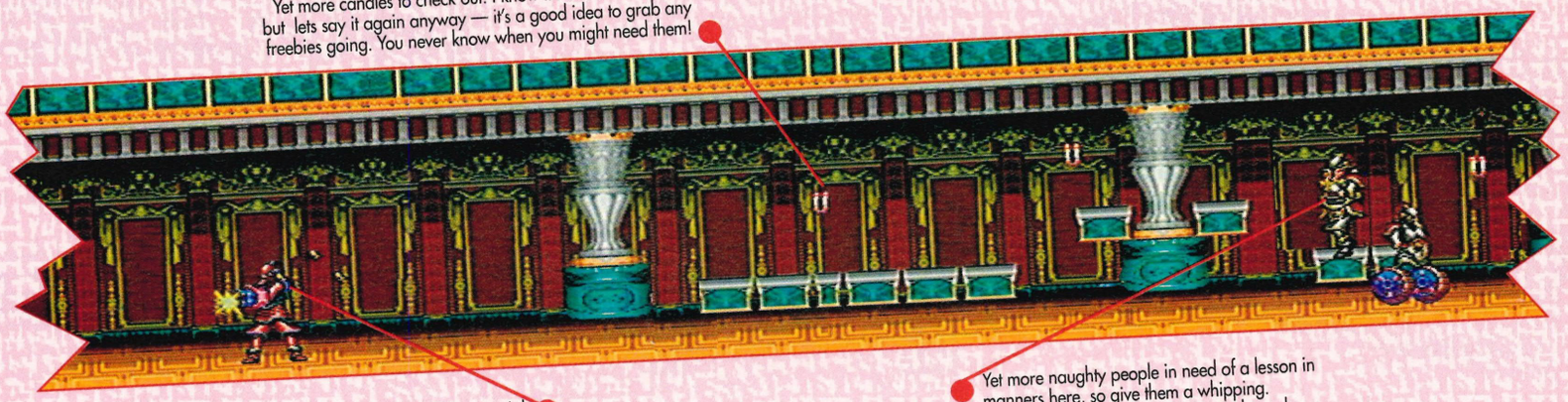


The going gets tough now you've entered the inner sanctum of death — an evil place where the cruel Death Guards live. These guys show no mercy, firing poisoned arrows straight at your heart! Certain death is assured, unless you can avoid these arrows and strike while the beasts are reloading.

Level 5-7



After defeating this nasty chappie (by running away from the arrows and running forward for some hand-to-hand combat), go back to collect some vital candle power ups.



Yet more candles to check out. I know it's been said before, but lets say it again anyway — it's a good idea to grab any freebies going. You never know when you might need them!

Guns! That's a bit unfair isn't it? I suggest you use your special weapon on him. Teach him not to be such a bully. After all remember what your mum told you, usually just before you got beaten up! It pays to stand up to a bully because they're all cowards at heart.

Yet more naughty people in need of a lesson in manners here, so give them a whipping. Remember the old adage — Spare the rod, spoil the undead!

Hit this wizard on the forehead several times, while striving to avoid his potent attack, and he's dead meat.

This platform is a good place to pause and collect your thoughts, before marching valiantly on.

Bats, zombies and ghoulies. This section has its fair share to contend with. Go in fighting and don't come back until you've taught them a severe lesson.

Level 5-8

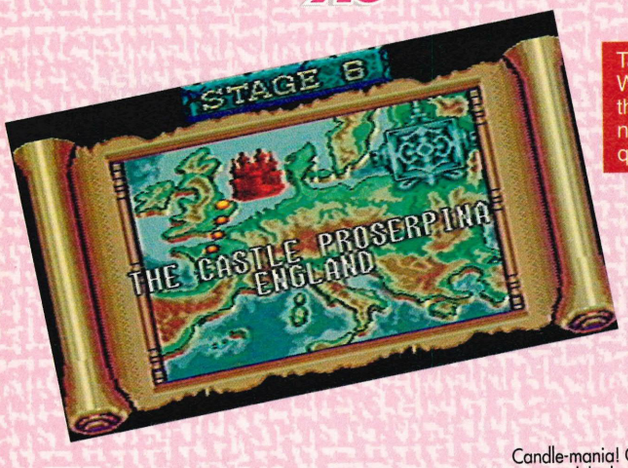
Begin this little trek by wandering down some steps. Watch out for these Vampire bats, they can be a bit of a pain in the neck. Ho, ho!.

Get ready to face the evil end of level guardian. She's a bit of a toughie, as you can see in our look at her attributes below!

BUGSY

This spirit's a tough cookie to contend with. Not only does she fly around the screen scaring the pants off you, but also, after a few hits, she turns into some kind of Moth Monster! Jump up and diagonally strike the fiend down with your trusty whip. This causes all kinds of serious damage to the nasty blighter. However, a great deal more damage is caused by using a tried and tested special weapon.

LEVEL 5

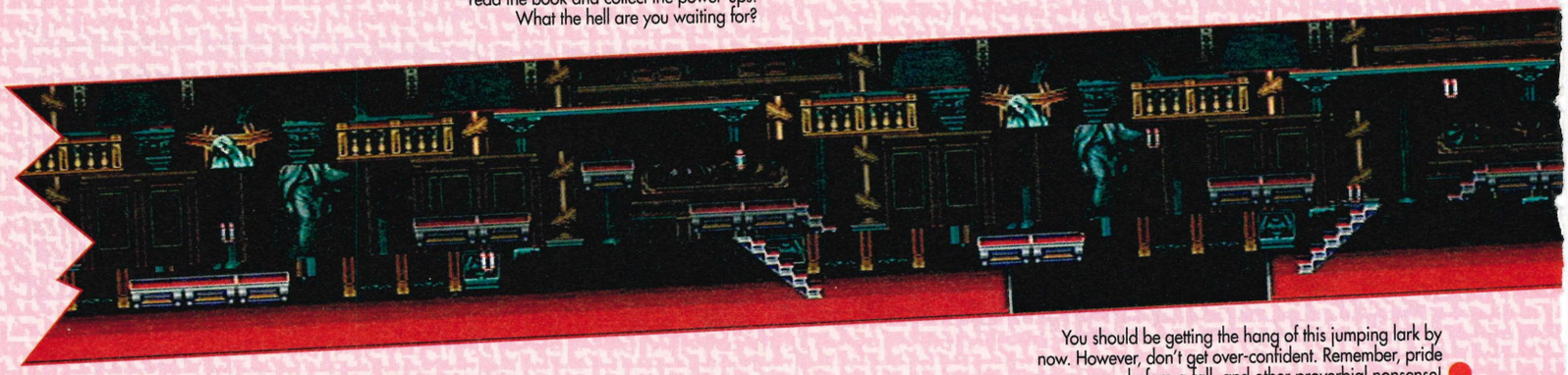


ENGLAND

Tally-ho chaps, its ye fine olde England for us. World famous for its Empire, nice cups of tea and those stiff upper lips. As the original Bram Stoker novel *Dracula* was mainly based on this isle, it's quite appropriate England is our next stop.

Level 6-1

Candle-mania! Candle-mania! Buy the t-shirt, read the book and collect the power-ups. What the hell are you waiting for?



You should be getting the hang of this jumping lark by now. However, don't get over-confident. Remember, pride comes before a fall, and other proverbial nonsense!

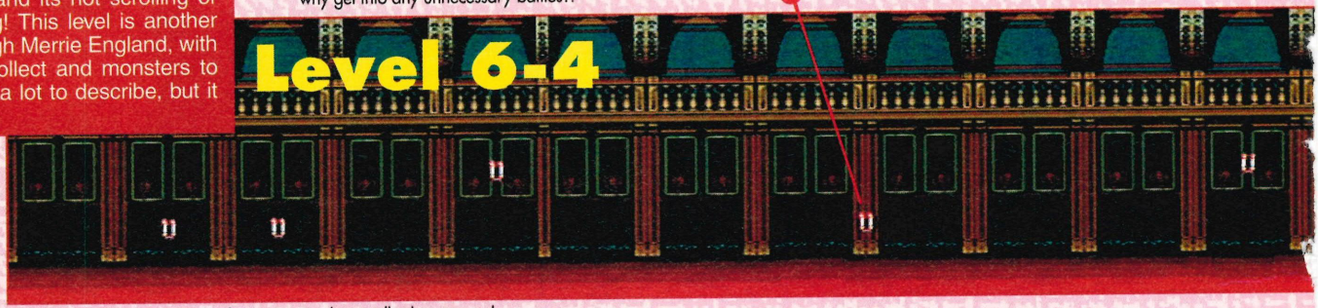
Level 6-3

If you thought the last level was confusing, you ain't seen nothing yet! Everything is upside down here, as are the controls, and it takes a lot of patience to master the sudden change of gamestyle. The jumps are the most tricky aspect of it and you need to be very precise and methodical to reach the end of the section.

A tricky jump, but possible. Time it so you miss the blob monster. After all, why get into any unnecessary battles?.

Level 6-4

At last, solid ground, and its not scrolling or upside down! Amazing! This level is another left to right romp through Merrie England, with plenty of candles to collect and monsters to kill. There may not be a lot to describe, but it sure is fun to play!

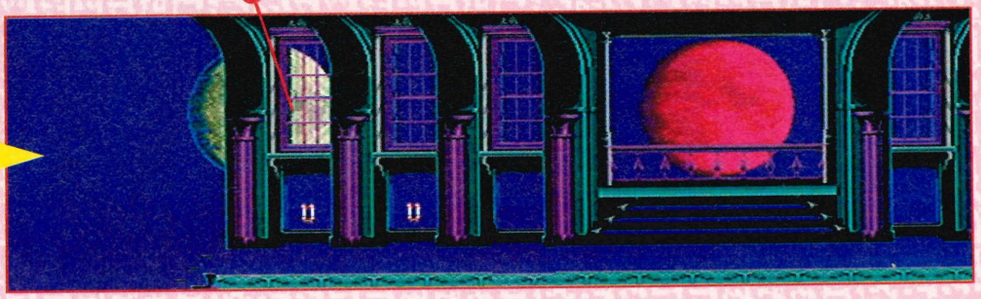


Collect the candles and beat up the ghoulies. Sound familiar? Yeah I thought so too!

Level 6-5

You're almost at the end of the level, so prepare yourself for a bit of guardian spanking! There are some stairs to walk up before reaching the monsters, which have some candles for you to collect for a handy power-up.

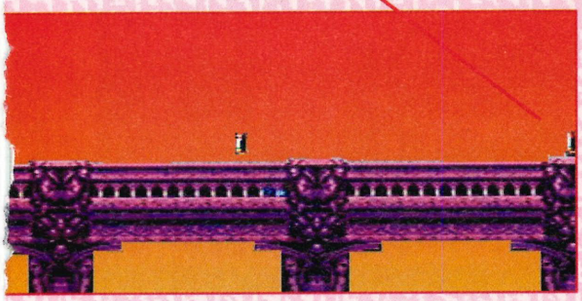
Plenty more in the candle department here. Going up for ghosts and ghouls!



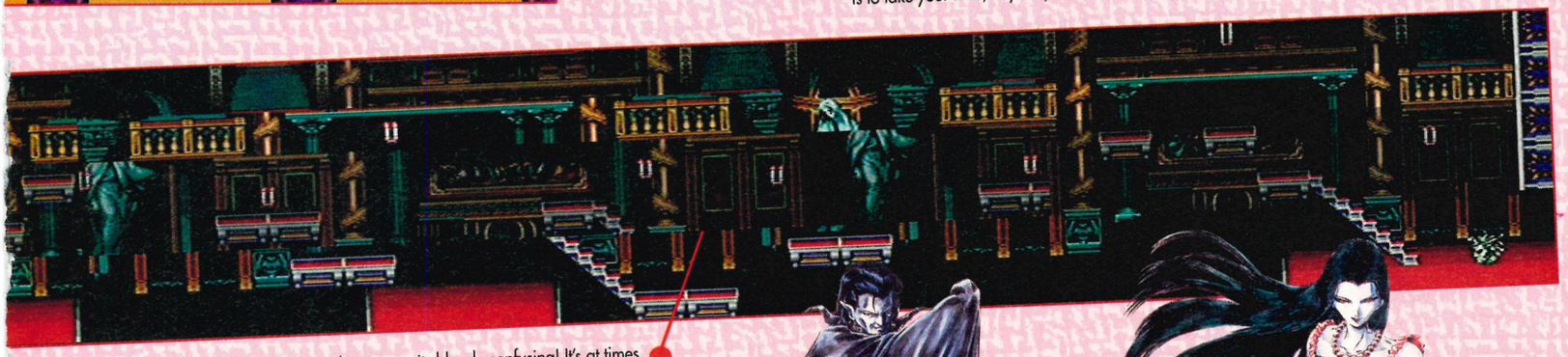
Once inside the castle, things start to get hectic. This ranks as one of the toughest levels in the game, so its best to take your time and just follow the map as you go. The biggest problem with this level is the screen scrolls forward in three different sections. If you check out the jumbled nature of our maps you can see exactly what I mean. Weird or what!

Level 6-2

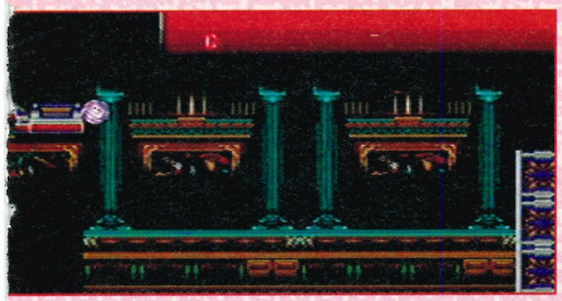
Its the end of this particular stage, nothing difficult there eh.



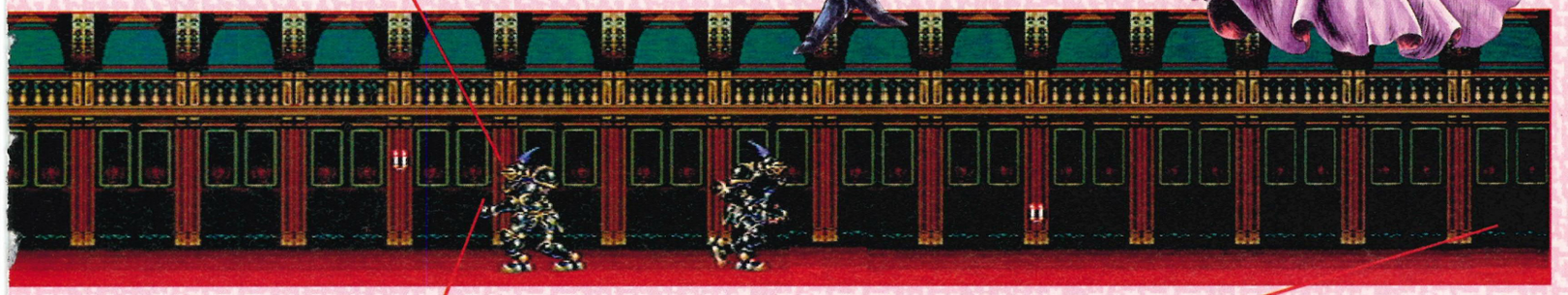
If you think things are tough at the moment, just wait until you get nearer the end of the level! The only way to beat this section is to take your time, rely on your wits and be very, very patient!



Its mad, its crazy, its bloody confusing! It's at times like these that our maps come into their own. All you can really do here is look at the map and study carefully where the next platform appears.



Does this guy remind you of the first end guardian? Yep, he does me too. To defeat him check out the hints we gave then.



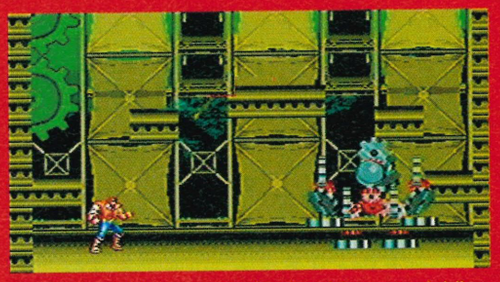
The best way to kill him is to whip away at his legs, while avoiding his attacks.

`This is the end of the level, so take the time to relax, you need all your strength for the coming trials and tribulations.!

Level 6-6

This is a pack of tarot cards, each one takes you to a confrontation with a different guardian.

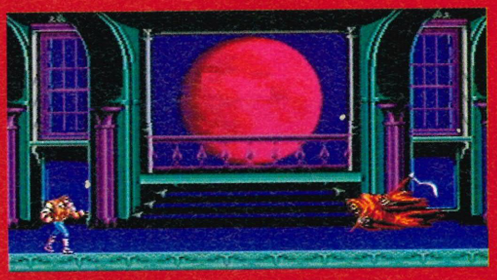
This nasty is from the leaning tower of Pisa. Timing is essential to beat him, as is a nifty whip!



It's Metal Mickey again! Dodge his cog wielding attack and hit back with some venom of your own.

Remember Golem from Greece? Stand in front of him, jump up and whip each part of his body.

Death himself! Wait for him to swoop and whip the devil. Alternately, use a special weapon.



Then when Death swoops along the floor, avoid him and make good use of that special we[illegible].

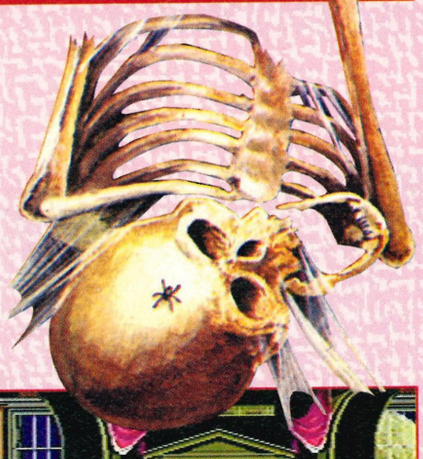
After killing Death off in the last section trot up this short flight of steps, before you can get to the next stage.

Level 6-7

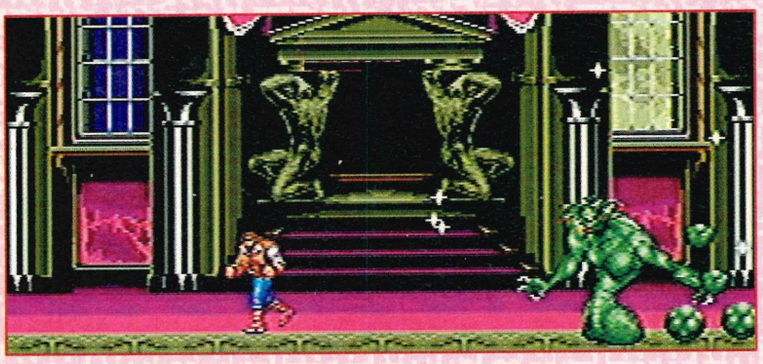
SUMMARY

GAME NAME: CASTLEVANIA
TIME TO COMPLETE: 4 days
HIGHEST SCORE: N/A
NUMBER OF LEVELS: 6
CHALLENGE RATING: Medium

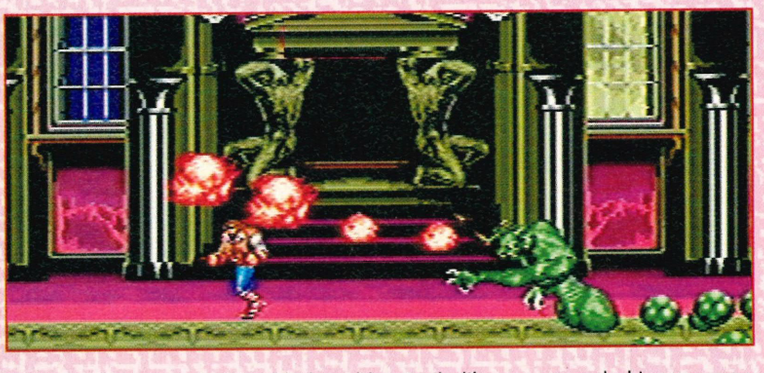
If you think you can beat the pros at SEGA XS on any of the games covered in this issue, why not send in your high score, together with proof to SEGA XS High Scores. The address is at the front of the mag, so get writing guys!



Get ready for battle! The enemies are going to get really mean from here on in.



This mean mother is a tricky little devil to kill. Avoid his swinging tail and concentrate your attacks on his body. Use your special weapon if you want to, although the whip or spear suffice.



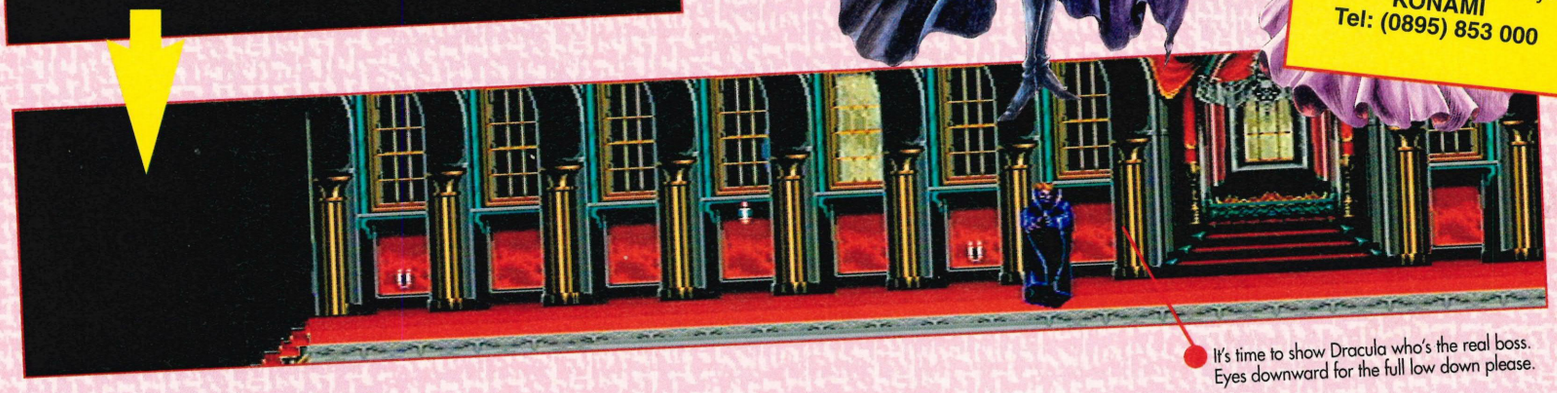
When he breathes fire like this from his mouth, it's recommended to run away, unless you fancy burning in hell. When the flames have stopped, turn around and return fire. Repeat this until his days are numbered.

Take this chance to grab some power ups before you meet the great man himself. Dracula can be a tricky devil to bring down, so you need to be as powerful as possible before you face him. Now is the time to use those special weapons to the full!

Level 6-8

This is as good a chance as any to try for a power-up. Whip this candle as you go by on the short trip up the stairs.

Cartridge supplied by:
KONAMI
Tel: (0895) 853 000

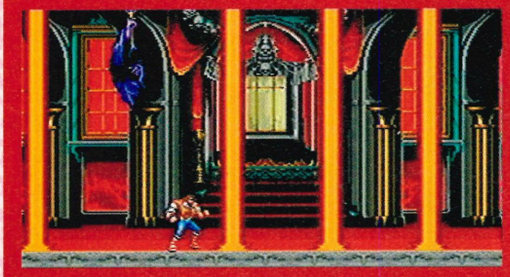


It's time to show Dracula who's the real boss. Eyes downward for the full low down please.

The first thing to do is avoid the flames Dracula throws at you. He strikes an heroic pose (above) and then attacks. Take care, this is your destiny!

Dracula does this neat little party trick in order to confuse you. He turns into a load of bats and reappears in a different part of the screen.

After killing Dracula, you have to kill Death. Just repeat the same tactic used when you faced him before. Be brave, be bold and be fearless!

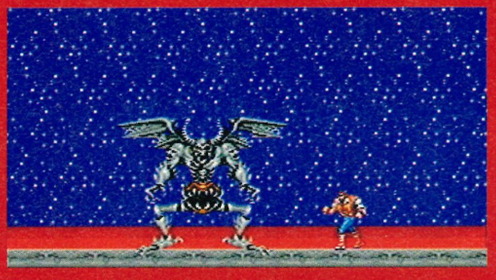


Whenever Death does this, make sure you don't get struck down. Especially not so late into the game. Move to the sides to avoid him.

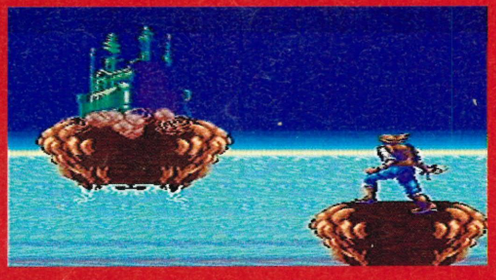
The final beastie is a tricky-chappie. He keeps on jumping up and down the screen. Avoid him and get whipping like you've never whipped before!

Always keep an eye out this incredible, if not a bit rude, bum attack! He swoops into the air and tries to drop some fiery substance onto your head.

With every hit he gets a bit bigger. You may be smaller, but size isn't everything. Remember the bigger they are the harder they fall!



When he goes grey it means he's had enough and wants to go home. Give him a few more hits and the game is in the bag!



It's been a hard slog to these heady heights, but this is the end screen! Showing your heroic character watching the fall of Dracula's castle.

MEGA CD

STRATEGY ADVENTURE ● SEGA

JURASSIC PARK

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

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

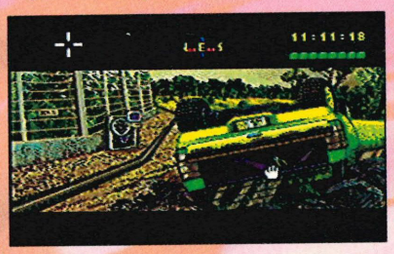
You begin the game stranded outside your crashed Helicopter. The first objective is to grab the Stun Gun. Do this by positioning the cursor over the door to the Helicopter until the cursor changes into a hand. This allows you to push the door aside and collect the Gun. Next turn left, collect the Large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

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

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

familiarise yourself with it at this early stage. Straight ahead, through the gate, is the Visitor Centre, to the left of the gate (South) is the opening to the T Rex enclosure and the first overturned Jeep, while to the right of the gate (North) is the Gallimimus area.

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



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

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

If you select a recorded message, Dr Emily Shamora speaks to you. Her messages aren't crucial to the gameplay. However, it's advantageous to note down the information contained within the three different message boxes — titled Bad News, More Bad News and We're Losing.

Head back out of the Control Room and down the stairs. Go through the main door and return to the Jurassic Park gate. To the right of the gate there's a Card Key Slot with a Key stuck in it. Use the Pliers to prise the key out and add it to your inventory. This key is Blue in colour and allows access to the second room in the Visitor Centre, which

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

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

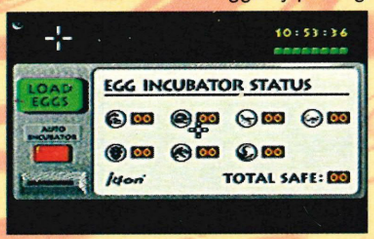
Go North and look South from the main gate to find two Gallimimus' Eggs. On arrival at the site of the Gallimimus' Eggs, position the Cursor on the tree stub to the left and

JURASSIC PARK is a trademark of Universal City Studios and Amblin Entertainment.

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

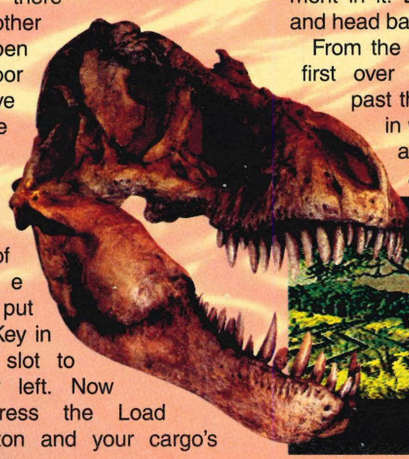
Turn to the right, after collecting the eggs, to find a Blue Holdall bag swinging from a rope. Turn slightly more to the right and cut down the rope with the Wire Cutters. The Blue Holdall falls to the ground revealing a Wrench. Pick up the Wrench and head back to the North to find two more nesting Gallimimus.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

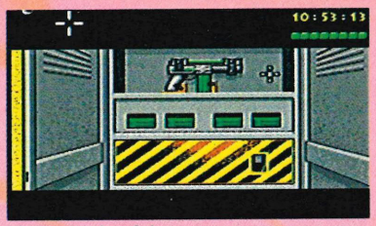
In front of you is a river with a log floating in it. Place the Large Rock beside the log to steady it, allowing you to go over the river later in the game. It would be pointless to go over now because you need better weaponry to fight the beasts that await your arrival. Instead head straight back to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



them in the incubator.

Go up the stairs in the Visitor Centre and past the Control Room to the Second Door. Open this Door with the Blue Key and enter. Inside the room there is another door. Open this door and you've located the Incubator. To install the eggs in the safety of the Incubator, put the Blue Key in the card slot to the lower left. Now simply press the Load Eggs button and your cargo's

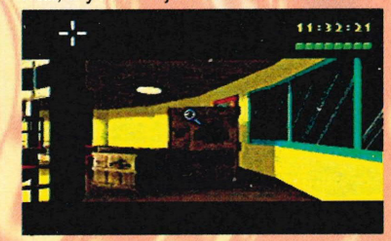




deposited safely.

After storing the eggs go back into the Second Room and locate the Metal Locker. Open it and gather the Tranquilliser Gun and Ammo. This is a much better weapon than the Stun Gun, so it's a good idea to use it from now on.

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



of your energy.

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

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

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

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

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

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

This beast will trample you underfoot if you do not do the next task correctly. Place your cursor on the windscreen of the Jeep until the hand symbol appears. Activate the button to honk the Horn. Do it once and the Triceratops runs at the Jeep, charging it with it's head. As it does this a crowbar falls from the Jeep.

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

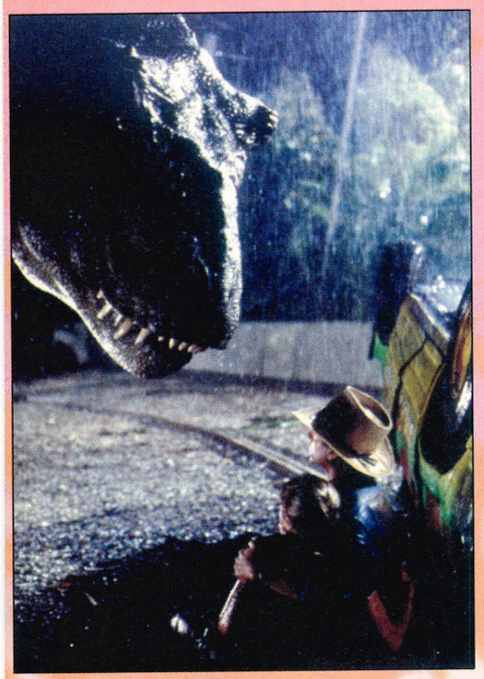
Pick up the Medical Injector without delay and turn to the injured Triceratops, lying outside the Hut. Inject the injured Triceratops and he springs to his feet, miraculously recovered. By doing this you've not only made the injured beast well again, but also shown the other Triceratops you're a friend and he stops attacking.

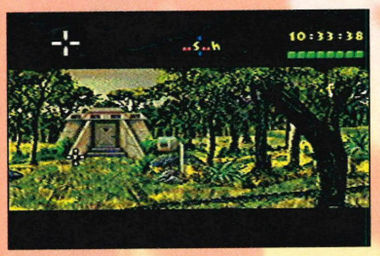
Pick up the Crowbar and the CD before heading North-West to the Case on the floor. Open the Case using the Crowbar and grab the Red Key. Now head quickly back to the Visitor Centre.

Once in the lobby of the Visitor Centre, head upstairs to the Third Room. Open the door using the Red Key and enter the room. In front of you is another Metal Locker. Open it and grab the Gas Gun and Ammo for use against the T Rex at the end of the game (A Yellow and Black Section below contains the Night-Vision Goggles for use in the 'Raptors Cave, so grab them).

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

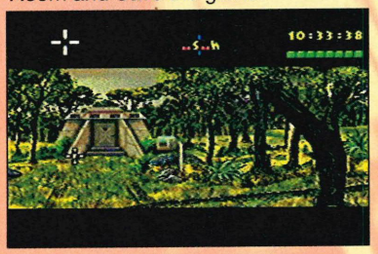
JURASSIC PARK is a trademark of Universal City Studios and Amblin Entertainment.





the Triceratops Hut.

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



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

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

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

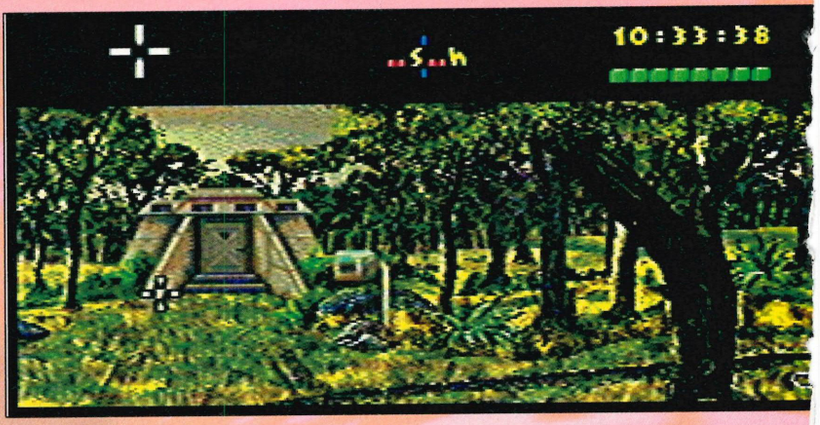
side of the River. Draw your Tranquilliser gun again and stun the three Dilophosaurs.

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

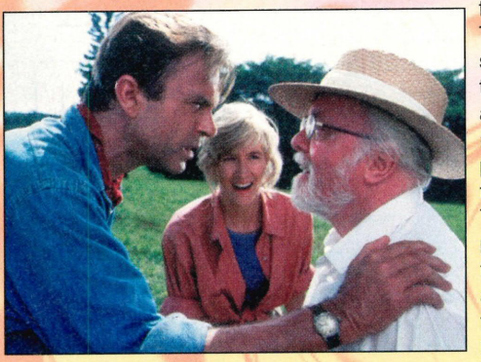
stunned before are back on their feet. Exit back over the river as soon as you can to avoid a further battle.

Next, turn to the North and head for the area in which you found the Wrench. On arrival travel North, until you're in front of another nest containing Dilophosaur Eggs. Collect them and turn left to find a little Frog. Select your Stun Gun and fire it at the Frog. The Frog is stunned at this sudden attention and leaps off in the direction of the River.

Your mission is to follow the frog. However, before you leave, remember this location. It's from here the



Helicopter, at the end of the game, flies you to safety. By following the frog you end up in another riverside location, with a Sewer Grate to your Right. Under the Grate, there is a large Log. Move the Log to reveal the Boltcutters, which are the final items needed for your inventory. Take the Boltcutters and open the Sewer Grate with them.



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

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

By now the time's running quite low but the game is nearly complete. Head out of the Visitor Centre and over to the Triceratops Hut, which is South from the gates, past the first overturned Jeep and on past the small case on the ground to the South-East.

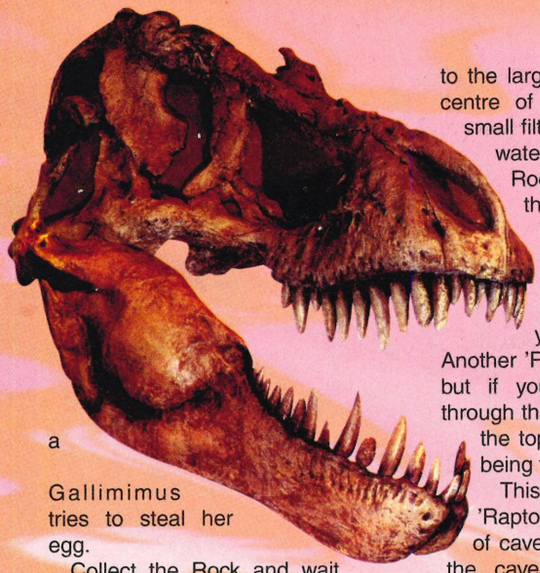
Once you have arrived at the Triceratops Hut, use the Red Key in the card slot to enter. Draw your Tranquilliser Gun on entry and stun the three Dilophosaurs to the left.

The Hut now begins filling with smoke, while a live electric wire, hanging over the door, prevents you from exiting. To combat this simply select the Wrench and move right to the pipe omitting the smoke. Tighten the pipe up with the Wrench and move to the set of six Lockers to the left. Open the one on the left and turn off the electric supply via the lever at the very top.

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

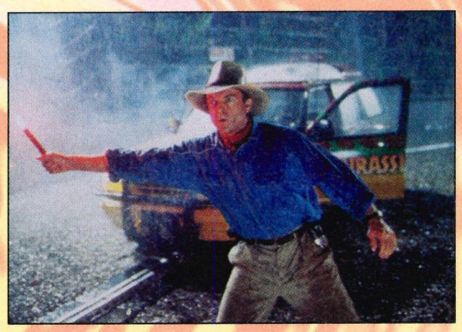
Go through the door and you're transported through an underground system to an outside location. Here a pair of Triceratops, a large Rock and a Manhole are located. The female Triceratops is tending her nest, while

JURASSIC PARK is a trademark of Universal City Studios and Amblin Entertainment.



a Gallimimus tries to steal her egg.

Collect the Rock and wait for a while opposite the nest, having selected your Tranquilliser Gun. Wait until the Gallimimus goes up to the nest and puts his head in. This means he's stealing the egg. When his head comes back up, shoot him and quickly grab the Triceratops Egg he has dropped. Turn sharply and exit back into the Triceratops Hut, via the Manhole, before you are trampled. Quickly exit the Hut and go back to the Visitor Centre to deposit the new found egg in the Incubator before leaving for the main gates.



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

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

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

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

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

When through the door there are yet more 'Raptors to deal with. A Manhole is situated dead ahead. Select the Crowbar and prise the hole open, then quickly move a little to the right to collect the 'Raptor Eggs from the nest. Move back to the Manhole again and exit. If this section is done quickly enough, you won't have to fight the 'Raptors. The Manhole brings you out at the entrance to the first Cave so simply go North and make your way back to the Visitor Centre in order to save the game, incubate the egg and restore your energy.

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

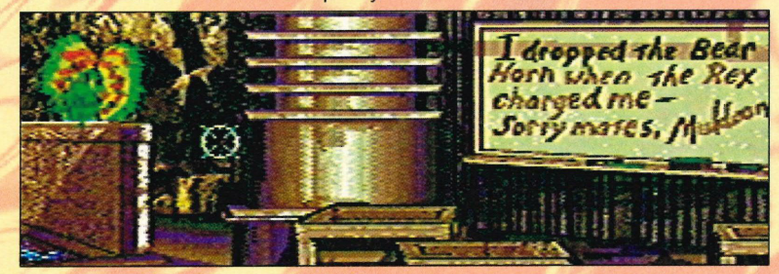
Just before the door opens, the male T Rex appears in front of the door. Stay calm and wait. As soon as the door opens, shoot the T Rex in the cheekbone twice with the Gas Gun. If you are quick enough you can run through his legs and into the open doorway, while he's preoccupied with the pain.

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

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

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

The next stage begins when you turn to the closed Sewer Grate and hit the buttons on the wall three times. Select the Bear Horn and use it three times. This spooks the female T Rex, causing her to hit her leg on the Sewer Grate. The Grate's now fully open, which means you can make a swift exit.

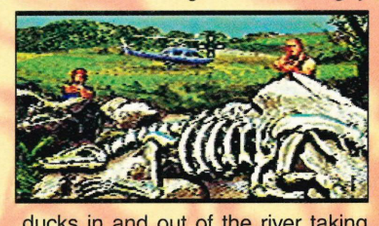


Continue to move quickly North to exit. Head back to the Visitor Centre and put the T Rex Egg in the Incubator. The game is now very near completion.

In order to escape from the island you must steal your rival's Helicopter. Most of the enemies are out collecting DNA. This leaves only three guarding the Helicopter. To defeat them use your Stun Gun.

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

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



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

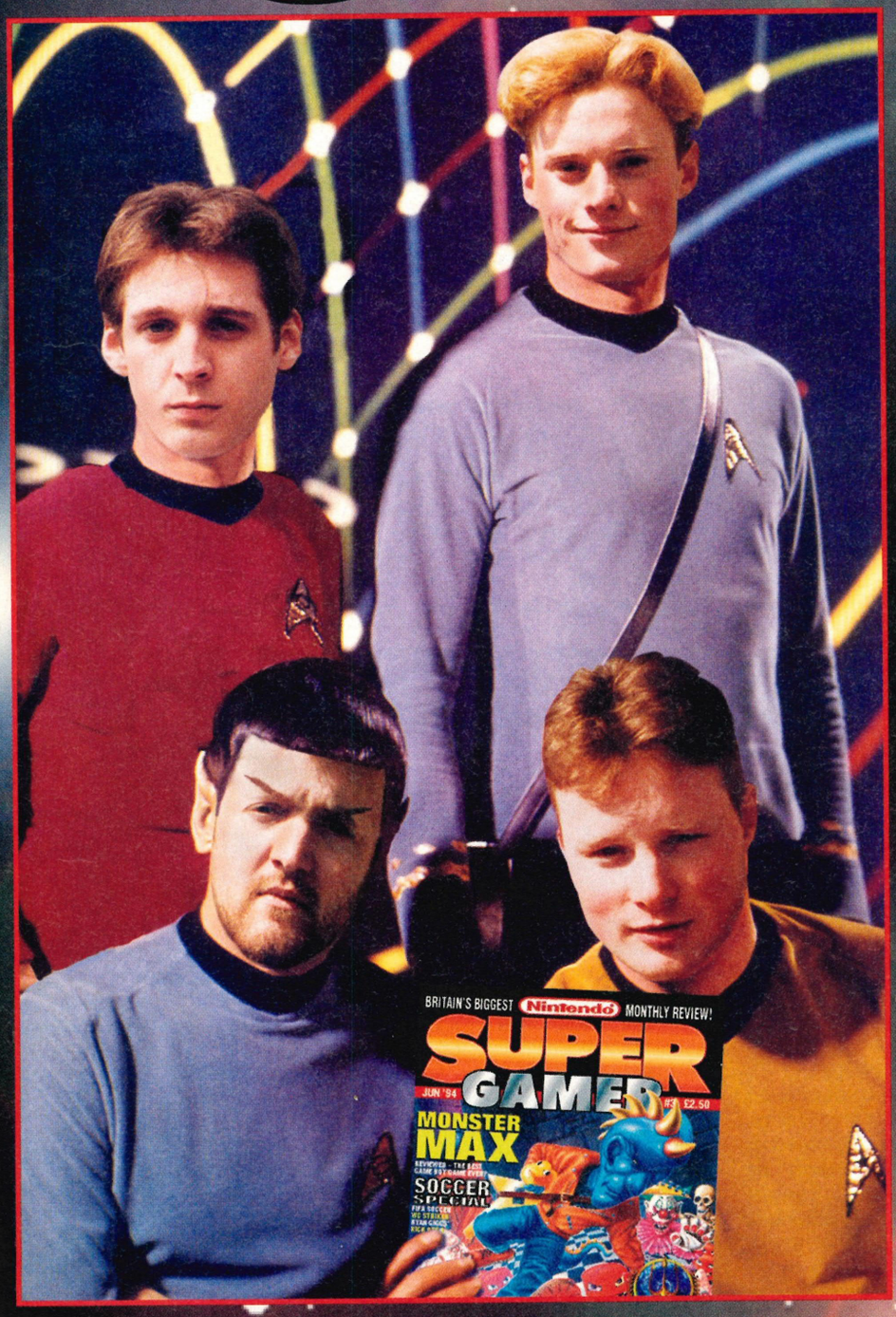
The mission is now complete and you're one of the select few to have beaten the ultimate in CD thrillers!

Congratulations!

JURASSIC PARK is a trademark of Universal City Studios and Amblin Entertainment.

GOT A SEGA? GET A NINTENDO! GOT A NINTENDO? GET

SUPER GAMER



WHERE NO MAG HAS GONE BEFORE!

"Games... the final frontier. These are the voyages of the magazine SUPER GAMER. Its five year mission – to review amazing new games. To seek out new cheats, and new solutions. To boldly go where no Nintendo mag has gone before!"

SUPER GAMER

132 PAGES OF:
EXCLUSIVE IN-DEPTH FEATURES AND INTERVIEWS!
ALL THE LATEST REVIEWS FOR SUPER NES, NES AND GAME BOY!
UNRIVALLED HINTS AND TIPS SECTION FEATURING FULLY-MAPPED SOLUTIONS!
COMPLETE A-Z OF EVERY NINTENDO GAME AND CHEAT EVER!

MONTHLY REVIEW MAGAZINE • £2.50 • OUT NOW!

REVIEWS

This the part of the magazine where we tell you what the Pros think of the latest batch of releases. There are a few changes this issue, as you can see below. We've given the top games reviewed this issue an extra page, allowing us to tell you even more about the best games on the market! Apart from this the format's the same. Each review concentrates on value for money and how the game rates against the competition. As you all know the XS team complete every game they play, so who better to talk about the entire game?

The 'XS Recommended' award only goes to those games we would actually buy ourselves and must be of the highest quality. The biggest, the boldest, the best! Over the last few issues games such as *Eternal Champions*, *ThunderHawk* and *Dune: Battle for Arrakis* have been deemed worthy of the ultimate accolade. Only the real cremé de la cremé get an 'XS Recommended'.

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

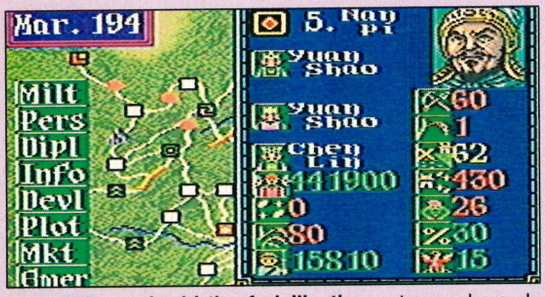
The comment box only appears on the new two-page XS Recommended reviews. The idea's simple — to give you a second opinion on the biggest games from another of our top gamers. Everyone thinks differently and this box is the chance to prove it!

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

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

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

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



At the birth of civilisation in the second Century, China is in the midst of a power struggle after the demise of the Han dynasty. The throne is up for grabs and its destiny is in your hands. Select from a choice of leaders and a variety of scenarios, all based on fact. China is your political playground and people are your pawns to move. Influence the growth of the economy in your Kingdom and plan to expand and seize control of the whole country, which comprises no less than 46 cities! A tough job considering you also have to cope with natural disasters, epidemics, revolts and rebellion. This is a release guaranteed to tempt lovers of serious gaming, but is it worth taxing the old grey cells over?

Romance of the Three Kingdoms 3 is a complex role play strategy. It's an extension of those ever so problematical and involving board and book strategy games. These games had a spell of being very popular among the train spotters of gaming and were both demanding on the imagination as well as inspiring. However, I'm not sure even these guys would get much joy out of this game.

So, what do you get if you throw strategy, politics, history, and the will to conquer a civilised nation into a Mega Drive Cartridge? You may think this sounds like potent ingredients designed to create the ultimate brain-teasing game. Sadly, the result in this case is *Romance of the Three Kingdoms 3*, which roughly equates to a headache, frustration and 55 quid down the drain to boot!

To the average player the game contains a poorly designed, tiring format with the emphasis firmly on piles of statistical information, which translates into an unhealthy attraction to numbers. I never really found the concept of staring at numbers a riveting experience; thus increasing the size of my army or promoting excellent crop growth fails to get my heart pounding!

This game is a letdown and fails to explore the potential of the concept its created. It also fails to utilise the full potential of the Mega Drive. Graphically resorting to basic icons, ugly caption boxes and a simplistic map. The screen is purely a means of accessing information and issuing orders.

To feel a part of *Three Kingdoms* requires a massive stretch of the imagination. The idea is you're a powerful leader of men fighting in a desperate battle for ultimate control of China, but the game design never succeeds in creating any kind of tension or atmosphere. I particularly found the abbreviations of command words and representative icons a pain. They are unclear, difficult to understand and should have been presented in full. A simple but important point I think.

The all important instruction manual is another design downfall. It's poorly structured and not easy to equate with the actual gameplay. Definitely not a game for impatient people, or anyone looking for a laugh. Those from a role playing background, who love this sort of manipulation of figures, may enjoy it but in my opinion it's boring and also very confusing.

The first step in your quest is to infiltrate the neighbouring cities by dispatching a spy. After a number of months (and it feels like it!) he returns with information concerning the city in the form of vast lists of facts and figures, providing data on the city's wealth (amount of gold), population and army size. He also reveals the personal attributes of the city's leaders, such as intelligence, ability to influence the people and charm. All of this information is in the form of percentages.

After checking out the city the next choice is to declare war if you believe you can be victorious. Once war's declared, select and organise key figures for the fight, decide where the brawl will take place and also choose the type of weaponry.

More data screens flash before your eyes and clutter your head with statistical information. There is even a chance to engage in personal head to head combat with an opposing commander. The battle element is one of the up points in the game, when compared to the more mundane farming and population statistics.

Up to eight people can take part in the scenario. Personally I'd only attempt this if you want to lose all your friends in one go. This game must be the slowest and most dreadful of social activities ever invented.

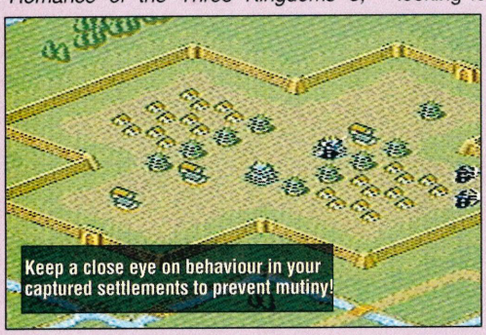
Saying this, I can imagine some poor unsuspecting game designer on the floor balling his eyes out at my criticism. Horrendous amounts of planning, more than the Masterict treaty or even the Doomsday book, must have gone into putting together this intricate piece of software! Details, such as the people in the game ageing with the passing of time, constantly changing morale levels and tax and salary changes, certainly show the level of thought put into *Romance of the Three Kingdoms*. It's a shame it all turned out so badly!

Being a game revolving around the Chinese, it's hardly surprising the theme tune is of the quaint Oriental nature. In battle the slow, sleepy tunes liven up into a purposeful, positive jingle. To be fair, soundwise, the music is functional but, in this day and age, state-of the-art music in games is on a higher plane than this. The tunes remind me more of that old Commodore 64 classic *Way of the Exploding Fist*, although *Romance of the Three Kingdoms* has failed to improve on the standard of this ancient computer classic.

I think it's clear I'm not a fan of the strategy role play genre. *Three Kingdoms* is a cartridge catastrophe and I'd rather commit Hari-Kari with a blunt spoon than ever be forced to play it again!

I suppose, if you're an ardent fan of the genre you could feasibly extract some pleasure from the gameplay but I find it hard to imagine the concept of pleasure being related to *Romance of the Three kingdoms*! To be honest the game left me cold — unless you're a sad train spotter type avoid this like the Bubonic plague.

RF


Keep a close eye on behaviour in your captured settlements to prevent mutiny!

Take note of advisors. After all you're never too old to learn something new!

PROS

- Sophisticated plot and gameplay may appeal to someone.
- Historically and geographically it's very accurate.
- Huge amount of options, although this might be a drawback to the game's playability.
- Takes a very long time to crack the gameplay.

CONS

- Minority appeal of genre.
- Poor graphics fail to create any kind of atmosphere.
- Everything is over complicated and ultimately irritating.
- Manual needs to be more helpful.
- Pace of game is slow and tiring.

TIPS

- Build your own economy up through clever use of the market place. Start by improving your farming capabilities and then increase the soldiers in your army to overpower the other cities.

ROMANCE OF THE THREE KINGDOMS III

£54.99
12 MEG
OUT NOW

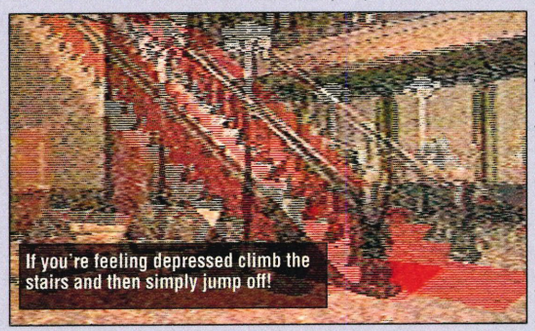
MEGA DRIVE

PUBLISHER: KOEI
TEL: (0429) 869 459

Have you ever had one of those nightmares where you're trapped inside some kind of Gothic house or building and there's no way out? You know the kind — you seemingly float around all the rooms, explore to your hearts content and meet weird people. If so you're familiar with the concept behind the latest CD smash from Sega. *Mystery Mansion* is the name of the game, but should you enter the house or simply steer well clear?

Lets study this dream atmosphere a little further. In these dreams it seems like you won't ever manage to find a way out of the haunted house, the monster is about to crash through the door and you're feet are made of lead.

Normally I either dodge my way past him and run out of the front door, or, just as he catches me, I wake up! We've all had these dreams, so can you imagine what it would be like to play it out in a game? Well, I have, and let me tell you, it's pretty spooky stuff!



If you're feeling depressed climb the stairs and then simply jump off!

The gameplay's in a first person perspective. All the action comes straight at you, creating a superbly tense atmosphere. Everything is reminiscent of those spooky scenes in horror movies where the killer is stalking through the corridors of some house. Remember the first scene from *Halloween*!

The game contains some excellent digitised film, enabling you to do anything you want — walk along corridors, open doors, pick up objects. This is probably as close to virtual reality as you're going to get on the Mega Drive!

Admittedly, it isn't a totally free-roaming landscape and there are only set areas to visit, but it's still pretty stunning all the same. True, the film is a little grainy, but, unfortunately, that's a problem with most CD games.

The plot is simple — you've entered the haunted house to try and rescue your sister, who's transformed into a butterfly! As you explore the Mansion, expect to find talking butterflies in many of the rooms.

These butterflies reveal important hints about the plot and it's all very intriguing. *Mystery Mansion* is best described as *Alice in Wonderland* meets *A Nightmare on Elm Street* before stopping by for a bite to eat at that nice young man Peter Pan's house!

To rescue your sister and escape from the house, wander around from location to location solving tricky puzzles. Once a puzzle's cracked whole new areas of the mansion open up for you to explore.

Small clues are available from a special mirror, found in one of the rooms. This is very handy when you're completely stumped and wandering aimlessly around the house desperate for inspiration.

If things get too much for you, save your position in the handy diary you pick up at the beginning of the game. This means you can always come back to your problems and woes refreshed at a later date.

The butterflies all seem to have some kind of personality disorder. One butterfly comes across as very camp, one as Dick Van Dyke practising his fake cockney accent for the movie *Mary Poppins* and another seems to be impersonating Vivian Leigh in *Gone with the Wind*! As for the voice of the character you play — it sounds like Michael Jackson for Pete's sake! Very strange, but, at the same time, very funny, in a really warped kind of way!

At this point you may be thinking the game sounds great but what about the playability and lastability? After all wandering around a haunted house must get a bit dull after a while. Well yes, there is an element of this. However the game has more variety than you may think at first glance.

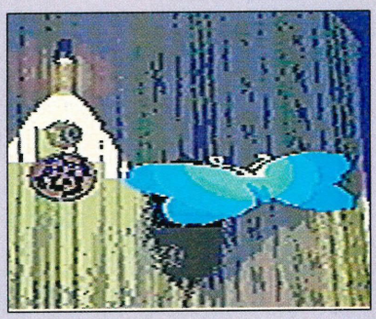
There are plenty of things to do in the Mansion — explore a dusty attic, a pool room, a library, some kind of cell, doubling as a Devil worshipping chamber, and even fall down the staircase. Basically, the further into the game you get, the more there is to see, while things get harder to do.

Whenever you enter a room it's vital to explore every nook and cranny. You never know where you might find a new object to aid your quest.

One of the best aspects about the game is the sound. Whenever you move you hear your footsteps, enter the corridor and the ticking of the clock joins the plethora of sounds (the nearer you get to it the louder it gets!), go into a room and some creepy organ music plays away in the background. This all creates the perfect air of tension necessary for this type of game.

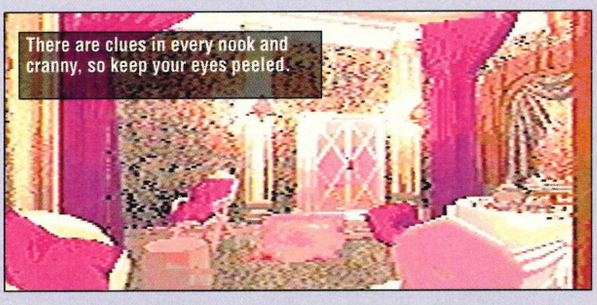
Another great thing about the game is the high level of detail involved in the graphics. Unlike some games using a similar first person perspective (*Wolvenstien 3-D* on the PC and SNES, *Legends of Valour* on the PC and Amiga to name just two) the level of detail on objects doesn't deteriorate the closer you get to them.

Mystery Mansion is a real treat to play. Once it has a hold on you it's a hard task to put the damned joypad down! You start to find yourself sucked into the game, unable to stop yourself from having a peek over that staircase just one more time!



Mystery Mansion is not quite up there with the top CD titles, but it's worth buying nonetheless. The playability is high and the atmosphere is just perfect. This is one for any self-respecting CD owners collection.

MP



There are clues in every nook and cranny, so keep your eyes peeled.

PROS

- Brilliant game design.
- Creepy atmospheric sound.
- Cunning puzzles to solve.
- Its a really funny game, with some great humourous touches.

CONS

- Grainy graphics.
- The gameplay can get a little frustrating if you're having trouble solving the puzzles.

TIPS

- Explore everywhere. Not only the obvious places like behind chairs and mirrors, but also remember to check other objects like walls and beds for clues as well.

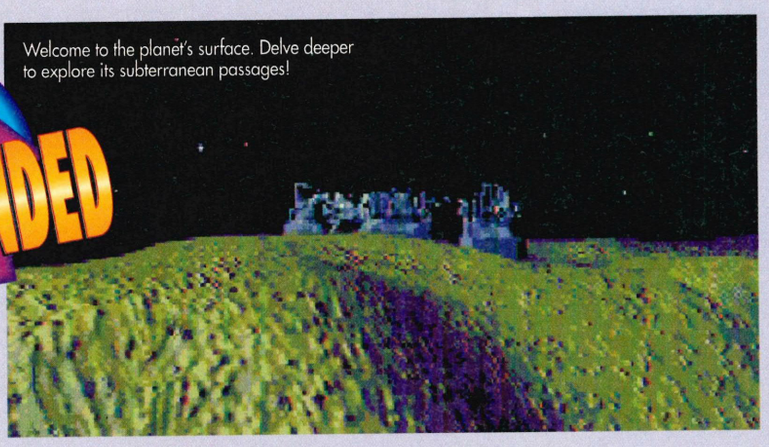
MYSTERY MANSION

£39.99
CD
OUT NOW

MEGA CD

PUBLISHER: SEGA
TEL: (071) 373 3000

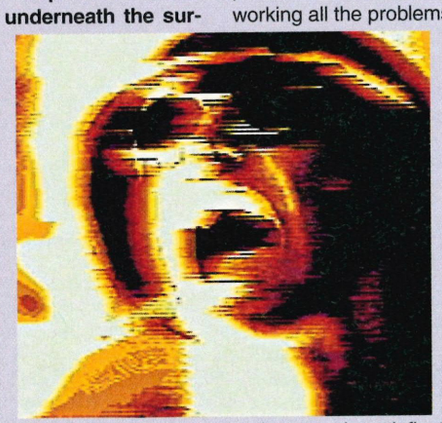
XS RECOMMENDED



Welcome to the planet's surface. Delve deeper to explore its subterranean passages!

SUB-TERRANIA

From the realms of the Mega Drive underworld comes *Sub-Terrania*, a thinking mans *R-Type*, bursting with addictive gameplay and slick production. Set in vast caverns underneath the surface of the planet, *Sub-Terrania* offers supreme shoot-'em-up playability, with the emphasis firmly on action. The game also offers a more puzzle based style of play, but just how good is it? Is this a step up from the likes of *Hell Fire, Thrust* and *Bio-Hazard Battle* or just another sad fly-by-night shoot-'em-up?



As *Sub-Terrania* begins, a highly polished and impressive introduction takes to the screen. Colourful images give a brief outline of the game's plot. Using the extra memory generated by the 16 Meg cart, the introduction shows a red alert situation and your ship's Commander rushing to get airborne as the action begins.

The game is made up of umpteen missions, each needing to be completed in order to move on to the next one. This proves to be a tall order, especially as any kind of password system has unfortunately been left out. These missions range from the simple task of picking up stranded troops and collecting the Sub-Module to the more serious, puzzle-based missions.

In the puzzle sections you have to perform a number of hazardous tasks, working all the problems out logically as you go along. For instance, in Mission Three, placing a deflector on a utility truck means laser fire can be directed away from an important pressure platform. Landing on this pad turns off a force field, allowing you to collect another deflector to direct the laser elsewhere and access a whole new section.

These gameplay elements are what make the game that little bit different. *Sub-Terrania* is an excellent arcade shoot-'em-up, but it also concentrates on these puzzle elements to further the superb level of playability.

The concept of *Sub-Terrania* owes a lot to classic games of the past. Sections are reminiscent of the likes of *Thrust*, *R-Type* and even the old Coin-Op classics like *Defender*, *Gravitar* and *Galaxion*. *Sub-Terrania* takes these games on board, yet always keeps its presentation fresh and its gameplay addictive.

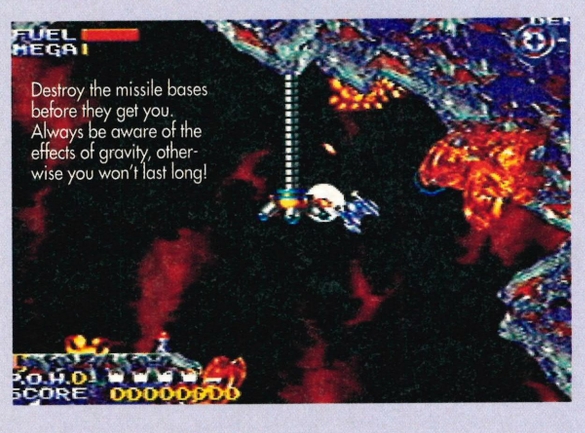
Sub-Terrania has a hell of a lot going for it. The graphics are smartly produced, with the rugged terrain being represented superbly. The dark backgrounds, with small suggestions of colour and form, give the impression of depth, while the levels themselves are huge in size.

The sprite definition has also been handled well. The myriad of enemy ships and droids look big, bold, metallic and bulky, while they're not easy to blast away either.

The difficulty level is improved further by a selection of impressive guardians. These evil creatures are enormous and devilish, adding their own challenge to the scenario. Each one opens up another section of the level or allows you access to an important object, so they all have to be wiped out before you can progress.

The playability is enhanced by external factors affecting your ships flight. You have to react quickly to combat the problems of gravity. This means constantly re-adjusting your position using your direction thrusters to avoid breaking up on the rocky terrain.

Another problem is fuel consumption. The thrusters use a lot of fuel so it's important to plan carefully when to refuel. This advice also applies to the recharging of your shields, grabbing



Destroy the missile bases before they get you. Always be aware of the effects of gravity, otherwise you won't last long!

RICH Quite frankly, *Sub-Terrainia* is my kinda game! Being a self-confessed arcade shoot-'em-up junkie, with a fetish for blasting my way through problems, it's a treat to behold. *Sub-Terrainia* relies on thrust and inertia for control, as previously seen in classics such as *Asteroids*. This embodies the meaning of the word frustration at times. If you panic prepare to be dashed on the rocks. However, the game is so slick and polished, with well rendered underground caverns, encrusted with huge crystal formations and guarded by chunky menacing guardians, it's a delight to thrust through.

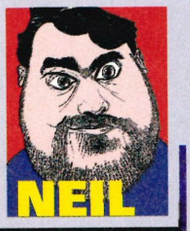
After a couple of games the control technique becomes second nature, giving you more time to enjoy the game and progress to the later levels. The games presentation is its most attractive asset, and the introduction in particular is a very realistic sequence, creating just the right mean and moody pre-game atmosphere!

There are plenty of little touches and novel ideas to keep you on your toes and interested in the game, such as rails you can attach yourself to in order to conserve fuel. This is not exactly a game to play at breakneck speed, but there is plenty of scope for a good blast.

Sub-Terrania is an outstanding game, designed to stretch your reflexes and sense of timing to the limits. A must for any self-respecting shoot-'em-up fans collection.

blast away, guardians swoop and missiles explode. If you turn up the sound and close your eyes it all sounds like a Spielbergian classic or an episode of BattleStar Galactica. Top marks to all concerned in the production.

As you may have guessed I'm a huge fan of this game. It's a real departure from the traditional Mega Drive shoot-'em-up format, and is guaranteed to tie you to your console for hours on end. It's a truly awesome experience!



PROS

- Brilliant introduction sequence featuring stylish graphics.
- Impressive sets of music to accompany each and every level.
- Good range of enemies, including some stunning guardians.
- Not just a mindless shoot-'em-up — some thought has to be applied to work out the many puzzles during the missions.
- Superbly detailed terrain and really effective backgrounds.
- Entertaining gameplay throughout.
- The gameplay is really challenging, therefore the game is strong in the lastability stakes.

CONS

- No password option.
- The ships control system is hard to control.
- This genre is not everyone's cup of char, so have a few goes before committing yourself to buying the cart.
- Frustrating when you first play.

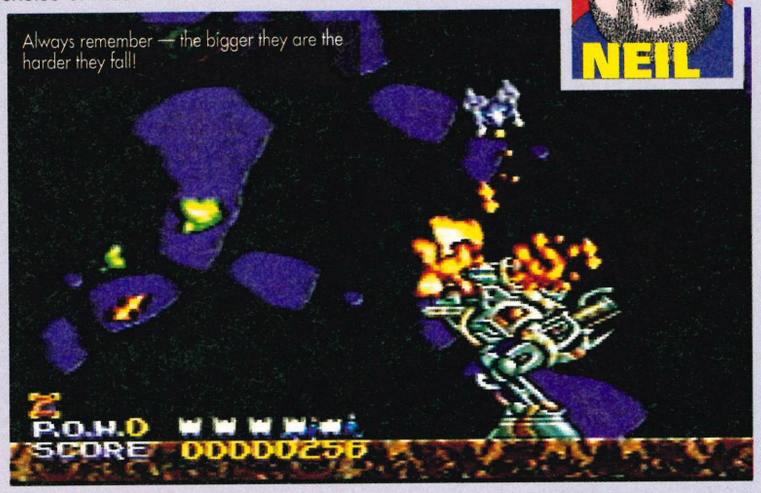
admire its playability and the wide variety of diverse playing conditions.

Apart from its play, *Sub-Terrania* offers other well thought out ingredients that combine to create a convincing underworld atmosphere. The music and sound effects are almost perfect and fit the game like a glove. The large choice of music means each individual level has its own selective soundtrack, while the action dictates the atmosphere of the sound.

extra lives and using a host of bigger and better weaponry.

With all this to think about, *Sub-Terrania* stands out from the normal mindless shoot-'em-ups released for the Mega Drive. It's more of a test of nerve, skill and brain power. Getting used to the control system, and having to battle against gravity, are the main obstacles. However, as soon as you're completely happy with the use of the thrusters the gameplay becomes much more accessible.

In later levels, some of the vast caverns are filled with water so all the gravity constraints are turned on their head and control of the ship has to be learnt all over again. Annoyingly once you've mastered the underwater sections of the game, you're thrown back into the normal levels and gravity rears its ugly head again. *Sub-Terrania* can be irritating in places but you can't help but



The music pumps out at a tremendous rate and really ties in with what is going on in the game. This attack on your ears is further supported by the range of sound effects. Laser cannons

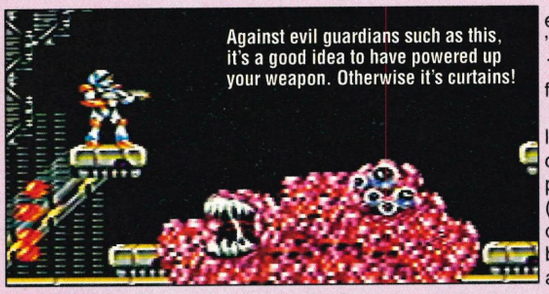
TIPS

- When playing *Sub-Terrania* for the first time, concentrate on mastering the control system.
- The hardest part of the game is resisting the pull of gravity, while at the same time keeping a careful check on your fuel situation. As a rule don't take fuel on board until you're running quite low. Taking fuel when you don't need it wastes it and could leave you stranded at a later date. Be careful though, when the fuel warning comes on you've about 20 seconds to land and refuel, so don't hang about!

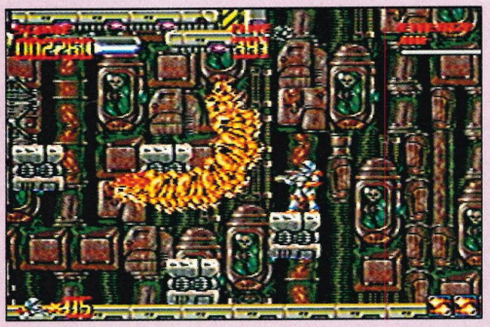
£49.99
16 MEG
OUT NOW

MEGA DRIVE

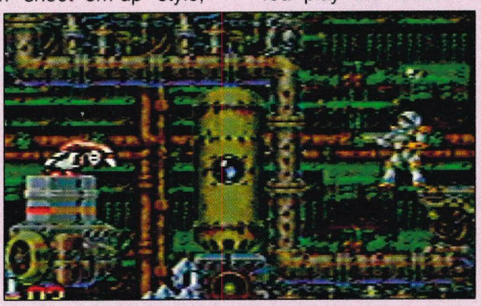
PUBLISHER: SEGA
TEL: (071) 373 3000


Against evil guardians such as this, it's a good idea to have powered up your weapon. Otherwise it's curtains!

Turrican games have had a good grounding on most formats in the past. The old Commodore 64 as well as the Super NES and NES systems all had the classic gameplay of the *Turrican* series gracing their circuit-boards. *Mega Turrican*, as it has been aptly named, is no exception. Its quick-fire shoot-'em-up platform action transports the *Turrican* legacy onto the Mega Drive. Will such an old game be a hit now with the likes of *Master Blaster II* and *Sub-Terrania* around?



It is easy to see why so many versions of the *Turrican* games have been made. The gameplay follows the classic scrolling platform shoot-'em-up style, harking as far back as the days of the humble Spectrum. So many games, like *Midnight Resistance*, *Robocop Vs Terminator*, *Gods*, *Alien 3* and *Lethal Weapon*, followed this format and turned out to be very big games.



Mega Turrican is no exception. It has undoubted appeal in its straightforward gameplay and is extremely good fun to boot. It doesn't offer a great variation in playability, it certainly isn't a new format and it does look rather dated graphically but this doesn't really matter. If you enjoy fast action shoot-'em-ups, *Mega Turrican* is the game for you.

There are 15 absolutely massive levels to complete, each accompanied by a guardian (if you play on normal or hard difficulty) to blast past. These levels are made up of various components, most of which look rather futuristic and metallic, much like the set of *Bladerunner*. These action packed levels are filled to bursting point with grizzly aliens, desperately in need of shooting, as you rush along corridors and up or down lift shafts.

The graphics on these levels are best described as past their prime. There doesn't seem to be a great deal of change since the NES version some years ago. This rather old graphical style gives *Mega Turrican* an instantly classic feel, with the emphasis falling on the great gameplay as opposed to the visual quality.

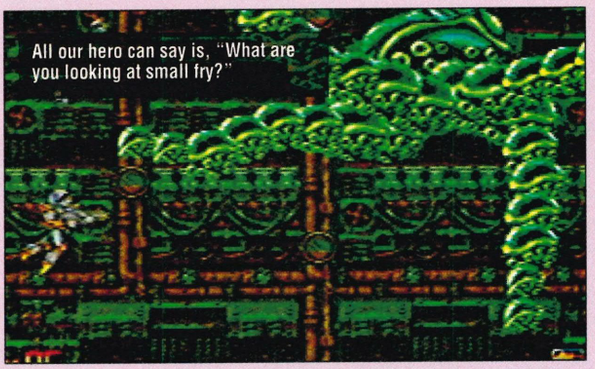
You even get used to the tiny sprite offered up as the main character. He's very small, but, even with no sign of any decent animation, seems to fit the whole classic feel of the game, without detracting from in the slightest from the playability.

Graphically, the introduction is totally different to the main game. Presented as a Manga-style narrative, it shows the storyline in great detail, enhanced by some quality sound effects and music.

You play the leader of the United Planets Freedom Forces, Bren McGuire. Your task is to take on the might of the evil machines. Dramatic looking sequences of images fade in and out with a really nice comic style to them. This great introduction is a good feature of this particular version of *Turrican* and it's inclusion is largely due to the increased capabilities of the Mega Drive.

The guardians also look impressive. They're well thought out and, in most cases, fill the screen with their monstrous presence.

The bosses come in all shapes and forms, from a Jelly Monster, with a large number of eyes that move around its body, to enormous robotic enemies that hover over you before going in for the kill. All the bosses have set movements and, on the whole, they are easy to defeat.


All our hero can say is, "What are you looking at small fry?"

The other enemies in the game are of the usual stupid variety, spending their time walking straight into your sprays of bullets without a care in the world. Jelly Fish, Octopuses, Mutant Spiders and mad Duck billed creatures roam the dark passages of the stages, all seemingly intent on self-destruction. Sometimes you hardly notice these sad creatures as you walk around in a blaze of fire and bullets, the screen scrolling smoothly and swiftly.

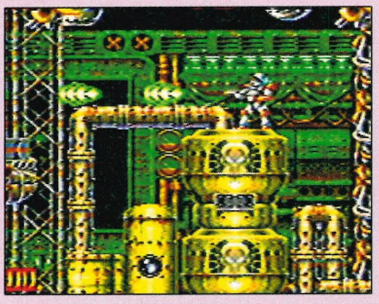
The whole game can be rattled through at a great pace if you're a competent player and make sure you collect the wide range of excellent weaponry on offer. These weapons can be picked up though out play in the form of some rather tasty power-ups.

Lasers, cannons and multi-fire weaponry are identified, when you pick them up, by an excited little voice — "Power-Up!", the voice shrills excitedly, as you hammer away at the alien's defenses. This speech, while shrewish, is superbly done. It's crisp, clear and, above all, very easy to understand.

The game is played at great speed and the action sweeps around in all directions. The sound effects seem constant, as you fire away, building up to the end of level guardian. The action is totally engrossing, while the atmosphere creates an air of urgency about the whole game. Gripping stuff!

Mega Turrican really took me back to classic games of the past. It looks, sounds and feels like it's from another era but its gameplay is absolutely timeless. I'm not sure it's worth more than about £30 but it's certainly worth a look, especially if you're a fan of classic platform shoot-'em-ups..

NA



PROS

- Huge levels with classic playability. In all there are 15 action-packed levels and 15 well designed bosses to battle through.
- Wide range of sound effects, including some excellent speech.
- Difficulty select means players of any ability can enjoy a good blast.
- Manga style intro sets the scene superbly, creating just the right high-adrenaline atmosphere.
- Rapid fire action means no alien escapes your wrath!

CONS

- While good enough for the gameplay the graphics do seem incredibly dated by todays standards.
- Not enough game variation to hold interest for long periods of time.
- The main character is represented by a tiny sprite, which is not exactly in the classic hero mould!

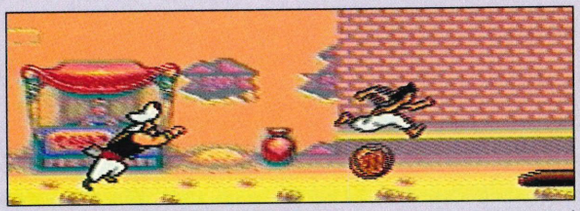
TIPS

- All the guardians follow the same pattern of movement, which they repeat at all times. Choose a safe haven to observe the bosses route, before planning your attacks. This allows you to shoot from positions the bosses don't occupy. There are usually two or three of these safe spots from which you can blast away to your hearts content.

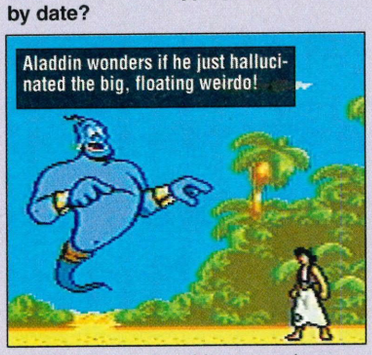
MEGA TURRICAN

£44.99
8 MEG
OUT NOW
MEGA DRIVE

PUBLISHER: Data-East (Import)
TEL: (0202) 527 314



When Aladdin first burst onto the Mega Drive scene, jaws dropped at the graphical quality and flawless animation. With games of this calibre it's often the case they're very hard to convert to a less powerful console. With this in mind I loaded up the Master System cart and awaited a slower jerkier version of the MD classic. To my surprise the conversion was not a carbon copy of the former game but had quite a different feel to it . Yes, it does end up as a platform game but in view of the levels, control of the main character and general presentation, this is an entirely new approach to the Disney classic. The question remains, did Sega rub their magic lamp and come up with everything the humble Master System owner wished for, or has the Aladdin hype passed its sell by date?



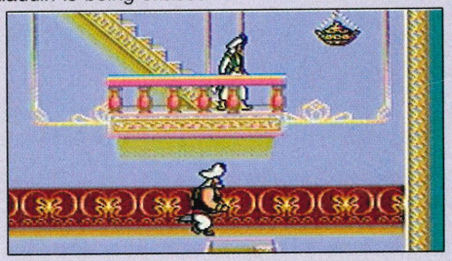
One of the first things you become aware of is the heavy use of storytelling before and after every level. The aim being to get the player involved in the scenario behind the game, in a similar manner to watching the movie. This drama consists of an animated sequence, accompanied by captions detailing the dialogue between characters. I sometimes despise over lengthy sequences interrupting the actual game but, for once, I think this has worked. It adds an important dimension of atmosphere to the gameplay.

If you're impatient or have seen the sequence too many times to bear, you do have the priceless option of hurrying it along, which is essential. Ideally, an option allowing you to switch off all the film clips before commencing play, is the best idea, but this is at least fairly satisfactory.

However, despite enjoying them, I can't help thinking all the programming required for these interludes was more trouble than they're worth. The memory space could have been used for a bigger and better game, with more levels and tougher enemies to deal with.

For those who have played the Mega Drive version, you may also notice the lack of a bonus round, which is a damn shame. I don't think it's too much trouble to include some sort of bonus level. They are good fun and usually give an average game an injection of much needed variety.

The first two levels are fast but very simple to play. Aladdin is being chased by a guard and is automatically and, no doubt very wisely, running away. As the young scamp of a hero, your job is to jump when an obstacle, such as a barrel or pot, blocks your path. These levels are pretty basic in terms of interaction but nevertheless, there is some fun value to be gleaned from them.



From these early levels the game moves into the tried and tested platform style. This is well drawn with very good animation all round. The sprite of Aladdin moves like the *Prince of Persia*, especially when reaching and jumping for high ledges. As well as the usual moves he can run, slide, pick up and throw objects.

There are plenty of obstacles blocking your progress through each stage. However, these hazards don't really live up to their name — they're simply too easy. Consequently, the game lacks adrenaline after the initial excitement.

Now and again a bat may fly slowly past, a guard may chase after you or perhaps a rock falls from the sky, bonking you on the head but that's about it.

Compared to some of the nail biting action in the Mega Drive version, including the frantic battles with exploding skeletons and Palace guards, it seem something important has been lost from the gameplay.

Although the levels are completely fresh in layout they do model their environments on the Mega Drive version. Namely, the dry Agrabah street, the dark blue tinted underground cavern, Jafar's ornate Palace and the carpet ride through tight lava-filled tunnels. These levels are sufficiently different enough to want to see what comes next and this sense of wonder is compounded by the animation sequences.

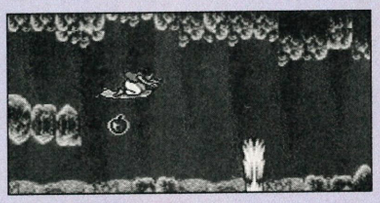
There is also a bit of puzzling involved in the game. Finding keys to open doors and the like add a little to the gameplay but in no way is your brain in danger of melting at any point. With perseverance it's no trouble working your way through the many areas and streets of Acrabah.

Throughout the game the movie soundtrack plays. The happy-go-lucky cartoon feel to the game is enhanced by this background ditty. Spot effects are also in supply but are nothing to get excited about.

I do feel this version of *Aladdin* is a game you may enjoy playing once or twice. However, I soon lost the urge to return to the Master System version of this Arabian adventure. It's too easy to complete and lacked the challenge to be considered a classic game.

Aladdin is a nice game to borrow or hire but it may not be a good idea to buy it, unless you have money to burn! I couldn't help feeling this is a game for younger gamesters, like our own dear Mark for instance! All in all a credible Master System platform adventure, but a certain spark of excitement was sadly lacking. The answer may be this is a game best enjoyed by younger players.

RF



PROS

- Animation is fluid and rivals some Mega Drive games.
- Backgrounds are also very pretty and impressive to behold.
- Atmospheric levels rekindle memories of the film.
- Large amount of control of the main character, who is also well animated.
- Crammed with impressive animation sequences, adding to the initial involvement in the game.

CONS

- Despite original layout, nothing new in gameplay.
- The continuous storytelling may get on your nerves after the first go.
- Not exactly a huge challenge to reflexes or brain cells.
- May be lacking on the lastability front for good games players.

TIPS

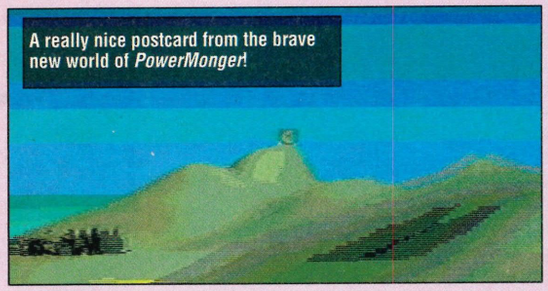
- To pass through tight gaps under rocks run towards them and perform a slide.
- To open the door near the end of the underground cavern level, pick up the small object on the rock and throw it into the mouth of the golden animal. head.

ALADDIN

£29.99
4 MEG
OUT NOW

MASTER SYSTEM

PUBLISHER: SEGA
TEL: (071) 373 3000


A really nice postcard from the brave new world of *PowerMonger*!

***PowerMonger* comes from the same stable as *Populous* and *Mega-lo-Mania*, the former of which was programmed by the same team — Bullfrog. The game first made its name on the Amiga and ST before the conversion onto the Mega Drive came about. All three versions sold well, which encouraged Electronic Arts to release this new Mega-CD version. So what's all the fuss about? Well, being the high profile journo that I am, I played the game to death (and then some more, until my thumbs became cramp!) in order to bring you the definitive review.**

The game pits you in the role of a general who's been ordered to go out and capture enemy territories. Before you lies a vast expanse of land just ripe for the plucking. The only problem is the few billion or so strong enemy that block your way. Only skill and strategy will suffice, so get that thinking cap on pronto, me old mate!

One hundred and ninety five lands need to be conquered before you can complete this game. Quite a task by anyones standards, and it's made even worse when you consider the games not all about fighting. For instance, you'll have to feed your troops, and keep morale high.

The original game, on the 16-bit computers, used a mouse to control events and worked rather well. Sadly though, the console versions couldn't have such a privilege and the game had to be tweaked slightly to accommodate the joypad. The playability suffers a little because of this, but as a whole the game is basically as good as those classic versions ever where.

However, I do feel there are a number of differences when playing the game with a Mouse. To their credit EA have come up with a workable control system, after a few plays of the game (with constant reference to the instruction manual), you find it all becomes second nature. Maybe the only niggle is the game is easier to play with a joystick and, as we all know, most Mega Drive owners use a pad.

You play the game by issuing out orders via a kind of menu system, with a map of the actual land and status bars telling you how well your troops are doing.

Sitting back and issuing out orders isn't as easy as it seems though, because you have to make sure there is enough to eat, maintain a healthy supply of recruits and ensure they have enough weapons to fight the enemies with.

As you go about your business of raping the land and, er, pillaging the women (or something), you inevitably come across the odd settlement or two. Take control of these, and not only can you gently 'persuade' the local populace to join your army, but you can also raid their food supplies and get yourself a bite to eat.

Another added bonus of being in control of a settlement is the extra weapons you can force the inhabitants to make. This allows you to accumulate decent weapons like bows and arrows and mighty cannons.

If you start to run low on food, there is always the rather bloodthirsty option of killing some poor farmers sheep. I don't want to get too involved in the rights and wrongs of killing animals, but some readers may think a limit should be drawn somewhere. Grim reality or sick joke? I'll let you decide (You're not getting all vegetarian on me are you Mark? -Ed), and go back to talking about the game...

Even more tactics come into it when you start thinking about how many men and how much food to take out of the settlements. Take a few men and keep the populace well fed and you build weapons faster. However, this leaves your army much weaker and therefore more prone to defeat.

Its all very confusing and intellectual really, which brings me onto the instruction manual. This is a task in itself to understand, but once you get your head around it the game starts to open up and become more fun to play. Take into account the constantly changing weather conditions, and you have one very involving game.

The capabilities of the Mega CD aren't overlooked either. EA have made full use of the machines RAM-backup, sprite rotation and the audio CD capabilities. The moment you switch on the machine you're greeted by an all new introduction with CD-quality music blaring out. The only problem is the whole effect is spoilt by CD access break-up! A case of kicking yourself in the teeth, methinks!

More CD power is displayed just before you begin a new conquest, in the form of a rotating 3-D island flypast. This isn't just for show, it also lets you have a sneaky peak at the enemy positions. Of course, you can always have a look at them via the in-game map, but its a nice touch all the same.

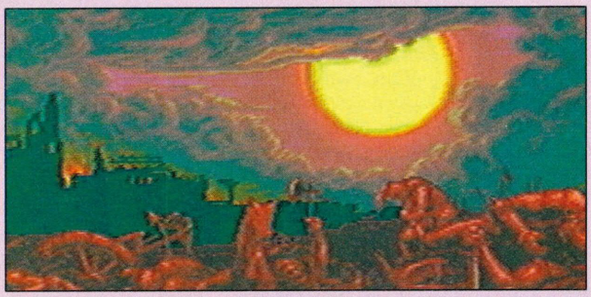
It doesn't all smell of roses though,

Planning to rape and pillage a village isn't all fun you know!

because CD access time is a bit slow I found my particular copy of the game sometimes crashed. As for the actual in-game graphics, I found them a bit too small and fuzzy for my liking, but these are just minor problems.

To sum up, its a good little game you could end up getting really involved in, but it could prove a bit too complex for some gamers. Unless you're a real fan of this type of strategy game remember the old chestnut — try before you buy!

MP



PROS

- A must for strategy buffs. You'll love this.
- The CD music is of a very high standard indeed.
- A huge game. You won't complete it for quite a few months.

CONS

- In-game graphics are very fuzzy.
- Control can be a bit tricky at first.
- Maybe too complex for some gamers out there.

TIPS

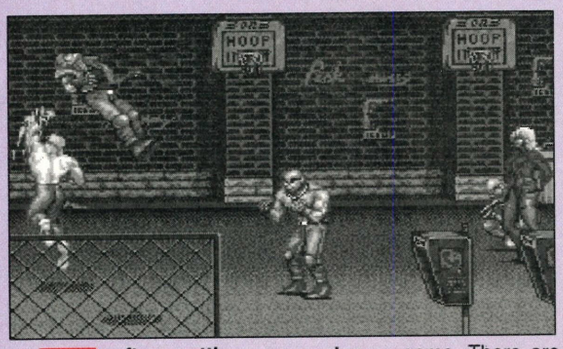
- Remember to make sure your army has enough food rations to keep them going. There's nothing worse than a hungry army! At the end of the day you can always kill some sheep!

POWER MONGER

£44.99
CD
OUT NOW

MEGA CD

PUBLISHER: EA
TEL: (0753) 549 442



After setting new standards on the Mega Drive a couple of years ago with the first *Streets of Rage*, Sega continued their trendsetting last year with the follow up. They cunningly decided to call this *Streets of Rage 2*. It went down a storm and became one of the games we all craved to possess. How could Sega follow this up? Well, inevitably, *Streets of Rage 3* has now burst onto the scene. Could Sega achieve the seemingly impossible and produce a game just as good as the other two?

The quick response to my intro question is yes, *Streets of Rage 3* is more than a match for its illustrious predecessors. The principle is the same — walk from left to right hitting people until they die. If you've ever played *Golden Axe* or *Final Fight* to name a couple of others you know the basic formula for this type of beat-'em- up.

The plot of these types of game is usually of little importance. This is an exception. Completing a certain task in the game changes the outcome of events radically.

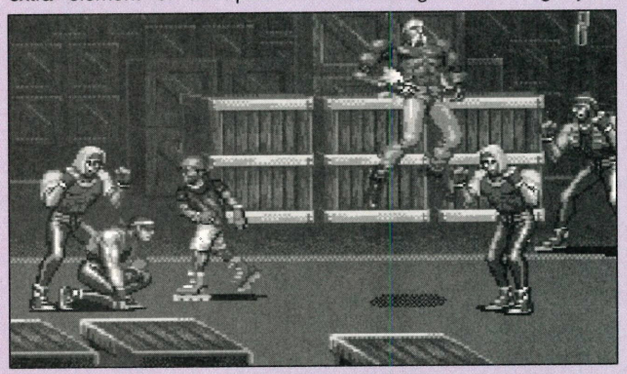
A good example of this is the mission to rescue the Mayor. He's been kidnapped by a gang of no-good thugs and things are looking pretty bleak for the city. The only person who can rescue the day is you! Wander around the city's Council building blowing up any machines blocking your progress, until the chance presents itself of rescuing the poor Mayor.

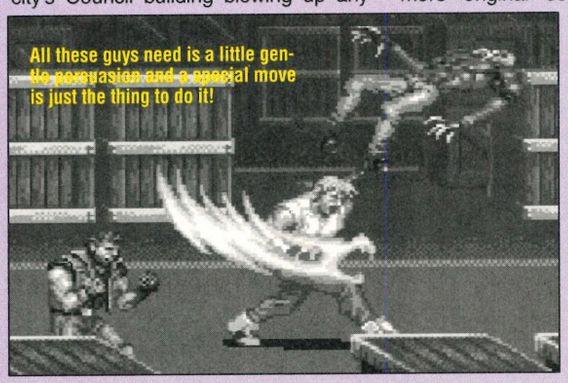
The only problem is the time limit — if you don't complete your mission in time the Mayor is murdered. Now normally this would mean game over, but, no-siree, not in this game. There are two possible scenarios to play.

Rescue the Mayor and you move on to another part of the city. On the other hand, if things don't go to plan, the plot radically alters course.

In the second outcome the mayor is dead and the evil gang plotting the overthrow of the city have replaced him with a robotic clone. It's up to you to kill the impostor before he makes an important speech and destroys peace.

This type of careful thought, on the part of the game designers, adds an extra element of anticipation to the gameplay. Consequently, the player feels more involved in things than in a run-of-the-mill beat-'em-up. This can only be a good thing, highlighting the desire of the programmers to create a more original sequel. Nice touch, Sega.





The game also boasts a new character, called Dr Zan, added to the original selection of super heroes to keep the interest high (although I still prefer the original pairing of Blaze and Axle). This new guy has a nice line in electric attacks, looks smooth and is definitely a street-wise cookie!

Streets 3 can be played with the six button joypad. This means more moves, which makes a change from just pressing B and seeing the character go through a pre-set series of predictable attack moves.

One of the most impressive aspects of the *Streets of Rage* series is the high quality of the music, and you'll be glad to hear this is no exception. Personally, I've always preferred the original games music, but I still appreciate the quality sound effects and tunes in this version.

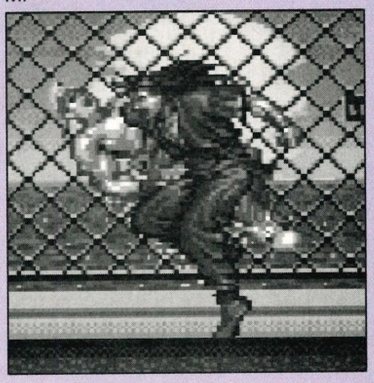
In the actual game itself, there are the usual assortment of options to play around with. While dotted around the levels are objects that may provide power-ups for the characters. These come in the form of everyday street sights, such as telephone boxes and car wheels. The power-up might be an energy boost or some kind of weapon to help you progress through the game. These weapons vary from knives, whips and chains to pieces of pipe. The weapons do more damage than your arms and legs can anyday, so it's quite a good idea to get your hands on one. It's always a nice feeling to have something powerful clasped in your grasp! The baddies don't seem quite so tough when you can simply blast them away without even a quick second glance.

So what can you draw from all this? Is it a good game? Is it worth all that money (£60!)? Should you bother getting it? Well, yes it's a very good game and one of the best bash-'em-ups on the market. No it isn't worth such a large amount of money, but what game really is? Finally, should you get it? Hmm, that certainly is a tough one to call without some thought.

The game is certainly worth getting if you're a die-hard fan of the genre and of the *Streets* series of games. However, if pressed I'd stick my neck out and say no not really. True there are a few improvements on the earlier games, but nowhere near enough to make this a must buy.

To be honest, if you're desperate for a top quality bash-'em-up and don't yet possess a *Streets of Rage* game, get one of the earlier games instead. They're retailing at a lot cheaper than £60 I can tell ya! So save yourself about forty pounds, while still getting an excellent cart. You know it makes sense!

MP



PROS

- Fans of bash-'em-ups will be pleased to know all the ingredients they love are present in abundance.
- If you like Rave music, you'll love the soundtrack. Hard-core you know the score!
- Graphically above average and an improvement on the previous games.
- Two player mode is the most fun to play. Allows you and a friend to go in for some serious head-cracking

CONS

- The constant biffing and bashing gets a bit tedious after a while.
- Not a huge improvement over the other two in the series, which is a shame.
- The price is definitely on the extravagant side for a game adding so little in the way of originality to the Mega Drive scene.

TIPS

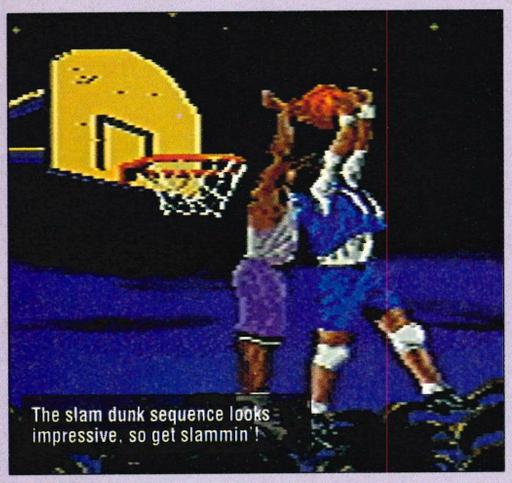
- To defeat the bikers, jump up and kick them. This knocks them flat on their back, allowing you to move in for the kill.
- Walking diagonally up to the opponent while firing away usually catches them out, which lets you gain the important upper-hand.

STREETS OF RAGE 3

£59.99
12 MEG
OUT NOW

MEGA DRIVE

PUBLISHER: SEGA
TEL: (071) 373 3000


The slam dunk sequence looks impressive, so get slammin'!

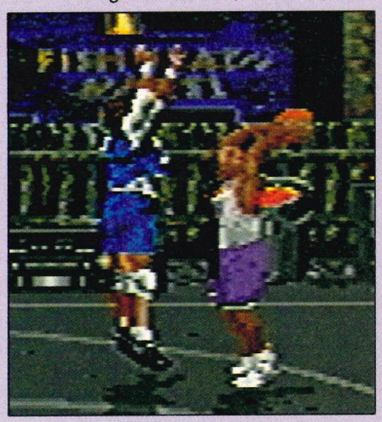
In response to the numerous Basketball games currently on the market, Virgin have released the simply named *Jammit*. Following a format very similar to Accolade's *Barkley: Shut Up and Jam*, *Jammit* offers the street side of the game with big, tough characters and awesome one-on-one play. With *Barkleys* and *NBA Jam* stealing the Mega Drive limelight, will *Jammit* rise to the challenge or be slammed right out of the main court?

Initially *Jammit* seems to have the perfect visual format. However, once you start playing, the control system immediately lets the initial good impressions down. Although *Jammit* is easy to get into and pick up, the gameplay's shallow and laid back. This quickly results in boredom setting in, which indicates the low level of lastability I feel the game has.

The sprites are well animated (especially in the open play sections) but are far too sluggish, moving like they're playing a sedate game of bowls, rather than an all-action basketball bash. Either that or someone has fixed the contest and put lead in their trainers!

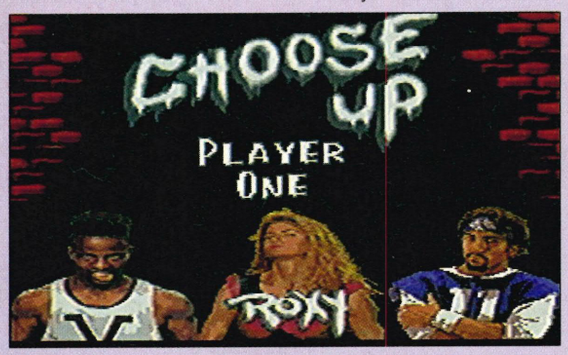
The rest of the visuals are very impressive. The backgrounds are colourful and imaginative; the street scenes are well depicted, with moody graffiti on the walls and dark, dingy corners on the courts; while the court itself looks like it belongs in one of the roughest of ghettos.

To compliment the atmospheric visuals, plenty of time looks to have been spent on the sound effects. The street language and terminology is well handled, using perfect speech and accents. During the game, the characters grunt and groan (especially Roxy, the obligatory large breasted female character, who sounds like she's getting more satisfaction from the game than is really decent!) and enter into conversation as they scramble around looking for points. Comments such as, "Pump It!", "Your not so tough!" and the odd sounding, "Get it up sucker!", come through as clear as a bell and give the game its cool, tough, street-like atmosphere.



The high quality speech is matched by the realistic sound effects of the ball bouncing and the player's trainers squeaking. All of these sounds are backed by the pumpin' baseline music. Groovy!

Jammit comes up trumps as a spectacle, turning out to be as good as the other recent basketball game releases. However, the main stumbling block is the gameplay. It's not just the lack of speed, but also the lack of variation in the game's make-up. There are only limited ways to block, move, shoot and foul. This turns the play into a repetitive chore early on and destroys any chance the game has of really entertaining you.



Jammit offers plenty of options, allowing you to choose the rules of the game, and a fairly original concept of play. There are several variations on the one-on-one theme, each with differing rules effecting the outcome. Some options turn off fouls, while others only allow slam dunks to score and so on.

This wide choice isn't continued in the actual game though. There is only one way to push your opponent, using the B-button, and one way to jump while attempting a block.

The scoring method is also limiting, with the screen jerkily changing to a close-up of the basket when you jump with the ball in the lane.

What the game needs are more characters and more moves. In *Barkleys*, for example, there are loads of characters to choose from (*Jammit* only has three) and there seems to be an endless number of jumps, fouls, runs and dunks. *Jammit*, on the other hand, simply isn't challenging enough. It doesn't have enough variation of moves and is very tame compared to the top basketball sims on the market.

What *Jammit* lacks in playability it does makes up for in presentation. This, however, does not mean a lot to the average gamer spending his/her hard-earned cash. What we all look for is a good game first and pretty, cosmetic imagery always comes second.

Graphics, sound and animation are very important and the best games on the market look impressive, but, and this is a big but, they also play superbly. It's this blend that makes a truly great game.

The likes of *NBA Jam* and *Barkley: Shut Up and Jam* are by far and away the best basketball games on the market. They achieve this because their gameplay is well thought out, exciting and complimented by brilliant graphics. *Jammit's* graphics are of the same high quality but the play just doesn't have the same edge.

In comparison to *Barkleys*, the two are very similar in concept. Both concentrate on the rough and tumble World of street basketball, rather than the indoor spectacle. These types of matches are played in backyards and playgrounds throughout America, the reality of the game being entertainment and fun. Unfortunately, *Jammit* loses this important ingredient.

The main element of any sports sim has to be the enjoyment brought about by playing the game and entering into competition with the console or a friend. *Jammit*, by this definition, fails to compete with the top sims on the market. A sports sim must make you want to play over and over again — after a few games I'd lost interest in *Jammit*.

No matter how good a basketball game looks it's ultimately judged on gameplay. *Jammits* slow action simply doesn't come close to the playability of *NBA Jam* or *Barkleys: Shut Up and Jam*. My advice — check these two out before making any rash decisions.

NA

PROS

- Atmospheric and well programmed sound effects with excellent streetwise speech. All complimented by great music.
- Natural looking animation during open play.
- Effective graphics in the slam dunk close ups.
- Good range of choices and options.
- Colourful and imaginative backgrounds.
- Password system.

CONS

- The general speed of play is pedestrian.
- Not enough variation of movement and scoring patterns.
- Simply not as addictive as the classic *NBA Jam*.
- Short on lastability.
- Not enough playability to keep any games player happy.

TIPS

- Basically get into the lane with the ball and press the A-button. This will change the screen to the close in view of the basket. At this point you must press your A-button again to release the ball into the basket. This is a simple matter of timing which should be easy to pick up and virtually always guarantees a score.

JAMMIT

£44.99
8 MEG
JUNE
MEGA DRIVE

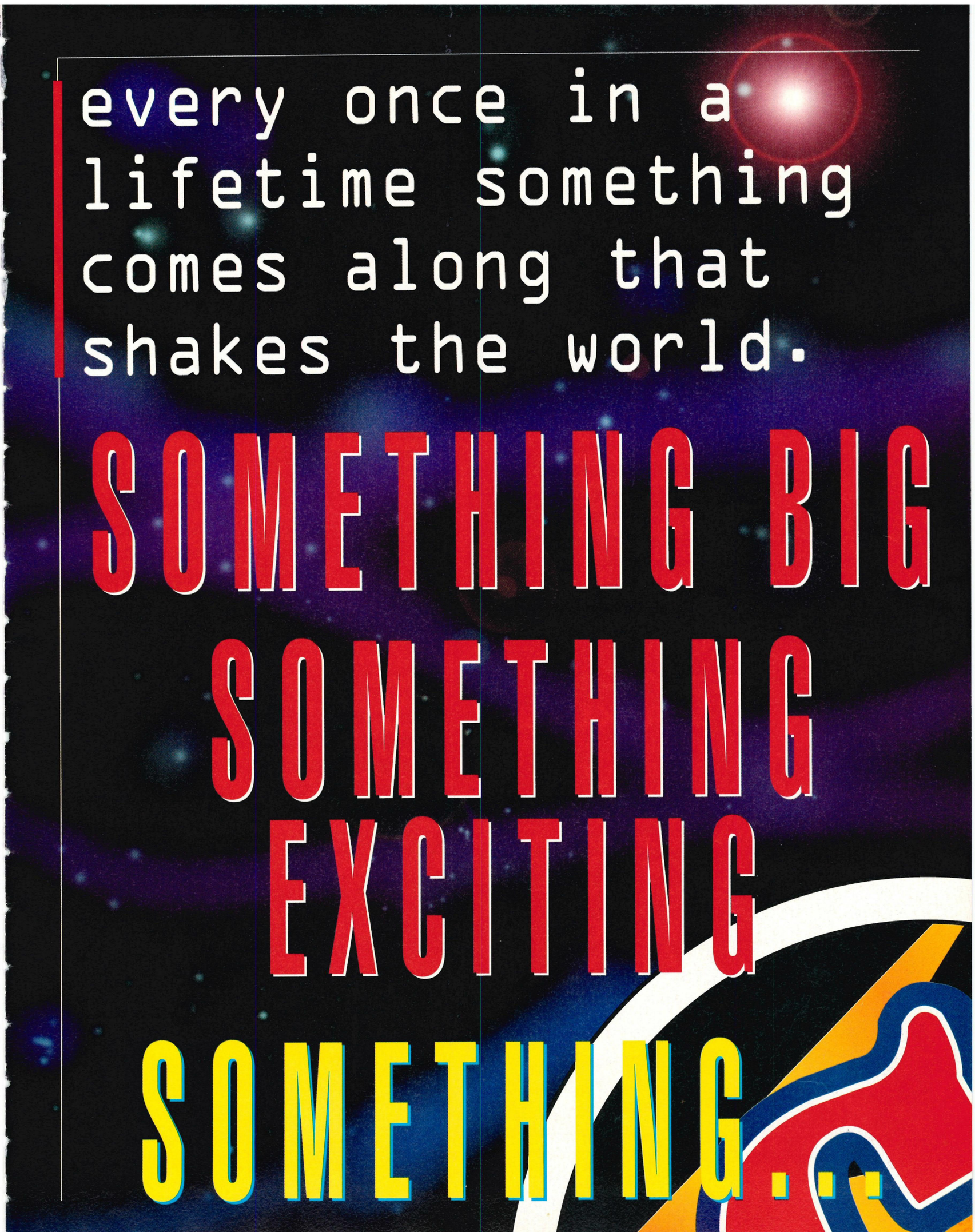
PUBLISHER: VIRGIN
TEL: (081) 960 2255

every once in a lifetime something comes along that shakes the world.

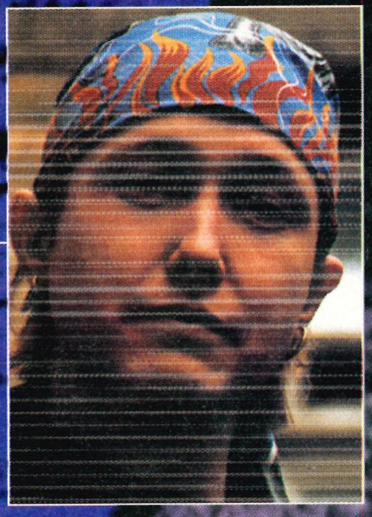
SOMETHING BIG

SOMETHING EXCITING

SOMETHING...

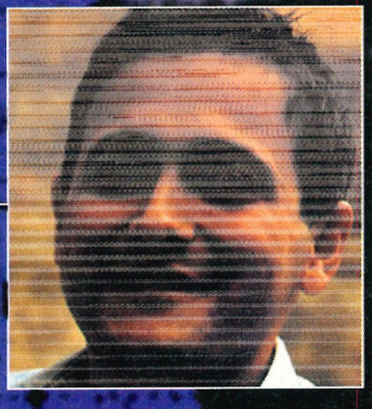


UNSTOP



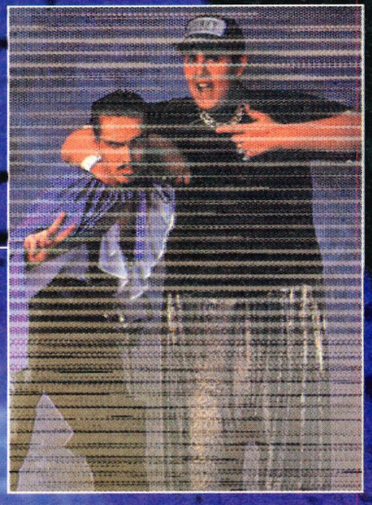
DAVE PERRY

'the Unstoppable Games Animal' formerly of Sega Pro, editor of Mega Power, and co-presenter on Channel 4's GamesMaster and Sky TV's Games World.



NICK WALKLAND

formerly of Games X, editor of Control magazine and senior researcher on two series of Sky TV's Games World.



BIG BOY BARRY AND THE VIOLET BLADE

two of the country's hottest cult figures and the top Videators from the hit TV show.

Games World: The Magazine is Britain's biggest, brightest and most exciting multi-format launch for years. An all-star team of gamers from the hit satellite TV show and the world of magazines will be bringing 132 pages of fact-packed games news screaming onto a newsagent's shelf in your town every month.

"Brave, exciting and informative. Definitely the premier launch of the year."

Each issue we will be reviewing every game released individually across all formats and showcasing many of the

THE WORL

JASON JOHNSON

formerly of Super Pro, games editor for Sega Pro magazine and author of Protips Unlimited.

SPARE!

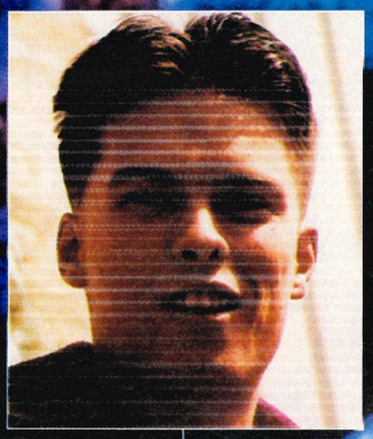
newer titles in our comprehensive Games Watch sections. There will be news from the industry itself, Japan and America, and of course information about the latest developments from the TV programme.

"Let's get it on!"

From handhelds to arcade machines, **Games World: The Magazine** is the ultimate games bible and on May 26th we will be putting the World in your hands for the first time so if you want to keep up with the rest, put your trust in the best – order your copy now!

"Big is best!"

D GAMERS



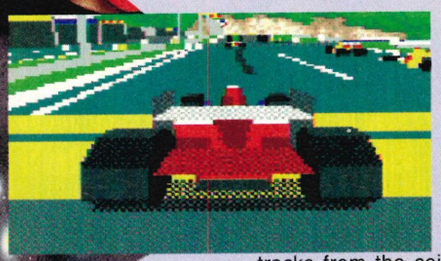
ADRIAN PRICE
formerly of GamesMaster magazine and researcher on GamesMaster TV show.

GAMES WORLD
THE MAGAZINE
IT'S OFFICIAL!
OUT MAY 26TH.

XS RECOMMENDED

Once in a while a game comes along that forever leaves its mark in computer history. *The Secret of Monkey Island*, *Elite*, *Space Invaders*, *Streetfighter 2*, *Outrun*, *Sonic the Hedgehog*, *John Madden* and *FIFA International Soccer* are all good examples. We now have another name to add to the list — *Virtua Racing*!

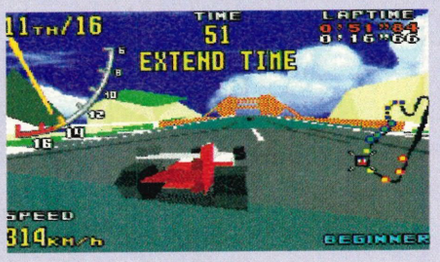
Originally appearing in coin-op form, this 3-D racing game is making an eagerly awaited appearance on the Mega Drive. Using the vast power of the new DSP chip, this baby really burns rubber! Filled-in polygons literally zoom across the screen at lightning speeds, creating a better impression of speed than in the coin-op! In fact, in comparison to the original, this version just about holds its own.



All three race tracks from the coin-op are perfectly recreated for the Mega Drive, duplicated pixel for pixel. Every twist, turn and bend is replicated, while the speed of the game isn't even reduced by a massive crash.

Change the racing viewpoint and be astounded by the smoothness of the change from one perspective to another. It's quite breathtaking!

If you want to know when the next turn is coming up there is always a little map in the bottom right corner to show you the way. The map scrolls around to always face in the direction you're going, which is a nice touch, making *Virtua Racing* one of the most user friendly games ever.



Inevitably, the graphics aren't as amazing as in the coin-op original. However, the small touches that made this racing simulation so realistic are still present. For example, the people in the pit, busily working away on your car, have been retained, and jolly impressive they are too!

They may only be filled in polygons, but it's possible to make out little things such as the baseball caps they wear. This is excellent attention to detail, when you consider how fast everything in *Virtua* moves. The two mechanics tending to the car even fall over when you roar away!

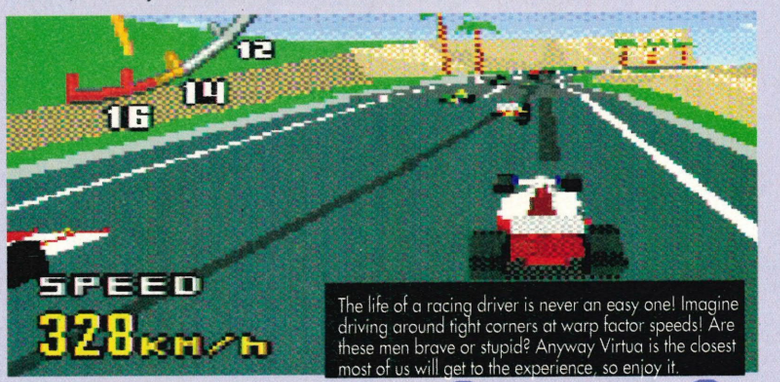
The viewpoint options are almost limitless. A flick of the C button changes the perspective from just above the cockpit of the car, to behind the car, to a more aerial view from behind, to a perfect birdseye perspective on the action. This view lets you see all the corners way before your car powers into them. However, the action is at such a distance the feel of realism is inevitably lost.

In all there are five different perspectives to choose from. My personal favourite is the extreme close-up, which places the camera directly behind the car. This makes for a hair-raising drive around the course, as, due to the feeling of being really low to the ground, the race suddenly seems about 10 times faster.

There is no time to judge the corners coming up, so split-second timing and inch-perfect reactions are the order of the day — great stuff!

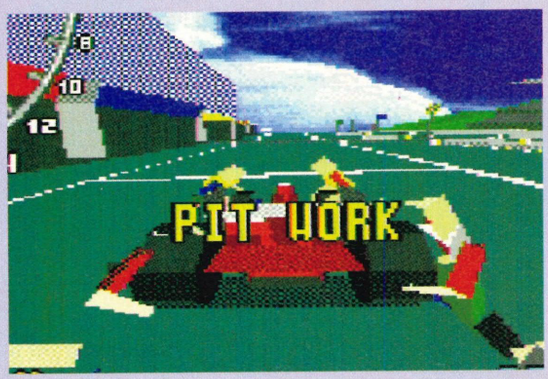
It all adds realism and, just as importantly, looks superb. Then, once a race's completed get a whole new perspective on the action in the outstanding replay option.

Up to this point I've been drooling over the game, but, like everything in life, Virtua has it's down points. The first of these is its below par sound. We all know the Mega Drive can



The life of a racing driver is never an easy one! Imagine driving around tight corners at warp factor speeds! Are these men brave or stupid? Anyway Virtua is the closest most of us will get to the experience, so enjoy it.

VIRTUA RACING



four-way-play. I know it would have been impossible to get this all on one screen, but how about some sort of console link-up. Don't ask me how something like this would work, all I know is, had they achieved it, *Virtua Racing* would've been the greatest game of all time!

handle a bit of sampled speech, but the examples we get here certainly wouldn't support your case. It's difficult to understand what's being said, which is a shame. A good piece of commentary would have added to the dynamic atmosphere already created by the graphics.

Apart from the samples though, the actual race noises, like the different car engines and skids, sound okay. As for the tunes, these are passable impressions of the original game.

Just like in the coin-op, a short burst of music kicks in every few moments to keep the adrenaline pumping. The main downfall is the poor quality of the thudding drums. These really got me going when playing the coin-op, but are just not as good in this version.

It's pretty obvious the one player mode is an outstanding game, worthy of release on it's own. However, those darlings at Sega wisely included a silky smooth and hugely competitive two player option. This appears as a split screen, turbo-charged race, which, while a little confusing at first, is superbly competitive once you get into it. The lack of screen size is a bit of a problem, but to the carts credit, the two player race loses nothing in the speed department.

The two player mode is genuinely competitive, playable and, above all, really exciting. However, it's a crying shame Sega didn't think of including a four-way-play. I know it would have been impossible to get this all on one screen, but how about some sort of console link-up. Don't ask me how something like this would work, all I know is, had they achieved it, *Virtua Racing* would've been the greatest game of all time!

One of the biggest thrills when playing the coin-op was sliding into the seat alongside a whole gang of mates. Nothing quite beats the thrill of thrashing the pants off not one but three of your buddies, all at the same time! This joy is lost on the Mega Drive and I rue the day Sega decided to sacrifice it.

I guess other elements of the gameplay simply took up too much of the memory to accommodate another option. Still, It's not going to stop me sulking, just because I can understand why Sega left it out!

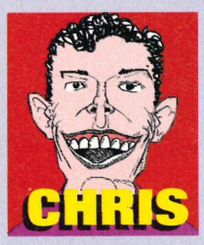
The six-button joypad is catered for as well, enabling you to change views much more easily. Don't worry though if you haven't got one of these magic pads. It's just as simple getting by with a boring old three button one.

I'm sure the question on every readers lips, as they've been reading this review, is — is it worth the astronomical asking price? After all £70 is a heck of a lot of money in any Mega Drive owners book!

Frankly, DSP chip or not, Sega are having a bit of a laugh asking this amount of cash for a cart. To be able to afford *Virtua Racing* is a feat in itself. I'm not saying you shouldn't buy this game, but Sega have got a cheek asking people to fork out this phenomenal asking price for it.

Despite these reservations I can't disguise the fact I love *Virtua Racing*. It may cost more than the combined monthly wages of the entire XS crew, but that doesn't hide the fact it's an awe-inspiring game. All I can say is beg and scrape to get the cash together. Succeed and you've purchase a ground breaking racing simulation.

Virtua Racing is definitely the new king of driving games and beats the like of *F1* and Super *Monaco* easily. An awesome game I guarantee will have you glued to your monitor for months — it's just a shame about the asking price. Even so, it's going to be a long time before another game comes along to beat *Virtua* to the chequered flag!



MARK What can I say? I'm totally gobsmacked by this game! *Virtua Racing* is the bizz, mate! The speed of this thing is just unbelievable, with polygons whizzing past faster than my pulse at the prospect of more beer! Everything about this is brilliant — it's almost coin-op perfect and plays like a dream. Driving games are not usually my idea of fun, and for this to turn my head is high praise in itself.

The low points, mainly the poor sound and confusing two-player mode, are vastly outweighed by the game's playability. Having been driving for a few good years now, I can tell you this isn't anything like the real thing, however as a fun racer *Virtua* is second to none.

The graphics are not only fast, but also bright and colourful. The new DSP chip certainly works overtime, and I'd also say it's better than the so-called 'Super' FX chip. *Starwing* was always something Nintendo owners were proud of, so show them *Virtua* and stop their gloating!

The only thing I have my doubts about is the price. £70 is way too much to expect people to pay. Something closer to the 50 mark would have been more reasonable. It's a shame some of you may be unable to meet the asking price (I know I couldn't on my wages!) because it's a really good game. Utterly fantastic and completely creamy, *Virtua Racing* is a dream cart — sell your Grandmother to white slavers if you have to, just make sure you get a copy of this!

PROS

- Faster than the coin-op and just as exciting.
- The graphical capabilities of the Mega Drive have been pushed to the limit, creating a truly amazing racing spectacle.
- The best racer going, beats the rest of the field hands down.
- Two-player mode is a must for any serious sportsman.
- A great conversion of the coin-op

CONS

- The speech samples could have been of a much higher quality.
- The lack of a four player option is something of a let down.
- Someone at Sega went profit crazy when deciding on the asking price! Way too steep and could price a lot of Mega Drive owners out of the market.

TIPS

- Although braking is often considered a wimpy thing to do in the World of racing sims, sometimes it's necessary to avoid spins and crashes. Take tight curves carefully and you're more likely to make the checkpoints before your time expires. Remember the famous old adage — "Less haste and more speed." This certainly applies here.

£69.99
24 MEG
OUT NOW

MEGA DRIVE

PUBLISHER: SEGA
TEL: (071) 373 3000

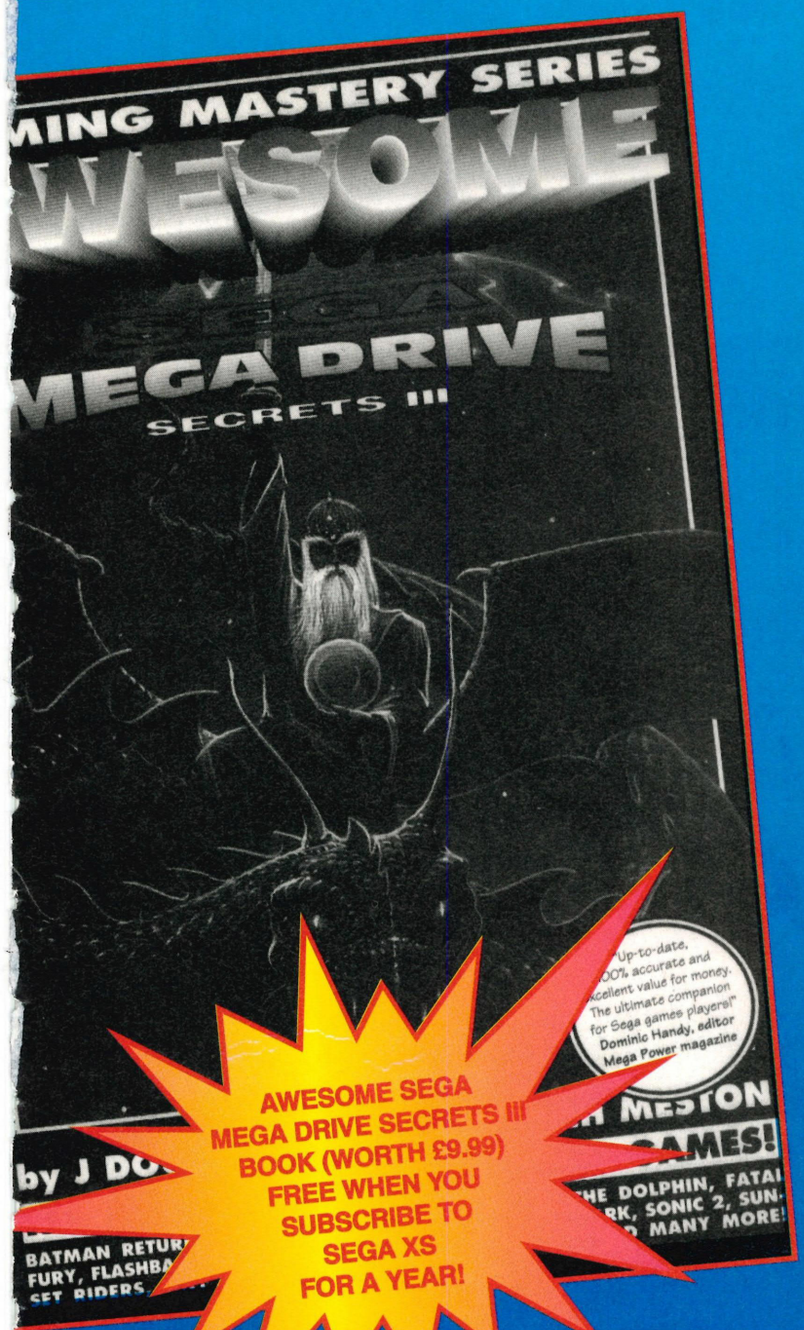
Subscribe n
and becom
winner!

Get Britain's only Sega console playing guide delivered direct to your door every other month. Save time, save trouble, save money – subscribe today!

Take out a six issue subscription for £17.70 and receive a copy of the unrivalled hints & tips book Awesome Sega Mega Drive Secrets III (worth £9.99) free!

Sega XS is the complete playing solution!

now e a



SEGA XS

Sega XS Subscription Form

Of course I want to be a winner... that's why I'm taking out a subscription to Britain's only Sega console hints & tips magazine. Please rush me the following:

OPTION 1 ☛ SIX ISSUE SUBSCRIPTION TO SEGA XS[1]
Please indicate whether the subscription is for the UK, Europe or elsewhere in the World.

☐ UK £17.70 ☐ Europe £27.70 ☐ Rest of World £37.70

[1] Take out a subscription for six issues and receive *Awesome Sega Mega Drive Secrets III* absolutely free!

OPTION 2 ☛ TWELVE ISSUE SUBSCRIPTION TO SEGA XS[2]
Please indicate whether the subscription is for the UK, Europe or elsewhere in the World.

☐ UK £35.40 ☐ Europe £45.40 ☐ Rest of World £55.40

[2] Take out a subscription for twelve issues and receive a further three issues absolutely free (15 issues for the price of 12)!

YOUR DETAILS ☛
I would like the subscription to start from issue number .....

If you are either taking out a subscription for yourself or giving a subscription to Sega XS as a gift, please fill in your details below:

Name .....Signature .....

Address .....

.....

Postcode .....Phone number .....

Method of payment please indicate your choice

☐ CHEQUE / POSTAL ORDER
Please make payable to Paragon Publishing Ltd

☐ CREDIT CARD Expiry date____/____/____

Card number_____/_____/_____/_____

If you are giving a subscription to Sega XS as a gift to someone, please fill in the lucky recipient's details below:

Name .....Signature .....

Address .....

.....

Postcode .....Phone number .....

Please return this coupon or a photocopy of it (together with your cheque / PO if applicable made payable to Paragon Publishing Ltd) in an envelope to the following address: Sega XS Subs, Paragon Publishing Ltd, FREEPOST (BH 1255), BOURNEMOUTH, BH1 1BR. It won't cost you a penny in stamps if posted in the UK. Alternatively, call our credit card hotline on 0202 299900 or fax us with your details on 0202 299955.

XS SOS

DOCTOR M.

Welcome once again to my subterranean games lab. Chris asked me if I could handle the extra workload now the mag has become a six weekly event. I simply chuckled quietly and told him I could do a daily column with my eyes shut! Suitably chastised he slunk back to XS Towers.

I am, however, going to need many more letters from my loyal readers to fill these pages. My supreme knowledge is always at your disposal, ready to administer swift relief to all your gaming headaches; so write to me, DR M, at the following address — SEGA XS, 124 Old Christchurch Rd, Bournemouth, Dorset BH1 1NF.

CLASSIFIED

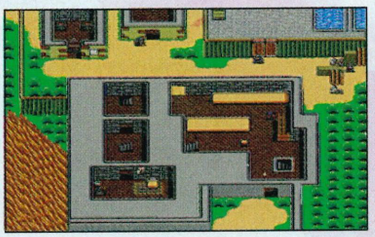
SHINING FORCE (MD)

I'M HAVING PROBLEMS COMPLETING SHINING FORCE ON THE MEGA DRIVE, ARE THERE ANY CHEATS TO HELP ME THROUGH?

Richard Hardy, Gosport

I think I can expend a minute fraction of a brain cell thinking about this one Richard. There is a cheat, although it's sometimes hard to implement, to increase the number of levels. Take note of the following instructions and be sure to follow them to the letter.

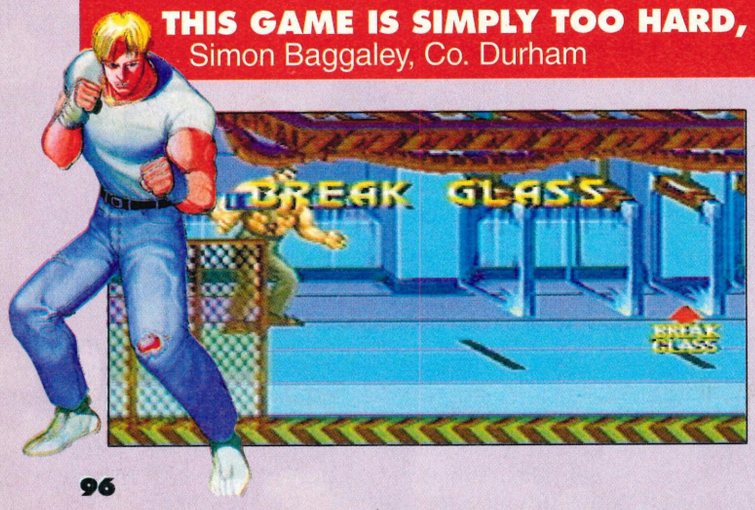
Turn the Mega Drive off and hold Up and Start on the second joypad before turning the console back on. When the Sega Logo appears, hold A and Start on Player One's pad and A and C on the second controller. If it sounds like you need more fingers than the fabled eight-armed Peruvian Mountain Ape fret not! Rest assured it's possible to achieve this feat. Once the code is entered begin any stage and, when you use the forbidden box, the party's levels rise to 19.



FINAL FIGHT (CD)

THIS GAME IS SIMPLY TOO HARD, HAVE YOU ANY CHEATS?

Simon Baggaley, Co. Durham



Come now Simon, no game is too hard. They're all little more than child's play. In fact *Final Fight* is one of the easiest games ever. I remember completing it many moons ago, while simultaneously thrashing the proverbial pants off Nigel Short in a series of ten Chess games. It was the easiest five minutes of my entire life!

Anyway, I digress (Don't you always? — bored SEGA XS gang), try this cheat, which creates an automatic punch to finish off most of the foe, you unfortunate young creature. Enter the options screen and highlight Exit. Hold down Right, A, B and Start to gain Automatic punching. I hope this helps you to a more fulfiling and wholesome existence, but, sadly, I very much doubt it!

COSMIC SPACEHEAD (MD)

COULD YOU PLEASE PRINT SOME LEVEL PASSWORDS TO HELP ME THROUGH THE GAME? Alison Dunreid, Portsmouth

Well Alison, as you asked so nicely, here are some passwords. It's a mystery to me why you're finding such an easy game difficult. I realise no human has my gaming skills but I thought that the public at large would have the basic skills of a Mark Pilkington!

Dodgey City - D7C3 TEEA LDWI LQIY MSTD

Gas Station - Z7HF BFE6 WWL4 LRWE MDOY

No Mens Causeway - MNHF JEE6 WW81 LSWW M7T3

SONIC (CD)

COULD YOU TELL ME THE LEVEL SELECT FOR SONIC CD AND IF THERE ARE ANY OTHER CHEATS? Michael Dagg, Blackpool

There is a level select for the *Sonic CD* but there are no other real cheats. To activate the level select do the following — On the title screen, push Up, Down, Down, Left, Right and B to access any level.

Hold on a moment, my incredible intellect is dredging up a little something to tickle your fancy young Michael! It's more a game quirk than cheat, but see what you think of it anyway.

When activated this little beauty lets you see Sonic in a host of other guises, such as a cool DJ and a Manga hero. On the title screen, push Down, Down, Down, Left, Right and A. This brings up a Sound Test screen with three headings. The headings are FM, PMC and DA. By giving these headings a value and playing them, the following appear:

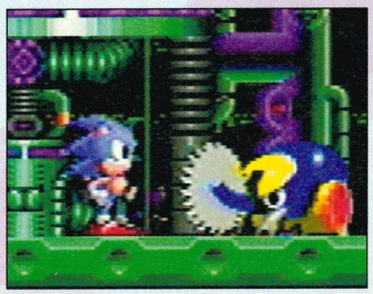
FM 07 PMC 07 and DA 07 - A special stage showing Sonic running towards a giant Robotnik.

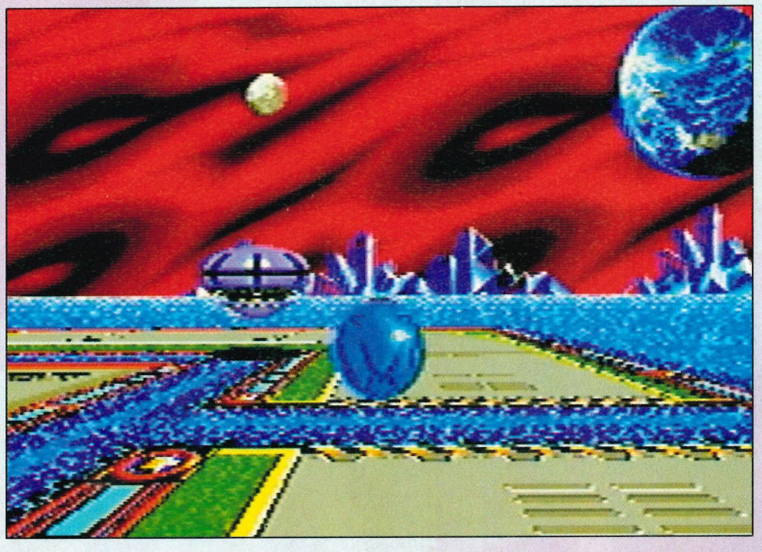
FM 42 PMC 03 and DA 01 - Sonic the DJ.

FM 46 PMC 12 and DA 25 - Sonic background.

FM 42 PMC 04 and DA 21 - Future Sonic.

FM 44 PMC 11 and DA 09 - Manga Sonic.

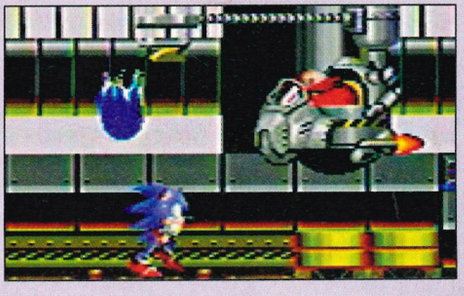




SONIC 2 (MD)

I READ SOMEWHERE OF A HIDDEN PALACE ZONE. IS IT TRUE AND, IF SO, HOW DO YOU GET THERE? Jim, Surrey

Oh Jim, my good man, is the reason you failed to include your surname related to any embarrassment at asking such a trivial question? I don't think you read this information in SEGA XS, Jimbo. The existence of an extra zone in *Sonic 2* is nothing more than fabrication! Never have I heard such rubbish and if I were you I'd find out which publication printed this fiction and tell them what a bunch of ignorant buffoons they really are (I don't think DR M is in a good mood this issue folks! — Ed). In future only buy the best in gaming literature, which is SEGA XS naturally. Stick to this rule and you won't be suckered by this type of bilge ever again.



DUNE (MD)

DUNE IS ONE OF THE BEST MEGA DRIVE GAMES BUT I ALSO FIND IT VERY HARD. CAN YOU HELP? Duncan Lewis, Dartmoor

Of course I can help you Duncan, don't you know I know everything? *Dune* is a splendid game, which earlier in the year was given the XS Recommended mark which is reserved only for the cream of all Sega software.

Here are some passwords for the Atreides Missions that should give you a great deal of help.

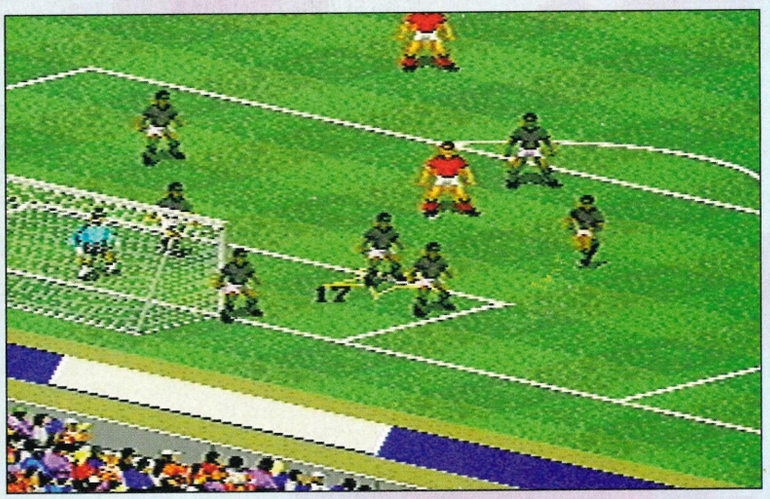
DIPLOMATIC, SPICEDANCE, ETERNALSUN, DEFTHUNTER, FAIRMENTAT, ASHLIKENNY, SONICBLAST and DUNERUNNER.

FIFA SOCCER (MD)

I CAN'T GET TO THE FINAL PLAYOFFS, CAN YOU HELP? Jon Foster, Bournemouth.

Anything for a local lad Jon my Boy! If you're having a hard time getting to the final stages simply tap in these passwords, it couldn't be easier, unless I was sat beside you!

`0RYCW7PV` - EA Sports Vs Germany
`W45WH9J*` - Brazil Vs Argentina
`Z2NWC7PP` - Argentina Vs Germany
`1J8BY8DW` - Holland Vs Uruguay



MASTER OF DARKNESS (MS)

ARE THERE ANY ACTION REPLAY CODES FOR MASTER OF DARKNESS AND IS THERE A SUB-GAME CALLED VAMP? Pat Jones, Oldham.

I have good news and bad news for you Pat. The good news is there are indeed some Action Replay Codes to give you infinite energy, the bad news is I think you should seek immediate medical advice about your Vamp complex. There is no such sub-game in *Master of Darkness* or any other game for that matter and I have absolutely no idea where you got the information from. I only hope these Action Replay codes can help remedy the situation!

Use these codes together for infinite energy:

`ØØCA3AØØ`
`ØØDFC218`
`ØØDFF8Ø4`

KONSOLE DIRECT

0 2 0 4 . 3 6 3 2 0 0

P.O.BOX 159
BOLTON,LANCS.
BL1 3BF

P+P £2.00 SOFTWARE PERIPHERALS (PER ORDER)£5.00 HARDWARE* ORDERS DESPATCHED WITHIN 24 HRS * STOCK SUBJECT TO AVAILABILITY* CREDIT CARD HOTLINE * CHEQUES SUBJECT TO CLEARANCE* *ANSWERPHONE ORDERS OUTSIDE OFFICE HOURS* * DUE TO RELEASE DATES SOME TITLES MAY NOT BE AVAILABLE AT TIME OF GOING TO PRESS*

PHONE KONSOLE DIRECT FOR ALL THE LATEST RELEASES AND WE WILL SEARCH TO FIND THOSE 'HARD TO FIND' GAMES AS WELL - ALL AT HUGE DISCOUNTS !

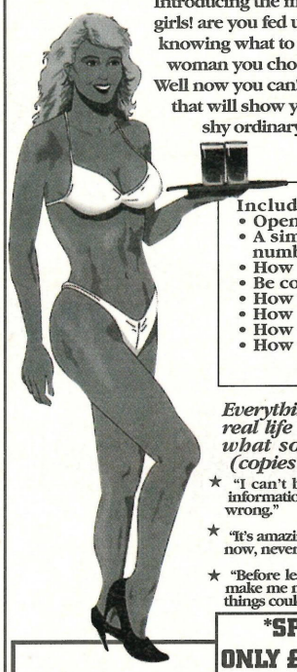
PRICES TO AMAZE AT HUGE DISCOUNTS ON NEW RELEASES, OLDER TITLES & PERIPHERALS

GIVE US A CALL AND ASK FOR OUR CATALOGUE OF SPECIAL OFFERS! *YOU'LL BE AMAZED!!*

CALL US UP AND TELL US WHAT YOU WANT - WE'LL DO THE REST - READ THE REVIEWS AND CHOOSE!!

KONSOLE DIRECT-A BETTER WAY TO BUY!

HOW TO MAKE IT WITH GIRLS



Introducing the most powerful system ever for being successful with girls! are you fed up with seeing pretty women walking by and not knowing what to say to them? Do you wish you could walk up to ANY woman you choose and set a date?
Well now you can!"How to Make It With Girls" is a fantastic new course that will show you everything you need to know to turn you from a shy ordinary guy into a highly successful ladies man - guaranteed.

Includes topics such As...
- Opening lines that work like a dream.
- A simple rule that will immediately double your number of dates.
- How to instantly become more 'sexy'.
- Be confident and at ease in any situation.
- How to get girls to pick you up!
- How plain men can easily get dates with gorgeous girls
- How to make girls fancy you without even trying.
- How to maintain an amazing and enviable sex life.

...and much, much more.

Everything contained in this course has been proven in real life situations and works like magic. Just listen to what some of our previous customers have to say (copies available on request).

★ "I can't believe how simple but effective your course really is, the information in here is *dynamite*. Girls just love me and I can't do anything wrong."

★ "It's amazing, I'm now going out with the girl I've always fancied but before now, never dared to ask. Thank you so much."

★ "Before learning your techniques I had tried everything on the market to make me more successful with women - but nothing seemed to work. Now things couldn't be better and I see a different girl every night of the week."

SPECIAL OFFER

ONLY £12.95 POST FREE

Yes! I want to make it with girls. Please rush me the complete 'How to make it with girls' course which includes a dynamic hour long audio tape plus easy to follow guide book. I enclose a postal order/cheque for £12.95.

Name.....Address .....

.....

.....Postcode .....

Send to Modern Publications (Dept. G), Steeple House, Percy Street, Coventry CV1 3BY. Orders despatched within 7 days under plain cover.

BUY 2 GET FREE P&P

System Game

BUY 2 GET FREE P&P

TELESALES HOTLINE(0326) 565121
OPEN 9AM-9PM MON -SAT

ALL STOCKED: AMIGA/NINTENDO/ATARI/P.C. GAMES, MACHINES, ACCESSORIES

NO MEMBERSHIP REQUIRED

NEW RELEASES MEGADRIVE

ART OF FIGHTING	£43.49	MARCO'S MAGIC FOOTBALL	£37.99
BARKLEY SHUT UP 'N' JAM	£34.99	MUTANT LEAGUE HOCKEY	£43.99
BUBBA 'N' STIX	£43.49	NBA JAM	£44.49
CASTLEVANIA	£37.99	NORMY	£42.49
DINO RIDER	£34.99	PRINCE OF PERSIA	£42.49
DRAGONS REVENGE	£38.99	REN & STIMPY	£42.49
DR ROBOTNIK MACHINE	£36.49	SKITCHIN	£38.99
ETERNAL CHAMPIONS	£48.99	SPEED RACER	£34.49
F117 NIGHT STORM	£36.49	SPIDERMAN:ARCADE REV	£35.99
GREATEST HEAVYWEIGHTS	£47.99	STAR TREK NEXT GEN	£42.49
GUNSHIP	£36.49	STREETS OF RAGE 3	£43.49
HULK	£42.99	SUBTERRANIA	£43.99
HYPER DUNK	CALL	TOE JAM & EARL 2	£36.49
INCREDIBLE CRASH DUMMIES	£36.99	UNNECESSARY ROUGHNESS	£33.99
JOE & MAC CAVEMAN NINJA	£42.99	VISIONARY	£38.99
LETHAL ENFORCERS	£54.99	YOUNG INDY	£38.99
LOST VIKINGS	£43.99	ZOMBIES	£33.99

SPECIALS

SONIC 2 + BUBSY	£34.99	GLOBAL GLADIATORS + WORLD OF ILLUSION	£36.99
EA SPORTS + LOTUS II	£39.99		
ZOOL + JAMES POND	£39.99		

OTHER TITLES MEGADRIVE

ADDAMS FAMILY	£35.99	KLAX	£19.49
ALADDIN	£39.49	KRUSTY'S SUPER FUNHOUSE	£21.99
ALIEN STORM	£14.99	LEGEND OF GALAHAD	£21.99
ANOTHER WORLD	£21.99	MARBLE MADNESS	£19.49
ATOMIC RUNNER	£19.49	MEGA-LO-MANIA	£26.99
BASKETBALL	£21.99	MORTAL KOMBAT	£41.99
BATTLETOADS	£21.99	NHL HOCKEY 94	£37.99
BIO HAZARD BATTLE	£19.49	PREDATOR 2	£19.99
BUCK ROGERS	£19.49	RANGER X	£36.99
CHAKAN	£21.99	RISKY WOODS	£19.99
CHUCK ROCK 2	£36.49	ROAD RASH	£21.99
CORPORATION	£19.49	ROBOCOP VS TERMINATOR	£39.49
CRACK DOWN	£17.99	SENSIBLE SOCCER	£33.99
CYBORG JUSTICE	£21.99	SHADOW OF THE BEAST 2	£19.99
D. ROBINSON	£17.99	SONIC	£19.49
DECAP ATTACK	£19.49	SONIC SPINBALL	£38.99
DESERT STRIKE	£33.49	SPEEDBALL 2	£19.49
DUNGEONS & DRAGONS	£21.99	SPIDERMAN	£17.99
E.A. (FIFA SOCCER)	£37.99	STREETFIGHTER 2	£49.99
F1	£41.49	STREETS OF RAGE	£19.49
F15 STRIKE EAGLE II	£38.99	SUPER FANTASY ZONE	£19.99
FATAL REWIND	£17.99	SUPER HANG ON	£17.99
FLASHBACK	£37.99	SUPER KICK OFF	£21.99
FOOTBALL '93	£21.99	SWORD OF VERMILIION	£21.99
FORMULA ONE	£42.50	TECHNO CLASH	£26.49
FORGOTTEN WORLDS	£21.49	TERMINATOR	£19.49
G-LOC	£19.99	THUNDER FORCE 2	£19.49
GENERAL CHAOS	£26.49	THUNDER FORCE 4	£21.99
HELLFIRE	£17.99	ULTIMATE SOCCER	£38.99
HOOK	£34.99	UNIVERSAL SOLDIER	£16.99
JAMES POND 2	£21.99	VIRTUAL PINBALL	£38.99
JOHN MADDEN '93	£19.99	W.W.F ROYAL RUMBLE	£41.49
JUNGLE STRIKE	£34.99	XENON 2	£19.99
KID CHAMELEON	£21.99	ZERO WING	£17.99

CD GAMES - MEGADRIVE

ANOTHER WORLD	£43.49	MICROCOSM	£35.49
BATMAN RETURNS	£38.99	MYSTERY MANSION	CALL
BUBBA 'N' STIX	£42.49	NIGHT TRAP	£43.99
CHUCK ROCK 2	£35.49	PRIZE FIGHTER VIDEO BOXING	£41.99
DOUBLE SWITCH	£42.49	PUGGSY	£31.99
DRACULA UNLEASHED	£42.49	ROAD AVENGER	£33.99
DRAGON'S LAIR	£34.99	SENSIBLE SOCCER	£42.99
DUNE	£35.49	SILPHEED	£38.99
ECCO THE DOLPHIN	£35.49	SONIC CD	£35.49
FINAL FIGHT	£33.99	SOUL STAR	CALL
GROUND ZERO TEXAS	CALL	TERMINATOR	£37.99
JAGUAR XJ220	£38.99	THUNDERHAWK	£35.49
JOE MONTANA'S NFL '94	£42.99	TOMCAT ALLEY	£37.99
JURASSIC PARK	£43.49	WWF RAGE IN THE CAGE	£43.49
LETHAL ENFORCERS	£46.99		

SEND ORDERS TO: SYSTEM GAME,11 Kestral Close, Shute Lane,Porthleven, Cornwall TR13 9DU. Please make cheques and postal orders payable to:SYSTEM GAMES. UK postage -please add £1 per game, 2 or more games free. £3.50-£5.00 per hardware item. ALL GAMES SUPPLIED SUBJECT TO AVAILABILITY. PRICES SUBJECT TO CHANGE WITHOUT NOTIFICATION.PLEASE STATE MAGAZINE YOU'RE CALLING FROM.

BUSTERS

MEGA DRIVE | MEGA CD | MASTER SYSTEM | GAME GEAR

So here it is! The Busters A-Z is the biggest, most authoritive guide to every single Sega cheat in existance. If you've got a Mega Drive, Master System, Game Gear, or Mega-CD – you'll find all you ever need to get infinite lives, passwords and level selects, right here! No other magazine gives you this much information – but we always need more! If you have an original cheat or tip that we haven't printed yet, then send it in to us. For every new tip printed with your name, we will give you a copy of *Awesome Mega Drive Secrets II* for free! Send all your tips and to *SEGA XS Busters, 124 Old Christchurch Road, Bournemouth Dorset BH1 1NF.*

MEGA DRIVE

THE ADDAMS FAMILY

THE ADDAMS FAMILY

Level codes

Here are the level codes to help you out:

&1YK4
?1H1T
?&91Z
V&s1H
VDHK4

AFTERBURNER 2

Extra Continue

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

Level Skip

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

Level select

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

AIR DIVER

Invulnerability

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

AISLE LORD

Avoid combats

Choose the "Configuration" mode from the title screen and set the cursor on "SE NO", then press the following sequence.

A, B, C, C, B, A, B, A, C, A, C, B, A, the screen will flash if you succeed, now select "Initial Start" and you will not have to fight any combats!

ALADDIN

Level Skip

Play the game normally, Pause and press A, B, B, A, A, B, B and A.

ALESTE

Level select

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

Extra continues

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

ALEX KIDD IN THE ENCHANTED CASTLE

Scissors, paper, stone skip

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

ALIEN 3

Level select

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

ALIEN STORM

Unlimited continues

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

ALISIA DRAGOON

Level select

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

ALTERED BEAST

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

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

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

ANOTHER WORLD

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

ARCH RIVALS

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

ARCUS ODYSSEY

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

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

ARNOLD PALMER GOLF

Secret Tournament Code
FFFF FFFF FFFF FFFF FF
9999 9999 9999 9999 99

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

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

ARROW FLASH

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

AYRTON SENNA'S SMGP 2

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

BACK TO THE FUTURE 3

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

BARRACUDA

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

BATMAN: REVENGE OF THE JOKER

Passwords

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

BATTLEMANIA

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

BATTLETOADS

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

BIO-HAZARD BATTLE

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

BLADES OF VENGEANCE

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

BOB

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

• THE ORIGINAL AND THE BEST •

DIAL-A-TIP

HINTS N' TIPS N' CHEATS N' POKES

CHEATS GALORE (SAY 'YES' FOR SEGA)
0891 101 234

MEGA LINE (MD+MCD) 0891 445787
LAST WEEKS CHEATS 0891 101235
SEGA CHEATS'N'TIPS.....0891 445770
GAMEGEAR/GAMEBOY CHEATS'N'TIPS .0891 445772
HANDHELD HOTLINE 0891 445771

ALL CHEATLINES ARE UPDATED EVERY WEEK!

INDEX LINE
DIAL 0891 445 939

INTERACTIVE GAMES GUIDES

SONIC 1,2 & 3 ***NEW***.....0891 445941
MORTAL KOMBAT 0891 445987
CHAOS ENGINE/SOLDIERS OF FORTUNE.....0891 445936
JUNGLE STRIKE/DESERT STRIKE 0891 445957
CHUCK ROCK 2 .....0891 445942
STREETFIGHTER 2: (INC. TURBO ED.).....0891 445940
SHADOW OF THE BEAST 1,2&3 .....0891 445943

IF YOU'RE STUCK IN A GAME,WHY NOT TELL ME YOUR PROBLEM AND SEE IF I CAN HELP YOU?? FOR A PERSONAL ANSWER-

DIAL 0891 445 768

GUIDING LIGHT COMPUTER SERVICES LTD,P.O. BOX 17, ASHTON UNDER LYNE, OL7 0WW For full competition rules send s.a.e. Calls cost 39p a min at 'cheap rate' and 49p a min at all other times. Please get permission if you dont pay the bill. Max. call charge £3.68. Send S.A.E. for competition rules.

SEGA PRO

Issue #32 on sale

21 APRIL

13. 775Ø92
14. 481376

BUBSY THE BOBCAT

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

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

BURNING FORCE

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

BUSBY

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

CENTURION: DEFENDER OF ROME

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

CHAKAN

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

Potions

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

CHUCK ROCK

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

COOL SPOT

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

CRABBALLAD

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

CRUE BALL

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

CURSE

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

CYBORG JUSTICE

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

DANGEROUS SEED

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

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

DARIUS 2

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

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

DEADLY MOVES

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

DESERT STRIKE

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

Ten lives
Enter this code for ten extra lives: BQQQAEZ

DEVIL CRASH

Extra Balls

Password	Score	Ball
DEVIL CRASH	390,000	7
TECHN OSOFT	2,000,000	10
Ø9563 35555	555,500	33
TF2hz TF3EM	464,900	10
LUCKY LUCKY	77,700	7

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

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

DEVILISH

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

DINOLAND

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

DJ BOY

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

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

DYNAMITE DUKE

Hidden Options Screen
Press C ten times before pressing Start

EA HOCKEY

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

Password codes
D7K76Y43HYMPTSW4
D7SDPH67BFGZVJDC
D7YJVYGDP72VMLL2
D76YDLPJJ398NMHZ

ECCO THE DOLPHIN

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

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

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

Level select
Go to the password screen and enter PLEASE followed by any of these letters.
Ice Zone – EE

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

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

Passwords

Undercaves	–	WEFIDNMP
Vents	–	ZYUELFBM
Ridge Water	–	NRAVEEIP
Lagoon	–	NGBBLFBM
Ocean	–	YWGTTJNI
Hard Water	–	RGQRHEIX
Cold Water	–	UVJUBUKX
Island Zone	–	LYTIOQLZ
Deep Water	–	SJVLTJNW
Marble Sea	–	FZTPVJND
The Library	–	GYZMBUKU
Deep City	–	FAZXIFLZ
Jurassic beach	–	ZAOBUNLG
Pterodactyl Pond	–	LLHFUNLA
Origin Beach	–	MPAJUNLC
Trilobite Circle	–	FEUMUNLH
Dark Water	–	CRNQUNLO
Last Battle	–	KQCNLMLX

EL VIENTO

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

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

ESWAT

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

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

EVANDER HOLYFIELD'S BOXING

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

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

EX-MUTANTS

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

F1 CIRCUS

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

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

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

F-22 INTERCEPTOR

Level Codes

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

FAERY TALE ADVENTURE

End game sequence
Enter the following password to see the end of this massive adventure game:
7R2KUL6RSZXSK6NHGS
DCB72Ø663RI2HO785P

FANTASIA

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

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

FASTEST ONE

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

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

FATAL FURY

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

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

FERIOS

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

FIFA SOCCER

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

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

FIGHTING MASTERS

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

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

FIRE MUSTANG

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

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

FIRE SHARK

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

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

FLASHBACK

Codes

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

Last code is CYGNUS.

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

FORGOTTEN WORLDS

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

GAIN GROUND

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

GAIARES

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

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

GALAHAD

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

GAUNTLET 4

Loads of Health
Enter this code to give you a much healthier character than you could ever hope for:
5:8TPYC76XAO:5LJL3D846TEO63COA

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

GHOSTBUSTERS

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

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

GHOULS 'N' GHOSTS

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

GLOBAL GLADIATORS

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

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

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

GOLDEN AXE

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

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

GOLDEN AXE 2

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

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

GOLDEN AXE 3

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

GRANADA

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

GRANDSLAM TENNIS '92

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

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

GYNOUG

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

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

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

HARD DRIVIN'

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

HELLFIRE

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

HERZOG ZWEI

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

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

HUMANS

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

Passwords

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

THE IMMORTAL

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

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

INDIANA JONES & THE LAST CRUSADE

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

INSECTOR X

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

JAMES POND

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

JAMES POND 2: ROBOCOD

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

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

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

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

JAMES "BUSTER" DOUGLAS

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

JENNIFER CAPRIATI TENNIS

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

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

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

JOHN MADDEN '92/'93/'94

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

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

JOHN MADDEN '92

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

JOHN MADDEN '93

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

JUNGLE STRIKE

Codes with 16 lives
Level 4 – `XT6YXL6PF6M`
Level 5 – `VNHYWMGZBC9`
Level 6 – `WSFXW4MPYHJ`
Level 7 – `THPD96PGCLN`
Level 8 – `N4SC37S6MWB`
Level 9 – `NZY9SDBR9Y6`

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

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

JURASSIC PARK

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

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

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

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

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

KID CHAMELEON

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

KING'S BOUNTY

Password
This code enables you to have a huge army and three villains left to defeat:
`VRP Ø6 8TQ`
`FT3 VE M6N`
`DG1 ZZ 7B1`
`MOE 8W CQR`
`WOA BD EHX`
`DCE FH Y22`
`VW1 JL MF6`

KING OF THE MONSTERS

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

KLAX

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

KRUSTY'S SUPER FUN HOUSE

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

LAKERS VS CELTICS

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

LEMMINGS

Codes

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

LHX ATTACK CHOPPER

Passwords

Libya

Majestic 12	–	CQAAAFA
Anterior Nova	–	CQAAIEA
Reindeer Flotilla	–	CQAAQHA
Phoenix	–	CQAAYGA
Rainbow Veil	–	CQAAAVC
Chess	–	CQAAIUC
Lobster Quadrille	–	CQAAQXC
Hen House	–	CQAAYWC
Desert Two	–	CQAABFE
Flaming Arrow	–	CQAAJEE
Plain Aria	–	CQIERDG

Central Europe

Domino Mirror	–	CSIEIYE
Chess	–	CSIEQ6E
Arc Lite	–	CSIEY4E
Anterior Nova	–	CSIEBJC
Reindeer Flotilla	–	CSIEJIC
Hop Toad	–	CSIERLC
Olympic Torch	–	CSIEZKC
Lobster Quadrille	–	CSIEBZA
Grand Theft	–	CSIEJYA
Flaming Arrow	–	CSIER6A

Vietnam

Lobster Quadrille	–	CQIEZCG
Reindeer Flotilla	–	CQIEBRE
Flaming Arrow	–	CQIEJQE
Hen House	–	CQIERTE
Lava Lamp	–	CSIEZSA
Anterior Nova	–	CSIEAJG
Gemini	–	CSIEIIG
Chess	–	CSIEQL6
Binary Rainstorm	–	CSIEYKG
Freedom Train	–	CSIEAZE

LOTUS TURBO CHALLENGE

Passwords

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

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

M1 ABRAMS BATTLE TANK

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

MARVEL LAND

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

MASTER OF MONSTERS

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

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

MAZIN WARS

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

MEGA-LO-MANIA

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

200 Men
Enter SIZCSVLOPNL as the password.

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

Codes

SCARLETS TEAM

1st Epoch + 200 men	SIZCSVLOPNL
2nd Epoch + 200 men	QNZCKXROPNH
2nd Epoch + 100 men	YABDQCYIWMZ

OBERONS TEAM

2nd Epoch + 100 men	KDBDCYFIWMB
4th Epoch + 100 men	GNBDYZLXXSJ
5th Epoch + 100 men	ESBDOYFYXSP

CAESARS TEAM

2nd Epoch + 100 men	SZADBYFIWMY
3rd Epoch + 100 men	ESBDOYFYXSK

MADCAPS TEAM

2nd Epoch + 100 men	ECBDRZLIWMA
3rd Epoch + 100 men	CHBDVZLXXSM
4th Epoch + 200 men	SYZCHWLDRTQ
5th Epoch + 287 men	QESCFXEXHUI
6th Epoch + 138 men	DWCCHIUECHC
7th Epoch + 159 men	IHWAHKADANG

Level codes

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

MERCS

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

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

MICRO MACHINES

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

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

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

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

MIDNIGHT RESISTANCE NEW!

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

MOONWALKER

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

MORTAL KOMBAT

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

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

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

MUHAMMED ALI BOXING

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

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

M.U.S.H.A

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

MUTANT LEAGUE FOOTBALL

Passwords
CNL111111Y – War Slammers
1CK111111H – Death skin Razors
4CK111111L – Vile Vulgars
FMK3XYSL1Q – Dark star Dragons
2CK111111D – Icebay Bashers
HGK111111J – Killer Konvicts
3CK111111F – Midway Monsters
JH1111111G – Misfit Demons
GMK111111D – Psycho Slashers
5CK111111M – Rad Rockers
BDK111111J – Road Warriors

KLK111111L – Screaming Evils
CBK111111J – Sixty Whiners
LJK111111M – Slaycity Slayers
MLK111111J – Terminator Trolz
NMK111111Q – Turbo Techies

THE NEW ZEALAND STORY

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

ONSLAUGHT

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

OUTLANDER

Passwords
To ease your trip through the badlands, try these codes:

Level 1	–	FYBY1QZFQ240Q0
Level 2	–	89D020JCYY8CZ8
Level 3	–	P69H0SK7YCKCX
Level 4	–	TZZY2159Q9YK80

OUTRUN

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

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

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

PGA TOUR GOLF II

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

PHANTASY STAR 2

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

PHELIOS

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

PIT-FIGHTER

Three Way Grudge Match
Press A to enter the option screen, next have player one select his fighter. Player two will need to wait until 'Grudge Match' appears before pressing Start, and may now select his fighter. The two of you will join in the fight to the finish with the computer.

Extra continues
Play your favourite character to level eight, where you will fight Mad Miles for the second time. Pause the game, plug in the second controller, unpause the game and press Start on the second controller. Select your fighter and you will start out with three extra continues. You should now beat up your former fighter and use your current fighter to take you through the remaining matches.

POPULOUS

Stage select
There are 494 levels in all. You can get to any by doing the following from the password screen: type in the level number you wish to go to followed by the word BIT. Hence to get to level 327 enter 327BIT as the password.

POPULOUS II: TWO TRIBES

Tactics
Build two levels above the water. Try to keep the ground flat and build up your people who've settled on one level of land. You may struggle in the power stakes to begin with. However, when you reach enough manna to flood the enemies positions, the evil should be virtually destroyed.
If evil invades your land, take away land instead of building up. Then, when they have moved, fill it in again. Doing this to drives evil off your territory.
When you gain enough manna to swamp, do so on the flat land it takes longest to get to. This should wipe out loads of evil walkers. This tactic is best employed either straight away or just before you want to claim Armageddon.**Passwords**
EXPERIMENT – Maximum Experience.
HUMANOID – More Mana.
WIBBLE – All FX
NOT HALF – Game 999.

POWERBALL

Best teams
For the best team in the game press B, B, C, B, B, C on the title screen.

POWERMONGER

Passwords
Enter: TJ3DP2TJW7TI5PJ3DJ4PJLIKPHAKJEKOGQ for the final level.

PREDATOR 2

Passwords

Level 2	–	KILLERS
Level 3	–	CAMOUFLAGE
Level 4	–	LOS ANGELES
Level 5	–	SUBTERROR
Level 6	–	TOTAL BODY

PRINCE OF PERSIA

Passwords
Here are the level codes for *Prince of Persia:*

Level 2	MTUEZQ
Level 3	TYZJED
Level 4	AEFRTH
Level 5	HJKWYT
Level 6	OOPEOY
Level 7	DEFUUN
Level 8	QYZOMS
Level 9	QYZPWR
Level 10	QYZQGR
Level 11	QYZRQQ
Level 12	QYZSAQ
Level 13	QYZTKP
Level 14	QYZUUO
Level 15	QYZVEO
Level 16	QYZWON

PRO BASEBALL SUPER LEAGUE '91

Win every match
Go to the player change screen when you are fielding and press C. You will be asked if you want to forget the match. Press C for yes and you will win 1-0. Remember, you must be fielding for this trick to work..

QUACKSHOT

Extra Lives
Get to the Viking Ship and climb the mast in the elevator collecting all the money bags. At the top of the elevator walk right and follow the rope path down. You will come across an extra life. Now just retrace your steps, leave the screen and repeat the process.

RAINBOW ISLANDS

Speed-up and red pot
By pressing Up, B, Down, Left, C, A, A and B from the title screen, you can kit yourself out with speed-up shoes and the red pot.

All power-ups
From the title screen press Up, B, Down, Left, C, A, A, B and C to get speed-up shoes and red and yellow pots at the beginning of the game.

RAMBO 3

Full power-ups
Get to the two firing walls in level three. Destroy everything except one of the cannons. Put the yellow icon on the dagger and go to the bottom of the screen. Stab the man in camouflage and collect what he leaves behind. Repeat this until you get 99 arrows, 99 bombs and nine lives.

Invincibility
On stage two, there are two crates which you can blow up. Walk to the right hand crate and then walk away from it. Head right until the crate is half on the screen and half off. Fire a full power arrow at it and turn towards the right. When you reach the wall, go up and you will become invincible.

RANGER-X

Skip level
When playing the game, pause it and press Up, Down, Up, Down, Up, Down, C, B, A, Right and Left. You should hear some music. Press A and you can press B to Advance to the guardian or, if already there, you are brought to the next level.

Difficulty settings
Go to Difficulty and press A, B, C, A, B, C, A, B and C. You can now play on Easy or Hard mode.

RBI BASEBALL 4

Super-Team
The password for the Super-Team is: D333 K4K DKMEK

THE REVENGE OF SHINOBI

Infinite Shuriken
On the option screen, select zero shuriken and then don't do anything for 30 to 40 seconds. You'll hear a beep and the zero will turn into an infinity symbol (∞) indicating you have infinite shuriken.

Extra lives
During the second stage (the motor mill) of level four, it's possible to pick up two lives while losing just one. This process can be repeated ad infinitum. Shoot at the base of the first conveyor belt (double jump and spray shoot). A special Musashi symbol will appear. Jump onto the conveyor belt and let it carry you backwards off the end. You'll lose one life, but you'll gain two. Continue this process as often as you want to

build up lives.

RINGS OF POWER

Money, money, money
Go to the secret temple at 32', 2" – 6', 6". You can get all the gold from the four chests here, then go out and collect them all again for infinite gold.

ROAD RASH

Level codes
The following are a couple of codes to get you further in the game:
`43143 Ø67KØ Ø1EVD 571RQ` – Level 5, Diablo, £27,440
`BØØØØ Ø4RDØ 11CAF 56C7B` – Level 5, Panda, £26,230

This code will take you straight to level four:
11111 1AJ56
UUPTO 470AA

Finish First Everytime
Come fifth in the first race and you will get a password that has 50,000 written in it. Change this to 11,111 and be first everytime.

ROAD RASH II

Any bike, any course
Go to set player on the options screen and choose Mano a Mano, then go back to the main menu and select your bike from the bike shop. Now change the player mode from Mano a Mano to Take Turns and then start the game. You will now be able to use any bike on any course.

Passwords
`ØFIA 39TA`: Level 3, $19,000 and a Banzai.
`ØP1I 4SKØ`: Level 4, $30, 000 and a Diablo.
`ØCTQ 4JAG`: Level 4, $17,000 and a Diablo.
`ØH4R 55ØH`: Level 5, $20,000 and a Diablo.

ROCKET KNIGHT ADVENTURES

Level Skip
Press Up and Left ten times on the title screen and you should hear a chime. Press Pause in the game and then press C, B, B, A, C and B to skip a level.

Very Hard Level
To try the secret hard level, press down six times, up twice and down twice when you see the Konami logo. It will now be selectable from the options screen.

ROLLING THUNDER 2

Final Password
11B – `A Natural Program Desired The Neuron`

Passwords
Enter any of the following codes to progress further into the game:
Level 2 – `A Magical Thunder Learned the Secret.`
Level 3 – `A Natural Fighter Created the Genius.`
Level 4 – `A Rolling Nucleus Smashed the Neuron.`
Level 5 – `A Curious Program Punched the Powder.`
Level 6 – `A Logical Leopard Blasted the Secret.`
Level 7 – `A Private Isotope Desired the Target.`
Level 8 – `A Natural Rainbow Elected the Future.`
Level 9 – `A Magical Machine Muffled the Killer.`
Level 10 – `A Digital Nucleus Punched the Device.`
Level 11 – `A Private Thunder Created the Powder.`

ROLO TO THE RESCUE

Invincibility
On the title screen, press and hold Up and Left, then A and C. Now press B.

Infinite everything/level select
Wait for the title screen and then hold Up, Left, A and C. Keep the buttons held and press reset. Now hold the buttons for a few more seconds and press B for a secret cheat menu.

SAGAIA

Unlimited Continues
On the title screen press B, B, B, C, A, A, A, B, B, C, C, C, "Free Play" will now appear at the bottom of the screen.

Stage Select
When the title screen appears press C, A, C, B, C, A, B, A, B, C, A and C. "Zone Select" will now appear.

Super Star Level
To enter the expert level: enter C, 12 times when the title screen appears.

SAINT SWORD

Level advance
On the password screen, enter `TAITOZ`. The game will then start from chapter six with lots of items in your possession.

SD VALIS

Invincibility
On the title screen, press Up, Down, Left, Right, A, B, Up, Down and Start. When you hear a chime you'll become invincible. You'll also notice that your wardrobe changes in the game.

SHADOW DANCER

Level select
Press A, B, C and Start.

Final Guardian
To clear this level successfully takes pin-point accuracy, so time your attack well. Your first task will be to defeat the statue ninjas that are mysteriously brought to life, then the boss will send fire raging down from the heavens, this can be avoided by standing between two of the fireballs that hail downwards. At this point the boss will have raised his helmet, so you must be quick with your attack. Jump up and shoot the flashing nucleus located above the neck. But be warned as he doesn't stay vulnerable for long so the process will have to be repeated until the boss's energy bar is knocked down.

SHADOW OF THE BEAST

Extra lives
On the bonus level, keep to the left of the screen and keep firing your shurikens. You should kill all the Ninjas and receive 3 extra lives.

SHADOW OF THE BEAST

Immortality
When you are told to enter your initials after a game, enter `ZQX`. Then hold down A, B, C and start, During the game your hit points will still go down when you're hit, but when they reach zero they will reset to 11 or 12.

SHINING FORCE

Change Characters Name
Using the second pad, hold down A, B, C and then press Start. On the first pad, you should press A, C and Start at the same time.

Selling unwanted items
In the items display, place an item you want on the left and something unimportant at the top (position can be changed by handing yourself items in possession). Throw away the item at the top during combat and return to town. Go to the shop and you will find the item you placed on the left being sold.

Increase your numbers
Hold down Up and start on player two's joypad and switch the console on. During the Sega logo screen keep holding down A and start on player one's joypad and A and C on player two's joypad. Start on any stage you want, your main character should have a Forbidden box, use it and the party's level rises to nineteen.

SHINING IN THE DARKNESS

How to defeat Dark Sol
When you reach Dark Sol's lair, fight against him with any magical weapons you have. Restore your energy with the heal ring. Dark Sol will die, but he'll come back to life. Make sure your energy is full and that the group is at experience level 60, then attack him again. Select Milo and yourself as the attackers, and use Milo's healing powers to treat the rest of the group. As long as you keep this up for a while, Dark Sol will die.

Infinite Gold
Take a magic item that will become redundant after one use and take it to a shop to be repaired. Make sure however that you have less money than the repair job costs. Go to sleep at night and go to pick up the item the next day. You will find you have millions of gold coins. Now that's magic!

SHINOBI III

Unlimited Shurikins
Go into Options and move to SE. Set it to 'Shurikin'. Set the 'Shurikins' at 00 and wait to get an unlimited supply.

Invincibility
Go into the Options and highlight 'Music'. Play the songs the songs in the following order – 'HE RUNS, JAPONESQUE, SHINOBI WALK, SAKURA and GETUFU'. You will now have invincibility when you begin the game.

SMASH TV

Level skip
Press Up, Down, Up, Down, Left, Right and Left to leap to the Mutoid man.
Press Down, Down, Left, Right, Up, Up, Right, Left, Down, Up, Down to go to level two.

SOL-FEACE

Stage select
On the title screen, press A, B, C, A, B, C, B, C, B, A and Start. Now go to the config menu and put the cursor on start. Choose the level number from here.
If you are playing the game and want to skip a level, press A, B and C together.

99 ships
Follow the procedure for the stage select and then put the cursor onto mode instead of start. Push Right until the symbol `MY99` appears.

SONIC THE HEDGEHOG

Six Emeralds
Using the stage select cheat, select special stage and get an emerald. When the game is adding up your score, press reset. Repeat the process until you have all six emeralds, then start Greenhill as normal.

Invincibility and character select
Press Up, C, Down, C, Down, C, Down, C, Left, C and Right on the title screen. Hold A and press Start. If the score goes funny (that is, displays strange characters), the cheat has worked. You can change Sonic into another character

by pressing B. Pressing C makes the change permanent. Pausing the game, followed by pressing by B or C, gets you into slow motion mode.

SONIC THE HEDGEHOG 2

Two Player Turbo Shoes
Go to the two player mode, select a zone (except special zone) and find some turbo shoes. Now get killed and you now have them for the rest of that act. This works for both Tails and Sonic.

Stage select
Go to the sound test option and select sounds 19, 65, 09 and 17. Now press reset and hold down A and Start.

Super Sonic!
Play 04, 01, 02 and 06 on the sound test, then collect 50 rings in the game. Now press B and C and you will make the change.

Icon select
Perform the level select cheat (see above) and then press B to change Sonic into a ring, then A to cycle through the different sprites in the game and C to place each sprite.

SPACE HARRIER 2

Level select
During the beginning sequence in the space ship, press the buttons A, B and C together and move the joypad Left or Right to select the starting stage.

SPEEDBALL 2

Password
To get into division one, and the major league, enter the following devious code:
`LCLI CWAF O6XE ya3q 2bst -is1 gGVC`

For the championship type:
`LAhM CJ78 2k7I ZyØ1`
`26Ss ti+L fvRS MBNx`

SPIDER-MAN

Nightmare level shortcut
You can save time and energy by skipping directly to level one's forklift on *Spider-Man's* nightmare setting. After passing the dog, you will come to a wall of boxes. Jump up to the second row and crawl to the right. You will pass through the wall and end up at the forklift.

SPLATTERHOUSE 2

Passwords

Level 2	—	`EDK NAI ZOL LDL`
Level 3	—	`IDO GEM IAL LDL`
Level 4	—	`ADE XOE ZOL OME`
Level 5	—	`EFH VEI RAG ORD`
Level 6	—	`ADE NAI WRA LKA`
Level 7	—	`EFH XOE IAL LDL`
Level 8	—	`EDK VEI IAL LDL`

SPLATTERHOUSE 3

Level Codes
Stage two – `REISOR`
Stage three – `ETLBUD`
Stage four – `TABRAE`
Stage five – `ELPOEB`
Stage six – `PHENIX`

STEEL EMPIRE

99 bombs
On the ship select, press C, A, C, A, Start and finally B.

99 lives
On the options screen, set the difficulty to hard, set the stock to two, credits to one and finally play tune 65.

Stage Select
Go to the options screen and perform the sound test option in the following order. Sound one, twice, sound nine, once and sound two, once. A new round select option will appear under the exit. Choose from one to seven and press Start to begin on any level.

STORMLORD

Level skip
Pause the game and then press C once, B three times, A four times, C two times and finally A four times again to skip to the next level. In this way you can get to all ten stages.

Extra time
Pause the game and press B, A three times, C, Up three times and A three times to reset the clock.

Nine extra men
Pause the game and press A four times, C twice, B three times, C and A.

STREET SMART

Extra lives
Rapidly reset the console more than ten times, then choose options from the menu. Move the cursor to sound test and then press down three times and A once. A new window should open allowing you to set the number of lives.

STREETS OF RAGE

Extra continues
Press Left, Left, B, B, B, C, C, C and Start.

Level select
Hold down player two's pad then type A, B, C and enter the option mode using the first pad. You can now select the rounds and set the number of players.

STREETS OF RAGE II

Extra lives
Stage One — as soon as you walk on to the screen, walk to the bottom left behind the bin.
Stage Two — when you come out of the truck, walk round the back to find an extra life.
Stage Three — after killing the dragon on this stage, walk straight down from where the explosion occurs onto the mist and collect a life.

Extra Continues
On the game over screen press Left, Left, B, B, B, C, C, C and Start.

Alternate extra continues
If you are about to die on one player, plug in the second controller and press Start to begin again with full lives and energy.

Play same character
Plug in two controllers. On the title screen, press and hold Right on the first controller and then B simultaneously. On the second controller, hold down Left and A. With all buttons pressed, press C on the second controller. Now the screen will show the choose character screen. You will now be able to select the same characters.

Level select
On the options screen, hold down A and B on joypad two. Now press Start on joypad one simultaneously and you will enter a full cheat screen with a level select.

STRIDER

Extra Continue
Press down on the pad and press A, C, B, C and A and Start in sequence to continue from where you die.

Level select
While the master laughs just before the beginning of the game, hold the joypad Down and press the buttons A, C, B, C and A to get a level select.

SUNSET RIDERS

Extra credits
Go to the sound option and listen to 0-E. When you go back to the game you will have more credits than you normally would have.

SUPER HANG-ON

Options Mode
Hold down A, B and C on the title screen.

Password buster
Enter the following passwords for the desired effect:

`51B04000A05000`
`7ØJØCG976ACMG1` – lots of money

SUPER LEAGUE

Password buster
Try these codes. The first gives you a four-game lead while the other three will be interesting rather than useful:

`JORQWVVRROOQSHPQGUDEAM`
`Zb6jpqrnmGnYWQXaHuFFAB`
`RGhiopqmljhZZSUXVtEEAE`
`VU91rstpomXcZTiebrHWyW`

SUPER MONACO GP

***Super Hang-on* bike**
Reset the World Championship and put `HANG-ON` at the name entry screen, save it and then press Reset. Now go to Free Practise Image Training and, after setting the laps and the grid, press Down and A until the transmission screen appears. After setting your transmission, you now have a *Super Hang-on* bike to race in.

Password buster
Enter the following to be driving for the best team (which is Maddona), have previous World Championship wins and loads of driver points.
`ØQ76 2ILM F2ØØ ØØØØ`
`ØØ1Ø H1ØF B324 5D76`
`CA89 EGC1 ØØØØ ØØØ2`
`ØØØØ ØØØØ F2ØØ 2CAC`

SUPER THUNDERBLADE

Level select
Press A, Up, Down, Left, Right, Right, Left, Down and Up from the title screen. Then press Up and Start together to reach a very handy level select screen.

Invincibility
Go to the option screen and select hard as the difficulty level. Start the game and fly to the top left or right hand corner and the enemy fire won't hit you. This works on levels one, two and three.

SWORD OF SODAN

Level skip
Get a high score and enter your name as `HINANP:)`. Next time you play you can skip levels by pressing Start on joypad two.

Alternative level skip
Drink four Etherium potions together to skip to the next level.

SWORD OF VERMILLION

Test mode
To listen to the sounds and background music – and view the various shades available on the Mega Drive – from the title screen, press A, B, C and Start simultaneously using the second controller.

Increased hit power
Cleanse a cursed sword at a church for increased sword hit power.

T2: THE ARCADE GAME

Gun never overheats
Use a rapid fire controller, you'll find that you can blast away to your heart's delight if the switch is activated. The gun won't overheat and you'll have infinite gun power.

TALMIT'S ADVENTURE

Access any level
Enter the following password and enter any level in the game:
ARDE

TAZ-MANIA

Infinite Lives
Enter **FFD45** on the password screen.

Secret Room
To enter a secret bonus room on the Arctic level, hold down and C on the last ice block.

Level select
Plug in two controllers. On the intro screen, hold down A, B and C on both control pads and then press start on both. You will hear a chime and the game will now begin. Press Start during the game to pause it, then press B and C on the first pad to bring up some numbers. Use left and right on the pad to change the numbers and go to the right level.

TEAM USA BASKETBALL

Passwords
Enter these codes to win Olympic gold:
Semi-final: **JBT67BF**
Final: **JDT67BC**
Medal Collection: **JCT67BH**

TECHNOCOP

Full energy
Pause the game and press C ten times, A five times, B twice and A ten times.

TERMINATOR 2

Level skip
When you see "Press Start" on the screen at the start of the game, press Up, Down, Left and Right three times. Arnie will tell you if the cheat has worked, so start the game as normal. During the game, press B and C together to go to the end of the level.

TEST DRIVE 2

Car choice
The Ferrari is the best all-round racer, the Porsche has the fastest acceleration and the Lamborghini has the highest top speed.

Secret options menu
When you start racing, press A, B and C to enter a menu that lets you alter acceleration, braking and grip.

THUNDERFORCE II

Secret Options Screen
Press A and start on the title screen.

THUNDERFORCE III

Secret Options Screen
On the title screen, press Start whilst holding A to find a secret options screen in the game.

Full power-ups
Pause the game and press Up ten times followed by Down, B, Down, B, Down and finally B. You can get all the weapons by pressing B and A to get the claw.

THUNDERFORCE IV

Full weapons
This cheat will give you every weapon except for the shield. Start playing as usual, then press Up, Right, A, Down, Right, A, C, Left, Up and B. Now press Up for full weapons, Down to eliminate the weapons, Right for a claw and Left to eliminate the claw. Press Start to return to the game.

99 Lives
When the introduction screen comes on, press A and Start to get the configuration screen. Set the control mode to type 1, engine power to 100, mission level to easy-manic and stock ships to 0. Next go to exit and start the game as normal, except you'll now have 99 lives!

TINY TOON ADVENTURES

Open all levels
Put the Buster Bunny icon on the password option and press Start. Now enter this password:
NGQQ WWQW QKWQ
QWWQ WGRY
This will open the whole game map and you can enter any level.

Passwords

Level 22	–	**GZBB TXZB LDBB TXZK LLDM**
Level 24	–	**QJBB TXZW GLBB TXZQ DLGN**
Level 26	–	**TJBW HXBQ ZKBW HXBQ ZGVT**

TMNT: HYPERSTONE HEIST

Level select
When the Konami logo appears, press C, B, B, A, A, A, B and C. When you get to the title screen, press A, B, B, C, C, C, B and A. Press A and Start again in one player mode.

TMNT – RETURN OF SHREDDER

Level select
When the Konami logo appears press C, B, B, A, A, A, B and C. Then when the title screen appears, press A, B, B, C, C, C, B, A.

TOEJAM AND EARL

Warp
In level one go to the island with a hole in the middle, then drop into the hole. You will arrive at level zero. Your live gauge recovers when you have a bath, and you get an extra live when you drink lemonade. Jump off this level and you will go to the highest level you've been to.

TRAMPOLINE TERROR

Level Select With Continues
On the title screen, simultaneously press A, B, C, and Up followed by Start to enter a special screen.

TROUBLESHOOTER

Stage Select
First of all plug in two controllers, then get to the title screen. On controller two, press Start, Right and C simultaneously. A stage select option will appear between the title words. Press Start, Right and C to advance the stage number.

TRUXTON

Super smart bomb
Press Start to pause the game while the skull explosion from a smart bomb is still on the screen. Wait about 15 seconds and then restart (by pressing Start) and the bomb will have a devastating effect on everything onscreen.

TURRICAN

Infinite everything
Place the cursor on "exit" in the options menu and then hold Down while pressing A, B, B, A, B, A, A, B, A, A, B, A and A for a special menu.

TWIN COBRA

Extra continues
Keep pressing A on the title screen to get up to 14 extra continues.

Ending sequence
From the title screen, press Up, Down, Left, Right, A, B, C and Start. You will now get to watch the excellent ending sequence.

Full weapon power-ups
Pause during the game and press Up, Down, Left and Right. Then hold down A and press Start for full weapons.

Stage select
Press Up, Down, Right, Left and Start on the title screen.

TWO CRUDE DUDES

Extra continues
When you are on your last life and low on energy, press start on player two's joypad. You will bring the second character into the game and have three extra continues.

Extra Lives
During each bonus round, bust up the vending machine to gain an extra life.

ULTIMATE TIGER

Level Select
Press Up, Down, Right and then Left to on the title screen.

UNIVERSAL SOLDIER

Reveal Bonus Blocks
Enter **PWRZS** on the password screen to make the bonus blocks visible.
Passwords

Invincibility	–	**RWRZS**
Level 2	–	**CHSGM**
Level 3	–	**MKSNS**
Level 4	–	**SGGBY**
Level 5	–	**JLGPH**
Level 6	–	**JDRSD**
Level 7	–	**PKSND**
Level 8	–	**CWBPN**
Level 9	–	**SFTNP**
Level 10	–	**CMVDG**
Level 11	–	**BYTCM**

VALIS 3

Map select
From the title screen hold Up, A, B and C while pressing Start to select a map. When the black screen appears, release all buttons simultaneously. Press Start to change the map number. It's tricky to perform this one correctly first

go, so persevere.

Effects select
Press the Up and Left diagonal, A, B, C and Start together to get to a sound effects test option.

VERYTEX

Infinite lives
Hold the buttons A, B and C while pausing the game. Then press Down and Start for an extra life. Continue pressing Down and Start for more lives.

Bonus shield
If you wish to kit your ship out with a shield, hold A, B and C while pausing the game. Hold Right and Start to unpause the game and get the shield

WANI WANI WORLD

Infinite Lives
When the Sega logo appears, press the reset twice and when you start the game, instead of normal lives being displayed at the top there will be four question marks.

WARPSPEED

Black Hole Locations
Alpha – 1B to Beta
Beta – 7D to Alpha and 3H to Beta
Gamma – 5C to Alpha, 5D to Gamma and 4B to Beta
Delta – 3C to Alpha, 6G to Beta and 2F to Omega
Omega – 4B to Delta, 5C to Alpha, 4D to Epsilon and 3E to Beta
Epsilon – 2C to Alpha

Campaign Passwords
Level 1 – **W4D HLX VDX**
Level 2 – **W6N CWK 1XM**
Level 3 – **W67 G5R 4DQ**

WARRIOR OF ROME

Passwords
Stage 2 – **L3FHPOZNGW**
Stage 3 – **NXDS55JSWF**
Stage 4 – **O5TOJZSP5B**

View ending
Enter the password **GREBDQ3QNE** to see the end sequence.

WHERE IN THE WORLD IS CARMEN SANDIEGO?

Passwords

Time Patroller	–	**DBHBKDB**
Time Investigator	–	**XXNBBMM**
Time Inspector	–	**DNDKJGD**
Time Detective	–	**RRXKGND**
Ace Time Dick	–	**LHMNFGF**
Super Time Sleuth	–	**MJDFSGG**
Capture Carmen	–	**MJDFPDG**
Game Over	–	**JHBHHXS**

WIZ'N'LIZ

New level
There are three levels on the main game: Apprentice, Wizard and Sorcerer. You can, however, enter a fourth level called Super Wizard. To access this level do the following:
Press START and pause the game. Now hold down A, B and C. Then press START twice. You should now hear a voice shout 'yeah'. Returning to the options screen you'll now see the new Super Wizard level.

WORLD OF ILLUSION

Mickey One Player
Level 1 – Queen, King, Queen and King.
Level 2 – King, Queen, King and King.
Level 3 – King, King, King and Queen.
Level 4 – Queen, King, King and King.
Level 5 – King, King, King and King.

Donald One Player
Level 1 – King, Queen, Queen and King.
Level 2 – King, King, King and Queen.
Level 3 – King, King, Queen and King.
Level 4 – Queen, King, King and King.
Level 5 – King, King, King and King.

WRESTLEBALL

Extra teams
On the team select screen, hold B and keep pressing Down for four more hidden teams.

Karate team
Enter **KW6EN** to get the undefeatable karate team.

XENON 2

Indestructibility
Play a game and get a high score, enter **ARM** in the high score table.
Now play another game but get a slightly lower score but still be on the high score table. Enter **OUR** underneath the **ARM** and when you play the next game, you will be invincible.

Infinite lives
Carry out the procedure as above but enter the names as **OLD** and **AGE**.

X-MEN

Cheat mode city
When the screen shows "Press Start Button", hold A, C and Down on controller one and press Start. Now take out controller one and put it in port two when the picture of Magneto appears. Now press Start and choose your difficulty level and your X-Man. Now will now use the controller in port two to play the game! You will now have infinite health and mutant powers.

Level select
If you put in the cheat above, then go to the danger room in the top right and smash the generator. In this room there are six tiles on the floor, each is a game level. To warp to each zone, stand on each tile and press Down and C to warp to any level!

AFTERBURNER 3

Faster level
In the option screen, put the view mode on Cockpit and the Rolling Mode to Free. When you take off, if you perform a 45° turn, you'll fly much faster than before.

BATMAN

Level Select
On the options screen, highlight the driving-only section and press Left on the D-Pad, then press B. Repeat this on all seven of the options. You will need to repeat the operation for a second time before hearing a jingle to confirm the cheat has worked. You can now change the options as you like and press Start and C to select the level.

BLACK HOLE ASSAULT

Secret Animation
Input your name as **FOMA** and select **BHA**.

Invincibility
Wait until the options screen appears and choose the name entry option. Enter your name as **MUTEKI** and exit the screen. Now, select operation **BHA**. Enter your name as **MUTEKI** again, start playing and you'll be totally invincible.

Secret game
Enter your name as **AZY** and highlight mission **BHA**. Enter **AZY** and you will enter a game called *Black Ball Assault*.

Hand of God
Enter your name as **BIGNET** and when you fight an opponent, press Start and he will instantly drop to the floor.

CHUCK ROCK

Passwords

Level Two	–	**GJFKFN**
Level Three	–	**PDPKKN**
Level Four	–	**JWNTXF**
Level Five	–	**TSFVNP**

COSMIC FANTASY STORIES

Enemy Dodge
Keep pressing Left and Start on player two's joypad during the Mega-CD menu until the Sega logo disappears. Start the game and call up the status map window, press player two's Start button and then player one's start, close the window and you will not come across any enemy in the field. This will also enable you to walk through obstacles. Open the window again and press player two's Start button and the enemy will re-appear. When you die after entering the above commands, hold down Up on player two's joypad and skip through the messages with player one's joypad. Your character will be revived with no hit points.

EARNEST EVANS

Stage Skip
Whatever stage you're in, freeze the screen and press up, A, down, B, left, A, right and B. Cancel pause and you will have cleared the stage.

Warp
Climb the wall to the left of the starting point on stage six. When you are out of the screen you will warp to the boss on this stage.

ECCO

Passwords

Undercaves	**GMRIQDCM**
The Vents	**IUEINLDP**
The Lagoon	**GRTJZYJF**
Ridge Water	**OVDJDSLB**
Open Ocean	**GMYMDSLI**
Ice Zone	**GMBRHSLU**
Hard Water	**UKZFHSLS**
Cold Water	**SYQJHSLZ**
Open Ocean (2)	**CCVFFSLM**
Island Zone	**ALZBESLS**
Deep Water	**HPFDSLP**
Volcanic Reef	**ADLYESLT**
Ship Grave Sea	**NWUGSLU**
Wreck Trap	**WJHQGSLL**
Sea of Silence	**ZSXGSLF**
Deep Gate	**AKNBHSLI**
Marble Sea	**QSOMFSLQ**
Library	**WBTXFSLV**
Deep City	**UNIQFSLN**
City of Forever	**WADUFSLB**

Jurrasic Beach	ONNBJPLY
Pteradon Pond	WPVXIPLL
Origin Beach	AQZIJPLG
Trilobite Circle	GKGFJPLK
Dark Water	GZIUKPLR
Deep Water (2	GAAGDPLP
City of Forever	YLQQZNLM
The Tube	MNEYELLB
The Machine	SKZNELLO
The Last Fight	KANZFLLX

Final Password
Enter this password to get to the end of the game: QCFWUYHS

FINAL FIGHT

Rapid Fire
At the title screen, enter the options and highlight the exit selection. Now press and hold RIGHT, A, B and START.
Best Character
THe most effective charecter to use is Guy.

Auto Punch
Enter the options screen and highlight exit. Hold down Right, A, B and Start for automatic punching.

HEAVY NOVA

Hidden bonus points
In a versus battle against an end-of-level guardian, if you manage to kill him without losing any energy, you'll receive a bonus of 1,000,000, a Perfect Bonus Point.

HOOK

99 lives
In the caves on level five, drop to the bottom of the first pit. At the bottom, walk right, dodging the snakes and bats, and swim under the rocks to where you can collect a leaf and a 3-Up. Allow yourself to be killed, and then repeat the process until you have acquired the maximum of 99 lives.

JAGUAR XJ220

Level skip
Go to the options screen and name entry. Delete the currant name and input MAR, then choose World Tour and select your chosen race. When the race starts you should pause the game, then if you press A, B and C at once. You can qualify and the race is won.

KEIO'S FLYING MACHINE NEW!

HIDDEN GAME
To access the hidden game go to the main options screen and press the following on the D-Pad: right, up, down, up, down, up, right, down, left, up and Start.

NIGHT TRAP NEW!

Extra Footage
You have to complete the game first. When you see the words "In Memory of Stephen D Hossefield", press UP, A, A, A, A and A. You'll now go into a hidden sequence.

NOSTALGIA 1907

Skip intro
Reading all that intro text can get very monotonous after the first time, so here's how to skip it. Turn on and when you see the word "SEGA" press button C. Keep holding it till you see the words "Sur De Wave", the programmers, and the rest of the storyline will be skipped.

ROAD AVENGER/ROAD BLASTERS FX

Level select
From the start, push Up to access the Options Mode, then press A six times and you will hear a chime to tell you the cheat has worked. Play the game as usual and a level select will be offered.

View mode
Access the Options menu as above and press A five times, B five times and then press A to watch each level being played out.

In-game pause
Again, access the Options menu as before, then press A four times, B once and A once. This will allow you to pause the game while you're playing by pressing Start.

SEWER SHARK

Continues
Once you have reached the dizzy heights of Exterminator or Beach Bum, pressing A, C and Start on the game over screen will allow you to continue.

SILPHEED

Stage Select
During the opening demo, press Down, Down, Up, Up, Right, Left, A, B and Start during the opening demo. This cheat will only allow you to play on the stage that you have selected.

Revitalise Shield
Press Right, Left, A, Right, UP, C, B, Down, Left, B, A, Up, and Start at the demo. In the game, press button A to restore your shield up by one whole notch.

Continue
When the demo comes on, press Right, Up, A, B, C, Left, Left, Down, C, A and Start. You should now have 10 continues.

Secret Voice Test
At the title screen, move to Option with pad one. Hold A, B and C on pad two and press Start on pad one to get a voice test.

Level Select
When you're on the intro sequence, press DOWN, DOWN, UP, UP, RIGHT, LEFT, A, B and START. Now when you get to the start menu, Stage Select will be below the other options.

SOL-FEACE

Level select
On the title screen, press A, B, C, A, B, C, B, C, B, and A. If you've done this correctly, you'll hear a sound effect. Press Start and go to the options screen. You will now be able to select a starting point and a difficulty level.

Level skip
You can only use the level skip if you enter the level select code first. After doing this, press A, B, and C together to skip any level.

Extra options
On the title screen, press A, B, C, A, B, C, B, C, B, A. Press Start when you hear a little sound effect. Now if you select Config mode, you'll find there are a couple more options, Start and Mode. If you go to Start, you can choose the level which you wish to begin on by moving the joypad Left and Right. Mode allows you to adjust the difficulty level and number of fleets. Change the number of fleets with Left and Right. If you press Right a few times whilst holding A, you get a message informing you of *Muteki* (which means invincibility).

SONIC CD

Level select
On the title screen, push Up, Down, Down, Left, Right and B to access the level select.

Special level
Go to time attack and play every level. After this, at the options screen there will be something called D.A. Gardens. If you go to this, you will see Sonic's world. You can now rotate and enlarge it, while some birds and Tails fly past. You can also choose any music from the game.
Level Select
On the title screen, press UP, DOWN, DOWN, LEFT, RIGHT and B. This cheat is tricky to get working, so it's best to press the buttons gently.

THUNDER STORM FX/COBRA COMMAND

Level select
On the title screen, press Left, Right, A, B and C. Now press Left or Right to change the level.

Debug mode
Press Up, Down, Left, Right, B, C and A to watch the animation.

TIME GAL

Passwords

BC 70,000,000	–	BMCFXWRL
BC 65,000,000	–	GJRPQVKS
BC 30,000	–	THMZCYFB
BC 1600	–	RYFGSXDK
BC 44	–	FTGBDQPW
AD 500	–	VSLCZKTJ
AD 999	–	CYVZPBMG
AD 1588	–	DRXHTLQJ
AD 1941	–	WBMRJZVH
AD 1991	–	SHKXGJWF
AD 2001	–	XPTMCSHD
AD 2010	–	ZVYFLGQT
AD 3001	–	QWCDHRKT
AD 3999	–	PLQTVMXY
AD 4000	–	LKDWBSYF
AD 4001	–	KVGPRZCW

Passwords (Japanese version)

BC 70,000,000	–	DODZILLA
BC 65,000,000	–	DINOSAUR
BC 30,000	–	STONEAGE
BC 1600	–	ELEPHANT
BC 44	–	OSIRIIYA
AD 500	–	HARDWORK
AD 666	–	DEATHOUL
AD 1588	–	SOUTHERN
AD 1941	–	WORLDWAR
AD 1991	–	LANDMINE
AD 2001	–	RECKLESS
AD 2010	–	ASTEROID
AD 3001	–	MURDERER
AD 3999	–	BRANCHER
AD 4000	–	STARWARS
AD 4001	–	THANKYOU

Level select
Go to the options screen and press Up, Left, Right, Right and Up. A chime will sound if this is entered correctly.

WOLFCHILD

Level skip
On the options screen, press A, B, A, C, A and B where you will hear an explosion. Press any of the following for a level select.
Level 2 – Press Start.
Level 3 – Hold B and press Start.
Level 4 – Hold C and press Start.
Level 5 – Hold B, C and press Start.
Level 6 – Hold A and press Start.
Level 7 – Hold A, B and press Start.
Level 8 – Hold A, C and press Start.
Level 9 – Hold A, B, C and press Start.
It is important to note that you must keep the buttons

held down until the level appears, or this will not work!

WONDERDOG

Passwords

Dogsville	–	MYSTIC
Dogsville	–	ANKLES
Loony Moon	–	LEDZEP
Planet Weird	–	REEVES
Planet Foggia	–	PIXIES
Planet Kninus	–	WOOPIE

MASTER SYSTEM

ACTION FIGHTER

Extra Weapons
Enter the code DOKI_PEN. on the name entry section to gain all available weapons.

Helicopter dodge
Turn from a car to a bike and back to get rid of the helicopter.

Invincibility
For three extra lives and invincibility enter SPECIAL as your name.

Passwords
Enter these passwords to obtain all weapons available
DOKI-PEN
GP-WORLD
HANG-ON

AFTERBURNER

Continues to level 17
Turn on the machine and press Pause a hundred times before the demo starts. This will provide you with infinite continues until you reach level 17.

Infinite continues
To get the continue option on dying, press one, two and Up simultaneously.

ALIEN 3

Super flame thrower
You'll only be able to use this cheat if you have a joypad with a rapid fire option. First turn the rapid fire option on. When you use the flame thrower, tap button one very quickly. Now sit back and watch how far the flame goes! The flames will also last much longer than usual.

Infinite continues
Enter the configuration screen, select two players and start the game. Complete level one with player one and let player two die three times on the fans. Now complete level two with player one. Player two will now start again on level one but will be graced with infinite continues.

Infinite lives
Play a two player game, making sure both players obtain a score high enough to appear on the high-score table. When both player's games are over wait for the high score screen and enter ALIEN as the player's names. Now when you go back into the game you'll have infinite lives.

ALTERED BEAST

Extra energy
On the title screen press 1 and the Up and Left diagonal to gain some useful extra bars of energy.

Parameter select
Press Start and B from the title screen to change power, number of lives and various other options.

Extra lives
When the words "Sega Master System" appear, circle the pad clockwise and repeatedly press button one to start the game with five lives.

Extra continues
To continue a second time press the Down Left diagonal and both buttons simultaneously. To continue a third time press Down Right diagonal and both buttons. For a fourth continue press Up Right diagonal and both buttons.

AMERICAN PRO FOOTBALL

Trick tactics
On all levels choose post, corner or bomb pass. However, don't go through with those strategies – run instead. You'll win the games easily with these tactics.

ARCUS ODYSSEY

Character codes
The following codes will select any of the characters during the various levels of the game.

BEAD SHIA		DIANE FIREYA	
Act two	FA2HAIADRR	Act two	GJEIACRT
Act three	FI4IAIAESB	Act three	GJWZAIAEKM
Act four	HK3CDIILDO	Act four	GIRCTQIJ1X
Act five	HLØDAQIPMX	Act five	IISDUXIPUI
Act six	HNØDE5IQVR	Act six	IIUHUZMRNZ
Act seven	HNØDE5IVWZ	Act seven	IIXBUYIUGW
Act eight	KRØDE2IZX5	Act eight	IJXBU2JØHB

ERIN GASHUNA		JEDDA CHEF	
Act two	HIJAAIAABB	Act two	GDHAAIAABZ
Act three	HIIYAIAGC3	Act three	GIEIAAAECA
Act four	HIIAOOIKDK	Act four	GJECAIIL1Q
Act five	HIKAQYIOUZ	Act five	IJCECJIOUØ
Act six	HIKEQYIRVC	Act six	KICBEPIQ3F
Act seven	HIKEQYIVOH	Act seven	KICBHIIVWG
Act eight	HJKBQYIZPK	Act eight	KJCBHNIYXR

ASTERIX

Infinite Lives
When you reach a special treasure pot, hit it so that the bonuses fly out. Collect the extra life and walk off of the screen, then walk back to the chest and collect another life. Continue this until you have enough lives to complete the game.

Secret Room
On round 1-1, go down the first chimney, but don't jump off the platform. When it falls, walk right to go through a wall into the room.

Secret Room 2
As Oblix on the second stage, jump onto the rotating platforms to the Menhir container, then jump to the platform on top. Do small steps where there isn't grass and you'll suddenly fall into a secret room.

AZTEC ADVENTURE

Level select
Press Up five times before the scroll unwinds on the title screen. When the character throws the cash, press Right three times. Then press Left and Down when everybody moves to the right. You can now access the stage select and choose the level on which you start.

BACK TO THE FUTURE II

Level skip
At any point in the game press pause then Up, Down to go to the next level.

BART VS THE SPACE MUTANTS

Access codes

Floor	Code
1	14
2	32
3	11
4	41
5	21

BATMAN RETURNS NEW!

Level select
On the title screen press Up Left Diagonal and keep both buttons pressed down. You can now select which level you wish to start from.

BATTLE OUTRUN

Level select
Turn the power on while you hold buttons one and two. When the title screen disappears let go of the buttons and then press Up. The Up and Down keys will enable you to select the level on which you wish to start.

BLACK BELT

Infinite lives
For infinite lives, start the game as usual but keep pressing button one. You'll be presented with the usual red screen showing lives and levels. As the screen flashes off, let go of button one and press Reset. Riki appears and then proceeds to collapse.

Boss select
On completing the game wait for the final screens to come up and quickly rotate the joypad anti-clockwise as the music fades, while pressing button two. You'll now be able to take on the bosses without playing the entire levels.

BLADE EAGLE 3-D

Level select
Rotate the joypad in a clockwise direction on the title screen to select the level where you'll start the mission.

BONANZA BROTHERS

Invincibility
Get to a location with a rake. Time it so that as you step on the rake and faint, you get hit by an enemy bullet. You will be invincible until you pick up treasure.

Level select
Plug the joypad into port two and hold Up and both buttons, then switch on. The story pictures should now be different when you start. Go into the game as normal and select your character to activate the level select.

BUBBLE BOBBLE

Level select
Enter the code 3V35NLLE to select any start level.

Secret room
Reset the game and select one/ two player start. On level one, bubble the first three enemies but don't burst them. Soon they'll turn red – when this happens, bubble them again and repeat, even when Baron Von Bubba appears. After a few seconds, a door should open to a secret room.

Mega POWER

If you missed out on the previous Mega Power CD cover demos, now's your chance to order them for the special price of just £3.95. This includes postage and packing (even if you live overseas!), and each disc comes in an attractive white wallet. Order now while stocks last!

DISC 1: THUNDERHAWK DEMO

■ Fly two full missions of Core's ground-breaking Mega-CD helicopter blast-'em-up and then sit back and watch eight demo missions. Drool over those gorgeous graphics with a texture-mapped 3-D landscape and lots of sprite scaling and rotation. Stunning stuff.

DISC 2: PSYGNOSIS DEMO

■ Enjoy not one but three great Psygnosis game demos on this CD. See a rolling demo of the marvellous FMV blaster Microcosm, taking you inside the human body! Chase Wabbits galore in a playable demo of the hilarious Wiz 'n' Liz. And play the first level of the cartoon arcade adventure Puggsy.

ORDER YOUR CD DEMOS NOW!

I would like the following dazzling disc demos delivered direct to my door (tick boxes required)...

☐ **DISC 1: THUNDERHAWK DEMO**

☐ **DISC 2: PSYGNOSIS DEMO**

...at £3.95 each (including p&p). I enclose a total amount of:

£.....

METHOD OF PAYMENT (please tick)

☐ **CHEQUE/POSTAL ORDER**

(made payable to Paragon Publishing Ltd)

☐ **Credit Card** **Expiry date.../.../...**

Card number.../.../.../...

Name .....

Address .....

.....

.....

Postcode.....

Telephone .....

Signature .....

■ **Send this coupon (or photocopy) together with your payment to: Mega Power CD Offer, Paragon Publishing Ltd, FREEPOST (BH1255), Bournemouth BH1 1BR.**

BEARSTED GAME ZONE

•14 SANDY MOUNT•BEARSTED•MAIDSTONE•KENT•ME14 4PJ(MAIL ORDER ONLY)•

•SHOP: GAME ZONE•7 SNOWDON PARADE•VINTERS PARK•MAIDSTONE•

(FOR MAIL ORDER ENQURIES OUT OF SHOP HOURS: 0850 013171) MOBILE

SOME EXAMPLE PRICES TEL/FAX:0622 766220

Addams Family	£34.99	NBA Showdown	£42.99
Aladdin	£39.99	NHL Hockey 94	£37.99
Asterix	£39.99	Ottifant	£37.99
Berkley Shut Up & Jam	£34.99	PGA Euro Tour	£35.99
Blades of Vengeance	£37.99	Prince of Persia	£35.99
Castlevania	£37.99	Robocop vs Term.	£42.99
Chuck Rock 2	£37.99	Sensible Soccer	£35.99
College Football	£37.99	Shinobi 3	£34.99
Davis Cup Tennis	£37.99	Skitchin'	£37.99
Eternal Champions	£49.99	Sonic 3	CALL
F117A Nighthawk	£37.99	Sonic Spinball	£37.99
FIFA Soccer	£38.99	Streets of Rage 3	CALL
Formula 1 Racing	£42.99	Streetfighter 2	£49.99
General Chaos	£37.99	Subterrania	CALL
Greatest Heavyweights	£49.99	Tournament Fighters	£39.99
Gunship	£37.99	Ultimate Soccer	£37.99
James Pond 3	£37.99	Virtual Pinball	£37.99
Landstalker	£51.99	Virtual Racing	CALL
Lethal Enforcers	£54.99	Winter Olympics	£42.99
Madden 94	£42.99	Zombies	CALL
Mig 29	£37.99	Zool	£37.99
Mortal Kombat	£39.99	Accessories	CALL
NBA Jam	£42.99	CD GAMES	CALL

WE WILL TRY TO BEAT ANY OTHER PRICE
(Provided you are not part exchanging)

WE STOCK ALL NEW TITLES FROM THE DAY OF RELEASE AT DISCOUNT PRICES
JUST CALL IF THE TITLE YOU REQUIRE IS NOT LISTED

PART EXCHANGE WELCOME

•100'S OF USED TITLES AVAILABLE FROM £9.99(SEND S.A.E. FOR LIST OR CALL)•

SHOP OPENING HOURS:

•11AM-7:30PM MON/TUES/THURS•11AM-9PM FRI•9AM-5:30 PM SAT•

PLEASE MAKE CHEQUES/P.O.'S PAYABLE TO BEARSTED GAME ZONE
P&P £1.50 (RECORDED DELIVERY)SHOP PRICES MAY VARY

SO YOU WANNA BE BIG (THIS SUMMER ?)

MASSIVE MUSCLES IN EIGHT WEEKS-GUARANTEED! OR YOUR MONEY BACK!

CONTAINS
•No Tablets
•No Powders
•No Flashy Equipment
•Just Serious Approach to
•Bodybuilding that *works!*

Introducing the most comprehensive muscle building programme in ***history***. Have you ever wondered why some people find it easy to gain muscle - while others struggle endlessly in the gym for hours on end to on avail? ***You see, it's not the hours you put in - it's what you put in the hours that count!*** Don't waste your money on expensive supplements that simply don't work, or gimmicky courses that promises everything and deliver nothing!

"It's fantastic - I never thought I would look so good, so quick"- PJ Liverpool
"I've been using this course for five weeks now and the visible difference is staggering." - T S, Blackpool
"It makes every other system I've tried seem pathetic." - R S, Croydon
"Dear M.P., Being skinny was the hardest thing for me. You certainly put a stop to that." - P T, Winchester

ONLY **£14.95** POST FREE

Yes! I wanna be big (by summer)! Please rush me your supreme muscle program so that i can start to reshape my body. I enclose my Postal Order/Cheque for £14.95 made payable to Modern Publications.

Name.....

Address.....

.....Postcode .....

Send your order to: **Modern Publications (Dept. SP)**, Steeple House, Percy Street, Coventry CV1 3BY.
All Orders will be despatched within 7 days.

CAPTAIN SILVER

Extra continues
To be able to continue after the game over screen press Up and then both buttons simultaneously.

CASINO GAMES

Cash password
Enter the code `8314853112` to gain loads of money. Your name must be `MR SEGA` for this code to work. Play that charismatic character Charley at poker and keep the stakes high. Win one game to take you over the million mark.

CHOPLIFTER

Level select
Press Up, Down, Left and Right on the title screen and then enter the player select screen. Repeat the process once there.

Save all hostages
When you lose a life, repeatedly press both buttons quickly to collect all the hostages.

COOL SPOT

Extra lives and shields
On the options screen move the arrow to the music option but DON'T select it. Using the D-Pad press the following: left, left, left, right, right, right, left, right, left, right. You should now be able to select extra lives and shields.

CYBORG HUNTER

Staying healthy
You can keep your psycho and life powers healthy by collecting all relevant objects and heading for the nearest lift. All objects will reappear in their original positions if you emerge from a lift without having gone anywhere. Repeat this as often as necessary.

DEAD ANGLE

Game buster
Ensure both joypads are connected and alternately push Left and Right on both pads while the title screen is displayed. A beep will inform you the cheat is active. You'll have 999 bullets and be able to select the start level and number of lives.

DOUBLE DRAGON

Invincibility
Jump up and down 30 times at the start of level four to make yourself invincible.

Infinite lives
Perform a round-house kick about 35 times to get infinite lives.

DYNAMITE DUX

Bonus stage
At the start of the game you'll see a bald man with glasses sitting down. Jump on his head and jump off again while pressing buttons one and two. This will take you to a bonus stage.

Hidden areas
When you've killed one of the bosses, stay at the top of the road; a road block will appear at the bottom and disappear at the top. This feature enables you to explore other, normally hidden, areas.

ENDURO RACER

Level select
Reset the machine and when the title screen appears, press Up, Down, Left and Right to get a level select.

FANTASY ZONE

Guardian Buster
Use one Heavy bomb on the first boss. One shot and he's dead.

Infinite weapons
If you buy all the engine parts your weapons will never run out and you'll live happily ever after.

Cheap lives
To buy loads of cheap lives, switch on as normal and allow the story line to be displayed. While this takes place, waggle the pad Up and Down over 50 times before starting the game. Collect as much money as you can and find a shop. Buy lives at $1,000 each. This only works on level one.

THE FLINTSTONES

Level select
On the title screen press Up, Right, Right, Down, Down, Down, Left, Left, Left, Left. Now go into the game and press pause and hold down buttons one and two while pressing one of the following:
Up: Level one
Down: Level three
Right: Level two
Left: Level four

FORGOTTEN WORLDS

Infinite Continues
If when in two player mode, one of the players dies, press Start a number of times; giving yourself the continues you need.

GAIN GROUND

Level select
Press buttons one, two and joypad Up while turning on the machine. If you hold this combination you'll eventually get to a hidden options screen which lets you select the start level and stage.

GANGSTER TOWN

Infinite continues
When you die and your hat flies off, shoot it to continue the game.

GAUNTLET

Extra continues
After you've used the third continue, plug your joypad into port two and you'll be able to carry on as the other player with a fresh stack of credits.

GHOST HOUSE

Invincibility
Keep jumping onto the arrows fired at you and after a while you'll turn golden and become invincible for a short while.

Freeze enemies
Punching light bulbs will freeze all characters onscreen.

GHOSTBUSTERS

Cash password
Enter the initials `DN` and the code `3158279632` to start the game with lots of money. Alternatively, use the initials `AA` and the code `1173468723`.

Password dodge
When you get an account number you can fiddle things by altering the last two digits. Increase one and decrease the other. By doing this you can boost your cash to over one million dollars. For instance, if the last two digits read four and five, change them to three and six or five and four.

GOLDEN AXE

Extra continue
On losing all your continues, a further one is awarded if you press the joypad diagonal Up and Left and button one simultaneously.

GOLF MANIA

Extra attempt
Reset when the ball is in flight. Make sure you select the same game parameters. Now continue and you should be back where you were before.

GOLVELLIUS

End-of-game password
Enter the code `J7VZ HEQV AWPJ 42S8 36AL PQLH MRLY Ø258` to have seven crystals in your possession, allowing you to go to the lair.

Surprise cheat
On the password screen, type in `QQQQ QQQQ QQQQ QQQQ QQQQ QQQQ QQQQ QQQK` for a surprise.

Power-Up bonanza
For eighteen lives, the legendary sword, the ring of invincibility, the Remedia shield, some ascent boots, mirror, purple mea and only Govellius to kill try either of these codes:
`UPDZ, CPTB, 72CK, XCS2`
`3PP3, B7NE, MMNA, MOFS`, or,

`WK4Q, AH85, LDSX, KNGF`
`Q5N7, 2K3L, 7T5E, QKQL`.

GREAT VOLLEY BALL

Best teams
In order, they are USSR, France, USA, Brazil, Cuba, Japan, China, Korea.

JAMES BOND – THE DUEL

Level select
Plug the controller into port two and hold down both buttons along with Down Left diagonal on the pad. Now plug the controller into port one and press button one. It's best to use two joypads if possible.

KENSEIDEN

Level select
To get the round selection screen, turn on the machine with buttons one and two pressed. Release the buttons when the title screen appears and press the joypad diagonal Up and Left and button one.

Hidden screen
Climb the Buddha on the first round and when you're standing on his head, push Up to enter a secret room.

KRUSTY'S FUN HOUSE

Level codes
Level 2 – `BARNEY`
Level 3 – `MARTIN`
Level 4 – `SQUISHY`
Level 5 – `ELFMAN`

Password buster
Enter `HPKEITH` on the password screen to open all the doors.

KUNG-FU KID

Power-up locations
Get to level five and kick the wall towards the top at the highest floor on the right. You'll find a jug of water which

puts the dampers on enemy fireballs. To find a bun for extra energy, go to the wall on the left of the second highest floor and repeatedly kick it until the bun appears.

LAND OF ILLUSION

Tree Cheat
In the Forest, don't go up the tree. Instead bounce off the snake just beside the door and keep pushing right. Climb up the vine and you'll be at the top of the tree.

LEMMINGS

Level Select
When the lemming pulling the cart appears on screen, press buttons 1 and 2 together on joypad one and rotate the D-Pad clockwise. Go to the main screen and select your choice of game. Choose the New Level box and writing will appear, press left and right to select the level you desire.

LIGHT FORCE

Extra life
On level one, find the two cell walls close to the large brain and fire through the second one at the top to reveal the extra life.

LIGHT CORRIDOR

Passwords

0622	2008	3212
7328	1015	2602
3305	9932	1825
2819	6811	

LUCKY DIME CAPER

Level skip
To skip from level two to three, during level two jump onto the lion's head when he jumps onto the platform. Repeat this eight times to skip.

1-Up loop
On level five as you walk past the area full of caskets you should come across some doors. Go through the second and either smash the crates with your hammer or jump onto them to collect three extra lives. You can return to this room as many times as you like. Once you have enough, exit via the door on the right.

MARBLE MADNESS

Level select
On the option screen set the following parameters: Test FX two, Test Music five. Move the pad to level select and you'll find that you can.

MASTER OF DARKNESS

Level select
On the title screen, press the Up Left diagonal and keep both buttons held down until you see the cheat screen appear. You will now be able to change the round number, the stage, number of lives and even the collision detection.

MIRACLE WARRIORS

Obtain all keys
To get all the keys, go to the bottom left of the map around the large desert. Now press button two and a menu should appear with the name of a spell. Enter the spell you haven't used yet and you'll be transported to a cave. Locate and open the chest, defeat the guardian then choose one of the three keys. Repeat the procedure two more times to get the remaining keys.

MOONWALKER

Level select
On the title screen press Up, Left, A and Start on controller two, quickly followed by pressing Start on controller one.

MORTAL KOMBAT

Blood code
Go to the ethical code screen and press Two, One, Two, Up and Down for the blood to be included.

MY HERO

Extra lives
You can earn several extra lives by jumping over knife and bomb throwers and then punching the guys in the back. Also, at the end of the first level, trip up the first three dogs and jump over the last one for a handy extra life.

THE NINJA

Bonus points
Get a hit ratio of 100% (not impossible) and you'll receive a massive 50,000 points bonus.

Scroll locations
Scroll one – find it on the first round after killing the transforming ninja.
Scroll two – on round four, shoot the bottom of the statue five times.
Scroll three – on round six, cross the last bridge on the left and walk straight to the tree above the first samurai home next to the wall.
Scroll four – find it on round eight. Go into the top of the last garden on the right and repeat the process you used to find scroll three.
Scroll five – the final scroll appears in round nine. Keep to one side when reaching the top of the wall but don't kill the ninja immediately. Wait for a while and the green scroll will appear; collect this and you'll receive instructions as to how to enter the temple.

Fighting technique
Walk backwards whilst dodging from side to side and pressing the attack button to sustain minimum damage.

NINJA GAIDEN

Infinite stars and fireballs
Wait until ninja boy has got 999 combat points before using any ninja stars.

PAC-MANIA

Secret level
To access the hidden level, eat all the dots while leaving the power pills. An object will appear in the middle of the screen – eat this and you'll be transported to the secret level.

POPULOUS

Password buster

Level		Code
0199	–	KILLMEHILL
1999	–	ALPDEEND
2999	–	SADENG
3999	–	SUZLOPDON
4999	–	KILLOGOAL

POSEIDEN WARS

Extra continues
When you lose your last life press Down, Down, Down, Down, Right, Right, Right, Up, Up and Left to continue.

POWER STRIKE

Extra lives
On the title screen push the pad Down, Right, Down, Down, Left, Right, Up, Right and button one twice to get ten extra lives.

PREDATOR 2

Passwords
Level 2 – SPOCGURD
Level 3 – ROTADERP
Level 4 – SEGATSOH
Level 5 – NAGIRRAH
Level 6 – LAICIFFO

PRINCE OF PERSIA

Passwords
2 – GJKIEV
3 – GIHHGP
4 – LNHMHI
5 – HHKHCR
6 – LKMKFG
7 – JHGHCP
8 – MJEJEW
9 – OIJJEC
10 – KFHGZL
11 – UOOPID
12 – RKJLEJ
13 – NFGBBK
14 – VMMIIT

PSYCHO FOX

Level warp
At the top of the tower of Spring boards is a warp. Choose a tube and as you descend you'll appear on a particular level.

QUARTET

Bullet size increase
On the title screen press pause fourteen times and your bullets will become larger making it much easier to hit the targets.

Level select
On the title screen press Up on controller two then press pause on controller one 12 times. Now press button one and select your starting level.

R-TYPE

Invincibility
Before you turn the power on, hold the diagonal Down and Right on joypad one and the diagonal Up and Left on joypad two. Turn on and wait for the logo before you let go of the buttons. You'll now be invincible!

Extra credits
First, use your 12 credits and when the continue screen appears, rotate the joypad anti-clockwise to enter a sound test menu. Push button two and Left to reveal 95. Rotate from 95 to 00 pushing button one after each number and pausing briefly on each sound. At 00 press one and start rotating the joypad clockwise. Now sit back and watch those credits increase beyond your wildest dreams.

Bonus level
At the end of level four, you'll find a screen packed with green dots. About halfway through this mess there is a gap in the landscape. Fly up into it and you'll be transported to a bonus level.

RAMBO 3

Infinite bullets
If you have the rapid fire module, you'll have infinite bullets.

RAMPAGE

Infinite lives
Wiggle the directional pad clockwise and press buttons one and two simultaneously.

Infinite continues
When the game over message appears onscreen, press both buttons and you'll start the game at the beginning of the level you just completed.

RASTAN

Infinite continues
When the Sega logo appears, hold down both buttons and push the Down and Left diagonal to gain infinite continues.

ROBOCOP VS TERMINATOR NEW!

Weapon select
Start the game as normal, then press pause. Now press up and 1, up and 2, up and 2, up and 1, down and 2, down and 1, down and 1, down and 2. After this you can cycle through the weapons.

Extra lives
Again pause the game and press up and 1, down and 1, down and 1, up and 2, down and 2, up and 2, up and 1, up and 1. You'll now have 9 lives when you unpause the game.

Level skip
Pause the game and press down and 2, down and 1, up and 2, down and 2, down and 2, up and 1, down and 2, up and 1. Unpause the game to skip a level.

ROCKY

Little Injury
Before you ride, press Up, Down, Left, Right and Button two. Do this after you have fought as well and you will be able to get through the game with very little injury.

SECRET COMMANDO

Continue option
Both players must hold down both buttons on the joypads and continually press Left and Right for a continue option. This works after level three.

SHINOBI

Level Select
Press the joypad diagonal Down and Left together with button two and you'll be able to select the starting stage.

SONIC THE HEDGEHOG 2

Level select
Plug the control pad into port two and press Up Left diagonal and buttons one and two. Turn on the console whilst holding down these buttons simultaneously. Now wait until Sonic has run completely across the screen and then plug the controller into port one. Press button two twice and the level select screen will appear.

SPACE HARRIER

Extra continues
To get extra continues, move the control pad Up, Up, Down, Down, Left, Right, Left, Right, Down, Up, Down and Up from the title screen.

Sound test
Call up the sound test with the sequence Right, Left, Down and Up from the title screen.

Difficulty option
Get to the sound test menu and select tunes 7, 4, 3, 7, 5, 8 and 1. You'll now be able to set the game difficulty.

SPELLCASTER

Password buster
To get near the end of the game and avoid having to embark on your epic journey of the universe, use the following cunningly-crafted (and totally unpronounceable) password:
`pljDjZKØ9mZpeEIjioxoGUHC.`

SPY VS SPY

Easy win
Find the airport room first. Wire up all the doors in that room with booby traps and wait for the other player to collect all the items. When the other player tries to get into the room, he'll set off a trap and drop all the goodies. You can now go into the room and pick them up before flying off to the next embassy.

STRIDER

Level skip
To skip to level two, press button one when the title screen appears. When the next title screen appears, hold Up, One and Two.
To skip to level four, wait until the title screen appears, then hold down right and press both buttons.

SUPER MONACO GP

Level codes
2 – `AZNM JDBZ`
3 – `DHMT VSJS`
4 – `ZZEE HYOT`
5 – `EXIP OONJ`
6 – `JYZH WOEL`
7 – `CQAZ AQLV`
8 – `ZPIE VTLB`
9 – `DIJT VGNX`
10 – `HYSF WJKS`
11 – `RCQO TDFT`
12 – `CRWZ OBJM`
13 – `BTMY VBJP`
14 – `ZXDE VHLY`
15 – `EDWP WCCJ`
16 – `EDYP WWWO`

SUPER TENNIS

Perfect serve
When you serve, go to the bottom corner and keep hold of button one. This gives perfect serves unless you're on a level higher than two.

TAZ-MANIA

Infinite lives
On level one, collect a 1-Up in the first set of clouds and then another at the end of the level. Kill yourself and repeat the process until you have enough lives to finish the game.

TEDDY BOY

Level select
On the title screen press Up, Down, Left and Right. When the new screen appears press Up then Down nine times and use button one to choose the start level.

Continue mode
On the option screen press Up, Down, Left, Right, Up, Down, Left, Right. Play the game then when you lose your last life go back to the option screen and select continue, B and "YES".

TENNIS ACE

Password busters
Try any of the following passwords to get the better of your opponents:

`ERVO URSM WRHB OKRF` – all your scores are set at 30
`EZCV FHAM WPBB OKRF` – Italian singles final vs Noah
`EBRO FKJM WWBB OKRN` – French singles final vs Noah
`NKOF VVLG LKGS FCKK` – doubles final vs Noah and Becker

THE TERMINATOR

Level select
On the main *Terminator* title screen hold down button two and press button one once. The screen should turn black. Now press Left, Left, Up, Up, Right, Right, Down and Down. Two zeros will appear on the screen and pushing Left or Right will toggle between the levels.

THUNDERBLADE

Invincibility
Press Up, Down, Left, Right and button one to become invincible.

THUNDERBLADE II

Extra continues
When the game over message appears press button two, Down and Right.

TIME SOLDIERS

Invincibility
In a simultaneous two player game, one of the players can walk off the back of the screen and become invisible and – better still – invincible. The player offscreen can still destroy enemies, though.

TRANSBOT

Options menu
Switch on the console with button two and down depressed. After a few seconds some options will appear. Press Up for infinite lives, Down for infinite weapons, Left for power and Right to cycle through weapons. Push button one on pad two to continue.

VIGILANTE

Level select
To select any level, press the Up and Right diagonal on the joypad and buttons one and two. An option will appear allowing you to start on any level.

WANTED

Level select
Shoot the title screen by pressing fire. Then, while pressing Pause, shoot either of the two exclamation marks (!) at the bottom right of the screen that make an appearance. When the round selector eventually appears, simply shoot the number of the round that you wish to enter.

WIMBLEDON

Bonus points
To add 52 points to your player in Tour mode, enter either of these codes:
Enter: `JJI AAH FHI` `EFJ DER XHA`
Level password
To begin in Australia having already won the American and Australian cup, enter the following code. You'll also be able to put your speed, power and skill up to the maximum of 20 and still have 27 points left over.
Enter: `IJJ WUT RQM`

WOLFCHILD

Level select
Enter this code to take you to the stage select screen: `J8TPR`

WONDERBOY

Level skip
Press button one on the title screen and then twice more. Now press button two twice and hold both buttons together.

Press Up to skip a level.

WONDERBOY II

Extra gold
Plug in control pad two and press either button one or two 45 times. You'll receive 45 more pieces of gold. Carry on if you require more!

WONDERBOY III

Lots of Treasure Chests
Be anyone except Lizard-man and go to the Lizard-man's Sphinx past the pyramid and into the door. Chop away at the bricks and fall down into the darkness to reach the treasure chests.

Legendary weapons
Enter `9JC5 YHX XN4U HT2` to get the legendary weapons.

Resurrection
If you die wearing Hades armour you'll be resurrected.

Full power
Enter spaces as the password and you'll start the game with all available weapons, armour and stones.

Level passwords
`1WZ4 JHO 289Y 5BX` (lizard man)
`NFKU 1EO 4Ø3P X88` (Lizard man)
`2CKF 3L4 894Z A5F` (Mouse man)
`2CKF 3MO 8GEU U7J` (Mouse man)
`YF3U 5DW CR1A ED7` (Mouse man)
`2CKF KKO 8RGP V9J` (Piranha man)
`LIZ4 C14 ER2N 4E4` (Mouse man)
`84FD 5M4 B9PB 86N` (Lion man)
`YF3V 5CO CRVF NC9` (Mouse man)
`ZP3K N4L DA1F TV7` (Hawk man)
`2CKF 7PL 8T4J 27A` (Mouse man)

WONDERBOY IN MONSTERLAND

Extra money
Plug a controller into port two and press button one to bring up the status screen. Each time you do this, you add an extra gold coin to your tally. Repeat the procedure as many times as you want.

ZILLION

Hidden rooms
When you reach a dead end, shoot the wall in front of you up to 15 times to reveal a hidden room.

Extra continues
On losing your last life press button one, two and Up to continue where you left off.

Invincibility
Enter a `MAP` command into the computer and go to room D3, but don't collect any Opa-Opas on the way. On the top level, shoot the furthest cylinder to the right to reveal an Opa-Opa. Collect this and your life gauge will go to 720. Go half way off the screen making sure the lift is still visible, then enter the lift letting the yellow barrier reduce your life to 120. Immediately pull the joypad down and return to the start room. Your life gauge should now read 000 and you should be invincible.

ZILLION 2

Continue option
When you die, press buttons one, two and Up. You will continue from the level on which you died.

GAME GEAR

ALIEN 3

Additional ammo
Enter your name as `CHEAT` for more ammo.

AX BATTLER

Passwords

Firewood City	—	`JMLO BFKC DLEC EAPI`
Turtle Village	—	`PIPF OEBA ODGA IIKO`
Sand Marrow	—	`OOBK CBPM IMAM NBLP`
Holm Stock	—	`EEAP IKLN LMPE CNOG`
Brookhill	—	`AFPL JLNJ OMEM PGJK`
North Valley	—	`LGEC CLBP BIOP NICD`

CASTLE OF ILLUSION

Extra life
Collect the dancing A from the coffee cup screen on level four. Exit, climb the ladder to the left until you get to a room with two insects, a button and a barrel. Lob the barrel and button at the insects to kill them. The button disappears but you may use the barrel to climb up the ladder to the right. The next screen has an insect. Kill it and continue right until you reach a second dancing A. Pass it and keep going until you encounter a drop. You can just fit through it. Jump up so that you can land on your bottom.

Secret Route
Go down the slide nearest to the end of the level in the Clown section. Instead of jumping onto the second landing down, you can eventually jump to the top landing. Here you'll find a treasure chest. Throw it and it opens revealing a coin. Collect this, then run to the wall at the end of the landing. Jump into the wall, and you'll end up near the policeman, a guardian to the main guardian, the Clown!

CHASE HQ

Extra continue
If you bash into the oil barrels on round two, you'll gain an extra continue.

CHUCK ROCK

Passwords

Level 2	–	`7GØ9M`
Level 3	–	`NN6E3`
Level 4	–	`84AKC`

CLUTCH HITTER

Infinite strikes
Select a left handed pitcher and put him on the opposite side to the batsman. Place the catcher halfway behind the batsman and throw the ball while spinning it towards the batsman to get a strike every time.

COLUMNS

Alternative ending
Go to flash mode and select a block starting height of nine. Choose your difficulty level and start the game as normal. Purposely end the game. When the flash mode demo ends, there'll be a different ending.

FANTASY ZONE

Config mode
On the title screen, press Up, Right, Down, Left, one, two, one, two and start

Continue Mode
Wait for the "Game Over" screen to fade and go into the title screen and hold Up and button one, then start the game. You will start on the stage where you died.

Collecting points
All the hamburgers you get to shoot in the first 30 seconds of level one turn into big rotating coins worth 1,000 gold pieces each. Well worth shooting, you'll doubtless agree. The shop appears after you've amassed 2,000 points, so you've got to be quick collecting the points and then heading for the shop.

GLOBAL GLADIATORS

Level select
On the options screen move the arrow to the second option. Then use the D-Pad to input the following directional sequence: left, right, left, right, left, left, right, right, left, right. You can now select a level.

HEAVYWEIGHT CHAMP

Power punches
On the speed select screen, hold down one and press Left, Right and finally Left again.

JUNGLE BOOK

Level Select
Circle the pad clockwise by holding 1 and 2 and start and you will hear a little noise. Press start again and you can now select levels to your hearts desire.

KRUSTY'S FUN HOUSE

Codes

Level 2	–	`SELMA`
Level 3	–	`SCRATCHY`
Level 4	–	`SKINNER`
Level 5	–	`GROENING`

Password buster
Enter `TRACY` to open all the doors.

LEMMINGS

Level Codes

Level	Tricky	Taxing	Mayhem
1	`RCEOJTHO`	`ECWMZGTM`	`GGFOYQBC`
2	`YQSDGSNU`	`ZSFKUJSF`	`FLWNCXPG`
3	`JTHPGFDY`	`LXPGFDYR`	`FECWMYRD`
4	`RDHPGFEC`	`CFKUJTJT`	`HOEBVKUI`
5	`WMZSEJTG`	`GMYRCFKU`	`QBCEJSEI`
6	`MZTHPGGF`	`JTHPEFCX`	`RDHPGGFE`
7	`DZSEIRCE`	`PFDZSFLX`	`CXOEBVKU`
8	`IQSCFKVL`	`DECWMZTG`	`IQABDHPF`
9	`WMYRDGMY`	`NBUJSFLW`	`DYRCEJTG`
10	`RDGMZSFK`	`MZSFLWMY`	`NCXOEBUJ`
11	`VLXODZTH`	`RLFKUJSE`	`THOECXPF`
12	`PFECXPFE`	`IRCEJSEJ`	`DYRCEIRD`
13	`BUJTHOEC`	`SEJTHOEC`	`GNBUJTHO`
14	`XOECWNBU`	`WMYQBOGM`	`DZSFLXPF`
15	`JSFKVKUT`	`YQAAAAAB`	`DZTHODZS`
16	`THODZTGM`	`DHODYROG`	`EJTHPFDZ`
17	`YQBCEIRD`	`NCWNCWMY`	`SFKVLWNC`
18	`HPFDZTHP`	`QAABDHPG`	`XPFDYQBN`
19	`FEBVLWNB`	`GGGFDYQA`	`GNCWMZTH`
20	`UJTHPFEL`	`AABDGMYR`	`ODYQBCFL`
21	`WNCWNBLL`	`DHODYQAB`	`XDECWMYQ`
22	`WMYRCEJT`	`DHODYQB`	`BCFLXPGF`
23	`GNBUIQAA`	`GNCXPGGG`	`EBVKVLWM`
24	`ABDGMZTA`	`GFDZTHPG`	`YRDGNBVK`
25	`ODYRLEJS`	`GFECWMYR`	`VKUJSFLX`
26	`FKUIQBDG`	`CEIQABDG`	`PFDZTHPF`
27	`NBVLXPGG`	`NCWYRCEA`	`DZTHPGFD`

28	FDYQBDGN	IROHDDZS	YRCFKVLW
29	BVLWMZTE	EJTGMYQB	NCWNCWNC
30	NBUIRDHO	DHODZTHP	WMZTHPFE

LUCKY DIME CAPER

Unlimited lives
When you lose your last life and the continue screen appears, push Down and button one simultaneously. You'll continue the game on the level where you died, and you'll now be armed with unlimited lives.

MORTAL KOMBAT

Blood code
Go to the ethical code screen and press two, one, two, Up and Down for the blood to be included.

OUTRUN

Infinite time
Hold down diagonal Left, one, two and Start, then start the game.

NINJA GAIDEN

Password buster
The following are codes to get to higher levels in the game:
NINJA – level 2 GIDEN – level 3
DRGON – level 4 SWORD – level 5

Invincibility
To become invincible, enter the password NODIE. Then go back to the title screen and start the game.

Credits
During the password screen, enter MONTY. This will enable you to see the list of staff names.

OUTRUN

Invincibility
Set the cursor to one Player, hold down left, buttons one and two, then press start. Your machine can now drive through other vehicles and obstacles. It is also not affected by time over.

PENGO

Level select
Press and hold the Up Left or Right diagonal, then hold buttons one and two and press Start. The level select will be yours along with seven lives.

PSYCHIC WORLD

Level select
To choose which level you start on and also hear the game's sounds, hold down the Left and Up diagonal, one and two during the title screen. Then push Start.

PRINCE OF PERSIA

Codes

Level 2	–	EIKGDP
Level 3	–	ILLKGE
Level 4	–	LMJMIK
Level 5	–	HGFIDN
Level 6	–	IFGIDO
Level 7	–	MIMLGC
Level 8	–	KELIDU
Level 9	–	NFOKFF
Level 10	–	LCJHCP
Level 11	–	OEMJEB
Level 12	–	PEJKEA
Level 13	–	PDHJDV
Level 14	–	QDGJDV

RASTAN

Infinite continues
To continue the game after you've been killed, press Up and Start simultaneously.

SHINOBI

Extra life
There is an extra life in the second part of the woodland level. Go to the top of the tower where the pole sticks up in the air. Stand on the right of the pole facing left, jump up and fire. An extra life will appear for the taking.

Best path
Tackle the levels in the following order: Highway, Harbour, Valley, Woodland.

Level Select
Pushing Down and pressing button two on the title screen of this excellent hand-held ninja game when the complete ninja face is showing, reveals the ingenious level select.

SHINOBI II

All Characters Password
Go to the password screen and enter:
F5958
When you start the game you will have the yellow and blue crystals with all the characters.

SHINOBI III

Level codes
Pink – CO444
Blue – 5o858
Yellow – 1o373
Green – Bo2F2
Pink Crystal – FD9D8
Blue Crystal – D4939
Yellow Crystal – F5958
Green Crystal – BF26A
Enemy Base – BF26A

SLIDER

Level codes
Following are all the codes for the last 50 levels:

AGAG – 50	JGJI – 51	APAP – 52
JPJB – 53	AGCI – 54	JGLK – 55
APCB – 56	JPLD – 57	CGAI – 58
LGJK – 59	AEEI – 60	JENK – 61
ANEB – 62	JNND – 63	AEGK – 64
JEPM – 65	ANGD – 66	JNPF – 67
CEEK – 68	LENM – 69	AGEK – 70
JGNM – 71	APED – 72	JPNF – 73
AGGM – 74	JGPO – 75	APGF – 76
JPPH – 77	CGEM – 78	LGNO – 79
EAAE – 80	NAJG – 81	EJAN – 82
NJJP – 83	EACG – 84	NALI – 85
EJCP – 86	NJLB – 87	GAAG – 88
PAJI – 89	ECAG – 90	NCJI – 91
ELAP – 92	NLJB – 93	ECCI – 94
NCLK – 95	ELCB – 96	NLLD – 97
GCAI – 98	PCJK – 99	

SONIC THE HEDGEHOG 2

Level select
Before switching on hold the Left Down diagonal and both buttons, then press and hold Start simultaneously. Switch on while still holding all the buttons and wait until Sonic has run right across the screen then press Start again and a level select screen will appear.

SPIDER-MAN

Hidden Game
Hidden deep within the game of *Spider-Man* is a *Pac-Man* game. To access it, you first have to collect the key from Electro's Power Plant. Once done, drop down the left side of the screen, and you'll see a Game Gear appear. The next time Peter's room appears, press A and get chomping those dots.

STREETS OF RAGE

Level Select and Invincibility
Select tracks 01 then 11 on the sound-test screen, then press buttons one and two simultaneously for the options to appear.

Extra continues
On the game over screen press Left, Left, B, B, B, C, C, C and Start. You'll now be able to continue from where you left off.

SUPER MONACO GP

Corner taking
When going around corners, let go of button one and rapidly press it instead. You'll stay on the track while keeping a constant speed.

Final sequence
Go to the password screen and select World Championship mode. This will take you to the final screens. Also input CHAMPION on the same screen.

TAZ-MANIA

Extra lives
On the first level spin all the way to the opening, but don't jump down. If you're far enough ahead of the bomb, walk back and a heart should appear. You must walk to the very edge for the cheat to work. On the ice level, wait until the guardian is small and squash him, you'll be rewarded with another extra life.

THE TERMINATOR

Level select
Keep circling the control pad anti-clockwise while holding button two and a level select will appear.

WIMBLEDON

Maximum Everything!
Enter the codes IKM JKI POC.

WONDERBOY

Level skip
Press Down and Start on the title screen. Then push Up on the joypad to choose the starting level.

Run faster
To make Tom run faster, press and hold buttons one and two simultaneously and press right. If you want to attack something, press button two.

BUSTERS

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

got one of these?

then get this

Mega POWER

play the first three stages of Core's stunning shoot-'em-up!

mega power 10

on sale april 21

XS CODES

MEGA DRIVE

How we manage to cram all the codes into this section is still a mystery. Here you will find all the best codes for the Datel Action Replay and Hornby Hobbies Game Genie. No other magazine regularly prints ALL the codes you will ever need. Every code printed here can only be used with the relevent device. You CANNOT press F, F, 1, B, Ø, 4 on the joypad – just in case there were any of you still trying to get them to work. You MUST have an Action Replay, or a Game Genie, to make full use of these codes. Both devices are available from our Super Savers at the back of the magazine.

AFTER BURNER

002D506004: Infinite lives.
00381C600A: Infinite missiles.

ALADDIN

FF72A700E3 - Infinite lives.

ALICIA DRAGOON

FF01A3[illegible]X: Where X is a level number, you start from this level.
FF00220010: Friendly monster energy meter does not decrease.
FF00C2000A: Infinite energy.

ALIEN³

FF08450099: Unlimited machine gun rounds.
FF08470099: Unlimited flame.
FF08490099: Unlimited Mortars.
FF090B0009: This parameter is for infinite lives.
FF0811000X: X is the number of prisoners to collect
FF08130002: Level select, you must start the game and lose a life before correct level is selected.
FF08670059: Infinite time.
FF08670059: Infinite missiles.

ALIEN STORM

007C520000: Special attack does not lose energy.
00C7CE4E75: Normal attack does not lose energy.
003A2E6002: Unlimited credits.
00A7546002: Aliens do no damage.

ALTERED BEAST

002C58603E: Almost invulnerable.
002F6A602C: Infinite lives.
0037185668: First ball turns you into the beast.

ARIEL THE MERMAID NEW!

FF8000000X - Level select. You should replace the X with the level number, from one to seven.

ARROW FLASH

00A674000A: Ten special weapons per life.
00BAD66004: Unlimited special weapons.
0054326004: Unlimited lives.
000438000X: Use a number in place of X to select a level number.

ATOMIC RUNNER

FFC321000F: Infinite continue.
FFC3230004: Infinite lives.
FFC3240001: Invincibility (Death can still occur by falling).
FFDD0D000X: Size of shot (X is 1-4).
FFDD1A0010: Super high jump.

BART VS THE SPACE MUTANTS

FF01B70002: Infinite energy.
FF01B40004: Infinite lives.
FF01450010: Infinite money.
FF01A40001: Infinite spray cans.

BATMAN

FFFE320007: Unlimited lives.
FFFE340009: Unlimited batarangs.
FFFE380001: Unlimited guided batarangs.
FF431C0006: Infinite lives.

BATMAN RETURNS

FFFE320003: Infinite lives.
FFFE34000A: Infinite batarangs.

BATTLE SQUADRON

00EF960000: Infinite lives.
00365E0000: Infinite smart bombs.
00D4F46008: Don't downgrade weapons.

BATTLETOADS

FFE0460005: Infinite lives.
FFE0070017: Infinite energy.
FFDF020000: Lose energy from one hit.

BONANZA BROTHERS

0053446068: Infinite lives for red player.
0053D0606C: Infinite lives for blue player.
0104580005: Five minutes per level.
01066A4A28: Infinite time.

BUBSY

FF023B0009: Infinite lives.
FF02490OXX: Level select replace XX with Ø-13.
FF00E90059: Unlimited time.

CADASH

FF0E510099: Can be used for a fighter or a mage, it keeps your health at 153.
FF0E570099: If you're a mage, it keeps your magic at 153.
FF0A7B0002: This will give you unlimited continues.
FF0E930009: This will give you a constant nine healing herbs.

CHESTER CHEETAH

FFF81E0004: Unlimited energy/lives.
FFF82100XX: Replace with number of badges.
FFB3FD0005: Stage select.

CASTLE OF ILLUSION NEW!

FFF3250003: Infinite lives.
FFF3230003: Infinite energy.
FFF3210005: Infinite items.

CHUCK ROCK

FF06D10003: Infinite lives.
FF06D50007: Unlimited energy.

COOL SPOT

FF078A0039: Increase cool % fast.
FF078C0035: Unlimited lives.
FF0770001: Invulnerable.
FFF5120000: Higher Jump.
FF57C0008: Unlimited power.
FF0714031: Stop the timer (turn Action Replay off at the end of each level).
FFF5E0007: Infinite energy.
FF0714038: Infinite time.
FF77[illegible]CD: Slows timer.

CRUE BALL

FF84390OOX: Volume level select (Ø-9).
FF843B000X: Score multiplier (Ø-5).
FF843D0001: Infinite balls.
FF843F000X: Number of extra balls (Ø-5A).
FF84430OOX: Number of times 5ØK is shot (Ø-3).

CYBERBALL

0095D49999: Player starts with $999,9ØØ.
0095EA9999: Player one in a two player game starts with $999,9ØØ.
0095F09999: Player two in a two player game starts with $999,9ØØ.

DARK CASTLE

FF130B0003: Infinite lives

DESERT STRIKE

FF10B70003: Infinite lives.
FF10AB0064: Unlimited fuel.
The following codes cannot be used when you have entered a password.
FFACDC00XX: Armour X256. (XX ranges from 0-FF).
FFACDD00XX: Armour X1. (XX ranges from 0-FF).
FFAE9D009A: Unlimited chain guns.
FFAEDD0026: Unlimited Hydras.
FFAF1D0008: Unlimited Hellfires.
FF10AB0064: Unlimited fuel.
095F8C1388: Gun capacity is 5,000.
0049BE0000: Helicopter consumes no fuel.
006AA44A79: Infinite lives.
00689C4A79: Unlimited fuel.
0049D07FFF: This parameter will start the game with 32,767 armour.
095FCA0190: Hellfire inflicts 400 points of damage.
00D55A6002: Unlimited capacity on all weapons.

DICK TRACY

04D82400XX: Change XX to start with different values. Try 04D8240063 for 99 lives.
05BAA26024: Almost invulnerable to enemy attack.
0686464E71: Infinite time.

DIZZY

FF81490002 - Infinite lives.

EA HOCKEY

00C0080000: Freeze game timer.
009A706002: Freeze penalty timers.

ECCO THE DOLPHIN

FFB6360003: Unlimited air.
FFB6350038: Unlimited health.
FFB7FF0000: Invincible to crushing walls on last level.
FFB7C20000: Ignore water currents.

ESWAT

0019604E71: Infinite lives.
0017C26000: Use with the next two codes. This will make you invulnerable.
001A284E71: Use with above and below codes.
00258C6002: Use with both above codes.

ETERNAL CHAMPIONS NEW

FFABEF0068: Infinite energy player 1.
FFAABB0068: Infinite energy player 2.

FAERY TALE ADVENTURE

006176XXXX: Julian starts with XXXX amount of coins.
006170OXXX: Julian starts with XXX kindness points.
01063E6006: All items are free.
0029E46002: Swimming no longer causes any loss to your vitality.

FANTASIA

005D54103C: Gives energy instead of removing it.
005D584E71: Used in conjunction with

above code.
0062284E71: Infinite large magic.
0062504E71: Infinite little magic.
FF07D90004: Infinite strength.
FF07DB0003: Infinite dreams (lives).
FF08370003: Infinite magic paints.

FATAL LABYRINTH

004A8E5000: Start with 5,000 hit points, use code below as well.
004A905000: Use with the above to start on 5,000 hit points.
00996C6016: Almost infinite hit points.
0070107C14: Restore hit points at a super fast rate.
0050E06004: Kill most enemies with one attack.

FATAL REWIND

FFE0210002: Infinite lives.

FIFA SOCCER

FFFC470000: Player 2 can't concide a goal.
FFFC490000: Use with the code above.

FLASHBACK

FFD3D70005: Infinite shields.

FORGOTTEN WORLDS

FF11090028: Makes player invulnerable.
FF1A470028: Makes player two invulnerable.
FF11060099: Increases the intake of Zenny for player one.
FF1A440099: Increases the intake of Zenny for player two.

GADGET TWINS

FFo8B70003
FF08BA0003 - Invincibility.
FF0389000X - Level select. Replace X with the level number.
FF09B50028 - Infinite energy.

GHOSTBUSTERS

FFFE2C0010: Unlimited life.
FFFE32001A: Unlimited energy.
FFFE0D00XX: Money x 100,000 (XX ranges from 0-99).
FFFE0E00XX: Money x 100 (XX ranges from 0-99).
FFFE0F00XX: Money x 1 (XX ranges from 0-99).

GHOULS 'N GHOSTS

0065866006: Infinite lives.
0073B40001: Instant charge on magic armour/ weapon.

G-LOC

FF45A20040: Infinite time.
FF4A480020: Air to air missiles.
FF4A4A0020: Air to ground missiles.

GOLDEN AXE

FFFE7E0080: Unlimited life for Duel.
FFFE720031: Stop timer for Duel.
FFFE7C0003: Infinite lives.

GOLDEN AXE II

FF08820005: Always keep five bombs while the Action Replay is enabled.
FF088000XX: Will give you XX lives when you activate Action Replay.
FF08820005: Change number at the end to keep required amount of bombs.

GREAREST HEAVYWEIGHTS

FFF1A0000D: Infinite power.
FFF1A2000D: Infinite speed.
FFF1A4000D:Infinite Stamina.
FFF1A6000D: 240 Million dollars after you win 1 fight.
(the above code work for career mode only).
FFF0000000: Always win.

GREENDOG

FF17DD0004: Infinite lives.

GUNSTAR HEROES

FFA4250065 - Infinite energy for player one.
FFA6250065 - Infinite energy for player two.
FFA46F00XX - Replace XX with one of the below for player one's first weapon.
04 Force
08 Lightening
0C Chaser
10 Fire
FFA66F00XX - The above, but for player two.
FFA47100XX - As above, but players ones second weapon.
FFA67100XX As above, but for player two.

HELLFIRE

002AE46004: Infinite hellfire missiles.
00283E6004: Infinite lives.
0026085079: First power-up gives you full power.
0028020005: Same facility when used with above code.

HOOK

FF8C630003 - Infinite energy.
FFDD700006 - Infinite lives.
FFDD850059 - Infinite time.

HUMANS

FF081900XX - Stage select. Replace XX with 01 to 50.

THE IMMORTAL

0081E8197C: Use with following parameter for infinite lives.
0081EA00FF: This is used with above to give you infinite lives.
0113F46006: This cheat will defeat the goblins in combat.
0099304E75: Beat floor traps, worms, arrows etc.
FF109A0002: On most levels this provides you with unlimited continues.
FF0B720003: Unlimited amount of fireballs.
FF10A8000C: This will stop your man from losing energy during fights.

JAMES POND

007ED16004: Infinite lives.
008A166002: Infinite time.

JAMES POND II: ROBOCOD

00190A4E71: Infinite lives.
003D1C6002: Use with code below to make you invincible.
003CC26002: Use with above code.
0029166002: Keep wings from round to round.

JEWEL MASTER

FFC4D50048: Unlimited health.
FFC4320XXX: Score x 1,000,000. (XXX is Ø-999).
FFC434XXXX: Score x 1000. (XXXX is Ø-9999).
FFC4420003: Infinite continues.

JOHN MADDEN FOOTBALL

0092660 0XX: Play starts at XX seconds.
0074C4000X: Where X is the amount of timeouts the home team start with.
0074CA000X: Visiting team starts with X timeouts.
008E380006: Only need five yards for first down.
008FE4563Ø: Touchdown worth three points.
008FE4503Ø: Touchdown worth eight points.

JUNGLE STRIKE

FF10B3000X: Level select (replace X with level number Ø-8) (9=finish screen).
FF10CF0003 : Infinite lives (all levels).
FF10C70064: Unlimited fuel (all levels).

JURASSIC PARK

FF003B00FF: Unlimited blue banded darts.
FF003D00FF: Unlimited stungun.
FF003E00FF: Unlimited gas grenades.
FF003C00FF: Unlimited red banded darts.
FF003F00FF: Unlimited flash grenades.
FF004000FF: Unlimited rocket.
FF004100FF: Unlimited concussion grenades.
FF00550020: Infinite energy.
Ff00530 0FF: Infinite lives.

KID CHAMELEON

FFFC4500XX: XX in this code referes to a level number to start from any level.
FFFC430063: Will maintain your maximum number of diamonds all the time.

KRUSTY'S SUPER FUN HOUSE

FF02FD000X: Level select. (0-4)
FF03EX0000: Remove golden padlock from final door.
FF0FF30002: Infinite lives.
FF0FF50064: Invincibility.
FF0FFD000A: Infinite weapon count.

LEMMINGS

FFF4E8003B: Unlimited time to complete a level.
FFF48E0013: Infinite builders.
FFF48B0013: Infinite floaters.
FFF48A0013: Infinite climbers.
FFF48C0013: Infinite bombers.
FFF48D0013: Infinite blockers.
FFF48F0013: Infinite miners.
FFF4800013: Infinite diggers.

LHX ATTACK CHOPPER

FFF1BD00D0: Infinite chain guns.
FFF1BF0004: Infinite sidewinders.
FFF1C10008: Infinite hellfires.
FFF76CXXXX: Score.(Where XXXX ranges 0-FFFF).
FFF92A004A: Unlimited fuel.
FFFBF400XX: Mission number. (XX ranges 0-21).
FFF1C10004: Unlimited hellfires.
FFF1BF0009: Unlimited sidewinders.

LOTUS TURBO CHALLENGE

FF41A5000X: Level select (Ø-7)
FF7CB50063: Unlimited time for player one.
FF7D7F0063: Unlimited time for player two.

MARBLE MADNESS

FFAC770039: Infinite lives.
FFB0CF0039: Infinite time.

MARIO LEMIEUX HOCKEY

0162B06004: Freeze timer.
0162D46004: Freeze player 2's first penalty timer.
0162C24E75: Freeze all penalty timer.

MARVEL LAND

FFF7470002: Infinite lives.

MEGA-LO-MANIA

FF156F0063: Infinite men for every island.

MERCS

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

MICKEY MOUSE

00B7944E75: Mickey only takes one point of damage per section.
00C8C40026: Jump higher.

MICRO MACHINES

FFA6C70003: Infinite lives for player one.
FFA6A50004: Activate Action Replay during the race to finish first. Not to be used on the Bonus Rounds.
FF80810 0XX: Level select. Where XX is a number between 1-18 to select that

MIGHT & MAGIC

02BB800000: Dagger is free.
02BBB60000: Nunchukas are free.
02BB000000: Short sword is free.

MOONWALKER

005F1E31FC: Use with below code. This will increase Michael's ability to dance.
005F200040: Use with above code.
00DFD06004: Infinite lives.

MORTAL KOMBAT

FFFF5B0001: Activates the cheat screen (allows full blood during game).
FFCAB90078: Infinite energy for player 1.
FFCBB90078: Infinite energy for player 2.
FFAC7E0099: Unlimited time.
FFAABB000X: Replace X with Ø-C to select stage.
FFAAAE000X: Replace X with Ø-7 to select character for player 1.
FFAAAF000X: Replace X with Ø-7 to select character for player 2.
FFCC4B0046: Makes player 2 stay on the same spot.

MUTANT LEAGUE FOOTBALL

FFFD5E0002 - Super-charged running.
FFE1E60003 - Start the game in the finals (turn the switch on in the team select screen).

NEW ZEALAND STORY

FF80030003: Infinite lives.
FF80040005: Infinite continues.

OUTRUN

0035A84A10: Infinite time.

PHANTASY STAR II

002D526002: Players never get paralysed.
00D01C600C: All items are free of charge.
002B0C6012: No damage is taken in battle.
002C146012: No damage is taken from venomn strikes.
00716E6014: No damage is taken in the damage zones.

PHANTASY STAR III

0182DC8XXX: With XXX giving the amount of Mesetas.
00AB186006: All items are free.
0111766004: Characters cannot be

poisoned.
00C36A6018: Sleep and game saving are free.
0103306034: Can be used to protect you against enemy attacks.

RAMBO III

0022803CC0: Will give you a large amount of lives.
00495A6012: Infinite lives during missions.
002E186012: Infinite lives during bonus battles.
0048407200: Infinite arrows.
0098E600XX: Each A is worth XX arrows e.g. **0098E60010** for 10 arrows per A.
0048DA7200: Infinite time bombs.
0098D200XX: Each B is worth XX bombs.

RASTAN SAGA II

FF0AC1000A: Unlimited life.
FF0AC30002: Infinite lives.

REVENGE OF SHINOBI

00C1B24E71: Will give you unlimited Shurikens through out the game.

ROAD RASH

00BA7C6002: Slows the game down while the enable switch is on.
001AAC000X: Player one starts at level X.
001BC2000X: Player two starts at level X.
001AD2000X: Player A starts with bike number X, eg use **001AD20007** for Diablo.
001BEE000X: Player B starts with bike number X, eg use **001BEE0007** for Diablo.
FF050D000X: Level select for player A.
FF050F000X: Level select for player B.
FF051900XX: Money X 655,360 for player A. (XX ranges 0-FF)
FF051AXXXX: Money X 10 for player A. (XX ranges 0-FFFF)
FF051D00XX: Money X 655,360 for player B. (XX ranges 0-FF)
FF051EXXXX: Money X 10 for player B. (XX ranges 0-FFFF)
FF0543000X: Bike for player A. (X ranges 0-7)
FF0545000X: Bike for player B. (X ranges 0-7)
FF1A8800XX: Maximum speed. (XX ranges 0-7C)

ROAD RASH II

FFF4CF000X: Level select for player A (1-5).
FFF4D1000X: Used with above code.
FFF4D3000X: Level select for player B (1-5)
FFF503000X: Bike for player A (F is a special bike called Wild Thing 2000).
FFF505000X: Bike for player B (Ø-F, where F is a special bike).
FF05BF000X: Number of Nitros. (Ø-8)
FF05CF000X: Number of Nitros for player B in head-to-head. (Ø-8)
FF06C400FF: Never hit certain objects. (Note: this doesn't work in head-to-head)
FF0A7B0001: Bike can reach maximum possible speed.
FF0EFB0001: Bike can reach maximum possible speed for player B.
FF0ACD000X: Weapon carried/ hitting method.
FF0F4D000X: Weapon carried/ hitting method for player B in head-to-head.
FF0AD300FF: Player always stays on bike. (Note: bike can't be wrecked!)
FF0F5300FF: Player always stays on bike for player B.

ROBOCOP VS TERMINATOR

FF009C0005: Infinite lives.

ROCKET KNIGHT ADVENTURES

FFFB0D0005 - Infinite lives.
FFC041003F - Infinite energy.

ROLO TO THE RESCUE

FFC51E0004: Infinite continues.

SHADOW OF THE BEAST

014E9E6004: Unlimited energy.
014EDC4E71: Protection against sudden death.
FF1A17000C: Infinite lives.
FF1A17000C: When switched is enabled your energy will be restored.

SHADOW OF THE BEAST II

FF22390080: Every time Acton Replay is enabled your energy is restored.
FF22420002: Second option is always axe, even though it is not visible.
FF22420004: Second option is health restore option.

SHINING IN THE DARKNESS

001AFE0000: Herbs are free.
0015060000: Depoison is free.
0015160000: Wisdom is free.
0015960000: Healer fruit is free.
00159E0000: Smelling salts are free.
002D3403E7: Use with below code to start the game with 999 points.
002D4003E7: Use with above code.
0012CE0000: Woodstaff is free.
0012360000: Word is free.
00143E0000: Bronze shield is free.
0014160000: Bronze armour is free.

SIDE POCKET

FFC09400XX: Balls in stock. (XX ranges Ø-10).
FFC0A200XX: Total Score x 100.

SLAUGHTER SPORT

FF28950068: Unlimited health for player one.

SMASH TV

FFA37B0007: Infinite lives.

SONIC THE HEDGEHOG

0138A06032: Infinite lives.
0039F011C1: This parameter makes Sonic invulnerable to enemies.
00A35E6042: Gives Sonic his turbo shoes.
0039DC31C1: This will start you with several hundred rings on each level.
0032426010: Start from any level.
FFFF760012
FFF76300FF - Ultra Fast Sonic
FFFEC00012
FFF7630099 - Ultra Fast Tails
FFFE100008 - Incomplete Zone (Hidden Palace Zone)

SONIC THE HEDGEHOG 2

FFFE120009: Infinite lives.
FFFE210063: Gives you 99 rings all the time allowing special exits etc.
FFFE090001: Allows you to modify levels by using the A and C buttons. Switch the Action Replay on then off fairly quickly to use this cheat, once you have changed the level press B.
FFFFD00001: Press start and A together for level select.
FFFFB1000X: X is the number of Chaos Gems in possession (1-7) use with code for number of rings to change into Super Sonic.
FFFE2100XX: XX is the number of rings in possession – set to 50 or more and set the Chaos Gems to seven and you can turn into Super Sonic by jumping into the air.
FFFE190001: Jump higher/Weird hair.
FFF65F00FF: White Sonic.
FFFE12000X: X is the number of lives.
FFB01E0000: Sonic is always running.
FFB02B0001: Shield protection.

SONIC 3

0001F04500: Lets you play the US version on UK machines at the correct speed setting.
0001F04A00: Lets you play the US version on Japanese machines.
FFFE120005: Infinite lives.
FFFE210063: Unlimited rings.
FFFFFA0001: Change Sonic into any graphic and place new parts on each level.
FFFFB1000X: Number of gems collected (replace X with a number between 0 and 7).

SONIC SPINBALL

FF579E0003: Infinite lives.

SPACE HARRIER II

006CD4000A: Start with ten lives.
006CD40014: Start with twenty lives.
007C744A38: This parameter is for infinite lives.

SPEEDBALL 2

FF009F00XX: Freezes timer at the value in XX eg use **FF009F0002** to keep the game going as long as you like.
FF00FA7FFF: Unlimited cash for player one.
FF0DEE0002: Score multiplier is two in favour of player one.
FF0DEE0001: Score multiplier only one in favour of player one.
FF0DEE0000: Score multiplier inactive.
FFD5AA0008: Electro mode.

SPIDERMAN

FFE691003B: Unlimited time.

SPLATTERHOUSE II

FF00F70004: Unlimited life.
FF00F70003: Unlimited energy.
FF00F80003: Unlimited energy.

SPLATTERHOUSE III

FF00B40005: Unlimited lives.
FF00B700E1: Unlimited time.

STAR FLIGHT

FF957300FF: Used with below code gives infinite fuel.
FF95DD00FF: Use with above code.
FF97810098: Used with below code gives unlimited money.
FF98310098: Use with above code.
FF97A50010: Cargo pods.
FF943C0021: Used with below code gives infinite time.
FFC34B0015: Use with above code.

STEEL EMPIRE

FFCB4B0013: Gives you a weapon level of 20.
FFCB570003: Unlimited bombs.
FFCB510003: Infinite lives.
FFE07B000X: Start from any level where you should replace X with a number 1-6.

STORMLORD

FF00250005: Infinite lives.
FF00290004: Speedy StormLord
FF00370001: Invincibility (almost). Falling and fire still kills.
FF00A50001: Unlimited time.
FF05DB000X: Level select (0-9).

STREET FIGHTER II

FF80C10000: Special moves in the air for player 1.
FF83410000: Special moves in the air for player 2.
FF972A0099: Stops the time.
FF80430080: Infinite energy for player 1.
FF82C300B0: Infinite energy for player 2.
FF81DB000X: Replace X with the character number Ø-B to fight as player 1.
FF845B000X: Replace X with the character number Ø-B to fight as player 2.
FF81DA0002: Player 1 only needs to win one round to finish the stage.
FF845A0002: Player 2 only needs to win one round to finish the stage.
FF96AB000X: Replace X with the character you want to fight against. Ø-B (player 1) or background to fight with (two player).

STREETS OF RAGE

002B664E71: Infinite lives for both players.
010CE01C80: Will give you infinite time on each section.
00402E4E71: Gives a constant supply of special weapons.
FFFF200003: Infinite lives for player one.
FFFF230003: Infinite lives for player two.
FFFF210002: Infinite special attacks for player one.
FFFF240002: Infinite special attacks for player two.

STREETS OF RAGE 2

FFEF690000: Almost never get hit-player one.
FFF0690000: Almost never get hit-player two.
FFEF810068: Unlimited health for player one.
FFF0810068: Unlimited health for player two.
FFEF830005: Infinite lives for player one.
FFF0830005: Infinite lives for player two.
FFFC3C0099: Unlimited time.
FFFC43000X: Level select (1-8).

SUPER HANG-ON

008B14600E: Infinite time in arcade mode.
0054BE600A: This parameter allows infinite money in the original mode only.
00E68A123C: Use with code below.
00E68C00XX: Adds XX seconds when you get extended play – use with above code.
FF05540055: Unlimited time.

SUPER HYDLIDE

FFE00D0019: Unlimited life.
FFE11C0004: Magic invincibility

SUPER MONACO GP

FF91080001: Used together with below code will take your car to about 39Økm/h.
FF9109008F: See above.
FF91080002: Used together with below code will give you speed of 507km/h.
FF91090000: See above.

SUPER MONACO GP II

FFFC2AXXXX: Current speed.
FFFF5B000X: Player's position (0-F).
FFFF61000X: Rival's position (0-F).

SUPER SMASH TV

FFA3490010: Keeps weapon for player two until the next one is picked up.
FFA347000X: Weapon select for player two you must put the above code in. Use 2 for spray, 4 for photo, 6 for missile launcher and 8 for peanut gun.
FFA3420005: Player two shield. invincible.

FFA3A90004: Unlimited lives for player two.
FFA37B0007: Unlimited lives for player one.
FFA3020005: Gives player one a shield as long as the switch is activated.
FFA3090010: Keeps weapon for player one once it is picked up.
FFA307000X: Player one weapon. You must enter the previous code as well as this one. Use 2 for spray, 4 for photo-gun, 6 for missile launcher and 8 for peanut gun.

SUPER THUNDERBLADE

FFF82A0007: Infinite lives.
007A264A38: Player cannot lose a life.

SWORD OF SODAN

0047426002: Infinite lives.

SWORD OF VERMILLION

00B5BA4E71: Invincibility against most enemy and protection against poison.
0223OC0000: Ferros magic spell book is free.
0223100000: Sangua magic spell book is free.
0026CA4E71: Increase experience levels very fast.
01A20E4A78: With below code will allow almost unlimited magic.
01A2424A78: See above.
02242C0000: Crystal armour is free.
02248A0000: Diamond armour is free.
0224400000: Golden sword is free.

TAZ-MANIA

FFD45B0003: Infinite lives.
FFD0370002: Unlimited chilli peppers.
FFD4CB0002: Protection against enemy while the switch is on.
FFD45B0003: Infinite lives.
FFD02100XX: Level/section. (XX range 0-13, 19 gives ending).
FFD4BC000C: Unlimited health.
FFD4CB0002: Protection against enemy while the switch is on.

TECHNOCOP

FF17050048: Invincible car.
FF177B0001: Unlimited time.
FF25AE0001: Unlimited health.
FF26290005: Infinite lines.

TERMINATOR 2

FF80CA0004: Unlimited lives.
FF80190025: Unlimited missiles for player one.

THUNDER FORCE IV

FFF2DD00FF: All weapons.
FF80030001: Gives you the claw.
FF80040001: Gives you the shield.

THUNDERFOX

FFB00B0001: Unlimited energy.
FFB00D00C0: Infinite lives.

TMNT: HYPERSTONE HEIST

FFC0390004: Infinite lives for player one.
FFC03B0004: Infinite lives for player two.
FFC0590050: Unlimited life for player one.
FFC05B0050: Unlimited life for player two.

THE TERMINATOR

FF147D001F: Unlimited health.
FF147D001F: Infinite energy.
FF80CA0005: Player one unlimited lives.
FFFF9D0005: Player two unlimited lives.
FF80190025: Player one unlimited rocket grenades.
FF80690025: Player two unlimited rocket grenades.

TINY TOONS

FFFB0B0003: Infinite energy.
FFFB090002: Infinite lives.
FFFB0F0032: Gives one special helper each time you pick up a carrot.
FFFB110009: Pick one special helper up to get infinite helpers.

TOEJAM & EARL

00BCB06002: Infinite lives (ToeJam & Earl).
00BB9800063: This parameter will start ToeJam with a total of 99 bucks.

TOKI

FF1B860005: Infinite lives.
FF1B830059: Unlimited time.

TURBO OUTRUN

FF9EF7003B: Stops clock.

TWIN HAWK

00358C6004: Infinite special weapon.
002B586004: Infinite lives.
003F087E03: To be used with below code.
003F0A6002: Used with the above code, this will give you your full complement of power-ups straight away.

UNIVERSAL SOLDIER

FF12D90009: Unlimited smart bombs.
FF0ADF000X: Gives you X lives each time the Action Replay is enabled.

VALIS III

FFF4590016: Infinite lives.
FFF4470018: Unlimited energy.
FFF44B0018: Constant full energy meter.
FFF45B002C: Stops clock at three minutes.

WARRIORS OF THE ETERNAL SUN

FF91530063: This will give the leading member of the group infinite energy.
FF91E90063: Infinite energy to the second member of the party.
FF927F0063: Infinite energy for the third group member.
FF93150063: Infinite energy for the fourth person.

WHERE IN TIME IS CARMEN SANDIEGO

FFD77A001E: Unlimited time.

WONDERBOY IN MONSTERLAND

FFDA00000A: Unlimited life.

WORLD OF ILLUSION

FFA0380008: Unlimited health for player one.
FFA0B80008: Unlimited health for player two.
FFFD530008: Infinite lives.
FFFFDB000X: Level select (1-5).
FFFD530003: Mickey or Donald permanently has three tries.
FFA0380005: Mickey or Donald permanently has three energy cards.
FFFD530006: Unlimited tries.

XENON 2

FF08350027: Unlimited energy.
FF0839000X: Gives a player X amount of lives each time the Action Replay is enabled.

ZANY GOLF

FFE9A20005: Infinite lives.

ZOMBIES

FFFA8F00FF: Unlimited keys for player one.

ZOOL

FFEA7B0005
FFEA670005 - Infinite lives
FFED530003
FFED540003 - Infinite energy

MASTER SYSTEM

ALIEN3

00C42763: Unlimited machine gun.
00C42B63: Unlimited bazooka gun.
00C42963: Unlimited flame.
00C42D63: Unlimited grenade.
00C42F63: Unlimited other option.
00C46A63: Unlimited energy.

ALIEN STORM

00C11310: Infinite energy (lifemeter).

ALIEN SYNDROME

00C05402: Unlimited lives.
00C07B06: Unlimited time.
00C07501: Need one hostage to open exit.
00C8ED01: Keep flame weapon.

ASSAULT CITY

00C0D90A: Infinite energy (switch the Action Replay off at the end of the level).

ASTERIX

00C09D03: Infinite lives.
00C09A03: Invincibility.
00C08B01: Bombs from the start
00C09F50: Use with above code

BACK TO THE FUTURE II

00C36B05: Infinite energy.
00C36304: Infinite lives.

BANK PANIC

00C01F03: Infinite lives.

BART VS THE SPACE MUTANTS

00C01003: Infinite lives.
00C3AF09: Infinite time.
00C3E9BE: Infinite paint.

BUBBLE BOBBLE

00CEB703: Infinite lives.
00DB000X: Replace X with a number for level select (switch Action Replay off at the end of the level).

CHASE HQ

00C28203: Infinite turbos.
00C23836: Infinite time.
Level Select:-
00C2210X: Replace X with a number (Ø-2) to change the round.
00C2200X: Replace X with a number (Ø-4) to change the stage.
00C2538Ø: Full damage to villains car (hit him once when you catch him and he dies).

DOUBLE DRAGON

00CB2B03: Infinite lives.

THE FLINTSTONES

00C9A504: Infinite sand timer.
00C9F20F: Infinite paint.
00C9A203: Infinite lives.

GALAXY FORCE

00C07F10: Infinite energy.

GAUNTLET

00C83F96: Use with code below.
00C80F96: Use with above code to give infinite health for one or two players using any character. (Action Replay should be switched off between levels, switch off when entering exit and on when resuming play).
00C80E01: Infinite potion.

GHOST HOUSE

00C1BA02: Infinite lives.
00C1F5C0: Infinite energy.

GHOULS & GHOSTS

00C03302: Infinite lives.
00C04C02: Invincibility.
00C04B40: Magic stays full.

GLOBAL GLADIATORS

00D0E905: Infinite lives.
00D0BA3F: Infinite energy.

GOLDEN AXE

00C00503: Infinite lives.
00C1871F: Infinite energy.
00C0060X: This parameter gives unlimited Magic, eg enter 00C00601 for unlimited Magic 1, 00C00602 for unlimited Magic 2 etc.

INDIANA JONES & THE LAST CRUSADE

00C98706: Infinite lives.
00C97305: Infinite whips.
00CBB907: Infinite time.
00C9C130: Infinite energy

LEMMINGS

00DB5C64: 100% completion every time.

MASTER OF DARKNESS

00CA3A20: Infinite energy.

MICKEY MOUSE: CASTLE OF ILLUSION

00C0BD03: Infinite energy.
00C0C803: Infinite lives.
00DC0005: Infinite time.

MICKEY MOUSE: LAND OF ILLUSION

00C09902: Infinite energy.
00C09F03: Infinite tries.
00C0A295: Infinite time.
00C0AD07: Infinite air.

MIRACLE WARRIORS

00C50A10: Infinite energy.

NEW ZEALAND STORY

00DDEC03: Infinite lives.
00DE1504: Invisible.

OPERATION WOLF

00C11620: Infinite Ammo.

PRINCE OF PERSIA

00C29208: Infinite life.

R-TYPE

00CE0103: Infinite lives.

SHADOW DANCER

00C05903: Infinite lives.
00C05A03: Unlimited special attacks.

SHINOBI

00C07A02: Infinite lives.
00C06C06: Infinite energy.

SONIC THE HEDGEHOG

00D2AAXX: Keeps XX rings. Try 00D2AA99.
00D24603: Unlimited lives while Action Replay is enabled.
00D41105: Switch Action Replay on for turbo Sonic, turn off to return to normal.

SONIC THE HEDGEHOG 2

00D50213:Glider from the start
00D52876:Sonic runs on his hands
00D29803: Infinite lives.
00D29905: Invincibility (always keeps 6 rings). Be sure to turn Action Replay off at the end of the Act but back on again at the beginning of the next one.

SPACE HARRIER

00C12302: Infinite lives.

SPEEDBALL 2

00DA0B14: Unlimited money.

STRIDER

00D48503: Infinite lives.
00D26507: Infinite timer.

TAZ-MANIA

00C10005: Unlimited lives.

THE TERMINATOR

00CC163C: Infinite energy.

XENON 2

00D0E203: Infinite lives.

GAME GEAR

AXBATTLER

00C05506: Infinite energy.

BART VS THE SPACE MUTANTS

00C01003: Infinite lives.
00C01E00: Painted items are at 0.
00C01201: Infinite paint.
00C39E09: Infinite timer (switch Action replay off at the end of a level).
00C01101: Infinite coins.
00C01301: Infinite cherry bombs.
00C01401: Infinite rockets.
00C01501: Infinite wrench.
00C01601: Infinite keys.
00C01701: Infinite magnet.
00C01801: Infinite whistle.
00C43B00: Moonwalking Bart .

BATMAN RETURNS

00C02103: Infinite lives.
00C1590A: Infinite energy.
00C01F02: Infinite specials.

DESERT STRIKE

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

LEMMINGS

00DB720A: Infinite climber.
00DB730A: Infinite floater.
00DB740A: Infinite bomber.
00DB750A: Infinite blocker.
00DB760A: Infinite builder.
00DB770A: Infinite basher.
00DB780A: Infinite miner.
00DB790A: Infinite digger.
00DAD309: Infinite time.
00DB5C64: Always have 1ØØ% Lemmings.

MICKEY MOUSE: CASTLE OF ILLUSION

00C0C803: Infinite lives.
00C0BD03: Infinite energy.
00DC0005: Infinite timer.

MORTAL KOMBAT

00C48848: Infinite energy.
00C40B07: Infinite continues.

NINJA GAIDEN

00C44803: Infinite lives.

OUTRUN

00C16909: Infinite time.
00C36127: Full revs all the time (takes your car up to 315 KMH).

PRINCE OF PERSIA

00C29203: Infinite energy.
00C2983B: Infinite timer.

SHINOBI

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

SONIC THE HEDGEHOG 2

00D29803: Infinite lives.
00D29905: Invincibility (always keeps 6 rings). Turn Action Replay off at the end of the act but back on again at the beginning of the next one.

STREETS OF RAGE

00CCF317: Infinite energy.
00CD0903: Invincibility.
00CEEE01: Infinite timer.
Ø0C6670X: Level select. Replace X with 0-4.

SUPER SMASH TV

00C51205: Infinite lives.

SUPER SPACE INVADERS

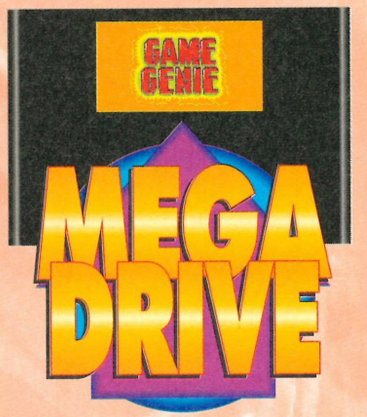
00C7EE03: Invulnerablilty.
00C84601: Shoot one invader and clear the round.
00C7EC03: Infinite lives.

TERMINATOR

00CC1664: Infinite energy.

WONDERBOY

00C12D02: Infinite lives.
00CC360C: Infinite vitality.



THE ADDAMS FAMILY NEW!

RH0AR6VA: Infinite lives.
A5ZTRA6T: Infinite Hearts.
A47TRA42: Never lose Fezi-copter.

ALADDIN NEW!

RGJBY604: Infinite lives.
ATCB0A30: Invincibility.
ATBV0A6G: Infinite apples.
HGXBZWNC: Start with 99 Gems.

ALIEN³

AACTCA6J: Infinite time.
A2EAAA8R: Infinite lives.
AJNAEA3R: Infinite machine gun ammo.
AJMAEA7C: Infinite flame-thrower ammo.
AJJTEA2J: Infinite grenade-gun ammo.
AJKAEA88: Infinite hand grenades ammo.
AJFTAA66: Never lose radar.
YDXAD93N: Ripley jumps much higher.
SACTCADY: Game clock runs slower.
8ACTCADY: Game clock runs much slower.
AMDACA4J: Long falls do not reduce energy.
ADEACAGJ: Falls into turbine fans do not reduce energy.

BART VS SPACE MUTANTS

AJRTAA6R: Invincibility againts hits.
A2RTAA8R: Infinite lives.
AAXTBJ2E: Infinite rockets after you buy one.
AAXABJ9G: Infinite bombs after you buy one.
FJ0AAA6N: Infinite paint after pick-up.
AJBTAAET: Start on level 2.
ANBTAAET: Start on level 3.
ATBTAAET: Start on level 4.
AYBTAAET: Start on level 5.
BEBTAAEE: Start with 9 lives.
AYBTAAEL: Start with 5 coins.

BATMAN

E2ETAA4C: MASTER CODE – MUST BE ENTERED.
AKFTAA4Y: Infinite lives.
RFFAA60N: Batman floats when he dies.
AKYAAA9G: Infinite Batarangs.
RYFAC6VR: Guns don't hurt hurt.
AKYTAA5L: Infinte rockets for the Batwing.
B2ATCA46: Punches knives and guns don't hurt.
AKYTAA7R: Infinite rockets for the Batmobile.

BATMAN RETURNS

BLYTAA4R: Invincibility – unless you fall.
ALFAAA9N: Infinite Batarangs.
BLGTAA5N: Infinite smoke-bombs.
BLHTAA8C: Infinite swarms.
BLJTAA4L: Infinite grappling guns.
BLLAAA7A: Infinite super-seeking Batarangs.

BUBSY NEW!

RERT86V4: Infinite lives.
ADTA6AAC: Infinite time.
CJLTAAAC: Start on chapter 16.

CHAKAN

AKZATA7L: Protection from most hits.
RLGATA4C: Invincibility(apart from falls).
ACGTVE7W: Infinite time.

CHUCK ROCK NEW!

BEATEABW: Start with 10 lives.
BTCTEA5E: Infinite lives.
B5RAAA3Y: Infinite health.
HC5AAA8J: Invincible (spiked plants & green water hurt).
AXHAAA6J: Cannot drown.
SG5TB2T4: Heart restores full energy.

COOL SPOT

ATHA4A26: Infinite health.
RG7T2614: Infinite lives.
REHA460T: Infinite time.

DRAGON'S FURY

NTCTBA3W: Start with 100 balls.
RE0AA6WR: Infinite balls.
NNCTAAEN: Start with 9900 bonus pts.
AJCTAAE0: Start bonus multiplier at 2.
BECTAAE0: Start bonus multiplier at 9.
AVPAAA8L: Bonus points never reset.
AVPAAA8Y: Bonus multiplier never resets.

ECCO THE DOLPHIN

AKRTJA64: Almost infinite air.
AL2AJA7L + ALZAJA5Y: Protection from most enemies + AAVTNAFC: Octopus.
HAVTNAFC: Octopus is fatal.
HCBTLAEW: School of fish restores health completely.
SW2AKGPJ + HC2AJAFL: Jellyfish & other enemies restore health instead of taking it away.
SW2AKGPJ + TC2AJGFL: Jellyfish & other enemies restore air + E42AJAFN: Instead of taking it away.

F22 INTERCEPTOR

RH9TR60T: MASTER CODE – MUST BE ENTERED.
BMAAAAEE: Start with 11 lives.
7CPAGGA8: Start with 1,000 ammo.
NW1AGAAG: Start with 100 chaff.
1B7TBLYW: Fuel burns 2x faster than normal.

FORGOTTEN WORLDS

AAWACAGL: Player 1 starts with 32,500 Zenny.
AD8TBAFA: Tiny coin is worth 1,000 Zenny.

AD8TBAZE: Regular coin is worth 5,000 Zenny.
A18TAAFL: Huge coin is worth 50,000 Zenny.
R18TBE6T + TH8TAD6W: All coins are worth 7,500 Zenny.
ATGACA24: Enemy attacks don't reduce strength.
AVCACA8E: Trapping obstacles don't reduce strength.

GREENDOG

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

JOHN MADDEN '93

RH9T860T: MASTER CODE – MUST BE ENTERED.
RG3TA6WG: Infinite timeouts for both teams.
AMJAAAA8: 1 play to get first down.
FDLTAADR: 5 yards needed for first down.
GDKTBA1A: Touchdown worth 8 points.
BDKABE40: Extra point worth 8 points.
BDKABE5G: Field goal worth 8 points.
GDLABAXW: Safety worth 8 points.

JURASSIC PARK NEW!

AVDAAA24: Infinite energy.
BVDAAA5G: Infinite lives.

KRUSTY'S SUPER FUN HOUSE

RJ5AAA7L: Start anywhere with Infinite lives.
ABFTAA58 + JBFTAAEA: Magic blocks can open secret passages only.

MICRO MACHINES

REHAA60N: Infinite lives in 4-man race.
REETA6Y6: Infinite lives in head to head.
AEGTAAC8: Time trial after winning one race.

MORTAL KOMBAT NEW!

ABNTCABN: Create blood effects.
AKRAAA7N: Infinite time.

NHPLA '93

RH7TR60E: MASTER CODE – MUST BE ENTERED.
ZJNACJC2: Period clock runs slower.
AANACAC2: Period clock is frozen (No time limit).
CBWTA6D0: Each period lasts 60 minutes.
AHXTBJ5J: All penalties last 1 minute.

REVENGE OF SHINOBI

ACTTBA4Y: Infinite lives – not when using Jitsu or Mijin.
BMVTGA6L: Infinite shurikins.
BXVAGA9E: Infinite energy.
AANTCAAJ: Bombs and enemy bullets don't hurt.
BGKAAAH4: Start with 9 continues.
3ABTAAC0: Start with 200 shurikins.

ROAD RASH 2

RH6A86YJ: MASTER CODE – MUST BE ENTERED.
ZASTAC58: Start with $250,000 (Player A).
ZATAAC5W: Start with $250,000 (Player B).
BESTAAEG: Start with Diablo 1,000 (Player A).
B2TAAAD4: Start with Diablo 1,000 (Player B).

SPEEDBALL 2

DBVAA6VT: Infinite money

SONIC THE HEDGEHOG

SATADAVW: Each ring worth 8 (Player 2).
JW3ACA4J: Infinite lives (Player 1).
JXGACA7G: Infinite lives (Player 2).
CBVTCAE2: Rocket jump!
ALTACA9J: Once invincible, stay invincible – end of level
ATTTCA4W: Sonic doesn't lose rings when hit.
ATTTCA5G: Tails doesn't lose rings when hit.
GJ8AAA4G: Go straight to the end sequence.
AH2TCAH6: Only 1 ring needed to enter Special Stage.
ALZTCACA: Start with 5 Chaos Emeralds.

SONIC 2

SASTDA1A: Each ring worth 8 (player 1).
SATADAVW: Each ring worth 8 (player 2).
JW3ACA4J: Infinite lives (player 1).

SONIC 3 NEW!

AJ3ACA7A : Infinite lives.
AWHACA92: Never lose rings.
AAYACWB6: Jump much higher.

SONIC SPINBALL

AW7T4A5L: Infinite lives.
AXNA8A94: Infinite balls in all bonus rounds.

STREETFIGHTER 2 NEW!

BLATAA3R: Master code must be entered.
RFBTC6TJ: Most attacks do no damage.
AC6AEACC: Throws do no damage.

STREETS OF RAGE II

LV0ABECT: Start with 9 lives (Player 1).
LV0ABEG8 + LW5ABEBA: Start with 9 lives (Player 2).
AW7TAA7J: Infinite lives (Both players).

SUPER MONACO GP 2

RE5TC6Z6: Always reported as 1st place.
BJAACAFG: Much faster low end acceleration.
EJAACACL: Faster high end acceleration and top speed.

SUPER REAL BASKETBALL

PZJAPAV0: All player 1 shots worth 8 points
PZJAPAXT: All player 2 shots worth 8 points

TEAM USA BASKETBALL

R19T860T: ENTER MASTER CODE
DECAAAHY: Player 1 starts with 25 points
DECAAAH6: Player 2 starts with 25 points
ATHAAA2L: Stop shot clock
BKTTAAFG: Free throws worth 10
AZTTAAF0: Baskets worth 5
BKVAAAAW: 3-point baskets worth 10

THE TERMINATOR

RO3A861A: Protection from most damage.
AW9T8A78: Infinite time bombs.
BL2A8AG0: 9 time bombs at a time.

T2 - THE ARCADE GAME

LA6ABE3W: Start with 50 credits.
RZ8AA6V6: Infinite lives.
RZ8AA6X0: Infinite rockets & shotgun shells on pick-up.

THUNDER FORCE IV

AABTAA5J + AJTAAA20: MASTER CODE – MUST BE ENTERED (3 Parts) + RZMTA6YW.
A25TAA8T: Invincibility.
AKWTAA8R: Infinite lives.

TOE JAM & EARL

ZZ8ADT2Y: All enemies are gone.

TOKI

ATWTCA88: Infinite lives.
BC3TAA4T: Infinite credits.
AW4TAA72: Infinite time to continue game.
AATTCA44: Infinite time to complete round.

WORLD OF ILLUSION

BM2AAA9L: Infinite lives.
AX2AAA6Y + DM2AAA8N: Infinite health.
FF5TAA38: Candy restores full health.
AF6AAAAY: Extra life for every card.
BK6AAAAY: Extra life for every 10 cards

WWF WRESTLEMANIA

REBTA6TN: Master code must be entered.
DWCADTCJ: Kick does more damage.
DCCACAAR: Punch does more damage.
ACCADABC: Stomp does more damage.
CCCACJBJ: Head butt does more damage.

X-MEN NEW!

A3YAAA32: Protection from most hits.
B5BACA7T: Lose no power when falling.
AV6TEAF2: Start in shi'ar Empire.
AZ6TEAF2: Start on Excalibur's lighthouse.
A76TEAF2: Start in Ahab's Future World.
BB6TEAF2: Start in Mojo's Church.
BK6TEAF2: Start in Asteroid M.

GAME GEAR

ADDAMS FAMILY, THE NEW!

006-46F-F7A: Immune to everything.
3A4-D1F-2A2: 1 hit and become invincible.

BRAM STOKER'S DRACU NEW!

3A3-C8A-2A2: Infinite lives.
001-7BB-19E: Infinite time.
3A4-39C-2A2: Keep weapons to end of level

CHUCK ROCK NEW!

3A0-75A-2A2: Infinite milk.
01B-66A-E6A: Start World 1, Stoneage Suburbs.
02B-66A-E6A: Start World 1, Dinosaur level.
03B-66A-E6A: Start World 1, Lively Lava.
04B-61A-E6A: View end game sequence

CRASH DUMMIES NEW!

00F-45F-19E: Infinite lives.
009-7AD-E6A: Infinite time.
00B-E1A-E69: Fire has no effect on Crash Dummies.
09C-40F-F7E: Start with 9 lives

DESERT STRIKE NEW!

09E-03E-C4A: Start with 9 hellfires.
99E-0DE-3BA: Start with 99 hydras.
99E-0DE-A2E: Start with 9978 guns.
002-E97-E6E: Infinite Fuel.
3A9-807-2A2: Infinite armour.
005-B07-E6E: Infinite hydras.
004-CF7-E6E: Infinite hellfires.
006-FC7-E6E: Infinite guns

JAMES POND 2 NEW!

01F-3FB-801: Infinite lives
FF5-D2F-E6A: Invincibility.
005-D8F-801: Infinite continues.
01E-30C-801: Immune to spikes

JURASSIC PARK NEW!

ARCADE: STAGE
3A6-E78-2A2: Invincibility.
09A-11B-E66 Start with 9 energy pionts.
ACTION STAGE
C98-26D-19D: Invincibility.
954-FF7A: Start with 9 energy pionts.
PTERANADON
012-509-E62: Enemies run away after 1 hit
3AC-B49-2A2 Infinitive lives.
00E-739-E69 Infinitive continues.

MORTAL KOMBAT NEW!

0BB-E1A-F76: Start with 9 credits.
004-2D6-19E: Infinite credits.
00B-40C-3BE: Infinite time.
DEB-9F6-5D3: Turn on blood effects.
003-48B-F79: Player 1 is invincible.
20B-06F-F7A: Punches do more damage.
2CB-26F-C42: Most kicks do more damage
30B-2EF-D5A: Flying punches do more damage
33B-56F-A2E: Uppercuts do more damage.
2AF-237-D5A: Throws do more damage.

PGA TOUR GOLF NEW!

006-50D-19A: Always a hole in one.
FF7-A2C-4CA: Massive power shots.

SONIC CHAOS NEW!

3A6-24E-2A2: Infinite lives.
008-41D-3B7: Infinite time.
3C8-33F-5D4: Start on Act 2-2.
3AA-A3B-2A2: One hit and you become invincible.
3A9-DCB-2A2: Never lose rings.

STAR WARS NEW!

00D-92B-3B7 + 3AD-93B: Infinite energy for all players.
C90-B2E-5DD: Strange screen effects!

STRIDER RETURNS NEW!

00E-4AA-19E: Infinite time.
3AB-A2F-2A2: Infinite lives.
3A6-73A-2A2: Infinite energy.
AF6-72A-A24: Invincibility.
095-F8F-F7E: Start with 10 lives.

SURF NINJAS NEW!

3AE-28F-2A2: Infinite lives.
00F-47A-E6E: Infinite zatches.
C9A-ABA-19E: Infinite hints.
000-72E-E6E: Infinite weapons.
3A2-9A9-2A2: Infinite gold coins.
010-AEF-E6A: Start on level 2.
020-AEF-E6A: Start on level 3.
040-AEF-E6A: Start on level 4.
050-AEF-E6A: Start at the cave of the ancients.

SUPER

MEGA DRIVE

STREETFIGHTER II TURBO	£58.99
ASTERIX	£47.99
LANDSTALKER	£58.99
JURASSIC PARK	£46.99
JUNGLE STRIKE	£42.99
GENERAL CHAOS	£43.99
F1	£48.99
TERMINATOR 2	£26.99
ARCH RIVALS	£26.99
LEMMINGS	£27.50
LHX ATTACK CHOPPER	£27.99
JAMES POND 2	£27.99
SPEEDBALL 2	£26.99
JOHN MADDEN '93	£31.99
ARIEL THE LITTLE MERMAID	£26.99
GREENDOG	£29.99
ANOTHER WORLD	£25.00
KRUSTY'S SUPER FUNHOUSE	£25.00
SONIC 2	£25.00
DUNGEONS & DRAGONS	£27.50

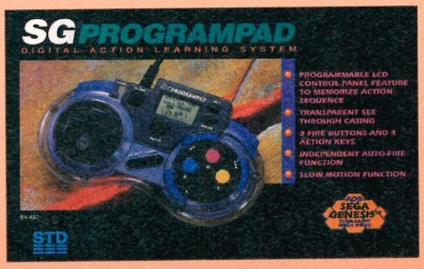
SEGA FOUR WAY ADAPTOR
£24.99

SLICK STICKS 6 BUTTON PAD
£14.99

MEGAMASTER JOYSTICK
£29.99

COOL SPOT
£32.99

TINY TOONS
£35.99



SG PROGRAMPAD
£39.99

SAVERS

DUALIST.....£27.99

COMPETITION PRO (SERIES II) £13.99

SG PRO PAD....£14.99

VOYAGER.....£14.99

FOR THE MEGA DRIVE £45.99

The ultimate intelligent hacking devices for your consoles. Will find cheats for you automatically.

FOR THE MASTER SYSTEM: £35.99

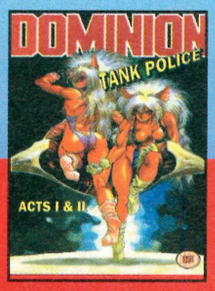
AND FOR THE GAME GEAR £35.99

GAME GENIE FOR THE MEGA DRIVE £39.99

ONLY £12.00

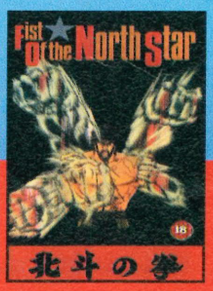
ONLY £14.00

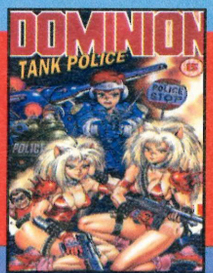
MANGA VIDEOS



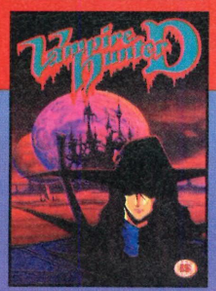
DOMINION TANK POLICE 1&2 £12.50

FIST OF THE NORTH STAR £12.50

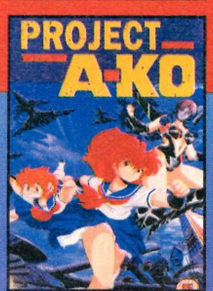




DOMINION TANK POLICE 3&4 £12.50



VAMPIRE HUNTER £12.50



PROJECT A-KO £12.50

ORDER FORM

Offers in this mag must be received by 10th April

would like to order the following:

ITEM	MACHINE	PRICE

Please add £1 p&p per game & £1.50 per accessory

Enclose a total of £

Method of payment (please circle)

Cheque • Postal Order • Access •Visa

Credit Card No

_____/_____/_____/_____

Expiry date ___/___/___

Name .....

Address .....

.....

.....

Postcode .....

Telephone .....

Signature .....

Please Allow up to 28 Days for delivery

SEND THIS FORM TO:

Sega XS Savers
Paragon Publishing
FREEPOST (BH 1255)
BOURNEMOUTH
BH1 1BR

VISA Access

Or telephone our Mail Order Hotline on

0202 299900

Or fax your order on

0202 299955

Please make all cheques payable in pounds Sterling to

HEY BUBBA!

WE'VE GOT MORE SOLUTIONS THAN YOU CAN SHAKE A STIX AT!

CHECK OUT THE FULL SOLUTIONS TO *BUBBA 'N' STIX* (MD), *STREETS OF RAGE 3* (MD), *SUBTERRANIA* (MD), *MYSTERY MANSION* (CD), *DUNE* (CD), *ANOTHER WORLD 2* (CD) *ALADDIN* (MS/GG) AND ALL THE LATEST REVIEWS!

MEGADRIVE & MEGA CD DEALS

ALL GENUINE UK VERSIONS

FOR A PIXEL PERFECT PICTURE CHOOSE A SCART TELEVISION

MEGADRIVE 2 WITH SONIC 2 & 2 SEGA CONTROL PADS. ...109.99
MEGADRIVE 2 WITH ALADDIN & 2 SEGA CONTROL PADS ...114.99
MEGADRIVE 2 WITH SONIC 3 & 2 SEGA CONTROL PADS ...124.99
MEGADRIVE 2 WITH SIX GAMES & 2 SEGA CONTROL PADS
REVENGE OF SHINOBI, GOLDEN AXE, STREETS OF RAGE,
SUPER MONACO GRAND PRIX, SUPER THUNDERBLADE,
ALIEN STORM. 129.99

MEGA CD 2 UNIT FOR SEGA MEGADRIVE WITH SOL FEACE, COBRA COMMAND, SEGA CLASSICS (COLUMNS, SUPER MONACO GRAND PRIX, STREETS OF RAGE, GOLDEN AXE, REVENGE OF SHINOBI). CONNECTS TO MEGADRIVE 1 OR 2 TO PLAY MEGA CD TITLES. (DOES NOT INCLUDE MEGADRIVE) 219.99

MEGADRIVE 1 WITH SONIC 2 AND 2 SEGA CONTROL PADS.....95.99
MEGADRIVE 1 WITH FOUR GAMES, 2 SEGA CONTROL PADS, SONIC THE HEDGEHOG, REVENGE OF SHINOBI, STREETS OF RAGE AND GOLDEN AXE.....112.99
MEGADRIVE 1 WITH FIFA SOCCER AND 2 SEGA CONTROL PADS 114.99

MEGA CD 1 UNIT FOR SEGA MEGADRIVE WITH ROAD AVENGER. CONNECTS TO MEGADRIVE 1 OR 2 TO PLAY MEGA CD TITLES. (DOES NOT INCLUDE MEGADRIVE).....199.99

MEGADRIVE 1 & 2 ARE THE SAME IN TECHNICAL SPECIFICATION.
MEGADRIVE 2 IS SMALLER, BUT LACKS A STEREO HEADPHONE SOCKET.

SEGA MULTIMEGA PORTABLE MEGADRIVE/MEGA CD SYSTEM. WEIGHS JUST 1.3 POUNDS, AND WILL RUN ANY MEGADRIVE AND MEGA CD GAME VIA A TV. CAN ALSO BE USED AS A PORTABLE CD PLAYER (EARPHONES REQUIRED). COMPLETE WITH ROAD AVENGER, SEGA SIX BUTTON CONTROL PAD AND MAINS ADAPTOR.

325.99

SONY KVM1400 14" FST COLOUR SCART TELEVISION/ MONITOR

(SCART INPUT GIVES PIXEL PERFECT PICTURE)
WITH REMOTE CONTROL, 60 CHANNEL TUNING, REAR SCART, HEADPHONE SOCKET, TWO POSITION TILT, BLACK TRINITRON SCREEN, LOOP AERIAL.

FREE SCART LEAD
(STATE AMIGA, ST, MEGADRIVE, SNES or CD32)

SONY 14" TV (GREY).....194.99
SONY 14" TV (WHITE) ...194.99
SONY 14" TV + FASTEXT 244.99

GOLDSTAR CI14A80 14" TV/MONITOR (not shown) GREY WITH REMOTE CONTROL, REAR SCART INPUT, ON SCREEN DISPLAY AND SLEEP TIMER. 169.99

FREE SCART LEAD
(STATE AMIGA, MEGADRIVE, SNES or CD32)
(SCART INPUT GIVES PIXEL PERFECT PICTURE)

SALE OVER 40 MEGADRIVE GAMES AT UNDER £20 EACH SALE

43.99 SONIC 3 | 32.99 PGA EUROPEAN TOUR | 19.99 ROAD RASH 2 | 13.99 SUPER MONACO GP | 18.99 X-MEN | 19.99 MICKEY & DONALD | 36.49 EA SPORTS SOCCER | 14.99 ROBOCOD | 17.99 SENNA MONACO GP | 19.99 MEGA GAMES 1

MEGADRIVE GAMES

PLEASE SEE THE SPECIAL RESERVE 16-PAGE COLOUR CATALOGUE FOR OUR FULL RANGE OF MEGADRIVE TITLES. FOR YOUR FREE COPY JUST PHONE 0279 600204

ADDAMS FAMILY.....34.99
ALADDIN 39.99
ARIEL - THE LITTLE MERMAID 15.99
B.O.B. 29.99
BARKLEY SHUT UP AND JAM! (BASKETBALL) (EA FOUR PLAYER GAME) 29.99
BATMAN RETURNS 15.99
BUBSY BOBCAT 29.99
CASTLEVANIA - THE NEW GENERATION 37.99
CHAKAN.....29.99
CHUCK ROCK 17.99
CORPORATION 17.99
COSMIC SPACEHEAD 24.99
CRASH DUMMIES 29.99
DAVIS CUP TENNIS 35.99
DESERT STRIKE 30.49
DR. ROBOTNIKS MEAN BEAN MACHINE...35.99
DRACULA 24.99
DRAGON'S LAIR 34.99
DRAGON'S REVENGE.....32.99
EA SPORTS SOCCER (EA FOUR PLAYER GAME) (FIFA SOCCER).....36.49
ECCO (DOLPHIN).....30.49
ETERNAL CHAMPIONS 47.99
EURO CLUB SOCCER 17.99
F117 .....29.99
F22 INTERCEPTOR 18.99
FANTASTIC DIZZY 24.99
FATAL FURY 21.99
FLASHBACK.....35.99
FORMULA ONE RACING 38.99
GAUNTLET 4.....36.49
GENERAL CHAOS (EA 4 PLAYER GAME) 35.99
GHOULS N GHOSTS 18.99
GODS 29.99
GOLDEN AXE 17.49
GOLDEN AXE 2 .....15.99
GRANDSLAM TENNIS 18.99
GREATEST HEAVYWEIGHTS 47.99
GUNSTAR HEROES 26.99
HAUNTING.....38.99
HOOK.....24.99
HYPERDUNK.....37.99
INTERNATIONAL RUGBY (RUGBY 2) ...35.99
JACK NICKLAUS POWER CHALLENGE GOLF.....34.99
JAMES POND 3 .....35.99
JOE & MAC CAVEMAN NINJA 34.99
JOHN MADDEN '92 .....14.99
JOHN MADDEN '93 .....19.99
JOHN MADDEN AND EA ICE HOCKEY ...21.99
JUNGLE STRIKE 35.99
JURASSIC PARK 39.99
LANDSTALKER 49.99
LETHAL ENFORCERS (WITH LIGHT GUN) 54.99
LOTUS 2 (R.E.C.S.) 35.99
LOTUS TURBO CHALLENGE 18.99
MARKO'S MAGICAL FOOTBALL.....35.99
MEGA GAMES 1 (WORLD CUP ITALIA '90, COLUMNS, SUPER HANG ON) 19.99
MICKEY AND DONALD - WORLD OF ILLUSION.....19.99
MICKEY MOUSE 18.99
MICRO MACHINES 28.49
MIG 29 FIGHTER PILOT 35.99
MORTAL KOMBAT 32.99
MUHAMMAD ALI BOXING.....35.99
MUTANT LEAGUE HOCKEY 39.99
NBA JAM 42.99
NBA SHOWDOWN 44.99
NHL HOCKEY '94 (EA 4 PLAYER GAME)...36.49
NHL PA ICE HOCKEY '93 .....19.99
OTTIFANT 19.99
PGA EUROPEAN TOUR.....32.99
PRINCE OF PERSIA 31.49
PUGGSY 30.99
REVENGE OF SHINOBI 14.99
ROAD RASH 17.99
ROAD RASH 2 .....19.99
ROBOCOD (JAMES POND 2) 14.99
ROBOCOP 3 .....34.99
ROBOCOP VS TERMINATOR 39.99
ROCKET KNIGHT ADVENTURES 35.49
RYAN GIGGS CHAMPIONS SOCCER.....34.99
SENNA SUPER MONACO 17.99
SENSIBLE SOCCER 30.99
SHADOW OF THE BEAST 2 .....24.99
SIMPSONS.....17.99
SKITCHIN' 35.99
SONIC THE HEDGEHOG 13.99
SONIC 2 .....19.99
SONIC 3 .....43.99
SONIC SPINBALL 34.99
SPEEDBALL 2 .....17.99
STREETFIGHTER 2 - CHAMPIONSHIP EDITION 43.99
STREETS OF RAGE 19.99
STREETS OF RAGE 2.....24.99
STRIDER 18.99
SUMMER CHALLENGE 19.99
SUPER KICK OFF 19.99
SUPER MONACO GP 13.99
SWORD OF VERMILLION 24.99
SYLVESTER AND TWEETY 34.99
TAZMANIA 19.99
TEENAGE MUTANT HERO TURTLES - TOURNAMENT FIGHTERS 41.99
TERMINATOR 19.99
TINY TOONS 31.99
TOE JAM AND EARL 2 .....39.99
WINTER GAMES 17.99
WINTER OLYMPICS 39.99
WIZ 'N' LIZ 30.99
WONDERBOY IN MONSTER WORLD 3 ...24.99
WORLD CUP USA '94.....39.99
WWF ROYAL RUMBLE 43.99
WWF WRESTLEMANIA 16.99
X-MEN 18.99
XENON 2 .....13.99
ZOMBIES 32.99
ZOOL 36.49

TELSTAR DOUBLE PACKS

EA DOUBLE HEADER AND LOTUS 2.....44.99
GLOBAL GLADIATORS AND MICKEY & DONALD 39.99
SONIC 2 AND BUBSY 39.99
ZOOL AND JAMES POND 3 .....44.99

MEGA CD GAMES

PLEASE SEE OUR CATALOGUE FOR THE FULL RANGE OF MEGA CD TITLES

BLACK HOLE ASSAULT 19.99
CHUCK ROCK 24.99
DRACULA UNLEASHED 39.99
FLASHBACK.....39.99
GROUND ZERO TEXAS (RATED 15) 39.99
JURASSIC PARK (CD) 41.99
LETHAL ENFORCERS (WITH LIGHT GUN) 45.99
MICROCOSM.....39.99
MORTAL KOMBAT (CD).....43.99
MUSIC VIDEO : INXS 32.99
MUSIC VIDEO : KRISS KROSS 29.99
NHL ICE HOCKEY '94 (CD) 34.99
NIGHT TRAP (2 CDS) RATED 15 .....39.49
PUGGSY 31.99
ROAD AVENGER 24.99
SILPHEED 39.99
SONIC CD 36.49
THUNDERHAWK 36.49
TIME GAL.....28.99
WORLD CUP USA '94 (CD) 31.99

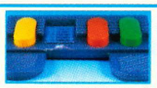
MEGADRIVE EXTRAS

QS135 PYTHON JOYSTICK FOR MEGADRIVE (WITH AUTOFIRE) 9.99

QUICKJOY SG PROPAD 2 SIX BUTTON JOYPAD WITH AUTOFIRE AND SLOW MOTION. 15.9

TURBO 2 RAPID FIRE JOYPAD FOR MEGADRIVE (WITH AUTOFIRE AND SLOW MOTION) 7.99

LIGHT GUN WITH LETHAL ENFORCERS GAME (CART OR CD) 17.99



QUICKJOY FOOT PEDAL (TRANSFERS JOYSTICK FUNCTIONS TO FOOT PEDALS. IDEAL FOR DRIVING AND FLYING GAMES - CAN BE USED WITH FREEWHEEL STEERING WHEEL) ...19.99

PHASE 9 GRADUATE SIX BUTTON JOYPAD WITH AUTOFIRE AND SLOW MOTION. 13.99

QUICKJOY SG PROGRAM PAD PROGRAMMABLE JOYPAD CAN HOLD UP TO THREE PRESET MOVES IN MEMORY. IDEAL FOR GAMES WHERE SPECIAL MOVES USING MORE THAN ONE BUTTON ARE REQUIRED 27.99

DRAGON FIGHTER 2 SIX BUTTON JOYPAD WITH AUTOFIRE AND SLOW MOTION 13.99

SAITEK MEGAMASTER SG6 SIX BUTTON JOYSTICK FOR MEGADRIVE WITH AUTOFIRE AND SLOW MOTION (MICROSWITCHED) 17.99

FREEWHEEL STEERING WHEEL PLUGS INTO JOYPAD PORT. SUITS MOST DRIVING GAMES. CAN BE USED WITH FOOT PEDAL 22.99

FOR OUR FULL RANGE PLEASE ASK FOR A FREE 16-PAGE COLOUR CATALOGUE

MEGADRIVE EXTRAS

GAME GENIE FOR MEGADRIVE (GAMES ENHANCER, ALLOWS CHEAT CODES TO BE ENTERED FOR INFINITE LIVES, CREDITS, ETC. BOOK OF CODES INCLUDED) ...37.99

ACTION REPLAY PRO CARTRIDGE (ALLOWS CHEAT CODES TO BE ENTERED TO GAME FOR INFINITE LIVES, CREDITS ETC.).....36.99

LOGIC 3 MULTI CASE CARRY BAG (EXTRA COMPARTMENTS FOR LEADS, JOYPADS AND GAMES) 12.99

PROTECTOR CASES (UNIVERSAL) FOR MEGADRIVE CARTS (PACK OF 4). PROTECTS CARTRIDGES FROM MOISTURE AND DUST (CLEAR PLASTIC) 6.99

SEGA POWERBASE CONVERTER FOR MEGADRIVE (ALLOWS USE OF MASTER SYSTEM GAMES) 26.99

SONIC THE HEDGEHOG CUDDLY TOY (38CM TALL) 12.99

TAILS CUDDLY TOY SHOWN LEFT (35CM TALL) 10.99

TAZMANIA CUDDLY TOY IN LEATHER JACKET (30CM TALL) 17.99

GAME GEAR WITH SONIC 1 PLUS FOUR GAMES CARTRIDGE. INCLUDES SONIC THE HEDGEHOG, COLUMNS, CHAMPIONSHIP TENNIS, PENALTY KICK AND PAN AMERICAN ROAD RALLY. SAVE OVER £50 ON RRP. GENUIINE UK VERSION (NO MAINS ADAPTOR) 74.99

OR AS ABOVE WITH SONIC 2 & FOUR GAMES CARTRIDGE ...79.99

MAINS ADAPTOR FOR GAME GEAR 8.99

SEGA TV ADAPTOR FOR GAME GEAR (TURNS GAME GEAR INTO HANDHELD TV) 54.99

GAME GENIE FOR GAME GEAR (GAMES ENHANCER, ALLOWS CHEAT CODES TO BE ENTERED FOR INFINITE LIVES, CREDITS ETC. BOOK OF CODES INCLUDED) 25.99

BLACK CARRY BAG FOR GAME GEAR OR LYNX 2 WITH GAME AND ACCESSORY COMPARTMENTS 4.99

LOGIC 3 GAME GEAR DELUXE PROTECTOR CARRY CASE 11.99

LOGIC 3 RECHARGABLE BATTERY PACK FOR GAME GEAR (FITS INTO BATTERY COMPARTMENTS, GIVES UP TO 2.5 HOURS PLAY - MAINS ADAPTOR REQUIRED).....19.99

PHASE 9 GEAR MASTER CONVERTER (ENABLES USE OF MASTER SYSTEM CARTRIDGES ON GAME GEAR) 11.99

PHASE 9 MAGNIFIER FOR GAME GEAR (WILL WORK IN CONJUNCTION WITH BEESHU GEAR MASTER) 7.99

SEGA CAR ADAPTOR FOR GAME GEAR (PLUGS INTO CIGAR LIGHTER) 14.49

LEADS

SCART LEAD - MEGADRIVE 1 TO TV WITH SCART INPUT 9.99

SCART LEAD - MEGADRIVE 2 TO TV WITH SCART INPUT 9.99

SCART LEAD - MEGADRIVE 1 TO TV WITH SCART INPUT 9.99

MONITOR LEAD - MEGADRIVE 1 TO PHILIPS CM8833 MK2 OR CBM 1084S MONITOR.....8.99

MONITOR LEAD - MEGADRIVE 2 TO PHILIPS CM8833 MK2 OR CBM 1084S MONITOR 12.99

FOUR PLAYER ADAPTOR FOR MEGADRIVE. ALLOWS GAMES MARKED 'EA FOUR PLAYER GAME' IN CATALOGUE TO BE PLAYED BY FOUR PEOPLE SIMULTANEOUSLY 26.99

HI-FI AUDIO LEAD - MEGADRIVE 1 TO STEREO (1.2 METRES, 3.5MM JACK PLUG TO 2 PHONO PLUGS).....6.99

GAME GEAR GAMES

FOR A FULL SELECTION PLEASE ASK FOR A FREE CATALOGUE

ALADDIN 26.99
ASTERIX 2 THE SECRET MISSION 16.99
C.J. - ELEPHANT FUGITIVE 18.99
CHUCK ROCK 2: SON OF CHUCK 19.99
COLUMNS 9.99
COOL SPOT.....24.49
COSMIC SPACEHEAD 18.99
CRYSTAL WARRIORS 16.99
DESERT STRIKE 24.49
DONALD DUCK 2 .....19.99
DR FRANKEN 22.99
DR. ROBOTNIK'S MEAN BEAN MACHINE ...26.99
ECCO THE DOLPHIN.....24.99
FANTASTIC DIZZY.....16.99
G. P. RIDER 24.99
HOOK 16.99
JUNGLE BOOK 24.49
JURASSIC PARK 25.49
MICKEY MOUSE 2 .....24.99
MICRO MACHINES.....24.99
MORTAL KOMBAT.....29.99
NBA JAM 28.99
NINJA GAIDEN 14.99
OTTIFANT.....19.99
PGA TOUR GOLF 24.49
PRINCE OF PERSIA 23.49
ROAD RASH 24.99
ROAD RUNNER (DESERT SPEED TRAP) ...24.99
ROBOCOD 22.99
ROBOCOP VS TERMINATOR 24.49
SENSIBLE SOCCER 22.99
SONIC 2 .....19.99
SONIC CHAOS 24.49
SONIC THE HEDGEHOG 14.99
STAR WARS 24.49
STREETS OF RAGE 19.99
STREETS OF RAGE 2 .....24.99
SUPER MONACO GP 12.99
SUPER OFF ROAD RACER.....22.99
TAZMANIA 19.99
TENGEN WORLD CUP SOCCER 25.49
TOM AND JERRY 20.99
ULTIMATE SOCCER 25.49
WINTER OLYMPICS 24.49
WORLD CUP USA '94 .....24.99
ZOOL 24.49

Special Reserve
The Discount Club

JOIN now from just £4.00

READ Special Reserve Magazine
48 Page colour club magazine sent bi-monthly to members only. The latest Reviews, Charts & Release Schedule

CHOOSE from our Huge Selection

BUY at Best Possible Prices
Just one purchase from Special Reserve will normally save you the cost of joining. Top discounts on all products.

SAVE with our Special Deals
Always hundreds of Special Reserve Offers. Top games at prices you won't believe and hardware at amazing reductions.

SAVE MORE with our XS Coupons
Money-off coupons worth over £180 a year off top games. You'll find them on the back page of each club magazine

AND ENTER our FREE competitions

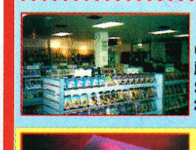
Six reasons why over 200,000 people have joined Special Reserve, the biggest games club in the World!

We only supply members but you can order as you join
Just send in the form below or phone. There's no obligation to buy.

0279 600204

OPEN to 8pm DAILY or by Fax on: 0279 726842
FREE 16-PAGE COLOUR CATALOGUE - JUST ASK

CLUB SHOPS
OPEN 10am TIL 8pm SEVEN DAYS A WEEK!



CHELMSFORD - 43 Broomfield Rd
just around the corner from the bus station
SAWBRIDGEWORTH - The Maltings
200 yards from the train station

AMIGA CD32 CD BASED CONSOLE
ALSO PLAYS AUDIO CD's VIA STEREO OUTPUT AND VIDEO CD's WITH OPTIONAL FMV ADAPTOR
SPECTACULAR VOYAGE PACK
WITH MICROCOSM AND CHAOS ENGINE
PLUS ADDITIONAL WING COMMANDER, OSCAR, DIGGERS AND DANGEROUS STREETS WHILE STOCKS LAST 229.99

ATARI JAGUAR 64-BIT CONSOLE
WITH JOYPAD AND CYBERMORPH GAME
FIRST SUPPLIES EXPECTED IN JUNE
FIRST COME FIRST SERVED
GENUINE UK VERSION 229.99

MEMBERSHIP FEES	6 MONTHS MEMBERSHIP	ONE YEAR MEMBERSHIP	TWO YEARS + FREE HARD BINDER
UK MEMBERS	4.00	7.00	14.00
OVERSEAS EC MEMBERS	6.00	9.00	18.00
OVERSEAS WORLD MEMBERS	7.00	11.00	22.00

WE ONLY SUPPLY MEMBERS BUT YOU CAN ORDER AS YOU JOIN.
All prices include VAT and carriage to UK mainland. See base of order form for overseas surcharges. We supply hardware orders to UK mainland addresses only.
(PLEASE PRINT IN BLOCK CAPITALS) **KICK** SEGA XS

Name_____
Address_____
_____
_____Postcode _____
Phone _____Machine_____
Enter membership number (if applicable) or
NEW MEMBERSHIP FEE (ANNUAL UK 7.00)
item_____
item_____
item_____
item_____

ALL PRICES INCLUDE UK POSTAGE & VAT £

Cheque/P.O./Access/Mastercard/Switch/Visa (Switch Issue No_____)
Card expiry date_____Signature_____

Cheques payable to: ***SPECIAL RESERVE***
P.O. BOX 847, HARLOW, CM21 9PH

Overseas Order Surcharge (EC or World)
Software orders please add £2.00 per item. Non-software items please add 25%. Hardware items supplied to UK mainland only.
Overseas orders must be paid by credit card.

Order/Confirmation/Receipt sent for every order.
We only supply official UK products. Official suppliers of all leading brands.
We sell games and peripherals all at amazing prices for Megadrive, Mega CD, Master System, Game Gear, Super NES, Gameboy, NES, Lynx, Amiga, Atari ST, PC, CD ROM, CDi, CD32 and Apple Mac.
Inevitably some games listed may not yet be available.
Please phone sales on 0279 600204 to check availability before ordering.
We reserve the right to change prices and offers without prior notification.
PRICES CORRECT AT TIME OF GOING TO PRESS. 20.4.94 E.&.O.E.
Inter-Mediates Ltd, 2 South Block, The Maltings, Sawbridgeworth, Herts. CM21 9PG.

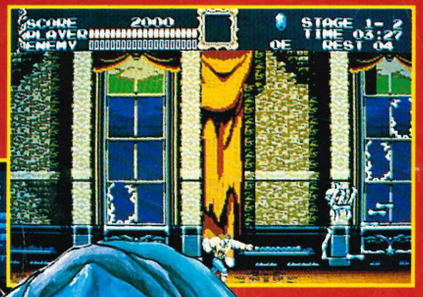
SEGA

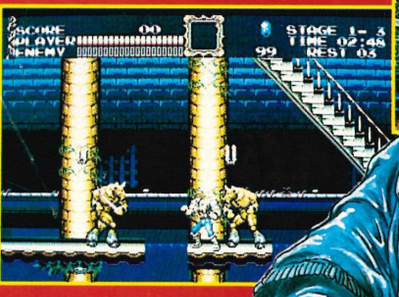
MEGA DRIVE

A spine tingling, blood curdling 6 level living nightmare from hell.

Castlevania®

The New Generation





As John Morris the whip wielding vampire hunter, or Eric Lecarde, master lanceman, you'll chase the demonic vampiress Countess Bartley across Europe to prevent her resurrecting the master of all evil - Count Dracula.

KONAMI

Konami (UK) Limited Konami House 54a Cowley Mill Road Uxbridge Middlesex UB8 2QE