THE SEGA AND NINTENDO PLAYERS' GUIDE

CONSOLE XS

Nº 2 AUG/SEPT 1992
£2.95

500

TOP GAMES BUSTED AND BEATEN IN THE FREE BOOK WITH THIS ISSUE!

Final part of the *Super Mario World* solution inside!

SPIDER-MAN

Explosive Game Gear maps and solution

ASTERIX

Huge solution to this Master System smash

SPLATTERHOUSE 2

The most gruesome game ever on the Sega Mega Drive completely busted and beaten. All the maps, all the tricks and tactics, all the gore – the complete solution!

THE SIMPSONS

Exclusive solutions on the Game Boy and NES

130

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

Paragon Publishing Ltd

9 770965 758001 08

The many faces













Isn't it time you joined the in crowd?

of SegaPro...?





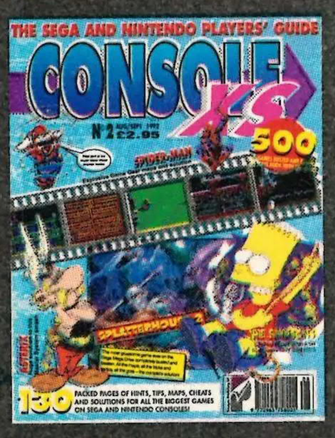


Britain's biggest, brightest and best-selling magazine 100% dedicated to Sega Master System, Mega Drive and Game Gear coverage comes out on the second thursday of every month. The latest fact-packed issue is on all good newsagents shelves now. And is priced just £1.95.

If you want to be in the know... plug into SegaPro!

SEGA pro

CONSOLE XS



AUG/SEPT 1992

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

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

MANAGING EDITOR
Dominic Handy

DEPUTY EDITOR
Damian Butt

STAFF WRITER
Dean Mortlock

CONTRIBUTORS
Michio Ando
Tim Kharms

DESIGNER
Christian Blades

ADVERTISING & SALES
Andrew Smales
Diana Monteiro

PUBLISHER
Richard Monteiro

PRODUCTION MANAGER
Di 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.

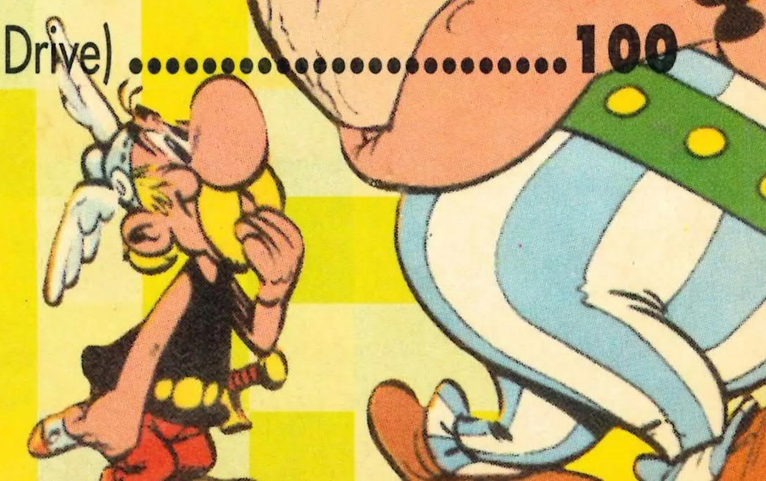
© 1992 Paragon Publishing Ltd.
All rights reserved. No part of this publication may be reproduced, stored in a retrieval system or transmitted in any form whatsoever without the prior written consent of the publishers.



INDEX

SUPER MARIO WORLD (Super NES) 18
ASTERIX (Master System) 34
R-TYPE (Super NES) 46
MARBLE MADNESS (Game Gear/Master System) 52
DOUBLE DRAGON III (NES) 56
SPLATTERHOUSE 2 (Mega Drive) 60
HOOK (NES) 66
THE SIMPSONS
BART VS THE SPACE MUTANTS (NES) 74
SPIDERMAN (Game Gear) 78
SUPER SOCCER (Super NES) 82
THE SIMPSONS
ESCAPE FROM CAMP DEADLY (Game Boy) 84
SKATE OR DIE (Game Boy) 90
TERMINATOR 2 (Game Boy) 96
ALISIA DRAGOON (Mega Drive) 100

TIPS



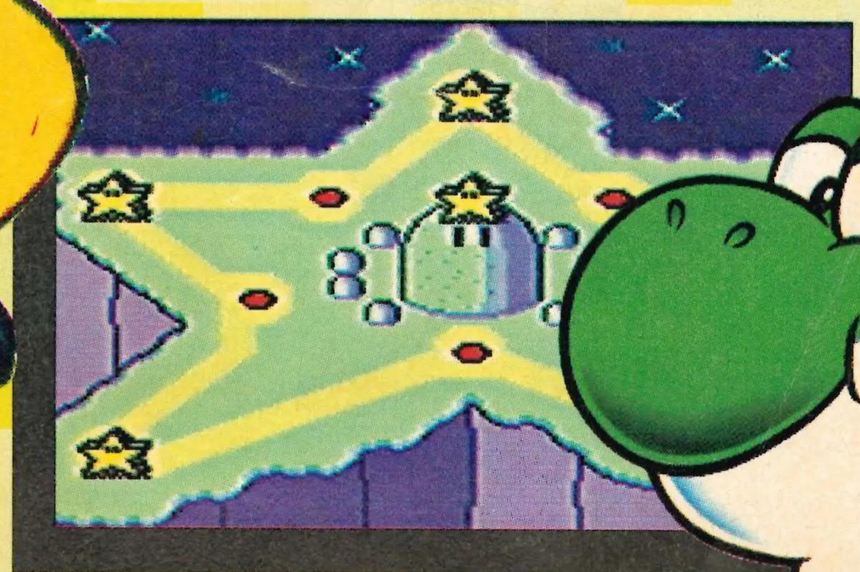
CONSOLE XS

- NEWS.....6
- BOOK FEATURE.....8
- NEWS 12
- PREVIEWS.....14
- WIN A GAME GENIE.....16
- GAMES SOLUTIONS.....17
- XS S.O.S.....102
- WINTER PREVIEWS.....104
- XS SAVERS.....112
- NEXT MONTH.....114

COMPLETE SOLUTIONS







BUSTIN' BUSINESS

Ask anyone with a console in a magazine pole and the most favourite section is always tips. The letters sections are constantly bombarded with pleas for "more tips, more maps, more cheats". So when we devised Britain's first dedicated tips magazine, spent weeks mapping, checking all the cheats and researching all the features, we knew that Console XS would be appreciated. What we did not know, was that Console XS would flood the offices with more mail than we had ever seen.

This issue you may have noticed our phenomenal 100-page tips book featuring tips for every game on the Sega and Nintendo. Well worth £3.99 you'll agree, but for free it makes Console XS an incredible package! Tell us what you think of this gift and whether you want to see similar gifts in the future.

This month we have put more emphasis on the complete solutions because we know that is what you want the most, so we have the conclusion of the superb *Super Mario World* solution. There's also *Asterix the Gaul* on the Sega Master System, *Marble Madness* and the gruesome *Splatterhouse 2* completely mapped. For fans of the film Hook, we have the complete NES solution plus *Skate or Die*, *The Simpsons* on Game boy and NES and a complete guide to *R-Type* on the Super NES.

Finally, in addition to the preview section we have the Winter previews for all Nintendo and Sega systems spanning eight pages. Everything likely to arrive by Christmas is included here making it the most comprehensive previews section around. Console XS has also started up the XS SOS section where you can write in with your views, questions and requests for solutions. Tell us what you think. After all, no-one gives you as many or more valuable tips than Console XS. Bustin' is our business.

Damian Butt

THE CONSOLE XS TERMINATORS

DAMIAN BUTT

Most challenging game: Splatterhouse 2
Most recent film seen: Split Second



Not many people realise how many hours it takes to create the maps in Console XS, for example Buck Rogers used over 900 screens. Each one had to be grabbed and slotted in place. Most of Damian's time is spent completing games (not out of choice) and driving although he has been known to see his girlfriend occasionally (but that may be just a rumour).

DEAN MORTLOCK

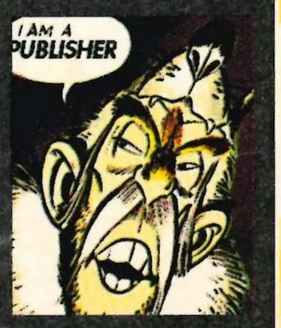
Most challenging game: Spider-Man (GG)
Most recent film seen: Lawnmower Man



After completing *Asterix*, Dean hid in a cupboard refusing to come out and shouting "I never want to see a console again" but we persuaded him out with an Odd shop roll and a promise to play Ozric's more often. We lied! Dean spends a lot of his precious time in Westbury growing his hair and gyrating at hippy gigs.

RICHARD MONTEIRO

Most Challenging game: Funcky Horror Band
Most recent film seen: Batman Returns



Apart from spending ages thinking of amusing words to fit between people's names in the contributors column, Rich likes to dominate the office CD with endless barrages of Nirvana, Propaganda and U2. Most of Rich's time is currently spent looking for a new mansion where he can keep his priceless collection of Porsches.

CHRISTIAN BLADES

Most challenging game layout: Simpsons (GB)
Most recent film seen: Lawnmower Man



There's a new guy in town. His name's Blades PI. As the sharpest designer around, Christian's Freddy Kruger hands will slice and dice anyone who doesn't get a scan for his layouts or dares to criticize his pages. A legend in his own mind, Christian has already proved this with this dazzling issue. Not too sure about his musical tastes mind you.





CONSOLE CONVERSION

Hot news this month concerning the official Super NES and the incompatibility with import games. Now Console Concepts (in association with Datel Electronics) have produced the Console Concepts Universal Adapter. Provided you have an official cart, which in the case of most Super NES owners will be Super Mario World, you can plug in any import cart and play either to you heart's content. Through a clever process the adapter gets the game from the import cart and the lock-chip from

Hot news this month concerning the official Super NES and the incompatibility with import games. Now Console Concepts (in association with Datel Electronics) have produced the Console Concepts Universal Adapter. Provided you have an official cart, which in the case of most Super NES owners will be Super Mario World, you can plug in any import cart and play either to you heart's content. Through a clever process the adapter gets the game from the import cart and the lock-chip from the UK cart, allowing you to play either Jap or US games with no troubles.

The sleek unit allows two carts (one US/Jap and one UK) to be plugged into it simultaneously and a switch on the side allows you to flick between games. We've been playtesting and generally abusing this excellent innovation for a month now and it's performed flawlessly.

Console Concepts are at this very moment selling the adapter with the Japanese beat-'em-up Rushing Beat for a measly £50.

● **Contact Console Concepts at The Village, Newcastle-under-Lyme, Staffordshire ST5 1QB. Tel: (0782) 712759.**

MASTERING SEGA PRO

UK tips books have always been rare, but on September 10 all that will change with the release of Simon & Shuster's Sega Pro-Master range. Contrary to what you might think, the four mini epics are not produced by or in conjunction with Britain's best-selling Sega mag, SegaPro, but they are officially endorsed by Sega.

Each book (all four are released simultaneously) will comprise complete solutions and tips for three of the biggest-selling games in Sega console history.

Volume one, for example, will contain essential tips on Sonic the Hedgehog, Prince of Persia and Super Kick Off. Where applicable these solutions will cover all the Sega versions. Further volumes will bust such classics as Donald Duck, Shinobi, Desert Strike, Kid Cameleon and Streets of Rage.



At £2.99 for 100-packed pages this represents incredible value for money and is a must for all Sega owners. Fantasy and computer writer, Ian Livingstone (founder of Games Workshop and co-author of the FF adventure books), is at the helm of the series, and hopes the light yet informative style will prove accessible to all Sega owners.

To promote the launch, an incredibly innovative display has been devised by the publishers in the shape of a colourful coin-op cabinet. In it you'll find tons of the books to browse through. Major retailers like Virgin and HMV will be carrying the range so they'll be no chance of missing out on them.



We'll give you a full assessment of each volume next issue, but till then you can gaze at the delightful "dumpbin" and the first book cover.

● **Contact Simon & Shuster on (071) 7247577.**

JUMPING GENIES

The whole country's gone Game Genie crazy as Hornby Hobbies are about to unleash the game-busting cart-cracker in the UK – and it's about time too!

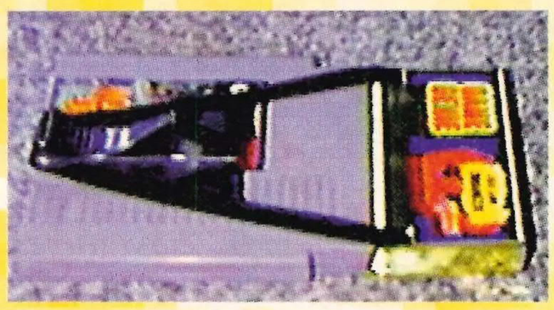
To commemorate this colossal launch, we're running a compo in which you can win one of five Game Genies (see page 16), and printing the exclusive codes for *Double Dragon III*.

But there's still some confusion over how the whole thing works, so to help you out here's the CONSOLE XS guide to console cart code cracking.



Step 1

First of all, buy a Game Genie from one of the many high street retailers, such as Argos, Toys R Us, WH Smith or Virgin, for £39.99. This includes a massive codebook containing 92 games with over 1,000 codes.



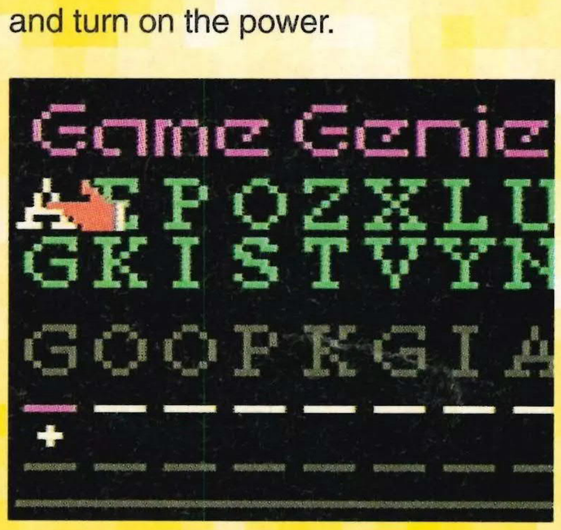
Step 2

Set up your NES and choose the game you wish to crack using the codebook or any of the exclusive codes in Console XS. In this case, we use Double Dragon III.



Step 3

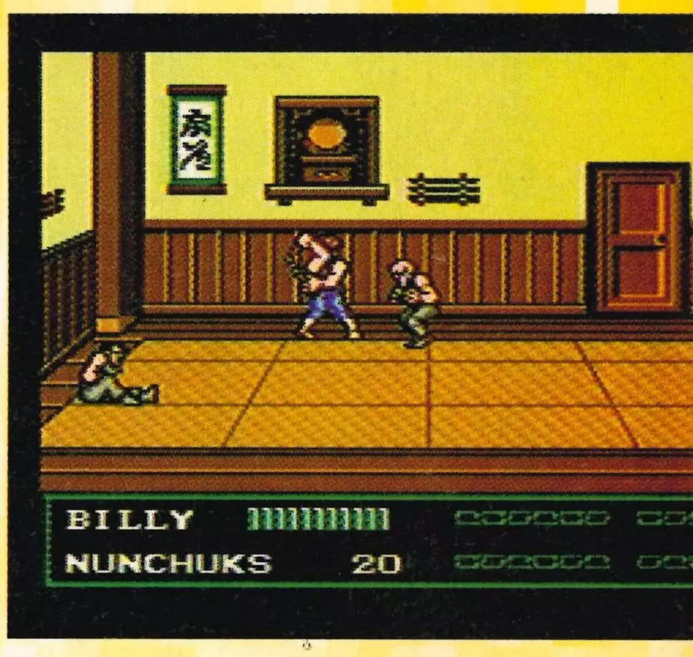
Insert the NES cart into the back of the Game Genie unit and then insert both carts into the slot in the NES and turn on the power.



Step 4

You will be faced with a colourful screen showing some of the letters of the alphabet; these are the code letters. Look in the code book and use the control pad to highlight the word, pressing A to select the letter or B to blow it apart. The code entered here is GOOPKGIA, which will give your player 20 nunchukas in the game *Double Dragon III*. Once you have entered it, the code will become dark grey to indicate that it is valid. So far so good. Now for the tricky last bit...





Step 5

When you have selected the code, press START and enter the game with any number of parameters changed, such as infinite lives, invincibility and improved weapons. It's that simple!

Step 6

More advanced players can try altering the existing codes to give even more abilities and possibly some bizarre effects.

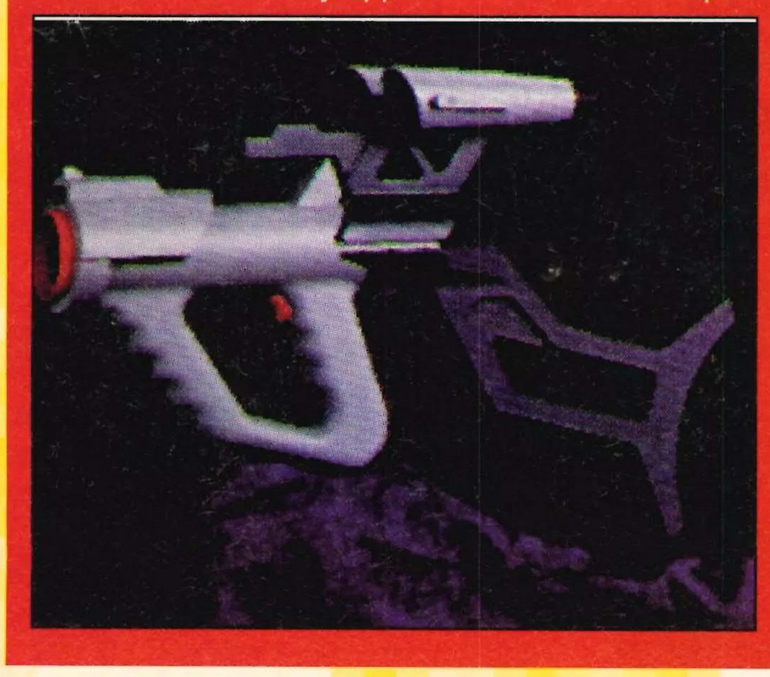
Once you have your spanking new Game Genie, you may thirst for even more codes or general help with the operation of your Game Genie. If you do, then the Game Genie Helpline is tailor-made for you. The Game Genie Helpline operates from 12pm-7pm, Mon-Fri and 8pm-12pm on Saturdays. Just phone (0843) 231088. The dudes on the other end will be only too happy to give you codes to the latest games and any help whatsoever.

Remember, the Game Genie is designed to get you through a tough part of the game, not to complete it straight away. So don't spoil a new game, play it until you get frustrated.

PREPARE TO BE MENACED

Lock and load! Sega's newest yuppie accessory is here and it looks set to crack heads with Nintendo's Super Scope 6. The Menacer is a brutal-looking lightgun with many clip-on parts, like a shoulder rest and twin sights, and is strangely adorned in the dull grey paintwork of the Nintendo six shooter and not the gloss black of the Sega machines.

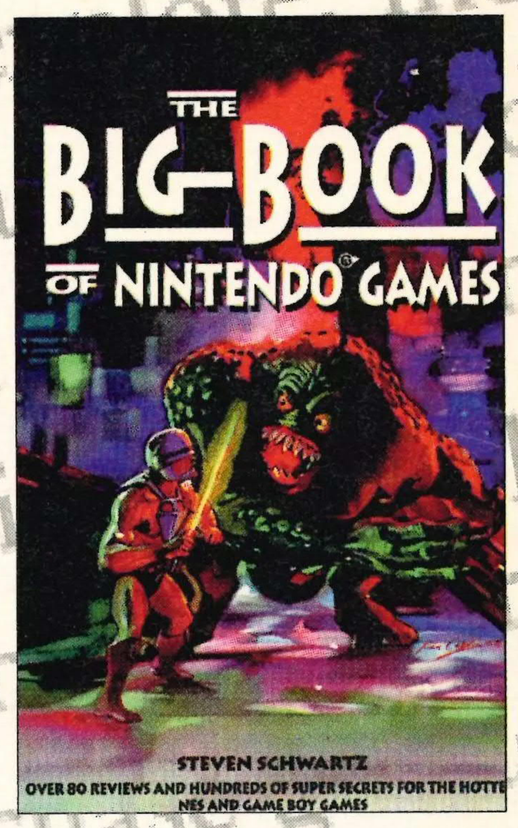
On show at the CES in Chicago, the Menacer seemed to be performing admirable at long distances and unless the tester was a present day Billy the Kid, the accuracy appears to match the Super Scope 6.



The Menacer will retail in the States for £59.95 (around £30) including a game cart (with a plethora of software in production), so expect a UK price of around £40-50 when it is released. There are no firm release dates but a Christmas storm would seem logical, especially as Nintendo are packaging the Scope with the Super NES for £149.99 soon.

BOOK LOOK

Beware, many of these books are written for Sega and Nintendo machines on the American markets and consequently some of the passwords may have been changed in the UK games. It is impossible to authenticate every one so check with your stockist that the cheats included will be applicable with your version. You have been warned.



THE BIG BOOK OF NINTENDO GAMES
Steven Schwartz
Compute Books £15.45
ISBN 0-87455-248-6

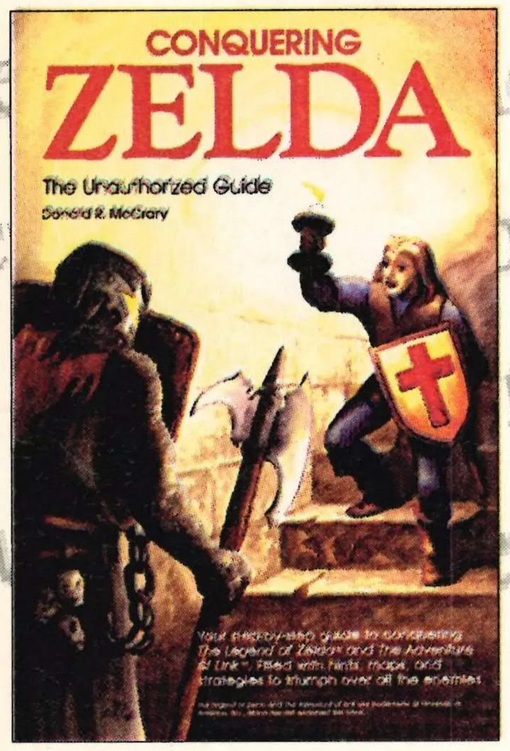
How many rain forests did they chop down to make this whopper? *The Big Book of Nintendo Games* covers over 470 pages of very early Nintendo games. This is a must if you have many of the early releases such as *Willow, Robocop* and *Iron Sword,* but those thirsting for something new will be disappointed.

You basically get a plot summary, some easy-to-read stats on number of lives, players (which is all shown in the game manual anyway) followed closely by the real meat of the book, the tactics and cheats. Of particular interest are some excellent hints on *The Immortal* and *Mega man 3.* The games in the book lack real general button-pushing extra lives cheats and so on, and instead you have to put up with patronising statements such as 'Don't be in a rush, there is no time limit...' and 'If you are dying, get an extra life..' This sort of lazy script writing betrays the fact that the authors actually know nothing of the game and are just filling space. *Big Bird's Hide & Speak* (not released in UK) does not even have a cheat, so why include it at all?

The Big Book also includes a section on accessories which is very useful for Nintendo owners looking for enhancements. Unfortunately there is also a previews section at the very end of the book which is completely redundant because every game was out of date a month after the book hit the shelves... and that was last year!

Yes there's a lot in it, but most of the games covered are old and the book is very over-priced.

Picture the scene. It's late, you've been playing the latest game for two days solid and you still cannot get past level two. How can you get any sleep knowing that your Super NES or Mega Drive is sitting smugly in the corner knowing it's got you beat? What you need is a flash of inspiration, a strategy or even a cheat to win the game and get some shut-eye. But who can you turn to? The helplines have long since closed down for the night, the Console XS lads have collapsed from exhaustion at their desks and even the pre-recorded lines cannot solve your problem. What you need is a book crammed with cheats for all the latest games, a players guide or even a whole book dedicated to one game. Luckily, there are hundreds. It is surprising just how many cheat books are currently available in the UK on a wide range of games and the fact that hardly anybody knows they exist. The phones at Console XS are jammed with callers wanting solutions or game-busters read down the phone. What they – and probably you – may not realise is that there's probably a book available that explains the game or games in question in-depth. So here it is, a comprehensive guide to the latest cheat and strategy books available, whether they are worth the paper they are printed on, and where you can get them.

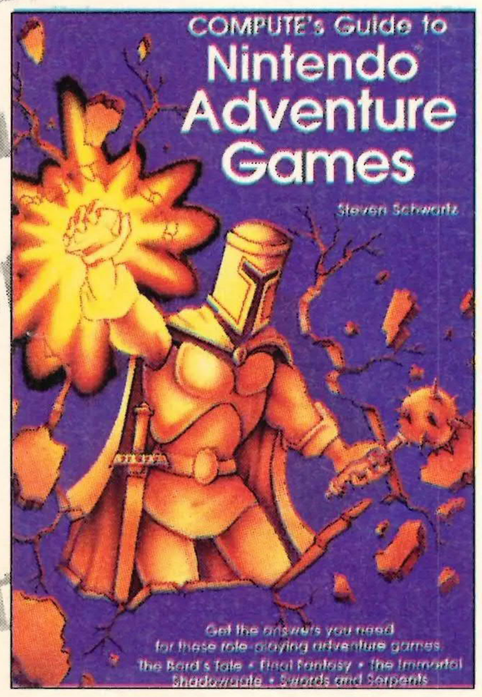


CONQUERING ZELDA: THE UNAUTHORISED GUIDE

Donald R McCray
Compute Books £7.45
ISBN 0-87455-239-7

At last, a guide that does justice to the (in)famous Zelda games, *Legend of Zelda* and the *Adventures of Link*. An obvious winner given the games' popularity.

Apart from a forgettable cover and a lack of screen shots, *Conquering Zelda* is a comprehensive guide providing you with plenty of juicy maps and countless references to the game itself. It is definitely for hardened fans. The maps of Hyrule are amazingly complicated and a testimony to the amount of time the author must have spent playing the games. Simply, the ultimate *Zelda* companion and well priced.

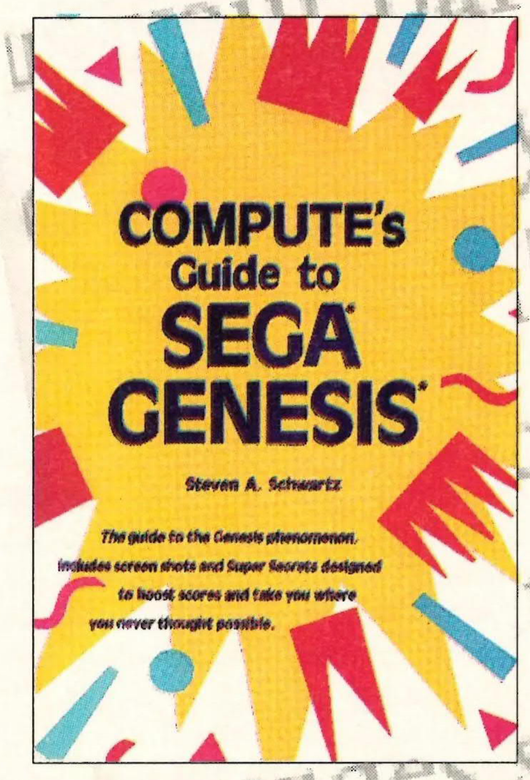


COMPUTE'S GUIDE TO NINTENDO ADVENTURE GAMES

Steven Schwartz
Compute Books £7.45
ISBN 0-87455-243-5

Obviously written for those suffering from long sight; the text in this 120-page epic is large and easy to read but means you do not get many hints per page. With *Adventure Games*, the quality of information is paramount and so the general rule is that you get less games but more in-depth solutions. You get such classics as *Bard's Tale, Shadowgate, Final Fantasy* and the original *Ultima*.

Luckily Steven Schwartz seems to have got it right this time with all the games covered in fine style and a terrific number of accurate maps to aid navigation. Unfortunately there are very few screen shots to break up the text (fans will not need them) and those that are present (*The Immortal*) look like fifth generation photocopies but the maps are clear. If used purely as a reference guide, the book is excellent. Check it out if you are bemused by any of the games covered.



COMPUTE'S GUIDE TO THE SEGA GENESIS

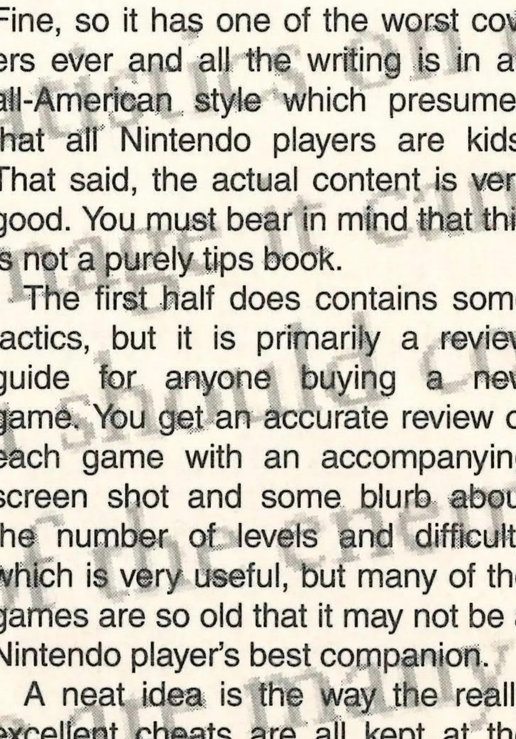
Steven A Schwartz
Compute Books £8.95
ISBN 0-87455-238-9

Yes, you guessed it, this book is intended for America where the Mega Drive is called the Genesis, the grass is green and games appear roughly six months before they get to Europe. It should be made clear that are practically no cheats in this book as it is meant to be a guide to buying games (a book full of reviews rather than hints and tips).

As a guide it falls far short of the mark. For a start, all the games are old and so the review section of the book is now outdated unless you are seriously into buying very old (and hard to acquire) Mega Drive games.

But it is not only the games that are showing their age. The screen shots are passable but there are far too many 'pause' messages obscuring the games and most of the tips are either obvious or found in the instructions. Again, you can be faced with totally obvious statements such as 'If you lose all your lives, it's the end of the game...' What sort of a tip is that?

Take our advice and leave this on the shelf, besides it's got an awful cover and really wouldn't look cool next to your cart collection.



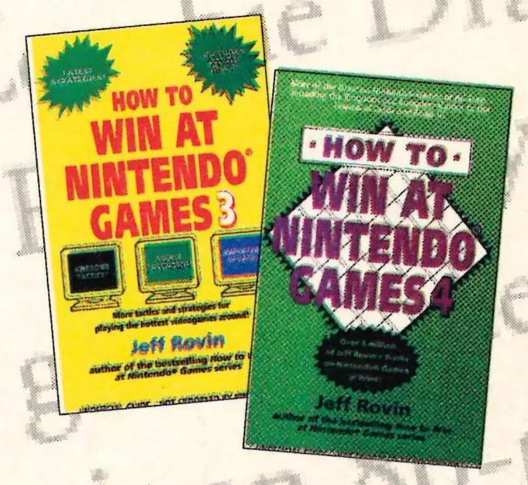
COMPUTE'S GUIDE TO NINTENDO GAMES

Steven Schwartz
Compute Books £8.95
ISBN 0-87455-221-4

Fine, so it has one of the worst covers ever and all the writing is in an all-American style which presumes that all Nintendo players are kids. That said, the actual content is very good. You must bear in mind that this is not a purely tips book.

The first half does contains some tactics, but it is primarily a review guide for anyone buying a new game. You get an accurate review of each game with an accompanying screen shot and some blurb about the number of levels and difficulty which is very useful, but many of the games are so old that it may not be a Nintendo player's best companion.

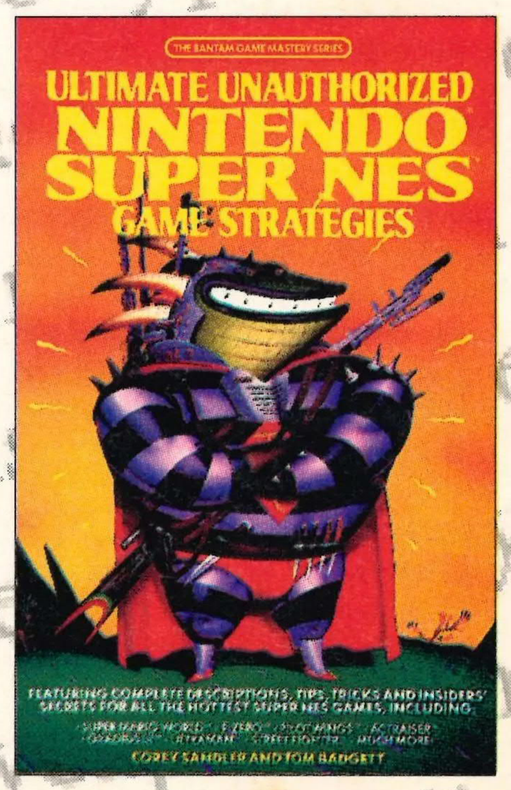
A neat idea is the way the really excellent cheats are all kept at the back and written so that you can only read them in a mirror. Original maybe, but intensely annoying if all you bought the book for was the cheats. There is also a joystick section at the back, but most are not available in the UK so it's best to forget this section.



HOW TO WIN AT NINTENDO GAMES VOL 3 & 4

Jeff Rovin
Signet Books £2.99 each
ISBN 0-45-117445-3/0-45-117444-5

These little guides sell like hot cakes, not because they are any good factually but because they are incredibly cheap. So cheap, in fact, that you don't get a single picture to break the text. As a consequently these booklets can be very boring to read. For three quid you can hardly expect the ultimate in playing guides, but at least Jeff Rovin goes some way to giving you what you want. A fair few tips are included and a great deal of very handy passwords make these books reasonable value for money – just don't expect anything fancy. A definite case of try before you buy. Due to the books being printed on low grade paper, they will not last long if you carry them around in your back pocket.

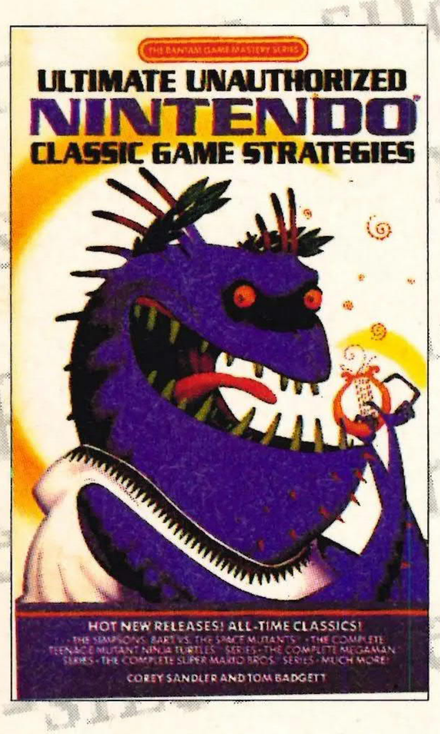


ULTIMATE UNAUTHORISED NINTENDO SUPER NES GAME STRATEGIES

Corey Sandler, Tom Badgett
Bantam Computer Books £9.99
ISBN 0-553-35467-1

The Super NES may have 'More colours, more action, more sounds...'

but this latest offering from Bantam still suffers the same bad screen shots and plain text of their earlier attempts. The book is well laid out and some effort has been made to include useful information, but it is a strategy guide so expect most of the game manuals to be re-hashed. The *Final Fight* guide, for example, spends two pages explaining the keys, two pages on your enemies in which it never once explains how to defeat them and finally some Power Player Hints like 'eat food and keep moving'. Really helpful...

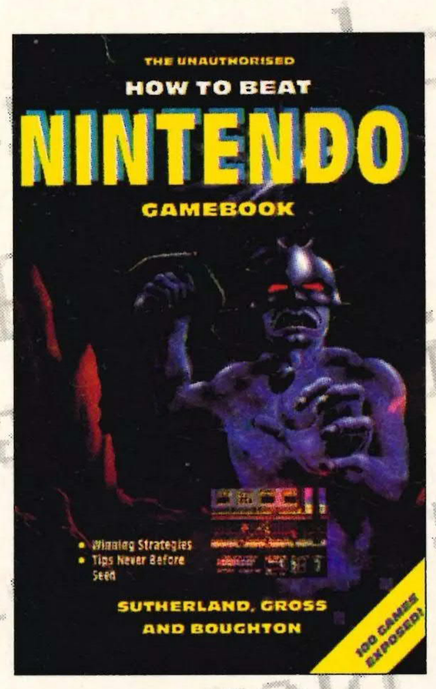


ULTIMATE UNAUTHORISED NINTENDO CLASSIC GAME STRATEGIES

Corey Sandler & Tom Badgett
Bantam Computer Books £9.99
ISBN 0-553-35466-3

What's the difference between hints & tips and strategies? The former is self-explanatory and should include lengthy level rundowns and push-button cheats. Strategies, by contrast, are odd beasties From studying all the latest so-called strategy books, it is obvious that 'strategies' is a euphemism for blatantly ripping off the instruction manuals and blabbing endlessly while revealing nothing worthwhile or helpful cheat-wise about the game.

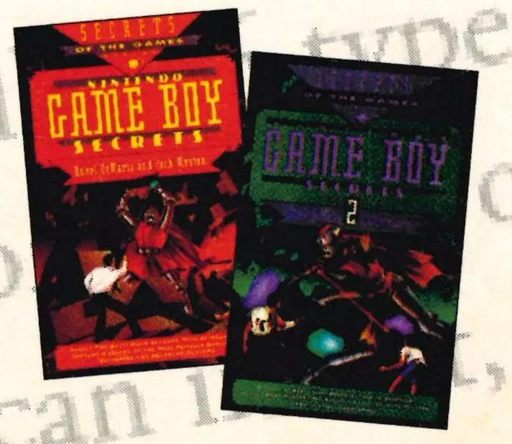
Classic Game Strategies is a case in point. A confusing and inconsistent rating system heralds each new game followed by pages of waffle explaining exactly what each button does, how many lives you begin with and then a description of each level. Almost nothing is of any intrinsic value and as for Infinite lives or level skip cheats, forget it. That's much too technical. To top it all, the incredibly dark and fuzzy screen shots give the book a cheap and unprofessional look. Without doubt the best part of this book is the Mario section which is at least approaching a standard that Nintendo owners are striving for.



HOW TO BEAT NINTENDO GAMEBOOK

Sutherland, Gross, Boughton
Boxtree £3.99
ISBN 1-85283-075-1

There is a great deal of humour in this pocket size cheat book due to the three authors' attempts at being reviewers. Unfortunately, reviews are not the reason for anyone to buy the book. The hints themselves do at least include some button-pushing cheats, but there are not enough of them and they get lost in the pages of text that are separated only by a confusing icon system. The icon system uses far too many symbols to be effective. Curiously, the titles of each game are the most indistinct part of the text which causes a great deal of frustration when you want an immediate solution. Overall, a decent NES-specific hints and cheats book for the money, but there are better titles around.



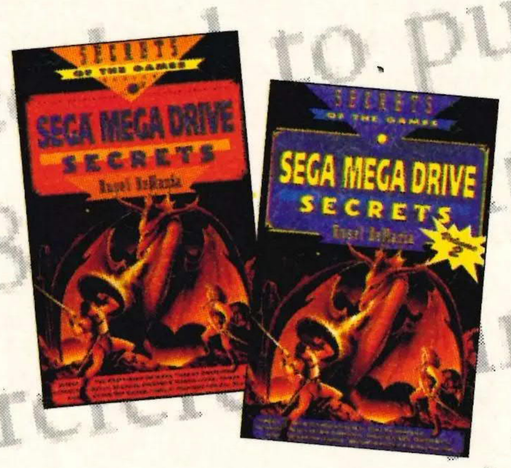
NINTENDO GAME BOY SECRETS VOL 1 & 2

Rusel De Maria & Zach Meston
Prima Publishing £8.95
ISBN 1-55958-078-X/1-55958-122-0

This time the screen shots are a little fuzzy due to the Game Boy's monochrome screen, but the high standards of cheats and help are still the same. Rusel and Zach show that even on the most popular Nintendo handheld, they are no slouches.

Again there are hundreds of pictures showing each cheat or method in action and the text is broken up for an easy read. A wide variety of fonts are used to great effect for passwords and codes to make them leap out of the page.

Plenty of pages, plenty of games, and good value. Essential for all Game Boy owners and another success for De Maria.



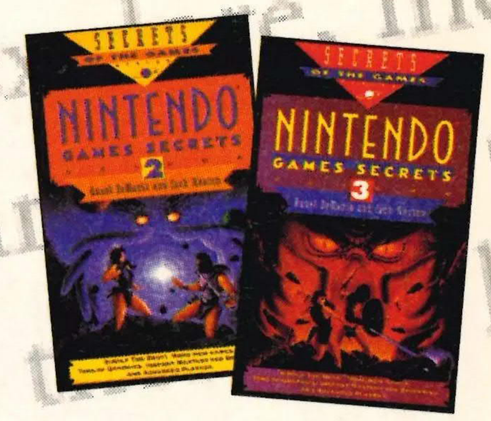
SEGA MEGA DRIVE SECRETS VOL 1 & 2

Rusel De Maria
Kuma £9.95
ISBN 0-7457-0037-3/0-7457-0043-8

You may or may not know that Rusel De Maria is one of the most accomplished tipsters and game solution experts. No other author can cover a game as well as Rusel and no other seems to have produced quite as many books as this chap. As ever, *Mega Dive Secrets*, is up to De Maria's exacting standards.

The pages are crammed with hyper-helpful text and frighteningly relevant screen shots bearing the Prima seal of quality. The text is very small so more can be included and it is well written in a style that is easy to read and absorb. Check out volume one for any of the older games in your collection such as *Moonwalker, Ghouls 'n' Ghosts, Revenge of Shinobi* and *Rambo III*. Volume two has a superb section on *Shining in the Darkness* with loads of maps. *Sonic* and *Fantasia* are also completely cracked.

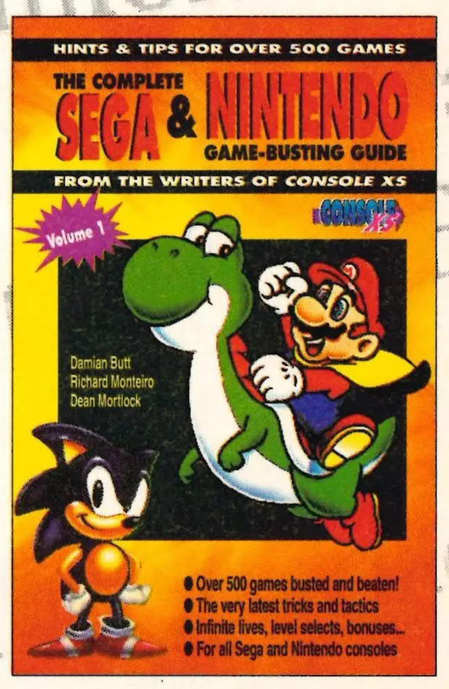
If there are any areas in which the De Maria books fall down, it must surely be the quantity of games covered. There are around 200 games available for the Mega Drive; De Maria's books cover roughly 25 a piece. On that basis, you can expect another eight volumes!



NINTENDO GAMES SECRETS VOL 2 & 3

Rusel De Maria & Zach Meston
Prima Publishing £8.95
ISBN 1-55958-105-0/1-55958-131-X

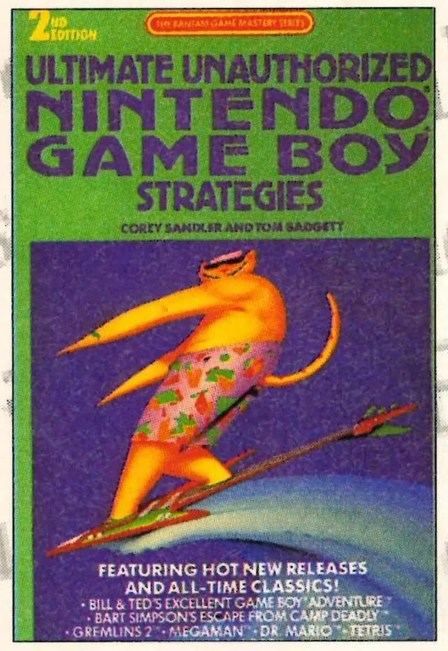
The final set of De Maria general tips books – and, yes, you've guessed, they are just as good as all the others. Prima obviously expect a high standard from its writers and designers and it shows in the lavish presentation. You even get some nifty cutouts of the fighters in *Double Dragon III* and a sackful of tables and charts that are easy to read and lift information and codes from. If you're packing a Nintendo then have this close by.



THE COMPLETE SEGA & NINTENDO GAME-BUSTING GUIDE

Damian Butt, Dean Mortlock, Richard Monteiro
Paragon Publishing £3.99
ISBN 1-873650-01-9

Free with this issue of Console XS, *The Complete Sega & Nintendo Game-Busting Guide*, is a tips extravaganza crammed full of Sega and Nintendo cheats which normally sells for £3.99. The Infinite lives, invulnerability and level selects are endless and there are cheats for almost every game on all machines. It's a bargain at £3.99. As a freebie (when you purchase this issue of Console XS), it's simply unbeatable.



ULTIMATE UNAUTHORISED NINTENDO GAME BOY STRATEGIES

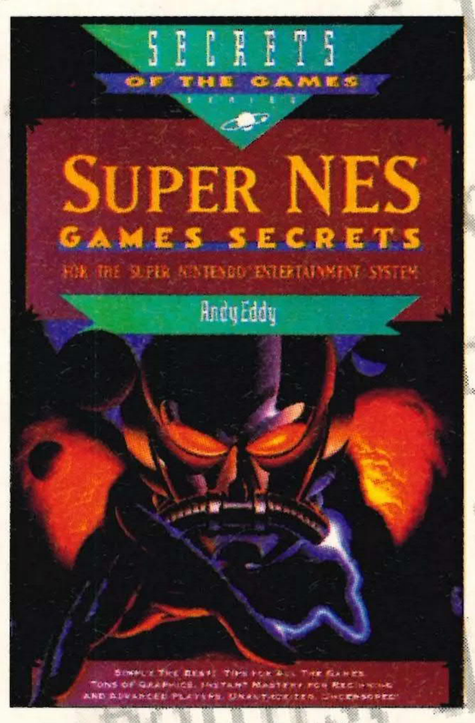
Corey Sandler, Tom Badgett
Bantam Computer Books £9.99
ISBN 0-553-35483-3

Game Boy Strategies is an informed and worthwhile collection of helpful hints supported by some clear and well detailed screen shots. You still get the waffle about what keys do what and which characters are involved but you can always ignore this section and go straight to the cheats. The best sections are probably *Super Mario Land* and *Turtles*. All the others have at least a page of power player hints and some are quite. Unfortunately this is another book which suffers from being cluttered by loads of meaningless icons. A tip for anyone wanting to use the same system: icons are meant to be more easily understood than words.

An official Sega book must make the grade and the snappy style of writing coupled with Sega's unparalleled knowledge should make this an essential purchase. Sadly this isn't the case. Just about all of the well known games from *Sonic* to *Shining in the Darkness* have been tipped and explained, but in trying to cover so many games the authors have skimped on the strategies.

Games are not completely tipped and the *Shining* strategies leave a lot to be desired, but the whole book is lavishly presented and appealing. The screen shots are very bad and you would expect an official Sega production to be in full colour. Something which defies belief – particularly in an official Sega book – is the printing of cheats which involve removing the carts and re-inserting another with the power on. Absolutely crazy. Remember, this practice could damage not only your carts but your console as well.

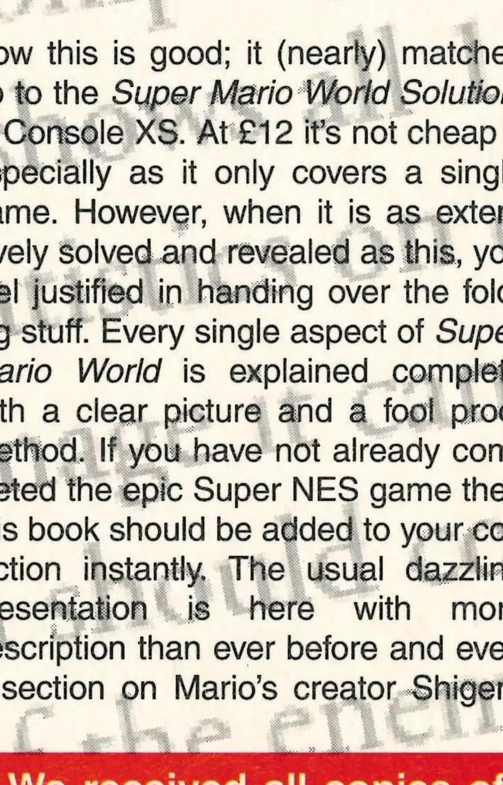
As a reference and subtle tips guide for the Sega machines, Genesis and *Game Gear Strategies* is adequate but don't expect all your problems to be solved.



SUPER NES GAMES SECRETS

Andy Eddy
Prima Publishing £8.95
ISBN 1-55958-155-7

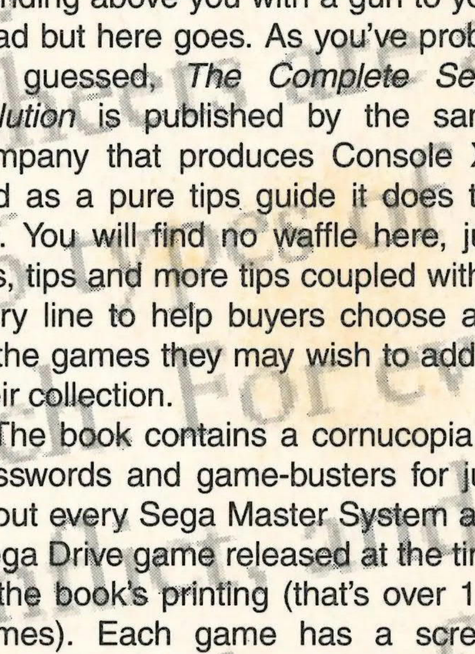
Prima has been long synonymous with quality cheats books and this is exactly what a Super NES cheat book wants to be when it grows up. *Super NES Games Secrets* is part of the immensely successful series which all carry the same look. You can always tell the games the author personally likes as they have the best solutions and judging by Eddy's book, he is seriously into *Castlevania IV* and *UN Squadron*. Both have excellent solutions complete with clear pictures and bags of handy tips. Come to think of it, all the screen shots are relevant and out of all the books reviewed here, Prima's are by far the best. If you have a Super NES and a handful of games the chances are they are covered here.



SUPER MARIO WORLD SECRETS

Rusel De Maria, Zach Meston
Prima Publishing £11.95
ISBN 1-55958-156-5

Now this is good; it (nearly) matches up to the *Super Mario World Solution.* in Console XS. At £12 it's not cheap – especially as it only covers a single game. However, when it is as extensively solved and revealed as this, you feel justified in handing over the folding stuff. Every single aspect of *Super Mario World* is explained complete with a clear picture and a fool proof method. If you have not already completed the epic Super NES game then this book should be added to your collection instantly. The usual dazzling presentation is here with more description than ever before and even a section on Mario's creator Shigeru Miyamoto and a history of Mario on the Nintendo. Since *Super Mario World* is packaged with the Super NES, it's relevant to everyone.



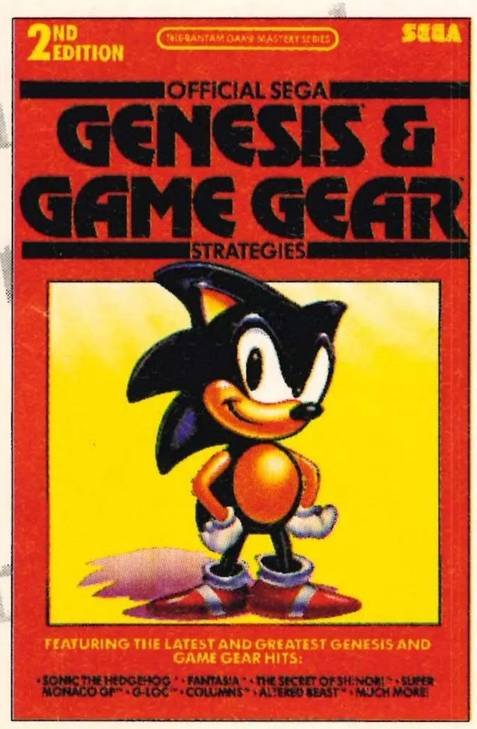
THE COMPLETE SEGA SOLUTION

Richard Monteiro, Dominic Handy
Paragon Publishing £9.99
ISBN 1-873650-00-0

Hmm, it's hard to be objective when the writers of this best seller are standing above you with a gun to your head but here goes. As you've probably guessed, *The Complete Sega Solution* is published by the same company that produces Console XS and as a pure tips guide it does the job. You will find no waffle here, just tips, tips and more tips coupled with a story line to help buyers choose any of the games they may wish to add to their collection.

The book contains a cornucopia of passwords and game-busters for just about every Sega Master System and mega Drive game released at the time of the book's printing (that's over 120 games). Each game has a screen shot and all titles are sensibly categorised and rated.

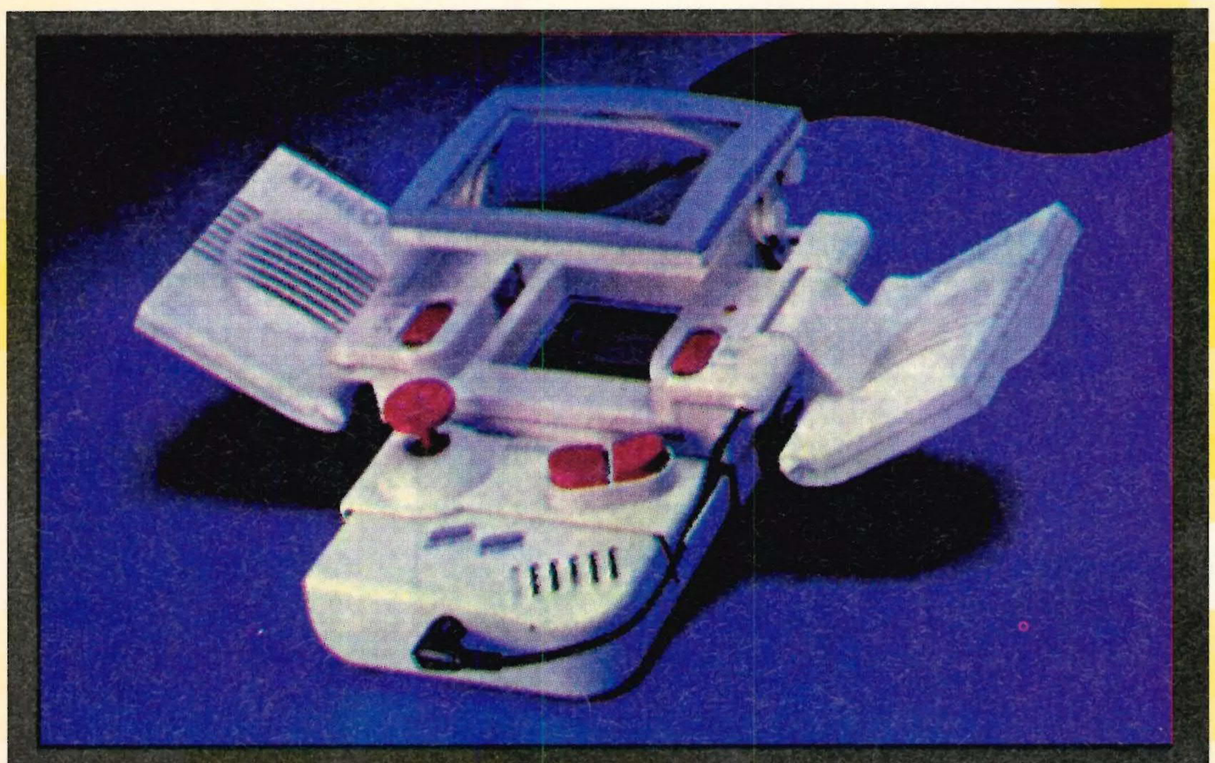
The Complete Sega Solution is an excellent tips book, but some of the games are a bit dated now and it is high time a sequel appeared. Enough said.



OFFICIAL GENESIS & GAME GEAR STRATEGIES

Corey Sandler, Tom Badgett
Bantam Computer Books £10.99
ISBN 0-553-35484-1

We received all copies of the cheat books (except *The Complete Sega Solution*, *How to Beat Nintendo Gamebook* and *How to Win at Nintendo Games 3 & 4*) from the ultra-helpful people at Computer Manuals. You can order any or all of the above books to boost your game-playing skills from Computer Manuals Ltd, 50 James Road, Tyseley, Birmingham B11 2BA. Tel: (021) 706 6000. Of course, all books can be ordered from any good bookshop around the country. Simply supply the ISBN and title, and let the book shop do the rest.



GIVE THE BOY A HAND

The Handy Boy is possibly the ultimate Game Boy add-on, the Rolls-Royce of accessories. Consisting of stereo speakers, two illuminating lights, joystick, enlarged fire buttons and a self-protecting carrying case with a strap, the whole unit converts your plain and humble Game Boy into a Space Age super hand-held.



Surprisingly the Handy Boy needs no extra batteries (it just uses up the existing ones at twice the rate!) and the joystick means more control – you also get an excellent magnifying lens for greater picture clarity. All it needs now is for someone to produce something similar for the Game Gear and everybody will be happy.

The Handy Boy will be available in mid August from Spectravideo, priced £29.99.

One thing every Game Boy needs is power, and with this in mind Joyplus have also included two highly powerful battery packs in their Game Boy accessory assault. The Handy Powers I and II offer 14 and 28 hours of play respectively for the Game Boy and two and four hours play for the Game Gear (which gives you an idea of the thirst of the Sega machine). Both packs clip firmly onto a belt or pocket and feature an incredibly robust casing to protect against any hard knocks. Heavy hand-held users should seriously check them out at just £24.99 for Power I and £39.99 for the II.

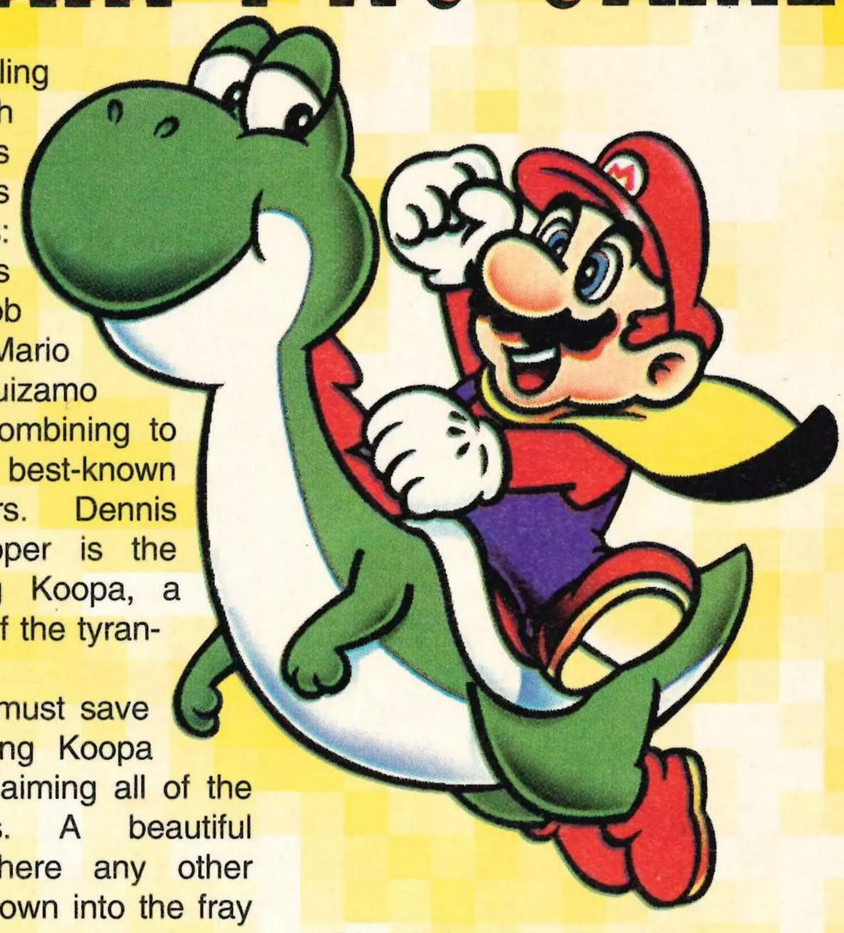


Spectravideo, again under the guide of Joyplus, are also releasing the Handy Power Kit, a quick charger for the Power I and II battery packs. This white recharger lets the Handy Power pack sit in snugly and takes a massive eight hours to fully recharge. However, once you have full power your Game Boy is good for days. The Handy Power Kit also has a cutoff feature so that each power pack is not damaged by excessive charging. You can get your hands on a Handy Power Kit for a whopping £49.99.

Finally for the Game Boy, there's the Handy Sound unit which features clip-on stereo earphones and a reel mechanism to wind up the flex when not in use. Aesthetically, the Handy Sound is superb and blends in perfectly with the Game Boy. All of the Joyplus Game Boy units make ideal stocking fillers at £11.99, and stocks should be shifting fast as winter approaches, so be sure to get your orders in fast.

● **Contact Spectravideo and Joy Plus (081) 9000024.**

THIS AIN'T NO GAME



Cameras are rolling deep in the North Carolina woodlands at the moment as Super Mario Bros: The Movie begins production. Bob Hoskins is cast as Mario with John Leguizamo (who?) as Luigi, combining to make the world's best-known Brooklyn plumbers. Dennis (Blue Velvet) Hopper is the power-crazed King Koopa, a lizard descendant of the tyrannosaurus rex.

Mario and Luigi must save the Earth from King Koopa who is intent on claiming all of the Earth's resources. A beautiful researcher (are there any other kind?), Daisy, is thrown into the fray and the plumbers must rescue her at the same time.

The good news is that the art director is David Snyder, who worked on Blade Runner, and the screenplay was written by the same guy who threw Rainman together, with a chunk of help from Ed (Bill & Ted) Solomon.

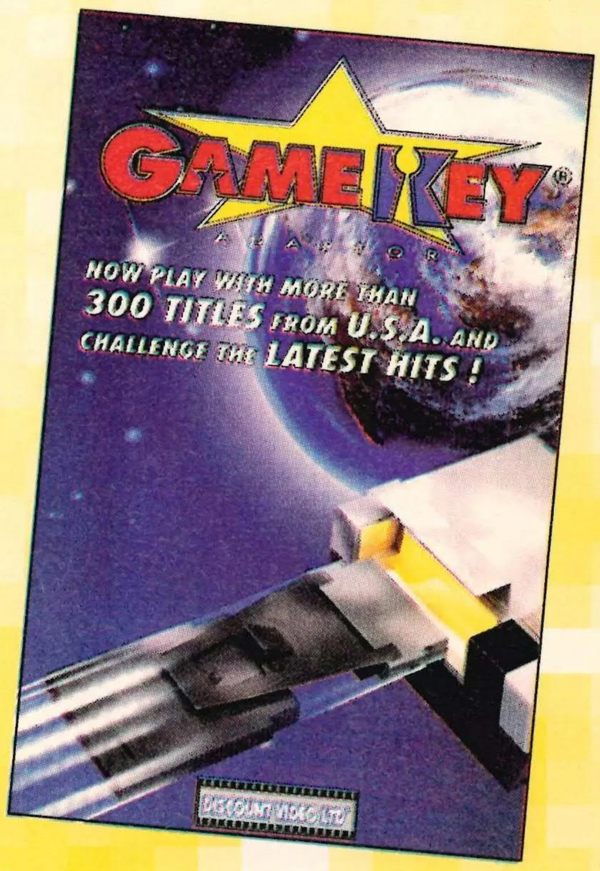
The £40 million film features many new filmatic techniques and from the huge sets we've seen, it should look fantastic. Fans of the Super NES game will also be pleased to know that Yoshi and all the old enemies are to be included. Super Mario Bros: The Movie should be released in the summer of 1993.

UNLOCK YOUR NES

Fed up with the lack of choice of software for your NES? Do you envy the fact that our American cousins have nearly ten times as many carts to choose from, including all the new releases? Well worry no more, the key to your problem is close at hand.

The Game Key is similar in shape to the Game Genie and plugs into the NES in the same way. With it you can play most American carts without any problems at all. However, the sole UK distributors, Discount Video, are not just going to launch it and then forget about any after-sales support, they've spent two months checking all the latest US titles to find out which ones are compatible. About 90% are, and any questions you have about a game's compatibility can be answered if you give them a ring. Also, when you buy a Game Key you get a catalogue containing a list of all compatible games to give you a start.

The price is £24.99 if you purchase before September when the price will pop up to £29.99. Or, if you prefer, for a limited time you can purchase a game with it for £39.99.



● **Contact Discount Video, 124, High Street, Milton Regis, Sittingbourne, Kent ME10 2AT. Tel: (0795) 472147/8.**



JOYSTICK WAGGLERS UNITE

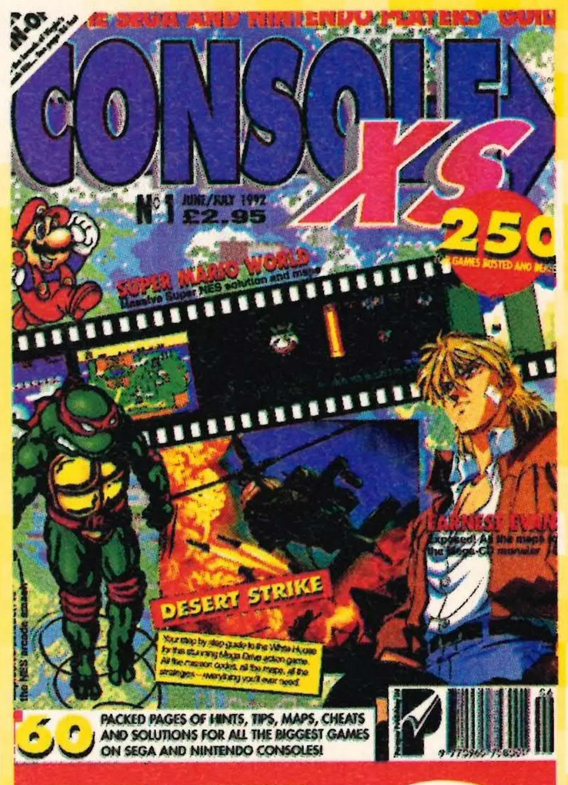
Alternative joysticks for the Nintendo have always been popular but hardly practical when the original joypads do the job adequately. However, Spectravideo have just announced a new range through their Quick Joy label that give the term "alternative" new meaning.

The NI Megastar is a standard stick built around a transparent casing and featuring three red droplet fire buttons, semi automatic fire, slow motion and stabilising suction caps. Basically it's very robust and performs admirably in every genre of game. Quick Joy also include a Sega version called the SG Megastar which is radically different – well, it's blue! The features are just the same and with the Megastar capable of playing on the MS as well as the MD, it's exceptional value for money at £24.99.

Super Nintendo owners have not been neglected, with Quick Joy releasing a transparent Propad joypad decked out like a Noel Edmond's Swap Shop freebie. Improvements on the standard Nintendo model include a dual auto-fire mode and slow motion facility. Of course there is also a Sega counterpart which mirrors the features and looks almost identical. Both pads have just been released, although the price was still to be confirmed.

The last in the Quick Joy range is the infamous Footpedal. For anyone who has not yet been acquainted with this unusual control pad, what you get is a foot pad with three pedal buttons used in conjunction with the directional controls on a normal joypad. It's hard to use at first but the technique is soon mastered for a multi-limbed joystick experience. The Footpedal retails for £24.99 and is available for both Sega and Nintendo consoles.

● **Contact Spectravideo on (081) 9000024.**



XS EXPLOSION

The response to the launch issue of Console XS was overwhelming and many readers sent in their views and comments. Thank you all for your support. Here are just a few of your comments...

"I'll buy Console XS every month, it's got more in it than the Radio Times."
Bill Hearn, Carlisle
"Give me a T-shirt pleeeeeeease!!!"
Scott Tailor, Torquay
"Whoever did the Buck Rogers solution should be given a medal. It was most excellent."
Peter Bromsgrove, Reading
"You guys have set the standard for other lesser mags to follow."
Roger Westbury, Lowestoft
"I would like to congratulate you on the magazine that all console owners have dreamt about"
Dean Linny, Lichfield
"Wonderful!!!!!!!!!!!!"
Marc Anderson,
Joystick magazine, France
"Who does Dean's hair?"
T Anderson, Surrey
"Cool mag."
James Tuttle, Bournemouth
"There's only one mag that's the best for tips and cheats, buy Console XS!"
Janis Totham, Tolworth

COMPETITON RESULTS

CONSOLE XS#1's lucky winners are...

SMASHING COIN-OP COMPO (Virgin)

The superb Golden Axe coin-op machine, which is something of a collector's item, will be sitting in the house of proud owner Carol Huddart from Washington. Congrats!

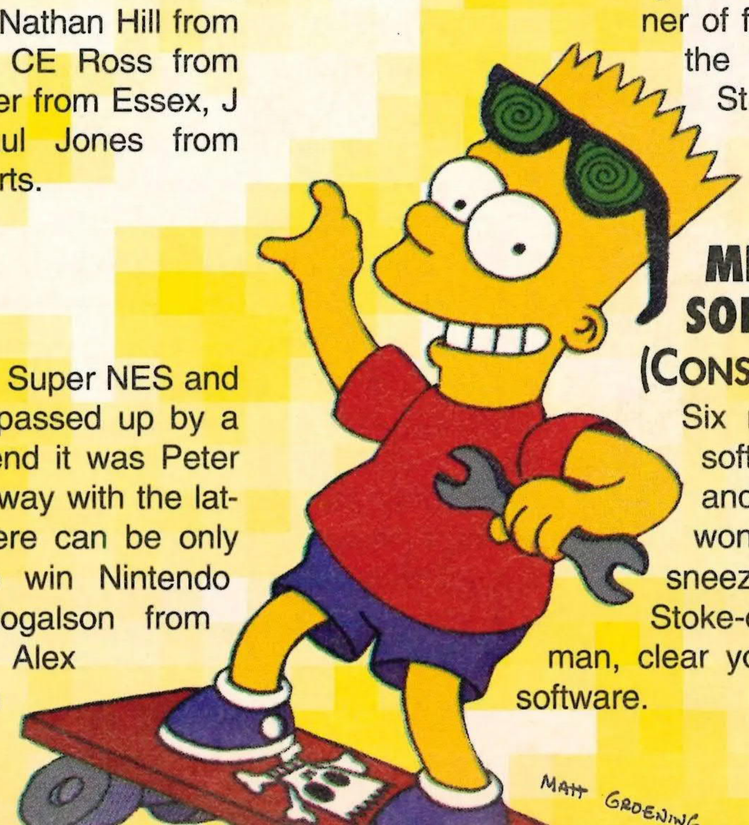
Also touched with lady luck are M Millar from Dumfries, Tao Brown from Eire, Sean Dessaccais, Nathan Hill from Surrey, S Johnson from Northampton, CE Ross from Paisley, D Devonport from Derby, D Luper from Essex, J Laurence from Macclesfield, and Paul Jones from Sheffield. They all win striking Virgin T-shirts.

SUPER NES COMPO (Club Nintendo)

The chance of winning a newly-launched Super NES and a copy of Super Mario World was not passed up by a massive horde of hopefuls, but in the end it was Peter Chip from North Yorkshire who walked away with the latest Nintendo console. Unfortunately, there can be only one, however ten lucky winners also win Nintendo Helpline sweatshirts. They are S Rogalson from Birmingham, Kevin Eyles from London, Alex Teague from St John's, Daniel Johnson from Co Durham, Mrs SA Goldsworthy from Bury St Edmund's, Richard Smith from Milton Keynes, M Hooker from West Drayton, Oliver Richards from Reading, Asif Arshad from Scotland and Yasir Mir from Glasgow.

SNES SOFTWARE STASH (CONSOLE XS)

Adam Winter from Welling Garden City is the very lucky winner of free Super NES software for the next six months. And with Street Fighter II, Castlevania IV and Lemmings coming out, he's in for a treat.



MEGA DRIVE SOFTWARE STASH (CONSOLE XS)

Six months of UK Mega Drive software can't be sneezed at, and someone who definitely won't be afflicted by a bout of sneezing is Paul Shotton from Stoke-on-Trent. Well done that man, clear your shelves for a bundle of software.

NINTENDO PREVIEWS

THE ADDAMS FAMILY

Super NES

Ocean ● £39.95



An excellent *Super Mario World* clone with creepy graphics and excellent speech. The object is to rescue Morticia who has been kidnapped and held in the Addams family mansion.

You initially play her husband, Gomez, but other characters can be used when you find them. The mansion is absolutely huge and crammed with familiar areas like the ghostly wood, graveyard and basement. You can also get a flying helmet and fly all over the top of the house to collect extra coins. *The Addams Family* looks set to be a massive success, only over-shadowed by *Street Fighter 2*. NES and Game Boy versions will follow soon.

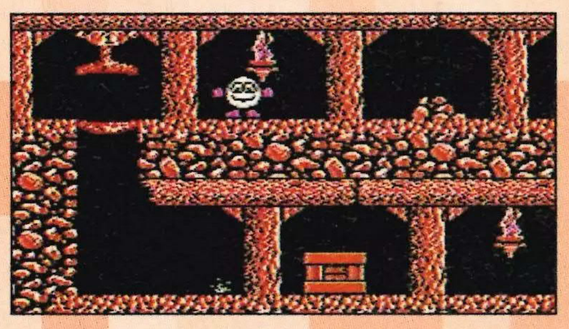
FANTASTIC ADVENTURES OF DIZZY

NES

Code Masters ● £39.99

This guy must be as old as Pac-Man by now. That's right, Dizzy, the egg with legs and a bad attitude, is to be spearheading the new Code Masters releases on the NES.

Dizzy first appeared on the Spectrum aeons ago but he's back now and looking as sharp as ever. Dizzy must explore the magical cartoon kingdom of Zakeria which is subjected to the dreadful wrath of Zaks, the evil wizard.



Daisy, Dizzy's spherical sweetheart, has been a bit careless and has been captured by trolls in the pay of Zaks. Dizzy is miffed and makes it his ultimate quest to roll out of his egg shell and rescue Daisy.

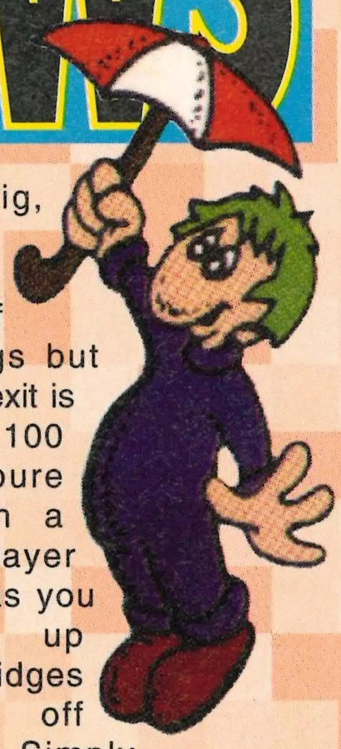
The locations on offer have many exotic names, such as Palm Tree Beach, Dark and Eerie Graveyard and Tropical Realms, and Dizzy must use the objects he finds to solve the many puzzles and eventually fight Zaks himself.

Coders claim over 100 hours of play and Hornby, its distributors, challenge anyone to complete it in two days – so the race is on. As far as graphics go, *Dizzy* is yet another example of how a game with only 2Mbits of memory can be egg-cellent looking. *Dizzy* goes crazy bonkers in late August.

LEMMINGS

Super NES

Sunsoft ● £39.95



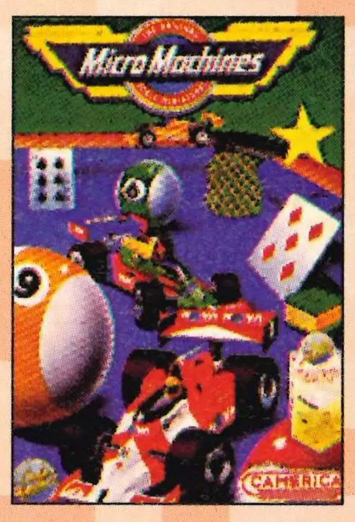
You can dig, climb, build and explode your millions of little lemmings but reaching your exit is the sole aim. 100 levels of pure mayhem with a wicked two-player option that has you blowing up opponent's bridges and killing off everyone. Simply excellent fun!

Lemmings was one of the original SNES launch games, but was delayed slightly due to stock problems. Now, however, you will be able to readily get hold of this classic game. An NES version is planned for Christmas.

MICRO MACHINES

NES

Code Masters ● £39.99



High-speed action and incredible graphics are sure to make *Micro Machines* an NES classic. The aim is simply to race your minuscule dragsters around 27 gargantuan locations, covering places like the rim of a pool table, through a garden, over school desks and across a table bristling with cereal bowls and milk. Each race is set against a time limit and you can be sure that the other computer-controlled cars will not take lightly to being overtaken – especially the Micro Kid who is a Mansell-trained computer ace.

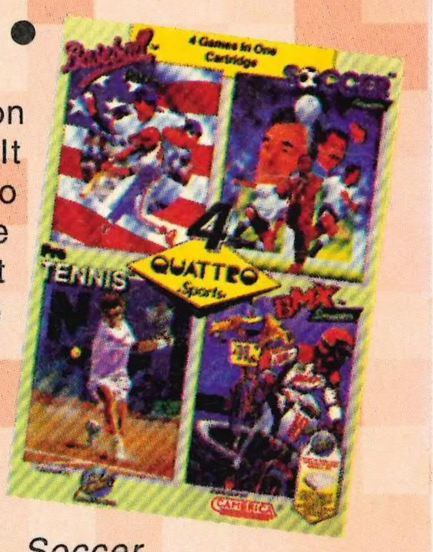
The NES version looks incredibly faithful to the other home computer games and the whole package is fronted by the outstanding Code Masters presentation, previously their budget hallmark.

A sneak preview left us in no doubt that *Micro Machines* will set new standards on the NES, as well as a crackling pace that will leave you short of breath. *Micro Machines* will be out in late August.

QUATTRO SPORTS

NES

Code Masters ● £42.99



Four games on one cart! It sounds too good to be true, but Coders have decided to release *Quattro Sports*, a compilation of *Baseball, Soccer Simulator, Pro Tennis* and *BMX Simulator,* which are sure to cater for everybody's tastes.

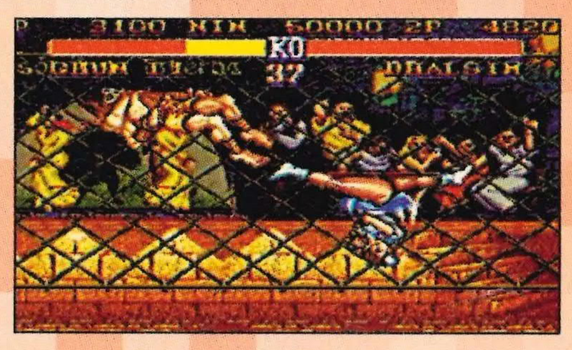
The best of the package is undoubtedly *BMX Sim* as it contains great graphics, amazing speed and rivals most full-priced NES games. Although *BMX* is an industry veteran (almost as old as Dizzy), it's a game that appeals to everyone and would make this a worthy compilation, even if the others were a bit dull. Luckily, they are not.

No-one can complain that there is a lack of variety, and whether you're hitting home runs, selling a dummy or winning six-love, each game will satisfy your individual tastes. *Quattro Sports* will be out in August and followed later by *Quattro Adventure,* and then by Quattro compilation.

STREET FIGHTER 2

Super NES

Capcom ● £44.95



Street Fighter 2 will be available officially this November priced at £44.95, but importers all over the country are already selling the American versions for as much as £90! (Hands up all those suckers who couldn't wait.)

The graphics are coin-op quality and all the grunts and screams of the original are here – but come on, it's only a beat-'em-up.

CONSOLE XS will be printing the complete solution, including all strategies and cheats, in an issue nearer the official release date.

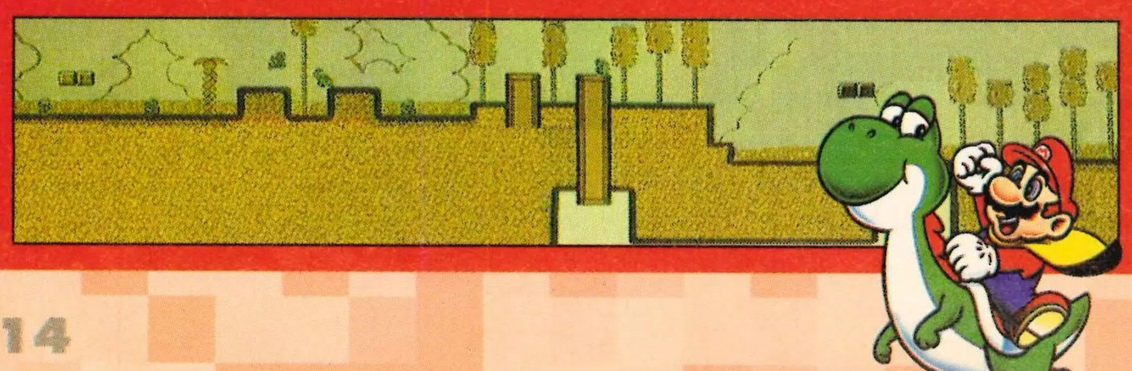
SUPER MARIO LAND 2

Game Boy

Nintendo ● £tba

The sequel to the most popular and successful Game Boy game ever, and here we are with the exclusive preview.

Take a look at this map to one of the levels for an indication of the improved graphics and sprites. More levels, more enemies and even a battery back-up save facility. *Super Mario Land 2* will be released this Christmas and we will give you the full low-down nearer the time. For now, drool over the shots and start saving for what is undoubtedly the hottest title on the Game Boy this year.



SEGA PREVIEWS

DOUBLE DRAGON
Game Gear
Virgin



Not the newest arcade conversion we will admit, but Virgin are hoping to strike it big with this version of an old favourite. They've taken the basic game and added lots of extras including different levels and even more brutal moves to make it more of a unique game for your fave hand-held. So stop practicing your karate moves on your younger brother and start saving for the September release.

HUMANS
Mega Drive, Master System, Game Gear
Gametek



The object of the game is to advance your cavemen characters up the evolutionary tree by helping them to discover weapons, the wheel etc. Obviously, as they become more advanced, they can use their new-found skills to help them with the next task ahead. All together it looks like Humans could be one of the games to watch out for if Lemmings is your favourite game. Also, if you're starting to get excited about Humans, then prepare to drool with the news that two sequels are already being planned as we speak. Continuing the theme of the advancement of mans progress, we should eventually see a Humans game in Medieval times and one set in space.

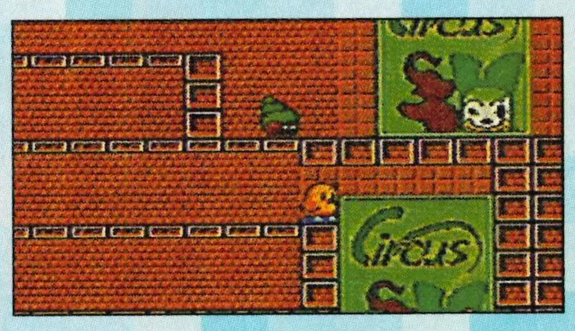
MONKEY ISLAND/ MONKEY ISLAND 2
Mega-CD
JVC

Two of the more interesting releases coming out of the JVC stable this year are Monkey Island and Monkey Island 2. The games were originally written by Lucasfilm and consiquently the graphics are



exquisite. You play the character of Guybrush Threepwood, a dashing young sailor and you have to defeat the despicable pirate LeChuck. Tons of humour, a great storyline and some very atmospheric graphics helped these games to be huge hits on the 16-bit computers.

NEW ZEALAND STORY
Master System
Tecmagik



The cutest Kiwi in the known world finally makes an appearance on the Master System and it looks every bit as scrummy as the other versions. For those of you who are unaware of the plot, the storyline states that you are a lone Kiwi who must rescue all your friends who have been captured be a giant walrus(!?!). A success on all other versions this cutsie platform adventure includes some extras that are new to other versions making the game more unique

POPULOUS 2
Mega Drive
Virgin

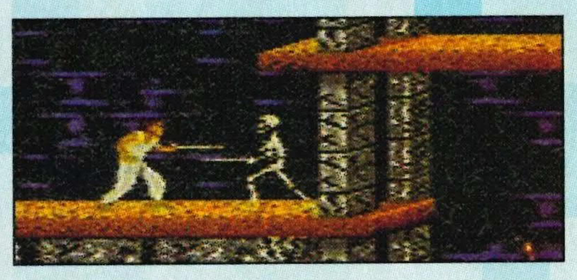
Continuing where the original left off, your job is to defeat the Greek god Zeus, but to battle him you first have to defeat all his minions. The main differences over the first one



are that you have over 30 more effects at your disposal, with which to cause havoc on the enemy. The graphics have been improved immensely and everything, from the animation of your followers, to the disasters have been enhanced to make the game feel much more like a simulation. Overall a real blinder of a game so expect a divine experience later on in the year.

PRINCE OF PERSIA
Game Gear
Domark

Same old story, boy becomes prince, beautiful princess is kidnapped by some huge Arabian guy who was



badly treated as a child so you must rescue her. Prince of Perisa is an arcade adventure, but there are a few things that set it apart from the common herd. One of these things is the animation of the main character, Domark have used actual digitilized shots of a man performing all the moves the character can perform. When you see this in the game it adds such a element of realism that the game is put in a class of its own. All in all it's an amazing game and from what we've seen a game that should be in every Game Gear owners collection. Hopefully, it'll be realised in September and if you want some guide-line then it should be almost identical to the excellent Master System version.

RAMPART
Master System
Domark

The Master System version of the coin-op is nearing completion and Domark are hoping for a August release. The game is a simple battle of wits with you either battling against a computer opponent, or fighting it out head-to-head with a friend. You each build your castle, position your



cannons and blow the living hell out of each other. A simple idea, but there are extra elements of strategy to make the game instantly appealing.

SYLVESTER THE CAT
Mega Drive, Master System
Tecmagik

Everybody has heard of the famous Sylvester the cat and his famous exploits trying to catch and digest the equally famous Tweetie-Pie. Soon you'll be able to try for yourself as Tecmagik are developing a game based on the famous couple. The game is in a 3-D style similar to Toe Jam & Earl with you being able to move in and out of the screen and Sylvester is beautifully animated. The catand bird antics retain a humourous flavour and make the game seem more like an interactive cartoon. So when Auntie Hilda asks you want you're going to buy with all that Christmas money, keep you're eye out for Sylvester as it should be popping into the shops in the new year.

TERMINATOR 2: THE ARCADE GAME
Mega Drive, Master System, Game Gear
Flying Edge

The near impossible task of converting this high-spec arcade game to the home consoles has been taken up by those boffins at Flying Edge. The arcade game is an Operation Wolf style game and features lots of digitilized characters from the film and creates bags of atmosphere with you trying to gun down rapidly approaching T-1000s. How this will translate to the consoles will have to be seen. There is no release date yet, but as soon as we hear of a date we'll make sure you hear about it.



THE GIGANTIC GAME GENIE GIVEAWAY



Having problems with that difficult level on your favourite NES game? Well, fear not brave games playing pilgrims for help is at hand. Those very nice people at Hornby Hobbies are giving away five NES Game Genies. The Game Genie (for the few people who haven't heard about it) is a game crackers heaven. It gives you infinte lives, unlimited energy, super powers and much more for almost all the games. It's a cracking piece of kit!

COMPETITION ENTRY FORM

My answers to the most excellent Game Genie 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 Gigantic Game Genie Giveaway, Console XS, 7a Wicker Hill, Trowbridge, Wiltshire BA14 8JS. All entries must be in by August 31st. That's all there is to it.

HOW DO I GET ONE?

Below are three incredibly simple questions; just fill in the answers on the form on this page, including your name, address and phone number. If you don't want to ruin your magazine then either photocopy this page or write out your details on the back of a postcard and send it to Gigantic Game Genie Giveaway, Console XS, 7a Wicker Hill, Trowbridge, Wiltshire BA14 8JS. All entries must be in by the 31st of August.

I NEED HELP!

If you already own, or are thinking about buying, a Game Genie you might be interested to know that there is a Helpline just for you. The very nice man Mark Stoneham is waiting for your calls on (0843) 231088. The line is open from 12 noon until 7pm Monday to Friday and 8am until 12 noon on Saturdays. Calls are charged at standard rate. If you have any problems or queries then this guy is more than able to help you out. Well worth checking out no matter what your problem.

THE QUESTIONS

Answer the following and jot them on the form provided or a postcard:

1. Larry (JR Ewing from Dallas) Hagman starred in a sixties American comedy show about a genie who could grant him any wish. What is the film's title?

A. I dream of Jeannie
B. Waiter, there's a genie in my soup
C. Teenage genies from outer space

2. In the story about another famous genie, Ali Baba, how many thieves were in the title, was it.

A. 2
B. 40
C. None

3. The Genie in the pantomime Aladdin was imprisoned in what everyday object?

A. A lamp
B. A Microwave
C. A Game Boy

CONSOLE XS

SOLUTION INDEX

Alisia Dragoon 100
Mega Drive

Asterix 34
Master System

Double Dragon III 56
NES

Hook 66
NES

Marble Madness 52
Game Gear, Master System, Mega Drive

The Simpsons 84
Game Boy

The Simpsons 74
NES

Skate or Die 90
Game Boy

Spider-Man 78
Game gear, Master System

Splatterhouse 2 60
Mega Drive

Super Mario World 18
Super NES

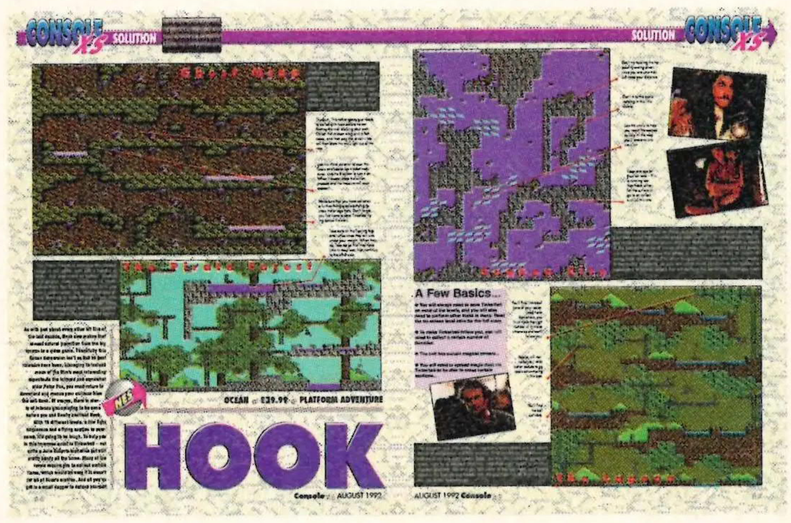
Super R-Type 46
Super NES

Super Soccer 82
Super NES

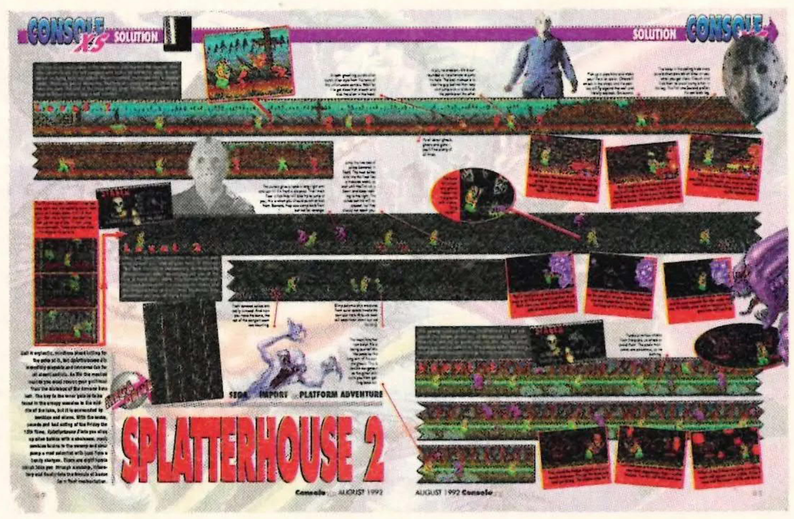
Terminator 2 96
Game Boy



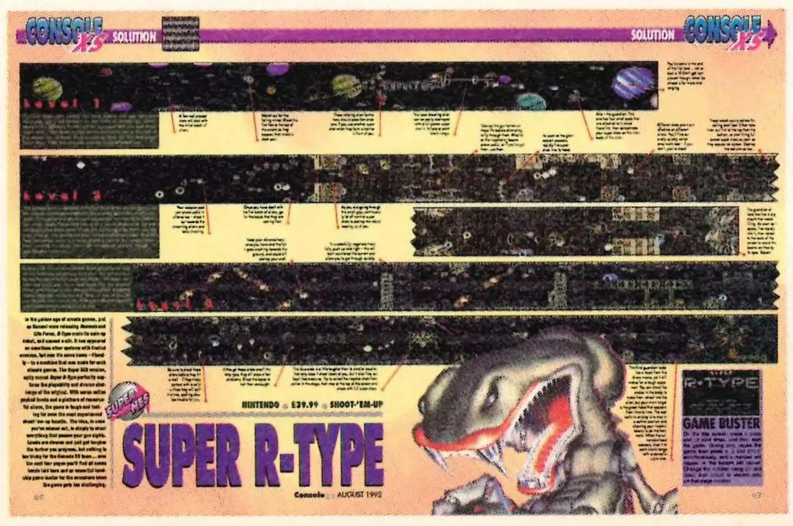
An incredible 12 power-packed pages devoted to this stunning game. Every hidden room shown, and the best character and easiest routes through levels detailed. It's simply unbelievable!



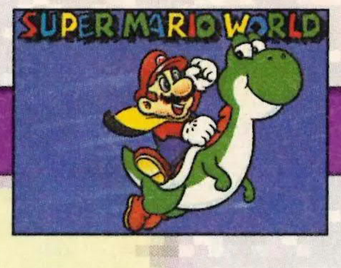
Ocean's superb interpretation of the monster film starring Robin Williams mapped and busted over seven crammed pages. With this guide you won't ever get lost in Neverland again!



The most gruesome game ever to appear on the Mega Drive completely mapped and busted. This fabulous guide will take you through all the stages you might otherwise never see.



Nintendo's monster shoot-'em-up laid bare like never before. All the maps to all the levels and an exclusive game buster to get you through the stages. Only Console XS shows you the safe passage through!

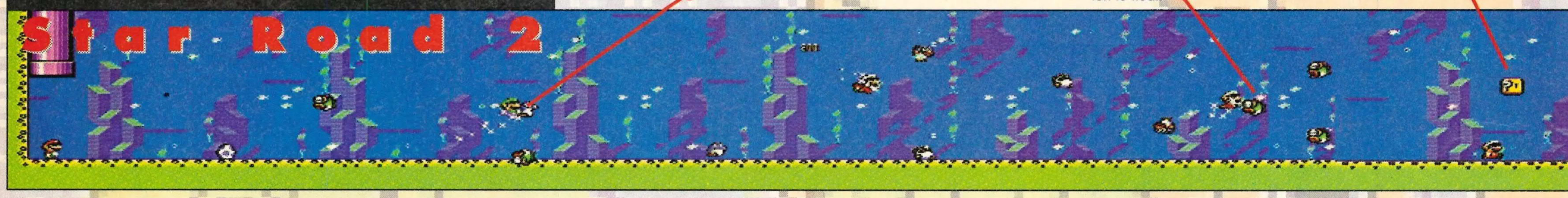


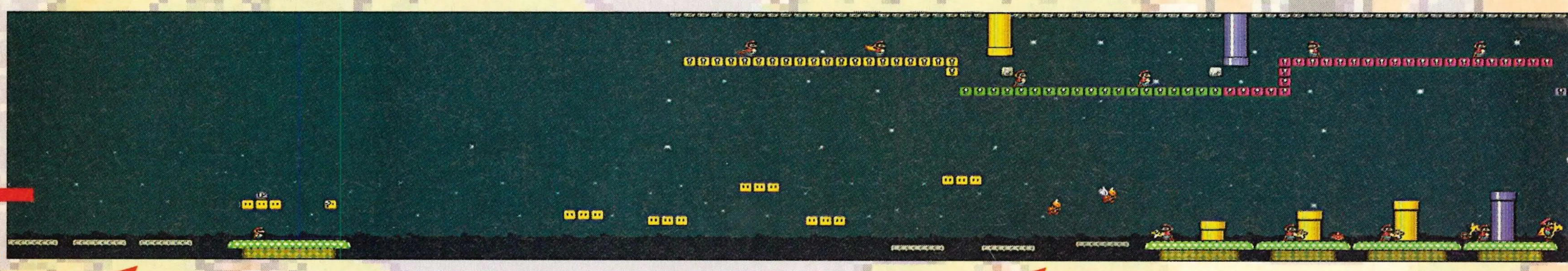
This under-sea level is deceiving in that if you are quick you can obtain as many as ten or more extra lives to prepare you for the assault on Bowser. Speed is good, keep your finger on the turbo button. Remember, if you complete the level normally you will just go back to the same world. To reach the next Star Road world you must find a secret exit with a key and keyhole.

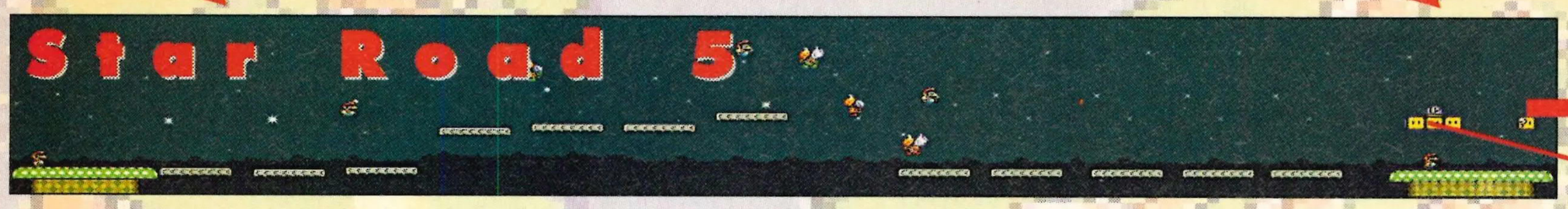
Get the invincibility star and then get the blue Yoshi. Your friend Yoshi will catapult you through the water so that you can stun more enemies.

When you eat too many creatures your baby Yoshi hits the big time and graduates to being a larger and slower Yoshi. Tap the jump button to float.

If you are still under the influence of the invincibility star then this block will reveal another one to cover you until the end of the level. If not, it is a coin.



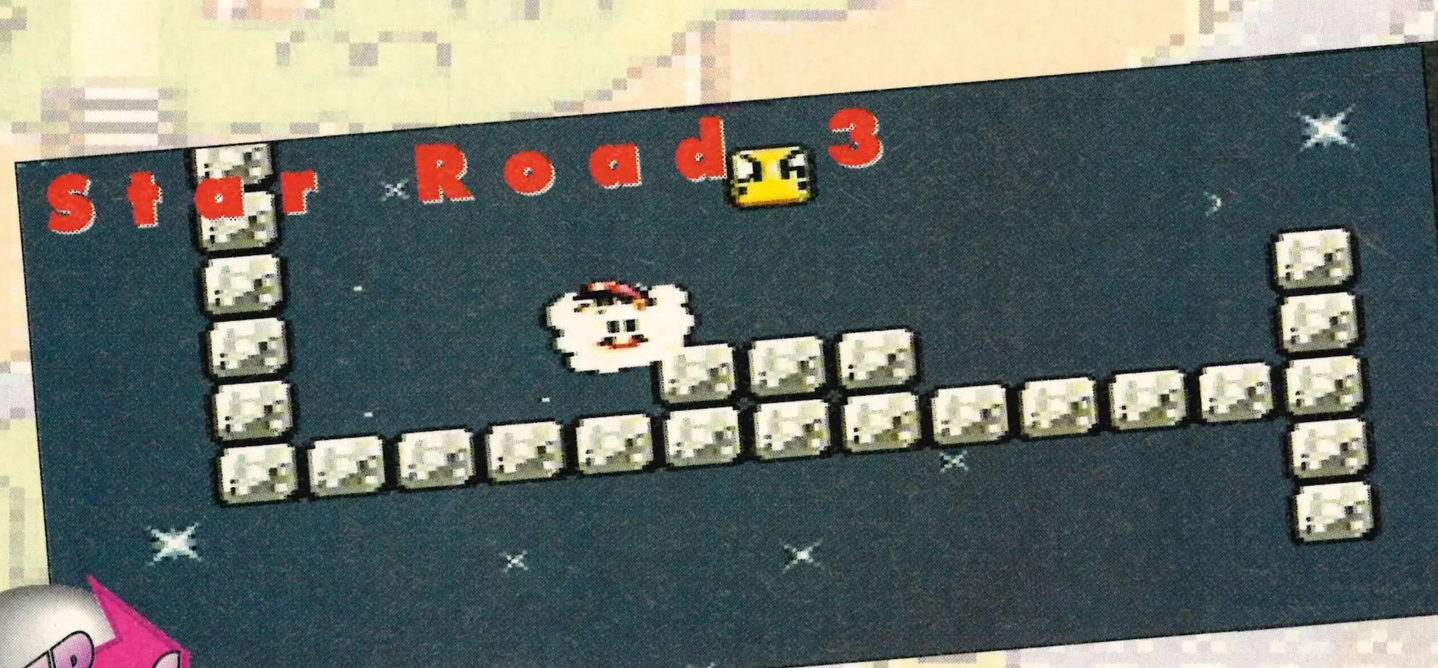




You must have a cape to complete this level. Aft
lapsing platforms (left) you must drop this switch
the question block and push left to direct the coi
ate a runway for your cape to work. Now jump
switch block to solidify the runway. Take a run u
right before the blocks return to coins. Push up
when you start to lose height to catch some air
you time it right you will reach the yellow platfc



The most important level in the Star Road. This secret exit will lead to the eight special stages which change the state of the game when you complete them all. Everything from different colours to Koopas wearing shades – it's crazy!



Super Mario World occasionally gives you the chance to have some fun, and biffing this Lakitu from his cloud and then riding around on it (for a limited time) is one of them. Pick up the blocks to do the job, but don't remove the ground from your feet. Use the cloud to reach the key and keyhole.

It's back! The Console XS *Super Mario World* solutions concludes in this issue with some of the most startling and disorientating levels ever seen. We take you step by step up through the Cookie Mountain to defeat Lemmy Koopa, then deep into the Forest of Illusion where everything is not what it seems and Mario can be lost forever. As the terrible Ludwig Von Koopa falls, Mario ventures forth into the delicious Chocolate Island full of level-swapping and underground life-boosting thrills. The valley of Bowser is hidden in a huge location under water. First you must find your way through a sunken wreck crammed with dangerous ghosts and finally on to defeat Bowser himself to rescue Princess Toadstool. Not only will you find every map to this epic game, but every 1-up trick and tactic you will ever need is here. Console XS – it's all you will ever need.

SUPER NES

NINTENDO ● FREE WITH SUPER NES ● PLATFORM ADVENTURE

SUPER MARIO WORLD

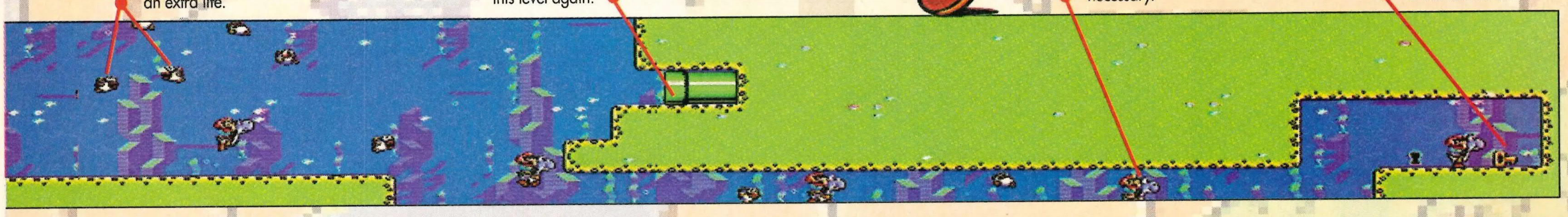


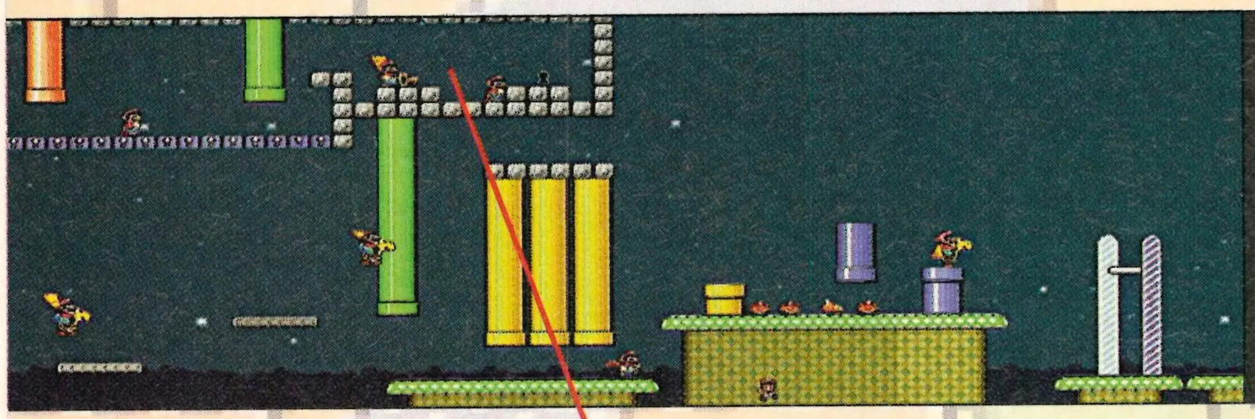
With the last star protecting you, smash into this column of blue fish and (providing you have already squished ten others) each will be an extra life.

This is the normal exit. If you enter it and jump through the bar you will be returned to this level again.

Move Yoshi or swim underneath the rock. Press the jump button repeatedly to stay at the top banging your head if necessary.

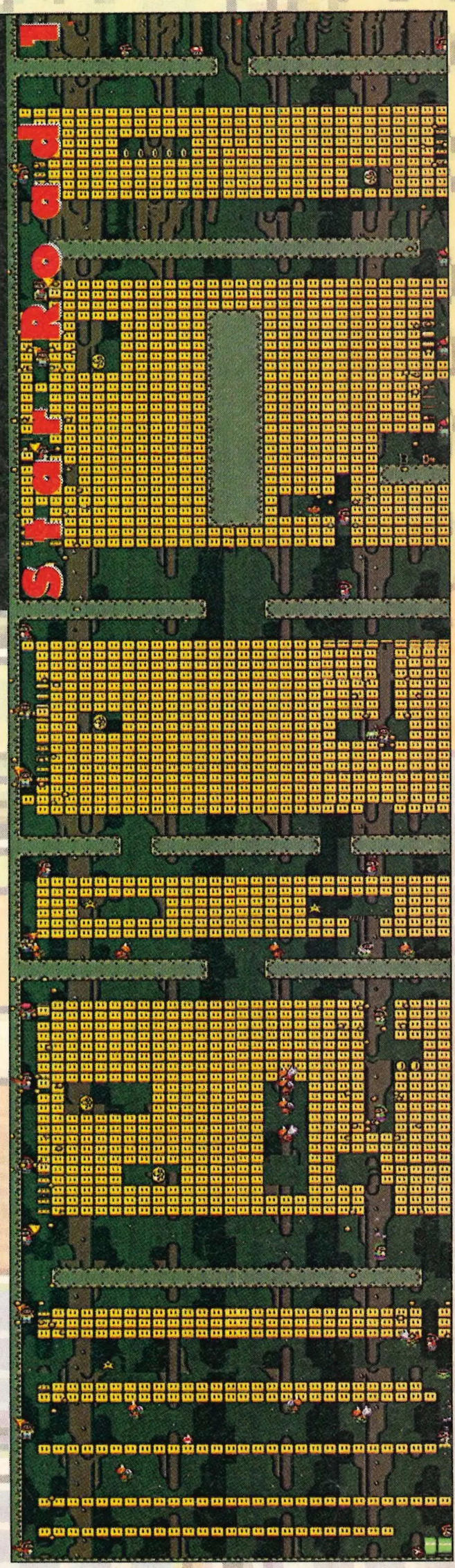
If you want to reach Star Road 3 then this is the only route. Put this key in the hole and you will be teleported to the next level.





World 5 is a complex level which first has you leaping falling platforms then using directional blocks to create a runway so that you can reach the secret exit. A cape is essential.

As bonus levels go, this is a beauty. The power-up (found at the top left of the map) will make Mario large enough to spin through the blocks. If you are low on items and lives then take the left path and get the special coins to exit the stage at the bottom. The secret exit is to the right and as usual through the keyhole. On the lower levels there is an invincibility star which can be used to deal with the Koopas. Who knows, you may even get some 1-ups out of it?

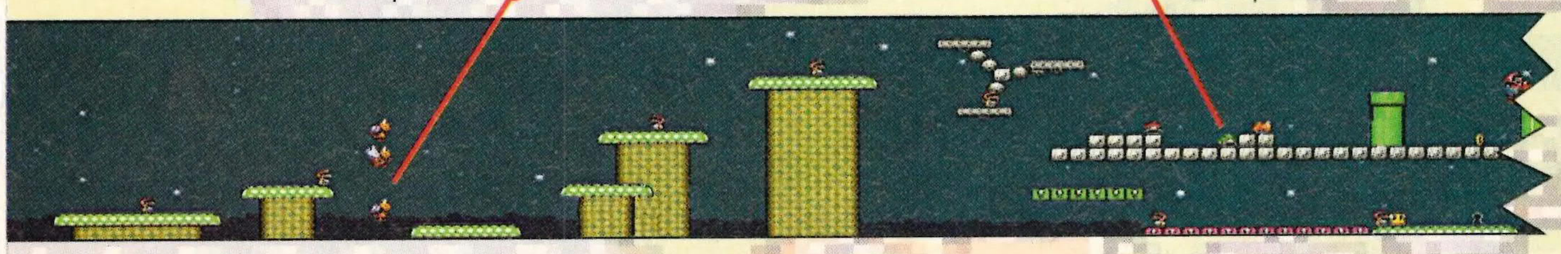


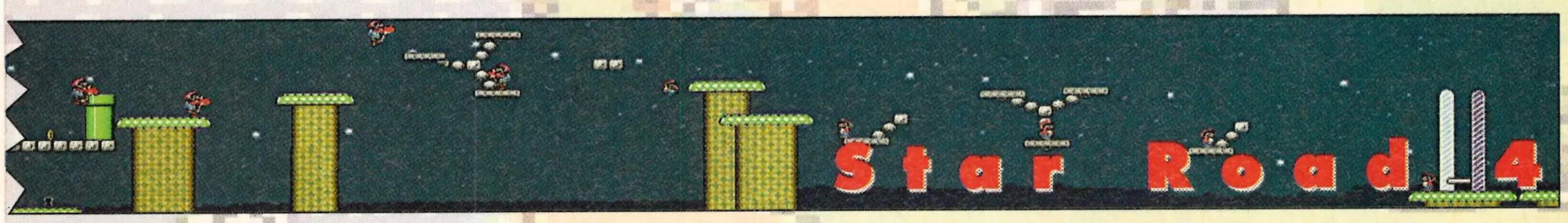
er the col-
block, hit
ns and cre-
onto the
p and jump
nd tap left
nd glide.If
rms.

Wait until the Koopas are at their lowest point, then jump on their heads and crush each one in turn before leaping to the next platform.

The exit to the stage is easy to reach if you make the jump, but without the red and blue switch palaces it is impossible. This leads to the 8 levels in the special zone.

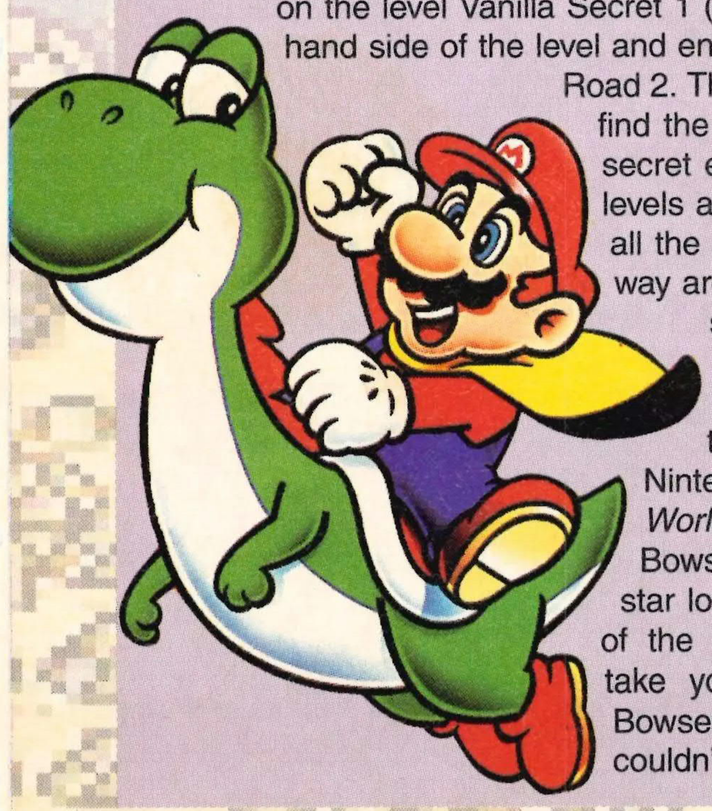
There are two uses for this shell: use it to stop to the bouncing shell ahead or carry it down to the lower level and break open the block and get the key. Remember, you must visit the red and green switch palaces to do this.

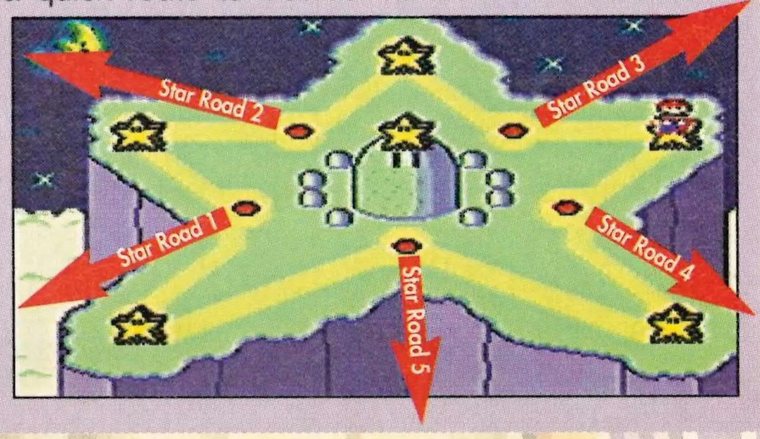


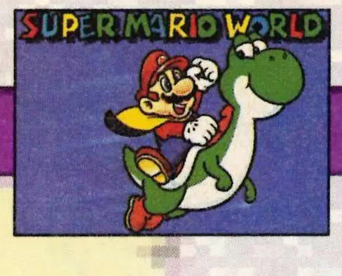


YOUR GUIDE TO THE STAR ROAD

Once you've found the Star Road, *Super Mario World* is never the same. The entrance to Star Road is to be found on the level Vanilla Secret 1 (see page 37 of Console XS #1). Locate the green pipe halfway up the left-hand side of the level and enter it. You must get a cape and fly up to the pipe which will take you to Star Road 2. The thing to remember is that to progress to the next Star Road level you must find the secret exit in the level you're currently on. If you don't manage to find the secret exit, you will have to re-enter the level and look again. There are five outer levels and an inner level. The inner star can only be accessed when you complete all the others and find another secret exit in Star Road 5. However, getting all the way around to Star Road 5 is not the sole purpose of the Star Road section. Each star takes Mario to a different part of the overall map and can be a very useful short cut as well as a quick route to Bowser himself. This solution is designed to get you through all 96 levels of Nintendo's epic *Super Mario World*, but you can defeat Bowser by going through the star located to the bottom right of the Star Road 5 which will take you straight through to Bowser's the front door. It couldn't be simpler!

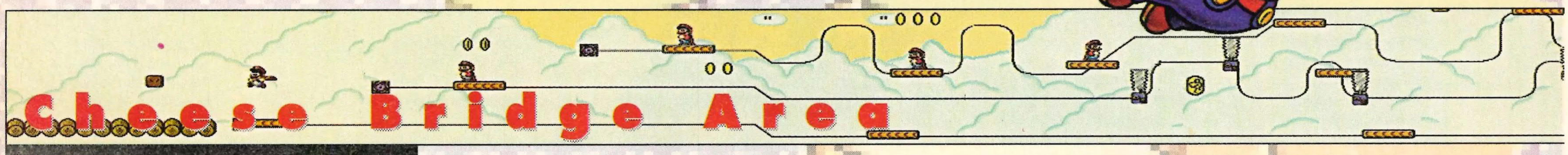




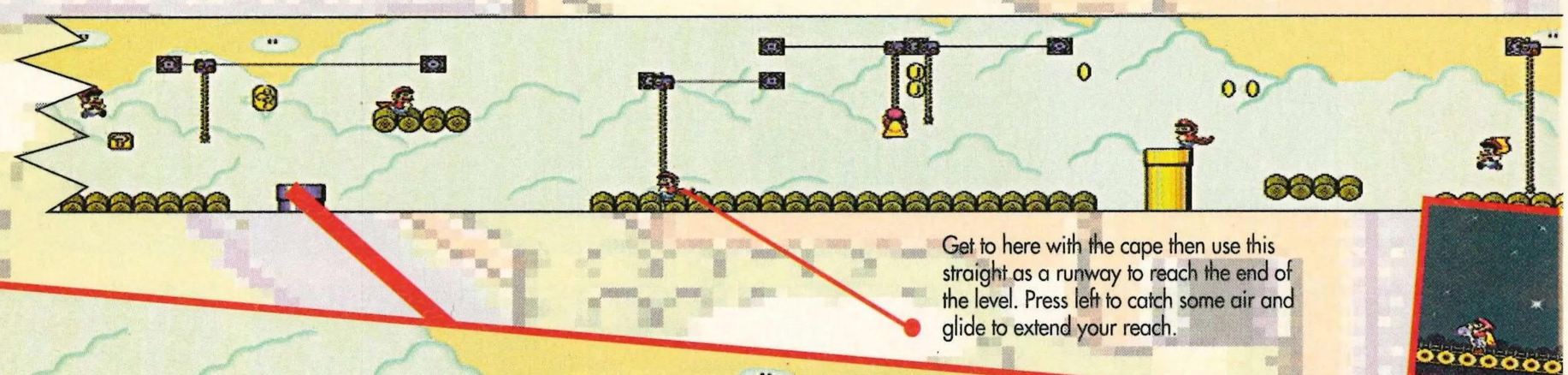




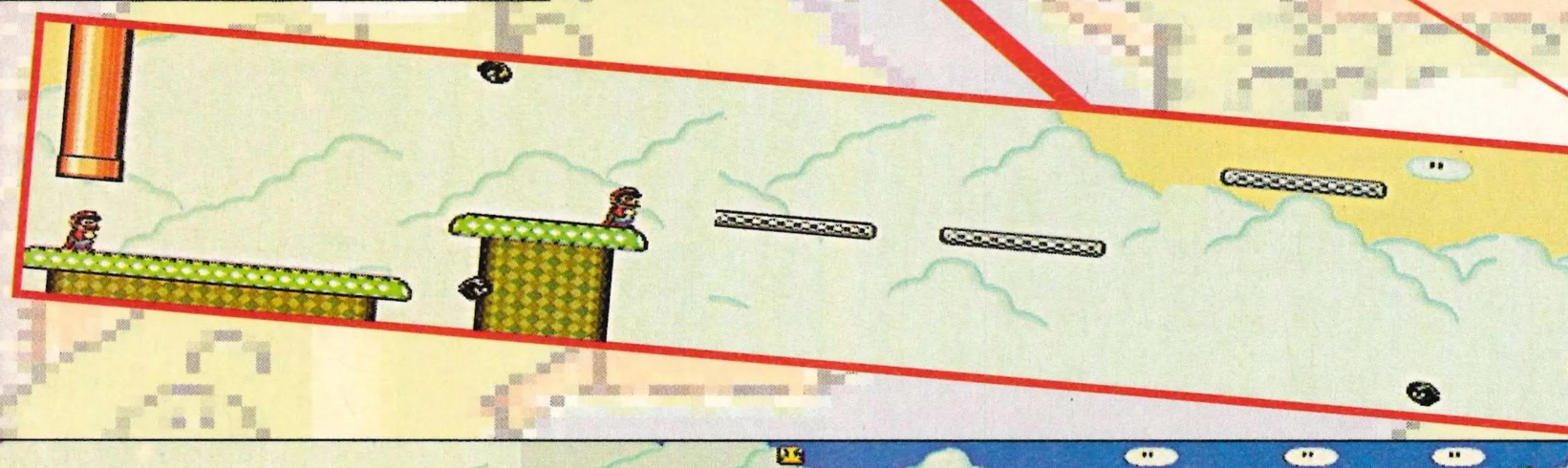
Cheese Bridge Area



The trick here is to jump from platform to platform avoiding the saws and using the ropes to swing across the gaps. As well as the normal exit gate, you can get a cape and fly over all the saws near the end and swoop underneath the gate and then fly back up to get to Soda Lake. This route will also lead to the Star Road.

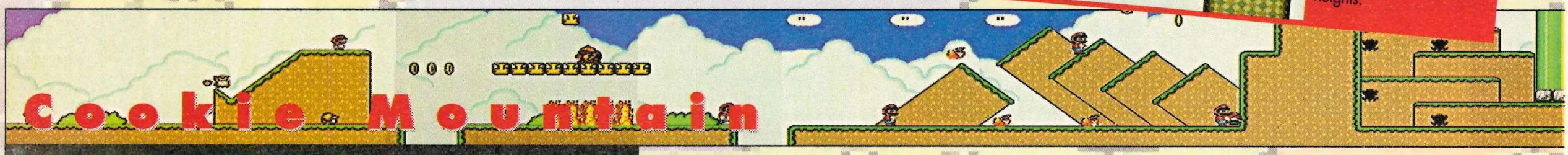


Get to here with the cape then use this straight as a runway to reach the end of the level. Press left to catch some air and glide to extend your reach.

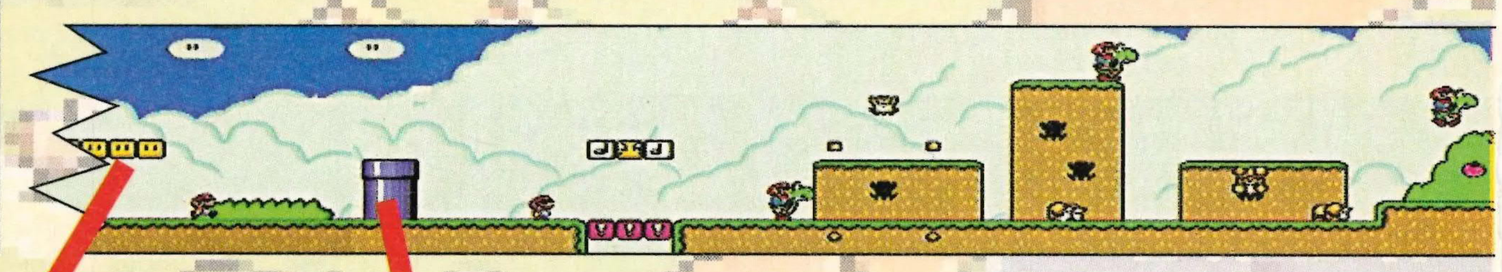


Two dangers on this secret level. Bullet Bills will attack from four diagonals at once near the end and the platforms will drop into the abyss when touched. The blue pipe takes you to new heights.

Cookie Mountain

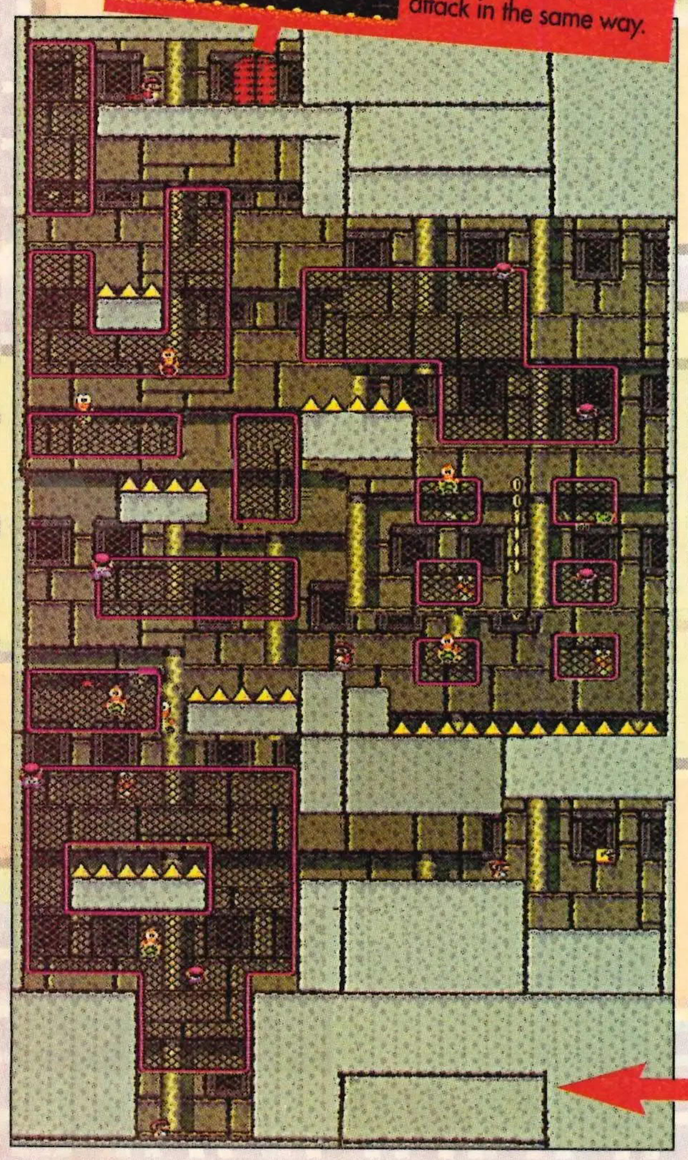


Colourful but dangerous, the Cookie Mountain is full of moles crashing from the scenery, Sumo Brothers turning up the heat and even a secret level filled with water and Porcu Puffers. Halfway through there is a vine to climb for an extra life which, conveniently, is located near the mid gate. If you are low on lives, get the life then pause and press SELECT, return to the game and keep getting the life until you have enough. Cookie Mountain is a brief bit of relaxation before the Castle.





Here's Ludwig! Jump the fireballs and hit him once. He'll turn into a shell and spin. Avoid him as he spins, then attack in the same way.



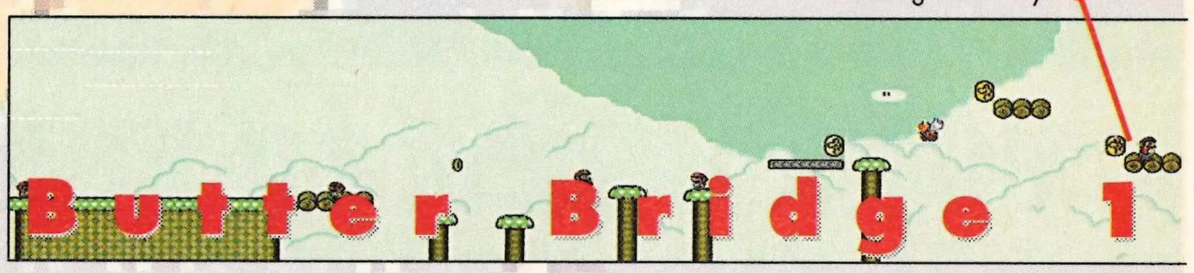


Bump into this block and a vine will appear. The vine will take you to the extra life on the top of the hill. If you have a cape you can fly left to get another life or fly even further left to finish the stage and avoid all the ground nasties.



Players with a death wish may be interested to know that this secret room contains two Porcu Puffers and nothing else. Great!

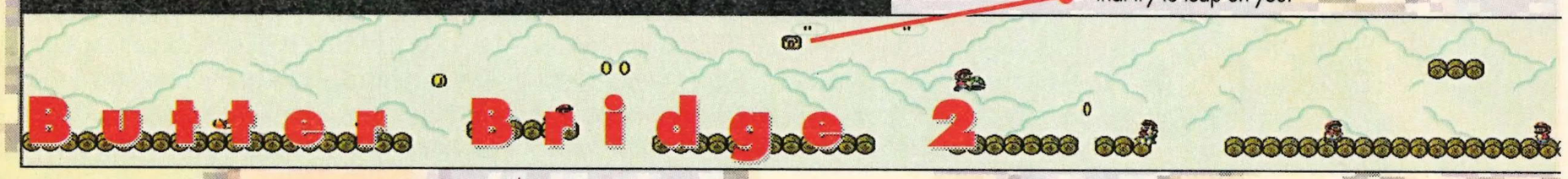
A cluster of extra life special coins are essential grabbing, but don't slip off the edge. The main problem in this level is falling into infinity.



Butter Bridge 1

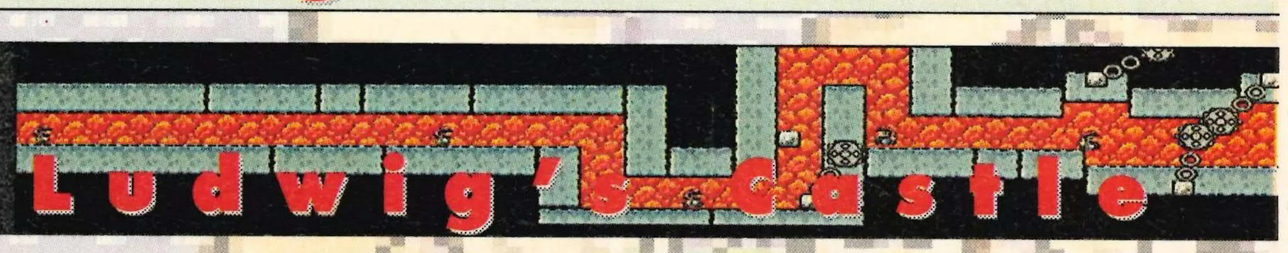
A very straight forward level; just run up and down the log platforms and avoid any Super Koopas and flying shells. You will be severely attacked near the end, but keep jumping and you should fight through.

Get the bonus block and try to have a shell handy to trash any Super Koopas that try to leap on you.

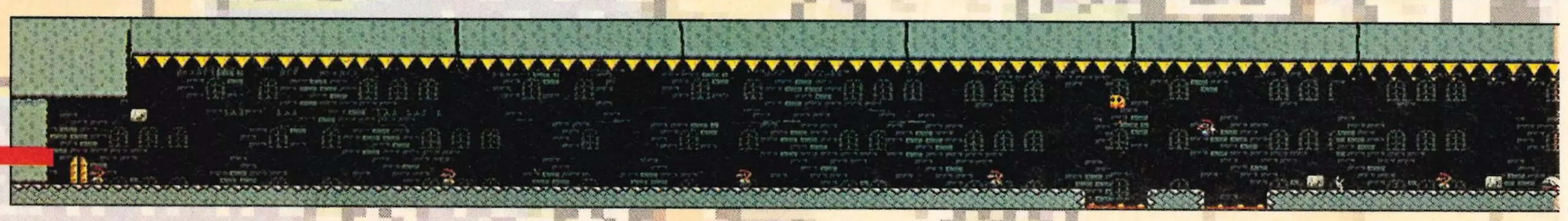


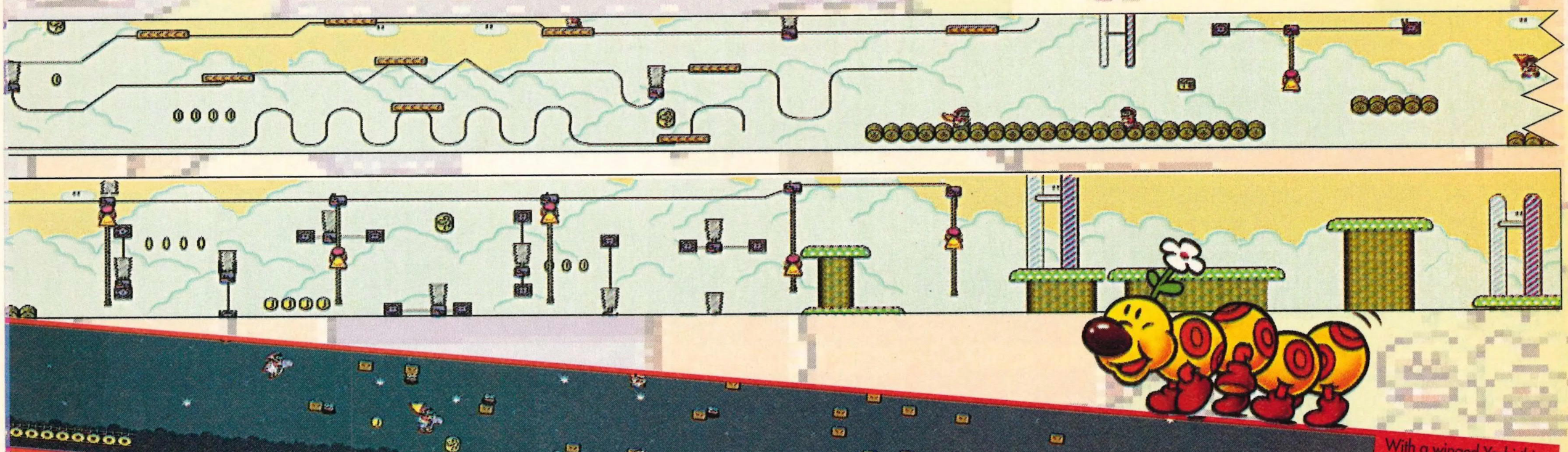
Butter Bridge 2

Leap through the chains to avoid the spiky balls, get the bonus at the end and leap up into the roof for a 1-up game. Finally, go through the door.



Ludwig's Castle

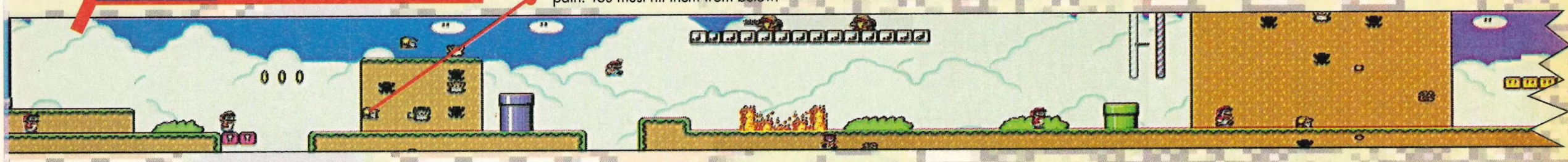




With a winged Yoshi this level is no problem providing you can avoid the Hotheads and get the bonuses.

Get to this secret platform from the hill with the vine or via the secret level. Run along it and get an extra life.

Moles are the main problem here; they leap out in numbers, so it's best to run straight through. The Sumo Brothers can also be a pain. You must hit them from below.





Remember, you must have visited the red switch palace or this gap will be too great to jump normally. The four Koopas can be very tough to avoid.

Let Yoshi eat two pink apples and he will lay an egg which turns into a coin-spitting cloud. Each coin is worth 200 points.

These platforms constantly lower if you stand on them; they elevate when you jump up. Get the coin then leap to the right and get the bonus from the blocks.

This level should have been called 'Keep Moving' because that's just what you have to do. The platforms constantly sink when you stay on them and the screen scrolls all over the place, so you can't rest for a second. Incidentally, the screen moves forward all the time, so if it catches up and traps you you're history.

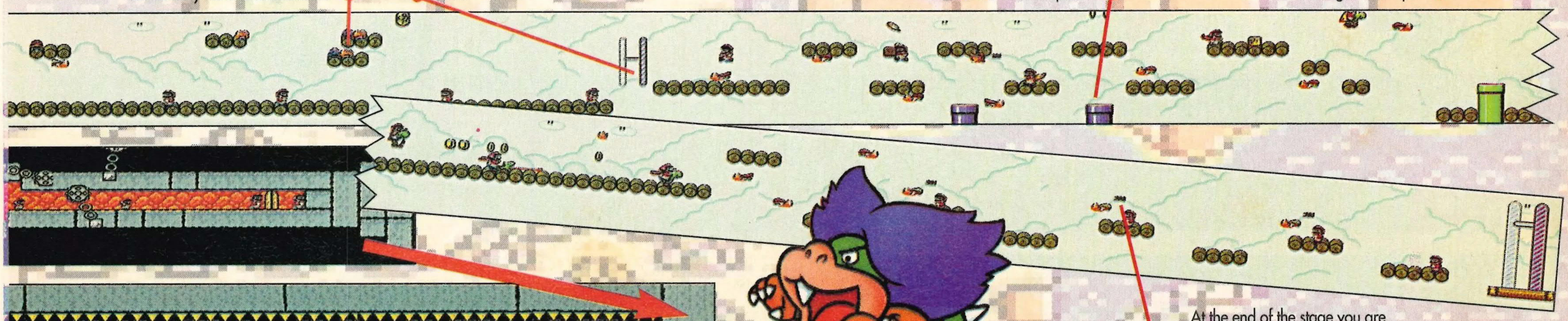


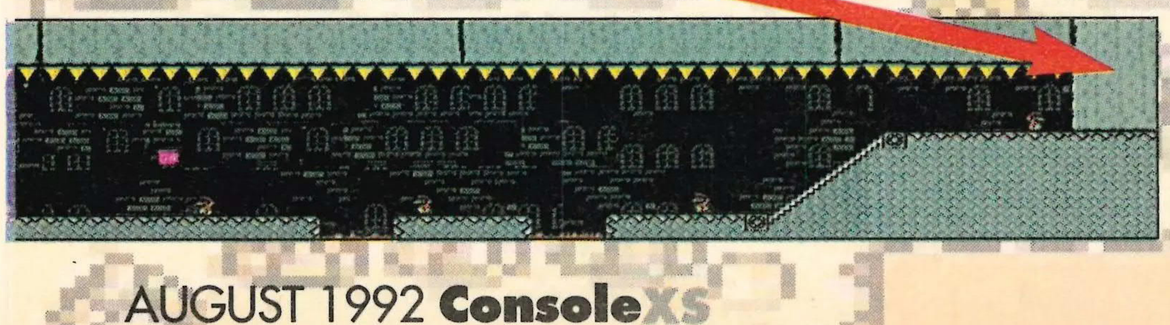
These platforms have craft Koopas sitting on them. As soon as they come onscreen they throw shells; with all the other obstacles in the area, they can be very hard to avoid them.

What a life saver, this halfway gate will save a lot of hassle on this tiresome level.

Enter this pipe and get loads of coins from the secret room. You exit through the green pipe and can go back to the block for a bonus; you must use a shell to open it.

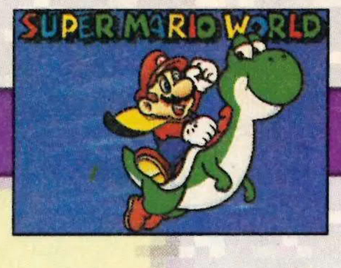
The blue pipe is the end of the stage. When you emerge, the exit awaits across a small river. All that's left is the castle of Ludwig Von Koopa.

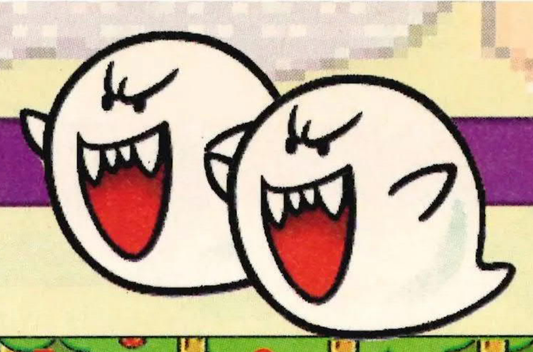




At the end of the stage you are assaulted by a horde of Koopas flying in formation. If you have the cape, spin attack them. If you don't have the cape, jump on top of them.

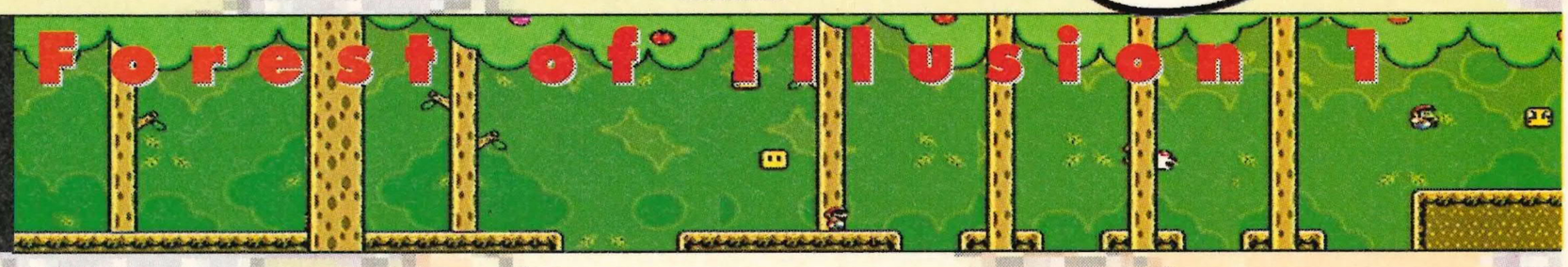
CONSOLE XS SOLUTION

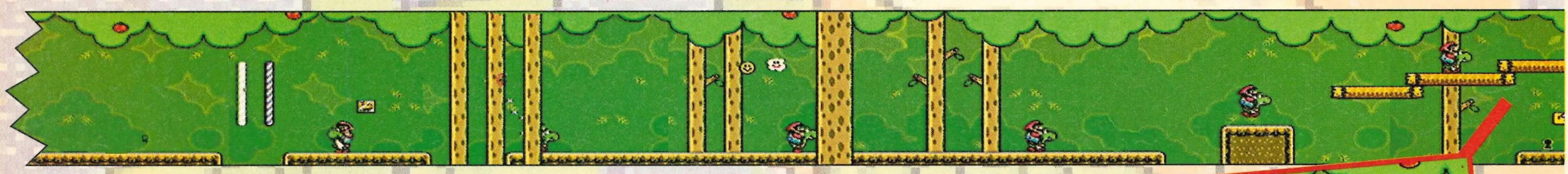




Forest of Illusion 1

The first level to the Forest of Illusion is quite straight forward. Just past the mid gate is a box containing a changing power-up. Wait until it is a star, collect it for invincibility and then run as fast as you can to the right hitting all the Koopas. After a while the points will become 1-ups and you can get as many as ten extras lives this way. There is also a secret path to the Ghost House.

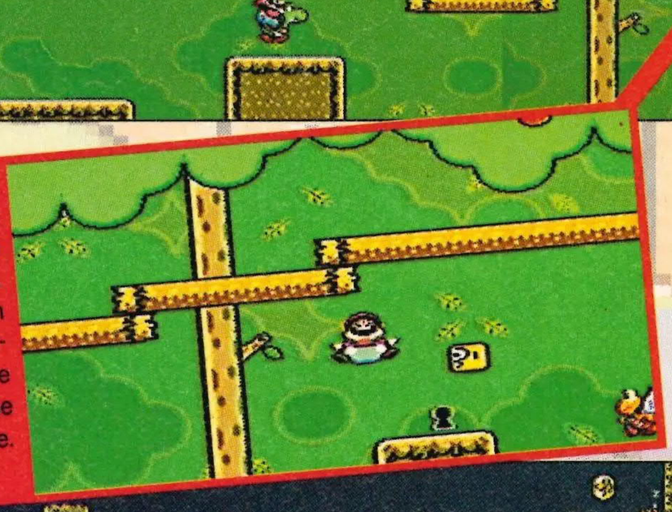


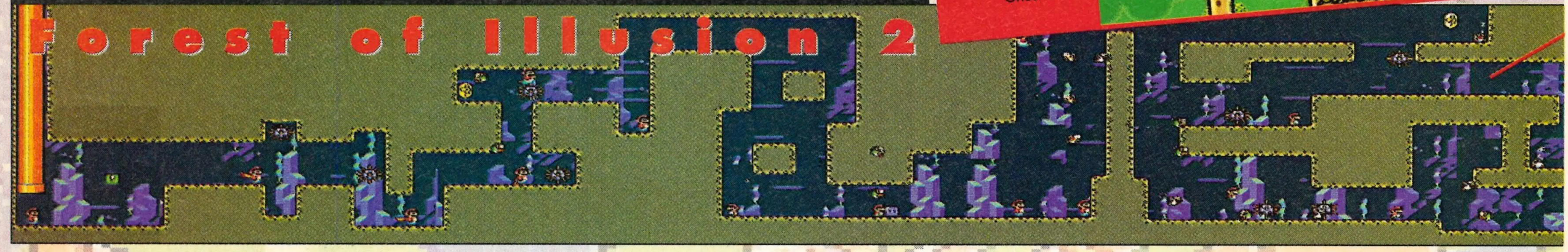


Forest of Illusion 2

It's down to Davey Jones' locker for an aquatic experience. Collect the cape at the start and it will help Mario spin the fishes away from harm. The cape will not work on the Urchins though; use the blue bricks to smash the spikey foes out of your way. Forest of Illusion 2 leads to either Forest of Illusion 3 or the Blue Switch palace. We highly recommend you visit the palace first because it makes later levels less strenuous. You might also want to visit some earlier levels because there will be certain areas that you can only reach when the blue blocks are solidified. The worst part of this level is the fact that it is a maze and you can easily get lost – however, now you have the exclusive Console XS maps, it should be no problem to negotiate.

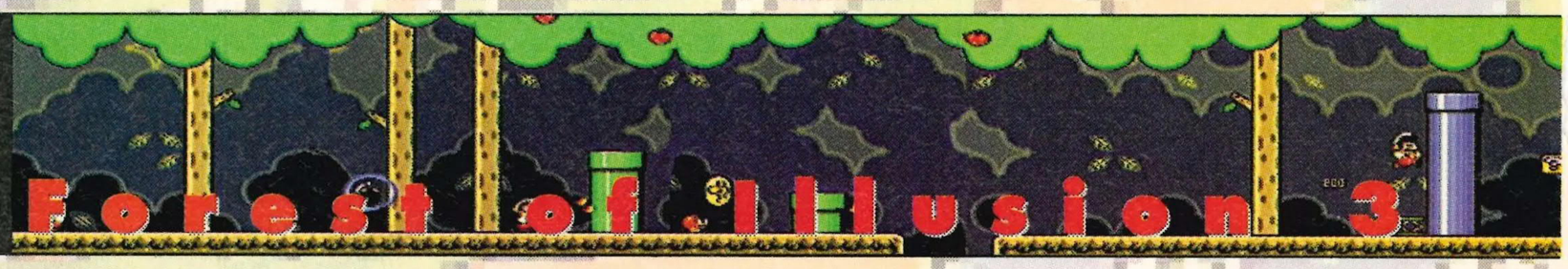
Past the logs, drop down, punch the block and quickly jump up to get the balloon icon. Now push down on the pad to float underneath the logs to the key and keyhole to the Ghost House.

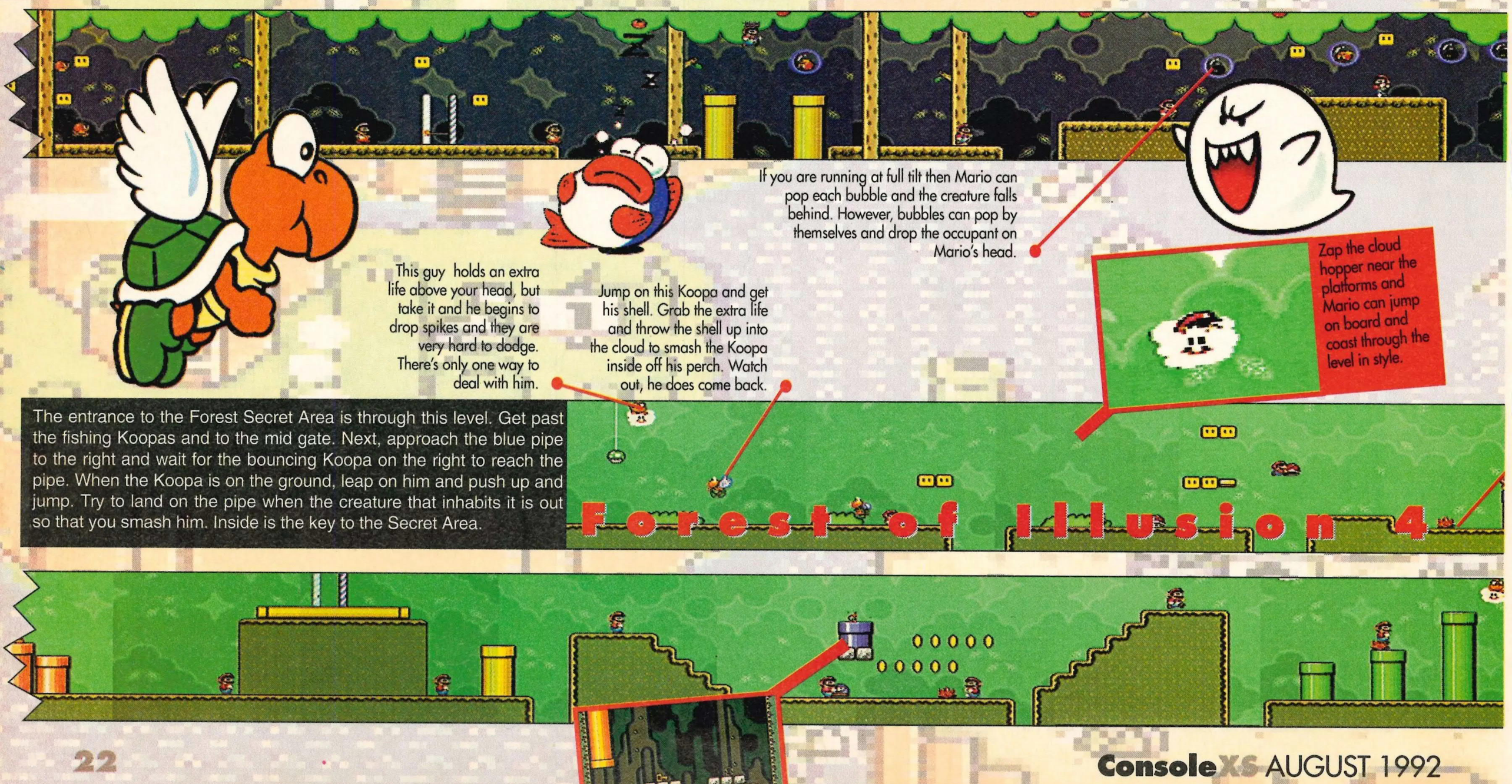




Forest of Illusion 3

Probably the most important level in the Forest of Illusion, level 3 leads to Roy's castle (through a secret level) and also to the Ghost House. If you are trying for all 96 levels then you must discover Forest of Illusion 4 and the Secret Area plus the Fortress of Illusion at the very end. If not then take this short cut to the Castle. Watch out for the guys in bubbles, one touch and they land on your head.





This guy holds an extra life above your head, but take it and he begins to drop spikes and they are very hard to dodge. There's only one way to deal with him.

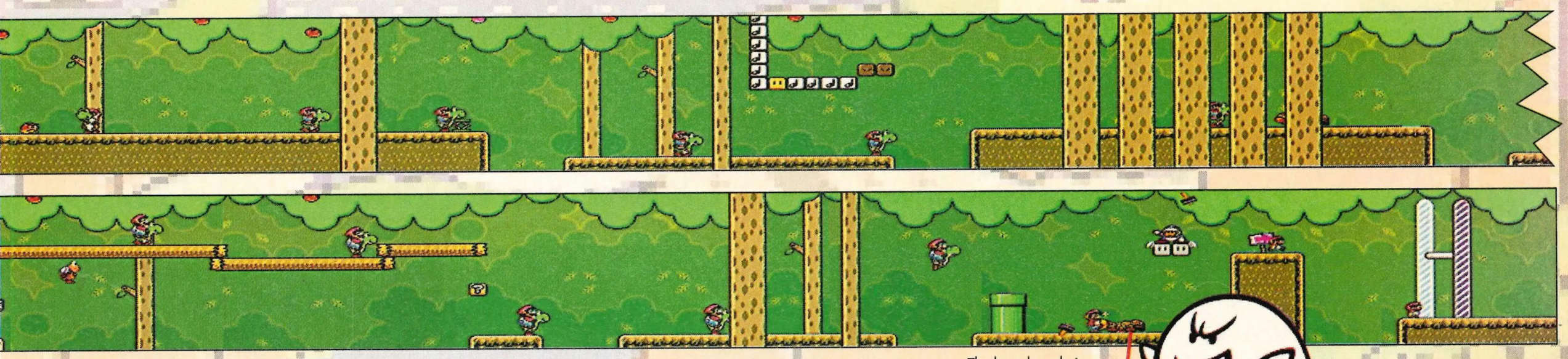
Jump on this Koopa and get his shell. Grab the extra life and throw the shell up into the cloud to smash the Koopa inside off his perch. Watch out, he does come back.

If you are running at full tilt then Mario can pop each bubble and the creature falls behind. However, bubbles can pop by themselves and drop the occupant on Mario's head.

Zap the cloud hopper near the platforms and Mario can jump on board and coast through the level in style.

Forest of Illusion 4

The entrance to the Forest Secret Area is through this level. Get past the fishing Koopas and to the mid gate. Next, approach the blue pipe to the right and wait for the bouncing Koopa on the right to reach the pipe. When the Koopa is on the ground, leap on him and push up and jump. Try to land on the pipe when the creature that inhabits it is out so that you smash him. Inside is the key to the Secret Area.



The last obstacle is a Wiggler and a Hammer Bros. Jump on the wiggler and use the extra life to hit the Hammer Bros. Make sure to time the jump to avoid the hammers.

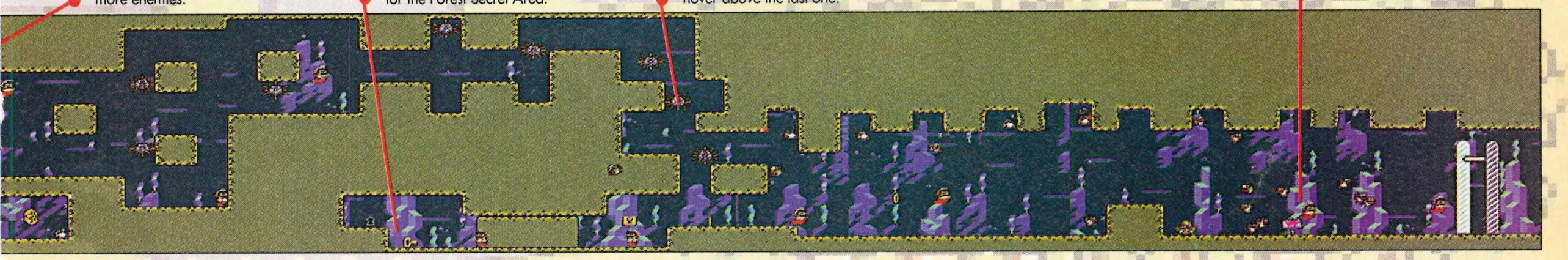


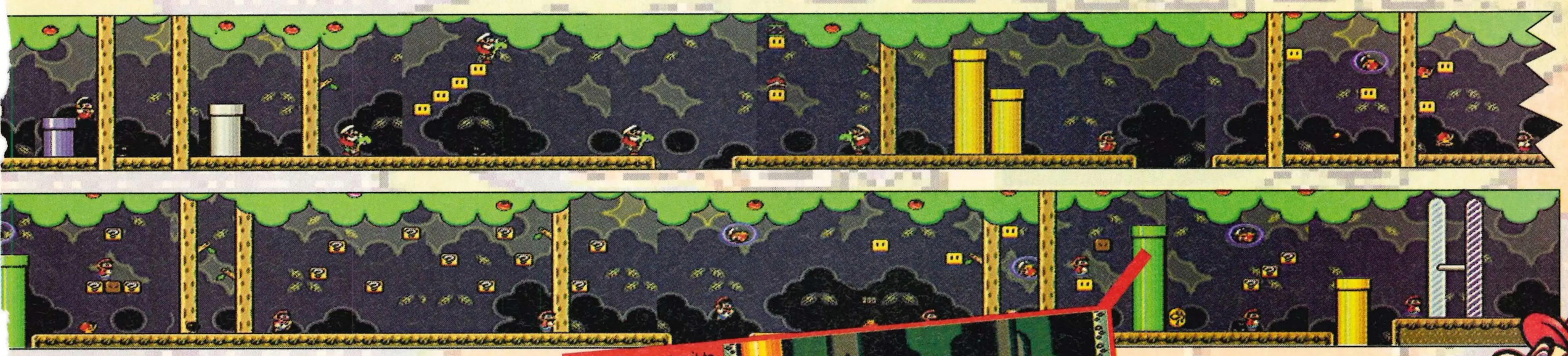
The best method to escape this level is to keep moving while floating in the middle of the screen. The fish will attack, but should fall in your wake before the exit.

Get the invincibility star and then get the blue Yoshi. Your friend Yoshi will catapult you through the water so that you can stun more enemies.

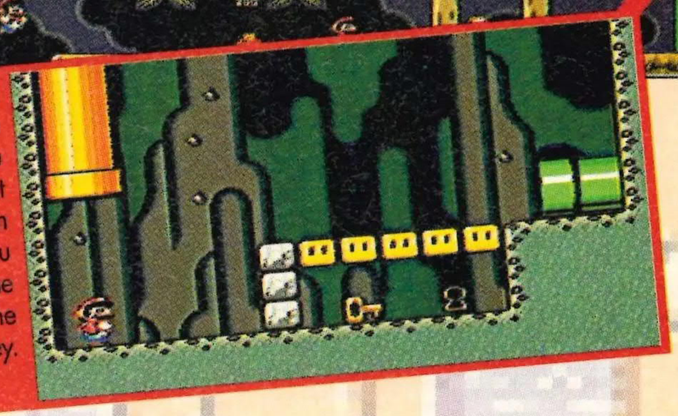
Get the key here and Mario will be taken to the Blue Switch Palace. Now all the blue squares are filled in which is essential for the Forest Secret Area.

The top Urchin moves left to right while the one below moves in the opposite direction. Float down between the two and then hover above the last one.





This is the secret exit to Roy's castle. Before you go to this pipe you must have eaten at least one mushroom power-up so that you can spin/crush the blocks and reach the key.



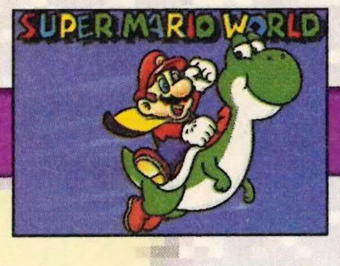
When you jump these pies, make sure you get the Koopas that live inside. If a fishing Koopa is attacking you, it will be constantly bombarding you with spikes. It is all too easy to fall through the hole just after the first pipe.

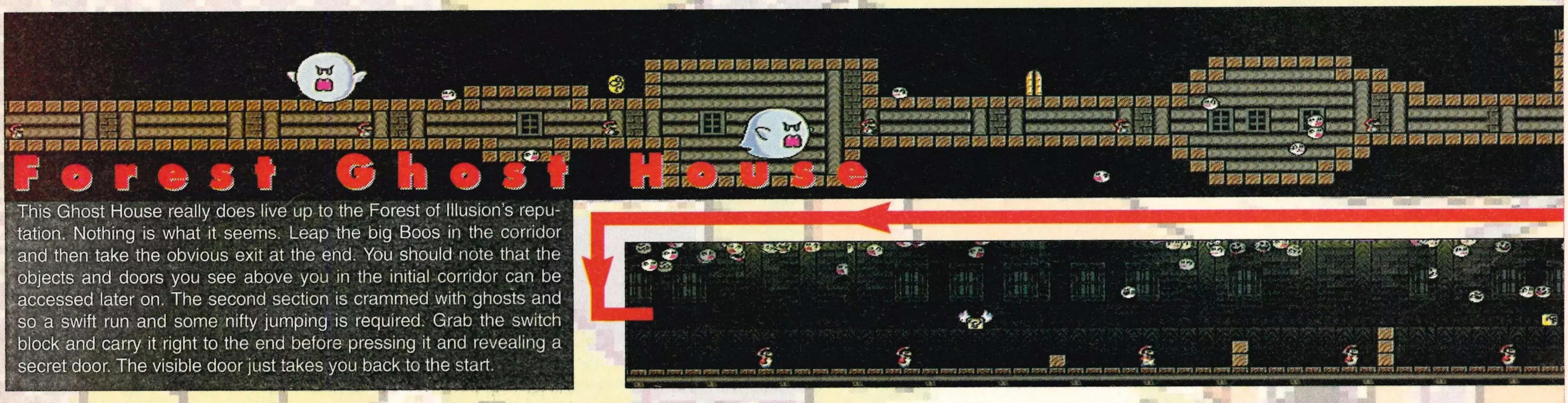


You can get unlimited 1-ups here. Just throw a shell into the dip and let it ricochet. Then stand on the pipe and let the fishing Koopa drop spikes into the shell. After a while each one will become a 1-up.

Get an invincibility star from here and you can run through the rest of the level. After ten hits from Koopas you get extra lives.

CONSOLE XS SOLUTION



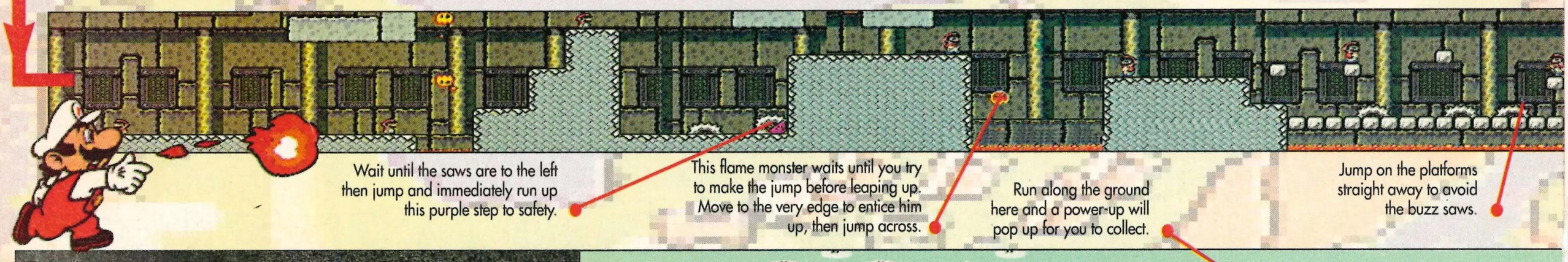


Forest Ghost House

This Ghost House really does live up to the Forest of Illusion's reputation. Nothing is what it seems. Leap the big Boos in the corridor and then take the obvious exit at the end. You should note that the objects and doors you see above you in the initial corridor can be accessed later on. The second section is crammed with ghosts and so a swift run and some nifty jumping is required. Grab the switch block and carry it right to the end before pressing it and revealing a secret door. The visible door just takes you back to the start.

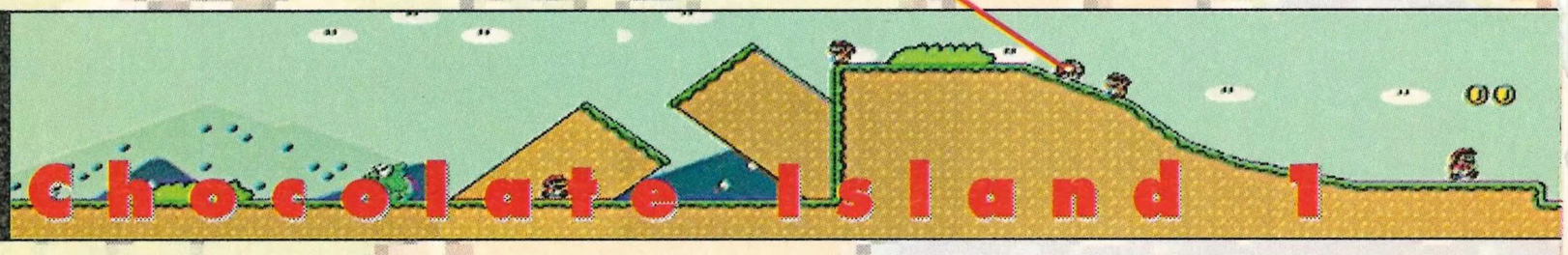
Forest Fortress

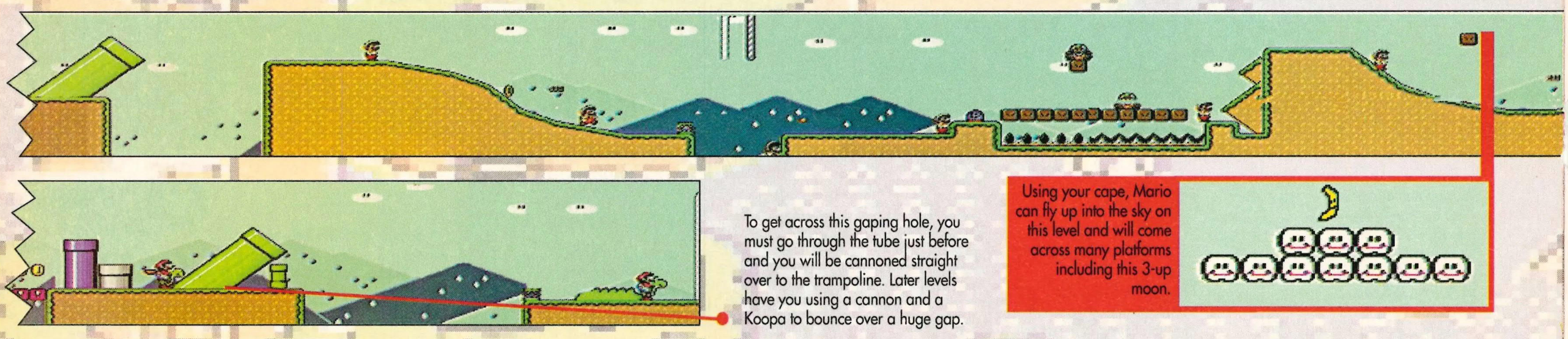
If you thought the Ghost House was tricky then this little number will stump you completely. In the first section Mario must sneak up to the wires with saws spinning round and watch the ceiling for a sign of a huge block crushing down. When it has hit, run towards it and find a safe spot. The second section has even more buzz saws but this time they are loose. The key to the Fortress is to tread carefully.



Chocolate Island 1

There are no major problems on this level. The Koopas and secret zones are all easy to find and usually require getting the cape before-hand. Above the skyline are coins and ariel platforms crammed with goodies, but the actual landscape is straight-forward. The only hiccup may be the final cannon jump which takes practice.

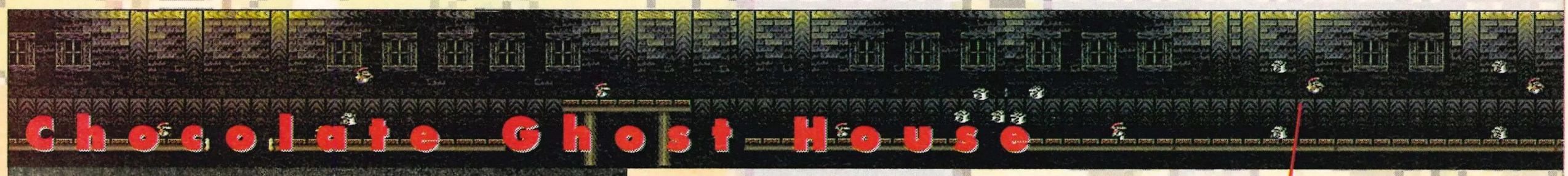




To get across this gaping hole, you must go through the tube just before and you will be cannoned straight over to the trampoline. Later levels have you using a cannon and a Koopa to bounce over a huge gap.

Using your cape, Mario can fly up into the sky on this level and will come across many platforms including this 3-up moon.

Chocolate Ghost House

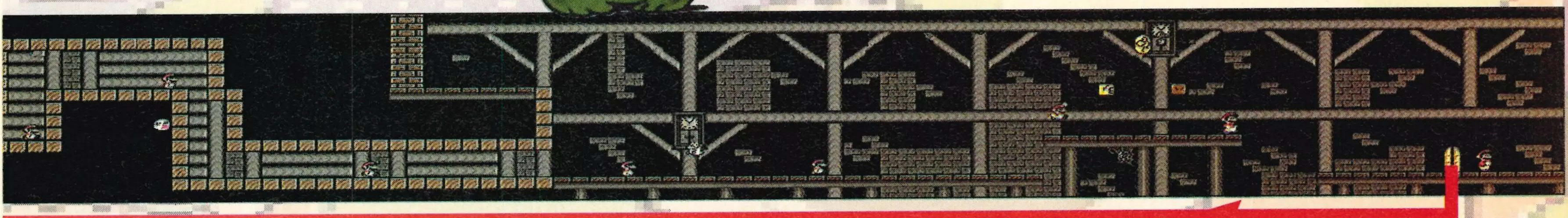


Ghosts attack from all sides in this dark chamber. Groups of two gang up on Mario and he must be running on nitro to beat the Latiku with the blue flame near the end of section one. All in all, the first section is a pain to complete and it will take a great deal of practice. The second section is very deceiving because you must learn that the three ghosts only solidify when Mario looks at them. You must manoeuvre the ghosts over the the door ledge and then turn and stare at them to form a stairway to the door. Now you must run up them and escape before they decide to turn back.



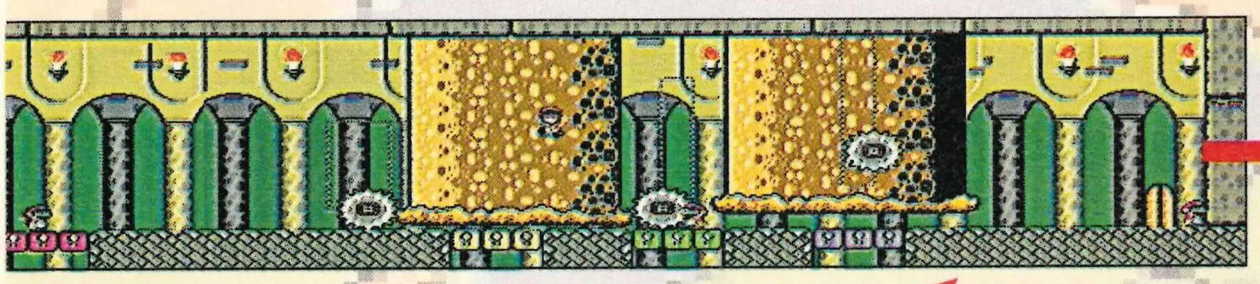
At the start of the level the ghosts attack in tandem. A carefully timed jump between them is required. There is also a group of them right at the start that need to be super jumped.

Here are the metamorphic ghosts. If Mario stares at them they turn into stone, but revert to ghosts when Mario walks away. Use them to escape this level.



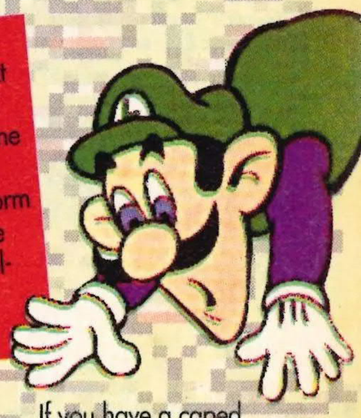


Use the switch block here and a door will appear taking you to the right exit. Just run left and go through the second door where there is a 3-up.

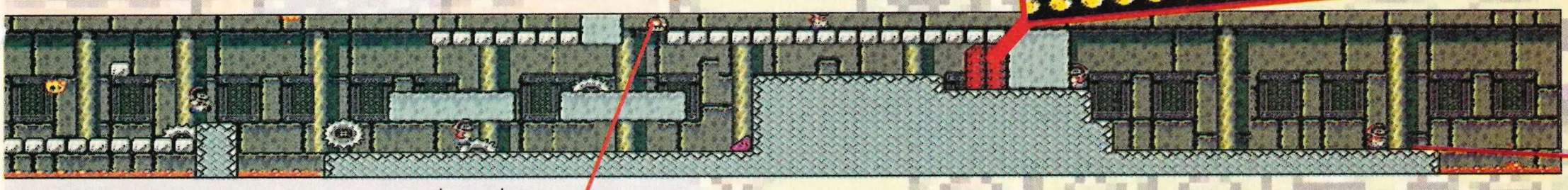




Defeat the Reznor as normal. Jump at them from underneath and each one will fall off. Then leap onto a platform to get the last one and avoid the collapsing floor.



If you have a caped Mario, then use this ramp to fly across the great abyss. At the end are nine 1-ups and the door to the Reznor.

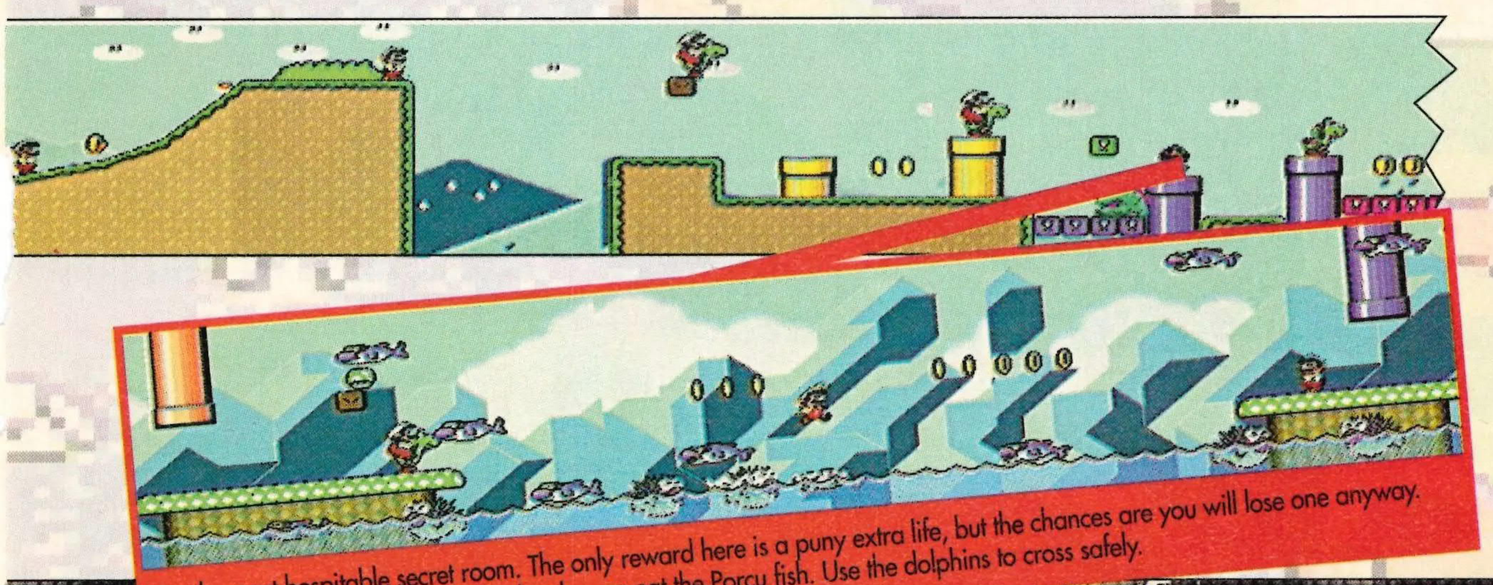


Run up here and get a power-up plus the chance to get nine extra lives.

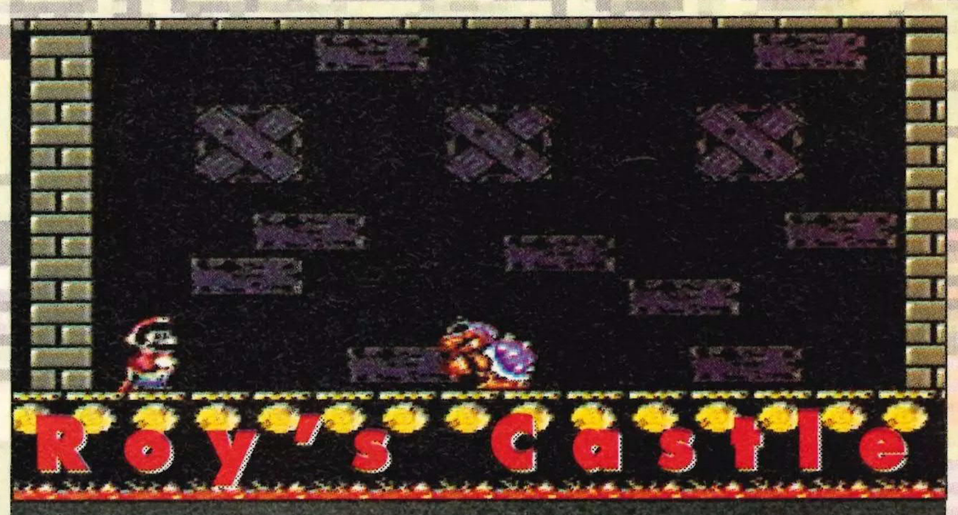
If you have Yoshi and you get these wings, you will fly up to loads of cloud bonuses.

These cheeky chaps try to roast Mario's behind. Stamp on their heads for immediate satisfaction.





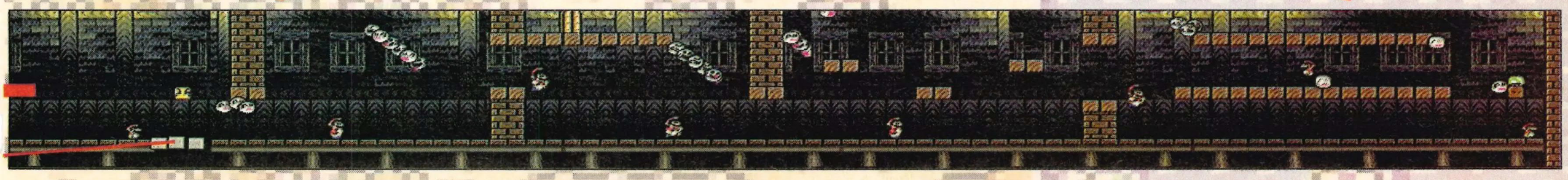
Not the most hospitable secret room. The only reward here is a puny extra life, but the chances are you will lose one anyway. Yoshi is incredibly useful on this level as he can eat the Porcu fish. Use the dolphins to cross safely.

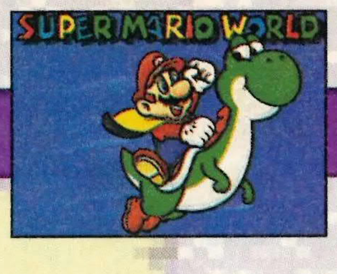


Roy's Castle

Roy's castle consists soley of a large chamber with a moving platform which Mario must stay on to avoid falling into lava. The platform scrolls all over the screen and often doubles back on itself, but you must be patient and stay on board. The platform moves through a passage surrounded by spikes and a few will drop onto Mario's head if you do not move out of the way. Finally, Mario must run past some statues spitting flame to Roy's chamber. Roy can be defeated by jumping on his head when he walks towards you. He will then walk up the wall and try to drop on you. Each time you hit him, the walls close in, so you must be quick or it's pancake time!



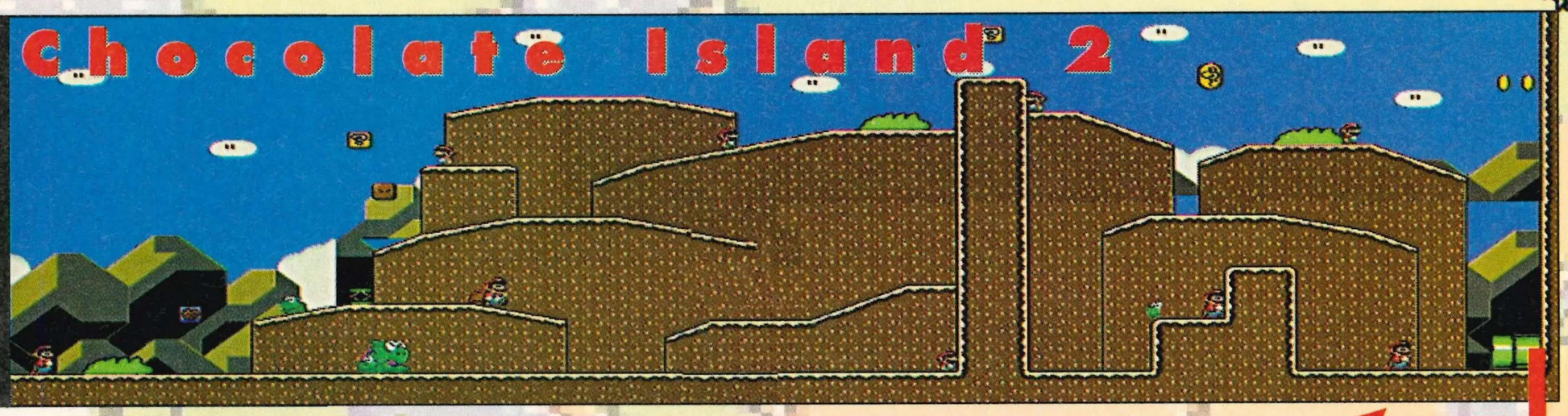






There are in fact nine levels to Chocolate Island, but you can only reach them when certain conditions have been satisfied. Many of them are pointless as they contain nothing beneficial. The important one is only reached if you complete sections one and two before the timer hits 250 and without getting any coins. You can then reach the secret area.

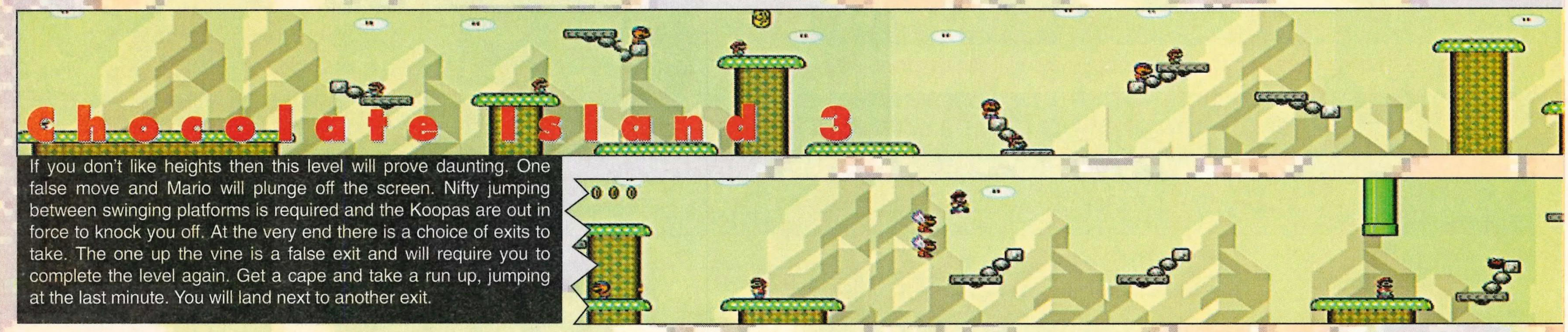
Chocolate Island 2





Chocolate Island 3

If you don't like heights then this level will prove daunting. One false move and Mario will plunge off the screen. Nifty jumping between swinging platforms is required and the Koopas are out in force to knock you off. At the very end there is a choice of exits to take. The one up the vine is a false exit and will require you to complete the level again. Get a cape and take a run up, jumping at the last minute. You will land next to another exit.



Chocolate Island 4 contains one of the most bodacious secret rooms in Super Mario World. Just get the switch block and a cape and you can get up to ten extra lives and plenty of bonuses over and over again. The level itself is fairly easy and all you have to worry about are the hedgehogs and the immense drops into water and mud.

Chocolate Island 4

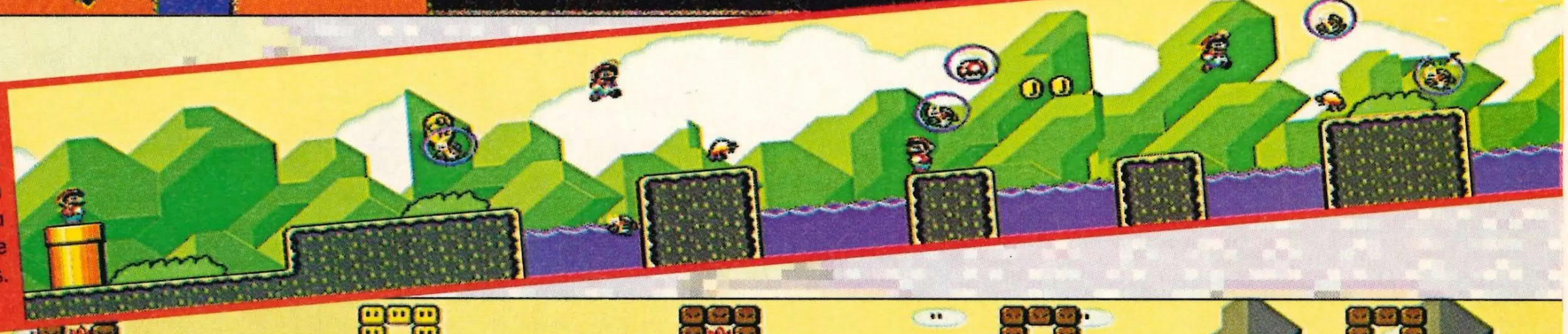
One false move on these platforms and Mario plunges head long into the mud. It is best with a cape because if you fall you can float down looking for a platform.

Run along these coloured blocks and there are some extra lives and power-ups at the end.



If you want a cape for the Chocolate Island 4 secret room then were better to look than the very next level. This block hides a cape and a power up.

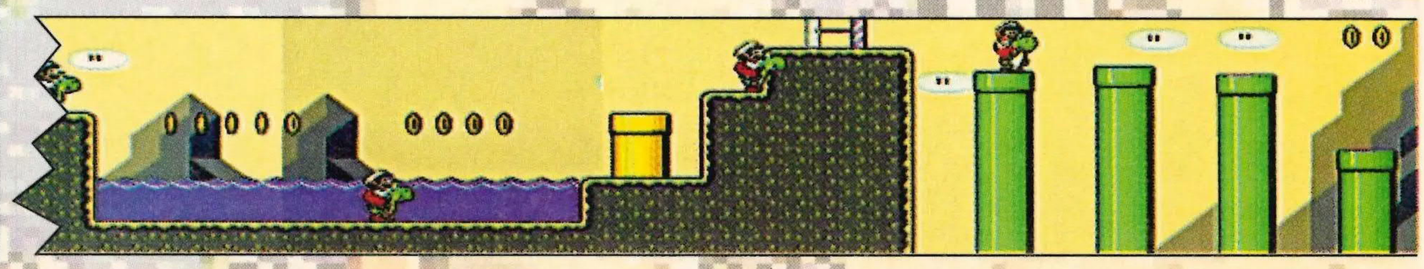
There are plenty of animals in bubbles, but also loads of power-ups too. This level is incredibly easy if you can swim and is really just a power-up point for the castle and it's lurking terrors.



Chocolate Island 5



The choice is yours: you can either use the switch block at the start and get the bonuses or you can rush through the level and use it later on. The worst part of Chocolate Island 5 are the pipes at the end. You must be very careful not to fall off them especially when you have to leap onto a block hovering over the abyss. Even after you have braved the columns, you must still two Chargin' Chucks before you can. Now you can go through the Chocolate Secret or straight to Wendy's castle.





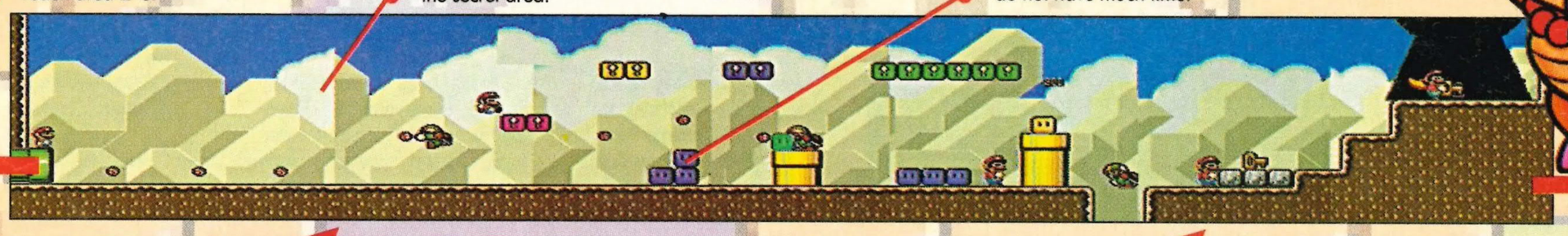
Collect zero to eight in area 1 to reach this map. Between nine and 20 to reach area 2-B and finally collect 21or more coins to reach area 2-C.

Finish the previous level with over 250 on the clock and you can access the secret area and a short cut to the castle. Get between 235 and 249 on the clock and you go to area 3-B. Get anything up to 234 and it's area 3-C for you. However, there is nothing of interest in either of the others. This (area 3-A is the best). Use the key to reach the secret area.

Mario can throw the blue blocks up to hit the enemies and even to knock the bonus blocks above for power-ups. Remember you do not have much time!

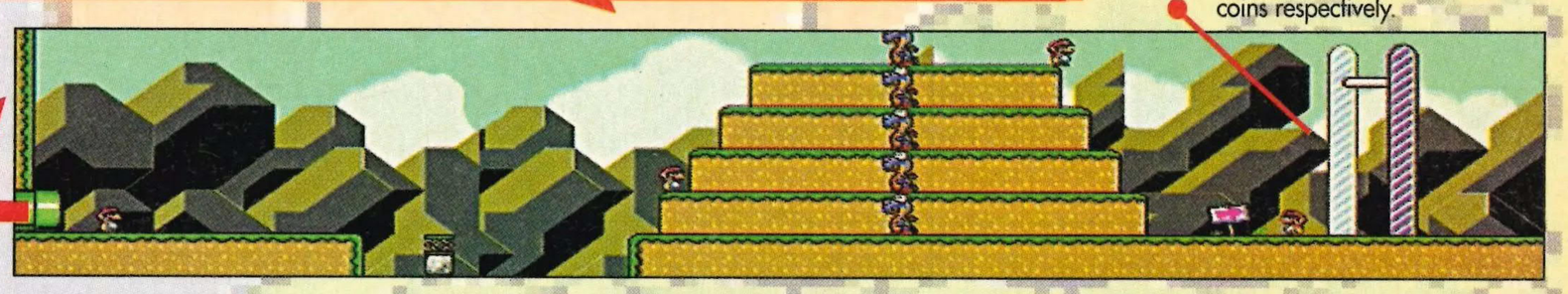




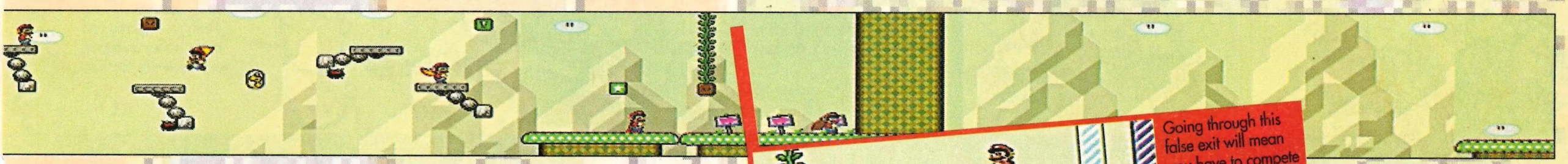


The last two sections just contain a short level and the exit. To reach 4-A and 4-B just get between one and three or four dragon coins respectively.



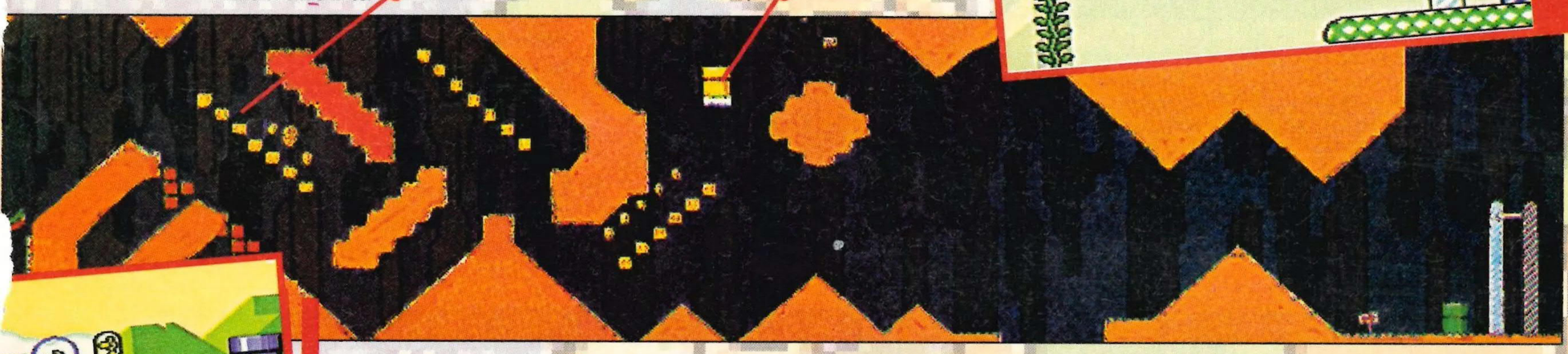


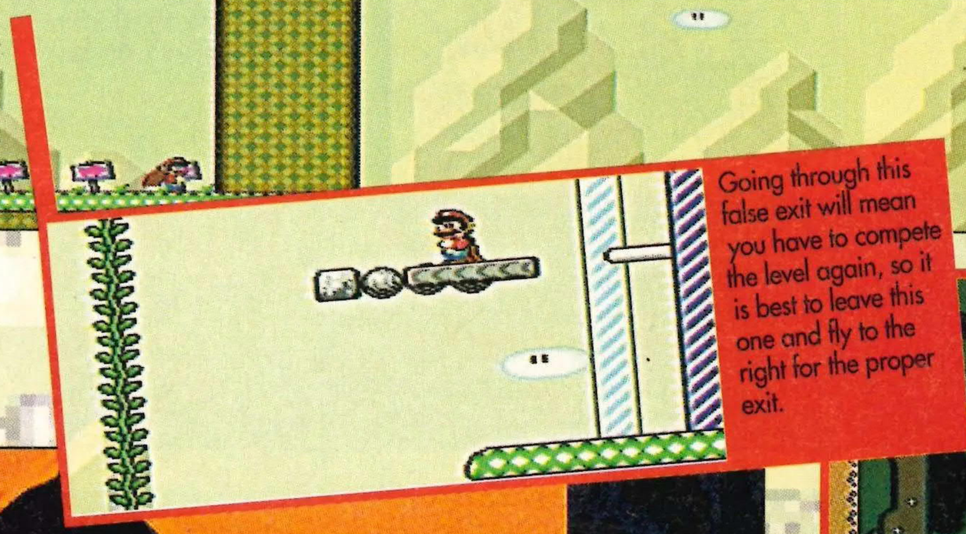




Inside this block there is a switch block which is used to open the blocks just below. It means Mario can enter the secret level (right) for loads of extra lives.

This is where you emerge if you go down the secret tunnel. If you are low on lives and still have the cape it would be advisable to visit it again. You can do this indefinitely.



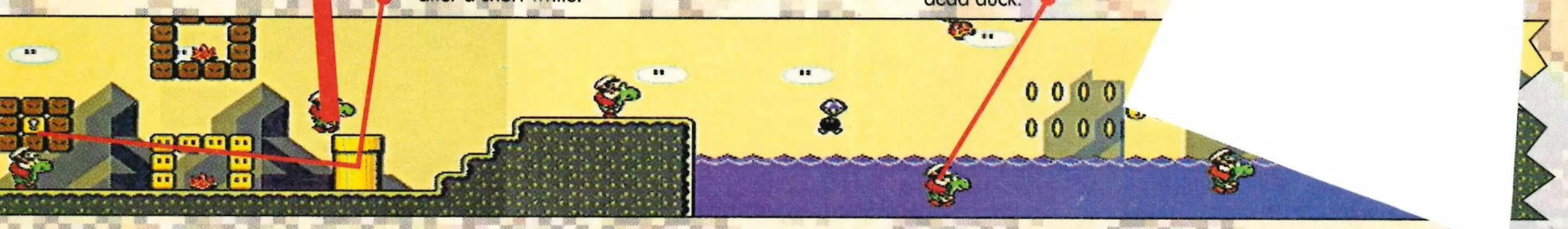


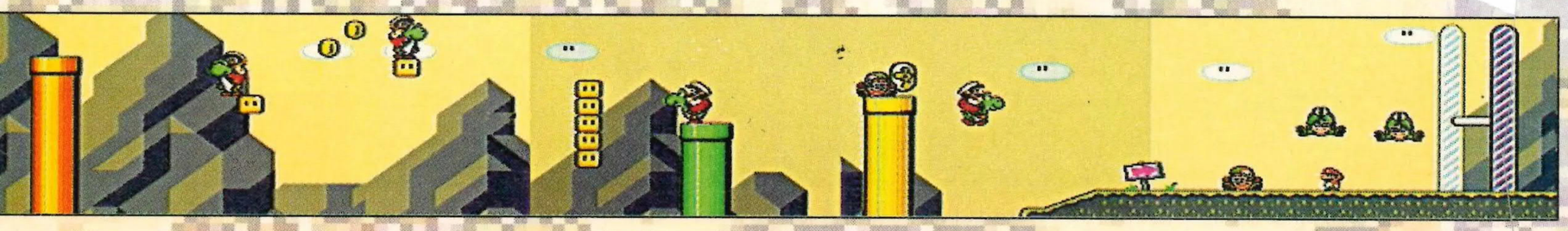
Going through this false exit will mean you have to compete the level again, so it is best to leave this one and fly to the right for the proper exit.

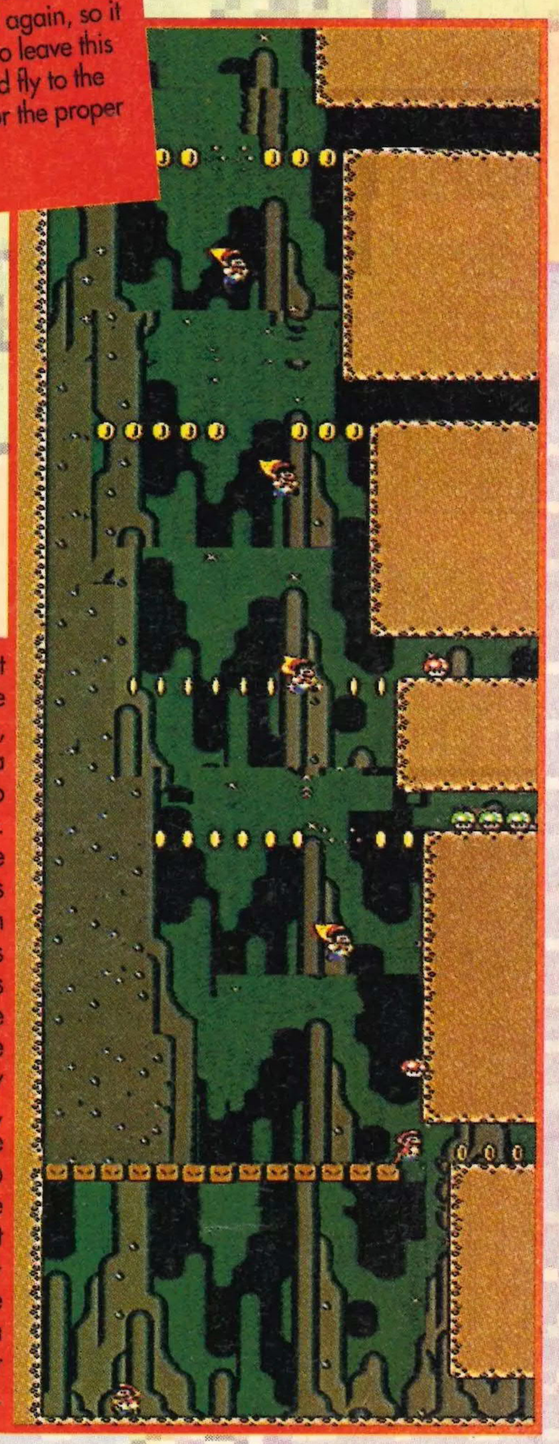


The moment you jump on a switch block, the spinys are released and you can get these trapped power-ups. The blocks re-appear after a short while.

Not only do you have to swim for your life, but parachuting animals attack as well. Just as well that Yoshi is amphibious or Mario would be a dead duck.

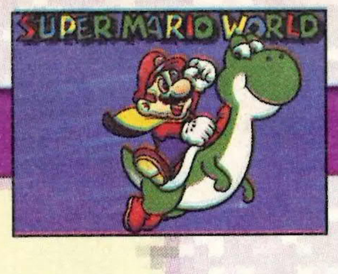






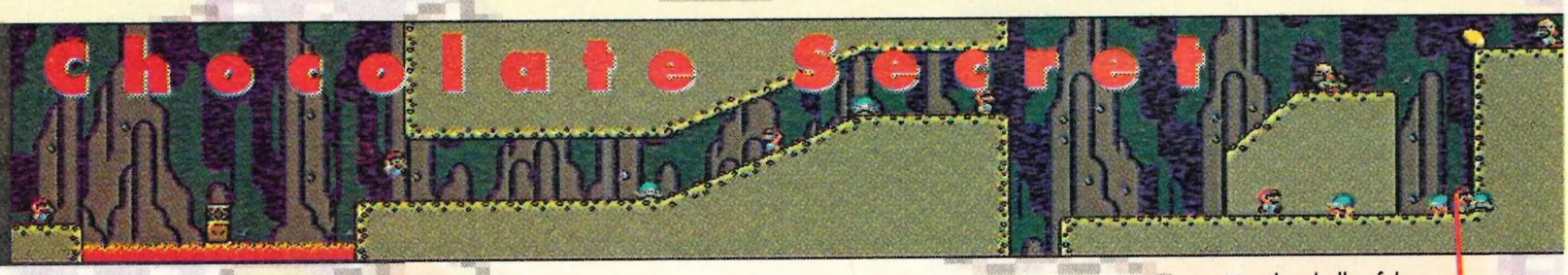
The best secret room of the whole game, you must be a caped Mario to enter here. I've found the best method is to drop down getting as many coins from each line as possible and when they turn to blocks, using the cape to fly back up through the gaps and get all the goodies. There are over ten extra lives on offer here.

CONSOLE XS SOLUTION



Chocolate Secret

The first section has some Chargin' Chucks which are a bit of a nuisance, but can be dispatched with a Koopa shell. Then it's time for a downhill slalom and a high speed Indiana Jones-style race across falling gold slabs suspended in lava. If you want to hit 96 levels then you must complete this level even though it is not on your path to Bowser.



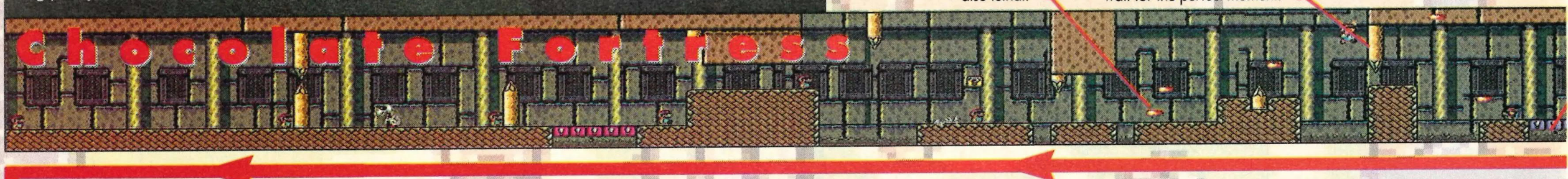
Use the shells of these Koopas to smash the Chargin' Chucks out of your way.

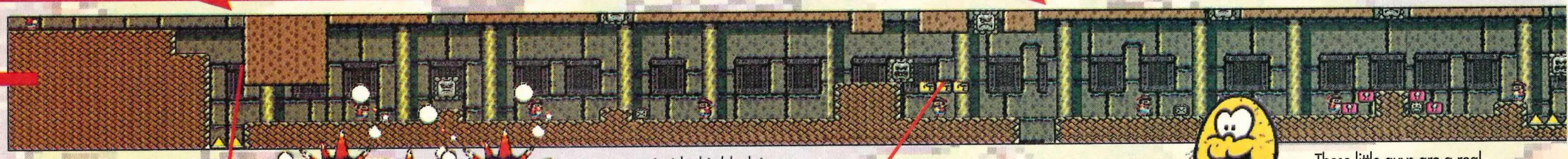
Chocolate Fortress

This is where Mario gets a spike up his bottom if he miss times any of his jumps. The level is complicated by having falling blocks and plenty of spikes to catch Mario out. Be warned, this level takes practice and you must learn the patterns of the Thwomps and Dry Bones. By now you must be getting pretty confident, after all you are nearly at the gates of Bowser and the final confrontation.

Mysterious flames attack you from the right here, so be prepared to jump them or take cover. The gaps are also lethal.

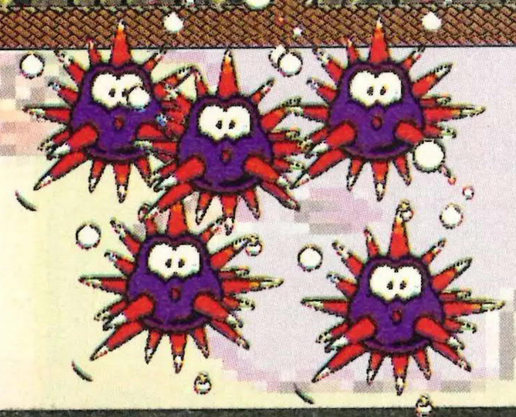
Oops! Just as Mario leapt for the gap, a tree trunk has closed off the exit and he falls into the mud. This is a common peril so wait for the perfect moment.





Mario must run against the wall and keep pushing right to avoid the spikes.





Inside this block is a power-up, but you have to wait until the Thwomp retreats into his hole before you jump up and get it. There is also the gap to watch out for.

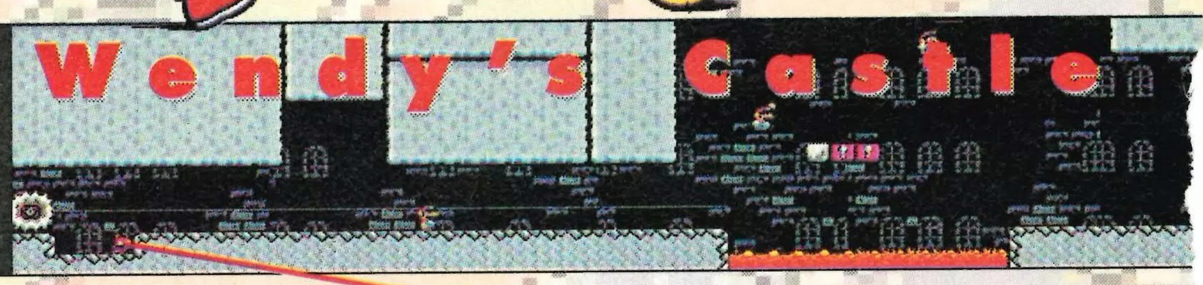




These little guys are a real hassle; they jump from left to right and only leave a small gap for Mario to jump between. Precise timing is required and many a life can be lost here if you are careless.

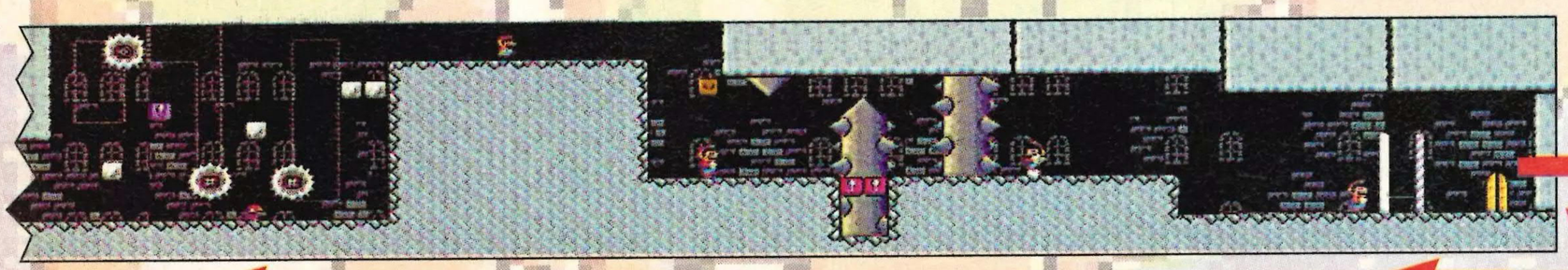
Wendy's Castle

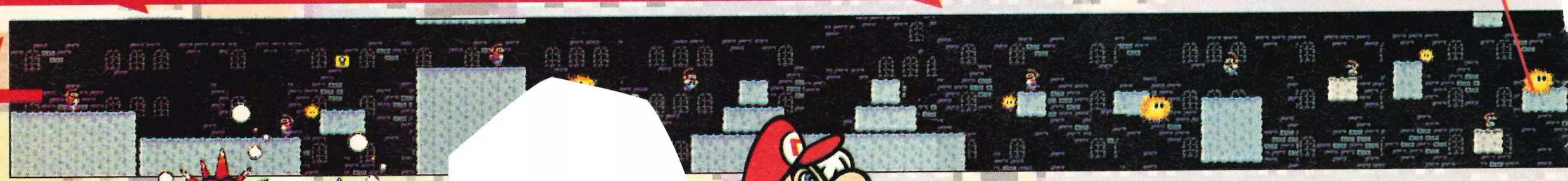
Wendy's castle is a mass of wires, saws and huge spikes. You must take this level slowly and learn the patterns of all the obstacles. Convenient recesses provide sanctuary from the blades but you must move on quickly. On every saw there is a safe spot even if it is for a few seconds. The spinys (below) move incredibly fast and you must get as close to them as possible before moving. Finally, the last section is full of moving platforms and there is even a section where the roof comes down and crushes you. Wendy is easy to defeat but as usual it's getting there that's hard.



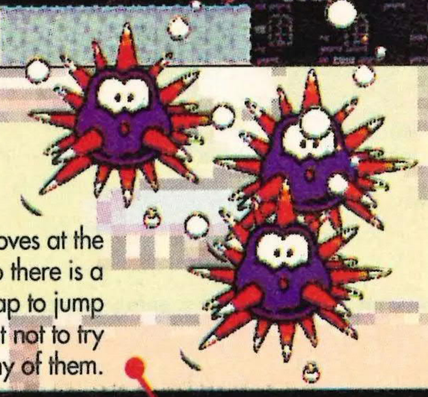
Hide in this recess to avoid the saw then run to the right and leap the flames to the platform. Under most of the wires there are gaps to hide in. Alternatively you must run like hell to avoid being sworn in half.

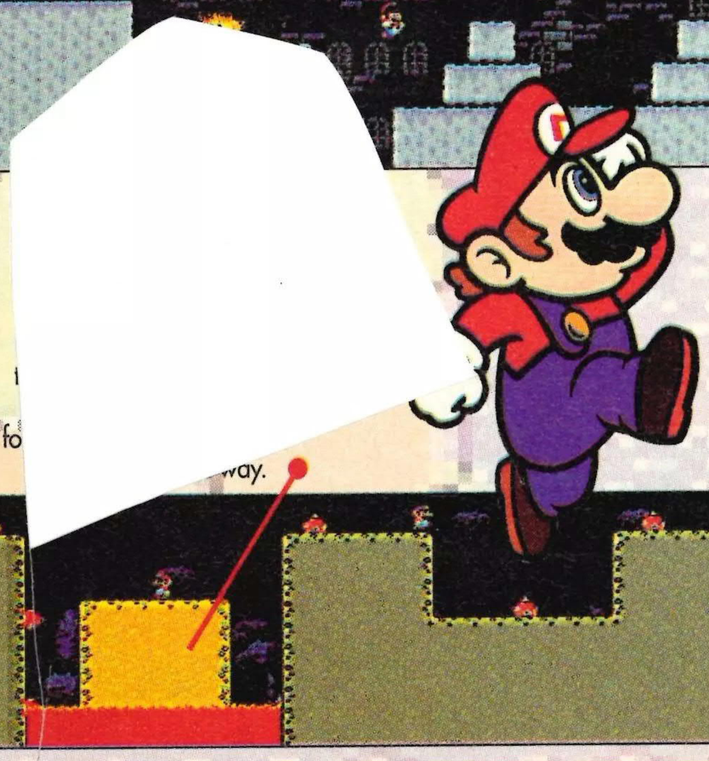
The Hotheads move clockwise around the blocks and you must leap up when they are below and quickly move on. When you have so many precarious platforms a loss of concentration means disaster.



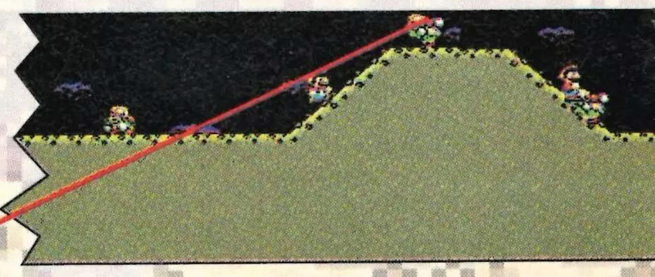


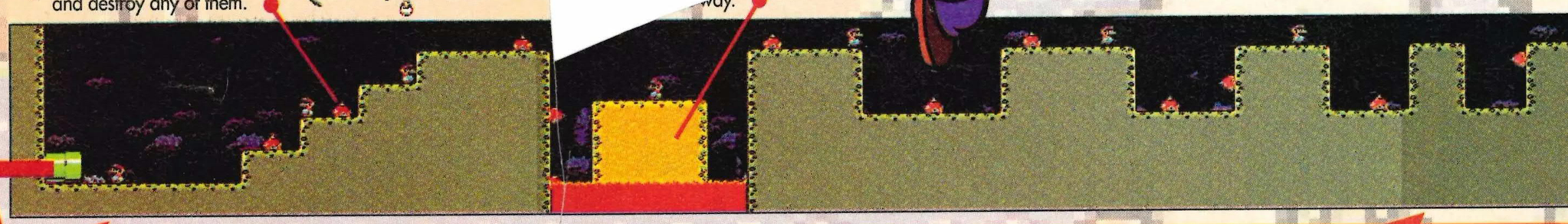
Each Spiny moves at the same rate, so there is a large enough gap to jump between. It's best not to try and destroy any of them.



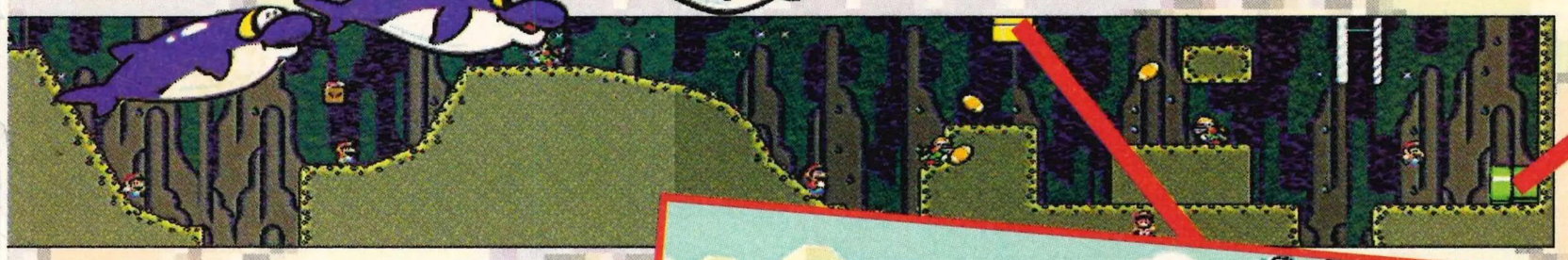


Chargin' Chucks mean trouble and these three are difficult to shake off. You can either jump repeatedly on their heads to defeat them or have a sadistic time luring them into the lava.





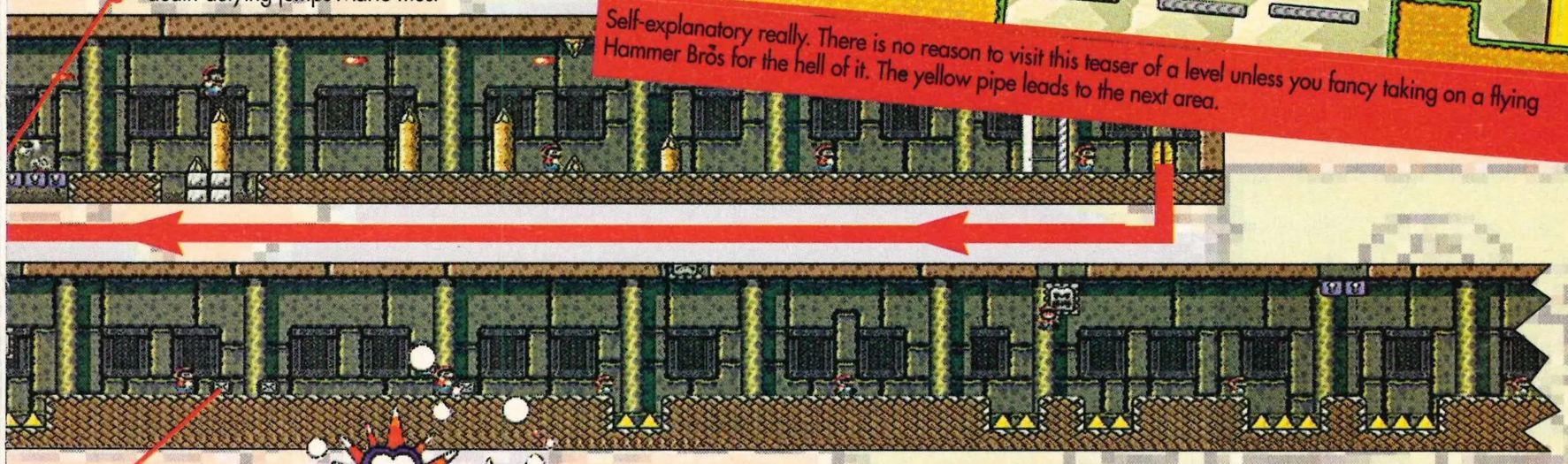




One reason for visiting the Blue Switch Palace earlier on. This area is the beginning of many death-defying jumps Mario must



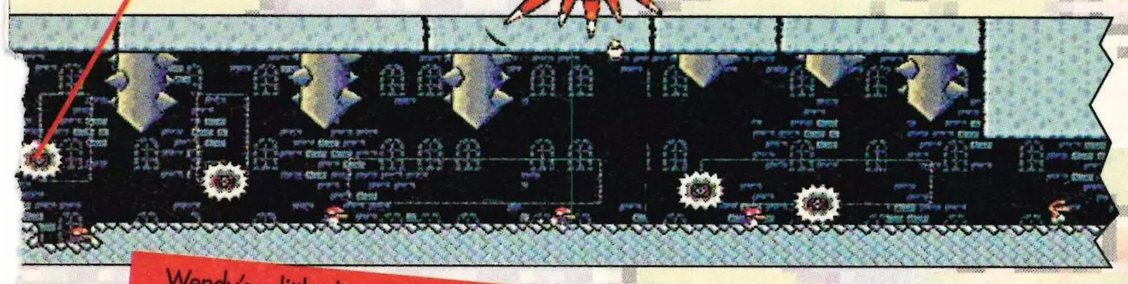
Self-explanatory really. There is no reason to visit this teaser of a level unless you fancy taking on a flying Hammer Bros for the hell of it. The yellow pipe leads to the next area.





Look out for the spinning cogs. They'll take your head off. However, there are recesses in the floor in which you can hide from time to time.

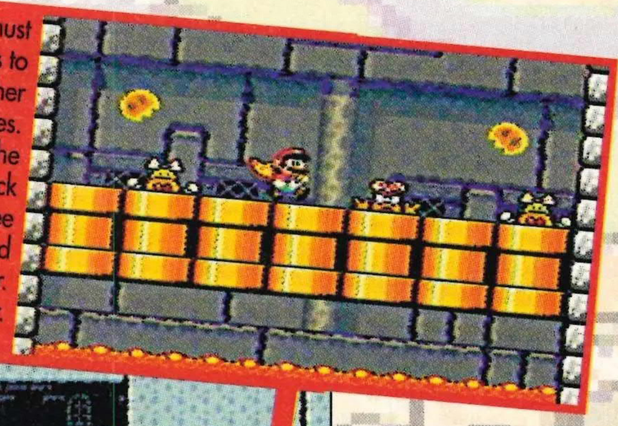


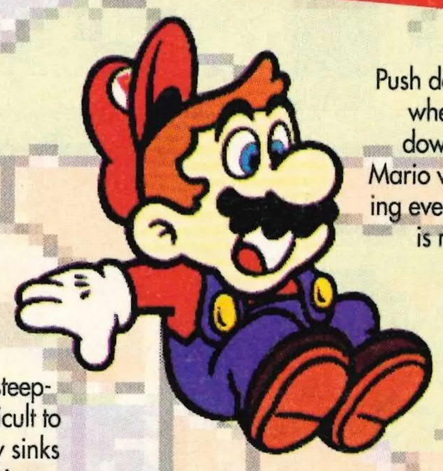




C'mon you must know by now. Jump onto the platforms from below to knock the Reznor off and avoid the collapsing floor.

Wendy's a little shy, so you must wait for her and her two guards to appear and quickly jump on her before she returns to the pipes. Two flames bounce around the screen continually and a quick jump will negotiate them. Three hits are all that's required and Wendy will drop through the floor. Now it's on to Bowser.

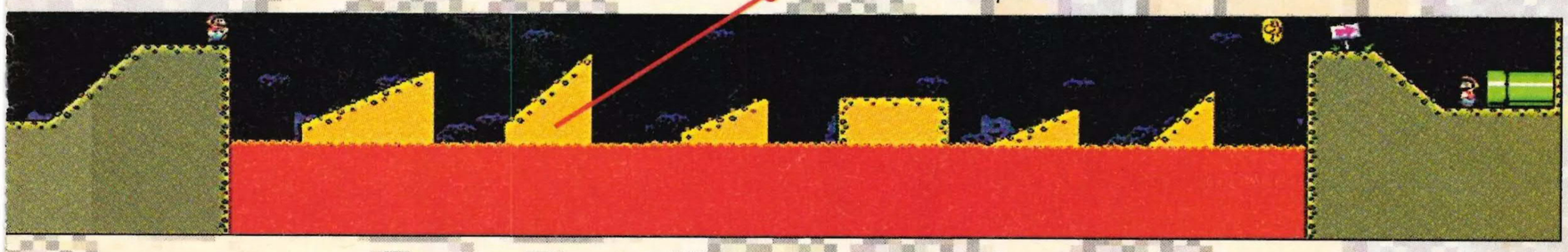


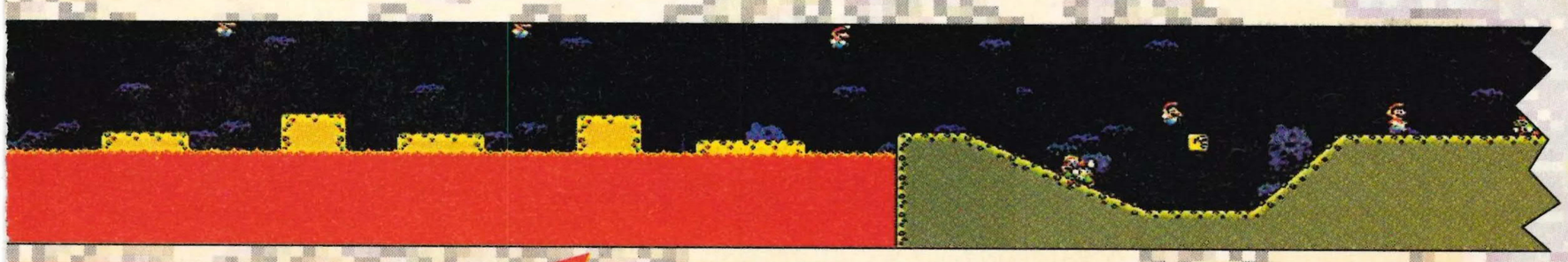


Push down on the joypad when you are running down these slopes and Mario will slide down taking everything with him. It is most satisfying and beats walking.



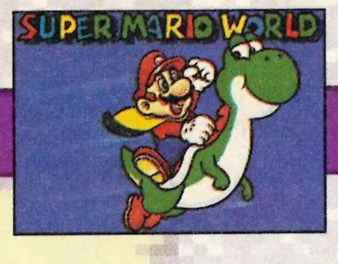
As the platforms get steeper, they are more difficult to jump and each slowly sinks into the lava. This section must be taken at full speed.





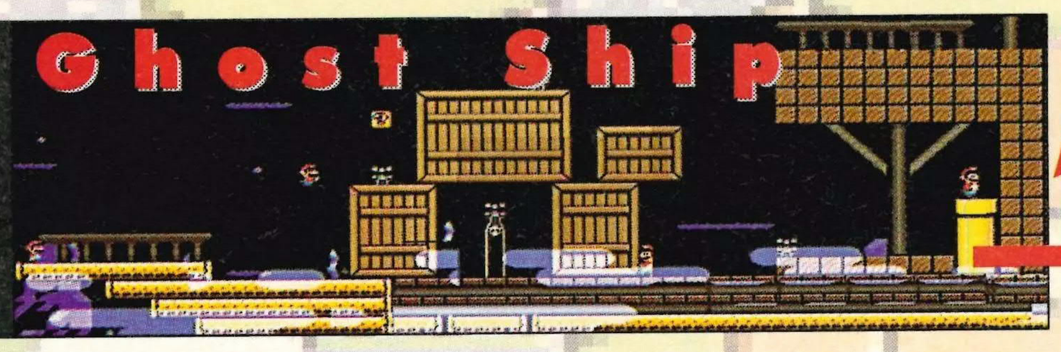


CONSOLE XS SOLUTION



Ghost Ship

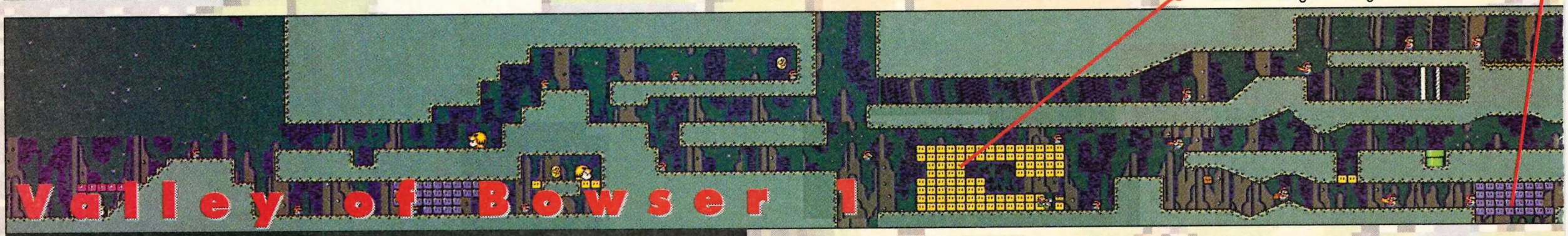
Ghost ship it certainly is, crammed full of them. Mario must traverse the bowls of the ship, which has hundreds of ghosts fading in and out, and dodge them. Then it's a massive drop through coins, power-ups and Koopas to a pool of water and the only exit that is not a gate. This leads directly to Bowser's hidden valley.





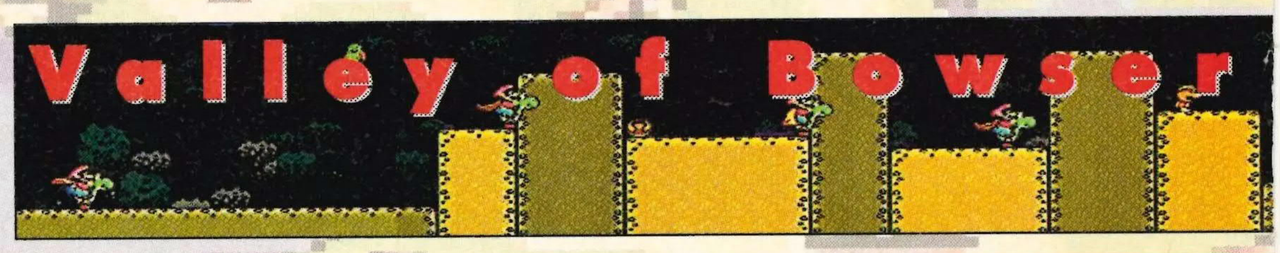
You can either jump and spin these blocks or enter them as a caped Mario and flip through them all stunning the Chargin' Chucks.

Valley of Bowser 1

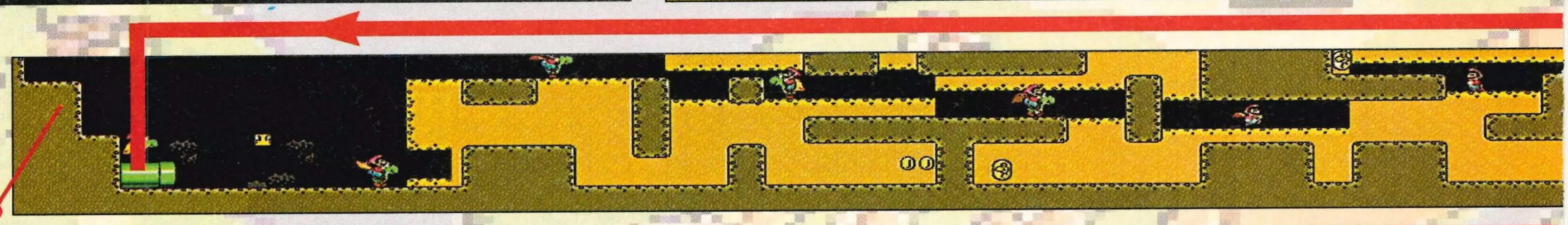


A complicated maze of passages, Mario must be wary of hedgehogs and Chargin' Chucks. The hedgehogs can be ridden and used to ferry Mario across impossible gaps. There is a vine which takes you to a 1-up game and there is a 3-up moon for Mario if he has a cape. One thing to remember is that this level has many unseen bonuses and plenty of dangers. The best method is to get to the top of the maze where there are loads of yellow blocks. If you flip them with the cape, five bonuses will be revealed.

Valley of Bowser 2

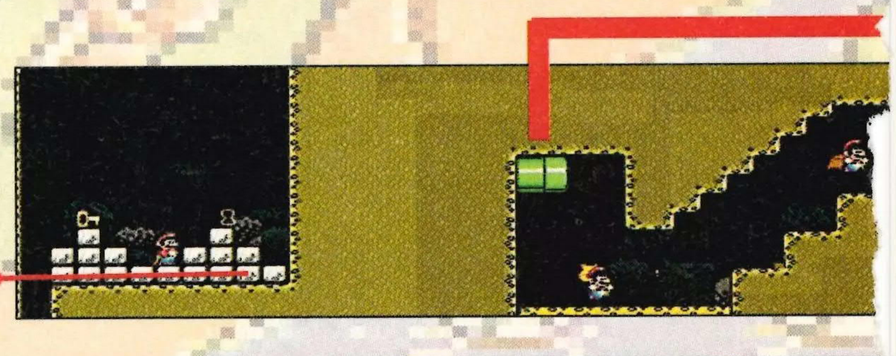


Jump up here and Mario will get a hidden cape. Also, if you have Yoshi with you the block will reveal some wings and cloud bonuses.

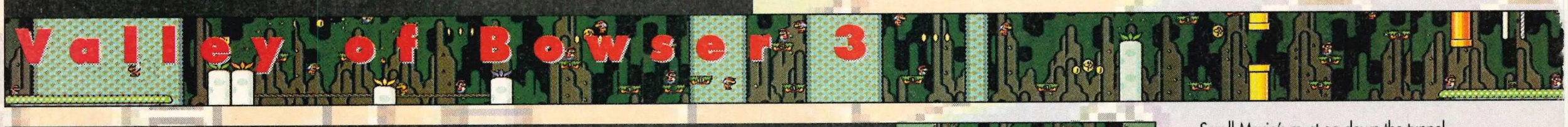


This level is all about timing. The many platforms that litter the level have a counter underneath and this refers to the number of seconds before it drops out of the sky. Banzai Bills cause additional problems when you try to perform ariel acrobatics and it is important to note that there is a 1-up near the end. If you go down the first yellow pipe you come to, Mario can take part in a 1-up game with eight lives on offer. Above all, pay attention to the timers – when one runs out, leap to the next available one. The four second platforms are the best but they are scarce and the one second ones provide a handy escape when things get too hot.

This secret area can be reached by climbing on top of the gold and jumping back above the scenery. It leads to the Valley Fortress and Bowser's Back door.

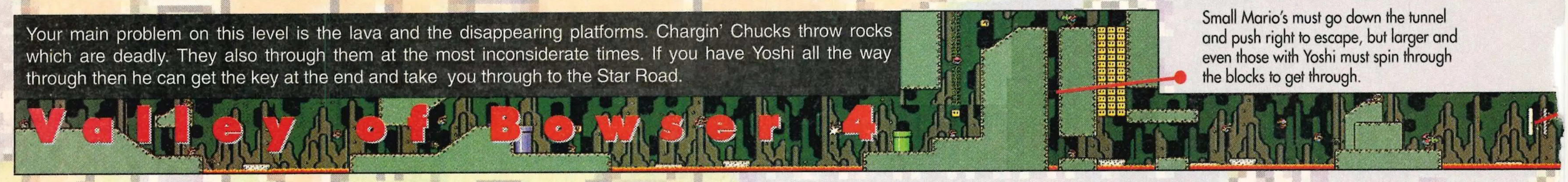


Valley of Bowser 3



Your main problem on this level is the lava and the disappearing platforms. Chargin' Chucks throw rocks which are deadly. They also through them at the most inconsiderate times. If you have Yoshi all the way through then he can get the key at the end and take you through to the Star Road.

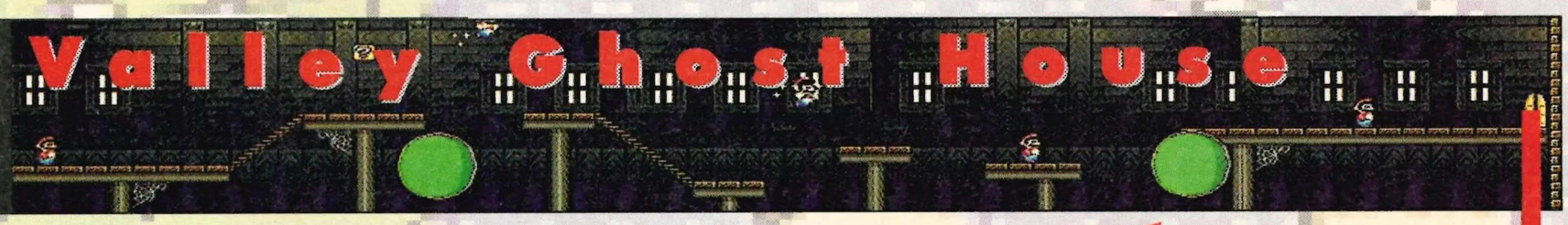
Valley of Bowser 4

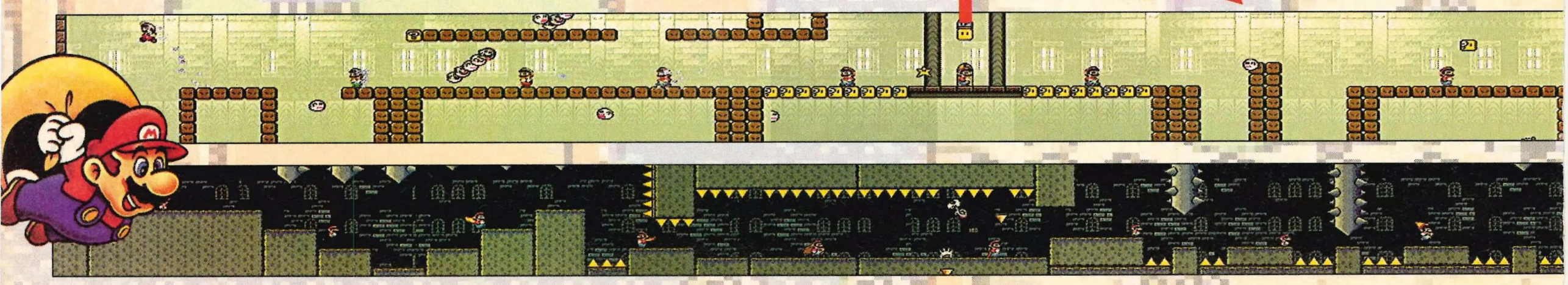


Small Mario's must go down the tunnel and push right to escape, but larger and even those with Yoshi must spin through the blocks to get through.

The second section has many exits but only a few are worthwhile and only one is the proper exit. Learn the path of each door, but it is best to take the furthest right door. Get the switch block, direct the blocks upwards and climb up to the exit.

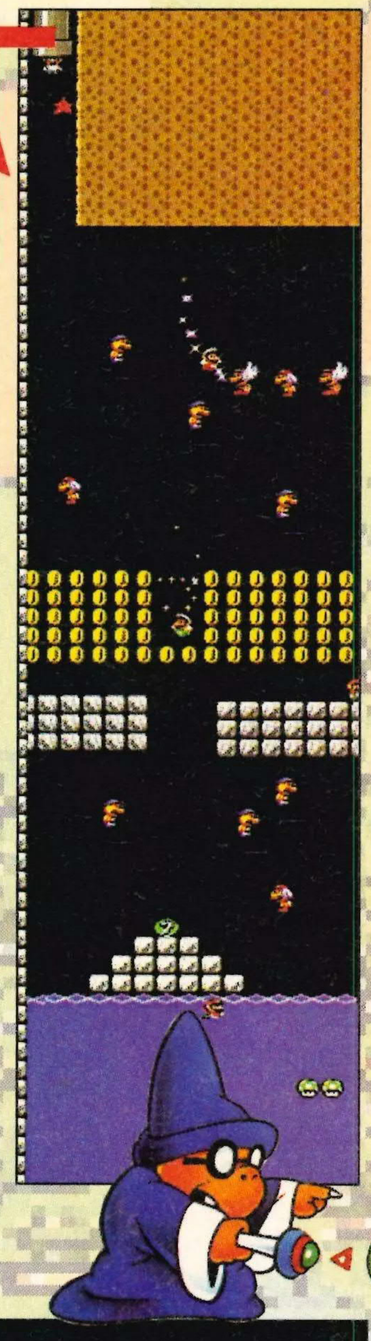
Valley Ghost House









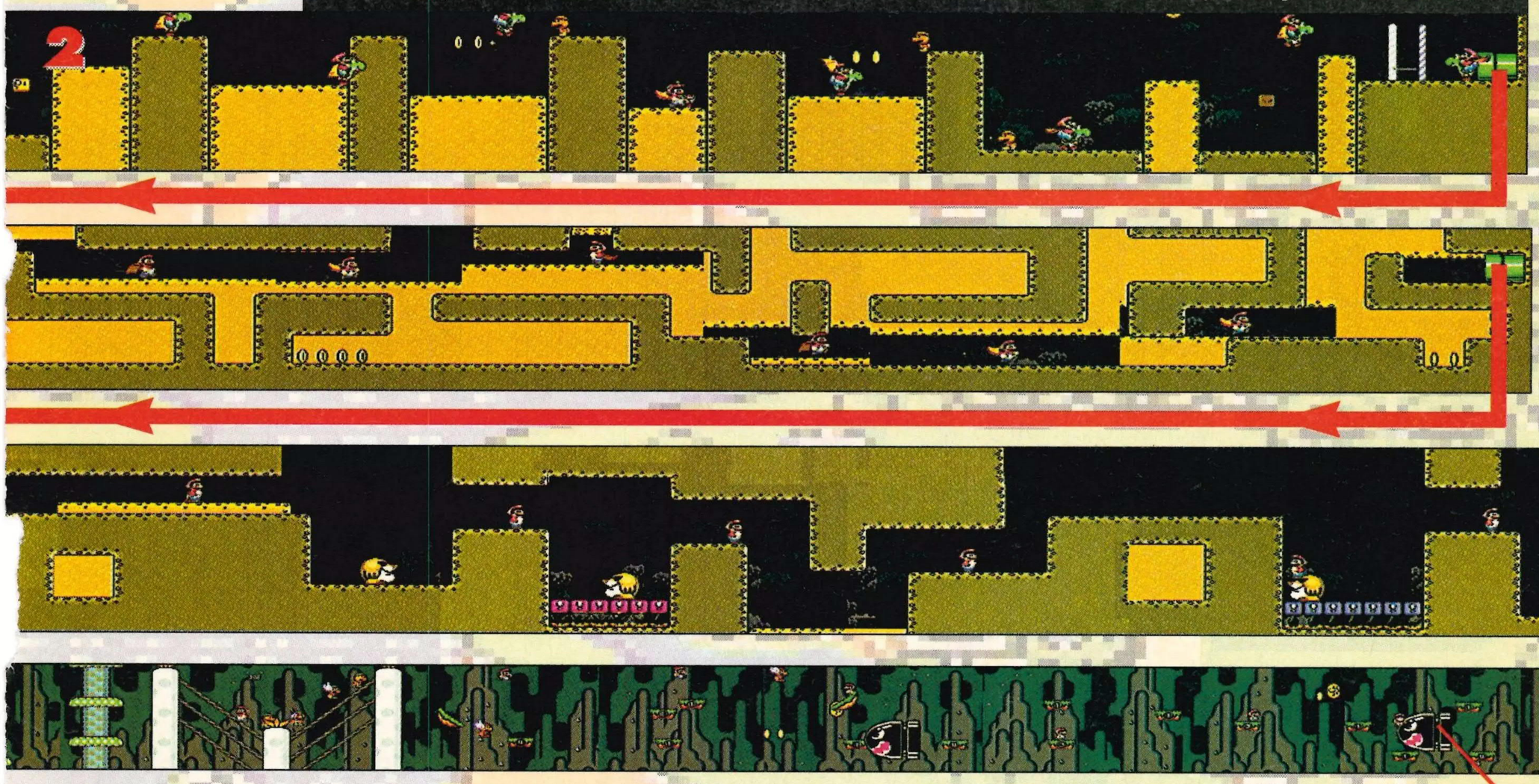


When you take blocks from this section, make sure you do not remove the ground from your feet.





Mario must frantically jump between platforms using the moving gold slabs to get enough height. On the second section you must carefully choose your route because the moving slabs will crush you in a dead end. Keep moving – that's the trick.



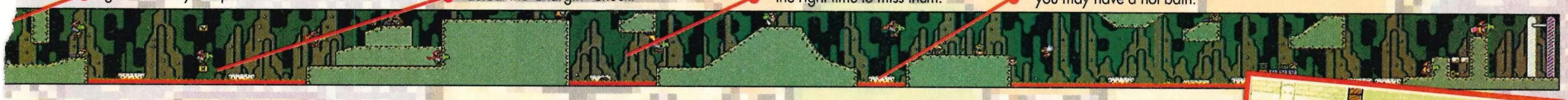
Biff the Chargin' Chuck off his perch and then leap from the platform through the mid gate to save your place.

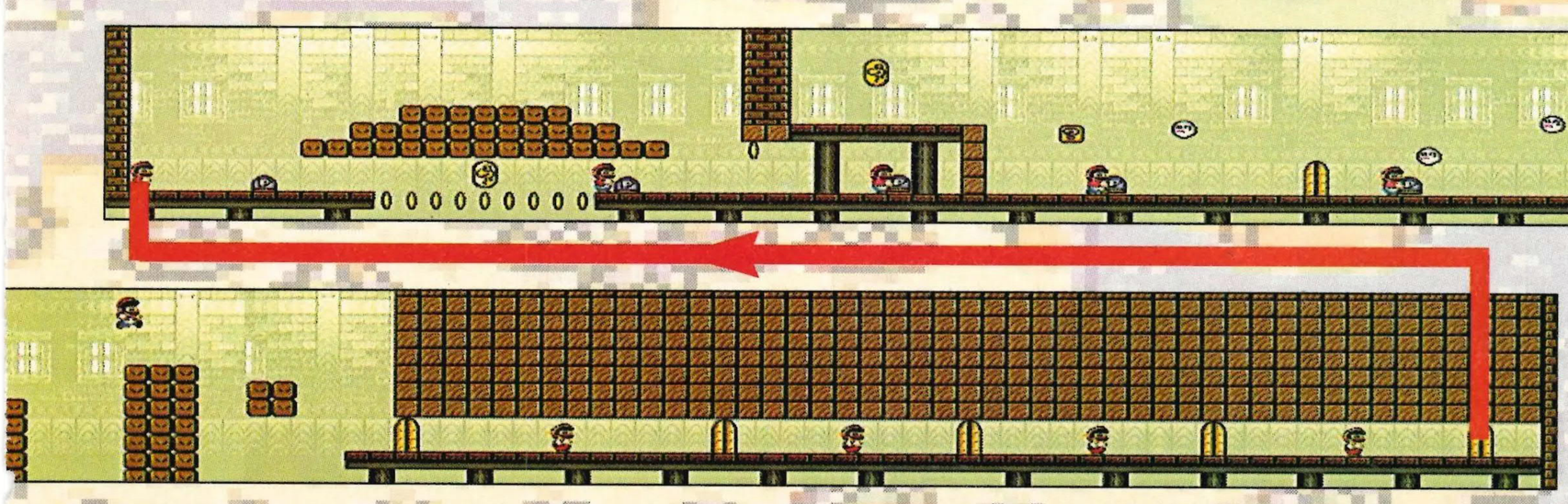
Jump quickly from this platform then get the power-up and head right using the Koopa shell to defeat the Chargin' Chuck.

Chargin' Chucks throw rocks down at you here and Mario must jump at the right time to miss them.

Each of these platforms falls into the lava once you take a step so you must not wait or you may have a hot bath.

The mighty Banzai Bills can be defeated if you can jump high enough, but they usually cause you to fall off.

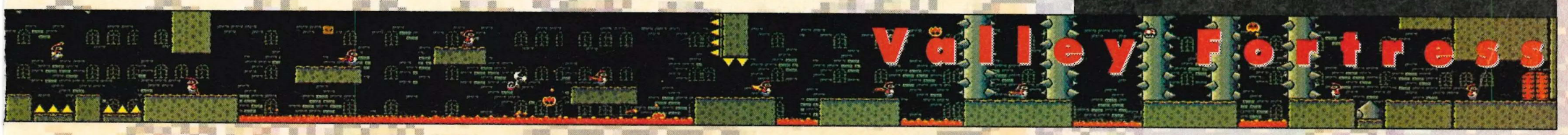






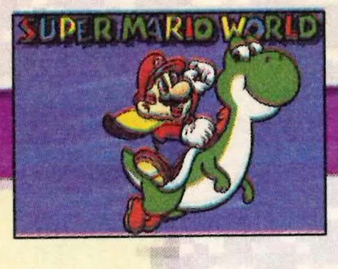
Hit the block and blocks start moving out. By pressing directions you can control. And the object is to build steps up to the exit then use the switch block.

The idea in the fortress is to keep moving and watch the ceilings for the spikes to come crashing down. Near the end they move very fast so you have to jump before they have fully retracted to have any chance of making it past them. Fire is also a problem and flames leap up frequently.

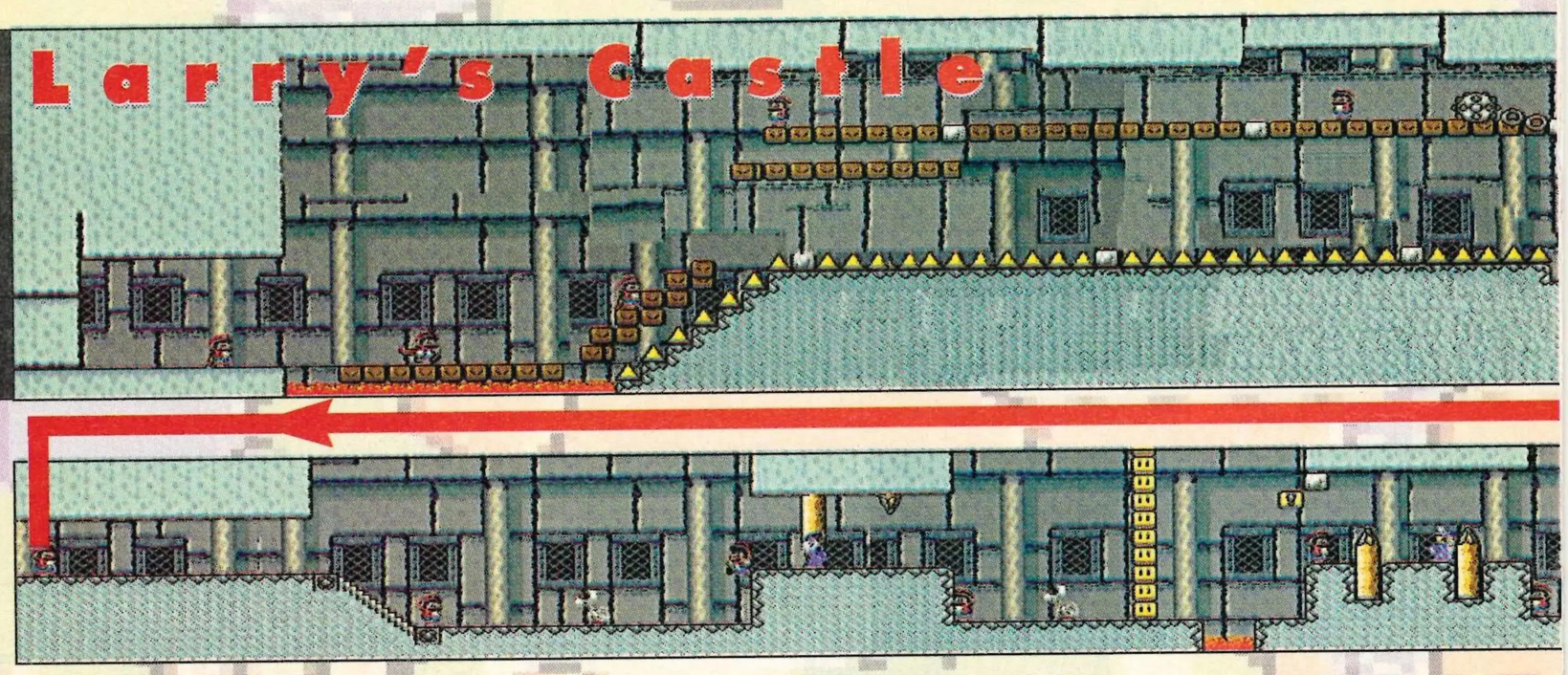


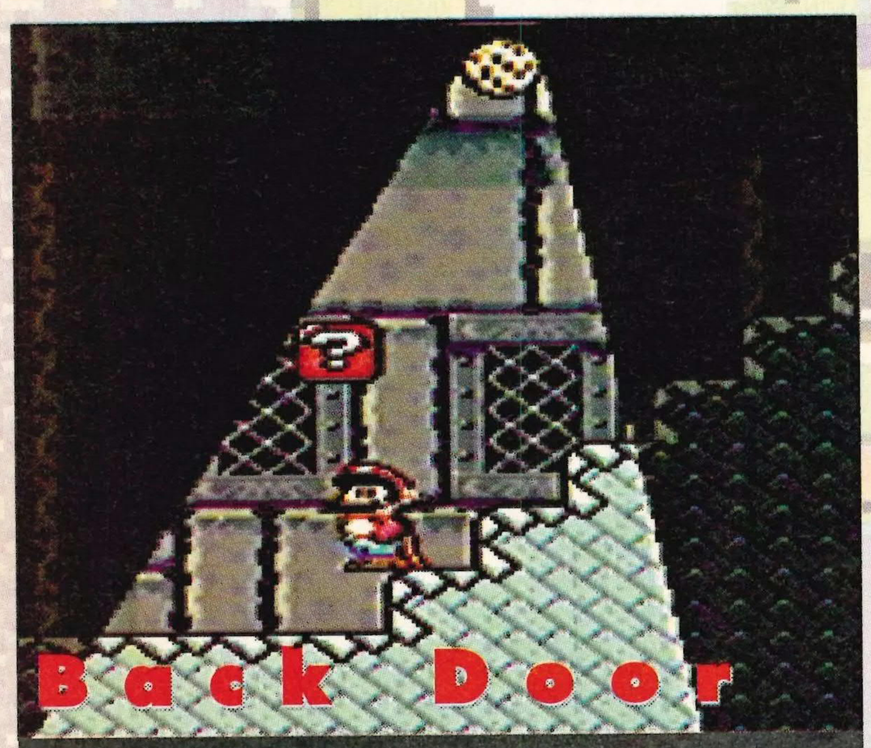
Valley Fortress

CONSOLE XS SOLUTION



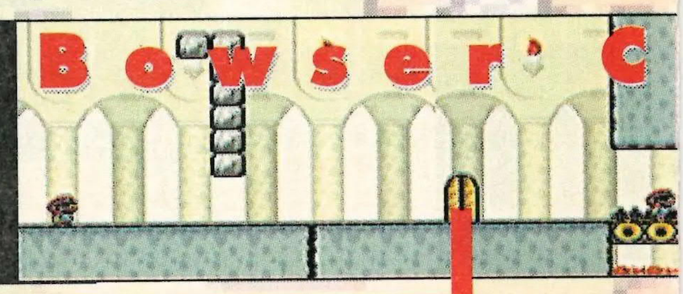
Larry's castle requires careful reactions as Mario must stay on a moving platform across spikes and through a chamber full of swinging balls. At the end, if you ride the blocks off the bottom of the screen, you can find a halfway gate and some bonuses which means you will not have to complete the first section again if you die later. The most effective way to dodge the balls is to walk back on the platform until it passes you then jump through the chain and land back on the moving platform before it leaves you behind. In the second section Mario must beware of the spikes and use

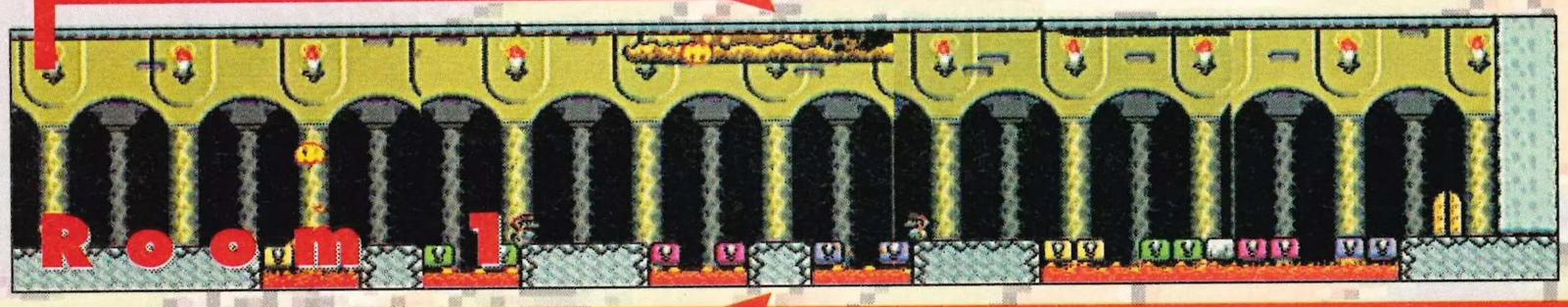


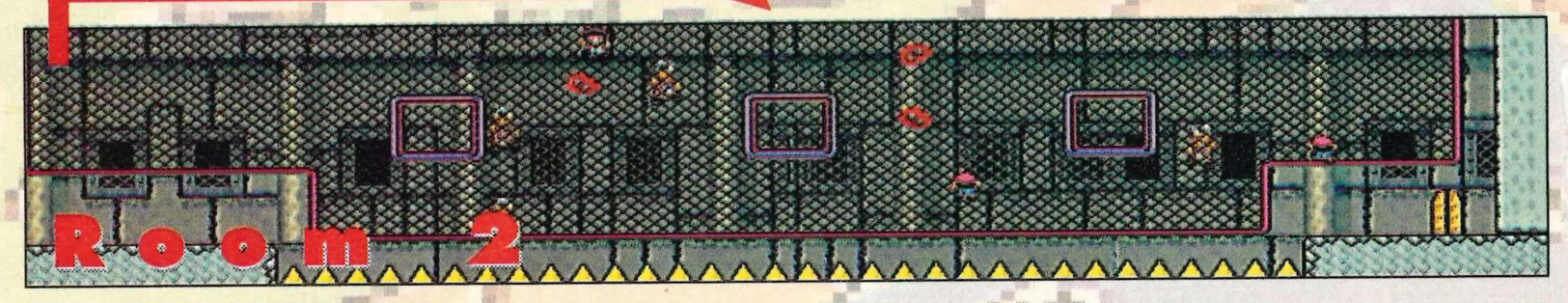


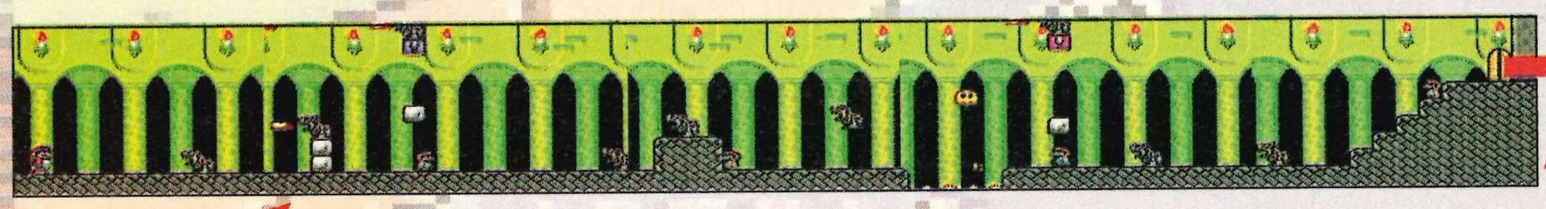
The back door is reached two ways. You can either go through Valley of Bowser 2, the Valley Fortress and straight to the Back Door or through the long route in Bowser's castle. The route is simple but made complicated by being pitch black. The only way to successfully navigate the Back Door is to punch the block (above) to reveal a light beam which swings from left to right and illuminates the way. The only obstacles are a pit and some Mini-Ninjas who pose no problems at all.

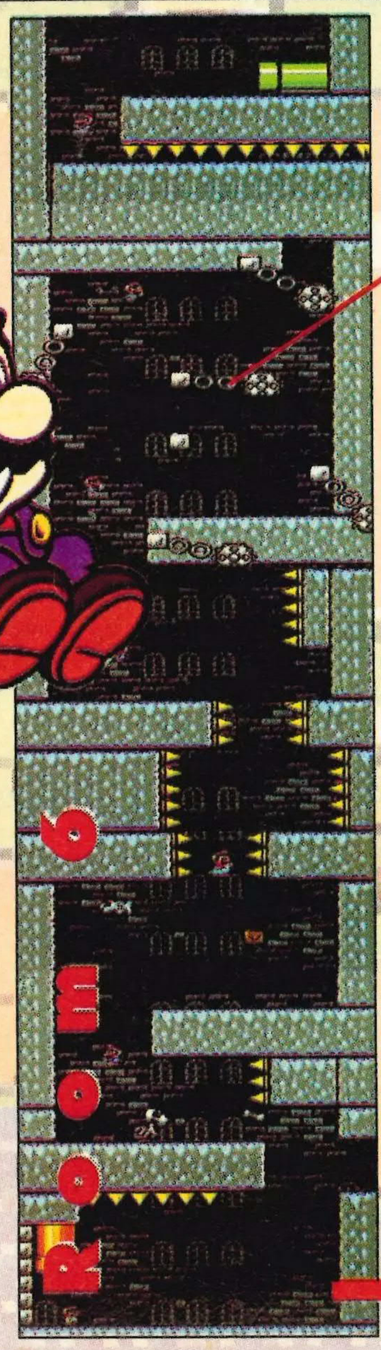
Bowser's castle is divided into two corridors each with four rooms going off them. Each room leads to the next corridor and it is entirely your choice which two to complete to reach the Back Door and ultimately Bowser himself. We suggest you go through either Room 2 or 3 as they seem to be the easiest. Room 2 is a simple climb across wire, knocking off Koopas as you go, and Room 3 has many secret bonuses.





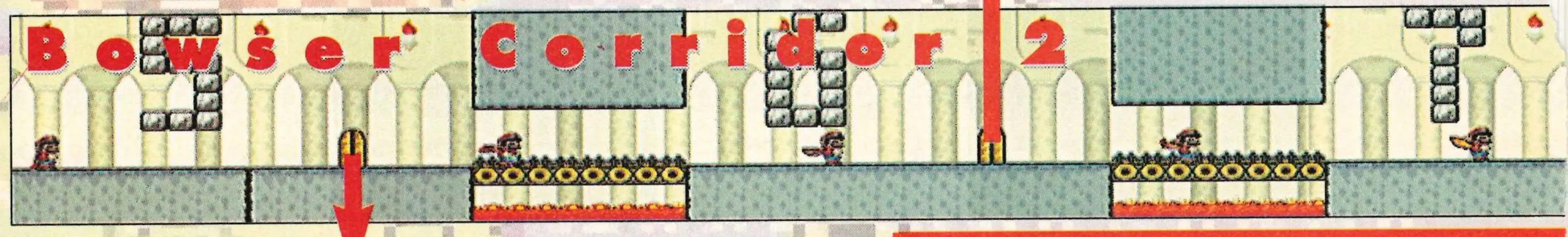


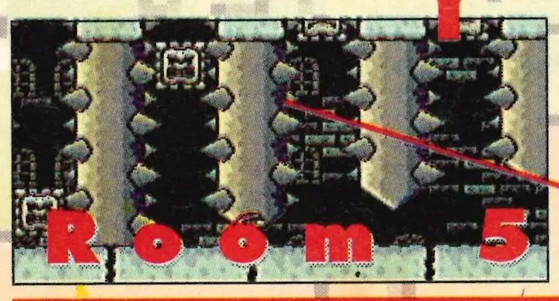




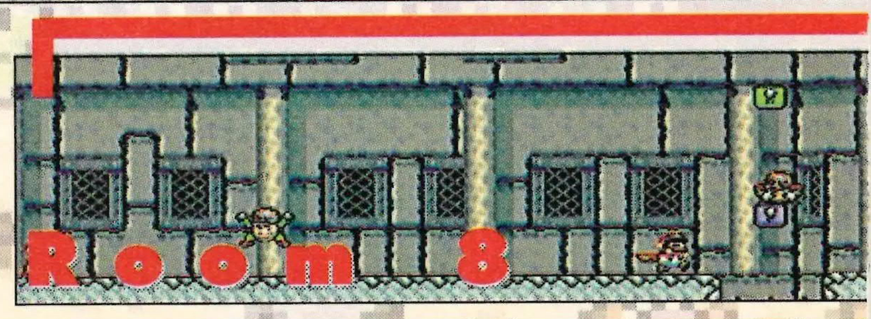
Room 6 is under water and the danger comes in the form of moving slabs laden with spikes, swings, and balls and chains. The trouble here is a strong current.



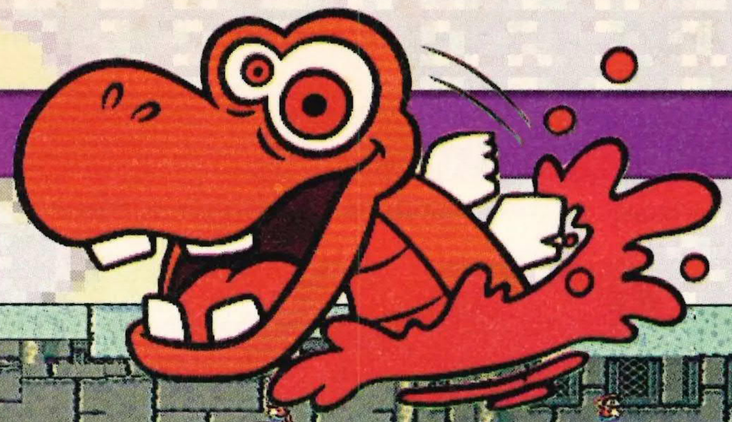


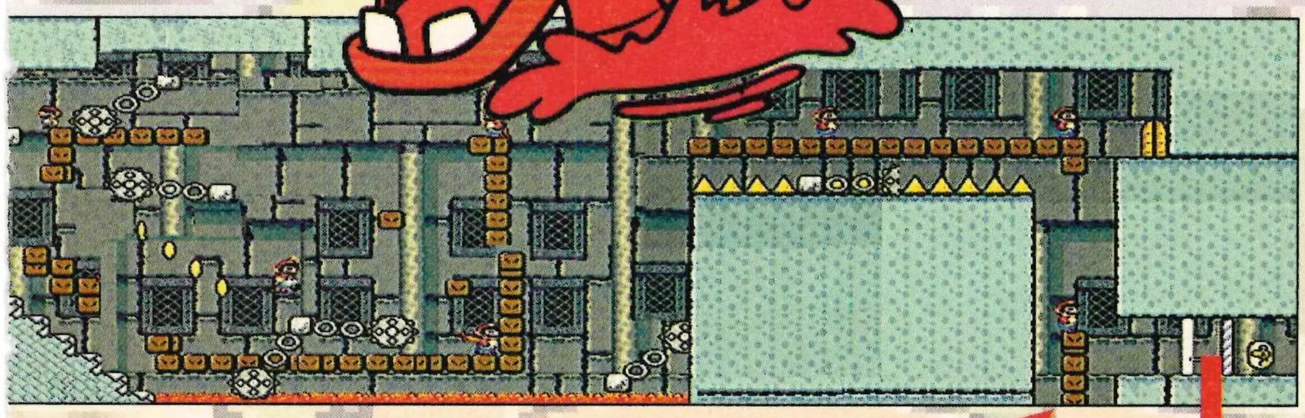


Room 5 looks deadly but if you get right to the edge of the first spike, and as soon as it clears your head, run at full tilt with the boost button down and you should just make it.



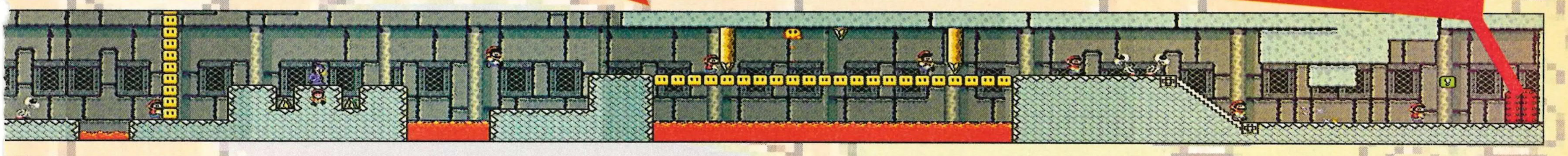




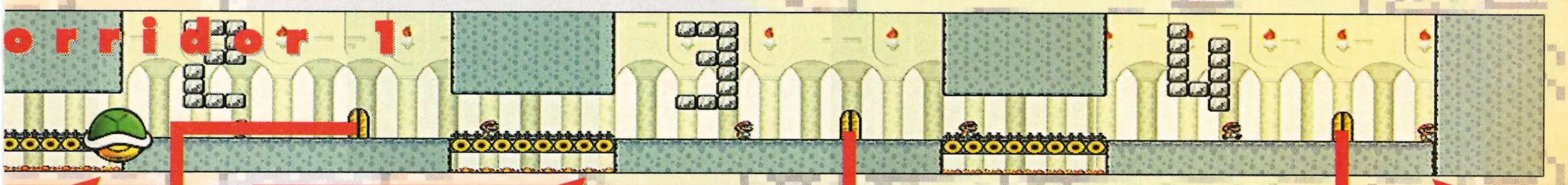


Larry's last retreat is another tilting island with the object of bashing him off into the lava with well timed kicks. This time however there are three flames which cause major hassles when they are onscreen all at once.

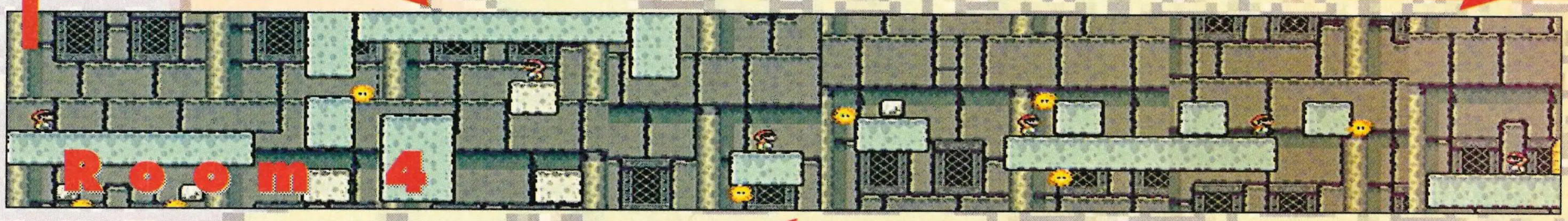




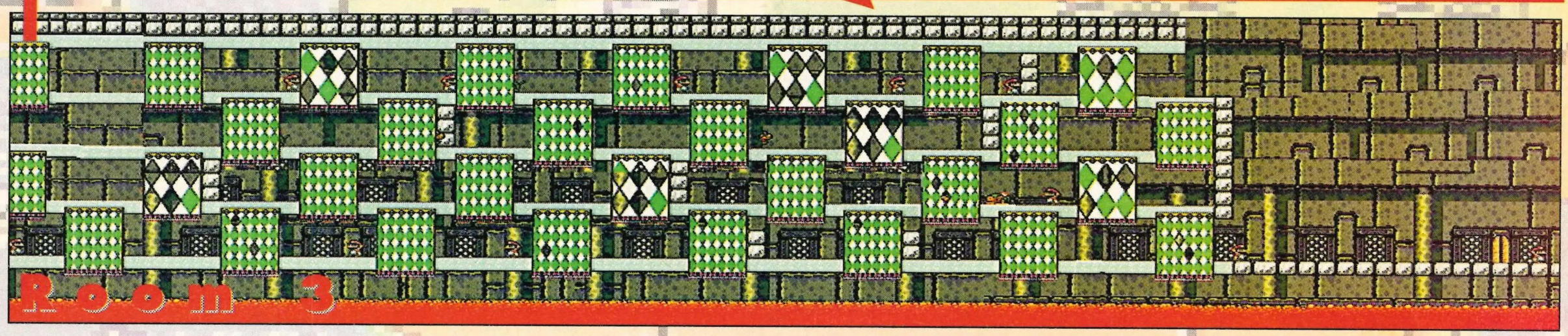
Corridor 1



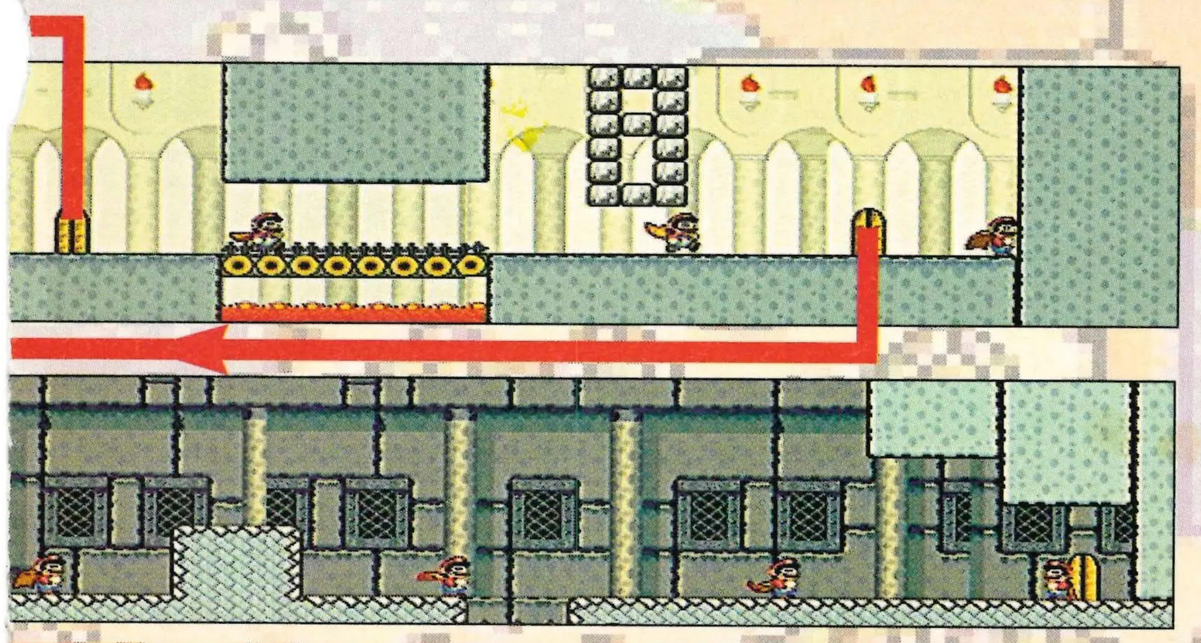




Room 4

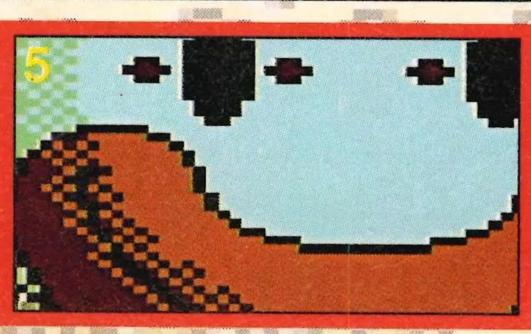


Room 3



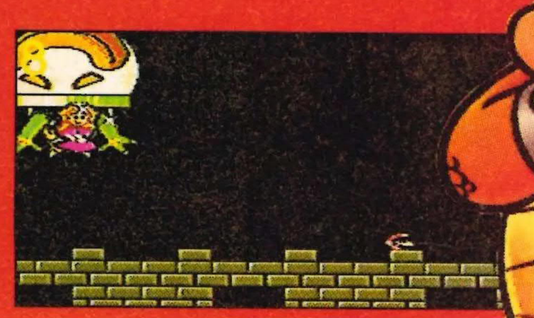
STEP 1: Bowser appears first of all in his flying contraption.
STEP 2: First of all he will swing from side to side before stopping and flinging out two MechaKoopas. The object is to jump on them and stun them before throwing them into Bowser's path and hitting him on the head.
STEP 3: After a while Bowser will turn over and drop two giant balls which bounce twice and then roll towards you. Just wait on one side of the screen and jump the balls when they are rolling.
STEP 4: Boom! One of your stunned MechaKoopas hits Bowser on the head and stuns him for a few seconds. One more hit and he will fly off for a change of strategy.
STEP 5: After two hits, Bowser swoops in and then out of the screen utilising the Super NES' sprite scaling capabilities.
STEP 6: In the wake of his departure Bowser sends down multiple flaming skeletons. The safe spot is where Mario is currently standing. There are two waves of skeletons then Bowser comes back for round two.
STEP 7: On the third run, Bowser stomps Mario into the ground. Just run like crazy.
STEP 8: Six hits with the MechaKoopas and Bowser is history! End of story.

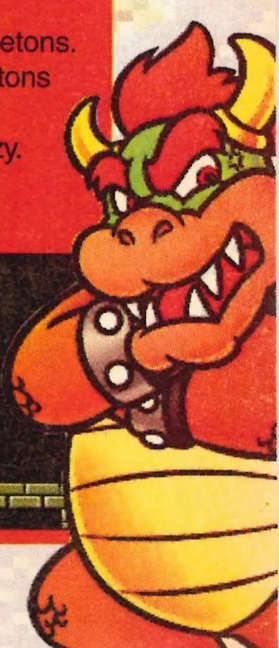




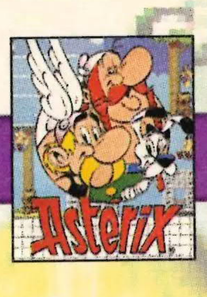




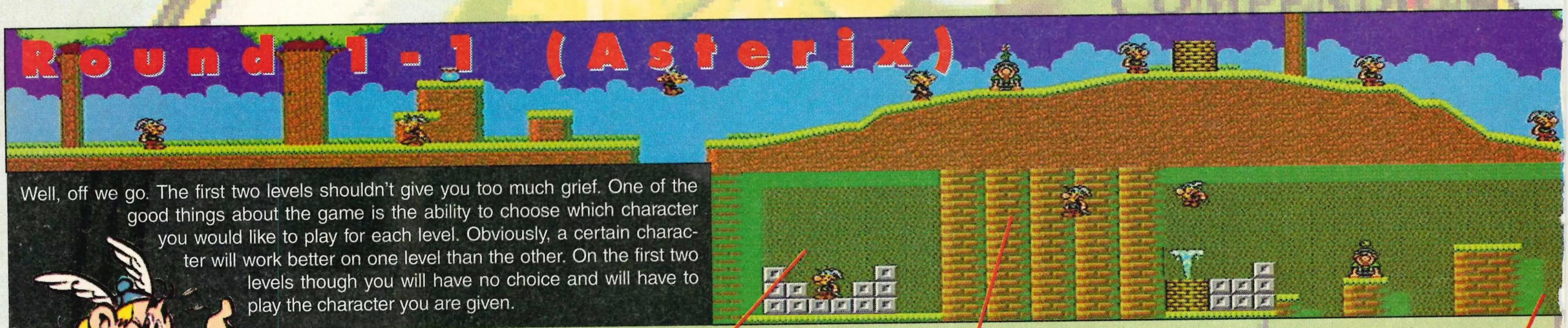




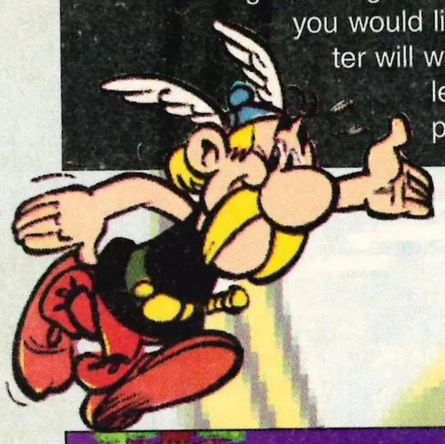
CONSOLE XS SOLUTION



Round 1 - 1 (Asterix)



Well, off we go. The first two levels shouldn't give you too much grief. One of the good things about the game is the ability to choose which character you would like to play for each level. Obviously, a certain character will work better on one level than the other. On the first two levels though you will have no choice and will have to play the character you are given.



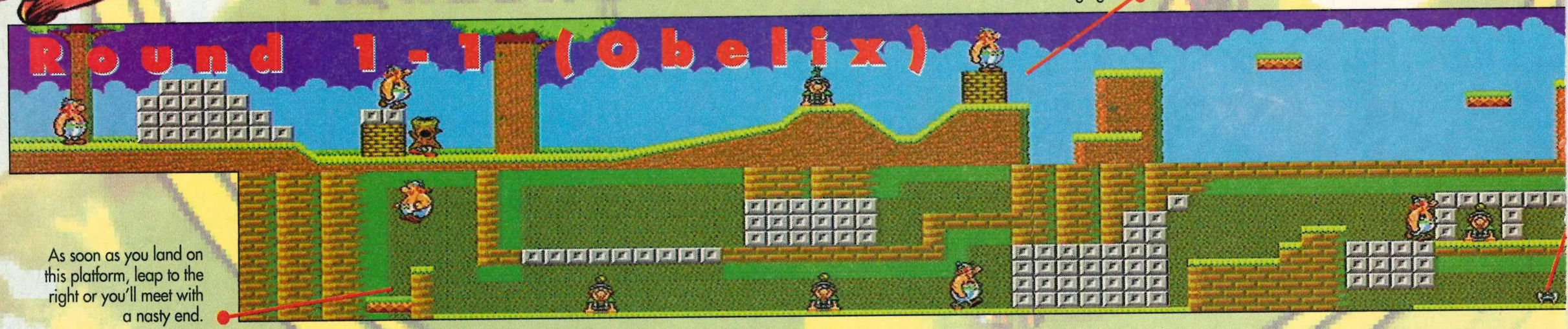
Here's Asterix in the secret room. Keep your eyes peeled for any likely spots for secret rooms as there are usually a couple to be found. And located inside will be lots of handy power-ups.

To get to this secret room is as easy as can be. Just climb on the well, face the wall and perform a small jump while moving to the left and you should move into the wall.

Obelix is a pretty huge porker, but he'll make it across this chasm without even the slightest wobble from his huge gut.

As you bravely leaping across the gaps a Roman will appear. Just do a downward punch as you're about to land and you'll get bounced across safely.

Round 1 - 1 (Obelix)

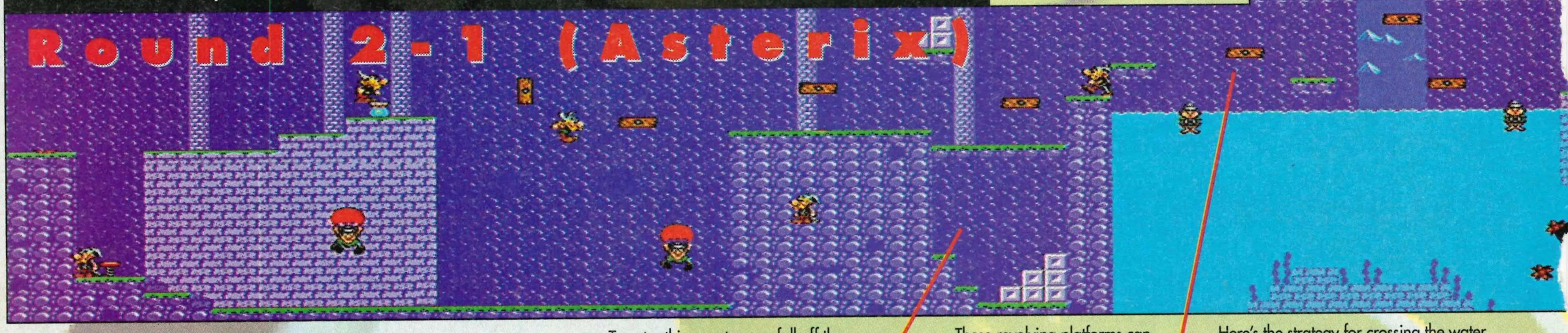


As soon as you land on this platform, leap to the right or you'll meet with a nasty end.

This is the first level in which you can actually choose the character you wish to control. The advantage of using Asterix is that he's small and can crawl through tiny gaps. On the minus side, he's a bit of a weed. Obelix, meanwhile, is large and strong and can destroy blocks with great ease. Obviously he isn't so hot at getting through the tighter squeezes. Normally you would have to decide which character is best suited for the task ahead. We've picked what we think are the best for each level. Note: very often the level for each character will look and play much different.

Here you are, high up in the air in yet another secret level. This one is easy to find and not very rewarding.

Round 2 - 1 (Asterix)

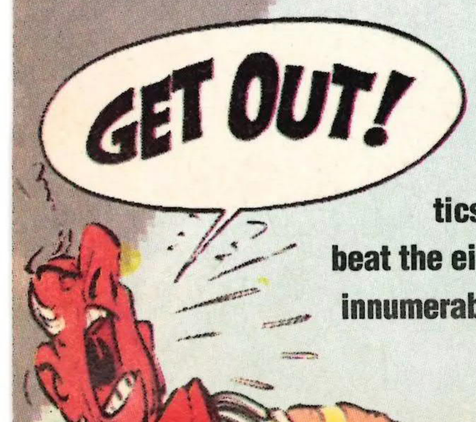


To enter this secret room, fall off the right-hand platform and keep pressing right and you should slide into the tunnel that leads you to the room

These revolving platforms can be a nuisance, so it's best to keep on the move and not try to stay on them for too long.

Here's the strategy for crossing the water. While standing on the ledge, throw a potion into the water. When it explodes it will cause a fountain. Stand on the fountain and throw another potion. Once a second fountain appears, walk onto it and continue the process until across the gap.

Sega's latest Master System challenge is an absolute corker. It's big, challenging and crammed with secret levels and alternative winning strategies. Furthermore, it contains Goscinny and Uderzo's cult comic characters, Asterix and Obelix (and Dogmatix, Getafix, Cacofonix, Vitalstatistix and the small clan of indomitable Gauls that still hold out against the Roman invaders). Packed into the next few pages are all the maps and winning tactics necessary to beat the eight levels and innumerable sub-levels.

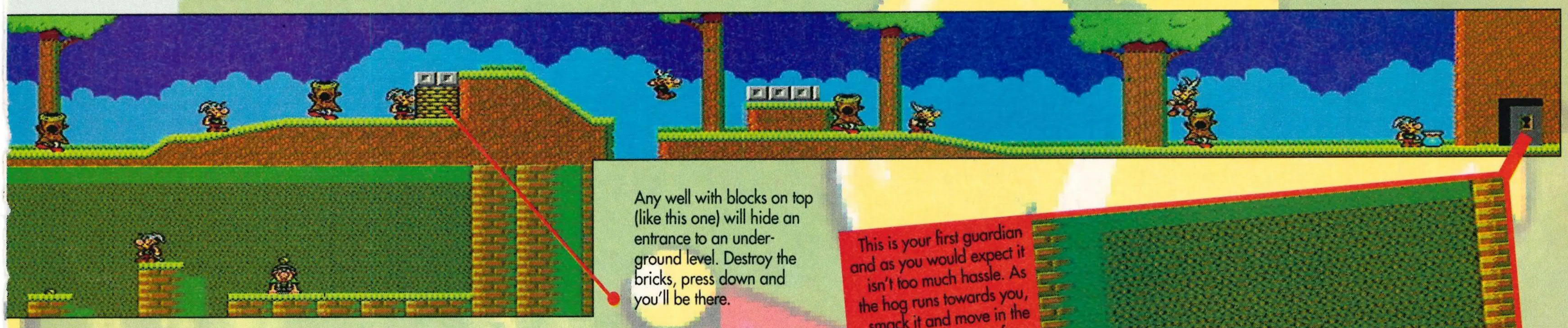


MASTER SYSTEM

SEGA ● £32.99 ● PLATFORM ADVENTURE

ASTERIX

Console AUGUST 1992

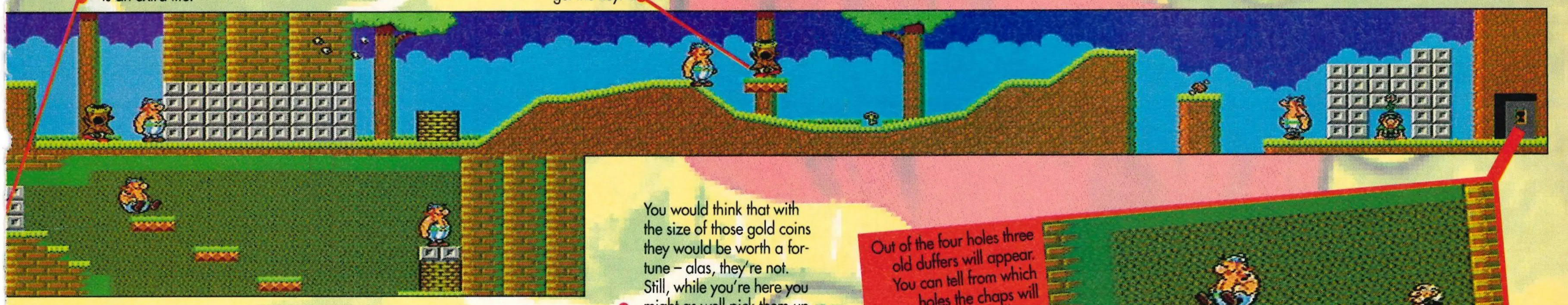


Any well with blocks on top (like this one) will hide an entrance to an underground level. Destroy the bricks, press down and you'll be there.

This is your first guardian and as you would expect it isn't too much hassle. As the hog runs towards you, smack it and move in the opposite direction a fraction so it doesn't catch you as it spins round to attack you again. Three hits and it's sausage meat.

This hat may not look like the latest item of headgear, and indeed it's not. Each of these is an extra life.

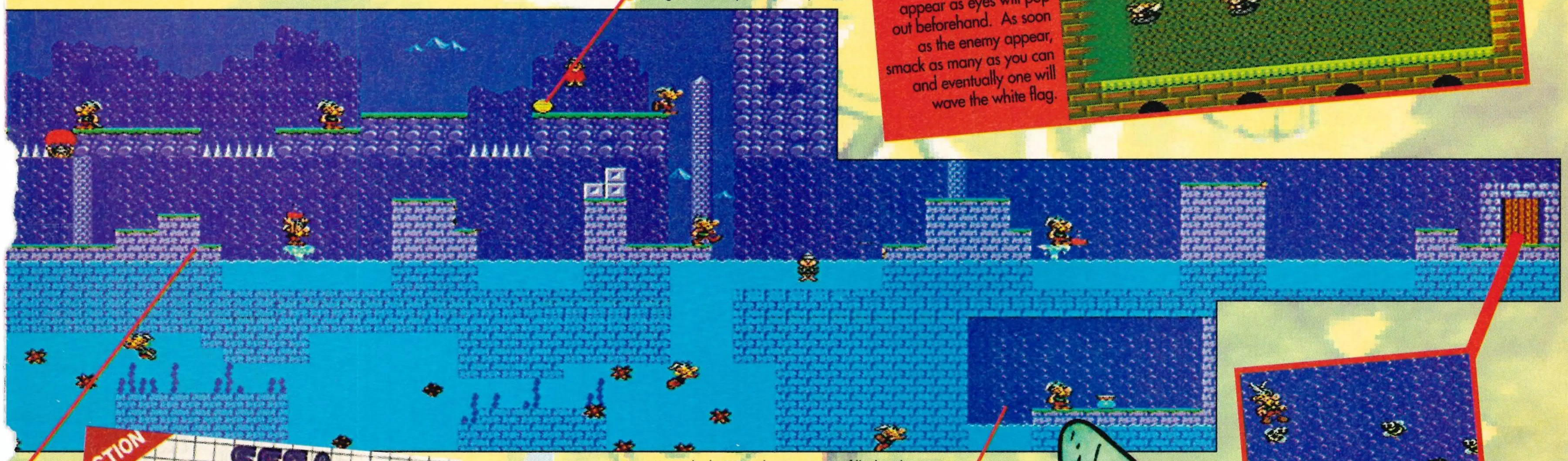
This guy's got a few problems; the main one being that he's wearing a tree, but don't let his insanity upset you. Smack him and get the key.



You would think that with the size of those gold coins they would be worth a fortune – alas, they're not. Still, while you're here you might as well pick them up.

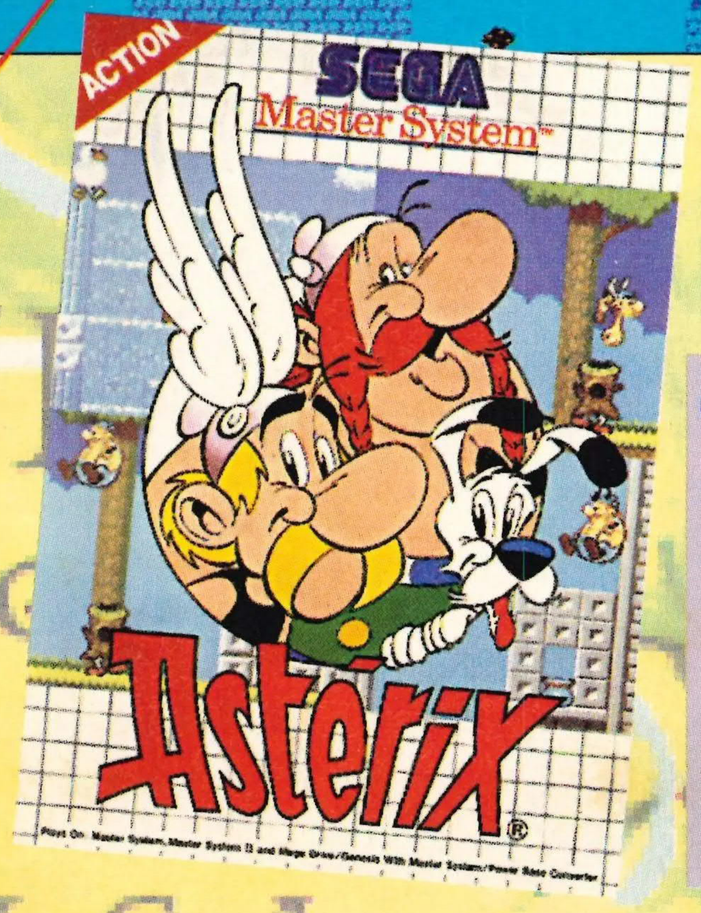
Out of the four holes three old duffers will appear. You can tell from which holes the chaps will appear as eyes will pop out beforehand. As soon as the enemy appear, smack as many as you can and eventually one will wave the white flag.





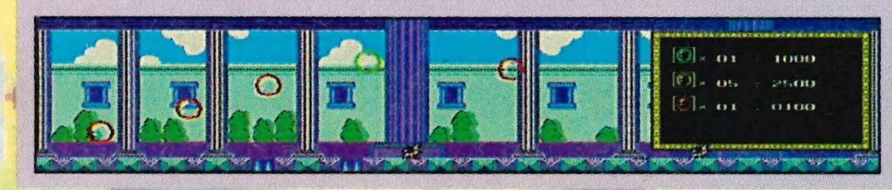
This guy isn't much of a problem; he'll stamp his feet for a while and then leap up in the air and land with a ground-shaking thud. When he lands run up to him and whack him. The bees will fly towards you but if you stay near the fat slob they should leave you alone.

Aren't you lucky? Two bonus rooms filled with goodies on the same level. This one will throw out loads of things like bones and extra lives, so it's the most useful. It's easy to get to as well. Go through the revolving stars and head for the bottom right of the screen and you'll find the tunnel.

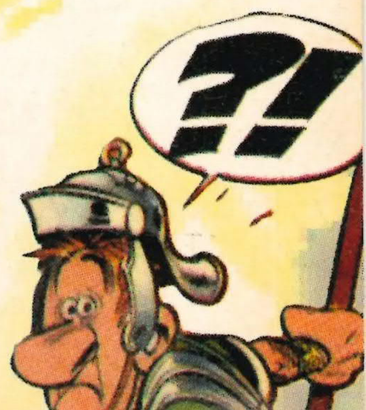


GIVING THE DOG A BONE

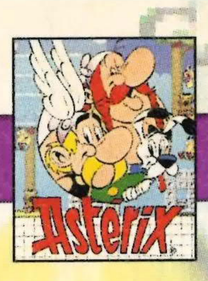
The bones you pick up have a use: collect 50 and Dogmatix takes over and heads for the bonus round. The object of this sub-game is to burst the bubbles by bouncing on them. The red ones need one bounce, the yellow ones need two and the green ones three. Burst all the bubbles and you get an extra bonus.

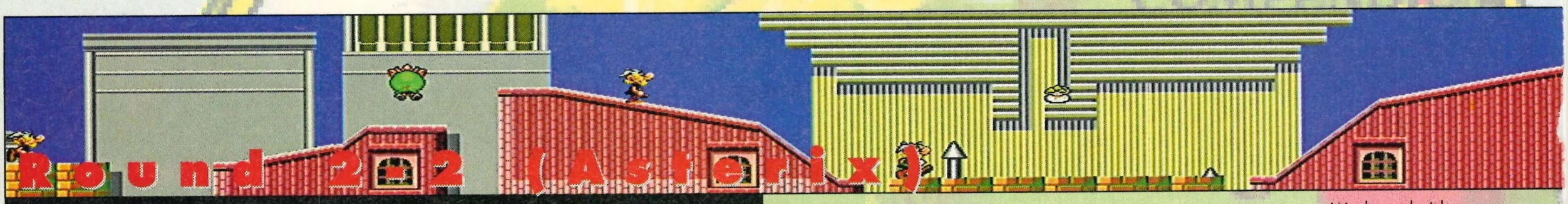






CONSOLE XS SOLUTION





Round 2-2 (Asterix)

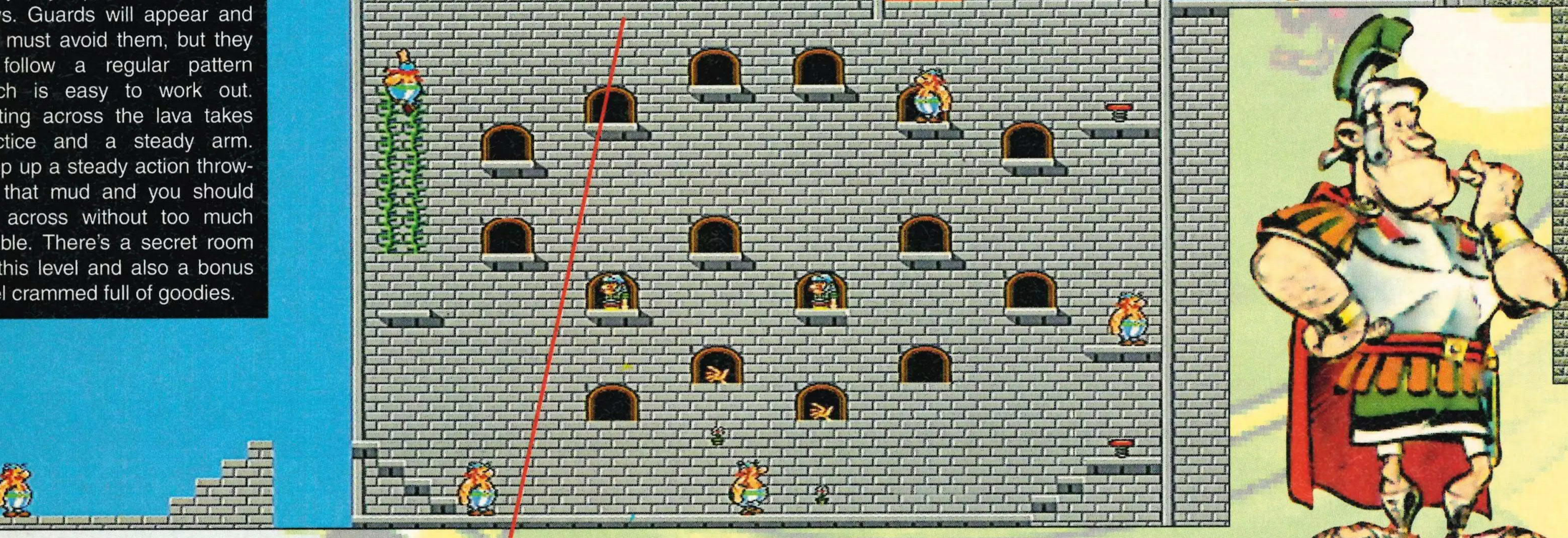
You can't afford to stay still for a second on this stage at it continuously scrolls from right to left. It's fairly short, but there are a couple of tricky parts that could catch you out if you're not prepared. The best character to choose for this level is Asterix as he's fast and nimble. It doesn't matter too much which character you choose as they can both complete it without too much trouble.

Watch you don't burn your toes – this lava's red hot. The trick is to throw the mud bombs just in front of you and take a small step forward. Continue this tactic until you can leap to

You'll pick up the important mud potion here. You've got an unlimited supply so lob those mud pies around.

Round 2-3 (Obelix)

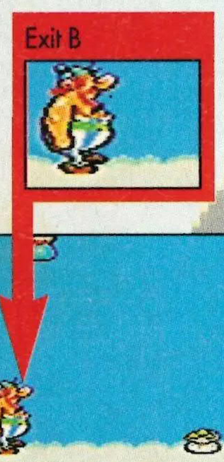
This level is huge. There are loads of blocks to smash later on, so the character most suited to the task is the mighty Obelix. The start is fairly simple: just jump across the windows. Guards will appear and you must avoid them, but they all follow a regular pattern which is easy to work out. Getting across the lava takes practice and a steady arm. Keep up a steady action throwing that mud and you should get across without too much trouble. There's a secret room on this level and also a bonus level crammed full of goodies.



Yeehah! It's free for all time again as you come to another one of those amazing bottomless pots that throw tons of goodies everywhere and all you've got to do is collect them.

This bonus level will give you lots of bones, food, coins and extra lives. Watch out for this guy as he'll throw lightning bolts at you.

All through the game there are breakable blocks. Always break them as you never know what you might find underneath.







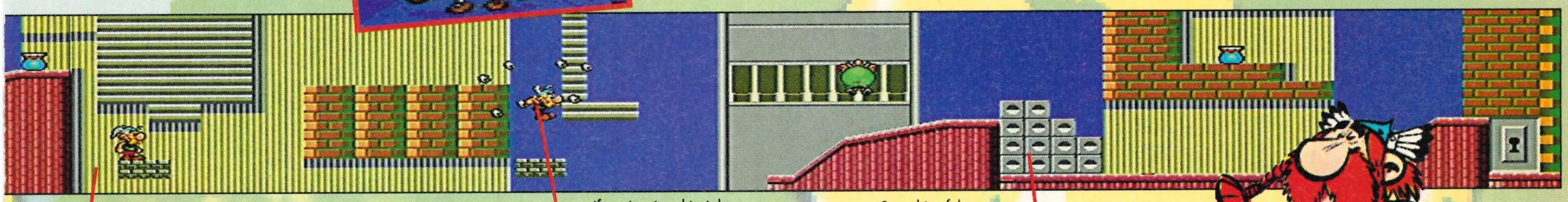
Round 3-1 (Asterix)

Although a short level, there are still a few surprises to be found. Beware of the snowmen; they're Roman guards in disguise. Also, you will be bombarded by huge snowballs which – if they land on you – will attach themselves to your head and the controls will become reversed for a few seconds. Towards the end of the level is an extra life just waiting to be grabbed, but beware as just in front of it is a huge chasm which must be jumped if you're to get the life. Again, in our opinion Asterix is the best guy for this level.

Ah, what a lovely snowman. Unfortunately these aren't so friendly. Be careful as you tend to blunder into them when you're trying to get out of the way of a large snowball.



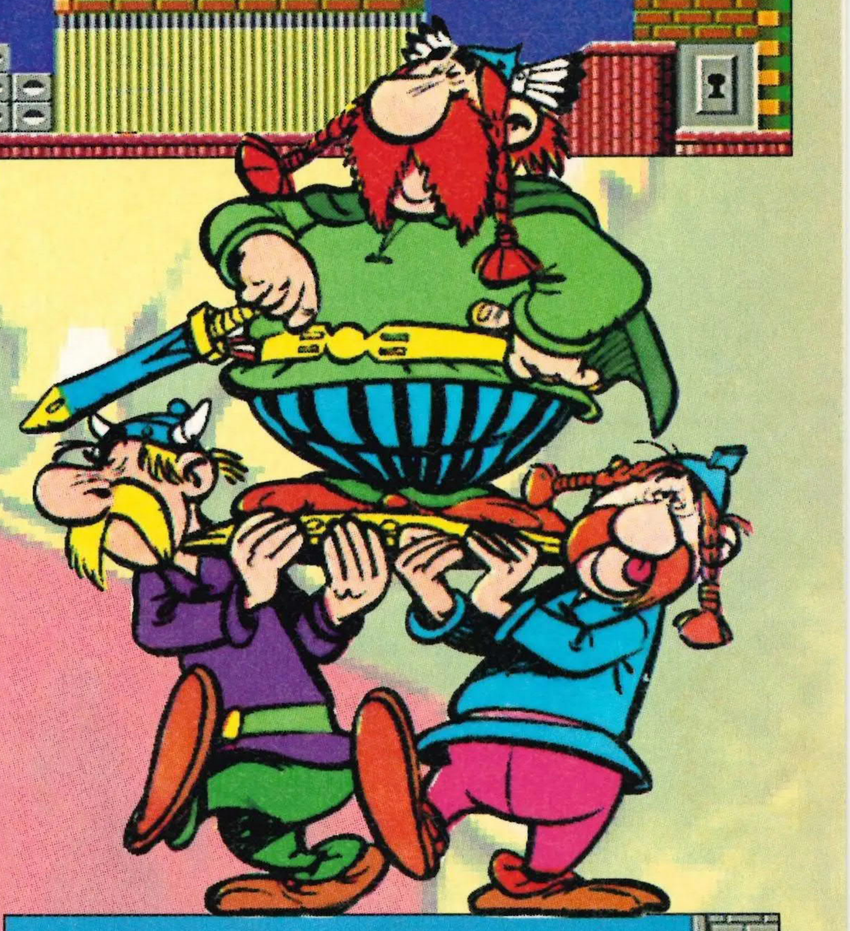




In order to complete this move you have to time your descent onto this platform perfectly. Wait until the screen is close to your back before dropping down.

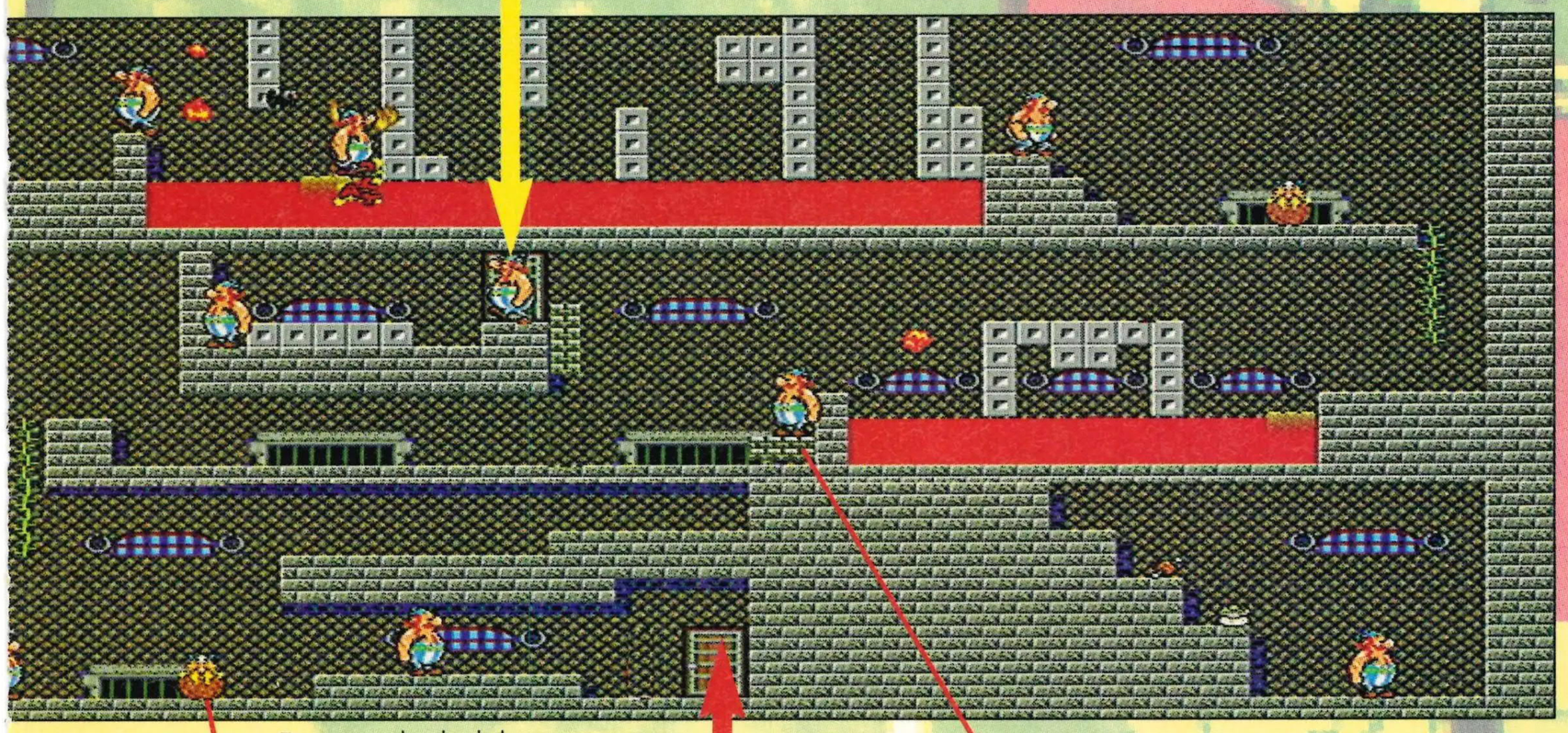
If you've timed it right you'll be able to blow these bricks and drop onto the platform with time to spare.

Speed is of the essence on this part of the level. Blow these blocks to make a path – be quick about it though.



Entrance A





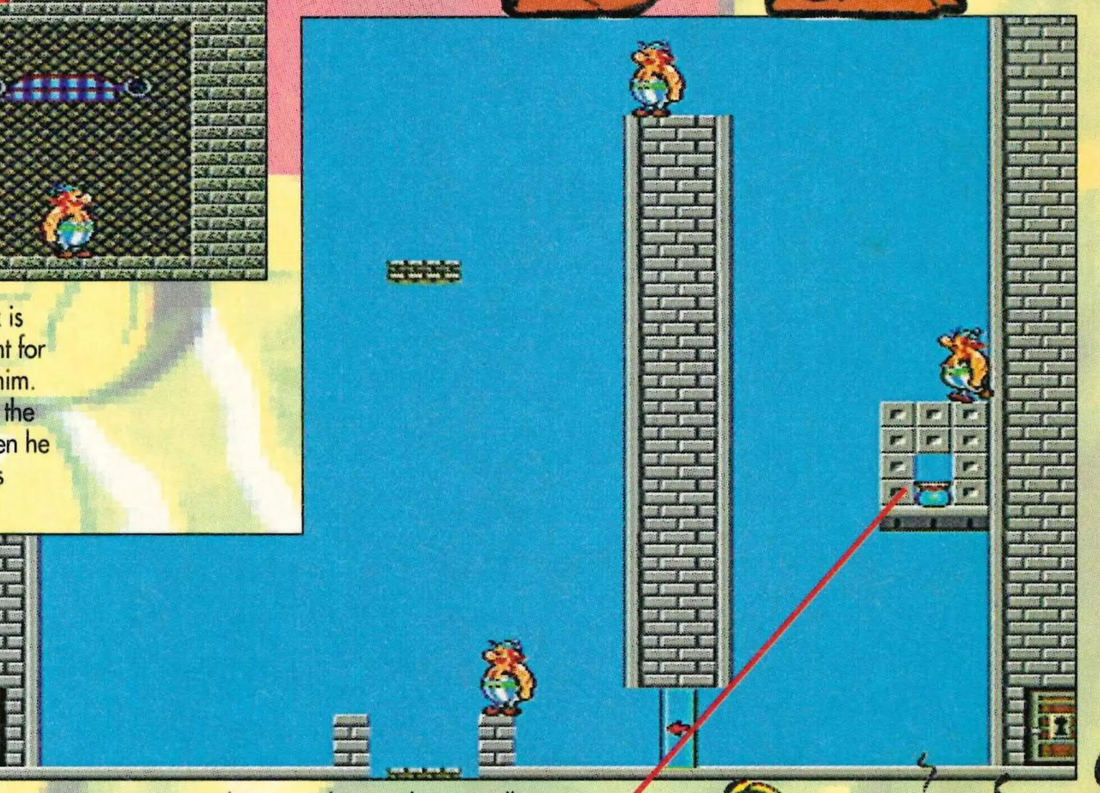
To get up to that that ledge and the secret room beyond, leap onto the little dude with one of your killer attacks and you should be thrown up to the ledge.

Entrance B



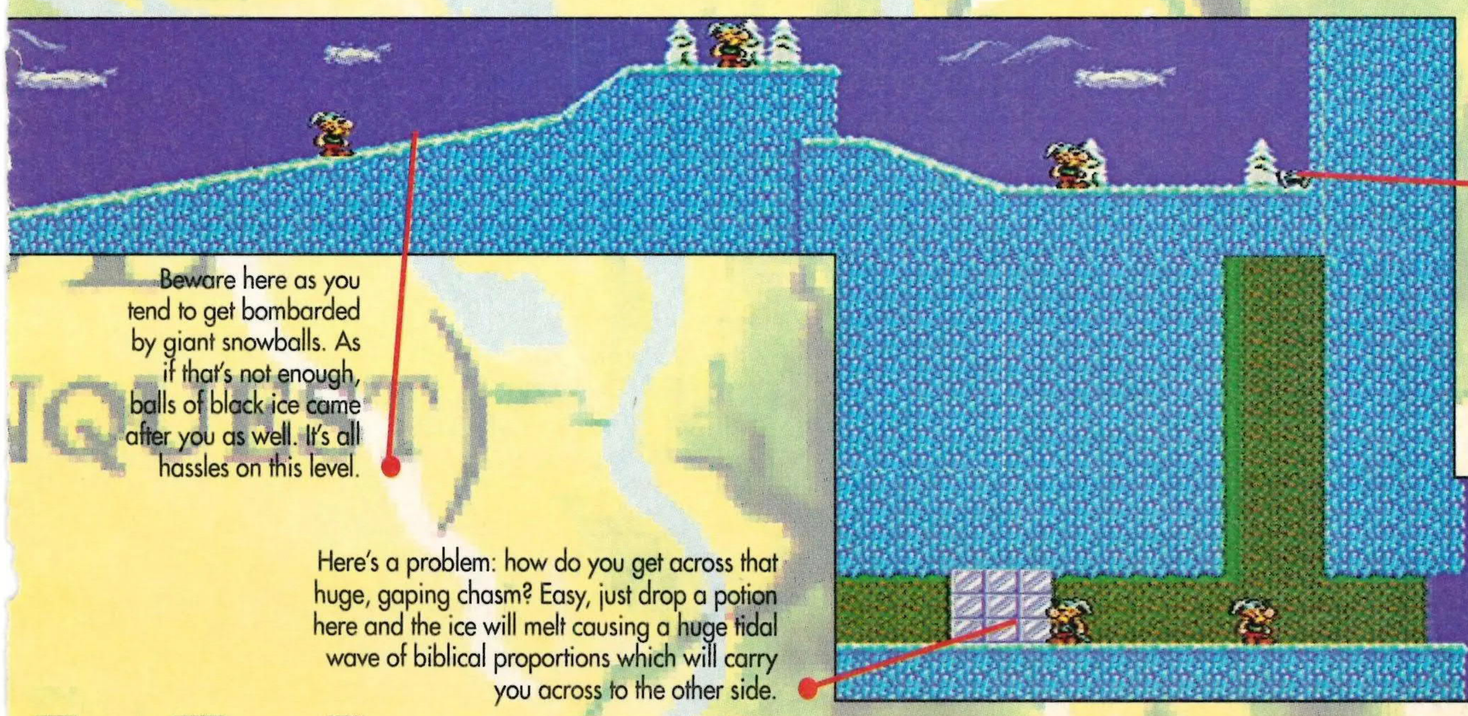
This object that Obelix is standing on is a weight for the door to the left of him. When he stands on it, the door goes up and when he steps off the door goes





In this pot is the one thing you'll need to get off this level once and for all. Yes, it's the key. Smash the bricks and you're there.

Exit A



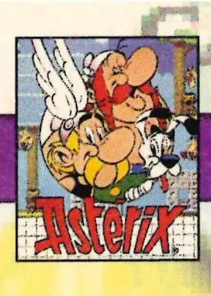
There's that juicy extra life just ready to be picked. To get it you'll have to leap across the pit. When you've got it then you can fall down the pit to continue with the level.

Beware here as you tend to get bombarded by giant snowballs. As if that's not enough, balls of black ice came after you as well. It's all hassles on this level.

And here you are, after all that huffing and puffing you're finally at the end of the level. Grab the key from the pot and go through the door.

Here's a problem: how do you get across that huge, gaping chasm? Easy, just drop a potion here and the ice will melt causing a huge tidal wave of biblical proportions which will carry you across to the other side.

CONSOLE XS SOLUTION



Round 3-2 (Obelix)



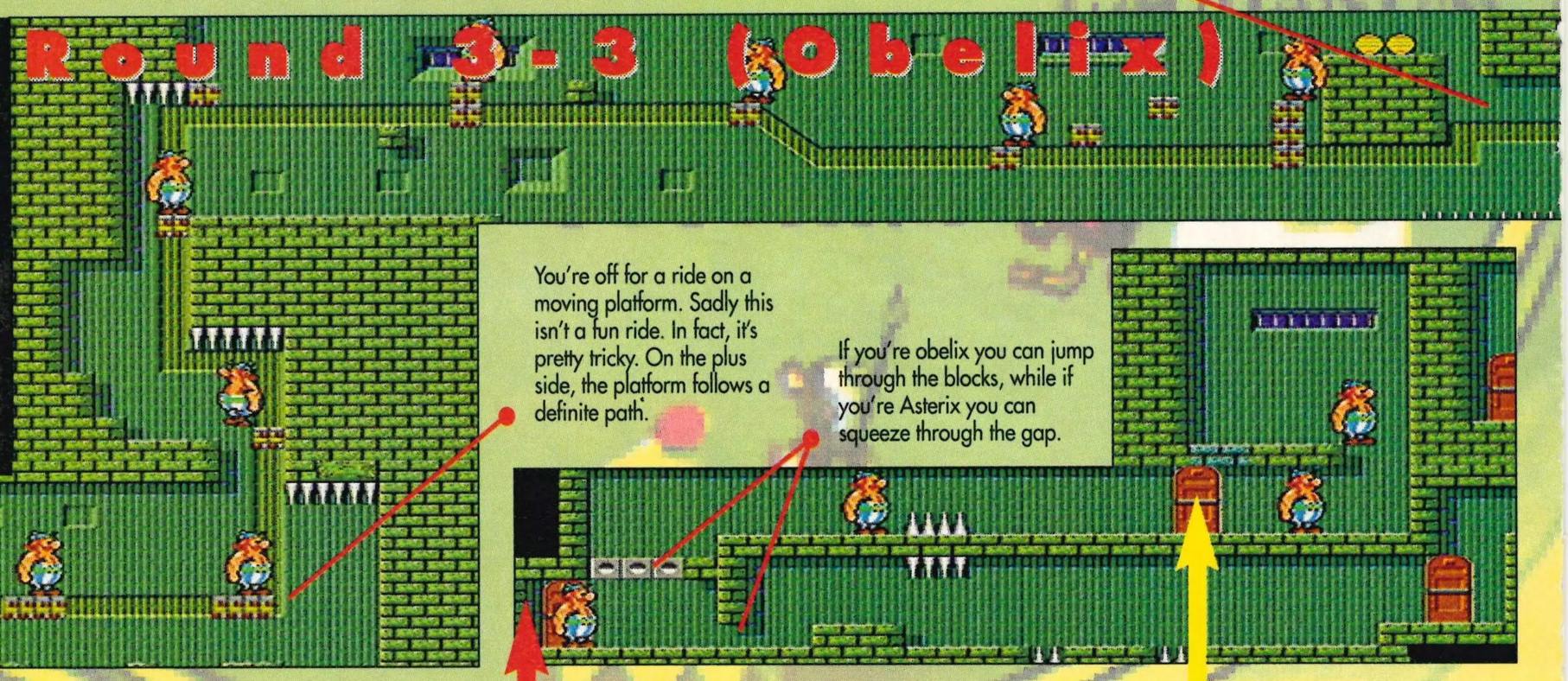
The ice and snow level continues. As you can see the snowmen are ever present. However, they've now been joined by some pretty nasty swordfish. As you progress across the icy paths the swordfish will leap up out of the water and try to destroy the block that you are standing on. The level is reasonably small and very easy, so don't fret as you should slide through this one. Because of the large amount of blocks in this level we've found Obelix to be the best guy for the job.

A large number of bricks here, but don't get too excited as there is very little of interest in this pile.

Once you've grabbed the gold coins drop down onto the platform. As soon as you land duck or you'll perish on the spikes below.

It's not a bad idea to try to smash as many of these bricks as possible as a few of them do contain some hidden treasures.

Round 3-3 (Obelix)



This isn't the friendliest of levels by any means. There are collapsing platforms and sharp spikes everywhere just waiting to deprive you of your lives. The first part of the level is a moving platform section. Easy enough apart for the fact that bits are trimmed off and added to the platform all the way through so much leaping on and off is called for. Both characters are more than capable of completing this level. In certain places blocks will need breaking to carry on and that is where Obelix comes in. Likewise there are gaps that only Asterix could squeeze through. Neither character can complete the level any easier than the other, so the choice is purely personal.

You're off for a ride on a moving platform. Sadly this isn't a fun ride. In fact, it's pretty tricky. On the plus side, the platform follows a definite path.

If you're obelix you can jump through the blocks, while if you're Asterix you can squeeze through the gap.

Exit A

Entrance B

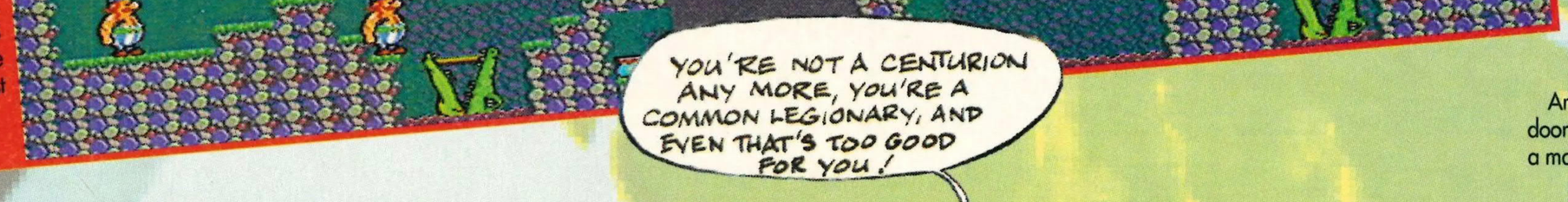
You'll have to do little hops to get across the mud otherwise you'll sink to its murky depths. In some cases there will be objects hidden in the mud, so go down to get them and then rapidly jump back up.

Round 4-1 (Obelix)



A strange level indeed. Check out the freaky guy in the pot; he'll jump up every now and again and throw a snake in your path. The snakes can be easily avoided. The small light blue pots contain transporters to secret levels. Unfortunately, the secret levels are disappointing and contain little but trouble for you. Use Obelix for this level as he works well and there aren't too many tight spots.

On this secret level you'll find the key that you will need to finish the level. It's located on the ledge in the small blue pot in the first mud pool.





Another weighted door; you should be a master at these by now so this one shouldn't be any problem to you.

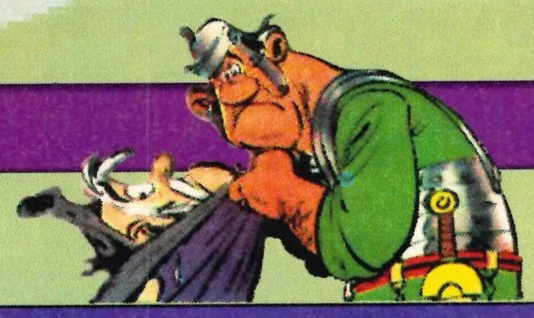
When you get to here wait and let the madman drop a hammer on you, duck, and the hammer should smash through the bricks allowing you to drop through.

To get past this stage, fall into the cannon and drop the potion. You'll be out before you know it.

This is a fairly tricky level but – thankfully – it's also very short. The course is different for each character and we found Asterix much the easier of the two for completing the level. The first part involves a mad dash across the numerous blocks while trying to avoid the madman forever dropping hammers on you. When you eventually get to the cannons, just drop an explosive potion in the cannon and that will catapult you high over any obstacle. Be especially careful on this level as hammers thrown at you will smash the very blocks you stand on.

Round 4-2 (Asterix)





You'll find a useful strength power-up here which should be just enough to see you to the end of the level.

This pot contains the very essence of fire itself; with this potion you'll be able to lay a trail of fire in front of you. Very handy for those stubborn ice blocks.

One of these pots contains a key, the other one is full of goodies. If you get the key first you lose the goodies. Unfortunately what's in the pots is random, so you might as well hit the first pot you come to.

Entrance A

Speed is of the essence here as the platforms fall quickly. A safer route is to go across the top and smash down through the three blocks above.

If you have selected Asterix you'll be able to crawl under here – there isn't an awful lot to find, so you're better off having the strength of Obelix.

This guy looks really mean, but he's a pussy. The only thing you'll have to watch out for is the snowballs that fall from the roof.

Exit B

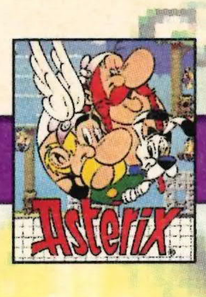
This isn't much of a secret level. In fact, there isn't anything of interest at all.

A weighted bridge; just leap onto it and then leap straight across to the other side. Finally, go up and over to the higher part of the level.

You avoid these leaf floaters by getting into the cannon to the left and flying right over the top.

Another cannon, hop in and blow yourself up to the cloud section. You'll find two pots up there.

CONSOLE XS SOLUTION



Behind this door you'll find one of the two exits. Through this one though you'll have to fight the very tough end-of-level guardian.



Arguably the biggest level of the game, but don't let that put you off as it's quite easy. There are a couple of tricky parts: the weighted platforms take patience as does the end-of-level guardian. There are a fair few extra lives to be picked up and they are all on this map, so make a note of where they are. There is a separate route for each character and they both have their problems and their advantages so the choice is personal.

These irritating punchballs shouldn't cause you a great deal of hassle. They all follow a strict pattern and that can easily be learnt.

Here's where the characters go their separate ways. Obelix goes up through the blocks while Asterix will go through the gap and down through the pot.

Round 4-3 (Asterix)



This extra life looks tempting, but it's impossible to collect and get out of the room before the door comes down and traps you.

An easy level up to a point. And that point is reached when you get to the spiders' webs. This section can prove extremely difficult and time consuming as a safe route must be worked out. Keep away from the spiders – if you can't, knock them away.

Round 5-3 (Obelix)



These webs are tricky. For the first couple, just jump on the platform as soon as you can. Later on it gets a bit harder. Just remember that the spiders can be knocked from their collective perches.

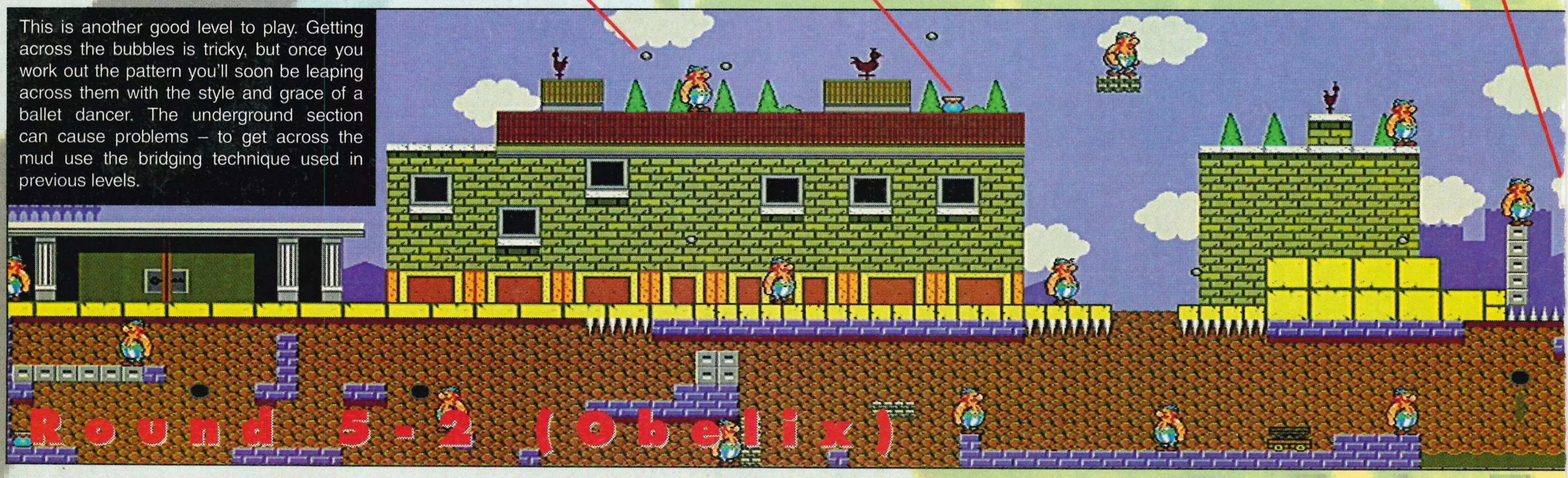
These pebbles are a real nuisance as they never stop until they fall through the bottom of the screen.

To reward you for all your hard work so far in the game, the programmer has very kindly put one of those goody pots that throw out lots of power-ups here.

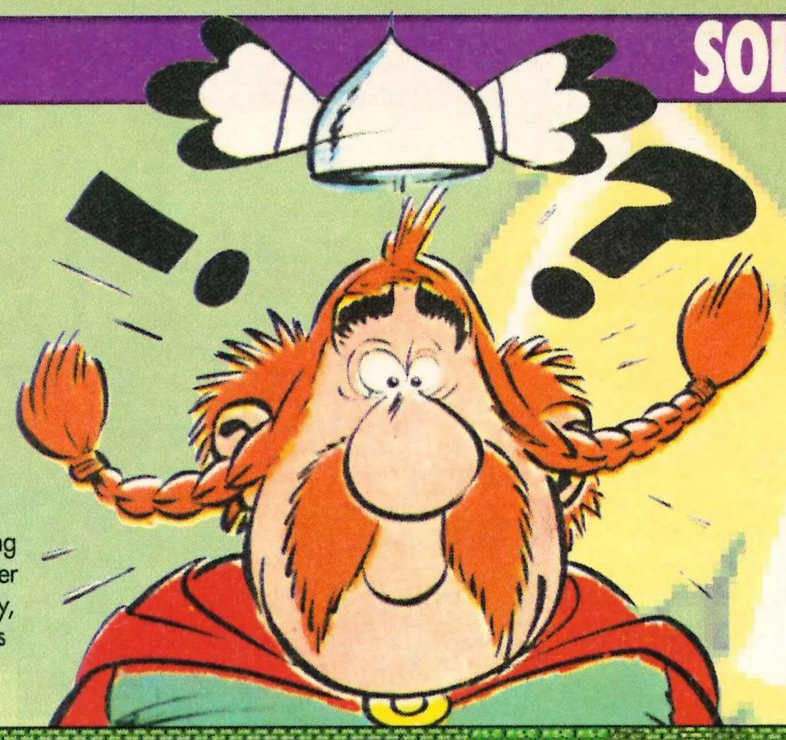
You shouldn't let these doors give you too much hassle. Wait until both of them fall and then just walk through. Don't worry about jumping over the gaps as you can just walk over them.

These bubbles may look light and you may look very fat, but surprisingly enough they will take your weight. It's best to wait until the bubbles are at a decent height as they will sink a bit when you stand on them.

This is another good level to play. Getting across the bubbles is tricky, but once you work out the pattern you'll soon be leaping across them with the style and grace of a ballet dancer. The underground section can cause problems – to get across the mud use the bridging technique used in previous levels.



Round 5-2 (Obelix)



Take care when going down these steps as for some unknown reason, flames shoot out between them. Again they follow a regular pattern so tread carefully.

These falling rocks cause a few problems as they will do anything to hinder your ascent to the upper section of the level. Unfortunately, they seem to fall randomly so it's best to just try to get up there as fast as possible.

This platform will collapse if you try to stand on it, so the method for getting through this little problem is to throw potions on to the platform and time it so they blow holes in the wall.

This is the much preferred exit out of the two because you by-pass the guardian and go straight on to the next level. Although it's trickier to get to, it makes good sense to chicken out and take the back door.

This guardian is quite a tricky fellow, he moves across the screen in a diagonal fashion and is supported by a rock on either side. Your best strategy is to get between the guy and the rock, and bounce on his head.

This bird carries the key that will get you off this level. After flying backwards and forwards a couple of times he'll swoop on you. When he's close, hit him and he'll drop the key in your lap.

To get the elusive key, you must springboard yourself up to the roof of the building. You can only get to the board by going via the bottom tunnel.

This magnificent door is the exit to the next level. As you can probably tell from the logo on the front, it's locked. Now where is that key?

This a small level and as such is nice and easy. Call it the calm before the storm. Keep your eyes open as there are goodies to be found. The secret room in the bottom left-hand corner of the level can easily be missed. It's quite difficult to get back out of the secret room but keep trying and you will be rewarded for your patience. There is a different lay-out for each character and after trying both we found Asterix to be the best for this level.



The key is around this area of the level, but to get it you're going to have to dodge this extremely fast boulder. It's very easy as long as you're in the places with the most headroom for jumping.

Here it is, the start of the level. And a very fun level it is too as you will discover.

CONSOLE XS SOLUTION



Asterix must have a large pair of lungs as he spends most of this level underwater. These spikes aren't too much of a problem, but you must keep a steady hand.

Here you are in the belly of the octopus. Among the slime and muck you'll find the key. Watch out for the revolting drops of green slime.

Round 6-1 (Asterix)

This level shouldn't challenge the brain cells too much. There are quite a few spikes on this level and with the screen fading in and out it sounds quite tricky. However, as the spikes stay onscreen even when the screen fades out you shouldn't have too many problems. This is another of those levels that has Asterix written all over it. About half way into the level you'll find a secret level – in the belly of an octopus. It's essential you enter the level as the all-important key is located there. Just take care as drops of slime fall from the ceiling.

In this level you control the platform. Moving left moves the platform left and vice versa. The trick is working out the best method of getting through the spikes.

If you head for this gap you will automatically be sucked into the stomach of the octopus. After wading through the sludge you will be passed through on the other side.

Forget about the extra life here, it's much too risky trying to get it without frying your feet.

The trick with these platforms is to leap when the platform is about to sink into the lava. When the platform starts to rise you should be in a position to be able to drop back onto it.

Phew! you've made it, but there's no time to rest here. You've got to get out quick before the lava rises too high.

Round 6-3 (Asterix)

We've had a lot of post sent in about this game and this seems to be the level where everybody gets stuck. It's tricky, but after practice you'll soon be flying through it. The secret of the first part is to keep on the move; try not to stay still for a second. The speed of Asterix makes him ideal for both sections of this level. The second part is the section that seems to cause the most headaches. The platform moves in a diagonal pattern and the idea is to manipulate the one you're on both backwards and forwards so that it avoids the lethal spikes. Of course, you've also got to keep your balance else you'll be fried. Sounds tricky, but with practice it can be mastered.

Swimming isn't a major problem for the chosen character. The fading in and out of the screen might be though, so try to be in a safe area when the screen starts fading out.

Another of those pick a pot choices. One has the key while the other is chock-a-block full of riches. As usual, the choice is random so good luck.

Although it isn't shown, this is where you'll pick up the key. Speed is essential as you have to get back on the platform in time for it to take you across the large gap.

Just as lives are getting scarce, you bump into a secret room full of lovely booty including that all important extra life.

If you're heading for a spike just leap over it and you should be able to catch the platform on the other side.

These spikes are lethal, one touch from these and you'll lose the platform.

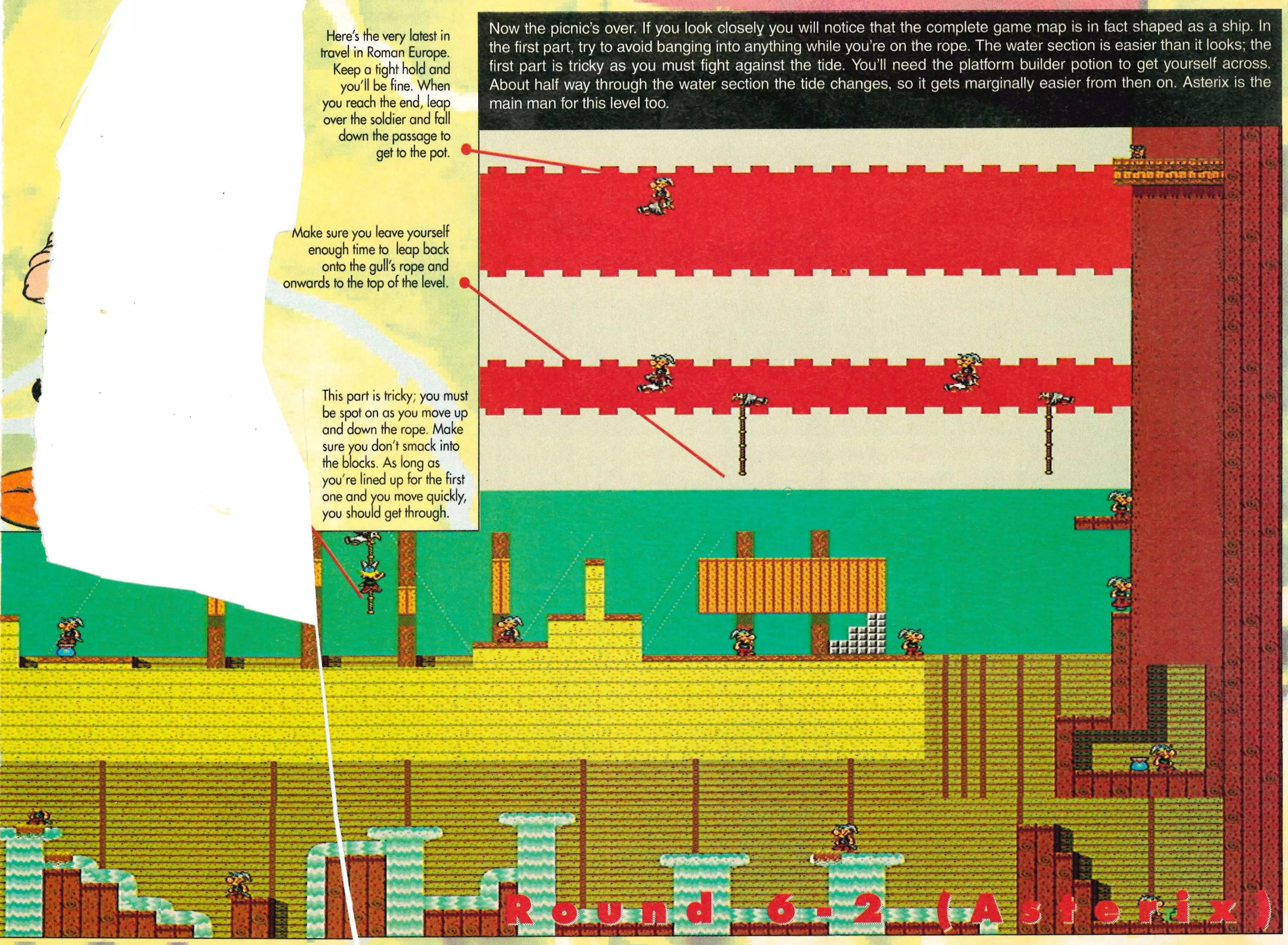


Now the picnic's over. If you look closely you will notice that the complete game map is in fact shaped as a ship. In the first part, try to avoid banging into anything while you're on the rope. The water section is easier than it looks; the first part is tricky as you must fight against the tide. You'll need the platform builder potion to get yourself across. About half way through the water section the tide changes, so it gets marginally easier from then on. Asterix is the main man for this level too.

Here's the very latest in travel in Roman Europe. Keep a tight hold and you'll be fine. When you reach the end, leap over the soldier and fall down the passage to get to the pot.

Make sure you leave yourself enough time to leap back onto the gull's rope and onwards to the top of the level.

This part is tricky; you must be spot on as you move up and down the rope. Make sure you don't smack into the blocks. As long as you're lined up for the first one and you move quickly, you should get through.



Round 6-2 (Asterix)

Round 7-1 (Obelix)

The end is near and the action starts to hot up. You shouldn't have any problem completing the next couple of sub-levels though. On this one, keep an eye out for the cactus men who have an irritating habit of popping up all over the place. The secret level on this round can be found by jumping on the hidden spring behind the second tree from the left side.

Round 7-2 (Obelix)

This is another of those levels that offers a different route depending which character you choose to control. As you can see, at the start Obelix can go up through the blocks while Asterix can squeeze through the tight gap on the platform above. Out of the two characters, Obelix is a safer and far more enjoyable character to choose. The level itself is no great sweat-maker. The fire spewing statues are a nuisance, but as long as you stay out of their way you'll be fine. Don't stumble around too much when you get to the dark section as you're liable to bump into something nasty or fall down something nastier Use the fireballs whenever you want to move anywhere in this section as the immediate area becomes illuminated.



This is the very last sub-level and, as you might expect, it's also the toughest. There are a multitude of tiny platforms that you have to leap onto and numerous spikes to avoid. Although the level looks difficult at first, with practice and determination you'll soon crack it. Just study the maps for the best route across the various platforms. The main problem with this level is not knowing what's around the corner. With the maps this won't be a problem. We've chosen Asterix for this level – mainly for his speed and small size. There are some awfully tight squeezes which – although Obelix could achieve – Asterix can get through far quicker and easier.

Round 7-3 (Asterix)

More of those spikes that look really painful, and are if they make contact. However, they can b easily negotiated.

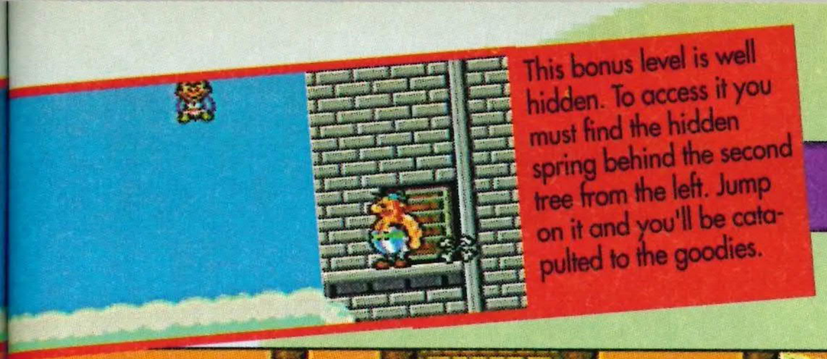
Eeek! It's another one of those revolting moving platforms, but worry not as it's not that difficult. Just look ahead and work out the route.

Although it's pretty well hidden, this is the route to the very last secret room – and a fairly dull room it is too.

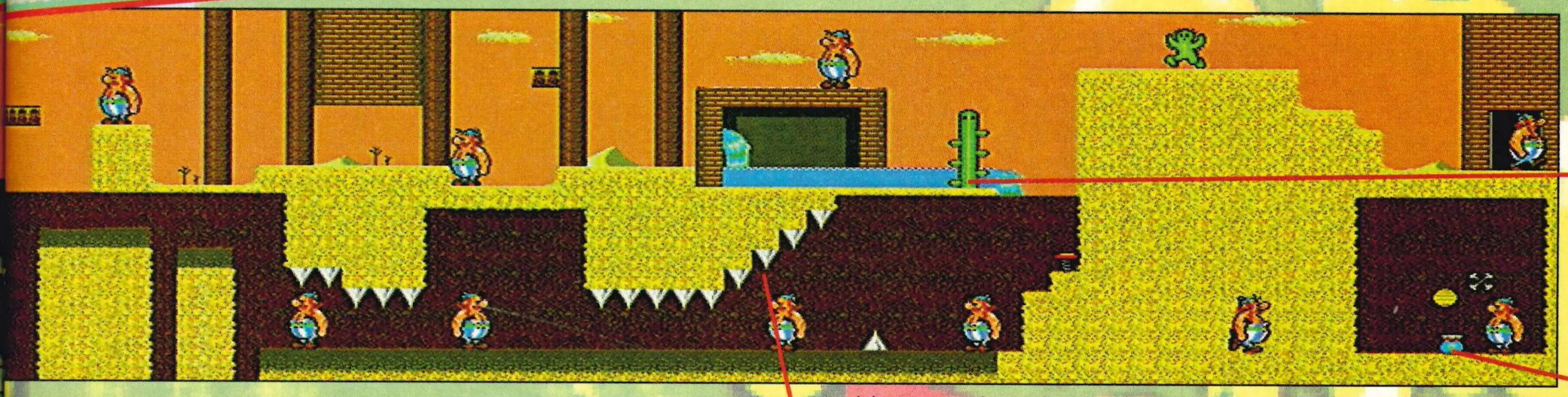
As you walk along these blocks will fall down in front of you to enable you to continue walking to the end. Careful though as it's easy to fall off them.

Again, watch your step. Don't be in too much of a hurry as you might miss the falling blocks and plummet to your

the levels as they contain anything from life-saving energy to extra lives.



This bonus level is well hidden. To access it you must find the hidden spring behind the second tree from the left. Jump on it and you'll be catapulted to the goodies.



Knock the block out on the bottom of the picture and the water will pour through, causing the cactus plant to grow. In this way you'll be able to jump onto the plant and then onto the next platform.

It's another one of those goodie pots. Grab all you can and leave with your arms full of bounty.

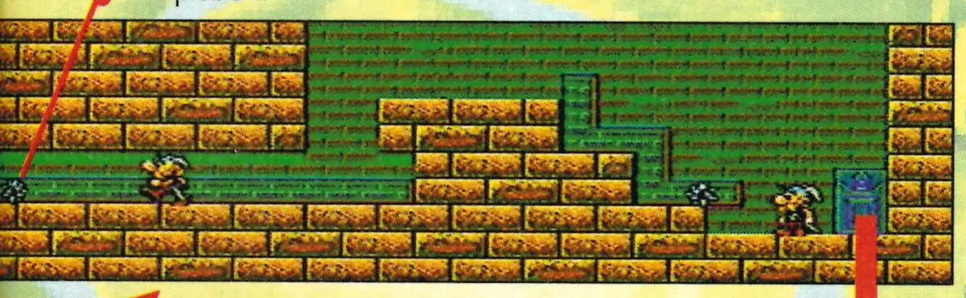
Slide to get past these rather imposing spikes. You have to master the art of jumping, crouching and then – while crouching – sliding underneath them to safety.

It's lights out in this area. This isn't the best place to stumble around in the darkness as there are spikes popping up everywhere. Throw a fireball to light up the room.

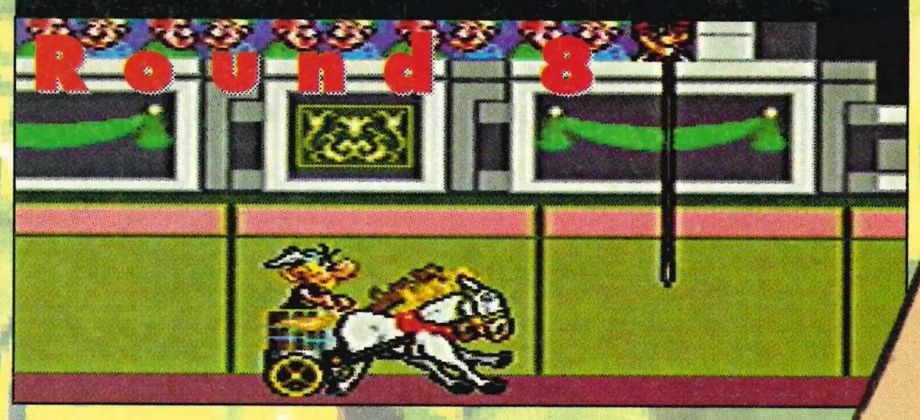


Yet another secret room. The location of this one is fairly obvious as the brick pattern is different to the standard fare masonry.

These spikes may look mean, but don't let them break you out in a sweat. Just follow their path and match your speed to theirs. No problem.



This is it! After all that slaving away you're on the last level. But don't panic, it isn't strictly a level, but a bonus round. Watch out for the spikes that try to end your journey. When you see Getafix, jump out of the chariot and the end game sequence will start. Congratulations! It was worth it.





Even closer to the end and you face a dilemma. Which pot do you go for? This one...

...or this one? One of them contains a horrible monster that will land on your head and eat your brains. Unfortunately there is no way of telling which is which as it's always random. You could say you'll have to rely on pot luck!

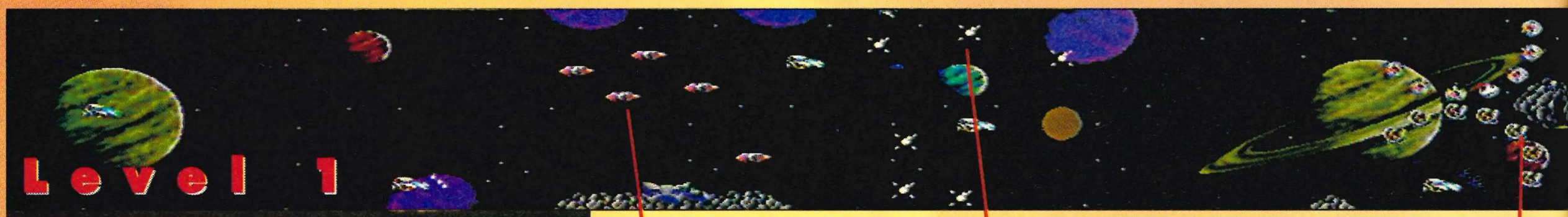
This is the one that you want. There is no random element involved at all, so it's the middle door for every game that you will play.



It's one of those spikey things again. Take care: you really don't want to blow it now that you've got to this stage.

Hmmm, a choice of doors. Which one should you go for? Well, you don't want this one as it will transport you two sub levels back. And you certainly don't want the door to the very far right as that will take you back to the last sub level. That means, there can be only one...





Level 1

The first stage isn't exactly the most testing that you will ever encounter, yet it still contains its fair share of bloodthirsty aliens. Many of the attacking hordes can be destroyed with one well timed super shot – hold down the fire button so that the bar at the foot of the screen fills up twice, then release to send out this destructive beam. Also, make sure that you grab the essential power-ups.

A few well placed shots will deal with the initial batch of aliens.

Watch out for the falling mines! Shoot the first few at the top of the screen as they appear, then make a dash past.

These rotating alien formations should pose few problems if you use another super shot when they form a barrier in front of you.



Level 2

The second level is identical to the first level of the arcade game, so the coin-op connoisseurs should have a pretty good idea of what's in store. Throughout the whole level you will be confronted by numerous small robots. These only take a hit or two to disperse of, but you will need to be quick since, if you are surrounded by them, you will have a tough time getting out alive. Using a full power super shot will help somewhat, since it is very effective against the simple formations used by the aliens. Don't get complacent just yet, though – it gets tougher further in...

Your weapon pod can prove useful in offense too – shoot it out towards the oncoming aliens and keep shooting.

Once you have dealt with the first batch of aliens, go for the bases that they are coming from.

As you are going through this small gap, continuously let off normal super shots to destroy the robots leaping up at you.

Keep your distance here – once you have shot the fish it goes crashing towards the ground, and could still destroy your craft.

To successfully negotiate these falls, push up and right – this will both counteract the current and allow you to get through quickly.



Level 3

Orange fish-like creatures crash down around your ship on the relatively dangerous third level. You will need to be careful when flying trough waterfalls – the water current may force you into a fatal crash into the ground. Other amphibious aliens abound throughout, including some fossil-like creatures that drop on top of you as you fly past. Get close to the ceiling and blast them with your super shots to keep them at bay.



Be sure to shoot these aliens before they hit a wall – if they make contact with a solid surface they will split into two, spelling double trouble for you.

Although these crabs aren't the itchy type, they still pose a few problems. Shoot the bases to halt their onslaught.

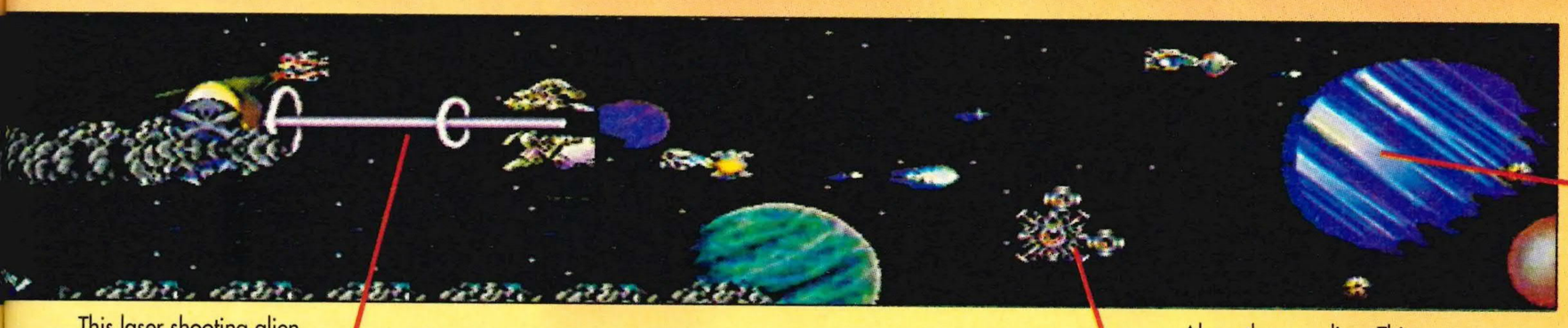
This blue crab is a little tougher than its smaller cousins. Not only does it shoot lasers at you, but it also fires out fossil-like creatures. Try to collect the ricochet shots from earlier in the stage, then stay at the top of the screen and attack with full super shots.

In the golden age of arcade games, just as Konami were releasing *Nemesis* and *Life Force*, *R-Type* made its coin-op debut, and caused a stir. It has appeared on countless other systems with limited success, but now it's come home – literally – to a machine that was made for such classic games. The Super NES version, aptly named *Super R-Type* perfectly captures the playability and diverse challenge of the original. With seven action packed levels and a plethora of resourceful aliens, the game is tough and testing for even the most experienced shoot-'em-up fanatic. The idea, in case you've missed out, is simply to shoot everything that passes your gun sights. Levels are diverse and just get tougher the further you progress, but nothing is too tricky for the Console XS team... over the next four pages you'll find all seven levels laid bare and an essential level-skip game-buster for the occasions when the game gets too challenging.

SUPER NES

NINTENDO ● £39.99 ● SHOOT-'EM-UP

SUPER R-TYPE



You've come to the end of the first level... not so bad is it? Don't get complacent though; what lies ahead is far more challenging.

This laser shooting alien can be easily destroyed with a full power super shot in its face at point blank range.

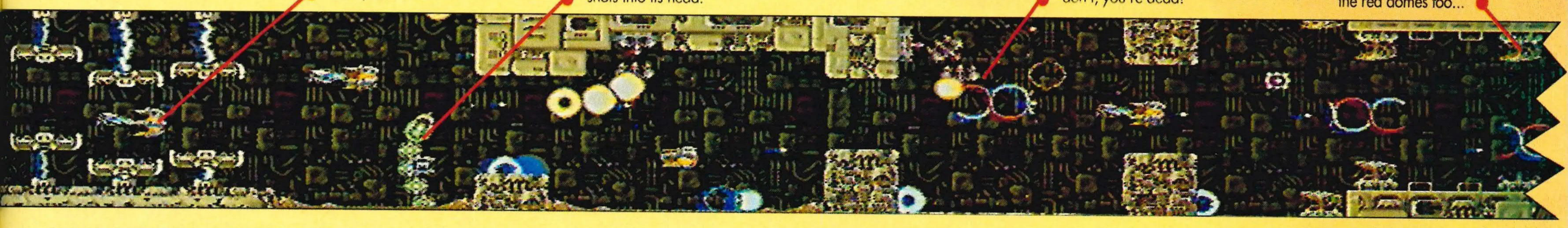
Take out the gun turrets on these lifts before attempting to fly through them. Missiles or the ricocheting beams prove useful, so if you've got them, use them.

As soon as the giant serpent appears, rapidly fire super shots into its head.

Aha – the guardian. This one has four small pods that are attached to it; shoot these first, then concentrate your super shots on the main body of the alien.

Different shots are more effective on different aliens. You'll find out pretty quickly which ones work best – if you don't, you're dead!

These robots scurry across the ceiling and floor. Either take them out first at the top then the bottom, or start firing full power super shots as soon as they appear on screen. Destroy the red domes too...



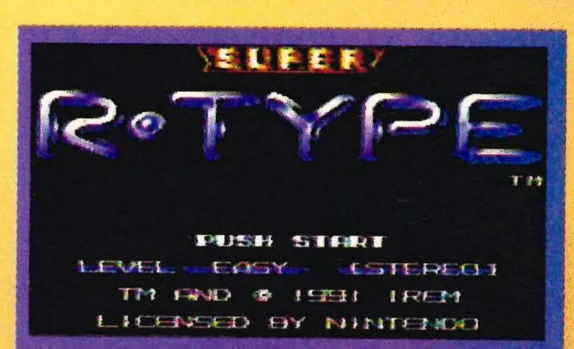


The guardian of level two has a big mouth that needs filling. As soon as it opens, fire rapidly into it, then retreat to the back of the screen to avoid the beams emitted by its eyes. Repeat.





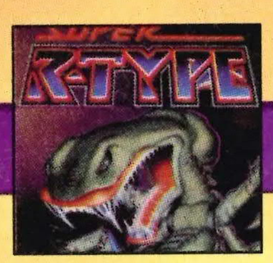
The third guardian looks like a reject from the Aliens movie, yet it still makes for a tough opponent. You can shoot the snakes in the body to make them retract into the alien, but your main target is the green head that appears from time to time. The best tactic to employ is to stay in a central position and allowing your ricochet beams to do the hard work. When the vulnerable head appears, blast it at point blank range with a powerful super shot.



GAME BUSTER

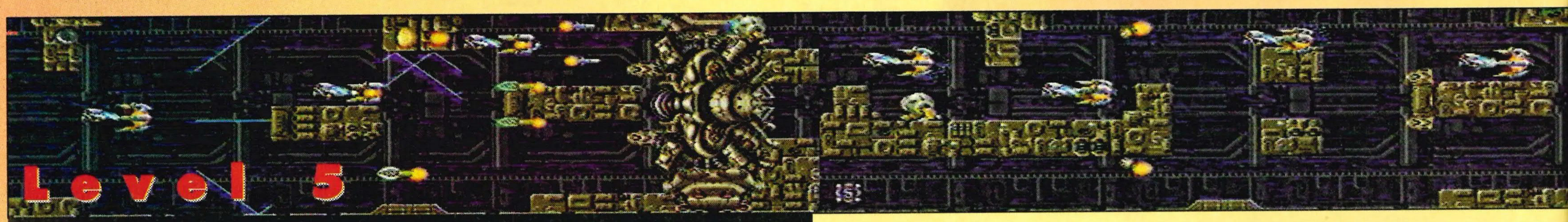
On the title screen, press R once and UP nine times, and then start the game. During play, pause the game then press R, A and START simultaneously, and a number will appear in the bottom left corner. Change the number using UP and DOWN, then START to resume play on that stage number.

CONSOLE XS SOLUTION

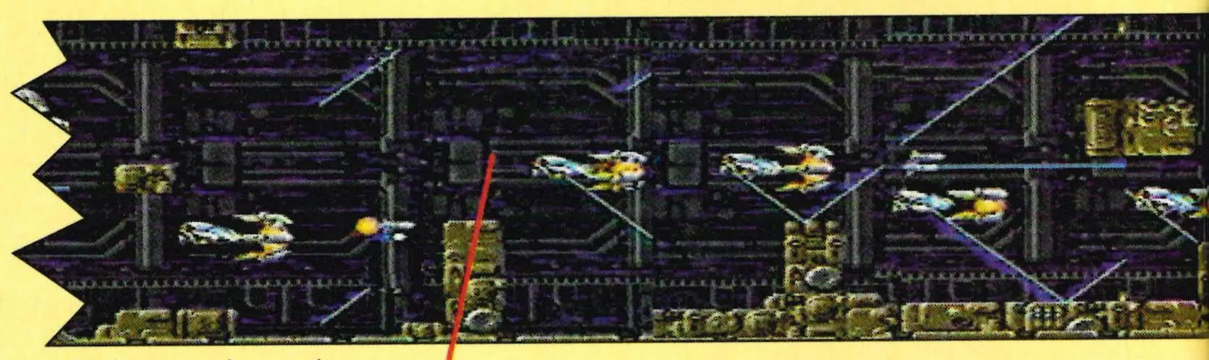


The fourth stage is made up of just one enormous alien space ship which has countless defenses and some well-hidden weapon pods. Your main target is the thrusters, which can be simply taken out with a super shot or – if you're feeling a bit of a pacifist – you could try flying past once it has shot out its flames. Whatever you do, be careful not to get your fingers (or anything else) burnt. Take care as the giant ship will move down the screen and can trap you. Other than that, it's simply a matter of blasting away at the many gun turrets and aliens that defend the ship.

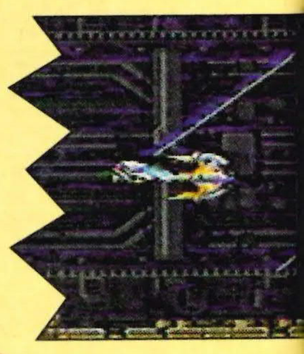




Before you actually reach the guardian, you have to travel through a section full of nasty little aliens. Your main adversaries are the cogs that suddenly turn into wheels when shot at – you can, however, fool them by eliminating a complete group with a super shot. There are also a number of deadly cannons that continuously shoot forward – use both the ricochet laser beam and a super shot at full power to disperse of them. As well as contending with the many aliens, you will also have to deal with the moving walls. Keep one eye on the right side of the screen and anticipate any movements by entering the passage that it has created. Finally, there are many hidden traps, such as fighter bays, that are only revealed as you approach. To destroy them stay close to the ground and keep blasting.



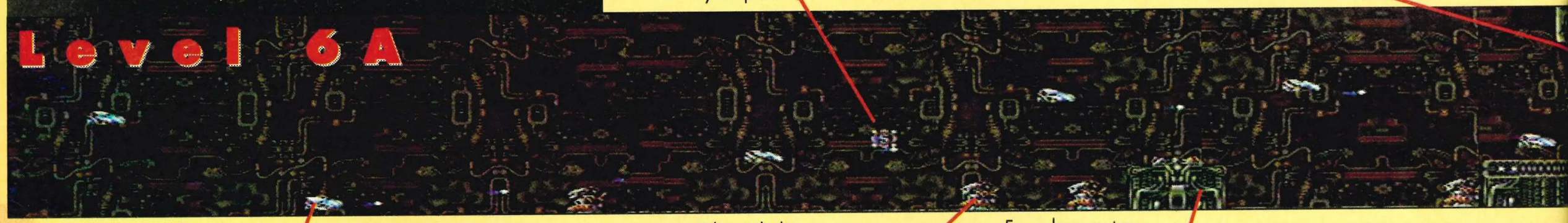
Your battle against the guardian will take you across countless screens, many of which contain various weapon pods. Make sure that you get the missiles and a powerful weapon, then blast the guardian (displayed on the map above) in the centre eye when it opens.



If you fancy a bath, this steaming river isn't recommended. One touch and you're toast.

The penultimate stage features a number of robots. Although they can be easily dealt with, you need to be careful not to let them multiply too rapidly. The same goes for the fighters that appear from the bases – shoot these bases before the fighters actually appear, and the task becomes a little less exacting. The other thing to watch out for is any gap at the top of the screen. As you pass robots are likely to fall out, threatening to fall right into you and end your aspirations of success. Hold back a little to see if any aliens are intent on attacking; if they are, let them have it with a super shot or two.

Pick up any icons that float by as they will invariably increase your status. This one, for instance, will boost your speed.

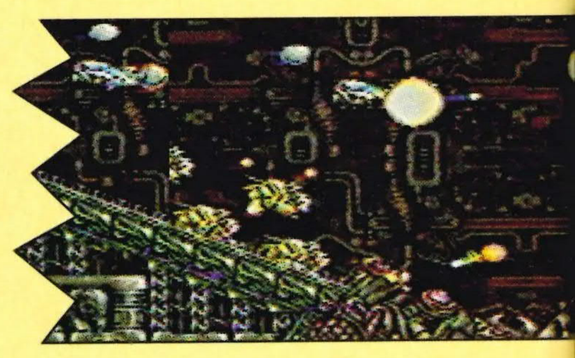


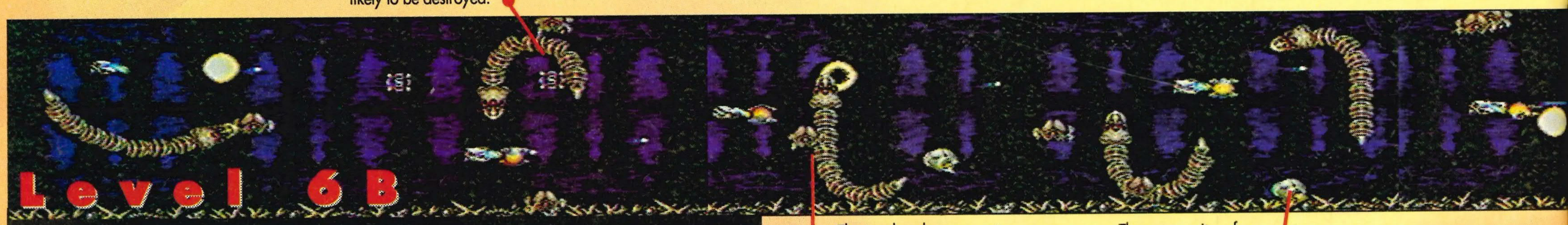
You're in a greatly weakened state without your nose attachment. At this stage of the game it's imperative you get the apparatus as soon as possible – and hang on to it once you've got it.

Power-ups litter this part of the level – unfortunately there is so much going on and so much to avoid, that if you attempt to go for the power-ups you're likely to be destroyed.

Take out the bases as quickly as possible as there will be no exit from which the aliens can attack you.

Everywhere you turn there will be some hideous alien or weapon trained on you. You can't hide, so you've got to fire and forget.



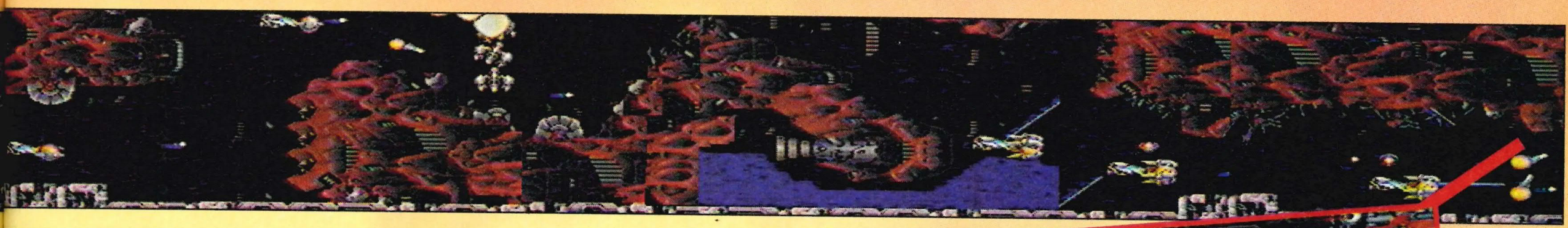


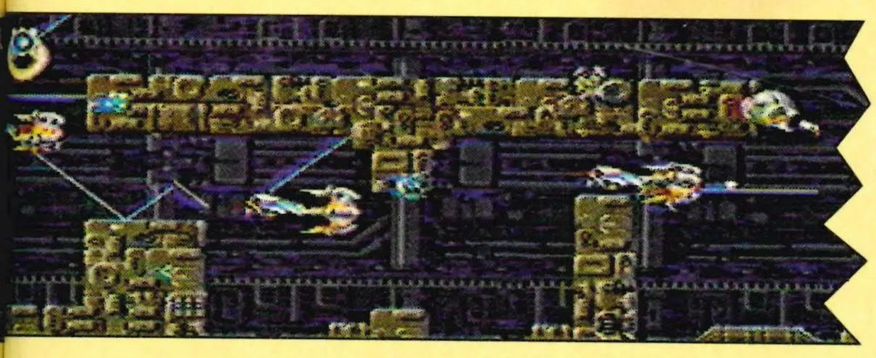
The final level – the end is in sight. First, though, you will have to fight your way past the sand snakes, scorpions and crabs. The snakes can be destroyed, but it's probably best to concentrate on avoiding them and blasting the crabs instead. Your main problem with the yellow scorpions is that they take a number of hits to destroy and they also have this vicious habit of attacking from behind, which could have some rather nasty and messy consequences! If you are a little low on the weapons front, you should be able to find a few pods amongst the sand snakes, so make sure that you grab them. Once past the sand snakes, you'll pass through a tunnel in which everything seems to close in on you. And then you meet the final master end-of-level guardian. Be prepared.

The sand snakes are nasty pieces of work and, although you can destroy them with well placed shots into the head, it's best to keep out of their way altogether.

There are quite a few weapon pods, so make sure that you hit the aliens which allows you to collect

These scorpions carry quite a sting in their tail. Shoot them rapidly – either with your normal weapon or, if you have enough time, with super shots.

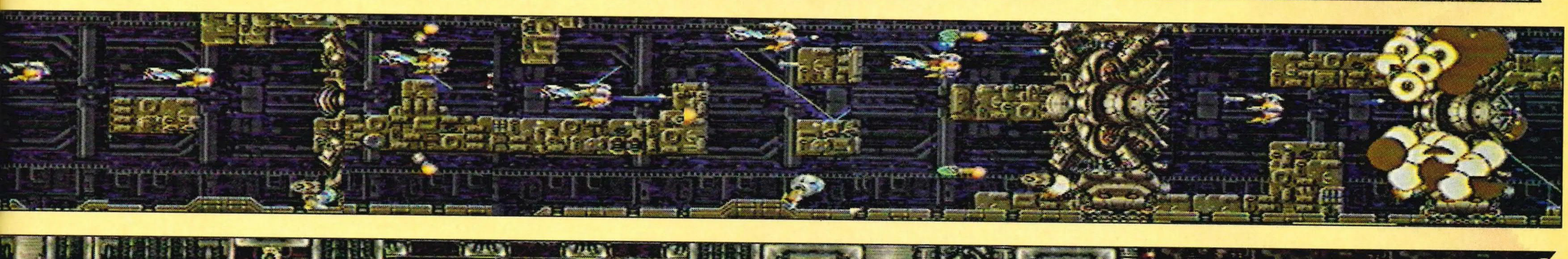




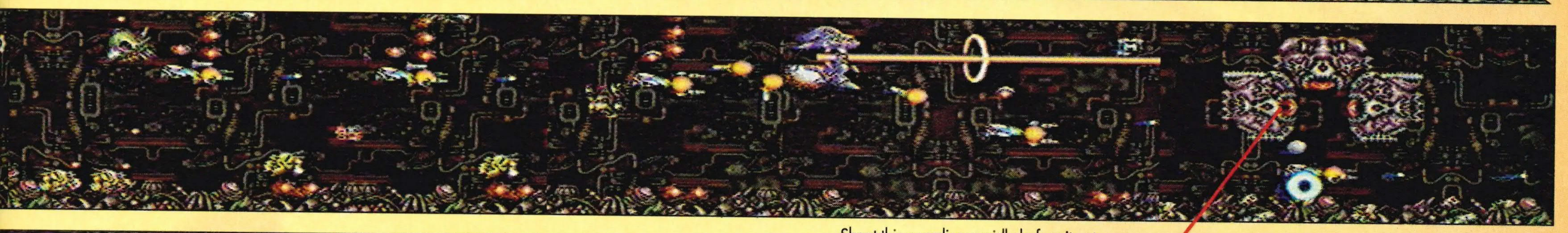


Four gun turrets fire away at you as you approach the heart of the battleship. Take these out first, then fire at the blue section at the centre of the machine while avoiding its three way fire. This section is short and can be sweet if you're quick on the fire button and even faster moving out of trouble.







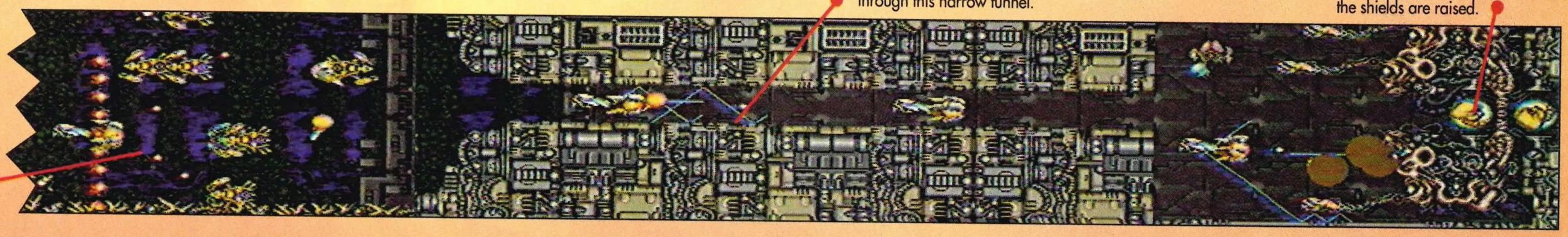




Shoot this guardian rapidly before it gets above you. If you don't manage to shoot it fast enough, you'll have a hard time weaving back and forth in an attempt to get a shot from the side.

The final guardian. This mechanical mutation has a growing baby in its centre. It also has flailing arms and dangerous missiles to defend itself from attack. To destroy it you must first shoot the arms, avoiding the missiles as you do so, and then blast the baby when the shields are raised.

Keep calm, stay central and shoot rapidly when going through this narrow tunnel.



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

CONSOLE XS SOLUTION



MARBLE MADNESS

EA £34.99 (MD) VIRGIN £29.99 (MS) DOMARK £24.99 (GG)

Marble Madness **is one of those classic arcade games with simple but very effective graphics that make it look excellent on any system. You may remember the arcade game in which you had to guide the marble through the endless chutes and ramps with the aid of the trackball. Unfortunately (and obviously) the trackball isn't available for these versions, but everything else is left in. All six levels from the arcade are included and have been mapped here for you.**

You may think that six (sometimes small) levels aren't enough, but a the later levels are very tough and the ball spends more time flying off the ledges rather than staying on them. This hopefully should change with the playing instructions provided on the following pages. One final piece of advice, try to keep calm and don't get too frustrated when you can't pass a certain obstacle as it's a sure way to lose your footing and waste time.

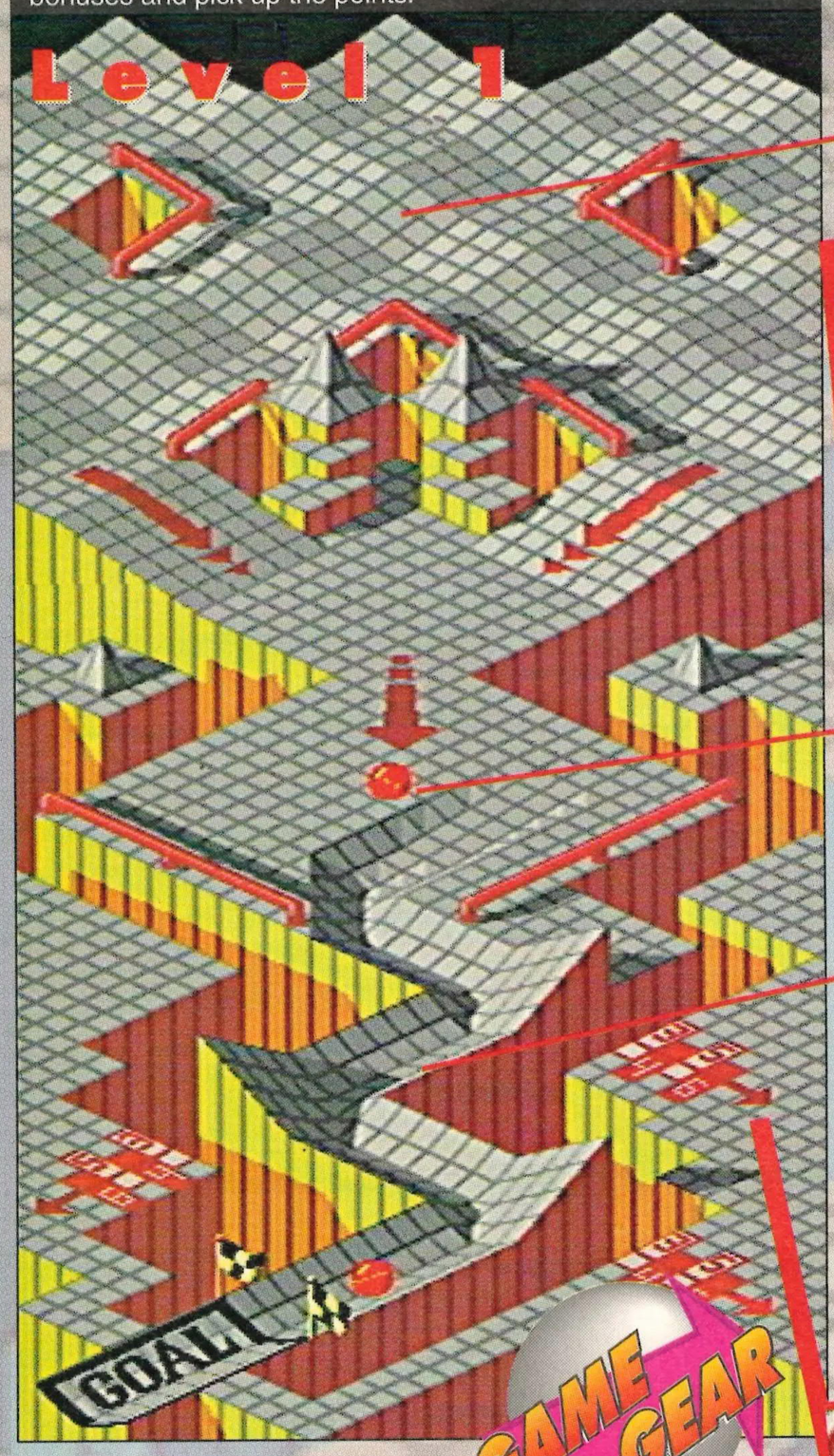
GAME GEAR

MASTER SYSTEM

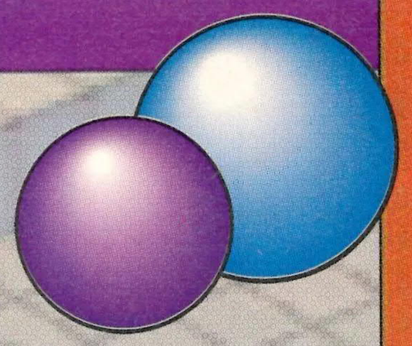
MEGA DRIVE

You can easily be deceived into a false sense of security as the first level is friendly and simple, but it's just to get you into the swing of things. Use this opportunity to zoom through the first levels to build up the time for the later ones. Or go for all the bonuses and pick up the points.

Level 1



This is where you start your adventures, the first level is a piece of cake and as a rough guide line, you'll want to finish with about 50 seconds left on the clock for a good time.



These are slightly larger than your average hoover and not half as practical. The best advice is to get the line right and belt through with the turbos on full.



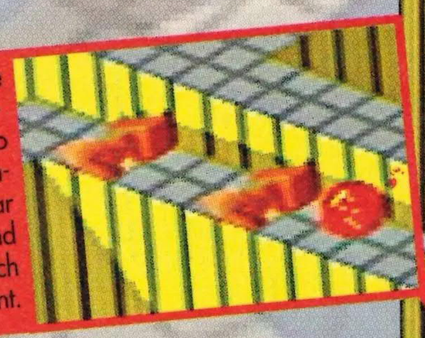
This catapult is friendly and will lob you across to the other side of the ravine. Take care though as you'll be stunned when you land and there's a black ball to deal with.

Here's your nippy red marble on it's quest. At first it'll seem like a nightmare trying to control it as all it wants to do is fall over the edge.

They look well hidden, don't they? There's a great wad of pistons hidden here and if they rise when you're on them they can stun you or throw you off the ledge.

If you're going at a fair old pace it's possible to cut these corners, thus making up a few valuable seconds which will be useful later on.

This is the best position for the leap across. If you're anywhere else, you'll fall to your doom.

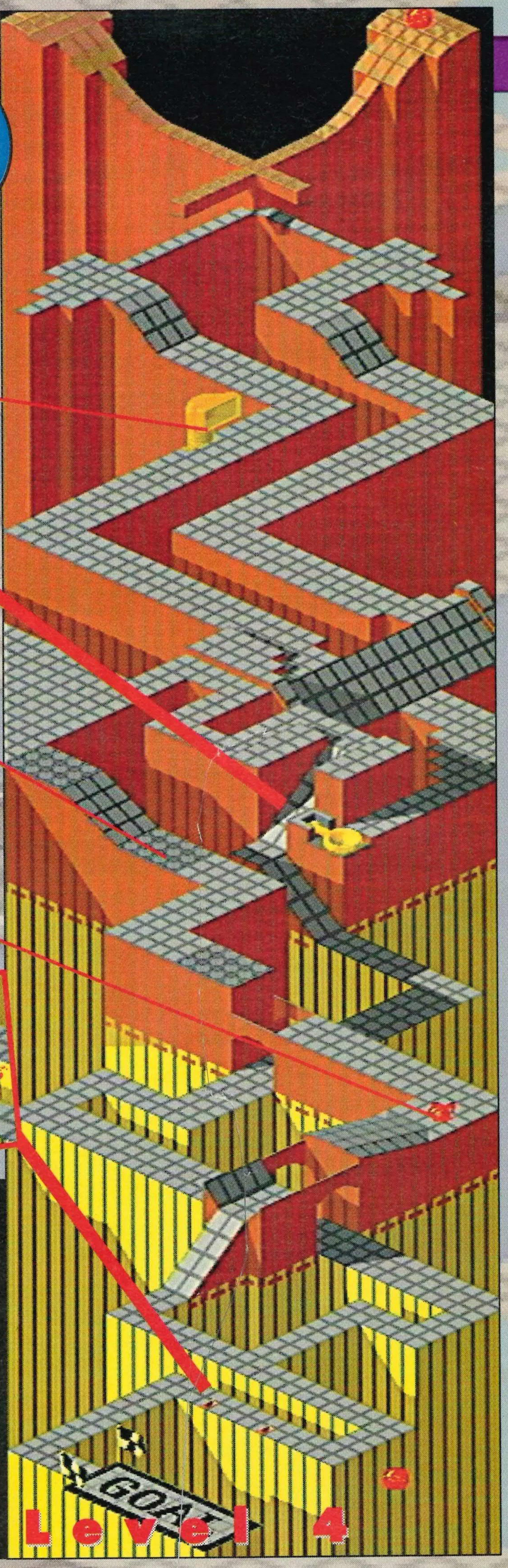


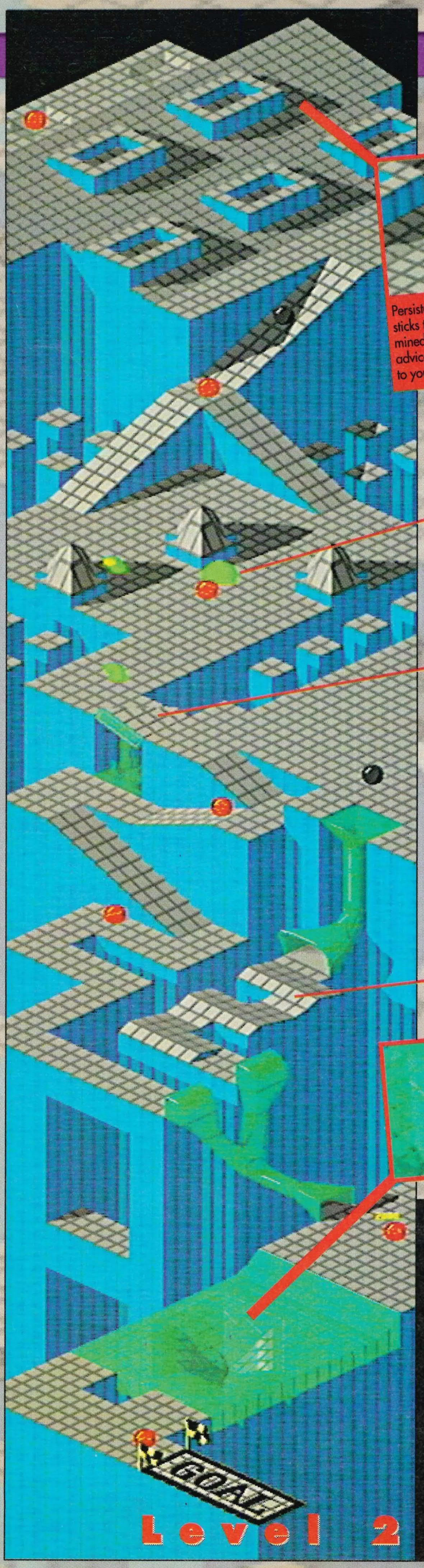
You'll suddenly be attacked by huge hammers when you get to this location. The hammers usually appear three at a time and have a pattern which can easily be learnt.



These squares aren't here to look pretty – they do have a purpose. By approaching the ramps before them with a fair bit of speed it's possible to take off and land somewhere on these grids. They'll give you bonuses like extra time and are most useful if you can make the jump.

There isn't too much to worry about on this level, the hammers and hoovers can cause minor problems, but nothing of major concern. Keep an eye out for the pistons and watch for the black balls and you'll be fine.





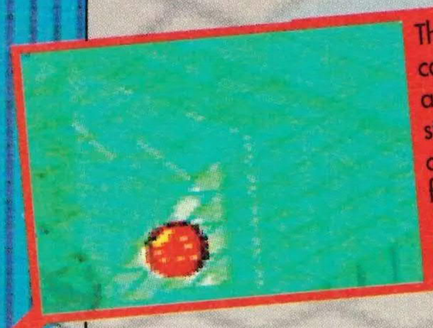
Persistent little fellow this black ball; it sticks to you like glue and is determined to push you off. Simple bit of advice: do it to him before he does it to you.

These illuminous pools of green ooze are in fact acid puddles so lethal that your ball will dissolve as soon as you touch them. Avoid.

This moving bridge is no problem to get onto, but the thing you've got to watch out for is the green slinky that follows.

More of those lovely pools of acid. These ones shouldn't cause you any hassles; just manoeuvre your way through, carefully and you're away.

If you're nippy with the joypad, then this is the quickest way to get to the exit. If you want to be boring and safe then go down the slopes.



This patch of ice shouldn't cause you many problems, as long as you approach it straight on and then coast over it. Try to stay away from the middle or you're bound to fall down the hole at the end.

This level is more of a challenge than the first one, but it's still just a taster of what's to come. There isn't much to concern yourself about on this one, but there are a few tricky parts that could catch you out the first few times you play it. Ice will be your main concern, but even that is minor compared to what lies ahead. Don't worry though as there is nothing here that will cause any prolonged headaches.

GOAL

Level 2

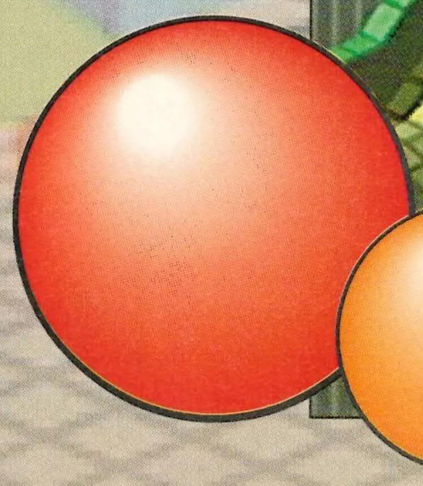
Here you are on level three – there's still nothing too extreme to concern yourself with, but there are a few spots designed to waste away those valuable seconds. Keep your cool and try not to rush the alleyways at the start, as you could find yourself bouncing all over the place, and you should get though.

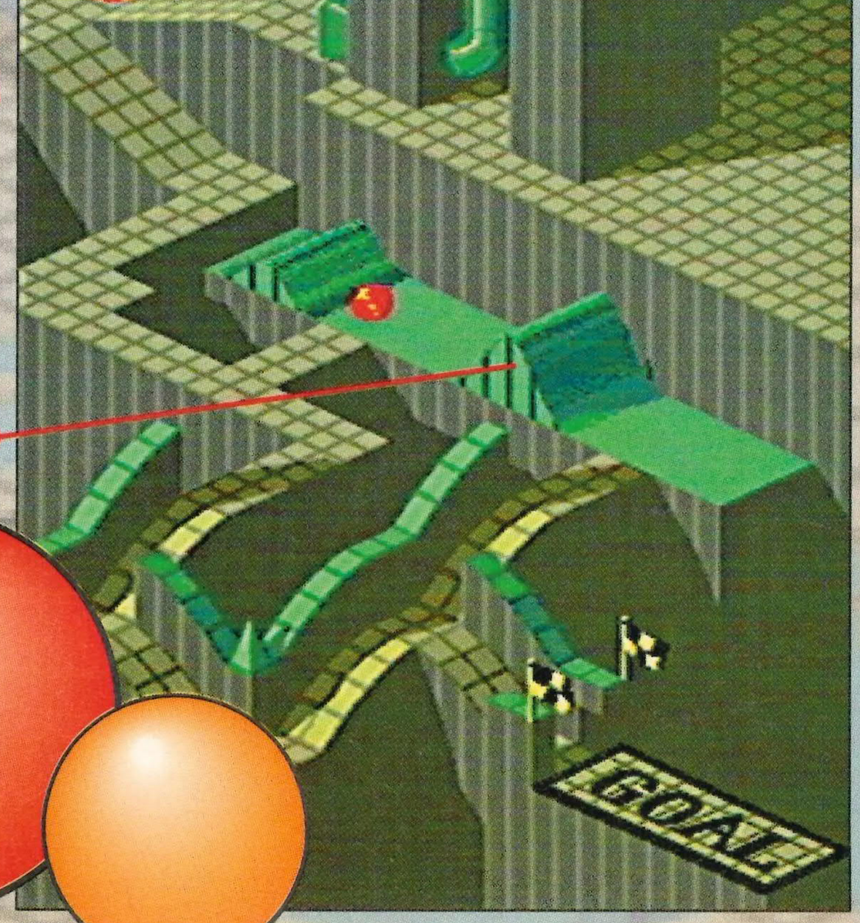
Level 3

Take care when you're going through these alleys. If you attempt to go through too quickly you'll find yourself getting trapped and consequently wasting time.

Bonus points are awarded throughout the game for getting through certain sections and defeating the enemies.

It's a much better idea to go along the waves than to try the bottom route. Try not to let the waves push you along as you'll need some distance between you to get back onto the path.





GOAL

MARBLE MADNESS



Phew, the end of the fifth level and the pressure is on, just one more left... unfortunately it's a bit of a toughy.

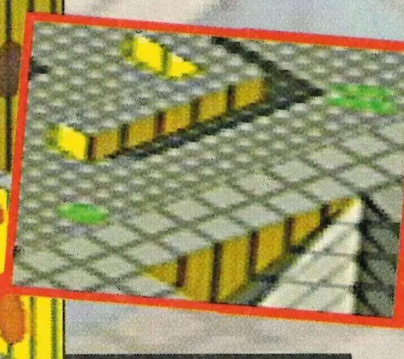
Take care around here as your time will be low and any false move will end in disaster.

Talk about fuel injection. The ball must be turbo-charged to get up this ramp, so hit that fire button.



Meet the terrordactyls – they aren't friendly. In fact, they're a bit of a nuisance as they move back and forwards across the screen. Contact with them results in your demise.

This tube will place you in one of two positions. Looks are very deceptive so beware going along those small ledges.



These green blobs are much friendlier than the others and should be collected as each one will give you an extra three seconds of invaluable time.

Now here's an odd level. It's the only one which is up hill all the way. From the start you've got horrible ramps to contend with and the temptation is to rush up them to get to the juicy time bonuses. That is probably the last thing you should do: to be a winner on this stage has to have a slow, steady hand. And any sudden move will push you over the edge and waste valuable time.

Level 5

The last level and as you can imagine it isn't a picnic. There is loads of ice on this level and its sole purpose is to see you fall over the edge. Much care – and as straight a line as possible – is needed. Be prepared when you get sucked through chutes as you will inevitably pick up speed. In an area so packed with ice, the last thing you want is speed. The main piece of advice is to take things easy until you know the layout.

More of the lovely ice, take it slow and quickly leap onto the ramp so you drop down the chute.

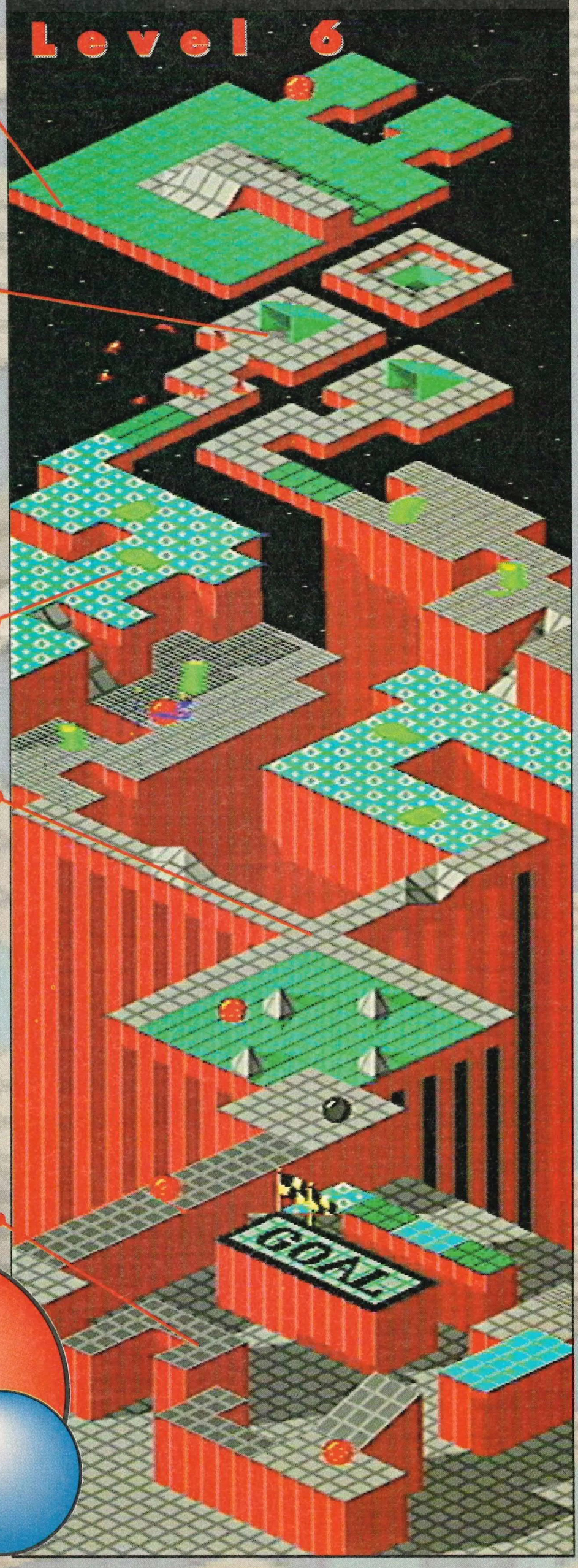
After you've fallen through the chute you'll reappear from one of these two exits, it's random and they're both pretty bad routes.

Yet more ice and it's even more deadly as you've got acid pools to contend. Take it slow and try to keep to a straight line.

To get across this ice in one piece, you should position yourself around here and belt it down in a straight line and watch out for that black ball.

The last puzzle and it's tough. You have to slowly edge across the blocks. To make matters worse, the patterns continuously change. It's easy enough to work out the pattern, but it's not so easy staying on the ledges.

Level 6

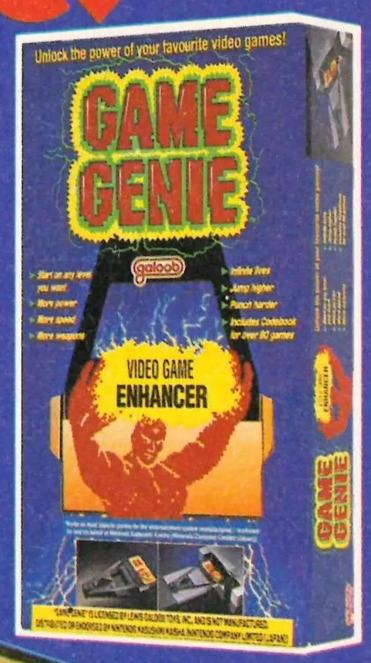


EXCELLENT!

GAME GENIE™ is here!

- INFINITE LIVES
- JUMP HIGHER
- PUNCH HARDER
- RUN FASTER
- SKIP LEVELS
- LIVE FOREVER
- AND MORE!

930 GAME CRACKING CODES



Game Genie™ lets you create effects like these on most popular games for the entertainment system manufactured/marketed for and on behalf of Nintendo Kabushiki Kaisha (Nintendo Company Limited (Japan). Just plug your favourite video game cartridge into Game Genie™, and plug Game Genie™ into your game deck. Using the simple, step-by-step instructions in the Game Genie™ manual, you can take command of your video games...and be a video game master!

GAME GENIE™

VIDEO GAME ENHANCER HAS THE ANSWERS!

"A brilliant device" TOTAL! mag 92%

GAME GENIE™ HELPLINE

Information and new codes

0843 231 088

Monday-Friday 12.00 - 19.00 Saturday 08.00 - 12.00
CALLS CHARGED AT STANDARD RATE

Game Genie™ is licensed by Lewis Galoob Toys, Inc., and is not manufactured, distributed or endorsed by Nintendo Kabushiki Kaisha (Nintendo Company Limited (Japan)). Galoob is a trademark of Lewis Galoob Toys, Inc.

Distributed in UK by Hornby Hobbies Ltd., Westwood, Margate, Kent CT9 4JX

INVENTED BY CODEMASTERS™


It's the Game Genie


Plug in your game


Connect to deck

Game Genie™ is availabe from Argos, Toys"Я" Us, Woolworth, Virgin, Debenhams, WH Smiths, Beaties, John Menzies, Childrens World and all the best computer games shops, video stores and mail order catalogues.

CONSOLE XS SOLUTION



Word has it that this could be the last outing for those indomitable Lee bros. Quite a pairing they've made over the years, kicking the butts of adolescents with an attitude and saving Marion from some rather hair-raising predicaments. Many a night has been unashamedly spent embracing the inimitable gratuitous violence, but this may now be their ultimate battle. And what a climax! Plenty of the bone-crunching, blood-spilling action that's become synonymous with the series – as well as some very unlikely pairings – make it a cut above the rest. A rare but welcome element that's missing in many games is challenge. None of your namby pamby extra lives or continues in this game – once you are dead, you stay dead. And it's of no use whinging! As, always, though, there's one magazine to come to when the going gets a little too tough... All the levels and some exclusive Game Genie codes to boot.

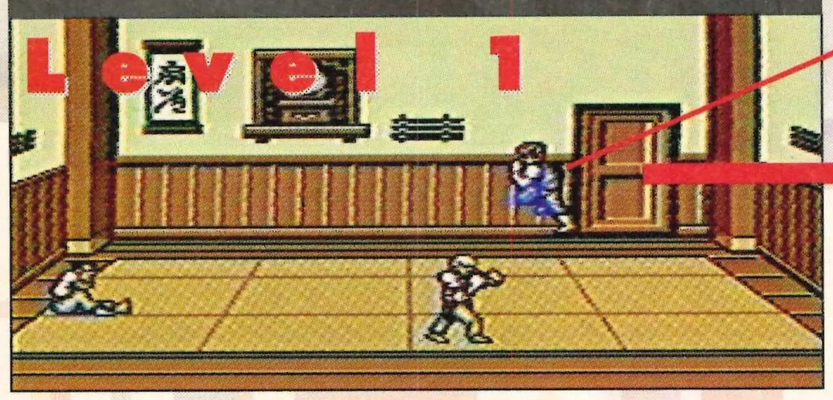
NES

ACCLAIM ● TBA ● BEAT-'EM-UP

DOUBLE DRAGON III

The first level is bad enough itself, plunging you right in at the deep end against bottle-wielding rockers and head butting skinheads. Yes, this is your typical American neighbourhood, complete with friendly citizens and garbage littered streets. The Dojo is a good place to practice the various moves since the opposition isn't too tough, but try not to lose too much energy – you will need as much as possible when fighting the final enemy of this level.

Level 1



Your battle begins in the dojo, where you will be attacked by a few skinheads and a long haired lout. The quickest way to disperse of them is to stand next to the door, stun them with a kick and then move in for a grab and knee kick. Considering the lack of enemies, though, it may be worth standing in the middle of the room and practising the spin kicks and somersault assaults.

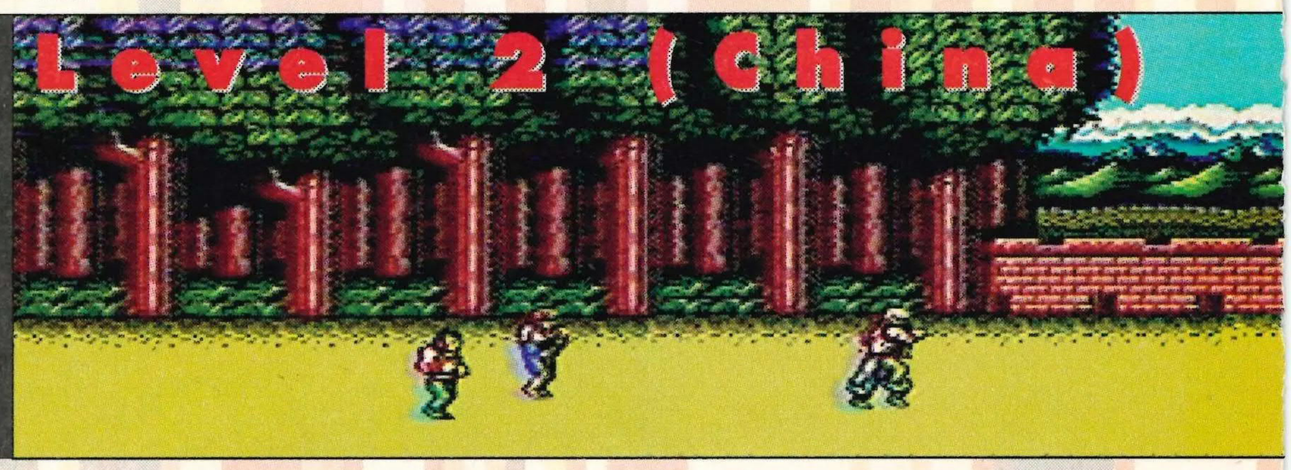
As soon as you reach the top, move away from the edge, otherwise you may well be kicked right off! Once you are away from the sides, force your opponents back to the right edge with jump kicks, and try to spin kick or throw them off the building. Watch out for any enemies coming from the left – move out of their way so that they stand on your right, from where they can be pushed to a horrible death.

Once inside, you will need to deal with six more enemies before the final confrontation. Use any weapons that they may drop since this will cause them to keep their distance. Other than that, use the same technique of jump kicking both as you did in the streets.

In the streets, the enemies attack in pairs. Try to catch both with a swift jump kick – attack near to the first man, and you should then hit the other too. If one comes running towards you, retaliate with a jump kick just before he attacks; don't use any other kind of attack because you are likely to get hit by him instead! Finally, it doesn't actually matter where you stand because the enemies come to you. Only when you have defeated nine adversaries can you move on.

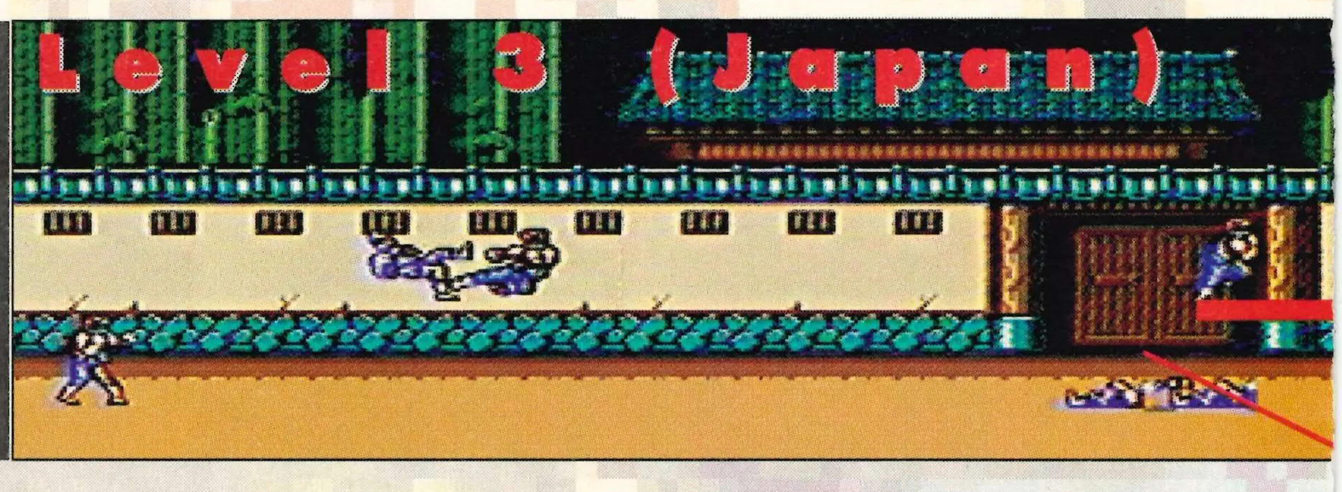
Your search for the sacred stones continues in the land of a billion babies, China. This shouldn't actually prove too difficult if you have managed to survive the first level. Martial artists come to play and practice in the ancient lands of China. Thuggie-type skinheads also ruin the atmosphere with their presence. Neither types of character should cause you too much grief as long as you take them out before they have a chance to attack. It's easier than it sounds if you stay alert and keep to the front of the scrolling screen. At the end of the stage you will have to fight Chin and, although he's not easy to kill, it will take considerable time (something in the region of 25 hits). Once you have defeated him, he will join you for the duration of the adventure. He's not quite as tough as Billy, but he can be useful when you wish to preserve the strength of your main character (or if you prefer a greater challenge).

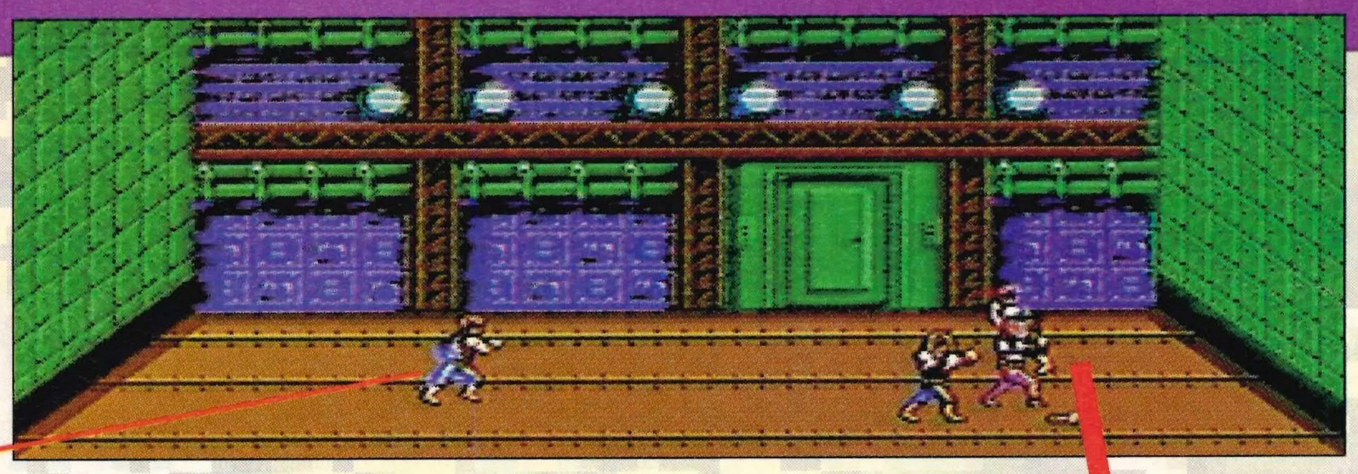
Level 2 (China)

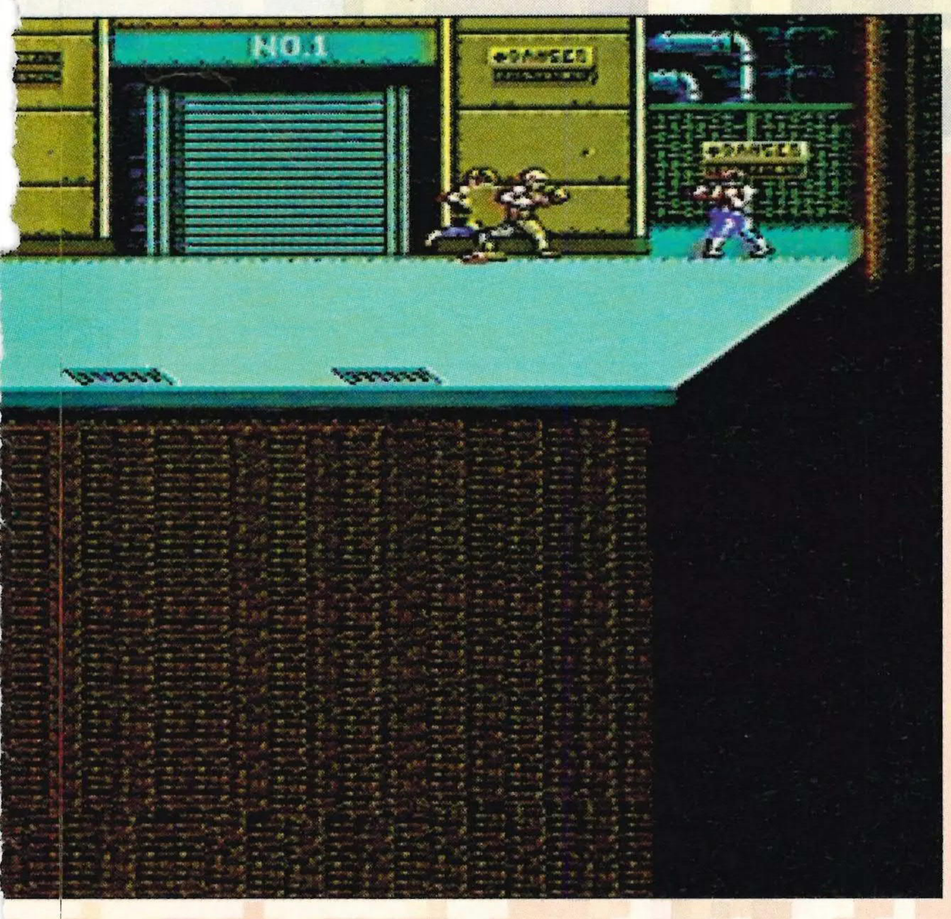


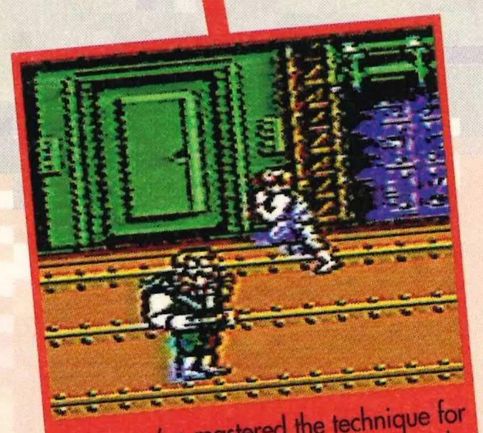
Off to the Orient for one of the toughest levels of the game! Ninjas will cause you the most problems since they are very fast, appear in great number and have this habit of leaping away just as you attack. This is also a much longer level than the second one, so you will have to alternate between Billy and Chin to make sure that both stay alive. Speed isn't necessarily best.

Level 3 (Japan)







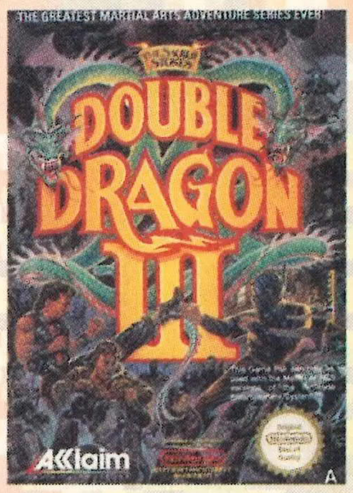


Once you've mastered the technique for this guardian, he will pose few problems! Move in from above or below at an angle, then kick him once to stun him and follow through with a spin or jump kick. Retreat to a safe distance, then repeat when he recovers. Don't let him make contact if he jump attacks you!

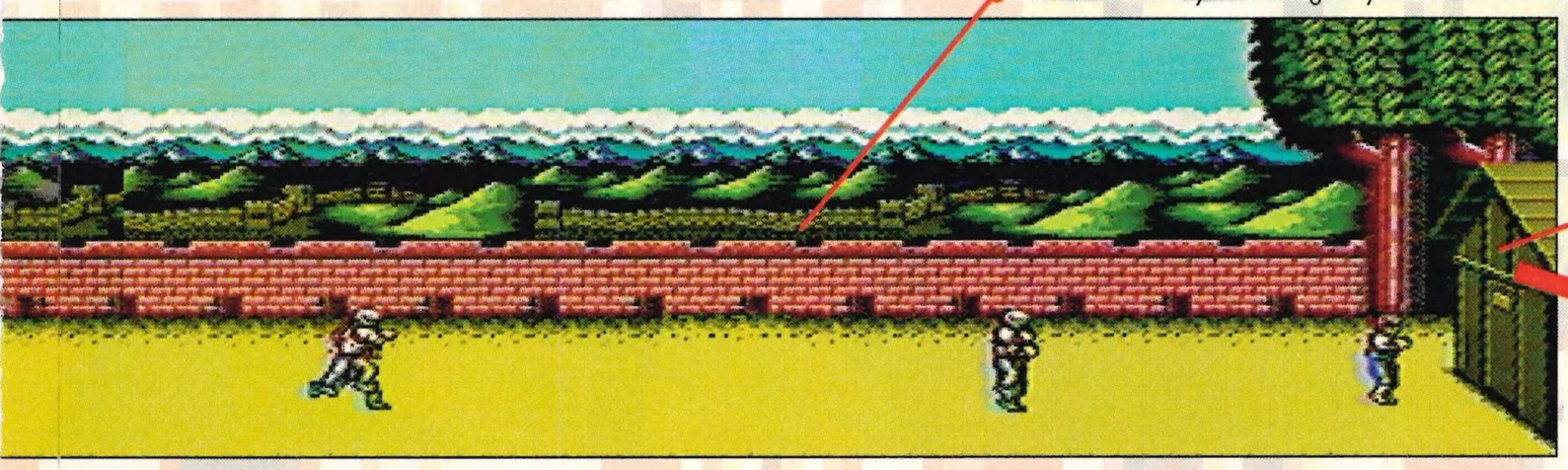
EXCLUSIVE GAME GENIE CODES

Following are a selection of exclusive codes for use with the Game Genie. Remember, you can pick and mix your codes. You can enter up to three separate codes or one double and one single. If you want further information on the Game Genie, phone the helpline (between 12noon and 7pm on weekdays and 8am to 12noon on Saturday) on 0843 231088 or check out this issue's news.

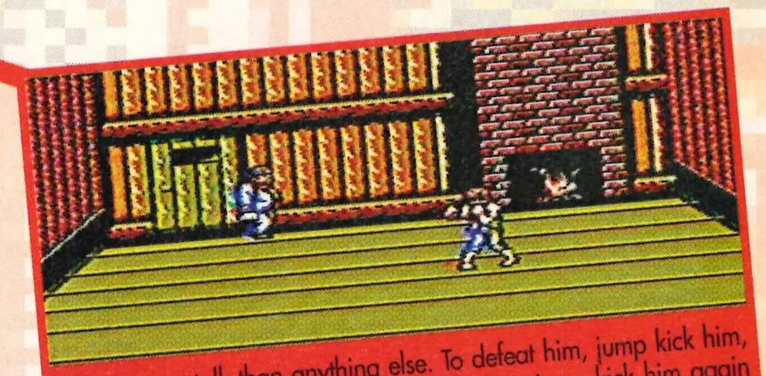
SZUUPAAX – protection for Billy, Jimmy and Chin
GVEPXGGI – extra energy for Billy and Jimmy
GVEOXKZG – extra energy for Ranzou
ZXEPXGGS – less energy for Billy and Jimmy
IXEOXKZG – less energy for Ranzou
ZUEONGGT – less energy for Chin
AAELIGPA
GZXUPUVS – infinite special weapons for all
GOOPKGIA – more special weapons for Billy, Jimmy and Chin
AXOPKGIE – as above, but start with 40 special weapons
AXOONGGO – start with 40 special weapons for Ranzou
OZVLGASX – more powerful punch, weapon and high kick



Ten vicious enemies stand between you and success on the first section of the Chinese level. Be prepared for the two guys who ambush you right at the beginning – jump kick them before they can get to you. As with any stage, take advantage of any weapons that fall your way, since this allows you to bludgeon your foes in relative safety.



Once in the shed you will first have to battle ten more enemies before your confrontation with Chin. Stand close to the door and jump-kick or use a Sai as they cringe in the corner.

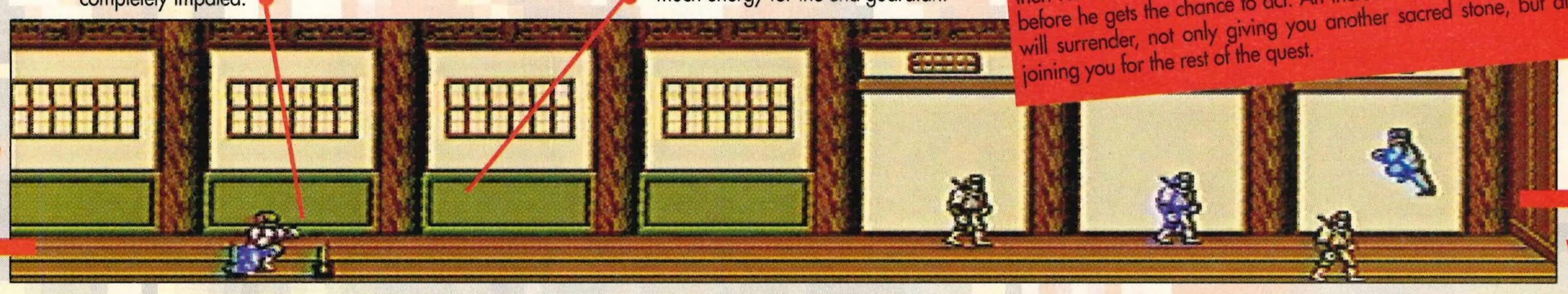


Chin is more talk than anything else. To defeat him, jump kick him, then retreat to the left. When he runs at you, jump kick him again before he gets the chance to act. An incredible 25 hits later and he will surrender, not only giving you another sacred stone, but also joining you for the rest of the quest.



Use Billy to jump over these spikes since he is a little faster than Chi n. Keep on jumping to avoid being completely impaled.

A further 11 ninjas try to stop you here. Use the same techniques as before, being sure to preserve as much energy for the end guardian.



Use Chin on the first section, since this will give you a chance to get used to his abilities. When battling the many ninjas, you will need to watch out for any that are running towards you – deal with them by launching a jump kick their way. If they jump offscreen, brace yourself for an attack. If they choose to attack with a sword, walk away straight after to avoid a follow up attack. Likewise, if they throw a shuriken or two, move up or down the screen to let them pass rather than trying to move forwards.

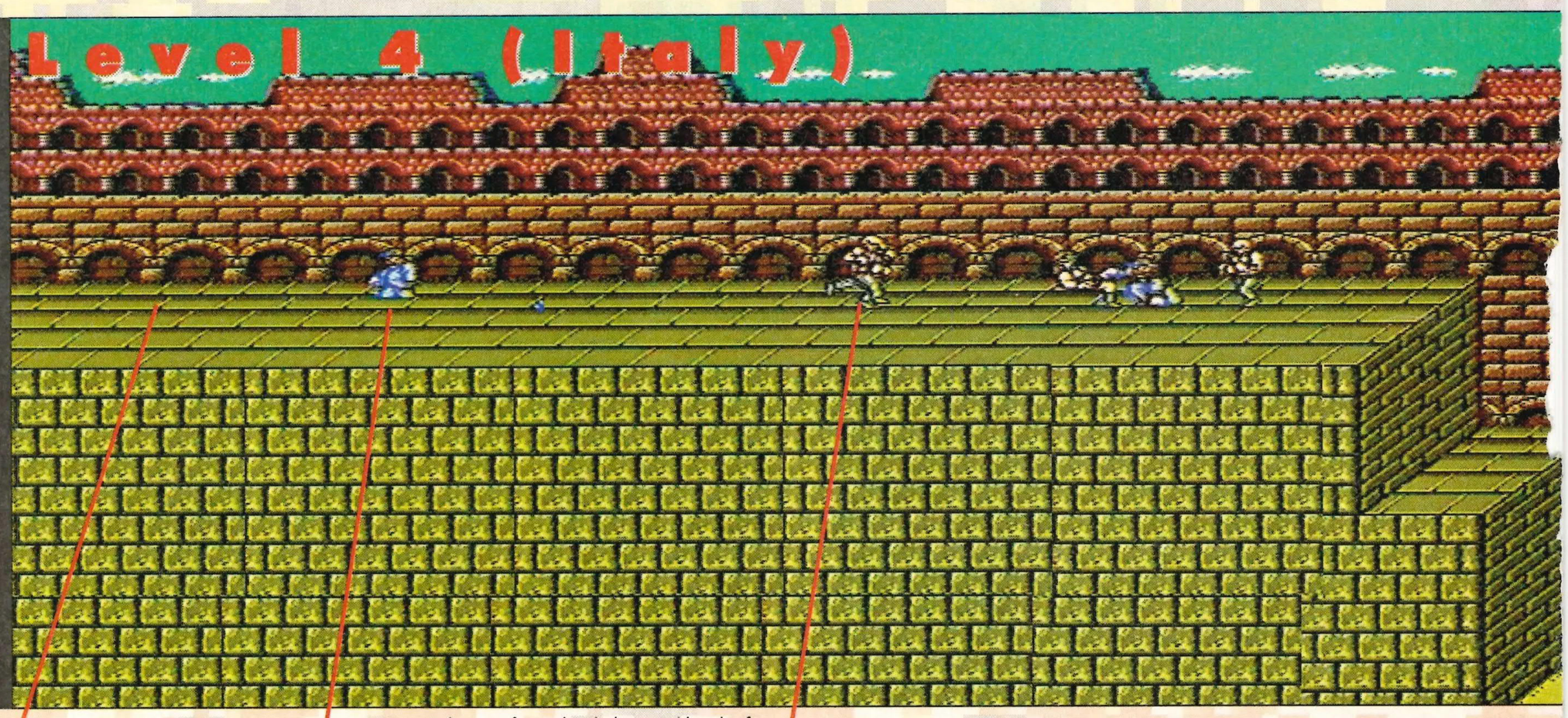
Once you have defeated an assortment of skinheads and ninjas, you can battle Ranzou. It's probably best to use Billy for this fight. Approach Ranzou when he appears so that he rolls or jumps offscreen. As he comes back, jump kick him before he begins to leap. He will then go back offscreen. Repeat the manoeuvre until he gives in. He will join you if you manage to defeat him.



DOUBLE DRAGON III

Level 4 (Italy)

The ancient ruins of Rome are the setting for the penultimate level. Roman Gladiators attack in groups, so it's best to stay back and deal with them before venturing on. Only a few of the skinheads that appear on this stage carry any knives. Use knives that you collect from the skinheads wisely; preferably against an oncoming gladiator. Ranzou, with his outstretched sword attack, proves useful on this level, but don't let him be killed since he will prove invaluable – if not essential – on the next section. For such a large level, there's surprisingly little to it in terms of scenery. Plenty of enemies to defeat though.

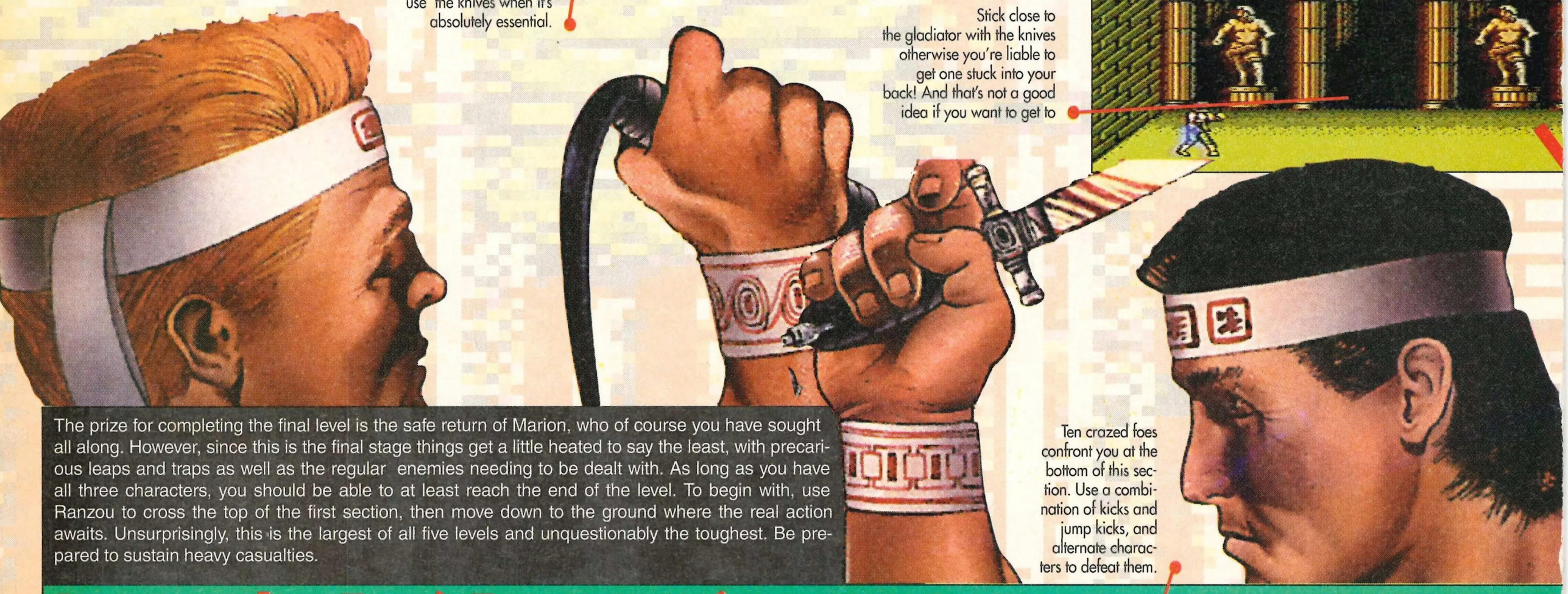


Italy's the setting for the fourth level; unfortunately you won't be doing any sight seeing as there are a bunch of crazed gladiators and skinheads after your blood.

Pick up any knives dropped by the skinheads and use them on the gladiators as they are the tougher to defeat. Even then, only use the knives when it's absolutely essential.

When confronted with the initial batch of gladiators, use a series of jump kicks and spin kicks to make them keep their distance. There are 13 different enemies to defeat before you can carry on into the inside of the ruins. Cheering thought, isn't it?

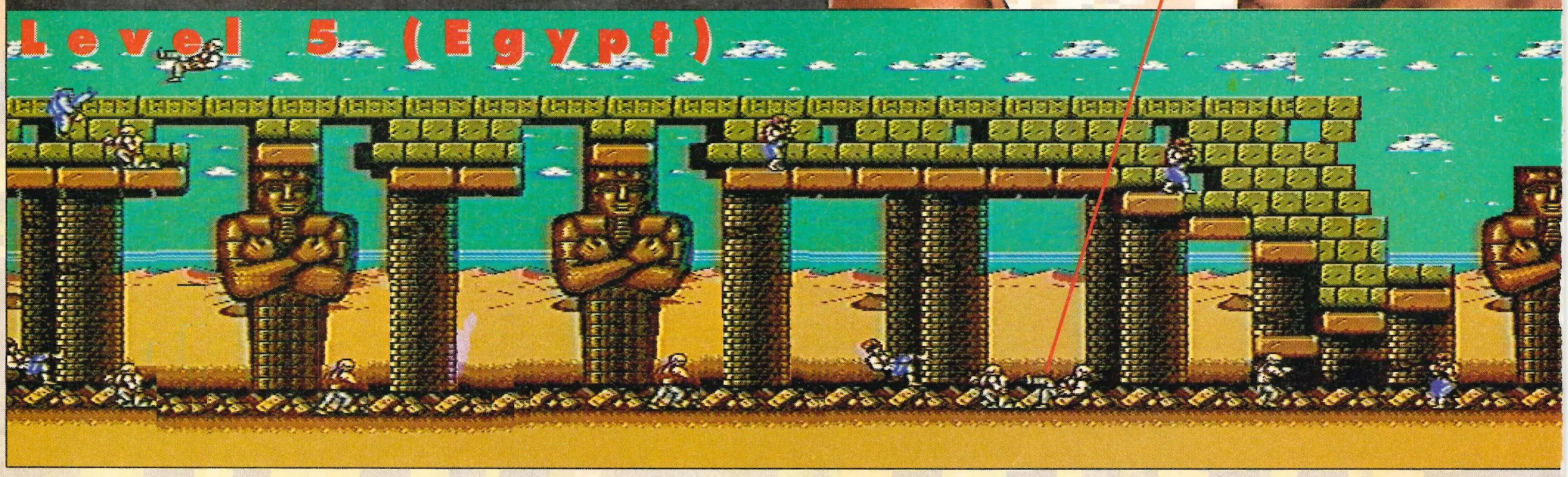
Stick close to the gladiator with the knives otherwise you're liable to get one stuck into your back! And that's not a good idea if you want to get to

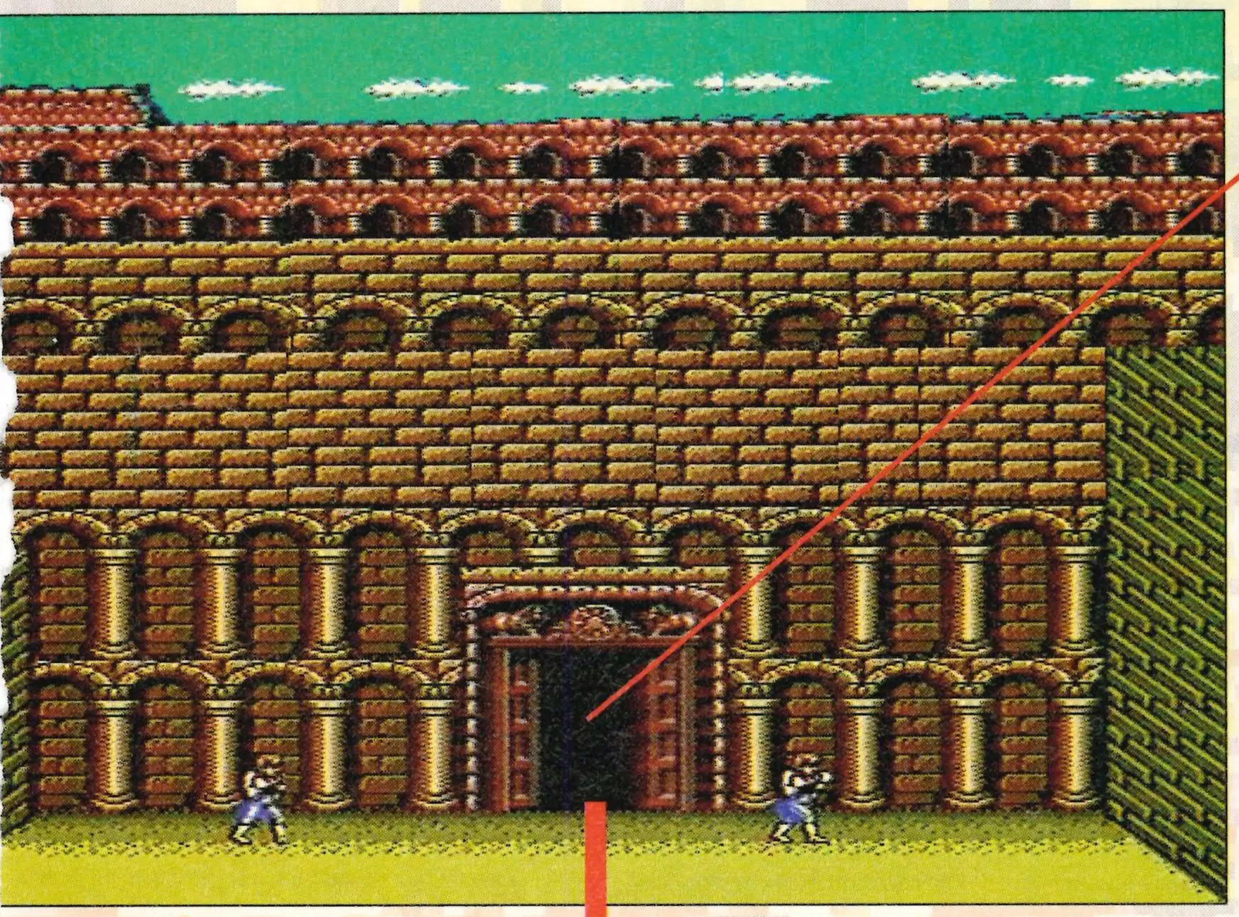


Ten crazed foes confront you at the bottom of this section. Use a combination of kicks and jump kicks, and alternate characters to defeat them.

The prize for completing the final level is the safe return of Marion, who of course you have sought all along. However, since this is the final stage things get a little heated to say the least, with precarious leaps and traps as well as the regular enemies needing to be dealt with. As long as you have all three characters, you should be able to at least reach the end of the level. To begin with, use Ranzou to cross the top of the first section, then move down to the ground where the real action awaits. Unsurprisingly, this is the largest of all five levels and unquestionably the toughest. Be prepared to sustain heavy casualties.

Level 5 (Egypt)





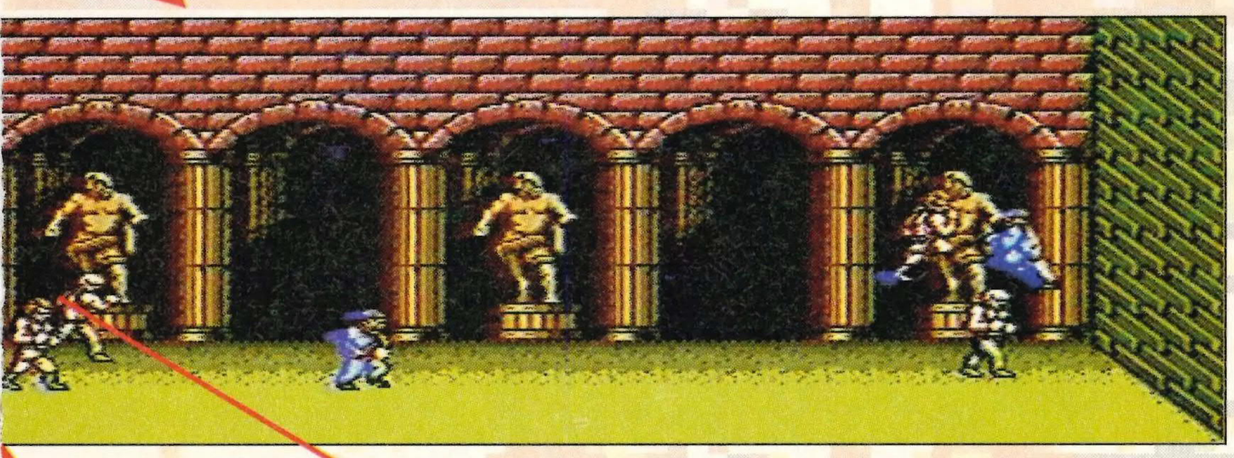
Once you have defeated all of the enemies, enter this door to reach the final section of level four...



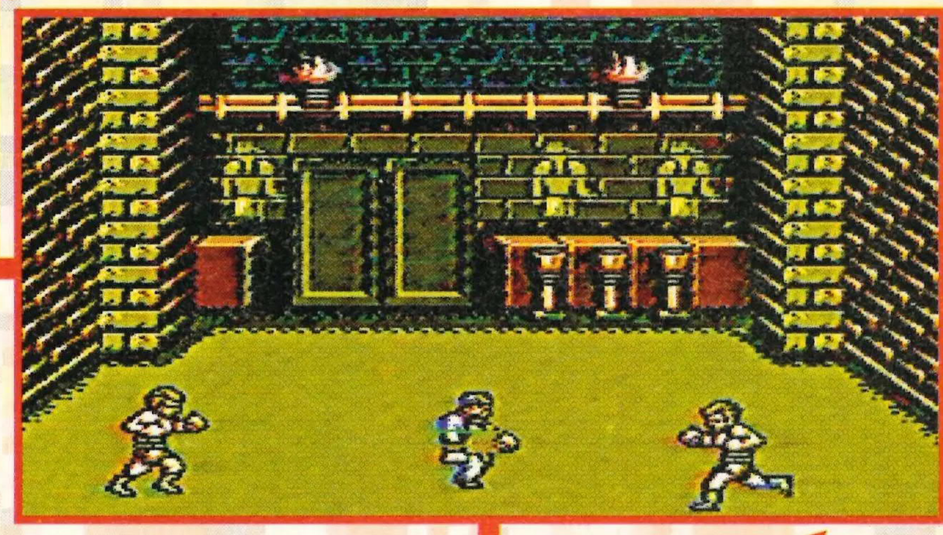
The final confrontation! Initially, you have to defeat three mummies. Use the jump kick, retreat, repeat technique to destroy them. Next you fight a bewitched Marilyn. Keep moving, then attack with jump kicks when she appears, or when she is moving around the floor. Get out of her way when she flies.



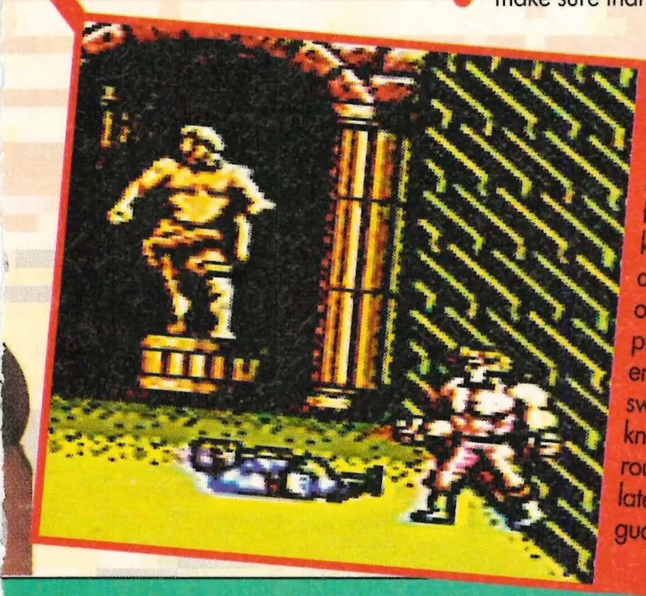
Ninjas dominate the action in this room. The best character to use is Ranzou – keep plugging away with the sword in the centre of the room, watching out for attacks from behind. Don't stray to the sides since the ninjas use the walls to attack off, and they can be difficult to dodge if you're too close.



A further 14 thugs await you in the final section of the Italian stage. Alternate between all of the characters available to make sure that all survive to see the last level.

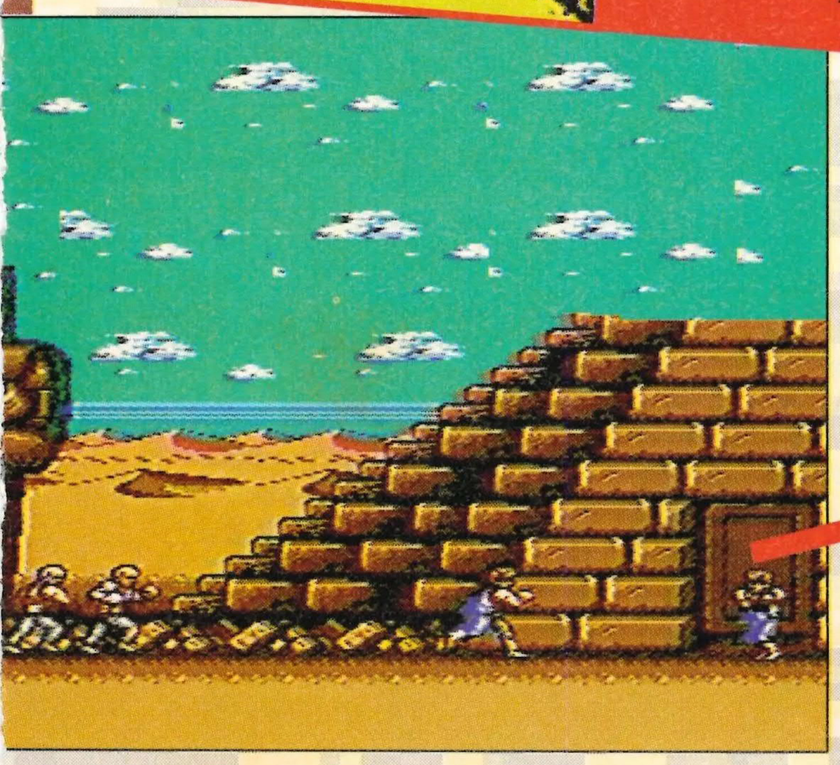


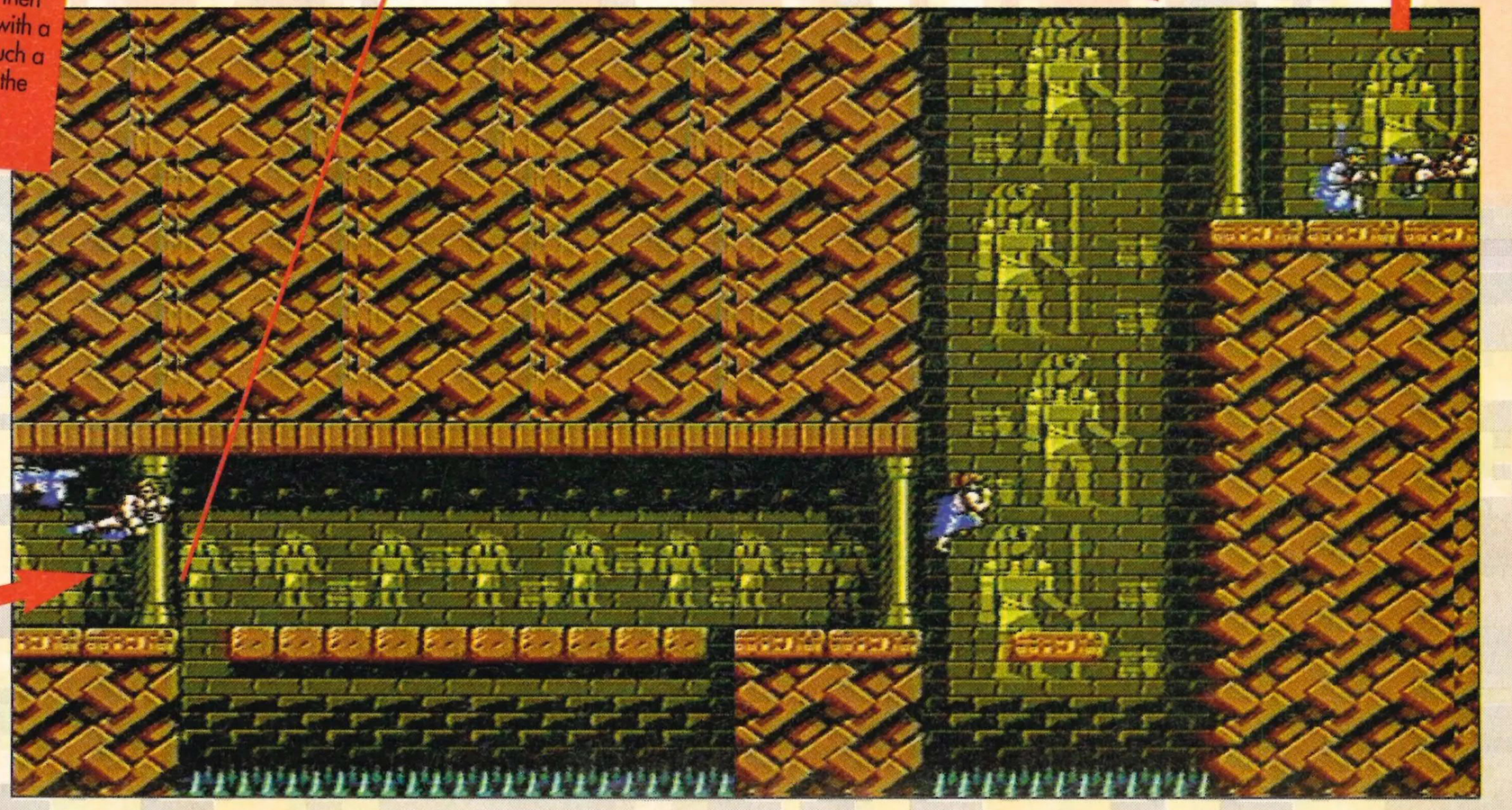
A mixture of skinheads and gladiators are to be found in this room. It's really down to your own skills since there are no weapons available which you can utilise. The most important thing to do is jump-kick the enemies as they come onscreen since this generally does more damage than a normal attack.

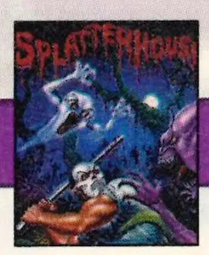


This muscle bound maniac is a tad easy since you are able to use a similar technique to that used on the first guardian. First jump kick him, then move up or down and towards the back of the screen. Repeat the procedure when he recovers. With Ranzou, use the sword to stun him and then knock him to the floor with a roundhouse kick. For such a late stage in the game, the guardian is rather easy.

On the first section of the second part, stay on the left hand side and spin kick the first two gladiators, then jump to the centre of the large platform and destroy the remainder of the enemies. When on the lift, jump to the top right platform at the earliest opportunity, otherwise you will be impaled.







SPLATTERHOUSE 2

SEGA ● IMPORT ● PLATFORM ADVENTURE

Call it orgiastic, mindless blood letting for the sake of it, but *Splatterhouse 2* is incredibly playable and immense fun for all closet sadists. As Rik the masked maniac you must rescue your girlfriend from the clutches of the demons from hell. The key to the inner gate is to be found in the creepy mansion in the middle of the lake, but it is surrounded by zombies and aliens. With the looks, sounds and bad acting of the Friday the 13th films, *Splatterhouse 2* lets you slice up alien babies with a chainsaw, mash zombies brains in the swamp and even pump a mad scientist with lead from a handy shotgun. There are eight levels which take you through a swamp, laboratory and finally into the bowels of hades for a final confrontation.

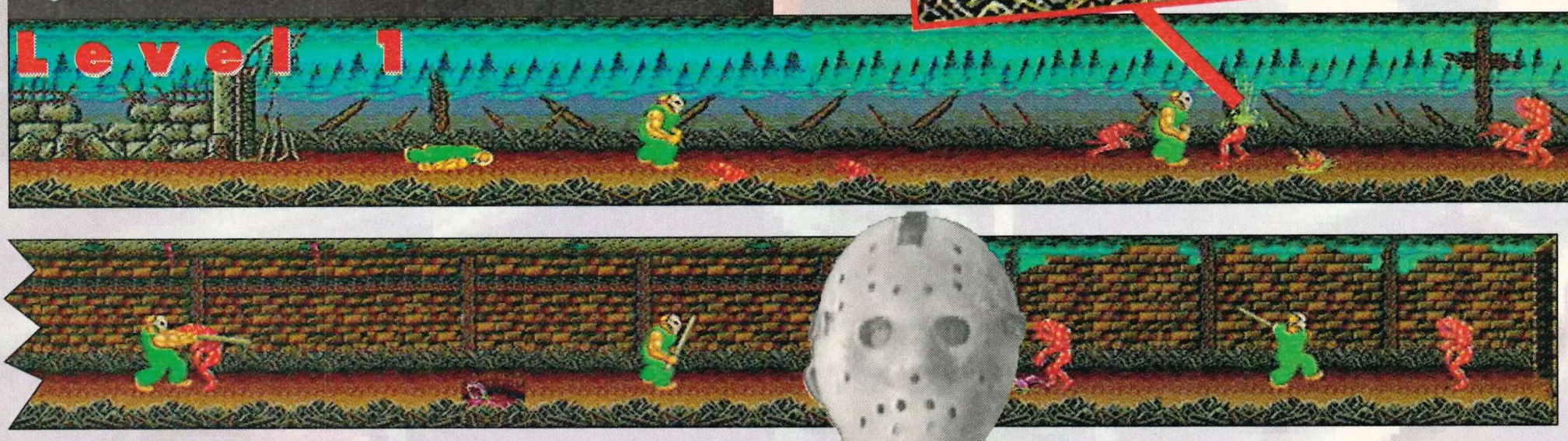
MEGA DRIVE

Level 1

The first level takes place in the wasteland just beyond the swamp. Your main enemies are the red zombies who look a bit worse for wear. A swift punch or flying kick will reduce these mortified mummies into a slushy mess. There are pits to overcome, but they are easily jumped. Once you have the pipe, the rest of the level will be easy. Finally, the guardian is a huge bulbous creature with a soft stomach.



A teeth gnashing purple alien bursts alien style from the torso of this unfortunate zombie. Wait for it to get close then crouch and kick the alien in the head.



The purple ghouls have a long right arm and can hit Rik from a distance. Their main flaw is that they will also try to jump at you; this is when you should punch or kick them. Beware, they also come back from behind for revenge.

Jump the two sets of spikes (covered in flesh). The next spikes sink into the floor like a mexican wave, so wait until the first set is down and keep walking to the right. The spikes behind will reappear, but they should not reach you.



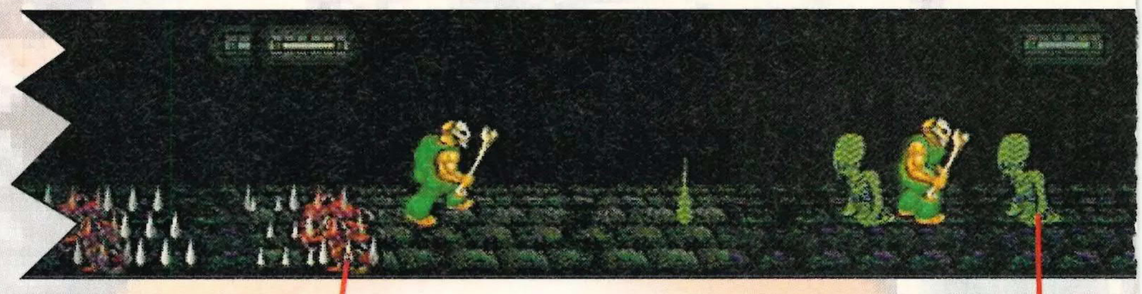
The lift can be your downfall unless you keep calm and methodically punch each ghoul as it drops down. First left then right. Get into a rhythm and don't let them get on top of you. If them jump, run underneath. Never stand too close to the edge or it's curtains.



Level 2

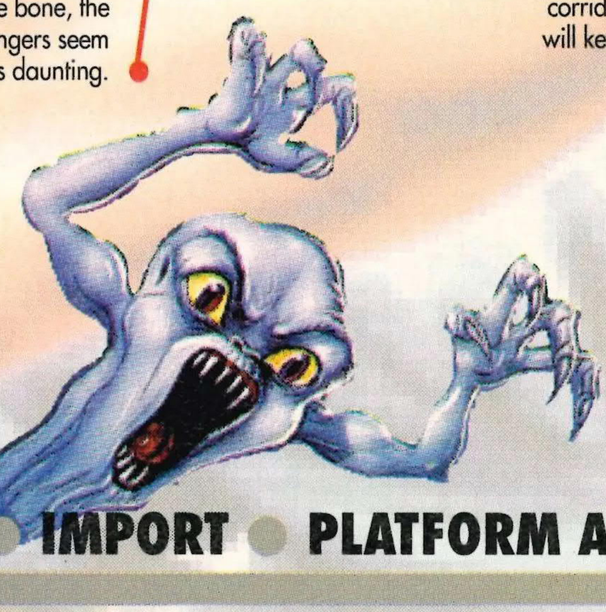
Once you have completed the lift you will start here (unless you lose all your lives, of course). This dark corridor is occasionally illuminated by ghostly visions which do little but put you off the task at hand. Don't worry, they cannot harm you. The main problem on this level are the spikes and the long-reaching ghouls. Once mastered, they should not give you too many hassles.



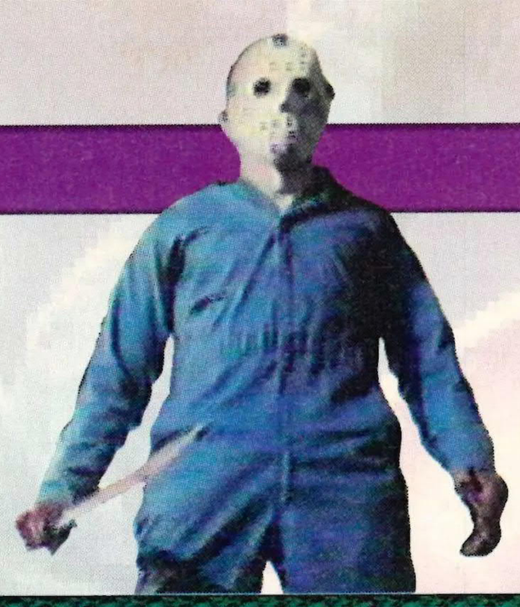


Flesh covered spikes are easily jumped. And now you have the bone, the rest of the dangers seem less daunting.

Slimy polymorphic creatures from outer space invade the corridor here. A quick bash will keep them down but not for long.



The worst fate that can befall Rik is being pushed into the pools by the long arm of the purple ghouls. This is double dangerous as the ghoul prevents you from getting back out.





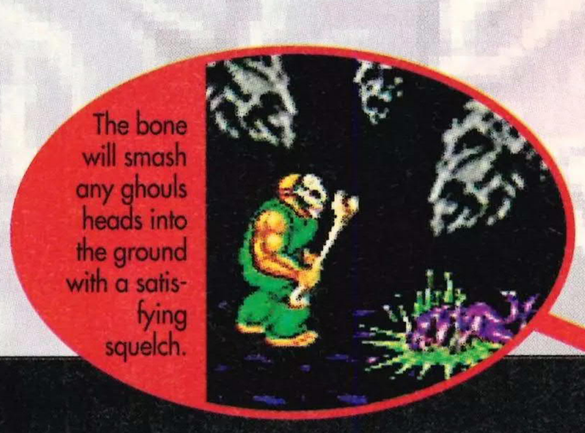
A pit, no problem. Rik is surrounded as he attempts to jump the hole. The best method is to kick the guy behind then leap and jump kick or slide kick the zombie on the other

Pick up a pipe here and make your life a lot easier. One swift smack in the chops and the zombie will fly against the wall and literally explode. Gruesome.

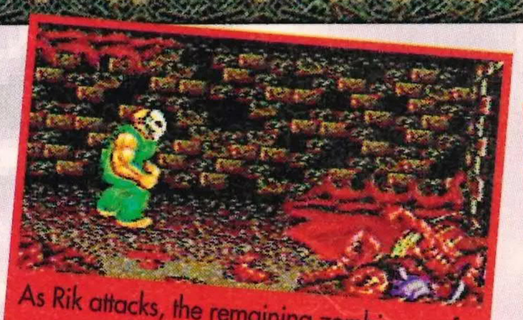
The holes in the ceiling hide more purple chompers which drop on you when you get close. Crouch and kick them to avoid being bitten in the leg. The first one (below) prefers the zombie's leg.



It's all about ghouls, ghosts and gore – you'll find plenty of all three.



The bone will smash any ghouls heads into the ground with a satisfying squelch.



As Rik attacks, the remaining zombies run for cover, but are ripped apart by something much bigger. Dare you enter the doorway of death... Unfortunately you've no choice.

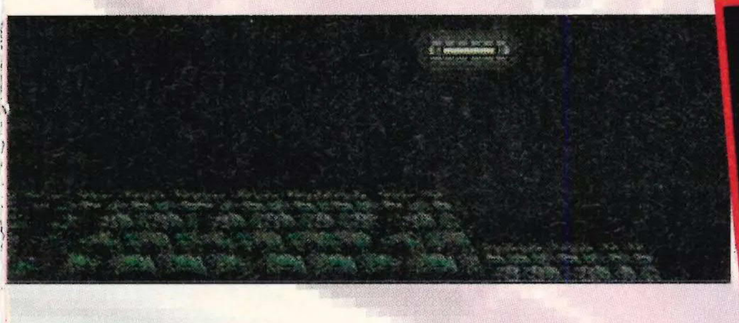


Run straight up to the beast and perform loads of kicks to its stomach. The green spit should miss you. Hit hard and fast otherwise you'll be slimed. And you're no Ghostbuster.



After only five hits the creature will stop attacking. At this point, you must run back to watch it in its death throes and to avoid its acidic stomach slime.







Run in and jump up and kick simultaneously to hit this pop-eyed guardian. It will flash when you hit it. Avoid anything it spits at you and you'll live long.

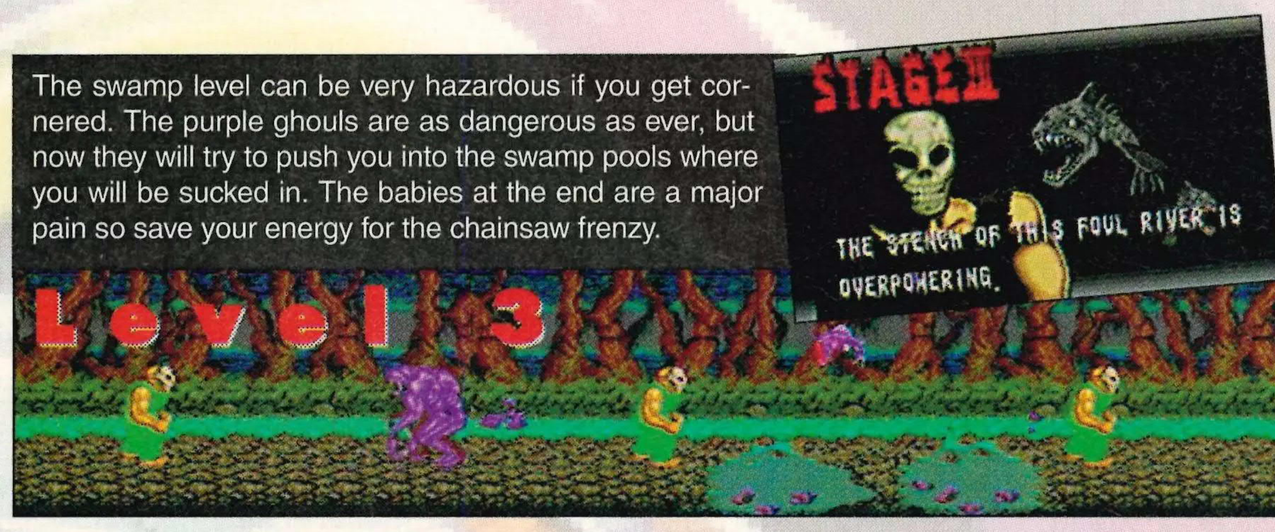


After every attack, move back and wait for the heads to swoop down. Punch each one and repeat the process. It's tedious, but keep at it if you want to progress.



After a few hits the guardian will shake and his eyes explode like ripe water melons. It's totally gross and unnecessary, but gore fans will lap it up.

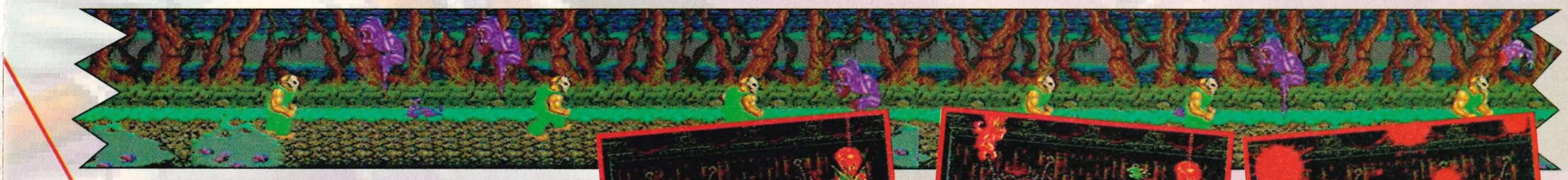




The swamp level can be very hazardous if you get cornered. The purple ghouls are as dangerous as ever, but now they will try to push you into the swamp pools where you will be sucked in. The babies at the end are a major pain so save your energy for the chainsaw frenzy.

Purple piranhas attacks from the pools, so attack or avoid them. The pools themselves are poisonous, so no bathing.









First, avoid the hedge clippers and possessed chainsaw, then get the buzz saw and get slicing. The babies drop for a



Cut them one at a time, but despite their new-born appearance they are alien mutants. Two hits will finish each one.



When all the babies are gone a writhing worm will appear in the middle. Strike it once and the screen will fill with blood.



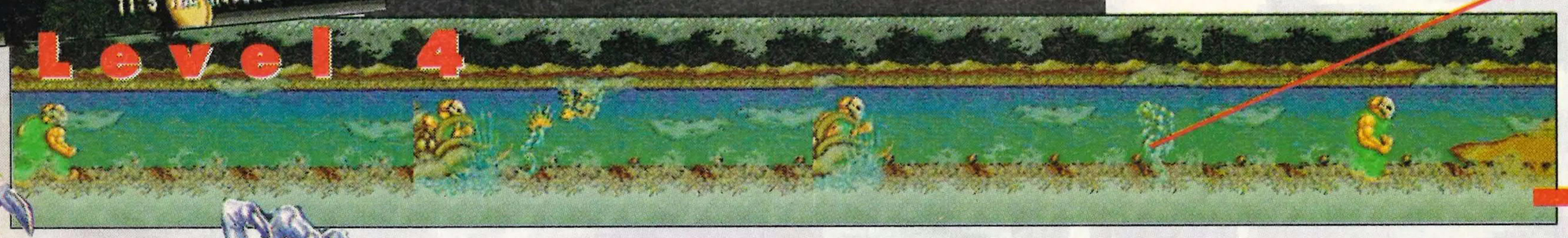


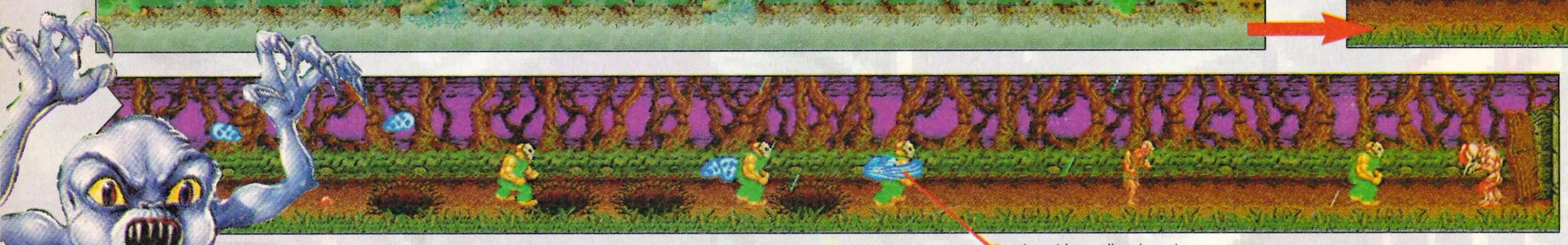
You've made it this far, but can you handle the deadly swamp with the giant octopus and, even worse, the forest of fear? You must stay ahead of the tentacled terror until you reach the land while punching the zombies in the front. Spectres and more decayed zombies attack in the forest.



Swamp zombies explode into a green mess when you kick or punch them. There are about eight to overcome before you reach the land.

Level 4





These blue Will o' the Whisps will attach themselves around Rik and for the whole time they are with him, the controls are reversed. In an area with loads of pits, this could be fatal.

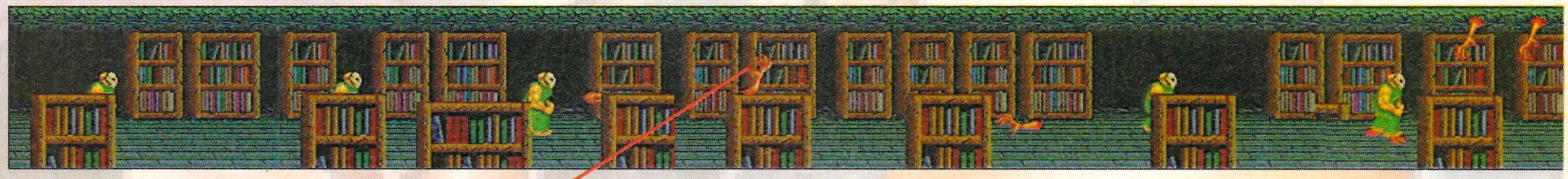


Level five is massive. The first section takes place in the first corridor of the mansion with lightening crackling all around outside and purple ghouls attack from all sides. The key to this level is to grab the shotgun and blow all the suckers that threaten to bits. The mansion also consists of the laboratory, a sewer section and a freezer full of aliens in bio tubes who are more lively than they look.

Level 5



Mounted on the wall is an antique shotgun with eight rounds in the chamber. Use the gun to clear the way of the purple ghouls. One shot and they'll explode into hundreds of pieces. Excellent!

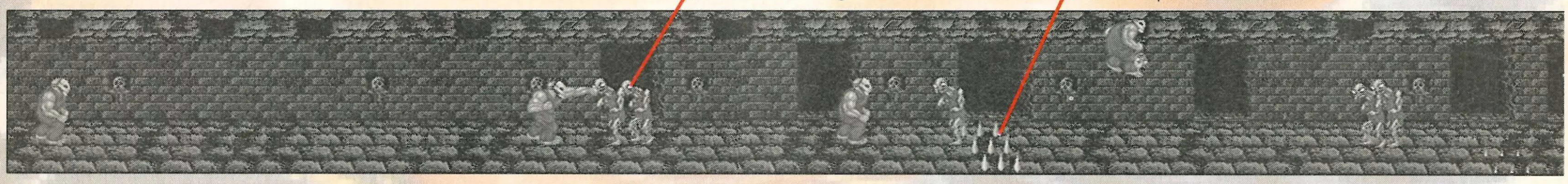


Your only enemy in this library level are the severed hands which can easily be kicked or punched in mid air.

Zombies emerge from the doorways and attack in great numbers. You can tell if they are about to attack because their eyes can be seen in the background.

Step on these spikes and you'll lose you feet. Not recommended if you want to make it past this level.

The spikes all around this trolled by this lever which a zombie. Punch him and l le



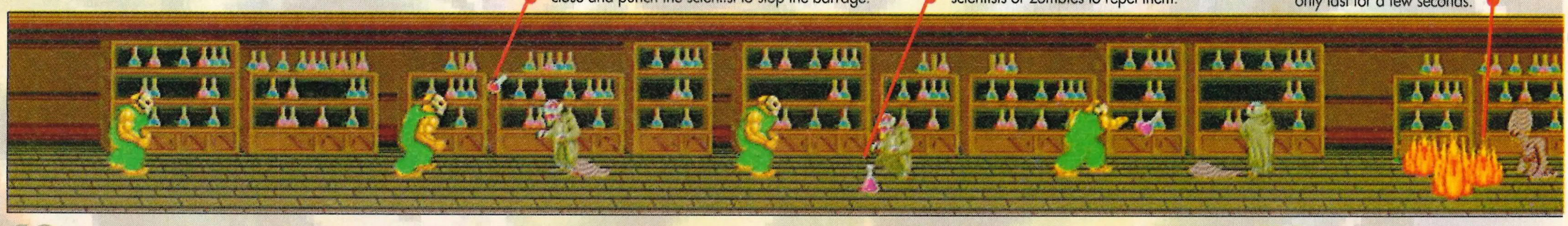


The slime monsters appear yet again to knock Rik off into the slime pools. Use the same method to deal with them.

The mad scientists throw vials at you which explode into flame when they hit the ground. The flame varies from three to four sections of the floor. Get in close and punch the scientist to stop the barrage.

Occasionally Rik will find a flask full of purple acid. Throw it at the scientists or zombies to repel them.

At regular intervals a flask full of fire will inexplicably drop from the ceiling, so you must be vigilant at all times. The flames only last for a few seconds.



These zombies are extremely rancid and literally fall apart when you kick them. Jump over this pit and perform a flying kick or a slide to decapitate it.

Fall down any of these pits and you will be transported to a sewer level full of skinless zombies and green slime monsters. This section has the added attraction that you are able to rip off a zombie's head and throw it at the others. To stop the many spikes from getting you, Rik has to kill the zombie with the lever.

Keep away from these Will o' the Whips; if they attach themselves to you, your controls will be horribly reversed and you'll probably fall into the hole just ahead.





The alien guardian will slide at you from each side taking your energy. Jump it each time.



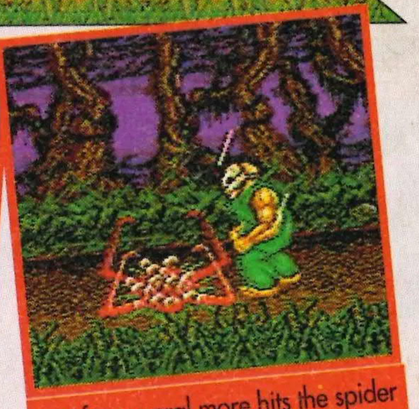
When it reaches the other side, punch it repeatedly, then get out of the way before it attacks again.



The alien crumbles, but in its place appears a huge spider creature with poisonous spikes.

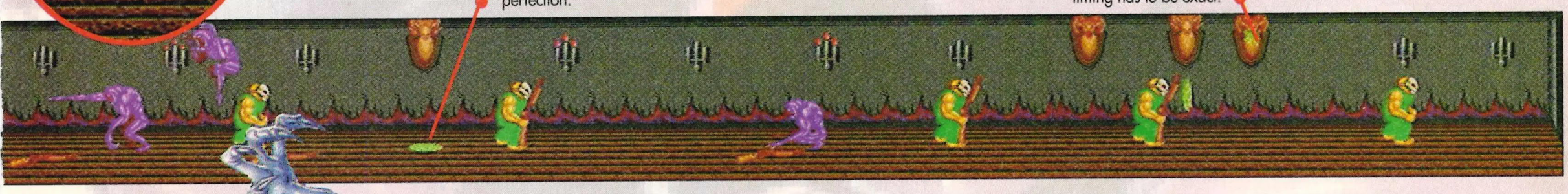


Stand firm, crouch and kick the spider every time it gets close. That should temporarily deter it.



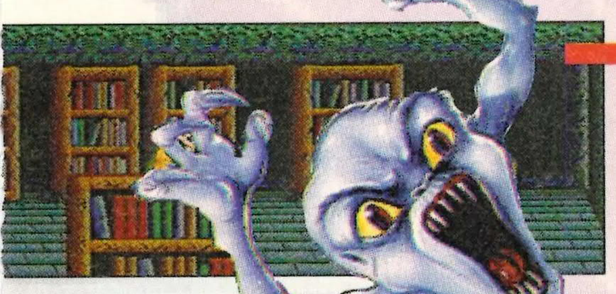
After several more hits the spider bubbles away to nothing and you can enter the house.





This yak spews slime, so time your crossing to perfection.

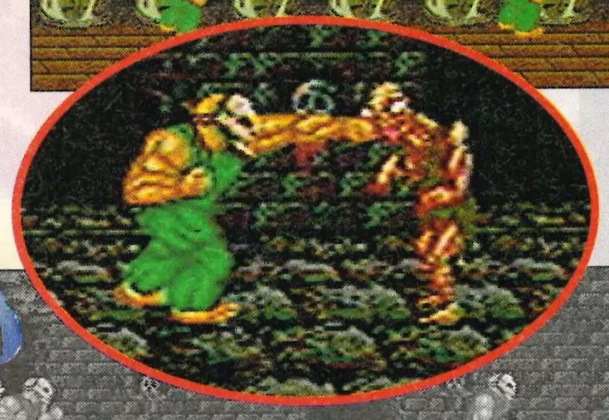
With three yaks in a row ready to barf bilge over you, your timing has to be exact.

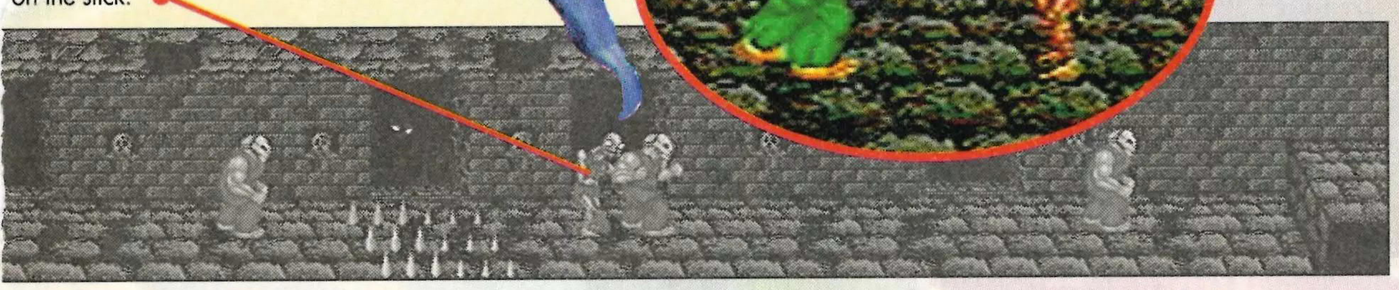




Beyond the library is the freezing chamber where all the alien embryos are stored. Some of them are more lively than others and will smash through the glass and attack. The aliens require more hits than the purple ghouls, but fight the same way so you shouldn't experience too many problems. At the end you will fall through the floorboards to the fragrant sewer level (below).

evel are con-
operated by
s arm will be
on the stick.





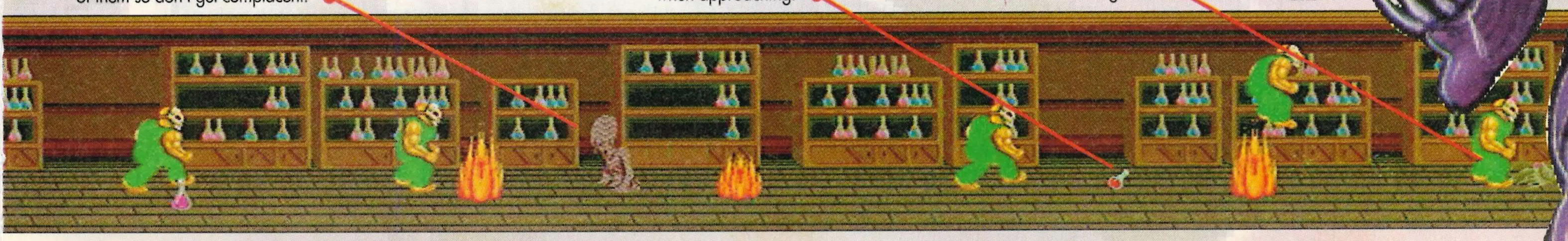
From the sewers your next step is the laboratory. From foul stench to filth free in a step – it's a strange world.

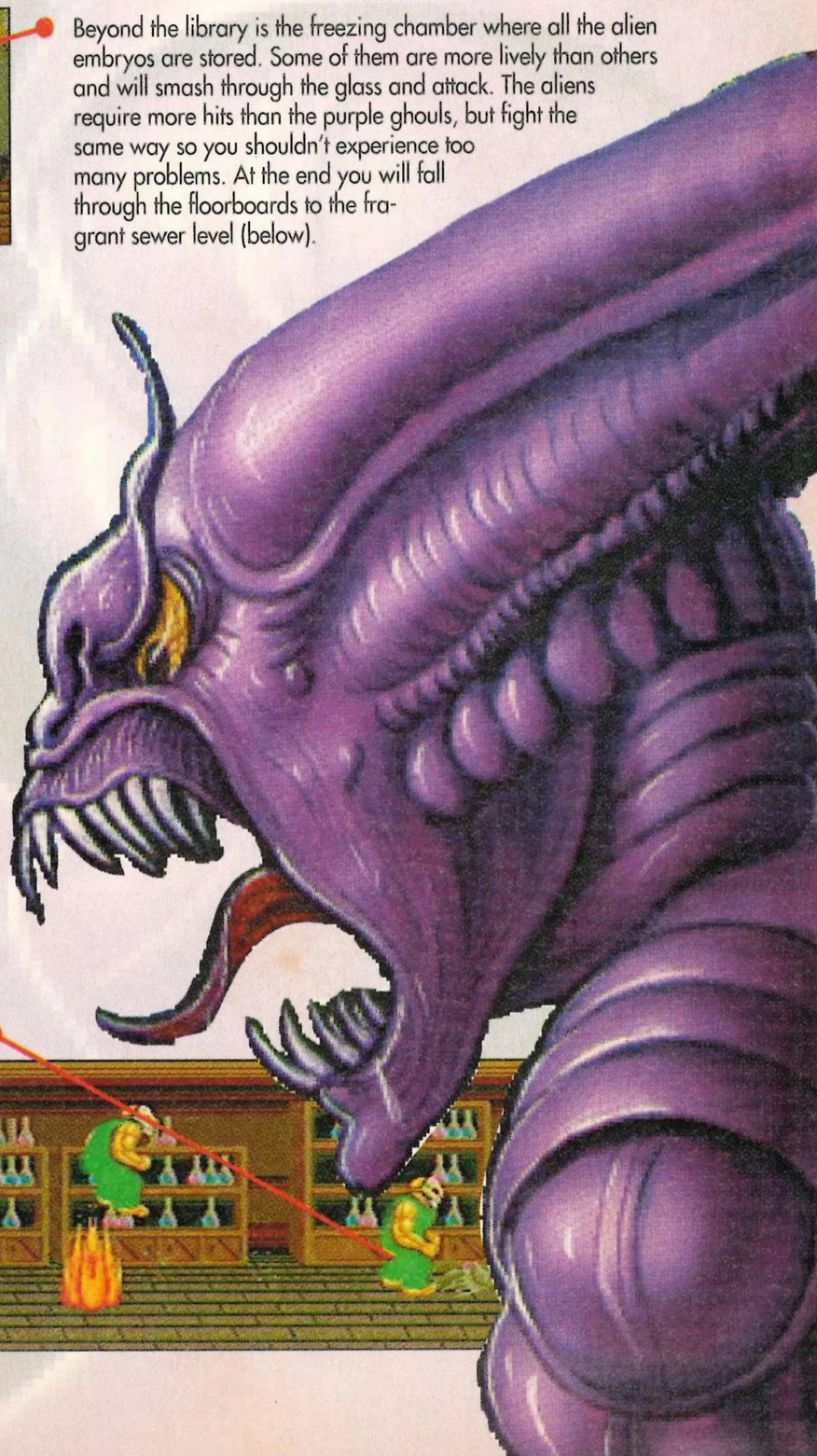


Slime monsters yet again. One punch will subdue these laboratory creations, but there are lots of them so don't get complacent.

These red vials shake for a fraction of a second and then explode into a ball of flame. Take care when approaching.

Use the last vile or a firm punch to trash the last scientist and he will disintegrate into a stain on the floor. Watch out for falling vials.





CONSOLE XS SOLUTION

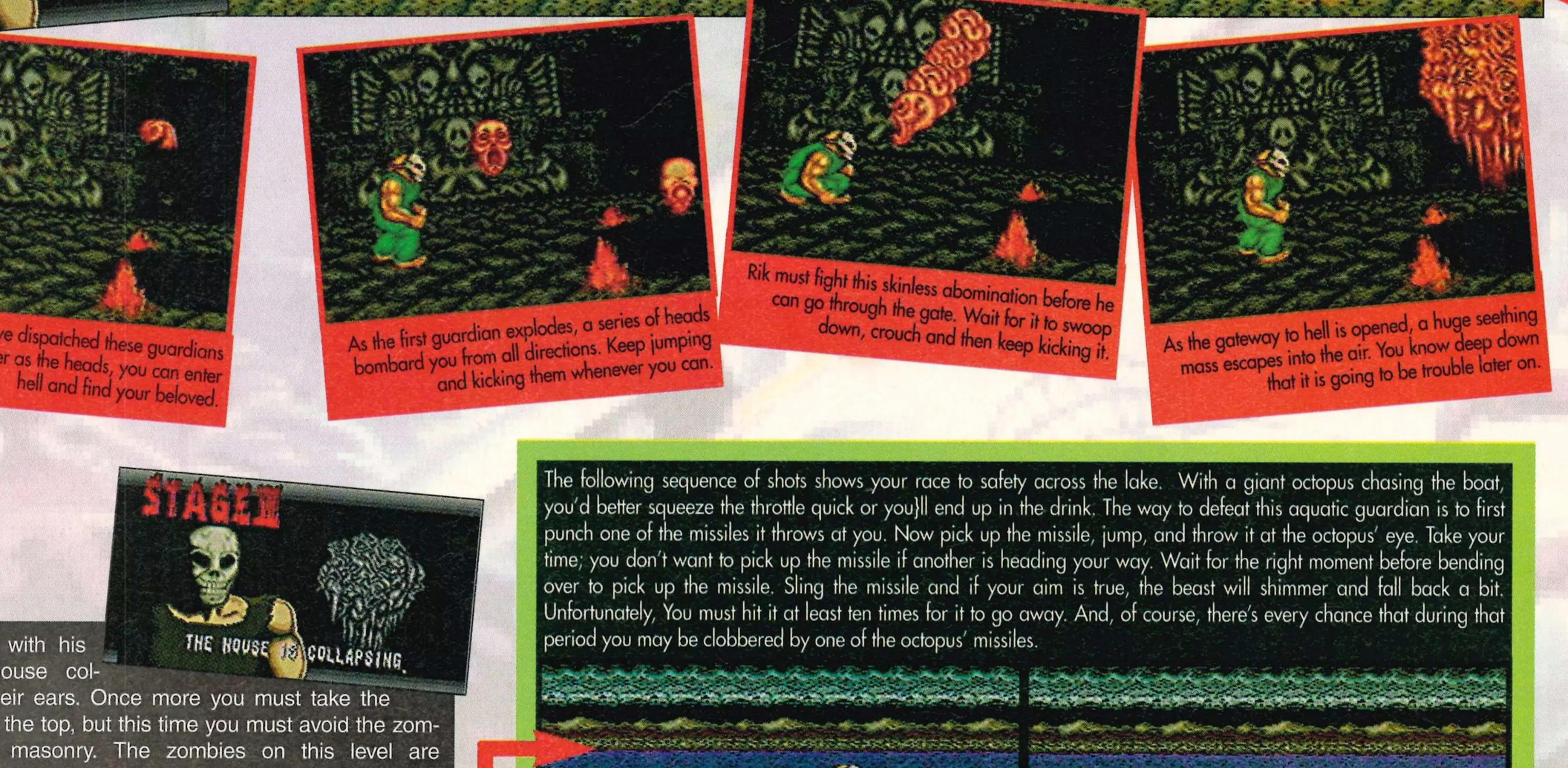




Short this level may be, but it's just as dangerous – if not more so – than any of the others. In the first instance, Rik walks towards a strange looking altar covered in mystic runes. It is here that you'll get to rescue your girlfriend. However, it is only then that the fun really begins; all hell lets loose as demons and demi gods try to recapture your loved one. If it sounds like

Level 6





Once you have dispatched these guardians in the same manner as the heads, you can enter hell and find your beloved.

As the first guardian explodes, a series of heads bombard you from all directions. Keep jumping and kicking them whenever you can.

Rik must fight this skinless abomination before he can go through the gate. Wait for it to swoop down, crouch and then keep kicking it.

As the gateway to hell is opened, a huge seething mass escapes into the air. You know deep down that it is going to be trouble later on.

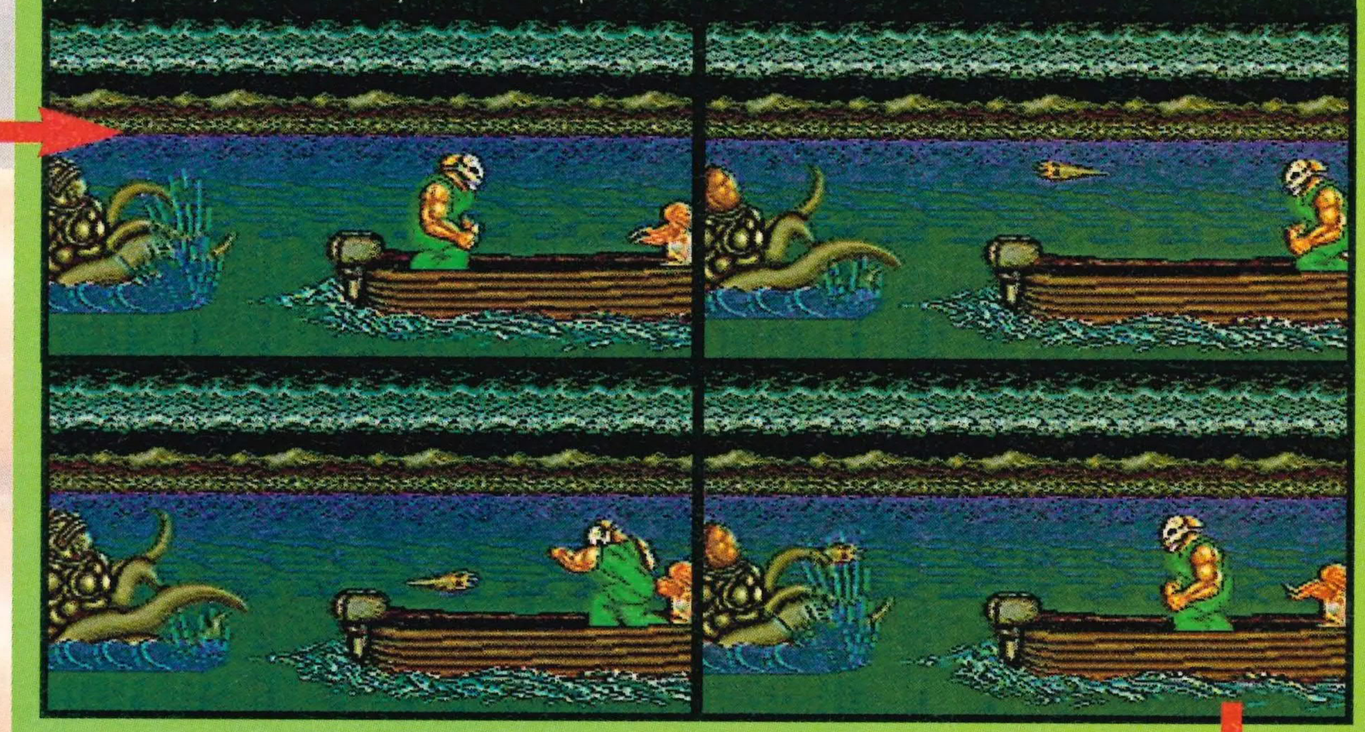
As Rik escapes with his girlfriend, the house collapses around their ears. Once more you must take the fevered lift ride to the top, but this time you must avoid the zombies and falling masonry. The zombies on this level are extremely persistent and you must punch them off of the edge for them to disappear.

Level 8

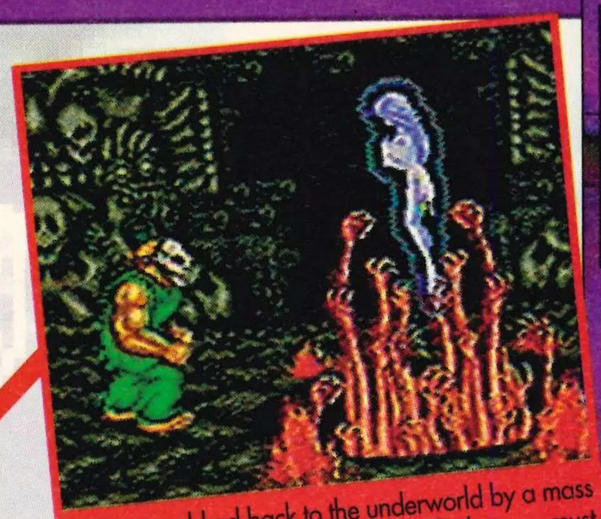




The following sequence of shots shows your race to safety across the lake. With a giant octopus chasing the boat, you'd better squeeze the throttle quick or you'll end up in the drink. The way to defeat this aquatic guardian is to first punch one of the missiles it throws at you. Now pick up the missile, jump, and throw it at the octopus' eye. Take your time; you don't want to pick up the missile if another is heading your way. Wait for the right moment before bending over to pick up the missile. Sling the missile and if your aim is true, the beast will shimmer and fall back a bit. Unfortunately, You must hit it at least ten times for it to go away. And, of course, there's every chance that during that period you may be clobbered by one of the octopus' missiles.







She is grabbed back to the underworld by a mass of writhing hands. You realise grimly that you must enter hell to reclaim her soul.





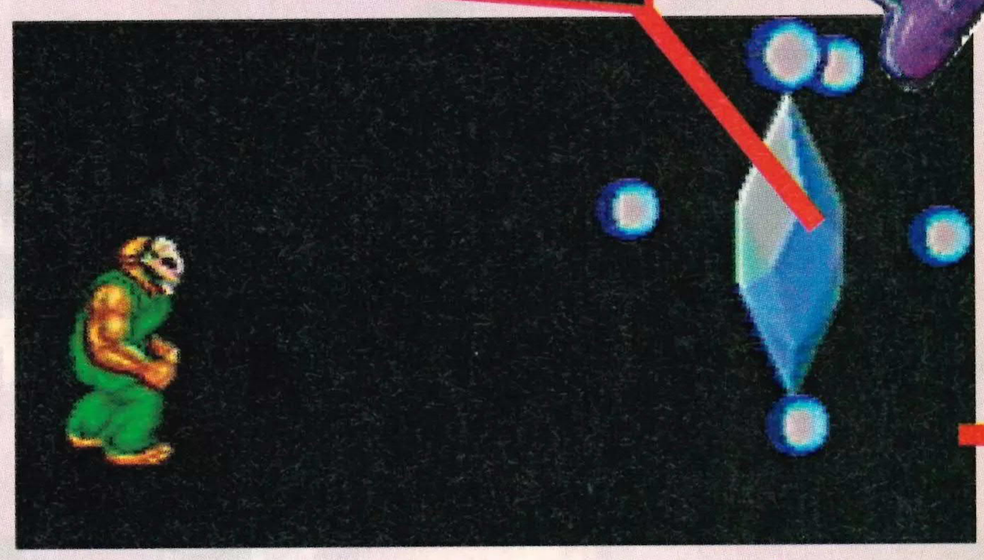
Here is just a small section of the constantly scrolling level. You will be attacked from all sides by the blue ghostly heads. First they will come down from both sides (just punch them quickly) then they attack at waist height. After that, in a random pattern. Stay light on your feet and keep punching them whenever they get close.



For a brief moment Rik believes that his quest is over, but this moment with his girlfriend is short-lived. Any second now...



A curious guardian indeed. This power diamond holds your girlfriend; just run up to it and punch the lights until they leave you a clear path through which you can hit the diamond. Easy really.



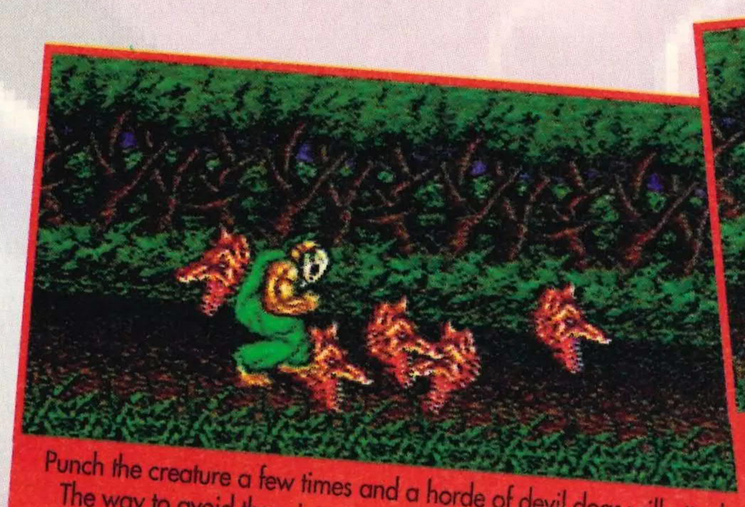


Once you have your girly by your side, this big blue behemoth will run towards you and the background will chance. Keep running and punch any lights that get in your way.

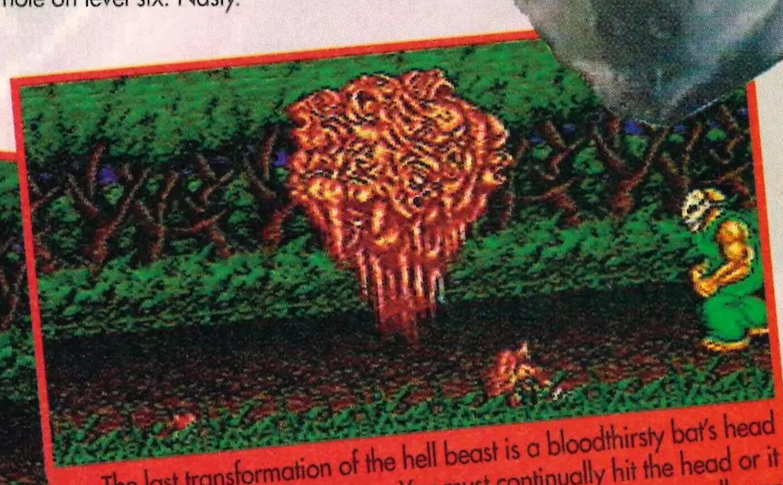
Just a few more steps and your nightmare will be over... except for the end-of-level guardian. You know the one – the huge thing that flew out of the hole on level six. Nasty.



At last, the final guardian. Surprise, surprise it's the big ugly mother from level six. You've made it this far; don't give up. You will notice that Rik's girlfriend is doing a runner, typical.



Punch the creature a few times and a horde of devil dogs will attack. The way to avoid them is to get to the right of the screen, punch the first dog, then jump over the second one and attack the hell beast.



The last transformation of the hell beast is a bloodthirsty bat's head which flitters all over the screen. You must continually hit the head or it will change back into the beast and you will have to start all over again. Hit the bat's head four times and you've completed the game.

Hook



The ghost mine, quite obviously, contains many spooks and ghouls, which you will need to avoid if you are to escape these haunted caverns. Collect all of the items available, including the cakes and chicken legs for energy, and then head for the exit in the bottom left corner.

Thudbutt. This rather gassy guy needs to be fed with food before he can destroy the wall backing your path. Collect the chicken wing and a few cakes, and then pay him a visit – he will then blow the wall right out of the way.

Use the metal detector to scan the floors and search for hidden treasures. Use the B button to turn it on. When it beeps, keep the button pressed and the treasure will soon appear!

Make sure that you have collected a further thimble before trying to cross the bridge here. Don't forget, you first have to send Tinkerbell flying across the stars.

Take care on the floating logs and turtles since they will sink under your weight. When they do, leap up so that they have time to resurface, then continue to the other side.



The Pirate Forest is probably the easiest stage in the game, with just a handful of items that you need to collect. Snakes and pirates make a nuisance of themselves here, but if you take your time you won't experience too many problems. Just don't try to rush through – you only have a limited amount of energy! Once you have everything, including Tinkerbell, head to the exit in the bottom right corner.

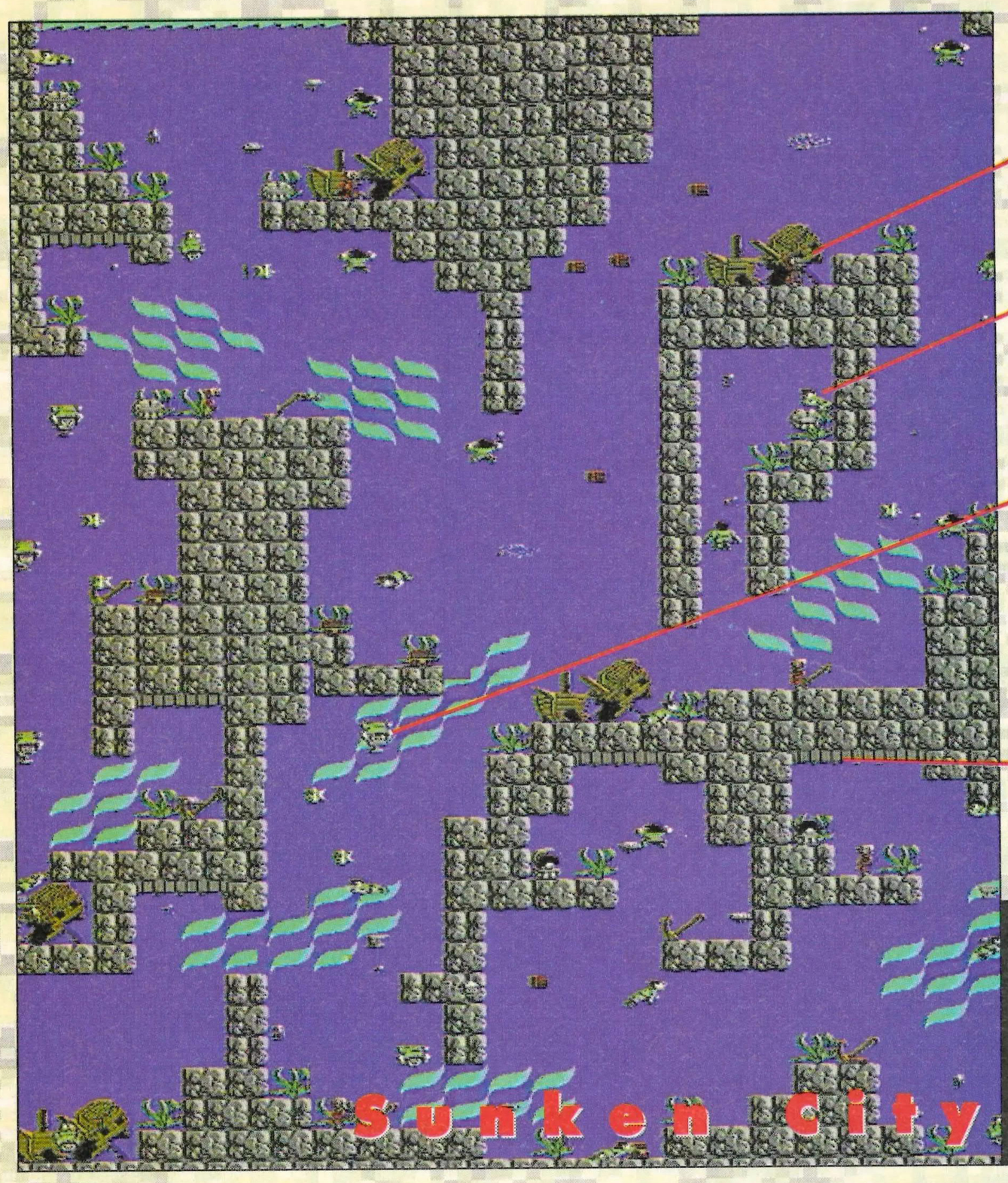
As with just about every other hit film of the last decade, Hook now makes that almost natural transition from the big screen to a video game. Thankfully this Ocean conversion isn't as bad as past releases have been, managing to include much of the film's most interesting aspects.As the intrepid and somewhat older Peter Pan, you must return to Neverland and rescue your children from the evil Hook. Of course, there is plenty of intense gameplaying to be done before you can finally confront Hook.

With 16 different levels, a few fight sequences and a flying section to overcome, it's going to be tough. To help you in this immense quest is Tinkerbell – not quite a Julia Roberts lookalike but still pretty handy all the same. Many of the levels require you to collect certain items, which would be easy if it wasn't for all of Hook's cronies. And all you've got is a small dagger to defend yourself

NES

OCEAN ● £39.99 ● PLATFORM ADVENTURE

HOOK



Don't try tackling the harpoon throwing divers since you are unarmed. Just keep your distance.

Don't miss the oyster residing in this little alcove.

Use the anvils to help you reach the seabed quickly. In this way you'll preserve precious air.

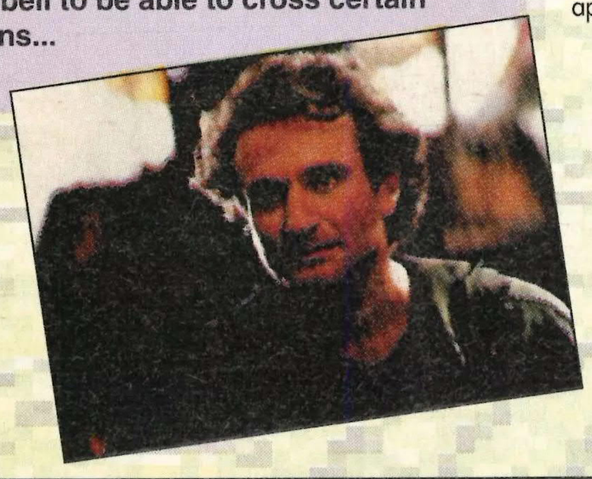
Keep one eye on your air level – if it is running low then head either for the surface or go to an airlock such as this one.



Tinkerbell won't join you on these underwater stages, so you're literally on your own (apart from the odd scuba diver and fish). To complete this section you need to collect nine pearls and then Rufio's alarm clock, which is found in the bottom right hand corner of the map. The oysters holding the pearls are scattered throughout the whole of the level, so be sure to search in every nook and cranny. The other thing to remember is that your air supply is constantly depleting, so you will either need to return to the surface to replenish it or find an airlock that will perform the same task. Once you have collected all of the pearls, clocks and nine chests, head for the surface.

A Few Basics...

- **You will always need to save Tinkerbell on most of the levels, and you will also need to perform other tasks in many. Read the on-screen level intro for the full story.**
- **To make Tinkerbell follow you, you will need to collect a certain number of thimbles.**
- **The bell has certain magical powers...**
- **You will need to spread magic dust via Tinkerbell to be able to cross certain sections...**



You'll find Tinkerbell (one of your objectives) here. Remember, you must have the right number of thimbles otherwise she won't follow you.

Apples will revitalise you; what better excuse to go apple scrummping in this tree.

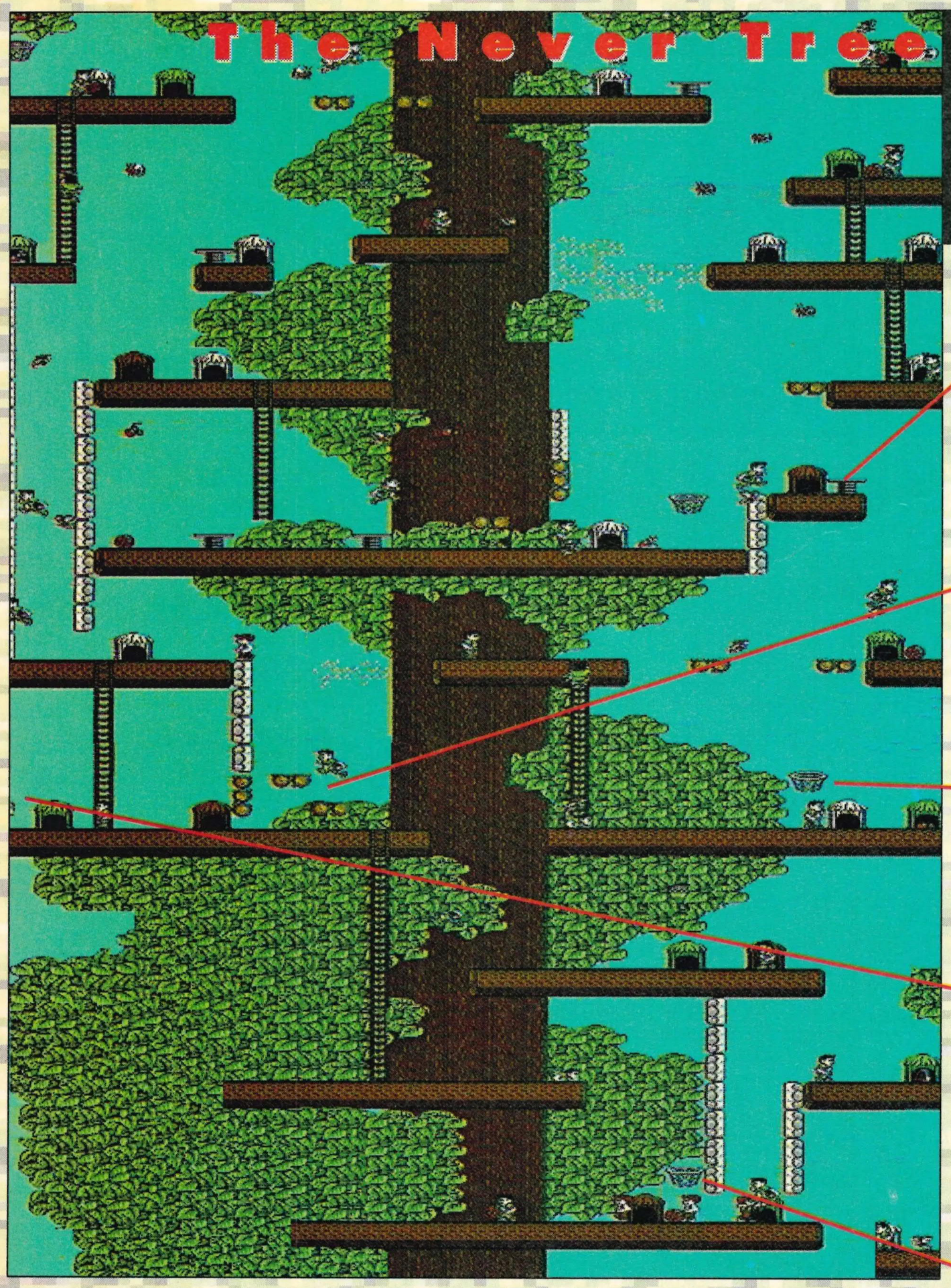
You'll find the bell just here.



The Lagoon is a little tricky to negotiate, since there are an abundance of evil pirates and tree snakes. First collect the thimble at the bottom of the top right ladder. Next, get the one found by going left, down, right to a wooden platform, and then right again to another wooden platform. Go and get Tinkerbell at the top right, and finally retrieve the bell on the middle left. All you have to do then is go to the exit on the bottom right.

Hook

The Never Tree



The Never Tree is rather more complicated than the previous stages. Certain areas are only accessible by taking a ride on leaves, while you will also come across the Lost Boys who aren't too happy that you have returned to Neverland! The first thing that you need to do is work your way up to the first thimble on the right, and then use the leaves on the left side to travel down to the other thimble. Go down once more to reach Tinkerbell, then work your way up to the top. Collect the bell on the way and then head for the exit in the top right. Easy really.

Use the springboards to leap high up into the sky. There's one near the top of the level that you will need to use to reach the exit.

To make the door move up, you must jump onto the highest platform, and force it all of the way down by simply standing on it. A bit like Crystal Maze really...

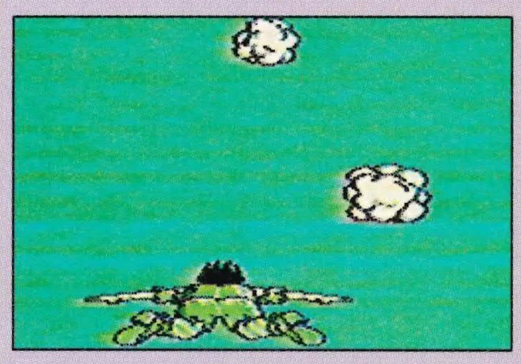
Shoot some hoops for bonus points. It's not really necessary, but will while away those moments of inactivity.

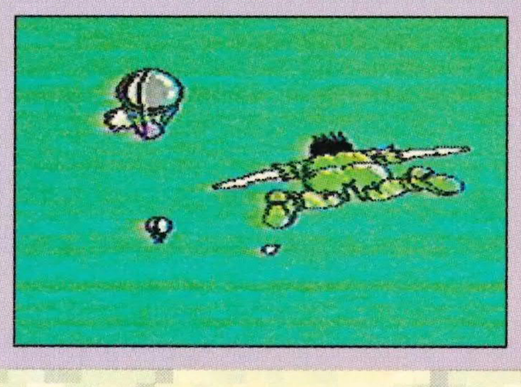
Use these leaves to travel downwards through the platforms.

Use these white barriers to bounce up to the top platforms – hit one side then the other to get the height that you require.

PAN-AM FLIGHTS

Most of the flying sequences that you encounter on your trek through Neverland are identical. All you need to do is avoid the thunderclouds and the dynamite balloons, and collect the normal ones which hold the marbles that you need to keep you aflight. Very simplistic, but it makes a change.





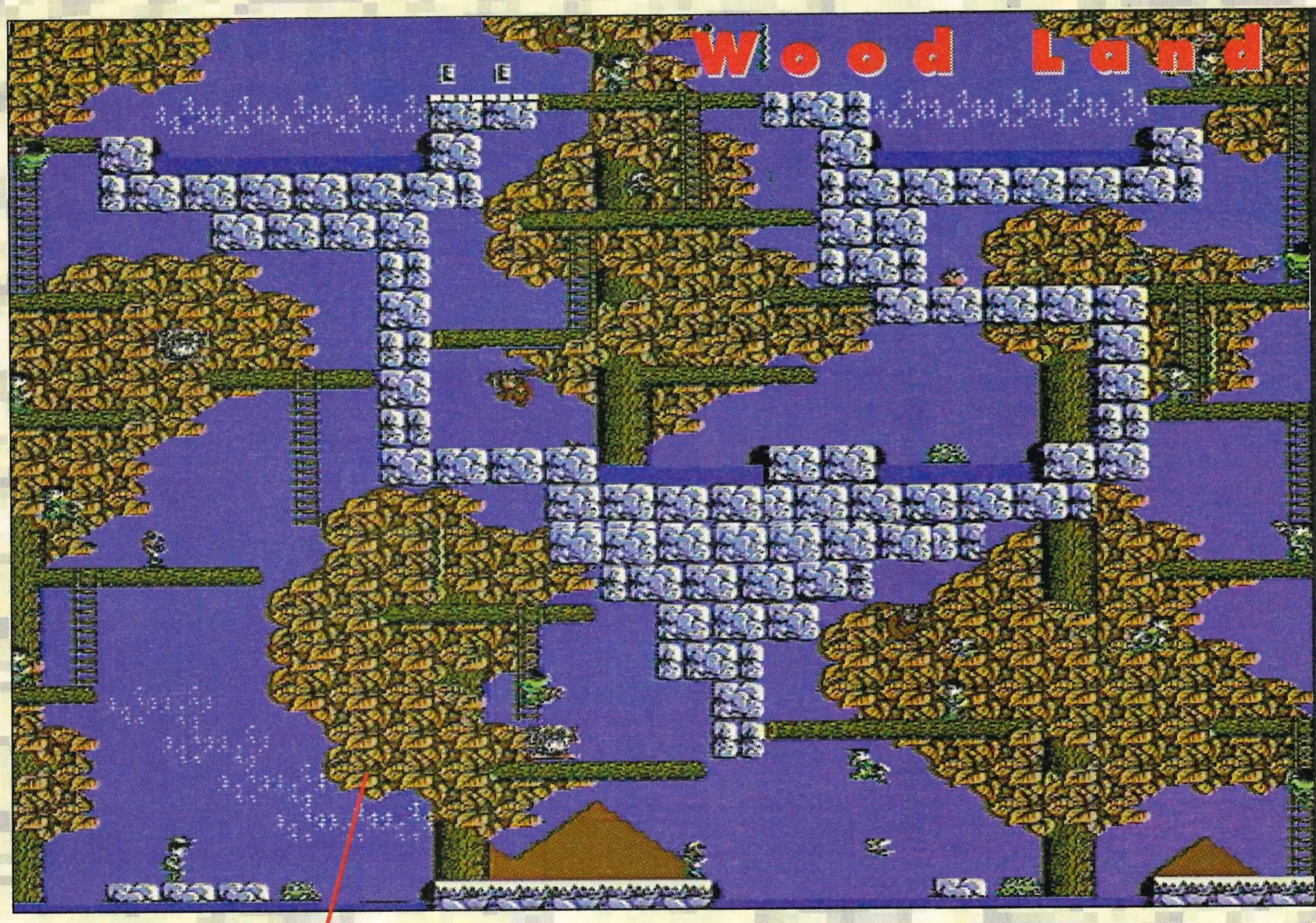
You've got a lot of treasure chest to find if you're to make it through this level, and here's one of them.

Make good use of the airlocks – your life depends on it.

There are eight pearls to collect in total, including this one in the bottom left hand corner and one in the bottom right.

Marine World

Marine World is pretty similar to the Sunken City, except that it's harder. Again, all you need to do is get the pearls and the treasure from the chests while avoiding the divers and fish. Although your air constantly needs replenishing, don't let this panic you – it's best to take it slowly and fill up regularly rather than rush headlong into an enemy.



Woodland and Winterland await While neither present any notably tough areas, both could prove tricky. There are a number of star bridges in the Woodland area, which you can only cross once you have enlisted Tinkerbell's help and got her to throw some fairy dust over the troublesome areas. To start with you need to get the thimble in the bottom left corner of the centre cave, and then you need to find Tinkerbell. You will then be able to go and get the bell, which is in the bottom left corner, before returning to the very top and the waiting exit. Watch out for the gorillas – try to run under them rather than taking them head on.

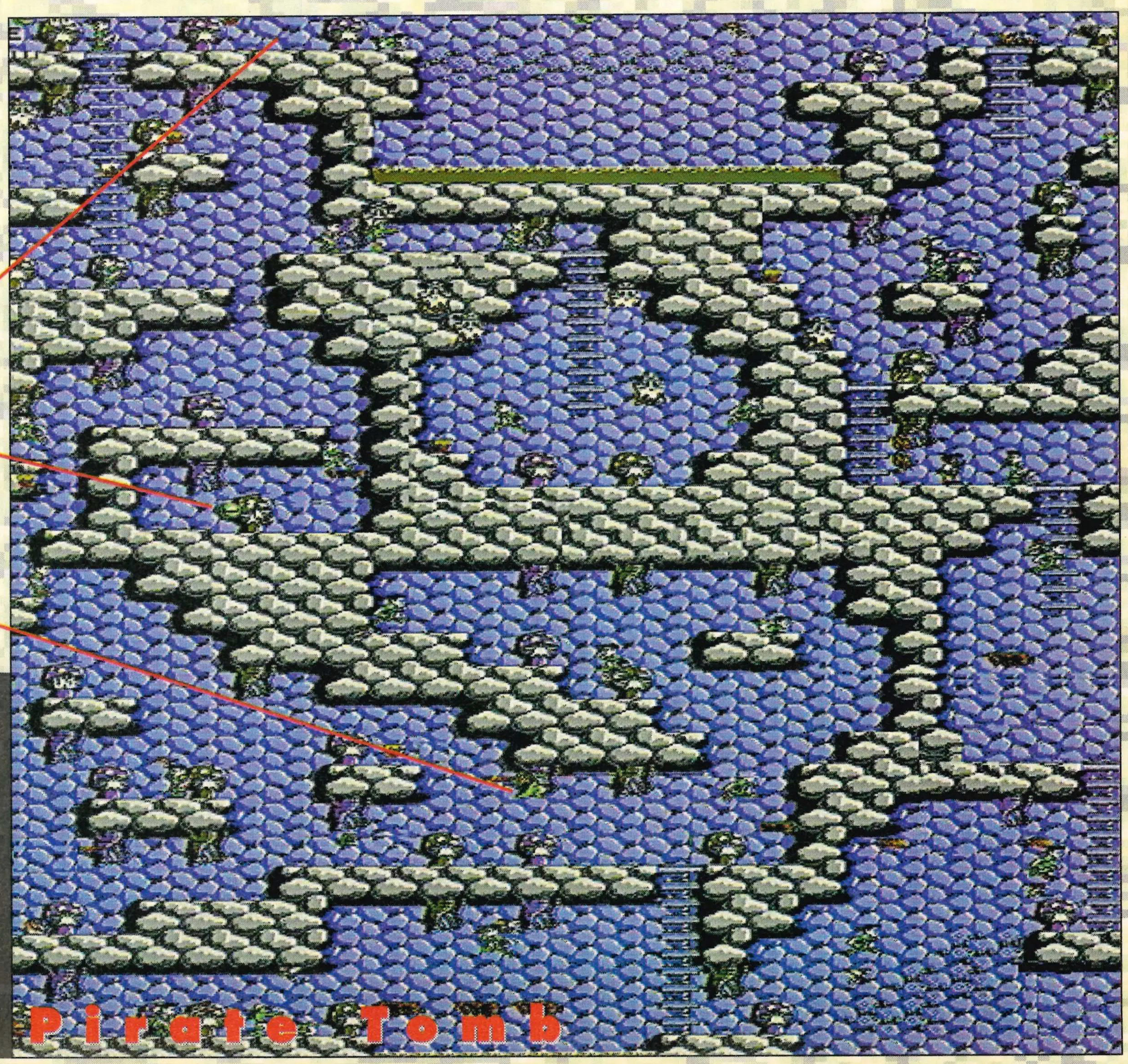
The unmapped Winterland section is a cold and slippery iceworld in which ice poles and ladders are your only means of climbing up or down to platforms. Basically, you need to travel to the top left where the thimble awaits, then to a small alcove near the top centre of the stage to get Tinkerbell. The all important bell is on the far right. Note that you can climb either up or down the ice ladders but you can only slide down the poles – there's no going back up. Also, there are certain ice barricades that block your path at various intervals. Simply jump up and down on these to destroy them and clear a route. If the missing map concerns you, phone 0225 765086 and demand an explanation from Damian Butt.

You can rummage around all day in this tree, but you're not guaranteed to find any energy-replenishing apples.

The thimble can be located somewhere around here.

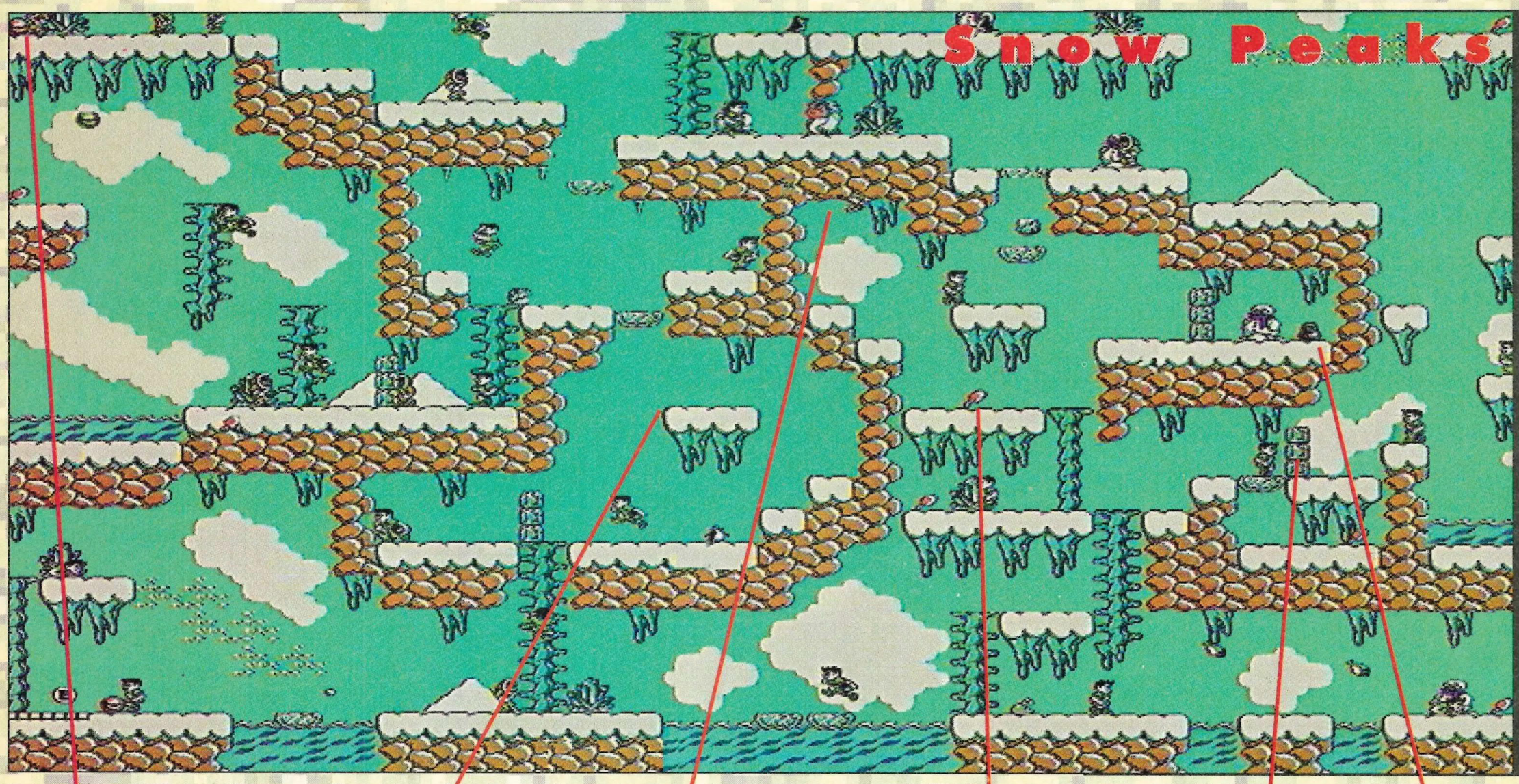
Pay a visit to Tinkerbell in this little cave only after you have retrieved the thimble. If you don't she won't follow you.

Dodge Puff the dragon's flames, then quickly run under him.



The Pirate Tomb is very similar to the Ghost Mine. It houses many of the same obstacles, including a rather angry dragon. Collect the horn and Tinker bell, and then basically get out of there. The thimble you need is at the top of the map, while Tinkerbell is in a little alcove in the centre left (only accessible by a small platform). Finally, the horn is at the bottom of the map, but to get to it you will first need to deal with the dragon. Wait until it's gone up and then run under, not forgetting to jump over any flames that shoot your way. Get the two bells while you're down there, and then head to the top left and the waiting exit.

Hook



The Snow Peaks, by their very nature, are quite similar to the Winterland scene. You need to initially head down and then back up the right hand side before you will find Tinkerbell. The exit itself is in the bottom left hand corner. Like this box here, the level is relatively short – and made even shorter by the fact that you slide nearly every-

Get the bell from the bottom left then turn around to get the one at the top left.

Grab one bell here.

Once you have the thimble go and get Tinkerbell from the location pointed to here.

Part of your task in this level is to collect all seven lollipops that look like this.

Simply push these blocks to move them out of the way.

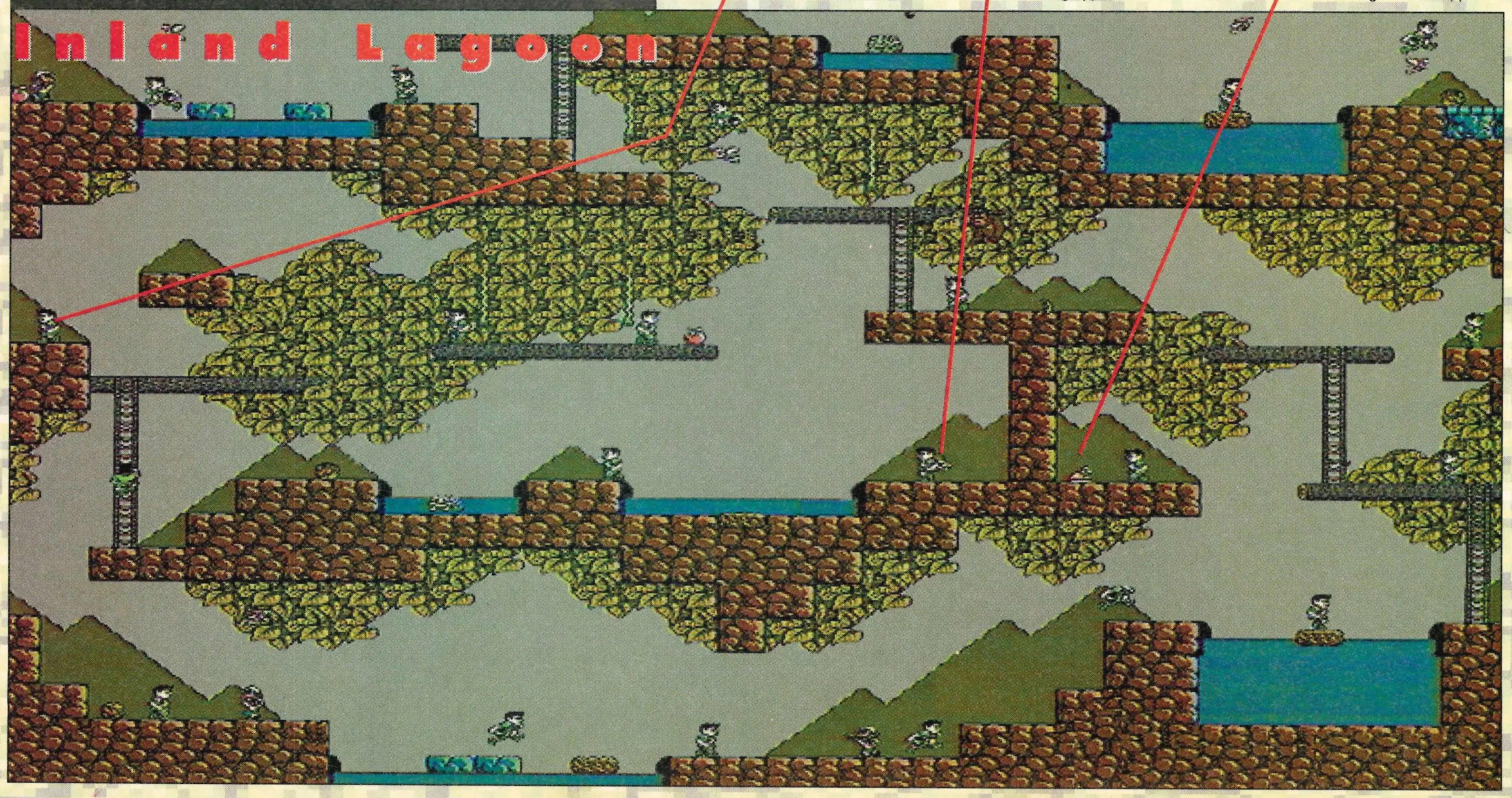
A thimble awaits here. You need to pick it up if you wish Tinkerbell to join you.

The Inland Lagoon would be quite straightforward if it wasn't for the many strategically placed pirates. There aren't too many new difficulties though, so if you are adept at dealing with Hook's men then you won't find them too tough to contend with here. The first thing to do is get the thimble, then Tinkerbell, and then get to the exit in the top right corner. If only those gorillas would keep still...

Get the thimble from here.

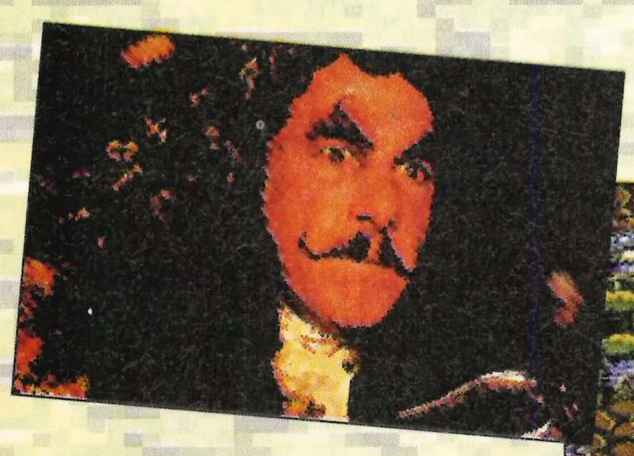
Tinkerbell can be found here, along with an energy restoring apple.

Keep an eye out for the chicken legs and the apples.





Plenty of food is available in this level, and you are sure going to need it. Start by getting the bell in the top right of the level, then move down to get the thimble and another bell. Your main problem will be the gorillas – don't hang around near them because they have a tendency to hurt you! Continue down to Tinkerbell then head for the exit in the bottom right corner.

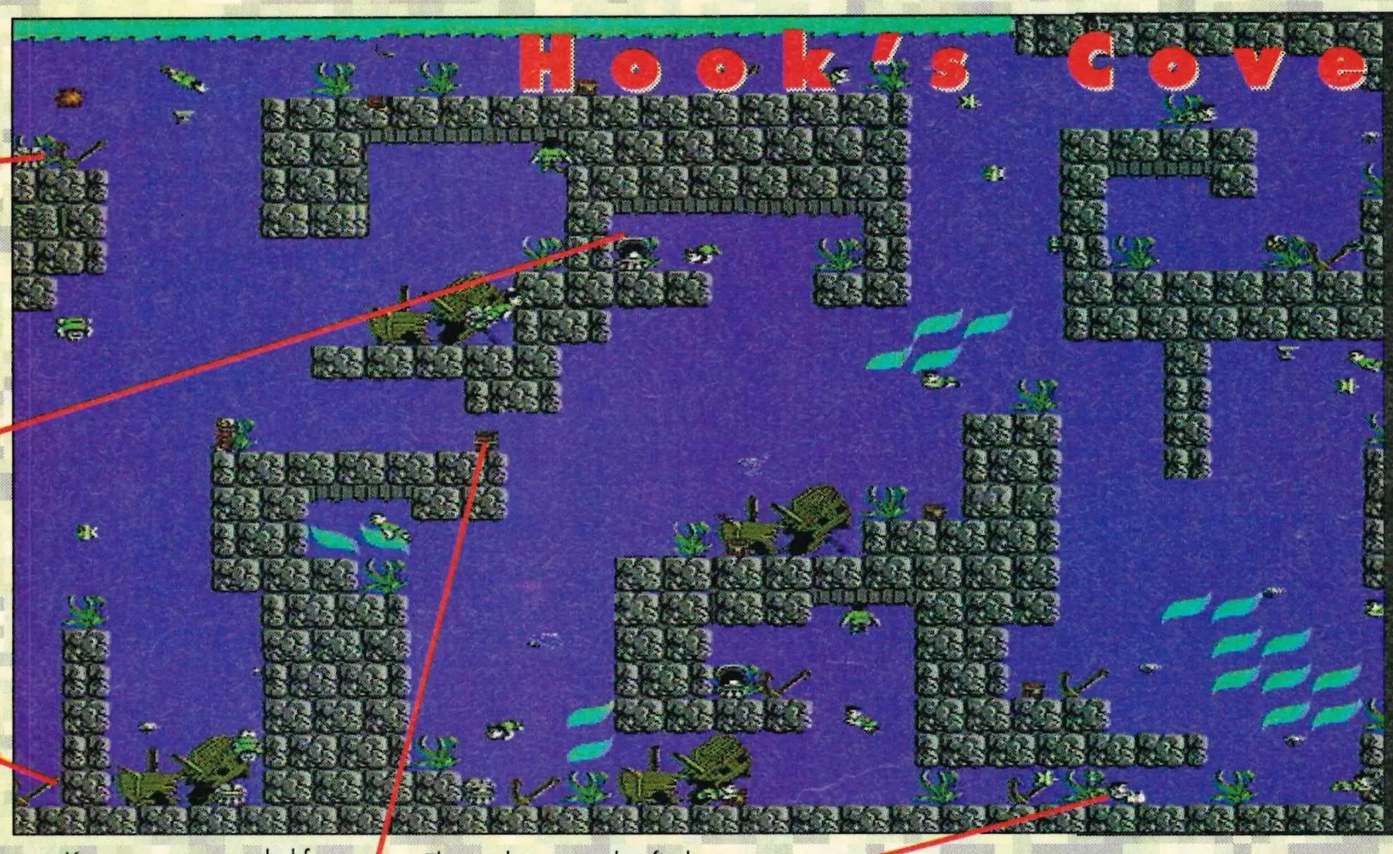




Skull Cavern is very similar to the Ghost Mine – apart from the fact that it is far harder! The routes that you can travel are many, and the nooks and crannies even more difficult to find. But that's why Console XS exists. First you need to get the thimble and then the ball. After that, head down to the bottom left and the waiting exit. Loads of spooks inhabit these caves along with the odd fire-breathing dragon, so take your time when you confront them because your weapons are pretty useless against these guys. Even with extra items these can be quite a handful. Certainly one of the tougher levels.

CONSOLE XS SOLUTION

Hook



you'll need to travel all the way up here to get the first pearl.

This extremely well hidden pearl is right next to an air lock, so get your breath back while you're here.

Two more oysters lurk near the sea bed.

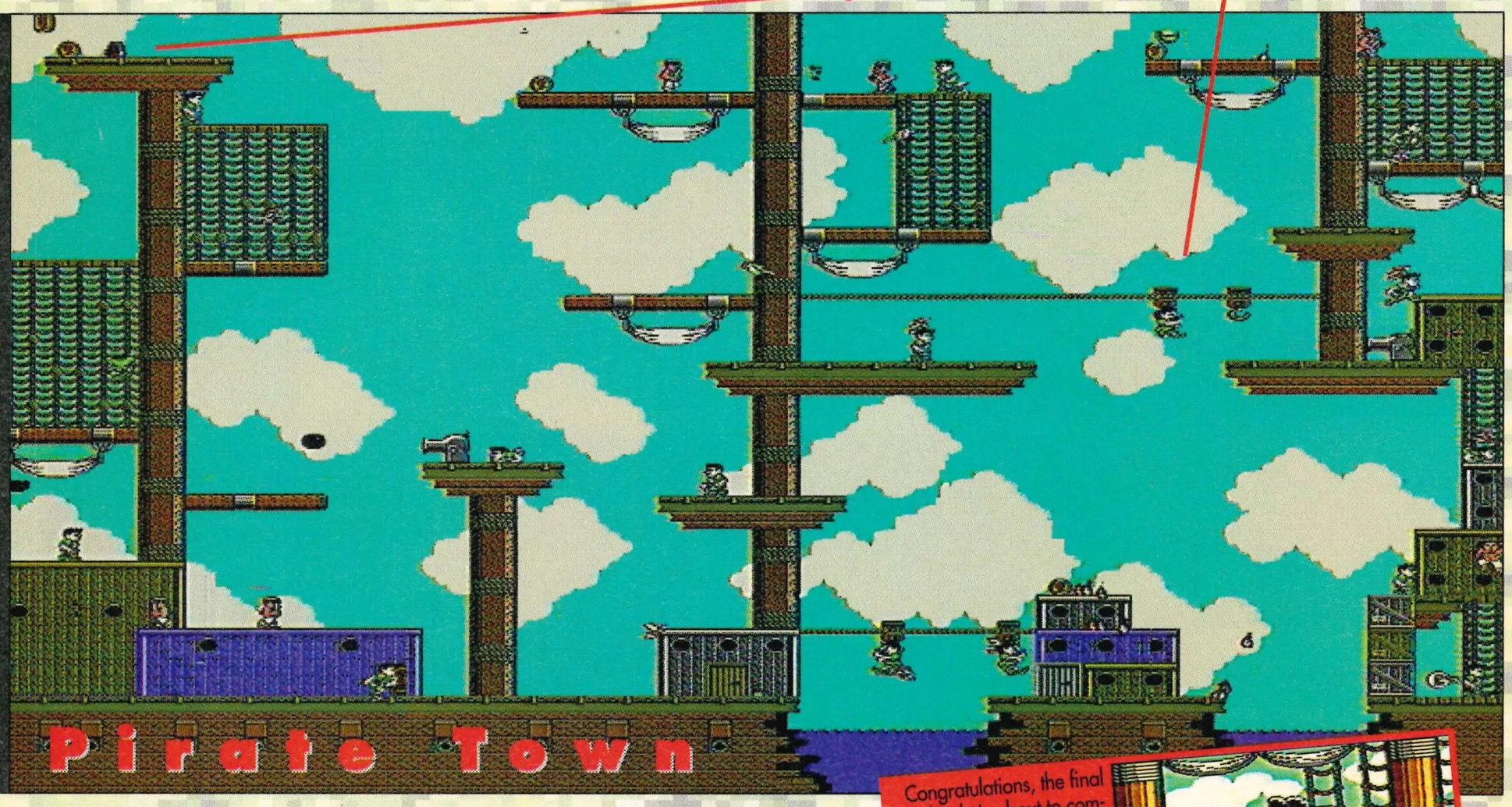
Keep your eyes peeled for the treasure chests that litter this level.

The tooth you need to find, is located here.

Get the thimble, then head to Tinkerbell.

A rather dramatic deathslide takes Pan from one side of this wreck to the other.

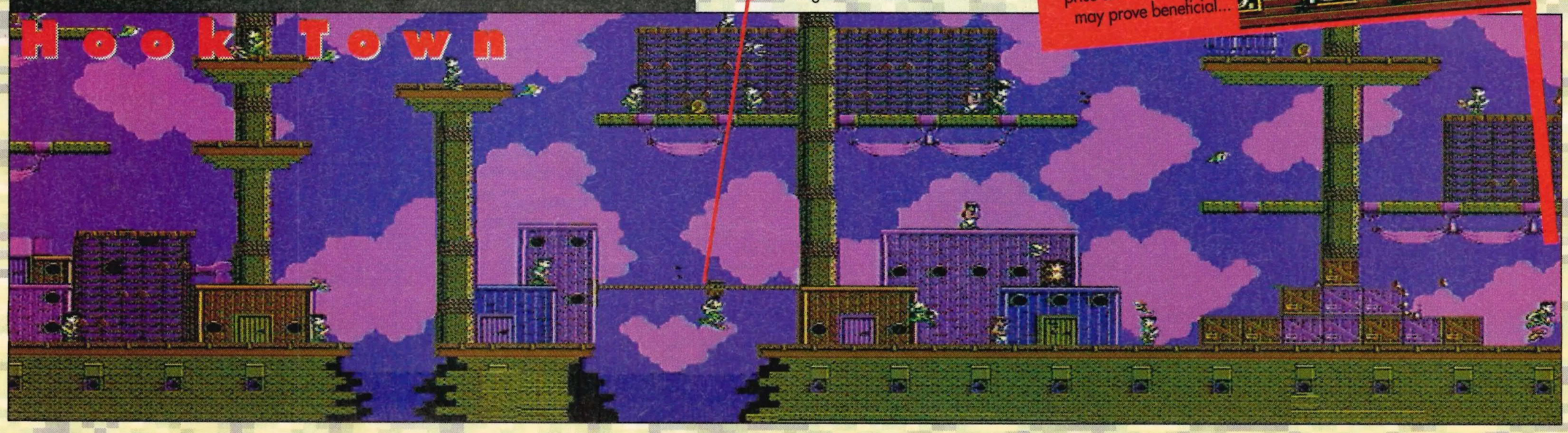
Hook's Cove is full of valuable pearls as well as a splattering of treasure chests. Seven well-hidden oysters hold the desired items, while the four treasure chests are always nearby. You will also need to collect a tooth at the bottom of the sea (the use of which will become quite evident as you play the game). As with all of the underwater escapades, be on the look out for air locks with which you can replenish your supply of oxygen. And keep your distance from any roaming sea creatures. As all the action takes place underwater, you won't have the use of Tinkerbell and her magic to help you across any overly complicated sections – it's all down to your kill, daring and downright foolhardiness. Still, it's the penultimate level but one; if you've got this far there must be something you're doing right.



As would be expected on this level, hordes of pirates roam the many platforms and poles. All you need to do is get to the top of the left-most mast, pick up the ever-ready thimble, make a grab for Tinkerbell and shoot off to the exit. However, you will need to negotiate the primitive death slide as well as the firing cannons. These are annoying rather than impossible to negotiate as you'll almost always get something coming towards you when you're halfway up a pole. But it's not all bad. There are a few goodies for Peter to tuck in to, but you will still need to tread carefully. For a level so close to the end, it's remarkably simple. Still, it's about time you got back to the easy life.

The final map, and yet another questionable town. Does it or does it not look more like an old wreck of a ship? Either way, you once more have to climb to the top right to get the necessary thimble while avoiding the cannon fire and those pesky pirates. Not much more we can do for you now – just use the map to help you find your way around, and go for the exit.

Take care when crossing these voids on the pulley system. Invariably you'll be shot at or something nasty will be lurking at the other end.



Congratulations, the final battle is about to commence. Beat Hook and victory will be yours! Leap around and try to trap him at the side so that you can constantly stab him. A surprise attack from behind may prove beneficial...



WIN
A WONDERMEGA!



Yes, it's absolutely true! You could walk away with the very latest Sega entertainment system by simply dialling 0891 662562. It's a stunning machine – a Mega Drive and Mega-CD rolled into one – and it could be yours!

DIAL AND WIN!

WIN
A UK SUPER NES!



The very latest box of tricks from Nintendo could be yours if you pick up the phone and dial 0891 662563. The Super NES is state-of-the-art console entertainment, and it's just a phone call away!

DIAL AND WIN!

Simply dial the number corresponding to the prize you would like to win (you can, of course, enter both) and listen to the three easy multiple choice questions on the recorded message. Fill in the coupon below (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 sack for each competition at the end of August wins.

JOINT WONDERMEGA AND SUPER NES COMPETITION ENTRY FORM

Name .....

Address.....

.....

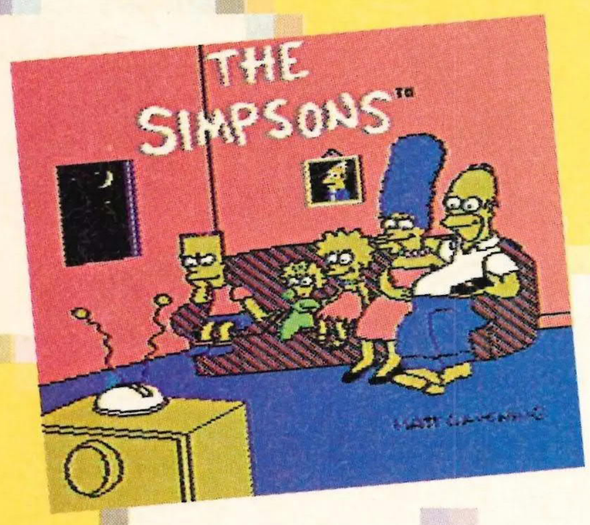
Phone number.....

Wondermega answers:
Question 1
A☐ B☐ C☐
Question 1
A☐ B☐ C☐
Question 1
A☐ B☐ C☐

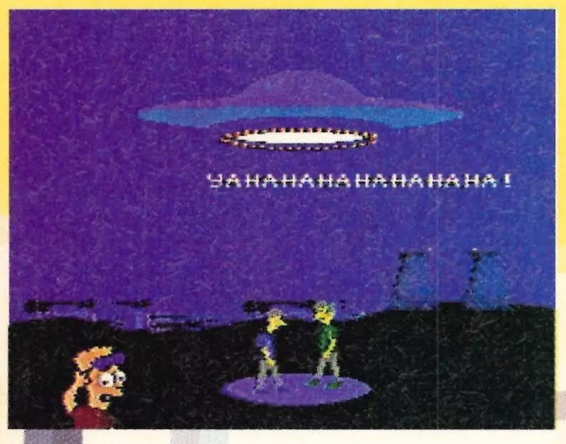
Super NES answers:
Question 1
A☐ B☐ C☐
Question 1
A☐ B☐ C☐
Question 1
A☐ B☐ C☐

Rules and things
Tick the appropriate boxes on this coupon and send it or a photocopy to Super/Mega Compo, Console XS, 7a Wicker Hill, Trowbridge, Wiltshire BA14 8JS. All entries must be in by the end of August. 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. The winners to these competitions will be announced in the next issue of Console XS.

THE SIMPSONS
BART VS THE SPACE MUTANTS



That most resourceful of all brats, Bart Simpson, turns hero to save Springfield from marauding aliens, but even the most wicked minds need a helping hand...



LEVEL 1 – THE GOALS

1. Spray the rubbish bin at the start of the level.
2. Spray the Space Mutants poster.
3. Walk along the washing line.
4. Stand on the stool of the telephone kiosk, then select the coin from the inventory. After a conversation with Mo, the bar owner, someone exits bar – you can spray them, but be ready to leap out of the way once sprayed!
5. Spray the rubbish bin.
6. When you reach Toolworld, go into the shop and purchase one wrench and one key. Come back outside and spray the purple hydrant. Stand in line with the hydrant, select the wrench and use it. The water will gush out and wash the wet paint off of the awning.
7. Also in one of the windows above Toolworld is a vase of flowers. To spray it, stand below it on the large window and leap and spray all in one movement. This rule applies to all vases on this level.
8. At Mel's Novelty Hut buy one cherry bomb and as many rockets as you can afford, ensuring that you leave yourself two coins for the third and final stop. Leave the shop and spray the vase up above and collect the 1-up Krusty clown.
9. Go to Toys 'n' Stuff and buy one whistle and one magnet and spray the vase up top.
10. Once outside Candy Most Dandy, you will see a ball on the floor. If you kick it and then jump on it, it will fly up and knock over the can of paint, which will turn the awning below it red.
11. Spray the rubbish bin.
12. Once you've reached the pet shop, you will find a caged purple parrot in the window. Step up into the window, select a cherry bomb and drop it to scare the parrot away.
13. Just before you approach the statue, you will see a "Keep off the grass" sign. Ignore it and jump up to walk on the grass. A park attendant will come and he is sprayable, but watch out as he's liable to get a bit annoyed!
14. Proceed right to the statue of Zebediah Springfield. On the statue's shoulder you will find another bird. To remove it, go to the joint in the pavement which is one slab from the statue and select a rocket. Once the rocket has been placed onto the floor, walk into it, and it will shoot up and hit the bird.
15. After the skateboard section, you will come across a bird table which can be sprayed.
16. You will then come to the Bowlarama. What you must do is light up the Bowlarama's neon sign. Get close, but not too close, to the first floating alien and then set off a rocket.
17. Proceed to the right, as you





approach the Springfield retirement home, there is a second bird table to be sprayed, but watch out for the alien!

18. In the windows of the Springfield retirement home there are some purple blinds which are drawn in the upper windows. To achieve these goals you must use rockets, but don't forget to allow for the angle that the rockets travel.

19. If you find that you still require more goals, which you shouldn't if you follow this, then stand between the two blue aliens at the entrance of the Springfield retirement home and select and use key. This will warp you back to outside Mo's tavern. Now if you return to the cinema entrance when your time indicator displays either 4:00 or 2:00, you will see someone leave the cinema, and you can spray them.

SECRET ROOMS/WARPS

Level 1

At the end of Level 1, when you reach the Springfield Retirement Home, you will see two blue aliens either side of the main entrance. Stand between the two aliens and use the key – you will now be warped back to Mo's Tavern, which is handy if you have a couple of goals left to do.

Level 2

Once you've gone through the first section of the game and you have gone up the escalator, you will find



an ordinary litter bin. However, if you stand on the bin and press DOWN on your controller, Bart will warp to a bonus screen where he can collect a number of hats.

Level 3

At the end of Level 3, once you have crossed the Ferris wheel, you will find a marquee with two windows. Jump up into the right-hand one and pull down on the controller; you will warp to all the other marquees previously seen in the game.

Grab an extra life by going to Krusty's Funhouse, then jump onto the lift, and let it carry you down to

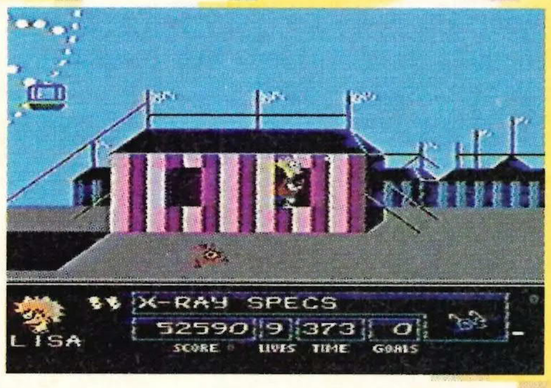


the mouth. If you can actually jump into the mouth, there may be more surprises waiting inside...

HINTS 'N' TIPS

Level 1

In the second half of Level 1, at the end of the Springfield Retirement Home, stand under the last window and blow your whistle. As you do so Grandpa Simpson should appear and throw some coins to you; handy if you are a few goals short of the target and need some money for rockets.



Level 2

In the first section of Level 2, you will come across a cement-filled pit which is crossed on a series of sweets. However, if you jump from the side of the pit, to the first sweet, and then leap up to the one above and then jump up and down three times, the second sweet will take you across the remaining distance.



Level 3

To be assured of a win every time on the Wheel of Fortune, simply select and use your magnet, before trying your luck. You can only win once, though.

Level 4

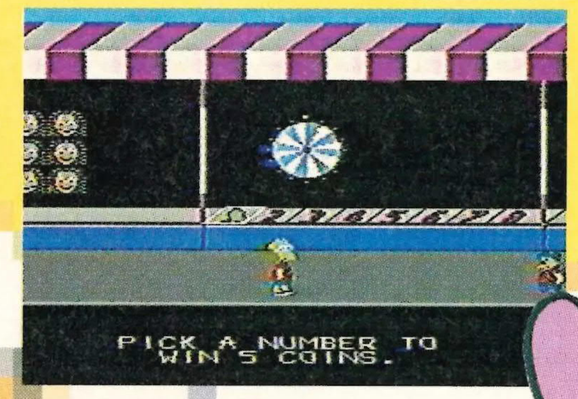
On Level 4, you will find certain objects which are in glass cases. To get hold of these items, you must jump on the glass case above the items three times.

Straight after this section you will come across stepping stones that take you upwards. After you have jumped on the first one, wait a while for the next one to appear, then jump on that. You will probably need to perform a few super-jumps if you are to make it to some of the higher platforms!



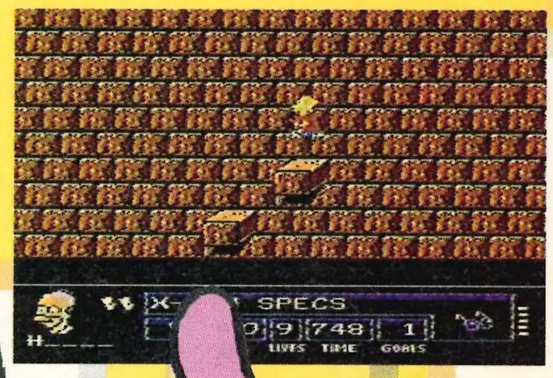


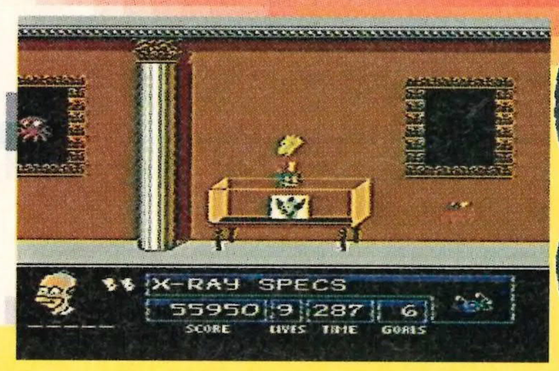
To get across the lakes, you will need to jump on to the heads of the crocodiles. Try to leap from a branch as they are moving to the right just after they have moved under you.



On your acquaintance with the triffid-like plant, quickly jump on top of his head, avoiding the projectiles he shoots your way.

When later you come to a section of grey stones, with one stone flickering, the idea is to make your way across using only the red stones. Use a combination of jumps (2 stones) and super jumps (3 stones).







CONSOLE SOLUTION



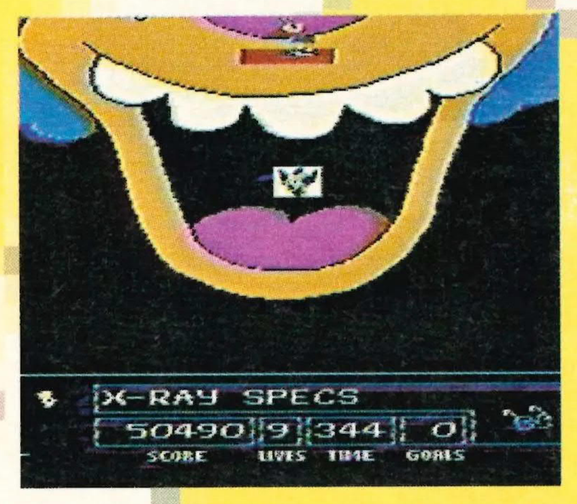
EXTRA LIVES

Level 1

1. Jump into the bush just before the house past Mo's Tavern.
2. After collecting the spray paint can on the skateboard section, keep jumping into the bushes – eventually, you'll discover a 1-up.
3. Shoot a rocket into the Kwik-E-Mart sign.

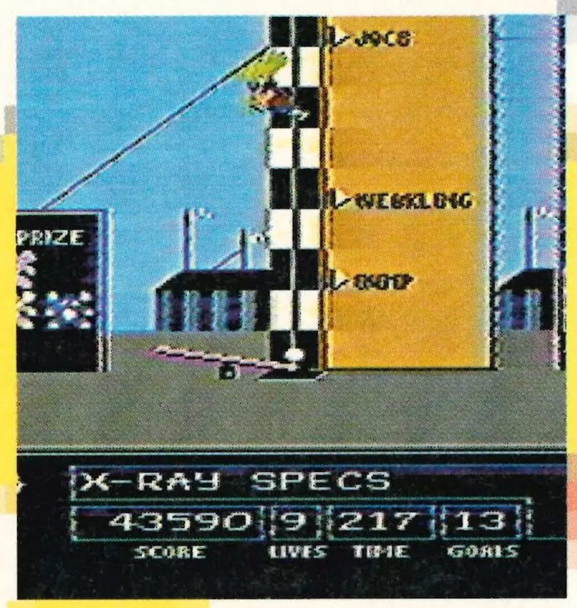
Level 3

Since you earn an extra life for every 15 coins, it's best to top up in Krusty's house on Level 3. Once past the big face, jump onto the platforms, then stand completely still on the one with



the clown's head above it. Eventually coins will spill down at you!

You can also gain loads of extra lives on the third level. When you come to the strength testing feature, climb the



ladder, then jump onto the ramp to make the bell ring. Three coins will come down – repeat the trick, and you can collect as many as you wish, and extra lives with it!

THE GUARDIANS

Nelson

If you have Maggie's help, leap up to knock the bowling balls down into him, while continuously bombarding him with water bombs.

Ms Botz

Dodge the suitcases that she throws down, then, when they're on the floor, jump on them to make them fly up and, hopefully, hit her.

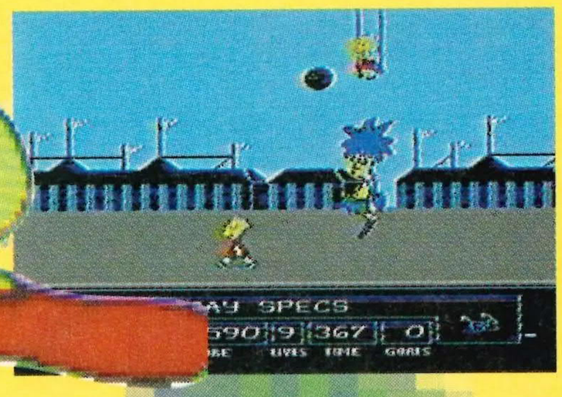


Sideshow Bob

To defeat Sideshow Bob, you need to jump onto his giant feet – wait until he recovers before doing it again. You'll need to hit the target about five or six times.

T-Rex

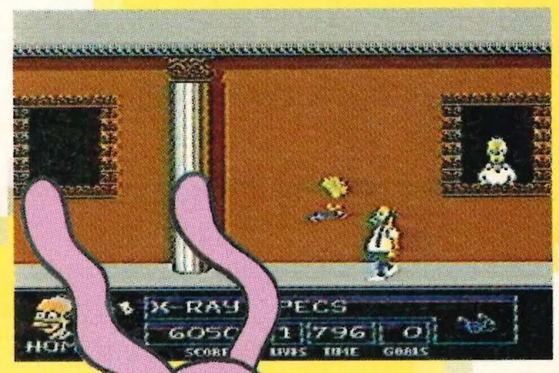
Not the dodgy old pop group, but a real, live dinosaur! To beat him, jump onto the secret platforms on the right edge (jump up to find the higher one when standing on the edge), then



jump from the highest platform to his head. Hit him three times, and you can carry on to the end of the level.

The Man With The Gun

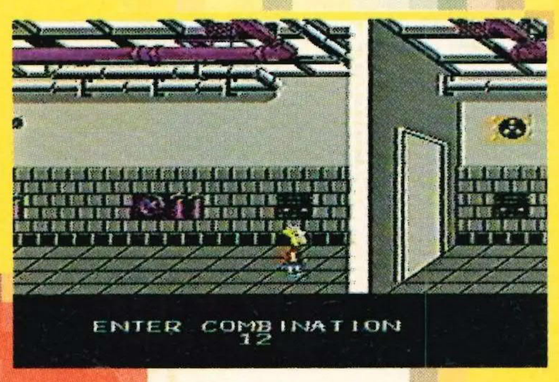
Simply defeat this terrorist by jumping on his head.





When you come to a section with three Egyptians on the wall, jump up into and then out of the wall murals, and you should dislodge some keys which cause the secret platform to rise up. Unfortunately, the keys are placed in random, so you'll have to jump in and out of all three in order to discover and collect them. When the platform is just below the centre mural, you must leap on top of it. This will cause a small earth tremor, but if you can survive it you're past this section.

Just before you meet with the angry dinosaur, you will need to cross a small river. To do this, you must use one of the small platforms which float down the river at intervals. But don't forget that the river is flowing, and if you try to leap straight onto one, the chances are you'll end up in the drink. Anticipate the movement of the platform and you should safely reach the other side. Before you know it you're on to safety and the next section. Perhaps not, but at least you've moved out of this particularly nasty part..

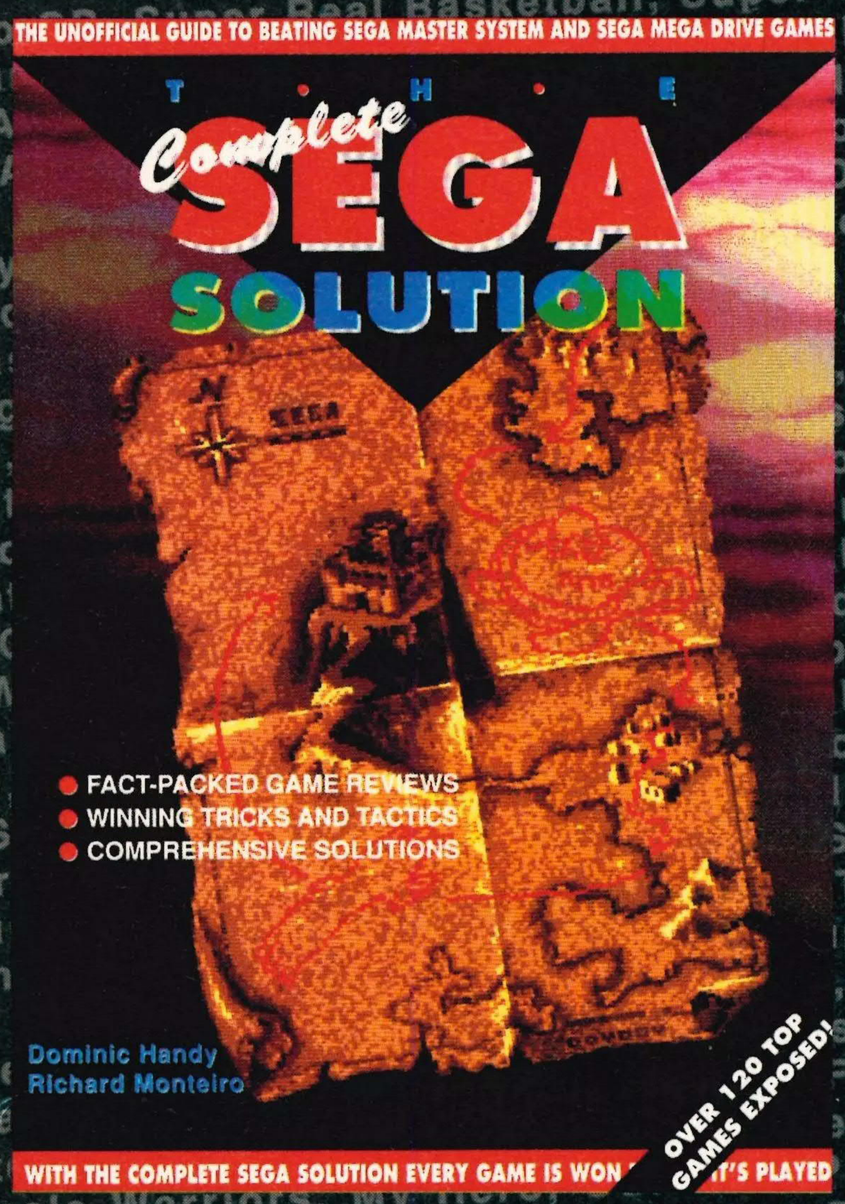


MATT GROENING

CODES FOR LEVEL 5

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

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.

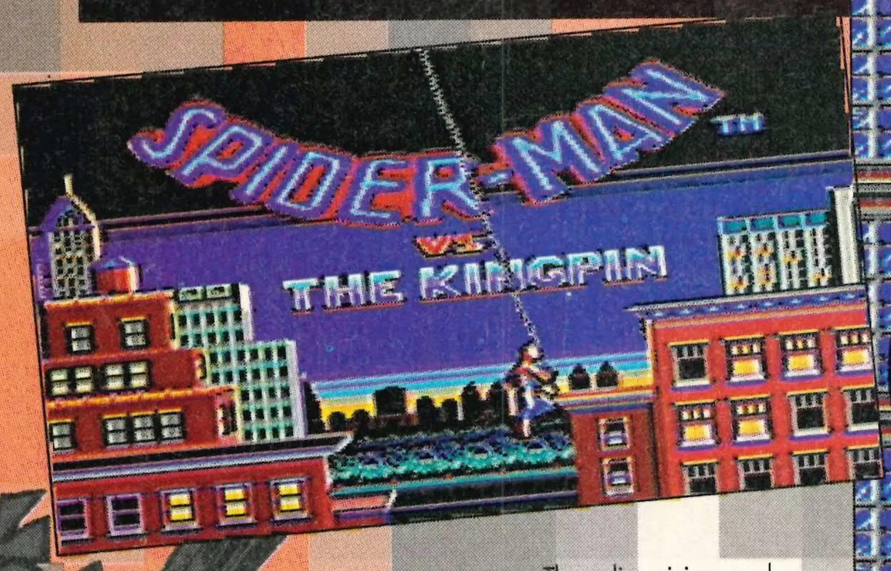
CONSOLE XS SOLUTION

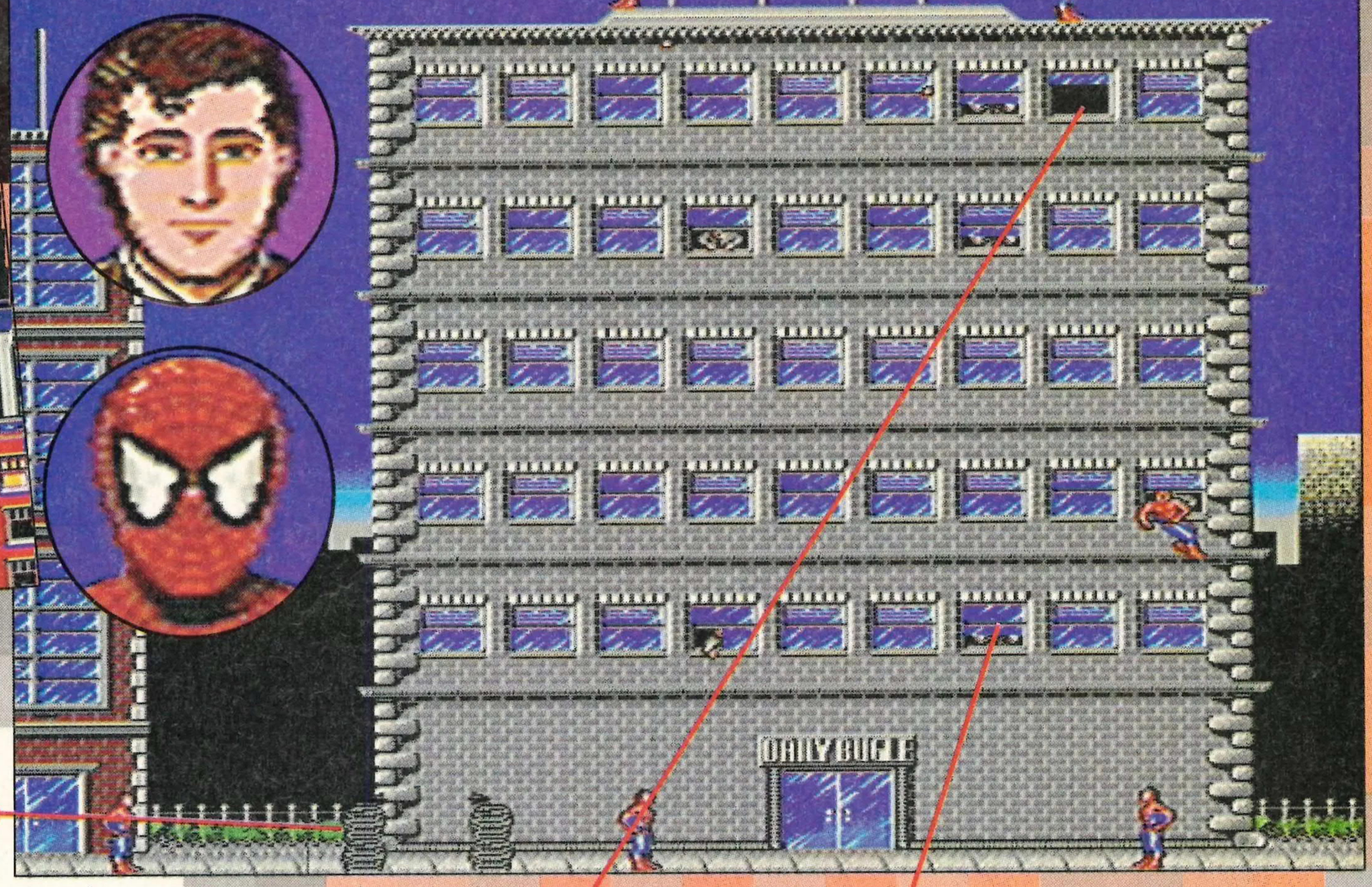




Level 1

Here you are on the first level, and as you can see you're outside the offices of the Daily Bugle newspaper. Your task is to get to the open window in the top right-hand corner of the building. This can be done in a couple of ways: either by swinging up there or by climbing up the wall. Climbing the wall is the more favoured way. Watch out for the police and the horrible journalists (a nasty bunch indeed) who will throw things down on you from the windows.



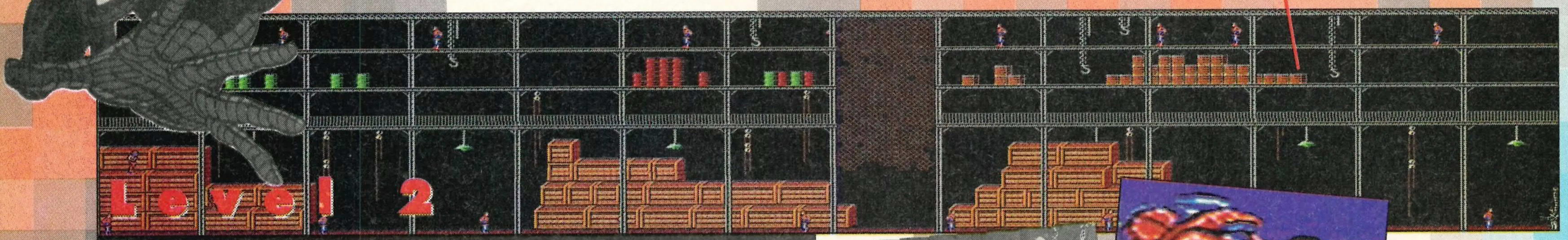


The police giving you hassle? These guys have guns and they know how to use them. Keep webbing them and they shouldn't be a nuisance.

This is you're final destination, the open window on the top floor. If you just stay over the window it should automatically let you in.

This guy is about to throw something at you, so stay out of his way, or else.

Try not to stand too close to these crates as dogs have a habit of running out from behind them and biting your legs.



Level 2

You're now in the warehouse, and hot on the trail of Dr Octopus. The guards are easy prey and will fall after a couple of hits. If you're a animal lover then the dogs can be avoided. When all the guards have been knocked out, your Spidey sense will tell you that Octopus is near. First deal with the fork-lift driver, who's best attacked from the rear. When he retreats you'll be alone with old eight legs.





That strange man with the odd party tricks is back! After a successful run on the Mega Drive, it has been converted to the Master System and Game Gear. Instead of doing a straight conversion, Acclaim have changed the game slightly and improved on the original. The Kingpin has been up to his old tricks and has planted a bomb in New York. Not only that, but he's blamed you and everyone in the city blames you too. So, not only do you have to defuse the lethal weapon, but also clear your name. All of the Kingpin's friends have joined him in his task to defeat you once and for all. If all that sounds a bit tricky, fear not for on the next four pages are all the maps and tips to help you complete this tricky game.

MASTER SYSTEM GAME GEAR

SPIDERMAN

SEGA ● £32.99 ● PLATFORM ADVENTURE



The third level goes underground to the Lizard King's sewer hide-out. Rats pour out of all the pipes and acid drips from the ceiling. As with the previous level all the guards have to be dealt with before the Lizard King will make an appearance. It's long, winding and tough – but not so tough when you have all the maps to work to.



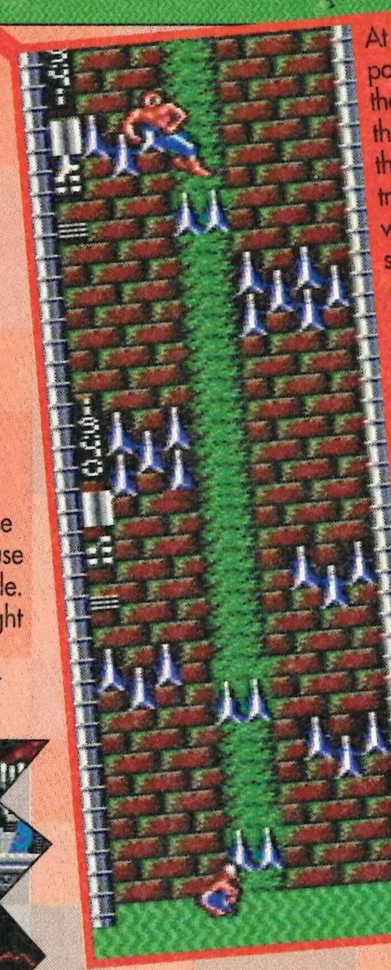
When the Lizard King has been turned into shoes, you've got to fall down a hidden trapdoor which is positioned around here.

Level 3

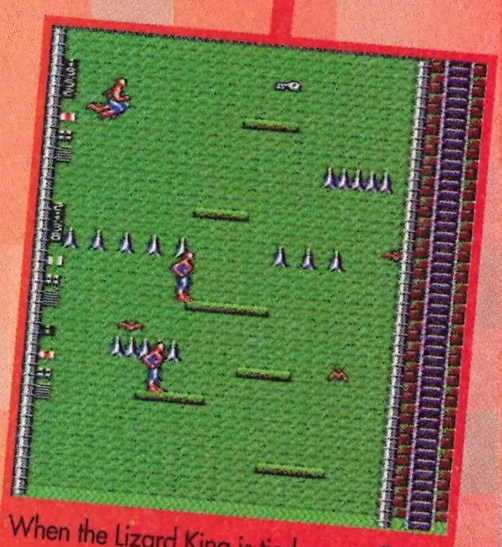


These are the guards you'll find on this level. Hanging around in sewers doesn't seem to do much for their stamina. Smack 'em and you'll soon find the Lizard King.





At two points on the floor of the sewer there are trapdoors which will send you plummeting down to a pool of green ooze. It's nearly impossible to get back up, so it's probably best to reset back to Peter's room and try again.



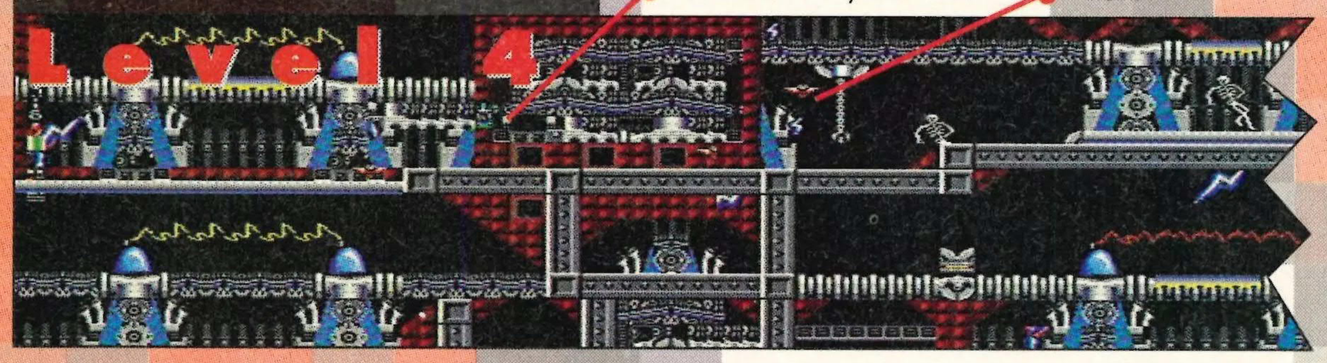
When the Lizard King is tied up you'll come to this screen. As soon as you fall form the top, press up and try to get the key. If you fall, web straight up and you should get it. Exit through the ladder on the right.

This Power plant is a perfect domain for Electro. There are loads of pitfalls to overcome on this tough level before you'll even see him. All the birds must be killed and some of them are quite tricky to get. There are also three switches and these must be flicked to progress or lightning will torch you. What fun.

The first two switches are on the ground floor. This one's the last and it's well hidden, but it must be turned off or you're dead.

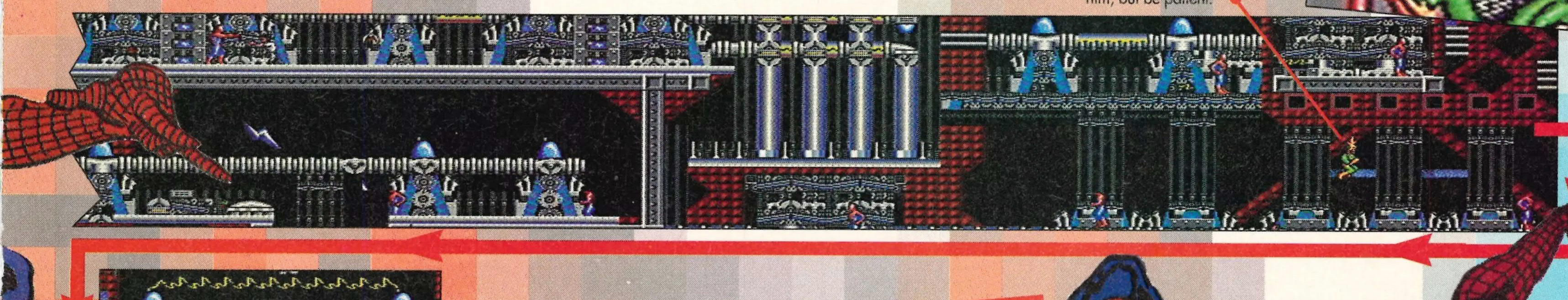
Here's one of those birds that can cause you so much hassle. Work out their flight path and learn where to intercept them.

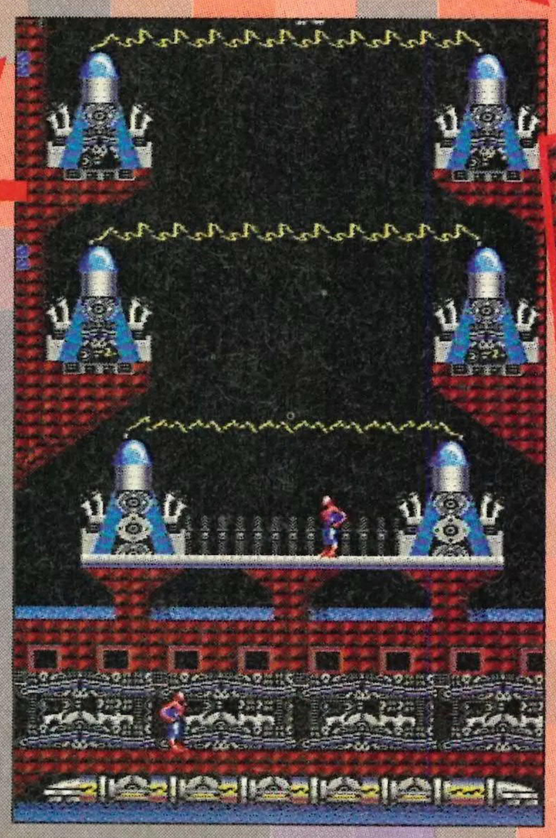
Level 4

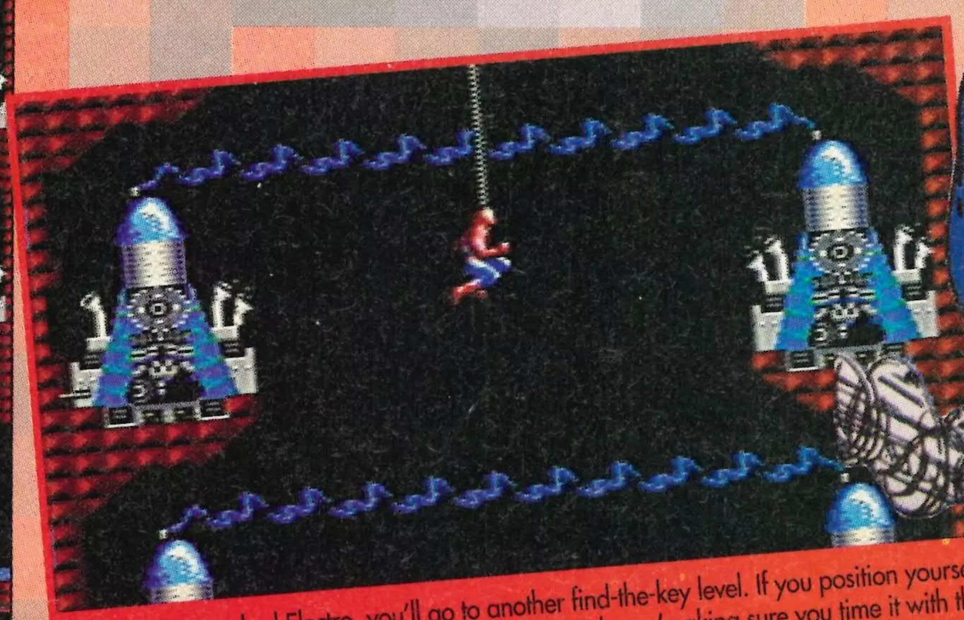




Here's Electro, and he's tricky. Keep webbing him constantly and eventually you'll trash him, but be patient.





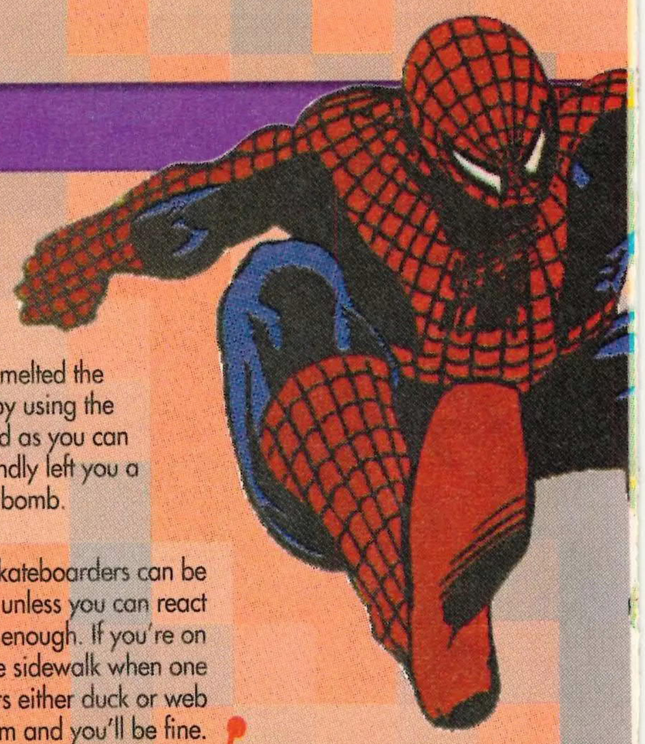


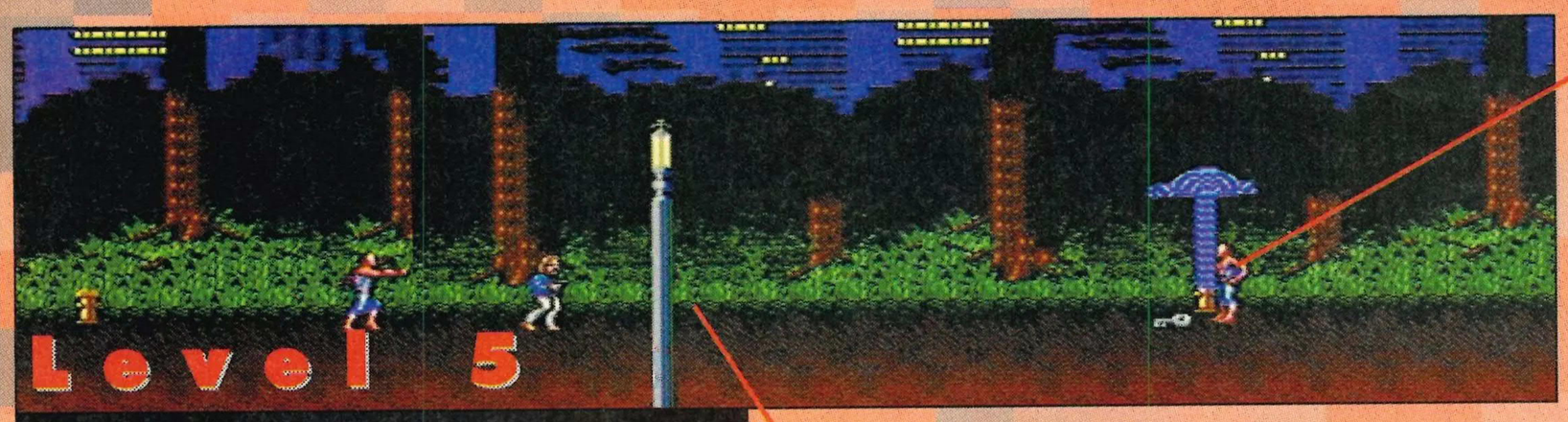
Once you've trashed Electro, you'll go to another find-the-key level. If you position yourself just right of centre on the bottom, and web straight up (making sure you time it with the long gap in the electricity) then you should be fine. It's not easy and will doubtless take you several attempts. Just don't give up and keep your nerve.



CONSOLE XS SOLUTION





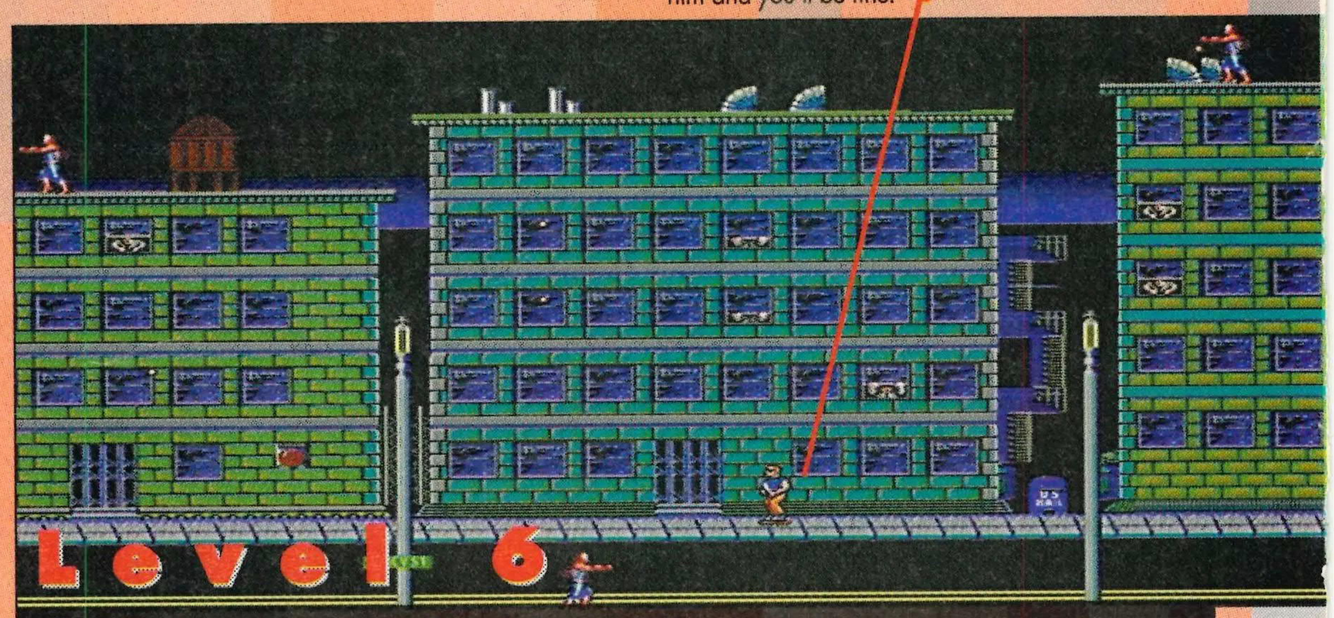


This is just a short level, and requires you to get the key from the Sandman. Destroy two guards and the rest will disappear, leaving you with the Sandman. Destroy him by going towards the hydrants and getting him to follow you. When he's standing over you, kick the hydrant and the water should dissolve him and he'll leave you a key. How kind.

On this level you'll come across a few of these guys. They're armed and dangerous, but fine when on their own. When you get three or more it's time to run.

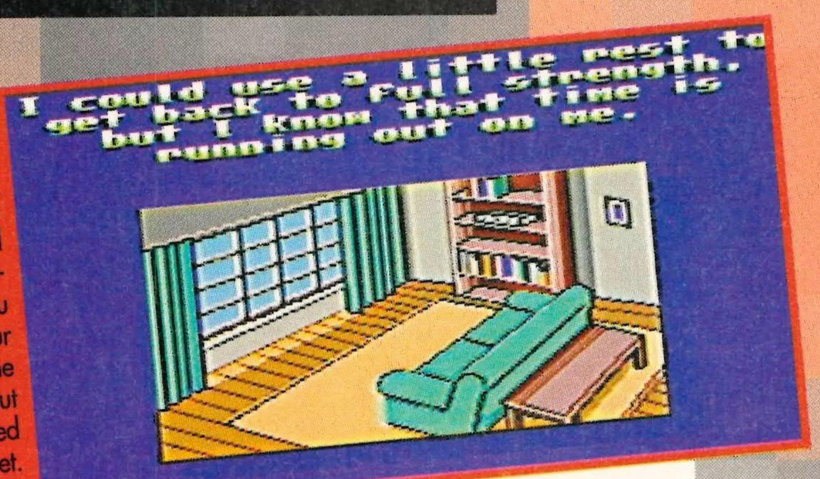
You've just melted the Sandman by using the hydrant and as you can see, he's kindly left you a key for the bomb.

These skateboarders can be a pain unless you can react quick enough. If you're on the sidewalk when one appears either duck or web him and you'll be fine.

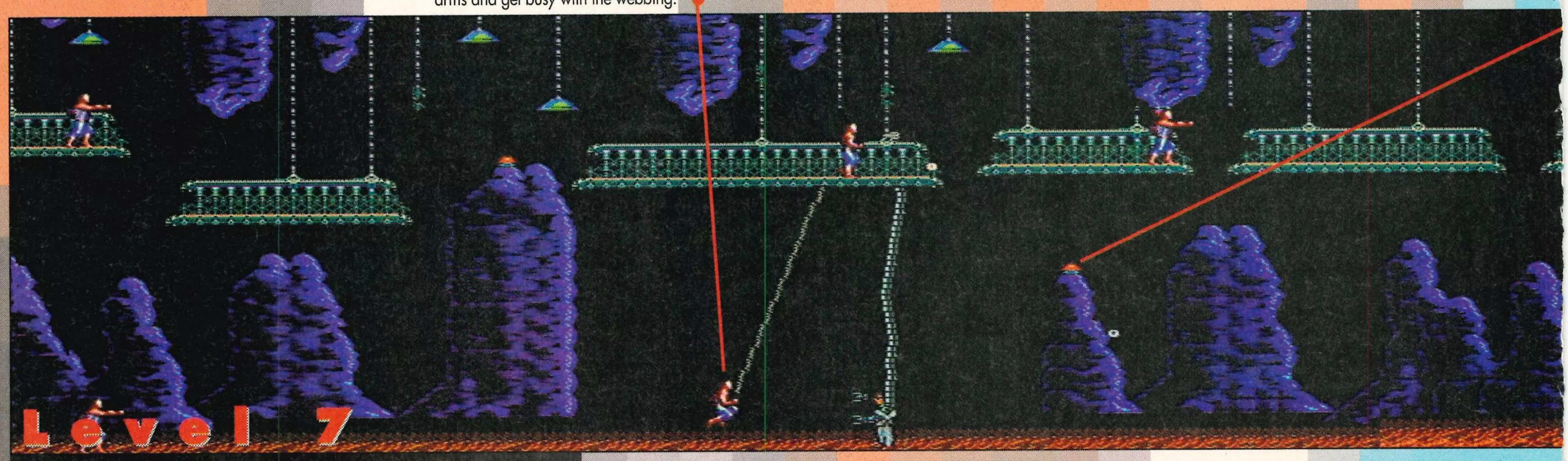


You move to the city streets for the next level; it's not a level that should cause you too many problems. The last key is to be found on this level and it's guarded by your friend the hobgoblin. The hobgoblin is one of the toughest guardians, so make sure you have got plenty of energy before you get too far into this level. A good night's sleep will do wonders for your stamina.

If things get too much and you can feel your life-force draining away, go to your house to get a some rest and you'll soon be back to full strength. Use this facility wisely though, as each time you rest it will take some of your time off. At the start of the game this isn't so critical, but towards the end you'll need all the time you can get.



Dr Octopus again, but don't worry he's just as easy to kill this time round. Dodge those arms and get busy with the webbing.

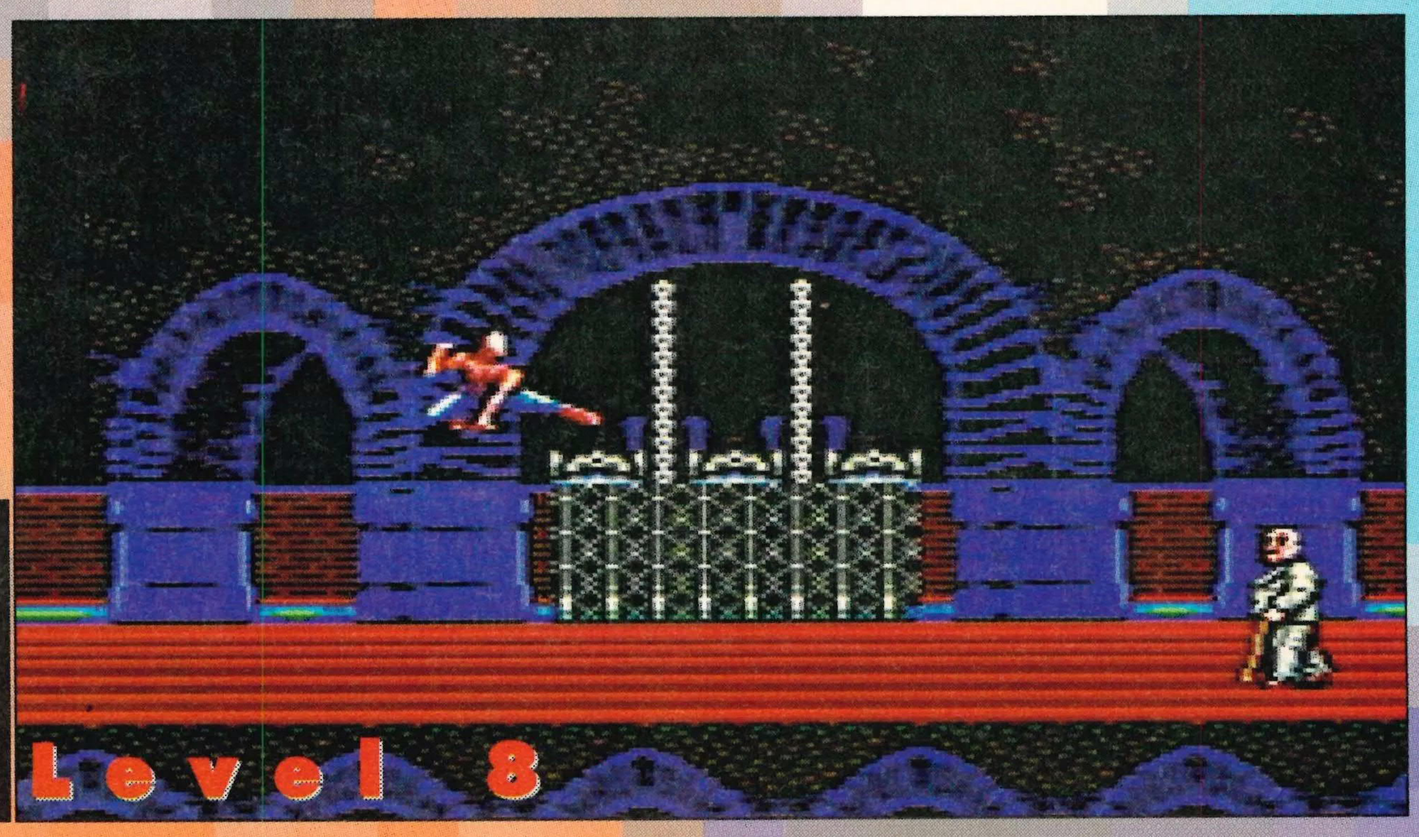


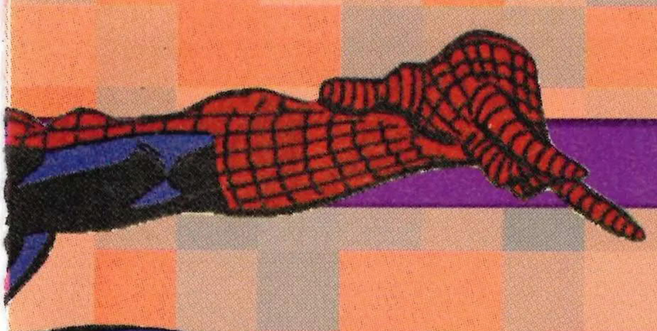
This is the last proper level, and two of the previous baddies are here again. Dr Octopus and the Lizard King. These are the only two real problems you'll encounter on this level, apart from the bomb and that is easy once you've sussed out the routine. Kill the two guardians and then swing for the bomb.





This is it, the final conflict. All your adversaries have been defeated and now it's just Spider-man verses the Kingpin. You would expect the Kingpin to be super-tough and almost impossible to beat. Well, he isn't. In fact, he's very easy to defeat. Just use the same trick on him that you used on Electro. Keep webbing, punching and kicking when you get the opportunity. Then you can see the great end of game shots and pat yourself on the back. It's not quite as easy as it sounds, but by no means impossible.







After the Sandman has gone his natural way, you'll have to fight your alter-ego, Venom. He's made out to be something a bit special, but really he's no problem at all. Just web him and lay into him with the punches and kicks, and he'll soon be down.





As with level one, some people will appear from these windows. Don't worry though as you'll be up the building in a flash anyway.





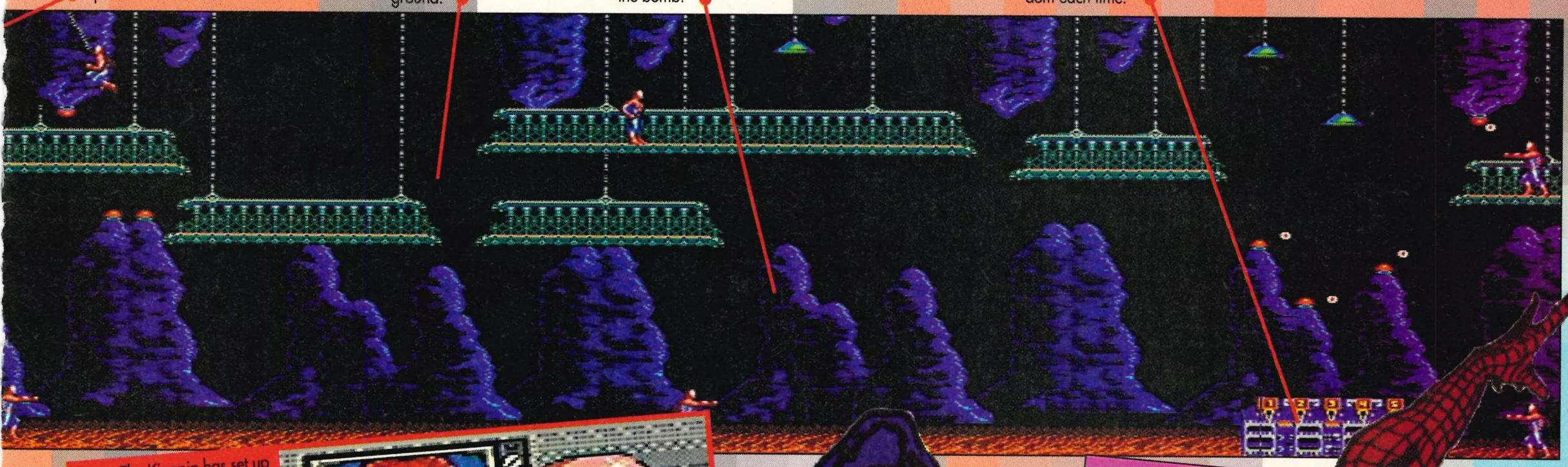
Thugs? or victims of inner-city violence? Either way all they want to do is smash your head in. They're easy to knock out, so they will not get in your way too much.

These are the first of the bomb pods that you'll come across. If you keep on the move then they should be no problem at all.

These ramps may look nice, but you'll find it much quicker to go along the ground.

These bomb pods have the irritating habit of showering you with shrapnel while you are frantically trying to de-fuse the bomb.

This is it! the big one, the B.O.M.B. Each of the chambers is de-activated by punching them. To make matters worse, there is no set pattern to them, so it's random each time.



The Kingpin has set up Spidey and it's going to take all your strength and cunning abilities to get out of this one. He appears on national television and warns everyone across the country that Spider-Man is a danger to everyone. You know different and it's up to you to clear his name.





This shot is the one you will see when you've defeated the Sandman. He manages to slip away but at least you've got the key. A happy ending? Or just the beginning of an even bigger nightmare.

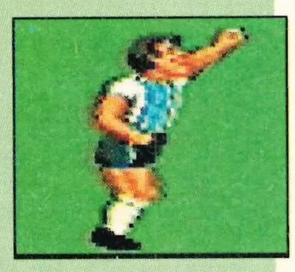




Winning tactics

Now that the European Championships are over, another long summer looms without Sunday afternoon TV matches. At least Super NES owners have *Super Soccer* to console (excuse the pun) themselves with. And thanks to the nocturnal tipsters at Console XS, you can now make sure that England come out victorious every time! Alternatively, you can opt for realism, and only let them win the World Cup once every century... Whatever, on with the game, Brian. Yes, er, yes, er, yes...

Star players



Each team has a player or two that make Gazza look like a lame donkey (come to think of it, my Grandmother makes Gazza look like a lame donkey, and if Lazio are interested they can have her for fifty quid). This player isn't necessarily a striker, neither is he always in the first 11. Depending on this player's position, it's best to always play him in the centre of the field, since he has more scope for movement.

	At	Df	Rn
Germany			
7 Lotar	12	12	13
9 Max	12	8	12
10 Rudi	14	8	13
Argentina			
7 Diego	14	14	14
10 Oscar	14	9	13
Italy			
1 Luigi	7	13	12
10 Primo	13	8	13
Brazil			
8 Paulo	11	11	12
10 Edson	12	8	13
Holland			
3 Hayes	10	12	12
9 Rolfe	11	9	12
10 Cane	11	9	12
England			
7 Allan	11	12	14
10 Brock	12	5	13
Cameroon			
10 Roger	14	4	13
11 Oman	10	4	12
Romania			
8 Nicul	12	12	13
Ireland			
1 Riley	4	14	12

(plus excellent defence)

France			
6 Herve	11	9	13
9 Regis	11	7	9
13 Yves	12	12	9
USA			
8 Brett	2	2	11
13 Jason	10	10	1
Japan			
7 Jiro	12	15	15
10 Yoshi	15	12	14
14 Jan	9	7	2
Columbia			
1 Loco	10	10	11
9 Rico	9	6	10
Yugoslavia			
9 Lajos	8	7	10
Uruguay			
7 Cecil	8	7	8
Belgium			
7 Shell	10	7	9

Unless your star player is a goalkeeper, use him as the 'playmaker' rather than an out and out striker, since he will then be able to tackle back as well as being able to evade the opposition's lunges. Now that's got to be useful.

Team tips and formations

Despite the fact the there are numerous formations, the best formation is undoubtedly the sweeper system of 5-3-2. In this formation, play one of your star players in the centre of midfield, and then place your best defensive player in the sweeper position. Throughout the entire match he will be your last man, always on the edge of the penalty area no matter what plays the opposition creates. If he's got a pretty hot defensive ability, you should be able to slide tackle any attacking players encroaching your





penalty area; if he's a bit Tony Adams-like then hack any through strikers down with a timely shoulder barge and hope that the ref doesn't see!

In most cases, the first eleven in a team is the best available, but there are a few exceptions. For example, bring Yves (13) into the French team, and Jan (14) into the Japanese defence.

Team tactics are a personal thing, since some players prefer knocking it down the middle, while others opt for flair and pass it down the flanks. Build your team around your style of play – if you consider your defence impregnable and wish to go route one to attack, use the 3-3-4 or even the 2-3-5 formations. On the other hand, if you are the kind of team that prides itself on playing its way out of midfield (yet lose every time!), then experiment with 3-2-2-3, 3-5-2 or the more conventional 4-3-3. Do bear in mind, though, that the sweeper system gives you a higher chance of preventing shots as well as the strength to hit it downfield or play from the defence.

Goalkeepers

Let's face it, the computer controlled keepers are a bit predictable, aren't they? They are also pretty slow off



the mark, especially against the better teams, so it's important to master the controls of a manual keeper. Here are a few pointers...

● When playing upfield, your keeper always comes into play when he actually comes into view, so slide tackle all you like until then.

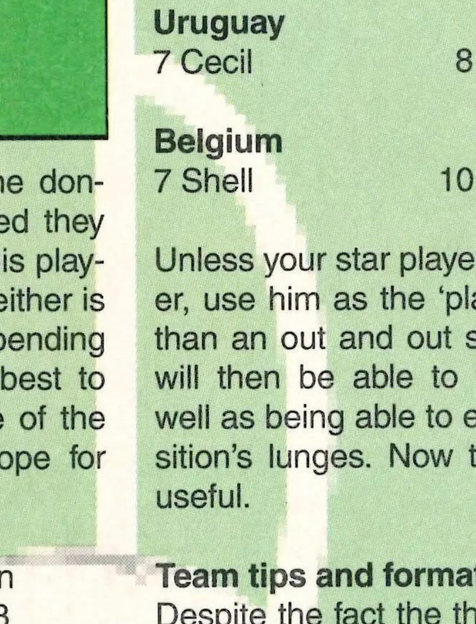
● When playing downfield (towards the screen), the keeper comes into play when the ball enters the middle of the penalty area or when a player shoots.

● Don't worry too much about the keeper diving if you are tackling at the same time unless the attacking player gets near the goalkeeping area, then use the keeper to run out and collect the ball, or dive for the shot. If the ball is crossed to the opposite side of the area, then use a defender to follow it and try to steal it away.

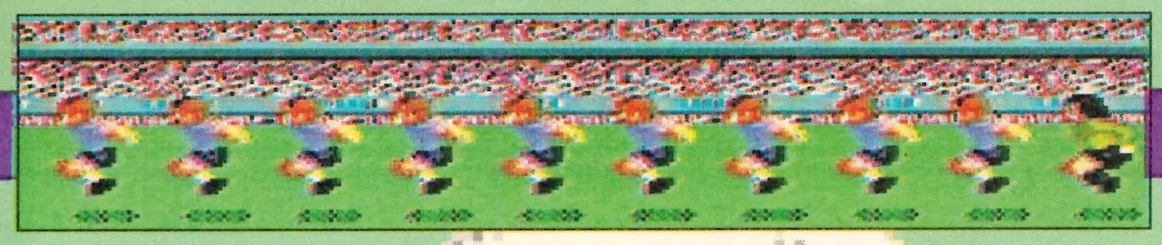
● Above all, practise! A bit obvious perhaps, but, as with any game, it takes a while to perfect the controls. It may be worth just using the keeper as soon as the opposition enter your area just so that you can get used to the controls.

Kicking out

Once the keeper has the ball safely in his hands, he'll have to kick it out. Wait until the area is totally cleared,



SUPER SOCCER



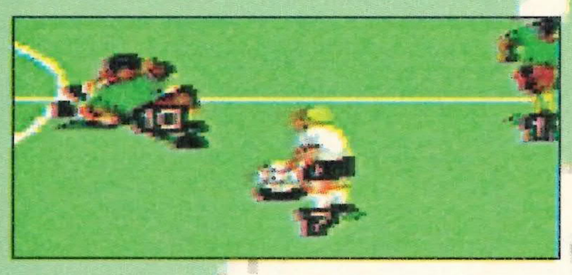


then run to one side and kick it out at an angle to the opposite side. This way, the ball will go higher and further. Anything that makes the ball go further and higher is a bonus.



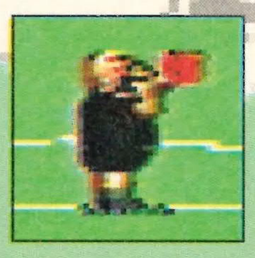
Scoring a goal

Even the keepers can go for glory in *Super Soccer*. Simply run out of the box and keep going! Only one player will try to stop you – all of the others will stand still! Take it down the wing, using our tips on evading the tackles, and then enter the area from a sharp angle, and slip the ball under the opposing number one. It's a long trek back if you miss, though, so make sure that your sweeper is prepared for a timely tackle!



Tackles

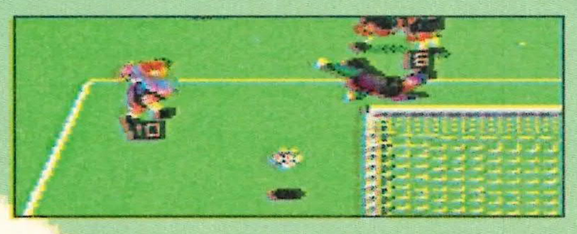
There are two types of tackles that you can make – slide tackles and shoulder barges. If your defence is pretty good then use sliding tackles, either from the side or from in front of the player with the ball. Only use the shoulder barges if the opposition is nearly through or if your defence is a bit weak. It's always risky using the latter type of tackle since the ref may well penalise you. This is actually one of the game's most realistic aspects – the referees are as inconsistent and unpredictable as their real-life counterparts.



Avoiding incoming tackles is as much a matter of luck as it is skill. However, there are a few tricks that will leave the other team's defence floundering on the pitch...

● When playing towards the screen, and another player is following you, wait for his shoulder to drop. This indicates he is about to tackle. Immediately move to the left or right, and he will miss you completely. Sucker.

● Likewise, when running either up or down the field and you have a full view of the players converging upon you, constantly weave left and right, trying to time your moves by anticipating theirs.



Scoring

Technique one – approach from an angle.

One of the most foolproof ways of scoring is to run into the penalty area on the far left or right, then enter the six yard area at an angle, shooting under the keeper when you are on the far side of it, about half way between the goal and the six yard



line. It's next to impossible to save, so go for it every time.



Technique number two – shoot into the corner.

Run straight at goal so that you are just in line with the inside of either post, then shoot as soon as you enter the penalty area.

Technique number three – square the ball.

A contradictory statement if ever there was one. This technique is a bit difficult to master, but can pay off handsomely. Work the ball down either flank. When in line with the six yard box, shoot the ball straight into the area with the B button – if you



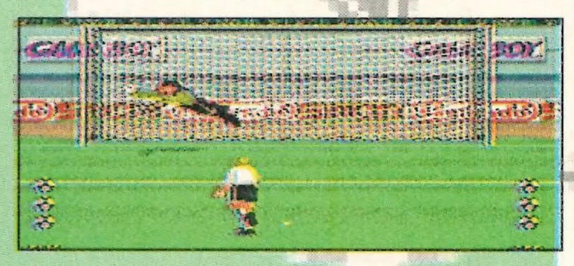
have timed it correctly, a forward will receive the ball, giving you the chance to fire it into either corner!

Technique number four – banana kicks.

It is possible to curl the ball in *Super Soccer* by holding diagonally left or right after you shoot. This works best against manual goalkeepers or those of the lower teams.

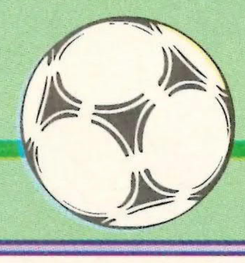
General Tips

Defence splitting – you can sometimes evade the whole of the opposition's defence by playing the ball high into the centre circle then using a power header to head it diagonally left or right. This will occasionally go past the last defending player and to



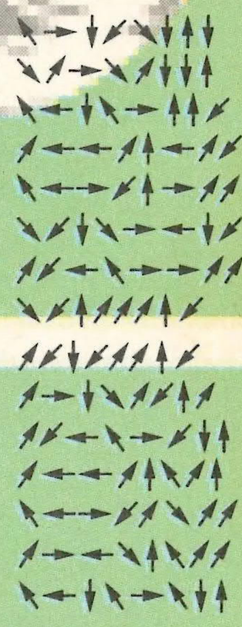
one of your men who should run on. This works very well against the last team, Nintendo.

Penalty shoot outs – in the penalty kicks, press and release B and hold the control pad in the direction you wish to shoot, then, just before the player kicks the ball, hold down B; the shot will then go much faster.

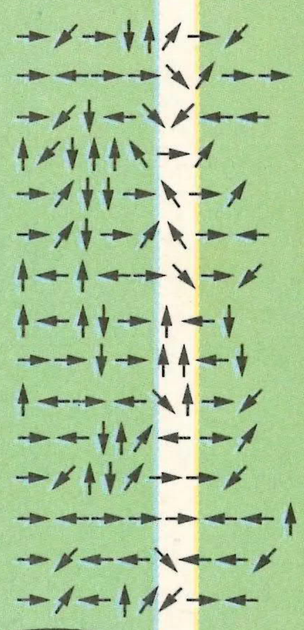


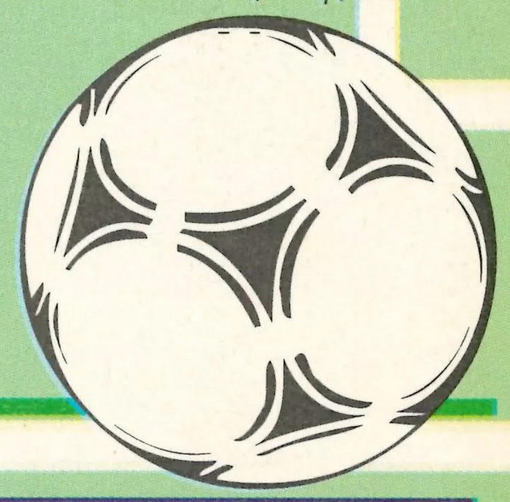
Passwords

Especially for all you English managers who are having a few problems progressing past the early rounds. All he codes you'll need:



Here too are the Irish codes for all of you budding Jack Charltons:





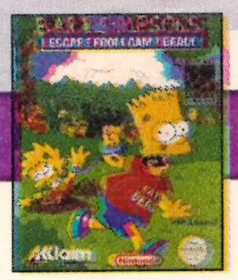
DC VIDEO GAMES DC

MEGADRIVE GAMES TOP TITLES

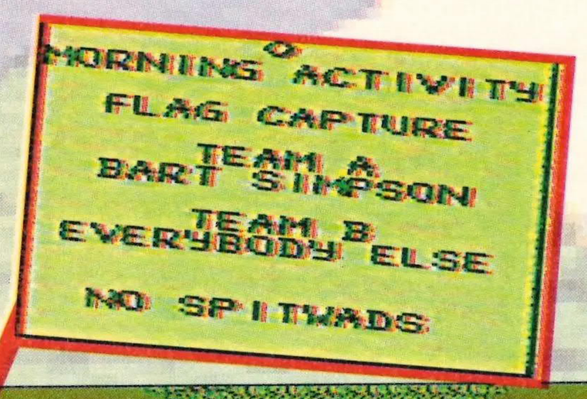
DESERT STRIKE	£33	BLOCKOUT	£19	ARCH RIVALS	£35
EA HOCKEY	£30	CARMEN SANDIEGO	£32	FERRARI GP	£35
PGA GOLF	£32	STARFLIGHT	£32	FIGHTING MASTERS (NEW)	£35
ROAD RASH	£30	RINGS OF POWER	£32	OLYMPIC GOLD	£35
JOHN MADDEN 2	£30	CADASH	£35	SPLATTERHOUSE II	£39
F22 INTERCEPTOR	£32	MAGICAL HAT JAP	£18	TASMANIA	£35
JORDAN V BIRD	£32	ORIGINAL SEGA JOYPAD	£14	CHUCK ROCK	£39
ROBOCOD	£30	PRO 2 TURBO JOYPAD	£14	*PLUS MANY MORE + GAME GEAR AND GAME BOY*	
BUCK ROGERS	£34	KRUSTYS FUN HOUSE	£35		

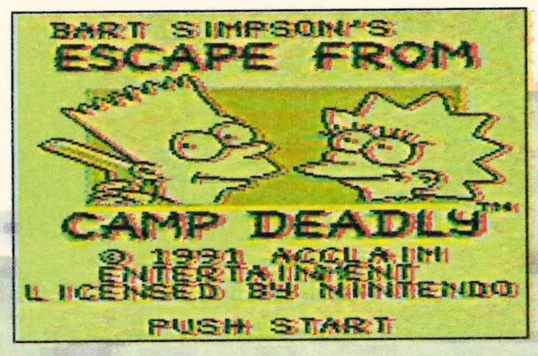
All games sent 1st class recorded delivery, free postage. Send cheque or P.O. Allow 5 days cheque clearance. Callers welcome at shop. Bring this advert to qualify for these special prices.

254 LONDON ROAD, MITCHAM, SURREY, CR4 3HD
TEL: 081 640 8692 FAX 081 640 8692
TRADE ENQUIRIES WELCOME



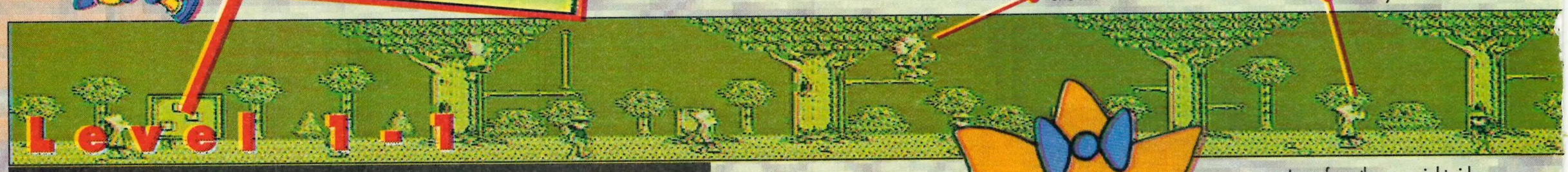




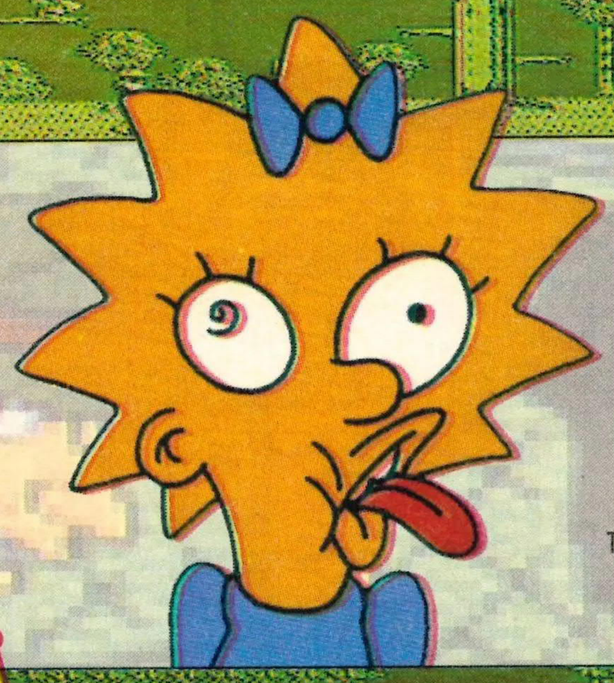


Whenever you see Lisa, be sure to go and visit her so that you can collect extra weapons or a useful item. This time, she will give you five boomerangs, which take the enemies out with one hit.

These kids literally drop from the sky – the best way to deal with them is to constantly fire as you're moving to the right, therefore catching them with a boomerang as they fall.



Let the games begin! The first morning activity, the flag capture, is a great place to build up your energy and collect a few extra lives. Numerous flashing campers roam the woods (all looking to take Bart down a peg); if you hit them first with a boomerang, you will be rewarded with an all important energy ball. Most importantly, collect all of the flags so that you can continue on...

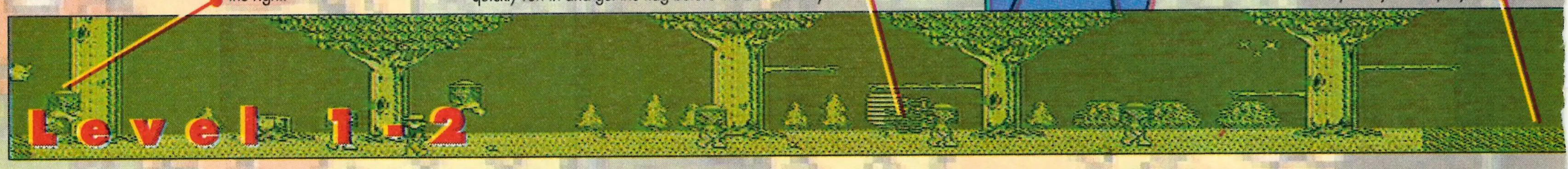


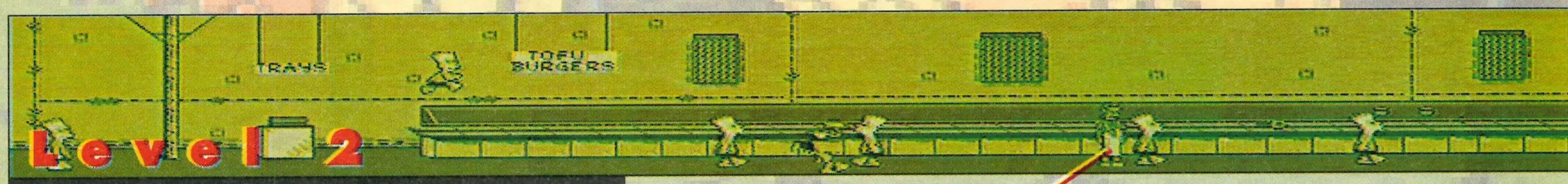
Jump from the near right side of this branch to make the leap, but be very careful since it's slippery at the far end. And you really don't want to mess things up at this stage of the game.

Just before exiting the tree house, grab the bee-hat off of Lisa. Then, once you have climbed back down the tree, get the extra life on the left side before continuing to the right.

As long as you steer clear of the other campers, you will keep the hat which allows you to pass the beehive unscathed, allowing you to grab the flag quite easily. If you happen to lose the hat, jump across the top and quickly run in and get the flag before the bees catch you.

To make this rather difficult leap, start running from the left and then jump at the very edge. Close your eyes and pray...





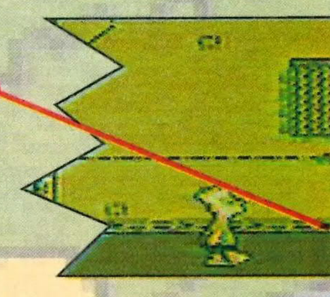
The first food fight makes up the second level, complete with broccoli, burgers and those delectable treats, crab apples. The idea is to collect the food items – simply walk past them – and then throw them at any oncoming adversaries. This is a good time to collect a large stock of energy balls, since hordes of the flashing campers join in the ruckus. Throw them fast, aim them true...

This guy is a bit wired – if he catches Bart throwing anything, he will pull him up and make him scoff the lot. Not only does this get rid of all of your ammo, but it also makes Bart feel a bit queasy. This guy appears at random, so don't throw too much too fast.





As you get further into the fight, the other competitors become a little more intelligent. Not only do they throw dinner knives and forks your way, they are also liable to duck your throws. Advance slowly, aiming low, and only throwing when an enemy appears (as opposed to the boomerang technique of constantly throwing one ahead).



After the phenomenal success of the Simpsons television show, the transition to video games was as quick as it was inevitable. The Game Boy title varies greatly from the other versions, pitting Bart against old Ironfist Burns the counsellor of the summer retreat, Camp Deadly. With its strict rules and restrictive curfew, it's not exactly Bart's idea of a dream vacation, so he's decided to get the hell out of there! First, though, he will have to win a rather precarious game of capture the flag as well as a few food fights, not to mention a pretty hair-raising encounter with a known murderer! Don't have a cow...

GAME BOY

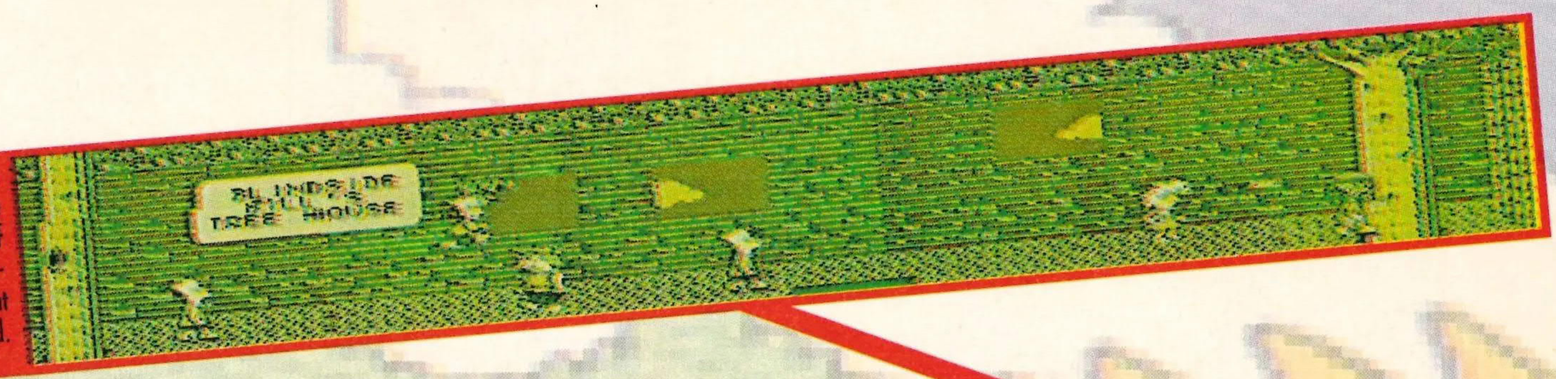
THE SIMPSONS

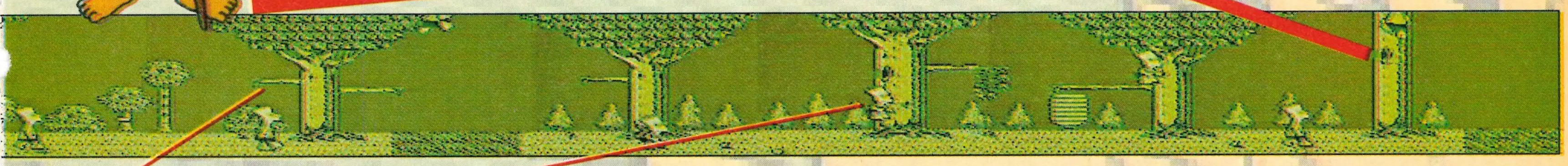
ACCLAIM ● £24.99 ● PLATFORM ADVENTURE

MATT GROENING



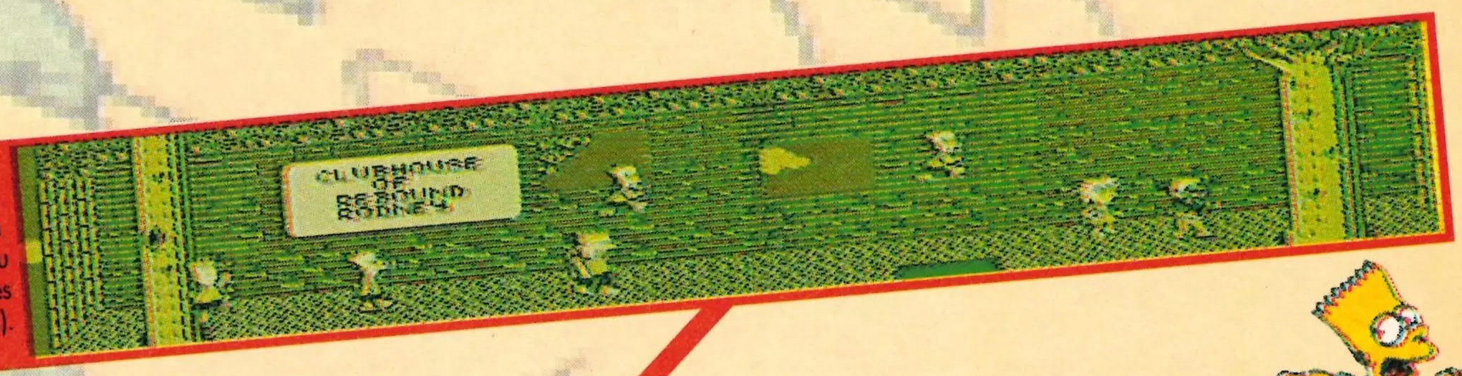
Once you've climbed the tree, you can take on Blindside Bill in his treehouse. As with all of the treehouse bosses, throw the boomerang left off the screen, then jump over him so that the projectile smacks him in the back. Make sure that you get the energy that he leaves behind.





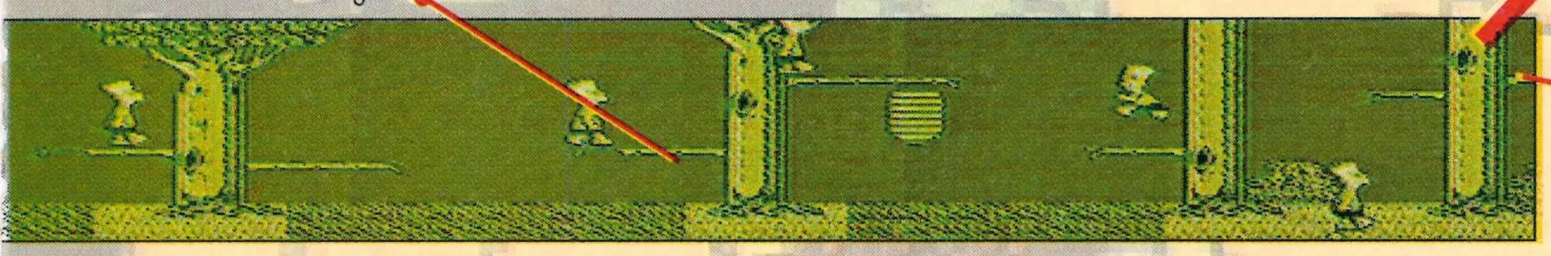
Use the upper branches to leap over the beehive and on to safety (if you can call what lurks beyond in the treehouse safety).

Use exactly the same technique to destroy Rebound Rodney as you used on Blindside Bill. Once you reach Lisa, she will give you an American Football Helmet. This will make you invincible as long as you meet the enemies head on (that is, with your fists).



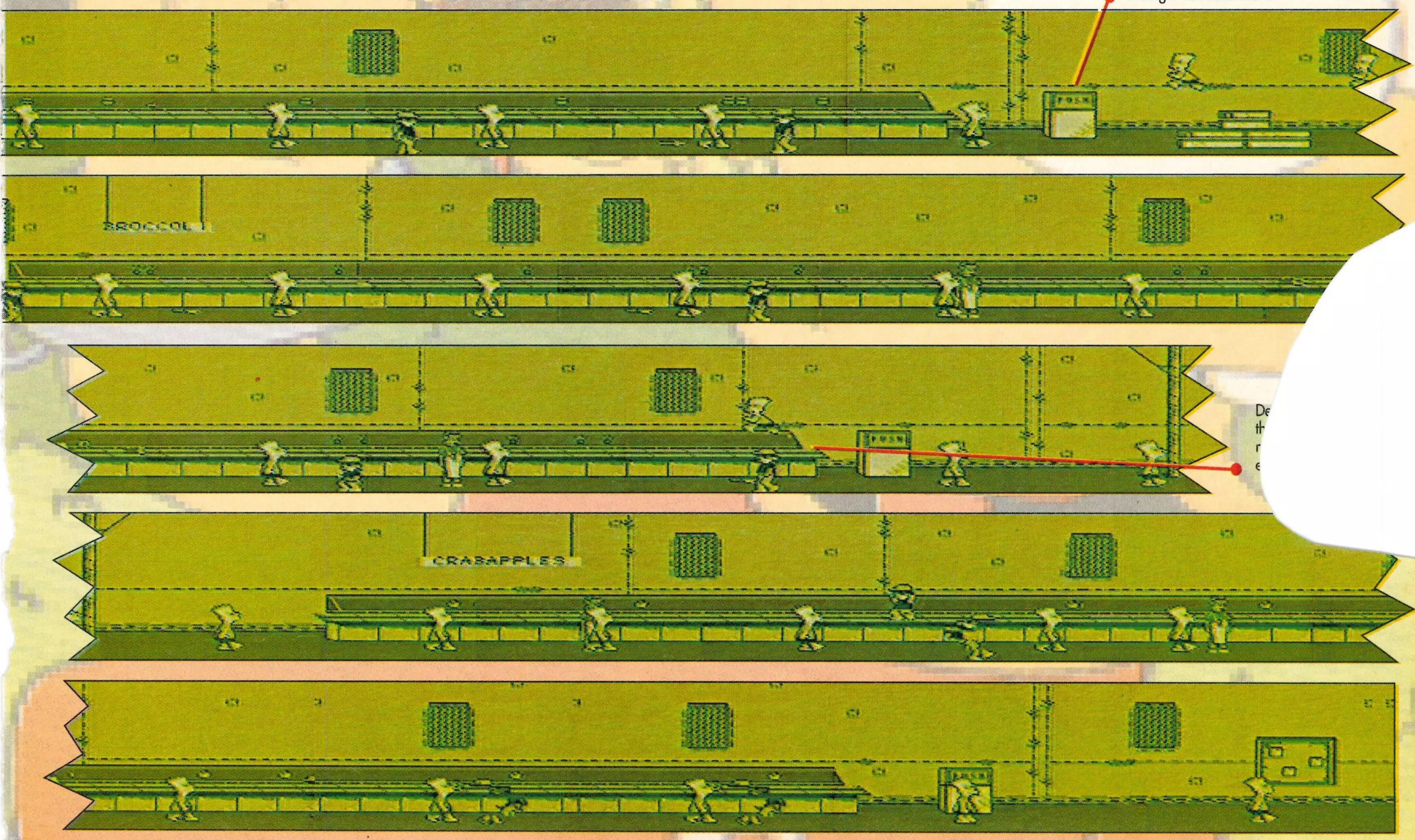


Be very careful when crossing this series of branches since the bees lurking on the right are lethal. Quickly jump from the left to the top branch, then leap immediately from the edge.

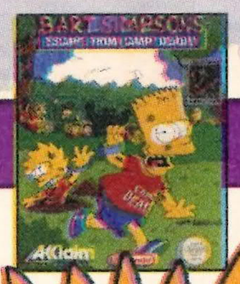


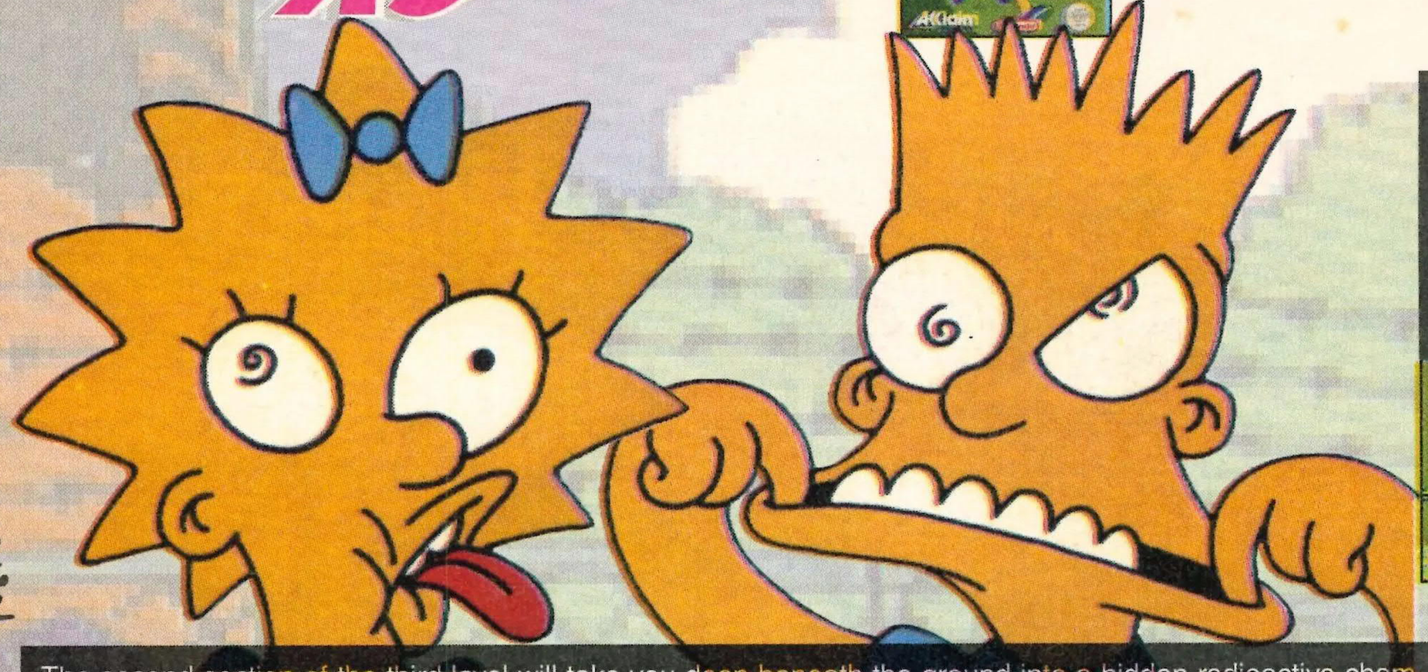
You can opt to leap from the branch to the right hand side where an extra life awaits. From there you will find another extra life camouflaged near the top of a tree, while you will also find the final two flags. Collect these, continue to the right and you will be able to go to the next stage.

Look out for extra lives near the top of the tent poles. Either jump from the crates from the side or climb to the top of the pole and fall to the right to collect them.



CONSOLE XS SOLUTION



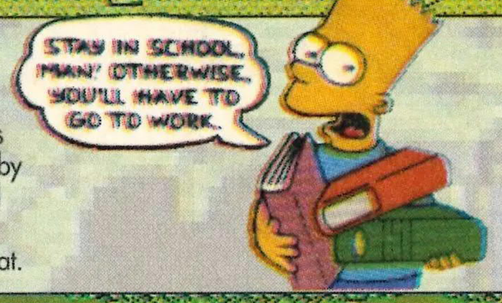


The second section of the third level will take you deep beneath the ground into a hidden radioactive chamber. As if that's not enough, you then encounter a swarm of deadly hornets (now you know why it's called Camp Deadly). Keep throwing those boomerangs, and watch out for extra units of energy! It's imperative you snatched the radioactive suit from Lisa in the last treehouse otherwise it's curtains for you in this round. That's not strictly true, but your journey through the level will certainly be much tougher.

It's back to the woods after lunch for another jolly flag capture session. Things are a little more tricky than in the previous competition, what with a radioactive station residing below the forest, and a group of hornets preparing to attack in the central section. If that wasn't bad enough, an axe murderer has been snared in his own trap, while Nelson, obviously in cahoots with Burns, guards the way to the next mess tent!

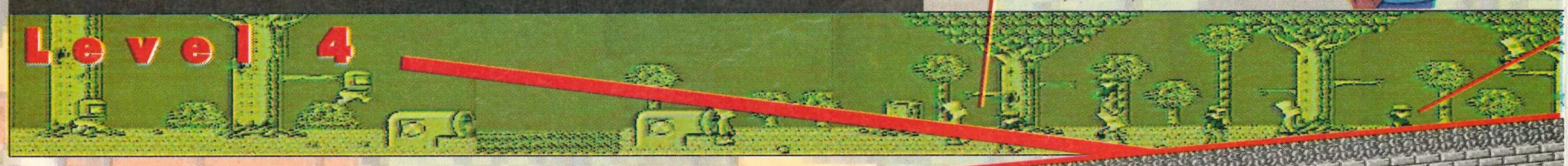
Level 3



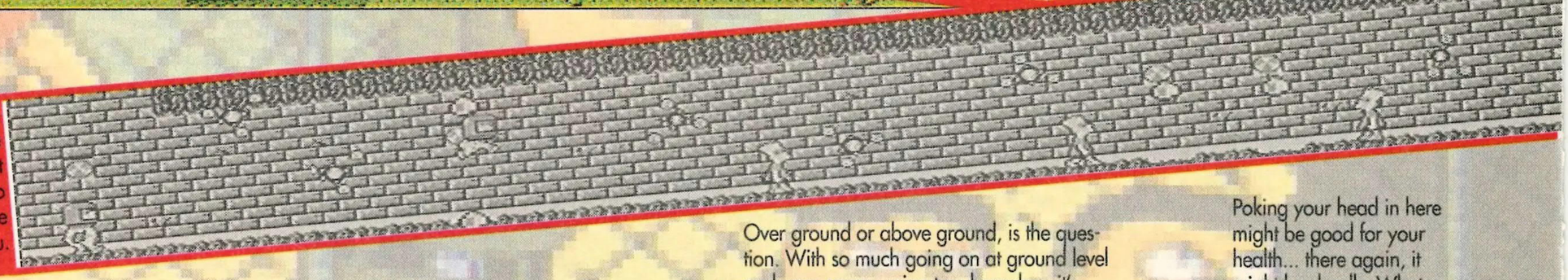


Hurl those boomerangs to avoid certain death by the streams of kids and other passers-by you reckon you're easy meat.

Level 4

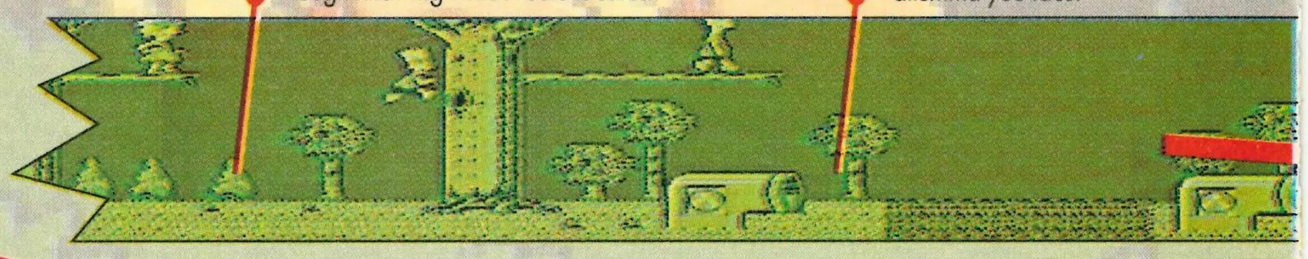


If you have managed to retain the protective suit, you will be able t o walk through the nuclear rods with few problems. If you have lost it, quickly run past them as they move up. To avoid the falling fire balls, jump past when one has just gone beneath you.



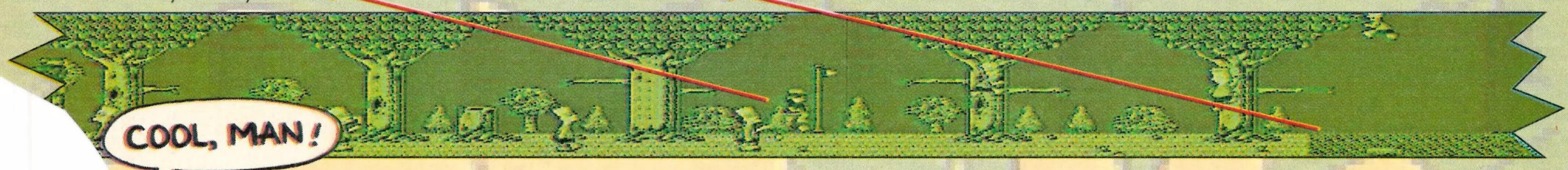
Over ground or above ground, is the question. With so much going on at ground level and your enemy using tree branches, it's tough knowing which route is safest.

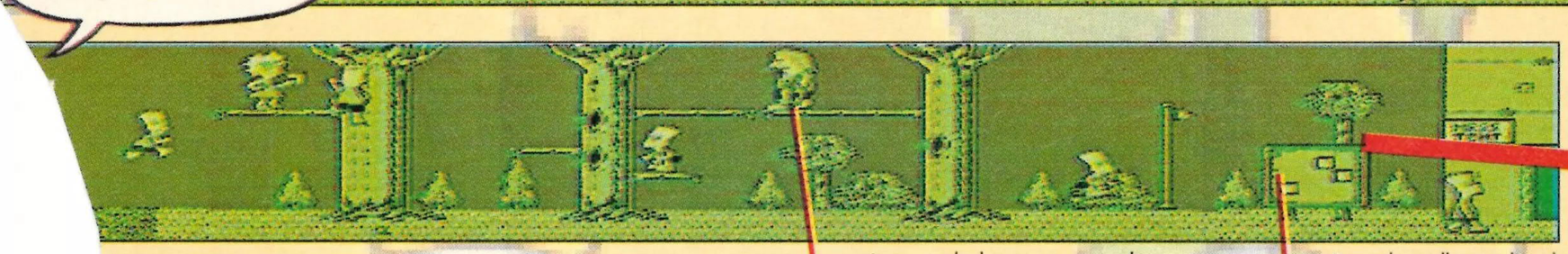
Poking your head in here might be good for your health... there again, it might be deadly. What a dilemma you face.

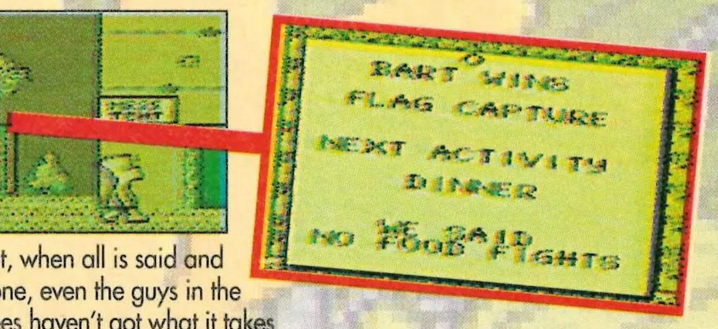


Even more kids rain down from the skies, so make sure that those boomerangs are flying forward at all times. Don't move forward too fast either, otherwise they will only fall on to your head.

Watch out for fish when crossing the lakes. You can't destroy them, so you will need to jump over them once they have fallen back into the water.



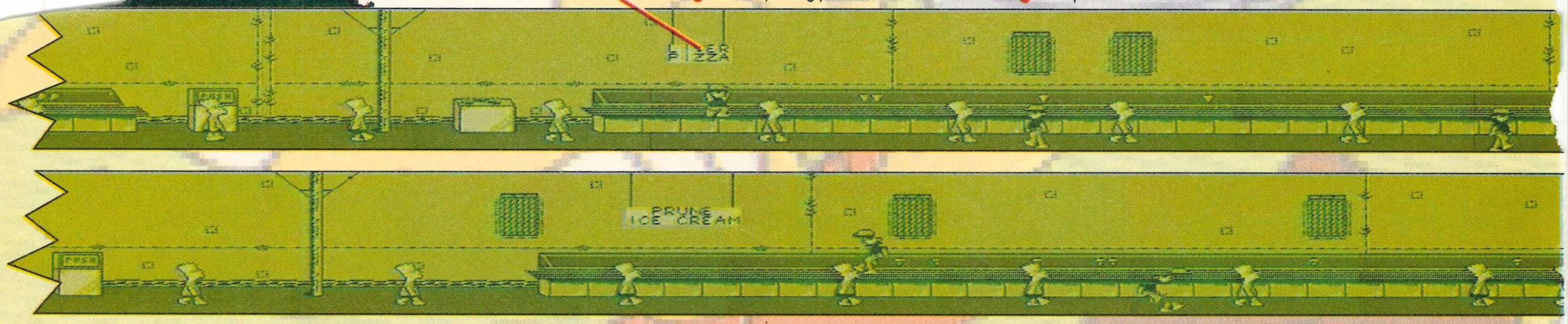




Ughh! Even Bart has problems swallowing liver pizza. Still, it makes for useful ammo.

Just your luck, your enemies have discovered it's now big and clever to leap from branch to branch in an attempt to prevent you from accomplishing your mission.

But, when all is said and done, even the guys in the trees haven't got what it takes to stop you. Perhaps the chaps on the next level do...





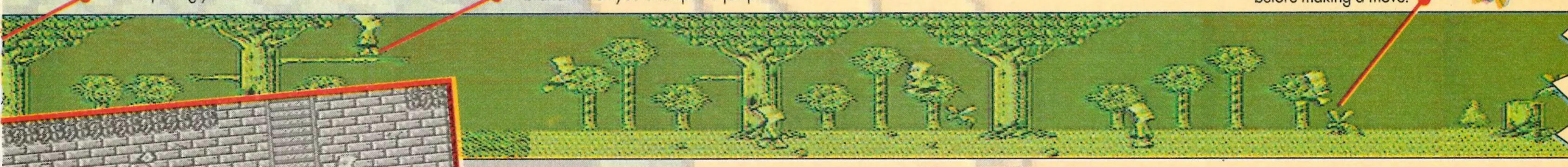
The tree house boss is a bit faster than his predecessors, but if you stick to the same formula as before, he shouldn't prove too much of a problem. Make sure you get the radioactive protection suit from Lisa for the next level.

As with the other flag capture level, keep firing your boomerang ahead to take out any kids intent on surprising you.

To make this jump a bit safer, leap on the branch first and let yourself fall when it breaks. This way, you won't inadvertently land on the branch when you attempt the jump.

Jump on the branches and over this woodsman who has inadvertently got himself caught in his own trap. The woodman is actually a mass murderer and one touch will prove fatal!

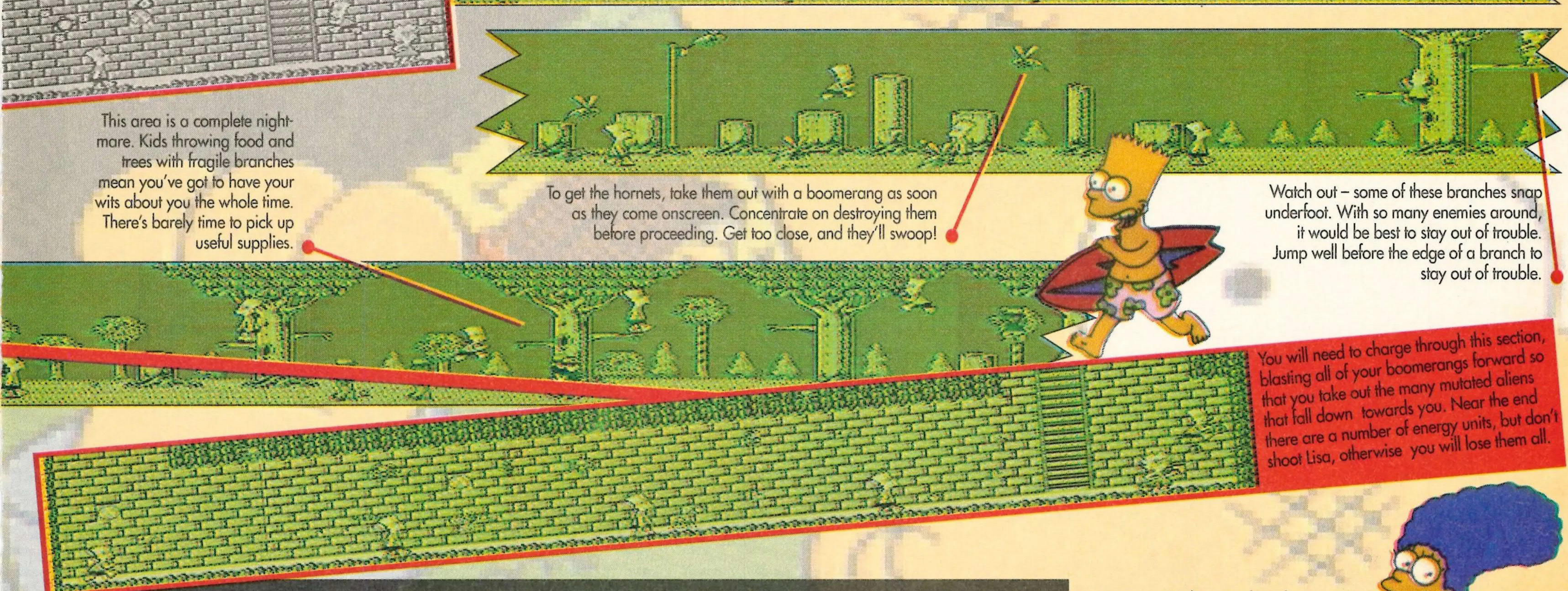
Jumping onto a hornet is not a wise move if you want to make it past this level. Fire off a boomerang before making a move.



This area is a complete nightmare. Kids throwing food and trees with fragile branches mean you've got to have your wits about you the whole time. There's barely time to pick up useful supplies.

To get the hornets, take them out with a boomerang as soon as they come onscreen. Concentrate on destroying them before proceeding. Get too close, and they'll swoop!

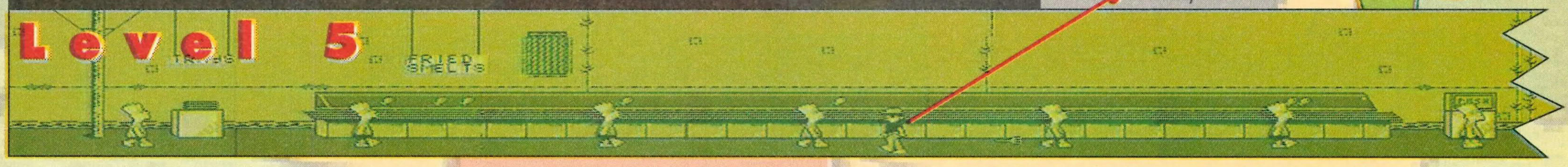
Watch out – some of these branches snap underfoot. With so many enemies around, it would be best to stay out of trouble. Jump well before the edge of a branch to stay out of trouble.

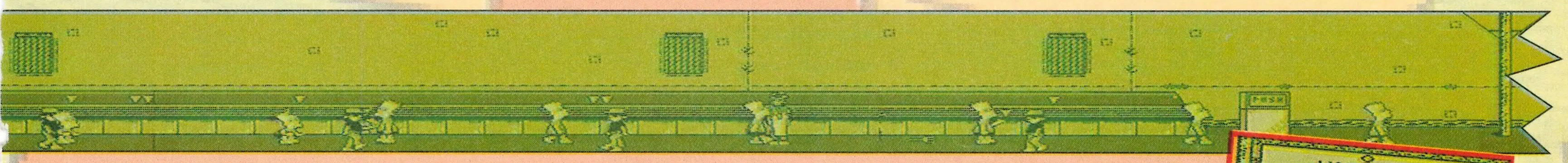


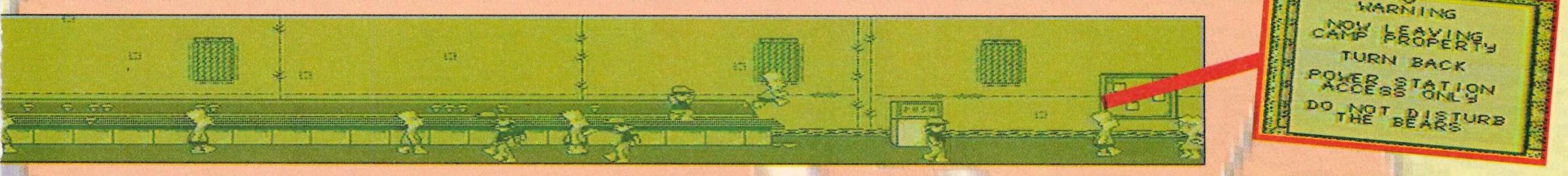
You will need to charge through this section, blasting all of your boomerangs forward so that you take out the many mutated aliens that fall down towards you. Near the end there are a number of energy units, but don't shoot Lisa, otherwise you will lose them all.

Survive this food fight and you're on your way out! First, though, you will need to deal with the fried smelts, liver pizza and prune ice cream – useful for a real system clear out – as well as the many competitors who are tackling Bart with the said food stuffs. Grab all of the energy that you can and watch out for the grisly old guy who will force feed anyone who he catches throwing the food!

Grab as much grub as you can to chuck at pests like this who try to thwart your mission and make your life a misery.





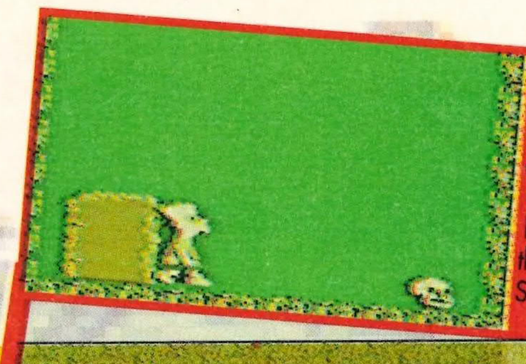


CONSOLE XS SOLUTION



Breakout! Bart has decided that enough is enough and that it is time to get the hell outta the deadly camp. He will need to scale Mount Deadly first though, a real steep climb with some rather spooky if not downright weird inhabitants. You should have collected a great deal of energy units by this time, so try to preserve them (not at the cost of a life). It's better to lose one energy unit rather than a life because when you restart you will have just a bare minimum of energy. This level is long and meanders all over the place. Be warned.

Level 6



Make sure that you shoot the skull first before collecting it otherwise you will lose a life rather than gain one. Sneeky, huh?



Grab all of the energy units to boost your reserves. You'll need every bit later on in this level, so do it.

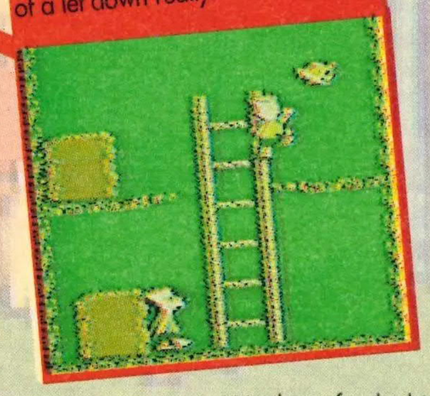
Drop down on one of the weaker platforms, then leap across to the right to make it to the desired cave.

Drop down onto a passing bird to be carried to the door near to the bottom platform.

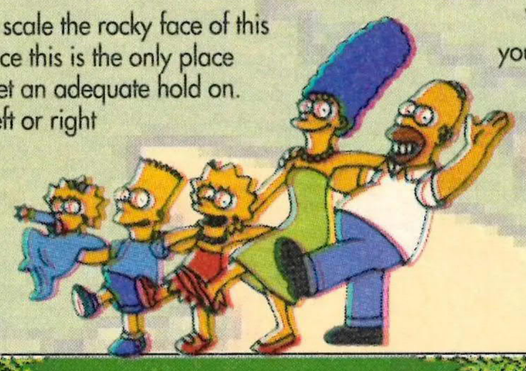
There's a rather nasty piece of work here who throws rocks and boulders down towards you. Wait on the left, then, when a rock has gone by, jump up to the platform and do your stuff.

This is no time for a tête-à-tête. Get on with your task, Bart.

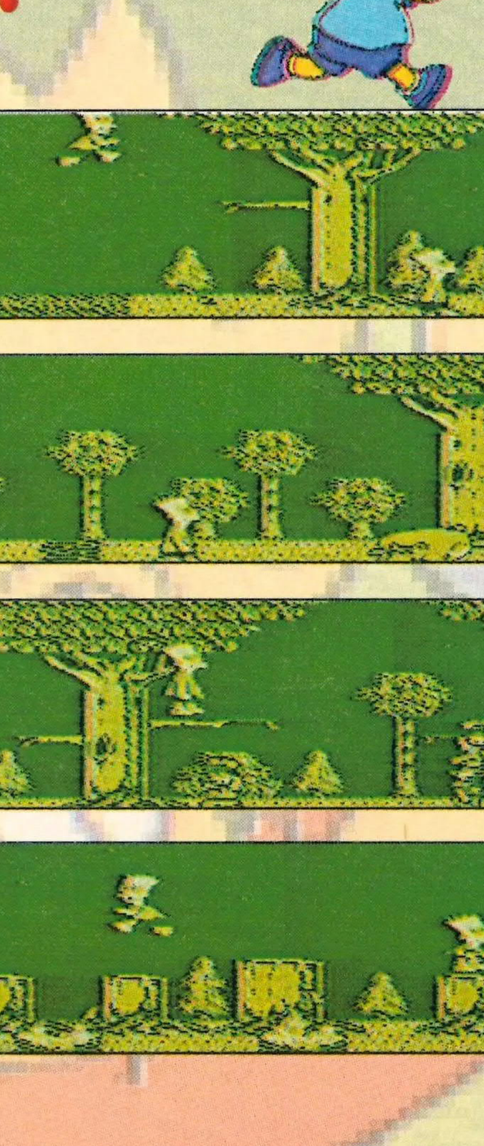
Simply climb the ladder and grab that precious extra life! That's all there is to do in this tiny cave. Bit of a let down really.

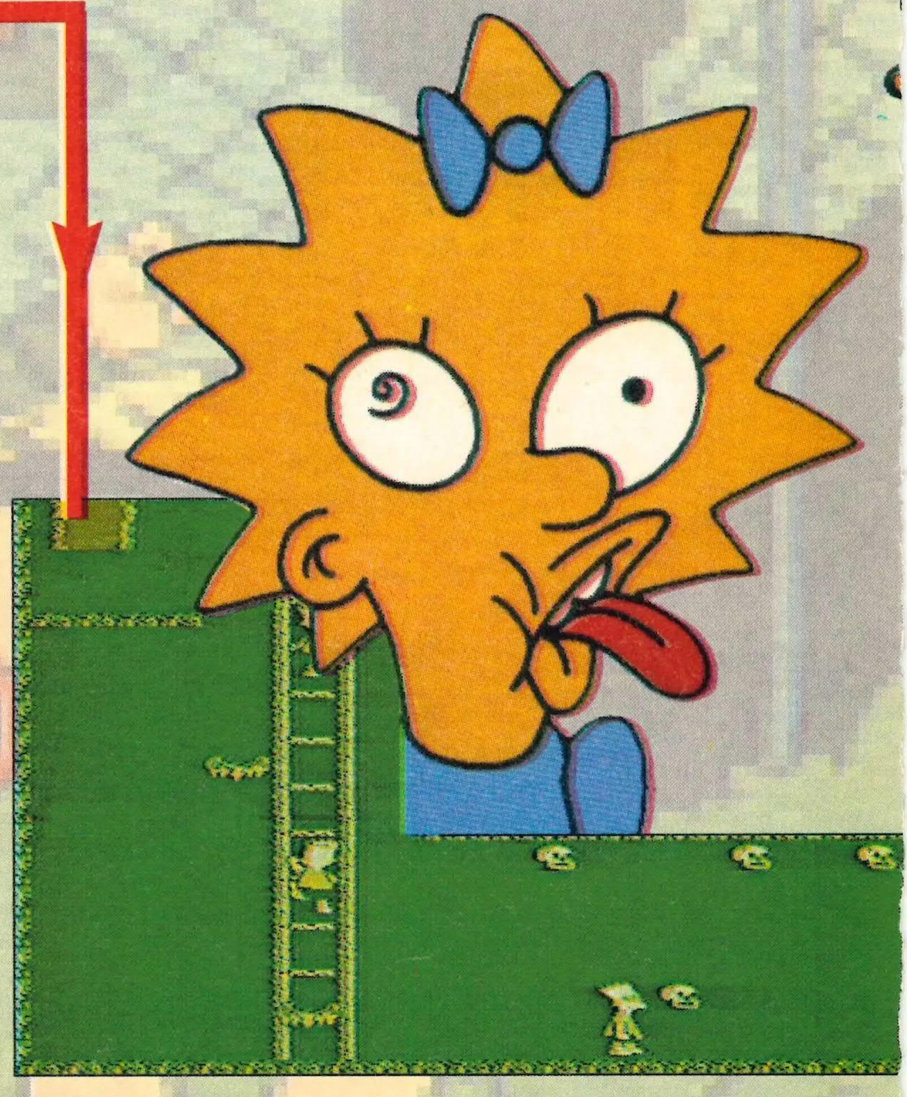


Bart needs to scale the rocky face of this mountain, since this is the only place that he can get an adequate hold on. Stray to the left or right and you will go sliding to



Watch out for the birds as you are climbing up this section. When you see one, move towards it so that when it pushes you, you will still be able to grab on to the far edge by pressing up.









This section is one of the most frustrating and tricky in the game. What you need to do is jump from a standing position on to the first falling platform, then immediately jump right again to the left side of the next platform. Run a few steps to the left and jump to the left side of the third platform. Repeat the same manoeuvre to reach the relative safety of the longer platform.

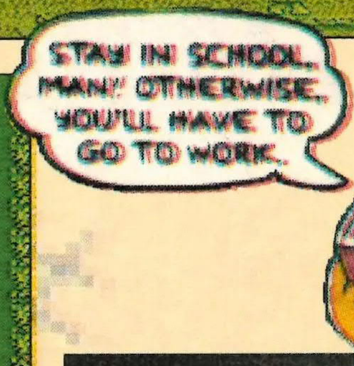


Quickly go up the ladder here, waiting until the bats have passed before attempting to go by them. From here, you will travel to level seven – at last!

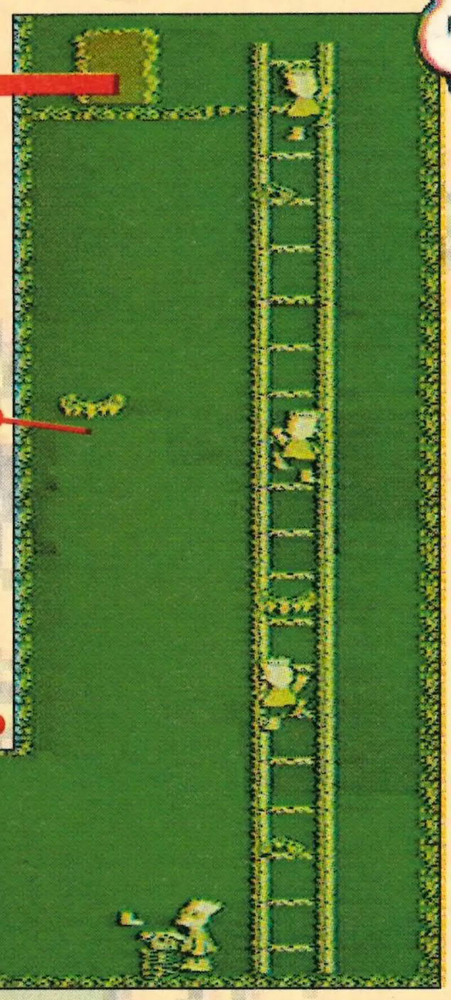


You will need energy here. Dodge the boulders that the man throws out here by climbing the left side, then simply run into the cave. If you are really quick you may do it without being hit, but even if you do get hit you will still be sent to the inside of the cave.

You will need to employ a different technique when you are confronted with this set of birds. As soon as you see one, retreat back down and let it fly overhead, then quickly belt up the side of the cliff before another appears.



Bats in the belfry, problems in your attic. These nocturnal nuisances will cause you serious problems; particularly when you}re climbing the ladder. Check the coast is clear before progressing up the steps at a rapid rate.

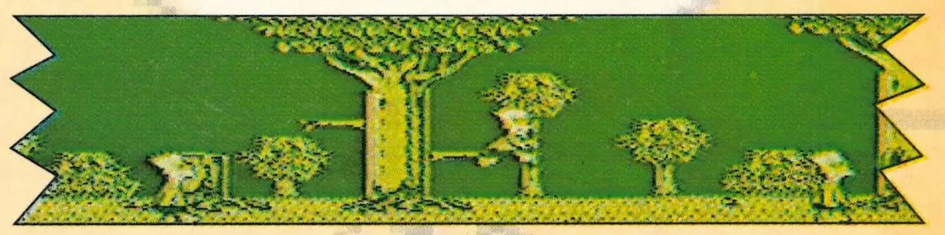


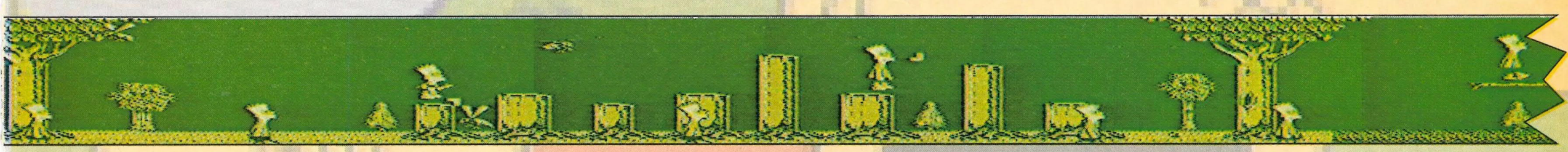
In order to get past this section, quickly run to the right, firing your boomerang and keeping an eye on the skulls at the top. If one looks like it is going to fall, stop and let it do so before continuing on.

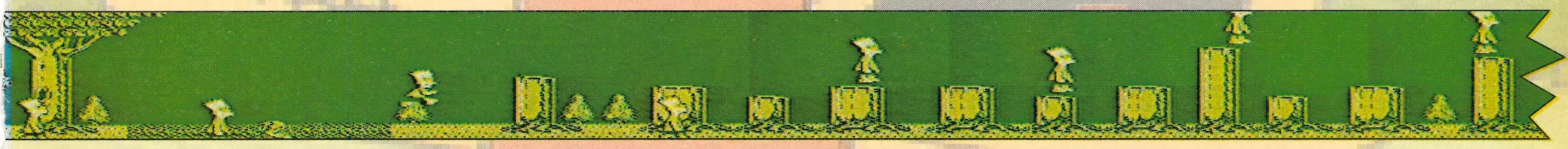


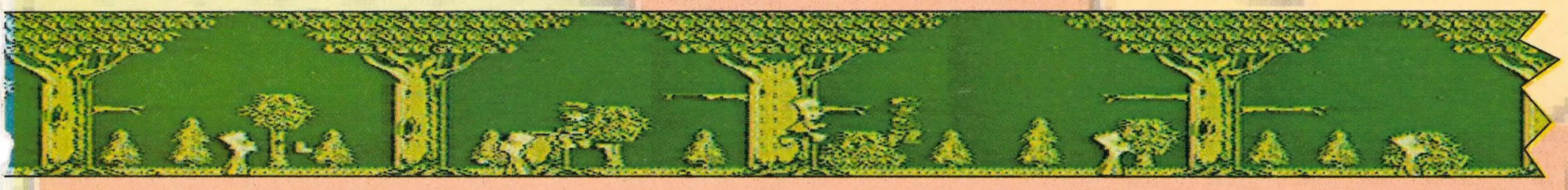
Level seven – the final chapter (or something like that). All that appears on the level has already been dealt with previously. The main thing to do is take your time; you have got this far so there's no point rushing now! Also, don't go rushing in head first to attack the hornets – always go for them from a distance, and take them out one at a time.





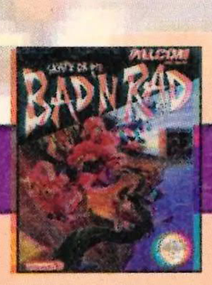








At the end of this stage, you will see three lights – shoot each light with the boomerang as you see it, then jump over Burns and make a dash for the exit. Do exactly what you shouldn't do next, and the game will be won. Cryptic, huh?



Stage 1

Bad 'n' Rad by name, exactly that by nature. Even the first level throws a whole lot of trouble your way, with some pretty dangerous leaps and jumps to make. If you're finding it a tad easy, though, take comfort in the fact that it gets a lot tougher later on.

Jump on or over the tires.

Just after the second crack in the road, jump up to get the extra life and safely make it to the other side.

Be careful when negotiating these platforms – jump before you reach the edge of each one otherwise you may slip off.

Duck down to avoid the first two balls, and then jump over the others when you are further in.

Make sure you build up a good amount of speed before trying to go up this steep climb.

Stay to the right edge to avoid getting caught up in the hook of this guy's rod.

Use the walls to skate up and around any of the spikes that threaten to puncture you with many holes.

Jump on to the left side of these platforms so that you have a decent area to leap from, otherwise you may simply fall off the other side before you can jump.

Don't forget to jump when you reach this point.

Stage 2

The second stage is a downwards scrolling vertical thriller, with countless conflicts and hazards. Your largest and most regular problem are the spikes which are rather lethal and must be avoided. Your best chance is to stay on the left of the screen, and use the sloping walls to skate up and around any of the vicious spikes. The sea is also a bit of a pain if you stray to the right – make sure you can get a good run up, then try to zoom up to the left, otherwise the salt water will probably kill you. But even this is tame compared to what's coming.

Skate Or Die **started life as a rather nondescript multi-event unspectacular, making little impact on either console or computer. The Game Boy version on the other hand is a real tour de force, taking the skateboarding theme and using it in an arcade setting over seven scintillating stages. Your skateboarding skills will be pushed to their very limits as you skim along streets, shoot through tunnels, leap over spiked traps, and generally have quite a whizzo time. Of course, it wouldn't be much of a game without the odd enemy or two, and thankfully these are a little more diverse than most. You'll meet bomb-throwing clowns, crouching baddies which try to hook you up with a fishing line, irate grandmothers who throw flowerpots at you, and cats and dogs. Even the sea has it in for you. In fact, you have no friends. That's why you've got to turn to Console XS for advice on how to perform the raddest ariels.**

GAME BOY

PALCOM ● £24.99 ● ARCADE/ACTION

SKATE OR DIE

Don't forget the gold bars, but don't risk your neck getting them since they aren't *that* important!

Here you are, high up in the air in yet another secret level. This one is easy to find and not very rewarding.

Either travel above the dogs on the platforms or jump on their heads by falling through the gaps and then jumping back up to the platforms.

Again, stay low when going under these spikes.

Approach this punk slowly, then bounce on her head. If you go in too fast, you will end up shooting over the edge.

Bounce on and off this platform quickly since it will suddenly collapse under foot.

Try to grab this ice cream cornet since it will replenish your energy in time for the final guardian.

The third stage takes place in that old favourite, the sewers. These sewers are a little more original than most – they include actual sewage for a start, and you will really have to have some well timed presses if you are to prevail through to the end. The main thing to remember is that when you are in the water your movements are seriously affected, so only attempt any large jumps when you are on completely solid, dry ground.

Stage 3

As long as you don't stop when crossing this collapsing bridge, you should be fine. Watch out for the rat – jump on the fifth or sixth square to avoid it.

Jump to the first and then the third platform before leaping for the safety of the stationary platform. Repeat.

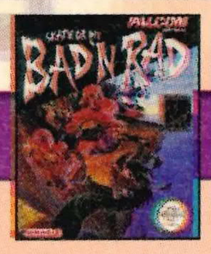
To defeat the guardian, jump on the balls that he throws with the bottom of the skateboard so that they bounce back towards him. Stay on the left side, and make sure you hit the balls directly on top.

To avoid the spearmen, simply jump over them as they thrust their spears.

Only jump the bombs when you are on dry ground.

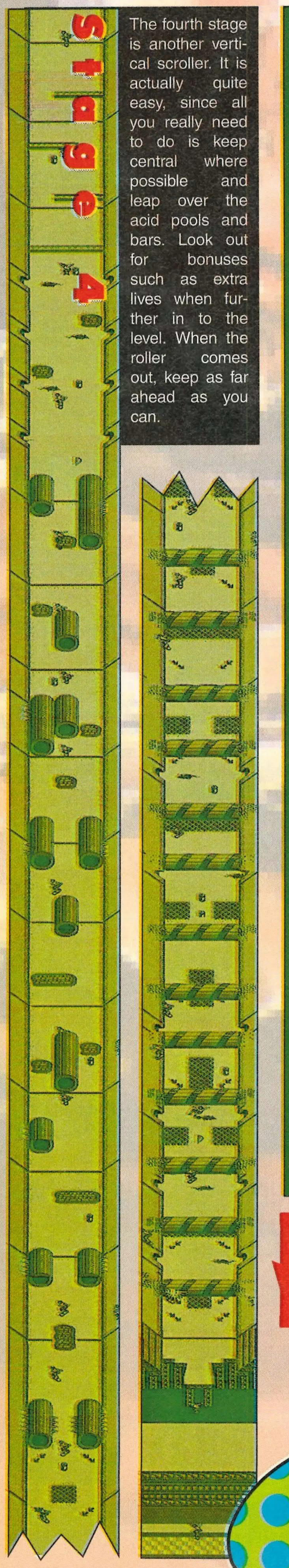
The guardian at the end of this level can be defeated by first standing on the left side, then jumping on his head to force him down. Stay on the right side, avoiding the fish, and repeat when he re-emerges.

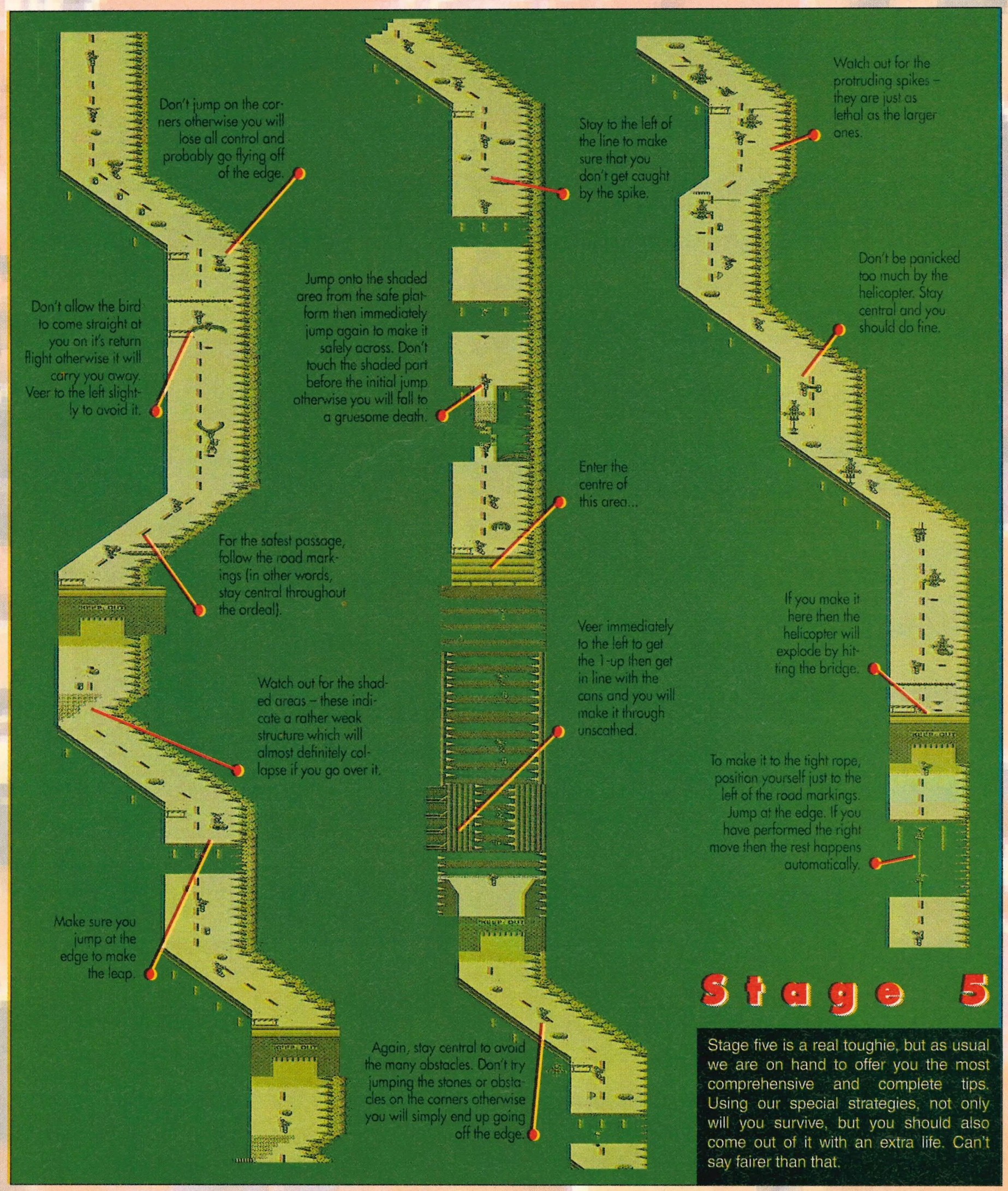
Bounce on the woman's head to get the 1-Up, then go left until the serpents are offscreen. Speed right, jumping onto the head of the first serpent as it rises. You should now make it safely across.



Stage 4

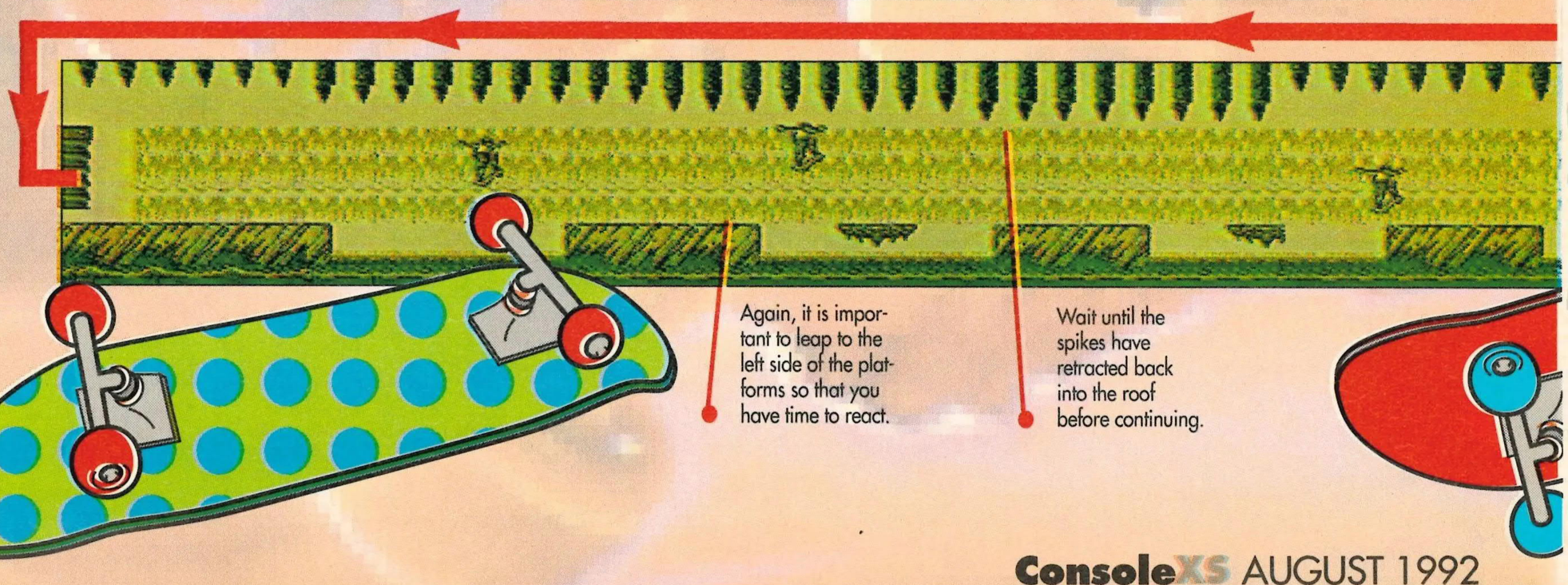
The fourth stage is another vertical scroller. It is actually quite easy, since all you really need to do is keep central where possible and leap over the acid pools and bars. Look out for bonuses such as extra lives when further in to the level. When the roller comes out, keep as far ahead as you can.





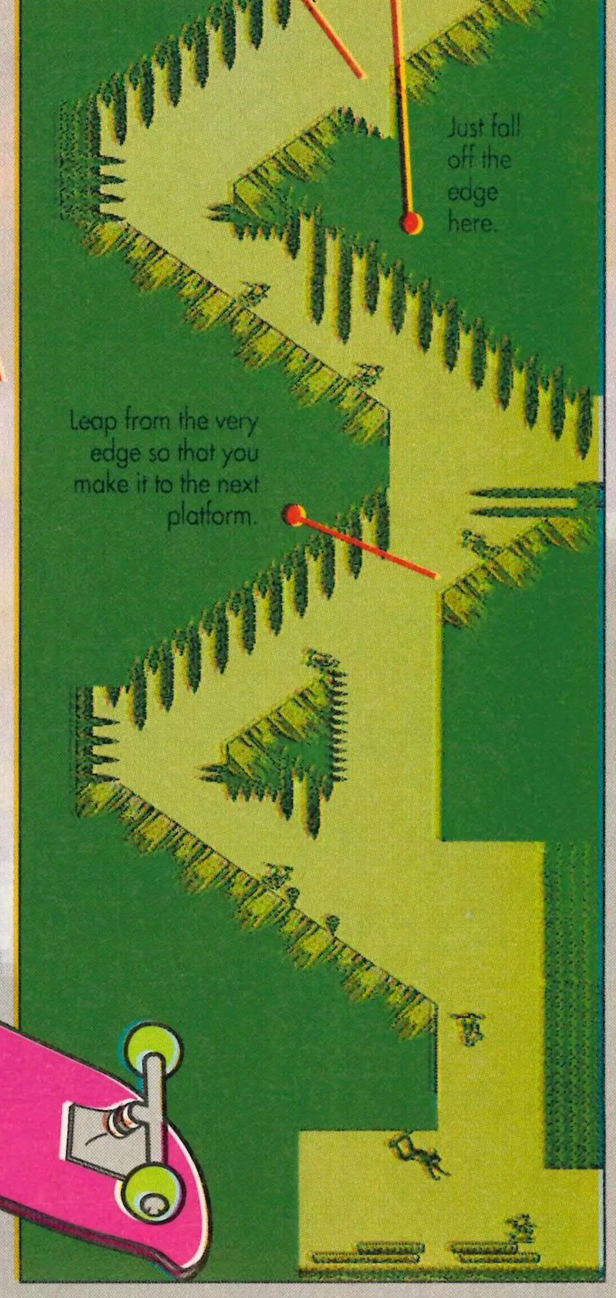
Stage 5

Stage five is a real toughie, but as usual we are on hand to offer you the most comprehensive and complete tips. Using our special strategies, not only will you survive, but you should also come out of it with an extra life. Can't say fairer than that.

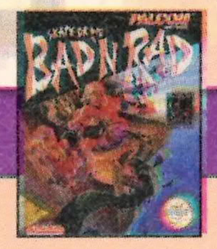


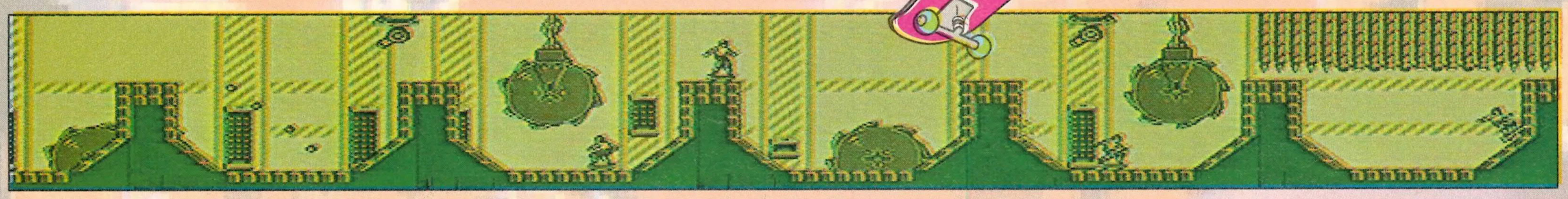
For the first horizontal section of stage six, proceed at full speed, jumping over the gaps and onto the platforms. To make up for the frustrating controls, always leave plenty of room to manoeuvre – don't jump to the far edge of a platform for example.

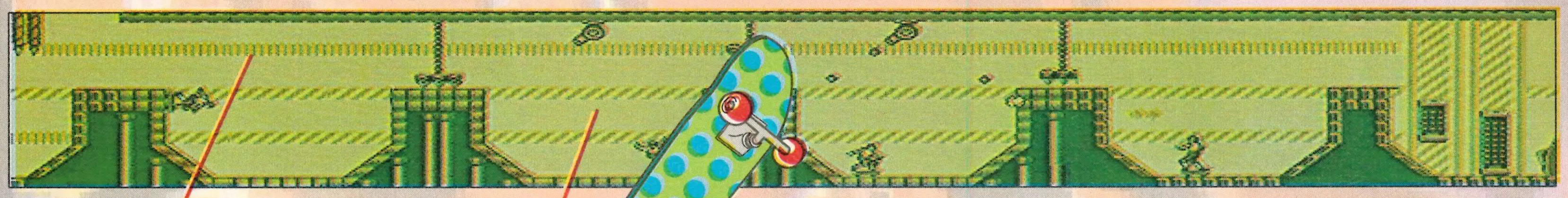
Stage 6



CONSOLE XS SOLUTION

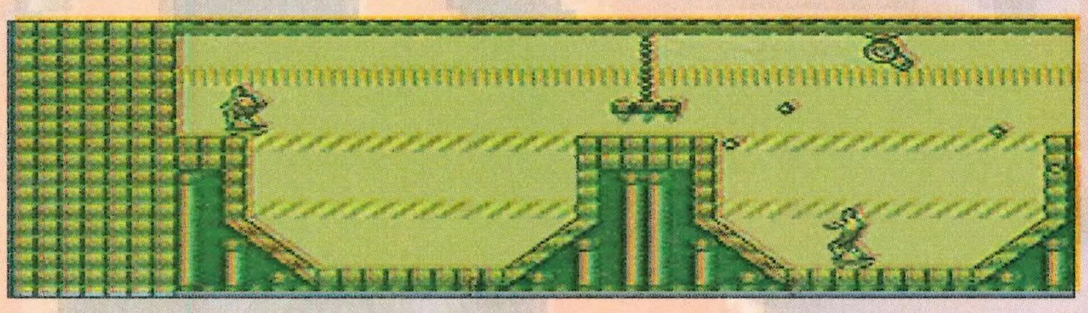


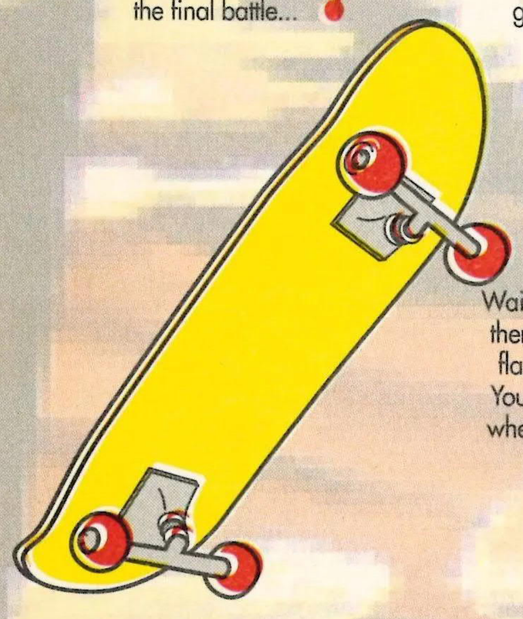




Once at the top, head right towards the final battle...

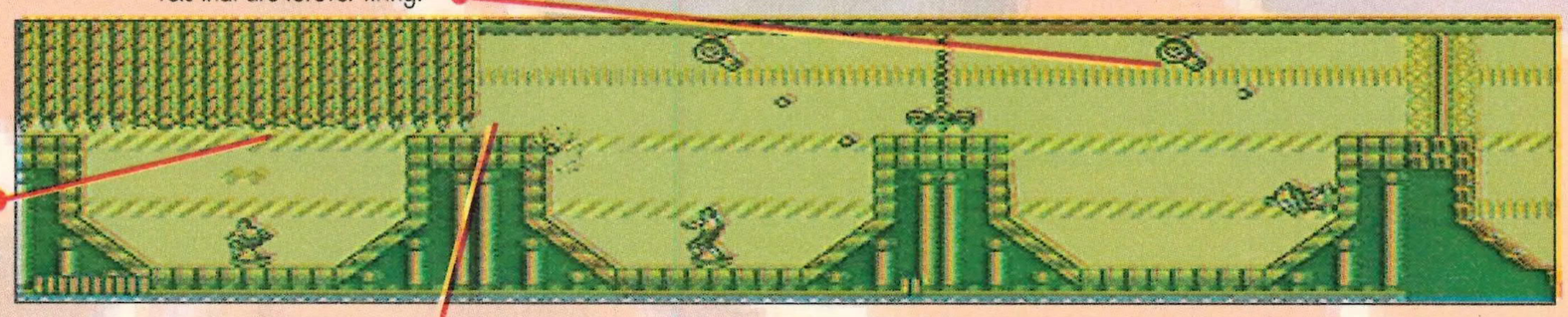
Take this section slowly because you don't want to lose any energy by being rash – you will need all that you can get for the end section.





Wait for the roof to go down and then hit it back up by striking the flashing section with your head. You can reach them by jumping when going back down the sloping section.

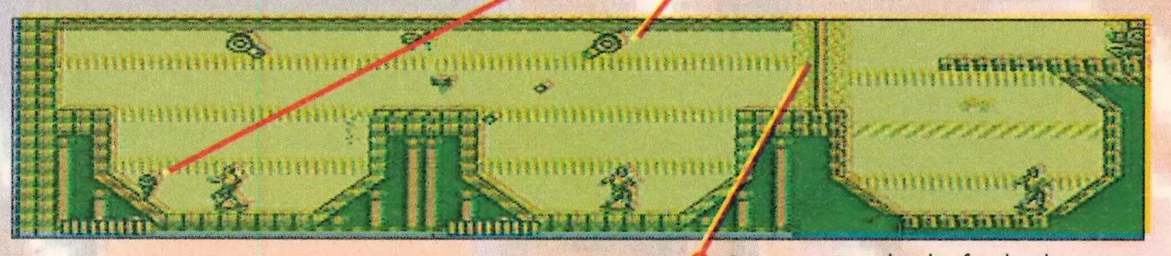
At the top, proceed left but watch out for the gun turrets that are forever firing.



Once you have hit the roof back up, head left and the screen will go down. Stay on the left side then use the same techniques as in the earlier section.

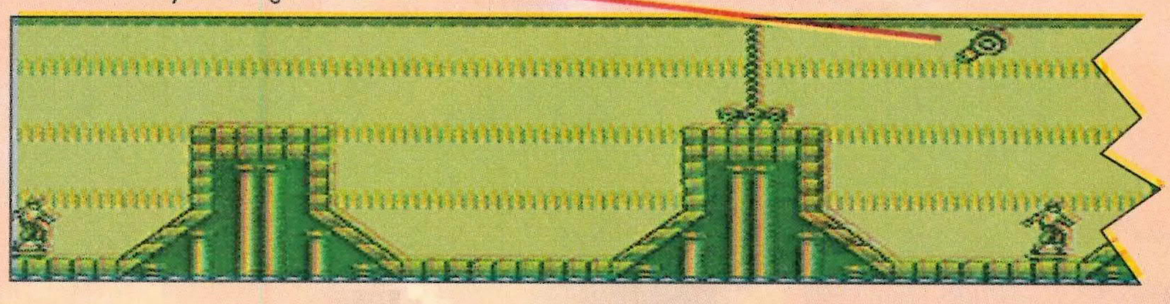
Once you have gone up the first time, go left to the bonuses then head back to the right to initiate the next lift...

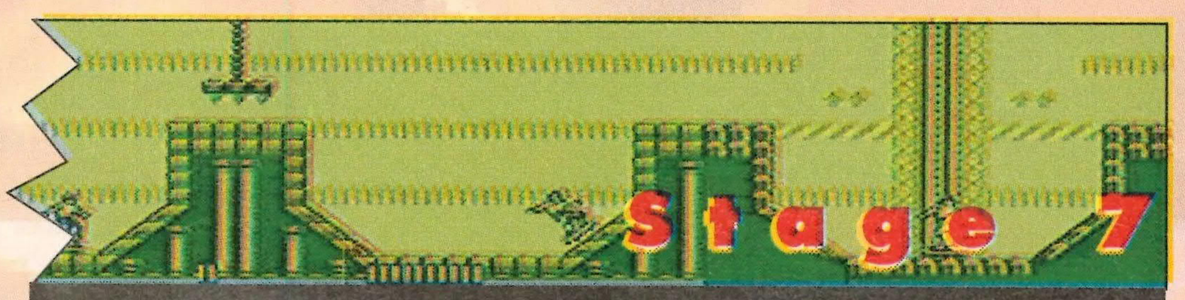
The second time that you go up, you will have to deal with a firing cannon. Avoid the shots by going from one corner to the other each time that it fires.



Going up! Four loads of spikes have to be avoided as you travel up. The first can be dodged by standing in the top left, the second by sliding up then down the left ramp, the third by crouching in the bottom right, and the fourth by sliding up and down the ramp.

These gun turrets may look like harmless hairdriers but in fact they pack a powerful punch. Look out for the bullets that follow you through the screens.





The final level is a real toughie, and shoots off in just about every direction! Spikes shoot out from all areas as you go up, and the only way to avoid these is to learn their routines and act accordingly! Cogs come into play further into the enemy, and these have an equally terrible effect, so you will have to avoid these too! Then there's the final boss, who, on defeat, may just reveal just what the hell this was all about. No promises , though...

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 LYNE, OL7 0WW

Calls cost 36p a min at 'cheap rate' and 48p a min at all other times.

TRAILBLAZERS

TAKE A CLOSER LOOK AT THESE PRICES!

PC ENGINE

Blue Blink	35.00
Bomber Boy	35.00
Darius Plus	35.00
Ding Dong II	30.00
Dragon Egg	35.00
Final Soldier	35.00
Galaga	30.00
Gomola Speed	30.00
Image Flight	35.00
Jackey Chan	30.00
Klax	35.00
Operation Wolf	35.00
Power Eleven	30.00
Power Gate	30.00
R-Type	30.00
Rabio Lepus	35.00
Salamander	35.00
Show of Momotarol	35.00
Son Son II	35.00
Spirit	35.00
The Adventure Boy II	35.00
Vigilante	35.00

PC ENGINE CD ROM

Car Racing	40.00
Dodge Ball	40.00
Fantasy Soldier III	45.00
Far East of Eden	45.00
Fire Share	45.00
Gungdong Sangohzhi	45.00
Hibo Dinsetsu	45.00
Lady Phantom	45.00
Pomping World	45.00
Populous	45.00
Ranma 1/2 II	40.00
Road Spirit	40.00
Shanghai	40.00
Skweek	40.00
Spriggan	40.00
Super R Type	40.00
Temn Okoe Bank	40.00
The Honey Sky II	40.00
Wonder Land	40.00
Y's II	40.00
Y's III	40.00

SUPER NINTENDO CARTRIDGES

Adventure Island	38.00
Area 88	38.00
August Golf	38.00
Battle Grand Prix	38.00
Bubble Bobble	38.00
Castle Vania	38.00
Cho Makaimura	38.00
Contra Spirit	38.00
D Force	38.00
Darius Twin	38.00
Dragon Slayer	38.00
Final Flight	38.00
Fire Pro-Wrestling	38.00
Ganba League	38.00
Gradius III	49.00
Gundam F-91	38.00
Hyper Zone	38.00
Kozhon Gaiden	38.00
Last Fighter Twin	38.00
Monkey Adventure	38.00
Muysa	38.00
Pilotwings	38.00
Populous	38.00
Pro Soccer	38.00
Raiden Densetsu	38.00
Romancing Saga	38.00
Rushing Beat	38.00
Sagouzhi II	65.00
Saroion	38.00
SD Dodgeball	38.00
SD Night Gaidam	38.00
Sim City	38.00
Sim Earth	38.00
Smash TV	49.00
Soul Blader	38.00
Street Fighter II	49.00
Super Base Ball	38.00
Super Birdy Rush	38.00
Super Chinese World	38.00
Super Cup Soccer	38.00
Super E.D..F	38.00
Super Fire, Pro Wrestling	38.00
Super Formation Soccer	49.00
Super Mario World	38.00
Super R-Type	38.00
Super Shanghai	38.00
Super Tennis	38.00
Super Varis	38.00
S.T.G	38.00
Thunder Spirit	38.00
Ultra Man	38.00
Ultra Man IV	38.00
World Champion	38.00
WWF Wrestling Mania	38.00
Y's III	38.00
Zerota Densesu	49.00
Zeruda	38.00

NEO GEO CARTRIDGES

2020 Super Baseball	99.00
Alpha Mission	99.00
Baseball Stars Professional	75.00
Blue's Journey	90.00
Burning Flight	90.00
Crossed Swords	80.00
Cyber Lip	75.00
Fatal Fury	120.00
Football Frenzy	120.00
Ghost Pilots	90.00
Joy Joy Kid	70.00
King of the Monsters	90.00
Last Resort	130.00
League Bowling	70.00
Magician Lord	70.00
Mah Jong	70.00
Mahyuki (Mah Jong)	70.00
Mutation Nation	130.00
Nam 1975	70.00
New Mah Jong	90.00
Ninja Combat	75.00
Puzzled	70.00
Riding Hero	95.00
Robo Army	95.00
Sengoku	95.00
Soccer Brawl	100.00
Super Spy	95.00
Thrash Rally	110.00
Top Players Golf	95.00

SEGA MEGA DRIVE CARTRIDGES

Advanced Strategy	39.99
Aero Blaster	39.99
Alex Kid: Tenku Maiyoh	29.99
Alien Storm	29.99
Arrow Flash	25.99
Bad Omen	39.99
Bare Knuckle	34.99
Battle Axe II	39.99
Battle Golf	29.99
Battle of Axis FZ	29.99
Battle of Bahama	29.99
Battle Mania	29.99
Beast Warriors	39.99
Bonanza Bros	29.99
Block Out	24.99
Bouge Brother	39.99
Buck Rogers	39.99
Burning Force	24.99
Crack Down	24.99
Crude Blaster	39.99
Daimakamura	39.99
Daisenpo	34.99
Darius II	29.99
Dark Castle	39.99
David Robinsons	34.99
Darwin 4081	29.99
Desert Strike	29.99
Devil King and Lion	34.99
Dial Q Mahjok	44.99
Donald Duck	19.99
Double Dragon	45.99
Dragon Eyes	39.99
EA Hockey	29.99
E-Swat	29.99
Eguzaru	34.99
El Viento	29.99
Evil Girl	29.99
F1 Circus	44.99
F1 Grand Prix	44.99
F22 Interceptor	29.99
Fairy Tales	29.99
Fantasia	29.99
Fantasy Soldier	34.99
Fatman	39.99
FE GA KI	24.99
Fatal Rewind	39.99
Final Blow	29.99
Fire Mustang	25.99
Gairies	25.99
Gain Ground	25.99
Galaxy Force II	25.99
Granada	19.99
Gynoug	19.99
Hard Drivin	29,99
Heavy Unit	29.99
Hellfire	34.99
Heltsu (Herzog Zwei)	34.99
Jordan v Bird	29.99
Jewel Master	34.99
John Madden Football	29.99
Juju	39.99
Junction	39.99
Jusokihai	29.99

MEGA DRIVE CONT'D

JJuyohai (Altered Beast)	29.99
Kid Chameleon	39.99
Kings Bounty	34.99
Klax	19.99
Might & Magik	39.99
Rings of Power	39.99
Road Rash	38.00
Robar Kid	24.99
Runark	29.99
SD Valis	29.99
Saint Sword	29.99
Sangokushi	29.99
Sangouzhi II	59.99
Senjorno Ohkam	25.52
Shinobi	19.99
Sjkinjo	19.99
Sokoban	24.99
Sonic The Hedgehog	29.99
Space Gomoll	29.99
Space Harrier II	29.99
Spiderman	19.99
Star Cruiser	21.99
Star Flight	39.99
Star Wars	34.99
Steel Empire	29.99
Super Air Wolf	29.99
Super Fantasy Zone	34.99
Super League	29.99
Super Shinobi	29.99
Super Thunder Blade	29.99
Sword of Sodan	19.99
Take the Train	34.99
Task Force Harrier	29.99
Tatsujin	29.99
Thunder Fox	19.99
Toe Jam & Earl	34.99
Triangle of Chinese	39.99
Trinimartial	39.99
Turbo Outrun	29.99
Underline	25.99
Vapour Trail	25.99
Verytrax	19.99
Volfied	19.99
Wani Wani	19.99
Where in Time	39.99
Whip Rush	15.99
Wonder Boy III	19.99
Woody Boy	19.99
Wrestle War	34.99
X.D.R.	19.99
Y's III	25.99
Yoko	34.99
Zoom	34.99

MD-CD CARTRIDGES

Earnest Evans	45.99
Funky Horror Band	45.99
Heavy Nova	45.99
Sol-Feace	45.99

GAME BOY

Adventure Island	19.99
Baseball	15.99
Castlevania II	19.99
Chase HQ	19.99
Captain Tubasa VS	19.99
Chicken Story	19.99
Double Egg	19.99
Dr Mario	19.99
Dragon Slayer	19.99
Goemon	19.99
Gremlins II	19.99
Hushino Carby	19.99
Herakres Eko	19.99
Ikarino Yosai II	15.99
League of Momotaro	19.99
Mahjong Boy	19.99
Mahjong	19.99
Metroid II	19.99
Mickey Mouse II	19.99
Nemesis II	19.99
Ninja Shadow	19.99
Ninja Turtles	19.99
Pipe Dream	15.99
Saga III	19.99
Sagaia	15.99
Snow Brother	19.99
Super Mario Land	19.99
Tetris	19.99
"X"	19.99

MAIL ORDER ONLY, PLEASE ADD £1 POSTAGE AND PACKING. CHEQUES/PO's TO

TRAILBLAZERS, EWER HOUSE, 44-46 CROUCH STREET, COLCHESTER, ESSEX CO3 3HH. TEL/FAX 0206 572981

TRADE ENQUIRIES WELCOME

WE RESERVE THE RIGHT TO CHANGE PRICES WITHOUT PRIOR NOTICE E&OE

WRESTLIN' MADNESS

win

CALL NOW!

WWF-SUMMER SLAM TICKETS

WE'VE GOT FOUR TICKETS TO THIS SOLD-OUT EVENT, FEATURING ALL THE TOP TEN AMERICAN WWF STARS...

0891-424265

WIN THIS PILE OF WRESTLING GOODIES



CALL: 0891 -424 266

WIN: 10 WRESTLING VIDEOS!!

0891-424267



GET YOUR FREE WRESTLING T-SHIRT!

YES, IT'S TRUE!!! PLAY THE WRESTLING QUIZ AND YOU CAN GET A FABULOUS WRESTLING T-SHIRT

(1.75 P+P REQ'D)

CALL 0891 424268

CALLS COST 38p / MIN. CHEAP RATE, 48p MIN. ALL OTHER TIMES INC, VAT, PLEASE ASK PERMISSION BEFORE YOU CALL. AVERAGE LENGTH OF CALL 5½ MINS WHICH WILL COST £1.98 AT CHEAP RATE. POST, PACKING + HANDLING CHARGES: T-SHIRTS £1.75, © MEGAFONE LTD 1992. MEGAFONE, SANDYLANDS HOUSE, MORECAMBE, LANCS, LA3 1DG



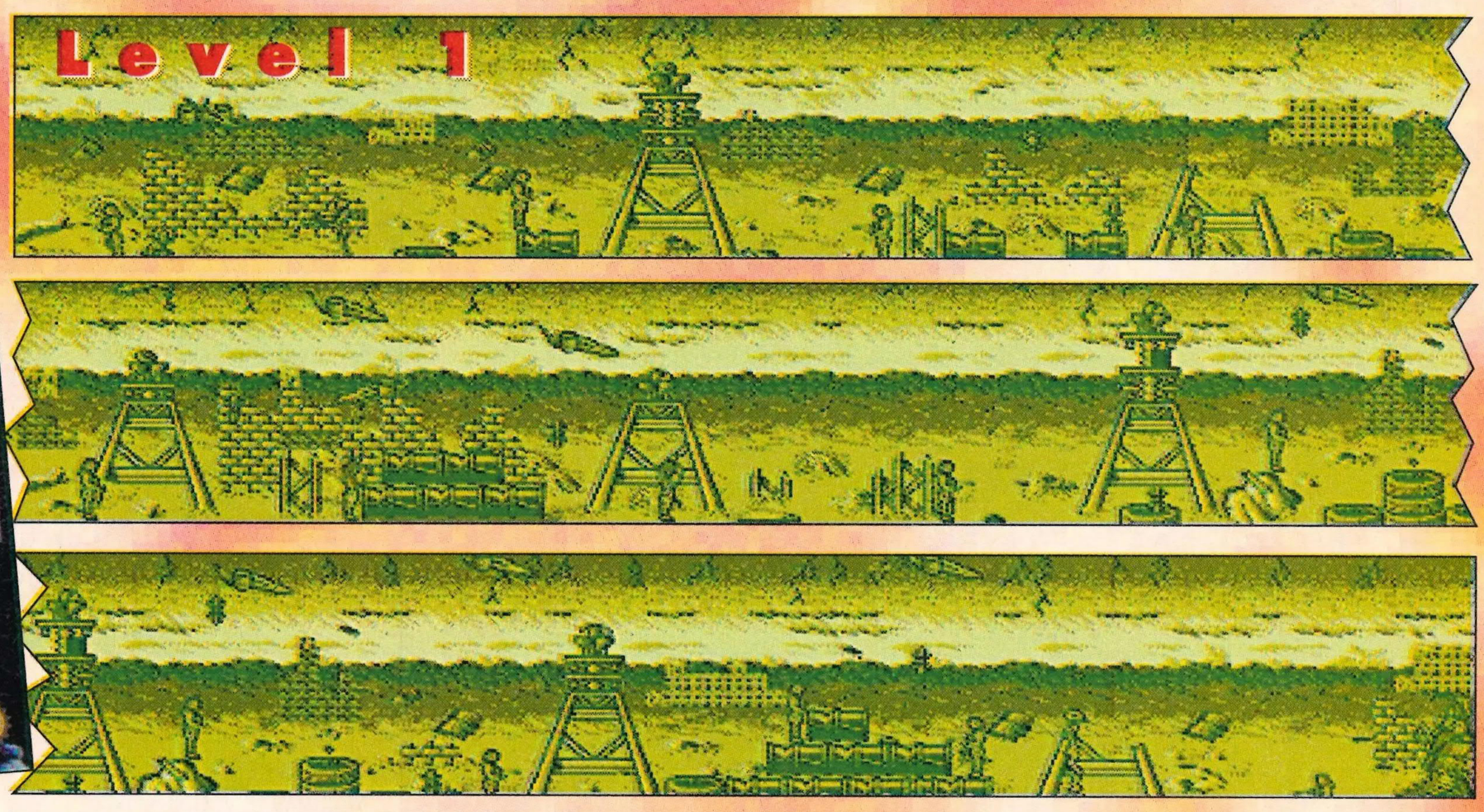
For all you aspiring Arnies, Console XS now offers the complete solution for the six levels of the Game Boy version of *Terminator 2*. We'll be back, for the NES version.

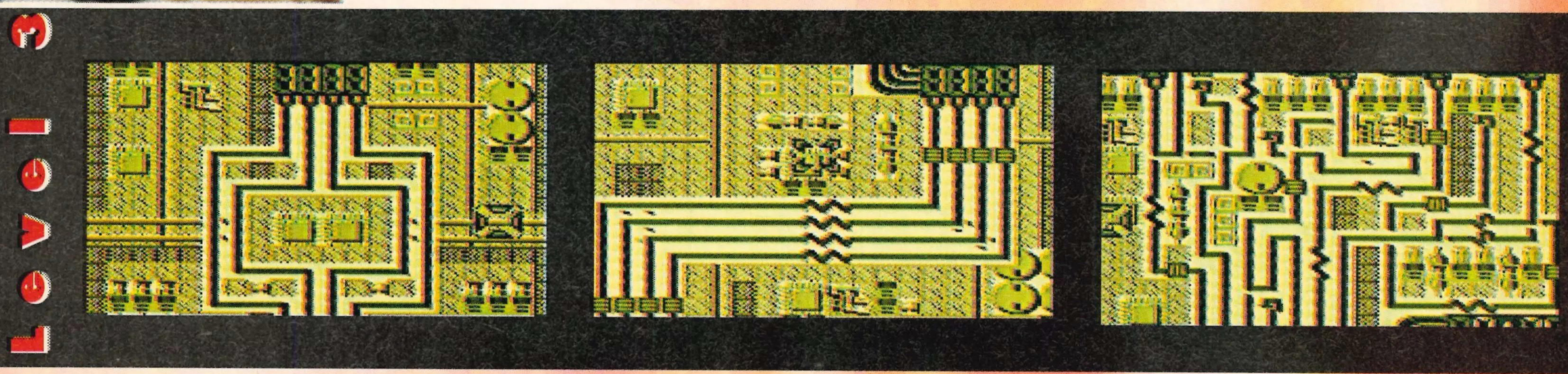
Level One - Outside Skynet

To break into Skynet you need to destroy the five energisers servicing the shields. Destroy them in the following order – fourth, first, fifith, second, third – otherwise your mission will fail. This tip is re-enforced by the vid-letter found next to the fourth energiser tower. Each energiser (found at the top of the tower) must be shot ten times before it falls, but be careful – it will still damage you if it hits you when it falls.

Also littered throughout the level are mines, which look like little more than minute saucers, yet pack a powerful punch if you inadvertently step on them. While keeping your eyes peeled for these, you will also need to take out the guards – a few rapid shots should do the trick – along with attack copters which drop bombs. There is a slight delay between these hitting the ground and exploding – use this delay to jump over them and out of the way. Try to preserve energy as best you can since it won't be replenished for the second level.

Once you have destroyed all of the energisers, head to the right where the shield once stood. Wait in the middle of the last screen for the robot guard, then jump up and shoot him in the head. Don't get too near as one touch could prove lethal! That's pretty much all there is to level one; it's not nearly as tough as you though. Hasta la vista, baby.





TERMINATOR 2

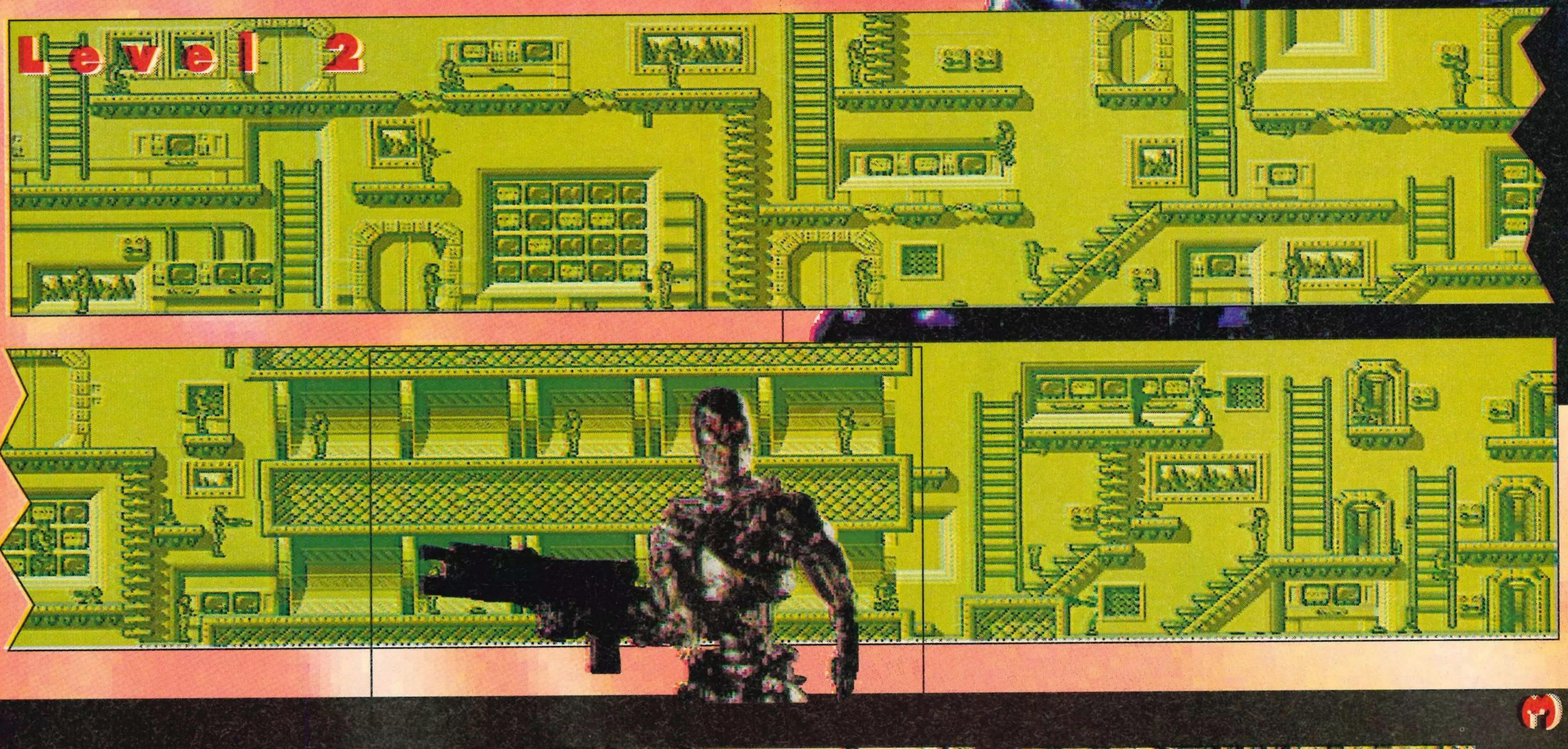


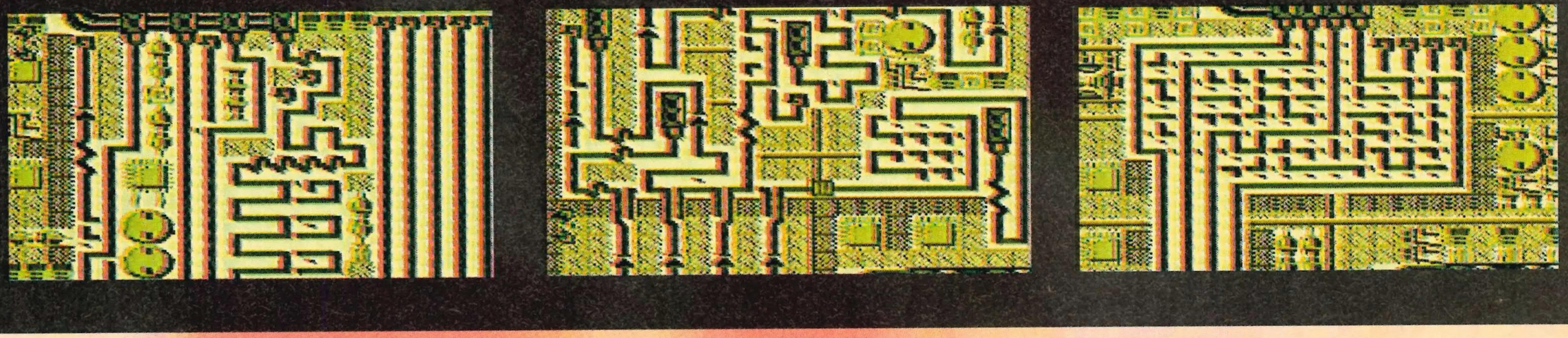
Level Two - Inside Skynet

Your mission in the second section is to locate a T-800. The main enemies on this level are more guards, and the more destructive mini-androids which, like their larger cousin found in level one, have a lethal touch. To destroy them, crouch down and send a barrage of shots their way. There are also many laser guns positioned throughout Skynet which you can only avoid, so be patient and time your runs as best you can.

To reach the T-800, you must go right across the top platform from the start, then down the first ladder that you come to. Leap to the stairs on the right, jump up these, climb the ladder, continue right across the series of broken platforms, then drop down to the bottom area when the platform ends. Mines and guards are found as you go right, so be very careful and advance slowly. Go up the first ladder that you come to, continue right, down the next ladder, then jump to the right over the other ladder to the door. To enter, press up.

And so level two comes to an end – this is all far too easy for such an experienced time traveller as yourself.





Level Three - Reprogram the T-800

On the third level you must complete a series of puzzles which will allow you to initialise the Terminator. There are two possible puzzles for each of the three sections of this level although the aim is the same: you have to complete the circuits to allow four electrical pulses to run freely through to the digital readouts, therefore altering the code from 1111 to 0000.

In practise this can be a little difficult. By holding down the select button, you can slow the action down to a crawl, which will give you a little more time to study the screen. To alter the circuits, place the cursor over a particular section and use the A button to change its direction. You can only alter certain sections, so try to find out which as soon as you start. Remember time is ticking away... Don't get in a flap though, and ruin everything.

To help you, study these diagrams. They show what the circuits should look like to allow the pulse to flow freely...

Section 2 version 2 – on the right hand side, you need to alter the circuit to make it smaller, otherwise the time will run out before the digits are altered.



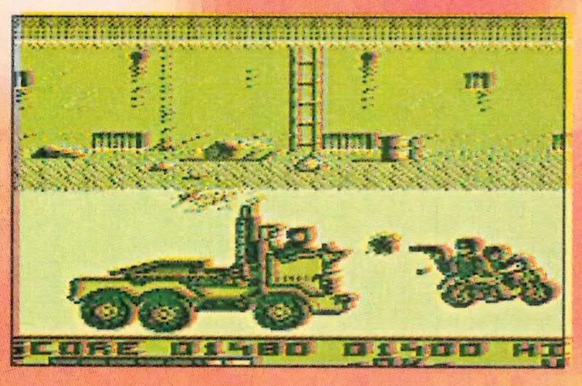
CONSOLE XS SOLUTION T2



Level Four - Protecting John Connor

At last – a chance to play Arnie! This is the infamous bike sequence in which you must reach the Cyberdyne Building while protecting yourself from the hostile attentions of a rather large truck. Stay to the right hand side of the screen, dodging the obstacles as best you can, and continuously shoot the windscreen of the truck. Don't stray to the left since one hit will prove fatal. Also don't concern yourself too much with the obstacles as they only take away a small amount of energy when hit; just concentrate on hitting the windscreen. As long as you stay to the right and you keep hitting the lorry, you should survive this with few scars. Just don't try to go through any low-level bridges.



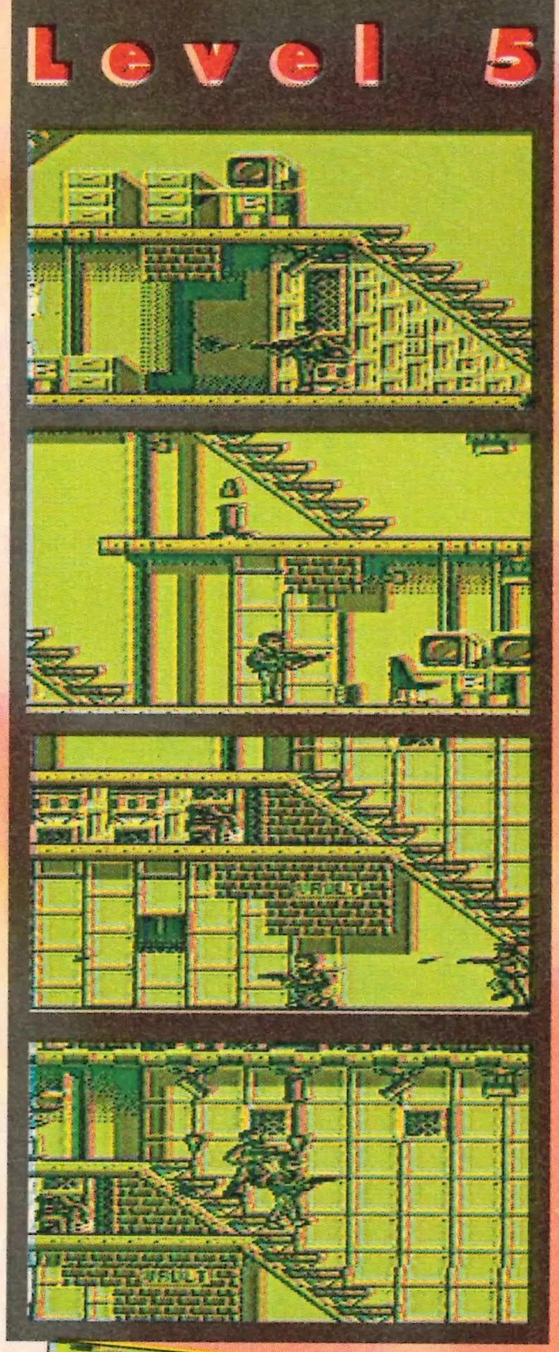




Level 5 - Inside Cyberdyne Building

On this level, you need to retrieve the arm and computer chip of the original Terminator of 1984 (phew, no small feat).

First you need to go right, down the stairs, and then blast the electrical barrier on the left. Be careful with your ammo, since you have a limited amount. Once you've blasted the barrier, collect the chip behind it, then go and get the chip on the right of this. Go back up the stairs, go left, up the stairs, then right, down the stairs, then up the next ones on the right. Continue right, go down the stairs, collect the chip on the right (don't touch the barrier) then go left to get the arm. Once you have this, go all of the way to the right to exit the level.

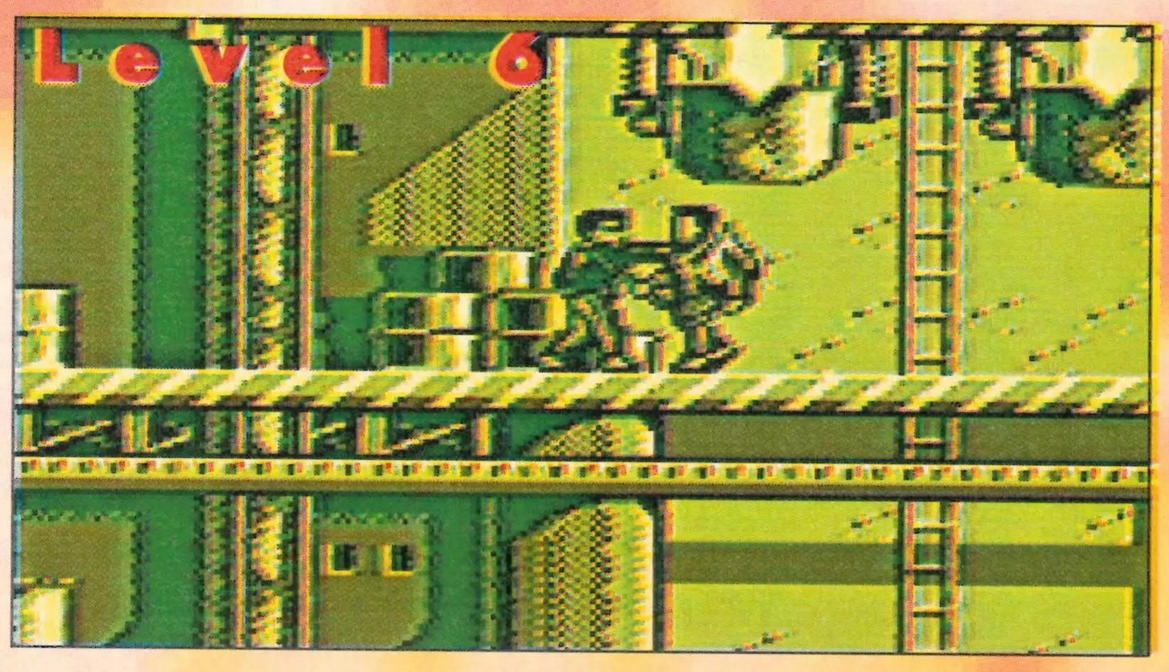




Level 6 - vs the T-1000

The final showdown. Hopefully you should still have quite a bit of energy left from the previous stage, so just wade in there and punch the other Terminator in the head. you must try to force him to the right hand side of the screen. As you are battling him, guns should fall from the top – collect these, and use them to blast him back. These only have a small amount of ammo, though, so once they're used up you will have to revert to fisticuffs until another falls. No-one said it was going to be easy, but you can do it.

Once you've defeated the first incarnation of the T-1000, he will change into a pure white android who is even tougher than the previous version. No kidding. Use the same technique to force him back. Only when he's teetering near the edge, try to blast him off the platform altogether with a gun. Once he's fallen, victory will be yours. Although it sounds simple, it isn't by any means. The final incarnation of the evil terminator is ferocious; it'll probably be you who teeters over the brink. Still, don't give up now that you've come this far. No problemo.

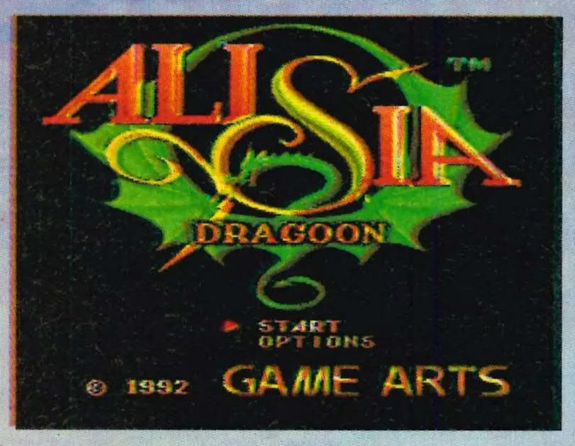


THE BEST JUST KEEPS ON GETTING BIGGER AND BETTER!

SegaPro is without doubt Britain's biggest, brightest and best-selling magazine 100% dedicated to Master System, Mega Drive and Game Gear coverage. It's a fact-packed monthly read featuring the very latest Sega news, reviews, hints & tips, previews and more. In the latest scorching issue you'll find exclusive reviews of *Splatterhouse 2*, *Taz Mania*, *Gadget Twins* and many other Summer sizzlers. But that's not all: with Britain's best Sega read this month you get a stunning pair of SegaPro shades absolutely FREE! Don't be left in the dark, grab your copy of SegaPro now before they're all gone!



ON SALE AT ALL GOOD NEWSAGENTS NOW... MISS IT AND REGRET IT!



LEVEL 1

Walk into the middle and select Fyre Dragon, concentrate on one bad guy and the dragon will do the rest. A good tip is if they disappear keep moving or they will land on your head.



LEVEL 2

First, to kill the snake use the fire ball. Then when you get to the real baddy do this: get on the raised platform select the raven, shoot right when the monster appears but don't fire while jumping his balls, when he disappears do this: if a ripple comes



to the left of you, jump left over it before it appears, but if it appears to the right of you, then wait for it to appear, if it charges jump right over it, if it doesn't, then start the process again until it`s dead.

LEVEL 3

Select Ball-o-fire and jump on the floating platform, and kneel down and shoot left, you should see a weird thing popping up, kill him then get to the top platform and walk to the far right, duck down, fire right and left, to kill another two weird things, and finish the level.



LEVEL 4

Select raven and duck about half way on the screen and fire like mad. When the pterodactyl fires fire balls at you, fire left as quickly as possible. When he dives at you, stand your ground and shoot right, do this again to kill him. Walk right and jump across the gap, and proceed to the top and finish the level.



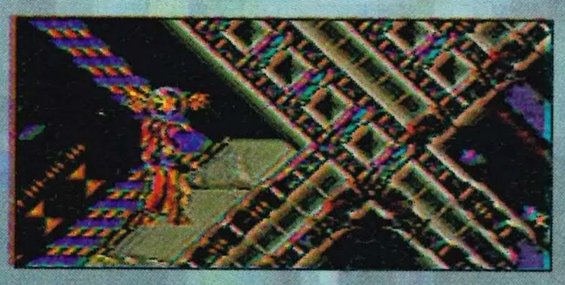
LEVEL 5

Select raven and stand on the high platform, aim right and fire at the machine that come on the screen, get ready to jump over him when he lasers at you. Once you hit the ground, turn and follow it into it's hole firing at him all the way. Then he comes from the left so do the same again. Then come the tricky part. After doing the run to the left of the screen. When he fires rocks at you, run right then once the platform is clear, jump back over to the high platform, repeat until he dies. You're nearly there now.



LEVEL 6

Select the boomerang lizard, stay in the left corner and fire. When he summons his guns, start walking right and jump into the right corner, turn and fire while walking to the left corner. Quite easy really, but worse is to come.



LEVEL 7

Get in the left corner and select the fire dragon. Kill the first two men, then wait for two balls, jump right over them and walk past the middle. When the big guy appears select the raven, once the raven hits him, run left and select ball-o-fire. Repeat to kill him.



LEVEL 8

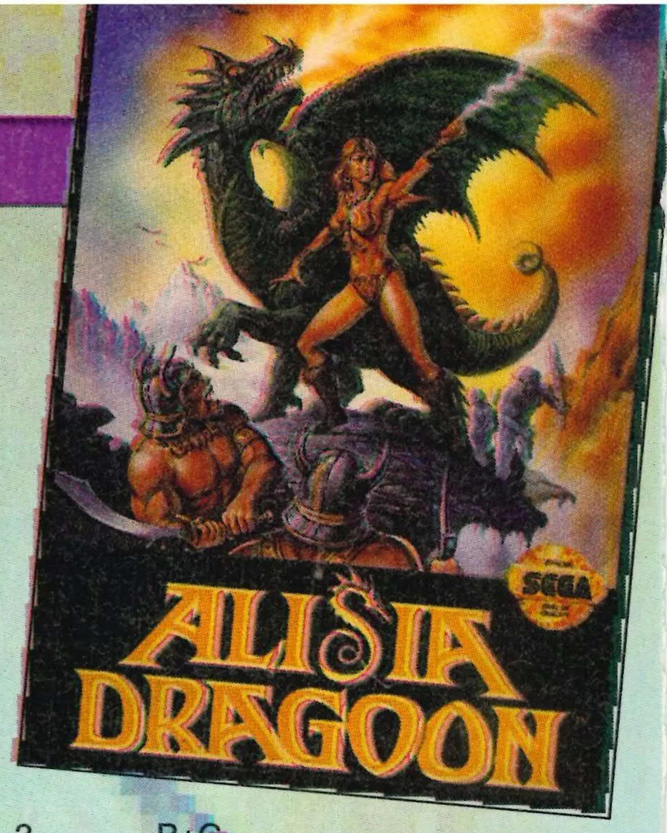
To kill the first guy here is a hint: just before he shoots the dragon, run under him, or towards him. Now to business, to kill Baldour, you must have lost only one or two HP. When he awakens, select the raven. Stay a bit away from him. When he fires the snake at you, don`t jump straight away, or it will change course and hit you. You can jump the rest, and after you kill left arm, repeat on his right arm, then to his head. When he throws fire in the air, run next to him. Kill him and get saved by your friends.



PLAYER 2 JOYPAD CHEAT

Button	Action
A	Freeze the screen, press repeatedly and it will active the slow motion.
B	Cancels the freeze mode.
C	Skips sections of the level you're on each time it's pressed. You can move to different levels and have your energy restored by pressing any of these combinations immediately after pressing the C button.

Stage	
1	C
2	B
3	B+C
4	A
5	A+C
6	A+B
7	A+B+C
8	START



PLAYER 1 JOYPAD CHEAT

On the one player joypad, after freezing the screen as shown above, hold down the following buttons until the freeze has been cancelled.

UP	Alisia's HP is restored to maximum.
LEFT	Lightning power raised by one level.
RIGHT	Power of the monster being called up is raised by one level.

CHEATS 'N TACTICS

Still need more help? well, we've also got some juicy cheats for you. Keep pressing A after switching on and when the "GAME ARTS" logo disappears, release the A button and press down B. Release B after the "GAINAX logo" disappears and hold down C. When the "MECANO ASSOCIATES" logo disappears, release C and immediately press START. Then begin playing as normal and various effects can be achieved by using the one and two player's joypad. The only problem with this is that it will not display the high score when you've finished.

ALISIA DRAGOON

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

If you want to be sure of receiving every single issue of Console XS, either subscribe *(see our great offer on page 51)* or fill in the form below and hand it to your newsagent. You can then be sure that stocks will never run out before you get hold of your copy.

DEAR NEWSAGENT!

Please reserve me a copy of Console XS each month.

Name .....

Address .....

.....

Telephone .....

Note to newsagents: Console XS is available from your local wholesaler. It is distributed by Seymour International Press Distributors (Tel: 081-679 1899).

MAIL ORDER **ITAMAR** MAIL ORDER

269 1st Floor, Deansgate, Manchester M3 4ET
All Enquiries Tel: 061 834 2593

All prices include VAT. Please add £1 p&p on all games. Accessories include p&p.

MASTER SYSTEM

HEROES OF THE LANCE	26.50
LINE OF FIRE	24.00
OUTRUN EUROPA	26.00
FLINTSTONES	22.50
PAPER BOY	22.50
SONIC THE HEDGEHOG	22.50
SUPER MONACO GP	22.50
CALIFORNIA GAMES	22.50

SEGA MEGA DRIVE

ROAD RASH	29.50
PAPER BOY	29.50
PITFIGHTER	34.50
MIGHT & MAGIC	36.50
BONANZA BROS	25.50
SEGA MEGA DRIVE CONSOLE (UK)	122.99
COMP PRO STAR EXTRA JOYSTICK	10.99

NINTENDO GAME BOY

SPIDERMAN	17.50
SIMPSONS	17.50
NINJA GAIDEN	18.50
BEETLEJUICE	18.50
ADDAMS FAMILY	17.50
WWF SUPERSTARS	19.50
STAR TREK	18.00
GREMLINS 2	18.00
F1 RACER	20.00
TERMINATOR 2	18.50

GAME BOY SPECIAL OFFERS
ORDER TWO GAMES AND SAVE TWO POUNDS

GAME GEAR

SUPER MONACO GP	13.99
HALLEY WARS	17.50
NINJA GAIDEN	17.50
SPACE HARRIER	17.50
DONALD DUCK	20.50
JOE MONTANA	17.50
GOLDEN AXE	17.50

SEGA MEGA DRIVE

CALIFORNIA GAMES	29.50
DONALD DUCK	29.50
GOLDEN AXE 2	29.50
SONIC THE HEDGEHOG	25.50
SUPER MONACO GP	25.50
DESERT STRIKE	29.50
SPIDERMAN	26.50
JOE MONTANA 2	29.50
MERCS	29.50

NINTENDO NES

SUPER MARIO BROS 3	33.50
MEGA MAN 2	36.50
TOP GUN 2	36.99
PAPER BOY	21.00
MARBLE MADNESS	29.99
TIME LORD	30.99
BUBBLE BOBBLE	25.00
DAYS OF THUNDER	35.50
STAR WARS	42.50

GAME GEAR CONSOLE £92.99
SEGA MASTER SYSTEM II CONSOLE + SONIC THE HEDGEHOG £45.99

PAYMENT BY CHEQUE, POSTAL ORDER, PAYABLE TO ITAMAR
NO CREDIT CARDS

SOFTDRIVE GAME CENTRE

SEGA MEGA DRIVE · SEGA Master System · SEGA GAME GEAR · SUPER NINTENDO · Nintendo · AMIGA

HARDWARE

Master System II with Sonic	74.99
Megadrive	129.99
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
SALES, PART EXCHANGE, HIRING

SEND OR PHONE FOR PRICE LIST

ALSO LARGE STOCKS OF AMIGA AND NINTENDO SOFTWARE

SOFTDRIVE GAME CENTRE
145 DUNDEE STREET, EDINBURGH
TEL: 031 229 4122

Access · VISA

XS S.O.S





Nobody at CONSOLE XS had any idea what the response to Britain's only dedicated tips magazine would be, but one thing's for sure, you love it. In answer to a massive response and many distraught telephone callers, the CONSOLE XS SOS helpline has been set up to deal with any queries or complaints you may have. Whether you're stuck on a game, perplexed by a new accessory or want to see your toughest game busted, XS is here to crack the case. Send all of your distress calls to *CONSOLE XS SOS, 7a Wicker Hill, Trowbridge, Wiltshire BA14 8JS*. The most thought-provoking question or letter will win a CONSOLE XS T-shirt. Or if you're artistically inclined, send in your pictures and you could win a special T-shirt with the current issue's cover printed on it. Don't forget, whatever the problem, we're glad to help (honest).

SONIC SUCKERS!

Dear XS

I would first of all like to congratulate you on bringing out the magazine that all console owners have dreamt about, a magazine that is totally devoted to tips and game maps. It's not just a magazine, it's a book and it's great. Well done!

In the instruction manual for Sonic the Hedgehog on the Mega Drive, it says that you can get extra lives in the Secret Zone but I have never seen one. Can you suggest where to look? Could you also do a mini feature on Fantasia for the Mega Drive as I have got to the final zone with nine lives and full continues but I cannot complete it. Please help.

Dean Linny, Lichfield

From our vast knowledge of Sonic we have concluded that the 1-ups in the Special Zone take the form of small Sonics that you can collect for one life. Then all you need to do is get the Chaos Emerald for a perfect completion of the stage.

If we ever do a feature on Fantasia, you can bet it will be small because the ending is absolutely rubbish. Honestly, Dean, it really is not worth it and you will be thoroughly disappointed after such a hard struggle. For such a tough game, it's ending is poor. Currently we have no plans to do a solution to Fantasia, but we could be persuaded...

TOAD BUSTIN'

Dear Console XS

I am severely stuck on Battletoads on the Game Boy. I got this game at Christmas and it's still my favourite game. I can get to the eighth boss, Robomancs, but no further. Please can you print the solution to Battletoads.

Louis Thomas, Chislehurst

PS: You've had some great compos but what about putting some Game Genies up for grabs or £200 worth of software?

You're in luck, Louis. Console XS#3 will include a complete solution to Battletoads on the Game Boy and NES. That means full maps and tips for every single level of the game. And, yes, it is a cracker of a game.

PS: (Cue Twilight Zone music.) What a coincidence! We have an exclusive Game Genie competition in this very issue where you can win five of the unique devices for the NES. How's that for service?





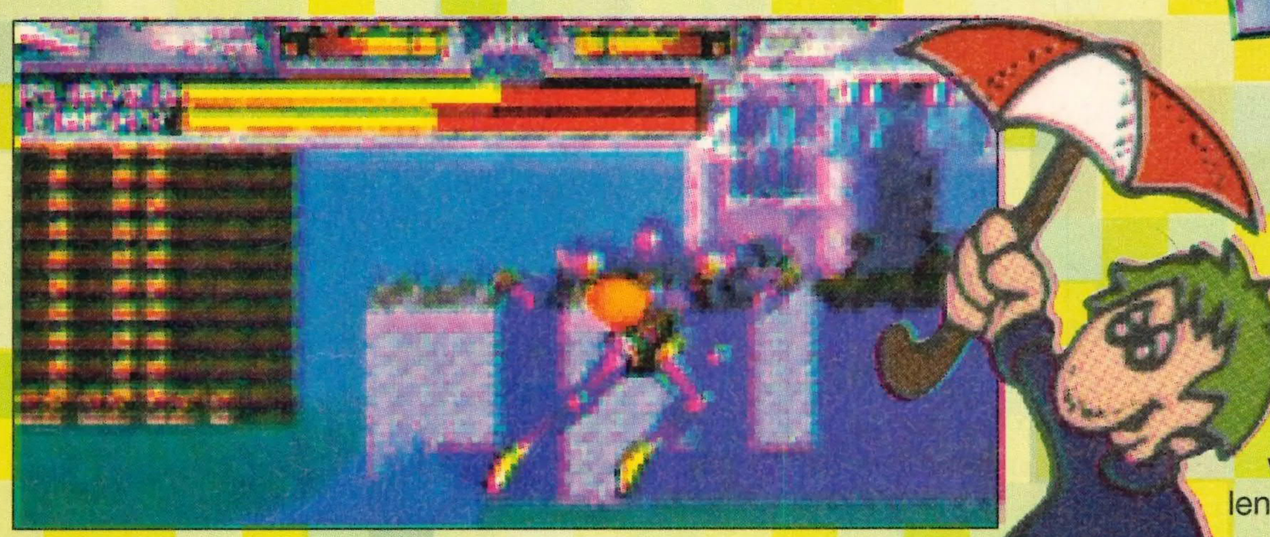
MONKEY BUSINESS

Dear Console XS
Thanks, thanks and thanks again for helping me on Super Mario World. Now I've got some questions about the Super NES.
1. Will there ever be a Monkey Island game for the Super NES?
2. Can you think of any decent game worth buying?
3. Will there be a Super Mario 5?
4. Which is worth having, a Mega Drive or Super NES?
5. Why is your mag so brilliant?
6. Why don't you have a mailbag so more people can write in?
Thanks a bunch!!!
Tony Fysh

Excellent, some juicy questions.
1. No news yet Tony, but the Super NES could certainly handle the game and it is appearing on Mega-CD soon.
2. Castlevania IV's got to be worth a look and The Addams Family looks set rival SMW in playability. If you're into beat-'em-ups then Street Fighter 2 hits the streets in November/December.
3. Undoubtedly! There was a Nightmare on Elm Street 5 so why not a Mario?
4. An age-old debate. Basically with the Mega Drive you get good graphics and sound, and a huge range of software titles. The Super NES on the other hand is still a newcomer to the 16-bit market, but its market share is rapidly increasing and Nintendo hope to have at least 40 UK titles by Christmas. What you must consider is that by the time the Super NES catches up with the Mega Drive software, Sega may well have brought out a newer and more sophisticated machine. Tough choice.
5. Aw shucks, Tony! You'll make us blush. No seriously, bustin' is our business, and the result of many late nights and donner kebabs.
6. We thought about having a letters page, but as Console XS isn't like your regular magazine, we thought an SOS helpline would suit the format better. After all, isn't everyone sick of the "Which is better, Mario or Sega?" argument?

XS APPEAL

CONSOLE XS is Britain's only dedicated tips magazine and all we do is hack, crack and bust. If you have a tip or complete solution that you think can only be given the acclaim it deserves in CONSOLE XS, then send it off to us at CONSOLE XS Tips, 7a Wicker Hill, Trowbridge, Wiltshire BA 14 8JS.
The best tips printed each issue will win the owner three carts for their machine – and anybody who can complete a game, including all the secret rooms, may get the chance to visit CONSOLE XS and show us how they did it!
This is your chance to get all those tips printed that other "review" mags ignore. And, don't forget, we know an original solution when we see it – after all, it's all we do.



TERMINAL PROBLEMS

Yo Console XS dudes!
I have a Mega Drive and my latest game is Terminator, which is incredibly cool and violent! Please could you tell me how to get off the first level as I am stumped. I get past the war machine and into the complex but the terminators keep blowing me away. Help!
Nigel Butler, Co Antrim

The Terminator is a classic game Nigel and we'll be busting it next issue. For now, however, just keep shooting the terminators and head left, get the bombs on the platform, down-right and keep heading right till you can jump up onto a raised platform. Further right is a reactor which needs bombs dropping near it to blow it up. The screen will turn blood red and you must head up to reach the time displacement equipment. Then it's straight on to Los Angeles 1984.



LEMMY BATTLE

Dear Console XS
I'm gob-smacked. What a brilliant launch issue! You've certainly got me through Castlevania IV but what about something for Lemmings?
Also, I would like to know if there are going to be any hot new titles for the Super Scope as I have just got mine and think it's amazing. What about a gangster shoot-out or a shoot-'em-up game based around the Star Wars games?
William Cope, Southampton

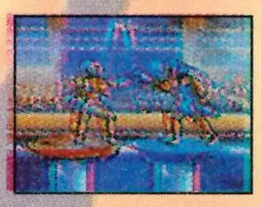
Glad to see that our solutions helped you William – it makes the four solid days of mapping on Castlevania IV all worthwhile! Lemmings will be totally tipped in Console XS#3 with level maps and strategies to get you right through to the end of this terrific Super NES game.
There will be more games for the Super Scope from the States soon and they should be hitting our shelves before Christmas to tie-in with the Super NES/ Super Scope package. The most well-known new title is Battle Clash, a multi-stage, multi-weapon blasting game with some exotic guardians to pump full of lead. Star Wars, however, is not likely to get the same treatment.

SEGA RELEASE RUNDOWN

For the software companies, Christmas is but a few months away and they are all feverishly completing their products to bombard the market for the Chrimbo rush. Sega are not resting on their laurels and are more than prepared with tons of new goodies and lots of third party software to boot. Here we have a rundown on what you can expect to see in your local shops between now and Christmas.

AMERICAN GLADIATORS
Mega Drive

GameTek ● November



All the action of the late night sports show comes to the Mega Drive. Take on the likes of Thunder, Ice, Nitro and the rest of the ever-glorious gladiators at a series of strange games designed to make you dress up in odd skin-tight clothing and beat the hell out of each other. Great fun and plenty of variety ensure this will be one of the games to own this year.

BIMINI RUN
Mega Drive

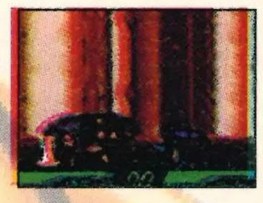
Nuvision ● TBA



Action-packed high seas misadventure with players piloting their own off-shore performance boat in a deadly chase to rescue a kidnap victim. A story line that's been used a hundred times perhaps, but the boat's new.

BLACK HOLE ASSAULT
Mega-CD

Bignet ● September



You follow the CAMs (Cybernetic Anthropomorphic Machines, if you didn't know already) through the galaxy as they battle to save the Earth from alien invasion in this fighting game.

BREACH
Mega Drive

Treco ● August



You command a squad of space marines through 20 scenarios of strategic space armageddon. Different terrains and a multitude of enemies make this a game for tough marines only. You've been warned.

CAPTAIN AMERICA AND THE AVENGERS
Mega Drive

Data East ● September



Translated from the phenomenal arcade game, and based on the Marvel comic hero, *Avengers* features two-player simultaneous play with amazing arcade-like graphics and action. Not to be missed.

CHESSMASTER
Mega Drive

Mindscape ● November



One of the most challenging chess programs will soon hit the Mega Drive. Beginners can learn from the hint and teach modes, while more experienced players can match wits against the higher master levels.

CLUE
All formats

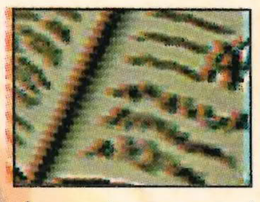
Parker Brothers ● September



All the deductive fun of the classic mystery game. Hundreds of animated sequences, suspense-building music and sound effects. There's a new mystery to solve every time you play. As much fun, if not more, than the original.

DEADLY MOVES
Mega Drive

Kaneco ● November

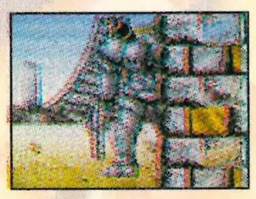


You fight against world famous masters of martial arts as they compete for the world championship. Large characters and

smooth animation add to the authenticity of the action.

DEATH DUEL
Mega Drive

Razorsoft ● August



Ten elite warriors enter the duelling grounds bearing nothing but bad attitudes and huge arsenals of alien weaponry. No mercy will be shown. Er, it's a beat-'em-up with attitude.

DUNGEON MASTER: SKULL KEEP
Mega-CD

JVC ● December



Experience the dangers of Skull Keep's mysterious dungeons, and interact with unpredictable enemies through spectacular new levels of graphics and sound. A monster of an RPG.

EX-MUTANTS
Mega Drive

Sage's Creation ● November



Based on the upcoming comic, this 8Mbit game features fighting and platform action with an eight-way scrolling playfield. Sounds good.

F-19 STEALTH FIGHTER
Mega Drive

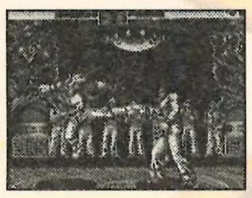
Microprose ● October



Fly the radar-elusive jet on dangerous solo missions around the world. With every detail depicted in excellent 3-D graphics, this could well be the best flight-sim yet for your Mega Drive. *F-19* was also voted simulation of the year by the SPA (who?).

FATAL FURY
Mega Drive

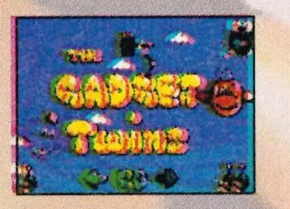
Takara ● TBA



Players choose one character out of three, then fight other enemies. Your objective is to beat Geese Howard to become king of fighters. This could be Sega's answer to *Streetfighter 2*, but then so could *Streets of Rage 2*.

GADGET TWINS
Mega Drive

Gametek ● August



Around 12 levels of the wildest arcade action ever, as you follow the Gadget twins on a wild quest to find and return the Gadget King's gem. Wacky, whimsical and wild.

GEMFIRE
Mega Drive

Koei ● August



Uniting the six magical gems with the crown Gemfire can bring peace to the land. Legendary creatures and the magicians aid can help fulfil this quest. It's a role-playing adventure of epic proportions in case you hadn't guessed.

GRANDSLAM TENNIS '93
Mega Drive

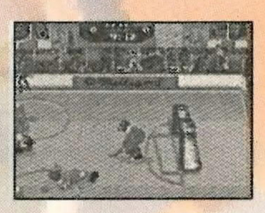
Renovation ● August



Renovation's first sports title features up to 32 different players (eight customizable), all striving for top honours in the circuit tournaments. Players can play individual or doubles tennis. A shame it will just miss Wimbledon.

HIT THE ICE
All formats

Taito ● December



Based on the smash hit arcade game of the same name, *Hit the Ice* looks like being the closest challenge yet to *EA Hockey* for the crown of best ice hockey game... it'll be interesting as EA are producing a follow up to the smashing ice breaker.

HOOK
All formats

Sony Imagesoft ● November



An average platform game based on a very average movie. The plot: Peter Pan must return to Neverland to rescue his child friends who have been kidnapped by the evil Captain Hook (you've read the story a hundred times already, why waste more time with this mediocre offering).

JAMES BOND 007: THE DUEL
Mega Drive

Domark ● October



Bond is back, facing his toughiest challenge. Classic bond, with multi-level and multi-platform arcade action. Not based on any movie, so it shouldn't suffer any of the usual constraints.

KEEPER OF THE GATES
Mega-CD

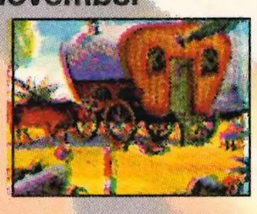
Razorsoft ● October



Players can journey beyond the realm of sanity to a dark world dominated by the unholy beast of the underworld. Eight levels of sheer terror and some kicking graphics should make this one to look out for.

KING'S QUEST 5
Mega-CD

Sierra On-Line ● November



Aided by an old wizard and a talking owl, you face the mysteries of the dark forest as you try to rescue the royal family. Plenty of superb graphics and the CD's extra storage will doubtless make this the best version of Sierra's classic adventure game.

KING OF THE MONSTERS
Mega Drive

Takara ● TBA



You can choose one monster out of four then attack the other monsters in this excellent looking *Rampage* variant. The final goal is to clear all the stages and become the king of the monsters. What else?

KING SALMON
Mega Drive

Sage's Creation ● July



You probably won't know whether to laugh or fall asleep with the news that Sage's Creation have the nerve to release a fishing simulation. We find it amazingly funny that anyone would take such a slow pastime and convert it. But, hey, we might be wrong.

KRUSTY'S FUN HOUSE
All formats

Flying Edge ● August



Krusty's fun house has been overtaken by rats, and it's driving Krusty mad. Eliminate the little varmints with power fans, super springs and the help of trap master Bart. Absolutely stunning gameplay and graphics. If you get just one Simpsons game, make it this one and you won't regret it.

LEISURE SUIT LARRY
Mega-CD

Sierra On-Line ● March



It's Saturday night and Larry's got the fever. The babes of Lost Wages are out there and Larry has one night to score. Slightly on the risque side, but nothing to offend too much (honest). The infamous Larry brings his observations of the swinging singles scene to the Mega-CD. And we can't wait.

LEMMINGS
All formats

Sunsoft ● July



DMA Design's Amiga smash hit finally makes it to the Sega consoles. The game is all about saving the nutty rodents by digging, climbing and building bridges to safety. The game is quite possibly one of the best and most original games to have been released over the last five years and re-defines the word frustration.

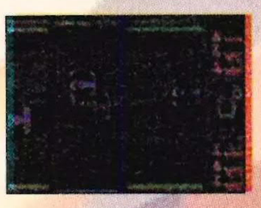
MiG 29
Mega Drive

Domark ● April



One of the fastest and best flying simulators around for your money. Not too heavy on the technicalities, but still filled with plenty of options. Seven large missions and some really groovy graphics make this a real cosmic experience. Originally it was said there would never be a flight simulator for the Mega Drive, soon there'll be loads.

METAL FANG
Mega Drive
JVC ● November



The "Bracing Car Action Roller Game." is what it's being hyped as allows you to choose from many characters to create your own team to attack, disturb and destroy the enemy team. Confused? Yes, if you're like us, very probably.

MIXED-UP MOTHER GOOSE
Mega-CD
Sierra On-Line ● September



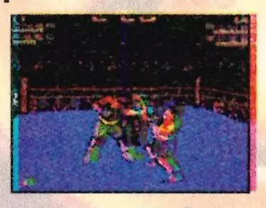
Intriguing title, but as you probably guessed a game for youngsters. Not exactly a game; more like edutainment. You must help mother goose to put her mixed-up nursery rhymes back in order. Smart, colourful graphics, an easy operating system and delightful music and effects make this an ideal start for younger players.

MONOPOLY
All formats
Parker Brothers ● October



Exciting animated action and realistic 3-D graphics bring the world's best selling board game alive onscreen. Players can play alone or against human or computer opponents. Unfortunately unlike the real thing, there's no opportunity for cheating.

MUHAMMED ALI'S HEAVYWEIGHT BOXING
Mega Drive
Virgin Games ● September



This boxing simulation uses 3-D movement and digitilized sound effects within a rotating ring. There are over 20 fighters to pummel unpleasantly around the head. And an assortment of absolutely wonderful bone crunching special effects. Go ahead, have an early boxing day.

MYSTICAL FIGHTER
Mega Drive
DreamWorks ● July

Known as *Kabuki Soldier* on import, this oriental beat-'em-up is full of martial arts, magical powers and meaty players. Two players can join forces against the enemy, but if it is as easy as the import version you will complete it very quickly.

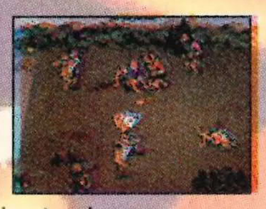


OUT OF THIS WORLD
Mega-CD
Virgin ● TBA



Transported out of this world by particle acceleration, you have to dodge, outwit and overcome hordes of alien monsters in order to get home. This game has been raved about in the Amiga world and looks ready to set alight the Mega-CD fraternity.

PIGSKIN
Mega Drive
Razorsoft ● September



Football with an attitude. Deadly weapons are not just an option in this game, where to lose the game is to lose everything. Feet, fists and fouls generate more cheers from the crowd than mere goals.

PIRATES!
Mega Drive
Microprose ● TBA



Another conversion from the home computers. How it will fare on console remains to be seen. You can choose to play a wild buccaneer or a refined nobleman and sail to 50 island towns seeking fame, fortune and a bit of fun. Adventure on the high seas indeed.

PIT-FIGHTER 2
Mega-CD
Tengen ● TBA



The very popular arcade game is on its way for all you muscle heads to drool over. The only difference will probably be more frames in the animation of the digitilized characters and obviously much better sound. But we could be wrong.

POLICE QUEST 3
Mega-CD
Sierra On-Line ● December



Your chance to play the boys in blue as you protect your family from the very nasty Jesse Bains' brother. Smart graphics and very authentic to the home computer versions. The game is of the adventuring type.

R.C. GRAND PRIX
Game Gear
Absolute ● TBA



A conversion from the Nintendo game *RC Pro-Am*. You control a remote controlled car around ten different courses and from the shots we've seen it looks promising. A four-player option is included so boy racers and tarmac trashers alike can put joypad to the metal.

RAIDEN TRAD
Mega Drive
Bignet ● TBA



Glorious over head shoot-'em-up action as you control a jet fighter taking on a huge alien force. Smart graphics and great super weapons made this a hit in the arcades. Now it's the Mega Drive's turn and with 8Mbits of cart, you should be in for a treat.

ROMANCE OF THE THREE KINGDOMS 2
Mega Drive
Koei ● July



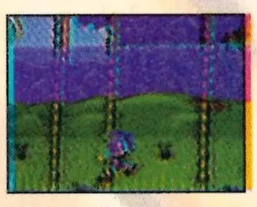
The plot is as follows: you must help to unify second century China by wearing down the opposition through diplomacy and war. Players can increase their power by uncovering mystic relics. It's a massive strategy wargame in the traditional Koei style. Not to be missed by fans of the genre.

SIDE POCKET
Mega Drive
Data East ● July



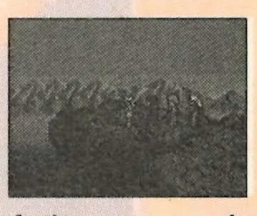
One of the classic pool simulations comes to the Mega Drive. Featuring 9-Ball or Pocket Play competition, this two-player game has functional sound effects and graphics. What can you expect from this sort of game?

SONIC 2
All Formats
Sega ● December



Yes, the blue dude is back in his second adventure. This time he's brought a pal in the shape of a fox with two tails. A very early copy of the game seen at the CES in the States proved to have little more than the original – however, a two-player simultaneous option should improve things over the first game.

SORCERER'S KINGDOM
Mega Drive
Treco ● August



Power and magic will guide the band of adventurers through this 8Mbit RPG, as players unfold the secret of the sorcerer's kingdom. It's big and plenty bad if you're into this type of game.

SPACE QUEST 4
Mega-CD
Sierra On-Line ● December



Join Roger Wilco and the Time Rippers on a sensational 3-D cinemagraphic trip to the future. Stumble through time with Roger, trying to stay one step ahead of the Sequel Police, who are out for his blood. Yet another graphical adventure from the masters of the mix.

STELLAR 7
Mega-CD
Sierra On-Line ● December



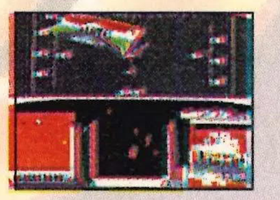
Command the super tank Raven in a seven-planet battle against more than 20 different enemies. Each of your opponents has its own battle plan and the game is huge on atmosphere. If the stunning 3-D graphics of the original remain, be sure not to miss this.

STRIDER 2
Mega Drive
U.S Gold ● October

Strider is back and bigger, badder and better than ever before. The original was a huge success on almost every format under the sun and the sequel looks set to repeat that.

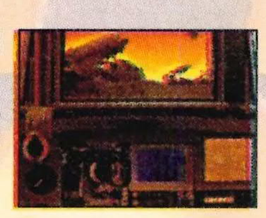


STRIKE EAGLE 2
Mega Drive
Microprose ● December



Another flight simulator is coming up for all you budding Mavericks in the shape of *Strike Eagle 2* from those masters of the simulation, Microprose. This one features more ground detail than you usually find (whether or not that will effect the speed and playability remains to be seen). Apart from that, expect the usual wonderful 3-D.

SUPER BATTLETANK: WAR IN THE GULF
Mega Drive
Absolute ● TBA



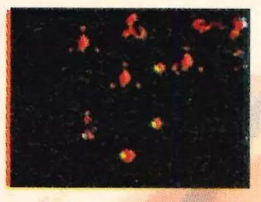
Not quite as topical as *Desert strike*, but *Super Battletank* is nevertheless an excellent looking game. You assume the role of an Allied Forces commander in charge of the M1A1 battletank. With ten missions there should be lots of bad people to kill and enemy hardware to destroy.

SUPER HIGH IMPACT
Mega Drive
Arena ● September



The hottest footy (American) arcade game of the year brings its hard-hitting action to the Mega Drive. The game is as close a conversion as is possible, but can it possibly be better than the very wonderful *John Madden*. We can but wait and wonder.

SUPER SPACE INVADERS
Game Gear
Domark ● September



Those revolting aliens are back for another dose of severe alien bashing. Domark have taken the old game and brought it up to date with better graphics and sound and varying alien patterns. Despite its age, *Space Invaders* still has an attraction that is hard to find in many new games.

SUPERMAN
Mega Drive
SunSoft ● December



Is it a bird... is it a plane... no, it's yet another cliched sentence used to describe the super human character converted from comic to console via computer screen. Try to prevent Brainic from destroying the Earth in this race against time.

TERMINATOR
Mega-CD
Virgin Games ● TBA



Based on the Mega Drive game out now, but with more levels, more digitized sound and actual movie footage. If the Mega Drive game is a taster of what Virgin can do, don't miss this epic for the holocaust.

THE ADVENTURES OF WILLY BEAMISH
Mega-CD
Sierra On-Line ● September



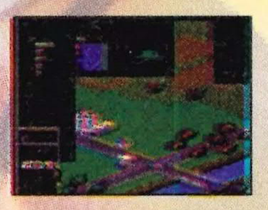
Nothing at all to do with the fabulous stout, but lots to do with the exploits of one William Beamish. The player has to contend with Willy's tag-along little sister, his neurotic yuppie mother, a frustrated father and a ghostly grandfather who's returned from the grave. Does is sound like the Simpsons? Yes, probably.

THE SIMPSONS: BART vs THE SPACE MUTANTS
Game Gear
Flying Edge ● July



Much has been written about Bart and his barmy family, but that's because like the cartoon the computer and console games are absolutely top notch. The Game Gear title promises to be a conversion of the Mega Drive game, which is very good news. As ever, only Bart can save Springfield from the Space Mutants that have invaded. As usual the family joins in.

THE THIRD WORLD WAR
Mega-CD
Bignet ● November



Players command a legion of tanks in conventional warfare on the European and Middle Eastern fronts in a complex looking strategy game. If strategy warfare is your thing, then this could be your thing.

THUNDER STORM
Mega-CD
Renovation ● November



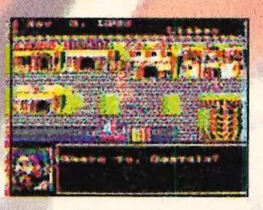
Thunder Storm is an ultra-high technology helicopter fighter created to take out an enemy fort. Includes 25 minutes of spectacular animation. It's not an official sequel to *Thunderblade*, but you can be pretty sure you'll get much the same in *Thunder Storm*.

TROUBLE SHOOTER
Mega Drive
Vic Tokai ● November



As Madison, players can control up to three characters simultaneously. Using high-tec weapons you battle through six stages of horizontal and vertical action.

UNCHARTED WATERS
Mega Drive
Koei ● October



As a young Portuguese sailor, you must build a fleet and sail to distant lands in search of gold, slaves, and uncalimed countries. Naturally there's a big reward from the king for selling your soul to the elements. Pirates and storms may thwart the mission, but words will never hurt you.

WARRIOR OF ROME 2
Mega Drive
Bignet ● July



You can fight Caesar's battles in this real-time war strategy game which boasts two-player head-to-head combat. Players can choose from three gameplay modes and pour over some jolly good animation.

WONDER DOG
All formats
JVC ● November



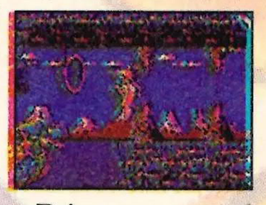
JVC's answer to Sonic has been written here in England by the very clever chaps at Core Design, and looks simply stunning. Eight levels of action and 400 foes are enough to scare a flea of a dog's back. No flea would ever desert Wonder Dog because he can walk, run, spin-dig and fly in his efforts to get through to the end. Is this a Sonic beater?

WWF WRESTLEMANIA
All formats
Mega Drive ● October



If this is your scene then you'll probably love this game, all the characters are here and there are a wide range of moves. You have a choice of going toe-to-toe in a singles match or play in a tag team, but what you should worry about is how will the characters move without a script?

YOUNG GALAHAD
Mega Drive
Electronic Arts ● September



Before the days of the Round Table, young Galahad earned his knighthood by slaying a dragon, saving a Princess, and braving a dangerous world. And that's very much what's invovlved in this game.

X-MEN
Mega Drive
Sega ● TBA



Professor X has been kidnapped by magneto. You can team up with one of five mutants who posses some incredible powers.

Please note that release dates mentioned here are subject to change due to numerous factors and CONSOLE XS can't be held responsible for this.

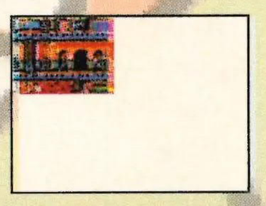
NINTENDO RELEASE RUNDOWN

The great battle between the console giants has accelerated to light speed for this winter's releases, and with both Sega and Nintendo vying for total supremacy, the conflict takes no prisoners. Console XS checks out all of the newest software most likely to hit the UK shelves between now and Christmas, putting you on the razor's edge of the hardest fought console war in recent times.

ALIEN 3

NES, Game Boy

LJN

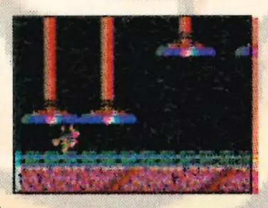


Ripley is marooned on a prison planet after the crash of the Sulaco but an alien survived, followed her, and bred. Save as many prisoners as possible and get off the planet before the alien queen returns for her offspring. Undoutedly this is going to be huge, so prepare for the hype in the months to come.

AMERICAN GLADIATORS

Super NES, NES

Gametek



Ice, Thunder, Nitro and Blaze all make an appearance in this adaptation of the American gameshow in which contestants take part in obstacle courses and physical challenges against the muscled elite of the Gladiators. All the fun of the fight!

BATMAN

Super NES, NES

Konami

"Did you ever dance with the devil in the pale moonlight?" The Joker wrecks havok in Gotham as the Caped Crusader uses all the weapons in his arsenal to stop him. Take part in a breath-taking Batmobile car chase and rescue Vicky Vale from the Joker's clutches.

BATMAN: RETURN OF THE JOKER

All formats

Sunsoft

More platform action in this excellent sequel. Batman must survive traps of every description in a circus of death devised by the Joker's insane mind before he can commit him back to Arkham Asylum.

BATTLE CLASH

Super NES

Nintendo



The Super Scope 6 saga continues with *Battle Clash*, a complex shoot-'em-up featuring lifesize guardians and loads of new weapons to blow people up with. Nine different challengers make this the perfect game for light gun technology.

BATTLETOADS

All formats

Tradewest

Toad assassins, only on the Nintendo. This hugely popular game centres around the toady struggle for peace on a remote planet. You can use hand-to-hand combat, a skimmer or even a large battle ship to do the damage. Highly recommended on all formats.



BOMBUZAL

Super NES

Kemco

Wacky platform action where you control a bizarre green creature whose sole purpose is to roll bombs across squares to make them his territory. *Bombuzal* has some amazing sampled speech and cartoon-like graphics.

BULLS VS LAKERS

Super NES

Electronic Arts

Definitely the best basketball game for the Super NES, *Bulls vs Lakers* is a re-run last year's NBA finals and features a video replay facility and realistic players that include Magic Johnson, Michael Jordan and Larry (big) Bird.

CHUCK ROCK

Super NES

Sony Imagesoft



Prehistoric platform action on a Neanderthal level. Guide Chuck through eight levels in his quest to rescue his girlfriend from the despicable clutches of Gary Gritter.

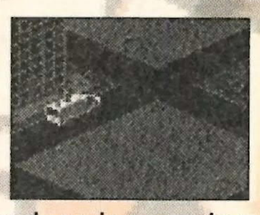
DARIUS TWIN
Super NES

Taito

Horizontally scrolling shoot-'em-up with impressive graphics and an immense array of challenging guardians to overcome. Plenty of death-dealing for any hi-tech maniacs with itchy trigger fingers.

DESERT STRIKE
Super NES

Electronic Arts



It had to happen, one of the best shoot-'em-up/strategy games of 1992, with atmospheric graphics and pulse racing missions, gets onto Nintendo. Guide your Apache gunship through four Middle East campaigns against the dreaded Arab dictator General Killbaba. Destined to be one of the hottest titles on the Super NES.

DUNGEON MASTER
Super NES

JVC

Do you dare enter the dungeon? The epic exploration game set in a Dungeons & Dragons time where you command a party of magicians, thieves and fighters through a multi level dungeon crammed with evil skeletons and other supernatural beasts.

EMPIRE STRIKES BACK
Game Boy

Ubi Soft



"Use the Force, Luke." The sequel to Star Wars is mostly set on the snow planet of Hoth where the rebel resistance must hold out against the might of the Empire's war machines. Plenty of action and different modes of play make this a worthy sequel to the classic Nintendo game, *Star Wars.*

EXTRA INNINGS
Super NES

Sony Imagesoft



Batter up and hit those home runs out of the stadium with this excellent sports simulation designed to convey the realism of the wonderful game. Comprehensive options and superb graphics make this a must for diamond fans.

FINAL FANTASY II
Super NES, Game Boy

Square Soft

The epic RPG is at last converted to the Super NES. With improved graphics and even more worlds to explore, it shows immense improvement over the original. Game Boy owners will also be surprised to see all that data crammed on the handheld. We wait with baited breath.

HIT THE ICE
All formats

Taito

The only ice hockey game to even rival *EA Hockey* on the MD. *Hit the Ice* views the action from the bench and includes all the fights and fouls that always go down so well at CONSOLE XS. Fast action and great full screen scoring and punch up sections make this a terrific sport sim.

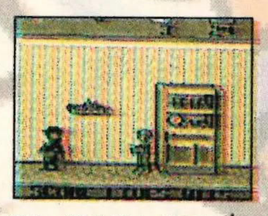
HOME ALONE
All formats

THQ

The film licence of the biggest grossing comedy of all-time is basically a platform collect-'em-up. You play Kevin and the object is to hide the jewels from the two robbers scouring the house while causing as much havoc as possible until the cops arrive.

HOOK
All formats

Sony Imagesoft



Learn to fly and wear gaudy green tights in this 18 level, eight-way scrolling platform adventure. Gather as many magic items as possible in the hope of getting the tools to reach and defeat Captain Hook on his ship.

HUDSON HAWK
NES, Game Boy

Sony Imagesoft

An unlikely licence of the Bruce Willis film, the game puts you in the shoes of Hudson Hawk, an expert cat-burglar who must steal as many valuables as possible without alerting any guards.

HUNT FOR THE RED OCTOBER
All formats

Hi Tech Expression



They took a complex cold war thriller and converted it into a submarine shoot-'em-up. Escape from the clutches of the Russians and the Americans and negotiate all the ocean's perils. No statics of Sean Connery, though – pity.

JACK NICKLAUS GOLF
Super NES, Game Boy

Tradewest



You've got the clubs, you've got the membership and you've got the Rubert the Bear trousers, now get the game. All the best courses and some dazzling graphics to boot. But can it compete with Pebble Beach?

JOE & MAC
Super NES, NES

Data East

The Super NES version has amazing dinosaur roars and some of the best graphics ever seen. Even the NES looks to be as excellent. You and a friend must traverse the dangerous prehistoric terrain to rescue your girlfriend.

JORDAN VS BIRD
Game Boy

Electronic Arts

One-on-one basketball is the toughest they say and *Jordan vs Bird* seems to prove it. Two of the best players in the world who play for top teams, the Bulls (world champs!) and Celtics, make this a must for any basket cases.

KRUSTY'S SUPER FUN HOUSE
Super NES, NES

Acclaim

The wacky clown from The Simpsons gets his own game! Help Krusty rid his fun house of pesky rats using various traps and stunning devices. Bart and the rest of the Simpsons characters help out in an attempt to foil Sideshow Bob's evil plans.



LETHAL WEAPON 3
All formats

Ocean

THE film licence of the year – with perhaps the exception of *Alien 3* – this all-action game has you blasting your way across the city after the bad guys. High speed chases and excessive expense accounts are all included.

MARIO PAINT
Super NES

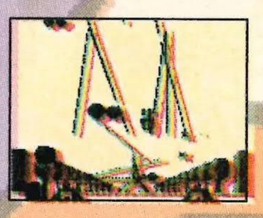
Nintendo



Imagine being able to paint and draw on the Super NES, plus many set pictures to help you create the pictures. You can animate the characters, compose your own soundtracks and even edit sprites for the more advanced artists. The "game" includes a tutor to explain the intricacies.

MISSILE COMMAND
Game Boy

Accolade



Classic coin-op action on the Game Boy. You control three missile sites whose rockets must blast incoming objects before they hit one of your five cities. Speed increases with the levels.

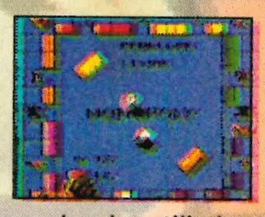
MONOPOLY
All Formats

Parker Bros

The only game where everyone wants to be a banker. *Monopoly,* the Nintendo game, re-creates all the fun of the board game and has a Game Boy link-up for more players.

NHL HOCKEY
Super NES

Electronic Arts



Mega Drive's *EA Hockey* on the Super NES – a dream come true! The players are slightly larger but the aim is still the same. Hack your opponents to the ground and score any way possible. *NHL Hockey* is likely to take the Super NES by storm; don't miss it.

OUT OF THIS WORLD
Super NES
Interplay



This graphical delight originated in France (under the title of *Another World*) and first appeared on the Amiga. The game contains some of the most original and brain taxing problems ever seen. Avoid the killer dog, fight the under water Balrog and battle your way out of a swinging cage over a bottomless pit. Fun for all the family!

PAPERBOY 2
All formats
Mindscape



Now you have to deliver to both sides of a constantly scrolling street. There are more crossroads, eerie mansions, dogs, boy racers and even acts of God. You will have to be a BMX ace to match the challenge of this massive sequel. The original, incidentally, is one of the all-time best-selling games. It'll be interesting to see how the sequel shapes up; it's got a lot to live up to, that's for sure.

PEBBLE BEACH GOLF LINKS
Super NES
T & E Soft



The guys at Club Nintendo swear that this is the best golf game they have ever played, which proves two things: it is going to be released officially very soon and it is an extremely accurate simulation. Apart from that we'll just have to see how it fares on the fairway.

PGA TOUR GOLF
Super NES
Electronic Arts

The original and undoubtedly definitive Mega Drive golf game has been converted to the Super NES with improved graphics and sound so real you can hear the swish of the clubs. Bound to be a stonker.

PIT-FIGHTER
Super NES
THQ

Choose one of three ugly brutes and take on the vicious hordes of the ultimate warrior. Insane characters such as Mad Miles, Southside Jim and the Executioner try to mash your face into the dirt. Kick, punch and headbutt your way to the top. If it's as good as the Mega Drive version, it'll be well worth adding to your collection.

POPULOUS
Super NES
Acclaim



Playing God in the strategy game to top them all. You control the growth of your settlements and can wreck havoc on your opponent with divine disasters such as floods and earthquakes. More worlds than even a deity can handle. Lordy, lordy!

RACE DRIVIN'
Super NES
THQ

The sequel to *Hard Drivin'* has more tracks and a greater challenge which was always the criticism of the original. Filled in polygon graphics and unparalleled speed should make this the best first-person driving game ever.

RIVAL TURF
Super NES
Jaleco



Now this is a beat-'em-up, it even rivals *Final Fight.* Control two simultaneous players on a blood-fest through the centre of a city plagued by crime. Ride on the bus (literally) and smash 'n' grab the local jewellers. Incidentally, it's possible *Final Fight* may not make an appearance in the UK – *Rival Turf* taking its place instead.

ROBOCOP 3
Super NES, NES
Ocean

Unbelievable but true! The visual splendour and incredible depth of play found in the Amiga version have been faithfully translated in this epic game. Stop the drug peddlers and use a handy jet pack to reach the higher echelons of OCP.

ROCKETEER
Super NES
IGS

Mild mannered Dean Mortlock spends his days writing Console XS but at night he transforms into the Rocketeer! Saving the world from evil Nazis with duelling scars and unconvincing limps. Superb graphics and sound make this film licence hotter than a hot thing indeed.

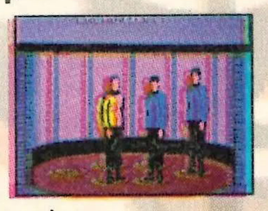
RPM RACING
Super NES
Interplay

High speed challenge and *F-Zero* style graphics look set to make this a classic Super NES racing game. Do you feel the need, the need for speed.

SPIDER-MAN
NES, Game Boy
LJN

Arachnophobics beware, old Spidey is back on the case on the NES and Game Boy. The Kingpin is up to his tricks again and is trying to discredit Spider-Man while Peter Parker needs to keep his job at the newspaper.

STAR TREK
NES, Game Boy
Ultra Software Corp



"It would seem logical to make a game about the USS Enterprise, captain". Scotty, Kirk and Spock all make an appearance in this excellent game about the Star Trek crew and their five year mission.

STREET FIGHTER II
Super NES
Capcom

The ultimate beat-'em-up for the Super NES will be released this November (full preview next issue) and contains the best graphics and sound ever. Ten fighters the beat hell out of each other in various exotic locations around the world each with their special moves such as lightening or bendy limbs. *Street Fighter II* takes no prisoners and from the extensive plays we've had, it looks mega-hot.

SUPER MARIO KART
Super NES
Nintendo



Take control of everyone's favourite Nintendo characters in this *F-Zero* style game with high speed racing against other Nintendo celebrities. There is a blistering split screen two-player game to add to the pace.

SUPER STAR WARS
Super NES
JVC

The NES version is one of the best games for the Nintendo and the Super NES game looks set to improve on all its characteristics. You must rescue Princess Leia by recruiting Han Solo, the droids and Obi Wan Kenobi. Over ten levels of accurate film action. It may be an old concept, but it never looks as though it will go ago.

SUPER BATTLETANK: WAR IN THE GULF
Super NES, Game Boy
Absolute Entertainment



War in the Gulf again! Tank part in the heat of a tank battle in the desert, pioneering many campaigns and generally blasting the enemy. An atmospheric and tense war simulation. This is one that won't disappoint.

SUPER DOUBLE DRAGON
Super NES
Tradewest



Back in the early coin-op days, *Double Dragon* ruled supreme and conversions of it have never managed to capture its true qualities. You play a beefcake whose girlfriend has been taken by a gang boss and he must fight his way through the henchmen to rescue her. Another golden oldie.

SUPER GHOULS 'N GHOSTS
Super NES
Capcom

Super Ghouls 'n' Ghosts did incredibly well on import thanks to many magazines hyping it to the point of nausea, but now the official release is imminent and it should get the acclaim it deserves. Amazing graphics and sound in this Gothic platform conversion. Again you control that ever-brave knight, Arthur.

SUPER OFF-ROAD
Super NES, Game Boy
Tradewest

4x4 truck mayhem over 20 courses carved out of mud and stone. Water slows you down and time is every-

thing so use prize money to build up a better racer and kick in those nitros. Trash that tar and put pedal to the metal!

SUPER PROBOTECTOR: ALIEN REBELS
Super NES
Konami



Originally titled *Contra III* in the US, this title and its content was deemed too violent for the German market, hence the new title. Now you are fighting alien robots using loads of gruesome weapons and basking in the glory of an exploding tank.

SUPER SMASH TV
Super NES
Acclaim

"It's time to start running." *Smash TV* is the most popular game show on Earth. The rules are simple: you are criminals and you must survive the maze and win as many toasters as possible. This Super NES version is coin-op perfect and totally addictive. And if you're reminded of the Running Man storyline, don't be surprised.

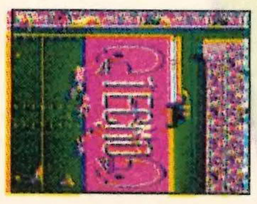
STRIKE EAGLE
Super NES, NES
MicroProse

With *F117A Stealth Fighter* also arriving for the NES this proves without a shadow of a doubt that flight sims are not excluded from consoles. In this case, its fast and authentic (a MicroProse trademark), in short, perfect for Biggles everywhere.

SWAMP THING
All formats
THQ

Another comic licence, the Swamp Thing was formed when a scientist working in the swamp was set on fire and covered in his own chemicals before plunging into the swamp. What emerged was Swamp Thing, so poachers and polluters beware, this guy's the green demon.

TECMO BOWL
NES, Game Boy
Tecmo



The only software company whose name is in all their games is about to release an American football and normal football game on the NES and Game Boy. All the rules of *John Madden's* but in an overhead format. The Game Boy version is called *Tecmo Bowl*.

TERMINATOR
Super NES, NES
Mindscape

Terminator on the Nintendo, a dizzying prospect but it's here complete with digitised statics direct from the film and loads of sizzling levels full of gun-toting action and cyborg humour!

TERMINATOR 2
All formats
LJN



The T-800 was sent back to protect John Connor from the new T-1000 liquid metal prototype. However, first you must fight your way through Los Angeles 2029 and reprogram the Arnie machine.

THE BLUES BROTHERS
All formats
Titus software



Jake and Elwood hit the road after prison and try to organise a concert to save the orphanage where they grew up. However the cops, an estranged wife and the thugs have other ideas.

THUNDER SPIRITS
Super NES
Seika Corp



Thunder Spirits is a direct conversion of the Mega Drive game *ThunderForce III*. It's a shoot-'em-up with gorgeous graphics and five initial planets to conquer. Each planet has a guardian that fits its terrain, and when you complete all five you can defeat the base ship.

TOP GEAR
Super NES, NES
Kemco

Two-player simultaneous racing in a variety of sports cars such as Ferraris, Lambos and Porsches. This superlative racing game is fast and furious and absolutely addictive in two-player mode.

TOXIC CRUSADERS
All formats
Bandai

No sooner does the environment become a major global issue then an American cartoon show about a Toxic version of the Turtles saving the planet appears. You can play either member of the Toxic Crusaders in this eco-friendly platform game.

TURTLES III:
NES
Konami



The dynamic quartet are back for another adventure. This time Shredder has built a secret weapon somewhere in Manhattan and the turtles must find it and defeat him to save the city and April O'Neill.

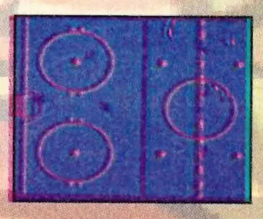
TURTLES IV
Super NES
Konami

Now this is what every Super NES game wants to be, toadally excellent! Play either turtle as you battle Shredder and the ugly bunch across different periods of time. The best graphics on the Super NES and plenty of challenge. Highly recommended.

UN SQUADRON
Super NES
Capcom

The definitive shoot-'em-up on the Super NES. You must fight the ravaging military hordes and prevent them from destroying your base. The best power-ups and backgrounds make this a breath-taking visual stunner.

WAYNE GRETZKY HOCKEY
NES
THQ



The famous LA Kings player Wayne Gretzky at last gets his own ice hockey sim. It's an overhead view of the pitch with tiny player sprites. But how will it fare against the likes of *EA Hockey*?

WHERE IN TIME IS CARMEN SANDIEGO?
NES
Konami

Chase master criminal Carmen Sandiego across time and space in your Acme chronoskimmer and solve all the clues to find the missing historical artifacts. Too many false arrests and it's back on the dole.

WING COMMANDER
Super NES
Mindscape

Space combat exploration like you have never experienced before. Totally incredible graphics and a multitude of missions made this a top seller on the Amiga and it looks like the Super NES version is just as hot. A mix of digitised and polygon graphics make this game.

WORLD LEAGUE SOCCER
Super NES
Mindscape

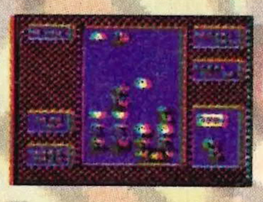


This looks like an identical copy of *Kick Off* with the overhead format. If it is, then this is a must for your collection. Super fast goal-scoring runs and amazing shots made the original and this is no different.

WWF WRESTLEMANIA
Super NES, NES
LJN

If over-dramatic ham actors in pink lycra jump suits fighting each other is your form of entertainment then check this out. It's the official WWF game with great graphics and more moves than Wacko Jacko.

YOSHI
NES, Game Boy
Nintendo



The green dragon from *Super Mario World* has got his own game (must be due to all his hard work). Whoever said that Nintendo were trying to cash Mario in for all he's worth? Yoshi is basically a *Tetris* clone where you must match shapes and create patterns.

Please note that Nintendo releases are notoriously variable, and those games mentioned here may not be released in the UK this year.

CONSOLE X

MEGA DRIVE



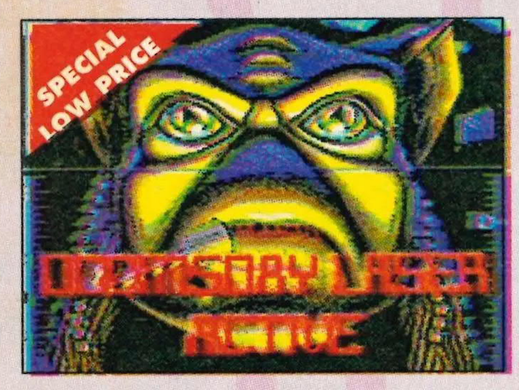
Spectacular multi-level platform adventure featuring the cod king, James Pond. Sizzling graphics, foot-tapping tunes and demanding gameplay – a cracker!

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

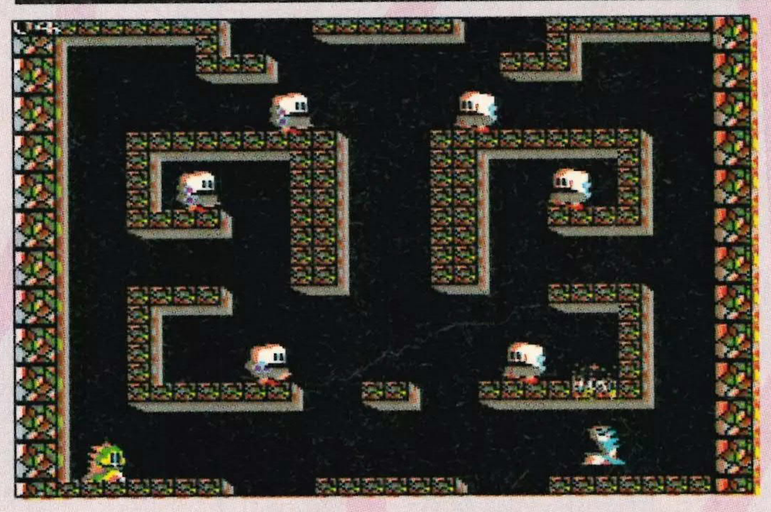


FANTASTICK £29.99

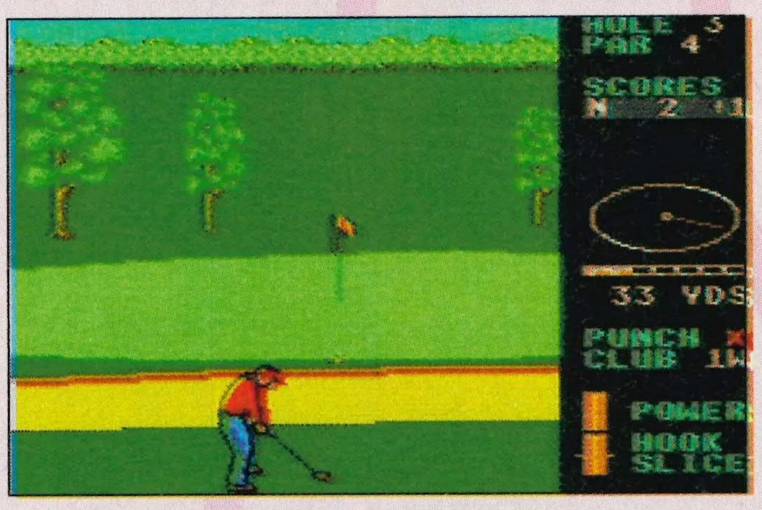


PRO ACTION REPLAY
The ultimate intelligent hacking device for your Mega drive. Will find cheats for you automatically.
£41.99

MASTER SYSTEM



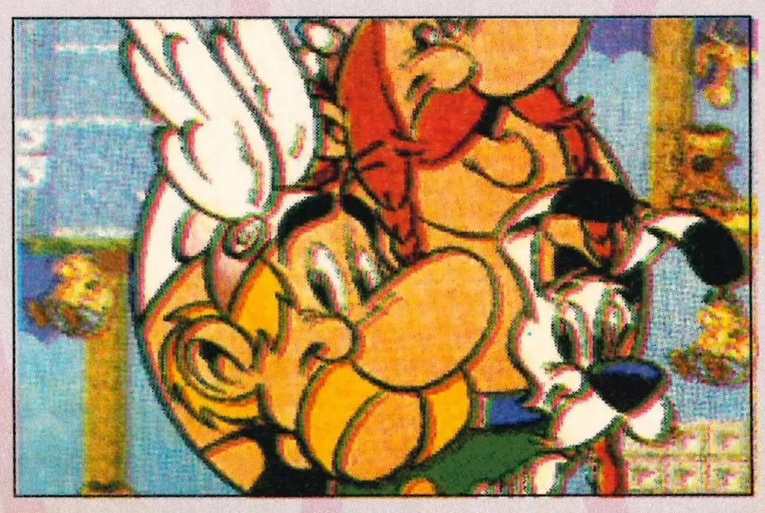
BUBBLE BOBBLE £27.50



CHAMPIONS OF EUROPE..£31.99

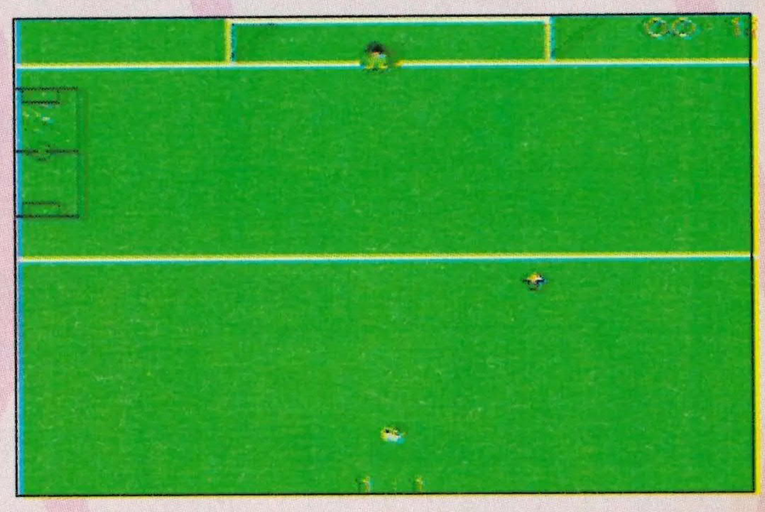


SONIC.....£27.50

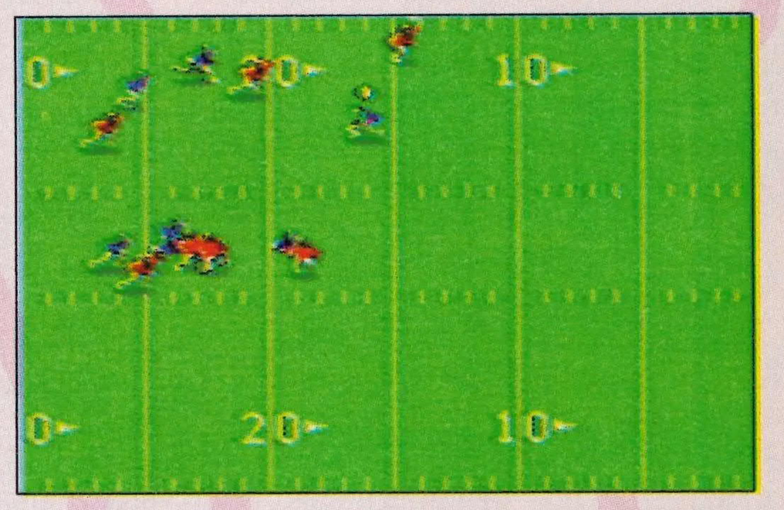


ASTERIX.....£31.99

GAME GEAR



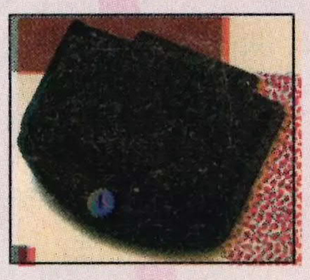
KICK OFF £25.99



JOE MONTANA FOOTBALL..£22.99



SONIC.....£27.50



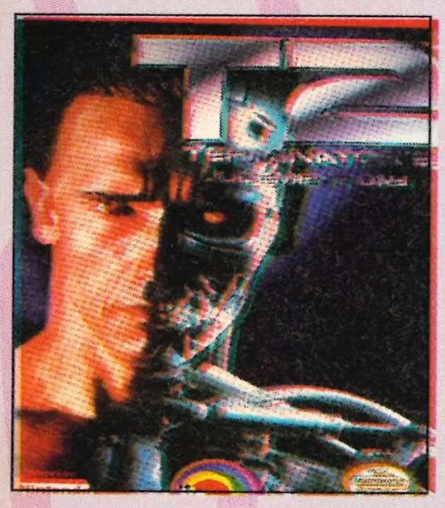
MASTER GEAR
Allows you to play Master System games on your Game Gear
£24.99



TV TUNER
Now you can watch your favourite TV programs on your Game Gear
£70.99

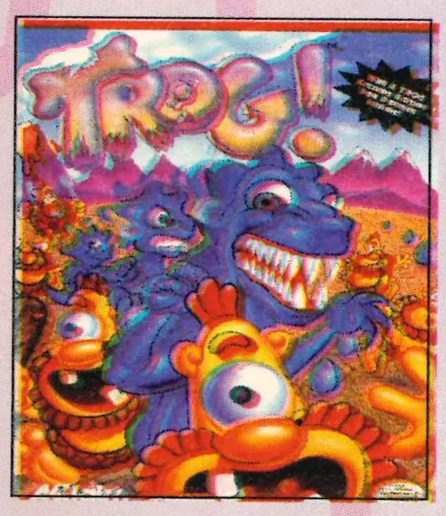
XS SAVERS

NES



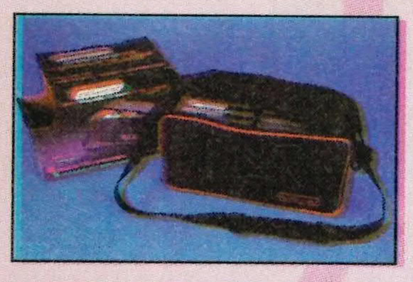
In this spectacular shoot-'em-up you play a terminator, model T-800 whose mission is to save John Connor from being eliminated by the T-1000. If you don't succeed it's "Hasta la vista, Baby!"

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



CARTRIDGE CARRYING CASE

£14.99



CARTRIDGE ORGANISER

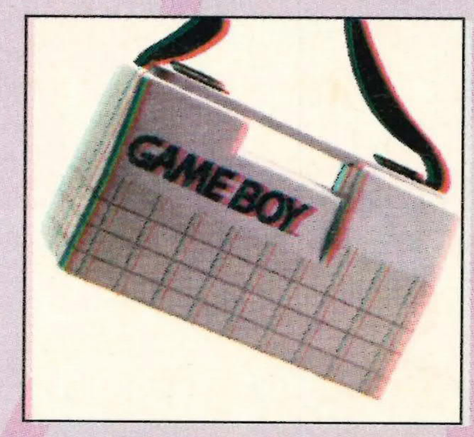
£5.99

SUPER NES



FANTASTICK £29.99

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

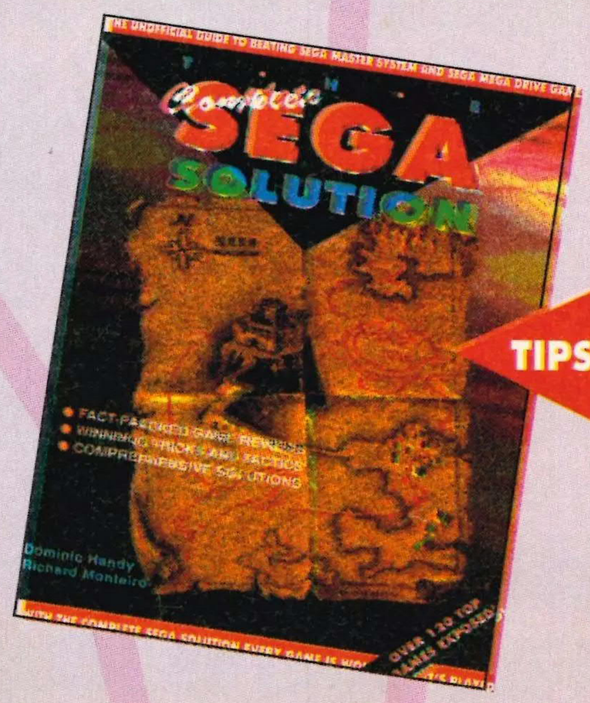
BINDERS

CONSOLE XS BINDER

£4.99

Keep all your copies of Console XS dust free by storing them in one of these great looking binders. Each binder holds up to twelve issues

BOOKS



SEGA TIPS BOOK £9.99

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 160 PAGES BRISTLING WITH ALL THE LATEST HINTS &TIPS INCLUDING 20 FULL SOLUTIONS!

Terminator (MD), Final Fight (SNES), Prince Of Persia (MS), Addams Family (SNES), Batman (MD), T2 (NES), Home Alone (GB), UN Squadron (SNES), Tasmania (MD), Shadow Warrior (GB), Lemmings (SNES), Mega Man III (NES), EA Hockey (MD), Star Wars (NES), Super Battletank (SNES), Turtles II (GB), Thunderforce IV (MD).

MAKE A DATE WITH YOUR NEWSAGENT ON THE 17th OF SEPTEMBER OR MISS AN EXPLOSIVE ISSUE OF CONSOLE XS