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SEGA XS

ISSUE 16

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From the makers of SEGA XS – SEGAPRO, MEGA POWER, SUPER GAMER, GAMESWORLD AND PC POWER.

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CLOCKWORK KNIGHT

This is the first SEGA XS Saturn solution, so what better way to set the ball rolling than a solution to the next generation platformer, *Clockwork Knight*. Our trusty Knight is set loose in a toy mansion to search for a beautiful decorative doll – kidnapped from her native cuckoo clock.

Sega of Japan created *Clockwork Knight* to show off the Saturn's new specifications. The introduction is impressive, as are the polygon sequences throughout the levels, where the backgrounds meet the interactive foregrounds to superb effect.

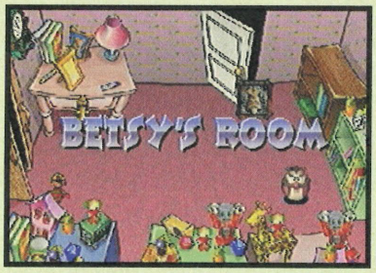
The boss stages give your jaw the chance to hit the floor – terrific 3D scaling to create a unique and very busy atmosphere. The Japanese art is breath-taking and the gameplay a new experience. SEGA XS winds up to extreme proportions to bring you the most comprehensive step-by-step guide to this Saturn sizzler.

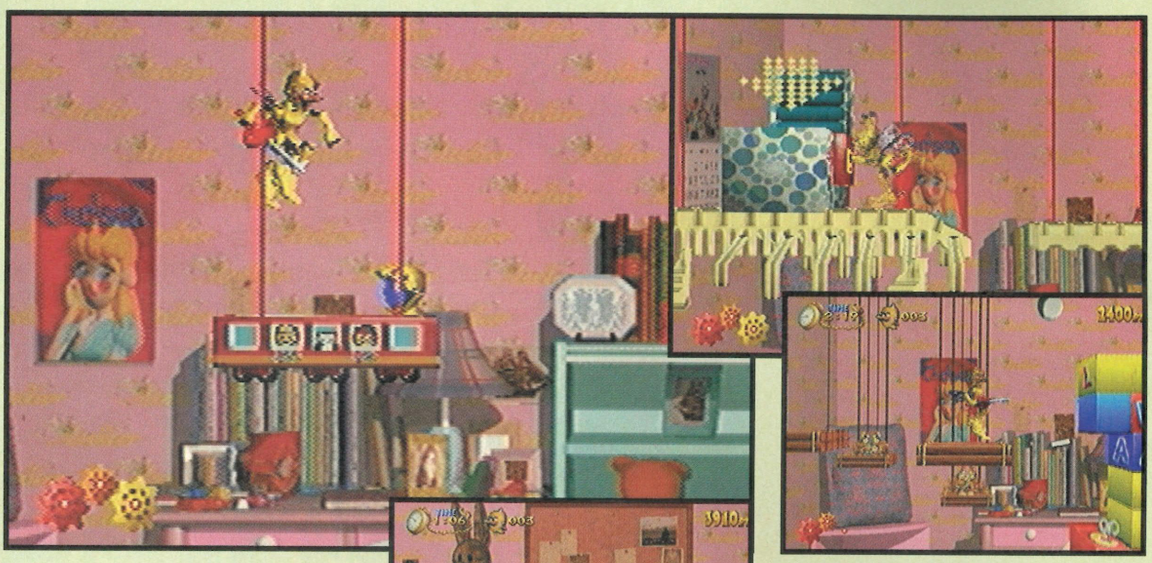
BETSY'S ROOM STAGE 1

The first stage is relatively straightforward. You can take Clockwork Knight through in a matter of seconds. But don't be a fool – where there's an alternative route there are bonuses. Like other platformers, exploring a level properly brings reward.

So when you reach the first mobile platform lift moving up and down on wires, jump aboard and sail to the top. You'll see a series of stable platforms strung out to the left and right. Jump right along the top of the screen and you'll soon pick up the first available extra life in the game.

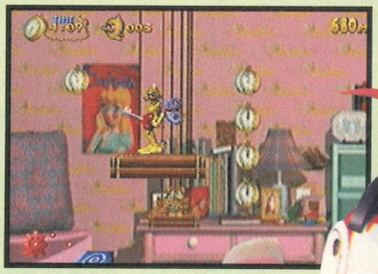
Now retrace your steps to the left and continue running jumps along the top of the screen from platform to platform. You'll reach a box. Open it with your clockwork key and jump in to be transported to a new room. In this room you can pick up coins and energy keys. The box in this room will take you back to the main level.





You reappear just after the falling backdrop obstacles. Continue to walk right, prodding the enemy with early attacks. Ensure you avoid the bottles beneath the columns of child's bricks on your way to the next vertical mobile platform on wires.

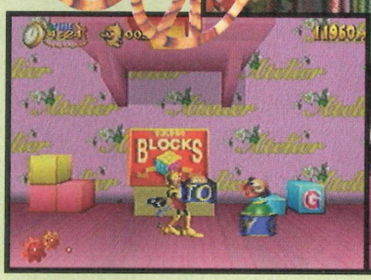
Ride this platform to the top of the screen. At the highest point take a running jump right into thin-air. You'll swipe another extra life if the jump is long enough. You may need to practice this a few times. Give yourself running space on the platform; double pressing on the right direction to sprint and then leap on the very edge. Continue right to the finishing post once you've dropped back to the floor.

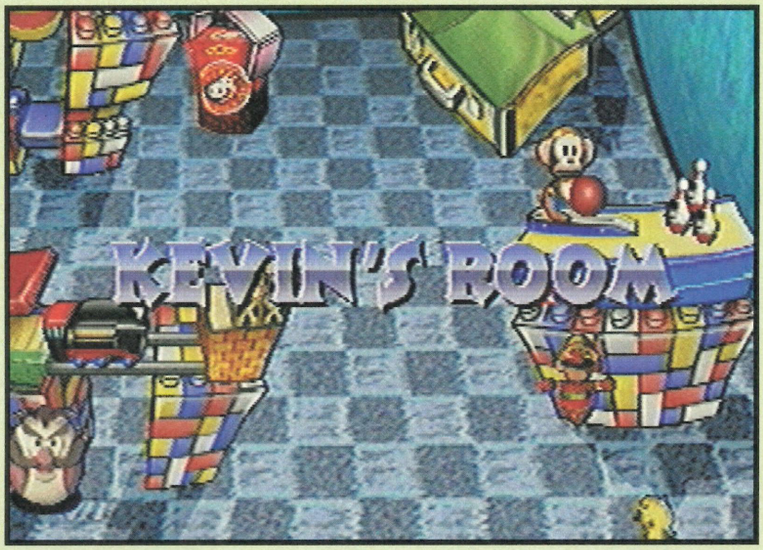


STAGE 2

The rugby balls left scattered untidily around the playroom give our Knight the opportunity to play ball with the enemy. Pick these up just beyond the starting point and destroy the advancing toys with a single throw. You can also pick up the jack-in-a-box baddies and treat them as rugger balls too!

On reaching the long boxes waiting to topple over, find an invincibility icon just above and to the left. Then jump over the first two fallen boxes and immediately duck under the third, continually sprinting right to find an extra life. To get out of this





STAGE 3 : THE BOSS STAGE

This cheeky toy magician poses few problems if you know what to do. First he'll leap up and down in his hat. Ensure you don't get caught underneath with quick sprints to the left or right. When the magician jumps out of his hat and crawls by on the floor (in a rather suspect position too!) you can prod him with your key. Do this as many times as possible until his hat snaps him up inside again!

Repeat the process once more and his body will part company with his head. Now only the head poses a threat. By this stage only a complete fool would manage to mess-up killing the Boss. Just sprint at the magician's head with a lashing prod or three, so the hat and magician explode in a cloud of smoke. This completes the level.

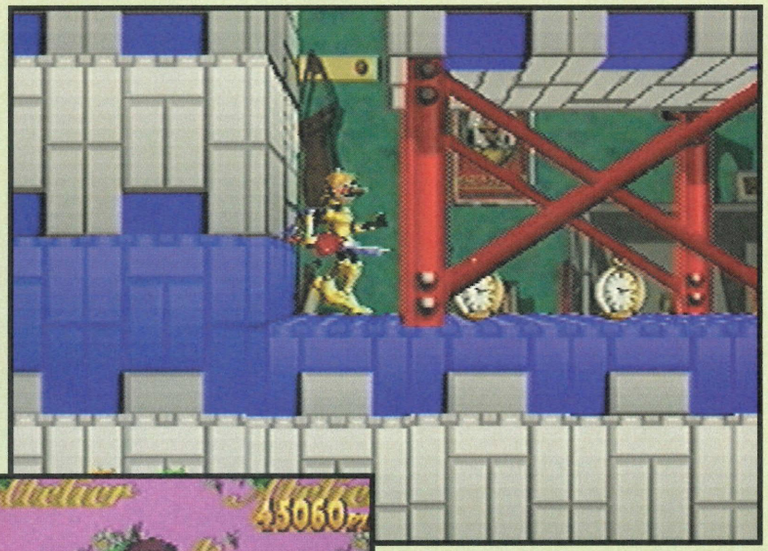
KEVIN'S ROOM STAGE 1

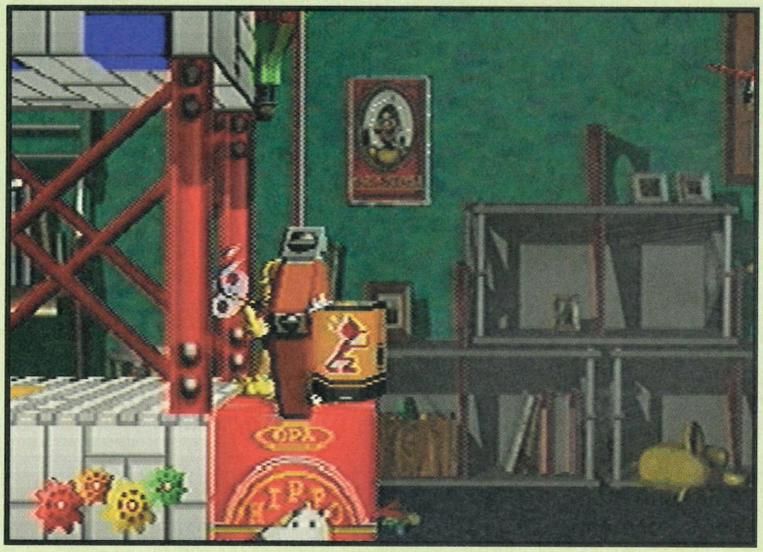
Starting on a wall of Lego bricks, run enclosed area simply jump up to head-butt the red trap-door.

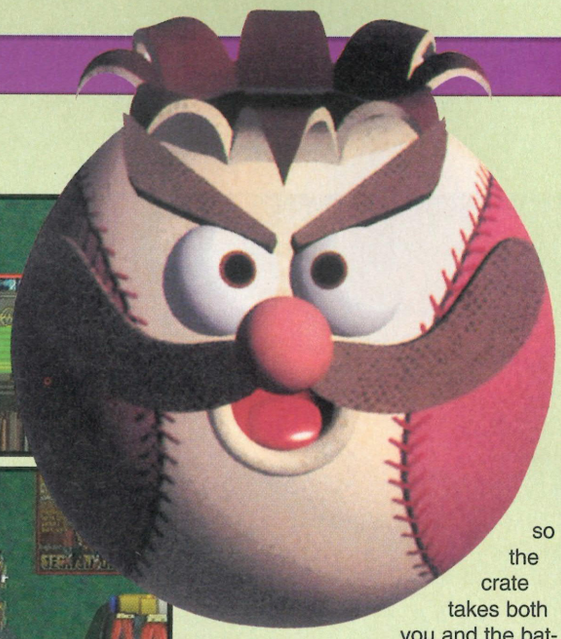
Continue to walk left past two more toppling boxes, then open the box at the end to transport to another section. Before you continue left in this section, turn right! Push the blocks in front of you to get through the gap. Collect the sequence of useful coins.

Returning left, run past the boxing glove obstacles darting in and out of the backdrops. Then open and jump inside the box to take you to another section.

In this section simply continue left, trapping the moving books by pushing the stacks of toy bricks in front. To avoid the group of three boxing gloves you can sprint through without stopping. Only hesitation will cost you energy cogs.







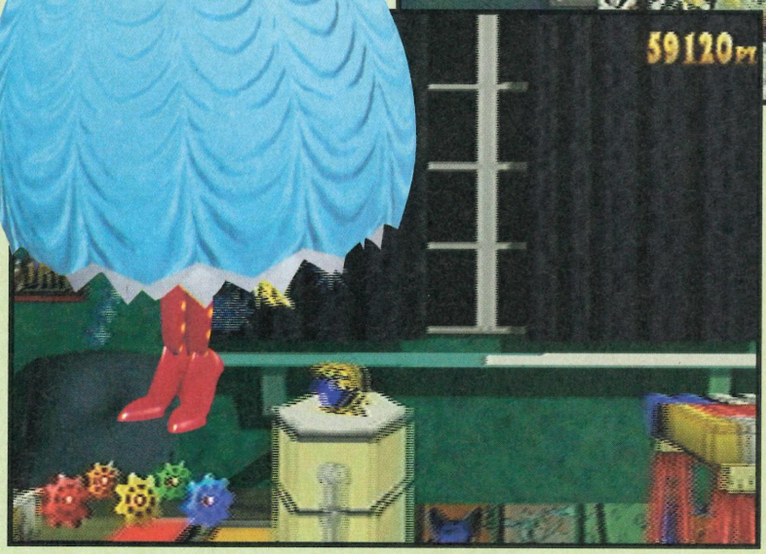
up to the first crane and drop down the gap to the right. Down here you'll find an extra life. If you are trapped by the crane dropping a load above then fear not. The switch will come to life below allowing you to reactivate the crane and escape. Marvellous.

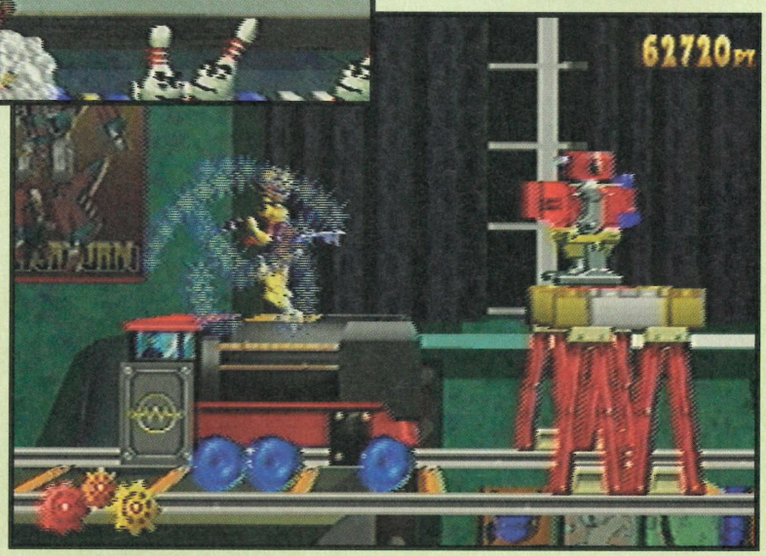
It's easy to assume that dropping down any other gap will cause you to lose a life. In most cases you would be right. But here the programmers challenge your risks once more. Run to the next crane, insert the battery to activate it, then drop down the uncovered gap, again to the right. You'll drop down to find extra time icons.

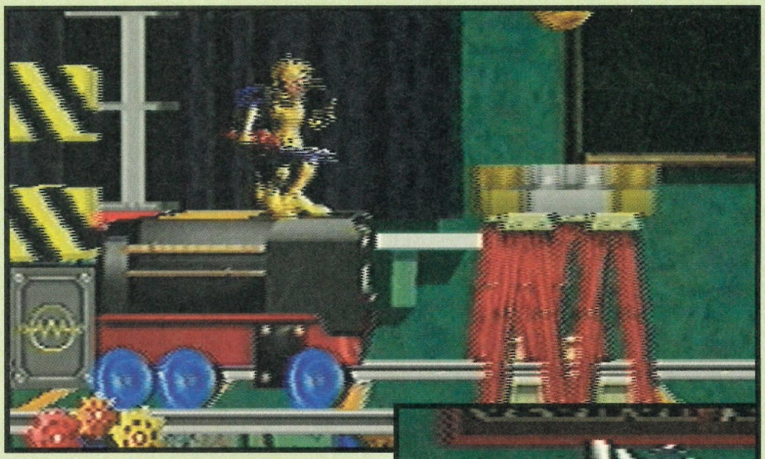
Now walk right to find another battery. Insert this to activate the crane. This will bring a crate down from the top of the screen. Now for the really clever part — push the battery on top of the crate and make sure you follow so the crate takes both you and the battery upwards. You'll then find a line of coins available to collect as the crane changes direction to take you right. As the crane stops just before the train you can start its engine by pushing your battery into the back.

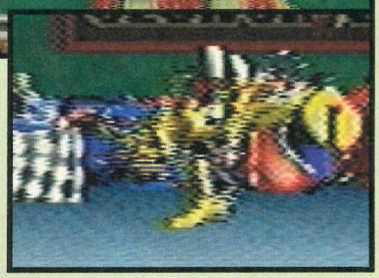
Ride the train to a box, then open and enter this box to be transported to a new room. Here you get to ride a demolition robot after inserting its battery. Ride this robot as it knocks all the skittles flying, then jump off to find yet another battery. Insert this, press the button and you'll be given a key. This will give you that all-important extra energy cog.

You'll reappear back in the main level (cunningly avoiding the skittle









alley part). Continue to the end using the rugby balls to clear enemy attacks. This completes the first stage.

STAGE 2

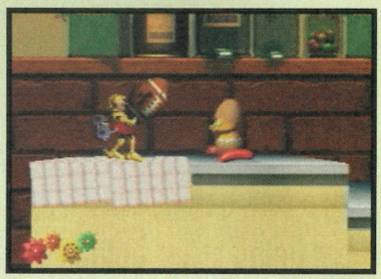
Trains, trains and yet more trains here. This railway network is a child's dream. Jump on the first train, stepping on the switch as you do so. Then move to the front nose of the train and prod the barrier just as you reach it. This ensures they'll open and stay open.

Although you can race through this level without using the train, don't; you'll miss out on extra lives and icons. When the train reaches a bridge, jump up to kill the robot, then jump up and left onto the red roof of a toy station. As you wait you'll see a train arriving in the background. Jump onto this train and travel right. You'll pick up an invincibility icon and an extra life on the water tank. Once these are collected, take a risk and drop down to the lower railway line. Take the train right to find the level exit.

STAGE 3: THE BOSS STAGE

Stand well clear of the centre as this transforming robot/plane flies past and drops two enemies onto the deck. Get rid of these with darting jabs, then deal with the boss. To inflict damage you must stand next to him with his back facing you. As he swivels around he is at his most vulnerable. Attack with your key once or twice, then retreat very quickly before he lashes out. Watch his stamping too.

Keep repeating the process of getting in a position behind him where you can attack as he turns around. Remember there are energy keys to the far left and right of this deck too so collect these when the boss is in the air. After 10 or so flash-hits this transformer



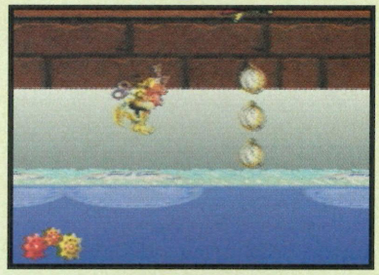
will explode. You've then finished the level.

THE KITCHEN STAGE 1

Watch the surfaces you walk on in this level they are extremely slippery. This will soon become evident when you jump from surface to surface on the first part of this level. Ensure you leave room to brake when landing on a small platform. You may find reversing the direction upon landing very useful in stopping the slide over the edge.

Run right as far as you can go until you reach a scales spring. Use this to launch yourself upwards for collecting the invincibility icon. Then continue right until you find the pipe. Go through the pipe, continue to go right and you'll reach a series of metal shelves. Instead of going upwards to the pipe, continue right across the shelves. Use reverse directions as you land on the shelves to stop yourself slipping off and losing lives.

Beyond these shelves you'll pass under two taps. Pass when they are off to find another set of metal shelves. Continue right past these shelves to the gas stoves. Jump each group of burning stoves by taking a running jump over each. Press direction-right twice followed by jump for a clean leap.



STAGE 2

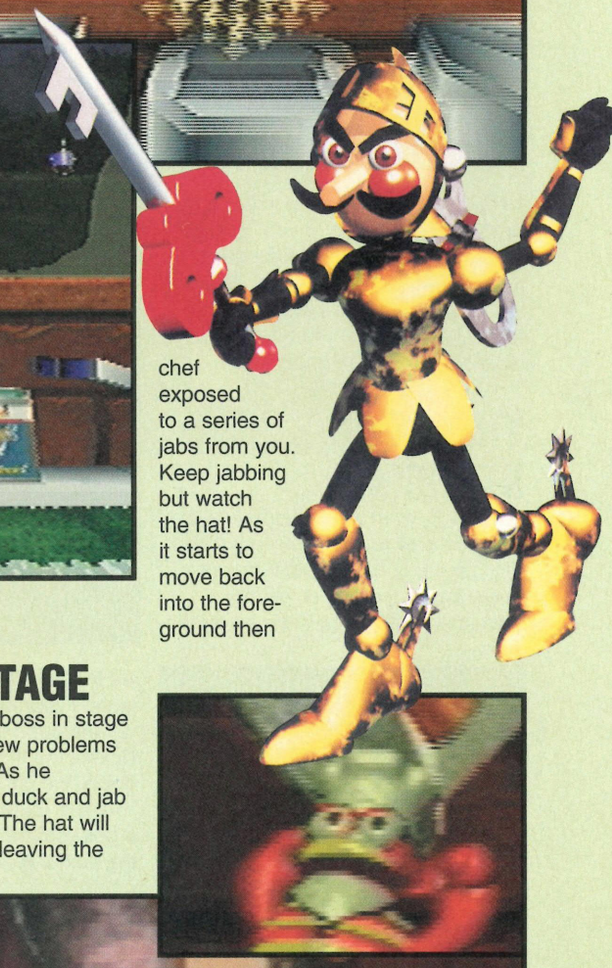
The second part to this level puts you in the sink. Use the soaps and taps

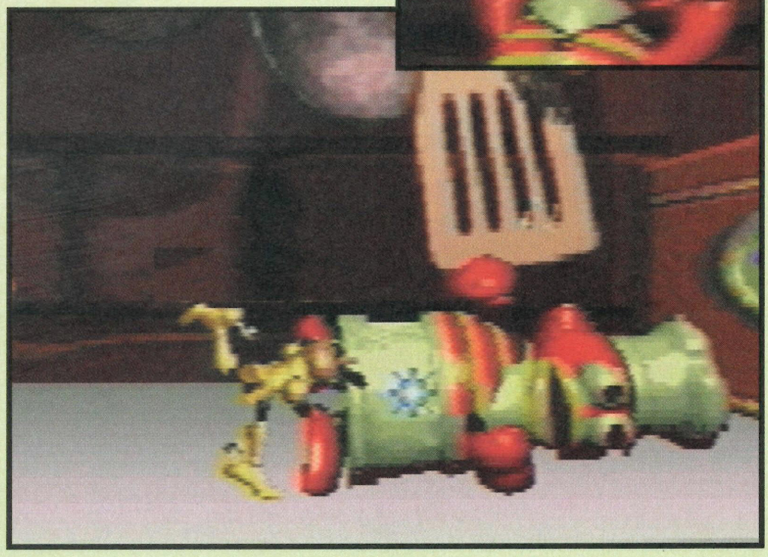
as stepping stones. When you reach the taps, jump up to find a drain. Enter this drain and you'll travel to a new room. Go left in this room over the taps to find a spring. Use this spring to leap high and collect a much-needed extra-life. The exit to this room can be found via a trap-door in the top of the silver tap in the middle of this room.

Continue right through this level to the end by sprinting. If you keep moving then there's less chance of the rising water catching you out.

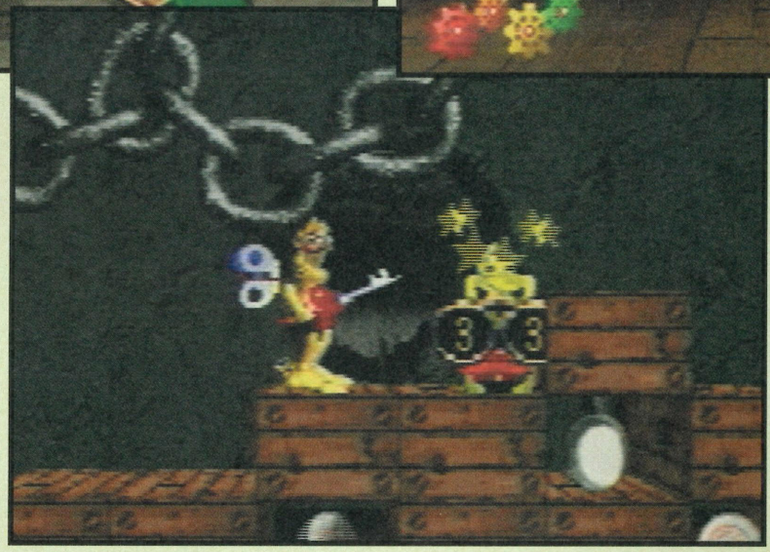
STAGE 3: THE BOSS STAGE

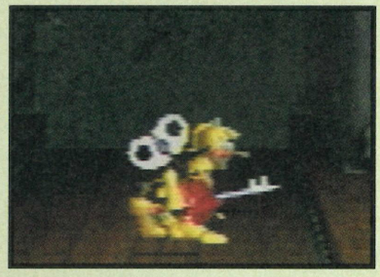
Similar to the magician boss in stage one, you should have few problems knocking this chef out. As he advances towards you, duck and jab his body under his hat. The hat will fly into the background leaving the chef exposed to a series of jabs from you. Keep jabbing but watch the hat! As it starts to move back into the foreground then





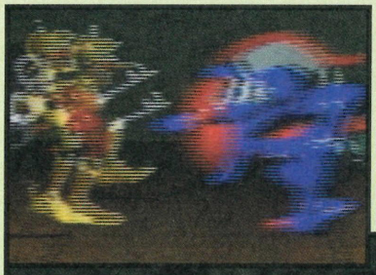
retreat. The hat will jump into the air ready to land on top of you. Ensure you are sprinting left or right out of danger. When the hat stops, repeat the jabbing process again. After three series of jabs the boss will be dead and the stage complete.



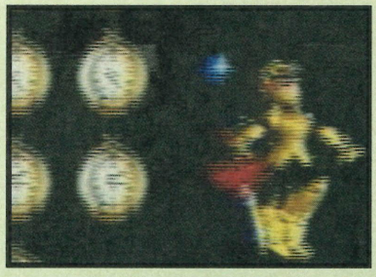


THE ATTIC STAGE 1

At the very start of the gloomy attic you'll be able to snatch an extra life. Pick up the spring just to the right, throw it over the box on the floor, then look up and you'll see an extra life in the ceiling. Use the spring to launch yourself up and over to the right through the gap into the ceiling. Collect the extra life, then drop back down and continue right.

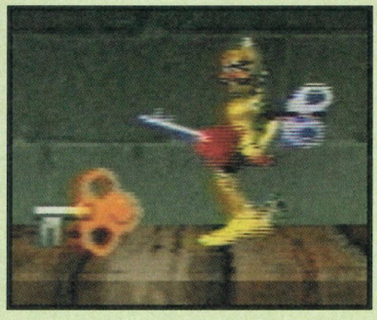


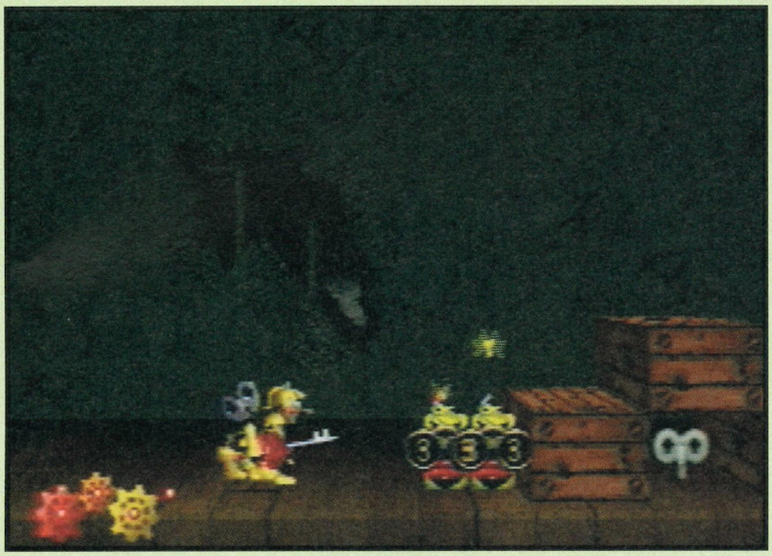
At the end of this section you'll find a box. Before opening this jump over the box to pick up an energy key. Then open and enter the box to transport to the next section. Continue right and defeat the enemy with the shield by ducking and jabbing. Be sure to snap up the energy key from the spiked ceiling inlet on route. Open the box at the end to go on to another section.



You appear with the whole ceiling above moving up and down. When there's enough space for you to run underneath, do so at full speed. Double-press on the right direction and keep going, this way you'll be safe. At the end of the ceiling hazard ensure the dynamite enemies are blown to pieces near the boxes. You can then collect the coins.

Continue right, past another ceiling moving up and down and another series of dynamite enemies, until you





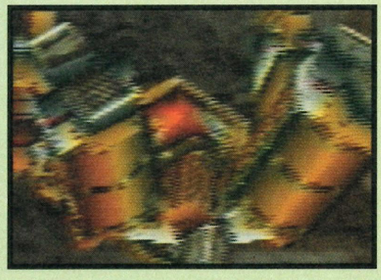
reach another long stretch with a ceiling threatening to crush you. Dash along here and don't hesitate for a second. Kill the enemies roaming underneath with quick jabs just as you are almost touching them. Pick up the extra life at the mid-way point with one long fluid jump.

STAGE 2

You begin this stage in a long corridor with a series of boxes available to open. Don't enter the first box, or the next, or the next. Instead do a series of running jumps over all of them up until the second box from the end. If you wish you can open the boxes with enemies standing on top as the weight of the lid will crush them into the ceiling. Open and enter the second box from the end to be transported to the next section.

As you appear you'll see a dynamite enemy. Before you continue to the end of going right, turn left and walk into the corridor. Pick up the big key and open the door further to the left. Here you'll be able to collect extra coins.

Now go back to the right and continue right through the group of dynamite enemies. Where there are three boxes stacked, stand on the top one and wait for the dynamite enemy to the left to explode. This will blow a space for you to collect the inviting energy



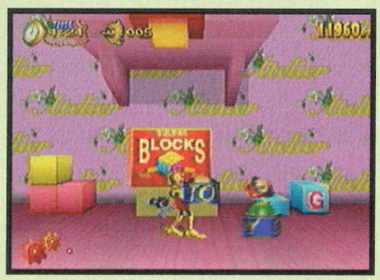
key.

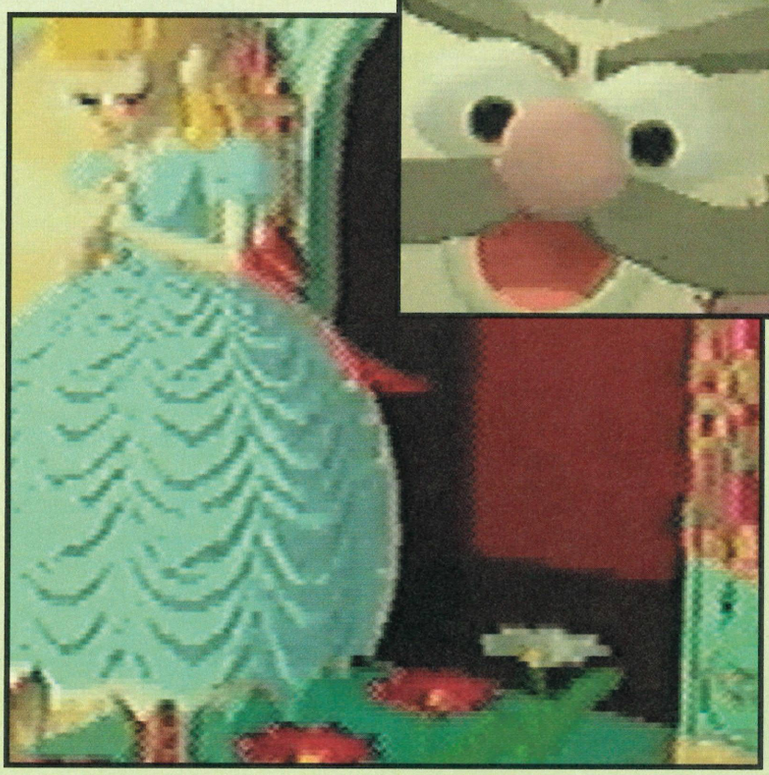
From here go right to enter the huge area with stepping-stone rock columns that move up and down. Take your time in carefully stepping from one to the next. Be sure to see the next landing area as you jump from the previous one. Never over-jump, and remember to reverse directions on your D-pad as you land to avoid slipping to your peril over the edge.

STAGE 3: THE FINAL BOSS

A tough nut at first, but very easy once you know the technique to use with this robot. First he'll crash to the floor and attempt to reach out and swipe you. Ensure you are standing well clear. As the robot turns to face the screen, sprint towards him and jab with the key. When the robot flashes green you'll know you've inflicted damage.

Repeat the jabs whenever the robot faces the screen. Retreat quickly when the robot jumps up high to try and stamp on you. After a while the robot will perform one stamp too many and crash through the floor boards.





As both yourself and the robot tumble to the ground, find and pick-up a weapon laying nearby. Run to the middle of the screen and follow the robot's X attachment as it hovers upwards above the robot wreckage. Throw your weapon up at this attachment so it flashes green to signal more inflicted damage.

As the robot starts to rebuild and spin, ensure you stay in-between his two rotating arms. You must stay here to continue throwing the weapon up at the X attachment. Eventually the rest of the robot's body will disappear to leave only the X attachment attacking. Finish this off by jabbing with your key.

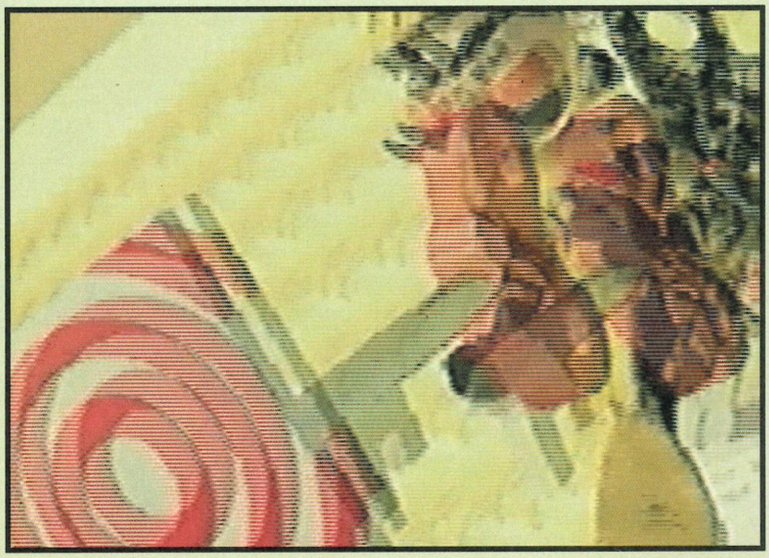
When the robot is defeated it'll explode. Then a decorative doll will appear from the top of the screen.

MISSION ACCOMPLISHED

This is it – the beautiful princess is rescued. As a night in shining armour you've become the hero. The ending screen leaves a lot to be desired though – especially for a Saturn machine. But as the ending screen flashes off, the message 'To be continued...' flashes up. SEGA XS will one day be bringing you a solution sequel, but only when the Japanese have finished the second part to the game of course!

THANKS CHAPS!

Many thanks to the boys at Dream Machines for supplying us with a copy of *Clockwork Knight* on the Sega Saturn.



SUMMARY

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

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

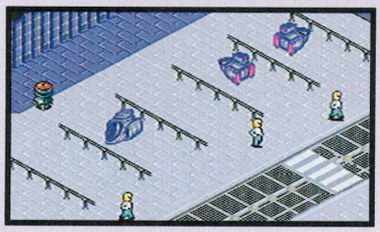
LEVEL GUIDE

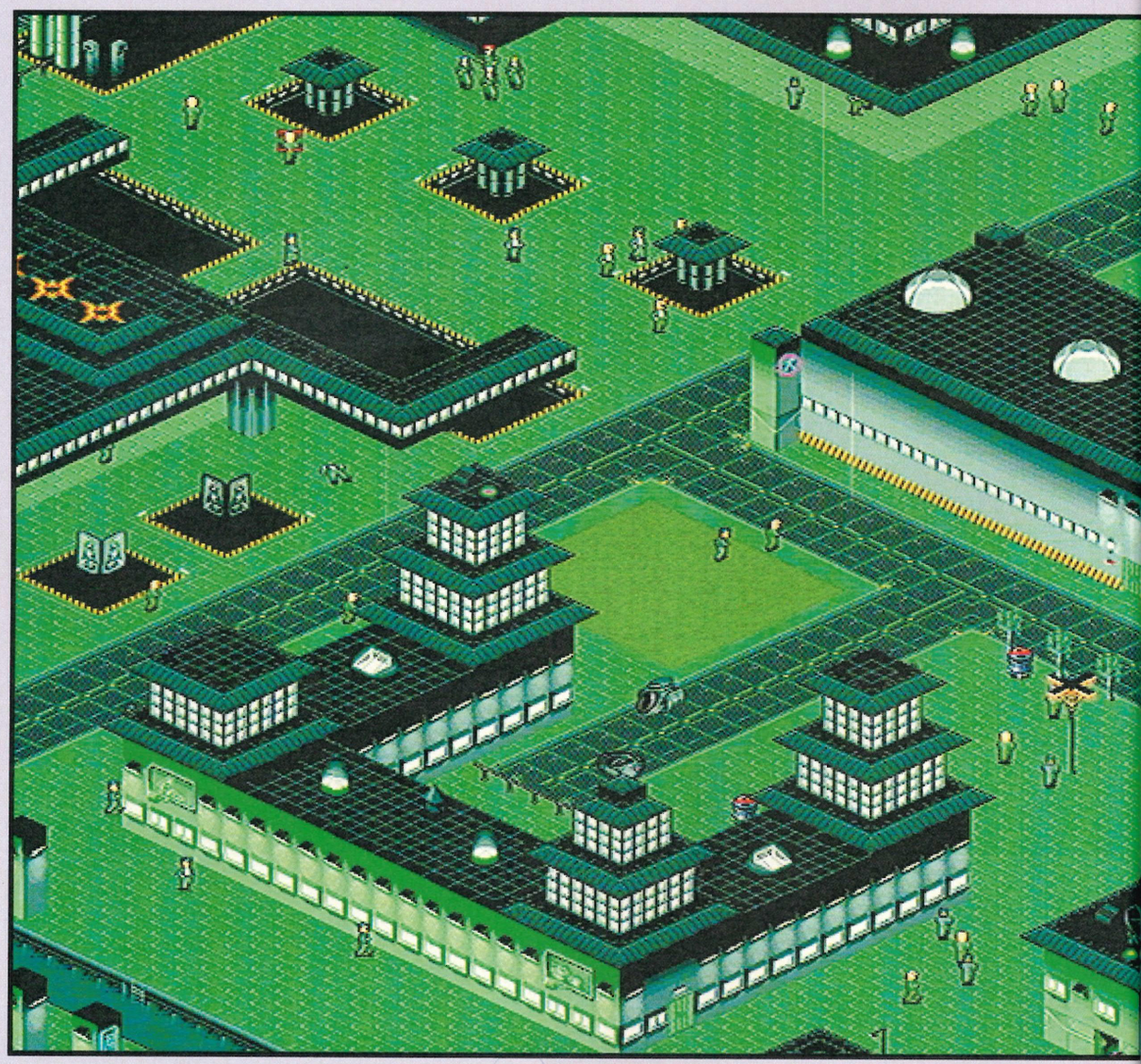
Western Europe

There is an enemy agent under the roof of the building Southwest of your starting position. The other agent will have to be located through exploration. It's best to persuade these two agents, rather than try anything else.

Scandinavia

This is a rescue mission. The first person is on the roof on the left hand side. To reach him go through a small passage guarded by two guards. The next three people are scattered randomly about the level. One of them will pop up in the room at the top left corner, accessible via a passageway further up the wall you found in the previous passageway. The last guy is in a small passage at





MEGA DRIVE

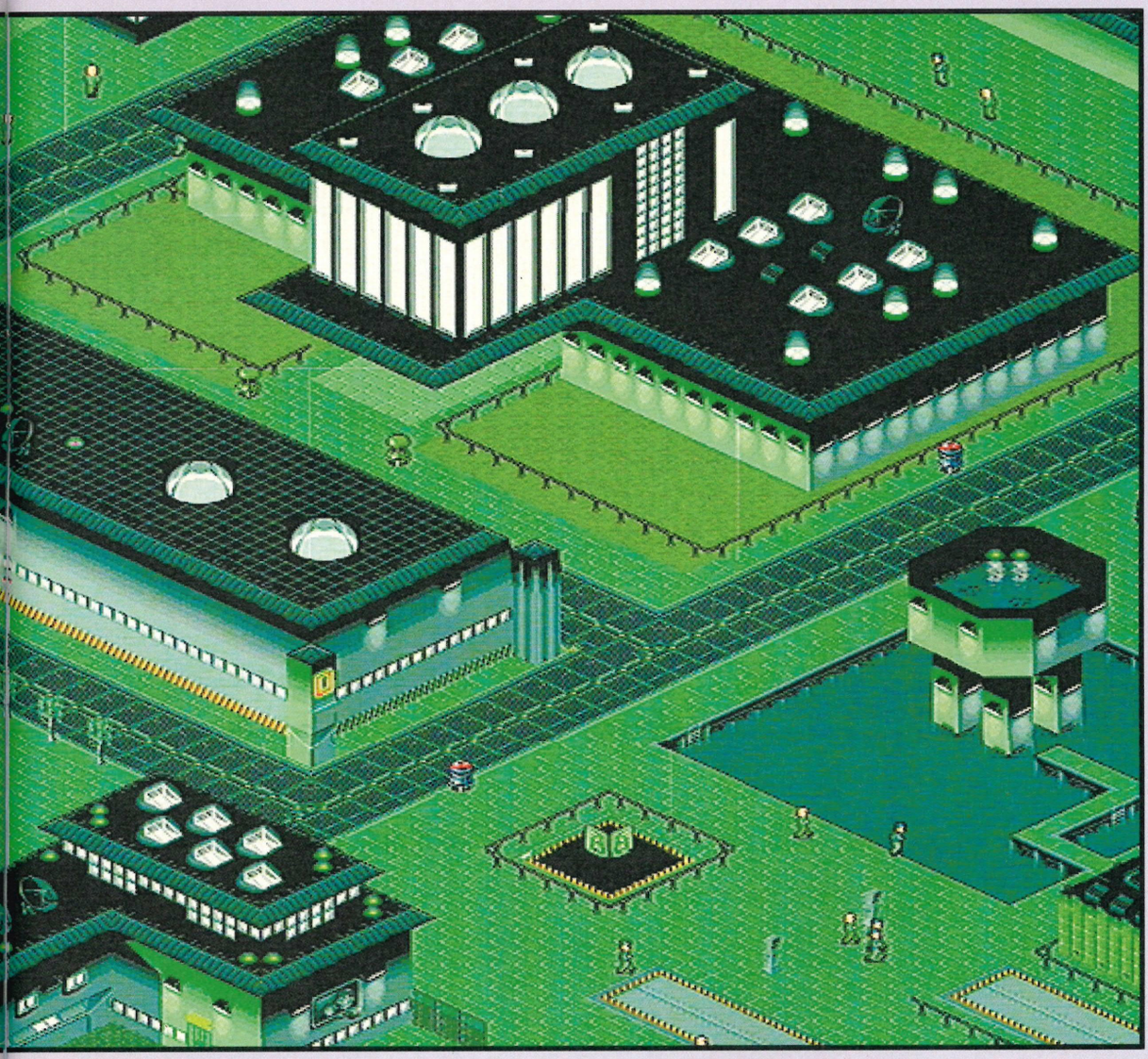
SEGA ● BEAT-EM-UP

SYNDICATE

The world of Syndicate starts is where the world of order ended. After an unprecedented rise in organised crime and the failure of society to cope, crime syndicates fill the power vacuum. They are not elected leaders, but rule through their strength and menace, controlling the lives of people through fear.

The CHIP has become the high tech addiction of the age. It's inserted in the neck and gives the user hope by numbing the senses, a sort of Special Brew of the future. In the game you're the Syndicate executive, trying to establish yourself in the world of crime. Control your men via the CHIP implants and gradually build them up and make them into superhuman cyborg slaves. With their power to inflict harm and carry out mission objectives, you can take over the entire world.

Not unknown to take on the entire world, is the SEGA XS syndicate. Not quite cyborgs yet, but working on it (Especially Colin with his new metal arm!), the team gives you the low-down on how ruling the world is achieved. In the following pages are eight glorious levels, fully mapped for your pleasure, and a level-by-level guide through this classic conversion.

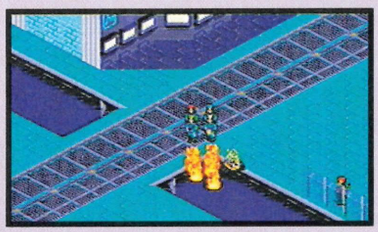


the bottom right of the level but be careful, as there is a police ambush waiting at the entrance to this passage.

Central Europe

It's possible to get some new agents here with modifications. Group your agents together and Panic them. Jump into the car, drive it up to the gateway and get out, leaving it parked. There is a reason for this which will be explained later. Go to the right. Don't shoot the enemy agents unless it's essential. At the L shaped building on the far right select your Persuadetron and enter the building to persuade the target man.

Leave the building through the top door. The man you've persuaded must be following you. Backtrack to where you started. Now close the gates by the moving the car. This person should now be locked in the compound at the top left. Now complete the mission any way you please with the car, either killing civilians or persuading them. If you have a Version One brain you can persuade the enemy agents!



Eastern Europe

No need to dwell on this level and you can complete it without hardly raising your gun. Run to the bottom right along the road to arrive at the back of an inverted L shaped building. Go around the lower corner and run up to the person you have to persuade, utilising your Persuadetron. After the person is persuaded, run back to the exit point. Be careful of the police waiting near the evacuation point; as they are hiding behind the wall.

Urals

Go up the road on the left. Kill the two guards and get in the car. Drive up the road to the gates, wasting any guards that get in your way. Once again, keep the car parked between the gates so they're kept open. The person you're looking to persuade is most likely in the room at the bottom left inside the compound, or somewhere very nearby.

Kill all the guards. There will be some outside the compound unless you shot them all before you entered. Take the object from the small square building near the top left. You will locate a flame thrower on this level in the large building in the extreme top left. Evacuate by going

GENERAL TIPS

Follow the direction of the outwardly pulsing line on the scanner to reach your next objective.

Equip your cyborgs with Persuadetrons and Mark Version One brains at the beginning of the game.

Stay in Panic Mode during the gameplay so you are always ready for a fight.

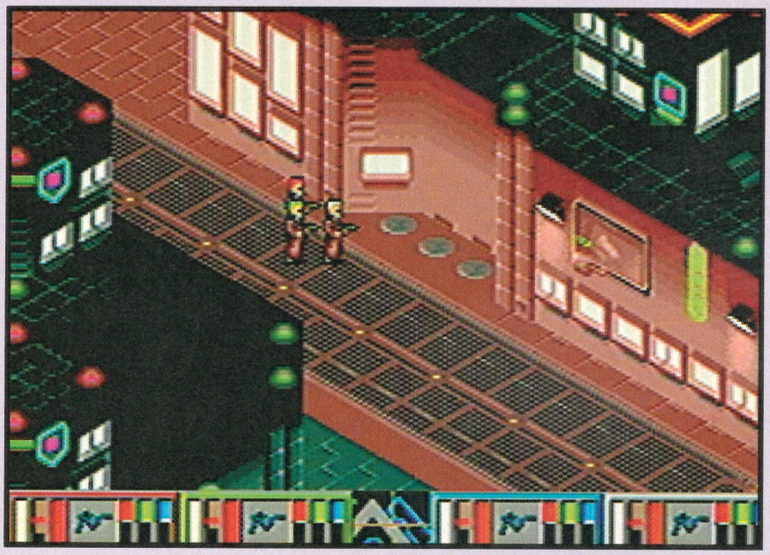
When your agents are not in use, make them sleep to boost their vital energy levels.

When evacuating your agents from an area make sure you are in Group Mode so they all go around together.

Shoot cars once to make the driver leave it and run off. When you are driving you can still shoot if in Panic Mode.

Pick up weapons that are dropped by enforcers and droids, to upgrade your own weapon supplies.

With your Persuadetron you can recruit people to join your force. Although you are only allowed four at any time, you can build up a good reserve if any of your gang are bumped off. Think of these reserves as extra continues.



out through the gates. For speed, take a car. Be careful not to run over your persuaded man. You will find the exit point at the extreme bottom left and you can drive all the way there.

Kazakhstahn

Armed with at least one mini-gun, run out into the open and fire. This makes it more difficult for the enemy agents to hide. In the extreme bottom left is the person who has to be persuaded. The guy you must assassinate is hiding in a large compound with water in the centre, located at the bottom right. Shoot him and the mission is complete.

Mongolia

Both a target person to be shot and a guy that must be persuaded are situated in the top right corner, so be careful not to get them confused. Head down the East road and come back the same way to the evacuation point, near where you started.

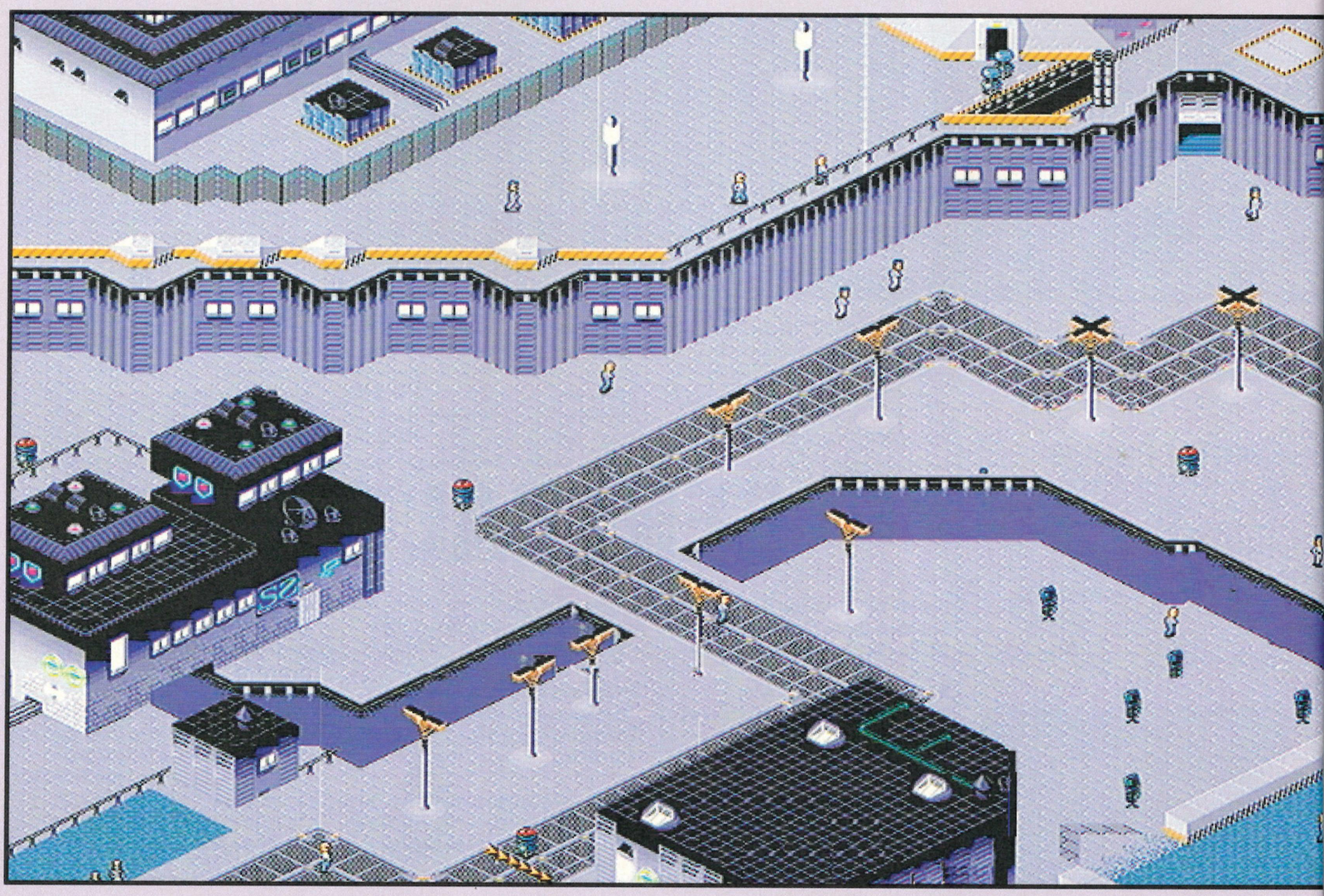
Siberia

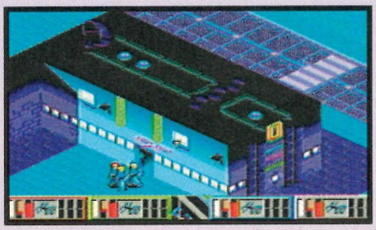
Run right, along the road until you arrive at a busy town square. Here you should bump into the first two people you have to persuade. The second person is by the building to the far corner in the South East or bottom right. Watch out for enemy agents around here, who are so vicious in their attacks they will not flinch at blowing away civilians as well.

Kamchatka

Get to the car parked at the bottom left of the road. Drive it to the gates up to the top left of the area. Leave the car parked between the gates. Enemy agents converge on you. Be sure to be heavily armed as you commence battle. After the conflict, continue along the road until you reach the part of it concealed behind the top tower of the large building. There is another car here which is essential to get into the main gates.

Park the car in the gateway. Go





on foot to the smallish rectangular building and pick up some weapons in the centre of the compound and from the small building under the passage to the right. Guards will attack you here so be prepared. To evacuate go back to where you left the first car you drove, up to the top left. If you want to pick up a Gauss gun, there is one in the small rectangular building.

China

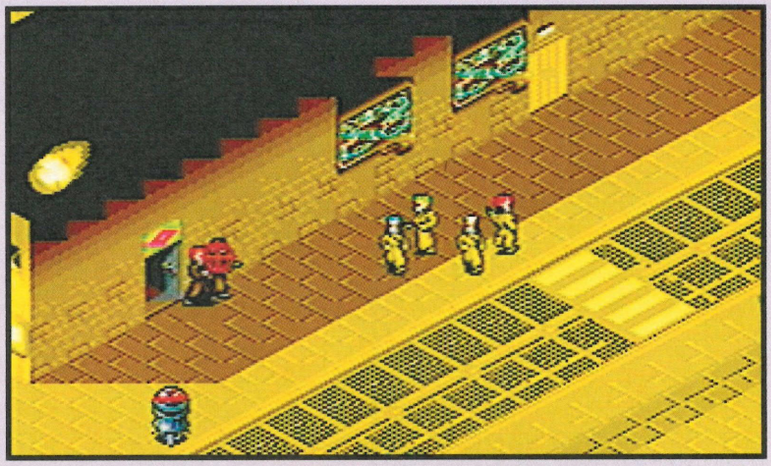
Head in a diagonal direction to the bottom right. Don't bother with the car. There is a man here who has to be shot. He'll be in the right half of the two adjoining buildings or running about nearby. When you have pumped him full of lead take the object from the other room. Return to where you started to finish the level. If you feel like a leisurely drive, jump in the car and drive back. A word of warning, the enemy are not your run of the mill slow bad guys on this level and are tricky to catch out.

Far East

Up at the top of the level is the first enemy agent you must kill. The next two men your scanner tracks must be persuaded. The first will be in the large blue town square and the other one is in the top left area. Now take a weapon from the small square building at the bottom of the level. The evacuate zone is in the top right corner.

Iran

You must persuade two people in this place. Ensure they are not shot by police. Start the mission with an agent in the green slot. The two characters whom you need to persuade are near the green agent. Exit at the top right hand side. A mini-pistol totting enemy agent lingers around here, so be careful.



India

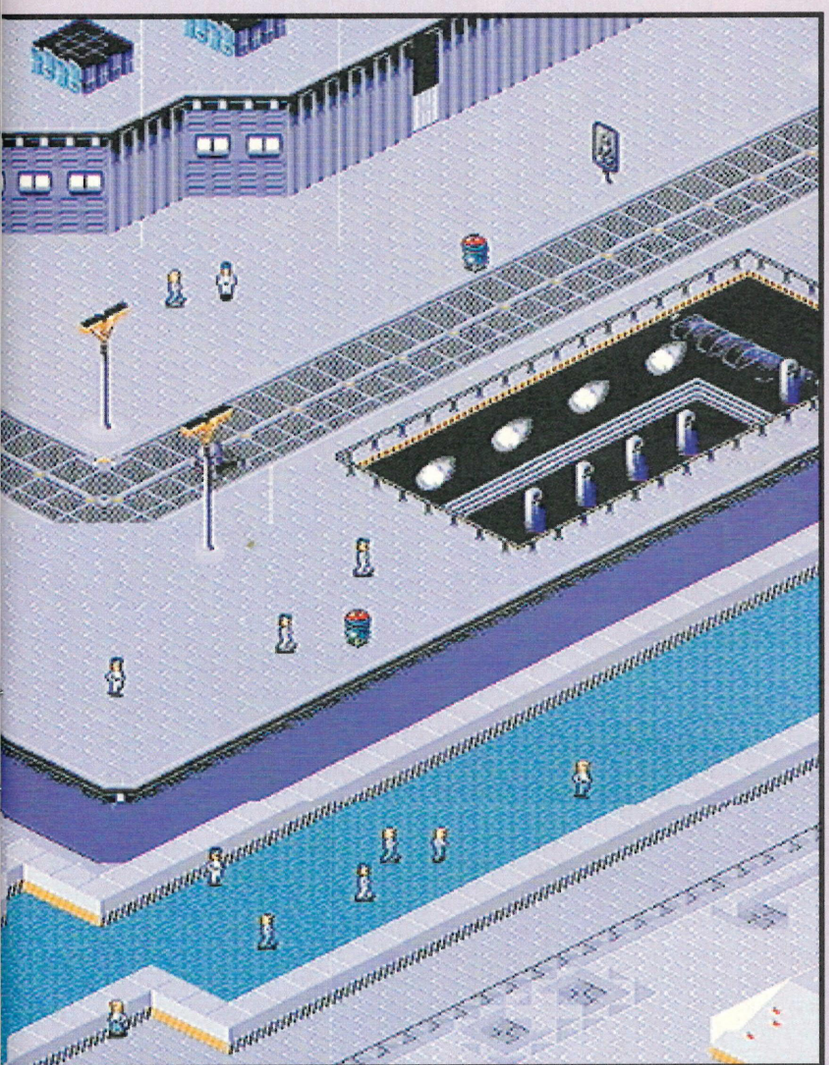
Your primary objective is to kill all the agents. They are crawling all over the level, so wander around until you have finished them all off. If you don't feel like moving don't worry, they are sure to find you! Make sure you have enough firepower to cope with the slaughter. The secondary objective is to grab the weapon in the building with the round skylight at the middle bottom of the level. Evacuate by running to the top left hand side of the zone before changing direction to get to the top right corner.

Indonesia

For now ignore the agent that you should eventually persuade. Run down and do a wide U turn around the level, killing the bad guys you meet on the way. Any other tactic will end with the enemy agents knocking off the people you need to persuade before you can reach them. There are four people you need to persuade in all. Three of them will be pacing around the middle of the level. The other man is under a square construction held up with four pillars in the same space. When you have to evacuate, go to the top left.

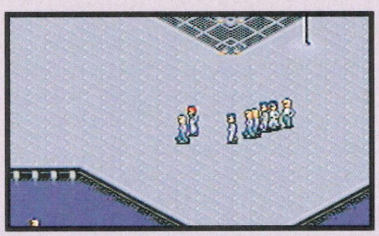
Iraq

A person needs persuading in a building in the top left. In the top right



Pacific Rim

Head for the open space to the right. You must be well armed. Shoot all the enemy in this area. There is a lack of cover for the enemy, which makes your job easier than usual.



is a big bunker type building. This is the evacuation point. You may be shot trying to get in so be ready for trouble.

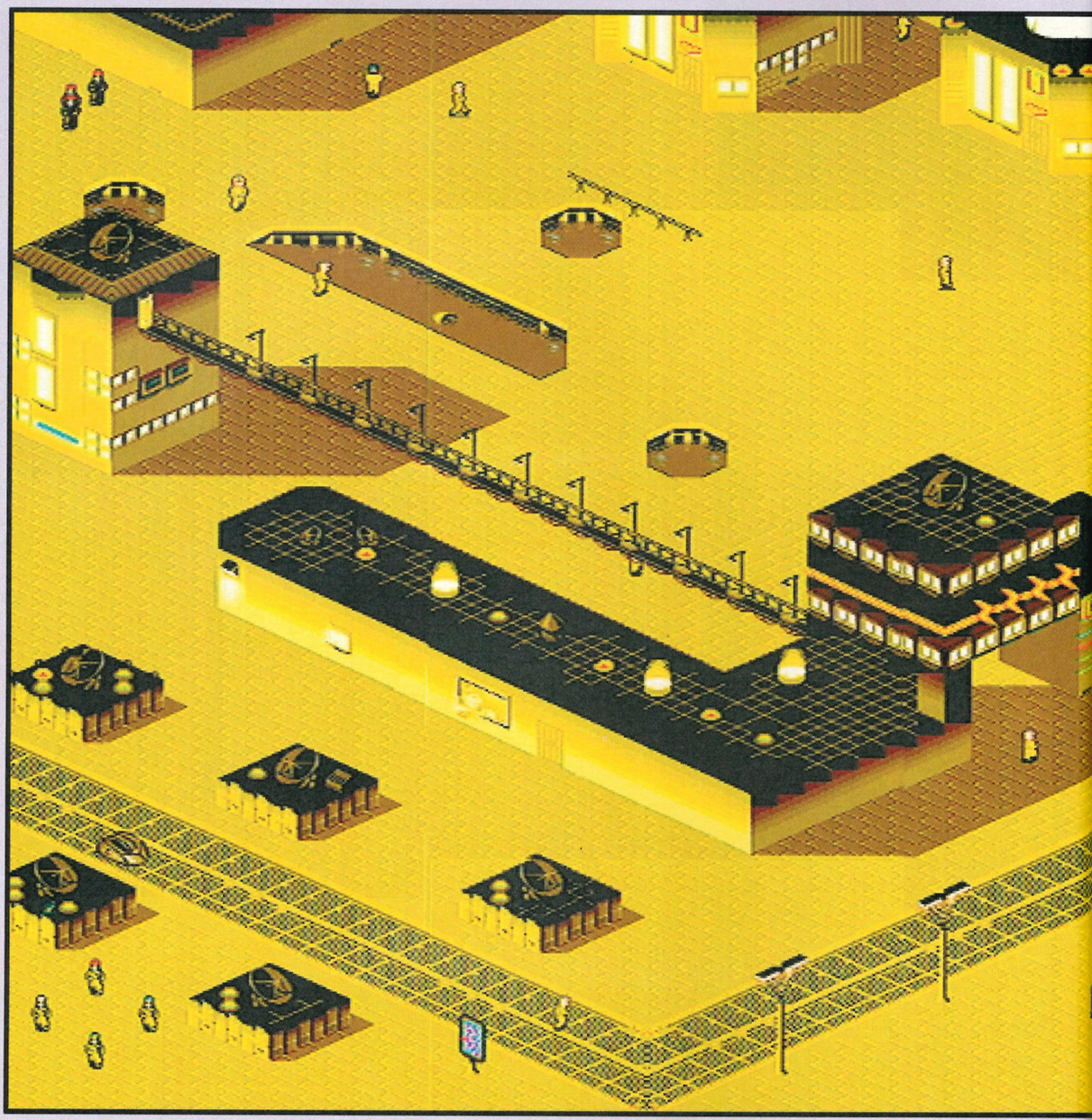
Libya

Kill all the enforcers. They are scattered about the level. The evacuation point is in the bottom right corner.

Sudan

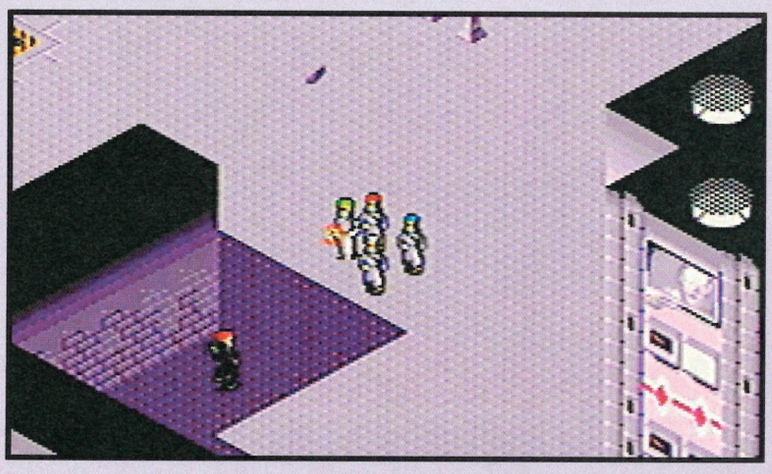
A mixture of executions and persuasive powers in this level. Firstly, comes the executions. Go to the second nearest building and assassinate the agent here. The next target is close by, either in or just outside the building, to the top right. When he is dead, go to the far left. The next man is standing near some phone booths. Kill him. He was the last of the designated victims.

Go to the right of the place you shot the last man and persuade the man in the small rectangular building. To evacuate, go to the top left, just past the phone booths.



Zaire

Walk down the road. Down and to the left of the end of this road is a building with a yard. Enter the building and shoot the man. The next target is probably in the bottom left of the level. The third person you should shoot may be using the car you will soon need yourself. Shoot the car to get him out but be careful. You don't want to blow the car up in the process of trying to get your man. The evacuation point is in the top right where you began this level. Take the car up there and exit pronto.

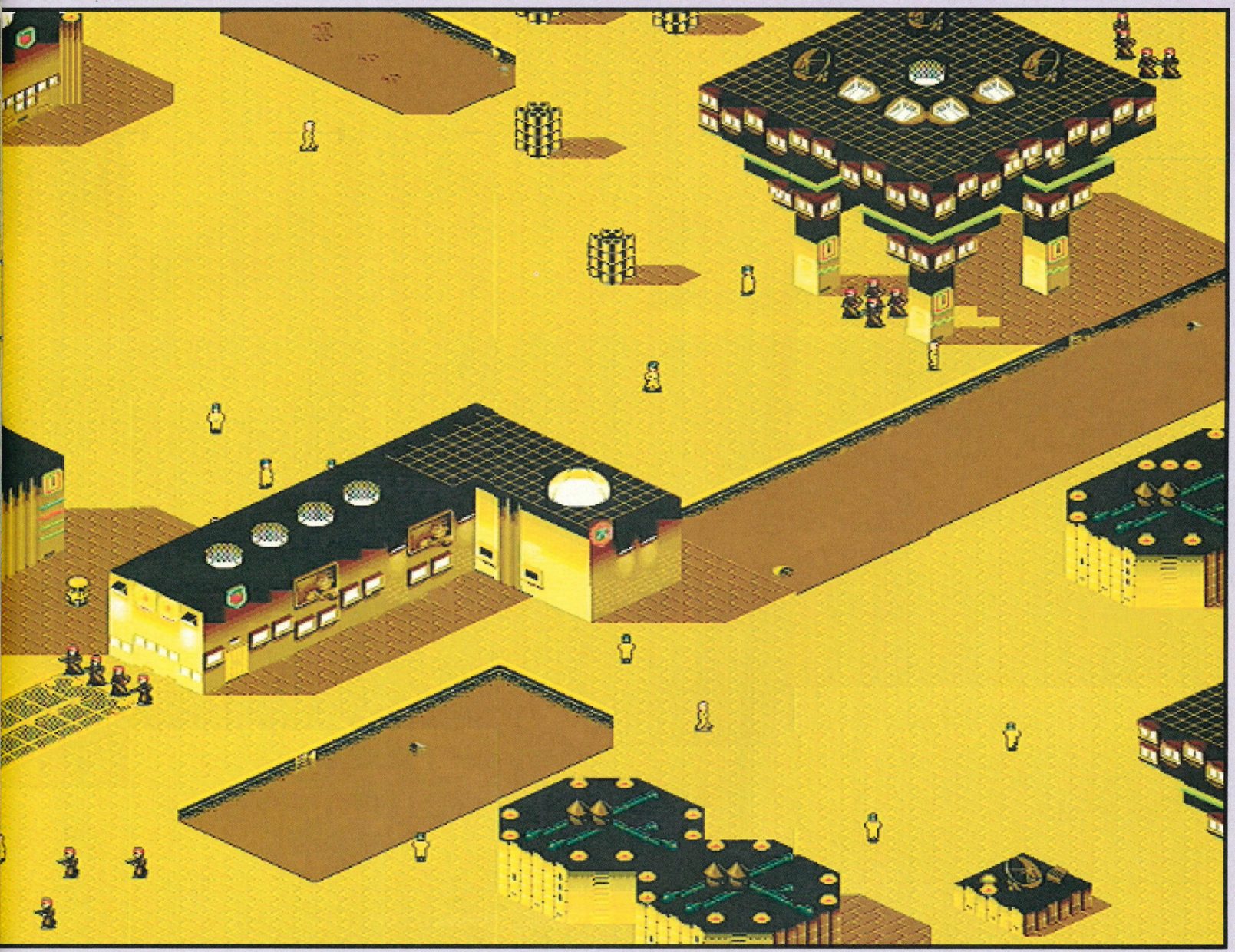


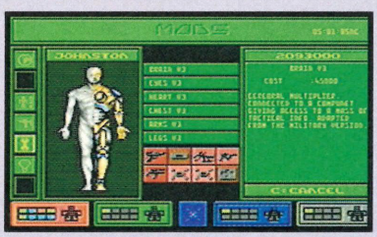
Kenya

Do not head straight for the guy you need to persuade or he will be shot. Keep your distance from him until you have blown away the enemy agents and droids. Try taking the road you start next to, going down and to the right. The person you're seeking to persuade is in the top right corner. The exit is just below the top right.

Mozambique

There are four people to persuade on this level. They are randomly dispersed so walk around until you find them. When they are all persuaded go to evacuate through a gate in the





fence down in the bottom right. Now guide your people over to the bottom left and take them over a small bridge. This will complete your mission.

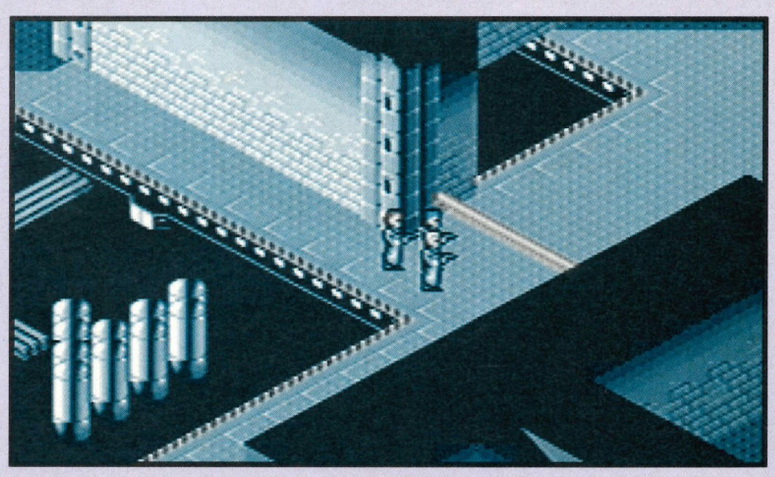
Nigeria

This level is rife with enemy agents, who know a bit about gang warfare, so you must be well tooled up for the occasion. There are enemy agents armed with Gauss guns. These will cause the most havoc among your men if you are not quick enough. This level is basically a tooth and nail battle to the death. If you are not the one to die then the exit is to the bottom right.

Algeria

Timing is crucial in this level, so there is no time for dithering. Run to the left. When you reach the end of the pier open fire on the guards. Now move up to the right and shoot anything that moves. Reach the road and shoot the motorist as he tries to get away. Go right.

Now is time to split your agents up. Take one agent down and into the fenced off area with the bunker-type building. Kill the enemy target you find in there, then change to another agent and move up to the top right of the level. In the L shaped building, kill the enemy agent. The exit point is above this building.



Arabia

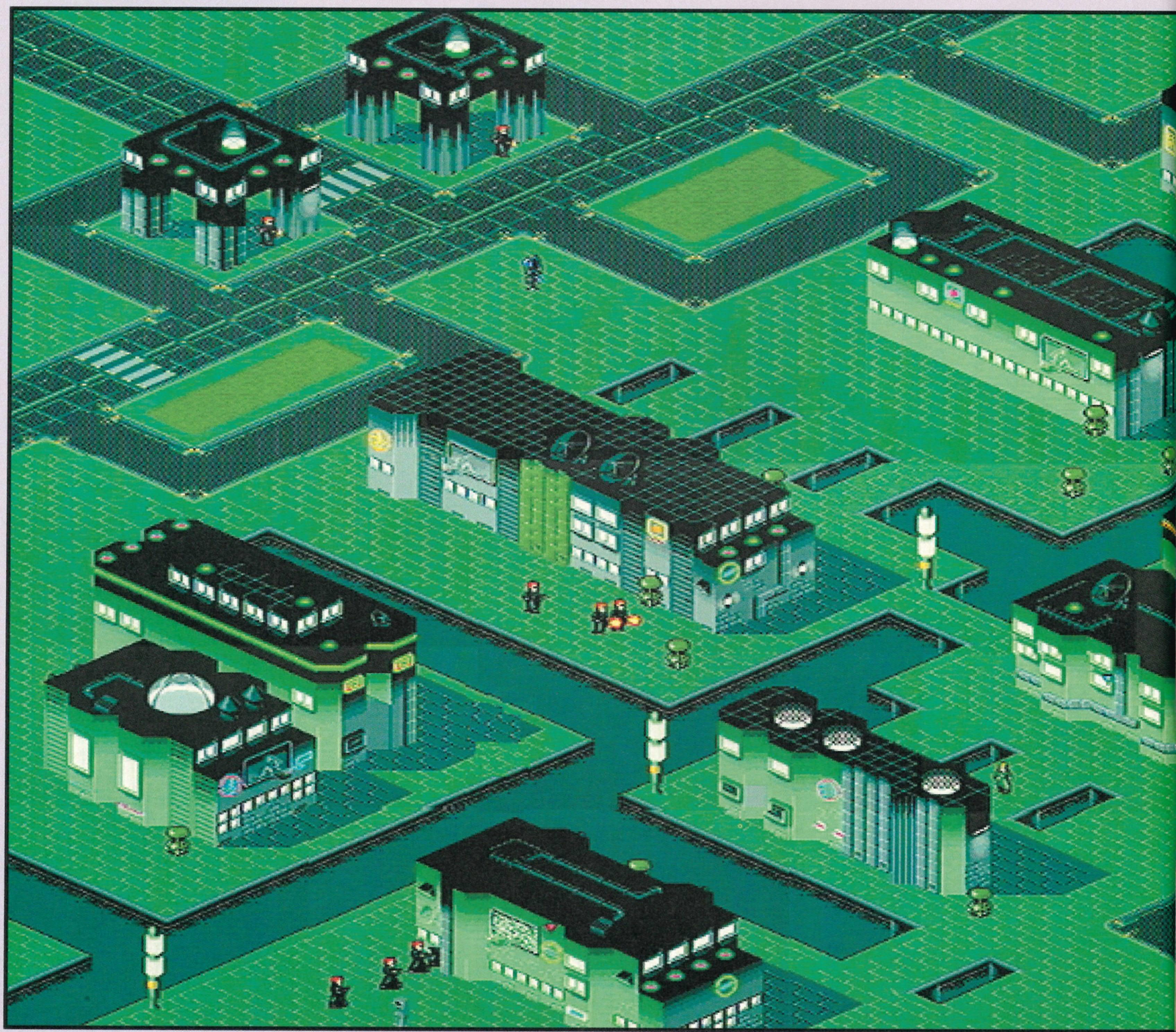
Kill all the civilians. Take the suitcase from the building in the top right of the level. There is another suitcase you should grab from the building at the top left. You will now have completed the mission.

Mauritania

Hunt down the guards scattered about the level. Find the person you have to persuade, most likely somewhere to the left of the level. The evacuation point is down at the bottom right of the level.

South Africa

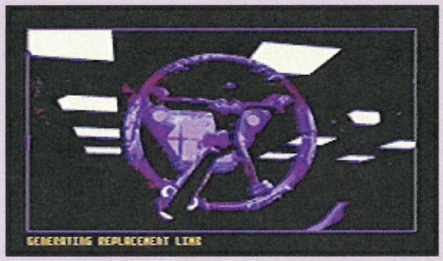
There is a long slim building just above where you start. Go up and around the left hand side. The very first victim is in the clearing above this building. The second will be near the water on the right. Kill the two agents you find quickly or you will fail. When these two are dead, locate and destroy all the enemy agents.



They are spread all over the place. The exit is in the top right.

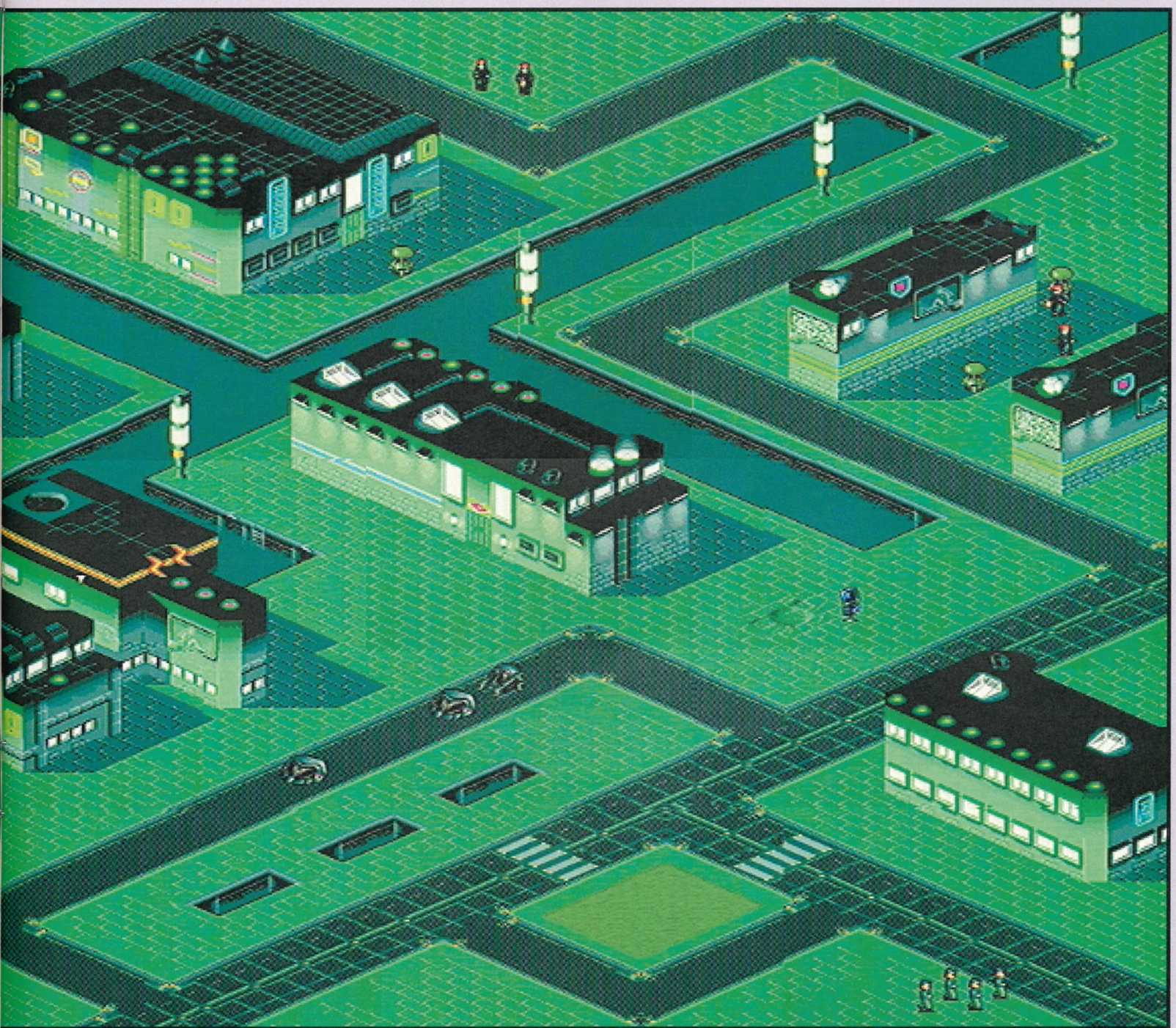
New Foundland

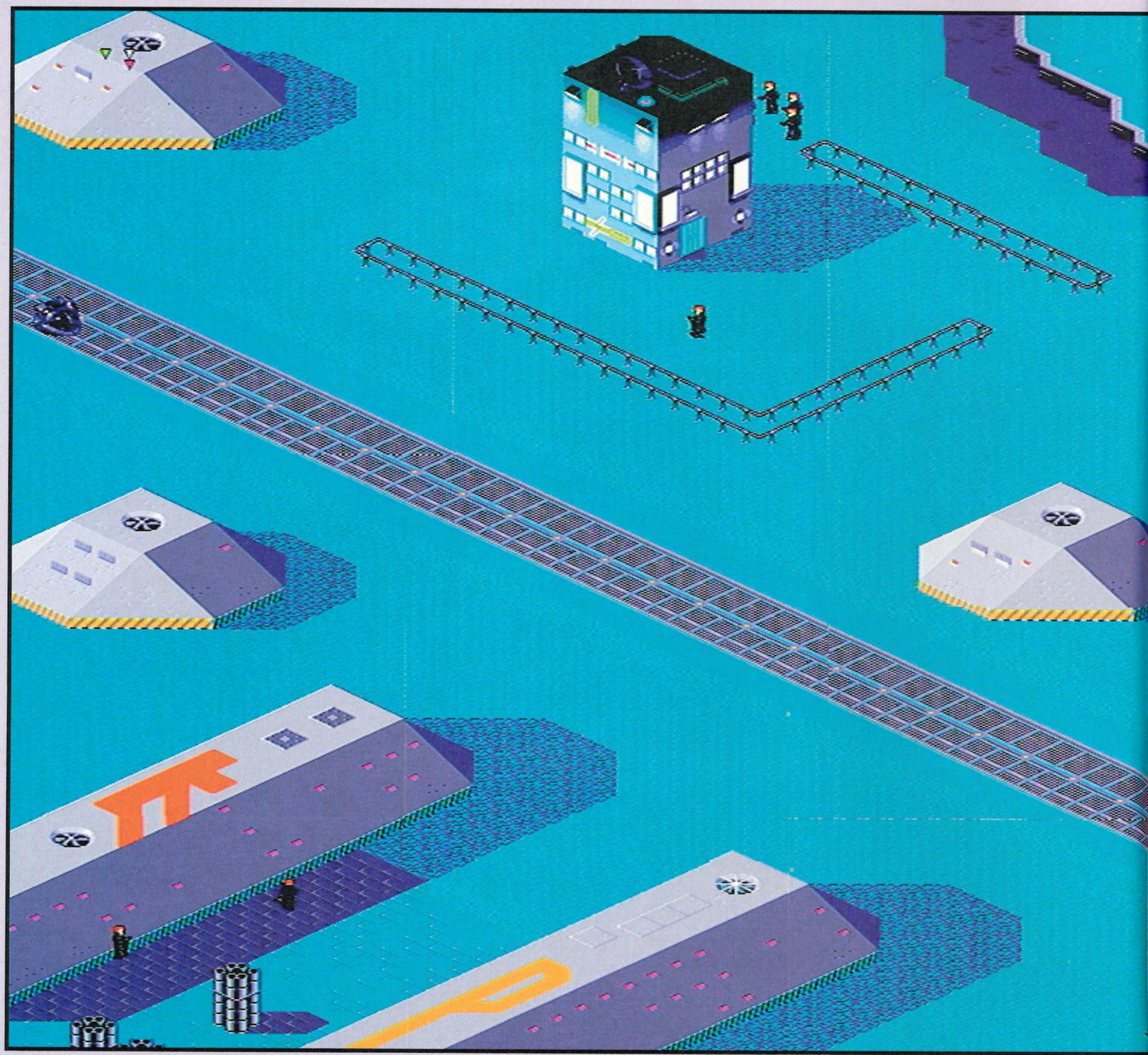
You begin with one guy stationed in the centre of the level, hidden from your view by the roof of a passage. Go right and fire to see through the doors at the agents and enforcers. They are mulling around a room with the letter H on the floor. You will come under heavy attack from every angle, so it is wise to be heavily armed.

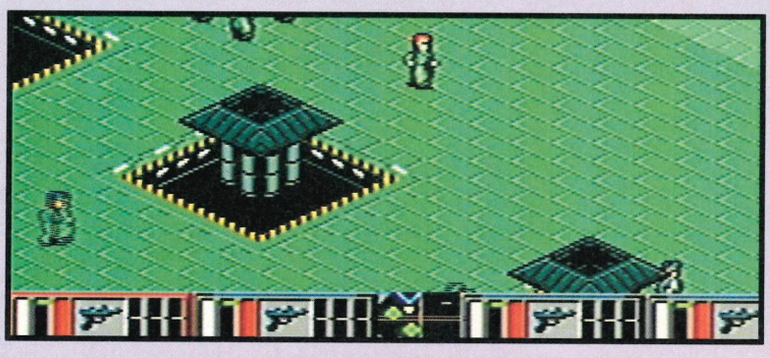


There is a door to the right leading to a courtyard. If the man you're using dies, you have to reach the same spot as your initial man, starting from all the way up the level. Group your men, go left through the opening in the glass wall. Watch out for attack from the right and below. Go right through the hidden gap and head up.

In the right wall is a doorway into the passage. You can see it on the scanner. Head down to the place your first man was and fire on everyone. Again, lower down to the right is a doorway into an open courtyard. There will be another agent across the water channel to the left. Cross it via a building bridging it and then cross another small bridge to enter the squat tower with neon signs on it to kill this agent. Evacuate in the open







room with the H in it, via the passage-ways you last used.

New England

Head down to the left and cross the road to the left. Kill the enforcers. There are a fair number of them armed to the teeth and as nasty as hell. There are two long thin bunkers here. The top bunker contains the object you are hunting but be careful of the guards that surround it. Evacuate to the right, where there are a group of small islands linked by bridges.

Alaska

Rescue a communications expert. Go Southward to the square building at the bottom left. Enter with Persuadetrons on. As you enter and leave the building you will be

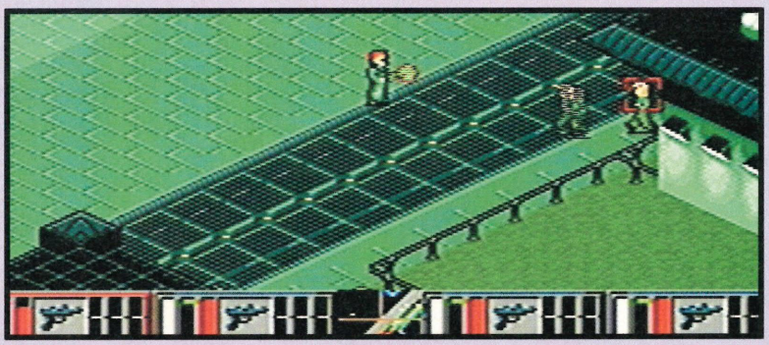
attacked from below and the right by hoards of men. Evacuate to the right.

Southern States

Start at the far right. Go left and shoot the enforcers and droids. This is a mission of pure elimination. To the mid-left there are the specific agents you are looking for in a very wide sprawled bunker. Go to the four parked cars at the top of the level to complete the mission.

Mid West

Go up the road on the left to the big L shaped building. The area is swarming with droids. Go into the building and execute the victim. Leave the building and go right. Evacuate at the top flat bunker on the right, but careful of ambush on the way by well armed droids.



North West territories

Start on an island matrix joined by little bridges. You are under fire immediately from rival syndicates so defend. Go south East locate man. He is on an island with no bridges to reach it. If you have a long range weapon amongst you will have no trouble catching him but if not, it could be very tricky.

New South Wales

The first mission is to persuade the woman in the top left corner of the level. Then return to assassinate a guy in the long building you began the mission next to (with the two fuzzy screens on the wall). He runs away if you mess around too much and you'll be forced to chase him. The evacuation point is back at the top left corner.

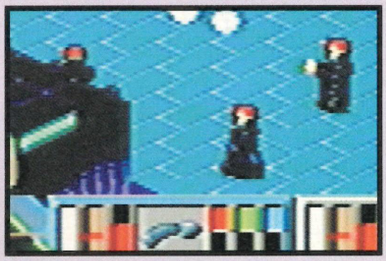
Atlantic Accelerator

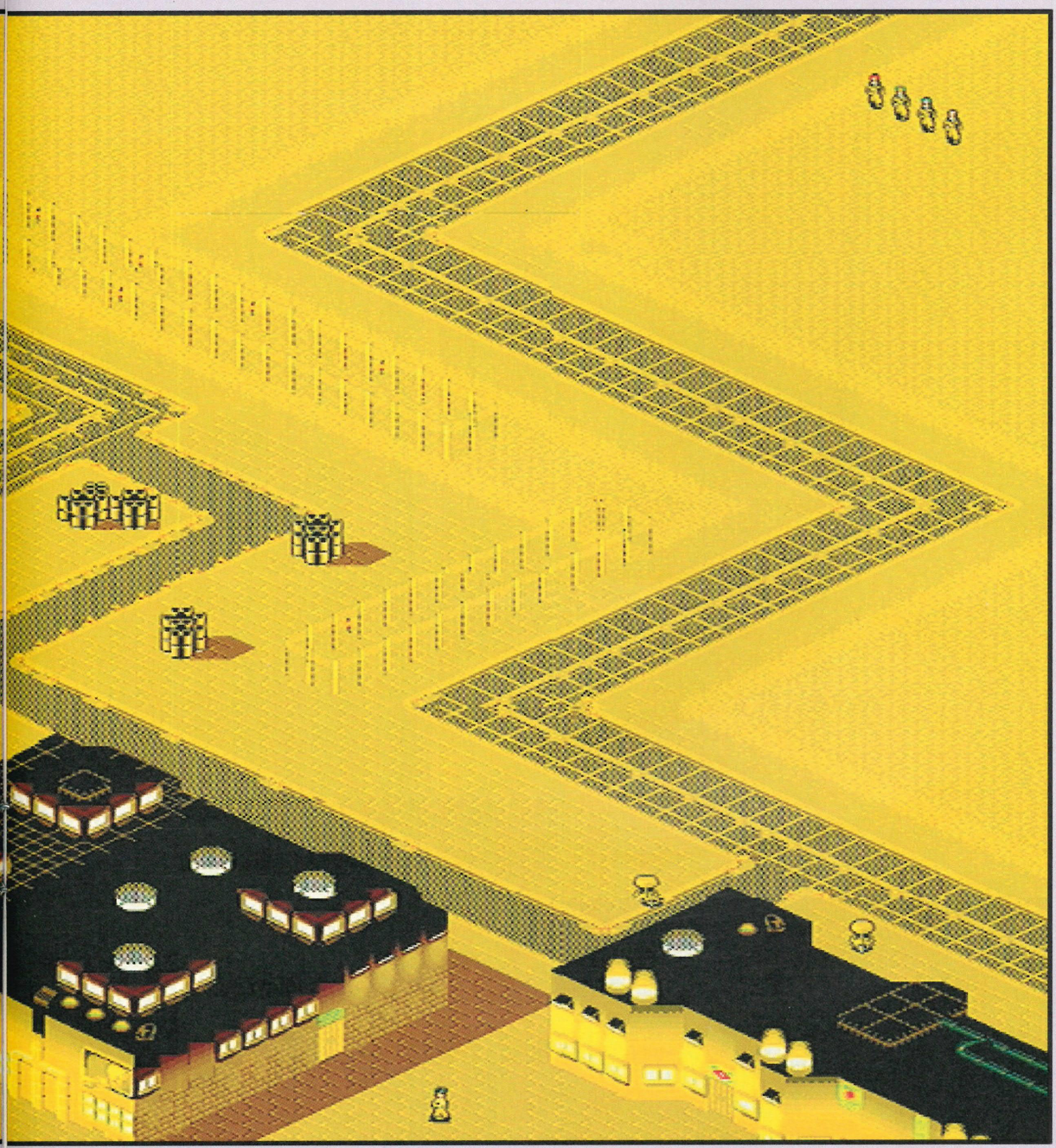
The Accelerator is the most strategically vital power source in the world and you must gain control. There is one way you can go. Through the door in the building near to the start position. This leads to a subterranean maze of tunnels. This in effect means you will be playing this mission with the scanner as your eyes. The man you seek is usually in the top area of the level, aimlessly wandering about. Kill him and take the object he leaves (a key). Evacuate in the bottom right, still underground and out of view.

Mexico

A leaky chemical plant contaminates clones. In true Syndicate fashion prevent further contamination by killing everybody. Start in the bottom left. A terrible onslaught from enforcers begins unless you're clever. To be clever, hide by the near side of the closest building. Enforcers pile in through the door, not seeing you. As they are all clumped together in a confined room you will now have no trouble standing in the doorway and blasting them to smithereens.

You need heavy guns to do a clean professional job, so make sure you stay in Group mode. Follow the scanner signal down to a little bridge on the right. Kill the contaminated civilians. They are scattered around the level. Evacuate back to where you started at the bottom left.





PASSWORDS

L2 - LXEVTZHG
L3 - 7MMQC7863T
L4 - CAG0VMMV0461
L5 - FLD593G045W1K
L6 - VHW7DK6001X0K
L7 - 08Y7W26001XG3
L8 - F4X93K6001XQB
L9 - Z2BAAR6001XQ3
L10 - 4XFAQB6001XQ7
L11 - 3N3BP56001XQ5
L12 - 1BWCL16001XQ5E
L13 - 1H6D8W6001XQ5E
L14 - E7ZEP06001XQ5EJ
L15 - FW5FP16001XQ5EJ
L16 - EBKFG66001XQ5EN6Q
L17 - CMFKB16001XQ5EP7Q
L18 - CJ8M7B6001XQ5EP7W
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L22 - 8V5Z9F6001XQ56Z4ZC
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L29 - ZJ78AT6001XQ576WZ4LE
L30 - 18YBM66001XQ576WY5LE
L31 - BX1C2N6001XQ576QT5LE
L32 - TYKE8Y6001XQ5768A5LE
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L36 - 27JJMZ6000CC13Z8A5LE
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L39 - TQMTRV600044110025LE
L40 - VJX26Z600044110025NC
L41 - F3Y8E6000441100256W
L42 - TLRZLK6000441100257X
L43 - TVM28H600000110011002 57X
L44 - 2FR6DG6000001100077X
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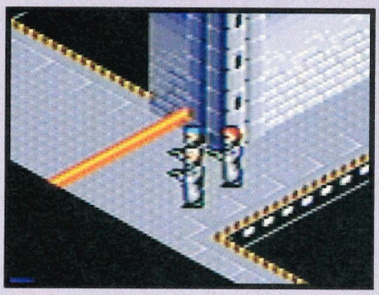


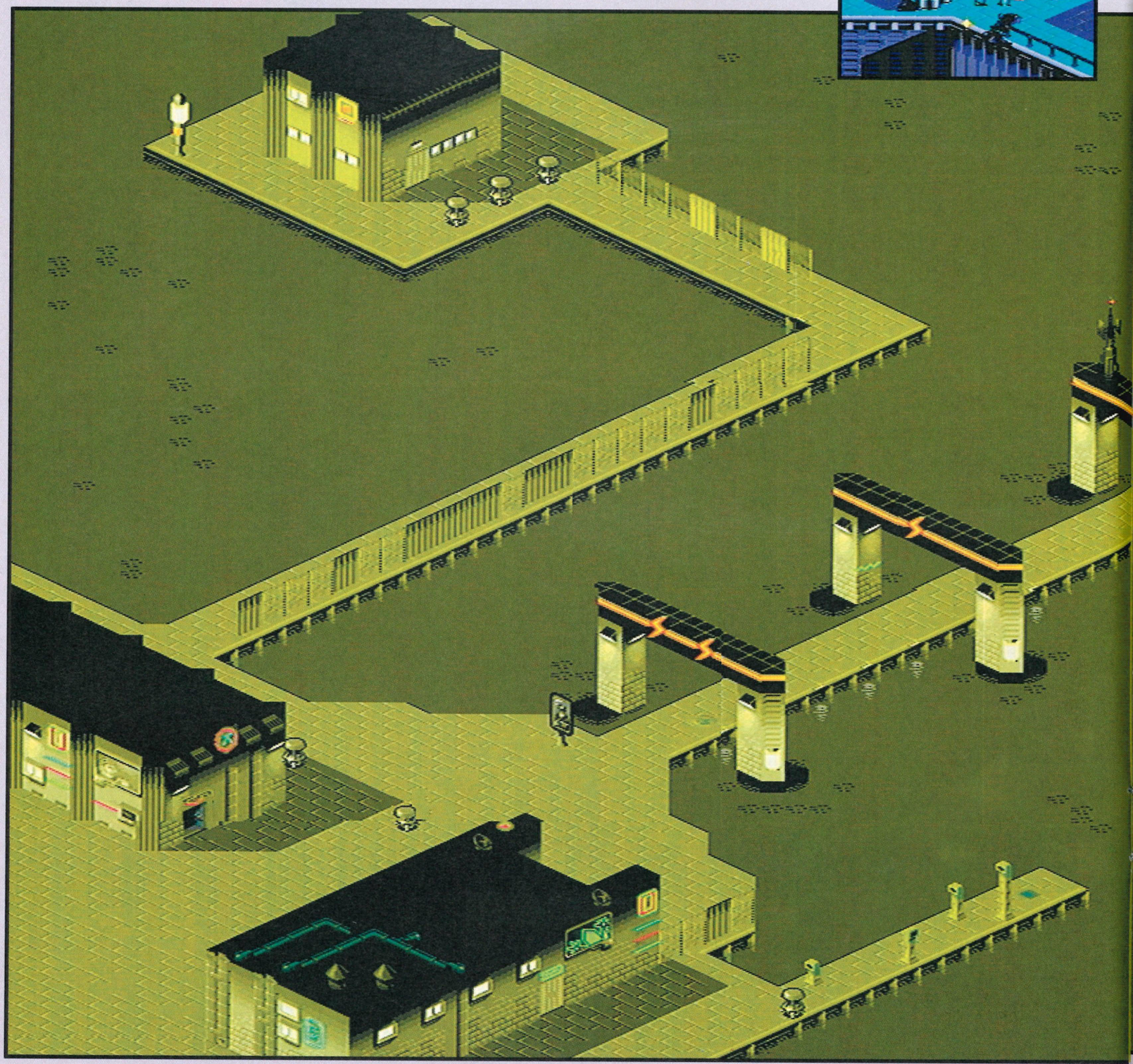
Columbia

Your mission is to retrieve a utility belt with information about a covert operation. Head in a South East direction and enter a massive bunker. Watch the scanner carefully for the position of guards and obstacles. Make sure Group mode is on. After you have collected the weapon you are told to search for, assassinate the relevant enforcers.

Head South for the first kill, back North West for the second in the brick floored area enclosure with three metal sheets on the ground. There are two more to be shot just above this spot. Go back East to get the last one, who's seeking refuge in the huge bunker. Evacuate to the West where the three metal sheets were inserted in the ground.

Nigeria

Begin at the bottom left. You're immediately set upon from below and

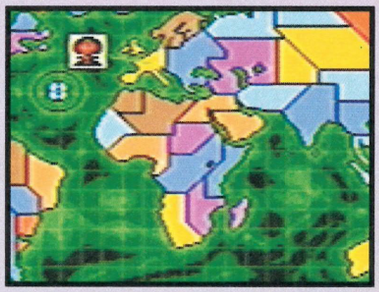


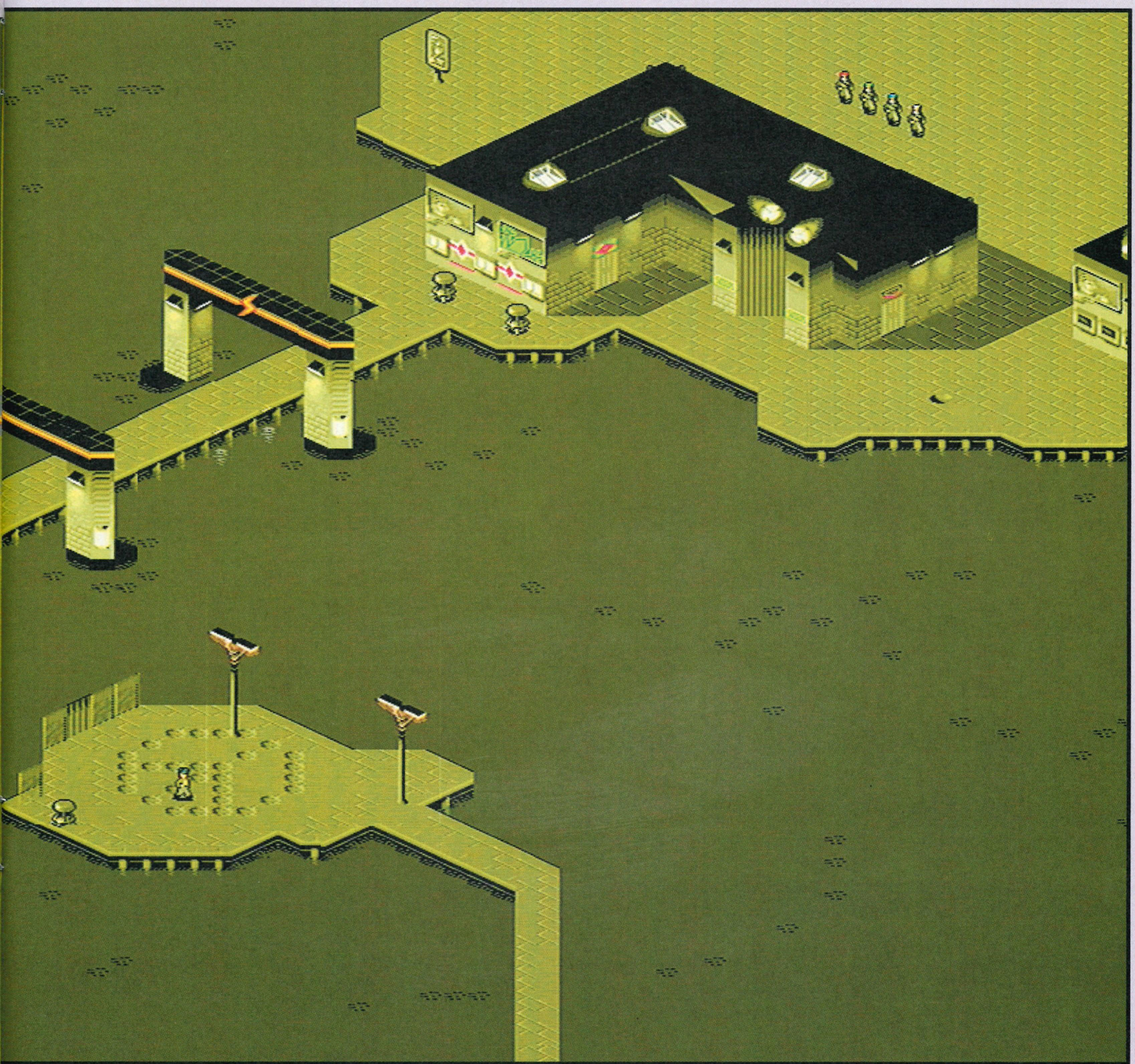
above. Use the building to the right as cover after you first kill the enemy attacking from below. The target man will be nearby, so trace him with the scanner. Go diagonally down and right to evacuate.

Peru

Start from the bottom right. You're instructed to find and take a weapon. Go up to the highest bridge on the right side, crossing the river to go to the middle island. Go in the small but very tall building (a purple dot is on the near wall) and the weapon is here. There are some very tough guards so keep firing when you enter the building.

Now you have to assassinate someone. Go right, over the bridge, down and left, so you end up on the



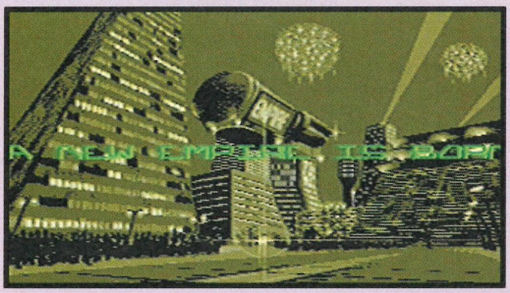


far left section. The first guy to be killed is here and the second also, a little further down below the first execution, obscured by a building.

You now must look for an object. Backtrack over the bridge and you see a building with many pentagonal columns on its walls. Enter the left side to gain the object. Now collect another weapon. Go back to the left over the little bridge, down to the bottom of the level and into the L shaped building. Lastly, persuade a man at the mid-top of the level. Evacuate to the bottom left.

Venezuala

Start at the top right. Go right, across a causeway with overhanging sections. Up and left, over the higher causeway and when you reach the



building at the end of it, find your man and shoot him down. Return to the right half of the level via the lower causeway and go into the first L shaped building you see. In here persuade your man. Evacuate in the building at the bottom left of the level.

Brazil

Simply kill everyone, who ever they are! This is in order to save the economy from the effects of over population. Drastic, but who's going to argue? Do this and world domination is yours!

SUMMARY

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

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THE QUESTIONS

1. What is the name of Fred Flintstone's best chum?
A. Barney Rubble
B. Burnie Ribble
C. Bunty Runtle

2. Which character in BC Racers has his own game on the Mega Drive?
A. Chuck Rock
B. Cliff Ace
C. Jimmi Handtrix

3. Which pairing have the worst attack rating in the game?
A. Jimmi Handtrix & Bob Hardley
B. Brick Jagger & Gary Gritta
C. Granite Jackstone & Tina Burna

BC RACERS COMPETITION

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

Tick the appropriate boxes on this coupon and send it to *BC Racers* compo, SEGA XS, Durham House, 124 Old Christchurch Rd, Bournemouth BH1 1NF. All entries must arrive by 18 April and the editor's decision is final.

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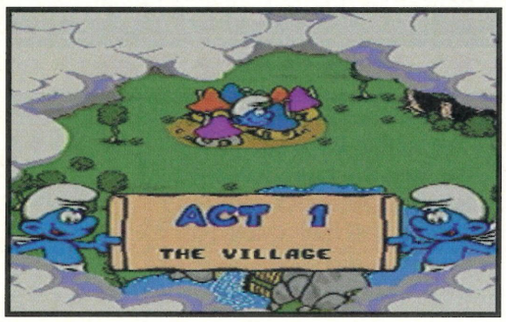


Collect these fruits to restore a unit of energy.

Level 1

Jump onto these to reveal bonus icons. The mushroom itself does little more than make a good soup ingredient. Mushroom and leek – hmm, lovely!

Level 3

You'll need to ue these leaves to climb most of the way up the tree.

Don't ignore the giant tomatoes! Walk underneath and they'll splatter over your head and cost you energy units. Either sprint underneath or wait for them to drop first.

Level 2

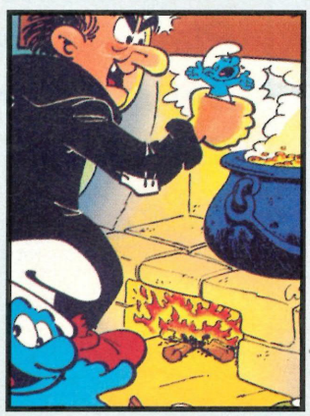
Find an extra life hidden here in the branches.

Before using the leaf to rise upwards, duck leading to three green leaves. Each time yo you'll receive an extra life.

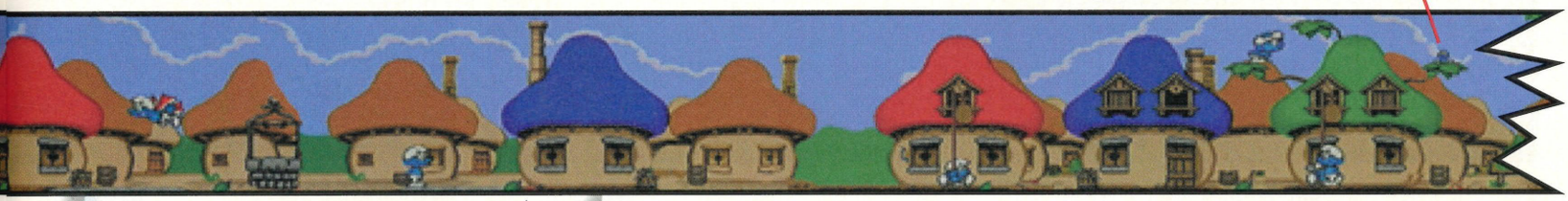
MEGA DRIVE

SEGA ● PLATFORMER

SMURFS



Remember you can enter the front doors of some houses to get onto the roofs. Go through the front door of the house with a blue roof here to grab this extra life.



Some of the villagers have no regard for anyone. They'll throw their dirty washing-up water out the window just as you are walking by, damn swines the lot of them!

Look out for these grey exit stones. Believe it or not these will lead you to the next level.

Collect every gold star on every level to access the bonus games. There are two here for starters.

These first few levels pose few problems. Locate the extra lives pin-pointed on the map and collect all the gold stars to access a later bonus level. In the village the front doors must be entered to gain access to the roofs and branches at the top of the screen. You'll find many bonuses up in this area.

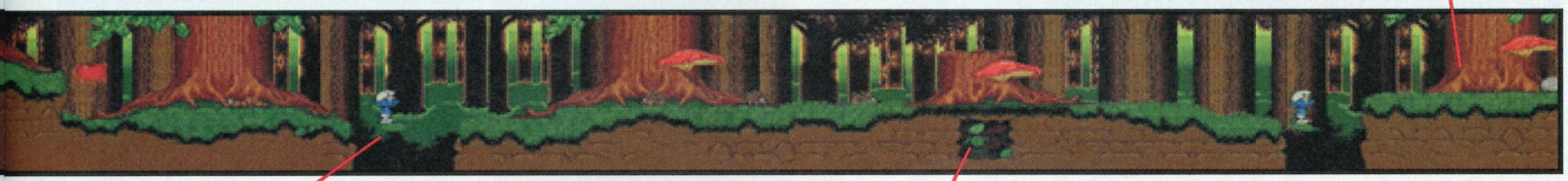
On the bridge ensure you look underneath the wooden supports for stars and extra lives. Tap jump to ride the birds.

Walk through this hollow tree trunk to find a secret place with a gold star and an energy icon.

Drop down down into this little hole underneath the tree trunk to find a gold star. Use the spring to bounce back up again.

In this passage collect 25 leaves

Just before you reach the exit you must be aware of the nasty black smurfs nearby. An accurate jump on their heads is vital.



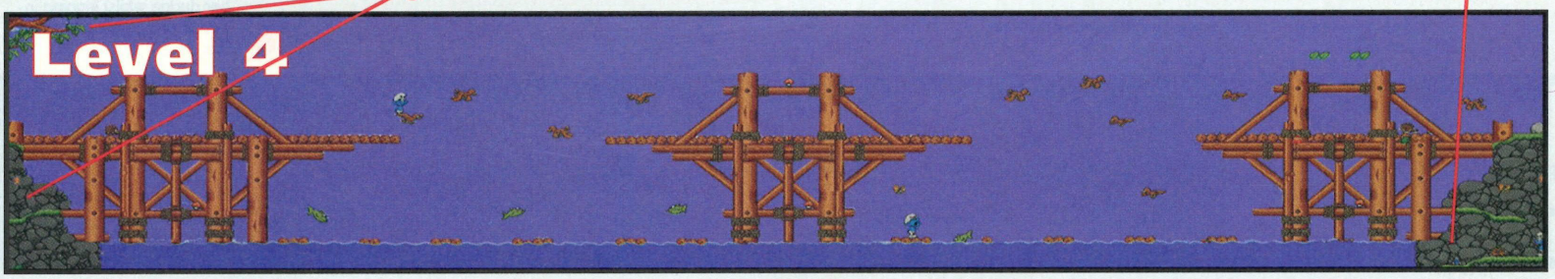
Gaps such as these can be jumped without needing to use the leaf as a stepping stone. Ensure you are sprinting up to the gap for that maximum run-up.

Another sawn-off tree trunk and another secret location. Find another green leaf down here.

Right at the start of this level you can collect gold stars in the branches above you and around the rocky areas below. Get underneath the wooden supports via the stepping stone logs along the river.

Don't forget to grab this extra life before finishing the level. You'll find a gold star down here too.

Level 4



Jump on the head of the nasty black Smurf, then go inside this sawn-off tree trunk to find a bonus!

Level 5

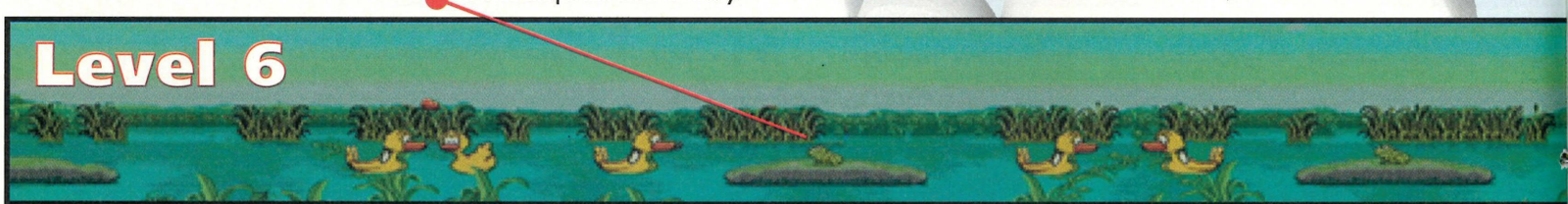
Nip in here near the start to find a gold star

You should be able to jump this gap without using the leaf.

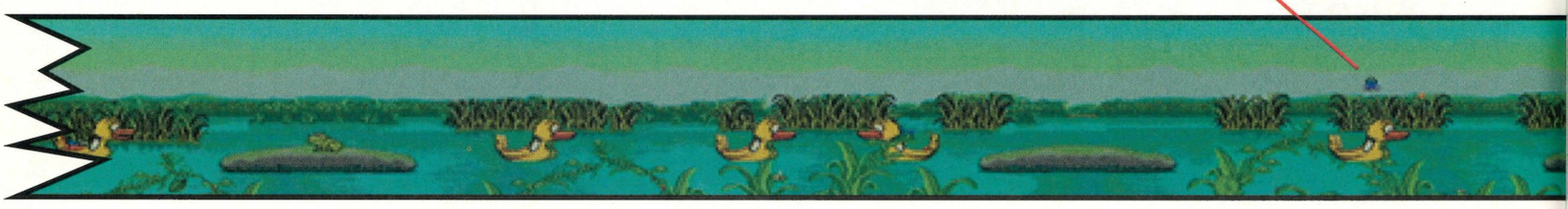
Never underestimate these flies. Come into contact with one and you will be transformed into a nasty black smurf. This will result in the loss of a life too.

Rrrrrrrrbit! Rrrrrrrrrbit! This frog has the burps so squash him on the head and put him out of his misery.

Level 6



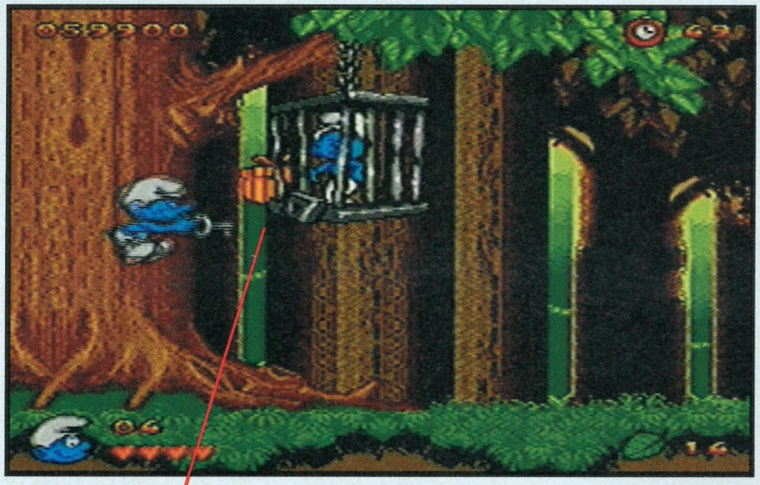
The bit where you ride a rubber duckie whilst leaping in the air and swiping an extra life.



Go down here to pick up leaves and stars, then pick up the spring and move it right, along the passage, to spring-jump back up to the surface again.

Yet another gold star, and yes it is underneath a tree trunk again.

Grab this gold star, then continue down the passage to find an exciting extra life.



Simply pick up the key left by the defeated boss to unlock the cage and rescue your companion. This completes the first section of the game.

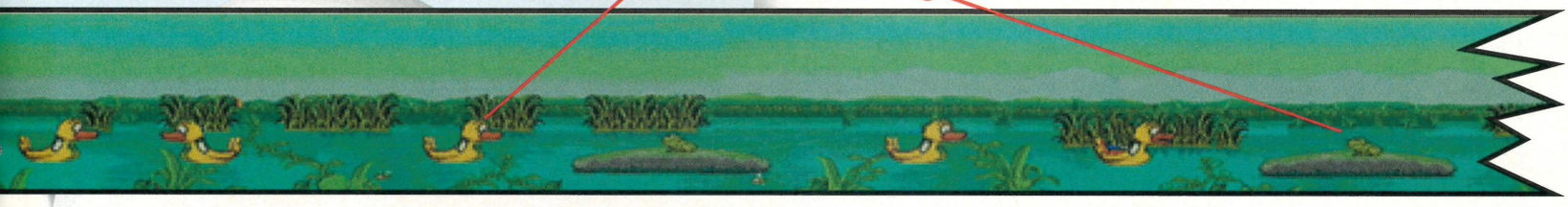
The boss of the forest is an easy enemy to deal with. Repeatedly jump in an arc from the spring to the plant heads, making sure you hit the heads on top. Each head needs to be hit three times before the plant is destroyed.

Level five, the Black Forest, is crawling with nasty black smurfs. Come into contact with one and you'll be turned into one too, so avoid them at all costs! Check all the hollow trunks for bonuses and watch those falling tomatoes. Collect all the gold stars and sprint-jump over the smaller gaps rather than waiting for the awkward leaves to float downwards.

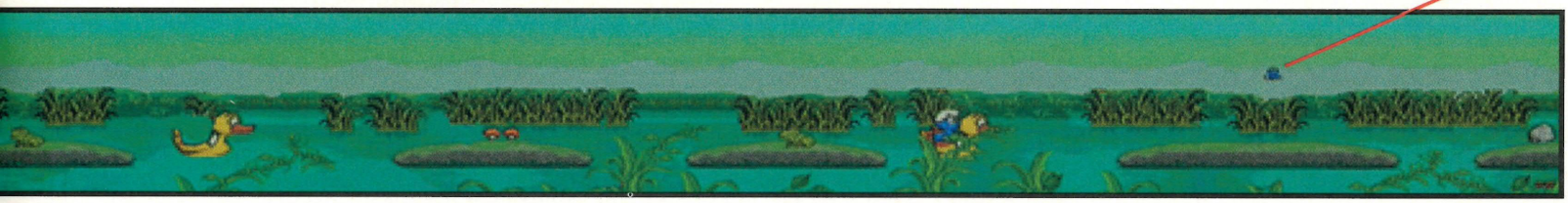
The first swamp level is very straightforward. Apart from the odd frog or two, all you really need worry about is the timing of your jumps from duck to duck. Learn their swimming patterns if it helps.
You'll find two extra lives on this level so grab them both. Increase you chances of a successful jump with sprint run-ups from the islands.

Ride the yellow rubber duckies to get from island to island in the swamp. Timing your jumps from duck to duck is the most critical factor – it's not as easy as it looks.

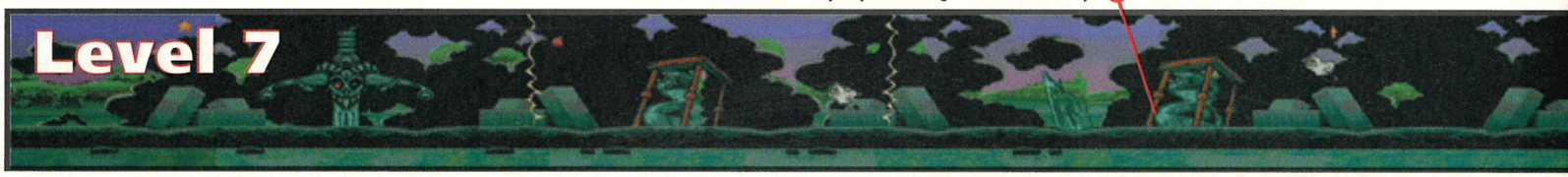
Rrrrrrrrribit! Rrrrrrrrribit! Belch, slobber, rrrrrrrrbit! This frog has indigestion. Stamp on his head...SQUELCH it!



Be sure to collect this inviting extra life before reaching the exit stone.



Use the bombs provided to blow these rocks blocking your path. Ensure you are standing well clear of the bombs when they explode things will start to hot up!

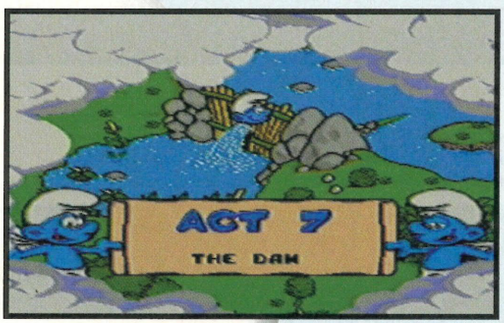


These statues will lob hot rocks at you. Sprint past without hesitating to make a clean getaway. Hit the black spiders with bombs to take them out of the equation.

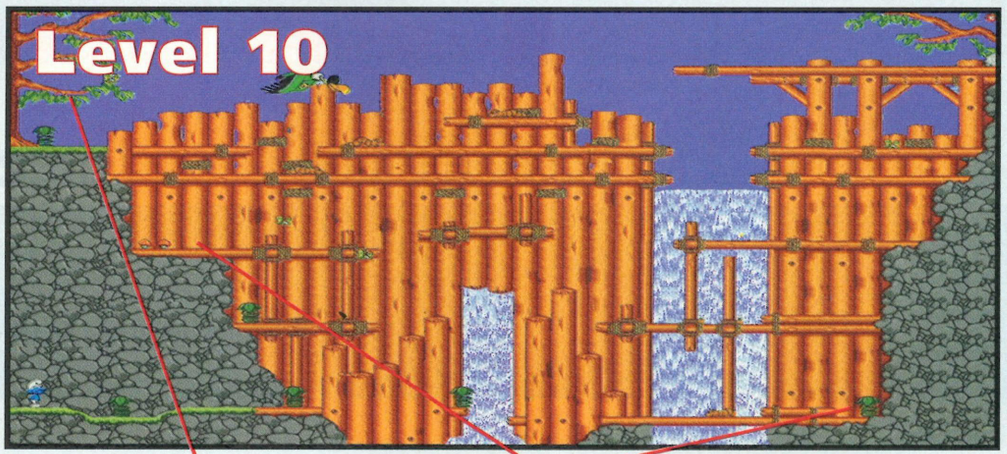
Don't forget the gold stars on this level. Most are easy to find – just be careful it's safe to snap-'em-up as untold dangers lurk everywhere on this level.

As you storm through this level, look out for these hidden stars and extra lives hidden in the leaves. There are more secret locations than first meets the eye.

In the field you'll find many bonuses hidden away. Pinpoint these from the map. The rest of the level is plain sailing.



The Dam is impossible to complete unless you pick up the spring in the bottom-right corner and use it at the point indicated on the map.

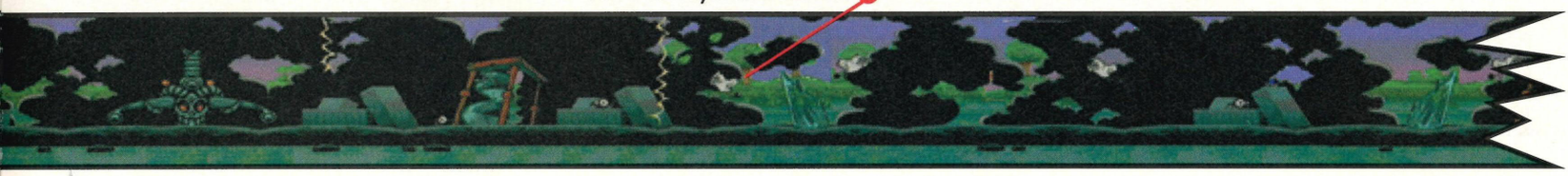


Climb these branches to find a few bonuses. Avoid the bird at all costs. The exit is at the top-right of this dam.

You'll need to pick this spring up and take it to the far left side of this level for reaching the higher levels, and the tree in the top-left corner of this map.

Cross the swamp using crocodile heads and vines. If there are no crocodiles, there must be a vine; and vice versa. Find one extra life on this level near the exit.

Jump in a high arc over these ghosts to avoid coming into contact with them. Wait for the lightning to crackle first as well – it'll strike you down otherwise.

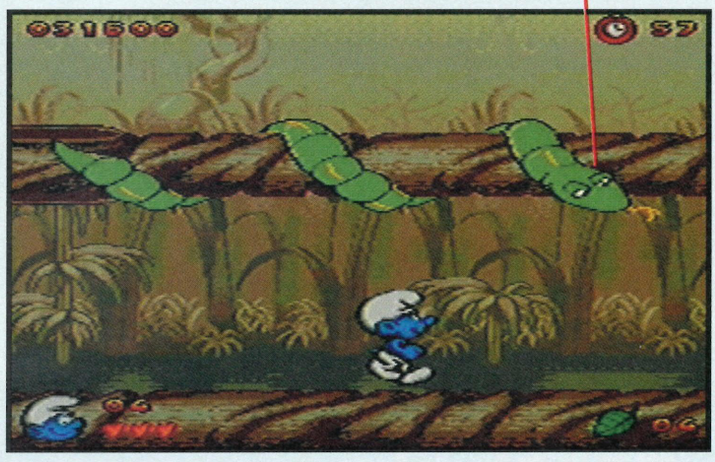


Up on this platform bush you'll find an extra life. Don't forget the energy leaf to the right of this either.

Level 9

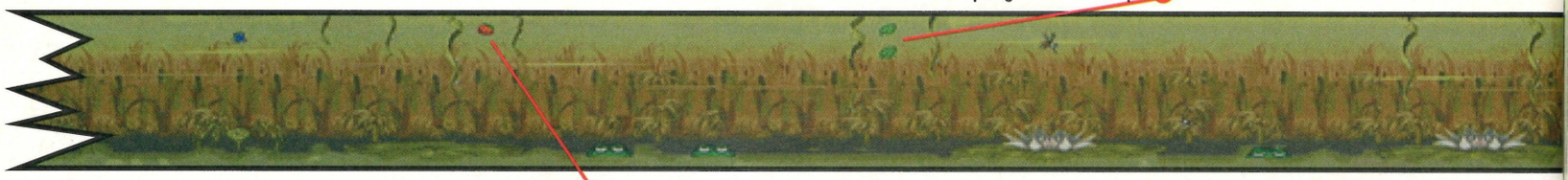
These spiders, the sort you'd find in a bath-tub, tend to move up and down a thread in differing patterns. Wait for the right moment to make a dash underneath each pair.

Kill this snake boss by hitting him on the head here. If you try to chase him you'll have problems. Wait at a suitable point on the log as he coils towards you. Then jump just before his head appears to start inflicting some damage.



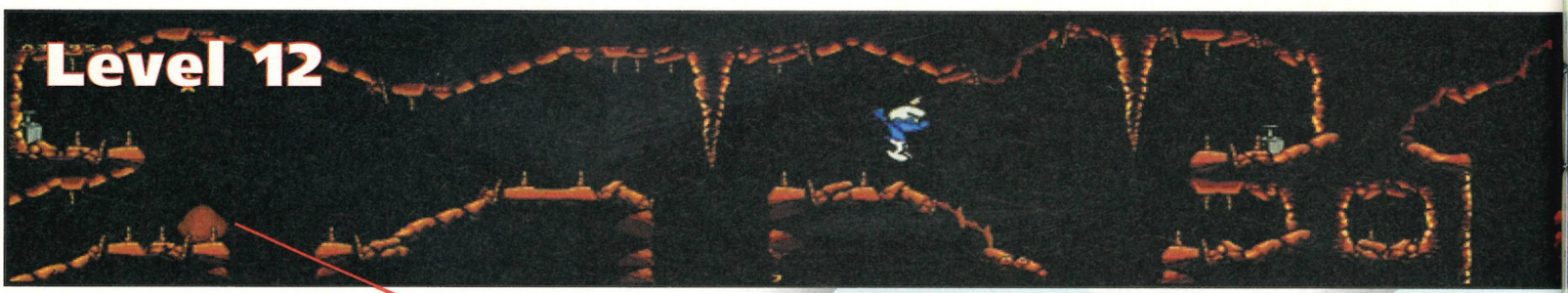
The vines can be tricky. Ensure there is a crocodile head below a vine you are clinging to before dropping down. One foot in the swamp and it's bye bye to a life.

Get this extra life when you are sure it's safe to do so. Never under-jump from vine to vine – ensure jumps are full-stretched to be on the safe side.



Be careful grabbing leaves as it's so easy to slip from the vines and plunge into the swamp .

There are often energy fruits at the top of the screen to ensure you keep up a healthy progress.



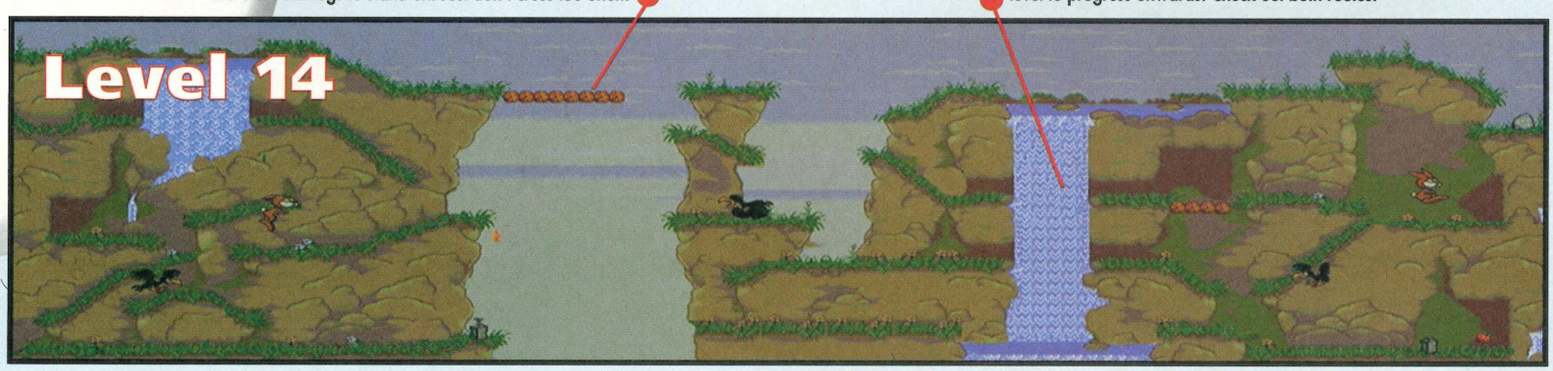
The boulders will drop in many places along the way. Either wait for the drop or sprint underneath. A casual walk will land you in trouble.

The first cave section is easy once you realise the level is short and there is very little up or down scrolling. The dangers come in the shape of boulders, low ceilings and pits. Find gold stars and leaves hidden in passages along the top of the screen. This may mean walking through rock areas that appear to be solid. The detonators will blow up a group of rocks nearby.

On this downhill series of columns it's better to drop for m one to the next rather than jump. It's very easy to jump too far and die!

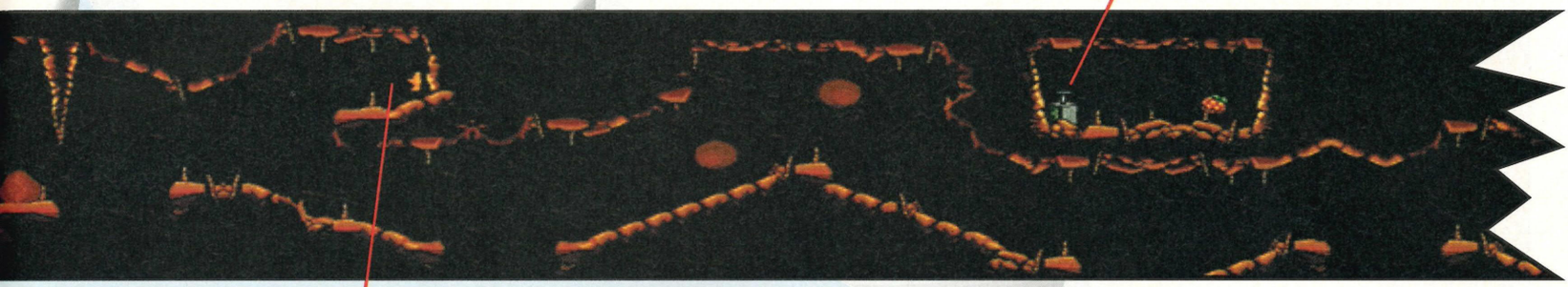
Sprint over this bridge quickly because it collapses. Alternatively you can jump so at least if you need to return there are still logs to stand on. Just don't cross too often!

You'll need to walk behind this waterfall at some point in the level to progress onwards. Check out both routes.



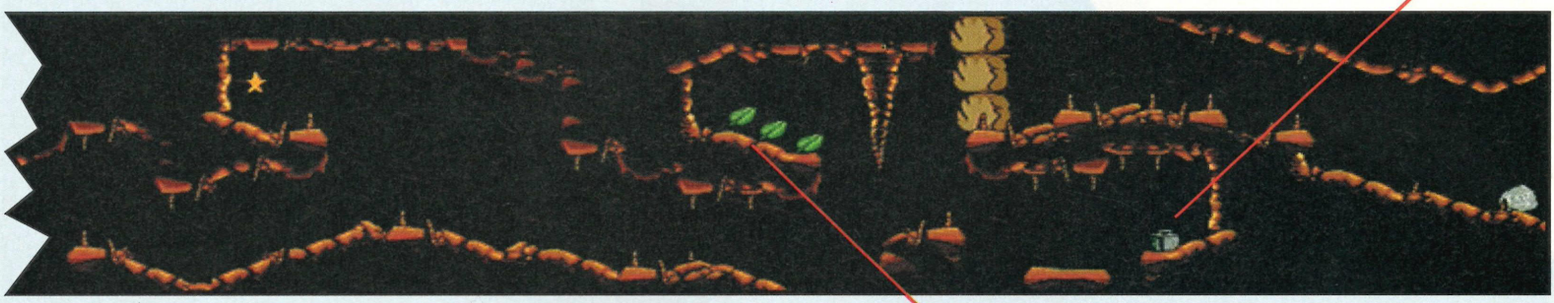
Crocodile heads stay above the surface far longer than when they are underneath. Remember to step across without hesitation.

To get to this detonator you must first find the entrance to the passage further on the right.



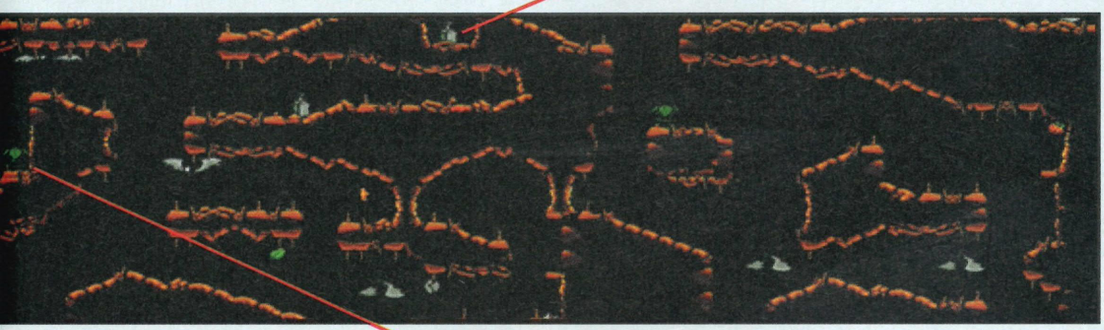
Search high and low because the gold stars are easy to find. Check out every possible route throughout this level.

Push this detonator to blow the rocks blocking your path. Be sure that your jumps are long and accurate because the cave ceilings are low.



You only need 25 of these for an extra life so don't forget this group of three.

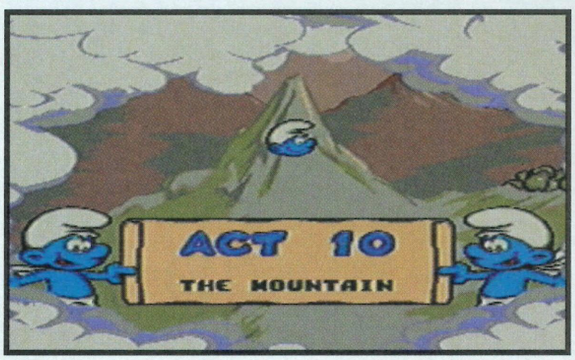
All the detonators must be activated before this level is complete. Some are accessed via hidden passages like the previous Cave level.



Remember you can pick these springs up and use them for other purposes, such as getting to a comfortable height for killing the giant bats.

The second part of the Caves is similar to the first but a lot bigger. Again remember that all the detonators must be found and activated before you'll be able to complete the level.

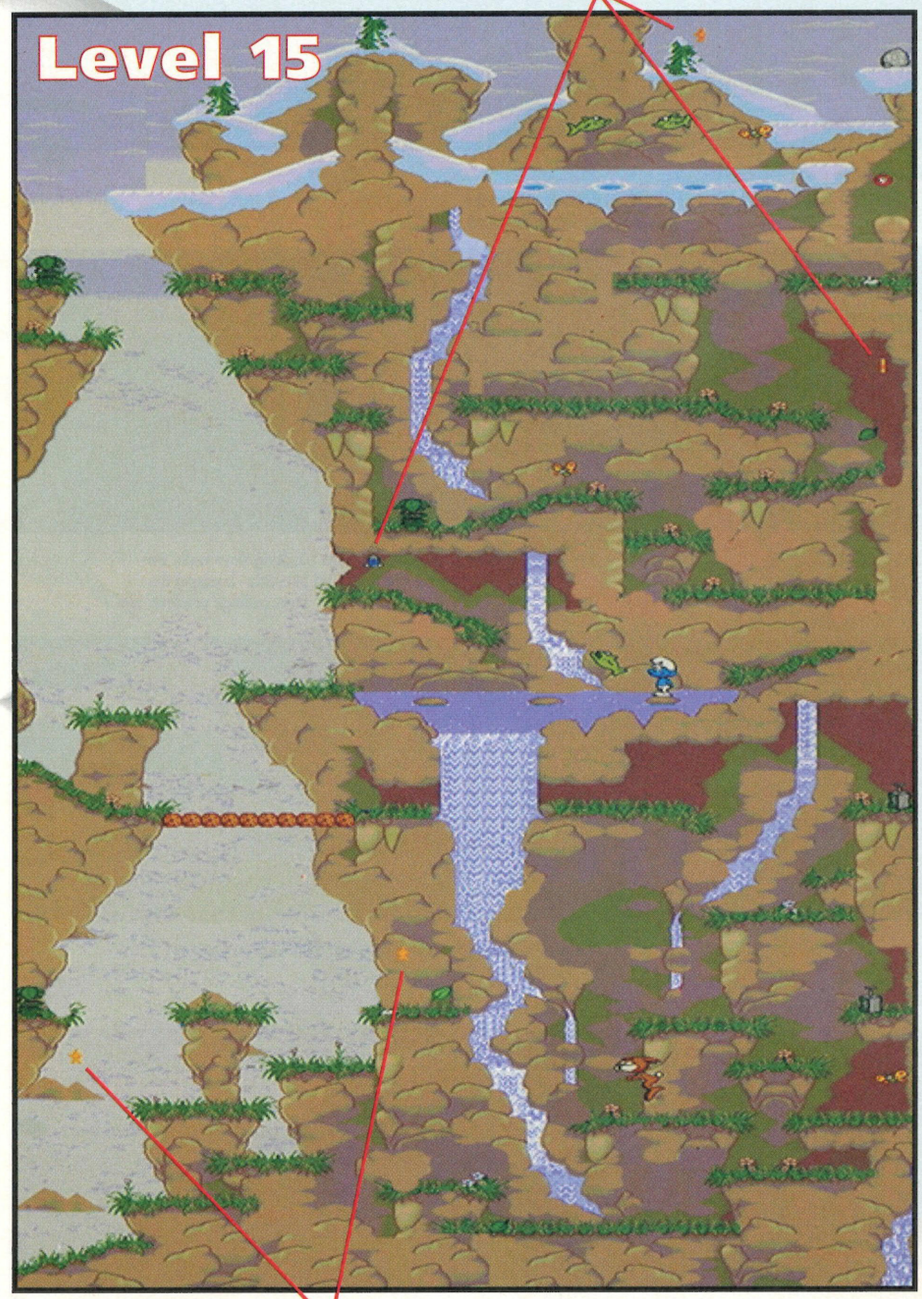
Although all the springs need not be moved, it is worth picking them up and carrying them to a place where you can jump high to kill the giant bats. You may also be able to find short-cuts by using the springs.



The mountain is like a Smurf's adventure playground. They can find secret passages behind the waterfall, risk the crumbling bridge and leap to their doom from high mountain peaks. Enemies tend to fly and crawl, with a simple jump on their heads being all that is required to get rid of them.

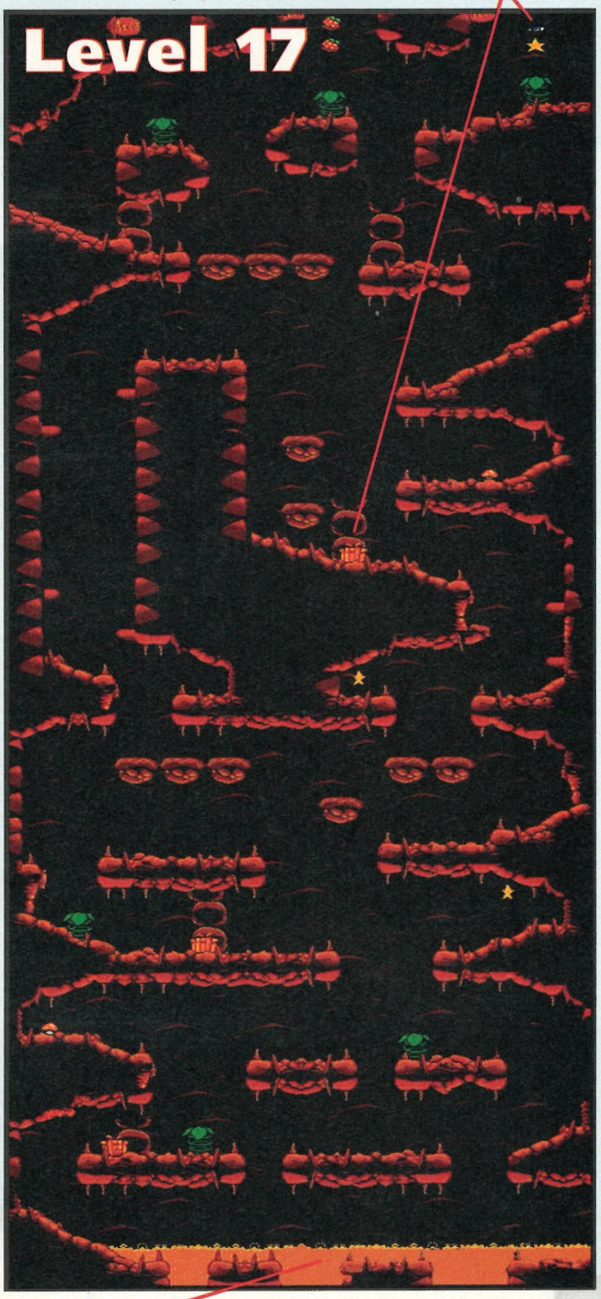
Find all the gold stars, pick up all the energy fruits and remember you must go behind the waterfall at some stage to finish the level. Ensure you find all the detonators – they all serve a purpose in blowing up rocks situated in a completely different location on the level.

Find an extra life and two more gold stars at these three points on the map.



Here are two of the gold stars you'll be able to pick up on this level.

Blow up the rocks as soon as you reach them, allowing time to stand well back from the blast. Find an extra life in the top-right corner before finishing this section.



This lava shows no mercy as it rises and rises in an attempt to boil your ass. Don't hesitate for a second en-route to the top of this section.

Flick the point switches to change rails. Before you reach each switch you'll see a marker to help you locate each switch.

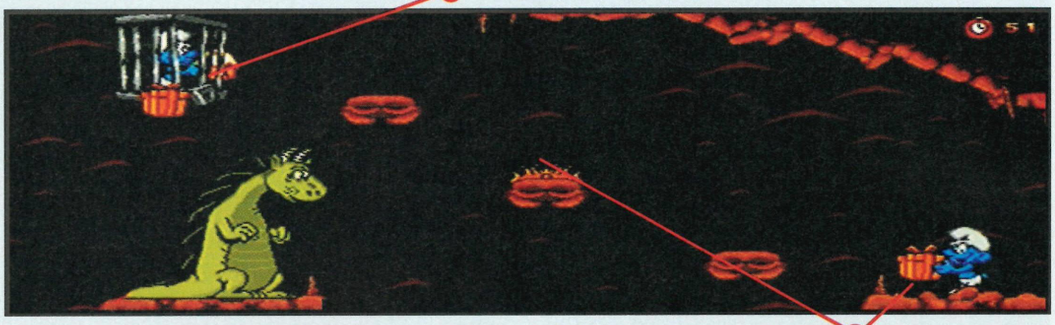
The mine ride is easy once you can identify the marker points that indicate a switch is about to come up on the rails. As the mine runs so quickly, particularly on the sections of track that dip like a rollercoaster, it may be an idea to keep pressing the pause button to see where the next switch is.

The only other dangers are the low wooden beams typical of a mine shaft. Duck under these whenever they crop up. You'll find the ride a fairly long one, but the route tends to repeat itself so it's easy enough to learn the pattern from top to bottom.

Don't forget these rocks crumble as soon as you're on them. If you fail go back a few screens and return to find the rock there again.

You will have time, before the lava rises, to snap up this extra life.

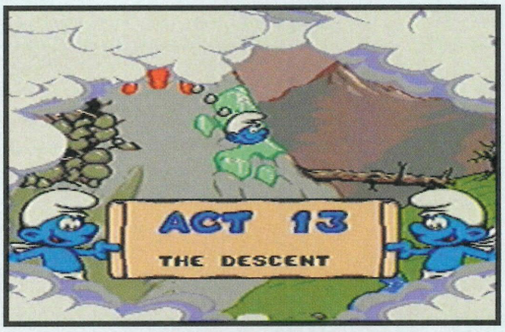
Once the Dino is defeated you can pick up the key and unlock this cage.



Pick up the bombs, then find a suitable place for throwing them at the Dino. Watch his fire though you'll need to keep retreating from the platform so the fires can die down.

The Volcano is a level to keep you on hot bricks. Both sections have lava that slowly rises from the bottom to the top. You must act quickly by laying the bombs in front of the rocks as soon as you reach them. Rocks that disappear as soon as you tread on the provide plenty of hopping around. Tap the jump button to safely step up onto each one.

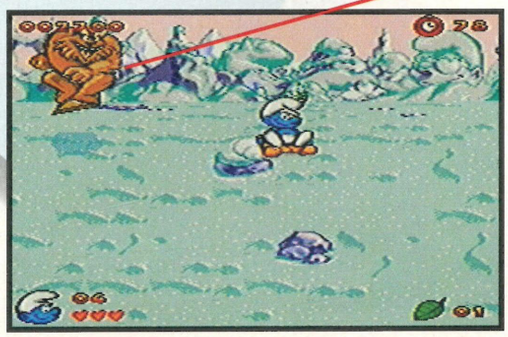
The Dino boss at the end of this stage must be defeated by use of the bombs. Stand on the middle platform to throw the bomb at the Dino, then retreat as his fire breath causes the same platform to catch fire. Repeat this process five times to defeat the boss and pick up a key that'll unlock the cage.

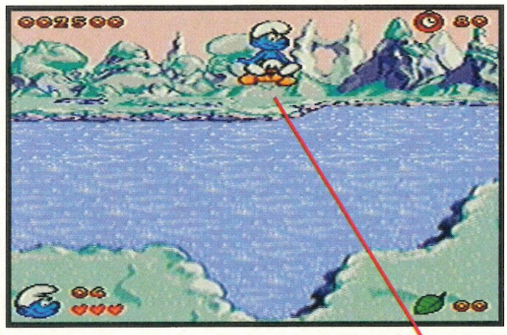


Avoid these blue rocks by jumping through the dangerous areas. You can direct the Smurf in the air so each landing is safe.

Be sure to collect as many energy fruits as possible. When you've lost a life it's back to the start. This is a long sledge run!

Avoid this brutal Yeti with long jumps to the left and right. When he moves quickly, you move quickly. Always keep one step ahead of him!



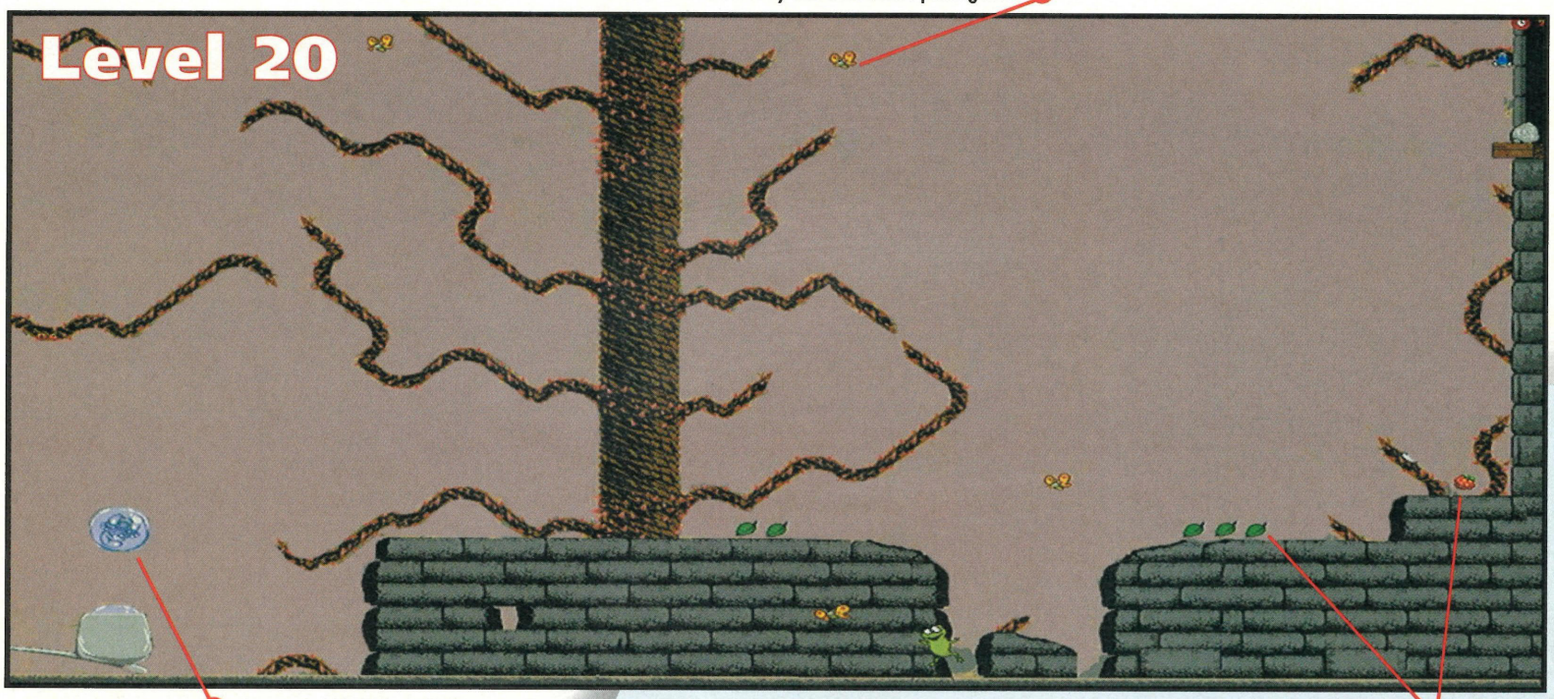


When leaping over water ensure you use a ramp. Move left or right in the air to find a dry piece of land early. In this case you can move right.

During the descent down the mountain on a sledge you'll be weaving in and out of rocks whilst ensuring the carpet-walking Yeti can't catch you. Collect the energy fruits to keep you sledging to the end and use the ramps to leap over the stretches of water.

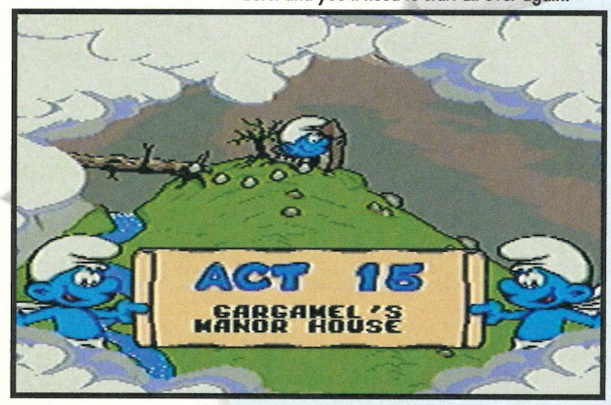
A good tactic is to keep jumping – jump, land, then immediately jump again. The safest place is in the air, particularly as you can move left or right. If you do miss a ramp it's still possible to jump the water – just make sure you pick the quickest dry route. Move left and right in the air once again to direct the Smurf over the shortest area of the water jumps.

Watch these little butterflies because they'll burst your bubble too. Wait for them to fly well clear before passing them.



Get your bubble here – it'll take you to the exit. Just don't touch the thorny plant because the bubble will burst and you'll need to start all over again.

Don't forget to duck down here and pick up the three leaves and the energy fruit.



This level with the huge thorny plant can be tricky. It's like playing one of those make-shift games with a wire and hook – guiding a Smurf in a bubble around a tricky obstacle course where the alarm bells will ring if anything is touched!

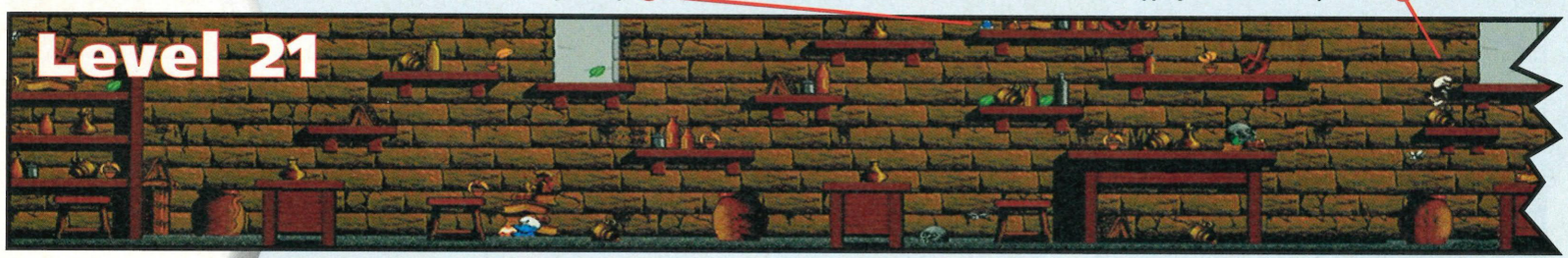
Once you've collected all the bonuses on top of the wall, enter the bubble maker and rise in a bubble following the route on the map. Luckily the bubbles are infinite, but each time your bubble bursts you will need to return to the bubble maker for another attempt.

Controlling the bubble can be tricky – it's so light it has a mind of its own. Light presses on the D-Pad will help you gain control, patience will see you through. Don't try to be smart and dash through like a bull in a fine glass hardware shop, wait for the butterflies to clear your path and remember that if you hit even the top of the screen on this level then your bubble will burst.

When you've cleared the thorny obstacle course, go down near the wall to collect the bonuses, then rise up and pick-up the extra life just before the exit stone.

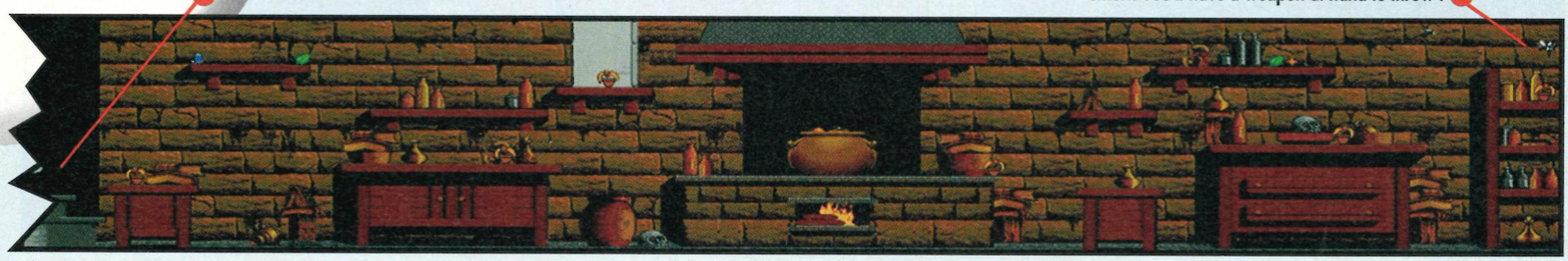
Grab this extra life en-route to the exit. Jump on the heads of all the enemies on your way.

The level starts here and immediately you'll need to deal with a nasty black Smurf. Use his head as a stepping stone to the next platform.



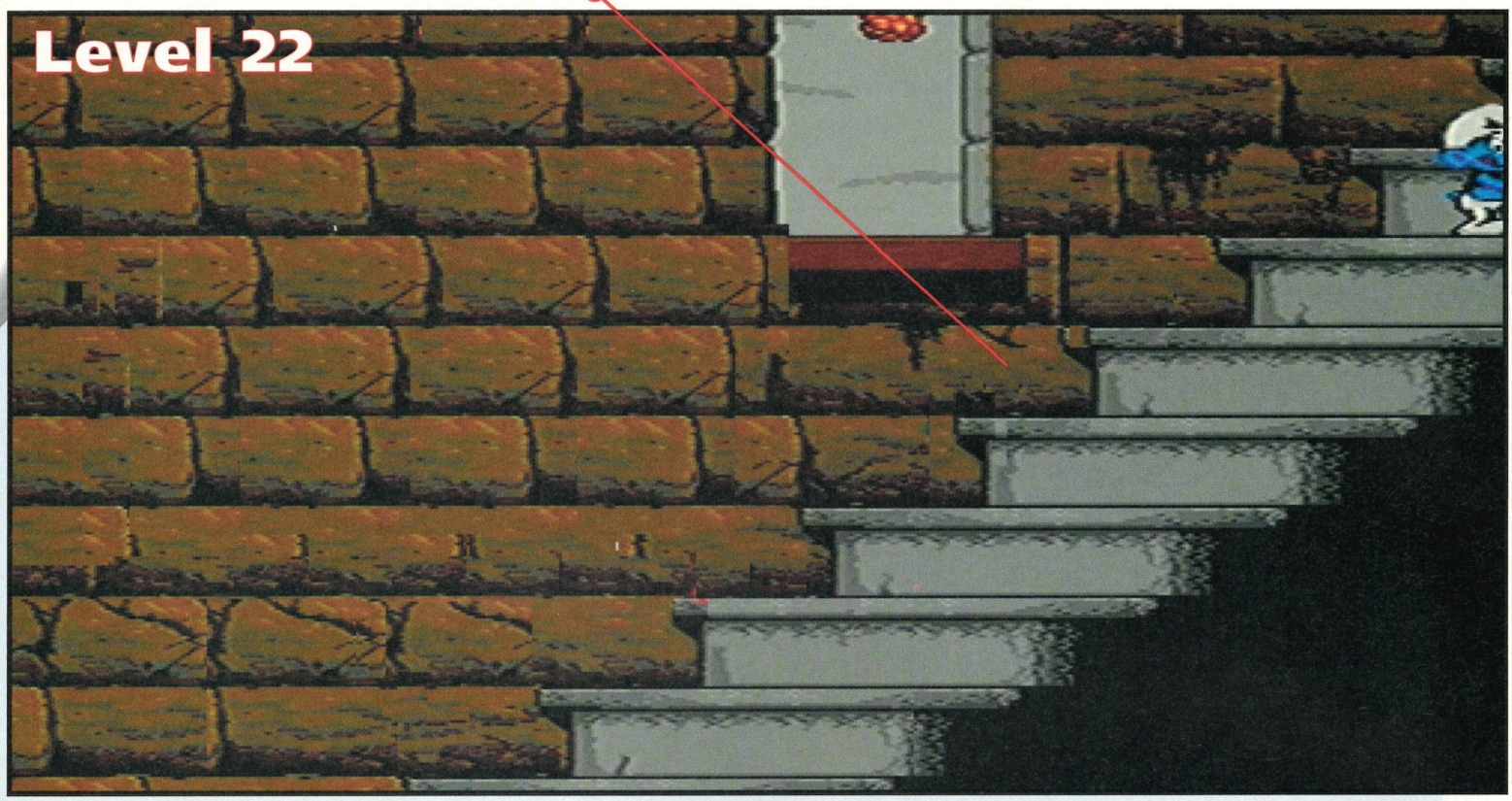
Find the exit at the far left of this level.

Remember the black flies can also turn you into a nasty black Smurf. You'll have a weapon at hand to throw .



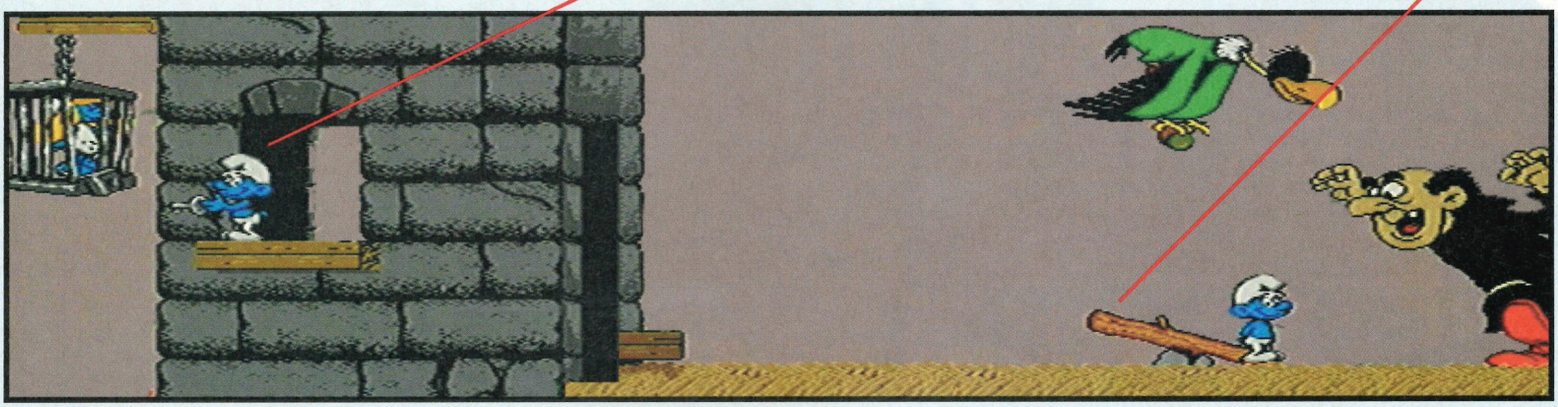
The steps go up and so do you. A simple level where you'll have few problems. Collect bonuses in the windows on your way up.

Level 22



Only when the boss is defeated will you see this cage. Bring the key here and rescue your mate. This is the end.

Use the seesaw to shoot acorns at the boss. Where you stand is where the bird will drop the acorn . Shoot plenty to win!



The end boss is easy once you've mastered the technique of shooting acorns at the advancing boss using the seesaw. Remember that where you stand when the bird passes overhead is the exact place on the ground where the acorn will be dropped. So don't be a fool and stand away from the seesaw. Stand by the end that's on the ground and wait for the acorn to drop into position. Then leap onto the other end to shoot the acorn at the boss. Repeat this process over and over again each time the bird flies overhead – whether it's from the left or the right. Eventually the boss will retreat so far that the final acorn will finish him off. Then it's a jolly ending screen!

SUMMARY

GAME NAME: The Smurfs
TIME TO COMPLETE: 4 Days
HIGHEST SCORE: 4,300,000
NUMBER OF LEVELS: 22
CHALLENGE RATING: Fairly Difficult

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BC RACERS

Millionaire playboy caveman Millstone Rockafella has arranged a wild 'n' wacky BC bike race, the winner of which receives the Ultimate Boulderdash Bike. It's the chance of a lifetime and all the weird and wonderful prehistoric racers are out to grab the prize.

Play as one of six awesome prehistoric racing teams in one of the fastest and most violent race games to hit the Mega-CD. Anyway fasten your seatbelts as SEGA XS goes Pre-hysterical! We bring you the ultimate players' guide to this rocky racer — SEGA XS, easily the best idea since the invention of the wheel!

Character Profiles

Granite Jackstone & Tina Burna

Acceleration	**9**	**Speed**	**9**
Energy	**3**	**Attack**	**4**

These two foxy ladies are certainly a team to watch out for. Their perfect speed and acceleration means they will fly to the front of the race and stay there. If you can catch and overtake them they will have enough reserve energy to take the lead back, so the only thing to do is take them out of the game with a few hits.

Their energy is the lowest in the field, so bash them with some good attacks and they will crash and burn after three hits. This will have the double effect of getting rid of the fastest team in the race and also winning you a bonus point for taking them out.

Cliff Ace & Roxy

Acceleration	**6**	**Speed**	**7**
Energy	**6**	**Attack**	**6**

Cliff and Roxy are perhaps the best team to play as. Their figures may only be mid-range, but they don't have any weaknesses. Their energy level should be enough to get any team around a lap before refreshing energy via the pits, also their attacks are quite precise and their speed is high enough to race around the many courses.

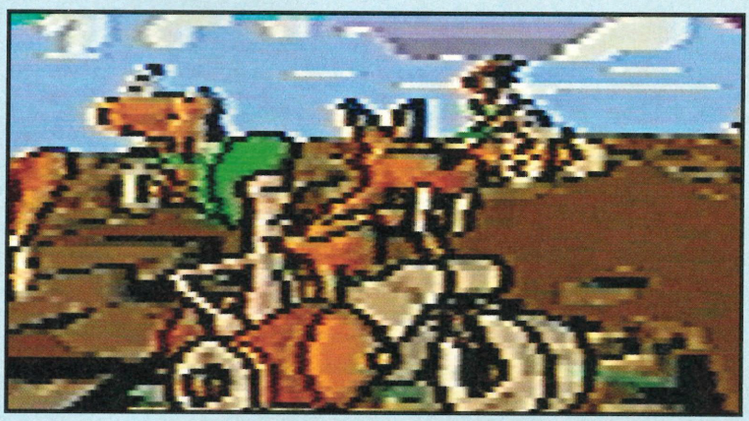
Cliff has a long reach in an attack while Tina's double kicks are accurate as well as powerful, so you can depend on them in a scrap. If this team does have a weakness though, it will be more prevalent in the Rock Hard section of the game, but then again, every team finds that hard going!

Chuck Rock & Junior

Acceleration	**9**	**Speed**	**7**
Energy	**4**	**Attack**	**5**

Chuck and Junior are another fast and mobile team that can hit hard in the attack. Their speed and use of acceleration will always make them one of the fastest teams in the race but their energy levels are weak enough to see them bombed out by determined opposition.

If you want to make a serious attempt at winning through to the end of the game, don't play as Chuck and Junior. They may be fast and agile but their lack of energy will see them consistently knocked out in the harder rounds, when all the opposition go in hard on the attack. Basically they're the biggest wimps on the Stone Age race tracks!



Sado-Tooth Tiger & Sid Viscous

Acceleration	**5**	**Speed**	**4**
Energy	**9**	**Attack**	**7**

Sado and Sid are one of the teams most suited to a human player. Although their speed and acceleration are nothing to gloat about, a skilled player, who can keep to the racing line, can take them all the way, with no fear of losing energy. Sado and Sid are one of the best teams in combat, with enough energy to defend themselves against any awesome attack and enough guile in their own attack to deal out a few blows in the race for the front.

Tactically, Sado and Sid perform best when in amongst the other teams. Hit and run your way to the front and then try to hold the position by swiping at anyone that tries to get by.

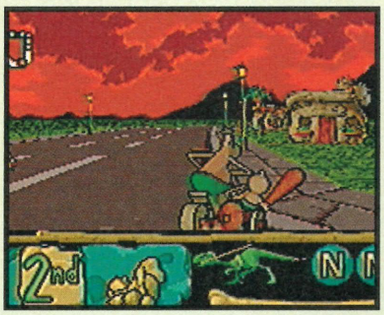
The Tracks

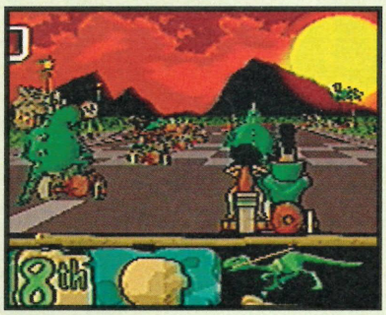
Rock City Race

The first track of each difficulty level takes place in the busy Stone Age City. The tracks here feature tight, angled corners, protected by high curbs that will slow you down if you stray off the racing line. Lamp posts and road side houses will bring you to a complete halt if you bump into them, as will Nomadic pedestrians that line the City streets, cheering on the competitors.

The in-town race is a very swift and smooth one, the roads are well built and wide, which means there is usually plenty of room to manoeuvre around and dodge the other players. If you take the racing line, staying close to the inside lanes of the tracks, you will be able to gather up enough speed to win the race. Make too many mistakes and stray off line and you find you will be quickly overtaken by the rest of the field who tend to steer wide.

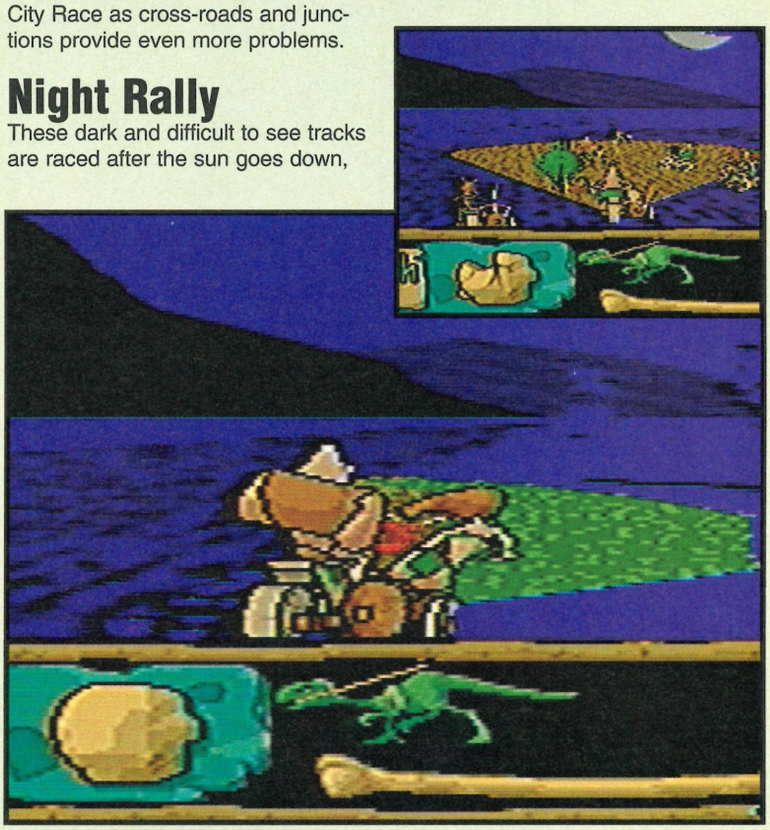
In later difficult levels, the corners will become even tighter and the width of the lanes will half in size. This makes precision driving essential. You must also keep a careful eye on the overhead map as you drive around the later versions of the Rock City Race as cross-roads and junctions provide even more problems.

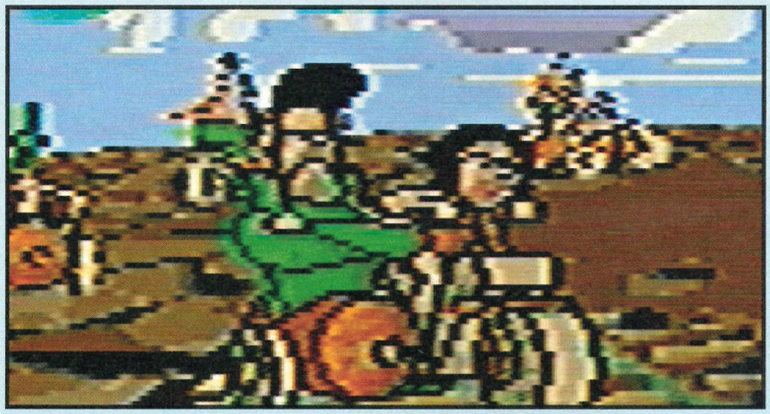




Night Rally

These dark and difficult to see tracks are raced after the sun goes down, with only your dodgy head lights to navigate by. The landscape is bland and bleak with dangerous obstacles in the later difficulty levels. The





Brick Jagger & Gary Gritta

Acceleration	**6**	**Speed**	**5**
Energy	**5**	**Attack**	**9**

Brick and Gary are the real bully boys of the game, with a perfect attack and a good defence. If you come up against them while you are whizzing around the track, you should prepare to dodge their attacks rather than get stuck in. They are quite quick starters to the race, so if you can avoid them at the start, you will be advised to do so.

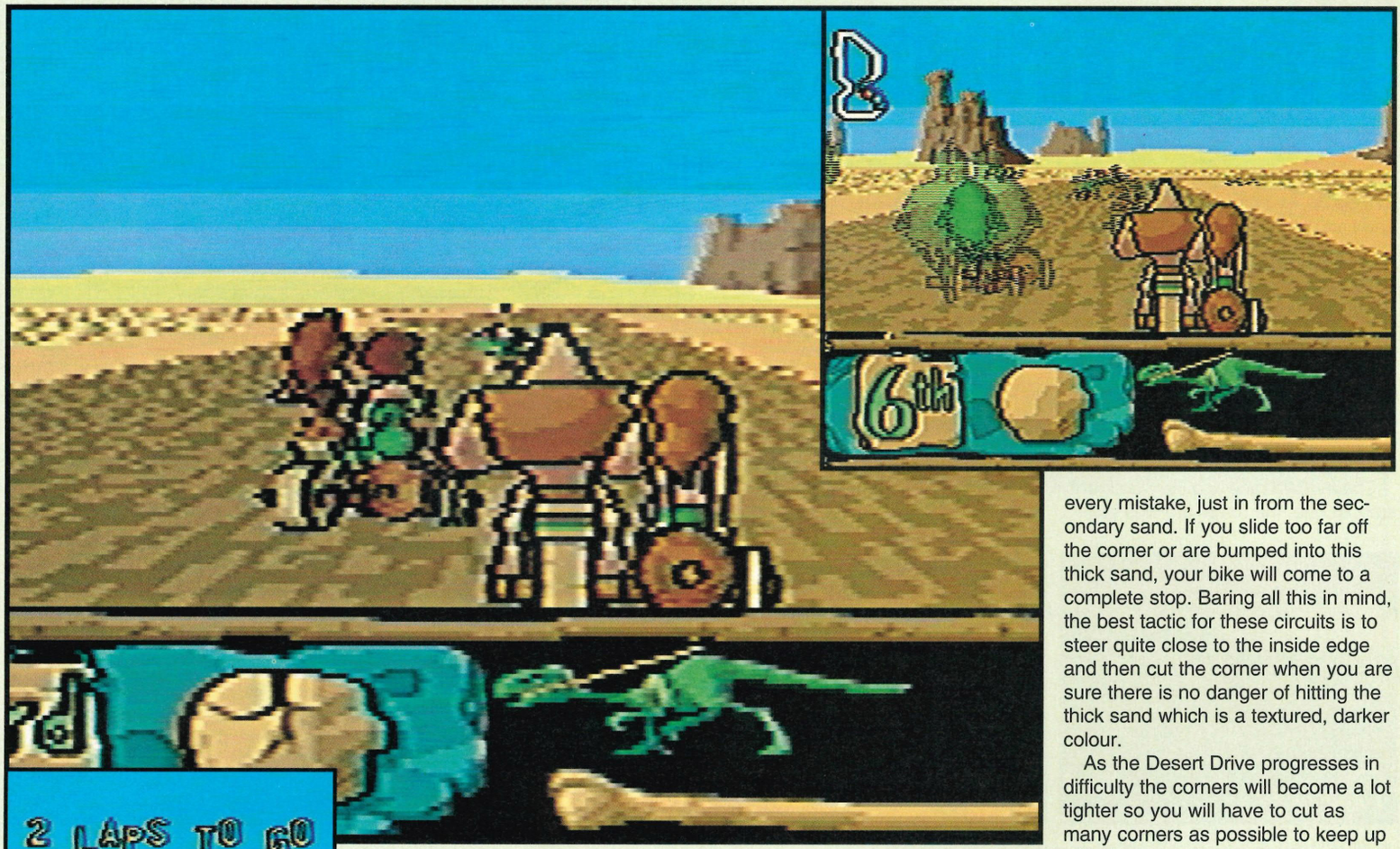
If there is a big scrap at the start (this happens in almost every race in the Rock Hard section), steer to one of the sides and try to slide through. If you venture into the middle, you're sure to be whacked by Brick and Gary, as they try to make up for their lack of speed.

Bob Hardley & Jimmi Handtrix

Acceleration	**8**	**Speed**	**8**
Energy	**8**	**Attack**	**1**

Choose to play as Bob and Jimmi if you want to race around the track at a fast pace and avoid getting involved in any squabbles. If you do get involved, you will lose out as your attack is the weakest in the field, although your high energy levels will be able to withstand quite a lot of punishment.

Bob and Jimmi are fast and flexible, which will always put them in a good position at the top of the table, although you will have to depend on points for position, with there being little chance of picking up bonuses for taking other teams out. If you can get to the front early, you have a good chance of getting in the points.



edges of the road can just about be seen ahead of you so you should steer by them and the overhead map.

Do not stick too close to the inside edge of the circuit because most of the obstacles can be found there, as well as overlapping features from the roadside. If you stick to the centre of the track and turn into the corners at speed, you should be able to see enough of the track to drive around it smoothly.

As the difficulty level rises, so does the number of obstacles. There will be sections of rising coffins, coming up from the track for instance, so you will need to have your wits about you in order to shoot around them and remain on the track. If you can make few mistakes on these difficult sections of the game, you should find yourself in amongst the points. The corners and bends will become a lot tighter as the game goes on though, so practise and technique will separate the cavemen from the caveboys!

Desert Drive

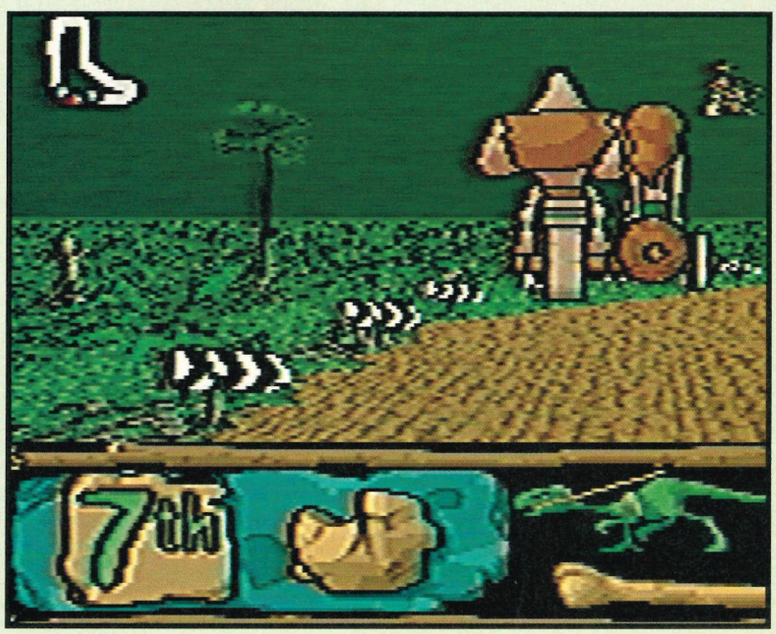
In the desert circuits there are three different types of surface to think about. The track surface is made of smooth sand that is easy to stay in control of. Then there is a slightly thicker sand on the edges of the tracks and the wide corners. If you can hit these at speed and cut the corners, you will only slow down a little and you will gain vital distance and time.

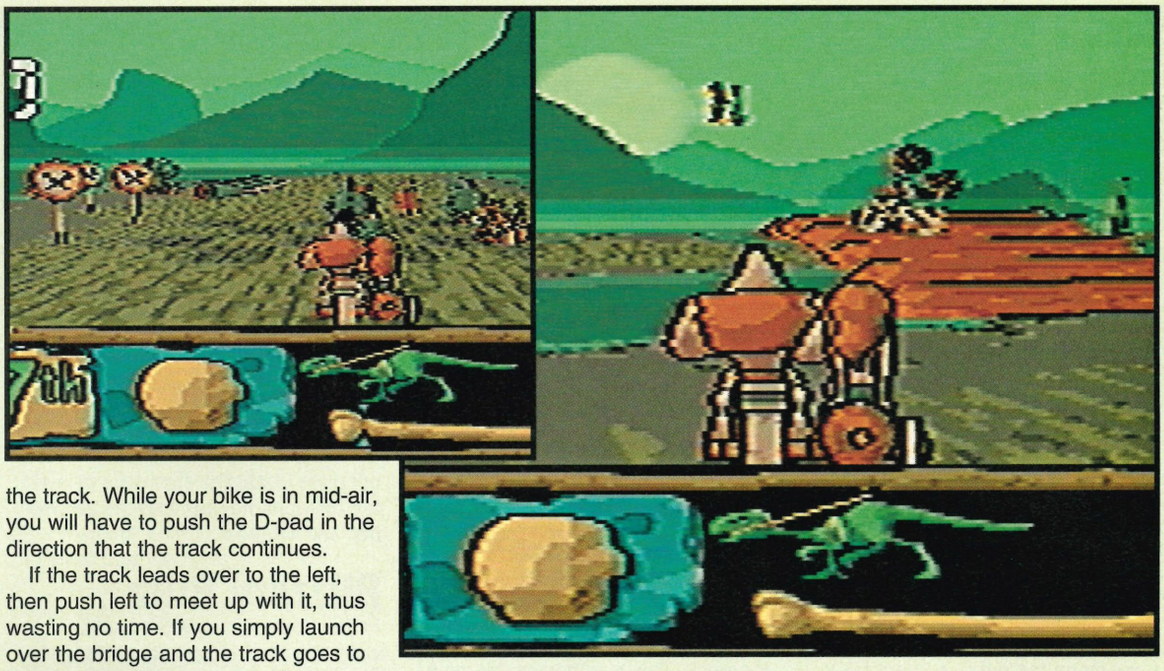
The third type of sand surface is the dense dunes that await your every mistake, just in from the secondary sand. If you slide too far off the corner or are bumped into this thick sand, your bike will come to a complete stop. Baring all this in mind, the best tactic for these circuits is to steer quite close to the inside edge and then cut the corner when you are sure there is no danger of hitting the thick sand which is a textured, darker colour.

As the Desert Drive progresses in difficulty the corners will become a lot tighter so you will have to cut as many corners as possible to keep up with the pace. The only problem with this plan is that the thicker, bike stopping sand, will be closer into the corners, giving you less time and space to react.

Jungle Rumble

The jungle circuits throw up a lot



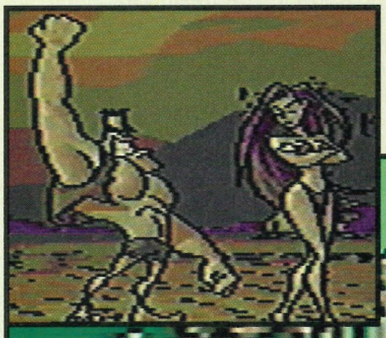


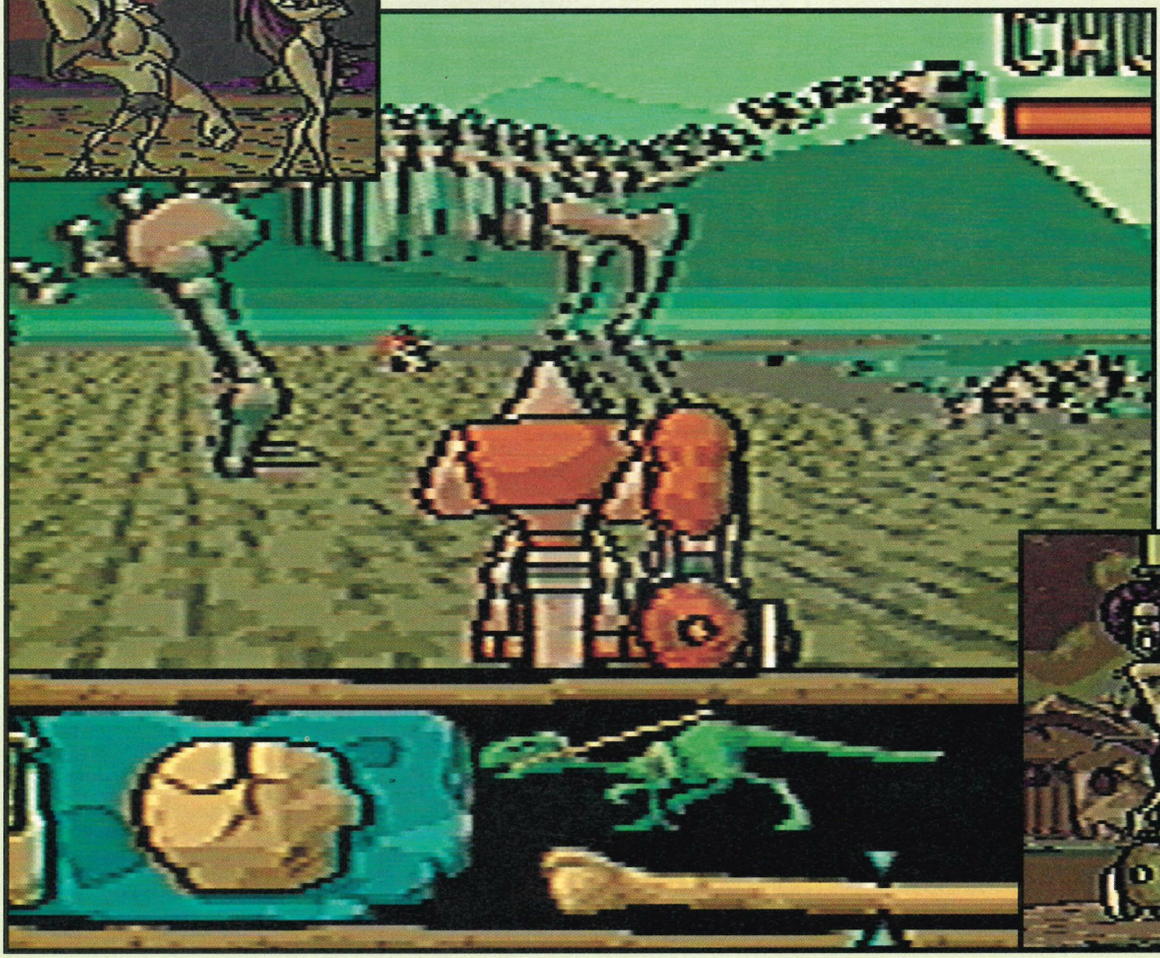
more obstacles, including green foliage protruding onto the track on both sides and some tight bridge jumps over the river. This means you will have to stick quite rigidly to the centre of the track, lining your bike up quickly for the bridge jumps.

When approaching any jump try to do so dead straight so you hit the ramp in the centre of the bridge. This will give your bike the maximum lift required to launch yourself over the river and beyond to reconnect with the track. While your bike is in mid-air, you will have to push the D-pad in the direction that the track continues.

If the track leads over to the left, then push left to meet up with it, thus wasting no time. If you simply launch over the bridge and the track goes to the right, you will end up in deep foliage that is very difficult to get out of. If you don't hit the ramp in the right place, your bike may not get enough lift to either clear the river or to speed away on landing.

In the later versions of the track type, you will have to dodge past Triceratops as they stomp across the straight and give yourself enough time to line up for tighter bridge crossings. This ain't easy mate, so perseverance is the key to success.

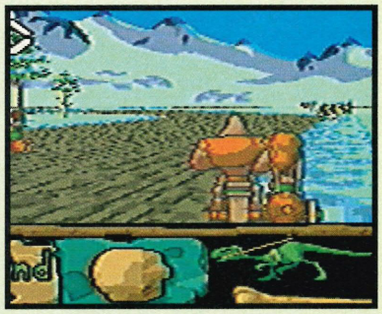


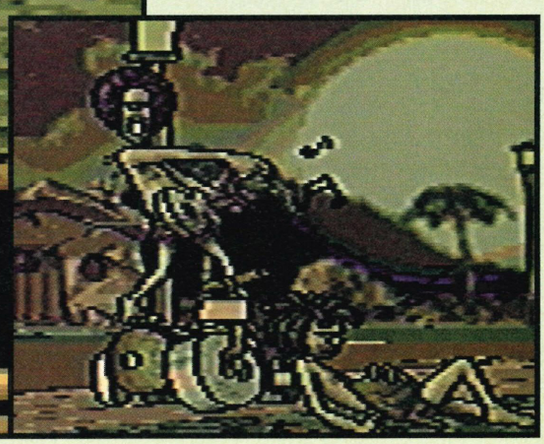


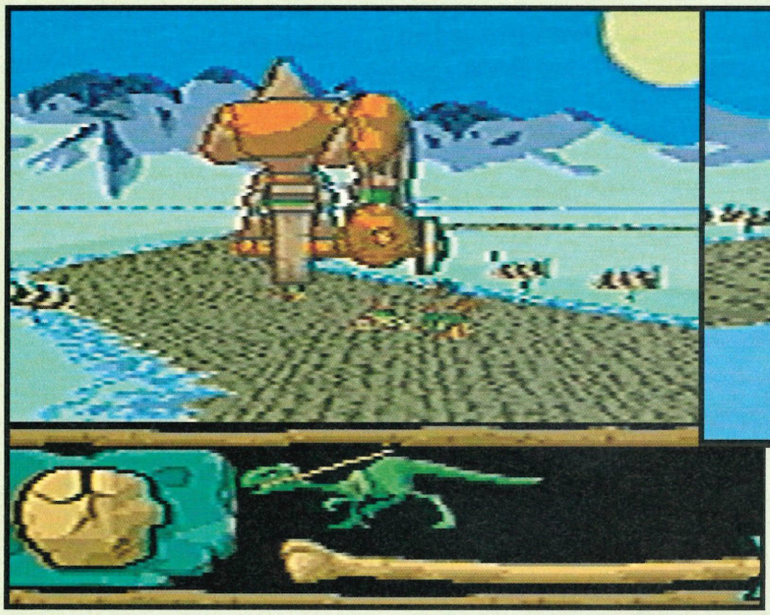
Swamp Stomp

In the swamp area, you will find a similar problem to that of the sand in the desert tracks. The track will be fast moving and hard to turn on at high speeds, with a secondary surface to the sides of the track that will slow you down and even make you skid into the swamp sludge around the edges. Other obstacles like fords and bridges will slow you up if you don't approach them properly.

When driving through the ford,







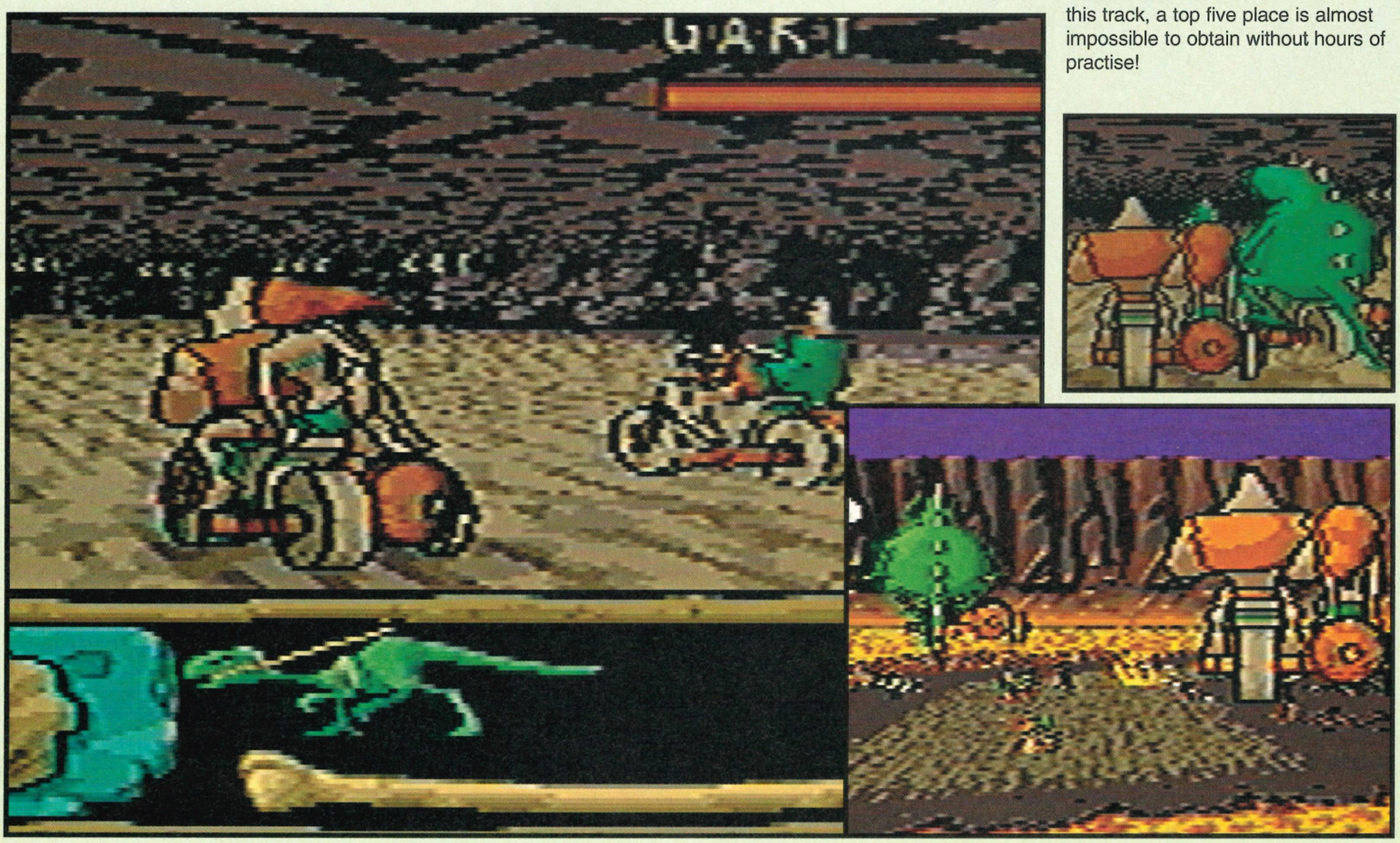
always look for the shortest route (usually on the right), so your bike doesn't lose too much speed in the water. The approach to the bridge jumps should be done in the same manner as before to give maximum lift. If you miss the tight turn to the bridges and end up in the swamp, you will have to forfeit about five seconds, before being placed back on the track. This is not advisable as a five second delay will probably cost you several places in the race.

As you drive around the centre of the tracks, try to steer into the corners in an attempt to gain the racing line. This will save you time but do not slide too close into the corner because obstacles like rocks or even an unstoppable path into the swamp bed will await you.

Blizzard Blitz

In these snow encrusted sections control is the hardest yet most vital thing to achieve. The tracks are covered with icy patches that make the steering system very hard to get to grips with. If you steer in the centre of the track and then slide into the corners, giving yourself plenty of room to straighten back up, you should get through without too much trouble. If you steer too close to the inside edge, you will leave yourself little time to straighten back up to dodge around the breaks in the ice, the banks of snow or to get in line for the ramps.

On later versions of the track, you will have very little room for manoeuvre, with twisting snow clad tracks, winding back and forth, leading to long icy stretches and even dead ends. As the difficulty continues to rise, it becomes even more important to follow the overhead view of the track to keep check on the correct route. With circular sections and false lanes leading to more broken ice sections and larger obstacles, it is very difficult to keep to the correct route. In the Rock Hard version of this track, a top five place is almost impossible to obtain without hours of practise!



Cave Rave

Now we move inside a giant network of caves for a set of routes that twist and turn in all directions, making the tight corners and poor visibility even harder to negotiate. It's very difficult to steer to the inside line so stick to the centre of the tracks, watching out for swift changes in direction. This will minimise the chance of crashing into the cave walls as you fly around the break neck corners.

It is advisable to be ready to perform the odd hand-break turn by pressing Down and Left or Right while accelerating. This technique is a must in the difficult levels ahead and comes in very handy if you overshoot on the track and are unable to straighten up in time to head over one of the wooden bridges. These bridges will have to be taken carefully as they are quite thin in structure and lead to a sheer drop that will take about five seconds to get back from.

As the game progresses, the other racers will become a lot better at their job. Not only will they be taking corners at higher speeds and finding the odd short cut, but they will be ever more willing to punch you out of the game. You should take the last few circuits as swiftly as you can but do watch the overhead view closely because the cave levels can throw up all sorts of unexpected problems!

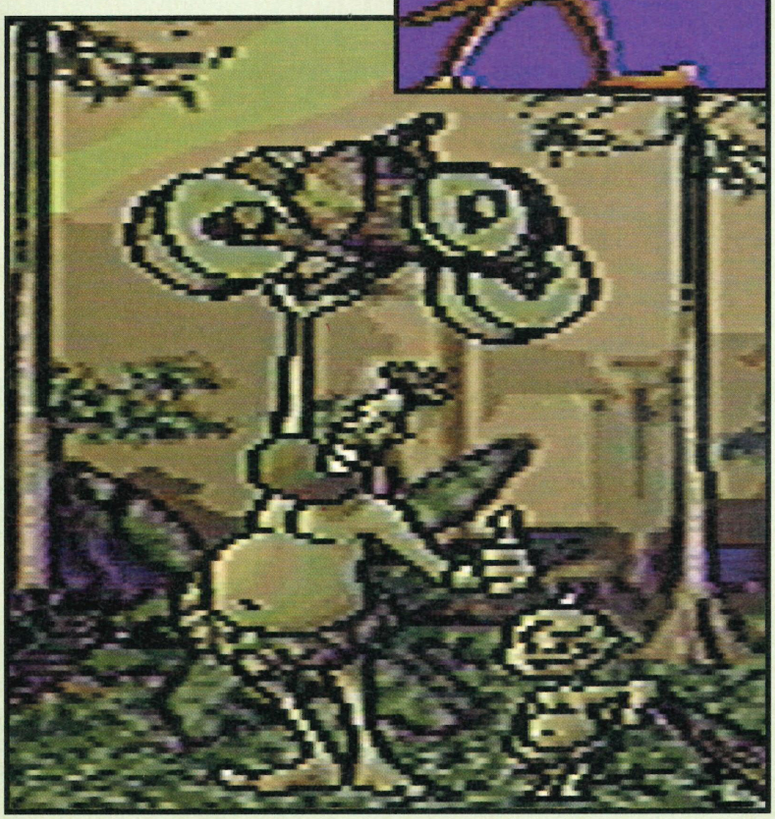
Volcano Dash

The last of the eight track types is, as you can imagine, the hardest to get through! Set in the Volcano, molten lava and massive boulders surround the massive spiralling tracks that lead to jump upon jump into danger!

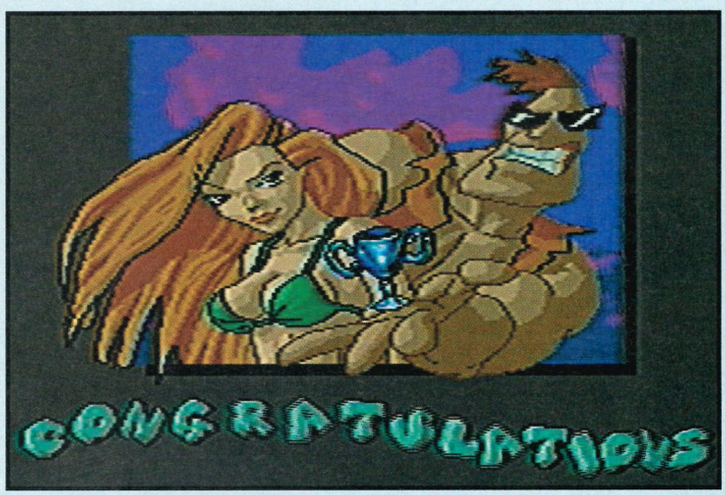
The best tactic here is to protect your energy as you head around the lap, so you can refresh in the pits on completing a lap. Approach all the jumps in the centre of the ramp and quickly decide which way to push the D-pad when in flight.

In the later difficulty levels, the tracks become so twisty you will have difficulty following the overhead view. The best tactic then is to simply go for it — remembering the old adage he who dares wins! Be ready to throw your bike into hand-break turns while looking to punch anything that tries it on with you.

If you can get ahead at the start, you will find it difficult to follow the route so it is better to let someone else lead so you can follow their line and gradually catch up. In the final laps try all you can to get in front. Some corners are wide enough to be cut, but watch out for the thin lanes with channels of lava to both sides. Practice and experience should combine in this final and ultimate test, if you have the driving skills and the courage, you should be able you win through and lift the final trophy!



Passwords



When you play through the easy and medium levels of the game, you should aim to finish on top of the table after each set of eight tracks. If you can do this you will be able to progress onto the next difficulty level. Finish top after the medium level and you will be awarded with a silver trophy and the password to the Hard phase. Finish top after the Rock Hard level and you will complete the game, winning the Boulderdash Bike and the Gold Cup! To help you on your way here are the passwords to the final two stages:

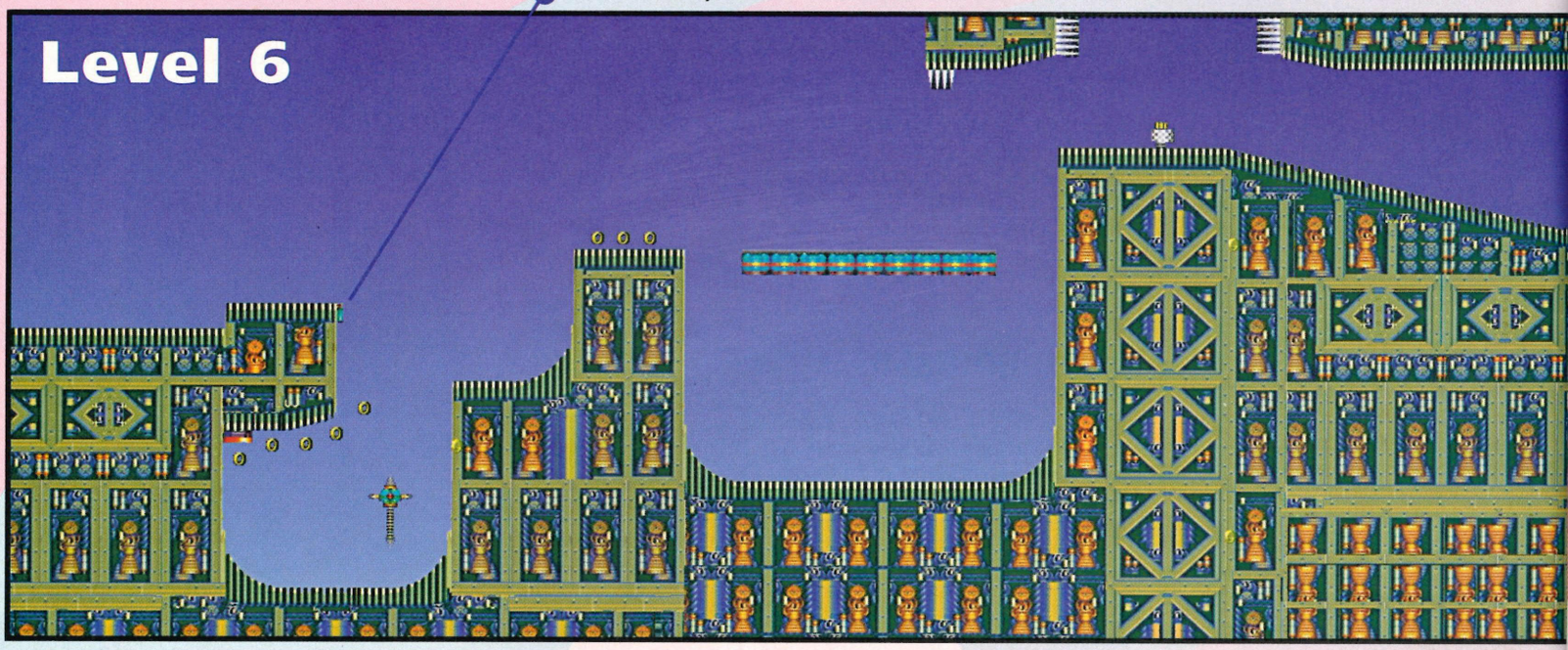
HARD	**PLBTKG**	**ROCK HARD**	**WZJQXF**

SUMMARY

GAME NAME: BC Racers
TIME TO COMPLETE: 2 days
HIGHEST SCORE: N/A
NUMBER OF LEVELS: N/A
CHALLENGE RATING: Fairly Easy

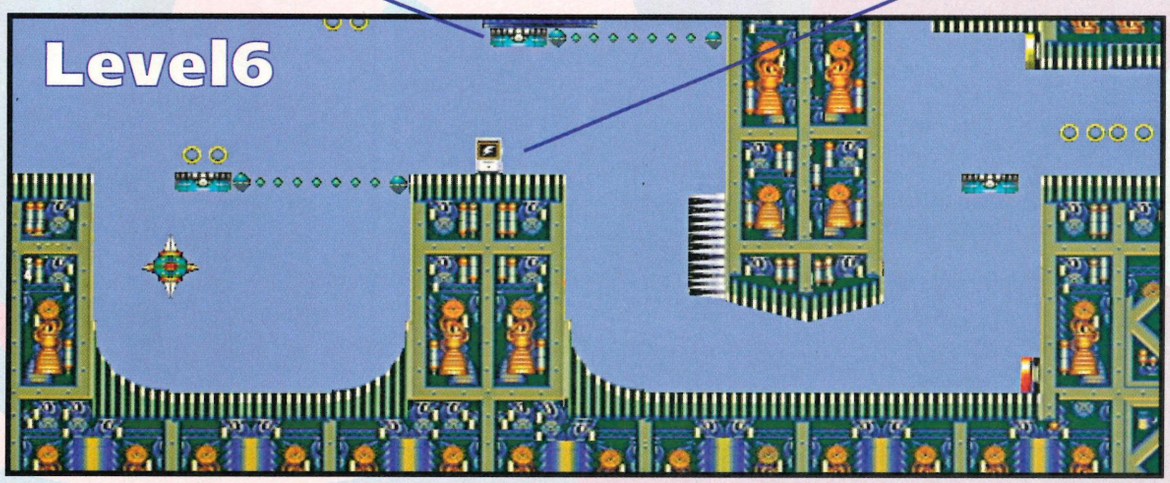
CD supplied by:
CORE,
Tel: (0332) 297 792

These devices create electric bridges. However, they flicker on and off intermittently, so time it well or fall into trouble.



These platforms rise when you step on them.

Lightening shield here for the taking. Extra defenses are always a bonus.



Many pitfalls await you in this complex and ever so fast level. The most basic traps and the ones you must be wary of are the dips at the beginning. They are simple and harmless enough on their own, but if you fall into them and dither about, you will be bonked on your little spiky head by one of Robotniks manic helpers. If you are careful there is no reason not to whizz through this level intact. Just try not to become to reckless or a fairly insignificant and easy obstacle will become amplified.

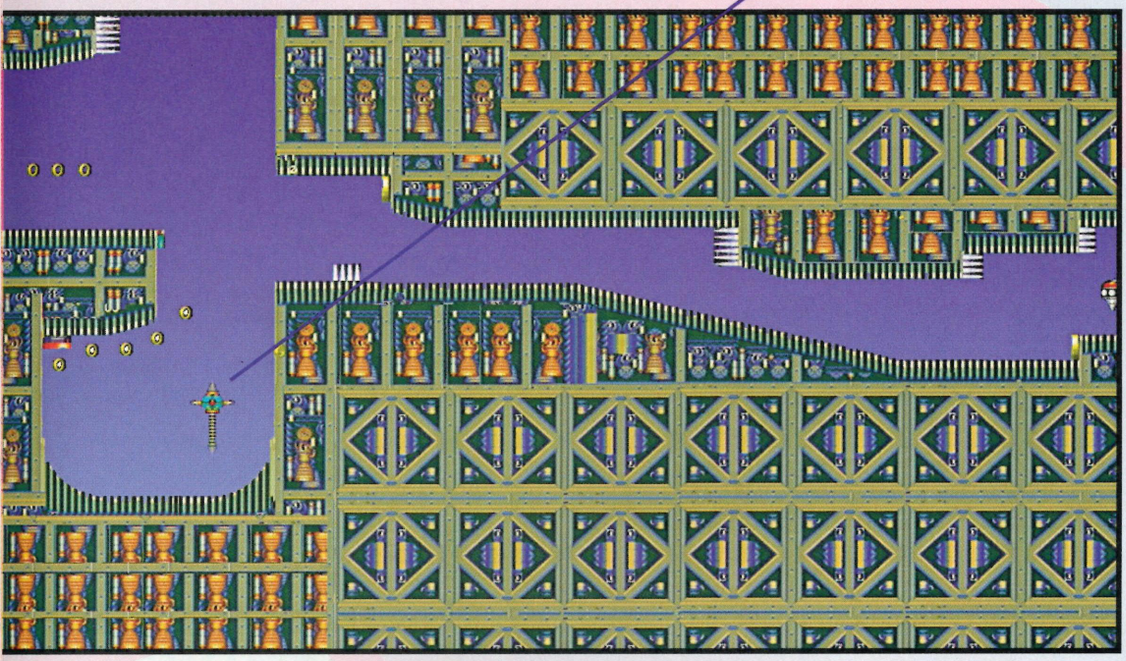
MEGA DRIVE

SEGA ● PLATFORMER

SONIC & KNUCKLES

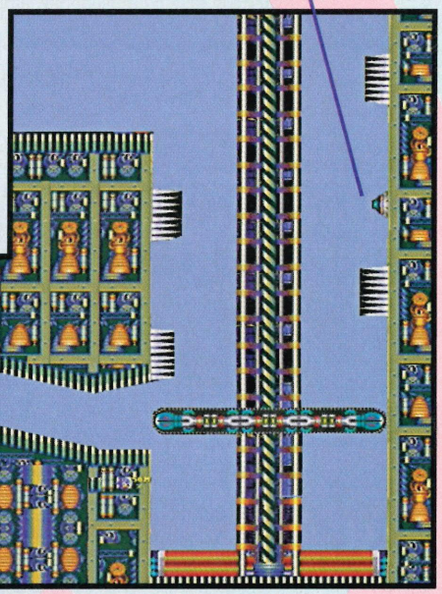
At long last, after umpteen issues and hours of painstaking work, SEGA XS brings you the final levels of the glorious platformer *Sonic and Knuckles*, and damn pretty they are too! You may think that after so much of the game has gone before you, there would be nothing new to offer, well you're wrong matey, for there are still plenty of surprises in store. For a start, we have reverse gravity,then we have one of the most amazing forms of transport you have ever seen, a spiralling tube that carries you at speed to wherever it feels like. There are plenty of big bad guardians too, so there's never a dull moment for our spiky blue star. Read on to find out more...

This Badnik will home in on you and donk you on the head if you stay still too long.

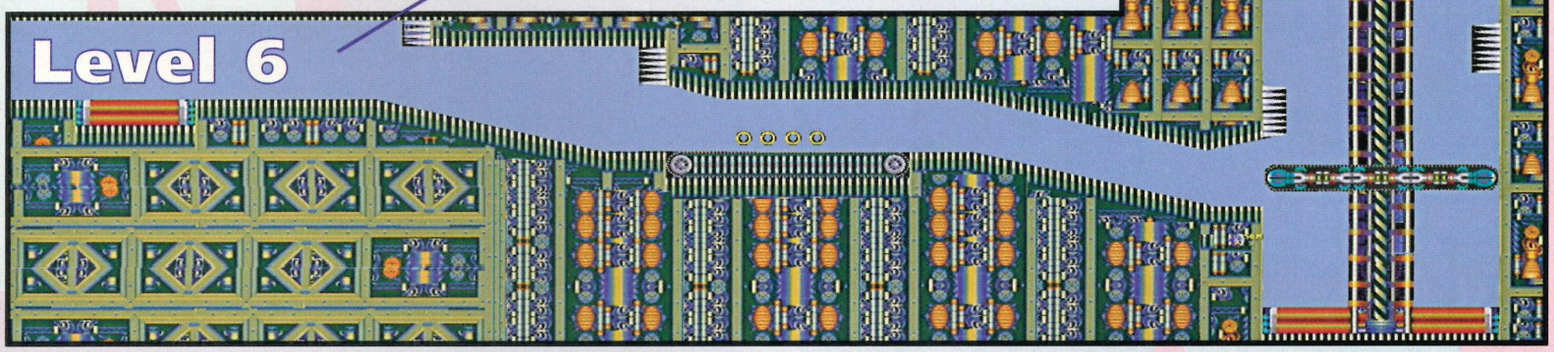


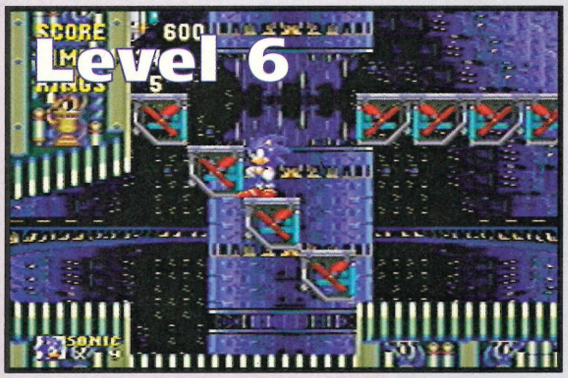
Robotnik has certainly set up a nightmare of a ride for you, with Badniks hovering in expectation at every turn and traps that will scramble the most patient of brains. There seems to be an XS (Ho, ho!) of bumpers on these levels.They either bump you full pelt into the perils of pits and spikes or jettison you into the recesses of the level you need to reach. Whatever happens, prepare for a visual treat that will leave you spinning like a dizzy thing in your chair. Talking of spinning, always remember you can spindash out of tricky corners!

Watch out for missiles as you descend on the conveyor belt lift.

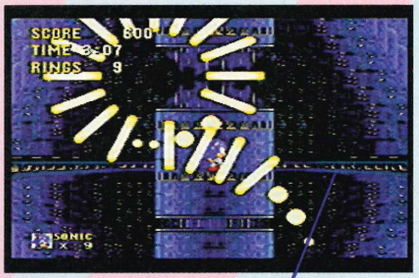


Do not touch these red glowing tubes if you can help it, as they burn your blue bottom!



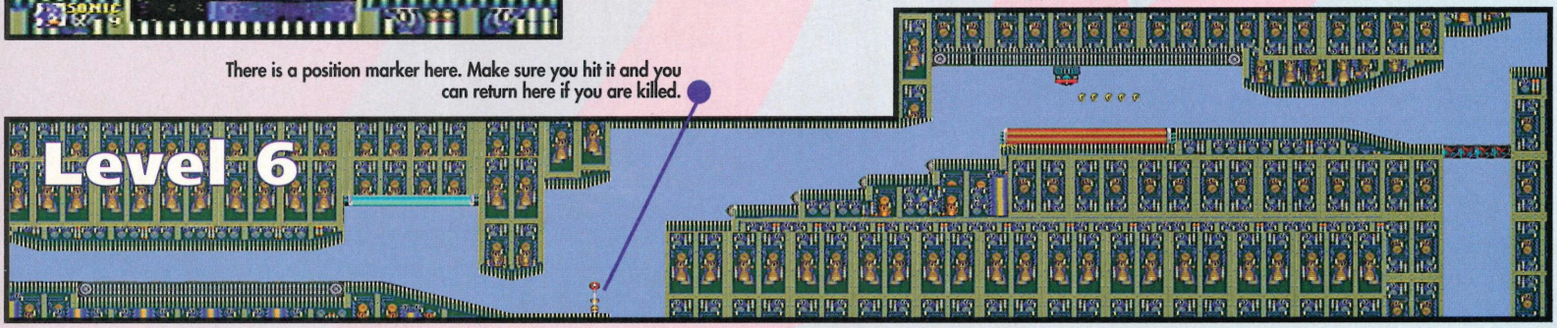


There are plenty of platforms that rise and fall when you stand on them. They take you to new levels but sometimes gaps are created under them so that, if you are quick, you can nip under them and access other bits of the level. Some such platforms rely on your body weight to decide whether to rise or descend, depending on which end of the platform you first stand on.

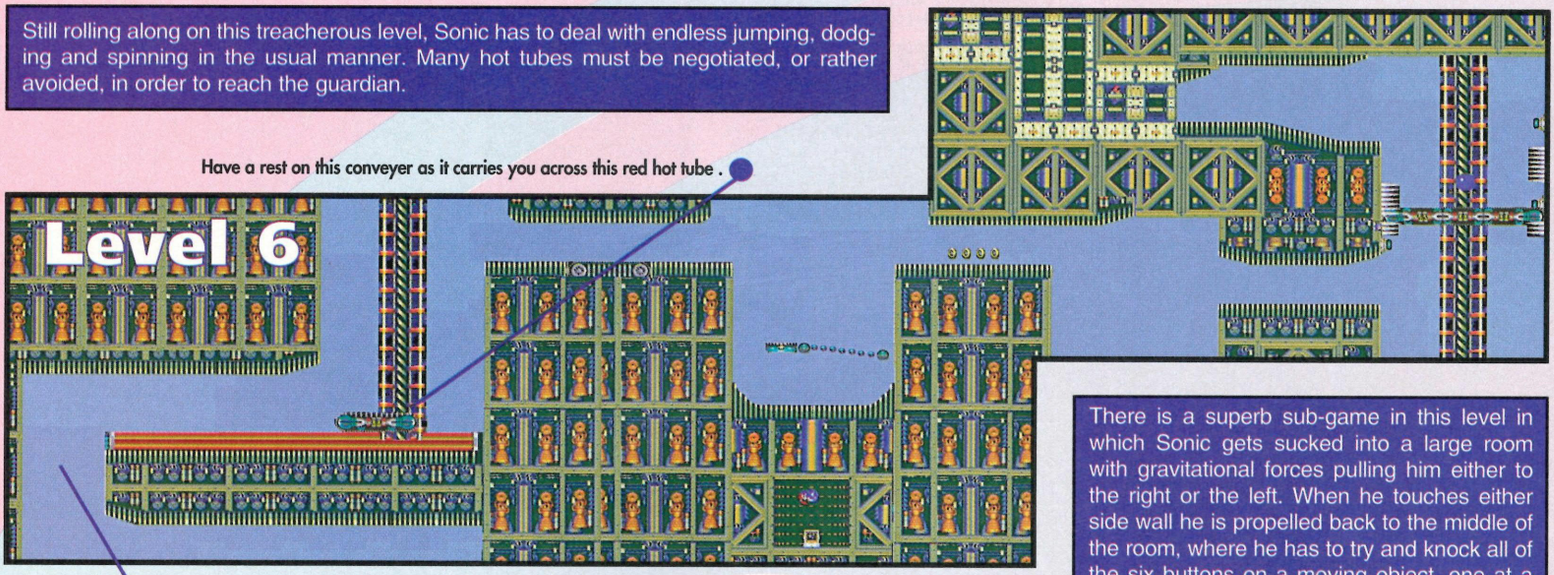


This spiralling tube whizzes all over the place with you inside before resting on a platform and throwing you at great speed out onto solid ground again.

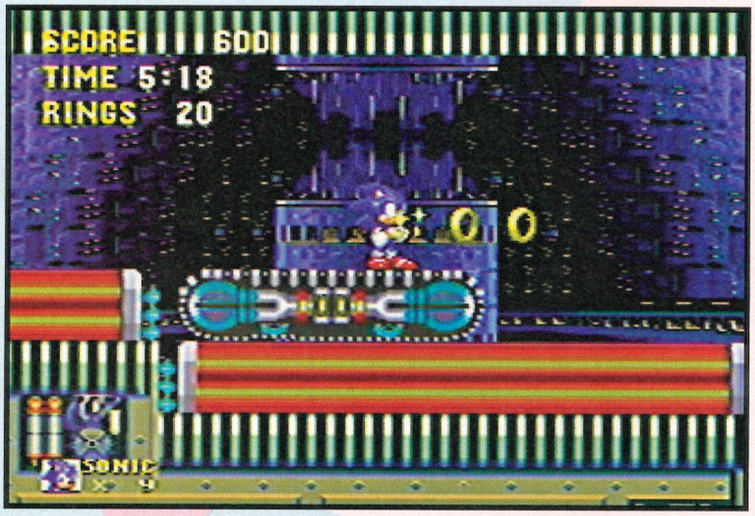
There is a position marker here. Make sure you hit it and you can return here if you are killed.



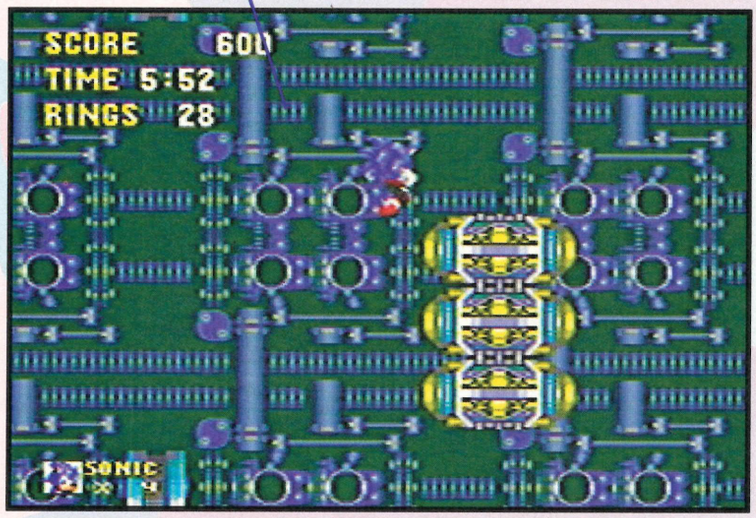
Still rolling along on this treacherous level, Sonic has to deal with endless jumping, dodging and spinning in the usual manner. Many hot tubes must be negotiated, or rather avoided, in order to reach the guardian.



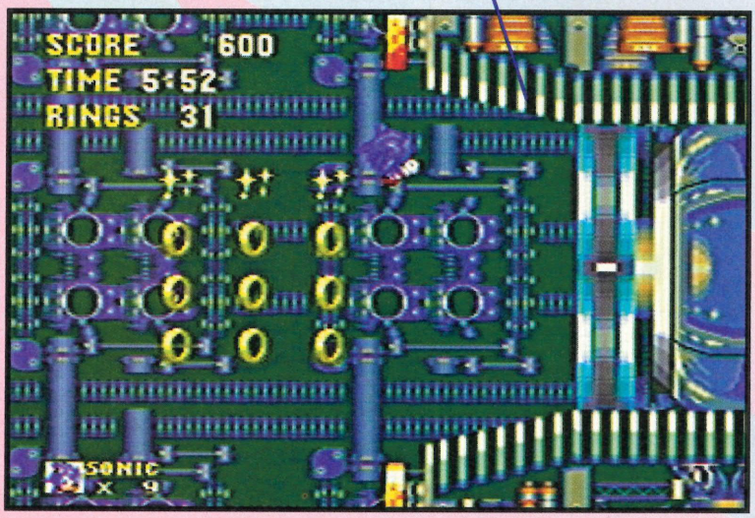
There is a superb sub-game in this level in which Sonic gets sucked into a large room with gravitational forces pulling him either to the right or the left. When he touches either side wall he is propelled back to the middle of the room, where he has to try and knock all of the six buttons on a moving object, one at a time.There are three buttons on either of its sides and it is difficult to get them all so skill and a large slice of luck are required!



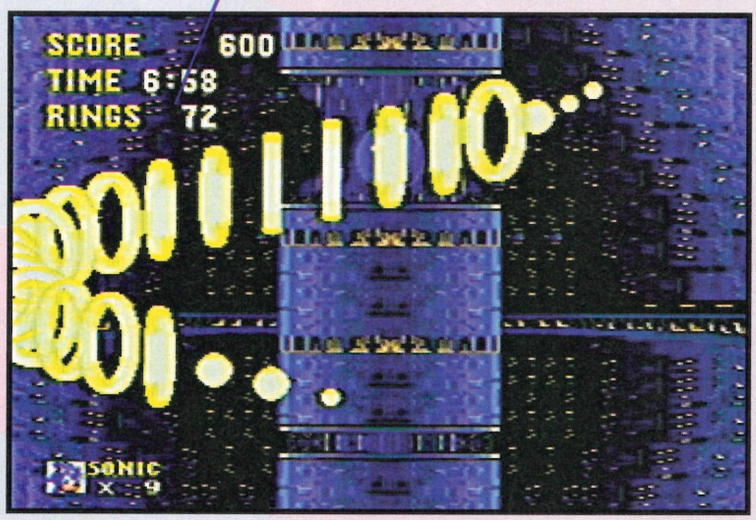
Hit the buttons on the device in the middle of this sub-game.

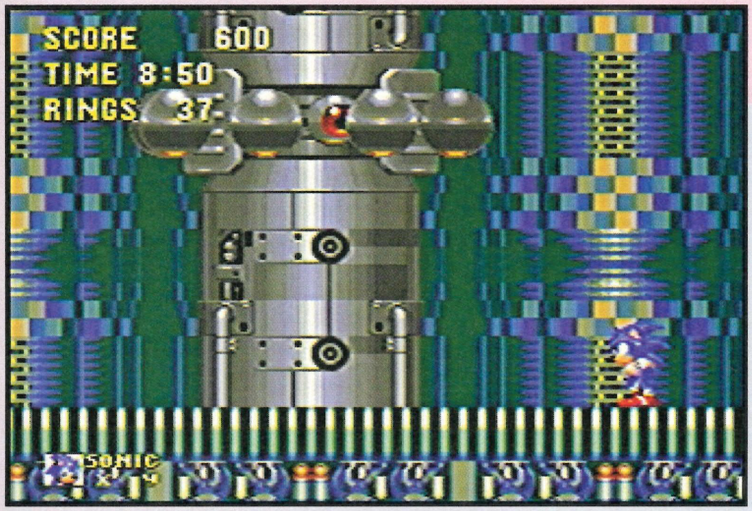


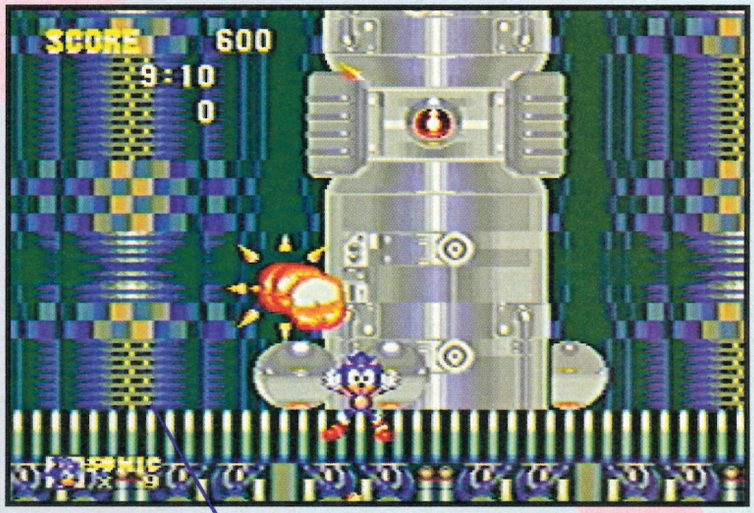
The exit to the subgame takes you to the last parts of the level.



More spinning light tubes to carry you to new areas are scattered at the end of many platforms.

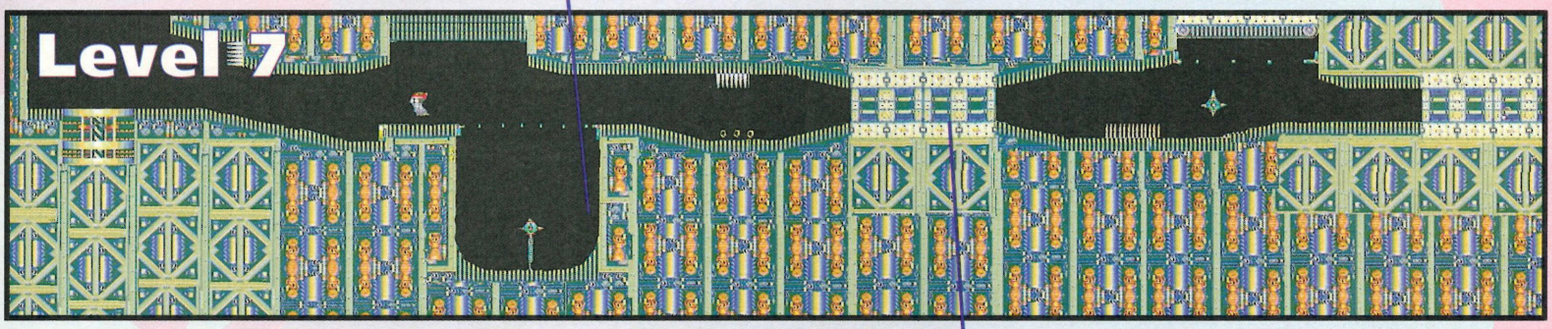






Wait for the spinning balls to slow down, so they hug the middle tube and jump to hit the red eye. Balls will subsequently explode until the outer case falls off. Then a middle section breaks off and attacks you. Jump on one of the two platforms around it and use these as a base for spin attacks.

If you get stuck down here Spindash up the wall as quick as you can before you are hit.

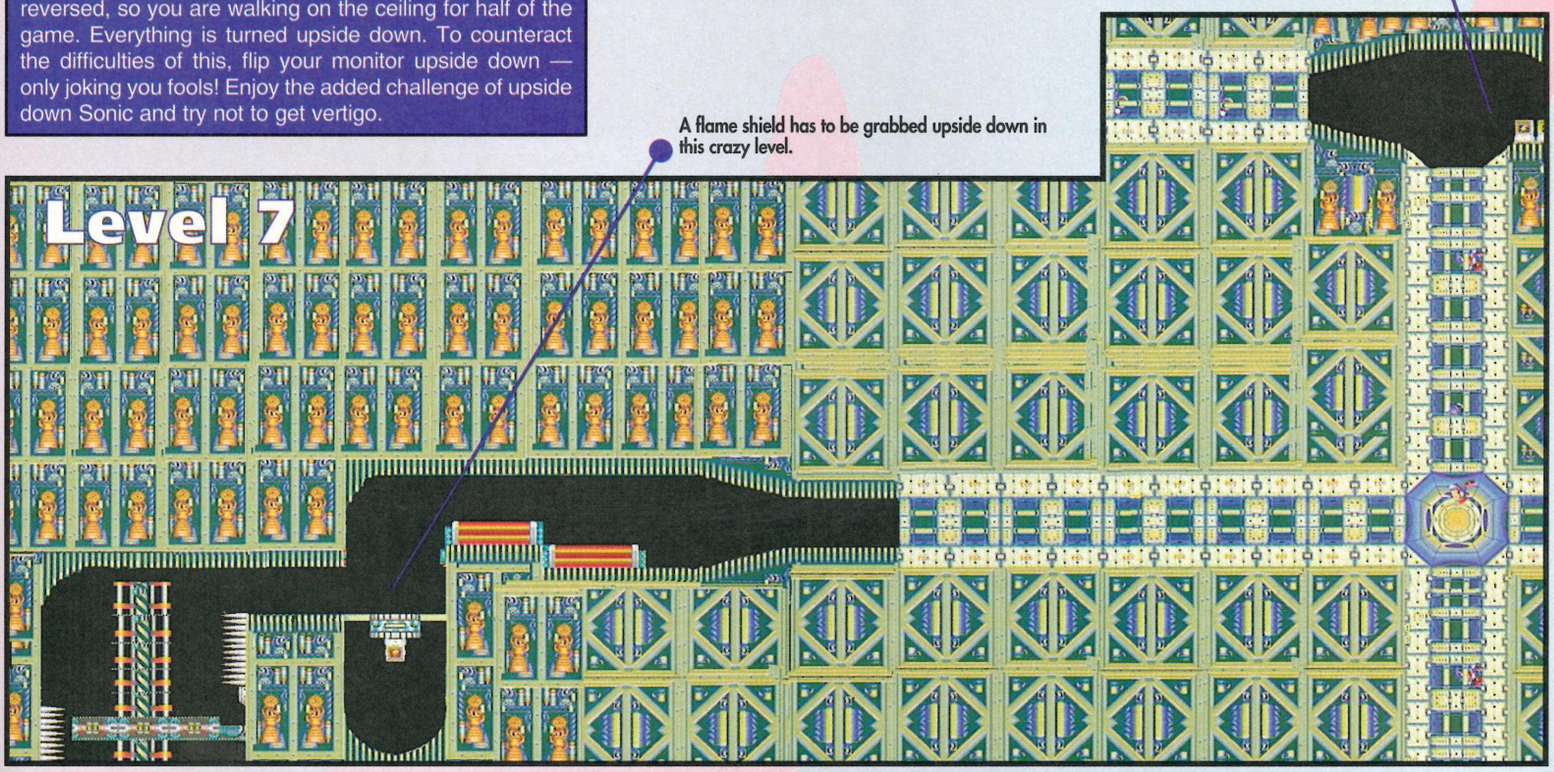


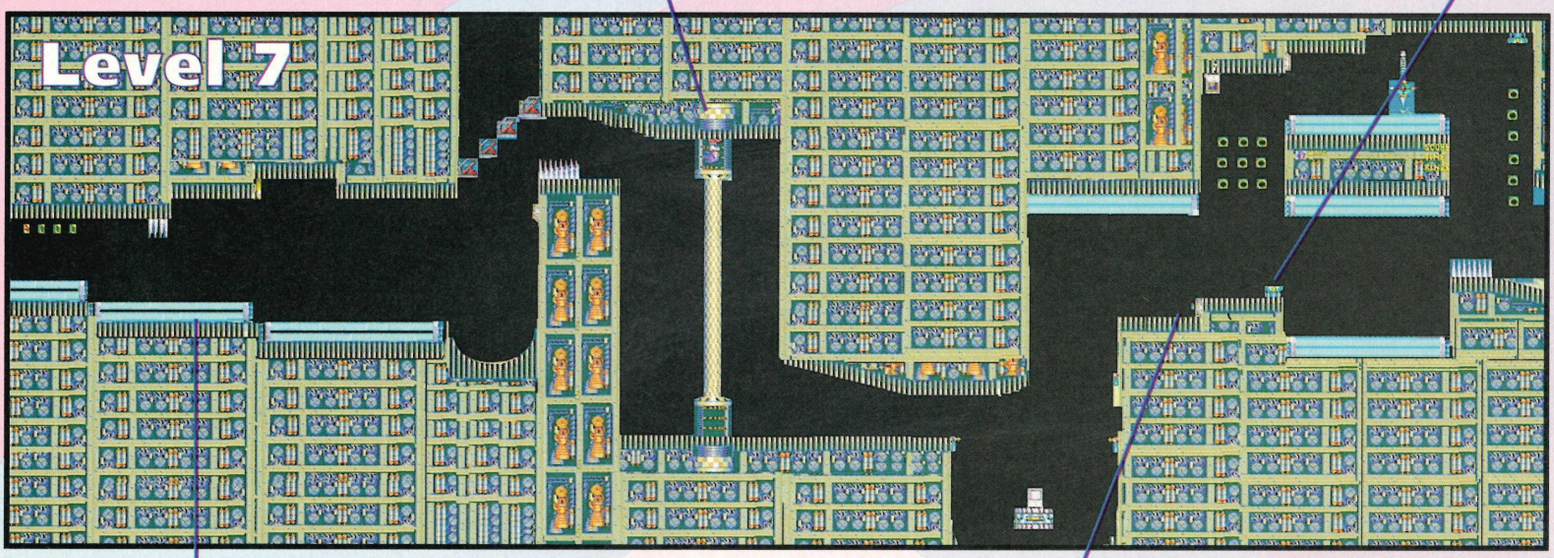
These sections are like tumble dryers and spin you around. Emerge the other side walking on the ceiling.

This level is unlike any you have yet played in a Sonic game. Why? Because you are constantly having gravity reversed, so you are walking on the ceiling for half of the game. Everything is turned upside down. To counteract the difficulties of this, flip your monitor upside down — only joking you fools! Enjoy the added challenge of upside down Sonic and try not to get vertigo.

Garb these power ups before moving on.

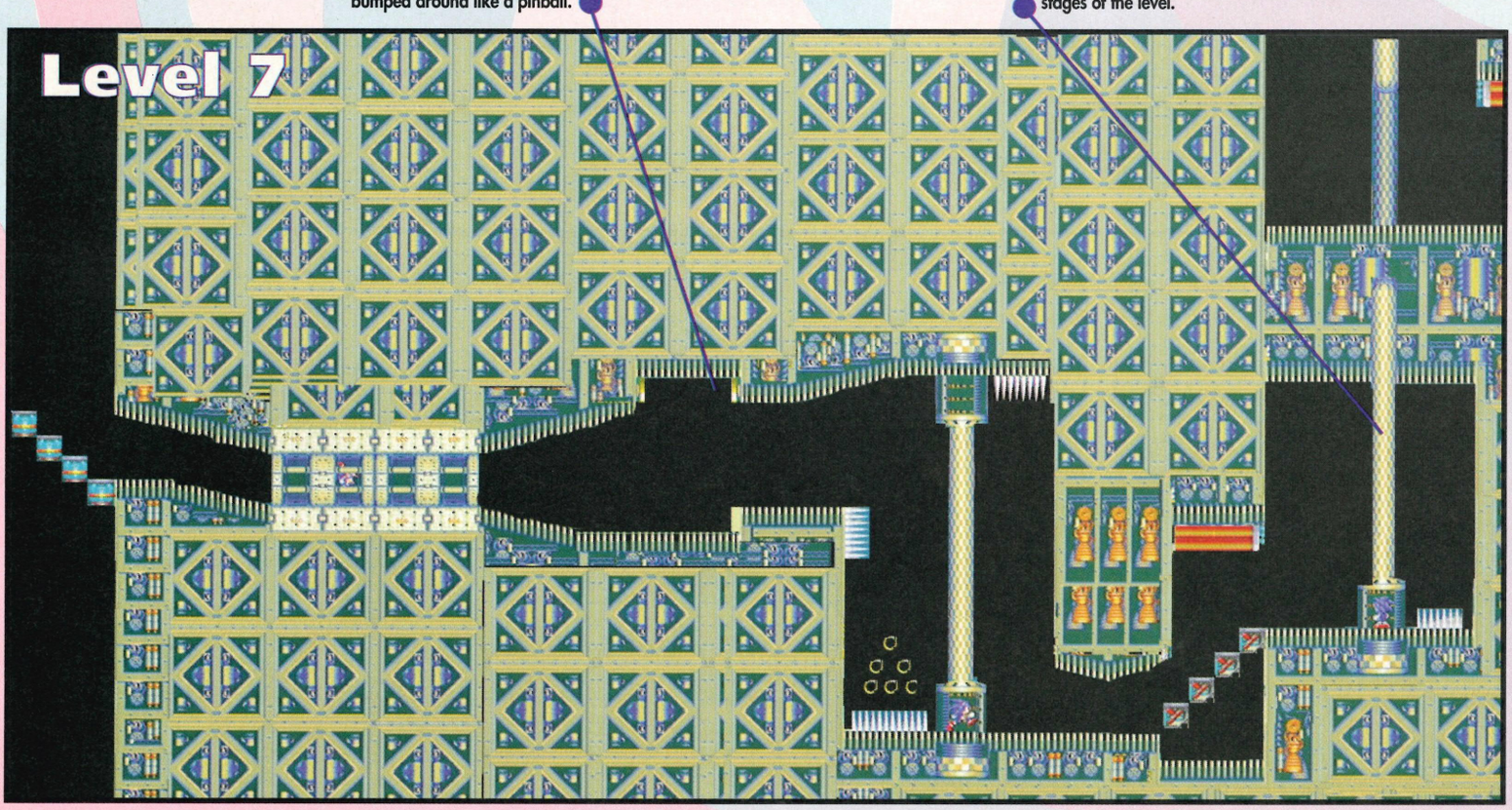
A flame shield has to be grabbed upside down in this crazy level.



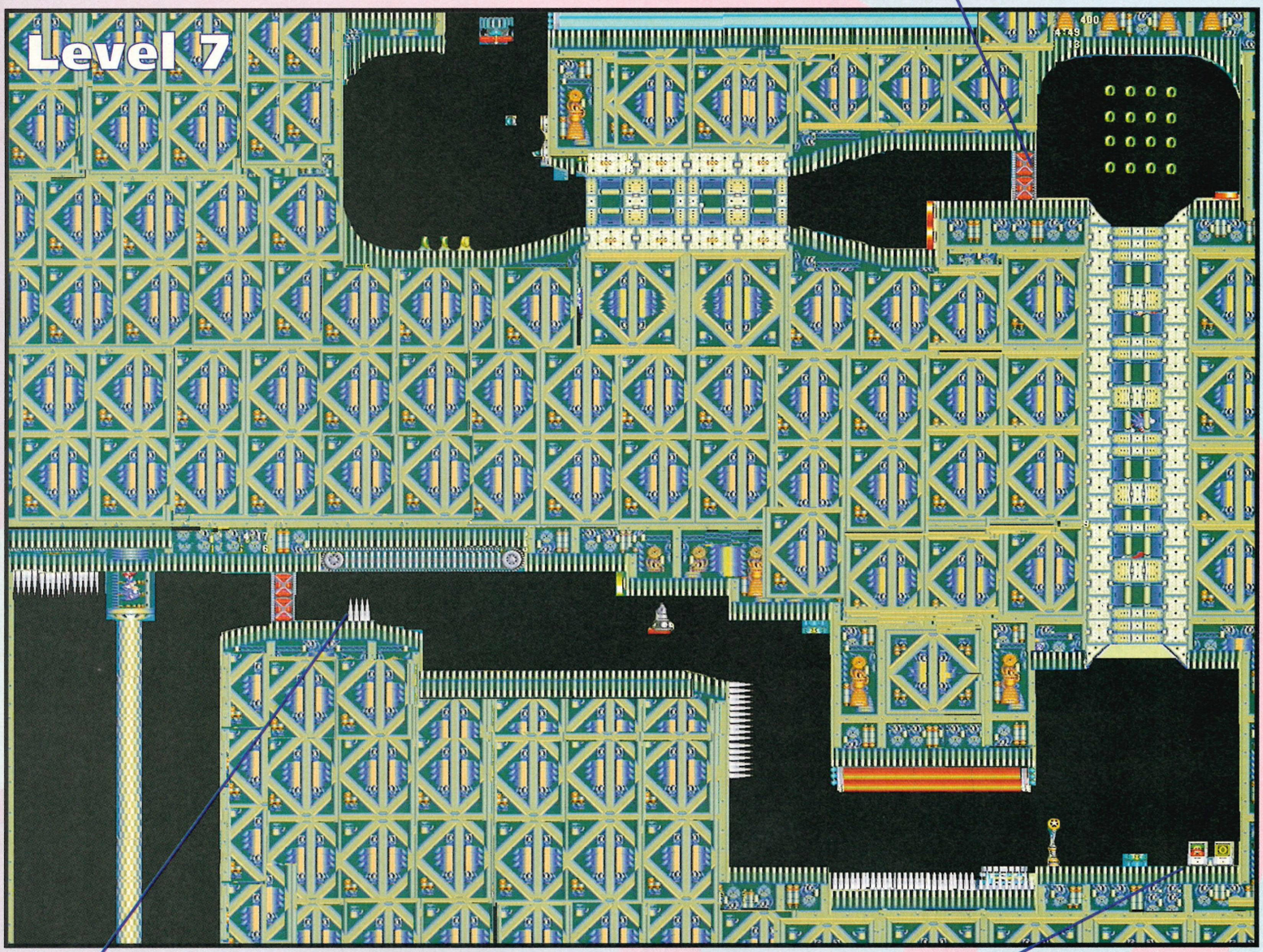


This level flips you up and down, back and forth and around and around. There are several ways in which the gravity becomes reversed. Firstly is the switch, a button you step on that makes you drift to the ceiling, as if you are weightless. Secondly, there is the tumbling tube, which rolls you around until you come out upside down, and thirdly, and most fun, is the chamber with the tube. You get sucked up a tube as thin as a drainpipe and spat out the other way around somewhere else on the level. What a nightmare for any ground-hugging hedgehog!

There are a good number of power ups to utilise on this level but to grab them you must get used to the upside down effect. There are plenty of missiles launched Sonic's way here as well. They are sometimes tucked into the steps you must climb, which means every time you jump up to the next step you have a chance of getting your red shoes blown off your feet. Basically, avoid death by jumping continuously, or twice as many times as you usually would. If you're in the air, then you won't lose your legs quite so easily. Mind you, it's always a good idea to see where you are jumping too before you do it.



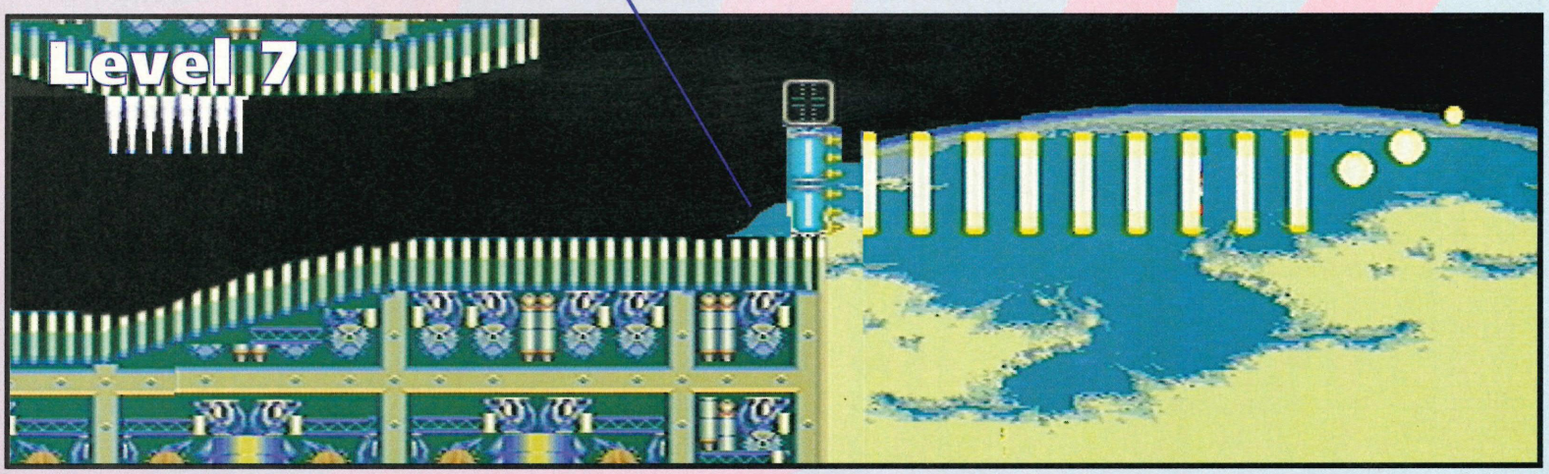
Use the spring on the right , dash past this red wall before it closes and use the next two springs to pelt up around the curve to catch the handles on the mini lift.



Don't jump up or you will impale yourself.

Do not grab this bad power up or you lose your rings, or worse, a life.

Wait here to be thrown into the yellow tube of rings.



Pelt through this tunnel at great speed in order to hit the spring on the wall below.

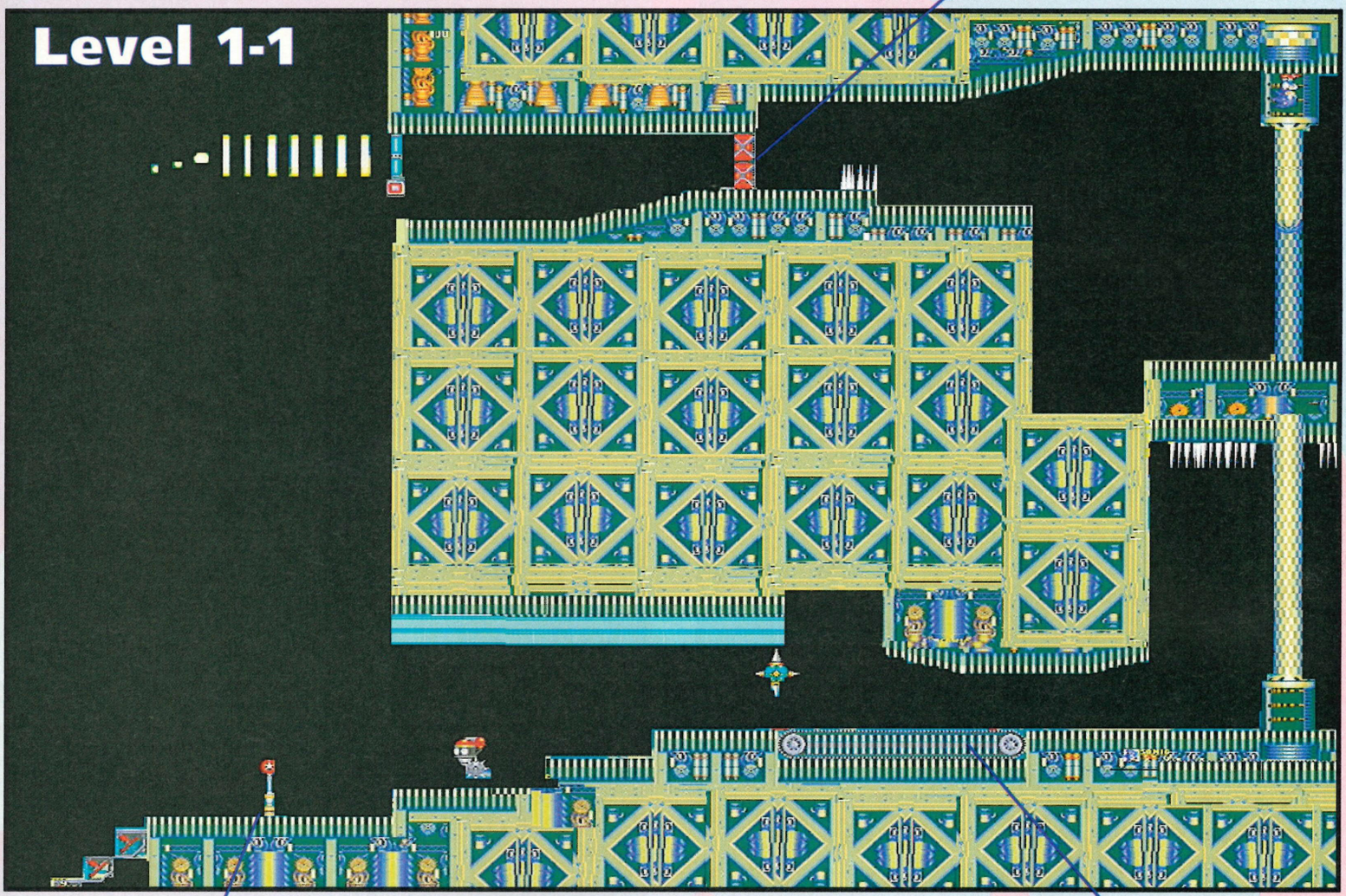
Your close to finishing now so no slips please, or you'll end up chewing your hands off in utter frustration. The level proceeds downward so be careful not to fall on anything with a sharp point. Try and keep a healthy number of rings on yourself. If you get knocked and your rings spiral outward, then the more there are, obviously the more chance there is of grabbing a few back. Spikes are probably the commonest traps and also the most simple. Falling on spikes means you have no excuses other than your own blundering. They don't exactly jump out and grab you, so just be very careful and take it easy.

These springs pop out of the wall and you will have to time your jumps well with plenty of speed to reach both of them .

An anti-gravity device is found here. This reverses the effect of gravity allowing you to float back down to ground level.

There's more rings than you can shake a run over hedgehog at here, so get collecting bozo!

The minute you touch this door it starts rising and falling at a fair old lick. To get past safely make sure you're bombing towards it at top speed.



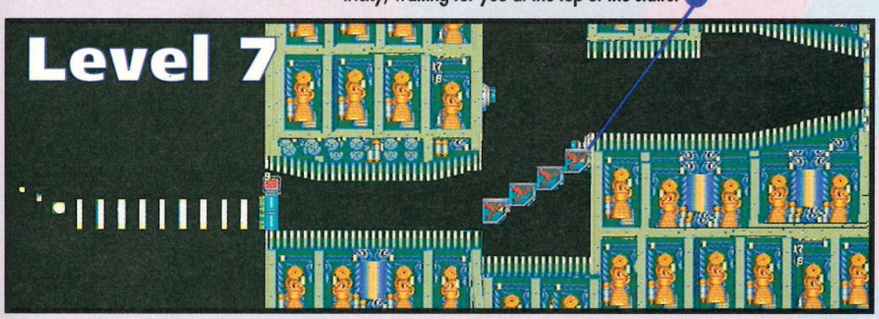
You are nearly there. That lovely sight of a position marker beckons you on your way.

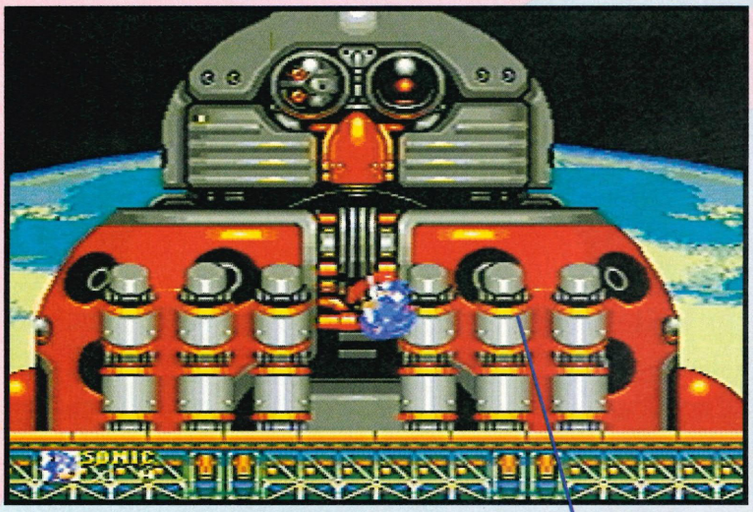
Get past this conveyor belt quickly or get caught out by the lingering Badnik.

The final guardian awaits. You are sucked up a lift to a room where there are two more tube lifts enabling you to walk on the ceiling or the floor at will. Robotnik stands out of reach, controlling a spherical guardian. You cannot spin attack in the old fashioned way as it defends itself with a shield. It spouts little spiked mines which fall on the floor or the ceiling depending on where you are and how this has affected the gravity. When there are one or two mines in place, go into the nearest tube and go up or down. The spiked mines fall to the ground or ceiling you have moved to. If a mine impacts with the guardian as it falls then it damages it. This is the method you need to perfect to blow the boss to pieces.

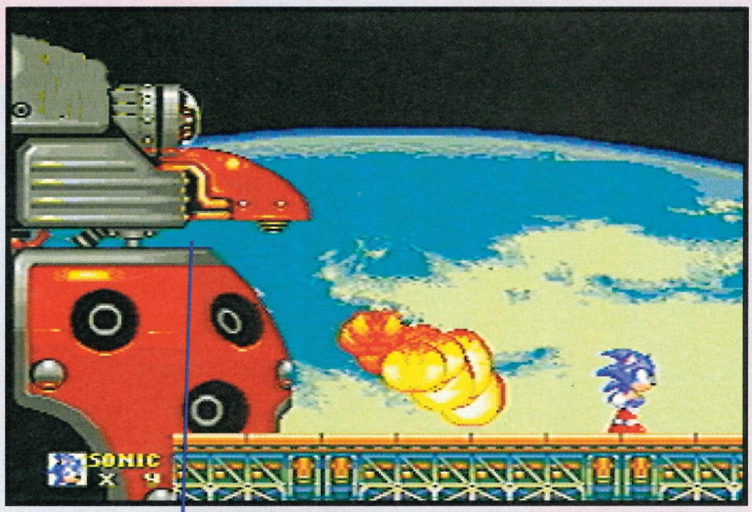
This guardian hovers about between the tubes throwing the mines out in every direction.

Watch this missile launcher in particular because it's a bit tricky, waiting for you at the top of the stairs.

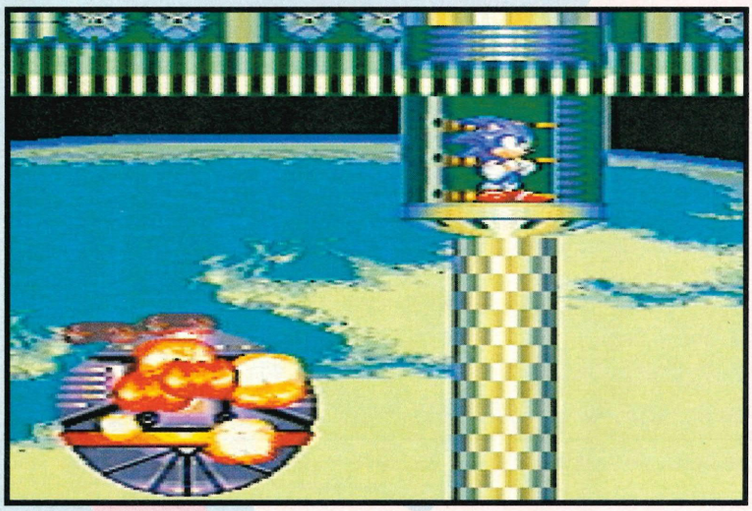




Time to finish off all the big guardians. Firstly, this robot tries to crush you with its fingers. The fingers track you and pause before trying to crush you. Jump out of the way on the pause and spin on the fingers when they are clamping the ground.

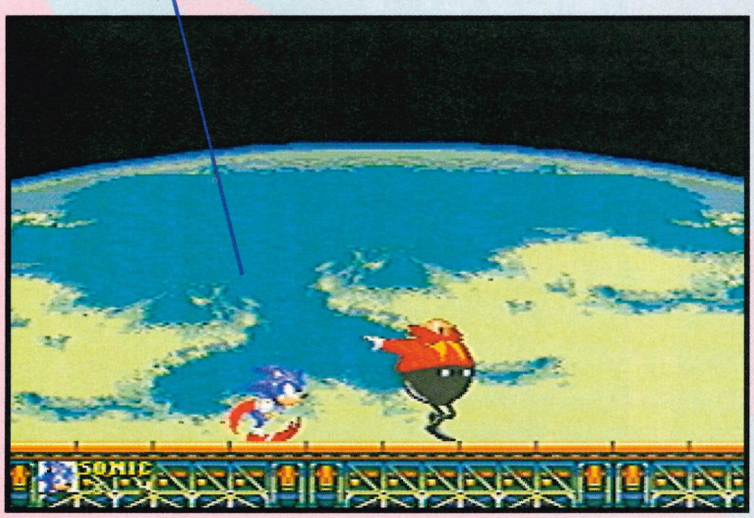


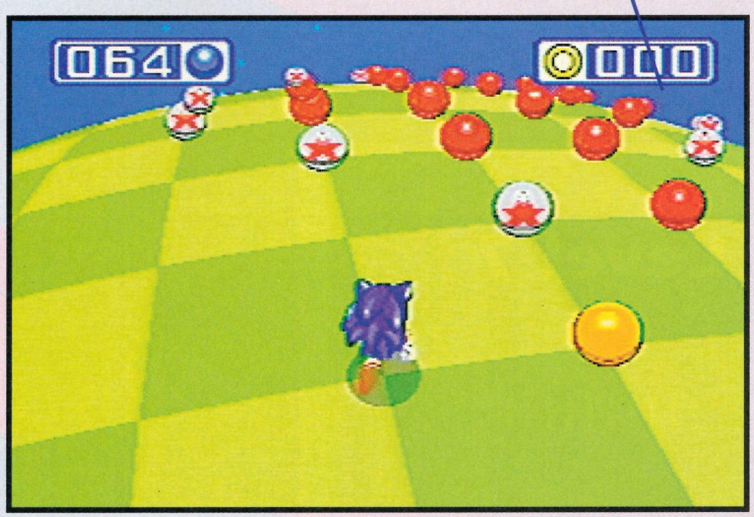
The next attack is by flame. Simply jump out of the way. The level is collapsing behind you so keep running to the right.

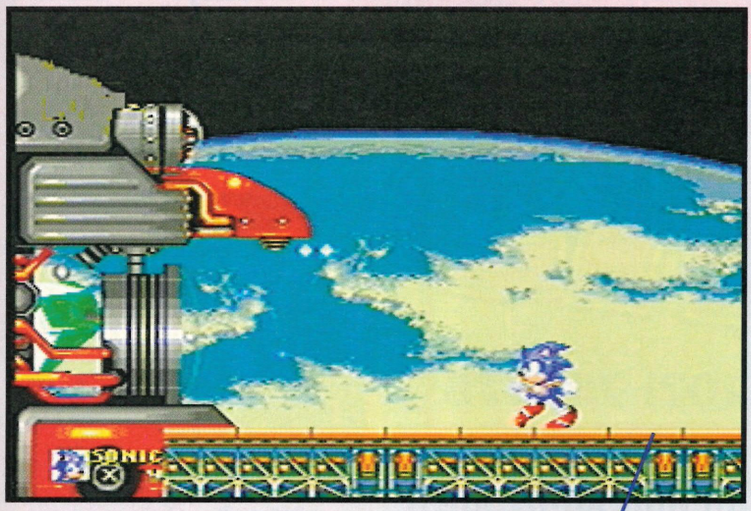


These special bonus stages are ideal for mounting up scores and completing the game in the correct manner, with all the emeralds in your possession.

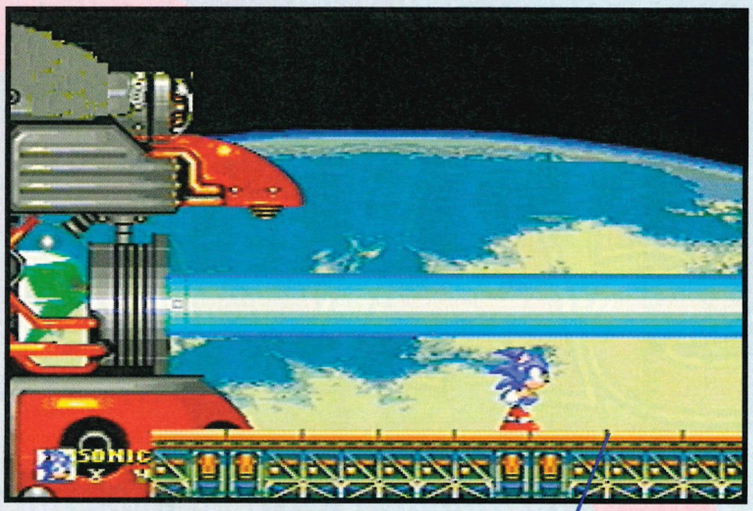
Chase that evil beast! He's trying to get away!



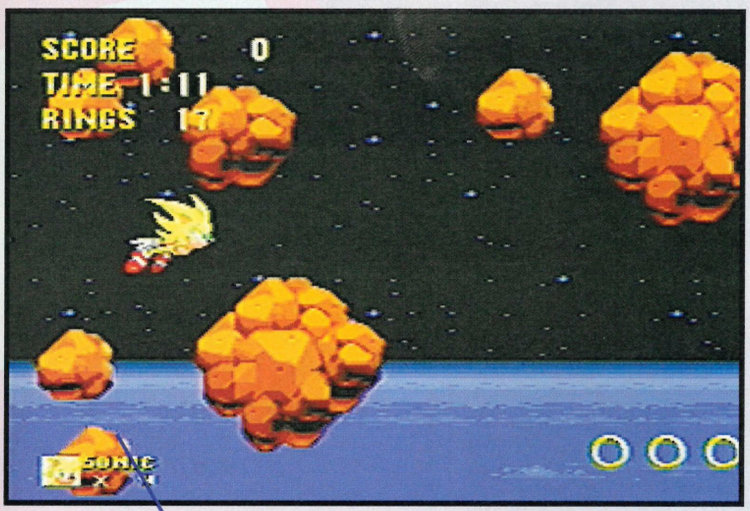




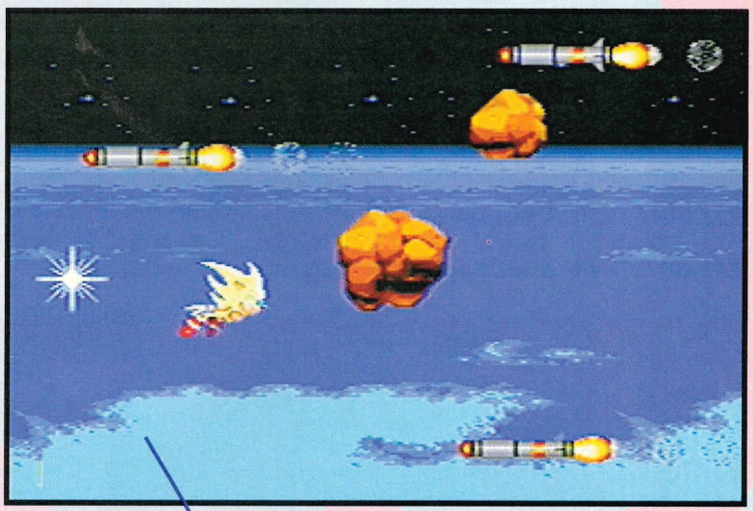
When the emerald power source is visible and the robot is booting up its laser, you must strike the head of the metal beast. This is the only tome it's vicious attacks.



Now that's what I call a laser. Duck or fry!



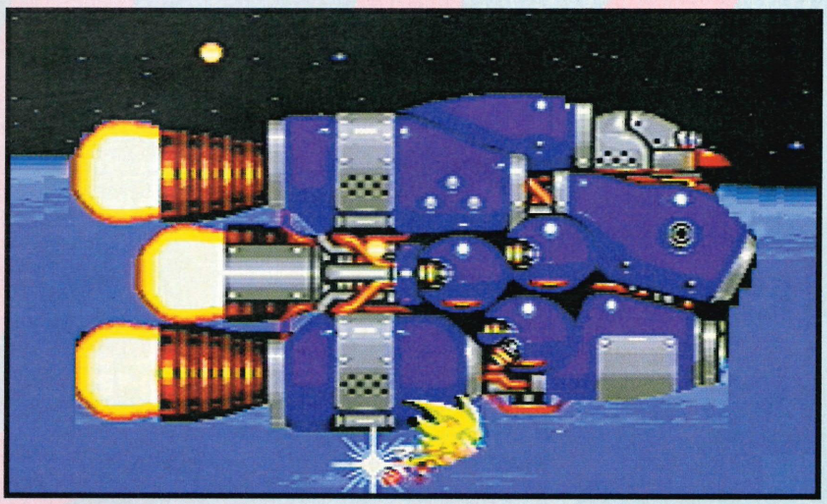
Whilst SuperSonic you can bash into asteroids and not get hurt. The best tactic to keep your speed up and avoid asteroids is to go very high or very low.



This is the last special stage. You have to try and reach Robotnik's escape ship through this asteroid belt, ducking missiles and ploughing through asteroids.

There are two ways to end the game. If you have collected enough blue spheres in the bonus rounds then you are eligible for the final chase through an asteroid belt. The first massive end guardian is a big robot fashioned on Robotnik. It spits fire and lasers and is powered by the emerald. The very final showdown is Supersonic Sonic against Robotnik's missile firing spaceship. First you have to reach the ship by weaving your way through asteroid after asteroid. However, you can increase your ring tally on this section as there are lines of the rings suspended in space.

When you catch up with Robotnik's escape ship, make it destroy itself. The method is not easy. The missiles it now fires are homing missiles. They chase you around space. If you fly under the nose of the craft when it releases it's deadly missiles they plummet into the ship itself It may sound easy enough you will be hard pushed to avoid all the flak that the spaceship can throw at you. As well as the long missiles, there are little fireballs too, making completing the game the toughest mission of all. Now is the time for the brave to stand up and be counted!



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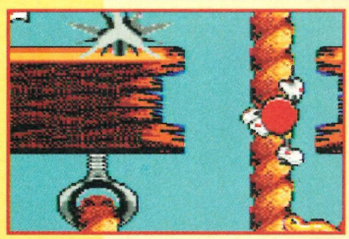

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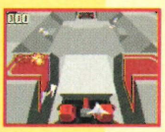

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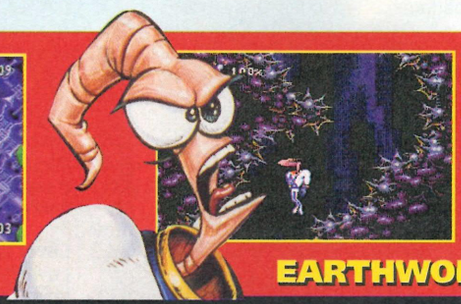

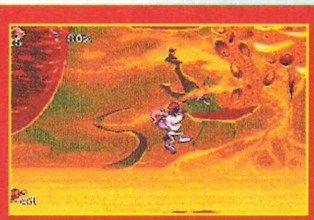

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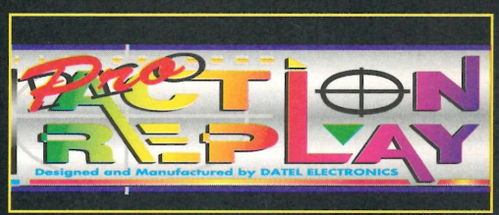

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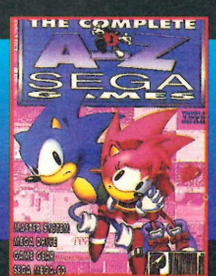

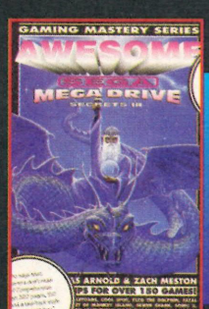

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ABRAHAMS

Easier Mode
During the demo, press B, B, C, B, C, C, C, B, C, B, B and C.

THE ADDAMS FAMILY

Level codes
Here are the level codes to help you out:
&1YK4
?1H1T
?&91Z
V&s1H
VDHK4
VLKKV

AFTERBURNER 2

Extra Continue
When the game over appears, press Left, Left, Left, B, B, B, C, C and C followed by Start.

Level Skip
When game over appears, hold down A, B, C and Start on joypad two. Release and choose any level up to 20 as your starting stage.

Level select
Hold A, B and C and press Start on the title screen to get a level select. Use the joypad to select a level and then press Start to play.

AISLE LORD

Avoid combats
Choose the "Configuration" mode from the title screen and set the cursor on "SE NO", then press the following sequence. A, B, C, C, B, A, B, A, C, A, C, B, A, the screen will flash if you succeed, now select "Initial Start" and you will not have to fight any combats!

ALADDIN

Level Skip
Play the game normally, Pause and press A, B, B, A, A, B, B and A.
Extra Life
When you get to the desert, go and kill the first snake. Go right back and there will be an extra life.
Mickey Mouse Ears
On the Desert, stand near the washing line, so that when Aladdin moves his head you will see him wearing Mickey Mouse ears! An extra life is now yours!
Secret Option Screen
On the title screen, hit A and press B, B, B, B, C, C, C and C.

ALESTE

Level select
From the title screen, reset the machine ten times. Hold the Left and Down diagonal while entering the option mode. You'll discover a level select.

Extra continues
Pause the game and press Up, Up, Up, Down, Down, Left, Left, Left, Right, Right, C, C, B, A and finally Start for 20 continues.

ALEX KIDD IN THE ENCHANTED CASTLE

Scissors, paper, stone skip
To continue the game without having to play scissors, paper, stone, go to any boss. As soon as the polite chit chat is out of the way press Start to get the item select screen. Press Start again to proceed.

Final Screen Solution
Walk in the following order:
Sun, wriggly lines, moon, star, sun, moon, wriggly lines, fish, star, fish, crown.

ALIEN 3

Level select
Plug two controllers into the Mega Drive and go to the options screen. Press C, Up, Right, Down, Left, A, Right and Down on the second pad and you will hear the power-up noise. Start the game and pause the game. Now on pad one, press C, A and B to warp to the next level.

ALIEN STORM

Choose Scooter. When your life gets to zero, self destruct. In this way you can carry on without dying.

ALISIA DRAGOON

Level select
Hold down A after the Sega logo has disappeared and then press B until Gainax is whisked away. Now hold down C and press Start when you see the stars come out. If the cheat is active you will hear a chime. Now during the game, press C to skip the levels and B and Up to increase your hit points to maximum.

ALTERED BEAST

Character select
Get to the title screen and hold the Left and Down diagonal, A, B, C and Start to be able to select the character (that is, wolf, bear, tiger and so on) you play.
Infinite continues
Press Start and A on the title screen to continue from where you left off in the previous game.
Extra options screen
Press Start and B on the title screen for more options.

ANOTHER WORLD

Level Codes
Level 2 – HTDC
Level 3 – CLLD
Level 4 – LBKG
Level 5 – XDDJ
Level 6 – FXLC
Level 7 – KLFB
Level 8 – BFLX
Level 9 – BRTD
Level 10 – TFBB
Level 11 – TXHF
Level 12 – CKJL
Level 13 – LFCK

ARCH RIVALS

Easy Scoring
Choose Vinnie as he is fast and tough. Start with the ball, pass to your team-mate, run straight up the court and press the pass-back button. Run into the corner and shoot, and you will nearly always score a three-pointer!

ARCUS ODYSSEY

To get double the number of items, start a two-player game and kill one off immediately!

Password skip
Enter the password EEEEEEEEEE to start on level five with six reverse dolls.

ARROW FLASH

Better flash
Set the arrow flash to charge and then watch the demo,. If the arrow flashes, you should have a longer lasting arrow flash.

AYRTON SENNA'S SMGP 2

On the password input screen type in either SENNA or CHAMPION to see the end of the game.

BACK TO THE FUTURE 3

Stage select
Pause the game and hold down A and press Up, Down, Left and Right to go forward a level.

BARRACUDA

Added time
B, A, Right, Right, A, C, Up, Down and A.
This sets the energy to six (only three bars will be displayed) and adds 30 to the time.

BART VS THE SPACE MUTANTS

Avoid Skateboard Section
If you want to avoid the entire skateboard section in the first level, buy a key from the right of the phone box, you will be transported to the OAPs home.

BATMAN: REVENGE OF THE JOKER

Passwords

Stage 1-1	–	1100
Stage 1-2	–	1200
Guardian	–	1300
Stage 2-1	–	2100
Stage 2-2	–	2200
Stage 3-1	–	3100
Stage 3-2	–	3200
Guardian	–	3300
Stage 4-1	–	4100
Stage 4-2	–	4200
Guardian	–	4300
Stage 5-1	–	5100
Stage 5-2	–	5200
Stage 6-1	–	6100
Stage 6-2	–	6200
Guardian	–	6300
Stage 7-1	–	7100
Guardian	–	7200

Invincibility
Pause the game and press B and Start. The enemy in front can't hurt you any more!

BATTLEMANIA

Strange Scene
When the Sega logo appears, keep pressing start on player two's joypad and something strange will happen.

BATTLETOADS

Hidden warp
At the start of the first level, go to the two pigs and headbutt them. Then jump onto the grassy platform on the right. A warphole should appear and if you go into it and you'll be transported to level three.

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 – JMDKRK
Level 7 – STGRTN
Level 8 – SBBSHC
Level 9 – DBKRRB
Level 10 – MSFCTS
Level 11 – KMGRBS
Level 12 – SLJMBG
Level 13 – TGRTVN
Level 14 – CCLDSL
Level 15 – BTCLMB
Extra level
At the options screen, input this for an extra level:
STCJDH

BURNING FORCE

Extra lives
Wait until the title screen appears and then press the buttons B, A, B, A, A, C, A, A and finally Start in sequence to gain a most useful ten extra lives.

BUSBY

Level Codes
Level 2 – MKBRUN
Level 3 – STGRTN
Level 4 – MSFCTS

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 joypad sequence Left, Left, Left, Up, Down, Right, Left and Right for 99 credits.

Expert Mode
On the demo press up, down, left, left, right, right, up and down to get onto Expert Mode where enemies move faster and their bullets are bigger. When activated, you should hear a tinkle and the title will turn blue.

DARIUS 2

Invulnerability
To be invulnerable to hits press A, B, A, C, B, C, C, B, C, A, B, A on the title screen. No hit should appear onscreen and you'll be able to start the game as usual.

Zone select
Press C, A, C, B, C, A, B, A, B, C, A, C while you're on the title screen to get a zone select.

DEADLY MOVES

Passwords
To have maximum power against Ranker, enter this: `MPV XRPO JM7`.

DESERT STRIKE

Level Codes
Level 2 – `BQJRAEF`
Level 3 – `TLJKOAP`
Level 4 – `WTEOUJP`

Ten lives
Enter this code for ten extra lives:
`BQQQAEZ`

DEVIL CRASH

Extra Balls

Password	Score Ball
`DEVIL CRASH`	390,0007
`TECHN OSOFT`	2,000,00010
`Ø9563 35555`	555,50033
`TF2hz TF3EM`	464,90010
`LUCKY LUCKY`	77,7007

When you think that the ball is going out, press A and display password, then start the game. The game starts with the ball in your possession.

End sequence
Enter the following code to do battle with the end-of-game demon:
`ALCLAE8ECK`

DEVILISH

99 Balls
During the title screen, hold down buttons A, C and Left on the control pad.

DINOLAND

Test card
When the "Wolf Team" logo appears, hold down A, B, C and press Start. A test pattern will now appear.

DJ BOY

Demo play
After play, your actions will be repeated in the demo.

Bonus items
On level three, hit the third barrel to reveal lots of coins and other items.

DRAGONS FURY

Start with 10 Balls
Enter the password Tech-nosoft

DYNAMITE DUKE

Hidden Options Screen
Press C ten times before pressing Start

DUNE II: BATTLE FOR ARRAKIS

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

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

House Ordos
1) DOMINATION
2) SPICESABRE
3) ARRAKISSUN
4) COLDHUNTER
5) WILYMENTAT
6) SLYMELANIE
7) STEALTHWAR
8) POWERCRUSH

EA HOCKEY

Best shots
Slap shots are best played from the blue line. Take time with your passes and move in close to goal, skate from side to side across the goal mouth and when you see an opening tap C. This tactic, if performed properly, will cause the goalie to move out of the goal.

Password codes
`D7K76Y43HYMPTSW4`
`D7SDPH67BFGZVJDC`
`D7YJVYGDP72VMLL2`
`D76YDLPJJ398NMHZ`

ECCO THE DOLPHIN

Blue Whale Control
Press Up, A, Down, Left, B, Left, C, C and then Down when you swim Ecco next to the Blue Whale on level 10. Once this is done, you can control him. It takes practise.

Invincibility
When you get to the screen explaining the next level, press and hold A and Start. The game will pause but if you unpause it, there will be no music and you will be invincible.

Code
Enter `SHARKFIN` and press Start. Your sonar will now kill jellyfish and you will not need to go up for air.

Level select
Go to the password screen and enter `PLEASE` followed by any of these letters.

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

Infinite lives
Enter the following code: `NIHPLODS` (sdolphin backwards).

Passwords

Undercaves	–	`WEFIDN-MP`
Vents	–	`ZYUELF-BM`
Ridge Water	–	`NRAVEEIP`
Lagoon	–	`NGBBLF-BM`
Ocean	–	`YWGT-TJNI`
Hard Water	–	`RGQRHEIX`
Cold Water	–	`UVJUBUKX`
Island Zone	–	`LYTIO-QLZ`
Deep Water	–	`SJVLTJNW`
Marble Sea	–	`FZT-PVJND`
The Library	–	`GYZM-BUKU`
Deep City	–	`FAZXI-FLZ`
Jurassic beach	–	`ZAOBUNLG`
Pterodactyl Pond	–	`LLHFUN-LA`
Origin Beach	–	`MPA-JUNLC`
Trilobite Circle	–	`FEU-MUNLH`
Dark Water	–	`CRNQUN-LO`
Last Battle	–	`KQCNLM-LX`

EL VIENTO

Level Select
During the game press pause, then press Up, Left, Right, Down, and B, you will now progress to the next stage.

Multi Magic
Similarly, after pausing, press Up, Left, Right, Down and C. You should have acquired a spell, repeat four times to gain all four spells.

ESWAT

Level select
Finish the game and when back on the title screen, press the Right and Down diagonal and A, B and C simultaneously while pressing Start. You will get a level select.

Extra energy
When your life bar only has one remaining unit and you're hit again, hit the fire button. You will still be alive – with no energy though – and will most definitely die when hit again.

EVANDER HOLYFIELD'S BOXING

Defeat Evander
To defeat the almighty Heavyweight champ himself, all you have to do is stay close to him and keep alternating between left and right hooks, this process will cause Evander to sustain a cut above the eye and a broken nose, and will result in the fight being stopped due to a technical Knock-out. By repeating this process you will also win each round on points.

Green madman
Choose the new career option and call your boxer `The Beast`. You will now have an incredible hulk fighter with the best possible statistics.

EX-MUTANTS

Cheats Screen
Enter the options screen and set the music to 05 and the FX to 21. Go to exit and hold down A, B and C, then press Start.

F1 CIRCUS

Weather Setting
You can easily clear every stage of training mode by flicking into reverse gear and going round the circuit in the wrong direction.

Weather control
When setting the course, hold down Start and Down and press A for a cloudy day. Hold down Start, Up and press A for sunshine.

View ending
From the game mode select screen, choose World Championship. After you've entered your name correctly, press the Up and Left diagonal, B and Start. You will now be taken to the closing credits of the game.

F-22 INTERCEPTOR

Level Codes
USA Campaign – OHG)1)
Korean Campaign – 7DGOO2
Iraqi Campaign – K1OBOU
USSR Campaign – F22F22
Aces Campaign – M1O1O6

FAERY TALE ADVENTURE

End game sequence
Enter the following password to see the end of this massive adventure game:
7R2KUL6RSZXSK6NHGS
DCB72Ø663RI2HO785P

FANTASIA

Increase lives
There's plenty of opportunity to increase your lives and magic on the water stage. Get to the point where the platforms take you in an upwards direction. Jump to the top one and get the extra life located there. Now get to the point in the level where the magic book is located. Pick it up and keep moving right to the site with the treasure chest. Enter the chest and you will be miraculously transported back to the platforms. Just continue picking up the extra life until you think you've got enough or are absolutely bored with the procedure.

Bonus items
When starting stage one, go down a flight of stairs and shoot at two small enemies. Two brooms will appear from the right, take them along to the left and shoot the first one, then loads of items will appear on the stairs.

FASTEST ONE

Invincible tyres
Enter your name as HAPPY NEW YEAR in World Championship mode to get invincible tyres.

Viewing mode
Choose test mode and on the team select screen hold down Right, B and Start.

FATAL FURY

Controlling Geese
To play as Geese, hold down the direction pad in left when you select your playing mode.

Infinite continues
When you have lost a game and the continue screen appears, hold Up and press A, B and C simultaneously. Now let go of the buttons and press them all once more. Your credits will now go up by one each time you do this.

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

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
YL0G: J4E97 X-TE8
68X0P W09+W 3+CX1
This will give you over 20,000 units of health, loads of items and access to the castle.
Thor The Warrior
Y6TDR 7G0RL 94TE9
47CD5 A4X6R 3+CLP
This will let players tackle the towers and the tower dragons with enough health to win.
Questor The Elf
9FYWR MP7:9 90JU-
XP+5X +KDP= -C3RH
This will give the Elf a lot of extra power.
Thyra The Valkyrie
:ECTM L-FU9 F9994
=135G -8+0T X4M:Y
This will give Thyra many different strengths.

GHOSTBUSTERS

Invincibility
You're invincible if you're on the stairs.
Boss beating
Stay in the right corner and shoot bubbles to kill the boss on level two.

GHOULS 'N' GHOSTS

Invincibility
Go to the option screen four times. Then, from the title screen, press A four times, Up twice, Left, Right, Left and finally Right once again. Then, hold down button B and press Start to become invincible, invulnerable and in complete control of the situation.

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, C, B and A, then unpause it. If a voice calls out "You cheater", repeat until you get all the lives you need.
Level skip
Pause the game and press B, C, B, A, B, B, C, B, A and B. Unpause the game and it automatically goes to the end of the level.
Infinite lives
When the Virgin logo appears, press A, B, C, B, A, C, A, B, C, B, A, C.

GODS

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

GOLDEN AXE

Level select
On the player select screen, hold the Right and Down diagonal, B and Start simultaneously to get a level select.
Extra credits
Once again, from the player select screen push the Right and Down diagonal, A, C and Start simultaneously to gain nine credits.

GOLDEN AXE 2

200 Magic Units
Keep button A held down while fighting a guardian and, when he dies, let go and don't touch anything. You will then have 200 magic units.
Extra Credits
Get on the title screen and move to the "Options". Press A, B and C simultaneously. Keep them held down and enter the options screen. Let go of A, but keep B and C pressed down. Move down to the "Exit" and press Start. Choose a one or two player game and then a normal game by pressing A. You will see your credits increase from three to eight.
Level Select
Get onto the title screen and move to the options. Press A, B and C simultaneously. Keep them held down and go to the options screen. Let go of C, but keep A and B pressed. Move down to the exit and then select your player. A level select will appear.

GOLDEN AXE 3

Level Select
Press A, A, A, A, Start, C, C, C, C, C, and C at the first Character select screen quickly.

GRANADA

Unstable character
Once you've completed the game, wait until the music ends and press A. Your character will fall over. Weird.

GRANDSLAM TENNIS '92

Hidden options
During the password screen, enter CONFIG and fill the remaining spaces with full stops. You will now go to a hidden options screen where you can alter the level of play, sound test etc.

Different Set of Players
Enter GRAND.SLAM with the full-stop in the middle and filling in the rest of the spaces with full-stops to get better players.
New Player
Entering this password gives you a new player called Mickey D:
GCA IVE MKQ NGC QFT
FIQ AAA AAA AAA AAA
AAB KVK VKV AAA AAB

GREENDOG

Rapid Fire Discs
Press Start, C, A, B, A, L and L.

GYNOUG

Easier Mode
Go to the Game level on the options screen and press A, B, C and Start.
Level select
On the options screen, put the cursor on the control menu option and hold A, B and C simultaneously for around ten seconds to get a handy level select.
Infinite credits
When the game over message appears, hold Left, A and C and press Start to prevent your credits decreasing.

HARD DRIVIN'

Practice level cars
Play a normal game and then enter practice mode. Cars will miraculously appear on the track.

HELLFIRE

Extra continues
Select hard on the options screen then go to the sound select and listen to any tune for over 70 seconds. The game should start and "YEAH RIGHT" will appear where it should say "Difficulty Setting". This will inform you that the cheat mode has been activated and you have 99 continues.

HERZOG ZWEI

Passwords
5 Wins – GGGKHAGOKLO
12 Wins – BPHOHACAGML
19 Wins – NPLOFOCAGKP
22 Wins – IMLPFEGEMLC
25 Wins – JAJJBPDNCMC
28 Wins – LILOPBDPIKJ
31 Wins – JLJOMGJAOKL

Password buster
Try any of these passwords to get further in the game:
JLJOIGJBOKO
LHJKINAFAMA
JLJOIGLAOKN – last level

HUMANS

Unlimited tribe members
Rescue the extra man, press Pause and restart the level.

Passwords

Level 60	–	YNTBXYJYNWLK
Level 61	–	FQXKPTYLQJZM
Level 62	–	TZYNMBQRSFZM
Level 63	–	BSHJMJTMFCFS
Level 64	–	LTLJQVMRYZLM
Level 65	–	NCHQVFQXFQZH
Level 66	–	MFGLYVGRQVZP
Level 67	–	QTSDFMBYTMJJ
Level 68	–	CLYBHVQNGBYN
Level 69	–	ZWXGZQRGLPPN
Level 70	–	VWPKNRSXXYTR
Level 71	–	NCHMNXGHZGLS
Level 72	–	TWJZBHKTMHCP
Level 73	–	TQVCXVNFFZZN
Level 74	–	QLMVQJNJMZLQ
Level 75	–	VKPKLSLLYTFC
Level 76	–	DWJPYHKDGPYT
Level 77	–	RKLDKFSJBSJZ
Level 78	–	TYZNGBCBWPJV
Level 79	–	BCDDSNZQZYPC
Level 80	–	XPMNWJKFNQZC

THE IMMORTAL

Level codes
6E1EC21000E10 – level 3
465FA31001EB0 – level 4
D4BFD41000EB0 – level 5
BCFEF51010A41 – level 6
6B10F61010ACL – level 7
E590D710178C1 – level 8

Invincibility
Wait for the level name to appear and hold down Start. Now hold down A until the game appears and finally release A to make yourself invincible.

INDIANA JONES & THE LAST CRUSADE

Level select
When the Lucasfilm logo appears, press A, B, C, B, C, A, C, A and B. The level option will now have SHHHHHHHH instead of normal.

INSECTOR X

Infinite credits
When you get the game over screen showing the continues counting down, hold the Right and Down diagonal while hammering the C button continuously. You can do this at any time to gain extra credits.

JAMES POND

Open all exits
On the title screen press C, Left and Start. During the game press A, B and C simultaneously while rotating the joypad. This will open all exits, making the game much easier.

JAMES POND 2: ROBOCOD

Invincibility
On the first roof collect the objects in the following order: **C**ake, **H**ammer, **E**arth, **A**pple and **T**ap (**CHEAT**).

Infinite Lives
In the sport zone, after crossing the spikes, collect the objects in the following order: **L**ip, **I**ce-cream, **V**iolin, **E**arth, **S**nowman (**LIVES**).

Extra Power
Once you have passed the second spike pit on the first sports zone collect the objects to spell P, O, W, E, R.

Level select
On the title screen, push A, C, Down, Left and then Start. You should now be taken to an options screen from where you will be able to choose your starting level.

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 tthe following password
I.$.CAPRIATI

Change attributes
Enter the password CONFIG and fill up the rest of the space with dots.

Male Players Password
To obtain male players, enter the following password: GRAND.SLAM..

JOHN MADDEN '92/'93/'94

On-Side Kick
Retain possession at the kick off by repeatedly jabbing the kick button very quickly as the kicker starts to take his run up. The defence should recover.

Field Goal Block
Select Punt Block and, using the right inside linebacker, diagonally charge at the kicker.

JOHN MADDEN '92

Password buster
Try any of the following to participate in various stages of the game:
0465100 – quarters
0075121 – semi finals
0475352 – Superbowl

JOHN MADDEN '93

Running the clock-out
When the play description comes up, hold up on the D-pad and tap C. The clock will now continue to tick.

JUNGLE STRIKE

Codes with 16 lives
Level 4 – XT6YXL6PF6M
Level 5 – VNHYWMGZBC9
Level 6 – WSFXW4MPYHJ
Level 7 – THPD96PGCLN
Level 8 – N4SC37S6MWB
Level 9 – NZY9SDBR9Y6

Level Codes
Level 2 – RXW6YKRVMCZ
Level 3 – 9WP39NSHJKW
Level 4 – XNL4FD397SW
Level 5 – V4MCD39VSPH
Level 6 – WMK3W746JK7
Level 7 – TGZX4CFDYRP
Level 8 – 7L5PCF3BRWC
Level 9 – N4HCFK9XVNK

Extra Lives
On level 7 - River Raid, four extra lives can be found under four small pyramids at the top of the map. These are approximately in the centre of the level by three skulls on pillars. Blow them open and the lives are all yours!

JURASSIC PARK

Level select
Enter this code: 021660016. Select options and leave the screen straight away. Change the player to Grant and Start the game. Now a level select should be presented.

Level 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 OF THE MONSTERS

Extra Continues
Press A, B, C and Start when you're on the title screen. Press A and an options screen will appear giving you 12 extra continues.

KLAX

Special game
Hold the Left and Up diagonal, A, B, C and Start simultaneously from the title screen for a special game.

KRUSTY'S SUPER FUN HOUSE

Open all the doors
Reverse the game designer's name, WILLIAMS, to SMAILLIW, and enter this on the password system. You can now freely enter all of the doors on all of the levels but you still have to solve all the puzzles. The Open Doors cheat also gives you infinite lives.

Level Passwords

2	Whoamama
3	Flanders
4	Brockman
5	Sideshow

LAKERS VS CELTICS

Password buster
With the following code you get to play the LA Lakers against the Philadelphia 76'ers with just one game needed to win the final: 3L2GJS.

LEMMINGS

Codes

	FUN	TRICKY	TAXING	MAYHEM
PRES	SUN			
1	RXBGD	FPBMD	FZBGD	SQBMD
TRDWV	HLDCW			
2	WQHMN	XMJWF	GDHKP	HZJSG
ZXLYG	BVLJY			
3	TXBGD	DZBJF	JLBDF	SFBBKF
YJDTW	NPDQZ			
4	YQHMN	WXJSG	KHHKP	QDJTG
KRLQK	HRMKK			
5	LNBJM	ZPBLN	BFBGN	VKBCR
XRFMJ	MTFPK			
6	QGHPW	SNJVP	HMJCB	KMJMS
DWLPT	GWMYL			
7	NNBJM	YSBLN	KTBWQ	VYBYR
CHFKK	SBFFF			
8	SGHPW	RRJVP	LQJCB	SXJJT
NZLDP	MLMLH			
9	BYBGD	RDBKF	YHBVH	PNBXJ
XVDWV	NBDZW			
10		GRHMN	KCJTG	ZLHXS
JMJWF	DZLYG	MPMZB		
11		DYBGD	VSBZH	CTBRJ
TRBMD	CLDTW	TFFNB		
12		JRHMN	NRJKK	DQHXS
RQJWF	NSLQK	NHMXC		
13		VNBJM	RJBCR	VMBTR
RSBLN	BTFMJ	DGFHF		
14		ZGHPW	KHJMS	BGHPW
GVJVP	HXLPT	XHMRG		
15		XNBJM	QMBCR	DNBJM
WLBCR	GJFKK	FYFDG		
16		CHHPW	JLJMS	FLHPW
JKJMS	XHLHP	DMMFL		
17		BCBJD	YZBBJ	JFBJD
GDBCJ	XGDBW	VFDVZ		
18		GVHNN	RYJLK	KJHLP
VMJJL	DLLDH	PPMBD		
19		DCBJD	XLBYJ	MQBFF
GSBYJ	CWDXW	BVDGW		
20		JVHNN	QKJJL	NMHLP
DRJJL	NDLVK	VWLQX		
21		VRBKM	TBBBS	FKBHN
PPBSM	BFFRJ	ZYFFG		
22		ZKHQW	MZJKT	LRJDB
DRJCP	HJLTT	TBMQH		
23		XRBKM	SFBBS	NYBXQ
PDBQN	GTFNK	GWFWJ		
24		CLHQW	LDJLT	PVJDB
MCJZP	RMLJP	ZFMDM		
25		LCBJD	LQBYJ	CNBWH
JSBNF	BJDBW	BWFRB		
26		QVHNN	DPJJL	DRHYG
CGJPK	HMLDH	XYLNX		
27		NCBJD	PQBND	GYBSJ
NLBFJ	GXDXW	FQDBX		
28		SVHNN	HPJXF	HVHYS
LKJPK	RFLVK	YRLLY		
29		FSBKM	LGBQM	YRBVR
LMBDS	FGFRJ	JYFTJ		
30		KLHQW	DFJZN	LRSHW
ZNJNT	LKLTT	CBMFL		

LHX ATTACK CHOPPER

Passwords
Libya

CBCARHG
Majestic 12 –
CQAAAFA
Anterior Nova –
CQAAIEA
Reindeer Flotilla –
CQAAQHA
Phoenix – CQAAY-
GA
Rainbow Veil –
CQAAAVC
Chess –
CQAAIUC
Lobster Quadrille –
CQAAQXC
Hen House – CQAAY-
WC
Desert Two –
CQAABFE
Flaming Arrow – CQAA-
JEE
Plain Aria –
CQIERDG

Central Europe –
CBSER?G
Domino Mirror –
CSIEIYE
Chess –
CSIEQ6E
Arc Lite –
CSIEY4E
Anterior Nova – CSIEB-
JC
Reindeer Flotilla –
CSIEJIC
Hop Toad –
CSIERLC
Olympic Torch –
CSIEZKC
Lobster Quadrille –
CSIEBZA
Grand Theft –
CSIEJYA
Flaming Arrow –
CSIER6A

Vietnam –
CDCEA9G
Lobster Quadrille –
CQIEZCG
Reindeer Flotilla –
CQIEBRE
Flaming Arrow –
CQIEJQE
Hen House –
CQIERTE
Lava Lamp –
CSIEZSA
Anterior Nova – CSIEA-
JG
Gemini – CSIEI-
IG
Chess –
CSIEQL6
Binary Rainstorm –
CSIEYKG
Freedom Train –
CSIEAZE

LOTUS TURBO CHALLENGE

Passwords

Night	–	SLEEPERS
Fog	–	HERBERT
Snow	–	BUSINESS
Desert	–	APPLEPIE
Interstate	–	STANDISH
Marsh	–	MALLOW
Storm	–	TEA CUP

Enter SLUGPACE for infinite turbos and MANSELL to be able to go through the game non stop.

M1 ABRAMS BATTLE TANK

Unlimited ammo and invincibility
Wait for the demo screen, then press B, B, C, B, C, C, B, C, B, B, C and then Start. Be careful, as you can still run out of fuel.

MASTER OF MONSTERS

End sequence
From the sound test screen, press A, B, C and Start again.

Change text to English
If you hold the Left and Up diagonal, you'll get English text.

MEGA-LO-MANIA

Extra Men
Go to the options screen and select the number of men for your mission. Now put them on the island of your choice. Go back into the options screen and press C to decrease your men to zero. You will now still have the same amount of men on the island but the number carried forward to the next island will be greater.

200 Men
Enter SIZCSVLOPNL as the password.

Hidden Sinistar
Enter JOOLS on the password screen to obtain a version of the old time shoot-'em-up.

Codes
SCARLETS TEAM
1st Epoch + 200 men
SIZCSVLOPNL
2nd Epoch + 200 men QNZCK-
XROPNH
2nd Epoch + 100 men YABDQ-
CYIWMZ

OBERONS TEAM
2nd Epoch + 100 men KDBD-
CYFIWMB
4th Epoch + 100 men GNBDY-
ZLXXSJ
5th Epoch + 100 men ESB-
DOYFYXSP

CAESARS TEAM
2nd Epoch + 100 men SZAD-
BYFIWMY
3rd Epoch + 100 men ESB-
DOYFYXSK

MADCAPS TEAM
2nd Epoch + 100 men ECBDR-
ZLIWMA
3rd Epoch + 100 men CHBDV-
ZLXXSM
4th Epoch + 200 men SYZCH-
WLDRTQ
5th Epoch + 287 men
QESCFXEXHUI
6th Epoch + 138 men DWC-
CHIUECHC
7th Epoch + 159 men
IHWAHKADANG

Level codes

Level 2	–	GXADZXFIWME
Level 3	–	ECBDRZLIWMA
Level 4	–	CHBDVZLXXSM
Level 5	–	SYZCHWLDRTQ
Level 6	–	QESCFXEXHUI
Level 7	–	DWCCHIVECHC
Level 8	–	JSVADMMBQHY
Level 9	–	IHWAHKDUHNG
Level 10	–	KLFDZFMWMW

MERCS

Full energy
Find the gold first-aid kit. Let your energy approach maximum, pause the game and select another player. Continue doing this till the entire team is on maximum energy.

Faster enemies
To enter a really challenging game, go to the original Commando mode and press A, B, and C at the same time. While holding these down, press Start and you will begin an even tougher battle. You'll find that your enemies are faster and more intelligent.

MICRO MACHINES

Infinite Lives
Pause the game and press B, Down C, Down, Up, Down, Left and Down. Unpause the game to receive infinite lives.

More speed
Pause the game and press Up, Down, A, B, Left, Right, C and Start.

Harder Game
Pause the game and press Left, Right, Left, Right, Up, Down, Start and Down.

More grip
Pause the game and press A, Up, B, Down, C, Left, Start and Right.

Faster Car
Press Up, Down, A, B, Left, Right, C and Start

Tougher Opponents
Press Left, Right, Left, Right Up, Down, Start and Down

Better Car Traction
Press A, Up, B, Down, C, Left, Start and Right

More Damage on Impact
Press C, Up, Left, Right, A, B, A, C and Start

MIDNIGHT RESISTANCE

Level skip
While on the title screen, hold down C and Start. During play, pause the game and press A every time you wish to advance to the next level.

MIG-29

Level Codes
Here are the passwords:
1. ECFPGTVDFBAJZB
2. KHXNWRJAGGGOHH
3. SNUMNT1FJGRDOD
4. OTUTMCMQDCTVJA
5. KRSTOVCOELXQLG

MOONWALKER

Level select
Hold Up, Left and A on controller two. Then press Start on controller one and select a one player game. Use Left and Right to skip through the levels.

MORTAL KOMBAT

Cheat Screen
On the choice screen, type in Down, Up, Left, Left, A, Right and Down.

Green Reptile
Go to the Cheat Screen and choose the pit as your first screen. Then select PLAN BASE ONE. You will start in the pit with strange objects flying past once you have defeated Cage. You will then meet the Reptile in the pit.

Double Flawless Victory against Shang Tsung
Crouch down and Shang Tsung will fire three Fireballs and then approach you. Crouch Kick him repeatedly as he has no defence against this move.

Blood code
On the ethical code screen, press A, B, A, C, A, B and B for the screen to be coloured red and the blood will now be activated.

Flag effects
FLAG 0 – One hit kills the CPU.
FLAG 1 – One hit kills you.
FLAG 2 – Make UFOs and Witches go past the moon so that the Green Reptile can appear.
FLAG 3 – Makes strange objects go past the moon.
FLAG 4 – Green Reptile gives you clues on how to find him on each round.
FLAG 5 – Infinite credits.
FLAG 6 – The computer does fatalities on you.
FLAG 7 – Always stay in the palace gate.

MUHAMMED ALI BOXING

Rank progression
Play the first match and take the first three characters and add it to the following codes:
8th: KEH7Z
7th: EBX7Z
6th: 5C77Z
5th: B4N7Z
4th: 2N47Z
3rd: W7C7Z
2nd: WXB7Z
1st: 4XE7Z

Fight Muhammad
Go to the Tournement mode and enter the saved game, answer yes. Enter either HØ7KKKCZ for the simulation or ØØ7KKKCZ for the arcade and you will fight Muhammad.

M.U.S.H.A

Full Firepower
To power-up, pause the game and press B, B, C, B, B, C, Up, Down and A, unpause to continue.

MUTANT LEAGUE FOOTBALL

Passwords
CNL111111Y – War Slammers
1CK111111H – Death skin Razors
4CK111111L – Vile Vulgars
FMK3XYSL1Q – Dark star Dragons
2CK111111D – Icebay Bashers
HGK111111J – Killer Konvicts
3CK111111F – Midway Monsters
JH1111111G – Misfit Demons
GMK111111D – Psycho Slashers
5CK111111M – Rad Rockers
BDK111111J – Road Warriors
KLK111111L – Screaming Evils
CBK111111J – Sixty Whiners
LJK111111M – Slaycity Slayers
MLK111111J – Terminator Trolz
NMK111111Q – Turbo Techies

NBA JAM

Power-up the Defence
Go to Tonight's Match-up screen and tap any button five times. On the fifth tap, hold the button down until the court appears.

Turbo-Charged Game
Go to Tonight's Match-up screen and tap any button 13 times. Now hold B+C until the court appears.

Unlimited Turbos
Go to Tonight's Match-up screen and tap all three buttons seven times. On

the seventh tap, hold down until the game starts.

THE NEW ZEALAND STORY

Increase credits
While the demo is playing, rotate the controller either clockwise or anticlockwise several times. When you die during play, you should discover you have nine credits.

ONSLAUGHT

Password buster
Enter all zeros as the code and you'll automatically receive almost all the squares on the map. You'll only have the relatively easy mountainous areas left to complete.

OTTIPHANTS

Level Codes
Basement: JYFF
Construction Yard: AOHT
Office: PIHE
Jungle: NRCF

OUTLANDER

Passwords
To ease your trip through the badlands, try these codes:

Level 1	–	**FYBY1QZFQ240Q0**
Level 2	–	**89D020JCYY8CZ8**
Level 3	–	**P69H0SK7YCKCX**
Level 4	–	**TZZY2159Q9YK80**

PGA EUROPEAN GOLF

Double your Winnings
Play the game as normal and save it on the eighteenth hole, just before you tee-off. Play the last hole and go to the option screen to check your score. Restore the game you just saved and play the last hole again. All the money you win from this is added to your score. This can be done as many times as you want.

Perfect your Shot
Save the game at the beginning of each shot and if the ball flies off in the wrong direction then you can just restore it and play it again until you get it right.

Set up Shots for the Computer
Let your opponent get on the green and then press **START**. Now go to shot and select green. The computer will show you a plan of the green. Move the cursor in either direction as far as you want and then continue the game. The computer will now take the shot!

PGA TOUR GOLF II

Beat computer
Select a Skins challenge, and choose the computer as your opponent. Wait until he is on the green and press Start. The options screen will appear. Select "Green" from the menu and press A. Now move the cursor in any direction you want and press Start again. Your opponent will now take the shot that you've just set up!

PHANTASY STAR 2

Living longer
You are most vulnerable during fighting stages, so this hint could prove vital to your longevity. Alternate pressing C and B as you walk. Button C opens the sub-screen menu while button B closes it. There's a quirk which prevents monsters attacking you if you do this. It isn't 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

Grudge Match
Press A to enter the option screen, next have player one select his fighter. Player two will need to wait until 'Grudge Match' appears before pressing Start, and may now select his fighter. The two of you will join in the fight to the finish with the computer.

Extra continues
Play your favourite character to level eight, where you will fight Mad Miles for the second time. Pause the game, plug in the second controller, unpause the game and press Start on the second controller. Select your fighter and you will start out with three extra continues. You should now beat up your former fighter and use your current fighter to take you through the remaining matches.

POPULOUS

Stage select
There are 494 levels in all. You can get to any by doing the following from the password screen: type in the level number you wish to go to followed by the word **BIT**. Hence to get to level 327 enter **327BIT** as the password.

POPULOUS II: TWO TRIBES

Tactics
Build two levels above the water. Try to keep the ground flat and build up your people who've settled on one level of land. You may struggle in the power stakes to begin with. However, when you reach enough manna to flood the enemies positions, the evil should be virtually destroyed.
If evil invades your land, take away land instead of building up. Then, when they have moved, fill it in again. Doing this to drives evil off your territory.
When you gain enough manna to swamp, do so on the flat land it takes longest to get to. This should wipe out loads of evil walkers. This tactic is best employed either straight away or just before you want to claim Armageddon.**Passwords**
EXPERIMENT – Maximum Experience.
HUMANOID – More Mana.
WIBBLE – All FX
NOT HALF – Game 999.

POWERBALL

Best teams
For the best team in the game press B, B, C, B, B, C on the title screen.

POWERMONGER

Passwords
Enter:
TJ3DP2TJW7TI5PJ3DJ4PJLIKPHAK-JEKOGQ for the final level.

Password to Play any Level
Type in **Hynamberg** to play any level.

PREDATOR 2

Passwords

Level 2	–	**KILLERS**
Level 3	–	**CAMOUFLAGE**
Level 4	–	**LOS ANGELES**
Level 5	–	**SUBTERROR**
Level 6	–	**TOTAL BODY**

PRINCE OF PERSIA

Passwords
Here are the level codes for *Prince of Persia:*

Level 2	MTUEZQ
Level 3	TYZJED
Level 4	AEFRTH
Level 5	HJKWYT
Level 6	OOPEOY
Level 7	DEFUUN
Level 8	QYZOMS
Level 9	QYZPWR
Level 10	QYZQGR
Level 11	QYZRQQ
Level 12	QYZSAQ
Level 13	QYZTKP
Level 14	QYZUUO
Level 15	QYZVEO
Level 16	QYZWON

PRO BASEBALL SUPER LEAGUE '91

Win every match
Go to the player change screen when you are fielding and press C. You will be asked if you want to forget the match. Press C for yes and you will win 1-0. Remember, you must be fielding for this trick to work..

QUACKSHOT

Extra Lives
Get to the Viking Ship and climb the mast in the elevator collecting all the money bags. At the top of the elevator walk right and follow the rope path down. You will come across an extra life. Now just retrace your steps, leave the screen and repeat the process.

RAINBOW ISLANDS

Speed-up and red pot
By pressing Up, B, Down, Left, C, A, A and B from the title screen, you can kit yourself out with speed-up shoes and the red pot.

All power-ups
From the title screen press Up, B, Down, Left, C, A, A, B and C to get speed-up shoes and red and yellow pots at the beginning of the game.

RAMBO 3

Full power-ups
Get to the two firing walls in level three. Destroy everything except one of the cannons. Put the yellow icon on the dagger and go to the bottom of the screen. Stab the man in camouflage and collect what he leaves behind. Repeat this until you get 99 arrows, 99 bombs and nine lives.

Invincibility
On stage two, there are two crates which you can blow up. Walk to the right hand crate and then walk away from it. Head right until the crate is half on the screen and half off. Fire a full power arrow at it and turn towards the right. When you reach the wall, go up and you will become invincible.

RANGER-X

Skip level
When playing the game, pause it and press Up, Down, Up, Down, Up, Down, C, B, A, Right and Left. You should hear some music. Press A and you can press B to Advance to the guardian or, if already there, you are brought to the next level.

Difficulty settings
Go to Difficulty and press A, B, C, A, B, C, A, B and C. You can now play on Easy or Hard mode.

RBI BASEBALL 4

Super-Team
The password for the Super-Team is:
D333 K4K DKMEK

THE REVENGE OF SHINOBI

Infinite Shuriken
On the option screen, select zero shuriken and then don't do anything for 30 to 40 seconds. You'll hear a beep and the zero will turn into an infinity symbol (∞) indicating you have infinite shuriken.

Extra lives
During the second stage (the motor mill) of level four, it's possible to pick up two lives while losing just one. This process can be repeated ad infinitum. Shoot at the base of the first conveyor belt (double jump and spray shoot). A special Musashi symbol will appear. Jump onto the conveyor belt and let it carry you backwards off the end. You'll lose one life, but you'll gain two. Continue this process as often as you want to build up lives.

RINGS OF POWER

Money, money, money
Go to the secret temple at 32', 2" – 6', 6". You can get all the gold from the four chests here, then go out and collect them all again for infinite gold.

ROAD RASH

Level codes
The following are a couple of codes to get you further in the game:
43143 Ø67KØ Ø1EVD 571RQ – Level 5, Diablo, £27,440
BØØØØ Ø4RDØ 11CAF 56C7B – Level 5, Panda, £26,230

This code will take you straight to level four:
11111 1AJ56
UUPTO 470AA

Finish First Everytime
Come fifth in the first race and you will get a password that has 50,000 written in it. Change this
to 11,111 and be first everytime.

ROAD RASH II

Any bike, any course
Go to set player on the options screen and choose Mano a Mano, then go back to the main menu and select your bike from the bike shop. Now change the player mode from Mano a Mano to Take Turns and then start the game. You will now be able to use any bike on any course.

Passwords
ØFIA 39TA: Level 3, $19,000 and a Banzai.
ØP1I 4SKØ: Level 4, $30, 000 and a Diablo.
ØCTQ 4JAG: Level 4, $17,000 and a Diablo.
ØH4R 55ØH: Level 5, $20,000 and a Diablo.

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.

Choose any Weapon
Pause the game and press **B**, **A**, **C**, **C**, **C**, **A**, **B**, **B**, **A**, **C**, **C**, **C**, **A** and **B**. You should now hear a machine-gun sound. Unpause and press **DOWN** plus **A**, **B** and **C** to change to any gun.

Go Down to Next Platform
Pause the game and press **A**, **B**, **C**, **C**, **C**, **B** and **A**. You should hear a firework sound. Unpause and press **DOWN** plus **A**, **B** and **C**.

To Stay in Mid-Air
Go near the edge of a platform and press **A**, **B** and **FORWARD** when you fall. You can fall and stop a few times. The gun can be pointed in any direction.

Go the End-of-Level Boss
Pause the game and press **A**, **B**, **B**, **C**, **C**, **C**, **B**, **A**, **A** and **B**. You should hear

ED-209's footsteps. Unpause the game and press **DOWN** and then **UP** at the same time. This will work from stages 2 to 9.

ROCKET KNIGHT ADVENTURES

Crazy Hard Setting
On the Konami logo, press left 4 times, right 4 times, left 7 times, right once and left once.

Level Skip
Press Up and Left ten times on the title screen and you should hear a chime. Press Pause in the game and then press C, B, B, A, C and B to skip a level.

Very Hard Level
To try the secret hard level, press down six times, up twice and down twice when you see the Konami logo. It will now be selectable from the options screen.

ROLLING THUNDER 2

Final Password
11B – `A Natural Program Desired The Neuron`

Passwords
Enter any of the following codes to progress further into the game:
Level 2 – `A Magical Thunder Learned the Secret.`
Level 3 – `A Natural Fighter Created the Genius.`
Level 4 – `A Rolling Nucleus Smashed the Neuron.`
Level 5 – `A Curious Program Punched the Powder.`
Level 6 – `A Logical Leopard Blasted the Secret.`
Level 7 – `A Private Isotope Desired the Target.`
Level 8 – `A Natural Rainbow Elected the Future.`
Level 9 – `A Magical Machine Muffled the Killer.`
Level 10 – `A Digital Nucleus Punched the Device.`
Level 11 – `A Private Thunder Created the Powder.`

ROLO TO THE RESCUE

Invincibility
On the title screen, press and hold Up and Left, then A and C. Now press B.

Infinite everything/level select
Wait for the title screen and then hold Up, Left, A and C. Keep the buttons held and press reset. Now hold the buttons for a few more seconds and press B for a secret cheat menu.

SAGAIA

Unlimited Continues
On the title screen press B, B, B, C, A, A, A, B, B, C, C, C, "Free Play" will now appear at the bottom of the screen.

Stage Select
When the title screen appears press C, A, C, B, C, A, B, A, B, C, A and C. "Zone Select" will now appear.

Super Star Level
To enter the expert level: enter C, 12 times when the title screen appears.

SAINT SWORD

Level advance
On the password screen, enter `TAITOZ`. The game will then start from chapter six with lots of items in your possession.

SD 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.

SENSIBLE SOCCER

All Options Open on Beginner Level
Start a game on normal or hard level, then abort and go to the options screen and change to beginner level. Go back to your previous screen and choose cup. You now have the option of continuing the previous cup!

SHADOW DANCER

Level select
Press A, B, C and Start.

Final Guardian
To clear this level successfully takes pin-point accuracy, so time your attack well. Your first task will be to defeat the statue ninjas that are mysteriously brought to life, then the boss will send fire raging down from the heavens, this can be avoided by standing between two of the fireballs that hail downwards. At this point the boss will have raised his helmet, so you must be quick with your attack. Jump up and shoot the flashing nucleus located above the neck. But be warned as he doesn't stay vulnerable for long so the process will have to be repeated until the boss's energy bar is knocked down.

SHADOW OF THE BEAST

Extra lives
On the bonus level, keep to the left of the screen and keep firing your shurikens. You should kill all the Ninjas and receive 3 extra lives.

SHINING FORCE

Change Characters Name
Using the second pad, hold down A, B, C and then press Start. On the first pad, you should press A, C and Start at the same time.

Selling unwanted items
In the items display, place an item you want on the left and something unimportant at the top (position can be changed by handing yourself items in possession). Throw away the item at the top during combat and return to town. Go to the shop and you will find the item you placed on the left being sold.

Increase your numbers
Hold down Up and start on player two's 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

SOL-FEACE

Stage select
On the title screen, press A, B, C, A, B, C, B, C, B, A and Start. Now go to the config menu and put the cursor on start. Choose the level number from here.
If you are playing the game and want to skip a level, press A, B and C together.

99 ships
Follow the procedure for the stage select and then put the cursor onto mode instead of start. Push Right until the symbol `MY99` appears.

SONIC THE HEDGEHOG

Six Emeralds
Using the stage select cheat, select special stage and get an emerald. When the game is adding up your score, press reset. Repeat the process until you have all six emeralds, then start Greenhill as normal.

SONIC THE HEDGEHOG 2

Two Player Turbo Shoes
Go to the two player mode, select a zone (except special zone) and find some turbo shoes. Now get killed and you now have them for the rest of that act. This works for both Tails and Sonic.

Stage select
Go to the sound test option and select sounds 19, 65, 09 and 17. Now press reset and hold down A and Start.

Super Sonic!
Play 04, 01, 02 and 06 on the sound test, then collect 50 rings in the game. Now press B and C and you will make the change.

Icon select
Perform the stage select cheat and on the stage select screen, sound test the following tunes: 1, 9, 9, 2, 1, 1, 2 and 4. Highlight the stage you wish to explore and hold A and Start down. B transforms Sonic to an icon A changes the icon and C deposits the icon.

SONIC THE HEDGEHOG 3

Infinite Lives
Get to the launch base zone and hold the start of a Super Spin Dash between the Klaxon Alarms. You must let the alarms sound off all the time. The Robot Birds dive on you and they will keep on coming because of the alarm. Kill as many as you can until you receive an extra life. After this, if you keep going, you should get an extra life about every ten seconds. (Keep Tails out of the way as he can upset the pattern).

Level Select/Design/Super Sonic
After you hear the voice say SEGA and Sonic Starts to come onto the screen, quickly press **UP**, **UP**, **DOWN**, **DOWN**, **UP**, **UP**, **UP** and **UP**. You should hear a chime. If you look under **COMPETITION** there will be a sound test. Really this is a level select. The Flying Battery, Mushroom Valley and Sandopolis zones are actually two-player levels.
Choose any zone on the level select and hold **A** and **START** on the level. In the level, press **B** to turn Sonic into an object, **C** to duplicate and **A** to change into something different. Turn into a TV and jump into it, you will now be Super Sonic!

SPACE HARRIER 2

Level select
During the beginning sequence in the space ship, press the buttons A, B and C together and move the joypad 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:
`LAhM CJ78 2k7I Zy01`
`26Ss ti+L fvRS MBNx`

SPIDERMAN

Level Skip
Press Start and then A, B and C.

Super Cheat
Move Spiderman to the word 'Level' and press Start on controller 2. Press A, B and C on controller 1 and let go whilst pushing diagonally up on the pad. Press A for more Web, press B for more life and press C for five seconds of invincibility.

Nightmare level shortcut
You can save time and energy by skipping directly to level one's forklift on *Spider-Man's* nightmare setting. After passing the dog, you will come to a wall of boxes. Jump up to the second row and crawl to the right. You will pass through the wall and end up at the forklift.

SPLATTERHOUSE 2

Passwords

Level 2	—	`EDK NAI ZOL LDL`
Level 3	—	`IDO GEM IAL LDL`
Level 4	—	`ADE XOE ZOL OME`
Level 5	—	`EFH VEI RAG ORD`
Level 6	—	`ADE NAI WRA LKA`
Level 7	—	`EFH XOE IAL LDL`
Level 8	—	`EDK VEI IAL LDL`

SPLATTERHOUSE 3

Level Codes

Stage two – REISOR
Stage three – ETLBUD
Stage four – TABRAE
Stage five – ELPOEB
Stage six – PHENIX

STEEL EMPIRE

99 bombs
On the ship select, press C, A, C, A, Start and finally B.

99 lives
On the options screen, set the difficulty to hard, set the stock to two, credits to one and finally play tune 65.

Stage Select
Go to the options screen and perform the sound test option in the following order. Sound one, twice, sound nine, once and sound two, once. A new round select option will appear under the exit. Choose from one to seven and press Start to begin on any level.

STORMLORD

Level skip
Pause the game and then press C once, B three times, A four times, C two times and finally A four times again to skip to the next level. In this way you can get to all ten stages.

Extra time
Pause the game and press B, A three times, C, Up three times and A three times to reset the clock.

Nine extra men
Pause the game and press A four times, C twice, B three times, C and A.

STREET FIGHTER 2 SPECIAL EDITION

Special Moves Only
When the Capcom logo appears, press Down, C, Up, A, A, B, B and C on pad 1.

Five Star Speed on Champion Edition Mode
In the opening sequence where the screen pans up the side of the building wait for the image to start fading and quickly press Down, Z, Up, X, A, Y, B and C on controller one. You will hear a "Huh" to indicate that the cheat has worked.

STREET SMART

Extra lives
Rapidly reset the console more than ten times, then choose options from the menu. Move the cursor to sound test and then press down three times and A once. A new window should open allowing you to set the number of lives.

STREETS OF RAGE

Extra continues
Press Left, Left, B, B, B, C, C, C and Start.

Level select
Hold down player two's pad then type A, B, C and enter the option mode using the first pad. You can now select the rounds and set the number of players.

STREETS OF RAGE II

Extra lives
Stage One — as soon as you walk on to the screen, walk to the bottom left behind the bin.
Stage Two — when you come out of the truck, walk round the back to find an extra life.
Stage Three — after killing the dragon on this stage, walk straight down from where the explosion occurs onto the mist and collect a life.

Extra Continues
On the game over screen press Left, Left, B, B, B, C, C, C and Start.

Alternate extra continues
If you are about to die on one player, plug in the second controller and press Start to begin again with full lives and energy.

Play same character
Plug in two controllers. On the title screen, press and hold Right on the first controller and then B simultaneously. On the second controller, hold down Left and A. With all buttons pressed, press C on the second controller. Now the screen will show the choose character screen. You will now be able to select the same characters.

Level select
On the options screen, hold down A and B on joypad two. Now press Start on joypad one simultaneously and you will enter a full cheat screen with a level select.

STREETS OF RAGE 3

Play as a Kangaroo
At the end of level 2-1, there is a Kangaroo and his keeper. Don't kill the Kangaroo, but kill his keeper. When the keeper is dead, the Kangaroo will run off. Now the next time that you loose all your lives and select continue, you can choose the Kangaroo who has some strong punches and special moves. The Kangaroo cannot pick up weapons, do backslams or throws but he can do a rather nifty spinning kick.

STRIDER

Extra Continue
Press down on the pad and press A, C, B, C and A and Start in sequence to continue from where you die.

Level select
While the master laughs just before the beginning of the game, hold the joypad Down and press the buttons A, C, B, C and A to get a level select.

SUNSET RIDERS

Extra credits
Go to the sound option and listen to 0-E. When you go back to the game you will have more credits than you normally would have.

SUPER HANG-ON

Easy Money
Go to the original mode and choose to race. Now crash and you will receive $400.

Options Mode
Hold down A, B and C on the title screen.

SUPER LEAGUE

Password buster
Try these codes. The first gives you a four-game lead while the other three will be interesting rather than useful:
JORQWVVRROOQSHPQGUDEAM
Zb6jpqrnmGnYWQXaHuFFAB
RGhiopqmljhZZSUXVtEEAE
VU91rstpomXcZTiebrHWyW

SUPER / STREET FIGHTER II

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

SUPER THUNDERBLADE

Level select
Press A, Up, Down, Left, Right, Right, Left, Down and Up from the title screen. Then press Up and Start together to reach a very handy level select screen.

Invincibility
Go to the option screen and select hard as the difficulty level. Start the game and fly to the top left or right hand corner and the enemy fire won't hit you. This works on levels one, two and three.

SWORD OF SODAN

Level skip
Get a high score and enter your name as HINANP:). Next time you play you can skip levels by pressing Start on joypad two.

Alternative level skip
Drink four Etherium potions together to skip to the next level.

SWORD OF VERMILLION

Test mode
To listen to the sounds and background music – and view the various shades available on the Mega Drive – from the title screen, press A, B, C and Start simultaneously using the second controller.

Increased hit power
Cleanse a cursed sword at a church for increased sword hit power.

T2: THE ARCADE GAME

Level Select
On the title screen push Up, Down, Left, Right, Up, Down, Left and Right. Then start the game as normal and pause it. Press B and C. You will now skip to the next level.

Gun never overheats
Use a rapid fire controller, you'll find that you can blast away to your heart's delight if the switch is activated. The gun won't overheat and you'll have infinite gun power.

TALMIT'S ADVENTURE

Access any level
Enter the following password and enter any level in the game:
ARDE

TAZ-MANIA

Infinite Lives
Enter FFD45 on the password screen.

Secret Room
To enter a secret bonus room on the Arctic level, hold down and C on the last ice block.

Level select
Plug in two controllers. On the intro screen, hold down A, B and C on both control pads and then press start on both. You will hear a chime and the game will now begin. Press Start during the game to pause it, then press B and C on the first pad to bring up some numbers. Use left and right on the pad to change the numbers and go to the right level.

TEAM USA BASKETBALL

Passwords
Enter these codes to win Olympic gold:
Semi-final: **JBT67BF**
Final: **JDT67BC**
Medal Collection: **JCT67BH**

TECHNO-CLASH

Passwords
ZP80BFAR, FPKRBFA9, DAAW3FAX, TZSIUFAU, 6ZSITFA6

TECHNOCOP

Full energy
Pause the game and press C ten times, A five times, B twice and A ten times.

TERMINATOR 2

Level skip
When you see "Press Start" on the screen at the start of the game, press Up, Down, Left and Right three times. Arnie will tell you if the cheat has worked, so start the game as normal. During the game, press B and C together to go to the end of the level.

TEST DRIVE 2

Car choice
The Ferrari is the best all-round racer, the Porsche has the fastest acceleration and the Lamborghini has the highest top speed.

Secret options menu
When you start racing, press A, B and C to enter a menu that lets you alter acceleration, braking and grip.

THUNDERFORCE II

Secret Options Screen
Press A and start on the title screen.

THUNDERFORCE III

Secret Options Screen
On the title screen, press Start whilst holding A to find a secret options screen in the game.

Full power-ups
Pause the game and press Up ten times followed by Down, B, Down, B, Down and finally B. You can get all the weapons by pressing B and A to get the claw.

THUNDERFORCE IV

Full weapons
This cheat will give you every weapon except for the shield. Start playing as usual, then press Up, Right, A, Down, Right, A, C, Left, Up and B. Now press Up for full weapons, Down to eliminate the weapons, Right for a claw and Left to eliminate the claw. Press Start to return to the game.

99 Lives
When the introduction screen comes on, press A and Start to get the configuration screen. Set the control mode to type 1, engine power to 100, mission level to easy-manic and stock ships to 0. Next go to exit and start the game as normal, except you'll now have 99 lives!

TINY TOON ADVENTURES

Open all levels
Put the Buster Bunny icon on the password option and press Start. Now enter this password:
NGQQ WWQW QKWQ QWWQ WGRY
This will open the whole game map and you can enter any level.

Passwords
Level 22 – GZBB TXZB LDBB TXZK LLDM
Level 24 – QJBB TXZW GLBB TXZQ DLGN
Level 26 – TJBW HXBQ ZKBW HXBQ ZGVT

TMNT: HYPERSTONE HEIST

Level select
When the Konami logo appears, press C, B, B, A, A, A, B and C. When you get to the title screen, press A, B, B, C, C, C, B and A. Press A and Start again in one player mode.

TMNT – RETURN OF SHREDDER

Level select
When the Konami logo appears press C, B, B, A, A, A, B and C. Then when the title screen appears, press A, B, B, C, C, C, B, A.

TOEJAM AND EARL

Warp
In level one go to the island with a hole in the middle, then drop into the hole. You will arrive at level zero. Your live gauge

recovers when you have a bath, and you get an extra live when you drink lemonade. Jump off this level and you will go to the highest level you've been to.

TRAMPOLINE TERROR

Level Select With Continues
On the title screen, simultaneously press A, B, C, and Up followed by Start to enter a special screen.

TROUBLESHOOTER

Stage Select
First of all plug in two controllers, then get to the title screen. On controller two, press Start, Right and C simultaneously. A stage select option will appear between the title words. Press Start, Right and C to advance the stage number.

TRUXTON

Super smart bomb
Press Start to pause the game while the skull explosion from a smart bomb is still on the screen. Wait about 15 seconds and then restart (by pressing Start) and the bomb will have a devastating effect on everything onscreen.

TURRICAN

Infinite everything
Place the cursor on "exit" in the options menu and then hold Down while pressing A, B, B, A, B, A, A, B, A, A, B, A and A for a special menu.

TWIN COBRA

Extra continues
Keep pressing A on the title screen to get up to 14 extra continues.
Ending sequence
From the title screen, press Up, Down, Left, Right, A, B, C and Start. You will now get to watch the excellent ending sequence.
Full weapon power-ups
Pause during the game and press Up, Down, Left and Right. Then hold down A and press Start for full weapons.
Stage select
Press Up, Down, Right, Left and Start on the title screen.

ULTIMATE TIGER

Level Select
Press Up, Down, Right and then Left to on the title screen.

UNIVERSAL SOLDIER

Reveal Bonus Blocks
Enter **PWRZS** on the password screen to make the bonus blocks visible.
Passwords

Invincibility	–	**RWRZS**
Level 2	–	**CHSGM**
Level 3	–	**MKSNS**
Level 4	–	**SGGBY**
Level 5	–	**JLGPH**
Level 6	–	**JDRSD**
Level 7	–	**PKSND**
Level 8	–	**CWBPN**
Level 9	–	**SFTNP**
Level 10	–	**CMVDG**
Level 11	–	**BYTCM**

VALIS 3

Map select
From the title screen hold Up, A, B and C while pressing Start to select a map. When the black screen appears, release all buttons simultaneously. Press Start to change the map number. It's tricky to perform this one correctly first go, so persevere.
Effects select
Press the Up and Left diagonal, A, B, C and Start together to get to a sound effects test option.

VERYTEX

Infinite lives
Hold the buttons A, B and C while pausing the game. Then press Down and Start for an extra life. Continue pressing Down and Start for more lives.
Bonus shield
If you wish to kit your ship out with a shield, hold A, B and C while pausing the game. Hold Right and Start to unpause the game and get the shield

WANI WANI WORLD

Infinite Lives
When the Sega logo appears, press the reset twice and when you start the game, instead of normal lives being displayed at the top there will be four question marks.

WARPSPEED

Black Hole Locations
Alpha – 1B to Beta
Beta – 7D to Alpha and 3H to Beta
Gamma – 5C to Alpha, 5D to Gamma and 4B to Beta
Delta – 3C to Alpha, 6G to Beta and 2F to Omega
Omega – 4B to Delta, 5C to Alpha, 4D to Epsilon and 3E to Beta
Epsilon – 2C to Alpha
Campaign Passwords
Level 1 – **W4D HLX VDX**
Level 2 – **W6N CWK 1XM**
Level 3 – **W67 G5R 4DQ**

WARRIOR OF ROME

Passwords
Stage 2 – **L3FHPOZNGW**
Stage 3 – **NXDS55JSWF**
Stage 4 – **O5TOJZSP5B**
View ending
Enter the password **GREBDQ3QNE** to see the end sequence.

WHERE IN THE WORLD IS CARMEN SANDIEGO?

Passwords

Time Patroller	–	**DBHBKDB**
Time Investigator	–	**XXNBBMM**
Time Inspector	–	**DNDKJGD**
Time Detective	–	**RRXKGND**
Ace Time Dick	–	**LHMNFGF**
Super Time Sleuth	–	**MJDFSGG**
Capture Carmen	–	**MJDFPDG**
Game Over	–	**JHBHHXS**

WIZ'N'LIZ

New level
There are three levels on the main game: Apprentice, Wizard and Sorcerer. You can, however, enter a fourth level called Super Wizard. To access this level do the following:
Press START and pause the game. Now hold down A, B and C. Then press START twice. You should now hear a voice shout 'yeah'. Returning to the options screen you'll now see the new Super Wizard level.
Steps to become a Spellmaster
1. Get a banana and a potato.
2. Make the spell and a hint door will open.
3. Use up all the stars you can and make sure there are no hints available.
4. Stand under the hint door.
5. Press B shortly, and quickly afterwards hold C + Start until you see Hint A blinking.
6. That's it! You now own around 65, 520 stars. You can now buy all the fruit and make all the different spells that you want. Sometimes the stars will disappear; don't worry, you just do the star cheat again.

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

WRESTLEBALL

Extra teams
On the team select screen, hold B and keep pressing Down for four more hidden teams.

Karate team
Enter **KW6EN** to get the undefeatable karate team.

XENON 2

Indestructibility
Play a game and get a high score, enter **ARM** in the high score table.
Now play another game but get a slightly lower score but still be on the high score table. Enter **OUR** underneath the **ARM** and when you play the next game, you will be invincible.

Infinite lives
Carry out the procedure as above but enter the names as **OLD** and **AGE**.

X-MEN

Cheat mode city
When the screen shows "Press Start Button", hold A, C and Down on controller one and press Start. Now take out controller one and put it in port two when the picture of Magneto appears. Now press Start and choose your difficulty level and your X-Man. Now will now use the controller in port two to play the game! You will now have infinite health and mutant powers.

Level select
If you put in the cheat above, then go to the danger room in the top right and smash the generator. In this room there are six tiles on the floor, each is a game level. To warp to each zone, stand on each tile and press Down and C to warp to any level!

ZOMBIES

Passwords
VYTV, VQBB, SDHM, PCFD, VQBB and QNKR.

ZOOL

Extra Life
Pause the game and press Start , Down, Up, Left, Left, A, Right and Down for an extra life.
Small Energy Boost
Pause the game and press Start, Right, A, B, B, A, Left, Left, A and Down for some energy.
Large Energy Boost
Pause the game and press Start, Right, A, Down, A, Right, B, Left, Up and Right for loads of energy.
Level Skip
Pause the game and press C, Right, A, B, B, A, Left, Left, A, Right and Down. Now hold Right to skip a stage or Up to advance a level.

MEGA CD

AFTERBURNER 3

Faster level
In the option screen, put the view mode on Cockpit and the Rolling Mode to Free. When you take off, if you perform a 45° turn, you'll fly much faster than before.

BATMAN

Level Select
On the options screen, highlight the driving-only section and press Left on the D-Pad, then press B. Repeat this on all seven of the options. You will need to repeat the operation for a second time before hearing a jingle to confirm the cheat has worked. You can now change the options as you like and press Start and C to select the level.

BLACK HOLE ASSAULT

Secret Animation
Input your name as **FOMA** and select **BHA**.

Invincibility
Wait until the options screen appears and choose the name entry option. Enter your name as **MUTEKI** and exit the screen. Now, select operation **BHA**. Enter your name as **MUTEKI** again, start playing and you'll be totally invincible.

Secret game
Enter your name as **AZY** and highlight mission **BHA**. Enter **AZY** and you will enter a game called *Black Ball Assault*.

Hand of God
Enter your name as **BIGNET** and when you fight an opponent, press Start and he will instantly drop to the floor.

CHUCK ROCK

Passwords

Level Two	–	**GJFKFN**
Level Three	–	**PDPKKN**
Level Four	–	**JWNTXF**
Level Five	–	**TSFVNP**

COSMIC FANTASY STORIES

Enemy Dodge
Keep pressing Left and Start on player two's joypad during the Mega-CD menu until the Sega logo disappears. Start the game and call up the status map window, press player two's Start button and then player one's start, close the window and you will not come across any enemy in the field. This will also enable you to walk through obstacles. Open the window again and press player two's Start button and the enemy will re-appear. When you die after entering the above commands, hold down Up on player two's joypad and skip through the messages with player one's joypad. Your character will be revived with no hit points.

EARNEST EVANS

Stage Skip
Whatever stage you're in, freeze the screen and press up, A, down, B, left, A, right and B. Cancel pause and you will have cleared the stage.

Warp
Climb the wall to the left of the starting point on stage six. When you are out of the screen you will warp to the boss on this stage.

ECCO

Passwords

Undercaves	**GMRIQDCM**
The Vents	**IUEINLDP**
The Lagoon	**GRTJZYJF**
Ridge Water	**OVDJDSLB**
Open Ocean	**GMYMDSLI**
Ice Zone	**GMBRHSLU**
Hard Water	**UKZFHSLS**
Cold Water	**SYQJHSLZ**
Open Ocean (2)	**CCVFFSLM**
Island Zone	**ALZBESLS**

Deep Water	HPFDSLP
Volcanic Reef	ADLYESLT
Ship Grave Sea	NWUGSLU
Wreck Trap	WJHQGSLL
Sea of Silence	ZSXGSLF
Deep Gate	AKNBHSLI
Marble Sea	QSOMFSLQ
Library	WBTXFSLV
Deep City	UNIQFSLN
City of Forever	WADUFSLB
Jurrasic Beach	ONNBJPLY
Pteradon Pond	WPVXIPLL
Origin Beach	AQZIJPLG
Trilobite Circle	GKGFJPLK
Dark Water	GZIUKPLR
Deep Water (2	GAAGDPLP
City of Forever	YLQQZNLM
The Tube	MNEYELLB
The Machine	SKZNELLO
The Last Fight	KANZFLLX

Final Password
Enter this password to get to the end of the game: `QCFWUYHS`

FIFA INTERNATIONAL SOCCER

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

HOOK

99 lives
In the caves on level five, drop to the bottom of the first pit. At the bottom, walk right, dodging the snakes and bats, and swim under the rocks to where you can collect a leaf and a 3-Up. Allow yourself to be killed, and then repeat the process until you have acquired the maximum of 99 lives.

JAGUAR XJ220

Level skip
Go to the options screen and name entry. Delete the currant name and input `MAR`, then choose World Tour and select your chosen race. When the race starts you should pause the game, then if you press A, B and C at once. You can qualify and the race is won.

KEIO'S FLYING MACHINE

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

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 joypad Left and Right. Mode allows you to adjust the difficulty level and number of fleets. Change the number of fleets with Left and Right. If you press Right a few times whilst holding A, you get a message informing you of *Muteki* (which means invincibility).

SONIC CD

Level select
On the title screen, push Up, Down, Down, Left, Right and B to access the level select.

Special level
Go to time attack and play every level. After this, at the options screen there will be something called D.A. Gardens. If you go to this, you will see Sonic's world. You can now rotate and enlarge it, while some birds and Tails fly past. You can also choose any music from the game.

Level Select
On the title screen, press UP, DOWN, DOWN, LEFT, RIGHT and B. This cheat is tricky to get working, so it's best to press the buttons gently.

THUNDER STORM FX/COBRA COMMAND

Level select
On the title screen, press Left, Right, A, B and C. Now press Left or Right to change the level.

Debug mode
Press Up, Down, Left, Right, B, C and A to watch the animation.

TIME GAL

Passwords

BC 70,000,000	–	`BMCFXWRL`
BC 65,000,000	–	`GJRPQVKS`
BC 30,000	–	`THMZCYFB`
BC 1600	–	`RYFGSXDK`
BC 44	–	`FTGBDQPW`
AD 500	–	`VSLCZKTJ`
AD 999	–	`CYVZPBMG`
AD 1588	–	`DRXHTLQJ`
AD 1941	–	`WBMRJZVH`
AD 1991	–	`SHKXGJWF`
AD 2001	–	`XPTMCSHD`
AD 2010	–	`ZVYFLGQT`
AD 3001	–	`QWCDHRKT`
AD 3999	–	`PLQTVMXY`
AD 4000	–	`LKDWBSYF`
AD 4001	–	`KVGPRZCW`

Passwords (Japanese version)

BC 70,000,000	–	`DODZILLA`
BC 65,000,000	–	`DINOSAUR`
BC 30,000	–	`STONEAGE`
BC 1600	–	`ELEPHANT`
BC 44	–	`OSIRIIYA`
AD 500	–	`HARDWORK`
AD 666	–	`DEATHOUL`
AD 1588	–	`SOUTHERN`
AD 1941	–	`WORLDWAR`
AD 1991	–	`LANDMINE`
AD 2001	–	`RECKLESS`
AD 2010	–	`ASTEROID`
AD 3001	–	`MURDERER`
AD 3999	–	`BRANCHER`
AD 4000	–	`STARWARS`
AD 4001	–	`THANKYOU`

Level select
Go to the options screen and press Up, Left, Right, Right and Up. A chime will sound if this is entered correctly.

WOLFCHILD

Level skip
On the options screen, press A, B, A, C, A and B where you will hear an explosion. Press any of the following for a level select.
Level 2 – Press Start.
Level 3 – Hold B and press Start.
Level 4 – Hold C and press Start.
Level 5 – Hold B, C and press Start.
Level 6 – Hold A and press Start.
Level 7 – Hold A, B and press Start.
Level 8 – Hold A, C and press Start.
Level 9 – Hold A, B, C and press Start.
It is important to note that you must keep the buttons held down until the level appears, or this will not work!

WONDERDOG

Passwords

Dogsville	–	`MYSTIC`
Dogsville	–	`ANKLES`
Loony Moon	–	`LEDZEP`
Planet Weird	–	`REEVES`
Planet Foggia	–	`PIXIES`
Planet Kninus	–	`WOOPIE`

MASTER SYSTEM

ACTION FIGHTER

Extra Weapons
Enter the code `DOKI_PEN.` on the name entry section to gain all available weapons.

Helicopter dodge
Turn from a car to a bike and back to get rid of the helicopter.

Invincibility
For three extra lives and invincibility enter `SPECIAL` as your name.

Passwords
Enter these passwords to obtain all weapons available
`DOKI-PEN`
`GP-WORLD`
`HANG-ON`

AFTERBURNER

Continues to level 17
Turn on the machine and press Pause a hundred times before the demo starts. This will provide you with infinite continues until you reach level 17.

Infinite continues
To get the continue option on dying, press one, two and Up simultaneously.

ALIEN 3

Super flame thrower
You'll only be able to use this cheat if you have a joypad with a rapid fire option. First turn the rapid fire option on. When you use the flame thrower, tap button one very quickly. Now sit back and watch how far the flame goes! The flames will also last much longer than usual.

Infinite continues
Enter the configuration screen, select two players and start the game. Complete level one with player one and let player two die three times on the fans. Now complete level two with player one. Player two will now start again on level one but will be graced with infinite continues.

Infinite lives
Play a two player game, making sure both players obtain a score high enough to appear on the high-score table. When both player's games are over wait for the high score screen and enter `ALIEN` as the player's names. Now when you go back into the game you'll have infinite lives.

ALTERED BEAST

Extra energy
On the title screen press 1 and the Up and Left diagonal to gain some useful extra bars of energy.

Parameter select
Press Start and B from the title screen to change power, number of lives and various other options.

Extra lives

When the words "Sega Master System" appear, circle the pad clockwise and repeatedly press button one to start the game with five lives.

Extra continues
To continue a second time press the Down Left diagonal and both buttons simultaneously. To continue a third time press Down Right diagonal and both buttons. For a fourth continue press Up Right diagonal and both buttons.

ASTERIX

Infinite Lives
When you reach a special treasure pot, hit it so that the bonuses fly out. Collect the extra life and walk off of the screen, then walk back to the chest and collect another life. Continue this until you have enough lives to complete the game.

Secret Room
On round 1-1, go down the first chimney, but don't jump off the platform. When it falls, walk right to go through a wall into the room.

Secret Room 2
As Oblix on the second stage, jump onto the rotating platforms to the Menhir container, then jump to the platform on top. Do small steps where there isn't grass and you'll suddenly fall into a secret room.

AZTEC ADVENTURE

Level select
Press Up five times before the scroll unwinds on the title screen. When the character throws the cash, press Right three times. Then press Left and Down when everybody moves to the right. You can now access the stage select and choose the level on which you start.

BACK TO THE FUTURE II

Level skip
At any point in the game press pause then Up, Down to go to the next level.

BART VS THE SPACE MUTANTS

Access codes

Floor	Code
1	14
2	32
3	11
4	41
5	21

BATMAN RETURNS

Level Select
On the title screen, hold up and buttons one and two for 2 seconds. A blue screen will appear and you should get a level select.

Level select
On the title screen press Up Left Diagonal and keep both buttons pressed down. You can now select which level you wish to start from.

BATTLE OUTRUN

Level select
Turn the power on while you hold buttons one and two. When the title screen disappears let go of the buttons and then press Up. The Up and Down keys will enable you to select the level on which you wish to start.

BLACK BELT

Infinite lives
For infinite lives, start the game as usual but keep pressing button one. You'll be presented with the usual red screen showing lives and levels. As the screen flashes off, let go of button one and press Reset. Riki appears and then proceeds to collapse.

Boss select
On completing the game wait for the final screens to come up and quickly rotate the joypad anti-clockwise as the music fades, while pressing button two. You'll now be able to take on the bosses without playing the entire levels.

BLADE EAGLE 3-D

Level select
Rotate the joypad in a clockwise direction on the title screen to select the level where you'll start the mission.

BUBBLE BOBBLE

Treasure Chest Cheat
On round 28, don't bubble the ghosts. Instead, go up to the first column and an item should appear. Collect it and a door should appear which takes you up to five treasure chests.

Level select
Enter the code `3V35NLLE` to select any start level.

Secret room
Reset the game and select one/ two player start. On level one, bubble the first three enemies but don't burst them. Soon they'll turn red – when this happens, bubble them again and repeat, even when Baron Von Bubba appears. After a few seconds, a door should open to a secret room.

CHOPLIFTER

Level select
Press Up, Down, Left and Right on the title screen and then enter the player select screen. Repeat the process once there.

Save all hostages
When you lose a life, repeatedly press both buttons quickly to collect all the hostages.

COOL SPOT

Extra lives and shields
On the options screen move the arrow to the music option but DON'T select it. Using the D-Pad press the following: left, left, left, right, right, right, left, right, left, right. You should now be able to select extra lives and shields.

CYBORG HUNTER

Staying healthy
You can keep your psycho and life powers healthy by collecting all relevant objects and heading for the nearest lift. All objects will reappear in their original positions if you emerge from a lift without having gone anywhere. Repeat this as often as necessary.

DEAD ANGLE

Game buster
Ensure both joypads are connected and alternately push Left and Right on both pads while the title screen is displayed. A beep will inform you the cheat is active. You'll have 999 bullets and be able to select the start level and number of lives.

DOUBLE DRAGON

Invincibility
Jump up and down 30 times at the start of level four to make yourself invincible.

Infinite lives
Perform a round-house kick about 35 times to get infinite lives.

DYNAMITE DUX

Bonus stage
At the start of the game you'll see a bald man with glasses sitting down. Jump on his head and jump off again while pressing buttons one and two. This will take you to a bonus stage.

Hidden areas
When you've killed one of the bosses, stay at the top of the road; a road block will appear at the bottom and disappear at the top. This feature enables you to explore other, normally hidden, areas.

ENDURO RACER

Level select
Reset the machine and when the title screen appears, press Up, Down, Left and Right to get a level select.

FANTASY ZONE

Guardian Buster
Use one Heavy bomb on the first boss. One shot and he's dead.

Infinite weapons
If you buy all the engine parts your weapons will never run out and you'll live happily ever after.

Cheap lives
To buy loads of cheap lives, switch on as normal and allow the story line to be displayed. While this takes place, waggle the pad Up and Down over 50 times before starting the game. Collect as much money as you can and find a shop. Buy lives at $1,000 each. This only works on level one.

THE FLINTSTONES

Level select
On the title screen press Up, Right, Right, Down, Down, Down, Left, Left, Left, Left. Now go into the game and press pause and hold down buttons one and two while pressing one of the following:

Up: Level one — Down: Level three
Right: Level two — Left: Level four

FORGOTTEN WORLDS

Infinite Continues
If when in two player mode, one of the players dies, press Start a number of times; giving yourself the continues you need.

GAIN GROUND

Level select
Press buttons one, two and joypad Up while turning on the machine. If you hold this combination you'll eventually get to a hidden options screen which lets you select the start level and stage.

GANGSTER TOWN

Infinite continues
When you die and your hat flies off, shoot it to continue the game.

GAUNTLET

Extra continues
After you've used the third continue, plug your joypad into port two and you'll be able to carry on as the other player with a fresh stack of credits.

GHOST HOUSE

Invincibility
Keep jumping onto the arrows fired at you and after a while you'll turn golden and become invincible for a short while.

Freeze enemies
Punching light bulbs will freeze all characters onscreen.

GHOSTBUSTERS

Cash password
Enter the initials `DN` and the code `3158279632` to start the game with lots of money. Alternatively, use the initials `AA` and the code `1173468723`.

Password dodge
When you get an account number you can fiddle things by altering the last two digits. Increase one and decrease the other. By doing this you can boost your cash to over one million dollars. For instance, if the last two digits read four and five, change them to three and six or five and four.

GOLDEN AXE

Extra continue
On losing all your continues, a further one is awarded if you press the joypad diagonal Up and Left and button one simultaneously.

GOLF MANIA

Extra attempt
Reset when the ball is in flight. Make sure you select the same game parameters. Now continue and you should be back where you were before.

GOLVELLIUS

End-of-game password
Enter the code `J7VZ HEQV AWPJ 42S8 36AL PQLH MRLY Ø258` to have seven crystals in your possession, allowing you to go to the lair.

Surprise cheat
On the password screen, type in `QQQQ QQQQ QQQQ QQQQ QQQQ QQQQ QQQQ QQQK` for a surprise.

Power-Up bonanza
For eighteen lives, the legendary sword, the ring of invincibility, the Remedia shield, some ascent boots, mirror, purple mea and only Govellius to kill try either of these codes:
`UPDZ, CPTB, 72CK, XCS2`
`3PP3, B7NE, MMNA, MOFS`, or,

`WK4Q, AH85, LDSX, KNGF`
`Q5N7, 2K3L, 7T5E, QKQL.`

GREAT VOLLEY BALL

Best teams
In order, they are USSR, France, USA, Brazil, Cuba, Japan, China, Korea.

JAMES BOND THE DUEL

Level select
Plug the controller into port two and hold down both buttons along with Down Left diagonal on the pad. Now plug the controller into port one and press button one. It's best to use two joypads if possible.

JURASSIC PARK

Final Level Order
Complete each level in this order:
1. Velociraptor
2. Triceratops
3. Brachiosaur
4. Pteranodon

KENSEIDEN

Level select
To get the round selection screen, turn on the machine with buttons one and two pressed. Release the buttons when the title screen appears and press the joypad diagonal Up and Left and button one.

Hidden screen
Climb the Buddha on the first round and when you're standing on his head, push Up to enter a secret room.

KRUSTY'S FUN HOUSE

Level codes
Level 2 – `BARNEY`
Level 3 – `MARTIN`
Level 4 – `SQUISHY`
Level 5 – `ELFMAN`

Password buster
Enter `HPKEITH` on the password screen to open all the doors.

KUNG-FU KID

Power-up locations
Get to level five and kick the wall towards the top at the highest floor on the right. You'll find a jug of water which puts the dampers on enemy fireballs. To find a bun for extra energy, go to the wall on the left

of the second highest floor and repeatedly kick it until the bun appears.

LAND OF ILLUSION

Tree Cheat
In the Forest, don't go up the tree. Instead bounce off the snake just beside the door and keep pushing right. Climb up the vine and you'll be at the top of the tree.

LEMMINGS

Level Select
When the lemming pulling the cart appears on screen, press buttons 1 and 2 together on joypad one and rotate the D-Pad clockwise. Go to the main screen and select your choice of game. Choose the New Level box and writing will appear, press left and right to select the level you desire.

LIGHT FORCE

Extra life
On level one, find the two cell walls close to the large brain and fire through the second one at the top to reveal the extra life.

LIGHT CORRIDOR

Passwords

0622	2008	3212
7328	1015	2602
3305	9932	1825
2819	6811	

LUCKY DIME CAPER

Level skip
To skip from level two to three, during level two jump onto the lion's head when he jumps onto the platform. Repeat this eight times to skip.

1-Up loop
On level five as you walk past the area full of caskets you should come across some doors. Go through the second and either smash the crates with your hammer or jump onto them to collect three extra lives. You can return to this room as many times as you like. Once you have enough, exit via the door on the right.

MARBLE MADNESS

Level select
On the option screen set the following parameters: Test FX two, Test Music five. Move the pad to level select and you'll find that you can.

MASTER OF DARKNESS

Level select
On the title screen, press the Up Left diagonal and keep both buttons held down until you see the cheat screen appear. You will now be able to change the round number, the stage, number of lives and even the collision detection.

MIRACLE WARRIORS

Obtain all keys
To get all the keys, go to the bottom left of the map around the large desert. Now press button two and a menu should appear with the name of a spell. Enter the spell you haven't used yet and you'll be transported to a cave. Locate and open the chest, defeat the guardian then choose one of the three keys. Repeat the procedure two more times to get the remaining keys.

MOONWALKER

Level select
On the title screen press Up, Left, A and Start on controller two, quickly followed by pressing Start on controller one.

MORTAL KOMBAT

Blood code
Go to the ethical code screen and press Two, One, Two, Up and Down for the blood to be included.

Special Moves and Fatalitys

SONYA BLADE
Scissor Attack: Press DOWN and buttons 1 and 2.
Projectile: BACKWARD and button 1.
Flying Kick: FORWARD, BACKWARD and then button 1.

JOHNNY CAGE
Shadowkick: BACKWARD, FORWARD and then button 2.
Fire Ball: BACKWARD, FORWARD and then button 1.
Special Punch: Button 1 and button 2 quickly.
Fatality: FORWARD, FORWARD, FORWARD and then button 1.

LIU KANG
Super Kick: FORWARD, FORWARD and then button 2.
Fire Ball: FORWARD, FORWARD and then button 1.
Fatality: BACKWARD, BACKWARD and then DOWN.

SCORPION
Hook: BACKWARD, BACKWARD and then button 1.
Invisibility: DOWN, BACKWARD and then button 1.
Fatality: Block and then hold button 1 down and press UP two times.

RAYDEN
Flying Attack: BACKWARD, BACKWARD and then FORWARD.
Electricity: DOWN, FORWARD and then button 1.
Invisibility: DOWN and then UP.
Fatality: FORWARD, BACKWARD, BACKWARD, BACKWARD and then button 1.

SUB-ZERO
Slide-Kick: BACKWARD, BACKWARD and then buttons 1 and 2.
Iceball: DOWN, FORWARD and then button 1.
Fatality: FORWARD, DOWN, FORWARD and then button 1.

MY HERO

Extra lives
You can earn several extra lives by jumping over knife and bomb throwers and then punching the guys in the back. Also, at the end of the first level, trip up the first three dogs and jump over the last one for a handy extra life.

THE NINJA

Bonus points
Get a hit ratio of 100% (not impossible) and you'll receive a massive 50,000 points bonus.

Scroll locations
Scroll one – find it on the first round after killing the transforming ninja.
Scroll two – on round four, shoot the bottom of the statue five times.
Scroll three – on round six, cross the last bridge on the left and walk straight to the tree above the first samurai home next to the wall.
Scroll four – find it on round eight. Go into the top of the last garden on the right and repeat the process you used to find scroll three.
Scroll five – the final scroll appears in round nine. Keep to one side when reaching the top of the wall but don't kill the ninja immediately. Wait for a while and the green scroll will appear; collect this and you'll receive instructions as to how to enter the temple.

Fighting technique
Walk backwards whilst dodging from side to side and pressing the attack button to sustain minimum damage.

NINJA GAIDEN

Infinite stars and fireballs
Wait until ninja boy has got 999 combat points before using any ninja stars.

PAC-MANIA

Secret level
To access the hidden level, eat all the dots while leaving the power pills. An object will appear in the middle of the screen – eat this and you'll be transported to the secret level.

POPULOUS

Password buster

Level		Code
0199	–	KILLMEHILL
1999	–	ALPDEEND
2999	–	SADENG
3999	–	SUZLOPDON
4999	–	KILLOGOAL

POSEIDEN WARS

Extra continues
When you lose your last life press Down, Down, Down, Down, Right, Right, Right, Up, Up and Left to continue.

POWER STRIKE

Extra lives
On the title screen push the pad Down, Right, Down, Down, Left, Right, Up, Right and button one twice to get ten extra lives.

PREDATOR 2

Passwords
Level 2 – SPOCGURD
Level 3 – ROTADERP
Level 4 – SEGATSOH
Level 5 – NAGIRRAH
Level 6 – LAICIFFO

PRINCE OF PERSIA

Passwords
2 – GJKIEV
3 – GIHHGP
4 – LNHMHI
5 – HHKHCR
6 – LKMKFG
7 – JHGHCP
8 – MJEJEW
9 – OIJJEC
10 – KFHGZL
11 – UOOPID
12 – RKJLEJ
13 – NFGBBK
14 – VMMIIT

PSYCHO FOX

Level warp
At the top of the tower of Spring boards is a warp. Choose a tube and as you descend you'll appear on a particular level.

QUARTET

Bullet size increase
On the title screen press pause fourteen times and your bullets will become larger making it much easier to hit the targets.

Level select
On the title screen press Up on controller two then press pause on controller one 12 times. Now press button one and select your starting level.

R-TYPE

Invincibility
Before you turn the power on, hold the diagonal Down and Right on joypad one and the diagonal Up and Left on joypad two. Turn on and wait for the logo before you let go of the buttons. You'll now be invincible!

Extra credits
First, use your 12 credits and when the continue screen appears, rotate the joypad anti-clockwise to enter a sound test menu. Push button two and Left to reveal 95. Rotate from 95 to 00 pushing button one after each number and pausing briefly on each sound. At 00 press one and start rotating the joypad clockwise. Now sit back and watch those credits increase beyond your wildest dreams.

Bonus level
At the end of level four, you'll find a screen packed with green dots. About halfway through this mess there is a gap in the landscape. Fly up into it and you'll be transported to a bonus level.

RAMBO 3

Infinite bullets
If you have the rapid fire module, you'll have infinite bullets.

RAMPAGE

Infinite lives
Wiggle the directional pad clockwise and press buttons one and two simultaneously.

Infinite continues
When the game over message appears onscreen, press both buttons and you'll start the game at the beginning of the level you just completed.

RASTAN

Infinite continues
When the Sega logo appears, hold down both buttons and push the Down and Left diagonal to gain infinite continues.

ROBOCOP VS TERMINATOR

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.

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

SONIC THE HEDGEHOG 2

Level select
Plug the control pad into port two and press Up Left diagonal and buttons one and two. Turn on the console whilst holding down these buttons simultaneously. Now wait until Sonic has run completely across the screen and then plug the controller into port one. Press button two

twice and the level select screen will appear.

SPACE HARRIER

Extra continues
To get extra continues, move the control pad Up, Up, Down, Down, Left, Right, Left, Right, Down, Up, Down and Up from the title screen.

Sound test
Call up the sound test with the sequence Right, Left, Down and Up from the title screen.

Difficulty option
Get to the sound test menu and select tunes 7, 4, 3, 7, 5, 8 and 1. You'll now be able to set the game difficulty.

SPELLCASTER

Password buster
To get near the end of the game and avoid having to embark on your epic journey of the universe, use the following cunningly-crafted (and totally unpronounceable) password:
`pljDjZK09mZpeEIjioxoGUHC.`

SPY VS SPY

Easy win
Find the airport room first. Wire up all the doors in that room with booby traps and wait for the other player to collect all the items. When the other player tries to get into the room, he'll set off a trap and drop all the goodies. You can now go into the room and pick them up before flying off to the next embassy.

STRIDER

Level skip
To skip to level two, press button one when the title screen appears. When the next title screen appears, hold Up, One and Two.
To skip to level four, wait until the title screen appears, then hold down right and press both buttons.

SUPER MONACO GP

Level codes
2 – `AZNM JDBZ`
3 – `DHMT VSJS`
4 – `ZZEE HYOT`
5 – `EXIP OONJ`
6 – `JYZH WOEL`
7 – `CQAZ AQLV`
8 – `ZPIE VTLB`
9 – `DIJT VGNX`
10 – `HYSF WJKS`
11 – `RCQO TDFT`
12 – `CRWZ OBJM`
13 – `BTMY VBJP`
14 – `ZXDE VHLY`
15 – `EDWP WCCJ`
16 – `EDYP WWWO`

SUPER TENNIS

Perfect serve
When you serve, go to the bottom corner and keep hold of button one. This gives perfect serves unless you're on a level higher than two.

TAZ-MANIA

Infinite lives
On level one, collect a 1-Up in the first set of clouds and then another at the end of the level. Kill yourself and repeat the process until you have enough lives to finish the game.

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.

WONDERBOY

Level skip
Press button one on the title screen and then twice more. Now press button two twice and hold both buttons together. Press Up to skip a level.

WONDERBOY II

Extra gold
Plug in control pad two and press either button one or two 45 times. You'll receive 45 more pieces of gold. Carry on if you require more!

WONDERBOY III

Lots of Treasure Chests
Be anyone except Lizard-man and go to the Lizard-man's Sphinx past the pyramid and into the door. Chop away at the bricks and fall down into the darkness to reach the treasure chests.

Legendary weapons
Enter `9JC5 YHX XN4U HT2` to get the legendary weapons.

Resurrection
If you die wearing Hades armour you'll be resurrected.

Full power
Enter spaces as the password and you'll start the game with all available weapons, armour and stones.

Level passwords
`1WZ4 JHO 289Y 5BX` (lizard man)
`NFKU 1EO 403P X88` (Lizard man)
`2CKF 3L4 894Z A5F` (Mouse man)
`2CKF 3MO 8GEU U7J` (Mouse man)
`YF3U 5DW CR1A ED7` (Mouse man)
`2CKF KKO 8RGP V9J` (Piranha man)
`LIZ4 C14 ER2N 4E4` (Mouse man)
`84FD 5M4 B9PB 86N` (Lion man)
`YF3V 5CO CRVF NC9` (Mouse man)
`ZP3K N4L DA1F TV7` (Hawk man)
`2CKF 7PL 8T4J 27A` (Mouse man)

WONDERBOY IN MONSTERLAND

Extra money
Plug a controller into port two and press button one to bring up the status screen. Each time you do this, you add an extra gold coin to your tally. Repeat the procedure as many times as you want.

ZILLION

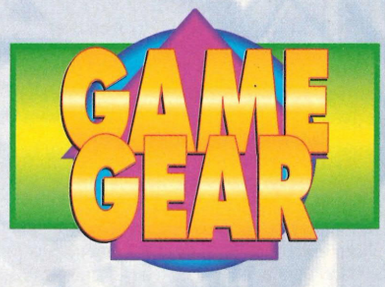
Hidden rooms
When you reach a dead end, shoot the wall in front of you up to 15 times to reveal a hidden room.

Extra continues
On losing your last life press button one, two and Up to continue where you left off.

Invincibility
Enter a `MAP` command into the computer and go to room D3, but don't collect any Opa-Opas on the way. On the top level, shoot the furthest cylinder to the right to reveal an Opa-Opa. Collect this and your life gauge will go to 720. Go half way off the screen making sure the lift is still visible; then enter the lift letting the yellow barrier reduce your life to 120. Immediately pull the joypad down and return to the start room. Your life gauge should now read 000 and you should be invincible.

ZILLION 2

Continue option
When you die, press buttons one, two and Up. You will continue from the level on which you died.



ALIEN 3

Additional ammo
Enter your name as `CHEAT` for more ammo.

AX BATTLER

Passwords

Firewood City	—	`JMLO BFKC DLEC EAPI`
Turtle Village	—	`PIPF OEBA ODGA IIKO`
Sand Marrow	—	`OOBK CBPM IMAM NBLP`
Holm Stock	—	`EEAP IKLN LMPE CNOG`
Brookhill	—	`AFPL JLNJ OMEM PGJK`
North Valley	—	`LGEC CLBP BIOP NICD`

CASTLE OF ILLUSION

Extra life
Collect the dancing A from the coffee cup screen on level four. Exit, climb the ladder to the left until you get to a room with two insects, a button and a barrel. Lob the barrel and button at the insects to kill them. The button disappears but you may use the barrel to climb up the ladder to the right. The next screen has an insect. Kill it and continue right until you reach a second dancing A. Pass it and keep going until you encounter a drop. You can just fit through it. Jump up so that you can land on your bottom.

Secret Route
Go down the slide nearest to the end of the level in the Clown section. Instead of jumping onto the second landing down, you can eventually jump to the top landing. Here you'll find a treasure chest. Throw it and it opens revealing a coin. Collect this, then run to the wall at the end of the landing. Jump into the wall, and you'll end up near the policeman, a guardian to the main guardian, the Clown!

CHASE HQ

Extra continue
If you bash into the oil barrels on round two, you'll gain an extra continue.

CHUCK ROCK

Passwords

Level 2	–	`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.

JURASSIC PARK

Final Level Order
Complete each level in this order:
1. Velociraptor
2. Triceratops
3. Brachiosaur
4. Pteranodon

Password buster
Enter `TRACY` to open all the doors.

LEMMINGS

Level Codes

Level	Tricky	Taxing	Mayhem
1	RCEOJTHO	ECWMZGTM	GGFOYQBC
2	YQSDGSNU	ZSFKUJSF	FLWNCXPG
3	JTHPGFDY	LXPGFDYR	FECWMYRD
4	RDHPGFEC	CFKUJTJT	HOEB-VKUI
5	WMZSEJTG	GMYRCFKU	QBCEJ-SEI
6	MZTHPGGF	JTHPEFCX	RDHPG-GFE
7	DZSEIRCE	PFDZSFLX	CXOEB-VKU
8	IQSCFKVL	DECWMZTG	IQABDH-PF
9	WMYRDGMY	NBUJSFLW	DYRCE-JTG
10	RDGMZSFK	MZSFLWMY	NCXOE-BUJ
11	VLXODZTH	RLFKUJSE	THOECXPF
12	PFECXPFE	IRCEJSEJ	DYR-CEIRD
13	BUJTHOEC	SEJTHOEC	GNBU-JTHO
14	XOECWNBU	WMYQBOGM	DZS-FLXPF
15	JSFKVKUT	YQAAAAAB	DZTHODZS
16	THODZTGM	DHODYROG	EJTH-PFDZ
17	YQBCEIRD	NCWNCWMY	SFKVL-WNC
18	HPFDZTHP	QAABDHPG	XPFDYQBN
19	FEBVLWNB	GGGFDYQA	GNCWMZTH
20	UJTHPFEL	AABDGMYR	ODYQBCFL
21	WNCWNBLL	DHODYQAB	XDECWMYQ
22	WMYRCEJT	DHODYQB	BCFLXPGF
23	GNBUIQAA	GNCXPGGG	EBVKVL-WM
24	ABDGMZTA	GFDZTHPG	YRDGN-BVK
25	ODYRLEJS	GFECWMYR	VKUJS-FLX
26	FKUIQBDG	CEIQABDG	PFDZTH-PF
27	NBVLXPGG	NCWYRCEA	DZTH-PGFD
28	FDYQBDGN	IROHDDZS	YRCFKVLW
29	BVLWMZTE	EJTGMYQB	NCWNCWNC
30	NBUIRDHO	DHODZTHP	WMZTH-PFE

MICRO MACHINES

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

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

MORTAL KOMBAT

Blood code
Go to the ethical code screen and press two, one, two, down and up for the blood to be included.

NBA JAM

Power Ups
You should put these combinations in on the Match up screen.

Defence	5 taps
Intercept	Rotate pad and 15 taps or more
Percent Display	2 taps, down and fire 2
Turbo	15 taps or more and left
Dunks	13 taps and rotate
Fire	8 taps, up and fire 2

Secret Heads
Input these codes for some new player heads:

MJT	1,2,up and Start
AIR	1,2 and Up
SAX	1 and Left
UW	1, Start and Up
NET	1,2 and Down
ARK	1, 2 and Up
QB	1 and Down
ROD	1 and Up
CAR	1, 2 and Left
RJR	1 and Up
SAL	1 and Left

NINJA GAIDEN

Password buster
The following are codes to get to higher levels in the game:
`NINJA` – level 2 `GIDEN` – level 3
`DRGON` – level 4 `SWORD` – level 5

Invincibility
To become invincible, enter the password `NODIE`. Then go back to the title screen and start the game.

Credits
During the password screen, enter `MONTY`. This will enable you to see the list of staff names.

PRINCE OF PERSIA

Codes

Level 2	–	EIKGDP
Level 3	–	ILLKGE
Level 4	–	LMJMIK
Level 5	–	HGFIDN
Level 6	–	IFGIDO
Level 7	–	MIMLGC
Level 8	–	KELIDU
Level 9	–	NFOKFF
Level 10	–	LCJHCP
Level 11	–	OEMJEB
Level 12	–	PEJKEA
Level 13	–	PDHJDV
Level 14	–	QDGJDV

RASTAN

Infinite continues
To continue the game after you've been killed, press Up and Start simultaneously.

SHINOBI

Extra life
There is an extra life in the second part of the woodland level. Go to the top of the tower where the pole sticks up in the air. Stand on the right of the pole facing left, jump up and fire. An extra life will appear for the taking.

Best path
Tackle the levels in the following order: Highway, Harbour, Valley, Woodland.

Level Select
Pushing Down and pressing button two on the title screen of this excellent hand-held ninja game when the complete ninja face is showing, reveals the ingenious level select.

SHINOBI II

All Characters Password
Go to the password screen and enter: F5958
When you start the game you will have the yellow and blue crystals with all the characters.

SHINOBI III

Level codes
Pink – `CO444`
Blue – `5o858`
Yellow – `1o373`
Green – `Bo2F2`
Pink Crystal – `FD9D8`
Blue Crystal – `D4939`
Yellow Crystal – `F5958`
Green Crystal – `BF26A`
Enemy Base – `BF26A`

SLIDER

Level codes
Following are all the codes for the last 50 levels:

AGAG – 50	JGJI – 51	APAP – 52
JPJB – 53	AGCI – 54	JGLK – 55
APCB – 56	JPLD – 57	CGAI – 58
LGJK – 59	AEEI – 60	JENK – 61
ANEB – 62	JNND – 63	AEGK – 64
JEPM – 65	ANGD – 66	JNPF – 67
CEEK – 68	LENM – 69	AGEK – 70
JGNM – 71	APED – 72	JPNF – 73
AGGM – 74	JGPO – 75	APGF – 76
JPPH – 77	CGEM – 78	LGNO – 79
EAAE – 80	NAJG – 81	EJAN – 82
NJJP – 83	EACG – 84	NALI – 85
EJCP – 86	NJLB – 87	GAAG – 88
PAJI – 89	ECAG – 90	NCJI – 91
ELAP – 92	NLJB – 93	ECCI – 94
NCLK – 95	ELCB – 96	NLLD – 97
GCAI – 98	PCJK – 99	

SONIC CHAOS

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

SONIC THE HEDGEHOG 2

Level select
Before switching on hold the Left Down diagonal and both buttons, then press and hold Start simultaneously. Switch on while still holding all the buttons and wait until Sonic has run right across the screen then press Start again and a level select screen will appear.

SPIDER-MAN

Hidden Game
Hidden deep within the game of *Spider-Man* is a *Pac-Man* game. To access it, you first have to collect the key from Electro's Power Plant. Once done, drop down the left side of the screen, and you'll see a Game Gear appear. The next time Peter's room appears, press A and get chomping those dots.

STREETS OF RAGE

Level Select and Invincibility
Select tracks 01 then 11 on the 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.

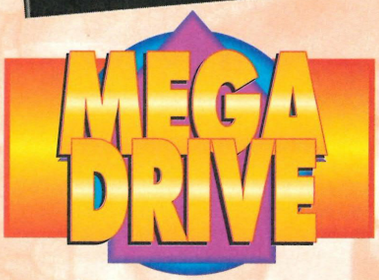
WONDERBOY

Level skip
Press Down and Start on the title screen. Then push Up on the joypad to choose the starting level.

BUSTERS

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

XS CODES



How we manage to cram all the codes into this section is still a mystery. Here you will find all the best codes for the Datel Action Replay and Hornby Hobbies Game Genie. No other magazine regularly prints ALL the codes you will ever need. Every code printed here can only be used with the relevent device. You CANNOT press F, F, 1, B, Ø, 4 on the joypad – just in case there were any of you still trying to get them to work. You MUST have an Action Replay, or a Game Genie, to make full use of these codes. Both devices are available from our Super Savers at the back of the magazine.

AFTER BURNER
002D506004: Infinite lives.
00381C600A: Infinite missiles.

ALADDIN
FF72A700E3 - Infinite lives.

ALICIA DRAGOON
FF01A3000X: Where X is a level number, you start from this level.
FF0022001Ø: 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
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 Sebastion.

ARROW FLASH
00A674000A: Ten special weapons per life.
00BAD66004: Unlimited special weapons.
0054326004: Unlimited lives.
00043800ØX: Use a number in place of X to select a level number.

ATOMIC RUNNER
FFC321000F: Infinite continue.
FFC3230004: Infinite lives.
FFC3240001: Invincibility (Death can still occur by falling).
FFDD0D000X: Size of shot (X is 1-4).
FFDD1A0010: Super high jump.

BART VS THE SPACE MUTANTS
FF01B70002: Infinite energy.
FF01B40004: Infinite lives.
FF01450010: Infinite money.
FF01A40001: Infinite spray cans.
FF01A70004 - Infinite Cherry Bombs.

BATMAN
FFFE320007: Unlimited lives.
FFFE340009: Unlimited batarangs.
FFFE380001: Unlimited guided batarangs.
FF431C0006: Infinite lives.

BATMAN RETURNS
FFFE320003: Infinite lives.
FFFE34000A: Infinite batarangs.

BATTLE SQUADRON
00EF960000: Infinite lives.
00365E0000: Infinite smart bombs.
00D4F46008: Don't downgrade weapons.

BATTLETOADS
FFE0460005: Infinite lives.
FFE0070017: Infinite energy.
FFDF020000: Lose energy from one hit.

BONANZA BROTHERS
0053446068: Infinite lives for red player.
0053D0606C: Infinite lives for blue player.
0104580005: Five minutes per level.
01066A4A28: Infinite time.

BUBSY
FF023B0009: Infinite lives.
FF024900XX: Level select replace XX with Ø-13.
FF00E90059: Unlimited time.

CADASH
FF0E510099: Can be used for a fighter or a mage, it keeps your health at 153.
FF0E570099: If you're a mage, it keeps your magic at 153.
FF0A7B0002: This will give you unlimited continues.
FF0E930009: This will give you a constant nine healing herbs.

CHESTER CHEETAH
FFF81E0004: Unlimited energy/lives.
FFF82100XX: Replace with number of badges.
FFB3FD0005: Stage select.

CASTLE OF ILLUSION
FFF3250003: Infinite lives.
FFF3230003: Infinite energy.
FFF3210005: Infinite items.

CHUCK ROCK
FF06D10003: Infinite lives.
FF06D50007: Unlimited energy.

COOL SPOT
FF078A0039: Increase cool % fast.
FF078C0035: Unlimited lives.
FF07700001: Invulnerable.
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 (Ø-9).
FF843B000X: Score multiplier (Ø-5).
FF843D0001: Infinite balls.
FF843F000X: Number of extra balls (Ø-5A).
FF8443000X: Number of times 5ØK is shot (Ø-3).

CYBERBALL
0095D49999: Player starts with $999,9ØØ.
0095EA9999: Player one in a two player game starts with $999,9ØØ.
0095F09999: Player two in a two player game starts with $999,9ØØ.

DARK CASTLE
FF130B0003: Infinite lives

DESERT STRIKE
FF10B70003: Infinite lives.
FF10AB0064: Unlimited fuel.
The following codes cannot be used when you have entered a password.
FFACDC00XX: Armour X256. (XX ranges from 0-FF).
FFACDD00XX: Armour X1. (XX ranges from 0-FF).
FFAE9D009A: Unlimited chain guns.
FFAEDD0026: Unlimited Hydras.
FFAF1D0008: Unlimited Hellfires.
FF10AB0064: Unlimited fuel.
095F8C1388: Gun capacity is 5,000.
0049BE0000: Helicopter consumes no fuel.
006AA44A79: Infinite lives.
00689C4A79: Unlimited fuel.
0049D07FFF: This parameter will start the game with 32,767 armour.
095FCA0190: Hellfire inflicts 400 points of damage.
00D55A6002: Unlimited capacity on all weapons.

DICK TRACY
04D82400XX: Change XX to start with different values. Try **04D8240063** for 99 lives.
05BAA26024: Almost invulnerable to enemy attack.
0686464E71: Infinite time.

DIZZY
FF81490002 - Infinite lives.

EA HOCKEY
00C0080000: Freeze game timer.
009A706002: Freeze penalty timers.
FFD99D0000 - Computer Stays with no Goals.

ECCO THE DOLPHIN
FFB6360003: Unlimited air.
FFB6350038: Unlimited health.
FFB7FF0000: Invincible to crushing walls on last level.
FFB7C20000: Ignore water currents.

ESWAT
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.
006170ØXXX: Julian starts with XXX kindness points.
01063E6006: All items are free.
0029E46002: Swimming no longer causes any loss to your vitality.

FANTASIA
005D5410ØC: 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
FFE0210002: Infinite lives.

FIFA SOCCER
FFFC470000: Player 2 can't concide a goal.
FFFC490000: Use with the code above.
FFFC470000FFFC490000 - 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
FFo8B70003
FF08BA0003 - Invincibility.
FF0389000X - Level select. Replace X with the level number.
FF09B50028 - Infinite energy.

GHOSTBUSTERS
FFFE2C0010: Unlimited life.
FFFE32001A: Unlimited energy.
FFFE0D00XX: Money x 100,000 (XX ranges from 0-99).
FFFE0E00XX: Money x 100 (XX ranges from 0-99).
FFFE0F00XX: Money x 1 (XX ranges from 0-99).

GHOULS 'N GHOSTS
0065866006: Infinite lives.
0073B40001: Instant charge on magic armour/weapon.

G-LOC
FF45A20040: Infinite time.
FF4A480020: Air to air missiles.
FF4A4A0020: Air to ground missiles.

GOLDEN AXE
FFFE7E0080: Unlimited life for Duel.
FFFE720031: Stop timer for Duel.
FFFE7C0003: Infinite lives.

GOLDEN AXE II
FF08820005: Always keep five bombs while the Action Replay is enabled.
FF08800XX: Will give you XX lives when you activate Action Replay.
FF0882ØØ05: Change number at the end to keep required amount of bombs.**FF0880ØØØ2**: Infinite lives.

GREATEST HEAVYWEIGHTS
FFF1A0000D: Infinite power.
FFF1A2000D: Infinite speed.
FFF1A4000D:Infinite Stamina.
FFF1A6000D: 240 Million dollars after you win 1 fight.
(the above code work for career mode only).
FFF0000000: Always win.

GREENDOG
FF17DD0004: Infinite lives.

GUNSTAR HEROES
FFA4250065 - Infinite energy for player one.
FFA6250065 - Infinite energy for player two.
FFA46F00XX - Replace XX with one of the below for player one's first weapon.
04 Force
08 Lightening
0C Chaser
10 Fire
FFA66F00XX - The above, but for player two.
FFA47100XX - As above, but players ones second weapon.
FFA67100XX As above, but for player two.

HELLFIRE
002AE46004: Infinite hellfire missiles.
00283E6004: Infinite lives.
0026085079: First power-up gives you full power.
0028020005: Same facility when used with above code.

HOOK
FF8C630003 - Infinite energy.
FFDD700006 - Infinite lives.
FFDD850059 - Infinite time.

HUMANS
FF081900XX - Stage select. Replace XX with 01 to 50.

THE IMMORTAL
0081E8197C: Use with following parameter for infinite lives.
0081EA00FF: This is used with above to give you infinite lives.
0113F46006: This cheat will defeat the goblins in combat.
0099304E75: Beat floor traps, worms, arrows etc.
FF109A0002: On most levels this provides you with unlimited continues.
FF0B720003: Unlimited amount of fireballs.
FF10A8000C: This will stop your man from losing energy during fights.

JAMES POND
007ED16004: Infinite lives.
008A166002: Infinite time.

JAMES POND II: ROBOCOD
00190A4E71: Infinite lives.
003D1C6002: Use with code below to make you invincible.
003CC26002: Use with above code.

0029166002: Keep wings from round to round.

JEWEL MASTER

FFC4D50048: Unlimited health.
FFC4320XXX: Score x 1,000,000. (XXX is Ø-999).
FFC434XXXX: Score x 1000. (XXXX is Ø-9999).
FFC4420003: Infinite continues.

JOHN MADDEN FOOTBALL

0092660OXX: Play starts at XX seconds.
0074C4000X: Where X is the amount of timeouts the home team start with.
0074CA000X: Visiting team starts with X timeouts.
008E380006: Only need five yards for first down.
008FE45630: Touchdown worth three points.
008FE45030: Touchdown worth eight points.

JUNGLE STRIKE

FF10B3000X: Level select (replace X with level number Ø-8) (9=finish screen).
FF10CF0003: Infinite lives (all levels).
FF10C70064: Unlimited fuel (all levels).

JURASSIC PARK

FF003B00FF: Unlimited blue banded darts.
FF003D00FF: Unlimited stungun.
FF003E00FF: Unlimited gas grenades.
FF003C00FF: Unlimited red banded darts.
FF003F00FF: Unlimited flash grenades.
FF004000FF: Unlimited rocket.
FF004100FF: Unlimited concussion grenades.
FF00550020: Infinite energy.
FF00530OFF: Infinite lives.

KID CHAMELEON

FFFC4500XX: XX in this code referes to a level number to start from any level.
FFFC430063: Will maintain your maximum number of diamonds all the time.

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.
FFF76CXXXX: Score.(Where XXXX ranges 0-FFFF).
FFF92A004A: Unlimited fuel.
FFFBF400XX: Mission number. (XX ranges 0-21).
FFF1C10004: Unlimited hellfires.
FFF1BF0009: Unlimited sidewinders.

LOTUS TURBO CHALLENGE

FF41A5000X: Level select (Ø-7)
FF7CB50063: Unlimited time for player one.
FF7D7F0063: Unlimited time for player two.

MARBLE MADNESS

FFAC770039: Infinite lives.
FFB0CF0039: Infinite time.

MARIO LEMIEUX HOCKEY

0162B06004: Freeze timer.
0162D46004: Freeze player 2's first penalty timer.
0162C24E75: Freeze all penalty timer.

MARVEL LAND

FFF7470002: Infinite lives.

MEGA-LO-MANIA

FF156F0063: Infinite men for every island.

MERCS

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

MICKEY MOUSE

00B7944E75: Mickey only takes one point of damage per section.
00C8C40026: Jump higher.

MICRO MACHINES

FFA6C70003: Infinite lives for player one.
FFA6A50004: Activate Action Replay during the race to finish first. Not to be used on the Bonus Rounds.
FF808100XX: Level select. Where XX is a number between 1-18 to select that

MIGHT & MAGIC

02BB800000: Dagger is free.
02BBB60000: Nunchukas are free.
02BB000000: Short sword is free.

MOONWALKER

005F1E31FC: Use with below code. This will increase Michael's ability to dance.
005F200040: Use with above code.
00DFD06004: Infinite lives.

MORTAL KOMBAT

FFFF5B0001: Activates the cheat screen (allows full blood during game).
FFCAB90078: Infinite energy for player 1.
FFCBB90078: Infinite energy for player 2.
FFAC7E0099: Unlimited time.
FFAABB000X: Replace X with Ø-C to select stage.
FFAAAE000X: Replace X with Ø-7 to select character for player 1.
FFAAAF000X: Replace X with Ø-7 to select character for player 2.
FFCC4B0046: Makes player 2 stay on the same spot.

MUTANT LEAGUE FOOTBALL

FFFD5E0002 - Super-charged running.
FFE1E60003 - Start the game in the finals (turn the switch on in the team select screen).

NEW ZEALAND STORY

FF80030003: Infinite lives.
FF80040005: Infinite continues.

OUTRUN

0035A84A10: Infinite time.

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 venomn strikes.
00716E6014: No damage is taken in the damage zones.

PHANTASY STAR III

0182DC8XXX: With XXX giving the amount of Mesetas.
00AB186006: All items are free.
0111766004: Characters cannot be poisoned.
00C36A6018: Sleep and game saving are free.
0103306034: Can be used to protect you against enemy attacks.

PREDATOR 2

FF005A0005 - Unlimited Rifle.

PUGGSY

FF08660004 - Infinite Lives.

RAMBO III

0022803CC0: Will give you a large amount of lives.
00495A6012: Infinite lives during missions.
002E186012: Infinite lives during bonus battles.
0048407200: Infinite arrows.
0098E600XX: Each A is worth XX arrows e.g. 0098E60010 for 10 arrows per A.
0048DA7200: Infinite time bombs.
0098D200XX: Each B is worth XX bombs.

RASTAN SAGA II

FF0AC1000A: Unlimited life.
FF0AC30002: Infinite lives.

REVENGE OF SHINOBI

00C1B24E71: Will give you unlimited Shurikens through out the game.

ROAD RASH

00BA7C6002: Slows the game down while the enable switch is on.
001AAC000X: Player one starts at level X.
001BC2000X: Player two starts at level X.
001AD2000X: Player A starts with bike number X, eg use 001AD20007 for Diablo.
001BEE000X: Player B starts with bike number X, eg use 001BEE0007 for Diablo.
FF050D000X: Level select for player A.
FF050F000X: Level select for player B.
FF051900XX: Money X 655,360 for player A. (XX ranges 0-FF)
FF051AXXXX: Money X 10 for player A. (XX ranges 0-FFFF)
FF051D00XX: Money X 655,360 for player B. (XX ranges 0-FF)
FF051EXXXX: Money X 10 for player B. (XX ranges 0-FFFF)
FF0543000X: Bike for player A. (X ranges 0-7)
FF0545000X: Bike for player B. (X ranges 0-7)
FF1A8800XX: Maximum speed. (XX ranges 0-7C)

ROAD RASH II

FFF4CF000X: Level select for player A (1-5).
FFF4D1000X: Used with above code.
FFF4D3000X: Level select for player B (1-5)
FFF503000X: Bike for player A (F is a special bike called Wild Thing 2000).
FFF505000X: Bike for player B (Ø-F, where F is a special bike).
FF05BF000X: Number of Nitros. (Ø-8)
FF05CF000X: Number of Nitros for player B in head-to-head. (Ø-8)
FF06C400FF: Never hit certain objects. (Note: this doesn't work in head-to-head)
FF0A7B0001: Bike can reach maximum possible speed.
FF0EFB0001: Bike can reach maximum possible speed for player B.
FF0ACD000X: Weapon carried/ hitting method.
FF0F4D000X: Weapon carried/ hitting method for player B in head-to-head.
FF0AD300FF: Player always stays on bike. (Note: bike can't be wrecked!)
FF0F5300FF: Player always stays on bike for player B.

ROBOCOP VS TERMINATOR

FF009C0005: Infinite lives.

ROCKET KNIGHT ADVENTURES

FFFB0D0005 - Infinite lives.
FFC041003F - Infinite energy.

ROLO TO THE RESCUE

FFC51E0004: Infinite continues.

SHADOW OF THE BEAST

014E9E6004: Unlimited energy.
014EDC4E71: Protection against sudden death.
FF1A17000C: Infinite lives.
FF1A17000C: When switched is enabled your energy will be restored.

SHADOW OF THE BEAST II

FF22390080: Every time Acton Replay is enabled your energy is restored.
FF22420002: Second option is always axe, even though it is not visible.
FF22420004: Second option is health restore option.

SHINING IN THE DARKNESS

001AFE0000: Herbs are free.
0015060000: Depoison is free.
0015160000: Wisdom is free.
0015960000: Healer fruit is free.
00159E0000: Smelling salts are free.
002D3403E7: Use with below code to start the game with 999 points.
002D4003E7: Use with above code.
0012CE0000: Woodstaff is free.
0012360000: Word is free.
00143E0000: Bronze shield is free.
0014160000: Bronze armour is free.

SIDE POCKET

FFC09400XX: Balls in stock. (XX ranges Ø-10).
FFC0A200XX: Total Score x 100.

SLAUGHTER SPORT

FF28950068: Unlimited health for player one.

SMASH TV

FFA37B0007: Infinite lives.

SONIC THE HEDGEHOG

0138A06032: Infinite lives.
0039F011C1: This parameter makes Sonic invulnerable to enemies.
00A35E6042: Gives Sonic his turbo shoes.
0039DC31C1: This will start you with several hundred rings on each level.
0032426010: Start from any level.
FFFF760012
FFF76300FF - Ultra Fast Sonic
FFFEC00012
FFF7630099 - Ultra Fast Tails
FFFE100008 - Incomplete Zone (Hidden Palace Zone)

SONIC THE HEDGEHOG 2

FFFE120009: Infinite lives.
FFFE210063: Gives you 99 rings all the time allowing special exits etc.
FFFE090001: Allows you to modify levels by using the A and C buttons. Switch the Action Replay on then off fairly quickly to use this cheat, once you have changed the level press B.
FFFFD00001: Press start and A together for level select.
FFFFB1000X: X is the number of Chaos Gems in possession (1-7) use with code
for number of rings to change into Super Sonic.
FFFE2100XX: XX is the number of rings in possession – set to 50 or more and set
the Chaos Gems to seven and you can turn into Super Sonic by jumping into the air.
FFFE190001: Jump higher/Weird hair.
FFF65F00FF: White Sonic.
FFFE12000X: X is the number of lives.
FFB01E0000: Sonic is always running.
FFB02B0001: Shield protection.

SONIC 3

0001F04500: Lets you play the US version on UK machines at the correct speed setting.
0001F04A00: Lets you play the US version on Japanese machines.
FFFE120005: Infinite lives.
FFFE210063: Unlimited rings.
FFFFFA0001: Change Sonic into any graphic and place new parts on each level.
FFFFB1000X: Number of gems collected (replace X with a number between 0 and 7).
FFFF860002 - Level Select/Design.

SONIC SPINBALL

FF579E0003: Infinite lives.

SPACE HARRIER II

006CD4000A: Start with ten lives.
006CD40014: Start with twenty lives.
007C744A38: This parameter is for infinite lives.

SPEEDBALL 2

FF009F00XX: Freezes timer at the value in XX eg use FF009F0002 to keep the game going as long as you like.
FF00FA7FFF: Unlimited cash for player one.
FF0DEE0002: Score multiplier is two in favour of player one.
FF0DEE0001: Score multiplier only one in favour of player one.
FF0DEE0000: Score multiplier inactive.
FFD5AA0008: Electro mode.

SPIDERMAN

FFE691003B: Unlimited time.

SPLATTERHOUSE II

FF00F70004: Unlimited life.
FF00F70003: Unlimited energy.
FF00F80003: Unlimited energy.

SPLATTERHOUSE III

FF00B40005: Unlimited lives.
FF00B700E1: Unlimited time.

STAR FLIGHT

FF957300FF: Used with below code gives infinite fuel.
FF95DD00FF: Use with above code.
FF97810098: Used with below code gives unlimited money.
FF98310098: Use with above code.
FF97A50010: Cargo pods.
FF943C0021: Used with below code gives infinite time.
FFC34B0015: Use with above code.

STEEL EMPIRE

FFCB4B0013: Gives you a weapon level of 20.
FFCB570003: Unlimited bombs.
FFCB510003: Infinite lives.
FFE07B000X: Start from any level where you should replace X with a number 1-6.

STORMLORD

FF00250005: Infinite lives.
FF00290004: Speedy StormLord
FF00370001: Invincibility (almost). Falling and fire still kills.
FF00A50001: Unlimited time.
FF05DB000X: Level select (0-9).

STREET FIGHTER II

FF80C10000: Special moves in the air for player 1.
FF83410000: Special moves in the air for player 2.
FF972A0099: Stops the time.
FF804300B0: Infinite energy for player 1.
FF82C300B0: Infinite energy for player 2.
FF81DB000X: Replace X with the character number Ø-B to fight as player 1.
FF845B000X: Replace X with the character number Ø-B to fight as player 2.
FF81DA0002: Player 1 only needs to win one round to finish the stage.
FF845A0002: Player 2 only needs to win one round to finish the stage.
FF96AB000X: Replace X with the character you want to fight against. Ø-B (player 1) or background to fight with (two player).

STREETS OF RAGE

002B664E71: Infinite lives for both players.
010CE01C80: Will give you infinite time on each section.
00402E4E71: Gives a constant supply of special weapons.
FFFF200003: Infinite lives for player one.
FFFF230003: Infinite lives for player two.
FFFF210002: Infinite special attacks for player one.
FFFF240002: Infinite special attacks for player two.

STREETS OF RAGE 2

FFEF690000: Almost never get hit-player one.
FFF0690000: Almost never get hit-player two.
FFEF810068: Unlimited health for player one.
FFF0810068: Unlimited health for player two.
FFEF830005: Infinite lives for player one.
FFF0830005: Infinite lives for player two.
FFFC3C0099: Unlimited time.
FFFC43000X: Level select (1-8).

SUPER HANG-ON

008B14600E: Infinite time in arcade mode.
0054BE600A: This parameter allows infinite money in the original mode only.
00E68A123C: Use with code below.
00E68C00XX: Adds XX seconds when you get extended play – use with above code.
FF05540055: Unlimited time.

SUPER HYDLIDE

FFE00D0019: Unlimited life.

SUPER MONACO GP

FF91080001: Used together with below code will take your car to about 39Økm/h.
FF9109008F: See above.
FF91080002: Used together with below code will give you speed of 507km/h.
FF91090000: See above.
FFE11C0004: Magic invincibility.

SUPER MONACO GP II

FFFC2AXXXX: Current speed.
FFFF5B000X: Player's position (0-F).
FFFF61000X: Rival's position (0-F).

SUPER SMASH TV

FFA3490010: Keeps weapon for player two until the next one is picked up.

SEGA XS CODES

FFA347000X: Weapon select for player two you must put the above code in. Use 2 for spray, 4 for photo, 6 for missile launcher and 8 for peanut gun.
FFA3420005: Player two shield. invincible.
FFA3A90004: Unlimited lives for player two.
FFA37B0007: Unlimited lives for player one.
FFA3020005: Gives player one a shield as long as the switch is activated.
FFA3090010: Keeps weapon for player one once it is picked up.
FFA307000X: Player one weapon. You must enter the previous code as well as this one. Use 2 for spray, 4 for photo-gun, 6 for missile launcher and 8 for peanut gun.

SUPER THUNDERBLADE
FFF82A0007: Infinite lives.
007A264A38: Player cannot lose a life.

SWORD OF SODAN
0047426002: Infinite lives.

SWORD OF VERMILLION
00B5BA4E71: Invincibility against most enemy and protection against poison.
02230C0000: Ferros magic spell book is free.
0223100000: Sangua magic spell book is free.
0026CA4E71: Increase experience levels very fast.
01A20E4A78: With below code will allow almost unlimited magic.
01A2424A78: See above.
02242C0000: Crystal armour is free.
02248A0000: Diamond armour is free.
0224400000: Golden sword is free.

TAZ-MANIA
FFD45B0003: Infinite lives.
FFD0370002: Unlimited chilli peppers.
FFD4CB0002: Protection against enemy while the switch is on.
FFD45B0003: Infinite lives.
FFD02100XX: Level/section. (XX range 0-13, 19 gives ending).
FFD4BC000C: Unlimited health.
FFD4CB0002: Protection against enemy while the switch is on.

TECHNOCOP
FF17050048: Invincible car.
FF177B0001: Unlimited time.
FF25AE0001: Unlimited health.
FF26290005: Infinite lines.

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.

WHERE IN TIME IS CARMEN SANDIEGO
FFD77A001E: Unlimited time.

WONDERBOY IN MONSTERLAND
FFDA00000A: Unlimited life.

WORLD OF ILLUSION
FFA0380008: Unlimited health for player one.
FFA0B80008: Unlimited health for player two.
FFFD530008: Infinite lives.
FFFFDB000X: Level select (1-5).
FFFD530003: Mickey or Donald permanently has three tries.
FFA0380005: Mickey or Donald permanently has three energy cards.
FFFD530006: Unlimited tries.

XENON 2
FF08350027: Unlimited energy.
FF0839000X: Gives a player X amount of lives each time the Action Replay is enabled.

ZANY GOLF
FFE9A20005: Infinite lives.

ZOMBIES
FFFA8F00FF: Unlimited keys for player one.

ZOOL
FFEA7B0005
FFEA670005 - Infinite lives
FFED530003
FFED540003 - Infinite energy

MASTER SYSTEM

ALIEN^3
00C42763: Unlimited machine gun.
00C42B63: Unlimited bazooka gun.
00C42963: Unlimited flame.
00C42D63: Unlimited grenade.
00C42F63: Unlimited other option.
00C46A63: Unlimited energy.

ALIEN STORM
00C11310: Infinite energy (lifemeter).

ALIEN SYNDROME
00C05402: Unlimited lives.
00C07B06: Unlimited time.
00C07501: Need one hostage to open exit.
00C8ED01: Keep flame weapon.

ASSAULT CITY
00C0D90A: Infinite energy (switch the Action Replay off at the end of the level).

ASTERIX
00C09D03: Infinite lives.
00C09A03: Invincibility.
00C08B01: Bombs from the start
00C09F50: Use with above code

BACK TO THE FUTURE II
00C36B05: Infinite energy.
00C36304: Infinite lives.

BANK PANIC
00C01F03: Infinite lives.

BART VS THE SPACE MUTANTS
00C01003: Infinite lives.
00C3AF09: Infinite time.
00C3E9BE: Infinite paint.

BUBBLE BOBBLE
00CEB703: Infinite lives.
00DB000X: Replace X with a number for level select (switch Action Replay off at the end of the level).

CHASE HQ
00C28203: Infinite turbos.
00C23836: Infinite time.
Level Select:-
00C2210X: Replace X with a number (Ø-2) to change the round.
00C2200X: Replace X with a number (Ø-4) to change the stage.
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.
00CBB907: Infinite time.
00C9C130: Infinite energy

LEMMINGS
00DB5C64: 100% completion every time.

MASTER OF DARKNESS
00CA3A20: Infinite energy.

MICKEY MOUSE: CASTLE OF ILLUSION
00C0BD03: Infinite energy.
00C0C803: Infinite lives.
00DC0005: Infinite time.

MICKEY MOUSE: LAND OF ILLUSION
00C09902: Infinite energy.
00C09F03: Infinite tries.
00C0A295: Infinite time.
00C0AD07: Infinite air.

MIRACLE WARRIORS
00C50A10: Infinite energy.

MORTAL KOMBAT
00C48848 - Infinite Energy Player 1.
00C40B07 - Infinite Continues.
00C43639 - Infinite Time.
00CCIAA4 - 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.

GAME GEAR

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.

DEVILISH
00C41201 - Infinite Lives.

GEORGE FOREMAN'S KO BOXING
00C128A0 - Infinite Energy.

LEMMINGS
00DB720A: Infinite climber.
00DB730A: Infinite floater.
00DB740A: Infinite bomber.
00DB750A: Infinite blocker.
00DB760A: Infinite builder.
00DB770A: Infinite basher.
00DB780A: Infinite miner.
00DB790A: Infinite digger.
00DAD309: Infinite time.
00DB5C64: Always have 1ØØ% Lemmings.

MICKEY MOUSE: CASTLE OF ILLUSION
00C0C803: Infinite lives.
00C0BD03: Infinite energy.
00DC0005: Infinite timer.

MORTAL KOMBAT
00C48848: Infinite energy.
00C40B07 : Infinite continues.

NINJA GAIDEN
00C44803: Infinite lives.

OUTRUN
00C16909: Infinite time.
00C36127: Full revs all the time (takes your car up to 315 KMH).

PAPERBOY
OOD51303 - 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

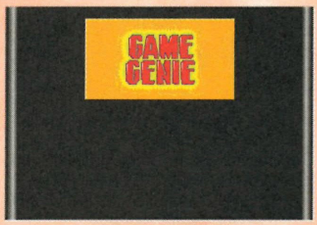
SUPER MONACO GP
00C36502 - Only have to race in one lap to finish.
00C36201 - Start in Pole Position.
00C36201 - Stay in 1st place and always win race.

SUPER SMASH TV
00C51205: Infinite lives.

SUPER SPACE INVADERS
00C7EE03: Invulnerablilty.
00C84601: Shoot one invader and clear the round.
00C7EC03: Infinite lives.

TERMINATOR
00CC1664: Infinite energy.

WONDERBOY
00C12D02: Infinite lives.
00CC360C: Infinite vitality.



MEGA DRIVE

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
AACTCA6J: Infinite time.
A2EAAA8R: Infinite lives.
AJNAEA3R: Infinite machine gun ammo.
AJMAEA7C: Infinite flame-thrower ammo.
AJJTEA2J: Infinite grenade-gun ammo.
AJKAEA88: Infinite hand grenades ammo.
AJFTAA66: Never lose radar.
YDXAD93N: Ripley jumps much higher.
SACTCADY: Game clock runs slower.
8ACTCADY: Game clock runs much slower.
AMDACA4J: Long falls do not reduce energy.
ADEACAGJ: Falls into turbine fans do not reduce energy.

BART VS SPACE MUTANTS
AJRTAA6R: Invincibility againts hits.
A2RTAA8R: Infinite lives.
AAXTBJ2E: Infinite rockets after you buy one.
AAXABJ9G: Infinite bombs after you buy one.
FJ0AAA6N: Infinite paint after pick-up.
AJBTAAET: Start on level 2.
ANBTAAET: Start on level 3.
ATBTAAET: Start on level 4.
AYBTAAET: Start on level 5.
BEBTAAEE: Start with 9 lives.
AYBTAAEL: Start with 5 coins.

BATMAN
E2ETAA4C: MASTER CODE – MUST BE ENTERED.
AKFTAA4Y: Infinite lives.
RFFAA60N: Batman floats when he dies.
AKYAAA9G: Infinite Batarangs.
RYFAC6VR: Guns don't hurt hurt.
AKYTAA5L: Infinte rockets for the Batwing.
B2ATCA46: Punches knives and guns don't hurt.
AKYTAA7R: Infinite rockets for the Batmobile.

BATMAN RETURNS
BLYTAA4R: Invincibility – unless you fall.
ALFAAA9N: Infinite Batarangs.
BLGTAA5N: Infinite smoke-bombs.
BLHTAA8C: Infinite swarms.
BLJTAA4L: Infinite grappling guns.
BLLAAA7A: Infinite super-seeking Batarangs.

BUBSY
RERT86V4: Infinite lives.
ADTA6AAC: Infinite time.
CJLTAAAC: Start on chapter 16.

CHAKAN
AKZATA7L: Protection from most hits.
RLGATA4C: Invincibility(apart from falls).
ACGTVE7W: Infinite time.

CHUCK ROCK
BEATEABW: Start with 10 lives.
BTCTEA5E: Infinite lives.
B5RAAA3Y: Infinite health.
HC5AAA8J: Invincible (spiked plants & green water hurt).
AXHAAA6J: Cannot drown.
SG5TB2T4: Heart restores full energy.

COOL SPOT
ATHA4A26: Infinite health.
RG7T2614: Infinite lives.
REHA460T: Infinite time.

DRAGON'S FURY
NTCTBA3W: Start with 100 balls.
RE0AA6WR: Infinite balls.
NNCTAAEN: Start with 9900 bonus pts.
AJCTAAE0: Start bonus multiplier at 2.
BECTAAE0: Start bonus multiplier at 9.
AVPAAA8L: Bonus points never reset.
AVPAAA8Y: Bonus multiplier never resets.

ECCO THE DOLPHIN
AKRTJA64: Almost infinite air.
AL2AJA7L + ALZAJA5Y: Protection from most enemies + AAVTNAFC: Octopus.
HAVTNAFC: Octopus is fatal.
HCBTLAEW: School of fish restores health completely.
SW2AKGPJ + HC2AJAFL: Jellyfish & other enemies restore health instead of taking it away.
SW2AKGPJ + TC2AJGFL: Jellyfish & other enemies restore air + E42AJAFN: Instead of taking it away.

F22 INTERCEPTOR
RH9TR60T: MASTER CODE – MUST BE ENTERED.
BMAAAAEE: Start with 11 lives.
7CPAGGA8: Start with 1,000 ammo.
NW1AGAAG: Start with 100 chaff.
1B7TBLYW: Fuel burns 2x faster than normal.

FORGOTTEN WORLDS
AAWACAGL: Player 1 starts with 32,500 Zenny.
AD8TBAFA: Tiny coin is worth 1,000 Zenny.
AD8TBAZE: Regular coin is worth 5,000 Zenny.
A18TAAFL: Huge coin is worth 50,000 Zenny.
R18TBE6T + TH8TAD6W: All coins are worth 7,500 Zenny.
ATGACA24: Enemy attacks don't reduce strength.
AVCACA8E: Trapping obstacles don't reduce strength.

GREENDOG
ATNTAA4E: Infinite lives.
BEPAAADE: Start with 10 lives.
GACACAC4: Cola restores energy completely.
ABYACAAN: Spikes don't hurt.

JOHN MADDEN '93
RH9T860T: MASTER CODE – MUST BE ENTERED.
RG3TA6WG: Infinite timeouts for both teams.
AMJAAAA8: 1 play to get first down.
FDLTAADR: 5 yards needed for first down.
GDKTBA1A: Touchdown worth 8 points.
BDKABE40: Extra point worth 8 points.
BDKABE5G: Field goal worth 8 points.
GDLABAXW: Safety worth 8 points.

JURASSIC PARK
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.
AANACAC2: Period clock is frozen (No time limit).
CBWTA6D0: Each period lasts 60 minutes.
AHXTBJ5J: All penalties last 1 minute.

REVENGE OF SHINOBI
ACTTBA4Y: Infinite lives – not when using Jitsu or Mijin.
BMVTGA6L: Infinite shurikins.
BXVAGA9E: Infinite energy.
AANTCAAJ: Bombs and enemy bullets don't hurt.
BGKAAAH4: Start with 9 continues.
3ABTAAC0: Start with 200 shurikins.

ROAD RASH 2
RH6A86YJ: MASTER CODE – MUST BE ENTERED.
ZASTAC58: Start with $250,000 (Player A).
ZATAAC5W: Start with $250,000 (Player B).
BESTAAEG: Start with Diablo 1,000 (Player A).
B2TAAAD4: Start with Diablo 1,000 (Player B).

SPEEDBALL 2
DBVAA6VT: Infinite money

SONIC THE HEDGEHOG
SATADAVW: Each ring worth 8 (Player 2).
JW3ACA4J: Infinite lives (Player 1).
JXGACA7G: Infinite lives (Player 2).
CBVTCAE2: Rocket jump!
ALTACA9J: Once invincible, stay invincible – end of level
ATTTCA4W: Sonic doesn't lose rings when hit.
ATTTCA5G: Tails doesn't lose rings when hit.
GJ8AAA4G: Go straight to the end sequence.
AH2TCAH6: Only 1 ring needed to enter Special Stage.
ALZTCACA: Start with 5 Chaos Emeralds.

SONIC 2
SASTDA1A: Each ring worth 8 (player 1).
SATADAVW: Each ring worth 8 (player 2).
JW3ACA4J: Infinite lives (player 1).

SONIC 3
AJ3ACA7A : Infinite lives.
AWHACA92: Never lose rings.
AAYACWB6: Jump much higher.

SONIC SPINBALL
AW7T4A5L: Infinite lives.
AXNA8A94: Infinite balls in all bonus rounds.

STREETFIGHTER 2
BLATAA3R: Master code must be entered.
RFBTC6TJ: Most attacks do no damage.
AC6AEACC: Throws do no damage.

STREETS OF RAGE II
LV0ABECT: Start with 9 lives (Player 1).
LV0ABEG8 + LW5ABEBA: Start with 9 lives (Player 2).
AW7TAA7J: Infinite lives (Both players).

SUPER MONACO GP 2
RE5TC6Z6: Always reported as 1st place.
BJAACAFG: Much faster low end acceleration.
EJAACACL: Faster high end acceleration and top speed.

SUPER REAL BASKETBALL
PZJAPAV0: All player 1 shots worth 8 points
PZJAPAXT: All player 2 shots worth 8 points

TEAM USA BASKETBALL
R19T860T: ENTER MASTER CODE
DECAAAHY: Player 1 starts with 25 points
DECAAAH6: Player 2 starts with 25 points
ATHAAA2L: Stop shot clock
BKTTAAFG: Free throws worth 10
AZTTAAF0: Baskets worth 5
BKVAAAAW: 3-point baskets worth 10

THE TERMINATOR
RO3A861A: Protection from most damage.
AW9T8A78: Infinite time bombs.
BL2A8AG0: 9 time bombs at a time.

T2 - THE ARCADE GAME
LA6ABE3W: Start with 50 credits.
RZ8AA6V6: Infinite lives.
RZ8AA6X0: Infinite rockets & shotgun shells on pick-up.

THUNDER FORCE IV
AABTAA5J + AJTAAA20: MASTER CODE – MUST BE ENTERED (3 Parts) + RZMTA6YW.
A25TAA8T: Invincibility.
AKWTAA8R: Infinite lives.

TOE JAM & EARL
ZZ8ADT2Y: All enemies are gone.

TOKI
ATWTCA88: Infinite lives.
BC3TAA4T: Infinite credits.
AW4TAA72: Infinite time to continue game.
AATTCA44: Infinite time to complete round.

WORLD OF ILLUSION
BM2AAA9L: Infinite lives.
AX2AAA6Y + DM2AAA8N: Infinite health.
FF5TAA38: Candy restores full health.
AF6AAAAY: Extra life for every card.
BK6AAAAY: Extra life for every 10 cards

WWF WRESTLEMANIA
REBTA6TN: Master code must be entered.
DWCADTCJ: Kick does more damage.
DCCACAAR: Punch does more damage.
ACCADABC: Stomp does more damage.
CCCACJBJ: Head butt does more damage.

X-MEN
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.

GAME GEAR

BB6TEAF2: Start in Mojo's Church.
BK6TEAF2: Start in Asteroid M.

ADDAMS FAMILY, THE
006-46F-F7A: Immune to everything.
3A4-D1F-2A2: 1 hit and become invincible.

BRAM STOKER'S DRACULA
3A3-C8A-2A2: Infinite lives.
001-7BB-19E: Infinite time.
3A4-39C-2A2: Keep weapons to end of level

CHUCK ROCK
3A0-75A-2A2: Infinite milk.
01B-66A-E6A: Start World 1, Stoneage Suburbs.
02B-66A-E6A: Start World 1, Dinosaur level.
03B-66A-E6A: Start World 1, Lively Lava.
04B-61A-E6A: View end game sequence

CRASH DUMMIES
00F-45F-19E: Infinite lives.
009-7AD-E6A: Infinite time.
00B-E1A-E69: Fire has no effect on Crash Dummies.
09C-40F-f7E: 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 continues.
01E-30C-801: Immune to spikes

JURASSIC PARK
ARCADE: STAGE
3A6-E78-2A2: Invincibility.
09A-11B-E66 Start with 9 energy pionts.
ACTION STAGE
C98-26D-19D: Invincibility.
954-FF7A: Start with 9 energy pionts.
PTERANADON
012-509-E62: Enemies run away after 1 hit
3AC-B49-2A2 Infinitive lives.
00E-739-E69 Infinitive continues.

MORTAL KOMBAT
0BB-E1A-F76: Start with 9 credits.
004-2D6-19E: Infinite credits.
00B-40C-3BE: Infinite time.
DEB-9F6-5D3: Turn on blood effects.
003-48B-F79: Player 1 is invincible.
20B-06F-F7A: Punches do more damage.
2CB-26F-C42: Most kicks do more damage
30B-2EF-D5A: Flying punches do more damage
33B-56F-A2E: Uppercuts do more damage.
2AF-237-D5A: Throws do more damage.

PGA TOUR GOLF
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.
050-AEF-E6A: Start at the cave of the ancients.

SEGA XS

NEXT ISSUE

SEGA XS invites you to join the coolest Krew in the land next issue! We bring you the full solution to the all-action shoot-'em-up Skeleton Krew, complete with character profiles and fully mapped levels. On top of this we also have massive solutions to a host of the latest games for all your Sega Systems, including The Story of Thor (MD), Corpse Killers (CD), Metal Head (32X), Ristar (MD) and much, much more. With all these great solutions on offer make sure you order your copy of SEGA XS now, you'd be completely hatstand to miss it!

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Stunningly successful issue crammed view high-quality solutions. These include Robo Cop Vs Terminator (MD), The Jungle Book (MS), Asterix (MD), Silpheed (CD), Sonic Spinball (MD), Thunderhawk (CD), Gunstar Heroes (MD), F-117A Night Storm (MD). Also included 15 pages of in-depth reviews...

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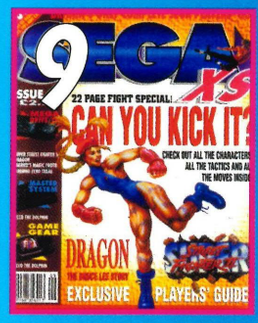
An outstanding exclusive issue, concentrating on the mega-hit Sonic 3 (MD). The magazine produced an exclusive 41 page, fully mapped solution to Sega's stunning platformer. This definitive guide was supported by massive solutions to Castlevania (MD), Gods (MD) and Dinobasher (MS & GG)...

ISSUE 8 £3.50

Blast into orbit with this stunning issue, as we bring you the complete solution to Sega's awesome space explorer, Subterrania! We also produced complete solutions to Bubba 'N' Stix (MD), Streets of Rage 3 (MD), Prince of Persia (MD), Mystery Mansion (CD) and Aladdin (MS & GG). Plus a great football feature and much more...



ISSUE 9 £3.50

Once again we were first with the big exclusives, producing the complete players' guide to Super Street Fighter II! The fight special didn't finish there however — we also included a complete solution to Virgin's Dragon - The Bruce Lee Story (MD). Plus Marko's Magic Football (MD), Ground Zero Texas (MD), Ecco The Dolphin (MS)...

ISSUE 10 £3.50

Things just keep getting better in Britain's best tips guide! This, our first official monthly issue, was packed to bursting with big exclusives. There was a massive players' guide to Acclaim's awesome sequel, Mortal Kombat II (MD), plus The Chaos Engine (MD), The Hulk (MD), Dragon's Lair (CD), Dune (CD) and Cool Spot (MS&GG)...

ISSUE 11 £3.50

Another stonkingly brilliant issue, this one really has got it all. Massive exclusive solutions to Maximum Carnage (MD), Zero Tolerance (MD), The Simpsons (MS & GG) and Rebel Assault (CD), the first part of our huge guide to Shining Force 2 (MD) and more hints, tips and cheats than any other magazine...

ISSUE 12 £3.50

Yes siree! More unbeatable value from your favourite Sega Magazine. The cry rang out across the land for a complete solution to Urban Strike and we obliged! We also produced complete solutions to Sylvester and Tweety (MD), Probotector (MD), Novastorm (CD) and Asterix (MS & GG); plus the conclusion to Shining Force 2 (MD)...

ISSUE 13 £4.50

This was the Bumper Christmas Special, with 164 pages of dedicated hints, tips and cheats. The fully mapped solutions included The Lion King (MD), Mickey Mania (MD), Micro Machines 2 (MD), S0nic And Knuckles (MD), Flashback (MD), Shadow of the Beast 2 (CD), Dracula Unleashed (CD), Dragon (MS&GG)...

ISSUE 14 £4.50

This was the issue that created console history and sent a shudder through the rest of the Sega mags. We printed the ever solution to a Saturn game. If you want the low down on Virtua Fighter, the greatest beat-'em-up ever, this is the issue to get. Also inside complete solutions to Wolverine (MD), Cannon Fodder (MD), Earthworm Jim (MD)...

ISSUE 15 £4.50

You'll never be doomed with issue 15 of Britain's only solutions magazine as we show you how to save your bacon with an EXCLUSIVE guide to Doom on the 32X. We also had massive solutions to Cosmic Carnage (32X), Clayfighters (MD), Second Samurai (MD), Snatcher (CD) (Earthworm Jim (MD), Sonic & Knuckles (MD)...

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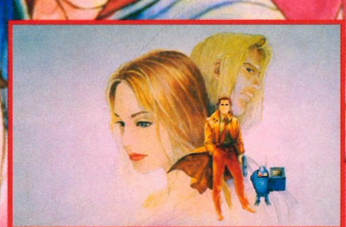

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