WIN A COIN-OP!
Celebrate the Launch of Virgin's Arcade Smash Hits... See page 86 fast

...E SEGA AND NINTENDO PLAYERS' GUI...

CONSOLE XS

Nº 1 JUNE/JULY 1992
£2.95

250
TOP GAMES BUSTED AND BEATEN!



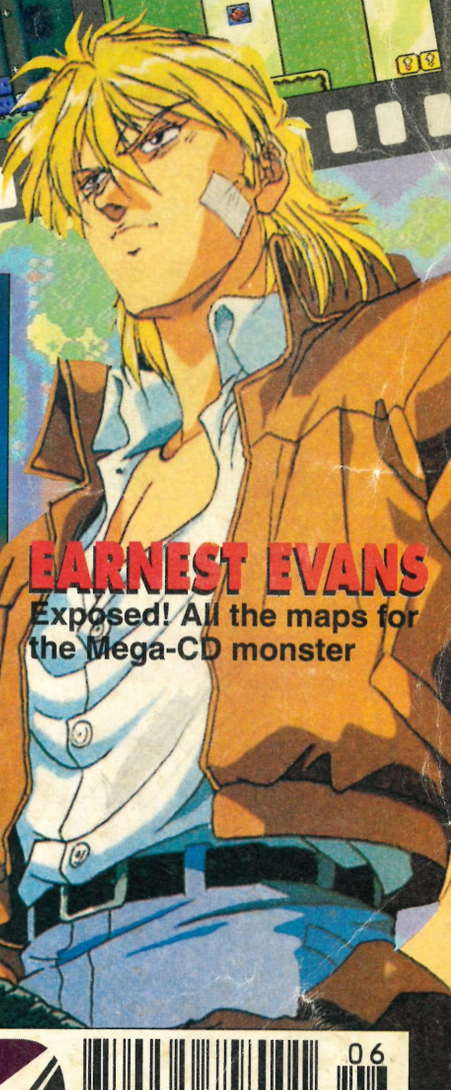
SUPER MARIO WORLD
Massive Super NES solution and maps



TURTLES II
Explosive solution to the NES arcade smash



DESERT STRIKE
Your step by step guide to the White House for this stunning Mega Drive action game. All the mission codes, all the maps, all the strategies – everything you'll ever need!



EARNEST EVANS
Exposed! All the maps for the Mega-CD monster

160 PACKED PAGES OF HINTS, TIPS, MAPS, CHEATS AND SOLUTIONS FOR ALL THE BIGGEST GAMES ON SEGA AND NINTENDO CONSOLES!

Paragon Publishing Ltd
06
9 770965 758001

CONSOLE XS



JUNE/JULY 1992

PUBLISHED BY
PARAGON PUBLISHING LTD
7A WICKER HILL
TROWBRIDGE
WILTSHIRE
BA14 8JS

PHONE: (0225) 765086
FAX: (0225) 777869

LAUNCH EDITOR
Richard Monteiro

GAMES EDITOR
Damian "rosy as a baby's" Butt

STAFF WRITER
Dean "wizard of Ozrik" Mortlock

ADVERTISING & SALES
Andrew "not enough time..." Smales
Diana "teeheehee" Monteiro

CONTRIBUTORS
Michio "so will I" Ando (translation)
Les "ley" Ellis (editorial)
Dominic "so" Handy (word chopper)
Dave "kid" Perry (page eraser)
James "rave on" Scullion (editorial)

PRODUCTION MANAGER
Di "m" Tavener

SUBS/MAIL ORDER
Melanie Turner
✆(0225) 765086

PRINTED BY
BPCC Magazines (Milton Keynes) Ltd

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

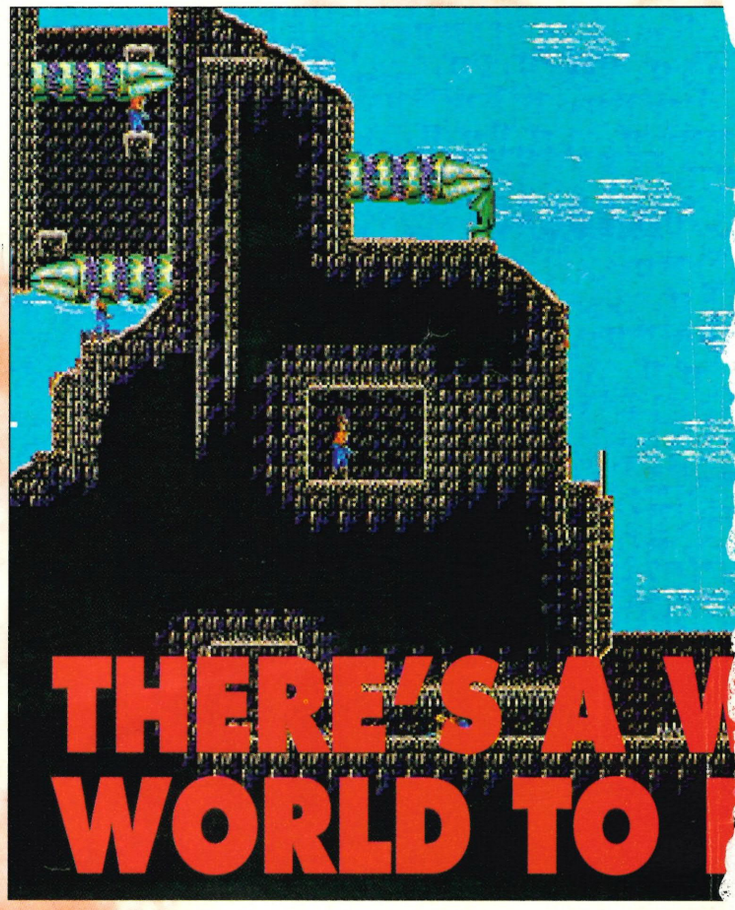
DISCLAIMER
CONSOLE XS is a fully independent publication. The views expressed herein are not necessarily those of Sega Enterprises, Sega Europe, Bandai or Nintendo.

(C) 1992 Paragon Publishing Ltd.
No lifting please – we're all straight down here, but we know a few men who ain't up there!

Competitions: no employees of Paragon Publishing Ltd, no-one connected with the compos in any way, no deals! Bribes will be taken into consideration though.

IN

News 4
Previews 8
Software Compo 12
Subscription Offer..14
Game Solutions.....17
Win a Coin-op 86
Hint & Tips 91
Win a SNES 111
Software Compo ..114
Busters.....115
Software A-Z 126
XS Savers 160
Next Month 162

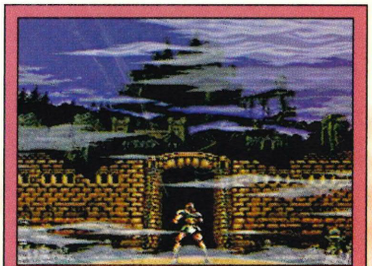




BUCK ROGERS 18
The full solution over 10 pages!



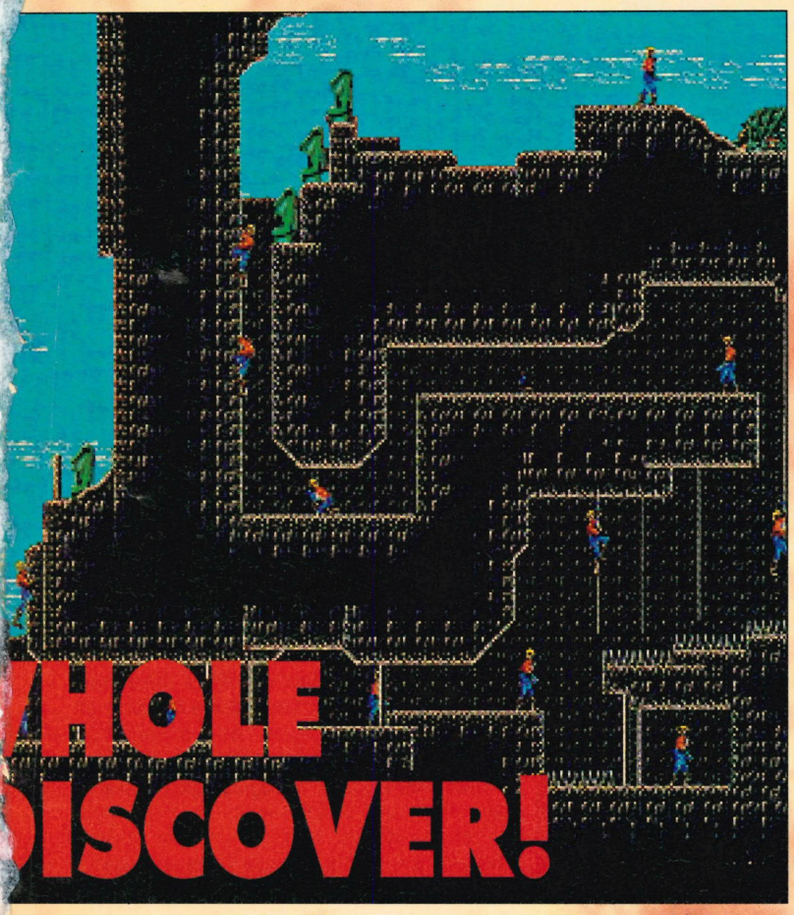
MARIO WORLD...28
Part one of the Super NES monster.



CASTLEVANIA IV .38
The full solution on 11 pages – just!

TIPS INDEX

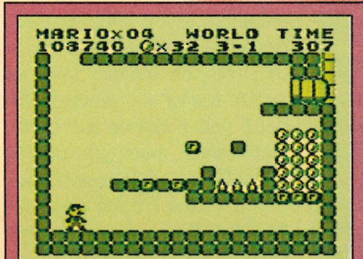
Adventures of Link (NES) 93
Adventures of Lolo 2 (NES) 97
Aeste (Mega Drive) 125
Alex Kidd (Master System) 94
Arnold Palmer (Mega Drive) 120
Bad Dudes (NES) 119
Battletoads (NES) 116
Bio-Ship Paladin (Mega Drive) 125
Blaster Master (NES) 104
Bonanza Bros (Master System) 123
Calibre.50 (Mega Drive) 125
Captain Planet (NES) 122
Castlevania (Game Boy) 122
Dangerous Seed (Mega Drive) 125
Dark Castle (Mega Drive) 125
Desert Strike (Mega Drive) 125
Devil Crash (Mega Drive) 119
Double Dragon 2 (NES) 118
Dragon's Lair (NES) 98
Duck Tales (Game Boy/NES) 92
Dynamite Duke (Mega Drive) 122
EA Hockey (Mega Drive) 96
Earnest Evans (Mega-CD) 116
El Viento (Mega Drive) 122
ESWAT (Mega Drive) 123
F22 Interceptor (Mega Drive) 92
F-1 Circus (Mega Drive) 117
Faery Tale Adventure (Mega Drive) 124
Fantasia (Mega Drive) 122
Fantasy Zone (Game Gear) 97
Fatal Rewind (Mega Drive) 125
Final Fight (Super NES) 125
Flicky (Mega Drive) 125
Fortress of Fear (Game Boy) 119
Gaiares (Mega Drive) 125
Ghosts 'n' Goblins (NES) 120
Go! Go! Tank (Game Boy) 123
Golden Axe II (Mega Drive) 117
Golvellius (Master System) 96
Gradius (NES) 118
Gradius III (Super NES) 120
Granada X (Mega Drive) 125
Gremlins 2 (NES) 96
Gunsmoke (NES) 117
Heavy Nova (Mega-CD) 117
Hellfire (Mega Drive) 119
The Immortal (Mega Drive) 96
Jackie Chan's Kung-Fu (NES) 119
James Pond (Mega Drive) 92
James Pond II (Mega Drive) 118
John Madden '92 (Mega Drive) 104
Kabuki Quantum Fighter (NES) 119
Kid Chameleon (Mega Drive) 125
King's Bounty (Mega Drive) 120
Last Ninja (NES) 125
Legend of Zelda (NES) 100
Life Force (NES) 118
Little Maruko (Mega Drive) 118
M1 Abrams Battle Tank (Mega Drive).120
Maniac Mansion (NES) 125
Marble Madness (Mega Drive) 125
Mario Bros (NES) 102
Mario Bros 2 (NES) 102
Mario Bros 3 (NES) 102
Master of Weapon (Mega Drive) 125
Mega Man (NES) 104
Mega Man 2 (NES) 104
Mercenary Force (Game Boy) 119
Mercs (Mega Drive) 122
Midnight Resistance (Mega Drive) 125
Mission Impossible (NES) 96
Nemesis (Game Boy) 118
The Ninja (Master System) 97
Nostalgia 1907 (Mega-CD) 116
Out Run (Mega Drive) 124
PGA Tour Golf (Mega Drive) 97
Pilot Wings (Super NES) 123
Pit-Fighter (Mega Drive) 124
Punch Out! (NES) 123
Q-Bert (Game Boy) 116
R-Type (Game Boy) 118
Rainbow Islands (NES) 119
Revenge of Shinobi (Mega Drive) 101
Rings of Power (Mega Drive) 106
Road Rash (Mega Drive) 93
Robocop (NES) 119
Rockman 4 (NES) 116
Rolling Thunder 2 (Mega Drive) 125
SD Valis (Mega Drive) 117
Shadow of the Beast (Mega Drive) 125
Slider (Game Gear) 120
Snake, Rattle and Roll (NES) 92
Sol-Feace (Mega-CD) 117
Solar Jetman (NES) 120
Sonic the Hedgehog (Mega Drive) 125
Space Harrier (Game Gear) 116
Space Invaders '90 (Mega Drive) 120
Speedball 2 (Mega Drive) 104
Steel Empire (Mega Drive) 125
Stormlord (Mage Drive) 125
Streets of Rage (Mega Drive) 124
Super Fantasy Zone (Mega Drive) 117
Super Fire Wrestling (Super NES) 116
Task Force Harrier Ex (Mega Drive) 118
Teenage Mutant Hero Turtles (NES) ..119
Teenage Mutant Hero Turtles II (NES)119
Thunderforce III (Mega Drive) 125
Thunderfox (Mega Drive) 125
Toejam & Earl (Mega Drive) 101
Toki (Mega Drive) 125
Totally Rad (NES) 125
Turrican (Mega Drive) 122
Two Crude Dudes (Mega Drive) 104
Valis III (Mega Drive) 124
Wani Wani World (Mega Drive) 125
Wardner Special (Mega Drive) 125
Where is Sandiego? (Mega Drive) 125
Wonderboy III (Mega Drive) 125
Xenon II (Master System) 104
Zany Golf (Mega Drive) 125





DESERT STRIKE ...50

All the strategies, all the solutions.



MARIO LAND 54

First ever mapped Game Boy title!



TURTLES 2 58

The NES arcade game fully mapped!



EARNEST EVANS..64

See this Mega-CD stonker in full!

BUSTIN' BUSINESS



Welcome to Console XS, Britain's first dedicated tips and solutions magazine for all Sega and Nintendo machines. Never before will you have seen such an astounding concentration of original hints, tips and cheats assembled in a single magazine. Not only will you find the latest original game busters in Console XS, but also fully mapped, fully explained solutions spanning numerous pages to the biggest games. This month's enticing selection includes Buck Rogers and Desert Strike on the Mega Drive, Super Mario World and Castlevania IV on the Super NES, Shadow of the Beast and Flintstones on the Master System, and Turtles II and Super Mario Bros 3 on the NES.

Take a look through the 160 packed pages at what XS has to offer you. You'll find over 30 pages of solid, no nonsense, original tips and cheats complete with pictorial proof that the busters actually work. Then there are the solutions; thousands of words transcribed into perfectly produced and seamless map complete with the essential information. No waffle, no padding – just fact.

If you've any comments on this issue, good or bad, please write in. Similarly, if you're stuck in a game – no matter how old, how bad, or how complex – write in and we'll print the solution in the next issue. The address to write to is Console XS, Paragon Publishing, 7a Wicker Hill, Trowbridge, Wiltshire BA14 8JS.

Enjoy this launch issue of Console XS – we hope it will help you crack the seemingly impossible guardian or solve the riddle to the last level. On Console XS we realise the importance of cheats that actually work and maps that are printed correctly. We know you feel the same, and we know Console XS is what you've been waiting for.

Damian Butt

THE CONSOLE XS TERMINATORS



DAMIAN BUTT
Fave games: Super Mario World (Super NES), EA Hockey (MD)
Fave T-Shirt: The Beautiful South, 0898.
As an ex-reviewer of SegaPro, Damian is no stranger to playing and completing games. However, SegaPro is tame compared to the gruelling 45-hour days spent cracking games at Console XS. Outside of work Damian enjoys thrashing his car all over the country, listening to The The, The South and The Housemartins and playing pool at his local (dingy) snooker hall. He's a real interesting chap (honest). The XS anchor man will also read anything by Frank Miller and Alan moore and watches Aliens excessively.



DEAN MORTLOCK
Fave games: F-Zero (Super NES), EA Hockey (MD)
Fave T-Shirt: Winnie the Pooh
Dean spends most of his time these days playing on his Vic 20 and looking for a new place to live after he was evicted (any offers gratefully appreciated). Previously Dean ran his own bar in Frome, but sadly it had to close after he drank all the profits. Dean listens to all sorts of weird stuff such as Pil, Jimi Hendrix and most strange of all, Ozric Tentacles. Dean also spends his time getting beaten at EA Hockey (35-6) and chatting up anything with longer hair than his own.



RICHARD MONTEIRO
Fave games: Super Tennis (Super NES), EA Hockey (MD)
Fave T-Shirt: Sega Tour '90.
Rich will no doubt collapse into an exhausted heap as soon as this issue is completed and will not re-appear for another two months. Cries of "Where does this map go!" and "Get me a scan of this!" were all that came from this frustrated artist as he slaved over the pages you are looking at right now. Besides listening to anything from Garland Jeffreys to Nirvana, Richard tries to drive as fast as the music he listens to – unfortunately in a Robin Reliant he doesn't succeed too often.





CODENAME: GENIE

With Datel's Action Replay, and more recently the Action Replay Pro, currently wowing Mega Drive owners throughout the land with their amazing feats of cracking games with secret codes, Code Masters are preparing themselves for the UK release of the Game Genie.

The NES version will be the first to appear, in July, with the Mega Drive version coming in October. Both will come with a thick book of codes on previously released games. The NES unit is gold and about half the size of a normal cart. The Mega Drive device looks just like a normal Japanese cart. Both, of course, have through ports and slip in between the game cart and the machine.

Code Masters' Marketing Manager, Richard Eddy, revealed that the Game Boy Game Genie is in its final stages of development, and they are looking at a release in February 1993. Finally, this time next year there will be a Super NES version. Is no machine is safe from the lads at Code Masters?

CODENAME: REPLAY



Datel's Action Replay for the Mega Drive was launched to great acclaim at the tail end of last year. Just recently a new version, Pro Action Replay, has hit town. The new model – although cosmetically similar to the original – offers intelligent code search. In short, you can let the device hunt out its own codes. Whereas you had to rely on Datel supplying you the codes for the original Action Replay, the Pro version is self-sufficient.

Pro Action Replay works by comparing location in memory with a number pre-determined by you. For instance, if you know you start a game with five lives, you can inform Action Replay of this and – when you lose a life – tell it to look for all occurrences in which the memory location has decreased by one. Pro Action replay will probably throw dozens of codes at you the first time, but if you continue the process you should be able to find the single code which gives you unlimited lives. Incidentally, you'll find the very latest Replay codes published in Console XS every month.

Pro Action Replay costs £49.99 and is available from Datel on 0782 744707. Datel are currently working on a Super NES version which we've been promised for review next issue. Game Boy and Game Gear versions are, according to Datel, a possibility.

SNESESSITY OF LIFE

The Super Nintendo Entertainment System was finally launched in the UK on April 23. Priced at £149.99, it's going to be slicing up the 16-bit market that Sega's Mega Drive is busy consolidating.

Although Bandai, Nintendo's UK distributor, came across initial problems getting the machine into all the main shops, you should now be able to get the Super NES at all major retail chains, including giants like Dixons, Currys, WH Smith and John Menzies.

With a projected target of 650,00 units in the first year, the Nintendo mega machine promises to be the hottest selling console the UK has ever seen. Initially, the Super NES will be packaged with two joypads, although this will eventually be reduced to one. Both versions will, of course, come with the fabulous *Super Mario World* game (exposed in this issue). Games released at the same time as the machine should be the brilliant *F-Zero, Super Soccer, Super Tennis, Super R-Type* and *Pilotwings*.

Bad news for players with an eye on import games – they will not work. Just like the NES, Nintendo have made it so that only official UK games run on the UK SNES.





You've got the Mega Drive, you've got the essential copy of *EA Hockey* and you've even acquired a Mega-CD, but now your problems start for Sega and JVC have jointly announced the Wonder Mega – a CD-ROM and Mega Drive in one unit. Speculation has been rife as to the machine's capabilities, but details have been finally made clear.

The hyper new machine is finished in charcoal grey and has a flip-top CD lid and a slot for Mega Drive games. There are two versions currently on offer in Japan, one marketed by Sega, the other by JVC.

The Sega version has a black power switch and costs around £320 in Japan (and around £430 on import). The JVC machine has a white power button and comes with a karaoke and games disc with *Quiz Scramble, Paddle Fighter, Pyramid Magic* and the ultra-sophisticated *Flicky*. These games will not be sold separately.

Both units run on a conventional Sega power supply and have inputs and outputs for audio, and three types of video output.

With the units receiving envious looks from all console owners, it's sad that JVC's version is already in jeopardy, with rumour that JVC may be ditching the machine in favour of producing their own machine in conjunction with Electronic Arts's development arm.

Both systems have already been launched in Japan and imports are scarce. Don't forget, Sega have warned that software produced for Europe will only be compatible with CD-ROMs intended for Europe. The same applies for all Japanese and American units.

Sega Europe have still not revealed any information about the Wonder Mega's UK release, but sometime in 1993 looks like a safe bet.

HELP, I NEED SOMEBODY!



If you already own a Nintendo machine then you cannot fail to be impressed by the after-sales support on offer in the form of the excellent Club Nintendo magazine and a 365-days-a-year tips helpline.

Yes, you heard correct, every day of the year there are a team of dedicated professionals on line to take your calls at a standard charge rate. A spokesperson assured us that long drawn-out calls to rake in extra money were a thing of the past, and every professional tipster on the Nintendo helpline aims to solve your problem within one minute. This can only be a good thing for distraught Nintendo gamesplayers, but, CONSOLE XS asks, where is Sega's equivalent?

We have to admit, after a visit to the Helpline headquarters in Eastleigh near Southampton, that it is the most efficient and well organised tips line we've ever seen – with ten thousand calls a week, it needs to be. If you own any Nintendo machine and you get stuck on any UK game, old or new, then you can phone the helpline on (0703) 652222 between the hours of midday to 8pm.



SEE THE LIGHT



Mention light guns to most console owners and they will scream and jam their head through the cartridge slot. True, most games using light guns have been dodgy to say the least. But the days of flimsy looking plastic pistols with triggers that always jam are over – Nintendo have hit town!

The Super Scope for the Super NES is unlike any other console accessory seen before – it's massive! Resembling a bazooka and finished in a smooth battleship grey, the unit is 23 inches long and designed to rest on either shoulder while you squint down the sight and rapidly press the trigger.

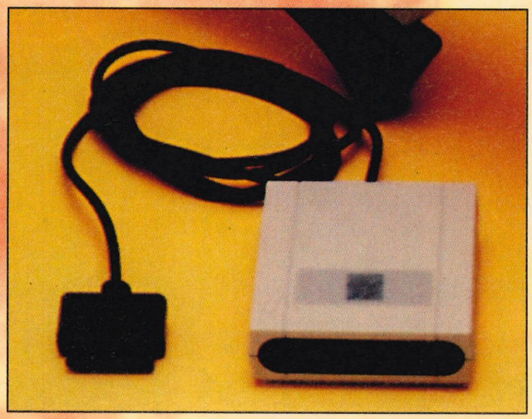
There are three buttons on the top: the fire button, rapid fire for trigger-happy Rambos, and the pause which can be used in conjunction with other buttons to reset and calibrate the sights.

The good news is that there is no screen flash when you fire due to the new system of a infra-red photo detector which draws characters onscreen when it senses a hit. Aesthetically, the *Super Scope* beats all others hands down; even James Bond would look smooth with this one. The sights unclip to fit both sides, so either left or right handed people can enjoy. A spokesman for the Scope in America states that the sights are accurate down to pixel level.

The Super Scope will be priced at £79.99, which seems steep as it's only $60 in the States. The package comprises the gun, an infra-red unit to fix into the front of the SNES, and a single 8Mbit cart containing six games, *Engage, Intercept, Confront, Blastris A, Blastris B* and *Mole Patrol* (see box for details).

The Super Scope will be available officially in August, but importers are already bringing over American units for around £60. Remember, this unit will only work on US and Japanese machines.

If you can wait, though, the Super Scope will be packaged with the Super NES for Christmas at £169.99, which makes it excellent value for money.



The Super Scope uses a revolutionary new system to detect light pulses on the screen. This infra red unit improves accuracy and has a six metre range for long distance shoot outs. Contrary to what you might think the beam cannot easily be deflected and positioning it on the top of the TV gave us perfect responses every time. The unit runs from the power in the Super NES but the gun intself takes six standard batteries.



INTERCEPT – Knock out the enemy missiles against a gorgeous parallax background. Varying depths and distances increase the challenge and anti-missile attacks combined with bonus games will get you busting that fire button. Look out for Mario cropping up during the later stages.



ENGAGE – Hi-tech fighters attack in wave after wave of fast and frenetic action. The targets get progressively faster and move in zig-zag patterns to confuse you. More complicated that *Intercept* but no less fun.



CONFRONT – The toughest of the three. Flying saucers attack in their droves, ammo is short and your reflexes will have to be razor sharp to make it through.



BLASTRIS A – Horizontal *Tetris* with bold multi-coloured blocks; use the Scope to blast the blocks into shape. Totally addictive and a mind blowing concept that actually improves on the original formula.



MOLE PATROL – Cute goofy moles can be shot between the eyes and a rapid fire frenzy is the order of the day. Spare the pinks and destroy the blues, watch out for hyper speed after the practice levels. The best of the lot.

NOW THE POWER 2 FIGHT BACK...

ACTION REPLAY

PRO VERSION Cartridge



£49.99 INC P+P

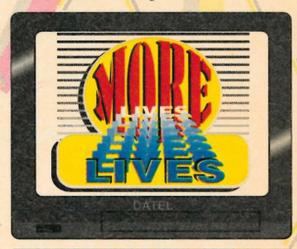
NOW AVAILABLE FOR THE

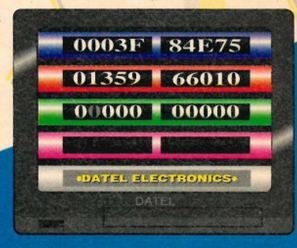
*** MEGADRIVE™ & SUPER NES™**

BECOME INVINCIBLE!!









FANCY YOURSELF AS A GAME HACKER?

YES WITH THE ACTION REPLAY CARTRIDGE YOU CAN NOW PLAY YOUR FAVOURITE GAMES TO DESTRUCTION!

Just imagine, infinite lives, unlimited energy, unlimited power or extra fuel/ammo. Become invincible with the Action Replay Cartridge for your MEGADRIVE™ or SUPER NES™ Console



- **Action Replay is a powerful cartridge featuring its own on-board LSI chip specially designed to allow the user to effectively "re-program" their cartridges so they can play their favourite games to destruction!**
- **With its unique built-in "GAME TRAINER", you can actually find and create your own cheats for Infinite Lives, Power, Energy, Levels, etc. etc.**
- **Now you can play your games to levels that you did not know even existed. This is the cartridge the experts use... the average cheat takes only minutes.**

"The Action Replay is the essential companion for EVERY Console owner.....how can you afford not to have it".....GAME PRO magazine

- **SUPER NES™ version of Action Replay also allows you to use American & Japanese cartridges on your UK console... that's dozens of titles available NOW!**
- **MEGADRIVE™ version of Action Replay also works as Japanese adaptor, allowing you to play import cartridges on your UK console.**
- **With its advanced ASIC hardware design, the Action Replay cartridge can react to new games as they appear. No need for future updates.... this is the only cartridge you will ever need.**
- **No user knowledge is required at all - if you can play the game you already know how to use Action Replay. All input is via the joystick/pad - it couldn't be simpler!**

"SEGA" & "MEGADRIVE" ARE TRADEMARKS OF SEGA ENTERPRISES LTD.
"NINTENDO" & "SUPER NES" ARE TRADEMARKS OF NINTENDO OF AMERICA INC.

*** IMPORTANT**

ACTION REPLAY IS *NOT* DESIGNED, MANUFACTURED, DISTRIBUTED OR ENDORSED BY EITHER NINTENDO OR SEGA ENTERPRISES LTD.

DATEL Electronics LIMITED

HOW TO GET YOUR ORDER FAST!

TELEPHONE [24Hrs] **0782 744707** CREDIT CARD ORDERS

ORDERS NORMALLY DISPATCHED WITHIN 48 Hrs. ALL CHEQUES/POSTAL ORDERS MADE PAYABLE TO....

Access **DATEL ELECTRONICS** VISA

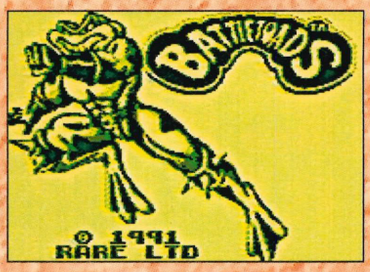
GOVAN ROAD, FENTON INDUSTRIAL ESTATE, FENTON, STOKE-ON-TRENT, ST4 2RS, ENGLAND. FAX 0782 744292 TECHNICAL/CUSTOMER SERVICE 0782 744324

DATEL LONDON SHOP



222, TOTTENHAM COURT RD, LONDON, W1. TEL:071 5806460

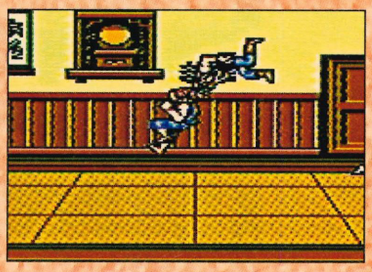
NINTI SUMMER



BATTLETOADS

NES, Game Boy
TradeWest ● £tba

It may be a while off but *Battletoads* will finally grace the NES later this year. *Battletoads* looks to be one of the best NES games ever seen (and we've seen a few) with stunningly detailed graphics that make this conversion hotter than a very hot thing indeed. The idea is to terminate everything in sight through different worlds and then fight the guardian. You can use a variety of vehicles to help you, such as the massive space cruiser and an armoured buggy, but in the end it is your laser accuracy that wins the game.



DOUBLE DRAGON III

NES
Acclaim ● £tba

Double Dragon III is a predictable clone from the original arcade hit and sequel to *Double Dragon II*. This time the bad guys have really gone overboard and actually killed your girlfriend, rather than just being good sports and kidnapping her. Understandably you are angry and wreak havoc on the crime lord's organisation before taking on the bad dude himself. The action can be for two players simultaneously which makes it more appealing. Definitely for fans of the genre only as it looks to be much the same as the first two.



FINAL FANTASY III

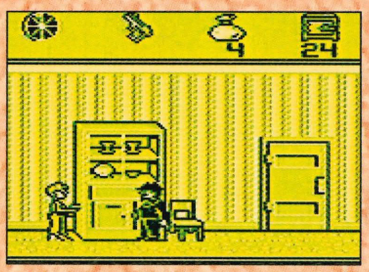
Super NES
Nintendo ● £40

Final Fantasy III is an 8Mbit battery back-up RPG of epic proportions. The game boasts full stereo sound and some very impressive graphics which all have a medieval feel to them. The landscape to explore is absolutely massive and there are countless locations to visit, such as the dark forbidding castles and hermits who can provide lots of information. It looks to be a huge challenge for any players burning the midnight oil but arcadesters should steer clear.

GRADIUS III

Super NES
Nintendo ● £40

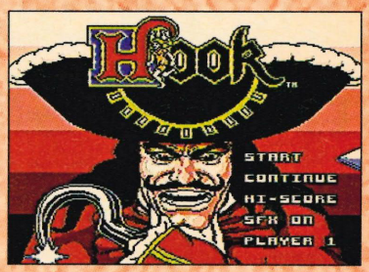
Like *R-Type, Gradius III* is a horizontally scrolling shoot-'em-up with some stunning graphics and some unbelievably cool rotational effects that will shock even the most experienced pilots. There are fire and ice worlds, hundreds of alien scum to annihilate and an impressive array of the top super weapons to do the job. This shoot-'em-up will be arriving in August.



HOME ALONE

Game Boy
Nintendo ● £tba

The hit film of last year has predictably made its way to the Game Boy and it's actually quite good, for a film licence. The game is viewed from the side and Kevin McAllister must rush around all of the rooms collecting the valuables and throwing them down into the cellar through the washing chute. The two villains are busy looking for things to steal and Kevin can have great fun shooting them with his catapault and water pistol, or dropping clocks and plants on their heads from cupboards. Clearing a certain number of possessions means Kevin can move to different areas of the house and the object is to fend off the bungling thieves till the cops arrive. The graphics are well drawn and there is a terrific full screen picture of Kevin at the start looking surprised. *Home Alone* is released this May.



HOOK

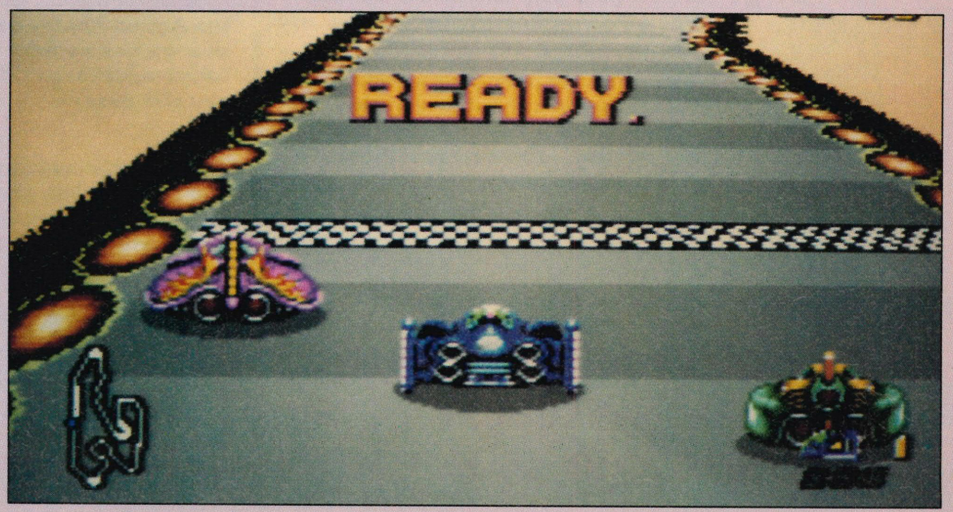
NES, Game Boy
Nintendo ● £tba

Forget hype, forget massive box office records, let's just look at the game without bias. *Hook* is an eight-way scrolling horizontal format platform game with many levels which will take a great deal of time to perfect. Jungles, islands and underground mines provide the backdrop for this Spielberg adventure which has great graphics

F-ZERO

Super NES
Nintendo ● £40

F-Zero is a promising game that has all the speed and adrenalin inducing mayhem of the *coin-op*. The aim is simple, race and win – oh, and smash off as many other competitors as possible. You can control a selection of sleek and subtly coloured sports cars, each with obvious advantages and faults in certain situations. The Ferris 5000, for example, can accelerate quickly but is slow on tight turns. Each track is very samey, but the graphics move at a heck of a pace and the speed is recreated extremely well. A pits area can resupply you with the energy needed to withstand collisions but too many stops and Speedy Gonsales will have won the trophy. Somewhere on the track is a speed jump that if mastered and hit correctly will catapult your XR3i nutter wagon over the track barriers and hopefully to the other side of the track to take the lead.



NINTENDO RELEASES

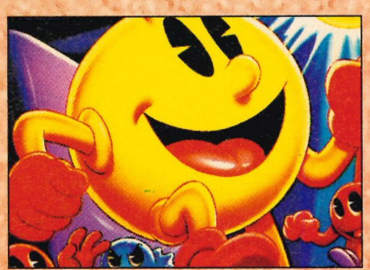
and some amazing animation on the central character. Enemies include gorillas, pirates and, of course, Hook who you must defeat at the end of the game. Hook can be snapped up in June so look out for the exclusive CONSOLE XS solution soon.



LEMMINGS

Super NES
Nintendo ● £40

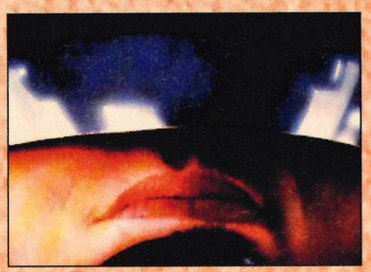
Also coming soon to a SNES near you, *Lemmings*, the conversion of the crazy mindbender from the PC. Company directors all over the world have been secretly playing this on their computers for ages, and console owners are being taken by storm by the little suicidal Sids. Countless screens and enormous challenge are sure to make this a hit and you can be certain that CONSOLE XS will completely solve the game for any frustrated players in future issues.



PAC-MAN

Game Boy
Namco ● £tba

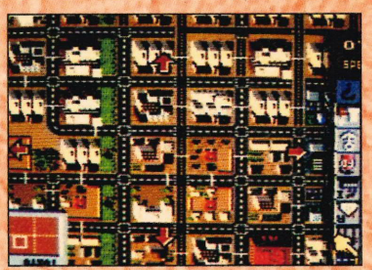
Yes, that's right, the official *Pac-Man* is available now on the Game Boy if pill popping is your speciality. There are endless mazes to negotiate and the old enemies have been revived and given a new lick of paint. The most interesting feature of this coin-op classic is the simultaneous link up option so that you and a friend can play together, misleading the ghosts and sharing power pills. The action is faster than the GG version but the playability does suffer from having a monochrome screen which somehow makes it lose the chirpy fun that was present in the original. Still, it's out now and ready to be slapped into you hand-held.



ROBOCOP II

NES, Game Boy
Ocean ● £tba

One of the big titles to start saving for is going to be, *RoboCop II* arriving in June. Following the exploits of officer Murphy transformed into RoboCop, the object is to stop the drug barons taking over Detroit and dealing with the experimental ED 209 robot with the mind of a crazed drug dealer. You have a variety of power ups to your normal blaster and there are plenty of targets ranging from street punks, drug dealers and troops.



SIM CITY

Super NES
Nintendo ● £40

Finally there is *Sim City*, a complex world building scenario game that is destined for the XS treatment soon. The object is to create the perfect city, free of earthquakes and other natural disasters that will kill off your population. The style of play is very similar to *Populous* and the number of options and levels mean this is no one-night wonder.

SUPER OFF ROAD

Game Boy
TradeWest ● £tba

With the MD version making waves at the moment, it is heartening to see the Game Boy not neglected when it comes to good conversions. *Super Off Road* is a race around many different circuits by four 4x4 trucks.

The courses are all pitted and covered in mud to test the vehicles to the max, and water is to be avoided as it slows them down substantially. Short cuts and underhand dodges make the competition fast and furious, and the nitros are used to get that extra spurt of speed at the finish line. Each victory earns more money which can be put to improving your truck in the tyres, engine, acceleration, nitros, brakes and suspension departments.

It looks like a hot conversion, but it remains to be see if the sprites are too small on the hand-held to be playable. *Super Off Road* will be arriving at the tail end of the summer.





SUPER R-TYPE

Super NES
Nintendo ● £40

The conversion of *R-Type* may have been as predictable as a Labour defeat, but expectations are high even with those damning reviews of the import version. Polished graphics and superb sound will undoubtedly sell this old classic, but will it hold its own against the new wave of shoot-'em-ups that we're told will take full advantage of the SNES's powers?

SUPER SOCCER

Super NES
Nintendo ● £40

Any preconceptions about *Super Soccer* go out the window when you realise that the programmers have not opted for a well-worn perspective. Both the *World Cup Italia '90* horizontal and the *Kick Off* overhead formats have been dropped in favour of 3-D. To make the most the SNES's rotation and sprite-scaling capabilities, the action is viewed from above and behind with the pitch scrolling back and forth as you run around it. The options are extremely comprehensive and graphically there is no comparison with other soccer sims. Fouls, free kicks, penalties and even a triumphant goal scoring dance are just a few of the features included. Leagues are very important (as Manchester United and Torquay found out) and *Super Soccer* has them all. Compete in international friendlies, World Cups and European playoffs to heighten the on-pitch atmosphere. From our first goes at, *Super Soccer* we can assure you that you have never played console soccer till you have experienced SNES *Super Soccer*. What are you waiting for? Get out there and score.

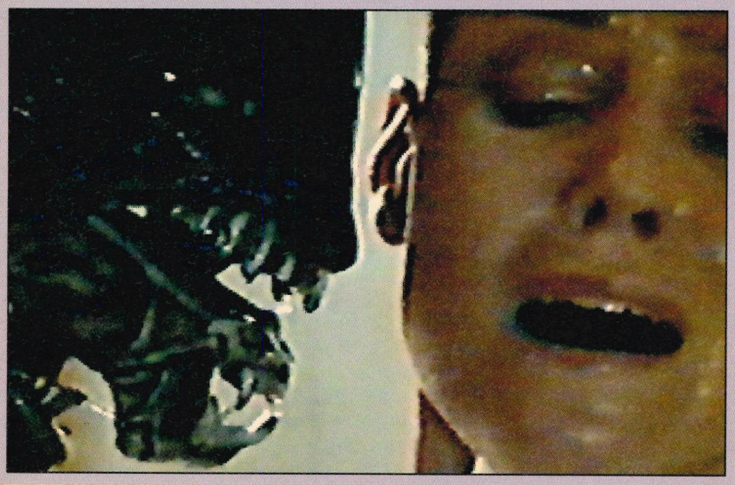
SEGA SUMMER

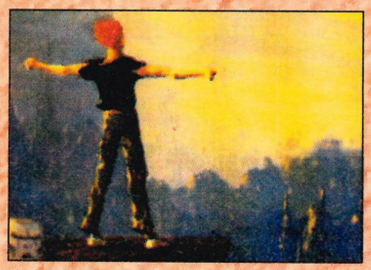
ALIEN 3

Mega Drive, Master System, Game Gear
Flying Edge ● £tba

Flying Edge's most ambitious and largest licence so far is *Alien 3* on all Sega formats. Set to be the biggest grossing film of the year, *Alien 3* will be the darkest game of the year. The graphics are on a par with *The Terminator* and share the same murky atmosphere, as well as incredible detail on the main character, Ripley. Our first few goes left us in no doubt that this is destined to be an all-time great. Some of the animation on the Aliens, and especially Ripley when she explores the air ducts, has broken new ground on the MD.

You control the warrant officer throughout the horrifying film tie-in, which takes place on an isolated monastery where the Aliens have taken over and cocooned most of the monks.There are many levels to the monastery, including the operations and medical facilities, and some large storage bays all interlinked by air ducts which make the perfect habitat for the Aliens. You can choose from using a very satisfying assault rifle that jolts the arm when fired continually, the obligatory flame-thrower and even a rocket launcher, which is very useful for clearing tunnels of any surprises. From our sneak preview, we can assure any MD owners that *Alien 3* will be something very special and we look forward to a complete solution on all formats later this year. *Alien 3* on the MD will be salivating in November, MS is pencilled for October and GG aliens will get the chance for a blood-fest at Christmas. How festive.





ANOTHER WORLD

Mega Drive
Virgin ● £tba

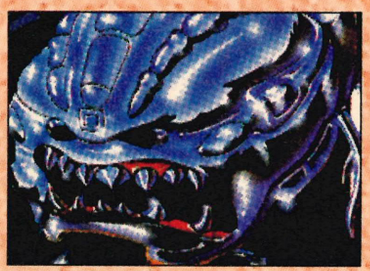
Amiga owners may well already know all about this little gem of a game. You play a scientist whose experiments with tachyon particles led him to be disintegrated and reformed in an alternate world. The game is a horizontal flip screener with puzzles to be solved in many of the locations. The game may have you taking specific objects to rooms or people or performing missions for the inhabitants of the world. It is doubtful that the MD will have anything like the amazing intro sequence seen on the Amiga but early shots of the graphics reveal that the general standard of the sprites is very high. We hope to give you the exclusive solution as soon as it comes out.

AQUABATICS

Mega Drive
Electronic Arts ● £tba

There is also news that EA's most popular hero James Pond will be making two come-backs this year. Our flippered philanthropist will be training hard for the offishal Aquabatic Games this Autumn in *James Pond III: Aquabatics*.

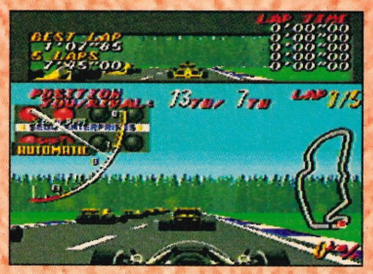
The game revolves around many different sporting events such as 100M dash across a water-borne obstacle course, and the highly addictive trampoline event with is similar in style to *California Games*'s footbagging. After an intense training session at the FI5H Squidlympics, James will be fighting evil polluters as *Splash Gordon* for Christmas in a game that promises to be even bigger than *RoboCod*.



ARCADE SMASH HITS

Master System
Virgin ● £tba

Arcade Smash Hits consists of three games, *Centipede, Break-Out* and *Missile Command,* and although the games may be a bit long in the tooth, three games on one cart is good value. *Centipede* is the classic shoot-the-segment game with various bits of foliage dotted all over the screen to confuse and deflect your lasers. You also get spiders for special bonuses and, of course, with all the early coin-ops, what it lacks in graphics it more than makes up for in speed and gameplay. *Break-Out* is the original bat 'n" ball game that spawned one of the all-time greats, *Arkanoid* and *Revenge of Doh*. Who can forget *Missile Command*? The object is to destroy missiles raining down on your five cities with controlled explosions from your three laser posts. Space invaders and jet planes add to the mayhem and it all becomes a mass of lines and colourful explosions. The original had a trackball to control the sights, but MS owners will have to make do with the joypad – never mind. *Smash Hits* should be with you within the next few months, but if you cannot wait that long, then look to the competition page for a chance to win the original *Golden Axe* coin-op.



AYRTON SENNA'S SUPER MONACO GP

Game Gear, Mega Drive
Sega ● £tba

Ayrton Senna's Super Monaco GP II will be wrenching into second gear, pulling out and screeching past into the charts in June. There are more options, better graphics and some truly tortuous tracks to test even the most adrenalin pumped F-1 driver. The basic improvements are obvious; a more detailed cockpit provides you with all the essential race info and the new pits section, extra tracks and even more challenging opponents make this a sequel that will definitely beat the original hands down. But then, that's not hard, is it?



GODS

Mega Drive
Virgin ● £tba

Another classic Amiga game is being converted to the Mega Drive, this time Virgin have gone for the very popular God simulators and are doing a conversion of *Mega lo Mania*. The game carries on with the

GA RELEASES

Populous style of game without being a clone, and with *Powermonger* from EA, it looks like the competition in this genre is hotting up.



POWERMONGER

Mega Drive
Electronic Arts ● £39.99

Powermonger from EA resembles *Populous* in many ways, but there are far more options and things to do that just play god. The object is to conquer as many worlds as possible by taking over the inhabitants of the land and converting them to your way of thinking. Strategy is paramount and it is important to keep your armies well fed and provided for. It is no good marching ten thousand men into heavy snow on a campaign and then discovering that they have no food – that is unless you are Genghis Khan. *Powermonger* includes changing seasons that affect the flora and fauna, and food needs to be planted and grown throughout the year. Your men can advance in intellect and invent things such as better weapons. Evolution is very much the sub plot of the game but in the end, it is aggression that wins the war. Powermongers can look forward to a good day's pillaging this August.



SMASH TV

Mega Drive, Game Gear
Flying Edge ● £tba

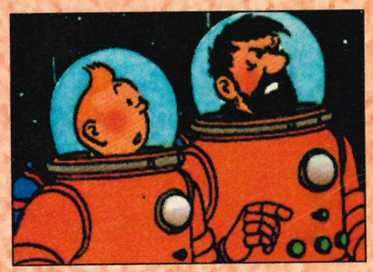
For even more violent and mindless tastes, Flying Edge have just the thing. *Smash TV* is a conversion of the coin-op smash sensation in which you are a contestant in the most deadly gameshow on Earth. Prizes such as the ultra useful toaster and other kitchen applicancies can be won by literally staying alive against countless odds. On later levels, the action intensifies with combat droids and spinning instruments of death to increase the mortality rate. All the time you are watched and jeered by the hostile crowd and the over-zealous presenter. In the arcades, the machine was revolutionary because it had one stick to control the movement and a separate one for your gun.



THUNDER FORCE IV

Mega Drive
Technosoft ● £tba

The sequel to the smash hit shoot-'em-up *Thunder Force III*, imaginatively titled *Thunder Force IV*, will soon be hitting the importers. The game is very similar in style to its predecessor, with super-fast horizontally scrolling levels, but it will be interesting to see if the speed and challenge can be improved upon. The graphics look extremely impressive and hopes are high. *Thunder Force IV* will be available from your trusted importer in July.



TIN TIN ON THE MOON

Mega Drive, Master System
Virgin ● £tba

Another long-awaited console release is the Master System version of the classic Belgian cartoon character Tin Tin in *Tin Tin on the Moon*.

All the info we have at present is that all the regular characters will be involved, including the Thompson Twins, and our favourite Captain Haddock. The teen detective must perform many improbable tasks, such as rescuing Snowy and avoiding Moon creatures? We've been told to expect a release very soon. So as soon as we know, you'll know.

TWISTED FLIPPER

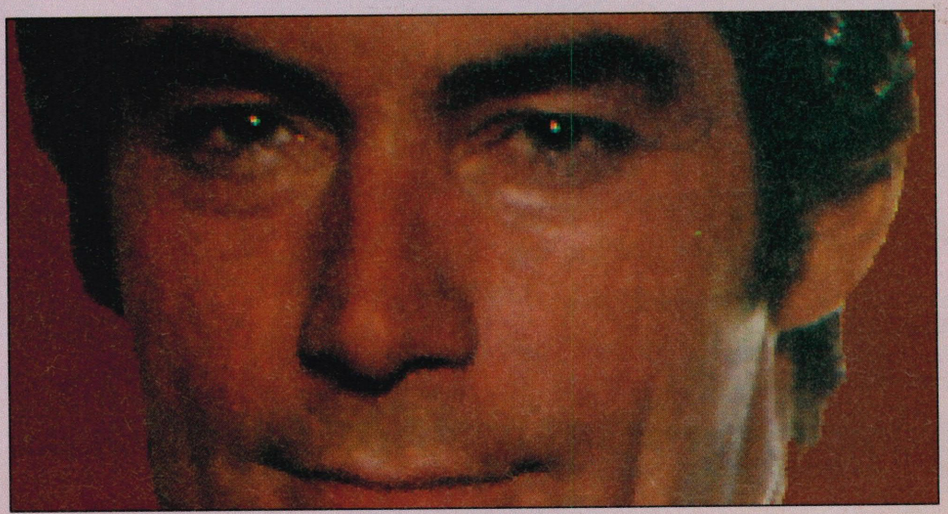
Mega Drive
Electronic Arts ● £tba

Not content with resting on their laurels after *Desert Strike*, EA are putting the finishing touches to *Twisted Flipper* which is a rock 'n' roll pinball game with some incredible effects and bio mechanical graphics available in September. The word is that Rob Hubbard, musical genius, has spent months composing hundreds of tunes and anthems for this one game alone. There will be hundreds of special and secret bonuses and more chances to drop your balls than ever before.

JAMES BOND

Mega Drive, Master System, Game Gear
Domark ● £tba

Ian Flemming fanatics get ready, Domark are producing what they hope will be the definitive James Bond game. This time the evil genius is Enrst Blofeldt who has kidnapped professor Michael Jones and his daughter Susan to produce for him a cloning machine to bring back all of Bond's old friends, such as the Voodoo Doctor, Odd Job and, of course, Jaws. A small island in the Caribbean is the location for this orgy of violence consisting of four levels, a tanker, a jungle, volcanic caverns and a space shuttle. To aid Bond in his epic quest, Q has managed to leave a number of briefcases around full of secret weapons. We have not seen any graphics as yet, but you can be sure that there will be loads of beautiful and semi-naked women draped all over Bond. The MD and MS version will be arriving in October, and GG Bonds will be available in December.



WIN EVERY OFFICIAL SUPER NES GAME RELEASED OVER THE NEXT SIX MONTHS!



Unbelievable, but true! You could walk away with six months worth of Super NES software by entering the simple competition below. It's not just any old games up for grabs, but the very latest official UK releases. In a typical month you can expect three or four new games, so in six months you could have a whopping collection of over 20 carts! At around £40 a cart, that's a total of £800 of software you could win. Now that can't be bad!

COMPETITION ENTRY FORM

My answers to the SNES Software Stash competition are as follows:

Question 1

A ☐
B ☐
C ☐

Question 2

A ☐
B ☐
C ☐

Question 3

A ☐
B ☐
C ☐

Name .....
Address .....
.....
Phone number .....

Tick the appropriate boxes on this coupon and send it (or a photocopy) to SNES Software Stash, Console XS, 7a Wicker Hill, Trowbridge, Wiltshire BA14 8JS. All entries must be in by June 30th.

Calls cost 36p a minute cheap rate and 48p a minute at all other times. Please get permission from the person who pays the phone bill before calling.

To stand any chance of winning this superb software stash, dial 0891 662563 and listen to three easy multiple choice questions on the recorded message. Fill in the coupon to the left (or use a photocopy if you don't wish to cut up Console XS) with what you think are the correct answers. Alternatively, submit your answers on a postcard or the back of a stuck-down envelope. Send your entry to the address provided in the coupon. The first correct entry pulled out of the box at the end of June wins the lot! Good luck!

CONSOLE CONNECTIONS

21 Reens Crescent, Heamoor, Penzance, Cornwall, TR18 3HW
TEL/FAX
0736 50130

INCORPORATING THE MEGADRIVE OWNERS CLUB

WE STOCK: MEGA DRIVE SUPER FAMICOM PC Engine NEO•GEO

HARDWARE/SOFTWARE NEW & USED

PLEASE RING FOR A FULL LIST OF PRODUCTS & SERVICES

GAME EXCHANGE

TURN YOUR OLD GAMES INTO CASH BY EXCHANGING THEM WITH US. VERY REASONABLE RATES & SAME DAY DESPATCH.

HARDWARE EXCHANGE

SWOP YOUR USED MACHINE & SOFTWARE FOR A DIFFERENT MACHINE OR CASH. RING OR SEND A LIST FOR A FREE QUOTE

USED GAMES FOR SALE

HUNDREDS OF USED GAMES AVAILABLE FOR MEGADRIVE, S FAMICOM, PC ENGINE, NEO GEO, PROBABLY THE LARGEST SELECTION AROUND.

NEO•GEO

Last Resort £129.95
Mutation Nation £109.95
Fatal Fury £114.95
Soccer Brawl £114.95
Alpha Mission 2 .....£89.95
2020 Baseball £89.95
Baseball Stars £89.95

NEO•GEO UK
PAL/SCART
JOYSTICK, PSU + ALL LEADS
£259.95
1 YEAR UK GUARANTEE
PART EXCHANGE
★ WELCOME ★

King of the Monsters..£89.95
Burning Fight £89.95
Cyber Lip £69.95
Top Player Golf £69.95
League Bowling.....£69.95
Memory Cards.....£19.95
– Full Price Lists Available –

★ *JOIN OUR NEO•GEO USERS CLUB* ★

DELIVERY
SOFTWARE £1 (NEO•GEO £2.50) HARDWARE £10 (24 HOUR)

TRADE ENQUIRIES WELCOME

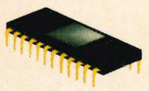
WE'LL FIX IT!

TEL: 081-668 6312 **FAX: 081-763 0252**

REPAIRS	FROM	CONVERSIONS TO: PAL 1	SCART	REPAIRS	FROM	CONVERSIONS TO: PAL 1	SCART
Master System	£10.00	£20.00	£15.00	PC Engine	£15.00	£35.00	£20.00
Mega Drive	£15.00	£20.00	£15.00	PC Super Grafix/Duo	£20.00	£35.00	£25.00
Mega CD-Rom	£25.00	N/A	N/A	PC CD-Rom MK1 & 2	£25.00	N/A	N/A
Game Gear	£10.00	N/A	N/A	PC GT	£25.00	N/A	N/A
NES & Copies	£10.00	£30.00	N/A	Neo-Geo	£20.00	£20.00	£15.00
Super Famicom/NES	£15.00	£35.00	£20.00	Atari 2600/7800	£10.00	£20.00	N/A
Gameboy	£10.00	N/A	N/A	Atari Lynx I/II	£15.00	N/A	N/A

For repairs on other consoles or computers please telephone for free quote.
All accessories repaired, joysticks, controllers etc.

NOW AVAILABLE FOR THE SUPER FAMICOM/SUPER NINTENDO
The T.D.S. Games Convertor, Now only £8.95 inc P&P



Please note: The prices

ALL SCART LEADS FOR THE FOLLOWING MACHINES NOW ONLY £6.95
Master System, Megadrive, Neo Geo & NES

Please make all cheques and PO's payable to: T.D.S. Trading

126a Brighton Road, Coulsdon, Surrey CR5 2ND

DON'T RUN THE RISK OF MISSING AN ISSUE OF CONSOLE XS

By handing this coupon to your local newsagent, you can reserve your copy of Console XS each month, before stocks run out.

DEAR NEWSAGENT!

Please reserve me a copy of Console XS each month.

Name .....

Address.....

.....

Post Code.....Telephone .....

Note to newsagents. Console XS is distributed by Seymour International Press Distributors (Tel: 081 679 1899). It is published the fourth Thursday of the month prior to cover date, priced £2.95.

KINGBIT GAMES

EDINBURGH'S NUMBER ONE CONSOLE SPECIALIST

THE JAMES THIN BUILDING, 57 GEORGE STREET, EDINBURGH

Access VISA

TEL: 031 225 7682
FAX: 031 225 7682

OPEN: MON-SAT 10am - 5pm

FAMICOM

SUPER NES (US).....£195
PITFIGHTER (US).....£44
LEMMINGS (US).....£45
CONTRA.....£47
F1 EXHAUST HEAT.....£47
ROCKETEER.....£44
RAIDEN TRAD.....£35
SUPER TENNIS.....£41
F-ZERO.....£39
THUNDERSPIRITS.....£38
SUPER OFF ROAD (US).....£45
WWF (US).....£47
SMASH TV (US).....£46
ADDAMS FAMILY (US).....£44
GHOULS N GHOSTS.....£44
CASTLEVANIA IV (US).....£43
US/JAP/UK ADAPTOR.....£19

MORE GAMES IN STOCK – CALL FOR PRICES

GAME GEAR

GAMEGEAR INC GAME.....£105.00
GAMEGEAR INC COLUMNS.....£99.00
MASTER GEAR.....£23.00
TV TUNER.....£70.00
MAGNIFIER.....£15.00
SONIC (JAP).....£24.00
SKWEEK.....£23.00
NINJA GAIDEN.....£25.00
GALAGA 91.....£23.00
FANTASY ZONE.....£22.50
G-LOC.....£23.00
OUTRUN.....£22.00

MORE GAMES IN STOCK – CALL FOR PRICES

★ MEGA DRIVE ★ MEGA DRIVE ★ MEGA DRIVE ★

MEGA DRIVE INC GAME.....£130
MEGA DRIVE INC THREE GAMES.....£185
(ANY GAME UP TO THE VALUE OF .....£32)

MEGA DRIVE GAMES

	JAP	UK
ALIEN STORM	£25	£32
BARE KNUCKLE	£33	£34
BONANZA BROS	£22	£31
BURNING FORCE	£20	–
CALIFORNIA GAMES	–	£35
CRACKDOWN	£18	£30
DEVIL CRASH	£35	–
DOUBLE DRAGON II	£23	–
DESERT STRIKE	–	£40
EA HOCKEY	–	£35
F22 INTERCEPTOR	–	£36
GOLDEN AXE	£28	£33
GOLDEN AXE II	£31	£33
GYNOUG	£28	–
HELLFIRE	£24	–
JOHN MADDEN 92	–	£35
MERCS	£27	£31
MAGICAL HAT	£21	–
MICKEY MOUSE	£28	£33
OUTRUN	£30	–
PITFIGHTER	–	£38
PGA GOLF	–	£36
QUACKSHOT	£29	£36
ROAD RASH	–	£35
ROBOCOD	–	£35
PAPERBOY	–	£34
STRIDER	£28	£33
SONIC HEDGEHOG	£28	£32
TWO CRUDE DUDES	–	£38
TECMO WORLD CUP	£31	–
TOKI	£28	–
TOE JAM & EARL	–	£35
SUPER OFF ROAD	–	£30
ROADBLASTERS	–	£36
GRANADA X	£19	–
MARVEL LAND	£28	–
SUPER AIRWOLF	£20	–
THE IMMORTAL	–	£36
UNDEADLINE	£33	–
ZERO WING	£32	–

ATARI LYNX

LYNX II.....£80
LYNX II + GAME.....£105
BILL & TEDS.....£27
A.P.B.....£27
NINJA GAIDEN.....£27
SCRAPYARD DOG.....£27
ROADBLASTERS.....£27

MORE GAMES IN STOCK – CALL FOR PRICES

GAME BOY

GAMEBOY (UK) INC TETRIS.....£67.00
BLADES OF STEEL.....£22.00
BEETLEJUICE.....£23.00
CHOPLIFTER II.....£22.50
SUPER KICK OFF.....£23.00
WWF.....£23.00
TINY TOON.....£23.00
SIMPSONS.....£23.00
FIGHTING SIMULATOR.....£33.00
STAR TREK.....£22.50
MEGA MAN 2.....£23.00
DOUBLE DRAGON II.....£22.00
JORDAN VS BIRD.....£23.00

MORE GAMES IN STOCK – PLEASE CALL FOR PRICES

NEW – SPECIAL BONUS SCHEME FOR REGULAR CUSTOMERS. FREE MEMBERSHIP TO THE KINGBIT CONSOLE CLUB.
THE ONE FOR REAL GAMES PLAYERS

WE OFFER A MAIL ORDER SERVICE
P&P GAMES £1.
CONSOLES £10 (NEXT DAY COURIER)
ALL CONSOLES HAVE A ONE YEAR GUARANTEE.
WE ALSO SELL 2ND HAND GAMES
PLEASE STATE IF YOU WISH UK OR JAPANESE GAMES WHEN ORDERING.

BECOME A

Console XS is Britain's only monthly magazine dedicated to showing you the techniques and tactics necessary to win at all the top games. It's an unmissable information-filled read featuring complete solutions, hints and tips, and game-busting ploys for the Mega Drive, Master System, Game Gear, Super NES, NES and Game Boy. Furthermore, it's 100% colour, contains over 150 power-packed pages and regularly contains over 250 games busted and beaten. There's nothing like it... and nothing comes close.



SUBSCRI

A WINNER

Get the only playing guide you will ever need delivered direct to your door every month. Save time, save trouble – subscribe today to Console XS and receive 12 issues plus a fabulous extra large Console XS T-shirt for the special one-off price of just £24.95. Console XS – the complete playing guide for Sega and Nintendo players.

CONSOLE XS

ORDER FORM

Console XS Subscription

Yes, yes, yes! I want to be a winner... that's why I'm taking out a 12 month subscription to Console XS for the special price of just £24.95 and getting a Console XS T-shirt into the bargain.

Subscription required *please indicate your choice*

☐ **UK £24.95** ☐ **Europe £34.95** ☐ **World £44.95**

I would like the subscription to start from issue number.....

Name .....

Address.....

.....

Postcode ..... Phone number .....

Method of payment *please indicate your choice*

☐ **CHEQUE / POSTAL ORDER**
Please make payable to Paragon Publishing Ltd

☐ **CREDIT CARD** **Expiry date___/___/___**

Card number _____/_____/_____/_____

Signature.....

Please return this coupon (together with your cheque / PO if applicable made payable to Paragon Publishing Ltd) in an envelope to the following address: Console XS Subs, Paragon Publishing Ltd, FREEPOST (SN 1543), Trowbridge, Wiltshire BA14 8YA. It won't cost you a penny in stamps if posted in the UK. Alternatively call our credit card hotline on 0225 765086 now.

BE NOW

DON'T ACCEPT PALE IMITATIONS...

Britain's biggest, brightest and best-selling magazine 100% dedicated to Sega Master System, Mega Drive and Game Gear coverage is out now at all good newsagents. Bundled with the latest fact-packed issue is a giant Matt Groening poster featuring previously unreleased Simpsons artwork and a fabulous 80-plus page book with every Sega game reviewed and rated inside. You simply can't afford to miss this issue!



DEMAND THE BEST!

CONSOLE XS

SOLUTION INDEX

Buck Rogers
Mega Drive 18

Castlevania IV
Super NES 38

Desert Strike
Mega Drive 50

Earnest Evans
Mega-CD 64

Flintstones
Master System 88

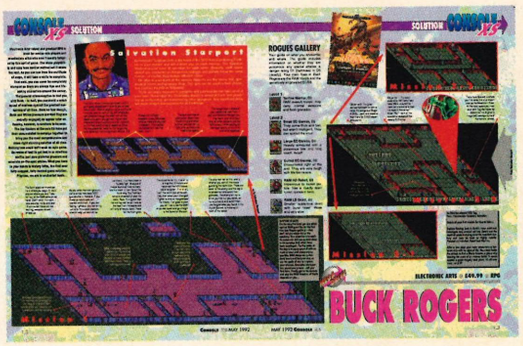
Shadow of the Beast
Master System 80

Super Mario Bros 3
NES 70

Super Mario Land
Game Boy 54

Super Mario World
Super NES 28

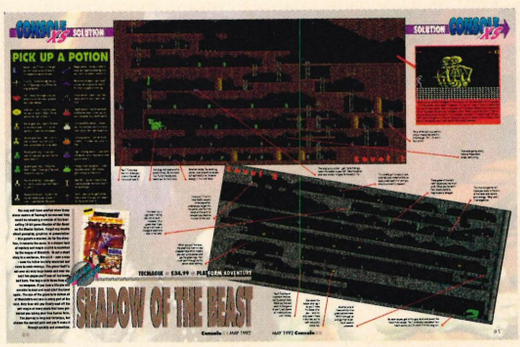
Turtles II
NES 58



Massive ten-page solution to Electronic Arts' monster roleplaying adventure. All the maps, all the strategies, all the information you'll need to complete this extravaganza.



An incredible 11 power packed pages showing you the techniques and tactics necessary to finish Konami's huge platform adventure. As well as the solution you'll find all the level codes.

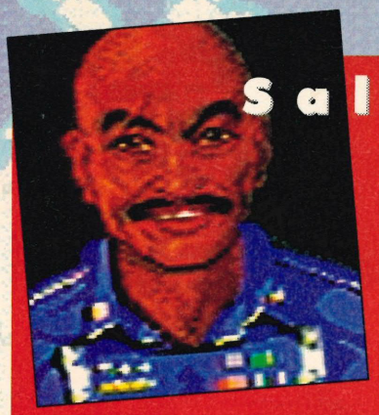


The best ever version of this visual treat gets the full treatment from the Console XS pros. All six stages mapped and explained in depth. Never put another foot wrong.



The first part to this enormous two-part solution to Nintendo's biggest Mario game yet. Discover all the secret rooms and levels, and the methods for gaining huge amounts of lives and power-ups.

Electronic Arts' latest and greatest RPG is ideal for novice role players and arcadesters alike who aren't usually tempted by this sort of game. The sheer playability and easy icon control method set it above the rest. As you can see from the multitude of maps, it will take a while to complete. That said, you can never be completely stumped as there are always tips and life-saving characters around the corner. The general misconception is that you play Buck – in fact, you command a crack squad of marines against the greatest conspiracy of all time. Have no fear though, Buck and Wilma (rumours are that they are secretly engaged) do appear later on. Tweeky, however, is nowhere to be seen. The top tipsters at Console XS have put their accumulated knowledge together to bring you the most comprehensive and down right stunning solution of all time. Nothing less could befit such an epic game. No reams of text to get lost in or mindless waffle; just pure pictorial pleasure and accurate on-the-spot advice. What you have in your hands is history folks, the first ever fully-mapped, fully-hacked game solution. Pilgrims, we are in uncharted lands...



Salvation Starport

Commander Turabian (left) is the head of the NEO forces protecting Earth. He is your mentor and will instruct you on each mission. The Salvation Starport is your base of operation for each sortie. Basically, each space station you encounter on the various outposts and planets follow the same format. Naturally, they contain different rooms.

On offer to your team at the various starports are the library, bar, gym, medical centre and weapons shop. The gym can be used to train characters (just like the HQ on Salvation).

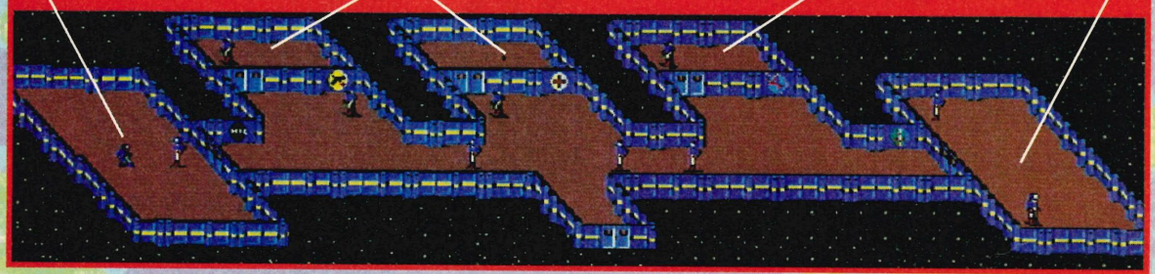
There are many missions to complete and submissions can take up all of your time. Remember, the Doomsday Device is aimed at Earth and powering up so try not to get distracted by other goings-on. Any significant delay will mean instant disintegration for all Earthlings.

The HQ is where Turabian (pictured in all his grim glory above) awaits to brief you on your next mission. After a lengthy mission outline he turns you over to the training staff where you can advance through the levels with all the experience points you gained. Higher level characters have more stamina and improved skill in their specific field of expertise. Once you are prepared, head for the hanger bay and rocket out into the big black. Mission 2-2 next.

Always visit different weapons shops (left) to see whether there are any exotic weapons. The medical lab (below) will heal the team. Use it!

The bars are hives of information. Apart from the drinking and entertainment you can start a fight, pick up titbits and meet other agents.

The hanger bay is where all your adventures stem from. If you're at Salvation Starport you may rearm and refuel your ship. At other starports, use the NEO account when paying for damage repairs, ammunition and other expenses.



The Earth base command centre is where you begin (it could also be where you end if you fall foul of the RAM ambush set here). Don't revisit this room; take one step inside and over 10 armoured troops will be waiting, weapons drawn, shields up.

As you enter the main gate you come across two dead NEO guards shot in the back. If you move up two snipers will appear and shoot. If you are feeling righteous, you can bring justice to these back stabbers, alternatively just walk on by.

Last stand, must have been a hulleva fight. A squad of troops found out how vulnerable this room is from the air the hard way. You find their remains smeared all over the walls. Yeuk! It's a good idea not to stray too far out here as the heat from the explosions will only drive you back. Head for the main gate.

The objective for this mission is to stop the infiltrators and reconnect the NEO base's defence system. First of all, 'rush' the technician at the controls, then select your strongest fighter to dive on the grenade he throws. If all goes to plan you will live to see the RAM ships destroyed and go straight to the Salvation Starport.

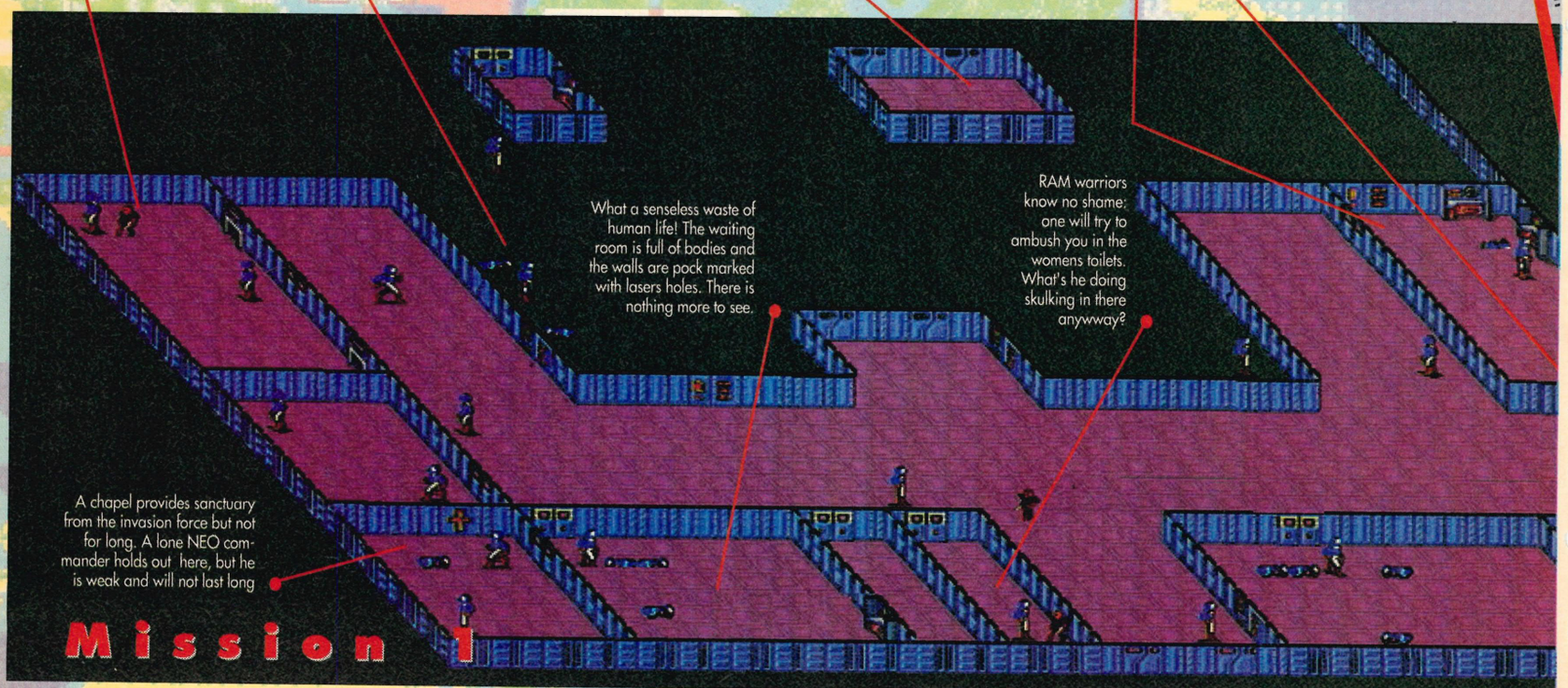
The only real test on this level is whether you can kill the troops guarding the technician. There are seven of the enemy and the key is to spread out and avoid their grenades. The enemy will try to blind you then cut you down, so try to surround and outwit them. Use the grenades you found in the church (below) to make quick work of the leader.

<< To Salvation Starport

What a senseless waste of human life! The waiting room is full of bodies and the walls are pock marked with lasers holes. There is nothing more to see.

RAM warriors know no shame: one will try to ambush you in the womens toilets. What's he doing skulking in there anywway?

A chapel provides sanctuary from the invasion force but not for long. A lone NEO commander holds out here, but he is weak and will not last long



Mission 1

BUCK ROGERS

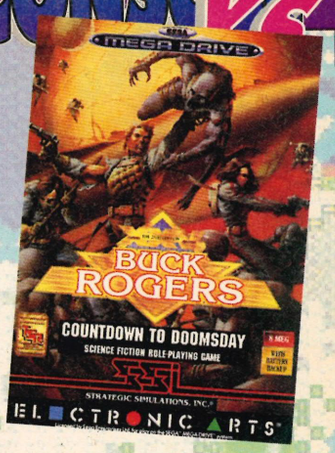
ELECTRONIC ARTS ● £49.99 ● RPG

To: Marines aboard NEO Tug.
From: Commander Turabian, Salvation.

Details of your first mission for Neo to follow.

Explore floating junk in Earth's inner orbit and investigate any unusual activity. Debris are the result of space dumping since the twentieth century and may be toxic or highly volatile. Proceed with caution. Good luck Marines.

After a few days your team encounters a battered ship with no signs of life. You creep inside the airlock to find a Marie Celeste, a ghost ship bearing the scars of an intense battle. It would appear a great tragedy took place. It's all over now... or is it?



ROGUES GALLERY

Your guide on what you encounter and where. The guide includes information on whether they are poisonous, any special attacks, a danger rating D1 (harmless) to D5 (deadly). Your main foes in *Buck Rogers* are the RAM troops and the genetically engineered ECGs.

Level 1



Terrine Warrior, D2
RAM assault troops; they carry normal weapons and flash grenades.

Level 2



Small EC Gennie, D2
They come thick and fast, but aren't intelligent. They can spread the virus.



Large EC Gennie, D4
Heavily armoured with a poisonous bite and long reach. Avoid!



Suited EC Gennie, D5
Encountered right at the end. They are very tough with Martian lasers.



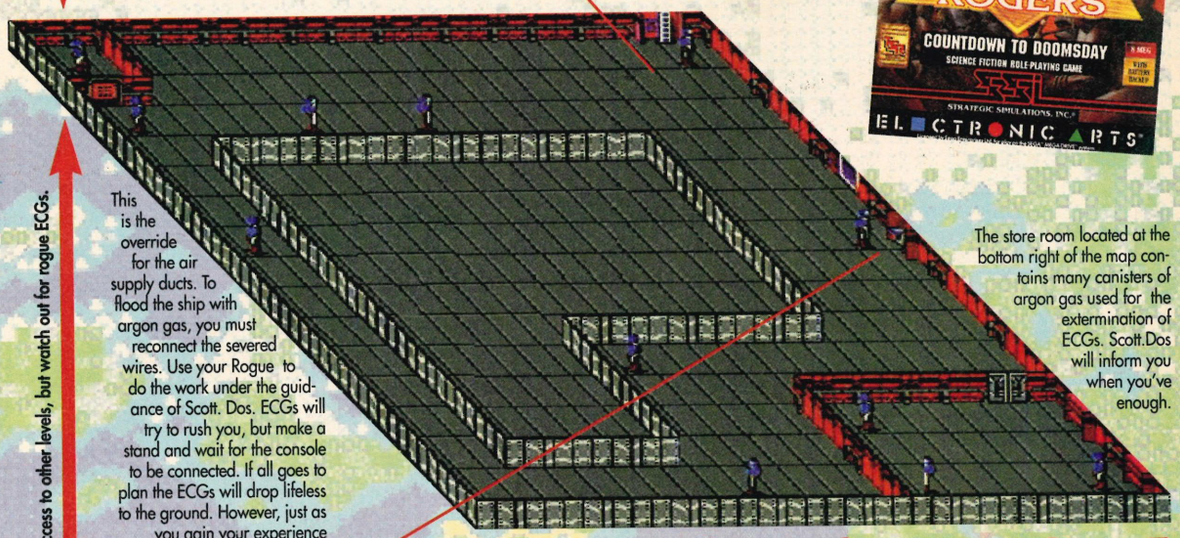
RAM HD Robot, D3
Impervious to rocket pistols. Has a deadly laser turret; comes in twos.



RAM LD Droid, D2
Smaller quarantine droid with burst laser. Weak and very slow.

Use the air ducts for easy access to other levels, but watch out for rogue ECGs.

The ladders are the safest way to travel through the decks of the ship. In instances such as the self-destruct, you must be able to climb quickly to reach a certain deck in time. You will only be able to travel to certain decks if you have completed objectives elsewhere.



This is the override for the air supply ducts. To flood the ship with argon gas, you must reconnect the severed wires. Use your Rogue to do the work under the guidance of Scott. Dos. ECGs will try to rush you, but make a stand and wait for the console to be connected. If all goes to plan the ECGs will drop lifeless to the ground. However, just as you gain your experience points, the self-destruct is primed; get to the bridge ASAP.

The store room located at the bottom right of the map contains many canisters of argon gas used for the extermination of ECGs. Scott.Dos will inform you when you've enough.

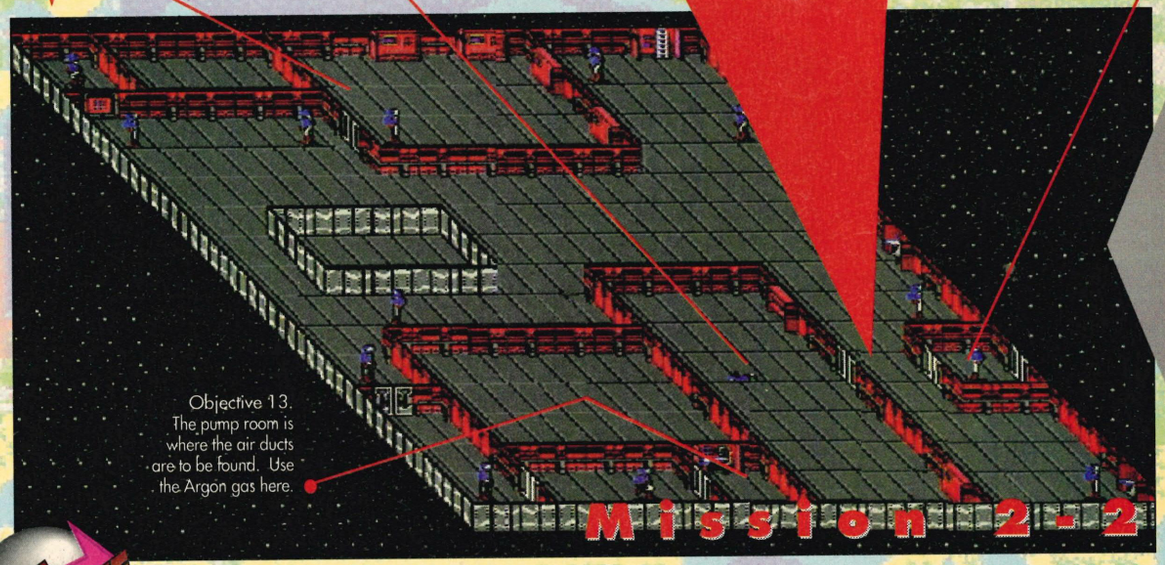
Mission 2-1

Objective 2. The glass domed hydroponics centre holds the dangerous Stage 4 ECGs. Learn and observe them here for 2,500 experience points.

Objective 1. The dead body of Dr Williams floats here. Walk around the room anticlockwise to hear the tape in the correct order. You'll learn of the accidental escape of the deadly ECG virus.



The airlock (below) is where you first enter the ship known later as the Maelstrom Rider. As the door opens you hear your own Tug destroyed by defensive fire. A ghostly image (left) conveys some of the horrors ahead.

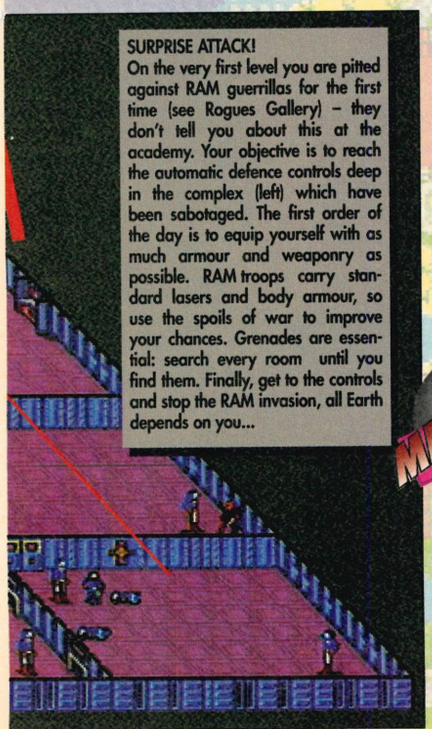


Objective 13. The pump room is where the air ducts are to be found. Use the Argon gas here.

Mission 2-2

From Salvation Starport

SURPRISE ATTACK!
On the very first level you are pitted against RAM guerrillas for the first time (see Rogues Gallery) – they don't tell you about this at the academy. Your objective is to reach the automatic defence controls deep in the complex (left) which have been sabotaged. The first order of the day is to equip yourself with as much armour and weaponry as possible. RAM troops carry standard lasers and body armour, so use the spoils of war to improve your chances. Grenades are essential: search every room until you find them. Finally, get to the controls and stop the RAM invasion, all Earth depends on you...





Two suited up ECGs emerge from the airlock. They are very tough hombres so surround them and take them out. Make sure your team is strong.

Get to this console to stop the self-destruct sequence.

Quickly shoot this ECG who tries to set a demo charge to destroy the ship; he will explode and the mission will be over.

Mission 2-6

Objective 10. It is essential that you link up with Scott.Dos, the digital personality. He will help you throughout this mission and all the rest. Simply connect the fused consoles. Go immediately to Med lab for the plan.

Don't bother trying to de-activate the security robots, you will only invite trouble.

Mission 2-5

Objective 8. There are some useful pieces of information on both sides of this room.

Objective 7. Get to the Med Lab ASAP to heal any infected team members. Syptoms are headaches, rashes and itches. Use the name found in objectives 1 and 5 for a successful operation – it is usually 'Williams'.



Objective 11. This computer provides Scott.Dos with the plan to exterminate the ECGs using the harmless Argon gas.

Objective 9. The console indicates a large concentration of ECGs on level 6 – don't go there. Fight the large ECG that appears (above).

Mission 2-4

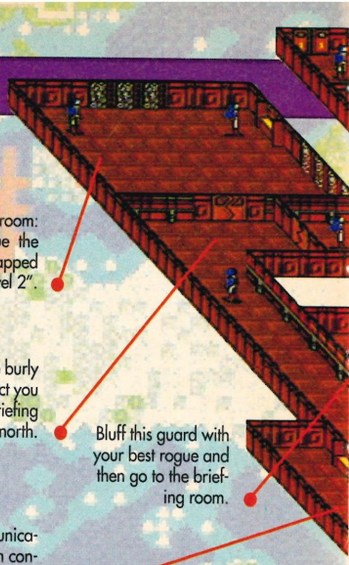
Objective 6. The last stand of the crew; blood globules float all around.

Objective 3. Here is a diary with more information, which may be of use.

Objective 5. The dead adorn this room. One dead human clutches the ship's log with a name and the basis of a plan to destroy the ECGs.

You discover a folder that helps to explain some of the horrors that went on here.

Mission 2-3



Briefing room: "Please rescue the children trapped on level 2".

Some burly guards direct you to the briefing room to the north.

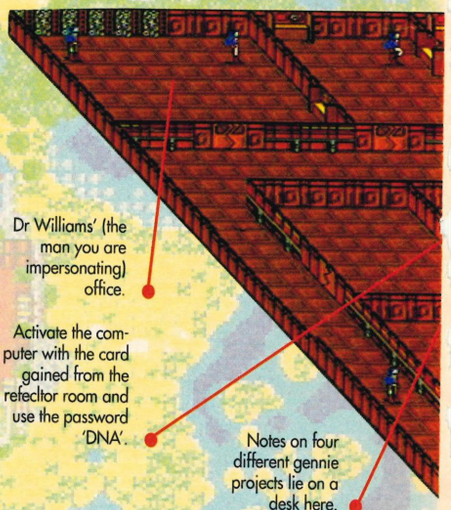
Bluff this guard with your best rogue and then go to the briefing room.

The communication room constantly emits an SOS.

To: Marines aboard Maelstrom Rider.
From: Commander Turabian, Salvation.

Congratulations on your mission with the ECG threat. The ship you captured was bound for an asteroid base on Ceres. Investigate this base with regard to the Gennies and RAM Doomsday Device. Exercise extreme caution. Good luck marines.

As you climb into the hollowed-out asteroid you realise that a mass evacuation is in progress. Children are trapped on the lower levels. With dread you realise that a new strain of ECG has been developed and accidentally released. Hyper gennies! Rescue the children and plunder the computers for new leads. Remember, those alien things are out there in their hundreds. Find a security card and gain access to the network then return to Salvation for an assessment. Go now, before it's too late.



Dr Williams' (the man you are impersonating) office.

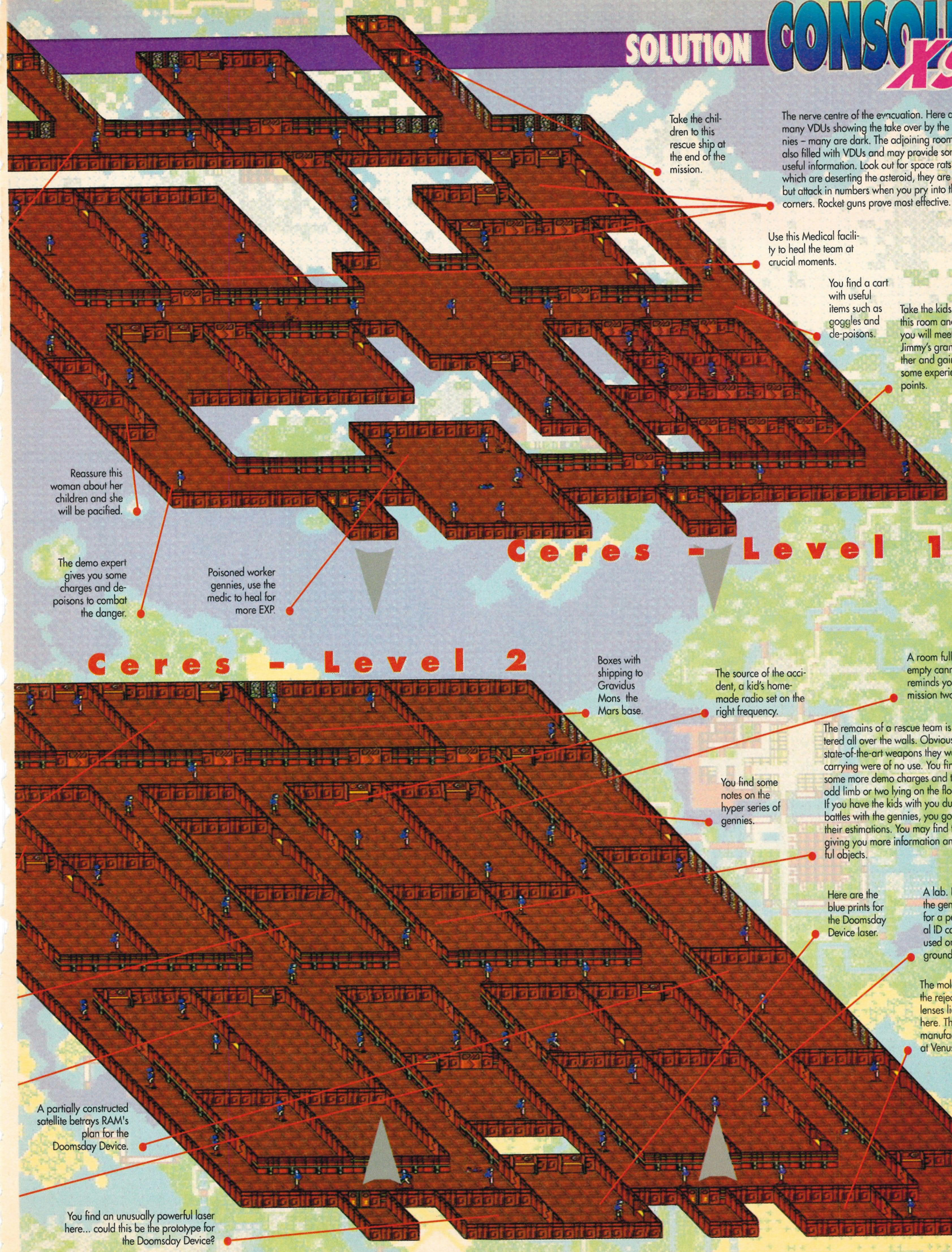
Activate the computer with the card gained from the refector room and use the password 'DNA'.

Notes on four different gennie projects lie on a desk here.

The reflector room. In it you'll find a computer card.

Notebook with the code 'DNA'.

The children are barricaded here, so visit this room first of all. Use a demo charge to free them and then head for the east elevator to make your escape.


Take the children to this rescue ship at the end of the mission.
The nerve centre of the evacuation. Here are many VDUs showing the take over by the gennies – many are dark. The adjoining rooms are also filled with VDUs and may provide some useful information. Look out for space rats which are deserting the asteroid, they are weak but attack in numbers when you pry into the corners. Rocket guns prove most effective.
Use this Medical facility to heal the team at crucial moments.
You find a cart with useful items such as goggles and de-poisons.
Take the kids to this room and you will meet Jimmy's grandfather and gain some experience points.
Reassure this woman about her children and she will be pacified.
The demo expert gives you some charges and de-poisons to combat the danger.
Poisoned worker gennies, use the medic to heal for more EXP.
Ceres - Level 1
Ceres - Level 2
Boxes with shipping to Gravidus Mons the Mars base.
The source of the accident, a kid's home-made radio set on the right frequency.
A room full of empty cannisters reminds you of mission two.
The remains of a rescue team is splattered all over the walls. Obviously the state-of-the-art weapons they were carrying were of no use. You find some more demo charges and the odd limb or two lying on the floor. If you have the kids with you during battles with the gennies, you go up in their estimations. You may find them giving you more information and useful objects.
You find some notes on the hyper series of gennies.
Here are the blue prints for the Doomsday Device laser.
A lab. Kill the gennies for a personal ID card used on the ground level.
The molds for the rejected lenses lie here. They are manufactured at Venus.
A partially constructed satellite betrays RAM's plan for the Doomsday Device.
You find an unusually powerful laser here... could this be the prototype for the Doomsday Device?



Mission 4-1

Fight the evil pirate Talon here if you dare. His Freddie claws will slice and dice you.

Use a rogue to unlock Talon's door. If you let Buck do it you lose the experience points.

To be excepted by the tribe, Atha makes you fight an old combat droid.

Tuskon gathers the tribe. Here you must fight the troops with their help.





Mission 4-2

The armoury; you face many troops but find a rocket launcher and many usual items.

This is the boarding tube to Buck's ship, exit here when Buck gives the all clear.

The galley. Plant the explosives here to leave the ship defenceless.

Many pirates wait here – you will need the rocket launcher to survive.

Mission 4-3

Reprogram this medical computer; it can only be used once.



The medical supply centre holds some de-poisons.

Use this low gravity shaft to visit the other levels.

Buck has hidden some of your equipment here.

Mission 4-4

This is the cell from which Buck rescues you. Don't bother trying to escape.

Smash all these consoles to render the pirate ship powerless. Then go to the bridge.

Fight these guards after blowing up the galley, they are weak and disorganised.

PIRATE AMBUSH

As you return from Ceres having unsuccessfully facilitated the evacuation and plundered the memory banks, a huge pirate cruiser attacks and orders you to "Surrender or die". A full scale space battle in your ship's condition would be fatal, and even attacking the boarding party would be a fruitless exercise. Grudgingly, you surrender. Talon, the pirate commander, is a huge razor-wielding maniac. It is pointless fighting him, so you resign yourself to some hard time when suddenly Buck (the main man) Rogers comes to your rescue. It doesn't take a genius to realise that the ship must be crippled for you to escape. The plan is crazy – nay, ludicrous – but it might just work.

THE RED PLANET

Mars is your destination for mission five and the forbidding Gravidus Mons Base is the target. Before long you realise that the scorched surface of Mars has been the testing ground for an incredible new laser. Burnt villages are all around; one still holds out against the invaders, sheltered from the laser by the mountains. RAM troops are pouring into the area to sterilise the last of the unique Mars species, the Desert Runner. To defeat the hordes will take the co-operation of the tribe, but you must gain their trust.

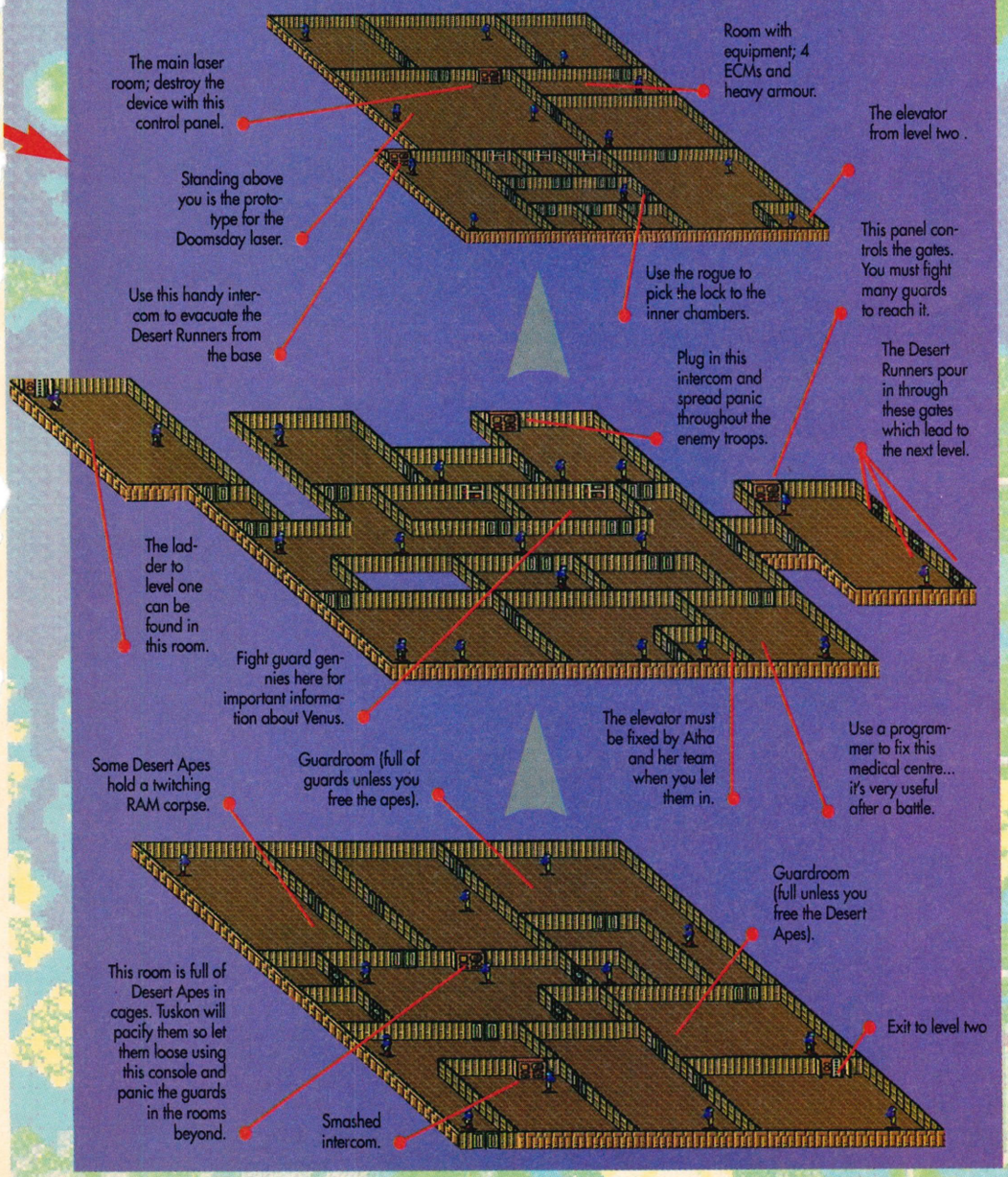
GRAVIDUS MONS

With the battle for the village won, the base from which the laser came must be destroyed. Your bravery during the battle convinces the Desert Runners to help you, so you meet at the blue rock and decide to lead a covert infiltration party in through the sewers to open the main gates. With the defenses down, the whole Desert Runner army can completely wreck the base and you can deal with the Doomsday prototype. No problem.



Mars Village

Gravidus Mons Base





ROGUES GALLERY

Your guide on what you encounter and where. The guide includes information on whether the characters you meet are poisonous, whether they have any special attacks, and a danger rating from D1 (harmless) to D5 (deadly). Your main foes in *Buck Rogers* are the RAM troops and the genetically engineered ECGs – most other things are cosmetic.

Level 3



Hyper Crab, D3
Heavily armoured advanced combat gennie spawned as an experiment on Ceres. Not lean, but very mean.



Hyper Scorp, D4
Fast and equipped with a deadly poison these genetic scorpions are very dangerous in large numbers.



Hyper Snake, D2
Weak but extremely fast. They have no special attacks, but can be dangerous when with other gennies.



RAM Technician, D2
Found all over the top of the base (usually the main guard unit). They carry grenades and ordinary lasers.



Space Rat, D1
Found on the top level of the Ceres base. They attack in numbers, but have hardly any strength. Immune to rocket pistols.

Level 4



P Combat Droid, D5
Not very mobile, but heavily armoured and partial to lobbing endless grenades. Ensure you get rid of these droids first in combat.



Pirate Leader, D4
Tough mothers with powerful lasers and an uncanny eye for accuracy. They use grenades for finishing off their prey.



Pirate Warrior, D2
Not even remotely tough; they are easily dealt with – particularly when a grenade is thrown in their direction.

Level 5



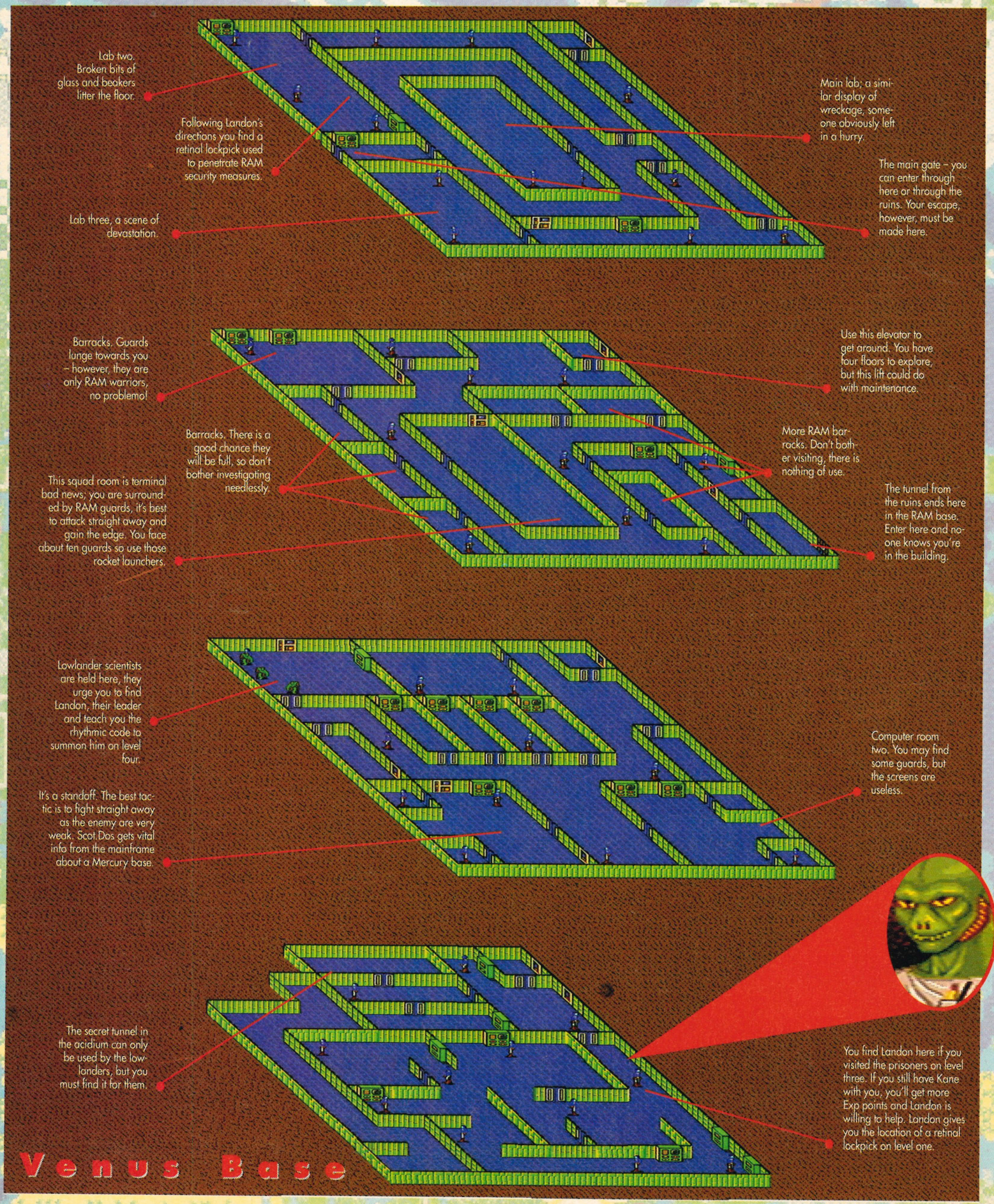
Desert Ape, D3
Desert Apes have large tusks to gorge their prey and are a formidable size, but not very dangerous.They can move great distances.



Hexadillo, D3
No special attacks, but an almost impregnable hide and bone shield make them difficult to kill. Your best bet is rocket pistols.



Sand Squid, D4
Poisonous sand squirmer with a strong bite. You only encounter these creatures when you hit the wilderness, so don't wander.


Lab two. Broken bits of glass and beakers litter the floor.
Following Landon's directions you find a retinal lockpick used to penetrate RAM security measures.
Lab three, a scene of devastation.
Main lab; a similar display of wreckage, someone obviously left in a hurry.
The main gate – you can enter through here or through the ruins. Your escape, however, must be made here.
Barracks. Guards lunge towards you – however, they are only RAM warriors, no problemo!
Barracks. There is a good chance they will be full, so don't bother investigating needlessly.
This squad room is terminal bad news; you are surrounded by RAM guards, it's best to attack straight away and gain the edge. You face about ten guards so use those rocket launchers.
Use this elevator to get around. You have four floors to explore, but this lift could do with maintenance.
More RAM barracks. Don't bother visiting, there is nothing of use.
The tunnel from the ruins ends here in the RAM base. Enter here and no-one knows you're in the building.
Lowlander scientists are held here, they urge you to find Landon, their leader and teach you the rhythmic code to summon him on level four.
It's a standoff. The best tactic is to fight straight away as the enemy are very weak. Scot.Dos gets vital info from the mainframe about a Mercury base.
Computer room two. You may find some guards, but the screens are useless.
The secret tunnel in the acidium can only be used by the lowlanders, but you must find it for them.
You find Landon here if you visited the prisoners on level three. If you still have Kane with you, you'll get more Exp points and Landon is willing to help. Landon gives you the location of a retinal lockpick on level one.
Venus Base



Worked up into a frenzy, the Acid Frogs held here are ready to stampede. And if you release them, they do with disastrous consequences for the RAM assassins are lurking all over the village.

This area is swarming with hornets unless you release the Frogs. It also contains demo charges.

A Lowlander heroically guards his dying family – he gives you important info on the base.

Injured female. Bring medical supplies for a reward and some info on the mission.

Let the baby Kane join the party, he is weak but valuable later on.

Get the medical keys from the guard.

Here are the much needed medical supplies to help the wounded Lowlanders

This is the locked door to the medical centre; you need a key and the combination

Stashed here in a tatty bag is some food to keep the Frogs happy.



<< To Venus Base level 1

Venus Village

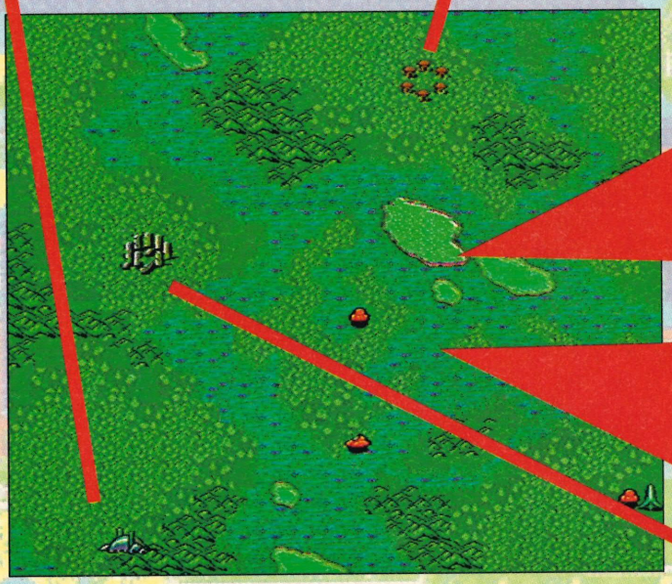
To: Marines on surface of Venus.
From: Commander Turbian, Salvation.

Congratulations, last missions was a total success, but your work will not be complete until the Doomsday Device is destroyed. Find out anything you can on Venus, we know the Lens' were manufactured there, and we desperately need the location of the Doomsday Base.

THE GREAT BETRAYAL
The first part of your mission is to negotiate the treacherous surface of Venus. Shortly after arriving, Lowlanders approach cautiously. You try to convince them that you fight for the same end, but RAM troops attack from nowhere and both races must fight side by side to win. Convinced of your loyalty, Leander; the chief, joins the party. Help any Lowlander survivors if possible; this may deplete your strength and you will surely need it for the desolated village.

LOWLANDER VILLAGE
The air stinks of betrayal, RAM has butchered the entire population after having constructed the lens for the Doomsday Device. You vow to help them by ridding Venus of RAM, but supplies must be ferried to the wounded and a secret way into the base must be found. A front assault on the main gate would be suicide. What you need is the help of the indigenous creatures known as Acid Frogs that inhabit the acids lakes of Venus. You can befriend the frogs, but they only respect strong leaders. Be careful of the burning acid though as hit points are precious in this mission.

RAM VENUS BASE
The base is practically deserted, only a skeleton crew remain to hamper your efforts. Droids are dangerous but uncommon. You mainly face RAM warriors with standard lasers. Discover anything about the Doomsday Device and rescue any Lowlanders... haven't they suffered enough? You sense that you are very close to the RAM threat and you task is almost over.







Venus Surface

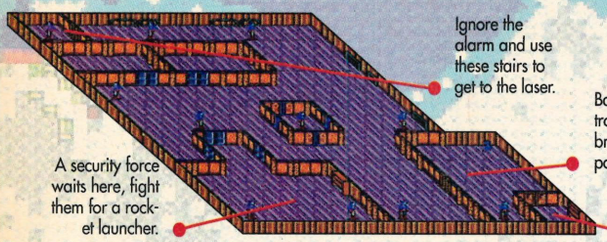
Even though RAM has already trashed the Lowlander village, the generals in their infinite wisdom have left isolated groups of highly trained and armoured assassins to finish you off wherever possible. They use Venusian lasers, heavy armour and chaff grenades extensively to thwart any party set on the idea of blowing them up with rockets. The only effective tactic is to surround them and use rocket pistols (preferably Mercurian).



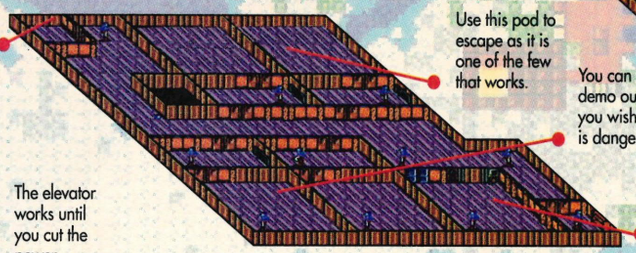
Ruins

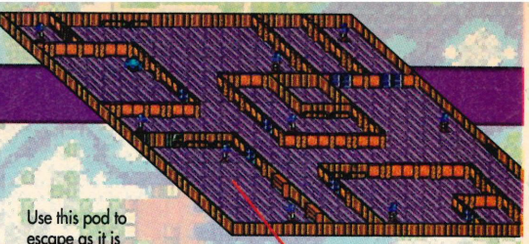
This is a den of Ursadders that attack when approached.

<< To Venus Base level 2

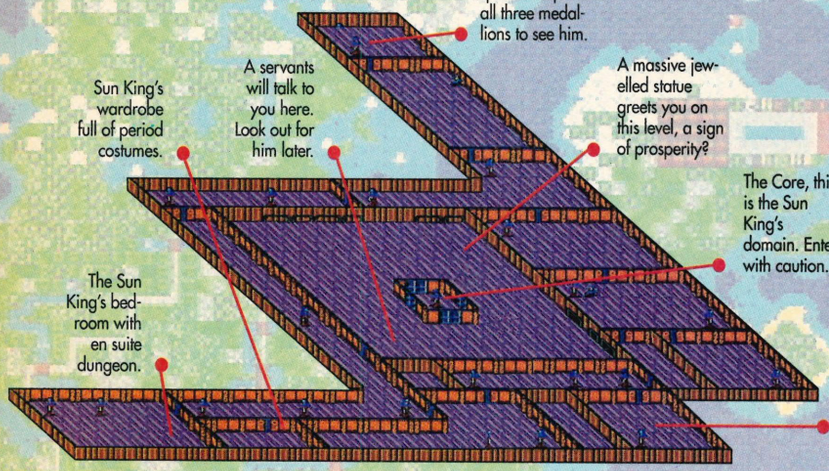


Mission 7-9





Mission 7-10



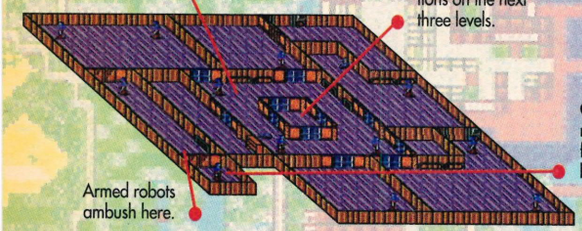
Mission 7-4

Well, marines, you've made it this far... now you have to destroy the Doomsday laser itself. A poisoned alliance with the Sun King will get you through the lasers in the tower, but you must deactivate the power and stop the countdown. Once the station is defenceless you must set the explosives and escape. From orbit you sit back and watch the Doomsday device explode forever. When you return to Salvation you receive a commendation, a kiss from Wilma and a hearty 'well done' from Buck himself.

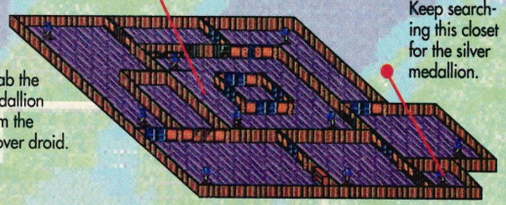




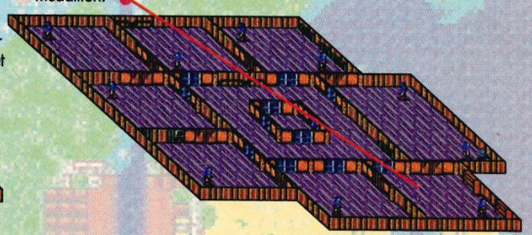
Missions 7-5 to 7-8



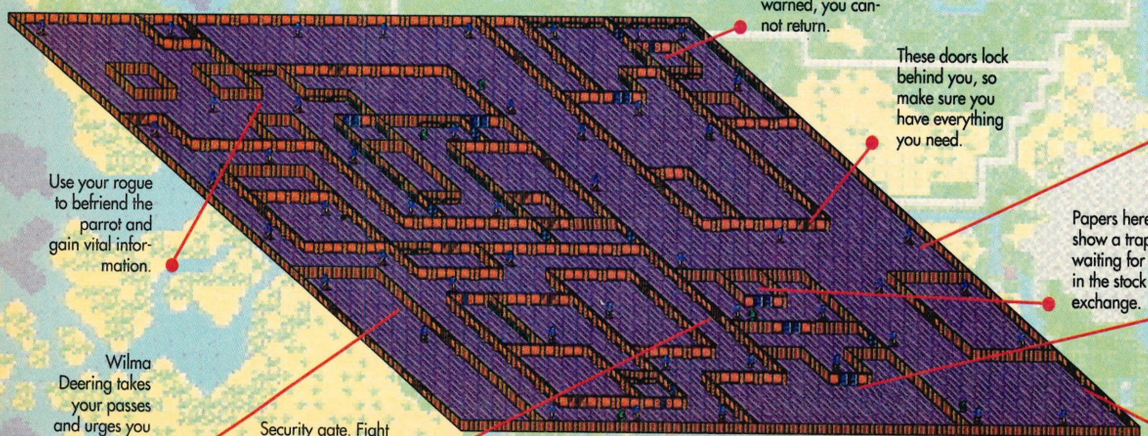
Mission 7-1



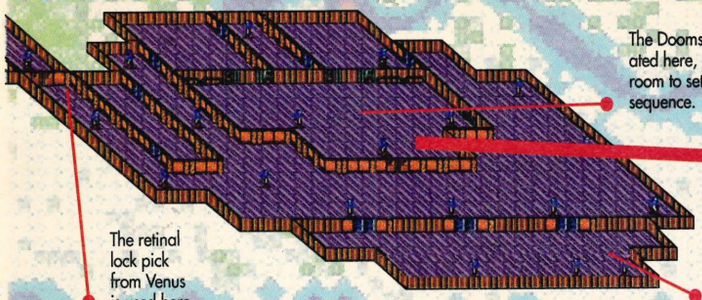
Mission 7-2



Mission 7-3

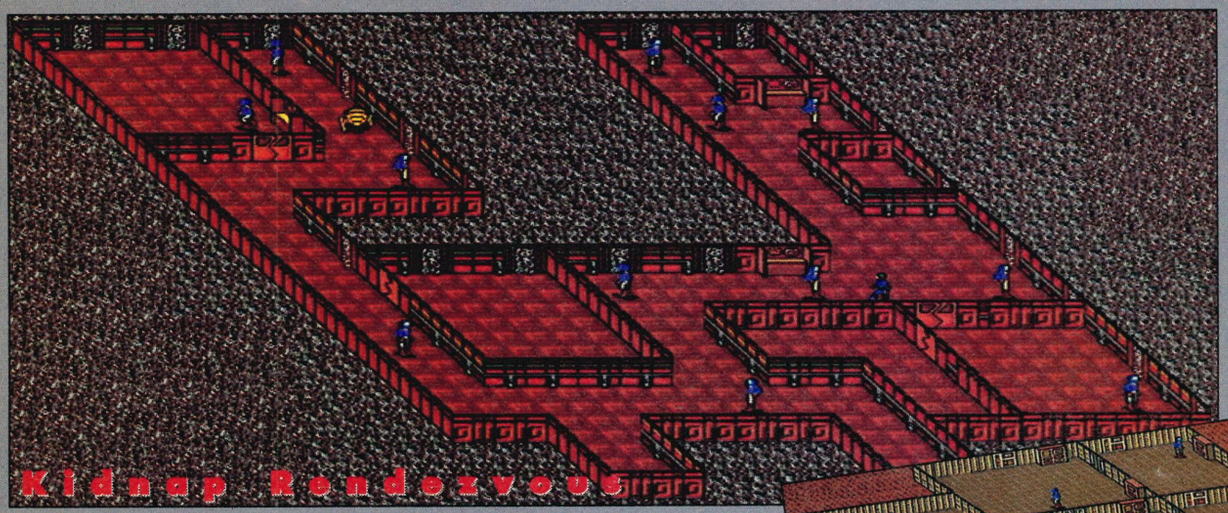


Mission 7-0





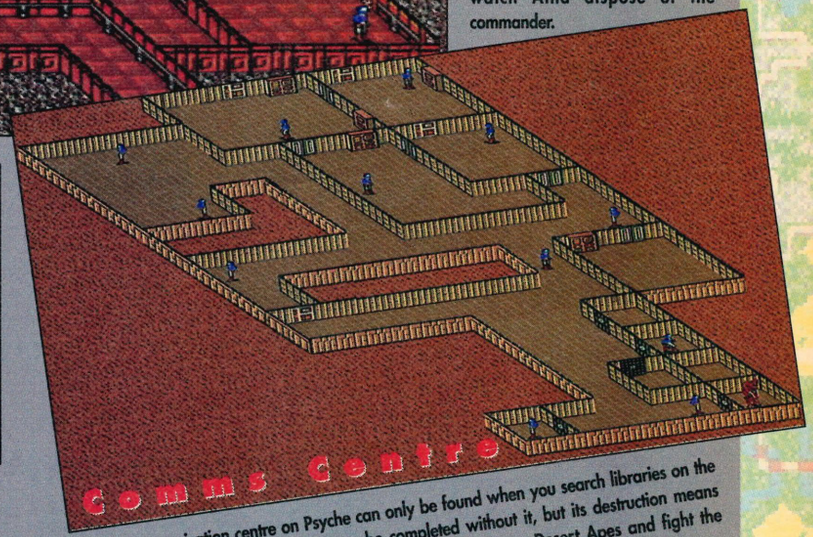
THE EXTRA MISSIONS THAT NEEDN'T BE DONE



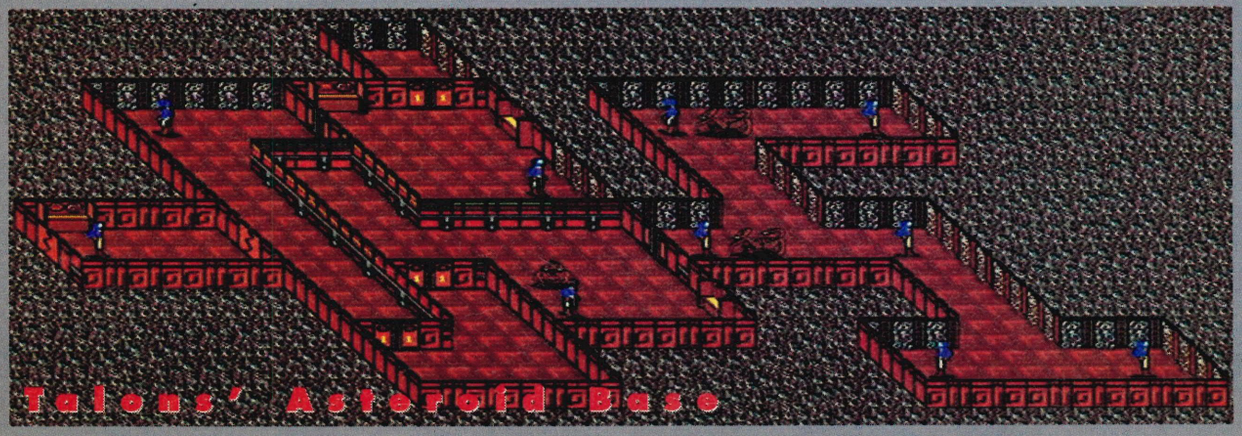
Just before embarking for Mariposa three, you receive a message that Atha, the Desert Runner you rescued on Mars, has been kidnapped by RAM and demand you to surrender yourselves to them on an asteroid. The rock is swarming with combat robots and troops, so only the toughest marines will survive. Make your way to the top left corner of the complex to find the Commander throwing Atha to a Desert Ape. Fight his droid and watch Atha dispose of the commander.



Before the Mars mission, Turbian will ask you to rescue top NEO spy Jason Dupare from a high security Radium mine prison on Thule. You can still complete the game without him, but his information is very useful. The mine has a high radiation count, so you must be quick. Jason is in the first cell to the right, but you must first deactivate the lasers via the console just before the cells. Be warned, the robots are very hostile.



The communication centre on Psyche can only be found when you search libraries on the space stations. Again, the game can be completed without it, but its destruction means less enemy forces on the planets. Kill any Desert Apes and fight the commander's troops until you reach him.



Once you've escaped from Talon's ship, you can visit his base and find the sordid remains of his double cross. Loyal servants have been infected with the ECG virus and the creatures are rife around the base. The far rooms (left) contain some new strains so kill them quickly. When you have all you need, set the explosives with a 20 second fuse.

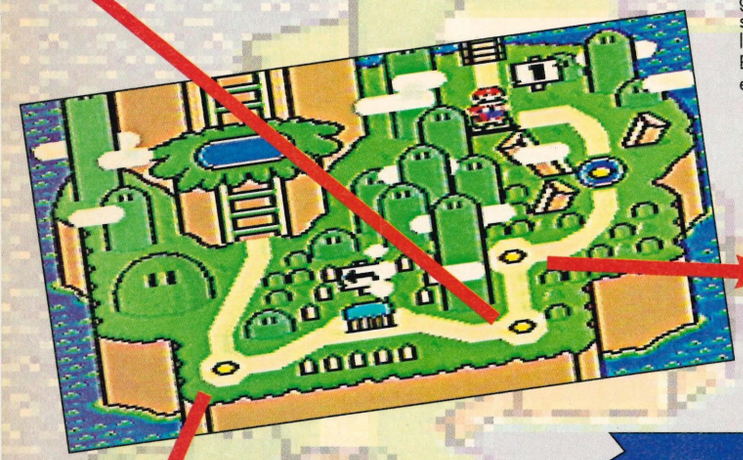
If you are a dab hand at holding and throwing the blue blocks then this secret level is no problem. The trick is to leap and throw the blocks at the bonuses above. There is only one extra life (third block).

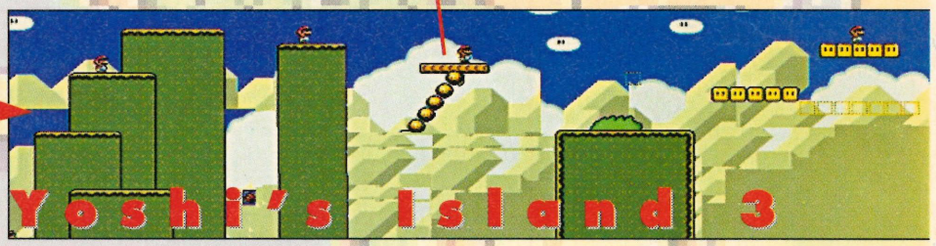


The most satisfying part of the game comes from grabbing a shell and flinging it at a long line of defenceless koopas. Bowl them all over for an extra life.

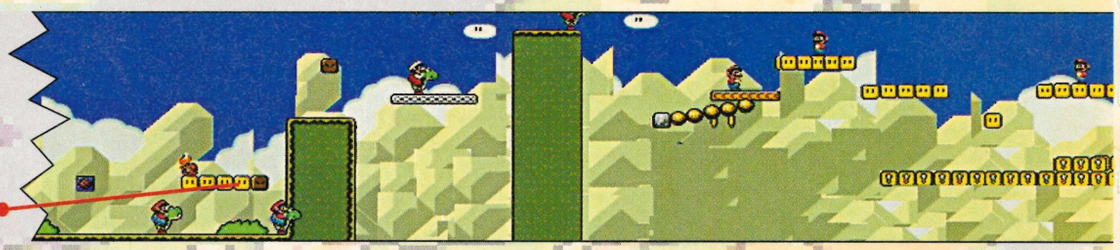
Jump on the platforms and they will spin on a central axis. You cannot be harmed unless you jump off. If you go to the relevant switch palaces, the blocks below will be filled.

Jump up to this block and a vine will climb up into the sky. Above are some coins. It is so ordinary that it's hardly worth going for.

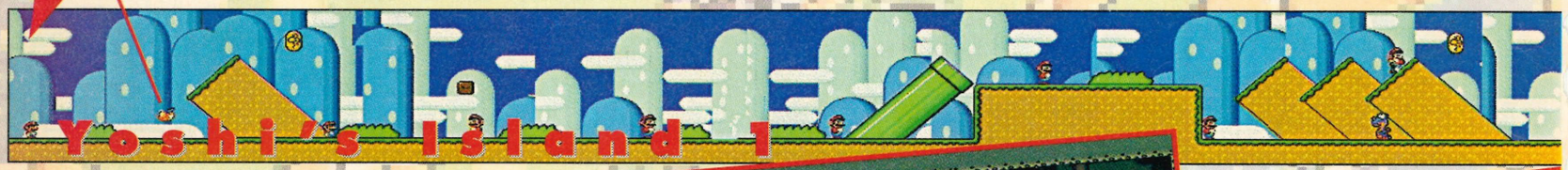




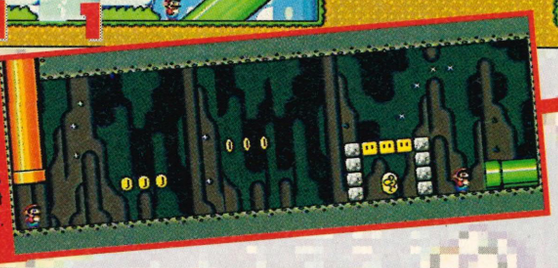
Jump underneath the blocks to dust this koopa. This technique is also effective against charging chucks and the sumo brothers. Remember to check all blocks for vines and bonuses.

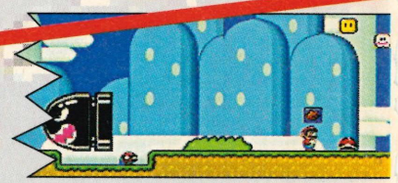


Speedy jumps are all that can save you from these mad shell-less koopas. If you see one with a flashing cape, jump on it for a feather.



If you are a larger Mario in this secret room, don't forget to break the yellow blocks and get the special coin. If you get five, it's an extra life. Otherwise, all that's here is some normal coins and a short cut to later in the level.





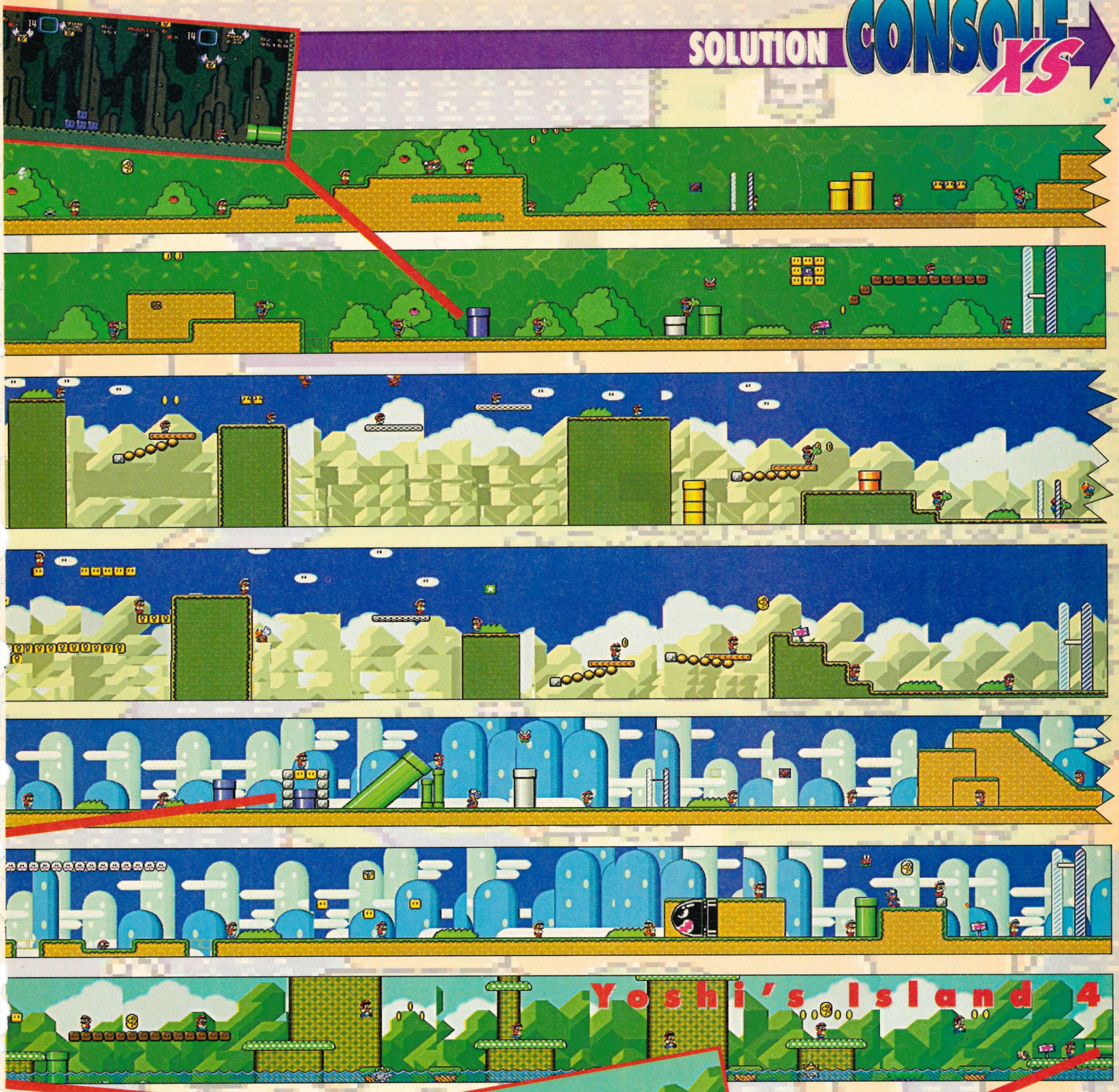


Without doubt the greatest ever platform game yet devised. *Super Mario World* is the only game worthy to accompany the new Super NES machine. 96 levels of Mario mayhem with more puzzles and secret rooms than was ever thought possible. Hordes of enemies from Koopas to Porcu Puffers and a fresh challenge in every land. *Mario World* really is the king of the genre. The size of the levels vary, but there is always a ghost house (crammed with illusions) and a castle at the end where you will have to defeat a member of the dastardly Koopa family. Starting with Iggy Koopa on Yoshi's island and completing the game by axing Bowser Koopa. As with all the Mario series, there are more secret rooms than obvious ones. In a massive two-part solution you will discover all the hidden rooms and levels and learn all the tricks and tactics necessary to get you from start to end of this phenomenal game. The action starts here and continues for ten pages.

SUPER NES

NINTENDO ● FREE WITH SUPER NES ● PLATFORM ADVENTURE

SUPER MARIO WORLD



Hmm, an interesting secret room; there's practically nothing in it apart from some curious yellow creatures which can be gobbled if you have Yoshi. Note, you must get Yoshi to gobble from the bottom of the yellow creatures and continue gobbling until there's nothing left. If Yoshi is missing then it is possible to jump the furry critters, but you must take a running jump. Incidentally, there is a bonus block if you are low on powers.





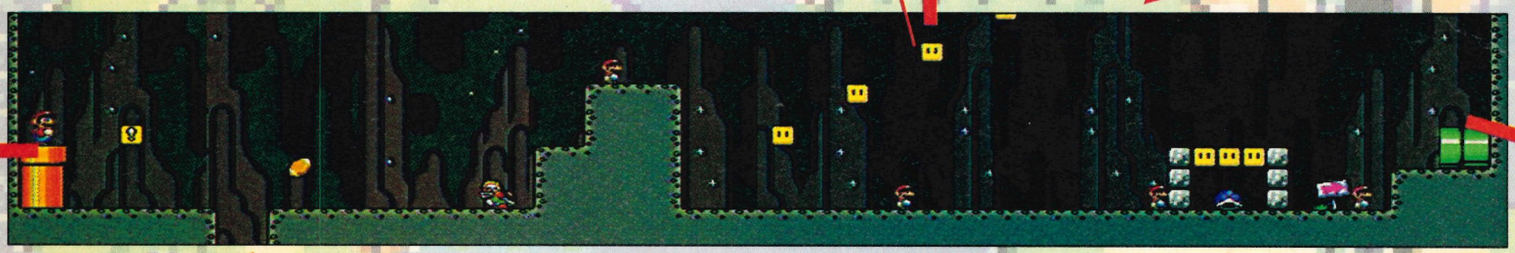
Climb up the mesh to get the various bonuses from this block if you're low on power-ups.

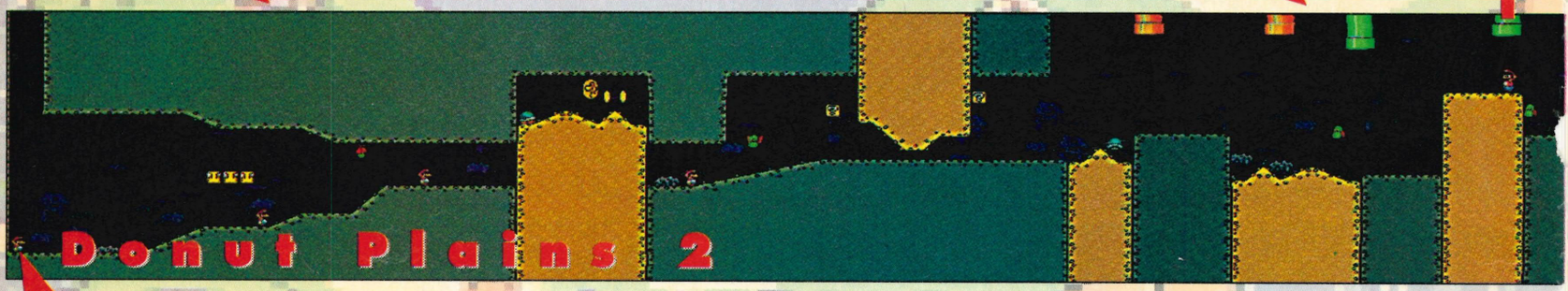
To access the Green Switch Palace, either use your cape to whirl the top block (below) or fling the shell at it and climb the vine that grows.

Pressing fire when on one of these panels will cause Mario to flip around to the other side of the mesh. Watch you don't go into a koopa though.

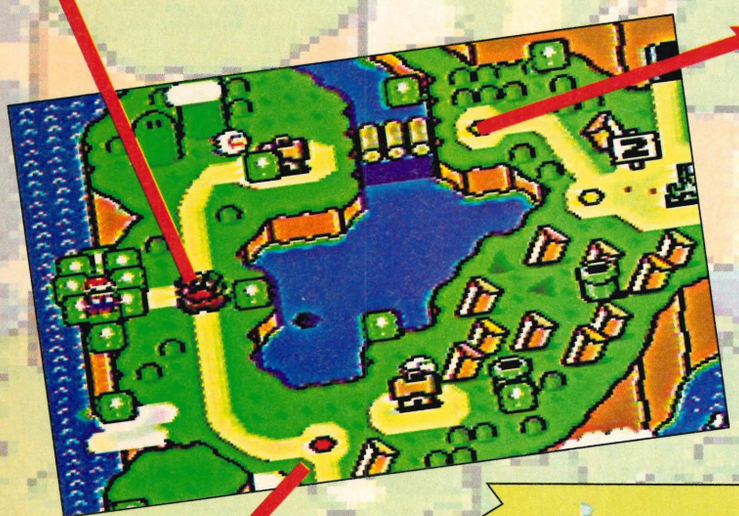
Iggy's Castle





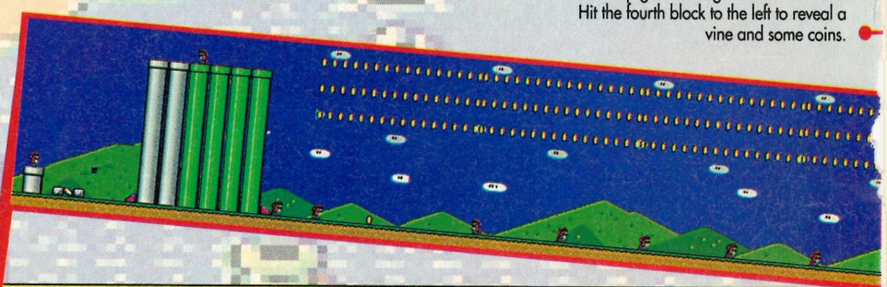


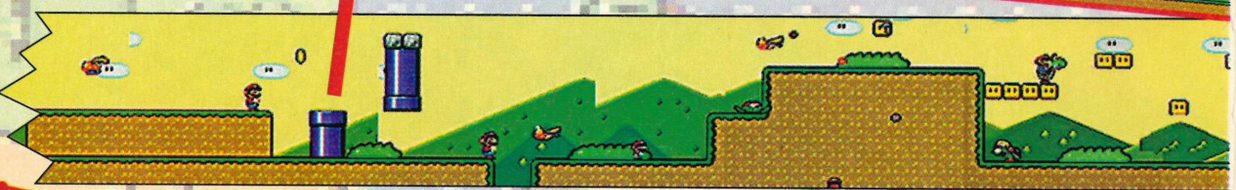
Donut Plains 2



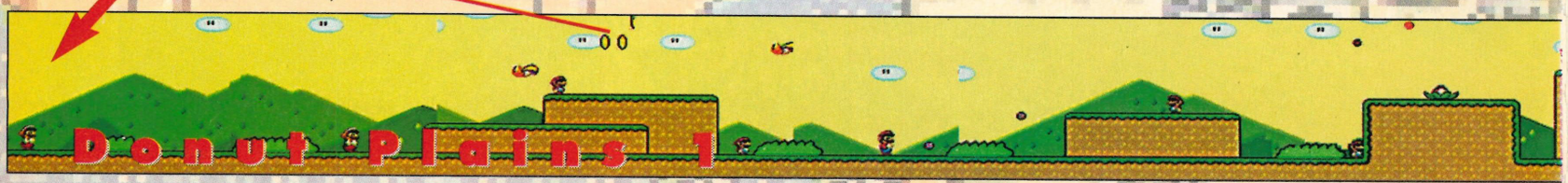


If you go through this pipe you will play the 1-up game to regain some lost lives. Hit the fourth block to the left to reveal a vine and some coins.

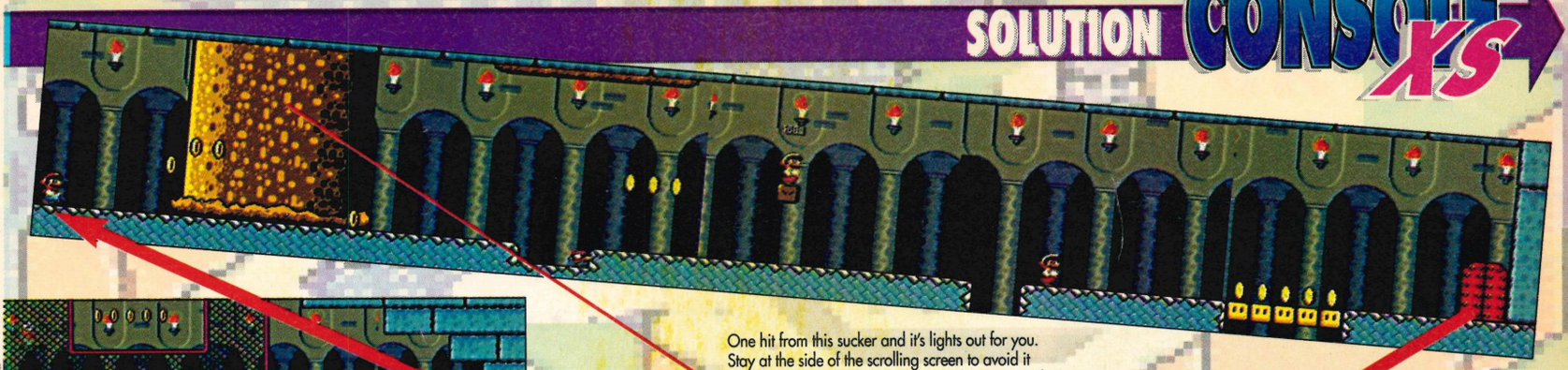




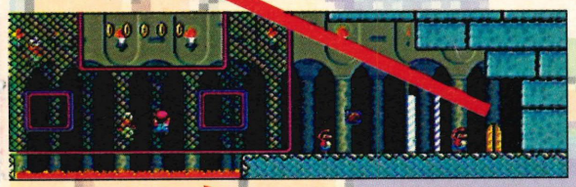
Get the feather from one of the koopas with a shimmering cape and you can jump into the sky where lots of hidden coins are located. This should maximise your score.



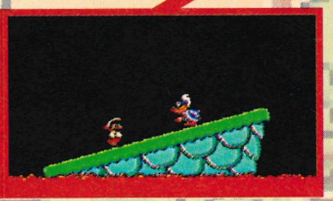
Donut Plains 1

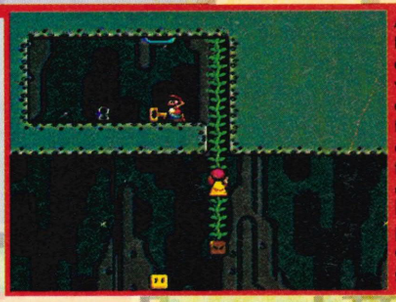


One hit from this sucker and it's lights out for you. Stay at the side of the scrolling screen to avoid it and then run past quickly. There are three to avoid.

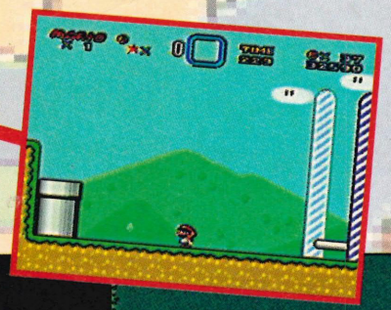


Iggy Koopa is a bit of a weed to be frank. Leap on top of him when the platform is titling and knock him into the lava.

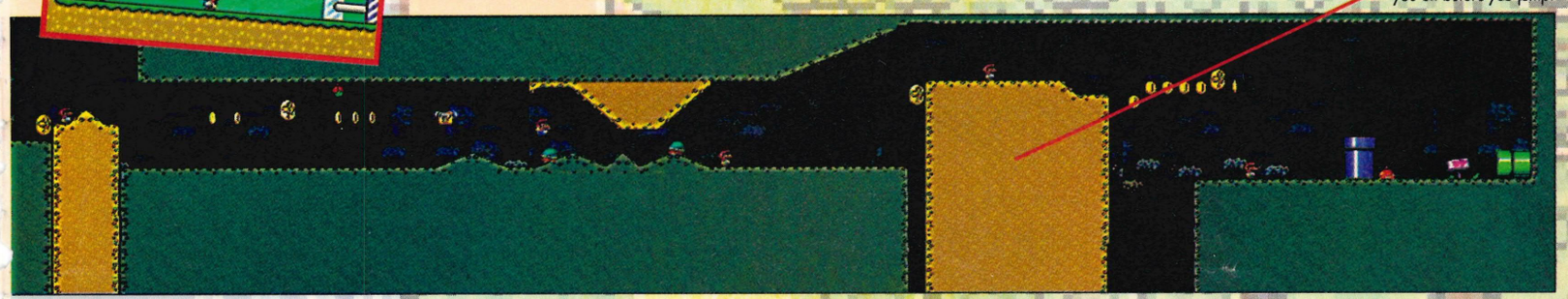




After growing the vine, you climb up to a secret room where the traditional key and key hole lie. All of the very important secret rooms and entrances to the switch palaces have this combination. Just pick up the key and walk into the hole. Yoshi will eat the key if you are on him, but you can still exit by going over the keyhole. All you have to do in the palace is run to the right and jump on the big green dome to fill all green dotted boxes with colour.



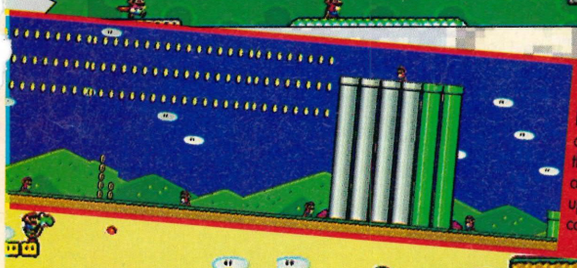
The last column of coins is deceptively deadly; if you jump immediately onto it, you will be crushed. Wait until the screen is almost pushing you off before you jump.







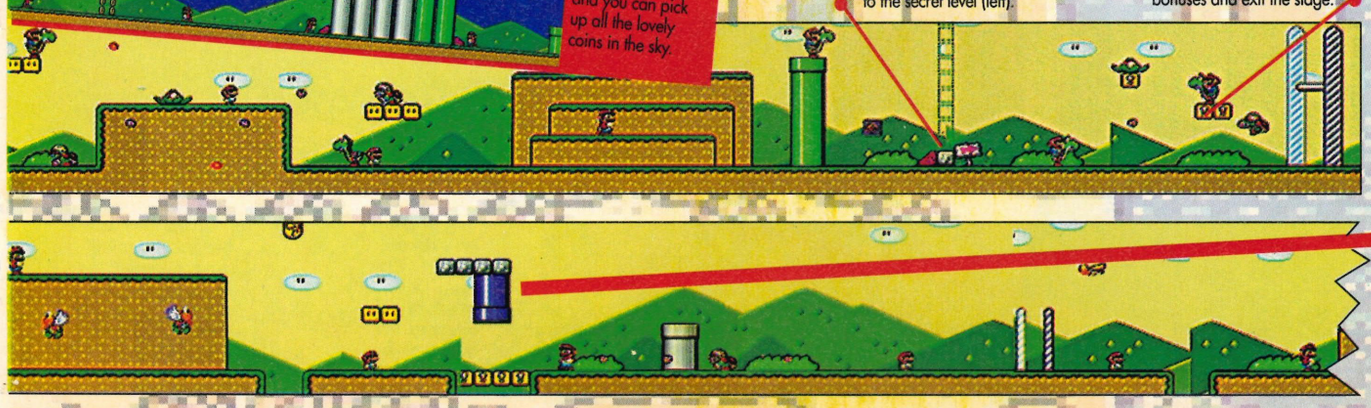
Donut Plains 3

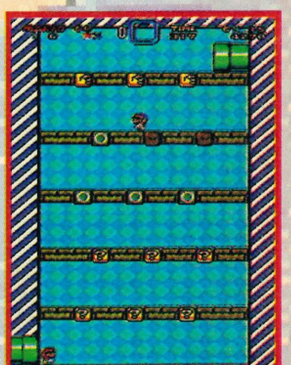


Incredible! This is the biggest secret level of all time. Just collect the feather at the start of the level and you can pick up all the lovely coins in the sky.

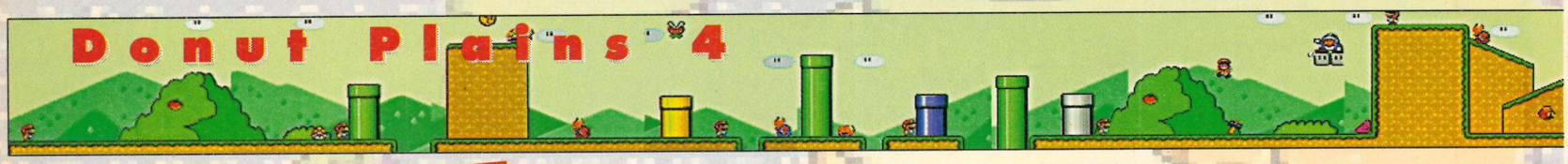
If you find the Green Palace (see Donut Plains 2) you will be able to run up this wall and collect a key to the secret level (left).

If you have wings then it is possible to reach the key through flight. Otherwise you will have to collect these bonuses and exit the stage.



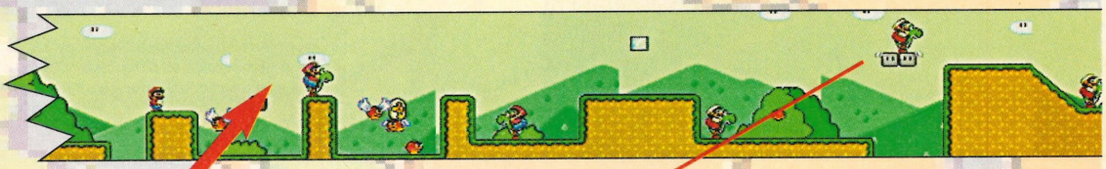


The 1-up game. Just hit the blocks from below (or with the cape). Try to find the pattern early on and for every three rings you get, you will receive an extra life. There are a maximum of five to be had. The sequence usually stays the same as you go up.



The top secret area accessed from the ghost house (below) has a Yoshi or 1-up in the centre and a variety of bonuses such as feathers or fire flowers.

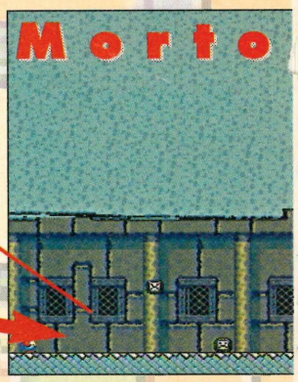




You'll have to time your jump perfectly if you are to land on the flying blocks and get across the great big chasm.



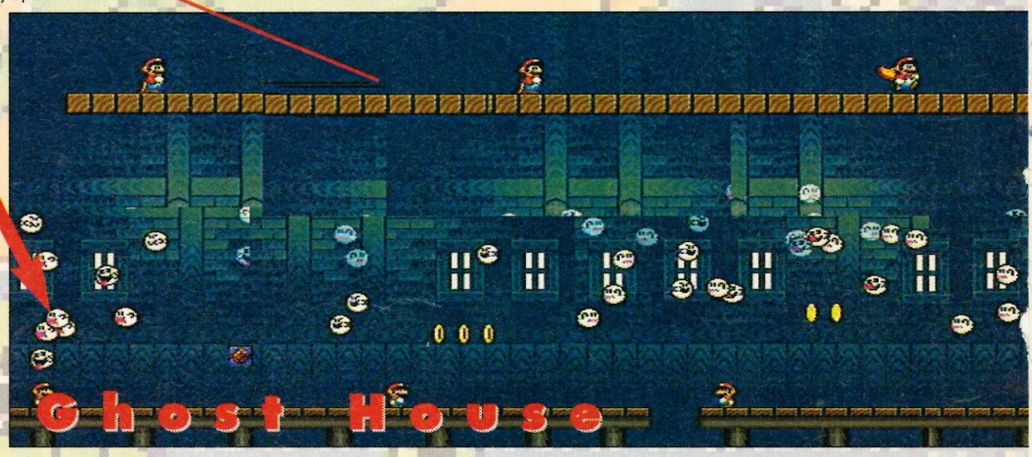
Morton's Castle is a bit tricky if you hate moving floors. The first section (right) has an escalator which will pull you into the ball and chains. If you avoid the falling gargoyles you must then traverse the constantly moving blocks in section three.

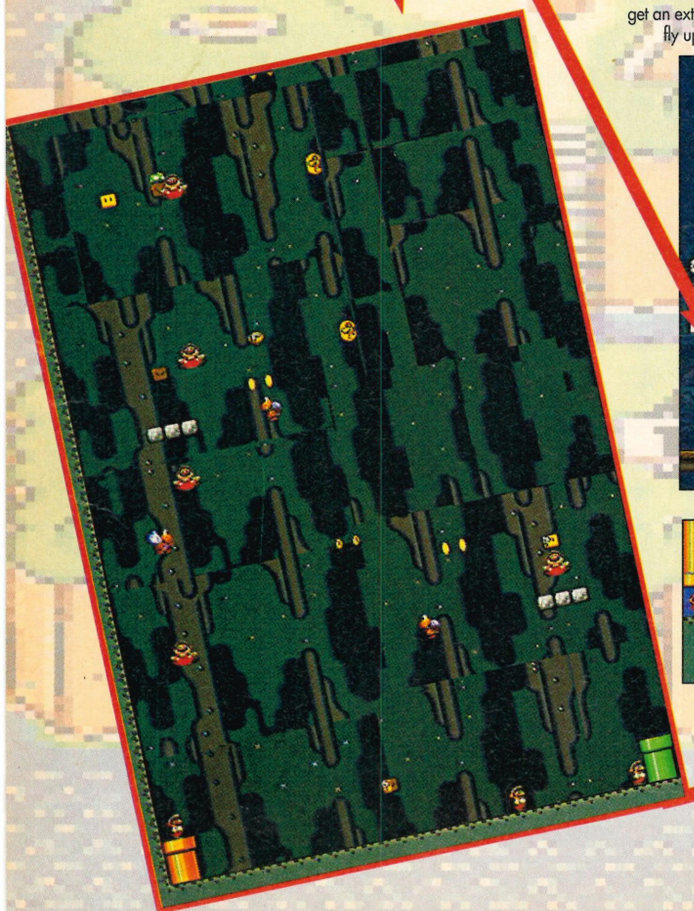






If you wandered how to get up here, get a cape and do a running jump. Press down the speed button to get an extra spurt. You will fly up here with ease.

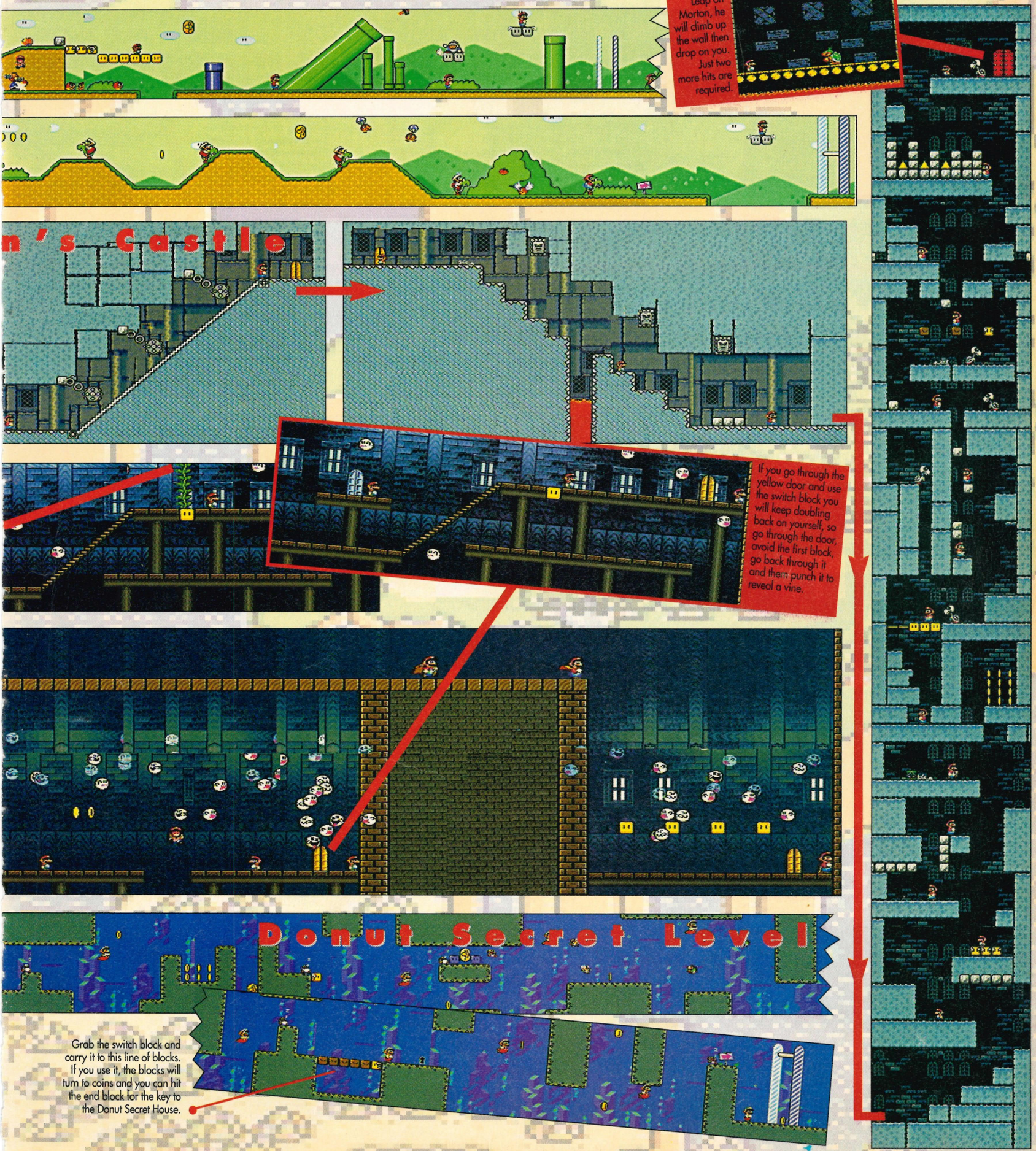






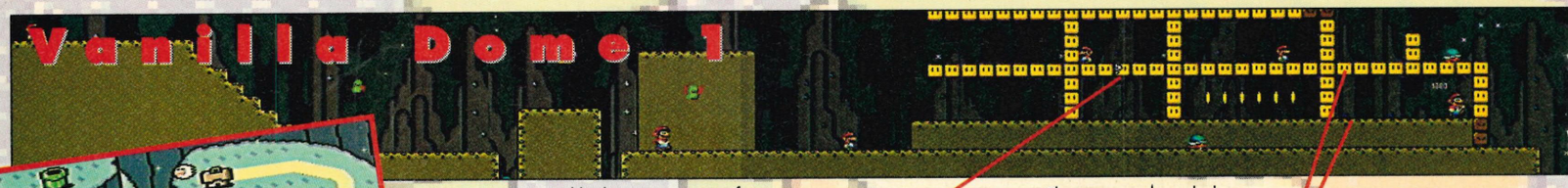
To stun the sleeping piranhas, run underneath and hit the blocks. Inside is a power-up and some coins. This trick works for all other fish near blocks.

This pipe leads to the secret room (left) where you must collect the pill and float up to the various platforms above. Halfway up is another pill and at the top is an extra life.


Leap on Morton, he will climb up the wall then drop on you. Just two more hits are required.
n's Castle
If you go through the yellow door and use the switch block you will keep doubling back on yourself, so go through the door, avoid the first block, go back through it and then punch it to reveal a vine.
Donut Secret Level
Grab the switch block and carry it to this line of blocks. If you use it, the blocks will turn to coins and you can hit the end block for the key to the Donut Secret House.

Vanilla Dome 1





Hidden here is a power up,if you are a big Mario then you can simply spin through the blocks, otherwise you must pick up a shell and hurl it at the blocks, then get out of the way.

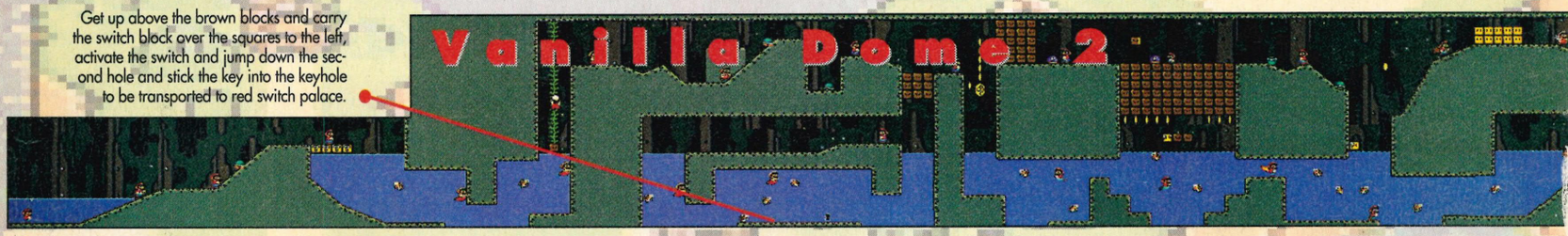
The top arrow shows the location of very useful extra lives. The best method to avoid the koopas on the bottom level is to grab a shell, release it and run fast in their direction. The lower arrow shows a power up.

Find the red switch palace and you can climb up to the last block which is a vine. Climb up and put the key into the keyhole and you will go to Vanilla Secret 1 (overleaf).

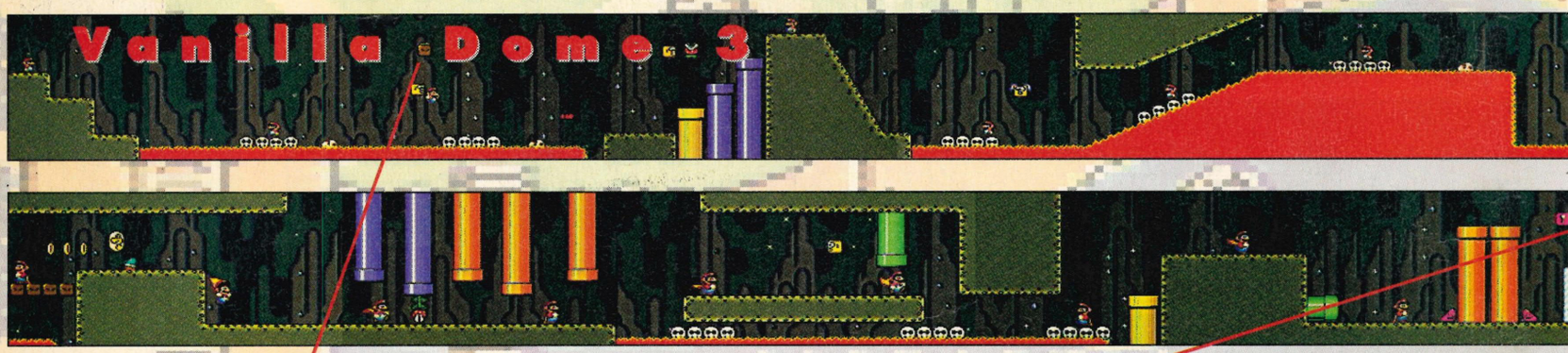


Vanilla Dome 2

Get up above the brown blocks and carry the switch block over the squares to the left, activate the switch and jump down the second hole and stick the key into the keyhole to be transported to red switch palace.



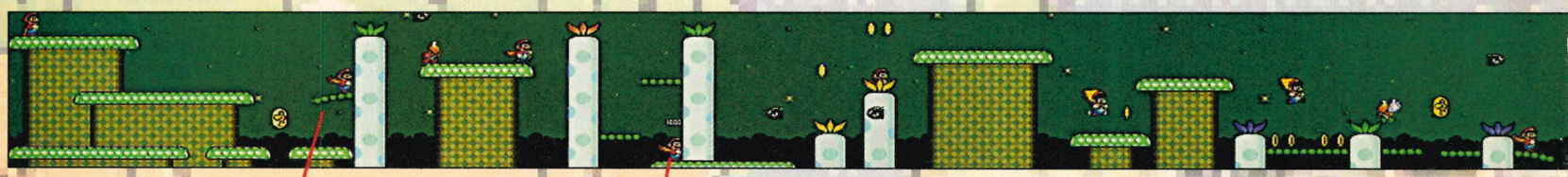
Vanilla Dome 3



There is an extra life in the top block here. It takes practice but you have to leap up onto the first two blocks then hit the third and get back onto the raft where the life will drop down to you.

If you can stop the shell from bouncing between the pipes (just move off the screen) you can use it to open the middle block and get Yoshi who is very useful later on.

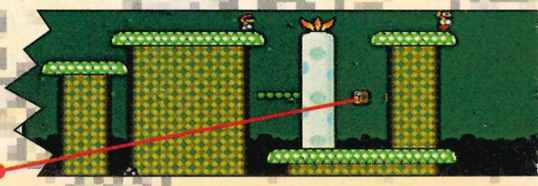




The springy poles are your salvation on this tricky level. Bullet Bills will appear all over the shop and take your lives. Keep jumping and learn the Bullets' patterns.

Just in case you were sweating a bit with all those whiz bangs flying around, here is a power up to save you from at least one hit.

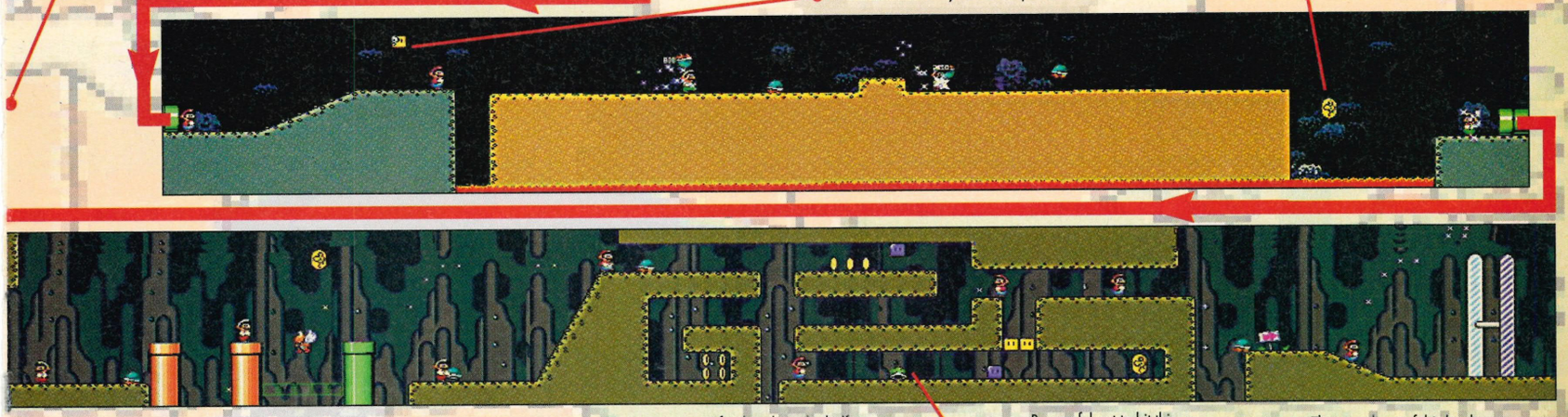
You can get a power up here and if you are nimble enough, a visit underneath the next platform will reward you with many coins.





Get this block and you will always receive an invulnerability star. Keep the speed button held down and run straight through all the koopas on this layer of gold. It will slowly lower into the lava. As it hits the heat you should just make it

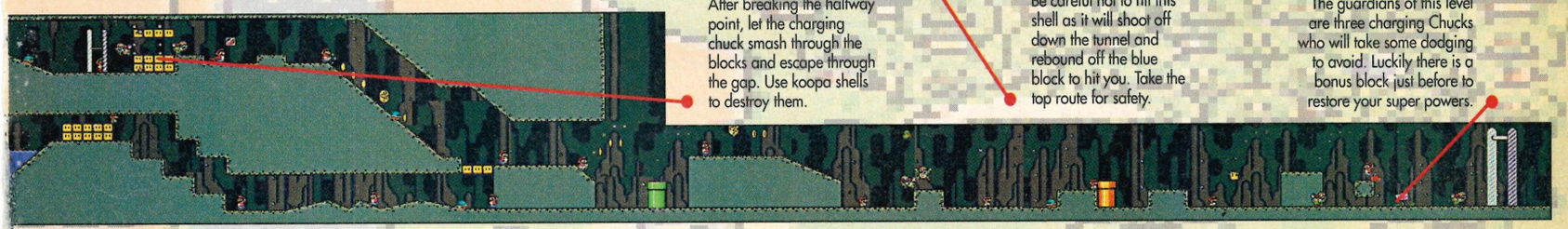
As you make the final leap, you should get this special coin to boost your chances of getting an extra life. You will have to jump right from the edge to make the gap.

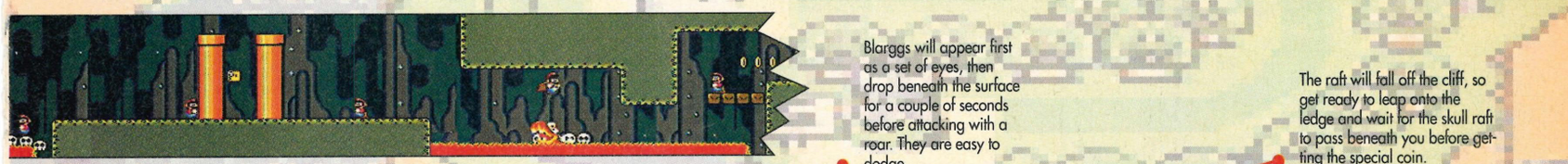


After breaking the halfway point, let the charging chuck smash through the blocks and escape through the gap. Use koopa shells to destroy them.

Be careful not to hit this shell as it will shoot off down the tunnel and rebound off the blue block to hit you. Take the top route for safety.

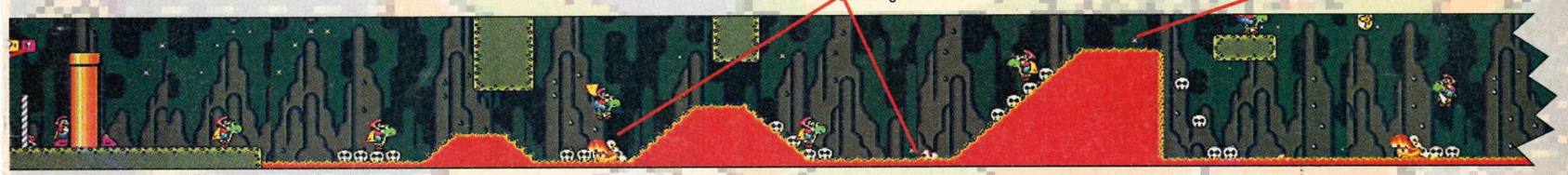
The guardians of this level are three charging Chucks who will take some dodging to avoid. Luckily there is a bonus block just before to restore your super powers.





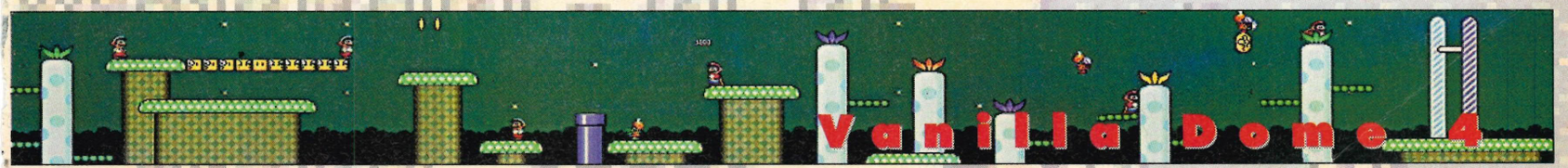
Blarggs will appear first as a set of eyes, then drop beneath the surface for a couple of seconds before attacking with a roar. They are easy to dodge.

The raft will fall off the cliff, so get ready to leap onto the ledge and wait for the skull raft to pass beneath you before getting the special coin.





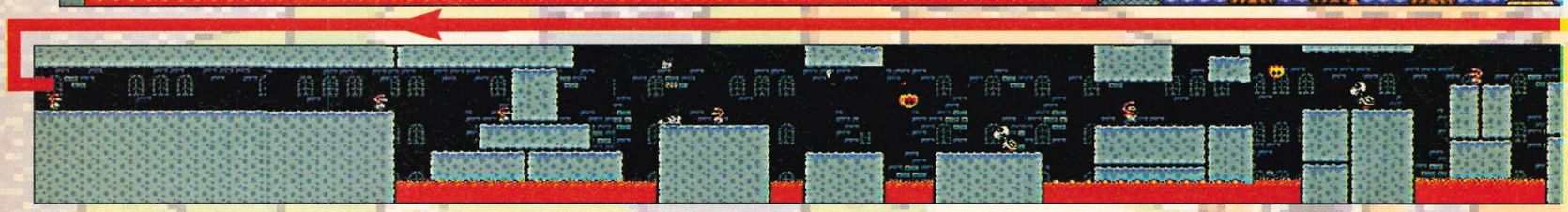




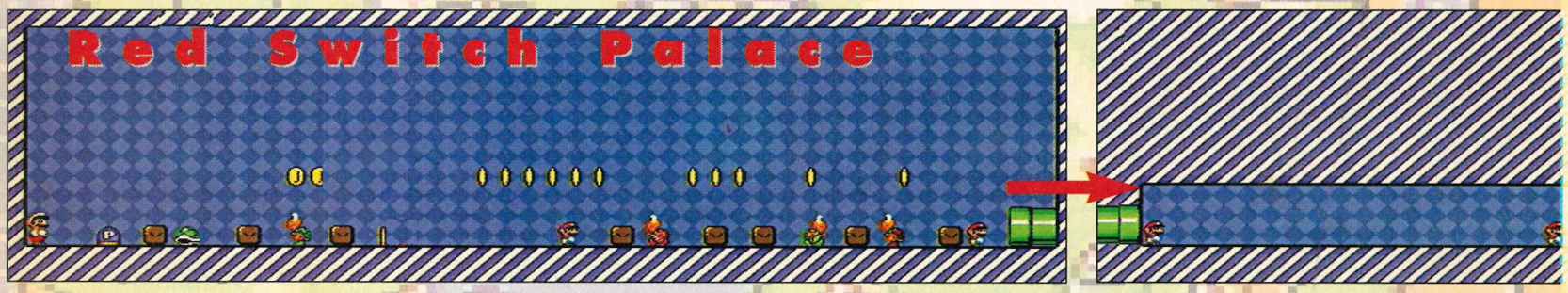
Vanilla Dome 4



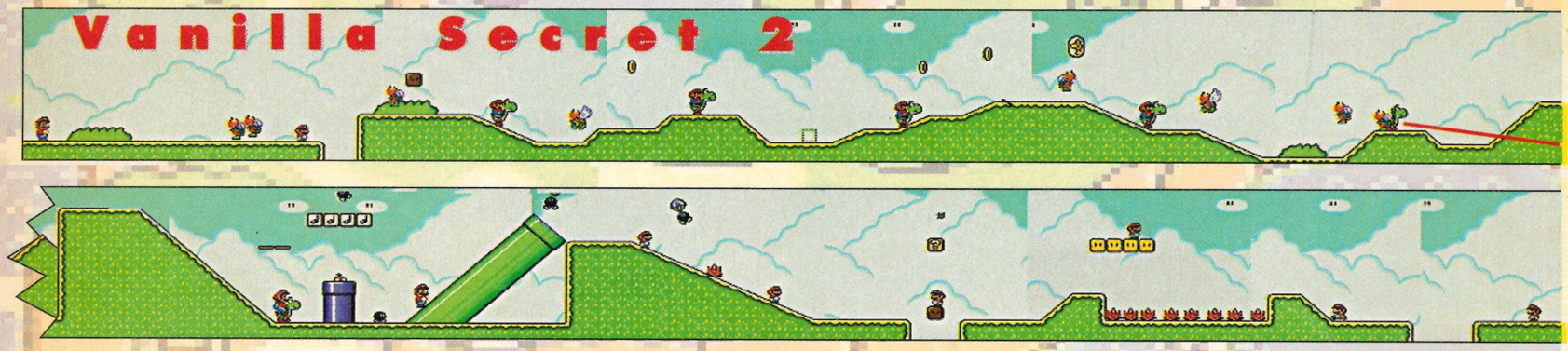
Lemmy's Castle



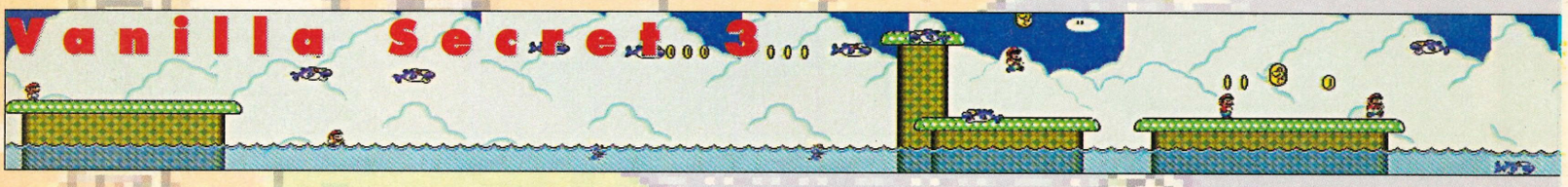
Red Switch Palace



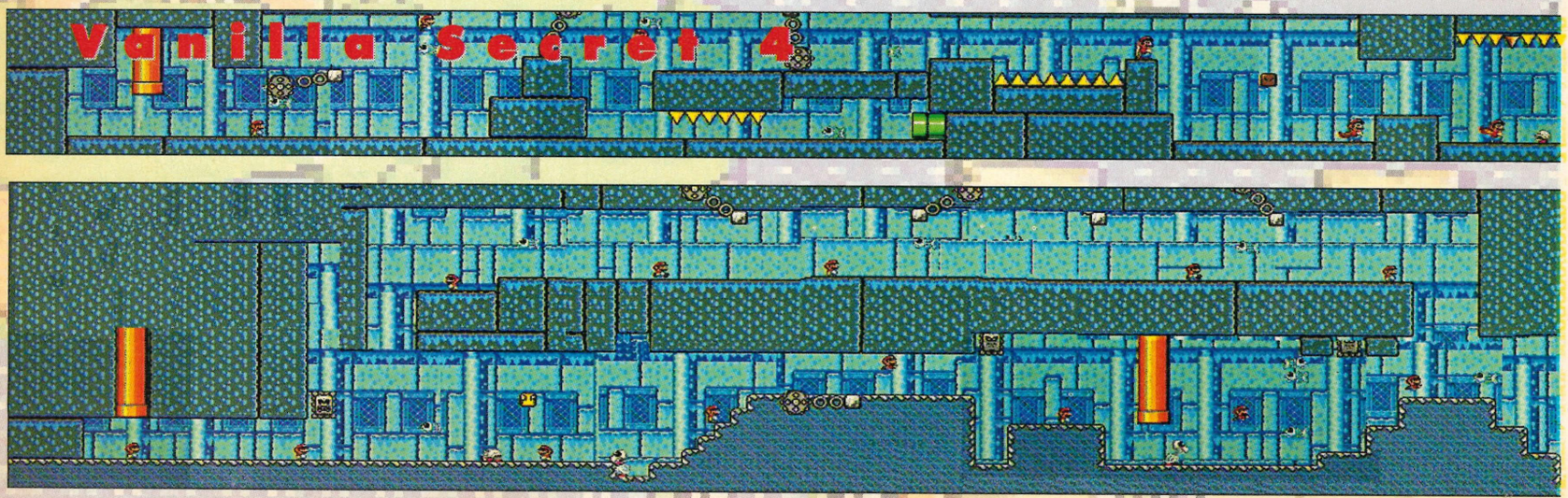
Vanilla Secret 2

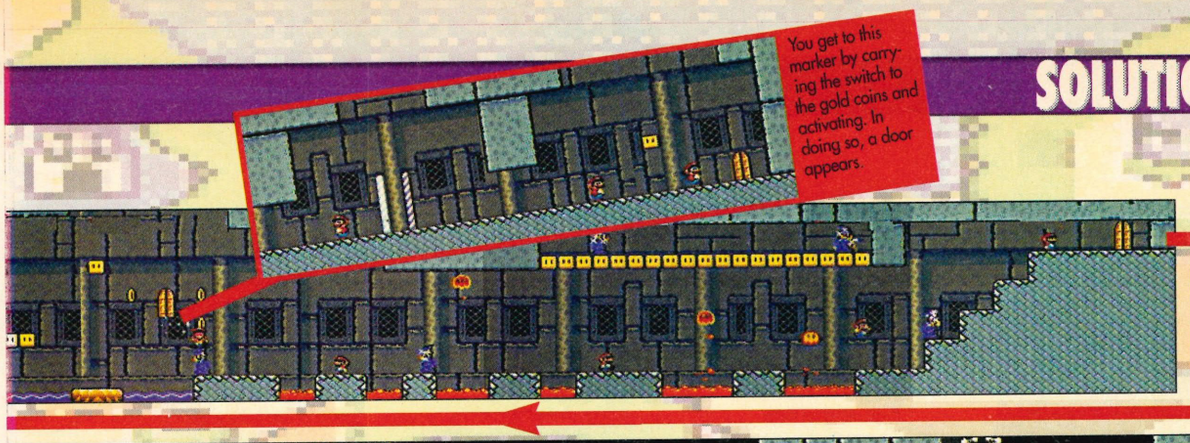


Vanilla Secret 3

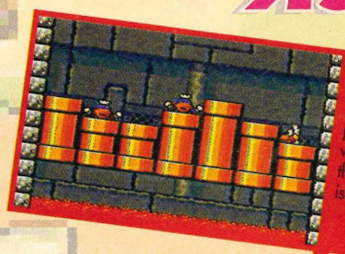


Vanilla Secret 4

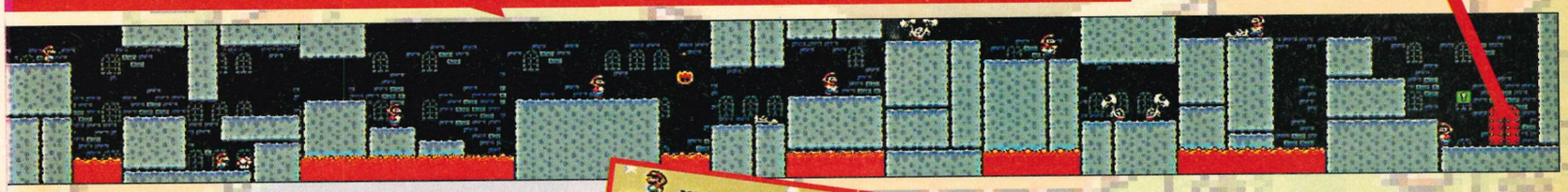


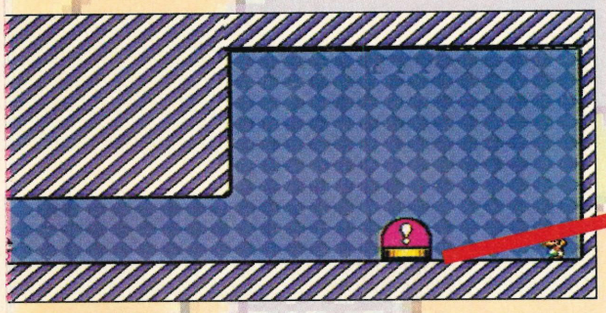


You get to this marker by carrying the switch to the gold coins and activating. In doing so, a door appears.



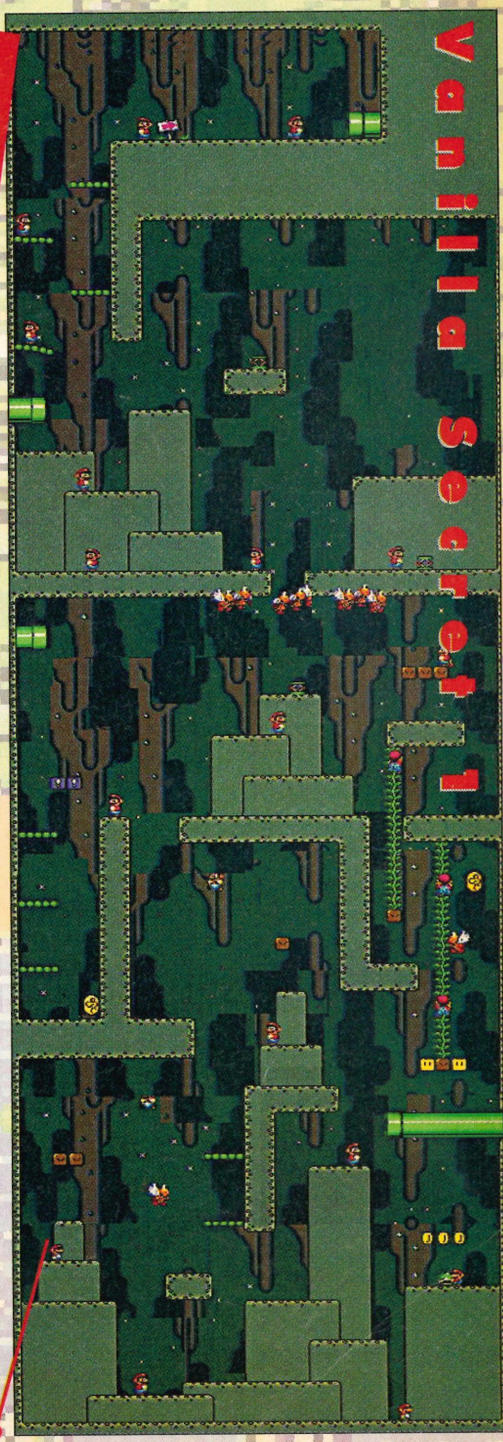
To defeat Morton you must avoid the flame and jump on him (he waves at you) three times to finish the castle



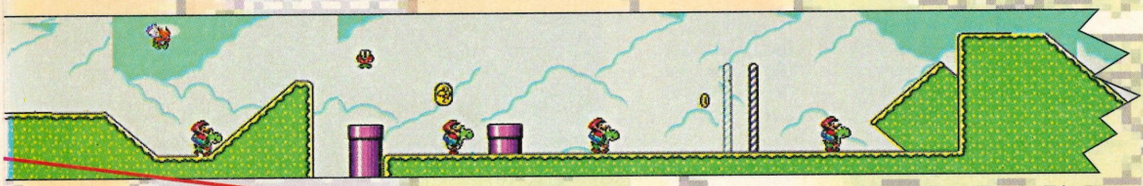




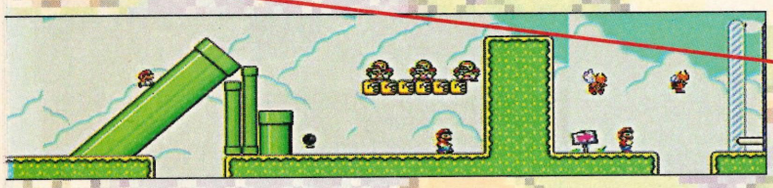
To reach these ever so important secret levels, you must go through Vanilla Dome 1 until you reach the red blocks and the vine which will be filled if you have found the palace. Get the key at the top and you will be taken here.



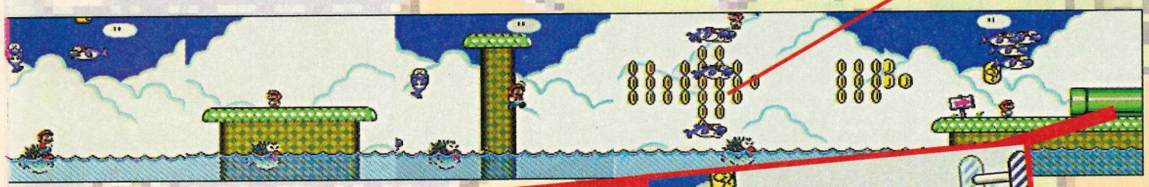
Vanilla secret 1



The most favoured method of getting through this stage is to get Yoshi at the start, then keep eating all the koopas before they reach you.

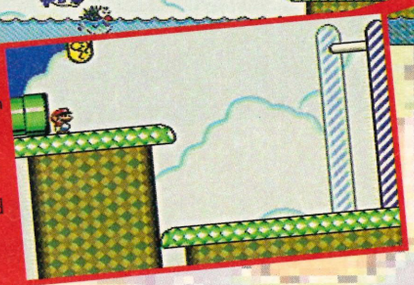


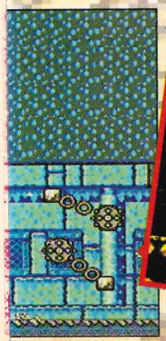
Use the dolphins as platforms to escape the Porcu Puffer and get the bonuses.

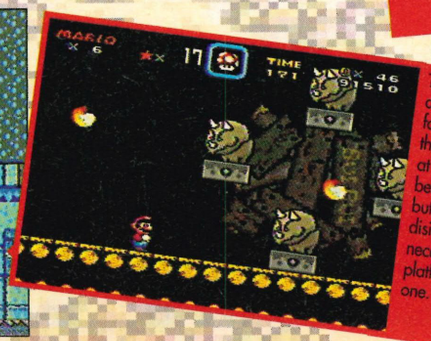




Only a few steps to freedom, just collect the special coin and complete the stage. However, you must still face the ultra-tough water fortress and guardian.

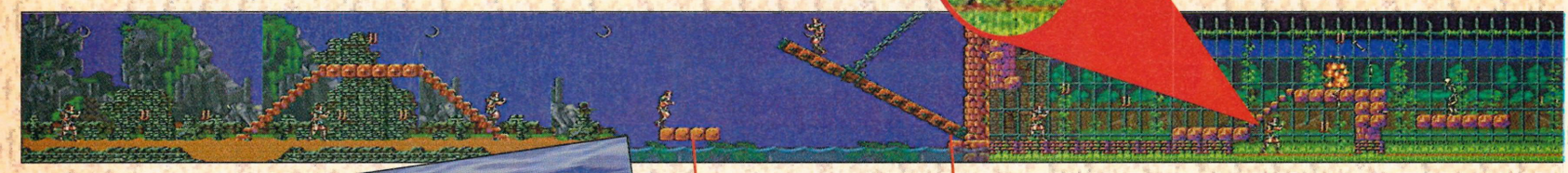






The Reznor are found at the end of every fortress and they are all the same to beat. Leap at their platforms from beneath to topple them, but watch out for the disintegrating floor. If necessary, jump onto a platform to get the last one.

Use the springy poles and vines to climb up this stage, the green pipe on the left hand side near the top is the route to the Star Road, but more about that next issue.



Some blocks crumble if you stand on them too long, so get moving and don't stop to pick up any bonuses in this area.

Don't worry, the drawbridge doesn't start to rise until you're standing on it; there's no need to rush and inadvertently fall into the water.

Step through the gate and walk on the inside of the fence. It's necessary to do this if you're to get past the pits that lie ahead and to collect the numerous bonuses that exist on the other side.

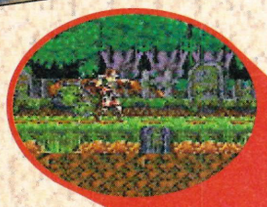
At pa

gro



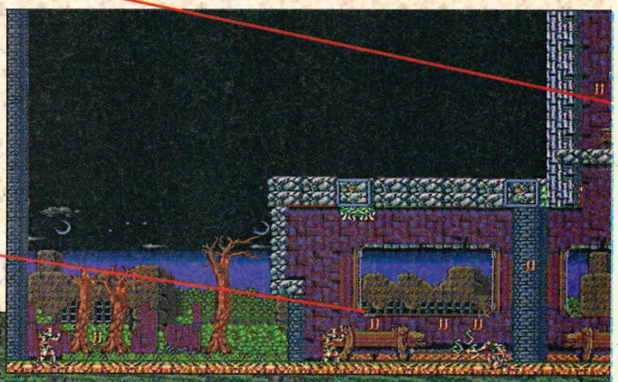
These boards flip flop if you jump onto them. If you tread across them softly, you'll be safe. Also look for the watch which is located nearby: it does a good job of freezing the attacking Medusa heads.





Look out for movements in the grass ahead and whip anything that lunges for you. If you get caught by the hands, move backwards and forwards or use the circle whip move to free yourself.

Nests of poisonous snakes cling to the ceilings. When you walk underneath, they fall to the ground and crawl after you. Let loose with your whip to deal with them.





Over 100 years have passed since Dracula last terrorised Transylvania. Again the ghouls are abroad and night is shattered by the howling wolves. With whip in hand, you – as Simon Belmont – begin a journey into darkness, terror and unspeakable evil. Thus begins the blood-chilling saga. The desperate crusade begins in the outer grounds of the castle and progresses through a haunted cemetery, on to a gruesome swamp, then through a subterranean river and ultimately to the grim castle itself. There are 11 stages in all: five outside Dracula's castle and six inside. It's an enormous quest packed with sub levels. Konami's first Super NES release is nothing short of a classic. Scenes that wouldn't be out of place in even the most horrific horror movie coupled with a gripping and testing challenge make *Castlevania IV* a struggle for even the hardiest adventurer. Never before have so many malevolent undead zombies, ghouls and vampires gathered in such a highly-charged place. The result is an orgy of violence, and a real test of nerve and mettle. A monster lurks at every corner; a lethal traps reside silently beneath the most unexpected places. An abundance of magical weapons are up for grabs, although only the most vigilante will be able to take full advantage...

SUPER NES

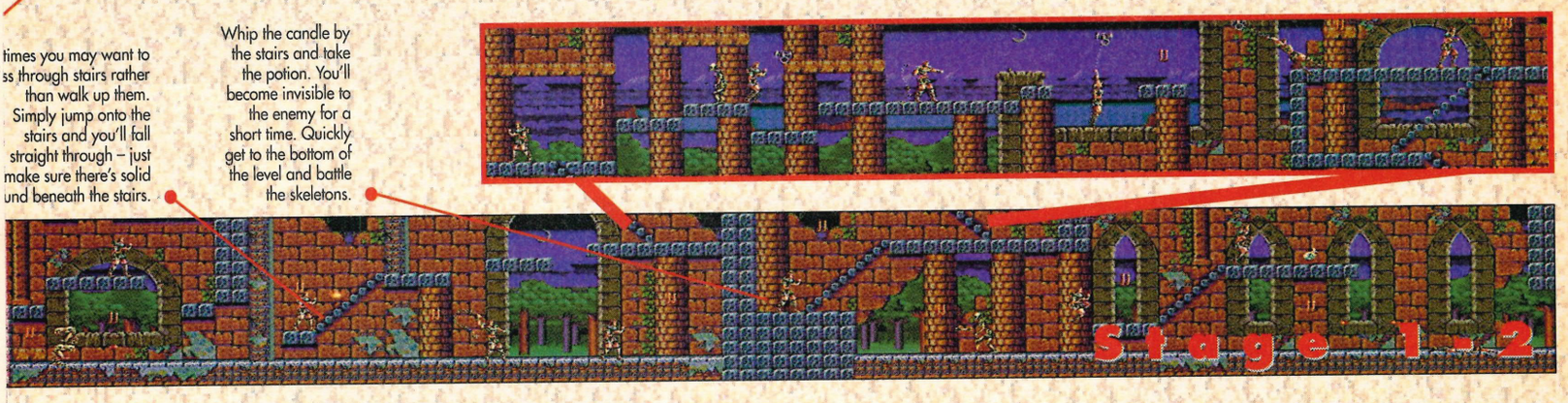
KONAMI ● £49.99 ● PLATFORM ADVENTURE

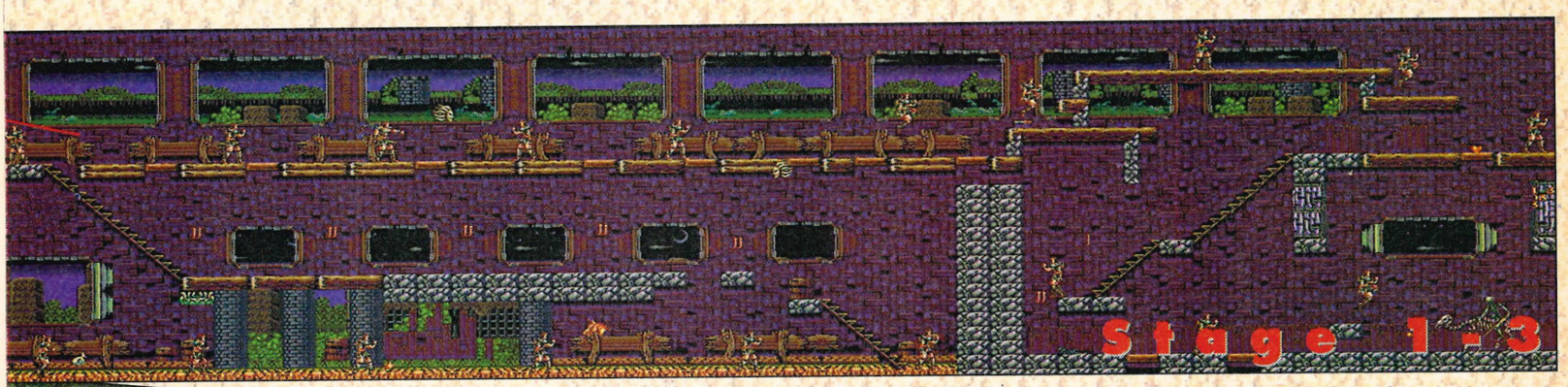
CASTLEVANIA IV



times you may want to
ss through stairs rather
than walk up them.
Simply jump onto the
stairs and you'll fall
straight through – just
make sure there's solid
und beneath the stairs.

Whip the candle by
the stairs and take
the potion. You'll
become invisible to
the enemy for a
short time. Quickly
get to the bottom of
the level and battle
the skeletons.











PASSWORD

Go to the password entry screen and enter the password as shown in the screen above to get to the start of stage 2. Ensure your name is QUAN for the code to work.

A semi-hidden room packed with pick-ups. Get your whip out and crack those candles to get lots of hearts and other items.



Zombies surge forth from the ground and will do you great damage if you don't whip them quickly.

The beginning of stage 2-2. You pass through a subterranean river to meet the guardian Medusa (who appears on this stage rather than stage 2-3).

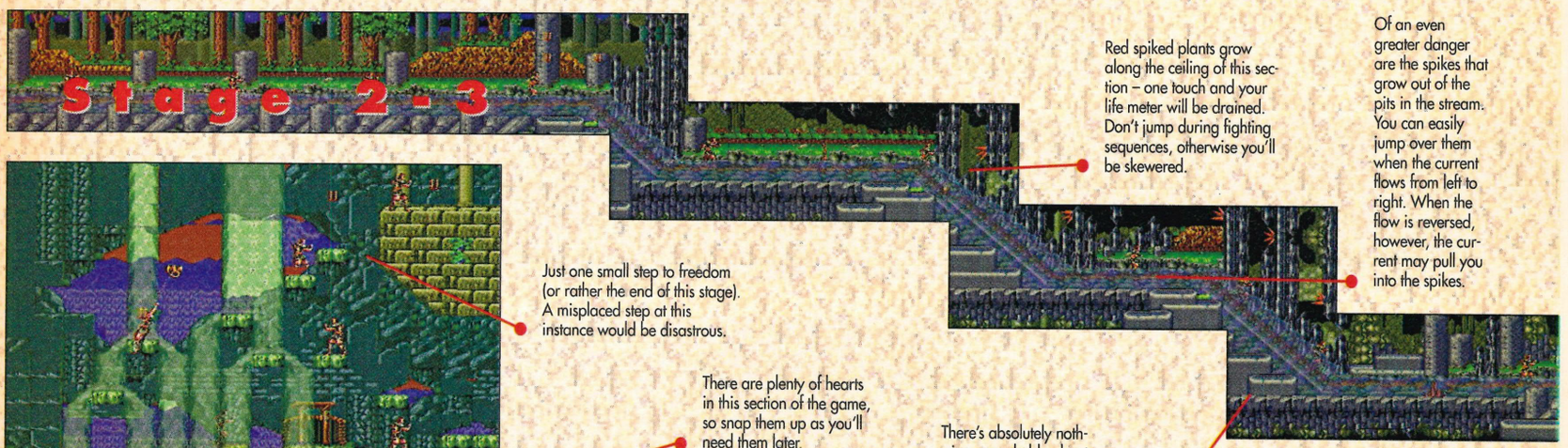
Crack your whip around here and you'll receive a coin to add to your coffers.

Collect the heart and you'll have an extra shot with your special weapon (whether it's a potion, axe or glave).

Take care when leaping from platform to platform; it's a long way down and you've only just started your quest.

The high bridge can only be reached by leaping onto the vertically moving platform. Do this only after you have defeated the raven. Let the platform take you to it's highest point before jumping.





Red spiked plants grow along the ceiling of this section – one touch and your life meter will be drained. Don't jump during fighting sequences, otherwise you'll be skewered.

Of an even greater danger are the spikes that grow out of the pits in the stream. You can easily jump over them when the current flows from left to right. When the flow is reversed, however, the current may pull you into the spikes.

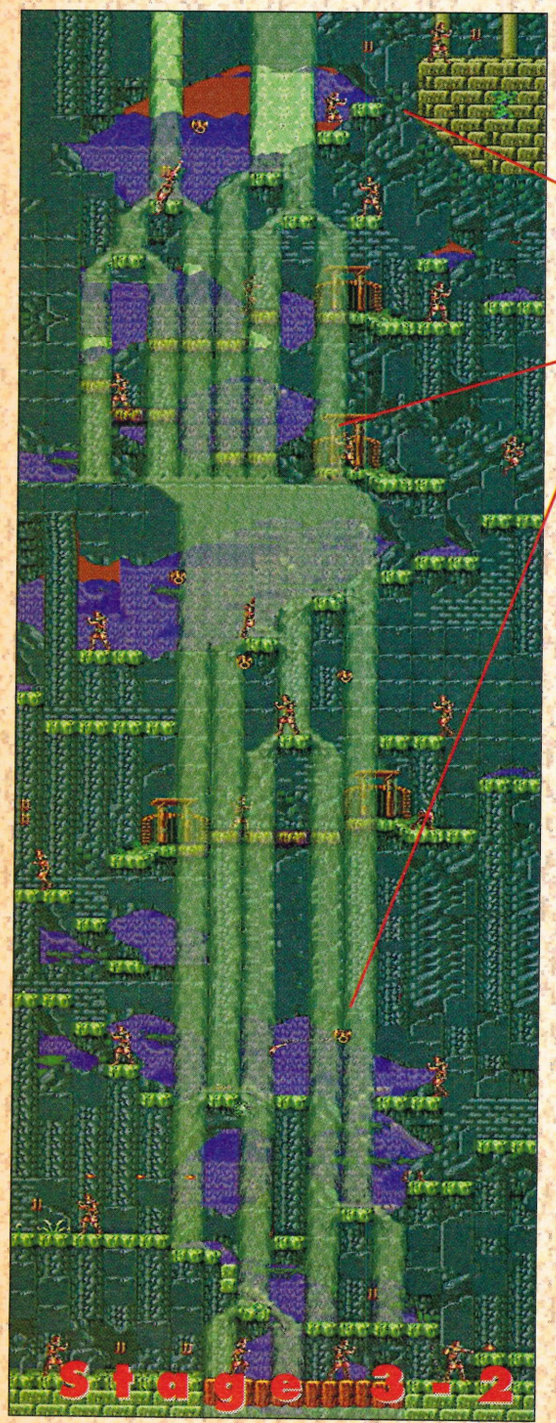
Just one small step to freedom (or rather the end of this stage). A misplaced step at this instance would be disastrous.

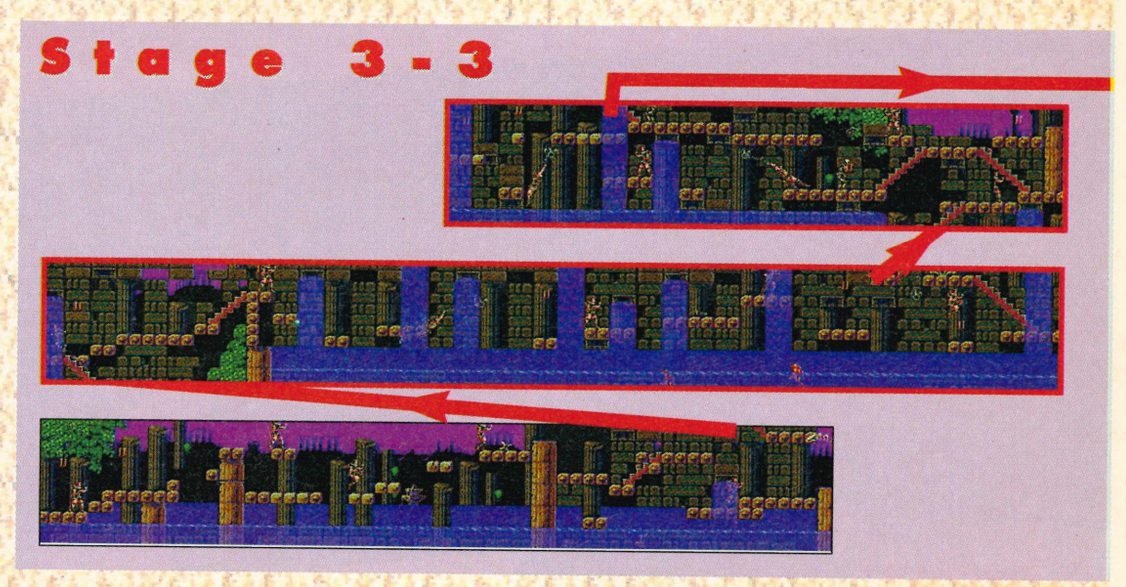
There are plenty of hearts in this section of the game, so snap them up as you'll need them later.

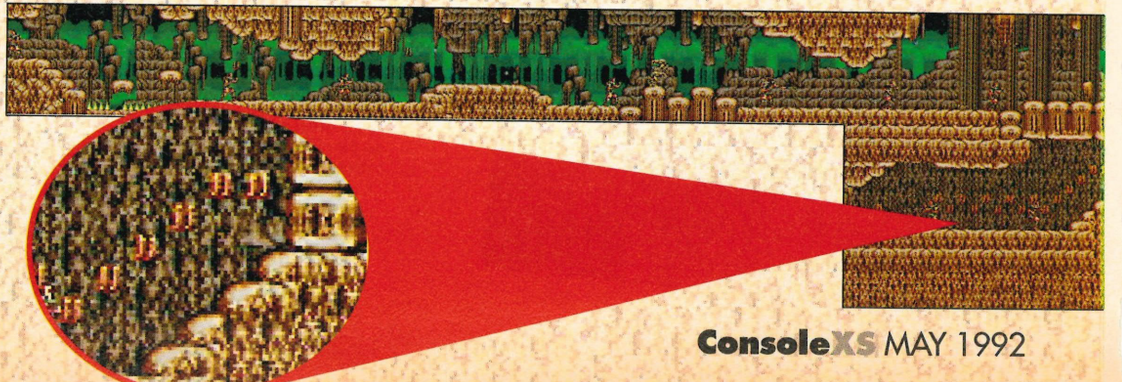
There's absolutely nothing remarkable about this rock jutting out from the side of the wall, so don't waste any time looking at it as you wade by – there are plenty of other distraction to keep your mind focused.

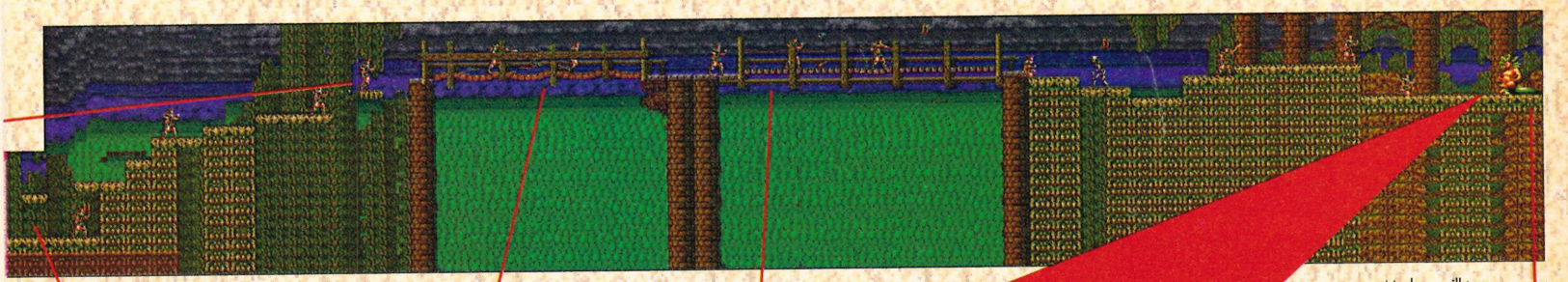
Standing on e middle ledge gives you the best shot at the dragon heads. Jump up to avoid the fireballs launched by the bottom dragon. One dragon head disappears when half the enemy life meter has been drained. Attack the remaining dragon from the left edge of the middle platform.

You must scale this cliff in leaps and bounds by using your whip to swing across chasms.









Burgers and crosses abound in this location, so get your whip out.

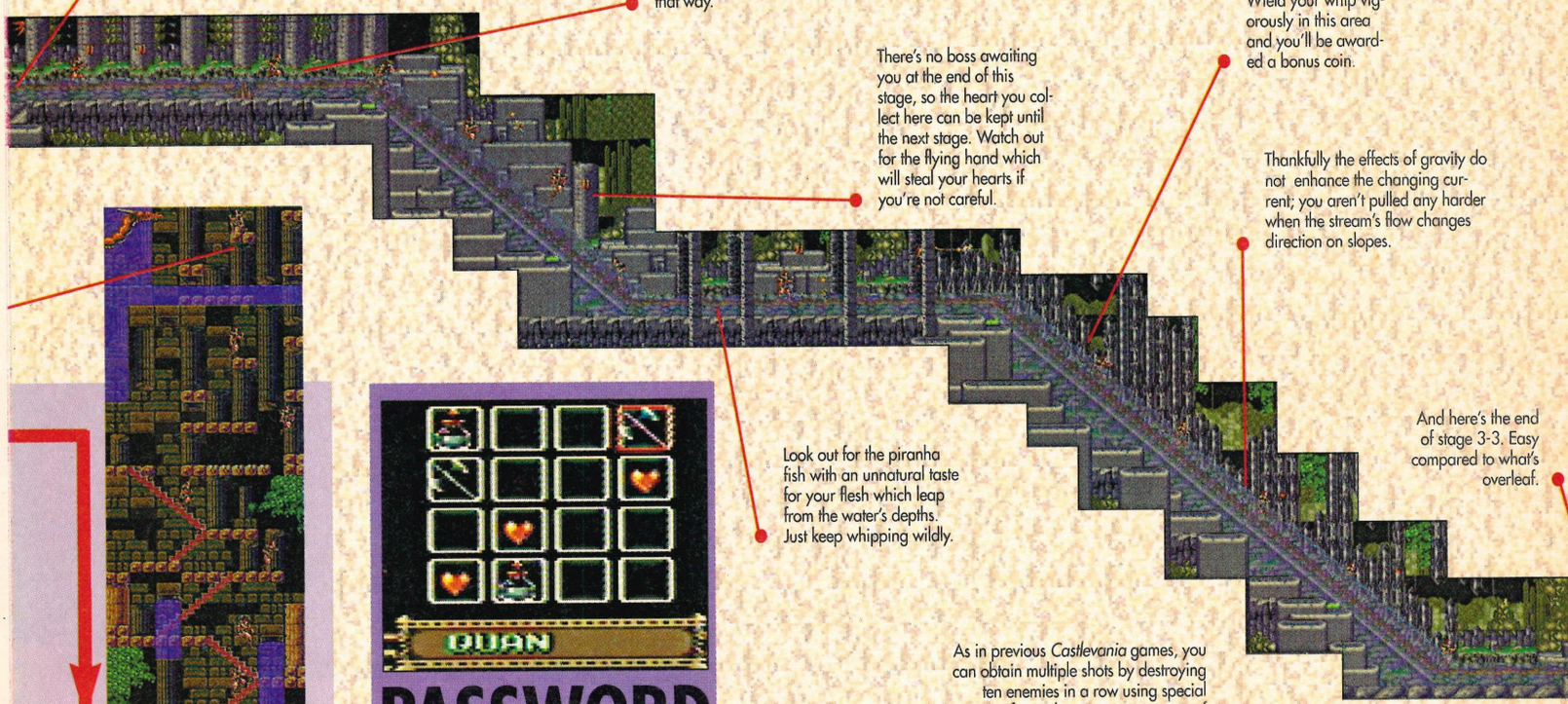
The bridge it full of power-up items. And, unsurprisingly, it's also infested with enemies very keen on your demise. Move quickly – forget the bonuses.

Don't pass the pork chop located at the start of the bridge; you'll have doubtless taken several hits crossing the bridge and Medusa is coming up fast.

Medusa will turn you into stone with her vicious spells. To avoid being petrified, kneel whenever a spell comes your way. Also kneel to combat Medusa and her army of snakes.

Normally the current flows from left to right, but every 20 seconds or so it switches. Since the current can pull you toward the enemies and traps, you must be aware of the water's direction.

Hit this block to get a raccoon suit. Make sure you hit on the right hand side – it's easier to get the suit that way.



There's no boss awaiting you at the end of this stage, so the heart you collect here can be kept until the next stage. Watch out for the flying hand which will steal your hearts if you're not careful.

Wield your whip vigorously in this area and you'll be awarded a bonus coin.

Thankfully the effects of gravity do not enhance the changing current; you aren't pulled any harder when the stream's flow changes direction on slopes.

PASSWORD

Go to the password entry screen and enter the password as shown in the screen above to get to the start of stage 3. Ensure your name is QUAN otherwise the code won't work.

Look out for the piranha fish with an unnatural taste for your flesh which leap from the water's depths. Just keep whipping wildly.

And here's the end of stage 3-3. Easy compared to what's overleaf.

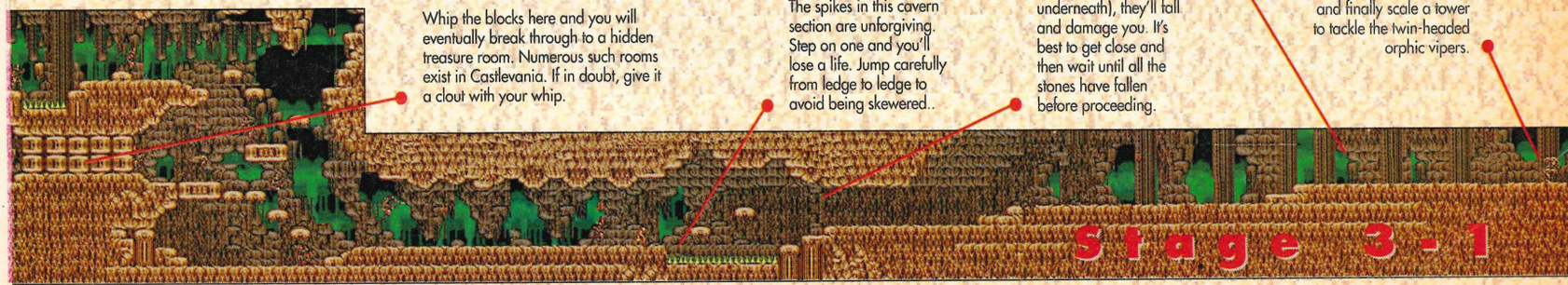
As in previous *Castlevania* games, you can obtain multiple shots by destroying ten enemies in a row using special weapons. If you change weapons part of the way through, you've got to start from scratch again. Once you've defeated the ten enemies, the multiple shot block will appear in the next candle that's struck.

So much for the lonely cave. In the next stages you'll climb a steep cliff with cascading waterfalls, embark on a brisk jaunt across a moat filled with merciless mermen, and finally scale a tower to tackle the twin-headed orphic vipers.

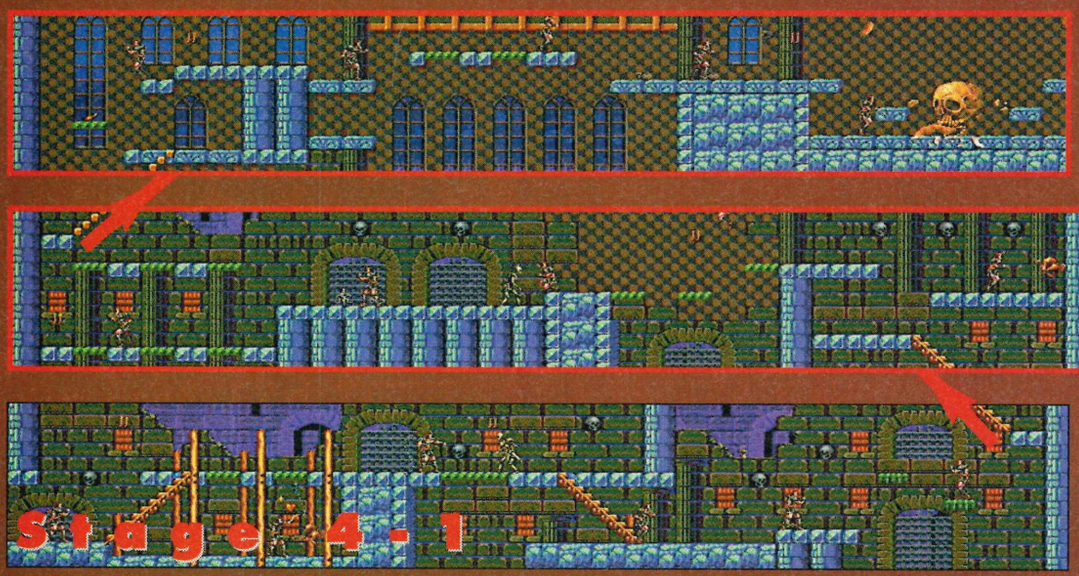
Whip the blocks here and you will eventually break through to a hidden treasure room. Numerous such rooms exist in Castlevania. If in doubt, give it a clout with your whip.

The spikes in this cavern section are unforgiving. Step on one and you'll lose a life. Jump carefully from ledge to ledge to avoid being skewered..

Huge stones hang precariously from the ceiling until you approach. When you're close (or underneath), they'll fall and damage you. It's best to get close and then wait until all the stones have fallen before proceeding.

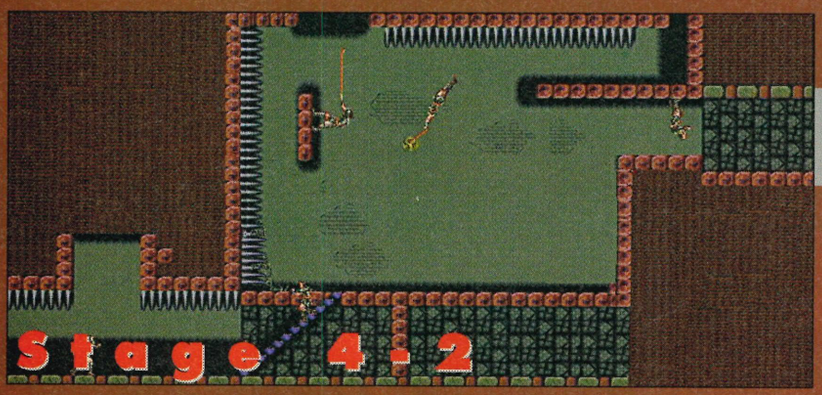


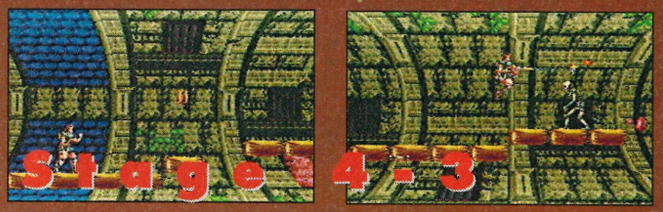
Stage 3-1



THE OUTER KEEP

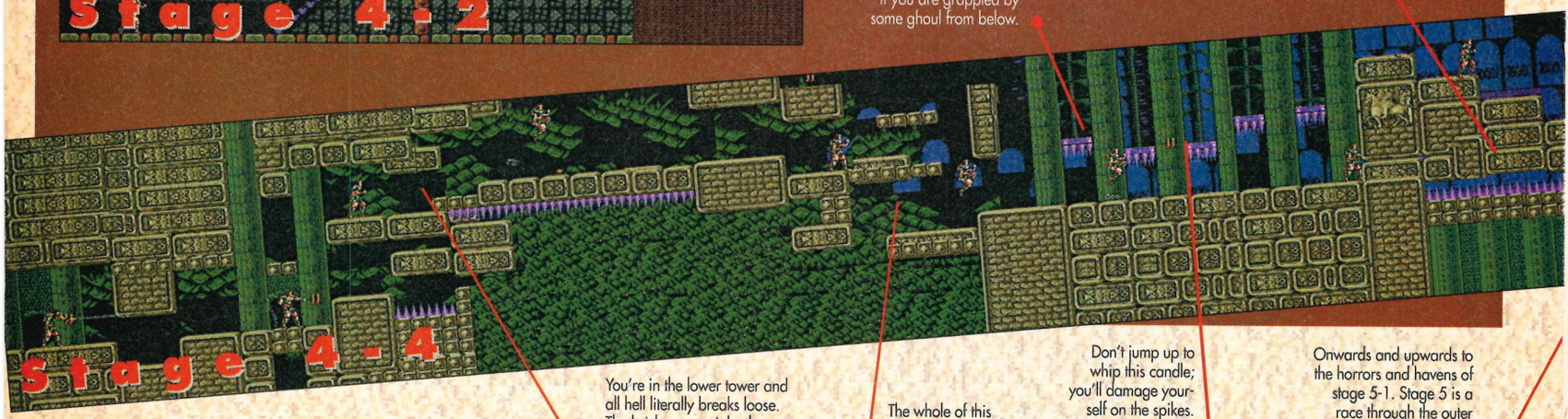
Dracula's domain includes many castles. Stage 4 leads through the towers and terrors of the outer keep. In stage 4-1 your jumping skills will be tested by loose floorboards and skeletons who reach at you from cracks in the wall. The deadly Puweyxil, a skull with an incredibly slippery serpentine tongue, must be defeated before moving on to 4-2. Further into the keep you'll face a rotating room, spinning corridor, a maze of moving blocks and ultimately Koranot (an enormous creature of solid stone). To defeat Puweyxil, attack him from the left side of the room with your whip and axe. When the creature is damaged, bricks fall from the – continue with your attack. Koranot's heavy steps cause bricks to fall from the ceiling. Move close in and attack with the whip when he throws stones. Koranot will shrink with each hit until he becomes dust.





The spikes overhead are deadly, so don't go on any wild jumping sprees – even if you are grappled by some ghoul from below.

Walk carefully and quickly over this section – it moves unexpectedly and, if you're caught unawares, will lead you to a spiky death.



You're in the lower tower and all hell literally breaks loose. The bricks move violently up and down. Your timing must be perfect or you'll be crushed.

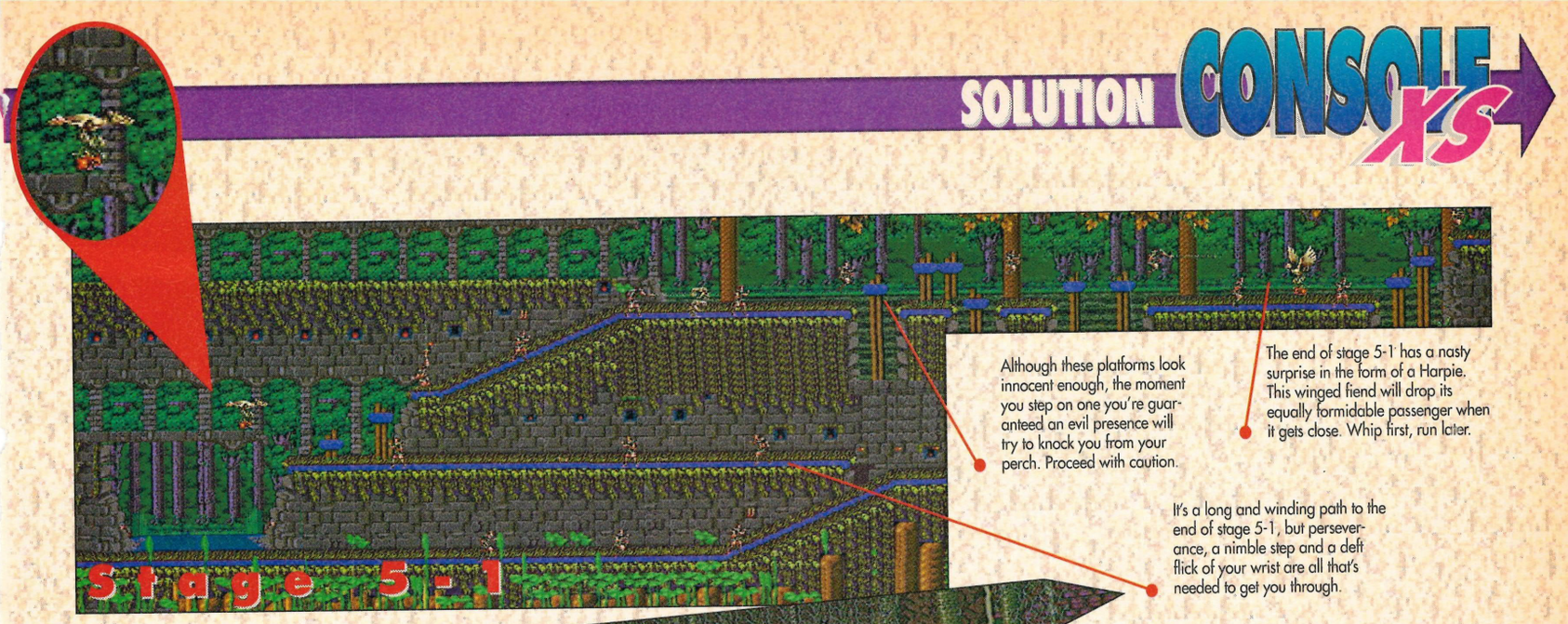
The whole of this section moves. Take care and time your moves.

Don't jump up to whip this candle; you'll damage yourself on the spikes. Instead, get underneath it and flick the whip upwards.

Onwards and upwards to the horrors and havens of stage 5-1. Stage 5 is a race through the outer courtyard of Dracula's castle. Move rapidly before your time runs out.





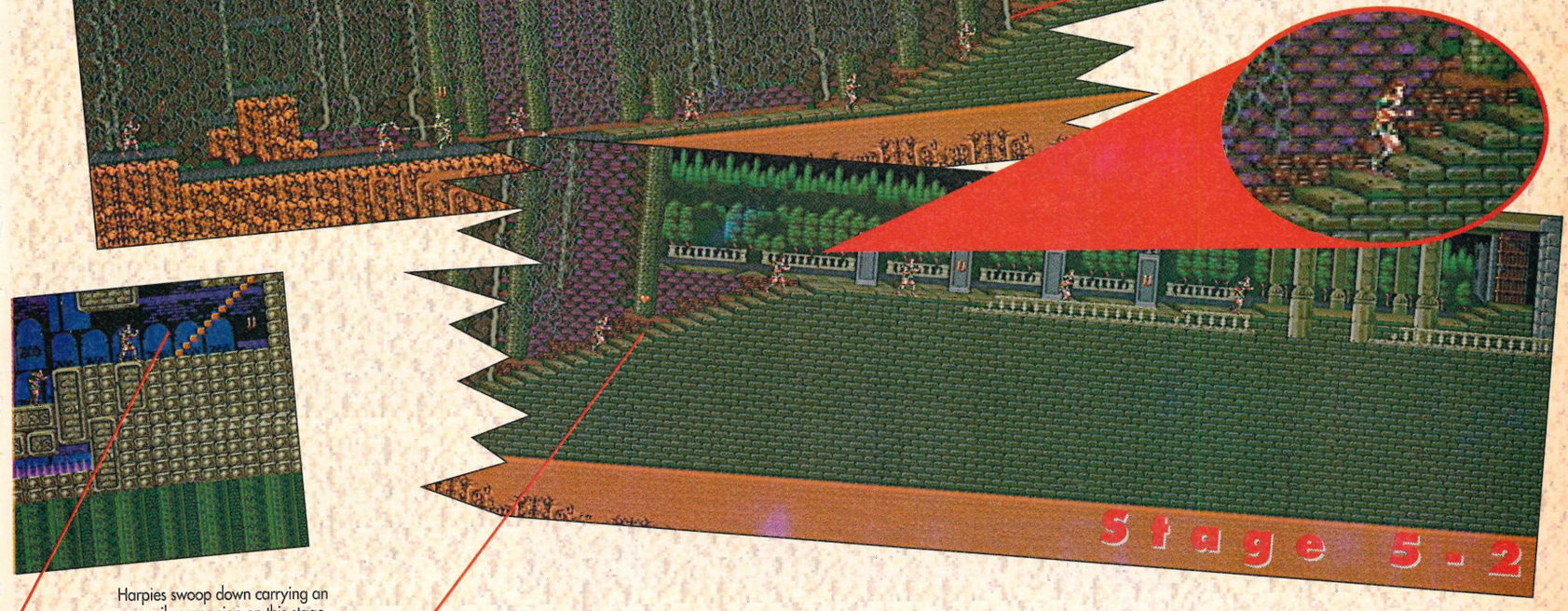


Although these platforms look innocent enough, the moment you step on one you're guaranteed an evil presence will try to knock you from your perch. Proceed with caution.

The end of stage 5-1 has a nasty surprise in the form of a Harpie. This winged fiend will drop its equally formidable passenger when it gets close. Whip first, run later.

It's a long and winding path to the end of stage 5-1, but perseverance, a nimble step and a deft flick of your wrist are all that's needed to get you through.

If you wait around to long on the steps an invisible icy claw will take you to an early grave. Keep moving, keep living.



Harpies swoop down carrying an evil companion on this stage. Don't give the death-bringing duo a chance to strike – use your whip fast and run. At the end of this stage you'll be at the entrance to Dracula's castle. Your quest has only just begun.

PASSWORDS

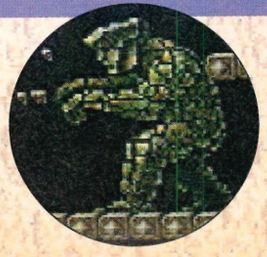


Go to the password entry screen and enter the password as shown in the screens above to get to the start of stage 4, 5 and 6 respectively. Ensure your name is QUAN otherwise the codes won't work.

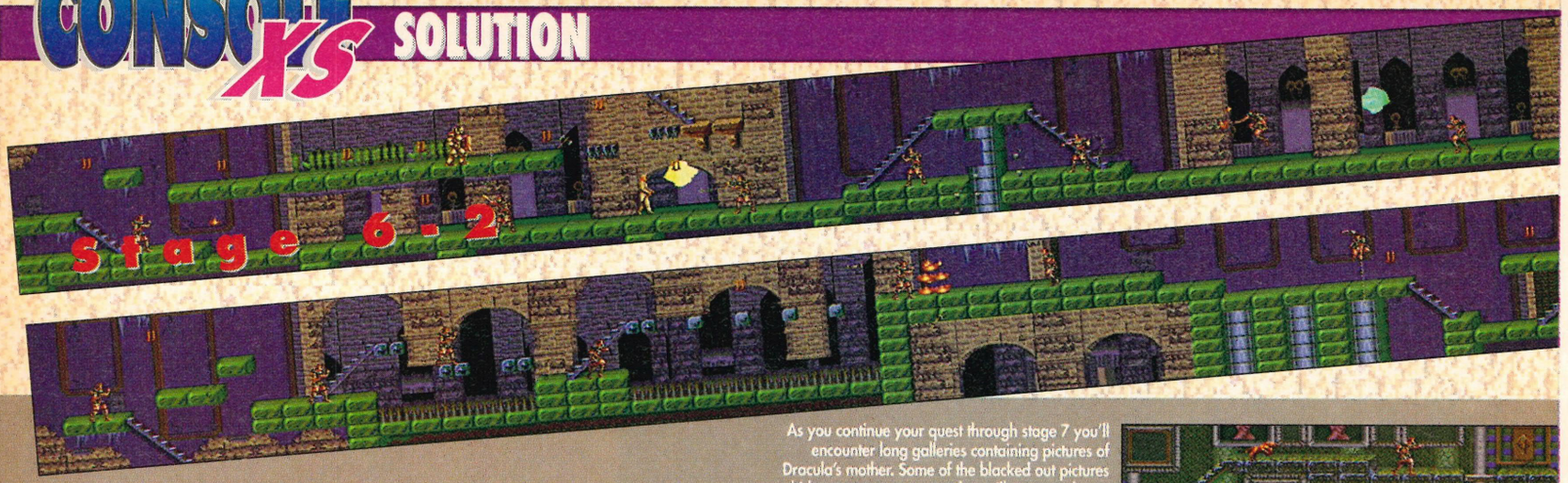












As you continue your quest through stage 7 you'll encounter long galleries containing pictures of Dracula's mother. Some of the blacked out pictures hide gruesome creatures that will try to grab you as you walk by. Move quickly past the pictures and don't stop for anything.



Stage 7 begins in the library, which is filled with enormous books and shelves. Armoured knights attack and flying books strike. It's a long and winding journey through the un-living quarters. Take care not to jump into spikes in an effort to escape enemy attack.





You've got to destroy all the coffins in turn before you're allowed to progress any further.

At regular intervals on this stage hands will jut out from the wall. If you're in the vicinity they'll hold you rigid allowing other ghouls to bump into you. Time your trips past the hands.

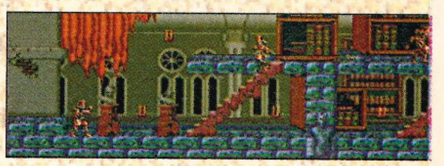
Whip the unfortunate lady's head and you'll receive a heart power-up.

Power-ups aplenty overhead. A single crack of your whip should provide you with numerous useful items. Don't take too long though as the enemy is out in force.

You glimpse a pair of ghostly dancers in the distance – a mirage conjured up by the heat-oppressed mind or a grim taster of what's to come? Whatever the answer, you won't be harmed by anything you see just here.









The start of level 6-3 doesn't hold any major surprises; it's only when you get to the end of the stage that things perk up.

Keep your head down when in the area as the swinging spikes can prove to be deadly.

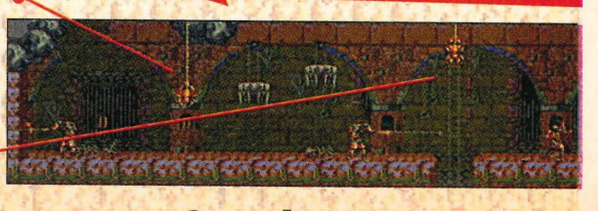
This is a particularly tricky part to get through as dagger-like spikes fall from the ceiling whenever you approach. It's best to wait until the spikes fall before proceeding.

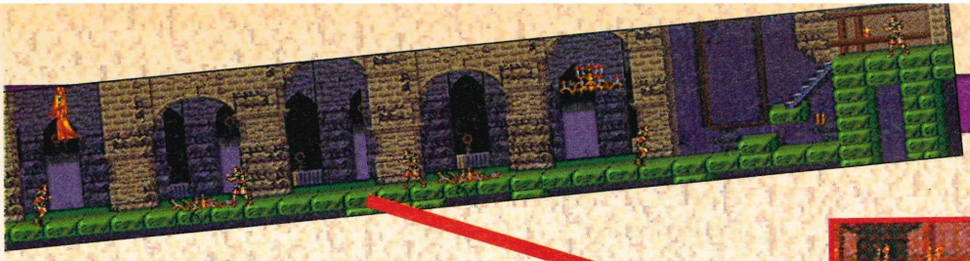


Spiders come at you from the ceiling. You can either dodge them or kill them with your whip. It's better to destroy them as they spit tiny spiders.



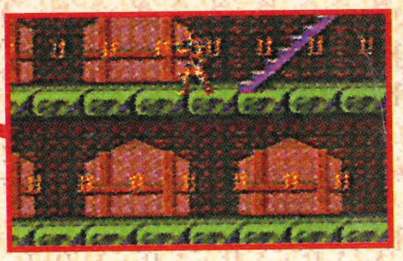
There are countless threats in the stage – spiders, spikes, bottomless pits and an assortment of ghouls and ghosts. This is, after all, the dungeon. And at the end of it you'll have to do battle with the guardian known simply as the monster. He's easy enough to defeat: dodge his fire bombs and take him out with your whip.







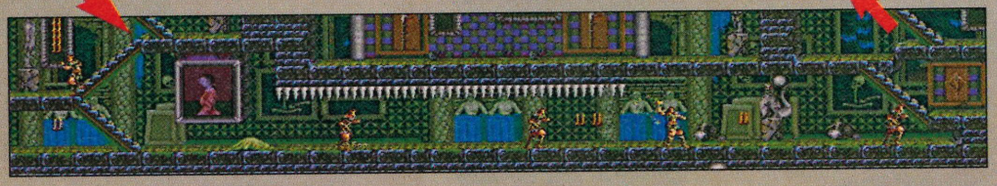




Inside Dracula's castle you'll find elegant halls, fine draperies, chandeliers and gleaming banisters. You'll also encounter a host of ghostly creatures from the ghouls and knights in the lower halls to the chilling dance partners – Pauls Abghoul and Fred Askare – at the end of the stage. But that's not all – jump up and whip the floor underneath you (as indicated by the arrow) to smash the bricks and you'll reveal an entrance to a treasure room (shown left). If you look carefully near the end of the stage, you'll find a very handy 1-up hidden in a wall.



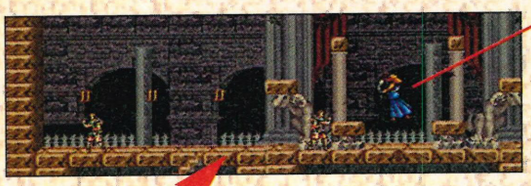
Beware the fire worm which, if it manages to make contact with you, will sap your energy. Don't let its seemingly random circular movement cause you grief. The best tactic to employ is motion – use lots of it to run past this pest.





You'll meet Sir Grakul at the end of this stage. This noxious knight uses two effective attacks against those who disturb his peace. First he throws a boomerang battle axe. And second, he shoots a stream of fire. Both are easily dodged.





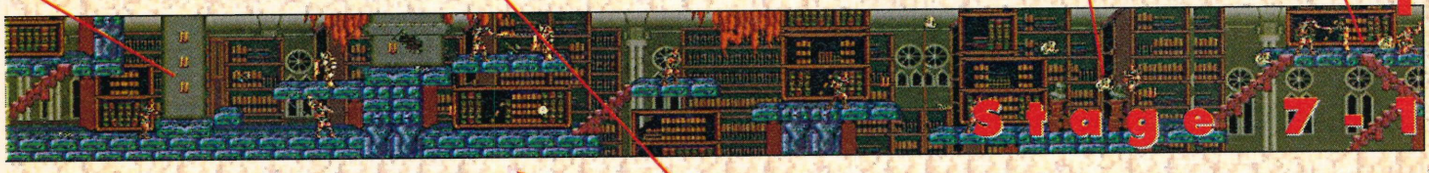
You know when you've been tangoed. There are two ghoulish dancers (Pauls Abghoul and Fred Askare) at the end of stage six who are only too keen to see you join the ball. The dancers move at random making them very difficult to attack. Simply stay at whip's length and strike whenever possible. When they rush you, jump over them.

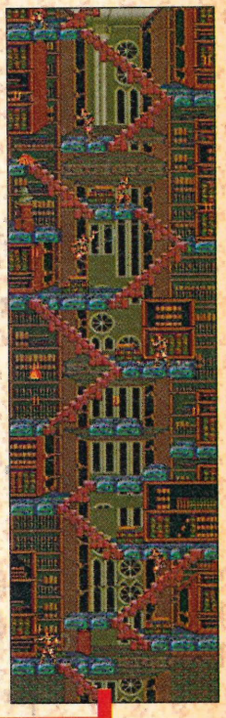


Catch a ride on these books to bridge the chasms that exist between platforms. Keep out of the way of ghouls as you'll only fall to your death.

Apart from making your life a misery, these poltergeists cause books on the shelves to rattle and topple over as they fly past.

Beware the bookshelf. You might find yourself under attack from a library of angry books. Duck and whip to get by these menaces.



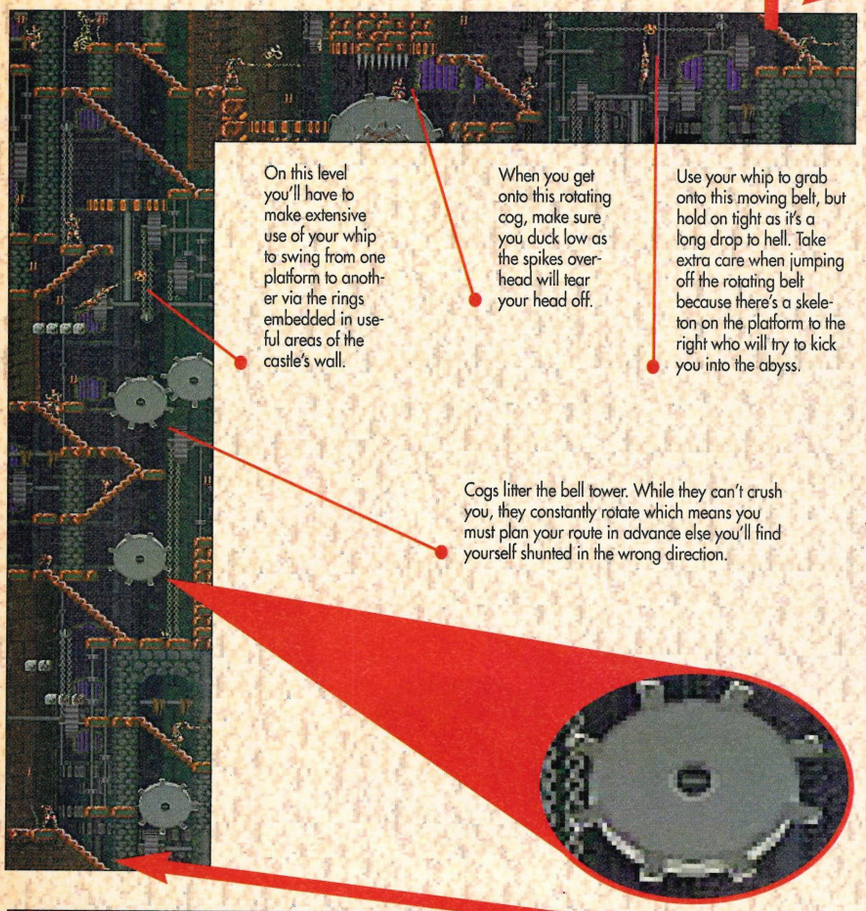


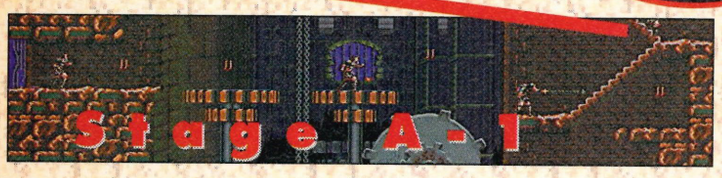


Use caution when travelling through this area as a nasty knock from some frenzied spectre will send you over the edge.



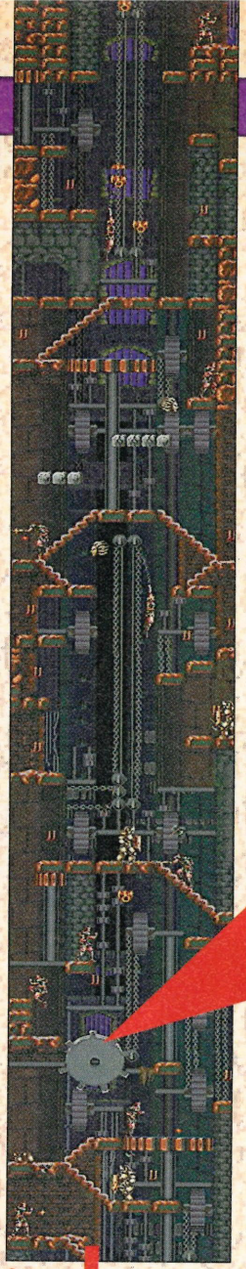


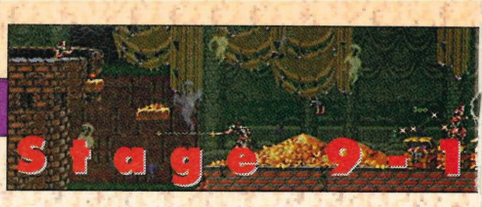






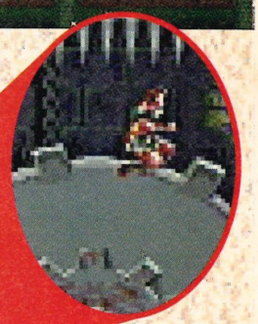
The clock tower holds all manner of surprises – not least this mummy which must be defeated if you wish to progress onto the final stage. The mummy hurls things at you, but these are easily dodged.



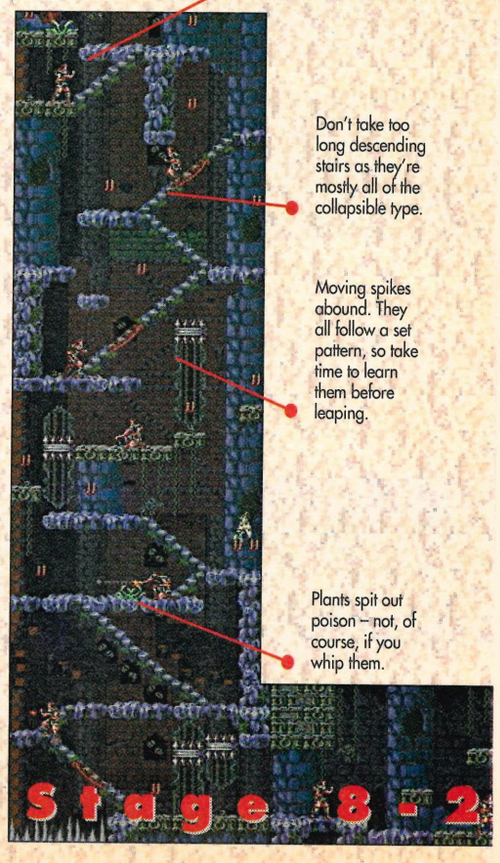






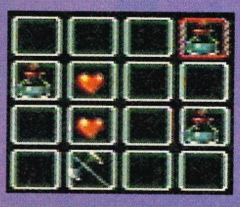


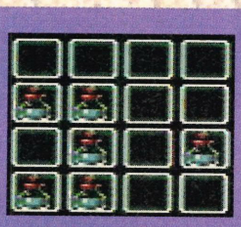
The last section of the dungeons features a gruesome collection of creatures and traps. Your nightmare doesn't stop at the end of the level either.



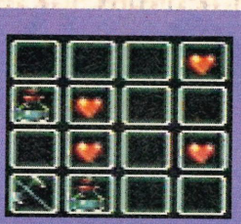
LEVEL PASSWORDS

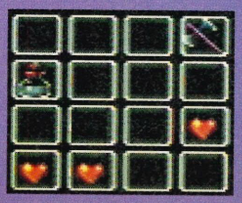
Go to the password entry screen at the beginning of the game and enter any of the passwords as shown in the screens here to get to the stage of your choice. Ensure you do not enter a name as the codes won't work otherwise.

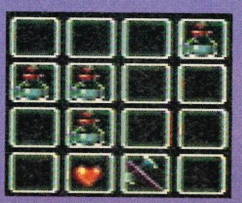

Level 7


Level 8


Level 9


Level A


Level B


Final Encounter





If your fingers can stand the pain, jump up and down on a treasure chest 255 times and the chest will magically transform into a pork chop.

It's tempting to hand around and get these power-ups – don't! You'll end up falling from the disappearing ledges.

These levels disappear shortly after you step on them, so make your dash to safety rapidly. It's a long way to nowhere.

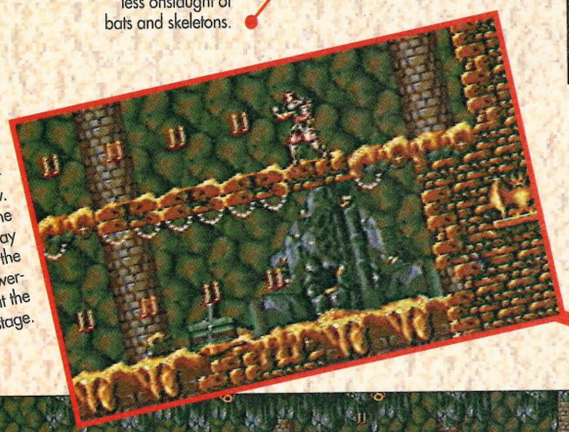
The zapf bat at the end of stage 9 is encrusted with jewels. If you hit it, scales fall away from it in a deadly rain. You must move quickly, especially when the bat transforms into three smaller versions of itself.



Use the rings to swing your way out of trouble – although tricky to grasp, using this method of travel means you won't have to tackle so many skeletons.

All the gold that litters the floor is of no use in your battle against the endless onslaught of bats and skeletons.





This power-up packed secret room can be reached simply by stepping on the block indicated by the arrow. Unfortunately once you exit the bonus screen, there's no way back in – unless you restart the game. You'll need the power-ups to face the zapf bat at the end of the stage.

The very last section of the phenomenally long stage 9. There's nothing much to test you apart from the end-of-stage guardian.

Take your time to collect all the power-ups in this section as you'll meet the zapf bat in the next section.







Unsurprisingly the majority of power-ups you collect in the treasure room are money bags.





Keep you head down as this swinging spike will do it some serious damage if you're not careful.

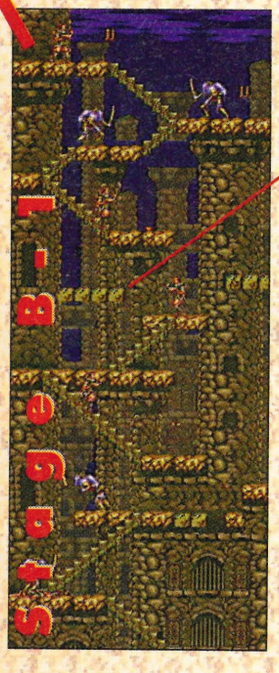
Stay clam in this section – it's a potential death trap; spikes fall from the ceiling, ghouls attack and your energy will doubtless be low.

The end-of-stage boss, the monster. He and his double are afraid of nothing. Use your whip and dodge the fire bombs that he regularly throws.





The whole of this section features collapsing bridges, so don't stick around collecting bonuses.



Disappearing platforms make your job tricky. As ever, don't hang around unnecessarily.

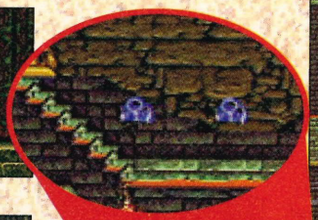
On every level of this stage you'll encounter a fearsome boss who will take some defeating. You know you're nearing the final encounter.















Collect every power-up possible as your encounter with Dracula is imminent.

For the final encounter, you'll want to be at your most powerful. There is a hidden room where you can boost your energy, gain a triple shot and collect lots of hearts. From the ledge on the right, jump to the left where there is an invisible ledge as indicated. Go to the very left edge and collect the items. You should now be in a much better position to tackle the might of Count Dracula, the prince of darkness.



You'll be attacked by a spinning cog during this very long level. It will chase you virtually all the way up the long staircase. There's no getting rid of it; simply duck at appropriate moments.

Game Over





This is it. What you've struggled through the game for – the final encounter with Dracula. Defeating him is no mean task. After a fancy light show, you'll get to take on the man himself. You can only hurt Drac by hitting him in the head with the glave weapon. Everything else is useless. Most of the time Dracula will use a cloak to cover his head and only now and then will he open it to enable you to take a pot shot. Naturally, Drac takes shots at you too. His shot is deceptive in that is splits into three as soon as it gets close to you. It'll take time and patience to battle the prince of darkness, but with the extra power-ups you collected (you did collect them, right?) in the secret room your job should be a lot easier. Happy hunting. See you in *Castlevania V*.

COMPETITION TIME



WIN AN AMAZING HOLIDAY TO DISNEYLAND

PLUS £300 SPENDING MONEY

0891 767 429

WIN £1500!!

0891 767 430

FANCY A SEGA MEGADRIVE PACK? IT'S GREAT FUN TO USE!!



0891 767 431



HOW WOULD YOU REACT WITH A NINTENDO NES ACTION SET COMPLETE WITH LIGHT GUN AND GAMES?

0891 767 432

OWN A COMPUTER OR CONSOLE ALREADY? WHY NOT CALL OUR FANTASTIC COMPUTER GAME REVIEW LINE OR OUR CHEAT AND TIPS COMPUTER LINE? IT'S TOTALLY MEGA!!

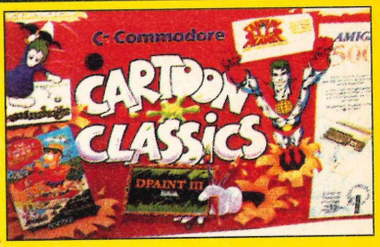
0891 767 435 **0891 767 436**



HAVE A CHANCE TO 'BEADLE' AROUND WITH A STATE OF THE ART JVC ELECTRONIC CAMCORDER

0891 767 433

WIN A CRUCIAL AMIGA 500 PLUS FIVE TOP SELLING COMPUTER GAMES



0891 767 434

JUST DIAL ANY OF THE ABOVE NUMBERS, THE MORE TIMES YOU CALL THE BETTER THE CHANCE OF WINNING!

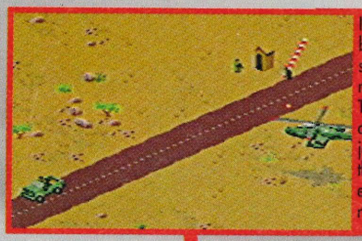
Calls charged at 36p per min cheap, or 48p per min peak. Please ask permission of telephone owner before calling. ACS LTD, CA2 5NB. Competitions vary, but last only a few minutes

Dictator busting is the name of the game in this stunning action packed war simulation. You take the helm of a state-of-the-art Apache gunship – which comes armed to the teeth with the latest in military weaponry – through four gruelling missions. *Desert Strike* is a fantastic 3-D jaunt through the Gulf. As always with top gun heroes, the odds are against you. Are you up to the ultimate test? The Console XS recon team have already infiltrated the enemy defences and have all the data you need to win the game. Codes, passwords, and detailed maps will make this operation a piece of cake... if you keep your head. Don't miss out stages or the enemy defences will be too high. And never go nose to nose with a tank. Strike low and fast, and never look back.



A bit of a red herring this one. If you had read the copilot details you will have noticed that Jake was last seen near a plane. However, this is not him – only a lucky POW. This encounter is fruitless unless you want to rake hell out of the plane for simplistic, sadistic fun. Go ahead, waste it!

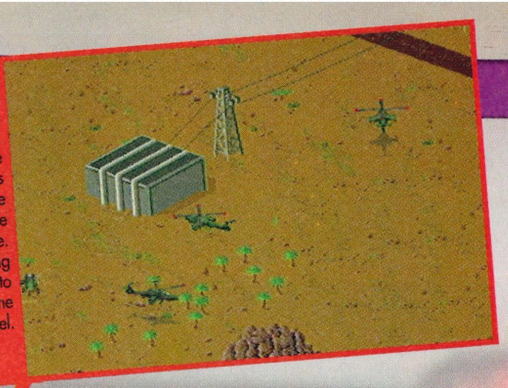
crashed jet plane



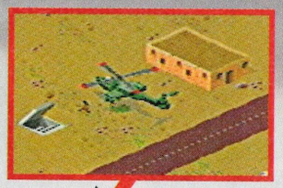
It's tempting to blow the missions for a bit of mindless fun. This vulnerable checkpoint and jeep provides the perfect excuse for a rampage.

checkpoint

Objective two is to cut the enemy's power by trashing the power station. There are a couple of weak AAA guns to deal with, but the big threat is the rapier missile site. Inside the building is a toolkit and to the right are some MIAs and fuel.



power station

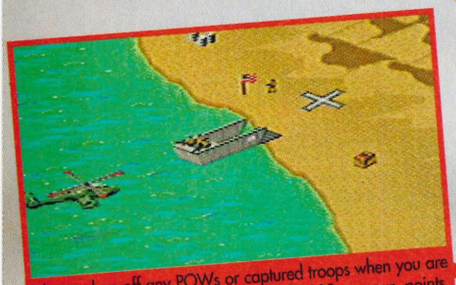


rescue spy



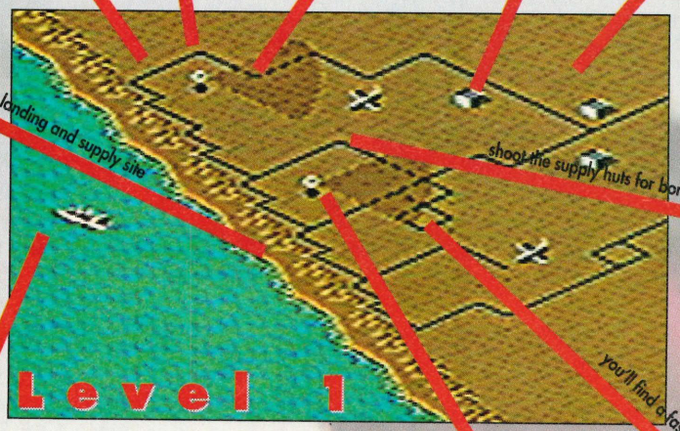
captive POWs

Here's one of the ways that combing the desert around the missions can come in handy. You stumble across a group of MIAs being attacked. Shoot the enemy troops and pick up the men for bonus armour points at the next landing point. Try not to use rockets as the shrapnel could hit your own men.

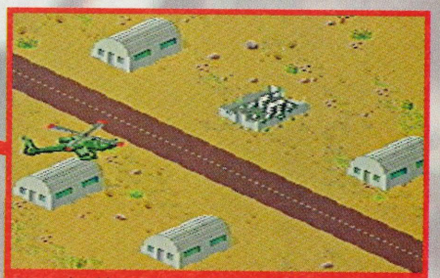


Always drop off any POWs or captured troops when you are low on armour. Each man is worth 100 armour points. Landing zones also provide you with supplies, so do not exhaust the supplies unless you really need them. Shooting at the boat or American flags may be anarchistic fun, but it brings a heavy penalty from the Colonel resulting in a mission recall. Tip: if you are flying over water, you do not use any fuel – so long trips should be flown down the coast.

landing and supply site



shoot the supply huts for bonuses



Get used to blowing up any military building such as these supply huts for useful equipment. Many hide ammo and fuel. There are winches and extra lives on later levels.

aircraft carrier



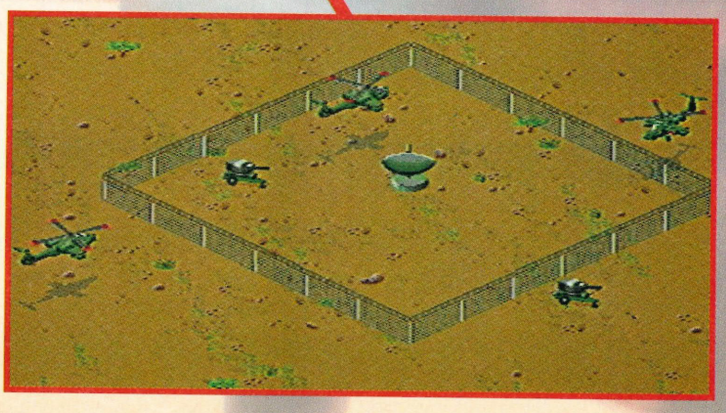
The impressive frigate is your floating base. Trigger happy clowns will be disappointed; you cannot sink it. The ship will reappear at the end of a mission or if you get recalled.

you'll find a fast winch in this hut



When a tank has you suckered, the only way to get those hostages is with a fast winch. This building has one inside, so make sure it is installed before you perform any heroics against tanks and other heavy armourments.

radar site

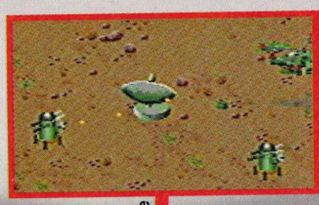




PASSWORDS

From the password screen enter any of the following to get to higher levels:

WQJROBZ – level 2 (scud buster)
VLJKKTY – level 3 (embassy city)
BTTIKLK – level 4 (nuclear storm)

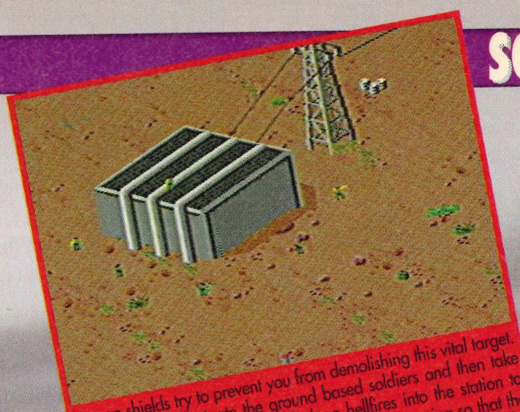


A vital part of the enemy's defence. Destroy the radar sites and the jails will be open to attack. Use hellfires on the Rapiers as one hit is enough.

radar site



radar site



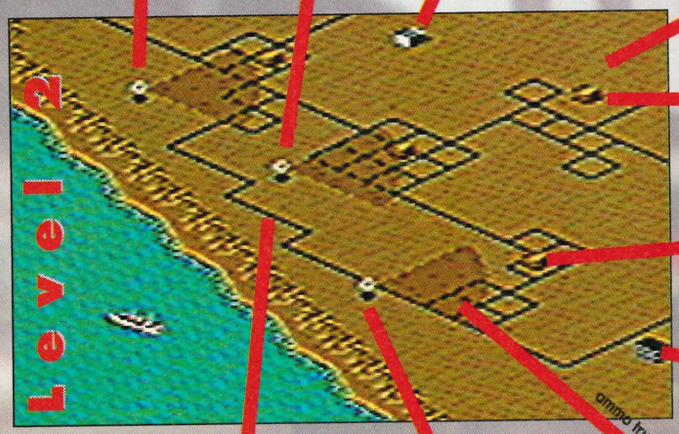
Human shields try to prevent you from demolishing this vital target. Use hydras to eliminate the ground based soldiers and then take out the power lines. Finally, sink three hellfires into the station to complete the mission. The main thing is to keep moving so that the bazooka carriers cannot zero in on you. The chain gun is good for the pylons as you won't destroy the fuel. Again, there is a toolkit underneath the power station.

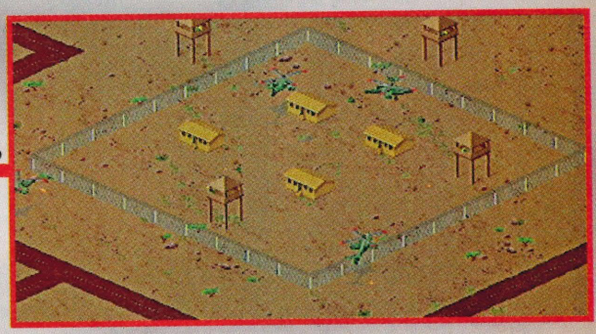
power station

Just past the prison camp is this downed jet plane. Standing next to the flaming wreck is your copilot, Jake. Rescue him after blowing up the enemy and take him back to the frigate to install him as your new anchor man. Blow up the plane for an extra life – this is vital to ensure your success. On your way back, don't get caught by the guns in the watch towers around the camp.



crashed jet plane

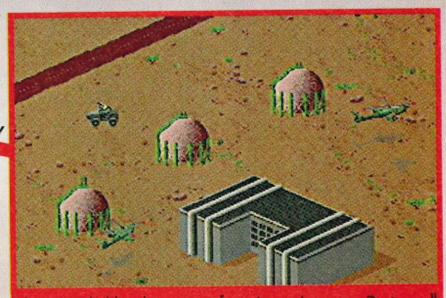




POW camp

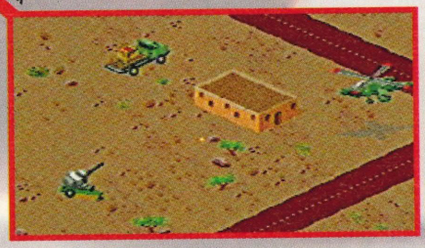


prison

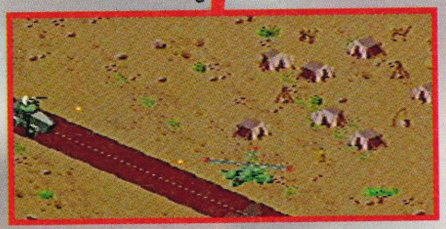


chemical factory

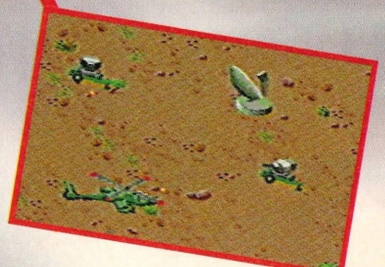
The scoundrel has been manufacturing poison gas. Destroy all three towers and the central complex to complete the mission. Use the large rock formations to shield yourself from VDAs. The AAA gun at the top has an ammo crate underneath.



ammo truck



civilian camp



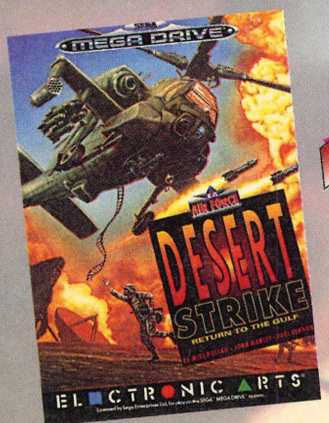
radar site

ACTION REPLAY PRO CODES



Enter these codes into Datel's Action Replay Pro cartridge for the desired effects. Note, these only work with the Pro version.

FF1ØB 7ØØØ3 – infinite lives
FFAF1 DØØØ8 – infinite hellfires

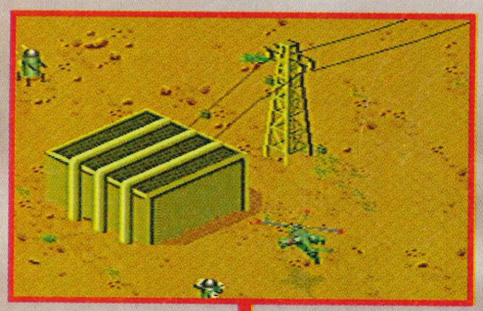


MEGA DRIVE

ELECTRONIC ARTS ● £49.99 ● SHOOT-'EM-UP

DESERT STRIKE





power station

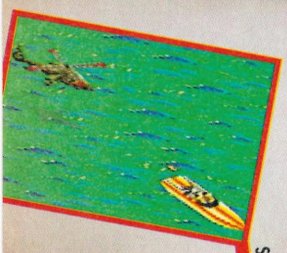
Take out this radar site and the command posts will be weaker and consequent missions will prove less daunting. Zoom in low and use a hellfire to take out the rapier and chain gun the bazooka guy.



radar site

the embassy





Sadam escapes

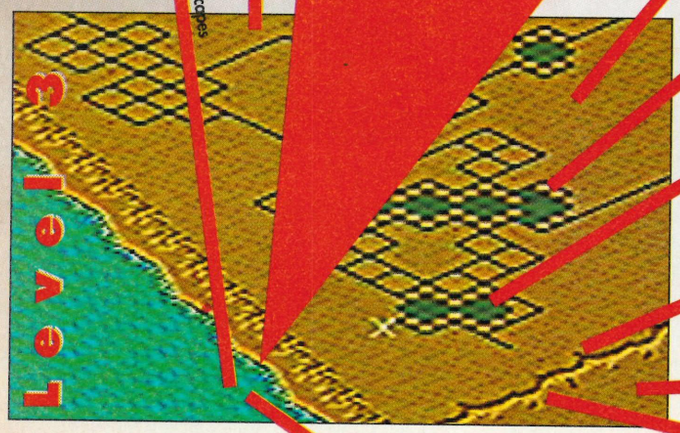


TV station



An important sub mission is to save an EANN news crew from a tank in the middle section of city. Ferry the wounded reporters with their incriminating footage to the TV centre for a large bonus at the end of the mission. Watch out for roof snipers when you land.

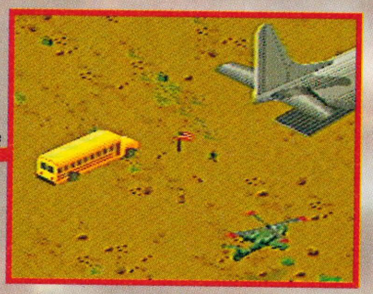
Level 3



extra life in sand dune



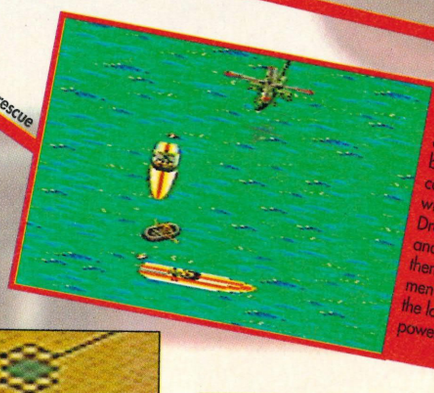
rescue plane



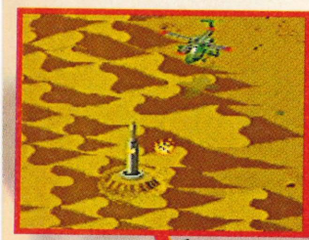
dry river crossing



seaman rescue

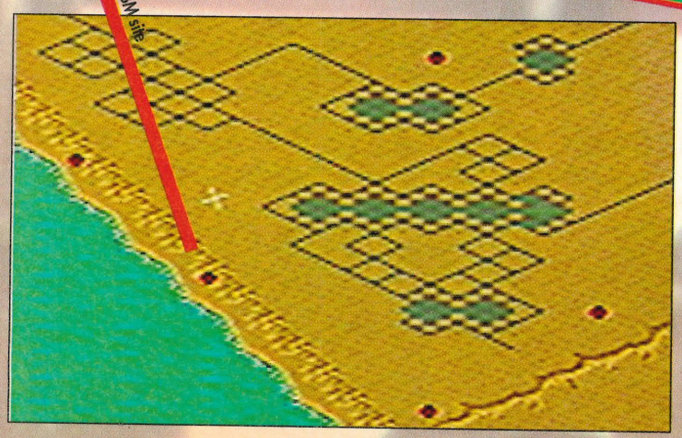


Surrounded by well armed and garishly coloured speed boats, the airmen can be easily killed with a stray missile. Draw the boats out and then destroy them. One of the men will give you the location of the power station.



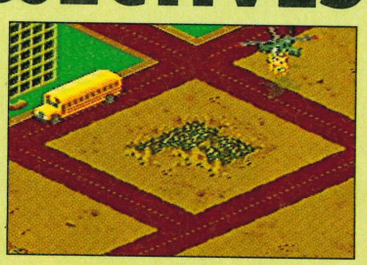
Not only are the ICBMs hard to spot (under sand) they are well defended and take some effort to destroy. When the door opens the missile will launch in a few seconds.

ICBM silo

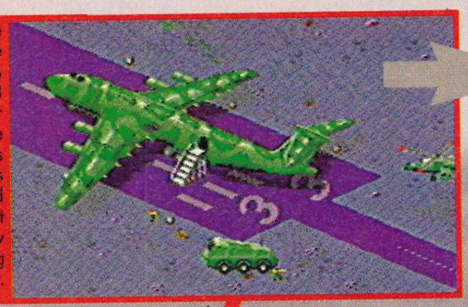


LEVEL 3 OBJECTIVES

Urban combat! Pick up stray UN inspectors under heavy fire, circle round and take out the biological weapons factories to the north. Deadly ICBMs are hidden in the sands and must be eliminated and pilots have to be rescued from the sea before the main power supply can be cut and the presidential yacht attacked. Finally get the ambassador and liberate the embassy.



It's eyes down for the big showdown. The chicken president tries to start World War 3 in his nuclear bomber. Strafe all the surrounding tanks until the plane taxis down the runway and pick up your copilot from the wing. Now give it everything you've got.

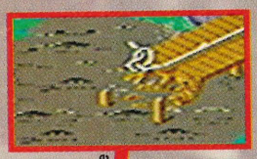




The cowardly dictator, who is in fact modelled on EA's production manager in the States, is wiped out in his own nuclear fire. The bomber and its deadly cargo is left on the runway in a fiery lake. All that's left is to make it back across the desert to the awaiting frigate and receive your mission summery and a hearty commendation from stormin' Norman.

What higher honour could there be? A handshake from the wrinkly dude who holds the button in the white house and a warm welcome from Barbera's spaniel. We came, we saw, we kicked his ass!



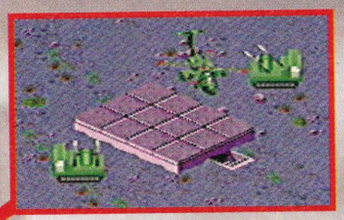


smashed oil pipe

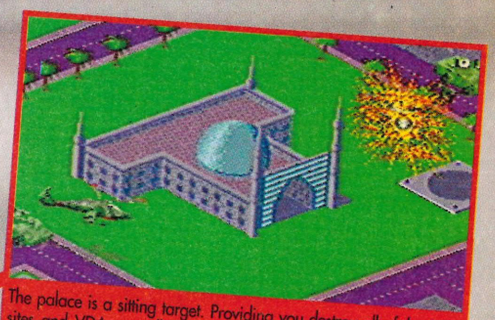
nuclear bomber



bunker containing airmen



bunker



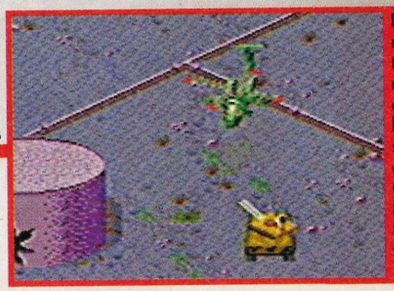
the madman's palace

The palace is a sitting target. Providing you destroy all of the SAM sites and VDAs patrolling the city, that is. They enemy will try to catch you in a crossfire, but buildings can be used as convenient shields from hails of bullets. Once dusted, you land and your copilot is captured by the president as he flees in his APC.

Level 4



bunker



oil containers

Remember, you are meant to be defending the containers and not mindlessly shooting everything in sight, so be accurate. Tanks will shoot at you but, deprived of a target, they will destroy the oil. Hit them quickly and leave no prisoners or you will be recalled.

rubbish lorries containing bomb parts and hostages



drop off rescued hostages here

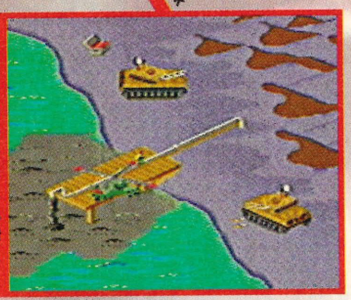


enter a tank battle here



oil pipe leak

Environmental menace, the dastardly dictator has opened the oil pipes into the gulf . He's even protected the spillage with tanks. Objective two is to seal the pipes and prevent more sea birds from looking like Al Jolsen. Conveniently, the pipes tie themselves into a knot when you destroy them.



Objective four has you chasing bin lorries for bomb parts. Above are the two types of vehicle. The Apache must hover next to a lorry until it turns up a road where you can see inside. If it's carrying arms, blow it away before it con ship them to the bombers. You will be recalled if you destroy too many lorries with hostages inside, so be patient and keep fuel handy for emergencies. There are six bomb lorries in all.

you'll find extra lives in the rubble of these buildings

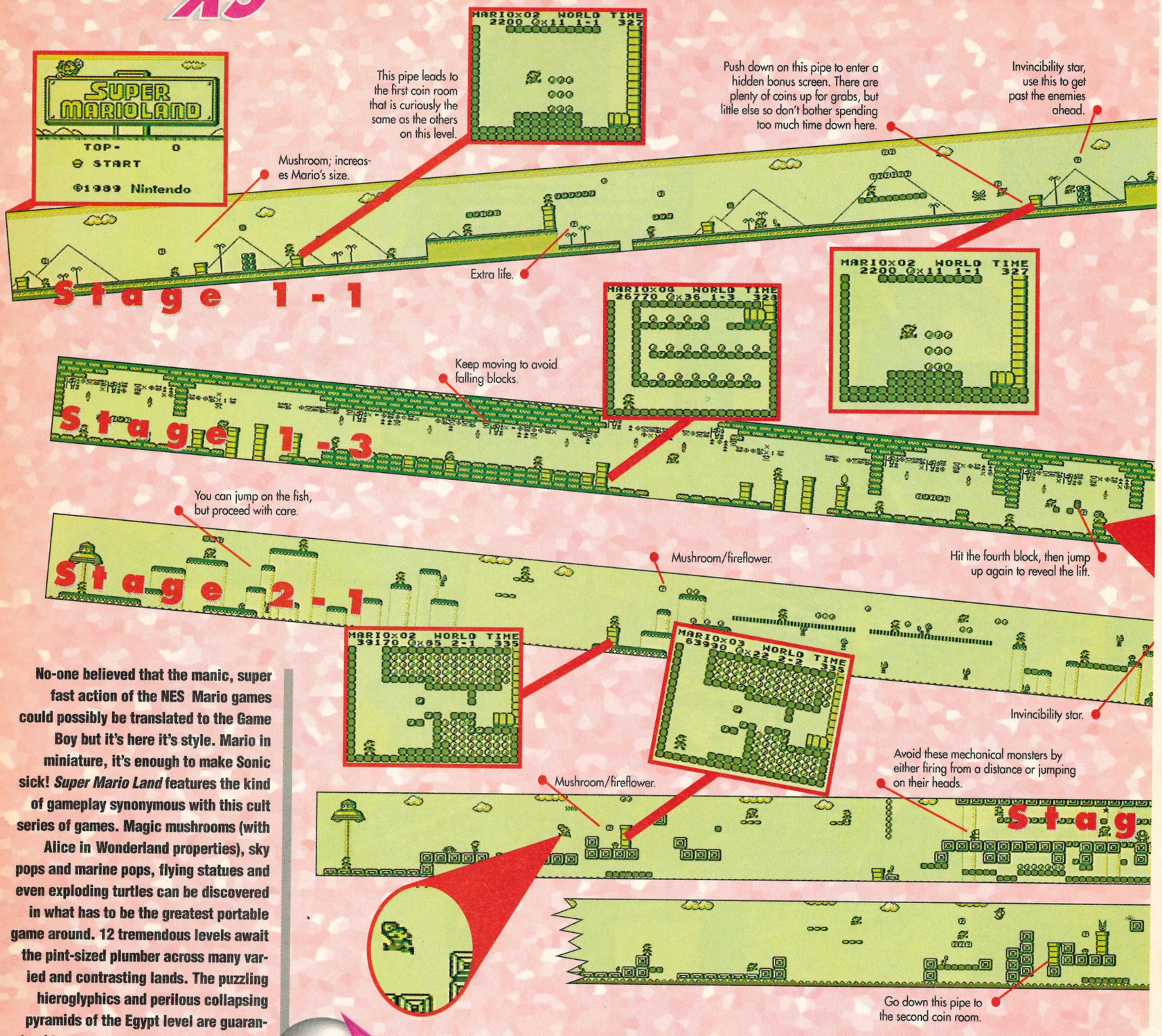
LEVEL 4 OBJECTIVES



As darkness looms you must finally track down the dictator. Ferry in a squad of Navy Seals to the refineries and seal the overflow pipes. Rearm then rescue hostages from underground bunkers and destroy as many bomb parts as possible. The nuclear power plant must be crippled before taking out the power supply and decimating the palace. All that's left is to destroy the nuclear bomber.

This area of buildings is crammed with supplies, including two extra lives buried in the rubble of buildings. Conserve your ammo and fuel on this level as equipment later on will be alarmingly short. The missile launchers are particularly nasty in this section so use the buildings as cover and let the trigger happy enemy do your dirty work.





No-one believed that the manic, super fast action of the NES Mario games could possibly be translated to the Game Boy but it's here it's style. Mario in miniature, it's enough to make Sonic sick! *Super Mario Land* features the kind of gameplay synonymous with this cult series of games. Magic mushrooms (with Alice in Wonderland properties), sky pops and marine pops, flying statues and even exploding turtles can be discovered in what has to be the greatest portable game around. 12 tremendous levels await the pint-sized plumber across many varied and contrasting lands. The puzzling hieroglyphics and perilous collapsing pyramids of the Egypt level are guaranteed to cause problems, but these are nothing compared to the dreaded scrolling levels with cliff faces racing to crush Mario in his tiny flying saucer. Luckily (for you that is) Console XS brings you an exclusive, completely mapped guide to *Super Mario Land* on the Game Boy. No game is too difficult for our crack team of tipsters. Included are the whereabouts of all the secret coin rooms, the mushrooms and fire flowers, and of course a full complement of bad guys together with the method for their demise.

GAME BOY

NINTENDO ● £21.99 ● PLATFORM ADVENTURE

SUPER MARIO LAND

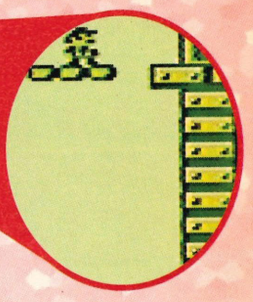


Mushroom/fireflower, use them against the spear throwers ahead.

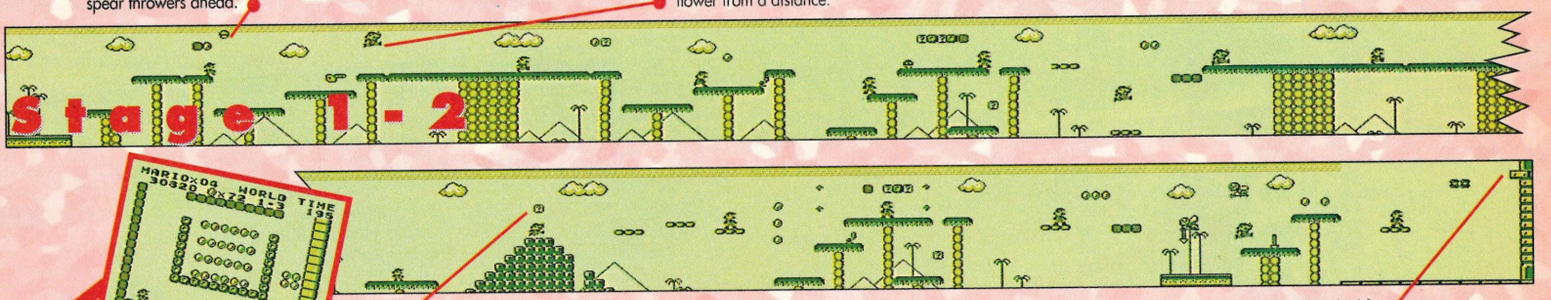
Coin block , you can obtain as many as twenty coins from a single jump.

Avoid the spear-chucking enemies by using the fire-flower from a distance.

To get to the top door, jump on the first lift, let it carry you up, and then at the first opportunity leap to the horizontal lift.

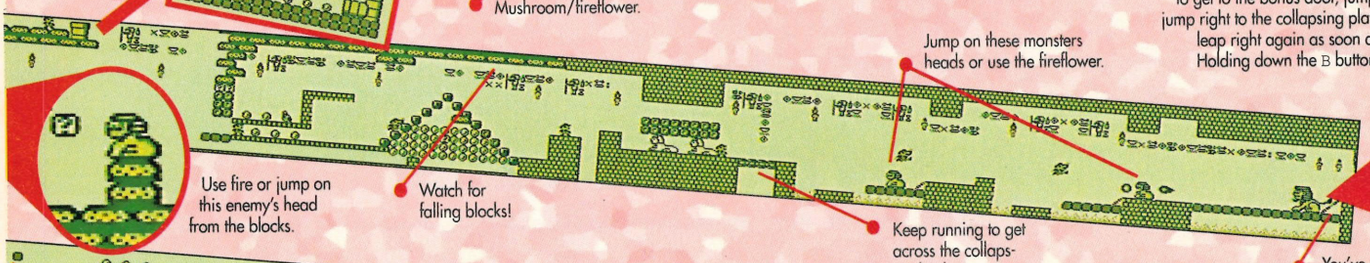


Stage 1-2



Mushroom/fireflower.

To get to the bonus door, jump on the lift, jump right to the collapsing platforms, then leap right again as soon as you land. Holding down the B button may help.



Jump on these monsters heads or use the fireflower.

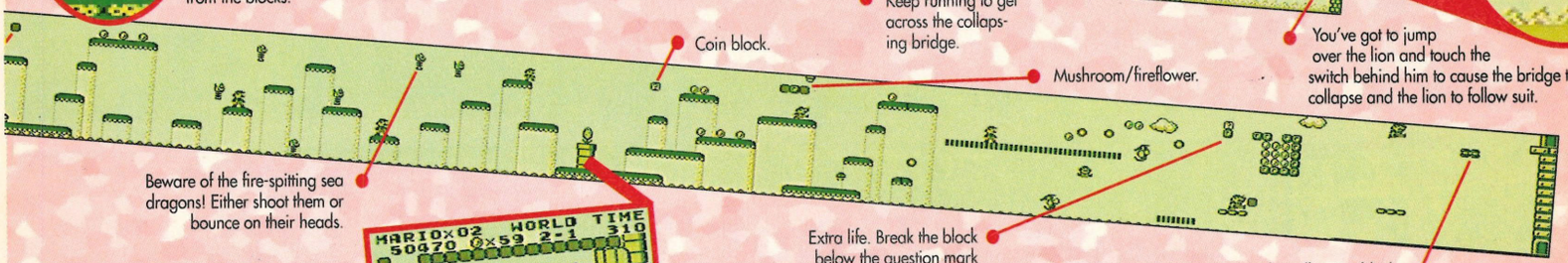
Use fire or jump on this enemy's head from the blocks.

Watch for falling blocks!

Keep running to get across the collapsing bridge.



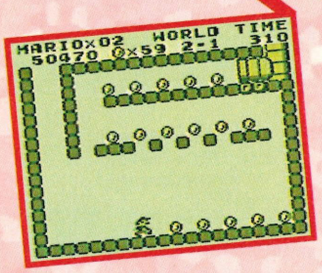
You've got to jump over the lion and touch the switch behind him to cause the bridge to collapse and the lion to follow suit.



Coin block.

Mushroom/fireflower.

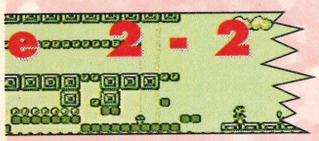
Beware of the fire-spitting sea dragons! Either shoot them or bounce on their heads.

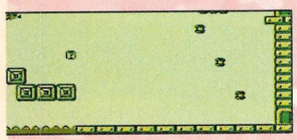


Extra life. Break the block below the question mark and then you'll be able to reach the life.

Jump to the collapsing blocks then leap again as soon as you land. Hold down the B button to get further.

Stage 2-2





Don't shoot the octopus as it will explode.

Invincibility star.

Mushroom.

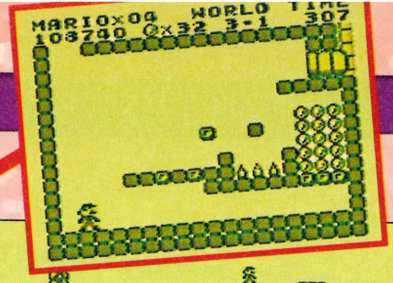
Stage 2-3

You'll have to let loose with your shots, but take care not to hit the octopi – or even the octopuses – as they'll explode and probably take you with them.

There are stacks of items to pic up on this level; the trouble is that it constantly scrolls which means, unless your devastatingly quick, you'll miss out on a lot of the goodies.

Kill the Dragonzamasu by repeatedly firing. Stay still for as long as possible in a central position, moving only if something is coming straight at you. Alternatively, break the blocks towards the bottom right and go for the switch.

CONSOLE XS SOLUTION



Stage 3-1

Run across the collapsing bridge at full speed to avoid falling into the chasm.

Coin block.

Wait until the spider has passed before continuing.

Stage 3-2

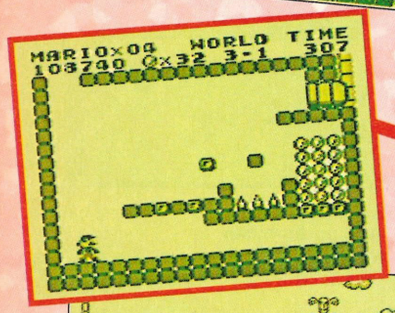
Quickly run under the spiders by holding the B button.

Mushroom/fireflower.

Jump on the bouncing enemy from the platforms above.

Jump over the spiders when they've dropped under you.

Avoid the falling spike by jumping right as soon as you land.

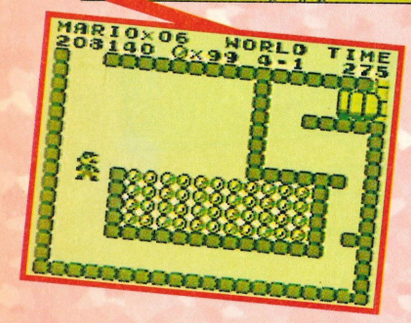


Stage 3-3

Mushroom/fireflower.

Look for the hidden block to help you reach the higher platform.

Stage 4-1



You can't kill the Chinese men, you can only stun them. Jump on their heads and then run to the right so they disappear.

Coin block.

Time your run through this section as killer plants grow at alarming rates and then disappear again.

Stage 4-2

Jump on the snake's head to defeat it.

To avid the piranha plants, let them flower and only once they've disappeared run past.

Wait next to the block and then run past when the fireball is above you.

Get a mushroom from this block and become super Mario.

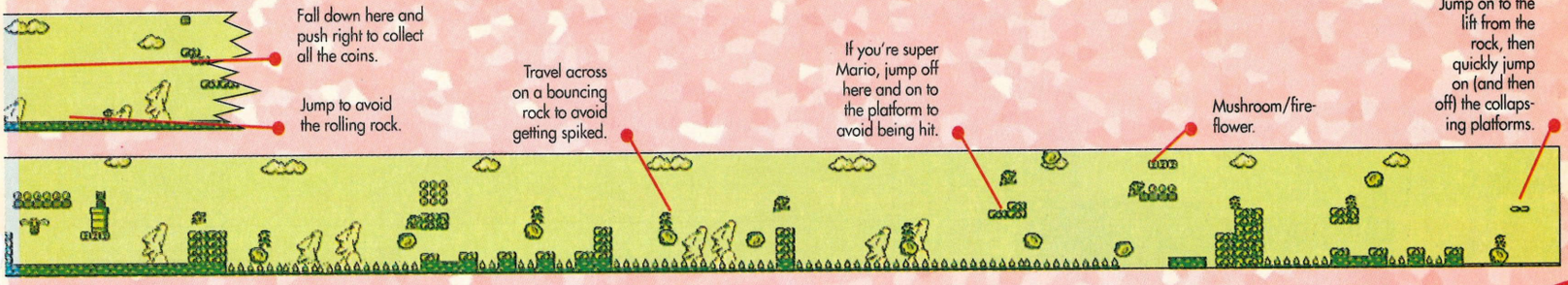
Stage 4-3

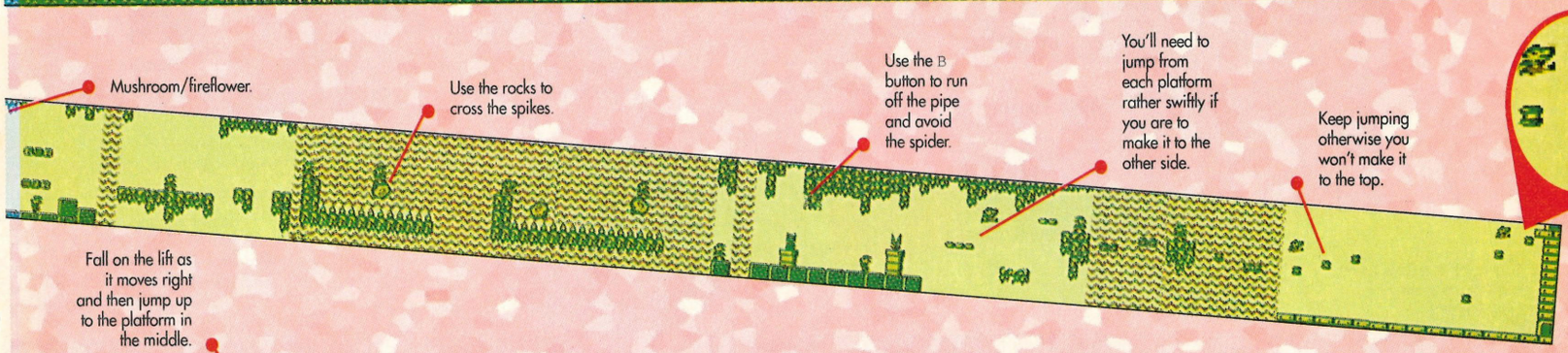
These clouds won't cause you any damage, but there's a big sucker at the end of the level that will try to take you down. Be prepared.

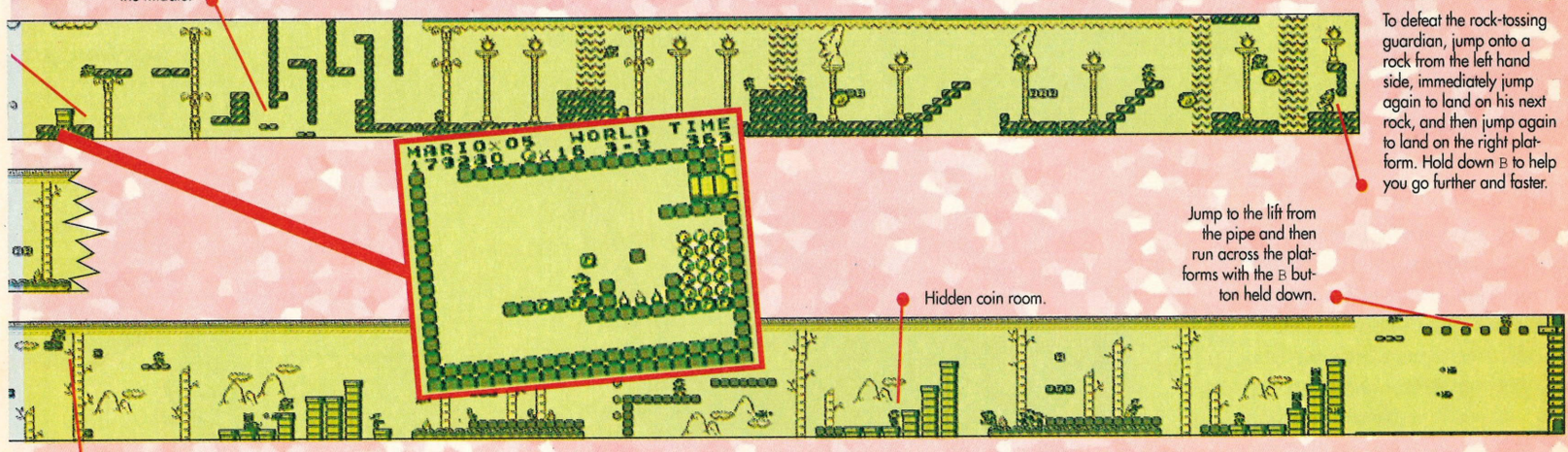
Shoot as many blocks as possible without causing yourself unnecessary exposure to enemies. Your efforts should be rewarded with bonuses and even extra lives.

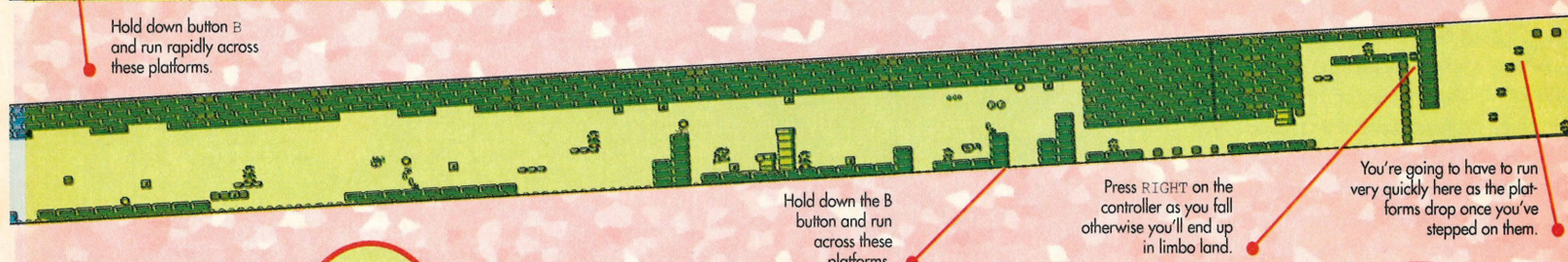
Look out for homing enemy missiles. There's little you can do other than duck and dive.

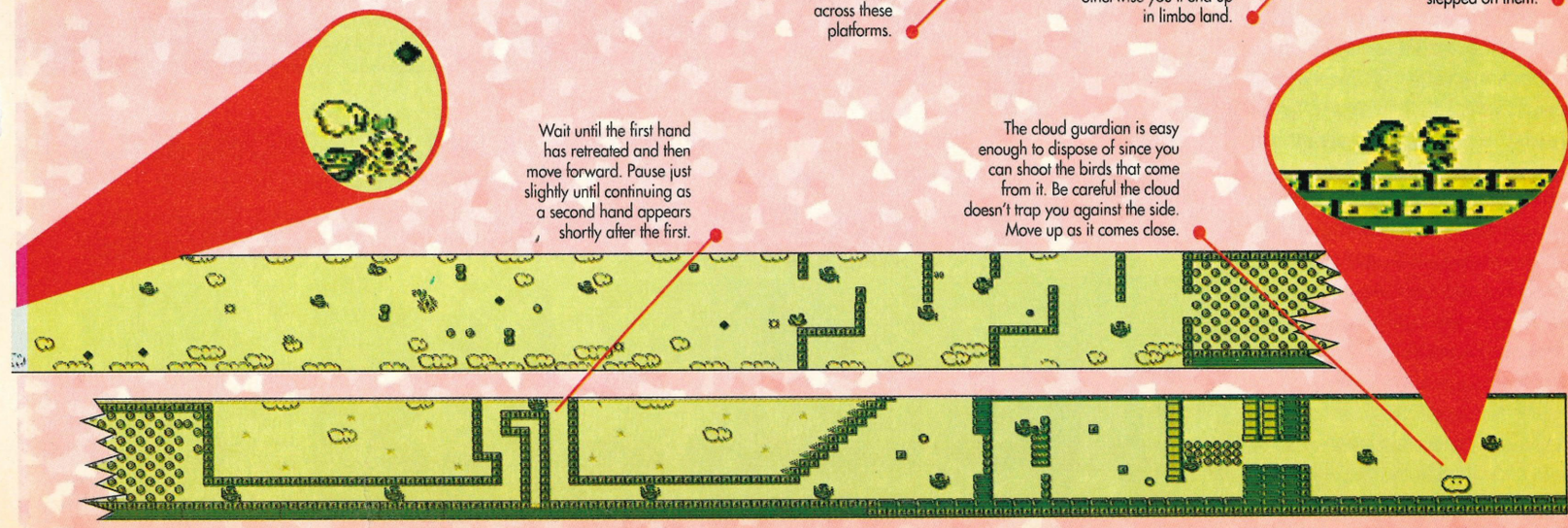
Keep flying, keep firing; keep swerving, keep living. It's not a tough level as long as you keep moving.


Fall down here and push right to collect all the coins.
Jump to avoid the rolling rock.
Travel across on a bouncing rock to avoid getting spiked.
If you're super Mario, jump off here and on to the platform to avoid being hit.
Mushroom/fire-flower.
Jump on to the lift from the rock, then quickly jump on (and then off) the collapsing platforms.

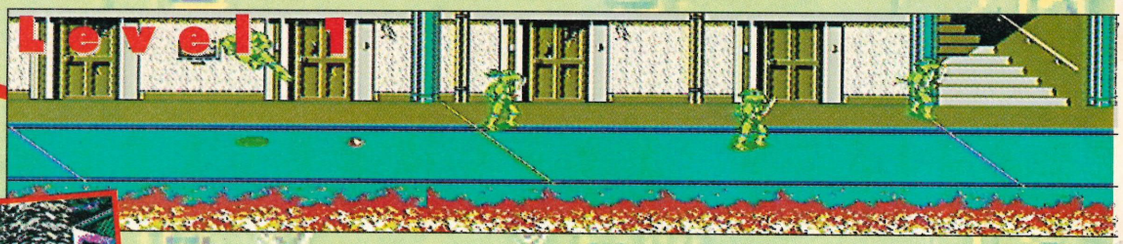

Mushroom/fireflower.
Use the rocks to cross the spikes.
Use the B button to run off the pipe and avoid the spider.
You'll need to jump from each platform rather swiftly if you are to make it to the other side.
Keep jumping otherwise you won't make it to the top.


Fall on the lift as it moves right and then jump up to the platform in the middle.
To defeat the rock-tossing guardian, jump onto a rock from the left hand side, immediately jump again to land on his next rock, and then jump again to land on the right platform. Hold down B to help you go further and faster.
MARIO×05 WORLD TIME
179330 ×16 3-3 363
Jump to the lift from the pipe and then run across the platforms with the B button held down.
Hidden coin room.


Hold down button B and run rapidly across these platforms.
Hold down the B button and run across these platforms.
Press RIGHT on the controller as you fall otherwise you'll end up in limbo land.
You're going to have to run very quickly here as the platforms drop once you've stepped on them.


Wait until the first hand has retreated and then move forward. Pause just slightly until continuing as a second hand appears shortly after the first.
The cloud guardian is easy enough to dispose of since you can shoot the birds that come from it. Be careful the cloud doesn't trap you against the side. Move up as it comes close.





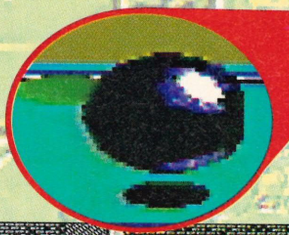
It looks as though Shredder's up to his old tricks again – that's April's house down there. Turtles, investigate.

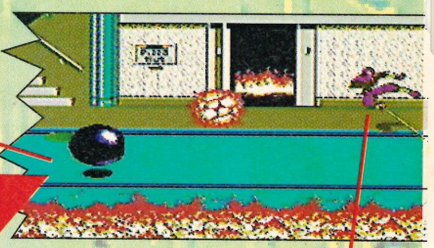




Uh oh, this looks like a trap. Let's step inside and get out of the heat to face a different kind of heat.

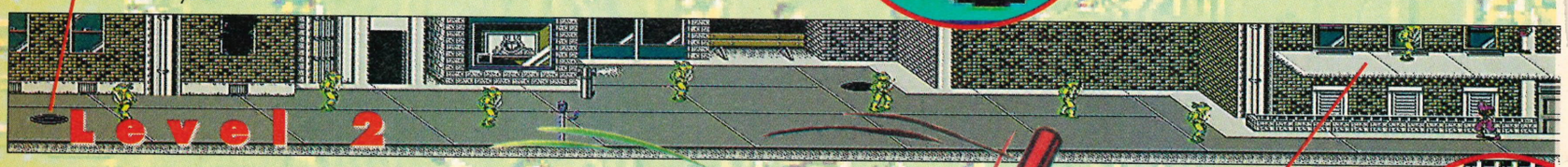
As you fight your way past the stairs, large ball bearings will shoot down the screen in an attempt to bowl you over. They are easily jumped if timed correctly.



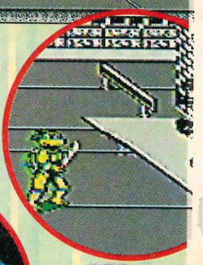


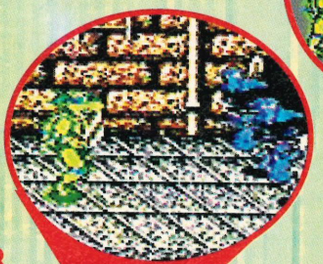
The foot soldiers are seriously weak. One hit from your special attack will kill off these rather ineffective clowns.

Knock the manhole cover back at the enemy who throws it at you.

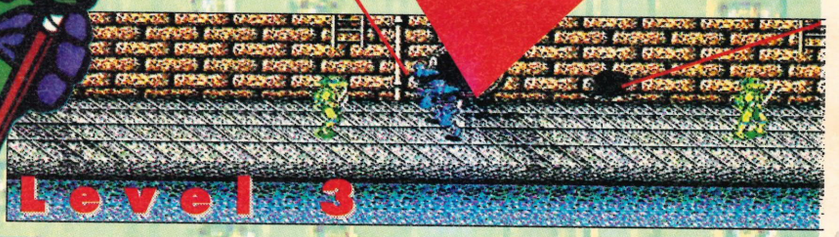


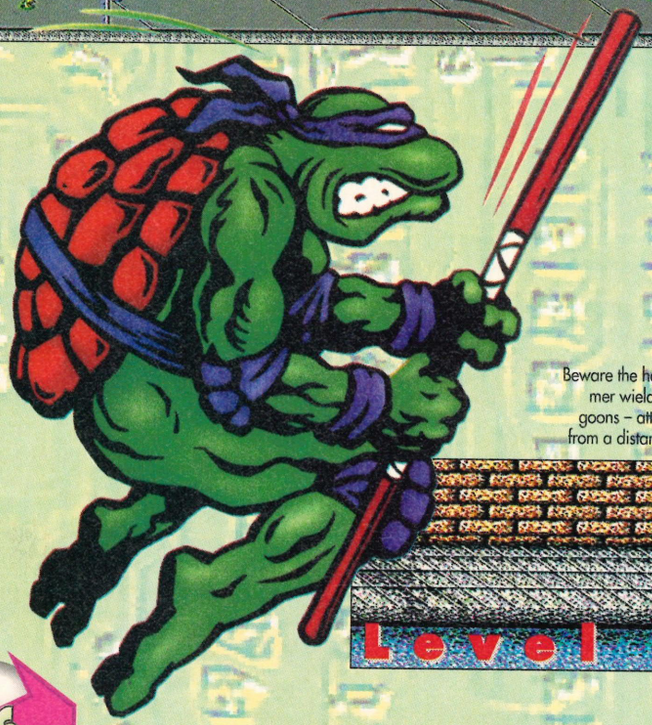
Use the verandas to escape the enemies on the ground. The foot soldiers are more vulnerable when climbing up to attack you.





Beware the hammer wielding goons – attack from a distance.



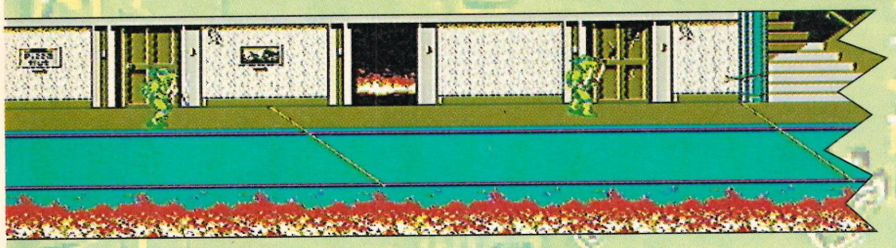


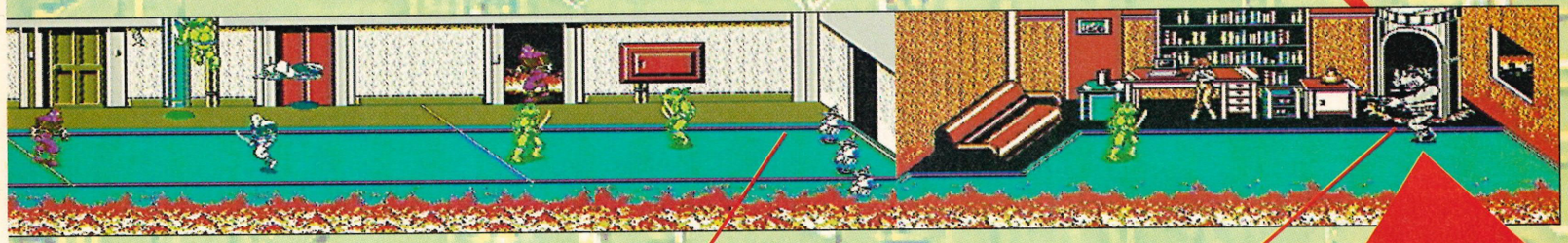
They're mean, green and busting out of the screen. The turtle equivalent of the four musketeers make a welcome return to the NES, this time a conversion of the hit arcade hit. Simultaneous two player play means non-stop, pizza-chompin', turtle-stompin' action. After being treated like garbage by the Hero Turtles, Shredder has trained a new, more merciless breed of foot soldiers to inflict his revenge. A clan of over 700 turtle terminators, who have once again captured April, are ready to turn you into turtle soup. Fortunately you don't have to face these freaks on your own. For the first time you and a terrapin-loving friend can join forces and double kick Shredder's army. But to survive you've got to fight through eight sections, including Vinnie's Valet Lot, Soho Sewer System and two levels original to the arcade version. Each level is fortified by lethal electro zappers, laser beams, freezer burners and patrolled by scorpion robots, stone warriors and Baxter Stockman. Shredder has also hired the all-powerful Tora and Shogun, two alien bounty hunters who have never known defeat. Even though Splinter has prepared the turtles well for battle – and the Console XS team have laid the game bare – it doesn't mean this war to save April and turtlekind will be a piece of pizza. Remember, you're outnumbered.

NES

NINTENDO ● £42.99 ● ARCADE ACTION

TEENAGE MUTANT HERO TURTLES II



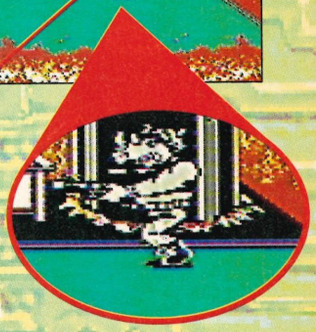


Just when you thought you had saved her, Shredder appears and whisks April off to his hideout.

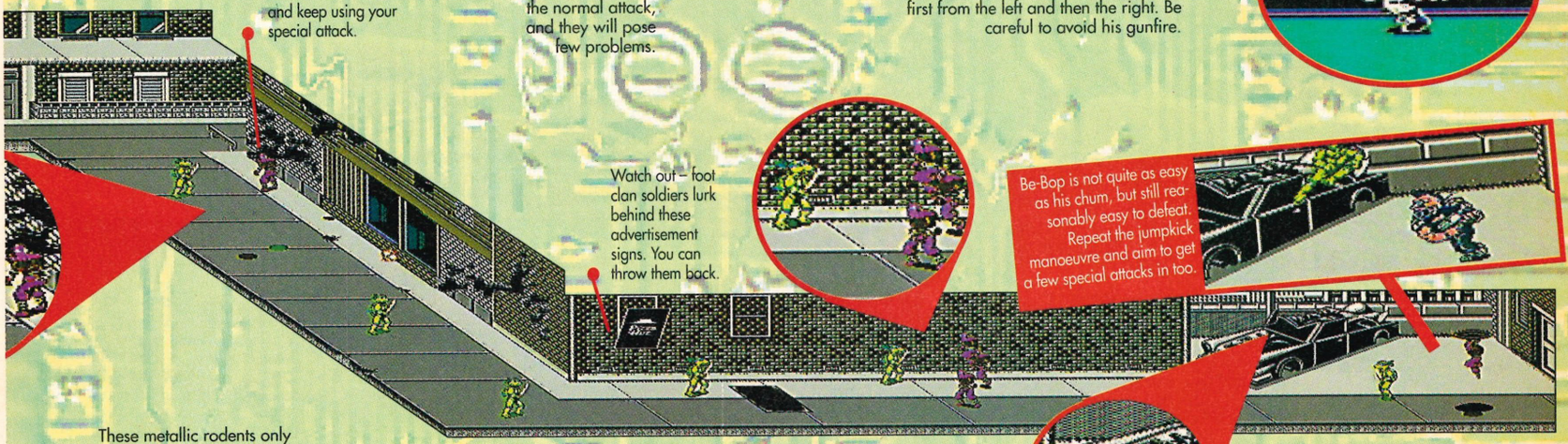


Roadkill Rodneys are a little more resilient than their human pals. However, trap them at the side of the screen and use the normal attack, and they will pose few problems.

The first guardian erupts from the carpet in his Jules Verne war machine. April looks on in horror – well she would, she's about to be kidnapped. Rocksteady is not exactly the biggest threat you'll ever come up against. Simply use jumpkicks, first from the left and then the right. Be careful to avoid his gunfire.



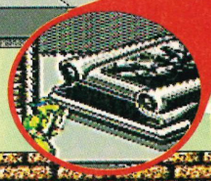
Hordes of footmen attack you from the windows and roof of this building. Stand to the left of the screen and keep using your special attack.

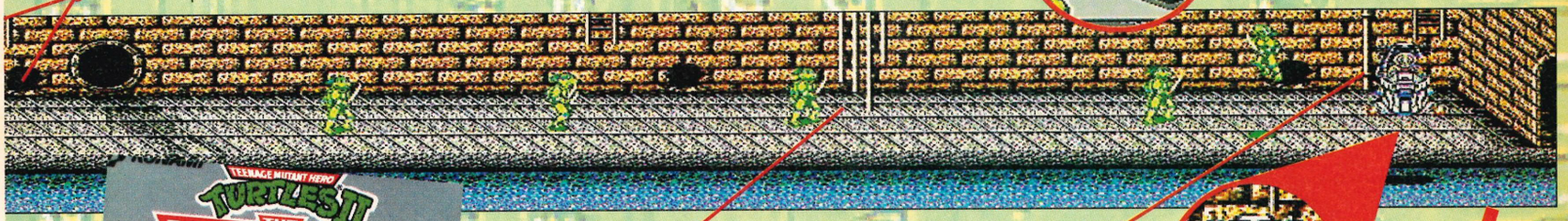


Watch out – foot clan soldiers lurk behind these advertisement signs. You can throw them back.

Be-Bop is not quite as easy as his chum, but still reasonably easy to defeat. Repeat the jumpkick manoeuvre and aim to get a few special attacks in too.

These metallic rodents only take two hits to kill, yet they're elusive little beggars. Stand next to the places they emerge from and swipe at them.

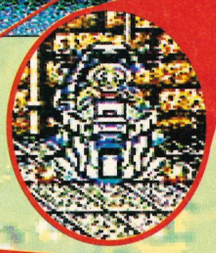






Move past the bars as they retract into the roof.

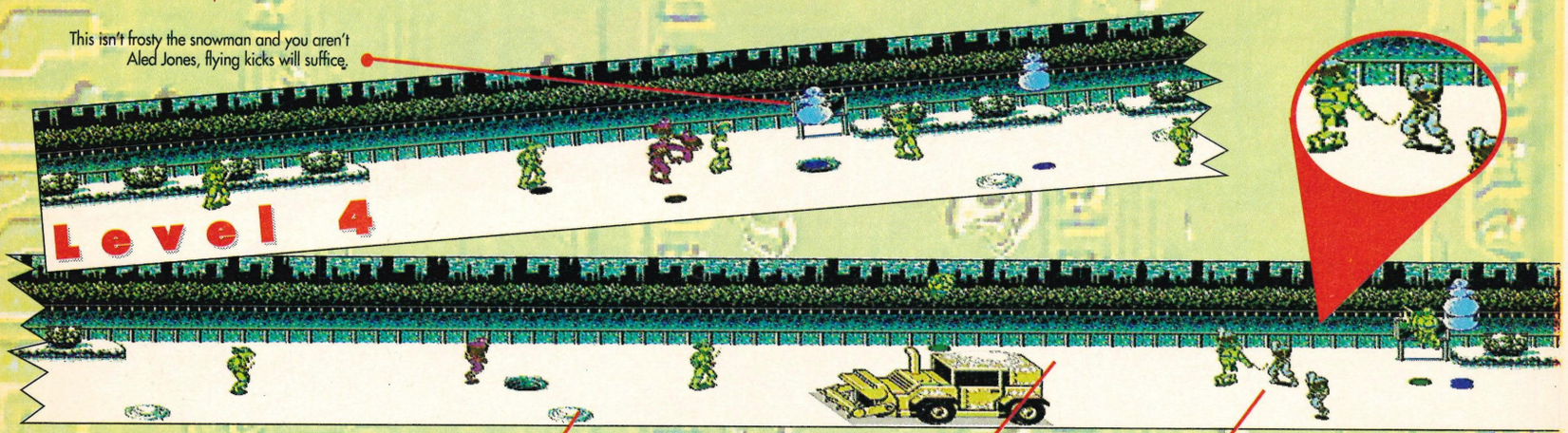
Professor Stockman. Stay to the top of the screen using jumpkicks to hit him. Don't worry too much about the Mousers because, invariably, these become casualties of inaccurate kicks.

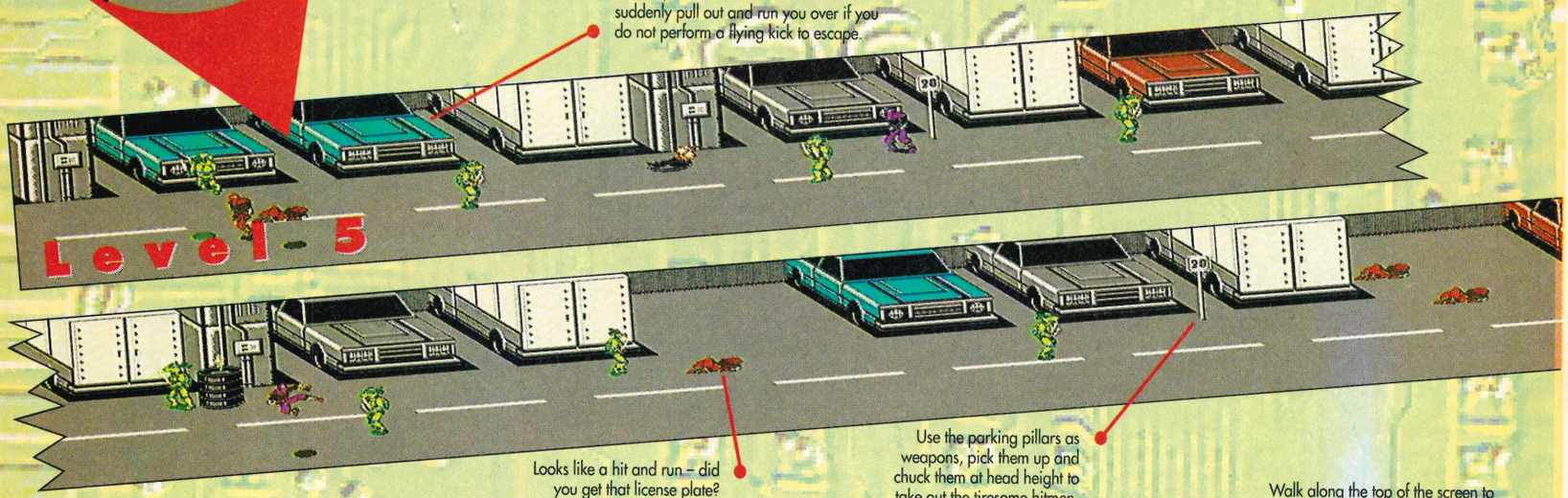


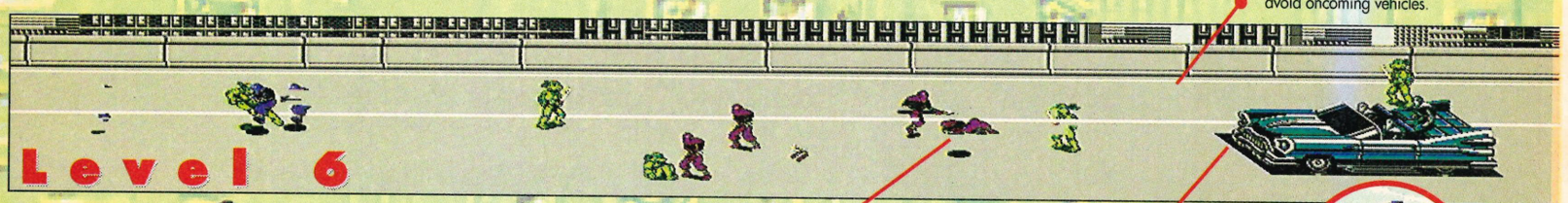
Woah! Ugly dudes. There's April, if only we can get to her... oh darn! Shredder has done a runner again. Looks like we will have to hack and slay through a few more levels until we find him. Is that pizza I smell?



CONSOLE XS SOLUTION





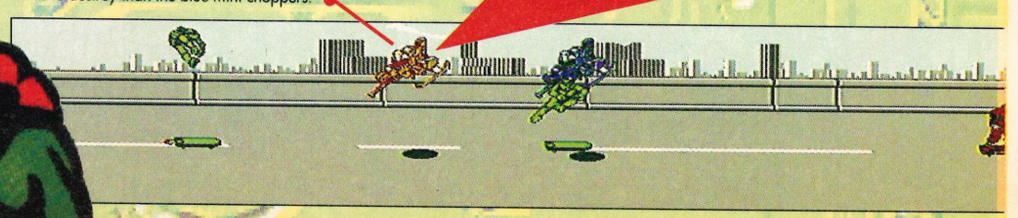


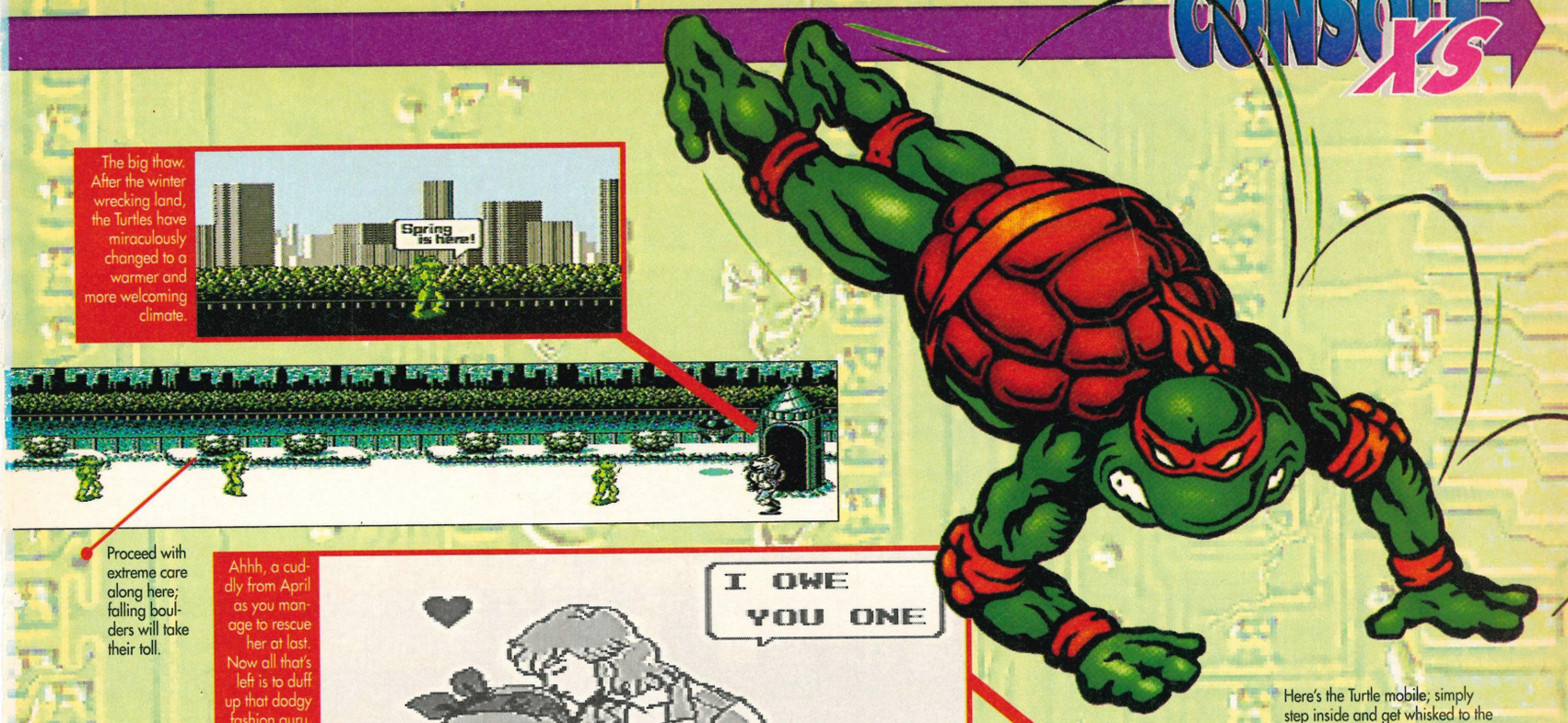


Everybody's getting a little more vicious now. As soon as you've connected with an attack, retreat to a safe spot with either a normal jump or a jumpkick.

Two crude robots in a T-Bird decide to turn you into pavement pizza. A swift flying kick and their wearing the steering wheel.

The gold helicopters are the most dangerous although there are not many on this level, the first (above) needs many more hits to destroy than the blue mini choppers.



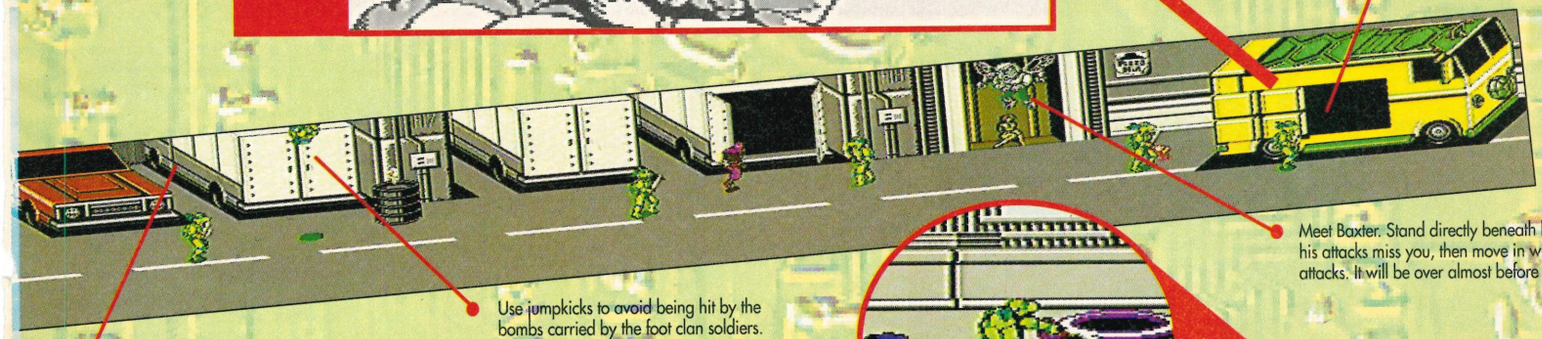


The big thaw. After the winter wrecking land, the Turtles have miraculously changed to a warmer and more welcoming climate.

Proceed with extreme care along here; falling boulders will take their toll.

Ahhh, a cuddly from April as you manage to rescue her at last. Now all that's left is to duff up that dodgy fashion guru, Shredder.

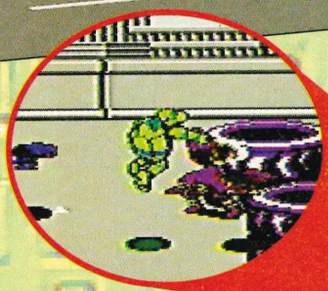
Here's the Turtle mobile; simply step inside and get whisked to the next level. Usually you won't find anything nasty hovering around it.

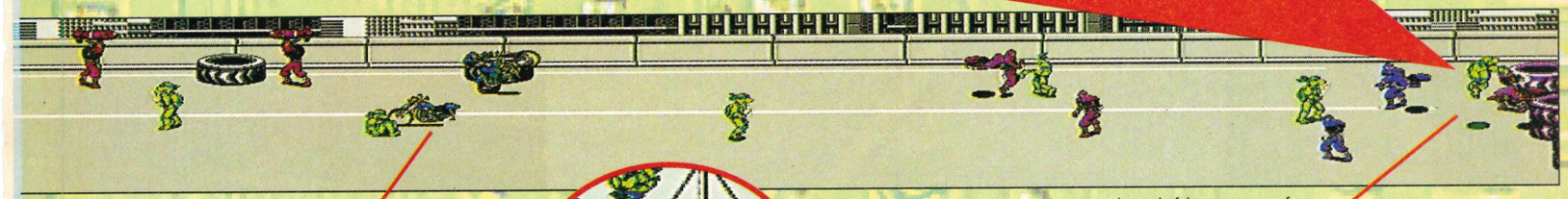


Meet Baxter. Stand directly beneath him so that his attacks miss you, then move in with special attacks. It will be over almost before it's begun.

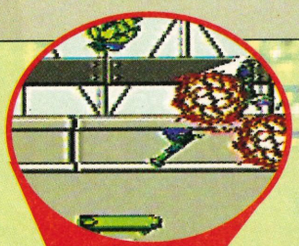
Use jumpkicks to avoid being hit by the bombs carried by the foot clan soldiers.

Tractor tires may not sound dangerous, but Shredder's men will use anything to thwart the Teen Turtles.





Motorcycles come at you in this level. The best method is a well aimed kick and perhaps a crafty elbow jab to the throat.

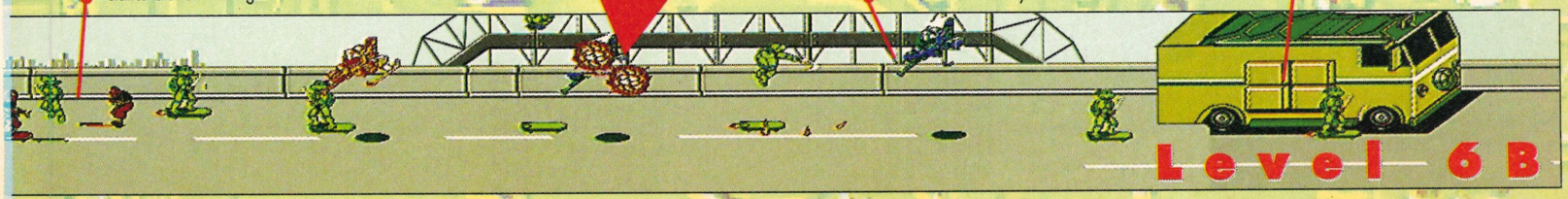


At the end of this section you face a mass onslaught and a pitched battle. Use the tires as weapons and don't get surrounded or your history.

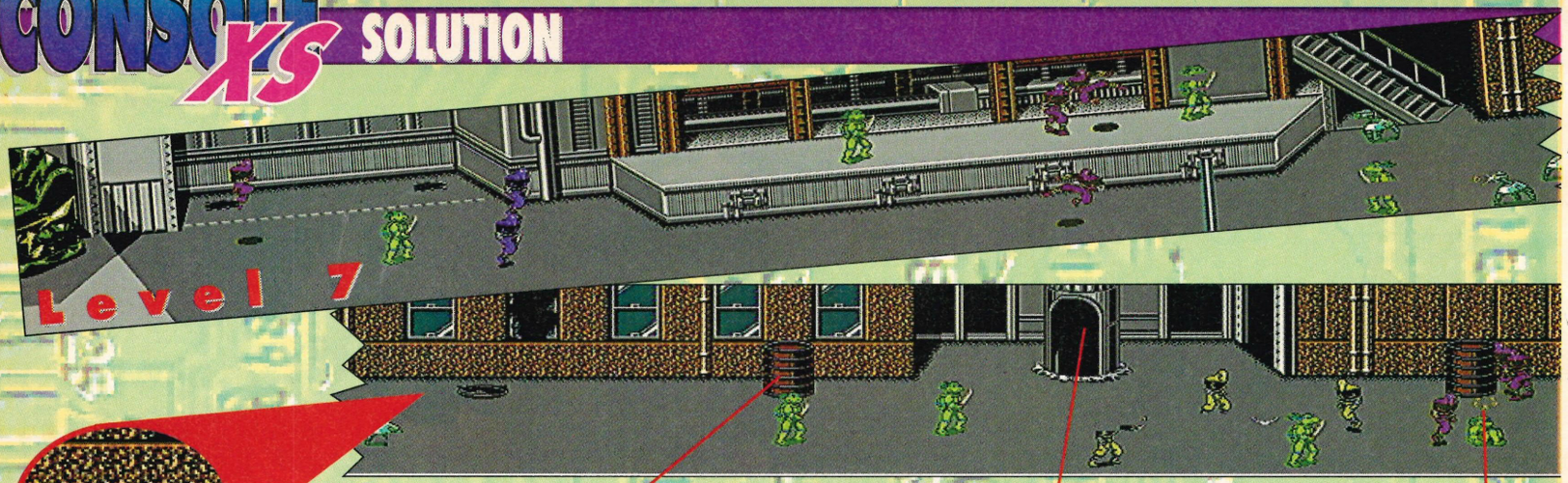
This level is constantly scrolling and you must fight wave after wave of skate boarding bad guys. Kick them off while staying on your own board and you will get to see some of the great statics later on in the game.

When on your skateboard, you will need to overcome the attack copters. Jump kicks from both sides is the most effective method, but make sure you are not blown from your board.

The end of level has you crashing this tasteful van into Shredder's base. By the way, have you ever wondered why the vehicle changes colour from level to level?



Level 6B

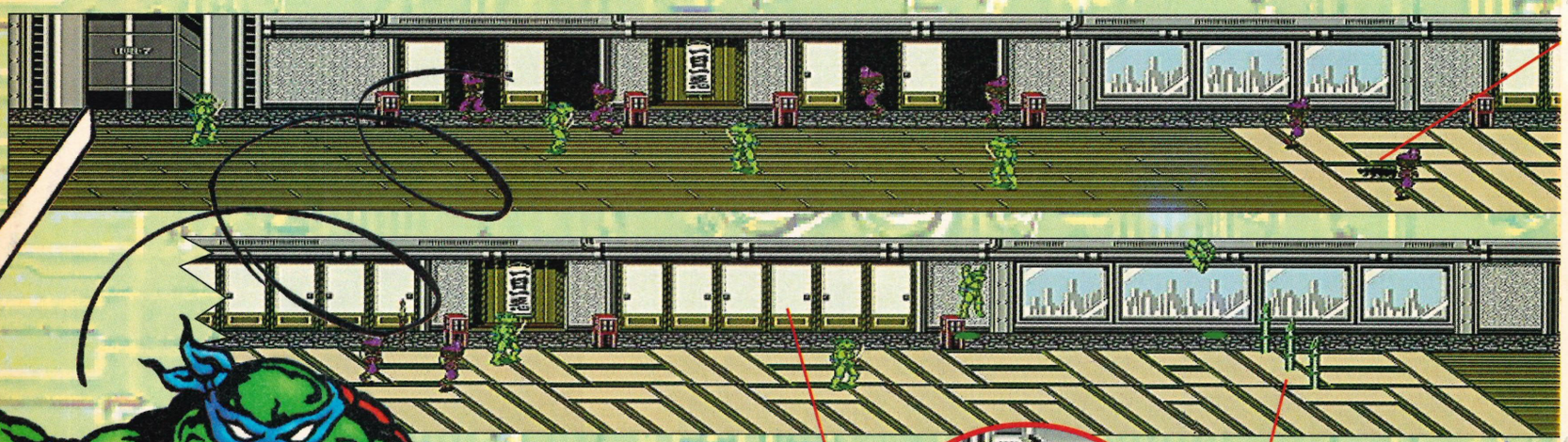


Level 7

One kick and these barrels become bombs. Get an enemy nearby and he will be taken out in the explosion.

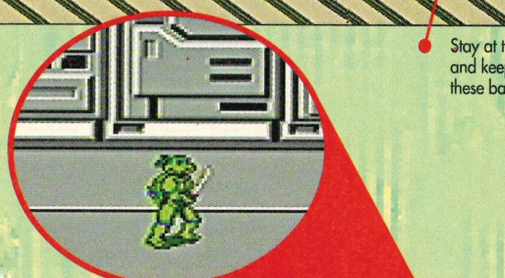
A swarm of mini flying robots will attack as soon as this driller surfaces. Use flying kicks constantly.

A horde of thugs carrying hammers attack you here, use the barrel to take out a few.

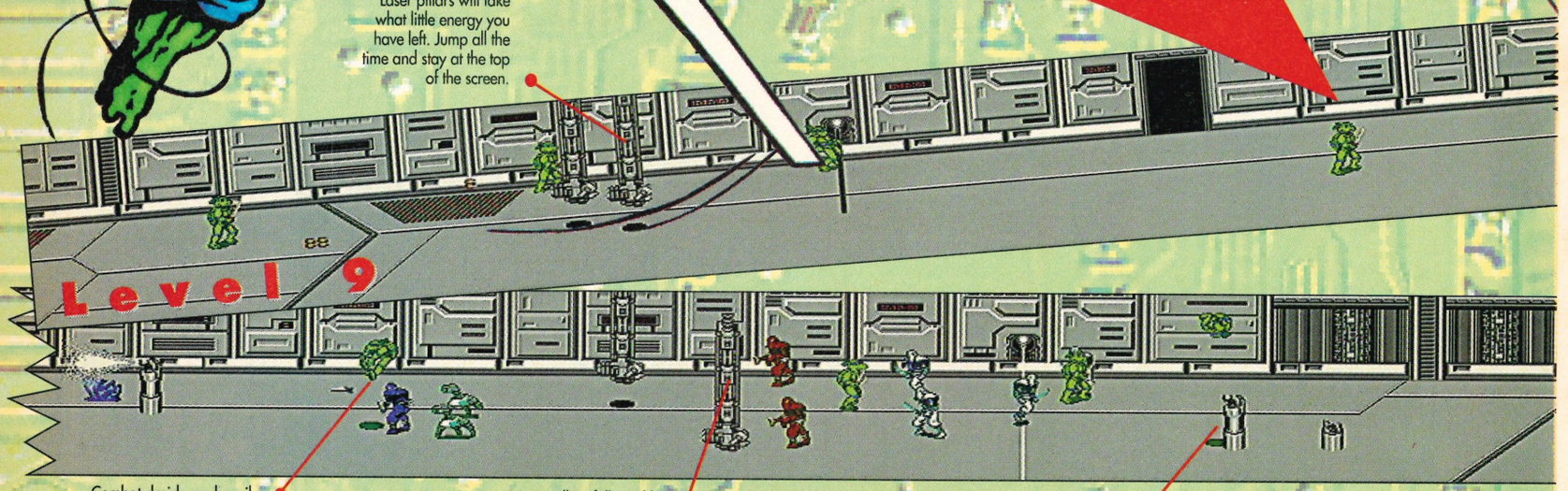


Keep on your turtle toes, this section of the base is full of foot clan diving from the panels to attack.

Stay at the top of the screen and keep jumping to avoid these bamboo spikes.



Laser pillars will take what little energy you have left. Jump all the time and stay at the top of the screen.

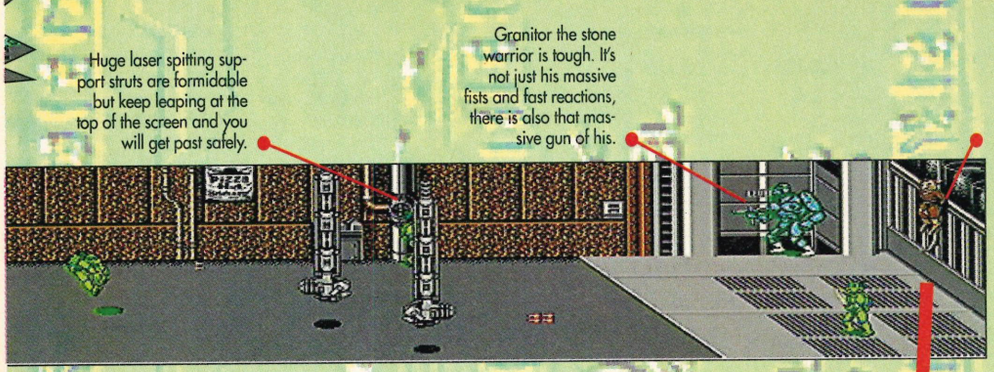


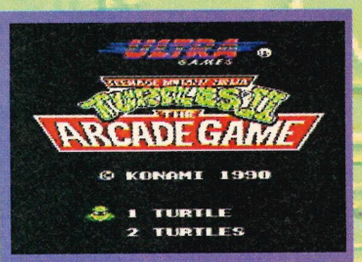
Level 9

Combat droids are heavily armoured but cannot withstand two overhead flying kicks.

Laser pillars followed by guards carrying flame throwers. Try to get behind them and then attack.

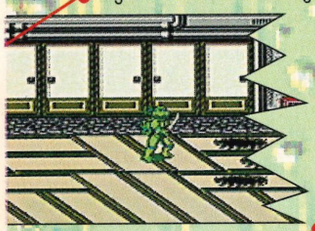
These jets fire a concentrated stream of liquid nitrogen. It freezes your turtle completely for a few seconds, kick to destroy.



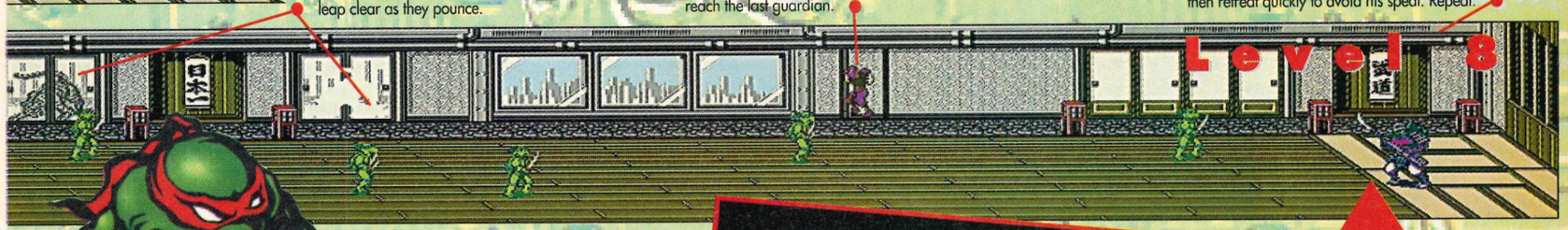


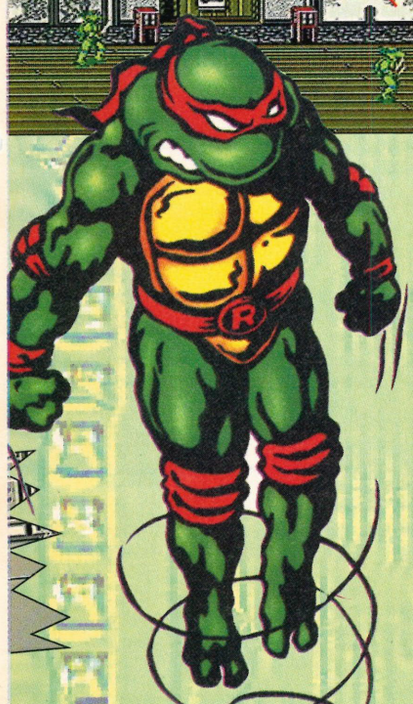
GAME BUSTER

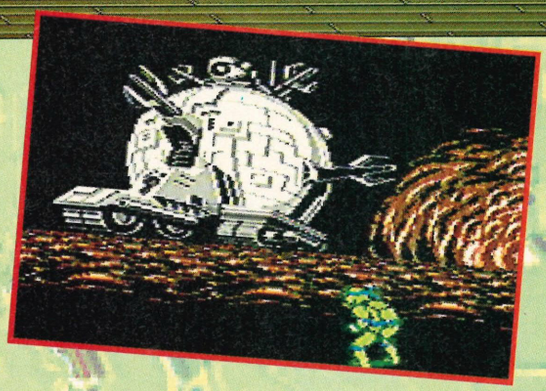
For a level select press the following sequence from the title screen: UP, RIGHT twice, DOWN three times, LEFT four times, B, A, and lastly START. Alternatively, if you would prefer extra lives. enter the following sequence: DOWN five times, RIGHT seven times, B, A, and finally START.

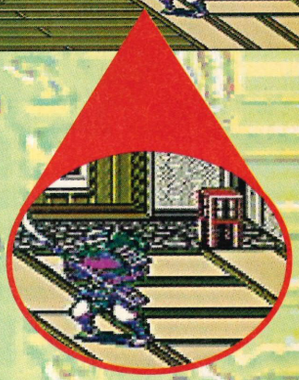


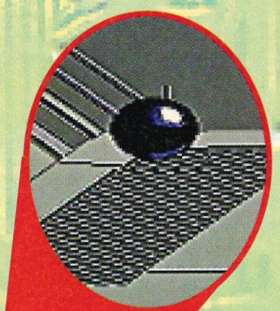


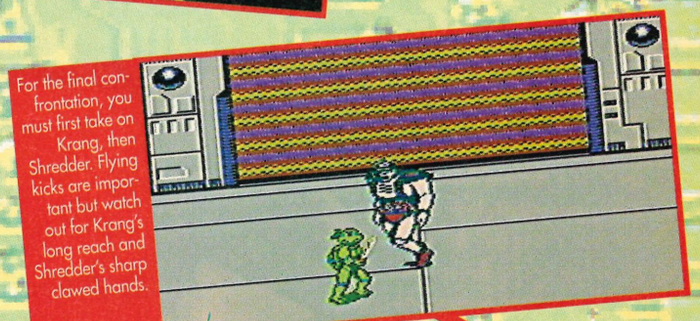


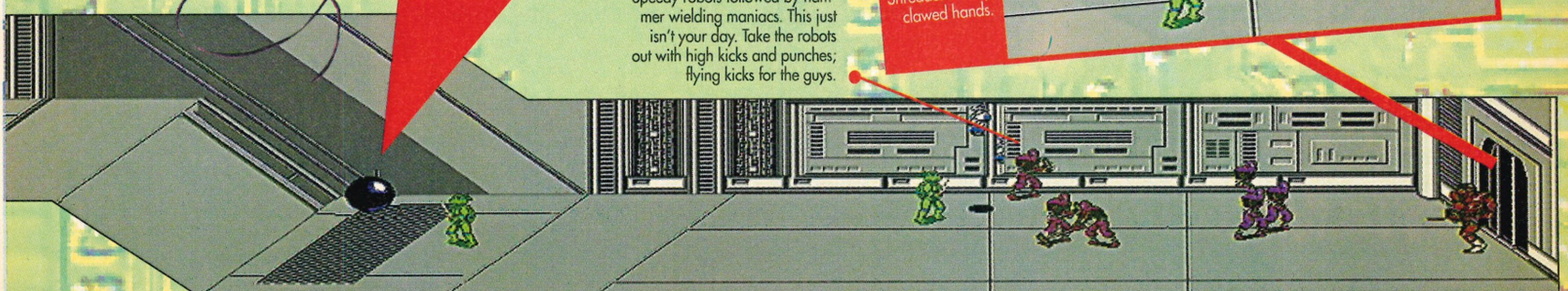


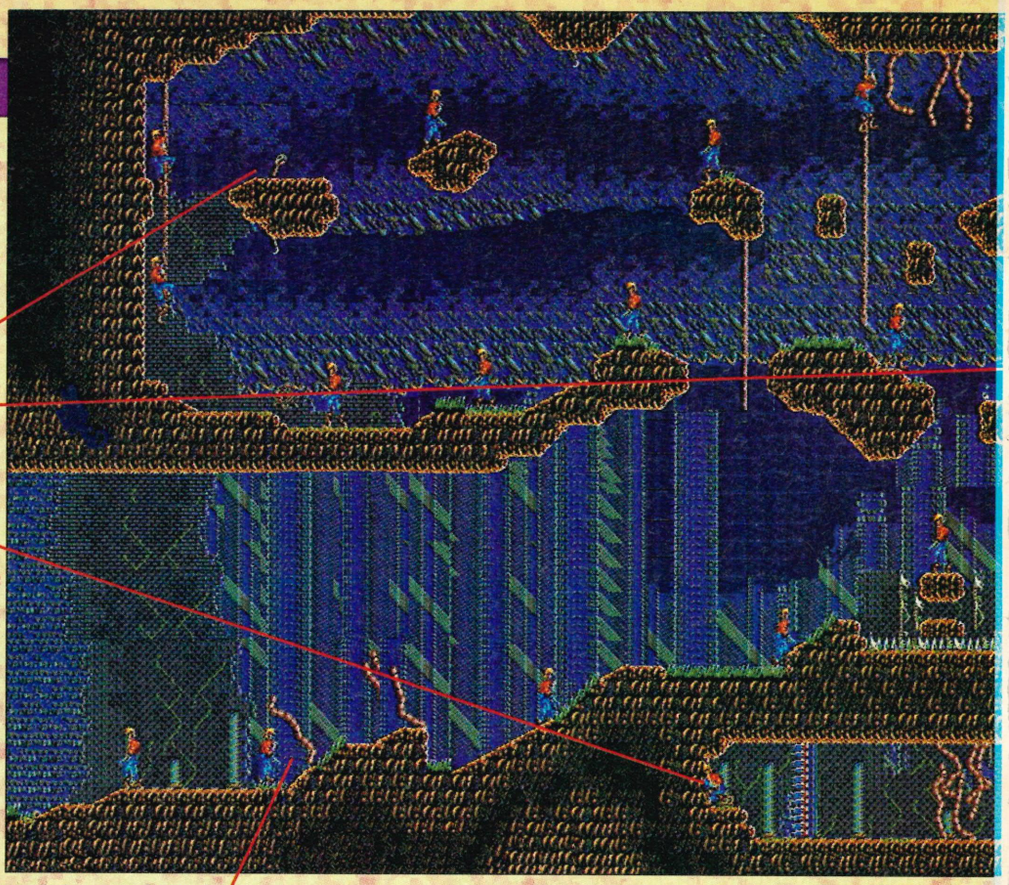












This handy object is a key. You will need it to open the door to get to the end-of-level guardian.

The best way to defeat this enemy is to crouch under the ledge and attack from there; you'll be out of reach of the skeleton's scythe.

You'll find energy-providing food here. Watch out for the spikes that will come at you. To avoid them crouch down and they will fall away.

The beginning of the level and already you're under siege from giant worms.

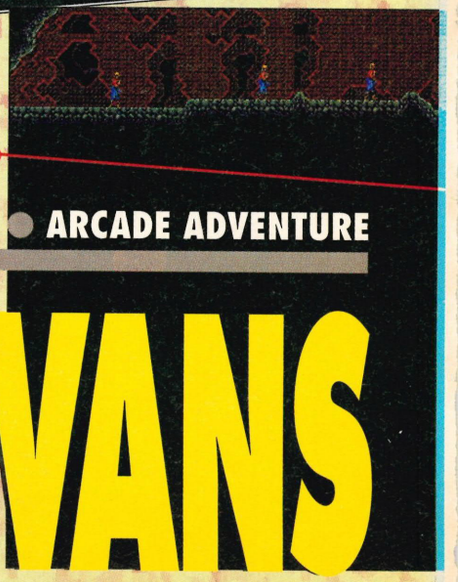


Fall through the bridge and drop into this secret room for two juicy energy-giving apples.

At this point of the game you're faced with a choice, jump above or fall through the water. To be wise choose the former option as the water is full of nasties.



Here you'll find another 15 stones – these work a lot better than the whip but are in a much shorter supply.



Swarthy, unshaven and all round hunky hero Earnest Evans launched Mega-CD software to new heights. Fabulous full screen animated story sequences enhance the Indiana Jones-style action and unbelievable special effects. Over ten levels teeming with traps, unearthly creatures and the traditional bad guys in khaki shorts with duelling scars. Apart from generally saving the world using the old magic found in many ancient relics all over the world, Earnest must also rescue his girlfriend Annette who you may remember first made an appearance in *El Viento*. No-one can complain about lack of variety; this game has you trudging through the Amazon rain forest, leaping between tall buildings and even flying a biplane off a moving freight train. To aid in the adventure is Earnest's trusty whip (sound familiar?) which can be powered up and a host of secret rooms will improve his chances, but in the end it's brute strength and fiendish cunning that will make the world a better place.

MEGA-CD

WOLFTEAM ● IMPORT ● ARCADE ADVENTURE

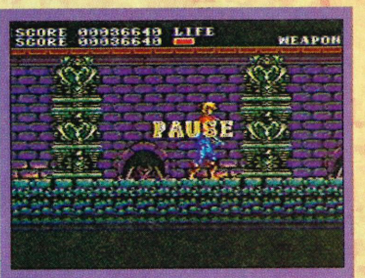
EARNEST EVANS



To dispose of this guardian, attack the ball which is floating around the edge. Look out for the flames.

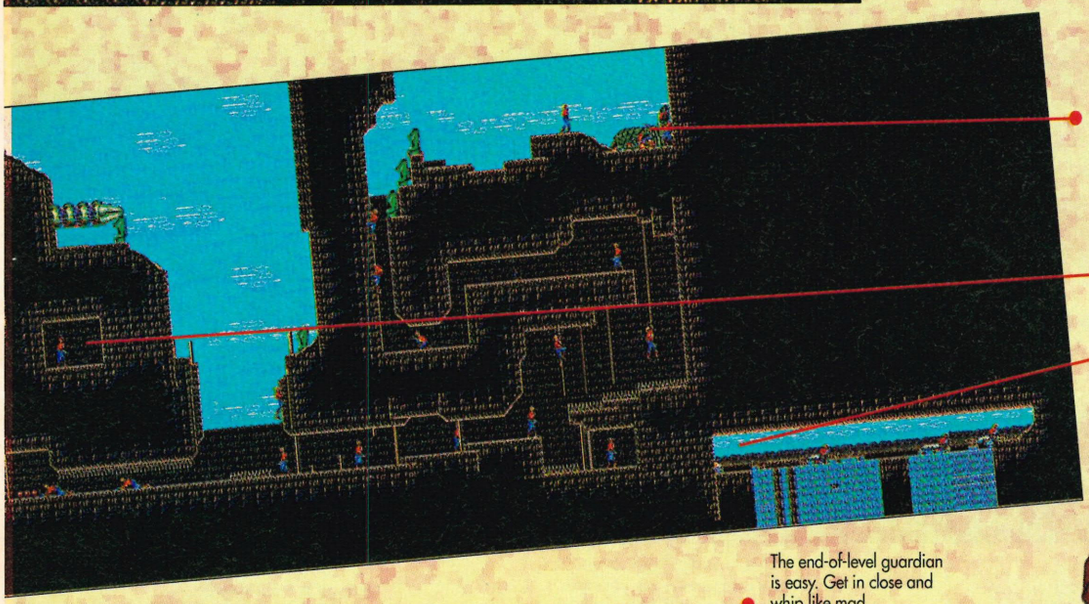
This rope is a trap; climb up it and you will be rained on by hedgehogs.

The potion in this bottle will knock you out and it's difficult to avoid drinking, so make sure you kill the swarming flies before leaping on this platform.



GAME BUSTER

Pause the game at any point by pressing START. Then press the following buttons in sequence: UP, A, DOWN, B, LEFT, A, RIGHT and finally B and START simultaneously. Pressing this sequence will enable you to skip levels. Ensure you enter the sequence slowly as the cheat can prove problematic to get to work. Keep at it though.



The second guardian is easier than the first. Jump into the corner near the wall and hit it from there.

Another secret room; this one contains a silly hat and a useful laser whip. The laser whip only lasts the length of the level.

There is a secret room here, but it contains absolutely nothing of interest. Don't bother taking time out to visit it.



The end-of-level guardian is easy. Get in close and whip like mad.



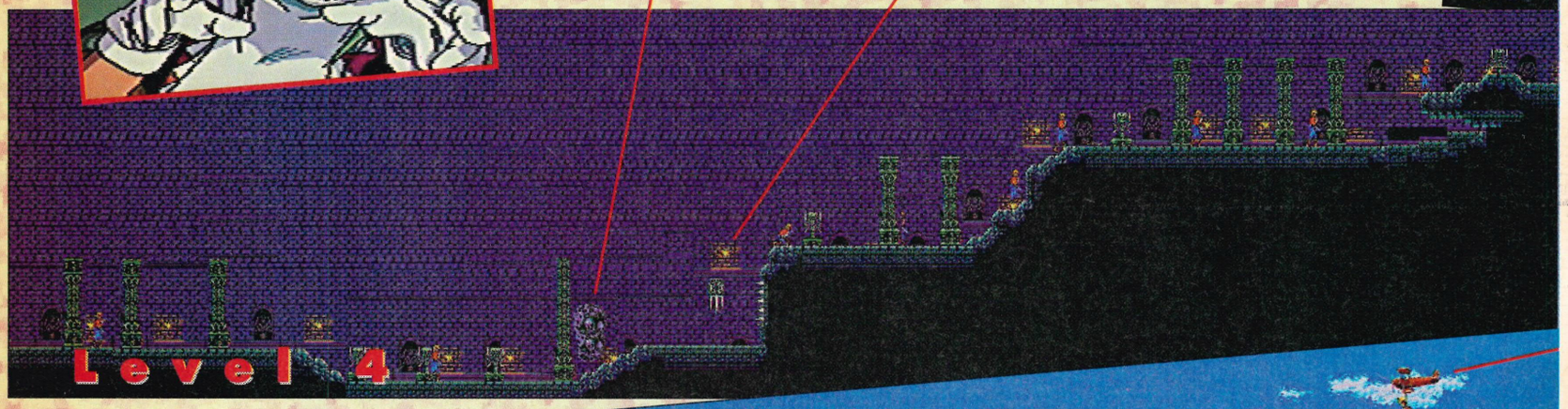


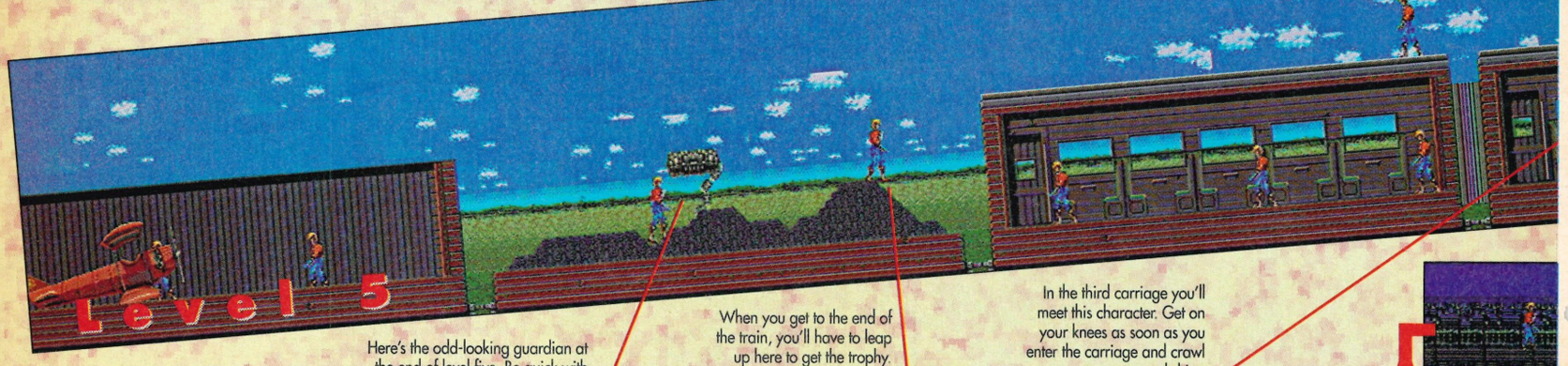
Yet another strange creature who moves in and out of the screen in a circular movement. If you wait until it's at the back of the screen, it'll then be safe to pass.

Jump on this platform to get to the higher level, but make sure to stand on the left-hand side to avoid the spikes that come down on the right.

They will make you feel like you've been on the Magic Roundabout, but using these spinners is by far the easiest way to get across the gap ahead. Just jump up when you're beneath them and they'll do the rest.







Here's the odd-looking guardian at the end of level five. Be quick with your whip as it'll move rapidly.

When you get to the end of the train, you'll have to leap up here to get the trophy. When you have the trophy, the guardian will appear.

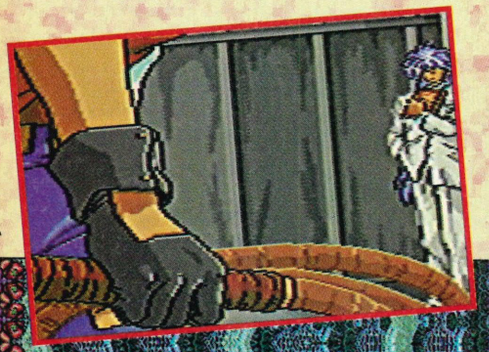
In the third carriage you'll meet this character. Get on your knees as soon as you enter the carriage and crawl towards him.



Your best bet for shooting through this level is to leap onto this car and being nice the person will drive you most of the way through the level.

These knife-wielding maniacs are most intent on you demise. They take several shots to dispose of, so it may be easier simply to avoid them when they leap in the air.

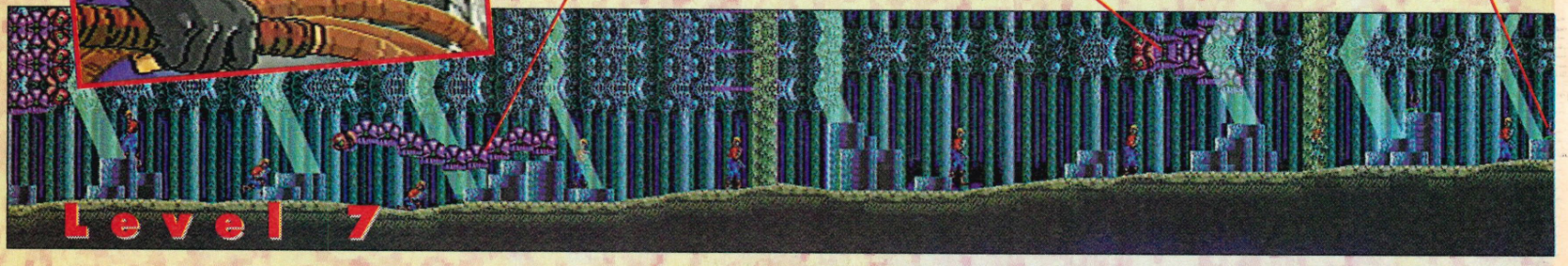
Take it easy walking along rooftops as thugs will leap out from every corner. Take your time and pick them off one by one.

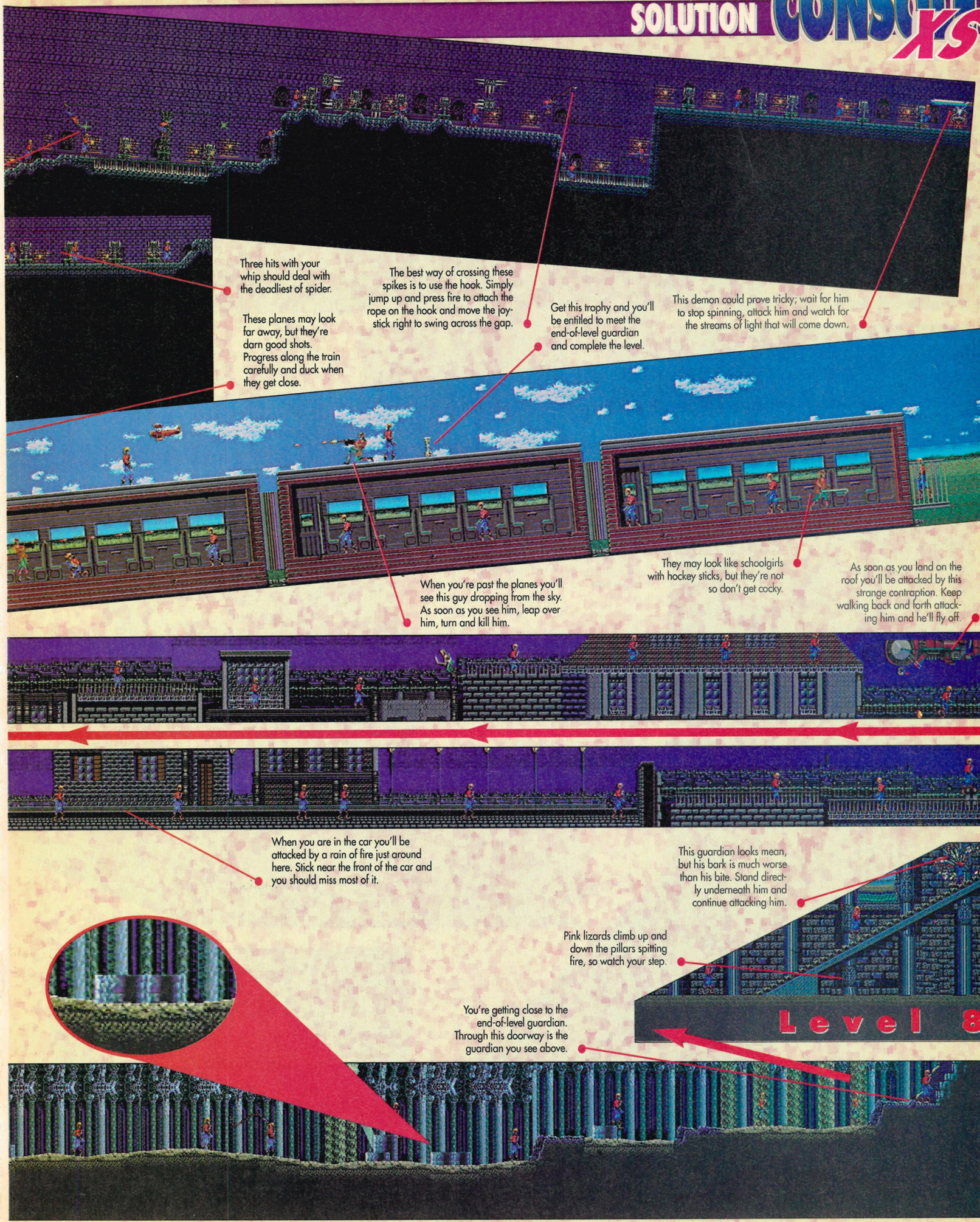


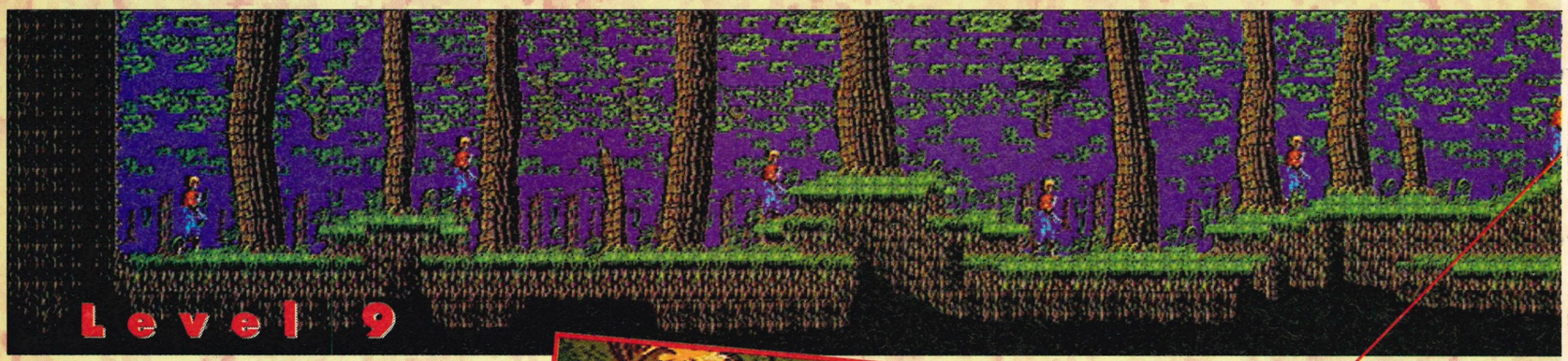
These giant millipedes can be tricky; they'll fly straight through you sapping your energy. Duck and attack their stomach when they fly past.

Another millipede. It's high enough not to cause you any immediate problems, but low enough to cause you to sweat.

These plants sure aren't daisies – when you approach them they'll spit venom at you. Attack them, back off when they attack you and repeat the procedure.



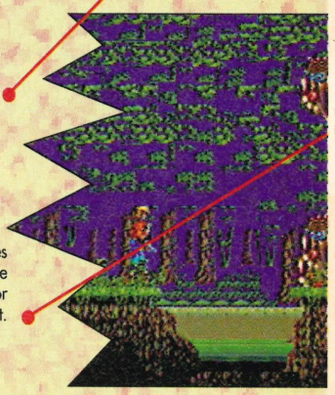

Three hits with your whip should deal with the deadliest of spider.
These planes may look far away, but they're darn good shots. Progress along the train carefully and duck when they get close.
The best way of crossing these spikes is to use the hook. Simply jump up and press fire to attach the rope on the hook and move the joystick right to swing across the gap.
Get this trophy and you'll be entitled to meet the end-of-level guardian and complete the level.
This demon could prove tricky; wait for him to stop spinning, attack him and watch for the streams of light that will come down.
When you're past the planes you'll see this guy dropping from the sky. As soon as you see him, leap over him, turn and kill him.
They may look like schoolgirls with hockey sticks, but they're not so don't get cocky.
As soon as you land on the roof you'll be attacked by this strange contraption. Keep walking back and forth attacking him and he'll fly off.
When you are in the car you'll be attacked by a rain of fire just around here. Stick near the front of the car and you should miss most of it.
This guardian looks mean, but his bark is much worse than his bite. Stand directly underneath him and continue attacking him.
Pink lizards climb up and down the pillars spitting fire, so watch your step.
You're getting close to the end-of-level guardian. Through this doorway is the guardian you see above.
Level 8



Level 9



The vines that you will see in the background can be very useful. Hidden up some of the trees are apples which provide much-needed energy.



This hassled creature rises from the foul depths of the pool and will come straight for you. Use the sling to defeat it.

Level 10

When you start this level you'll find yourself standing on a platform of rocks – hurry though as the rocks collapse. Get as close to the cliff wall to avoid the potion below.



This potion here will do you no good whatsoever. It's a sleeping potion and will knock you out while everyone carries on taking chunks out of you.



These irritating wriggly things will hang on to you and spin around you while draining your energy. They are very tough and take numerous hits.

These rocks are a real pain, if they hit you they will drain your energy like crazy. They can be destroyed so don't let your whip dangle uselessly.



After cascading into the water, you'll meet this end-of-level surprise. This mutant fish can cause you incredible trouble so be on your guard. Keep moving upwards to avoid a confrontation on the seabed – you're no match for fish when he's on his home territory. Move around the screen and you should be able to keep him on the screen and still be able to attack him. First you'll have to destroy the rotating balls and then go for the fish itself.





Don't stay in the water any longer than you have to; it's filled with deadly piranha fish that will cling to you and drain your energy.

Search the trees carefully as you will discover many are laden with energy-giving fruit. You should be able to find at least three on this level – not all are visible.

As with most of the guardians this one shouldn't cause you too much hassle. Stay on top of the hill to the left, attack him and dodge his missiles.

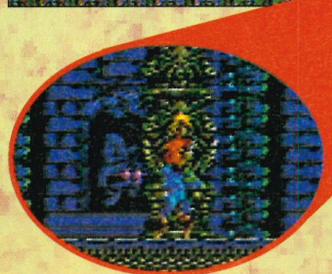


These cotton wool buds can drain energy which is so precious at this stage of the game. They are easy to destroy, but there are lots of them.

Floating buddha isn't as much hassle as he looks, just go in with all guns blazing and he'll soon get the message and clear off.

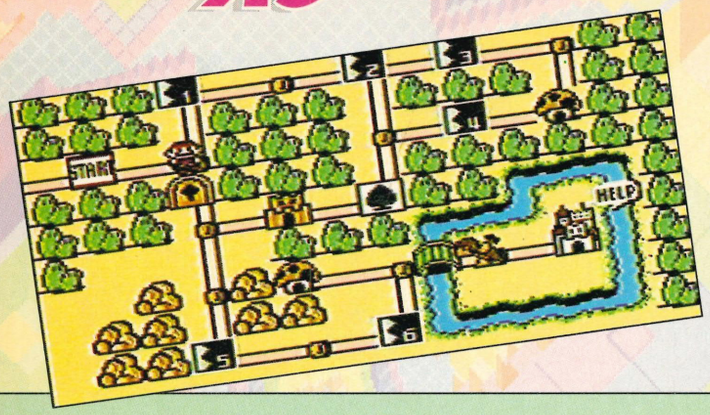
Well, this is it. The last of the guardians. After many onscreen effects, the guardian will start spewing death. Duck down when he flies over you and make sure to time the jump right when he comes underneath you. He's very tough though so be persistent.





This revolting specimen will come flying in and out of the screen attacking you as you go on your way. As soon as he comes into the screen, attack him and then turn and run. Keep repeating this and you should get him with the minimum of energy loss.



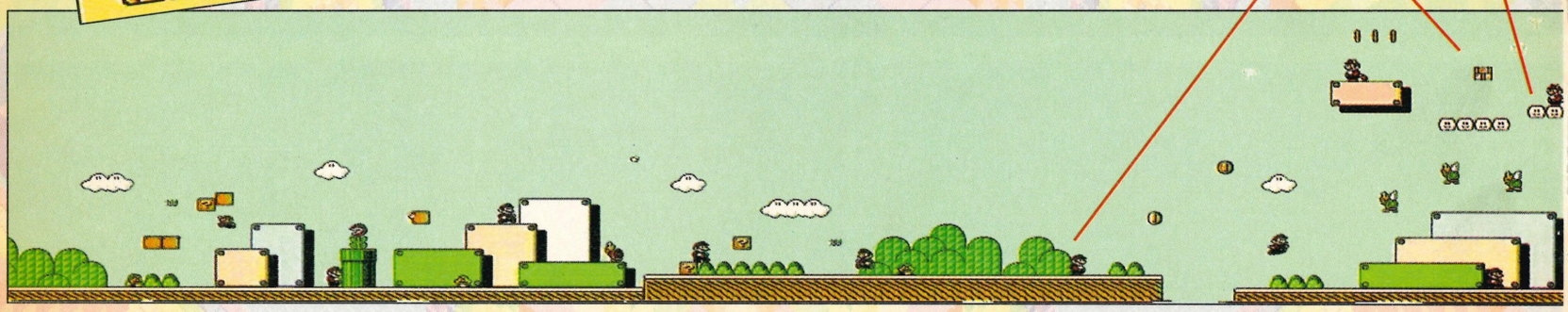


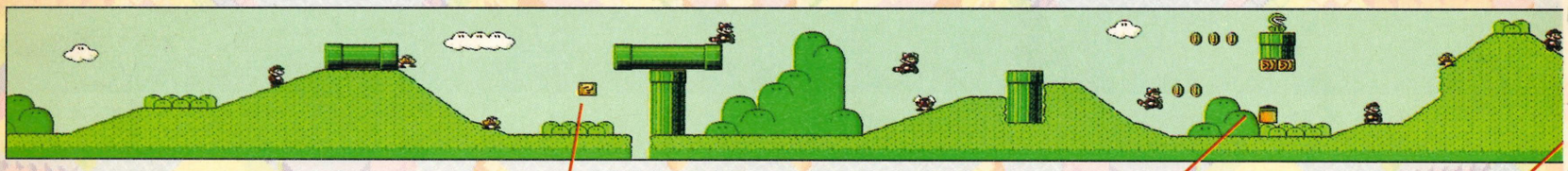
Each world has a map to show you how you are doing. This is for world one; you will notice that one of the evil hammer brothers is waiting for you before you can reach the castle. Also, notice the locations of the mushroom houses and the spade levels so that you can take the shortest route to those essential bonuses. On world one you can skip stages three and four, but if you die on the airship you will have to go back and do them as this is where the ship will go.

Smash this brick to reveal one of the important extra lives that will become essential to you finishing this game. Be careful not to let it run away.

After you have collected all these coins go back to the start of the cloud and sprint. Jump when you reach the end and you will land on a special pipe.

When you have the raccoon suit use this straight path for your run up to the bonus level





Hit this block to get a raccoon suit. Make sure you hit on the right hand side – it's easier to get the suit that way.

Jump up and smash this brick with your tail to turn it into a switch block. Now you can quickly pick up all the coins before they turn back into normal bricks.

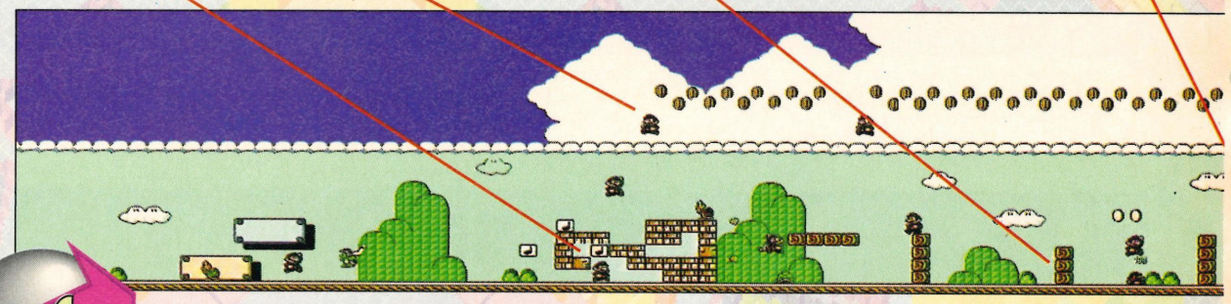
If you bounce on both of these jump blocks successfully you will reveal a raccoon suit, but watch out for the flying nasty below as he will quite happily hit you.

This is the access to the next hidden coin room. Jump up to the hit box and you will reveal a hidden jump box. Jump on this and push up.

This is a scrolling level so pick up the coins. If you sprint and then fly up you will reveal more coins and another extra life. You'll have to be quick.

The top brick of this pile of three can be knocked from the side to reveal another raccoon suit, just in case you have lost the one from earlier in the level.

These flying creatures have to be hit once to make them lose their wings and then again to kill them. Make sure they don't lift off when you are on the ground.



Welcome to the world of Mario, undoubtedly the star of the video game industry, not to mention books, cartoons and even a forthcoming movie. *Super Mario Bros 3* follows the two most successful video games ever and adds new magic to the legend. It's arguably the best ever NES game ever. You must guide Mario through the eight levels (not to mention all the hidden ones) as he struggles to rid the world of Bowser and his evil family. Success is a hop, skip and jump away, but so are some of the toughest challenges Mario has ever faced. Great entertainment and guaranteed to keep you playing for hours. Even when you have completed the game (which is no easy task) you can still have a lot of fun just exploring for those hidden extra rooms and levels. This is the game to take platform games into the '90s and will be talked about for years to come. The simple gameplay belies its addictive qualities. *Mario 3* is probably the most addictive game ever and is the yardstick by which other platform games are measured. Following is a complete solution to this monster game – the hidden rooms, the cheats, the power-ups, the essentials to get you from beginning to end. Each world is mapped from beginning to end, so you can see what to expect and how to avoid it. And then there are the hidden rooms...

NES

NINTENDO ● £39.99 ● PLATFORM ADVENTURE

SUPER MARIO BROS 3

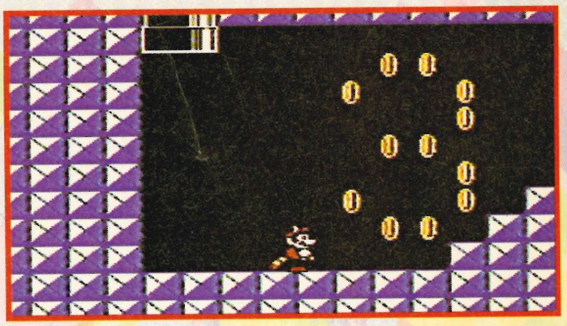


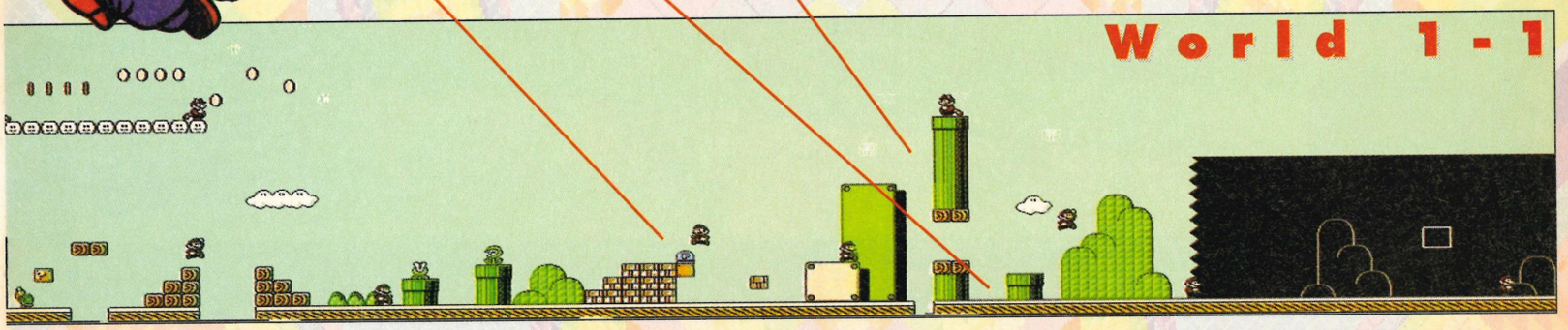
After you have the clue to the whereabouts of the whistle you emerge here. Go left to get some extra points or right to complete the first stage.

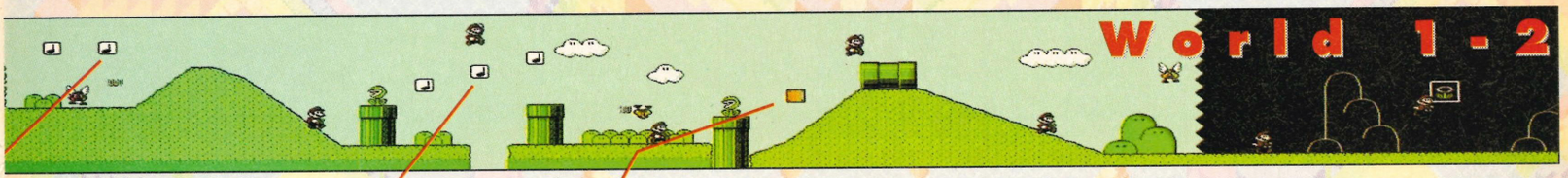
This is the switch block that will turn all these bricks into coins, just ripe for the picking and easy money for you.

This is the special pipe that you land on after jumping from the clouds. Go down here to reach the room that gives you a clue as to where the warp whistle is.

Here is the hidden room for stage one. The coins are easy to get, but take a closer look as they are shaped like the number three to tell you the warp whistle is on world 1-3. Collect them and exit to the right.

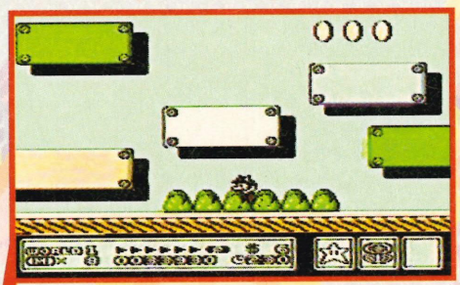






If you bounce on all three of these blocks in a row you will pick up an invincibility bonus that will allow you to smash anything you touch for a short time.

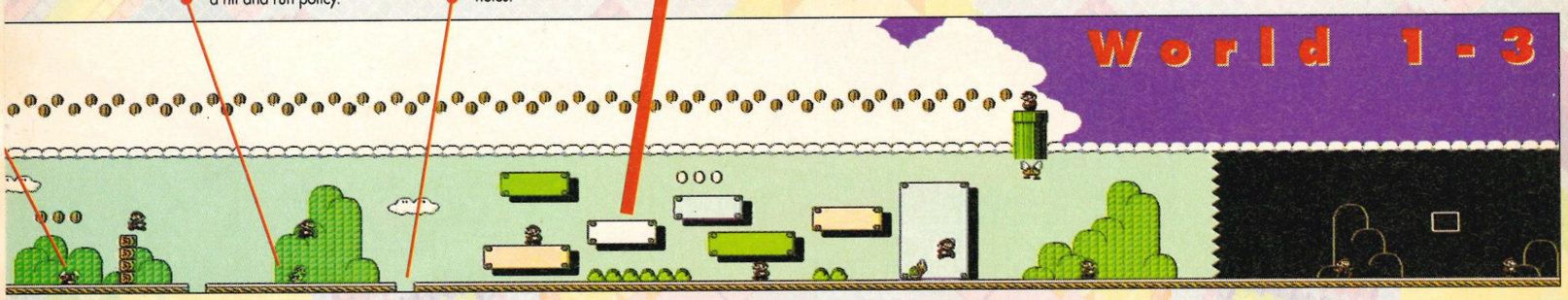
A quick coin pick up, but no more power-ups unfortunately.



Get to this white block immediately after you come back to the main part of the level and then squat down for a few seconds. You will notice that Mario actually moves behind the scenery. Now run to the end of the stage and when you hit the item move to the right upon which Mario will vanish and you will get your reward, the coveted warp whistle. Make sure you don't wait around when you are behind the scenery though as the creature will kill you.

Take special care of the Boomerang brothers as even after you hit them their boomerangs can come back to hit you. Use a hit and run policy.

Take special care in all your high flying, high speed antics that you don't accidentally fall down these holes.

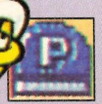


YOUR GUIDE TO POWER-UPS IN SUPER MARIO BROS 3





The much needed 1-up, an extra life for every one of these picked up.



A switch point. It turns red bricks into coins, but its effects don't last long.



Mario must pick up these coins for bonuses and a hidden cheat.



The fire flower turns Mario into a fire spitting dude.The fire balls kill most enemies.



Jump blocks can be leaped upon to get extra height and hidden items.



Question block – hit these to get items, power ups and extra coins



Starman grants Mario invulnerability from enemy attack, time limited though.



This gives Mario the raccoon suit for smashing bad guys and flying.



The super mushroom makes a small Mario into Super Mario – useful.

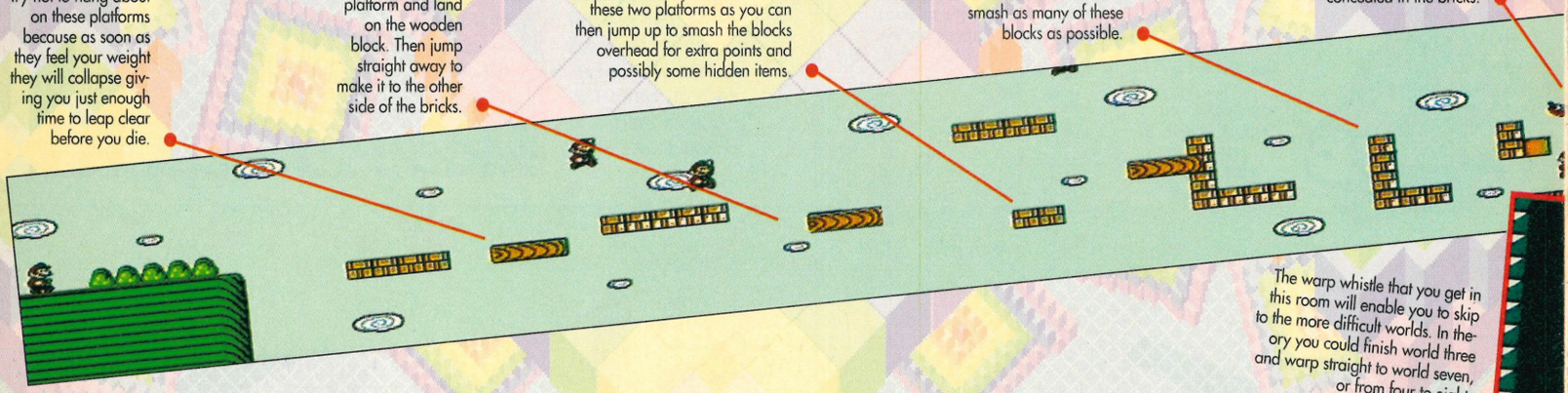
Try not to hang about on these platforms because as soon as they feel your weight they will collapse giving you just enough time to leap clear before you die.

This can be quite a tricky jump for beginners, run and jump off of the platform and land on the wooden block. Then jump straight away to make it to the other side of the bricks.

Try to land on the lower level of these two platforms as you can then jump up to smash the blocks overhead for extra points and possibly some hidden items.

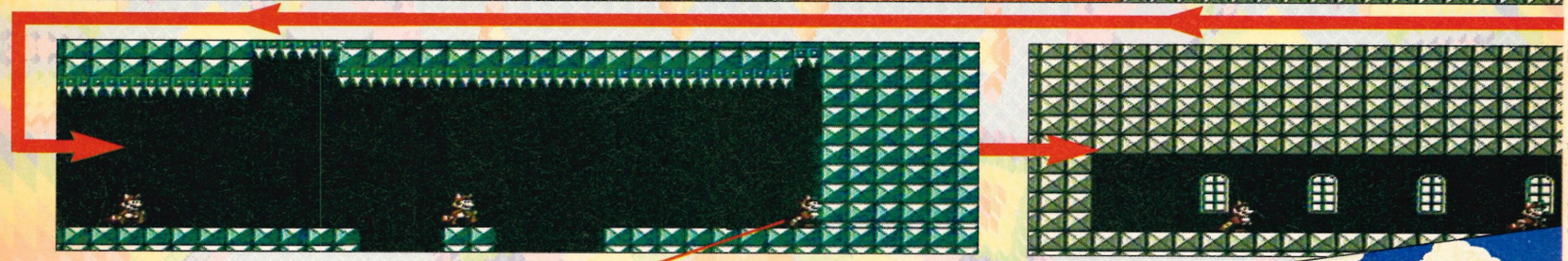
After you have picked up the raccoon item, jump back if you are far enough ahead of the scroll and smash as many of these blocks as possible.

Pick up this raccoon item and go on a wrecking spree. Smash as many blocks as you can with your tail and you will get coins, points and any items that are concealed in the bricks.

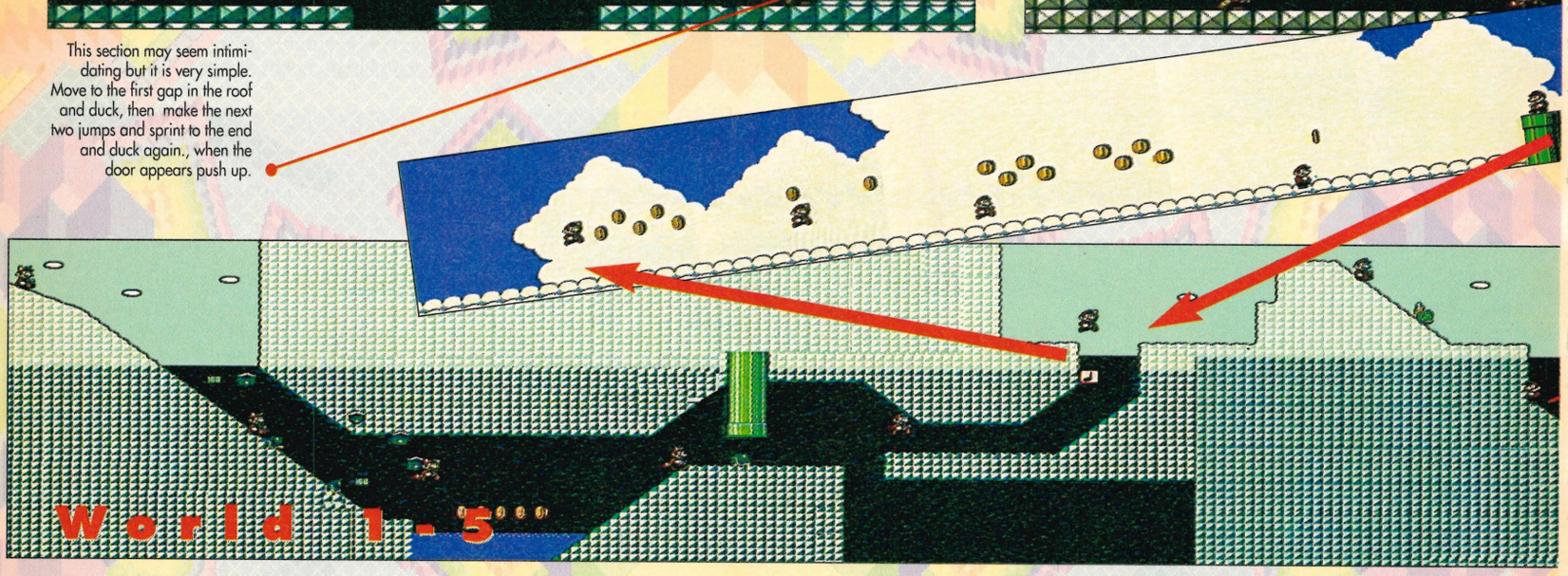


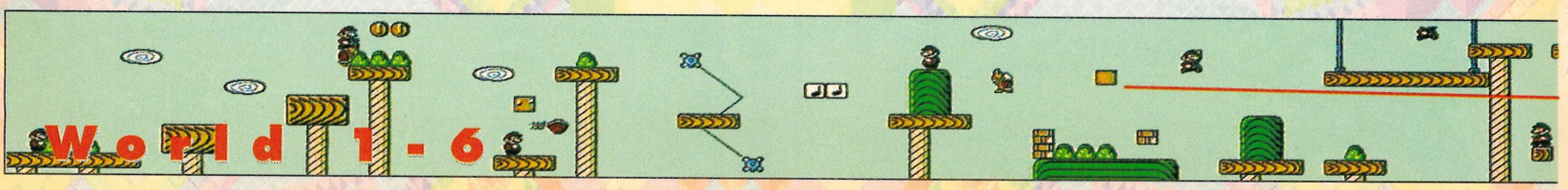
The warp whistle that you get in this room will enable you to skip to the more difficult worlds. In theory you could finish world three and warp straight to world seven, or from four to eight.





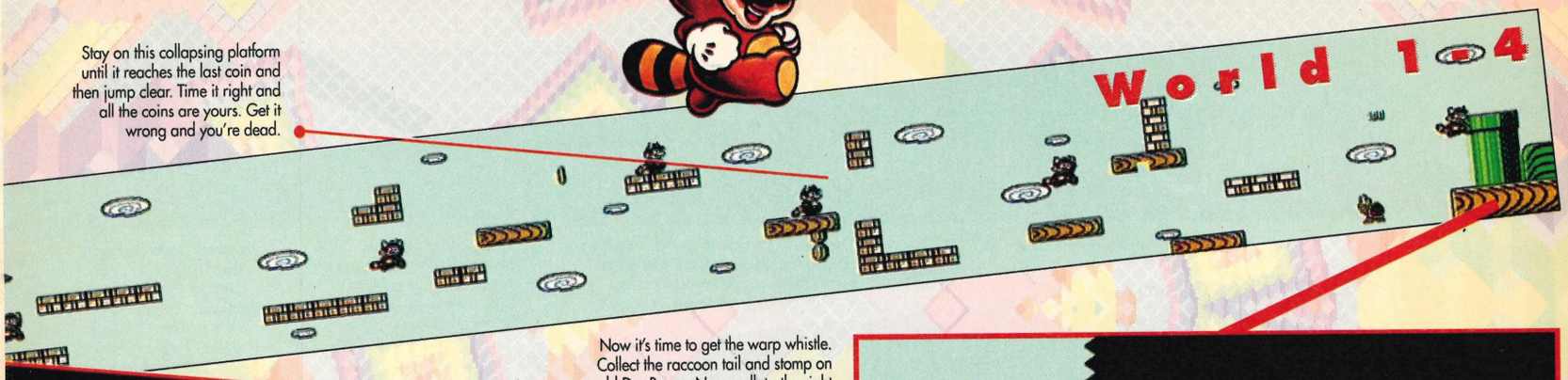
This section may seem intimidating but it is very simple. Move to the first gap in the roof and duck, then make the next two jumps and sprint to the end and duck again., when the door appears push up.



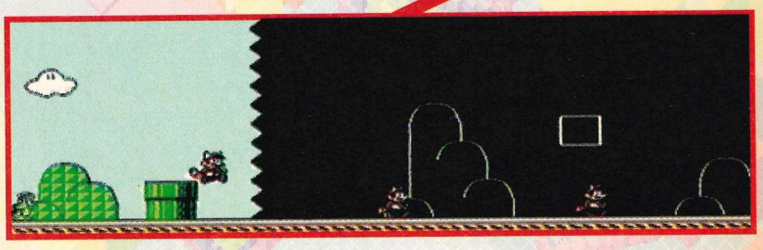


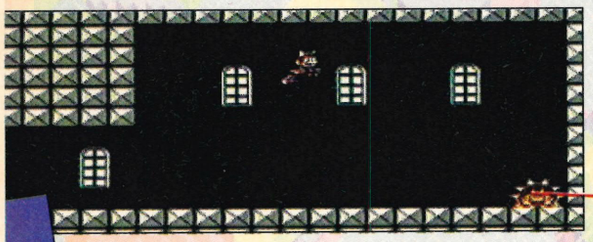


Stay on this collapsing platform until it reaches the last coin and then jump clear. Time it right and all the coins are yours. Get it wrong and you're dead.



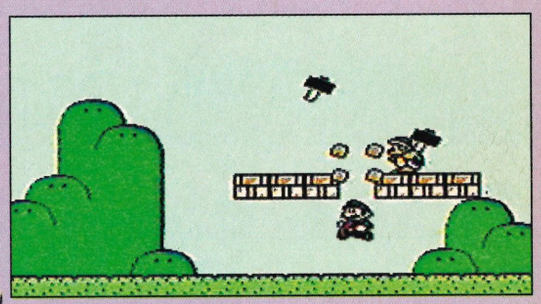
Now it's time to get the warp whistle. Collect the raccoon tail and stomp on old Dry Bones. Now walk to the right but don't go through the door. Turn round and sprint towards the power-up block. Take off and go up. Move right and you will disappear off screen. Keep moving right until the screen stops moving and push up. You will now enter the room with the warp whistle.





Time for a bit of Boom Boom bashing. Jump on this guy three times to send him back to the pit he came from.

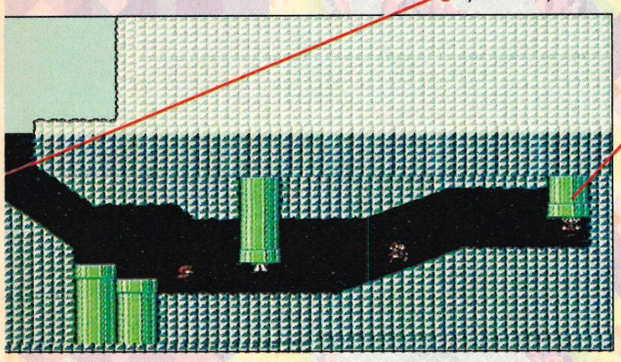




The first of the hammer Brothers makes his appearance. These guys move around the world map looking for Mario. When they touch him it's a fight to the death in this special screen. When he is on his own it is a simple matter to run under his hammers and jump up to smash the brick he is standing on from below. When he is dead smash all the other blocks because there is often a bonus hidden in them. On later levels when there is two of them always tackle the lowest Hammer Brother first as this gives you a clear run on the other guy.

Hit the note block to gain access to coin heaven. After picking up all the coins go down this pipe to rejoin the main part of the stage.

If you have fireballs use them now to take out the venus plants at the bottom of this ramp. If not, time it so that they are not on screen as you move by.

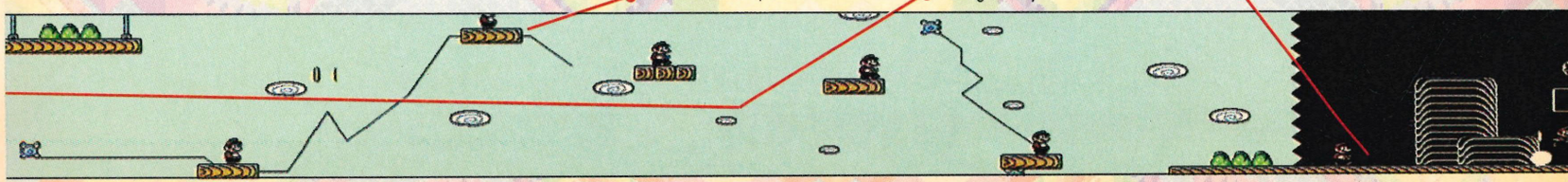


After all the hard work is done go up this pipe to get to the end of another level. If you liked the ice world, you'll be pleased to know it makes a reappearance later on in the game.

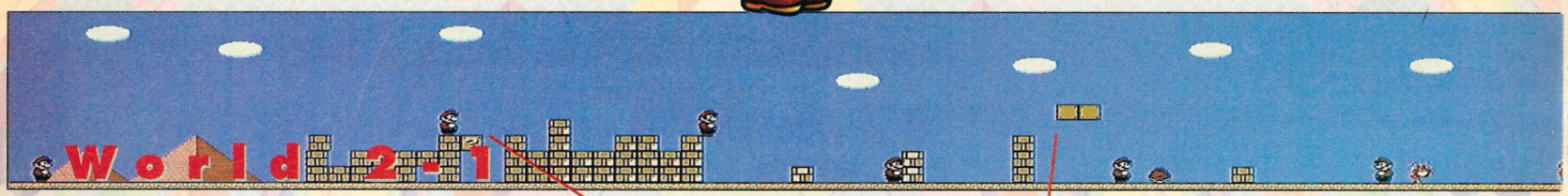
Ride this block to get the coins and jump on the enemy half way along. Jump off just as the block starts to sink down and land on the next platform.

Make sure you get this power up, it will help you if you have to take a hit to survive the level. You can also smash all the bricks along the way.

After this stage you move onto the airship. At the end of the ship you will meet another one of Bowser's nephews. Jump on him three times and you rescue another king. The airships are fairly standard throughout the game. Practice makes perfect.



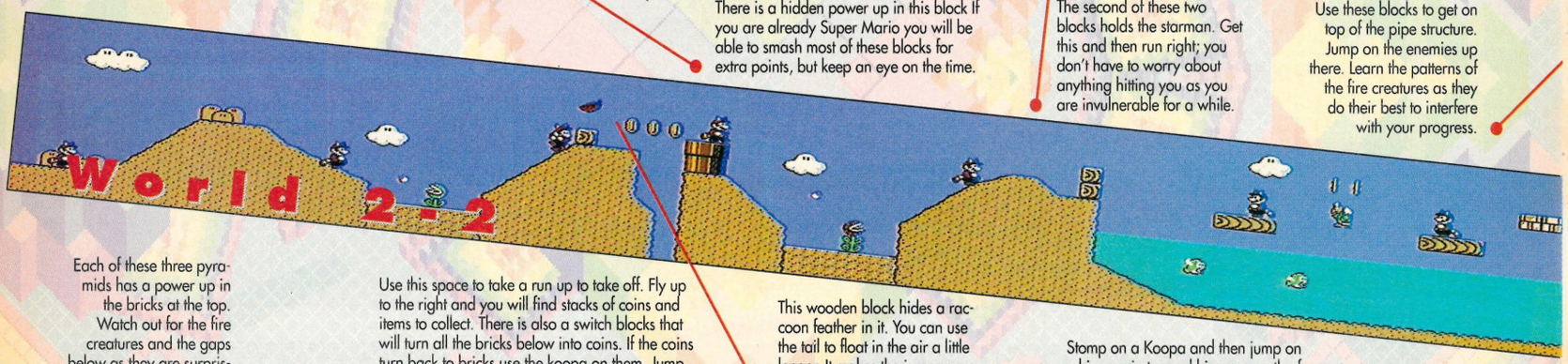




There is a hidden power up in this block If you are already Super Mario you will be able to smash most of these blocks for extra points, but keep an eye on the time.

The second of these two blocks holds the starman. Get this and then run right; you don't have to worry about anything hitting you as you are invulnerable for a while.

Use these blocks to get on top of the pipe structure. Jump on the enemies up there. Learn the patterns of the fire creatures as they do their best to interfere with your progress.

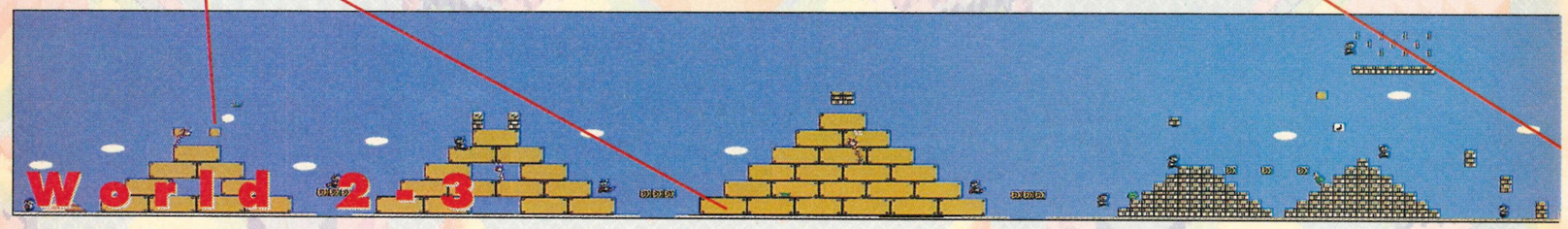


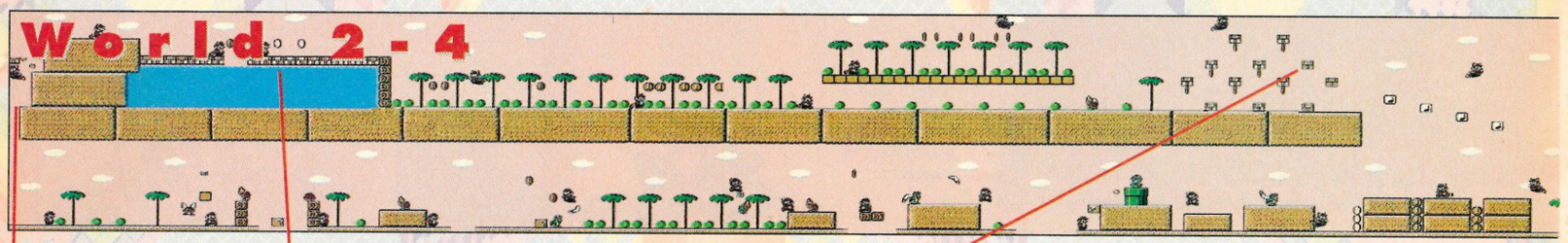
Each of these three pyramids has a power up in the bricks at the top. Watch out for the fire creatures and the gaps below as they are surprisingly easy to fall into.

Use this space to take a run up to take off. Fly up to the right and you will find stacks of coins and items to collect. There is also a switch blocks that will turn all the bricks below into coins. If the coins turn back to bricks use the koopa on them. Jump on the koopa and throw him into the bricks.

This wooden block hides a raccoon feather in it. You can use the tail to float in the air a little longer. It makes the jumps over the Venus fire traps easier.

Stomp on a Koopa and then jump on him again to send him on a path of destruction that will leave the exit clear.

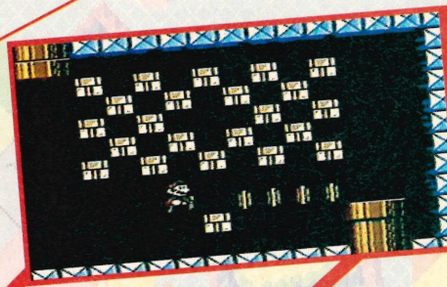




Run along the ground and take off, move up this channel smashing all the blocks as you go. Taking the high road is a lot easier and more fruitful than travelling below.

The third block in this structure holds a switch block. Hit it and get the coins. Try to stay out of the water though because if all the blocks are coins you can't jump clear immediately.

This is another switch block. You are now just a short flight away from completing this stage.



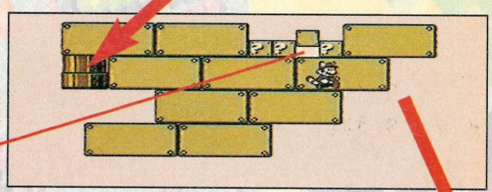
Don't collect the loose coins straight away. Jump on the switch blocks and they will turn into blocks letting you jump higher for the other coins. They will then turn back into coins and you can collect them and exit stage right.

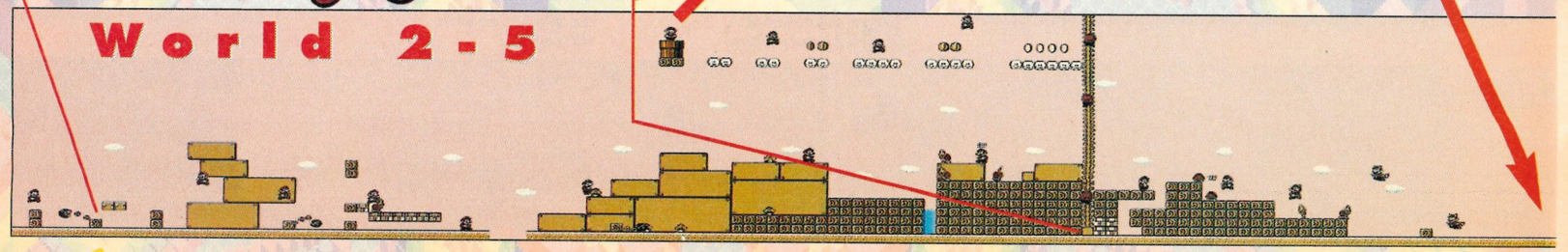


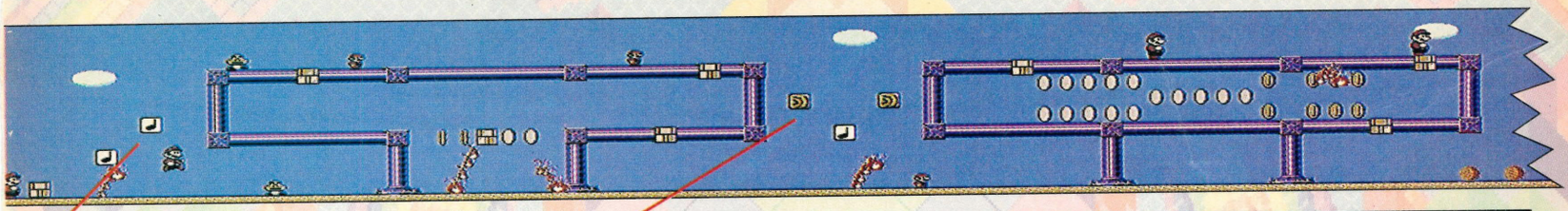
This Chain Chompa has a blind spot just to the right of it. This means you can collect the two items from these blocks without being in any danger.

Pick up a koopa and throw him down the gap between the wooden blocks to open the bonus items. One of them will burst into this vine. Climb up it for even more bonus coins. Then climb down this pipe for access to another coin room.

On your way to the end of the stage collect these blocks for items.

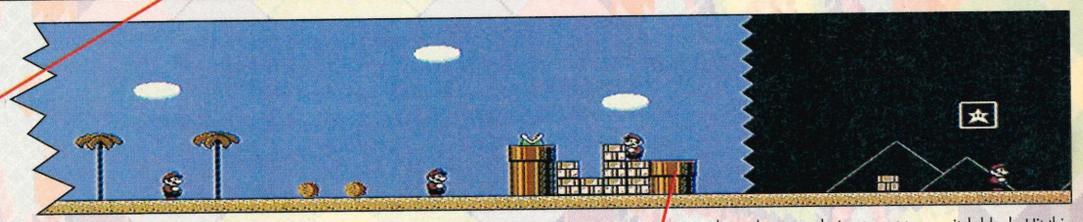




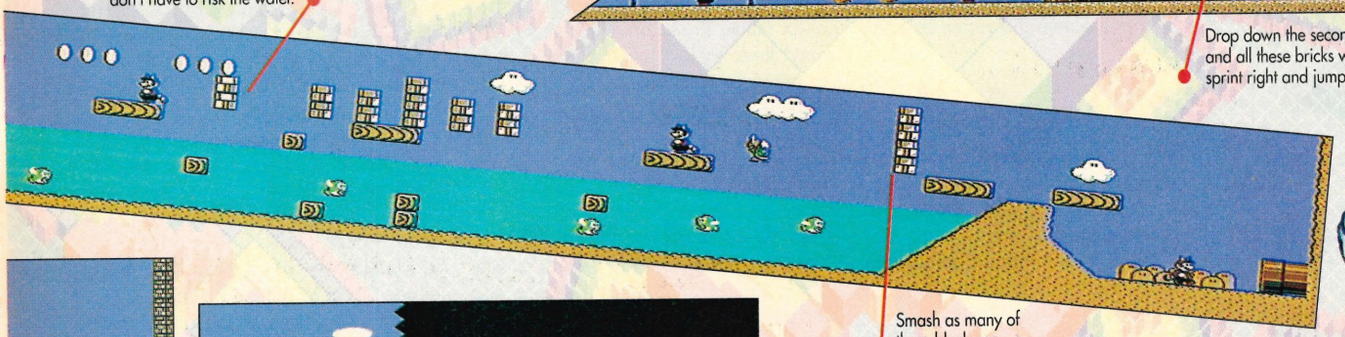


This blocks holds a switch block. The next one along holds an extra life. Use the raccoon tail to hit the blocks, but try to keep on the wooden platform so you don't have to risk the water.

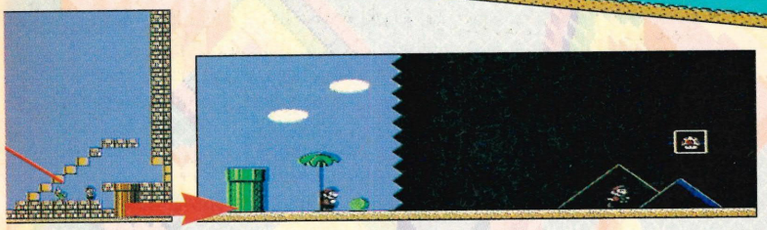
This wooden block holds a power up, you will need to jump up to reveal the hidden jump block.



Drop down the second pipe to get to a switch block. Hit this and all these bricks will turn into coins. Collect them and sprint right and jump as soon as the bonus item appears.

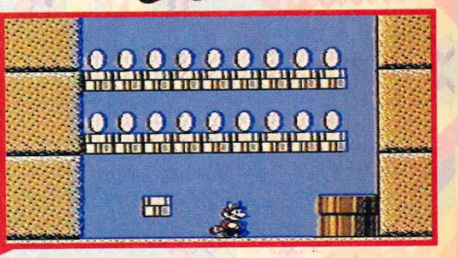


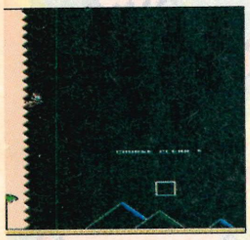


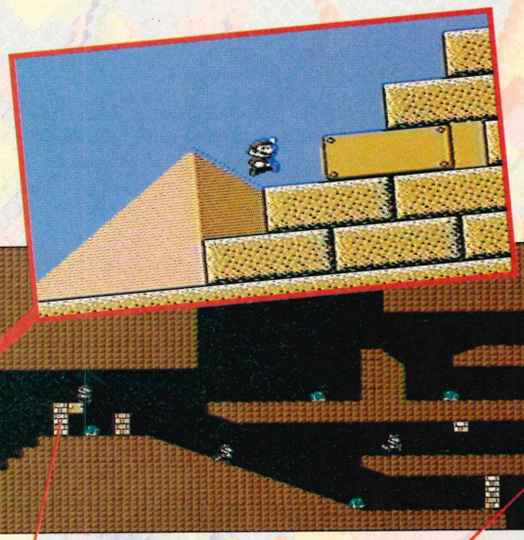


Smash as many of these blocks as you can. If you hit the first two with your tail you can stand underneath the others and simply jump up to hit the remainder.

Another bonus coin room. Collect the visible coins before you hit the single block at the bottom. This will turn the other bricks into even more coins. Then exit stage right to reappear at the next section.





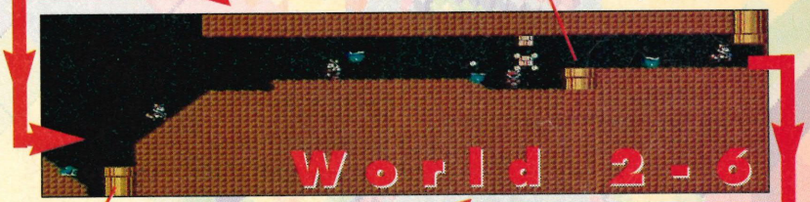


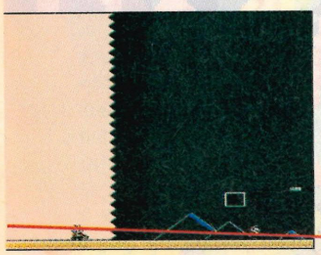
You can smash these blocks for the points, but there isn't really much point to it. The room is blocked and there is nothing in it anyway.

Watch out for the koopas that travel along the roof, they have a nasty habit of falling on top of you. Go up the pipe, but watch out for the boomerang brothers when you emerge by the exit.

There is a raccoon tail in this block. It makes the rest of this level a lot easier if you have it. You will be able to smash blocks without having to throw koopas at them.

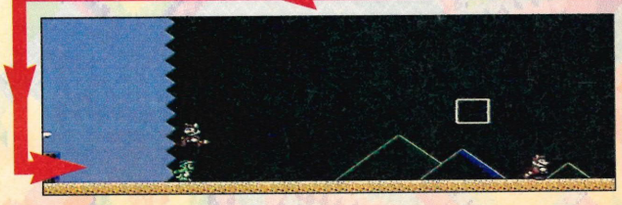
Jump up here to reveal a hidden block that will enable you to get into the bonus coin room.





When you jump off the floating platforms you will come down right by the exit. You can now waste time by going left to get the last of the enemies right to end the stage.

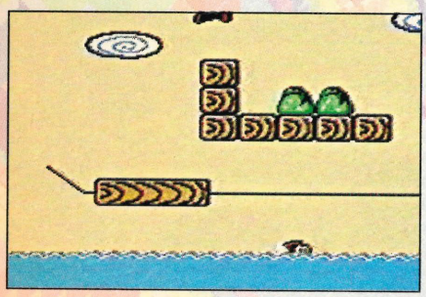
If you go in the coin room you will come out here – just go up the ramp, jump a couple of bad guys and you're home free.





World 3-1

Right at the start you can drop down and collect a power up, but don't do this if you are wearing the frogsuit as you will lose it. When you reach the lava lotus plants you must grab the goodies straight away or else they will fire and you will not be able to get them. There is another extra life to be had on this level; to the right of the note blocks is a brick with the extra life hidden inside it. Watch out for the current when you are getting it though.

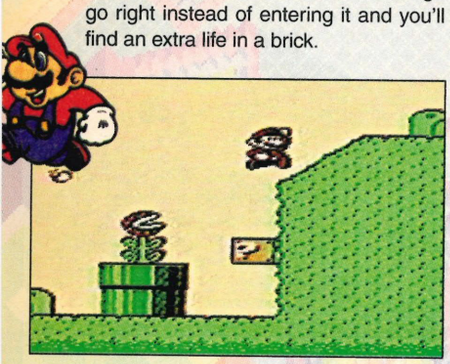


World 3-2

There are a few hidden treats on this stage, but it is more important to stay out of the water where you are in constant danger. Just get the power-up from the first block. When you reach the horizontal lift you will see a structure shaped like a long 'L'. Bump its side and you will get a starman.

World 3-3

Kick the first koopa you come to and he will bounce off to reveal a switch block. You can only get the power-up in the note block if you bump the note block after using the switch block. When you reach the pipe at the end of the stage go right instead of entering it and you'll find an extra life in a brick.



World 3-4

There is an easy power-up in the block behind the Venus fire trap. You can clear the water at the next hill with a single huge jump, but if you don't jump near the right edge of the water you will reveal coin blocks which you can use as stepping stones. When you reach the hanging piranha plant, the second brick along is a switch block. Use it to get loads of coins. The next question mark block is a power-up. There is an extra life in the next brick ledge, but it is guarded by Lakitu. Use the hammer to break the rock on the world 3 map that blocks the path to the boat. Now you can sail around getting loads of power-ups and extra lives.

World 3-5

If you have one, use the frog suit here. The first question mark block holds a power-up. If you have the frog suit swim down the pipe located after a row of floating coins and head right. If you have the raccoon suit jump up and hit the platforms above the water for a few bonuses.

World 3-6

The first question mark block as usual holds a power-up. Knock the first koopa and it will do the job on the coin box below you. The one part of this level you have to master is the rotary lift – jump on it just as it stops spinning and immediately jump off again.

World 3-7

The top wooden block contains the start of level power-up. In the stack of floating bricks there is an extra life so start punching. Use this picture to locate the beanstalk. After collecting the coins go back to the block of wood near the top of the beanstalk and jump right. Jump up in the middle of the cloud bank for a special note block that leads to a coin heaven. You also get taken to the end of the level.

World 3-8

Use the Jugem's cloud that you got in level 3-7; it's the simplest way to complete the level. If you get 44 coins on this level the white mushroom house will appear. You will come across several hidden beanstalks on this level, but they don't lead to coin heaven. They are there to keep you out of Boss Bass's way. You must stay in the middle of them or you will fall off. The first brick contains one such beanstalk. In the block above the two silver bricks there is a coin box. When you reach the end of the level it is safer to take the higher route as the low route makes you an easy target.

World 3-9

This level is split between land and underwater parts. All the parts are interconnected... just head right. To the left of the cannon is a power-up in the ledge. There is an extra life in the top ledge of the next structure. The water pipe farthest left contains a frogsuit which is a godsend for finishing this level.

World 4-1

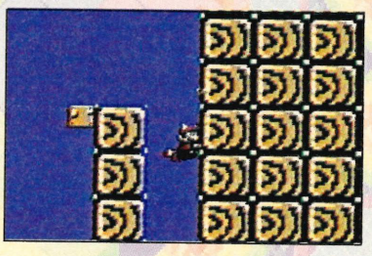
You will notice something strange about this level, either Mario has been watching the virtual reality version of Honey I Shrunk the Kids or everything has just got bigger. No problem though, the bigger the challenge the better. To get to the second question mark block, knock the koopa towards it to smash the brick underneath. If you can't do this there is another power up in the next question mark block. If you have the space you may like to try and take off and head up to the waterfall. After you've had a look around, enter the pipe on the far left. Take care at the end of the level not to jump on the koopa or he may block the exit pipe.

World 4-2

The best advice on this level is to stay out of the water. Collect 22 coins and the white mushroom house will appear. After evading the koopas smash an ice block against the question mark block to get a power-up. After hitting the switch block punch the question mark block and get the starman. It will give you enough power to reach the end of the level if you don't hang about.

World 4-3

After killing the sledge brothers, enter one of the pipes. It doesn't matter which one as they both take you to the same place. Don't jump on the buzzy beetle right away. If you wait for just a few seconds you can smash him into the second one. There is only one power-up on this stage and it is in the single question mark block above the small ledge. Hit it on the right side so it doesn't go into the bottomless pit. If you have a raccoon suit you can fly to the next part to get some more coins. When you get to the pair of wooden blocks you can get the sole extra life on this stage.



World 4-4

Get the power-up in the question mark. Let Mario drift down to the left. He should sneak between the two pipes. The up pipe will take you to the coin room. All you have to do here is jump on the switch blocks to earn an extra life in coins alone.

World 4-5

The question mark block near the pyramid is a power-up; you may need to use a koopa or paratrooper to get at it. As you travel along keep an eye out for a small block above the cannons. Hit this and a magic beanstalk will grow. You will need to fly or jump on a missile to reach it. After you have climbed the stalk, you will be in a secret room where you can get a tanooki suit. Hit the switch block and swoop down on those coins as you return to the main part of the level.

World 4-6

This level contains both giant and normal parts so be sure to explore both. In both parts there is a power-up in the floating square; you need to be super Mario to collect it. You will also need to use a fast running jump to clear the first pit as a normal jump will leave you short and dead. In giant land the first question block has the power-up and in the wooden set up that follows there is a starman somewhere on the left hand side. Go to the ledge above for a coin box. If you have the raccoon suit fly up when you reach the question block to get some more coins.

World 5-1

Fly up and go into the pipe. The high route leads you to a music box, the lower route will take you to the land beneath the chain chomps. The ledge contains four extra lives. Fly up and break the bricks. The one on the left is a switch block. There's a power-up in the first wooden block, and also one on the area guarded by the chain chomps.

World 5-2

Again there are two routes. If you can fly, the uppermost route will gain you three extra lives and a power-up. Stay right as you enter the pipe at the start of the level. Use the raccoon tail to slow your descent so that you can land on the note block. Now climb to the right and enter a pipe that will take you outside. Go down the very next pipe you see to enter the secret room.

World 5-3

The question mark block contains the first power-up. There is only one way to get the kuribo shoe. wait for its wearer to come on screen and then bump him from underneath – no other approach will work. An extra life is hidden in the ledge above the munchers. After entering the pipe you will see a row of question blocks, one of them holds a power-up.



World 5-4

Remember that early practice with the rotary lift? Now you get to put it to good use as this is what this level mostly comprises of. It is best to use the P-wing if you have it. There is only one power-up in the level.

World 5-5

Bump as much as you can to get loads of power-ups. When you reach the second pipe take out the bricks and go inside; you will get a tanooki suit and some coins.

World 5-6

The screen constantly scrolls, so there is no time to hang about. The power-up is in the first question block, but unless you are confident don't go for it. There is an easy way out of this level. When you come to the long brick ledge there is a switch block hidden to the right hand side. Once you hit it things will become a bit easier.

World 5-7

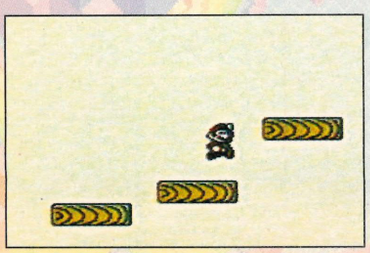
The wooden block on top of the pile of bricks hides the power-up. When you reach the pipe guarded by the Venus fire trap, use fireballs. Go down the pipe, but before you do hit the brick on the far left of the pipe to get another extra life. When you reach the lower level there are two power-ups to find. The first is in the last pile of wooden blocks. The second is in a note block.

World 5-8

No strategy at all needed in this level; just run hell for leather until you reach the end.

World 5-9

This is the level where you can show your true mastery of lifts. They aren't solid, so you can jump up through them from underneath. If you go in with fireballs you can blast fire chomp, else you will have to take a risk and jump on him.



World 6-1

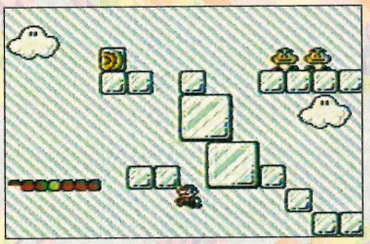
Try to start this stage as super Mario because the first power-up will give you fireballs – this makes killing all the enemies on this stage a lot easier. There is a raccoon suit concealed in the question blocks.

World 6-2

Pick up the first silver brick and throw it at the question block for a raccoon suit. The 'L' shaped structure at the end of this stage holds an extra life in the floating block.

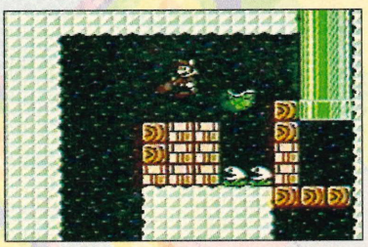
World 6-3

If you bounce on the note blocks and wait, a lift will appear. Use the koopa on the 'L' shaped structure to make the beanstalk grow. Climb up it and once you enter the pipe in the sky you will be able to get another tanooki suit. Fly up the left hand side of the screen and you will find a miniature coin heaven. The very last brick on this stage holds an extra life.



World 6-4

The very first brick on this level holds an extra life. After hitting the switchblock there will be a pile of coins to the right. You will have to use the last rotary lift to throw you into the final part of this stage. Jump on it once it's stopped spinning and jump off it again to get the extra lift.



World 6-5

Most of the pipes on this level will contain power-ups. Get the raccoon suit as you will need it to complete the level. Once you have the suit, take off and fly overhead to get some extra coins and an extra life that is up there. One thing you have to remember on this level is that buster beetle will throw blocks of ice at you – and these travel both up and down hill. There is a pipe on the far right of the level that has a Venus fire trap next to it. It is safe to duck after you exit the pipe; the fireballs won't hit you.

World 6-6

At the beginning of the lower level you will be able to pick up a starman to help you through. When you dive in the water stay at the top and keep swimming to get an extra life. Stay on the ground when you fight the spikes at the end.

World 6-7

You will see a section with two brick ledges – jump up to reveal another hidden extra life. Now get your feet back on solid ground. Drop through the single doughnut and jump onto the note blocks; they will bounce you onto the pipe.

World 6-8

Pick up the silver brick and throw it at the question block to get the power-up. When you come to the question block covered with silver bricks, take a bit of time to kill all the beetles before you go for it. There is an extra life on this level, but it is quite well covered. It is in the block on the right hand side of the 'H' shaped silver block pile. There is a switch block on the last ramp hidden among the bricks.

World 6-9

The first two note blocks on this level contain the all important power-ups. The switch block on this level is hidden in the next section. There is an invisible block to the left that will trigger it. Now carry on to the end.

World 7-1

If you need any more lives (you can never have too many) there is an extra life above the second set of question mark blocks. In the final zone, bounce off the paratrooper to get a hidden extra life.

World 7-2

The power-up is in the first block. If you are super Mario it will give you fireballs. These make it a lot easier to get through the level. Go in the next pipe and go left for coins and a switch block. When you come across the note path there is an extra life in the middle. The exit pipe is the third from the end.

World 7-3

You will have to use invincibility to complete this level, so head for the starmen. The first question block holds one – get it and run. The other blocks will also give you more starmen.

World 7-4

If you can fly then another two extra lives can be yours. Take off at the start and fly over the bricks to the right. When you go under water be careful.

World 7-5

The main problem on this level is lack of time; it very easy to lose track of it in the maze of pipes. You will notice that a lot of the holes you jump through become coin blocks. Head right whenever you can and with a little exploration you will find the end.

World 7-6

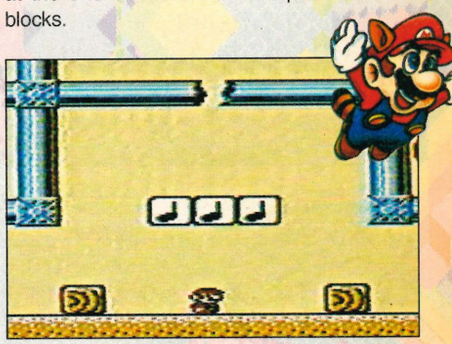
This level is very difficult. There are two types of lift and one of them is guided by you. It is probably worth wasting time to get used to them early. When your lift gets close to the vertical pipe at the top jump off because it will fade out under you.

World 7-7

You have to keep getting the starmen on this level to keep your invincibility. Race through as fast as you can.

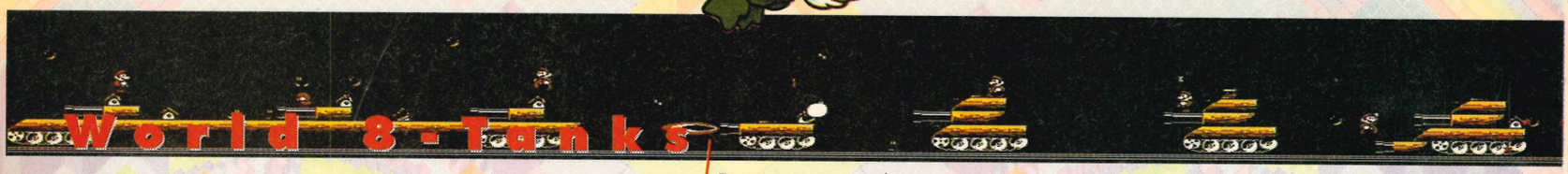
World 7-8

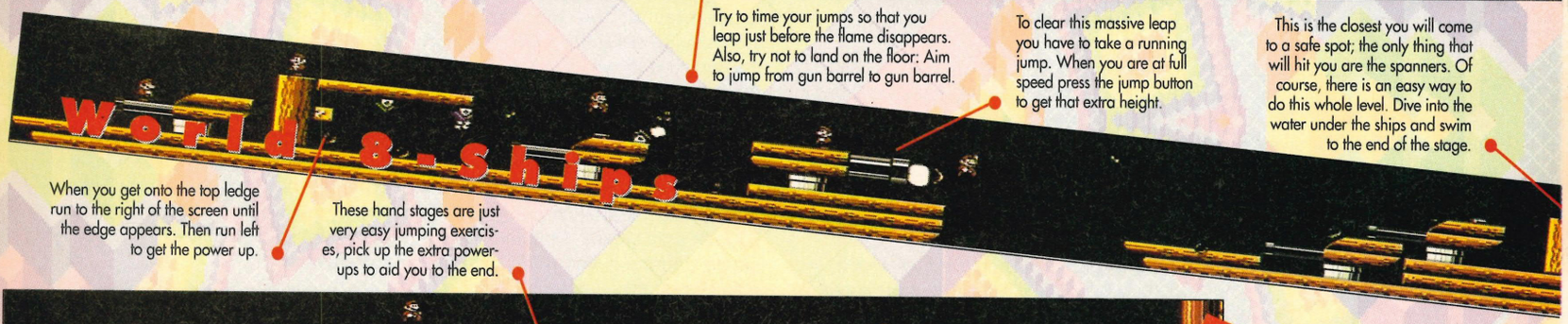
Get past the pair of piranha plants with the aid of fireballs. There is a starman in the question block. The next extra life is after the three vertical pipes in the brick ledge. Go to the hanging pipe and jump on the note block to get to coin heaven. There is another extra life at the end concealed in the question blocks.

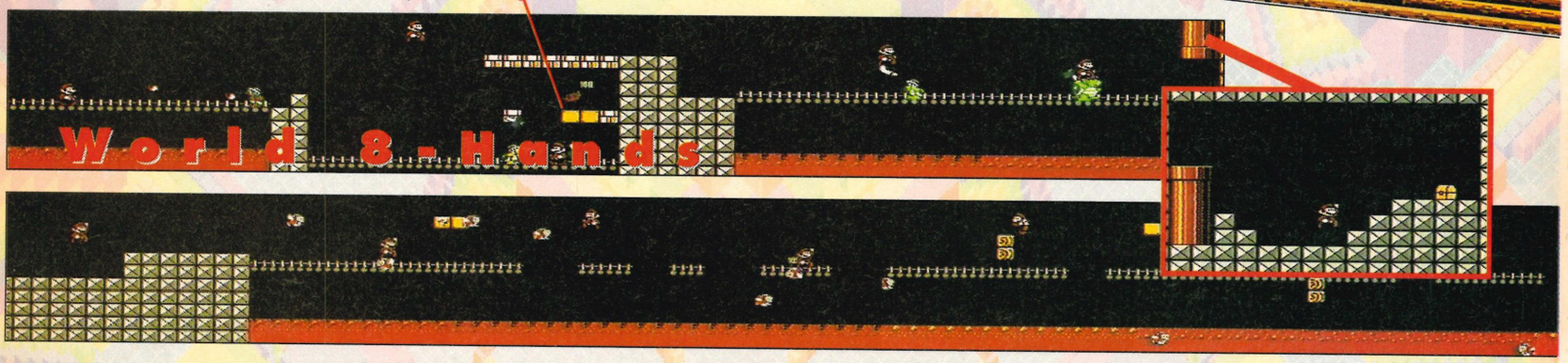


World 7-9

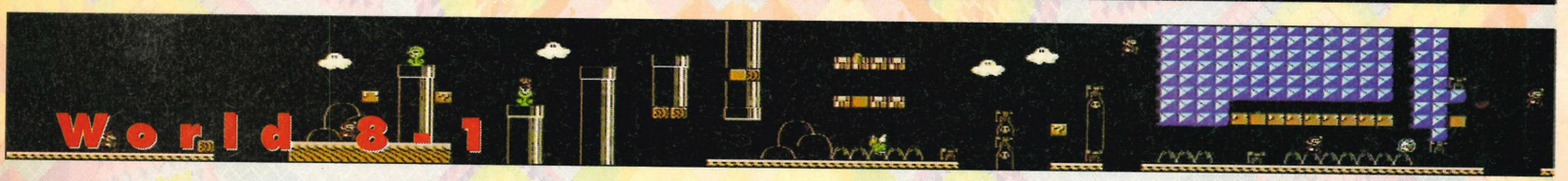
Here is the route. Run right to the note blocks. Now jump on them (there is a power up in the middle one) and keep going up through the next three gaps. Now go left through two ice wall sections. Get out through the top. Next, run across the top of the two sets of pipes. Instead of carrying on, run off the end of the second set and go left at the note blocks. Go through the ice wall and up through the gap in the top. Break past the next ice wall. Drop to the base of the wooden blocks and head right. Carry on through the hole in the next section and the two ice walls to the right. Head over the wood blocks and through another ice wall (again to the right). Go through the wall and the one below it. Go through the hole in the floor and head right for some coins. The last wall to the right leads you to a cell. Get out through the top and you will see the exit pipe. And that's it.


World 8 - Tanks

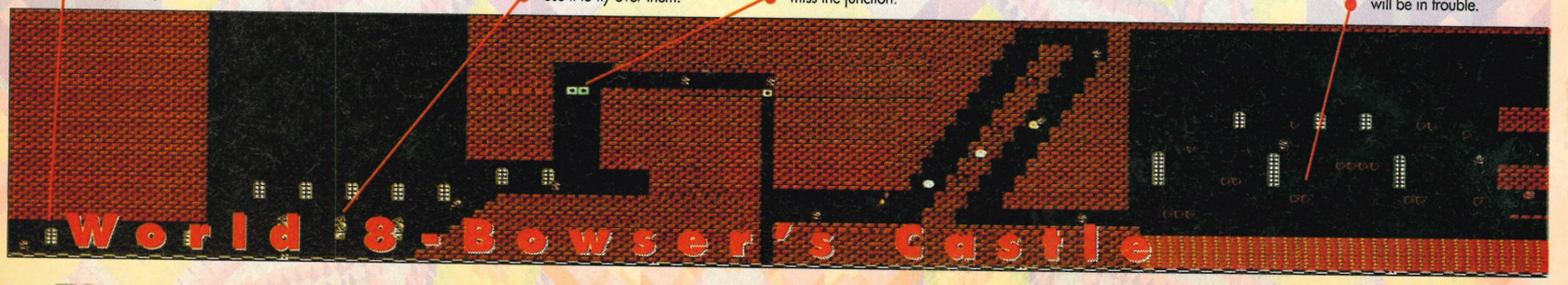

World 8 - Ships
Try to time your jumps so that you leap just before the flame disappears. Also, try not to land on the floor: Aim to jump from gun barrel to gun barrel.
To clear this massive leap you have to take a running jump. When you are at full speed press the jump button to get that extra height.
This is the closest you will come to a safe spot; the only thing that will hit you are the spanners. Of course, there is an easy way to do this whole level. Dive into the water under the ships and swim to the end of the stage.


When you get onto the top ledge run to the right of the screen until the edge appears. Then run left to get the power up.
These hand stages are just very easy jumping exercises, pick up the extra power-ups to aid you to the end.
World 8 - Hands


World 8 - Airships


World 8 - 1


World 8 - 2
Remember that you can slide down this hill to wipe out anything in your path.


Okay, this is what all the hours of toil have been about – you are now in Bowser's Castle so get ready to roll.
Watch out for these statues, they spit lasers at you. Either run past them at full speed or, if you have the raccoon feather, use it to fly over them.
Take this lift and jump off at the top. Take the doughnut down, but keep walking right when you are on it so that you don't miss the junction.
Be extra careful when you are using the note blocks as it is very easy to move too far in the air and miss your next landing point. Try to pick up all the coins along the way as well.
Take the high road with these doughnut lifts. Stay low and you will be in trouble.
World 8 - Bowser's Castle



You want to get this guy first time as it is a real pain to have to go back to the start of this level. Wait until he has thrown his first boomerang and hit him. Then jump as the boomerang comes back.



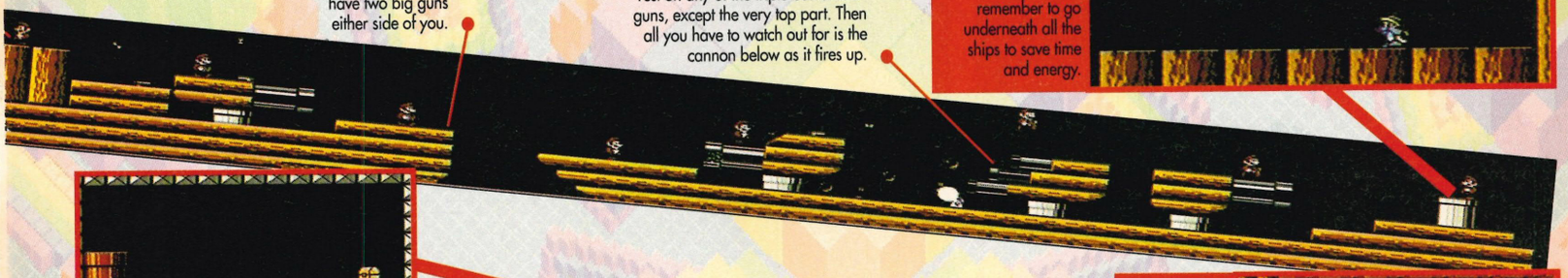
By now you will need this extra power up so don't miss out on it.

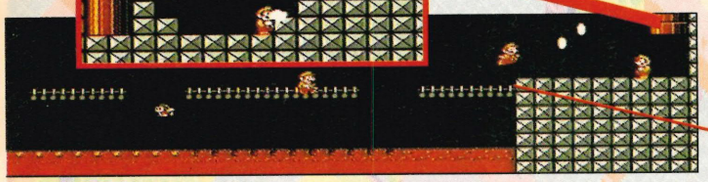


Boomerang Brothers again. These guys should be a doddle by now, but don't get complacent. This is a bad time to start losing lives. If you do lose a life here remember to go underneath all the ships to save time and energy.

Take great care with this jump as you have two big guns either side of you.

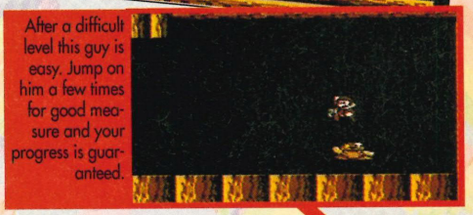
This is the last big barrier between you and the end of this stage. Don't rest on any of the triple barrel shotguns, except the very top part. Then all you have to watch out for is the cannon below as it fires up.





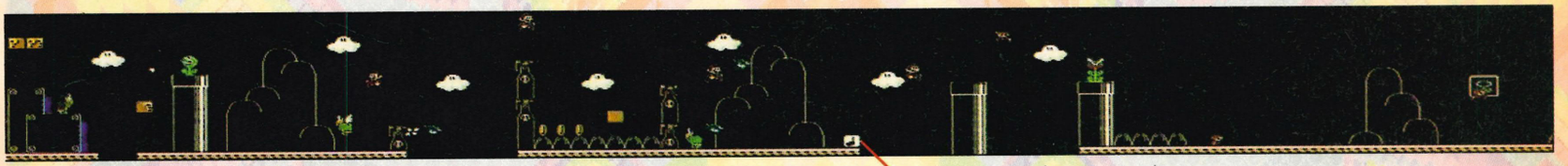
These stages are a lot easier if you fly straight through them. If you are raccoon Mario you can do it, but it isn't worth using a P-wing on.

You can stand on the fire guns without worrying about them; watch out for the spanners though.



After a difficult level this guy is easy. Jump on him a few times for good measure and your progress is guaranteed.



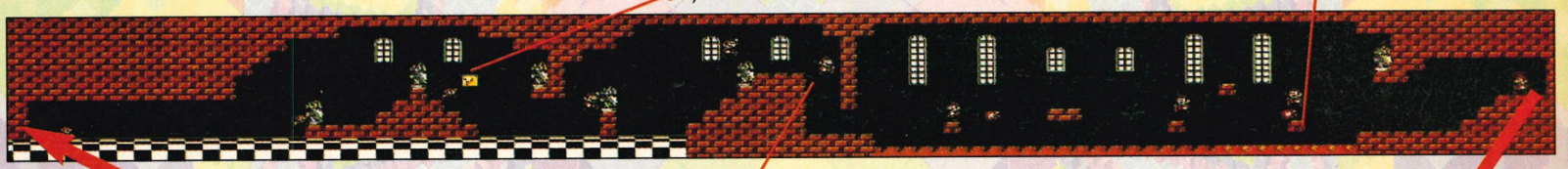


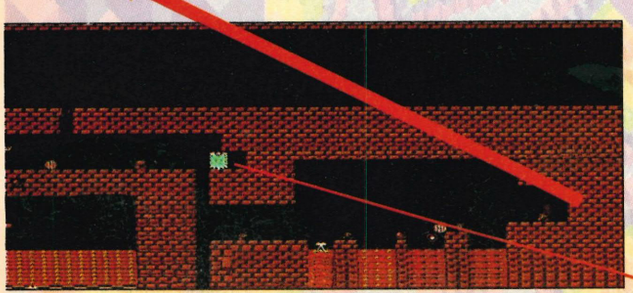


You have to jump on this note block to get the necessary height to get onto the pipe. Judgement and a little luck should see you through.

The first statue is laser equipped, jump him and land on the top of the others as you go through. Get the power up and you're almost there.

This is it; dodge this statue, jump over the lava and go through the door. One more stage and you are going to be facing Bowser himself.

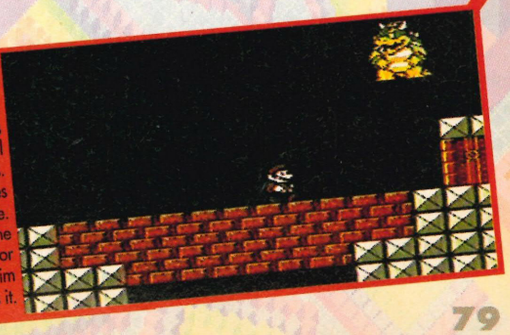




Make sure your timing is spot on here as mistakes are severely punished.

Time your run so that this block is to the far right. Fall down the pit but keep pushing right and you will miraculously land on the platform.

Here's Bowser! The way to kill him goes like this. Wait on the left hand side until he fires, jump and move right as Bowser jumps left. He will leave a huge gap in the bricks. Now move left as he moves right and he will do the same. Repeat this procedure until he makes a hole big enough for him to fall through, then let him fall through and that's it.

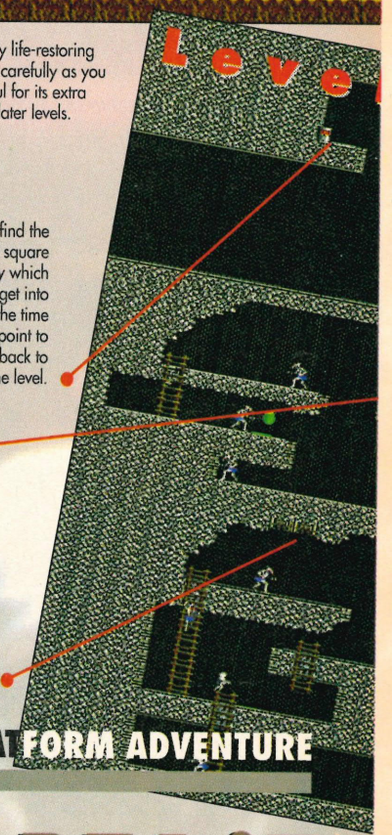


SHADOW OF THE BEAST



PICK UP A POTION

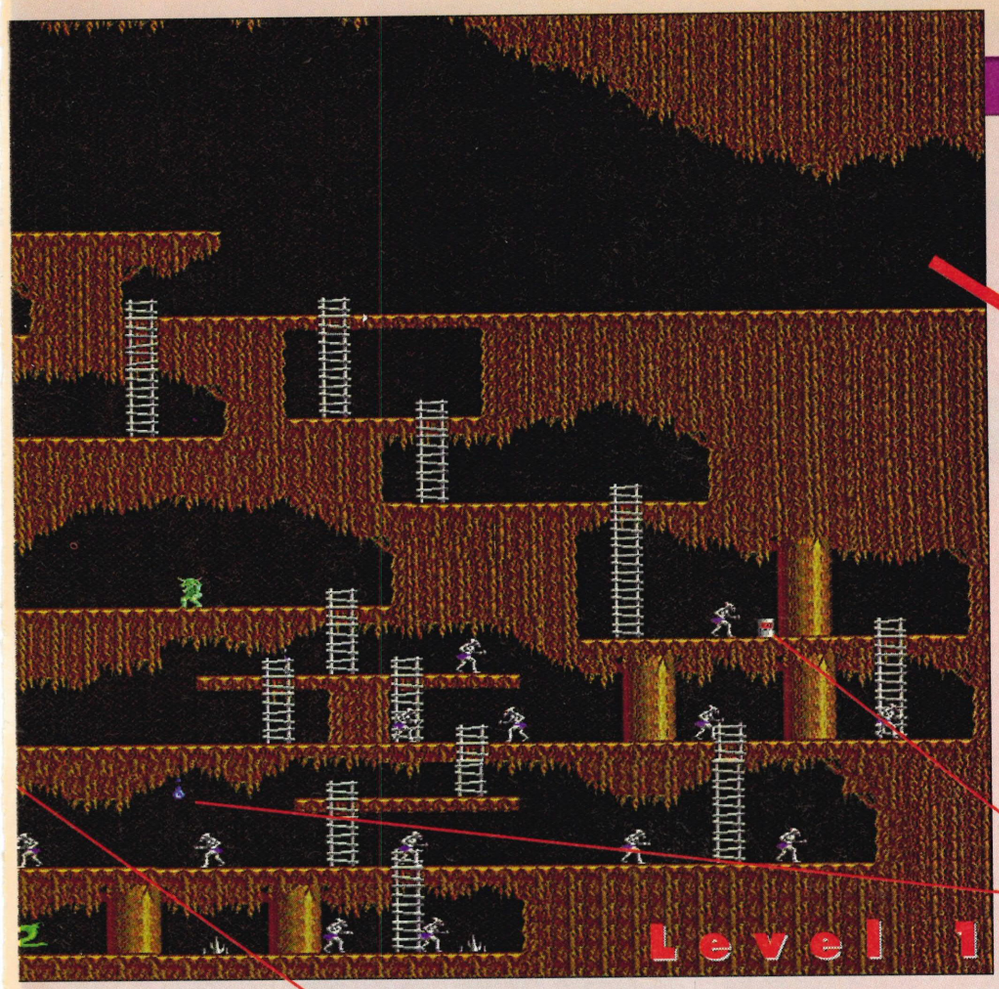
- Blaster – you'll find it in the bottom left-hand corner of level 4. It's needed to waste the boss.
- Crucifix – found outside the castle. It's necessary to summon the king gargoyle.
- Life – these little angels are scattered around the levels so keep your eyes peeled.
- Gold coin – you'll find this near the start of level 3, take it to the well at the start of level 3.
- Round gold key – opens the door at the end of level 2. It's on the platform under the orb keeper.
- Square gold key – utter junk this one, so leave it as it will only take up valuable carrying space.
- Round green key – important one; this key will get you into the caves (level 5).
- Square green key – throw the lever in level 2 and you'll be able to pick this key up.
- Round white key – once again, an utterly useless key. Don't bother with it.
- Square white key – found in the top left-hand corner of level 2 and is used to enter the castle.
- Magic wand – found in level 4; helps you load by blowing out your torch so leave it where it is.
- Mask and jet pack – get these outside the entrance to level 5. Put them on before entering.
- Empty potion – pick it up if you really want to, but it won't do much.
- Health potion – found scattered around the levels. Gives you a very valuable four health points.
- Invulnerability potion – makes you invulnerable, but only for a short while. Don't get caught out.
- Jumping potion – can be found in level 1. It makes you jump further.
- High jumping potion – used (with the blaster) to kill the end-of -evel guy on level 4.
- Energy restoring potion – is dotted about levels. Will restore your energy to maximum.
- Spanner – found in level 4 and used to disable the force field in the same level.
- Torch – pick up this gem at the end of level 3 as you will need it for the castle (level 4).





TECMAGIK ● £34.99 ● PLATFORM ADVENTURE

You may well have scoffed when those clever coders at Tecmagik announced they would be releasing a version of the best-selling 16-bit game *Shadow of the Beast* on the Master System. Forget any doubts about gameplay, graphics or presentation – this game's a cracker. As for the story-line, it remains the same. In a distant land of mystery and magic a child is snatched by the mages of Maletoth. To cut a short story to a sentence, the child – now a man – sees his father brutally executed and vows to seek revenge. The game itself is set over six very large levels and over the next few pages you'll see all the levels laid bare. You begin with three lives a no weapons. If you lose a life you w crumble to dust and must start the level again. The aim of the game is to defeat all of Maletoth's minions in every part of the land. Only then will you finally cast off the evil magic of many years that have prevented you taking your true human form. The journey is long and torturous, but choose the correct path and you'll make it through quickly and unscathed.





When you've stuffed the keeper of the orb you will be rewarded with his powers – in other words, some decent firepower. This you will need in order to defeat the first end-of-level demon. Get to the screen with the death skeleton and move to the left of the screen. As soon as it appears, shoot. Seven or so shots later it'll be history, but be quick as the fourth time it appears onscreen it'll head straight for you. Don't panic though as it shouldn't give you too much hassle. Unfortunately, when you kill the demon, you'll also lose all that lovely firepower.

Yet another delicious potion; only a measly red one this time though. Still, it's worth four points.

Take care going along here as these water drops really sting.

The long jump potion – get it and then go down the ladder to your left. Take the potion and leap across the gap for the extra life.

This dude's got his eye on you and he's also indestructible, so duck underneath him and you should survive this eyesore.

These green slime balls won't cause you too much grief. Once you've learnt their attack patterns, they're easily dodged.

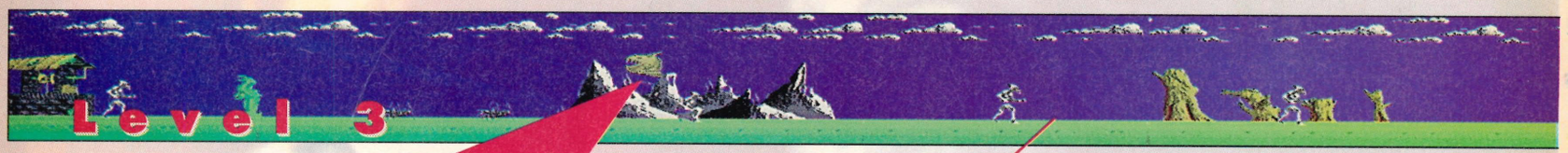
The time transporter will move you back to the start of the llevel and restore your energy. Very useful in emergencies.

You'll find the all-important invulnerability potion here. Work out the best point in the game to use it, but above all make sure you use it wisely.

Get down the ladder and leg it as you'll have this beast after you – and not only does it have sticky feet, but its teeth are pretty sharp too.

Another one of those awfully nice green potions here. With more get up and go than a bottle of Isotonic Lucozade.

As soon as you get to this guy, duck and punch the head that's asleep. You'll probably lose about four health points, but it's worth it in the long run.

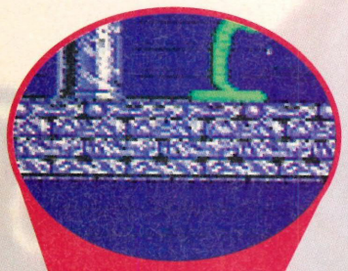




You should find the medallion around here. Take it to the well at the start of the level and you will be rewarded with an extra life.

These flying red monsters are more plentiful than they are dangerous, but keep your eye for them as they can catch you out.

These guards do a pretty good job and will attack you from all sides. Make sure you smack them before they smack you.



When you first meet this guy he'll be crouched down, but as you approach he'll leap towards you. Attack him with a flying kick.

Energy-restoring red potions; they couldn't come at a better time.

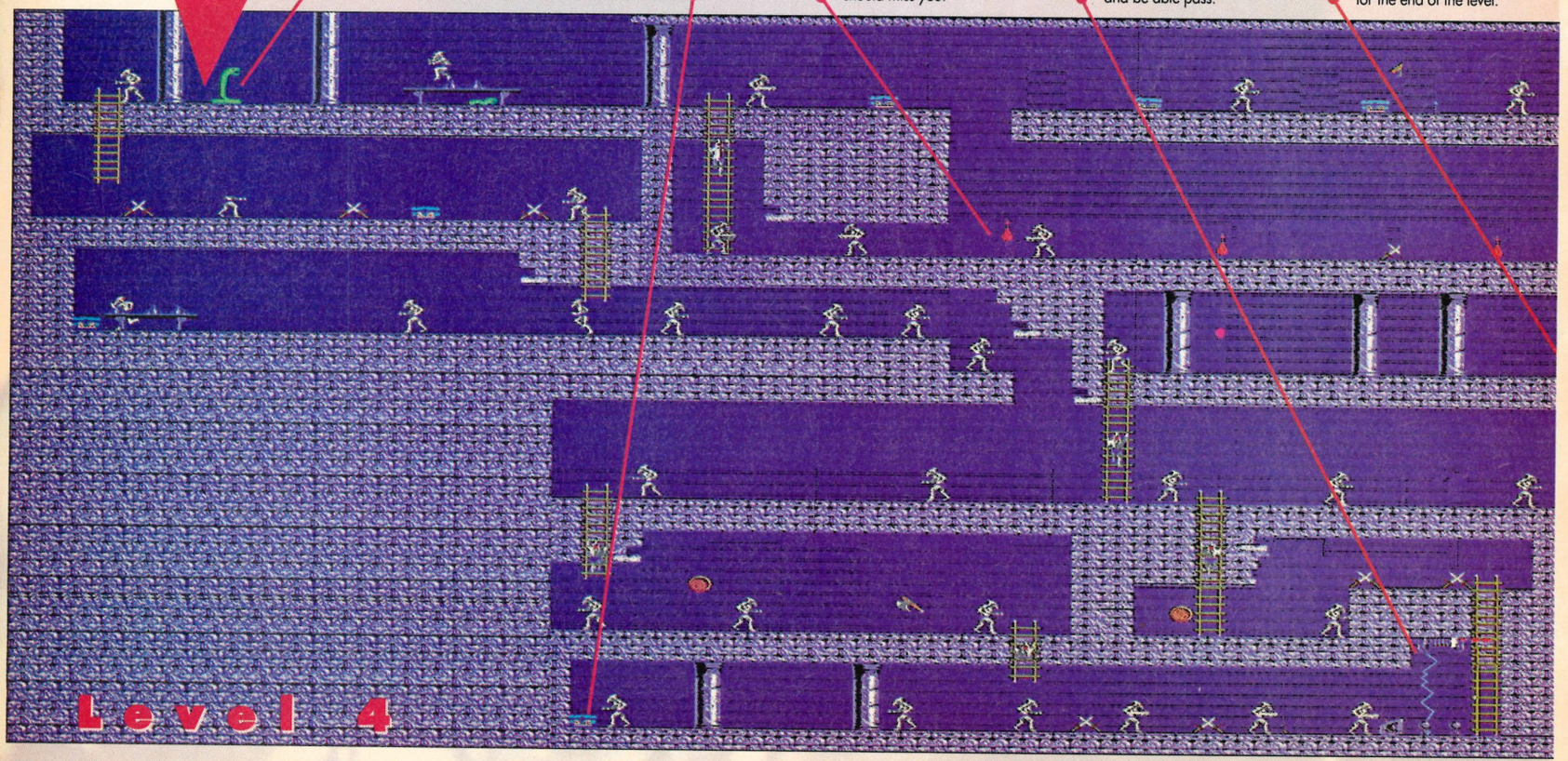
This evil-looking snake is out for your blood – it's wise to go in the other direction.

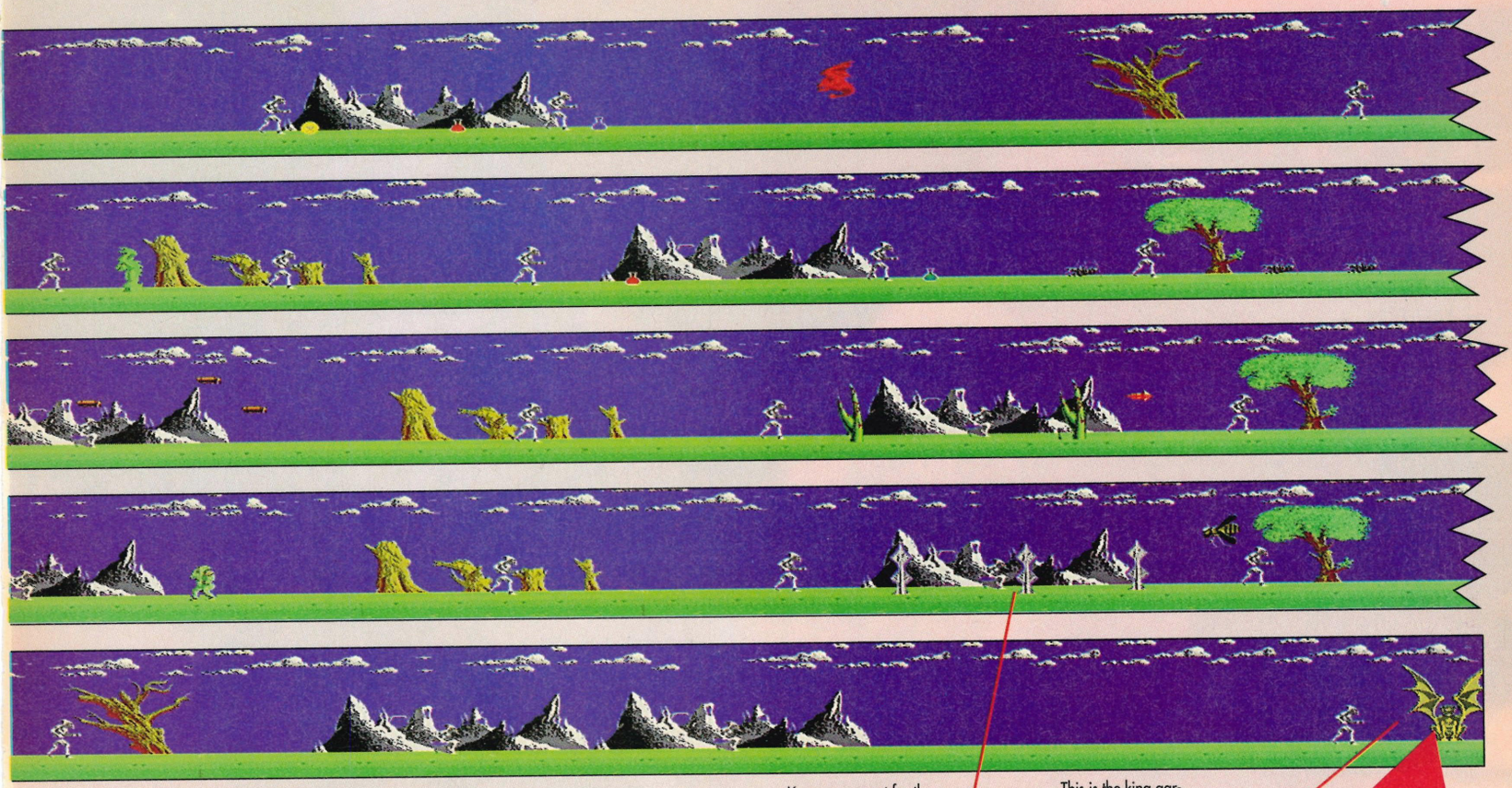
Now you can have some real fun; smash the chest and you will find a very useful blaster which you will need when you meet the big guy at the end of the level.

Be careful when you walk along here. As soon as you see the drops stop and they should miss you.

After you have found the spanner, take it here, kneel and select it from the inventory. In this way you will disable the machine and be able pass.

For even more bounce than Zebadee, collect this wonderful high-jump potion. Keep it safe because you will need it for the end of the level.





Keep an eye out for these gems. Stand on one of these and you'll be walking with a serious limp.

This is the king gargoyle and he will not let you continue on this level until you've gone to the castle to retrieve the dragon's egg.

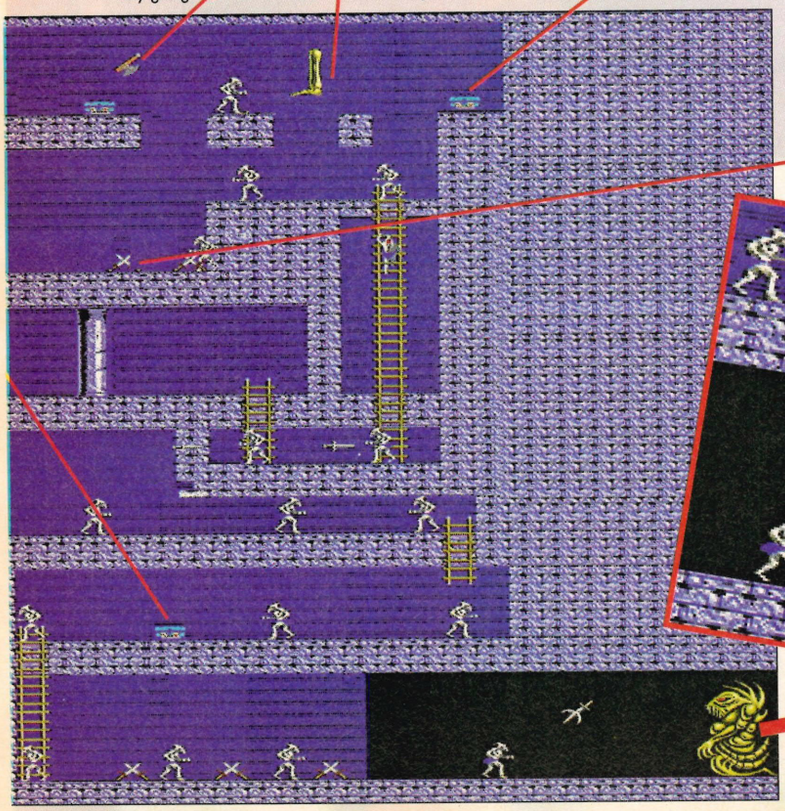


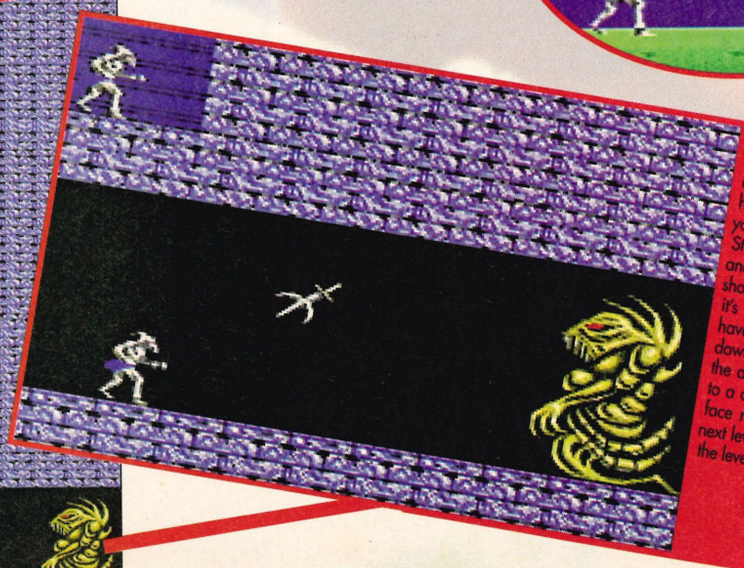
You should come across a few of these here, but just duck at the appropriate time and you should find it easy going.

These flying legs are very strange and dangerous, especially if your energy is low. Attack them and run as they come back at you.

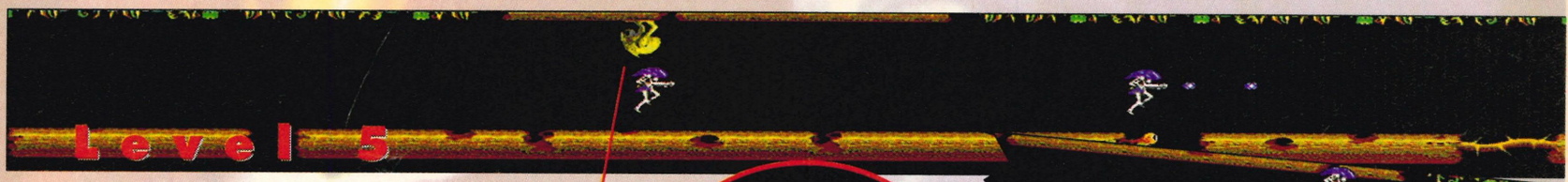
You'll find the spanner necessary to disarm the electric discharge machine at the bottom of the level in this chest.

Take great care when you jump down here; time it so that you land between the two sets of spikes.





This handsome chap can prove difficult. To defeat him you will need the blaster and the high-jump potion. The potion has limited powers, so use it just before you meet the demon and act quickly. Stand fairly close to him and jump up and shoot him in the eye. After a few shots he should bite the dust. However, it's not quite that easy as you will also have to watch out for the spikes that rain down on your head. When you've killed the demon, carry on and you will come to a chest containing the back-pack and face mask. You will need these for the next level – put them on before you enter the level or you will die immediately.

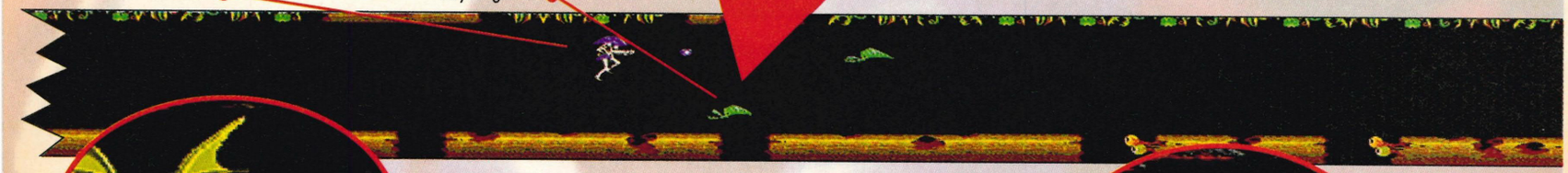


Yes, you've guessed it, it's those blobs with sticky feet again. Avoid them by flying low or – better still – fly high and shoot them.

Our lovely model is wearing the very latest in face mask protection. Good job too, otherwise you would be worm food by now.

These flying goons are quick and tireless, so be on your guard.

More of those friendly spikes that are out to ruin your day. Avoid them by flying high and they shouldn't give you too much bother.





Here's one happy gargoyle, you've found the dragon's egg for him and now he's happy to let you pass on to the final level.

Who ya gonna call? You should be able to handle these spooks on your own. Be careful though as they can creep up on you.

Don't worry about the gravestones, they're there to help you. Smash them and you'll find potions, power-ups et al.

Gravestone. You'll find a fair few along this level and most of them will contain potions, so now is a good time to top up your energy.

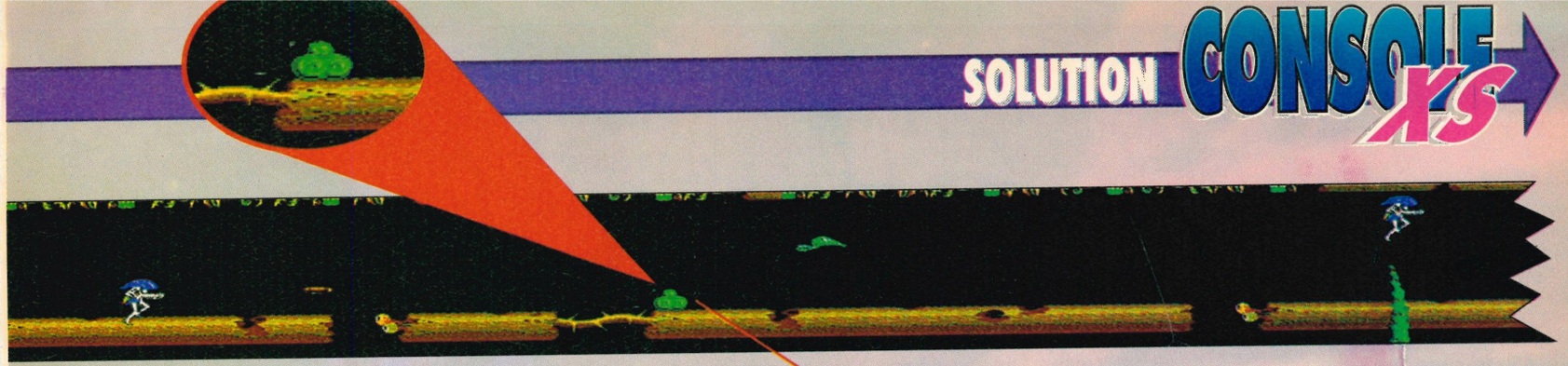
The lizards will come leaping towards you ready to attack, but a well timed high kick should sort them out.

The guards again – you would think that they would get the message by now, but, no, they still come after you. And there are a lot of them here.

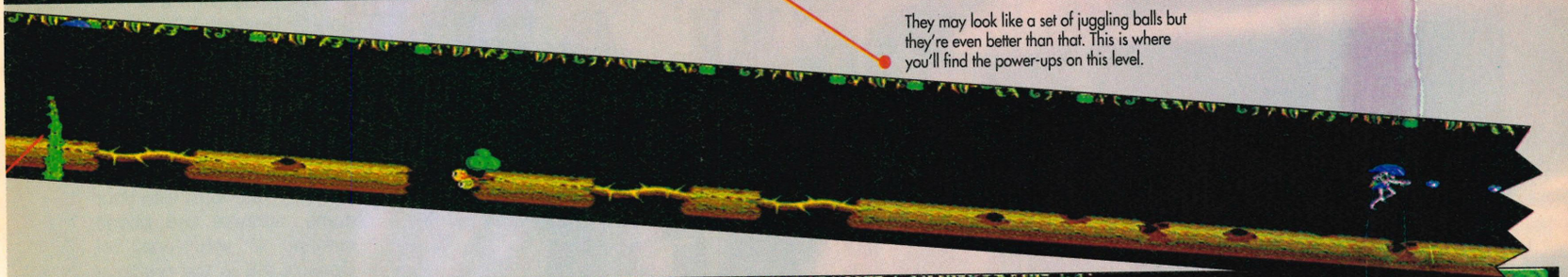
These creatures come from behind to get you, so be warned and move swiftly when in this area.

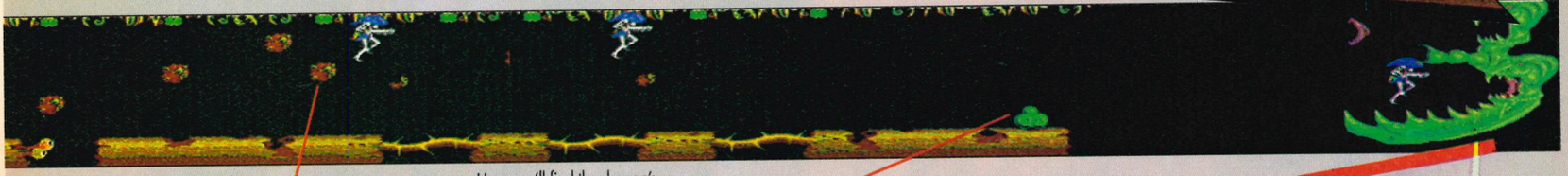
So close, but yet so far. You could still blow it all here – don't get too cocky. You've met these guys before so there shouldn't be any new surprises.





They may look like a set of juggling balls but they're even better than that. This is where you'll find the power-ups on this level.





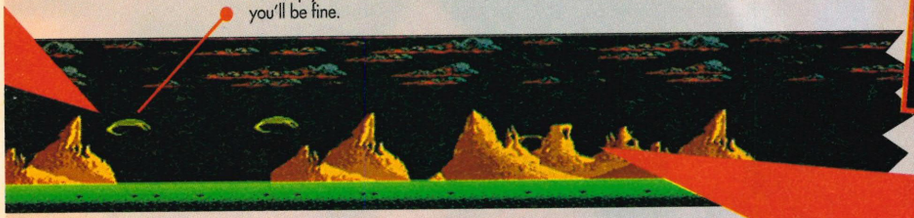
What is it about aliens that they all look so weird? Well, these blobs are no different and like most of them they are pretty angry so be very careful.

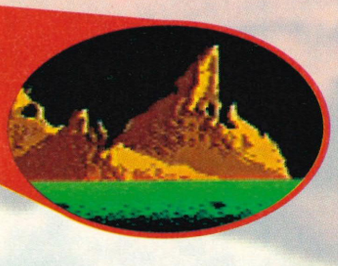
Here you'll find the dragon's egg that you have to get for the king gargoyle. Give this to the gargoyle and you'll be allowed on to the last level.



This demon looks pretty mean, but don't let that fool you as he's soft. If you use the invulnerability potion that you found earlier in the level, and keep blasting at his mouth, he'll soon be a gonner. Once you've defeated this guardian, you'll be transported to the front of the castle again. If you go to the right you'll find the crucifix. Use this and the king gargoyle will transport you to the last level.

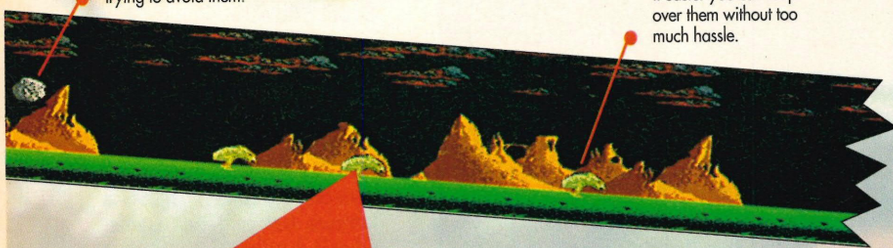
More ugly enemies; this being the last level there's no lack of them, but keep your cool and you'll be fine.

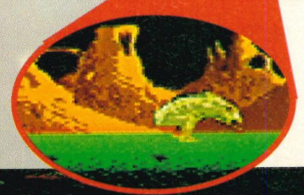




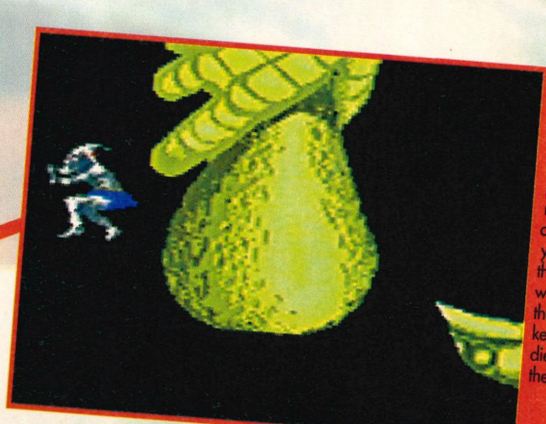
More of the rocks that you met earlier on on the game. A swift punch or flying kick would be better here than trying to avoid them.

Kill these creatures if you want to, but if you'll find it easier you can leap over them without too much hassle.









This is it, the final conflict. The giant you're up against is very big, but he has a weak spot on his toe. Run towards him and punch his toe and then move back to avoid the club which will try to turn you into pancake. Repeat this until he's defeated. It will take quite some time though, so be patient and keep alert. When the giant dies, sit back and watch the end sequence.

WIN A GOLDEN AXE ARCADE MACHINE



It's true! To simultaneously celebrate the release of the *Arcade Smash Hits* compilation on the Master System and the launch of Britain's number one game-busting magazine, those extremely generous people at Virgin Games are giving you the chance to walk away with the original, highly treasured Golden Axe coin-op machine plus ten Virgin T-shirts to the runners up. All you have to do is answer the three relatively simple questions below and Golden Axe could be yours forever. Be the envy of all your friends and astound huge amounts of the opposite sex with this sleek black cabinet representing the ultimate prize available only to Console XS readers in this exclusive competition.

To celebrate the launch of Arcade Smash Hits, Virgin are giving you the chance to walk away with a fabulous Golden Axe coin-op. There are also ten Virgin T-shirts as runner-up prizes.



What to do

All you have to do to own your own coin-op is answer the three questions below and fill in the form with your name, address and phone number. If your copy of Console XS is too precious to cut up then you can always photocopy the form or send in a postcard with the details printed in capitals. Either way, send your entries to Smashing Coin-op Compo, Console XS, 7a Wicker Hill, Trowbridge, Wiltshire BA14 8JS. The closing date is June 30th, so be sure to enter quickly in order to guarantee your chance as a winner.

The questions

Following are the three simple multiple questions you must answer:

1. Virgin's latest game for the Master System is *Arcade Smash Hits*, a compilation comprising three vintage coin-op games. The first two are *Missile Command* and *Breakout*, what is the third?

A. Dean Attack
B. Centipede
C. Jet Set Willy

2. All the games in the *Arcade Smash Hits* compilation are old Atari coin-op classics. Atari is credited with beginning the home console market with a famous bat and ball game, what is it called?

A. Pong
B. Wong
C. Nigel

3. Virgin are also releasing a console version of Tintin later this year, what is Tintin's dog's name?

A. Bouncer
B. Snowy
C. Butch

COMPETITION ENTRY FORM

My answer to the Gauntlet coin-op competition are as follows:

Question 1
A ☐
B ☐
C ☐

Question 2
A ☐
B ☐
C ☐

Question 3
A ☐
B ☐
C ☐

Name.....
Address .....
.....
Phone number .....

Tick the appropriate boxes on this coupon and send it (or a photocopy) to Smashing Coin-op Compo, Console XS, 7a Wicker Hill, Trowbridge, Wiltshire BA14 8JS. All entries must be in by June 30th.

★ KRAZY KONSOLES ★ KRAZY KONSOLES ★ CALL US NOW!

MEGA DRIVE NEW SPECIALS

ALIEN STORM	£19
ALISIA DRAGOON	£32
ARROW FLASH	£16
BAD OMEN	£32
BARE KNUCKLE	£28
BATTLE MANIA	£29
BONANZA BROS	£24
BUCK ROGERS (US)	£34
BULLS VS LAKERS (US)	£32
CRUDE BUSTER	£32
DARK CASTLE (US)	£25
DESERT STRIKE (US)	£33
DEVIL CRASH	£31
DONALD DUCK	£29
F-22 INTERCEPTOR (US)	£32
F-1 HERO (3D/8 MEG)	£32
FIGHTING MASTERS	£32
GAIRIES (8MEG)	£25
GALAXY FORCE II	£19
GHOULS 'N GHOSTS	£31
GOLDEN AXE 1	£24
GYNOUG	£25
HELLFIRE	£24
ICE HOCKEY (US)	£30
IMMORTAL	£31
JEWEL MASTER	£24
JOHN MADDEN '92 (US)	£31
JORDAN VS BIRD (US)	£31
JUNCTIONS	£23
KID CHAMELEON	£32
MAGICAL HAT	£19
MARVEL LAND	£25
M.E.R.C.S./COMMANDO II	£25
MICKEY MOUSE 1	£25
MONACO GP II	£35
MOONWALKER	£18
MS PACMAN (US)	£29
NEW ZEALAND STORY	£27
PGA TOUR GOLF (US)	£31
PITFIGHTER	£34
POPULOUS	£24
ROAD BLASTERS	£29
ROAD RASH (US)	£31
ROBOCOD (US)	£31
SLIME WORLD	£32
SONIC THE HEDGEHOG	£27
SPIDERMAN	£25
STRIDER	£25
SUPER FANTASY ZONE	£31
SUPER OFF ROAD (US)	£34
SUPER SHINOBI	£25
TERMINATOR (US)	£33
THUNDER PRO-WRESTLE	£33
TOE JAM & EARL (US)	£34
TOKI-JU JU ADVENTURE	£25
WANI WANI WORLD	£25
WHERE IN TIME IS (US)	£34
WORLD CUP SOCCER '92	£31
WONDERBOY III	£19

MEGA DRIVE

MEGADRIVE PAL TV VERSION TAKES ALL CARTS. ENGLISH TEXT & INSTRUCTIONS, LEADS, POWER SUPPLY & JOYPAD

Only.....£95

Plus Sonic 119.95

SUPER FAMICOM

NINTENDO SUPER FAMICOM, 2 JOYPADS, ALL LEADS, UK POWER SUPPLY UNIT

SCART.....£175

SNES (US) + MARIO 4...£195

NEO GEO

ADVANCED ENTERTAINMENT SYSTEM

OFFICIAL UK VERSION PAL SCART, JOYSTICK PSU & LEADS

Only **£263**

2020 BASEBALL	£89	LAST RESORT	£124
8 MAN	£109	MAGICIAN LORD	£94
ANDRODUNOS	£124	MUTATION NATION	£114
ALPHA MISSION II	£99	NAM 1975	£99
BASEBALL STARS	£89	NINJA COMBAT	£99
BLUES JOURNEY	£89	PUZZLED	£89
BURNING FIGHT	£89	RIDING HERO	£79
CROSSED SWORDS	£99	ROBO ARMY	£109
CYBER LIP	£79	SENGOKU DENSYO	£109
FATAL FURY	£124	SOCCER BRAWL	£124
FOOTBALL FRENZY	£124	SUPER SPY	£87
KING OF MONSTERS	£89	THRASH RALLY	£114
LEAGUE BOWLING	£89	TOP PLAYERS GOLF	£124
MEMORY CARD	£19	JOYSTICK	£39

PLEASE PHONE FOR AVAILABILITY BEFORE ORDERING BY MAIL!!

JAPANESE GAME ADAPTOR Only £8.00

NEXT DAY DELIVERY PLEASE ADD £1.00 PER GAME
£2.50 NEO GEO GAMES/ £10 NEXT DAY MACHINES

FAMICOM/SNES

AREA 88/UN-SQUADRON	£39
BATTLE GRAND PRIX	£44
CASTLEVANIA 4	£45
CYBER FORMULA	£44
F-ZERO	£35
F-1 GP EXHAUST HEAT	£45
FINAL FIGHT (GUY)+CD	£47
FORMATION SOCCER	£43
GEOMAN THE WARRIOR	£40
GRADIUS III	£40
JOE & MAC	£44
LEMMINGS	£45
PITFIGHTER (US)	£45
RANMA 1/2	£47
ROCKETEER	£44
RUSHING BEAT	£44
SMASH TV	£43
S.T.G. STRIKE GUNNER	£43
SUPER CONTRA SPIRIT	£45
SUPER F'PRO-WRESTLING	£40
SUPER GHOULS N GHOSTS	£44
SUPER MARIO WORLD	£43
SUPER OFF-ROAD (US)	£45
SUPER R-TYPE	£38
SUPER TENNIS	£40
SUPER WAGAN ISLAND	£32
SUPER VALIS	£44
TOP RACER	£43
XARDION	£45
USA TO JAP ADAPTOR	£15

KRAZY KONSOLES
PO BOX 200
HALIFAX
WEST YORKSHIRE
HX1 3LY
TEL: 0422-342901
OFFICE HOURS
TEL: 0422-367730
EVENINGS 5-9 PM

ALL CARTRIDGES ARE JAPANESE UNLESS MARKED US/UK

★ NEO GEO GAMES HIRE AVAILABLE CALL FOR DETAILS!! ★

FREE TIMEBOY WHEN YOU SPEND OVER £49.00!

SOUTH EAST KENT SOFTWARE

78 SOUTHFLEET ROAD, ORPINGTON, KENT, BR6 9SW

THE HOTTEST ARCADE GAMES AT LOW PRICES!

TELEPHONE 0689 850204 **MAIL ORDER ONLY!**

THE PRICE INCLUDES DELIVERY! **PRICE LIST AVAILABLE!**

SEGA MEGA DRIVE

CALIFORNIA GAMES	£31.80
DONALD DUCK	£31.80
GOLDEN AXE 2	£31.80
SONIC THE HEDGEHOG	£27.99
SUPER MONACO GP	£27.99
DESERT STRIKE	£31.99
SPIDERMAN	£28.99
JOE MONTANA 2	£31.80
MERCS	£31.80

SEGA MEGA DRIVE

ROAD RASH	£31.80
PAPER BOY	£31.99
PITIFIGHTER	£36.99
MIGHT & MAGIC	£38.50
BONANZA BROS	£27.99
SEGA MEGA DRIVE CONSOLE (UK)	£124.99
COMP PRO STAR EXTRA JOYSTICK	£12.99

SEGA MASTER SYSTEM

HEROES OF THE LANCE	£28.99
LINE OF FIRE	£26.95
OUTRUN EUROPA	£28.99
FLINTSTONES	£24.95
PAPER BOY	£24.95
SONIC THE HEDGEHOG	£24.95
SUPER MONACO GP	£24.95
CALIFORNIA GAMES	£24.95

GAME GEAR GAMES

SUPER MONACO GP	£15.99
HALLEY WARS	£19.50
NINJA GAIDEN	£19.50
SPACE HARRIER	£19.50
DONALD DUCK	£23.30
JOE MONTANA	£19.50
GOLDEN AXE	£19.50

NINTENDO NES

SUPER MARIO BROS 3	£36.99
MEGA MAN 2	£39.45
TOP GUN 2	£39.99
PAPER BOY	£23.99
MARBLE MADNESS	£31.99
TIME LORD	£32.99
BUBBLE BOBBLE	£27.99
DAY SOF THUNDER	£37.99
STAR WARS	£45.99

NINTENDO GAME BOY

SPIDERMAN	£19.99
SIMPSONS	£19.99
NINJA GAIDEN	£20.25
BEETLEJUICE	£20.50
ADDAMS FAMILY	£19.99
WWF SUPERSTARS	£21.50
STAR TREK	£20.25
GREMLINS 2	£20.95
F1 RACER	£22.99
TERMINATOR 2	£20.99

JOYSTICKS
QUICKSHOT MAVERICK (2) £11.99 *(NINTENDO)*
QUICKSHOT PYTHON (2) £9.99 *(NINTENDO)*
QUICKSHOT MAVERICK (1) £11.99 *(SEGA MASTER)*
ARCADE POWER STICK £32.00 *(SEGA MEGA DRIVE)*

GAME GEAR CONSOLE £94.99

SEGA MASTER SYSTEM II CONSOLE + SONIC TYHE HEDGEHOG £69.99

PAYMENT BY CHEQUE, POSTAL ORDER, PAYABLE TO J. FERGUSON.
NO CREDIT CARDS

SHEKHANA

CONSOLES EST. SINCE 1978

081-340 8565

★★ PC ENGINE ★★

PC ENGINE PORTABLE GT + FREE 1 GAME **£224.99**
RING FOR SOFTWARE
REGULATED PSU.....£19.99

★★ BARE KNUCKLE ★★

JAPANESE VERSION FOR THE MEGA DRIVE
£29.99

★★ NINTENDO FAMICOM ★★

Famicom - Scart - VR3	179.99	Mario 4 199.99
Famicom Scart + any Jap game	219.99	* D Force 34.99
Famicom Pal I vr.3 + Booster	209.99	Adventure Island 39.99
Famicom Pal I + any Jap game	249.99	Bombuzal 19.99
Pal I Booster	34.99	Contra 44.99
Scart Lead External	19.99	Fire Pro Wrestling 39.99
Audio Lead	19.99	Geoman Warrior 39.99
Control Pad	9.99	Lemmings 44.99
Philips 8833 MK11/1084 Lead	19.99	Pro Soccer 29.99
Superlon 2 Pad	19.99	R-Type 34.99
J.B. King Joystick	69.99	Rocketeer 44.99
USA Games Adaptor	19.99	Super Tennis 44.99
USA - Scart machine + Super		* Actraiser 39.99
		* Big Run 39.99
		* Castlevania 4 44.99
		* Caveman Ninja (Joe & Mac) 44.99
		* Darius Twin 34.99
		* F-Zero 34.99
		* Final Fight 44.99
		* Ghouls &Ghosts 44.99
		* Gradius III 34.99
		* Pilot Wing 44.99
		* Populous 34.99
		+ Final Fantasy II 54.99
		+ J Madden Football 39.99
		+ Mystic Adventure POA
		+ RPM Racing 44.99
		+ Smash TV 44.99
		+ WWF Wrestling POA
		+ Y's III 49.99

PLEASE NOTE UK OFFICIAL MACHINES REQUIRE AN ADAPTOR TO RUN ABOVE GAMES

★★ SEGA MEGADRIVE ★★ IMPORTED VERSION ★★

★★ OFFER ONE ★★
MEGADRIVE + CONTROL PAD + POWER SUPPLY UNIT + 12 MONTHS WARRANTY – **£99.99**

★★ OFFER TWO ★★
SEGA MEGADRIVE + PAD + PSU + ANY ONE JAPANESE GAME – **£129.99**

Remote Control Pads 29.99
Autofire Control Pad 14.99
U.K. Official Megadrive 124.99

CD ROM AVAILABLE NOW £299.99

Arcade Power Stick 39.99
Control Pad 12.99

SOFTWARE	JAP	UK
Alien Storm	29.99	34.99
Bare Knuckle	29.99	34.99
California Games	–	34.99
Crude Busters	34.99	–
Curse	24.99	–
Desert Strike	–	POA
Devil Crush	39.99	–
Eswat	24.99	29.99
EA Ice Hockey	–	34.99
F22 Interceptor	–	34.99
Fantasia	29.99	–
Fighting Monster	34.99	–
Ghouls + Ghosts	34.99	39.99
Ghostbusters	24.99	34.99
Golden Axe	29.99	29.99
Golden Axe II	29.99	34.99
Hardball	–	24.99
Hellfire	29.99	–
James Pond II	–	34.99
John Madden 92	–	34.99
Kageki	24.99	–
Last Battle	24.99	29.99
Marble Land	29.99	–
Mercs	29.99	34.99
Mickey Mouse	29.99	34.99
Moonwalker	34.99	29.99
Outrun	34.99	–
PGA Golf	–	POA
Phantasy Star III	–	49.99
Pitfighter	–	34.99
Quackshot	29.99	34.99
Rings of Power	–	34.99
Road Rash	–	34.99
Saint Sword	29.99	39.99
Shining + Darkness	–	49.99
Sonic Hedgehog	29.99	34.99
Streets of Rage	34.99	34.99
Strider	29.99	39.99
Toki	29.99	–
Winter Challenge	–	34.99
World Cup 92	34.99	–

★★ NINTENDO GAMEBOY ★★

GAMEBOY + BATTERIES + HEADPHONE **£59.99**	GAMEBOY + BATTERIES + HEADPHONE + ANY GAME YOU LIKE ONLY **£79.99**	GAMEBOY DELUXE SET + FREE PROTECTOR **£64.99**
2-Player Cable 9.99	Case Boy (Hard) 9.99	Large Carry All Case 19.99
AC/DC Power Supply 6.99	Leather Protector 14.99	Light Player (Mag + Light) 14.99
Battery Recharger Pack 26.99	Replacement Lens 4.99	G.Boy Pouch 9.99
Hyperboy 39.99	Replacement Joystick 4.99	Tote Hard Case 12.99
Gameboy Protector 4.99	Amplifier 9.99	Large Carry All – Nuby 24.99

Addams Family, Aerostar, Bart Simpson, Batman, Battle Toads, Bill & Ted, Brain Bender, Bubble Bobble, Bugs Bunny II, Caesars Palace, Castle Vania II, Days of Thunder, Double Dragon II, Dr Mario, Dragons Lair, Duck Tales, Faceball, French Translator, Home Alone, Killer Tomato, Kick Off, Megaman II, Mercenary Force, Mickey Mouse, Nemesis, Ninja Boy, Ninja Gaiden, Operation Contra, Pacman, Personal Organizer, Prince of Persia, Rescue of Blobette, Robocop 2, R-Type, Scrabble, Sneaky Snakes, Snow Brothers, Spanish Translator, Spell Checker, Spot, Star Trek, Terminator 2, Tiny Toons, Turtles II, WWF Wrestling – Ring for further titles.

ALL ABOVE HAVE ENGLISH INSTRUCTIONS. ALL £24.99 EACH, ANY 2 FOR £45.00, ANY 3 FOR £65.00.
RING FOR JAPANESE GAMES AVAILABLE

★★ NEO•GEO ★★

NEO•GEO Complete System UK Official System 299.99

Control Stick	49.99	Burning Fight	139.99
Memory Card	19.99	Cross Swords	139.99
2020 Baseball	119.99	Cyberlip	119.99
Alpha Mission 2	139.99	Fightman	139.99
		Fatal Fury	139.99
		Football Frenzy	139.99
		King of the Monsters	199.99
		Magician Lord	119.99
		Nam '75	119.99
		Ninja Combat	119.99
		Raguy	99.99
		Roboarmy	139.99
		Soccer Brawl	139.99

★★ SEGA GAMEGEAR ★★

GAMEGEAR + FREE PROTECTOR	GAMEGEAR + ANY GAME	GAMEGEAR ADAPTOR	WHITE GAMEGEAR + CARRY CASE LIMITED EDITION
£99.99	**£119.99**	RUNS MASTER SYSTEM GAMES ON YOUR GAMEGEAR **£19.99**	**£124.99**

TV Tuner	69.99
AC/DC Power Supply	9.99
Battery Pack	39.99
G. Gear Protector	6.99
2-Player Cable	9.99
G.G. Carry Case	19.99
G.G. Deluxe Case	24.99
Big Window	14.99
Widegear – Plastic	9.99

Columns, Monaco G. Prix, Putt & Putter
ALL £19.99 EACH

Donald Duck, Dragon Crystal, Fantasy Zone. Galaga 91, G-Loc, Halley Wars, Joe Montana, Leaderboard, Mickey Mouse, Ninja Gaiden, Outrun, Pacman, Pengo, Psychic World, Rastan Saga, Shinobi, Slider, Solitaire, Sonic the Hedgehog, Space Harrier, Wonder Boy, Woody Pop.
ALL £24.99 EACH

RETAIL INFORMATION
RETAIL STORE: 2, GLADSTONE HOUSE, HIGH ROAD, WOOD GREEN N22 0AA
(Corner of Gladstone Ave) (100 yards Wood Green Tube Station) (On Piccadilly Line)
Tel: 081 889 9412 Fax: 081 889 9413.
257/259 TOTTENHAM COURT ROAD, LONDON W1 9AB. TEL: 071 631 4627

MAIL ORDER INFORMATION
ABOVE PRICES ARE MAIL ORDER ONLY. MAIL ORDER: CHEQUE/PO TO:
SCS (CXS), 655 GREEN LANES, LONDON N8 0QY. TEL: 081 340 8565
P&P ADD 75p FOR SOFTWARE, £5 FOR MACHINES 3-5 DAYS. NEXT DAY £10. TRADE ENQUIRIES WELCOME.
WE RESERVE THE RIGHT TO CHANGE OUR PRICES WITHOUT PRIOR NOTICE. E&OE.

THE FLINTSTONES

GRANDSLAM ● £29.95 ● ARCADE ACTION

If you are a fan of the cartoon and own a Master System then this is perfect; the graphics are extremely colourful to reflect the visual delight of the cartoon and all the characters – from Barney to Pebbles – put in an appearance. There are four varied levels, ranging from house-proud Fred's attempts at interior decorating to a blinding run at the bowling alley followed by a hectic Pebbles rescue attempt. *The Flintstones* is aimed most definitely at younger console owners and as a consequence the levels are relatively small and not to demanding to complete. What's so appealing about *The Flintstones* (apart from the graphics) is the range of tasks to perform, each one requiring a different technique. With strict time limits to adhere to, Fred's task is anything but easy. The gaming gurus at Console XS, however, have cracked it first. For all you frustrated prehistoric joypad bashers, here's the complete solution to Fred's nightmares complete with an exclusive cheat to make life in Bedrock even easier. Although, with Wilma giving you a right old ear bashing, it will probably be a while before you can have a yabadabadoo time in front of the TV. Still, that's 'toon life.

Level 1

It's a hard life being a stone-age slob. You just want to go bowling but her indoors insists that you paint the wall first. Use the lively paint brush lizard to white wash those walls but watch out for Pebbles who keep escaping and scribbling all over the walls. You have a very strict time limit so no time can be wasted.

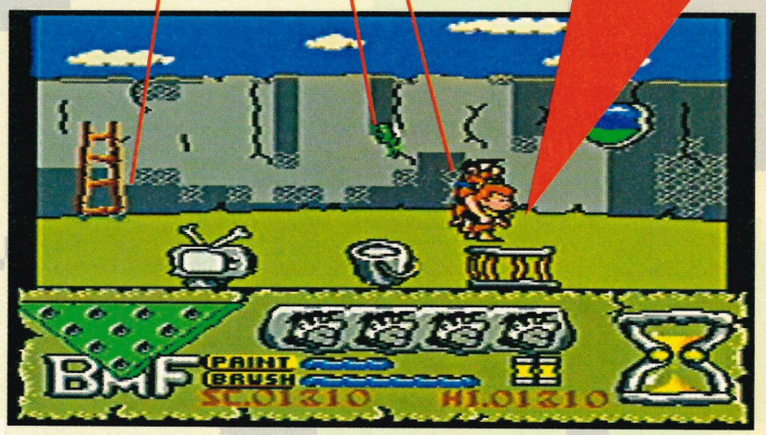
For Fred to successfully complete the painting, he must cover every single square centimetre of the wall. Slapping paint on the top-half first prevents Pebbles ruining all your hard work with her graffiti.

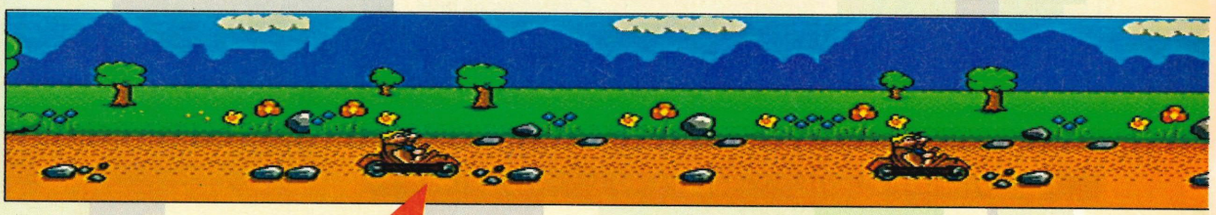
Your brush requires almost constant replenishment so set up a rhythm of paint-pot then wall, paint-pot then wall with occasional breaks to imprison Pebbles. Speed is essential particularly in this round as the hourglass dwindles rapidly.

To paint the top of the walls, you must become adept at placing this ladder as quickly as possible. Press and hold button 1 to move it and then press LEFT or RIGHT.

This little green creature who constantly jumps out of your reach is the paint brush, touch the pot to refill and then splatter those walls for Wilma.

Aren't kids a pain? Pebbles will do her best to get in the way, scribble on your paintwork and make you drop the brush in favour of her. Dump here back into the playpen.



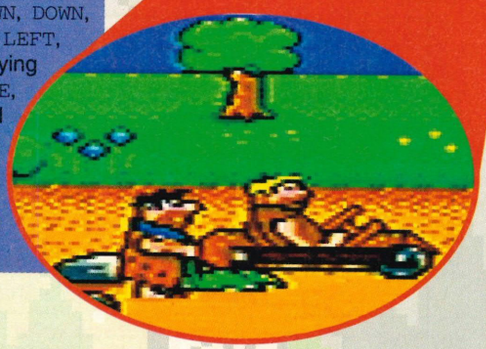




GAME BUSTER

From the title screen (above), press UP, RIGHT, RIGHT, DOWN, DOWN, DOWN, LEFT, LEFT, LEFT, LEFT. Then – while playing the game – press PAUSE, hold down buttons 1 and 2 while pressing one of the following: UP for level 1, RIGHT for level 2, DOWN for level 3 and LEFT for level 4.

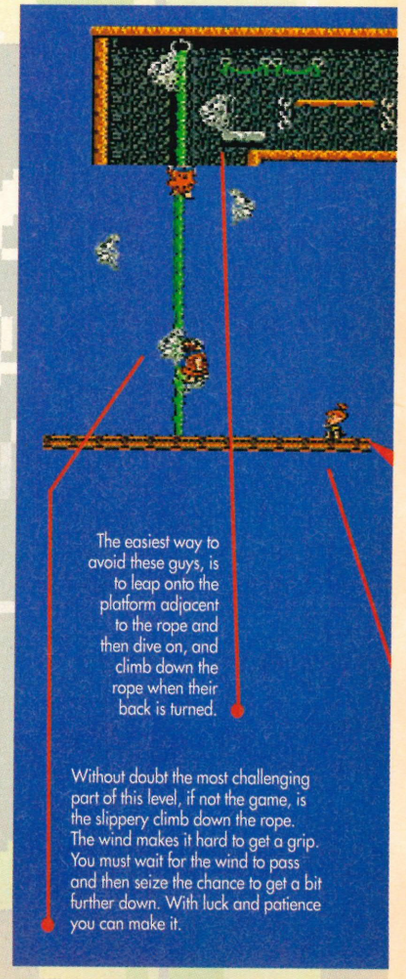
Fred's twin cam, turbo RS (rugged stone) mean machine can be a mite unreliable, especially when faced with the multitude of rocks and potholes that litter Bedrock's streets. Collision with more than two rocks means the bowling alley will be closed.



Level 2

After the exhausting paint session Fred sets off with his best buddy, Barney Rubble to go bowling. However, the car suffers from weak suspension and any contact with the piles of rocks will lead to the wheel spinning off down the road. You must get out, jack up the car and fit the wheel back on. Then leap back in and put peddle to the metal before the bowling alley closes.

Racing along in Fred's Fjord XR6i would be bliss if it wasn't for the state of the roads. Those council work-type chappies have left the road in a hell of a state. With potholes everywhere, bad steering will leave you with a broken wheel and more time expended. This is the easiest level. If you time your jumps precisely you should sail into the next level with slippery ease.



The easiest way to avoid these guys, is to leap onto the platform adjacent to the rope and then dive on, and climb down the rope when their back is turned.

Without doubt the most challenging part of this level, if not the game, is the slippery climb down the rope. The wind makes it hard to get a grip. You must wait for the wind to pass and then seize the chance to get a bit further down. With luck and patience you can make it.

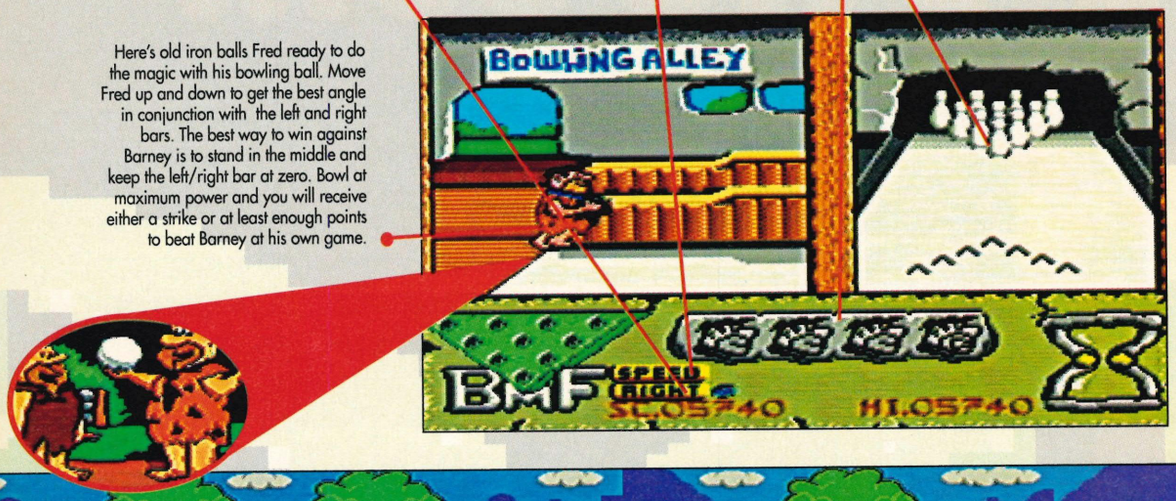
If you are going to thrash rolling Rubble at the ultimate Bedrock sport then the left/right bar has to be mastered quickly. Quite simply if you stand at the bottom of the screen and give it some heavy right swing, the ball will (hopeful) smack the pack right in the centre spot and you'll be awarded a strike. Remember, if you miss with the first ball, a half strike is better than nothing.

Hey, hey, hey, if you ain't got the power then it's game over man. The power meter moves from left to right, but you must be careful not to overshoot as the bar goes back to zero. At full power down the middle, a strike is certain. Trust us.

Only four lives to complete the game and each victory for Barney is another life gone. Fred's snarls to show the lost life.

This is where the action is, a real time view of the pins down the bowling alley. A hit is signified by a disappointing 'crash' action bubble. Unfortunately when Fred gets to bowl, the pins seem to be glued to the spot. Maybe old honest-faced Barney is not all he seems?

Here's old iron balls Fred ready to do the magic with his bowling ball. Move Fred up and down to get the best angle in conjunction with the left and right bars. The best way to win against Barney is to stand in the middle and keep the left/right bar at zero. Bowl at maximum power and you will receive either a strike or at least enough points to beat Barney at his own game.

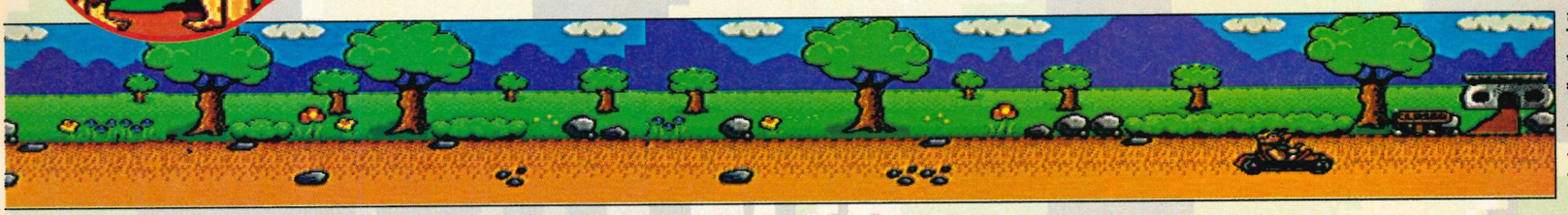


Level 3

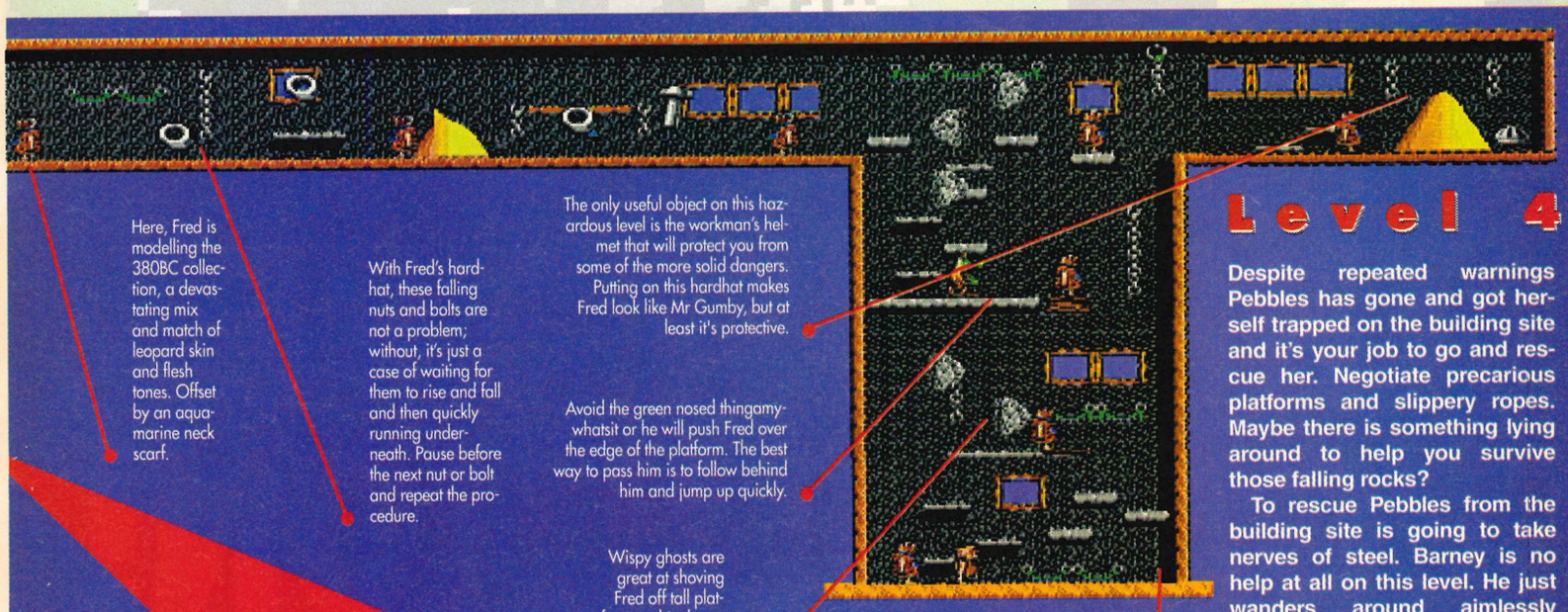
Well, you've finally got there and Barney is playing a blinder. If you don't beat him you'll never live it down, so make sure every ball counts. Use the power bars to aim the shot and the viewfinder shows the pins stacked up and ready. Yabadabadoooo!

Ol' twinkletoes (as Fred likes to be known at the club) is a dab hand at bowling, and therefore must prove his prowess over Barney or suffer constant ridicule from his pint-sized amigo and once again return to the dreaded painting.

To beat Barney there are two methods on offer. One is to follow his play exactly until he makes a mistake and capitalise on that. The other is to stay in the middle of the alley, giving the ball maximum power and hoping for a strike!



To the bowling alley (level 3)



Here, Fred is modelling the 380BC collection, a devastating mix and match of leopard skin and flesh tones. Offset by an aquamarine neck scarf.

With Fred's hardhat, these falling nuts and bolts are not a problem; without, it's just a case of waiting for them to rise and fall and then quickly running underneath. Pause before the next nut or bolt and repeat the procedure.

The only useful object on this hazardous level is the workman's helmet that will protect you from some of the more solid dangers. Putting on this hardhat makes Fred look like Mr Gumby, but at least it's protective.

Avoid the green nosed thingamywhatsit or he will push Fred over the edge of the platform. The best way to pass him is to follow behind him and jump up quickly.

Wispy ghosts are great at shoving Fred off tall platforms to his doom. Shame they didn't have Ghostbusters back then.

And here she is, the object of the level is to rescue Fred's daughter Pebbles. What a troublesome tike. Now you are re-united with the little darling and its off home for a quiet evening in with Wilma and Dino.



The start of the fourth and final level in which you must rescue Pebbles. The final level is quite different from what's appeared previously. This section of the game is like many platform action games in that you have to leap from platform to platform, picking up items and dodging others. Fast reaction and a good eye will get you through.

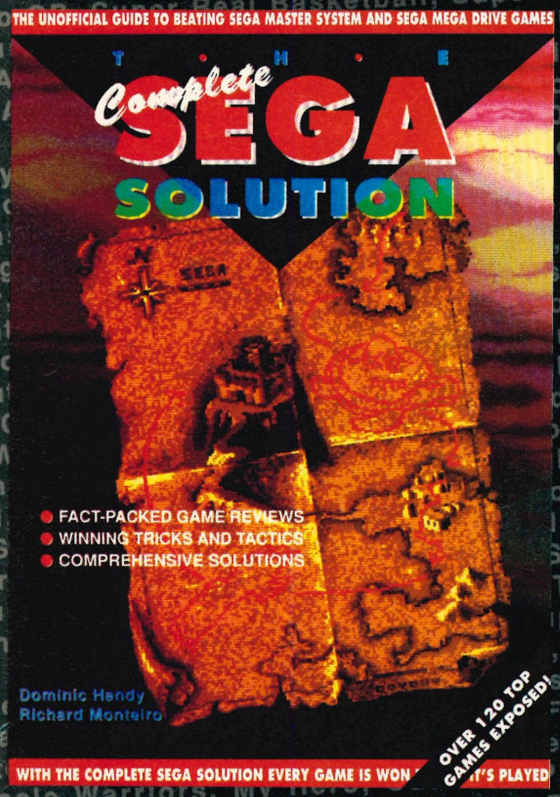
Level 4

Despite repeated warnings Pebbles has gone and got herself trapped on the building site and it's your job to go and rescue her. Negotiate precarious platforms and slippery ropes. Maybe there is something lying around to help you survive those falling rocks?

To rescue Pebbles from the building site is going to take nerves of steel. Barney is no help at all on this level. He just wanders around aimlessly despite your entreaties.

Once you have negotiated the initial platforms and have reached the top floor, you must go right to collect the helmet before continuing on your search. Then it's a not-so-simple climb down a rope to find Pebbles waiting. But make sure you don't get pushed off the rope by a passing bad guy as the fall is instant death.

WINNERS DON'T USE DRUGS...



The Complete Sega Solution is a comprehensive collection of tricks, tactics and playing solutions for over 120 top Master System and Mega Drive games. But it's more than that; every game is reviewed and rated so you can decide at an instance whether a game is worth adding to your collection.

The Complete Sega Solution is the most accurate and fact-packed guide to winning Sega games. In over 200 pages you'll discover secrets buried within games; infinite lives, hidden messages, level selects, bonus rounds, concealed stages, unlimited continues, programmer access codes, even games within games.

The Complete Sega Solution features essential playing guides for many of the biggest games. These take you step by step through levels, inform you how to get past obstacles, where to pick up special items, and how to deal with attackers. In short, the playing guides will get you from start to finish.

The Complete Sega Solution contains more than 120 top games, including Alex Kidd, Arnold Palmer, ESWAT, Gain Ground, Ghostbusters, Ghouls 'n' Ghosts, Golden Axe, James Pond, Mickey Mouse, New Zealand Story, Rainbow Islands, Revenge of Shinobi, Ringside Angel, Shadow Dancer, Strider, Tetris, Wonderboy III...

THE COMPLETE SEGA SOLUTION IS AVAILABLE NOW FROM ALL GOOD BOOK SHOPS PRICED £9.99. ALTERNATIVELY ORDER DIRECT FROM THE PUBLISHER.

THEY USE THE Complete SEGA SOLUTION!

PLEASE SEND ME A COPY OF THE COMPLETE SEGA SOLUTION

Name.....

Address.....

.....

.....

Postcode.....Phone number.....

Method of payment *please indicate your choice*

☐ **CHEQUE / POSTAL ORDER**
please make payable to Paragon Publishing Ltd

☐ **CREDIT CARD** **Expiry date** ☐☐ ☐☐

Card number ☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐

Signature.....

Please return this coupon (together with your cheque / PO if applicable made payable to Paragon Publishing Ltd) in an envelope to the following address: Paragon Publishing Ltd, FREEPOST (SN 1543), Trowbridge, Wiltshire BA14 8YA. Alternatively call our credit card hotline on 0225 765086.

CONSOLE XS

HINTS & TIPS INDEX

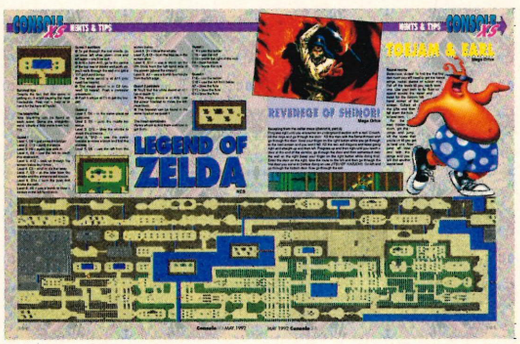
The Adventures of Link (NES) 93
The Adventures of Lolo 2 (NES).....97
Alex Kidd in Miracle World (Master System).....94
Blaster Master (NES) 104
Double Dragon II (NES) 104
Dragon's Lair (NES) 98
Duck Tales (Game Boy/NES) 92
EA Hockey (Mega Drive).....96
Fantasy Zone (Game Gear).....97
F22 Interceptor (Mega Drive) 92
Golvellius (Master System) 96
Gremlins 2 (NES).....96
The Immortal (Mega Drive).....96
James Pond (Mega Drive) 92
John Madden '92 (Mega Drive).....104
Legend of Zelda (NES).....100
Mario Bros (NES).....102
Mario Bros 2 (NES).....102
Mario Bros 3 (NES).....102
Mega Man (NES).....104
Mega Man 2 (NES).....104
Mission Impossible (NES).....96
The Ninja (Master System) 97
PGA Tour Golf (Mega Drive) 97
Revenge of Shinobi (Mega Drive) 101
Rings of Power (Mega Drive) 106
Road Rash (Mega Drive) 93
Rolling Thunder 2 (Mega Drive) 96
Snake, Rattle and Roll (NES) 92
Sonic the Hedgehog (Mega Drive).....104
Speedball 2 (Mega Drive) 104
Toejam & Earl (Mega Drive) 101
Two Crude Dudes (Mega Drive).....104
Xenon II (Master System).....104



Step by step guide to Elite's conversion of the astounding and – at the time – revolutionary laser disk game. Never be swamped again with this crucial playing guide.



Although showing its age, Alex has made a reappearance on the Master System II. So what better excuse to provide you with a complete level solution to the original Alex Kidd adventure.



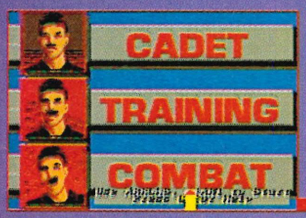
Every page in Console XS is crammed with hints, tips and game-busting ploys. As you can see here, there's something for every console owner.



Dominik Diamond , of GamesMaster fame, took time out from his hectic filming schedule to compile this comprehensive solution to one of the toughest Mega Drive roleplaying adventures.

F22 INTERCEPTOR

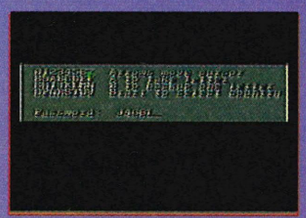
Mega Drive



Select the Combat menu item and then the Enter Password option that subsequently appears.



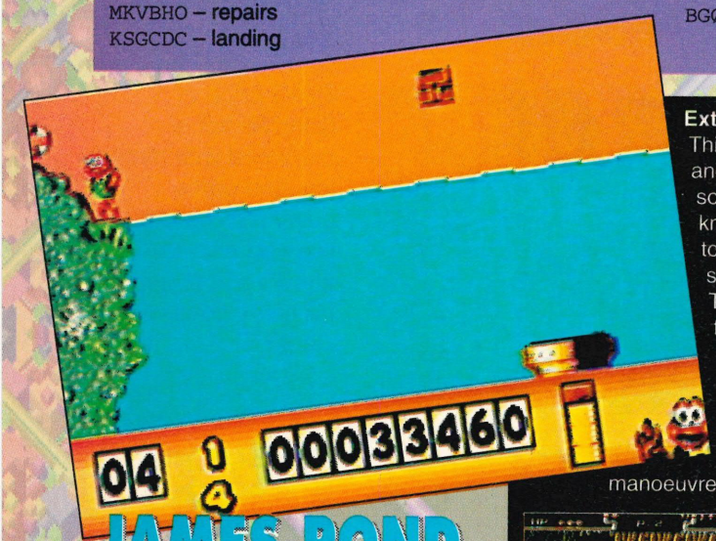
Enter one of the passwords exactly as they appear on this page and then start your mission.



Mission codes

Following are the codes to get you to various stages throughout the numerous missions.

RUSSIA	USA	KOREA	IRAQ
HHGØ1O – the bogies	29Ø3D1 – landing	7PGØD2 – bandits	C4GØ1V – take off
HPIØP1 – more bogies	31Ø41P – trucks	7TKØTQ – refuel	CSGØHL – heli-escort
MLQ1H3 – repairs	39Ø4PØ – AAAs	8IGØTK – escort	D4G199 – rendevous
HTO1H5 – landing	45Ø654 – attack	8DV1D7 – refuel	DCI25N – refuel
I1Ø1H3 – take off	49Ø6LV – refuel	8HG1DS – base strike	DGG25P – landing
I5Ø1H7 – tank attack	4OG6LC – sea fight	8LG2H5 – ambush	DKG25T – new mission
I9Ø2D8 – enemy planes	51G7PK – gunships	8PG35N – tango	DST2TH – repairs
ID62T9 – tanks	59G896 – G-A attack	8TG3PM – going home	EØG2T2 – navel strike
ICG39V – tanks (one life)	61G91Ø – sector 4	95Ø413 – new mission	E4G39C – transport strike
MKQ41E – repairs	651952 – after sector 4	9DØ4D5 – refuel	E8G3P7 – diversion
IGG41S – more MIGs	6DU9HG – refuel	9HQ4D9 – Korean strike	ECG41K – home-going
MKP5D1 – repairs	6HG9H6 – base attack	9T65I9 – interdiction	MKL4L4 – repairs
IOG5DO – more repairs	6LG9TM – proper base	AI855K – way point	EKG4TV – landing
JØG5TA – yet more repairs	6PGAPU – end of mission	A5Ø5TF – tank attack	ESG4T7 – tanker attack
J4G6L7 – home		A9Ø61H – heli-base attack	FCO61V – helicopters
J8G7D4 – refuel		MKD8T8 – repair	MKU6HB – repairs
JKG8DO – combat		AGØ8T4 – heli-base 3	FGG6HI – fighter sweep
JOK8L8 – site attack		AK49TD – proceed	FK1712 – refuel
JSS9HH – new area		AOØA1I – land	FOG714 – air strike
KØGA1K – landing on ship		ASØA1M – ground support	FSG7HV – ship search
K8GA1S – interception		B4ØADB – enemy reserve	G4Q8LG – heading home
KGPB1L – ground rats		MKEB5K – refuel	GGS9DU – FAC help
MKVBHO – repairs		BGØBTF – landing	GKGA5F – tank attack
KSGCDC – landing			G5GATM – landing



JAMES POND

Mega Drive

Level warp

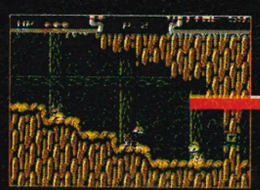
To progress from the end of mission one straight to mission 11, go to the small ledge on the left-hand bank at the end of mission one and push down

DUCK TALES

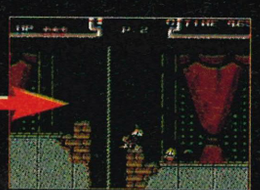
Game Boy • NES

Extra lives

This extra life cheat works for both NES and Game Boy versions of the game, so all would-be Donald Ducks (and we know a few of them!) will benefit! Elect to go to the African Mines, which will subsequently send you to Transylvania. Get the two extra lives from there, and then leave Transylvania without collecting the key. Visit the African Mines again to get sent back to Transylvania yet again where you can again pick up the extra lives. Repeat this manoeuvre until you have nine back up lives!



Opt to go to the African Mines (this automatically sends you to Transylvania).



Leave Transylvania without the key (but with the lives) and revisit the African Mines. Do it all again.



SNAKE, RATTLE AND ROLL

NES

Hidden warps

Following are the world-spanning warps that can be found in this reptilian rave.

Warp 1 – world 1 to world 3

Look for the first lone block afloat in the water – jump on it, kick it, do three triple somersaults and whistle the Birdie Song and you'll look damn stupid. Jumping and spitting out your tongue is all you need to do to get to World 3.



To get from world 1 to world 3, jump and spit at the first lone block above water.

Warp 2 – world 3 to world 5

Slide over to the two nibbly dispensers as in the screen shot, and grab the key from under the first lid that you come across. Now, jump onto the low platform next to the spikes and then on to the middle platform. Now go for the far platform next to the top row of spikes, and finally to the large section on the very top. Go onto the lid and warp your way to level five!



World 5 is just a warp away. Read the text above and then check out the screen shot.

Warp 3 – world 1 to world 8

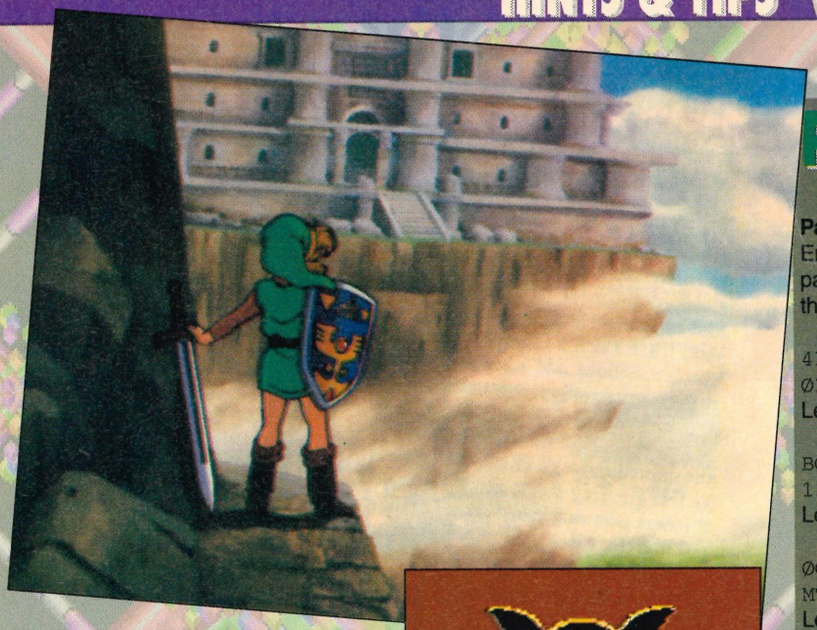
From the very start of world 1, you must race straight ahead in order to reach the end of the stage, and the waiting rocket, within four seconds! Don't stop for anything – jump over the slimy enemies, and make sure you don't land in the water otherwise you won't make it.



You can warp from world 1 to world 8 by racing to the end of world 1 quickly.

THE ADVENTURES OF LINK

NES



Bonus locations
Much like its predecessor, *Link* plays host to dozens of labyrinths, bonuses and magical items. And you now know where to come if you want to find out just where all of the paraphernalia is to be found.



The palaces
Parapa Palace – simply travel north-east from the start, through the cave and across the desert.

The swamp palace – go south of Ruto town, through the cave, and into the swamp. Travel east through the wood and then north at the first possible opportunity. The palace will be to the west.

Island palace – from the king's tomb found in the grave yard, go directly south until you fall down a secret entrance. Use the fairy spell to fly up past the block, then follow the tunnel round.

Maze island palace – use the raft to cross over from Mido town, then travel east to Nabooru town. Go through the tunnel to the north, travel east, cross the bridge, and work your way through the maze to the palace.

Sea palace – once you have the winged boots, walk directly east of Nabooru, across the sea to the palace.

Rock palace – use the flute to go past the enemy south of Nabooru. Travel south east, past the grave yard and woods, and across the bridge until you reach three rocks. Stand between the rocks and blow the flute to reveal the palace's whereabouts.

Ganons palace – travel south through the graveyard, head west, and then north to reach the final palace.



The Heart Containers
Number 1 – go south of Parapa palace down the sea path. At the bottom, you'll find an opening that holds the container

Number 2 – use the hammer to break the rock blocking the road next to Rauru. Then break the rock blocking the entrance next to the nearby cave. The container is in there.

Number 3 – north of the Sea palace.

Nuimber 4 – east of the Rock palace.

The magic containers
First – go south from the start, enter the cave and proceed through it to find the container.



Second – collect the hammer and then destroy the rock to the west. Fall down the new found entrance and get the container.

Third – on Maze island, travel up, searching all possible areas to get the third container.

Fourth – travel south from Nabooru, past the enemy (use the flute), east through the graveyard, then north east through the woods until you reach a cave. Go through the cave, and then use the hammer to knock down the woods (watch out for irate David Icke lookalikes). Here you'll find New Kasuto – speak to one of the inhabitants to get the container.

ROAD RASH

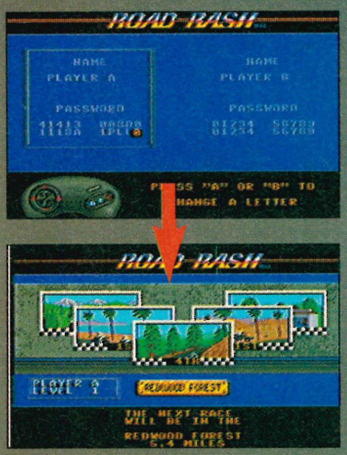
Mega Drive

Passwords
Enter the following codes at the password screen to get further in the game:

43143 Ø67KØ
Ø1EVD 571RQ
Level 5, Diablo, £27,440

BØØØØ Ø4RDØ
11CAF 56C7B
Level 5, Panda, £26,230

ØØØØØ Ø1OØØ
MTPN8 4NPBI
Level 5, Diablo, £7,827,420



Password buster
It's possible to swap around the first five numbers in a password to ensure you qualify. For example, you might get a code like the following if you fail to qualify:

11713 ØØ8DØ
1118A 1PLLØ

The first five digits refer to the race placings. You cannot progress to the next level because you only gained position seven in one of the races. If you take three from the seven to make four, then add the three to the first digit, you will end up with:

41413 ØØ8DØ
1118A 1PLLØ

You'll find you now have five qualifying positions and you go up a level. The thing to remember is that the first five digits of the code, when added together, must have the same total as the modified code, or the cheat will not work. For instance, 1+1+7+1+3 = 13 and 4+1+4+1+3 = 13.



Playing guide

Although *Alex Kidd in Miracle World* is showing its age, it has only recently been bundled free with the Master System II – so what better excuse to have a full playing guide to this fabulous arcade adventure.



Level 1 – Mount Eternal

1. Collect the first question mark symbol (?) as you'll get a power bracelet.
2. Get the second question mark and a ghost will appear. Quickly punch the question mark and escape from the ghost. The question mark at the end of the level (in the water) will be an extra life.
3. Try to collect as much money as possible (650 credits are possible).
4. The merman can be killed by punching the brick underneath the skull and resting underneath it.
5. Keep punching the frog to kill it. Do the same for the killer fish.

Level 2

1. Go into the shop and purchase a bike for 200.
2. The bike will let you through everything except the red blocks.
3. Slow down when near the pyramid of blocks to collect the money.
4. At the end you will have to lose your bike because of the long strips of red blocks.
5. You'll now have to play janken with Gooseka (stone head). Select stone then scissors to defeat him.



Level 3 – Lake Fathom

1. Collect the question mark to the left of the screen for an extra life.
2. When you come to the first red octopus, kill it by carefully punching each one of it's tentacles away.
3. When it's dead, repeatedly push DOWN on the joypad while over the pot the octopus was on. This will take you to a secret level with oodles of money just waiting to be grabbed.
4. Leave the secret level at the top and it will bring you back out into the open. Collect all the money.
5. To get the visible extra life, stand on the single red block, jump and punch the bottom of the three outside blocks. Then punch the top two of the other three inner blocks.
6. Jump onto the bottom inner block, kill the scorpion and collect the life.

Level 4 – The Island of St. Nurari

1. Don't worry about collecting the money.
2. You can easily jump over the first pool of lava by jumping onto the clump of blocks.
3. The second pool is much more tricky; jump onto the bottom-middle red block and stand on the right edge.
4. Jump and punch the blue block and money block located above the red block.
5. Jump into the gap and punch the other two.
6. Carefully fall onto the blue block above the lava, then jump to safety.
7. Collect the three money blocks guarded by the monster bird.
8. You will come to a greyish building with St Nurari in it. When he's finished talking, collect both the peticopter and hamburger.



Level 5

1. Don't hit your blades on any of the blocks. If you do, you'll fall into the water below.
2. Collect as much money as possible without losing the peticopter.
3. When you see the killer fish, stick to the top of the screen to avoid being hit.

Level 6 – The Village of Namui

1. Go into the shop and buy a peticopter. Don't worry about the extra life as they're very expensive (use the continue cheat instead).
2. Keep the peticopter until you get to the long strip of grey blocks. Go through the bottom to come to the bull.
3. Kill the bull by punching it. Take care, as every time you punch the bull he will speed up.
4. When you kill the bull a chap will give you some verbal – be polite and listen, and when he's finished grab the hamburger.

Level 7 – Mount Kave

1. Collect as much money as possible without falling into the lava.
2. Get the first question mark you come to as it will contain a power bracelet. Next you should see the telepathy ball on the bottom of the screen. To obtain this, punch the two blocks and the skull just above the ball. The corner above the ball should now disappear.
3. If you drop down, the ball will be yours. The ball enables you to see what your opposition is thinking during janken matches.
4. Slowly walk right to make more of the cave disappear.
5. You should come to a revolving flame. Punch away the bottom three bricks so you can get underneath. When the flame is out of the way, quickly punch away the two middle blocks, then the next two. Finally get the money.
6. Carry on and you will soon come to another question mark. Knock away the blocks around it (making sure not to hit the question mark). With the blocks out of the way, punch the question mark and a ghost will appear.
7. Move right so that it goes out of the screen.
8. The next question mark will be an extra life. Keep going right and the final question mark will be another power bracelet.
9. You will confront Chokkinna (scissors head). First, choose scissors then paper. Collect the hamburger.

Level 8 – The Blakwoods

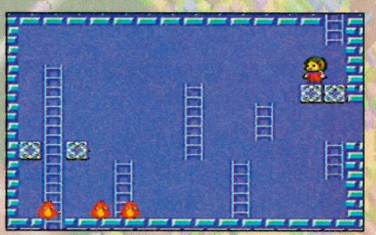
1. Go into the shop and purchase the cane for 120.
2. Jump across the blocks and skulls. When you get to the bat, nuke him but watch out for the monkey.
3. Carry on over the blocks and ignore the two question marks that you will find. Jump over the spikes and you will get to the grizzly bear.
4. Walk up to the bear and when he raises his sword punch him repeatedly until he dies.
5. Keep your eyes peeled for the monkey and collect the hamburger.

Level 9

1. You will find yourself in the Suisui boat and you have firepower.
2. Keep away from the red blocks or they will sink you. If you do fall in the water, collect as much money as possible and watch out for the fish.

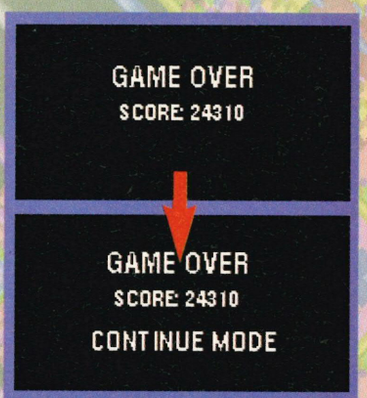
Level 10 – Bingloo Lowlands

1. Buy the question mark for 100 and the peticopter for 200.
2. Continue through the level taking care with the clouds and the swamps and collect the next question mark you find; it will be a power bracelet.
3. Get through the revolving fires and clouds; there is no definite route through.
4. Hit your blades on the line of grey bricks to encounter Parplin (paper head). First choose stone and then scissors. Collect the hamburgers.



Level 11 – The Radaxian Castle

1. Run to the right to avoid the spikes coming downwards and then jump the skull and go up the ladder.
2. Punch the two middle blocks, then the block on the right from the money bags. When the fire is furthest away from you, punch the bottom block and jump to get the money. Make your exit up the ladder.
3) Jump up to the frog, kill it and punch the block below it. Jump onto the middle row of blocks then jump right into the next room.
4. Kill the bat as it comes towards



GAME BUSTER

To continue when you've lost all your lives, you will need over 4,000 points and 400 or more units of gold. When the screen turns black and 'GAME OVER' appears along with your score, hold UP and press button 2 eight times. Continue mode should now appear.

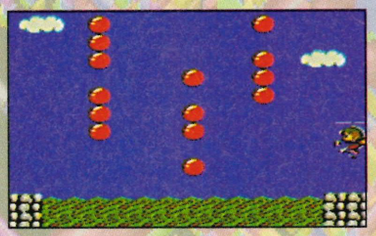


ALEX KIDD IN MIRACLE WORLD

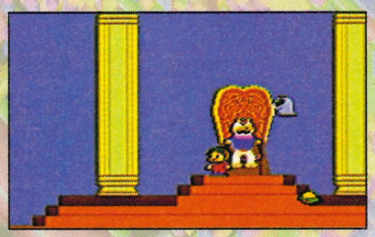
Master System

you, then jump onto the ledge where the scorpion is and kill it. Go out through the top-right exit.
5. Jump over the fire to get the extra life then go back the way you came.
6. Fall down the nearest gap and pull sharply left to avoid the spikes. Jump over them and go into the next room.
7. Punch away the blocks and go down the ladder.
8. Fall down and kill the scorpion. Knock the blocks so that you can go through the top-right exit.
9. Punch away the blocks, kill the bat and go up the ladder.
10. Punch each pink block once to free your brother and go back down the ladder.
11. Pull straight down to escape the bat. Punch the bricks to get through.
12. Keep going down and when you come to the left exit, take it.
13. Work out a route that's best for you to get to the top right ladder.
14. Go up the ladder, jump over the spikes, collect the scroll and then go back down the ladder.
15. Go down the far left ladder.
16. Jump over the first gap, drop down the second, fall down left and kill the scorpion. Enter the right exit
17. Dash to the right, jump over the pink skull and knock away the bottom two blocks of the row. Avoid the spikes and take the exit.
18. Jump onto the first ledge, then the left ledge, and then drop down when the flame is on the left. Jump onto the right ledge, walk behind the flame and jump onto the tiny ledge on the right. When the top flame comes towards you, drop down then up and follow the flame. Finally, dash up the ladder.
20. You will meet Gooseka (stone head again). First select paper, then paper again. His head will fly off; time the punches and hit his head three times. Collect the hamburger.

Level 12 – City of Radaxian
1. Collect all the money but don't buy anything in the shop.
2. Work your way through and you will come to Chokkinna (scissors head).
3. Choose stone, then stone again. His head should come off and he will start firing death-stars at you.
4. While trying to avoid the stars, punch his head three times. Collect the hamburger.



Level 13
1. For the last time you will be on the peticopter. There is no money to collect, only monster birds to fire at.
2. Be very careful not to hit your blades on the red blocks or fall into the swamps.
3. All the flying will give you an appetite, so collect the hamburger.



Level 14 – The Kingdom of Nibana
1. Walk into the red castle and walk up to the king. He will give you the hirotta stone (without the scroll this would be unobtainable). Don't forget to get the burger.

Level 15
1. Don't buy anything from the shop.
2. Collect the money and punch the blocks away to get through.
3. Kill the scorpions and jump over the swamps.
4. Ignore the first question mark. Collect the rows of money. Kill the frog and collect the question mark as it will be an extra life.
5. You'll bump into Parplin. Choose stone then scissors and his head will fly off. Punch just as he flies by and after three hits he will die.

Level 16
1. As you get to the middle of the platform, jump as the floor will disappear.
2. Fall down to the bottom and go right.
3. When the flame is to the left, fall onto the disappearing platform and punch the block away to avoid the flame. Go down the ladder.
4. Fall off the ladder at a sensible time to avoid the flame. Punch the blocks and go left.
5. Jump over the stationary flame and punch away the blocks to exit.
6. Keep going right. Punch your way through, collecting the money. Go down the ladder.
7. Kill the scorpion and go onto the ledge next to the first flame. When the flame is on the left, go right and fly over it. Jump over the second flame by standing on the ground floor and do a running jump over it. Quickly punch away the blocks.
8. Keep running right and punch the bottom two blocks to escape from the water.
9. Kill the scorpion and get onto the ledge above the fire and knock the blocks away. Go back onto the ground and squat underneath the ledge.
10. Knock away the blocks to form the gaps in the wall and get to the exit at the bottom left.
11. Ignore the question mark and jump onto the other side to get out.
12. When the plants are at their lowest jump onto the ledges. When you get to the ladder jump onto it by pushing up while in mid-air.
14. Watch out for the flame and knock away the blocks to get up the ladder.
15. Go to the top of the ladder and jump onto the edge and then go left.
16. Carefully fall onto the disappearing floor and in between the flames. Collect the question mark for an extra life. Go up the top-left ladder to exit the room.
17. Punch the pink fish twice and go right and up the ladder (punching the fish causes a hole in the wall). If you make a mistake, go back down the ladder and try again.
18. Kill the frogs and go through the obvious exit.
19. Fall down, jump over the disappearing floor, punch away the block and fall down.
20. Kill the green thing, punch the fish twice to form a hole and kill the scorpion to make an exit.
21. Press PAUSE, select the cane and press button 1, press PAUSE again and fly to the top right ladder.
22. Kill the frog and scorpion, and jump into the middle ledge. Kill the scorpion and go right.
23. Punch away the top two blocks, press PAUSE and activate the question mark. Press PAUSE again. Go past the enemies, punch the two blocks and take the middle ladder.
24. Punch away the four blocks and drop down when the enemies are to the left of the screen. When all is safe, head for the exit.
25. You will now confront Janken the great. First select paper and then paper again. Once you have done this, walk straight up to him as far as you can without bumping into him. Every time there's a gap between the death-stars, jump and punch his head three times. This should kill him. Collect the moonlight stone medallion and exit up the ladder.
26. Once Princess Lora has finished talking, collect the hamburger.

Level 17 – Cragg Lake
1. Fall into the water, go to the left side and kill the first two little fish.
2. When the merman fires, go to the far left corner.
3. Killing the merman is tricky; you may lose a couple of lives. When he is dead, go down into the gap and you will fall into a room.
4. Walk up to the door (the moonlight and sun stone will open the door for you) and go through the door. The idea now is to walk over the pink blocks in a certain order.
5. If you press PAUSE and button 1 (over the hirotto stone), it will show you the sequence, which is: sun, waves, moon, star, sun, moon, waves, fish, star, fish. The crown should now appear.
6. To get the crown, you will have to jump over the spikes. Take a run up and you should clear them easily. Game over!



GOLVELLIUS

Master System

The demons

Despa

His cave is in a screen crammed with bees and snakes. Kill two or three enemies and the cave will appear. Enter the cave and work your way through to the end; there you will meet Despa. To defeat him, always attack from the front with long stabs. When you've sorted him out, move to the screen to the right of you and purchase the crystal for 1ØØØ gold pieces.

Rollick

You'll find his cave in the screen full of blue rocks. In the centre of the formation of rocks, repeatedly stab the rock which is furthest to the right. When the cave opens, enter and make your way through to Rollick's chamber. Immediately attack Rollick, then when he starts spinning, move around him in large circles, keeping some distance from him at all times. When he stops, rush back and keep attacking, if that is effective then he should be dead within two or three rounds. Go to the screen full of skulls and buy the crystal, again for around 1ØØØ gold.

Bachular

To get to Bachular's cave you should go north from Rollick's bridge until you get to the river in the graveyard. Follow the river north and when you get to it, cross the stone bridge. Go left and you should enter a screen with red frogs in it. Stab each grave until you find the one that turns into a cave entrance, enter and fight your way to the guardian. When you find him, wait for him to stop flashing and then attack him from the front (all other sides are useless), the fireballs won't harm you while they are still moving. When you kill him, the crystal can be found in the screen with the green snakes above the graveyard.

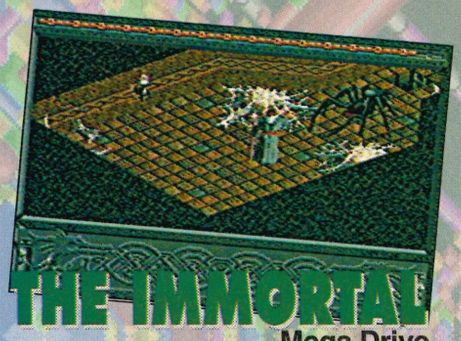
Fosbus

Firstly, acquire the aqua boots and then go through the mountain to Fosbus swamp. A screen down from the first screen of the swamp there is a pond with an island in it (The island is on the right side of the pond and has a green rock on it.) Stab the green rock and enter Fosbus cave. When you fight the demon, keep moving and time your attacks and be precise. Keep an eye on the crystals he shoots at you; they will split into three when they hit the wall. The crystal is in the screen where you first entered the swamp.

Crystal codes

MB2Y U8SB M4HO AG4B EY37 AFKZ KO22 W46Z – one crystal
WVO4 DQAD CAKW DLLG 6RQK XKAG TBOX TCUJ – three crystals
4AU6 FKCF B8FR TPP5 WZKM 2DLE J2GF FJMX – four crystals
S4SQ FVZX N8KX CS6H QFM7 3ØYW FSYE S7QW – six crystals
J7VZ HEQV AWPJ 42S8 36AL PQLH MRLY O258 – seven crystals
QQQQ QQQQ QQQQ QQQQ QQQQ QQQQ QQQQ QQQK – a surprise!





THE IMMORTAL

Mega Drive

Level six spider

Approach the spider with the amulet, as soon as it starts to rise press the C button and use the amulet (without reading the runes). The spider will shoot a web at you, but fear not for it will not cause you a scratch. Keep repeating this until you change to the fight sequence where you can hack the spider to bits.

Level codes

6E1EC21ØØØE1Ø – level 3
465FA31Ø01EBØ – level 4
D4BFD41ØØØEBØ – level 5
BCFEF51Ø1ØA41 – level 6
6B1ØF61Ø1ØACL – level 7
E59ØD71Ø178C1 – level 8

GREMLINS 2

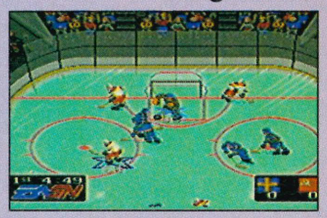
NES

Level codes

BVKH – 1-2
DXNH – 2-1
CGMW – 2-2
NJDT – 3-1
ZFPJ – 3-2
SHMC – 4-1
VLBB – 4-2
NXRD – 5-1

EA HOCKEY

Mega Drive



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.

ROLLING THUNDER 2

Mega Drive

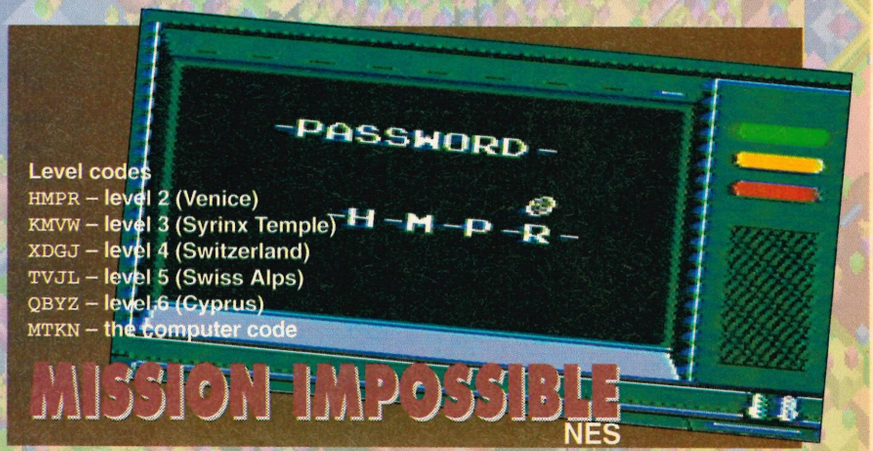
DIGITAL	ISOTOPE	CREATED	FUTURE
LOGICAL	LEOPARD	DESIRED	GENIUS
MAGICAL	MACHINE	ELECTED	KILLER
NATURAL	NUCLEUS	LEARNED	NEURON
PRIVATE	PROGRAM	MUFFLED	POWDER
ROLLING	RAINBOW	PUNCHED	SECRET



Passwords

Enter any of the following at the password screen to progress further into the game:

A magical thunder learned the secret – round 2
A natural fighter created the genius – round 3
A rolling nucleus smashed the neuron – round 4
A curious program punched the powder – round 5
A logical leopard blasted the secret – round 6
A private isotope desired the target – round 7
A natural rainbow elected the future – round 8
A magical machine muffled the killer – round 9
A digital nucleus punched the device – round 10
A private thunder created the powder – round 11

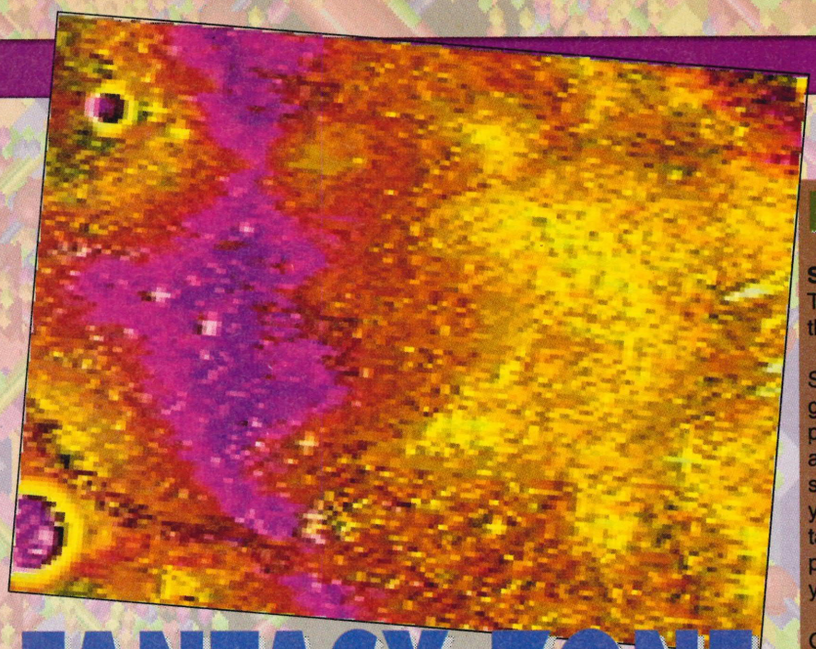


MISSION IMPOSSIBLE

NES

Level codes

HMPR – level 2 (Venice)
KMVW – level 3 (Syrinx Temple)
XDGJ – level 4 (Switzerland)
TVJL – level 5 (Swiss Alps)
QBYZ – level 6 (Cyprus)
MTKN – the computer code



FANTASY ZONE

Game Gear

Survival guide

Level 1

All the hamburgers that you collect in the first 3Ø seconds will provide you with big coins worth 1ØØØ gold coins each. When you have amassed 2ØØØ gold coins the shop entrance will appear, so make sure you catch it in time. Buy the jet engine, twin bombs and the back shot. Afterwards go along the top dropping bombs and firing. When you finally get to the big nose boss, drop bombs around his nose and eye. When he gets up move to the other side.

Level 2

When you get to the next shop try to have a fair amount of dosh handy as both homing shots and heavy bombs are handy if not essential. If you haven't enough money, get the heavy bomb. When you reach the end-of-level-guardian let him have it with the heavy bomb.

Level 3

Buy a homing shot and a shield, short out the snowmen and destroy the face.

Level 4

Make sure you give the end-of-level guardian everything you've got; homing shots, heavy bombs, the lot. Ensure you've got a shield though as the barrage you face is heavy.





Buyer's guide

ITEM	PRICE	COMMENT
Big wing	1ØØ	Not much change in speed.
Jet engine	1ØØØ	Better.
Turbo engine	1ØØØØ	Better still.
Rocket engine	1ØØØØØ	Turbo nutter injection.
Back shot	5ØØ	Essential purchase.
Laser shot	1ØØØ	Rubbish, save your money.
5-way shot	5ØØØ	Ditto.
Homing shot	1ØØØØ	Very good, worth the dosh.
Twin bomb	1ØØ	Good value for the money.
Twin missile	2ØØ	Two missiles; one up, one down.
Smart bomb	2ØØØ	Pretty average.
Heavy bomb	2ØØØ	Better, but has to be aimed.
Shield	1ØØØØ	Has been known to save lives.
Auto shot	5ØØ	Helps a bit.
Flash attack	1ØØØØ	Uses a lot of power.
Extra ship	5ØØØ	Better off getting the shield.

PGA TOUR GOLF

Mega Drive

Shot advice

These are the best shots to play in those difficult situations...

Sand trap – if your ball is in a greenside bunker, do not select the punch shot. It is better just to play an ordinary shot as the ball shouldn't run so far. If, however, your ball is in a bunker some distance from the green, select the punch shot and this should give you those vital few yards.

On the fringe – it is better to select a chip shot on the fringe.

Half-buried in heavy rough – the club that the computer recommends is the pitching wedge, but if you think that you need a bit more power use an iron; it's unlikely that you'll play a bad shot. Be careful, though, if you press B just before or after the accuracy point, the shot will be exaggerated.

Heavy rough – pick a strong enough club to land near the front of the green; your ball should then run up to the hole. Sometimes the ball will catch the wind and take off, though.

Courses

The best course to play tournaments on is Sawgrass, the simplest.

Putting

Always use the grid to align your putts. This should mean you will never hit a putt short of the hole.

Tournaments

To fine tune your reactions, and not give away too many shots on the early holes, it's best to spend time on the driving range and putting green before a tournament.

Save game

It's a good idea to save your game every nine holes when playing in a tournament. That way you stand a better chance of winning because if you score well on the outward nine and then "balls up" the inward nine, simply reset the Mega Drive, restore your game and you continue from your outward score.





THE ADVENTURES OF LOLO 2

NES

Level codes

PRPJ – 1.5	HYKL – 6.2
PLPY – 2.2	HTKV – 6.5
PGPG – 2.4	HKKH – 7.2
PMPB – 3.2	QQDD – 7.5
PDPQ – 3.5	QRDJ – 8.2
HPPP – 4.2	QCDZ – 8.5
HVKT – 4.5	QZDC – 9.2
HBKM – 5.2	QJDR – 9.5
	QDDQ – 10.2

THE NINJA

Master System

Scroll locations

Scroll one – find it on the first round; you'll discover it after killing the transforming ninja.

Scroll two – can be found 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.

General hints and tips
Dirk has three weapons he can use. Each takes different amounts of energy from the enemies:

Dagger – one unit
Axe – two units
Fireball – three units

Every level contains hidden bonuses, revealed by pressing the SELECT button. Hidden bonuses contain energy, weapons, extra lives and points. Try to find these and the game will become much easier.

Drawbridge
This is the first section of the game and starts with Dirk outside the castle and the drawbridge in front of him. To complete this section the player has to defeat the water snake, open the portcullis, and then walk over the drawbridge and into the castle.

A section of the drawbridge will begin to crumble when walked upon, but as long as Dirk does not stop he will walk safely across. Any attempt, however, to walk over the collapsed section will result in Dirk falling into the moat.

The noise of Dirk walking on the drawbridge will awaken the water snake; the snake will burst through to oppose Dirk's progress. Retreating back onto dry land will enable you to throw daggers at the snake. Beware, the snake spits fire – duck or die!
When the snake is dead, jump over the holes in the drawbridge and enter Singe's castle.

Entrance hall
Dirk is now in the outer regions of Singe's castle. To stop unwanted guests, the entrance hall has been lined with portcullis gates designed to squash any intruder. As if this isn't enough, Singe's prisoners try to prevent you reaching princess Daphne by throwing rocks through the bars of their cage.

Prisoners always throw rocks in pairs and then have to go back inside their cell for more. While they do this, pass quickly by. Crawling under a portcullis allows more room for error than when you walk through standing up. This can't be done for the two portcullises with a hole between them. Instead, you must walk through the first of these by standing up, performing a small jump over the hole, shooting the hornets and – when the prisoner has stopped throwing rocks – crouch and crawl under the second portcullis.

In the entrance hall you will encounter spitting snakes, poisonous spiders, bats and man-eating hornets. Shoot or avoid.

The end of the entrance hall is guarded by the snake king; this huge beast will not allow you to pass without a fight. When the snake appears, retreat to the back of the screen. The poisonous clouds shot by the snake can be ducked or jumped. The snake king is only vulnerable if hit in the mouth. When jumping over clouds, fire into the snake's mouth. The snake king will flash when hit.

Elevator
The elevators allow Dirk to take different paths through the castle. There is an elevator at the end of each section with four exits on each one. The exits lead to the following levels:

Elevator at end of entrance hall
Exit 1: Entrance hall
Exit 2: Mines
Exit 3: Dungeon
Exit 4: Treasury

Elevator at end of mines
Exit 1: Dungeon
Exit 2: Mines
Exit 3: Grim Reaper
Exit 4: Treasury

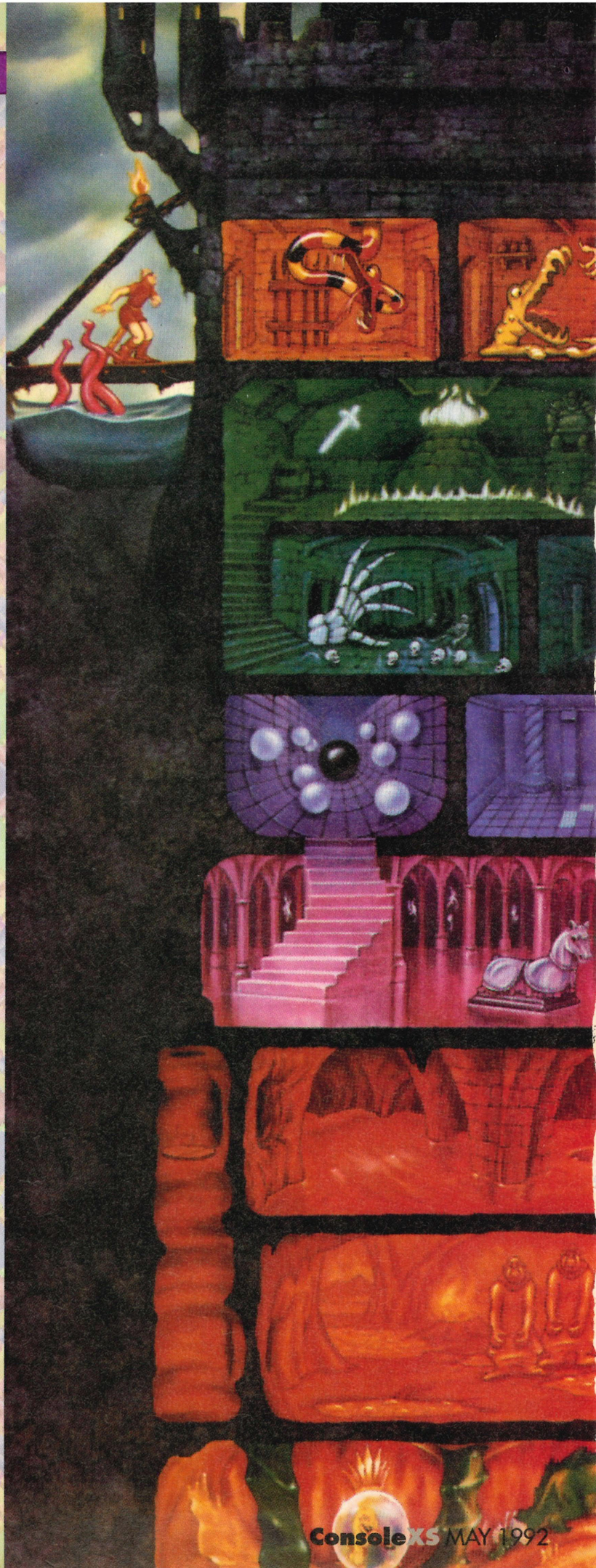
Elevator at end of Grim Reaper
Exit 1: Singe's Lair
Exit 2: Dungeon
Exit 3: Grim Reaper
Exit 4: Treasury

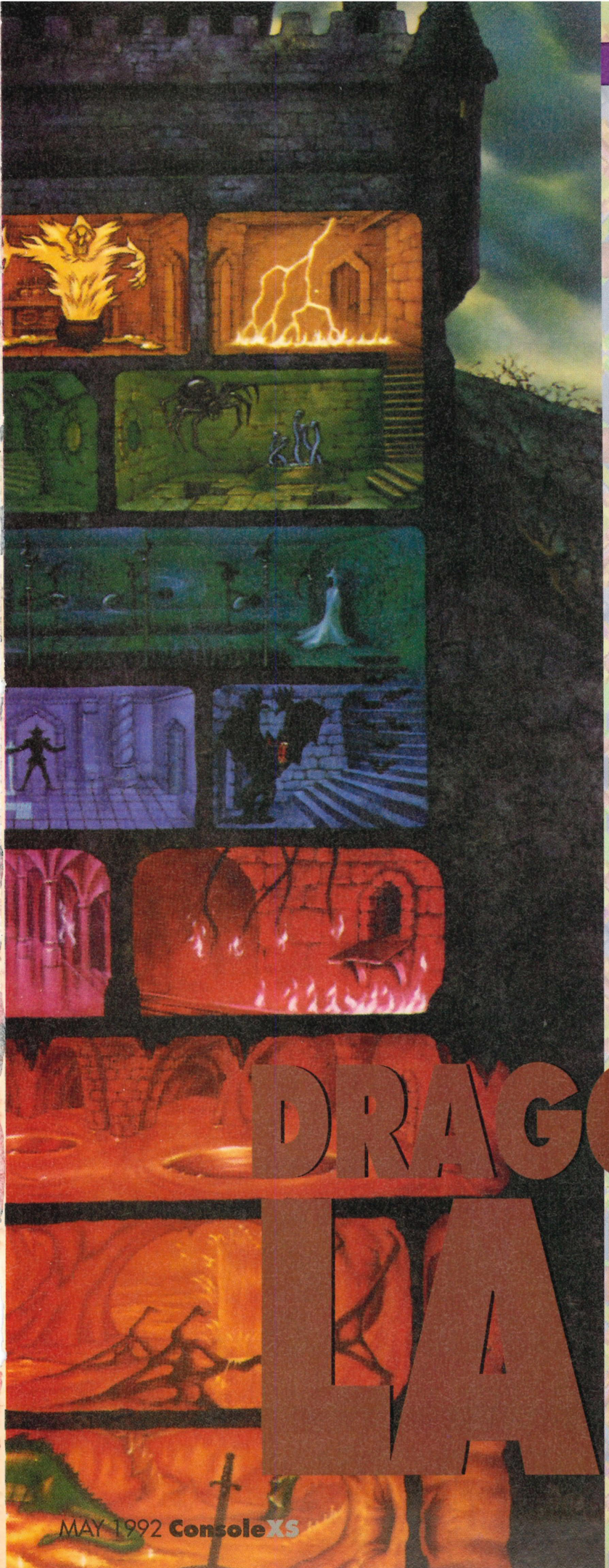
Mines level
As Dirk progresses deeper into Singe's castle he needs to travel through the deserted mines. The mines have low ceilings, so you'll have to get on your hands and knees. Get past the rock crushers by waiting till they've crushed and then crawl under without stopping. Watch out for the red bats as they take three hits to kill. The dark sections will require Dirk to use his candle, but use it sparingly as if it runs out, you'll be in trouble. There are hidden bonuses: an extra candle and energy in the little raised section after the first crusher, an axe just before the two moving ledges immediately before Dragon's Breath and an extra life straight after Dragon's Breath. To ride the Dragon's Breath, Dirk will need to flap his arms.

To defeat the Trolls at the end of the level stand about a third of a screen away from them, fire two weapons (preferably axes) just before they appear and then jump over the rocks that they throw (two at a time!).

Dungeon
You should avoid this section if possible, but there is a hidden axe in it if you feel lucky.

As soon as Dirk enters, walk for-





DRAGON'S LAIR

NES

ward and collect the Fireball. By standing level with the third window, both throwers will miss Dirk. Jump up and shoot the prisoner's throwing arm on the left. Immediately after it has been shot, crawl to the left of the screen and destroy the second throwing arm – make sure you are standing close enough to the portcullis so that when the third arm starts to fire it will not reach Dirk. Walk past the third throwing arm and shoot it from the right whilst crouching just behind it. Lastly, shoot the fourth throwing arm in the same manner as the first; this will cause the portcullis to be raised allowing Dirk to exit, picking up the more useful axe on his way out.

Treasury

If your gold gets taken by the Lizard King you can recover it by visiting the treasury. The treasury is always the last exit on every elevator. The idea is to collect the gold bonus icon and exit from the same side as you entered whereupon you will be returned to the elevator you exited from. The gold bonus icon flashes on/off and must be collected when on. Firing at the Lizard King makes him retreat for a short while – he cannot be killed.

The Lizard King homes in on Dirk, so by jumping into the air the Lizard King will rise up. By repeatedly jumping he will get high enough for Dirk to crawl underneath him. If Dirk does this whilst standing on the Lizard King's throne and then drops off as the Lizard King approaches, Dirk may find it easier to crawl under him. Once Dirk is to the right of the Lizard King he will find it much easier to collect the bonus icon. Alternatively, by repeatedly firing at the Lizard King, the bonus icon can be collected whilst Dirk is still to the left of the Lizard King. Jump off the throne to collect the bonus icon and fire at the Lizard King in mid-air to force him back.

Grim Reaper

Dirk is now deep inside the castle. Try to stand over floor support posts as the floor only collapses in unsupported sections. The swinging balls can be quite tricky, especially the double ones. The first double one can be simply crawled under, the second double one requires only a small jump over the bottom ball following the top one through. The ones with fast rotating top and bottom balls require the following sequence. Walk into them just after the first ball has gone into the wall recess. Jump over the bottom one with a small forward jump, duck under the top one, stand up and do a small forward jump over the bottom one again and then crawl out so as to avoid the top one. Shoot the rotating skulls at the top of their travel to allow room to crawl under them.

To defeat the Grim Reaper at the end, stand just past the first full floor support and duck under all but the very short fire bolts from the Grim Reaper's hand. The Reaper fires four bolts at a time. After he has thrown four, jump up and hit him in the head. By repeating this, the Grim Reaper will be vanquished. Don't forget, using the axe hidden just before the Grim Reaper appears will make the job twice as quick.

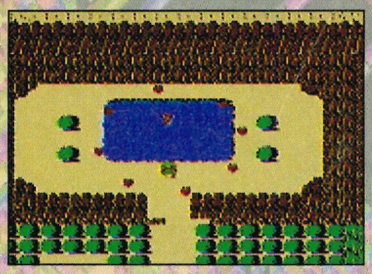
Singe's Lair

Try to avoid jumping through the bubbles as they drain energy. The eggs crack when Dirk gets near them. Walk back, duck down and shoot the hatched baby dragon It takes four hits to destroy them, so the axe weapon is useful here. There is a very awkwardly placed dagger icon near the end of the level, and Singe is virtually impossible to defeat without the axe weapon. Make a careful note of where to position Dirk before the jump onto this final ledge so that he lands before the icon and can jump over it, retaining the axe.

At the end of Singe's Lair is Singe himself. To defeat him, stand at the back of the screen, jump over the low fire balls and duck under the high ones. The baby dragons make life difficult so make sure these are destroyed as soon as they appear. Singe can only be shot in the head, so take advantage of the low fire balls and fire whilst Dirk is in the air to hit Singe.

LEGEND OF ZELDA

NES



Survival tips
Despite the fact that this game is getting on, it is still causing the most headaches. Fear not – help is at hand for the hero of Hyrule!

The labyrinths
Nine labyrinths can be found on each quest. Some are straightforward, others a little more brain tickling...

Quest 1
Level 1, D8 – just cross the bridge!
Level 2, D13 – climb the steps.
Level 3, H5 – again, just walk in.
Level 4, E6 – use the raft to reach this destination.
Level 5, A12 – walk up through the screen below four times.
Level 6, C3 – stroll in; it's that easy.
Level 7, E3 – at this lake blow the whistle and the entrance will appear.
Level 8, G14 – burn the bush that blocks the path.
Level 9, A6 – use a bomb to blow a section in the left hand block.

Quest 1 pointers
- To get through the lost woods, go up once, left once, down once and left again – you'll be out!
- A16 – from A15, go to the centre of the top row of blocks and push up; you'll walk through the wall and get a 100 gold point bonus.
- The white sword is at A11 (you need five hearts).
- The magic sword is at C2 (you need 12 hearts). Push a particular gravestone...
- Push a statue at C5 to get the bracelet.

Quest 2
Level 1, D8 – in the same place as quest one.
Level 2, D5 – push the middle top statue.
Level 3, D13 – blow the whistle to reveal the entrance.
Level 4, B12 – use the power bracelet to move a block and find the stairway.
Level 5, E6 – use the raft from the screen below.
Level 6, D1 – blow the whistle
Level 7, G13 – burn the tree as in the screen shot.
Level 8, B10 – use a bomb on the fifth block from the left hand side of the screen (above the stream).
Level 9, A1 – use a bomb four blocks from the left edge.

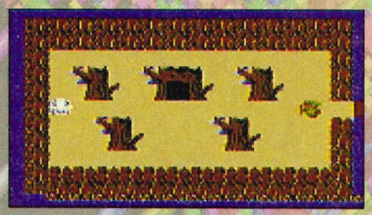


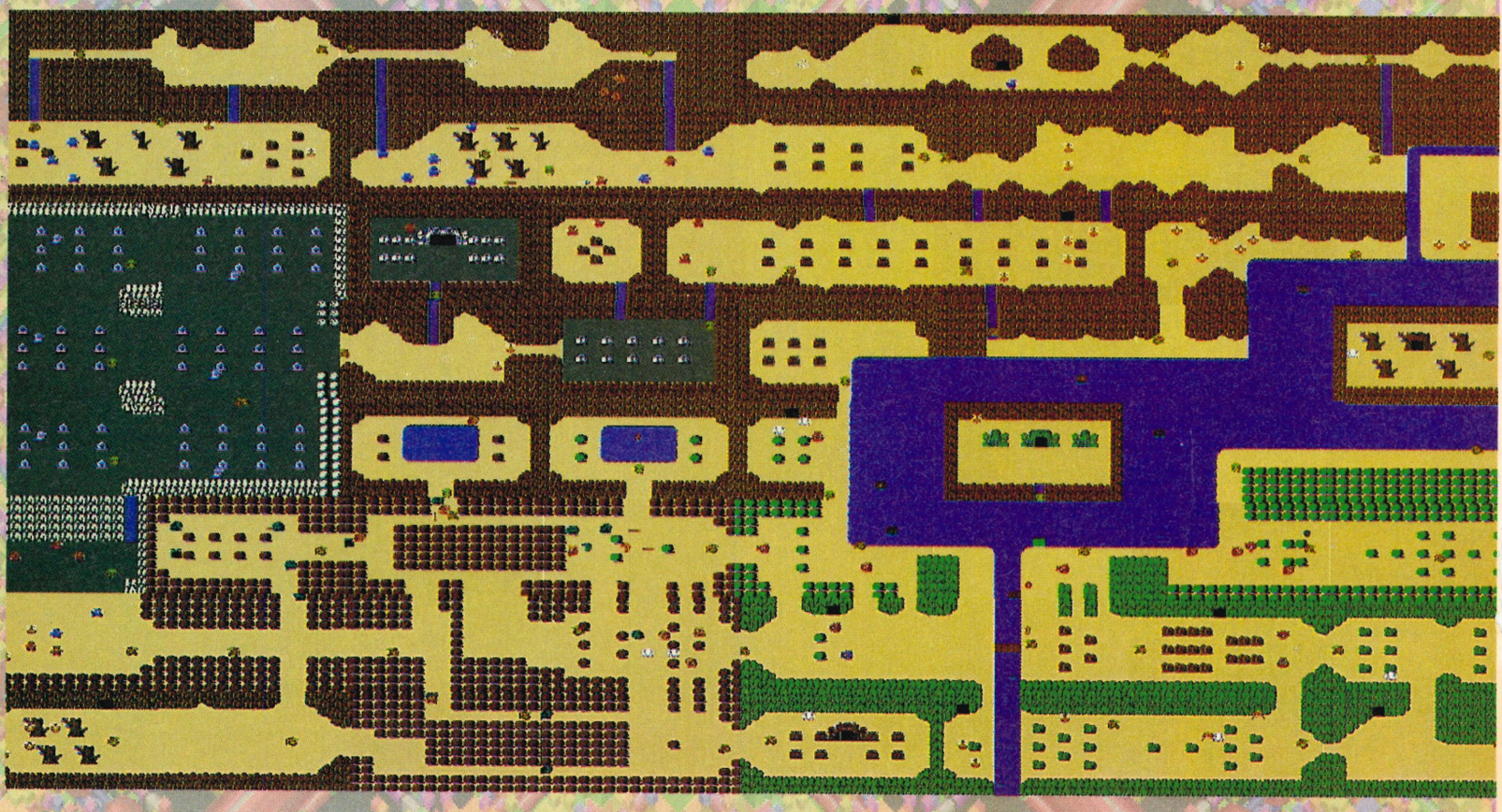
Quest 2 pointers
- You'll find the white sword at A11 (as in quest 1).
- The magic sword is at A10. Use the power bracelet to move the leftmost block.
- The bracelet can be found in the same location as quest 1.

The heart containers
Here's where to find them and how to get them...

Quest 1
E16 – use the ladder
C16 – use the raft
C13 – bomb the right of the rock
E8 – burn the tree
H12 – bomb the rock

Quest 2
F16 – use the ladder
C16 – use the raft from below
A7 – blow the flute
D11 – blow the flute
C1 – blow the flute



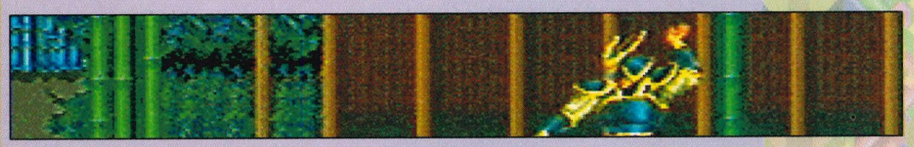




REVENEGE OF SHINOBI

Mega Drive

Escaping from the cellar maze (district 8, part 2)
Progress right until you encounter an underground section with a roof. Crouch, kill the ninja and go through the door. Kill the man with the flame-thrower and go through the door. Keep your finger on the right button while you go through to the next screen and you won't fall. Kill the two red dragons and keep going right and straight up and then left. Progress up and then right until you reach a door at the end of the corridor, go through the door and then somersault over the wall on the right (keep your finger on the right button while doing this). Enter the door on the right, take the route to the left and then go through the first door you come to (before doing so use JITSU OF IKAZUCHI). Go left and go through the bottom door. Now go through the exit.



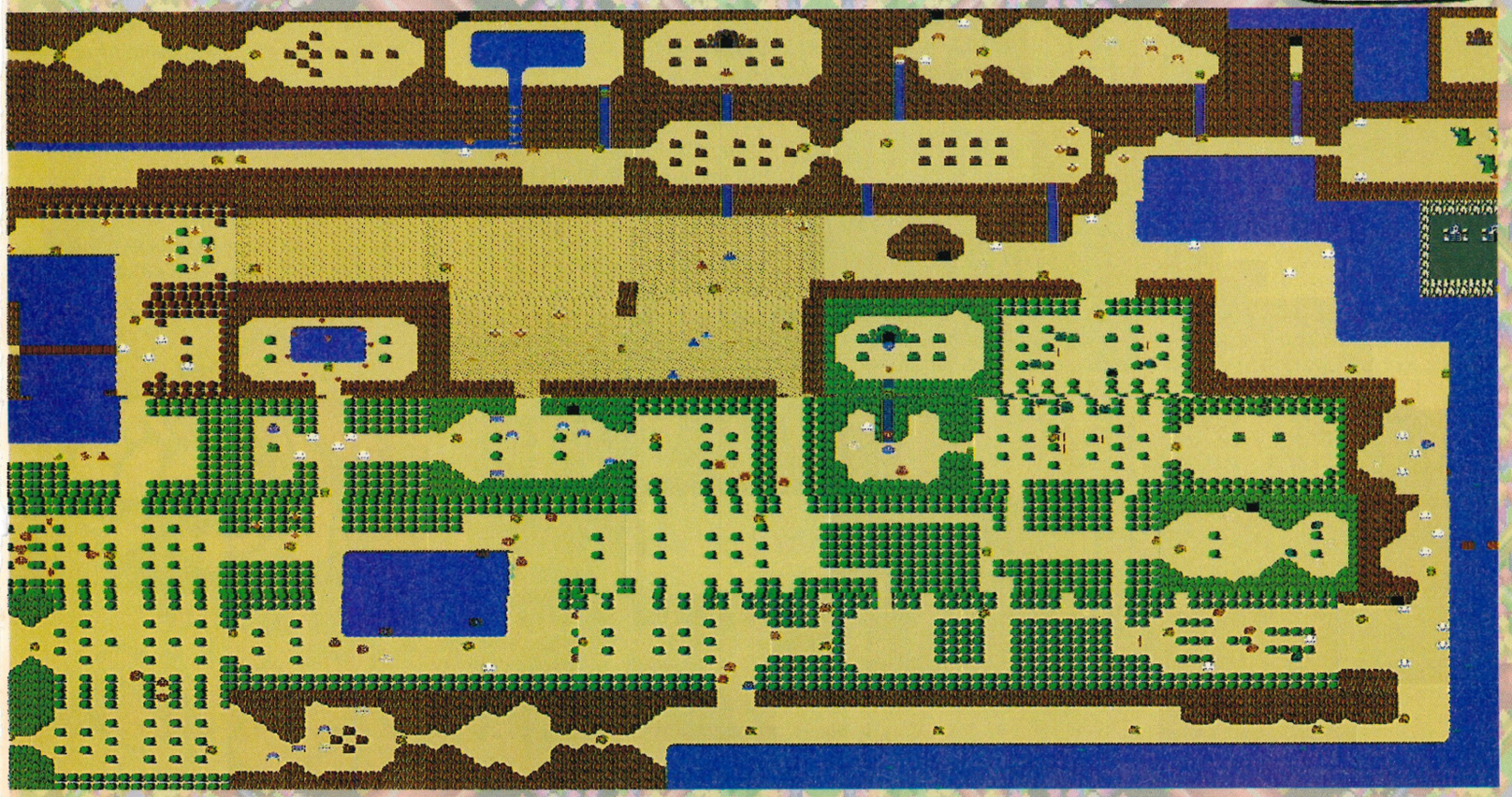
TOEJAM & EARL

Mega Drive



Secret rooms
Bodacious, dudes! To find the first hidden room you will need to get the Icarus wings, rocket skates or rubber ring. Fall off the levels till you reach level one. Use your item to fly, float or speed across the water and head for the bottom left-hand corner of the screen. Collect all the gifts and then fall down the hole to level zero.

For the next hidden room, get the wings and jump off the levels that you're on till you get to level one. Now jump off level one with the wings and you will find another secret level.



MARIO WARP MADNESS!

NES

One of the best features of the *Super Mario Bros* saga are the warp zones. Console XS has the lowdown on each and every one.

Super Mario Bros
Warp 1: world 1-2
Leads to: worlds 2, 3 or 4
This is the simplest one to find. At the end of world 1-2, on the final lift, jump up on top of the roof and run right.



Super Mario Bros. Warp 1: world 1-2.

Warp 2: world 4-2
Leads to: worlds 6, 7 or 8
After the first lift on world 4-2, you will find a block which is just out of reach. What you need to do is jump around beneath it in order to reveal a set of invisible blocks. You will now be able to bash the block in question, which gives you a vine, allowing you to climb to the heavens. Run to the right, and waiting at the end will be the warp zone.



Super Mario Bros. Warp 2: world 4-2.

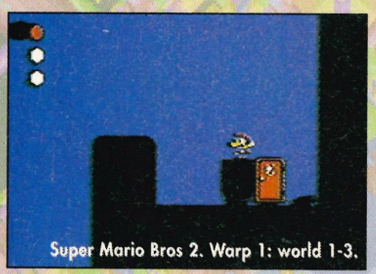
Warp 3: world 4-2
Leads to: world 5
If you want to sustain the challenge, go to the end of world 4-2, and jump onto the roof just before the pipe *a la* warp 1. You will now be able to reach world 5.

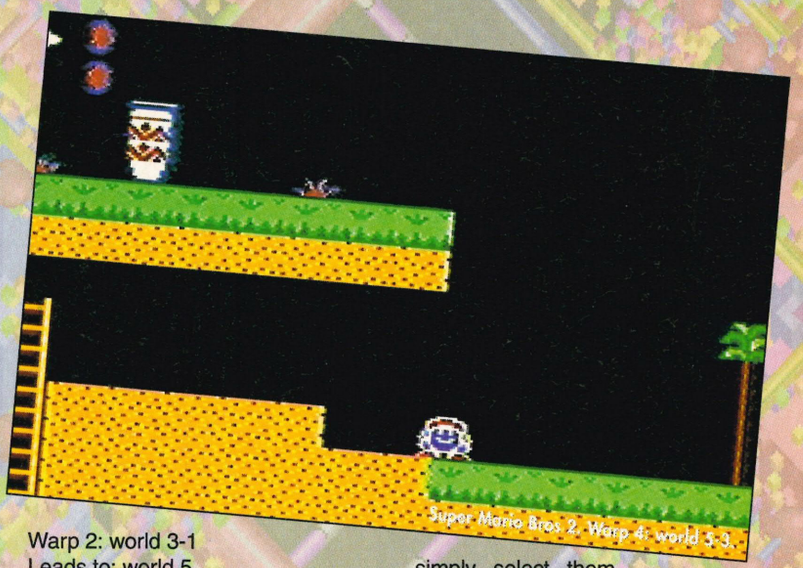
Warp 4: world 1-2
Leads to: the minus world
At the end of world 1-2, stand on the pipe, and break the second and third block from the right hand side. Now stand on the left edge of the pipe, facing left, and jump backwards into the block you've left over (see screen shot). The idea is to get Mario's head stuck on the block – if you manage to do so, he'll walk through the bricks and full into the warp zone! Go down the first pipe, and you'll end up in a swimming section that, unfortunately, you can't get out of! Still, it's fun being there (if you're the kind of person who enjoys banging your head against a brick wall).



Super Mario Bros. Warp 4: minus world.

Super Mario Bros 2
Warp 1: world 1-3
Leads to: world 4
These are quite easy to find. Near the end of the first section of world 1-3, grab a potion, and then drop it next to the flower pot near the door. Enter the potion door and drop down the pot – you're now in world 4.


Super Mario Bros 2. Warp 1: world 1-3.


Super Mario Bros 2. Warp 4: world 3-3.

Warp 2: world 3-1
Leads to: world 5
When you reach the waterfall, drop down and you will come to a door. Enter this door, run to the right and pull up the tenth piece of grass, which will give you a potion. Take this potion to the right and drop it next to the pot. Slip through the door and down the pot to warp to world 5.

Warp 3: world 4-2
Leads to: world 6
When you reach the whale section, head right, pick up the potion, and continue until you see the flower pot. You'll need to continue right until you can drop down, then go left to get back to the pot. Drop the potion and you'll get to world 6.

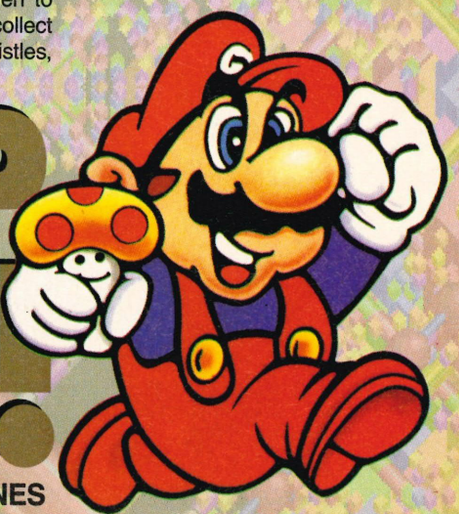
Warp 4: world 5-3
Leads to: world 7
This is nice and straightforward. At the very start of 5-3, select Luigi. Then, after climbing the very first ladder, super jump to the platform above and use the potion to go in a door and down the pot.

Super Mario Bros 3
SMB 3 is a little different to its predecessors in that you choose when to warp. To do this you need to collect warp whistles. To use the whistles, simply select them on the power screen while on the map. If you use it in world 1, you are able to warp to world 2, 3 or 4. Use one on 2, 3, 4, 5, or 6 and you can warp to 5, 6 or 7. Use a whistle on world 7, or while in the warp zone, and you'll be able to go to world 8!

Whistle 1 - found on world 1-3. Go to the white block surrounded by four other coloured blocks as in the picture, then crouch down for five seconds on this white block. You should then fall through it. Run to the right, and you'll disappear behind the scenery only to reappear in Toad's House. The whistle is in the chest.

Whistle 2 – found in world 1 fortress. At the end of the first section, fly up to the roof, get on top and run to the right. When you stop, press up; you'll enter a door leading to the second whistle.

Whistle 3 – found in world 2. Head to the top right of the map, and break the block with a hammer. Travel down the new-found path, and defeat the Hammer Bros to get the whistle.



WIN T2!



IT'S WORTH £4,000!!

IT COULD BE ALL YOURS!

0898 866705

WIN!

A HARO MTB! CRAZY MOUNTAIN MADNESS!

IT COULD BE YOURS!!

WOW!



CALL 0898 866706 NOW!

10 WRESTLING VIDEOS!!

GO FOR IT!



HERE'S YOUR CHANCE TO GRAB TEN... YES, TEN AWESOME WWF VIDEOS!! PLUS WE'LL TELL YA HOW TO GET YOUR HANDS ON A GIANT WRESTLING POSTER!!

CALL 0898 866707 NOW!

ROLLERBLADES!



AS SEEN ON TV!

TAKE TO THE STREETS BEVERLY HILLS 90210 STYLE!
THEY'RE AWESOME!
THE LATEST CRAZE!
STRAIGHT FROM THE STATES!!
THEY COULD BE ALL YOURS!!

CALL: 0898 866708

ARE YOU A SEGA OR NINTENDO GAMES EXPERT?

TRY THE CONSOLE QUIZ!!



CALL CHARLIE CHEAT!!

COMPLETE OUR SIMPLE CONSOLE QUIZ & CHARLIE WILL SEND YOU A CONSOLE CHEAT BOOK!!

IT COULDN'T BE SIMPLER!

0891 334082

Calls cost 36p (cheap rate) and 48p (at all other times) per minuet inc. VAT. Please ask permission before you call. Winners will be notified by post at the close of the competition. A winners list or a full list of rules is available by sending an SAE to: Megafone, Sandy;lands House, Morecambe, Lancs, LA3 1DG. The maximum length of call is approximately five and a half minutes which will

JOHN MADDEN FOOTBALL '92

Mega Drive

Choosing a team

Select a team which has both a balanced offense (a good receiver and running back) and a nippy defense (quick linebackers).

Offense – passing

Use the lob pass when passing to a receiver because it gives you more time to catch the ball. As the ball is approaching the receiver press B to make sure you are controlling the correct character, move onto the circle, face the incoming pass and press C to catch the ball.

Offense – running

If you have a running back who is a bit on the speedy side, running plays which take you to the edge of the field are a piece of cake. As soon as the running back has the ball, leg-it up the field using the B button to dodge defenders just before they tackle you. When the heat is on, grab a few more yards by pressing A to dive or C for more power. Be careful with those buttons or you could fumble the ball.

Defense – pass

The best formation for the pass is DIME as this will cover most passing angles.

Defense – run

The two best formations against the run are 4-3 and 3-4, and for short yardage GOALLINE.

Passwords

Some codes for the Mega Drive EASN championship game:



DGTZ1M17 – Buffalo v San Francisco
DWGJLVCM – Chicago v Oakland
DY9YM8VX – San Francisco v Buffalo
DNC6H6TB – Philadelphia v Oakland
DY93VL51 – San Francisco v New Jersey
CZSCM6JD – Washington v Buffalo
CGYXR8TL – New York v Houston
DV947JDD – Detroit v Indianapolis
CDN9NPXC – Houston v Philadelphia
BHYV5BR1 – Kansas City v Los Angeles

SPEEDBALL 2

Mega Drive

Password

To get into the rough, tumble and turmoil of division one enter the following code:

LCLI CWAF O6XE ya3q
2bst -is1 gGVC





MEGA MAN 2

NES

Extra lives

To get extra lives, activate the leaf shield when there is an egg-dropping bird above you. If you stand still, the shield will remain active and you won't use any energy – yet, you'll still kill the enemies that come from the eggs. Eventually you'll start getting lives.



TWO CRUDE DUDES

Mega Drive

Guardian guide

Level one (snake charmer)

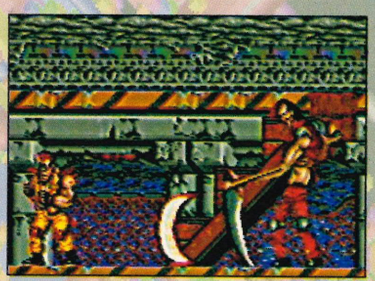
Walk up to the wall and start punching it. Eventually the wall will collapse and the snake charmer will jump off it. Move to where he'll land, pick him up and throw him. If you repeat this he will eventually die, but don't attack the snake with flying kicks as it will strangle you.





Level two (blades)

Get yourself to the top platform. When he appears, climb back up and with luck he should follow you. When he jumps up, catch him and then throw him off. If you repeat this, he should die.



Level three (rhinoceros)

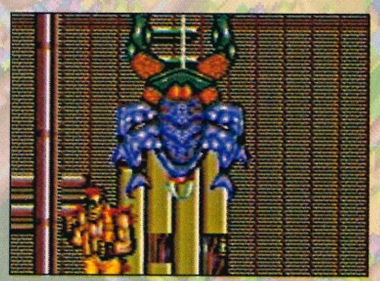
This dude will appear on a flying platform. Walk underneath him and jump onto the platform. Throw him off it and then throw the platform at him. He will then charge at you, so turn and grab him and then throw him. Repeat this till he's dead.

Level four (lion)

Do the same on this as on blades, but when he jumps on top of you, hit all the buttons on the pad to get him off.

Level five (spider)

Wait for him to come down and then punch him and he'll fall to the floor. If you pick him up and throw him, he will spit something at you. Dodge this and repeat picking him up and throwing him till he dies.



Level six (final boss)

Before you can even get to the last guardian, you will have to kill two snake charmers, the rhinoceros, the spider and the lion. Firstly, you will have to kill the professor (he won't harm you till he transforms). He will turn into a monster (as weapons). He will turn into an arrow and fly at you, so if you duck he'll fly right past you. He also jumps onto the ceiling and spits small dragons (!?!) onto the floor. Do flying kicks at these and he will fall back to the floor. The easiest way to kill him is to do flying kicks at him and occasionally pick him up and throw him. Keep doing this and he should soon die.



STAR WARS
NES





To get unlimited extra lives (although you can only have eight at one time), visit Obi Wan Kenobi's cave and get two extra lives. Leave the cave and re-enter to replenish your supplies until satisfied.

MEGA MAN
NES

Extra hits
The most effective way to kill many of the enemies in this superhero adventure is to use electricity. As the beam connects, quickly pause and then restart the game – each time you do this, another hit will be registered! This works perfectly against the Rock Monster and Dr Wily, amongst others.



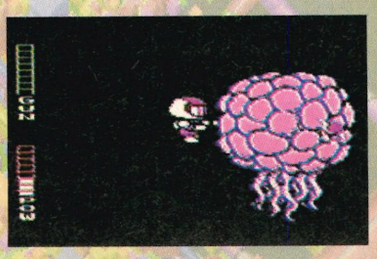


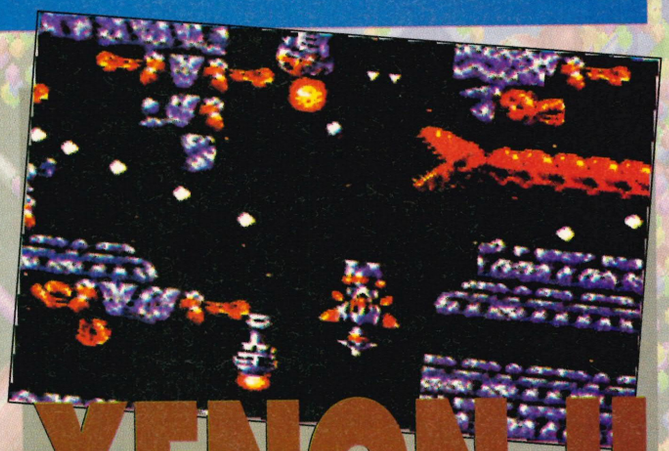
DOUBLE DRAGON II
NES

Extra lives
Select the two player 'B' game, then kill the other character. Each time you do, you'll be granted an extra life!

BLASTER MASTER
NES

Powerful grenades
Throw a grenade at guardians and, when it hits, pause the game. Sometimes, the grenade will remain active – wait a while, unpause the game, and the guardian will die!





XENON II
Master System

Playing guide
The guardians
No matter what power-ups you may have collected, these guys can only be hurt with your main front-firing gun or laser. So unfortunately your side shots or launchers are of no use to you. In order to beat them, you'll have to risk all and actually get directly below them.

The Crab
At the end of each stage, you're faced with the guardian. This beastie doesn't have any protection, but he does have the annoying habit of swooping down and squashing any unwary spacecraft. He's also clever when it comes to firing shots as he guesses where you're going to be in advance.

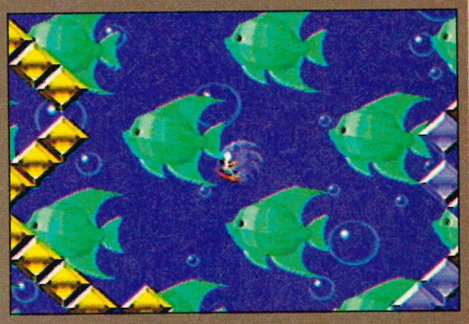
The trick here is to keep moving in a horse-shoe shape ranging from the top-right to the top-left of the screen. Pause only to hit the baddie with a few bolts when you're directly underneath him. Once again, his face is his weak spot and he'll flash white when your hits are successful. The crab will take quite a while to destroy – be patient.

Essentials
- Your first priority should always be to replenish your energy, so buy those hearts. There are occasions, though, when hearts appear automatically soon into the next level, so check with the guide as to when buying energy is a waste of money.
- Sideshot is the only way you're going to survive the swarms ahead of you.
- Cannons are cool. They blast those aliens that survive the sideshot and leave your main blaster free for dealing with the enemies head-on. You're given one automatically towards the end of the stage so don't buy two beforehand.
- Double shot doubles your forward firepower better than an ordinary power-up would.
- Lasers are the business when it comes to dealing with the bosses but they really don't help you very much as far as fighting through the levels are concerned.

SONIC THE HEDGEHOG
Mega Drive



Stage select
On the title screen, press UP, DOWN, LEFT, RIGHT, A, C, B and C. You should hear a small noise to indicate the cheat has worked. Press A and START simultaneously when Sonic's finger is wagging to get to the stage select screen.



Chaos emeralds
This will allow you to pick up all the Chaos emeralds before you start the game. Combine this with the stage select and you can complete the game with all emeralds.
Go to the stage select screen and choose Special Zone. Once you've obtained the Chaos emerald, press reset BEFORE you enter the Green Hill Zone. When Sonic is wagging his finger, press A and START again to go to the stage select. It will still be set to Special Zone, but if you press START you will enter a different Special Zone. So pick up the new emerald and repeat this process till you have six and proceed to the Green Hill Zone (without resetting) and complete the game as normal. You can keep trying to pick up the emeralds as often as possible because the number you have collected is retained when you reset.





TV's top video game presenter, the much imitated but never bettered, Dominik Diamond, comes up with a complete playing guide to one of the toughest RPGs on the Mega Drive.

The sextant

To use the directions we have been using to describe locations, you must find the sextant which is near the Mines of Misery. Instead of travelling above the waterfall, go below it along the wooden bridge and push up when you are in front of the waterfall. You will enter a cave where the sextant is hidden. You will now be able to use the coordinates to pin-point items.

There is also a hidden room in one of the walls in the City of the Mind harbour (13'1", 10'8"). Simply get a small boat and travel out and around the wall. Push into the brick work to find the room which contains loads of money, food and magic items.



The city of the mind

The dawn welcomes you as the adventure begins. Buc is outside of the lobotomist's guild – "come in and lose your mind". Young Buc is on his way to the sorcerers' academy for more tuition.

Visit the academy straight away to see your master, the main lecture hall is west of the entry hall and master Thalmus is waiting in the antechamber so talk to him. Thalmus will go to the lecture hall and demonstrate a new spell. When finished, go to the temple in the city.

The temple

The temple in the city of the mind is the white building to the north of the fountain. As instructed, talk to the priests. Ak Thul will now give you something and bid you go to Thalmus for a task of great importance.

Go back to the guild and head to the NE corner of the building where you will find a key. Open the chest nearby and collect the map, an essential item. Now walk East and get the Warn scroll.

Talk to Thalmus and he will send you on an errand. If you wish to practise your conversational skills, then the students in the guild are perfect guinea pigs.

The hermit's hut

The hut is on the hill to the south. You can just see it from the guild's steps. Take the path around the hill to avoid any wilderness monsters and enter the hut. Talk to the hermit who will appear aggressive towards magicians. Select FIGHT from the talk menu and battle the hermit to the death. Make sure you have full energy or he will win. When you have defeated the hermit, return to Thalmus. After a short dramatic sequence you will be teleported to the City of Division.



City of division

Go north and enter the city. Immediately go to the GOP (large building in the north-east of the city). Find Hack and talk to him.

Visit the small knights' guild south of the GOP and talk to the guildmaster about your quest. Now it's time to find some transport. Find the vehicle master (in front of the GOP) and buy a boat. Sail north to the lighthouse and enter it, finding the lighthouse keeper.

Ask about the city and bribe him for the whereabouts of Rashid the merchant. Exit and sail north then west and work your way into the islands until you find the biggest. Leave you small craft and find the oasis where Rashild is topping up on water. Zoom in and talk to Rashild about Job, City and finally Quest.

Return to Division, stand in front of the temple and Zoom in. Go down the ladder to battle Scourge who has the knight's key.



Go back to GOP, walk past Hack to the rear (west) of the building, then south to the treasury.

Show the knight's key to the guard and he will let you in. Open the locked chest within and take the knight's symbol. Now go to Hack and Show him the knight's symbol. The Knight will join your party.

City of speed

Sail around the continent to Speed. Enter the archers' guild (large white building to the south) and talk to the secretary.

She wants some flowers from the island of Perfection so sail south to Perfection and buy the flowers. Now return to Speed and give them to the secretary at the guild. Go upstairs and talk to Arrow.

Talk to the Archer Master at the guild about your quest. Zoom in on the dock to find Carp and talk to him. Go to the ruin to the south and find a flip stone, or buy one from the general store.

Visit the prisoner in the civic centre and show him the flip stone, he will give you a map and then flip out.

Show the map to Arrow, she'll give you the archer's symbol.

Go to the mines of Misery (to the East in the hills above the falls).

Enter the mines and fight your way down. At the bottom are two archers, the leader and the feather. Talk to the leader first and show her the archer's symbol. Feather will now join you.

City of blood

With two companions, Buc is well on his way. Go to blood (located on the SE end of the continent).

Enter the necromancers' guild (big white and brown building) and go down the ladder. Ask the guard about your quest then go upstairs when he lets you through. Ask the leader about your quest and search the two shelves near him for a key. Open the lab door with the key and get the corpse.

Go to the tavern and talk to the necromancer about the city.

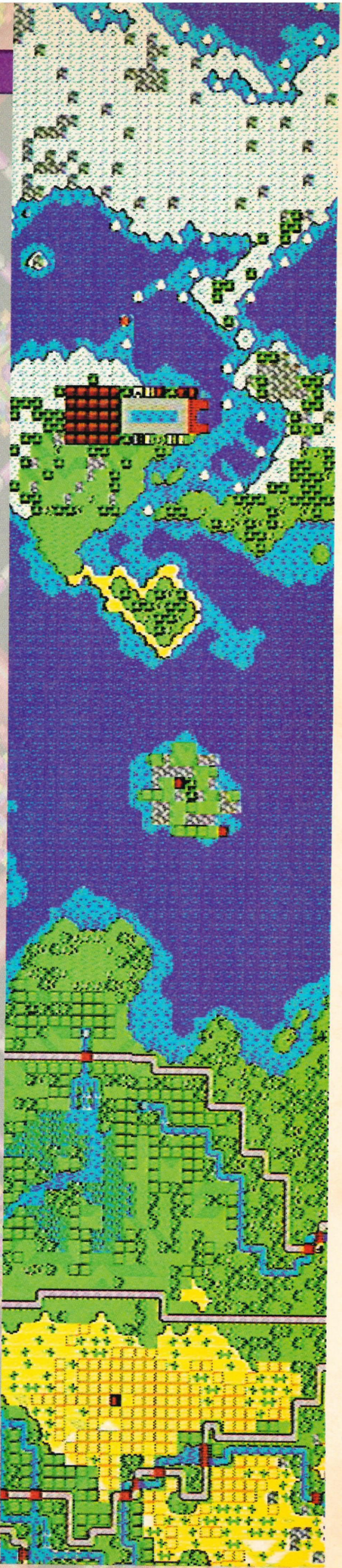
Now it gets creepy! Go up the hill to Les's house (the graveyard), but you must go there at night. Take the west road up the slope and walk south and up the steep hill. Zoom on the tomb stone. Talk to the necromancer and give him the corpse.

Head back to the guild and go downstairs. Talk to Flemm and then go to Kaos.

City of kaos

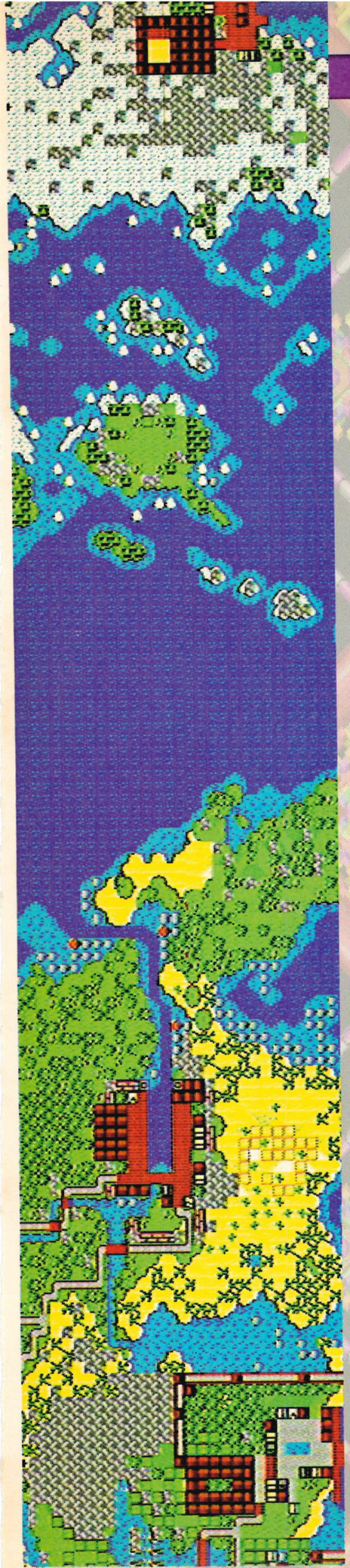
Talk to the door man in the big enchanters' guild.

Go to the temple and talk to the secretary (he's in the cage).



RINGS OF POWER

Mega Drive



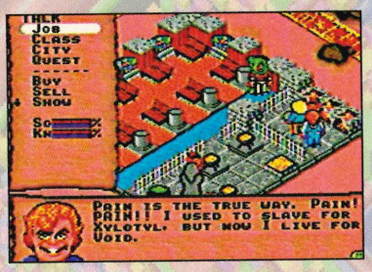
Go to the cathedral (NW, follow the road signs) and find the priest at the confessional. Search the books till you find a note about a mirror hidden in the crypt.

Go to the crypt in Perfection (under the temple), then go to the Speed city crypt (under the temple) and search the braziers till you find the mirror.

Go back to Kaos and show the mirror to the secretary. Buy a bingo card from the bingo director on floor two of the big enchanters' guild. Go back and show the bingo card to the secretary. Fight the black priest and get his whip.

Now find Xylotyl on the roof of the big guild (at night) and he will give you his symbol.

Take the Enchanter symbol back to Blood and show it to the head necromancer. Mortimer joins you.



City of perfection

Enter the big conjurers' guild and talk to the librarian about your quest. Go to the restaurant and talk to the various customers about your quest. One will say that he has the key but needs a special type of wood for his brazier – nothing in life is free.

Another note in the library tells you that the wood you require is in the cave of fire, and about a hermit who lives in an oasis near Kaos. Find the hermit and talk to him.

Go to the lobotomy club (the city of the mind) and talk to Larry about your quest. Buy him a drink.

Find the conjurer's hut at 8'2", 5'4". The conjurer wants the ogre's egg which is in the cave at the south pole (6'6", 21'3").

Sail to the cave, battle the conjurers and steal the ogre's egg. Now return to the conjurer's hut and when she refuses to give you the key, fight her for it.

Go to the fire cave at 5'4", 10'8" and get the wood for the customer. Show the wood to the man in the Perfection restaurant and he will give you the conjurer's key. Use the key to open the door in the library. Here you'll find Haze on the roof.

Show her the necromancer's symbol. If you don't have it, get it from Flemm (in the City of Blood). Once you have given her the symbol, go to the first floor and find Alexi.

Visit the enchanters' guild in Kaos, show the conjurer's symbol to Xylotyl. Find Obliky upstairs in the big tavern to the south of Blood. Talk to him and he joins you. Finally, fight the enchanters who come to challenge you.

Cathedral city

This city is a massive store of knowledge, so talk to all the priests and search all the shelves for notes containing information.



Ring of division

Doggania is the place to go. Enter the castle and pay the guards "1,000 gold or everything you have" to pass. Talk to the regent and then visit the civic centre for a quick chat with the judge, the jailer and the prisoner skulking in the cell.

Talk to Fiver about the city, spare his life and he will help you later. The jailer will certify that you have completed the quest and you must talk to the regent about the next one. The



priests in the temple will tell you more. Visit the monk in the cathedral and then on his advice, go to the City of Sunrise and Sunset at location 3'22". Ask the boy in the fountain about your quest and get the fountain key from the dresser in the building at 3'Ø", 21'7".

One of the buildings in the city has a ladder inside. Go down to the second level, where you will discover the fountain of youth. Search it for the milk of youth.

Go back to the creepy Doggon castle and show the milk to the regent who will give you access to the rest of the building. The King's chamber is locked and needs an iron key, so find a scrubbing girl and talk to her. Now go out to the house near the town sign and talk to the occupants. Visit the City of Sunrise and Sunset again and talk to the residents of Sunset. They tell you to go to the fire swamp; in the centre is a witch's house (12'Ø",13'3").

Find the cowering Fen person at 12'1",13'7". Spare his life and he reveals the location of the finger bone. Use the finger bone in the Witch's presence and she will die horribly and you can take a lock of her hair. Take the lock to the woman in Sunset and show it to her. In return she will give you the iron key which is used to open the King's chambers in Doggon castle. Ask the King about his job and confront the regent. When you have defeated him, take the milk of youth back and return to the king and show him the milk. The king will give you the Ring of Division.

Ring of advancing

The world is a big place and a helpful hint is to thoroughly explore the map before you start on your quest. You can save precious time and energy wandering all over the globe in search of a particular city by just planning.

The quest for the next ring begins (it's all getting a bit Tolkienesque, isn't it?). Go to Richi and enter the castle there. Talk to the queen and she will boast about her enormous observatory, so go there and speak to the master. Visit Shard and speak to the master glass blower. Show

him the specifications for the telescope lens.

Use a dragon to fly to Mesa (make sure you have a Dragon Stone) and talk to the man in the desert fortress. Find the hidden square in the desert (23'8",13'5") with one desert city person standing on it. Zoom in.

Give a tome from the cathedral to the master blower and give the special sand to the blower in the back lab. Go back to Richi and show the lens to the observatory master, and talk to the queen for your reward and more info. Talk to the expert in the cathedral and go to the university town and have a chin wag with the expert there.

Finally, return to Richi and go to the tower and down into the crypt, solve the puzzle and get the ring of Advancing.



Ring of bile

This charming sounding ring is found deep in a maze in Necropolis.

Go to Blood and talk to the Necromancer at the guild. Now go to the graveyard and find Curtis at 16'7",16'4". Talk to him. Show a whip to the black priest and he will tell you where to find the Pit of Despair.

Go to 21'8" and zoom in on the Pit of Despair. Work your way down into the pit and search the records room to find clues.

Go to Necropolis in the great desert. It is here that Pain was buried. Inside the great tomb is a locked door; the tomb keeper tells you that to get inside you must do something for him.

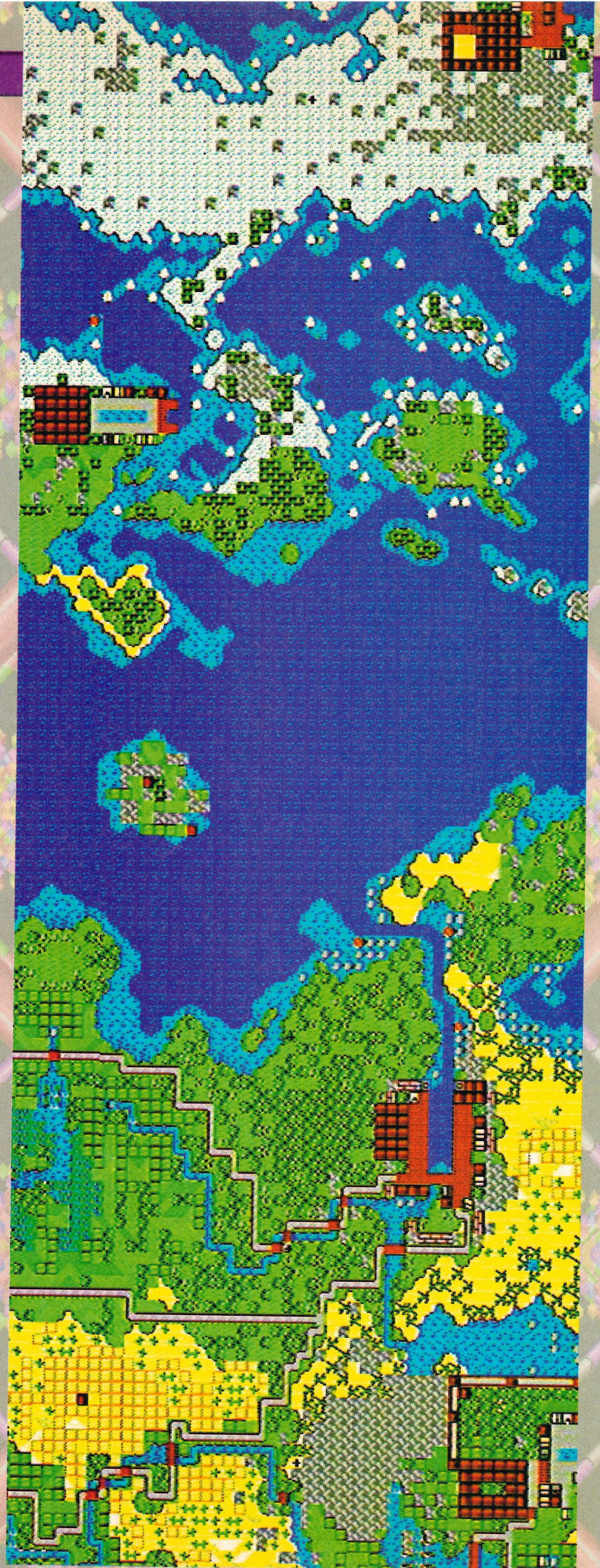
Find Lucius in the Necromancy section of the magic B Us.

Go to the great amphitheatre at 27'9" and find the head thespian.

Talk to him to get his moustache and take it and show it to Lucius. In return he gives you a spell. Return to Necropolis and show the spell to the tomb keeper. Enter the tomb and find your way through the maze, the Ring of Bile is in a vault at the end of the maze. Couldn't be simpler!

Ring of variation

Tutu's tower is the first destination of this new quest, and it is found in the far eastern corner of the great desert.



Go up to the top and find the mad enchanter, Tutu. He casts a spell on you, and locks you up in a cell and leaves. By lucky hap, Fiver, shows up and releases you. Find the library and search it till you find the research notes on the location and nature of the Chamber of Variation. Now you must fight Tutu and exit the tower.

Go to the paladin keep in Cathedral and then go to the New Sparta. Go to the citadel in New Sparta and sneak in and fight the treasury guard for the key. Visit Cathedral and get the order of Variation.

Enter the loony bin and talk to the residents about your quest.

To find the ring you must enter the chamber of Variation, 33'Ø",6'2". Follow the stages in order to successfully negotiate the chamber. The Ring of Variation is just beyond the chamber.

Ring of intuition

Only four rings to go and things are looking good. Go to the City of the Mind and talk to the sorcerer in the Academy garden about your quest. Find the city of Oxbridge and talk to the people about their city.

Go to the sorcerers' guild and talk to the insane sorcerer about your quest and his job. If you search his desk, you will find a note. Go to each house in town till you find another sorcerer; talk to him about his class and then go to the thieves' haven. Talk to the inn-keeper about his class and go upstairs and talk to the thief from Oxbridge.

Fight the thief and get the map. Return to the house in Oxbridge and show the map to the second insane sorcerer. Visit the island to the west of the city (13'6",4'7") at night and search it by zooming in till you find a ladder. Visit the third insane sorcerer in his cellar and talk to him. Go to the location given on the map (from the thief) and retrieve the lost orb. Return to the third sorcerer and show him the orb.

Now take the key back to Oxbridge and show it to the first sorcerer at the guild. Buy the dove from him and go to the mountain in the desert near Necropolis at (3Ø'3",11'8").

Look for a cave entrance on the



SPC SYSTEMS

4 BROOMKNOLL ST, AIRDRIE, ML6 6BN
TEL: 0236 754580

MON-SAT 9.00am - 5.30pm

★ SUPER NINTENDO NOW IN STOCK ★
£149.99

FULL RANGE OF GAMES AVAILABLE FOR MEGA DRIVE, GAME GEAR, MASTER SYSTEM, NINTENDO, GAMEBOY, ATARI LYNX, CDTV, AMIGA AND NOW SUPER NINTENDO.

JOIN OUR PRIVILEGE GOLD CLUB

AND RECEIVE DISCOUNTS AND GAME SWAPS. CALL TODAY FOR YOUR FREE CARD, GOLD CARD NUMBER AND MAIL ORDER GAMES LIST WITH DETAILS OF OUR FIRST ISSUE SPECIAL OFFERS.

TEL: 0236 754580

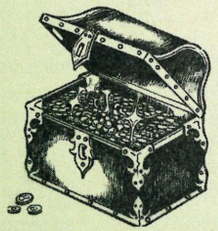
AMS
ELECTRONIC GAMES

SPECIALISTS IN VIDEO GAMES SOFTWARE FOR CONSOLES

We offer a "Treasure Chest" of titles!

MEGADRIVE (UK/US)

Alisia Dragoon	£32.95
Buck Rogers	£36.95
Carmen Sandiego	£36.95
Desert Strike	£32.95
EA Ice Hockey	£32.95
F-22 Interceptor	£32.95
Golden axe 2	£32.95
John Madden '92	£32.95
KID CHAMELEON	CALL
Marble Madness	£32.95
PGA Golf	£32.95
Pitfighter	£34.95



MEGADRIVE (UK/US)

Quackshot	£32.95
Road Rash	£32.95
Robocod	£32.95
Rolling Thunder 2	£34.95
Shining Darkness	£42.95
Sonic Hedgehog	£32.95
Spiderman	£32.95
Starflight	£36.95
Streets of Rage	£32.95
TERMINATOR	CALL
The Immortal	£34.95
Two Crude Dudes	£32.95

GAME GEAR....GAME GEAR....GAME GEAR....GAME GEAR....GAME GEAR

Chessmaster – Donald Duck – Fantasy Zone – G-Loc – Golden Axe – Leaderboard – Mickey Mouse – Shinobi – Solitaire Poker – Sonic Hedgehog – Spiderman: £24.00 each

Many other titles available for Megadrive: Game Gear: NES: Gameboy.
Send SAE for lists and specify which machine or CALL.

(081) 958 1176

Mon to Sat 10.00am - 5.00pm

SENSATIONAL SOFTWARE - SENSATIONAL PRICES

Please send cheques & Postal Orders payable to:

'AMS ELECTRONIC GAMES'

and post to: **'AMS' Games, Dept SNB, 9 Hay Lane, Kingsbury, London NW9 9EL** Mail Order Only.

NB: If your game is out of stock on receipt of order, your cheque will not be cashed and you will be notified of any undue delay within 24 hours of receipt of order. Please call to confirm availability. (081) 958 1176.

ORDERS RECEIVED PRIOR TO 30TH JUNE '92 WILL BE FREE OF POSTAGE & PACKING. GAMES SENT BY RECORDED DELIVERY.

Retail shop due open September. All Mail Order customers purchasing before 31st July '92 will receive a special 5% discount voucher for use off shop prices.

EDINBURGH GAME CENTRE

SEGA MEGA DRIVE | SEGA Master System | SEGA GAME GEAR | SUPER NINTENDO | Nintendo | AMIGA

HARDWARE

Master System II with Sonic	74.99
Megadrive (imported)	119.99
Super Famicom (Scart)	199.99

Phone for price of Famicom games

SEGA GAME GEAR

Sega Game Gear + includes Sonic The Hedgehog	124.99
Sega Wide Gear	16.99
Sega Master Gear (Convertor to play Master System)	22.99
Sega Power Supply	10.99
Sega TV Tuner	74.99
Columns	18.99
Pengo	18.99
Put & Putter	18.99
Castle of Illusion	22.99
Factory Panic	22.99
Halley Wars	22.99
Out Run	22.99
Slider	22.99
Space Harrier	22.99
Wonder Boy	22.99
Axe Battler	24.99
Buster Ball	24.99
Donald Duck	24.99
Galaga 91	24.99
Leaderboard	24.99
Ninja Gaiden	24.99
Space Harrier	24.99
Aleste	26.99
Chase HQ	26.99
Super 12 in 1	38.99
Head Buster	18.99
Psychic World	18.99
Dragon Crystal	22.99
G-Loc	22.99
Joe Montana	22.99
Shinobi	22.99
Solitaire Poker	22.99
Super Monaco GP	22.99
Woody Pop	22.99
Berlin Wall	24.99
Devilish	24.99
Fantasy Zone	24.99
Heavyweight Champ	24.99
Monster World II	24.99
Sonic the Hedgehog	24.99
Alien Syndrome	26.99
Lucky Dime Caper	26.99

SEGA MASTER SYSTEM

After Burner	27.99
Alex Kid Lost	27.99
Alex Kid Shinobi World	27.99
American Baseball	27.99
Back to the Future II	27.99
Bank Panic	12.99
Black Belt	12.99
Blade Eagle 3D	9.99
Castle of Illusion	26.99
Columns	22.99
Enduro Racer	9.99
F16 Fighter	15.99
Ghost House	12.99
Ghouls n Ghost	27.99
Global Defence	12.99
Golden Axe Warrior	29.99
Heavyweight Champ	22.99
Joe Montana Football	27.99
Lord of the Sword	27.99
Mercs	29.99
My Hero	12.99
Operation Wolf	27.99
Rescue Mission	9.99
Super Tennis	9.99
Teddy Boy	9.99
Wonder Boy	22.99
World Soccer	22.99
Zillion	12.99

SEGA MEGADRIVE

Art Alive	29.99
Burning Force	34.99
Eswat	34.99
Gain Ground	34.99
Joe Montana	32.99
Test Drive II	32.99
688 Attack Sub	34.99
Battle Squadron	34.99
Bonanza Bros	32.99
Robocod	34.99
Shadow Dancer	32.99
Toe Jam & Earl	34.99
Shadow of the Beast	39.99
California Games	34.99
Castle of Illusion	34.99
Columns	26.99
Dick Tracey	34.99
Fantasia	34.99
Golden Axe II	34.99
Last Battle	29.99
Pacmania	34.99
Phantasy Star II	49.99
Sonic The Hedgehog	29.99
Whip Rush	29.99
Arrow Flash	29.99
Super Master Golf	34.99
Phelios	34.99
Ghouls n Ghosts	34.99
Fighting Master	34.99
Marble Madness	32.99
Road Rash	32.99
Magical Hat	25.99
Block Out	29.99
Sword of Sudan	34.99
Super Thunderblade	29.99
Pitfighter	39.99
Varis	39.99
F22 Interceptor	34.99
Double Dragon II	36.99
Streets of Rage	34.99
World Cup Soccer 92	34.99
2 Crude Dudes	34.99
Kid Chameleon	34.99



FREE MEMBERSHIP TO THE GAMES CLUB

All new members will be entered into a draw for a Commodore Amiga 500

SALES, PART EXCHANGE, HIRING

SEND OR PHONE FOR PRICE LIST



EDINBURGH GAME CENTRE

34 QUEEN CHARLOTTE STREET, EDINBURGH EH6 6AT

TEL: 031 555 4886 FAX 031 557 4365

Access | VISA

OPENING HOURS: Mon-Fri 10am till 8pm Sat/Sun 10am till 6pm FREE Postage and Packaging for all cartridges (add £5 for consoles)

second slope and enter the cave. Take the orange path and you will come across a dragon. If you have the dove, the dragon will give you the Ring of Intuition.

Ring of will

Thieves are the key. Go to the thieves' haven and visit the thieves' guild. Talk to Keef the thief about your quest. Go to the asylum and talk to the inmates about your quest. Now visit the island at Ø'7",19'2".

If you have killed the fire swamp witch, you may gain an audience with the great Fen Ho in Fenopolis. Talk to him about your quest.

Enter the citadel in Protector city and then go to the dark forest to find a talking bear who lives in a hut at 33'8",1Ø'5". Talk to him.

Return to the citadel and give the honey to the protectors, but make sure you get a contract.

Return to Fenopolis and show the contract to Fen Ho. Now visit the island at Ø'7",19'2" and find the cave which contains a maze. Work your way through the maze to the tree chamber, and search the tree for a leaf.

Return to thieves' haven and show the leaf to Keef. Return to Cathedral and fight Yoppa for the Ring.

Ring of calling

Talk to Slice at the guild of Pieces in Division (he's standing in front of the podium). Go to the cave at 3Ø'1",5'4" and talk to the old man. Now go to the Pirate hole at 3Ø'18" and search the rooms until you find a note. Visit Magicnia and talk to the merchant in the general store about his city.

Collect five pirate flags by defeating pirate ships at sea and then return to Magicnia and use the flags at the general store. Go to the tavern in Division and talk to the pirate. Show him your half of the map and he'll ask if you'll buy his half of the map. Answer "yes" and he will sell it to you.

When you have both sections of the map, you will be able to find the sunken ship. Zoom in on the sunken wreck. Find the chest that contains the crystal ball.

Give the ball to the man in the cave and he'll give you the Ring of Calling.

Ring of thought

Read the tome given to you by the priest in the City of the Mind and go to Cathedral and enter the huge temple. Talk to the priest standing in the west corner and then talk to all the priests. Search the bookshelves near the Perfection expert and find a scrap of paper which mentions a goblet and a skull.

Now go to the locations mentioned on the note and get the goblet and the skull. Visit Bob at 3'5",22'2" and show him the note.

Stand between the temples in the Celestial City at 26'3",15'4" and zoom in on the ladder. Climb down the ladder and talk to the priest. When he asks you about the riddle, show him the sorcerer's symbol and then climb down the ladder and show the whip to the second priest. Show the skull to the third priest and show the goblet to the fourth priest, the fifth priest requires the ruby. Now go through the doorway and find the Ring of Thought.

Ring of blood

Go to the City of the Blood in the SE end of the continent, south of Division.

Enter the necromancers' guild and talk to the necromancer about your quest. Go to the casino at 24',21" and talk to poor Amo about the quest and then bribe him. Go immediately to 16'3",11'4" and zoom in to find Carl (the tall one) in Division. Talk about his job and bribe Carl to get more info from him. Go to the City of the Mind and enter the lobotomy club. Talk to Mean Dean about his job and then fight him for a note.

Go to the powerlord's base of operations at 28',18", use a dragon to scale the wall and enter the building, fighting any guards.

Search the bodies of the guards and take the twisted key. Now find your way to the second level of the base and use the twisted key to open the locked door. Inside is the powerlord's diary, take it.

Fight the powerlord's main deputy and get the crowned key from his twitching corpse. Use the key to enter the war room, fight Abattoire (powerlord), his personal guards and his dragon (very difficult) and get the key to the crypt.

Journey to 13'2",1'7" and fight your way to level three where you will find Motarin. Fight for the Ring of Blood.

Ring of mutation

This ring requires you to visit the enchanters' guilds in thieves' haven, Magicnia and Richi. In each, talk to the guildmaster about your quest. Now go to each of the Inns and show the picture to the upstairs maid. When you find the right one, she will transform into the Ring of Mutation.

Ring of perfection

Talk to the expert on Perfection in the library in Oxbridge about your quest, then go to the library in Perfection and find a note about the Ring of Perfection.



In Cathedral there is a monk who you should talk to about your quest, then go ahead and search the shelves near him for a book about the chamber of perfection.

Now go to the Celestial City. During the day, converse with the Sun priest in the temple of the Sun about your quest. He will direct you to a man in the library; talk to him about your quest. Search the shelves for a factory pass and then go straight to Blood and find the factory at the graveyard on the hill. If you have the factory pass, the guards will let you in.

Talk to the factory master and get the embalming fluid from him. Give it to the Sun priest in the Celestial city.

Go to the third floor and use the key to open the chest and get the Sun Gem.

At night, go to the temple of the Moon and talk to the moon priest about your quest. Go to Sparta and show the moon priest's request to the Marshall. Now amble over to the arena and fight the bear and the dragon. Return to the Marshall and talk to him again

Find the foam pool in the Temple of the Moon and search it for the moon gem. Go to the chamber of Perfection, Fezzik is here. Show him the Moon Gem and the Sun Gem and then fight Fezzik for the final ring, the Ring of Perfection.

The final sequence

Have a chin wag with the priests in Cathedral about your quest and go to 2Ø'11" to visit Mr Belmont. Talk to him about the quest.

Search the desert fortress of Mesa until you find the log of the founder of Mesa.

Return to Mr Belmont's house and show him the log.

Find a bandit ID card in a bank vault in the basement and the Holy Seal in the bandit hole treasury.

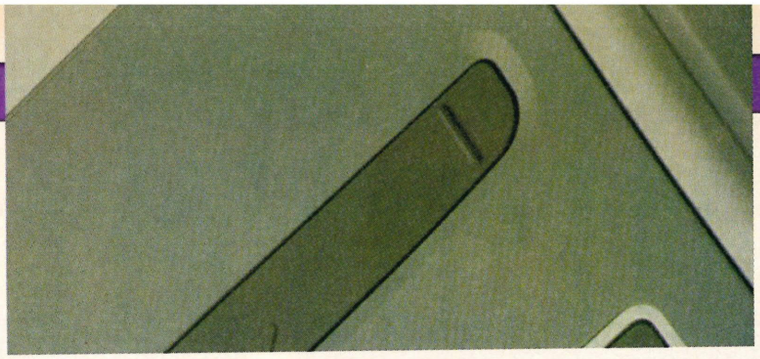
To retrieve it, go to the bandit hole (3Ø',18") and fight, bribe and sneak your way through the back entrance. Show your ID card to enter. Lenny is the treasure room guard, he will let you in if you helped him back in Speed. Go in and get the Holy Seal, then fight Mr Belmont on the way out.

Fly to the fount of Heaven and use the Holy Seal in the entrance. You must have all 11 rings.

Darius is here and will attack you. He is possessed by the void, but you must defeat him to win the game and complete this epic Mega Drive RPG.







SENSATIONAL SUPER NES GIVEAWAY!



Flushed with the recent launch of the Super NES, Club Nintendo are offering a lucky Console XS reader the chance to win a complete system incorporating two control pads, a power pack, a copy of *Super Mario World* and of course the sleek new European Super NES.

The Super NES represents state-of-the-art technology and is capable of sprite scaling and full screen rotation. Furthermore, it has a sound chip that will blow you away. Amazing graphics, devastating sound and unbelievable games are just a competition entry form away.

In addition, to the Super NES, there are ten Nintendo Helpline sweat shirts for the runners up.

What to do

All you have to do to stand the chance of winning a fabulous Super NES is answer the three questions below and fill in the form with your name, address and phone number. If your copy of Console XS is too precious to cut up then you can always photocopy the form or send in a postcard with the details printed in capitals. Either way, send your entries to Super NES Compo, Console XS, 7a Wicker Hill, Trowbridge, Wiltshire BA14 8JS. The closing date is June 30th, so be sure to enter quickly in order to guarantee your chance as a winner.



The questions

Following are the three simple multiple questions you must answer:

1. Between what hours is the Nintendo Helpline open?

A. 7.00am-11.00pm
B. 12.00am-8.00pm
C. 12.00pm-12.01pm

2. The Super NES will have an excellent light gun accessory available which uses infra red signals to create pinpoint accuracy, what is this bazooka called?

A. Uzi 9mm
B. Mr Shooty
C. Super Scope 6

3. What profession does Nintendo's cult character, Mario, practice?

A. Plumbing
B. Merchant banking
C. Games reviewing

COMPETITION ENTRY FORM

My answer to the most excellent Super NES competition are as follows:

Question 1
A ☐
B ☐
C ☐

Question 2
A ☐
B ☐
C ☐

Question 3
A ☐
B ☐
C ☐

Name.....
Address.....
.....
Phone number .....

Tick the appropriate boxes on this coupon and send it (or a photocopy) to Super NES Compo, Console XS, 7a Wicker Hill, Trowbridge, Wiltshire BA14 8JS. All entries must be in by June 30th.

The many faces













Isn't it time you joined the in crowd?

of SegaPro...





Subscribe now to Britain's biggest, brightest and best-selling Sega magazine and recieve a copy of The Complete Sega Solution plus membership to the SegaPro club absolutely FREE!

The Complete Sega Solution, which has an RRP of £9.99, is a comprehensive collection of tricks, tactics and playing solutions for over 120 top Master System and Mega Drive games. It's an essential companion to your game playing. And it's FREE when you subscribe to SegaPro!

The SegaPro club card entitles you to a whopping 5% off prices in the SegaPro Savers pages (see magazine for details).

Take out a 12 month subscription to your favourite Sega magazine for just £23.40 and claim your copy of The Complete Sega Solution plus membership to the SegaPro club. You know it makes sense.

SegaPro Subscription Form

Yes, yes, yes! I wanna be in the know... that's why I'm plugging into SegaPro (and recieving a FREE copy of the Complete Sega Solution worth £9.99 and FREE membership to the SegaPro club).

Subscription required *please indicate your choice*

☐ **UK £23.40** ☐ **Europe £33.40** ☐ **World £43.40**

I would like the subscription to start from issue number.....

Name ..... Signature.....

Address .....

Postcode ..... Phone number.....

Method of payment *please indicate your choice*

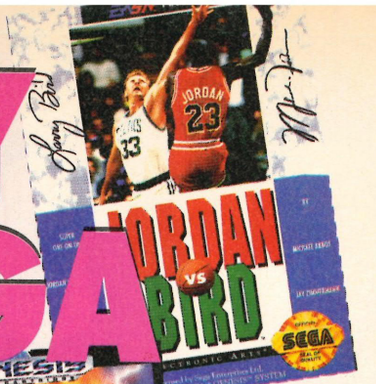
☐ **CHEQUE / POSTAL ORDER**
Please make payable to Paragon Publishing Ltd

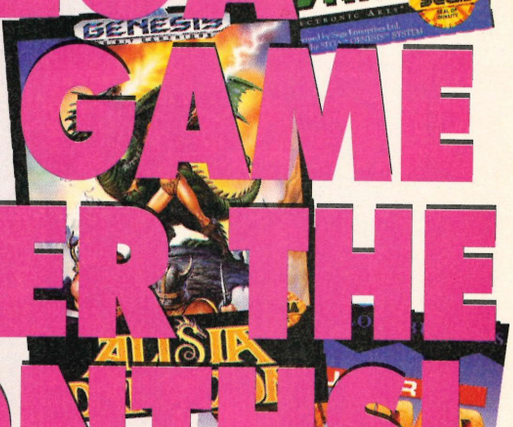
☐ **CREDIT CARD** **Expiry date___/___/___**

Card number _____/_____/_____/_____

Please return this coupon (together with your cheque / PO if applicable made payable to Paragon Publishing Ltd) in an envelope to the following address: SegaPro Subs, Paragon Publishing Ltd, FREEPOST (SN 1543), Trowbridge, Wiltshire BA14 8YA. It won't cost you a penny in stamps if posted in the UK. Alternatively call our credit card hotline on 0225 765086 now.

WIN EVERY OFFICIAL SEGA MEGA DRIVE GAME RELEASED OVER THE NEXT SIX MONTHS!









Unbelievable, but true! You could walk away with six months worth of Sega software by entering the simple competition below. It's not just any old games up for grabs, but the very latest official UK releases. In a typical month you can expect three or four new games, so in six months you could have a whopping collection of over 20 carts! At around £40 a cart, that's a total of £800 of software you could win. Now that can't be bad!

COMPETITION ENTRY FORM

My answers to the Software Stash competition are as follows:

Question 1

A ☐
B ☐
C ☐

Question 2

A ☐
B ☐
C ☐

Question 3

A ☐
B ☐
C ☐

Name .....
Address .....
.....
Phone number .....

Tick the appropriate boxes on this coupon and send it (or a photocopy) to Mega Drive Software Stash, Console XS, 7a Wicker Hill, Trowbridge, Wiltshire BA14 8JS. All entries must be in by June 30th.

Calls cost 36p a minute cheap rate and 48p a minute at all other times. Please get permission from the person who pays the phone bill before calling.

To stand any chance of winning this superb software stash, dial 0891 662562 and listen to three easy multiple choice questions on the recorded message. Fill in the coupon to the left (or use a photocopy if you don't wish to cut up Console XS) with what you think are the correct answers. Alternatively, submit your answers on a postcard or the back of a stuck-down envelope. Send your entry to the address provided in the coupon. The first correct entry pulled out of the box at the end of June wins the lot!



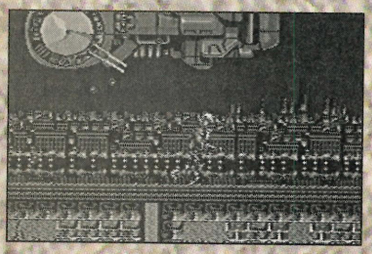
BUSTERS INDEX

Aleste (Mega Drive) 125
Arnold Palmer Tournament Golf (Mega Drive) 120
Bad Dudes (NES) 119
Battletoads (NES) 116
Bio-Ship Paladin (Mega Drive) 125
Bonanza Bros (Mega Drive/Master System) 123
Calibre.50 (Mega Drive) 125
Captain Planet (NES) 122
Castlevania (Game Boy) 122
Dangerous Seed (Mega Drive) 125
Dark Castle (Mega Drive) 125
Desert Strike (Mega Drive) 125
Devil Crash (Mega Drive) 119
Double Dragon 2 (NES) 118
Dynamite Duke (Mega Drive) 122
Earnest Evans (Mega-CD) 116
El Viento (Mega Drive) 122
ESWAT (Mega Drive) 123
F-1 Circus (Mega Drive) 117
Faery Tale Adventure (Mega Drive) 124
Fantasia (Mega Drive) 122
Fatal Rewind (Mega Drive) 125
Final Fight (Super NES) 125
Flicky (Mega Drive) 125
Fortress of Fear (Game Boy) 119
Gaiares (Mega Drive) 125
Ghosts 'n' Goblins (NES) 120
Go! Go! Tank (Game Boy) 123
Golden Axe II (Mega Drive) 117
Gradius (NES) 118
Gradius III (Super NES) 120
Granada X (Mega Drive) 125
Gunsmoke (NES) 117
Heavy Nova (Mega-CD) 117
Hellfire (Mega Drive) 119
Jackie Chan's Action Kung-Fu (NES) 119
James Pond II (Mega Drive) 118
Kabuki Quantum Fighter (NES) 119
Kid Chameleon (Mega Drive) 125
King's Bounty (Mega Drive) 120
Last Ninja (NES) 125
Life Force (NES) 118
Little Maruko Chan's Shopping (Mega Drive) 118
M1 Abrams Battle Tank (Mega Drive) 120
Maniac Mansion (NES) 125
Marble Madness (Mega Drive) 125
Master of Weapon (Mega Drive) 125
Mercenary Force (Game Boy) 119
Mercs (Mega Drive) 122
Midnight Resistance (Mega Drive) 125
Nemesis (Game Boy) 118
Nostalgia 1907 (Mega-CD) 116
Out Run (Mega Drive) 124
Pilot Wings (Super NES) 123
Pit-Fighter (Mega Drive) 124
Punch Out! (NES) 123
Q-Bert (Game Boy) 116
R-Type (Game Boy) 118
Rainbow Islands (NES) 119
Robocop (NES) 119
Rockman 4 (NES) 116
Rolling Thunder 2 (Mega Drive) 125
SD Valis (Mega Drive) 117
Shadow of the Beast (Mega Drive) 125
Slider (Game Gear) 120
Sol-Feace (Mega-CD) 117
Solar Jetman (NES) 120
Sonic the Hedgehog (Mega Drive) 125
Space Harrier (Game Gear) 116
Space Invaders '90 (Mega Drive) 120
Steel Empire (Mega Drive) 125
Stormlord (Mage Drive) 125
Streets of Rage (Mega Drive) 124
Super Fantasy Zone (Mega Drive) 117
Super Fire Pro Wrestling (Super NES) 116
Task Force Harrier Ex (Mega Drive) 118
Teenage Mutant Hero Turtles (NES) 119
Teenage Mutant Hero Turtles II (NES) 119
Thunderforce III (Mega Drive) 125
Thunderfox (Mega Drive) 125
Toki (Mega Drive) 125
Totally Rad (NES) 125
Turrican (Mega Drive) 122
Valis III (Mega Drive) 124
Wani Wani World (Mega Drive) 125
Wardner Special (Mega Drive) 125
Where in Time is Carmen Sandiego? (Mega Drive) 125
Wonderboy III (Mega Drive) 125
Zany Golf (Mega Drive) 125
Zoom! (Mega Drive) 124

SUPER FIRE PROWRESTLING
Super NES

Watch mode
Ever wish your wrestler could be secretly controlled by the computer when fighting someone else? Well, here's how you do it. While you're selecting your character from the Exhibition match screen, hold down button X. The wrestler will now be under computer control. Both players can do this, so that you can choose a computer versus computer match, or a computer-controlled tag-team via this method too.

Bleeding referee
Did you know you can give the ref the same punishment as the other players? If you run at the ref, using run or hammer throw for instance, the wrestler will occasionally bump the ref to the canvas. Sometimes he'll even start bleeding. This can prove very useful as he is unable to take counts while on the deck.



EARNEST EVANS
Mega-CD

Level skip
You'll first of all have to get to stage six. Now climb up the left wall to the top and suddenly the screen will go black. Now you'll find yourself warp to the big guy in charge of the whole game. Don't forget, you'll need to be really proficient to beat this guy as he's supposed to appear later in the game. After a long haul, you should defeat him and see those long-awaited story screens.

ROCKMAN 4
NES

Jet push
It's not very useful, but you can get pushed by the jet. Summon the jet then face it head-on by sliding underneath it. Now get Rockman to touch the jet and he'll be pushed along by it. Weird!

Flying Rockman
Did you know you can fly in the air using the boat? Well, get on the marine boat and move to the surface when the water moves up and down on the Diveman stage. When the water sways back down, the boat will be left in the air and able to fly!

Extra energy
Go left on the first stage of Doctor Kosuck and you'll find there's a hidden energy can that you'd normally miss.

Controlled bombs
Rockman can explode drill bombs whenever and wherever he likes. Firstly, discharge a bomb as usual, then press button B when you wish to explode it.



FIGHTING MASTERS
Mega Drive

Same players
Fighting Masters can be infuriating in two-player mode as you cannot normally both choose the same character, even if you both prefer the same monster. Try this to help you out. 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.

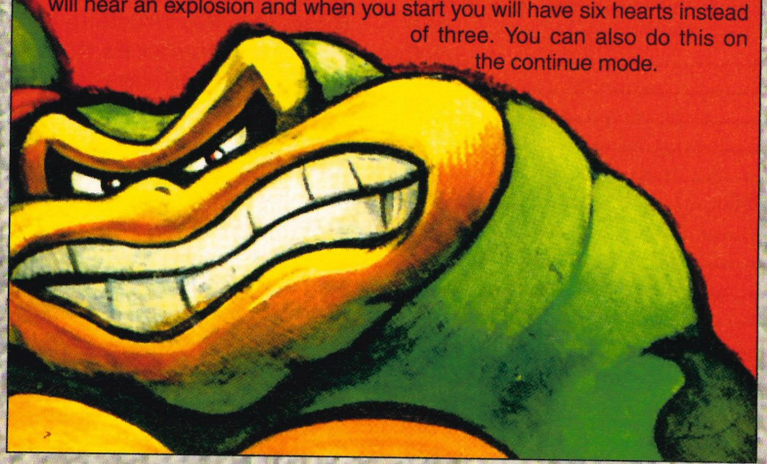
Monitor mode
On the title screen, press A, B and START on the second joypad whilst holding START on the first joypad. You will now be taken to a secret programmer's screen where you can look at the code of the game and hear sounds from the game. It's of no practical use, but is quite an underhand trick.

BATTLETOADS
NES

Level skip
On level one, there is warp zone at the top of the first rock. Just walk on up there and you will see a Mega Warp screen. The second warp is on the *R-Type*-like shoot-'em-up bit, the third level. It's on the second half at the bottom. Watch out, though, because it's right before the barrier, so you really have to hope you get the right one. The last one is on the second stage of level six. You may need to get the first snake as the warp zone disappears after you arrive.

Ride the dragon
You can get on the dragon that you encounter during the latter half of level one. Take the stick sword from the tool worker by beating him up. Now use the sword to kill the dragon. Now lie on the dragon and press A, and you'll be able to ride it. You can now control the dragon using B for breathing fireballs and continually pressing A to fly.

Extra lives
On the title screen push DOWN on the joypad and press A, B, START. You will hear an explosion and when you start you will have six hearts instead of three. You can also do this on the continue mode.





NOSTALGIA
Mega-CD

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.

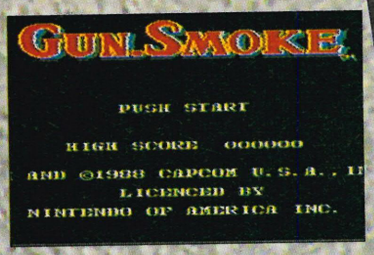


SPACE HARRIER
Game Gear

Change difficulty
To play the game in easy mode, hold down button TWO while turning on the GG. To play in hard mode, with faster planes, hold down button ONE whilst turning on.

Q-BERT
Game Boy

View Q-Bert movie
On the title screen press RIGHT, UP, B, A, DOWN, UP, B, DOWN, UP and B. You will then be presented with the *Q-Bert* movie. mildy entertainment.



GUNSMOKE
NES

Unlimited ammo
On the title screen press RIGHT, RIGHT, RIGHT, RIGHT, SELECT, SELECT, SELECT, SELECT, RIGHT, RIGHT and then begin the game. You'll be given a machine gun with plenty of ammo to help you rid the townships of pesky bandits!



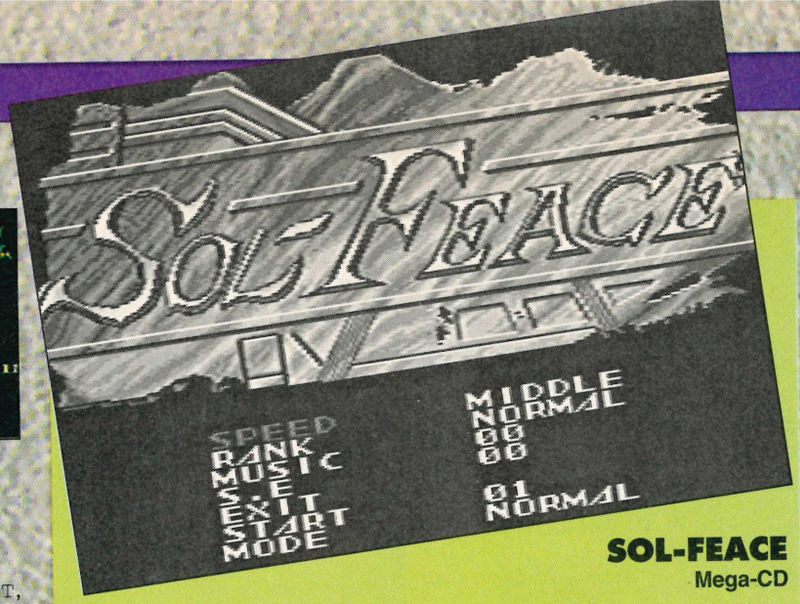
F-1 CIRCUS
Mega Drive

Skip training
Training mode can get boring but you can easily skip it by doing this. Select step one of training, straight/corner. As the starter counts down and gets to zero, shift the gear into reverse. Now drive backwards along the curse and you will clear the training step with a good lap time. If you continue to clear all steps like this, at the end of training six teams will try to sign you up.

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

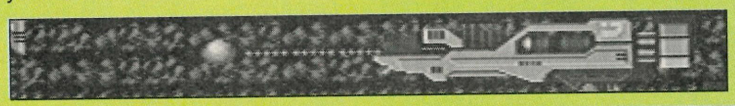
Sound test
On the title screen, press START whilst holding A and you will be taken to a new screen where you can listen to the background music (BGM) and sound effects (SE). Directional keys will let you select the sounds.

Reduced laps
This only works in the final, but if you press DOWN and A on the course settings screen, it will reduce the number of laps you have to complete to two.



SOL-FEACE
Mega-CD

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). Now if you restart while keeping A pressed, you'll be invincible.

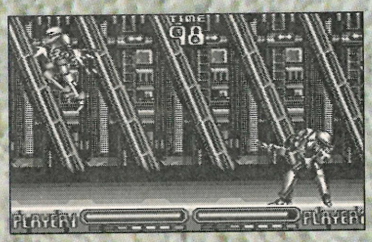


Change weather
Sometimes, you may not get very good weather for a race, but it's easy to change. Go to the course settings screen and press UP and START for sunny weather, or DOWN and START for cloudy weather.

GOLDEN AXE II
Mega Drive

Stage select
Press START while simultaneously pressing A, B and C when the demo is on. Select Options. Tap B and C together while holding A. Select Exit with the cursor. Again tap B and C together while holding A. Select the Play choice. Again tap B and C together while holding A. Select Normal Game with the cursor. Again tap B and C together while holding A. Select your favourite character while keeping A pressed. Press B, C and UP together while pressing A. You will now see a number on the screen. Select the stage with the A and B buttons, then press START to enter that stage. (You must keep button A depressed throughout the whole cheat till the stage number appears onscreen.)





HEAVY NOVA
Mega-CD

Hidden bonus points
In a versus battle against an end-of-level guardian, if you manage to kill him without losing any energy, you'll receive a massive 1,000,000 points – a perfect bonus score.



SD VALIS
Mega Drive

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!

SUPER FANTASY ZONE
Mega Drive

Level skip
You'll need two joypads connected to the machine to make this work. Pause the game by pressing START on the first joypad. Now press B on the second joypad while pressing the DOWN-LEFT diagonal and START. The word PASS will be displayed onscreen, so press C on the first joypad and you will suddenly move to the second round.

Invincibility
As with the level skip, you'll need two joypads connected to the machine to make this work. Pause the game by pressing START on the first joypad. Now press B on the second joypad whilst pressing the DOWN-LEFT diagonal and START. The word PASS will be displayed onscreen, so press B and you'll be able to alternate between No Hit and Free Play. Release pause to activate them. No Hit means you'll be invincible, Free Play mode means you'll die from collisions but have unlimited ships.

Clear level
As with the level skip, you'll need two joypads connected to the machine to make this work. Pause the game by pressing START on the first joypad. Now press C on the second joypad whilst pressing the DOWN-LEFT diagonal and START. Now unpause the game and you'll notice that all the bases on the level have been destroyed and you will confront the level guardian.

Increased gold
As with the level skip, you'll need two joypads connected to the machine to make this work. Pause the game by pressing START on the first joypad. Now press A on the second joypad whilst pressing the DOWN-LEFT diagonal and START. When you return to the game, you'll find you have a gold value of $99,999,999.

Hidden music
By continually pressing A, B, C and START on the title screen, you can listen to the original *Fantasy Zone* theme tune. Surely for die-hard fans only?



JAMES POND II
Mega Drive

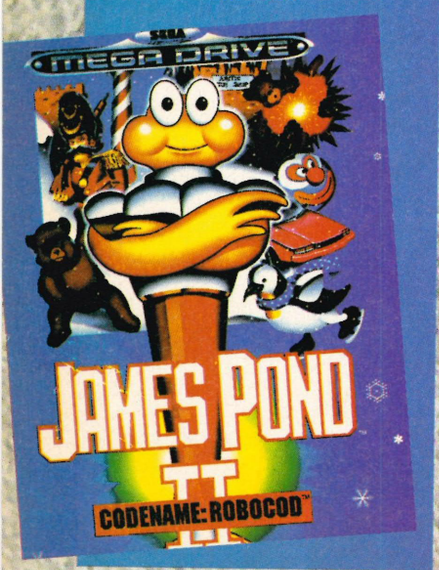
Level select
On the title screen, push A, C, DOWN, LEFT and then START. You should now be taken to an options screen from where you will be able to choose your starting level.

Secret rooms
The first is at the beginning of the underwater pirate ship level. When you start the level, you should be standing by the anchor. Go up and over the galleon with a monkey's head on it and down the other side. You should now be able to go into the bottom of the stern of the ship into a bonus level with lots of taps to collect.

The next is on the following level with the bars of soap on it. After you've been on the moving bar of soap platform, you come to some floating rubber ducks. Jump just to the left of the first duck (between it and an umbrella) and you will get onto the invisible lift that takes you to a bonus level.

The next tip is for the same level. At the end, when you can see the exit, jump onto the yellow stack of soap bars where one bar is out of place, then jump again to catch the lift to the high bonus.

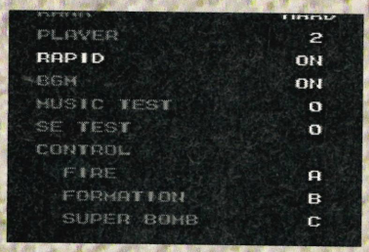
The last tip is a secret room found on the teddy level. Get the wings and fly to the top exit that leads to the room with magicians' faces. Then don't go into the exit but down and through the pink fluffy block and, hey presto!, a secret room. Fly around and collect the bonus bits and then go to the top right of the room. Go through the striped wall and down to collect three stars.





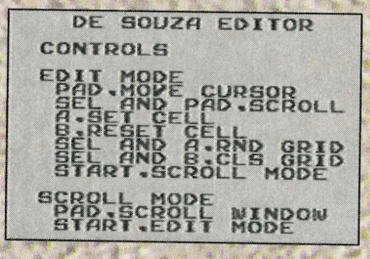
LITTLE MARUKO CHAN'S EXCITING SHOPPING
Mega Drive

Sound test
Push UP and A simultaneously on the title screen to get to the sound test screen where you can listen to 54 songs and sound effects.



TASK FORCE HARRIER EX
Mega Drive

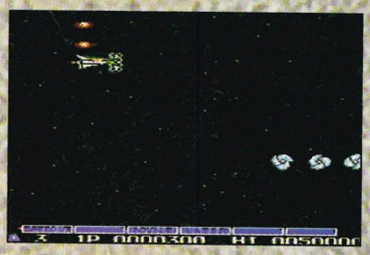
Extra options
On the title screen place your cursor over the Config option. Now push UP, DOWN, LEFT, RIGHT, A and C, then B and START simultaneously. You'll now pop into the Config menu and see some new options. You'll get Wide Screen, which moves the status display from the side to the top; Extra Items, which gives you full power-ups; and Stage Select.



R-TYPE
Game Boy

Graphics editor
Here's a completely useless cheat. When the high scores appear, hold LEFT, DOWN, A and B together. If you're successful, a novel graphics utility called DeSouza Editor will appear.

Options menu
On the title screen press DOWN and SELECT simultaneously to open the options screen where you will be able to change the difficulty levels and sounds.



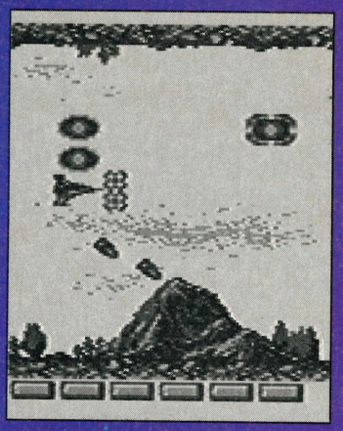
GRADIUS
NES

Full weapons
Pause the game and push UP, UP, DOWN, DOWN, LEFT, RIGHT, LEFT, RIGHT, B, A, START. This should allow you to utilise the weapons to their full. Sadly, it can only be used once per game.



LIFE FORCE
NES

Extra lives and continues
On the title screen push UP, UP, DOWN, DOWN, LEFT, RIGHT, LEFT, RIGHT, B, A, START to get 3Ø lives and 4 continues.



NEMESIS
Game Boy

Full weapons
As with *Gradius* on the NES, pause the game and push UP, UP, DOWN, DOWN, LEFT, RIGHT, LEFT, RIGHT, B, A, START. This should allow you to utilise the weapons to their full. Sadly, this can only be used once per game.

Extra speed and shield
Press PAUSE, then B, B, B, B, B, A, A, A, A, A, and restart the game for three speed-ups and a shield.

Lose weapons
Press PAUSE, UP, SELECT, DOWN, SELECT, LEFT, SELECT, RIGHT, SELECT, SELECT, SELECT and restart the game to get rid of the power-ups!

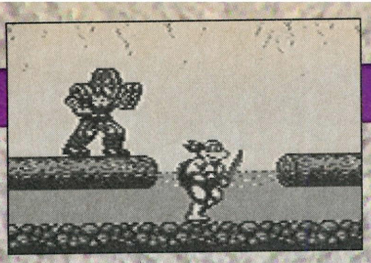
Lose powers
Press PAUSE, A, LEFT, A, LEFT, A, LEFT, A, LEFT and restart to cancel any powers you currently have.

DOUBLE DRAGON 2
NES

Extra continues
To make use of some hidden continues, press the following joypad configurations when the Game Over screen appears. Be sure to remember which round you died on so that you can use the appropriate combination.

UP, RIGHT, DOWN, LEFT, A, B – levels one to three
UP, DOWN, LEFT, RIGHT, B, A, A – levels four to six
A, A, B, B, DOWN, UP, RIGHT, LEFT – (use joypad two) levels seven to nine

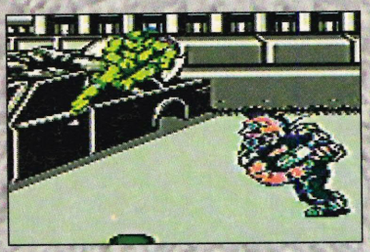




TEENAGE MUTANT HERO TURTLES
Game Boy

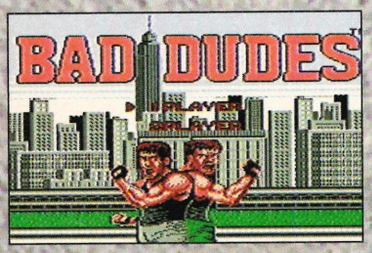
Full energy
Pause the game and push UP, UP, DOWN, DOWN, LEFT, RIGHT, LEFT, RIGHT, B, A, START to revitalise your turtle. It only works once per game.

Practise bonus games
On the stage select screen press A, B and SELECT together, then select the question mark. You are now able to practise the bonus games.



TEENAGE MUTANT HERO TURTLES II
NES

Auto mode
This makes the game randomly select a new player when the current player runs out of energy. Go to the player selection screen, and press DOWN five times if in one-player, or ten times if in two-player.



BAD DUDES
NES

Extra lives
For 64 rather useful lives, on the title screen press B, A, UP, DOWN, UP, DOWN, START.

RAINBOW ISLANDS
NES

Practise levels
On the title screen, as "Press Start" is flashing, press LEFT, B, RIGHT, UP, DOWN, LEFT, RIGHT, B. You will now be able to select a stage to practise on – you won't be able to actually finish any using this cheat.

JACKIE CHAN'S ACTION KUNG FU
NES

Stage select
To achieve this stage select, you will initially have to play the game and lose all of your lives so that the title screen, indicating five continues, is appears. When it does, quickly press UP, UP, DOWN, DOWN, UP, DOWN, B, A, and START on the first controller, and then B on controller two. A number will appear next to Start, this is the stage number you wish to begin on. Press UP or DOWN to change it. Press B again on controller two to change the continues to 99.

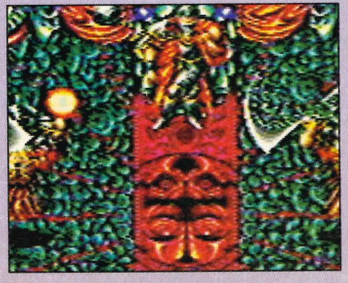


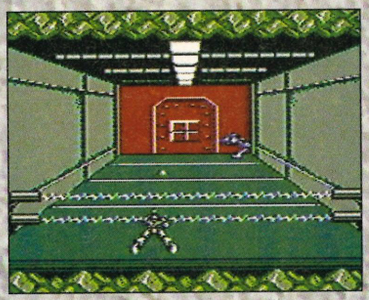
DEVIL CRASH
Mega Drive

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

ALCLAE8ECK

When you do meet the guardian, attack him while he is still on his throne. Forget about the guards: if you do hit and destroy them they will only re-appear again. After a few successful hits the king demon will get up and move around the screen trying to block your attack. Keep on plugging away and you should defeat him. To the right of the screen are 12 red stars. Once the demon has been hit four times one of the stars will go out. Knock out all the stars and you win.



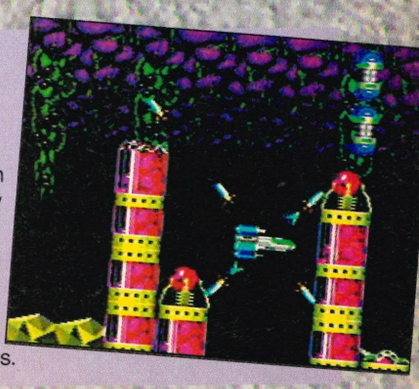


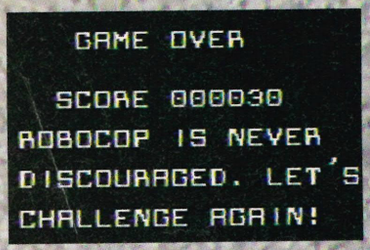
KABUKI QUANTUM FIGHTER
NES

Convert chips to force
If you're fighting an end-of-level guardian and you have more chips than energy, pause the game and press UP. To do the reverse (turn life force into chips), simply press DOWN.

HELLFIRE
Mega Drive

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.





ROBOCOP
NES

Extra continues
When Game Over appears and your conventional continues are used up, press A, B, SELECT and START to allow you to carry on.



MERCENARY FORCE
Game Boy

Extra yen and stage select
On the title screen (the one with the pretty picture), press and hold UP, SELECT, A and B, then release. Press START, and you'll find that you'll be 50,000 yen in credit! Select your characters, then press RIGHT to increase the stage number – be quick, since it will soon disappear! Now with all of that crinkly stuff, you'll be able to boost the energy of each one of your characters to 30! You shouldn't have any trouble now.

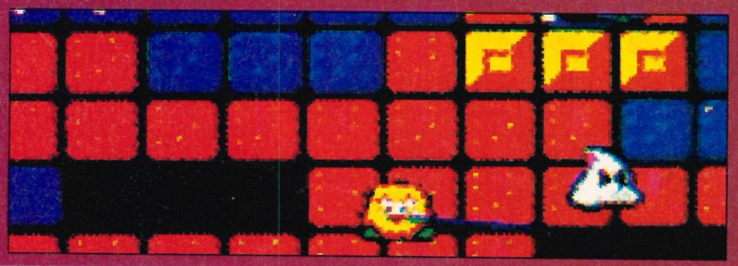
FORTRESS OF FEAR
Game Boy

Extra lives
You will first need to score enough points to get on the title screen. Then enter your name as W♥W. In the next game that you start, you'll have six extra lives!

SLIDER
Game Gear

Level codes

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		





Extra credits
Press button X repeatedly on the title screen for extra credits.

Extra lives
Press and hold LEFT during the title screen and then press button A three times to get 30 lives per credit.

SOLAR JETMAN
NES

Extra lives
On the password screen, enter every letter as Q. Not only will you start off in a bonus Cyberzone, but you will also have ten lives and start on your travels to the tenth planet!





GRADIUS III
Super NES

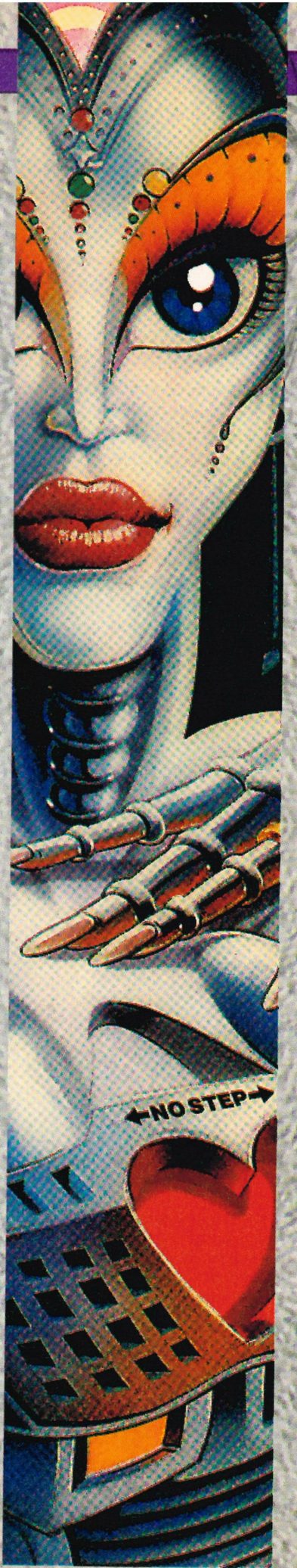
Full power-ups
Here's how to get all the weapons. Pause the game and press UP, UP, DOWN, DOWN, LEFT, RIGHT, LEFT, RIGHT, B, A and then un-pause the game. Now use the LEFT and RIGHT buttons to activate the cheat.

M1 ABRAMS BATTLE TANK
Mega Drive

Unlimited ammo and invincibility
Wait for the demo screen, then press B, B, C, B, C, C, C, B, C, B, B, C and then START. Now you'll be able to blow the hell out of anything in your path but be careful as you can still run out of fuel.

GHOSTS 'N' GOBLINS
NES

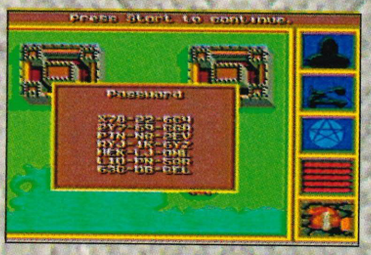
Stage select
On the title screen, hold RIGHT and press B three times, now push UP, B, B, B, LEFT, B, B, B, DOWN, B, B, B. Press START to select the stage.





ARNOLD PALMER TOURNAMENT GOLF
Mega Drive

Hidden game
To access a hidden screen of *Fantasy Zone*, take 1ØØ strokes on any hole without sinking the ball. It should now come up with a Game Over message and that's the cue to press UP, UP, DOWN, DOWN, LEFT, RIGHT, LEFT, RIGHT, A. One screen of Sega's old hit *Fantasy Zone* should now present itself.



KING'S BOUNTY
Mega Drive

Password
This code enables you to have a huge army and only three villains left to defeat:

VRP Ø6 8TQ
FT3 VE M6N
DG1 ZZ 7B1
MOE 8W CQR
WOA BD EHX
DCE FH Y22
VW1 JL MF6



SPACE INVADERS '9Ø
Mega Drive

Stage select
Press A, C and START on the title screen. When the screen goes blank press B, A, C to select the stage.

WIN

CONSOLE CRAZY

PRIZES GALORE

Go games crazy with the best machines on the street. They're yours for good, and only a phone call away.

WIN!!!

WONDERMEGA



RING THIS NUMBER NOW!

0891 919310

Latest and greatest. This is the console with everything. It incorporates a Mega Drive and CD-ROM to give the most powerful combination on the market today. Just released, it could be yours, so give the number a call.

WIN!!!

MEGA-CD AND MEGA DRIVE



RING THIS NUMBER NOW!

0891 919311

What a combination. This is the console everyone is raving about. All the latest CD-ROM games with power, graphics an d sound you won't believe. You've got to have it. Ring now.

WIN!!!

OFFICIAL UK SUPER AND JAP/US CONVERTOR NES

EXCLUSIVE



RING THIS NUMBER NOW!

0891 919312

Released only a few weeks ago, the Super NES is the newest console to hit the streets. With a superb Japanese and US convertor, you can use it to play games from all over the world. An exclusive, so call now...

Calls cost 36p a minute cheap rate and 48p a minute at all other times, and can be made from any phone. Ask permission of the person who pays the bills before calling.

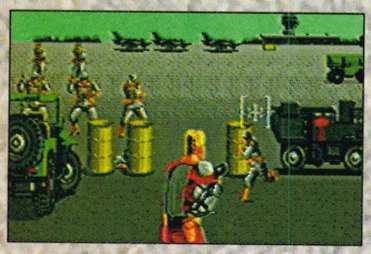


CAPTAIN PLANET
NES

Level codes
763754 – level 1-2
955783 – level 2-1
637511 – level 2-2
148574 – level 3-1
786565 – level 3-2
920272 – level 4-1
799274 – level 4-2
344551 – level 5-1

CASTLEVANIA
Game Boy

Extra life
When you begin, don't whip the first candle, yet whip every other one you find. The eleventh candle will reward you with an extra life!



DYNAMITE DUKE
Mega Drive

Extended options
During the title screen, press START for the option mode to appear. Press C ten times and the START button to enter the new option screen.



TURRICAN
Mega Drive

Super options
Go to options on the first menu, bring up the options menu and take the arrow to the bottom of the screen (place it on exit). Push down on the joypad and press the following key sequence: A, B, B, A, B, A, A, B, A, A, B, A and A. If everything goes to plan a second menu will come up offering you:

1. Choice of level
2. Infinite mines
3. Grenades
4. More time
5. Power
6. Spirals
7. Extra lives



EL VIENTO
Mega Drive

Obtain magic
Start a game then press PAUSE. Now press UP, LEFT, RIGHT, DOWN and C to increase your magic by one. Repeat five times to power up all your magic.

Slow motion
Start a game then press PAUSE. Now press UP, LEFT, RIGHT, DOWN and A to slow down the game.

Stage advance
Start a game then at any time during the game press PAUSE. Now press UP, LEFT, RIGHT, DOWN and B to advance to the next stage.





MERCS
Mega Drive

Full energy
Find the gold first-aid kit. Let your energy approach maximum and then press PAUSE 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.



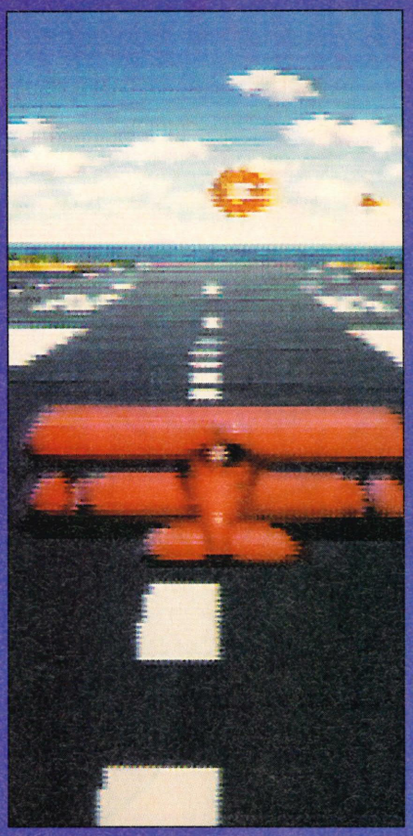
FANTASIA
Mega Drive

Increase lives
There's plenty of opportunity to increase your lives and magic on the water stage. Get to the point where the platforms go up. Jump to the top one and get the extra life. Now get to the point in the level where the magic book is. Pick it up and keep moving right to the treasure chest. Enter the chest and you will be miraculously transported back to the platforms. Repeat this for extra lives.

PILOT WINGS
Super NES

Passwords
If you cannot wait to complete the early stages of this excellent aeriel game then enter these passwords.
985206 – level 2
394391 – level 3
520771 – level 4
108048 – helicopter 1
400718 – level 6
773224 – level 7
165411 – level 8
760357 – level 9
882943 – helicopter 2

Secret bonus stages
On the Rocketbelt and Parachute stages, ignore the rings and try to land on the moving platforms. If you land on the target zone you will go to the bonus stage with a score of 100 points. On the Rocketbelt bonus you are transformed into a winged man and must jump on trampolines. On Parachute bonus you have to high dive into a pool.

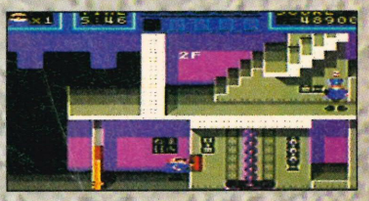


GO! GO! TANK
Game Boy

Invincibility
On the title screen, press LEFT, UP, RIGHT, UP, LEFT, LEFT, UP, RIGHT, UP, LEFT, UP, RIGHT, START to become invincible.

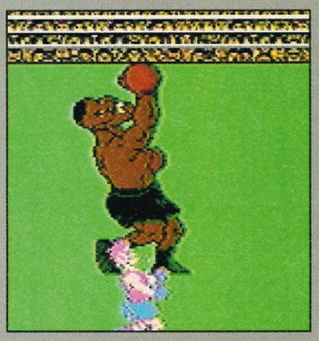
ESWAT
Mega Drive

Level select
When you finish a game and "The End" is displayed, press the DOWN-LEFT diagonal while holding A, B and C, then press START till the music repeats itself. You'll get a level select.



BONANZA BROTHERS
Master System ● Mega Drive

Invincibility
Go to a location with a rake. Step on the rake making sure you get shot at the same time. You should now be invincible and you'll stay that way till you collect some treasure.



PUNCH OUT!
NES

Fight codes
ØØ5 737 5423 – WVBA Minor Champ
777 8Ø7 3454 – WVBA Major Champ
267 853 7538 – World Circuit Title Bout
ØØ7 373 5963 – versus Mike Tyson
135 792 468Ø – another world circuit.

On the last number press SELECT, A and B together.

FOR THE VERY LATEST HINTS, TIPS AND GAME-BUSTING PLOYS FOR THE MEGA DRIVE, MASTER SYSTEM AND GAME GEAR, PHONE THE SEGAPRO TIPS LINE ON

0891 662557

The tips line is updated every week and features the very latest tricks and tactics discovered by the Console XS team.

CONSOLE XS

Calls charged at 36p/min cheap rate, 48p/min at all other times. Please get the phone owner's permission before you ring.

CONSOLE XS



THE FAERY TALE ADVENTURE
Mega Drive

Level code
To play the end game, enter this password:

7R2KUL6RSZXSK6NHGS
DCB72Ø663RI2HO785P

SPACE HARRIER
Game Gear

Level codes
EAGF – level 2
CHFA – level 3
DGBC – level 5
HBGA – level 6
FBHE – level 7
BFCH – level 9
HGDA – level 10
AGEL – level 11

ZOOM!
Mega Drive

Programming tool
Press START when you're on the title screen. Now press UP, UP, DOWN, DOWN, LEFT, RIGHT, LEFT, RIGHT, A, and B on the player select screen. Select Debug on this new hidden screen. If you now play the game and press A at any time, the screen will split into two to reveal the actual hexidecimal code of the game, as used by the programmer when checking (or "debugging") the game.



VALIS III
Mega Drive

Stage select
On the title screen, hold UP and buttons A, B and C, and then press START, holding it down till a blank screen appears and then release it. "Select Map ØØØ" will then pop up, allowing you to choose the stage with the direction button.

View pictures
On the title screen, hold buttons A and C and the UP-LEFT diagonal and then press START. Now you can watch any of the exciting cinema displays (including the ending) without even playing the game.

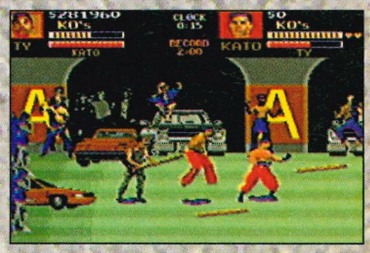






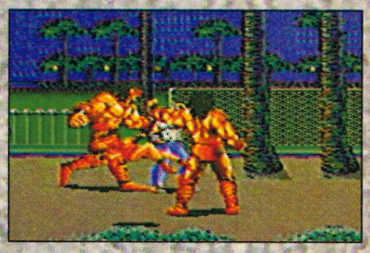
OUT RUN
Mega Drive

Harder game
To give this game more challenge, press C ten times before selecting the options screen. Now when you select the options screen, you will discover a new difficulty level after Pro called Hyper. You will also have faster acceleration on this level.



PIT-FIGHTER
Mega Drive

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.



STREETS OF RAGE
Mega Drive

Extra points
After defeating the boss on level three, use your special weapon before he hits the ground. You will get a bonus of 5000 extra points! Be sure to save your special weapon till you defeat him as timing is critical.

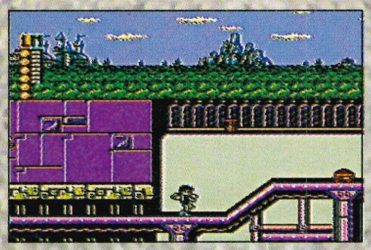
THE LAST NINJA
NES

Invincibility
Just go to the password screen and use all H's except for the fourth to last which should be Ø.



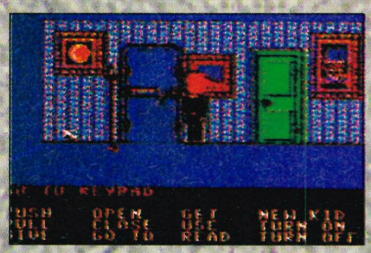
FINAL FIGHT
Super NES

Hidden options menu
Hold down the LEFT and RIGHT keys on the top of the controller and press START. You can change the number of lives, sounds and the difficulty.



TOTALLY RAD
NES

Extra lives
Get to the first green soldier and position yourself so that a massive number of troops come onscreen. Now hold down the fire button and get slaying. You will receive an extra life – up to a maximum of 13 – for every 100 men.



MANIAC MANSION
NES

Destroying the mansion
Go up the stairs and through the security door and go to the fifth strip of wallpaper hanging down. Look for a keypad and select "Use Keypad".

MEGA DRIVE PRO ACTION REPLAY CODES

All the following codes require you to have Datel's revolutionary Pro Action replay for the Mega Drive. Please note, these codes only work with the Pro version of Action Replay, and not the original. If you would like more information on the Pro Action Replay, phone Datel on 0782 744707.

ALESTE (Jap cart)
FFD113ØØØ2 – infinite lives

BIO-SHIP PALADIN (Jap cart)
FFF2E8ØØØ3 – infinite lives

CALIBER.5Ø (Jap cart)
FF9968ØØØ4 – infinite lives

DANGEROUS SEED (Jap cart)
FFF4ØDØØØ2 – unlimited energy

DARK CASTLE (UK cart)
FF13ØBØØØ3 – infinite lives

DESERT STRIKE (UK cart)
FF1ØB7ØØØ3 – infinite lives

EL VIENTO (Jap cart)
FFAB3BØØ27 – unlimited energy
FFAB3DØØ27 – unlimited energy

FATAL REWIND (UK cart)
FFEØ21ØØØ2 – infinite lives

FLICKY (Jap cart)
FFD8820ØØ3 – infinite lives

GAIARES (Jap cart)
FFF3E1ØØØ4 – infinite lives

GRANADA X (Jap cart)
FFB457ØØØ5 – infinite lives

KID CAMELEON (US cart)
FFFC3FØØØ3 – infinite lives
FFFC43ØØ5Ø – unlmited diamonds
FFF41ØØØ5Ø – invulnerability
FFFC19ØØØ3 – unlimited energy
FFFC3FØØØ3 – unlimited energy
FFFC55ØØØ3 – unlimited energy

MARBLE MADNESS (UK cart)
FFAC77ØØ39 – infinite lives
FFBØCFØØ39 – infinite lives

MASTER OF WEAPON (Jap cart)
FF1Ø29ØØØ2 – infinite lives

MIDNIGHT RESISTANCE (Jap cart)
FFØC71ØØØ3 – infinite lives
FF6451ØØØ3 – infinite lives

ROLLING THUNDER II (Jap cart)
FFF2ØDØØØ2 – infinite lives

SD VALIS (Jap cart)
FFDØ38ØØØ3 – unlimited eneregy
FFDØ39ØØØ3 – unlimited eneregy

SHADOW OF THE BEAST (UK cart)
FF1A17ØØØC – infinite lives

SONIC THE HEDGEHOG (UK cart)
FFFE12ØØØ3 – infinite lives

STEEL EMPIRE (Jap cart)
FFCB51ØØØ4 – infinite lives

STORMLORD (UK cart)
FFØØ25ØØØ5 – infinite lives

SUPER FANTASY ZONE (Jap cart)
FFØ1D2ØØØ4 – infinite lives

TASK FORCE HARRIER EX (US cart)
FF81Ø8ØØØ4 – infinite lives

THUNDER FORCE III (Jap cart)
FFF329ØØØ6 – unlimited credits

THUNDERFOX (Jap cart)
FFBØØBØØØ1 – unlimited energy
FFBØØDØØCØ – infinite lives

TOKI (Jap cart)
FF1B86ØØØ8 – infinite lives
FF1BD8ØØØ8 – infinite lives

VALIS III (Jap cart)
FFF459ØØØ3 – infinite lives

WANI WANI WORLD (Jap cart)
FF8469ØØØ3 – infinite lives (player 1)
FFA4Ø3ØØØ3 – infinite lives
FF846BØØØ3 – infinite lives (player 2)
FFA46DØØØ3 – infinite lives

WARDNER SPECIAL (Jap cart)
FF8294ØØØ4 – infinite lives

WHERE IN TIME IS CARMEN SANDIEGO? (UK cart)
FFD77AØØ1E – unlimited time

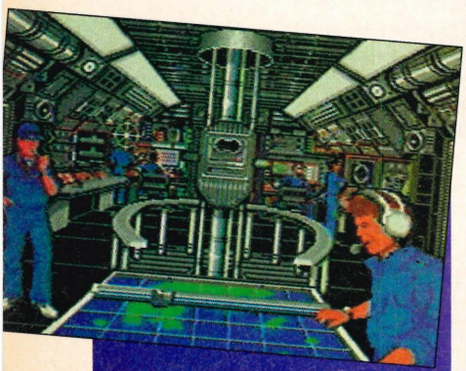
WONDER BOY III (Jap cart)
FFC886ØØØ4 – infinite lives

ZANY GOLF (UK cart)
FFE9A2ØØØ5 – infinite lives

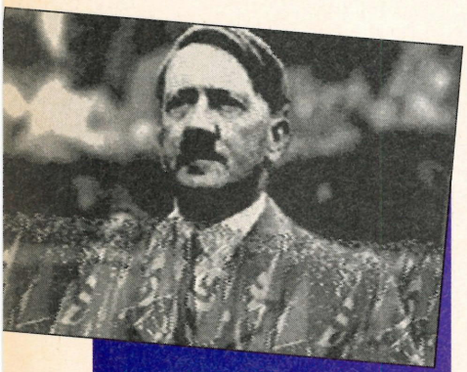
The CONSOLE XS guide to everything Sega and Nintendo starts here. On the following 30+ pages we list every single game released for Sega and Nintendo in the UK. If it's out in the UK, it's in the CONSOLE XS software rundown.

To aid you in your quest for the ultimate gaming experience, every game comes complete with its very own set of ratings, and a short synopsis.

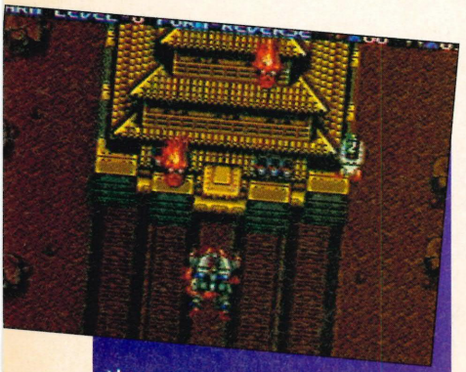
To whole listing is coloured coded for each machine, so make sure you know what format you're looking at.



688 Attack Sub



Advanced WW2 Sim

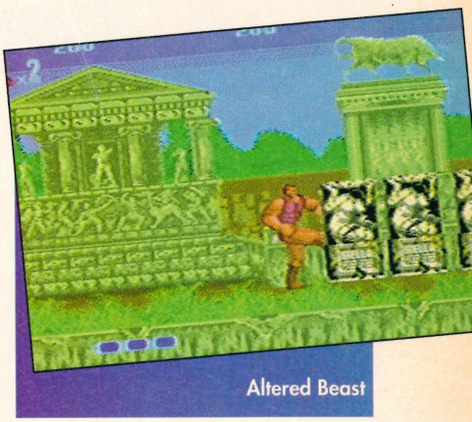


Aleste

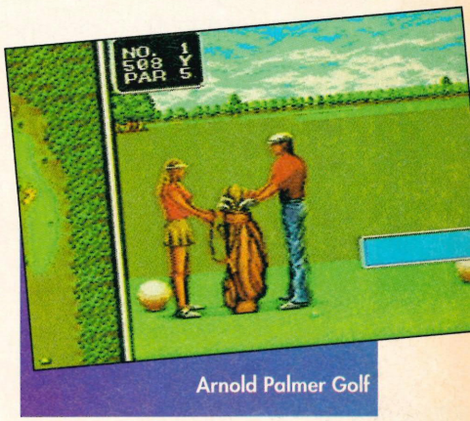
MEGA DRIVE | MASTER SYSTEM | GAME GEAR | NES | GAME BOY

GAME NAME	PRODUCER	PRICE	RATINGS					GAME DESCRIPTION
The name by which it is best known in this country.	Company on the front of packaging.	Or import if not officially avaiable.	GRAPHICS	SOUND	GAMEPLAY	CHALLENGE	OVERALL	A quick synopsis of what type of game it is, how it plays and whether you should add it to your collection.
688 ATTACK SUB	SEGA	£39.99	82	37	80	83	83	Submarine sims are few and far between, but this little beauty shows that it is possible to do a credible job. It's very hard to get into, but the effort is worth it as this will last for ever.
ABRAMS BATTLE TANK	SEGA	£39.99	80	57	76	83	80	If you like tanks, and have a few O-levels in your pocket, then this could tickle your fancy. The graphics are impressive and the sound functional, but the real delight is in controlling the massive tank.
ADVANCED WW2 SIMULATOR		IMPORT	85	20	68	92	76	Now this is one difficult game to play. You'll need a strong knowledge of the Japanese language to grasp this. Pity really, because there's a great game hidden behind it all – we think...
AERO BLASTERS		IMPORT	71	56	79	39	62	This is far too short and easy to be anything more than "another Japanese multi-directional scrolling shoot-'em-up". Simultaneous two-player is fun, but there are plenty better games in the genre.
AFTERBURNER II	SEGA	IMPORT	79	72	75	65	76	*Afterburner* has always been a hit with Sega fans, and this is a very accurate portrayal of the hydraulic coin-op. However, it's a bit too easy and suffers from too much repetition of tedious tasks.
AIR DIVER		IMPORT	80	75	72	72	77	This is very similar to *Afterburner*, in both looks and playability. *Air Diver* is a more challenging game to play though, with a wider variety of opponents, and real tough guardians.
ALESTE		IMPORT	83	71	82	69	80	This is one fun shoot-'em-up to play. The power-ups are a joy to use and the graphics are very detailed. Like similar games, though, this may prove just too darn easy for most MD players.
ALEX KIDD IN THE ENCHANTED CASTLE		£29.99	72	38	73	79	72	Thankfully this is Alex's only appearance on the Mega Drive. This platform adventure has loads of games and is packed with an average selection of adversaries, but the whole thing gets very boring.

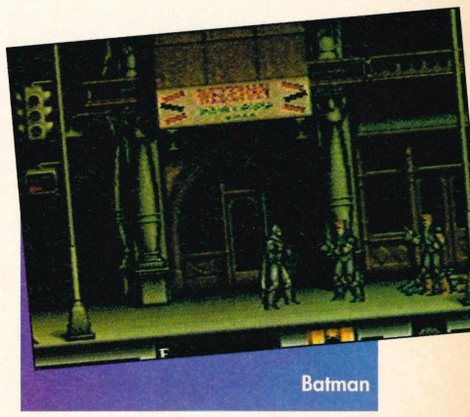
GAME DESCRIPTION A quick synopsis of what type of game it is, how it plays and whether you should add it to your collection.	GAME NAME The name by which it is best known in this country.	PRODUCER Company on the front of packaging.	PRICE Or import if not officially avaiable.	RATINGS GRAPHICS	SOUND	GAMEPLAY	CHALLENGE	OVERALL
Ultimately, this horizontal alien beat-'em-up is just far too easy to be good value for money. Admittedly, the two-player option is fun and the graphics good – but it'll all be over very soon.	ALIEN STORM	SEGA	£34.99	80	63	80	51	78
Okay, so this was the first game to impress Mega Drive owners – but it is also one of the oldest, and it shows. The graphics are flickery and response slow. Usually given away free – nuff said...	ALTERED BEAST	SEGA	£34.99	78	65	61	70	68
Only go for this if you are a real fan of strategy games. The subject matter is very interesting, and well portrayed with some decent graphics. Sadly, it's very hard to get into.	AMBITION OF CAESER		IMPORT	77	42	73	90	73
One of the first golfing games, but still holding its own with the likes of *PGA Tour Golf*. Above all, you really feel as if you're out there on the course, smacking little white balls. Good hidden game, too.	ARNOLD PALMER TOUR GOLF		£34.99	80	75	82	75	82
One of the most innovative products from Sega, this art package encourages you to draw feats of excellence within the confines of the Mega Drive. Only one problem, you can't save or print out the pictures.	ART ALIVE	SEGA	£29.99	88	80	75	75	79
This is a very vacant shoot-'em-up. The graphics are poor, the power-ups limited and the guardians a cinch to kill. Why bother when there are far more fun games to play on the Mega Drive?	ARROW FLASH	SEGA	£34.99	62	30	60	45	59
Massive RPG in the style of *Gauntlet*, with two players simultaneously vandalising eight graphically excellent levels. The sound's great, too, and above all there's a much used password save.	ARCUS ODYSSEY	RENOVATION	IMPORT	95	90	93	88	92
This is called *Target Earth* in the States. You play a robot on a moonscape who basically has to bash similar robots over eight stages. Not much fun, but there are a few neat cheats.	ASSAULT-SUIT-LEYNOS		IMPORT	68	65	70	79	69
This is a well hidden gem in the Mega Drive market. Worth seeing just for the amazing 3-D graphics, but also containing very addictive gameplay. A fine walkabout shoot-'em-up.	AXIS		IMPORT	90	81	82	88	85
Surprisingly, this was never released officially in the UK which is a pity because Sunsoft have come up with a fine conversion. It may get a tad boring, but the accurate graphics hold things together.	BATMAN	SUNSOFT	IMPORT	86	78	83	77	82
There's some excellent presentation at the start of *Battlemaster* which really welcomes novices. You can also pick up this simple RPG for a lot less than most, so it's worth a look for beginners.	BATTLEMASTER	ARENA	IMPORT	75	87	80	80	78
This is another game of which little is said, but this has one advantage over the other shoot-'em-ups – it's tough. Very tough. If you want a great looking and sounding shooter, then this is your man!	BATTLE SQUADRON	EA	£39.99	85	80	85	95	88
What an extremely poor beat-'em-up. Colourful, detailed graphics offset by terrible sound and slow jerky gameplay. Don't be fooled by the pretty pictures, there's nothing nice about this game.	BEAST WARRIORS	RIOT	IMPORT	39	32	24	60	30
Satisfactory two-player shoot-'em-up with cool sound and stunning level guardians. The only problem occurs when too many sprites appear on-screen – lock-up. It's pretty easy too.	BIO SHIP PALADIN	IPL	IMPORT	86	70	74	69	71
This gives a new dimension to the old *Tetris* scenario – literally. *Tetris* goes 3-D as you try to fit the blocks into a well. It takes quite a while to get used to the perspective, but once you do it's very tough.	BLOCK-OUT	EA	£34.99	80	56	82	75	76
The most flawed part of the accurate conversion is that it is very, very easy. Grab a partner, and in two-player mode you'll soon have it completed. The graphics are neat, with very decent presentation.	BONANZA BROS	SEGA	£34.99	80	76	81	63	78



Altered Beast



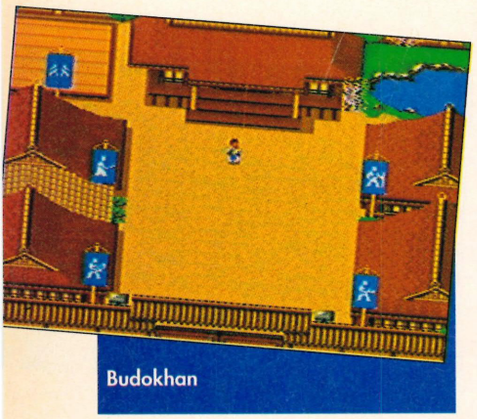
Arnold Palmer Golf



Batman



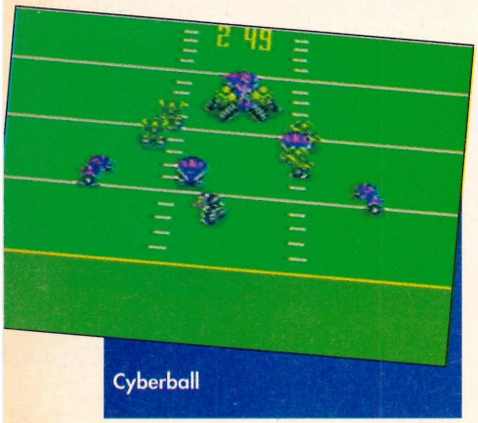
Battle Squadron



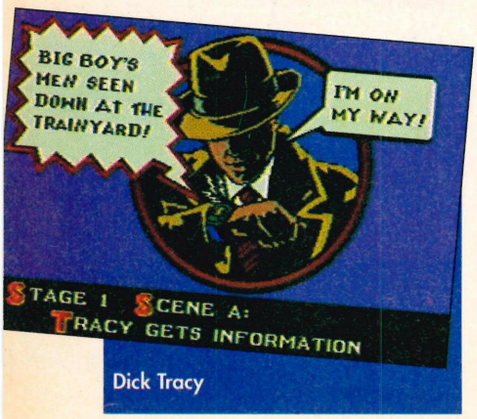
Budokhan



Centurion



Cyberball

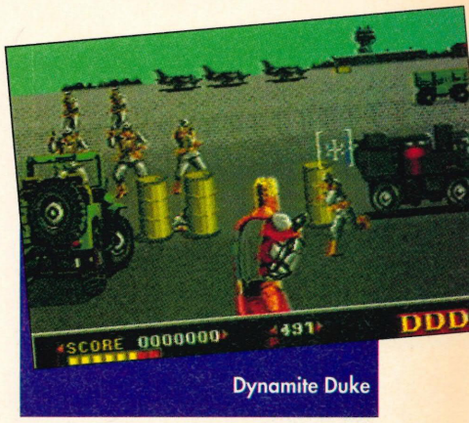


Dick Tracy

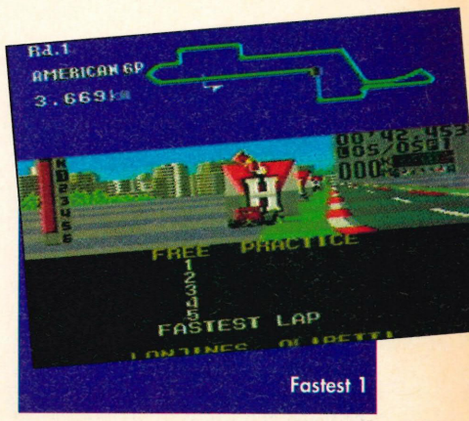
GAME NAME The name by which it is best known in this country.	PRODUCER Company on the front of packaging.	PRICE Or import if not officially avaiable.	RATINGS GRAPHICS	SOUND	GAMEPLAY	CHALLENGE	OVERALL	GAME DESCRIPTION A quick synopsis of what type of game it is, how it plays and whether you should add it to your collection.
BUCK ROGERS	EA	£49.99	71	24	88	89	86	Entry level RPG with the difficulty set just right for beginners. The compelling challenge means you are never short of something to do. Sound is atrocious, though, so's the steep price!
BUDOKHAN	EA	£39.99	62	50	67	79	66	The excellent presentation of *Budokhan* builds up a terrific atmosphere. It's just a shame that beneath all this is a very shallow beat-'em-up with few opponents and limited moves. Sad but true.
CALIFORNIA GAMES	SEGA	£39.99	83	79	75	83	70	Beach bums would really dig this game if they had the bread. All of the cool sports are included, but the game seems rushed, with simple graphics and gameplay.
CASTLE OF ILLUSION	SEGA	£39.99	95	94	97	96	96	If you haven't got this yet, what have you been doing with your time? This game, starring Mickey Mouse, has got everything; great graphics, super sound, gorgeous gameplay, and dynamic difficulty.
CENTURION	EA	£39.99	82	69	74	80	76	While the presentation of the historical strategy game is very welcoming, with some excellent in-game maps etc, even the enthralling storyline set by the excellent manual does create enough fun to last.
COLUMNS	SEGA	£29.99	61	70	93	82	84	Such simple puzzle games as this never seem VFM, but when you play them for as long as you'll be playing this it all becomes clear. Even without a human opponent you'll be piling blocks for ages.
CRACKDOWN	SEGA	£39.99	83	80	82	67	82	Wander around *Gauntlet*-style, shooting everything that moves. The graphics are very detailed and the gameplay very addictive. Grab a friend and the fun is doubled. Worth playing.
CURSE	MICRONET	IMPORT	36	10	27	42	28	It's a sad day when something as appalling as this dire shoot-'em-up is released onto the market. Its only purchase value is the novelty of saying you have the worst ever shoot-'em-up on the MD.
CYBERBALL	SEGA	£34.99	74	76	75	80	76	Futuristic American football with metallic monsters may sound strange, but its novelty is half the draw of *Cyberball*. The inaccurate graphics tend to let down this fun approach to a serious sport.
DANGEROUS SEED		IMPORT	85	80	83	86	86	The novel graphics, both sprites and backgrounds, make this a real involving shoot-'em-up. There are 12 levels of alien plant terminating, ensuring this lasts for longer than your geraniums.
DARIUS II	TAITO	IMPORT	85	76	82	87	83	The 12 levels of action can be attacked in any order which means there are a variety of endings. That alone should tickle the fancy of any shoot-'em-up players who reckon they're too good for the MD.
DARK CASTLE	EA	£34.99	56	83	51	59	52	The soundtrack is the only saving grace of this tedious offering. Jerky character animation and poor collision detection will soon have you reaching for the off button. Poor EA product.
DECAPATTACK	SEGA	£34.99	88	77	82	80	81	If you've played *Magical Flying Hat Turbo Adventure* then you may experience déjà vu on contact with this. It's the same game with gothic graphics and gory killings. Big and very playable.
DESERT STRIKE	EA	£39.99	92	89	94	88	92	This is a masterpiece of intense action as you take the controls of an Apache helicopter that is sent on special missions throughout the Middle East. Pure arcade blasting fun with a little strategy.
DEVIL CRASH	TECHNOSOFT	IMPORT	93	88	91	90	91	Better-than-arcade quality pinball simulation. Stunning graphics and addictive as hell! although there's only one main table (three screens high), there are tons of brilliant bonus rooms.
DICK TRACY	SEGA	£34.99	83	64	70	80	71	Loads of neat cartoon statics – "I'm on my way..." – and a decent attempt at film character sprites, but the gameplay lacks any originality to really impress. The best version of the game, though.

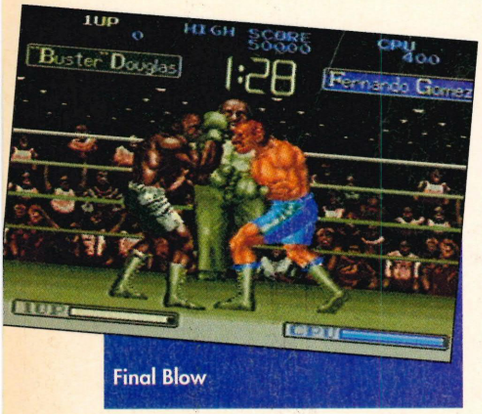
GAME DESCRIPTION A quick synopsis of what type of game it is, how it plays and whether you should add it to your collection.	GAME NAME The name by which it is best known in this country.	PRODUCER Company on the front of packaging.	PRICE Or import if not officially avaiable.	RATINGS GRAPHICS	SOUND	GAMEPLAY	CHALLENGE	OVERALL
Devil Crash on a diet. Gone are the complex, atmospheric graphics and pounding sound, and in comes a poor attempt at prehistoric pinball shenanigans. Poor scrolling and simple gameplay – give it a miss.	DINOLAND	WOLF TEAM	IMPORT	70	61	78	56	63
While there's loads of originality in *DJ Boy* – a beat-'em-up on roller-skates? – it suffers from being too simple and far too easy. With little variation you won't be playing this for long.	DJ BOY	SAMMY	IMPORT	77	68	55	45	59
A real treat for fans of the arcade machine. Two players can team up to jump and punch their way through the three stages of the city. This is much better than the sequel, although it's far, far too easy.	DOUBLE DRAGON	BALLISTIC	£29.99	70	73	75	52	72
How can such a good arcade receive such a poor conversion? Everything is bad – even the sound! The graphics are flickery, characters slow to respond and gameplay tiresome.	DOUBLE DRAGON II	PAL SOFT	IMPORT	42	31	25	08	29
If *Operation Wolf* is your game, then this could be the answer. The behind the shoulder perspective works well, and there are tons of well-drawn guys to mow down. Sadly, it's much too easy.	DYNAMITE DUKE	SEGA	£34.99	80	72	78	40	77
This is undoubtedly one of the most accurate sports conversions ever. Due to its realism, *EA Hockey* is immense fun to play – especially in two-player. One fault: one-player is no challenge.	EA HOCKEY	EA	£39.99	90	82	94	73	93
Again, this shoot-'em-up contains too few levels (just five!) and they're easy to conquer. But the gameplay's involving and very addictive, which can get you completing it again and again.	ELEMENTAL MASTER	TECHNOSOFT	IMPORT	83	57	84	78	81
This game not only looks great, it also plays like a gift from the gods. The brilliant animation and statics really encourage you to venture further, even though this is one tough game to crack.	EL VIENTO	RENOVATION	IMPORT	92	89	90	94	90
Despite its age, the conversion of ESWAT is an ultra accurate platform game. The parallax, multi-directional scrolling gives you the impression of a really huge game. Very challenging and addictive.	ESWAT	SEGA	£34.99	88	85	82	88	84
Addictive and playable, *F-1 Circus* is one of the best arcade driving sims yet. With plenty of courses to razz around and the ability to create your own personal high-speed suicide machine, it's great fun.	F-1 CIRCUS	NICHIBUTSU	IMPORT	83	83	89	84	84
Great roaring sound effects and superb graphics make this real racing fun. It may not be as fast as *F-1 Circus*, but the visuals are far better, making it more likely to attract your money in the end.	F-1 GRAND PRIX	VARIE	IMPORT	89	91	83	92	90
Stunningly fast and authentic flight sim breaking new ground on the MD. Plenty of scenarios to be shot down in, including Iraq, with Saddam shedding tears for his beloved comrades.	F-22 INTERCEPTOR	EA	£39.99	90	82	84	93	93
This is one of the biggest and most challenging games ever to appear on any machine. Fans of RPGs and adventures will love it, but it is also very accessible and ideal for all newcomers to the genre.	FAERY TALE ADVENTURE	EA	£39.99	80	52	82	85	81
Although the graphics are astounding, with some superb animation and scrolling, this game is full of poor collision detection, frustrating restart points and repetitive gameplay. Very, very tough.	FANTASIA	SEGA	£39.99	92	83	71	92	81
Full marks for having a go at splitting the screen for simultaneous two-player racing, but zero marks for looks and gameplay. Racing games are essentially simple – but surely not this basic?	FASTEST 1	HUMAN	IMPORT	45	22	55	38	48
Originally titled *The Killing Game Show* on the Amiga, this is an excellent and accurate conversion. Headbanging soundtrack accompanies this vast thinking-man's platform game.	FATAL REWIND	EA	£39.99	89	88	85	90	88











Final Blow



Fire Mustang



Galaxy Force II

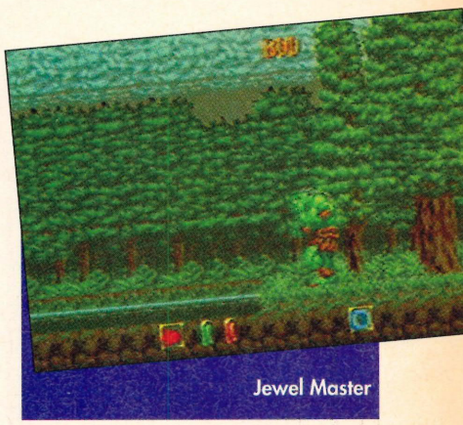


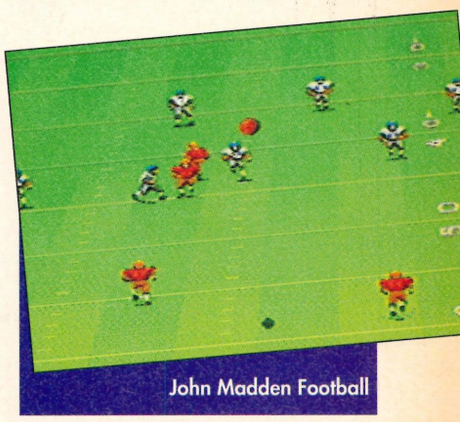
Golden Axe

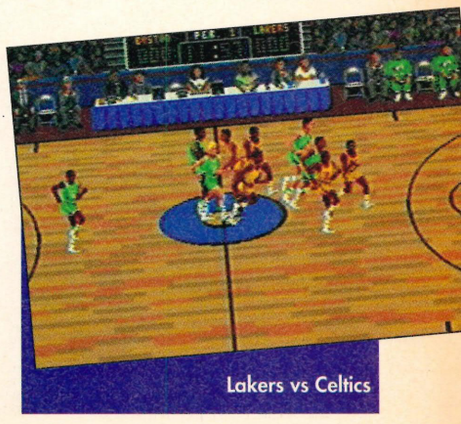
GAME NAME The name by which it is best known in this country.	PRODUCER Company on the front of packaging.	PRICE Or import if not officially avaiable.	RATINGS GRAPHICS	SOUND	GAMEPLAY	CHALLENGE	OVERALL	GAME DESCRIPTION A quick synopsis of what type of game it is, how it plays and whether you should add it to your collection.
FIGHTING MASTERS		IMPORT	80	65	63	55	60	Here's another of those games with ultra visuals designed only to conceal the fact that there's nothing else there. Average beat-'em-up for wimps only but still better than *Beast Warriors*.
FINAL BLOW	TAITO	IMPORT	82	38	78	25	60	The fact that this game is criminally easy to complete means you should not look here for value for money. The boxers look great though, but their power is so immense no-one else stands a chance.
FIRE SHARK	SEGA	£34.99	89	76	92	79	83	Fun shoot-'em-up with everything but a decent challenge. Good graphics, immense power-ups and a large array of menacing opponents assures a good time is had by all – but there are better.
FIRE MUSTANG		IMPORT	69	70	63	73	65	Somehow, a WW2 setting for a shoot-'em-up just doesn't seem right – even with the heavy storyline running throughout. The large graphics slow down the gameplay beyond an acceptable speed.
FLICKY	SEGA	£29.99	62	56	70	55	67	This game received some very decent reviews when it was released – goodness knows why. The graphics are appalling, with tiny sprites and simple backgrounds, and the gameplay's very monotonous.
FORGOTTEN WORLDS	SEGA	£34.99	80	71	82	85	82	A decent conversion of the Capcom coin-op, although the repetitive gameplay does get very trying. The stages are long and the enemies varied making this a tough, but enjoyable, shoot-'em-up.
GAIN GROUND	SEGA	£34.99	85	79	90	83	88	If you like simultaneous two-player games, you'll love this. You and a friend must control a band of varied fighters who must shoot, bomb and jump their way through a massive landscape – brilliant.
GALAXY FORCE II		IMPORT	75	72	32	20	40	Okay, so this one looks like the real thing, but it's miles off the mark. This coin-op was so successful and it has been slaughtered on the Mega Drive. No playability, less challenge – a total loser.
GHOSTBUSTERS	SEGA	£34.99	78	35	50	67	58	This looks really weird. All the characters we know and love have been turned into Japanese mutants with massive heads. It's no fun to play – they've even cocked up the Ghostbusters music.
GHOULS 'N' GHOSTS	SEGA	£44.99	90	85	92	93	92	The price of this is a real joke. Okay, it's probably up there with *Sonic* and *Castle of Illusion* as a great arcade adventure, but there's no excuse to charge over the odds. Trouble is, everyone should buy it!
GOLDEN AXE	SEGA	£34.99	71	77	86	63	72	One of the truly pioneering Mega Drive arcade adventures – but struggling to keep up with today's standards. It's a bit easy, but the game contains loads of locations and aggressive adversaries.
GOLDEN AXE II	SEGA	£39.99	77	80	86	54	75	Unbelievable – this is even easier than the original. However, this "remix" contains loads of new tough creatures to eradicate and some neat story screens. Don't buy both games, though.
GRANADA	SEGA	£29.99	78	73	86	90	83	This is a really strange game. Fancy controlling a 20-tonne tank out to rescue a kidnapped girl... The whole thing is addictive, with the top-down view adding a novel aspect to an ordinary shoot-'em-up.
HARD DRIVIN'	TENGEN	£39.99	88	60	92	67	86	This 3-D driving game from within the car, using filled vector graphics to display the road etc, is one of most playable driving games ever. The computer's easy to beat – but then you start racing yourself!
HEAVY UNIT		IMPORT	81	67	77	79	78	This shoot-'em-up's point of interest is that you can change the shape of your ship as you encounter different terrain. It adds a tactical aspect to what is essentially more of the same from Japan.
HERZOG ZWEI	SEGA	£34.99	71	57	75	80	76	With a name like that, you wouldn't think this was an official UK release. Even so, it's a fair old attempt at combining strategy with the odd piece of arcade action among tanks. Interesting.

GAME DESCRIPTION	GAME NAME	PRODUCER	PRICE	RATINGS				
A quick synopsis of what type of game it is, how it plays and whether you should add it to your collection.	The name by which it is best known in this country.	Company on the front of packaging.	Or import if not officially avaiable.	GRAPHICS	SOUND	GAMEPLAY	CHALLENGE	OVERALL
A must for all arcade adventure lovers. *The Immortal* combines brilliant visuals with tough puzzles to create a monster of a game. Above all, there are almost 20 different, gory death sequences.	THE IMMORTAL	EA	£44.99	94	91	90	94	93
This is a truly superb shoot-'em-up. While the gameplay keeps you stuck to it like a limpet, the graphics continue to surprise and the sound keeps the adrenalin going. A real must-buy.	INSECTOR X		IMPORT	93	83	94	95	94
This was the first MD game to be programmed in the UK. Unfortunately the conversion from computer doesn't seem to have clicked. Everything is far too bland and boring to excite Pond fans.	JAMES POND	EA	£39.99	79	78	62	76	70
Some say this is better than *Sonic* – one thing's for sure, it's much faster! The graphics are super slick, the gameplay challenging and above all it's a really fun game to play. A brilliant sequel.	JAMES POND II	EA	£39.99	95	90	94	93	94
Everything is initially impressive, with some smooth parallax scrolling and a good deal of colour splashed on the screen. But everything is just too darn repetitive, with boredom creeping in fast.	JEWEL MASTER	SEGA	£34.99	81	80	61	72	70
This is one of Sega's first attempts at an American football game, but not even the great Joe Montana can save it from being unplayable and boring. Save your money for any of the others.	JOE MONTANA FOOTBALL		£34.99	80	45	74	70	72
This is the first Sportstalk game from Sega, and it includes a real-life running commentary on your match. Very innovative. The side-on view is not as good as *John Madden Football*, though.	JOE MONTANA II	SEGA	£34.99	88	94	81	84	85
Single-handedly started the American football following on the Mega Drive. This is real fun to play, although it's far too easy to get through the computer competition. Worthy of a peek.	JOHN MADDEN FOOTBALL		£39.99	83	55	85	76	84
The updated graphics and sounds make this everyone's choice for a footy game. Although it's very accurate to the real thing, you only need to use a limited array of passes to get anywhere.	JOHN MADDEN FOOTBALL '92		£39.99	92	83	93	80	92
While puzzle games aren't exactly rare on the Mega Drive, Junction adds a new flame to the fire by mixing a *Pipe Mania* game with a slide puzzle. This results in a very enjoyable and challenging game.	JUNCTION		IMPORT	84	60	82	84	81
Exciting beat-'em-up featuring sumo wrestlers and other similarly overweight persons. Scrolling backdrop is exquisite but it may prove to be a mite easy for old hands.	KABUKI SOLDIER	TAITO	IMPORT	80	71	79	66	73
Above all, the Kid is cool. With his Ray-Bans glistening in the midday sun, he must venture over and underground to save his mates. Best of all, Kid can change his persona, resulting in constant variety.	KID CHAMELEON	SEGA	£39.99	90	83	95	89	89
Klax may be old, but it is still one of the most infuriating puzzle games to play. Excellent sound and constantly changing graphics ensure lasting gameplay, and there's a great versus game too.	KLAX	TENGEN	£39.99	80	82	90	86	88
This was one of the first EA sports games to fully utilise the EASN characteristics. It's incredibly realistic and looks great. The rivalry between LA and Boston is intense and the action gets really hot.	LAKERS VS CELTICS	EA	£34.99	83	80	86	83	83
This is a really disappointing beat-'em-up. Disappointing because the graphics are great – with brilliant red splats when you knock someone's head off – but are let down by slow, repetitive gameplay.	LAST BATTLE	SEGA	£34.99	80	55	65	41	58
If you were a fan of the coin-op version, then you'll love this. It's an exact replica, the only difference being lack of trackball (obviously!) and lack of challenging levels. Still very playable, though.	MARBLE MADNESS	EA	£34.99	83	69	88	83	82


Herzog Zwei


Jewel Master


John Madden Football


Lakers vs Celtics

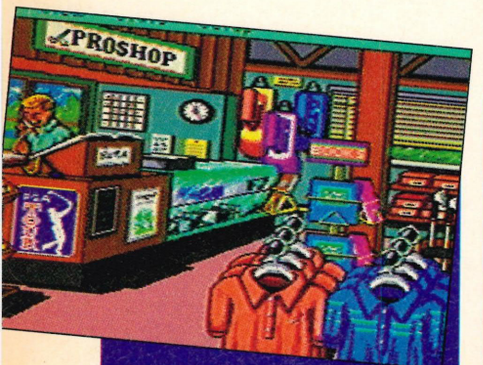


Mega Trax



Monster Hunter


Mystic Defender



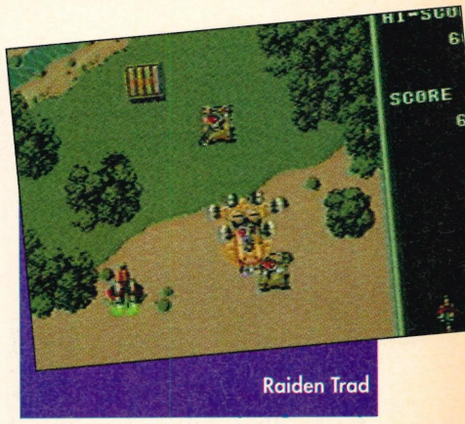
PGA Tour Golf

GAME NAME The name by which it is best known in this country.	PRODUCER Company on the front of packaging.	PRICE Or import if not officially avaiable.	RATINGS GRAPHICS	SOUND	GAMEPLAY	CHALLENGE	OVERALL	GAME DESCRIPTION A quick synopsis of what type of game it is, how it plays and whether you should add it to your collection.
MASTER OF WEAPON	TAITO	IMPORT	81	79	81	74	77	This vertically scrolling shoot-'em-up lets itself down in the difficulty stakes. It's playable enough and scrolls plenty fast for most people, but you'll be completing it soon after purchase.
MEGAPANEL		IMPORT	78	79	83	88	85	*Tetris* with a difference, but fresher and better presented than the old Russian puzzler. There are some great graphics and varied gameplay which makes it a truly addictive game.
MEGA TRAX		IMPORT	80	52	60	35	59	This deserves a pat on the back for trying, but *Mega Trax* fails to come off as the hilarious and enjoyable game that a 4x4 beach racing game should be. Split-screen versus mode is good.
MERCS	SEGA	£39.99	87	60	70	74	75	Identical to the arcade original, *Mercs* boasts stunning graphics and beefy sounds, but is very easy for most players. The cart also contains *Commando*, which only gives you one life and is really tough.
MIKE DITKA FOOTBALL	BALLISTIC	£34.99	81	80	82	80	82	The graphics aren't over the top, but this is surprisingly addictive. As a coach, Mike Ditka doesn't have the charisma of John Madden, but his comments sure make more sense. Don't ignore it.
MONSTER HUNTER		IMPORT	72	45	51	42	50	Controlling a sword-wielding young lass may tickle your fancy, but the whole adventure through the greenery soon gets very tedious and you perform the same thing over and over again. Miss it.
MOONWALKER	SEGA	£34.99	86	90	88	80	86	Jacko supplies a great musical accompaniment for this faerytale adventure in which you have to save some captured children. The graphics and animation are top-notch, but the game will be quickly over.
MYSTIC DEFENDER	SEGA	£34.99	80	77	72	71	72	While *Mystic Defender* is a blasting frenzy for the first couple of plays, it soon turns into nothing more than a boring wander through the far eastern undergrowth. Simple, but constantly fun.
NEW ZEALAND STORY	TAITO	IMPORT	90	79	92	90	90	This is a super conversion of Taito's hot platform coin-op in the style of *Bubble Bobble*. The two-player mode is excellent fun, and only slows up occasionally. If you want to be entertained, get this.
OUT RUN	SEGA	£39.99	84	75	82	50	80	Although the concept is old, this still has a basic undefinable draw. Perhaps it's the joy in burning up other road-users in your Ferrari... Sadly, this slows down when too much gets on screen.
PAC-MANIA	TENGEN	£34.99	86	75	81	84	82	3-D Pac-Man is a rather pleasant outing. The graphics are excellently defined, which makes the whole thing a joy to play. If you like to reminisce about the old days, this could bring back memories.
PAPERBOY	TENGEN	£39.99	77	70	81	87	80	A fine conversion of a game now firmly entrenched in many people's hearts. Plenty of new streets and even more hazards to circumnavigate. It still lacks and two-player versus mode, though.
PGA TOUR GOLF	EA	£39.99	90	85	91	90	90	Slightly better than *Arnold Palmer* due to its realism (you even get the occasional bird tweeting) and improved graphics. All ranges of player can easily pick this up and enjoy themselves. Essential.
PHANTASY STAR II	SEGA	£59.99	72	41	70	73	72	First of the mammoth RPG series on the Mega Drive. It's fairly easy to get into, and you always feel as if you're making progress – which is encouraging. Old-hands may find it too easy, though.
PHANTASY STAR III	SEGA	£49.99	75	45	78	80	78	Now this is more like it – ten quid cheaper than the original! The progress shows with improved graphics, but the sound is still weak. But if adventuring's what you want, it's all here.
PHELIOS	SEGA	£34.99	75	67	70	35	60	Mediocrity is the order of this shoot-'em-up, with bog-standard audio-visuals and ordinary gameplay. Another one you'll finish the day you get it and immediately consign to the dusty shelf.

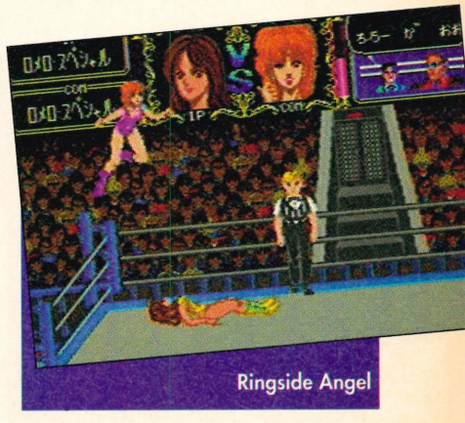
GAME DESCRIPTION A quick synopsis of what type of game it is, how it plays and whether you should add it to your collection.	GAME NAME The name by which it is best known in this country.	PRODUCER Company on the front of packaging.	PRICE Or import if not officially avaiable.	RATINGS GRAPHICS	SOUND	GAMEPLAY	CHALLENGE	OVERALL
The coin-op with the bad attitude is converted with ruthless style. Improved digitised graphics, gut wrenching sound and the appeal of battering opponents to death. How could this fail to be a winner?	PIT-FIGHTER	TENGEN	£49.99	93	82	96	85	92
One of the most over-rated games ever is exposed on the MD for what it really is – boring. This certainly isn't an action game, yet the strategy isn't clever enough to keep mental players enthralled for long.	POPULOUS	EA	£39.99	85	54	71	81	75
The graphics are very simple in the sport which is a cross between wrestling, martial arts and soccer. It's a shame because the actual idea is quite innovative, but it's poorly executed and lacks atmosphere.	POWERBALL		IMPORT	61	52	77	78	74
You could be forgiven for thinking you were watching a Disney cartoon on TV, that's how cool the animation is. One of THE best games for the Mega Drive. Add it to your collection or stay lame.	QUACKSHOT	SEGA	£39.99	97	90	95	85	95
More shoot-'em-up fare from the far east. The graphics are okay, but there's nothing – not even a two-player mode! – that sets this apart from every other game in this genre. Obviously, it far too easy.	RAIDEN TRAD	BIGNET	IMPORT	80	75	65	50	64
With two games in one – an accurate coin-op conversion and a super-charged toughie for pros – this is one platform game you'll be playing for ages. Cute graphics and sound plus very addictive gameplay.	RAINBOW ISLANDS	TAITO	IMPORT	90	85	93	85	90
Shooting the gun-toting inhabitants of a forest always seems to have a strange attraction and this is no different. But the action gets repetitive and the collision detection's poor making it very frustrating.	RAMBO III	SEGA	£29.99	75	56	78	73	76
Widely considered to be the best game of the oriental beat-'em-up, magic-'em-up genre. The graphics are big and beautiful with some excellent backdrops. Another essential purchase for every Sega owner.	THE REVENGE OF SHINOBI	SEGA	£34.99	90	85	92	84	90
The appallingly sluggish gameplay ruins this women's wrestling game. Even the graphics haven't been exploited, with most of the combatants looking like blokes! The cover of the box is very original.	RINGSIDE ANGEL		IMPORT	72	70	47	75	60
Extremely large, extremely colourful and extremely difficult sum up *Rings of Power*. If you can survive for any length of time, this game will entrance you and drag you deep inside itself, never to return.	RINGS OF POWER	EA	£49.95	80	74	75	95	79
This variation on the arcade game *Enduro Racer* is very successful. You have to race a motorbike through the countryside, overtaking or clubbing your competitors, and avoiding the cops. Great fun.	ROAD RASH	EA	£39.99	90	82	92	90	90
Wicked two-player game with James Bond overtones. As you progress through the levels be prepared for encounters with hoods with sub-machine guns and panthers. Only works on Jap machines.	ROLLING THUNDER 2	NAMCOT	IMPORT	90	88	90	88	93
Save the wildlife in this Indy-style adventure beat-'em-up. Sort of down-market *Streets of Rage* with extra added eco-friendliness. There are just a few annoying things that stop it from being great.	RUNARK		IMPORT	81	73	82	69	78
This is one of those strange Jap arcade adventures featuring little people with big eyes on big heads. In fact, the whole thing is mildly disturbing. But there's very little here to keep you playing long.	SD VALIS	LASER SOFT	IMPORT	70	48	72	63	65
Not quite a must-buy, but still one of the best walka-long shoot-'em-ups. The addition of a dog to do your dirty work and help you out of awkward situations adds a welcome element to an excellent game.	SHADOW DANCER	SEGA	£34.99	87	90	88	90	89
Almost identical to the raved-over Amiga version, but still lacking content. Beautiful sound and graphics are let down by monotonous gameplay which could leave you bored out of your skull.	SHADOW OF THE BEAST	EA	£44.99	92	88	77	87	78



Phelios



Raiden Trad



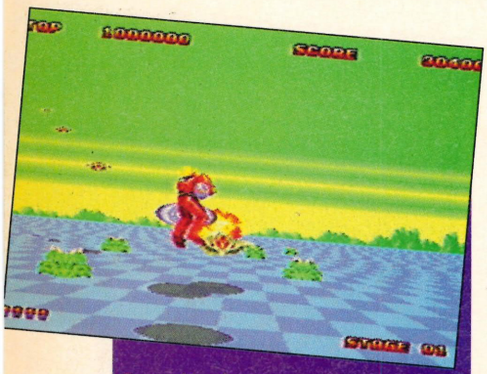
Ringside Angel



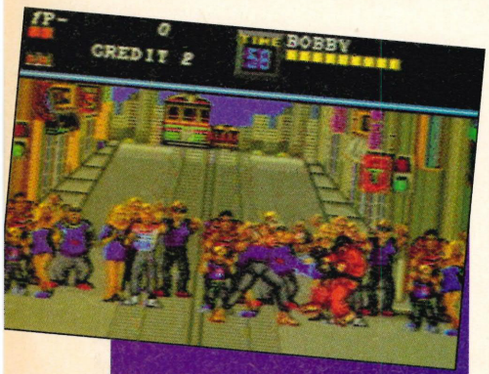
Rolling Thunder 2



Shining and the Darkness



Space Harrier



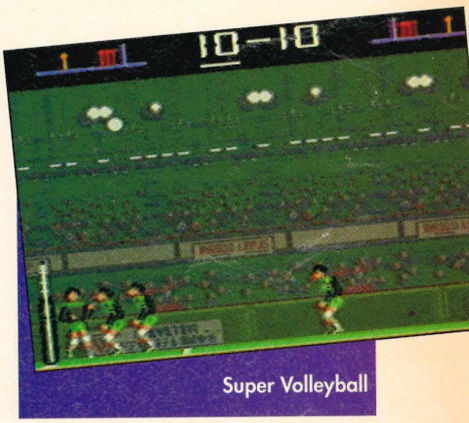
Street Smart



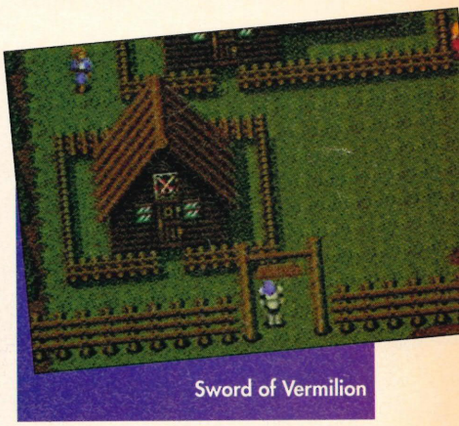
Super Hang-On

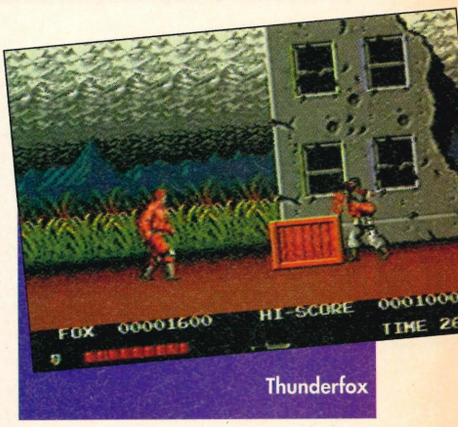
GAME NAME	PRODUCER	PRICE	RATINGS					GAME DESCRIPTION
The name by which it is best known in this country.	Company on the front of packaging.	Or import if not officially avaiable.	GRAPHICS	SOUND	GAMEPLAY	CHALLENGE	OVERALL	A quick synopsis of what type of game it is, how it plays and whether you should add it to your collection.
SHINING AND THE DARKNESS		£44.99	94	85	86	92	93	The definitive RPG for the MD setting a standard which even the CD would be hard-pushed to follow. One look at the graphics and you know it's something special. A challenging, smart-looking RPG.
SOKOBHAN		IMPORT	65	50	58	60	59	Not much fun here as you move crates around a warehouse to cover particular squares. Lacks any sparkle to give you the incentive to keep playing for more than a hour. Simplistic in the extreme.
SONIC THE HEDGEHOG	SEGA	£34.99	93	90	95	80	91	Sega's supersonic hero's first outing is just what everyone says it is, purely brilliant. Unfortunately it doesn't have much depth, and the game is easily completed, but overall it has to be experienced.
SPACE HARRIER II	SEGA	£34.99	75	50	58	78	62	The 12 stages will keep you playing for ages, but the poor sound, appalling collision detection and awkward playing view may prove too much for most ardent fans. This only ever worked in the arcade.
SPEEDBALL II	FLYING EDGE	£39.99	93	92	95	94	93	Techno-rugby for the mindlessly insane. Pitch and players are both graphically superb, giving a great futuristic feel. Grunts and groans are also wicked. Play a friend or play the computer, but play!
SPIDER-MAN	SEGA	£39.99	85	76	80	87	85	Spidey fans will be well satisfied with this conversion. All the bad guys are here, along with some excellent story-telling screens adding to the atmosphere. Dodgy collision detection is frustrating.
STARFLIGHT	EA	£49.99	84	73	80	88	82	Deep space mining is the name of this game, but the astro equivalent of Arthur Scargill is nowhere in sight so no fear of strikes! Plenty of combat but also plenty of strategy. Beware of repetition, though.
STREET SMART	SEGA	£34.99	80	78	71	54	70	A disappointingly poor attempt at a streetwise beat-'em-up from America. The gameplay is limited due to the small array of martial arts moves. It's also very easy to complete the game on your first go.
STREETS OF RAGE	SEGA	£34.99	92	93	92	75	90	This is absolutely great in all areas, bar one: challenge. The moves are wide-ranging and the sound effects and tunes awesome, but it could soon all be over if you play in the very addictive teamplay mode.
STRIDER	SEGA	£44.99	92	90	90	81	90	Great conversion of the Capcom coin-op but all stages, bar the last, are easily completed. The graphics on some stages will have you awestruck, but too many sprites onscreen causes slowdown.
SUPER FANTASY ZONE	SEGA	£34.99	90	86	83	81	81	The original coin-op was pretty wacky, and so's this. Added extras include power-ups and newer, bigger guardians. Corking good fun for a few hours but after that you – and your eyes – may become weary.
SUPER HANG-ON	SEGA	£34.99	80	75	90	88	88	Super smooth scrolling at a mind-numbing pace ensures you'll get the thrill of motorbiking every time you play this. The feel of racing is perfect – what more do you need for a great racing game?
SUPER HYDLIDE		IMPORT	57	36	45	68	49	Some RPGs have what it takes to attract you, and some – *Super Hydlide* for instance – just don't. The problem here is that there just isn't enough to do: not enough people and very few places. Boring.
SUPER LEAGUE BASEBALL	SEGA	£34.99	85	70	83	80	82	The inherent problem with baseball is that it's an essentially repetitive game. To stave off the boredom, you have to have loads of features in a console conversion. Enough to keep you enthralled.
SUPER MILITARY		IMPORT	86	44	80	78	80	For a wargame, this looks great. There are loads of super statics that really build up the tension and set the scene for a very challenging confrontation. The computer's tough, and it even has a battery back-up.
SUPER MONACO GP	SEGA	£34.99	90	82	90	92	90	One of the best car racing games lacks just one thing, a two-player mode. Everything else is there, especially the gameplay which really feels like you're racing around the top GP circuits. Good fun.

GAME DESCRIPTION	GAME NAME	PRODUCER	PRICE	RATINGS				
A quick synopsis of what type of game it is, how it plays and whether you should add it to your collection.	The name by which it is best known in this country.	Company on the front of packaging.	Or import if not officially avaiable.	GRAPHICS	SOUND	GAMEPLAY	CHALLENGE	OVERALL
The beautiful close-ups when you go to shoot make this game enjoyable to play. There are quite a few other neat effects which make this jump out from the crowd too. A must for basketball fans.	SUPER REAL BASKETBALL	SEGA	£34.99	87	68	81	80	82
Essentially a shoot-'em-up, this game's claim to fame is that it changes between two views (one from behind the chopper, the other from above) to add variety. All it does is confuse frustrating gameplay.	SUPER THUNDER BLADE	SEGA	£34.99	80	71	75	80	79
Taking a side-on view and scrolling the court across the screen, this is a very innovative interpretation of the popular sport in Japan. Animation is excellent, but you really have to play the sport to enjoy it.	SUPER VOLLEYBALL		IMPORT	90	78	85	78	84
This suffers from unbearably sluggish gameplay which is a pity because the massive sprites which cause it are very welcome. The graphics are excellent all-round, but it's hard to get into this game.	SWORD OF SODAN	EA	£39.99	86	80	68	75	73
If you're the sort of sado-masochist that likes your RPGs massive and incredibly tough, then Sega have just the thing for you with this. If you're not, then you can admire the ground-breaking graphics.	SWORD OF VERMILION	SEGA	£49.99	85	33	80	90	81
There's not much here to excite even the president of Treco himself. The graphics and sound are poor, the gameplay flawed and the difficulty non-existent. A poor American shoot-'em-up.	TASK FORCE HARRIER EX	TRECO	IMPORT	71	75	68	64	65
Apart from the sound, the biggest let down is the predictability of it all. There are a few trick shots but there's no real-life random aspect and no fouls, making the two-player mode the only real fun.	TECMO WORLD CUP '92	TECMO	IMPORT	78	21	79	80	70
Normal baseball fare, but with a few added extras. For instance, everything is controlled by menus, there's an option to play over the Sega modem, and a battery back-up for the play-offs.	TEL TEL BASEBALL		IMPORT	82	75	80	88	80
Hailed as "the best shoot-'em-up ever" when it was released in 1989, this sure has stood the test of time well. The challenge is strong and the overall presentation excellent, with some super backdrops. Get it.	THUNDER FORCE II	SEGA	£34.99	83	75	86	88	87
Even better than the original, this one will again have you playing for ages. Those wacky backdrops again make this standout as a real arcade experience. Essential purchase for all arcadesters.	THUNDER FORCE III	SEGA	£34.99	88	80	90	92	90
It may only work on Jap machines, but don't feel as if you're missing anything here. The graphics are fun, but the sound is appalling, in fact not much better than the unoriginal storyline.	THUNDERFOX	TAITO	IMPORT	76	58	72	76	67
Destined to become a cult classic, *ToeJam & Earl* is a Space Age adventure of bodacious proportions. Cartoon style graphics and some of the best sampled sound you will ever hear. Can get tedious.	TOEJAM & EARL	SEGA	£34.99	92	95	92	92	93
17 different pieces of music and arcade-quality graphics make *Toki* (or *Ju Ju Legend* in Japan) an ace platform game and an accurate conversion. Unfortunately the difficulty level is set too low.	TOKI	SEGA	£34.99	82	80	85	70	77
Know as *Tatsujin* in Japan, this was a real hit when it was released. Although a normal vertical shoot-'em-up, this one is immense fun due to the excellent power-ups available. Easy, though.	TRUXTON	SEGA	£34.99	81	80	89	76	84
A challenging conversion of a 16-bit computer game that really plays well on the Mega Drive. The innovative shooting technique adds a new twist into a basically average, but large, platform shoot-'em-up.	TURRICAN	BALLISTIC	£34.99	84	80	88	89	86
Another average shoot-'em-up that is criminally easy to complete. Through a freak accident you are forced to defend the whole of Earth with just a few bi-planes. Normal fun initially, but it doesn't last.	TWIN HAWK	SEGA	£34.99	80	71	81	67	79



Super Volleyball


Sword of Vermilion



Thunderfox

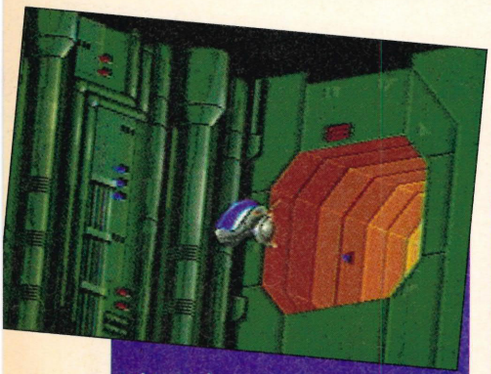

Truxton



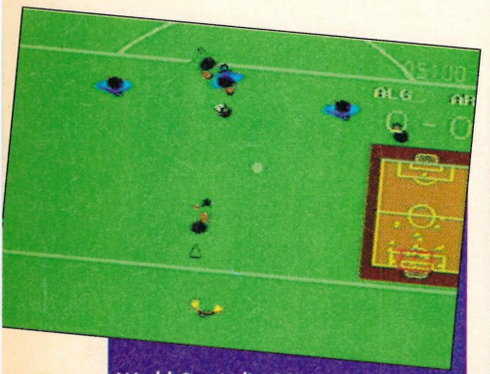
Ultimate Tiger



Valis III



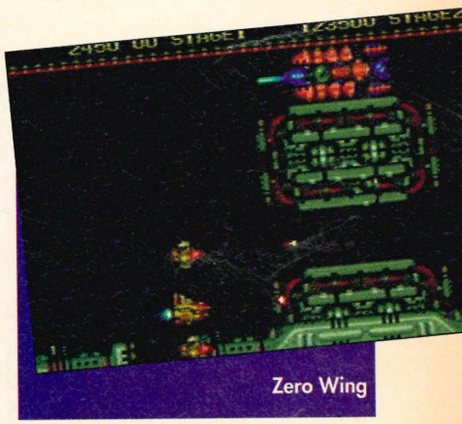
Whip Rush



World Cup Italia 90

GAME NAME The name by which it is best known in this country.	PRODUCER Company on the front of packaging.	PRICE Or import if not officially avaiable.	RATINGS GRAPHICS	SOUND	GAMEPLAY	CHALLENGE	OVERALL	GAME DESCRIPTION A quick synopsis of what type of game it is, how it plays and whether you should add it to your collection.
TWO CRUDE DUDES	SEGA	£34.99	90	87	94	92	91	If you loved *Streets of Rage*, you'll go ape over this. The eponymous stars are excellent muscle men who relish the thought of going on the rampage – and so will you! Tough, strong and very, very long.
ULTIMATE TIGER		IMPORT	81	70	80	68	80	Instead of a boring plane, you get to control one of the most heavily-armoured helicopters on Earth. This means raw arcade blasting action with tons of weapons available to down enemy. Fun.
UNDEADLINE	PALSOFT	IMPORT	93	81	81	83	85	You may be forgiven for thinking *Undeadline* is just a shoot-'em-up. But after playing it, your opinion will be radically altered. Mega power-ups and stunning zombie level guardians keep everything, er, alive.
VALIS III		IMPORT	89	78	76	85	78	The first of the series to hit the Mega Drive looks great, but is incredibly boring. The plethora of pictures featuring wide-eyed Japanese people can't save this monotonous arcade adventure.
VAPOR TRAIL		IMPORT	81	83	85	76	79	The lack of difficulty really pulls the rating down. While fun to play, with some breathtakingly fast gameplay, you soon find nothing in the game challenging. Once beaten forever boring.
WANI WANI WORLD	KANEKO	IMPORT	89	80	92	83	88	It plays very similarly to *Bubble Bobble* and the graphics make you wonder if it wasn't designed under the influence of a hallucinogenic substance. Great fun, but two-player mode is a bit too easy.
WARDNER SPECIAL		IMPORT	60	45	56	39	48	The only fun thing here is beating the hell out of the oncoming hordes – some of them look like little Marios. While the usual elements are all here, most people will be dissatisfied with the lack of detail.
WARSONG	TRECO	IMPORT	81	80	78	85	80	You'll need quite a bit of time and patience to fully appreciate this wargame. This 8Mbit battery back-up cartridge holds tons of delights if you can take time to study the manual and find the great game.
WHERE IS CARMEN SANDIEGO?		£49.99	85	90	80	89	88	Carmen Sandiego is a time-travelling thief, and you must get on her trail and capture her using your trusty Desk Encyclopaedia (included in the box). A brave and successful attempt at edutainment.
WHIP RUSH	SEGA	£34.99	82	70	90	88	85	Shoot-'em-up city again. The backgrounds are superb and scroll along at eye-blurring speed. Main sprites are very well drawn, and above all it's very, very playable. A bit of a cult classic, too, apparently.
WINGS OF WOR		IMPORT	91	78	87	80	88	At the end of each level there are some really disgusting guardians to kill, this alone makes the gameplay fun. You really race through each level and the whole thing gels well together. Worth a look.
WINTER CHALLENGE	BALLISTIC	£39.99	85	67	73	80	78	Eight different events make up this snow-laden epic. The intro scene showing the Olympic flame being lit is great. The game itself fails to convey the realism in most events and soon gets tedious.
WONDER BOY III	SEGA	£34.99	80	75	79	77	79	The two-player game is brilliant fun, and very interactive, but the levels are so-o-o-o repetitive. Even with a variety of backgrounds, you soon get overly bored with the nine levels. For two players only.
WONDER BOY IV	SEGA	£39.99	82	80	83	79	82	More fun than the original Mega Drive version, but still asking the player to perform tedious tasks over and over again. The graphics are impressive, but they fail to make Wonder Boy a cult figure.
WORLD CUP ITALIA 90	SEGA	£29.99	86	36	81	83	82	The *Kick Off* view is much better than the Tecmo attempt, but this game suffers from the same limited moves of *Tecmo World Cup '92*. Still, it was a brave attempt at the time and should be applauded for it.
WRESTLE WAR	SEGA	£34.99	82	67	77	70	74	Although screen pictures may make this game look like a WWF winner, it's far from it. Getting the moves is so infuriating that you do more wrestling with the joystick than with the game.

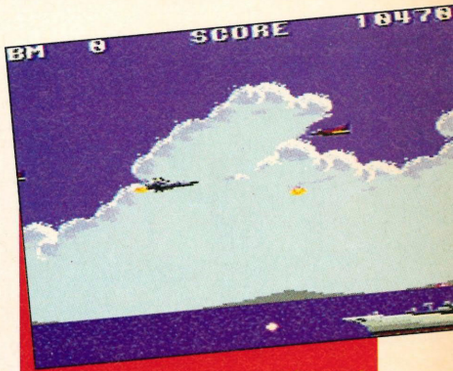
GAME DESCRIPTION	GAME NAME	PRODUCER	PRICE	RATINGS				
A quick synopsis of what type of game it is, how it plays and whether you should add it to your collection.	The name by which it is best known in this country.	Company on the front of packaging.	Or import if not officially avaiable.	GRAPHICS	SOUND	GAMEPLAY	CHALLENGE	OVERALL
An excellent conversion that keeps all the challenge of the original Amiga version. Only the poor collision detection and occasional screen slowdown prevent this from being an essential shoot-'em-up purchase.	XENON II	MIRRORSOFT	£34.99	90	87	83	90	88
Normal golf is a strange enough game, but when you combine it with the twisted mind of game designer Will Harvey, you get something out of this world. This is a great party game.	ZANY GOLF	EA	£39.99	84	88	88	85	86
Horizontal shooter which is flawed by its small graphics and ease of completion. Looks like *R-Type* but won't give any of that game's fans any problems whatsoever. That said, it is quite fun to play.	ZERO WING		IMPORT	82	79	80	54	77
Painter games live on, but only just in this cheap and cheerful puzzler. Average graphics and sound, but the control method is very awkward to get hold of. Soon gets either too boring or too frustrating.	ZOOM	SEGA	£29.99	56	68	42	61	48



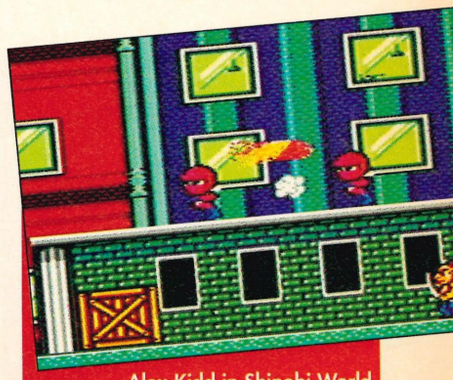
Zero Wing

MASTER SYSTEM

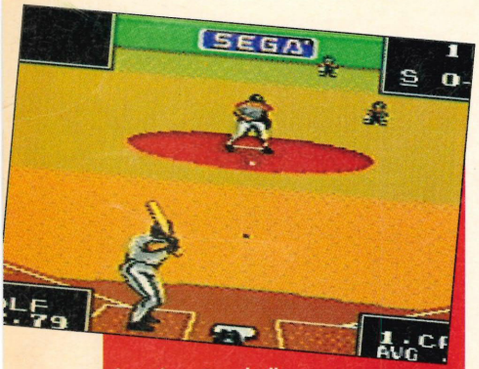
Flight sims on the Master System have never been very complex, and this isn't breaking any new ground. There are some average opening statics, but in-game graphics are pretty dreadful. Frustrating.	ACE OF ACES	SEGA	£32.99	77	62	41	60	55
Trying to be *Spy Hunter* on the Master System, this fails miserably. Dodging, shooting or bumping into the vehicles soon gets very repetitive, even with a few surprise elements. Not enough overall content.	ACTION FIGHTER	SEGA	£12.99	62	51	67	37	51
This is ancient, but relying on the good old-fashioned principle of keeping the player busy by chucking loads of planes at him, this shoot-'em-up is still quite a blast frenzy. Graphics are now unimpressive.	AERIAL ASSAULT	SEGA	£29.99	70	67	68	69	69
Sega have done a good job on their own coin-op, keeping the speed and frenetic action of the simple arcade machine. It contains all the coin-op features, even the flying flip which will send you dizzy.	AFTERBURNER	SEGA	£29.99	85	81	90	81	85
This is definitely the worst of little Alex's outings onto the MS. Its main problem is the very harsh restart procedure which always places you back at the beginning when you die. Very, very tedious.	ALEX KIDD IN HI-TECH WORLD		£29.99	78	70	47	50	54
Despite being Alex's first trip into the MS world, this is undoubtedly his most successful. It was designed in competition to Nintendo's Mario and uses many of the same successful elements. Essential.	ALEX KIDD IN MIRACLE WORLD		£24.99	82	70	92	90	90
By mixing ninjas with their most successful character (till Sonic came along), Sega are on safe ground here. There's plenty of platform adventuring to keep you enthralled for ages. Only one player, though.	ALEX KIDD IN SHINOBI WORLD		£29.99	85	77	83	89	85
Usually Alex Kidd provides you with a really testing challenge that normally lasts for months. Finding the 12 lost stars won't take you very long though, even with them spread over six relatively large worlds.	ALEX KIDD AND THE LOST STARS		£29.99	80	78	70	47	79
Aliens are infiltrating planet Earth. You and a friend are the last hope for the human race. Massive game, cool visuals, but a bit on the easy side. A sort of *Golden Axe* in the 21st century. Recommended.	ALIEN STORM	SEGA	£29.99	79	46	82	80	80
This game becomes a real pleasure to play if you team up to explore and destroy the seven alien-infested ships. Rescuing hostages adds the impetus to keep you playing for ages.	ALIEN SYNDROME	SEGA	£29.99	80	78	90	85	85



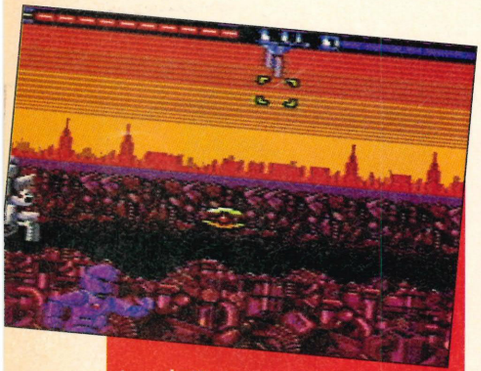
Aerial Assault



Alex Kidd in Shinobi World



American Baseball


Assault City

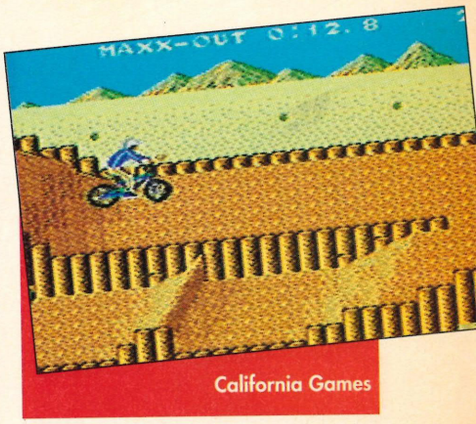


Bank Panic


Blade Eagle 3-D

GAME NAME The name by which it is best known in this country.	PRODUCER Company on the front of packaging.	PRICE Or import if not officially available.	RATINGS GRAPHICS	SOUND	GAMEPLAY	CHALLENGE	OVERALL	GAME DESCRIPTION A quick synopsis of what type of game it is, how it plays and whether you should add it to your collection.
ALTERED BEAST	SEGA	£29.99	71	65	56	65	60	This is an appalling conversion of one of Sega's most popular coin-ops. It's a basic beat-'em-up but is severely flawed due to the flickery sprites when they overlap, and the jerky scrolling.
AMERICAN BASEBALL	SEGA	£29.99	82	62	87	75	83	For a game that is hardly played in the UK, baseball games are in tremendous abundance on console. This little offering allows you to manage one of 26 teams plus bat and pitch.
AMERICAN PRO FOOTBALL		£29.99	80	78	85	77	82	Unlike most of the successful American football games, this one takes a top-down view of proceedings. The graphics are small but distinct and have a little animation. Good for beginners.
ASSAULT CITY	SEGA	£29.99	88	80	86	80	83	A superb shoot-'em-up in all areas, especially with some very colourful and futuristic backgrounds and sprites. The action is kept fast and furious, and even though there are only six levels, it's a challenge.
ASTERIX	SEGA	£29.99	92	90	93	86	90	Whatever you do, don't miss out on this tour de force of arcade adventuring. The graphics could have been taken from the comic book, and the incidental music is more than just that.
ASTRO WARRIOR	SEGA	£29.99	70	52	65	67	67	Go deep into outer space to attack alien forces. The usual shoot-'em-up stuff, and there's nothing here to make you think different. Just pick up the power-ups, learn the attack strategy and you're away.
AZTEC ADVENTURE	SEGA	£12.99	80	57	70	72	70	This is one of the arcade adventures that could have been real fun, if not for the fact that every time you die, you get chucked back to the beginning. If the graphics weren't so good, it would be insufferable.
BACK TO THE FUTURE II		£34.99	43	15	25	47	24	Pathetic, overpriced movie tie-in that has the odd good-looking graphic that you may recognise. If you liked the film, don't buy it anyway because it'll really disappoint. Avoid like the plague.
BACK TO THE FUTURE III		£34.99	81	56	83	52	79	Much better sequel, but has only three stages and they get easier instead of harder. The programmers, Probe, have taken recognisable bits from the film which should please fans of the series.
BANK PANIC	SEGA	£17.99	77	35	75	50	71	If you're one of the few people with a Phaser gun, then this cheap offering presents quite good value for money. You have to stop robbers in a bank, while trying to avoid innocent bystanders.
BASKETBALL NIGHTMARE	SEGA	£29.99	90	78	84	87	88	This is a really innovative approach to basketball. It's obviously inspired by the film Teen Wolf, as monster teams line up against each other on the outdoor court. A game based solely on making you laugh.
BATTLE OUT RUN	SEGA	£29.99	79	70	71	60	67	It sounds like *Chase HQ* under another name, and that's exactly what this is. You simply have to zoom down the road, avoiding the traffic, catch up with the drug dealer's car and stop him. *Out Run* rehash.
BLACK BELT	SEGA	£24.99	37	45	43	27	41	A criminally easy beat-'em-up from the mists of time. The graphics are incredibly poorly defined with backdrops containing little more than a wall and some sky. Unexciting and repetitive.
BLADE EAGLE 3-D	SEGA	£19.99	82	42	77	72	77	The addition of some relatively effective 3-D graphics just about brings this shoot-'em-up above the usual simple offerings. It presents little challenge on the early levels, but really punishes on the last.
BOMBER RAID	SEGA	£29.99	51	23	43	29	37	This is really testing as you try to take out both air and ground targets that try to down you. It's not testing mentally, but is certainly testing your patience and everything quickly gets exceedingly boring.
BONANZA BROS	SEGA	£29.99	88	80	93	80	90	There are great graphics, a brave attempt at speech and even some extra bonus stages in here. Although primarily a two-player game, it's also brilliant by yourself. Whatever you do, just do it.

GAME DESCRIPTION A quick synopsis of what type of game it is, how it plays and whether you should add it to your collection.	GAME NAME The name by which it is best known in this country.	PRODUCER Company on the front of packaging.	PRICE Or import if not officially available.	RATINGS GRAPHICS	SOUND	GAMEPLAY	CHALLENGE	OVERALL
No matter how many times you've played *Bubble Bobble*, your overall impressions never change. Although an ancient piece of software, it's a real classic. Essentially repetitive, but very addictive.	BUBBLE BOBBLE	SEGA	£29.99	77	78	80	81	79
Six events are packed into this cart – skateboard, footbag, surfing, BMX, half-pipe and frisbee – which means long-lasting challenge and enhanced playability.	CALIFORNIA GAMES	SEGA	£29.99	80	72	85	82	83
Finding buried treasure in real-life is pretty tough, so don't expect it to be much easier here. Despite being difficult, the superb sprites and decent sound welcome you and keep you playing for ages.	CAPTAIN SILVER	SEGA	£29.99	85	83	80	86	82
If you're constantly robbed by one-armed bandits, then this will solve your addiction to the things in an instant. After playing all of the Las Vegas-based games here, you'll be sick of the sight of them.	CASINO GAMES	SEGA	£29.99	48	40	52	64	54
Mickey's adventure through the magical forest and castle to find his beloved Minnie is one of the best games on the Master System. Brilliant animation and sprite definition make this a joy to watch.	CASTLE OF ILLUSION	SEGA	£29.99	95	90	93	94	94
This is what *Battle Out Run* was trying to be, and isn't much better. The main problem is that it takes ages to reach the druggies, and if you cock up it takes ages to relocate them.	CHASE HQ	SEGA	£29.99	82	56	80	53	72
Although the graphics and sound look grim in today's climate, the playability of *Choplifter* continues to shine through. Recommended as one of the most enduring and addictive games of all-time.	CHOPLIFTER	SEGA	£24.99	72	52	90	90	85
You control a strange little fellow who simply goes around on his faithful white cloud shooting anyone who looks at him in a strange way. Loads of big guys throughout the levels ensures you're kept busy.	CLOUD MASTER	SEGA	£29.99	70	42	80	56	70
Possibly the best implemented version of this excellent Sega *Tetris* clone. It plays nothing like *Tetris*, though; it's far more enjoyable and rewarding, especially in two-player versus mode.	COLUMNS	SEGA	£24.99	80	82	92	90	91
The Shinobi series never seems to stop, and although this isn't strictly a continuation of the anthology, it does contain similar elements. Its only flaw is that the gameplay lacks any content.	CYBER SHINOBI	SEGA	£29.99	78	70	70	56	68
While the seven levels of the fortress you have to explore are certainly vast, they lack anything to do and soon become very tiresome. Admittedly, it's fun at first, but the repetition soon gets tedious.	CYBORG HUNTER	SEGA	£24.99	70	45	65	56	62
Stuck in the jungles, you must not only fight your way through the undergrowth but also through the inordinate amount of unfriendlies unwilling to hand over the amulet, etc. Good, if a little repetitive.	DANAN: THE JUNGLE FIGHTER		£29.99	75	70	80	57	72
A simple *Op Wolf* clone. George must pound his way through six levels of mobsters to find his girl. It adds nothing new to the genre, and therefore becomes too boring very quickly. Give it a miss.	DEAD ANGLE	SEGA	£29.99	70	62	73	65	71
After a fairly good Mega Drive version, the Master System one has been really screwed up. This has blurred graphics, jerky animation and is totally unplayable. One of the worst film tie-ins.	DICK TRACY	SEGA	£29.99	34	40	22	20	21
For once, the Master System version is much better than the Mega Drive one. This is a very accurate conversion suffering only from being a bit too easy for a game with only a few levels.	DOUBLE DRAGON	SEGA	£29.99	77	60	75	47	70
Moving through the landscape, two fighters must blast all who stand in their way, picking up all the power-ups. Great two-player action makes this a decent, albeit easy, shoot-'em-up.	DOUBLE HAWK	SEGA	£29.99	75	58	70	71	70

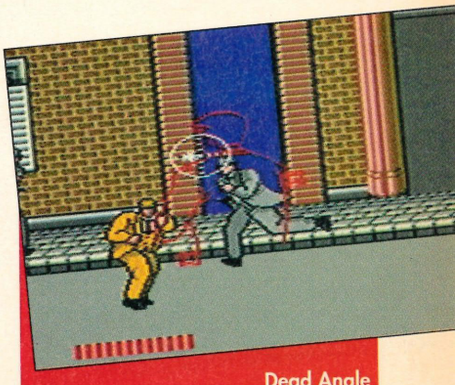


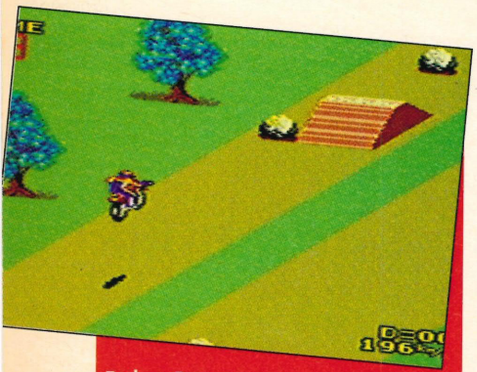
California Games



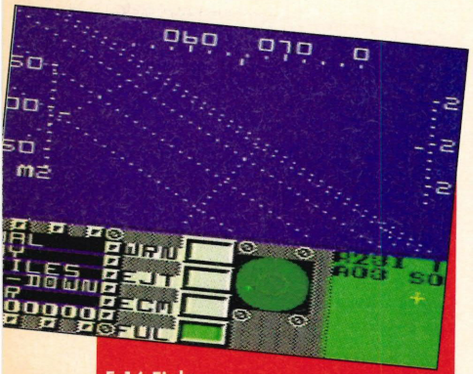
Casino Games


Cloud Master


Dead Angle



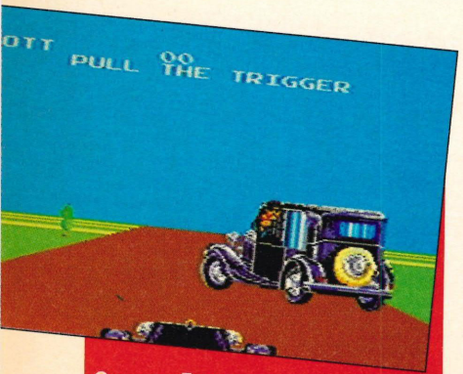
Enduro Racer



F-16 Fighter



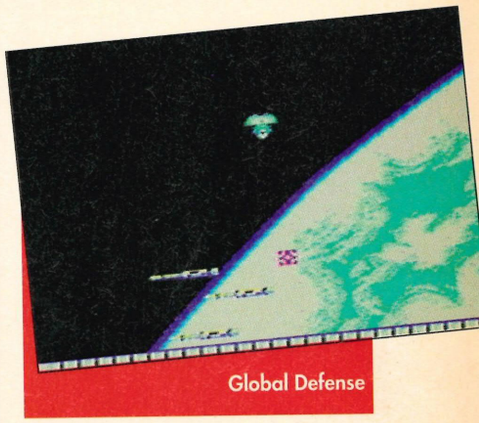
Fire and Forget II

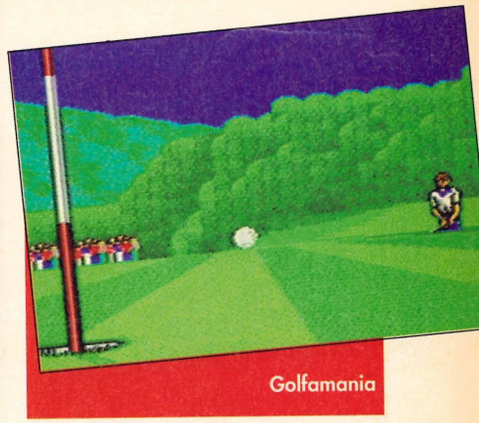


Gangster Town

GAME NAME The name by which it is best known in this country.	PRODUCER Company on the front of packaging.	PRICE Or import if not officially available.	RATINGS GRAPHICS	SOUND	GAMEPLAY	CHALLENGE	OVERALL	GAME DESCRIPTION A quick synopsis of what type of game it is, how it plays and whether you should add it to your collection.
DRAGON CRYSTAL	SEGA	£29.99	70	67	80	85	82	While the Game Gear version fitted perfectly on the small screen, this one seems lost and vacant in the abyss of a TV screen. Even so, there's enough challenge in there to keep RPG fans happy for months.
DYNAMITE DUKE	SEGA	£29.99	80	60	74	72	72	This game isn't going to win any friends at CND, but if you like your action simple point 'n' shoot you can go wrong here. It's very similar to *Operation Wolf*, but the graphics are far superior.
DYNAMITE DUX	SEGA	£29.99	82	83	88	85	86	For a cute and colourful arcade beat-'em-up featuring ducks of all things, this is a very playable and challenging package. The dodgy scrolling occasionally affects play, but overall it's a lot of fun to play.
ENDURO RACER	SEGA	£9.99	65	56	68	69	68	This is nothing like the arcade game as you view your bike from above and he races over an obstacle course. The game plays surprisingly well and the backdrops are detailed. It lacks a two-player mode.
ESWAT	SEGA	£29.99	78	53	72	70	71	A decent conversion of Sega's popular coin-op. You play a cop trying to gain promotion to the ESWAT branch, but must first prove your worth by cleaning up a section of the community. Challenging.
F-16 FIGHTER	SEGA	£17.99	62	30	62	72	63	Ten levels packed with MiGs mean you'll have to keep your wits about you. Sadly, this game suffers from being too complex for its own good; it's neither simple fun to play or taxing on the brain.
FANTASY ZONE	SEGA	£12.99	92	60	93	92	91	For such a paltry asking price how can you ignore this ground-breaking shoot-'em-up? No-one has ever used colour to such effect on the MS; this game requires sun-glasses! A piece of history.
FANTASY ZONE 2	SEGA	£24.99	93	65	90	92	90	More of the same abuse of the Master System colour palette, but just what we've come to expect from twisted Japanese people. Eight more levels that are just as tough and challenging as the original.
FIRE AND FORGET II	TITUS	£29.99	83	45	80	53	82	They've looked at *Chase HQ* and *Battle Out Run* and have obviously decided, "sod the storyline, let's just stick a gun on the car and see how it goes". Well it doesn't go too bad, actually. The best attempt yet.
THE FLINTSTONES	GRANDSLAM	£29.99	90	57	69	71	70	The problem here is that this game is aimed at a very young audience. The quality of programming is evident, except everything is very simple to execute and soon bores you. For the inexperienced only.
GAIN GROUND	SEGA	£29.99	82	75	85	73	82	This is one of the few innovative games on the Master System. You and a friend have to choose from a band of warriors and attack a number of progressively difficult strongholds. Good teamplay.
GALAXY FORCE	SEGA	£29.99	88	63	85	86	86	Although the Mega Drive version is awful, this little coin-op game is excellent fun on the MS. There are some truly hideous enemy sprites, but it only makes you more determined to blow them to bits.
GANGSTER TOWN	SEGA	£24.99	74	54	68	60	65	You'll need to be gun-toting for this game as it's Phaser compatible. So grab that gun and blast all hell out of the varmits stepping on your turf. It's all harmless fun, but becomes a bit boring.
GAUNTLET	SEGA	£29.99	78	67	84	75	80	Atari's famous coin-op manages well to squeeze into the Sega, albeit under a two-player guise. Everything is just like the real thing, so if you could put up with the vastness of the original, here it is!
GHOSTBUSTERS	SEGA	£29.99	60	67	55	62	60	Find the ghost, bust the ghost, bag the ghost. Repeat till end... Yes it all gets very boring very quickly, even if busting the ghosts does require some talent. Looking very old now.
GHOST HOUSE	SEGA	£17.99	62	60	58	18	45	Some things in life were never meant to be tampered with. This ghostly – ghastly – encounter requires little skill and is aimed at very, very young players (like two-year-olds).

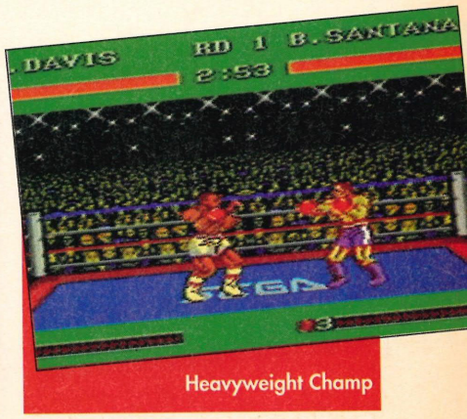
GAME DESCRIPTION A quick synopsis of what type of game it is, how it plays and whether you should add it to your collection.	GAME NAME The name by which it is best known in this country.	PRODUCER Company on the front of packaging.	PRICE Or import if not officially available.	RATINGS GRAPHICS	SOUND	GAMEPLAY	CHALLENGE	OVERALL
A great conversion of Capcom's classic medieval romp through the undergrowth and onto gigantic guardians. It may not have all the "special effects" of the Mega Drive version, but it plays like a dream.	GHOULS 'N' GHOSTS	SEGA	£29.99	92	90	90	91	90
A freak accident has caused missiles from all over the world to zoom off into space and threaten to come back down and blow everyone up. But you must get there first and blow them up in space.	GLOBAL DEFENSE	SEGA	£12.99	71	57	75	77	75
The follow-up to *Afterburner* is a real joy to fly, with plenty of action to make you sweat. The speed is phenomenal so watch there's no bogeys on your tail and only fire those guided missiles when locked on.	G-LOC	SEGA	£29.99	87	81	81	82	83
A respectable attempt at portraying every Sega owner's favourite hack-'em-up on the 8-bit. It suffers from one limitation over its 16-bit brother, you only get the chance to control one player, not three.	GOLDEN AXE	SEGA	£29.99	84	72	80	75	80
Old Death Adder is back, but before you try to defeat him, remember that this is strongly RPG based. Yes, there's none of the arcade action of *Golden Axe* here, just lots of adventuring and questioning.	GOLDEN AXE WARRIOR	SEGA	£32.99	65	61	70	71	67
This is a strange, but lovable, golfing extravaganza for one or two-players. While it may not look like a visual feat of golfing delights, you'll be glad to hear that it's packed with playability and raw fun.	GOLFAMANIA	SEGA	£32.99	77	52	84	83	82
The evil Golvellius (he even sounds bad with a name like that) has dispatched seven of his top demons to prevent you from passing through the valley and into his domain. Very challenging.	GOLVELLIUS	SEGA	£29.99	80	75	84	86	82
One of the very large "Great" series, but not as good as it pretends to be. Even so, for a game that is as old as this, the graphics and sound are decent and it's still playable. For the sports fans only.	GREAT BASEBALL	SEGA	£24.99	81	80	73	75	75
It doesn't look as good as that freaky game *Basketball Nightmare*, but die-hard fans of the sport will be more at home here. The two-player mode makes the game a real challenge.	GREAT BASKETBALL	SEGA	£24.99	72	51	60	70	68
Stop! There is no reason to buy this game with the likes of *Joe Montana Football* already out for the Master System. This is a crinkly attempt at re-living the sport, and just doesn't contain the atmosphere.	GREAT FOOTBALL	SEGA	£24.99	61	34	67	62	60
Stop! There is no reason to buy this game with the likes of *Leaderboard* already out for the Master System. This is a crinkly attempt at re-living the sport, and just doesn't contain the atmosphere.	GREAT GOLF	SEGA	£24.99	67	23	65	60	63
The player sprites are just far too small to make this game enjoyable or enthralling. In fact the overall presentation is pretty grotty, not doing anything for the great sport. Too old to crack it with the big boys.	GREAT VOLLEYBALL	SEGA	£24.99	52	42	56	52	55
If you're a fan of the coin-op, then how can you resist this little beauty for just under a tenner? It's fairly quick, and not too jerky when weaving in and out. Not brilliant but excellent value.	HANG-ON	SEGA	£9.99	70	70	77	79	78
Boxing games are definitely the most repetitive type of game around. This one does well in that the opposition put up a really good fight and normally knock *you* down. Looks much better on the GG.	HEAVYWEIGHT CHAMP	SEGA	£24.99	71	54	70	65	77
Unbelievable intro graphics lead into a terminally brain-dead game. This is VERY slow and monotonous. Plenty of characters to play with, but with the combat scenes boring there's not much hope.	HEROES OF THE LANCE	US GOLD	£34.99	84	58	67	80	68
An excellent conversion packed with everything from the original, even the speech. The animation is second to none, and jump and rolling around the many levels is a joy. Superbly addictive gameplay.	IMPOSSIBLE MISSION	US GOLD	£29.99	80	87	88	91	89


Global Defense

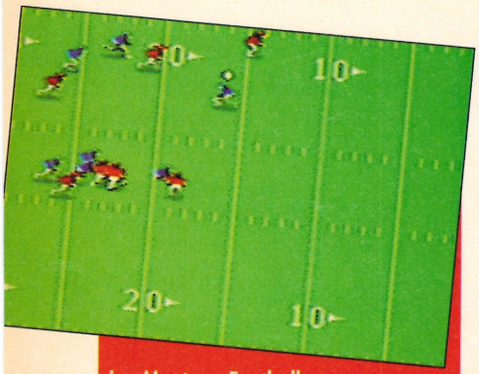

Golfamania



Great Baseball

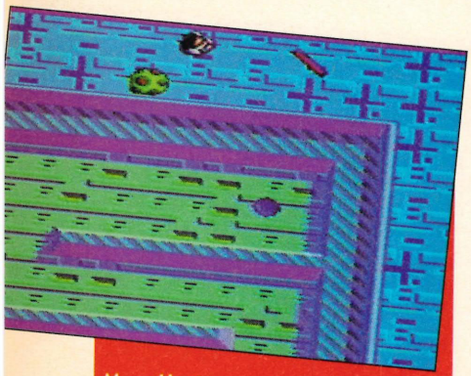


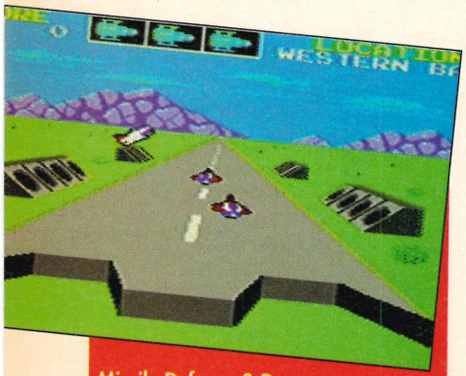
Heavyweight Champ



Joe Montana Football


Kung Fu Kid

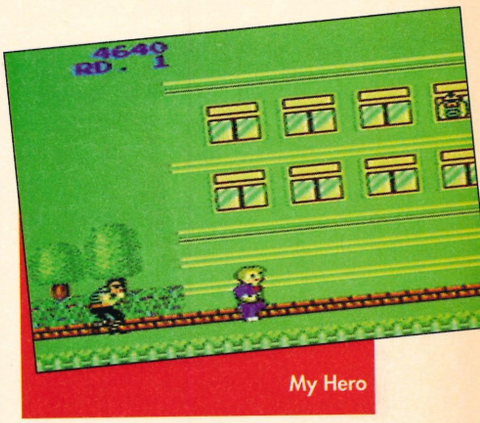

Maze Hunter



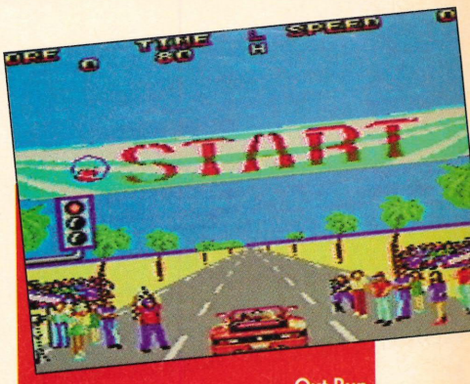
Missile Defence 3-D

GAME NAME The name by which it is best known in this country.	PRODUCER Company on the front of packaging.	PRICE Or import if not officially available.	RATINGS GRAPHICS	SOUND	GAMEPLAY	CHALLENGE	OVERALL	GAME DESCRIPTION A quick synopsis of what type of game it is, how it plays and whether you should add it to your collection.
INDIANA JONES 3	US GOLD	£34.99	83	75	78	85	80	This game is very, very frustrating. Not only is it damn hard, with none-too-friendly restart points, but the collision detection is also suss. Still, the graphics are encouraging and reflect the film.
JOE MONTANA FOOTBALL	SEGA	£29.99	80	70	84	60	78	If only this game weren't so blinking easy, it would keep you playing for ages. There are tons of moves for aficionados plus Joe's recommended one for us normal folk. Overhead side-view works well.
KENSEIDEN	SEGA	£29.99	72	67	63	65	64	While there's no doubting the size of *Kenseiden*, it does suffer from being not only very easy in parts (especially against the warlords), but also rather predictable. A large but overly simple beat-'em-up.
KLAX	TENGEN	£29.99	78	46	75	80	73	Although this has all of the features, it doesn't quite come up to scratch. The graphics aren't bad but the sound is severely lacking and the colours themselves blur rather badly. Still addictive, though.
KUNG FU KID	SEGA	£24.99	56	50	65	62	60	You are blessed with a talisman that gives you supernatural strength and protects you from any underhand ninja tricks. Kung fu games are nothing new and this just continues the line of mediocrity.
LASER GHOST	SEGA	£29.99	86	76	88	82	84	A better Phaser game, this can also by played just as effectively with the joypad. You have to protect a small girl who is walking through a haunted house. There are some great statics and backgrounds.
LINE OF FIRE	SEGA	£29.99	79	67	79	85	82	A very impressive vertical shoot-'em-up, lacking a two-player mode. The six long levels are packed with some fine looking guardians, and decent backdrops. More mindless but enjoyable entertainment.
LORD OF THE SWORD	SEGA	£29.99	80	59	88	80	85	This arcade adventure contains some great character sprites, but the backgrounds get a little unoriginal. The quest for information is enormous and it will take an age to complete. Enjoyable but simple.
THE LUCKY DIME CAPER	SEGA	£24.99	90	83	92	85	94	Donald's first excursion onto 8-bit is amongst the best games around. The graphics are superb, with some typically Disney animation. Best of all, this game is mega-tough and presents excellent VFM.
MAZE HUNTER 3-D	SEGA	£19.99	72	61	70	74	72	You are thrown into a labyrinth from which no-one has ever escaped. Not exactly a nice way to start, but there's plenty of incentive to get going as tons of little sprites chase you. Quite big but pretty easy.
MERCS	SEGA	£32.99	80	78	77	32	73	One of the easiest games on the Master System. After just a few goes, this one will have caved in and admitted defeat. It's a pity because there are some good graphics and the gameplay is fun.
MIRACLE WARRIORS	SEGA	£32.99	83	58	85	86	84	This RPG is really rather good. The whole thing is controlled via menus, which although takes time does allow you to perform a large range of tasks. The graphics are good and the challenge high.
MISSILE DEFENCE 3-D	SEGA	£19.99	48	30	50	43	46	This is a grim old game for the Master System to endure. You'll need your 3-D glasses for this one, but you won't miss much without them. Everything is very repetitive and requires absolutely no talent.
MONOPOLY	SEGA	£29.99	80	51	82	45	79	Which ever way you look at it, the MS version of *Monopoly* is poor VFM. You could get the Monopoly Deluxe table-top for less than this, and it would still be more fun. It's accurate, but what's the point?
MOONWALKER	SEGA	£29.99	85	83	85	84	85	Play your cards right and you might be (un)lucky enough to get a free copy of Michael Jackson's film with this. Thankfully, the game is much better than the film, with attractive graphics and decent sound.
MS. PACMAN	TENGEN	£29.99	74	60	74	76	72	Tecmagik's *Pac-Mania* is a tough game to beat, and even though this is a very accurate conversion of the Atari arcade machine, it doesn't quite hit the mark. Everything is far too dated. Two-player is fun.

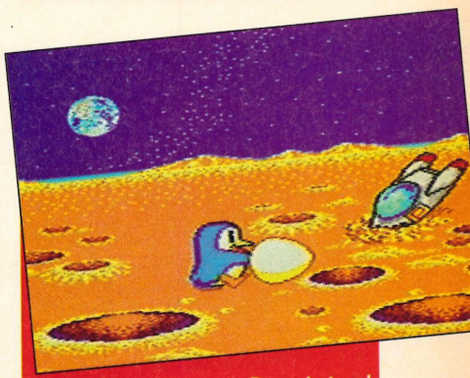
GAME DESCRIPTION	GAME NAME	PRODUCER	PRICE	RATINGS				
A quick synopsis of what type of game it is, how it plays and whether you should add it to your collection.	The name by which it is best known in this country.	Company on the front of packaging.	Or import if not officially available.	GRAPHICS	SOUND	GAMEPLAY	CHALLENGE	OVERALL
This game looks dreadful, so it's just as well it has the undefinable draw they call playability. It's a really simple beat-'em-up, and not very taxing. If you're the school bully type, you'll love it.	MY HERO	SEGA	£17.99	52	50	70	69	64
If you're a fan of Capcom's corking coin-op *Commando*, then for just a tenner you can have this bargain bonanza of Samurai-swarming forest awaiting your body-blowing talents. Poor graphics.	THE NINJA	SEGA	£9.99	52	62	81	77	75
The old Phaser gun should really come into its own here, but the light detection isn't too hot and it's more effective to combine it with the joypad. The backgrounds are neat, but the scrolling is annoying.	OPERATION WOLF	TAITO	£29.99	71	53	80	72	73
There just isn't the feeling of speed in this coin-op conversion of Sega's most successful racer. Graphics are kept to a minimum and very simple. Available at the same price for use with the specs.	OUT RUN	SEGA	£29.99	68	70	62	60	63
This great interpretation of *Out Run* not only adds more vehicles and a much longer route, it also tags on a more plausible storyline. You are a secret agent chasing big time crooks all over Europe.	OUT RUN EUROPA	US GOLD	£29.99	86	80	92	90	90
Admittedly, this is an excellent interpretation of *Pac-Man*, but £35 for such an old concept is asking a bit much. If you've got the cash, and don't mind splashing out, you won't be disappointed.	PAC-MANIA	TECMAGIK	£34.99	80	75	90	87	88
This has done an excellent job of emulating the brilliant coin-op, but everything is looking a bit old now. Above all, though, it's very playable and is sure to challenge you well into the morning.	PAPERBOY	TENGEN	£29.99	75	41	82	83	81
Compilations of games on cart should always be treated with trepidation. Space doesn't allow EVERY game to be good. Here you get an average simulation of pub games, all simply designed.	PARLOUR GAMES	SEGA	£17.99	62	45	50	33	50
This is a strange-looking game. The penguins are particularly well drawn, but the backgrounds very simply constructed. Controlling the penguin is great fun, and the primary draw of the game. Interesting.	PENGUIN LAND	SEGA	£29.99	80	43	75	78	77
It may be a stonking 40 quid, but this is one game where you'll certainly get VFM. This huge cart even comes with a battery back-up, which is lucky because you'll be coming back to this over and over.	PHANTASY STAR	SEGA	£39.99	83	63	97	98	95
Populous won many awards, but it is still one of those games you'll either love or hate. This version is very accurate to the original, but about TEN times as big. If you're a fan, you'll love this mind-bender.	POPULOUS	TECMAGIK	£34.99	83	68	90	83	88
Only worth a mild look if you've got the glasses. You have to clear waters teaming with enemy boats etc, whilst trying to keep your own intact. It's all very simple stuff and not worth bothering about really.	POSEIDON WARS 3-D	SEGA	£19.99	55	32	60	52	54
An excellent environmentally friendly shoot-'em-up. The graphics are top-notch and scroll smoothly beneath you as you zoom up the screen blasting the invaders and picking up extra weapons.	POWER STRIKE	SEGA	£24.99	90	82	90	82	90
All the razzmatazz of all-American wrestling is valiantly attempted here, but the overall impression is that it's been skimped on in all departments. The entertaining range of guys should make you laugh.	PRO WRESTLING	SEGA	£24.99	74	47	82	67	79
Only the graphics save this dreadfully boring and unplayable game – and even then if you don't like 'em cute, you might wanna puke. The mix of arcade and strategy may have worked if it weren't so stupid.	PSYCHIC WORLD	SEGA	£29.99	68	15	41	32	48
There are many arcade adventure games around, but this one has taken the best bits from them all and resulted in a terrific little game. The main character, Mr Fox, is almost as cheeky as Sonic himself.	PSYCHO FOX	SEGA	£29.99	82	51	89	88	88



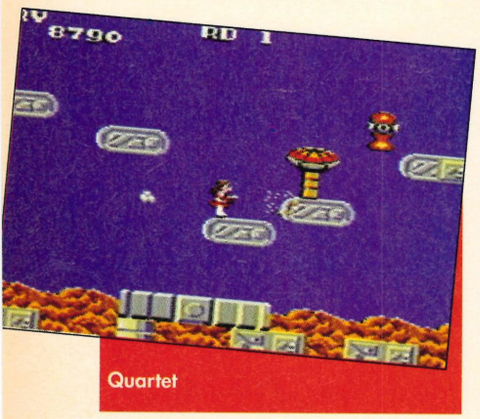
My Hero



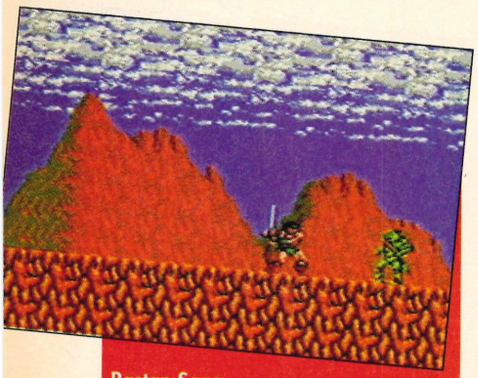
Out Run


Penguin Land


Power Strike

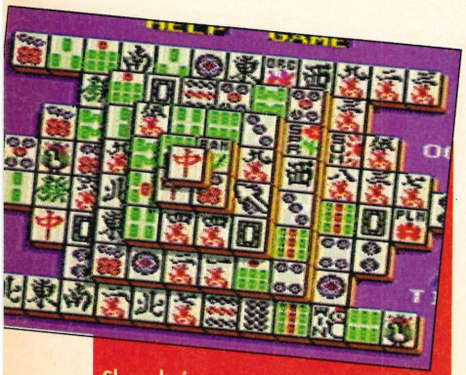


Quartet


Rastan Saga

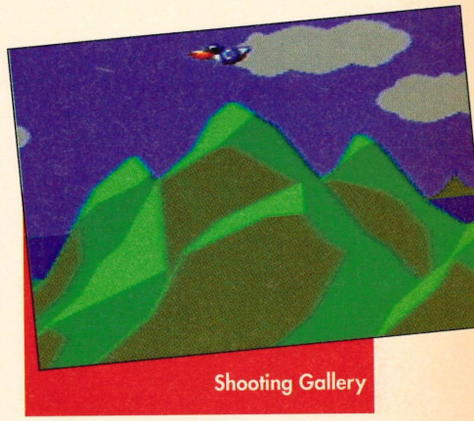


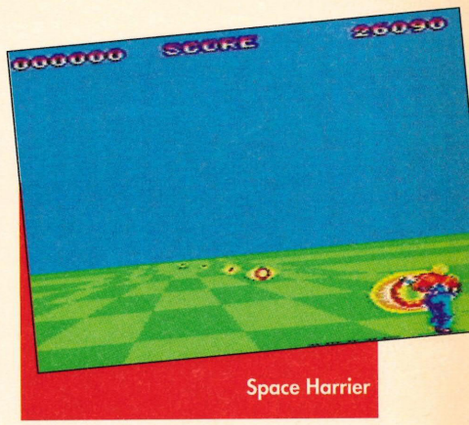
Running Battle


Shanghai

GAME NAME The name by which it is best known in this country.	PRODUCER Company on the front of packaging.	PRICE Or import if not officially available.	RATINGS GRAPHICS	SOUND	GAMEPLAY	CHALLENGE	OVERALL	GAME DESCRIPTION A quick synopsis of what type of game it is, how it plays and whether you should add it to your collection.
QUARTET	SEGA	£24.99	46	26	48	43	45	Warning: despite its name, this cart is not four games in one. In fact, it's one fairly unimpressive try at a platform shoot-'em-up. The action can get quite frantic at times, but monotony soon creeps in.
RAMBO III	SEGA	£29.99	72	68	78	75	77	Despite the limitations of this being a Phaser-based product, it is remarkably playable. *Rambo III* is surprisingly challenging considering it's all been seen before, but the addiction lasts for weeks.
RAMPAGE	SEGA	£29.99	84	70	90	78	85	Everyone's got a destructive nature in them somewhere, and this is guaranteed to bring it out. Basically, you control one or two gorillas who must smash up apartment blocks. Simple but brilliant.
RAMPART	TENGEN	£29.99	58	23	85	82	81	Behind the average options and title screen of this coin-op conversion lies a truly addictive game. Simple really; build a castle, decide where you want your cannons and then decimate your enemy!
RASTAN SAGA	SEGA	£29.99	88	76	86	90	88	It's a basic hack 'n' slash romp through many varying landscapes, but this is one of the best games of its type. It's a classic because everything is polished and you won't be completing it in the first week.
RC GRAND PRIX	SEGA	£29.99	80	45	72	60	69	In a game where multi-player action is a necessity, it is sadly the worst part of the game. Luckily, the odd graphics are interesting but why do Sega continue to slap their name all over the hoardings?
RESCUE MISSION	SEGA	£9.99	80	71	93	84	90	Your job is to protect medical supplies that are trying to be distributed to the troops – and what an enjoyable task it is. The graphics are great and the gameplay's spot on. Got a Phaser? Got a tenner? Get this!
R-TYPE	SEGA	£29.99	93	82	93	96	94	This is arguably the greatest shoot-'em-up to ever grace the Master System. It is – bar the odd graphic deficiency – a totally accurate conversion of Irem's smash coin-op. Everything is great. Go for it!
RUNNING BATTLE	SEGA	£29.99	65	48	68	79	79	The Master System really needs a first class beat-'em-up. Sadly, this ain't it. Everything is so slow, and even the colourful non-flicker graphics can't enhance this poor try. Get *Alien Storm* instead.
SCRAMBLE SPIRITS	SEGA	£29.99	56	54	45	37	44	Sorry, but there isn't anything rescuing this from the scrap heap. The game is basically little more than a vertically scrolling shoot-'em-up and a pretty poor one at that. With such a choice, you could find better.
SECRET COMMAND	SEGA	£12.99	75	57	88	85	85	For £12.99, you'd be stupid not to miss out on this *Commando* clone. This is very close to the Capcom coin-op; it's even based in a jungle with huts and everything. Essential for an self-respecting shooter.
SEGA CHESS	SEGA	£34.99	85	60	80	96	83	Functional graphics and some dodgy speech may put some grand masters off, but stick with it and you will find a supreme chess sim with a host of extras including varied views and computer opponents.
SHADOW DANCER	SEGA	£32.99	65	75	68	70	69	Definitely the worst version of this MD classic, it suffers from flickery graphics and a bad response rate but there are some pleasing effects such as the full screen magic and the lightening dog.
SHADOW OF THE BEAST	TECMAGIK	£29.99	91	92	81	82	90	Despite the Master System's obvious limitations, Tecmagik have done the business on *Beast*. Just like the original it has superb visuals, excellent mood music, and even some improved gameplay!
SHANGHAI	SEGA	£24.99	73	51	90	90	85	Based on that old Japanese puzzle game, *Shanghai* is one of the most addictive and mind-bending puzzle games around. You'll be confused at first, but if you persevere your efforts will be well rewarded.
SHINOBI	SEGA	£29.99	80	72	82	62	79	When it was released, everyone went wild, but in the light of day there's nothing much spectacular about this beat-'em-up. There are only five levels with stranded kids, and that should be a doddle.

GAME DESCRIPTION	GAME NAME	PRODUCER	PRICE	RATINGS				
A quick synopsis of what type of game it is, how it plays and whether you should add it to your collection.	The name by which it is best known in this country.	Company on the front of packaging.	Or import if not officially available.	GRAPHICS	SOUND	GAMEPLAY	CHALLENGE	OVERALL
This really is a bit overpriced for what you get: four simple rounds of shooting various targets. These games are always much better with a few players, so grab the family and gather round.	SHOOTING GALLERY	SEGA	£24.99	67	30	70	72	70
If you've just bought a light gun then this is just the cart with which to hone your skills. It contains three varying types of game – marksman shooting, trap shooting and safari hunt – making it excellent value.	SHOOTING GAMES	SEGA	£24.99	72	65	82	70	72
Like its MD counterpart, *EA Hockey, Slap Shot* is easy to get into and has all the added "extras" like brawling and dodgy umpiring. Don't worry if you don't like the real thing, this is pretty manic.	SLAP SHOT	SEGA	£29.99	73	67	75	78	76
Totally excellent conversion proving that the MS can retain some originality. Sharing many of the characteristics of the MD version, this mini adventure is super-fast and instantly compelling. One of the best.	SONIC THE HEDGEHOG	SEGA	£29.99	97	93	96	93	95
With only a clutch of lives and no way of restarting or continuing on any of the 18 levels, even arcade players will be tested here. Available in a dreadful 3-D version for a tenner less.	SPACE HARRIER	SEGA	£29.99	85	80	88	85	84
A brilliant conversion of the smash Amiga game. Jump into the future and play a vicious game of handball. The graphics are superb and the playability still as great as ever. The league is also very testing.	SPEEDBALL		£29.99	86	80	92	94	92
One of the greatest and toughest RPGs on the Master System, ranking almost as good as *Phantasy Star*. The vast adventure will take you underground, through space and even time...	SPELLCASTER	SEGA	£29.99	90	56	90	92	90
While obviously not up to the Mega Drive version's look, this one doesn't quite have the playability either. It's very tedious bashing bad guys, but there's a compelling storyline to keep you going.	SPIDER-MAN	SEGA	£29.99	80	62	77	80	80
The stars of MAD magazine have always been favourites on home computer. This conversion retains all their appeal, and even has the one player sniggering when the other walks into his traps.	SPY VS SPY	SEGA	£17.99	85	78	90	90	90
The graphics and sound are about as expected but the main character is very sluggish, especially when jumping. This version is even easier than the MD version, making its long-term appeal dubious.	STRIDER	SEGA	£29.99	82	80	75	56	79
You take charge of a submarine and basically have to progress through the seaworld, amongst all the coral and sea weed, while shooting anything that moves. It's like a poor water-bound *R-Type* really.	SUBMARINE ATTACK	SEGA	£29.99	65	40	67	80	68
This is a real disappointment. The graphics are hopeless; not only are the sprites small but they are terribly animated and the backgrounds contain no detail. Even fans of the series won't be impressed.	SUMMER GAMES	SEGA	£29.99	40	55	42	29	40
Professionally put together with all the features of the original, bar the all-important playability. Not only do you struggle for ball control, the action slows down with three or more players onscreen.	SUPER KICK OFF	US GOLD	£29.99	73	69	80	90	80
While Sega listened to the MD criticism and added a simultaneous split-screen two-player mode, the graphics have really suffered. A poor atmosphere is created by flimsy backgrounds and poor animation.	SUPER MONACO GP	SEGA	£29.99	49	58	67	70	68
Excellent two-player action with some brilliant close-ups. Good all the way through and tough to beat at higher one-player levels. Be prepared for some late nights if you want to become a NBA champ.	SUPER REAL BASKETBALL	SEGA	£24.99	80	68	86	88	85
Remarkable conversion. Domark have come up trumps with this hot variation on *Space Invaders*. Guardians, original waves and a sensational simultaneous two-player option set this above any clone.	SUPER SPACE INVADERS	DOMARK	£29.99	85	68	86	80	82

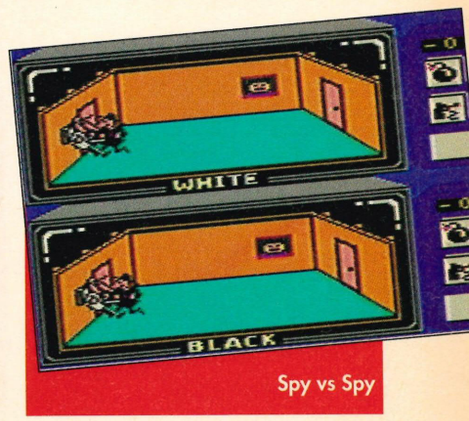

Shooting Gallery



Space Harrier



SpellCaster



Spy vs Spy



Super Monaco GP



Super Tennis

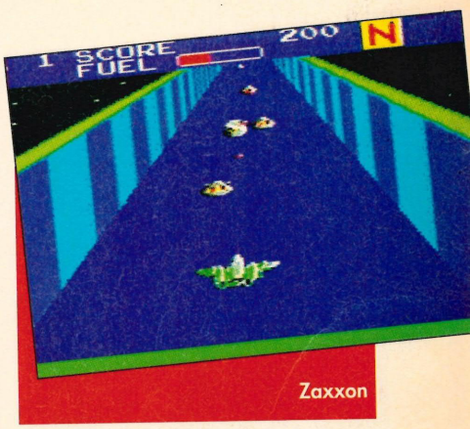

Thunder Blade



Wanted

GAME NAME The name by which it is best known in this country.	PRODUCER Company on the front of packaging.	PRICE Or import if not officially available.	RATINGS GRAPHICS	SOUND	GAMEPLAY	CHALLENGE	OVERALL	GAME DESCRIPTION A quick synopsis of what type of game it is, how it plays and whether you should add it to your collection.
SUPER TENNIS	SEGA	£9.99	32	45	20	30	29	This price of this one just keeps dropping and dropping, and it's easy to see why. The graphics are childish, the sound appalling and it completely fails to capture any of the sport's fun. Miss it.
TEDDY BOY	SEGA	£9.99	64	49	78	75	70	This is one of those strange games that is very simple in concept, but superbly implemented and subsequently very addictive and playable. However, be warned it's a VERY cute platform game.
TENNIS ACE	SEGA	£29.99	82	65	86	82	83	Forget *Super Tennis*, this is how you write a decent tennis game. There's a great side-on close-up of the server, and the view down onto the court for normal play works well. Tennis fans should apply here.
THUNDER BLADE	SEGA	£29.99	72	59	61	80	65	There's a great game here just waiting to burst out. However, even the decent graphics can't hide the fact that due to the changing views this game has some dodgy collision detection. Very frustrating.
TIME SOLDIERS	SEGA	£29.99	40	41	36	30	36	The coin-op on which this was based was a fairly torrid affair, so goodness only knows how they expected to improve on it. More time is spent running from enemies than fighting them and this gets tedious.
TRANSBOT	SEGA	£9.99	32	40	28	25	26	Oh dear, what went wrong here? All the usual elements are here – it's a shoot-'em-up, based in a post nuclear world, and aliens are invading – but it's so badly programmed, *Transbot* is awful.
ULTIMA IV	SEGA	£39.99	90	21	92	94	92	If you've got the other top MS RPGs, then there's no reason why you shouldn't have this in your collection. It's vast, comes with a great manual and map, and even a password save. A whopper!
VIGILANTE	SEGA	£29.99	81	72	76	79	77	This coin-op conversion is a very simple beat-'em-up, but worthy of praise for the sheer enjoyment you get out of bashing the hell out of the street thugs. A two-player option is sadly deficient.
WANTED	SEGA	£24.99	70	50	80	81	78	Rootin' tootin' varmit-blowing Phaser fun as you are appointed sheriff of the town and told to clean up the place. Well, what are you waiting for? Grab your holsters and set to work – you might even enjoy it!
WONDER BOY	SEGA	£24.99	79	67	84	80	81	Even though this is the first in the Wonder Boy trilogy, it still holds much appeal for many arcade adventurers. Sadly, everything – all the graphics, sound effects, etc – are very dated now.
WONDER BOY IN MONSTERLAND		£29.99	88	80	90	90	90	The Boy's second outing continues the challenging gameplay. You've 12 levels to progress through and the action is constantly fast and the baddies furious. Buy it, play it, and you won't regret it. Honest.
WONDER BOY III: DRAGON'S TRAP		£29.99	93	85	93	94	93	If you like the others, you'll go wild over the third outing. You must again hack your way along the path, but are helped out by shops along the route selling weapons. A great arcade adventure.
WORLD CLASS LEADER BOARD		£29.99	83	81	83	82	83	A quality golf sim with all the bells and whistles. All you need for a round or two, including a full set of clubs, hazards galore and masses of playability. Dig out your plus-fours and get swinging.
WORLD CUP ITALIA 90	SEGA	£24.99	70	52	82	67	77	It's a lot easier to control the ball in this than *Kick Off*, but ultimately you feel more like you're playing a table-top pub game than the real thing. It's good to see them getting some real speed out of the MS
WORLD GAMES	SEGA	£24.99	67	56	66	67	65	While *Summer Games* was dreadful and *California Games* excellent, this chestnut is definitely middle-of-the-road software. None of the games is truly bad, but none of them stands out as worth much play.
WORLD GRAND PRIX	SEGA	£12.99	58	35	67	52	60	There has yet to appear a decent car racer game on the Master System. While this one has the basic element – cars – it fails to have the other important things, like decent graphics, sound and opponents.

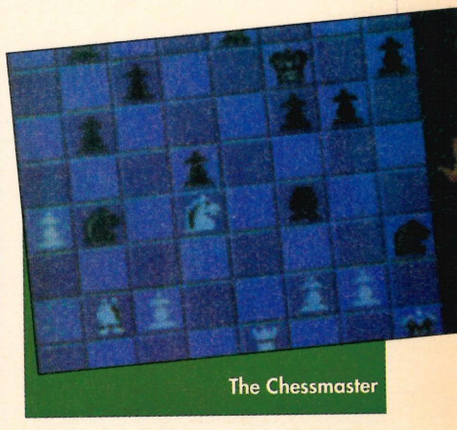
GAME DESCRIPTION A quick synopsis of what type of game it is, how it plays and whether you should add it to your collection.	GAME NAME The name by which it is best known in this country.	PRODUCER Company on the front of packaging.	PRICE Or import if not officially available.	RATINGS GRAPHICS	SOUND	GAMEPLAY	CHALLENGE	OVERALL
Unlike the other footy games on the Master System, this scrolls horizontally. The players are a bit bigger than most, but the odd viewing perspective makes it hard to put the ball where you want it to go.	WORLD SOCCER	SEGA	£24.99	58	45	64	62	63
You'll have a great deal of difficulty telling the difference between the 16-bit original and this version. (To help, this doesn't have the background). Great stuff, but there are some dodgy collisions.	XENON II		£29.99	92	83	85	80	85
While this is an excellent RPG, it doesn't quite have the playability of the big three – *Ultima, Phantasy Star* and *SpellCaster*. Even so, it's a real puzzler and will waste away many late nights.	Y'S: THE VANISHED OMENS		£32.99	84	42	85	80	84
Zaxxon was a great game in the arcades, and this version has completely ruined it. The graphics are appalling, the sound irritating and the gameplay unrecognisable beyond belief. Don't encourage it.	ZAXXON 3-D	SEGA	£19.99	43	23	44	40	42
Some great statics in the game and a decent storyline in the manual help create an involving atmosphere. The Norsa forces are expanding and you must dive deep into their system and blow them up.	ZILLION	SEGA	£24.99	68	50	63	70	67
This is practically identical to the original, with the evil, but strangely lovable, Baron Ricks up to his old tricks again. Now he's captured your friends, and their garbled cry for help must be answered soon.	ZILLION II	SEGA	£24.99	70	52	63	67	67

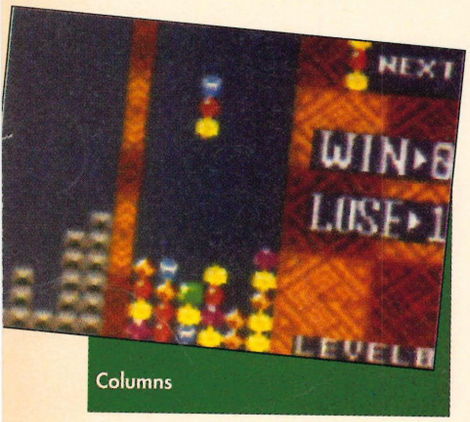


Zaxxon

GAME GEAR

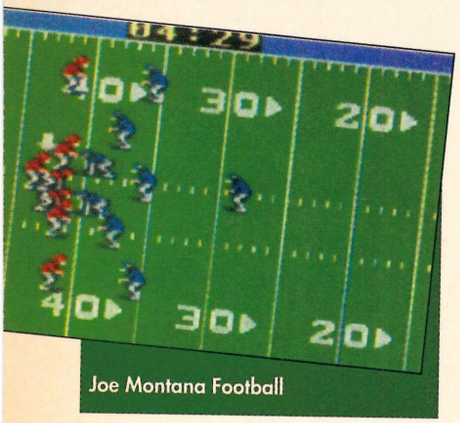
One of the stars of *Golden Axe* features in his own game. Be warned, this is a very Japanese-based RPG, and nothing like the great *Golden Axe*. It's very unfriendly and poorly executed. Give it a miss.	AX-BATTLER	SEGA	IMPORT	62	68	38	60	56
Mega-colourful and crammed with cutesy bad guys and *Bubble Bobble* style graphics, *The Berlin Wall* is the top platform game for the GG. Innovative guardians, and over 25 packed levels.	THE BERLIN WALL	KANEKO	IMPORT	92	85	90	81	90
The control method is extremely quirky with men running in the wrong directions and the computer player seemingly unbeatable – but apart from that it's a fair conversion of America's favourite sport.	BATTER UP	SEGA	£24.99	74	69	81	90	79
Everyone's favourite game is even better on the Game Gear with shrunken graphics that make Mickey look superb. Most of the rooms from other versions are here, making it an essential purchase.	CASTLE OF ILLUSION	SEGA	£24.99	96	92	95	96	95
An excellent conversion of the top-selling Game Boy mind-bender. There are tons and tons of options here to challenge all levels of chess player. There's even some tips from the great Chessmaster himself.	THE CHESSMASTER	SEGA	£24.99	80	81	90	92	90
Very tough and challenging puzzle game in the style of *Tetris*. Excellent in one-player but even better with two players linked up. Could become one of the all-time classic Sega games on any machine.	COLUMNS	SEGA	£19.99	88	85	94	90	92
A very big game for such a small machine, and well worth the attention of all RPG buffs. It's packed with loads of pick-ups and plenty of people to talk to, and considering the Game Gear, it's very large indeed.	DRAGON CRYSTAL	SEGA	£24.99	88	80	86	90	86
Very challenging as you play Gorby trying to distribute the goods from his Russian factories out to the panicking people. Loads of elements try to stop you, but make this one tough and enjoyable game.	FACTORY PANIC	SEGA	£24.99	88	83	89	92	90


The Chessmaster

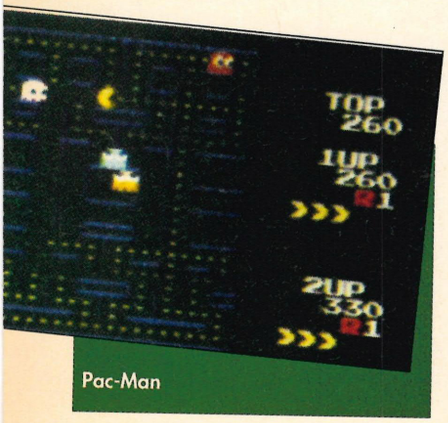


Columns


GG Aleste



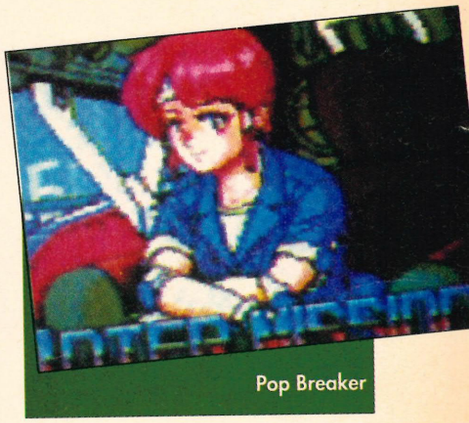
Joe Montana Football

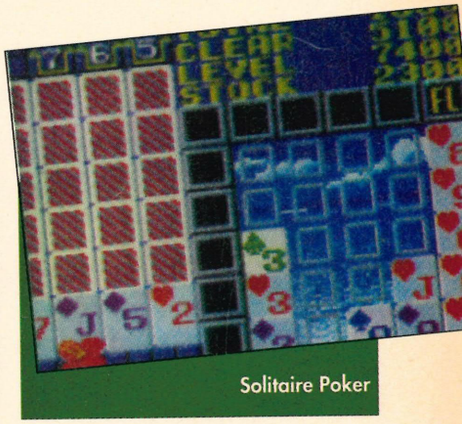


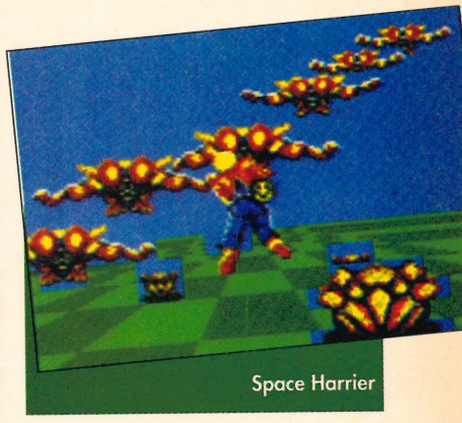
Pac-Man

GAME NAME The name by which it is best known in this country.	PRODUCER Company on the front of packaging.	PRICE Or import if not officially available.	RATINGS GRAPHICS	SOUND	GAMEPLAY	CHALLENGE	OVERALL	GAME DESCRIPTION A quick synopsis of what type of game it is, how it plays and whether you should add it to your collection.
FANTASY ZONE	SEGA	£19.99	82	78	85	86	84	Play this game with your sun-glasses on because the small screen combined with the mind-numbing colours make this a real eye strain. But that's what this shoot-'em-up's about – totally OTT.
FROGGER	SEGA	£19.99	80	73	72	74	75	*Frogger* has a sick attraction just to see your friend get run over on his first couple of goes. Of course, after you've familiarised yourself with the timing, this becomes very repetitive and simplistic.
GALAGA '91	NAMCOT	IMPORT	64	59	76	85	63	A poor shoot-'em-up is at the heart of this nostalgic release. The screen blurs far too easily and the whole style of play rapidly repeats itself. By the time you reach level six you have seen it all before.
GG ALESTE	COMPILE	IMPORT	90	85	92	89	91	*Halley Wars* pails into insignificance against this ultimate blaster for the GG. Smooth scrolling, original and awesome guardians and ear-busting SFX make the *Aleste* experience one you will never forget.
G-LOC	SEGA	£24.99	61	62	62	46	60	Everyone comments how quickly *G-LOC* moves on the Game Gear, but so would you if you had no graphics to shift around. Everything is far too simple to create any sort of atmosphere. This is very boring.
GRIFFIN		IMPORT	81	80	88	85	86	Another brightly coloured shoot-'em-up, and a damn playable one too. Big sprites and addictive gameplay make this a great game. There are also some statics of foxy young Japanese girls to spur you on.(!)
HALLEY WARS	SEGA	£24.99	90	88	90	92	90	One fine game. The action is fast and the weapons big, ensuring some excellent blasting action. The five levels are very different and require special tactics to finish each. A real star performer on the GG.
HEAVYWEIGHT CHAMP	SEGA	IMPORT	80	57	71	86	79	Converted almost directly from the MS version this sad boxing sim becomes incredibly repetitive after only a short while. The graphics may look good but closer inspection reveals very bad animation.
INDIANA JONES 3	SEGA	£24.99	84	39	75	85	78	Exactly the same as the MS in terms of style and layout but the graphics seem more detailed due to a closer perspective. Sound is atrocious and the basic game is incredibly tough. Only for die-hard Indy fans.
JOE MONTANA FOOTBALL	SEGA	£24.99	84	69	87	86	85	Despite the limitations of the small screen, Sega have managed to squeeze in this massive game, and added a few extras to boost the fun. Everything from the MS game is here, making it one hot cookie.
KINETIC CONNECTION	SEGA	£24.99	80	56	71	73	72	Overly difficult puzzle game in which you have to rearrange the pieces of a jigsaw. There are some nice graphical touches, and it's fun for a while but *Kinetic Connection* ultimately drives you insane.
THE LUCKY DIME CAPER	SEGA	£24.99	89	83	92	89	90	Cartoon capers with everybody's favourite Disney psycho, Donald Duck. The gameplay is instantly compelling and the challenge is never in doubt, and there's even some amazing music for each level.
MAPPY		IMPORT	67	57	43	57	50	Jump around platforms collecting things. Not exactly original and not exactly good either. The graphics are really unimaginative, and there's absolutely no playability. Give it a miss – please.
NINJA GAIDEN	SEGA	£24.99	90	80	75	78	74	Gorgeous graphics and sprite animation combine with a variety of levels to create the *Ninja Gaiden* beat-'em-up experience. If you find it too tough, dig out the import version which has a password option.
OUT RUN	SEGA	£24.99	83	78	80	62	77	The classic racer loses nothing in translation to the small screen – except its difficulty. Even so, it's very exhilarating and miles better than *Super Monaco GP* on the GG. The hand-held racer for you.
PAC-MAN	SEGA	£24.99	70	78	84	57	76	The Pac is back! And what a great little game this is. Everything is just like in the coin-op, even the music brings back memories of the old days. Trouble is, after a while it soon wears off and you get bored.

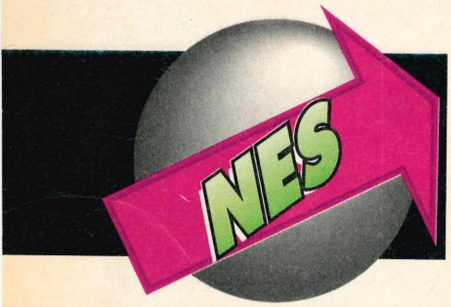
GAME DESCRIPTION A quick synopsis of what type of game it is, how it plays and whether you should add it to your collection.	GAME NAME The name by which it is best known in this country.	PRODUCER Company on the front of packaging.	PRICE Or import if not officially available.	RATINGS GRAPHICS	SOUND	GAMEPLAY	CHALLENGE	OVERALL
This is a most fun little escapade. It plays just like the old coin-op as you shove blocks of ice around and try to squash or electrocute animals. It may not pass the RSPCA laws, but it sure is a laugh.	PENGO	SEGA	£19.99	78	80	82	80	79
Dodgy graphics and frustrating gameplay knock this back a little. Slow shoot-'em-up action that gets a little predictable after a while. There are plenty of better games in this genre – like *GG Aleste*.	POP BREAKER		IMPORT	67	75	63	79	68
Blimey, this is a truly awful game. It's one of those games that actually makes you cringe as you play it. Anyone who has bought this has our pity. It's an arcade adventure in which you use ESP – nuff said!	PSYCHIC WORLD	SEGA	£19.99	47	35	30	55	32
Under-rated slash-'em-up adventure game, which contains loads of locations and a variety of very tough opponents. The backgrounds and sprites are very smooth and detailed. A real must-buy.	RASTAN SAGA	SEGA	£24.99	90	82	93	92	91
Works well on the Game Gear, although it's a little short and will soon be completed by anyone who's played any of the series before. Still, it becomes very addictive even to a real pro.	SHINOBI	SEGA	£24.99	83	84	85	83	84
Based on the cuddly French puzzle game *Skweek* (under which name it is also known), with colourful graphics that are a tad on the small size. All the addictiveness of *Klax* with 30 passworded levels.	SLIDER	SEGA	£24.99	85	71	88	80	82
Boring card game translated onto the small screen. Some nice sprites but sound and gameplay soon become annoying. Novelty soon wears off, even the girl telling you how many levels you've got to go.	SOLITAIRE POKER	SEGA	£24.99	76	80	70	80	70
Possibly better than any other version. Crystal clear, super fast graphics with original zones and guardians based on the MS version. Love him or loathe him, Sonic is in your pocket in fine style.	SONIC THE HEDGEHOG	SEGA	£29.99	94	92	96	85	94
The hit conversion has been ripped to shreds by the Sega team. Jerky playability and blocky sub-standard graphics make this a shambolic affair that will disappoint any fans of any versions. Oh dear.	SPACE HARRIER	SEGA	£24.99	74	75	62	80	64
Forget the Master System version, Flying Edge have based this little beauty on the Mega Drive version. It's not only packed with cartoon story statics, but also some enthralling gameplay over five stages.	SPIDER-MAN	ACCLAIM	24.99	96	72	95	85	92
Golfing made simple. Not as realistic as *Leaderboard* but no less fun. Cartoon graphics, caddies with different personalities and colourful options screens make this a sim for less serious golfers.	SUPER GOLF	SIGMA	IMPORT	80	79	85	81	84
The definitive footy game on the GG. Amazing playability makes the MS version blush with shame. Fast gameplay means frantic goal scrambles but there is some speed blur. Totally excellent!	SUPER KICK OFF	SEGA	£29.99	70	45	94	85	93
While there's certainly the speed in this racing conversion, it lacks everything else – especially feel. The graphics are ultra simplistic, sound basic and gameplay very boring as there's little interaction.	SUPER MONACO GP	SEGA	£19.99	65	52	46	56	55
Known as *Revenge of Drancon* in the States, this really adds fun to the normal arcade adventure. The great graphics and sonic effects combine with the deep gameplay to make a very addictive game.	WONDER BOY	SEGA	£19.99	88	85	85	81	84
Break-Out games are two-a-penny nowadays and while this one doesn't take them to the Twilight Zone, it does add loads of neat graphic and gameplay features. A perfect pocket puzzler for all ages.	WOODY POP	SEGA	£19.99	84	77	87	90	87
Everything an armchair golfing enthusiast could want is right here: clubs, courses and even some crackly speech! Gameplay is limited and sometimes very slow but two-player is appealing.	WORLD CLASS LEADERBOARD		£24.99	78	69	72	82	80

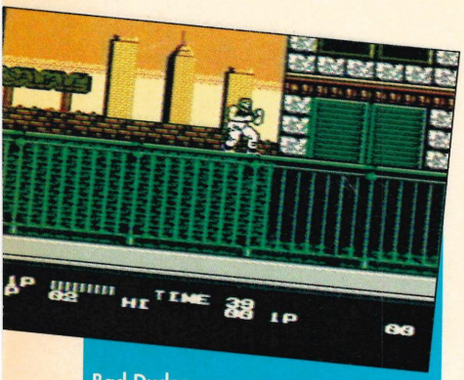

Pop Breaker


Solitaire Poker

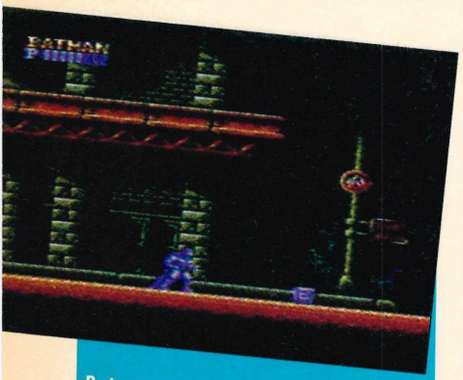

Space Harrier


Super Golf

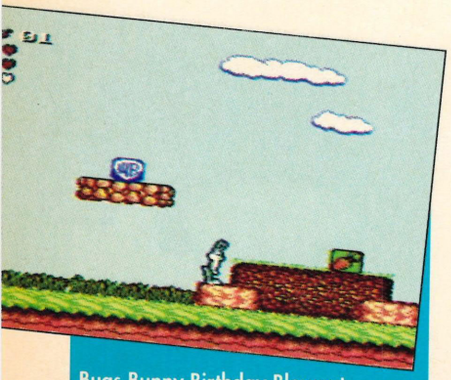




Bad Dudes



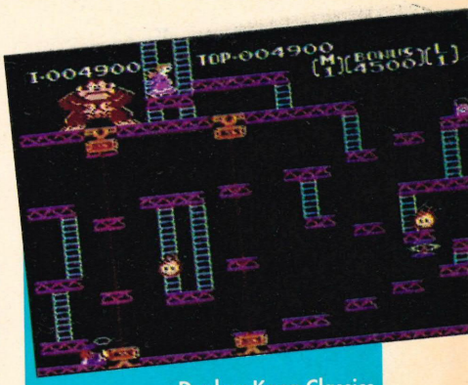
Batman



Bugs Bunny Birthday Blowout

GAME NAME The name by which it is best known in this country.	PRODUCER Company on the front of packaging.	PRICE Or import if not officially avaiable.	RATINGS GRAPHICS	SOUND	GAMEPLAY	CHALLENGE	OVERALL	GAME DESCRIPTION A quick synopsis of what type of game it is, how it plays and whether you should add it to your collection.
A BOY AND HIS BLOB	NINTENDO	£34.95	71	70	81	81	80	Guide the Boy and his Blob (don't worry, it's clean), through an obstacle-infested game that spans the New York subways and an alien planet. Weird, wonderful and well worth buying!
ADVENTURES OF LINK	NINTENDO	£39.99	69	65	92	91	91	The second in the classic Zelda series, and a real adventuring experience. Overflowing with monsters, mazes and magic, it's one of the most atmospheric and absorbing games available on a console!
BAD DUDES	OCEAN	£39.99	55	39	58	63	55	A dodgy conversion of the *Dragon Ninja* game, but if you persevere with the unconvincing speech, limited moves and flickery sprites, you may find there's a good game. Dig deep, though.
BATMAN	SUNSOFT	£44.99	92	82	89	92	90	A five-level extravaganza featuring the Caped Crusade, the devil incarnate in the body of the Joker, an abundance of creative and inspired traps, and more action than your average hero deserves!
BATTLE OF OLYMPUS	NINTENDO	£34.99	73	63	79	79	75	The obligatory gods and talking animals are joined by some innovative settings and mind-numbing problems. Not quite in the same class as *Link*, but one to add to your collection if you like Zelda.
BAYOU BILLY	KONAMI	£34.99	71	58	49	56	45	*Bayou Billy* puts you into the role of an outback hero whose girlfriend has been kidnapped. No awards for the scenario, and the game, which is essentially a beat-'em-up, fairs little better.
BIONIC COMMANDO	CAPCOM	£39.99	78	71	82	72	79	An impressive and enjoyable conversion of the arcade hit. Smooth scrolling, responsive controls and compulsive gameplay more than make up for the ludicrous storyline. Could prove a bit too easy.
BLACK MANTA	TAITO	£34.99	80	78	85	83	82	An on-going movie style storyline, large characters and a variety of ninjitsu manoeuvres and magic make *Black Manta* a cut above the rest. An interesting and fundamentally entertaining piece of software.
BLADES OF STEEL	KONAMI	£34.99	84	87	89	83	90	This is a top-notch ice hockey game. With fast, flowing action, a stunning array of speech, multi-difficulty levels, detailed graphics and an authentic atmosphere, it's one compulsive game!
BLASTER MASTER	SUNSOFT	£39.99	78	71	90	87	89	Enter a radioactive realm of rodents and glowing reptiles. Although showing its age, *Blaster Master* is still a fine game, with a huge landscape to search and a vast amount of obstacles to deal with.
BLUE SHADOW	TAITO	£34.99	82	79	85	82	86	Ninja thrills and spills abound in this fresh and innovative cart. Guide the karate king through levels of grotesque guardians and novel traps, using a variety of weapons to see you through.
BOULDERDASH	FIRST BYTE	£29.95	76	74	88	84	85	A conversion of the classic C64 game, *Boulderdash* sees you guiding Rockford through several rock-filled mazes. The fast and furious action is complimented perfectly by smooth and effective graphics.
BUBBLE BOBBLE	TAITO	£29.99	72	69	82	80	82	Bub and Bob explode onto the NES in a near perfect conversion of the coin-op hit. Two-player action, over 100 testing levels and loads of laughs make this well worth adding to your collection.
BUGS BUNNY BIRTHDAY BLOWOUT		£44.99	68	62	71	59	60	This *Mario 2* lookalike is okay as platform games go, with the basic requisites of the genre in the way of action, pitfalls and variation in enemies, but for the money you could get far better. Try before you buy.
BURAI FIGHTER	NINTENDO	£29.95	69	52	65	61	59	There aren't many shoot-'em-ups on the NES, and unfortunately, *Burai Fighter* hasn't been missed. With sketchy graphics and untidy gameplay, it's for hardcore blasting fans only.
CALIFORNIA GAMES	MB GAMES	£34.99	49	52	51	48	50	A pretty poor conversion of a classic computer title. The controls don't help as you attempt to surf, skate and bike your way through the sunny state events. The graphics aren't much cop either.

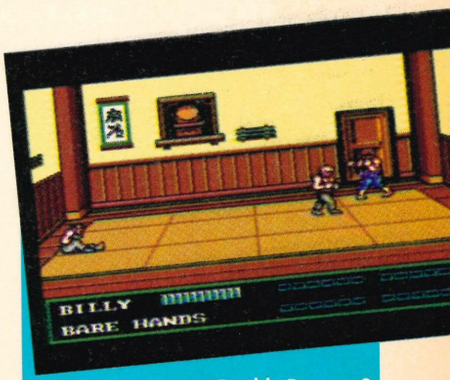
GAME DESCRIPTION	GAME NAME	PRODUCER	PRICE	RATINGS				
A quick synopsis of what type of game it is, how it plays and whether you should add it to your collection.	The name by which it is best known in this country.	Company on the front of packaging.	Or import if not officially avaiable.	GRAPHICS	SOUND	GAMEPLAY	CHALLENGE	OVERALL
This 3-D extravaganza has plenty going for it, with an assortment of highly charged missions and a grand finale that will prove an ordeal for even the most battle hardy pilots! Good stuff.	CAPTAIN SKYHAWK	MB GAMES	£34.99	79	70	82	80	81
The first in the *Castlevania* series, and it shows! This is based in medieval times when vampires were ripe and ghosts more than a rare occurrence. The action comes thick, yet it's laborious and slow at times.	CASTLEVANIA	KONAMI	£29.99	68	67	68	70	68
An absolutely awful version of *Break-Out* that should never have got further than the designer's table. Completely unoriginal, an antiquated concept and simple gameplay make this a waste of plastic.	CRACKOUT	PALCOM	£34.99	52	29	35	32	30
If this wasn't so expensive, this would actually be a joke. But, as it stands, it's just a complete rip-off! Lack of creativity, poor design, ghastly controls, the least exciting driving sim ever developed...	DAYS OF THUNDER	MINDSCAPE	£42.99	29	52	25	19	22
It's quite well put together, and doesn't suffer from slow text screens. Taking over medieval Britain through brute force or tournaments is fun for a while, but longevity isn't one of this game's strong points.	DEFENDER OF THE CROWN		£44.99	66	63	72	59	68
This is a poor man's version of the classic *Boulderdash*. Graphically this is better, but game-wise Rockford is still far ahead. But if you enjoyed *Boulderdash*, you'll no doubt have fun with this.	DIGGER T ROCK	MB GAMES	£39.99	81	73	69	68	70
This rather aptly titled cart features both *Donkey Kong* and *Donkey Kong Jr*, which will really roll the years back! Obviously showing their age now, but they are still a "barrel" of fun!	DONKEY KONG CLASSIC	NINTENDO	£24.99	62	40	68	65	66
The original of this martial arts series features four levels of face-thumping, bone-crunching, hair-pulling action that should please the ardent beat-'em-up fanatic. Moves are a bit limited, though.	DOUBLE DRAGON	TRADEWEST	£39.99	71	58	71	74	72
An improvement over its predecessors, *DD2* introduces simultaneous two-player action as well as some violent new moves and a larger variation of enemies. Expensive, but a great beat-'em-up.	DOUBLE DRAGON 2	ACCLAIM	£39.99	79	72	82	83	83
The story follows a similar theme to the others, although the moves available and the combatants differ quite radically. As with most fighting games, it really comes into its own as a two-player game.	DOUBLE DRAGON 3	ACCLAIM	£TBA	87	76	84	89	87
An old but damn fine game. Realistic play, many of the rules from the original game, fast graphics (if a little flickery), and unbeatable two-player action, make this a real must for armchair sports enthusiasts!	DOUBLE DRIBBLE	KONAMI	£29.99	81	71	80	76	82
This *Tetris* clone obviously relies much on the presence of Mario for high exposure! It's unlike other Mario games, but if you're after a strategy game in the same mould as *Tetris*, then look no further!	DR MARIO	NINTENDO	£34.99	68	59	79	75	78
Elite have tried to re-create the delayed reaction of the controls in a different, and more suitable environment. They have failed miserably, leaving a game with little going for it except high class visuals.	DRAGON'S LAIR	ELITE	£39.99	90	78	42	46	45
One of the classic NES games, *Duck Hunt* is used in conjunction with the Zapper Gun, and is obviously aimed at the younger end of the market. There are some neat touches, but it can get very monotonous.	DUCK HUNT	NINTENDO	£29.99	67	72	59	60	60
Join Scrooge and his pals as they search for the five lost treasures. An abundance of various monsters, clever and challenging traps, great graphics and absorbing gameplay make this a must!	DUCK TALES	CAPCOM	£44.99	89	84	90	82	91
This ancient arcade moto-cross/race game has had its day, and its limited appeal and "excite"ment is just a little dated to be popular. Quite challenging, but unfortunately a little limited!	EXCITEBIKE	NINTENDO	£24.99	51	45	53	52	57



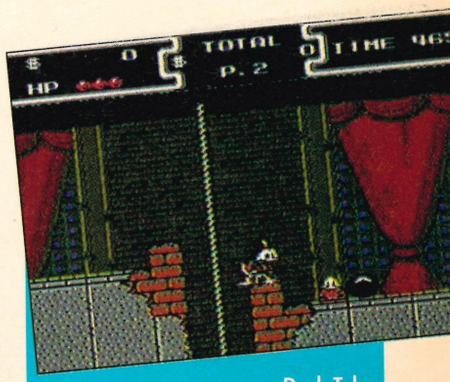
Donkey Kong Classics



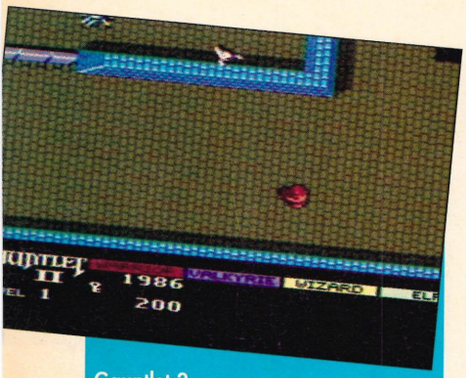
Double Dragon 2



Double Dragon 3



Duck Tales



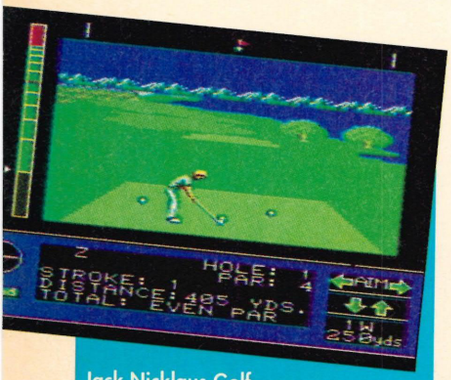
Gauntlet 2



Hogan's Alley



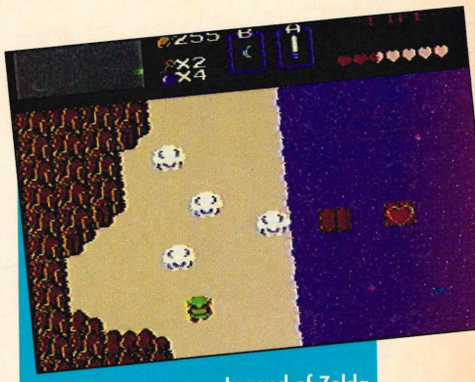
Jackie Chan Kung Fu



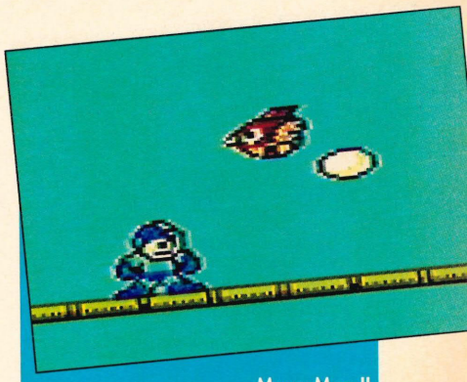
Jack Nicklaus Golf

GAME NAME The name by which it is best known in this country.	PRODUCER Company on the front of packaging.	PRICE Or import if not officially avaiable.	RATINGS GRAPHICS	SOUND	GAMEPLAY	CHALLENGE	OVERALL	GAME DESCRIPTION A quick synopsis of what type of game it is, how it plays and whether you should add it to your collection.
FAXANADU	NINTENDO	£29.99	62	49	82	89	85	Yet another adventure game along the same lines as *Link*. Some of the text is pretty dodgy, but it's generally a well put together adventure that will frustrate and infuriate you yet remain maddeningly addictive.
FOUR PLAYER TENNIS	ASMIK	£34.99	71	89	75	73	76	Anyone for tennis? Well look no further than this rather good simulation. Lots of different aspects are included such as doubles, mixed doubles and, of course, the all-important tournament.
GAUNTLET 2	MINDSCAPE	£42.99	87	96	90	86	89	A very classy conversion of the arcade sequel. Fantastic graphics, unbelievable sound, four-player action and tons of levels are all included. You'll need a Four Score for real multi-player fun.
GOLF	NINTENDO	£29.99	53	49	67	50	66	This golf game has endured the passage of time quite well, and still retains a good challenge for budding champions. The graphics are dated, but all in all this is certainly worth its reasonable price tag.
GREMLINS 2	SUNSOFT	£49.99	90	91	87	86	80	An enjoyable romp, if a little pricey. Guide Gizmo through a multitude of levels, using everyday items to see off his gremlin cousins. Very challenging, and great fun, yet why so expensive?
GUMSHOE	NINTENDO	£29.99	46	40	32	31	30	Another one of those pointless Zapper gun games, although this one is even worse than the others. You need to guide some old detective through wave upon wave of attacks. Very dull, so why bother?
HIGH SPEED	NINTENDO	£44.99	56	55	66	65	65	This has all the excitement of pinball with a few added extras thrown in. Quite novel and extremely challenging with some manic levels to get through. Much like *Pinbot*, so don't get both.
HOGAN'S ALLEY	NINTENDO	£29.99	57	52	43	40	49	*Hogan's Alley* has all the excitement and challenge of a headache! Take aim and pick off the baddies, taking care not to shoot the goodies. Gripping stuff, eh? Don't waste your money, get some Anadin.
HUNT FOR RED OCTOBER	HI-TECH	£42.99	62	57	68	65	70	This movie conversion has you as Ramius, the Russian submarine captain. Loads of really hazardous levels will test your skills no end. Packed with action and great ideas; very challenging.
IRON SWORD	NINTENDO	£39.99	66	69	65	71	70	The sequel to *Wizards and Warriors*, and programmed by those clever and innovative people at Rare. It's okay , with an extensive play area and cartoon graphics, but it's certainly not sensational.
ISOLATED WARRIOR	NINTENDO	£34.99	58	56	56	59	58	You are the isolated warrior and it's your task to rid Earth of an alien invasion. This game is an extremely dull sci-fi shoot-'em-up. Challenging in that there's a great deal of enemies, but so very boring!
JACKIE CHAN KUNG FU	HUDSON	£42.99	76	70	77	76	77	A kung fu extravaganza, this one will have you battling forces of evil for ages. Some great scenes and ingenious hazards await you as you fight your way through the levels to victory. Edge-of-the-seat stuff.
JACK NICKLAUS GOLF	KONAMI	£34.99	46	52	56	55	52	It ain't particularly impressive since the controls are very poor and it's not as good as any of the other golf games available. Even Jack himself fails to give you much encouragement. Back to the clubhouse lads.
KABUKI: QUANTUM FIGHTER		£34.99	67	62	68	67	70	If you're into fast, frenzied action games, you won't be disappointed with this one. You get transported into a computer and must beat the hackers trying to invade it. Some great levels and sizzling gameplay!
KICKLE CUBICLE	NINTENDO	£29.99	61	61	77	79	80	Attention puzzle freaks! This is the game you've been waiting for. Dozens of challenging levels await you in one of the best puzzle/maze games yet released on the NES. Frustratingly fantastic!
KUNG FU	NINTENDO	£29.99	52	52	57	56	55	This old favourite will still frustrate some of the most adept gamesplayers. Unfortunately it's a little limited, as you fight your way up through the floors to reach the master of evil and rescue your girl!

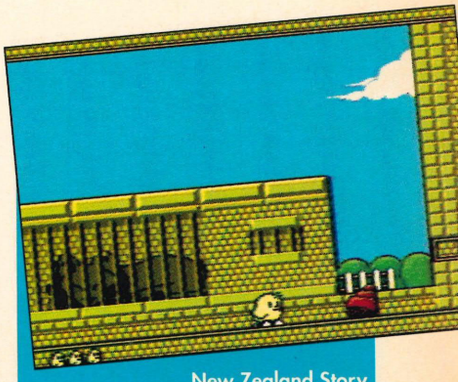
GAME DESCRIPTION A quick synopsis of what type of game it is, how it plays and whether you should add it to your collection.	GAME NAME The name by which it is best known in this country.	PRODUCER Company on the front of packaging.	PRICE Or import if not officially avaiable.	RATINGS GRAPHICS	SOUND	GAMEPLAY	CHALLENGE	OVERALL
One of the most popular games of all time, *Legend of Zelda* combines roleplaying with arcade tactics. Challenging in all areas, it's a very unique and addictive game, despite the very iffy graphics and sound.	LEGEND OF ZELDA	NINTENDO	£39.99	58	49	92	94	95
Grab your low-gravity pak and prepare for some great sci-fi action as you attempt to reinstate some order to the galaxy. Some unique hazards in an action-packed expedition will need your full attention.	LOW G MAN	TAXAN	£34.99	71	68	72	71	70
This is a good game, which will keep you guessing as you venture through the mansion and attempt to solve the puzzles therein. But as for being the most expensive NES game, don't buy it on principle!	MANIAC MANSION	JALECO	£54.99	63	62	66	67	63
The NES version of the coin-op classic isn't quite as hot as the Game Boy version, but it's still a damn fine game. Plenty of thrills and spills, and some testing time limits make for some pretty frenetic play!	MARBLE MADNESS	MB GAMES	£39.99	80	78	80	81	81
First there was Mario, then came Mega Man! It's gripping stuff as the Man battles through numerous levels and pits his wits against formidable foes. If leaping and shooting is your thing, get a load of this!	MEGA MAN	CAPCOM	£34.99	74	71	85	84	86
There's nothing like a sequel to keep a good thing going! Mega Man returns to take on some more devious enemies, in some equally hazardous levels. This is a great sequel; better than the original.	MEGA MAN II	CAPCOM	£44.99	76	71	86	84	89
A difficult and frustrating game, *Metal Gear* is for hardened adventure fans only. It's all looking a bit tacky now, especially the scenery and characters which are very dated. Not recommended.	METAL GEAR	KONAMI	£34.99	52	60	55	64	56
Despite the fact that the graphics are very messy, and the game map poorly put together, *Metroid* is actually quite a good game. The emphasis is more on search and find rather that blast and maim.	METROID	NINTENDO	£34.99	48	42	77	76	78
Based on the cult TV programme, this cart has some of the most challenging gameplay on the NES. Non-stop action with the three agents in your command will find you in some impossible situations... maybe!	MISSION IMPOSSIBLE	KONAMI	£39.99	74	69	82	80	79
This is the latest cash-in on the Ghostbusters theme, but isn't it all getting a little tired and staid? Graphically it's okay, but *New Ghostbusters* is lacking in the depth and playability departments.	NEW GHOSTBUSTERS II	HAL	£34.99	71	70	69	62	60
This coin-op conversion is just as much fun and just as exciting. Guide Tiki, the crusading kiwi, through the precarious lands of New Zealand, and free all the captured kiwis.	NEW ZEALAND STORY	OCEAN	£42.99	72	70	80	78	77
This football game is rather poor for a machine lacking a footy game. The characters are ridiculous, and the gameplay is slow and not as exciting as football should be. Wait until something better comes along.	NINTENDO WORLD CUP	NINTENDO	£34.99	51	50	52	50	50
This cute little game combines strategy and action well as you attempt to make territorial gains and defeat the enemy. The different gameplay aspects make it exciting and enjoyable. Good two-player.	NORTH AND SOUTH	KEMCO	£44.99	68	67	69	65	67
This is a truly sad execution of one of the most fun arcade games from Atari. Unbelievably, everything is bad about this game – in fact, anyone found enjoying themselves should seek psychiatric help.	PAPERBOY	MINDSCAPE	£24.99	18	15	08	20	14
Pinball for the Nineties? Most definitely! *Pinbot* offers adrenalin pumpin' excitement of the real thing with the technical advancement of the NES, resulting in a frenetic and addictive game!	PINBOT	NINTENDO	£34.99	70	71	82	80	78
A rather disappointing platform game. Guide an Arnie character through the many hi-tech levels, using your boomerang to kill off your foes. It's unfortunately a case of high potential never realised.	POWER BLADE	TAITO	£34.99	58	56	57	49	52

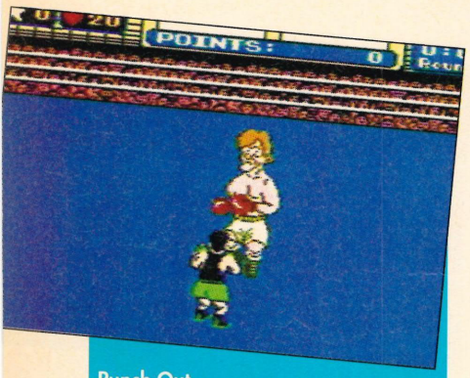


Legend of Zelda


Mega Man II


New Ghostbusters II

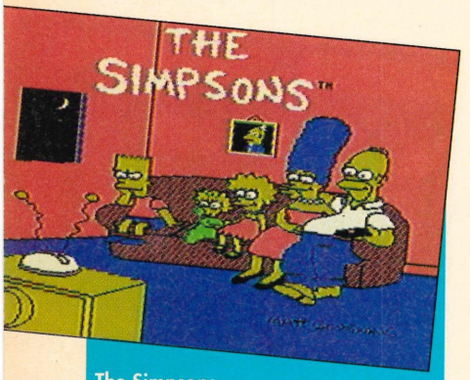

New Zealand Story



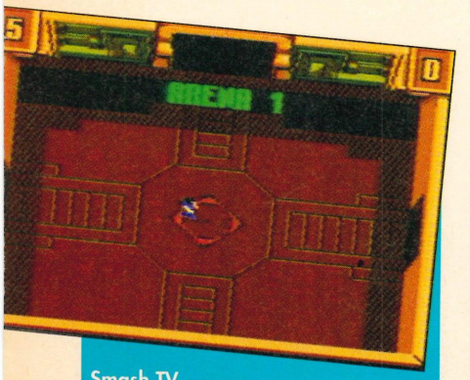
Punch Out



Rainbow Islands



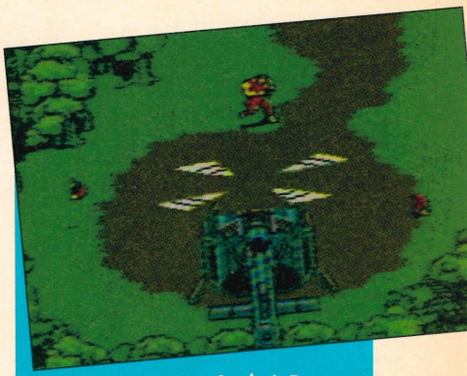
The Simpsons



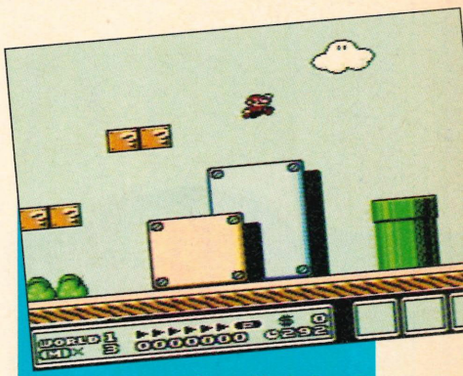
Smash TV

GAME NAME The name by which it is best known in this country.	PRODUCER Company on the front of packaging.	PRICE Or import if not officially avaiable.	RATINGS GRAPHICS	SOUND	GAMEPLAY	CHALLENGE	OVERALL	GAME DESCRIPTION A quick synopsis of what type of game it is, how it plays and whether you should add it to your collection.
PROBOTECTOR	KONAMI	£34.99	68	49	77	70	75	Also known as *Gryzor* or *Contra*, *Probotector* offers two-player excitement over a number of diverse stages. It's showing its age somewhat, but if you're into shoot-'em-ups, then you'll no doubt enjoy this.
POPEYE	NINTENDO	£19.99	32	10	22	09	15	It's funny that some people actually think they can convert an arcade game to the 8-bit NES and improve on it. When *Popeye* in the arcades was so bad, however did they expect to do a better NES version?
PUNCH OUT	NINTENDO	£29.99	78	59	72	75	74	Box your way to the top of the world in this bruising test of speed and skill. This game is now a little dated, but it still retains a strong challenge, with loads of boxers and some pretty neat graphics.
RAD GRAVITY	ACTIVISION	£34.99	73	68	72	76	74	A game with humour! Okay, so it isn't actually funny, but at least they tried! A multitude of missions grace this Space Age romp, although it's little more than a platform game really. Very challenging, though.
RAD RACER	SQUARE	£29.99	67	46	57	54	52	Believe it or not, this is a car racing game. As with many NES titles, it hasn't aged too well. Check out *Turbo Racing* since it's far better, with more options and more compulsive gameplay.
RAINBOW ISLAND	OCEAN	£42.99	71	62	79	80	78	This sequel to *Bubble Bobble* re-introduces the intrepid dinosaurs to the NES. Fast and furious gameplay and cutesy graphics make this a very appealing, not to mention addictive, game.
RESCUE	KEMCO	£29.99	72	56	68	54	65	This was well received when first released, as it combines a variety of assorted sections, dependant as much on skill as reflexes. It looks pretty dynamic, but longevity suffers due to the fact that it's so easy!
RESCUE RANGERS	NINTENDO	£44.99	81	67	69	68	68	Chip and Dale are off on a colourful adventure which will see them take on the evil Fat Cat. This includes some great visuals, where the full size world causes some problems for the horribly cute heroes!
ROBOCOP	OCEAN	£42.99	68	59	72	73	72	That metallic machine-like man of the movies makes it to the NES. Rid the streets of Detroit of crime in a one-man crusade. This shoot-'em-up is non-stop action, with thugs-a-plenty!
ROLLER GAMES	PALCOM	£39.99	75	70	65	74	72	Get your skates on! Punch it out with numerous enemies who inhabit the various levels which are littered with dangerous obstacles for someone on skates! A great deal of testing levels to sharpen your skills.
SHADOWGATE	KEMCO	£49.99	62	30	76	83	71	A very esoteric game, unquestionably good, but for a certain type of player only. At the price, it could be an expensive mistake to make. Make sure you take a look before handing over your dosh.
SHADOW WARRIOR	TECMO	£34.99	72	75	84	81	85	Another one of those beat-'em-ups, although in this you use a sword to cut up your opponents. Loads of levels, plenty of action and some very testing sequences make this money well spent.
SILENT SERVICE	PALCOM	£34.99	70	56	65	66	65	A rather unconventional submarine simulation with little action but plenty of knobs and dials to read. There's certainly a question mark over its suitability for a console, but a brave effort all the same.
SIMON'S QUEST	KONAMI	£34.99	80	81	72	75	76	The sequel to *Castlevania* with better graphics and more interaction. It's a very big game, with loads to discover and do, yet it's a bit laborious even for an adventure. Plenty of better games in the genre.
THE SIMPSONS	ACCLAIM	£39.99	78	79	79	86	78	This one will have you pulling your hair out as you attempt to thwart the alien invasion of body snatchers. Bart is on top form as he leaps to a deserved victory, and surprisingly no-one eats his shorts!
SKI OR DIE	KONAMI	£39.99	57	59	62	69	66	If you want to take part in some hot winter sports from the comfort of your armchair, then look no further! Downhill ski-ing, snow surfing and aerobatics will have you practically preparing the snowballs.

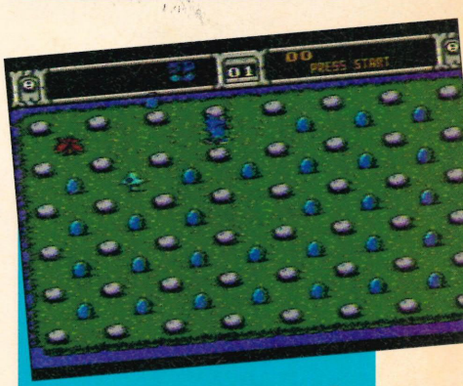
GAME DESCRIPTION A quick synopsis of what type of game it is, how it plays and whether you should add it to your collection.	GAME NAME The name by which it is best known in this country.	PRODUCER Company on the front of packaging.	PRICE Or import if not officially avaiable.	RATINGS GRAPHICS	SOUND	GAMEPLAY	CHALLENGE	OVERALL
The arcade hit makes it to the NES, although why they bothered is unclear. Miniscule and indistinct graphics and monotonous gameplay make this one boring game. Not all that it's been cracked up to be.	SMASH TV	ACCLAIM	£39.99	39	17	44	29	37
Slither your way through frenzied gameplay second to none. The game combines action with some maze-like problems as you overcome each world, before returning to your home under some rock.	SNAKE RATTLE 'N' ROLL	NINTENDO	£29.99	80	76	88	87	85
An improvement over its predecessor, *Metal Gear*, with better presentation and atmosphere. It's pretty much limited to adventure fans, and unwelcoming to arcade blaster types who want a change.	SNAKE'S REVENGE	KONAMI	£34.99	75	70	72	76	72
It's by far the best Jetman yet! Guide the intrepid space explorer across countless planets, blasting the aliens and grabbing the treasure. A long-lasting challenge and loads of loony encounters.	SOLAR JETMAN	NINTENDO	£29.99	89	86	92	93	92
Fantastic graphics and a huge land to search are the basic attractions of this under-rated game. It's a real brain tester too, with loads of traps to overcome and techniques to master. A real adventuring experience!	SOLSTICE	IMAGESOFT	£34.99	91	79	92	95	93
It's a stonking new game that has to rate as one of the best on the NES. Very much in keeping with the film, it combines adventure elements with the kind of action that an arcade player dreams about!	STAR WARS	LUCASFILM	£49.99	80	81	97	98	96
A ridiculously over-priced and stunningly bad simulation game. Sketchy graphics, nonexistent appeal, and a complete lack of depth! A shame as the NES needs a decent flight simulator.	STEALTH ATF	ACTIVISION	£34.99	54	50	26	31	30
A classic. Guide Mario through eight magical worlds, stomping on your enemies, using mushrooms and flowers as power-ups and avoiding perilous traps all in an attempt to save the Princess. A necessity!	SUPER MARIO BROS	NINTENDO	£29.99	69	65	88	87	88
An even better sequel, this time featuring more characters, tougher levels, more variety and a multitude of enemy characters. Undeniably addictive, and one of the best video games ever created!	SUPER MARIO BROS 2	NINTENDO	£39.99	89	88	96	97	96
Unbelievable it may be, but *SMB 3* is superior to its predecessors in every way. Better graphics, more powers, an amazing amount of levels, an unprecedented number of enemies... Yeah, we like this one.	SUPER MARIO BROS 3	NINTENDO	£39.99	96	96	98	98	98
Based unashamedly on the popular table top role-playing games, this lets you take a party of four hardy adventurers through a multitude of dungeons full of hideous monsters and glittering treasures.	SWORDS AND SERPENTS	INTERPLAY	£34.99	82	61	80	79	80
A very convincing wrestling game with all the basic requisites that make the "sport" such a dubious laugh. All your favourite caricatures are included. Highly dramatic and highly addictive!	TECMO WORLD WRESTLING		£34.99	72	59	88	86	87
Cowabunga and all that. This has a plethora of levels and traps confronting the shell-backed heroes. Like the Turtles themselves, this is looking dated now, with many far better games available for the money.	TEENAGE MUTANT HERO TURTLES		£34.99	68	70	61	59	60
The Soviet brainbuster isn't quite as addictive on the NES as on the Game Boy, but it's not all bad with the extra colour. Tedium sets in after a while, though, with little more to do than build lines of blocks.	TETRIS	NINTENDO	£29.99	59	55	66	67	65
Another one of those really duff Zapper gun games, except this one could be worse... Indistinct graphics, very dodgy sound and rather dull gameplay make up this sad excuse for entertainment.	TO THE EARTH	NINTENDO	£29.99	42	39	30	35	34
A sad follow up to an equally bad game, *Top Gun II* fails to impress or inspire in any way. Repetitive gameplay and a ridiculously substandard two-player option make this a very unattractive proposition.	TOP GUN II	KONAMI	£44.99	65	71	51	55	56



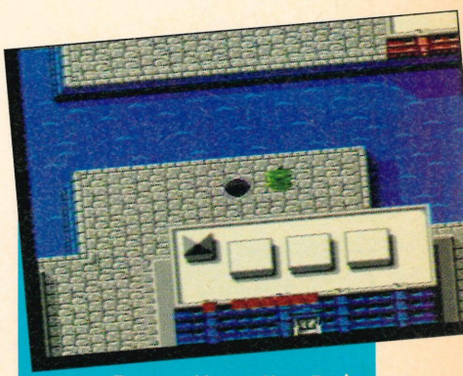
Snake's Revenge



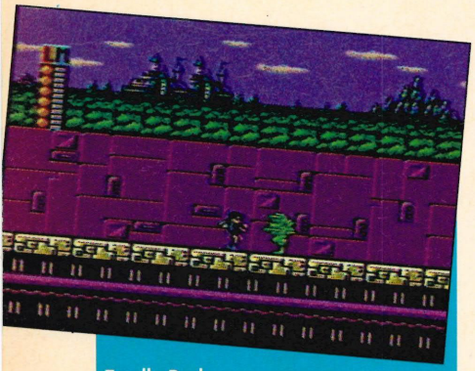
Super Mario Bros 3



Trog



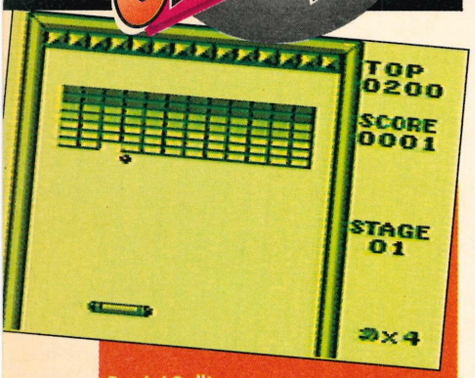
Teenage Mutant Hero Turtles



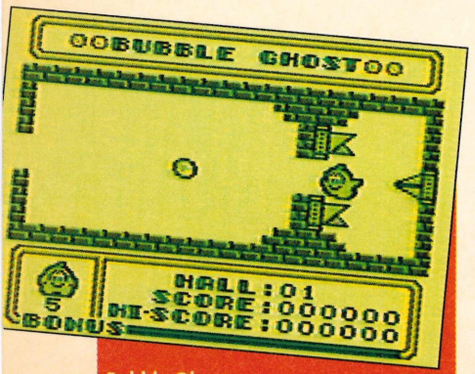
Totally Rad

GAME NAME The name by which it is best known in this country.	PRODUCER Company on the front of packaging.	PRICE Or import if not officially avaiable.	RATINGS GRAPHICS	SOUND	GAMEPLAY	CHALLENGE	OVERALL	GAME DESCRIPTION A quick synopsis of what type of game it is, how it plays and whether you should add it to your collection.
TOTALLY RAD	JALECO	£39.99	48	31	40	29	35	*Totally Rad*? Far from it, sadly. Deformed graphics, ludicrous gameplay, preposter ous controls and excrutiatingly bad tunes and effects make for a very unenjoyable time for everyone.
TROG	ACCLAIM	£TBA	41	40	38	36	35	*Pac-Man* for the Nineties, or a game that plays as old as its caveman storyline? Sadly the latter as *Trog* shows that the wrong implementation of a classic game can end up lacking the fun of the original.
TURBO RACING	DATA EAST	£39.99	78	62	90	89	90	Feel the need for speed? Experience the excitement of formula one on your NES! Loads of options, tons of tracks and realistic racing all combine to make this the hottest 8-bit grand prix game around!
TURTLES II	KONAMI	£49.99	77	75	66	65	68	Okay, the green-backs are a bit old hat now but this sequel, based on the arcade game, isn't too bad. With a great two-player option, it can be a real laugh – but Konami will be laughing louder by asking £50!
WWF CHALLENGE	ACCLAIM	£34.99	52	57	53	58	55	All the razzmatazz of the Yank sport brought to your screens in rather disappointing fashion. There are a few neat moves, but the graphics and controls really let it down. Get *Tecmo World Wrestling* instead.





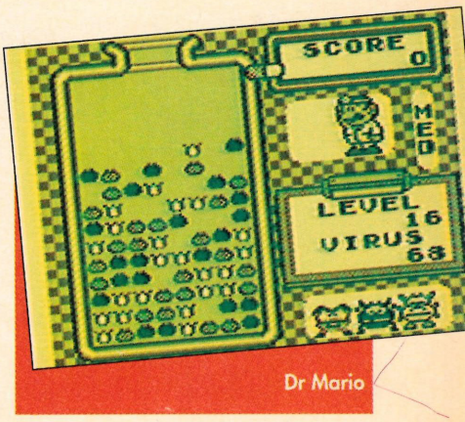
Bat 'n' Ball!



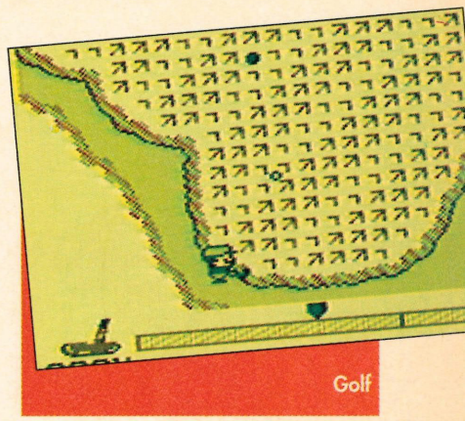
Bubble Ghost

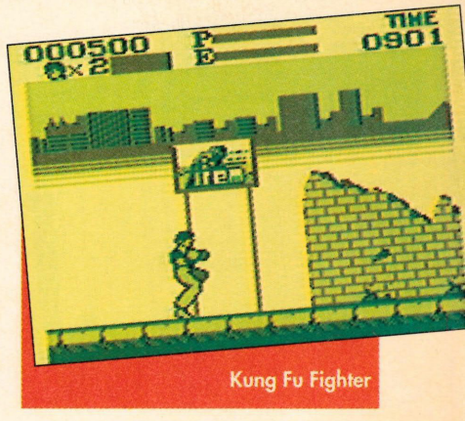
ALLEYWAY	NINTENDO	£21.99	46	11	30	31	30	A grotesque malformation of a game, with almost insultingly simplistic gameplay and zero lastability. It's based on the *Break-Out* theme, yet fails to add to it in any way.
AMAZING SPIDER-MAN	NINTENDO	£21.99	89	88	92	91	91	A brilliant comic book conversion of the aging superhero. Six gripping levels, enthralling gameplay and some nifty powers make this one of the better Game Boy games.
BALLOON KID	NINTENDO	£21.99	68	60	55	50	52	Despite the many game permutations, *Balloon Kid* is a very monotonous and uninspired game. It's based on the old *Balloon Fight*, which, unfortunately, was never exactly sensational.
BATMAN	SUNSOFT	£24.99	70	72	88	89	88	Minuscule graphics it may have, but *Batman* is still a compelling and frenetic platform game that will keep you playing for months to come! Fans of the film will not be disappointed.
BOULDERDASH	NINTENDO	£24.99	76	70	86	84	85	A direct conversion from the NES game, with the same fast and furious gameplay and detailed graphics, albeit in monochrome. The perfect portable puzzle companion.
BOXXLE	NINTENDO	£24.99	36	39	52	60	49	A rather drab puzzle game that has about as much appeal as Roy Hattersley in drag. The many screens test the old grey matter, but the presentation and visuals leave much to be desired.
BUBBLE GHOST	FCI	£21.99	69	50	59	62	60	Another puzzle cum action game that relies upon cutesy characters rather than novel twists. Not a bad effort, but only really for die-hard puzzle fanatics. Originated by Infogrames.
BUGS BUNNY	KEMCO	£21.99	70	61	60	62	60	The Crazy Castle plays host to Bugs and his cartoon chums, yet it's all a bit subdued. Too much runnin' and not enough thumpin' makes this another run-of-the-mill Game Boy title.
BURAI FIGHTER DELUXE	TAXAN	£21.99	75	69	82	81	82	Vastly superior to its NES counterpart, *Burai Fighter Deluxe* is the perfect cure for an itchy trigger finger. If you're a fan of *R-Type*, this will go with you everywhere.

GAME DESCRIPTION A quick synopsis of what type of game it is, how it plays and whether you should add it to your collection.	GAME NAME The name by which it is best known in this country.	PRODUCER Company on the front of packaging.	PRICE Or import if not officially avaiable.	RATINGS GRAPHICS	SOUND	GAMEPLAY	CHALLENGE	OVERALL
A pretty nifty conversion of the NES game, although obviously not quite in the *Castlevania IV* class. Still, if you're after a spooky and challenging platform game, then this is it.	CASTLEVANIA	KONAMI	£24.99	76	72	77	76	76
Even if you enjoyed the arcade game, you'll be mightily disappointed with this. Race your patrol car through five banal, mundane, sleep-inducing, brain-fusing tracks... very tedious.	CHASE HQ	TAITO	£24.99	49	40	19	15	16
A pretty good version of the karate classics, and one of the tougher Game Boy games. Nothing here but gratuitous violence perfectly translated from the coin-op.	DOUBLE DRAGON	TRADEWEST	£21.99	78	48	80	79	78
Exploitation in more ways than one. Not only does this use Mario to sell what amounts to little more than an average game, but it's also a *Tetris* rip off. Quite addictive, though.	DR MARIO	NINTENDO	£21.99	68	63	80	82	78
Join in the fun and frolics with Donald Duck as he battles through level upon level of manic action. This is much the same as the NES game, with high quality graphics and challenge.	DUCK TALES	CAPCOM	£24.99	80	82	89	86	87
Dynablaster is a novel little game, combining puzzle and action better than most. Bombing walls and enemies makes up most of the action, yet it's surprisingly addictive.	DYNABLASTER	HUDSON	£24.99	66	60	75	80	77
This includes a four-player adaptor; the reason for the high price. *F1 Race* itself is a brilliant motor racing game with all of the elements that you would expect to find in a computer version.	F1 RACE	NINTENDO	£29.99	78	86	91	92	91
Much like *Metal Gear* but without the vast number of items, *Fortified Zone* will please adventure and shoot-'em-up fans alike. Give it a go, you might even like it.	FORTIFIED ZONE	JALECO	£21.99	71	70	69	72	71
An adventure of enormous proportions, *Gargoyle's Quest* boasts some of the best graphics on the Game Boy as well as being one of the most addictive games around.	GARGOYLE'S QUEST	CAPCOM	£21.99	94	86	92	95	93
Nearly identical to the lack-lustre NES version, this fails to impress in any single way. Repetitive gameplay and some very dodgy graphics mean another failure.	GHOSTBUSTERS 2	ACTIVISION	£21.99	58	48	47	48	46
Not quite in the same league as the NES version, yet it's still quite an interesting little game. Guide the resourceful Gizmo through numerous stages, fighting off the gremlins.	GREMLINS 2	SUNSOFT	£24.99	78	69	72	74	72
A surprisingly complete and playable golfing simulation that stands up there with the best of them when it comes to entertainment. A multitude of game options for all fans.	GOLF	NINTENDO	£19.99	69	73	87	86	89
Based on the impressive film, *Hunt For Red October* offers just another shoot-'em-up with little in the way of innovation to make it stand out. Take a look, but don't expect too much.	HUNT FOR RED OCTOBER	HI TECH	£24.99	70	71	65	63	63
Probably the worst Game Boy game available. Laborious gameplay, ludicrous graphics and a lack-adaisical design section all help to make this puzzle "game" a complete waste of money.	HYPER LODE RUNNER	BANDAI	£19.99	18	10	15	18	17
Based on an aging arcade game which puts you in charge of a rather diverse animal. Possibly for the young at heart rather than being a game to stimulate the hardcore player.	KING OF THE ZOO	NINTENDO	£21.99	58	60	61	62	60
Another one of those beat-'em-ups that dominate the scene, and, while it boasts decent graphics, the actual play offers little. Weary, insipid stuff appealing to school bullies only.	KUNG FU MASTER	NINTENDO	£24.99	76	58	56	41	50

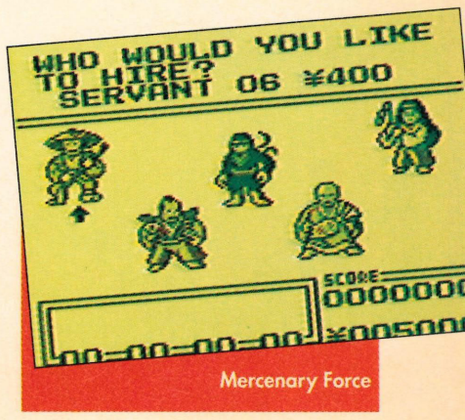


Dr Mario


Golf



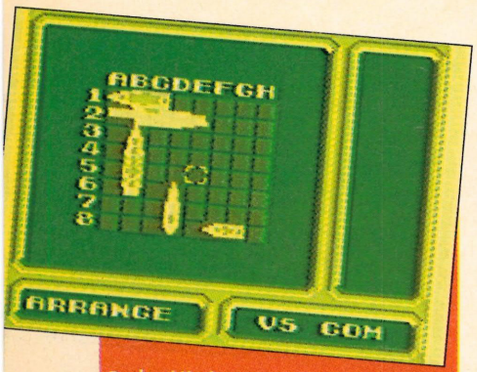
Kung Fu Fighter



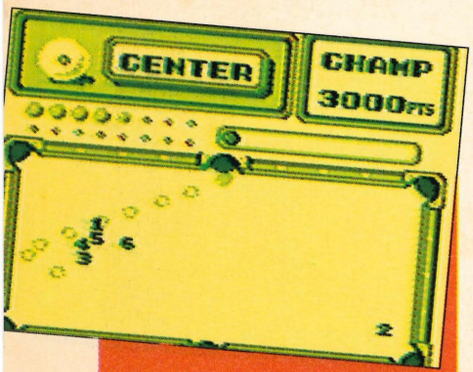
Mercenary Force



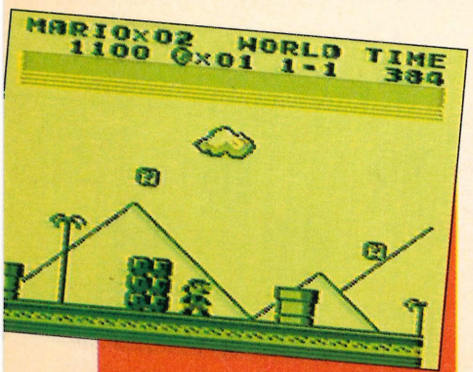
R-Type



Radar Mission



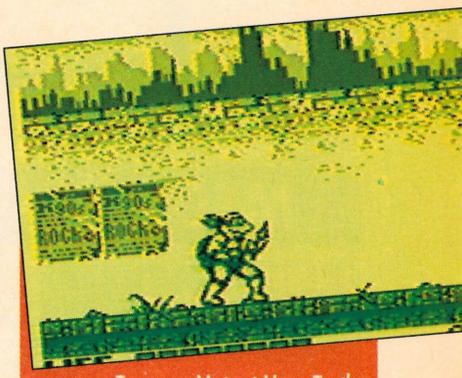
Side Pocket



Super Mario Land

GAME NAME The name by which it is best known in this country.	PRODUCER Company on the front of packaging.	PRICE Or import if not officially avaiable.	RATINGS GRAPHICS	SOUND	GAMEPLAY	CHALLENGE	OVERALL	GAME DESCRIPTION A quick synopsis of what type of game it is, how it plays and whether you should add it to your collection.
KWIRK	ACCLAIM	£21.99	71	70	82	83	81	Yet another puzzle game, although this ranks as one of the best. Pleasing and occasionally confounding gameplay, with puzzles galore to overcome combines well with cute graphics.
MOTORCROSS MANIACS	KONAMI	£19.99	80	82	87	90	89	An entertaining and very challenging motorbike game with more than enough to enthral you! Loads of obstacles and some really neat touches adorn the game - buy it!
NAVY SEALS	OCEAN	£21.99	71	74	73	75	74	Even though it was a poor film, the game is actually quite addictive. It's only a matter of blasting anyone that looks remotely evil, but it's well presented and reasonably playable.
NEMESIS	KONAMI	£21.99	79	72	86	83	85	A conversion of the arcade classic, *Nemesis* really rolls back the years! Fast and furious blasting action with a great deal of challenging levels make this one for those after a genuine great!
NINTENDO WORLD CUP	NINTENDO	£21.99	38	33	10	09	15	One of the worst footballing games ever conceived, let alone actually released. Awful graphics, unrealistic gameplay and a complete lack of thought. The programmer should be shot.
PAPERBOY	MINDSCAPE	£21.99	27	21	32	30	33	Marginally better than the NES version, but not by much. The same terrible perspective and deficient sprite collision make it unplayable, unappealing and worth avoiding.
PRINCESS BLOBETTE	NINTENDO	£24.99	79	75	86	89	88	A new version of the NES game *A Boy And His Blob* which has retained all of the fun and humour that made the original so good. Innovative, vast and very addictive.
Q-BERT	JALECO	£24.99	46	58	52	50	51	Another arcade classic now available for the Game Boy. Not much has changed since *Q-Bert* was initially released, with repetitive and dull gameplay and substandard graphics.
RADAR MISSION	NINTENDO	£21.99	67	60	61	56	59	*Radar Mission* introduces battleships to the hi-tech environment of the Game Boy with debatable results. It's fairly therapeutic, but it's also slow and rather dull much of the time.
REVENGE OF THE GATOR	NINTENDO	£21.99	81	80	89	90	91	*ROTG* brings pinball up to date with a thrilling and compelling game. A number of play screens, bonuses galore and authentic action make this well worth a look!
ROBOCOP	OCEAN	£24.99	80	79	72	81	83	This Ocean conversion owes more to the original computer versions than the NES one. Good, intense action and some diverse encounters make *RoboCop* a fulfilling and compelling game.
R-TYPE	NINTENDO	£24.99	89	85	92	90	91	A brilliant conversion of the classic arcade shoot-'em-up. Loads of levels, clear and concise graphics and non-stop action make this one of the best blasting games available!
SIDE POCKET	NINTENDO	£21.99	72	79	90	90	89	A truly inspired pool game which is engrossing and very addictive. Ball control, cue strength, trick shots and authentic movement all combine to make *Side Pocket* a real classic!
SNEAKY SNAKES	NINTENDO	£24.99	70	69	65	66	66	A rather disappointing version of the immortal *Snake, Rattle and Roll*. The humour has been lost, and a side-on view preferred to the 3-D perspective, which doesn't help.
SOLAR STRIKER	NINTENDO	£21.99	61	62	72	74	73	A nifty little shoot-'em-up, which, although not a real good looker, is still a challenging and gripping game for simple blasters. Not as good as *Nemesis*, though, but one for die-hard fans.
SUPER MARIO LAND	NINTENDO	£21.99	90	91	97	95	96	As with any Mario game, *Super Mario Land* is amazing, with the kind of gameplay that makes Mario so popular. If you don't have a copy, what's wrong with you?

GAME DESCRIPTION	GAME NAME	PRODUCER	PRICE	RATINGS GRAPHICS	SOUND	GAMEPLAY	CHALLENGE	OVERALL
A quick synopsis of what type of game it is, how it plays and whether you should add it to your collection.	The name by which it is best known in this country.	Company on the front of packaging.	Or import if not officially avaiable.					
Rare's latest masterpiece of racing delights. Smooth scrolling, excellent graphics and loads of different courses feature in the game, making it a blast right to the finish line!	SUPER RC PRO AM	NINTENDO	£24.99	91	89	91	87	88
As with *Golf*, this sporting simulation concentrates on offering a hugely enjoyable game while retaining as many elements of the real thing as possible. It works perfectly.	TENNIS	NINTENDO	£19.99	71	70	79	76	80
More ninja turtle fun and frolics await in this new Game Boy adventure. It's essentially a platform game, but it's good, clean fun all the same. Not as dated as the other versions.	TEENAGE MUTANT HERO TURTLES		£24.99	86	85	81	83	83
This conversion of the NES game offers more medieval madness in an appropriate setting. The action comes thick and fast, and the challenge is sustained by diverse and original levels.	WIZARDS AND WARRIORS		£21.99	86	81	85	87	89
Whilst not in dramatic style that they're accustomed to, this green version does them a favour by taking a slightly serious view. The wrestling manoeuvres are even half realistic!	WWF SUPERSTARS	ACCLAIM	£24.99	88	71	80	79	80



Teenage Mutant Hero Turtles

THE CARTRIDGE FAMILY

NINTENDO NES

CONTROL DECK 79.99
ACTION SET H 99.99
A BOY & HIS BLOB 34.99
ADVENTURE ISLAND 39.99
ADVENTURE OF LINK 39.99
BAD DUDES 39.99
BOULDER DASH 29.99
BUBBLE BOBBLE 29.99
BUGS BUNNY 44.99
CAPTAIN PLANET ..... TBA
CASTLEVANIA 29.99
CRACK OUT 34.99
DONKEY KONG 24.99
DOUBLE DRAGON 39.99
DOUBLE DRAGON II 39.99
DUCK TALES 44.99
GOLF 29.99
GREMLINS II 44.99
HUNT FOR RED OCT 39.99
JACK NICKLAUS GOLF 34.99
KICK OFF 35.99
KUNG FU 29.99
LEGEND OF ZELDA 39.99
LOW G MAN 34.99
MANIC MISSION 54.99
MEGA MAN 34.99
MEGA MAN II 44.99
NEW GHOSTBUSTERS II 34.99
NEW ZEALAND STORY 39.99
NINTENDO WORLD CUP 34.99
PAPERBOY 24.99
PUNCH OUT 29.99
RAINBOW ISLANDS 39.99
ROBOCOP 39.99
SHADOW WARRIOR 34.99
SILENT SERVICE 34.99
SIMPSONS 39.99
SNAKE RATTLE 'N' ROLL 29.99
SOLAR JETMAN 29.99
STAR WARS 49.99
SUPER MARIO BROS 2 ..... 39.99
SUPER MARIO BROS 3 ..... 39.99
TETRIS 29.99
TOP GUN II 44.99
TURTLES II 44.99
WWF 34.99

GAMEBOY

GAMEBOY + TETRIS 69.99
A-MAZING TATOR 24.99
ADVENTURE ISLAND 26.99
ASTEROIDS 21.99
ATTACK KILLER TOM 26.99
ADVENTURE ISLAND 26.99
BASES LOADED 24.99
BATMAN 26.99
BATTLE TOADS 26.99
BILL ELLIOT-NASCAR 26.99
BOULDERDASH 26.99
BUBBLE BOBBLE 24.99
BUBBLE GHOST 24.99
CASTLEVANIA 2 ..... 26.99
CHESSMASTER 26.99
DAYS OF THUNDER 26.99
DOUBLE DRAGON 24.99
DOUBLE DRAGON 2 ..... 26.99
DUCK TALES 26.99
ELEVATOR ACTION 26.99
FACE BALL 2000 ..... 26.99
FASTEST LAP 24.99
FISH DUDE 24.99
FRENCH-ENGLISH TR 29.99
GHOSTBUSTERS II 24.99
GODZILLA 24.99
GOLF 19.99
GREMLINS II 26.99
KLAX 24.99
KUNG FU MASTERS 24.99
MARBLE MADNESS 26.99
MEGA MAN 24.99
MEGA MAN II 26.99
METROID II 24.99
MICKEY MOUSE 26.99
NAVY SEALS 24.99
PAPERBOY 24.99
PLAY ACTION FOOT 21.99
PRINCE OF PERSIA 26.99
ROBOCOP 24.99
ROBOCOP 2 ..... 26.99
SHANGHAI 24.99
SIDE POCKET 24.99
SKATE OR DIE 26.99
SPIDERMAN 24.99
SUPER MARIO LAND 24.99
SUPER PRO AM 24.99
TENNIS 19.99
TERMINATOR 2 ..... 26.99
TRAX 24.99
TURRICAN 26.99
TURTLES 2 ..... 27.99
WORLD CUP SOCCER 21.99
WWF SUPERSTARS 26.99

SUPER NINTENDO

SUPER NES + MARIO 4* 149.99

YOU CAN ALSO PART EXCHANGE YOUR OLD GAME. POSTAGE: GAMES FREE, HARDWARE £8
ALL ITEMS/PRICES & DATES SUBJECT TO CHANGE & AVAILABILITY. ITEMS MARKED* NOT YET RELEASED.
PAYMENT BY CHEQUE, PO, ACCESS & VISA. MAIL CORRESPONDENCE TO TEWKESBURY ONLY.

UNIT 8, MARKET HALL, CHELTENHAM, GLOS
TEL: (0242) 250619
MAIL ORDER
151 HIGH STREET, TEWKESBURY, GLOS
MAIL ORDER TEL: (0684) 290097
CALLERS WELCOME **OPEN MON-SAT 9.30 - 5.30**

DIAL-A-TIP

CHEATS, TIPS AND GAME SOLUTIONS

CHEATS GALORE	0891 101 234
CONSOLE HOTLINE	0891 445 990
CONSOLE CHEATS AND TIPS	0891 445 991
SEGA CHEATS AND TIPS	0891 445 933
NINTENDO CHEATS AND TIPS	0891 445 913
SHADOW OF THE BEAST HELPLINE	0891 442 022
HEROES OF THE LANCE HELPLINE	0891 442 025
THE IMMORTAL HELPLINE	0891 445 928
SONIC & QUACKSHOT HELPLINE	0891 866 001
SHINING IN THE DARKNESS HELPLINE	0891 866 002
BUCK ROGERS COUNTDOWN TO DOOM	0891 442 030
THE WHIZZKID COMPUTER QUIZ	0891 101 255
SUPER MARIO WORLD HELPLINE	0891 445 924

FOR FULL INFORMATION ON ALL OUR OTHER HELPLINES RING 0891 445 904

★ ALL SERVICES UPDATED WEEKLY ★

PROPRIETOR:- JACQUELINE WRIGHT, P.O. BOX 17, ASHDON UNDER LYME, OL7 0WW

Calls cost 36p a min at 'cheap rate' and 48p a min at all other times.

CONSOLE

MEGA DRIVE



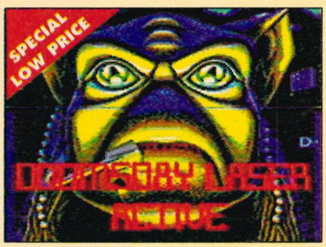
Spectacular multi-level platform adventure featuring the cod king, James Pond. Sizzling graphics, foot-tapping tunes and demanding gameplay – a cracker!

JAMES POND II £30.99



Phenomenal helicopter combat flight simulation taking place in the Gulf. Several brain-busting missions and beautiful 3-D landscapes to fly though.

DESERT STRIKE £40.99



An adventure of epic proportions that will take you through the solar system in a bid to defuse the Doomsday Device. Guaranteed to keep you glued to the screen.

BUCK ROGERS £41.99

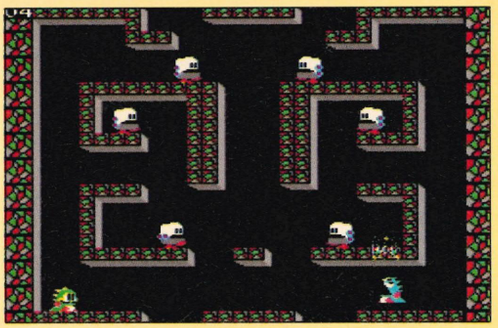


FANTASTICK £29.99

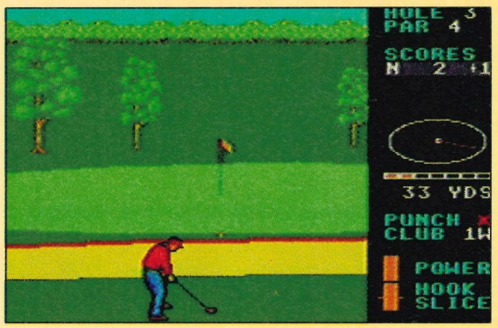


PRO ACTION REPLAY
The ultimate intelligent hacking device for your Mega drive. Will find cheats for you automatically.
£41.99

MASTER SYSTEM



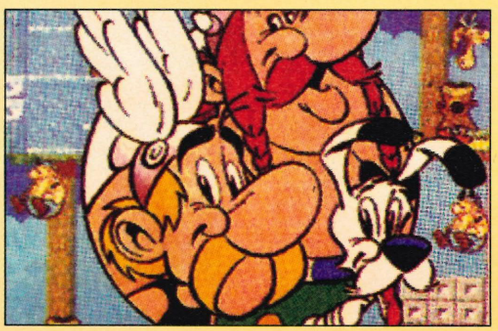
BUBBLE BOBBLE £27.50



CHAMPIONS OF EUROPE..£31.99

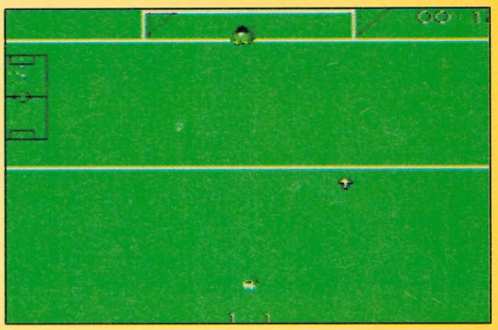


SONIC.....£27.50

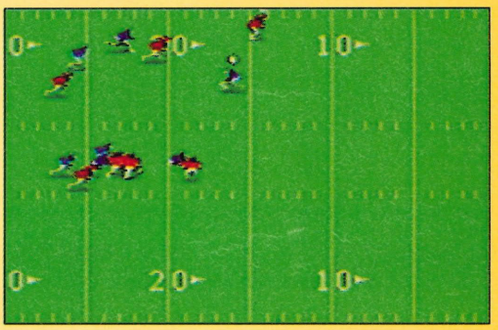


ASTERIX.....£31.99

GAME GEAR



KICK OFF £25.99



JOE MONTANA FOOTBALL.£22.99



SONIC.....£27.50



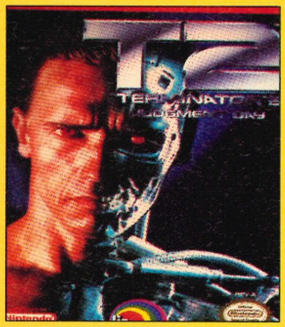
MASTER GEAR
Allows you to play Master System games on your Game Gear
£24.99



TV TUNER
Now you can watch your favourite TV programs on your Game Gear
£70.99

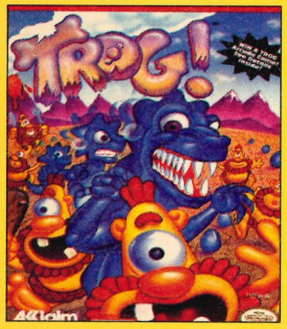
XS SAVERS

NES



In this spectacular shoot-'em-up you play a terminator, model T-800 whose mission is to save John Connor from being eliminated by the T-1000. If you don't succeed it's "Hasta la vista, Baby!"

TERMINATOR 2 .....£37.90

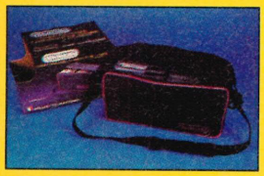


It's survival of the fastest in the prehistoric land of Og. Trog the crazy, one-eyed caveman is hungry and wants *you* for dinner. Explore 50 islands in your desperate battle to stop becoming extinct.

TROG £27.50



FANTASTICK £29.99



CARTRIDGE CARRYING CASE

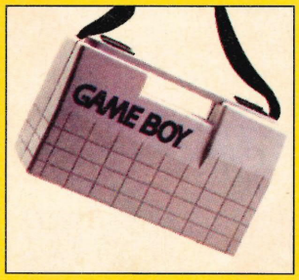
£14.99



CARTRIDGE ORGANISER

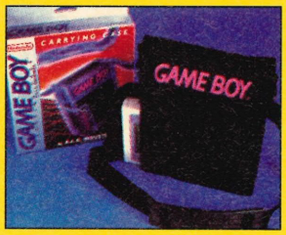
£5.99

GAME BOY



GAMEBOY CARRY ALL
Holds Gameboy, battery pack, earphones, up to 12 game paks, leads, batteries plus lots more

£19.99



GAMEBOY SOFT CARRYING CASE

£15.99

GAMEBOY MAGNIFIER..£8.99

GAME LIGHT £9.99

AMPLIFIER.....£13.99

BOOKS



ORDER FORM

I would like to order the following:

ITEM	MACHINE	PRICE

enclose a total of £

Method of payment (please circle)

Cheque • Postal Order • Access • V•Visa

Credit Card No

☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐

Expiry date ☐☐ ☐☐ ☐☐

Name

Address

Postcode

Telephone

Signature

Subs No ***(if applicable)***

SEND THIS FORM TO:

Console XS Savers
Paragon Publishing
FREEPOST (SN 1543)
Trowbridge
Wiltshire BA14 8YA

Or telephone our Mail Order Hotline on

0225 765086

Please make all cheques payable in pounds Sterling to Paragon Publishing Limited.

CONSOLE XS

NEXT MONTH

OVER 500 REASONS WHY YOU SHOULDN'T MISS THE NEXT SENSATIONAL ISSUE OF CONSOLE XS

A Boy and his Blob, Ace of Aces, Action Fighter, Afterburner, Afterburner 2, Air Diver, Airw… Kidd in Miracle World, Alex Kidd in the Enchanted Caste, Alex Kidd: the Lost Stars, Alien Storm, Altered Beast, American Baseball, American Pro Football, Arcus Odyssey, Arnold … ault Suit Leynos, Ax Battler, Axis, Aztec Adventure, Balloon Fight, Bart Simpson's Escape from Camp Deadly, Baseball, Baseball Tale, Batman, Battlegolfer, Battle Out Run, Battletoa… c Commando, Black Belt, Black Manta, Blades of Steel, Blaster Master, Bonanza Brothers, Boulderdash, Bubble Bobble, Bugs Bunny's Birthday Blow-Out, Burai Fighter, Burning Force, C… ptain Skyhawk, Captain Silver, Casino Games, Castle of Illusion, Castlevania I & II, Chase HQ, Chessmaster, Choplifter, Clu-Clu Land, Cobra Triangle, Columns, Curse, Cyberball, Cyborg Hun… under, Darius II, Darwin 4081, Dead Angle, Defender of the Crown, Devil Crash, Digger T Rock, DJ Boy, Donkey Kong, Double Dragon, Double Dragon II, Double Dragon III, Dragon's Lair, Dr… s, Dynamite Duke, Dynamite Dux, Enduro Racer, Excitebike, ESWAT, Factory Panic, Faery tale Adventure, Fantasy Zone, Fastest One, Fatman, Ferios, Festor's Quest, Final Fantasy II, Fire Must… Worlds, F-Zero, Gain Ground, Gaiares, Gallaxy 5000, Gangster Town, Gauntlet, Gauntlet II, Ghost House, Ghostbusters, Ghostbusters II, Ghouls 'n' Ghosts, Ghosts 'n' Goblins, Goal!, Golden Axe, Go… ania, Golvellius, Gradius, Granada, Gremlins II, Gumshoe, Gunsmoke, Gynoug, Hard Drivin', Heavy Unit, Herzog Zwei, Hogan's Alley, Home Alone, Hunt for Red October, Ice Climber, Ikari Warriors, Ins… olated Warrior, Jackie Chan's Action Kung-Fu, James Pond, James Pond II, James "Buster" Douglas Knockout Boxing, Joe and Mac, John Madden Football, John Madden Football '92, Kenseiden, Kabuki, … k Off, Kid Icarus, Klax, Lakers vs Celtics, Kung-Fu, Last Battle, Legand of Zelda, Lemmings, Life Force, Low-G Man, Magical Hat, Match Rider, Manic Mission, Mario Brothers, Marvel Land, Master of Monste… Megaman II, Mega Panel, Metal Gear, Metroid, Midnight Resistance, Mike Tyson's Punch-Out, Mission Impossible, Moonwalker, My hero, The New Zealand Story, The Ninja, Ninja Gaiden, Nintendo World Cup, … Out Run, Pacmania, Paperboy, Paperboy II, Phantasy Star II, Phantasy Star III, Phelios, PilotWings, Pinball, Popeye, Populous, Poseiden Wars 3-D, Powerball, Powerblade, Power Strike, Pro baseball '91, Probotector… restling, Psychic World, Punisher, Quartet, R-Type, Rad Racer, Rad Gravity, Raiden Trad, Rainbow Islands, Rambo III, Rampage, Rastan, Revenge of Drancon, Revenge of Shinobi, Ringside Angel, Road Rash, Robocop… bocop II, Rocky, Saint Sword, Secret Commando, Shadow Dancer, Shining in the Darkness, Shinobi, Shove it!, Side Pocket, Sim City, Skate or Die, Smash TV, Sonic the Hedgehog, Space Harrier, Space Harrier II, Space Inv… ers '90, Spellcaster, SpiderMan, Spy vs Spy, Stormlord Streets of Rage, Strider, SuperFire Pro Wrestling, Super Ghouls 'n' ghosts, Super Hang-On, Super Kick Off, Super League, Super Mario World, Super Monaco GP, Super Off Road, Super Real Basketball, Super Tennis, Super Thunderblade, Super Volleyball, Sword of Sodan, Sword of Vermillion, Technocop, Teddy Boy, Teenage mutant Ninja Turtles, Tennis Ace, Terminator 2, Tetris, Thunderblade, Thunderforce II, Thunderforce III, Time Soldiers, Transbot, Truxton, Twin Cobra, Ultraman, UN Squadron, Valis III, Verytex, Vigilante, Volfied, Wanted, Warrior of Rome, Whip Rush, Wondboy, Wonderboy III, World Cup '90, World Soccer, Wrestleball, Zelda III, Zillion, Zillion II, Zoom!

MAKE A DATE WITH YOUR NEWSAGENT NOW OR MISS OUT ON AN EXPLOSIVE ISSUE OF CONSOLE XS

Not only do you get a full colour magazine with over 160 fact-packed pages bristling with hints, tips, maps and complete solutions, but a FREE buster-bursting book featuring over 500 games on Sega and Nintendo consoles.

CONSOLE MANIA!!!

ULTIMATE SOFTWARE
6 Mercury Way
Leighton Buzzard
Beds, LU7 8UZ
Tel 0525 852934
Fax 0525 853618
Mon-Sat 9.30am-8pm

THE GAMES ROOM
Unit 17 In Shops
Epsom Market Hall
High Street Epsom
Surrey KT19 8TX
Tel 0372 744465
Fax 0372 744465
Tue-Sat 9am-5.30pm

IMPORT MEGA DRIVE £109.99
UK MEGA DRIVE WITH SONIC £124.99

FREE P & P ON ALL GAMES
PLEASE ADD £4 FOR CONSOLES

SEGA MASTER SYSTEM WITH ALEX KIDD £54.99

MEGA DRIVE

	JAP	UK/US
AFTERBURNER 2	—	31.99
ALIEN STORM	24.99	31.99
ALISA DRAGOON	—	34.99
ARCH RIVALS	—	CALL
BACK TO THE FUTURE 2	—	34.99
BACK TO THE FUTURE 3	—	34.99
BAD OMEN	32.99	—
BARE KNUCKLE	24.99	31.99
BATMAN	—	29.99
BLOCKOUT	—	24.99
BONANZA BROS	29.99	31.99
BUCK ROGERS	—	37.99
BULLS VS LAKERS	—	CALL
CHUCK ROCK	—	CALL
COLUMNS	—	26.99
CALIFORNIA GAMES	—	34.99
DAVID ROBINSON BASKETBALL	—	34.99
DESERT STRIKE	—	34.99
DICK TRACY	19.99	34.99
DEVILS CRASH	34.99	—
DECAP ATTACK	—	31.99
DONALD DUCK (QUACKSHOT)	34.99	34.99
ESWAT	19.99	31.99
EA HOCKEY	—	34.99
F22 INTERCEPTOR	—	34.99
FANTASIA	22.99	34.99
FATAL REWIND	—	29.99
FIGHTING MASTERS	34.99	34.99
FLICKY	—	26.99
GOLDEN AXE	21.99	31.99
GOLDEN AXE 2	27.99	34.99
GHOSTBUSTERS	19.99	31.99
GHOULS AND GHOSTS	29.99	29.99
GYNOUG (WINGS OF WAR)	24.99	34.99
HELLFIRE	16.99	31.99
JB DOUGLAS BOXING	24.99	31.99
JOHN MADDEN 92	—	29.99
JOE MONTANA 2	—	34.99
JORDAN VS BIRD	—	34.95
KID CHAMELEON	—	34.99
KRUSTYS FUN HOUSE	—	CALL
MICKEY MOUSE	29.99	34.99
MS PACMAN	—	31.99
MARBLE MADNESS	—	34.99
MERCS	29.99	34.99
MARVEL LAND	24.99	34.99
NEW ZEALAND STORY	24.99	—
OUTRUN	24.99	34.99
FANTASY STAR 2	—	49.99
FANTASY STAR 3	—	44.99
PAPERBOY	—	34.99
PHELIOS	19.99	34.99
PITFIGHTER	—	36.99
PGA TOUR GOLF	—	34.99
QUACKSHOT (DONALD DUCK)	24.99	34.99
REVENGE OF SHINOBI	—	31.99
RINGS OF POWER	—	34.99
RB13 BASEBALL	—	34.99
ROAD RASH	—	29.99
ROLLING THUNDER 2	—	39.99
ROBOCOD (JAMES POND 2)	—	29.99
SIMPSONS	—	CALL
SUPER MONACO GP	29.99	31.99
SUPER MONACO 2	—	CALL
SUPER OFF ROAD	—	29.99
SHADOW OF THE BEAST	—	39.99
SHADOW DANCER	24.99	31.99
SLIME WORLD	32.00	—
SUPER REAL BASKETBALL	—	31.99
SWORD OF VERMILION	—	44.99
STARFLIGHT	—	34.99
STRIDER	29.99	37.99
SONIC THE HEDGEHOG	27.99	31.99

MEGA DRIVE CONTINUED

SPIDERMAN	22.99	34.99
SHINING IN THE DARKNESS	—	43.99
STREETS OF RAGE	29.99	31.99
SPEEDBALL 2	—	CALL
TECMO WORLD CUP '92	32.99	—
TERMINATOR	—	CALL
THUNDERFORCE 3	—	34.99
TOE JAM AND EARL	—	34.99
TOKI	29.99	31.99
TURBO OUTRUN	32.99	—
TWO CRUDE DUDES	—	34.99
WARDNER	—	29.99
WORD CUP ITALIA 90	—	26.99
WINTER CHALLENGE	—	31.99
WONDERBOY IN MONSTERLAND	—	34.99
WRESTLE WAR	29.99	31.99
XENON 2	—	34.99
ZERO WING	29.99	—

MEGA DRIVE ACCESSORIES

MEGA DRIVE TURBO JOYPAD	9.99
POWER BASE CONVERTER	27.99
UK/JAP ADAPTOR	9.99

GAMEGEAR CONTINUED

HEAVYWEIGHT CHAMP	23.99	—
LEADERBOARD GOLF	—	23.99
MICKEY MOUSE	—	22.99
MAGICAL GUY	23.99	—
MAPPY	23.99	—
NINJA GAIDEN	—	23.99
PENGO	—	18.99
PITFIGHTER	—	42.99
PSYCHIC WORLD	—	18.99
PUTTER GOLF	—	18.99
ROCKETEER	44.99	—
SOLITAIRE POKER	—	18.99
OUTRUN	23.99	23.99
SONIC THE HEDGEHOG	22.99	26.99
SUPER MONACO GP	—	18.99
SHINOBI	22.99	22.99
SPACE HARRIER	—	23.99
SUPER CONTRA	—	44.99
WONDERBOY	—	18.99
WOODY POP	—	18.99

GAMEGEAR ACCESSORIES

MASTER GEAR CONVERTER	22.99
AC MAINS ADAPTOR (SEGA)	9.99
CAR ADAPTOR (SEGA)	16.99

SUPER FAMICOM/SUPER NES
NINTENDO SUPER NES PLAYS JAP & US GAMES INCLUDES SUPER MARIO WORLD
£199.99

GAMEGEAR £86.99

GAMEGEAR

	JAP	UK/US
ALESTE	23.99	—
COLUMNS	—	18.99
DRAGON CRYSTAL	—	22.99
DONALD DUCK	22.99	26.99
F1 EXHAUST HEAR	44.99	—
FANTASY ZONE	23.99	—
G-LOC	—	22.99
GOLDEN AXE (AXE BATTLER)	23.99	CALL
FACTORY PANIC	—	18.99
GRIFFON	23.99	—
HALLEY WARS	—	23.99
JOE MONTANA	—	23.99
JUNCTION	—	23.99

SUPER FAMICOM/SUPER NES

	JAP	UK/US
CAVEMAN NINJA (JOE & MAC)	42.99	39.99
CASTLEVANIA	—	44.99
CHESSMASTER	—	42.99
HOME ALONE	—	42.99
EARTH DEFENCE FORCE	44.99	—
F1 EXHAUST HEAT	44.99	—
FINAL FIGHT	42.99	42.99
FINAL FANTASY 2	—	44.99
FINAL FANTASY	—	44.99
GHOULS AND GHOSTS (SUPER)	42.99	42.99
GOEMAN WARRIOR	44.99	—
HATRICK HERO	44.99	—
JOHN MADDEN FOOTBALL	—	39.99
LEMMINGS	42.99	39.99
PAPERBOY 2	—	42.99
PILOT WINGS	42.99	42.99
R.P.M. RACING	—	39.99
RUSHING BEAT	44.99	—
SIM CITY	—	42.99
SUPER CONTRA	44.99	44.99
SUPER FIRE WRESTLING	44.99	—
SUPER R-TYPE	36.99	42.99
SUPER FORMATION SOCCER	44.99	—
SUPER TENNIS	—	42.99
SUPER OFF ROAD	—	44.99
SUPER FANTASY ISLAND	44.99	—
SMASH TV	—	42.99
U.N. SQUADRON	44.99	44.99
WWF SUPER WRESTLEMANIA	—	39.99
WORLD CUP SOCCER	44.99	—
ZELDA	46.99	—



SECONDHAND GAMES ALWAYS IN STOCK — RING FOR DETAILS

MASTER SYSTEM

ALIEN STORM	26.99
AFTERBURNER	26.99
ALEX KIDD AND LOST STARS	26.99
AMERICAN PRO FOOTBALL	26.99
BUBBLE BOBBLE	26.99
BANK PANIC	16.99
CALIFORNIA GAMES	26.99
COLUMNS	26.99
CYBER SHINOBI	26.99
DICK TRACY	26.99
DOUBLE DRAGON	26.99
FLINTSTONES	26.99
GAUNTLET	26.99
GHOULS AND GHOSTS	26.99
GOLDEN AXE	26.99
HEROES OF THE LANCE	29.99
IMPOSSIBLE MISSION	26.99
INDIANA JONES	26.99
WORLD CLASS LEADERBOARD	26.99
MICKEY MOUSE	26.99
PHANTASY STAR	29.99
PACMANIA	29.99
POPULOUS	29.99
SPEEDBALL	26.99
SONIC THE HEDGEHOG	26.99
SHINOBI	26.99
SUPER MONACO GP	26.99
SPIDERMAN	26.99
SUPER KICK OFF	26.99
SUPER TENNIS	9.99
WORLD CUP ITALIA 90	22.99
WONDERBOY 3 DRAGONS TRAP	26.99

GAMEBOY
INC TETRIS + BATTERIES, STEREO HEADPHONES + 2 PLAYER LEAD
£67.99

GAMEBOY

ATTACK OF THE KILLER TOMATOES	22.99
ADDAMS FAMILY	22.99
BATMAN	22.99
BATTLETOADS	22.99
BEETLEJUICE	22.99
BILL & TEDS	22.99
BUBBLE BOBBLE	22.99
CHOPLIFTER 2	22.99
DOUBLE DRAGON 2	22.99
GAUNTLET 2	22.99
MEGAMAN 2	22.99
MICKEY MOUSE (DANG. CHASE)	22.99
NINJA GAIDEN	22.99
ROBOCOP 2	22.99
SUPER MARIOLAND	18.99
SIMPSONS	22.99
TERMINATOR	22.99
TURTLES 2	22.99
WORLD CUP	18.99
WWF	22.99

GAMEBOY ACCESSORIES

NUBY GAMELIGHT	9.99
NUBY MAGNIFIER	8.99
HARD CARRY CASE	11.99
NUBY AMPLIFIER	13.99

MAIL ORDER HOTLINE
0372 744465

MAIL ORDER HOTLINE
0525 852934

ORDER COUPON

PLEASE MAKE CHEQUES AND POSTAL ORDERS PAYABLE TO INDEPENDENT PARTIES ABOVE.

Access VISA

Name _____

Address _____

_____

_____

Visa/Access No ☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐ Exp Date /

Item Cost

_____

_____

_____

Please add £4 p&p for consoles Total

WANTED

CASH PAID

FOR SEGA & NINTENDO TITLES

Part exchange your old titles for new games or cash now!!!

TRADE ENQUIRIES WELCOME

TELEPHONE:
0525 852934
AND
0372 744465

ALSO SEE US AT MILTON KEYNES MARKET (SAT + TUES) & FINMERE MARKET (SUN).

*SECOND HAND GAMES ALWAYS IN STOCK, RING FOR DETAILS. * FREE POST & PACKAGE ON ALL GAMES **

TECMAGIK

ultimate play power

THE BIGGEST...



"Pacmania is one of the most enjoyable, challenging and addictive Sega coin-op conversions yet seen." MEAN MACHINES
"A brill conversion of a great coin- op. " C&VG

MEGA GAME | ZERO CONSOLE CLASSIC | POWER FACTOR GOLD | MEGASTAR joystick



"..arguably the best Master System game ever." SEGA POWER
"Tecmagik's Populous is a very clever game indeed, and it will knock the socks well-and-truly off any Sega owner who craves a good stategy game." C&VG

POWER FACTOR GOLD | C+VG 92% | SUPER FOR MICRO NEWS | MEGASTAR joystick



"An excellent game that looks as good as it plays. A real challenge" GAME ZONE
"Technically, Tecmagik have done it again with a graphical tour- de- force that should have you astounded." MEAN MACHINES.

TILT D'OR AWARD 1991 | MASTER BLASTER | PRO YO | MEGA ZONE

TECMAGIK (ENTERTAINMENT) LTD.

SEGA™ Master System™

Warwick House, Spring Road ,
Hall Green, Birmingham B11 3EA, ENGLAND.

... ARE EVEN BIGGER