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BRITAIN'S ONLY COMPLETE SEGA PLAYERS' GUIDE

SEGA *XS*



ISSUE 8
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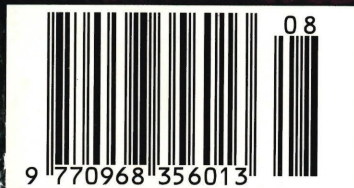
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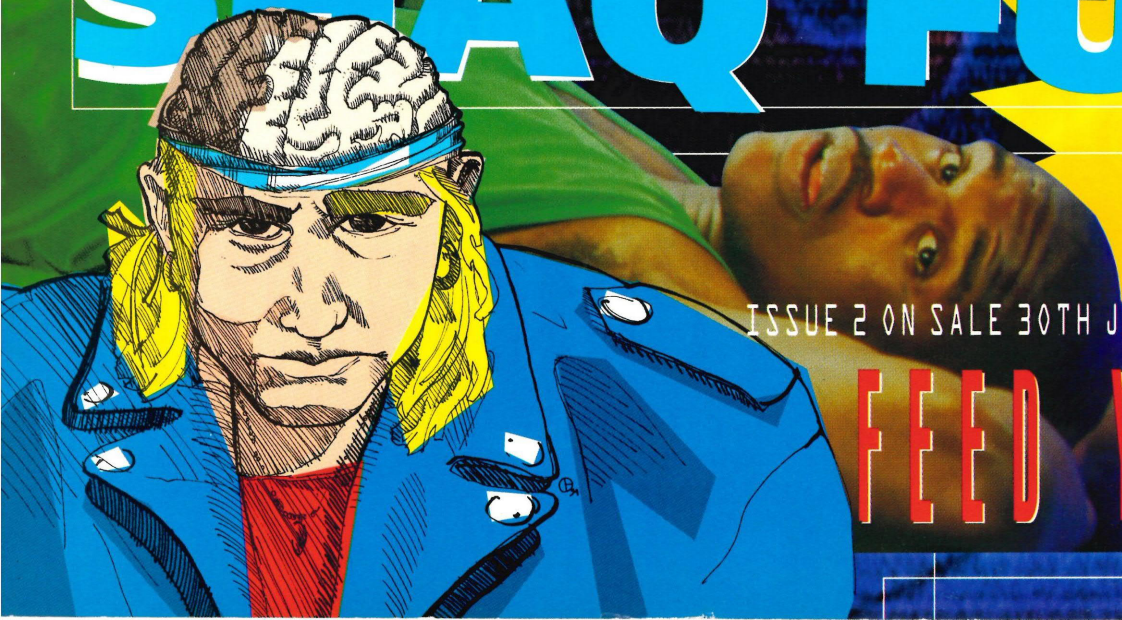
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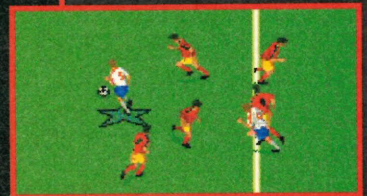
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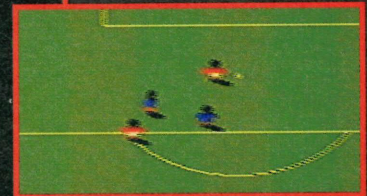
World Cup Fever scorches the pages of SEGA XS! All the red-hot action kicks off on page 33.



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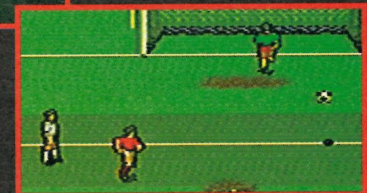
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From the makers of SEGA XS – SEGAPro, MEGA
 POWER, NINTENDO SUPER GAMER, CD ROM USER
 and PC POWER.

Last word: We woz robbed!

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GAME

Many thanks to Pete 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.



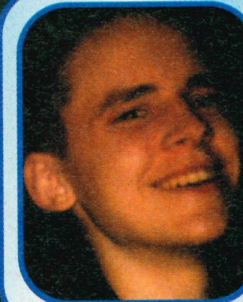
CHRIS MARKE

I asked everyone to bring in cool photographs, showing themselves at their most well dressed. Judging by this effort, I'm glad Richard was the only other one who bothered listening. Chris claims this shot was taken during his wild Sussex University days. Judging by the inane grin on his face he looks under the influence. If not, nobody would have let him within throwing distance of any place of learning!



COLIN NIGHTINGALE

What can I say about Colin? He slipped into the SEGA XS designer's underpants as if they were his own! Thrown in at the deep end and told to design the best mag on the market, or else, he rose like a Phoenix from the ashes of the latest all-night party at his house. Refusing to acknowledge his hangover, he produced yet another stunning issue. Sega XS readers can rest easy in his capable hands!



MARK PILKINGTON

As fresh faced as ever, the youngest alcoholic at SEGA XS Towers, smiles a warm greeting to the World. However, behind that care-free exterior beats a heart in turmoil. What is the cause of the wretched whippersnapper's woes? Simple really. Even as I write this short homage to the lad they modelled Beavis on; he battles with *The Prince of Persia*. Never has one man sweated so hard over one cart, for so many!



RICHARD FORSYTH

Following last issue's controversial picture, and the sordid "Is he, isn't he?" debate that ensued, Richard has become something of a sex symbol. Yes, it's true! The mailbox has been bulging with fan mail from panting female readers, and the office has been awash with rumours about our superstar. This explains the cool, debonair (some even say smug) appearance of young Rickie this issue!



NEIL ARMSTRONG

Neil was in his element this issue. Being a football mad Geordie he almost bit the editor's hand off when the Football Focus assignment was handed out. It didn't take him long to slide back in his chair and challenge anyone walking by to a game of *Sensible Soccer*. Next it was *FIFA Soccer*, then *World Cup '94* and then *Ryan Giggs*. Now, if Neil could only win a game, his life's complete...

SEGA

XS

EDITORIAL

UP FOR THE CUP!

By the time you folks read this we'll be well into World Cup '94 (No not the US Gold game, the real thing!). This is America's first taste of the football World Cup, so, at the time of writing, I hope they don't spoil it by messing with any of the fine old game's traditions.

This is a time for us all to reflect on what might have been. If only that German referee had sent Koeman off for fouling Platt. If only Tony Adams hadn't missed a sitter in the first half of the same crunch, winner-takes-all match. If only Graham Taylor hadn't been appointed England manager in the first place. We could be there playing out our opening games now!

Oh well, I suppose we can all be wise with the benefit of hindsight. However, it's still a disgrace the country that invented the greatest, most popular, game on Earth should have missed out on the greatest show on Earth.

The matches just don't seem the same without the added significance of wondering how the result might effect England's progress. To think just four years ago I was weeping into a pint of lager as England failed by a couple of penalties to beat the Germans and go through to the final. How the times have changed!

Anyway, enough of my self-indulgent whining. I expect most of you are wondering why I'm wittering on about football in your favourite console magazine. Well let me explain. This issue sees, among

many other exclusive solutions, a complete players' guide to the top footie simulations on the market. This includes a look at US Gold's official *World Cup '94* game, in which England have miraculously been re-instated in the Finals! Now, you really can recreate history.

There are also some great footie competitions to feast your eyes on. In association with US Gold we give you the chance to win copies of the official *World Cup USA '94* cart, plus loads of endorsed, and expensive, World Cup merchandise.

Similarly, in conjunction with those kind souls at Acclaim, we have plenty of copies of their Ryan Giggs soccer sim to give away, along with some footballs, personally signed by the great Welsh wing wizard.

SEGA XS is always first with the top competitions and once again we've come up trumps. Check out the rest of the issue for some other top give-aways as SEGA XS goes completely compo crazy!

GOING UNDERGROUND!

If you're one of those strange souls who thinks footie's just a wee bit boring — what the hells wrong with you? No, only joking, honest! There are plenty of other great titles in this issue, just for you, so don't start fretting. Instead, check out a line-up that's guaranteed to have you foaming at the mouth!

The top solution this month is undoubtedly *Subterranea*. Tell your friends to forget all those

namby-pamby little guides to the game in other Sega mags. If you want the best check out our fully mapped solution to this outstanding shoot-'em-up.

Two other huge Mega Drive smashes have also been cracked. *Bubba 'N' Stix* is a brilliant platform puzzler from Core, requiring real thought to unravel. In complete contrast Sega's *Streets Of Rage 3* is a no-holds barred battle from start to finish. Only the bravest survive, but, with our complete solution to hand, you'll have more than a fighting chance!

Mystery Mansion on the Mega CD, *Prince Of Persia* on the Mega Drive and *Aladdin* for the Master System and Game Gear complete this issue's impressive line-up. SEGA XS is packed with enough exciting solutions to see you through the next six weeks, until Issue #9 hits the streets!

Finally, if there are any games you feel deserve to be busted by SEGA XS, but, as yet, haven't been, let us know. Your input is vital to our success. Over the last few issues your letters and telephone calls have had a direct bearing on the solutions we've printed.

This is your magazine. More and more of you are subscribing to SEGA XS every week, making us the fastest growing console magazine on the market. Lets all keep up the good work and stay a part of a winning team!

**Stay tuned
Chris Marke**

COMPETITION WINNERS


The lucky winners of the *Core! Thunderstruck!* compo (Issue #5) are Mr M Huson from Dorset, who wins the first prize of a Mega CD and a copy of Core's Thunderhawk CD; the four runners up, who each receive a copy of the game, are Jason Dickinson from Manchester, Douglas Parkes from Goddington, Mr R D Wood from Welling and Daniel Sheperd from Cleveland. Congratulations and happy gameplaying guys!

The winners of the *Call of the Wild* compo (Issue #5) are G Alder from London, Douglas A Brown from Irvine, Mrs S M Steele from Bedford, Bob Ford from Watford, Jessica Louise Roberts from Plumstead, Matthew Wells from Taunton, Ross Drummond from Fife, David McKenzie from Hucknall, J Plowright from Barry and Mr Peter Thorpe from Southampton. Each of you wins a copy of *The Jungle Book* for both the Master System and the Game gear, as well as a copy of *The Jungle Book* video.

The winners of the *Who's A Champion Virgin?* compo (Issue #6) are R Dunford from Alton, Robert Cassie from Leicester, Martyn Bascombe from

Essex, Raymond Terry from Romford, Daniel McIntyre from Brighton, Colin O'Hare from Liverpool, Mr W Bird from Scunthorpe, Carole May from Rochdale, Adam Strange from Edinburgh, Miss S Armitage from Accrington, Cari Rendell from Yeovil, Stuart Livesey from Colne, Miss C D Stephenson from Birmingham, William Roberts from Olney, Daniel Williams from Havant, Stuart MacPherson from Paisley, Martin Smith from Erith, Darren Dickinson from Newark, Ian Maddock from Glamorgan and Daniel Malin from Leamington Spa. Plenty of beat-'em-up fun to you all!

The winners of the *EA Skitchin'* competition are Ray Hammond from Hatherley who wins the EA sports jacket and a copy of *Skitchin'*. Nine runners up, who each receive a copy of the game are Paul Shotton from Longton, Dean Whittaker from Brentwood, A Teacher from Ilford, Brian Johnson from Luton, Gemma Johnston from Dorking, Mr R Harrison from Sheffield, Steve Alpe from Basildon, Sean Cummiskey from Rochdale, Craig Mirfin Sheffield.



**The only solutions
worth reading
are found
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BRITAIN'S ONLY COMPLETE SEGA PLAYERS' GUIDE

XS

SONIC 3 - THE FINAL SOLUTION!

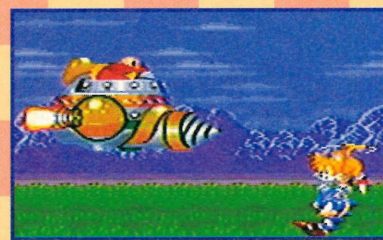
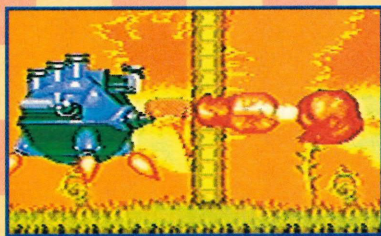


This is a competition for anyone out there still struggling with the latest adventures of that feisty fellow Sonic the Hedgehog. As you all know we produced the definitive magazine solution to the game in Issue 6, but we can now provide you with another helping hand courtesy of Titan Books.

The Official Sonic 3 Play Guide (Titan Books, £7.99) is available from all good bookstores but we're giving 20 lucky readers the chance to get their hands on a copy ahead of the crowd. Don't ya just love us!

The guide is a 100% full-colour journey through every level of Dr Robotnik's Fantasy Island. Each page is crammed with hints and tips on how to beat the Badniks and collect those Chaos Emeralds. If your in trouble and have somehow failed to get your hands on SEGA XS Issue 6 (Shame on you!), this is the book to deliver you from your turmoil.

So we have 20 copies of *The Official Sonic 3 Play Guide* on offer. All you need to do is answer the three simple questions below and return the entry form to the usual address by 18 August.



THE QUESTIONS

- How many adventures has Sonic had on the Mega Drive?
A: One
B: Two
C: Three
- What happens to Sonic if he collects all the Chaos Emeralds?
A: He goes Super Sonic
B: He nips down the Nags Head for a pint and a fag
C: He becomes a very rich Hedgehog indeed
- Sonic's mate is called Tails, but what breed of animal is his trusty chum?
A: Slug
B: Fox
C: Tiger

SONIC 3 COMPETITION

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

Tick the appropriate boxes on this coupon and send it to
SONIC 3 compo, SEGA XS, Durham House, 124 Old
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Name.....
Age.....
Address.....
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The console I own is.....
Please print a solution for.....
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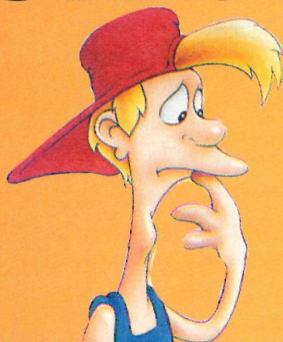
Once a perfectly ordinary delivery boy, leading a normal, everyday existence in his small town, Bubba's life is shattered when he's kidnapped by aliens. They whisk him off to a distant corner of the Cosmos, to be displayed as an exhibit in an intergalactic zoo. However, Bubba teams up with another imprisoned alien, Stix, and hatches an escape plan, requiring all the cunning and intelligence he can possibly muster to overcome the barrage of devious problems and confounding puzzles that lie in his path. As if it wasn't hard enough just coping with natural hazards and pitfalls, the alien kidnappers are hot on his heels, desperately trying to thwart the brave escape attempt.

Bubba 'N' Stix is one of the finest problem solving adventures ever seen on the Mega Drive. Recently Core have established themselves as a producer of original and exciting games, and it's a pleasure for Sega XS to bust open their latest groovy cart! With five meaty levels, and a new problem at every turn this is an essential guide to one of the most difficult platform puzzlers on the Mega Drive to date!

BUBBA 'N' STIX



ALIEN FOREST



The alien forest is a dark and sinister landscape. What with a blustery wind tossing leaves about your feet and ruffling your hair, it's vital to keep moving over the problem-riddled ground.

Remember Stix is the key. If you see a hole, plug it with Stix and create a platform. If you see a baddie, use Stix as a weapon. It's easy to die if you rush, so progress carefully and use Stix wisely. Oh yeah, don't forget to duck when you see the Green Man!

Chattering Blobs



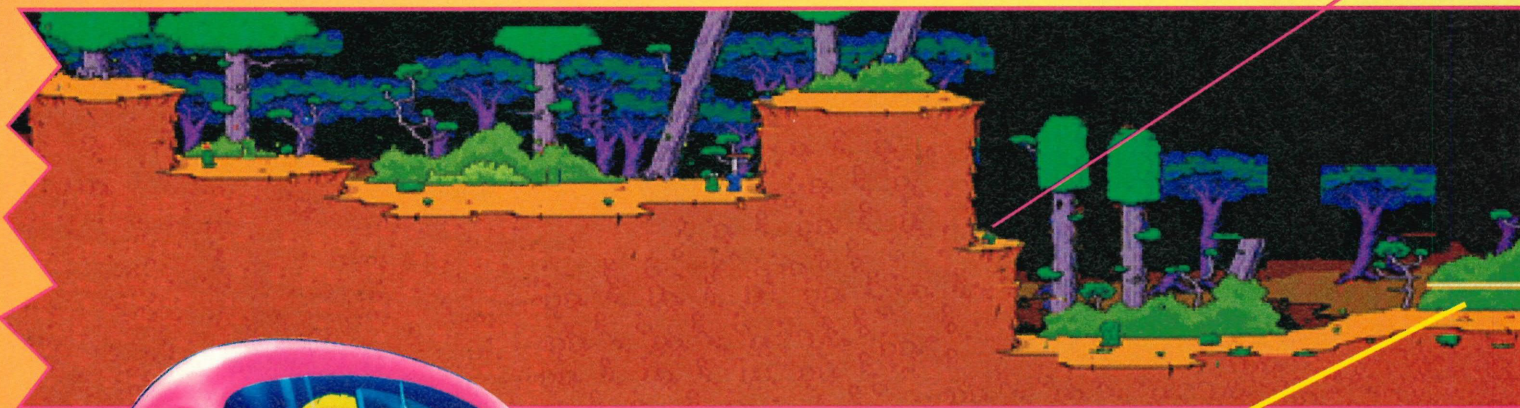
Approach the Chattering Blobs slowly. Get as close as you can without disturbing their chit-chat. Kneel down and throw Stix at them. If you catch them by surprise a lump appears on the Blue Blob and Stix forms a platform. As quickly as possible, jump from Stix to the high ledge. If you're too slow Stix returns and the Blobs restart their inane nattering.

Level 1



Hit these monster bushes as soon as you get the chance. Leave them alone and they pounce on you with their sharp nashing teeth. Basically, do it to them before they do it to you!

This medi-kit greatly improves any depleted energy bars, giving you a much bigger margin in which to make a few extra errors. However, this isn't a license to waste your energy, so be sure to take plenty of care in everything you do!

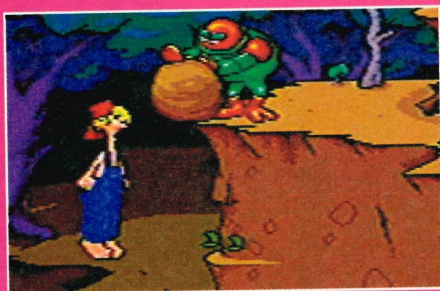


A Big Gun Recoil



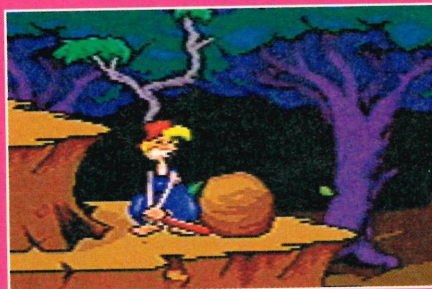
When you see the alien point this massive laser gun in your face be sure to duck or it immediately takes a life. When the shot blasts from the gun the power is so extreme the recoil knocks the alien off his feet. Leaving you free to move on.

Boulder Backfire



Bounce on the overgrown mushroom and the green fella pushes the boulder off the ledge in an effort to crush you. If you don't leap out of the way after you bounce, expect to get clobbered. However, avoid the rock and it bounces off the mushroom back onto the alien, flattening him like a pancake. Use the mushroom again to progress.

Rock and Roll!

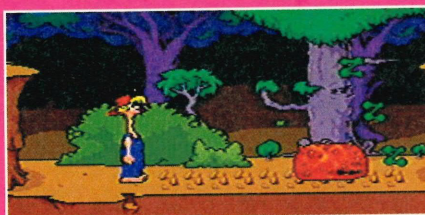
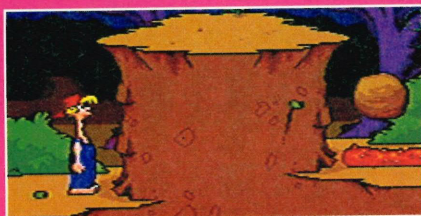


Roll the rock off the ledge by using Stix as a lever. Do this by holding the throw button down for about a second, while standing right next to the boulder. The boulder bounces off the mushroom and onto the opposite ledge, becoming a raised platform. This allows you to reach the really high ledge, which would otherwise be impossible to climb.

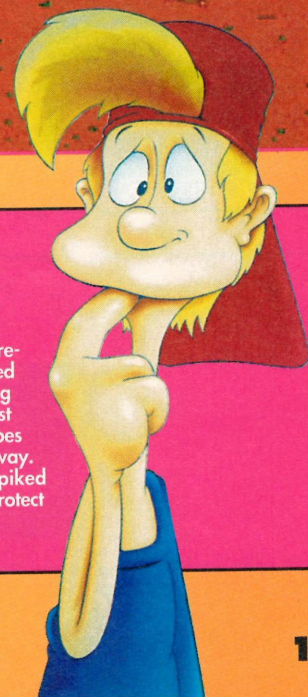
This tree follows you every time you move towards the right. Don't worry, he means you no harm. When you reach the wall, simply push Stix into the hole so a platform is created. Now jump from Stix to the tree and up onto the ledge, before progressing through the rest of the level.

At the end of this level allow yourself to be zapped by the green guy, but don't fret as it's the only way to reach the second stage. His gun is a nifty transporting device, which spreads your atoms into a million pieces and then re-integrates you on-board the alien spaceship.

The Snoozing Monster Jump



Throw Stix at the boulder resting precariously on the edge of the raised ground, so it falls onto the sleeping red monster. The monster is robust enough not to care much, but it does move over a bit to get out of the way. By doing this it covers the spiked ground, acting as a cushion to protect your bare feet when crossing.



WALDO'S SPACESHIP

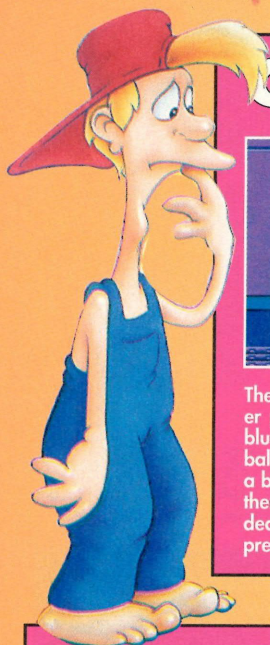


You remember the green man from the first level, now known as Waldo. Well he's got you imprisoned in his spaceship and you have to escape before he does despicable things to Bubba and Stix. There are five doors on level one. To open them you have to push a button on each of the five levels within the ship. There are a vast number of ways to loose energy and life. If you do get low, go to level five and find a lever, which gives you medi-kits. The problems can be fairly tough, but there ain't no problem that can't be solved!

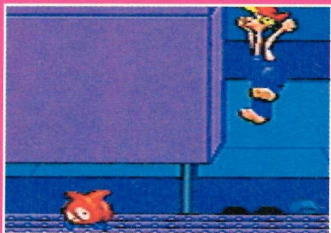
Behind Bars



You start here. Prize the barrel over so it rolls from side to side. Avoiding the barrel, quickly insert Stix in the small hole to the left. A porthole opens, pass it and you're sucked out into the ship.



Gobble !



The bowling ball you find from the higher platform has to be nudged into the blue object obstructing your way. The ball suddenly gobbles up the object in a bizarre but helpful manner. You must then push the ball over the switch to deactivate the electric floor, before pressing the door button to continue.

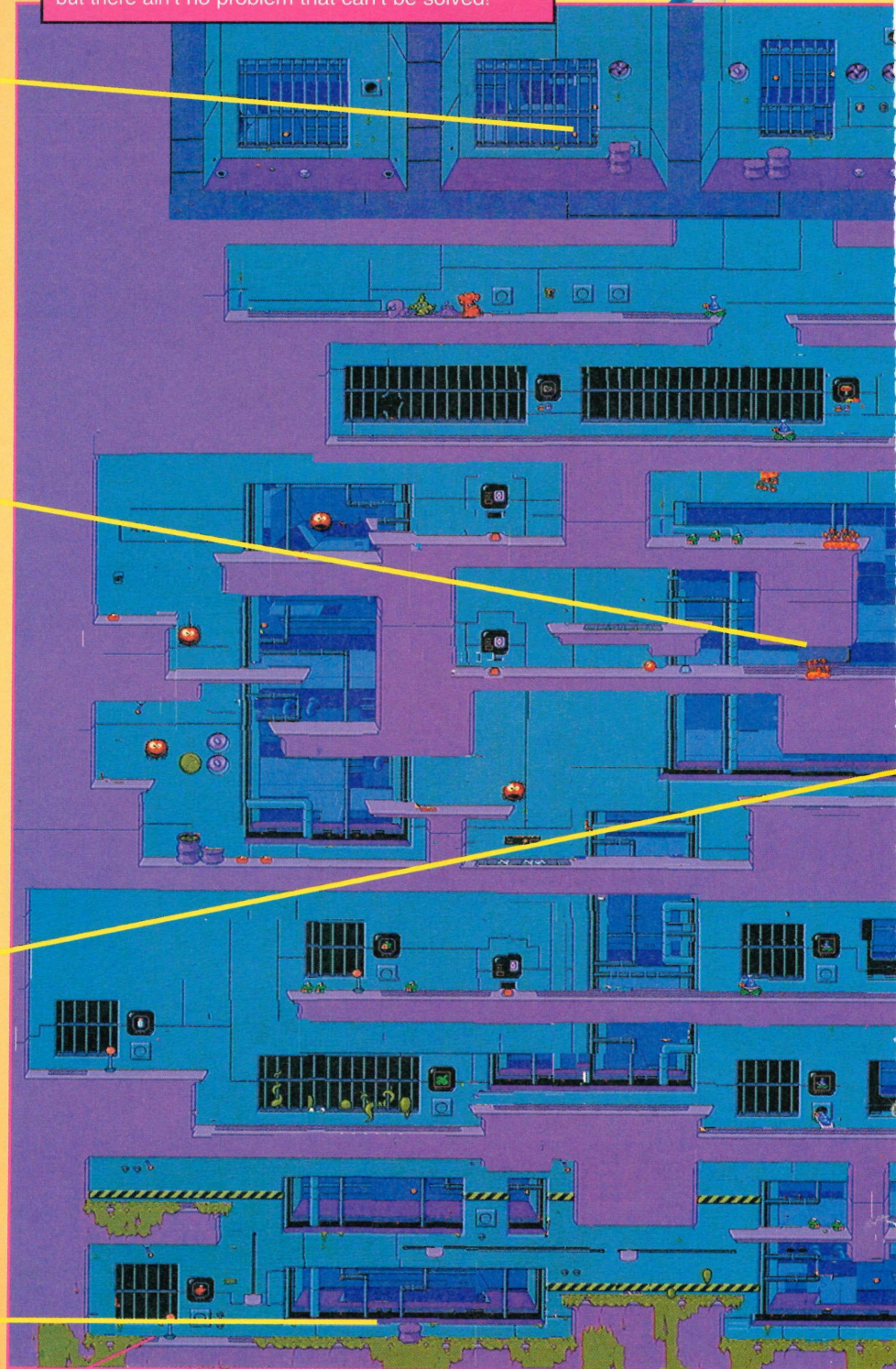
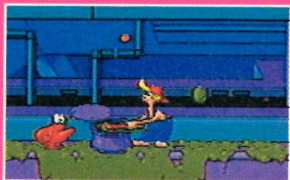
Happy Friend



Hit this lever to produce an inanely happy red furbal that follows you about. When you need to bridge an electric floor, or need a step up, hit the stupid creature so he falls dazed to the ground. Don't worry about offending him. He loves you to bits, even if you bash him in the face!

Eat my Gunk!

Press the lever on the right to produce this red thing. Knock off the lid to the canister with a swipe. The creature jumps in head first in an eating frenzy. Bounce up to the platform on it's inflated belly.



By throwing Stix or touching these levers with your head you activate the moving platforms. These are vital pieces of equipment needed to ensure your steady progress.

Milk Monster

Most of the cells are straight forward but this requires a bit of thought. The button on the right activates a fan and the button on the left switches from fan to fan. Activate the two fans on the right and make sure the one on the left is off. Knock the lid off the big barrel and stir the green gunk with Stix. A bubble appears. Jump on it and kneel. The fans now drag you toward the exit hole.

Make your way to the far left to find a lever, which, when pressed, reveals a milk bottle with legs. Simply walk back to the other side, where the fat red monster is sitting, and the milk bottle obediently follows you. Don't get too far ahead and use Stix as a platform, by sticking him in the wall, where necessary. The monster drinks the milk when you get close and becomes even fatter. To progress use it's inflated stomach as a trampoline!



Level 2

Prod The Ball



Hit the lever and a bowling ball falls out of the wall. Use Stix as a prod to roll the ball off the ledge to the lower platform. It rolls backward a little if you wait too long and this is very irritating, so be quick.

This gap is big but if you time it right, it is possible to jump it. You need to jump it to reach the ball. This helpful sphere eventually leads you to the button to open a door.

Door Button

Pressing these buttons opens one of the five doors to the bottom right. When all the buttons are pressed and doors open you can escape. The buttons may be guarded by orange creatures with tentacles. Hit them with Stix to make them run away.



Beam Me Up!



Teleporters can be activated by Stix. The level you go to is indicated by the side of the machine. On level one of the ship go to any level you wish simply by pressing the button beside the teleporter.

Bouncing Balls



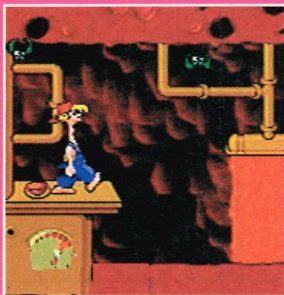
Use Stix to hit the lever and produce this beach ball which you can use to bounce to the higher platform and button.

Password R?3NP6212C

VOLCANO

Vacuum On

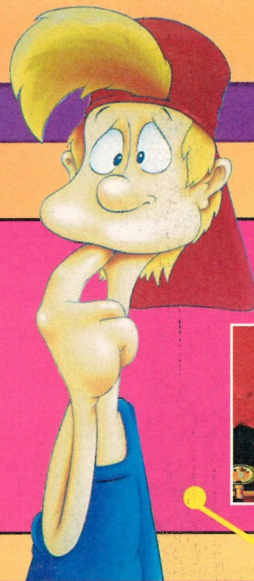
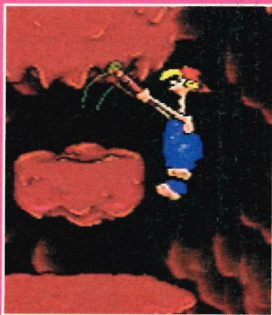
Press this button once to switch the vacuum tube on so you can be sucked up to a higher level. As you attempt to reach and press the button prepare to be heavily attacked by a swarm of blood-thirsty bats. Do not linger too long and always use Stix in defence.



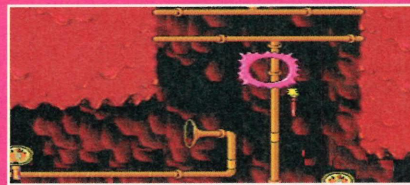
The mechanised innards of this violent volcano definitely not a safe place to be! It's a labyrinth of deadly traps and tight corners. The most complex and obscure of all the levels, it takes plenty of lateral thinking to tackle. The aim is to switch all the levers to an on position. The levers are scattered around the level and, when switched on, light up a purple bulb on the display to the top right. There is much balloon mayhem to face, so be prepared.

Quake

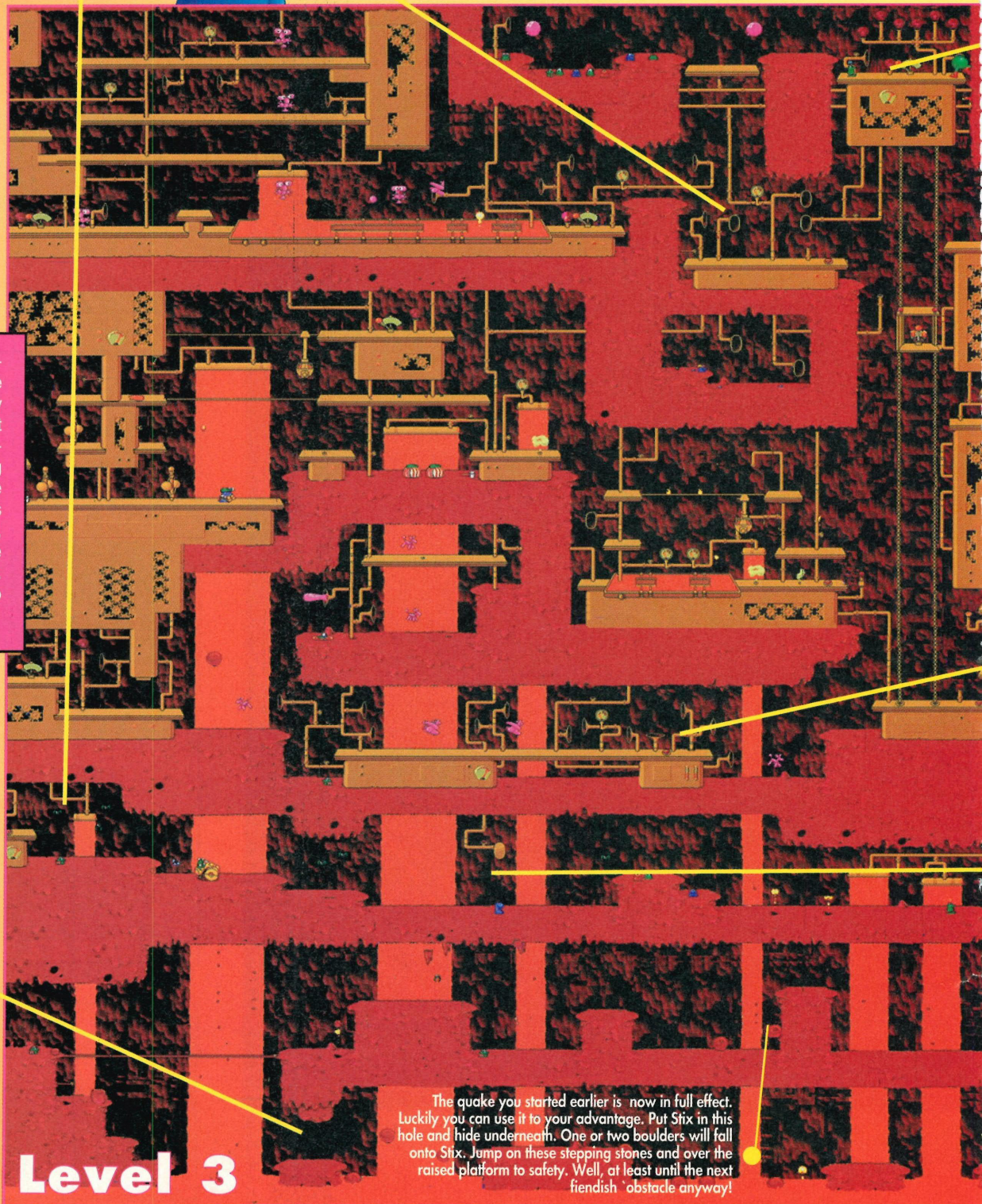
Striking the loose rock on the volcano ceiling sends it crashing down, causing the volcano to quake as if it's about to erupt. This means vital rocks will fall from the ceiling later to act as stepping stones for you to traverse any difficult stages.



Up Up and Away!



Put Stix in the hole in the wall to the left. Jump into the lower tube, which inserts you into a rising balloon. When above the ledge to the left, retrieve Stix. He bursts the balloon, so make sure you fall to the left. When you land on the ledge be ready for an ariel attack.



Level 3

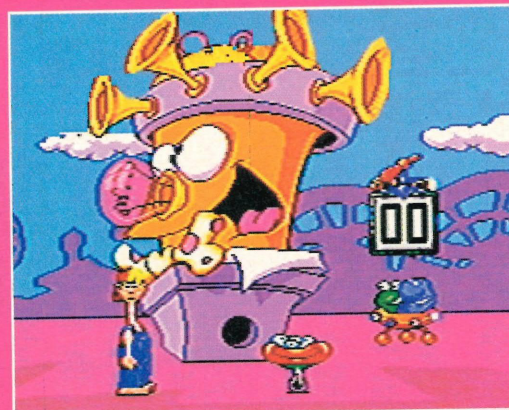
The quake you started earlier is now in full effect. Luckily you can use it to your advantage. Put Stix in this hole and hide underneath. One or two boulders will fall onto Stix. Jump on these stepping stones and over the raised platform to safety. Well, at least until the next fiendish 'obstacle anyway!

Bulb Display

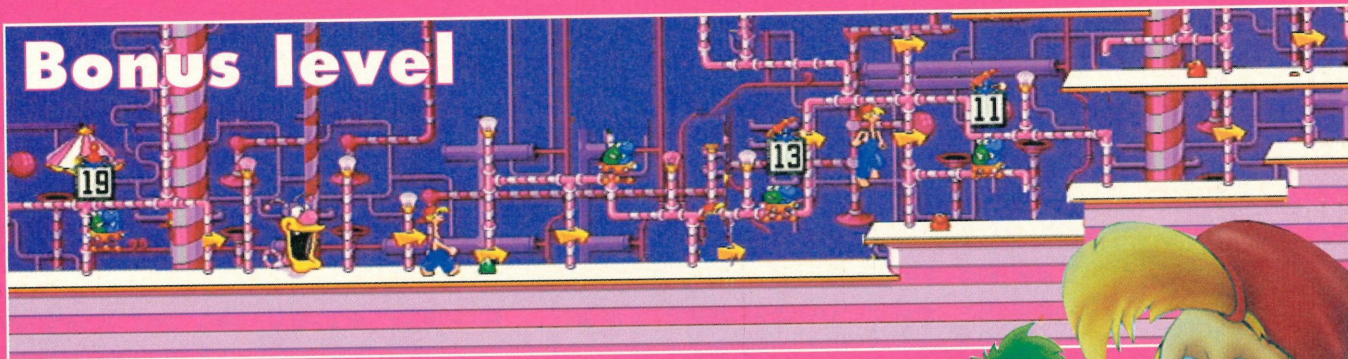
Light all of the bulbs by pressing the scattered levers and return here at the end. When the bulb display is completed you drift to the next level in a hot-air balloon.



Collect plenty of goodies in this bonus round. However the amount of time you have to do this is dependent on your talents so far in the game. Collect extra continues, points, power ups and lives. Very useful as long as you don't waste time. The stopwatch counts down from a hovering craft, containing a duo of green and blue blobs sitting at the controls. You won't loose life or energy here, instead it's all about grabbing goodies for Bubba!



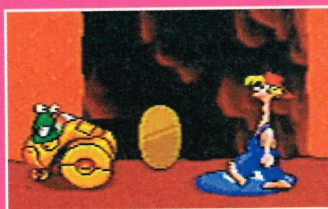
Bonus level



Password Q27XC7RW84

Free Stuck Stix

To activate the lever at the far bottom left of the level, you need to send Stix off on a temporary journey, encased in a balloon. To free Stix make a death-defying run back across the hostile balloon making machine. This is tough going as you're under constant attack. Stop and press the button near the end. The balloon with Stix in follows you and you must make sure he is positioned over the suction tube.

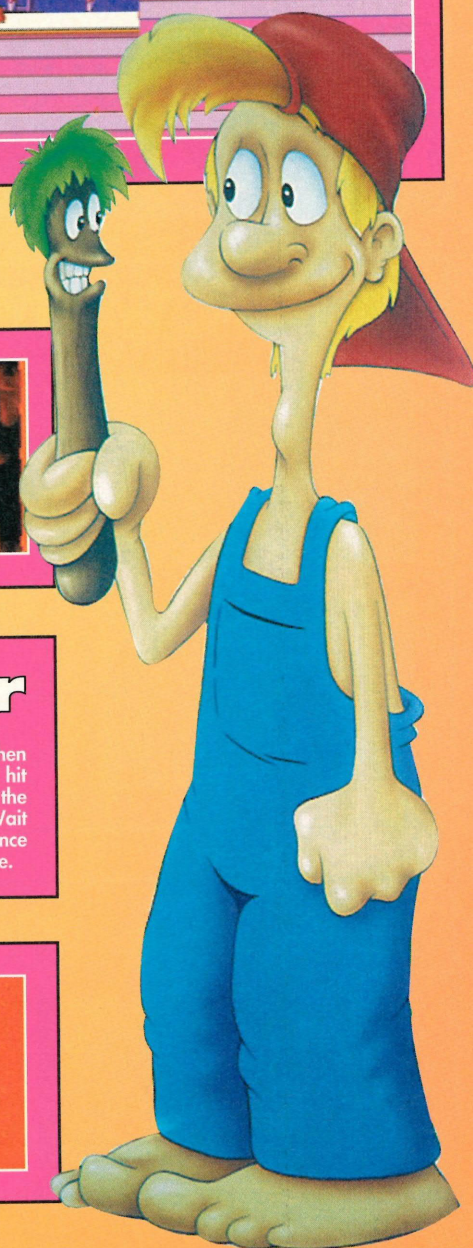
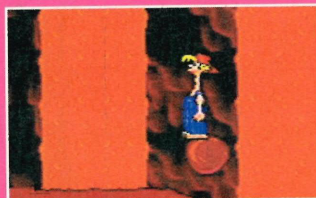


Steamroller

First press the button to the far right so the vacuum is operational. Then knock the cover off the tube using Stix. Go to the Steamroller and hit it from behind, making it trundle off on it's mission. Go back to the tube. The steamroller continually flattens the blue blob creature. Wait until the roller finishes and stand on the blue blob when it's flat. Once it swells up again it suddenly springs you up into the tube entrance.

Boulder Ride

This is the first obstacle to overcome. A boulder appears from the lava fall behind you. Jump on it as it bounces towards you and ride it until it comes to a standstill in a pool of lava. It will sink under your weight so jump onto the series of boulders in front. When you reach the boulder on the ledge, throw Stix over it. By doing this you loosen its grip as Stix bashes it from behind, causing it to fall into the lava.



The Marine Temple is really water logged. Luckily Stix can be used as a Snorkel, allowing Bubba to swim to safety. However, without Stix Bubba flaps his arms and legs like a demented Kipper and loses all control. The water level rises and drops via a series of levers and devices. Bubba must change the water level constantly to progress further. Confrontation comes in the form of green fish and armed turtles with little legs.

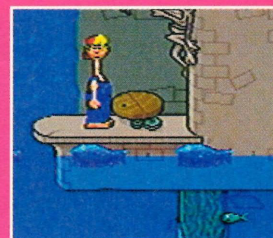
Water Jump

Put Stix in the hole to the left and run through the water. Before it rises and traps Bubba, retrieve Stix and place him in the hole to the right. Then simply jump on Stix and speed away. The water rises very swiftly so make haste or death and frustration will then result.



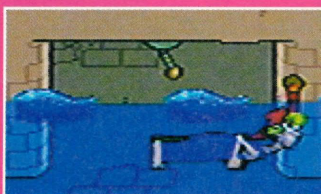
First insert Stix in the door opening device and open it slightly. Dive in the pool and touch the switch to the left. When the water drops swipe all of the floundering fish. The really evil fish behind the door should be just reachable with Stix. Touch the button and raise the water. Now open the door fully and leave.

Hell Fish



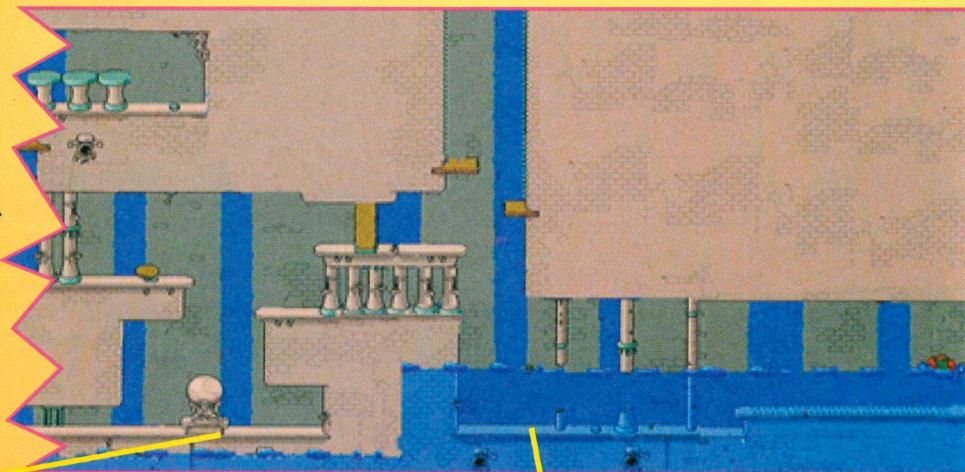
Level 4

Switch Way



Knock the switch to lower the water. You would have been without air for a long time before you reach here so hurry. On the second of these switches, the water completely drains. Stay on the right or left platform before it fully drains. Watch out for the fish dogging your every move. Open the door below to face fish and alien turtles with arrows. The water rises and falls every other second. Very awkward!

MARINE TEMPLE



A Stone Floater

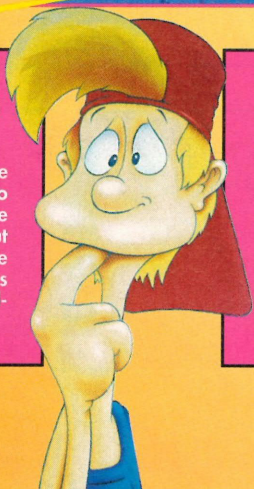


Put Stix in the hole to the right and clamber onto the ball. Jump off to the left and retrieve Stix. Put him in the nearest hole and the water rises again, leaving you balanced on the stone..

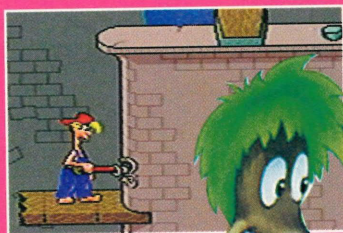
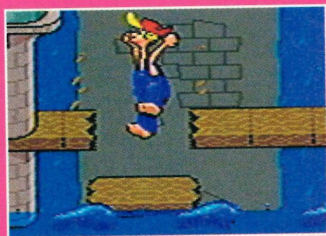
Pillar Thriller



Press the button to drain the water. Throw Stix at the pillar and watch it shatter. Raise the water level by putting Stix in the hole to the left and swim carefully through the shallows as there are spikes on the floor.

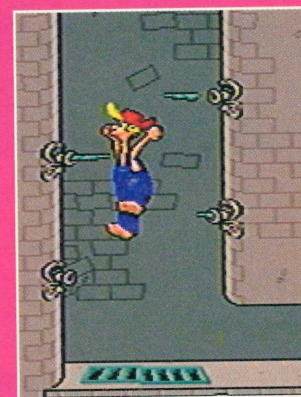
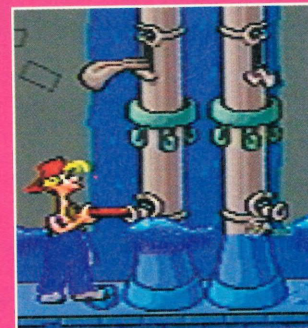


Water Log Puzzle



Use the button on the floor to raise and lower the water level. Walk onto the post to the left and a section drops out. Go to the post on the right and put Stix in the hole. Press the button on the floor to make the water rise. Jump onto the section of post as it comes away. By now it's floated to the top and you can use it as a raft. By standing on the left of the log you can make it travel to the right. When it reaches the platform jump off and proceed to grab the position marker, so you don't have to start from the very beginning, should you die again.

2 Trix!



The first problem (top right) requires Bubba to put Stix in the hole, thus making a tongue platform extend above them. Jump up the ladder you created to get to the top section. Press the button to the right so the water rises and you can reach the button to the left. The water completely drains. You can now jump down the shaft (second picture) and kneel to avoid all the spikes shot at you. If the water level is up you cannot do this little trick.

Password FQPK2LM4ZX

First of all, walk over this section of the wooden beam, making it drop out to create another raft. Plug the hole to the bottom right, before travelling left and down (going right each time you drop). The raft protects Bubba from any spikes you meet. Next, hit the two blobs into the pool to act as stepping stones. Go through the exit to the last level.

Insert Stix into the hole three times so the correct tongue is outstretched as a platform. In the section preceding this you should stand on Waldo and switch the lever. Waldo's raft descends with the water onto the spikes and deflates in a genuinely comic effect.

Balls Up!



Press the button to the right to drain the water. Stand on the ball, before inserting Stix in the hole. Let the water rise. When it stops release Stix and leave the water. Jump onto the nearest beam. It's difficult — hence the heading!

SUMMARY

GAME NAME: Bubba and Stix
TIME TO COMPLETE: 1 Week
HIGHEST SCORE: Infinity +1
NUMBER OF LEVELS: 5
CHALLENGE RATING: Medium
 If you think you can beat the pros at SEGA XS on any of the games covered in this issue, then you are very clever and deserve a pat on the head. We don't play for fun, we play for money!

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THE SPACEPORT

At last, we've reached the last level! You've come a long way to get here, so don't mess up. The aim is simple — head up to the right of the map and face the evil mechanical Stix, under the remote control of Waldo. The aliens are on your tail in this one, lasers blasting at your heels and robot guards zipping around shooting wildly and making everything just a bit hectic.

Meka Stix



Hit this green robot brute with Stix and avoid his attacks by running away and darting from behind the drill. This is not easy and takes ages! A real test of skill!



This is the complete landscape you must traverse, shown to you in snippets before each level. More problems than you can shake a big stick at hide in this seemingly innocent looking panorama. Beware my friends, beware!

Tightrope It!



Watch the behaviour of these red robots before walking the tightrope. Timing is everything. Walk the rope using Stix for balance. Keep taking rhythmic, long strides.

Slow Crawl

Put Stix in the hole to stop the conveyor belts. Jump onto the right platform and from there to the left one. Crawl along the halted conveyor to the box. Lever it onto the moving conveyor and use.



Stack 'Em High

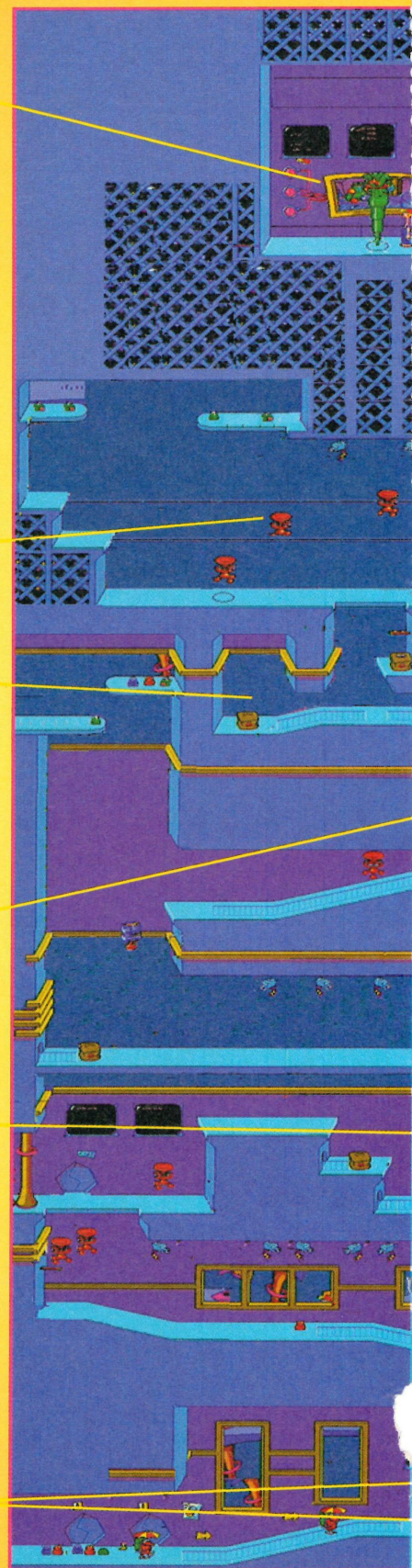


Stack the brown box on top of the dangerous one. Notice the spacing of the dangerous boxes and before you think one is going to appear lever the brown box on top and jump on it. When you reach the next platform there are two boxes above you. Hit them, but don't stand directly below them when they fall.



Step It Up

Firstly, throw Stix away and run through the transporter to avoid getting electrified. Recall Stix later. Secondly, when you reach the two red robots, watch out for their laser blasts and don't touch them with Bubba. Hit them with Stix to form a crude set of steps leading up to the right platform. They are only disabled for a few seconds so act quickly!





Level 5

Hit And Miss

(Lower picture) Bubba must duck to avoid either being shot, run over or knocked off the tight rope by the red robot. (Top picture) The next step is to hit the faulty baggage handling machine to start it up. Once it's going hop on and jump onto the platform when you reach it.



Take A Trip



Put Stix in the hole to stop the conveyor belt. Avoid the first two cases going by, before following the one good one. Make sure the good (brown) one is near the next platform.

Force It Up

Lever the bag onto the next conveyor belt before it's picked up by a bag handling machine. The baggage should go through the hole and end up at the other side of the level. Use it to jump from.



Knock It Off

Press the right button, jump onto the machine and press the button on the left. On the opposite side, activate the laser to knock the top box off, onto the button below. Now run for it!



Password 5XKP!B38BR

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SUB TERRANIA

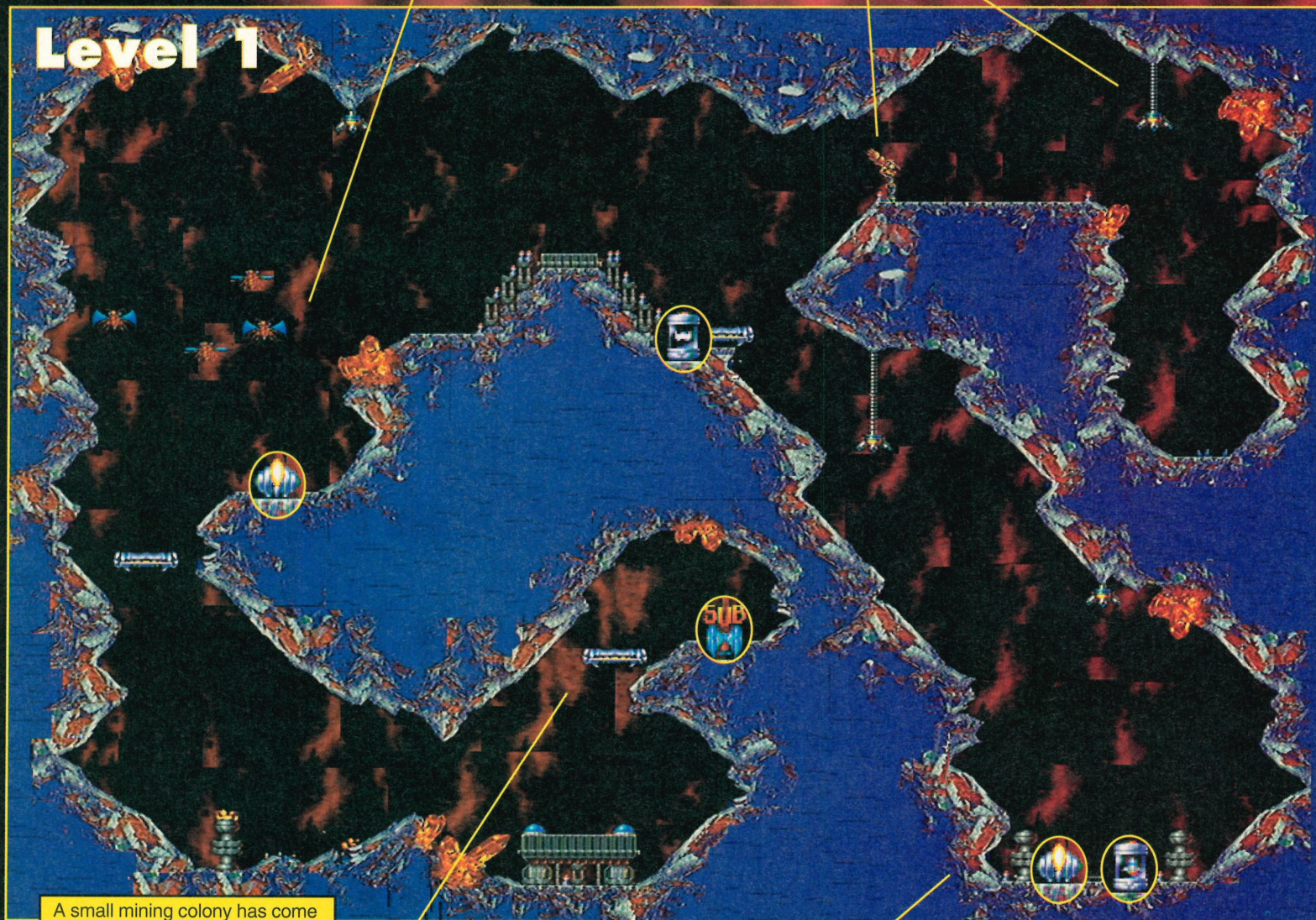
Deep within the chilling darkness beneath the Planet, a ship glides stealthily out from the shadows cast by a stony crag. In the cockpit your eyes frantically scan the terrain for enemy fighters. You're the sole hope of an entire Starfleet. Your mission — to save a trapped mining community, under siege from an evil alien invasion. The task before you is enormous. You must juggle between mission directives, ship refuelling and solving complex alien puzzles. It's not going to be easy! Luckily SEGA XS is at hand to guide you through all nine levels. With the seal of approval of an XS Recommended review in the last issue, this is an awesome and difficult game. However, there is no need to feel claustrophobic or trapped. Read on, for the complete solution awaits your scrutiny!

These red insect aliens can be shot, but it's more effective to ram them. This may cause you to lose a small fraction of your energy but if they're making life difficult it's worth it.

This evil robot packs an incredibly hard punch with his extending arm attack. Either shoot it quickly or thrust past. It's better to keep moving, rather than attempting to line up each shot. Always remember the effects of gravity as you spin around to line up a shot or attempt a quick getaway.

These three-pronged lasers are on extending arms and are a real nuisance if you linger around. Best to blow it up, as this only takes a few seconds, so get blasting!

Level 1



A small mining colony has come under attack from a hostile alien force, as a result of a bitter mining dispute. The time has come for action and the hopes of the mining community are placed in the hands of one man. That man is you, the best fighter pilot in the Galaxy!

Within the dark caves beneath the Planet, you must rescue the trapped men and collect the first of six SUB modules. The SUB modules are vital in later missions, to allow underwater travel. To complete the level collect the men and then go for the module.

When rescuing the men wait until they're all aboard the ship before blasting off. Use fuel efficiently. The first level is small and fairly worry free, if you keep a level head.

These long craft act as doors. They sit suspended in the air, effectively blocking your path. To get them out of the way, shoot at them and they will obligingly move. This one, however, creeps back to its original position very quickly, so grab the SUB and get out of there! Shoot it from a fair distance so it does not back into you.

Two very appealing power ups but they are guarded by two laser mounts. Is it worth bothering I ask myself? Also, when you initially enter the cavern you have to open a door, g. shoot one of those long craft.. When you shoot the blocking craft it will move sideways toward the ledge and if you have not collected the extra life, on the ledge, then it will be crushed by the .

Icon Identification



BLUE POWER-UP:
Short range laser. Much stronger than normal fire power.



RED POWER-UP:
The medium laser is better than the blue power-up, but not the green.



GREEN POWER-UP:
Arms you with very powerful green lasers. Ideal against guardians.



MISSILE:
10 missiles to speed up attacks on guardians and alien installations.



FUEL OR SHIELD:
Fuel cells glow yellow and the shield cells glow blue.



LIFE:
An extra ship to increase your chances of survival.



FLAT LASER SHIELD:
Crops up on level three. Deflects laser fire. Can be mounted on a truck.



ANGLED LASER SHIELD:
Very heavy and fuel guzzling. Deflects heavy laser fire to the side.



LEVEL 2 RESCUE
Six sub modules have to be collected for later missions. One per level.

Doomsday Guardian

Grab the missiles and fire rapidly at the tail underneath this guardian. Once the tail is destroyed concentrate on the two faces either side and finally attack the whole head. If the tail gets hold of you it throws you at the walls! Once you kill it rock falls away to the left revealing the SUB and the POWs.



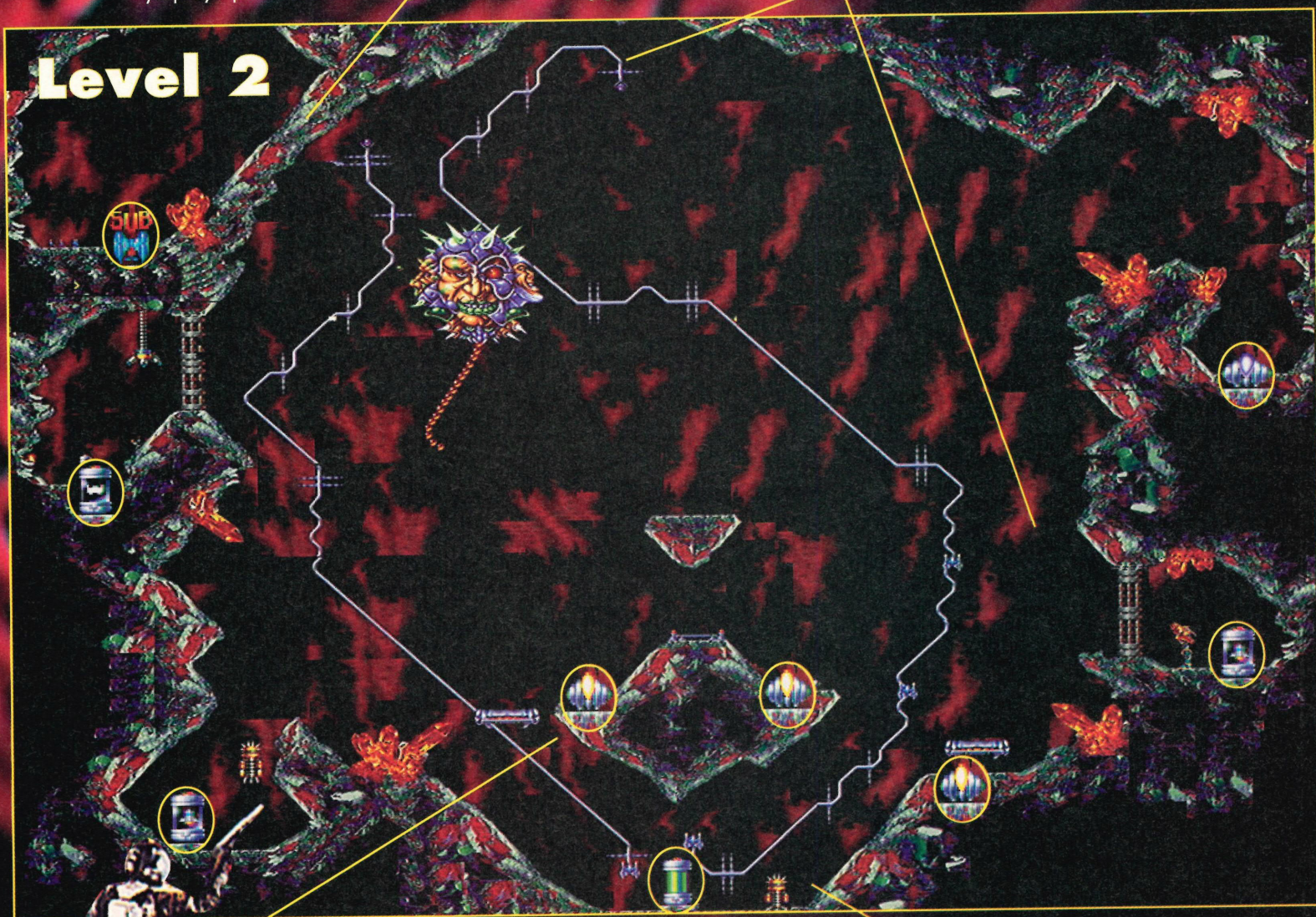
This wall collapses when the guardian has been defeated so you can gain access to the mission directives. If you're low on fuel and cannot get any more, still grab the SUB and men.

Even though you may lose a life on the return trip to the base, your mission is still complete. This Kamikaze style saves you plenty of precious time and bother.

Attach yourself to the rails at this point and conserve fuel when attacking the guardian. The guardian ploughs into you, if you use this rail too much, knocking you off. The idea is to use it carefully, while engaging in short bursts of attack.

Shoot away this wall with rapid fire. Collect and use the laser to speed up the operation. Use small thrusts upward, and when you fall start frantically blasting until your blue in the thumb! Also finish off the robot guard before attempting to get the missiles. This whole task takes lots of fuel and time, so, if you feel confident fighting the guardian on normal firepower go for it!

Level 2

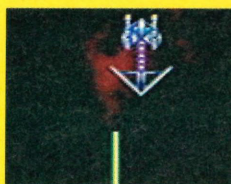


These fuel cells, either side of the base, are vitally important and have to be used during your attack on the Doomsday Guardian. Be sure to use them efficiently, otherwise you may be forced to sacrifice a life. Always wait until you are very low on fuel before refilling your tanks. This way both tanks last out the entire mission.

This robot bounces upwards at such speed it's vital to time your move past it to perfection. If you drift into it's way prepare to be smashed to smithereens instantly!



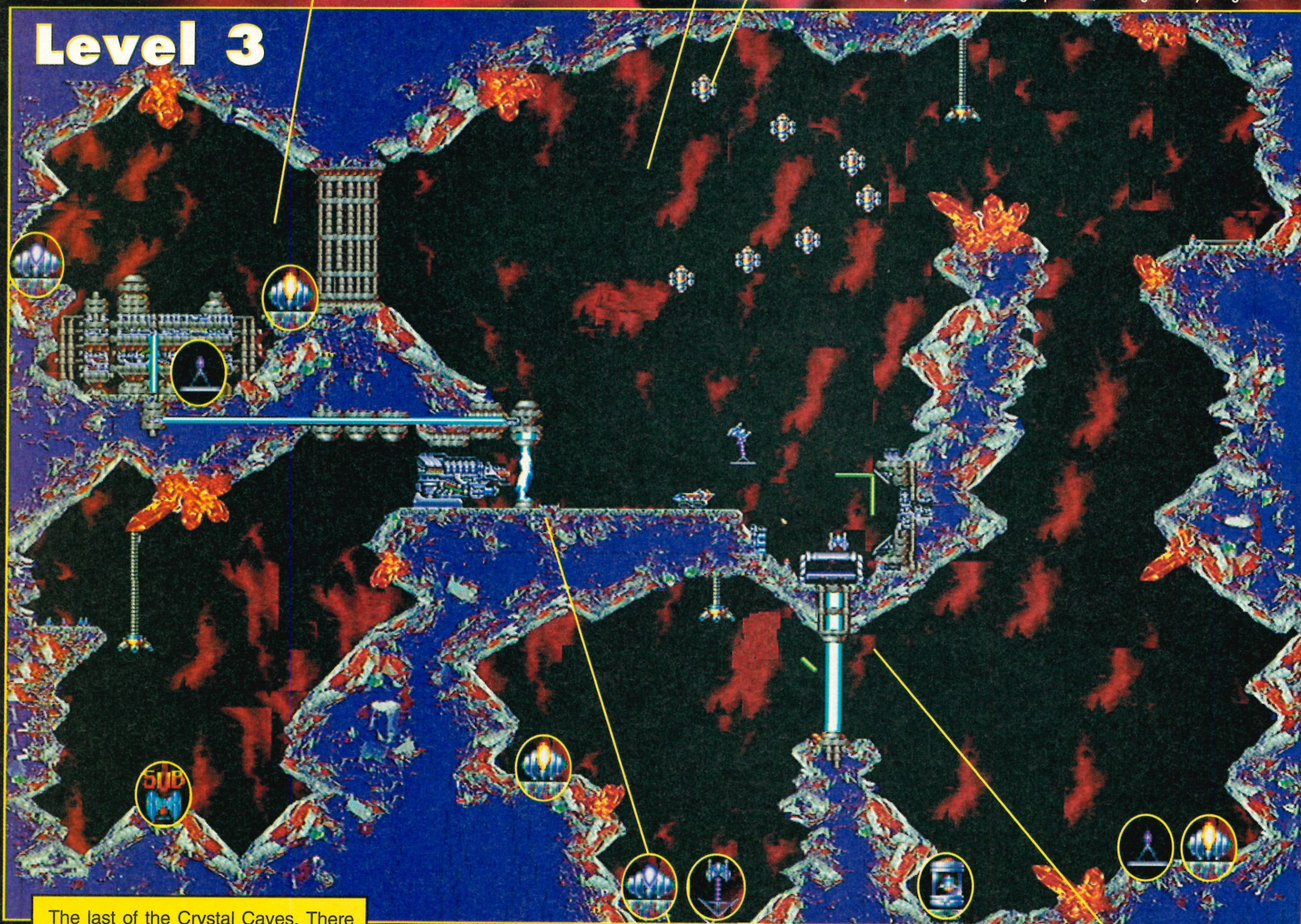
TASK 4: Start this task by blasting away the base. By doing this you ensure the mining laser is switched off and also uncover the vital flat laser deflector.



TASK 3: Begin by entering the newly accessible cave and refuelling. Next tow the angled deflector to the main cave. Hover over the truck, so the laser hits the left side of the deflector. It swiftly blows a hole in the wall to the left. Complete this task quickly, the deflector is heavy and drains fuel.

These formation flying machines are a right pain if you get in their way, bumping and dragging you into all sorts of trouble. They follow a defined clockwise flight pattern so try and learn it. When the Utility truck is set up they stop their flight and act as laser deflectors, if you're not in the right position, making life very dangerous.

Level 3

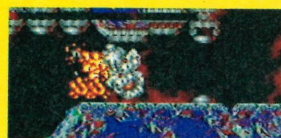


The last of the Crystal Caves. There is a set procedure to follow to complete this mission's directives. Follow the Operations in the order outlined within the guide above.

The aliens have taken over a powerful mining laser and are using it for their own devices. Your goal is to destroy the laser and before collecting the men and the module. To complete the mission you must utilise a series of deflectors to manipulate the direction of the laser. Also remember to interact with a ground based utility truck. This needs brain and brawn!



TASK 1: Get the flat deflector from the cavern to the right. Tow it to the utility truck and release it on top of the truck. Head for the second task.



TASK 5: Pick up the flat deflector and hover directly over the utility truck. Watch the laser backfire and blow itself up. You can now collect the SUB and POWs.



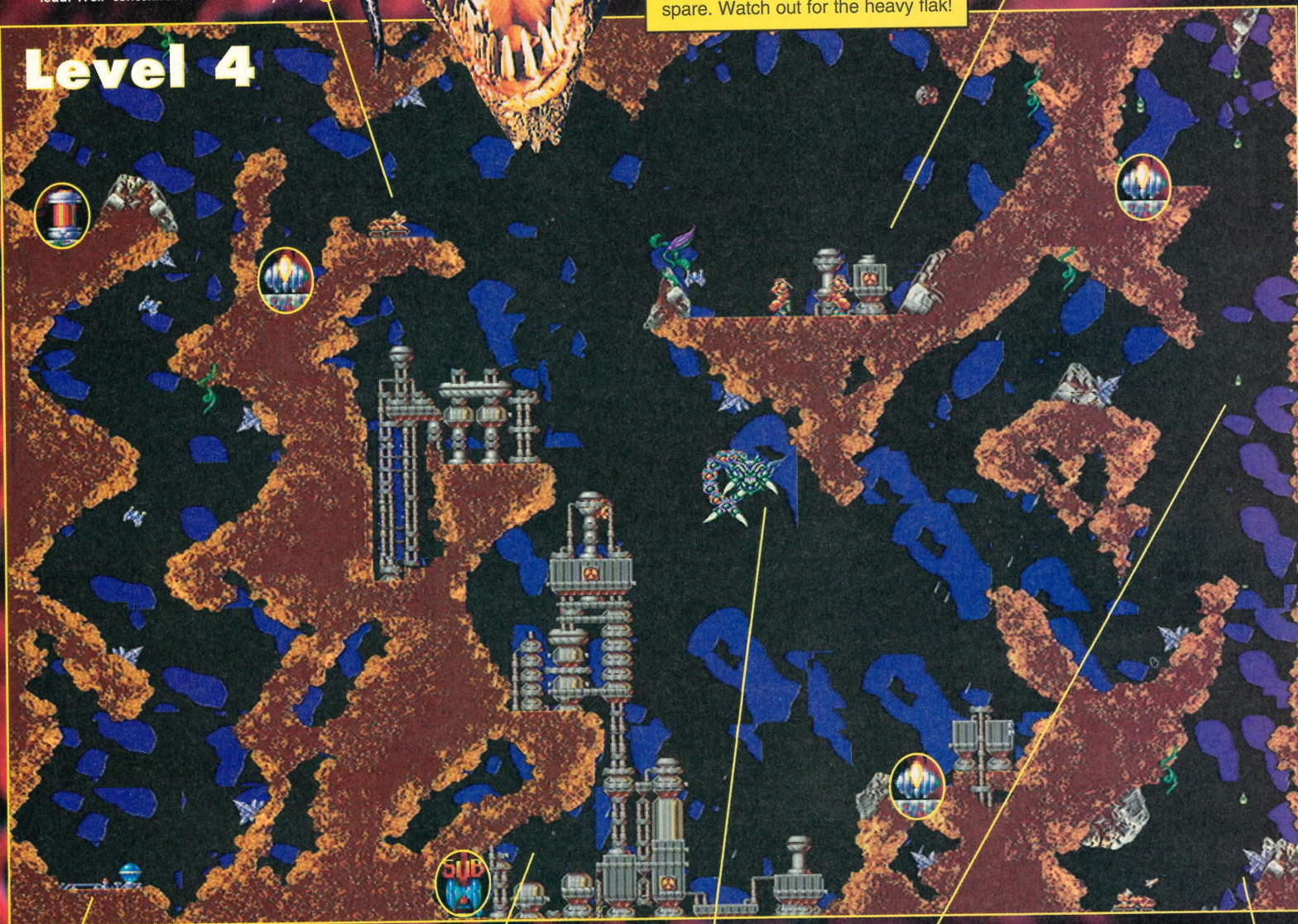
TASK 2: With the laser deflected, sit on the small metal platform over this laser beam. The platform sinks and deactivates the laser allowing access to a new cave.

This missile-launching land vehicle fires salvoes of missiles in your direction. It's hard to avoid being hit by the flak in the tight caverns and you better pump the offending missile launcher full of lead. Well concentrated laser fire anyway!

An alien creature has overcome the peaceful mining settlement. Your mission is to kill the alien and get the SUB and POWS to safety. The SUB is hidden deep within the base, so a lot of blasting is required. Don't waste fuel as there is not much spare. Watch out for the heavy flak!

It's best to avoid this tricky platform. Two stalking robot guards wait to punch you out of your flight path.

Level 4



Start and end the mission here. The long, snaking tunnel above is fuel consuming, so make sure you refuel as soon as you reach the top.

Green slime drops down from the cave in the top right hand corner of the map, where the fuel cell is located. Try to avoid touching the damaging drops as much as possible.

Shoot away this enemy installation so you can reach the SUB in the corner. It's best to use the red laser you found on the top left ledge here. It takes a while, but it's fun blowing the place to bits!



The Beast

It's easier and much more effective to ram the creature, instead of spending time and fuel shooting it. An easy kill. When it dies a storm erupts. The storm is chilling but of no harm to you.



Locate the POWs down here, but beware as they're guarded by a mobile missile launcher with a vengeance. Not much room to move around here either.



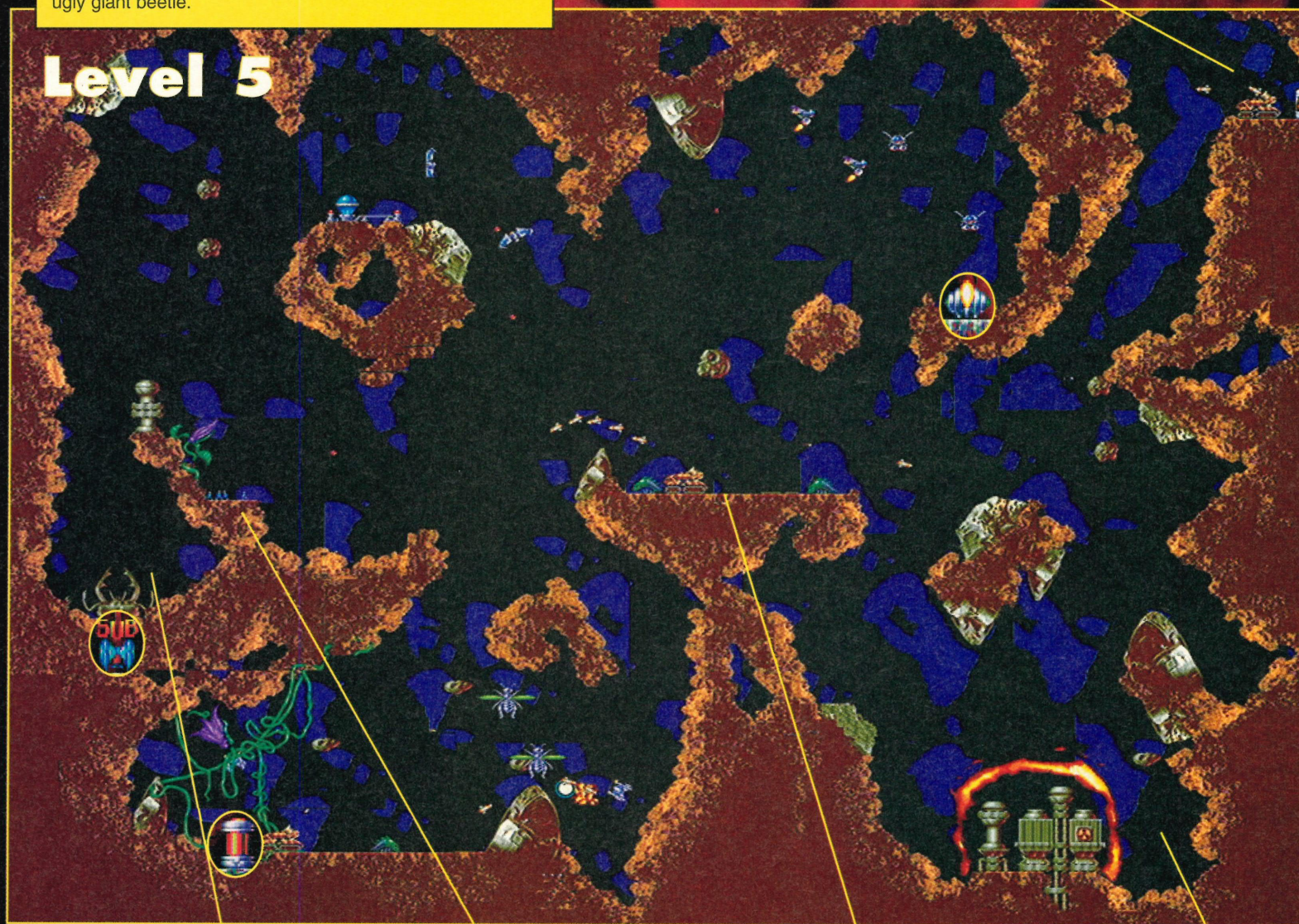
A nuclear power plant has been sabotaged by the alien force. It's on the point of blowing up and polluting the entire atmosphere of the Planet. Rescue the people from the cave, destroy the power plant with a special power up and kill the alien, before recovering the SUB. Not an easy task!

There are a good number of enemies to thwart your efforts, and the fuel is on the limited side. Don't bother fighting the airborne squadrons as it wastes fuel. Do blow up the mobile missile launchers that threaten your shield. This level is especially tough and the alien guardian is a particularly ugly giant beetle.



Before you can take out the power plant destroy the radioactive barrier around it. To do this get the power up named Anti-Shield Fire, situated here, but be warned, it is protected by a nasty missile launching unit. Take things carefully to succeed.

Level 5



Big Beetle!

Drop the core reactor on this oversized beetle and he goes up in smoke, revealing the SUB you need to complete the level.

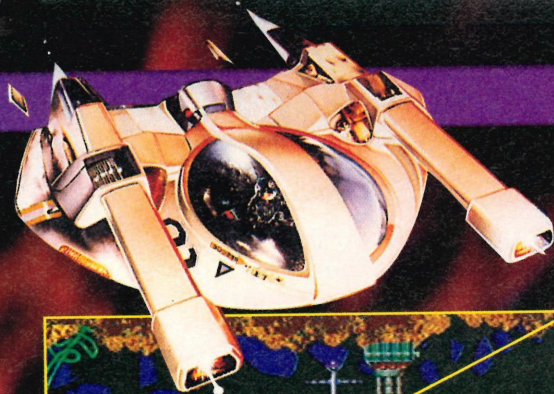


POWs are stranded here. There are also a number of them on the ground next to the red laser power up. Collect them all before returning to base.

A missile launcher and two green aliens make this a risky area to pass through. Shoot the missile launcher quickly and save your precious shield.



After collecting the Anti-Shield Fire power up, use it to take out the red shield that surrounds the power station. Attack the power station until you see the core. Pick it up and drag it over to the freaky beetle alien.



MEGA
DRIVE

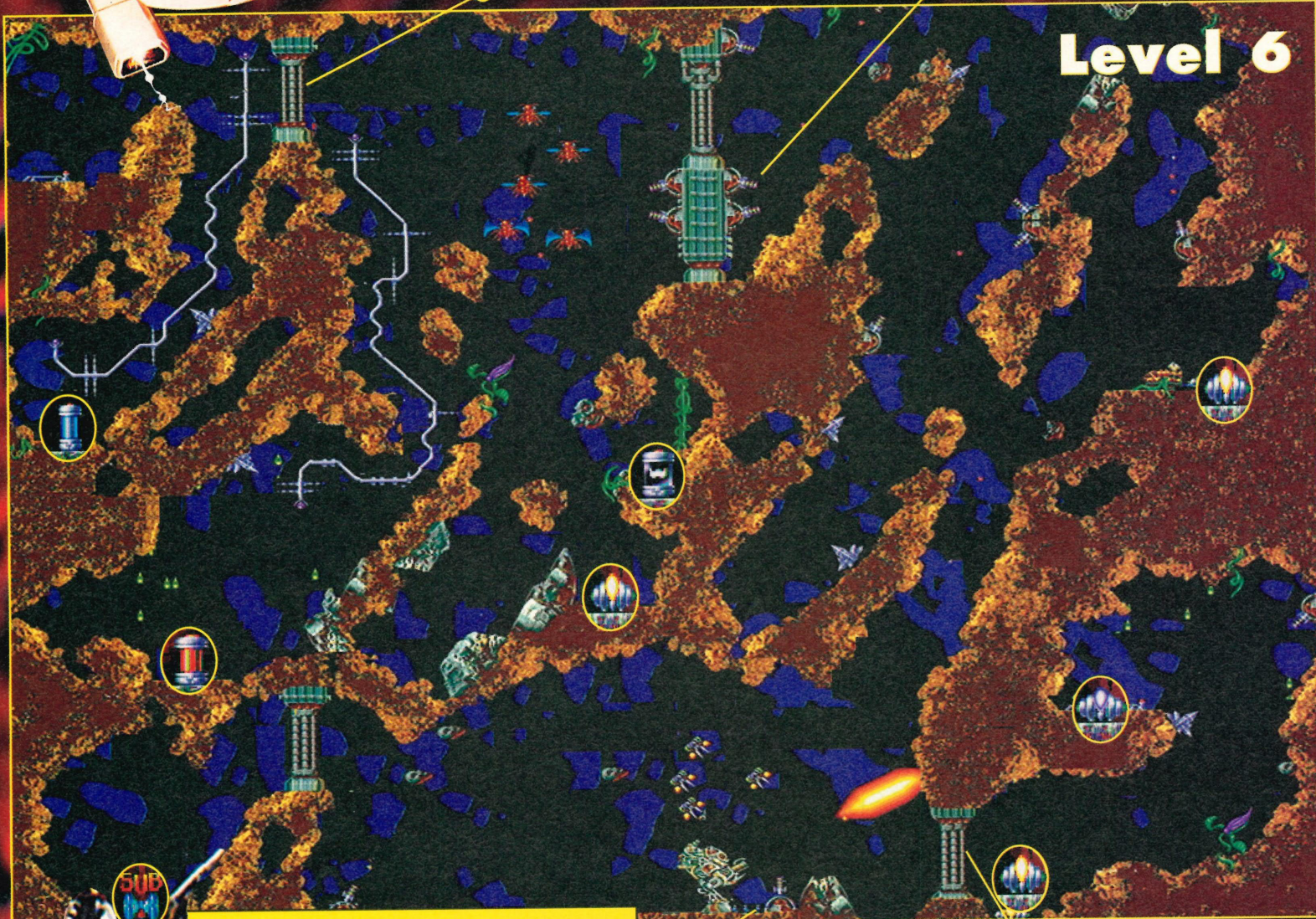
SOLUTION

SEGA
XS

Before breaking through this wall, attach your ship to the rail to save vital fuel. Shoot out the wall and try and take out a few passing red insect aliens from your safe position. It is a good idea to get the laser power up nearby first for added fire power! When you break through, collect the men on the shelf, along with the vital fuel cell. Now jet out for the next mission.

These gun placements saturate the claustrophobic tunnels of the cavern and pound shots at you relentlessly. Destroy as many of them as possible. When you come this way again you don't want to face the guns for a second time. Once is certainly enough!

Level 6



This mining site manufactures the Space Fleets fuel and the aliens have nabbed it. Things are beginning to hot up on this arduous level. A severe lack of fuel, more armed enemies than you've had hot dinners and a massive sprawling cavern to negotiate — these aliens mean business! Get the SUB and men out and finish off the huge robot. This is by no means an easy task, so prove you've got the guts to cope.

These guns add to the already devastating onslaught from the guardian and its fleet of alien ships. There are also men running around on the ground here, so make sure you pick them up before moving on.

This wall guards one of the few fuel cells available on this treacherous level. Blast it as quick as you can. You don't have to shoot out every little piece, just make a hole big enough to squeeze through.

Metal Menace



This metallic monster jumps very high, and has a powerful weapon unparalleled by anything else in *Subterranea*. A real blaster if ever there was one! Attack waves of smaller flying craft spring from the robot and pounce upon you. Don't let up with your defence, and give as good as you get. Fuel is a big problem but if you hang on you can get some in the cave to the right after the epic battle. If you're using an Action Replay code, be careful. You can get trapped here if you touch the robot.

Spiders dangle from their threads, waiting to catch you. More of a pain is the leaping robots. When they move they really move! They ram into you pushing you into walls. Pass them quickly.

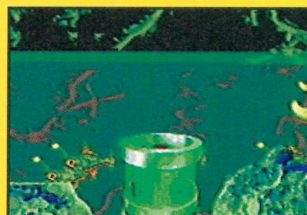
This is an anti-pressure device. When you submerge beneath the water again you're able to drop to the bottom without using your thrust and fuel. Very handy and speeds things up, though not essential!



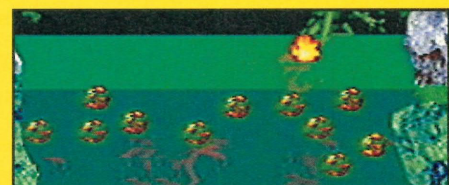
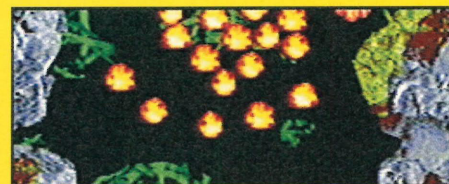
These funnel-like creatures throw fire balls at you. There is also a constant flow of large fish. They have sharp teeth but are fairly tame. Mainly they cause trouble because they block your way and waste your fuel and shield. Damn nuisances!



Use the bombs to blow the tube wide open. The water drains away and a piece of weed, previously blocking the exit, disappears. Now head left along the small tunnel to exit the level.



Shoot the cluster of fire balls and they fall onto the stone barrier, breaking it open. Before moving on, shoot the balls as they bob in the water. They are still deadly to touch. Make a good gap, and then, using the anti-pressure device sink to the bottom and collect all of the tube bombs.



Time to get your arm bands on and take the plunge. The water gives you a whole host of problems pressure wise. Rely on your thrust at first but when you collect the anti-pressure device at the top of the map the water is a heck of a lot easier to move in. Your mission is to escape the level. There are no more SUBs or men to collect. Use the tube bombs found to the right bottom of the map, and then go to the tube and blow it up.

Wot No Scan!

The usual helpful scan showing you the state of play before the mission is no longer possible due to interference from the water. From here on out SEGA XS is your only means of guidance, so read on carefully!

MISSION REPORT		Level 7 - Satscan v2.3
■ MESSAGE FROM SUPERIOR...		
Satscan is impossible!		
Due to the level water interference		
At 00:02:00 mission error		
DE	N	T
		en of time.



First deactivate the force field by firing at the blue button. You have to get on the right side first!

Again, the mission is merely to escape the level. Do this by first collecting the mirror laser, and then make your way around anti-clockwise to the tri-laser. When you fire into it, it eventually blows and lets you out. A massive tropical level, testing you to your limits!



The mirror laser lies in this curled cave. Don't waste the shots in minor scrapes.

Level 8

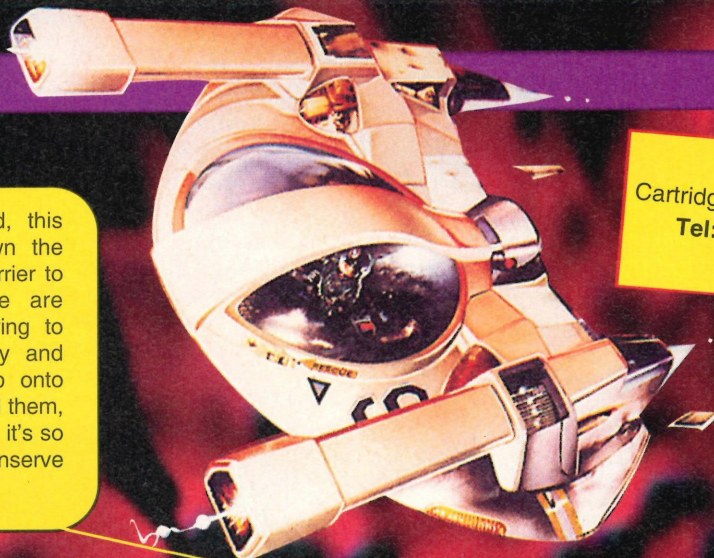


Use the Mirror Laser to fire single intensified shots into the right exposed prong on the triangle. The shots go into the laser and shoot to the left, before going up and back again in a cycle. Eventually it overloads with shots and blows an exit hole in the wall.





When collected, this key shuts down the blue electric barrier to the left. There are alien clams trying to block your way and force your ship onto the rocks. Avoid them, especially when it's so important to conserve your fuel.

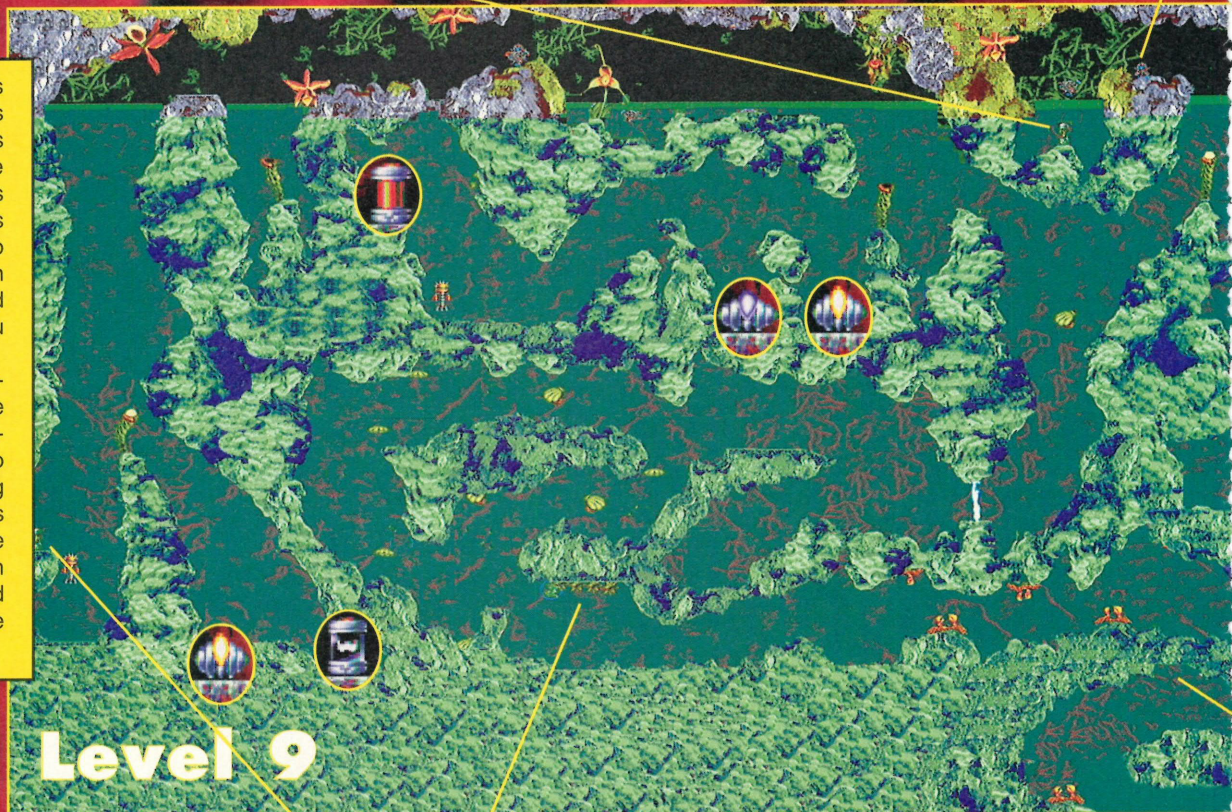


Cartridge supplied by: SEGA
Tel: (071) 373 3000

Those ram robots are nothing but evil swines! Blast 'em in my advice or end up as a rusting piece of useless scrap metal.

The last level is a long and arduous adventure, mainly below the water's surface. Prepare to face a vicious snail-like monster guardian at the end. The guardian is worth seeing, as he is a bright and colourful chap. He's also a fittingly difficult creature to overcome. Crabs, clams and green tubular animals litter the waterlogged caves, while strong currents pull you into the cave walls.

You start the level from the platform to the top left and your aim is the exit to the cavern in the top right corner of the map, which in turn leads to the final showdown. One good thing — fuel is not much of an issue in this level. With the anti-pressure device and the pressure crystal you can save fuel pretty effectively. You need all the favours you can get because this is one big, bad level!

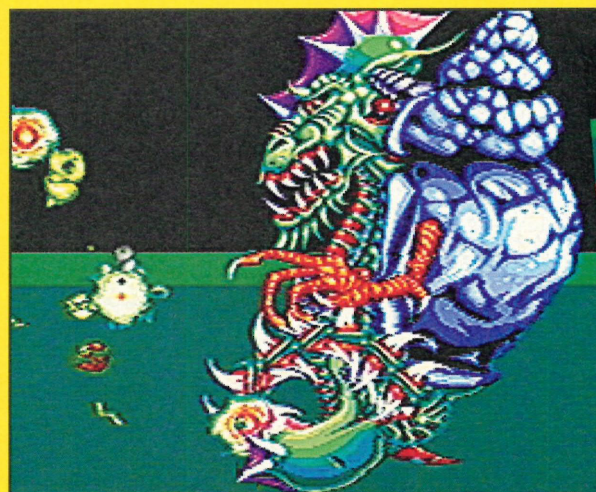


This pressure crystal solves a lot of problems on the fuel front. Grab it and you no longer need to be in blind panic about finding fuel cells. However, be careful not to get bashed by the springing robot below.

These spiked balls fall as you approach. Don't get underneath them as they ruin your shield, which makes it virtually impossible to complete the level. Keep the anti-pressure in good use and don't get stuck in the crags in the rocky surfaces.

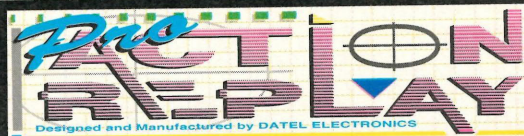
MISSION ACCOMPLISHED

When you first set eyes upon this shell clad baddie, watch out for its huge spiked tail, which whips you out of the air or water if you linger too long. There is no real safe haven, so keep moving and keep firing. Eventually it crawls out of its smouldering shell, half defeated but not yet dead. It then launches an attack using small slug-like versions of itself. Keep shoot and moving to overcome them. When it dies you've completed the game.





Collect this key to unblock the exit, allowing a cunning escape from this fearsome level of high jinx and no-holds-barred action. Beware of the strong current pulling you up, indicated by the continual flow of bubbles. Troublesome clam creatures hinder progress.



FF00350005 INFINITE LIVES
FFSECD0027 INFINITE ENERGY

This is your very last chance in the game to boost your shield before you face the awesome end of game guardian. Believe me, he is an evil brute, so take the cell while you can!

This is the point of no return! When you leave this exit you won't be able to return to the caverns to collect anything, so be ready. Only one more obstacle before the victorious end sequence.



SUMMARY

GAME NAME: Subterrania
TIME TO COMPLETE: 3 days
HIGHEST SCORE: N/A
NUMBER OF LEVELS: 9
CHALLENGE RATING: Medium

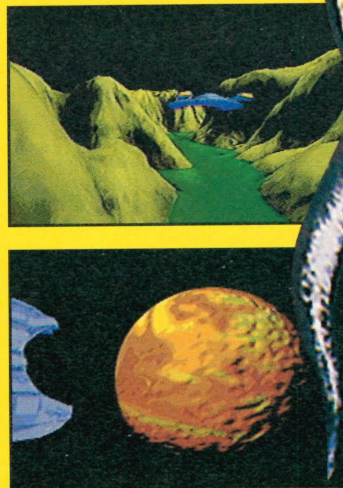
If you think you can beat the pros at SEGA XS on any of the games covered in this issue, why not send in your high score, together with proof to SEGA XS High Scores. The address is at the front of the mag.

An annoying current of bubbles drags you off course if you wander into this area. Watch out for crabs trying to batter you with their extending claws. Shoot them if they continue to pester you, otherwise just keep on the move.

CONGRATULATIONS!!!

During the campaign to free the subterranean mining site, you have made yourself worthy to carry the most distinguished title within our system of ranks. You have proven to be a brave and cool minded warrior and if a similar situation should arise, we hope you will face the challenge....

When, at long last, the creature sinks into the water in defeat, you're rightly congratulated for a job well done. Your ship leaves Subterrania in a glorious graphical sequence, well worth waiting for. If you complete it without an action replay then you deserve a round of applause. It ain't easy!



ABLAZE

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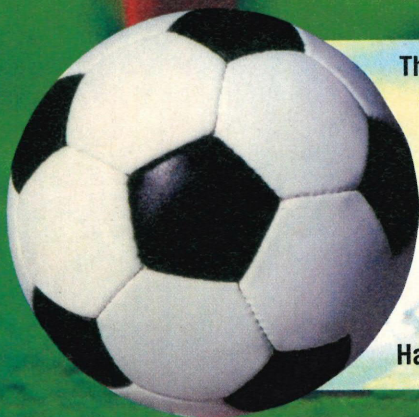
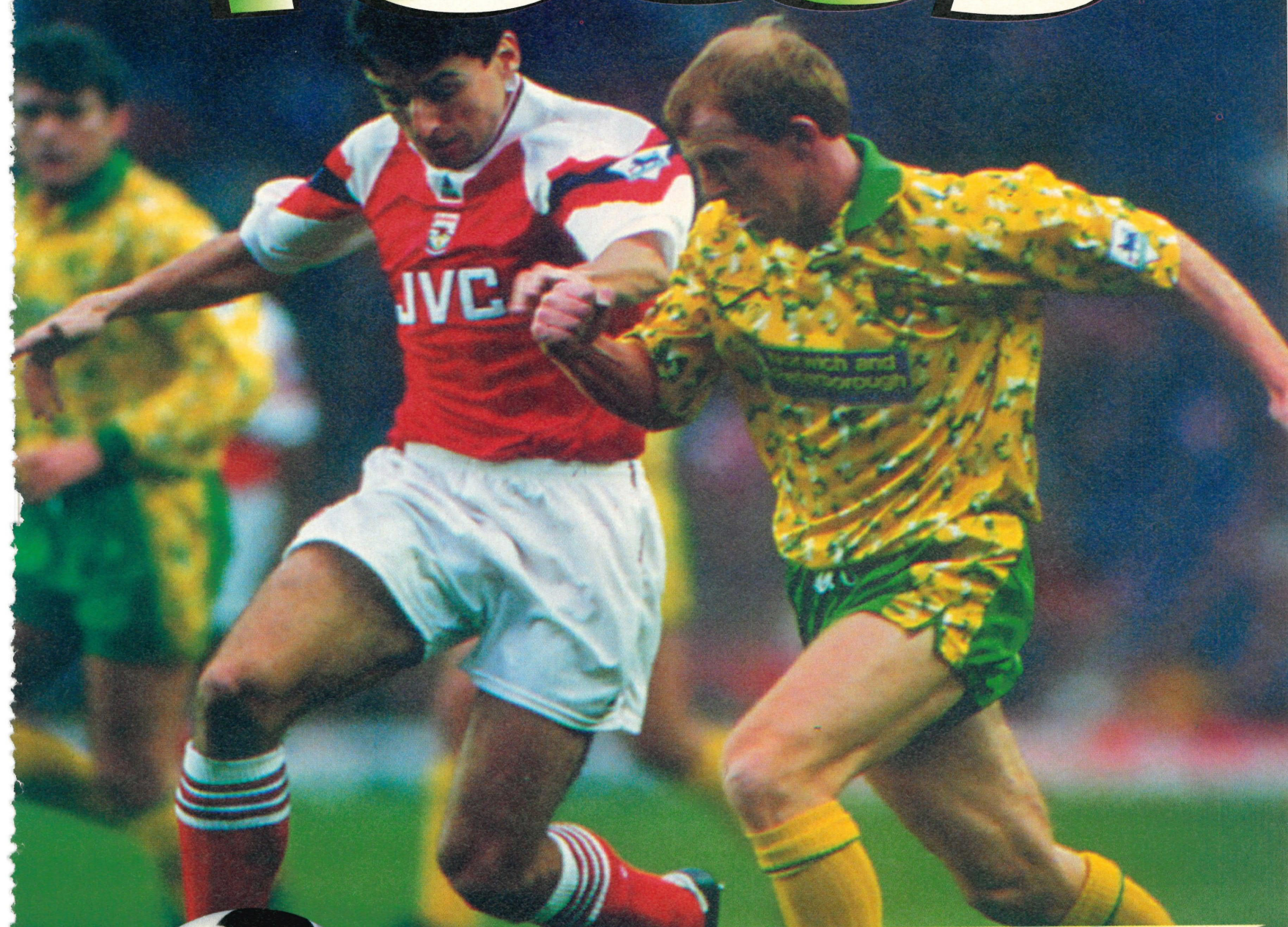


**GAME
GEAR**



SATURN

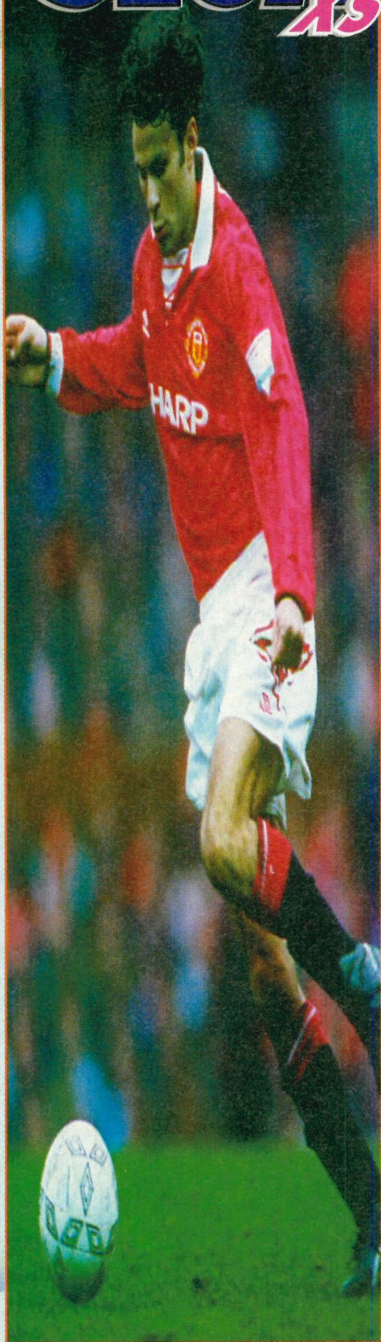
FOOTBALL FOCUS



The domestic football season has been and gone. All the promotion and relegation issues have been settled, we've all recovered from the sympathy pains for Gazza's leg and the superb live Sky Sports coverage of the FA Carling Premier League is over for another season. What are we to do with ourselves now?

Hang on a minute, didn't you know the

World Cup Finals have started! To celebrate this feast of football from the USA (the first match was on the 17 June), the top strikers at SEGA XS have produced a massive players' guide, featuring all the best soccer simulations on the market, with all their tips and cheats. So have a great soccer summer with SEGA XS. Now go out before the finals finish, buy a green scarf and help us support Eire, they need all the help they can get!



SPREAD THE PLAY

As you would expect from a cart associated with Ryan Giggs, the best way to play the game is to spread the play out to the wings, allowing deep crosses to be aimed at the far post. First time crosses sometimes catch the computer side napping and let your nippy forwards sneak in for a golden opportunity on goal.



You can also run with the ball on the wings and pull back a quick, low cross for an incoming midfield player to shoot home or pass inside for a forward. This type of play requires quick thinking and an attacking formation to be pulled off correctly. If the play breaks down, watch out because you could be caught exposed at the back.

It's also advisable to change the mode of attack against the flow of play. This means attacking down the left of the field and pumping a large, square pass to the other wing or vice-versa. This sometimes catches defenders on their heels, allowing you to cross back over into a crowded penalty area.



PASSING MOVEMENTS

In the general build up of play, or a midfield attack through the middle of the park, the best strategy is a number of small, sharp passes to get the ball to the front players. Most of the opposition players are strong tacklers, so it is important to receive and play the ball in one smooth movement. It's also the best way to feed the forward players swiftly and accurately.



IN FOR THE KILL

When you get into the opposition box, there are several options open to you. It's sometimes the best policy to square the ball, sometimes to blast it into the centre of the net. If you are clean through, with any time to play the ball, often the best thing to do is run at the 'keeper, forcing him to come out of the goal mouth. If you're quick, turn to a 45 degree angle and slam the ball past the advancing keeper.

This type of shot nearly always results in a goal and it also gives you the option of squaring to a team mate, so he can blast the ball into an open net. This move is much



like the one resulting in McClair's goal after Ince's outstanding run and square ball in the FA Cup Final. If you choose to do this second option, hold onto the ball until the keeper comes right out to meet you. Only release it when you're sure he cannot recover and tackle the player in the middle.

WHO TO PLAY AS

When playing the computer in a tournament, the strongest team to play as is clearly Germany. This is best achieved though a 4-5-1 formation, if the opponents have an attacking style like 4-2-4. In contrast you can play a 4-3-3 formation and play a more direct kind of game. This means trying to knock long balls through the middle of the park for your forwards to chase. One last thing — this long ball strategy is definitely not one Giggsy would approve of!



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

MEGA
DRIVE

ACCLAIM • SPORTS SIM

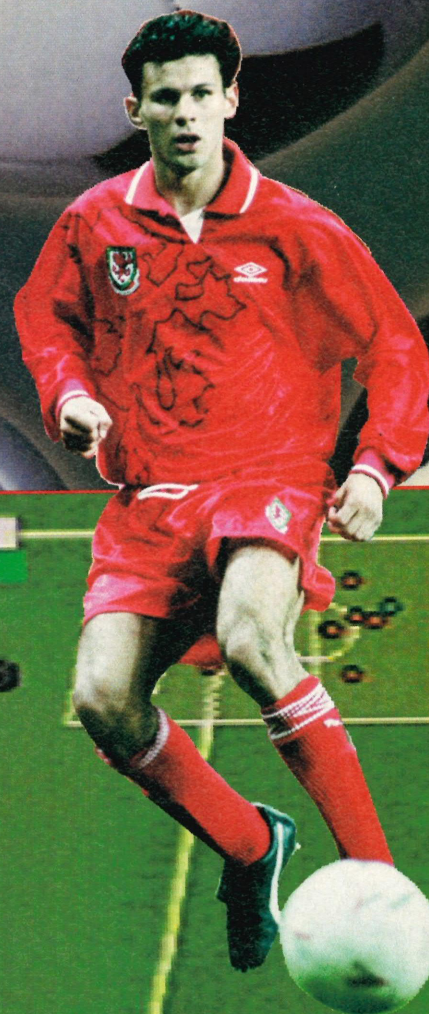
Champions World Cup Soccer is one of the most recent soccer releases to hit the Mega Drive. The Acclaim partnership with Ryan Giggs has created a lot of interest in the cart as World Cup fever grips the country, so what a shame it is that a player of Giggsy's skill didn't make it to the USA Finals. To compensate for that, here is a comprehensive training guide to the *Champions* game.

CHAMPIONS

WORLD CLASS SOCCER

ENDORSED BY RYAN GIGGS

"GIGGSY, GIGGSY, GIVE US A WAVE!"



What a season it has been for Ryan Giggs and Manchester United. The Red Devils were Champions of the Premier League, completed the double by beating Chelsea in the FA Cup final 4-0 (much to the shock of our Ed) and they were the runners-up in the Coca Cola League Cup, with Giggsy playing an essential part in all their success. Ryan Giggs — football genius, sex symbol and still only 20 years old — jammy git!

His other great achievement, of course, has been to endorse the excellent new soccer game from Acclaim, aptly named *Ryan Giggs Champions World Class Soccer*. This is one game destined for the top of the best sellers charts. Giggsy, the Welsh Wizard, is clearly a perfectionist, as are the wonderful folks at Acclaim and the gaming superstars here at SEGA XS.

To celebrate greatness and perfection we all put our heads together to come up with a perfect competition. In association with Acclaim and *Ryan Giggs Champions*, SEGA XS can offer you an exclusive bunch of champion prizes!

The First three out of the hat receive:-

One priceless Football signed by Ryan Giggs himself!
One copy of Ryan Giggs Champions by Acclaim for your Mega Drive.

Two other entries drawn out of the hat receive:-

One copy of Ryan Giggs Champions by Acclaim for your Mega Drive.

All you have to do is answer the following Giggsy related questions and send the coupon off to the usual address. Just imagine how much a signed Ryan Giggs football will be worth in years to come. Do yourself a favour, send in your entries now. The boy Giggs done good, so could you!

WIN! EXCLUSIVE SIGNED FOOTBALL



THE QUESTIONS

1. For what national side does Giggsy play?

- A. Wales
- B. Iceland
- C. South Korea

2. What is Manchester United's home ground?

- A. Old Trafford
- B. Maine Road
- C. The Oval

3. Which of the following football stalwarts has never been manager of the Welsh national side?

- A. John Toshack
- B. Chris Marke
- C. Terry Yorath

RYAN GIGGS COMPETITION

1	A <input type="checkbox"/>	2	A <input type="checkbox"/>	3	A <input type="checkbox"/>
	B <input type="checkbox"/>		B <input type="checkbox"/>		B <input type="checkbox"/>
	C <input type="checkbox"/>		C <input type="checkbox"/>		C <input type="checkbox"/>

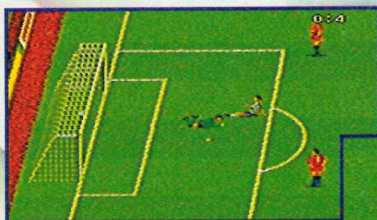
Tick the appropriate boxes on this coupon and send it to Ryan Giggs compo, SEGA XS, Durham House, 124 Old Christchurch Rd, Bournemouth BH1 1NF. All entries must arrive by 1 August and the editor's decision is final.

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



THE SHEARER SLIDE

This is a very straight forward move, which looks good when it comes off. The move basically involves launching the ball forward from the middle of the centre circle to connect with your forward player. He should be sliding in as he hits the ball to knock it past the goalie and into an empty net.



This is done by holding the ball up in midfield so the forward players can get forward. Then, with timing, slot the ball forward to them. As your mid-field player kicks the ball your control shift automatically to the man up front. It is now simply a matter of timing your slide to touch the ball into the goal.

FAR POST ANGLE

This is an easy goal, shot into the opposite side of the net from the shooting players' position. Run into the 18 yard box, towards the top of the screen, in line with the six yard box. As soon as you cross the boundary of the penalty area, turn in a diagonal line to face the bottom post. Now simply kick the ball straight into the corner and it goes in off the post. This position works when attacking either goal, but it must be done quickly before the goalkeeper has a chance to come out.

THE BOBBY CHARLTON DAZZLER

Return to the good old days of goals from 50 yards with this guaranteed score. This move is only possible to complete if you enter the **THREE SHREDDED WHEAT** cheat (see below), giving you a stronger kick. To implement this move simply pick up the ball in midfield and move towards the goal, taking a route which is below the centre of the pitch. Press the B button and keep it pressed until you come about half way between the



centre line and the 18 yard box, then let go of the B button. This unleashes a wicked shot, with loads of curl on it — the longer you hold the B button down the stronger the curl.



CODES

Win Any Match

Enter the password - **QUITTER**. If you quit the match, you'll now win every game!

Passwords

Final - **A63UAA61AA**

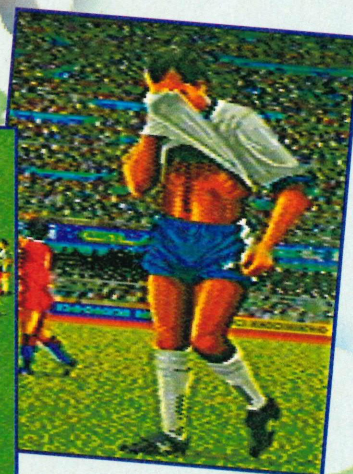
Enter **THREE SHREDDED WHEAT** for a harder kick.

Game Genie Codes

ANKALAB2: Player 1 starts with three goals.

ATKALAB2: Player 1 starts with four goals.

AYKALAB2: Player 1 starts with five goals.



Cartridge supplied by:
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**MEGA
DRIVE**

VIRGIN • SPORTS SIM

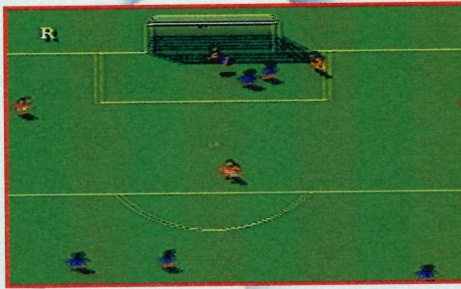
European Club Soccer is based on the big match excitement of international league competition. Up for grabs is the Super Cup, as you play through the rounds, (home and away), in this side to side scroller. There are lots of cheats, passwords and definite ways to score in this classic Virgin soccer simulation.

EUROPEAN CLUB SOCCER



Cartridge supplied by:
SONY,
Tel: (071) 734 5151

Sensible Soccer has been a very popular game on every format it has appeared on. The overhead view and the tiny team sprites don't claim to emulate real football, but for sheer excitement and exhilarating gameplay few games can match good old *Sensi*. There are plenty of cunning ways to score in the game, as well as an abundance of outstanding options. It's best to approach the game with a sound knowledge of the speed of the players and an understanding of the devilish after touch they can produce.



AFTERTOUCH

The vast amount of after touch is one of the main methods of passing and attacking. If you shoot or pass normally, the chances of the pass or shot working the way you want are slim. With after touch on your kick, the ball curls away from a striker or into the path of a winger, without giving the opposition a chance of gaining the ball before your attack gets started.

In the case of shooting, a kick with after touch on it has a much better chance of flying in past the goalkeeper. The mid-air change of direction confuses the 'keepers into misjudging their dives totally or parrying the shot back into the 6 yard box for a forward to poke home.

After touch can also be used well in defensive clearances. If you feel unsure about an attack, shunt the ball out of play by pressing the A button and scooping the ball into touch with your unnatural swerve.

PICK A PITCH

At the beginning of a match, note what kind of pitch you're playing on — it has a direct effect on the match. If the pitch is icy, hard or dry, the constant use of the long ball is a waste of possession. The ball either bounces too far or runs too fast for your players.

In these instances use the short pass method, until you get into the oppositions box.

In contrast a muddy pitch makes the use of short passes more difficult. They stick in the mud, making it difficult to keep possession. In situations like this the long ball does have its advantages! A wet pitch allows for the short

pass, as long as it's accurate.

Anything wayward slides away from the players. On a dry pitch use the high bounce to deceive the opposition, especially the goalie.

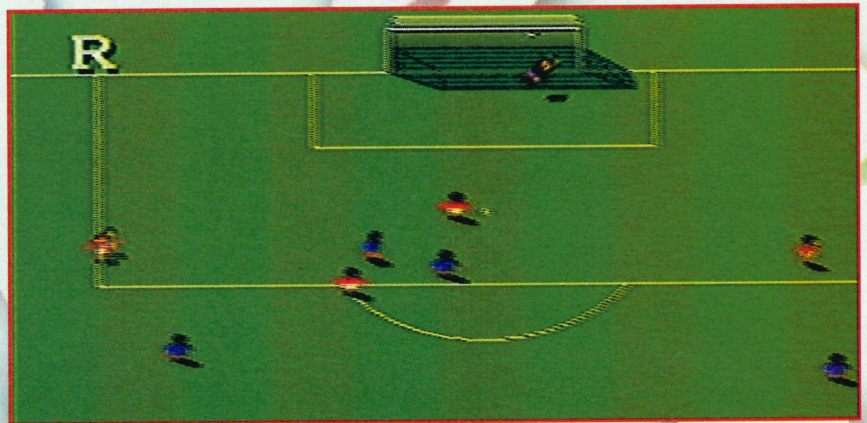
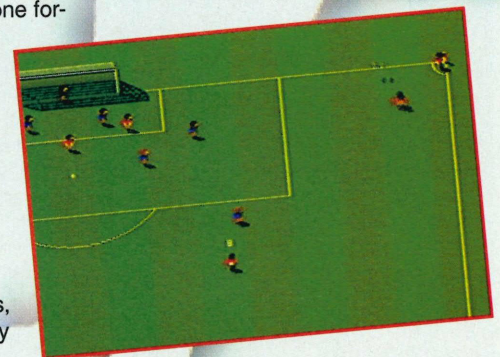
GENERAL TACTICS

When selecting your teams formation it is a good idea to choose one formation (ie 4-4-2) and stick to it. This gives you the edge in any game you play thereafter. The more experience of one formation you have, the easier it is to pick out your players and know where they move to in certain situations.

When getting the ball forward into attacking positions, it's often all too easy to simply hoof the ball up the park in

hope. It's important to control the midfield area and if you bypass it with the long ball at every opportunity you won't get very far. More often than not the ball comes straight back at you. Many more options open up if you run with the ball and pass into space. This method means you control the play and use the width of the pitch to get small passes or crosses into the box.

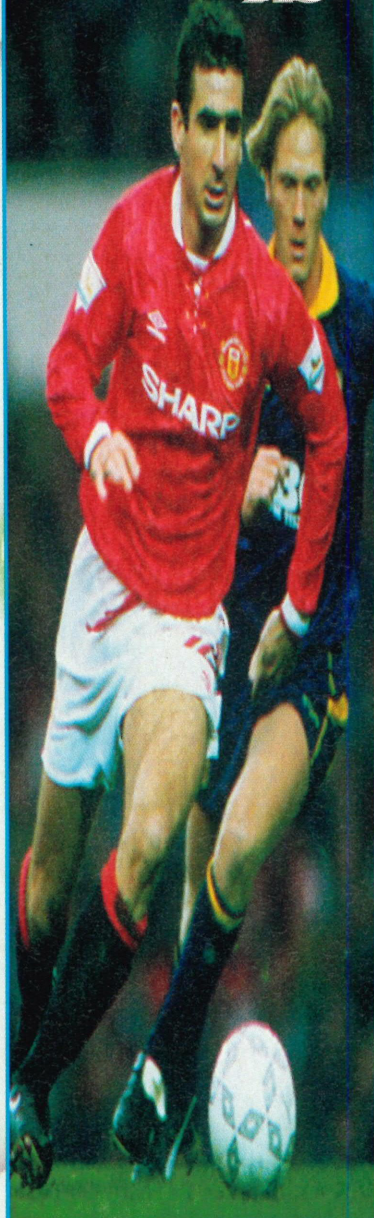
When you have a set piece in a position where it's possible to cross the ball into the area, it's often wise to drill the ball into the box along the floor, allowing the players in the box to slide in at it. This also works well if you can get your wingers to the goal line, to produce a classic cut back.



MEGA
DRIVE

SONY • SPORTS SIM

SENSIBLE SOCCER



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

AFTERTOUCH

One of the best ways to score in *World Cup '94* is by using the after touch facility. This works especially well outside the box on set pieces or if you have just trapped the ball. If you're positioned to the left of the goal, aim to the right with your A button kick and curl the ball in towards the centre of the goal. This will often catch the goalkeeper in mid-dive, unable to recover as the ball changes direction and whistles past him into the net.

The use of after touch is also important for simple tap-ins. If you have an opportunity inside the box, you can snap the A button and push to one side on the direction pad as you shoot. This takes the ball away from the stretching goalie to land in the corner of the goal. All you have to do now is celebrate rubbing your opponents nose in the dirt!

SET PIECES

When taking a corner, the best results come from taking it short and then curling the ball into the far top corner of the net. There is a good chance of blasting the ball home but, if the goalkeeper saves he often parries the ball to the feet of a striker,

who has the simple job of knocking the ball home.

Take free kicks around the area using a lot of after touch and always guide them away from the goal first and bring them back in using the curl. All



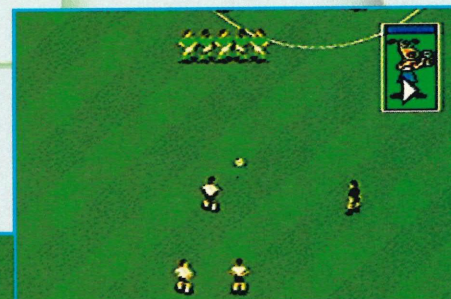
set pieces can be worked out before playing with the special plays editor. This is a unique feature to *World Cup '94*, allowing you to decide in advance on the type of move you wish to use. Don't try anything too complicated to begin with, but once you start experimenting prepare for some amazing attacking moves.

FORMATIONS AND TACTICS

With the special plays editor, you have a real chance to get ahead.

Spend time setting up your own formations for use at corners or when attacking your opponents goal. The field of play is split up into nine zones and they can all be edited to cope with any style of play.

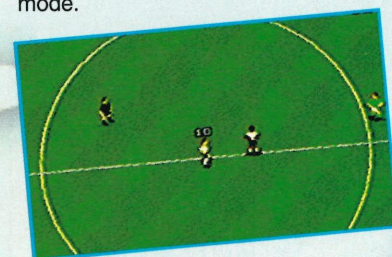
If you want to attack from the wings, using the width to get crosses



into a crowded box, choose the attacking wing zones. Now you can move any amount of players into the box, while the play builds up on the wing. Once the ball is swung across there are now plenty of your men waiting to sweep the ball into the back of the net.

Using this option allows for all manner of tactical thinking. You can get players into the right positions to string passes together through mid-field. You can fine tune your defence by pushing your full backs in-field or use a sweeper to counteract a particularly strong attacking team.

If you really spend time setting up your team's movements on and off the ball, the game opens up for your players and victory is bound to be yours. Knowing where your players are at any given moment, and when they will be in certain areas of the field, proves to be a huge advantage, especially when taking on your friends in the fast paced two-player mode.



**MEGA
DRIVE**

US GOLD ● SPORTS SIM

The Official USA '94 World Cup licence goes to US Gold, and the game is sure to generate all the razzmatazz of America. If you're still upset about England failing to qualify, fret no more! Simply reinstate them into the tournament using one of the huge array of options available in *World Cup '94*. The game features a lot of different ways to score but none of them are set patterns. This means tactics and formations must come into play, with a little help from after touch.

WORLD CUP '94



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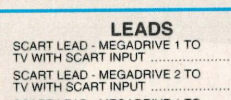
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AN AMERICAN

WorldCup USA94



The World Cup USA '94 is under way, everyone is glued to their television sets and the England team has stayed at home! Will Germany win it yet again? Will the luck of the Irish hold all the way to the final? Will the USA win the title on their home turf (not bloody likely)? All these burning questions will be answered on the day of the final and then, sadly, we wait another four years until the next World Cup Finals (perhaps England can manage to qualify for them).

To celebrate the USA '94 World Cup, the football mad members of the SEGA XS posse have got together with US Gold, publishers of the Official USA World Cup '94 computer game, to offer you the chance to be a Winner!

The World Cup is the most important competition in football, offering the ultimate accolade to the victors. Every nation's hopes and pride rides on their country doing well in the finals — in fact just to get into the finals is a great honour and achievement in itself. We could go on about England's dismal performances in the qualifying rounds, or the bad luck of Scotland or Wales, for a long time, but we won't. Instead, let's concentrate on the soccer spectacle that is the World Cup Finals and our special World Cup competition.

The prizes on offer are out of this World and all you footie junkies out there are going to kill to get your mitts on them! An amazingly expensive Baseball jacket is up for grabs as well as official sweatshirts, footballs, pin badges and of course a copy of the Official USA '94 World Cup Game for the Mega Drive by US Gold, the only game with the unique set-pieces/special plays editor!

Check out the full list of prizes below, but beware the excitement could be too much for you:-

1st prize

- 1 Official USA World Cup Baseball style Jacket worth a staggering £300
- 1 Official USA World Cup Sweatshirt
- 1 Copy of World Cup USA '94 by US Gold

2nd prize

- ... 1 Official USA World Cup Sweatshirt
- 1 Collectors item Official USA World Cup Pin Badge
- 1 Official USA World Cup Football

10

runners up prizes

- 1 Official USA World Cup Baseball style Cap
- 1 Collectors item Official USA World Cup Pin Badge



DREAM!



To enter the USA Gold prize draw, all you need to do is answer these tricky questions correctly and return the entry form to us. It couldn't be easier. If you want to be a winner then stick with SEGA XS. Enjoy the USA feast of Football and good luck to all who enter.



THE QUESTIONS

- What is the unique feature in US Gold's World Cup '94?
 - The Special Plays Editor
 - The Left back in the changing rooms Editor
 - The "Do I not like that" Editor!
- What is the name of the manager of the EIRE team?
 - Roy of the Rovers
 - Jack Charlton
 - Bobby Charlton
- Who do Germany face in their first World Cup USA '94 match on the 17th June?
 - Bolivia
 - England
 - Wales

WORLD CUP COMPETITION

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

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

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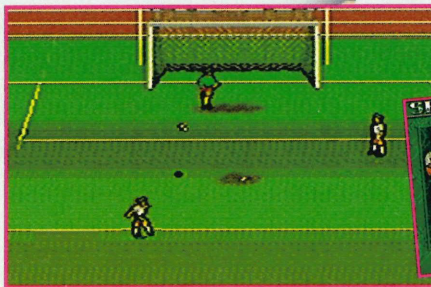
IN THE BOX



This is a brilliant angle to score from when kicking up the pitch. It involves a build up from your front players using quick one-tos to get into position in the box. Get more or less level with either of the goal posts then dribble between the 18 yard box and the 6 yard box. Turn to an 11 O'clock or One O'clock position and press the A button. This shoots the ball low into the opposite corner of the net. This move is won't win you any friends, but victory will always be yours!

JUST OUTSIDE THE BOX

This shot is very handy when outside the box, attacking the top goal. The position is about three strides outside the 18 yard box, slightly to the right of the centre. Press the B button to shoot and at the same time push Up and Left to curl the ball into the centre of the goal. If your position is correct the ball goes into the goal above the desperate dive of the 'keeper.



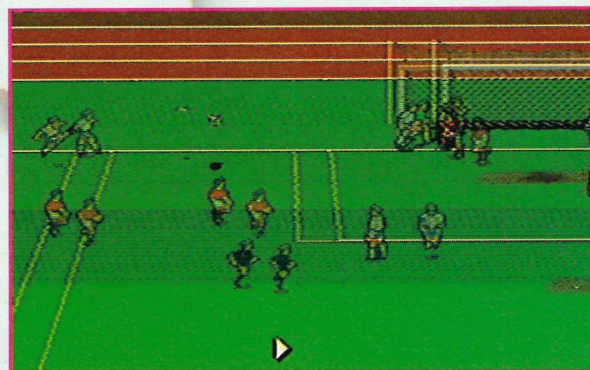
THE ANGLE OF THE AREA

Run into the box at either side and hit the ball with the B button. The position that you should get into is slightly to the outside of either post, mid-way in the 18 yard box. Kick the ball diagonally into the far corner of the net. If the position is right this is a sure goal, the challenge comes when trying to defend against it.



CURLING SHOTS FROM THE SIDE

Like all these moves, the all important thing is getting into the correct place to hit the ball with the B button. In this classic move, your position should be about two strides up from the goal line, level with the edge of the box. Hit the B button to shoot the ball straight and then push the direction pad towards the goal as soon as you have kicked it. The result should see the ball flying into the blind top corner of the goal for a corking strike.

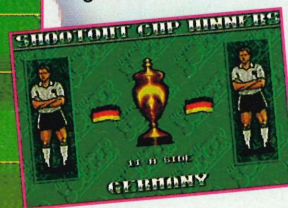


PENALTY BUSTER

There is an easy way to score and save penalties on *Ultimate Soccer*. To score every time push the Direction pad towards the same side

as you are to goal. For example, if you are to the left of the goalkeeper press Left and the A button. The ball should fly into the net, with the goalie always diving in the opposite direction.

To save a penalty press Start just before the opposing player kicks the ball. Then as the ball is kicked, press Start again and the ball will always go straight to your 'keeper, leaving him nothing to do but catch it!



Ultimate Soccer is basically the Sega version of the Super NES classic *Striker*. Although they have their differences, there are absolutely loads of places to score from, so the competition is always open. We have compiled a few of the better moves below for your playing pleasure, but the variations of scoring patterns seem endless in this 16-bit soccer sim. A scoreline well into double figures is nothing to get worked up about in a cart placing the emphasis firmly on picking the ball out of the back of the net!

**MEGA
DRIVE**

SEGA ● SPORTS SIM

ULTIMATE SOCCER

THE JOHN FASHANU HUSTLE

Hassling the 'keeper, is a guaranteed way to stick the ball in the net. It's especially handy if you're playing the computer and need to get a quick goal back.

As soon as the goalie has the ball, select your player nearest to him. As the goalkeeper walks away from his goal in preparation for a kick, line yourself up in front of him. The best way to score from this position is to press the A button when he kicks the ball, making your player jump up to stop the kick and quickly press the A button again. Your player either heads the ball, if it's high enough, or kicks it into the open net.



TACTICALLY SPEAKING

Although being a successful player at FIFA Soccer depends mostly on your own skill level, there are some simple rules of thumb to follow when selecting teams and strategies. First, select the coverage option and press the C button. To implement a good off-side trap, push your defensive line up close to the half way mark. Now when the opposition keeper kicks the ball up towards the centre circle, press B to select one of the line

of defenders and push him forward. This gives you a good chance of getting control of the ball. However, if you miss the ball, your defence is often so far up any forward movement by the opposition results in offside and a free kick to you.

Select the tactics option next to see what style has been attributed to your chosen team. If you chosen team has no tactics (like England), switch to a straight forward attack style. If your team has any other style label, it's the best tactic to keep.

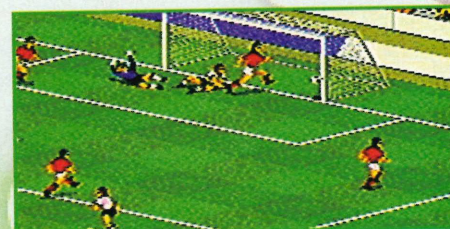
The formation option is perhaps the most important. At the beginning of the game, play in a formation combating the opposition's formation. If you are playing against a 4-4-2, either pack your midfield or play in an attacking way. If the opposition is playing a sweeper system, spread the play and have an extra attacker. The most important thing is to review your formations when you've had a player sent off. Any gaps in the team are exploited so try to cover every area of the field.

GENERAL TIPS

When in the oppositions penalty area, try to shoot with the C button while aiming into the opposite corner of the goal. This can give amazing results, especially near the corners of the 18 yard box when shooting at a 45 degree angle.



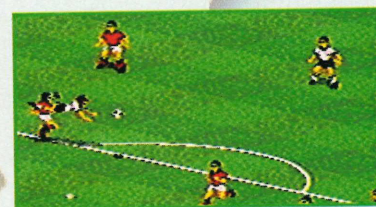
If the ball is up in the air, try to press the A button to either head it on or do an overhead kick. If you can time this to perfection in the goal area, diving headers fly



into the net.

When playing in an action match with the fouls switched off, press the B and C buttons together to push the opposing players out of the way.

When shooting with the C button from long distances, always use after touch to curl the ball away from the goalie, towards the corners of the goal. This can confuse the 'keeper or force them into a mistake.



CODES

Tournament Passwords

Quarters - Argentina Vs Canada

F74YBB79PT

Semi's - Argentina Vs Austria

F74YBB591D4

Final - Argentina Vs England

F74YBB85P1P9

League Champions Final Sequence

Enter the following password to see the winning end shots in the World Cup -

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Action Replay codes

FFFC470000

FFFC490000 - Can't concede a goal (must score to win!).

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EA's *FIFA Soccer* has really set the standard for all other football games to follow. It's absolutely addictive gameplay, with realistic visuals and sound, has made it one of the best selling soccer sims ever. *FIFA Soccer* also has the huge honour of being the most played game in the XS offices, so there are plenty of takers here whenever a *FIFA* assignment is on offer!

**MEGA
DRIVE**

ELECTRONIC ARTS • SPORTS SIM

FIFA SOCCER

AXEL



Axel is the best all round fighter in the gang. His style isn't amazing to watch but he is very strong and has a high pain threshold. His Fists of Fury and Fire Punch attacks are packed with awesome power.



FIRE PUNCH

Press the A button to activate this blazing punch and smash any weaker opponents all the way to oblivion.



FISTS OF FURY

To bring the wild Fists of Fury into play simply move towards the opponent before pressing the A button.



FLYING KICK

Surge towards the evil gang member blocking your path and then press B and C together to execute the move.



PUNCH COMBO

By pressing the B button continuously Axel launches into a wicked salvo of punches!

BLAZE



Blaze is without doubt one of the top fighters in the game. She is very quick and supple but combines this with a lot of power in her attacks. Her Cartwheel Attack and her flaming Fireballs are particularly awesome.



CARTWHEEL

To perform this elegant attack quickly press the A button as the opponent moves towards Blaze.



COMBO

By pressing the B button continuously you launch Blaze into a flurry of crisp attacks.



FIREBALL

Get the Fireball Attack into play by moving towards the opponent and pressing the A button as you approach.



FLYING CHOP

This is another of her strongest moves and is awesome to behold. You activate it by pressing the B and C buttons together.

This is where the first conflict of the game takes place. Use B button combo's to dispatch Slum and Vice before continuing.

Tread carefully at this point as three enemies jump down from the cargo containers to take you on.

Level 1-1



Take the opportunity to break open these boxes to grab the all important power-ups they contain.

Unlike a lot of games, Streets of Rage III hurls you straight into the action. Slum, Vice, Garnet and Donovan are all trying to stop you in your tracks. Despatch them before taking on the first guardian, the gun totin' Mr Gold!

The ultimate challenge is here! *Streets of Rage III* is the roughest, toughest test of street fighting since, er, *Streets of Rage 2* last year! Over 20 levels of awesome action, hard-hitting guardians and a whole host of tough-talking old and new enemies to defeat.

The task may be huge but you can depend on the hard hitting SEGA XS gang to bust any beat-'em-up game wide open, providing you with a no-nonsense step by step guide to defeating any beef cake on steroids standing in your way!

MEGA
DRIVE

SEGA • BEAT-'EM-UP

STREETS OF RAGE 3

SKATE



Skate may look like a small, air-headed roller-blading kid but he is in fact the swiftest fighter on the street and one of the most powerful. His speed and special moves are his greatest assets, with his Breakdance move hurting even the strongest of guardians.



BREAKDANCE

No this isn't Skate's audition for a role in that naff TV show *Fame!* It is his coolest move. Press the A button for proof.



FIRE PUNCH

Move towards the opponent and press the A button, before watching the enemy burn in hell. Well, fall over anyway!



COMBO

Press the B button continuously to get Skate's version of the left, right combo.



FLY ATTACK

To use this airborne assault press the B and C buttons together. Now fly through the air with the greatest of ease!

ZAN



Zan is the new fighter on the street. His strength is enormous and his special moves are truly spectacular. However, he does move quite slowly and can be caught in the later levels. Use his limited electro-grab sparingly.



ELECTRO GRAB

This is the best Special move in the game. Move towards the opponent and press the A button for a really shocking experience!



FLYING CHOP

The Flying Chop is achieved by pressing the B and C buttons together, when standing just in front of the enemy.



COMBO

Press the B button continuously to witness Dr Zan in all his fast and furious glory.



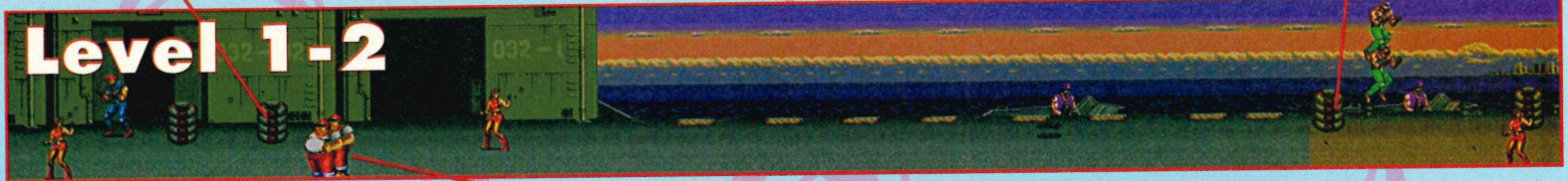
HUMAN TORCH

Have you ever heard of spontaneous human combustion. Well if you want to witness the real thing press the A button!

It's a good idea to knock over these life buoys to replenish your lost energy before taking on the evil Fat Boys.

Grab the extra energy here before using Flying Kicks to beat Galsia and Ash the boat driver, who takes the form of a guardian.

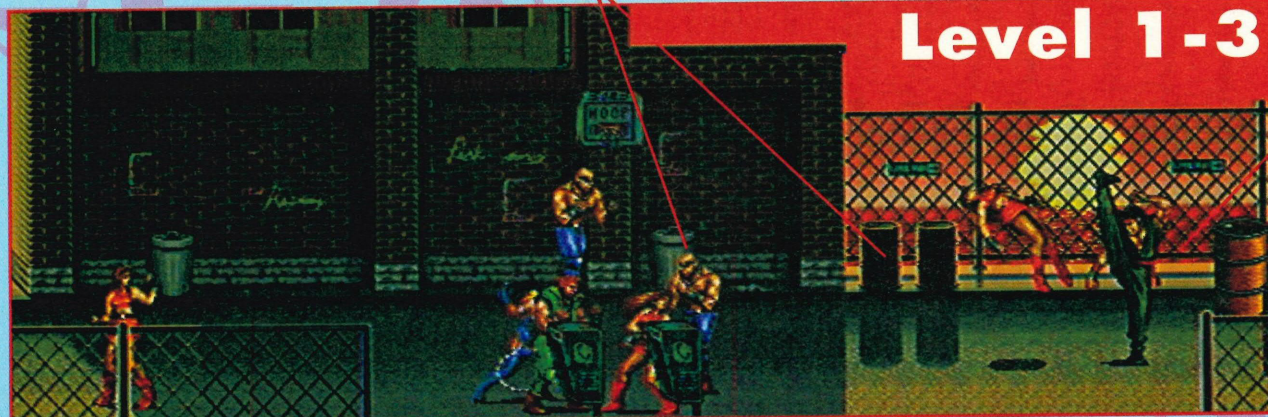
Level 1-2



Use quick combo's and a power move to defeat the Fat Boys quickly. Watch out for motor bikes coming in fast across the screen. Try using the Flying Chop attacks to knock them on their backsides!

The dustbins and barrels continue extra energy. It's always worth grabbing these power-ups before facing fresh enemies.

Level 1-3



The end of level guardian is the very quick and strong Shiva. He is also the end of game Boss in the final level. Save your energy on the run up and use plenty of special moves to beat him. Dr. Zan's Electro-Grab and Human Torch attacks are effective in this respect. Allowing you to punish Shiva without getting too close.

Line up your character in the centre of the screen and jump up using a Flying Kick when the bikes roar by.

Hit the boxing Kangaroo with a swift set of punches and finish him with a well-timed power move.



As the night club lights flash on and off, keep pressing the B button to combat the evil foe you can't see in the dark.

Kick away the bar tables to locate extra energy before using power moves to defeat the foxy lady at the end.



Yashia and Onihime are the pair of hard lasses you must defeat inside the bar. Take them on one at a time with Combos and high kicks, before finishing them with a Power Move when their energy bar is low.

In level 2, the enemies start to come at you thick and fast. They are also tooled up with all manner of weapons, so stay alert to survive. If you get trapped in a corner stay cool and try to fight your way out with punch and kick combinations. Try to save up your energy so you can use your special moves at the end of each of the sub-levels.

Try to grab the enemy and throw them towards the holes in the ground. Don't hold back on the power moves if your energy is low.

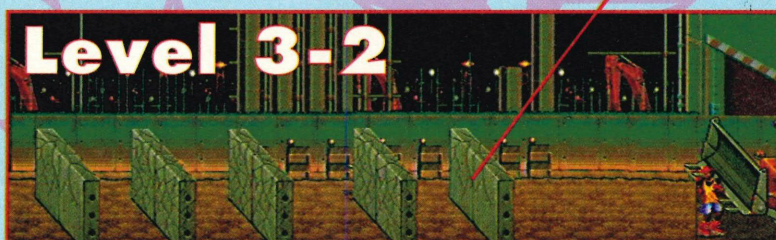
Gloria and Carlos can be a bit of a hand full at this point. Use a well timed flying kick to cut both of them down and try to push them over the edge.



The action moves to a building site for level 3. Kick barrels over to grab more goodies in-between stunning the opponents and throwing them down the holes. Try to stay to the top of the screen to avoid getting tossed over the edge to oblivion!

Take care at the start of this level to get past the barrels falling from the top of the screen. Get past those and immediately start fighting the enemies flooding in to attack you. The action's starting to hot up now so expect to take some punishment.

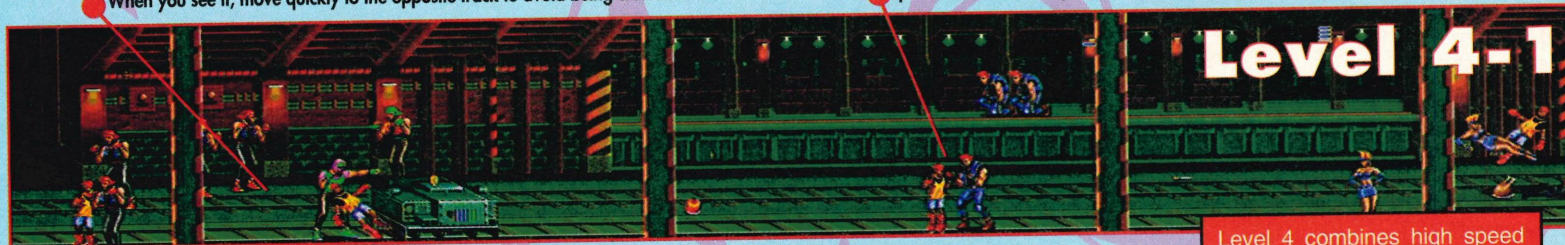
Your only enemy is your own speed in this section. Break through the walls as quickly as you can using Power Moves before the JCB catches you up and turns you into a pancake!



The end of level boss is aptly called Tiger. He packs a huge fire punch, which it's advisable to avoid at all costs! Stay back until he tries to hit you with a punch. Avoid this and advance, using the pipe picked up earlier and combinations to inflict damage. Finish him off with a swift Power Move.

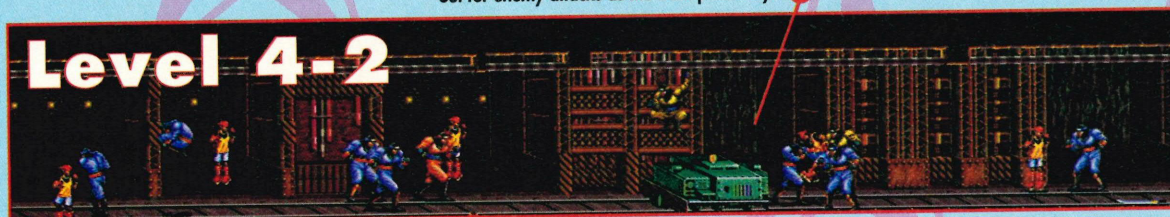
The builders lift moves up and then across every time you defeat the hoards of attacking gang members. Stay to the left of the screen, making sure to avoid getting drawn into a dangerous battle near the edge. The opposition always try to hurl you over the edge so stay back and hit them with Combos and hard kicks to the stomach. When you get to the top of the lift knock out the guy with the pipe and use this weapon in the next section.

As you fight, try to stay in the centre of the screen to keep an eye out for the tram.
When you see it, move quickly to the opposite track to avoid being crushed.



Level 4-1

When you hear the tram coming simply move to the top of the screen and hide in the gaps. Watch out for enemy attacks as the tram passes by.



Level 4-2

Level 4 combines high speed fighting with another danger element. Tracks on the ground transport trams along at high speed. If you get run over by them you lose a life, so concentrate on fighting and tram dodging simultaneously. To this end your best plan is to finish the enemy off quickly with well-timed Power Moves.



Level 4-3

This level contains three bosses called Yamato. They come at you one by one hurling throwing stars in your direction. Stay nimble and keep moving to dodge the stars before taking every opportunity to hit with Power Moves and low foot sweeps. Skate is probably the best fighter for this.



Level 5-1

This level leads you through a maze of corridors and up an elevator to a confrontation with the diabolical Mr X. All of the enemies are much tougher now so grab energy and extra weaponry whenever it's possible.

Grab a sword as soon as possible to flatten these nasty ninjas without too much effort.



Level 5-2

Use straight forward punch and throws to dispatch Tiger, before he gets too many hits in on you.



Level 5-3

Busf the Busts for extra energy and other goodies, but watch out for any enemy attacks while you attempt this.

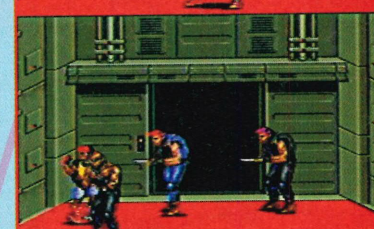
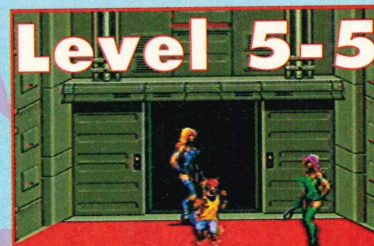


Level 5-4

MR X



After going up in the lift you reach the top and take on Mr X. First of all he sends his guards in. Defeat them by using high kicks and plenty of close in punching, before taking on the Boss. Stay back until he comes at you and then use Power Moves to stun him before moving in closer to finish the job.



Level 5-5

SUMMARY

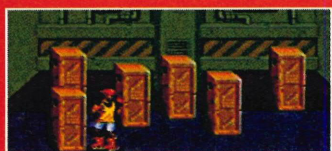
GAME NAME: Streets of Rage III
TIME TO COMPLETE: 1 Day
HIGHEST SCORE: N/A
NUMBER OF LEVELS: 7
CHALLENGE RATING: Totally Easy
 If you think you can beat the pros at SEGA XS on any of the games covered in this issue, why not send in your high score, together with proof to SEGA XS High Scores. The address is at the front of the mag.



Infinite Energy
FFDF6E0034
Infinite Lives
FFDF8B002

Along with plenty of vicious hand to hand combat there is an added element in level 6. Battle through three floors of the main building and destroy the Computer Rooms to turn off the laser beam, preventing you from exiting. It's fast and furious action from here on in!

Room 1



This is basically a bonus room. Smash the boxes, grabbing the goodies and extra energy before going on to the computer room.

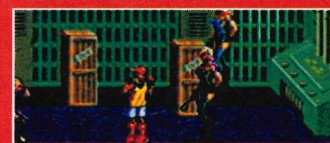
Level 6-1 Floor 1



Punch the box with the down sign on it to make the lift go down to the next floor.

Go at Mr Gold and Mr Silver with a Flying Kick and Punch Combo.

Room 2



Use Power Moves to defeat the girls, before moving in to wreck the computer console.

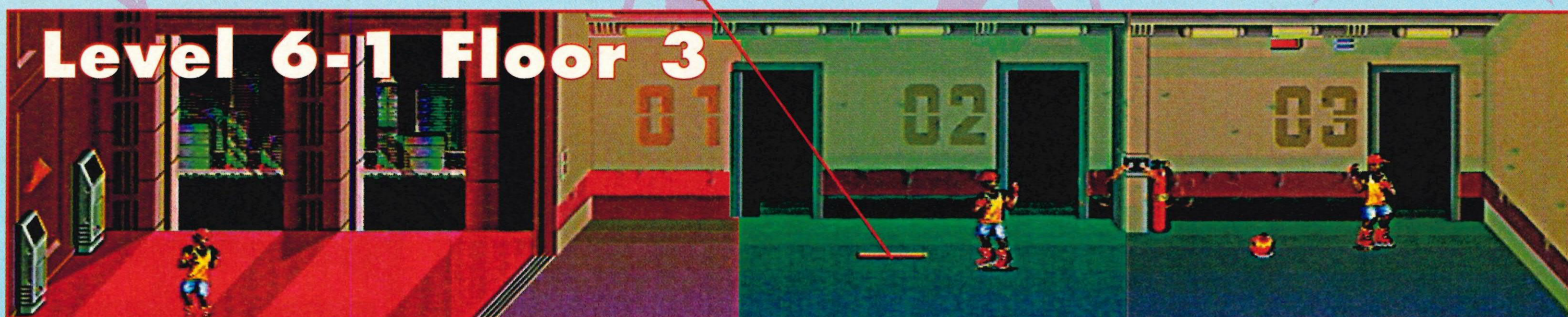
Level 6-1 Floor 2



Grab this stick to do some serious damage in the Computer Room. Remember the old adage — it's not the size of the man that counts but the size of the stick you hit him with!

Turn off the laser to escape from the building in one piece.

Level 6-1 Floor 3



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

Room 1



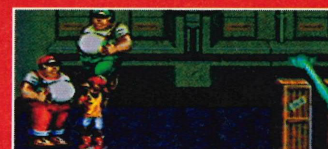
Use Spinning Kicks and fast punching to defeat the opposition. Once the area is clear smash the box for energy.

Room 2



Defeat the enemy fighters with Power Moves and smash up the computer console to deactivate the laser beam.

Room 3



Use Punch Combo's and throws to flatten the Fat Boys. Watch out for the moving beam and jump up when it comes your way.

Level 6-2



After disarming the laser, move safely past it and exit to this point. Here you must face the level boss named Jet. Use Special Moves to save the day.

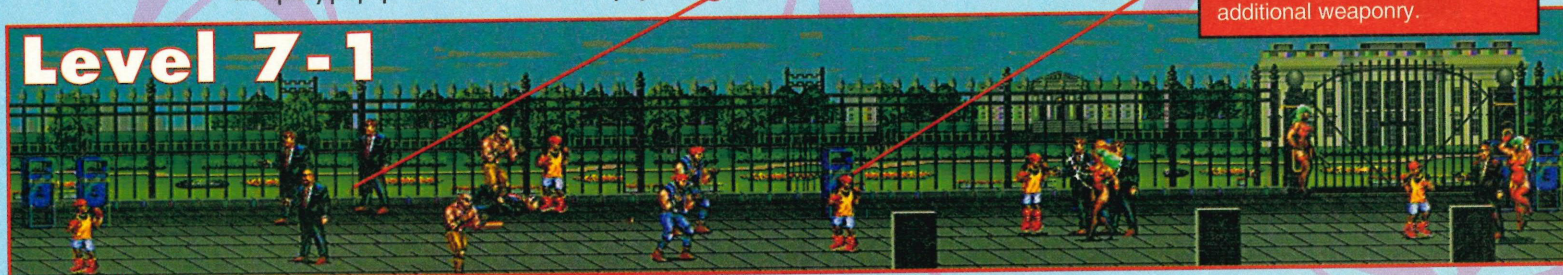
Gold, Silver and Bronze are a force to be reckoned with. These three guys stop at nothing when trying to blow you away. Dodge their bullets by hitting the floor then quickly jump up and launch into a series of Flying Kicks.

These guys need to be taught some good manners. They buzz around and then swoop down to attack you. If you're too slow they pick you up and drop you from a great height. Timing is important here, bring them down with flying kicks and hit them with power moves while they are stunned.

Tear down the litter bins in search of much needed extra energy. It's starting to get crowded around here, so let Blaze clear the streets with some well-timed power moves.

This is the final, and inevitably, hardest level. You must fight your way into the White House and rescue the President, thus quashing the evil plans of the despicable Mr Big. You need all the energy possible to reach the final guardian. This is the second meeting with the ultra fast Shiva. Use Flying Punches and Punch Combo's until you get crowded, then fight your way through with Power Moves and throwing actions. Grab extra energy when you can and look for additional weaponry.

Level 7-1



Once inside the White House, use throwing moves to get rid of the first enemies. Once all the opposition are dealt with smash the statues to gain some vital extra energy.

Use Power Moves and Throws to get through this bunch of no good bad guys. Be alert though and hit the deck to avoid the gun fire which strates the area at regular intervals.

The Gold, Silver and Bronze boys are back. Use the same method as before to get past them and onto the ultimate confrontation with the final guardian.

Level 7-2



Final fight!



To defeat the final boss you need every ounce of energy left in you. Shiva is very quick and powerful, so be prepared to soak up plenty of pressure. Shiva's strongest attack is a power throw, so try to throw him before he gets you! Once he's stunned use Power Blows and keep throwing him to win. It's time consuming but worth it in the end!

Mr Big is Toast!



Mr Big is a bad loser and smashes his wine glass in a petulant display of anger. However, he is still alive, so does this mean we can expect to see *Streets of Rage IV*? If it does the SEGA XS posse are ready to fight again!

As you run, it's important to keep a safe distance away from the guard chasing you. However, it's also vital to allow enough room in front of you to vault over barrels, flames and other obstacles that block your way. Don't trip or the guards will have you!

Basically keep running as the level scrolls past. If you clear all the barrels and hole cleanly, the guard cannot catch you. The best way to do this is to take things carefully and, above all, don't rush!

Level 1

The first level begins in the main street in the town of Agrabah. The Palace guards are after you, so run for your life avoiding barrels, hot coals and holes in the ground. As you go take every opportunity to chalk up as many apples and hearts as possible for the harder stages ahead.

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GAME,
Tel: (0202) 311 688



Level 2

Once again you must now flee from the palace guards in hot pursuit. This time you take to the rooftops and you're not alone. The Princess is along for the ride, so it's important to look out for the one you love! Watch out for barrels and concentrate on jumping over ledges. You don't have to worry about the Princess too much, simply stay within her range.



Aladdin is one of the finest games ever to be seen on the Master System and Game Gear. Its age old tale of a boy who goes from rags to riches and falls in love with a Princess, with the help of a mysterious Genie, has warmed the cockles of many a heart down the years. This is especially true since the release of the spectacular Disney animated version of the *Aladdin* tale. This is the version Sega's latest release faithfully follows through caves, over mountains and into magnificent Arabian castles!

Even the rough, tough gaming warriors at SEGA XS have shed a tear or two over this wonderful tale. However, we wiped away the tears to bring you the complete solution to this classic cart!

**MASTER SYSTEM
GAME GEAR**

SEGA • PLATFORM ADVENTURE

ALADDIN



SUMMARY

GAME NAME: ALADDIN

TIME TO COMPLETE: 1 day

HIGHEST SCORE: N/A

NUMBER OF LEVELS: 8

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.

Keep hurdling these barrels remembering to stay just out of the guard's reach. Grab the power-up at the start of the next building before continuing through the level.

Grab the apple for an essential energy boost as you leap over the hole. Tread carefully now as barrels fly at you from every corner of this dangerous city.

Skip over the elevated sections of the rooftops, while keeping a look out for other obstacles in your path and jumping over any stray barrels that roll your way.

Once again it's important to grab all the power-ups you can for the treacherous levels ahead. However, try not to place yourself in too much danger in the quest to reach any of these tasty energy boosts.

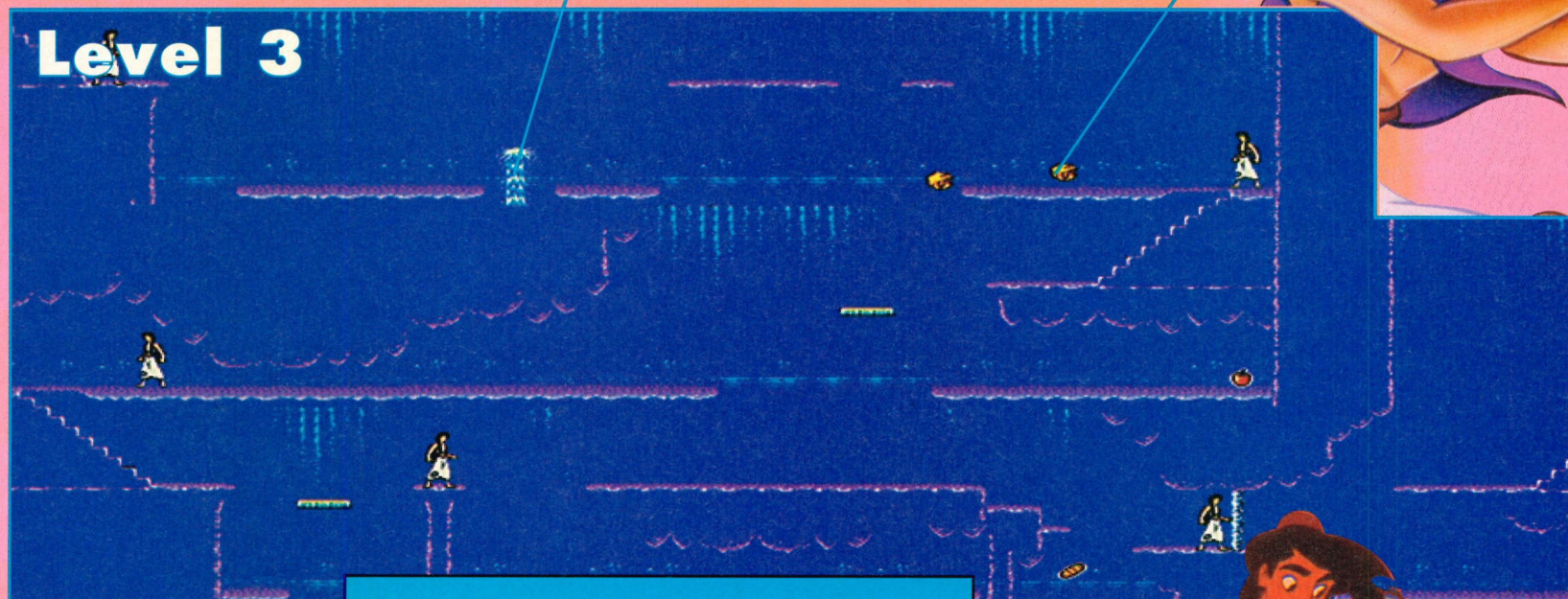
The best place to run is slightly to the left of the centre of the screen. This allows you to see barrels and ledges as they come at you and also keeps the Princess with you at all times.

The end of the level is simply a leap away but don't lose concentration in the final run in or you'll pay for it dearly!

Be careful as you bound over this gap because a water fountain spurts up at regular intervals, sending you straight to your doom before the level's even up and running.

Quickly jump over the rolling stones (no not Jagger and Wyman!) and escape down the first flight of stairs.

Level 3

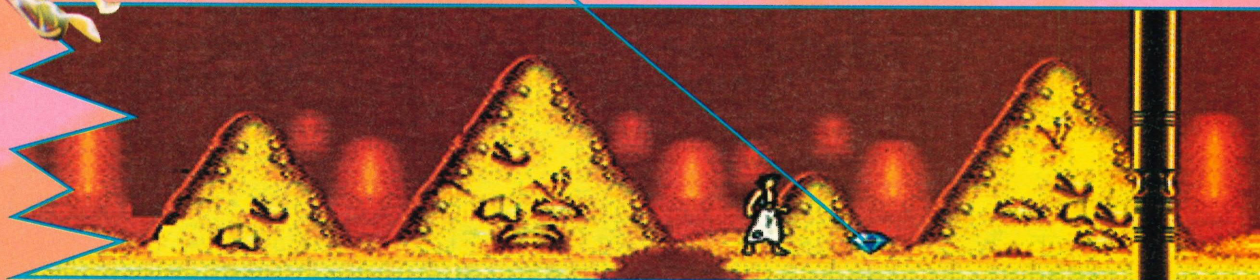


Aladdin has been thrown into the deepest, darkest dungeon in the kingdom. This spooky place is full of pitfalls like sheer drops, large rocks and sharp spikes that need to be avoided to get through the dungeon to find the secret exit. It's important to dodge the bats flying in to suck up your energy as if it were blood. Pick up small stones as you walk through the level. They open some of the doorways you meet.

Level 4

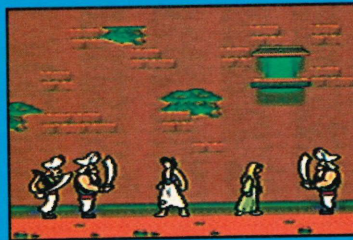
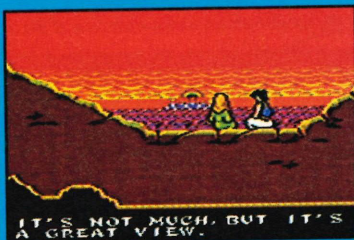
Now you've found a cave filled with riches and treasures but all that glitters is definitely not gold, as the old saying goes. All the jewel boxes and other booty are booby trapped. You must simply jump over them and concentrate on getting to the end of the level to gather the magic lamp and uncover your mate the Genie.

It may look like a valuable gem but it's a big mistake to try and touch it. Ignore this inviting swag and move swiftly on through the rest of the level.



Young Turks

The two young people met and fell in love at first sight. Everything was good except the girl was a Princess and the Palace guards were still after someone's blood. Aladdin is to be executed!



You must come over to this point to grab the key so you can continue up onto the floors above. When you turn back on yourself watch out for the rest of the rolling stones coming in behind you (Look it's not Keith Richards or Ronnie Wood either).

Jump straight past this treasure box without touching it. If you do touch it, a thousand rocks are dropped from a great height on to your head, which means you must start all over again.

Bound quickly along this section before this platform drops away almost as soon as you step on it. Once past this obstacle the exit is just over to the right.

Take your time in this section and make large jumps over the two bottomless pits. On the other side leap over the treasure box and continue until the end of the level to receive the lamp.



Level 5

Take the top channel to dodge this rock and grab the power-up
handily placed on the other side of the obstacle.

This level can be too hot to handle. You're now plunged into a volcanic channel where any wrong move result in instant death. On board your trusted flying carpet, you must glide through the zone avoiding platforms, fires and evil dead ends in order to get right through to the end. Any mistake proves fatal, so be on your guard at all times. The best thing to do is to plan your route well in advance using the map provided. Otherwise the dead ends await your arrival!

Take the top route around this block. Don't take the bottom route unless you really want to sink forever into the lava flow.

Grab the extra energy here if your reserves are looking low. Then continue left, throwing a stone to stun the guard.

Level 6

Climb up to this floor to retrieve the key, which is half hidden behind the hand rail. When you have grabbed it climb down and keep going right to reach the end of the level.

In order to get through the door to get the key stand here and throw a stone at the switch on the wall. This opens the door above allowing you to continue into the level and beyond.

You made the wish to be a Prince and here you are in the Sultan's Palace. All along its luxurious corridors are guards programmed to kill you. To stay one step ahead of them collect the stones found throughout the level and throw them at the guards to knock them dizzy. To help you in this department there is a little cheat in the game. When you come across a section containing a stone, pick it up and exit that screen. If you return to the screen the stone will have been replaced and you can gather up as many as you like.

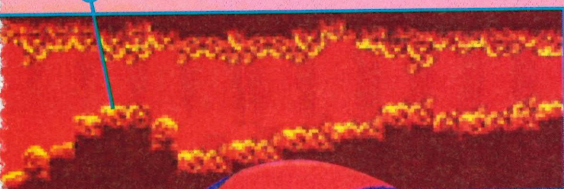




Fly high all along this section as the lava below is bubbling up. By sticking to the top of the screen you avoid the worst of it.



Return to the top of the screen at this point and sail towards the end of the level with ease.

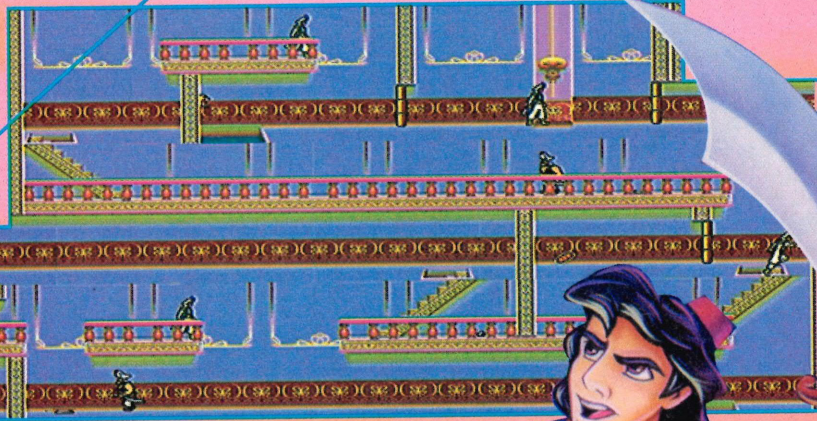
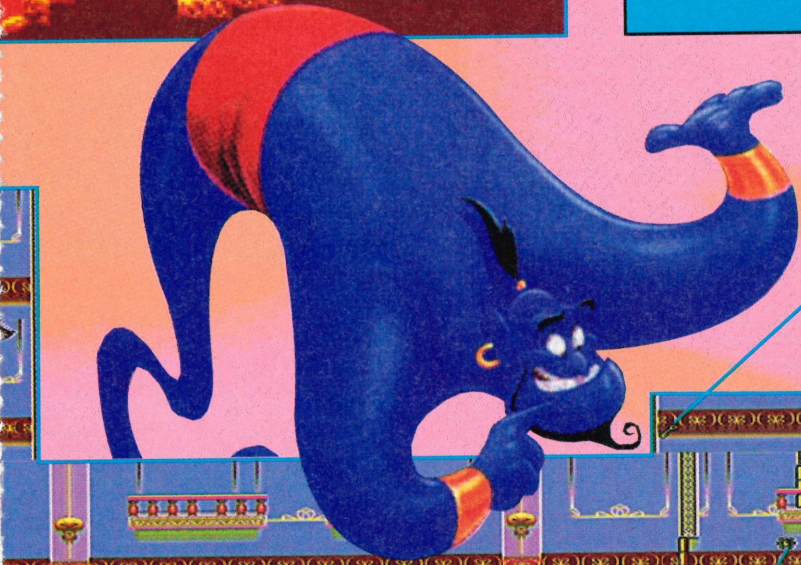


Game Genie

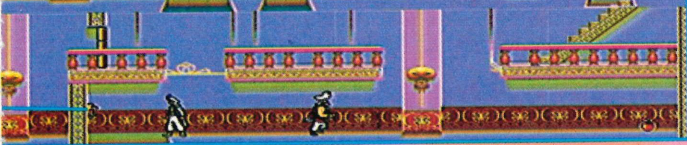
After your magic carpet ride you are catapulted into a ravine, but you have the lamp. Rub it and the big, blue, funky Genie appears with three special wishes for you.



The final key is here so take it and then go back on yourself to climb up to the next floor. From there, go up to the top floor, making sure you have a stone to throw at the final switch and use the key to exit the level.

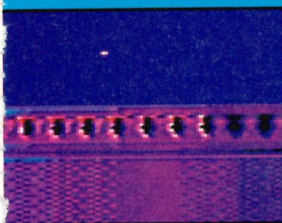


Gather the Scarab to gain a restart point and then walk right to the wall. This makes the guard on the other side run at the wall. As he runs he triggers the switch and the door opens as if by magic. Hey Presto!



The Sultan of Swing!

After bravely defeating the Palace level, the Sultan welcomes you with open arms but secretly he is plotting your down fall. He tries to kill you before you can wed the Princess. However, fear not, your chance for sweet revenge is just around the corner.





Stay in the middle of the screen for the time being as slight movements up and down are all that are required.

Level 7

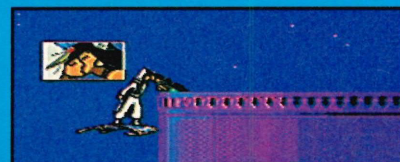
Basically stay in the centre channel through the forest. Stay away from the bottom trees that can drag you down.

Getting throw this flock of Geese can be a problem so hang back to give yourself as much time as possible.

This is a very easy level indeed. All you have to do is guide the flying carpet through the level avoiding birds, rooftops and trees. This level stands as a showpiece level with the atmospheric music of the hit single *A Better World* playing in the background. This is a chance to relax before you come into the final battle against the evil Jaffar.

Kiss Me Quick

The dreamy flight is over and Aladdin has really impressed the Princess. She is now putty in his hands as he goes in for the kiss.



Level 8

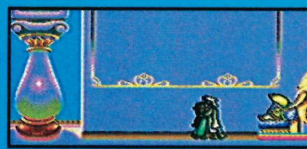
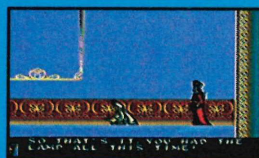
Jaffar uses all his evil magic to stop you from catching him. He unleashes fire bolts and thunder cracks as you frantically pursue him. Concentrate on avoiding them while leaping swiftly over the bottomless pits that dog your progress.

Timing is required at this point to clear the pits, while Jaffar spits out fire that falls onto the floor. If you can hang back until just the right moment you can leap over the pits and dodge his fire attack.

This is the first part of the final battle between you and the Sultan. You must basically run after the Sultan, dodging his evil powered weapons and leaping over the bottomless pits. If you can reach him at the end of the level, the first part of the job will be done. You must then fight the Sultan in his final form as the end of game Guardian.

In-Sultan Me!

Jaffar has taken control of the Genie in a final desperate attempt to foil Aladdin's plans to marry the Princess.



Glide between the geese on the wing and go to the centre of the screen to make it through the forest.

As you come over the town fly towards the top of the screen, making only slight adjustments to cruise between the geese.

This is the end of the level and you must now prepare yourself for the final conflicts with the evil Sultan.

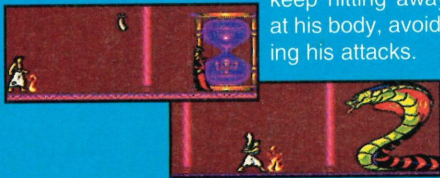


Get up close to the Sultan at this point and all his fire drops harmlessly behind you, without sapping any of your energy.

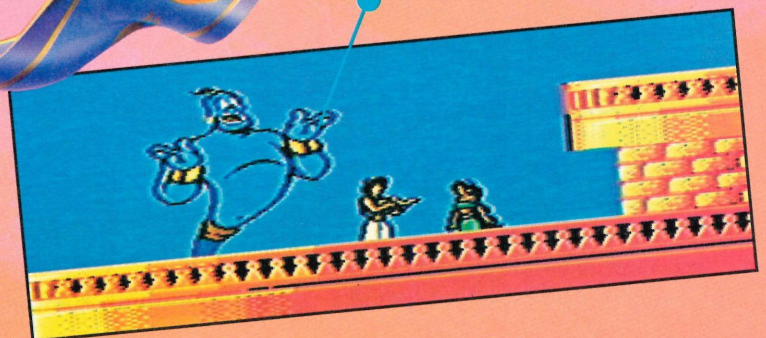
This large pit is the final hazard in the level. Launch yourself over it to catch up with the Sultan in the final showdown.

Goodness Snake!

This is the final Boss. First of all you must run up to Jaffar, making the sword fall to the floor. Pick it up and slice away at him until he is dead. He now turns into a fearsome snake, keep hitting away at his body, avoiding his attacks.

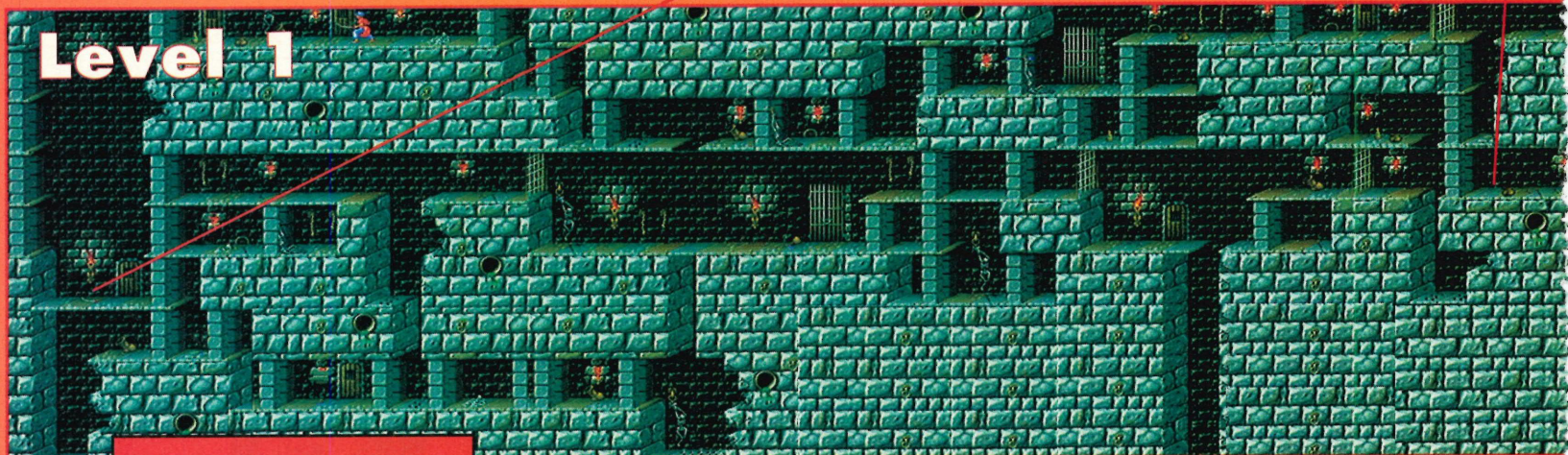


Its game over. The Sultan is defeated, the Genie is free and Aladdin has finally found his girl. How sweet it is in this better world courtesy of good old SEGA XS!



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

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

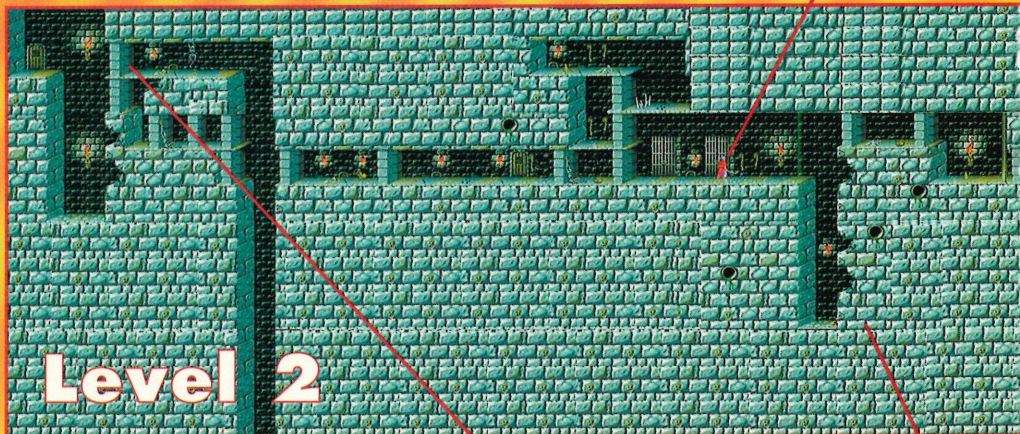


Level 1

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

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

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



Level 2

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

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

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

MEGA
DRIVE

DOMARK • PLATFORM ADVENTURE

PRINCE OF PERSIA

Level Codes

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



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

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

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

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

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

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

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

Level 3

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

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

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

Level 4

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

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



Level 6

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

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

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

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



Level 7



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

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

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

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

Level 5

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

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

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

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

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

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

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

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

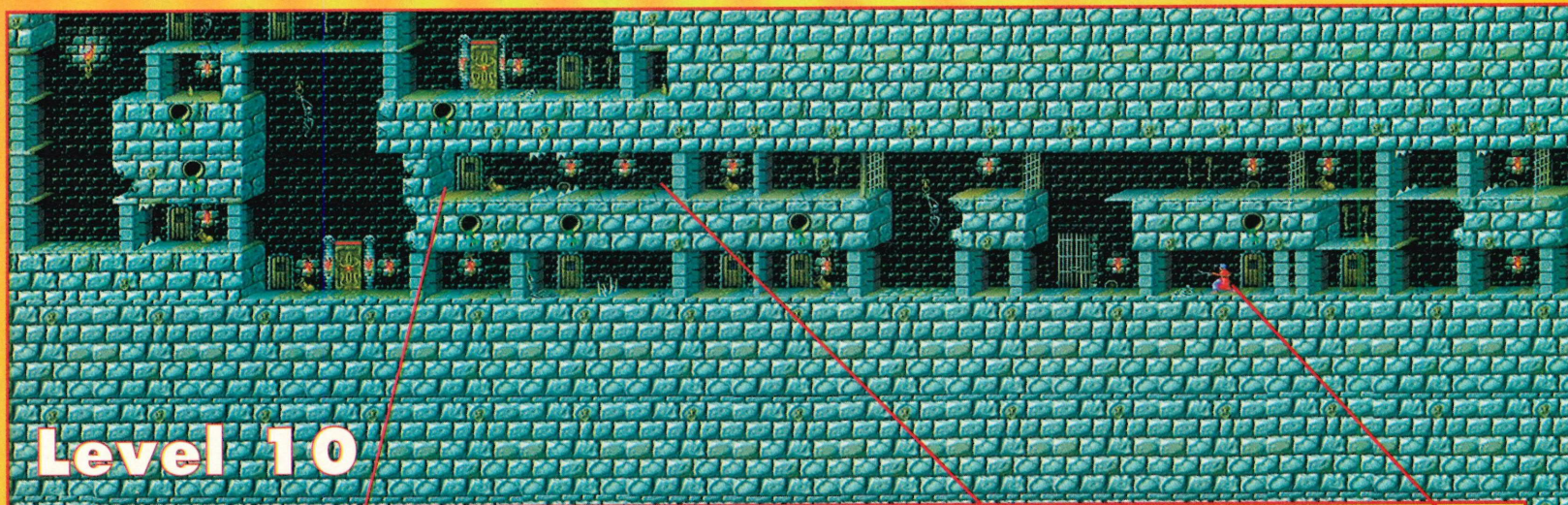


Level 8 brings you even deeper into the Palace dungeons and ever closer to the loveliest of lovely people; the princess! This level provides a good challenge for most games players out there. Some nifty footwork is required to help you get through the game. It's all about timing and skill. This is a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



Reach here and you've completed the level!

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



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

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

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

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

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

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

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

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

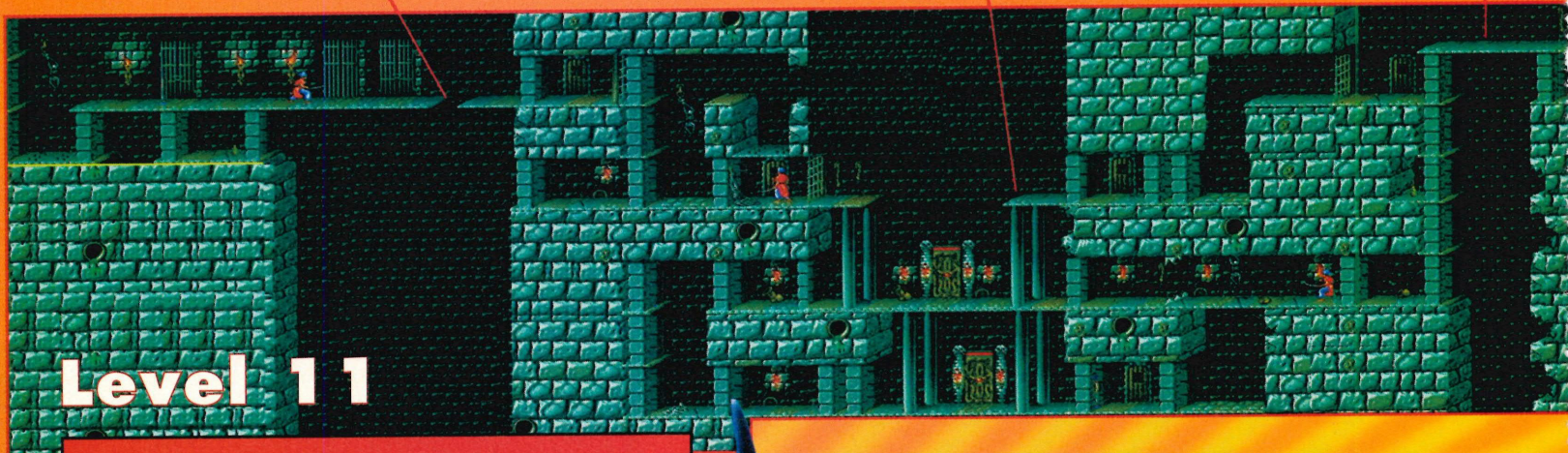
Lower yourself slowly down into the hidden spikes to get past them safely. The spikes pop up as soon as you touch them. It is possible to jump gaps like this, but it requires pinpoint timing. The choice is yours, but remember the time limit.



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

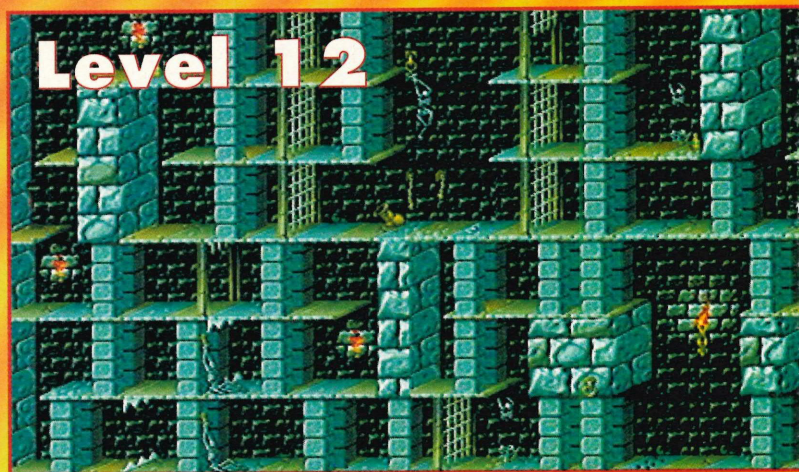
This jump looks impossible, but believe me; it is possible! Use the A button and direction pad to help you make the jump. It's also possible to grab the far platform as you fall and hang there before pulling yourself up.

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

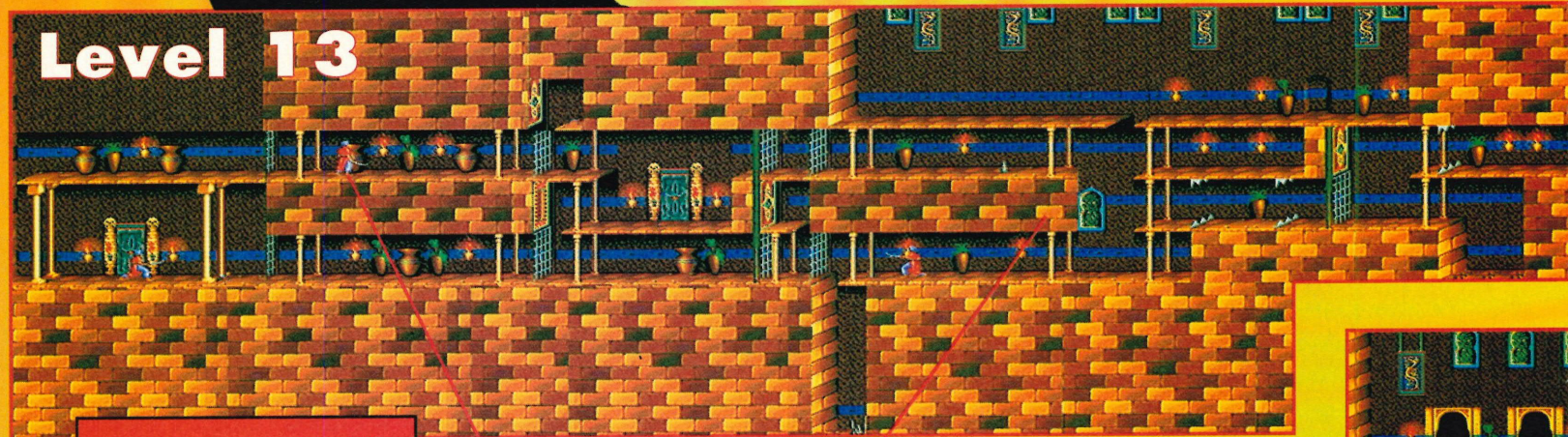


Level 11

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



Level 12



Level 13

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

Kill another guard here before continuing on your epic quest.

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



Cartridge supplied by:
DoMark
Tel: (081) 780 2224



SUMMARY

GAME NAME: Prince of Persia
TIME TO COMPLETE: Two Weeks!
HIGHEST SCORE: N/A
NUMBER OF LEVELS: 16
CHALLENGE RATING: Very difficult!
If you think you can beat the pros at SEGA XS on any of the games covered in this issue, why not send in your high score, together with proof to SEGA XS High Scores. The address is at the front of the magazine.



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

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

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

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

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

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

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

Level 14

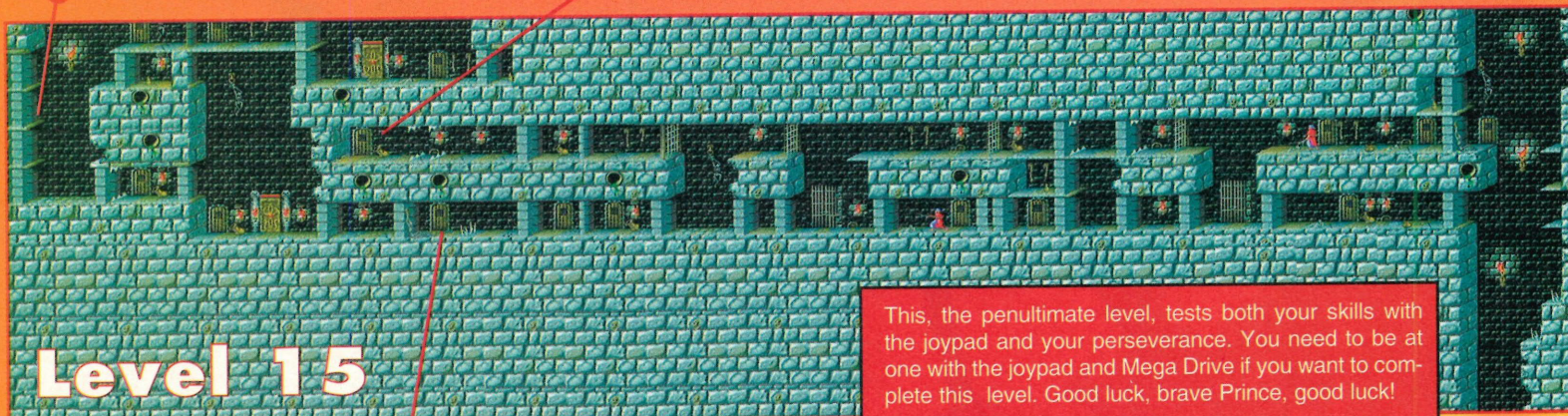


To get these great cheats to work first press pause. Then use the joystick to enter the following codes:

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

Make your way down this section of ledges.

Hit the switch found here to open the exit door.



Level 15

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

Watch out for those tricky spikes!

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



Level 16

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

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

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

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

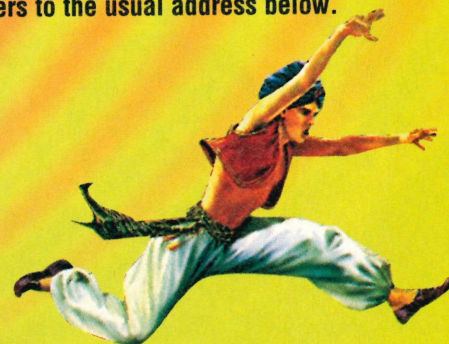
ARABIAN DELIGHTS!

Whip out your swords in joy, for DoMark are kindly giving away five copies of their fabled Mega Drive game *Prince of Persia* to five lucky SEGA XS readers. A classic in terms of animation, *Prince of Persia* is a game for all you swashbucklers out there. It's a hard platformer for the hardened player, but with our full solution you can't go wrong!

With 16 levels of ultra-challenging gameplay, within the stony cold walls of a gloomy dungeon, you, as the Prince, have to make perilous leaps, risk drinking unknown potions and engage in life or death swordplay with the Palace guards.

This is a game to really get you teeth into!

There is a mind boggling trap or problem at every turn that will engage you in this harrowing adventure, as you try to rescue your beloved princess from the evil doers. A lot more fun than a rug ride! Even if you miss out on a cart, there is still a chance to win one of five goodie bags crammed with DoMark related fun. Answer three simple, well lets face it, ridiculously easy questions, vaguely related to the game and send off the answers to the usual address below.



THE QUESTIONS

1 What animal originated from Persia?

- A) Persian cat
- B) Persian dog
- C) Persian Buffalo

2 Whereabouts in the World was Persia situated?

- A) South America
- B) Middle East
- C) Wales

3 Who is the evil villain in the game Prince of Persia?

- A) Jaffar
- B) John Noakes
- C) Darth Vader

PRINCE OF PERSIA COMPETITION

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

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

Name.....

Age.....

Address.....

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Postcode.....

Tel no.....

The console I own is.....

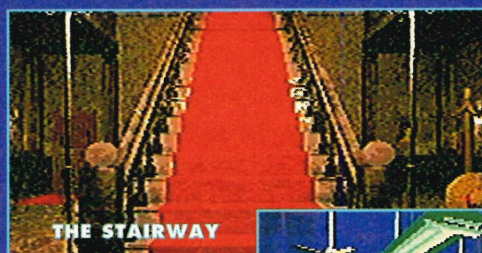
Please print a solution for.....

.....

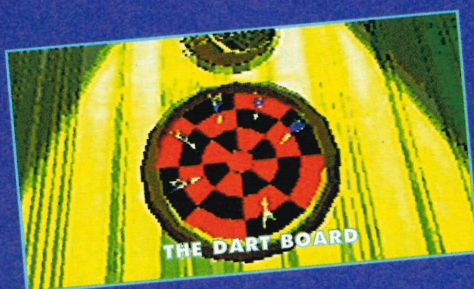
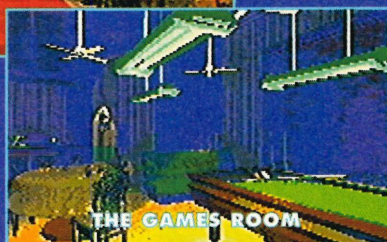


Let the quest begin

At the beginning of the game you are confronted by the main staircase. Go up it and move to the right and then



right again to find the entrance to the Games Room. Walk straight in (as the door is unlocked) and make your way over to the far side of the room, past the snooker table, ending up near the exit door.



Beware the twisted Elm tree when the moon is full, look away from the transfixing beauty of the Butterflies or you will join their numbers. The Mansion is the key to this evil mystery, dare you venture into its unknown corridors? Well never fear, SEGA XS is here to hold your hand, bringing you the complete solution to this terrifying Mega CD game.

Let us take you through the whole game from beginning to end, solving the clues and rescuing your little sister from the hands of the evil Hunter. When it comes to solutions there isn't anyone better qualified than the gaming gurus here at SEGA XS!

In front of you is a Dart Board with all the darts purposely placed in certain positions. It is vital to remember the position of the darts in relation to the Crest Moon above the board. As will be seen later in this solution this is a vital clue to the completion of the game.

To the right of the Dart Board is a blank picture on the wall. It is actually a magic mirror giving you clues, if you look deep into it.

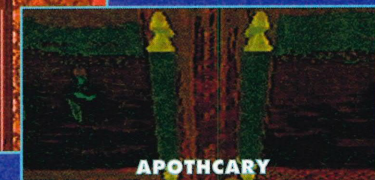
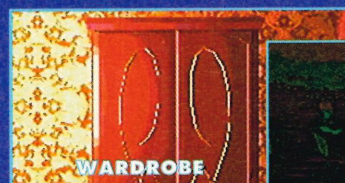
Do this on a regular basis. By checking the mirror for clues, even if you think you know what to expect, you are

always forewarned of coming events. Looking in the mirror acts like a trigger and things fall into place or start to happen.

For the same reason it is vital to seek out the enchanted Butterflies, found in different rooms within the mansion. Like the mirror, these trapped souls give clues to the whereabouts of your sister and what

needs to be done to rescue her. Therefore always listen closely to the Butterflies for further important gameplaying hints. Leave the Games Room and head for the opposite side of the floor. Turn left down the corridor

and enter the final room, which is a Bedroom. A Butterfly in the room tries to divert you from your quest by offering you a cup of tea! Ignore him and go straight through the Bedroom, before turning to face the large Wardrobe. Go in close and the screen

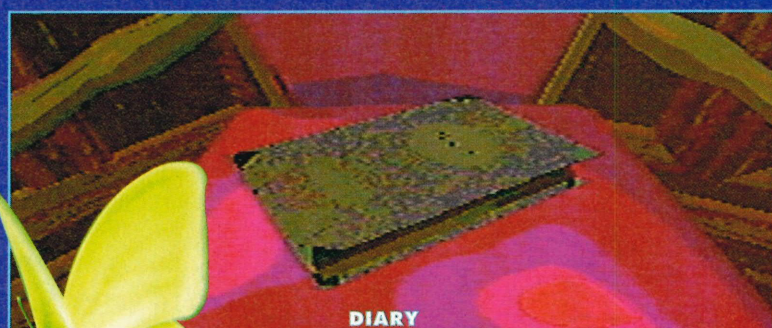


dips down to a pillow on the floor, when the pillow moves and you have found the first door Key. Remember this only happens if you've looked in the Mirror first. Take the key and exit the Bedroom. Turn to the left and open the next door, this is the Art Room. Go into the Art Room and turn right, travelling to the back of the room. To the right is a picture of a tree on the wall.



the Lounge.

The Lounge is an important room. The large Fireplace and the medicine cabinet come into play later in the game, so for now simply turn to the



MEGA CD

SEGA • STRATEGY ADVENTURE

MYSTERY MANSIONS

right to locate a single chair and go in close to grab the Diary. This Diary doesn't provide any clues but it does act as a game save option. It is important to use this as often as possible otherwise things can get a little frustrating.

Go back upstairs to the Art Room now and go through the secret passage to the Candle Room. Even though you haven't located the matches turn to the left of the Moon on the wall. Go in close to this candle to blow it out. This opens another secret door into the Butterfly Room. This gruesome room is full of mummified Butterflies mounted on a display. All of these exhibits were once human, so now you know the fate of your sister should you fail to save her!

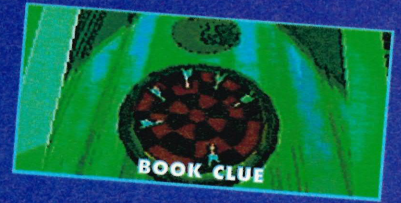
Once in the room you're greeted by



ART ROOM PICTURE

for an inspection. By doing this you receive the final key, which will unlock the exit to the Butterfly Room.

Once out of the Butterfly Room go straight across the lobby area, past the main entrance to the mansion and into the only room left unexplored, the Music Room. Use the key

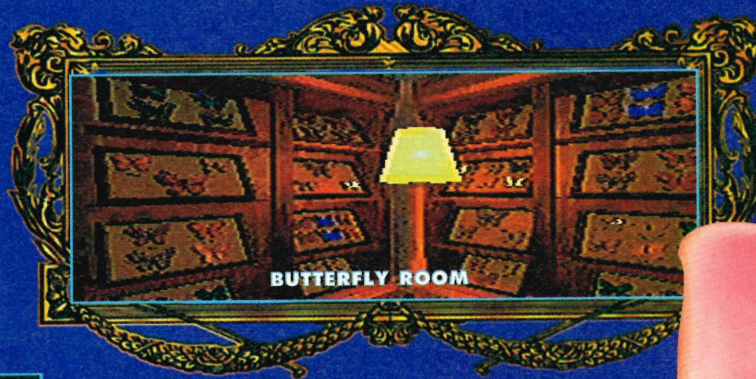


BOOK CLUE

and go in for a closer look, revealing a Tuning Fork. Tap the fork on the lamp stand to create a musical note, allowing you to locate the matches in the Games Room.

Strike a light!

Walk up the stairs and turn right to head for the Games Room. Once inside, go to the back of the room where the Dart Board is located. Go in for a close look at the Dart Board to reveal the box of Matches. Now you're ready to attempt the tricky candle puzzle.



BUTTERFLY ROOM

"Match the shapes of the rooms no longer open. Light into darkness, the day into the light. Return the original figure and with the light you will find

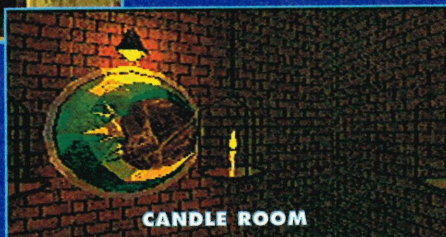
found in the Art Room to open the door. Once in the Music Room go directly to the back, past the table on the left, next to the Grand Piano. Now turn to the right to face the sofa



STRANGE PICTURE

a Butterfly with a terrible Olde London accent; while listening to his message note the whereabouts of the desk in the corner of the room. This provides quick access to the Candle Room later in the game.

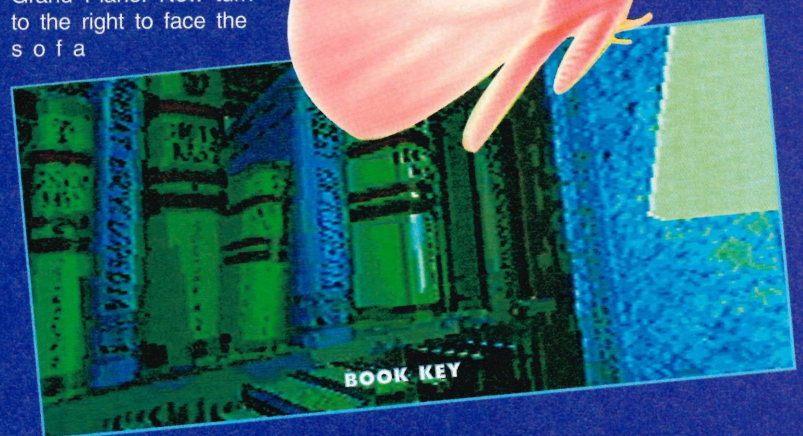
Now turn around almost full circle to find the gap into the second part of the room. As you walk in head towards the bookcases. Go forward, turn to the right and go close in on the bookcase. This produces a clue to solving the candle puzzle, in the shape of a spoken cryptic message, which provides the following clues:



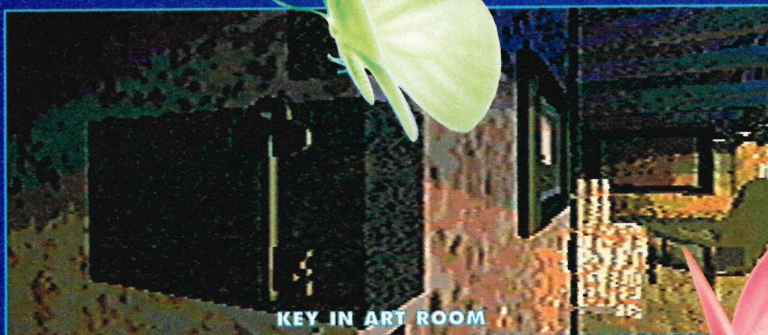
CANDLE ROOM

what you are looking for."

This gobbledygook must be deciphered to solve the candle puzzle but don't worry it's much easier than it sounds, as we'll explain later. Turn to the left to face the exit from the Butterfly Room and left again to face another bookcase. Go up to this bookcase and go close in



BOOK KEY



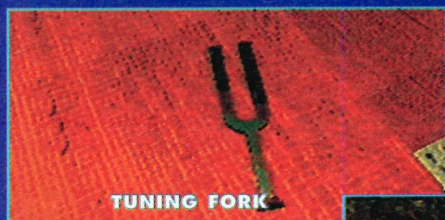
KEY IN ART ROOM



MUSIC ROOM

Make your way to the Candle Room by going down to the Butterfly Room or by using the secret passage in the Art Room. Once there complete the puzzle in the following way:

Starting with the Candle to the right of the moon, blow it out and then go onto the candle to the right and put that one out also. Leave the next candle lit and light the next one with the matches. Leave the next one lit but blow out the final two. By doing this you create the "Light into darkness" section of the book riddle. If the



TUNING FORK

instructions are followed correctly the two candles on either side of the moon (two to the left and two to the right) should be out and the other four candles should be lit.

Blowing out the candle to the left of the moon last opens the secret door to the Butterfly Room, so go

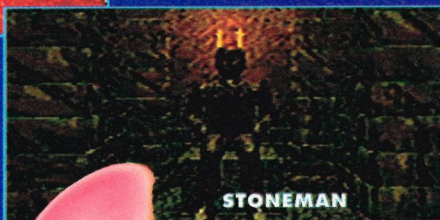


THE BASEMENT

through it and then come back in. Once back in you must complete the second part of the puzzle by "Returning the original figure". This means matching the candles with the darts in the Dart Board by lighting the

candles corresponding with the exact position of the darts.

Start from the right of the Moon, making sure the first two candles are lit. Go back round to the moon and go on past it in an anti-clockwise direction. Make sure the three candles to the left of the moon are lit and the fourth to the left is out. Carry on around in an anti-clockwise direction,



STONEMAN

missing out the next candle, which is the last one you need to light. Put out the candle to the left, before lighting the final candle to open up a secret door down to the Basement.

The Basement is a very dangerous place so be careful from now on and move quickly. The first thing you see is a long corridor with a large Stoneman sitting at the

end of it. Go up to him and turn to the left to find a door. Go on through the door to find the Flower Chamber, this contains several podiums with vases of flowers on them.

There is an empty vase in the room and your next task is to fill it. Turn to the left to

locate a dark and mysterious gap in the wall. Go through to find a water filled chamber with another podium



SISTER FATE

um in the centre of it. On this podium is a glass ball containing your Sister as a half-finished Butterfly.

To save your sister turn to the left and go in for a close look at the dark ground. On the floor is a single flower. This becomes a blooming bunch when you return to the Flower Chamber and place the single flower in the empty vase. By doing this you drain the water filled chamber next door allowing you to get over to grab the Butterfly containing your sister's life-force.

To achieve this go back into the chamber through the gap and turn to the left to step over to her. The direct result of this action is a face to face confrontation with the Hunter, who appears in the form of a bright shapeless light. He tells you no-one ever escapes from the Mansion. Take no

notice of the wimp, with SEGA XS on your side anything is possible!

The final countdown

Once your sister is rescued, you only have one hour to find an escape route from the Mansion. If the clock strikes midnight you and your sister become Butterflies forever, so speed is of the utmost importance in everything you attempt to do.

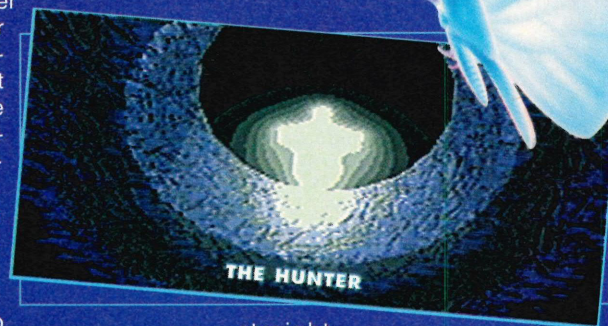
Go back through the Flower Chamber to return to the corridor with the Stoneman at the end of it. As you go into the corridor, the Hunter's powers bring the Stoneman to life. You must turn to the right immediately and move swiftly to the exit door at the end of the passage. Don't look

back or the Stoneman will reach you and it will be game over, forever!

Once through the door go back up to the Candle Room. Blow out the candle to the left of the moon to go back into the Butterfly Room. Ignore the advice of the Butterfly and head



MANSION FLOWER



THE HUNTER

straight for the Art Room. The Butterfly in the Art room is pleased to see you've got your sister and informs you that if you can get her out of the Mansion before midnight, she returns to her human form. After passing on this information he points in the direction of a clock so you know how much time you have left.

Go to the centre of the room and turn towards the large table to collect the clock. Now go to the Games Room to get another clue from the



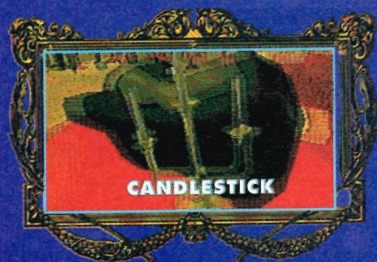
FLOWER ROOM

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

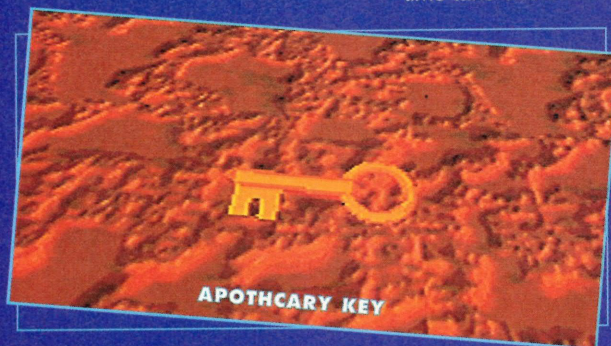


Mirror. The Mirror shows a picture of the Violin in the Music Room so go down to the Music Room and over to the table with the violin on it. There is a Candlestick behind the Violin case, take it and head for the Lounge. Once in the Lounge, go to the large fireplace and select the candlestick. This creates a guiding light inside the fireplace, which unveils a secret passage.

Follow the passage to its end. This brings you to a seven-sided frame on the wall. Go in close to the frame, until



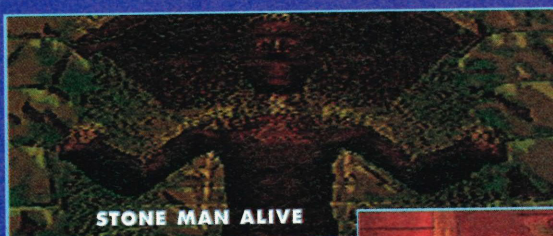
you bang your head on it. A Golden Key now drops to the floor. Pick it up and head back to the Lounge. The Golden Key will open up the Medicine cabinet and give you a Shield. This Shield has seven sides so go back through the fireplace to put the Shield in the seven sided frame. As you



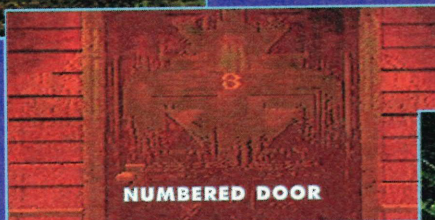
do this a ladder drops down from the ceiling and you go up to the final exciting chapter in this great escape.



Once up the ladder you're confronted by three numbered door. Two of



the doors will lead back to the main mansion staircase and only one of them leads onto another set of three numbered doors.



The end is nigh

In order to escape from the mansion and complete the game you have to go through these doors in the correct combination, make any mistake and you go back to the Lounge and begin the whole route again. Remember the clock is always ticking down, so there is no room for excessive error.

Before you start on the main set of doors, collect the Magic Crystal. To do this you must go through the door marked 3 and then through door 33 to come to an oval Mirror.

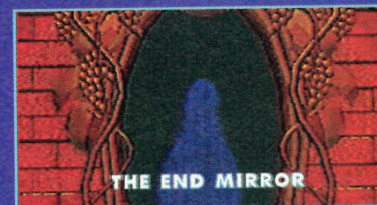
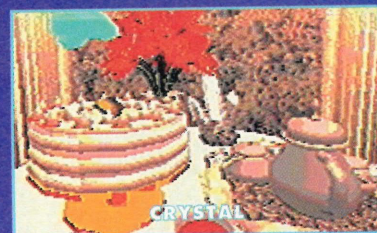
This is the scene of the final task when you have to throw the Crystal into the mirror to escape. When you come to the mirror the first time take one of the other doors back to the main stairway and head for the Games Room. Once in the Games Room look deep into the Mirror to see a picture of the breakfast table in the

Bedroom. Leave the Games Room and head for the Bedroom to collect the Crystal.

Go up to the table in the Bedroom, where the cups of tea are, and go in close to find the Crystal. Now head back downstairs, through the Lounge and back up to the sets of doors through the secret corridor. You're faced with the final sequence of doors to negotiate. This can take you a full hour to do if you don't take the correct route, but, as we have completed the game, here is the full sequence of door numbers that will take you to the final Mirror:

Door 3, Door 33, Door 777, Door 345, Door 333, Door 12 and Door 27.

Now you've found the final Mirror, all you have to do is select the Crystal and throw it through the Mirror to break the Mansions spell. Once this is done



you're magically transported outside the Mansion and the glassed up Butterfly returns once again to the sweet form of your sister.

Congratulations, you have completed the game and life is once again sweet in this particular neck of the woods. Enjoy the excellent end sequence and thank your lucky stars for SEGA XS!



SUMMARY

GAME NAME: Mystery Mansion
TIME TO COMPLETE: 1 day
HIGHEST SCORE: N/A
NUMBER OF LEVELS: N/A
CHALLENGE RATING: Easy

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



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Sensible
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REVIEWS

This is the part of the magazine where we tell you what the Pros think of the latest batch of releases. Each review is an in-depth appraisal of every aspect of a game's worth. To ensure the best coverage possible we've given the top games an extra page, allowing us to tell you even

more about the best games on the market! Our reviewers concentrate on value for money and how the game fares 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 crème de la crème 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!

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.



SEGA XS REVIEW

Welcome to the wonderful world of Walt Disney's *Jungle Book*. You've seen the wonderful cartoon, now play the Mega Drive game, designed to follow the wonders of this enchanting film closely. Join the brave man cub Mowgli, and all the other crazy characters from the animated movie, in a colourful, once-in-a-lifetime adventure. This platformer promises to be the perfect blend of stunning images and addictive gameplay – a winning combination which has always proved hard to achieve in the past. Will *Jungle Book* live up to its billing or will it turn out to be yet another botched film

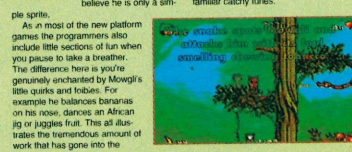


licence? Once you begin playing *Jungle Book* it doesn't take long to realise you're playing probably the most complete platform game ever to hit the Mega Drive. Everything about this game shines with style and grace. The programmers have really worked hard on this one and the results received unanimous thumbs up from all of us at SEGA XS.

The first and most obvious element of the game is its similarity to the cartoon. The graphics are rendered to replicate the Jungle



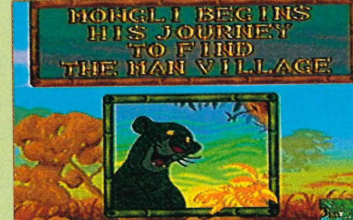
scenes in the movie, with magnificent bright colours surrounding the shades of brown and green making up the terrain. These backgrounds and platforms really do resemble the cartoon animation and together with seamless vine ropes and the large collection of well animated enemies, they make up all the vast levels of outstanding gameplay. The animation of the main character, Mowgli, the man cub, or indeed any of the other characters like Shere Khan or Kaa, is also the best I've ever seen on the Mega Drive (yes even better than Disney's *Aladdin*). Mowgli swings gracefully from tree to tree, swinging on vines and leaping over airbricks with all the style of a boy born in the forest! His body bending and moving so freely it's hard to believe he is only a simple



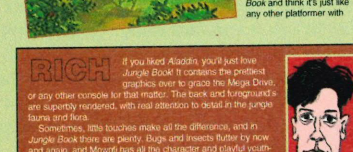
As in most of the new platform games the programmers also include little sections of fun when you pause to take a breather. The difference here is you're genuinely enchanted by Mowgli's little quirks and foibles. For example he balances bananas on his nose, dances an African jig or juggles fruit. This all demonstrates the tremendous amount of work that has gone into the

THE JUNGLE BOOK

SEGA XS ISSUE 8



Jungle Book the game, much like the film, has family entertainment stamped all over it. You can almost smell the moist rain forests, the animal herds and the distant camp fires (you can tell it used to be in the scouts) as you struggle through each level. It's definitely a cart to be enjoyed by the young and the old alike, as well as every other else in between. The gameplay is rich and lively throughout, although it does get repetitive towards the end, but this can be said of most platform games. On the whole though the play is good and quite involved. This seems to be enough of a

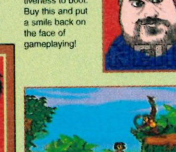


RICH If you liked *Aladdin*, you'll just love *Jungle Book*. It contains the prettiest graphics ever to grace the Mega Drive, or any other console for that matter. The backgrounds are superbly rendered, with real attention to detail in the jungle fauna and flora. Sometimes, little touches make all the difference, and in *Jungle Book* there are plenty. Bugs and insects flutter by now and again, and Mowgli has all the character and playful youthfulness of his film counterpart. The music is a masterpiece of his film counterpart. The music is a masterpiece of his film counterpart. The music is a masterpiece of his film counterpart.

However, I have to say if you're a downer, underneath the glossy sheen and comical mystery, *Jungle Book* is, when all is said and done, the most basic of platformers. Jumping, shooting, collecting – we've all seen this action a million times before and no doubt we'll see it a million times more!

absolutely nothing new to offer. However, I'd have to disagree. *Jungle Book* offers a selection of the single most important element in a game's playability – its addictive and its fun. Now isn't that a wonderful and under used word?

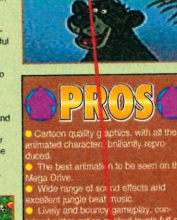
The gameplay and the visuals, the sound and the jungle noises all add up to a fun-filled adventure, something often overlooked in so many film licenses. *Jungle Book* is a fun film, so it naturally follows the game should be based around pure enjoyment and fun. The game ebbs and flows in a similar way to the movie, taking you through the dense jungles, to the clearings packed with elephants, to the tree-lined village.



BEFORE THE PLATFORMER COLLAPSES

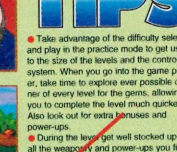
SEGA XS ISSUE 8

REVIEW SEGA XS



PROS

- Cartoon quality graphics, with all the animated characters brilliantly reproduced.
- The best animation to be seen on the Mega Drive.
- Wide range of on and off effects and excellent jungle level music.
- Lively and bouncy gameplay, combined with action packed levels full of hidden bonuses.
- Difficult to select but makes this a game for all the family.
- Highly professional presentation.
- Many large levels to explore, containing a wide range of weapons and tricky and guardians.
- Plenty of reward points, parolled by cute looking baby elephants.



CONS

- Can be frustrating if you have to keep working a square section.
- Like most platform games it begins to get a little repetitive towards the end.
- Perhaps some character powers could have improved the gameplay even more.

TIPS

- Take advantage of the difficulty select and play in the practice mode to get used to the size of the levels and the control system. When you go into the game proper, take time to explore every possible corner of every level for the gems, allowing you to complete the level much quicker. Also look out for extra bonuses and power-ups.
- During the level get well stocked up on all the weapons and power-ups you find in preparation for the bosses. Try to save your gunnability until you face the bosses and, as long as you keep moving, they shouldn't be too hard to defeat.

E44.99
16 MEG
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85

The bulk text of the review will be an honest opinion on the game's merits and faults. The reviewers at XS are expert gamers 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.

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!

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.

Star Trek, eh? What a groovy TV programme. Everyone loves it, so when the game came into the office the other day I had the rather good idea of staging a review based around the programme. Neil could be Scotty, Chris could be McCoy, Colin would make a fine Klingon, Richard could be the Russian one, which leaves me to take the part of Captain Kirk (Dream on matey - The rest of the office). Lets now find out what happens aboard the Starship SEGA XS.

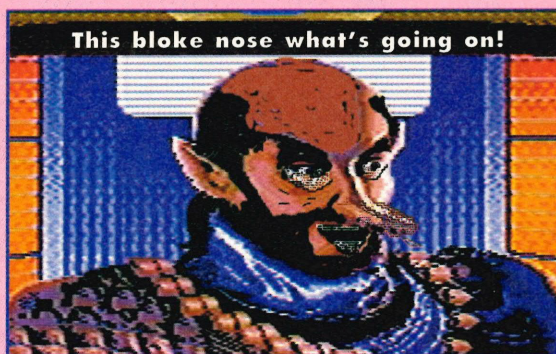
Paragon Publishing. The Final Frontier. These are the voyages of the Starship SEGA XS. Its 30 minute mission — to explore new game carts, seek out strange new solutions and boldly go where no Sega magazine has gone before (Don't worry readers, Mark has these strange turns sometimes, so lets just humour him for a while -ED)!

"Captains Log, Stardate 200594. It has come to my knowledge things are not all they seem in the office. Our scanners have detected a strange new game, believed to be based around a cult Science Fiction series known as *Star Trek*. I have decided to investigate this unusual event by sending out my most trusted officers on a scouting mission. I briefed the crew about the situation this morning. They all quite happily agreed with my plans once I told them they were going to review a game. Richard and Colin even packed some sandwiches."

The scene now switches to some stirring dialogue between the crew members (I presume this means we can expect the game to be reviewed soon? - ED):

McCoy: Lets just get on with reviewing the game shall we? We're rapidly running out of precious review space!

Kirk: Good idea! Bones, is it me or is this a game based around the *Next*



Generation television series?

McCoy: It would appear to be so Captain. Don't you think it would be a good idea if you actually turned the Mega Drive on now?

Kirk agrees and a lot of frantic scrambling occurs as electrical leads are fiddled with, until at last the game is switched on

Kirk: Alright! Now we're cooking, baby! Lets go to work! Checkov, I want you to cover the presentation of the game. McCoy, I want you to cover the game's music and graphics and I want Scotty to cover the gameplay!

Colin Klingon: What can I do?

Kirk: Uh, you can tell me how this rates as a conversion of the TV series. How about that?

Scotty: And what about you Captain?

Kirk: I'll sum up the game! But, er, while you're all reviewing it I'll just take the opportunity to pop down to the pub.

A little while later Kirk comes back into the office horribly drunk (That means Mark sniffed a half-pint of weak lager shandy - ED) only to see the rest of the team sitting around bored

Kirk: So, what did you think of the game then?

Scotty: Total and utter rubbish, Jim. A waste of money.

Kirk: Um, OK, but why is it rubbish? What about its presentation?

Checkov: Well, there's an above average title sequence. The Sega sign at the beginning is beamed away. Various views of Planets and Solar Systems scroll across the screen, while the theme to the TV series booms out. After this bit has passed, you see the Enterprise fly towards you, before turning around and flying away. It's a dead ringer for the TV series actually Captain.

Kirk: And what about the music and graphics, McCoy?

McCoy: Not bad, really. It's probably the best thing about the game; with all the music from the TV

series. The sound effects too, are good stuff, particularly the sound of the energiser beam.

Kirk: And what about the graphics?

McCoy: Weellll; they are not bad, but then again there's nothing really special about them. You can recognise all of the characters from the TV series and some

of the aliens are well drawn, but at the same time everything tends to be a little blocky, with hardly any animation in the game.

Kirk: OK, but what about the important stuff? What did you think of the gameplay, Scotty?

Scotty: Och Aye Captain. Bloody boring if you ask me! All you ever seem to do is visit various departments in the Enterprise and find out information. You can also answer distress calls and visit planets; but it's just all so boring! It lacks playability, I'm afraid.

Kirk: Surely there was something good about the game, though?

Scotty: Well, there was quite a good encyclopaedia built into the ship's computer which would be fascinating to Trekkies because it contains just about everything about *Star Trek* you'd ever want to know.

Kirk: How does it relate to the TV series, Colin Klingon? Is it anything like it?

Colin Klingon: I liked the original TV series, but I couldn't really get into this *Next Generation* malarkey. I think the game attempts to capture the style of the TV series but fails. You're restricted by the control system more than anything.

Kirk: Doesn't sound too good, really. Bones, using your ultra scanner, can you give me a game summery?

McCoy: I can, Captain. The scanner recommends avoiding this game.

Kirk: Yes, I think I'd agree with that.

Colin Klingon: Mark, can we stop all of this *Star Trek* stuff now? I've still got a few pages to design!

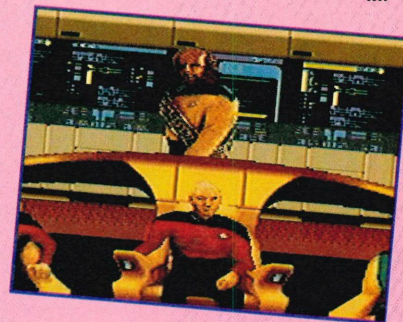
McCoy: Yeah minion, and another thing, stop trying to order me around or I'll make you map *Prince of Persia* all over again!

Kirk: Life, eh readers? Don't you just love it?

"Captain's Log. Stardate 210594. A day has now passed since the SS SEGA XS crew reviewed *Star Trek: The Next Generation*. In that time a lot has changed. For a start Chris has consigned me to

menial duties until further notice. This means my dreams of one day taking command of my own editorial office have been crushed and a life of intense drudgery awaits. Oh woe is me! If only I hadn't attempted a new reviewing style. One thing remains constant however. Avoid buying this game, whatever form of depraved torture Colin Klingon subjects you to!"

MP



PROS

- The whole game sticks closely to the original TV series.
- All the characters from the TV series are featured.
- Music and graphics are above average.
- Interesting ship encyclopaedia, which is a real bonus for dedicated Trekkies.

CONS

- The gameplay gets boring after a while.
- Combat is very basic and fails to maintain any kind of interest in the game.
- Too tedious to ever be addictive. The lastability value of this game is zero!

TIPS

- Follow the clues that are given out during the game. They provide invaluable advice on how to deal with all manner of situations, while also pinpointing the ideal moves to make as the game progresses.



STAR TREK

THE NEXT GENERATION

IMPORT

8 MEG

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MEGA
DRIVE

PUBLISHER: SEGA (US)
TEL: VGC (0202) 527314

Sensible Soccer, the all-time classic football simulation, has burst onto the Mega CD. The actual matches still adhere to the principles of the original *Sensi* — strong on gameplay, without any reliance on pretty cosmetics — however the Mega CD version also includes some fancy intro sequences and improved sound. Will this mean the game is worthy of joining every CD owners collection or have Psygnosis scored an expensive own goal?

This was the game everyone in the office wanted to review. I mean who wouldn't want to pass the time of day playing a superb footie simulation. It simply has everything a great game requires — awesome playability, nerve-tingling competition and utter addictiveness. How can you think about work when this game's around? The surprising thing is this praise is achieved with a simplicity of design and gameplay that's rare in today's saturated games market.

As in all football sims you begin by selecting your difficulty level, the type of competition you wish to compete in and the team you want to control. There are three sets of teams to choose from. They are the club teams who competed in all the European competitions this season, International squads and a strange little selection called Custom Teams (this seemed to be a particular favourite of young Mark for some reason). In this option you play using teams with names ranging from the unusual, for example Sad Things, to the downright bizarre, such as Dog Wednesday, a team comprising of every breed of pedigree pooch under the Sun!

After deciding on the teams, the next step is to select the weather conditions, length of game and your team members and formation. These tactics can be altered throughout the game by calling up the team bench and selecting the relevant icon.

You're now ready to enter the game itself, which is where *Sensi*

really comes into its own. As is always the case, *Sensi's* graphics are nothing to rave about. All you have are a bunch of little stick men, running around an enormous pitch and all the action's viewed from a simple birds-eye perspective.

This begs the question, if the graphics are so basic what makes this so bloody good! The answer to this question is simple — play the game and you'll be hooked. The speed of play is outstanding, the players are amazingly responsive and their abilities are unsurpassed by any other soccer simulation, with the exception perhaps of *FIFA International Soccer*.

There are a selection of passes to choose from — you can leather the ball up the pitch, play a short, precise ball to feet or try a delicate chip. Whatever you attempt the response of the players to your joystick prompts is instant.



To make passing more complex the weather conditions also have to be taken into account. There are loads of different conditions to choose from; including a muddy pitch, which bogs the game down, making it difficult to pass the ball to feet, and an icy pitch, which causes the ball to slide much faster off the surface, making it run away from the player you're attempting to pass to.

The difference between this and *FIFA*, EA's blockbuster cart, is the speed at which these little guys execute their moves. There is no messing when a cracking game of *Sensi* is in full swing! Everything is played at a hundred miles an hour, with the two player match up pro-



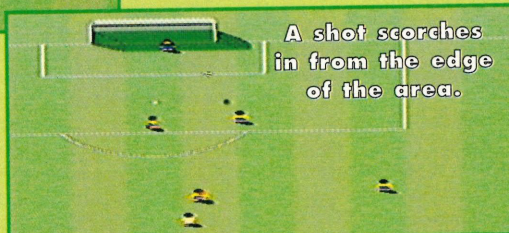
viding the last word in truly competitive sports sims.

There's nothing more satisfying than scoring the winning goal in the dying seconds of the Sensible Cup, especially if you can turn and see one of the XS crew with their head in their hands sensing the imminent, bitter taste of defeat. Now that's what I call a real buzz!

At the moment you're probably saying, yeah that's all well and good, but what has the Mega CD done to enhance the gameplay? After all, everything described so far you can get from the Mega Drive version. This is certainly true. In effect the Mega CD contribution to the gameplay is purely cosmetic.

Before each match there are some impressive intro sequences, showing the stadium you're about to play in and a players' perspective of the run up the tunnel and out onto the pitch. Graphically this animation is good, but apart from adding a little to the pre-match atmosphere it's simply not necessary. In fact you soon find yourself pressing the B button to bypass the intro.

Inevitably, the other improvement is in the sound. During the game the crowd react with groans and cheers to what hap-



pens on the pitch. Although in my version there was an overlong delay between the initial incident on the pitch and the crowd's reaction to it.

Some of the chants are excellent and really add to the intense atmosphere during crucial matches. When you go 1 - 0 up an immediate rendition of the score line is sung, which is a good way to rub your opponents nose in it. The rest of the chants improve the feel of the game,

although, sadly, the parentage of the referee is never brought into question, despite some really diabolical decisions!

Sensible Soccer CD is still a brilliant footie simulation and, if you haven't got the Mega Drive version, it's a worthy addition to your CD collection. However, when all my praise and unashamed bias towards the game is put to one side, little to nothing has been

done to enhance the gameplay.

Sure, there are some well presented cosmetic improvements, but the essential qualities of the game, right from its origin on the Amiga, have stayed the same. Then again who's complaining? I'd always recommend *Sensible Soccer* to anyone who wants a truly classic football sim on any system.

Sadly I don't feel the CD version can justify an XS Recommended tag when the Mega Drive version offers much the same playability. Even so, it's still one of my all time favourite games and the CD version is a tenner cheaper. Take a flutter on *Sensi*, you won't regret it!

CM

PROS

- Outstanding playability and extremely easy to pick up and play.
- The addictive two player game is unparalleled.
- Smooth animation and vastly improved sound.
- The players execute their moves swiftly and their responses are instant.
- Diving headers look really excellent.
- All the options and tournaments you'd expect from this classic footie sim.

CONS

- If you like your graphics big and bold like *FIFA* you may be disappointed.
- The ball sometimes gets a bit lost in a melee!

TIPS

- When the ball is played long into the opposing Penalty Box try and get one of your forwards to slide in and flick the ball. This often wrong foots the 'keeper who has to watch helplessly as the ball hits the back of the net.
- Another good way to stick one in the onion bag is directly from a corner. Simply strike the ball straight across the goal face, without using any direction or swerve. As the ball comes across slide your players in and more often than not one of them makes contact with the ball.

SENSIBLE SOCCER

£34.99

CD

OUT NOW



PUBLISHER: PSYGNOSIS
TEL: (051) 709 5755

Tennis has always been a difficult game to recreate on the Mega Drive. Make the game too realistic and the playability usually suffers; make it too arcade oriented and any sense of realism is lost. It's a tough choice for a software company when deciding which way to go. The latest to take the challenge is Codemasters, and, to boost their efforts, they have recruited Tennis superstar Pete Sampras to officially endorse the game. However, will the game be a great Wimbledon champion or simply a rainy day on a bleak outside court?

When I heard a new tennis game had cropped up in the office I knew this was the perfect chance to prove to everyone I was by far the best SEGA XS gamesplayer. A little sad of me perhaps, but when you're the youngest you have to do things like this just to keep your sanity!

I shouted a brave challenge across the room and, when nobody answered, I dragged everyone off their Macs and thrust a joystick into their clammy hands. So there we were; Chris, Richard, Neil and myself, crammed around the Mega Drive, ready for some no holds barred, thrill-a-minute tennis action.

All in all, we played three games and the results were devastating from my point of view — I lost every single match. Once again I had been made the laughing stock of the XS office. I even tried to claim back some pride by challenging Colin, a mere designer, to a match. The result? I didn't even beat him. Damn and blast!

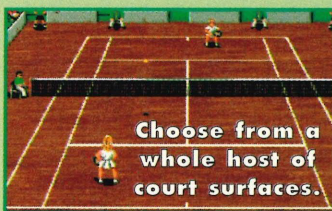
As a punishment for being so useless, the rest of the team decided I should do a forfeit. Various suggestions were made (most of which I couldn't repeat), before Chris had a sudden brainstorm: "Let's make him review the game!" he cackled with an evil glint in his eye. Before I could squeak a word of protest, I was bound and gagged in front of my Mac. Its bloody ageism, that's what it is!

Anyway, what do I actually think of the game? Well, what really sets this game apart from the others on the market is the nifty four-player option. Unlike other four-player games, though, you won't need a multi-tap or four-player adaptor to get this one working. Instead what we get is a little device called a J-Cart.

The J-Cart features an extra two control ports on the actual cartridge, allowing four-player action without the added expense of forking out for an adaptor. Its quite a clever idea really, so things are looking good for the game already.

When you actually get into the game and start playing, the first thing you notice is how good the graphics are. These graphics are not only well drawn, but cute with it. Each sprite is nice and chunky, yet clearly defined. The animation, too, is pretty good stuff. If the umpire makes a dodgy call, your player might walk up to him and, just like John McEnroe, question the call!

Soundwise, this game is superb. Before every service game, you're treated to the umpire announcing the score and whose go it is. He also asks the crowd to be quiet and thanks them when they comply. This is a great way to add to the realistic atmosphere and do you



Alternatively, you can opt to press button A when near the ball, which is the lob button. Ideally, this sends the ball behind your opponent, forcing him/her to turn and chase the shot. The last button to cover is the C button, and this (used in conjunction with the direction pad) makes your agile players dive for any ball which is just out of their reach.

You can also use a bit of aftertouch with your shots that, used correctly, can decide games. To use the aftertouch, all you have to do is press A or B and immediately press the direction pad. Depending on which way you pressed the pad, you should be able to alter the ball's normal course.

As with all multi-player games, the more people playing means the more fun the game is. The one player game is still great fun, because plenty of enjoyment can be had from entering the World Tour, in which you battle against the computer in a series of competitive matches to decide the best player. If you think you're a really good player, you can go for the Large Tour mode, where you have a limited cash

flow to manage. It all makes for amazingly addictive gameplay.

The options aren't just limited to these modes though. You can also have a go at a fun game called Crazy Tennis. It's basically the same as the main tennis game, apart from the unusual

things occurring during the gameplay.

Firstly, bonus power-ups change the ball's size and the players speed. They also cause a variety of objects, such as extra racquets, to pop up at the net and generally make life a pain. Dizzy, Codemasters famed egg character, also makes an appearance in the game — running across the top of the net. Hit him a few times with the ball and he cracks open, showering you with power-ups for some strange reason.

Finally, instead of playing with the nor-

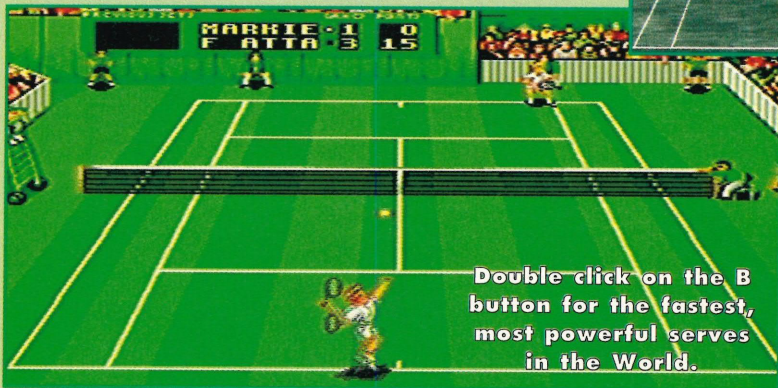
mal tennis points scoring system, the winner is decided by who hits the ball the most times. The more bonus points you manage to get, the better your chance of claiming victory.

This is a fun game for a few goes, but doesn't really challenge the main game in terms of playability. When you look at the game as a whole it is the best tennis simulation to hit the Mega Drive market. Not only do you get a superb tennis game, but you also get a nice little bonus game and a built-in four-player adaptor! Value for money? You bet your life.

Quality is the word that springs to mind when addressing this cart. *Pete Sampras Tennis* laughs in the face of games like *Davis Cup* and pokes fun at the likes of *Andre Agassi*. If you're looking for a top notch tennis game, at an amazingly agree-

able price, this is the one for you. Get the strawberries and cream in though. Once you start playing, this one's very hard to put down!

MP



PETE SAMPRAS TENNIS

PROS

- The gameplay is superb and very addictive.
- Graphically it more than holds its own.
- The sampled speech adds to the centre court atmosphere.
- The four-player mode is really competitive, so expect the sparks to fly!

CONS

- The Crazy Tennis bonus game soon gets boring and I have to question the point of including it. Surely more could have been done to the main game had it been left out.
- The control system is too easy to use after a while, which makes winning a little on the simple side.

TIPS

- Enter ZEPPELIN on the password screen for a bigger tournament and that all-important Crazy Tennis game.

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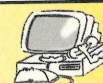
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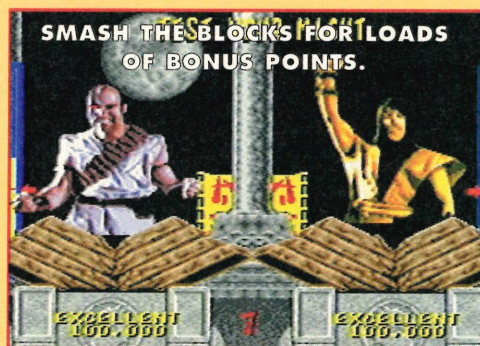
XS
RECOMMENDED

Yet more mortal mayhem smashes onto the market courtesy of Sega. This time all the action, carnage and mutilation is aimed at all the Mega CD owners out there. Yep, you've guessed it — *Mortal Kombat*, probably the most hyped game in the World, is set to take the Mega CD by storm. More moves, more blood and buckets more gore! Is this what we want or has all Acclaim's hype crashed on the Mega CD rocks?



For those readers who don't yet know, both Colin and I come from probably the roughest town in England — a wild place going by the name of Welling (Who really cares where you come from Mark? -ED). Lets face it, even the OAPs who live in Welling carry their own semi-automatic machine guns!

Every day of my young life I was bombarded with almost every conceivable piece of violence imagin-



able, until I thought I'd seen it all — believe me, it was rough. However, even Welling couldn't prepare us for the horrors of *Mortal Kombat CD* (Oh I see, this is yet another sad attempt to link your life to a game -ED)!

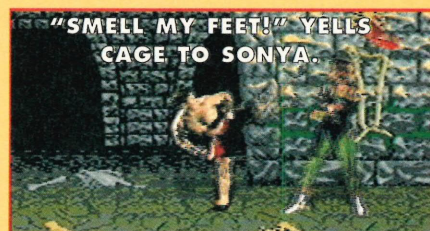
After hearing Richard rant and rave about how great the Mega Drive version was, I was expecting great things from this. With perspiration dripping down my body (it was a hot day), I eagerly shoved the CD in and waited to be entertained.

After loading it up, the first thing you're greeted by is a special reconstruction of the original advert for the game. It was screened way back in December when *Mortal Kombat* fever was gripping Britain. Now thanks to the trusty Mega CD you can watch it whenever you want.

The first time you watch this, and listen to the pounding score accompanying it, you really get into the mood for a bit of head bashing. The whole ethos of both the game and Acclaim's massive advertising campaign are summed up in this short intro sequence. These guys really know how to get the blood coursing through your veins!

After the advert comes the actual game, which can

be summed up in a few words — pure, unadulterated, high-octane entertainment! The first day we had the game in the office the two player fighting reached fever pitch. Breaking all the laws of balanced reviewing, I have to say right here and now, this is THE most playable beat-'em-up I've ever seen.



As with just about every one-on-one beat-'em-up on the market, there are a multitude of fighters to choose from. These range from Kano (a human cyborg) to Sub-Zero (a Ninja assassin). Oh, and there's also the compulsory kick boxing babe, in this case she's called Sonia. She may be a girlie but she's one



MORTAL KOMBAT

RICH

For a long time *Mortal Kombat* has been a controversial release.

Predictably it was instantly compared to *Streetfighter II* when it first burst onto the Mega Drive scene. There were those who felt the memory needed for the graphics used up memory that could have been used for a greater number of moves. This school of thought declared *Street Fighter II* the better game because there was more to do.

However, there are those, and this includes me, who believe *Mortal Kombat* is the most addictive and slickest game to watch and play. It is one of the few games I actually parted with cash to buy, which is not something I do without expecting a great deal of enjoyment in return. Admittedly, it's ideally a two player game but, nonetheless, it's a gem of a beat-'em-up.

The characters are digitised realistically, and pull off some very satisfying moves. On the downside, I thought the CD version had fairly poor access in parts, and not much had been changed from the Mega Drive cart. However, what improvements there were did enhance my enjoyment of the game. Little extras, such as improved sound and better graphics, made for more addictive gameplay.

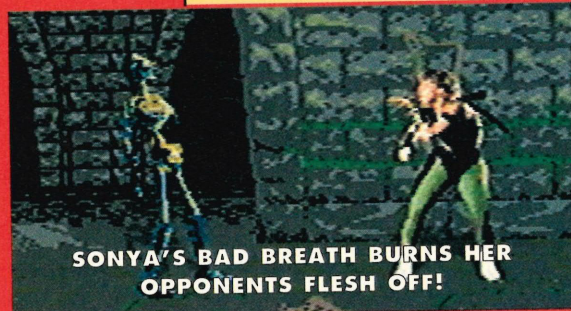
Finally, the blood codes are not an option on the Mega CD, but are already included. This was something Mark saw as a bonus, I tend to disagree. By requiring the codes to be entered the Mega Drive cart seems slightly more sophisticated, making the choice to include the blood and guts a personal one.

If you want a game that makes your armpits waft as the adrenaline pumps into your veins, then get this CD! The game rightly belongs at the top of the charts and I'm sure you guys are going to put it there.



combat the game enters a bonus stage. This involves your chosen fighter standing in front of a block, trying to smash it. An energy bar gauges when your fighter is packing a powerful enough punch to break the block, which you control by rapidly tapping the A and C buttons. What the block's made of depends on what bonus stages you've passed so far. The easiest material to smash is wood, while the hardest is diamond!

The fighters you control are all digitised from human actors to make



SONYA'S BAD BREATH BURNS HER OPPONENTS FLESH OFF!

the game as real as possible. This makes things even more sickening than ever when you rip someone's heart out! Which brings me nicely onto why the original version sold so many copies.

Probably the biggest thrill in the original Mega Drive version was the large amounts of blood and guts. A fact that caused certain media types to go totally over the top about the evils of violence in computer games. The resulting hype practically guaranteed Acclaim huge sales.

It comes as no surprise to discover there is more blood than ever in this version of the game. The best news of all is you don't even have to enter any namby-pamby blood code to get it! The Mega CD version is packed with extra scenes of mutilation and violence, which add to the addictiveness and playability of the game.

This type of thing may offend squeamish individuals, but I have enough faith in all you gamers out there to think you can see this for what it is. Namely a bit of fun, enhanced by the additional graphics and sound provided by the Mega CD.



player mode (take note Neil!) and, of course, the one-player challenge. The two-player mode pits you against a mate in a series of one-on-one duels. It's a best-of-three contest to decide the champion.

Winning seven bouts in a row grants you the honour of entering the Hall of Fame. This means the more people playing the game together the better, as witnessed in our huge inter-office tournament, during which we gave the saps from SegaPro a right hammering! I personally found this to be the best part of the game and I really enjoyed giving our own Richard a good kicking!

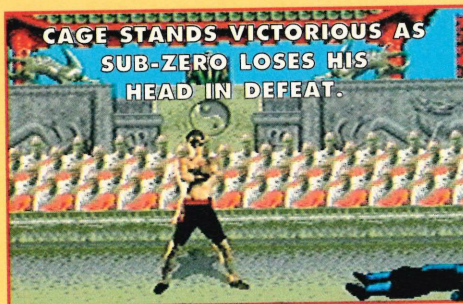
The purpose of the one-player mode is to guide your chosen fighter through a series of contests against the other characters. Win these to try your luck against the big boys — Goro and Shang Tsung — and these guys don't mess about!

Goro is a four armed monstrosity, who isn't too adverse to ripping people apart; while old Shangy is a 500 year old magician with the ability to transform into any of the other fighters. Just getting to these two is challenging enough, but when you do don't expect to beat these guys in a hurry. They're tough, merciless and downright mean!

After about four bouts of

tough cookie, not to mention the quickest of the fighters.

All in all, there are seven characters to choose from, all with differing special moves and abilities. Being a one-on-one combat game though, these special moves aren't simply a case of just pressing a button. Oh no,



CAGE STANDS VICTORIOUS AS SUB-ZERO LOSES HIS HEAD IN DEFEAT.

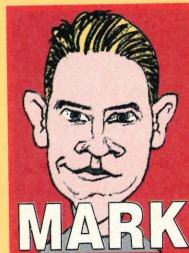
it's much more complex than that! To pull off half these moves requires a degree in button combinations. A good example of this is Sonia's Leg Toss (oo-er!). Try holding the D-pad down, while simultaneously pressing buttons A, B and C.

It works a treat when you achieve a special move, but, in the heat of a pulsating battle, it's often very difficult to pull them off successfully. Special moves always add to the long term interest in the game and using them wisely can really decide who wins or loses a battle. It's also really satisfying to beat an opponent using a few cool and complex manoeuvres.

As with all beat-'em-ups on the market, there is the mandatory two-

As well as having even more blood than ever before, the other main changes from the Mega Drive version are the snazzy TV commercial intro, shown at the beginning of the game, the secret turbo mode, arcade quality music and sound effects and slightly improved animation.

All in all, this is superb value for money. It's certainly the closest version to the coin-op I've ever played. Its brilliant! I love it, Richard loves it and I can certainly guarantee you'll love it too! It's much better value for money than the Mega Drive version and is the best Mega CD beat-'em-up on the market today. If you own a Mega CD, this is the game for you.



MARK

PROS

- Superb digitised graphics.
- Fully animated backgrounds.
- Secret Turbo mode.
- More blood than ever.
- Bonus stages that add a bit of variety.
- Arcade quality music and speech.
- The most competitive game money can buy!
- Special moves mean you won't be getting bored in a hurry.

CONS

- Basically the same as the Mega Drive version.
- Parents and MPs might not approve of all the blood, but hey, who cares?

TIPS

- To access the secret cheat screen and the all important turbo mode, press the following buttons on the main screen: Down, Up, Left, Left, A, Right and Down. Now go and do some serious damage!

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CD

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Baseball, Softball, Rounders, Cricket — it's all the same isn't it? Apart from a few small rule changes between the games, they all basically involve a pitcher and a batter, don't they? But even though they're all similar, the age old question has to be answered, which one is the best? This debate takes a further twist with the advent of sports simulations on computers. Tengen have produced *RBI '94* to add to the plethora of baseball carts currently on the Mega Drive market. However, will it hit a home run or be booed off the pitch?

Tengen reckon Baseball is the World's number one sport, and, putting their money where their mouth is, they've released *RBI '94* on the Mega Drive. They are confident the great British public agrees with them and expect us to buy the game by the truck-load. However is it really a safe bet that we Brits will go for what is, after all, a predominantly American National pastime?

If you judged a book by its cover, *RBI '94* would be the equivalent of an encyclopaedia - big, boring and packed full of stats. Often though first impressions are deceiving and when you actually start to read the book it all becomes quite interesting. Basically this is a perfect simile for *RBI '94*, which, at the end of the day, is just that — interesting.

Because Tengen have the MLBPA licence, each and every player to play the game in the last season is included in the cart. To make it easier to recognise your Baseball heroes, every player has a picture to go alongside his stats.

Like EA's *John Madden* series the game also has an added option should you get bored with playing around with last seasons teams. There are a selection of all-time great teams to choose from, as

well as the obligatory All-Star squad. Another useful option, which you will undoubtedly want to get to grips with, is the chance to customise your own team; something I feel should be in every sports game produced.

After you've chosen a team, it's straight into the actual game. If you've ever played Baseball at school, in the park or, of course, in another sports sim you've a fair idea of what to expect.

Each team takes it in turn to throw the ball at an unfortunate member of the opposing team. His job is to bat the ball away and run around a diamond before he can get caught out - it sounds a bit confusing on paper I guess, but when you actually play the game it all makes sense, er, kind of anyway.

Considering what a tough game it is to convert to the Mega Drive, Tengen have done a pretty fine job. The animation in particular stands out a mile. The batter flexes his arms as he prepares to whack

the ball, while the pitcher bends his legs a few times before he throws the ball and, if you're really lucky, he sometimes spits chewing tobacco onto the pitcher's mound.

As well as these more noticeable bits of animation, plenty of other bit and bobs are included, all adding up to a bit of a visual feast. The animation on all the players may be generally very smooth, but it doesn't end there. After almost every pitch there are some animation sequences showing such things as the coach of your team handing out signals and a replay of the previous play.

Talking about replays, if you make a particularly impressive feat, such as a home

run for instance, you're automatically treated to a replay. I must admit though all these replays began to bug me a little after a while, so thank God for the added bonus of being able to skip through it!

The music accompanying the game is as American as Apple Pie, the Star Spangled Banner and *I Love Lucy*. There are plenty of true to life organ tunes playing along with the action. Not only do you get authentic organ music, but there is also a fair amount of sampled speech thrown in. It's all good stuff and adds to the American feel of the game — "STTEERRRRRIKE!"

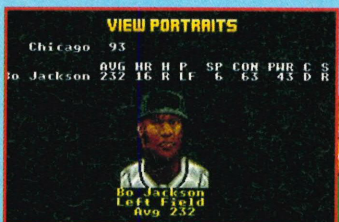
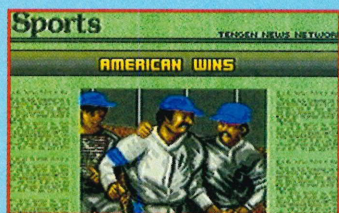
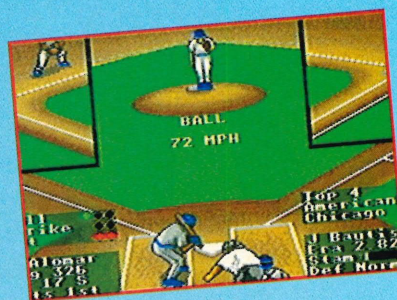
Having read this far into the review, chances are you might be thinking of buying the game. To tell you the truth though, it's not all good news. Even during my first play of the game, I got a bit bored, simply because there isn't a lot to do!

This may well appeal to die-hard fans of the sport, but to the rest of us it's just a bit too tedious. After you've batted a few balls and run a few home-runs, you've seen most of the game. All that's left is to play through 11 innings of very similar action, which isn't exactly good for playability.

After a while it all seems to blur into one. The problem with this is the game loses any sense of urgency and excitement — both vital components of a really good sports simulation. This inevitably means the game loses its competitive edge, even in the two player mode. As you may have guessed I rapidly lost interest in *RBI*, despite its appealing cosmetics and statistics.

Like it or not, Tengen, Baseball is more fun to play in real life than it is on a Mega Drive. Sorry, but that's the way it is I'm afraid. In fact, does anybody fancy a bit a game right now? The park's just across the road, you know guys (Exit the SEGA XS Baseball team Stage Left!).

MP



The tension mounts as the pitcher prepares to throw.



PROS

- Brilliant animation of every aspect of the game.
- The organ music is very true to life.
- The names and stats of every player in the Major League are all here!
- A game which defiantly appeals to ardent followers of the sport.

CONS

- Gameplay becomes a bit tedious after a while.
- The game lacks the competitive edge vital in a genuinely addictive sports simulation.
- The player names and stats are wasted on most of us.

TIPS

- When your batting, try to align yourself with the pitcher for a better chance of hitting the ball.
- Make the most of any mis-fields by the opposing team. As soon as you see the ball running away from a fielder use the chance to steal an extra base or run a player home and gain a point.

RBI '94

£44.99

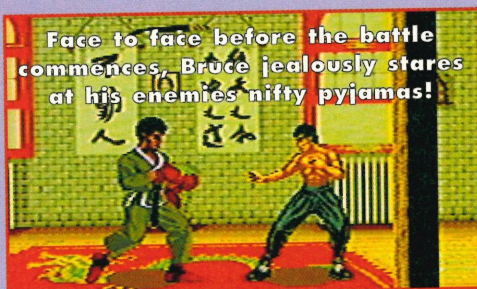
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All Bruce Lee fans will no doubt drool at the prospect of jumping into the legend's shoes for a while, in *Dragon*, the latest Mega Drive release from Virgin. This beat-'em-up must be prepared to take on the giants, such as *SFII*, *Mortal Kombat* and *Eternal Champions*, but will it hold enough interest and challenge to be a truly competent competitor? Well this is what we intend to tell you, so put down your egg fried rice and tuck into the review!



Face to face before the battle commences, Bruce jealously stares at his enemies nifty pyjamas!

Take *Street Fighter II*, add a dab of *Streets of Rage* and throw in the rights to a major film release, and what do you get? Yep, you guessed it, *Dragon: The Bruce Lee Story*. Rumours of its release have been knocking around for a fair while, but, before you cry, "Not another beat-'em-up!", let me tell you *Dragon* is quite a good release. Many fight scenes from the film add to the atmosphere, while all the levels are well presented and extremely playable to boot.

The main game follows the age old format of battling through progressively difficult challengers, beating each in turn to complete the game. Each opponent has their own particular brand of deadly fighting techniques, which you must learn and quickly overcome.

Extra novelty value comes in the form of fighting two enemies at once, as in the back alley brawl, where you have to fend off a pair of mad chefs, wielding vicious meat cleavers. This makes the competition much harder, as well as breaking up the routine of the action.

There are also specific special moves, valid only for the arena you are fighting in. Thus, in the alley I mentioned, if the chefs surround you, jump up and do a double kick, like a flying splits, and hit them both

in a single move.

This is the type of game where you discover new things to do every time you return to play. I am told there are over 40 attack moves and combinations and I certainly didn't find them all!

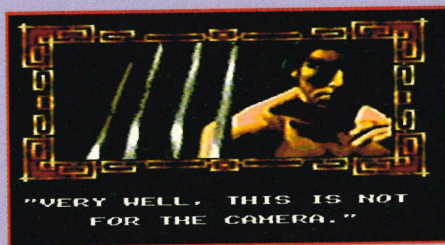
Dragon has an excellent array of options to choose from. Indeed, there are so many it almost feels like you have the choice of several games on a single cart. One option allows you and up to two more players (also Bruce Lee, but in different trousers) to take on each of the enemies in turn, in a similar way to *Streets of Rage*. Another excellent option allows players to fight each other one-on-one, while yet another introduces a massive King of the Ring style three player punch up!

The more I played *Dragon*, the harder I found it to put the joystick down. It really is addictive, especially when you make it a social event. I had a tooth and nail fight with Chris and let him win, because he's the editor (Yeah right ya bad loser! - ED), but only after I'd gone three rounds up in a first to five contest. It was great fun and really competitive — both hallmarks of a quality beat-'em-up.

The one player, or two player co-operation, game spans 10 levels, excluding bonus levels. It's great fun, especially when playing together because, should you're partner bug you, it's possible to give him a good kicking!

However, although initially a challenge, the gameplay soon becomes fairly easy, which is a shame. There is a reason for this, namely one of the moves, where you jump and hit your opponent square on the top of the head. This move is so effective it's the key to success against just about all of the bad folk.

It reminded me of *The Way of the Exploding Fist* on the Commodore 64 many moons ago. This had a basic flaw, if anyone can remember, where one sweeping movement could overcome any attack and win you any bout, whatever the difficulty level. *Dragon* has the same problem,



"VERY WELL, THIS IS NOT FOR THE CAMERA."



With less than a minute to go Bruce attacks his opponent's family jewels!

which I quickly realised when Chris used it to get back into our fight!

In most fight games, to be fair, there is usually one move for a character that, if used over and over again, is more effective than any combination. In *Dragon* it just seems more noticeable than in games such as *SF II* or *Mortal Kombat*.

The graphics are meaty and adequate, maybe not as smooth as *Mortal Kombat*, but definitely up there with the likes of *Eternal Champions*. There are digitised images from the movie, introducing you to each level, in the form of a storyboard. These usually explain how Bruce landed himself in each particular fight.

One classic storyboard follows that age old pub fighting tradition, in which one bloke accuses another of trying to steal his girlfriend. This is known commonly as the "Are you looking at my bird, mate!" syndrome! To see Bruce Lee going in for this type of thing is hilarious.

Extra attractions break up the routine



fist fights, such as a Soldier throwing sacks at you, which you must dodge by ducking or jumping. In the head to head combat, Ying Yang tokens appear for a few seconds, which, once collected, refine your fighting style, changing the controls and making for a more interesting confrontation. I nod in approval at this sort of thoughtful programming.

The environments for each stage are well designed, and there is usually some interesting distraction, such as a kettle boiling (in the kitchen scuffle) or a drunk peering from a dustbin (in the Alleyway), adding to the realism of the scene.

During a contest you have three lives to play with. However, should you get the stuffing knocked out of you, there is the chance to win a continue by doing 30 seconds of battle with the

Phantom, Bruce Lee's nemesis. The Phantom is a big fella, and 30 seconds seems like a lifetime when he's throwing his weight about and boshing you with his big chopper!

The music is faithful to the film but nothing to get worked up about. Similarly, the spot effects are very run of the mill. Everything is exactly what you'd expect — shouts, grunts

and loud thwacking noises — but there seems to be no real life to it. The noises in games such as *Mortal Kombat* are far superior.

Despite my criticisms, I would say you get your moneys worth with *Dragon*, especially if you have lots of friends to play with. The multi player option really makes it shine, but if you are left to play it on your own, you may lose interest before the day is out.

My message to all hardcore beat-'em-up fanatics is I recommend *Dragon*. However, if you're undecided about this genre's appeal, be cautious before laying down the cash. Overall, looks good but not a startling new concept, some will smile, some will simply mumble "ho hum."

RF

PROS

- A bucketful of options.
- Multi-player options are the game's best feature.
- Plenty of attention to detail in the graphics.
- Game weaves skilfully around aspects of the movie
- Many difficult moves to discover and over 40 of them to perfect!

CONS

- The jump and punch move is so effective, you are not always compelled to explore and use the other moves.
- Main appeal limited to multi-play option.

TIPS

- Use the jump and hit move repeatedly as your main form of assault.
- On the section where the sacks are thrown, kick out to make the sack explode if you become tired of merely dodging.

DRAGON THE BRUCE LEE STORY

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6 MEG

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Rise of the Dragon was always one of those games I'd never played before, but always wanted to, mainly due to its reputation as a game that is a bit shady and dodgy. This was the game that dared to throw away all the namby-pamby glitter, and deliver the facts straight up. A sort of *Mortal Kombat* of RPGs, really. However, will the game live up to my high hopes or simply be yet another disappointment in my young life?

The plot behind the game is just as dodgy as its content! The year is 2053, the city is Los Angeles and it's not a pretty place to live. It's overcrowded, disease ridden and plagued by an out of control crime wave. Come to think of it, has anything changed compared to LA today?

When you start the game, the city is in a whole host of trouble. The elections are coming around, and the existing mayor's popularity is waning. To make matters worse, his daughter suddenly dies one night from a lethal drugs cocktail. Angry and desperate to find who was responsible for her death, the Mayor turns to you for help.

You play the part of Blade Hunter, a private investigator with attitude, and you start the game with only a few clues to help you on your way. Other than that, you're own your own, with only your wits and intelligence to help you through the challenging gameplay.

There are several sites to check out on your investigation, which can all be visited via a map of the city. To go and visit them is just a matter of accessing the map and clicking on a new destination.

Once you get there, you can talk to several people who may, or may not, be able to help you. These people vary from street punks to rose sellers and the dialogue is all sampled, allowing you to listen to some great speech. These people lead you to important items to look at and use objects

Take that, sucker!



to help you on your way.

Virtually anything can be done in this game — take a shower, visit bars and even pick up prostitutes (Calm down Mark before you reveal your nocturnal activities to all our readers! -Ed). The choice is yours, but whatever you do has a direct effect on the final outcome of your investigation, so choose carefully!

The game allows you to dress Blade for the coming day, which I really enjoyed doing. It reminded me of those blissful days of childhood, playing with Action Man! Not that I've got a thing about dressing men up in costumes or anything (Are you sure Mark? -Ed)!

The game uses a similar control system to *Dune* and *Jurassic Park* CD. Most of the time you're faced with a screen showing your position at that moment. From here, point and click on people or objects to bring up a reaction.

If you need to store an item somewhere, call up the inventory. The amount of items you can carry is limited, so later in the game you might need to decide which items to take and which to leave behind.

The in-game graphics have a dark and gritty feel. In fact they wouldn't look out of place in a graphic novel like *The Dark Knight Returns*. The graphics are all digitised from paintings, and it shows in their realistic look.

Even more pleasing to the eye is the fact that some of the scenes are animated. A good example being the helicopter flying past your window at the start of the game, while the expressions on the faces of some of the strange people you meet are very comical indeed!

The sound is also good stuff. Apart from the superb sampled speech there is a dark and moody sound-track playing constantly in the background. This is only small fry though compared to the groovy sound-track that kicks in whenever you

die. It all sounds like something you hear in a stupid Saturday morning cartoon like *Defenders of the Earth*.

I could simply end this review now by saying that this is a good game with some challenging puzzles to keep you occupied, but I haven't completed this review just yet. There is still the small matter of the games content to deal with (Well deal with it for

Gods sake! - anyone reading the review).

To say this game doesn't pull its punches is an understatement! I could be rather tedious and black-mark this game just because of the swearing, but it already has a GA-17 certificate, and what does that mean? Who decided to give the game this rating? How can this person tell you what you can and cannot play? Who gave them the right? To put the game into perspective, this is no worse than an episode of *The Bill*.

I don't want to get political in this review, but a point about censorship needs to be made. What right do these self-proclaimed bastions of morality have telling the likes of you and me what we can and can't hear or see in what is after all a fairly inoffensive and unremarkable game.



The language and innuendo is no worse than in any television programme on before the so-called 9 O Clock threshold. Censorship is all very well in its place, but this type of thing smacks of overreaction to the recent media hysteria surrounding sex and violence in computer games.

So how bad is the game? Well, the introduction is as good a place as any to start. References to going on a 'Trip' are made. In the same scene, the Mayor's daughter groans in ecstasy after taking a drug of some sort before dying. Okay so

far, Jury?

Later in the game there is the opportunity to pick up a prostitute, nothing to outrageous there surely. Anyone who remembers the old PC game *Leisure Suit Larry* will have seen and heard much worse. In my opinion, the language isn't as bad as most playground conversations. I think we've all heard far, far worse!

I'm not saying that all this swearing and stuff is a good thing, but, in the game's

favour, it does teach that drugs are an evil vice to be avoided. Just think, the game's content may put many people off experimenting with drugs!

Obviously any adult playing this won't find any-

thing to influence them, while most kids will have already seen much worse. It does contain some strong storylines. However, the individual should be able to work this out for themselves. Any parent looking for a game for a young child will check out the contents first and know to steer clear of this.

Rise of the Dragon is worth checking out — it could add a little spice to your CD collection!

MP

PROS

- Atmospheric graphics.
- Great sampled speech.
- Moody background music.
- CD access time is quicker than most games of this type.
- Some pretty devious puzzles are included taking plenty of thought to figure out.

CONS

- A bit too dodgy for some.
- Don't let *The Sun* get hold of a copy of this!

TIPS

- Look everywhere! Try looking in places you wouldn't normally think of looking in. A good example is the bed at the beginning of the game — look under the pillow and you find a gun!



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Welcome to the enchanting world of Walt Disney's *Jungle Book*. You've seen the wonderful cartoon, now play the Mega Drive game, designed to follow the wonders of this enchanting film closely. Join the brave man cub Mowgli, and all the other crazy characters from the animated movie, in a colourful, once-in-a-lifetime adventure. This platformer promises to be the perfect blend of stunning images and addictive gameplay — a winning combination which has always proved hard to achieve in the past. Will *Jungle Book* live up to its billing or will it turn out to be yet another botched film licence?



Once you begin playing *Jungle Book*, it doesn't take long to realise you're playing probably the most complete platform game ever to hit the Mega Drive. Everything about this game shines with style and grace. The programmers have really worked hard on this one and the results received a unanimous thumbs up from all of us at SEGA XS.

The first striking element of the game is its similarity to the cartoon. The graphics are rendered to replicate the *Jungle* scenes in the movie, with magnificent,



bright colours surrounding the shades of brown and green making up the terrain. These backgrounds and platforms really do resemble the cartoon animation and, together with seesaws, vine ropes and the large collection of well animated enemies, they make up all the vast levels of outstanding gameplay.

The animation of the main character, Mowgli the man cub, or indeed any of the other characters like Shere Khan or Kaa, is also the best I've ever seen on the Mega Drive (yes even better than Disney's *Aladdin*!). Mowgli swoops gracefully from tree to tree, swinging on vines and leaping over aardvarks with all the style of a boy born in the treetops! His body bending and moving so lithely it's hard to believe he is only a simple sprite.

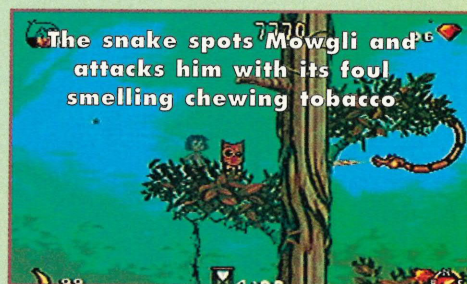
As in most of the new platform games the programmers also include little sections of fun when you pause to take a breather. The difference here is you're genuinely enchanted by Mowgli's little quirks and foibles. For example he balances bananas on his nose, dances an African jig or juggles fruit. This all illustrates the tremendous amount of work that has gone into the

game's production.

All the other characters have been animated with the same high level of precision — monkeys leap excitedly across the screen, snakes rear up from among their coils to spit venom and elephants trumpet their way across the landscape. It's all superbly done and beautifully animated, reminding me exactly of the characters we all know and love.

The next element to tantalise your senses is the sound. There are a wide range of sound effects and musical scores as you run through the jungle, ride on the backs of elephants or on the belly of Baloo. Monkeys scream in the distance, Lions roar, Snakes hiss in the grass and Wild Boars squeal their displeasure.

Simultaneously, the music thumps away — jungle noises and bongos beat out a rhythm and far off pipes play a merry tune as you swing from tree to platform in search of gem stones. Inevitably the music breaks into the classic *Bare Necessities* track from the movie and you can't help but tap your foot along with the familiar catchy tunes.



THE JUNGLE BOOK



Jungle Book the game, much like the film, has family entertainment stamped all over it. You can almost smell the moist rain forests, the animal herds and the distant camp fires (you can tell I used to be in the scouts) as you struggle through each level. It's definitely a cart to be enjoyed by the young and the old alike, as well as everyone else in between!

The gameplay is rich and lively throughout, although it does get repetitive towards the end, but this can be said of most platform games. On the whole though the play is good and quite involved. There seems to be enough of a

challenge for the expert player, but at the same time the ease of access to the gameplay is ideal for younger or novice players.

The tasks of searching out gems and weaponry, as you bound around the greenery, isn't too original but the vine swinging and thigh slapping humour more than makes up for any small lapses in actual game content.

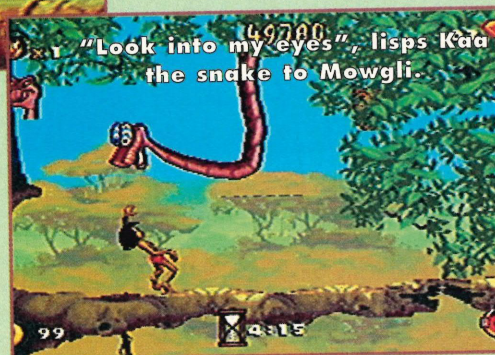
It's great fun throwing bananas into the mouths of slippery snakes and splatting monkeys with coconuts. There are so many expertly handled sections in the game it's easy to forget you're playing yet another platform game. The levels are huge, the play is fast and the lastability is just about right, whatever the level of your gaming abilities.

You can look at *Jungle Book* and think it's just like any other platformer with

absolutely nothing new to offer. However, I'd have to disagree. *Jungle Book* offers oodles of the single most important element in a game's playability — its addictive and its fun. Now isn't that a wonderful and under used word!

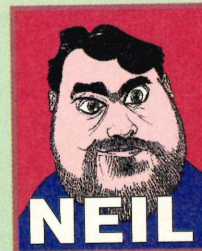
The gameplay and the visuals, the sound and the jungle frolics all add up to a fun-filled adventure, something often overlooked in so many film licenses. *Jungle Book* is a fun film, so it naturally follows the game should be based around pure enjoyment and humour.

The game ebbs and flows in a similar way to the movie, taking you through the dense jungles, to the clearings packed with elephants and to the ruined village.



You meet Baloo the bear, King Louie the baboon and Baghera the panther. You share in the thrills and spills of the game and sample a little of the special magic of the cartoon.

It may be overkill to some of you purists out there, but to me *Jungle Book* is another step on the way to perfect jump around entertainment. It provides gameplay you don't have to think about and an unbelievable level of addictiveness to boot. Buy this and put a smile back on the face of gaming!



RICH

If you liked *Aladdin*, you'll just love *Jungle Book*! It contains the prettiest graphics ever to grace the Mega Drive, or any other console for that matter. The back and foreground's are superbly rendered, with real attention to detail in the jungle fauna and flora.

Sometimes, little touches make all the difference, and in *Jungle Book* there are plenty. Bugs and insects flutter by now and again, and Mowgli has all the character and playful youthfulness of his film counterpart. The animation makes the game. Really life-like movement, from Mowgli's swinging scrawny limbs, when he uses a vine, to the flick of the hair on his head when he runs, make this an unforgettable gaming experience. This is an excellent piece of programming all round. It seems much more like an interactive cartoon than a video game.

However, I have to say there is a downside. Underneath the glossy sheen and cosmetic wizardry, *Jungle Book* is, when all's said and done, the most basic of platformers. Jumping, shooting, collecting — we've all seen this action a million times before and no doubt we'll see it a million times more!

I prefer platform puzzlers with a bit more to do in them personally, such as *Flashback* and *Bubba 'n' Stix*. Mind you, don't let my cynical grumbling put you off, *Jungle Book* is outstanding to look at and almost as much fun to play most of the time. Why not let your eyes bath in the soft colours and gliding graphics. It's an optical orgasm for dedicated platform lovers, which is guaranteed to send you into a foaming frenzy of delight!



PROS

- Cartoon quality graphics, with all the animated characters brilliantly reproduced.
- The best animation to be seen on the Mega Drive.
- Wide range of sound effects and excellent jungle beat music.
- Lively and bouncy gameplay, contained within action packed levels full of hidden bonuses.
- Difficulty select helps make this a game for all the family.
- Highly professional presentation.
- Many large levels to explore, containing a wide range of weaponry and tricky end guardians.
- Plenty of restart points, patrolled by cute looking baby elephants.

CONS

- Can be frustrating if you have to keep redoing a specific section.
- Like most platform games it begins to get a little repetitive towards the end.
- Perhaps some character speech could have improved the gameplay even more.

TIPS

- Take advantage of the difficulty select and play in the practice mode to get used to the size of the levels and the control system. When you go into the game proper, take time to explore every possible corner of every level for the gems, allowing you to complete the level much quicker. Also look out for extra bonuses and power-ups.
- During the level get well stocked up on all the weaponry and power-ups you find in preparation for the bosses. Try to save your invincibility shield until you face the bosses and, as long as you keep moving, they shouldn't be too hard to defeat.

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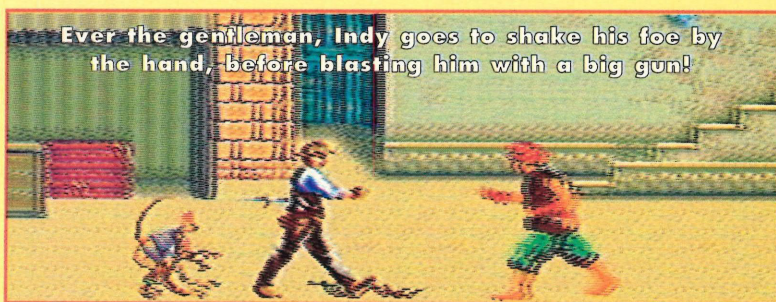
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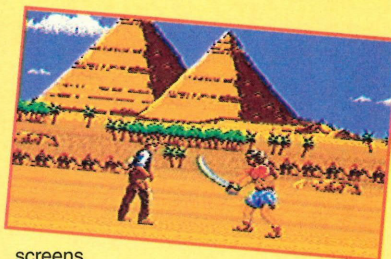
There can't be anyone in the World who hasn't seen at least one of the *Indiana Jones* films. In the third in the trilogy, *Indiana Jones and the Last Crusade*, we were introduced to the young Indy, who seemed to be forever in some life-threatening scrape or another. The faceless suits in control of the American media, who also shape almost every aspect of our Popular Culture, immediately saw another avenue for making mega-bucks and created a television series cunningly entitled *Young Indiana Jones*. This series has now, inevitably, been converted into a Mega Drive game, but will it be a whip-cracking romp or yet another sub-standard platformer?



I've always likened myself to Indiana Jones. We have a lot in common — handsome, brave, like to explore different places and carry a big whip. Ah yes, I can just see myself now, rescuing a beautiful scientist-type-woman from the clutches of some evil Germans, while discovering the ancient treasures of Mongulolilo (or something) at the same time.

When *Young Indiana Jones* cropped up in the office, it was obvious who was the ideal candidate to review it. No, not Richard damn it! I, Mark Pilkington, am the only man brave enough and capable enough to take up this challenge (Hands up who thinks Mark's got some kind of serious psychological problem. -ED) and come through it all unscathed.

Expecting this to be a good game, everyone crammed around my monitor as I switched the Mega Drive on. We all waited in anticipation as the obligatory title



screens came and went, finally the in-game music cranked up. Sadly, when it actually came to playing *Young Indy* everyone kind of lost interest. This is, to put it quite simply, a truly appalling cart.

I couldn't believe it at first, but the more I played it the plainer it became — this was a poor man's *Castlevania*. After spending what must amount to several thousand dollars on the game's licence, SEGA have really wasted their money on this turkey.

The whole game seems half-finished, the music's ropy, the graphics are dodgy and the collision detection is terrible. I'm now left with eight hundred words to try and convince you not to buy the game, so where do I begin?

How about if I tell you a little about the plot of the game? As in most of the *Indiana Jones* films, those naughty Nazis are up to no good once again. This time around they have plans for building the ultimate doomsday machine. They plan to do this by gathering blueprints for various weapons from around the world. Only you know who can stop the plans from falling into enemy hands. It's your task to journey around the world grabbing the plans before the fiendish Nazis get their evil paws on them.

The graphics are appalling. Quite what the programmer had in mind when drawing the sprites and background is beyond me. When you have an above average



licence like *Young Indy*, which you know will sell quite well, the last thing you want is for the game to look bad, right?

Obviously not so in this case. With no disrespect to the artist (who is obviously talented enough to have got the job in the first place), the graphics as a whole look half-finished. It's almost as if he was in a hurry to get home on time and just drew the bare minimum required to get by, coloured them in (ignoring any attempt at shading) and did a runner.

However, it's not just the way it's drawn, the animation's pretty slap-dash as well. *Young Indy* himself walks quite convincingly (for a man with built-in roller skates on his feet), but the rest of the sprites are just too artificial to believe in. Each enemy sprite has about two frames of animation to their name and you almost start to feel sorry for them. A poor effort all around methinks, apart from one saving grace. Indy's big whip!

I can honestly say this is one of the finest console whips I have ever cropped eyes on. Graphically, the animation on this little beauty is top-notch. One press of the B button produces a quick slash and, if you hold down on it, you can swing it around left right and centre via the direction pad. You could almost pretend to be a circus ring-master with a whip as impressive as this one!

Not only is this whip good fun to just swing around a bit (well, I quite enjoyed it anyway!), but you can also use it to swing across gaps and kill any enemies who you happen to meet. A pretty handy thing to have around, I'd say!

Another handy thing for a game to have is a good musical score — something sadly missing here. Each level has its own little ditty, but once again it's a case of leaving the job before you've finished it. We all know the Mega Drive is capable of producing a good tune or two, but someone obviously forgot to tell the musician. At a big risk of repeating myself, a much better job could've been made in this department.

Sound effects too are of a low quality. The only sound effect that made me sit up and pay any attention was Indy's death scream, which was quite an appropriate sound really!

When you think of platform games, you think of things such as energy bars, spikes, dissolving platforms and time limits. Things in *Young Indiana* certainly live up to your limited expectations!

Everything about this game has been seen before, unfortunately most carts did it a heck of a lot better.

Right from the start of the game, when you first begin playing, an unnerving feeling of déjà vu creeps over you. Your subconscious begins to tell you things which you'd rather not hear, "You have played this game before, haven't you? In fact, didn't you buy this just the other month? Wasn't it called *Castlevania*?" Lets just hope I've managed to warn enough of you in time. Tell all your friends, and even your enemies, to avoid this like the plague. Need I say any more? Don't buy it, dear readers, you'll only regret it!

MP



PROS

- Indiana's whip is well animated and fun to slash about, if you're into that kind of thing!

CONS

- Bland graphics.
- Poor sound.
- Unresponsive controls which rapidly become annoying.
- Dodgy collision detection.
- Original ideas? You've got to be kidding, matey!
- The game lacks a polished finish.
- A waste of a license.

TIPS

● Try and use your gun sparingly since you've only got limited ammo. It's far better to use your whip to kill any enemies.

YOUNG INDY IN INSTRUMENTS OF CHAOS

IMPORT

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Dr David Banner. Physician, scientist, searching for a way to tap the hidden strengths that dwell within him. During experiments an accidental overdose of gamma radiation altered his body chemistry and now, whenever David Banner grows angry a startling metamorphosis occurs — “Don’t make me angry; you wouldn’t like me when I’m angry!” — or so the spiel at the beginning of the old *Incredible Hulk* TV show goes! This programme never quite matched up to the heights of the original comic book. Now US Gold have released the Mega Drive version the question has to be asked — will the cart have the same problem?

Comics have always been a part of my life, so it’s quite appropriate I’ve been given this game to review. Based around the exploits of the famous comic book, the game puts you in control of the green giant himself, as he attempts to save the World from the clutches of the evil Leader. Before he can do this though, Hulkie has to first overcome five all-action levels, filled to the brim with the Leader’s evil henchmen.

When the game is switched on, it’s striking how close to the comic book Probe, the game’s programmers, have kept things. A lot of game licences fail to match the original product on which they’re based. *Young Indy*, *Captain America* and *Predator 2* are all good examples of this. However, *The Incredible*

Hulk is different. You can actually tell some care has been put into this game, which in turn makes it a pleasure to play.

The game’s controls couldn’t have been simpler — A for Punch, B for jump and C to pick up — you can really get straight into the action from the word go! However, there’s much more to the game than just punching the hell out of baddies.

If you press START and then C, you also change into Dr Bruce Banner, to access the smaller passages. You can then change back into the Hulk once past the obstacle, as long as you collect the gamma pills! The small element of puzzle solving involved in this does just enough to stop all the bashing and punching from getting a little stale.

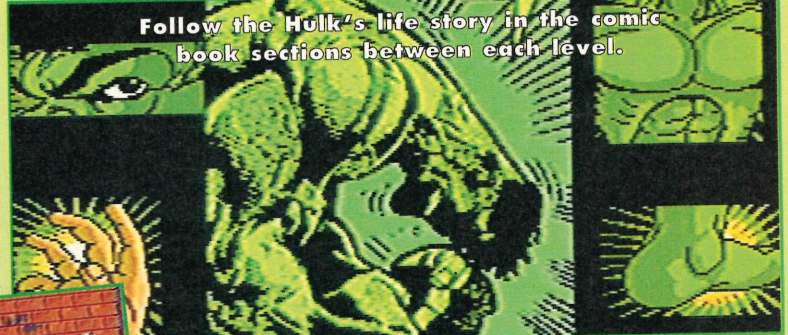
Within the game Probe have created some of the biggest levels ever seen. We’re talking *Sonic 3* big here, so imagine how challenging the game is! Each level is based on a scene from the original comic book. For instance, the first level is based in Manhattan.

When playing as Bruce Banner try crawling. It’s a good way to get out of trouble!



Before each level begins, you’re treated to a short comic strip (all two slides of it!) which explains how the Hulk ended up there. It’s not much, but when you consider most games don’t even bother with this, it makes a pleasing departure from the norm.

The graphics are rather good too, particularly the Hulk himself. Just by looking at the screen shots you can see the high level of detail. Pretty good, eh? The animation’s just as cleverly done, with everything moving like it should and smoothly to boot. In fact the whole game feels right, which is an important point to make.



The music isn’t too bad either, with plenty of beats to bop along to, if you know what I mean.

After the disappointment of the music on the title screen and first two levels, it all starts to become a bit groovy. Sound effects are suitably Hulk-like too, with some high quality sampled growls when you get hit. There are also the compulsory laser blasts and explosions thrown in to polish it all off.

As you move the Hulk around, you really get the feeling you’re controlling an 80 stone monster! When he jumps up into the air, the earth moves when he lands and when he punches an enemy, before tossing him away like a bug, the main character’s awesome strength is clearly on display. Each level contains plenty to see and do; including finding secret rooms and triggering switches to access more of the level. Finally there are, of course, the obligatory power-ups to collect!

This is a game I really enjoyed reviewing. It had everything I expect a quality game to possess, from excellent cosmetic

ered a classic.

When all’s said and done, though, this is one of the better recent Mega Drive releases. A game guaranteed to appeal to fans of the comic book series, but still well worth considering, even if you think the Jolly Green Giant makes the Hulk look like small fry!

MP

PROS

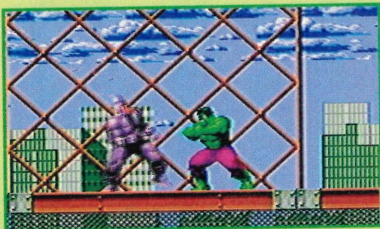
- Well drawn graphics, both foreground and background.
- Some catchy tunes to bop along to.
- A game which sticks quite closely to the original comic book.
- Presentation is top notch, with comic book screens adding to the atmosphere between each level.

CONS

- Music can get on your nerves after a short while.
- Game can get repetitive after extended playing.

TIPS

- Certain objects, such as boulders or telephone boxes, that are found in the various levels can be used as ‘stepping-stones’. Use them to reach parts other games cannot reach! If you get fed up doing this, simply throw the object at the baddies.
- Keep an eye out for the hidden room in the first stage. You find it to the left of the first underground shaft. You can now pick up a power pill and some handy power-ups!



touches to enjoyable gameplay. OK, so maybe the music grated a bit, but even that wasn’t too bad.

So why no recommendation? Well, to put it simply, this is a game that gets a little boring after a while. The reason for this is the lack of moves on the Hulk’s part and the lack of different enemies to contend with. As good as the game undoubtedly is, it needs more variety to be consid-

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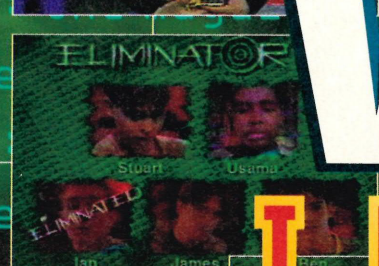
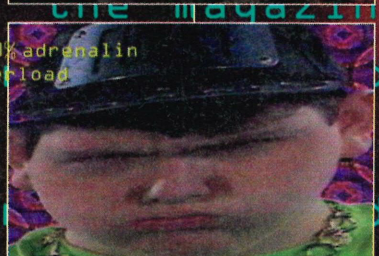
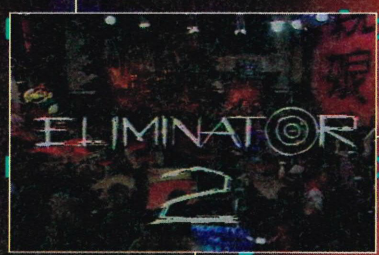
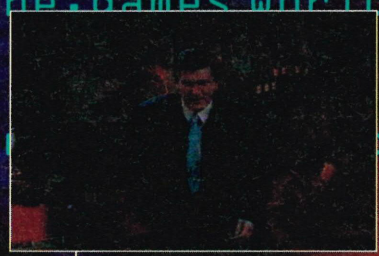
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Marko's *Magic Football* introduces us to yet another of those cute, cuddly characters software houses love. Flagship characters — love 'em or hate 'em, it looks as if they're here to stay. It was all that damned Mario's fault, you know. Ever since *Donkey Kong* first appeared in the arcades many moons ago, software publishers have been trying to create the ultimate game character — the perfect pixel everybody loves! Sonic, Bubsy, Aero, Zool and James Pond — the list is endless. It's almost compulsory for a software company to have a flagship character these days. But can Domark do the biz with dear, sweet little Marko?

Marko may be cute, but he sure ain't original. Almost every single idea used in this game has been done before. I'm not going to bother listing them all, I think we all have a good idea what they are, but if I say it's a cross between *Soccer Kid* (on the Amiga and SNES) and *Global Gladiators* (on our trusty Mega Drive), I think you'll get an idea of what I mean!

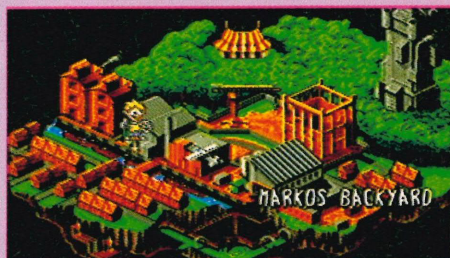
Even before we get a good look at the game, it already has some bad marks against it! Oh well, ever the unbiased reviewer, I must soldier on. Let's just imagine this could be the first platform game you're ever going to buy (unlikely I know) and say no more about originality, eh?

One of the first striking things about *Marko* is the sheer quality of its graphics. According to the publicity blurb Marko features, "the most incredible graphics ever to be seen". While this isn't exactly true, they have a long way to go before they can claim to be the best ever, they are very well presented indeed. What we have are



some beautiful cartoon graphics, which are backed by some really impressive looking animation.

Colour literally leaks out of every object on screen. The main sprites in particular are beautifully defined. The backgrounds, too, are equally well drawn — giving a very warm and cosy feeling to the whole game. The only drawback on this front is the lack of urgency this genial atmosphere creates. I never felt the surge of adrenaline associated with many really good platform adventures.



As well as the amount of detail that has gone into making the graphics look good, the animation on some sprites, particularly on Marko himself, is smoother than the head on a pint of my favourite Pilsner, or Willie Thorne's head for that matter.

Every command you give Marko provokes a little piece of animation — he can run, he can jump, he can kick his ball, he can slide on the ground. The animation for these commands is completely smooth and sometimes even funny. As with all flagship character games, if you leave Marko alone for a few

seconds he starts to, er, fiddle around with himself. This involves him either pulling back on his gloves or pulling up his shorts. All great stuff, but is it supported by good sound?

Probably the best way to describe the sound is a cross between *Playschool* (you might know it better as *Playbus* and no, I don't really watch it; I just

happen to know these things) and a Walt Disney film. As with the graphics, the tunes are of the cute variety. Every little ditty in the game is deep and mellow, creating a very relaxed atmosphere. The sound effects are pretty good, with every object and character sounding just like it should, even the Slime Monsters sound suitably, well, slimy.

So far the game looks set for an XS Recommended, doesn't it? Great graphics, great animation, great music, great sound effects — *Marko's* must be a great game. Well no, not exactly, remember we have the small matter of gameplay and playability to cover yet. Sadly it ain't looking too good on these fronts.

The basic principle of the game is to wander around levels collecting cans and stars while killing the various baddies



with your magic football. Sounds great, eh? Well it is, until you see how slow the game plays and how frustrating it is to control your ball at times. Admittedly you do have a run button to make Marko go a bit faster, but when you've just been playing *Sonic*, the speed can be a bit of a shock. To describe it as going at snail's pace may be a little harsh but it isn't far from the truth.

However, the main problem isn't the speed, but actually controlling the ball. The thing is, for what's supposed to be a magic ball, you don't really have much control over it! The amount of kicks you can perform isn't that wide. When you're trying to get a meanie, which is just out of your kicking range (so to speak), it can be

a real pain.

If this ball is so magical, why is it so hard to control? The whole thing becomes a bit of a chore when you look at other games, such as *Sonic*, where you simply jump onto the baddies' heads!

What can you make of the game? Well, it's not really the game for me I'm afraid. At the end of the day what we have is an appealing game both graphically and sound wise. Sadly, it's all let down by some poor and ultimately rather boring gameplay.

It's obvious a lot of thought has gone into designing *Marko's Magic Football*, and the whole product has a very polished feel to it. However, any hardened gamers among you will find this too slow and unappealing to spend their hard earned dosh on.

This would be a good game for either the very young or very old, but for anyone else it's not worth the asking price. It's a bit of a loser in a market already crowded with high quality platformers.

MP



PROS

- Cartoon style graphics, appealing to the very young.
- The animation, particularly on Marko, is very smooth.
- Some cheerful tunes play throughout the game.
- The whole game has a very polished feel to it.

CONS

- Controlling the ball is a pain.
- The gameplay is waaaay toooooo slooooooowwww!

TIPS

- It is possible to run past the enemy before they have a chance to fire at you some times. This is often a better idea than trying to bash them with your ball, as Marko is more likely to lose energy in a confrontation.

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In contrast to the graphical elegance of the Mega Drive *Dragon* fight game, *Dragon* on the Master System plunges for a scrolling beat-'em-up angle for its film licence. Bruce Lee must Karate chop and roundhouse his way around several platform-packed levels; whipping the bad boys into shape, collecting the usual power-ups and taking on plenty of guardians. Will *Dragon* be a poor display of punching power or will it offer something a little bit special?



After viewing the Mega Drive version of *Dragon*, I was looking forward to seeing what Virgin had in store for the Master System. Perhaps it would be along similar lines with impressive graphics, great animation and challenging gameplay? The opening title screen certainly looked impressive so I had high hopes. Unfortunately, all the elements making *Dragon* on the Mega Drive so good have sadly been ousted from the Master System version.

Instead of a rather good fight game, this version turns out to be a dire scrolling beat-'em-up — lacking excitement, playability and originality. The only reason this seems to have been produced is to reap the film licence revenue!

I know it's totally unfair to compare this version to its Mega Drive counterpart. However, the message to Master System owners is don't be fooled into buying this after playing your mates cool Mega Drive game!

Systems and versions aside, the list of criticisms of this game seem endless. To start with, the sprites are tiny and badly defined, with an absence of any real animation. Bruce Lee, the main character, can do a



few moves like punches, roundhouse kicks and flying kicks, but the sprite is so small it's difficult to witness these actions.

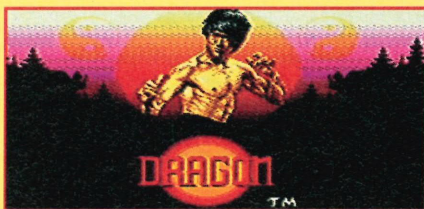
The graphics are also poor by Master System standards. The likes of *Aladdin* and *Micro Machines* show the possibilities offered if programmers stretch the capabilities of the Master System. Sadly *Dragon* looks faded and dated in comparison to these high quality carts.

The backgrounds are bland and boring, with only plain primary colours representing walls, and hardly any attempt is made to make the scenery look like the image created by a level's name. The only thing making the first level, named The Steamer, look different to the second level, The Icehouse, is the latter had a few blocks of ice scattered around.

The platforms and ledges you bound around on are very ordinary

indeed and seem to be spread around the levels for no particular reason other than to support the odd power-up. This really is a sad case of affairs. Never have I been so bored, so quickly, with any game. There is nothing to look at, nothing to concentrate on and absolutely no thrills.

Anyway, enough about the visuals, after all the playability of a cart is where it's at. The number of games looking good but containing no substance is countless, so perhaps a good game hides beneath *Dragon's* grim exterior? Sorry to get your hopes up but the gameplay really sucks the big one too!



The control system is terrible. In order to leap up to a platform you have to bounce up and down for a spell and press the direction to make our shabby looking hero jump up. This is quite hard to do and is the most annoying thing about the game. Sometimes it takes ages to get up to a ledge because, when you press the D-pad up, your man goes to one side, forcing you to start all over again.

The fighting action isn't much better, although it's much easier to get used to. To punch, kick or do anything other than jump, press the B button simultaneously with a direction. This makes the fighting a simple matter of repeating the same boring act of pressing the button over and over again.

The combinations of punches and kicks are automatically carried out and the only other control is to crouch down, turning the attack combo into a series of leg sweeps or pushing the opposite direction to perform a roundhouse move. Not much fun to be had there I'm afraid.

This simplistic fighting style soon becomes too much to bother staying awake for. I could get more fun out of studying the Yellow Pages or watching paint peel than playing this slow, awkward beat-'em-up! Oh well, you can't win every

time I suppose, but surely someone should have realised so much more could have been done to this game.

The enemy fighters are all badly animated and stiff, the guardians are all slightly bigger than our hero, but, with no

concept of what is meant by defending yourself in the gameplay, it's all about whacking them before they get near you. Even the power-ups have very little effect on the action and seem to be stuck in the game as an afterthought.

The icing on the cake though is the appalling sound. I know this is a Master System game, but surely some effort could have been made to include some decent fighting noises? When Bruce Lee jumps up in the air there is an awful grinding sound like squashing tomatoes in your pocket, while the fight scenes are accompanied by wimpish sounding thuds, similar to hitting your finger on the back of your hand! Not very authentic really.

Virgin have released some great software in the past and at the moment they



have the excellent *Jungle Book* and *Dragon* Mega Drive titles under their belts. It looks to me like Virgin have tried so hard with those releases that the Master System *Dragon* was simply left flapping in the wind, until someone remembered to bring it in. It appears to have been programmed quickly in an attempt to cash in on the film title. Unfortunately, this has resulted in poor playability and a complete lack of any addictive qualities. Avoid this like the plague!

NA

PROS

- Difficulty Select.
- Well rendered introduction screen.

CONS

- Tiny sprites and poor animation.
- Blocky, bland and jerky backgrounds.
- Virtually no excitement or energy in the gameplay.
- Hideous sound effects.
- Almost unplayable control system.
- No password system.
- No continues after life loss.

TIPS

- When moving through levels always kick or punch over the objects strewn around. Behind many of them are the power-ups. Once you collect one of these try and work out exactly what it's for!

DRAGON

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Ecco *The Dolphin* has been applauded on the Mega Drive for its original game design and concept. The graphics and sound were exceptional on the 16 Bit console, but it was the gameplay that dragged you back again and again. Being a fish has never been so much fun, but, when stripped of all the capabilities the Mega Drive has to offer, will the conversion sink or swim?



By talking to the other dolphins vital clues are revealed.

Ecco is a puzzle adventure, set in the aftermath of a strange, supernatural storm. The storm has separated you from your young offspring or 'pod'. You must search high and low through the sea to find the little ones. As a dolphin you have the ability to move with ease through the ocean waters, and you are able to go at turbo-fast speeds, if you so desire.

Being a dolphin is not without a few problems. You need to replenish your supply of air at regular intervals, and this can make for a few desperate scrapes as you weave your way around the submerged tunnels. Another dolphin characteristic included in the game is the use of sonar, which you can direct at other dolphins to speak to them or at Glymph stones, which give you hints and tips on what to do.



The essential purpose of the game, is to escape each level by solving a puzzle or two. The puzzles are quite interesting and, although fairly simple, are sometimes unusual and even surreal; for instance, on the Bridge Water level you have to locate some star-like objects. Once found you must push them with your sonar towards a wall, which subsequently disappears.

The difficulty setting is just right for those of you who enjoy a good long sit down at your console. Patience is a trait you ought to possess, if thinking seriously about this purchase, as the way forward is not always obvious at first glance.

The animation of the sprites, particularly the dolphins, is superb and controlling

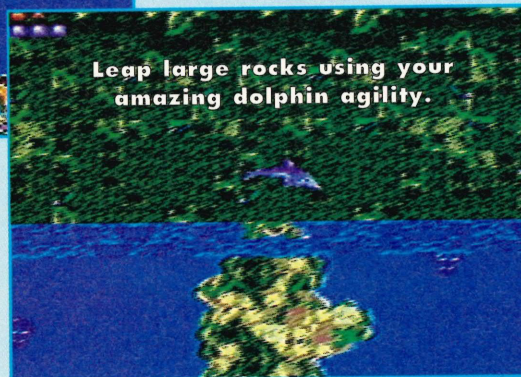
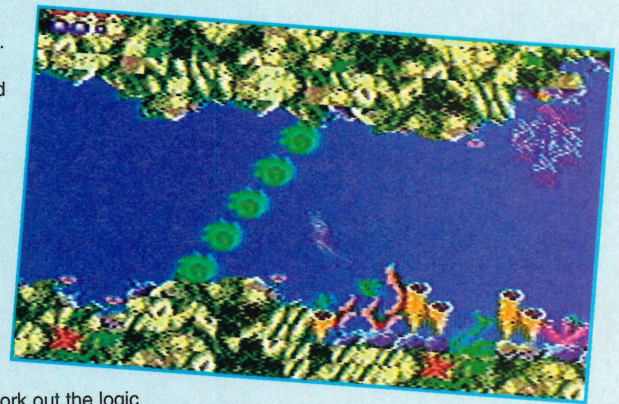
ing a squeak or two.

There is also an invaluable password system, so once you've solved a level you don't have to return to it. I can honestly say the gameplay has remained faithful to the original 16 bit version, and this is a title which graces any gamers library.

Once you work out the logic behind the first few puzzles, you soon grasp the essence of the gameplay and no doubt solve puzzles a lot quicker.

The levels are sufficiently big to keep you on your toes and there are enough of them to keep you busy for a long time. The lastability of *Ecco* is high, and an important factor to consider when comparing this to other recent Master System releases.

There are plenty of nice little touches, such as mini-maps, for when you are in trouble and want to see beyond the imme-



Leap large rocks using your amazing dolphin agility.

Ecco is a joy. This is one Master System game that more than holds its own against many of the Mega Drive carts currently on the market.

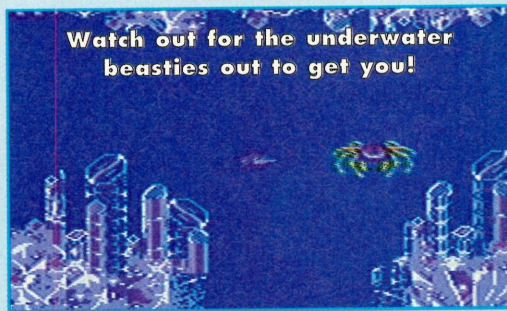
Graphically the game is a lot simpler than the Mega Drive in terms of scenery and as for the sound, well, synthesised pipes hooting in your ear does not make for an appropriate atmosphere! The tune is pretty dreadful stuff, but in fairness the spot effects are well produced; such as Ecco flipping from the water, with a crash of sea spray, utter-

diating surroundings. Similarly, the interaction with other dolphins, and orcas, is an excellent part of the game. You even have clever sub-tasks to complete, such as guiding a 'pod' back to its confused mother when she is too tired to retrieve her baby.

Now, the big question, shall I honour *Ecco* with an XS Recommended? Hmm...

Arguable. It's a great game, but really does require perseverance. I feel frustration may override the fun factor, if you are looking for instantaneous excitement. More a game for the laid back player, who likes to ponder, explore, and soak up the gameplay.

RF



Watch out for the underwater beasties out to get you!

PROS

- Original format.
- Control of Ecco is enjoyable.
- Puzzles are fiendish and fun.
- Satisfying to solve.
- Password system means you don't have to go through the levels over and over again.

CONS

- Music irritates your ear drums.
- Long winded problems get frustrating after a while.

TIPS

PASSWORDS:

UNDERCAVES	KVNYC
BRIDGE WATER	SFVYD
OPEN OCEAN	AAEBR
COLD WATER	WNVMF

- Shoot clams and collect the token that appear. These replenish your health and air.
- Push blocks down entangled tunnels to flatten spiky coral.
- Shoot Crystals with your sonar to find vital clues.

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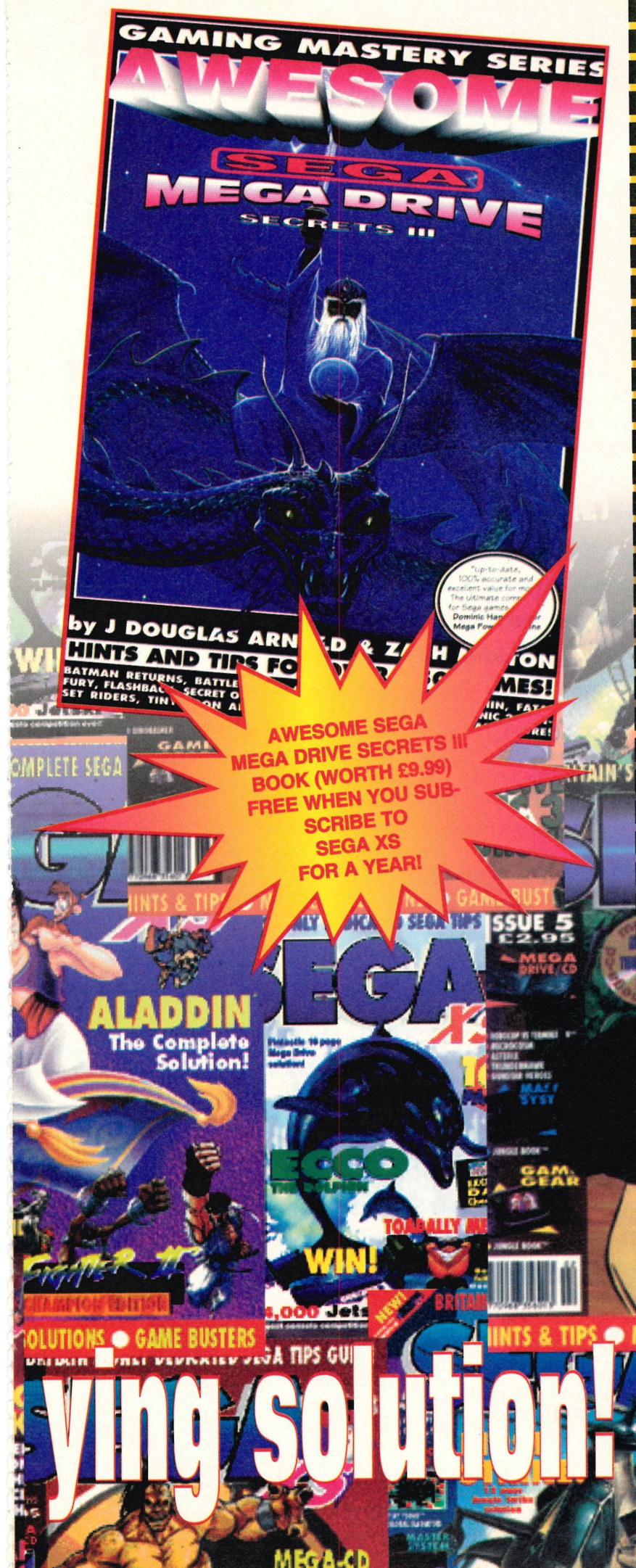
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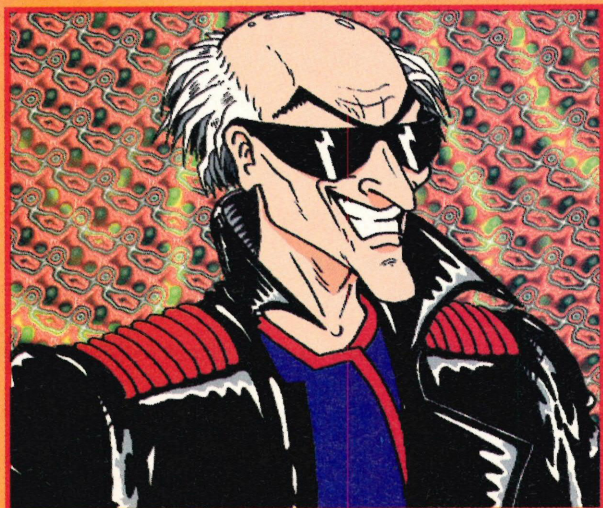
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YOUR
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Faster than a speeding bullet, more powerful than a locomotive, able to leap tall buildings in a single bound! Look! Up in the sky! Is it a bird, is it a plane? No, it's Dr M, strange visitor from another planet, who came to earth with powers and abilities far beyond those of mortal men (Once again Dr M gets carried away with himself - ED). My mission is to rescue all those SEGA XS readers who's gameplaying ability is inevitably lower than my own; it's a tough job but someone has got to do it.

Write to Dr M with your problems, pleas and posers at the following address:

SEGA XS, Paragon Publishing, 124 Old ChristChurch, Bournemouth. BH1 1NF.

BATTLETOADS (MD)

How do I get off of the frustrating Turbo Tunnel level?
Jordan Thompson, Suffolk

Not to worry young Jordan, I'll see what I can do for you. The Turbo Tunnel level is a cheeky little number and you need every ounce of your lightning reactions to survive in one piece. I hope you're up to the challenge my good fellow.

Race along the scrolling level while ducking and diving between the obstacles hurtling towards you. Jump over any hurdles getting in your way and remember to pull back after you've cleared any to allow yourself more time to jump the next one. The small ramps can be a tad tricky, so line yourself up and press the jump button just as you make contact. Flit daringly between the pillars by pressing up and down on the pad. Steer yourself under any hanging rocks you come across.

To get past the floating platform, use the following tactic: Make a small jump to reach the necessary height to jump onto the floating platform. As you hit it, go for a mega jump to make the gap, then pull back to land neatly at the beginning of the next island! After this comes the menace of the Renegade Rocket Rats, who try and drop blocks in front of you. Watch their shadows to see where the next obstacle is coming from.



I'm sure these tips are enough to see you through. However, should you be of such a depressing gameplaying standard you still need more help, use these Action Replay codes. I know, you just don't know how to thank me do you?

FFE0460005 - Infinite Lives
FFE0070017 - Infinite Energy



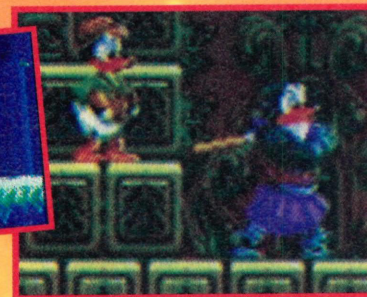
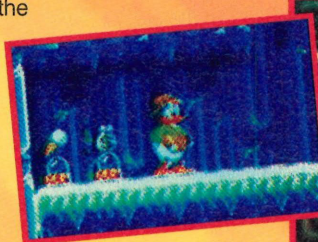
QUACKSHOT (MD)

My Son and I keep getting killed by the lowering roof in the Pyramid! What are we doing wrong?
Roger Harris, Avon



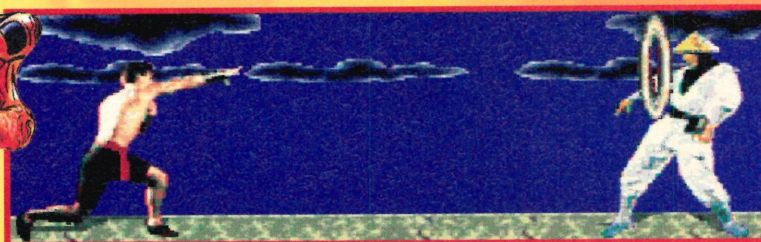
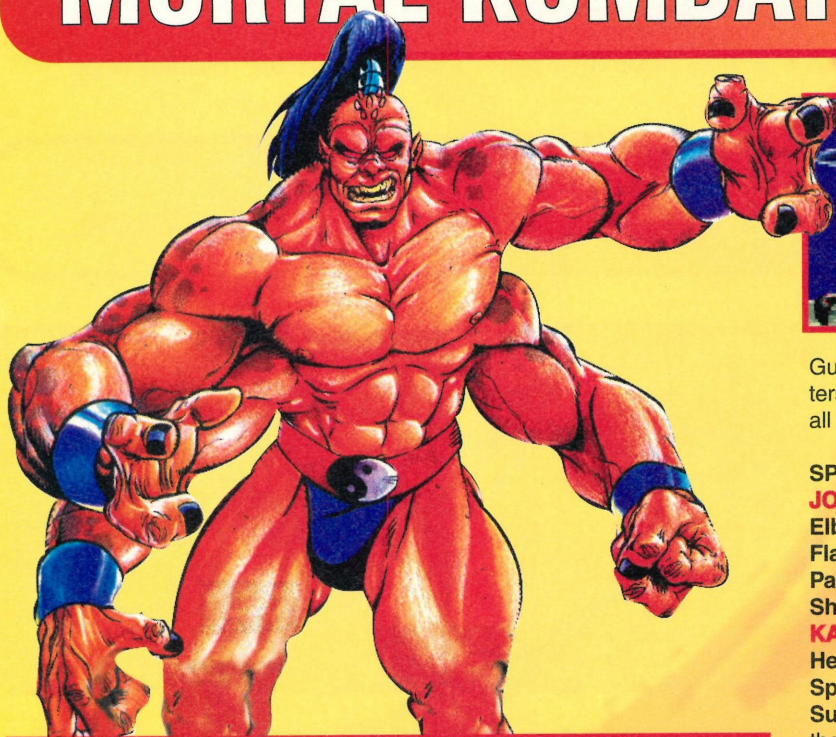
Ah-ha — That old chestnut, eh! The first thing to remember is the ceiling only kills you when it touches the floor, so you can still walk around when it's touching your head. As for solving this problem, read the scroll given to you at the start for a major clue.

It reads — 1 Sun, 2 Moon and 3 Star. These are the combinations to use in the pyramid. The chamber where the roof comes down to crush you has four symbols on the floor and you must quickly jump on each one so it drops slightly. First jump onto the Sun symbol, then the moon (which is at the far right) and back-track to the Star symbol. The roof now goes up, leaving you free to get the brillo sceptre of Rah. All that's left for you to do is cry, "Hurrah, for DR M!"



MORTAL KOMBAT (MD)

Please can you tell me how to do all the special moves?
Adam Watkins, Lanes



Gulp! You don't want a lot do you? All the special moves, for all the characters? Do you know how long this could take? Oh well, no task is too big and all that...

SPECIAL MOVES

JOHNNY CAGE

Elbow: Press the A button when you get close to the opponent.

Flame Blast: Press the pad away, towards and then the A button.

Package Check: Hold the pad down and press C.

Shadow Kick: Press away, then towards and press B.

KANO

Head Butt: Stand close to the opponent and press A.

Spinning Blade: Hold the Start button and press the pad away then towards.

Super Spin: Hold the Start button and rotate the pad towards the opponent, then release Start.

RAYDEN

Teleport: Press the pad up.

Raydenticity: Press the pad down, towards and then press A.

Torpedo: Press the pad away twice, then towards and then press A.

LIU KANG

Concorde Kick: Press the pad towards twice, then button C.

Elbow: Press the A button when standing close to the opponent.

Flame Bolt: Press the pad towards twice and then A.

SCORPION

Backfist: Press the A button when close to the opponent.

Teleport Punch: Press the pad down and away, then button A it!

Weapon Spear: Press the pad away twice, then press button A.

SUB-ZERO

BackFist: Get close and press A.

Power Slide: Push away while pressing both B and C.

Icy Shot: Press the pad down and towards, then button A it.

SONYA

Energy Wave: Press the pad away twice, then press button A.

Leg Toss: Hold down while pressing A, B and C.

Palm Punch: Get close and press button A.

Super Punch: Jump up, push the pad towards, away and then press A.



ROCKET KNIGHT ADVENTURES (MD)

I'm stuck on the level 3 guardian and why can't I make your level skip work?
Riven Oak, Suffolk

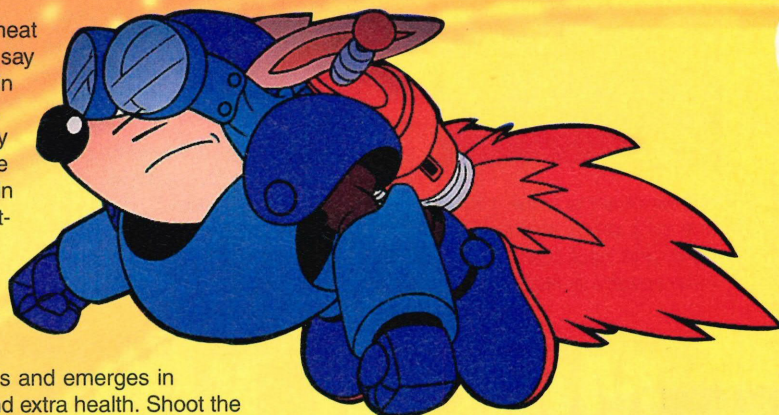


As far as I know, young wood nymph, the level skip cheat does work, so maybe you're doing it wrong. All I can say about that is if at first you don't succeed, try, try again (Thanks for the sad homespun philosophy Dr M - ED).

As for the pesky level three guardian, that mockery of a goldfish, you'll be pleased to know it's one of the hardest bosses in the game, so you're not alone in your plight! I bet that's made you feel so much better hasn't it?

However, there is hope for all you mortals trapped out there, he follows a specific attack pattern. When he starts to swallow the platforms, continually jump backwards to stay one platform ahead of him. After a while he stops this and emerges in the middle of the screen, firing off energy balls and extra health. Shoot the Pig Man, as he jumps out of the guardians mouth, before the whole process starts again.

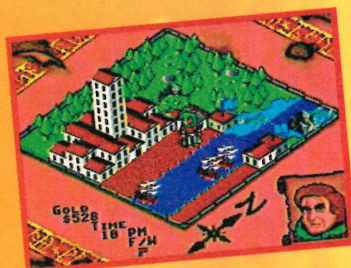
To give you a helping hand in your quest here are a few Action Reply codes, they get everywhere, don't they?:



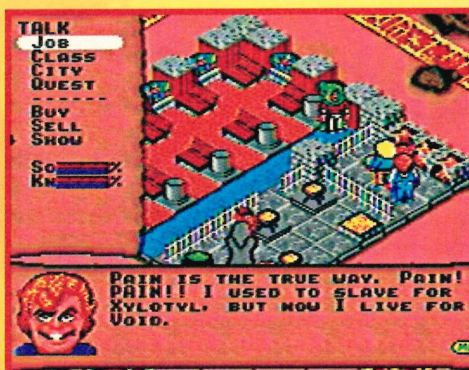
FFFB0D0005 - Infinite Lives
FFC041003F - Infinite Energy

RINGS OF POWER (MD)

I have all the rings apart from the Ring of Intuition. Could you help?
Audrey Wallace, Edinburgh

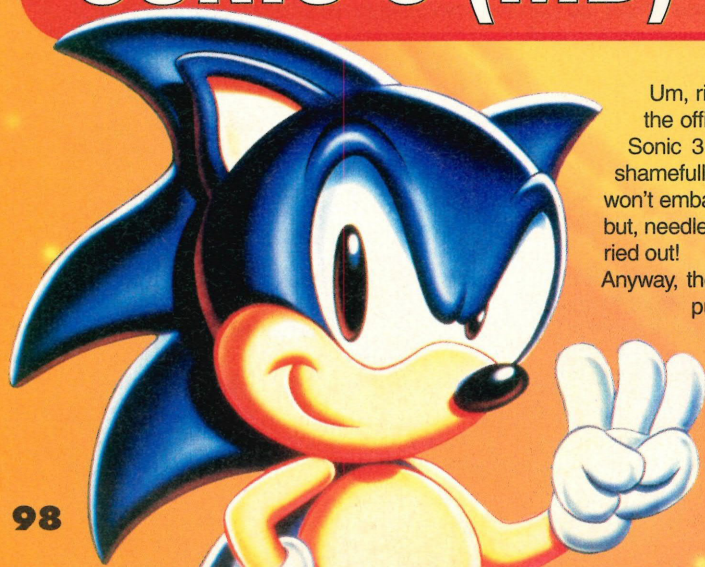


Of course I can Audrey! Take the Key of Intuition back to Oxbridge and show it to the first Sorcerer at the Guild. Buy the Dove from him and go to the mountain in the desert near Necropolis at (30°3", 11°8"). Look for a cave entrance on the second slope and enter the cave. Take the orange path to come across a Dragon! Do not fret, if you have the Dove, the Dragon will give you the Ring of Intuition.



SONIC 3 (MD)

How on earth do you get past that bouncing barrel on the Second act of the Carnival Night Zone?
Charly Streets, W. Yorkshire



Um, right this is a delicate one to explain. I'm afraid one of the office minions made a bit of a clanger in our enormous Sonic 3 solution. This, the most important of all tips, was shamefully omitted from the hallowed pages of SEGA XS. I won't embarrass the young oik who committed this cardinal sin, but, needless to say, a strong punishment is currently being carried out!

Anyway, thousands of people have called up about this, so, to put everyone's minds at rest,

this is what you have to do:

Stand (don't jump!) on the barrel and press up and down on the pad. The barrel now starts to move up and down. Once it has reached its peak, simply jump off it and run underneath.

It's that simple. No, really, it is! Can I just take this opportunity to say sorry, on behalf of the minion involved, to everyone who got stuck on this section, it won't happen again — honest!!



FLASHBACK (MD)

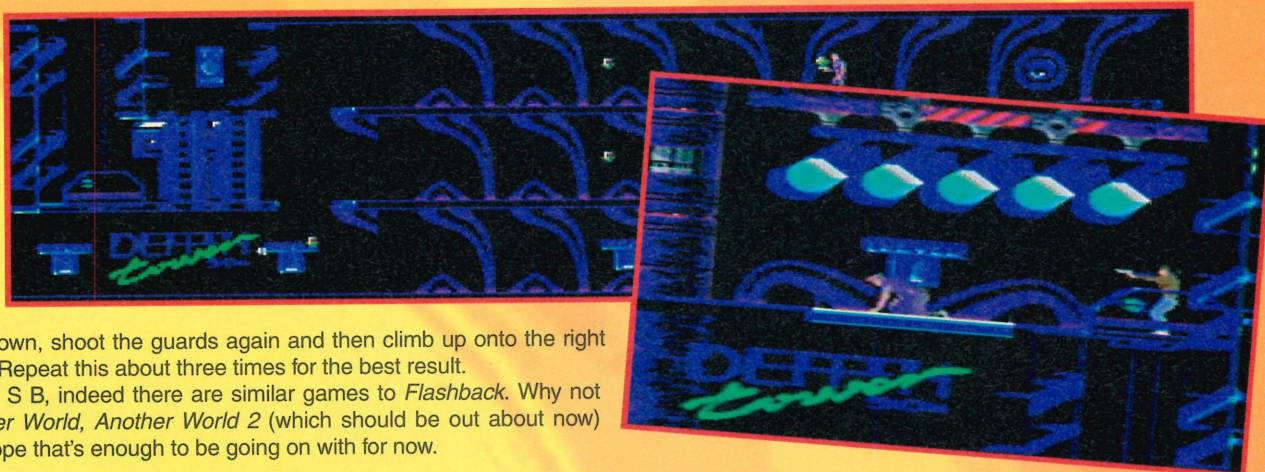
How do you open the doors on the last level?
Also, can you recommend any similar titles
that I can have a go at?
Mr S B Price, Devon

I know just where you're stuck S B my friend. The door only opens after you have shot the controlling brain on the far right. After you've done this, you can go down into the heart of the Planet and onto the final guardian!

To kill the little blighter shoot the two guards and then climb up onto the left side. Shoot the heart, drop down, shoot the guards again and then climb up onto the right side to take a chunk out of it. Repeat this about three times for the best result.

As for your other question, S B, indeed there are similar games to *Flashback*. Why not try these crafty carts; *Another World*, *Another World 2* (which should be out about now) and *The Prince of Persia*. I hope that's enough to be going on with for now.

Happy gameplaying S B!



NIGHT TRAP (MD)

Can you tell me how to get pass the
time 19.00?
Luke Evil, Bath.

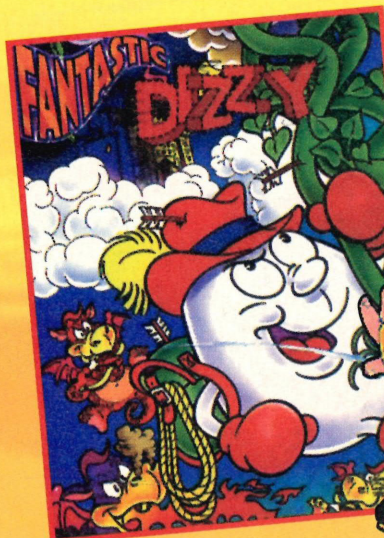


Do you live at 666 Hellfire Street Luke my lad. With a name like Evil I can only envisage a family something akin to the Munsters. Tell me young man does your Dad's neck contain a couple of handy bolts?

Your surname's quite appropriate as well, considering your question is about *Night Trap*! Anyway, I think it's about time to answer your question (Gee thanks Dr M and, for the record, I don't condone your abusive behaviour towards our readers. If only you hadn't cast the last editor to cross you into the Nintendo wasteland I might even do something about it - Ed). When the time reaches 19.00, you should be in the first hallway. When you get there, watch out for Magan as she panics and runs over the trap. Don't use the trap until the second time the bar goes red. You must trigger the trap at exactly the right time or else you lose the game instantly - and you don't want to do that, do you?

FANTASTIC DIZZY (MD)

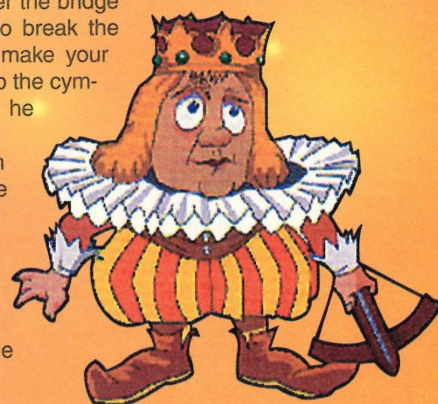
How do I plant the bean and
wake up Dozy?
Joanne, Shropshire.



How do you plant your bean? My word, why don't you try watching *Gardener's World*? Let me explain how I'd go about it when playing *Dizzy*. Plant the magic bean on the grasslands, right at the spot where you see a sign with a picture of a bean on it strangely enough! A magic beanstalk grows there, leaving you free to climb it and reach Zak's Cloud Castle!

As for your other problem, you can wake up Dozy with the cymbals, found in the pool under the bridge and next to the mines. Use the axe to break the bridge. Once you have the cymbals, make your way back to the Dozy one's house. Drop the cymbals on the floor and, as if by magic, he wakes up!

For some strange reason, in return for waking him up, he decides to give you a rug! Now this is all very well and good - but if anyone walked into my room when I was asleep and clashed some cymbals at me, the last thing I'd do is offer them my duvet! Although it would be another matter altogether if the culprit was Mrs M!



BUSTERS

**MEGA
DRIVE**



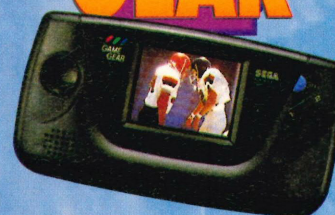
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GEAR**



So here it is! The Busters A-Z is the biggest, most authoritative guide to every single Sega cheat in existence. If you've got a Mega Drive, Master System, Game Gear, or Mega CD – you'll find all you ever need to get infinite lives, passwords and level selects, right here! No other magazine gives you this much information – but we always need more! If you have an original cheat or tip that we haven't printed yet, then send it in to us. For the best new tips we print, we will give you a copy of *Awesome Mega Drive Secrets II* for free! Send all your tips and cheats to **SEGA XS Busters, 124 Old Christchurch Road, Bournemouth Dorset BH1 1NF.**

**MEGA
DRIVE**

ABRAHAMS

NEW!

Easier Mode

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

THE ADDAMS FAMILY

Level codes

Here are the level codes to help you out:

&1YK4
?1H1T
?&91Z
V&s1H
VDHK4
VLKKV

AFTERBURNER 2

Extra Continue

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

Level Skip

When game over appears, hold down A, B, C and Start on joy pad 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 joy pad to select a level and then press Start to play.

AIR DIVER

Invulnerability

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

AISLE LORD

Avoid combats

Choose the "Configuration" mode from the title screen and set the cursor on "SE NO", then press the following sequence.

A, B, C, C, B, A, B, A, C, A, C, B, A, the screen will flash if you succeed, now select "Initial Start" and you will not have to fight any combats!

ALADDIN

NEW!

Level Skip

Play the game normally, Pause and press A, B, B, A, A, B, B and A.

Extra Life

When you get to the desert, go and kill the first snake. Go right back and there will be an extra life.

Mickey Mouse Ears

On the Desert, stand near the washing line, so that when Aladdin moves his head you will see him wearing Mickey Mouse ears! An extra life is now yours!

Secret Option Screen

On the title screen, hit A and press B, B, B, C, C, C and C.

ALESTE

Level select

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

Extra continues

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

ALEX KIDD IN THE ENCHANTED CASTLE **NEW!**

Scissors, paper, stone skip

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

Final Screen Solution

Walk in the following order:

Sun, wriggly lines, moon, star, sun, moon, wriggly lines, fish, star, fish, crown.

ALIEN 3

Level select

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

ALIEN STORM

Unlimited continues

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

ALISIA DRAGON

Level select

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

ALTERED BEAST

Character select

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

Infinite continues

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

Extra options screen

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

ANOTHER WORLD

Level Codes

Level 2 – HTDC
Level 3 – CLLD
Level 4 – LBKG
Level 5 – XDDJ
Level 6 – FXLC
Level 7 – KLFB
Level 8 – BFLX
Level 9 – BRTD
Level 10 – TFBB
Level 11 – TKHF
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 joystick 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.

BART VS THE SPACE MUTANTS



Avoid Skateboard Section

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

BATMAN: REVENGE OF THE JOKER



Passwords

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

Invincibility

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

BATTLEMANIA

Strange Scene

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

BATTLETOADS

Hidden warp

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

BIO-HAZARD BATTLE

Level select

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

BLADES OF VENGEANCE

Hidden door

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

BOB

Passwords.

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

BUBSY THE BOBCAT

Passwords

- Level 1 – JSSCTS
Level 2 – CKBGMM
Level 3 – SCTWMN
Level 4 – MKBRLN
Level 5 – LBLNRD
Level 6 – JMDKRR
Level 7 – STGRTN

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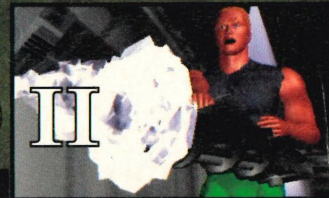
Virgin finally pull out the big guns with *the* warfare game, *Cannon Fodder*. Needless to say, the best CD32 games magazine has a world exclusive.



EXCLUSIVE

ALIEN BREED II

The Full Story!



BUMPER 16 PAGE TIPS SECTION INSIDE

BUBBA 'N' STIX MAP, CHUCK II MAP, SENSI SOCCER TIPS, READERS TIPS, FIVE 'PLAYERS' GUIDE, and more...

Level 8 – **SBBSHC**
 Level 9 – **DBKRRB**
 Level 10 – **MSFCTS**
 Level 11 – **KMGRBS**
 Level 12 – **SLJMBG**
 Level 13 – **TGRTVN**
 Level 14 – **CCLDSL**
 Level 15 – **BTCLMB**

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

BURNING FORCE

Extra lives

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

BUSBY

Level Codes

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

CALIFORNIA GAMES

Easy High Scores

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

CENTURION: DEFENDER OF ROME

Password

Just type in the following code to own the world:

QDUA YQ25 5555
55NK VKXW IPJI

CHAKAN

Game warp

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

Potions

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

CHUCK ROCK

Level select

On the title screen, press A, B, Right, A, C, A, Down, A, B, Right and A. The guitarist will stop playing and smile at you. Now press A, B and C together, he'll smile again to show that the cheat's worked. Start playing the game and use the following combinations to access the other levels.

A and Up – Go forward one level.
 A and Right – Go forward one stage.
 A and Down – Go back one level.
 A and Left – Go back one stage.

COOL SPOT

Level select, infinite time, infinite health

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

COSMIC SPACEHEAD

View Game

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

CRABBALLAD

Level select

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

CRUE BALL

Level Select

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

CURSE

Configuration mode

Reset the game, hold A and press Start.

CYBORG JUSTICE

Cheat Mode

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

DANGEROUS SEED

Extra credits

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

Expert Mode

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

DARIUS 2

Invulnerability

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

Zone select

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

DEADLY MOVES

Passwords

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

DESERT STRIKE

Level Codes

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

Ten lives

Enter this code for ten extra lives: **BQQQAEZ**

DEVIL CRASH

Extra Balls	Score	Ball
DEVIL CRASH	390,000	7
TECHN OSOFT	2,000,000	10
09563 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.

DRAGONS FURY



Start with 10 Balls

Enter the password Tech-nosoft

DYNAMITE DUKE

Hidden Options Screen

Press C ten times before pressing Start

EA HOCKEY

Best shots

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

Password codes

D7K76Y43HYMPTSW4
D7SDPH67BFGZVJDC
D7YJVYGD72VMLL2
D76YDLFJJ398NMHZ

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: **NIHPL0DS** (sdolphin backwards).

Passwords

Undercaves - WEFIDNMP
Vents - ZYUELFEM
Ridge Water - NRAVEEIP
Lagoon - NGBBLFBM
Ocean - YWGT TJNI
Hard Water - RGQRHEIX
Cold Water - UVJUBUKX
Island Zone - LYTIOQLZ
Deep Water - SJVLTJNW
Marble Sea - FZTFVJND
The Library - GYZMBUKU
Deep City - FAZXIFLZ
Jurassic beach - ZA0BUNLG
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 - K10BOU
USSR Campaign - F22F22
Aces Campaign - M10106

FAERY TALE ADVENTURE

End game sequence

Enter the following password to see the end of this massive adventure game:

7R2KUL6RSZXSK6NHGS
DCB720663RI2HO785P

FANTASIA

Increase lives

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

Bonus items

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

FASTEST ONE

Invincible tyres

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

Viewing mode

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

FATAL FURY

Controlling Geese

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

Infinite continues

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

Different Ending

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

FERIOS

Extra credits

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

FIFA SOCCER

Tournament passwords

Quarters - Arg Vs Can F74YBB79PT
Semi's - Arg Vs Aus F74YBB591D4
Final - Arg Vs Eng F74YBB85P1P9
League Password

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

FIGHTING MASTERS

Same players

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

Championship edition

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

FIRE MUSTANG

Extra life

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

Power-up

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

FIRE SHARK

Full power-ups

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

Level select

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

FLASHBACK



Codes

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

Last code is **CYGNUS**.

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

Make Enemies Disappear

Enter PIXEX on the Password Screen.

FLINTSTONES



Level Skip

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

FORGOTTEN WORLDS

Infinite continues

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

GAIN GROUND

Level select

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

GAIARES

Invincibility

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

Level select

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

GALAHAD

NEW!

Infinite lives

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

Passwords

Level 2: ZXSP
Level 3: LUFT

GAUNTLET 4

Loads of Health

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

5:8TPYC76XAO:5LJL3D846TEO63COA

Passwords

From the options screen select Quest Mode and then the Continue option to allow you to enter these passwords. Ensure you select the correct character before entering the data.

Thor The Warrior

YLOG: J4E97 X-TE8
68X0P W09+W 3+CX1

This will give you over 20,000 units of health, loads of items and access to the castle.

Thor The Warrior

Y6TDR 7G0RL 94TE9
47CD5 A4X6R 3+CLP

This will let players tackle the towers and the tower dragons with enough health to win.

Questor The Elf

9FYWR MP7:9 90JU-
XP+5X +KDP= -C3RH

This will give the Elf a lot of extra power.

Thyra The Valkyrie

:ECTM L-FU9 F9994
=135G -8+0T X4M:Y

This will give Thyra many different strengths.

GHOSTBUSTERS

Invincibility

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

Boss beating

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

GHOULS 'N' GHOSTS

Invincibility

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

Start Game at the Final Boss

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

GLOBAL GLADIATORS

Extra lives

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

Level skip

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

Infinite lives

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

GOLDEN AXE

Level select

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

Extra credits

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

GOLDEN AXE 2

200 Magic Units

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

Extra Credits

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

Level Select

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

GOLDEN AXE 3

Level Select

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

GRANADA

Unstable character

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

GRANDSLAM TENNIS '92

Hidden options

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

Different Set of Players

Enter GRAND SLAM with the full-stop in the middle and filling in the rest of the spaces with full-stops to get better players.

New Player

Entering this password gives you a new player called Mickey D:

GCA IVE MKQ NGC QFT

FIQ AAA AAA AAA AAA

AAB KVK VKV AAA AAB

GREENDOG

NEW!

Rapid Fire Discs

Press Start, C, A, B, A, L and L.

GYNOUG

Easier Mode

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

Level select

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

Infinite credits

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

HARD DRIVIN'

Practice level cars

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

HELLFIRE

Extra continues

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

HERZOG ZWEI

Passwords

5 Wins - GGGKHAGOKLO

12 Wins - BPHOHACAGML

19 Wins - NPLOFOCAGKP

22 Wins - IMLPFEGEMLC

25 Wins - JAJJPBPNCMC

28 Wins - LILOPBDPIKJ

31 Wins - JIJOMGJAKL

Password buster

Try any of these passwords to get further in the game:

JLJOIGJBOKO

LEJKNAFAMA

JLJOIGLAOKN - last level

HUMANS

Unlimited tribe members

Rescue the extra man, press Pause and restart the level.

Passwords

Level 60 - YNTBXJYJNWLK

Level 61 - FQXKPTLQJZM

Level 62 - TZYNMBQRSFZM

Level 63 - BSHJMJTMFCFS

Level 64 - LTLJQVMRYZLM

Level 65 - NCHQVFXQFQZH

Level 66 - MFGLYVGRQVZP

Level 67 - QTSDFMBYTMJJ

Level 68 - CLYBHVQNGBYN

Level 69 - ZWXGZQRLPPN

Level 70 - VWPKNRSXXYTR

Level 71 - NCHMNXGHZGLS

Level 72 - TWJZBHKTMHCP

Level 73 - TQVCXVNFZZN

Level 74 - QLMVQJNJMLZLQ

Level 75 - VKPKLSLLYTFC

Level 76 - DWJPHYKDGPPY

Level 77 - RKLDKFSJBSJZ

Level 78 - TYZNGBCBWPJV

Level 79 - BCDDSNZQZYPC

Level 80 - XPMNWKJFNQZC

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 SHHHHHHH 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 joy pad. This will open all exits, making the game much easier.

JAMES POND 2: ROBOCOD **NEW!**

Invincibility

On the first roof collect the objects in the following order: Cake, Hammer, Earth, Apple and Tap (CHEAT).

Infinite Lives

In the sport zone, after crossing the spikes, collect the objects in the following order: Lip, Ice-cream, Violin, Earth, Snowman (LIVES).

Extra Power

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

Level select

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

Turn Your World Upside-Down!

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

JAMES "BUSTER" DOUGLAS

Extra continue

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

JENNIFER CAPRIATI TENNIS

Best Player Password

To get the best player, enter the following password
I . \$. CAPRIATI

Change attributes

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

Male Players Password

To obtain male players, enter the following password:
GRAND . SLAM . .

JOHN MADDEN '92/'93/'94

On-Side Kick

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

Field Goal Block

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

JOHN MADDEN '92

Password buster

Try any of the following to participate in various stages of the game:
0465100 - quarters
0075121 - semi finals

0475352 - Superbowl

JOHN MADDEN '93

Running the clock-out

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

JUNGLE STRIKE

Codes with 16 lives

Level 4 - XT6YXL6PF6M

Level 5 - VNHYWMGZBC9

Level 6 - WSPXW4MPYHJ

Level 7 - THPD96PGCLN

Level 8 - N4SC37S6MWB

Level 9 - NZY9SDBR9Y6

Level Codes

Level 2 - RXW6YKRVCMZ

Level 3 - 9WP39NSHJKW

Level 4 - XNL4FD397SW

Level 5 - V4MCD39VSPH

Level 6 - WMK3W746JK7

Level 7 - TGZX4CFDYRP

Level 8 - 7L5PCF3BRWC

Level 9 - N4ECFK9XVVK

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 **NEW!**

Level select

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

Level Select

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

Level Passwords

GRANT

Power Station - 240P0021

River - 4A3PG0A4

Pump House - 621C002N

Canyon - 81VVMF20

Volcano - A69KJG6U

Centre - Cvvvvvt4

RAPTOR

Power Station - I21G0027

Pump House - K21G0029

Canyon - M21G002B

Centre - 021G00ZD

Maximum Ammunition Codes

Enter these codes to give Grant full weapons:

Jungle OVVVVVUP

Power Station 2VVVVVUR

The River 4VVVVVUT

Pumping House 6VVVVVUV

Canyon 8VVVVVU1

The Volcano AVVVVVU3

The Visitors Centre Cvvvvvu5

KID CHAMELEON

Final Boss Warp

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

KING'S BOUNTY

Password

This code enables you to have a huge army and three villains left to defeat:

VRP 06 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 **NEW!**

Open all the doors

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

Level Passwords

2 Whoamama

3 Flanders

4 Brockman

5 Sideshow

LAKERS VS CELTICS

Password buster

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

LEMMINGS

Codes

	FUN	TRICKY	TAXING	MAYHEM	PRES	SUN
1	RXBGD	FPBMD	FZBGD	SQBMD	TRDWW	HLDCW
2	WQHNN	XMJWF	GDHXP	HZJSG	ZXLYG	BVLJY
3	TXBGD	DZBJF	JLEDF	SFBBKF	YJDTW	NPQZ
4	YQHNN	WXJSG	KHHKP	QDJTG	KRLQK	HRMKK
5	LNBJM	ZPBLN	BFBGN	VKBCR	XRFMJ	MTFPK
6	QGHFW	SNJVP	HMJCB	KMJMS	DWLPT	GWMYL
7	NNBJM	YSBLN	KTBWQ	VYBYR	CHFKK	SBFFF
8	SGHPW	RRJVP	LQJCB	SXJTT	NZLDP	MLMLH
9	BYBGD	RDBKF	YHEVH	PNBXJ	XVDWV	NBDZW
10	GRHNN	KCJTG	ZLHXS	JMJWF	DZLYG	MPMZB
11	DYBGD	VSZBH	CTBRJ	TRBMD	CLDTW	TFFNB
12	JRHNN	NRJJK	DQHXS	RQJWF	NSLQK	NHMXC
13	VNBJM	RJBKR	VMBTR	RSBLN	BTFMJ	DGFHF
14	ZGHPW	KHJMS	BGHPW	GVJVP	HXLPT	XHMRG
15	XNBJM	QMBKR	DNBJM	WLBCR	GJFKK	FYFDG
16	CHHPW	JLJMS	FLHPW	JKJMS	XHLHP	DMMFL
17	BCBJD	YZBBJ	JFBJD	GDBCJ	XGDBW	VFDVZ
18	GVHNN	RYJLK	KJHLP	VMJUL	DLLDH	PPMBD
19	DCBJD	XLBYJ	MQBFF	GSBYJ	CWDXX	BVDGW
20	JVHNN	QKJUL	NMHLF	DRJUL	NDLVK	VWLQX
21	VRBKM	TBBBS	FKBHN	PPBSM	BFFRJ	ZYFFG
22	ZKHQW	MZJKT	LRJDB	DRJCP	HJLTT	TBMQH
23	XRBMK	SFBBS	NYBXQ	PDBQN	GTFNK	GWFJW
24	CLHQW	LDJLT	PVJDB	MCJEP	RMLJP	ZFMDM
25	LCBJD	LQBYJ	CNBWH	JSBNF	BJDBW	BWFRB
26	QVHNN	DPJUL	DRHYG	CGJPK	HMLDX	XYLNX
27	NCBJD	PQBND	GYBSJ	NLBFJ	GDXDW	FQDBX
28	SVHNN	HPJXF	HVHYS	LKJPK	RFLVK	YRLLY
29	FSBKM	LGBQM	YREVR	LMBDS	FGFRJ	JYFTJ
30	KLHQW	DFJZN	LRSBW	ZNJNT	LKLT	CBMFL

LHX ATTACK CHOPPER **NEW!**

Passwords

Libya	-	CBCARHG
Majestic 12	-	CQAAAF
Anterior Nova	-	CQAAIEA
Reindeer Flotilla	-	CQAAQHA
Phoenix	-	CQAAQGA
Rainbow Veil	-	CQAAAVC
Chess	-	CQAAIUC
Lobster Quadrille	-	CQAAQXC
Hen House	-	CQAAIWC
Desert Two	-	CQAAABFE
Flaming Arrow	-	CQAAJEE
Plain Aria	-	CQIERDG

Central Europe	-	CBSE7G
Domino Mirror	-	CSIEIYE
Chess	-	CSIEQ6E
Arc Lite	-	CSIEY4E
Anterior Nova	-	CSIEBJC
Reindeer Flotilla	-	CSIEJIC
Hop Toad	-	CSIERLC
Olympic Torch	-	CSIEZKC
Lobster Quadrille	-	CSIEBZA
Grand Theft	-	CSIEJYA
Flaming Arrow	-	CSIER6A

Vietnam	-	CDCEA9G
Lobster Quadrille	-	CQIEZCG
Reindeer Flotilla	-	CQIEBRE
Flaming Arrow	-	CQIEJQE
Hen House	-	CQIERTE
Lava Lamp	-	CSIEZSA
Anterior Nova	-	CSIEAJG
Gemini	-	CSIEIIG
Chess	-	CSIEQL6
Binary Rainstorm	-	CSIEYKG
Freedom Train	-	CSIEAZE

LOTUS TURBO CHALLENGE

Passwords

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

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

M1 ABRAMS BATTLE TANK

Unlimited ammo and invincibility

Wait for the demo screen, then press B, B, C, B, C, C, 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
2nd Epoch + 200 men
2nd Epoch + 100 men

SIZCSVLOPNL
QNZCKXROPNH
YABDQCXYWMZ

OBERONS TEAM

2nd Epoch + 100 men
4th Epoch + 100 men
5th Epoch + 100 men

KDBDCYFIWMB
GNBDYZLXXSJ
ESBDOYFYXSP

CAESARS TEAM

2nd Epoch + 100 men
3rd Epoch + 100 men

SZADBYFIWMY
ESBDOYFYXSK

MADCAPS TEAM

2nd Epoch + 100 men
3rd Epoch + 100 men
4th Epoch + 200 men
5th Epoch + 287 men
6th Epoch + 138 men
7th Epoch + 159 men

ECBDRZLIWMA
CHBDVZLXXSM
SYZCHWLDRTQ
QESCFXEXHUI
DWCCHIUECHC
IHWAHKADANG

Level codes

Level 2	-	GXADZXFIMWE
Level 3	-	ECBDRZLIWMA
Level 4	-	CHBDVZLXXSM
Level 5	-	SYZCHWLDRTQ
Level 6	-	QESCFXEXHUI
Level 7	-	DWCCHIUECHC
Level 8	-	JSVADMMBQHY
Level 9	-	IHWAHKDUHNG
Level 10	-	KLFDZFMWMM

MERCS

Full energy

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

Faster enemies

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

MICRO MACHINES

Infinite Lives

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

More speed

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

Harder Game

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

More grip

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

Faster Car

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

Tougher Opponents

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

Better Car Traction

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

More Damage on Impact

Press C, Up, Left, Right, A, B, A, C and Start

MIDNIGHT RESISTANCE

Level skip

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

MOONWALKER

Level select

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

MORTAL KOMBAT

NEW!

Cheat Screen

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

Green Reptile

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

Double Flawless Victory against Shang Tsung

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

Blood code

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

Flag effects

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

MUHAMMED ALI BOXING

Rank progression

Play the first match and take the first three characters and add it to the following codes:

8th: **KEH7Z**
7th: **EBX7Z**
6th: **5C77Z**
5th: **B4N7Z**
4th: **2N47Z**
3rd: **W7C7Z**
2nd: **WXB7Z**
1st: **4XE7Z**

Fight Muhammad

Go to the Tournament mode and enter the saved game, answer yes. Enter either **H07KKKCZ** for the simulation or **007KKKCZ** for the arcade and you will fight Muhammad.

M.U.S.H.A

Full Firepower

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

MUTANT LEAGUE FOOTBALL

Passwords

CNL111111Y - War Slammers
1CK111111H - Death skin Razors
4CK111111L - Vile Vulgars
FMK3XYSL1Q - Dark star Dragons

2CK111111D – Icebay Bashers
 HGK111111J – Killer Konvikts
 3CK111111F – Midway Monsters
 JH111111G – Misfit Demons
 GSK111111D – Psycho Slashers
 5CK111111M – Rad Rockers
 BDK111111J – Road Warriors
 KKK111111L – Screaming Evils
 CBK111111J – Sixty Whiners
 LJK111111M – Slaycity Slayers
 MLK111111J – Terminator Trolz
 NKK111111Q – 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	–	89D020JCY8CZ8
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 327**BIT** 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.

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: **TJ3DP2TJW7T15PJ3DJ4PJLIKPHAKJEKOGQ** for the final level.

Password to Play any Level

Type in Hynamberg to play any level.

PREDATOR 2

Passwords

Level 2	–	KILLERS
Level 3	–	CAMOUFLAGE
Level 4	–	LOS ANGELES
Level 5	–	SUBTERROR
Level 6	–	TOTAL BODY

PRINCE OF PERSIA

Passwords

Here are the level codes for *Prince of Persia*:

Level 2	MTUEZQ
Level 3	TYZJED
Level 4	AEFRTH
Level 5	HJKWYT
Level 6	OOPEOY
Level 7	DEPUUN
Level 8	QYZOMS
Level 9	QYZPWR
Level 10	QYZQGR
Level 11	QYZRQQ
Level 12	QYZSAQ
Level 13	QYZTKP
Level 14	QYZUOO
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 067K0 01EVD 571RQ – Level 5, Diablo, £27,440
B0000 04RD0 11CAF 56C7B – Level 5, Panda, £26,230

This code will take you straight to level four:
11111 1AJ56
UUPT0 470AA

Finish First Everytime

Come fifth in the first race and you will get a password that has 50,000 written in it. Change this to 11,111 and be first everytime.

ROAD RASH II

Any bike, any course

Go to set player on the options screen and choose Mano a Mano, then go back to the main menu and select your bike from the bike shop. Now change the player mode from Mano a Mano to Take Turns and then start the game. You will now be able to use any bike on any course.

Passwords

0FIA 39TA: Level 3, \$19,000 and a Banzai.
0P1I 4SK0: Level 4, \$30, 000 and a Diablo.
0CTQ 4JAG: Level 4, \$17,000 and a Diablo.
0H4R 550H: Level 5, \$20,000 and a Diablo.

ROBOCOP V TERMINATOR



Any Gun and 54 Lives

Pause and press C, C, A, A, B, B, C, C, A, A, B and B. Now you will see a face and you should now walk right. When you go back to the game, Pause and press B, A, C, C, C, A, B, B, A, C, C, C, A, B and unpause. You will now have 54 lives. Press A, B, C and Down to choose a gun.

ROCKET KNIGHT ADVENTURES



Crazy Hard Setting

On the Konami logo, press left 4 times, right 4 times, left 7 times, right once and left once.

Level Skip

Press Up and Left ten times on the title screen and you should hear a chime. Press Pause in the game and then press C, B, B, A, C and B to skip a level.

Very Hard Level

To try the secret hard level, press down six times, up twice and down twice when you see the Konami logo. It will now be selectable from the options screen.

ROLLING THUNDER 2

Final Password

11B – A Natural Program Desired The Neuron

Passwords

Enter any of the following codes to progress further into the game:

Level 2 – **A Magical Thunder Learned the Secret.**
 Level 3 – **A Natural Fighter Created the Genius.**
 Level 4 – **A Rolling Nucleus Smashed the Neuron.**
 Level 5 – **A Curious Program Punched the Powder.**
 Level 6 – **A Logical Leopard Blasted the Secret.**
 Level 7 – **A Private Isotope Desired the Target.**
 Level 8 – **A Natural Rainbow Elected the Future.**
 Level 9 – **A Magical Machine Muffled the Killer.**
 Level 10 – **A Digital Nucleus Punched the Device.**
 Level 11 – **A Private Thunder Created the Powder.**

ROLO TO THE RESCUE

Invincibility

On the title screen, press and hold Up and Left, then A and C. Now press B.

Infinite everything/level select

Wait for the title screen and then hold Up, Left, A and C. Keep the buttons held and press reset. Now hold the buttons for a few more seconds and press B for a secret cheat menu.

SAGAIA

Unlimited Continues

On the title screen press B, B, B, C, A, A, A, B, B, C, C, C, "Free Play" will now appear at the bottom of the screen.

Stage Select

When the title screen appears press C, A, C, B, C, A, B, A, B, C, A and C. "Zone Select" will now appear.

Super Star Level

To enter the expert level: enter C, 12 times when the title screen appears.

SAINT SWORD

Level advance

On the password screen, enter **TAIT0Z**. 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.

SKITCHIN'



Passwords

Note: You must play as BADASS

MONEY	\$2000
THRASH	Best three weapons
SPEED	Three nitros
ARMOR	Grade five equipment
TOTEM	Vancouver
BRONCOS	Denver
BEACH	San Diego
AIRPORT	Seattle
HILLS	San Francisco
STARS	Los Angeles
CAPITAL	Washington
JAYS	Toronto
CARS	Detroit
PIZZA	Chicago
PALMS	Miami
LIBERTY	New York

SMASH TV

Level skip

Press Up, Down, Up, Down, Left, Right and Left to leap to the Mutoid man.

Press Down, Down, Left, Right, Up, Up, Right, Left, Down, Up, Down to go to level two.

SOL-FEACE

Stage select

On the title screen, press A, B, C, A, B, C, B, C, B, A and Start. Now go to the config menu and put the cursor on start. Choose the level number from here.

If you are playing the game and want to skip a level, press A, B and C together.

99 ships

Follow the procedure for the stage select and then put the cursor onto mode instead of start. Push Right until the symbol **MY99** appears.

SONIC THE HEDGEHOG

Six Emeralds

Using the stage select cheat, select special stage and get an emerald. When the game is adding up your score, press reset. Repeat the process until you have all six emeralds, then start Greenhill as normal.

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 B or C, gets you into slow motion mode.

Stage select.

Wait until Sonic begins to wag his finger on the opening sequence. You should then press Up, Down, Left, Right and press and hold A and Start.

SONIC THE HEDGEHOG 2

Two Player Turbo Shoes

Go to the two player mode, select a zone (except special zone) and find some turbo shoes. Now get killed and you now have them for the rest of that act. This works for both Tails and Sonic.

Stage select

Go to the sound test option and select sounds 19, 65, 09 and 17. Now press reset and hold down A and Start.

Super Sonic!

Play 04, 01, 02 and 06 on the sound test, then collect 50 rings in the game. Now press B and C and you will make the change.

Icon select

Perform the stage select cheat and on the stage select screen, sound test the following tunes: 1, 9, 9, 2, 1, 1, 2 and 4. Highlight the stage you wish to explore and hold A and Start down. B transforms Sonic to an icon A changes the icon and C deposits the icon.

SONIC THE HEDGEHOG 3



Infinite Lives

Get to the launch base zone and hold the start of a Super Spin Dash between the Klaxon Alarms. You must let the alarms sound off all the time. The Robot Birds dive on you and they will keep on coming because of the alarm. Kill as many as you can until you receive an extra life. After this, if you keep going, you should get an extra life about every ten seconds. (Keep Tails out of the way as he can upset the pattern).

SPACE HARRIER 2

Level select

During the beginning sequence in the space ship, press the buttons A, B and C together and move the joystick Left or Right to select the starting stage.

SPEEDBALL 2



Password

This password will give your team loads of cash and put it in the first division:

LPCa Zsbd KiXO maB0
CJ9R p1fa 1T8U M7My

To get into division one, and the major league, enter the following devious code:

LCLi CWAF O6XE ya3q 2bst -is1 gGVC

For the championship type:

LhM CJ78 2k7I Zy01
26Ss ti+L fvRS MBNz

SPIDERMAN



Level Skip

Press Start and then A, B and C.

Super Cheat

Move Spiderman to the word 'Level' and press Start on controller 2. Press A, B and C on controller 1 and let go whilst pushing diagonally up on the pad. Press A for more Web, press B for more life and press C for five seconds of invincibility.

Nightmare level shortcut

You can save time and energy by skipping directly to level one's fork-lift 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 — ETLEUD
Stage four — TABRAE
Stage five — ELPOEB
Stage six — PHENIX

STEEL EMPIRE

99 bombs

On the ship select, press C, A, C, A, Start and finally B.

99 lives

On the options screen, set the difficulty to hard, set the stock to two, credits to one and finally play tune 65.

Stage Select

Go to the options screen and perform the sound test option in the following order. Sound one, twice, sound nine, once and sound two, once. A new round select option will appear under the exit. Choose from one to seven and press Start to begin on any level.

STORMLORD

Level skip

Pause the game and then press C once, B three times, A four times, C two times and finally A four times again to skip to the next level. In this way you can get to all ten stages.

Extra time

Pause the game and press B, A three times, C, Up three times and A three times to reset the clock.

Nine extra men

Pause the game and press A four times, C twice, B three times, C and A.

STREET FIGHTER 2 SPECIAL EDITION



Special Moves Only

When the Capcom logo appears, press Down, C, Up, A, A, B, B and C on pad 1.

Five Star Speed on Champion Edition Mode

In the opening sequence where the screen pans up the side of the building wait for the image to start fading and quickly press Down, Z, Up, X, A, Y, B and C on controller one. You will hear a "Huh" to indicate that the cheat has worked.

STREET SMART

Extra lives

Rapidly reset the console more than ten times, then choose options from the menu. Move the cursor to sound test and then press down three times and A once. A new window should open allowing you to set the number of lives.

STREETS OF RAGE

Extra continues

Press Left, Left, B, B, B, C, C, C and Start.

Level select

Hold down player two's pad then type A, B, C and enter the option mode using the first pad. You can now select the rounds and set the

number of players.

STREETS OF RAGE II

Extra lives

Stage One — as soon as you walk on to the screen, walk to the bottom left behind the bin.

Stage Two — when you come out of the truck, walk round the back to find an extra life.

Stage Three — after killing the dragon on this stage, walk straight down from where the explosion occurs onto the mist and collect a life.

Extra Continues

On the game over screen press Left, Left, B, B, B, C, C, C and Start.

Alternate extra continues

If you are about to die on one player, plug in the second controller and press Start to begin again with full lives and energy.

Play same character

Plug in two controllers. On the title screen, press and hold Right on the first controller and then B simultaneously. On the second controller, hold down Left and A. With all buttons pressed, press C on the second controller. Now the screen will show the choose character screen. You will now be able to select the same characters.

Level select

On the options screen, hold down A and B on joystick two. Now press Start on joystick one simultaneously and you will enter a full cheat screen with a level select.

STRIDER

Extra Continue

Press down on the pad and press A, C, B, C and A and Start in sequence to continue from where you die.

Level select

While the master laughs just before the beginning of the game, hold the joystick Down and press the buttons A, C, B, C and A to get a level select.

SUNSET RIDERS

Extra credits

Go to the sound option and listen to 0-E. When you go back to the game you will have more credits than you normally would have.

SUPER HANG-ON



Easy Money

Go to the original mode and choose to race. Now crash and you will receive \$400.

Options Mode

Hold down A, B and C on the title screen.

Password buster

Enter the following passwords for the desired effect:

51B04000A05000

70J0CG976ACMG1 — lots of money

SUPER LEAGUE

Password buster

Try these codes. The first gives you a four-game lead while the other three will be interesting rather than useful:

JORQWVVRROOQSHPOUDEAM

Zb6jpqrnmGnYQXaBuFFAB

RGhiopqmljhZZSUXVtEEAE

VU91rstpcmXcZTiebrHWyW

SUPER MONACO GP

Super Hang-on bike

Reset the World Championship and put **HANG-ON** at the name entry screen, save it and then press Reset. Now go to Free Practise Image Training and, after setting the laps and the grid, press Down and A until the transmission screen appears. After setting your transmission, you now have a *Super Hang-on* bike to race in.

Password buster

Enter the following to be driving for the best team (which is Maddona), have previous World Championship wins and loads of driver points.

0Q76 2ILM F200 0000
0010 H10F B324 5D76
CA89 EGC1 0000 0002
0000 0000 F200 2CAC

SUPER THUNDERBLADE

Level select

Press A, Up, Down, Left, Right, Right, Left, Down and Up from the title screen. Then press Up and Start together to reach a very handy level select screen.

Invincibility

Go to the option screen and select hard as the difficulty level. Start the game and fly to the top left or right hand corner and the enemy fire won't hit you. This works on levels one, two and three.

SWORD OF SODAN

Level skip

Get a high score and enter your name as **HINANP**:). Next time you play you can skip levels by pressing Start on joystick two.

Alternative level skip

Drink four Etherium potions together to skip to the next level.

SWORD OF VERMILLION

Test mode

To listen to the sounds and background music – and view the various shades available on the Mega Drive – from the title screen, press A, B, C and Start simultaneously using the second controller.

Increased hit power

Cleanse a cursed sword at a church for increased sword hit power.

T2: THE ARCADE GAME

Level Select

On the title screen push Up, Down, Left, Right, Up, Down, Left and Right. Then start the game as normal and pause it. Press B and C. You will now skip to the next level.

Gun never overheats

Use a rapid fire controller, you'll find that you can blast away to your heart's delight if the switch is activated. The gun won't overheat and you'll have infinite gun power.

TALMIT'S ADVENTURE

Access any level

Enter the following password and enter any level in the game:
ARDE

TAZ-MANIA

Infinite Lives

Enter **FFD45** on the password screen.

Secret Room

To enter a secret bonus room on the Arctic level, hold down and C on the last ice block.

Level select

Plug in two controllers. On the intro screen, hold down A, B and C on both control pads and then press start on both. You will hear a chime and the game will now begin. Press Start during the game to pause it, then press B and C on the first pad to bring up some numbers. Use left and right on the pad to change the numbers and go to the right level.

TEAM USA BASKETBALL

Passwords

Enter these codes to win Olympic gold:

Semi-final: **JBT67BF**

Final: **JDT67BC**

Medal Collection: **JCT67BH**

TECHNO-CLASH

Passwords

ZP80BFAR, FPKRBA9, DAAW3FAX, TZSIUFAU, 6ZSITFA6

TECHNOCOP

Full energy

Pause the game and press C ten times, A five times, B twice and A ten times.

TERMINATOR 2

Level skip

When you see "Press Start" on the screen at the start of the game, press Up, Down, Left and Right three times. Arnie will tell you if the cheat has worked, so start the game as normal. During the game, press B and C together to go to the end of the level.

TEST DRIVE 2

Car choice

The Ferrari is the best all-round racer, the Porsche has the fastest acceleration and the Lamborghini has the highest top speed.

Secret options menu

When you start racing, press A, B and C to enter a menu that lets you alter acceleration, braking and grip.

THUNDERFORCE II

Secret Options Screen

Press A and start on the title screen.

THUNDERFORCE III

Secret Options Screen

On the title screen, press Start whilst holding A to find a secret options screen in the game.

Full power-ups

Pause the game and press Up ten times followed by Down, B, Down, B, Down and finally B. You can get all the weapons by pressing B and A to get the claw.

THUNDERFORCE IV

Full weapons

This cheat will give you every weapon except for the shield. Start playing as usual, then press Up, Right, A, Down, Right, A, C, Left, Up and B. Now press Up for full weapons, Down to eliminate the weapons, Right for a claw and Left to eliminate the claw. Press Start to return to the game.

99 Lives

When the introduction screen comes on, press A and Start to get the configuration screen. Set the control mode to type 1, engine power to 100, mission level to easy-mania and stock ships to 0. Next go to exit and start the game as normal, except you'll now have 99 lives!

TINY TOON ADVENTURES

Open all levels

Put the Buster Bunny icon on the password option and press Start. Now enter this password:

NGQQ WWQW QKWQ

QWWQ WGRY

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

Passwords

Level 22 – **GZBB TXZB LDBB TXZK LLDM**

Level 24 – **QJBB TXZW GLBB TXZQ DLGN**

Level 26 – **TJBW HXBQ ZKBW HXBQ ZGVT**

TMNT: HYPERSTONE HEIST

Level select

When the Konami logo appears, press C, B, B, A, A, A, B and C. When you get to the title screen, press A, B, B, C, C, C, B and A. Press A and Start again in one player mode.

TMNT – RETURN OF SHREDDER

Level select

When the Konami logo appears press C, B, B, A, A, A, B and C. Then when the title screen appears, press A, B, B, C, C, C, B, A.

TOEJAM AND EARL

Warp

In level one go to the island with a hole in the middle, then drop into the hole. You will arrive at level zero. Your live gauge recovers when you have a bath, and you get an extra live when you drink lemonade. Jump off this level and you will go to the highest level you've been to.

TOKI

Invincibility

On the title screen, press Up, A, Right, B, Down, C, Left and Start. You will hear a jingle if the cheat has worked.

TRAMPOLINE TERROR

Level Select With Continues

On the title screen, simultaneously press A, B, C, and Up followed by Start to enter a special screen.

TROUBLESHOOTER

Stage Select

First of all plug in two controllers, then get to the title screen. On controller two, press Start, Right and C simultaneously. A stage select option will appear between the title words. Press Start, Right and C to advance the stage number.

TRUXTON

Super smart bomb

Press Start to pause the game while the skull explosion from a smart bomb is still on the screen. Wait about 15 seconds and then restart (by pressing Start) and the bomb will have a devastating effect on everything onscreen.

TURRICAN

Infinite everything

Place the cursor on "exit" in the options menu and then hold Down while pressing A, B, B, A, B, A, B, A, B, 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 joystick. 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	-	JLGPB
Level 6	-	JDRSD
Level 7	-	PKSND
Level 8	-	CWBPB
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 - **L3FHPZNGW**
Stage 3 - **NXDS55JSWF**

Stage 4 - 05TOJZSP5B

View ending

Enter the password **GREBDQ3QNE** to see the end sequence.

WHERE IN THE WORLD IS CARMEN SANDIEGO?

Passwords

Time Patroller	-	DBHBKDB
Time Investigator	-	XXNBEMM
Time Inspector	-	DNDKJGD
Time Detective	-	RRXKGND
Ace Time Dick	-	LHMNFGF
Super Time Sleuth	-	MJDFSGG
Capture Carmen	-	MJDFPDG
Game Over	-	JHBHXS

WIZ'N'LIZ

New level

There are three levels on the main game: Apprentice, Wizard and Sorcerer. You can, however, enter a fourth level called Super Wizard. To access this level do the following: Press START and pause the game. Now hold down A, B and C. Then press START twice. You should now hear a voice shout 'yeah'. Returning to the options screen you'll now see the new Super Wizard level.

WRESTLEBALL

Extra teams

On the team select screen, hold B and keep pressing Down for four more hidden teams.

Karate team

Enter **KW6EN** to get the undefeatable karate team.

XENON 2

Indestructibility

Play a game and get a high score, enter **ARM** in the high score table. Now play another game but get a slightly lower score but still be on the high score table. Enter **OUR** underneath the **ARM** and when you play the next game, you will be invincible.

Infinite lives

Carry out the procedure as above but enter the names as **OLD** and **AGE**.

X-MEN

Cheat mode city

When the screen shows "Press Start Button", hold A, C and Down on controller one and press Start. Now take out controller one and put it in port two when the picture of Magneto appears. Now press Start and choose your difficulty level and your X-Man. Now will now use the controller in port two to play the game! You will now have infinite health and mutant powers.

Level select

If you put in the cheat above, then go to the danger room in the top right and smash the generator. In this room there are six tiles on the floor, each is a game level. To warp to each zone, stand on each tile and press Down and C to warp to any level!

ZOMBIES

Passwords

VYTV, VQBB, SDHM, PCFD, VQBB and QNKR.

ZOOL

Extra Life

Pause the game and press Start, Down, Up, Left, Left, A, Right and Down for an extra life.

Small Energy Boost

Pause the game and press Start, Right, A, B, B, A, Left, Left, A and Down for some energy.

Large Energy Boost

Pause the game and press Start, Right, A, Down, A, Right, B, Left, Up and Right for loads of energy.

Level Skip

Pause the game and press C, Right, A, B, B, A, Left, Left, A, Right and Down. Now hold Right to skip a stage or Up to advance a level.



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 reappear. 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.

EARNST EVANS

Stage Skip

Whatever stage you're in, freeze the screen and press up, A, down,

B, left, A, right and B. Cancel pause and you will have cleared the stage.

Warp

Climb the wall to the left of the starting point on stage six. When you are out of the screen you will warp to the boss on this stage.

ECCO

Passwords

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

GMRIQDCM
IUEINLDP
GRTJZYJF
OVDJDSL
GMYMDSL
GMBRHSLU
UKZFHSL
SYQJHSLZ
CCVFFSLM
ALZBESLS
HPFDSL
ADLYESLT
NWUGSLU
WJHGGSL
ZSXGSLF
AKNBHSL
QSOMFSLQ
WBTXFLV
UNIQFSLN
WADUFLB
ONNBPLY
WPVXPL
AQZJPLG
GKGFJPLK
GZIUPLR
GAAGDPLP
YLQQZNL
MNEYELL
SKZNELLO
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 character 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 current name and input MAR, then choose World Tour and select your chosen race. When the race starts you should pause the game, then if you press A, B and C at once. You can qualify and the race is won.

KEIO'S FLYING MACHINE

HIDDEN GAME

To access the hidden game go to the main options screen and press the following on the D-Pad: right, up, down, up, down, up, right, down, left, up and Start.

NIGHT TRAP

Extra Footage

You have to complete the game first. When you see the words "In Memory of Stephen D Hossefield", press UP, A, A, A, A and A. You'll now go into a hidden sequence.

NOSTALGIA 1907

Skip intro

Reading all that intro text can get very monotonous after the first time, so here's how to skip it. Turn on and when you see the word "SEGA" press button C. Keep holding it till you see the words "Sur De Wave", the programmers, and the rest of the storyline will be skipped.

PRINCE OF PERSIA

NEW!

Last Level Password

Enter: SKGIFF

ROAD AVENGER/ROAD BLASTERS FX

Level select

From the start, push Up to access the Options Mode, then press A six times and you will hear a chime to tell you the cheat has worked. Play the game as usual and a level select will be offered.

View mode

Access the Options menu as above and press A five times, B five times and then press A to watch each level being played out.

In-game pause

Again, access the Options menu as before, then press A four times, B once and A once. This will allow you to pause the game while you're playing by pressing Start.

SEWER SHARK

Continues

Once you have reached the dizzy heights of Exterminator or Beach Bum, pressing A, C and Start on the game over screen will allow you to continue.

SILPHEED

Stage Select

During the opening demo, press Down, Down, Up, Up, Right, Left, A, B and Start during the opening demo. This cheat will only allow you to play on the stage that you have selected.

Revitalise Shield

Press Right, Left, A, Right, UP, C, B, Down, Left, B, A, Up, and Start at the demo. In the game, press button A to restore your shield up by one whole notch.

Continue

When the demo comes on, press Right, Up, A, B, C, Left, Left, Down, C, A and Start. You should now have 10 continues.

Secret Voice Test

At the title screen, move to Option with pad one. Hold A, B and C on pad two and press Start on pad one to get a voice test.

Level Select

When you're on the intro sequence, press DOWN, DOWN, UP, UP, RIGHT, LEFT, A, B and START. Now when you get to the start menu, Stage Select will be below the other options.

SOL-FEACE

Level select

On the title screen, press A, B, C, A, B, C, B, C, B, and A. If you've done this correctly, you'll hear a sound effect. Press Start and go to the options screen. You will now be able to select a starting point and a difficulty level.

Level skip

You can only use the level skip if you enter the level select code first.

After doing this, press A, B, and C together to skip any level.

Extra options

On the title screen, press A, B, C, A, B, C, B, C, B, A. Press Start when you hear a little sound effect. Now if you select Config mode, you'll find there are a couple more options, Start and Mode. If you go to Start, you can choose the level which you wish to begin on by moving the joystick Left and Right. Mode allows you to adjust the difficulty level and number of fleets. Change the number of fleets with Left and Right. If you press Right a few times whilst holding A, you get a message informing you of *Muteki* (which means invincibility).

SONIC CD

Level select

On the title screen, push Up, Down, Down, Left, Right and B to access the level select.

Special level

Go to time attack and play every level. After this, at the options screen there will be something called D.A. Gardens. If you go to this, you will see Sonic's world. You can now rotate and enlarge it, while some birds and Tails fly past. You can also choose any music from the game.

Level Select

On the title screen, press UP, DOWN, DOWN, LEFT, RIGHT and B. This cheat is tricky to get working, so it's best to press the buttons gently.

THUNDER STORM FX/COBRA COMMAND

Level select

On the title screen, press Left, Right, A, B and C. Now press Left or Right to change the level.

Debug mode

Press Up, Down, Left, Right, B, C and A to watch the animation.

TIME GAL

Passwords

BC 70,000,000	-	BMCFXWRL
BC 65,000,000	-	GURPQVKS
BC 30,000	-	THMZCYFB
BC 1600	-	RYFGSXDK
BC 44	-	FTGBDQPW
AD 500	-	VSLCZKTJ
AD 999	-	CYVZPBMG
AD 1588	-	DRXHTLQJ
AD 1941	-	WBMJZVH
AD 1991	-	SHKXGJWF
AD 2001	-	XPTMCSHD
AD 2010	-	ZVYFLGQT
AD 3001	-	QWCDHRKT
AD 3999	-	PLQTVMYX
AD 4000	-	LKDWSBYF
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	-	OSIRIYA
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 joystick with a rapid fire option. First turn the rapid fire option on. When you use the flame thrower, tap button one very quickly. Now sit back and watch how far the flame goes! The flames will also last much longer than usual.

Infinite continues

Enter the configuration screen, select two players and start the game. Complete level one with player one and let player two die three times on the fans. Now complete level two with player one.

Player two will now start again on level one but will be graced with infinite continues.

Infinite lives

Play a two player game, making sure both players obtain a score high enough to appear on the high-score table. When both player's games are over wait for the high score screen and enter **ALIEN** as the player's names. Now when you go back into the game you'll have infinite lives.

ALTERED BEAST

Extra energy

On the title screen press 1 and the Up and Left diagonal to gain some useful extra bars of energy.

Parameter select

Press Start and B from the title screen to change power, number of lives and various other options.

Extra lives

When the words "Sega Master System" appear, circle the pad clockwise and repeatedly press button one to start the game with five lives.

Extra continues

To continue a second time press the Down Left diagonal and both buttons simultaneously. To continue a third time press Down Right diagonal and both buttons. For a fourth continue press Up Right diagonal and both buttons.

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

Act two	FA2HAIADRR
Act three	FI4IATAESB
Act four	HK3CDIILDO
Act five	HL0DAQIPMX
Act six	HN0DE5IQVR
Act seven	HN0DESIVWZ
Act eight	KR0DE2IZX5

DIANE FIREYA

Act two	GJEIACRT
Act three	GJWZAIAEKM
Act four	GIRCTQIJ1X
Act five	IISDUXIPUI
Act six	I1UHUZMRNZ
Act seven	IIXBUYIUGW
Act eight	IJXBU2J0HB

ERIN GASHUNA

Act two	HIJAATAABB
Act three	HI1YAIAGC3
Act four	HI1A00IKDK
Act five	H1KAQYIOUZ
Act six	HIKEQYIRVC
Act seven	HIKEQYIVOH
Act eight	HJKBQYIZPK

JEDDA CHEF

Act two	GDHAAIAABZ
Act three	GIEIAAAECA
Act four	GJECAIL1Q
Act five	IJCCEJIOU0
Act six	KICBEPIQ3F
Act seven	KICBHIIVWG
Act eight	KJCBNHYXR

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, hold up and buttons one and two for 2 seconds. A blue screen will appear and you should get a level select.

Level select

On the title screen press Up Left Diagonal and keep both buttons pressed down. You can now select which level you wish to start from.

BATTLE OUTRUN

Level select

Turn the power on while you hold buttons one and two. When the title screen disappears let go of the buttons and then press Up. The Up and Down keys will enable you to select the level on which you wish to start.

BLACK BELT

Infinite lives

For infinite lives, start the game as usual but keep pressing button one. You'll be presented with the usual red screen showing lives and levels. As the screen flashes off, let go of button one and press Reset. Riki appears and then proceeds to collapse.

Boss select

On completing the game wait for the final screens to come up and quickly rotate the joystick 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 joystick 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 joystick 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

NEW!

SEGA XS

BACK ISSUES



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Essential 164-page launch issue of SEGA XS featuring massive solutions for Ecco (MD), Battletoads (MD), Master of Darkness (MS), Rolling Thunder 2 (MD), Another World (MD), Flashback (MD), T2 (MS), World of Illusion (MD), Fatal Fury (MD), Sherlock Holmes (CD), Hook (CD), Batman Returns (MD) ...



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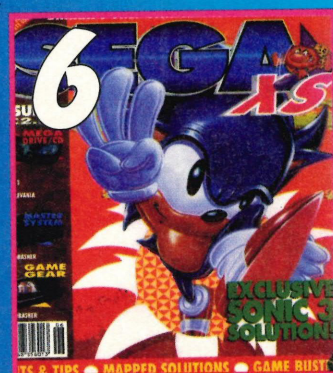
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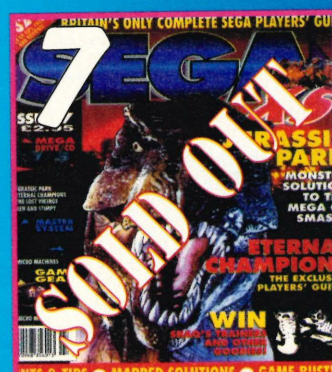
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Treasure Chest Cheat

On round 28, don't bubble the ghosts. Instead, go up to the first column and an item should appear. Collect it and a door should appear which takes you up to five treasure chests.

Level select

Enter the code 3V35NLLLE to select any start level.

Secret room

Reset the game and select one/ two player start. On level one, bubble the first three enemies but don't burst them. Soon they'll turn red – when this happens, bubble them again and repeat, even when Baron Von Bubba appears. After a few seconds, a door should open to a secret room.

CAPTAIN SILVER

Extra continues

To be able to continue after the game over screen press Up and then both buttons simultaneously.

CASINO GAMES

Cash password

Enter the code 8314853112 to gain loads of money. Your name must be MR SEGA for this code to work. Play that charismatic character Charley at poker and keep the stakes high. Win one game to take you over the million mark.

CHOPLIFTER

Level select

Press Up, Down, Left and Right on the title screen and then enter the player select screen. Repeat the process once there.

Save all hostages

When you lose a life, repeatedly press both buttons quickly to collect all the hostages.

COOL SPOT

Extra lives and shields

On the options screen move the arrow to the music option but DON'T select it. Using the D-Pad press the following: left, left, left, right, right, right, left, right, left, right. You should now be able to select extra lives and shields.

CYBORG HUNTER

Staying healthy

You can keep your psycho and life powers healthy by collecting all relevant objects and heading for the nearest lift. All objects will reappear in their original positions if you emerge from a lift without having gone anywhere. Repeat this as often as necessary.

DEAD ANGLE

Game buster

Ensure both joypads are connected and alternately push Left and Right on both pads while the title screen is displayed. A beep will inform you the cheat is active. You'll have 999 bullets and be able to select the start level and number of lives.

DOUBLE DRAGON

Invincibility

Jump up and down 30 times at the start of level four to make yourself invincible.

Infinite lives

Perform a round-house kick about 35 times to get infinite lives.

DYNAMITE DUX

Bonus stage

At the start of the game you'll see a bald man with glasses sitting down. Jump on his head and jump off again while pressing buttons one and two. This will take you to a bonus stage.

Hidden areas

When you've killed one of the bosses, stay at the top of the road; a road block will appear at the bottom and disappear at the top. This feature enables you to explore other, normally hidden, areas.

ENDURO RACER

Level select

Reset the machine and when the title screen appears, press Up, Down, Left and Right to get a level select.

FANTASY ZONE

Guardian Buster

Use one Heavy bomb on the first boss. One shot and he's dead.

Infinite weapons

If you buy all the engine parts your weapons will never run out and you'll live happily ever after.

Cheap lives

To buy loads of cheap lives, switch on as normal and allow the story line to be displayed. While this takes place, waggle the pad Up and Down over 50 times before starting the game. Collect as much money as you can and find a shop. Buy lives at \$1,000 each. This only works on level one.

THE FLINTSTONES

Level select

On the title screen press Up, Right, Right, Down, Down, Down, Left, Left, Left, Left. Now go into the game and press pause and hold down buttons one and two while pressing one of the following:

Up: Level one

Down: Level three

Right: Level two

Left: Level four

FORGOTTEN WORLDS

Infinite Continues

If when in two player mode, one of the players dies, press Start a number of times; giving yourself the continues you need.

GAIN GROUND

Level select

Press buttons one, two and joystick 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 joystick 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 joystick 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 ANPJ 42S8 36AL PQLH MRLY 0258 to have seven crystals in your possession, allowing you to go to the lair.

Surprise cheat

On the password screen, type in QQQQ QQQQ QQQQ QQQQ QQQQ QQQQ QQQQ QQQQ for a surprise.

Power-Up bonanza

For eighteen lives, the legendary sword, the ring of invincibility, the Remedia shield, some ascent boots, mirror, purple 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 joystick 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 joystick 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, 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	– LNHMH1
5	– HHKHC

6 – LKMKFG

7 – JHGHCP

8 – MJEJEW

9 – OIJJEC

10 – KPHGZL

11 – UOOFID

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 joystick one and the diagonal Up and Left on joystick 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 joystick 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 joystick clockwise. Now sit back and watch those credits increase beyond your wildest dreams.

Bonus level

At the end of level four, you'll find a screen packed with green dots. About halfway through this mess there is a gap in the landscape. Fly up into it and you'll be transported to a bonus level.

RAMBO 3**Infinite bullets**

If you have the rapid fire module, you'll have infinite bullets.

RAMPAGE**Infinite lives**

Wiggle the directional pad clockwise and press buttons one and two simultaneously.

Infinite continues

When the game over message appears onscreen, press both buttons and you'll start the game at the beginning of the level you just completed.

RASTAN**Infinite continues**

When the Sega logo appears, hold down both buttons and push the Down and Left diagonal to gain infinite continues.

ROBOCOP VS TERMINATOR**Weapon select**

Start the game as normal, then press pause. Now press up and 1, up and 2, up and 2, up and 1, down and 2, down and 1, down and 1, down and 2. After this you can cycle through the weapons.

Extra lives

Again pause the game and press up and 1, down and 1, down and 1, up and 2, down and 2, up and 2, up and 1, up and 1. You'll now have 9 lives when you unpause the game.

Level skip

Pause the game and press down and 2, down and 1, up and 2, down and 2, down and 2, up and 1, down and 2, up and 1. Unpause the game to skip a level.

ROCKY

Little Injury

Before you ride, press Up, Down, Left, Right and Button two. Do this after you have fought as well and you will be able to get through the game with very little injury.

SECRET COMMANDO

Continue option

Both players must hold down both buttons on the joypads and continually press Left and Right for a continue option. This works after level three.

SHINOBI

Level Select

Press the joypad diagonal Down and Left together with button two and you'll be able to select the starting stage.

SONIC CHAOS



Invincibility

If you choose Sonic and press up and jump. Keep on pressing jump and holding up until Sonic starts glittering. He will be invincible until he stops running his fastest.

SONIC THE HEDGEHOG 2

Level select

Plug the control pad into port two and press Up Left diagonal and buttons one and two. Turn on the console whilst holding down these buttons simultaneously. Now wait until Sonic has run completely across the screen and then plug the controller into port one. Press button two twice and the level select screen will appear.

SPACE HARRIER

Extra continues

To get extra continues, move the control pad Up, Up, Down, Down, Left, Right, Left, Right, Down, Up, Down and Up from the title screen.

Sound test

Call up the sound test with the sequence Right, Left, Down and Up from the title screen.

Difficulty option

Get to the sound test menu and select tunes 7, 4, 3, 7, 5, 8 and 1. You'll now be able to set the game difficulty.

SPELLCASTER

Password buster

To get near the end of the game and avoid having to embark on your epic journey of the universe, use the following cunningly-crafted (and totally unpronounceable) password:

p1jDjZK09mZpeEIjioxoGUEC.

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 VHLJ
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 PHAM 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 403P X88 (Lizard man)
2CKF 3L4 894Z A5F (Mouse man)
2CKF 3MO 8GEU U7J (Mouse man)
YF3U 5DW CR1A ED7 (Mouse man)

2CKF KKO 8RGP V9J (Piranha man)
 LI24 C14 ER2N 4E4 (Mouse man)
 84FD 5M4 B9PB 86N (Lion man)
 YF3V 5CO CRVF NC9 (Mouse man)
 ZP3K N4L DA1F TV7 (Hawk man)
 2CKF 7PL 8T4J 27A (Mouse man)

WONDERBOY IN MONSTERLAND

Extra money

Plug a controller into port two and press button one to bring up the status screen. Each time you do this, you add an extra gold coin to your tally. Repeat the procedure as many times as you want.

ZILLION

Hidden rooms

When you reach a dead end, shoot the wall in front of you up to 15 times to reveal a hidden room.

Extra continues

On losing your last life press button one, two and Up to continue where you left off.

Invincibility

Enter a MAP command into the computer and go to room D3, but don't collect any Opa-Opas on the way. On the top level, shoot the furthest cylinder to the right to reveal an Opa-Opa. Collect this and your life gauge will go to 720. Go half way off the screen making sure the lift is still visible, then enter the lift letting the yellow barrier reduce your life to 120. Immediately pull the joystick down and return to the start room. Your life gauge should now read 000 and you should be invincible.

ZILLION 2

Continue option

When you die, press buttons one, two and Up. You will continue from the level on which you died.



ALIEN 3

Additional ammo

Enter your name as CHEAT for more ammo.

AX BATTLER

Passwords

Firewood City	—	JMLO BFKC DLEC EAPI
Turtle Village	—	PIPF OEBA ODGA IIKO
Sand Marrow	—	OOBK CBPM IMAM NBLP
Holm Stock	—	EEAP IKLN LMPE CNOG
Brookhill	—	AFPL JLNJ 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	—	7G09M
Level 3	—	NN6E3
Level 4	—	84AKC

CLUTCH HITTER

Infinite strikes

Select a left handed pitcher and put him on the opposite side to the batsman. Place the catcher halfway behind the batsman and throw the ball while spinning it towards the batsman to get a strike every time.

COLUMNS

Alternative ending

Go to flash mode and select a block starting height of nine. Choose your difficulty level and start the game as normal. Purposely end the game. When the flash mode demo ends, there'll be a different ending.

DESERT STRIKE



Level Codes

Mission	Code
2	CJUEJFD
3	GGSIJFE
4	EGLMKOH

FANTASY ZONE

Config mode

On the title screen, press Up, Right, Down, Left, one, two, one, two and start

Continue Mode

Wait for the "Game Over" screen to fade and go into the title screen and hold Up and button one, then start the game. You will start on the stage where you died.

Collecting points

All the hamburgers you get to shoot in the first 30 seconds of level one turn into big rotating coins worth 1,000 gold pieces each. Well worth shooting, you'll doubtless agree. The shop appears after you've amassed 2,000 points, so you've got to be quick collecting the points and then heading for the shop.

GLOBAL GLADIATORS

Level select

On the options screen move the arrow to the second option. Then use the D-Pad to input the following directional sequence: left, right, left, right, left, left, right, right, left, right. You can now select a level

HEAVYWEIGHT CHAMP

Power punches

On the speed select screen, hold down one and press Left, Right and finally Left again.

JUNGLE BOOK

Level Select

Circle the pad clockwise by holding 1 and 2 and start and you will hear a little noise. Press start again and you can now select levels to your hearts desire.

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	LXPFGDYR	FECWMYRD
4	RDHPGFEC	CFKUJTJT	HOEBVKUI
5	WMZSEJTG	GMYRCFKU	QBCEJSEI
6	MZTHPGGF	JTHPEFCX	RDHPGGFE
7	DZSEIRCE	PFZSFLX	CKOEBVKU
8	IQSCFKVL	DECWMZTG	IQABDHFP
9	WMYRDGMY	NBUJSFLW	DYRCEJTG
10	RDGMZSFK	MZSFLWMY	NCXOEBUJ
11	VLXODZTH	RLFUJSE	THOECXPF
12	PFCEXPFE	IRCEJSEJ	DYRCEIRD
13	BUJTHOEC	SEJTHOEC	GNBUJTHO
14	XOECWNBU	WMYQBOGM	DZSFLXPF
15	JSFVKUT	YQAAAAAB	DZTHODZS
16	THODZTGM	DHODYROG	EJTHPFDP
17	YQBCEIRD	NCWNCWMY	SFKVLWNC
18	HPFDZTHP	QAABDHFG	KPFQYQBN
19	FEBVLWNB	GGGFDYQA	GNCWMZTH
20	UJTHPFEL	AABDGMYP	ODYQBCFL
21	WNCWNBLL	DHODYQAB	XDECWMYQ
22	WMYRCEJT	DHODYQB	BCFLXPFG
23	GNBUJQAA	GNCXPGGG	EBVKVLWM
24	ABDGMZTA	GFDZTHPG	YRDGNBVK
25	ODYRLEJS	GFECWMYR	VKUJSFLX
26	FKUIQBDG	CEIQABDG	PFZDZTHP
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.

NBA JAM



Power Ups

You should put these combinations in on the Match up screen.

Defence	5 taps
Intercept	Rotate pad and 15 taps or more
Percent Display	2 taps, down and fire 2
Turbo	15 taps or more and left
Dunks	13 taps and rotate
Fire	8 taps, up and fire 2

Secret Heads

Input these codes for some new player heads:

MJT	1,2 up and Start
AIR	1,2 and Up
SAX	1 and Left
UW	1, Start and Up
NET	1,2 and Down
ARK	1,2 and Up
QB	1 and Down
ROD	1 and Up
CAR	1,2 and Left
RJR	1 and Up
SAL	1 and Left

NINJA GAIDEN

Password buster

The following are codes to get to higher levels in the game:

NINJA - level 2 GIDEN - level 3
DRAGON - level 4 SWORD - level 5

Invincibility

To become invincible, enter the password **NODIE**. Then go back to the title screen and start the game.

Credits

During the password screen, enter **MONTY**. This will enable you to see the list of staff names.

OUTRUN

Invincibility

Set the cursor to one Player, hold down left, buttons one and two, then press start. Your machine can now drive through other vehicles and obstacles. It is also not affected by time over.

Infinite time

Hold down diagonal Left, one, two and Start, then start the game.

PENGO

Level select

Press and hold the Up Left or Right diagonal, then hold buttons one and two and press Start. The level select will be yours along with seven lives.

PSYCHIC WORLD

Level select

To choose which level you start on and also hear the game's sounds, hold down the Left and Up diagonal, one and two during the title screen. Then push Start.

PRINCE OF PERSIA

Codes

Level 2	-	EIKGDP
Level 3	-	ILLRGE
Level 4	-	LMJMIK
Level 5	-	HGFDIN
Level 6	-	IFGIDO
Level 7	-	MIMLGC
Level 8	-	KELIDU
Level 9	-	NFOKFF
Level 10	-	LCJHCP
Level 11	-	OEMJEB
Level 12	-	PEJKEA
Level 13	-	PDEJUV
Level 14	-	QDGJUV

RASTAN

Infinite continues

To continue the game after you've been killed, press Up and Start simultaneously.

SHINOBI

Extra life

There is an extra life in the second part of the woodland level. Go to the top of the tower where the pole sticks up in the air. Stand on the right of the pole facing left, jump up and fire. An extra life will appear for the taking.

Best path

Tackle the levels in the following order: Highway, Harbour, Valley, Woodland.

Level Select

Pushing Down and pressing button two on the title screen of this excellent hand-held ninja game when the complete ninja face is showing, reveals the ingenious level select.

SHINOBI II

All Characters Password

Go to the password screen and enter:

F5958

When you start the game you will have the yellow and blue crystals with all the characters.

SHINOBI III

Level codes

Pink - C0444
Blue - 50858
Yellow - 10373
Green - B02F2
Pink Crystal - FD9D8
Blue Crystal - D4939
Yellow Crystal - F5958
Green Crystal - BF26A
Enemy Base - BF26A

SLIDER

Level codes

Following are all the codes for the last 50 levels:

AGAG - 50	JGJI - 51	APAP - 52
JPJB - 53	AGCI - 54	JGLK - 55
APCB - 56	JPLD - 57	CGAI - 58
LGJK - 59	AEEI - 60	JENK - 61
ANEB - 62	JNND - 63	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	GAAO - 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 joystick 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
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Paragon Publishing, Durham
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Road, Bournemouth,
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MEGA DRIVE

XSCODES

How we manage to cram all the codes into this section is still a mystery. Here you will find all the best codes for the Dattel Action Replay and Hornby Hobbies Game Genie. No other magazine regularly prints ALL the codes you will ever need. Every code printed here can only be used with the relevant device. You CANNOT press F, F, 1, B, Ø, 4 on the joypad – just in case there were any of you still trying to get them to work. You MUST have an Action Replay, or a Game Genie, to make full use of these codes. Both devices are available from our Super Savers at the back of the magazine.

AFTER BURNER

002D506004: Infinite lives.
00381C600A: Infinite missiles.

ALADDIN

FF72A700E3 - Infinite lives.

ALICIA DRAGON

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

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.
FFA6140005 - Unlimited Digger Fish.
FFA61F0004 - Infinite Tries.
FFA6100016 - Infinite Super Weapon.
FFA60E0005 - Infinite Keys.
FFA60D0099 - Infinite Treasure.
FFA6120005 - Unlimited Flounder.
FFA6140005 - Unlimited Sebastian.

ARROW FLASH

00A674000A: Ten special weapons per life.
00BAD66004: Unlimited special weapons.
0054326004: Unlimited lives.
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 NEW!

FF01B70002: Infinite energy.
FF01B40004: Infinite lives.
FF01450010: Infinite money.
FF01A40001: Infinite spray cans.
FF01A70004 - Infinite Cherry Bombs.

BATMAN

FFFE320007: Unlimited lives.
FFFE340009: Unlimited batarangs.
FFFE380001: Unlimited guided batarangs.
FF431C0006: Infinite lives.

BATMAN RETURNS

FFFE320003: Infinite lives.
FFFE34000A: Infinite batarangs.

BATTLE SQUADRON

00EF960000: Infinite lives.
00365E0000: Infinite smart bombs.
00D4F46008: Don't downgrade weapons.

BATTLETOADS

FFE0460005: Infinite lives.
FFE0070017: Infinite energy.
FFDF020000: Lose energy from one hit.

BONANZA BROTHERS

0053446068: Infinite lives for red player.
0053D0606C: Infinite lives for blue player.
0104580005: Five minutes per level.
01066A4A28: Infinite time.

BUBSY

FF023B0009: Infinite lives.
FF024900XX: Level select replace XX with 0-13.
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

FF81E0004: Unlimited energy/lives.
FFF82100XX: Replace with number of badges.
FFB3FD0005: Stage select.

CASTLE OF ILLUSION

FF3250003: Infinite lives.
FF3230003: Infinite energy.
FF3210005: Infinite items.

CHUCK ROCK

FF06D10003: Infinite lives.
FF06D50007: Unlimited energy.

COOL SPOT

FF078A0039: Increase cool % fast.
FF078C0035: Unlimited lives.
FF07700001: Invulnerable.
FFF5120000: Higher Jump.
FFF57C0008: Unlimited power.
FF07140031: Stop the timer (turn Action Replay off at the end of each level).
FFF5E00007: Infinite energy.
FF07140038: Infinite time.
FF777000CD: Slows timer.

CRUE BALL

FF8439000X: Volume level select (0-9).
FF843B000X: Score multiplier (0-5).
FF843D0001: Infinite balls.
FF843F000X: Number of extra balls (0-5A).
FF8443000X: Number of times 50K is shot (0-3).

CYBERBALL

0095D49999: Player starts with \$999,900.
0095EA9999: Player one in a two player game starts with \$999,900.
0095F09999: Player two in a two player game starts with \$999,900.

DARK CASTLE

FF130E0003: 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.
006AA4A79: 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 NEW!

00C0080000: Freeze game timer.
009A706002: Freeze penalty timers.
FFD99D0000 - Computer Stays with no Goals.

ECCO THE DOLPHIN

FFB6360003: Unlimited air.
FFB6350038: Unlimited health.
FFB77F0000: Invincible to crushing walls on last level.
FFB7C20000: Ignore water currents.

ESWAT

0019604E71: Infinite lives.
0017C26000: Use with the next two codes. This will make you invulnerable.
001A284E71: Use with above and below codes.
00258C6002: Use with both above codes.

ETERNAL CHAMPIONS

FFABEF0068: Infinite energy player 1.
FFAABB0068: Infinite energy player 2.

FAERY TALE ADVENTURE

006176XXXX: Julian starts with XXXX amount of coins.
0061700XXX: Julian starts with XXX kindness points.
01063E6006: All items are free.
0029E46002: Swimming no longer causes any loss to your vitality.

FANTASIA

005D54103C: Gives energy instead of removing it.
005D584E71: Used in conjunction with above code.
0062284E71: Infinite large magic.
0062504E71: Infinite little magic.
FF07D90004: Infinite strength.
FF07DB0003: Infinite dreams (lives).
FF08370003: Infinite magic paints.

FATAL LABYRINTH

004A8E5000: Start with 5,000 hit points, use code below as well.
004A905000: Use with the above to start on 5,000 hit points.
00996C6016: Almost infinite hit points.
0070107C14: Restore hit points at a super fast rate.
0050E0600A: Kill most enemies with one attack.

FATAL REWIND

FF0210002: Infinite lives.

FIFA SOCCER



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

FLASHBACK

FFD3D70005: Infinite shields.

FORGOTTEN WORLDS

FF11090028: Makes player invulnerable.
FF1A470028: Makes player two invulnerable.
FF11060099: Increases the intake of Zenny for player one.
FF1A440099: Increases the intake of Zenny for player two.

GADGET TWINS

FF08B70003
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

FFFA1A000D: Infinite power.
FFFA1A000D: Infinite speed.
FFFA1A000D: Infinite Stamina.
FFFA1A000D: 240 Million dollars after you win 1 fight.
 (the above code work for career mode only).
FFFO000000: 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 0-999).
FFC434XXXX: Score x 1000. (XXXX is 0-9999).
FFC4420003: Infinite continues.

JOHN MADDEN FOOTBALL

00926600XX: Play starts at XX seconds.
0074C4000X: Where X is the amount of timeouts the home team start with.
0074CA000X: Visiting team starts with X timeouts.
008E380006: Only need five yards for first down.
008FE45630: Touchdown worth three points.
008FE45030: Touchdown worth eight points.

JUNGLE STRIKE

FF10B3000X: Level select (replace X with level number 0-8) (9=finish screen).
FF10CF0003: Infinite lives (all levels).
FF10C70064: Unlimited fuel (all levels).

JURASSIC PARK

FF003B00FF: Unlimited blue banded darts.
FF003D00FF: Unlimited stungun.
FF003E00FF: Unlimited gas grenades.
FF003C00FF: Unlimited red banded darts.
FF003F00FF: Unlimited flash grenades.
FF004000FF: Unlimited rocket.
FF004100FF: Unlimited concussion grenades.
FF00550020: Infinite energy.
FF005300FF: Infinite lives.

KID CHAMELEON

FFFC4500XX: XX in this code refers to a level number to start from any level.
FFFC430063: Will maintain your maximum number of diamonds all the time.

KING OF THE MONSTERS



FF3B8D0009 - Fills the Power Bar.

KRUSTY'S SUPER FUN HOUSE

FF02FD000X: Level select. (0-4)
FF03EX0000: Remove golden padlock from final door.
FF0FF30002: Infinite lives.
FF0FF50064: Invincibility.
FF0FFD000A: Infinite weapon count.

LEMMINGS

FFF4E8003B: Unlimited time to complete a level.
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.
FFF76CX00X: Score. (Where XXXX ranges 0-FFFF).
FFF92A004A: Unlimited fuel.
FFFBF400XX: Mission number. (XX ranges 0-21).
FFF1C10004: Unlimited hellfires.
FFF1BF0009: Unlimited sidewinders.

LOTUS TURBO CHALLENGE

FF41A5000X: Level select (0-7)
FF7CB50063: Unlimited time for player one.
FF7D7F0063: Unlimited time for player two.

MARBLE MADNESS

FFAC770039: Infinite lives.
FFB0CF0039: Infinite time.

MARIO 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.

MERC5

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

MICKEY MOUSE

00B7944E75: Mickey only takes one point of

damage per section.
00C8C40026: Jump higher.

MICRO MACHINES

FFA6C70003: Infinite lives for player one.
FFA6A50004: Activate Action Replay during the race to finish first. Not to be used on the Bonus Rounds.
FF808100XX: Level select. Where XX is a number between 1-18 to select that

MIGHT & MAGIC

02B8000000: 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.
FFACTE0099: Unlimited time.
FFAAB0000X: Replace X with 0-C to select stage.
FFAAAE000X: Replace X with 0-7 to select character for player 1.
FFAAAF000X: Replace X with 0-7 to select character for player 2.
FFCC4B0046: Makes player 2 stay on the same spot.

MUTANT LEAGUE FOOTBALL

FFFD5E0002 - Super-charged running.
FFE1E60003 - Start the game in the finals (turn the switch on in the team select screen).

NEW ZEALAND STORY

FF80030003: Infinite lives.
FF80040005: Infinite continues.

OUTRUN

0035A84A10: Infinite time.

PGA TOUR GOLF



FFD0F70000 - Always get a Hole in One.

PHANTASY STAR II

002D526002: Players never get paralysed.
00D01C600C: All items are free of charge.
002B0C6012: No damage is taken in battle.
002C146012: No damage is taken from venom strikes.
00716E6014: No damage is taken in the damage zones.

PHANTASY STAR III

0182DC8XXX: With XXX giving the amount of Mesetas.
00AB186006: All items are free.
0111766004: Characters cannot be poisoned.
00C36A6018: Sleep and game saving are free.
0103306034: Can be used to protect you against enemy attacks.

PREDATOR 2



FF005A0005 - Unlimited Rifle.

PUGGSY



FF08660004 - Infinite Lives.

RAINBOW ISLANDS



FF67B0007 - Infinite Lives.

RAMBO III

0022803CC0: Will give you a large amount of lives.
00495A6012: Infinite lives during missions.
002E186012: Infinite lives during bonus battles.
0048407200: Infinite arrows.
0098E600XX: Each A is worth XX arrows e.g.
0098E60010 for 10 arrows per A.
0048DA7200: Infinite time bombs.
0098D200XX: Each B is worth XX bombs.

RASTAN SAGA II

FF0AC1000A: Unlimited life.
FF0AC30002: Infinite lives.

REVENGE OF SHINOBI

00C1B24E71: Will give you unlimited Shurikens through out the game.

ROAD RASH

00BA7C6002: Slows the game down while the enable switch is on.
001AAC000X: Player one starts at level X.
001BC2000X: Player two starts at level X.
001AD2000X: Player A starts with bike number X, eg use 001AD20007 for Diablo.
001BEE000X: Player B starts with bike number X, eg use 001BEE0007 for Diablo.
FF050D000X: Level select for player A.
FF050F000X: Level select for player B.
FF051900XX: Money X 655,360 for player A. (XX ranges 0-FF)
FF051AXXXX: Money X 10 for player A. (XX ranges 0-FFFF)
FF051D00XX: Money X 655,360 for player B. (XX ranges 0-FF)
FF051EXXXX: Money X 10 for player B. (XX ranges 0-FFFF)
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 (Q-F, where F is a special bike).
FF05BF000X: Number of Nitros. (0-8)
FF05CF000X: Number of Nitros for player B in head-to-head. (0-8)
FF06C400FF: Never hit certain objects. (Note: this doesn't work in head-to-head)
FF0A7B0001: Bike can reach maximum possible speed.
FF0EFB0001: Bike can reach maximum possible speed for player B.
FF0ACD000X: Weapon carried/ hitting method.
FF0F4D000X: Weapon carried/ hitting method for player B in head-to-head.
FF0AD300FF: Player always stays on bike. (Note: bike can't be wrecked!)
FF0F5300FF: Player always stays on bike for player B.

ROBOCOP VS TERMINATOR

FF009C0005: Infinite lives.

ROCKET KNIGHT ADVENTURES

FFFB0D0005 - Infinite lives.
FFC041003F - Infinite energy.

ROLO TO THE RESCUE

FFC51E0004: Infinite continues.

SHADOW OF THE BEAST

014E9E0004: 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

FF22390000: 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: Woodstiff is free.
0012360000: Word is free.
00143E0000: Bronze shield is free.
0014160000: Bronze armour is free.

SIDE POCKET

FFC09400XX: Balls in stock. (XX ranges 0-10).
FFC0A200XX: Total Score x 100.

SLAUGHTER SPORT

FF28950068: Unlimited health for player one.

SMASH TV

FFA37B0007: Infinite lives.

SONIC THE HEDGEHOG

0138A06032: Infinite lives.
0039F011C1: This parameter makes Sonic invulnerable to enemies.
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
FFFE00012
FFF7630099 - Ultra Fast Trails
FFFE100008 - Incomplete Zone (Hidden Palace Zone)

SONIC THE HEDGEHOG 2

FFFE120009: Infinite lives.
FFFE210063: Gives you 99 rings all the time allowing special exits etc.
FFFE090001: Allows you to modify levels by using the A and C buttons. Switch the Action Replay on then off fairly quickly to use this cheat, once you have changed the level press B.
FFFFD00001: Press start and A together for level select.
FFFB1000X: 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.

FFFB1000X: Number of gems collected (replace X with a number between 0 and 7).
FFFB60002 - Level Select/Design.

SONIC SPINBALL

FF579E0003: Infinite lives.

SPACE HARRIER II

006CD4000A: Start with ten lives.
006CD40014: Start with twenty lives.
007C744A38: This parameter is for infinite lives.

SPEEDBALL 2

FF009F00XX: Freezes timer at the value in XX eg use FF009F0002 to keep the game going as long as you like.
FF00FA7FFF: Unlimited cash for player one.
FFDEEE0002: Score multiplier is two in favour of player one.
FFDEEE0001: Score multiplier only one in favour of player one.
FFDEEE0000: Score multiplier inactive.
FFD5AA0008: Electro mode.

SPIDERMAN

FFE691003B: Unlimited time.

SPLATTERHOUSE II

FF00F70004: Unlimited life.
FF00F70003: Unlimited energy.
FF00F80003: Unlimited energy.

SPLATTERHOUSE III

FF00B40005: Unlimited lives.
FF00B700E1: Unlimited time.

STAR FLIGHT

FF957300FF: Used with below code gives infinite fuel.
FF95DD00FF: Use with above code.
FF97810098: Used with below code gives unlimited money.
FF98310098: Use with above code.
FF97A50010: Cargo pods.
FF943C0021: Used with below code gives infinite time.
FFC34B0015: Use with above code.

STEEL EMPIRE

FFCB4B0013: Gives you a weapon level of 20.
FFCB570003: Unlimited bombs.
FFCB510003: Infinite lives.
FFE07B000X: Start from any level where you should replace X with a number 1-6.

STORMLORD

FF00250005: Infinite lives.
FF00290004: Speedy StormLord
FF00370001: Invincibility (almost). Falling and fire still kills.
FF00A50001: Unlimited time.
FF05DB000X: Level select (0-9).

STREET FIGHTER II

FF80C10000: Special moves in the air for player 1.
FF83410000: Special moves in the air for player 2.
FF972A0099: Stops the time.
FF804300B0: Infinite energy for player 1.
FF82C300B0: Infinite energy for player 2.
FF81DB000X: Replace X with the character number 0-B to fight as player 1.
FF845B000X: Replace X with the character number 0-B to fight as player 2.
FF81DA0002: Player 1 only needs to win one round to finish the stage.
FF845A0002: Player 2 only needs to win one round to finish the stage.
FF96AB000X: Replace X with the character you want to fight against. 0-B (player 1) or background to fight with (two player).

STREETS OF RAGE

002B664E71: Infinite lives for both players.
010CE01C80: Will give you infinite time on each section.
00402E4E71: Gives a constant supply of special weapons.
FFFF200003: Infinite lives for player one.
FFFF230003: Infinite lives for player two.
FFFF210002: Infinite special attacks for player one.
FFFF240002: Infinite special attacks for player two.

STREETS OF RAGE 2

FFEF690000: Almost never get hit-player one.
FFFE690000: Almost never get hit-player two.
FFFE810068: Unlimited health for player one.
FFFE810068: Unlimited health for player two.
FFFE830005: Infinite lives for player one.
FFFE830005: Infinite lives for player two.
FFFC3C0099: Unlimited time.
FFFC43000X: Level select (1-8).

SUPER HANG-ON

008B14600E: Infinite time in arcade mode.
0054BE600A: This parameter allows infinite money in the original mode only.
00E68A123C: Use with code below.
00E68C00XX: Adds XX seconds when you get extended play - use with above code.
FF05540055: Unlimited time.

SUPER HYDLIDE

FFE00D0019: Unlimited life.
FFE11C000A: Magic invincibility.

SUPER MONACO GP

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

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

FFFB2A0007: 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.
02230C0000: Ferros magic spell book is free.
0223100000: Sangua magic spell book is free.
0026CA4E71: Increase experience levels very fast.

01A20E4A78: With below code will allow almost unlimited magic.
01A2424A78: See above.
02242C0000: Crystal armour is free.
02248A0000: Diamond armour is free.
0224400000: Golden sword is free.

TAZ-MANIA

FFD45B0003: Infinite lives.
FFD0370002: Unlimited chili 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 lives.

TERMINATOR 2



FF80CA0004: Unlimited lives.
FF80190025: Unlimited missiles for player one.
FF80190025: Unlimited Rockets for Player 1.
FF80690025: Unlimited Rockets for Player 2.

THUNDER FORCE IV



FFF2DD00FF: All weapons.
FF80030001: Gives you the claw.
FF80040001: Gives you the shield.
FFF2FI0003: Infinite Lives.

THUNDERFOX

FFB00B0001: Unlimited energy.
FFB00D00C0: Infinite lives.

TMNT: HYPERSTONE HEIST

FFC0390004: Infinite lives for player one.
FFC03B0004: Infinite lives for player two.
FFC0590050: Unlimited life for player one.
FFC05B0050: Unlimited life for player two.

THE TERMINATOR

FF147D001F: Unlimited health.
FF147D001F: Infinite energy.
FF80CA0005: Player one unlimited lives.
FFFF9D0005: Player two unlimited lives.
FF80190025: Player one unlimited rocket grenades.
FF80690025: Player two unlimited rocket grenades.

TINY TOONS

FFFB0B0003: Infinite energy.
FFFB090002: Infinite lives.
FFFB0F0032: Gives one special helper each time you pick up a carrot.
FFFB110009: Pick one special helper up to get infinite helpers.

TOEJAM & EARL



00BCB06002: Infinite lives (ToeJam & Earl).
00BB980063: This parameter will start ToeJam with a total of 99 bucks.
FFA92B0010: ToeJam Life Meter.
FFA92D0010: Earl Life Meter.
FFA9250003: Infinite Lives.
FFA9210005: Super Vacs.
FFA91F0005: Panic Button.
FFA9290012: Funk Scan.

TOKI

FF1B860005: Infinite lives.
FF1B830059: Unlimited time.

TURBO OUTRUN

FF9EF7003B: Stops clock.

TWIN HAWK

00358C6004: Infinite special weapon.
002B586004: Infinite lives.
003F087E03: To be used with below code.
003F0A6002: Used with the above code, this will give you your full complement of power-ups straight away.

UNIVERSAL SOLDIER

FF12D90009: Unlimited smart bombs.
FF0ADF000X: Gives you X lives each time the Action Replay is enabled.

VALIS III

FFF4590016: Infinite lives.
FFF4470018: Unlimited energy.
FFF44B0018: Constant full energy meter.
FFF45B002C: Stops clock at three minutes.

WARRIORS OF THE ETERNAL SUN

FF91530063: This will give the leading member of the group infinite energy.
FF91E90063: Infinite energy to the second member of the party.
FF927F0063: Infinite energy for the third group member.
FF03150063: 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

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 (0-2) to change the round.
00C2200X: Replace X with a number (0-4) to change the stage.
00C25380: Full damage to villains car (hit him once when you catch him and he dies).

DESERT STRIKE



00D45538: - To Start with 31 Hydras.
00D44100: - Infinite Lives.

DOUBLE DRAGON

00CB2B03: Infinite lives.

THE FLINTSTONES

00C9A504: Infinite sand timer.
00C9F20F: Infinite paint.
00C9A203: Infinite lives.

GALAXY FORCE

00C07F10: Infinite energy.

GAUNTLET

00C83F96: Use with code below.

00C80F96: Use with above code to give infinite health for one or two players using any character. (Action Replay should be switched off between levels, switch off when entering exit and on when resuming play).
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.
00CB907: Infinite time.
00C9C130: Infinite energy

LEMMINGS

00DB5C64: 100% completion every time.

MASTER OF DARKNESS

00CA3A20: Infinite energy.

MICKEY MOUSE: CASTLE OF ILLUSION

00C0BD03: Infinite energy.
00C0C803: Infinite lives.
00DC0005: Infinite time.

MICKEY MOUSE: LAND OF ILLUSION

00C09902: Infinite energy.
00C09F03: Infinite tries.
00C0A295: Infinite time.
00C0AD07: Infinite air.

MIRACLE WARRIORS

00C50A10: Infinite energy.

MORTAL KOMBAT



00C48848: - Infinite Energy Player 1.
00C40B07: - Infinite Continues.
00C43639: - Infinite Time.
0DC1AA4: - Infinite Energy Player 2.

NEW ZEALAND STORY

00DDEC03: Infinite lives.
00DE1504: Invisible.

OPERATION WOLF

00C11620: Infinite Ammo.

PRINCE OF PERSIA

00C29208: Infinite life.

R-TYPE

00CE0103: Infinite lives.

SHADOW DANCER

00C05903: Infinite lives.



00C05A03: Unlimited special attacks.

SHINOBI

00C07A02: Infinite lives.
00C06C06: Infinite energy.

SONIC THE HEDGEHOG

00D2AAXX: Keeps XX rings. Try 00D2AA99.
00D24603: Unlimited lives while Action Replay is enabled.
00D41105: Switch Action Replay on for turbo Sonic, turn off to return to normal.

SONIC THE HEDGEHOG 2

00D50213: Glider from the start
00D52876: Sonic runs on his hands
00D29803: Infinite lives.
00D29905: Invincibility (always keeps 6 rings). Be sure to turn Action Replay off at the end of the Act but back on again at the beginning of the next one.

SPACE HARRIER

00C12302: Infinite lives.

SPEEDBALL 2

00DA0B14: Unlimited money.

STRIDER

00D48503: Infinite lives.
00D26507: Infinite timer.

TAZ-MANIA

00C10005: Unlimited lives.

THE TERMINATOR

00CC163C: Infinite energy.

XENON 2

00D0E203: Infinite lives.



ALIEN SYNDROME



00C01404: Hidden Level!

AXBATTLER

00C05506: Infinite energy.

BART VS THE SPACE MUTANTS

00C01003: Infinite lives.
00C01E00: Painted items are at 0.
00C01201: Infinite paint.
00C39E09: Infinite timer (switch Action replay off at the end of a level).
00C01101: Infinite coins.
00C01301: Infinite cherry bombs.
00C01401: Infinite rockets.
00C01501: Infinite wrench.
00C01601: Infinite keys.
00C01701: Infinite magnet.
00C01801: Infinite whistle.
00C43B00: Moonwalking Bart.

BATMAN RETURNS

00C02103: Infinite lives.
00C1590A: Infinite energy.
00C01F02: Infinite specials.

CRASH DUMMIES



00C08B05: Infinite Lives.

DESERT STRIKE

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

DEVELISH



00C41201: Infinite Lives.

GEORGE FOREMAN'S KO BOXING



00C128A0: Infinite Energy.

LEMMINGS

00DB720A: Infinite climber.
00DB730A: Infinite floater.
00DB740A: Infinite bomber.
00DB750A: Infinite blocker.
00DB760A: Infinite builder.
00DB770A: Infinite basher.
00DB780A: Infinite miner.
00DB790A: Infinite digger.
00DAD309: Infinite time.
00DB5C64: Always have 100% Lemmings.

MICKEY MOUSE: CASTLE OF ILLUSION

00C0C803: Infinite lives.
00C0BD03: Infinite energy.
00DC0005: Infinite timer.

MORTAL KOMBAT

00C48848: Infinite energy.
00C40B07: Infinite continues.

NINJA GAIDEN

00C44803: Infinite lives.

OUTRUN

00C16909: Infinite time.
00C36127: Full revs all the time (takes your car up to 315 KMH).

PAPERBOY



00D51303: Infinite Lives.
00D5140A: Infinite Papers.

PRINCE OF PERSIA

00C29203: Infinite energy.
00C2983B: Infinite timer.

S.C.I.



00C08F01: Infinite Turbo's
00C08E05: Infinite Rockets
00C08E05: Infinite Time

SHINOBI

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

SHINOBI 2



00C02404: Infinite Energy.

SONIC THE HEDGEHOG



00D2A998: Infinite Rings.
00D24003: Infinite Lives.

SONIC THE HEDGEHOG 2

00D29803: Infinite lives.
00D29905: Invincibility (always keeps 6 rings). Turn Action Replay off at the end of the act but back on again at the beginning of the next one.

SPACE HARRIER



00C12302: Infinite Lives.

STREETS OF RAGE

00CCF317: Infinite energy.
00CD0903: Infinite lives.
00CEEE01: Infinite timer.
00C6670X: Level select. Replace X with 0-4

SUPER MONACO GP



00C36502: Only have to race in one lap to finish.
00C36201: Start in Pole Position.
00C36201: Stay in 1st place and always win race.

SUPER SMASH TV

00C51205: Infinite lives.

SUPER SPACE INVADERS

00C7EE03: Invulnerability.
00C84601: Shoot one invader and clear the round.
00C7EC03: Infinite lives.

TERMINATOR

00CC1664: Infinite energy.

WONDERBOY

00C12D02: Infinite lives.
00CC360C: Infinite vitality.



THE ADDAMS FAMILY

RH0AR6VA: Infinite lives.
A5ZTRA6T: Infinite Hearts.
A47TRA42: Never lose Fezi-copter.

ALADDIN

RGJBY604: Infinite lives.
ATCB0A30: Invincibility.
ATBV0A6G: Infinite apples.
HGXBZWNC: Start with 99 Gems.

ALIEN³

AAC7CA6J: 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.
AJJTAA66: Never lose radar.
YDXAD93N: Ripley jumps much higher.
SACTCADD: Game clock runs slower.
SACTCADD: 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 againsts hits.
A2RTAA8R: Infinite lives.
AAXTBJ2E: Infinite rockets after you buy one.
AAKABJ9G: 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.
EBTAAEE: 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: Infinite rockets for the Batwing.
B2ATCA46: Punches knives and guns don't hurt.
AKYTAA7R: Infinite rockets for the Batmobile.

BATMAN RETURNS

BLYTAA4R: Invincibility - unless you fall.
ALFAAA9N: Infinite Batarangs.
BLGTAA5N: Infinite smoke-bombs.
BLHTAA8C: Infinite swarms.
BLJTAA4L: Infinite grappling guns.
BLLA7A: Infinite super-seeking Batarangs.

BUBSY

RERT86V4: Infinite lives.
ADTA6AAC: Infinite time.
CJLTAAC: Start on chapter 16.

CHAKAN

AKZATA7L: Protection from most hits.
RLGATA4C: Invincibility (apart from falls).
ACGTVE7W: Infinite time.

CHUCK ROCK

BEATEABW: Start with 10 lives.
BTCTEA5E: Infinite lives.
B5RAAA3Y: Infinite health.
HC5AAA8J: Invincible (spiked plants & green water hurt).
AXHAAA6J: Cannot drown.
SG5TB2T4: Heart restores full energy.

COOL SPOT

ATHA4A26: Infinite health.
RG7T2614: Infinite lives.
REHA460T: Infinite time.

DRAGON'S FURY

NTCTBA3W: Start with 100 balls.
RE0AA6WR: Infinite balls.
NNCTAAEN: Start with 9900 bonus pts.
AJCTAAE0: Start bonus multiplier at 2.
BECTAAE0: Start bonus multiplier at 9.
AVPAA8L: Bonus points never reset.
AVPAA8Y: Bonus multiplier never resets.

ECCO THE DOLPHIN

AKRTJA64: Almost infinite air.
AL2AJA7L + AL2AJA5Y: Protection from most

enemies + **AAVTNAFC**: Octopus.

HAVTNAFC: Octopus is fatal.

HCBTLAEW: School of fish restores health completely.

SW2AKGPFJ + **HC2AJAFL**: Jellyfish & other enemies restore health instead of taking it away.

SW2AKGPFJ + **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.

7CPAGGAS: Start with 1,000 ammo.

NW1AGAGG: Start with 100 chaff.

1B7TBLYW: Fuel burns 2x faster than normal.

FORGOTTEN WORLDS

AAWACAGL: Player 1 starts with 32,500 Zenny.

AD8TBABA: Tiny coin is worth 1,000 Zenny.

AD8TBABE: Regular coin is worth 5,000 Zenny.

A18TAAFL: Huge coin is worth 50,000 Zenny.

R18TB6ET + **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.

BEPAADAE: Start with 10 lives.

GACACAC4: Cola restores energy completely.

ABYACAAAN: 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.

GDKTBALA: Touchdown worth 8 points.

BDKABE40: Extra point worth 8 points.

BDKABE5G: Field goal worth 8 points.

GDLABAXW: Safety worth 8 points.

JURASSIC PARK

AVDAAA24: Infinite energy.

BVDAAA5G: Infinite lives.

KRUSTY'S SUPER FUN HOUSE

RJ5AAA7L: Start anywhere with Infinite lives.

ABFTAA58 + **JBFTAAEA**: Magic blocks can open secret passages only.

MICRO MACHINES

REHAA60N: Infinite lives in 4-man race.

REETA6Y6: Infinite lives in head to head.

AEGTAAC8: Time trial after winning one race.

MORTAL KOMBAT

ABNTCABN: Create blood effects.

AKRAAA7N: Infinite time.

NHPLA '93

RH7TR60E: MASTER CODE - MUST BE ENTERED.

ZJNACJC2: Period clock runs slower.

AAANACAC2: Period clock is frozen (No time limit).

CBWTA6D0: Each period lasts 60 minutes.

AHXTB5J5: All penalties last 1 minute.

REVENGE OF SHINOBI

ACTTBA4Y: Infinite lives - not when using Jitsu or Mijin.

BMVTA6L: Infinite shurikins.

BXVAGA9E: Infinite energy.

AANTCAAJ: Bombs and enemy bullets don't hurt.

BGKAAA44: 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

DEVAA6VT: 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

ATTTCAC4W: Sonic doesn't lose rings when hit.

ATTTCAC5G: Tails doesn't lose rings when hit.

GJ8AAA4G: Go straight to the end sequence.

AH2TCAH6: Only 1 ring needed to enter Special Stage.

ALZTCACA: Start with 5 Chaos Emeralds.

SONIC 2

SASTDA1A: Each ring worth 8 (player 1).

SATADAVW: Each ring worth 8 (player 2).

JW3ACA4J: Infinite lives (player 1).

SONIC 3

AJ3ACA7A: Infinite lives.

AMHACA92: Never lose rings.

AAAYACWB6: Jump much higher.

SONIC SPINBALL

AW7T4A5L: Infinite lives.

AKNA8A94: Infinite balls in all bonus rounds.

STREETFIGHTER 2

BLATAA3R: Master code must be entered.

RFBTC6TJ: Most attacks do no damage.

AC6AERCC: Throws do no damage.

STREETS OF RAGE II

LVOABECT: Start with 9 lives (Player 1).

LVOABEG8 + **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

AZTTAAFO: Baskets worth 5

BKVAAAAN: 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 + **AJTAAAZ0**: MASTER CODE - MUST BE ENTERED (3 Parts) + **RZMTA6YW**.

A25TAA8T: Invincibility.

AKWTAA8R: Infinite lives.

TOE JAM & EARL

ZZ8ADT2Y: All enemies are gone.

TOKI

ATWTCAB8: Infinite lives.

BC3TAA4T: Infinite credits.

AW4TAA72: Infinite time to continue game.

AATTCAC44: Infinite time to complete round.

WORLD OF ILLUSION

BM2AAA9L: Infinite lives.

AX2AAA6Y + **DM2AAA8N**: Infinite health.

FF5TAA38: Candy restores full health.

AF6AAAAA: Extra life for every card.

BK6AAAAA: Extra life for every 10 cards

WWF WRESTLEMANIA

REBTA6TN: Master code must be entered.

DWCADTCJ: Kick does more damage.

DCCACAA8: Punch does more damage.

ACCADABC: Stomp does more damage.

CCCACJBJ: Head butt does more damage.

X-MEN

A3YAAA32: Protection from most hits.

B5BACA7T: Lose no power when falling.

AV6TEAF2: Start in Shi'ar Empire.

AZ6TEAF2: Start on Excalibur's lighthouse.

A76TEAF2: Start in Ahab's Future World.

BB6TEAF2: Start in Mojo's Church.

BK6TEAF2: Start in Asteroid M.



ADDAMS FAMILY, THE

006-46F-77A: Immune to everything.

3A4-D1F-2A2: 1 hit and become invincible.

BRAM STOKER'S DRACULA

3A3-C8A-2A2: Infinite lives.

001-7BB-19E: Infinite time.

3A4-39C-2A2: Keep weapons to end of level

CHUCK ROCK

3A0-75A-2A2: Infinite milk.

01B-66A-E6A: Start World 1, Stoneage Suburbs.

02B-66A-E6A: Start World 1, Dinosaur level.

03B-66A-E6A: Start World 1, Lively Lava.

04B-61A-E6A: View end game sequence

CRASH DUMMIES

00F-45F-19E: Infinite lives.

009-7AD-E6A: Infinite time.

00B-E1A-E69: Fire has no effect on Crash Dummies.

09C-40F-E7E: Start with 9 lives

DESERT STRIKE

09E-03E-C4A: Start with 9 hellfires.

99E-0DE-3BA: Start with 99 hydras.

99E-0DE-A2E: Start with 9978 guns.

002-E97-E6E: Infinite Fuel.

3A9-807-2A2: Infinite armour.

005-B07-E6E: Infinite hydras.

004-CF7-E6E: Infinite hellfires.

006-FC7-E6E: Infinite guns

JAMES POND 2

01F-3FB-801: Infinite lives

FF5-D2F-E6A: Invincibility.

005-D8F-801: Infinite armour.

01E-30C-801: Immune to spikes

JURASSIC PARK

ARCADE: STAGE

3A6-E78-2A2: Invincibility.

09A-11B-E66: Start with 9 energy pions.

ACTION STAGE

C98-26D-19D: Invincibility.

954-FF7A: Start with 9 energy pions.

PTERANADON

012-509-E62: Enemies run away after 1 hit

3AC-B49-2A2: Infinite lives.

00E-739-E69: Infinite continues.

MORTAL KOMBAT

00B-E1A-F76: Start with 9 credits.

004-2D6-19E: Infinite credits.

00B-40C-3BE: Infinite time.

DEB-9F6-5D3: Turn on blood effects.

003-48B-F79: Player 1 is invincible.

20B-06F-F7A: Punches do more damage.

2CB-26F-C42: Most kicks do more damage

30B-2EF-D5A: Flying punches do more damage

33B-56F-A2E: Uppercuts do more damage.

2AF-237-D5A: Throws do more damage.

PGA TOUR GOLF

006-50D-19A: Always a hole in one.

FF7-A2C-4CA: Massive power shots.

SONIC CHAOS

3A6-24E-2A2: Infinite lives.

008-41D-3B7: Infinite time.

3C8-33F-5D4: Start on Act 2-2.

3AA-A3B-2A2: One hit and you become invincible.

3A9-DCB-2A2: Never lose rings.

STAR WARS

00D-92B-3B7 + **3AD-93B**: Infinite energy for all players.

C90-B2E-5DD: Strange screen effects!

STRIDER RETURNS

00E-4AA-19E: Infinite time.

3AB-A2F-2A2: Infinite lives.

3A6-73A-2A2: Infinite energy.

AF6-72A-A24: Invincibility.

095-F8F-F7E: Start with 10 lives.

SURF NINJAS

3AE-28F-2A2: Infinite lives.

00F-47A-E6E: Infinite zatches.

C9A-ABA-19E: Infinite hints.

000-72E-E6E: Infinite weapons.

3A2-9A9-2A2: Infinite gold coins.

010-AEF-E6A: Start on level 2.

020-AEF-E6A: Start on level 3.

040-AEF-E6A: Start on level 4.

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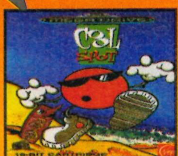
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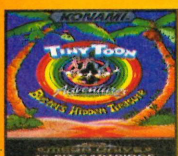
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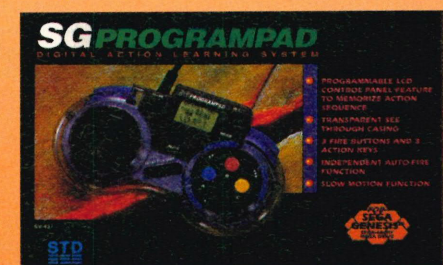
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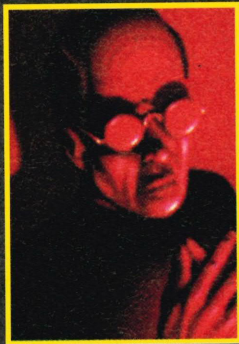
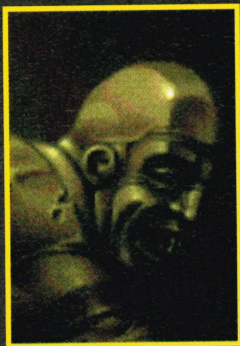


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SEGA
MEGA DRIVE

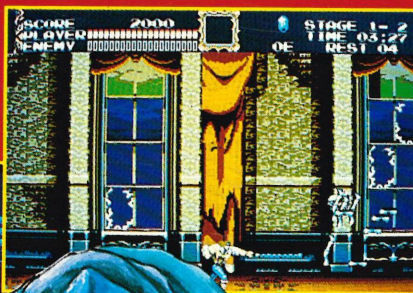
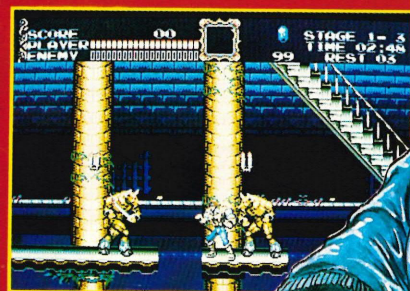
A spine tingling, blood curdling 6
level living nightmare from hell.



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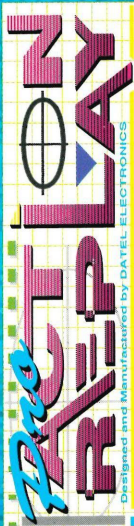
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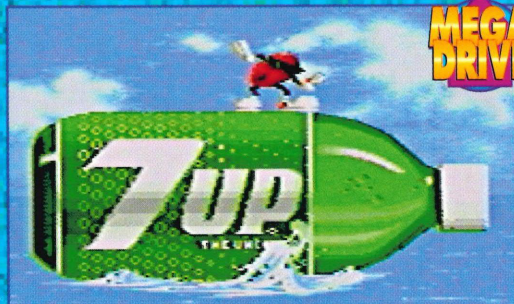
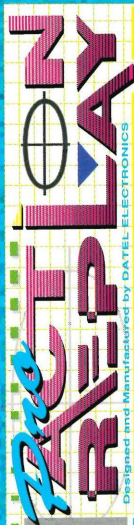
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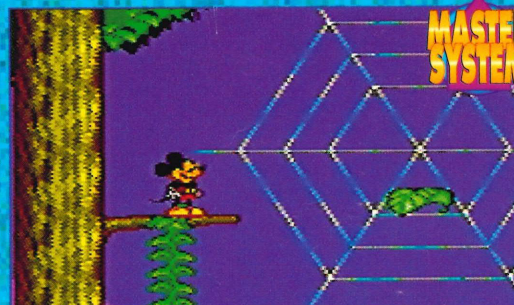
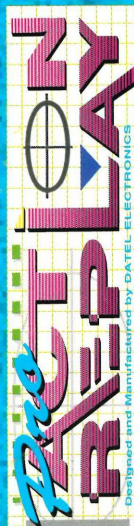
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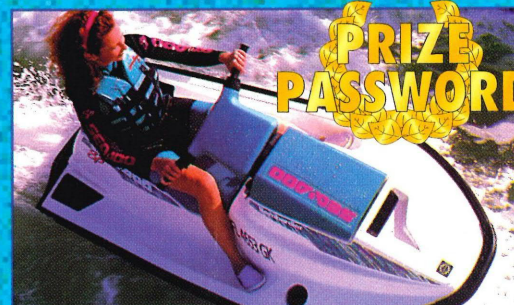
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