THE SEGA AND NINTENDO PLAYERS' GUIDE

CONSOLE XS

Nº3 OCT/NOV 1992
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I'll fix you Lemmings, just you wait!

200

TOP GAMES BUSTED AND BEATEN INSIDE THIS MASSIVE ISSUE!

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Stunning Super NES solution!

THE TERMINATOR

Exclusive solutions on the Mega Drive and NES

TAZ-MANIA

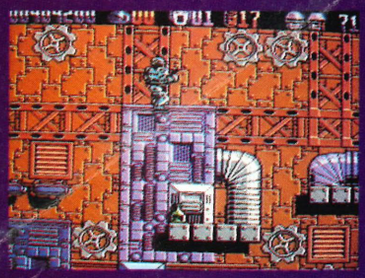
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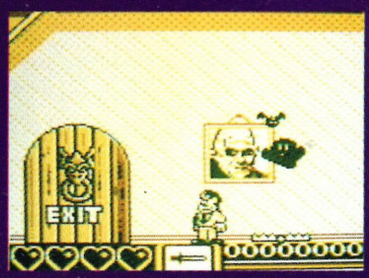
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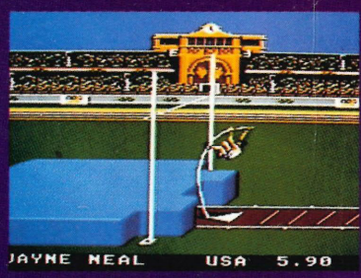
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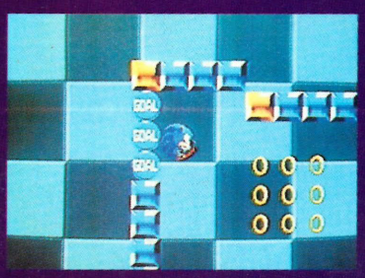
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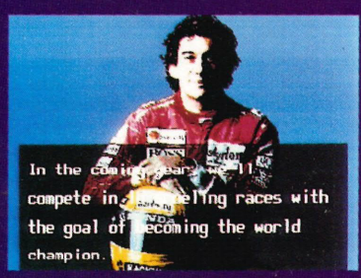
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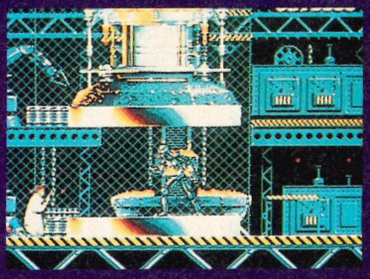


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HERE'S HOW THE MA THE TOP GAMES. CHECK OUT IF THEY AT THE GAMESMASTE



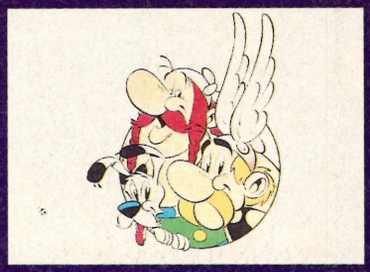
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GS RATE

'RE RIGHT

R ZONE.

Are some of these favourable reviews a tad too enthusiastic? Are some of the negative ones a gnats' too critical?

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You'll find one in every Comet store. A themed area where you can play before you pay on a selection of the latest and greatest titles.

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Buy any of them and you'll qualify for a Gamesmaster Zone Discount Card. Valid till April next year it will cut the cost of new games by 10%.

4
CHANNEL FOUR TELEVISION

And hot new games is where the Gamesmaster Zone really has the edge. The day a title is out, is the day that title will be in.

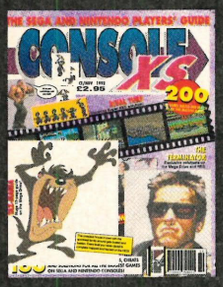
And not just boxed behind the counter, but loaded up and ready to play in our demonstration units.

By now the doubting Thomases amongst you may be thinking we're telling a few wobblies ourselves.

Well Tom, check out the Gamesmaster Zone in your local Comet.

COMET
YOU KNOW WHERE TO COME.

CONSOLE XS



OCT/NOV 1992

PUBLISHED BY
PARAGON PUBLISHING LTD
DURHAM HOUSE
124 OLD CHRISTCHURCH ROAD
BOURNEMOUTH
BH1 1NF

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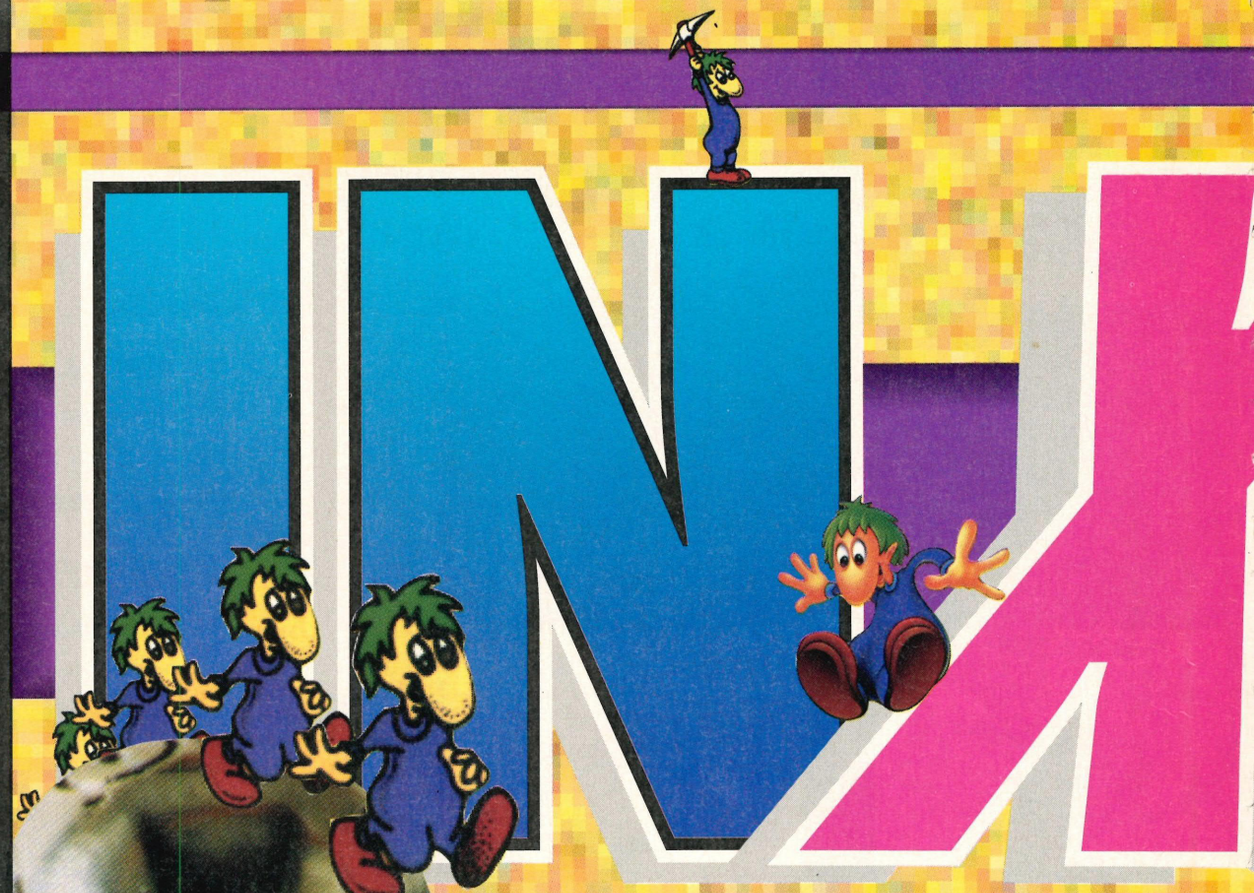
SUBS/MAIL ORDER
Karen Sharrock
✆ (0202) 299900

PRINTED BY
BPCC Magazines (Milton Keynes) Ltd

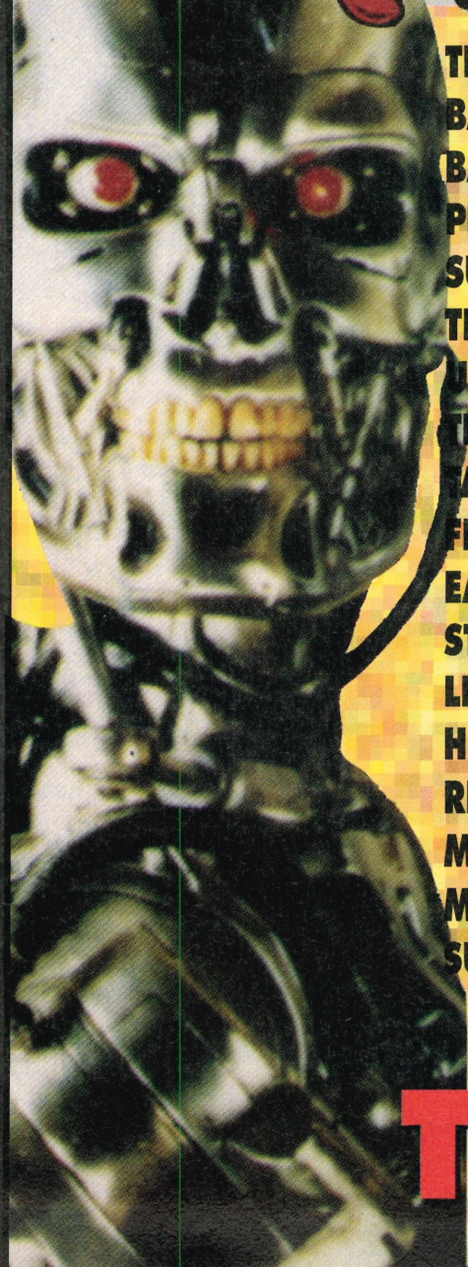
DISTRIBUTED BY
Seymour International Press Distributors
Windsor House
1270 London Road
Norbury
London
SW16 4DH

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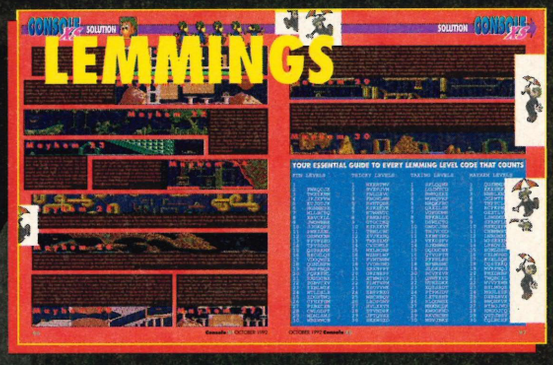
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COMPLETE SOLUTIONS







BUSTIN' BUSINESS

Yes, it's true! We have moved to sunny (sometimes) Bournemouth where the air is bracing, the girls breath-taking and the beaches golden. Yet again we have been bombarded with mail full of praises, helpful cheats and offers of jobs which can only confirm that a "dedicated tips bible" as one reader put it, is exactly what Sega and Nintendo console owners want.

After the well-received tips book last issue, we return to 160 tips-packed pages as the solutions get longer and longer and the games, more and more complex. This month sees the *Addams Family* and the mind-boggling *Lemmings* completely busted on the Super NES and the battle of the beat-'em-ups held between *Rival Turf* and *Final Fight*. We have also captured and tamed the recent hit *Taz-Mania* on the Mega Drive as well as dark doings with *Batman* and *Midnight Resistance* (don't push me!).

Even though the 8-bit markets are declining with the demise of the Sega Master System in the US, we have not neglected the trusty owners of these ground-breaking machines. The first part of *Prince of Persia* for the Master System and a gigantic *Battletoads* and *Mega Man III* solution on the NES will silence anybody who criticizes the challenge of 8-bit games. They took us ages!

Issue three also sees the CONSOLE XS SOS helpline swell to six pages as the requests and pleas intensify to fever pitch. Remember, if you are stuck on a game, or want to give a tip, don't hesitate to write to the Pros at CONSOLE XS for the answer – nobody does it better!

DAMIAN BUTT



Fave game this issue: Battletoads (NES)
Best part of Bournemouth: Beach, man!

What an issue it's been! Not only has the Buttster beaten some of the toughest games around (Battletoads to name but one) but moving all of his CD collection and Beatrice Dalle posters to Bournemouth was nothing short of exhausting. Damian spends a lot of his time arguing with traffic wardens and motorists in BMWs who drive too close behind but admits to being a closet boy racer (gimmie a Lotus).

RYAN BUTT



Fave game this issue: Taz-Mania (MD)
Best part of Bournemouth: The arcades

Self-proclaimed gamesplaying ace and proof that bustin' the latest games (without Action Replay) runs in the blood. Ryan spends his spare moments buying dodgy videos for their artistic content (we believe you Ryan), washing up and trying to pass his driving test. You'll be seeing more of Ryan in a new magazine from the creators of SEGAPRO and CONSOLE XS but more about that later...

JAMES HICKS



Fave game this issue: Taz-Mania (MD)
Best part of Bournemouth: Australia

Having recently moved from Australia just to join the Pros on CONSOLE XS, James is on the move again. However, he isn't going far this time; the next room down the hall with Ryan.

CHRISTIAN BLADES



Fave game this issue: Lemmings (SNES)
Best part of Bournemouth: Bristol

It takes a special kind of designer to create the complex pages of CONSOLE XS but it all comes naturally to the Bladesman. Christian enjoys a good Rambo film while he works as well as listening to the Shamen and drinking inumerable cups of coffee and isotonic sport drinks.



KILLS ALL KNOWN GAMES: DEAD!

Now it's just as easy for Super NES owners to hack into their games as it is for Mega Drive cheaters. Following in the success of their Mega Drive unit, Datel Electronics have just launched the Super NES Action Replay Pro.

The unit works in exactly the same way as its Sega counterpart but has the added bonus of a handy import adaptor, allowing you to play games from any country on your Super NES.

The Action Replay Pro is a cart-sized device that allows anyone to hack into the game of their choice and alter any of its parameters, from lives and levels to energy and invincibility. If you're one of those people who's absolutely hopeless on games then this is an essential purchase.

The Super NES Action Replay Pro/Universal Adapter is available from Datel Electronics at a reasonable £49.99. And even if you can't be bothered to find your own codes, you can always check in with CONSOLE XS every issue as we'll be printing every code we can find. There's also a prize for the best codes supplied by YOU, so get cracking!

So far the CONSOLE XS Super NES Action Replay Pro has not crashed once on our machines (a problem with the Mega Drive version) and combined with the handy cheat cards, it's an excellent package. At present the Super NES Action Replay is unrivalled, but watch out for a SNES version of Hornby Hobbies' Game Genie at the turn of the year.

● **Contact Datel Electronics on (0782) 744707.**

NINTENDO BLOW-UPS

With regard to all the Super NES adaptors, and in particular the Super NES Action Replay, Bandai UK (the distributors of Nintendo products over here) have issued a serious warning. Devices such as the Universal Adaptor and Super NES Action Replay use two carts to by-pass the Nintendo lock chips, but Bandai claim that this draws twice the power from the machines and may cause the Super NES to overheat and blow vital chips, rendering it useless.

Apparently, Bandai have received numerous blown SNESes and have now identified the adaptors and Action Replay as the culprit. Not surprisingly, if you take your blown machine to Bandai expecting it to be repaired under warranty then you'll be sorely disappointed as no adaptors are approved by Nintendo.

Using one of these devices invalidates any claim you have to free repair, but whether Bandai can prove that a ruined machine is the result of using an adaptor remains to be seen. You have been warned!

● **Contact Club Nintendo on (0703) 651010.**

MEGA DRIVE

The American NES market was stormed last year, and now the Mega Drive is due for the same treatment with the imminent arrival of the Game Genie from Hornby Hobbies.

The price of this wizard device is £44.99, which includes a huge codebook covering over 100 games (that's 2,500 codes!). In addition to this, new codebooks are constantly being printed and by carefully tampering with existing codes you can create even more wacky effects.

The main distinction between the Game Genie and Datel's Action Replay Pro is that even more alterations can be made with Hornby Hobbies' device, such as increasing your character's size, fly faster/slower, change sprites and even making the games harder to improve the challenge. Although the Game Genie uses codes in the same way as the Action Replay, you get the added satisfaction of blowing the codes apart (literally) if they are wrongly typed in.

As with all the versions of the Game Genie (there's a NES one out already, and GG, GB and SNES

ALADDIN'S LAMP

A strange case of Sinbad and the Mystical Names seems to be affecting Code Masters at the moment. First came the Game Genie and now their latest piece of electronic wizardry is the Aladdin.

Ask any Nintendo owner what the biggest problem with NES games is nowadays and they will tell you they cost too much. With recent price increases, such as *Star Wars* and *Maniac Mansion* at £49.99, a device designed to cut costs of games, as well as saving space and reducing the number of chips that have to be manufactured, can only be good news.



The Aladdin device resembles the Game Genie but instead of a full size game plugged into the back, a small wafer thin cart is inserted which only contains the essential game chips. The standard Nintendo chips which are in every game are stored in the Aladdin and mean you only have one set instead of one for every game. This spiffing idea was developed in the States and is currently up for approval with the big N. If they give it the thumbs up, it could mean cart prices come down to around £15!

The big problem for Code Masters is going to be getting game publishers like EA and Acclaim to adopt the system, but Coders say they will still be converting their own titles like *The Adventures of Dizzy* and *Micro Machines*. We wait with baited breath for what is surely the biggest NES innovation yet.

versions in development), the makers stress that it should only be used to get past a particularly tricky bit to prevent you switching off the game in frustration. It should not be used to complete every game as soon as you get it – £40 is a lot of money for a game you finish in five minutes!

A word of warning: if you get hold of an American version of the Mega Drive Game Genie then most of the codes will not work. Similarly, if you try to use UK codes on a US device they may not work so stick to one unit and one set of codes for no worries.

● **Contact the Game Genie helpline between 12-7pm Mon-Fri and 8-12pm on Saturdays on**



GETS ITS WISH

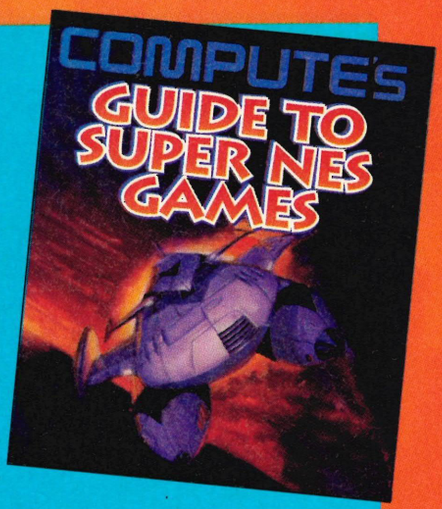
BOOK 'EM, DANNO

The latest release from top publishers Compute is the Guide to Super NES Games, priced at a pocket-stretching £11.95, although it is over 280 pages.

As this is straight from the States, many of the games are not yet available officially in the UK, but they are either coming out soon or available now on import.

Each game is well explained with a storyline to brief you, then the tips, tricks and techniques to help you crack it. There are 36 games covered, and all are of a high standard. The only disappointing thing is that there aren't any codes or button pushing cheats in this book; the closest thing was the ancient "hold the LEFT and RIGHT buttons and press START" on *Final Fight* for the secret menu.

A great many of the new releases for the Super NES such as *Sim City*, *Final Fight*, *UN Squadron*, *Super Ghouls 'n Ghosts* and *Lemmings* are covered (the *Sim City* guide is excellent), but there is a distinct lack of Super Secrets. The black and white screen shots are a little dim but they could have been a lot worse. All the text is well presented and easy to read, which is important if you are playing the game simultaneously. If you have any of the games covered, then this is definitely worth a look.



● **Contact Computer Manuals on (021) 7061250.**

BOY GENI(E)US

February 1993 is when the hand-held Game Genie from Hornby Hobbies is released to the cheer of all GB owners. The aesthetic grey unit slaps into your Game Boy and is no more unwieldy than any other Game Boy plug-in.

A tiny compartment in the back houses the tiny code book containing over 500 codes, and you also get some stickers to affix to the front of your Game Boy showing your most-used codes.



Each Game Genie has an improvement on its predecessor and the Game Boy version is no exception. The code screen button allows you to input the codes as normal but at any stage in the game you can go back to the screen and take out or add more codes for the desired effects.

Imagine that! You might find *The Simpsons* too hard, so mid-game you can give yourself infinite catapults or make the guardians take more hits for extra challenge.

The price for Hornby Hobbies' Game Boy Game Genie is still undecided but they are hoping to keep it under £30.

● **Contact Hornby Hobbies on (0843) 231088.**



COME ON DOWN!

Here are the lucky winners of last issue's superb competitions. If you are one of the winners, expect your prize within a month of receiving your copy of CONSOLE XS. If not, call Di Tavener on (0225) 765086.



GIGANTIC GAME GENIE COMPO

These lucky lucky people have each won an NES Game Genie.

Chris Thake from Essex, CJ Sheperd from Watford, David Mitchel from Corby, James Gray from Hexham and Craig Ross from Ashingtron. Congrats, you now have the ultimate cheating device at your disposal.

SUPER/MEGA COMPO

The winner of a spanking new Super NES is Lewis Carey from Kent who should be playing *Super Mario World* very soon.

If your name is Paul Shotton and you live in Stoke-on-Trent then you have just got yourself Sega's latest piece of CD hardware, a WonderMega. Well done, Paul.

BUDDY BOY

Deekay (UK) are the latest company offering add-ons for the Game Boy, after the impressive entrance of the Handy Boy range by Quickjoy (see CONSOLE XS#2).

Currently available are the switchable mains adaptor, Switchstix and Games Gripper. The mains adaptor is self-explanatory and is compatible with the Game Boy, Game Gear, Master System and Atari Lynx. The switch on the side means you can use it for all machines to save buying separate power supplies – especially useful in an office like ours! It retails for £9.99, which considering its multi-purpose is surprisingly good value for money.

The Switchstix on the other hand probably looked good on the drawing board but it's lost something in the translation. For £4.99 (pocket money, claim Deekay) you get an Airfix-looking kit consisting of a black plastic stem, two locking nuts and several different sized adhesive pads. The idea is to stick a pad on top of your Nintendo, Sega or Atari Lynx joypad and affix the joystick to it for greater manoeuvrability. Unfortunately, Deekay may be onto a loser here as the sticky pads leave the joypads gooey and unpleasant to use and it is far too easy to rip the stick off the pad in the heat of a game.

Although practical for the Master System, trying to use the Switchstix on a Mega Drive is awkward because it is an uneven shape. The upshot is that because you can't make full contact with the direction pad, the whole unit tears off embarrassingly easily. However, the Switchstix does have a year's guarantee so you'll have piece of mind at least.

Finally, the Game Gripper priced at £2.49 is apparently a non-slip mat used to keep joypads and hand-helds firm when playing a game. Unfortunately the Gripper was unavailable for review, but we'll be sure to get hold of it for next issue.

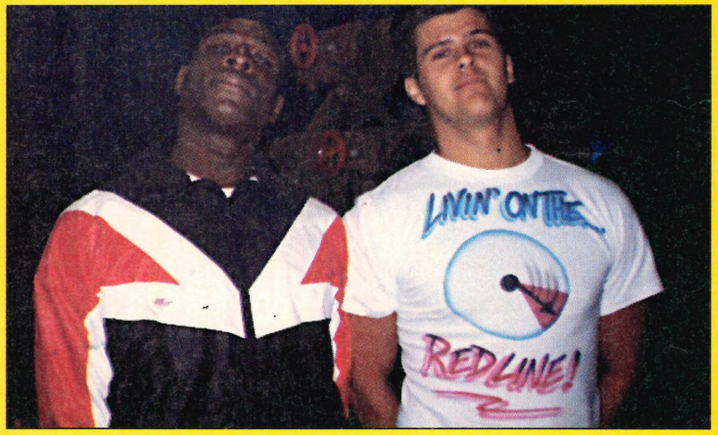
● Contact Deekay (UK) on (0702) 603435.











Did you think Channel 4's GamesMaster was the best console programme on TV? You did, well that's no surprise, so did over 3.4 million viewers. By popular demand, it's back. Bigger, bolder and with even more dodgy Diamond jokes.

The set of the show is shrouded in secrecy, but CONSOLE XS was allowed in to see the filming. This time it's all pistons and steam pumps giving the whole set a neo-Victorian aura, but cheeky compere Dominik Diamond is back with more double entendres than Julian Clarey and a sharp line in red blazers.

The show will run for 26 episodes, beginning in October, and contains the same format of reviews, celebrity challenges and, of course, the omnipresent GamesMaster's knowledge. CONSOLE XS and sister publication SEGAPRO are actively involved in this new series, so don't be surprised if you see one or two of our ugly mugs reviewing or commentating – you have been warned!

GAMESMASTER REVIVAL

FREE CARTS!

Everybody already knows that by using the Game Genie you can create some pretty freaky effects, such as altering the screen colours, or in the case of *Super Mario Bros* making every object a block. But now you can get free carts for it!

In every issue, CONSOLE XS (in association with Hornby Hobbies) will give away free carts for your machine for the most ingenious and downright silly codes sent in. Whether it be turning Sonic red (when the MD version is released), rotating the screen upside down on *Little Nemo Dream Master* or having Michaelangelo leap higher than the screen in *Turtles II*, we want to see them!



Send in all your codes, name and address to *Genie Goes Crazyabonkers, CONSOLE XS, 7a Wicker Hill, Trowbridge, Wiltshire BA14 8JS.* We also know which codes have been printed in other American and UK mags, so no cheating – bona fide codes only.

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Lada Masters

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Connect to deck

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THE PROS MASTERED

At last! The most talked about cheat books since The Complete Sega Solution have finally arrived and will be on sale from 21 September. The four volumes each contain three games for all Sega systems and with over 100 pages of tips you can expect them all to be completely busted (not mapped, though!).

The Pro-Master volumes are all attractively laid out with colourful covers (pity it's black and white inside) and well-defined logos and pictures. Open the books to the solutions section and you are immediately grabbed by the easy-to-read text (ie, it's big) and helpful hints. The use of bold and plain text serves to highlight important titles and sections. Not having reams of text to plough through means you can quite easily pause the game and look up a cheat without wasting loads of time.

Screen pictures are clear but sparse, which is a pity because it's always a relief to actually see the cheat in action, showing you what should happen. But it is great to see some hand-drawn maps included for some of the more complex games, with *Prince of Persia* and *Castle of Illusion* springing to mind as particularly excellent guides.

Here's a brief run down of each book in the series so far.



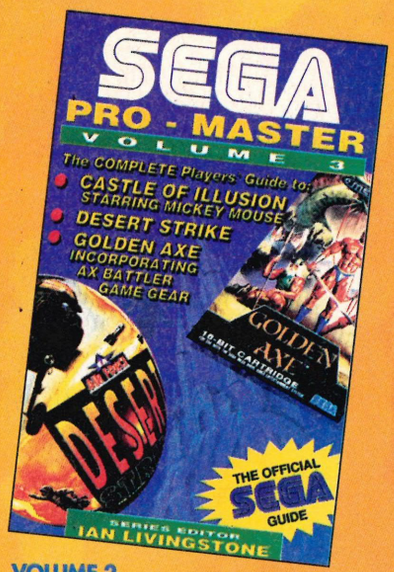
VOLUME 1

Sonic the Hedgehog ● *Prince of Persia* ● *Super Kick Off*

You can't really go wrong with *Sonic* these days. Like a Beatles record playing, there is always someone stuck on it, and with *Sonic 2* kicking the door down soon, even a glimpse of the nippy blue guy whips Sega owners into a frenzy. The Sega Pro-Master guide is adequate, with only a few maps for each machine, but all the dubious cheats are here making it very easy to complete the game. Even someone from Trowbridge should be able to beat Sonic with these tips!

Prince of Persia is a very hard game, so it's gratifying that the tips are some of the best we've seen (although not quite as good as ours, of course). Again, the maps are invaluable and the multitude of tips make this a must for Princes trying to usurp the evil Caliph.

Finally, flabbing out the last few pages is a *Super Kick Off* guide which explains all the best techniques for scoring. *Kick Off*'s one of those games for which everyone has winning strategies, so a guide is not essential, but it's interesting to see the game from another player's point of view.

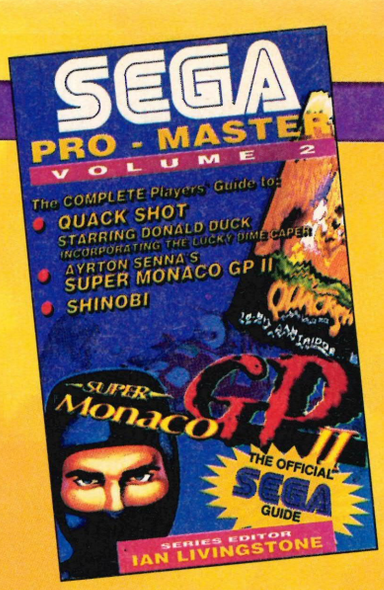


VOLUME 2

Quackshot/Lucky Dime Caper ● *Super Monaco GP II* ● *Shinobi*

By incorporating *Quackshot* and *Lucky Dime Caper* in the same solution, the Sega Pro-Master series has found its first failing. In attempting to cover both, they have barely solved either and what is left is a confusing mishmash of screen shots and tips from both games (which are totally different) strung together on the same pages. The tips on *Quackshot* – a game we know inside out – are *very* inadequate. Even the rudimentary problem of how to get out of Egypt is not explained! If you really want to get through *Quackshot* then stick to the tips printed in SegaPro #4 & 5.

Luckily the *SMGP II* and *Shinobi* solutions are both excellent, saving this volume from obscurity.



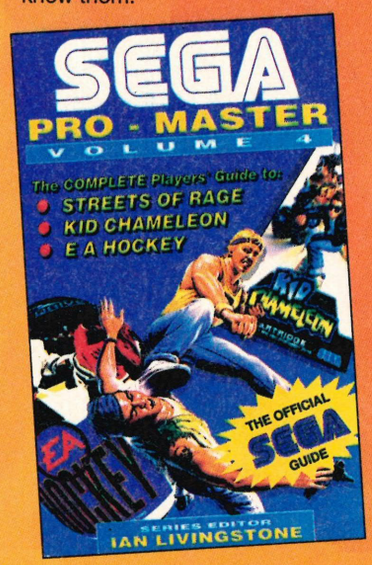
VOLUME 3

Castle of Illusion ● *Desert Strike* ● *Golden Axe/ Ax-Battler*

Even though just about every magazine has printed tips on *Castle of Illusion* at some point, these tips are somehow refreshing in that you dispense with the "run left, then right, then left again" approach found in many others books. All the secret rooms are included and even our own gamesplaying ace Ryan Butt had to admit they were "not bad". High praise indeed.

The *Desert Strike* guide is comprehensive (as in Console XS #2) and the maps definitely act as an aid to combat navigation.

As *Golden Axe* is a beat-'em-up, the tips are mainly how to beat guardians, but this is no bad thing and there are also all the classic push button cheats if you still don't know them.



VOLUME 4

Streets of Rage ● *Kid Cameleon* ● *EA Hockey*

The final and probably best book of the series has an amazing section on the Sega epic *Kid Cameleon*, a game which contains over 1,800 screens! The maps could never go even halfway to describing the zillions of levels and sub rooms, but as a starter for ten, this guide is excellent (for a full guide, see SegaPro#9).

Streets of Rage may be getting on a bit but it is still as popular as ever. However, it is doubtful you will need most of the tips included here because it is so easy to complete.

EA Hockey reigns supreme as the best two-player game on the Mega Drive, and apart from lacking in humour, the Pro-Master guide is well researched and should get you scoring in no time.

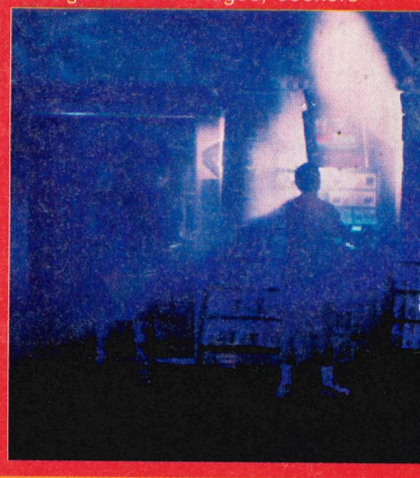
The main problem with this series are the sections in code, which require a bit of deciphering using the supplied key. If Simon & Schuster, the publishers, wanted the cheats to be a secret unless you really need them, then they should have put them in mirror writing instead of this rather awkward method. It was also confusing that the hints were not in a logical order which made tracking them down difficult.

At £2.99 each, all four volumes represent outstanding value for money being a worthy addition to any Sega owner's collection. There is no worthless waffle, just concise, helpful hints written in an inviting style that is a pleasure to read. Clever ideas like the high score, notes and Pro-Master bookmarks set the Pro-Master on a pedestal that others should strive to reach. Highly recommended!

● Contact Simon & Schuster on (071) 7247577.

Major electrical retailer Comet has just introduced a startling new display to their main stores. The GamesMaster Zone, constructed in association with the successful Channel 4 programme, is everything a console player could dream for.

Negotiate the fridges, cookers



I'VE GOT THE POWER!



Sega fanatics have always been a protective and sometimes violent lot but incidents have always remained isolated. Now the Power Play Club hopes to unite all Sega owners with an impressive range of services, gifts, trips and newsletters.

For a paltry £11, the Power Play member receives a batch of discount vouchers to use when buying software from the club, a membership card, game swapping book and details of the many offers.

By joining the club you are privy to a super swapping scheme, discount vouchers for games and hardware, and even a low cost cart service with all the hottest new titles. In addition to these creditable offers, the Power Play Club will also answer any queries you have on what are the best games for each Sega system, as well as taking your advance order for a game not yet released. As a privileged member, this is all free!

The order lines are open 24 hours a day, seven days a week (if you don't get somebody, you will get a machine) and you will receive constant mail telling you the latest games and offers. The Power Play Club is only open to console owners who are 100% Sega; Nintendo fans who try to join will be blown a large raspberry down the phone followed by insults about Mario. You have been warned.

● **Contact Power Play Club on (0243) 531194**





COME FLY WITH ME

The Fly-Wing from Win Chance Technology is without doubt the sturdiest joystick that CONSOLE XS has ever seen. It may seem excessive (but then so is a Jaguar XJ220), but for stick-wrenching power it is unbeatable. Tested on race games such as *Test Drive 2* and *Hard Drivin'*, the Fly-Wing gripped the road like no other with none of the slipping off the lap syndrome that plagues other smaller joysticks.

What the Fly-Wing gains in stability, it loses in looks. The pad is fashioned in tri-tone blue, but the bright turquoise buttons make it look like a Fisher Price child's toy.

The leads supplied are a marvel of compatibility with all the major consoles covered. The many functions are an excellent addition, if a little unoriginal. Unfortunately the slow mode is just a case of pausing the game (when will they sort this out?). On long hauls, we found the joystick to be a tad unresponsive, especially on critical tight turns, and the travel distance from opposite directions is a little too far to be effective in a tense shoot-'em-up.

A good option is to adapt the Fly-Wing to infra-red if you can raise the cash later on. This coin-op quality leviathan is essential for unruffled gearbox/ steering wheel wrenching and it gets a hearty recommendation for driving games, but it may be too cumbersome for other types of games.

● **Contact DC Video Games, 254 London Road, Mitcham, Surrey, CR4 3HD. Tel: (081) 6408692.**

YOU KNOW WHERE TO COME

and washing machines and you enter a state of altered reality. Not only can you buy all the latest official Sega and Nintendo releases but you can also try them all out before you hand over the cash. Set up in the well designed and aesthetically soothing displays are all the main consoles which you can try before you buy, and even test out accessories and gimmicks to make sure they work on your machine.

By the time you read this, all the zones will be in operation in over 200 Comet stores around the country. Why not get down there and thrash some joysticks? In addition to feasting your eyes over the games, you could win a discount voucher by playing a scratch card game!

It's about time console owners were treated as the dedicated gamesplaying professionals they are, and let's hope other stores follow Comet's lead.

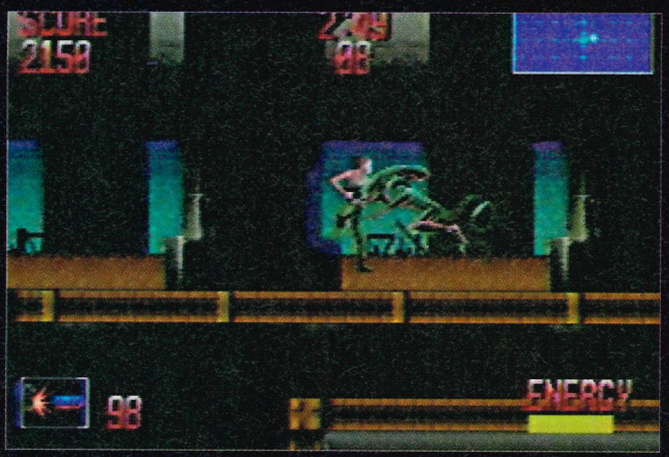




SEGA RELEASE RUNDOWN

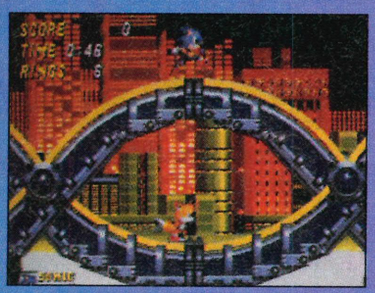
ALIEN 3
Mega Drive

Flying Edge ● 39.99



If you haven't seen the film by now the you are either mad or under age, but all can experience the delights of the film conversion onto the Mega Drive. You play a head shaven Ripley, the object is to rescue as many of the prisoners as possible in the prison complex from the Aliens who have cocooned them. It's not only the Aliens you are up against though because the game is run to a very strict time limit. In direct contrast to the film, Ripley has tooled herself up on the Mega Drive and now has a blaster, flamethrower, grenades and a pump action grenade launcher to fry anything Alien within range.

The graphics are incredible (programmed by Probe who also did *Terminator*) and the animation of Ripley is superb. There are fifteen massive levels strung throughout the prison with every dark corner inhabited by either a full blown Alien or a face hugger. *Alien 3* should be out by the time you read this and you can bet CONSOLE XS will bring you a complete solution next issue.

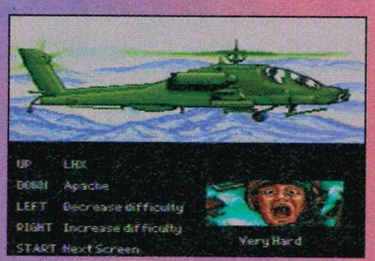


SONIC 2
Mega Drive

Sega ● TBA

Hype, what hype? Even if *Sonic 2* is absolutely rubbish, it will still sell over a million copies because it has to be the biggest thing to hit the Mega Drive since, well, the first Sonic game. CONSOLE XS does not condone using the name *Sonic 2* to sell copies of the magazine, so here are the facts plain and simple.

Sonic 2 will be released on Tuesday 24 November on the Mega Drive but Sega hope that it will be an all formats release (dream on). This time Sonic is joined by a cute two tailed fox known as Tails who accompanies him on his journey through time. That's what *Sonic 2* is all about, time travel. Sonic has to battle through all periods of history destroying Robotnik's death-eggs and making each level environmentally safe. Sonic's new move is a karate kick instead of a spinning attack and a whole host of new obstacles and forms of transport have been devised to make this a massive 8Mbit game. That's the news, but we hold our breath until November when we can get our sweaty hands on it. Most mags have printed wild speculation but you can be sure that as soon as it is released, CONSOLE XS will get working on the completely mapped solution – No messin'.

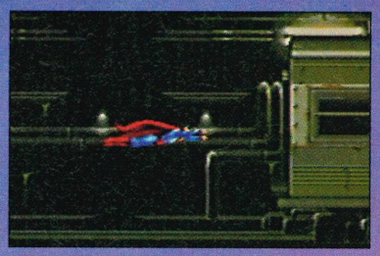


LHX ATTACK CHOPPER
Mega Drive

Electronic Arts ● 39.99

EA broke the mould when they produced *F-22 Interceptor* last year because no one believed that flight simulators could be produced on the Mega Drive.

LHX attack Chopper pits you against enemy forces in either the experimental LHX helicopter or the world renowned Apache gunship. The missions are varied but mainly ground based such as defending UN troops and even rescuing POWs from a camp in broad daylight! With events in the middle east hotting up, EA have once again timed it right with a Saddam-busting flight sim that contains a great deal more strategy and skill than the shoot-'em-up style *F-22*. LHX will be swooping in and taking no prisoners in October and looks to be another coupe for EA in the quest for more original MD games.



SUPERMAN
Mega Drive

Virgin ● TBA

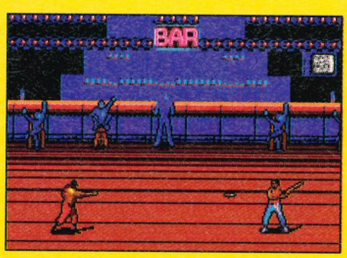
Faster than a speeding bullet, more powerful than a locomotive, Superman joins the long line of converted comic characters in his own game. Arch criminal Maximus has captured friends of Superman all over the city of Metropolis in an attempt to lure the man of steel to his doom with Kryptonite. Every time Superman tracks down some hostages in the five levels he must battle a mussive guardian to free them. The graphics and animation of *Superman* are astounding and it just might be the game of the year as it is backed up by lightening-fast gameplay and well drawn statics. The whole game is crammed into a whopping 8Mbit cart and old steel jaw should be making the streets of Metropolis safer in November. Excelsior!



TRIVIAL PURSUIT
Master System, Game Gear

Domark ● TBA

The party is winding down, there is a hint of romance in the air and soft music plays throughout – Suddenly

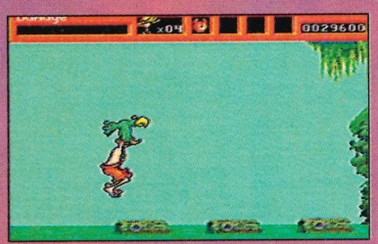


PIT-FIGHTER
Master System, Game Gear

Domark ● TBA

With the Master System now extinct in the US many UK owners may be getting a bit worried about the state of software for their machine. Luckily an 8-bit conversion of the smash coin op and Mega Drive version of *Pit-Fighter* is well under way and should be ready in November. The aim is to beat the brains out of any challengers in a ten stage street fighter scenario. The ultimate accolade comes when you defeat the huge muscled ultimate warrior who taunts you all the way through.

some spaz shouts "Who wants a game of Triv" and the whole flat goes bonkers choosing the colour of their wedge. Holy green wedge! Trivial Pursuit is about to hit the Master System and Game Gear complete with all categories, a quirky quiz-master and over 8,000 questions to avoid repetition.
The aim of this best-selling board game is to circumnavigate a board covered in categories such as History, Entertainment and Science & Nature. When you answer a wedge question correctly you get a triangular wedge for your counter, six different coloured wedges and you win the game. The quiz-master asks the questions and evens plays music to help you along the way (be prepared for some insults if you lose). Trivial Pursuit will be available at the end of September.



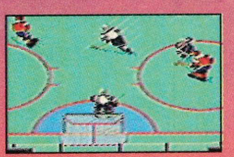
GREENDOG
Mega Drive
Sega ● £34.99
Subtitled the "Beached Surfer Dude", *Greendog* is the all-too familiar tale of a beach bum who took a bad wave and got a cursed Inca medallion glued to his neck. The only way to remove this hexed jewellery is to get the six pieces of the sacred idol and put them back together. To do this, Greendog must travel through six islands searching for Inca evidence. The worst part of this tragic tale is that while he is lumbered with the necklace, Greendog cannot surf! *Greendog – The Beached Surfer Dude* is out now so expect a CONSOLE XS solution soon. Awesome!

OK so the plot's straight out of Bloodsport starring Jean Claude Van Damme but it's violent and totally engrossing. Domark's in-house software developer The Kremlin are at this moment putting the finishing touches to the game which features nearly a hundred frames of animation (although to fit into the MS the sprites had to be scaled down). With beat-'em-ups few and far between on the Master System *Pit-Fighter* looks set to be the best thing to happen to 8-bit owners since Sonic!



LANDSTALKER
Mega Drive
Sega ● £TBA
After the impressive entrance of the 12Mbit *Shining Force*, developers are already putting the finishing touches to the first 16Mbit game, *Landstalker - The Emperor's Treasure.* which is the third in the Shining series. The game is a graphical RPG very much like *Fairlight* on the Spectrum 48K and viewed in the same perspective as *Populous*. You can enter buildings,explore and communicate with the weird inhabitants of your world and even go for a pint in your local! The 3D perspective gives an immense feeling of depth and everything is colourful, with well drawn graphics that even the Mega CD would be proud of. *Landstalker* will be stalking his way onto the Mega Drive in November.

NHLPA '93
Mega Drive



Electronic Arts ● £TBA
The sequel to one of the best Mega Drive games ever, *EA Hockey*, is here and better than ever. There are more game stats to view between periods, all the players are from real life teams (there's even Wayne Gretsky) and the fights have been beefed up with a little blood. The good news is that EA have not changed the actual guts of the game so it's still as smooth and fast as always. There are more moves to tackle and shoot with as well as improved sounds and wacky team anthems. *NHLPA '93* is out soon so climb into your protective padding, stuff some socks into your box and hit the ice!

PREDATOR 2
Mega Drive
Acclaim ● £34.99
The Predator's in town with a few days to kill... A long time in the making, *Predator 2*, the game follows the violent exploits of Lt Harrigan whose on the trail of a mysterious killer who skins all of this victims. There are seven levels of guns blazing, grenades exploding and predator skinning action set all over the city of LA. The action is viewed from above and to one side and is basically a shoot-'em-up frenzy. There are drug dealers blowing everything to bits, mad motor-bikers and taxi drivers running everything down in sight and Harrigan stuck in the middle with a variety of guns and grenades. The ultimate aim is to track down the predators to their ship before they escape, but confrontations on the street amidst all the chaos and bloodshed are inevitable. *Predator 2* is out now.

LEMMINGS
Mega Drive, Master System, Game Gear



Sunsoft ● £39.99
Smile if you love Lemmings! That's right, those green-haired, veracious industrialists, are climbing, building, digging and exploding onto a Mega Drive near you soon. The Sega version continues the phenomena with some cracking tunes and all the same levels as every other version. Does this mean that our Super NES solution can be used for all versions, yes, it certainly does, but the codes will obviously be different. The object of this superb game is to guide hundreds of little men through a variety of dangerous and precarious levels to reach the exit. Each Lemming can be assigned a task such as building a bridge but you only have a limited number of each to form a safe path. Original and highly addictive it is, with a wicked two player option *Lemmings* is a winner on every format.





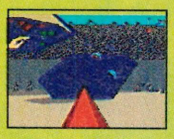
THUNDER STORM FX
Mega CD
Renovation | £TBA
Given the state of the software on the Mega CD at the moment, *Thunder Storm FX* (alias the old laser disk coin op *Cobra Command*) is currently available on import and an official release is in the pipeline. You pilot a state of the art helicopter/ fighter over the war torn future Earth in an attempt to drive back invading forces and destroy the evil leader's base. *Thunder Storm FX* is literally like watching a Japanese cartoon such as Akira with full screen explosions and super-fast graphics that approach virtual reality. The disk access is every fast so the action never stops and every new level is guarantied to bring you out in a sweat. Mega CD owners, get this now!



TWISTED FLIPPER
Mega Drive
Electronic Arts ● £34.99
Devil Crash (*Dragons Fury*) ruled the waves for decades but now EA's *Twisted Flipper* – a sort of techno–futuristic version of pinball has arrived. As your steel ball bearing rockets around the gleaming chrome course, zinging bonuses and activating weird effects, a righteous heavy metal sound-track rips from the speakers. Console pinball just wouldn't be the same without bonuses and *Twisted Flipper* must be the king of hidden tricks and secret games. Pop your ball into any one of hundred holes or mouths and be prepared for visual and sonic effects of the like you've never seen before. As with all pinball games, the object is to score as many points as possible before you lose all your balls (painful!) *Twisted Flipper* tilts its way onto the Mega Drive in the jolly month of October on a 4Mbit cart. Tommy sure plays a mean pinball!

NINTENDO RELEASE RUNDOWN

ANOTHER WORLD
Super NES



Powerplay ● TBA

When *Another World* first appeared in the office it stunned everybody on CONSOLE XS to silence. The Amiga version was well known for a superb full screen animated intro and mouth-watering graphics throughout the game and happily the Super NES version is as good if not better. You play a scientist whose experiments with tachyon particles hurled him into another dimension where a war ensues and evil is rife. You must find a way out of the dimension and save the parallel planet from destruction. *Another World* (known as *Out Of This World* in the US) is programmed by French company Delphine software which is renowned for lush graphics and original ideas. Console XS has no hesitation in recommending *Another World* as one of the best Super NES titles so far – do yourself a favour and get this as soon as you can, full solution next issue, promise.

HOOK
Super NES



Nintendo ● TBA

After the success of the NES and Game Boy versions, *Hook* – the film conversion will be with us soon on the Super NES. First looks are favourable with excellent backgrounds, music and animation but the format has been radically changed from the simple platform action of the previous games. Now you have constantly scrolling levels and more enemies and puzzles to solve. The release date for the Super NES version is as yet undecided but likely to be before Christmas although importers are currently selling the American version.

BATMAN RETURN OF THE JOKER
NES, Game Boy



Sunsoft ● £49.99

After an impressive debut on the NES, the Dark Knight is back battling his arch enemy – the Joker! Batman's sprite is four times larger than in the original NES adventure and with over seven full-blown levels subdivided into three sections, it's a monster to complete. The object is to find the Joker before he destroys the whole city of Gotham but to do this Batman must fight through seven levels each with a mega-tough guardian at the end. At his disposal are such weapons as his wrist projector that fires Crossbows, Batarangs (the old favourite), Sonic Neutraliser and Shield Star. *Batman:Return of the Joker* has already bee hailed as one of the best NES games ever when it was released in the US and expectations are high for the UK release in October. As soon as it hits the mean streets you can bet that CONSOLE XS will print the solution for any angst ridden players.



DRAGONS LAIR
Super NES

Elite ● 44.99

No one has ever paid much attention to *Dragon's Lair* conversions in the past because in an attempt to convert the original coin op they are usually unplayable and very irritating. Elite has taken a fresh perspective for their Super NES version creating an excellent platform game with superlative graphics. The object as always is to get to the dragon Singe and rescue your gorgeous maiden who for some reason has fallen in love with a complete dork (as always). You play Dirk the hero, Dirk the dragon slayer, Dirk the fool, in the quest throughout Singe's huge castle. There are plenty of levels to explore as well as a whole series of dead ends and red herrings. To aid his adventure Dirk has his trusty sword and a number of collectable weapons such as axes and daggers. *Dragon's Lair* will be out officially in November.

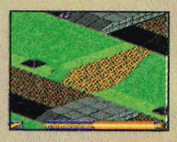


TOM & JERRY
NES, Game Boy

Nintendo ● TBA

Cartoon fans will have a smashing time when they take control of the crazy duo in this faithful cartoon licence. The graphics so far are excellent, almost indistinguishable from the real thing (except on the Game Boy of course). Details are sketchy at this point but expect all the familiar characters such as Spike and the huge black lady whom we only ever see her legs. *Tom & Jerry* will be available in October. That's all folks!

SPINDIZZY WORLDS
Super NES



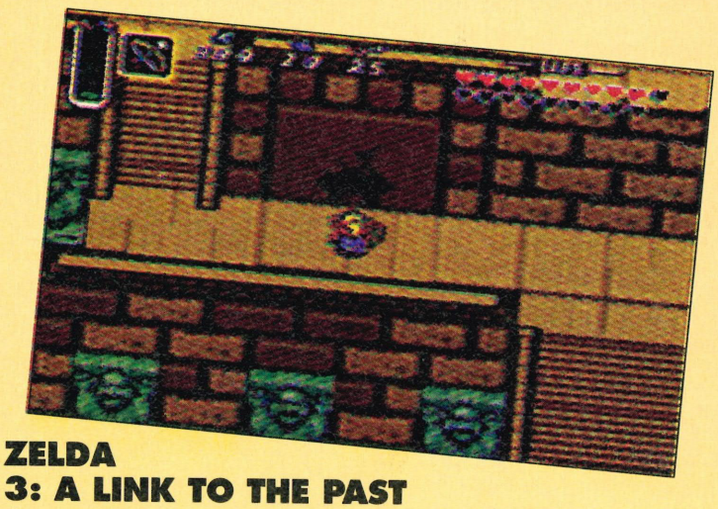
Nintendo ● TBA

What a classic! *Spindizzy* was a phenomena that first appeared on the Spectrum 48K all those years ago and was an instant success. *Spindizzy Worlds* is in effect a highly polished sequel featuring a small but incredibly agile spinning top that must be guided around countless mazes consisting of geometrical shapes and ramps. The object of *Spindizzy Worlds* is to visit each planet in turn and collect all of the units of energy on the six levels. When you have all six and can reach the master crystal then you progress to the next world. Basically it's fast and extremely exhilarating shooting the little top off ramps and trampolines to reach the crystals. The graphics are highly coloured and varied and judging by the number of levels, it will be a mother to complete.

TURTLES IV: TURTLES IN TIME
Super NES

Konami ● 44.99

Once you have played *Turtles IV: Turtles in Time* on the Super NES you will not believe that such a game is possible on a humble 16-bit



ZELDA 3: A LINK TO THE PAST
Super NES

Nintendo ● TBA

The third in the Zelda series is brought to the Super NES because it's too big and intricate to fit on any 8-bit machine. Zeldas 1 & 2 sold thousands and are still regarded as the definitive RPGs on the NES but *Zelda 3* promises to be the best of the series and a dammed fine Super NES game to boot! The graphics are incredible with a huge rotating map of the country you explore complete with zoom in and out feature. Interaction is essential and with well over a thousand people to speak to you're task is overwhelming. Expect this epic quest to begin in November.

machine. This game is awesome! Superb graphics, crystal clear speech and a great variety of levels make this an instant CONSOLE XS office fav. The object as in all the Turtles games (they really should get some new enemies) is to defeat Shredder and his band of mutants. This time (if you forgive the pun) they are fighting through different eras of history thanks to Shredder's time machine, created to banish them to prehistoric times. Each level has gorgeous backdrops with the pirate ship a particularly good example. *Turtles IV: Turtles in Time* will be official in November and an essential purchase. Expect CONSOLE XS to do the business in due course.



X-MEN
Super NES

Acclaim ● £TBA

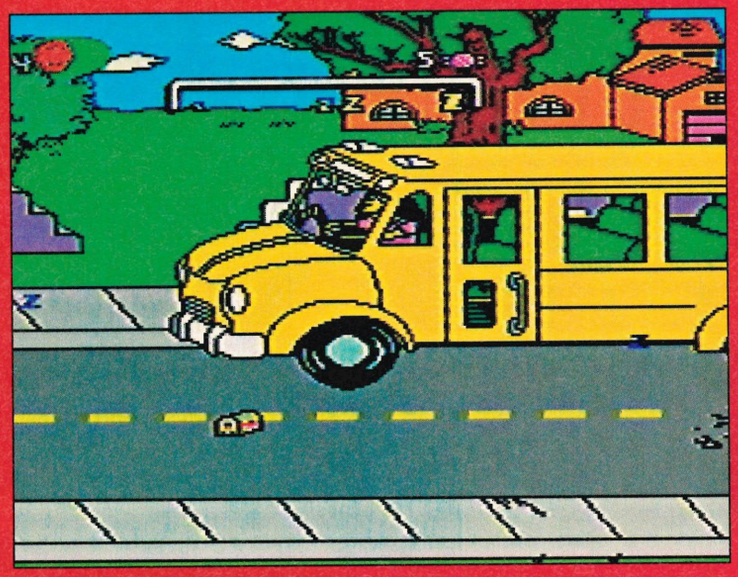
Spider-Man takes the helm in this hectic super hero adventure as all the X-men are captured and forced to fight through different levels and conditions depending on what their super powers are. All the marvel favourites are here including admantium-clawed Wolverine, Cyclops, Storm and even Gambit with his deadly playing cards. The graphics are faithful to the comics and there is rip-roaring sound-track to accompany the pulp comic exploits. XS will be on the case in November.



TEST DRIVE 2
Super NES

Accolade ● £TBA

The Mega Drive version of this Amiga super car chase was disappointing due to the bad collision detection and the general feeling that none of the cars handled realistically. However, this is all about to change as Accolade get ready to release the Super NES version which is quite simply mind-blowing. You race either a Porsche, Lamborghini or a Ferrari across different tracks in a bid to complete each stage faster than the computer controlled opponent. Each car handles differently, there are satisfying tyre screeches and even a horn to get granny drivers and Volvos off the road. The guys at XS were left in no doubt that this version is by far the best and a full playing guide is definitely in the future.



BART'S NIGHTMARE
Super NES

Acclaim ● £TBA

Have a cow man! During a particularly gruelling homework session, Bart has fallen into a deep nightmare in which all the pages of his assignment have been lost in the dangerous world of his twisted mind. Bart must avoid bizarre manifestations on the main street such as walking mail boxes, Lisa with her magical spells, mushrooms and speeding school buses from hell. Each page jumped on, means Bart must complete a special stage that vary from the wacky Bartzilla monster mash, Bartman, Indiana Bart and even Tom & Jerry Bart. The graphics and sound are incredible with clear Bart phrases and of course the immortal Simpsons music. Bart's nightmare is miles better than any other Simpsons game and is destined to be one of the hottest Super NES games ever!

PAPERBOY 2
All Formats

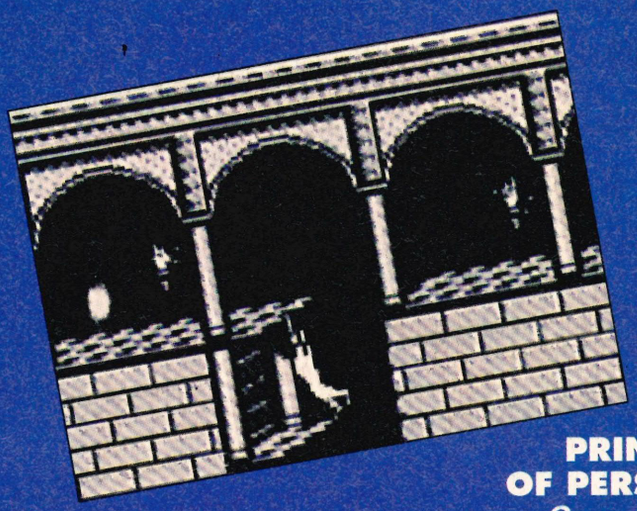
Nintendo ● £39.99

The first *Paperboy* caused a storm in the early eighties because it was so original, the sequel seems to have improved on the winning formula by including more streets and the novel idea of delivering to both sides of the street simultaneously. The aim of the game is to deliver to all your subscribers in a street while smashing property of those who did not fork out the annual subs fee. At the end there is an obstacle course for points but you must make it through a whole week to qualify for the "Paper person of the year" award. Sexual equality has also reached the hallowed halls of video games with the choice of being a paperboy or girl. The graphics on NES and Game Boy are well detailed but the super NES does not seem to have been pushed to its limits. Expect a rolled up daily crashing through your window in October.

SUPER MARIOLAND 2
Game Boy

Nintendo ● £TBA

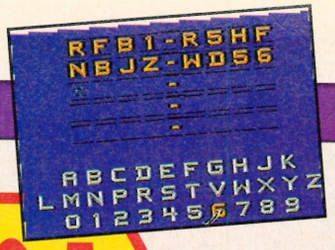
A final release date has been announced for this eagerly awaited sequel to the Game Boy's cult game, *Super Marioland*. 26 November is when this epic platform game re-appears with larger levels, more enemies and an incredible amount of secret rooms. Princess Daisy's in trouble again and it's up to Mario to sort out Bowser and return the heir to the throne. The game was originally previewed in Chicago this summer and CONSOLE XS should be hacking into it for the Christmas issue. Got a Game Boy, get *Super Marioland 2*.



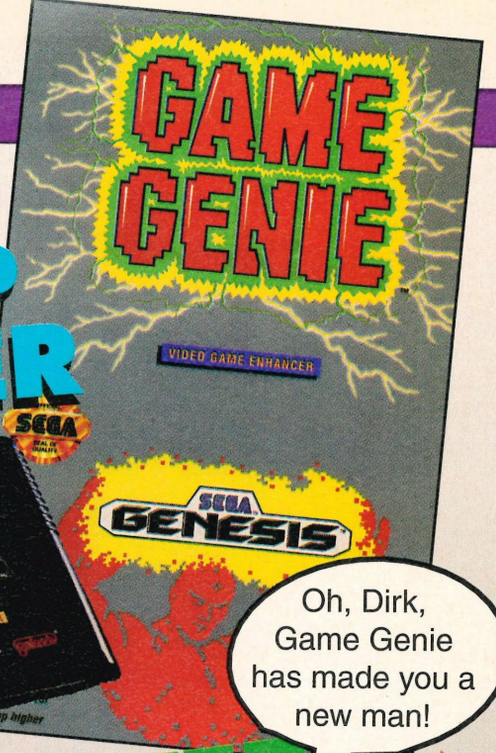
PRINCE OF PERSIA
Game Boy

Nintendo ● £TBA

Love it or loathe it, *Prince of Persia* will be out officially in November. It broke new ground on the Sega Master System and judging by our preview copy, the Game Boy version will be as revolutionary. You play the distraught Prince who must rescue his damsel in distress from the grand Vizier. You are initially imprisoned in the palace dungeon and have just sixty minutes to reach the palace and fight the grand Vizier for your girl. The graphics are excellent and there is certainly a massive challenge awaiting anyone who dares take the challenge.



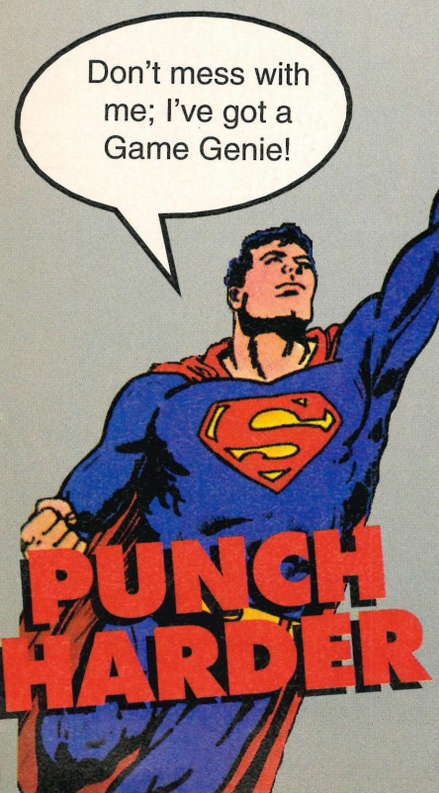
GENIE IN A SEGA COMPETITION

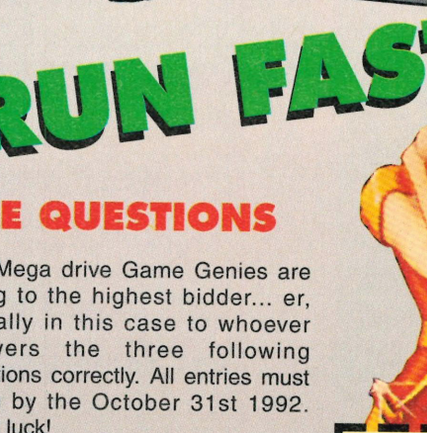


JUMP HIGHER

RUN FASTER

PUNCH HARDER







Shhh, the word is out! CONSOLE XS are offering 10 copies of the Mega Drive Game Genie before it is officially released. We had to bribe some border guards, drug a few assorted security personnel and get past the laser defence mechanism, but we did it – and you could be a lucky winner.

The Game Genie is the sensational cheating device that's taken America by storm. With the NES version now available in the UK, console owners are becoming more aware of the unlimited possibilities of using codes to alter the games.

The Mega Drive Game Genie will soon be released here. As well as the codebook – featuring over 2,500 codes for existing games (later volumes to be published) – you can also choose when to activate the cheats by using the switch on the side. The office Game Genie has been unbeatable. As an aid to playing games, it is unbeatable. It's the cheating device everybody's talking about and you could be a lucky winner!

WIN CARTS TOO!

Of course, this prize also means you can enter the Game Genie codes competition (see news section) giving you the opportunity to win the latest carts for your console every issue! Just send in your most bizarre codes to Corking Genie Codes at the usual address.

GIMME, GIMME, GIMME!

Ok, so you're drooling at the mouth at the prospect of winning a Mega Drive Game Genie. Simply jot down your answers on the entry form or a postcard and send them to Genie in a Sega competition, Console XS, 7a Wicker Hill, Trowbridge, Wiltshire, BA14 8JS.

THE QUESTIONS

Ten Mega drive Game Genies are going to the highest bidder... er, actually in this case to whoever answers the three following questions correctly. All entries must be in by the October 31st 1992. Good luck!

1. As the UK's only dedicated tips magazine, CONSOLE XS is full of completely mapped games and a huge busters section, but do you know on average how many individual screen shots go into making one 160 page issue (lots, that's for sure)?

A. 2,000
B. 5,000
C. 10,000

2. The Game Genie is being distributed by Hornby Hobbies who also produce the entire range of Hornby Railway sets. Who used to do the Hornby Trains adverts and even produced a record about them?

A. Bernard Cribbins
B. Adam Ant
C. Ivor the Engine

3. In that great '60s show, "I Dream of Jeanie", what was the profession (does anyone really care?) of Major Nelson who found Jeanie on a desert island?

A. Plumber
B. Astronaut
C. Encyclopedia salesman

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 Mega Drive Game Genie Comp, Console XS, 7a Wicker Hill, Trowbridge, Wiltshire BA14 8JS. All entries must be in by October 31st. That's all there is to it.

CONSOLE XS

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The Caped Crusader's task of ridding Gotham of the evil Joker and his malevolent minions will be made a whole lot easier with this four page guide to the Mega Drive cracker. Holy Complete Maps!



Biff, splat, crunch, thump and wallop your way through the mean streets of the city in the Super NES slugfest. Our complete guide gives you full maps and battle tips for that bone-crunching experience...



Take to the air on the Super NES and prepare to take on a veritable airborne armada - with a little help from your wingmen at Console XS, of course. Death from the skies!

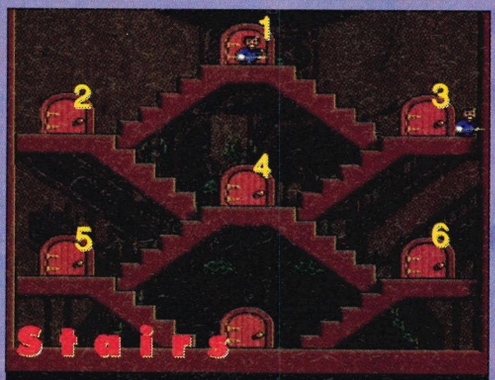


Use the force, Luke! Need a hand defeating the forces of the Empire? Well, now you can kick Darth Vader's butt all the way back to Tatooine by using our guide to the NES space adventure.



Once you have reached this location, you can if you so desire leisurely stroll through collecting the many extra lives. You should now be more than ready to take on the rest of the game!





Each door leads to a different section which, in turn, lead to a whole lot more rooms:
1 – The Game Room; 2 – The Portrait Gallery; 3 – The Kitchen; 4 – The Music Room (where you can see the Family members that you have rescued); 5 – The Old Tree; 6 – The Conservatory.
To get to Pugsleys Den, go to the bottom right, stand directly below door 5 and press up.



You will need to be extra quick to reach the Cloakroom from the Hat Room if you are to make it to the door above!



Grab the hat (right), exit the door, fly to the cloakroom at the (Left) and fly through the platform to reach 'The 1-Up Room!



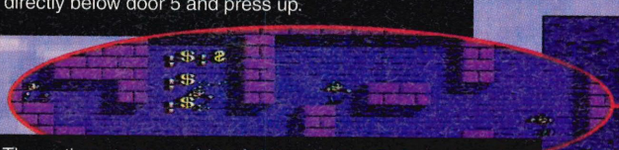
To get to "Behind the Stairs", go to the top left of Pugsleys Den, stand above the secret door and press up. There are absolutely loads of 1-ups and bonuses here.

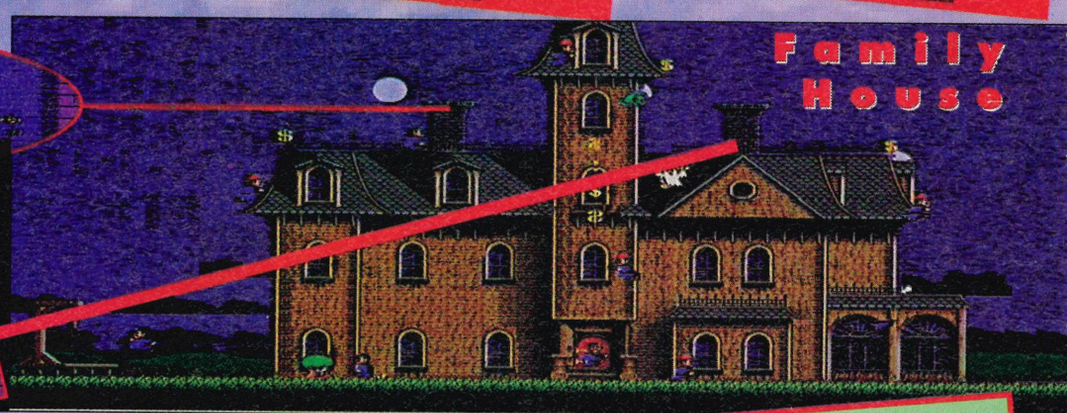


Enter the Sports Hall to get money, lives and the all important fencing sword!

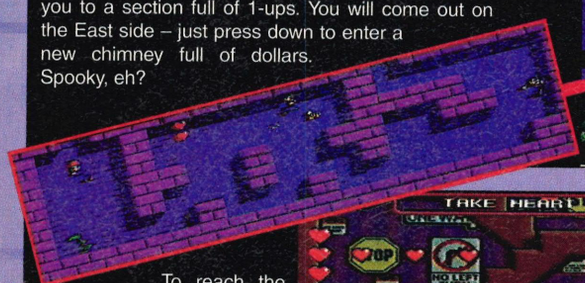


To get these shoes you will need the Flying Hat.





The action starts outside of the mansion. Before you enter, head to the right where you will find the gallows – climb the rope and grab the flying hat then fly to the two chimneys on the top of the mansion. Entering the west chimney will take you to a section full of 1-ups. You will come out on the East side – just press down to enter a new chimney full of dollars.
Spooky, eh?

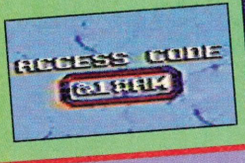


To reach the Take Heart room, enter the very left door when you are in the section known as Behind the Stairs. Use the Take Heart room as many times as you wish!



THE BIG BIRD

First stop, the Old Tree. Before you try to rescue any family members, it is wise to build up your heart reserves. Climb the tree to the bird...







Defeat the bird by jumping on its head when it comes up from under you. On winning, you will be rewarded with an extra heart and a password.

All of the spooky sayings, the kooky captions and inane idioms have been used and abused by every other magazine. It's been likened to *Super Mario World*, compared to *Castlevania IV* and applauded by all. But there's only one place to come when you really want to know about a game, when you want to see what it has to offer and, more importantly, how you tackle it. A picture is worth a thousand words and we have an abundance of both to help you get through the creepy dwelling of the Addams Family...

SUPER NES

OCEAN ● £44.95 ● PLATFORM ADVENTURE

THE ADDAMS FAMILY

Penguin Problem

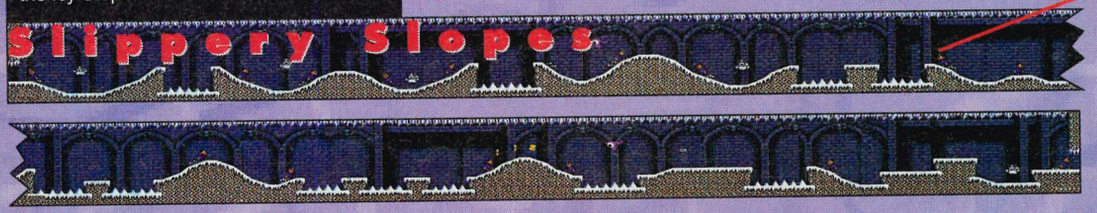
The Penguins don't actually pose too many problems (honest) – simply head to your left to reach the far more demanding Slippery Slopes.

Use only small jumps to avoid hitting your head on this level. To get the invincible power, jump on a Penguin from the left or right step. If need be, go in and out of the right exit to fill up your energy reserves.

A more testing time awaits here. Keep going right, though, and you will arrive at the Icy Steps

Again, small leaps are the order of the day. Try to just land on the heads of the icy enemies – if you bounce off you will leap too far in the air.

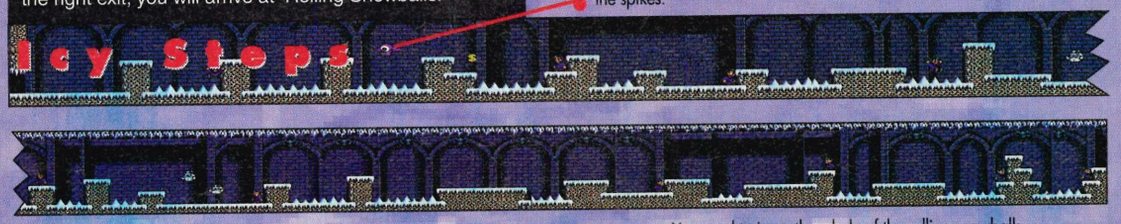
Slippery Slopes



The icy steps contain a few precarious leaps - use the top L and R buttons to position yourself. Once you reach the right exit, you will arrive at Rolling Snowballs.

Don't be afraid to jump on the pink spectres so that you can leap across the spikes.

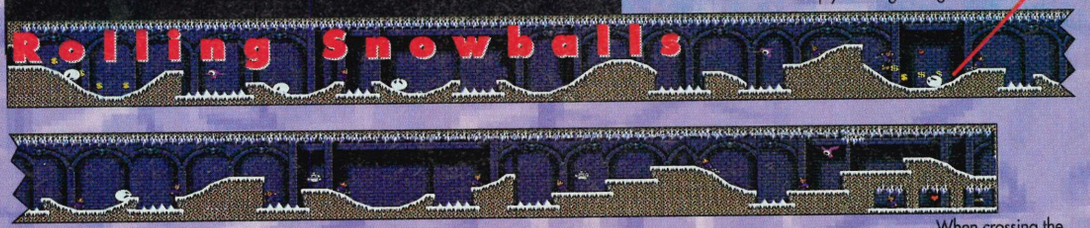
Icy Steps



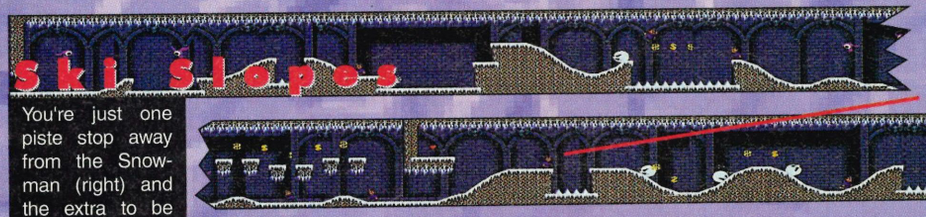
As long as you keep going, the Rolling Snowballs shouldn't do you too much damage! I"s off to the Ski Slopes from here.

You need to jump the whole of the rolling snowballs so a larger leap than normal is required. Note that, at the end, you can reach the hearts and boots by simply walking through the wall!

Rolling Snowballs



Ski Slopes



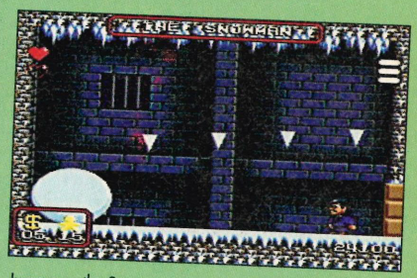
You're just one piste stop away from the Snowman (right) and the extra to be found in the locale.

When crossing the pits on the pink spook make sure that you bounce on it rather than just stepping on it.

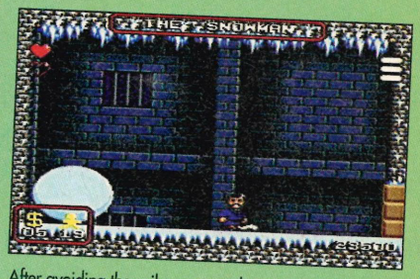
THE SNOWMAN



As soon as the Snowman appears, jump on his head once, then retreat to the left and jump over the two balls that he throws.



Jump over the Snowman towards the left when he rolls towards you, and make sure that you get in between the falling spikes.



After avoiding the spikes, get ready to jump over the snowball. Unfortunately this snowball has a mind of its own and will roll back into you.



Just a few more hits and a new password and an extra energy heart will be yours! From here, head to the Thorn Pass from the Conservatory.

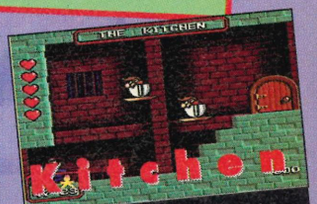
Once in Wormy Way , punch the switch above you so that you can proceed along the top platforms. When on the steps that cause you to go down, just fall to the right (jumping will result in a sore head)! Turn off the switches, then jump from the bottom of each rope to the next to make it to the Centipedes!

Wormy Way





To defeat the Centipedes, stay in the right hand corner then scarper out and jump on one of their tails, then retreat to the corner. Just take your time and continue to do that to get the final heart!



Kitchen

First stop – The Kitchen. Head right to the Pantry.

To get to the Thorn Pass, turn the switch in the conservatory, on, then enter the next door that you come to. Once out of here you will arrive at Wormy Way.

Thorn Pass



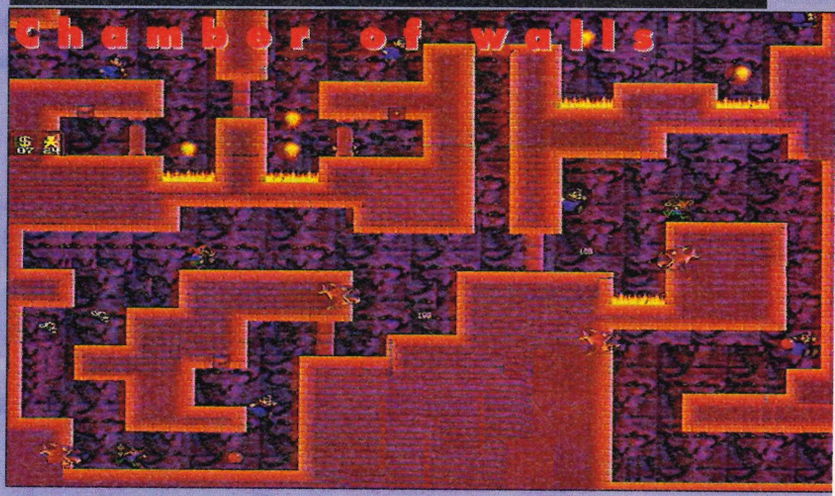
Head for the top platforms and bounce on enemies.

Pantry





The Chamber Of Walls is all that's left standing between you and the Ante-Room. Basically work your way around the room, punching each and every switch that you come across so that the block platforms disappear one by one. The switch for the central well is in the top right across two fire balls.



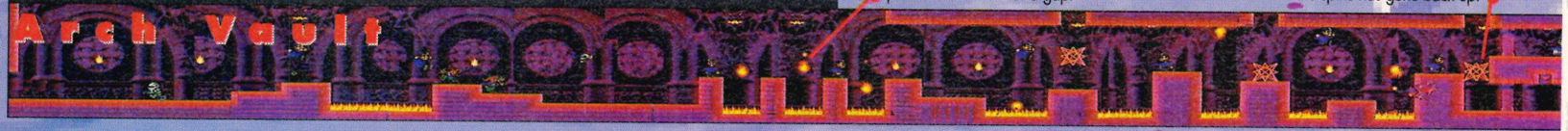
The Ante-Room, the final frontier, will test your reflexes somewhat. Forget all that stuff about taking your time – in this level you will have to hotfoot it through those deadly spike traps (yawn) and through the odd Jester or two. Beat this level and you'll come face to face with the Ghastly Goblin.



This level, like most of the others, offers only a few real obstacles. Jump over the enemies as usual, then sneak under the large stars that fall from above. Patience is, as with most other things, the key. Hit the switch below the sword to open the wall up, then head along the narrow section, jumping up and down as you go to hit the enemies. Keep going right to reach Jester's Jump.

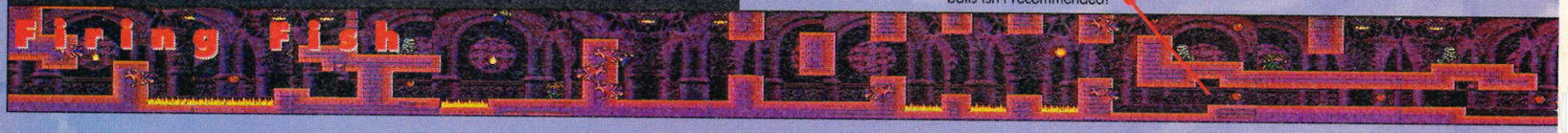
These fire balls shoot up at regular intervals so they are fairly easy to avoid. The best method is to jump onto the middle pedestal and wait for a gap.

Wait next to the spikes so that, when they rise, you can dash pass. If there is only a fire pit either side of the spike, jump towards it to make it fall, and, mid-jump, quickly push left then right to effectively prolong your landing. This should mean that you will land just after the spike has gone back up.



You will have to perform a few timely jumps if you are to make it through the firing fish stage. You will not only need to leap the gaping chasms and fiery pits but you will also need to jump on the fish balls as they fly across the screen. There will also be a few other techniques to master before you can get through and to the Chamber of Walls...

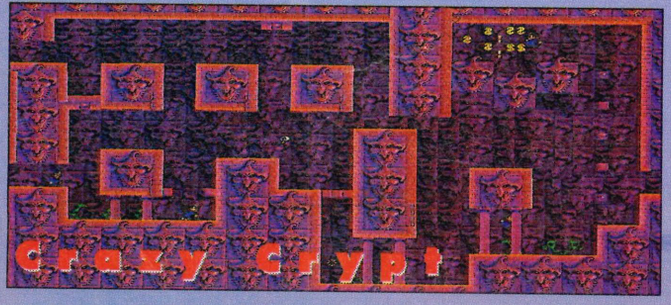
When being fired at from behind, run to a section that is at least 50% bigger than you and then duck to let the ball pass. Jumping into the balls isn't recommended!

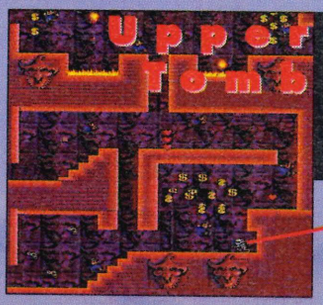


Again, the Stone Steps shouldn't cause you too many problems. The thing to look out for is the abundance of spikes. You will also have to take more notice of the spitting fish this time since they fire out thick and fast! You will also have to leap lava pits and run under or over large spiky blokes. From here you will go to the Crazy Crypt.

Jump under the first set of spikes when they have gone back up into their little alcove. When they get closer together, you will have to dart pass as they retreat upwards – you will need to be very quick to make it through unscathed!

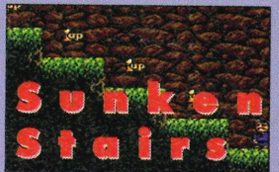






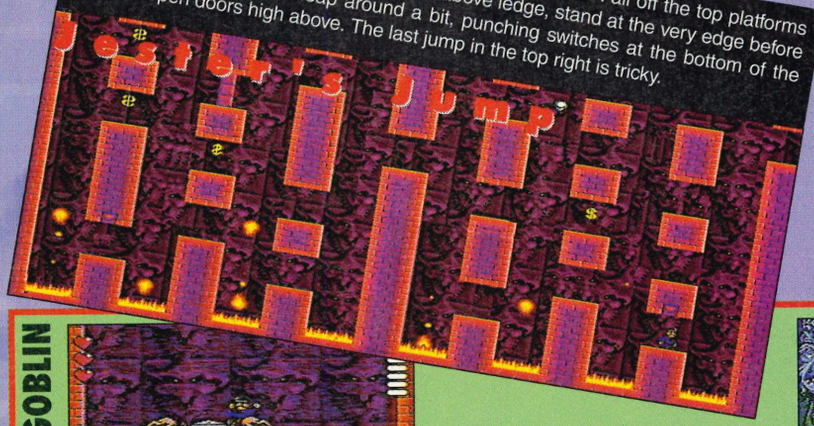
When you reach the Upper Tomb, fall down the narrow passage and head left to the Spooky Drop! Take the right route around to get the coins.

Run through here for invincibility.

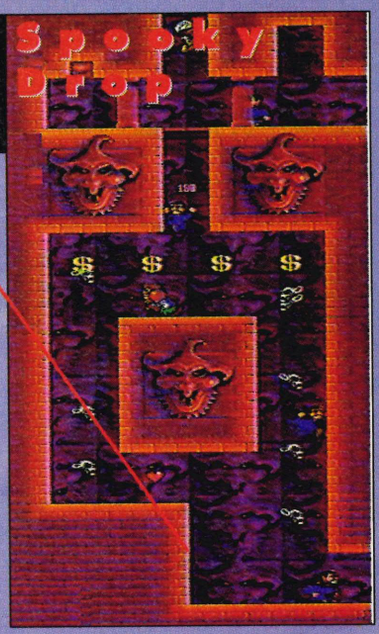


Head to the bottom left exit from Under the Graveyard to reach these extra life bonuses.

Miss a ledge in Jester's Jump and you get a nasty surprise. Fall off the top platforms to reach the switches. When leaping to an above ledge, stand at the very edge before jumping. You will have to leap around a bit, punching switches at the bottom of the stage to open doors high above. The last jump in the top right is tricky.



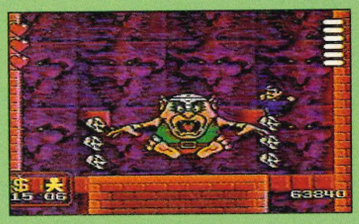
Punch the red box on the left (located in the roof) to make the floor disappear. Fall down the right side of the spooky drop and take the exit on the right to get to The Arch Vault.



Secret Room Alert! At the bottom of the Spooky Drop, Jump into the wall on the left – you will walk through it to the Cryptic Climb!

THE GHASTLY GOBLIN

The Ghastly Goblin shouldn't prove too tough for you. If you stand beneath him (under one block), his shots won't get you. When he moves to one side, jump onto the opposite platform, and, as soon as he is low enough, jump onto his head. Fall at the floor and repeat the procedure until you are victorious!





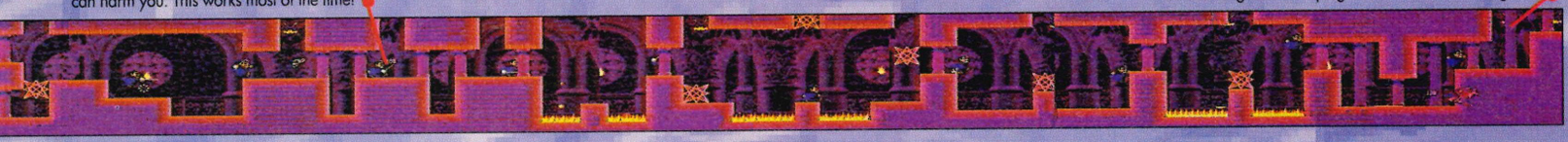
On defeating the Goblin and rescuing Wednesday, you will receive another password! Incidentally, when you have completed a section, get back to the start quickly by pausing, pressing select and then continuing. Run left on the continue screen for four 1-ups.



Leap up on this moving platform to get all the dollar bonuses, then jump off to avoid the bubbles that the fish fire.

As you go along this narrow passage, keep jumping up and down so that you collide into the ghouls and destroy them before they can harm you. This works most of the time!

Always keep a look out for switches, such as this one at the end of this level. You may as well hit every one of them – most of the time you will be able to return if you make a slight error of judgement further on in the game.



When confronted with a tiny gap, get on the right side of the moving platform and duck down as it approaches so that it pushes you through. Make sure you jump clear of the platform when you appear on the other side, or you will be pushed into the fire.

Use the bubbles to reach the switches that are high in the alcoves. After each switch is pressed, a wall will open ahead or block the way behind.

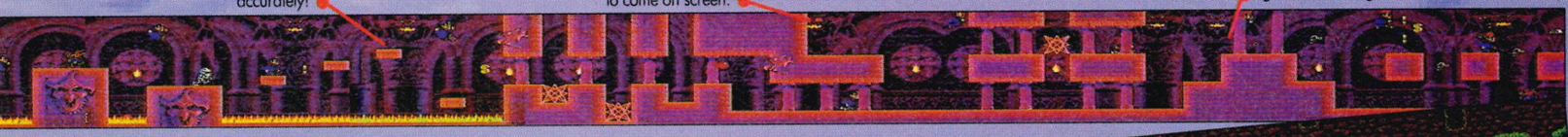
After crossing the fire pit don't hit the final switch in the ceiling otherwise will only have to return and press it again!



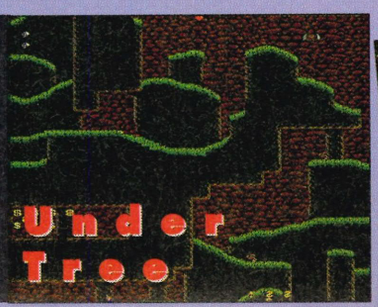
Dash across the steps as quickly as you can, Be especially aware on the last one since that fish may look harmless but he sure spits accurately!

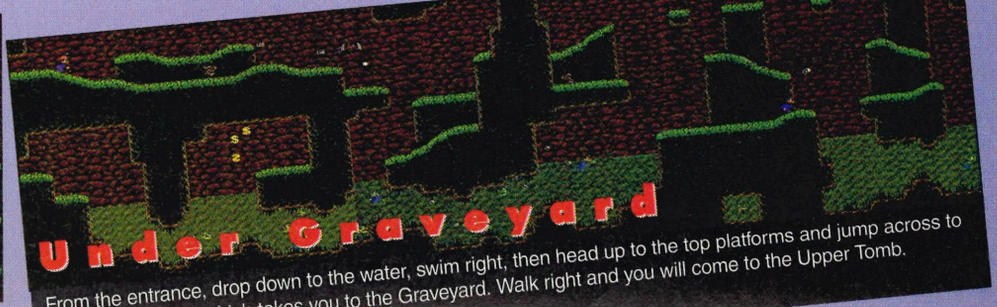
To get to this flying hat, you will have to leap on the head of a passing Jester. If you miss first time, edge to the right until you can get another to come on screen.

With the hat you can fly across the top, staying out of danger and also being able to grab the running shoes.



The search for Wednesday starts here! Go down the lift below your starting point, grab the hat, then work your way up and right, grabbing the extra lives and dropping down. Take the bottom right exit to Under the Graveyard.





From the entrance, drop down to the water, swim right, then head up to the top platforms and jump across to the exit on the left which takes you to the Graveyard. Walk right and you will come to the Upper Tomb.



As somebody once said, this level shouldn't give you too much trouble. Learn to deal with the guillotines – jump by as the top part goes back up – and also watch out for the sneaky white flame balls that swing around in a circle. Very Mario-esque!



These blades swing in a clockwise direction, wait for them to pass the platform then quickly jump over and jump again as the blades re-appear from the other side.



Don't go through the final door – instead, hop on top of it and press up to enter The Toy Box.

The final level before you can reach Pugsley. A barrage of spikes and more spikes await, although you should be practiced enough now to make it safely through to the Wacky Scientist.

When you see a bomb, stand back and let it explode before continuing on.

When crossing the spikes, let the cannon fire, then jump on it when it has travelled a short distance.



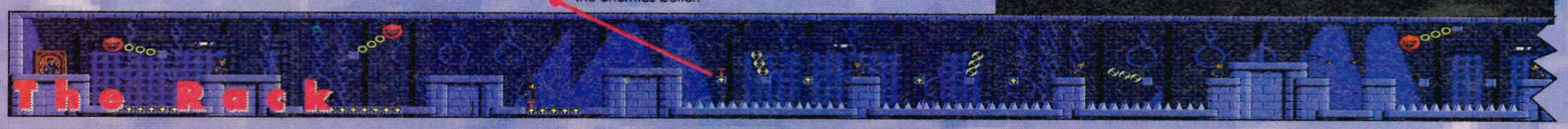


You can jump through the chain of the spinning spikes without damaging yourself – a useful trick if the spike is rotating too fast!

To reach the Money Box, hop on top of the door at the end of the Rack and press up!

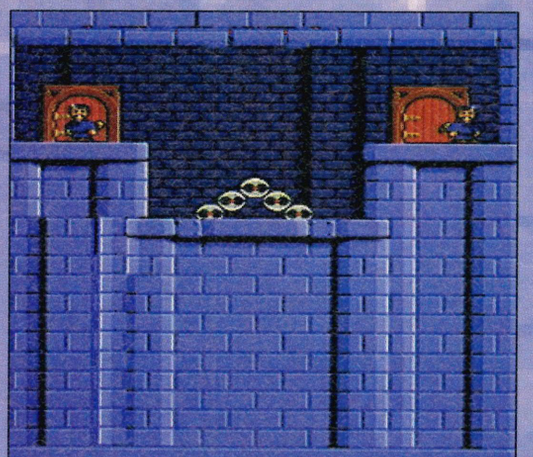
The Rack is a chamber full of deadly torture traps and marauding enemies. There are also many spring boards which you will need to negotiate if you are to cross over to the Toy Tower through to the Play Room.

If you land on the very edge of a spring board, the spring won't be activated, allowing you to plan your moves past the enemies better.

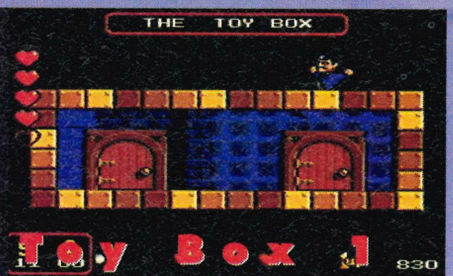




Jump from one cannon to the next to reach the door at the end of the Rack. Stand on this door and press up to reach a dollar filled bonus room.



Once you arrive here, jump on top of the right door, then leap through the ceiling and to the bottom to collect the goodies. Exit through the right door to The Rack!



THE WACKY SCIENTIST

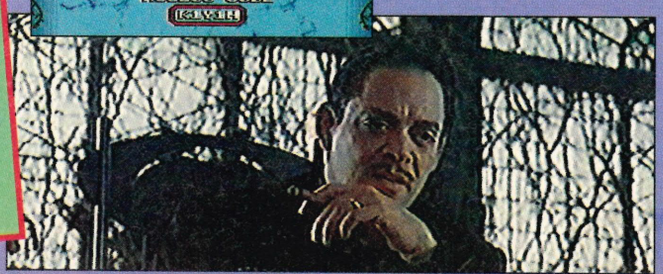


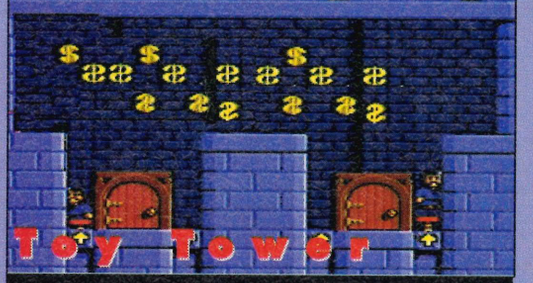
The best position to stand is on the top right ledge. Jump on to the head of the Wacky Scientist when the balls are below him.



The other time to attack is when he shoots the balls out. First of all jump from the right then run underneath and leap from the left ledge depending on what side he's on.







This is the Toy Tower – the top section you will go through on the regular route, the bottom when you head back through the original Rack door. To get to the lower section, crouch in the right corner and press down. Gomez will suddenly crawl down a hidden ladder and drop into the hidden section below.



THE FIRE DRAGON



To rescue Granny, you will need to wait on the middle or right platform (see above).

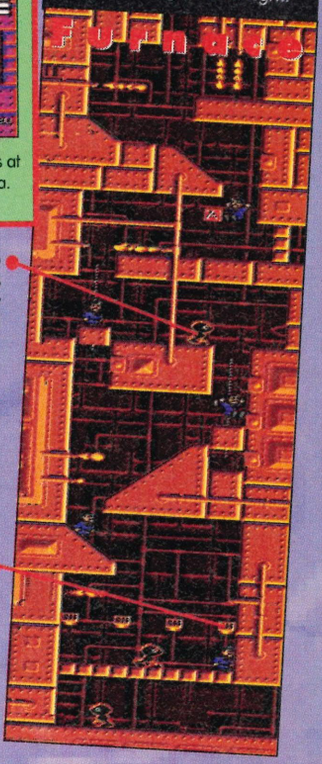
When the Dragon rears his ugly head, jump on it when it first turns towards you and leap back to the right platform.



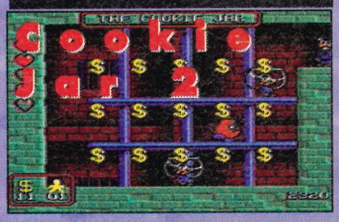


The dragon will throw loads of fire balls at you as it retreats and ducks into the lava. Watch out for the knee burners!

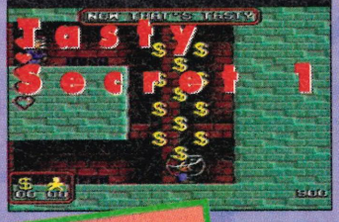
All that you need to do here is drop down to the bottom and hit the switches to open up the passage to the right.



The Cookie Jar can be reached by going left from the Switch in Granny's Stove.

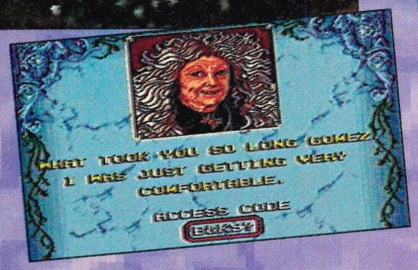


To reach the Tasty secret, go to the top right of the Stove and jump into the little alcove.



Don't try to jump on the enemies otherwise they will fry you!

Leap down and avoid the flame monster, jump up and push one of the switches to make the floor disappear open. Once you are out of the furnace you can go on to the Grill.



PASSWORDS

11111 – 100 lives
B&1&B – 80 lives, 5 hearts
71117 – 100 lives, 3 hearts
W111W – 100 lives, 4 hearts
21112 – 100 lives, 5 hearts

Simply work your way around the area, jumping on the enemies to get to the higher areas of the stove. This is the switch you use to open the furnace.



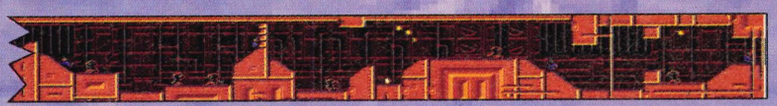
You can reach the Stove by going right when in the kitchen. Turn the switch in the top left corner off then go back down to the stove on the bottom right, stand on the funnel and press down to go to the Furnace.

The main problems in the grill consist of an array of fiery creatures. Your only means of defence is to jump over them, so try to make sure that you time your leaps carefully. Once through here you will reach the Hob.

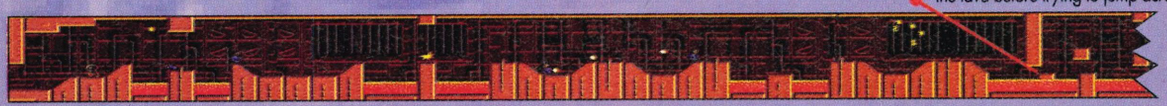
Turn off the first switch that you come to but not the second. If you do make a mistake and find yourself blocked, return to the last switch and turn it back on.

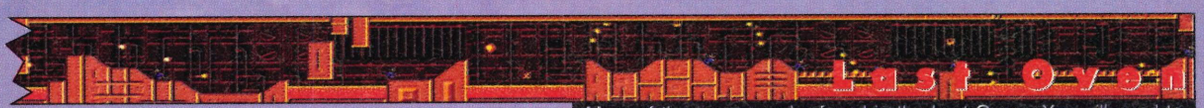


Watch out for the fire traps that suddenly appear. If something looks suspicious, wait by it before continuing to see if anything is going to happen!

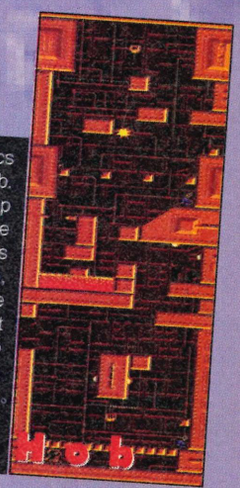


Wait until the platform emerges from the lava before trying to jump across.



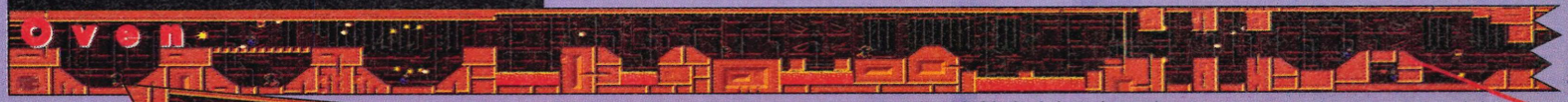


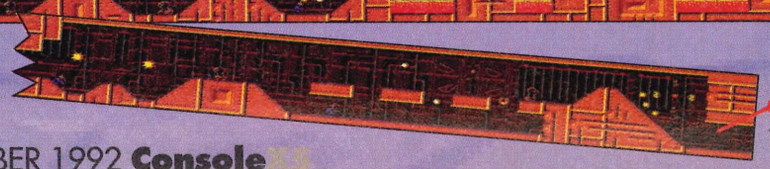
More fun and frolics await in the Hob. Work your way up to the top using the moving platforms and hit the switch, watching out for the fireballs that shoot back and forth. Go through the previously blocked exit, and you will reach the Oven.



More of the same can be found in the Last Oven. You will need to watch out for the platforms that threaten to trap you against a wall or similar – a few timely ducks are the order of the day. Once you have overcome every obstacle you will be able to fight the Fire Dragon.

The Oven is full of countless traps and enemies, so you will need to follow our tips carefully if you are to reach the Last Oven!





At the end of the level , leave the switch "on" and then jump into the wall above the blocks. You may need to start from way back on the slope.

Walk through the wall on the right of the heart to reach the item.

CONSOLE XS SOLUTION



Well, if you have followed our instructions in the Weaponry, you really won't have any problems getting to the Lower Gallery at all!

Even with the invincibility, it's all a whole lot more easier if you can fly through the level so look out for any hats lying around.



The Hall of Clocks introduces giant pendulums and a few more conventional spooks into play. Keep on heading right to reach The Weaponry.

Punch the switches to make blocks appear over the spikes.

Duck down to avoid the pendulum then quickly run by.



The Portrait Gallery, as you would expect, is really weird, although there isn't too much to avoid or destroy. Go right to the armoury.

Be careful not to jump into the upper lift when attempting to get the hearts and money above the spikes.



THE TRAINS



This is a lot easier then it may at first seem. Get the train moving by standing on the engine, then immediately move to the funnel,jumping over the spikes as and when necessary. You may have to move down to the engine part to avoid the higher spikes. When you reach the section on which the spikes are slowly moving up and down, crouch on the edge and drop to the left onto the train if one gets too close, which is rare.

The Armoury is chock full of weapons and armour related foes. Survive this onslaught and you can head for the Hall Of Clocks.

Make sure that you grab the sword so that you can poke the enemies from below.



If you see anything worth reading, Drop In! The Big Books shouldn't test you too much, but you had better get ready for the train...

Push down when on top of the Drop In title to reach a bonus screen.



First, jump on the A box and leap up to the left hand corner where a secret room awaits. From there on, you will need to battle through the literacy giants and find your way to the Reading Room.



The Lower Gallery looks pretty similar to all of the other levels, except for the layout of course. A few leaps, punches and attacks later and you should be in the Library.

Jump from the bear's head to the little alcove above so that you can hit the switch and trigger the extra platforms.

Jump through the chains of these swinging spikes.



Reading books is most definitely advised in this bookworm's paradise. More reading material awaits after this in the form of the Big Books.

Go through the book marked Door 0, use the bookworms to climb to the upper door then, when you exit, go through the next door to go to a great bonus area!

Grab the flying hat and the tennis balls and then fly across the remainder of the level at the very top, using the balls to see off anything that looks like getting too close.

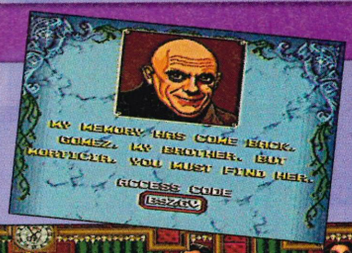


Guillotines and firing bear rugs make up the main problems in the weaponry. 'Fly Fly Fly' is next on the list of levels.

A series of switches can be found here. Press each one as you come to it and you should find a safe route through.

Grab the sword and use it to defeat the various enemies.





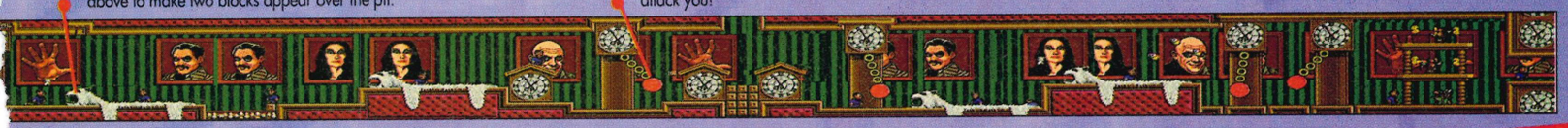
If you happen to run out of the invincible power, fly through the chain section of the pendulums.

Ghosts try to knock you out of the sky here so either duck or skim above them but watch out for the spikes in the ceiling.



Jump up on the head of the bear to make an invisible block appear then hit the switch above to make two blocks appear over the pit.

You will need to be very quick when avoiding these pendulums otherwise the bears will attack you!



As long as you enter the Dark Room, you really shouldn't have any problems with the Portrait Gallery from here on in.





When you reach the two doors, enter one and you will find yourself in the Dark Room. Head right, collecting the money as you go, and you will finish in the armoury!

Hit the small switch in the ceiling above the small platform to make the blocks disappear.

Hit the switch in the bottom corner so that a set of blocks appears, allowing you to reach the top right.





Grab the sword and use it to defend yourself!

This is a secret warp from earlier on this level. Enter a block similar to this near the start and you will miraculously warp to the end.



Knights also appear in the library and confrontation is best avoided as your energy is precious and limited.

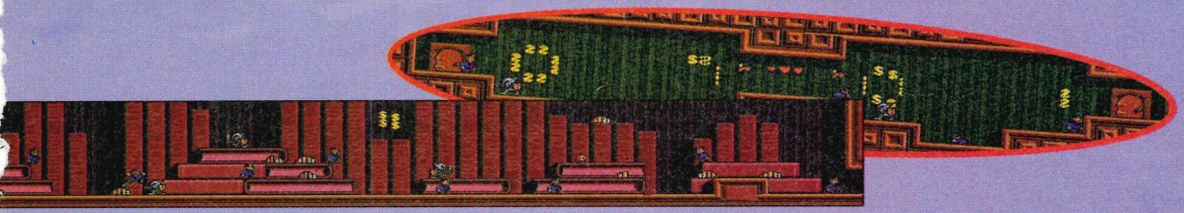
Get the invincibility so that you can literally motor through the rest of the level.



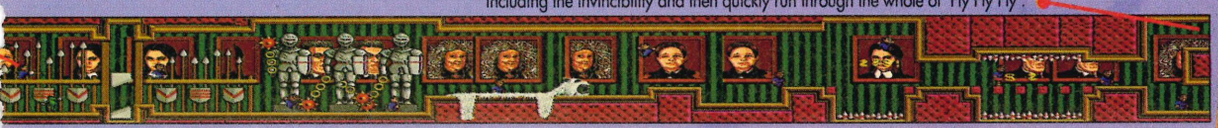
Enter the mouth of this bear to find a few useful items!

Take your time when crossing this section - go too fast and you will only run into trouble!





At the end, enter 'Fly Fly Fly' to get the flying hat. Use it to fly back out and up to the upper exit, where you will come to 'The Closet'. Head up, grab the items including the invincibility and then quickly run through the whole of 'Fly Fly Fly'.



THE WITCH



Start by jumping on Fester's head, bouncing across the screen as he moves.



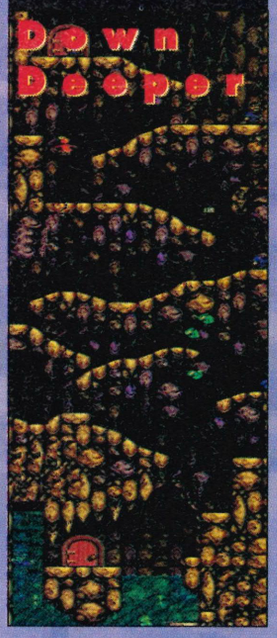
When the witch gets low enough, bounce off of Fester's head right on to hers.



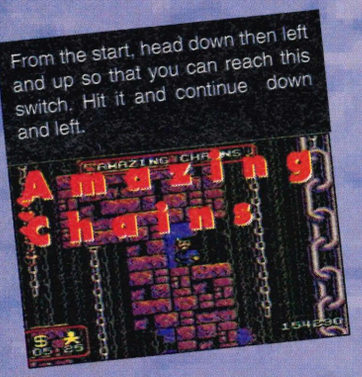
When she starts diving right on top of Fester, cease your attack until it's possible to hit her again. When she is defeated, Fester will be free! You can also jump over her missiles if you are desperate.



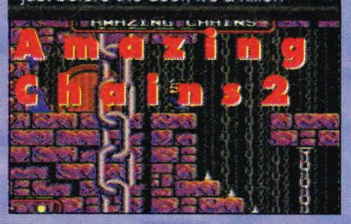
Down Deeper is a very simple level – just head down until you reach the door that takes you to the Catacombs.



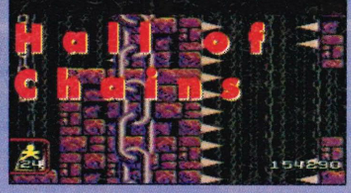
From the start, head down then left and up so that you can reach this switch. Hit it and continue down and left.



Don't go in the first door that you come to – instead, continue up and enter the door on the top left which takes you to the Hall of Chains. Watch out for the gap in the floor just before the door, it's a killer!



From the start of the hall of chains, head right until you reach a door. Try to preserve your energy as you are about to enter The Steps Down, which lead to the Chain of Coins...



The Big Cavern contains numerous spinning traps, so be patient if you want to make it.





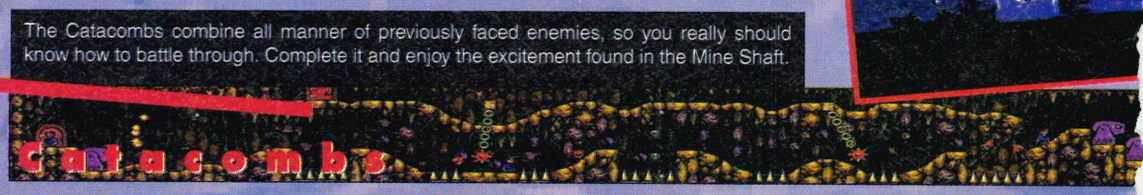
Stand on the volcano section to earn loads of points!

Use the spring board to jump up to the collapsing platforms then quickly jump across!





The Catacombs combine all manner of previously faced enemies, so you really should know how to battle through. Complete it and enjoy the excitement found in the Mine Shaft.



The rolling rocks in the caves are indestructible so you will need to be extra careful when going through this section. Complete it and you'll reach Down Deeper.

Since the roof isn't harmful you can leap across this area on top of the mortal enemies with little fear of being damaged.

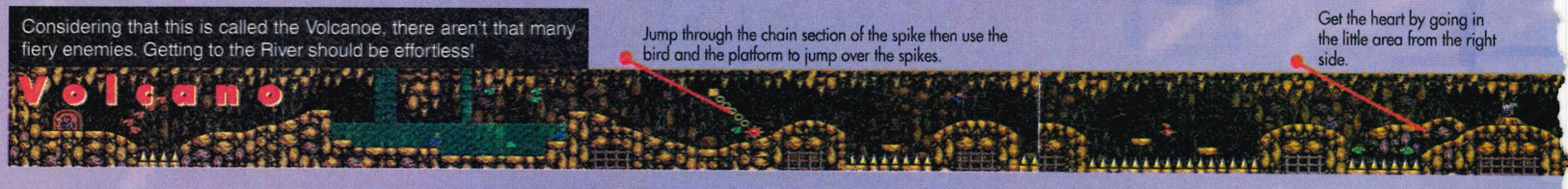
Jump on top of a cannon ball here and grab the shoes so that you can quickly run past the rocks.



Considering that this is called the Volcanoe, there aren't that many fiery enemies. Getting to the River should be effortless!

Jump through the chain section of the spike then use the bird and the platform to jump over the spikes.

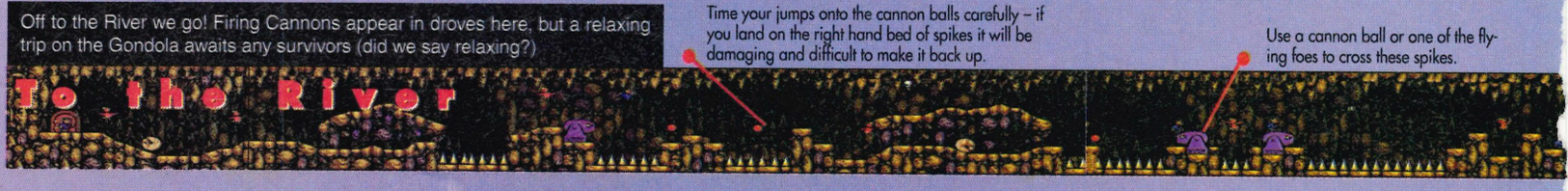
Get the heart by going in the little area from the right side.



Off to the River we go! Firing Cannons appear in droves here, but a relaxing trip on the Gondola awaits any survivors (did we say relaxing?)

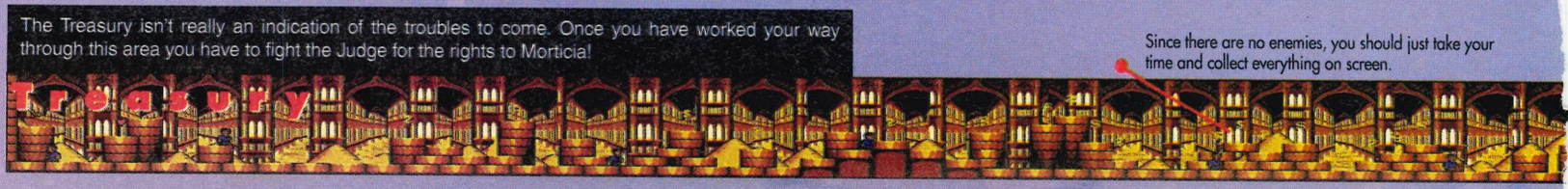
Time your jumps onto the cannon balls carefully – if you land on the right hand bed of spikes it will be damaging and difficult to make it back up.

Use a cannon ball or one of the flying foes to cross these spikes.



The Treasury isn't really an indication of the troubles to come. Once you have worked your way through this area you have to fight the Judge for the rights to Morticia!

Since there are no enemies, you should just take your time and collect everything on screen.



Try to collect as many coins as you can as you drop through the chain of coins.



Try to turn towards the route of the coins before it turns so that you can collect every single one.



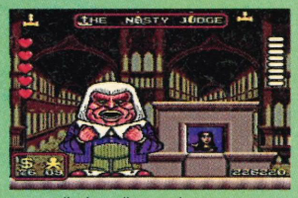
Go through the left door and find the invisible blocks to top up your energy. Go right to the caves.



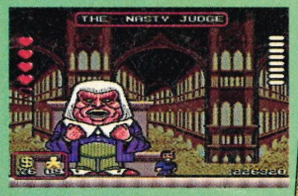
THE JUDGE



At the start, wait at the bottom of the screen and avoid the first set of hammers. He will then jump right.



Eventually, he will jump down to one side. First right, left, then down the centre.



This is your cue to jump on the top platform and then jump on his honour's head.



Now avoid his enormous hammers again and repeat the procedure. You're dead if you don't.



Ten hits and the judge is condemned and Morticia is freed! If only it were really that easy.



Stand on a platform half way through so that it collapses and carries you downwards. Enter the first door that you come to so that you enter The Big Cavern.

Wait until the white rods are pointing right then quickly run underneath!

Jump from one bird to the other to make it across the bed of spikes.





From the start, head to the upper right door, enter, go up and right, and look for the light purple switch in the wall. Hit this then climb down, left and up again to get to the door that leads to "Amazing Chains".



Since Gomez knows the combination code, you can just walk into the safe and off to the Treasury. For those still puzzled, the code is eyes, fingers, toes. (doh)!



The switch that you are searching for is here – hit it and continue on.



Wait until the spinning white rod has gone by before jumping across the spikes.



Wait on the edge of each alcove until its safe to cross (remember, it's not safe to cross when the green man is flashing).



Don't you just love a happy ending? A great bonus is that you can see all of the mugs of the programmers in an unashamed exercise in self gratification. We leave Gomez and Morticia as they catch up on some old tombs.



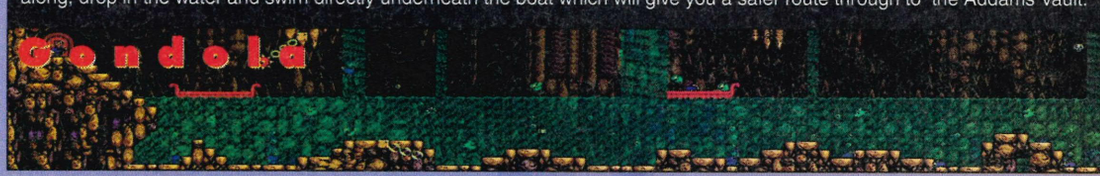
Again, stand on the volcano sections to earn extra points.



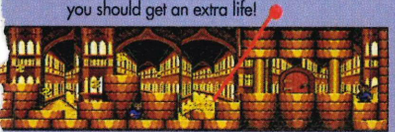
Jump onto the cannon balls as you cross the spikes to be able to reach the hearts. When you jump on the moving platform. jump halfway through to avoid the crushing ball.



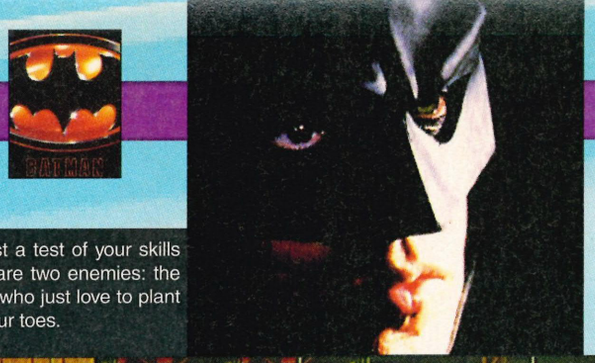
The Gondola is a very simple level as long as you don't travel the whole way on the Gondola itself. About one third of the way along, drop in the water and swim directly underneath the boat which will give you a safer route through to the Addams Vault.



Collect enough coins and you should get an extra life!



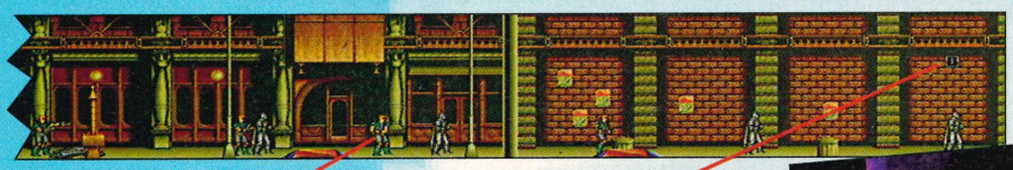




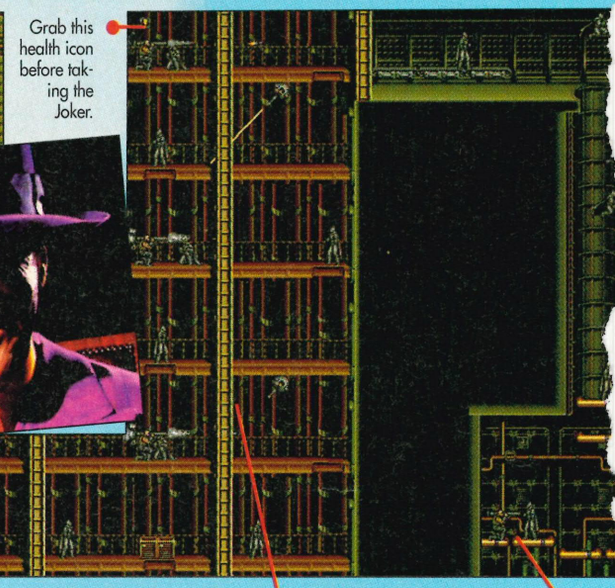
This first level is set on the Gotham city streets and is really just a test of your skills before you have to face some life-threatening situations. There are two enemies: the normal thugs who attack bare handed, and the gun-toting hoods who just love to plant a .44 slug between Bat's ears. It's short and sweet, but stay on your toes.

It starts raining here, but this does not affect the goons who run towards you. One punch for the normal guys and two for those with guns.





Grab this health icon before taking the Joker.



These guys drop from the girders above and shoot almost simultaneously. Duck to avoid the bullets and perform a flying kick to disarm them.

Get these Batarangs for use against the guardian. Don't waste them on these small time hoods.



The Axis Chemical Factory seems to be tearing itself apart with steam and gas spitting from every crack. Jack Napier is waiting for Batman in the last room. A battle ensues and Bats must knock Jack into the vats of chemicals and turn him into the Joker! However, before the climax, there are pipes to swing from, hoods to stun and even some guys with bazookas. Who said good guys wear white?

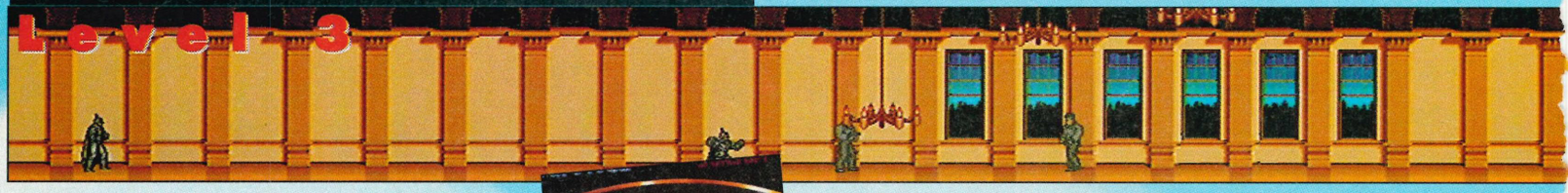


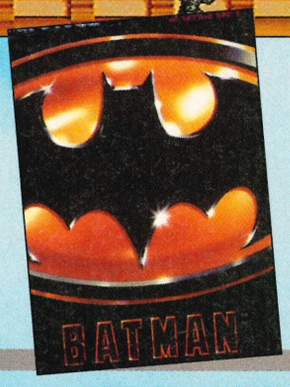
Holy packing crates, Batman, isn't it about time you prised apart those two characters rolling about on the floor.

Use the grappling hook to climb to this level. Leap up and punch the laser turret and then crouch to avoid the bazooka. The bazooka guys will fire every five seconds so use the quiet period to take them

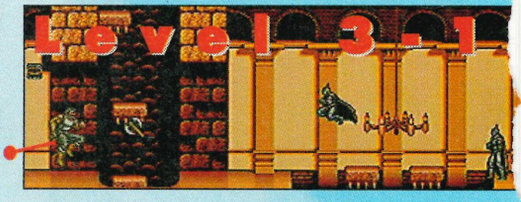
There's an icon waiting for you here, so duff up this guy before he fires off a round.

Falling chandeliers and huge muscled hulks pose a threat on this museum level. Try not to deface any works of art (the Joker is doing that) and don't get knocked down the lift shafts. Near the end you will have to contend with a mad swordsman followed rapidly by a titanic wrestler who throws a ghetto blaster at you. Rescuing Vicki is Batman's aim.





This is Sampson. To get him, crouch down on the other side of the shaft and constantly throw Batarangs. Alternatively, jump over and punch him repeatedly.

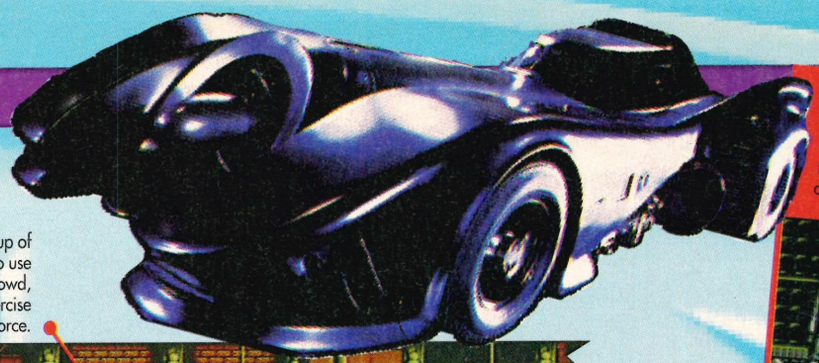


Sega in their infinite wisdom have decided to release the original *Batman* game to coincide with the film's sequel. The game follows the plot of the original movie very closely with all the key scenes in place, such as rescuing Vicki Vale from the Flugelheim museum intact. You play the caped crusader, Batman, who must fight against the Joker as he tries to take over Gotham city. The graphics are dark and atmospheric, and Batman leaps and swoops with the convincing ease and grace of the cult comic hero. All the old Bat toys are here, including the Batmobile, Batwing and the trusty Batarang. There are six large levels to complete before you get to fight the joker atop the cathedral. The sequel has a lot to live up to. In the mean time though: to the Batmobile!

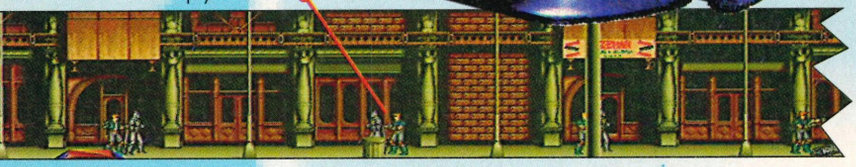
MEGA DRIVE

SEGA ● £39.95 ● PLATFORM ADVENTURE

BATMAN



This is where the main group of hoods attack you, so use Batarangs to take out a crowd, then jump in and exercise extreme physical force.

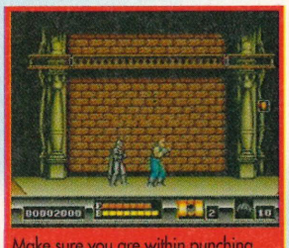


Jack Napier is waiting for you here. First of all dispose of the bazooka guy with Batarangs and leap onto the first conveyor belt. Now jump up and when you are at the top, shoot a Batarang and it will hit Jack in the leg causing him to fall into the vat of acid. If you have no Batarangs, jump up to the top, destroy the laser gun and leap over to Jack for a punch up.





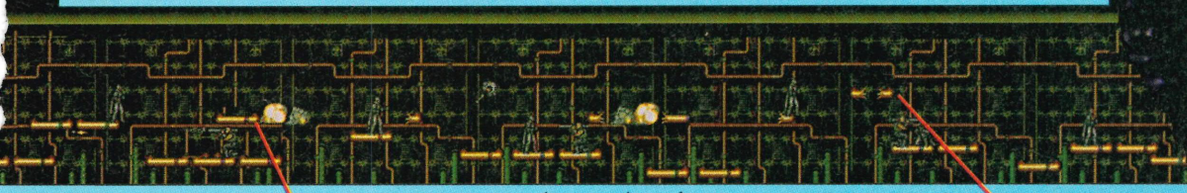
The boxer is deadly if you get within range of his fists. He has a wicked right hook so stay away and then leap over his head to land just behind him.

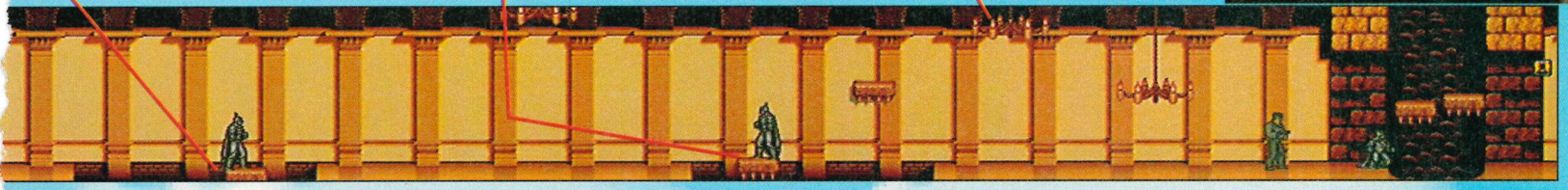


Make sure you are within punching range and hit him in the back. It's cowardly hitting someone with their back turned, but it it means winning...



After you smash the boxer, he will fly backwards but quickly recovers. Use the health icons at the sides to replenish you if you get caught by him.





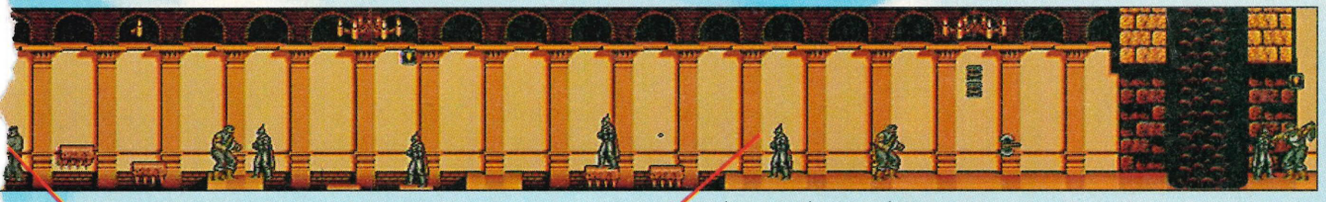
Take care with these platforms. Wait until it is closest to your side before leaping on. If you need to, perform a spinning jump.

Watch out, Bats! This pipe explodes from right to left so keep walking and do a spinning jump to reach the next pipe.

There is a technique for getting across these platforms safely. Wait for the first one to lower. Now leap normally onto it and get to the very edge where the chandelier will fall. Now do a spinning jump to reach the next one.

This little section of pipe explodes so jump immediately and land right by this bazooka holder who needs a good pasting.

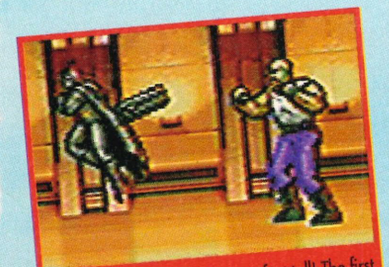
Both these chandeliers drop down on Batman so watch the skies and walk through as they rise.



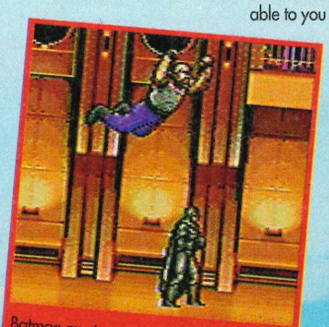
Look out! If you don't deal with some hoods they will try to shoot you in the back. This one can be kicked straight down the abyss. A fitting end.

Use the icons (right) against this guy, you can stand right next to him and tap the punch button to defeat him. If done fast enough, he will not be able to you use that big axe of his.

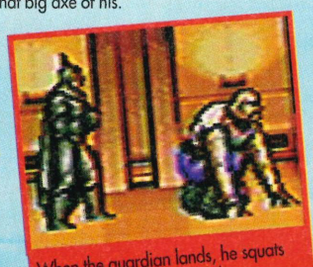
This swordsman is incredibly dangerous if you don't have cracker-jack timing in your attacks. Stand still as he approaches then leap towards him. He will swipe at you but when you land right in front of him, punch and leap away.



This burly wrester is over seven feet tall! The first thing you have to avoid is his ghetto blaster that explodes on contact. Walk up close to him, then turn and – when he raises his arms above his head – jump to the left to avoid the explosion.



Batman must remain cool when the wrestler leaps over him with outstretched arms. Just walk under him when he jumps, turn, and punch him.

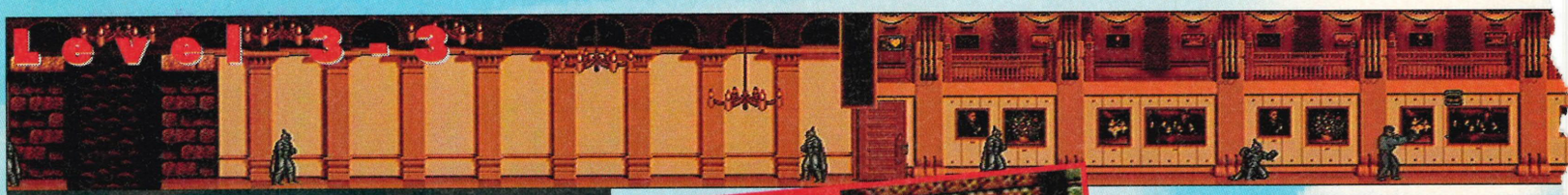


When the guardian lands, he squats for a moment and this is when you should strike. A swift punch to the back will take one energy point. A batarang will do the job as well.



Whoa! This is what happens if you miss the wrestler or give him enough time to manoeuvre. Simply jump straight up when he charges or it's good night Bats!

Level 3-3



The last section of the museum is where the danger really hots up. After the falling chandeliers, you get to is the main art gallery where the joker's goons are defacing the paintings and men with guns hide behind every pillar. After pillaging your way through them, there are two guardians to defeat before rescuing Vicki in the Batmobile car chase. The end of this level sees one of the rare animated sequences that this game could have done with more of.



The acrobats have two forms of attack. First they will somersault away from you (kicking you in the head) then they perform a flying kick to the head. Either way, you're left with a sore head.

Level 4

Charge the atomic battery and let her rip in the Batmobile car chase. Although the masked man's wheels are heavily armoured, even they will not repel constant hits by other vehicles and heavy artillery. At your disposal on this horizontally scrolling shoot-'em-up level are homing rockets and a powerful front chain gun. At the end you will have to fight a massive Scorpion tank.



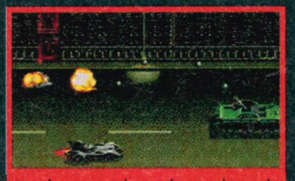
Vans regularly throw pipe bombs which explode on impact. Guns make short work of them.



These tanks are weak but hard to hit. Missiles are perfect but if you don't have any, shoot them between bombs.



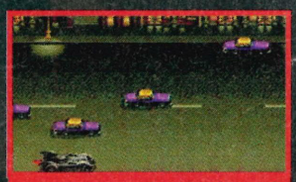
What a metal mother this is. Use as many missiles as you can on it and keep pumping with the guns.



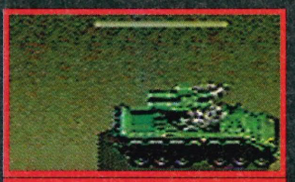
Simply move right up close to this tank to avoid the bombs and keep shooting. Concentrated fire is the only answer.



The scorpion tank is the last guardian in the car chase. It fires a spread of missiles that can hit twice or even three times. Stay at the bottom of the screen at first and use missiles and guns. Every time you die, your hits are recorded on the guardian.



It's best to avoid or blast the purple cars. The only damage they cause is if you crash into them.



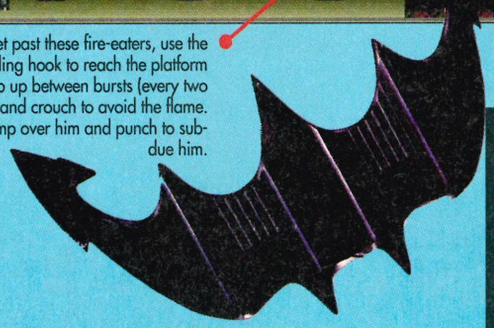
Move up and down the screen while firing your gun and using missiles to defeat this armoured tank.

The second half of the Batmobile level takes place in the Joker's warehouse where he stores the Simlex gas he hopes to poison the city with. The caped crusader must fight through the guarding acrobats, the fire-eaters and defeat the guardian and get to the Joker's float in time for tea.

Level 4-1

To get past these fire-eaters, use the grappling hook to reach the platform then jump up between bursts (every two seconds) and crouch to avoid the flame. Now jump over him and punch to subdue him.

Jump off the top platform and get as many lives as possible. When you die, you appear at the top again. Repeat until satisfied.



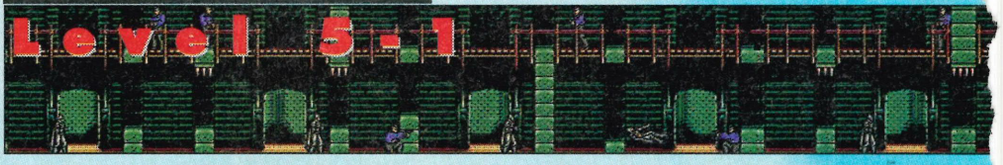
This first part of the cathedral unfortunately lacks imagination because it is a re-hash of all the old guardians and foes. First of all you must fight through a maze of spiked walls to the guardians who attack in sequence, one at a time.

Level 5

As Batty gets into his mat black Batwing, the second of the shoot-'em-up sections begins. The object of this level is to shoot down as many of the Joker's helicopters as possible while severing the cords of the deadly gas balloons so that they sail harmlessly into the air. At the end is the obligatory guardian which consist of a huge helicopter gunship (not seen in the film, you'll be intrigued to know).

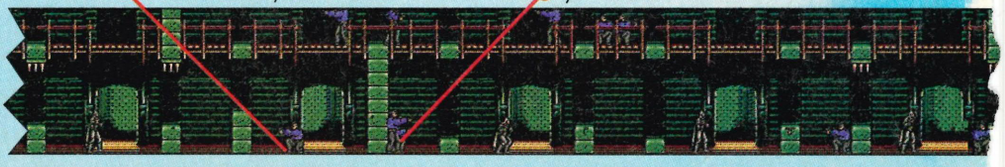


Level 5-1



Many of the goons hide behind the walls and attack when you drop down. They are very weak though and were obviously bullied at school.

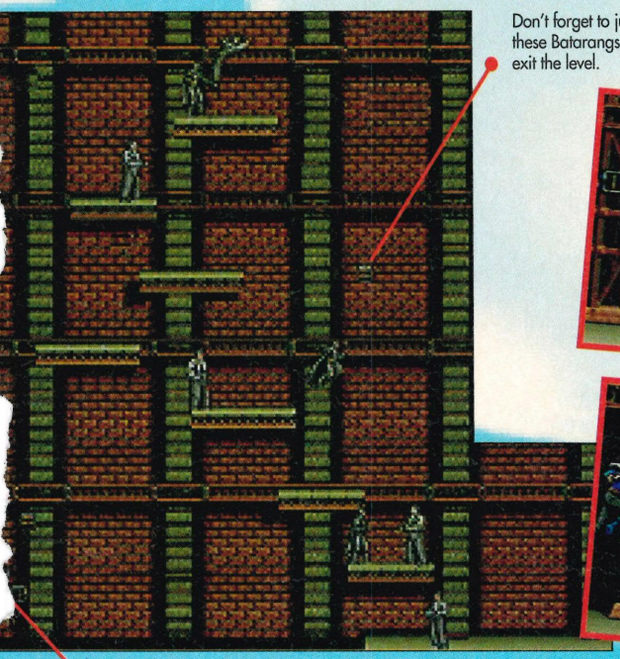
There are two back-stabbers waiting for you here. Ignore them and they will shoot you in the back.





Watch your head on these spikes as you jump or one energy unit will be lost. On all these platforms will be a goon. It may be a fire eater, bazooka carrier or an acrobat; all need to be taken out before Batman can carry on.





Don't forget to jump for these Batarangs before you exit the level.

The second infinite 1-Up loop is here, surrounded by even more Batarangs. Not a lot of people know that.

This hood is protected by a moving spiky block. Jump the block as it swings towards you, punch out the guy and grapple to the next level.

This block drops to the abyss below if you hang about too long. You land right back at the start of the level.



To defeat this guardian, stand with your back to him and wait for him to charge. Leap straight up at the last moment and he will stop in front of you. Now quickly punch him and he will disappear off the screen.

Avoid the bombs that the joker has scattered all over the shop. If Bats gets near, they will explode and send him over the edge.



After you have punched him, the swordsman will leap high above you and land near the opposite edge. He will then race towards you again, so stay in the same position and repeat that winning manoeuvre.

These stone slabs drop immediately after Batman stands on them. The trick is to leap onto the first one, jump to the second and grapple your way to the platform above.



Repeatedly shoot the gas balloons as you descend and they grow larger before exploding.



This is the level guardian. Stay at the top of the screen and keep shooting your guns and using homing missiles where possible. As the helicopter moves up, sweep down while firing.

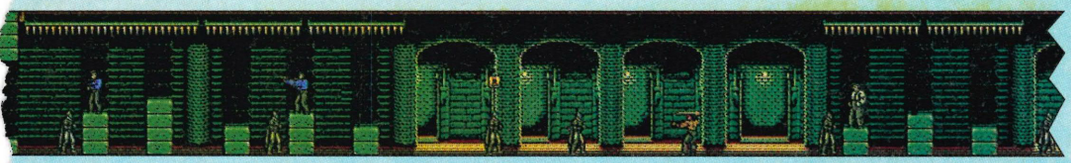


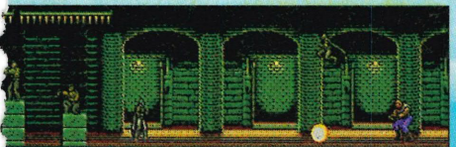
The streams of enemy helicopters generally attack from the centre, so position the Batwing and shoot like mad to destroy most of them. You have to move out of position to get the balloons.



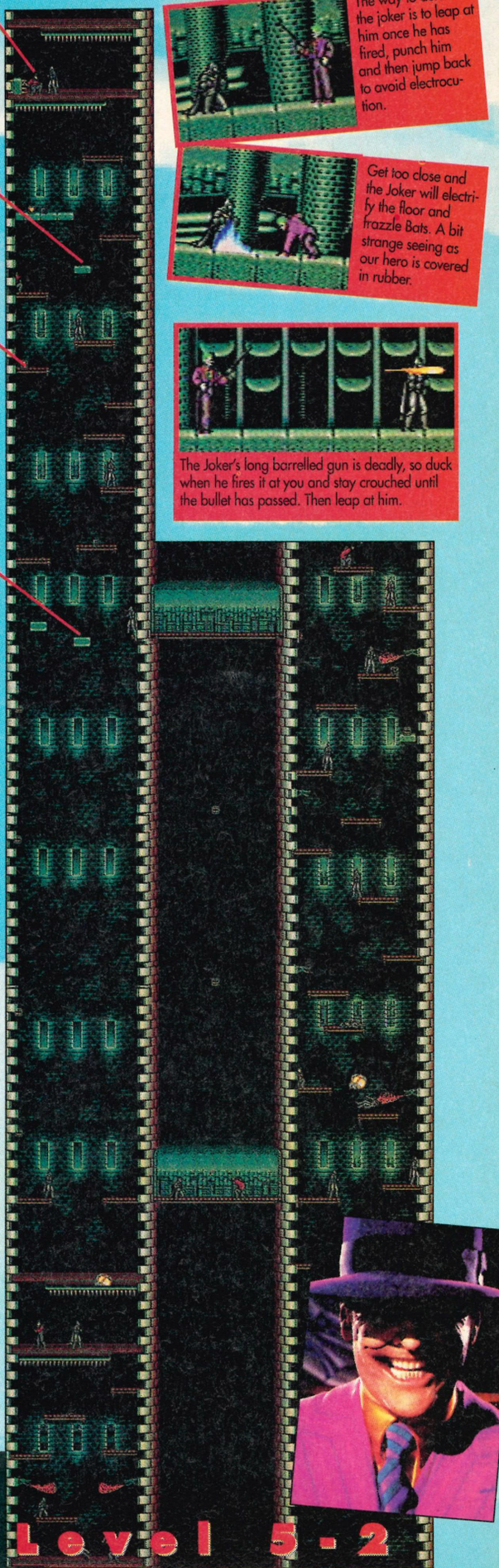
Look out for the thugs that jump from the sky. If you move quickly, they've less chance of getting you.

Extra Batarangs for the guardians ahead who attack in the same order as you first encountered them.





The Batwing crashes on the steps of Gotham Cathedral as the Joker disappears into the building with Vicki Vale in tow. Batman must get to the very top to fight the Joker but there are plenty of bombers, flame-spitting gargoyles and lethal drops to avoid. But enough banter – get out there and do the job.

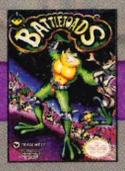


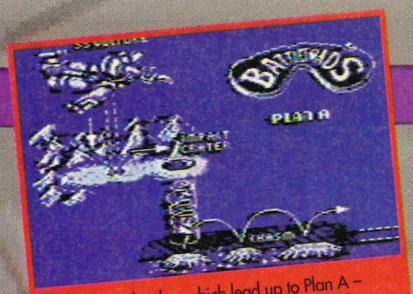
The way to defeat the joker is to leap at him once he has fired, punch him and then jump back to avoid electrocution.

Get too close and the Joker will electrify the floor and frazzle Bats. A bit strange seeing as our hero is covered in rubber.

The Joker's long barrelled gun is deadly, so duck when he fires it at you and stay crouched until the bullet has passed. Then leap at him.

Level 5-2





The first three levels – which lead up to Plan A – make up just one quarter of this toadally fabulous game! If you think that's incredible, just wait until you see what's coming.



Forget your partywagons, keep your batmobile – there's only one way to travel in style and that's in the Toads' Vulture!

The first level, while somewhat innovative in its own way, is merely a stroll for any competent gamesplayer. Make sure that you get the extra life by jumping onto the flying pig, and be careful when crossing the gorges since one slip and your toad will come a cropper.

Level 1



Just use simple attack methods to defeat the first batch of enemies.

When bashing the mutts, first shoulder charge them, then kick them while they are in the ground. Careful, though - kick them too near the edge, and you'll go flying off too.

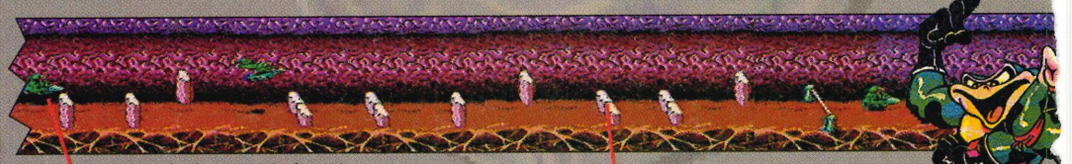
Bash the pig once then jump on top of it so that you can use it to fly.

BATTLETOADS™

Level 3



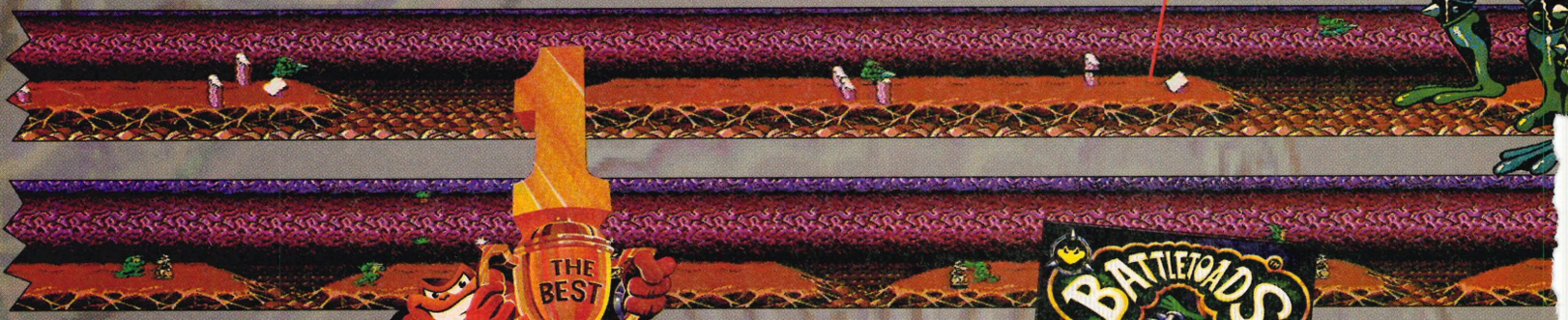
The first section is pretty straightforward, with just a few mutts to dispose of, but the turbo bike part is not only huge, it's also immensely difficult! You somehow have to guide your craft between the numerous obstacles - crashing into them proves frustrating since you will be sent back to the last checkpoint that you crossed. One useful tip is to rapidly pause/un–pause the game as this gives you a little more reaction time to make your move.



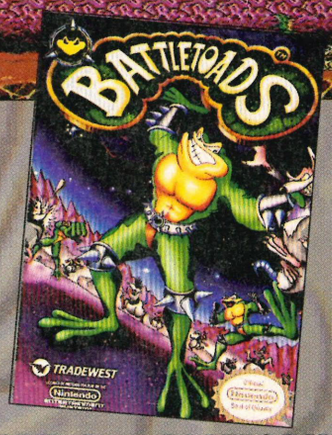
Watch out for this part in the first turbo bike section - two obstacles linger at the bottom rather than the normal one.

Slow right down when attempting these leaps.

Watch out for the barriers just after the jumps - it may be a good time to use the rapid pause 'trick'.





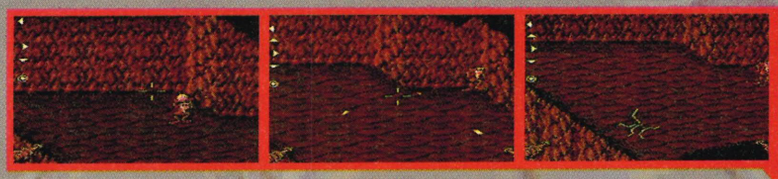


Battletoads is basically what a Turtles game always should have been. Humour, action, suspense, comic book madness – this game has it all. Each area of the game is vastly different from the last, and there are innumerable control methods and theme variations. The graphics are extraordinary and the number of varied levels prove that 8-bit machines can cut it with the rest. A real player's game, yet even the finest will find that the non-stop action gets a little too hair-raising and nail-biting at times. But this excess doesn't put off XS, so off we set into the world of Toads, Tussles and Turbo bikes...

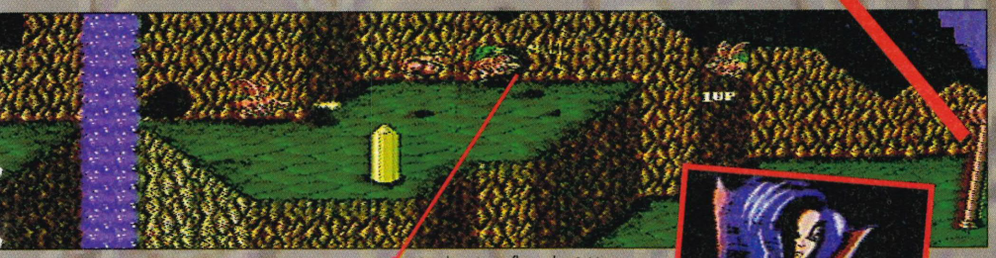
NES

TRADE WEST £T.B.A. PLATFORM ADVENTURE

BATTLETOADS



To defeat this guardian, wait on the far side of the screen while it fires. Pick up the white ball that it shoots towards you and throw it towards the screen. Hit the middle – three hits and victory is yours!







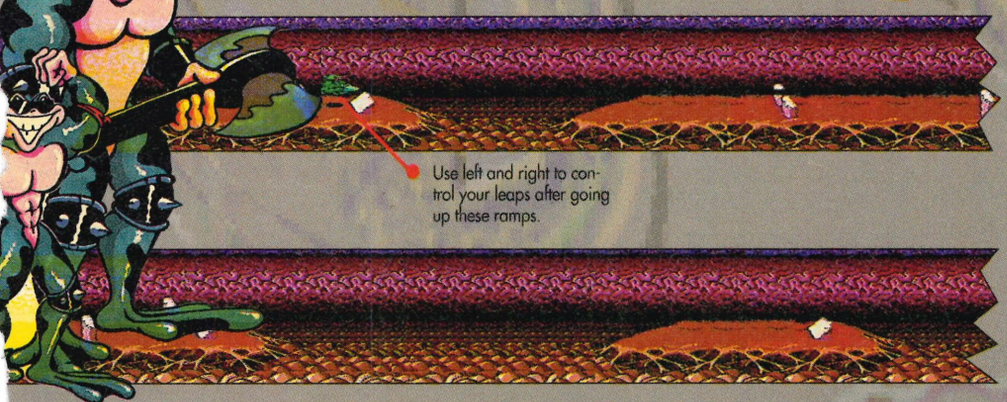
Prof T Bird, the Toad's mentor, will be on hand to offer you advice and info throughout. A bit of a crazy old bird, but a laugh all the same.

This is the Dark Queen who has kidnapped Pimple. A case of nice legs shame about the face...

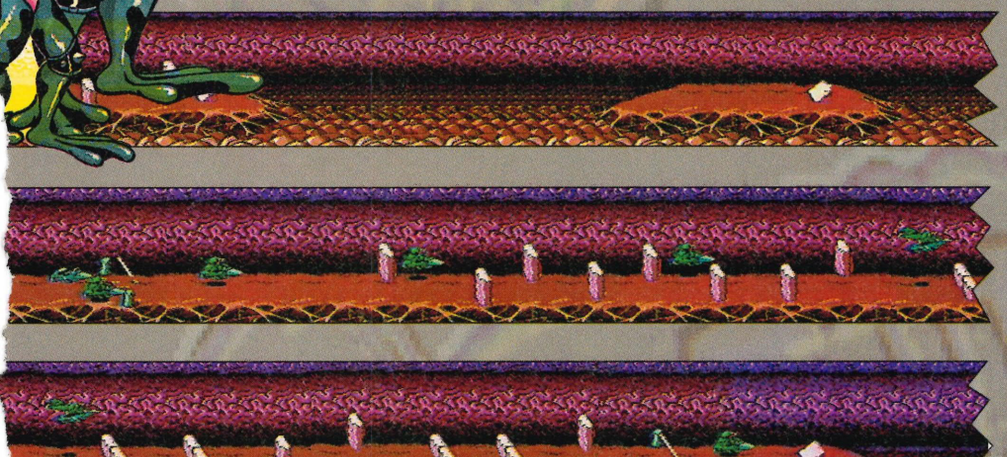
The less you have to move, then the less chance you have of getting caught by the obstacle in front.

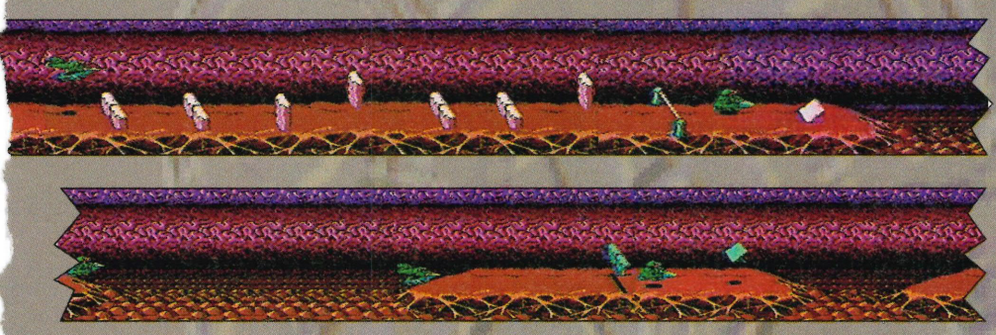
Use the pig to fly to the 1-Up or jump above the shadow from the cliff.





Use left and right to control your leaps after going up these ramps.





It's time to press the pause button! You could get a friend to do it on the second controller as this is active even in a one player game.

Watch the shadow on this flying menace to see where his barriers will land.

Level 2

Going down! On this level you need to travel down through a large shaft, beating off the hostile attentions of the many cave dwellers. Sticking to the middle of the screen is a good idea except when you are faced with the electrified beams - you then have to head straight for the foot of the screen, alternating left and right to avoid getting a nasty



BATTLETOADS

Level 4

The Arctic Caverns are a cold and anger filled place. The biggest problem comes in the form of a snowball tossing snowman - to defeat these creeps, you have to get behind them and smash them into little pieces (literally). Breaking past ice blocks is also a major feature of this section. You will need to use either snowballs or slabs of ice to break them down.

To stop an ice block, kick it when it's on level ground, then stand on it and press B to pick it up.

To defeat the snowmen pick up the snowballs and throw them their way!

Avoid the rolling snowball by going to the side of the wall on your way up and jumping across as it comes down.

Watch out for the ice slab – let it pass and then use it to destroy the ice block at the bottom.

Wait for the lift to come along!

Don't let yourself get hit with a snow ball when under the spike - jump over one from the right then quickly dart under the spikes

Dodge the ice block with use, then jump onto the moving platforms as soon as you see each one arrive.

Only use small leaps when dodging these spiked enemies, otherwise you will hit the ones above.

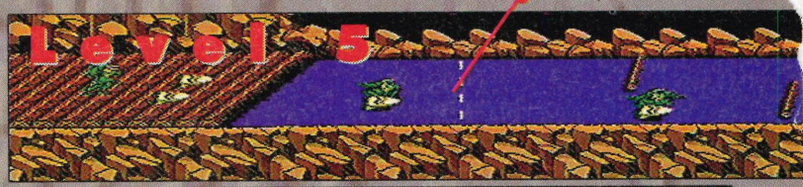
Get the slab on the right hand side (where there is more room) then stand on the protruding block next to the ice block and throw the slab towards it.

Duck next to the wall and let the Snowman knock it down for you!

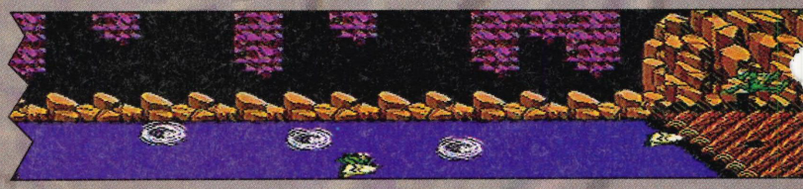
Work your way around and up, letting the ice enemies knock the walls up for you, giving you passage through. Don't try to jump over them. When on the lift, push left after you have gone past the second spike ball at the bottom.Also, don't jump when there is a low hanging spike ball around!

Surf's up! The first few logs are easily dealt with...

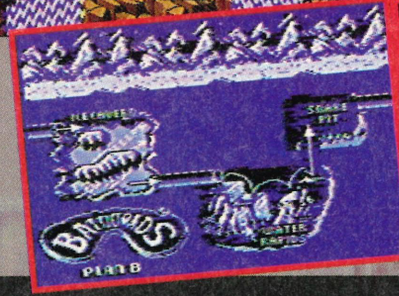
Level 5



Despite its location in terms of levels, Surf City isn't quite as ruthless as the Turbo Tunnel, since you can take one hit before you are sent to meet your maker. Even so, you will need to safety alert. Use the rapid pause trick again, and, also, try to stay in the middle of the screen so that you can move back if you need to.







From the Arctic Caverns to Surf City and to Karnath's slimy lair, this lot has it all. You sure will need all of the help that you can get as you battle the Snowmen and try to overcome the rapids!

Level 6



This is the first section of Karnath's lair and a nice introduction it is too. The snakes come out in the following order – blue/red, red/grey, blue. The most important thing to learn is that of climbing the snake. Press up and the A button to achieve this remarkable feat.



This time route of th brown/ye better to case it sud

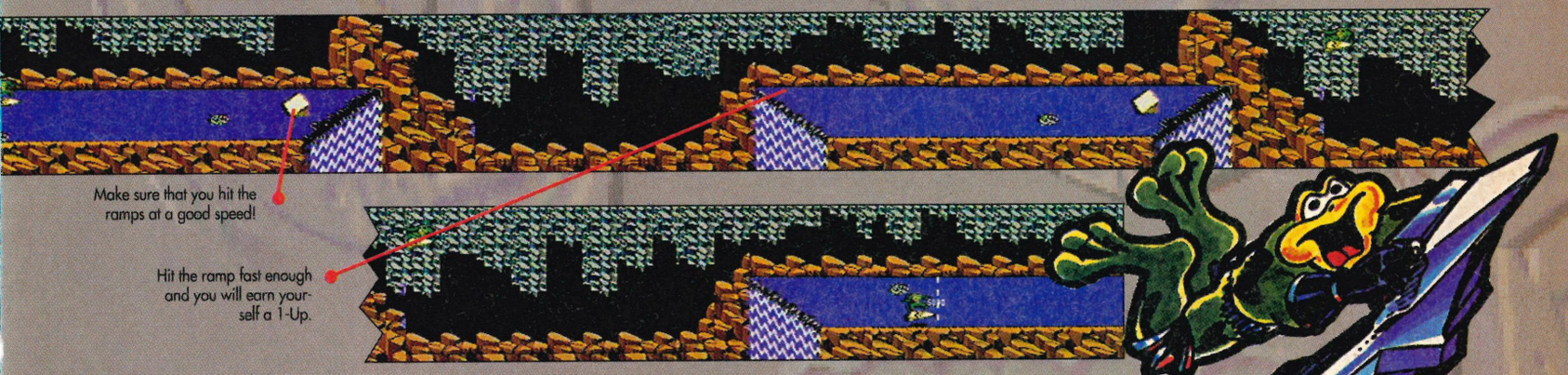


Stay to the left of the screen, going through on the bottom part when you confront the first few moving logs and then picking your spot against the faster ones.

When fighting this wart faced rat, try to trap him against the left edge and then beat him relentlessly with your fists or a stick.After he jumps, move out of the way incase he attacks with his spike tail, and if he jumps way up in the air then scarper to the other side of the screen.

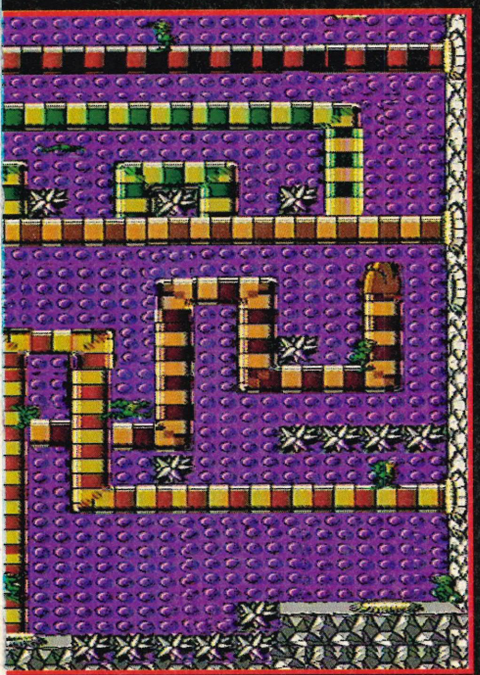
Shoot off of the edge of the waterfall in the centre of the screen to grab the 1-Up.

Take care around the mines - they are quite easy to avoid as long as you don't make any unnecessary movements!

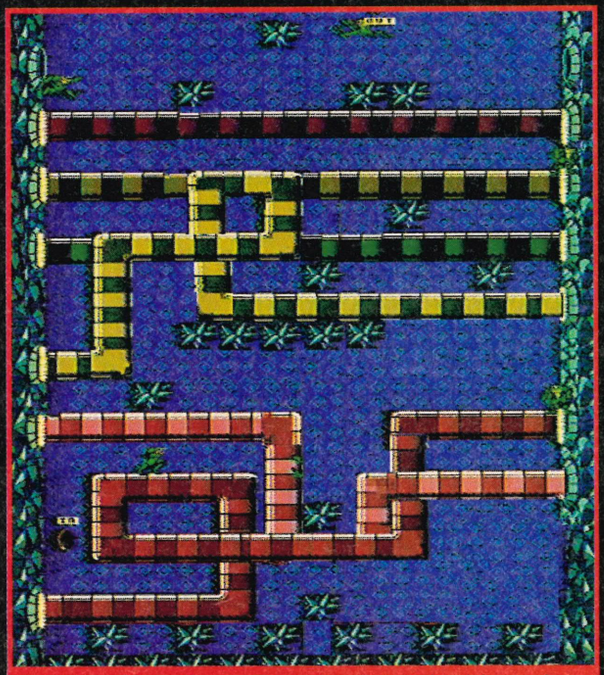


Make sure that you hit the ramps at a good speed!

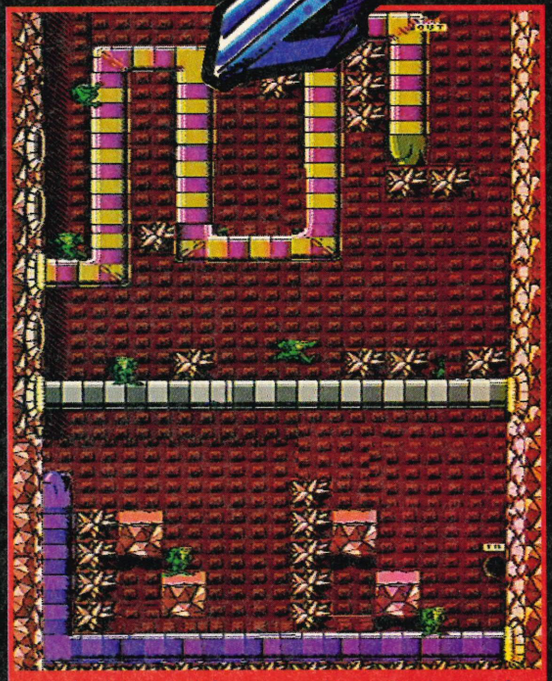
Hit the ramp fast enough and you will earn yourself a 1-Up.



re are spikes to contend with too. Study the above map to see the nakes, which arrive as such -- red/green, Brown/ yellow, w, green, red /black. When jumping the spikes, be very careful - it's than lose a life!Also, don't stand too close to the snake's head just in nly falls away.



Another stage of this torrid section. This time the snakes arrival is a little more obvious, yet the fact that the straight ones shoot around is a little disconcerting. When the green/yellow snake circles around the spikes, wait until the head comes around and then climb it. Don't try going over the spikes - you won't make it!



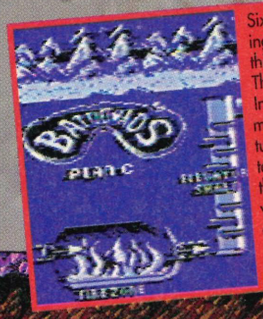
It may take a little practice before you master this stage! Start by going left over the platforms rather than the snakes, then head upwards. All of the snakes aren't shown here, but the worst is most definitely the top one. You will need to climb it, wait for a while and then drop back down as it comes around.

CONSOLE XS SOLUTION



BATTLETOADS

Volkmire's Inferno is hot, hot, hot! It doesn't start off too tough, with one hit wonders the only enemies attacking you, but the log riding and rocket racing will put years on you! The best way to deal with the logs is to leap onto them as they approach you – since you can control l your descent, you should land on them quite easily. If you try to jump onto them as they are floating away, you don't have quite as many options in terms of movement.

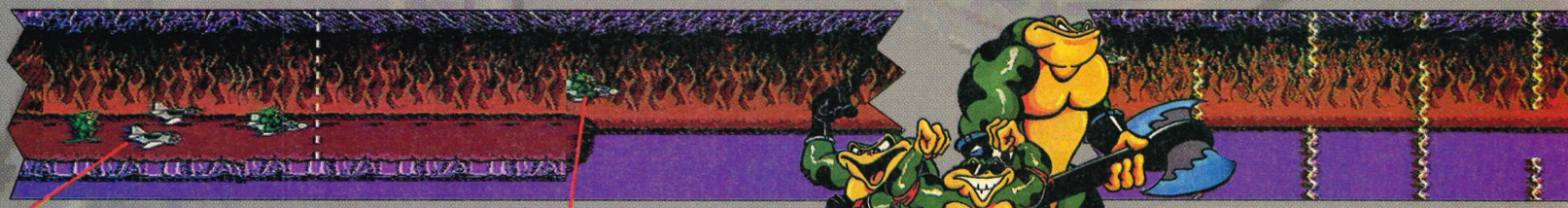


Six more levels ofpulsating action await you in this beat em up epic. These three include the Inferno, a laugh a minute climb up a giant tunnel and the veritable terror tubes. And you thought that all toads were about was ponds and lily leaves...

Level 7







Get ready for the rocket ride of your life!

Manoeuvering these beasts is a piece of cake!



Again, use the pause method, and try to take note of where the gaps appear for you to drive through.

When the fire-rods are moving up and down, you will need to stay at the back of the screen so that you don't get your fingers (or anything else) burnt!





When confronted with the rockets or the fire, stay to the left hand side of the screen so that you can see exactly from where the attacks are arrivingso and you can react accordingly.

It all gets a little close here - make sure that you're pausing as you go through this very tight squeeze!



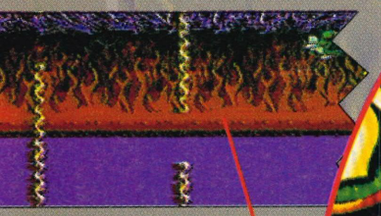
A multitude of obstacles and enemies await on level eight. The idea is to reach the top of the shaft unscathed, which is obviously a whole lot easier said than it is done.Electrified platforms and electirc blasting turrets are the major foes - getting past the force fields is a matter of timing, while you will need to jump into the turrets with an outstuck boot to successfully survive its onslaught.

Jump as the logs are approaching you.

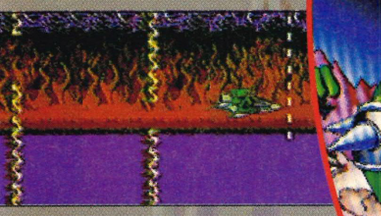




Shoulder charge the flying fiends!

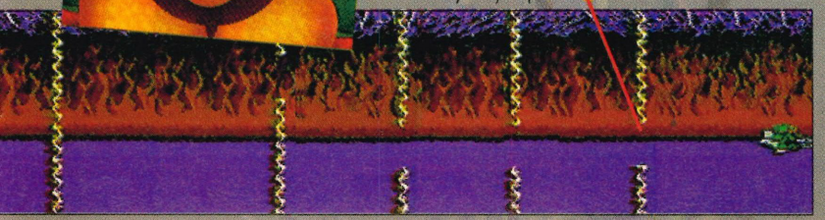


Stay central so that you have a little room for manoeuvre.









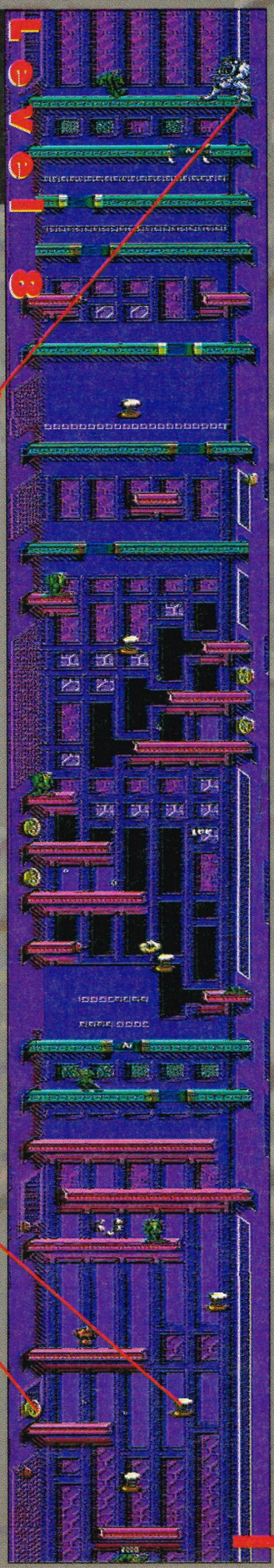
You are near the end, but still take your time in case there are any nasty surprises!

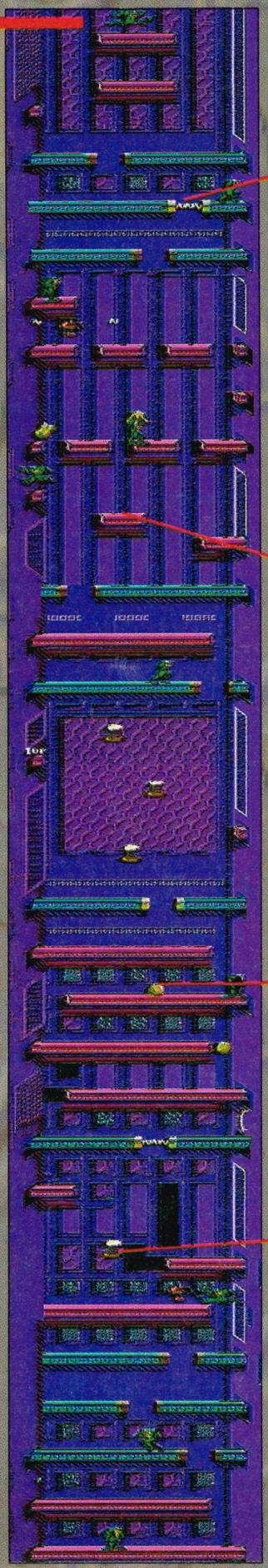


When this robot guardian appears, start punching him as fast and as much as possible. Try to dodge his gun as best you can, but other than that there are no real tactics - this is a real one-on-one brawl!

Move from this platform before the gusts of wind push you off.

It is possible to get by quite a few turrets without attacking - just dodge their shots and keep on going up!





Stay to the left and jump up through the gap before the beam is totally on.

Jump into the turret here with your boot showing, then use the small platforms on the side to climb up.

Jump over the balls then charge towards the edge so that you can make it to the next platform before the next ball appears.

Jump to solid platforms from the springs if you can.



Level 9

The Terra Tubes are a crazy place to visit even if you are a Toad! Cogs chase you, sharks try to dine on you, eels attempt to fry you and spikes more often than not will burst you and your bubble. Still, there are a few special techniques and strategies, which, as ever, we have discovered, honed and perfected all for you!

Use the map to see where you should fly with your hover stick.

When in water keep on jumping so that the liquid doesn't slow you down.



The Garguantua Ducts lead to the Garguantua s could or could not be. Of course, you won't know until you reach the ship...

Make sure that you get out of the passage so that you can drop down the shaft and away from trouble.

Tread water in this little section until the cog has passed you by.

Make sure that you press in the appropriate direction to avoid being horribly impaled on the spikes!

Be extra quick to steer in the right direction when travelling up with the hover sticks.

Watch out for the sharks! Either take them out one at a time or swim away!

It's probably worth clobbering a few of these hammer fish so that your path is a little safer.

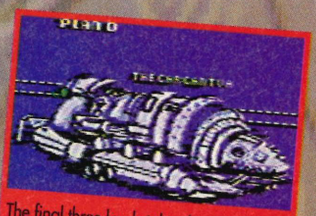
Watch out for the eels that come out of the circular entrances – quickly swim pass them as fast as you can!

Make sure that you duck out of the way of the cogs whenever possible!





The rat race is literally that – a race against a rat who wants to detonate the bomb at the bottom of the ship. You have got to rush down to the bottom so that you can get to the bomb and blow it up. It's a madcap race against time and rodent – either way you lose.



The final three levels take place in the Garguantua and the Dark Queen's Palace.

Wait here for the cog and jump up when it arrives - it will then explode harmlessly.

Push to the right as you fall to avoid these spikes.

Hop over this small barrier and immediately push left so that you avoid the spike pit at the bottom.

Only run pass when the gas has totally dispersed.

Hop into this small alcove to avoid the cog that's following you.

The rat appears here so get running!

Watch out for the eels and the like - just avoid them, it's pretty pointless fighting them unless there are just too many to squeeze pass.

Try to keep up as much as you can here, but don't worry if you fall a little behind.

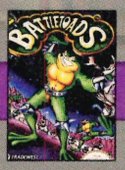
Try to guide yourself through the gaps without touching the platforms.

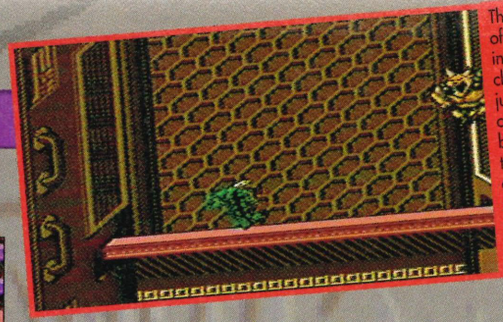
This is where you have to catch up and overtake the rat. Try to touch as little of the platform as possible – aim for the gaps!

Quick – kick the bomb as soon as you get here!

Wait on the left side for the ducks and avoid their attack. Then, as they head right, batter them in the back and continue on.

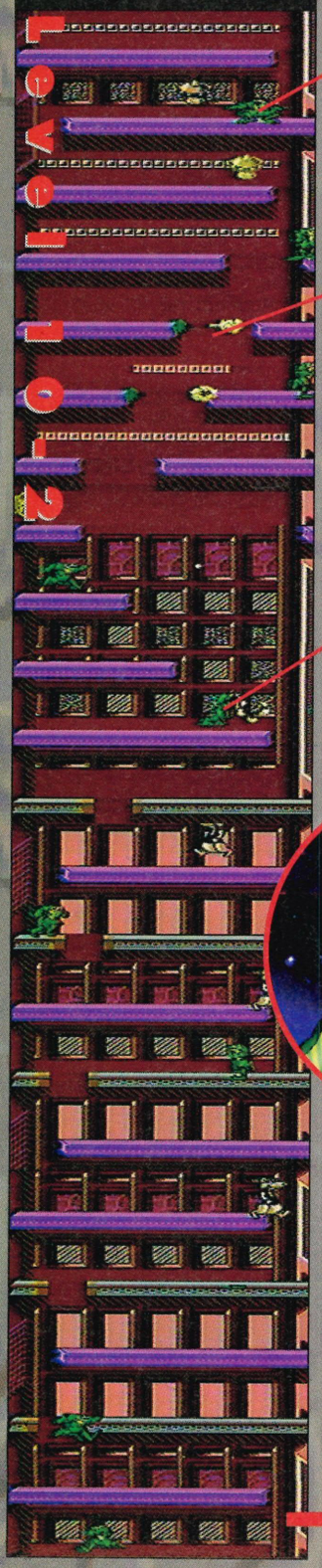
CONSOLE XS SOLUTION





This boss, found at the end of 10-3, takes a bit of beating. You have to avoid his charges and attacks and jump over him so that you can quickly turn around and bash him in the back. It takes a bit of practice, but, once you have the basic idea, you will soon be on your way to stage 11!

If you successfully completed 10-1 then you will have absolutely no problems here. Run as fast as you can from the start, and, if you keep going at a swift pace, you will avoid the poison gas and get a good head start. The same tactics apply about keeping as close as you can and then overtaking on the certain stretch.

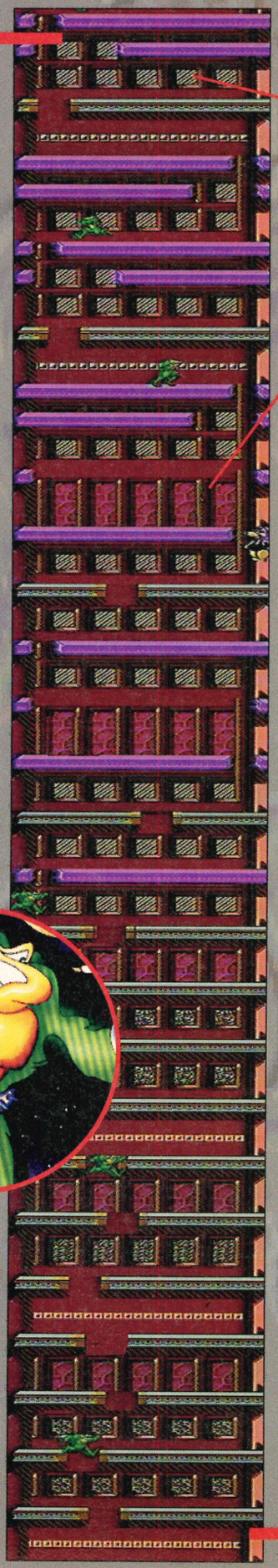


Use the shoulder charges to beat these droids out of the way.

Keep running down these platforms and you will be able to avoid all of the gas no problem!

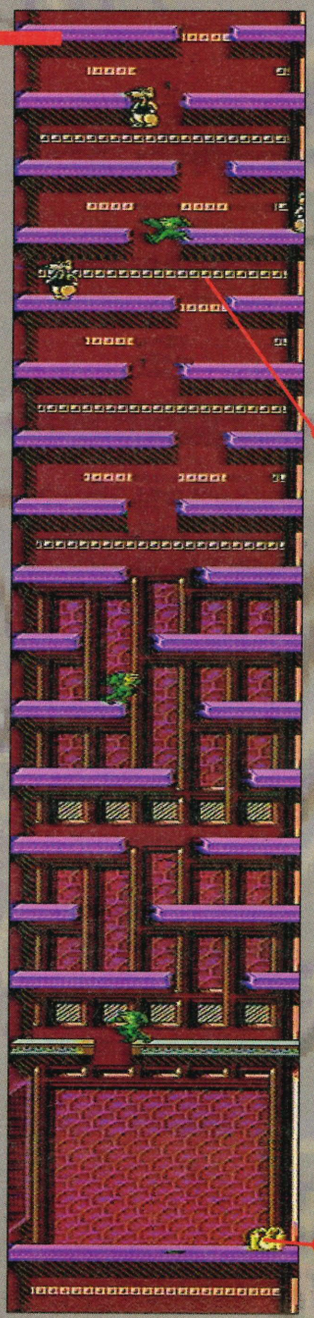
Again, try to keep up as best you can...





This can be a little tricky, yet you really do need to do it as fast as possible. As soon as you reach the gap, drop down it, then, when you hit the floor, scarper off in the opposite direction.

You will probably have lost sight of the rat by now but don't worry just yet...



Wait on the lower platform until the deadly gas has gone by and then run for the gap opposite.

Here, and also on the grey section previous to this, you should catch and over take the rat. Again, aim for the gaps as you speed along, and only touch the bits of the platform that are necessary.

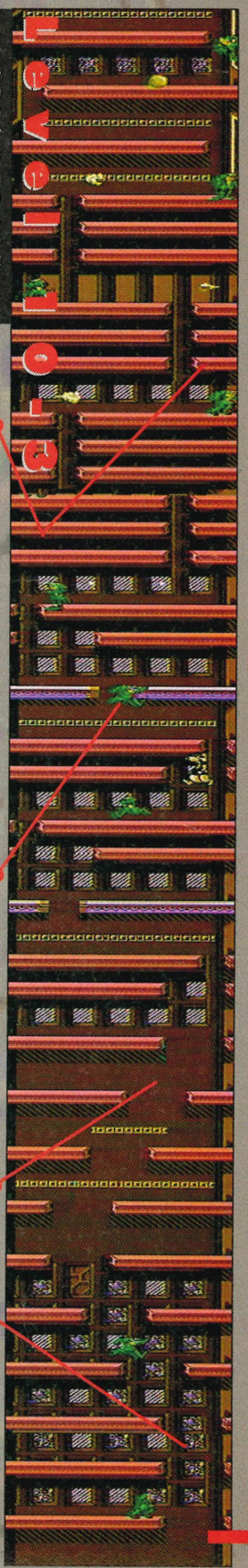
It's imperative that you knock the rat with a shoulder charge each time that he runs by otherwise he will get too far ahead.

Shoulder charge him so that he bounces off of the wall and has got to run across the whole platform again.

Go for the gaps!

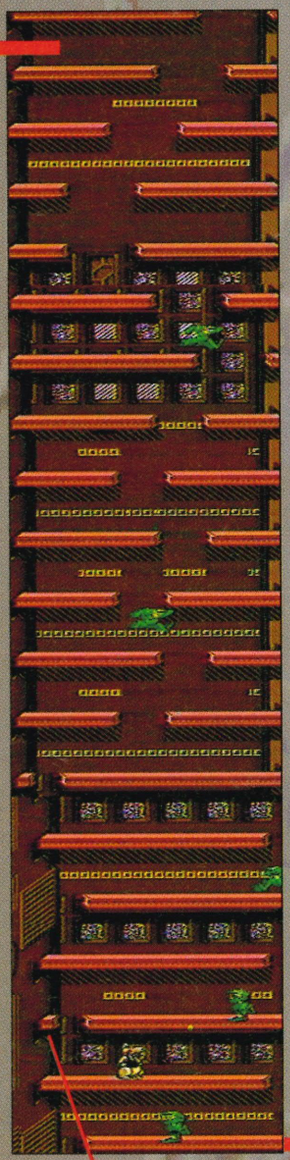
Kick the bomb to get to the next section!

Even though this is difficult, you should now be proficient enough to survive this and the remainder of the encounters. Do note though, that there are far less overtaking places than long stretches of platforms that slow you down. You really do need a good start, and you will also have to shoulder charge the rat each time that he tries to pass you. Practice!



BATTLETOADS

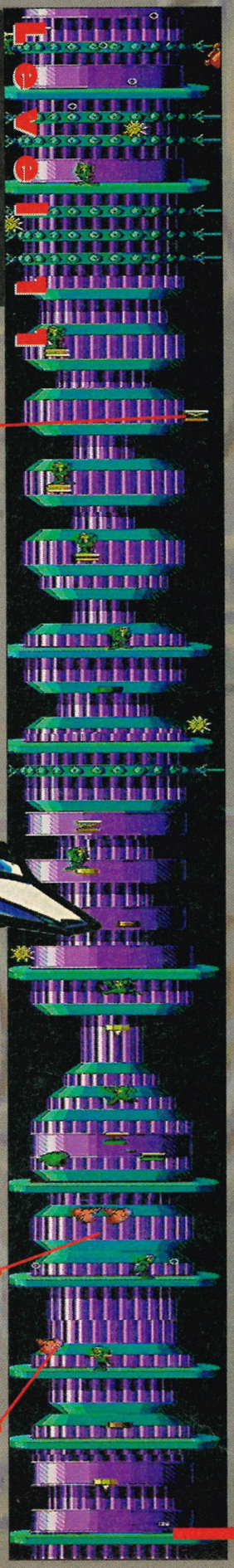
This is it – the final frontier! The Dark Queen's tower, as you would expect is one mean monumental shrine to the old witch and it contains all of her most gruesome underlings. A few special tricks will have to be perfected if you are to make it through to the woman herself!



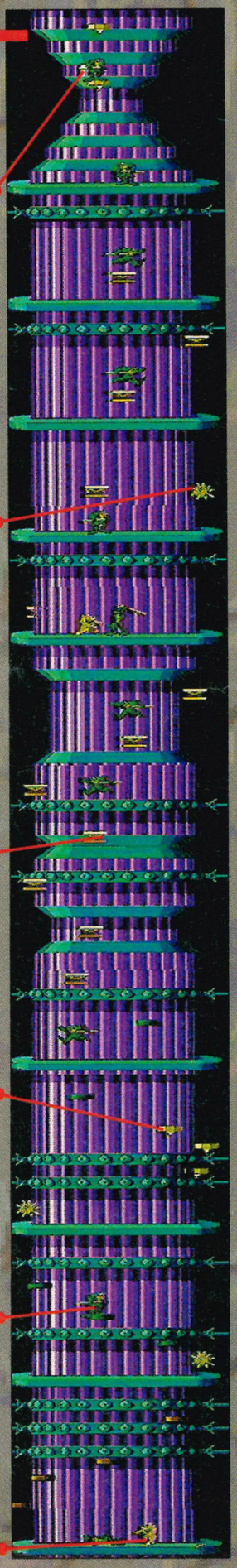


You should now be ahead of the rat - you are now going to have to stay there!





When waiting for a spinning platform, stand still – there's no point in chasing it.



With the stick, the wind and the red devil are easy pickings. If you are without weapon, use the trusty shoulder charge.

Stand under the spring, then duck under the bouncing spike ball and finally take the spring board up.

Take your time going up here - there's no point rushing because you may fall!

Leap up and down on the third yellow platform until a new green platform begins to form.

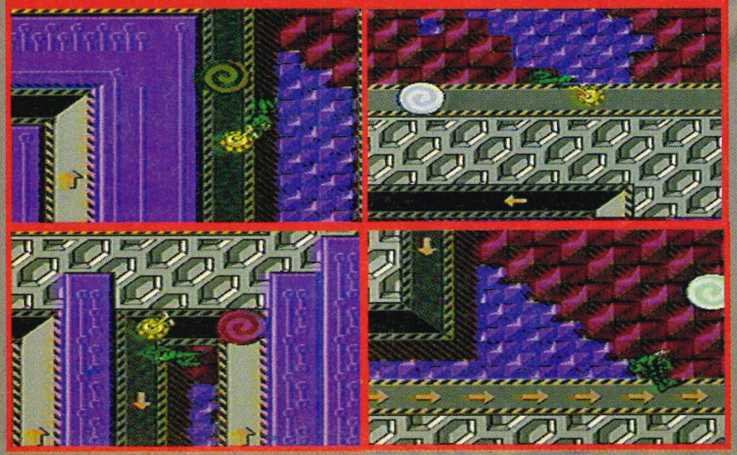
Dodge the spike and wait until a fresh set of green platforms has started to form before climbing up.

Beat up the rhino and grab the yellow pole since it makes a great weapon.

Avoid the poisonous bubbles of these clouds and head for the platform leading up.

Again, either swipe or charge the clouds and devils.

Level 11 is another real tester! You somehow have to escape from a spiralling orb that pursues you through a mazie like area. Your 'bike' is slower than the orb, although you can keep it at a safe distance by taking corners correctly. The best way is to 'toll' around these corners - press the direction that you are heading in until the very split second that you hit the corner at which point you press in that particular direction. Other than that it really is a matter of reflexes and practice.





PRINCE OF PERSIA

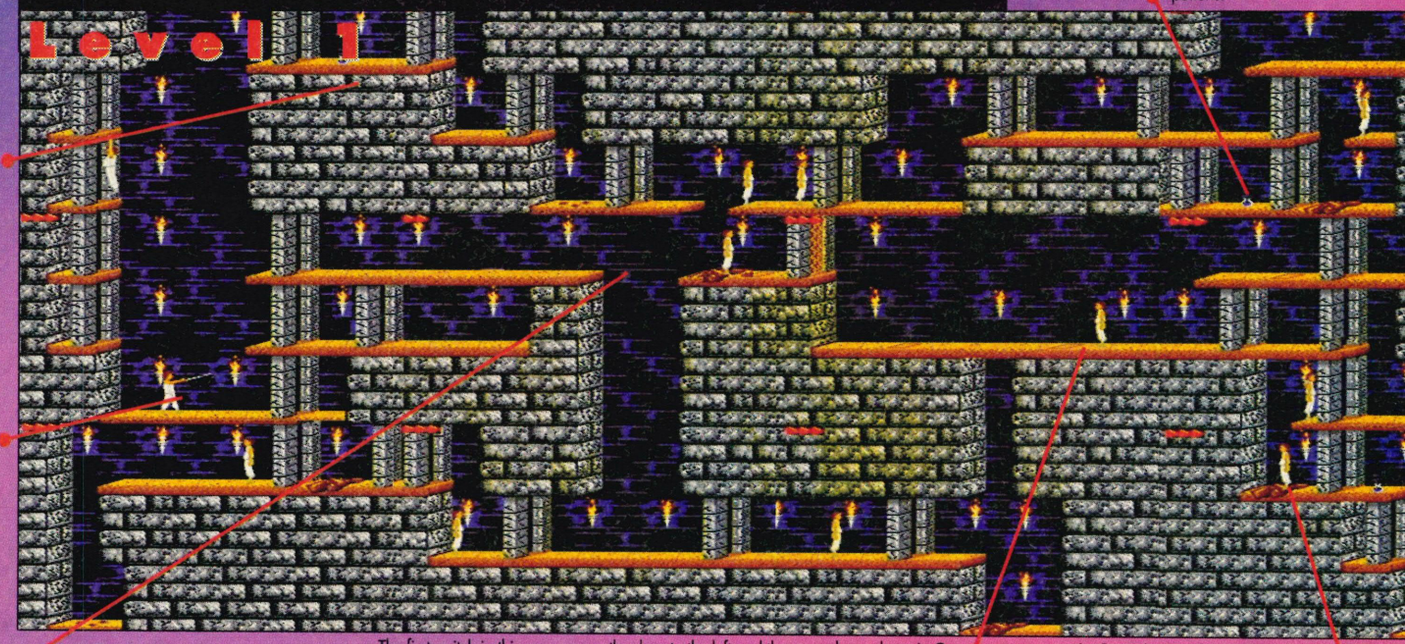
DOMARK ● £32.99 ● PLATFORM ADVENTURE

MASTER SYSTEM

If you thought the 8-bit was dead then think again! *Prince Of Persia* is one of the best Master System games around and ranks with *Sonic* and *Asterix*. The animation on the Prince is outstanding and he can perform many herculanian feats with fluid ease. Simple actions such as drinking potions, leaping and creeping along are all performed convincingly adding to the realism of the game. There are fourteen mazes to overcome so that our hero can once more hold his love. But each one is writhing with thugee guards, spikes, bottomless chasms and even animated skeletons. All this is set against a blistering and unforgiving time limit that is guaranteed to have you sweating and on the verge of panic. Console XS is here with the first part of an epic solution.

Level 1

You only have one concern on this level and that is to get a sword to fight the many guardians strewn throughout the palace and dungeons. Basically, this level is just a practice for all the dangers you will face later on. There are loads of switches and doors to activate and you will have to negotiate some tricky chasms if you want the sword. Once you have the rapier in your scabbard, hack the guy guarding the exit to death and it's on to level two.



Stand on this floor piece and it will fall in revealing one of those cheeky potions.

The chances are, you're energy is pretty low after getting the sword, so why not climb up through the secret passage and get this blue potion?

Here's the sword! Just walk into it and the Prince will pick it up and wield it gracefully through the air. Now you are ready to take on the mean old duffer at the very far right of the map.

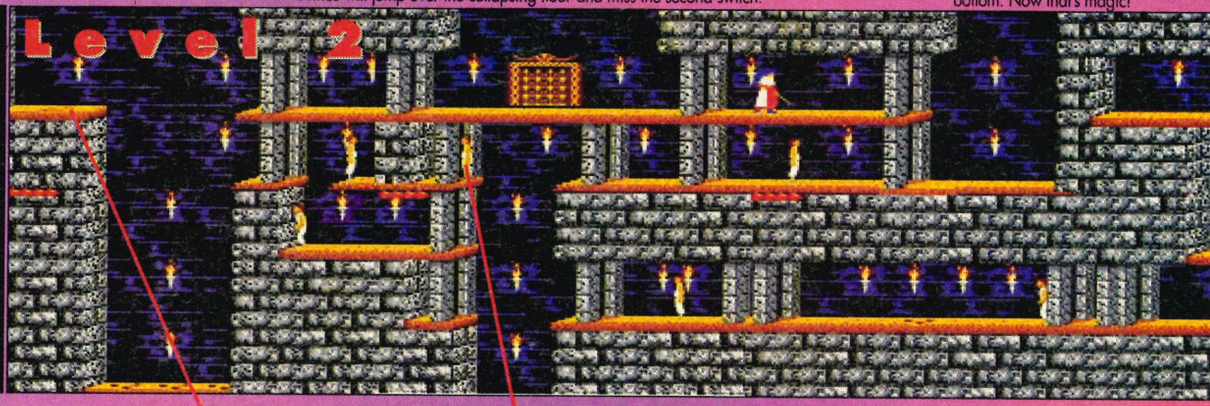
To get past this extreme drop, use your slippy slidey move (Button 1 and direction) to the very edge of the chasm and then perform a standing jump to the other side. One false move and you're pavement pizza!

The first switch in this room opens the door to the left and the second one closes it. Get a running jump and press button 2 to leap when you stand on the first switch. The Prince will jump over the collapsing floor and miss the second switch.

The floor above collapses but you survive to find a helpful blue potion at the bottom. Now that's magic!

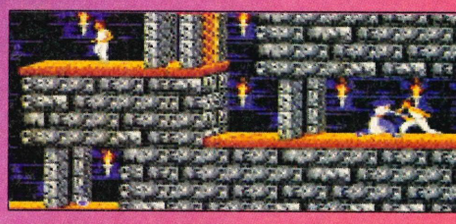
Level 2

As with most of the other levels, the object of level two is to find the exit as quickly as possible and escape to the next. Of course, the evil Vizier isn't going to let you just breeze through his dungeons, so each exit door has a corresponding switch that opens it. More often that not, this switch will be on a totally different side of the maze. Level two has a variety of thugs guarding it so you must practice your swashbuckling and jumping. Spikes are also introduced in eye-watering fashion, but are easily avoided. Hurry up Prince, your girl is waiting and the Vizier is perfecting his evil laugh in the palace above!



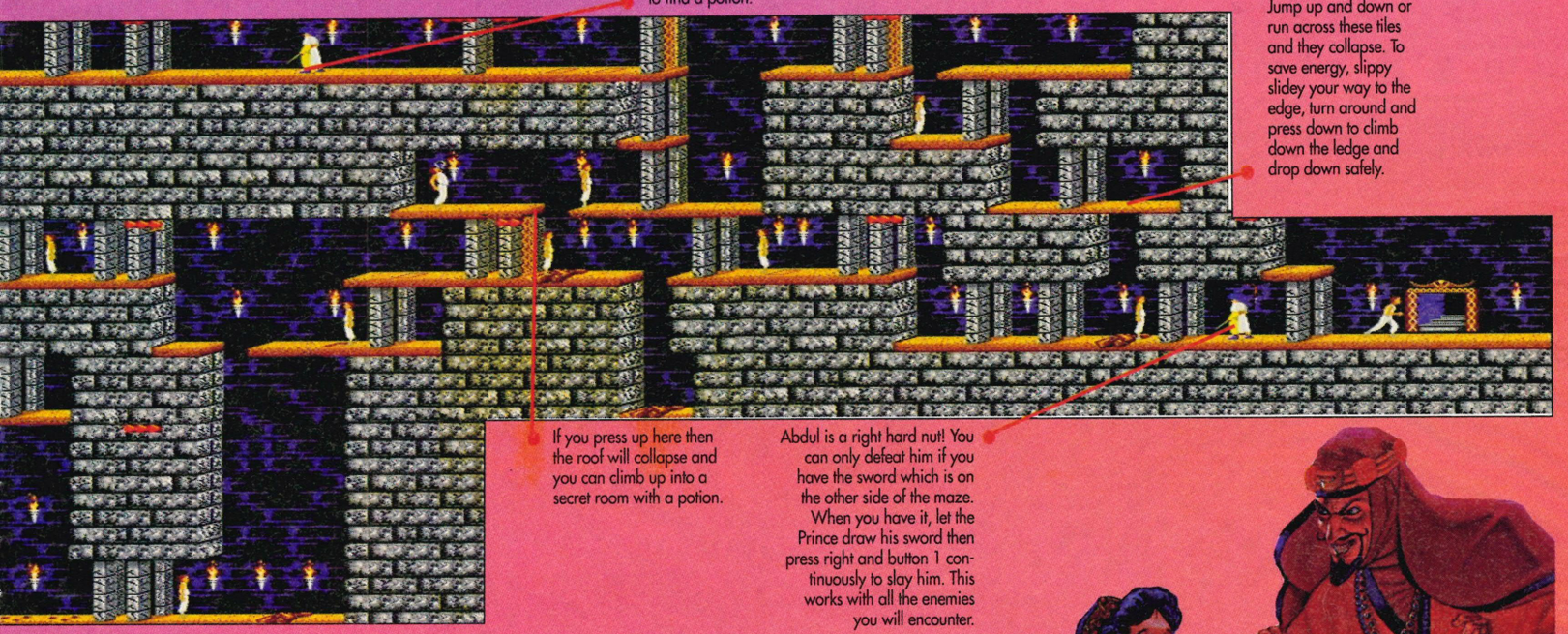
This is the switch for the end of the level. You must do a running jump to clear the gap, no other leap will work. Once you are over, press the switch and jump back to the exit.

Climb up this wall carefully, one slip and the spikes claim another victim. Kill the guard above and straight to the exit, but what cruel trick is this! You must activate the switch first.



After you have clambered through the secret room (below) and got up here, you must fight this puny hood. Now you can go left to find a potion.

Jump up and down or run across these tiles and they collapse. To save energy, slippy slidey your way to the edge, turn around and press down to climb down the ledge and drop down safely.

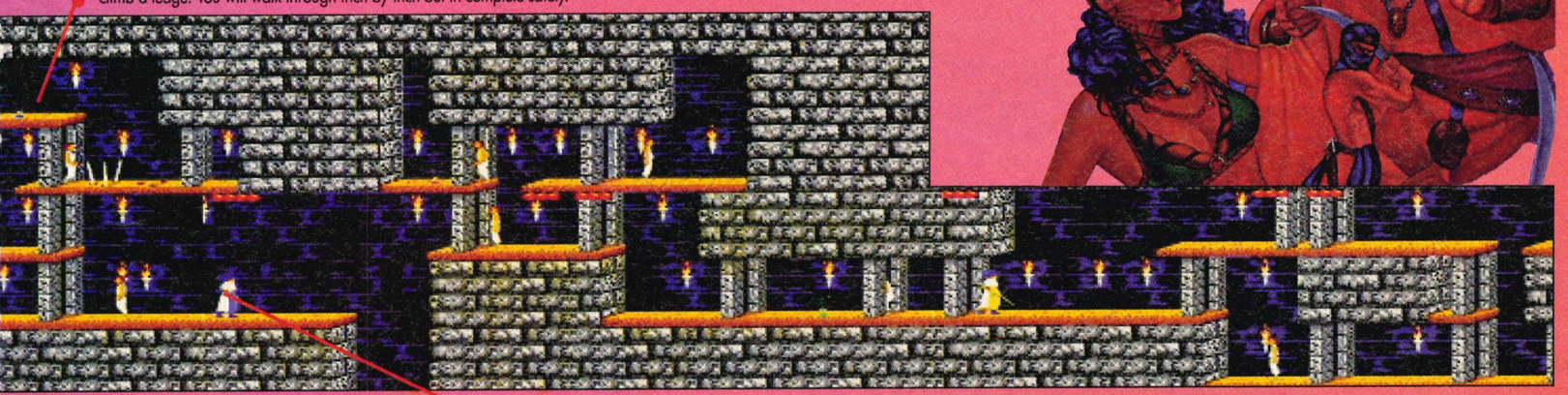


If you press up here then the roof will collapse and you can climb up into a secret room with a potion.

Abdul is a right hard nut! You can only defeat him if you have the sword which is on the other side of the maze. When you have it, let the Prince draw his sword then press right and button 1 continuously to slay him. This works with all the enemies you will encounter.



To get past these spikes, stand right next to them and press up as if you were trying to climb a ledge. You will walk through inch by inch but in complete safety.



Perform a standing jump from the edge and when you land, stay still until you draw your sword. If you move at all, the guard will run you through instantly.

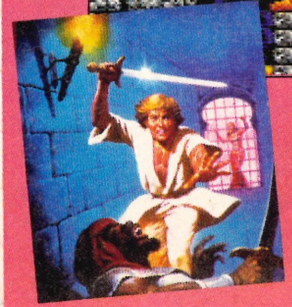


These holes in the ground betray the presence of spikes so run and jump over them before they pop out.

hack and slash this guy by pressing button 1 all the time and pressing the left direction. This keep the guard on the defensive and easy prey.

The floor here gives way, so why not drop through and let the guard follow you. If you drop down and hang by your finger nails from the ledge and then swing onto a green potion.





A standing jump should make it across the drop but a running one is always a safe bet. Remember, if you think you are not going to make it, press button 1 as you jump and he will grab the opposite ledge by his fingers. You can then climb up normally.



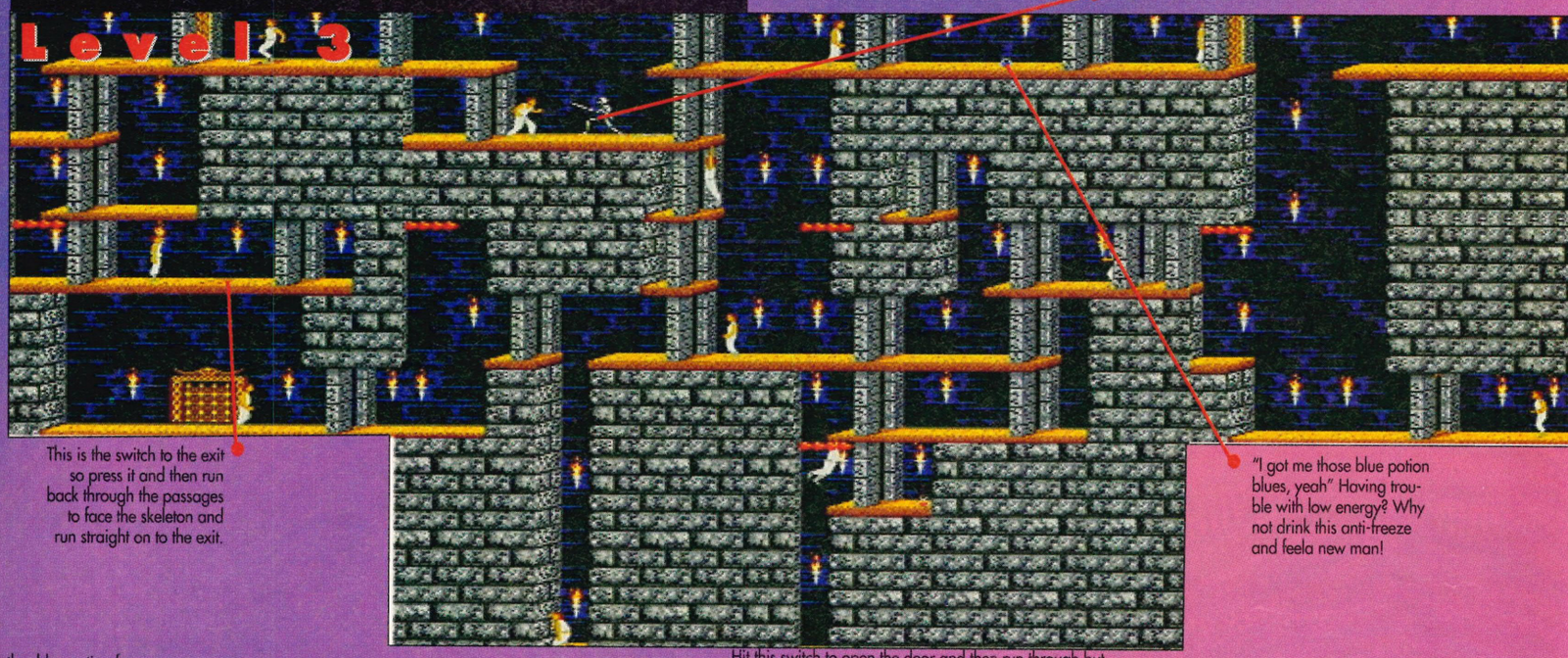
Would you believe it, a green potion for full energy! Now you just have to work out how to get back up.



Level three should be subtitled "Climb, climb and climb again" because there are loads of sheer faces to scale and platforms to leap to. If you are in need of energy then there is a whole detour to make for that. But if it's the exit you are after, the route is very simple and only involves attacking a skeleton who is definitely the worst opponent you come across.

Level 3

The skeleton is one tough dude! Keep lunging at him while pressing button1 and eventually you will knock him off the edge of the cliff. However when you climb back down, old bones will be waiting so fight the skeleton until he falls off again, this time, to his doom.



This is the switch to the exit so press it and then run back through the passages to face the skeleton and run straight on to the exit.

"I got me those blue potion blues, yeah" Having trouble with low energy? Why not drink this anti-freeze and feela new man!

Another blue potion for you to swig down.

Hit this switch to open the door and then run through but make sure it is fully open before you jump or you will drop into the abyss.

Level 4



This floor collapses the moment you land on it and you will then have to make a big jump to the right.

Apart from being massive and complex, level four sees the first appearance of your reflection who leaps out of a mirror after you have pressed the exit switch. This devious shadow will appear frequently on later levels and nick as many of your potions as possible.

Don't forget to wait for you to draw your sword here or this huge guy will skewer you like a shiskabab. There is a potion waiting nearby.



Level 5



This level will start to separate the men from the boys! Sword swirling skills are the least of your worries as speed and agility take the upper hand. Not only does your alter ego suddenly appear, only to nick a blue potion from under your nose, but how do you get out of this place! Here's how...

Take a running jump at this gap, or the fate of your prince will send shivers up his extremely expensive pyjamers



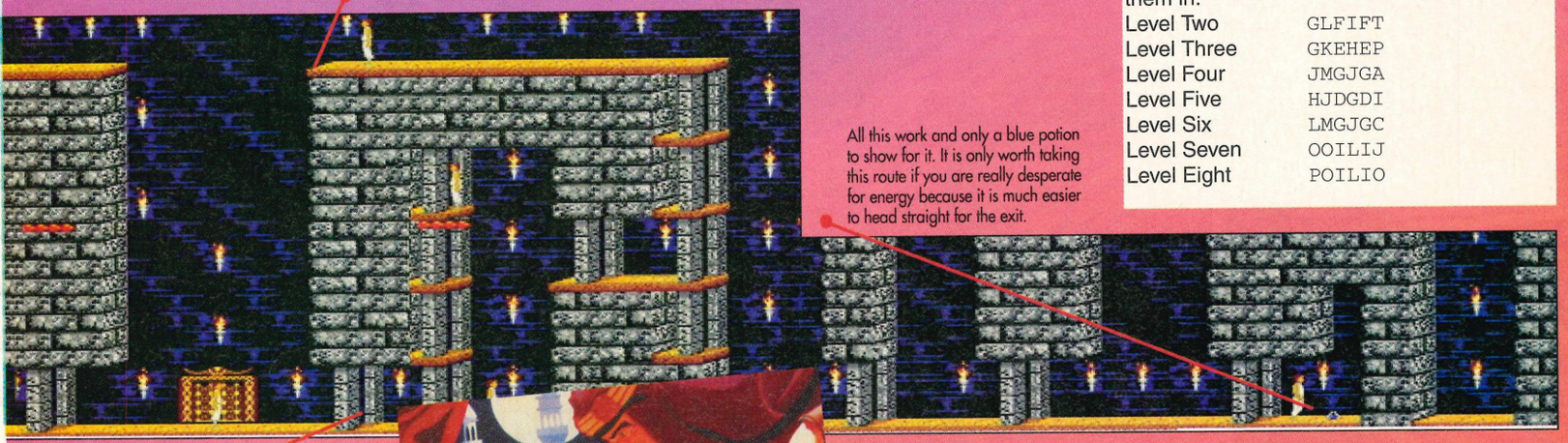
PASSWORDS

These codes should give you plenty of time and take you straight to the beginning of each level Thanks to S Young for sending them in.

Level Two	GLFIFT
Level Three	GKEHEP
Level Four	JMGJGA
Level Five	HJDGDI
Level Six	LMGJGC
Level Seven	OOILIJ
Level Eight	POILIO

You will need a running jump to cross this gap. If you fall short, press button 1 to hang by your finger nails.

All this work and only a blue potion to show for it. It is only worth taking this route if you are really desperate for energy because it is much easier to head straight for the exit.



Only go right if you have low energy because the real way out is to the right



This is the mirror which appears after you have pressed the switch for the exit. Run straight into it and your reflection will escape and cause havoc on later levels.

This is the switch to open the exit. Now you have to go all the way back to the door to make it to level five.



Only one guy left top to defeat and he's one tough mother. Use the same method as before to defeat him.

Get this green potion for full energy.

This guard tries to argue arab fashion with you just when you need to get to the switch. The old one, two with the sword is enough to finish himoff. If you keep pushing in his direction between thrusts, you have more chance of scoring a hit.

More swash-buckling action, but watch that energy, you're going to need it.

Here's where the fun starts. Hit this switch to open the door which lets you get to the next part of the stage. Quickly get to the edge and jump so that you land on the lower ledge on the other side. You will lose a heart, so make sure you've got at least two.Now dash through before the gate comes down!

This blue lip-smacker could be all you need to save your flagging energy, but you know you can never trust yourself with the demon drink!

Try to keep your head as you jump through this guillotine, but avoid hitting the switch after it as this invites unwanted guests.





This level is nice and short, but remember you're racing against the clock! The only real problem you'll have is at the end, when your terrible twin, again tries to thwart your efforts, by slamming a door in your face! Have no fear though, brave prince, those years of forgetting to cut your nails has paid off,and you cling your way into Level seven with style.

Level 6

Jump the dreaded spikes here, but be sure to clear the second cluster.

A flask of pink brew is found here. Knock this back and jump left without losing any life.

To save you embarrassing everyone with your fabo sword skills, you can let this floor crumble away and swing down to grab your treasured pink potion.If however that's too easy, jump over for more Persian action.

Take a running jump from here, but hold button one so you grab the ledge by your fingertips. Drop down to receive a password. When the game restarts, continue to hold down button one to grab the next ledge and climb up to greet Level seven.

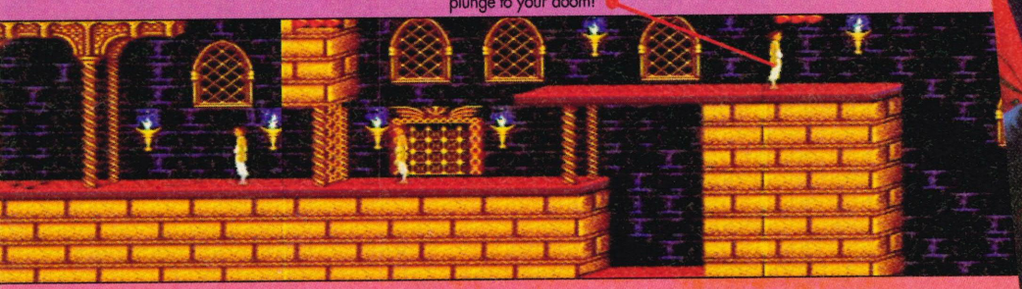
Level 7

This level really throws down the gauntlet. You can either take the high road, leading to loads of the usual grief a prince might expect in a dungeon. Or you can wimp out and complete it in a few seconds flat! The prince has a particularly tough time with his fingernails in this level but this is the least of his worries as the evil Vizier throws out all the stops to capture you. The question is are you a prince or a mouse? Squeak, squeak!

evel 8

This level provides a reasonable challenge for a skillful prince, light footwork is needed. To start with, leave the first guard in peace, as he's likely to teach you an energy sapping lesson! The rest of the level is down to your timing and skill, although the wicked Grand Visier's guards seem to of had a few fencing lessons.

Don't attempt to draw swords with this guard as you'll probably be run through. It's much safer to go under him.

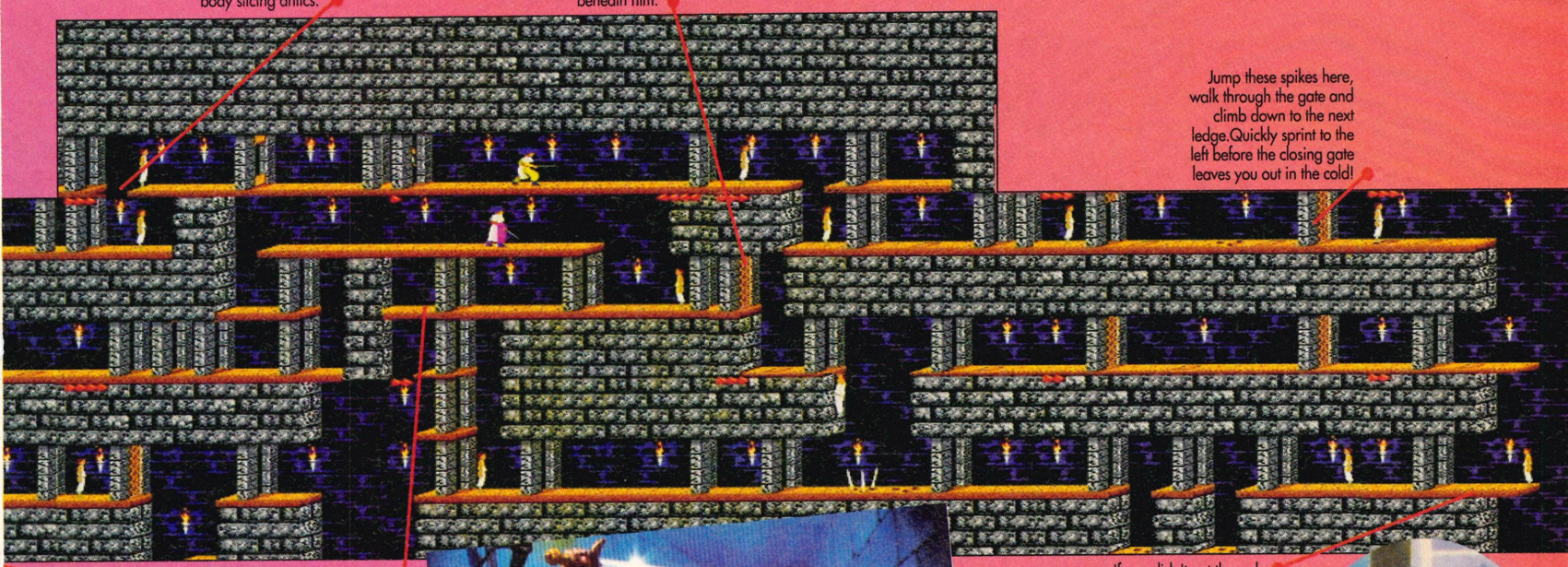


Follow this route and plunge to your doom!



Keep jumping here until the floor above comes crashing down. Avoid the falling mortar and climb up to discover more body slicing antics.

Jump up and through the gate to slash another Sinbad type person. Beware of the far left floor beneath him.



Jump these spikes here, walk through the gate and climb down to the next ledge.Quickly sprint to the left before the closing gate leaves you out in the cold!

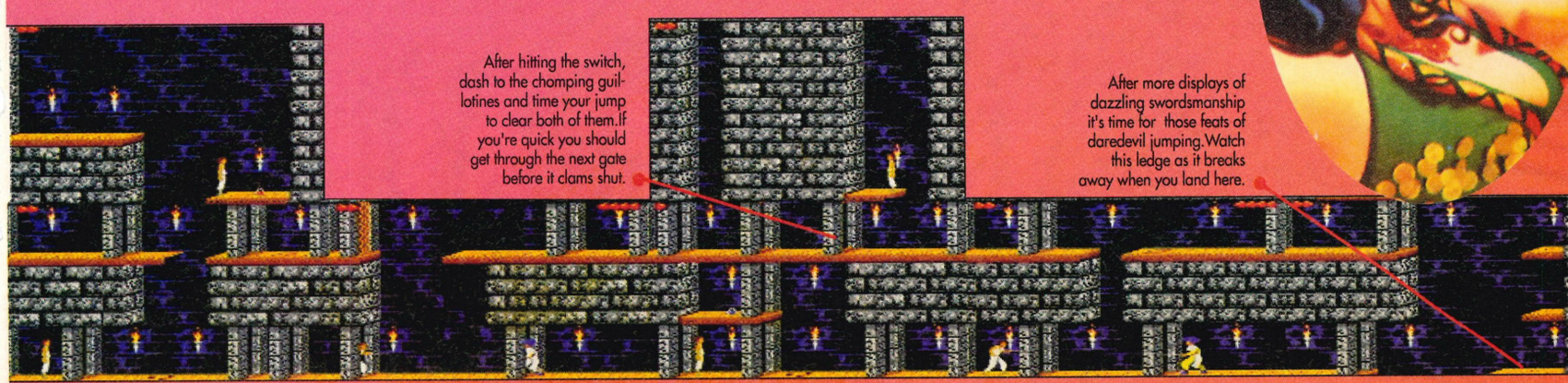
If you caught a whiff of this cherished green potion and ventured into this room - that's the last camel you'll see for a while! Quit and dash for the exit as soon as it's open.

Another dodgy floor. If you're underneath slowly jump up until it gives way and climb up, but watch it, it's a long way down.



If you didn't get through the gate above, you'll have to do it the hard way. Watch your footing as you leap over the next spikey hazard.





After hitting the switch, dash to the chomping guillotines and time your jump to clear both of them.If you're quick you should get through the next gate before it clams shut.

After more displays of dazzling swordsmanship it's time for those feats of daredevil jumping.Watch this ledge as it breaks away when you land here.



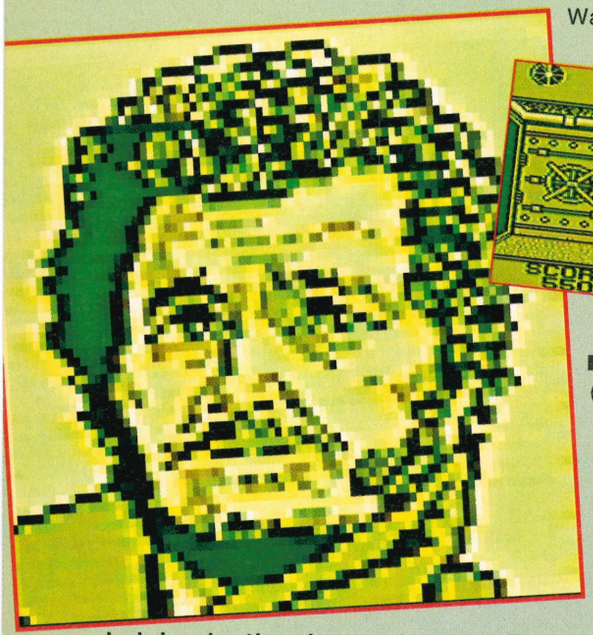
HOME ALONE

THE BASICS

At the risk of sounding totally patronising, it does seem that just getting started is stumping a large number of players. To get off each level, you must collect a certain number of treasures, deposit them in the basement, bearing in mind that you can only carry a certain number at one time, and then escape through the same area.

LEVEL ONE GUIDE

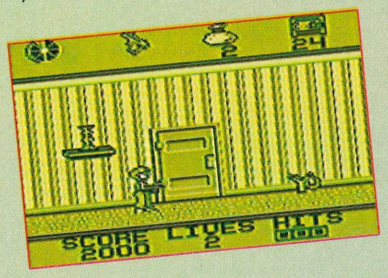
The first level is made up of two floors spanning thirty rooms. You will find the following items lying in around so here are the locations.



■ Watch (1 treasure).
Slingshot in cupboard.

■ Cashbag in left drawer (1 treasure).
Diamond in right drawer.

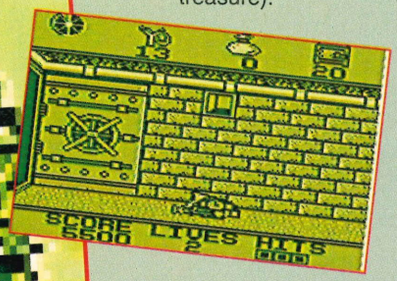
■ Candlestick (1 treasure).
Slingshot (hidden - jump up to get it).



■ Push banana skin then open the cupboard for the watch (1 treasure).

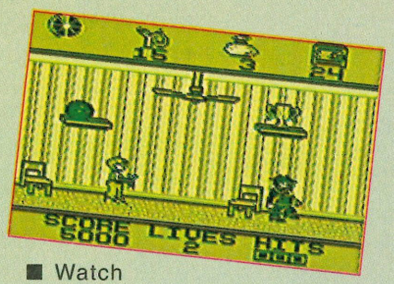
■ Cup (1 treasure).
Push the ball to make it fall.

■ Hole to basement.
Watch in Cupboard (1 treasure).



■ Candlestick in cupboard (1 treasure).

■ Diamond in showerhead.
Necklace in mirror (1 treasure).



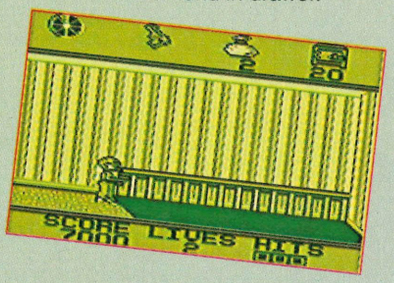
■ Watch in laundry basket (1 treasure).
Energy above WC.

■ Candlestick (1 treasure).

■ Candlestick on wardrobe (1 treasure) - use shelves from previous room to allow you to reach it.

■ Necklace (1 treasure).

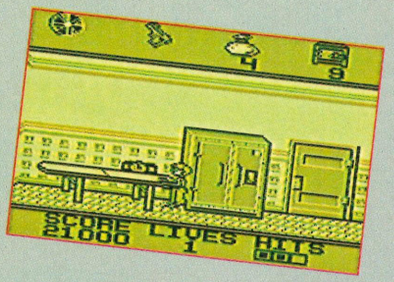
■ Watch (1 treasure).
Diamond in drawer.



■ Cash (1 treasure) - open drawer, then jump on it to reach the treasure.
Diamond in cupboard.

■ Cashbag in picture (1 treasure).

■ Cashbag in cupboard (1 treasure).

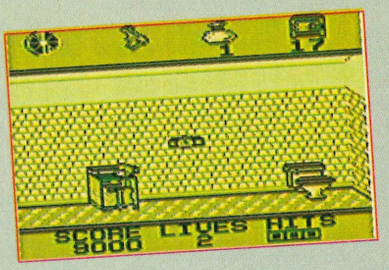


Energy bonus in drawer.

■ Candlestick (1 treasure).
Diamond in chandelier.

■ Cashbag (1 treasure).
Slingshot in drawer.

■ Hole to basement.
Watch in picture (1 treasure).

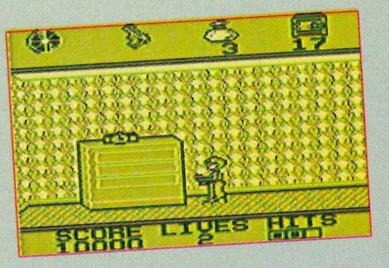


■ Candlestick in drawer (1 treasure).

■ Cashbag (1 treasure).
Diamond in sofa.

■ Watch in picture (1 treasure).
Use chair to bounce onto piano.

■ Jewellery in cupboard (1 treasure).
Ball in TV.



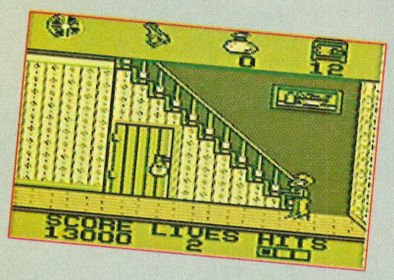
■ Watch in picture (1 treasure).

■ Necklace in picture (1 treasure).

■ Candlestick (1 treasure).

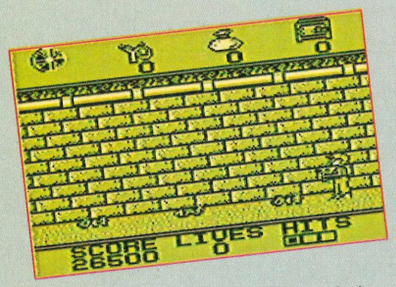
Energy in drawer.

Judging by the sheer volume of letters from perplexed CONSOLE XS readers, *Home Alone* is causing more than its fair share of problems. So, with a supply of refreshments that would help us to reach the parts that other players couldn't reach, the CONSOLE XS team got to work – Sorted!



■ Watch in fridge (1 treasure) - jump against the table to pull it towards you.

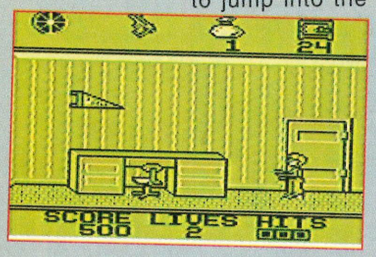
■ Diamond in cooker.
Watch (1 treasure).



Once you have collected the necessary number of items, head back to room with the padlocked door and you will be able to enter to the basement.

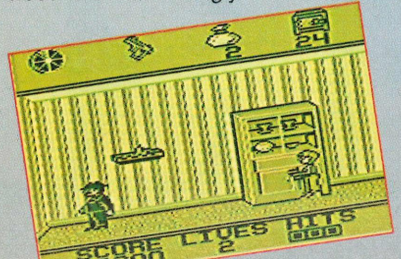
THE BASEMENT
Level One

In the first basement you won't encounter too many problems. On one screen the creatures will go up or down when you jump — using this, jump over the first spider, then jump straight up then run under the second spider. To get the large hairy arachnid at the end, you need to jump into the



loose brick thus knocking it down onto the blissfully dumb spider. A few direct hits and you can reach the treasure!

The same basic techniques apply to all of the other levels, although the main boss will be faster so you will need to act accordingly.



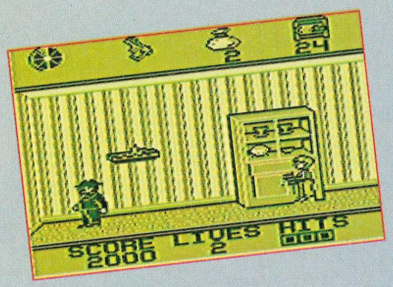
BEATING UP THE THIEVES

There are a few different ways to clobber the crooks other than just using a pop gun.

● Make items fall onto their heads.

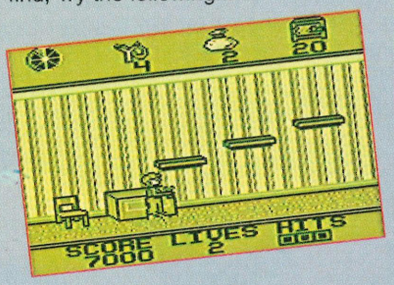
● Use the select button to change your weapon then use baseballs for the big thugs, or a slingshot for the smaller enemies.

● Lead them into traps — first go to the screen that he's on, then back track towards a trap (such as spikes or holly leaves), making sure that he follows you.



FURTHER LEVELS

Once you have grasped the basics, the further levels won't really pose too many problems. However, a few of the items can be a little difficult to find, Try the following...



▼ Bounce on the toilet seat.

▼ Jump into pictures and mirrors.

▼ Check out the laundry basket.



▼ Jump into speakers.

▼ Enter the loft.

▼ Jump into the lights.

▼ Open each and every box, drawer and door.





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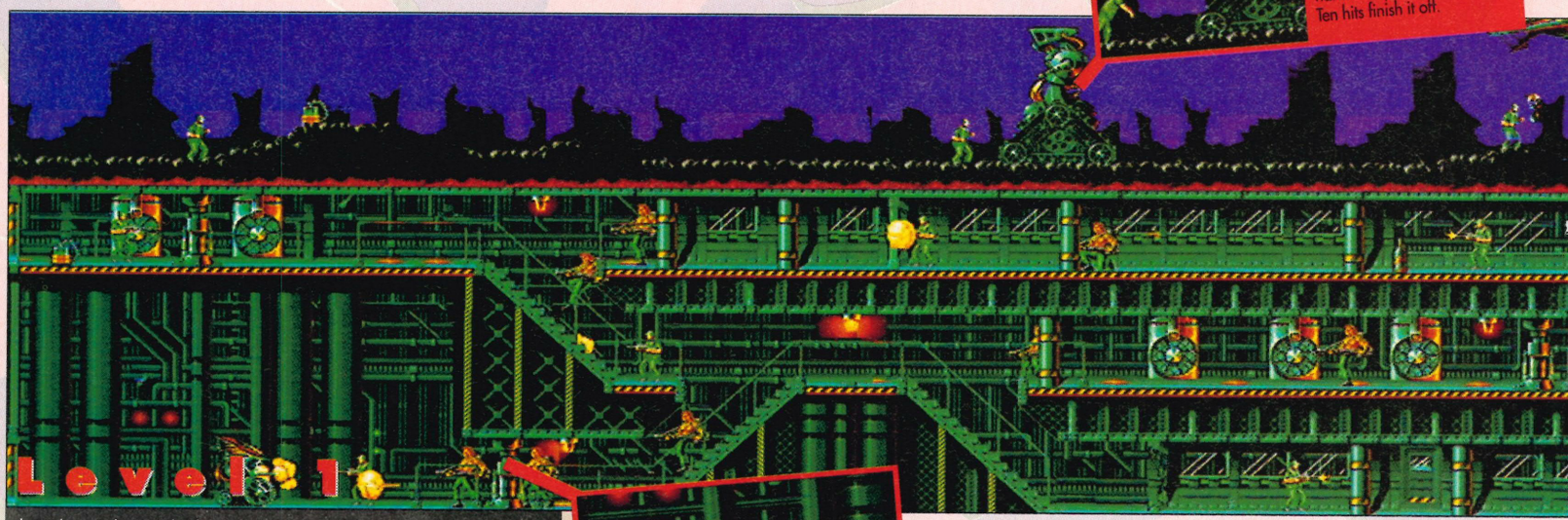
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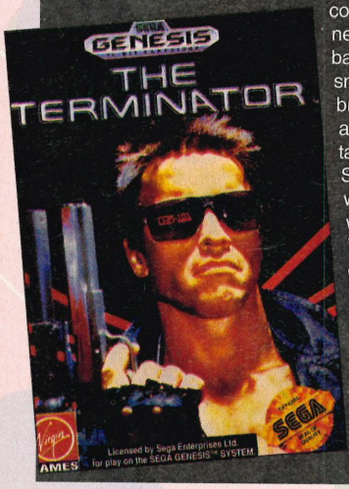




The Killdozer is the first major enemy you will face and it is very simple to defeat. Walk right up to it and throw as many bombs as you can. The bombs will catch the Killdozer in the laser turret which cause harm and prevents return fire. Ten hits finish it off.

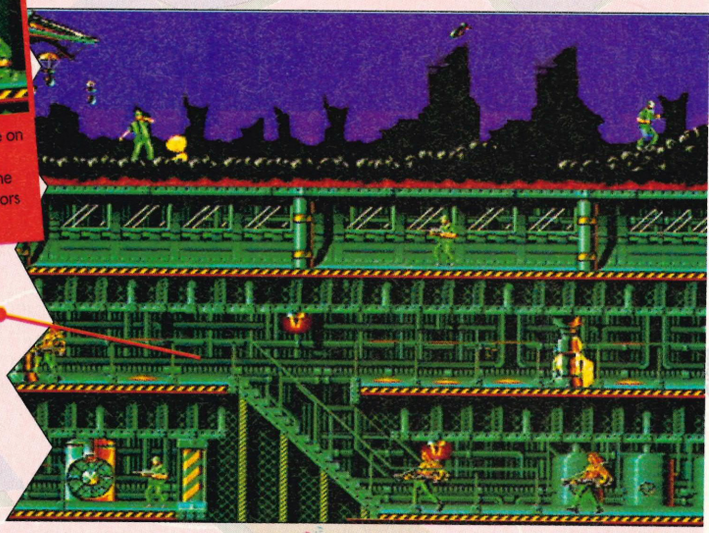


Level one is set in Los Angeles, 2029, where the machines have taken over and are ruled by the mighty Skynet defence computers. The human race is near extinction, but a lone band of resistance fighters are smashing the machines and breaking the system. They are led by John Connor who taught the grunts how to fight. Skynet realises that to win the war it must erase Connor's whole existence. Enter the Terminator, a hyper alloy combat chassis surrounded by human flesh grown for the cyborgs. To complete level one you must plant a bomb in the reactor and get to the time machine to follow the Terminator to 1984. And you thought it was



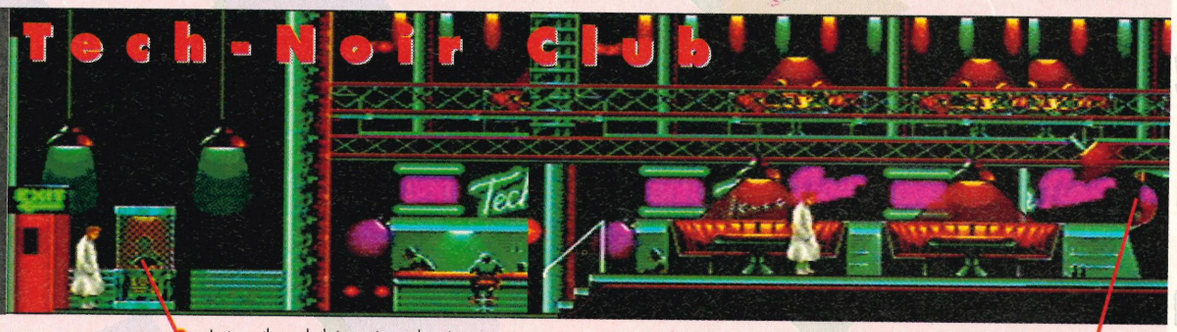


This tecno-nightmare guards your pulse rifle on the harder difficulty levels. It takes loads of bombs and even more machine gun fire. The worst part of this encounter is that Terminators attack from behind at the same time.



As the path splits once again, take the lower path to the reactor. The upper way is the route to the time machine, so make sure you know the way as time gets short.

The Tech Noir nightclub is found at the very end of the Los Angeles 1984 scene and it is where the Terminator first traps Sarah. Luckily Kyle just happens to be in the area with a shotgun. Run through the now deserted nightclub and blast the Terminator as he shoots at you.You will know when he is close because a laser sight will track you – followed by a burst of fire. Get ready to duck out of the way and return the friendly greeting with a multitude of shells from your gun. Deal with the Terminator, rescue Sarah and get the hell outta there!



Just run through th is section – there's nothing to pick up or shoot. It's just a quick jaunt to the bar.

Check out the neon decor of the Tech Noir club. This is where the Terminator first attacked Sarah in the film.

As soon as we saw the incredible quality of the graphics in this latest Virgin release, we knew it would be perfect for a CONSOLE XS solution. Probe software have done a cracking job of converting the major scenes of the 1984 film into an action packed shoot-'em-up. The menacing atmosphere makes this one of the best games to appear recently – such a shame that it isn't a bit larger. With only four levels it may not last long in the hands of a dedicated player and as you can see for the pros at CONSOLE XS, it was no problemo! Four levels of escapist violence with the Terminator on your heels.

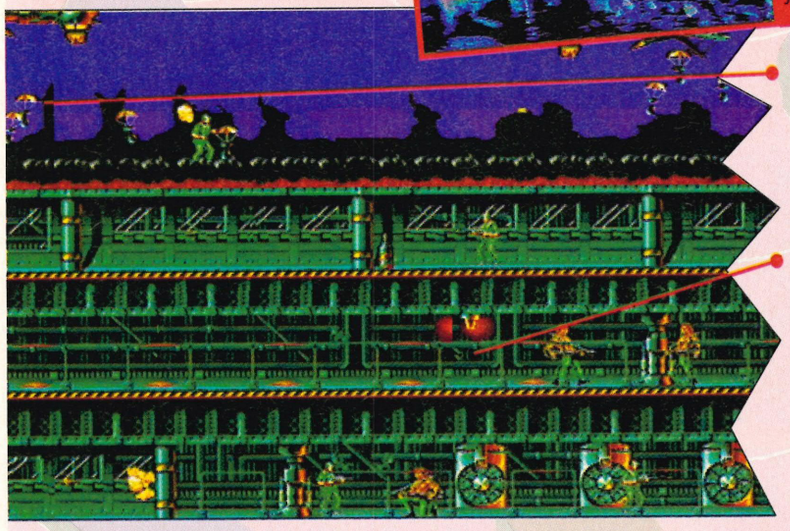
MEGA DRIVE

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TERMINATOR



The first static of the game sets the scene of post-apocalyptic Los Angeles 2029. The human race is close to extinction, but one man has brought mankind back from the brink – John Connor.

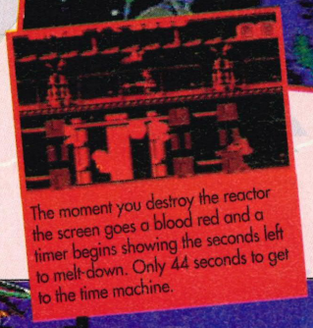


Hunter-Killer ships attack Kyle from the air after he has dispatched the Kill-Dozer. Use your bombs to clear a path to run through. The HKs only take three hits.

Take this upper level to the reactor, but watch out for the multitude of Terminators who shoot on sight.

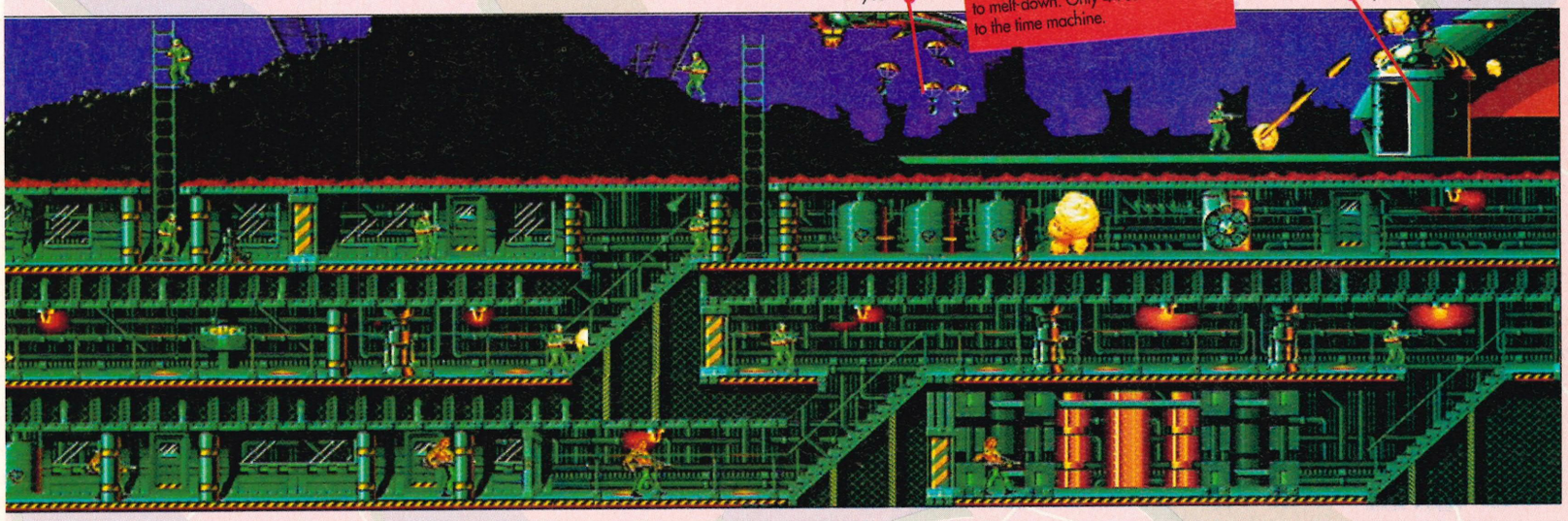
A lone HK waits for you as you emerge from the base. Keep running and its bombs will miss you.

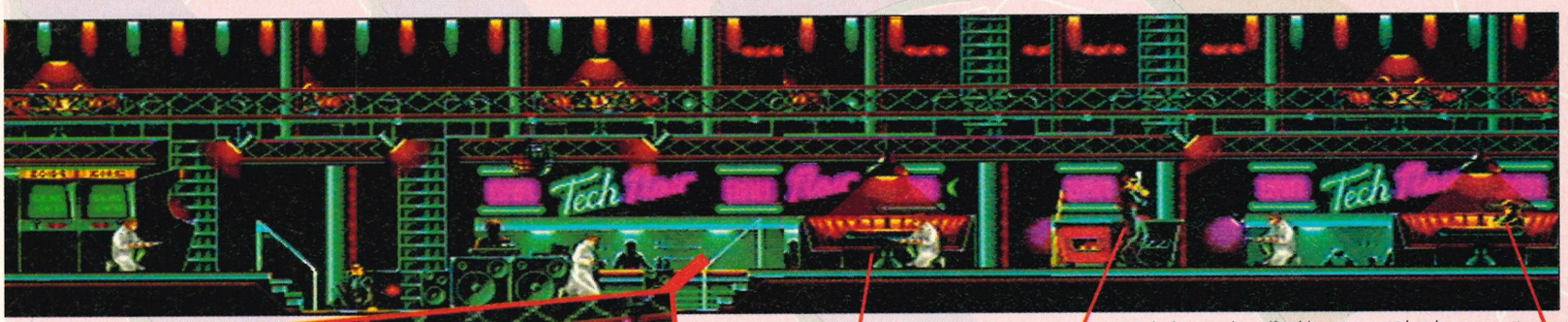




The moment you destroy the reactor the screen goes a blood red and a timer begins showing the seconds left to melt-down. Only 44 seconds to get to the time machine.

Try to get to the time machine before you disable the reactor and a hostile laser will surgically remove you from reality.

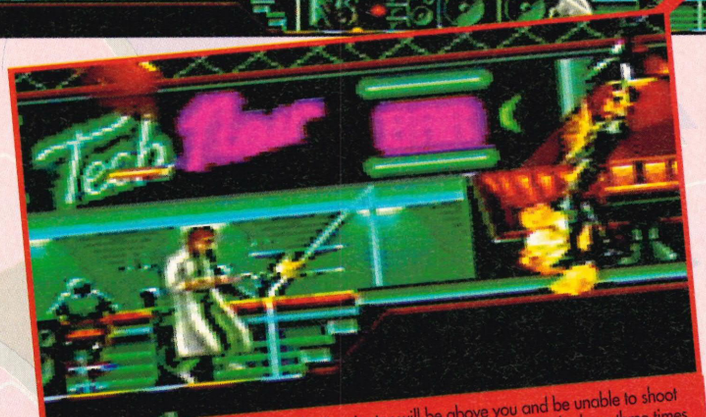




Give the Terminator enough time and he will start fighting his way to Sarah in the end booth.

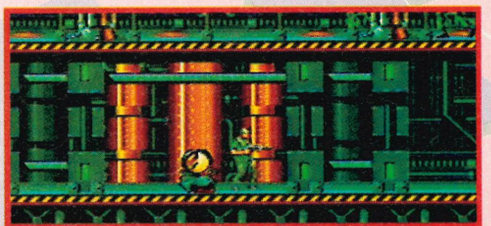
Here's the big man himself. Old Arnie takes some killing. Pump away with the shotgun until he falls three times and flashes. This means you can run straight through him.

"Oh Kyle, save me I'm stuck to this seat, paralysed with fear. Stop the Terminator, he broke my nail".



If you run directly to the dance floor, the Terminator will be above you and be unable to shoot you. Stand and knee-cap him several times until he falls down. Get him in the knee three times and you can run through him to Sarah where it's straight onto level three.





Here is the ideal position for the bomb. You only have a few seconds to get clear before the whole place goes to hell and then only 44 seconds to get off the level. The red screen effect is an excellent feature that creates mood and a tense atmosphere.



Straight through time to Los Angeles 1984 where Kyle is hunted by the police and shot at by vagrants and punks. The local cops have pulled out the stops with patrol cars flying past every few seconds and even helicopters touring the rooftops in case you decide to take the easy route. Luckily Kyle has snatched a shotgun which he can use to stun the police and waste the fraggles. Get to Tech Noir before the Terminator locates and eliminates Sarah Connor.

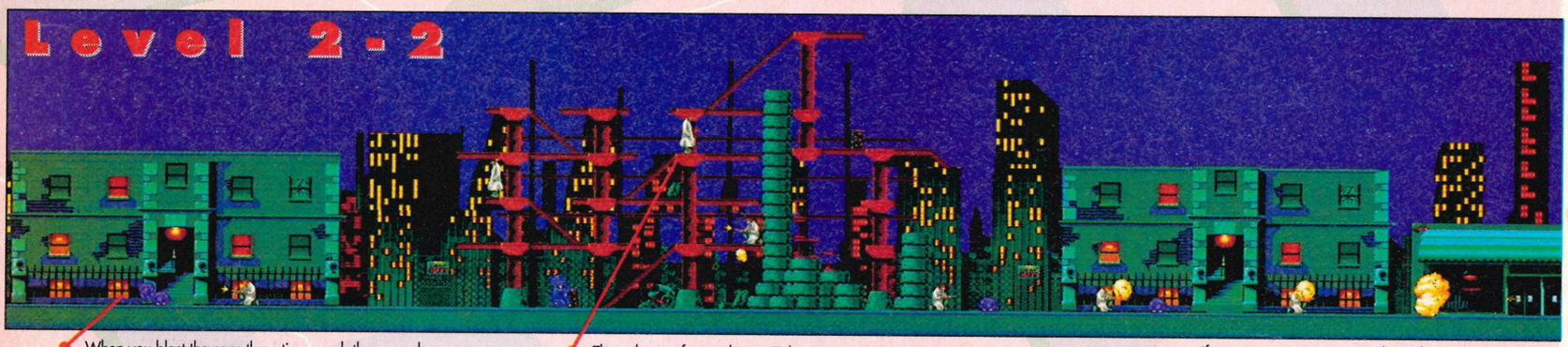
These police choppers cover the high ground. It is much easier to take the roof route because you miss all the police guns and only have to deal with the helicopters puny missiles. Take the first ladder up.

Although you cannot see it, there is a flagpole here. Run up to it and Kyle will automatically swing from it; a good move to avoid the helicopters.

Level 2-1



Level 2-2



When you blast the cops three times each they crouch down for five seconds. Use this time to run past and get away before they come back with a vengeance.

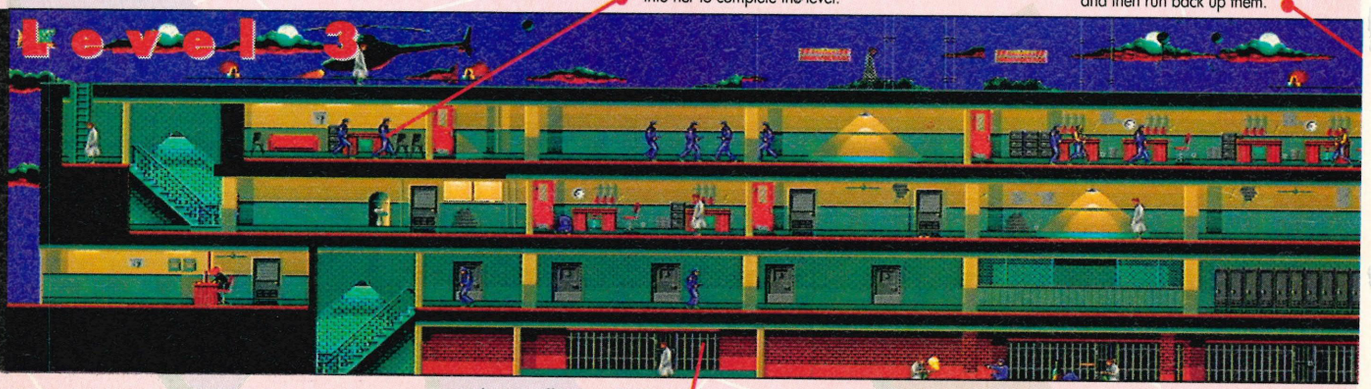
The only way forward is up. Take the zig-zag path through the girders and jump off the top.

This is where Sarah is hiding from the Terminator. Just run into her to complete the level.

If you see someone coming down the stairs towards you, run back down because you'll be killed. Better to get off the stairs, shoot and then run back up them.

Stuck in a police station surrounded by cops who don't believe a word about the Terminator is pointless. However, they soon change their tune when Arnie smashes a truck into the reception and goes around shooting everything that moves. The object of this level is to escape from the cells and get to Sarah who is hiding. On the way you have to deal with the Terminator again, but not for the last time.

Level 3



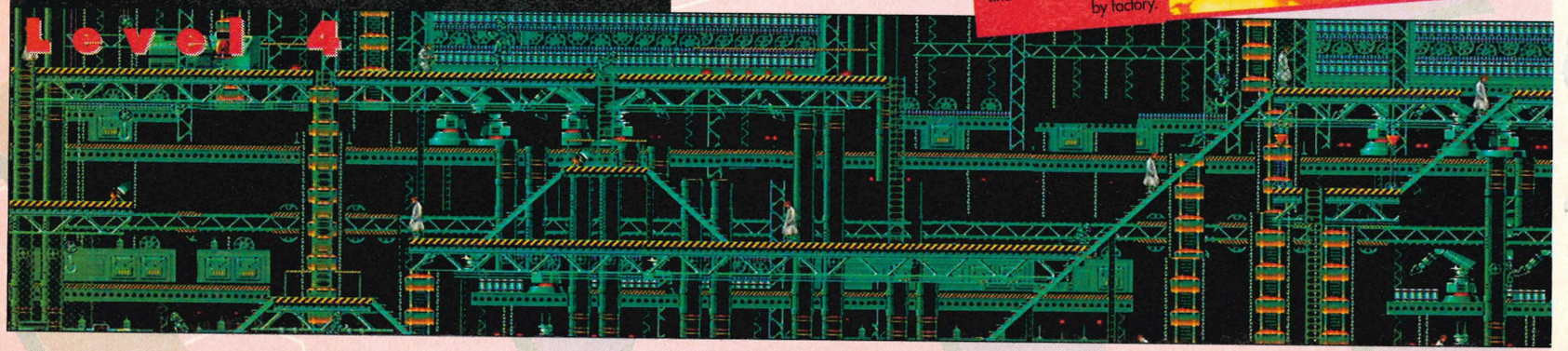
Kyle starts off in the cells. Shoot all the time down the corridor to take out any enemies waiting off-screen. You will get plenty of cops and petrol bombers who seem to be running freely around the police station.

The last level of this epic adventure is set in a deserted factory. Reese has turned on the machines to provide cover for them, but the Terminator has now been stripped of his flesh in a fire. Sarah is crawling to the huge steam press on the other side of the factory and Kyle Reese must lure the gleaming metal endoskeleton to its doom in the press. You are attacked by the full height Terminators and also the unavoidable crawling ones. The only way to reach safety is to use the ladders and ramps to avoid the Terminator and get him to follow you. One false move and you could be trapped. One hit from the steel claws and it's good night Kyle and you start the whole game again. The whole future depends on you tonight. Good luck...

After a fast paced lorry chase, Kyle manages to stick a bomb in the lorry and it explodes, ripping the Terminator to bits. However, all that happens is that the Terminator loses its skin, but the skeleton remains. Kyle and Sarah run into a nearby factory.



Level 4



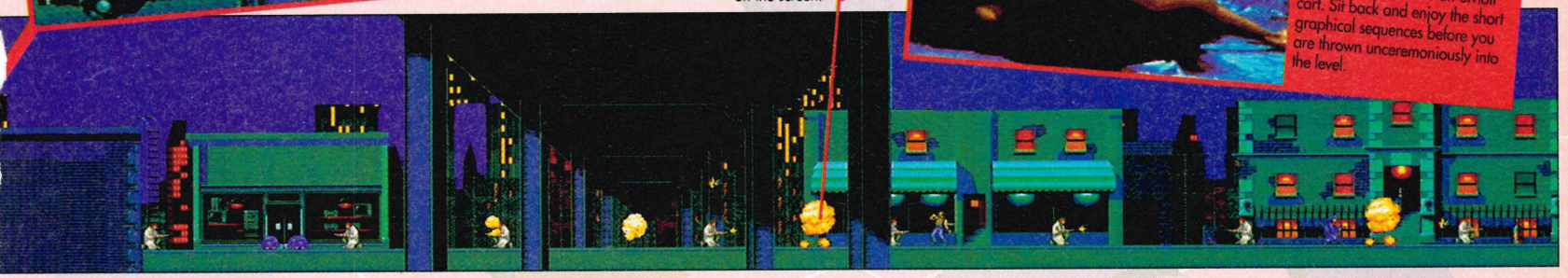


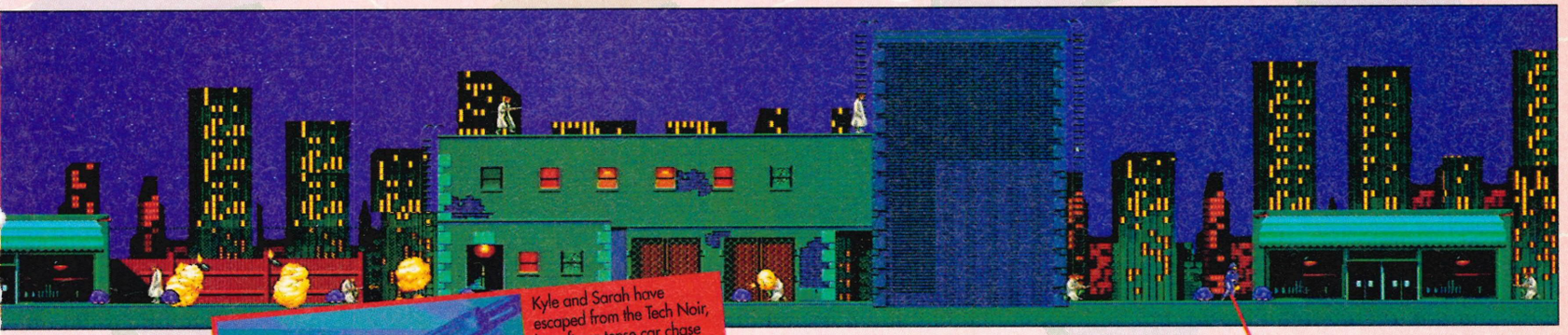
One of the best parts of this level is when the patrol cars whizz by in hot pursuit. It's a shame Probe haven't made more of this idea as they could have had them shooting at Kyle, illuminating him with a spotlight or even a measly wail of a siren as they roared past.



Kyle Reese enters Los Angeles 1984 in white light and pain. These excellent statics really set Terminator above the rest. Shots like these are digitised from the film and this is probably why the Mega Drive version is an 8Mbit cart. Sit back and enjoy the short graphical sequences before you are thrown unceremoniously into the level.

As soon as you see the petrol bombers and explosion shoot at them. You can kill them even when they're off the screen.



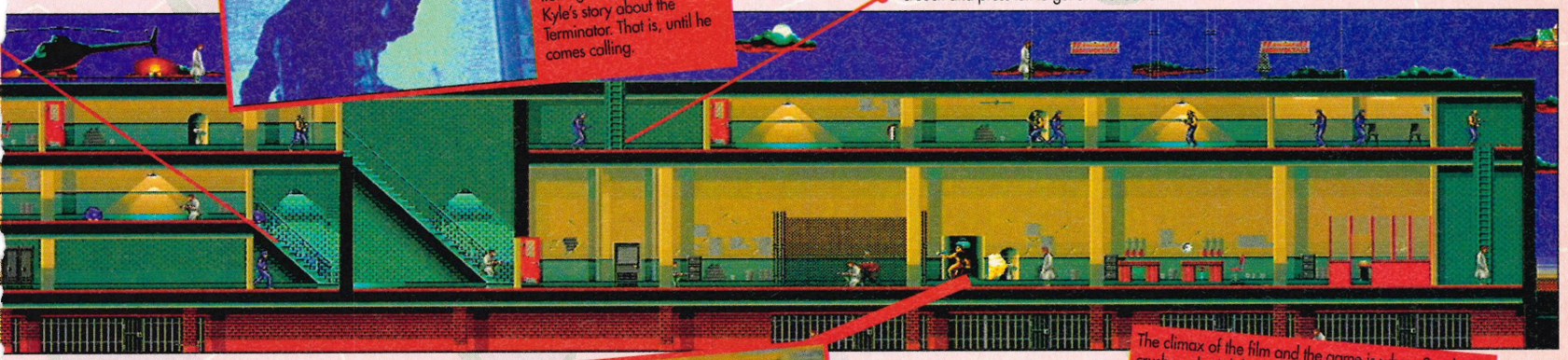




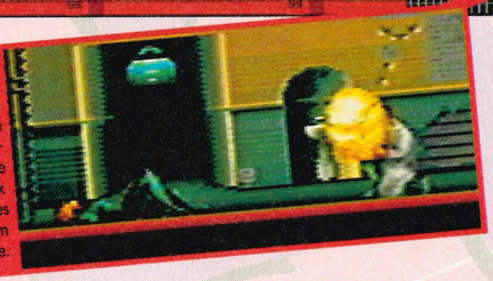
Kyle and Sarah have escaped from the Tech Noir, but after a tense car chase they crash and are taken to the police station for questioning. Nobody believes Kyle's story about the Terminator. That is, until he comes calling.

You get attacked by three cops and two petrol bombers here, so go into gun frenzy mode.

Sometimes you can be stuck on this ladder as the cops close in and cut you to pieces. Just crouch and press left to get off the ladder.



The Terminator is back! This time he's crashed through the front of the police station and is systematically killing all the cops. Again, knock him down three times and jump over him to escape.

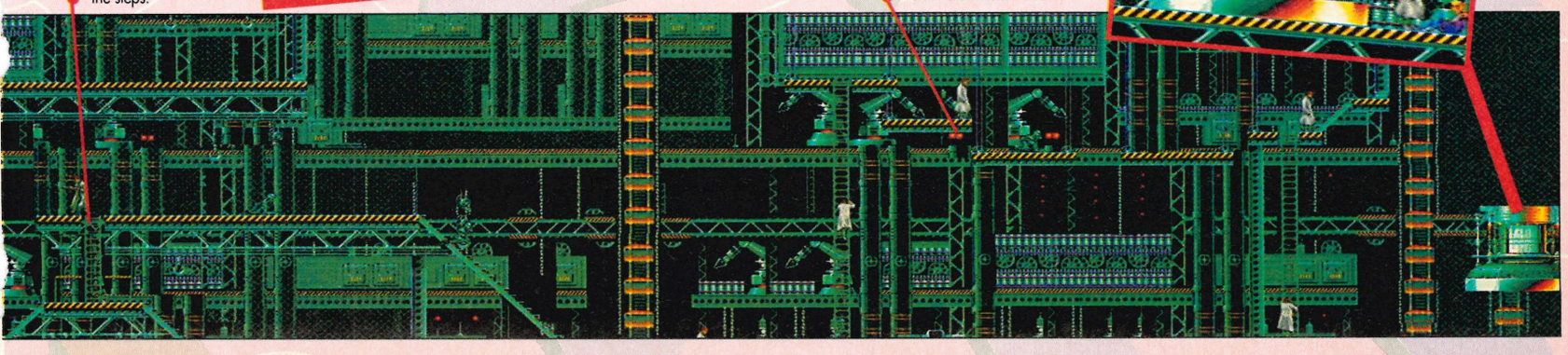


A Terminator will follow you up the steps, so just hover around the base of a ladder. In this area, lure the Terminator to the ladder and then run right and down the steps.

The way to get across these platforms is to walk right to the edge of each until the crawling Terminators stop coming onscreen. Then jump across and get to the edge of the next. If you jump without waiting you will be pushed off the edge by the Terminator. Instant death.

The climax of the film and the game is where Sarah crushes what's left of the Terminator in the steam press. In the film, Kyle dies trying but the Mega Drive game ends happily ever after.

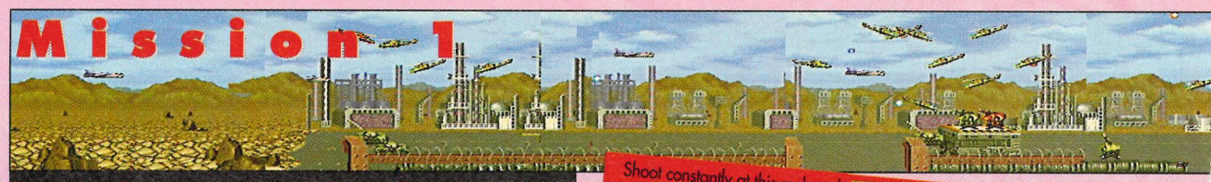








Mission 1



Mission 1 is really a training mission and presents very few problems. Helicopters and jet planes are your main worry especially when they attack from the rear, but it is very important that you take out the ground targets such as the missile launchers. A gentle introduction indeed.

Shoot constantly at this rock and a smart bomb will appear which is very handy for taking out the skulking tank on the other side. Take care though as contact with the rock means certain death.



Mission 2



You can attempt the next missions in any order, but here's a guide to which we feel are the best to tackle first. Mission 2 is set against a desert, and the best weapons to use are homing missiles, bombs, Mega Crush and sometimes Taser for the last guardian. This level marks the beginning of the hidden bonuses so shoot every area of the screen to discover them.

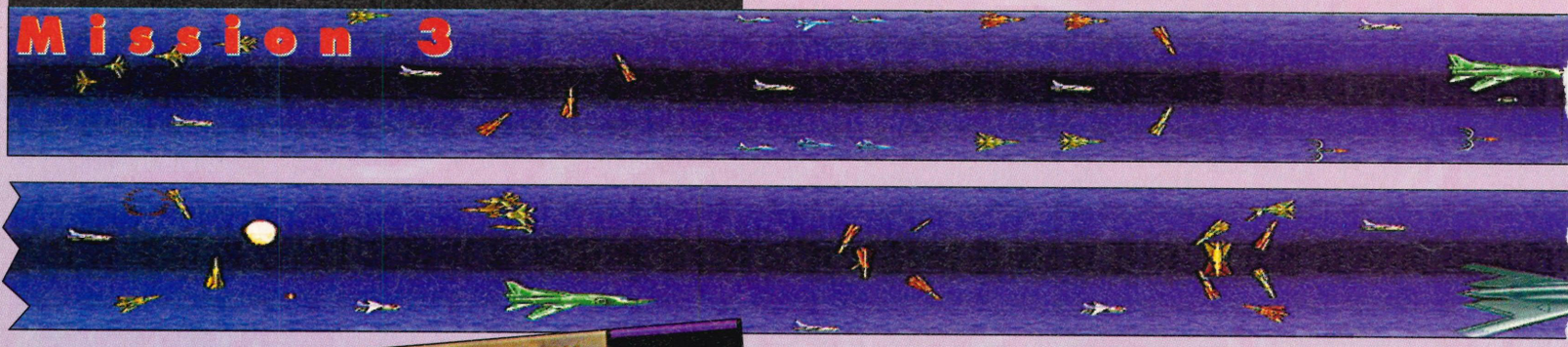
The Wolfpack is aptly named. In the first instance you are besieged by loads of nimble MIG fighters and helicopters which appear in front and behind and let loose heat-seeking missiles. The best tactic against these is to stay at the top of the screen and bomb them. Use homing missiles to take out the rest.

Mission 4



The enemy air force is formidable and there are hundreds of bandits out there to toast your hide. The grappling hook planes need plenty of heat to destroy, but it's the sheer weight of numbers that you have to deal with. The huge stealth fighter guardian can be really tough and it will take quite a bit of practice to complete this level.

Mission 3





Remember Vietnam? This is even worse! Dense tree lines hide rocket launchers and skuds, and the skies are swarming with planes. Take Phoenix missiles on this run to rake the ground targets while you deal with the air. Even better, get the A-10 and take both out simultaneously.

Mission 5



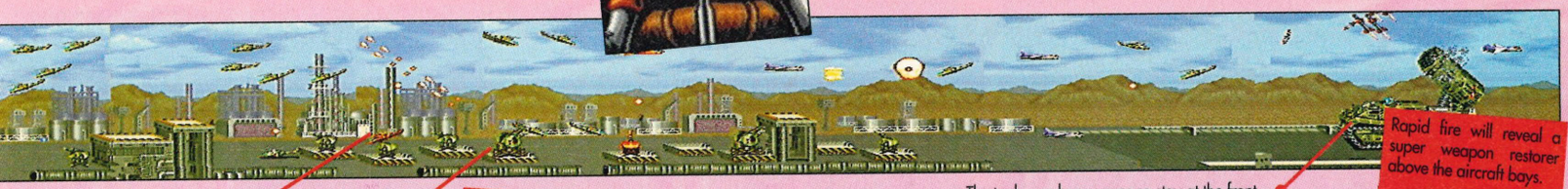
On import *UN Squadron* (or *Area 88* as it was known in Japan) was the king of shoot-'em-ups. The cocktail of smooth, colourful and realistic graphics combined with stunning acoustic delights and ten challenging levels made it unbeatable. Luckily, the official version is exactly the same – only now everybody can understand what the old man in the weapons shop has to say. *UN Squadron* is unique in that you never have a spare second to think as the enemy attack in all manner of war machines which are all modelled on current technology. At the end of each level is a gargantuan guardian guaranteed to knock the wind out of your sails, but Console XS dropped the big one on the hottest shoot-'em-up on the Super NES. Pin back your eyelids!

SUPER NES

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UN SQUADRON





Red helicopters mean more weapon power-ups, but they are better pilots and harder to shoot down.

This sucker fires a long stream of missiles, duck low and hit it and retreat to the clouds when he fires.



Homing missiles are the only weapon that can reveal this hidden money star for $50,000. Start shooting as soon as it comes on the screen.

The tank uses heavy guns so stay at the front, below the top of its tracks. Shoot like crazy and use all your special weapons. There will also be some missiles to shoot.

Rapid fire will reveal a super weapon restorer above the aircraft bays.





Use ordinary bombs or homing missiles on these tanks.

Mid-stage helicopter gunships take loads of hits and need a constant stream of fire. Don't get caught by the rocket launcher below.

Triple trouble! Each of these stealth bombers will use missiles and shrapnel to knock you out of the sky, so keep circling the screen using Mega Crush, Homing Missiles and Super Shell.

Stay as low to the deck as you can shooting all the time to destroy the launch bays. Use Mega Crush, Super Shell and Napalm if you're brave enough to get that close.

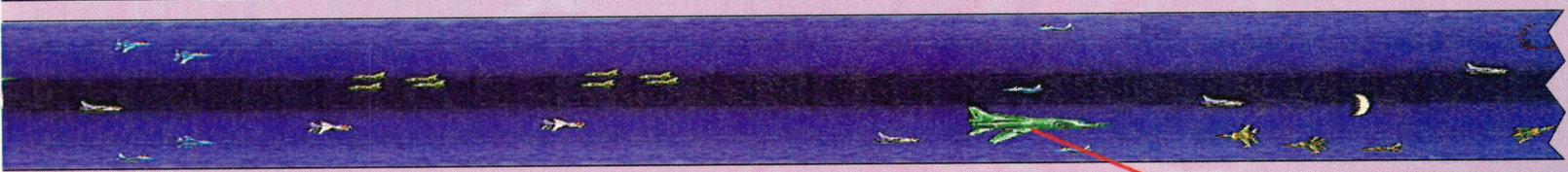




Try to hotdog these bombers and they drop a nasty surprises in your face. The shrapnel is very damaging and a full blast means instant death. Stay in any open spaces to avoid it.



Mega Crush is always a safe bet and in this case, it's one quick way of trashing the bombers. For each one that falls, the task gets easier.

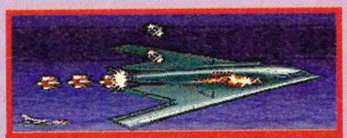


Watch these guys fire rocket grappling hooks at you. Just stay close behind and shoot like crazy.

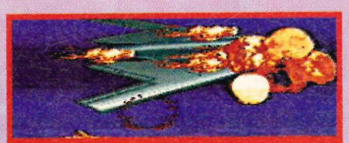




The first line of defence are small bombs that explode and shower the area with metal. Stay below and move up when they have fired.



Woops! Stay too close behind and the main jets fire leaving you with a soot-caked face sitting in some flaming wreckage.



Nice one Queeg! Use Mega Crush, Super Shell and bombs. Stay below while shooting them get above it and rain those bombs down hard.



Just after the missiles, keep shooting at the tree line and you reveal and shield which protects you from hits over the fortress.

Fire towers are a major danger, stay low and shoot them or use Phoenix missiles.

Get low and keep shooting at this launcher to stop the source of the planes, then head high and take out the survivors.

Don't get too cocky, these skud launchers love to smash you from the sky when you least expect.



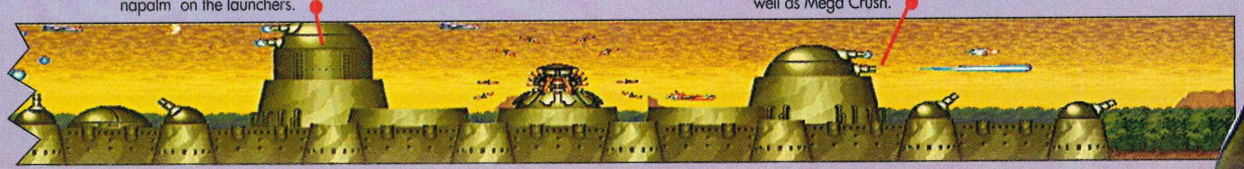


Now this is a guardian. You have to totally strafe all the turrets. Best to stay low and shoot the normal gun, then drop napalm on the launchers.

Use normal bombs on these missiles so that you don't get caught by surprise from below.

The main guns move up and down and fire from two barrels. Stay below then fly above and drop napalm, as well as Mega Crush.

Shoot the guns normally until you run out of space, then drop napalm or bombs.









Mission 6

Incredibly short levels like this one prove to be a vital respite in the war against the enemy. All you have to do is bomb the hell out of a sitting duck submarine and avoid an occasional suicide bomber. Be warned, the submarine tends to get a bit miffed if you drop explosives onto it so we have outlined its main attack patterns for you to avoid.



From the missile decks, the submarine fires polaris missiles into the air which explode into falling bombs on propellers. Stay near the nose or tail when the missiles launch, then move back and shoot the multitude of bombs.



After each attack, the sub sinks into the waves. However, you can still drop bombs on it when it's just below the water. A few seconds later it emerges at speed and fires a small incendiary device wherever you are.



Try not to get caught between the falling bombs and the sub re-merging, or it's certain death. Clear a path through the bombs with your front guns then use Mega Crush, Super Shell and normal bombs or napalm. Use the A-10.



Here's the Mega Crush in all its glory. When you use this weapon the sub thinks twice before launching another attack so get some bombs in quickly before it sticks a polaris up your exhaust pipe.



The perfect position for taking the sub with manual guns is right at the front. This way you only have to worry about the missile the sub throws when it surfaces. The sub is tough, but easy to hit. It should be a doddle.

Mission 7



Definitely one of the toughest guardians in the whole game, the battleship 'Minks' is guarded by a whole squadron of jet fighters, assault planes and gun boats. Use Phoenix missiles to take out the boat from behind so that their projectiles don't hurt you. The ship itself is mean and well defended; use everything but the kitchen sink.

Mission 8



You should be well on the way to becoming a wealthy pilot by now, so treat yourself to an A10A or even better an F200 Efreet. Ground targets are a pain as you must fly over tortuous rock formations. Watch out also for the napalm-dropping supersonic planes and save your super weapons for the boss.

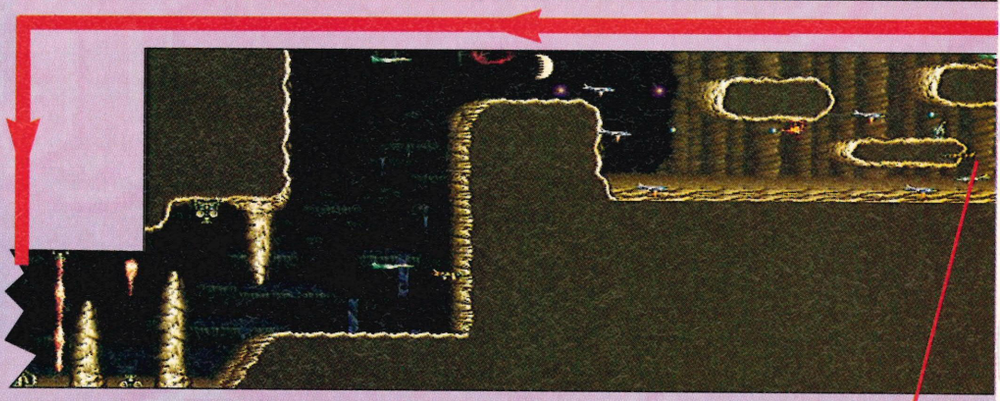
Avoid the bombers which use napalm; if you hug the ground you could be frazzled.

Mission 9

You have only two choices of aircraft for this mission because the guardian requires a specific skill: to be hit from below. The F200 Efreet gets around this problem because you can use twice the firepower and nothing survives two Mega Crushes. The YF23 can use an upwardly firing gun pod so it is ideal.

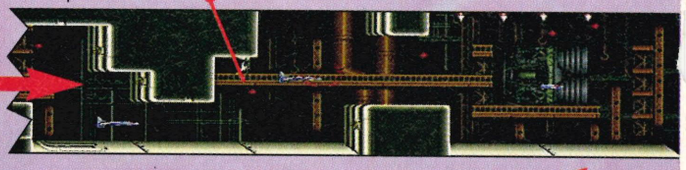
The enemy attack from above and below. A constant stream of fire takes out the whole squadron.

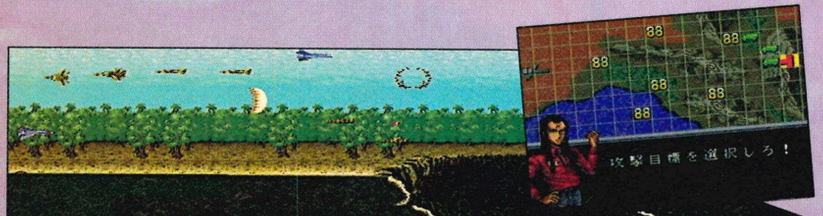




Take the low route and use Phoneix missiles to clean out the bolt holes. Some fighters try to attack from the holes.

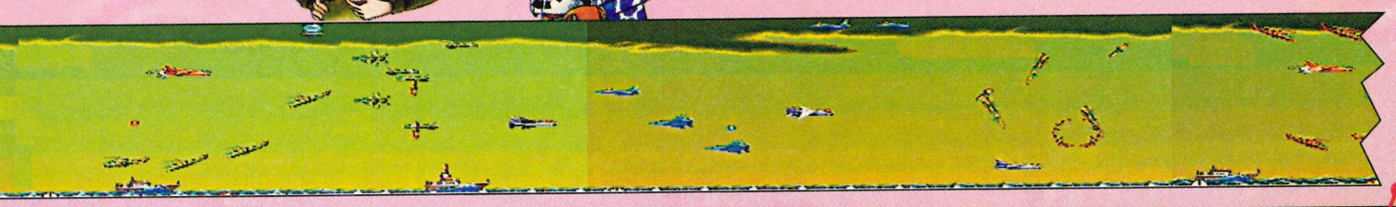
Hidden guns need basting here. Keep shooting and you can pick up a hidden bonus.



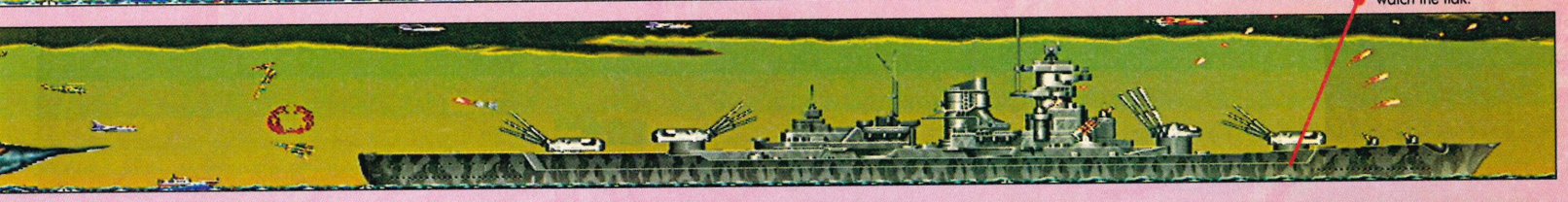


Mission 10

Here it is, the ultimate *UN Squadron* level. The big surprise here is that there are two guardians to defeat. The caves are claustrophobic and it is easy to get hit trying to avoid falling rocks. The last guardian is one of the most impressive you'll ever see and it will take some killing. Just lock and load for the final confrontation.



Battleship Minks requires you to come in low to take out the small guns, then move left and right over the main guns to confuse them. Mega Crush and Super Shell the bridge and watch the flak.







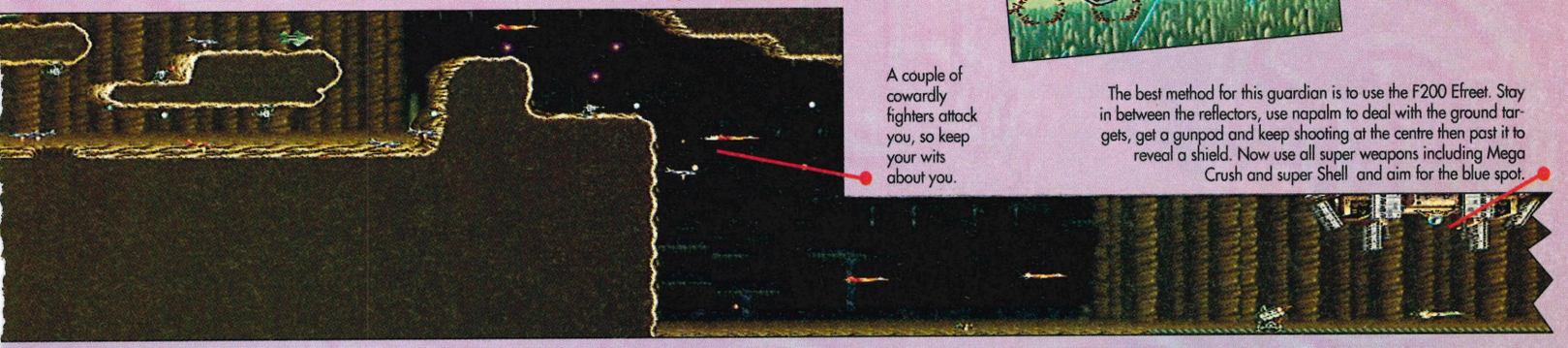
When destroyed some rock columns reveal a rocket launcher. Pull back quickly and eradicate it.

Take out the gun emplacements quickly or they will send down a hail of bullets.

Blow up this column of rock and keep firing at the top and a money star will appear.

Use Phoenix missiles to destroy the flame throwers in the alcoves and keep dodging the planes in the tunnel if you want to survive.





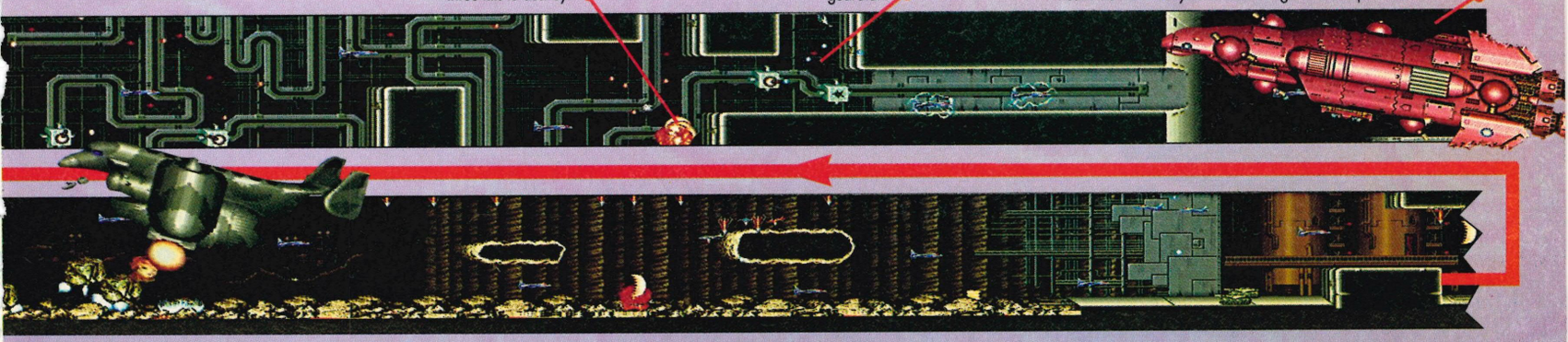
A couple of cowardly fighters attack you, so keep your wits about you.

The best method for this guardian is to use the F200 Efreet. Stay in between the reflectors, use napalm to deal with the ground targets, get a gunpod and keep shooting at the centre then past it to reveal a shield. Now use all super weapons including Mega Crush and super Shell and aim for the blue spot.

Armoured tanks move across these rails, they need three hits to destroy.

Get up into this cove and shoot blind for a shield against the last guardian.

The last guardian is massive but something of a sitting duck. Use a Mega Crush first of all, then shoot all the turrets you can while using the gunpod, Tasers (at the front), Bullups and another Mega Crush when you go underneath the main body. You are aiming for a soft spot in the centre.



TERMINATOR 2

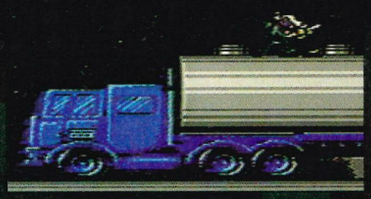
Last issue the Game Boy title – this issue the NES version of Terminator 2. Following the plot of the film closely, you must fight your way through the main scenes of the film such as the sleazy bar where you get your clothes, the insane asylum and of course the smelting works where you have to deal with the T-1000. Is there no stopping the sleepless CONSOLE XS tipsters? Arnie has nothing on us...

Level One: The Streets

Action aplenty awaits in this primary contest. The basic idea is not so much to rush through as fast as possible, but rather to safeguard your energy. To start with, you need



to battle a few white-haired assailants – just stand your ground and give them a good thumpin'. As you proceed right, stand on the back of the truck until the motorbikes pass then continue following the arrows. More muscular men jump you from the top of the next truck – wait at the bottom and punch them as they land. Try not to let any get behind you. Always remember that fighting two assailants causes you to lose energy so if you are facing two, leap onto a truck and separate them.



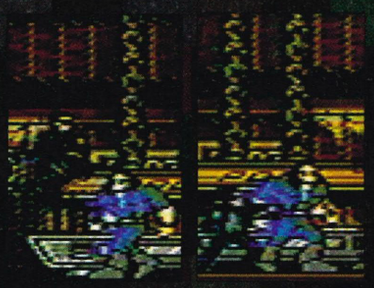
Stickmen attack next – leap around the lorry so that you only need to face one or two at a time. Again, swift punching is your only means of attack. You should now be able to enter the bar on the right without many more problems that you won't already have overcome.

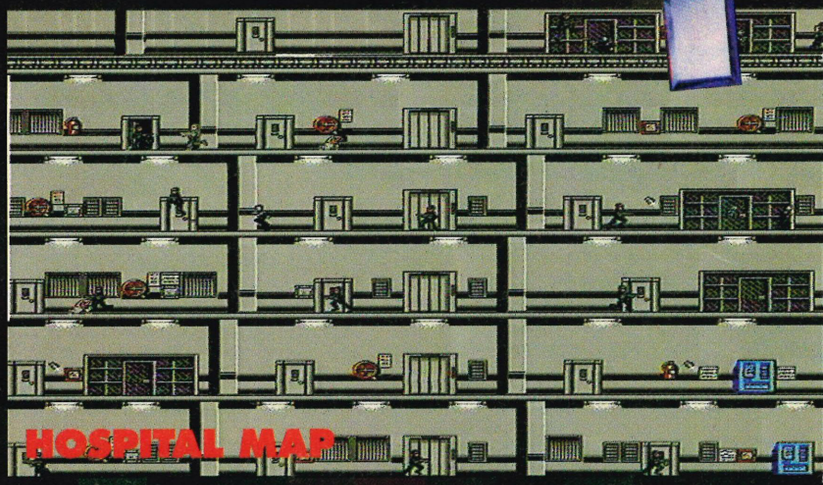
Once you reach the pool table in the bar, you will be greeted with a few more cudgel–wielding foes. Punches are once more the order of



the day. A few more enemies decked out in fetching white shirts block your route next. A slap or two deals with them too (a little repetitive perhaps).

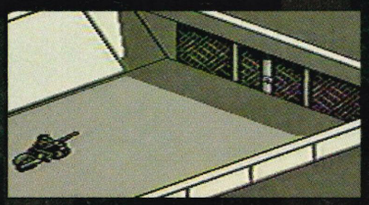
Finally, you have to beat a very tall and broad boss who boasts a rather devastating kick. You need to jump behind him, turn and punch him in the back a few times before retreating to a safe distance or even better – leaping over him again and repeating the procedure until he is defeated.

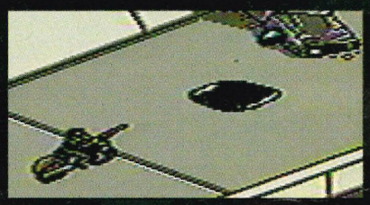




HOSPITAL MAP

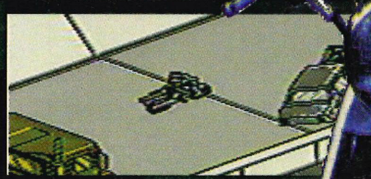
Level Two: Bike Chase





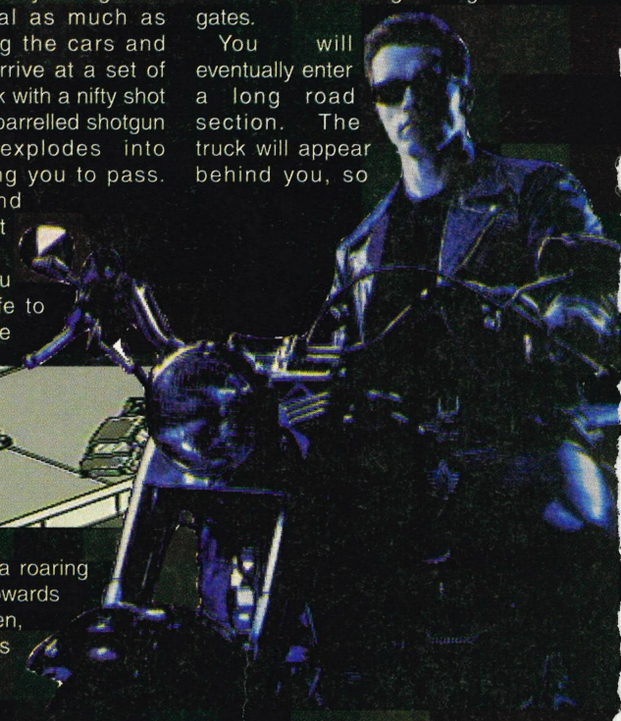
Undoubtedly one of the most difficult and frustrating levels ever produced! As soon as you begin the level keep central as much as possible, avoiding the cars and crates, until you arrive at a set of gates. Blast the lock with a nifty shot from your doubled barrelled shotgun and the gate explodes into fragments allowing you to pass. Miss the shot and Arnie is pavement pizza!

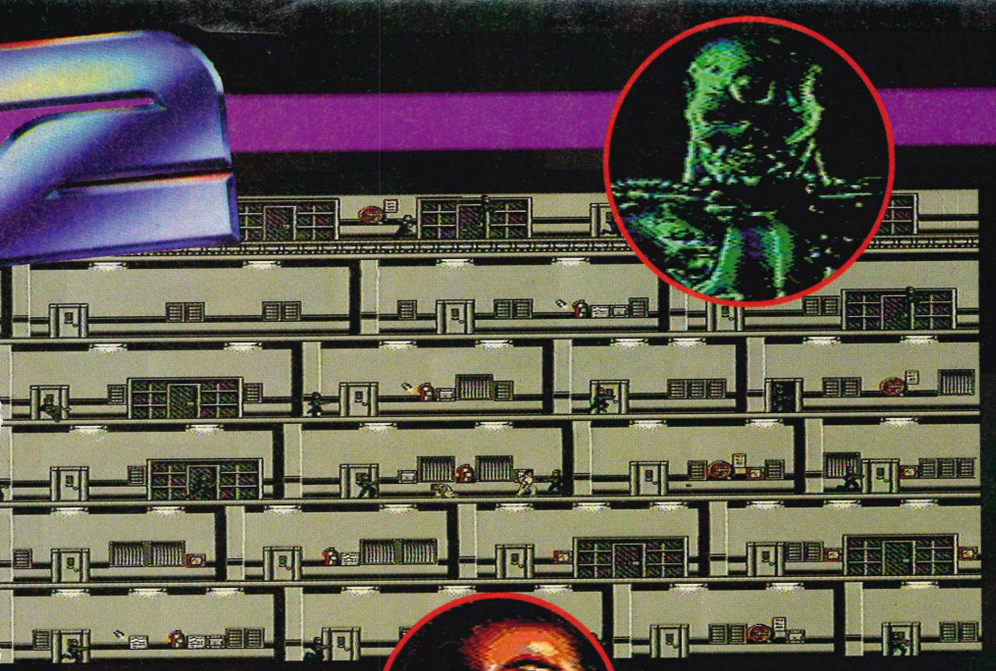
Just when you thought it was safe to ride your Harley, the



T-1000 appears in a roaring Mac truck. Move towards the top of the screen, then fire backwards at the vehicle causing it to slow down and giving you more time to breath. As you are doing this, keep one eye on the road as you will need to dodge many large oil slicks as well as breaking through more gates.

You will eventually enter a long road section. The truck will appear behind you, so





GAME GENIE CODES

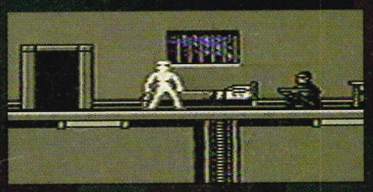
SXOELOVK:	Infinite Lives
PANXTLGA:	Start with only one life
PANXTLGE:	Start with nine lives
GXVTVZAX:	Infinite energy
XNNPXOKN:	Super Jump
OZETEUPK:	Take minimal damage
VYETOUNN:	
PAZPUZZA:	Slower running
PAUONZZA:	
LAZPUZZA:	Faster running
LAUONZZA:	
LESOOGZA:	Faster and further jumping





turn around and give it some lead! Near the end you will see another bike –move forward to meet John and lift that delinquent sucker onto your mean machine.

Level Three: Hospital



Now that the original terminator has found John Connor before the liquid metal T-1000, you must track down Sarah Connor in the hospital. When in the hospital, you will need to enter every area or room that you come across since many hold very useful power icons, such as ammo or energy. You will also need to find all of the lift cards on each level. Once you have all of these, head to the top level and go right until you reach the last door. Enter this and you will find not only some extra ammo but also Sarah!

You will have to watch out for the T-1000 roaming the different levels. On the top floor you will have to avoid his rather accurate shots if you are to reach the last door. Just keep running and jumping!

Level Four: Cyberdine Building

At the beginning of this stage, two henchmen approach – kneecap them with a well placed shot, then head through the glass doors and start to collect all that you can find. You need to collect ten yellow barrels, although, since you can only carry three at a time, you need to go to the top floor and deposit them in a larger yellow barrel. These yellow barrels are scattered throughout the different floors so you will need to be on your toes if you are to avoid the various enemies. The machine gun toting men can be put out of action by shooting them in the knees (I swear I will not kill anybody). You will have to wait patiently for certain laser beams to disperse.

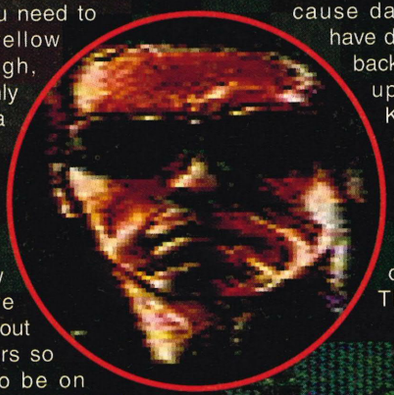
When you have collected and deposited the yellow barrels, go to the top floor, collect two bombs and



go through the glass doors. Follow the arrows until it points down – this indicates that you need to place the explosives. When you have set all ten, run to the lift and enter it so that you can get out of the building before it goes up in smoke! There's a tight time limit when you are setting the bombs so don't hang around!

Level Five: Iron Works

A series of difficult jumps and testing encounters with the T-1000 awaits on the final level. First head right until you reach the T-1000 for the first time – shoot or punch him to cause damage. After you have dealt with him, walk back to the left and go up the steps. Keeping heading up at every opportunity and use the swinging platforms to cross the deadly pools of molten metal. There is always a





way up, so jump at the edge of the level to reveal any hidden lifts or chains. Go steady though.

On another part of this level you will meet the T-1000 again – use the same simple technique to deal with him. but don't let Mr Nasty get his liquid metal hands on you or it shut-down time. And that would be a shame at this stage of the game.

Molten metal threatens to melt you down so you will need to act very carefully around it. Lethal drops fall from above – wait until they have landed and completely disappeared before passing by. The steam can also prove costly so, again, try to time your runs to perfection.



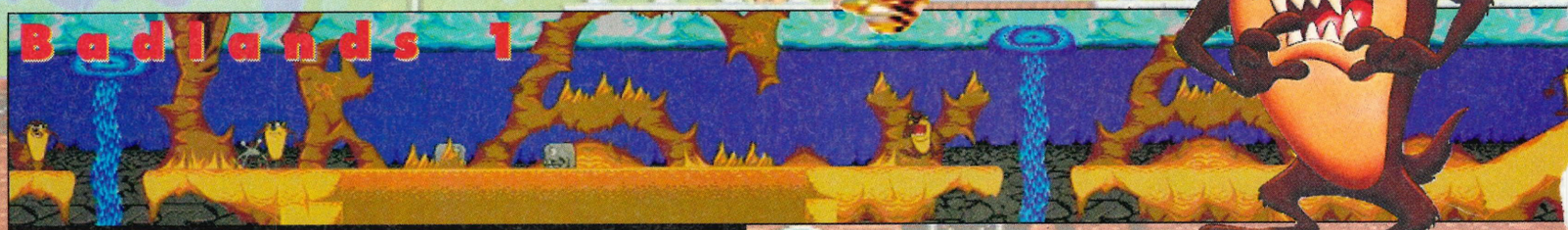
Once you are at the top of this level, you will need to drop onto a large platform between two metal pots – use the hooks and chains to be able to safely cross the area and reach this platform. The T-1000 will then slow himself for the final time – to defeat him, keep jumping on his head so that he falls backwards. Eventually he will fall in



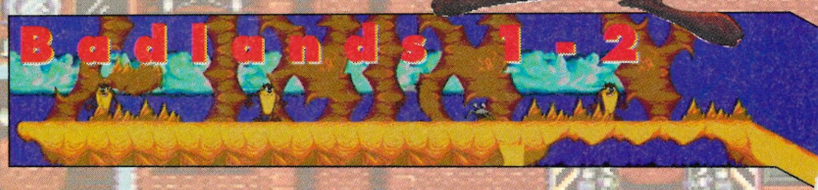
the white hot metal – you will then need to jump onto the crane section so that it carries you across to the left for the tear–jerking ending, sniff...





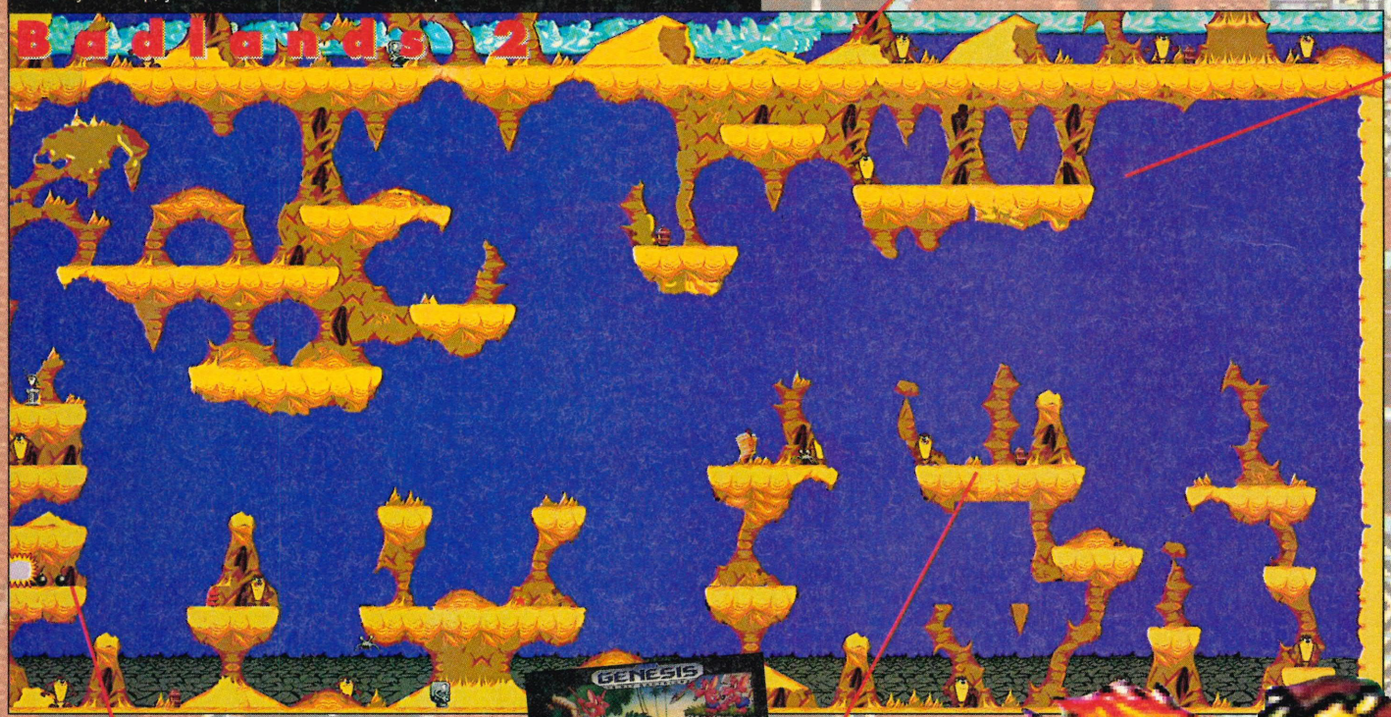


This is where Taz begins the long and lonely journey to the distant islands in search of the legendary egg of the Tasmanian seabird. The story – in case you missed the excitement – revolves around a group of hungry Tazmanian Devils who pick a member of the clan to go in search of food. So much for the storyline. To complete this first level you must pay particular attention to the waterspouts as they could point you in the right direction of the exit. But be warned, they could send you to an early grave if you don't keep your wits about you. That said, they could catapult you to new heights.



The first level was just a taster of the nightmarish things to follow. You must now overcome any phobia of heights as a miscalculated jump could send you plummeting back down to the beginning, so be observant and learn from your mistakes. If you don't watch your step, your clan could be in for the chop.

When you reach the top, go to the far left to gain an extra life. Then go right and hitch a lift on the Rock Monster as this will give you enough height to reach the extra continue located about half way along. A helpful hint is to bump off Taz after he has collected the lives. By doing so Taz will restart at the last milestone and you will be able to grab again. Keep repeating the process until you reach the required amount, or you die of boredom



Its a long way down, so make sure that you take note and remember what platforms are below and along from you.

Make your way back down to the bottom avoid bombs and cross the rope bridges. In this game, the best way to defuse a bomb is to spin into it and send it rocketing off in to oblivion.

Look out for bombs, if greedy-guts consumes one of these it will take more than a packet of Renie to cure his indigestion.

Eat any tit-bits that might be lying around, some will restore your energy while others will prepare you for any dangers ahead.



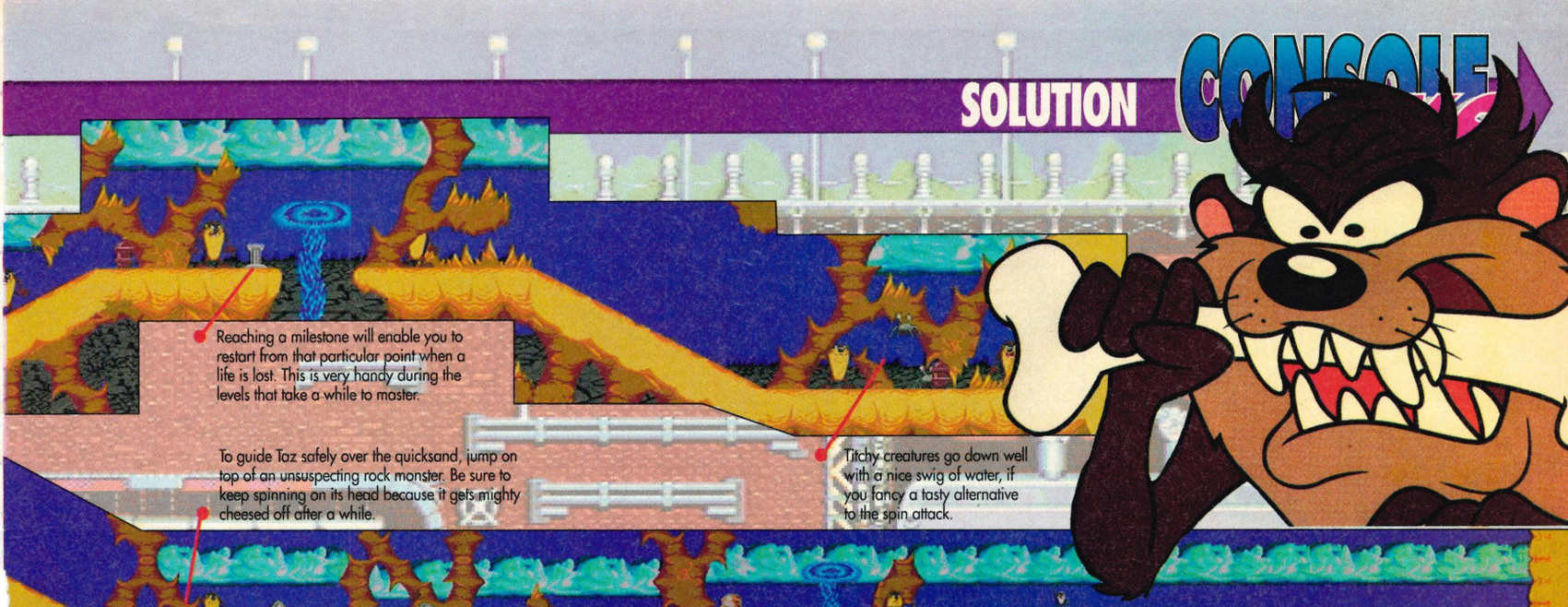


SEGA £39.95 PLATFORM ADVENTURE

Hot from the western shores, *Taz-Mania* is simply bursting with gorgeous graphics, mind-boggling tunes and action-packed levels. When this game first arrived in the XS offices, everyone was transfixed by the stunning animation and tremendous gameplay. Finally, after many long hours in front of the monitors, we've finally busted this Mega Drive masterpiece. Cast your eyes on the following 12 pages for a complete run-down on the levels that prove to be too tricky. The wide range of adversaries and exiting landscapes make this a compelling and thrilling game to add to your collection. And be sure to check out the witty cartoon-style ending.

MEGA DRIVE

TAZ-MANIA



Reaching a milestone will enable you to restart from that particular point when a life is lost. This is very handy during the levels that take a while to master.

To guide Taz safely over the quicksand, jump on top of an unsuspecting rock monster. Be sure to keep spinning on its head because it gets mighty cheesed off after a while.

Titchy creatures go down well with a nice swig of water, if you fancy a tasty alternative to the spin attack.

Badlands 2-2

On this level it's bombs and bridges. Basically, you're safest if you avoid both. Unfortunately there's simply no way of doing this. The bombs are usually hidden or are positioned so that if you leap over them, you'll end up ploughing into something even nastier. The consequences of eating a bomb are devastating, so don't even try As for the bridges... well, on their own they are easily handled. Typically though things aren't that simple. As you're about half way across a bridge you'll inevitably be attacked by something – do you stay or do you go? You're in control; you think of something.



The exit is in sight, but first you must make like the wind over a set of treacherous waterspouts. The easiest way to cross them is to wait until the gush that you're standing on reaches the highest point, then simply walk off onto the next one.

This signpost means that you have reached the end of the stage (hopefully in one piece).

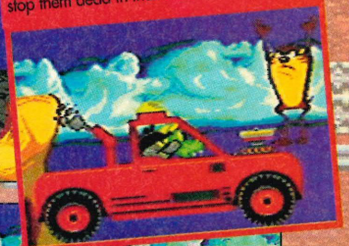


Be ever alert as bombs can be hidden anywhere. One step out of place will cause Taz to spontaneously combust.

Keep an eye out for the extra lives that are to be had in this area – they'll prove vital later on in the game.



These blokes are dead easy to defeat. As they attempt to run you down, jump up and land on the roof of the truck. Several hits will stop them dead in their tracks.



Badlands 3

You now come face to face with hostile boy racers who see fit to put an end to your quest. Only your lightening fast reactions can out-smart them and enable you to progress to the next stage. Tip: don't drive around in anything with an XR. You'll regret it and will definitely be worse off.



CONSOLE XS SOLUTION

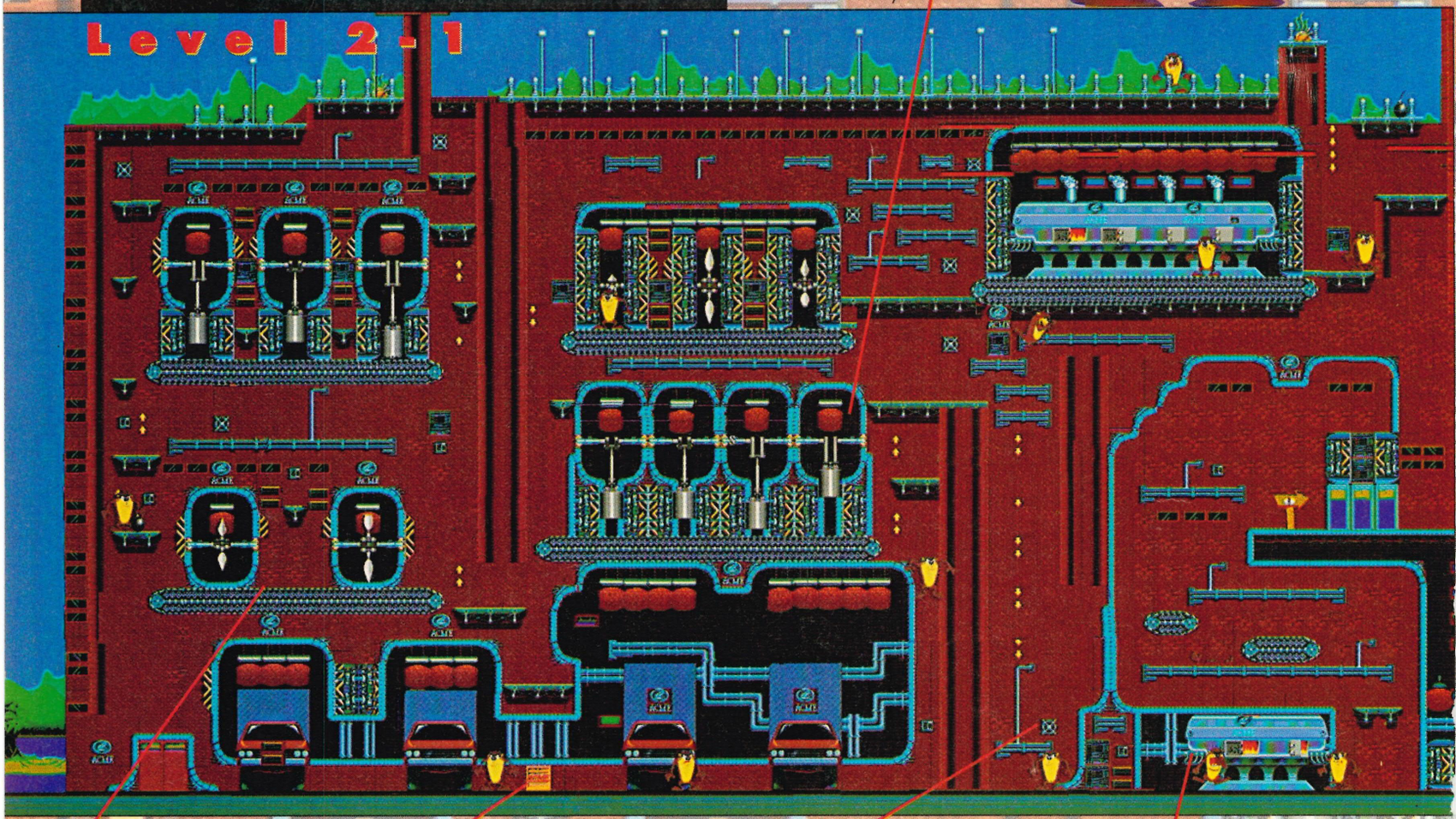


You now come to the second part of the quest which takes place in the hazardous factory. This huge industrial building can quite easily be a killing ground if you don't take care when approaching the heavy machinery littered about the factory. The path to the exit is mapped out by a path of arrows, stray from the path and you could end up in a bone-crushing situation – you have been warned! Obviously you can try different paths to safety, but the arrowed one is the quickest and safest by far. Naturally most of the goodies are located in hazardous off-path locations...



Take your time when crossing over these. One hasty step could mean curtains for you.

Level 2-1



To avoid these razor-sharp rotor blades, you must leap over them. Unfortunately this isn't easy when the conveyor belts are against you.

Luckily, some nice person left this crate lying around. Grab it and use it as a step to reach the higher levels.

You're following the arrows, right? If not, you could end up flattened, blown apart, electrified, shot at or worse.

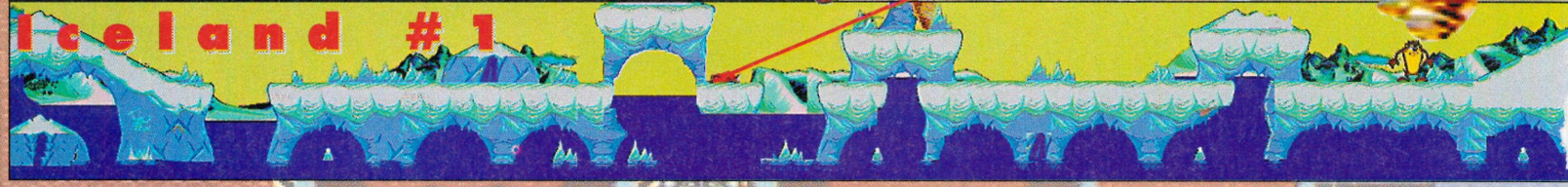
There are two ways to dodge these furnaces: you can either creep past when the doors are closed, or you can spin straight across without a care in the world. The latter is more fun.

You now find yourself in cold water. Or rather, you will if you don't keep a firm balance on the ice and don't skate head first into the near-freezing depths. Skilled jumping is required if you are to succeed in completing this level as plenty of hazards await you. Any techniques or tactics you learn on this level will do you proud later on in the game as the Iceland level resurfaces. The main problem in this level is trying to stay on the platforms while leaping about like a madman.



Keep a look out for tasty kipper breakfasts en route. Luckily these jump out of the water pre cooked.

Iceland #1



NRG



Even Tazmanian devils get thirsty, this giant keg of water is just the ticket for light refreshment in the scorching desert.



Hit one of these objects to prevent you from starting right at the beginning of the levels when Taz's luck runs out.



A bowel of tropical fruit can go down a treat if the natives are a little harsh. When you sink this lot just watch your energy shoot up.

Level 2 - 2

This second level of factory mayhem is bursting with hidden routes. Most lead to tasty snacks and levers to shut down the power. It's vital you pull the plug on the power as you may get a nasty shock later in the level. And you may find it impossible to pass in others.

Uh-oh...

These lasers can be a pain in the rear end, so keep your head low to avoid being scorched.

Watch out! Laser alert. Invariably, lasers always point in the most awkward directions. This one is aimed at some platforms which you will have to get to.

Pull the levers to create an instant power cut, but pull the wrong one and you might become a bright conductor. Or even a bus conductor.

Although the tank bearing down on you isn't in a position to blow you of the face of Tazmania, the laser located precariously above you is.

Search high and low for those extra items, you never know what surprises await you.

Don't worry, these tanks are still in the making and are perfectly harmless.

These penguins may look friendly, but knock heads with them and watch in amazement as your energy depletes.

Look out. Some of these ice-burgs sink, so keep that finger poised on the jump button.

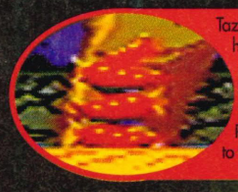
Some blocks of ice will carry you across to the next if the gap in between is too far to jump.



Two dead herrings sitting on the shore. Up comes Taz and eats them as before. There aren't any chips, but you'll feel full enough.



There's nothing like a lovely plump breasted chicken to regain those lost heath points. Eat, enjoy and live longer.



Taz is a big fan of red hot chilli pepper. A large helping of these will make you glow more than Ready Break. Tap A to waste those foes.



Taz is no weed, but this stuff kills more than just unwanted foliage. Be on the look out for bags of weed killer, and at all costs don't eat.

CONSOLE XS SOLUTION



Iceland #2

If you've done one Iceland level, you've done them all. Rather than unnecessary waffle, a cheat. If *Taz–Mania* is proving to be too tough for you, then try this simple cheat to skip levels and become invincible. You will need two keypads. From the intro screen, hold down buttons A, B and C on both keypads. Then press the two START buttons simultaneously. If the cheat has worked you will hear a chime and the game will start. Now all you have to do is press the START button during the game to pause it and then press buttons B and C on the first keypad. Some numbers will now appear on the screen. By moving the direction button LEFT or RIGHT you will be able to change the number of the level that you start on. Also, to become invincible, pause the game and press the B and C buttons on the first keypad. Unpause the game to become invincible.

Beware a watery grave. These icebergs slip slowly into the water with the combined weight of you and all the food you've amassed.



Behold, the mighty jungle. The natives in this place don't take too kindly to strangers in their land, and will try and have you for lunch at every opportunity. This untouched landscape is just one big maze of trees and perilous cliffs. You must calculate your jumps or you'll doubtless fall to your doom and the egg of the Tazmanian seabird will remain a legend. Keep an eye out for things lurking in trees. With so much foliage, you're bound to bump into something untoward.

Jungle #1

This is where you begin you long trek through the jungle; treacherous roads lurk ahead, so be on your guard and always expect the worst.

Taz can fly through the air with the greatest of ease. He can also plummet to his death with even more ease.

Grab every morsel of food you can. Too many jabs from the mice can be fatal, so it's best to be prepared.

Mice ain't twice as nice, especially when they carry spikes to skewer you with.

The end is near, but prepare yourself for one final surprise before you progress to the next level.

The jumps are deep and long, so you'd better have a good head for heights. Often it's simply a case of jump and pray as there's no way of telling how deep the chasm or how wide the hole.

This might look like an ordinary iceberg, but it is in fact an entrance to the secret igloo level. Stand on it and allow yourself to sink into the depths.

Grab the extra bonuses like lives and food to power you up for the tough levels ahead.

There's plenty of food dotted around the place, but don't feel guilty if all you do is binge.

It's amazing what you can find scattered around these overgrown jungle paths.

It will take more than a few bombs to stop you reaching the end, but they don't help matters much.

These mice might look cute, but they're sworn enemies of Taz and will attempt to jab him in the happy-sacks at every opportunity.



As you will have noticed, this tree is bigger than any other in the forest. And not being one to pass by a challenge, Taz takes it upon himself to climb this monster. You must make your way up to the top, jumping from branch to branch. Always remember that there will always be a way out of any situation, even if it isn't apparently obvious. Persevere, as a great surprise awaits you at the top.

The Jungle #2

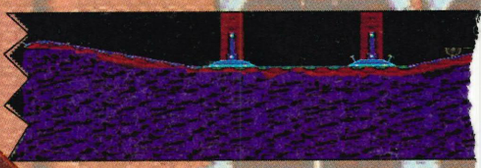
Taz must now ride the rapids and brave the lice-infested waters. Hop on a log and drift downstream. The logs don't stay afloat for long, so when the time comes jump onto the next. Being one of the great unwashed, Taz has a phobia of water...





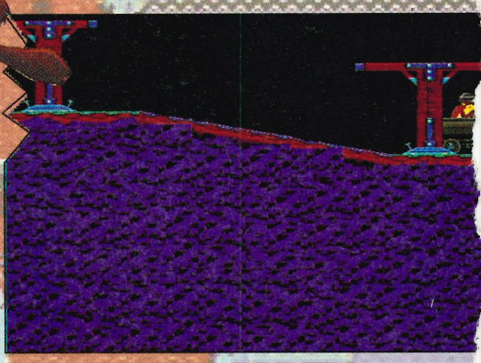
If you think that your quest has been tough up till now, think again. Taz must now hurtle Indiana Jones-style through the ruined mines in a rickity old cart. He must learn a new high-way code to get past this level.



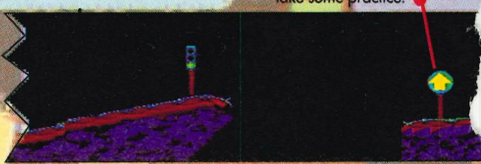


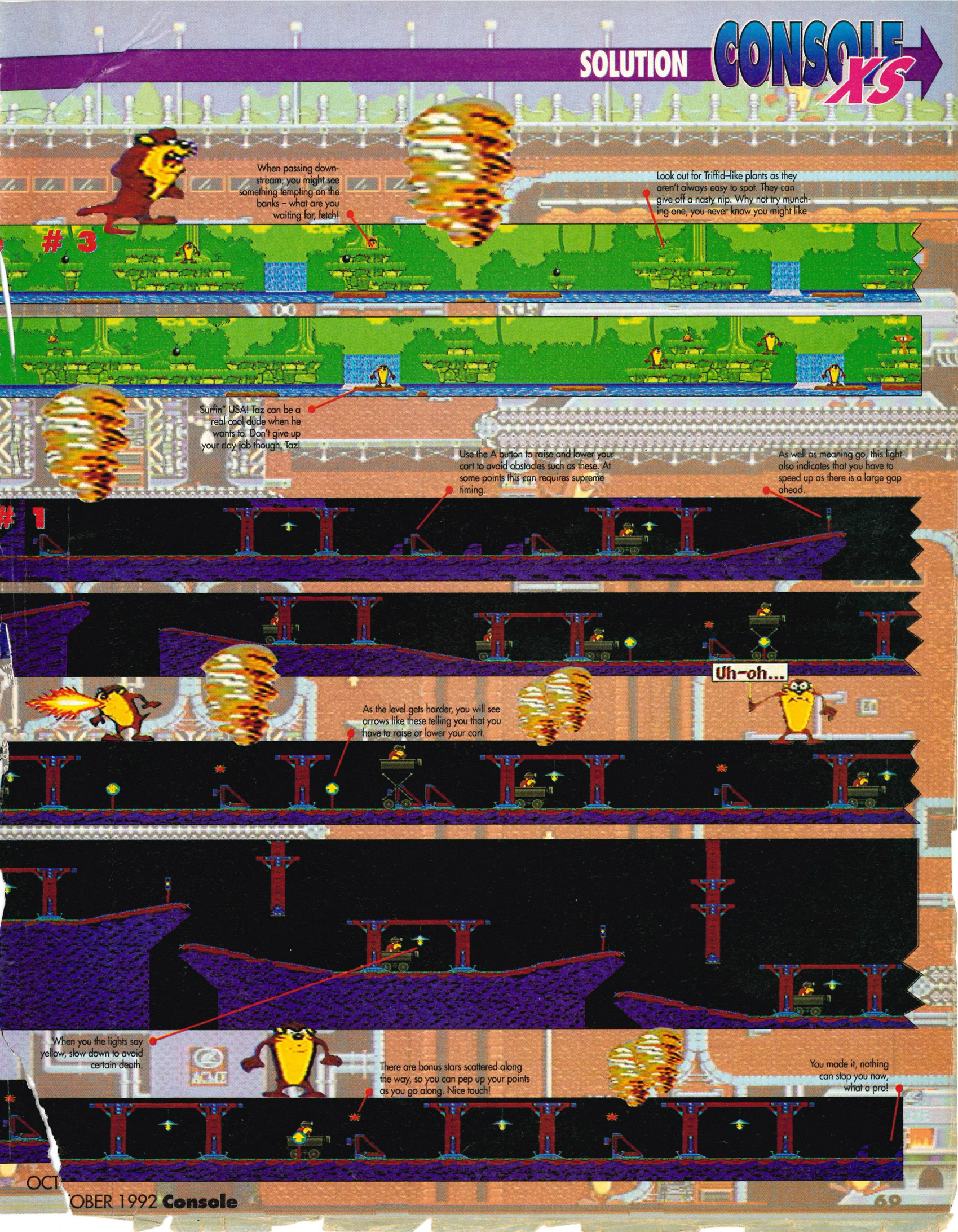
When your cart has been raised to dodge an obstacle, be sure to lower as soon as possible because you never know what might lurk ahead.





You will have to be fast on the A button at this point because you will have to raise and lower your cart almost in one movement – this will take some practice.




#3
When passing downstream, you might see something tempting on the banks – what are you waiting for, fetch!
Look out for Triffid-like plants as they aren't always easy to spot. They can give off a nasty nip. Why not try munching one, you never know you might like
Surfin' USA! Taz can be a real cool dude when he wants to. Don't give up your day job though, Taz!
#1
Use the A button to raise and lower your cart to avoid obstacles such as these. At some points this can requires supreme timing.
As well as meaning go, this light also indicates that you have to speed up as there is a large gap ahead.
Uh-oh...
As the level gets harder, you will see arrows like these telling you that you have to raise or lower your cart.
When you the lights say yellow, slow down to avoid certain death.
There are bonus stars scattered along the way, so you can pep up your points as you go along. Nice touch!
You made it, nothing can stop you now, what a pro!

CONSOLE XS SOLUTION



Uh-oh...

You now finds yourself deep in the heart of the mine. You must successfully guide him through the dark caverns, and master the deadly lift shafts. Angry mice and vampire bats will try and prevent you from ever seeing daylight again. This mine is hundreds of years old and the lifts don't work as well as they used to. Some will send you straight to your doom, while others need a bump start. If you can reach the exit then the egg is nearly in your grasp.

Mine Car #2

This is exactly where you should jump from for the last lift. Note the position of the background. It may be parallax, but you can still use it to judge distances.

This lift swings around in irregular circles and Taz must jump into it as soon as it is near. There is a set pattern so take time to wait a while to learn it.

Up here is a restart point so visit this room before you attempt the chasm. The way to cross the swinging lifts is to stand on the very edge of the car and leap when you anticipate the next car will come along. Beware, the last lift goes up and down very fast so you will have to take your best guess. You will need to be on the very edge to reach the platform on the other side where there is a restart point – phew!

As soon as you enter these lifts they drop into oblivion, so push left as soon as you enter and jump out if necessary when they go past the platform. On the lower one, push right as soon as you enter to avoid a squashing!

The abyss! The only Taz's lithe body up to plateau is to keep jum this bouncy lift. When up to the top, leap into as high as possible. came crashing down lift floor it should be bottom of the shaft a chain reaction will co lift to the very top. Pra makes perfect!

This is the first of the springy lifts so get some practice in. Repeatedly jump up and down when you are standing on the lift and it will gradually bounce you up to the corridor above.

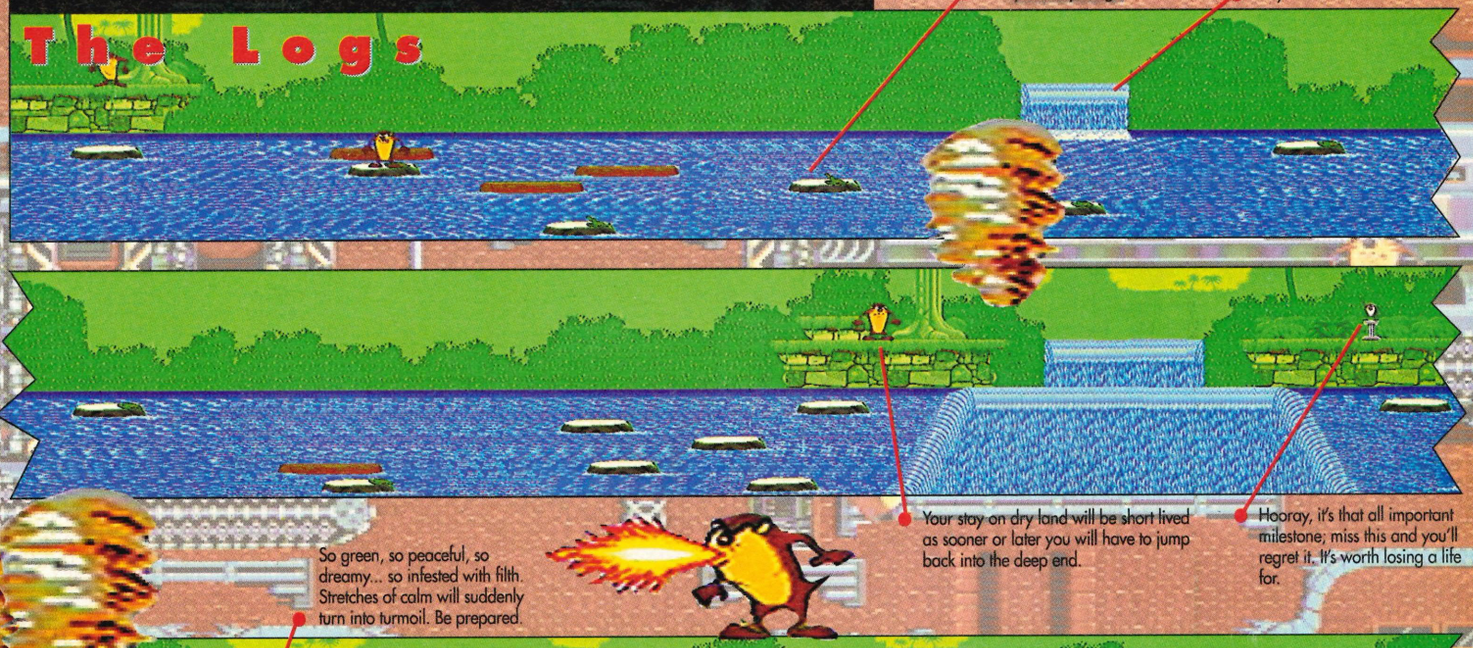
Don't go here, it's a dead cert you'll wind up splatted!

When the lift reaches the bottom, stand on the far right and leap onto the other lift for an uplifting experience.

Many people will give up trying to reach this (almost) secret room. Just stop the lift so that Taz can leap off to the right and then squeeze underneath it to the food below.

Yes, it's back with a vengeance. The murky river is bigger and better than ever before, except this time there aren't any banks to seek sanctuary. There are a few rocks scattered around if you begin to get that sinking feeling. Mutant frogs will try to knock you off into the waters. If you have difficulty completing this level, keep jumping right. You will lose energy in the water but at least you will make it to the end. Although not quite *Frogger*, this section of the game comes mighty close – perhaps too close.

The Logs



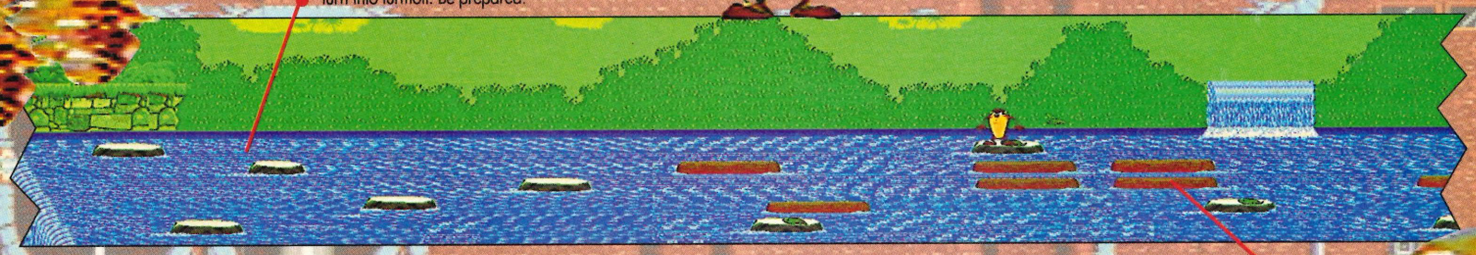
As before there will always be a log to cruise downstream on. Jump from one to another and you will surely reach your goal.

It's just background detail – honest! – and won't affect you floating down the river in any way whatsoever.

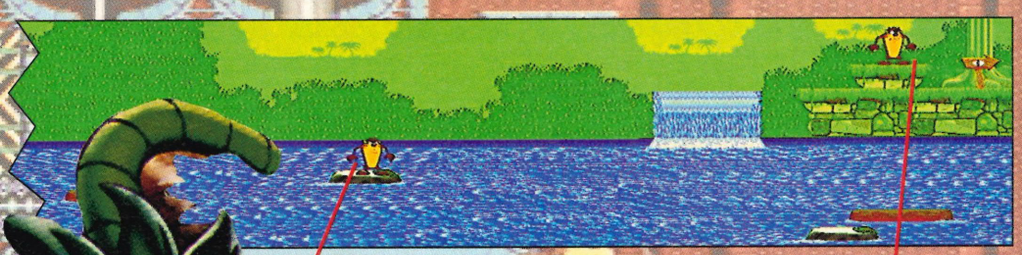
Your stay on dry land will be short lived as sooner or later you will have to jump back into the deep end.

Hooray, it's that all important milestone; miss this and you'll regret it. It's worth losing a life for.

So green, so peaceful, so dreamy... so infested with filth. Stretches of calm will suddenly turn into turmoil. Be prepared.



You will need to use the up and down directions when you jump onto a passing log, otherwise it's bath time.



Stranded with nowhere to go? fear not the number 57 log should be along any minute.

What a star, Taz is really cooking on gas now. The egg is but a stone's throw away.



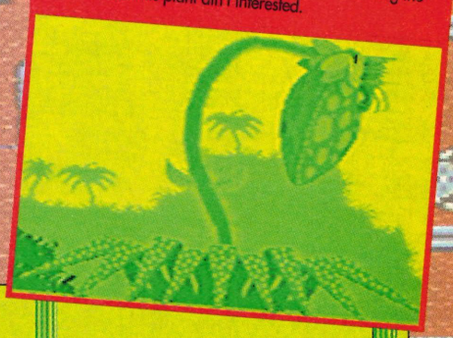
Taz is nearly out of the jungle, but there's just one more stone in his shoe, or should that be plant in his path. You'll see for yourself when you come face to face with the massive mother of the smaller plants that you met earlier on. Only a cool headed devil will outsmart and reduce this giant to a quivering mess.

The Big Plant



Don't be fooled into thinking that you can use these bags of weed killer against the guardian (she uses them as perfume).

As is the case with previous guardians, you can use your spin attack and pile-drive this baby into the ground without even breaking into a sweat. Don't dawdle, off you go to the next level. And whatever you do, don't bother sowing the seeds of love. This plant ain't interested.





Taz now comes to the penultimate part of his quest, the dreaded Taztec ruins. The Taztec ruins have been uninhabited for centuries, and as a result, they've turned into a maze of traps and dead ends. Guide Taz through the following stages and your journey will nearly be at an end.

Temple 1-1



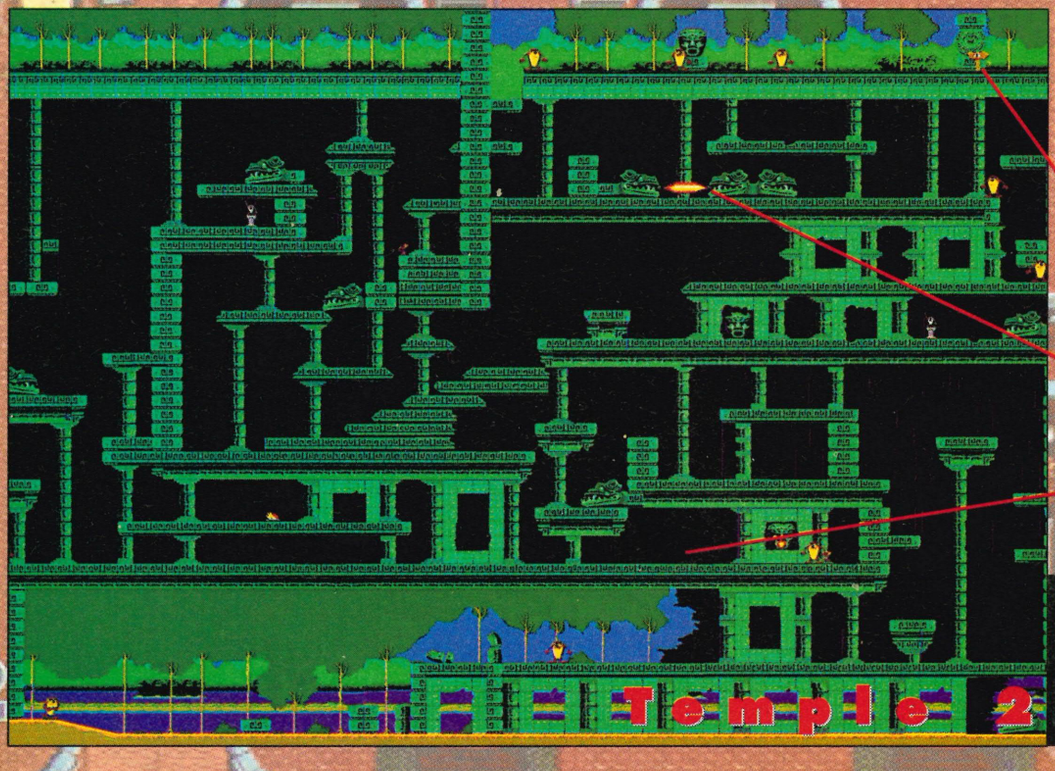
These hell-holes are crawling with Bush Rats. These tiny guys are dead set on roasting you on a spit for dinner. To evade their arrows simply attack them with a spin.

These Dragon Heads not only look bad, but their breath will blast you away. Anticipate when they will exhale before you jump past.



Temple 1-2

The key thing to remember when exploring the temple levels is to check every nook and cranny. You would be surprised if you knew what wanders are hidden; it could be a milestone, some food, or even the all important exit. So get hunting – especially if you've got time and energy to spare.



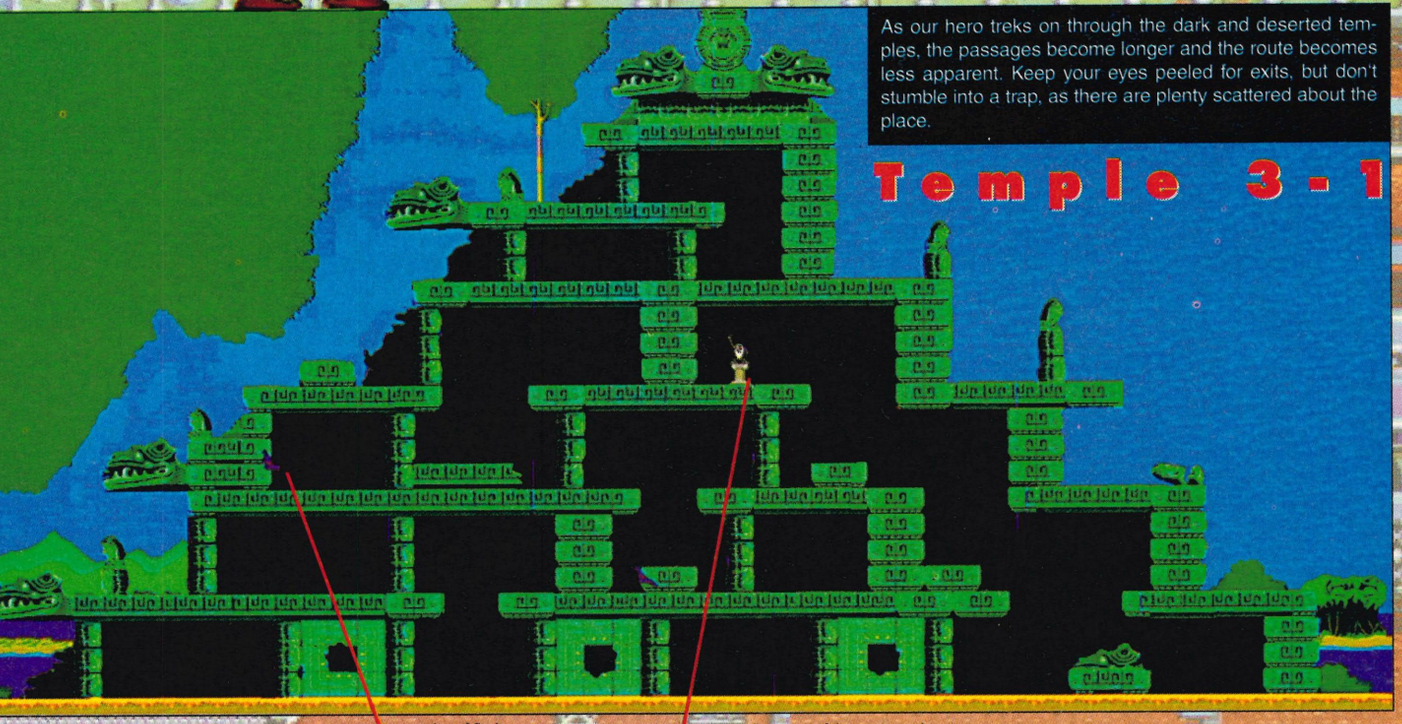
This sign is certainly a sight for sore eyes after a tiring climb up the windy passages and hazardous ledges. Don't pause for breath as the worst is yet to come!

Take care of these heinous heads which will often unexpectedly let loose with a bagful of foul air.

The dark passages of the temples can be very confusing, as one direction looks pretty much the same as another. Find the Milestones and you know that you're on the right track.

Temple 2

Some of the Taztec ruins are huge! Finding the way out could mean climbing up to great heights, or descending into the dark depths. Small indications should tell you that you're on the right path, but watch how you go; some of these ledges are narrow and one wrong jump could put you back to where you started.



As our hero treks on through the dark and deserted temples, the passages become longer and the route becomes less apparent. Keep your eyes peeled for exits, but don't stumble into a trap, as there are plenty scattered about the place.

Temple 3-1

As Taz wanders through the ancient ruins, he stumbles on the crumbling statues of his forefathers. Surely this is an indication that you're getting close to your destination. It is, it is! But don't lose sight of the fact that there are still enemies in your path.

Hordes of flesh-eating vampire bats will try and prevent you from ever seeing daylight again. One well timed spin attack will knock them out of the sky.

Get to this point of the stage and everything that's gone before will be but a bitter memory. These mid-way columns can be life savers, particularly when the going gets as tough as this.

The only way is up! Or down as the case may be. Unfortunately there are a lot more mazes and chasms for Taz to navigate his way through.

Temple 3-2

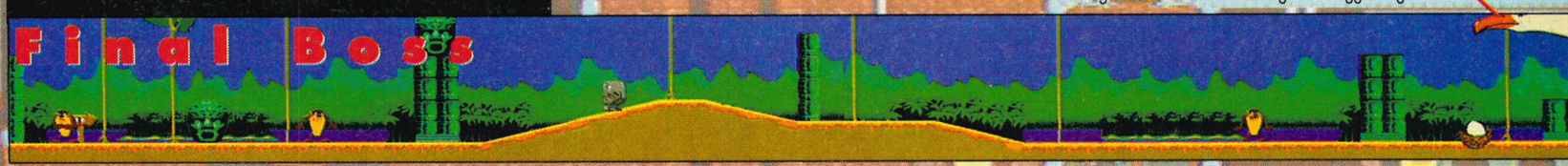


You've now reached the end of your quest, the egg of the giant seabird is within your grasp. Only one final obstacle stands in your way. Yes, that's right, you hadn't bargained on Big Momma being home. Momma isn't about to give up her offspring without a fight!

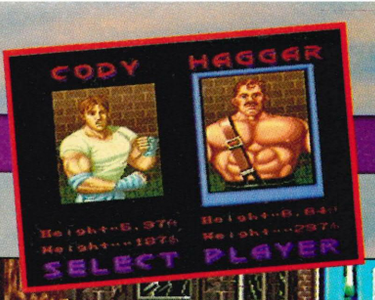
When you near the end of the Taztec ruins, you will come face to face with one of your awesome ancestors. Taz the elder has got bored with pushing up daisys, so he's returned from the grave to cause grief with our hero. Taz must do battle with a mirror image of himself. Quite a challenge you may think... no way, a few spin attacks will do the trick.

Big Momma will use everything she's got to prevent you from nicking her pride and joy. You must jump her giant beak, dodge her razor-sharp talons and out-run her whopping great wings. Fortunately for Taz, Big Momma is all show when it comes to seeing off predators and a few of Taz's famous spin attacks will send Momma packing with her beak between her legs. Now all Taz has to do is grab the egg and go home.

Final Boss







The slum level is seething with swarthy reprobates and huge deformed half-brothers whose only pleasure in life is to kick some poor innocent hero's head in while he tries to rescue his girly. There are three sub sections, but the bozos who populate it are all the same. At the end there is a large dude with gold jewellry who thinks a fair fight is ten against one. Still, if the quest was easy, there wouldn't be any satisfaction in completing it.

The Slum

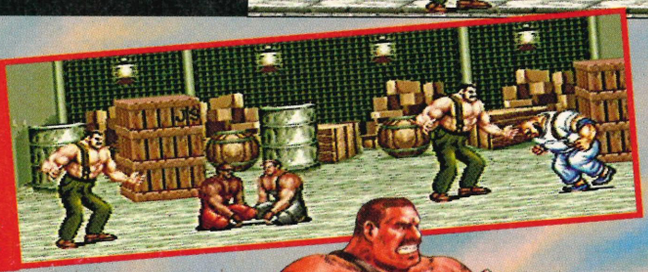


Poetry in motion, Hagar delivers a gut punch to this unfortunate punk while the thug's mate looks on with disinterest.



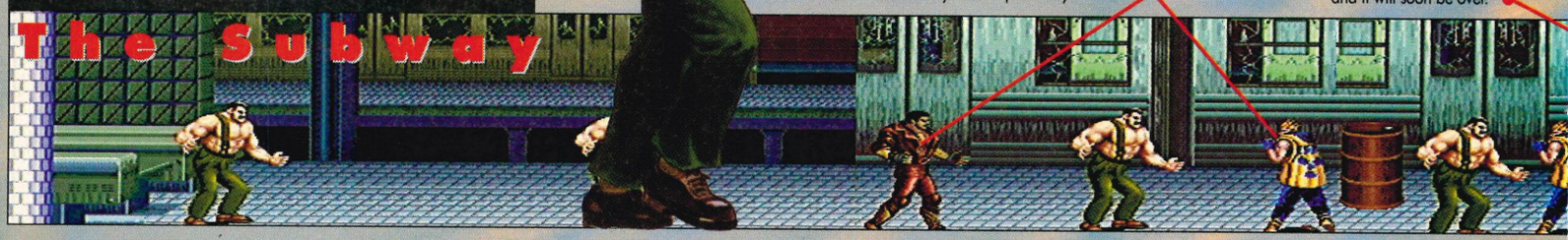
When you're not beating up misfits, punch these tyres for a piece of ham that revitalises your health bar.

This is what's known as a hassle hut. You go in and get hassled by some street punks and fat guys in jeans.Repeatedly punch the guys to the floor before they have time to get up. Use your special move if necessary. The charging wide boys must be jumped and then punched when they turn around. Use the contents of the crates wisely, they will be either food or weapons.



The subway is full of mayhem, but a cool head is all that's needed. On the platform you come across six or seven groups of youths before getting onto the train itself where Hells Angels and purse snatchers rule. After a mighty punch up with two dodgy geezers in neon tights, it's straight onto a small alley and an Escape from New York-style fight in the boxing ring with the Mad Swordsman.

The Subway



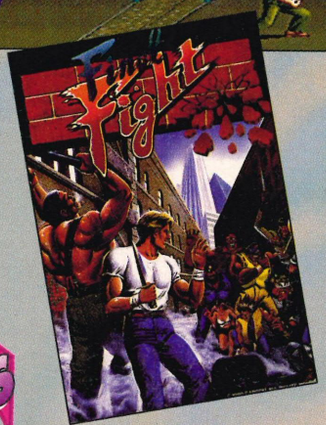
"Two at once! Huh, c'mon them you bunch of tarts, one at a time or all together it's all the same to me. One swift knee in the happy sacks and you'll drop like anyone else".

Here's Poison in action. As you can see, she leaps over you then turns and boots you in the back with her spiked kinky boots. Attack her in the manner that she attacks you, and it will soon be over.



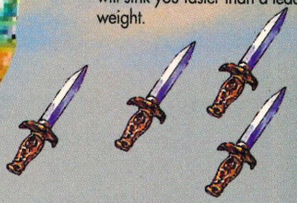
A couple of suspicious looking characters lounge around the train cruisin' for a bruisin'. Take them both out with a single punch and then finish them off with throws.







Inside the train you take on Andore Senior. You've got to take this guy seriously even though he's wearing a garish leopard leotard – his punches will sink you faster than a lead weight.

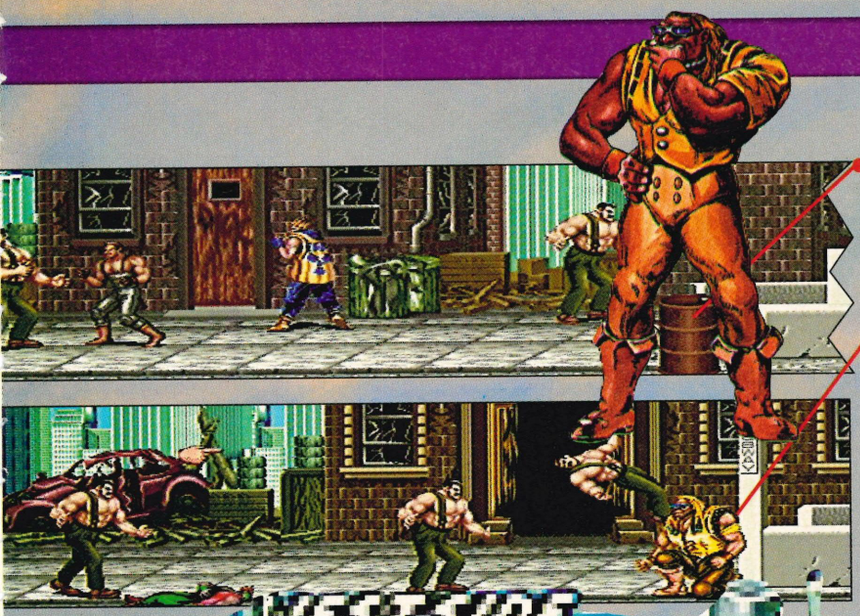


For ages, *Final Fight* has ruled the Super NES supreme as the best beat-'em-up every seen. You play either Cody or Hagar who are desperately trying to get back the girl in their lives. There are four large areas of the city, each one is divided into smaller sections and all are writhing with the bad guy's hired muscle. As you can see from the solution, the graphics are exemplary and the main sprites are huge (especially Hagar). Punches and kicks are conveyed in bone-crunching style with suitable sound effects that makes Rambo look like Sooty. However, *Rival Turf* is muscling in on *Final Fight* territory for the biggest confrontation of all.

SUPER NES

NINTENDO ● £49.99 ● BEAT-'EM-UP

FINAL FIGHT



Get a hammer from this barrel which helps you beat the group of three thugs who try to deck you before you enter the hut.

The way to defeat Damnd is to punch him so that he whistles for help. Defeat all the help that comes including the petrol bomber and then jump when he dives back into the fight. Just keep smacking him as much as possible.

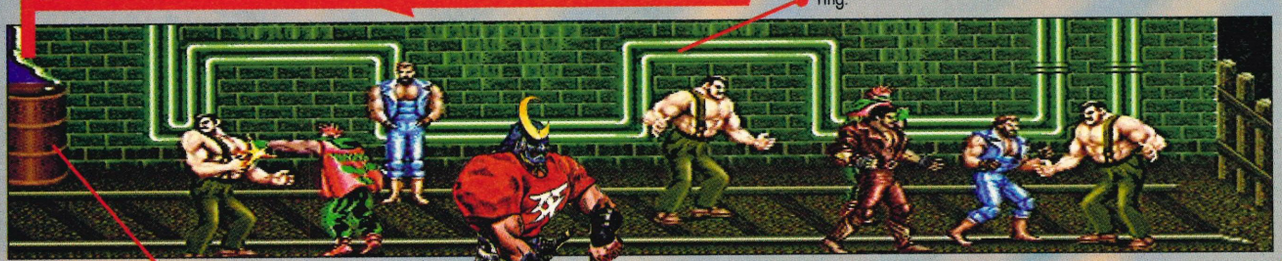






After defeating the Mad Swordsman, you must smash this Merc to bits with the pipe. Start on the left at the top, then the bonnet. Repeat on both sides to destroy it.

This short alley sequence is very easy, just punch and kick your way to the end (there are no tough bad guys) and then face the Mad Swordsman in the ring.



The way to defeat the Mad Swordsman is to jump whertever he charges and then get in very close and punch the living daylights out of him. You can use the sword, but don't rely on it or he will just charge you again. The special attack is very useful to knock him down when he attacks as long as you follow it up with rapid fire punches. You must be patient as this guardian has loads of energy.

Don't forget to punch this barrel close to the start as its contents (food) are vital if you're to complete the stage.



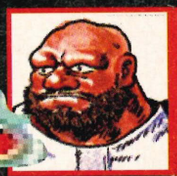
ROGUES GALLERY



Andore Jr and Senior are incredibly tough compared to the normal street punks. You will need to bash them through three energy bars to defeat them. You will also have to avoid their charges which t ake a great deal of your energy.They can also slam dunk you which loses you at least half a bar, so duck and weave.



Tall and strong, this guy can block many of your kicks and punches by crouching down. His punches are devastating, but if you get a few good hits in it is usually enough to take him out. Your best method of attack is to jump and spin then kick, or punch as soon as you land to take him by surprise. Either way, he's down.



Too young to die, too fat to live. These living jelly beans are fond of running head-long into you with their strong heads. The best defence is a good offense, so leap over them and kick them in the head as you land. Then finish them off with straight punches. They look big and tough, but are slow, plodding and easily nobbled.



El Gado has two life bars so he is especially hard to kill. He has knives which he will use all the time, but a well timed punch just before he throws will cause him to drop it. El Gado likes to attack in numbers so that his commandos take the brunt of the attack while be gets ready for the main attack. He's sneaky, so keep watching him.



Fleetfoot man! This guy is lightening. J, as he's known to his mates, is one mean cookie when it comes to speed and he's liable to dance around you while laying in the punches. Luckily, he's very weak and a few punches put him on the ground. J is found on all the levels as a member of a group. Never on his own.



Poison's a big girl and into all sorts of kinky gear. Unfortunately, her stilleto heels are just right for slashing your face and generally causing damage. She will always try to leap over your head then kick you in the back while you are occupied with the other geeks. Relatively weak though and relatively dim.

CONSOLE XS SOLUTION



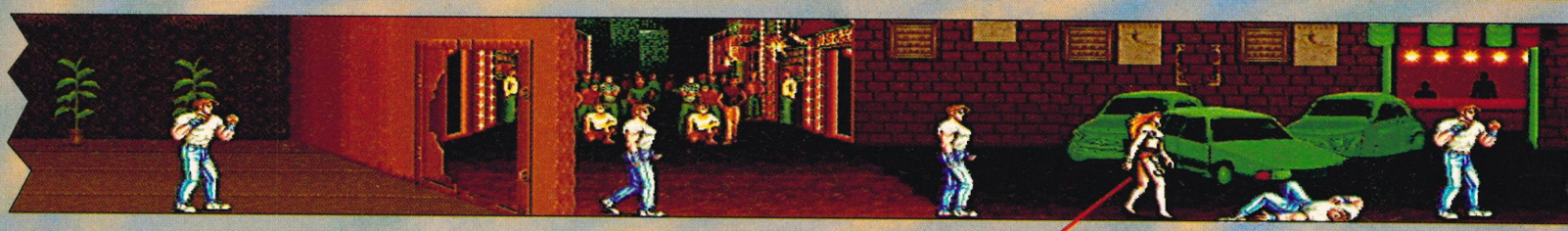
From Slum and Subway to the posh area and the West End where the bad guys get more armoured and one of them even carries a guns. Halfway through the level you must enter a bar, wreck the entire place and then participate in a cage fight trying to find information on the missing girl. *Final Fight* has all the ingredients of a Jean Claude Van Damme movie.



The West End



Your first encounter on this chilly night is a group of punks intent on violence. This level lets you down gently as the first few groups of geeks are quite weak and easily dispatched. The real trouble comes later on.



Smash through the door and into the busy street where hookers attack in their droves. Keep jumping to avoid their kicks and slashes.

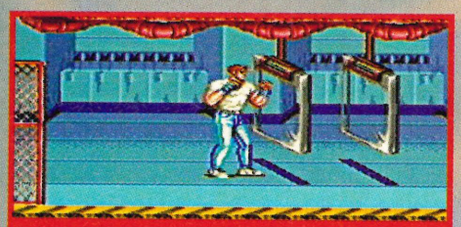
The bay area contains an assortment of hoods and junkies. Basically it's a free for all punch up in the attempt to reach the boss's hideout.The level spans the bay front, toilets and biker area. In the bike area you have to take on the whole gang of Hells Angels. It's a tough job and somebody's got to do it and pretty girls just don't rescue themselves, do they? The level is long and consequently grinds your energy down slowly. Unless you're very careful you may find yourself vulnerable during the last steps of the stage.

The Bay Area

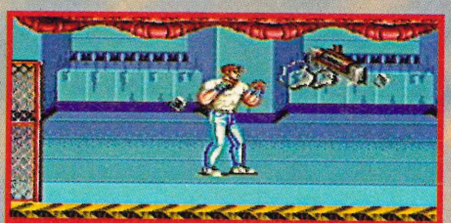


The red hoods are fast, but relatively weak and easy to defeat.

More dudes waiting on the benches; a swift volley and they are legless. Remember to watch out for barrels in the background as they hold important items, including food, points and weapons..

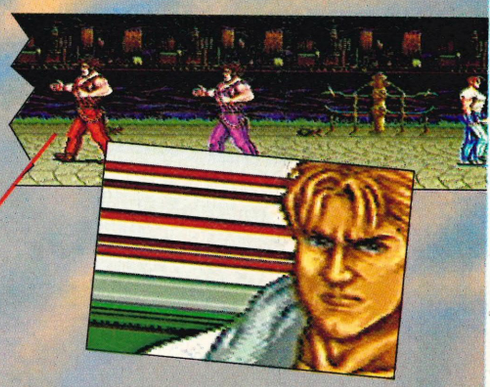


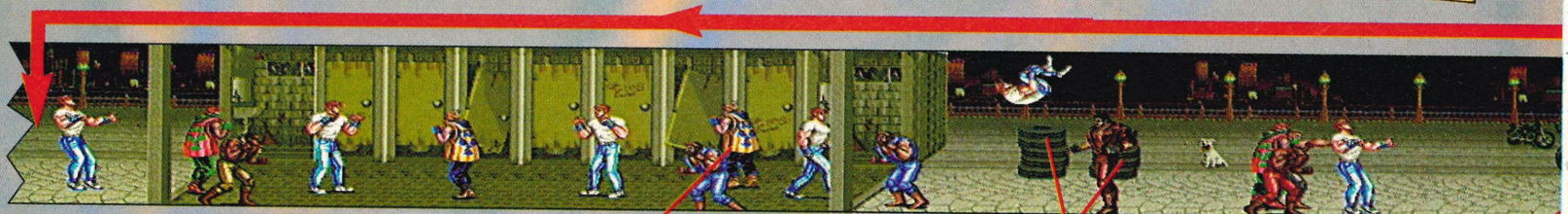
The bonus section is another test of strength and speed. This time you have a long room full of dangling blocks of ice that have to be punched or kicked to pieces.



Each block takes a few hits, but there are quite a few and the timing on this level seems to be even more harsh. The real problem is that each block is on a different level so you must adjust yourself to make contact.

Halfway through you meet the Andore twits again. High kicks and plenty of punches are recommended. Remember: if one of these characters grabs hold of you, you're likely to lose a life.



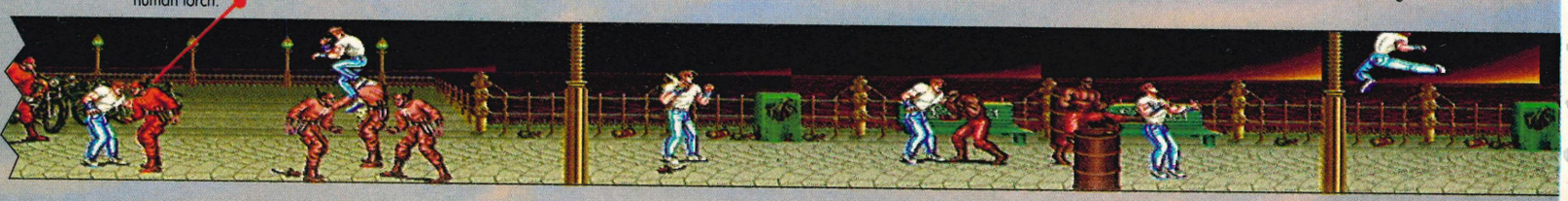


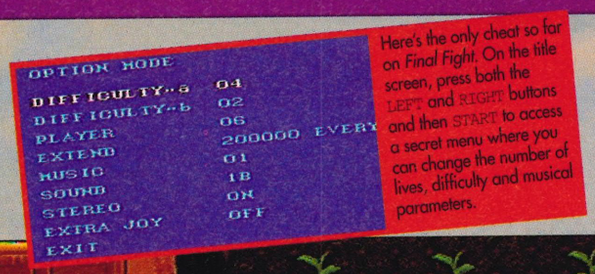
Loads of fire-bombers attack here – one touch of their bombs and you are turned into a human torch.

Caught in the toilets your only option is to fight like crazy. See if you can get the hidden bonus here (hint: you've got to leap and punch in the air).

Two bonus pots here contain a ham portion and a weapon to help you.

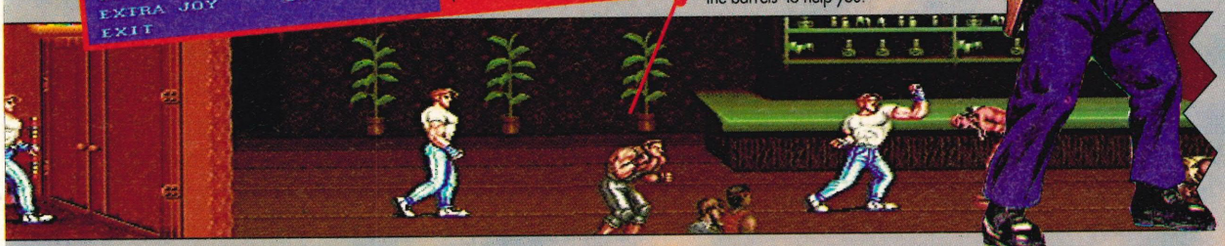
As you can see from the bikes, you are entering Hells Angel territory where the baddies get badder!

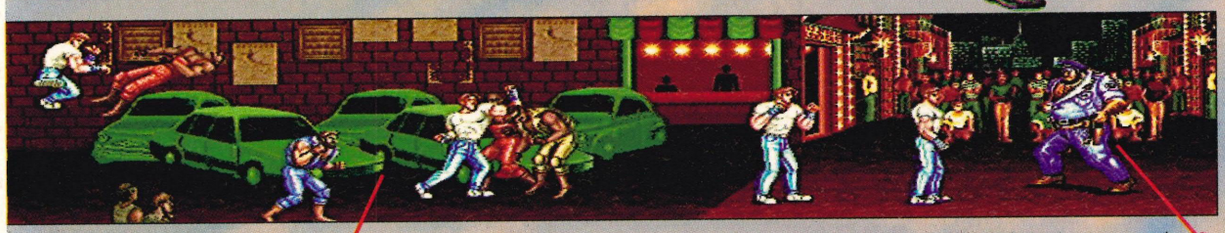




Here's the only cheat so far on *Final Fight*. On the title screen, press both the LEFT and RIGHT buttons and then START to access a secret menu where you can change the number of lives, difficulty and musical parameters.

The object here is to rip apart this bar trying to find information about the missing girl. Goons will attack from both sides so use the contents of the barrels to help you.





Now let's get down to some serious head crunching. The geeks attack from both sides so stay jumping and use your special move to clear a gap.

Witness the yapping dog who plays a crucial part in the whole plot of the game. Without this plucky canine, you will never get the girl back. Actually, the pooch plays absolutely no useful part whatsoever.

First of all, get the white object he drops to boost your energy, it's the only way you will stand a chance against him. Use flying kicks and special move to knock this huge fascist policeman to the ground then get in close for the punches. If he gets you in a clinch he'll smashes your head against his daystick losing you a whole life. At all times, stay away from his grasp and use your special move to clear the air of goons. The last thing you need with this guardian is distractions. When he gets low on energy he will use his pistol so jump it or avoid.







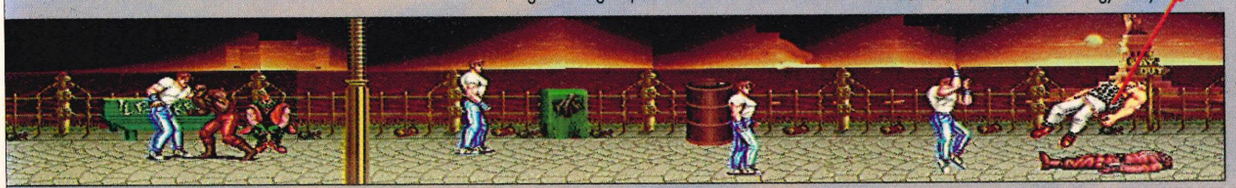


Rolling barrels can be jumped or broken open for bonus. There are three sets, so be on your guard or you could take a tumble. It's important you break open these barrels (by using your special move) as you'll find a lead pipe for clouting the enemy with in one of them.



The mad torchers are back! Their form of attack is to run in from both sides, throw some petrol bombs which explode on contact, and then run off. High kick them to avoid becoming a flaming corpse.

This guy's really tough, special moves only unless you can get a lucky series of punches in. He likes nothing better than to get you in a headlock and rip that energy away.





APPLE: 3,000pts ENERGY: 1/4



BANANA: 3,000pts ENERGY: 1/4



BURGER: 5,000pts ENERGY: HALF



COLA: 1,000pts ENERGY: 1/9



CHIPS: 5,000pts ENERGY: HALF



GRAPES: 3,000pts ENERGY: 1/4

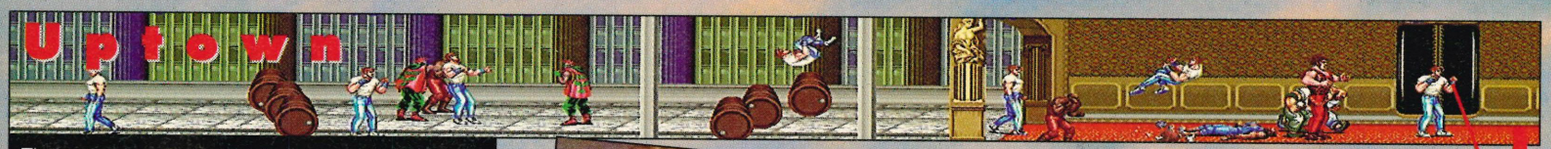


PIZZA: 5,000pts ENERGY: HALF



HAM: 10,000pts ENERGY: FULL

CONSOLE XS SOLUTION



The uptown section is the business area of the city, but – surprise, surprise – the same old bad guys are back. This is the last section of the game with the big boss's hideout at the top of a skyscraper. Don't lose it now, you're almost there.

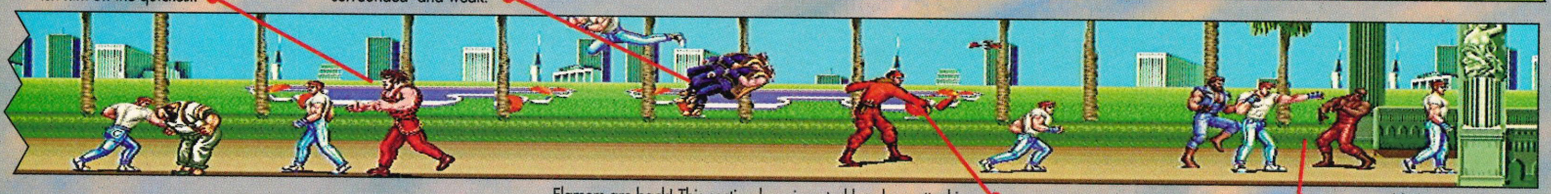


Just before you reach the lift you will be attacked by some wide boys and Andore Senior. Keep them all to one side and keep punching them off the screen. You will notice that even though they are not there, their energy still goes down.



The grotesque Andore family return for a grudge match. Papa Andore is tough, but successive round house kicks will finish him off the quickest.

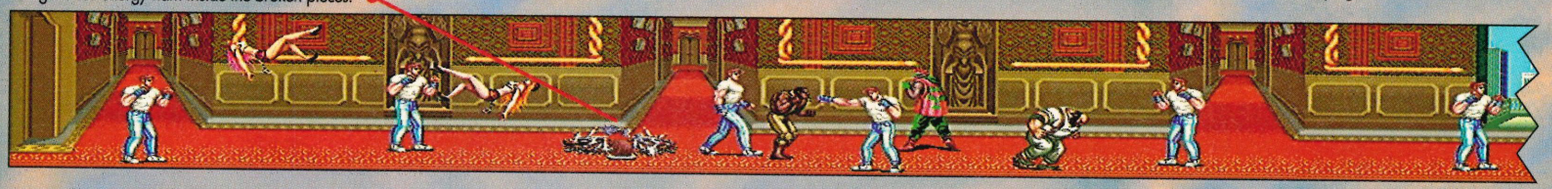
Yowser! Get a flying kick with two foes in the way and each takes full damage, very useful when you are surrounded and weak.

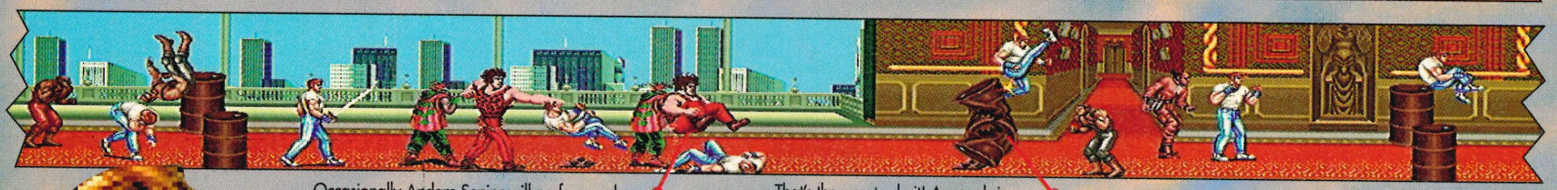


The chandeliers fall here. If you are underneath, reach for the headache tablets. A bonus is that you get a full energy ham inside the broken pieces.

Flamers are back! This section has six petrol bombers attacking simultaneously, so leap and kick them. Watch the bombs fly in the air and then try and avoid them or be barbecued.

Heavy trouble here. At this late stage of the game it's best to use flying kicks all the time.

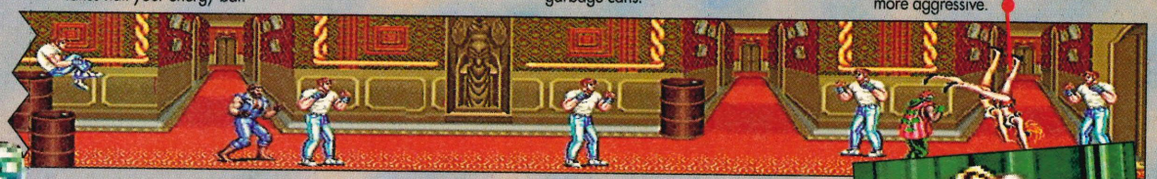




Occasionally Andore Senior will perform a slam dunk and jump on your head. Very nasty as it takes half your energy bar.

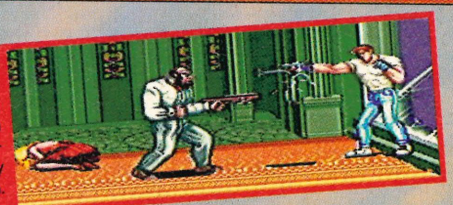
That's the way to do it! A superb jumping kick totally trashes any household garbage cans.

You're right at the end now, and the boss's henchmen get more aggressive.



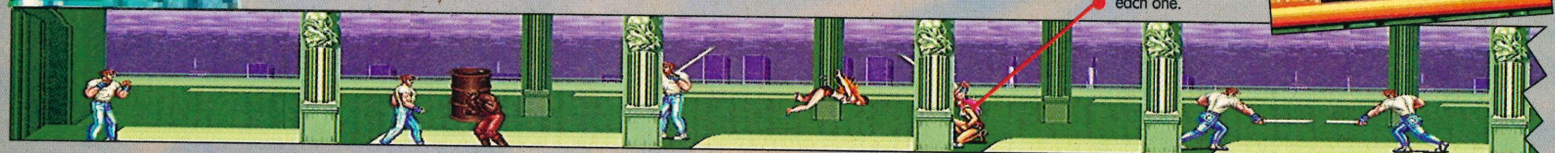


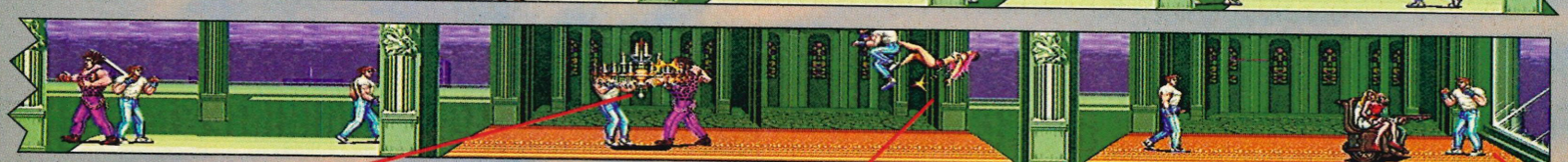
The final boss. First of all you must alternate between punching the bosses arrows and kicking his chair until it explodes. When he is mobile, jump in close perform kicks and punches constantly to deflect his arrows and hit him.





The enemy use the pillars to hide from you and then leap out as you pass. The best tactic is to perform a flying kick before you get to each one.





Just because you are in the posh sector, it doesn't mean the chandeliers are fixed tightly to the ceiling.

You're right on the boss's door now, so the fight becomes very intense and loads of bad guys attack here. Flying kicks are all that will save you.

Stand here then punch or kick to deflect each arrow then leap towards him with your special move until the chair explodes.

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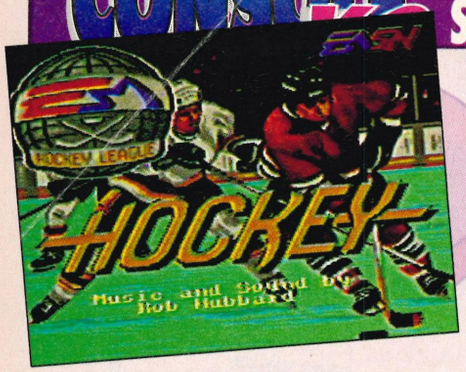
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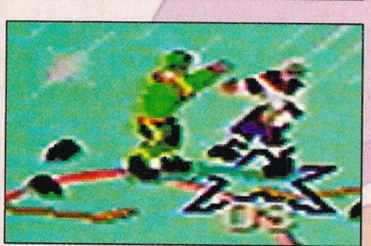
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EA HOCKEY

LET'S GET BACK ON THE ICE GUYS

EA Hockey, probably the best sports sim ever programmed and a firm favourite with everyone at CONSOLE XS and Sega Pro. The graphics are crystal clear and well-defined sprites race across the pale blue surface tackling, sliding and shooting the puck into the corner of the net. Atmospheric sounds echo around the arena and when Damian gets playing you can be sure of a dirty, gloves off, match. Here is the definitive guide to scoring, tackling, and winning those league matches in humiliating style as practiced by the pros at CONSOLE XS.



FIGHTING THE COMPUTER

When you get into a fight, sway back and forwards using left and right. Try to time your swaying in between the punches and attempted holds of your opponent. Once you have the rhythm, sling some punches. Sometimes, when you do a hold, you get hooked yourself.

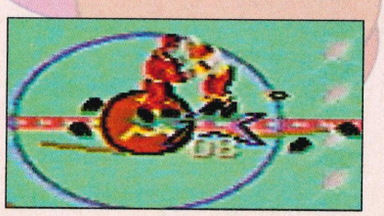
Perform a punch to the stomach and a punch to the head. Switch about for around five seconds, and then concentrate on one type of punch. If your opponent still hasn't fallen, switch punches again. He'll definitely go down this time.

If the computer gets you into a hold, press the opposite direction to your opponent and nine times out of ten he should miss his next punch. If you have the wrong rhythm, grab and then hold right. This is usually an easy way to get started.

You can instantly tell which player is the weakest in a fight because of his position. A number 66 in the Soviet Union team will be weaker than the number 8 because the former is a lightening attack with not much strength in tackles. The number 8 is a tough midfield/defender player whose speciality is a one-man defensive wall (if such a thing is possible).

TWO PLAYER TACTICS

In two-player mode (on the same team), run one of the players up to the goal with the puck. Meanwhile get your friend to sprint ahead using C. Push the keeper at a diagonal angle and if you press C at the right time, the keeper is moved from his goal, with you on your feet. Do a careful, accurate slap shot by pressing the button C for the open goal.



FIGHTING

Fighting against a human opponent is very hard because, unlike the computer opponents, they aren't glued to their shoes which are in turn nailed to the ice. Human opponents can move about, making it hard to judge when to punch. Basically, it just depends on who slings the punches at the right time.

CONSOLE XS GUIDE TO SCORING GOALS



THE MONTEIRO JINX

Give him an inch and he will take a foot, much more than that and you won't have a leg to stand on. Rich "the Soviet Demon" will try to break free of any players with his 66 so that he is directly in front of the goal. Now the jinx: repeatedly tap left and right very quickly so that the goalie does not know which way to turn. At the last possible moment, tap C and slam the puck into the gap. Rich totally relies on this method to score every goal unless by some fluke he scores another way. The best defence against this type of player is to either trip him at the exact moment he shoots, slam dunk him from the wing, or push the joypad in the direction he is shooting to influence the goalie's hands. Unfortunately defence is not the best attack with this one.



THE VERY ANNOYING SQUEAKY KID ON WORK EXPERIENCE

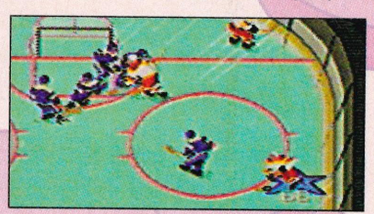
The only satisfying thing about playing this guy is that everybody can thrash him senseless. It's no wonder when you see that his method of scoring is messy and highly inaccurate. Dribble straight at the keeper and guide the puck through his legs. If you miss you should have enough speed from a long run to smash into the unsuspecting keeper and kick the puck into the back of the net for a very unsatisfying goal. This only works with a rubbish goalie by the way.



RYAN'S COMPLETE MISS AND HUMILIATION

Ryan has a curious method when attempting to score. His desperate goal run usually occurs when he is about 35-6 down and in the last period. Playing as the Soviet Union, Ryan attacks the goal full frontal yelling "I'm gonna score this time" and somehow another player will knock the goalie clear of the goal leaving it wide open for Ryan to score in an open goal. Now here's where the magic takes over. Instead of ramming the puck into the net, Ryan slices the puck out past the gaping posts and into the crowd.

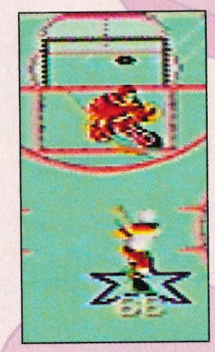
It should be noted that no other player has managed to spectacularly miss so many open goals as Ryan and so he should deserve some credit for his unique talent.



THE HANDY MIRACLE

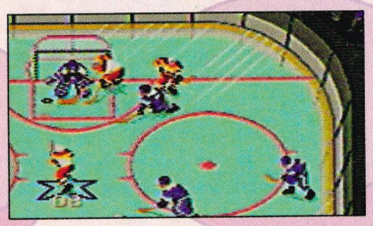
No-one has has ever worked out how Dom scores his many goals,

but what happens is this, you get to the blue line just before the goal with five men holding you down and the goalie blocking the goal. Keep C pressed down, wait for the opening and wham! The goal is scored. Dom has even been known to score from the Sin Bin and also behind the goal where the puck back spins through the goalie's legs. The only explanation is that you must keep the joypad pressed in the direction of the goal and keep C pressed to build up the power.

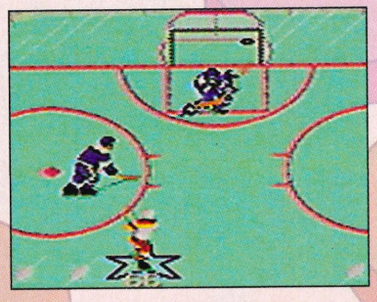


DAMIAN'S "HOW DID YOU GET THAT IN?" SHOT

There are in fact two ways for the Buttster to score although he will take any shot if it looks tasty. The first is to approach the goal just off to one side and wait for the goalie to leave a small gap for the puck to sneak into. All you have to do is keep C pressed down for a short while to increase the power and let it loose to score. Damian



usually plays with the Soviets or Luxembourg (against Ryan) and consequently player 66 or 25 is the one to score with. The second method of scoring is to skate across the mouth of the goal from left to right and tap the C button when the goalie cannot keep up and leaves a



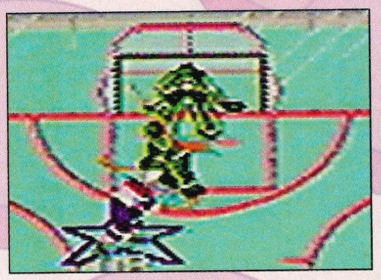
hole. Going round the back of the goal also helps to confuse the goalie.

THE "OLD FAITHFUL"

The former SEGAPRO office champion (deposed by Monteiro) has a dead cert shot if you can get into position. When the puck hits the ground after face off, get the striker to grab it and race up the rink past the first blue line. As you pass the line, skate diagonally across the goal so that you can just see the goalie trying to anticipate your shot and keep C pressed down. Now when you hit the red circle next to the goal, let go of C and it should catapult into the opposite corner of the net.

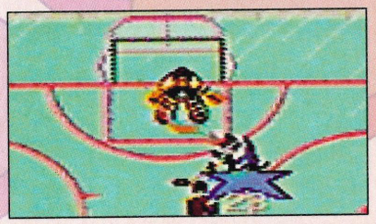
ALTERNATIVE WAYS TO SCORE

These methods have been sent in by many many people, too many to mention, but we would like to thank

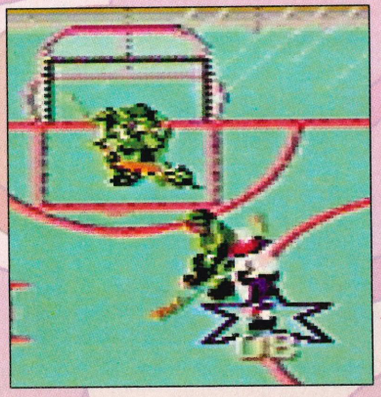


you all for your expert coaching that has put Console XS into the final and top of the league.

- Skate right at the post as fast as you can with the puck and when you reach the post, push diagonally towards the centre of the goal. Your

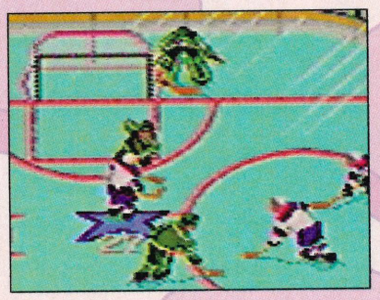


stick should hit the post, and send the puck into the goal, past the keeper.
- Skate straight at the goal, and press a diagonal direction before you get knocked over and shoot.
- This works rarely, but its worth a try. Skate at the keeper and at the last minute, pass to the keeper. Press up if you are shooting up and down if you are shooting down, to make sure it goes in the correct

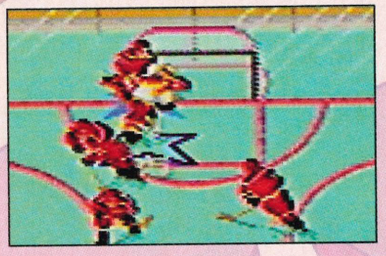




direction. Pass when you get in the keeper box or in the semi-circle. The puck should slip into the goal between his legs.
- Circle the goal at speed and slip the puck past the keeper and the post, or cross the face of the goal and hit it in the corner.
- Skate up to the goal, shake off any defenders and then stand directly in front of the goalie and



rotate the pad a few times to make your players spin. When he comes around and the goalie is out of position, shoot and it will slam into the goal.
- This method takes practice: take the puck up the rink with a winger, watching your striker. Stay parallel then accelerate towards the goal



and pass to the striker at the last minute. Now the striker can shoot but watch the winger crash into the goalie and push him completely out of the way for an easy open goal.
- A very satisfying way of scoring is to get the puck with your striker and head towards the goal at an angle as fast as possible. At the last minute, turn and hit the goalie with your shoulder to knock him out of the way. Turn and sink the goal.

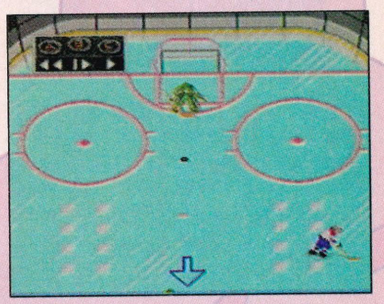
SCORING: LONG RANGE SHOTS

Either slam it in the corner or chip it over the keepers head.

SLAM – move about and try to get the keeper to move right up to the post nearest you. Go back to the blue line, but on the side nearest the



goal. Go to the side of the rink and slam it in the opposite side to the keeper.



CHIP – from anyway over the half-way line, tap C to slap the puck at the goal. Occasionally the puck will land in the goal after rolling down the keeper's back. Alternatively the puck will ricochet off the bar and fall just in front of the goal for a striker to whizz in and plant it into the net before anybody realises what is going on.

EA HOCKEY CODES (ONE PLAYER)

CANADA

HFBCRKYO3CN2JOKR	U.K – Quarter Final
HFHJCNHKJVH9BZW	Finland – Semi Final
HFNN34NFGH3Z6MRO	Czechoslovakia – Final

CZECHOSLOVAKIA

CSSHWPMZZMBPFNKO	Soviet Union – Quarter Final
CSYNK1YRRKNXLWD7	France – Semi Final
CS3TRFSX4C8SDYMY	Finland – Final

SOVIET UNION

BNWDS8WDD860BBHH	Czechoslovakia – Quarter Final
BN1J8VYH7S18B2OR	France – Semi Final
BN6PO93CSAMY60S3	Canada – Final

UNITED KINGDOM

DHM7S1TS9R91N2V5	Canada – Quarter Final
DHVC6B4PTSNBBBO	Finland – Semi Final
DH0JYT9KRF70574C	Poland – Final

STAR WARS





Anyone who can remember 1975 must recall the excitement caused by the arrival of the Star Wars film. With its success came figures, tacky plastic light sabers and those rather dodgy Darth Vader plastic masks with little holes for the mouth and eyes. No wonder the youth of yesteryear have amounted to little more than egotistical (speak for yourself – Ed) computer magazine journalists. At least the youth of today can enjoy the excitement of the movie without having to run around brandishing lumps of plastic and screaming out "Use the force". Instead, they can settle down with their NES and tackle the many challenging levels of an all new Star Wars game.

TATOINE DESERT

There are eight different areas on the first level, each one containing a number of items. However, you only need to visit a few to get the items.

CAVE #1

(Items: Blaster)

You have to enter this cave, so carefully move your way to the right, using just small jumps (a quick tap of the button will suffice) to avoid either hitting the top of the cave or impaling yourself on the spikes below. The



acid drops are pretty simple to evade, although, once they have hit the floor, they are still active for a short time, so start running past as they drip from the top and not as they hit the floor. Be sure to grab the Blaster at the end! From here, head to the Sandcrawler, found in the North West of the desert.



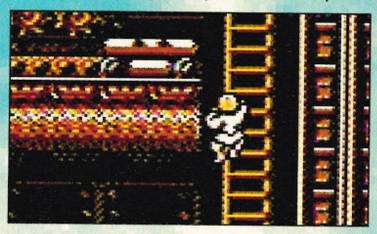
THE SANDCRAWLER

(Items: 4 energy power ups, 1-up, R2D2)

The only item you need concern yourself with here is R2D2, since there is an easier way to collect extra lives later on. To reach the android, follow this route from the start:



Right to the ladder, up the ladder, left and up the power tube, right to the power tube, fly up it, all the way to the left side, up the power tube, push



left so that you land on the high platform next to the tube, run left to the next tube, go up and then right and down the ladder, right then up when you get to the next ladder, right across the conveyor belt, up the next ladder, continue all of the way to the right and you will come to R2D2! Hey, it's easy.



Using Power tubes

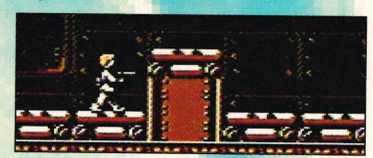
By jumping into a power tube, you will be carried sky-wards, allowing you to reach certain areas that remain otherwise hidden. Holding the A button while using them will allow you to go further.

GAME CODES

AAXAGAZA – 1 LIFE
IAXAGAZA – 6 LIFES
AAXAGAZE – 9 LIVES
SZEAYXVK – INFINITE LIVES
GZSYLSSO – IMMUNITY TO SPIKES
SLKLYVSO – IMMUNITY TO BULLETS
SLKLYVSO – IMMUNITY TO COLLISIONS
AAKLNGZA – FULL ENERGY
AAKLUGAX – LESS ENERGY PICKED UP

Using conveyor belts

If you run in the same direction as



the movement of the conveyor belt, you will sprint a lot faster, allowing you to jump higher and further too!

SandCrawler Enemies

Gun toting Jawas make life a little difficult if you get too close, so take them out from a distance. The rather lethal Crunchers that fall from the ceiling can be dodged only with



good timing – try to sprint past as they retract back into the roof.

Once you have saved R2D2, head to Obi-Wan's cave which is in the North East corner of the map. You will have to do some careful navigating to get there.

OBI-WAN'S CAVE

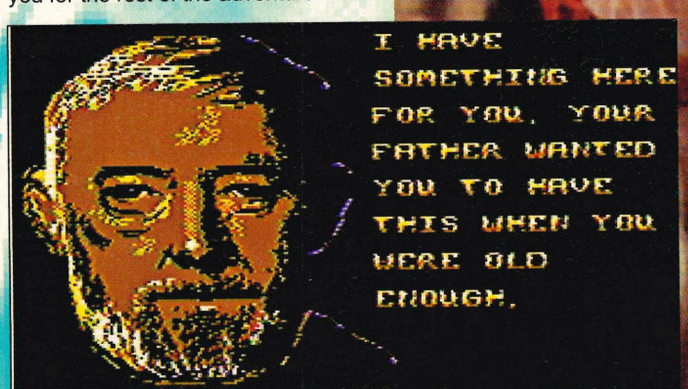
(Items: Luke's Light Saber, 1 energy power up, 2x 1-up).

1-up Trick

The first thing that you want to do in Obi-Wan's cave is build up a large supply of extra lives. To do this, head right from the start, drop down the three small platforms on the right side to a larger area, run left, jump to a smaller rock, then drop down four platforms to another large platform. From here, jump to the platform on the left, then jump into the left side of the wall – if you've done all of this correctly, you will land inside the wall itself. On the left are two extra lives – collect these, exit the caves and repeat the trick until you've collected as many as the game will allow.



Once you've done that, head to the bottom left to Obi-Wan Kenobi. You will need to traverse four small platforms suspended over spikes. To make each jump you must hold down B for extra speed. An insect will try to knock you off so get ready to jump and shoot it. Obi-Wan will give you the light saber, and, as long as you've got R2D2, he will also join you for the rest of the adventure.



Enemies

The most persistent pests in the third cave are the many swarms of insects that converge on you. Keep firing as you are negotiating the top section of the cave, and, even when nearer the bottom, keep a finger hovering over the fire button just in case you are suddenly attacked. Your other main problem is the alien guarding the extra lives – wait on the right side of the screen, then blast for all you're worth!



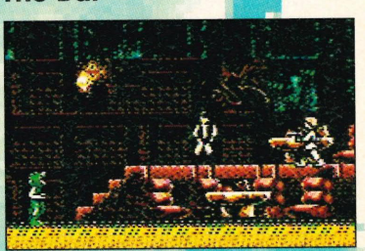
THE SHIELDS OF THE MILLENIUM FALCON

There are a number of caves containing shields, although you only need to visit and re-visit one particular cavern to get the number you need. The easiest one to head to is the cave in the far north. Simply enter it, collect the shield, exit and then repeat. The Womp-RatS are the only real enemies - to destroy them simply fire at their rocks before they burst out.

Once you have eight shields, head to the south-eastern part of the desert and enter Mos Eisley.

MOS EISLEY

The Bar

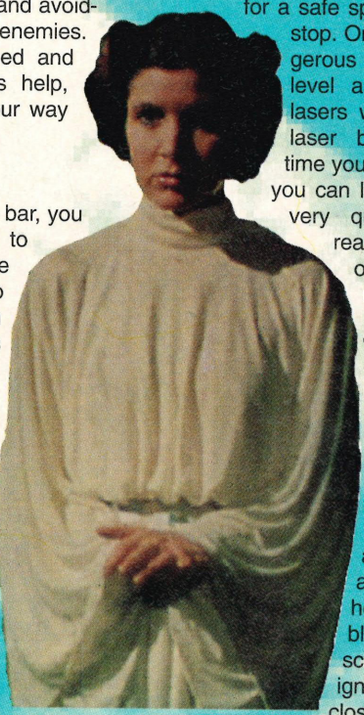


In Mos Eisley, propping up the bar, awaits Han Solo and his ship – The Millenium Falcon. To find him, pop through the first door that you come



to, then head right all of the way to the end where your co-star can be found. Deal with the green aliens by shooting them from a distance but since the purple aliens are indestructible, your only means of defence is

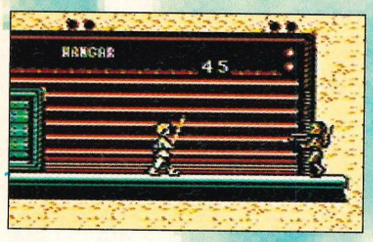
to jump over them. Watch out for their lasers – you can avoid them by keeping your distance, then, when he's pulled the trigger, jump over him and continue to quickly get out of his range! The safest route is to run along all the tables and avoiding most of the enemies. Once you've reached and enlisted Han Solo's help, use him to blast your way out of the bar.



THE STREETS

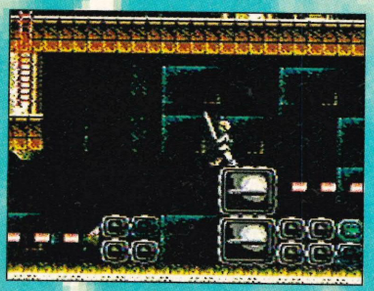
Once you've left the bar, you must head right to hanger 94. Along the way, you'll need to deal with Storm Troopers, Jawas and Boba Fett. Use Han to take out the Stormtroopers from a distance, while using Luke and his light saber to destroy the Jawas and the other soldiers. Don't shoot Boba fett since he will then retaliate from the air. A swift swing with the saber is the cleanest and most efficient tactic to employ.

Once you have reached the right edge of the street, you need to climb the platforms and jump to the higher section on the side, then advance and perform a massive jump left to the heavily-guarded door.



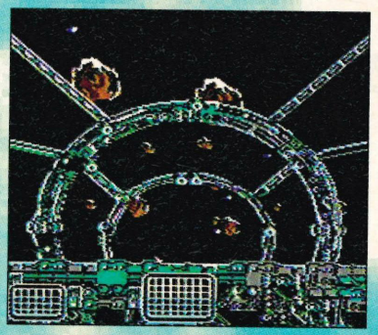
HANGER 94

Since you should have enough shields, this section should be quite easy to negotiate. Head right, up the first ladder, continue right, up the next ladder, head right again, drop down at the edge, go left, drop down again, right once more, down the ladder, then run left to find the Flacon. Deal with the Stormtroopers in a similar way as before, while you will need to time your runs past the lasers as best you can. Try anticipating the end of their fire, and darting for a safe spot just before they stop. One of the most dangerous enemies on this level are the force field lasers which emit burning laser beams, you must time your jumps carefully or you can lose all you energy very quickly. Once you reach the Falcon, it's on to the Asteroid belt!



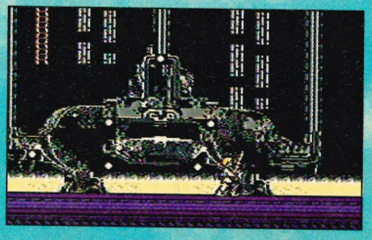
THE ASTEROID BELT

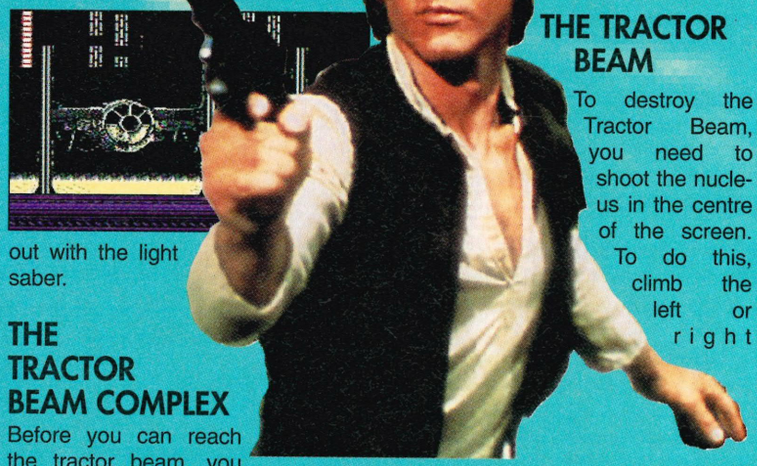
As long as you have collected eight shields, you shouldn't have any problems at all. One tip is to head towards the black sections of the screen, trying to ignore the rocks close up. Also, the only section that really matters is the circular part of the cockpit, so, as long as only a few asteroids hit that part, you should be OK.



THE DEATH STAR HANGER

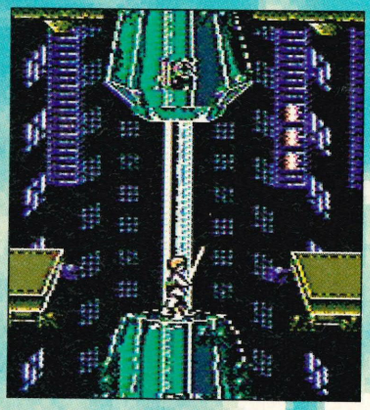
The first section of the Death Star is pretty simple to deal with, although the stormtroopers operating the stationary guns are a little difficult to overcome. The exit lies in the top right, and can be reached by simply running right, then climbing the ladders. Either time your jumps so that you can avoid the fire or take them out with the light saber.





THE TRACTOR BEAM

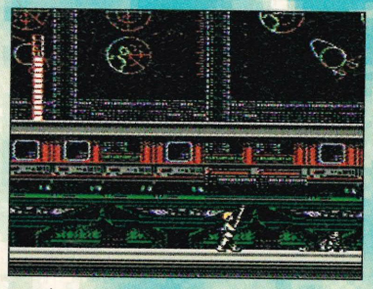
To destroy the Tractor Beam, you need to shoot the nucleus in the centre of the screen. To do this, climb the left or right ladder, fall to the ladder nearer to the centre to avoid the laser, then blast the target once with Han's gun. Drop to the centre platform (where you cannot get hit), then do it all again. It is actually quite easy as long as you get the timing right.



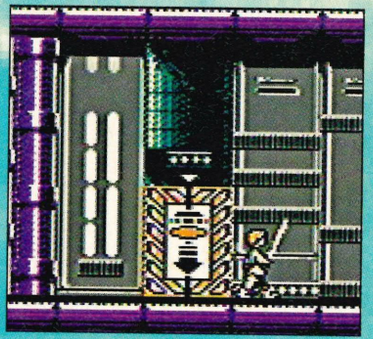
THE TRACTOR BEAM COMPLEX

Before you can reach the tractor beam, you need to negotiate the intricate complex before it. First head to the control room on the right, and R2D2 will link up with the computer, and will be able to display maps of the different sections of the Death Star.

From here, run right, leap across the large gap (be careful not to fall), and go down the lift. You can go right and down to an extra life, although the guard is pretty tough, so it may not be worthwhile. If you do overcome the robot, go back to the control room, enter and exit it, and the extra life will re-appear, allowing you to stock up.



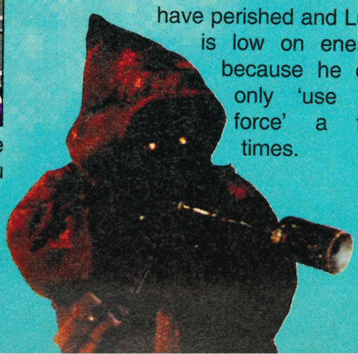
Continuing on, go up the lift on the right after coming down the elevator, go right and up again, left, jump across the chasm, up again, right, up the elevator, jump left over the two platforms, up the lift, right, up the lift, up all the way to the top, and then left across the platform - take out the enemy from the right side so that you aren't pushed off, otherwise you'll need to start again. Go down the top elevator, then right to the Tractor Beam...



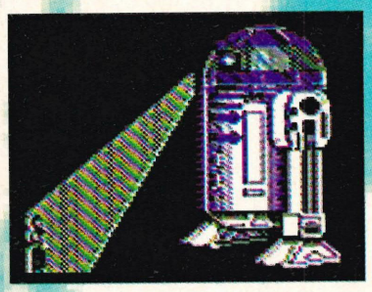
TRASH COMPACTER #1

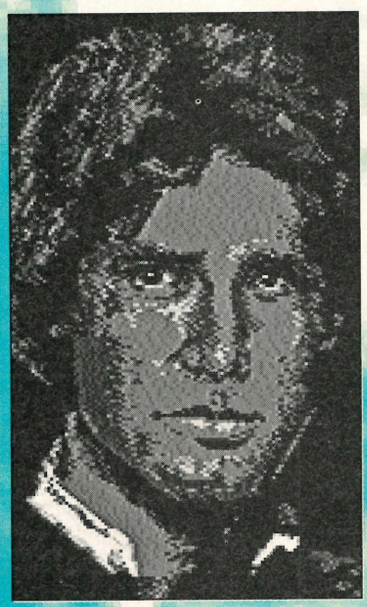
Once you have destroyed the Tractor Beam, you can move into the next section where you must achieve two goals. Use our map to help you, first reach Princess Leia and the head to the Trash Compacter.

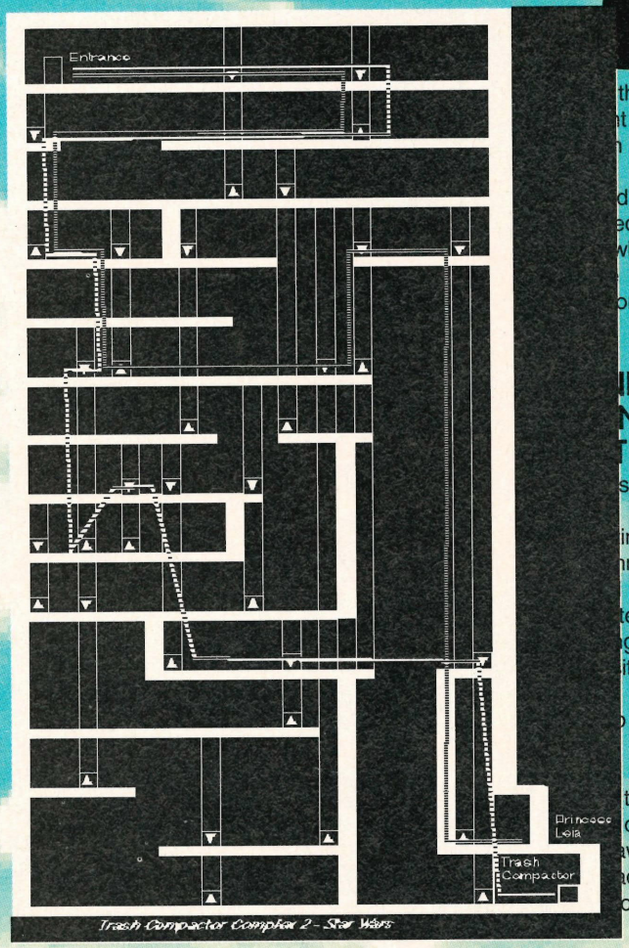
Han Solo is probably the best character to use on this level, since he has the most powerful blaster. As you emerge from the lifts, get firing because a stormtrooper or two has been posted just about everywhere! Now is the time to use Obi-Wan since he can replenish Luke, Leia and Han's energy. He's obviously best used when both Leia and Solo have perished and Luke is low on energy, because he can only 'use the force' a few times.











Trash Compactor Complex 2 - Star Wars

TRASH COMPACTER #2

Once you've saved the Princess, you can continue into the next section. All you need to do is reach the top right section, although the route you need to take is rather a long one! From the start head right, jump up and around from the conveyor belt on the far right to reach the higher platform, then continue right. Go up the power tube, hop across the two platforms to the left, cross the conveyor belt to the right, leap to the ladder, then climb it to the top. Run across the conveyor belt, then jump at the edge to reach the platform on the left. Drop down the ladder, then head left, then up to reach the exit.

There are a number of androids and stormtroopers lurking in these corridors, so keep your cool and advance carefully. As soon as you see something at the side of the screen, blast it before continuing.

THE TRASH COMPACTER

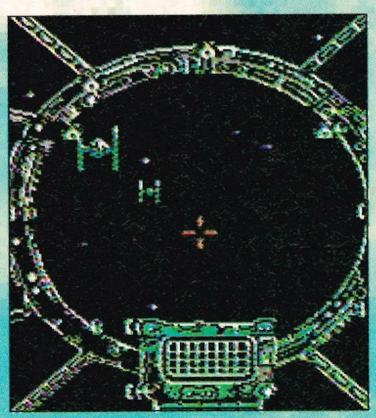
Here you face the guardian itself! It's a rather ugly snake which is surrounded by lots of flowing green slime. First of all, work your way up the platforms, then, when the serpent appears, blast him in the eye - Han Solo has the best attack here. Also, keep moving - the guardian will come up underneath you, and if you are standing still he is sure to get you!

TRASH COMPACTER #3

This place is chock-full of rather sharp spikes as well as the obligatory stormtroopers and androids. The exit, situated in the top right corner is very easy to find. Go right, climb the ladder, then left, up the power tube, right again, up the power tube to the top, left to the next power tube, right

X-WING

This is also a 3-D screen, albeit in a different spaceship. Again, you need to blast as many TIE fighters as possible, although there is a pretty easy way to get ten at a time. Simple move



then
t and up until
the exit. Your
problem is
dly the spikes -
ed to be very
when jumping
you will end
one too many

IIUM
N GUN

similar to the
flight except
ime you are in
nner position.
to destroy the
ters that are
g on you. The
itions to take
is in the top
right corners,
if one gets
you will need
to destroy that
one straight
away. It's also
advisable to go
or enemy fire.

your cursor to the top right corner and continuously fire. After that, move the cursor to the centre of the screen and concentrate on the enemy fire - eventually, the same fighter formation will appear again, allowing you to shoot a further ten in the top right corner.

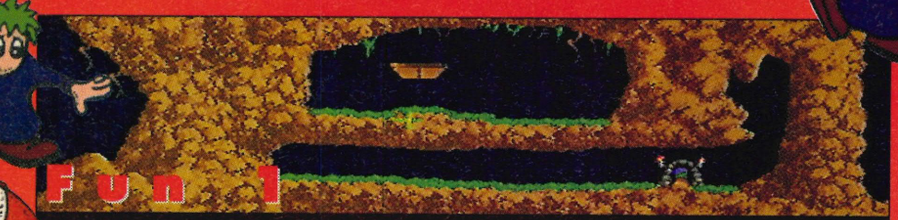


THE FINAL CONFLICT

The last stage takes place in the Death Star. To survive this challenge, you need to stay central at first, then move to the top, then central again and so on. There are quite a few obstacles to avoid as well as gun-turrets and fighters to destroy, so keep to the left so that you can see exactly what's heading your way. Additionally, keep firing so that you aren't taken by surprise too often!

As you reach the end, fire rapidly and try to hit that target, may the force be with you....





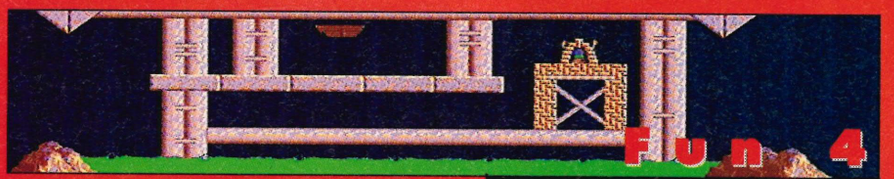
Just do as it says and dig! To be on the safe side, speed the Release Rate up to 100.



Simply turn each Lemming into a floater as they walk down the steps. Position the cursor over the second step so that you have time to catch up with any Lemming that you may miss.



Use blockers to stop Lemmings falling off the edge on the first three platforms and then let one walk to the left edge of the bottom platform and turn him into a blocker. Finally, use a blocker on the ground to make them get to the exit.



First of all use the miner to break through the ground, then make each and every Lemming a climber so that he can scale the wall and reach the exit.

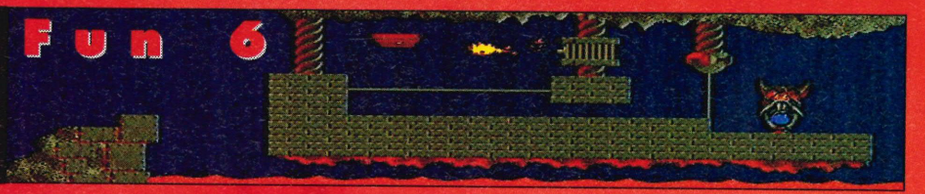


Bashers come into play here. Bash through the pole and the rock on the right. When you reach the network structure, keep bashing to clear a path through it. A few Lemmings may stray over to the right.



This is simply a matter of building a bridge over the small gap. If a few Lemmings fall down, keep turning them into builders to allow them to get out. They may go back to the left, yet there's plenty of time to reach the exit.

Turn a Lemming into a stopper on the right edge below the fire, then immediately change him into a bomber. When he explodes, repeat the procedure on the right when you hit the next barrier.







For such a complex-looking level – what with the inticately designed platforms and building grounds to the extreme left and right of the level – this ranks as one of the easiest throughout the game. So be thankful. As soon as the first Lemming comes out turn him into a blocker, and all of the little Lemmings will head home! Just nuke the stopper to end the level. It really is that easy.



SUPER NES

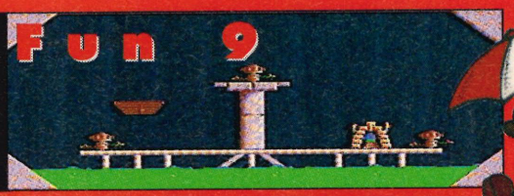
SUNSOFT ● £44.99 ● PLATFORM PUZZLER

LEMMINGS

Lemmings **was little short of a phenomenon on the Amiga, where it started off a whole generation of new games players. Now it's made it onto consoles – the SNES too. And the transition has been smooth, swift and very, very successful. That means, of course, that a whole new generation will be tearing their hair out over the antics of the suicidal little Lemmings. As a very special public service more than anything else, Console XS has worked day and night to bring you the biggest, finest and most comprehensive** ***Lemmings*** **guide ever devised. And we won't charge you any extra for it (although donations are gratefully recieved).**

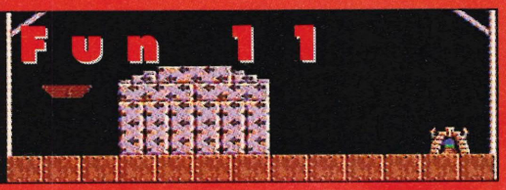
Turn the first Lemming into a stopper when he reaches the right edge, then turn the next Lemming into a digger about a centimetre from the left edge – make sure that he is not digging directly below the Lemmings landing spot. One Lemming will fall off the edge, but you are able to save him by turning him into a floater. When the digger is just over half way down,turn him into a basher, and he will bash a path left, allowing all of the Lemmings reach the exit.

Despite the fact that the Lemmings come shooting out, this is quite simple. As soon as the first Lemming reaches the block, turn him into a basher, then move the cursor to the left and, as soon as a Lemming walking left comes into view, turn him into a stopper to prevent any Lemmings walking into the trap. You only need 90% , though, so there is a little room for mistakes.

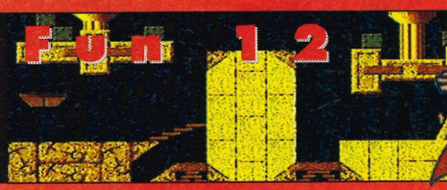




Turn two Lemmings into floaters and climbers. When the first gets over the wall, turn him into a blocker. Use a basher to get through the wall to the left.



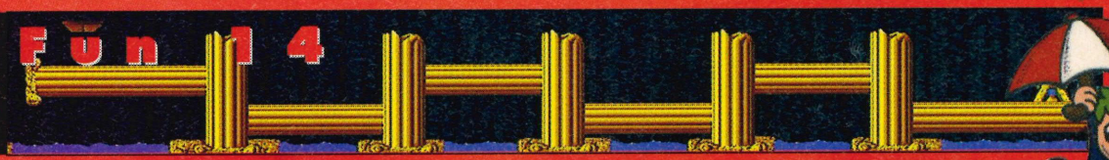
Turn the third Lemming into a blocker, then use another blocker on the left side to prevent them from falling. Bash through the wall with the Lemming left and then turn him into a builder at the edge.

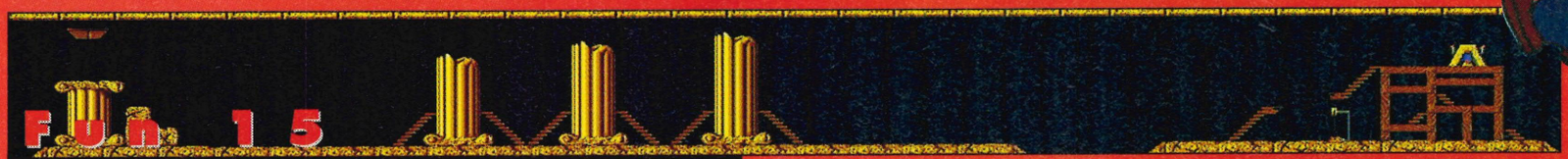


This is the first in a series. The easiest way to do this one is to let the Lemmings walk to the left. Then, before they reach the end, turn each one into a digger.

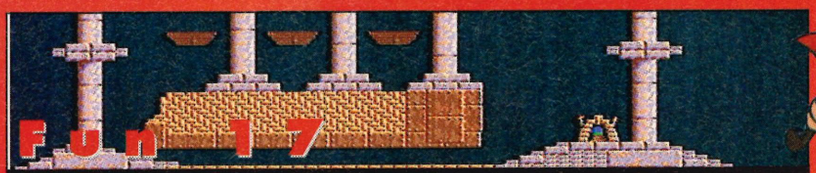


Turn the first Lemming into a miner when he reaches the first block. Halfway across the next platform, use a builder to reach the middle of the next wall. Use a basher to bash through the whole of the next section, then repeat the same manoeuvre on the other side.





Turn the second into a blocker. Use the first to bash through the three pillars, then use him to build a bridge over the large ravine. Speed up the release rate to 99, but only bomb the blocker when the first Lemming has finished the big bridge.



First of all, make the first Lemming on the far left section a blocker to stop the others from falling. Bash through the right pillar section, stop as many falling as possible with a blocker. Use the floater to safely make it down, then on the last step, build to make him turn to the left, then build up twice so that he hits the wall on the left and turns back.



Use the second Lemming as a stopper, stop the third on the left, then use the first to build a large brifge from the right edge of the platfrom. Ignore the pointed platforms – it's easier just to buildone long bridge.

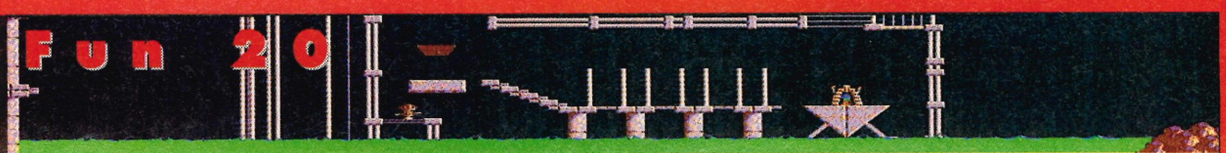
Literally block and blow! Stop a Lemming over the sections without fire and then use a bomber to blow a hole in the floor. Simple!



Turn Lemming 2 into a blocker, then block again on the left hand side. When the first Lemming reaches the final arch, turn him into a builder in the very centre. When he's buildt a good enough bridge, release the other Lemmings



Turn the first into a builder on the right edge of the platform, and then use the second and third as blockers. Use the first to bash through all of the pillars and build a bridge on the right hand side.



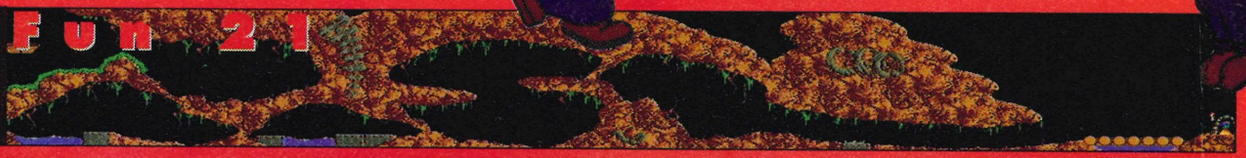
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Bash through the bone section of the rock. Use one to make a bridge then turn the next one into a blocker. On the other side, build a bridge over the trap, then let the other Lemmings out.



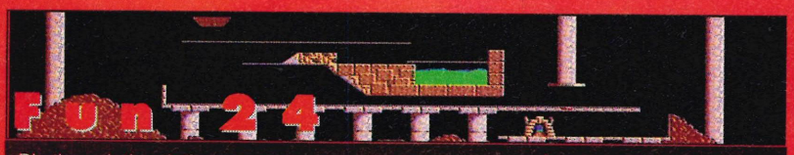
Use the first Lemming to bash through all of the trees, and the second as a blocker on the left hand side. When at the green hill, build towards the tree, and keep bouncing off the two obstacles with the bridges until you reach the top.



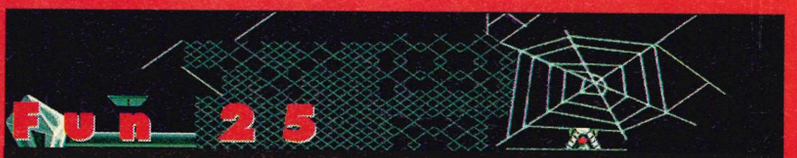


Stop the second Lemming. Build over the fire with the first. Bash through the brick, then build right, bouncing off of the walls so that you can build up. When at the very top, start bashing right until the Lemming reaches the second top hole. Dig through as a miner to reach the spot marked 'X'.



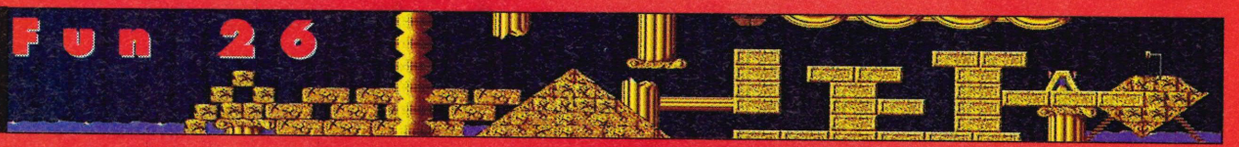


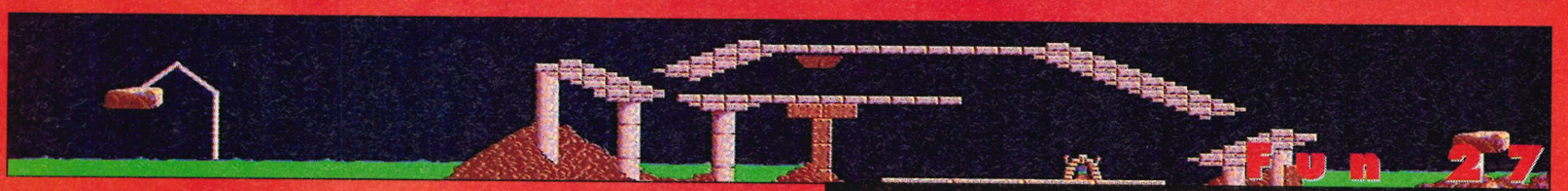
Dig through the platform as soon as you can, then stop a Lemming on the one way wall so that they all head left. One Lemming will have gone past - turn him into a floater and a climber, and, as soon as he lands on the right side, turn him into a digger so that the Lemmings can fall to the home safely.



Let the Lemmings climb all of the way to the top of the odd-looking structure. When they get to about five centimetres before the web, start bashing so that they break right through to the exit. You may lose a few, but they are pretty expendable lot as you've doubtless discovered by now.

Start both building on the right edge. Two thirds across the second platform, make them build to the other side. If one turns around, make him build into a wall.





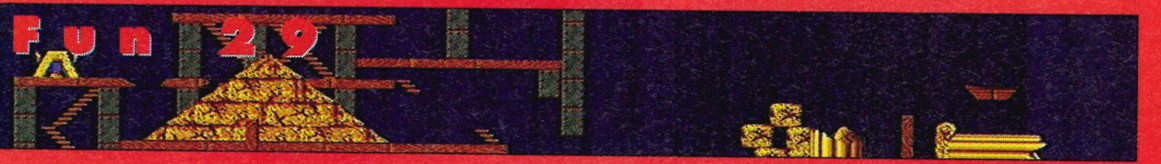
Make the first Lemming a blocker on the right, then build a bridge over the hole, put a blocker on the left side and build another bridge to get them up to the top level. Let them all come down, make another Lemming a blocker when he reaches the right bottom platform and build a bridge over the gap on the left to allow them access to the exit!



Dig down the first four platforms, alternating between left and right, then use a blocker on the right to prevent them from falling into the lava. Use a blocker on the far left side. Start building left about 12 centimetres from the left edge. Build up the five steps using a series of blockers and builders – always use blockers at the left or right edge to prevent the Lemmings falling from the edge.



Use a blocker on the right side. Send a basher left. Build a bridge from the first broken steps to reach the wooden platform then bash through the yellow pyramid. When you reach the metal section, use bridges to build up and climb out.





To try to get the bashers to bash the right way, place the cursor a little to the left or right so that it 'flashes' on and off when a Lemming enters its field. This section is still quite easy, though, since if you do bash the wrong way, you can always use a blocker. To start with, bash left, then right, then left again.





Tricky 1

Block the second Lemming, then use the first one to build a bridge over the gap. On completion of the bridge, bomb the blocker. Use the first Lemming to bash through the rock and you're there! Increase the release rate to lessen the wait.

Tricky 2

Use exactly the same techniques as before, except that you will probably have to let the Lemmings get closer together. Increasing the release rate may also help.

Tricky 3

Use the first Lemming as a miner to dig down half way along the first section. When he reaches the end, start building. Block the others with a blocker at the left and right. Alternatively, let them fall and build a bridge from the bottom, using the wall and a blocker to allow you to turn the bridges in the correct directions. You can stop a builder with a blocker, therefore allowing the next Lemming to turn around and build the other way.

Tricky 4

Let the Lemmings climb over the first rock, then make three climb over the one way rock. Let the first one go down to the brown rock to start building, block the second one so that the third turns around and can bash through the wall. Let the first build until he is above a rock then let him drop so that he can build from the rock. Once he is at the end, bomb the blocker.

Tricky 5

Block the second Lemming on top of the arch, then let the first bash through.

Tricky 6

Make the first Lemming a climber and let him climb up and drop down onto the next platform. Then make him build to the next platform. When he drops in to the little alcove, build just before he reaches the higher section of the platform, and bash through when he reaches that wall. This way, he will be able to walk on a small strip just below him. When he has bashed through, he will drop down – build up to the exit. Now just make all of the other Lemmings climbers.

Tricky 7

Make a blocker on the right, make the second one build up to the next platform, and make the third a blocker. Keep the builder building up to the very left platform. Make him a digger half way across, then make him a basher half way down. Get him to build over the gap when he reaches the edge. Bomb the left blocker to let the others out.

Tricky 8

Use the second Lemming as a blocker, making sure that you stop him over a metal beam. Then use the first to build over the gap. Next, use him to build right towards the next platform. Note that you have to build at the edge of each platform since there is a small gap. Also, the Lemmings can hop onto the platforms above so the bridge doesn't have to be pixel perfect.

Tricky 9

Block the first Lemming on the right so that the others head left. Block the second one that passes the entrance so that the remainder are trapped. Build over the gap with the other, then turn him into a floater. When he has just turned around after hitting the left wall, turn him into a builder so that he builds to the platform. When he walks back down to the bottom of the ladder, dig through to get him out. Now punch through the one way wall and build a bridge over the gap – let the Lemmings out as you build. And that's it!

Tricky 10

Let one Lemming walk to the left edge and then change him to a blocker. Get another to bash through the wall, blocking the remainder off before he finishes. At the same time repeat the whole procedure simultaneously with the other side. Start the builders building about three centimetres from the edge. Near the top you will probably have to use a few more builders to allow them to finish the bridge properly.

Tricky 11

Employ a blocker to prevent the Lemmings from falling into the gap on the left. Next, get a Lemming to build away from the blocker. Use a digger behind the builder to prevent the others from climbing too high. When the builder reaches the top rebuild the section that you dug away, and, at the top, use a basher to break through the two walls and to the exit.





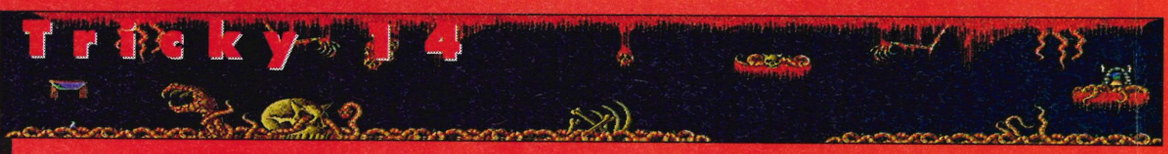
Start the first Lemming building to the right, then use the second and third to make a block between the bridge and the left edge. At the wall turn the builder into a climber. When he reaches the metal section, make him build to the platforms on the right. Once he has successfully built across to the exit, build over the right blocker, then start building up towards the right platform and the ladder with it. When you want the builder to go the other way, turn him into a blocker.

First, make each Lemming a floater as he falls, then start building up - eventually you won't have to worry about floaters. When they start walking to the right, block every one but one, then, when the lone Lemming reaches about 2cm from the end, dig about two thirds of the way down, then bash and build when you reach open sky. Let the others out so that they too can reach the exit!





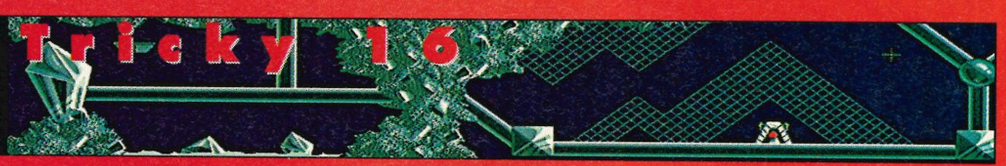
Start by bashing through the snakes and skulls on the right, not forgetting to use a blocker on the far left.When the basher is past the snake heads, make him a builder. On the right, use the first Lemming through to bash through the bones. Block the rest with the second one. Build over the large gap with the first Lemming. Build towards the exit from directly below the wrist section of the hand hanging in the slime.



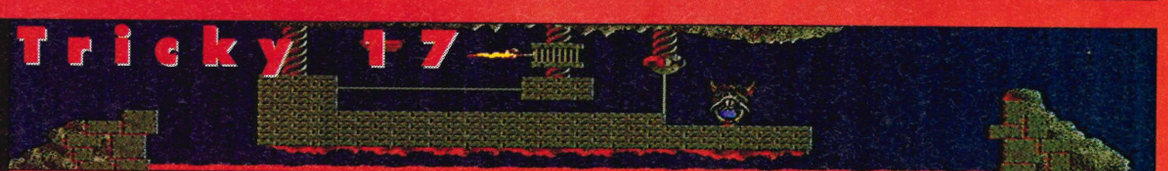
Now this looks familiar! As soon as each of the first four Lemmings hit the ground, turn them into a bomber – they will explode in the same place, giving the Lemmings access through to the exit.



You have to use bombers to get through the first section – set the first one, 8cm from the right wall, then the next one 8mm on and the next 10mm on again. It's all a matter of timing; practice to see exactly when the bomber explodes. Once you are through, use the basher and bombers to break through the wall and web.



Another timing one. Bombing through the first platform is very straightforward. To bomb through the vertical section, start the bomber 8cm from the wall in question.

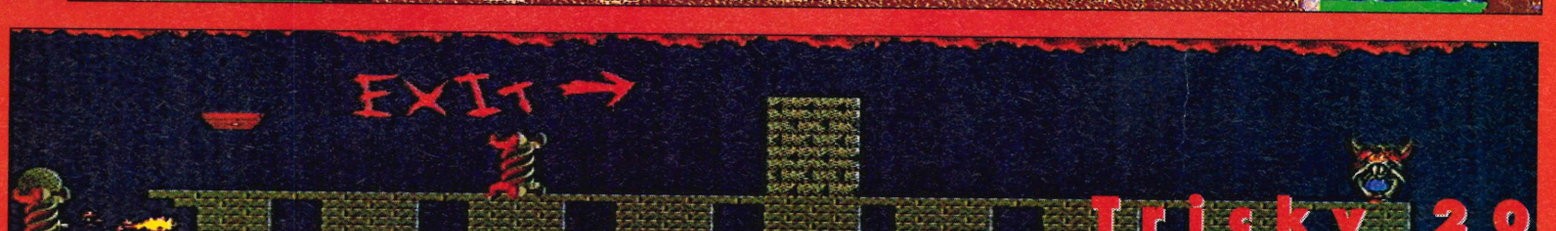


Turn the first Lemming into a climber and let him go all of the way to the right until he is about 6cm from the hole. Dig down three blocks then bash right, using a builder when he has bashed through the whole wall. Although the bridge will allow the other Lemmings to go over the gap, the initial builder will walk back – when he reaches the left edge, use the miner to chip away at the platform allowing all of the other Lemmings to climb up. Don't forget to use the floater option to save your lone worker!

About 10mm from the edge of the third pillar, start digging down – leave only the slightest strip between the digging Lemming and open space. Use the umbrella to save the Lemming that gets past. When all of the Lemmings are with the digger, explode him, therefore letting all of the remaining Lemmings out.







Very straightforward – bash through the upright obstacle, use a blocker at the left edge, get two Lemmings to climb over and float from the one way block. Block the first on a thick section and get the other to bash through. Bomb the blocker...

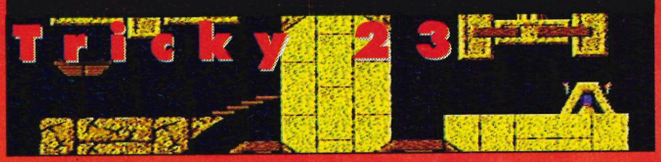
Bash through the first section, block the rest off behind the basher, build at the end, bash through the next section and build again. Repeat the bash and build procedure until you reach the home section, then mine from the middle of the platform above the exit. Let the Lemmings out just before you start digging for the exit.



Blow two of the Lemmings up so that you trap the remainder in a small pit, then build your way to the left and towards the exit.



Bash with the first Lemming. When through, turn one into a climber; when he reaches the next section, make him dig down a bit and then make him a builder. He will turn around so make him a miner so that he digs down.



Let a Lemming go and then block the second on the right. Turn the third into a blocker on the left side. Let the first build to the exit. Then get one Lemming to build over the right blocker. Nuke them when the rest are in!



Let the first one go then quickly make the rest build. When the first reaches the pillar, bash through, using the other basher if you need to.





Make the first Lemming a floater. When the rest of the Lemmings are out, change the last nine into floaters. Use the first Lemming to build a bridge. Bash the column and build another bridge for the rest.



Initially mine down, then put blockers either side of the trap door. Block the left edge of the bottom platform, make two climbers and use one as a blocker on the right edge. When the other climber comes back to the left, use him as a basher on the green section of the one way wall so that the other Lemmings can come through. One bridge to the exit and they're home!

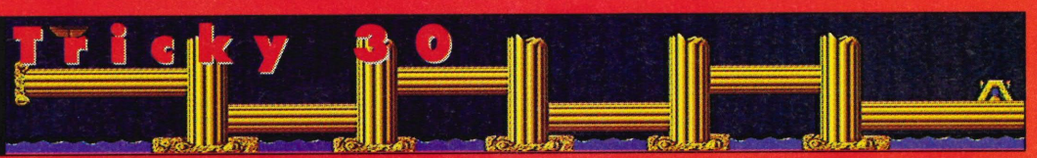
The exit is inside the rock on the right hand side of the door. Use a bridge from the left edge of the rock just after the tree trunk and then bash in.



Dig through the top of the fourth arch, and then bash through the other side of the same arch. Dig through the arch below you four blocks on. Use a blocker to stop any Lemmings going left. Dig through the next arch too. Now it's just a matter of bashing through to the exit.



Mine through the first section. When they reach the middle of the bottom platform, start building. Turn two into climbers so that they scale the right pillar. Turn one into a blocker and when the other has turned around, turn him into a miner so that the others can reach you. Bomb the blocker and repeat.



Make the first Lemming a climber and a floater so that he climbs over all of the columns. Block the third Lemming near to the entrance on the bottom platform. With the second Lemming, make it dig just in front of the first steps. About 6mm down, turn him into a basher. Wait a while and just before the climber builder falls off the edge of the right side, turn him into a builder so that he builds all of the way to the next platform. Let the other Lemmings go when the time is about 1-50. Make sure the basher doesn't fall off the edge – change him into a builder to slow him while he's climbing if need be.



First of all, start a miner off on the right hand section. Put blockers on either side of the trap doors to prevent any Lemmings from escaping. On the left hand side, dig down on the far right of the block and then bash to the left to allow the Lemmings to fall on the grey block beneath. Make one Lemming a climber and get him to build a bridge over the trap and on to the exit. Now simply bash through the two sections to let the rest of the Lemmings through.



Get the second Lemming to dig down and the first to start building a bridge across the pit. When the digger is far enough down, stop him digging by turning him into a builder. As the original builder is nearing the end, let all of the other Lemmings out using a bridge.



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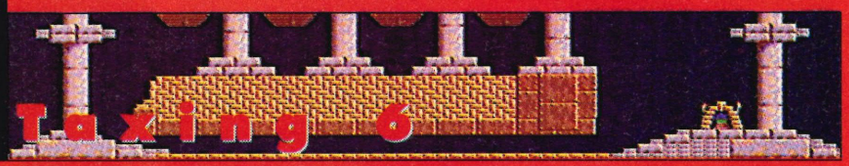
Make the first Lemming on the right hand side a blocker, then start building a bridge on the left hand section. Use a digger and basher to get under the metal beam, turning him into a builder to get the others out. Now simply keep building from left to right and vice versa on the left, being careful to avoid the traps at the sides.



Start the first Lemming building on the right edge, then block the others with a second Lemming. Build to the right wall, then start building left, using a blocker when near the top. Bomb the blocker to let the others out, then build towards the bars, using another blocker to stop too many Lemmings getting in the way. Bash through the bars, build a bridge to the other bars, bash through the bars again. The last sequence is tricky – continuous pressing and bashing is advised.

First of all we suggest that you increase the release rate to 99. Then make the first Lemming into a climber so that he climbs over the second big rock. When you reach the small stone, make him a builder so that he turns left, then get him to bash through the rock. Turn the second Lemming into a blocker, then use the first Lemming to build over the rock s, dropping to each one as he goes. When there is a minute and 10 seconds remaining, let the remainder of the Lemmings out.

A variation this one. Bash through to the left with the right three sections, and use a blocker on the right when he has dropped to the bottom. Wait until they have all amassed together, then bomb the blocker and set them on their way.





Let the first Lemming go over the arch and make the second bash through it to prevent anymore going over for a while. Use the first Lemming to bash through the chain and balls. Before the other basher reaches the end, make him a builder so that he turns back. When the Lemming has bashed through the balls, build over the large gap, then get another Lemming to relink the arch with a bridge.



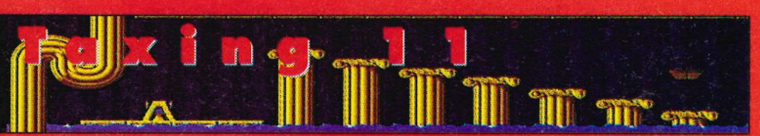
Start a Lemming digging just to the right of the landing spot, and make the one who slips past a floater. Speed up the release rate of the Lemmings to max, making sure that you make the floater build at the metal slab so that he turns left and gets to the exit. Make the digger a builder to stop him. About one third of the way down turn one into a miner on the left side so that he tunnels towards home.



Start by building a bridge from the left of the alcove to the right, and, when the builder is nearing the top, dig through a section of the bridge to prevent any from following. Use the same techniques as on the previous level – don't forget to build a little bridge so that you can safely bash through the final section.



Again, use similar techniques to those in the previous version. First of all, dig down on the right. Make the one digging a climber, then make him a builder to cause him to turn around. Build over the steps from the second to last pole of the pillar. On the last pillar, dig down in the middle and bash right. When you hit open space, build to the right and ultimately digging through.



Use the first Lemming to build right and bash through the right wall, and use the second and third to block the others. Using the first Lemming, build over the rocks, starting from the edge so that you make it to the left side of the other with just one bridge. When the first Lemming is near completion, let the others out.



Block with the first Lemming, use the second to dig down on the right side of the one way block and then bash when under it. Make one a climber so that he scales the cliff. As he approaches the trap, turn him into a miner so that he digs at least half way under it. Bash through the next rock, climb the one-way, turn around with a bridge, mine through the one way to the right, then let the others out by bashing through the rock.





Block the second and third Lemmings, then use the first Lemming to cross to the Nessy head, mine through there so that you land on the rock and continue building. Let the others out as you do.

Dig through the first head with the first Lemming, trap the others with two blockers, keep bashing and building with the original guy. Try to build when on top of the spikes – make sure that you don't build into either the spikes or the stars.



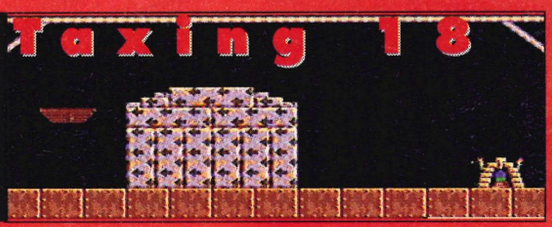
Make the first four floaters then use the fifth Lemming to block the remainder. Let the first two floaters go up and over the mountain and block the first when it reaches the jagged section. Use the other to build up to the mountain. Meanwhile, block the third at the very top of the mountain and start the fourth building left towards the other Lemmings when he has walked about halfway down.



Allow the first Lemming to build across the gorge, then blow up the next Lemming so that a pit is created that the rest of the Lemmings get trapped in. Bash through the first wall with the remaining Lemming, then build bridges to the very top of the screen. Bash through to the right. When you get to the second to last alcove, start mining down. When you hit the spot marked X, let the other Lemmings out by building a bridge.



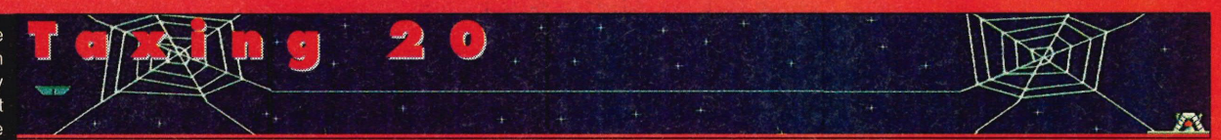
Use the first Lemming to build a bridge up to the top of the wall and trap the Lemmings in a pit by digging down. Turn the builder into a floater when he is on top of the wall. As he approaches the exit, build a bridge so that he hits a wall and turns back. Bash through the wall then break the bridge to reach the exit.





Set the first Lemming to blow up 2cm from the wall (bear in mind that they blow up after about 8cm). Set the next one off 4cm from the wall, the next 5cm, the next 6cm and another as he is walking right above the bottom fire pit.

Block the left side and break through the web, immediately replacing any section that you may knock out beneath you by building a bridge. The first section doesn't really matter in terms of time, but once you get across to the other side, turn any Lemming who catches up into a basher so that he too breaks through the web.



Climb up with one Lemming, and start him building over the pit. Get another Lemming to climb, then start him mining so that he hits the metal section.

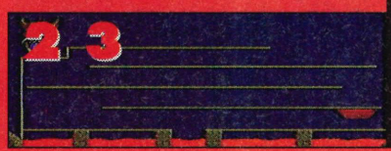


Use a blocker on the right, then start building over the gap. Bash into a higher step. When inside, make him build so that he stops. Build up to the top, preventing any getting too close by making them build into the steps. On the other side, when the Lemming falls to the right hand steps, dig down. When low enough, turn around using the bridge. Build over the gap to the door, and then increase the release rate. With the very last Lemming, mine down under the blocker from about 2cm away – this will cause him to walk right. Turn him into a floater to ensure his safe passage to the exit.





Allow the first Lemming to walk past, then get numbers 2 to 6 to build so that they slow down. Use the first to build over the gap, then let him fall down the next section. Speed up the release rate to 99. When he reaches the fourth point on the grey platforms, build into the wall. Once the next Lemming arrives, make sure that you fill the gap left. If any squeeze past, make sure that they turn around immediately by building. When the first Lemming reaches the alcove on the left, build out.



Let the first Lemming bounce off the wall and begin the long trek to the left. Make the second Lemming build once he has turned left from the wall. Repeat with the third Lemming, then make the first Lemming build over the gap. Start one building towards the above platform once they've turned right from the wall and use two Lemmings to join the bridge over the gap with one from the left edge. Now you need to build to the top – you should have ample builders, but just to be on the safe side build over the gaps from a little to the side so that you have a higher starting point. At the trap on the upper left wall build about 4cm away so that you build above it.

Make the second and third Lemmings bombers as they approach the solid section so that a pit is created into which all of the others will fall. Make the first Lemming build to the exit from the middle of the final archway. When he's home, speed up the release rate and free the Lemmings with a bridge or a basher.



Use the first Lemming to dig down to the right of the trap, then start the second Lemming digging when he reaches the 'solid' section. When he has dug down about 1cm, turn him into a miner so that he mines about 2 sections then make him a digger again. Next, on the right and left sections make one Lemming a climber. As soon as he gets to the top of the platform, make him build to the middle section. When the top Lemming has dug down to the level that the bridge will hit, turn him into basher and allow him to be sacrificed to the cause. When the right Lemming builds to the



First put blockers on either side of the bottom platform then begin building towards the platform above. As soon as he stops to turn around, make him a blocker and blow the sucker up! Continue the bridge and block and bomb when the next Lemming reaches the platform too. Repeat this until you have made a hole big enough to build through. Don't be hesitant in using a blocker to prevent the Lemmings from walking left on the top platform.



Taxing 28

Make the first Lemming a floater and build two bridges from the left edge. As soon as he turns from the wall, make him build to the right. As soon as he hits the right wall, build one ladder to the left. Put a blocker on the middle bridge, then bash through the right wall and put a blocker in the middle of the wall. With the one Lemming left, build over the lake and then bash through all of the crystal section.

Taxing 29

Let the first Lemming mine down a few steps after it lands. Make the next one a floater. Let him fall and start to build a bridge from the left edge. Use a blocker on the left and right of the first mound. Let two Lemmings through by bombing the right blocker. Turn them into floaters and climbers and let them climb up the right hill. About 8cm along, turn the fist into a blocker. Mine left with the second so that he joins with the bridge.

Taxing 30

Speed the release rate up to 50, then let one dig (starting on the very right hand side) and the other through. The one going through will survive the fall as the other digs. Repeat until all Lemmings are safe.

Mayhem 1

Make the first three Lemmings floaters. Let the first fall to the right, the second a blocker on the right edge, and the third a builder once he has hit the blocker. Make another blocker on the left side when a Lemming is available. With the first Lemming, build a bridge to the left wall, then build from the very left side. Build to the top of the metal section. Drop down, then build from the second to bottom ledge to the centre island, then build across to the other side where you need to build in a criss-cross fashion to the exit. Try to conserve bridges as best you can.

Mayhem 2

Start the first Lemming building at the left edge, then block with the next Lemming. Keep building until over the higher platform then drop down. At the left edge, start building towards the pillar – when you hit it, build right. Keep building up as far as you can (until you get to the thin section) then turn the Lemming into a blocker. Bomb him to open up the way.

Mayhem 3

When the first Lemming is 7cm from the left edge, dig down. Get the first to fall to bash into the one wall block, then build in the middle to make them all turn around. One Lemming will not fall at the start – make him a climber and floater. When he is just to the left of the exit, mine down. The Lemmings will soon be free.

Mayhem 4

Let the Lemmings reach the top of the network, then punch through as soon as there is a little space below. Bash quickly – as soon as you reach an obstacle – then bash through the web to the exit. Although it looks complex, this is one of the easier to complete.

Mayhem 5

Dig down through the bars, alternating left and right. Put a blocker on the right edge. And, when a few Lemmings have passed, one on the left. Start building left 4cm from the left edge, putting a blocker on this left edge. When you reach the left platform put a blocker on the edge. Build up right next to the blocker so that the Lemming turns and builds right and makes it to the next step.

Mayhem 6

When the first Lemming falls into the pit, start building from the left edge. As you building from the left edge. As you build, dog through the bridge to prevent any from following. Continue building to the right, going left if you need to, then drop down to the rock, mine through it a little, building when you have created an adequate space. Then dig on the left edge of the rock, so there's space on the left. At the bottom, build a bridge to the grassy section.

Mayhem 7

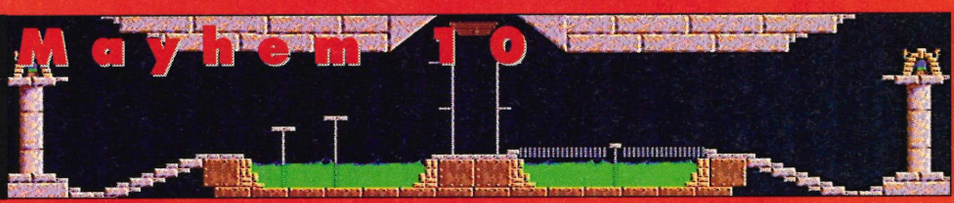
Make the first two Lemmings builders. As soon as the next Lemming drops off the last step, build towards the pole. As soon as he's built to the pole, bash through. You will now trap the other Lemmings, with no more than four lost. Now make one a climber, dig down through the third and fifth pole building when at the bottom to stop. Dig through the last pole as far right as you can, then build a bridge to the exit. Bash through the other poles to let the remainder of the Lemmings out.

Mayhem 8

Use the first Lemming to build to the wall. Block the others. When the Builder reaches the wall, turn him into a climber. At the top right edge, dig down about 3cm, then start building. When the Lemming turns left, start mining to match up with the original bridge. When this Lemming comes back up, dig down in the middle. Speed the release rate up to 99.



Use exactly the same techniques as outlined in Fun level 29! Yes, it really follows exactly the same principles.



First, make the initial two Lemmings floaters. Then make the first bash through the left side and start building to the middle. With the other, build from the right to the left pole. Keep building up until the Lemmings can fall safely. When the first free Lemming has reached the middle on the left, build to the next platform and then build right up to the exit. With the other Lemmings, bash through with one about half way up the left pole to free them.



Use exactly the same techniques as before whereby you dig at the far right, let one drop, and dig again. This time, though, increase the release rate to 65. If only all levels were this easy, you'd be on the SunSoft level by now.



Make the first Lemming a climber, build a little bridge in the alcove. When he reaches the green area, dig down. As soon as you can (just below the line of the metal) turn him into a basher. Let him drop down at the end, then build a bridge when on the metal section so that he bashes his head and turns right. Dig through the brown section and turn him into a basher again so that he bashes through and lands on the small platform. Build towards the section on the right, digging through if need be to make it. Dig down then bash past the metal part, before building a bridge to the exit.



Get the first Lemming to dig about 1cm from the right edge, and then use the second Lemming to mine about 2cm from the edge so that he goes into the digger. Immediately turn him into a climber so that he climbs up the left hand side of the new tunnel. Use the digger to bash right then build a bridge to the next section. Build right again at the very edge of the next platform and start bashing when you reach the next section so that you break all of the way through.



As soon as the first Lemming lands make it build to the very top of the right hand section. Dig a hole in the bridge to prevent any Lemmings getting too high. When you reach the top, build to the next stepping stone, digging downwards so that you land safely. Repeat this until you reach the end, building at the edge of each section to conserve ladders. Build a bridge to let all of the others out.



Use exactly the same tactics as on the previous version to complete this one.



Start by punching right with the first, then dig through the the grey section above the gap so that all of the Lemmings will be trapped. Make the basher dig after about 2cm then continue bashing right. Speed up the release to 99, then bash all of the other Lemmings out when the timer reaches 19.



Use the first Lemming to build across to the right and trap the remainder by blocking the second Lemming. Drop to the platform below (by digging if need be). Place the cursor on the platform as the Lemming falls and rapidly press the A button so that when he lands he will immediately build. When he has made it to the exit, use a bridge to climb over the blocker.



At the bottom sections, build out with the first Lemming and block the second. On the left section, build to the wall. On the right build to the wall and punch through. At the top left, build across to the left, then walk to the bottom right and build a ladder to meet the one already built. At the top right, mine down at the large section, and then build over the gap to the door. Build over the middle block to the exit. On the right bounce bridges off the grey section to reach the exit too. Note that you need to build a bridge over the gap that was created by the basher breaking through the wall on the right.

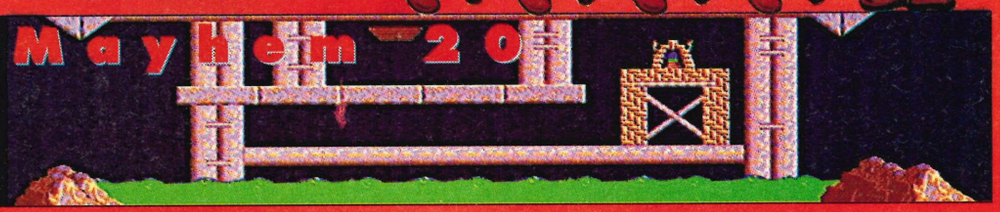


As a Lemming is walking right, make him a climber, and then blow him up 3cm from the thin wall. Repeat with another climber. Build from the left side, preventing Lemmings from following by digging. When you are through, blow up the Lemming 8cm from the right.





A neat little trick is needed here. Block the third Lemming, use the first to break through on the right and build a bridge to the exit. As the second is walking towards the blocker, make him mine under the blocker, starting about 2cm away. This will cause the blocker to move, therefore allowing all of the other Lemmings to go free. If one or two fall, make them climbers so that they climb to freedom.



Make each Lemming a floater as they fall, and also make the first a climber. Allow him to climb to the top. When he is 6cm from the left edge, dig down. Just before the bottom, build a bridge and then continue right, building bridges to the exit. Bash out all of the other Lemmings and they will flock to the exit. If the builder turns back, make him turn around again by building into the first bridge.





Block the second and third Lemmings, then use the first to build to the first chain. Punch through the chain, then build from it to the next chain. Repeat the procedure with the next chain and then land on the middle section of the tree trunk. Build to the next candlestick from the right hand side, punch through it and build right from the gap, digging through when above the first statue. Punch through the rest of the obstacles and let the other Lemmings out to finish the level.



Block the second Lemming as he moves right then use the first to break through the right web. Next, build a bridge to replace the floor section. Let him climb to the top and turn around and then build a bridge to the next web. Bash through this, then build right about 4cm from the bottom of the web. When you reach the top punch through, then turn into a floater so that he floats safely down.

This is as much as matter of luck as a matter of skill. Wait until all of the Lemmings are out and mulling around in the first trap, then place the cursor over the right or left side depending on which way you need to go so that it flashes on/off, and then press the button when you think that it will cause the Lemming to bash the right way! Keep trying!





Build right to the wall, then build left over the two gaps. If any Lemmings fall down the second gap, build a few bridges but don't let them out totally. Block the builder when he has built above the vertical wooden pole, then start building right. Put a blocker at the foot of the bridge to stop any Lemmings coming through, and continue building right to the metal block. Drop onto this, build from the edge of the block to the wooden section and finally the exit. Build bridges to let the Lemmings out.



Stop and bomb the first on the weak section on the right, then use two more to break through the bottom right section. Don't forget to put a blocker on the left to stop any from walking into the water. After blowing your way through, block all but one. Then speed up the release rate and make the lone Lemming build over the water and then blow a hole on the other side. Let one more Lemming out by destroying the blocker then making a new one immediately, and build a bridge to the top section on the right. Blow a hole through the wall, get another two out and blow through the wall and build over the trap.

Go down through the third step so that you land on the small platform below. Build left when on the platform and dig down when above the next platform. Repeat this until you have reached the pillar, then bash through it. Dig down to near the foot of the pillar then dig towards the next one. Repeat this until you reach the third pillar where you will need to build to the wall and bash through to the steps. On the very edge of the fifth step from the bottom, build up to the wall on the left. Keep building the bridge until it is just inside the wall. You may have to wait for the Lemming to return after bashing his head for this to be possible. If you have done this right, you will be able to bash through the wall and walk up onto the orange section. Wait for the Lemming to return and build a bridge when he is near the pole.



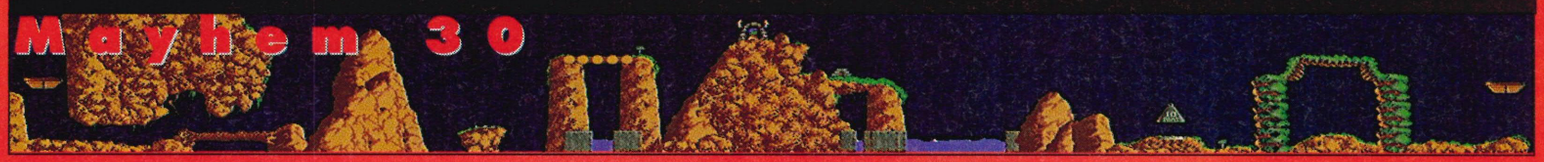
Get the first Lemming to climb, and the next Lemming to bash. When the third Lemming catches up, get the second Lemming to dig down just far enough so that any Lemmings falling in won't be able to go right or left. Get the third Lemming to continue bashing left. When the first Lemming reaches the left edge of the second grey section, dig down until directly in line with the exit platform on the right. Bash once there. Speed the Lemmings up when the time reads 34 and they should all reach safety.



Turn the first Lemming into a builder on the right edge. Use the second and third to block the path just before the ladder and on the left edge respectively. Build four bridges and get a Lemming to build over the right stopper, beginning his bridge exactly 28mm from the blocker. When the first Lemming reaches the end of his fourth bridge, turn him into a blocker. As soon as the Lemming that reaches him turns left, start him building. As soon as he has built his second bridge, dig through behind him to stop the others from following. Build to the top platform, then build over the left gap to the pillar. When you reach it, punch half way through, then dig down. Just before you reach the bottom, punch left, then build over the gap that was made in the previous bridge. Allow the first Lemming to continue. When the other Lemmings have started to fall through the gap in the pillar, allow one to go by and block the others. Immediately start building over that blocker. You should have four bridges left and two blockers. With the first Lemming, allow him to fall to the edge of the platform above the exit. As soon as he lands, turn him into a builder. After about six steps turn him into a blocker and then with the next Lemming, allow him to fall to the right edge of the exit platform and build immediately, blocking again after six steps. They should now all safely reach the exit.

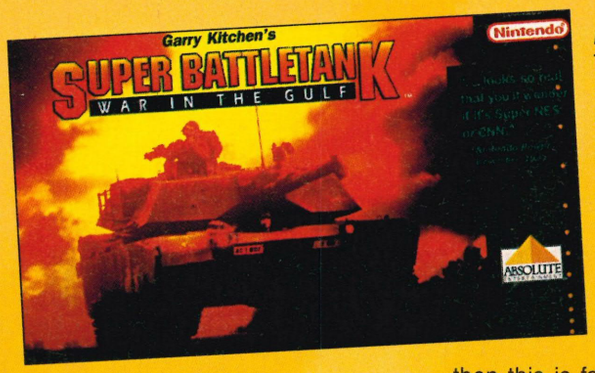


Go to the right side and block the first Lemming that comes out. On the left side, build over the rock trap and block with the second Lemming. Allow the first Lemming to walk up the rock as far as he can then punch through. Meanwhile, on the other side, punch through the first rock and build up towards the second. When you reach it, block a Lemming and blow him up, thus breaking into the wall. Repeat this until you are through. Start building to the bridge on the left side, return right, punch through the sign and build over the trap release. Allow one Lemming to walk up the rock on the left as far as possible and start bashing through it. Block the Lemming behind and join the bridge over the trap with another from the left. After bashing through, build until you reach the steps. Meanwhile, on the left side, build over the exit so that you drop down just after it and start mining down (begin at the nobbly rock). When the right Lemming reaches the steps, build right so that he meets the miner. Now they can all reach the exit once you have destroyed the blockers! Easy really.



YOUR ESSENTIAL GUIDE TO EVERY LEMMING LEVEL CODE THAT COUNTS

FUN LEVELS		TRICKY LEVELS		TAXING LEVELS		MAYHEM LEVELS	
1		1	WXRRTMV	1	SFLQQWR	1	QGSMMDM
2	FWKQCJK	2	SVZFJVM	2	LGJMTCD	2	KKXSKFK
3	TWXZKRM	3	FNLDXVC	3	BWNQXRZ	3	NNBLXNL
4	JPJXFVW	4	FNGWLWW	4	WGHQVRF	4	JCPMTPC
5	KTJGTJK	5	RWHTQBK	5	NRQKFRC	5	TNPPCLS
6	HGNNNPX	6	KSRXKVK	6	QRXZLSK	6	RCPKPMD
7	MLLBCPQ	7	RTWHNTC	7	VGPDDWR	7	GXZTLVK
8	XBVCKLL	8	FBMBPFD	8	HPKBLLX	8	LSWHMHR
9	JWGWBBK	9	GTGCDKQ	9	DSWLCTG	9	SFRMFLF
10	JJGKQPH	10	KSRXKVK	10	GWGCJHK	10	HSHQXPK
11	PWKZSXL	11	TBHLCRC	11	TNJVCGD	11	CHBMWRT
12	GGWWFXR	12	XVJKXBQ	12	XKBFSBD	12	LNRGMXC
13	PPTPZZG	13	TMRSZMF	13	VKKCSFV	13	WPSKBXN
14	TPVSDSC	14	CVSDHLF	14	SJKNWWS	14	LPBDVJJ
15	QSPRKMK	15	WXLBGBP	15	DQDGCBX	15	BGMLGSS
16	BXCHLQS	16	WZNFLWF	16	QTVGPTH	16	CZLMVGD
17	VDGQWSX	17	FVMTNWW	17	PFFFLPS	17	KVXLSQH
18	QGNLNFM	18	VVDRGWD	18	BPNRSMC	18	CQSSXRQ
19	DNPFNQR	19	SRXBPPY	19	JLGKBCZ	19	MVRPMQJ
20	FQKKFHL	20	GRZHRPP	20	PCVKZVR	20	PMXDHBP
21	RMHDGBX	21	XTMWFCP	21	QNWFKVZ	21	TWQBCXL
22	ZGBVCXV	22	FLMTVPM	22	NTHZDKK	22	WVVFXWB
23	ZXBLWZK	23	KSGVVWK	23	XQZSRDT	23	BSLMGQZ
24	HTLDXLB	24	ZBPPBXG	24	PTPMJDV	24	MGGLXSF
25	ZDGHTWD	25	WHCHBQV	25	LXTZBHP	25	DXBZRVX
26	CFHXPSM	26	LHDPGNV	26	RLQGWSX	26	BWQNKVK
27	PZBXCXB	27	HVLXXTH	27	MHKNCDK	27	RTBGJWD
28	CWLGDPT	28	STVNDPK	28	KWGCKWD	28	HMGDJCQ
29	WDNLSMJ	29	JFTQVSX	29	RKVHCBS	29	QZTJHSV
30	WBZWWCB	30	SKKWSZD	30	MGVJBKZ	30	CQLRCHF



OVERALL STRATEGIES

NAVIGATION

The best way to get around the deserts of *Super Battletank* is to flick onto the map and use accelerate and decelerate to guide your tank icon around the battlefield. You will find that your tank will move alot faster and you can direct it precisely to the next target. Be warned, when your icon touches the enemy you may well hear gunfire or explosions so get back into the action as soon as possible. Alternatively, flick back onto your tank view just before you reach the target to avoid any damage.

This method is extremely useful when driving through minefields because the normal tank view does not show how far to go or whether you are going in the right direction.

MINEFIELDS

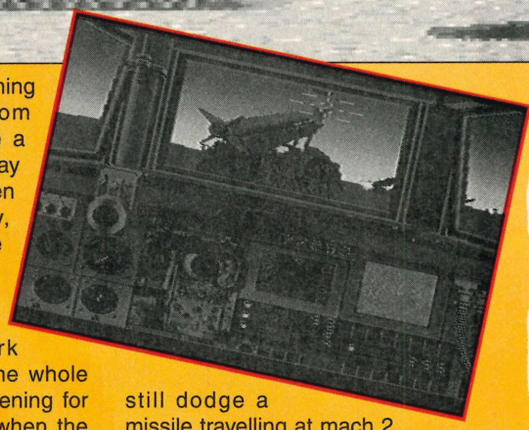
The golden rule is – never wander into a minefield when you are in map mode because all hell will break loose! For every second you are in danger, a hit will be registered against your tank. If you are already badly damaged then this is fatal and a senseless waste of human life. The textbook way to cross a minefield (if you cannot go around it) as dictated by General Stormin' Norman himself is simple. Enter the danger zone, switch to machine guns and lower the cursor to the sands. As soon as you see grey shapes emerging from the dunes, blast them while moving from left to right. You should be able to clear a safe path quite easily but make sure you do not leave a line to each side or you may blunder over a device that was out of your field of view. Once you enter a minefield, do not change course.

If any of you are feeling hesitant about entering this area of extreme danger, it is worth noting that some of the later targets are surrounded by mines so you have no option.

TANKS

The most common enemy in the Desert Storm campaign is the Iraqi tanks but they can be very difficult to kill. The best weapons to use are the main gun and machine guns but they have a nasty habit of accelerating towards you at full speed then turning and shooting you from behind. Once you have a tank on screen, pump away with the main gun and when it starts to move away, follow it while aiming the turret gun and shooting as you pull along side. Machine guns are good for when it is very dark because you can spray the whole area with bullets while listening for that elusive ricochet and when the tank has retreated to a small grey speck. The tanks are well armoured and resistant to five turret gun hits and over ten seconds of concentrated bullets.





HELICOPTER GUNSHIPS

The only gunships in *Super Battletank* are Russian Hinds and they get faster as the missions roll on. It is impossible to destroy a Hind with the turret gun because of the range and speed involved by machine guns or laser–guided missiles do the job. The ideal set-up is to have the turret gun set at ground level for tanks and Skuds, and the machine gun aimed high in the sky for Hind sneak attacks. The helicopters always attack in the same way so to survive longer, it is advisable to learn it.

First of all you will hear the characteristic crack of the Hind's missiles being fired and then a black dot will appear halfway up in the sky followed by another missile. Remember, even though you are driving a cumbersome tank in soft sand, you can still dodge a missile travelling at mach 2 by pressing left and right. Realism is not *Super Battletank's* forte!

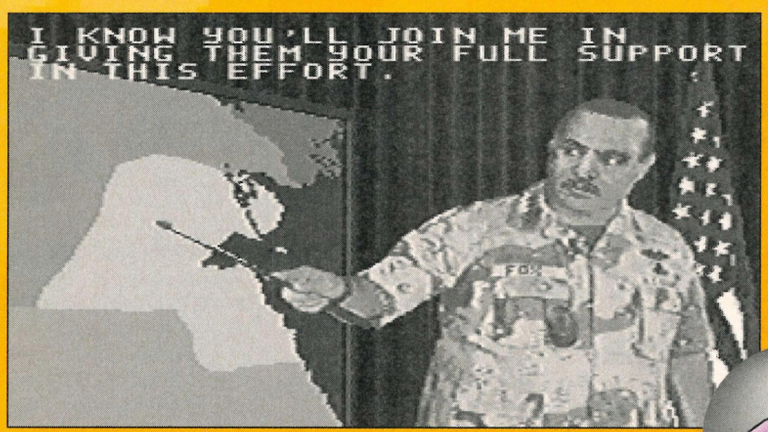
Now move your machine gun or laser guided sights over the speck and start cracking off shots in retaliation. The Hind will then zoom in and turn right in front of your so get some belly shots home before it turns tail and runs. If you have been constantly hitting it, the Hind will usually fall as it is retreating but as they get faster on later levels, you may have one or even two more passes to survive.

SKUDS

The most passive enemy you will encounter are the Skud missiles launchers that just sit in a valley or dune waiting for the order to fire. Creep up on these unsuspecting lorries and give them two or three hits with the main gun for them to explode.

MISSION 5

Tanks	–	5
Skuds	–	1
Helicopters	–	8
Bases	–	2



This American import game leaves nothing to the imagination with digitised graphics of tanks, helicopters and bases and rip roaring gung-ho sound effects. *Super Battletank* could almost be the official game of the war and there are a great many questions of whether it is in good taste. The idea of a tank simulation of the Gulf war may sound appealing to some but unfortunately the intense strategy of the real life conflict has been converted into a standard shoot–'em–up albeit with stunning graphics. *Super Battletank* is out on import at the moment but if you already have this it then relax and let CONSOLE XS liberate Kuwait for you.

SUPER NES

SUPER



The worst part about this mission is that it takes place in total darkness and seeing as your tank is not equipped with the latest halogen headlamps, the targets are hard to find. The primary target is a group of missile carriers which are destroyed in exactly the same way.

MISSION 6

Tanks	–	6
Skuds	–	3
Helicopters	–	6
Bases	–	2

Mission six is also set in darkness but as the missions get drastically longer, you will have to watch your fuel level even more carefully. when you are getting low on juice a small message informs you but in the thick of combat it is extremely easy to miss it and run dry miles from anywhere. The primary targets on this level are loads of gun emplacements guarding oil fields but the smoke trick is reliable as ever. You will have to use the machine guns on some of the guns because they are lower than the main gun can reach.

MISSION 7

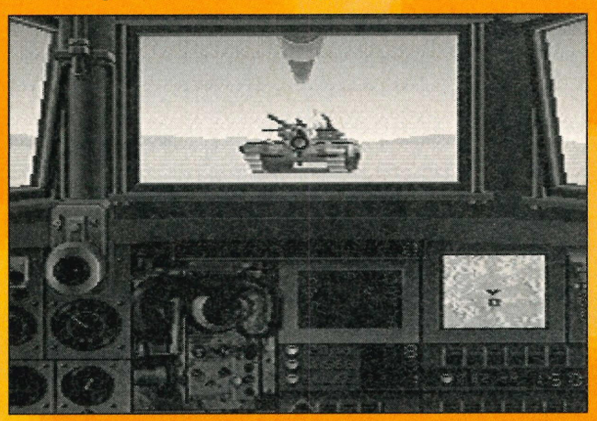
Tanks	–	7
Skuds	–	3
Helicopters	–	8
Bases	–	2

By dawn's early light your mission is to destroy the fortified troop bunker and all of the defences that surround it. There are absolutely loads of mines on this level and negotiating them to get the target is very tricky at times. Luckily the desert has a wrap–around feature so that if you disappear off one side, you re-appear on the other. This is especially useful to sneak in behind a minefield and get the target. Of course it can also work the other way round and you may wander off the screen and into a mine by accident.

MISSION 8

Tanks	–	8
Skuds	–	4
Helicopters	–	8
Bases	–	2

Only the bravest or stupidest tank commanders brave the dangers of mission eight and beyond and it's not hard to see why. The sky is black with Hinds, tanks hide behind every dune and there are Skuds on toast so you really need your wits about you.

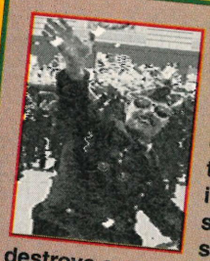


Mines litter every inch of sand and all of the targets will try to lead you into them. The Hinds are faster and dart left and right when they get close and even the tanks seem to be on steroids. If you manage to make it to the end, you face an Oil refinery which is very difficult to kill because the enemy are on many different levels. You must therefore use the main gun for the lower targets and switch to the machine gun for those above. All this mist of course be done quickly to take advantage of the smoke screen.

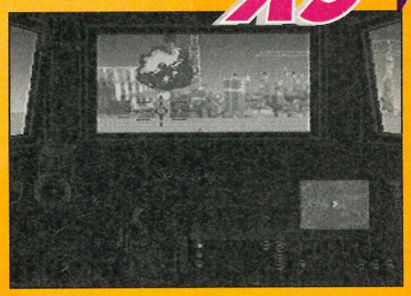
MISSION 9

Tanks	–	9
Skuds	–	5
Helicopters	–	10
Bases	–	2

Now things start to get really mad! As you can see from the stats, the desert is crammed with Iraqi forces as the Gulf war hits fever pitch. It's all or nothing now as your guns are always over-heating from constant use. The helicopters will start to stick to the tanks now for support so take them all out as soon as you can before picking off the tanks. There are two bases to help you but with 24 enemy vehicles, the damage comes thick and fast. The primary target is a huge chemical factory that has nearly twice as many guns firing at you as before. Most of them are on thin towers and they need to be taken out with the machine gun.



There is also a way of turning an ordinary tank shell into a super shell that destroys enemy vehicles with one hit. Start the campaign and go to where there is a tank, when the tank is near, pull down on the joypad and line it up for a clear shot. Now fire off a round and pause the game when he is hit and flashes. The missile should hit several times and destroy the tank outright. This may not work every time but when it does, it makes your job as an American hero, much easier.



MISSION 10

Tanks	–	9
Skuds	–	5
Helicopters	–	9
Bases	–	2

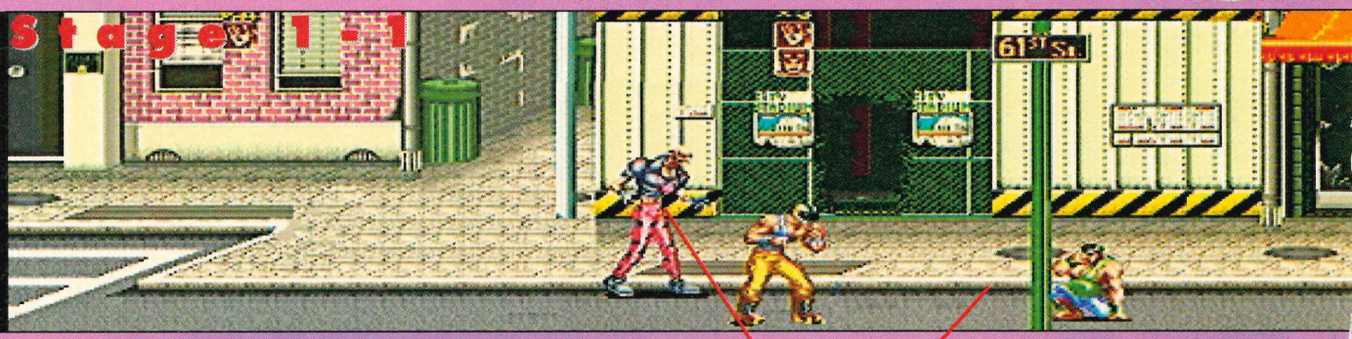
Everything on this final level is exactly the same before except that there are loads more tanks and Hinds to destroy so you must be economical with fuel and ammo or you will fail. At the end of the level (if you make it that far) there is a large enemy ammo dump to destroy. Use the machine guns to take out the high towers and remember that the one to the right has two guns on it very close together. Once you have completed this level you receive a heroes welcome from the American people and a big slice of apple pie.



BATTLETANK



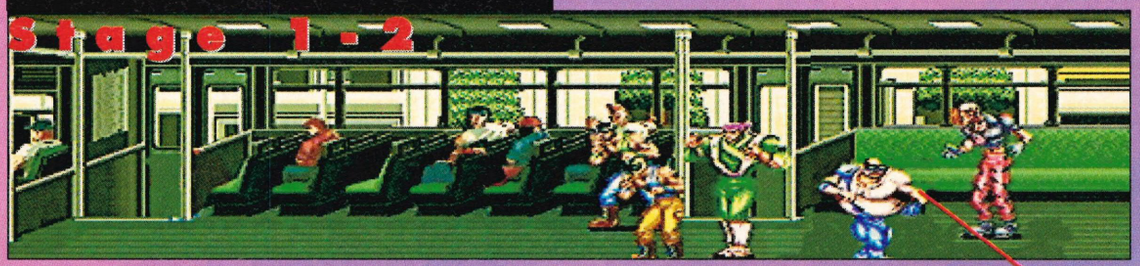
Your mission starts here, having just located the whereabouts of your girlfriend, you set out on your perilous journey to Big Al's hideout. As you leave the Police Station, hordes of Al's henchmen will try and put an end to your quest. However, these dudes are no match for a love-sick killing machine like you.



This guy's called Skinny, he might look frail and incredibly puny, but he carries around vast quantities of TNT and will not hesitate to lob a stick of dynamite in your direction. He can be easily dealt with by a series of flying kicks.

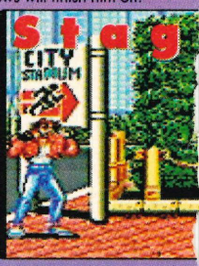
Don't be fooled by this mans name, he may be called Bullet but he sure ain't as fast as one. Bullet's only form of attack are his fists. He is without a doubt the easiest to defeat, so have a little fun! A few head slams and overhead throws will finish him off.

On board the express bus to the City Stadium, you encounter more than you bargained for, as your journey is going to be very rough. Definitely not for the weak-stomached!



This jolly guy is called Butch, be on your guard as he will try and use his weight to his own advantage and try to flatten you into the ground. So when he jumps, don't hang around.

Having arrived outside the stadium, you must now attempt to reach the entrance in one piece. Pick up any food that might happen to be lying around to restore lost energy, and then let your fists do the talking.



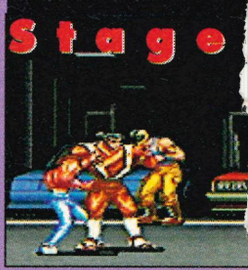
Having successfully got past the bouncers outside, you are now safely inside the City Stadium. But remember, you arn't here to sit back and spectate!



This dude is called Goro, he is a black belt in Karate, and will not hesitate to kick you across the gravel at every opportunity. Do not approach head on otherwise you will tempt fate. Goro can be disposed of using overhead throws.

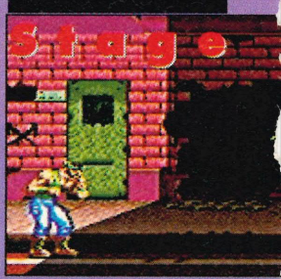
Meet Arnold, the biggest beef-head in town. Being a true poseur of the first degree, Arnold is a piece of cake to defeat. Back-drops are particularly effective against this chump.

You are now in the car-pa
battle intensifies as the e
skilled street fighter will hav



You've now reached the tough end of town; it gets tough from now.





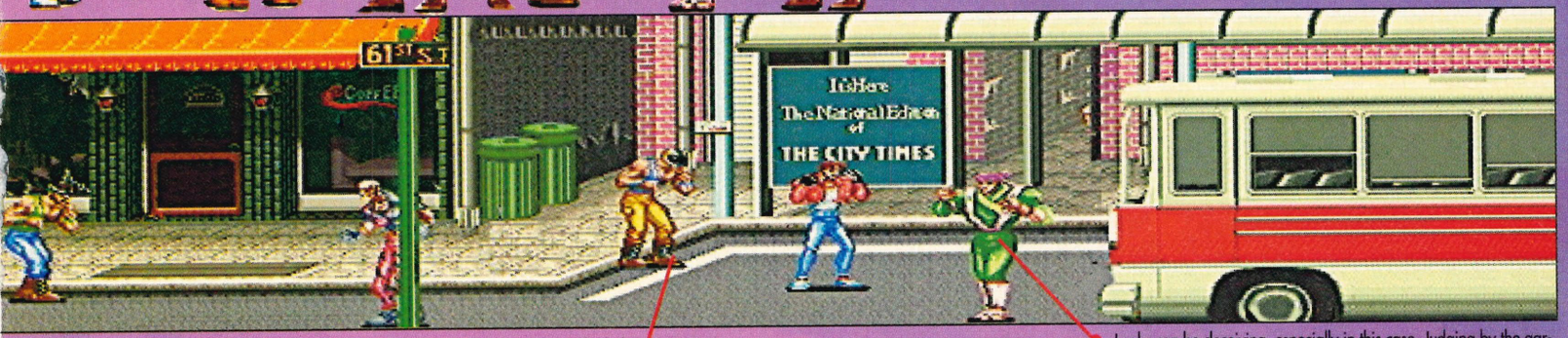
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RIVAL TURF

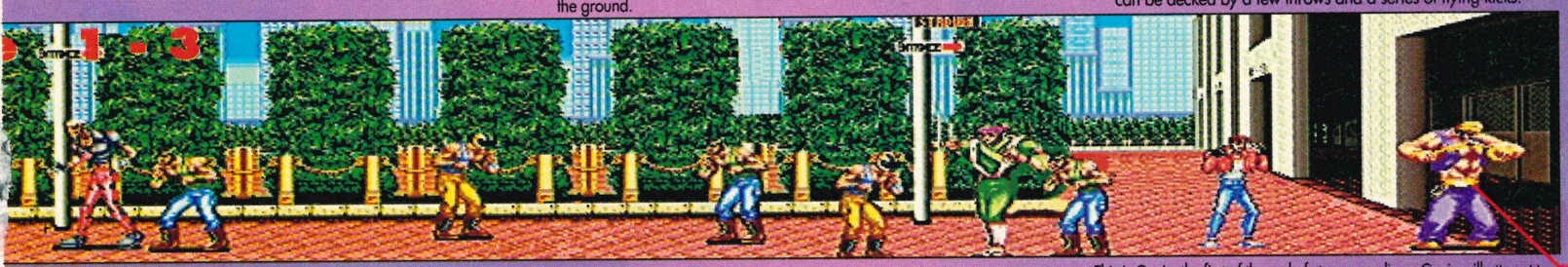
***Rival Turf* is an explosive simultaneous two player, combat game. You pit your wits (and fists) against a multitude of vicious psychos in this ultimate fight for the hand of your girlfriend. She's been kidnapped by the infamous Big Al and it's up to you to take the law into your own hands and knuckle-dust your way to the hideout. It's a survival of the fittest and there's no one tougher or meaner than the CONSOLE XS team. *Rival Turf* beats *Final Fight* in the two player stakes but which takes the crown for best beat-'em-up?**





This blokes name is Case, he's a mean motorcycle dude who always stays hidden behind his helmet. Fortunately, this guy's all brawn and no brains, as he is very easy to out-smart. Simply get in close and slam-dunk his head into the ground.

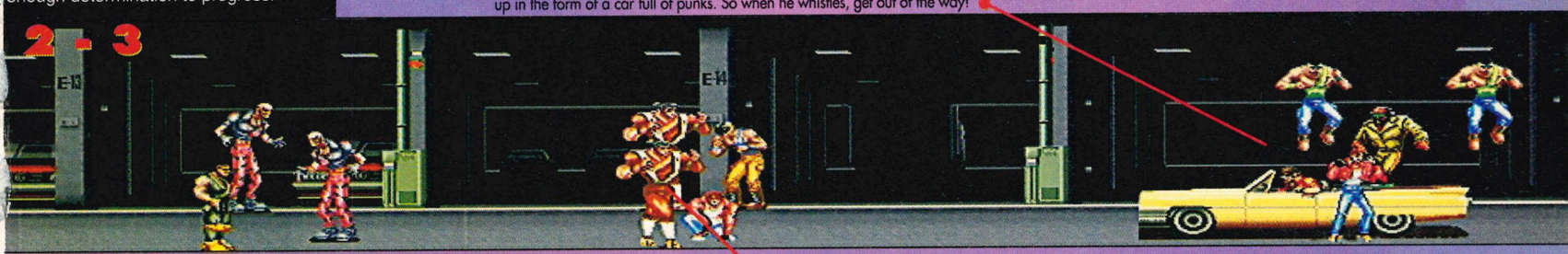
Looks can be deceiving, especially in this case. Judging by the garments worn by this chap you'd be forgiven for thinking that he was something out of Swan Lake, think again ! This purple-headed-punk delivers a mean punch, so be on your guard. He can be decked by a few throws and a series of flying kicks.



deep in the depths of the stadium. Your emy numbers increase, only a shrewd, enough determination to progress.

When you reach the end of the car-park level, you will have to defeat the mighty Sledge. Sledge is a jammin'' street'wise dude who can brake-dance and body-slam you into the ground at the same time. A series of overhead throws will rid you of his presence, but beware as he is likely to call for back-up in the form of a car full of punks. So when he whistles, get out of the way!

This is Genie, the first of the end-of-stage guardians. Genie will attempt to decapitate you with a swipe of his brutal-sabre. However, this simple chap is more concerned about his precious sword that you, knock him down and he will drop it, then every time he goes to pick it up simply grab him from behind and slam his head against the turf.



Double trouble! As you advance further in your mission, the enemy will come at you in force, in an attempt to stop you reaching your goal. Use your full magnitude of moves to battle against the over–whelming odds.



There are only two parts to this stage, but don't think that you'll be getting off lightly because the crooks are meaner than ever. This is Big Al's landing pad so be sure to hitch a lift on his helicopter at the end of the stage.

Break open barrels to reveal bonus items. These items can range from energy–boosting food, to sticks of dynamite or knives.



At the end of stage three, you will come face to face with Slasher. This masked–psycho will swoop down on you like an Eagle after it's prey. Keep your distance and do serious damage with some flying kicks.





By shear mis–fortune, the helicopter crash lands in the southern mountains, and you find yourself alone in a dark jungle. It isn't long before you run into an enemy search party, and once again you must battle your way through hordes of hostile bums.



In some cases, certain characters will appear in different clothing, don't be fooled into thinking that these are tougher than before, they're still panzies!

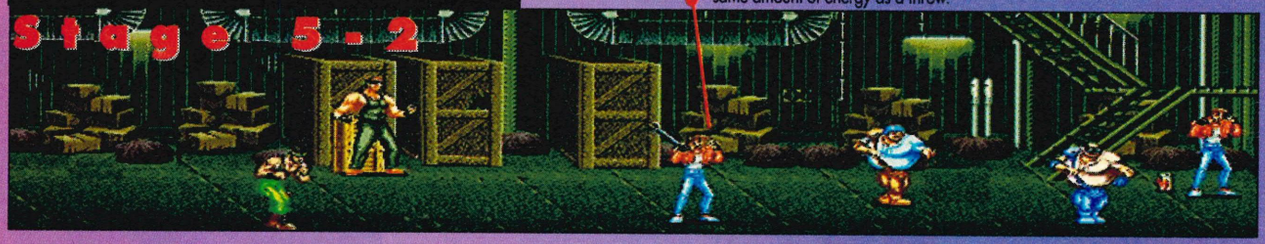
This is Reggie, a lanky dude with a bad attitude. Try not to get too close as Reggie has a mean kick and is likely to send you flying across the screen if you're not careful.

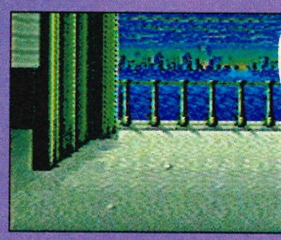
You dock the boat at the Southern Port, but you are greeted with more of Big Al's cronies. You've made it this far, so don't let these punks stand between you and your goal. If your energy is low, use flying kicks on every enemy. This process will take time, but staying alive is the important thing!



This seedy–looking warehouse is where Big Al runs his smuggling emporium. So don't expect it to be deserted. Law or no law, these guys are gonna try to nail you!

Look out for the wrench, this is a very useful weapon against iron–jawed enemies! One hit and it takes about the same amount of energy as a throw.





Prepare yourself for the worst battle of all. The odds become more and more in favour of Big Al, as the number of opponents increases. This is the Hideout!

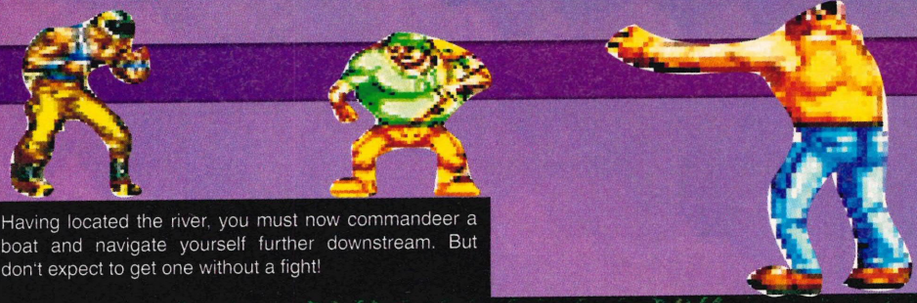
Time your attack moves well, as one slip up could mean the end of the game. The quickest way to kill foes is to get behind then and slam them into the ground, then walk towards them when they're still dazed and throw them over your head.

If in doubt, use flying kicks to waste the enemy, especially when you're low on energy and lives.



As you will have noticed, many of your old enemies will crop up throughout the Hideout level, use the same method as before to beat them. But be prepared as their energy will have doubled!





Having located the river, you must now commandeer a boat and navigate yourself further downstream. But don't expect to get one without a fight!

Stage 4-3

Before you hop aboard this trusty vessel, you must overcome the pirate-captain. Captain has a habit of charging you when you least expect it. Use a combination of flying kicks and overhead throws to nail this creep!



It's the fat boys! Chubba and Wonga are the two dudes here and they repeatedly try to belly flop you. High kicks and legs sweeps can fight the flab!

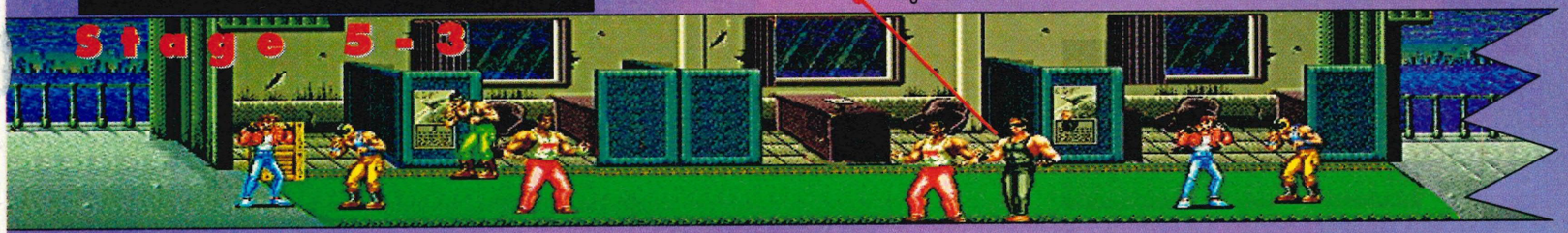
Break open crates to reveal extra items. This crate usually contains a stick of dynamite. To use it effectively nock down one of the thugs, then throw the dynamite at him when he's on the deck. This will blow him to kingdom-come!

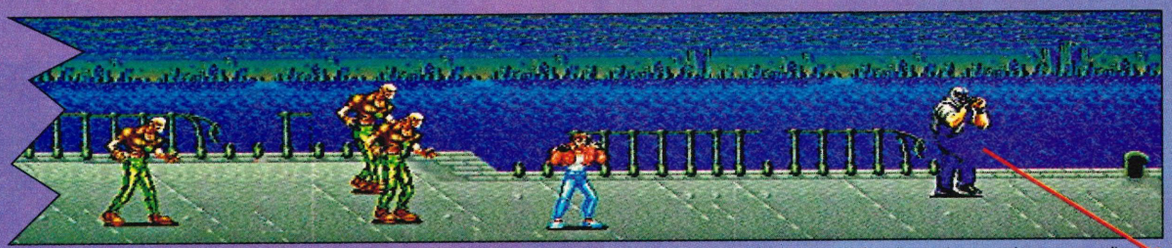


Having successfully made it through the warehouse, you must now fight your way through the central offices. It is here that you catch a glimpse of your opponent at the end of the level.

Stage 5-3

As you progress through the game, the enemies get tougher. These punks are now stronger and faster than ever before.







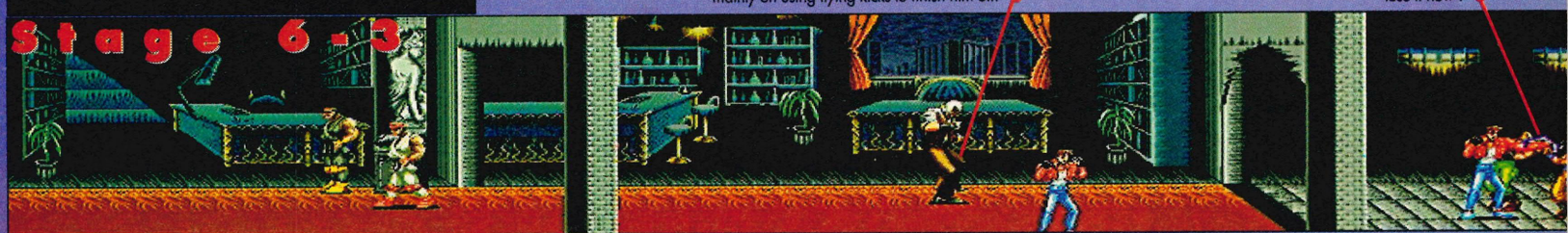
This is Slasher, the toughest guardian yet. He will try everything possible to end your game. To kill this psychopath, you must use a flying kick to get in close, then use overhead throws to make his energy deplete.

This is the final part of the Hideout level, keep your wits about you and don't give up. The smell of victory is almost yours, so on to battle.

Stage 6-3

Yes it's the return of an old friend! Slasher's back, except this time he has the art of illusion on his side. He is able to disappear and emerge in a different part of the screen.When he vanishes quickly move to a different part of the screen. To kill Slasher use to same technique as before, except concentrate mainly on using flying kicks to finish him off.

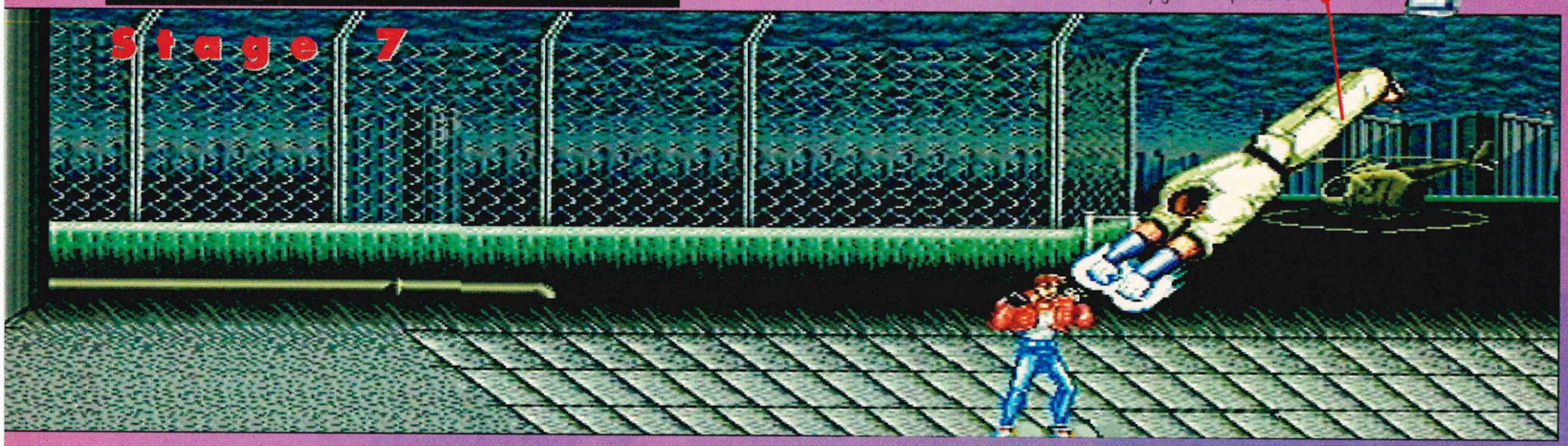
Just one more short battle until you final rooftop confrontation, so don't lose it now !



At last your quest is at an end, you've rooted out Big Al and now he is all that stands between you and you darling Heather. You must now prepare yourself for the toughest battle of all, a fight to the death with the evil ring–leader.



Timing is crucial when fighting Big Al, he will come at you from all angles. You must anticipate his moves and counter attack. An effective method is to keep jumping over him and then when you see an opening, send a flying kick in his direction, this process will take quite a long time to finish him off, but it's better to be safe than sorry. I wouldn't advise you get to close to Big Al because he is likely to throttle you to death. Good luck, and may good triumph over evil!



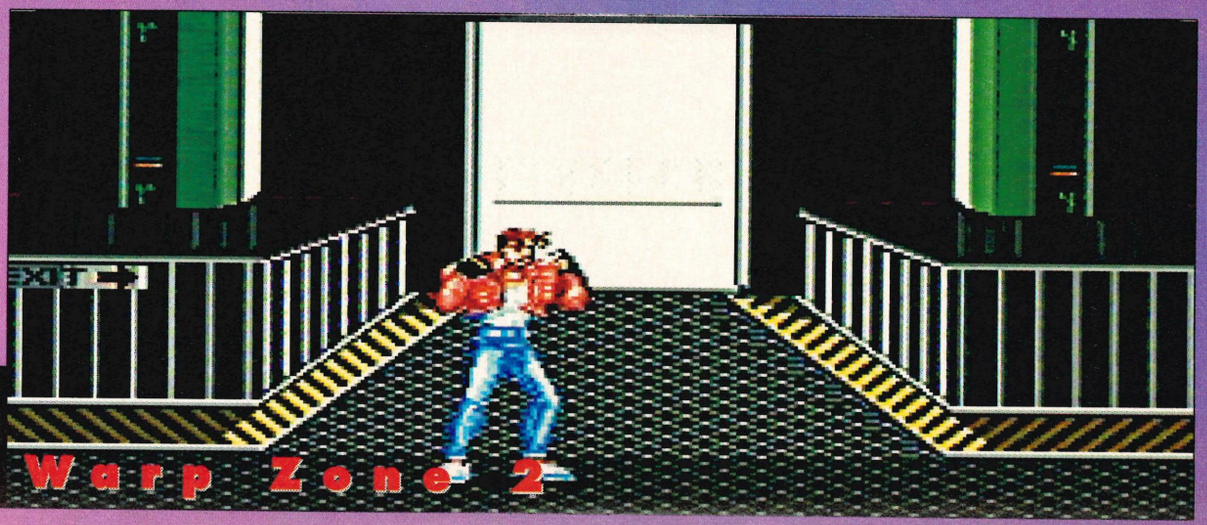


A very useful tip for *Rival Turf* is on Stage 4, pt 2. If you have killed over thirty enemies so far in the game, go up to the first doorway in the village. By pressing up on the joypad, you will be mysteriously transported to Warp–Zone that will take you to the end of the fourth stage.

Use your combat moves to destroy the Guardian of the Warp–zone. If you do so within the time limit, you will be transported to a later section in the game. This method is both time, and energy saving.



When you've successfully defeated the guardian, you will then be transported to a passageway. Simply walk right towards the exit and be instantly transported.



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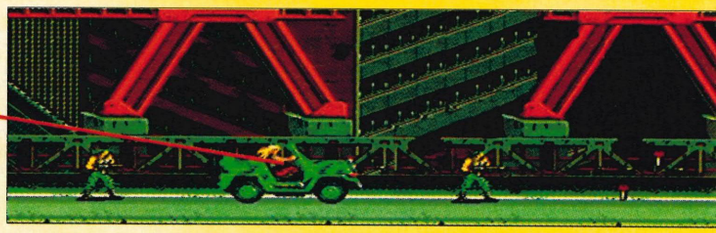
MIDNIGHT RESISTANCE

MEGA DRIVE

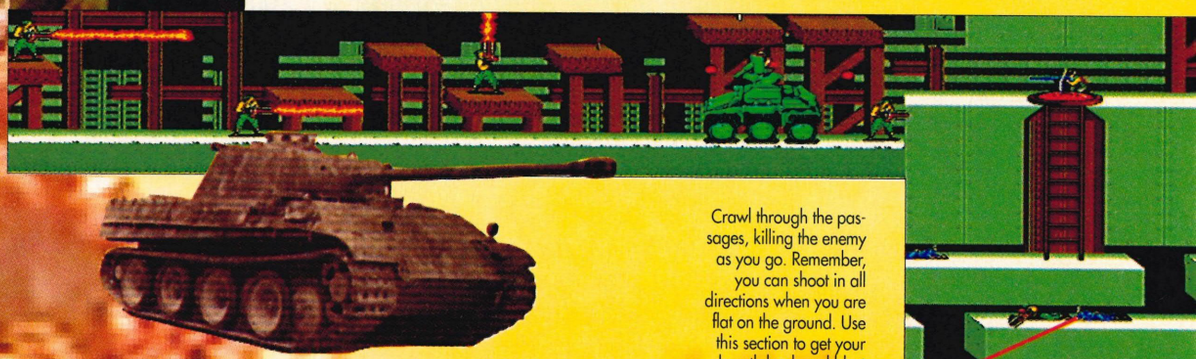
SEGA ● £34.99 ● SHOOT-'EM-UP

Although Midnight Resistance has only just been released officially, it's been available from Japan for ages. You take on the role as a soldier of fortune on a mission to rescue captured hostages in this eight way scrolling shoot-'em-up. The detailed graphics and the varied levels in this game will appeal to most shoot 'em up enthusiasts. Probably the best feature of this game is the option to buy more advanced firearms, this also adds an element of strategy. As is always the case in the XS offices, we came, we saw, we busted!





This babe acts as a shield for the first part of the stage. This is handy when you are getting used to the controls.

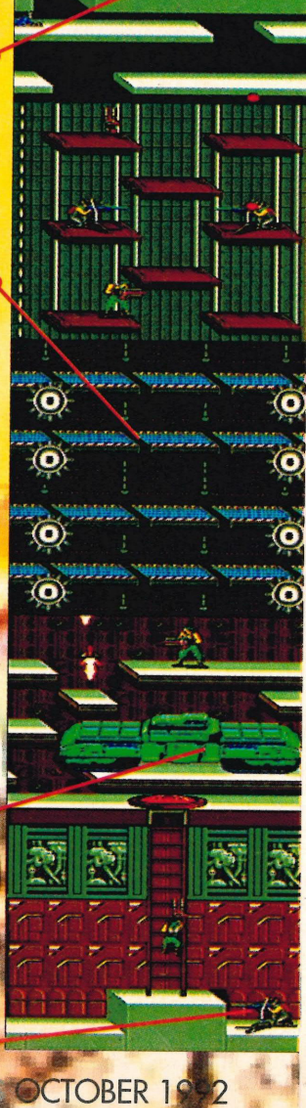


Crawl through the passages, killing the enemy as you go. Remember, you can shoot in all directions when you are flat on the ground. Use this section to get your breath back and blast anyone whose been following you.

There are three parts to defeating this guardian, first you must destroy the small chain–saws, then the larger ones and finally aim for the green eye in the centre. This is dead easy and can be killed in seconds with the flame–thrower and heat seeking missiles.



Blast through the conveyor belts to progress further into the level. The gunners above are no problem, either jump in front and crouch to shoot them or leap past onto a lower level and shoot up.



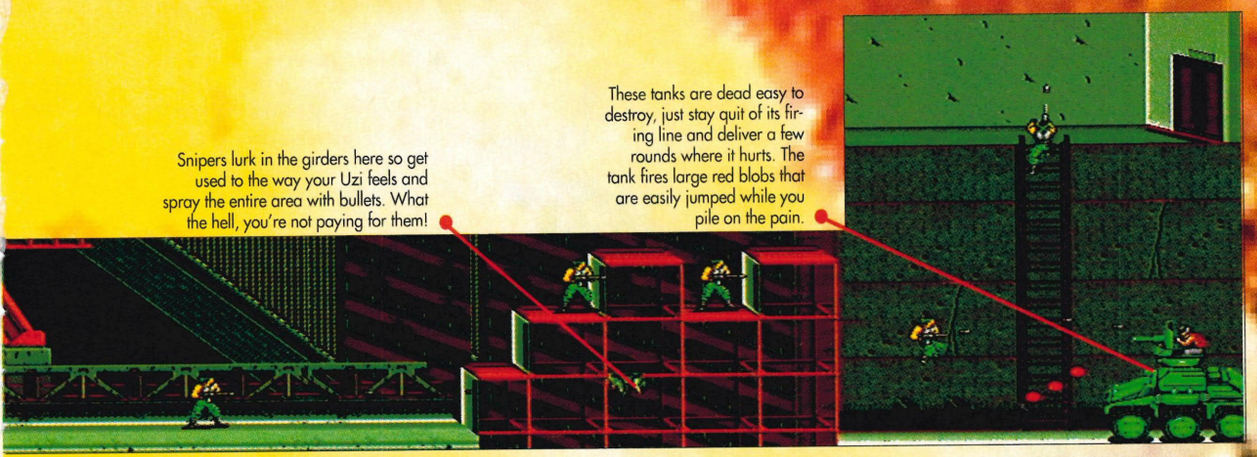
To destroy the enemy tank aim for the centre, but beware of the missiles. Use the platforms and run right and left to dodge the ICBMs. One safe spot is the lower platform on the left. Stand here and shoot down at the centre. After a while the tank will start to explode but it is not finished so don't be fooled. Keep pumping at it and it's only a matter of time before the whole place goes up.

Stand on the platforms and blast the enemy as you are lifted up, but watch your footing as it's a long way down.

This metal monster may look impressive but a steady stream of lead or fire and it burns to the ground, no worries. If you leave it too long, the turret gun starts firing and you'll have to do some dodging.

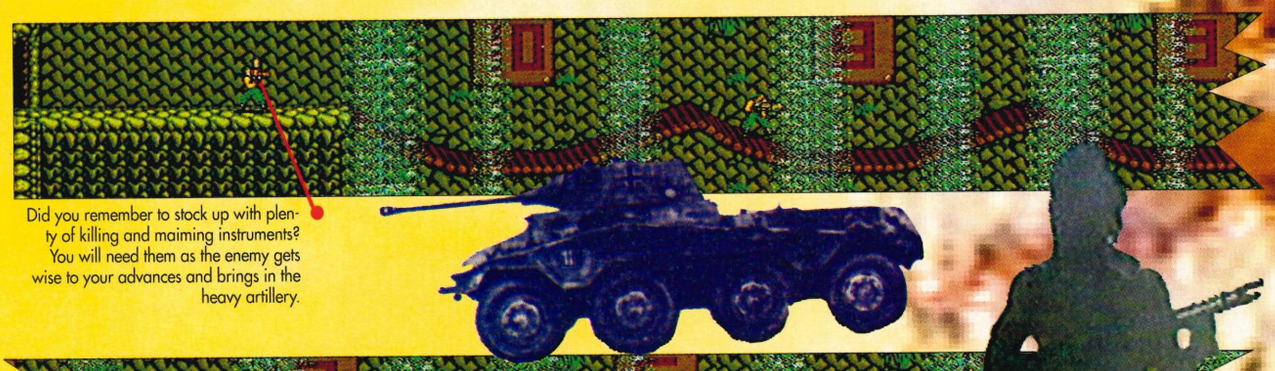


Just one more gunner to take out. This one's a little more tricky because you cannot crouch down so you have to take a chance and leap over him, turn and fire.



Snipers lurk in the girders here so get used to the way your Uzi feels and spray the entire area with bullets. What the hell, you're not paying for them!

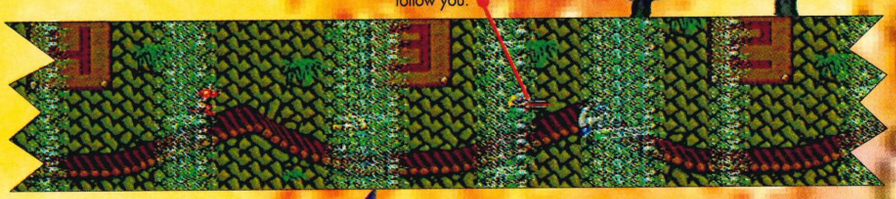
These tanks are dead easy to destroy, just stay quit of its firing line and deliver a few rounds where it hurts. The tank fires large red blobs that are easily jumped while you pile on the pain.



Did you remember to stock up with plenty of killing and maiming instruments? You will need them as the enemy gets wise to your advances and brings in the heavy artillery.



On this level it's best to have the heat seeking missiles, as this will enable you to take out the tanks that follow you.

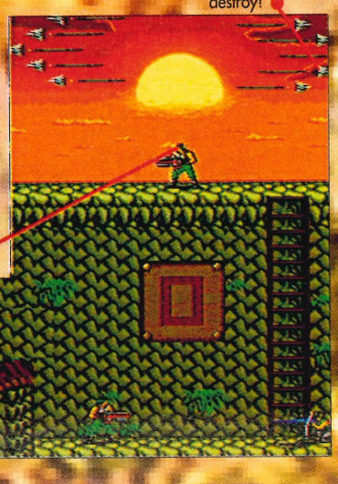


On this level it's best to have the heat seeking missiles, as this will enable you to take out the tanks that follow you.



At this point you must take out an entire squadron of fighter planes single handed in a way that would put Rambo to shame. Stand in the middle and let loose with all you've got, preferably homing missiles or the flame–thrower. The planes will attack from the right and then left and each will fire a missile at you so be prepared to jump out of the way and return fire as quickly as possible.

Get caught in the corners and you are finished so always jump back to the centre when you avoids a missile attack. There are only eight to destroy!





If you've been wasted too many times, then it would be a wise decision to purchase an extra life, although the price will vary.



This little number has three directional fire–power. Blast enemies at all heights without having to arch your back.



This handy little device will act as a shield against enemy fire. A nice idea, but sadly not very effective.



This icon will give you an extra 500 bullets for the weapon that you are presently carrying.



Take no prisoners with this state of the art Flame–Thrower, easily the best weapon and very effective.



This is an automatic rifle, it can hammer out several shots a second and can do great damage if in the right hands (yours).



This back–pack will provide you with heat–seeking missiles, simply push up when firing your main weapon.



This contains Nitro–shots, very powerful as a back–up when taking on large adversaries.



This is a power–up and will increase the effectiveness of your conventional weapon.



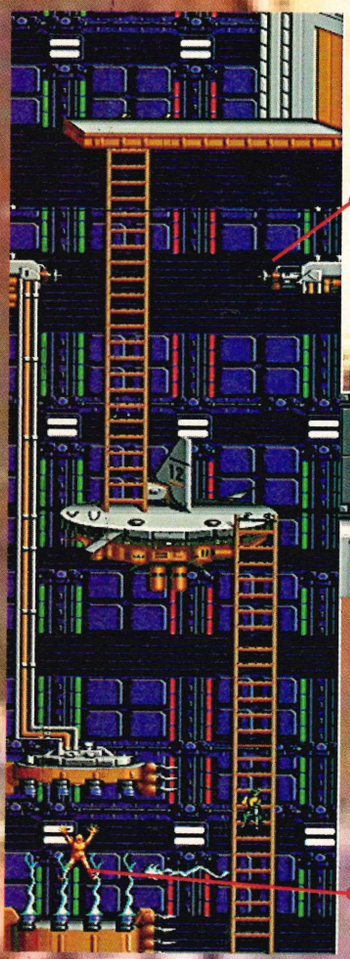
Nothing special about this weapon, it's just a basic shot–gun, probably the least effective of the range.



This back–pack will send a shower of flames crashing down from the heavens. Divine intervention?

CONSOLE XS SOLUTION

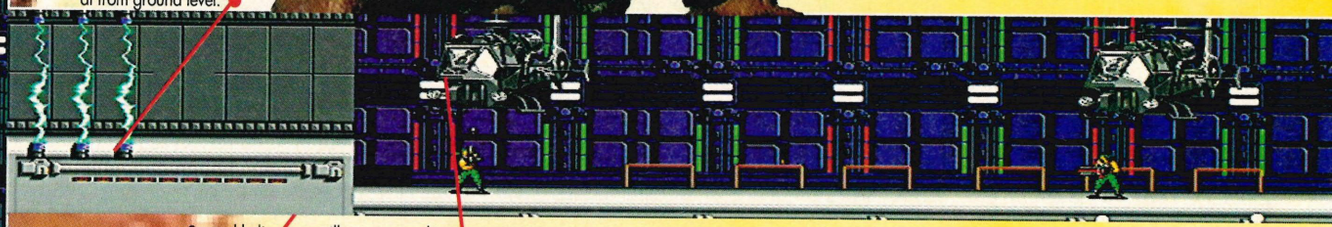
A useful hint for skipping levels on *Midnight Resistance* is to hold down button C on the title screen and start the game as normal. Then during the game,pause it and press button A every time you wish to progress a level.



If you try to climb up here before you destroy the guardian far below then you will be greeted by a gunship and a beam of electricity.



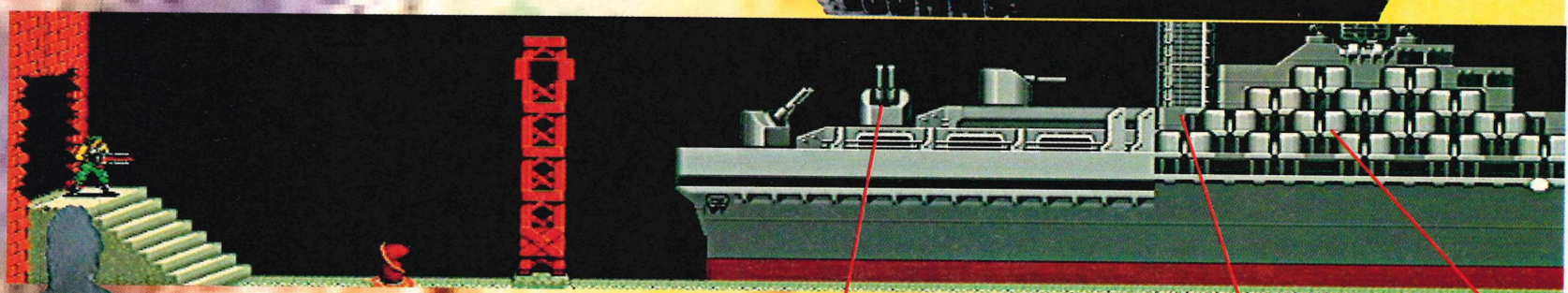
To successfully get past the electricity, shoot the generators at each end of the current. The first ones can be shot at from ground level.



Several helicopters will crop up on this level. They can be destroyed by several direct hits. Aim upwards and move left or right quickly when they shoot down.

Don't think for a minute that this man is in distress,as he will blast you at every opportunity. Once again you must shoot the generators. Without his electric shield this punks a wimp!





Shoot out these gun turrets first as they are the biggest threat. The missiles that they launch spell instant death for

As with the squadron of planes, run left and right shooting up at everything that moves and if you have a special weapon then fire them off for even more damage.

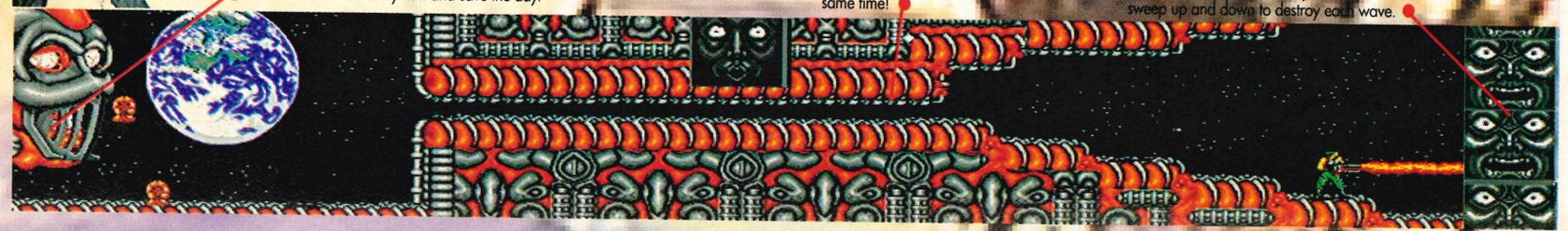
The small turrets are less harmful than the missile guns so destroy them last of all. Then stand back and watch this baby sink!

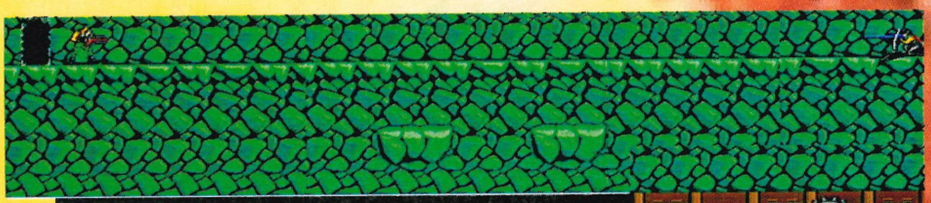


Only this grotesque creature stands between you and the prisoners. This thing takes some finishing off, so be on your guard. Leap to avoid the creatures he spits and stay as far back as possible. Shoot the flashing parts of his face such as the eyes and mouth in the correct order to destroy him and save the day.

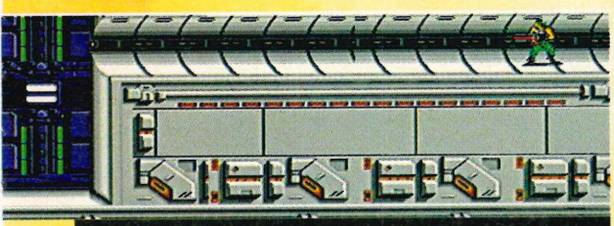
This passage is extremely narrow, you must crawl through and waste the enemy at the same time!

All throughout the level, phantom faces will try to terminate your mission. Simply wade through them with your flame-thrower. If you haven't got one, use you weapon to sweep up and down to destroy each wave.





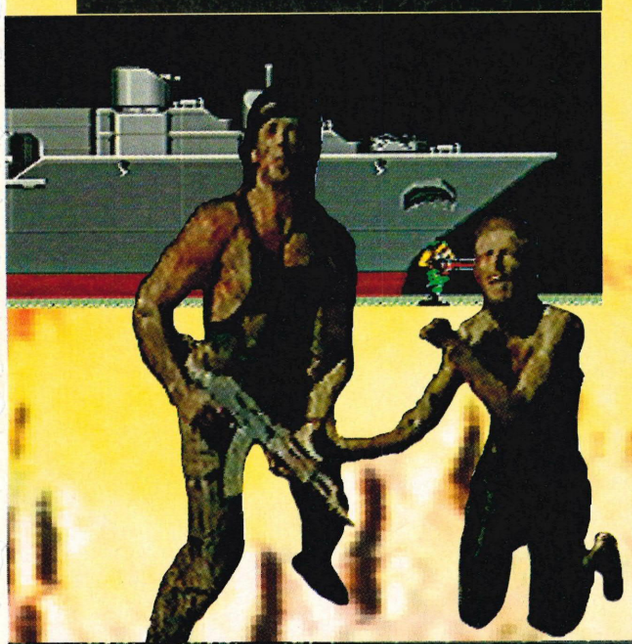
This level is just a straight–forward case of killing anything that moves! As you go along, the ground will slide away from under your feet to reveal even more gruesome enemies. To complete this level will take fast reflexes and a lot of ammo. You have both.

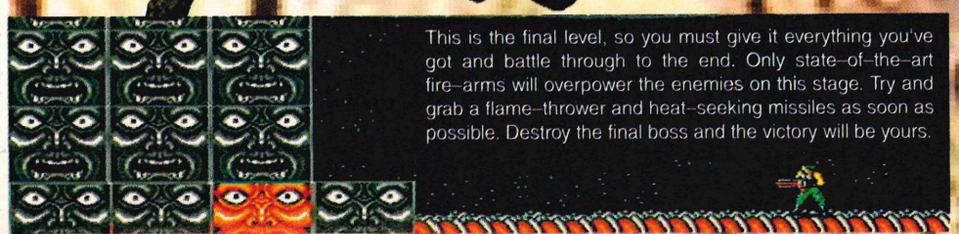


This is the underground hanger. In order to escape, you must locate the guardian and destroy him. Helicopters, gunmen and electric barriers will block your way so choose your weapon carefully and then lose your mind!

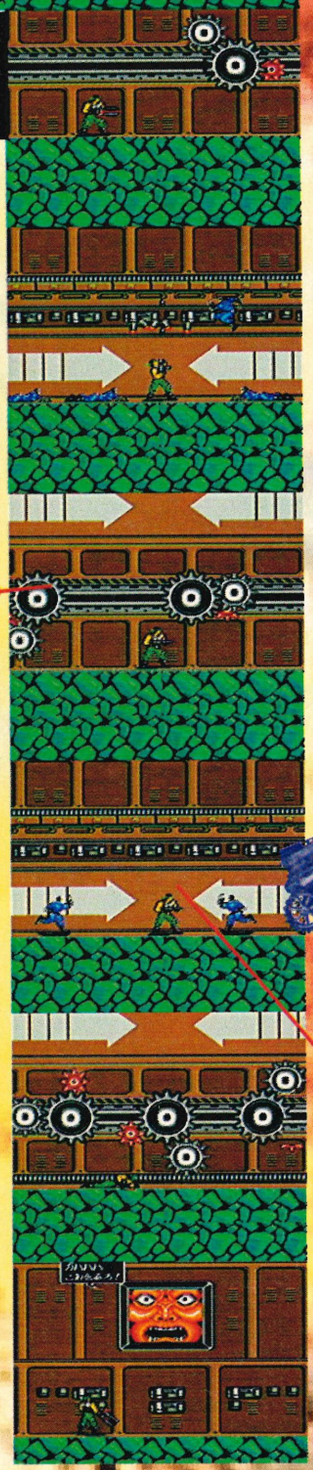
When confronted by these hideous cogs, aim for the larger wheel that is being circled by the other two.

The next part of your mission takes you to the docks, all is quiet until a huge battleship comes in to port. With all sights set on you, its guns start blazing. You must locate the weak points and attempt to sink it. So grab a flame–thrower aim for the guns, and the rest is history!





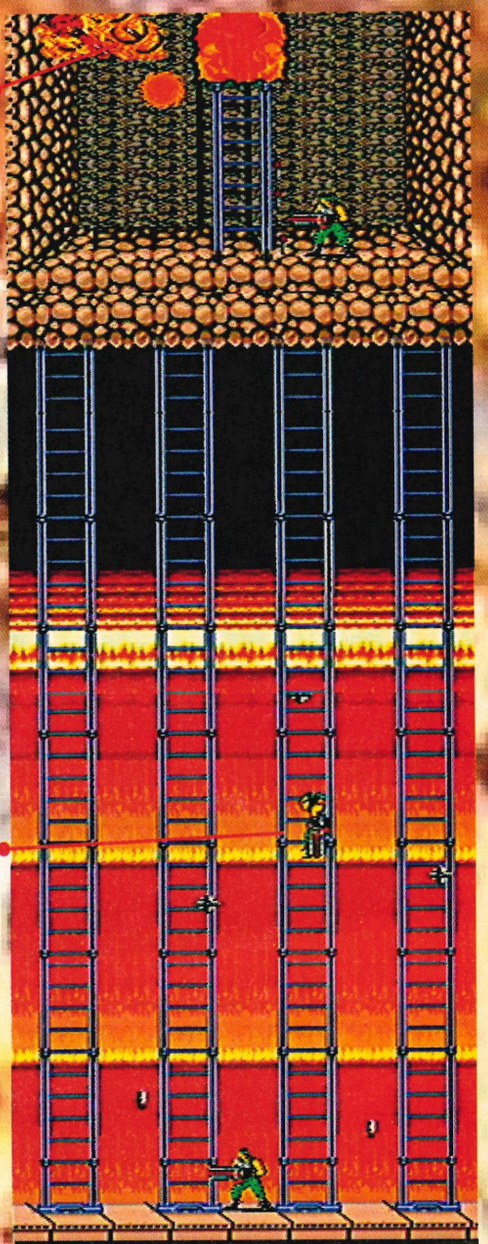
This is the final level, so you must give it everything you've got and battle through to the end. Only state–of–the–art fire–arms will overpower the enemies on this stage. Try and grab a flame–thrower and heat–seeking missiles as soon as possible. Destroy the final boss and the victory will be yours.



Waiting for you at the end of the level will be a fire–breathing Dragon. To kill it, you must aim for it's head. The dragon will constantly bombard you with fire–balls, so be alert and dodge them. At certain points, the dragon will descend to your level and roll towards you, when it does this, jump over it and you should escape unharmed.

Be alert when climbing the ladders because enemy soldiers will attack from all angles. Keep a look out for the red men as they carry keys to open the weapons cabinets. To collect more keys, simply jump from ladder to ladder after you've killed the red men collecting the extra keys. You will need six at the end of the level in order to rescue all of the hostages.

When you see these arrows, it means that enemy soldiers will attack you from both sides. Keep firing in both directions and be prepared because some enemy soldiers will crawl along the floor.



You're nearing the end of your mission, climb the ladders in order to reach the exit. But be on the lookout for the enemy, they will stop at nothing to end your fight. But the most important thing is to keep a good supply of keys, remember the hostages freedom depends on you!

Mission complete! You can now relax and enjoy a trouble–free life.



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GNARLY!

If you haven't yet heard of these compact tips books then you either, never go out, or don't read the news pages of CONSOLE XS. The Sega Pro-Master series consist of four volumes each covering three hit Mega Drive, Master System and Game Gear titles from the summer of this year. Volume four for example covers *Streets Of Rage* (one of the best selling beat-'em-ups ever), *Kid Chameleon* (which contains over 1,800 screens over 50 levels) and finally *EA Hockey* (still a *Console XS* office fave).

AWESOME!

To celebrate the launch of this impressive range of books, Simon & Schuster are giving you the chance to win the hottest Sega console and hand-held and of course copies of the Sega Pro-Master books.

That's right, the first name drawn out of the bag will win a Mega Drive and a complete set of books and the second winner will receive a handy Game Gear and a set of books. There are also eight sets of books for the runners up as well as a multitude of badges and bookmarks. Can you afford to miss out?

These amazing prizes could be sitting in your front room if you answer correctly the following three multiple choice questions.

TOTALLY CODED!

A unique feature of the Pro-Master series are the cheat sections that have been coded so that casual browsers cannot walk away with all the secrets. To prove how effective this system is, the answers of the three questions have been put into the same code, use the key below to reveal the correct answers and then jot them down on a postcard or the form provided. Good luck code crackers!

THE QUESTIONS

Following are three simple multiple choice questions you must answer.

1. The launch editor of the Pro-Master books also created a massive range of adventure books, what were they called?

A. URTSGRMT UZMGZHB
B. GVIIB & QFMV
C. RZM'H ZWEVMGFIVH

2. On average, how many hit games are covered in each volume?

A. ULFIGB GDL
B. GSIVV
C. HRCGB MRMV

3. Which company is publishing the Sega Pro-Master series?

A. OZFIVO & SZIWB
B. HRNLM & HXSFHGVI
C. YFGXS & HFMWZMXV

THE KEY

A	B	C	D	E	F	G	H	I	J	K	L	M
_	_	_	_	_	_	_	_	_	_	_	_	_
Z	Y	X	W	V	U	T	S	R	Q	P	O	N
N	O	P	Q	R	S	T	U	V	W	X	Y	Z
_	_	_	_	_	_	_	_	_	_	_	_	_
M	L	K	J	I	H	G	F	E	D	C	B	A

COMPETITION ENTRY FORM

My answers to the most excellent Pro-Master competition are as follows:

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

NAME .....

ADDRESS .....

.....

PHONE NUMBER .....

Tick the appropriate boxes on this coupon and send it (or a photocopy) to: ***I wanna be a Pro-Master*** **compo, Console XS, Durham House (4th & 5th floors), 124 Old Christchurch Rd, Bournemouth, BH1 1NF.**

All entries must be in by 30 October.

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.



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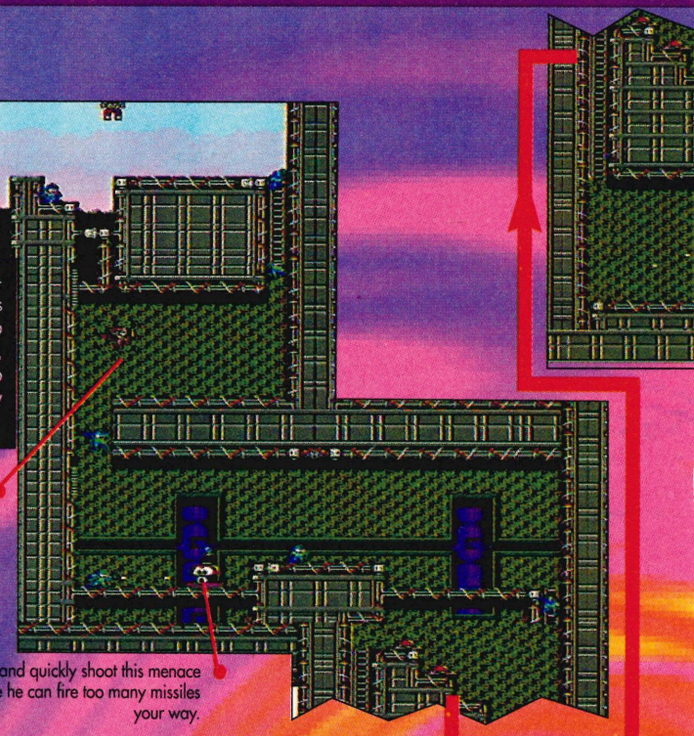
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BE NOW



The action starts here! The Magnet man stage is one of the easiest stages to negotiate and, on defeating Magnet man, you will be rewarded with the rather effective Magnet Missiles.The first section contains a number of magnetised aerial enemies – if you can, shoot them with your normal attack, otherwise keep left held so that you can break free from their beam. Do make sure that you will land on a platform, though – you don't want to go plummeting to a horrible death at this stage! Further in you will have to deal with more magnetised menaces, with these particular ones drawing you in. This can obviously prove a bit nasty when you are trying to leap over a hole or two!



Give me a Break, Man (sorry)! Meet Break man, a very sinister and curios character who attacks you at various intervals in the game. To defeat him, stand still and keep firing your normal weapon towards him, making sure that you get under him when he jumps near you. You need to defeat him before you can go on...

Move in and quickly shoot this menace before he can fire too many missiles your way.

The mountainous reaches of this alien world will push you even harder then the Hard Man himself.Metal Jaws threaten to snap off your metallic chilly bits, whilethe bees have a vicous sting in their tail. There are even a few miners, including bulldozer drivers, who tray to end your heroic deeds while they burrow deep beneath the ground. It's a tough job being Mega Man...



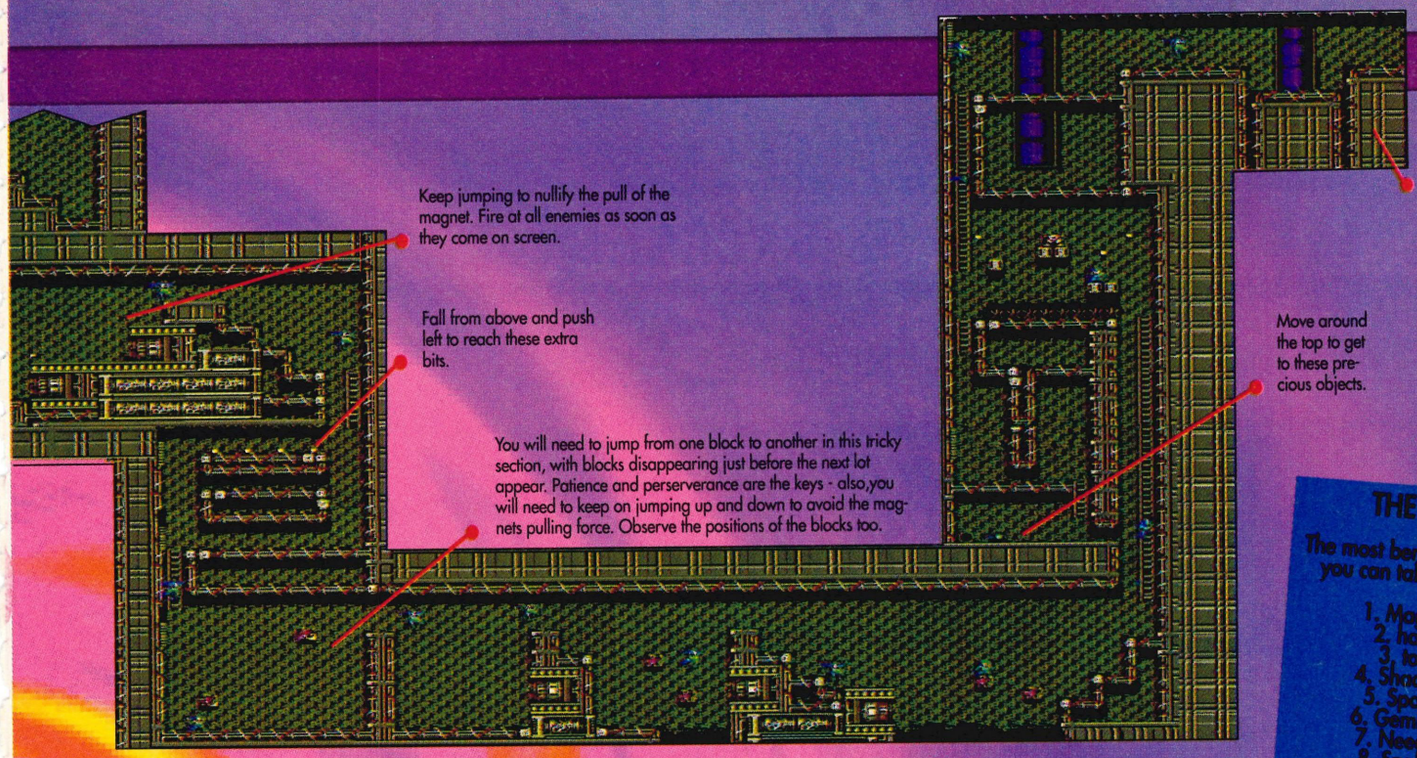
Bees everywhere and not a pot of honey in sight! Stand still and bombard them with normal shots as soon as they break out of their hive, collecting the spoils that they may leave behind.

Mega Man – ardent defender of truth, justice, and the manly way – is back for more of the same in his third adventure, suitably titled *Mega Man 3*. This time he's accompanied by his dog, Rush, as he attempts to unravel another mystery. Eight enormous worlds await you superheroes in this blockbuster, each one promising to test your skills to their very limits! Of course, Dr. Wily, Mega Man's main antagaoniser in his previous two adventures, slimes his way into the game and there are more than enough of his creations to keep you on your toes. Familiar names mingle with the new; old techniques and untried tricks will help you through. But they all didn't reckon on the game bustin' skills of the Console XS team, though – here you'll find the solution to end all solutions, with 14 of the most packed and informative pages that you'll ever find!

NES

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MEGA MAN III



Keep jumping to nullify the pull of the magnet. Fire at all enemies as soon as they come on screen.

Fall from above and push left to reach these extra bits.

You will need to jump from one block to another in this tricky section, with blocks disappearing just before the next lot appear. Patience and perserverance are the keys - also,you will need to keep on jumping up and down to avoid the magnets pulling force. Observe the positions of the blocks too.

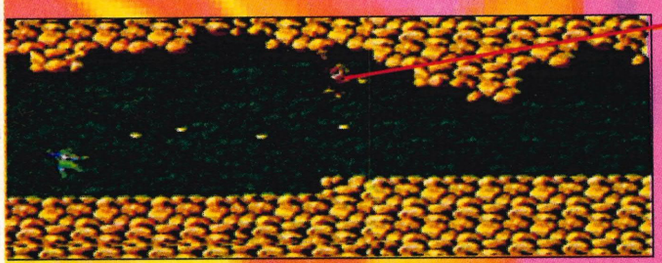
Move around the top to get to these precious objects.

Magnet man! To defeat him, fire your normal weapon towars him, making sure that you avoid him when he leaps towards you. When he flies up, run to the far corner then start running the other way to avoid the magnets that rain down. Also, when he switches on his magnet shield, run to the opposite direction to avoid being pulled in.

THE ROUTE

The most beneficial route that you can take to Wily is ...

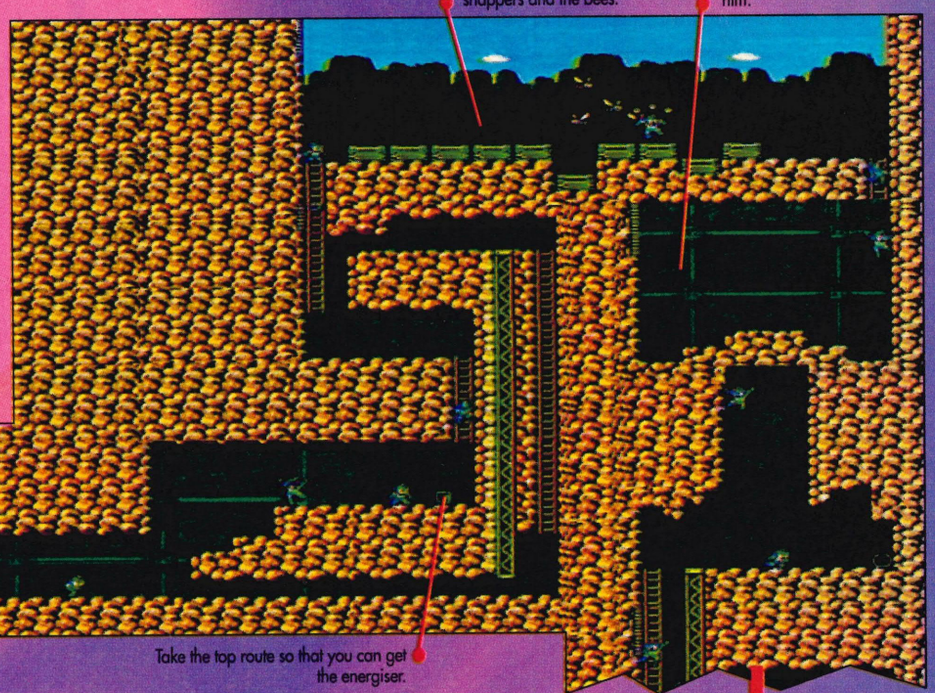
1. Magnet man
2. Hard man
3. Top man
4. Shadow man
5. Spark man
6. Geminin man
7. Needle man
8. Snake man



Use magnets to get these purple monkeys.

Keep jumping and firing to avoid the attentions of the snappers and the bees.

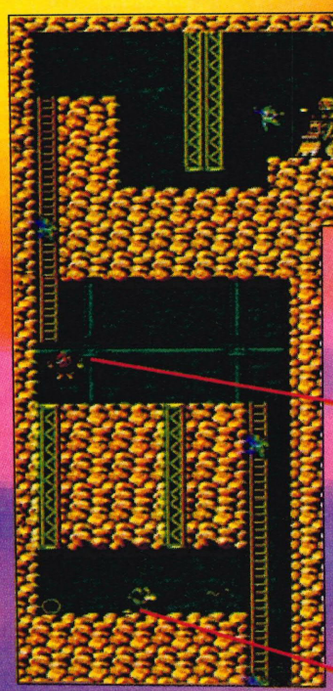
More fun and frolics with Break Man. Use the same tactics as before to defeat him.



Mega Passwords!

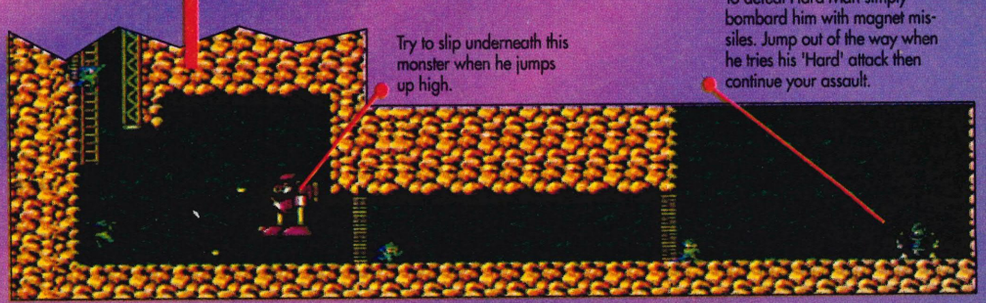
On defeating...
Magnet Man - C4 (R), F5 (R)
Hard Man - C4 (R), F2 (R), F5 (R)

Take the top route so that you can get the energiser.



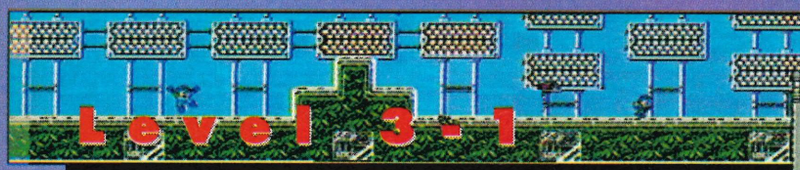
Some more Monkey business!Use magnets again, but be sure to look out for power replenishers.

Time your shots carefully so that you hit him and he doesn't hit you. Get the energy at the end.



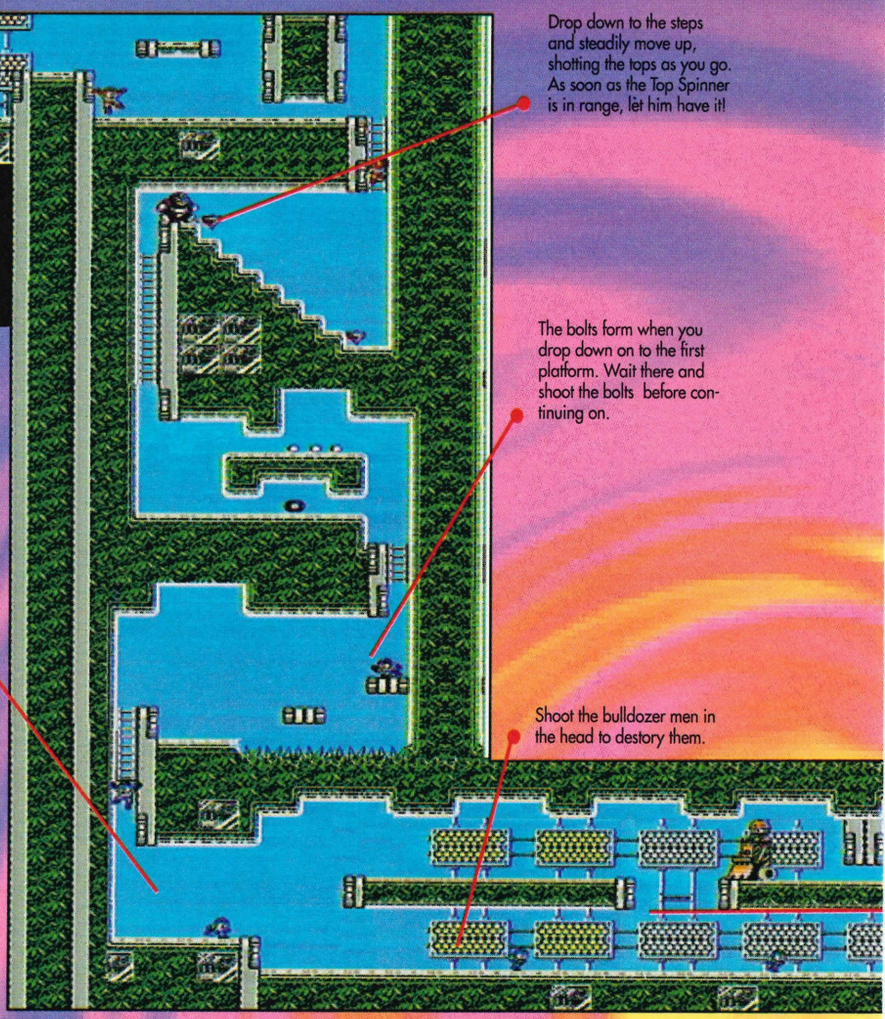
Try to slip underneath this monster when he jumps up high.

To defeat Hard Man simply bombard him with magnet missiles. Jump out of the way when he tries his 'Hard' attack then continue your assault.



Level 3-1

Top Man is your next adversary and a pretty mean one he is too! Countless enemies squat in his abode, making life more than a little demanding for our Havoline guzzling hero. Still, with all of those powers that you have now acquired, beating up the odd baddie shouldn't prove too exacting. The bolts that join together are a much different kettle of fish, though. You will have to perform a few nifty manoeuvres to avoid these!

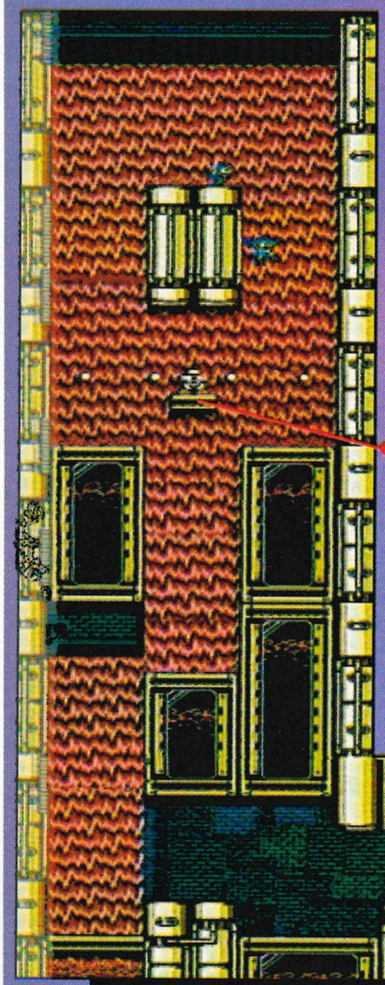


Drop down to the steps and steadily move up, shotting the tops as you go. As soon as the Top Spinner is in range, let him have it!

The bolts form when you drop down on to the first platform. Wait there and shoot the bolts before continuing on.

Use Rush to get the energy power ups above then drop down and refill the power level.

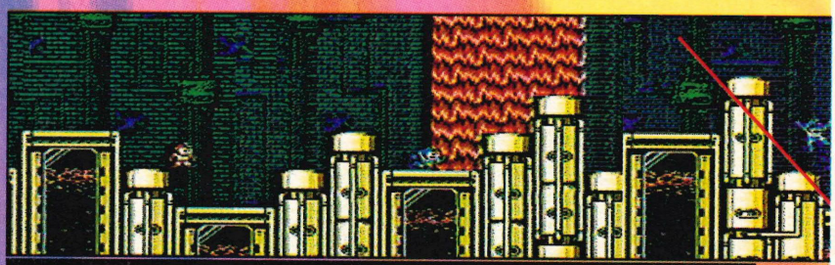
Shoot the bulldozer men in the head to destory them.



Don't bother with this enemy - just drop down and keep on going.

You might as well shoot the enemies along this section – you never know when an extra life may appear.

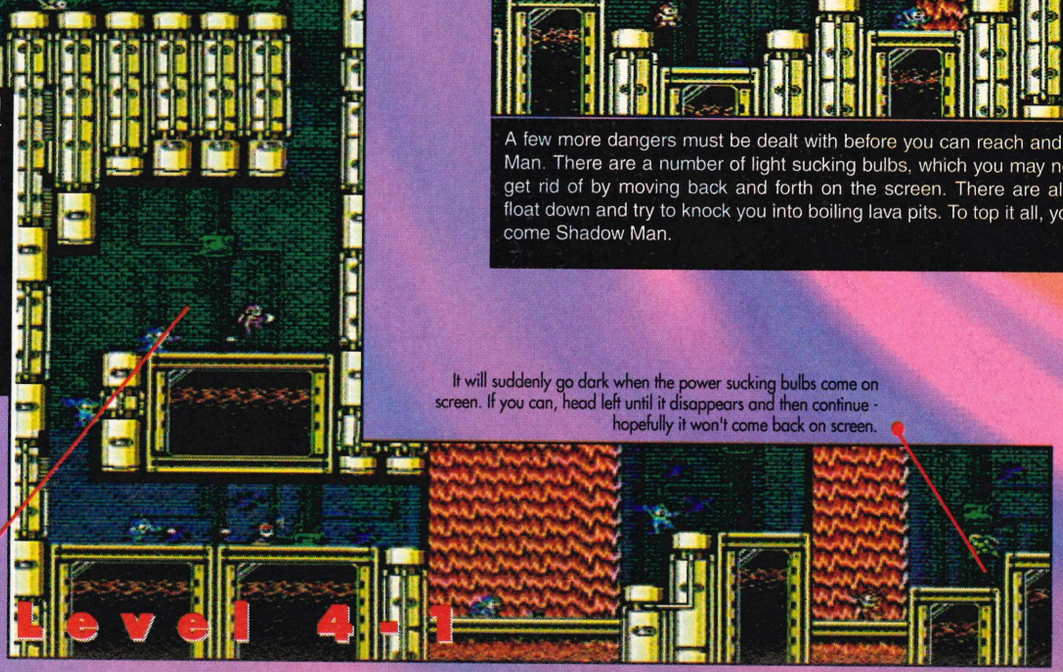
Next up is Shadow Man, a cool and calculating fiend yet rather vulnerable to the Top Spin attack. A few lighting problems and the odd parachutist make up the opposition on this level, with the odd lava pit proving disaterous for anybody who falls in face first! Break Man makes another untimely appearance yet you should be able to deal with him by now.



A few more dangers must be dealt with before you can reach and defeat the Shadow Man. There are a number of light sucking bulbs, which you may not aways be able to get rid of by moving back and forth on the screen. There are also parachutists tha float down and try to knock you into boiling lava pits. To top it all, you still have to overcome Shadow Man.

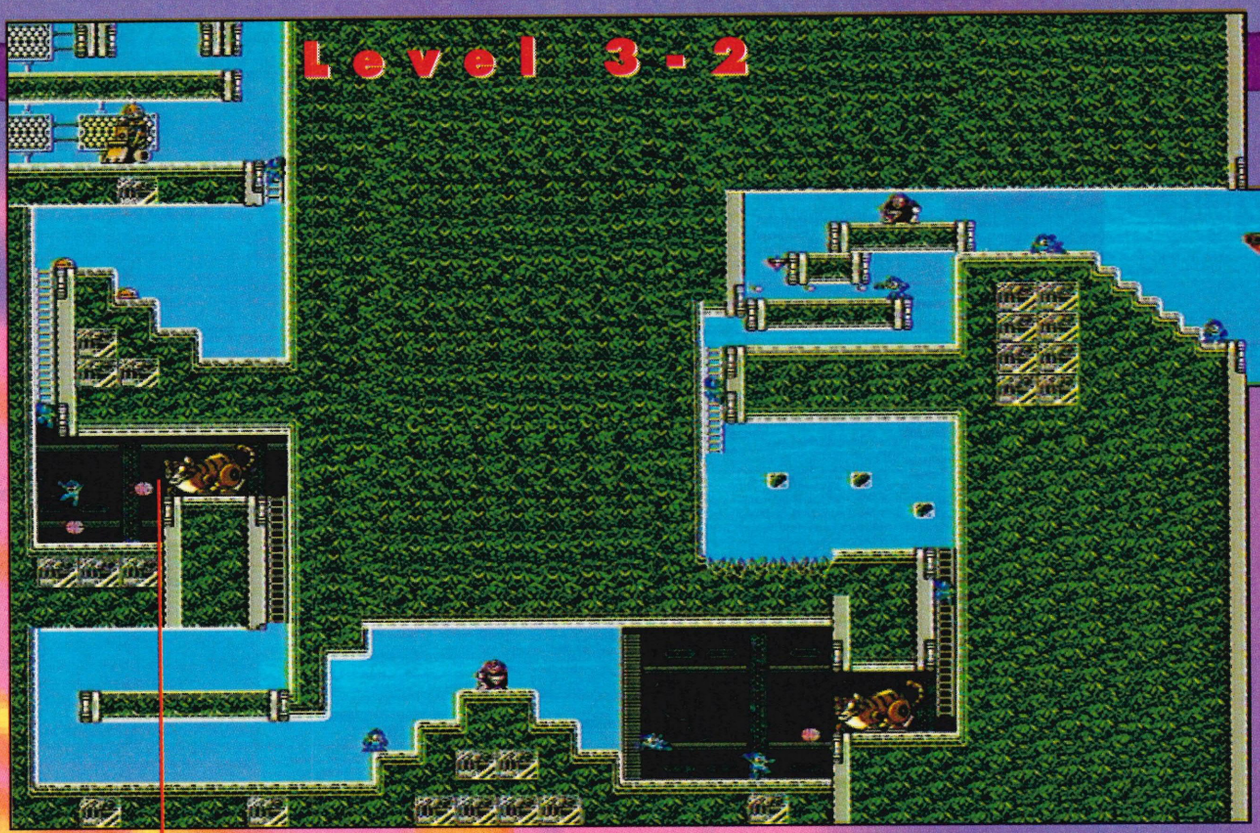
It will suddenly go dark when the power sucking bulbs come on screen. If you can, head left until it disappears and then continue - hopefully it won't come back on screen.

The return of Break Man! Since you are on level ground, you can use exactly the same techniques as before for defeating him.



Level 4-1





Stand on the left side and leap up and down while firing your normal weapon to get the cat. Watch out for the furrballs - try to run under them rather than jumping.

Use Rush to leap up tp the higher ledge so that you can reach the extra life.

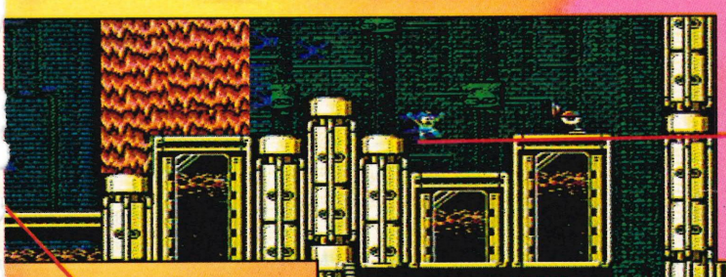


If you just stand on the spinning platforms, you will travel round and round, which means that you have plenty of time to plan your next move.

To defeat Top Man, move in with either the Hard Fist or the normal gun and blast him while he shoots his tops into the air. As they start coming down, run to the safest area, then, when the Top Man spinstowards you, jump over him and repeat the procedure. With or without the Hard Fist, you really shouldn't have too many problems.

Mega Passwords!

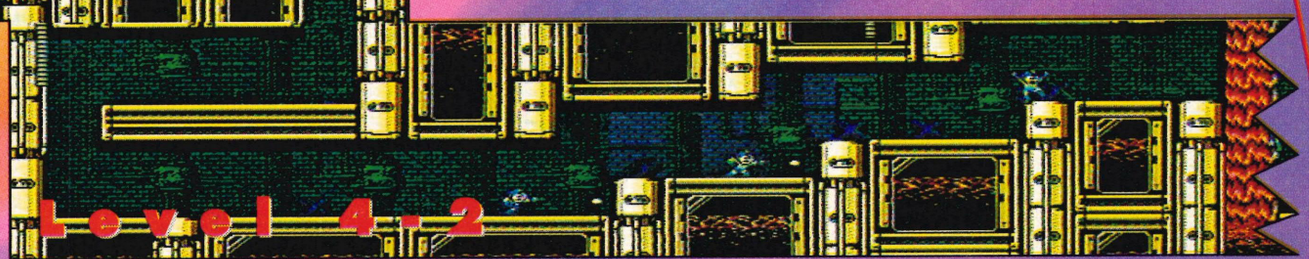
On defeating...
Top Man – A3 (R), A6 (R), C4 (R), F5 (R)
Shadow Man – A3 (R) A6 (R)C4 (R), D6 (R), F5 (R) (Includes Rush Marine)



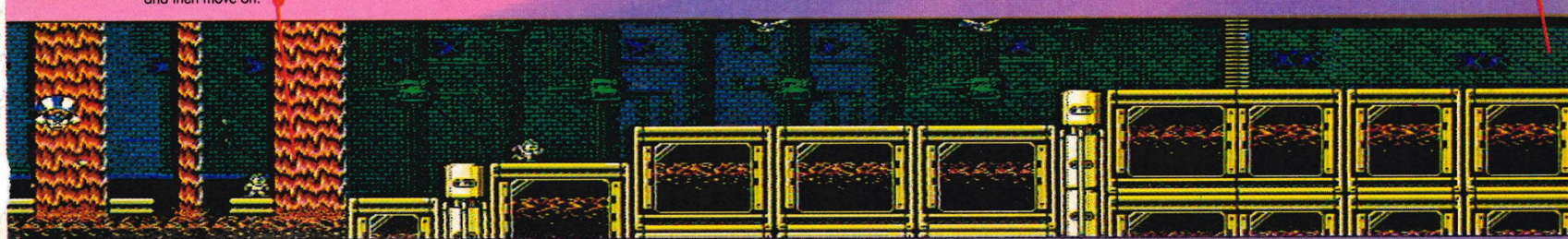
If you get stuck on the screen in the dark, jump and slide your way to the right until you are free!

Shadow Man, who is evidently a little camera shy, is pretty easy to defeat despite the fact that he possesses one of the best weapons. Use the Top spin to jump into him, then, if that runs out, finish him off with the regular gun. Another bonus of finishing his level is that you will be rewarded with the Rush Marine.

If the trick of moving back and forth fails to work, you will have to blast the bulbs instead.



Wait on each platform until all of the descending parachutists have been killed and then move on.



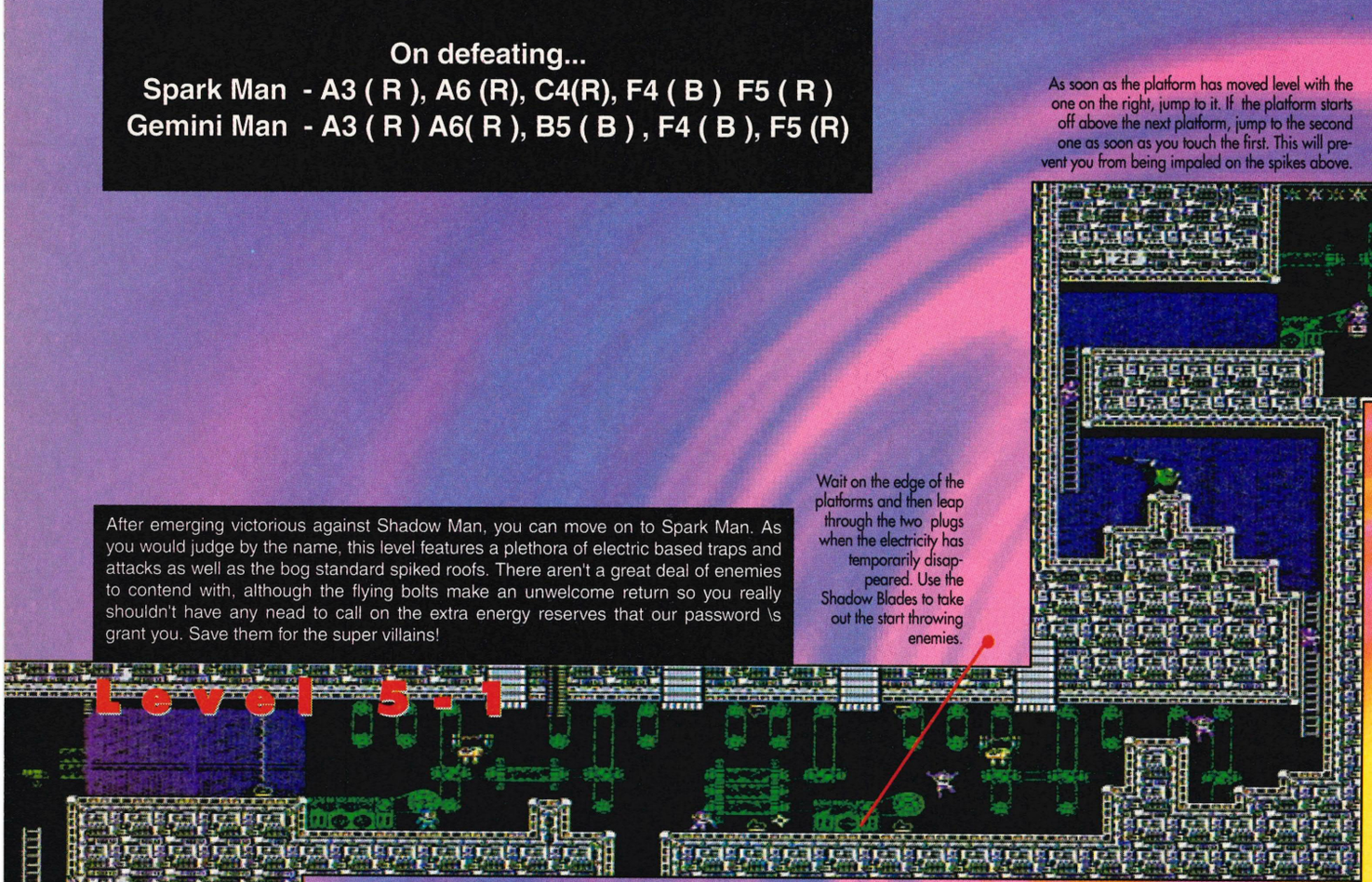
Mega Passwords!

On defeating...

Spark Man - A3 (R), A6 (R), C4(R), F4 (B) F5 (R)

Gemini Man - A3 (R) A6(R), B5 (B) , F4 (B), F5 (R)

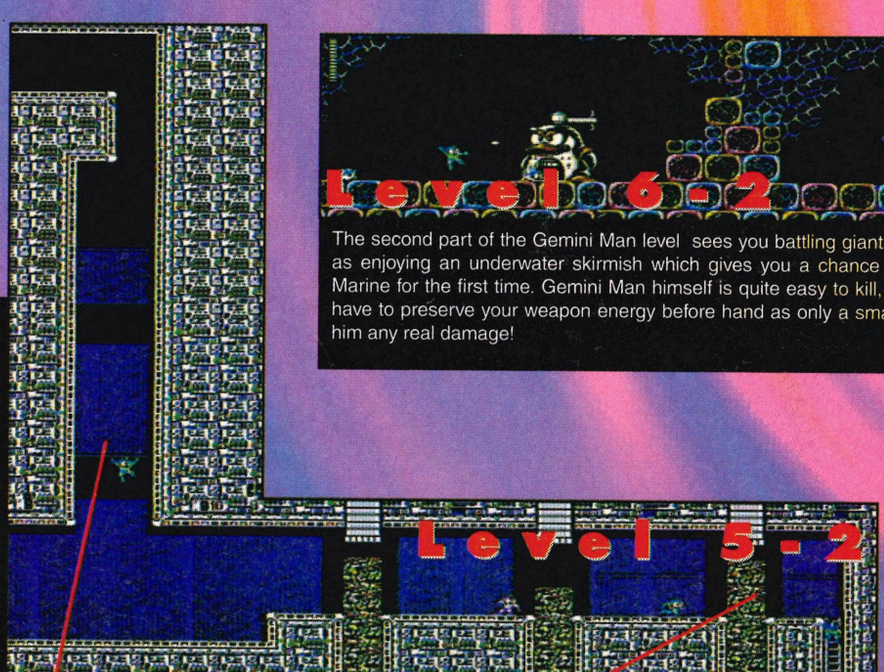
After emerging victorious against Shadow Man, you can move on to Spark Man. As you would judge by the name, this level features a plethora of electric based traps and attacks as well as the bog standard spiked roofs. There aren't a great deal of enemies to contend with, although the flying bolts make an unwelcome return so you really shouldn't have any nead to call on the extra energy reserves that our password \s grant you. Save them for the super villains!



Wait on the edge of the platforms and then leap through the two plugs when the electricity has temporarily disappeared. Use the Shadow Blades to take out the start throwing enemies.

As soon as the platform has moved level with the one on the right, jump to it. If the platform starts off above the next platform, jump to the second one as soon as you touch the first. This will prevent you from being impaled on the spikes above.

A long drop and a few precarious moves await you on the second section of the Spark Man stage. Your problems would be made worse by the compacted trash if it wasn't for the neat trick that allows you to jump over them without the remotest chance of being hit (unless you choose to stand there and let a block fall on your head!). Moving platforms complete with joining bolts feature near the end and it will take a number of nifty manoeuvres and a steady fire finger to survive this frustrating trap.



Just fall - there's nothing to worry about on the way down so enjoy the view!

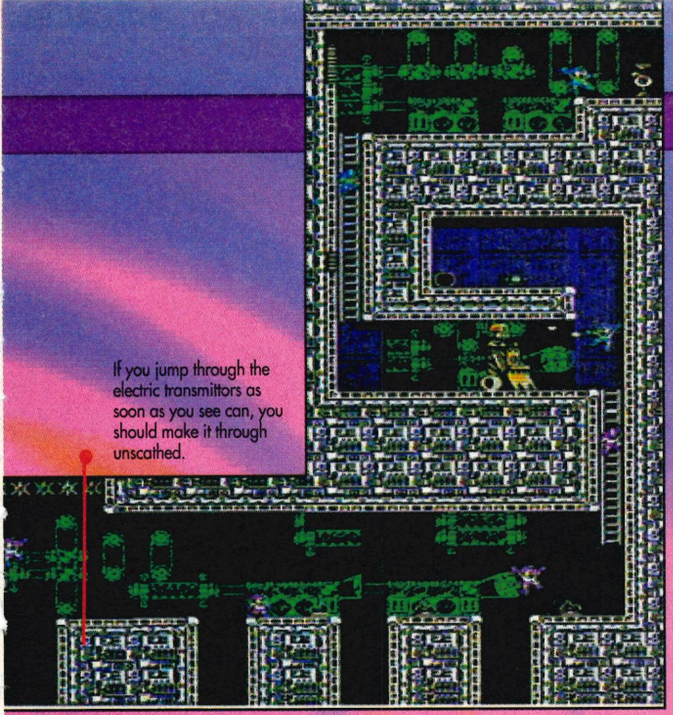
As soon as the first block falls, immediately jump on top of it then run off of the other side.

The second part of the Gemini Man level sees you battling giant penguins as well as enjoying an underwater skirmish which gives you a chance to use the Rush Marine for the first time. Gemini Man himself is quite easy to kill, although you will have to preserve your weapon energy before hand as only a small number will do him any real damage!

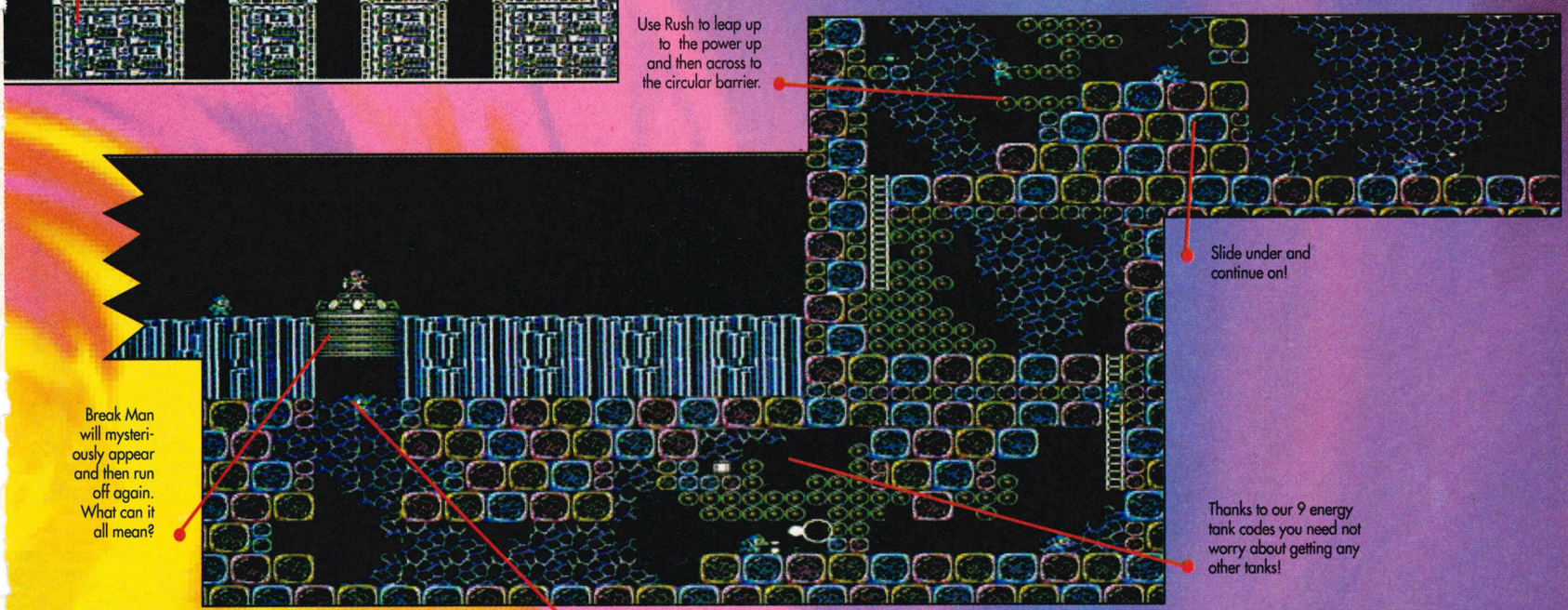
When battling the Penguin, jump up in the air when a ssmall one comes flying at you and then fire at the blue section on top of it's head.

The Gemini Man stage is a bonus filled haven but you will need to be extra careful when crossing the lake otherwise you will end up falling to a horrible watery death! Giant penguins inhabit this strange level, while a chance meeting with the Break Man will probably leave you feeling a little confused. Never mind, it will all come clear i the end!

Level 6-1



If you jump through the electric transmitters as soon as you see can, you should make it through unscathed.



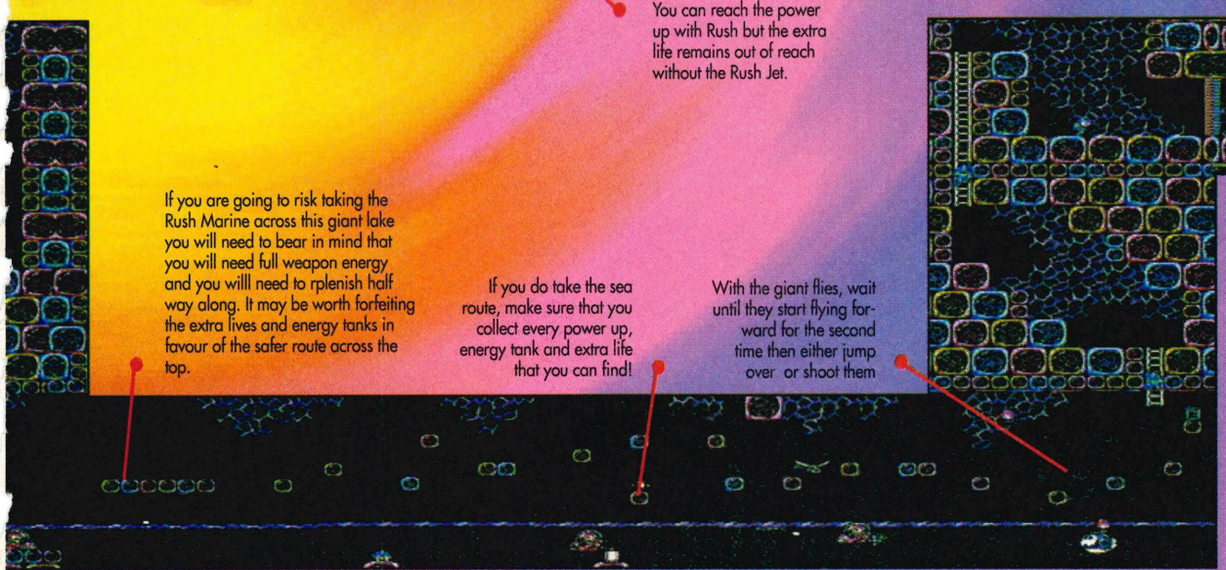
Use Rush to leap up to the power up and then across to the circular barrier.

Slide under and continue on!

Break Man will mysteriously appear and then run off again. What can it all mean?

Thanks to our 9 energy tank codes you need not worry about getting any other tanks!

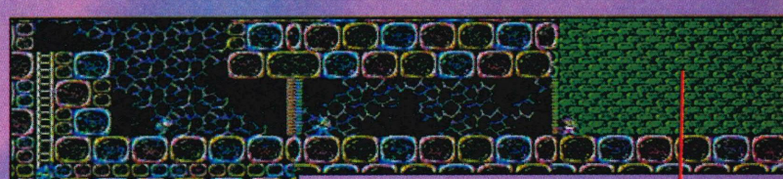
You can reach the power up with Rush but the extra life remains out of reach without the Rush Jet.



If you are going to risk taking the Rush Marine across this giant lake you will need to bear in mind that you will need full weapon energy and you willl need to rplenish half way along. It may be worth forfeiting the extra lives and energy tanks in favour of the safer route across the top.

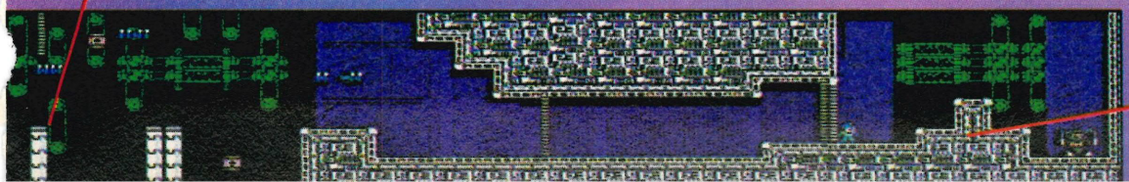
If you do take the sea route, make sure that you collect every power up, energy tank and extra life that you can find!

With the giant flies, wait until they start flying forward for the second time then either jump over or shoot them

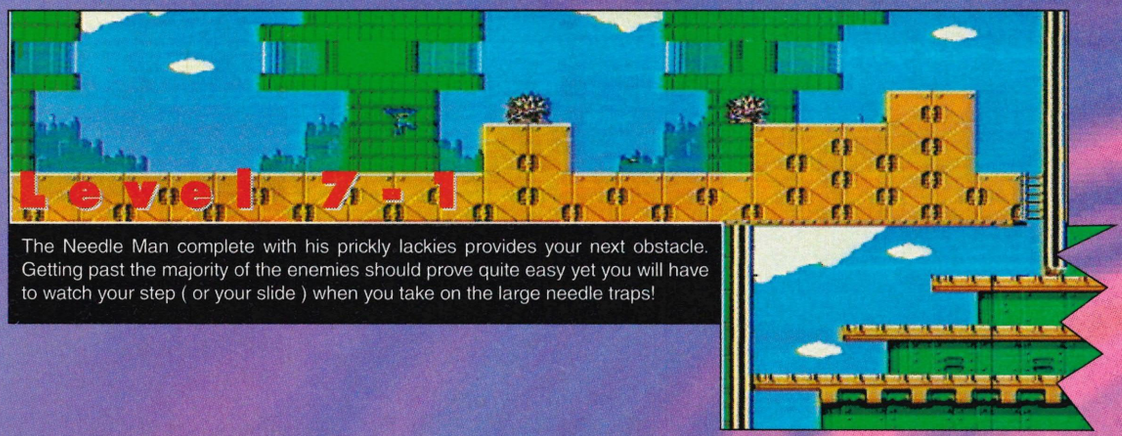


Its Gemin Man himself! The best offence is first to attack with the magnets, then when those run out, move in with the Shadow Blade. You may have to use an energy tank or two - if so, enter the code that 's on the next page to get back all nine tanks.

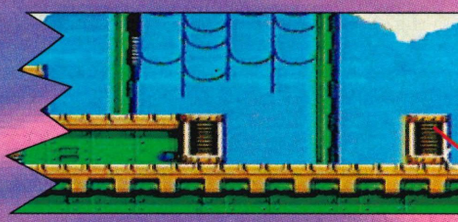
Kill as many of the fully formed bolts from the safety of solid ground, then immediately move on to the next safe section n before taking out the next lot. Be patient and you should persevere!

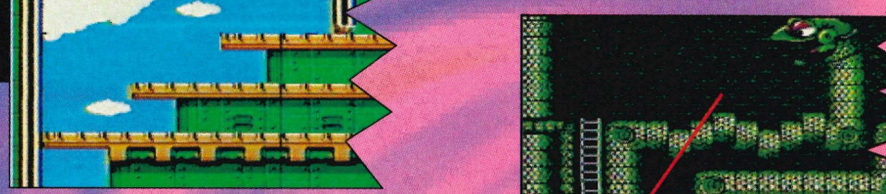


Spark Man may look nasty but as long as you avoid his ball of electricity and bombard him with shots from the Shadow Blade, you should win the day very quickly and without any major loss/



The Needle Man complete with his prickly lackies provides your next obstacle. Getting past the majority of the enemies should prove quite easy yet you will have to watch your step (or your slide) when you take on the large needle traps!

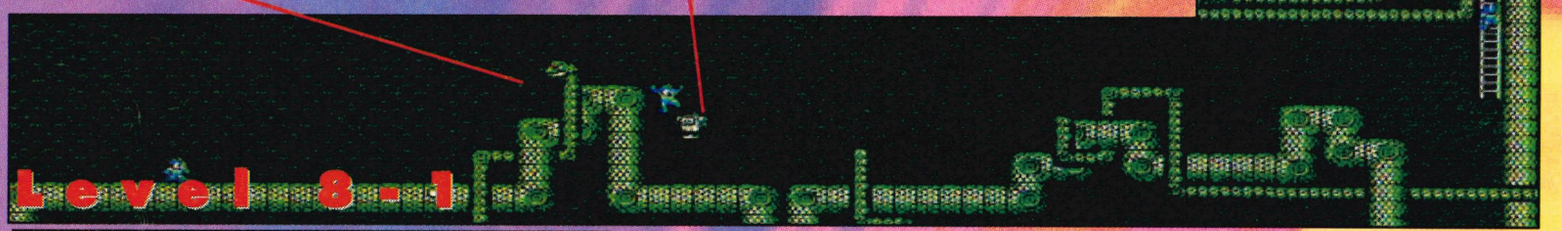




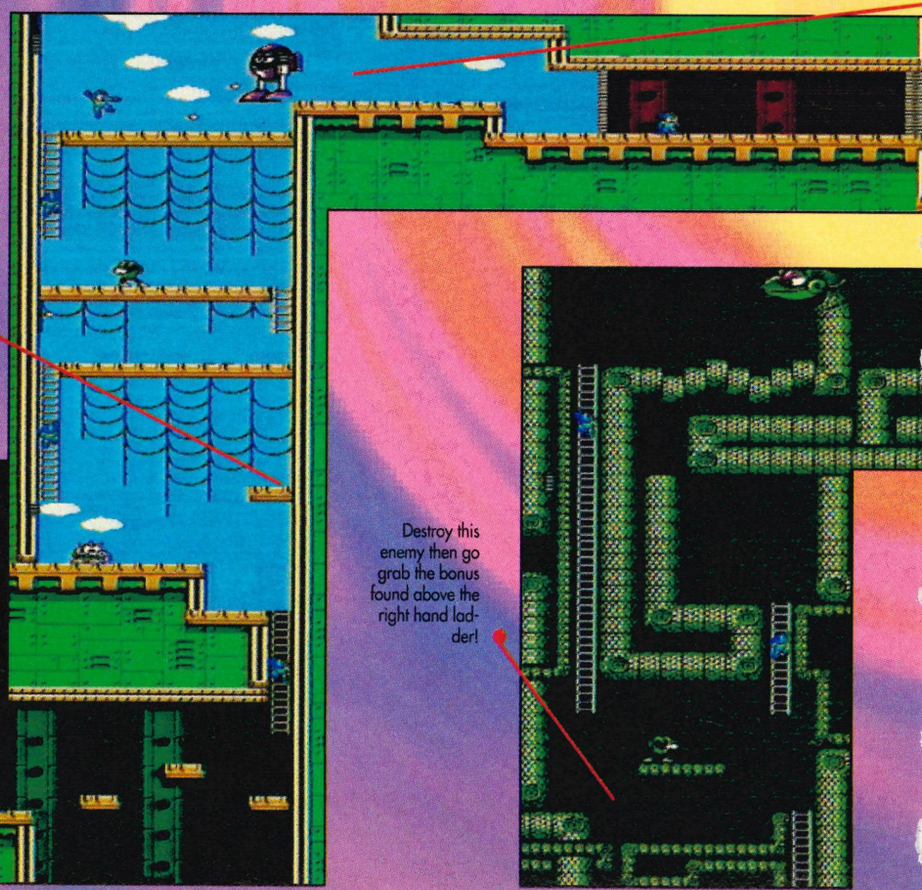
Just use your normal gun to deal with these snakes.

Watch out for the manic creatures that leap about at the bottom here - fire as you drop down.

Stand on the very left hand side and jump up while firing to shoot this giant snake in the head.



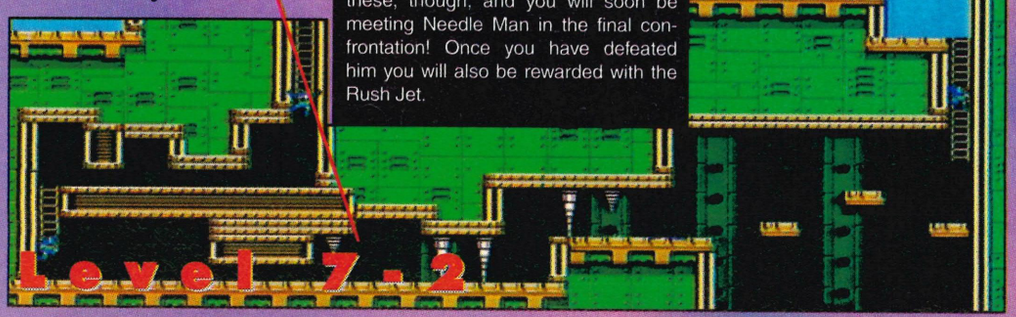
Snakes and more snakes make up the picturesque level of the Snake Man. Hundreds of snake like statues come alive and start attacking you while pole vaulting enemies make life more than a little difficult and most infuriating later on. The usual round of precarious leaps and ducking and weaving is evident in the latter stages too, making this level one of the toughest yet.



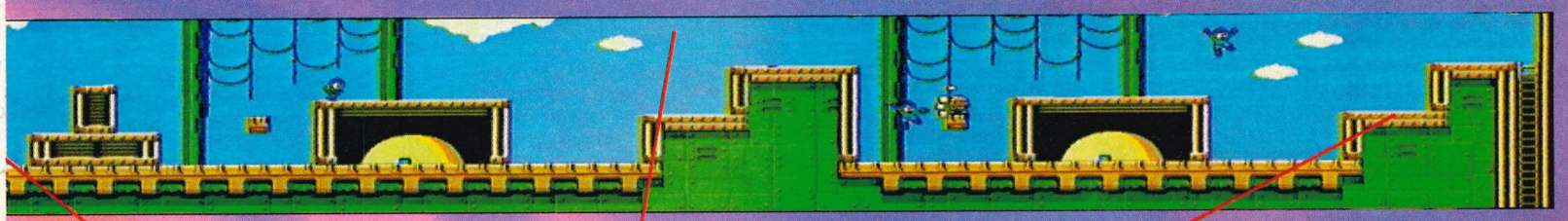
Defeat the porcupine then go grab the energy tank!

To avoid the Spikes, slide back and forth until the way is clear by the first one, then run past each subsequent one when it's retracting in to the roof.

There's really little else to deal with on the Needle Man level now except for the Spike Traps that threaten to do you a permanent mischief.Get safely past these, though, and you will soon be meeting Needle Man in the final confrontation! Once you have defeated him you will also be rewarded with the Rush Jet.



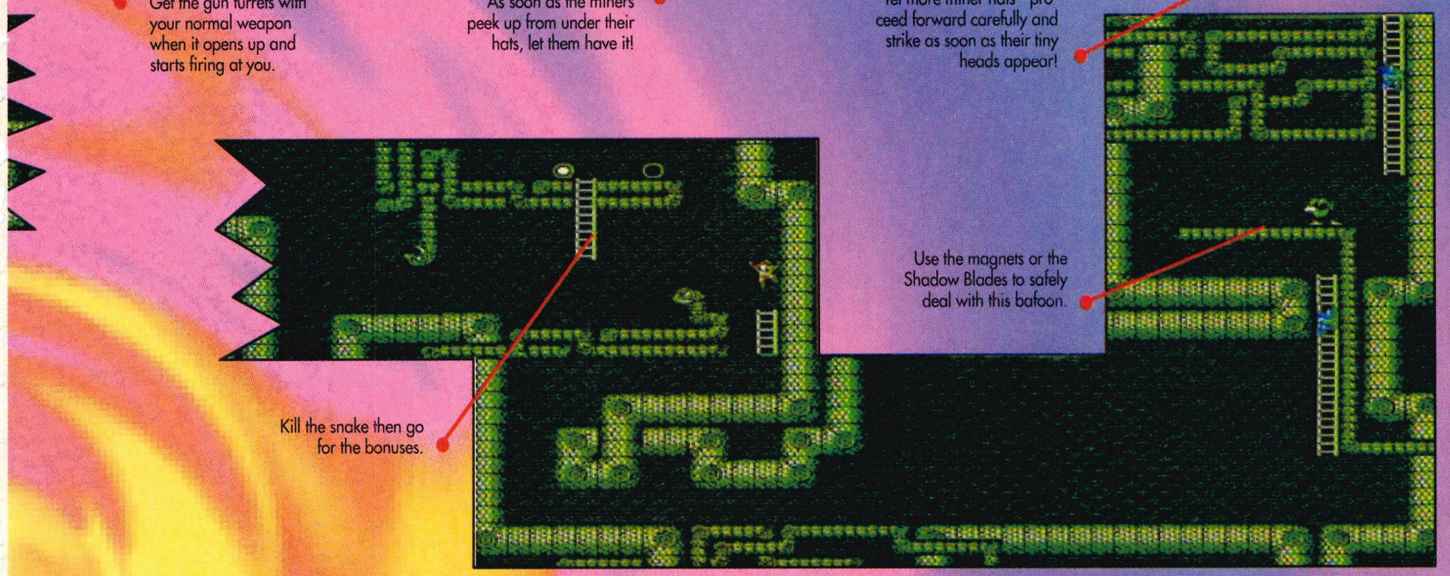
Destroy this enemy then go grab the bonus found above the right hand ladder!



Get the gun turrets with your normal weapon when it opens up and starts firing at you.

As soon as the miners peek up from under their hats, let them have it!

Yet more miner hats - proceed forward carefully and strike as soon as their tiny heads appear!



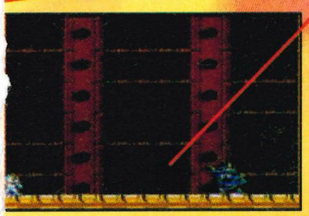
Use the magnets or the Shadow Blades to safely deal with this bafoon.

Kill the snake then go for the bonuses.

Level 8 - 2

Needle Man can be destroyed quickly and easily by bombarding him with the Gemini Beam. If you are having problems hitting him face on, ricochet the beam off of the walls.

Slide under this metal monster when he jumps into the air.



Deal with the vaulters by keeping your distance until they let go of their stick and then jump over them and 'keep on running'!

Mega Passwords!

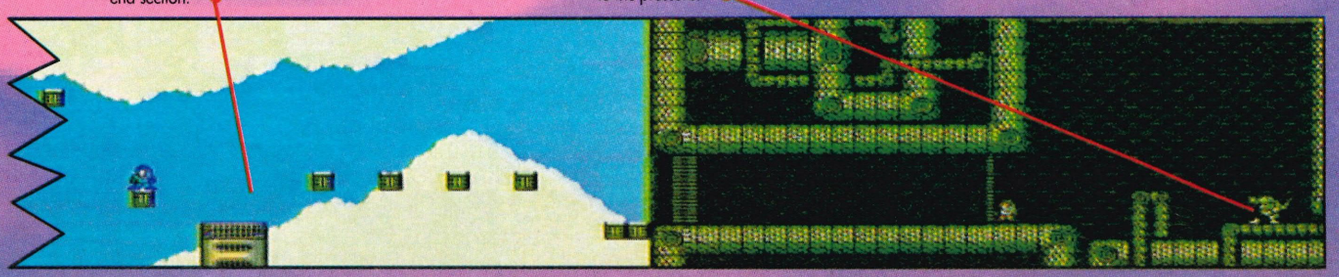
On defeating...

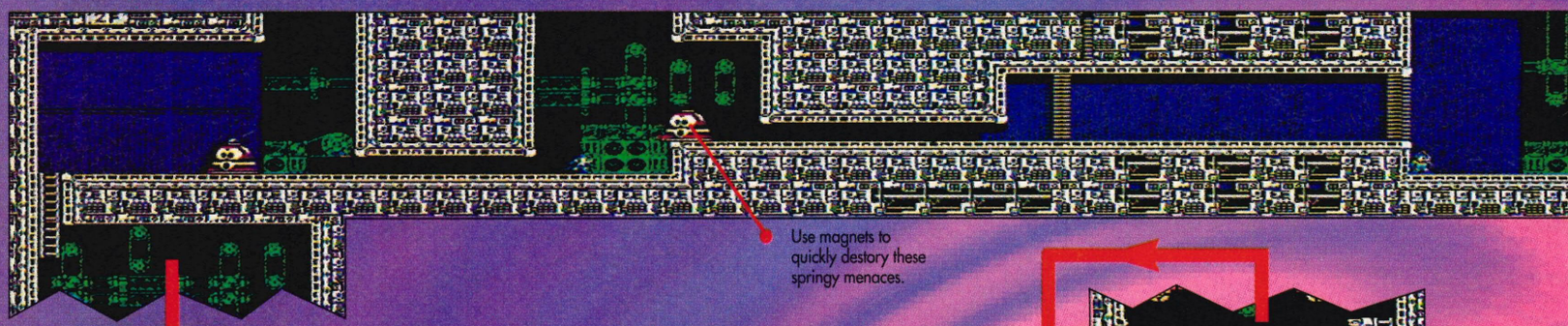
Needle Man - A3 (A), A6 (R), C4(R), D3 (B), F4 (B) (Includes The Rush Jet)

Snake Man – A3 (B) A6 (R), B5 (B) , D3 (B), F4 (B)

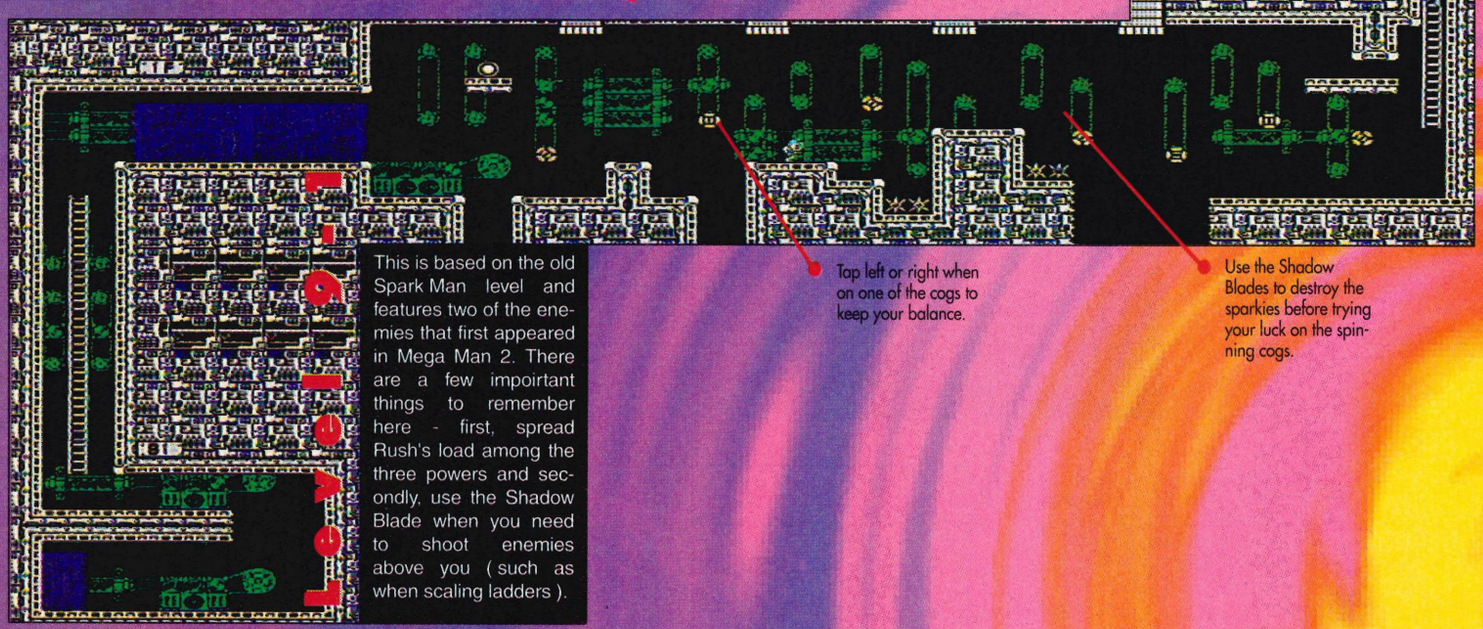
Use the Rush Jet to get through this rather tough end section.

Bombard the Snake Man with Needles and he will soon succumb to the pressure!





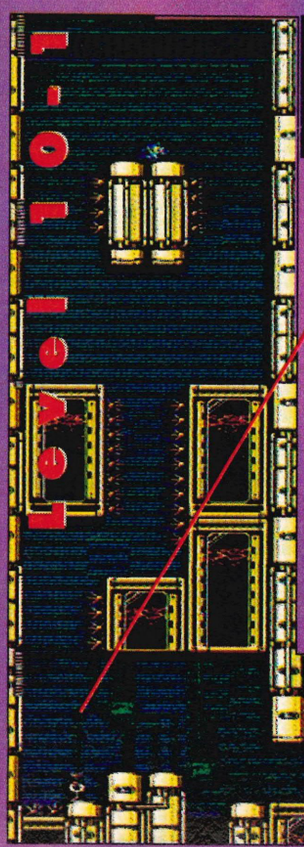
Use magnets to quickly destory these springy menaces.



This is based on the old Spark Man level and features two of the enemies that first appeared in Mega Man 2. There are a few impoirtant things to remember here - first, spread Rush's load among the three powers and secondly, use the Shadow Blade when you need to shoot enemies above you (such as when scaling ladders).

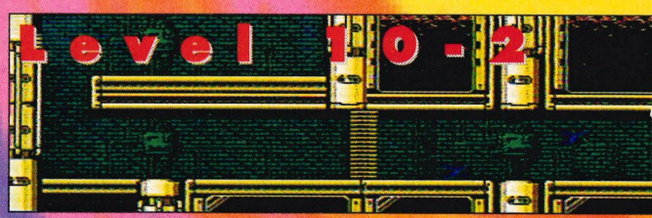
Tap left or right when on one of the cogs to keep your balance.

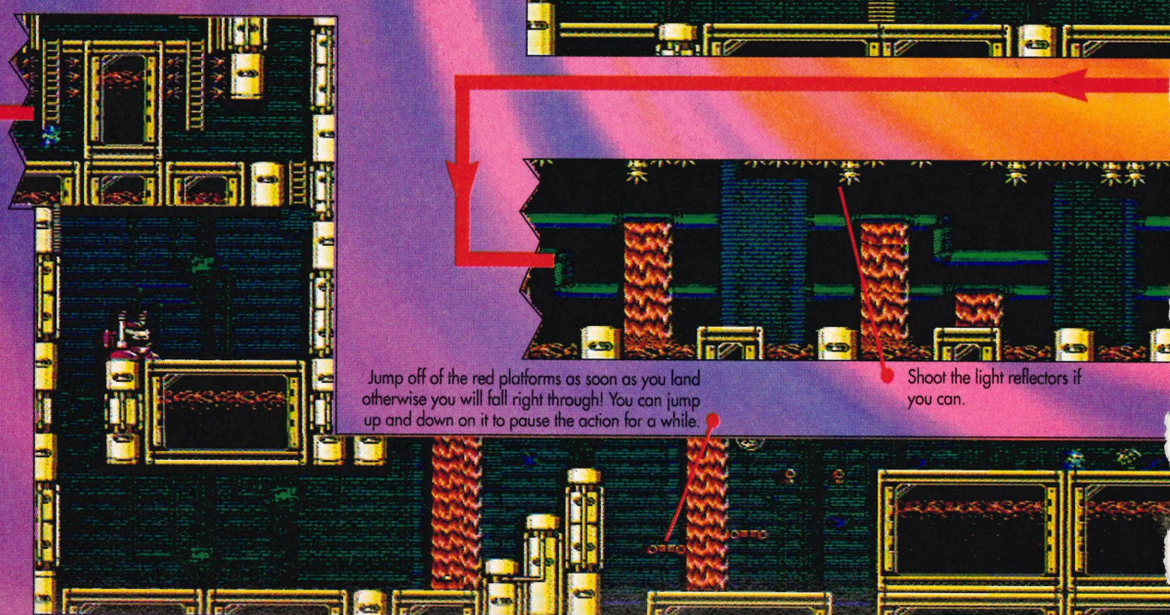
Use the Shadow Blades to destroy the sparkies before trying your luck on the spinning cogs.



Level 10 is a variation on the Shadow Man stage, and, as such, it contains a few familiar enemies and traps as well as a few new ones, such as collapsing platforms and spike lined walls. Suffice to say that this is one infuriating level!

Land to the right otherwise you will meet a gruesome end on these spikes!





Jump off of the red platforms as soon as you land otherwise you will fall right through! You can jump up and down on it to pause the action for a while.

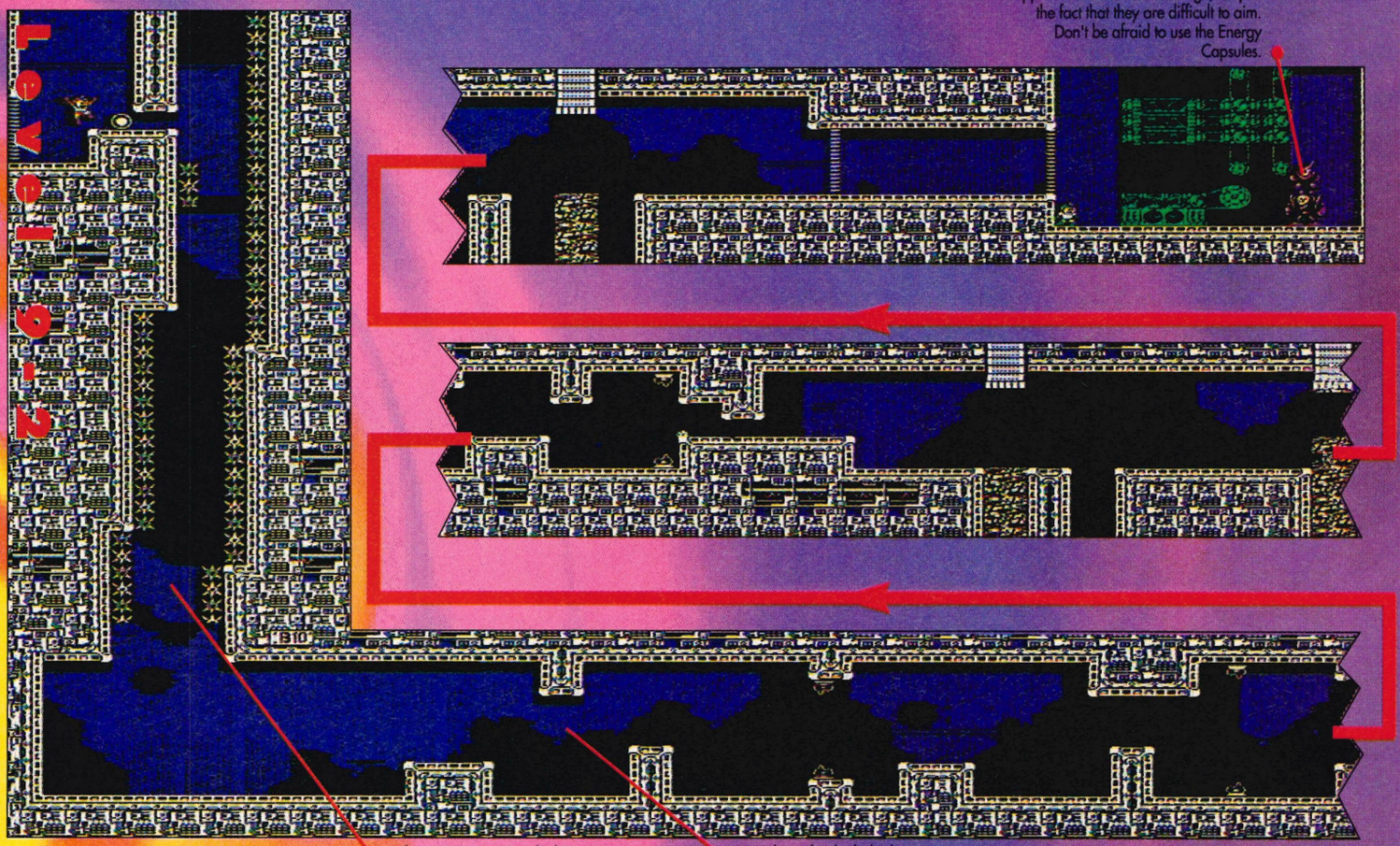
Shoot the light reflectors if you can.



Defeat Metal Man with the Magnet Missiles.

Level 2

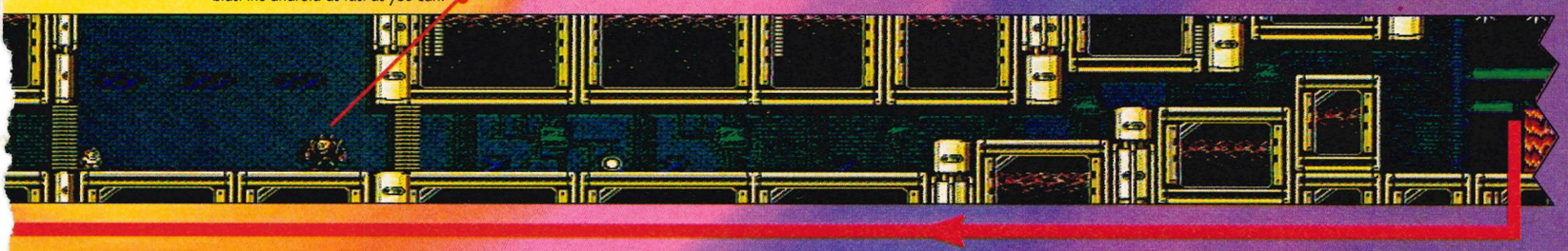
Quick Man is a little slippery. Try to shoot him with the Snakes since these appear to do the most damage, despite the fact that they are difficult to aim. Don't be afraid to use the Energy Capsules.

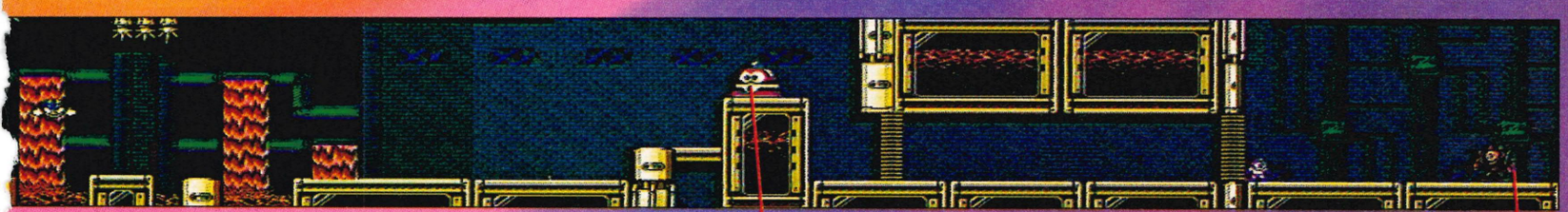


Either use pause or study this map carefully before attempting to jump down this vertical section!

Watch out for the bolts that shoot at you from the left!

Wood Man faces Mega Man next. Needles prove effective against him, yet you will have to wait until he has shot the shield at you, though. When he has, jump over it and then blast the android as fast as you can!

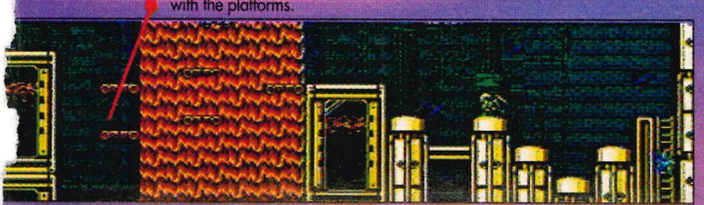




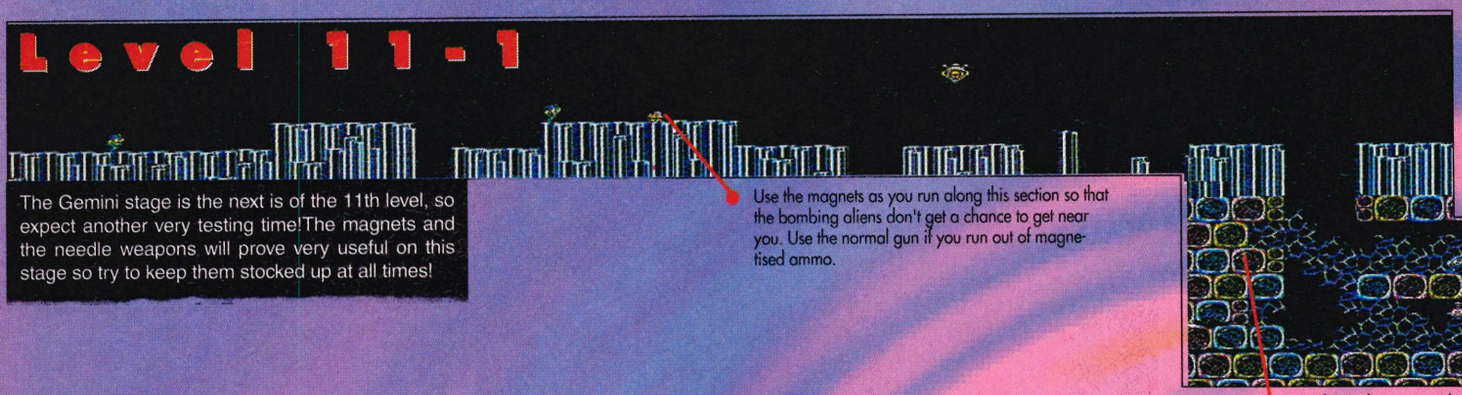
Try using the Rush Jet if you are having problems with the platforms.

Use the magnets to get this guy before he shoots you with too many missiles!

Use the Shadow Blade to destroy Heat Man. As soon as you shoot him, he will turn in to a fire rod and shoot towards you - jump over him, then face his way so that, as soon as he forms again, you can shoot him.



Level 11-1



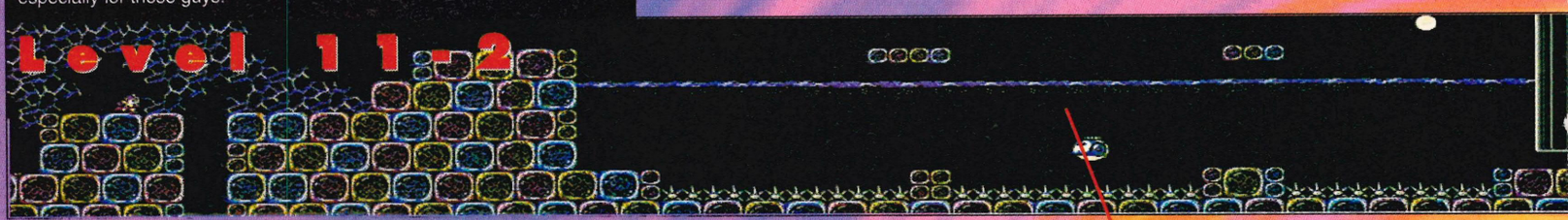
The Gemini stage is the next is of the 11th level, so expect another very testing time!The magnets and the needle weapons will prove very useful on this stage so try to keep them stocked up at all times!

Use the magnets as you run along this section so that the bombing aliens don't get a chance to get near you. Use the normal gun if you run out of magnetised ammo.

Use the Rush Jet to reach the secret tank at the top of the screen.

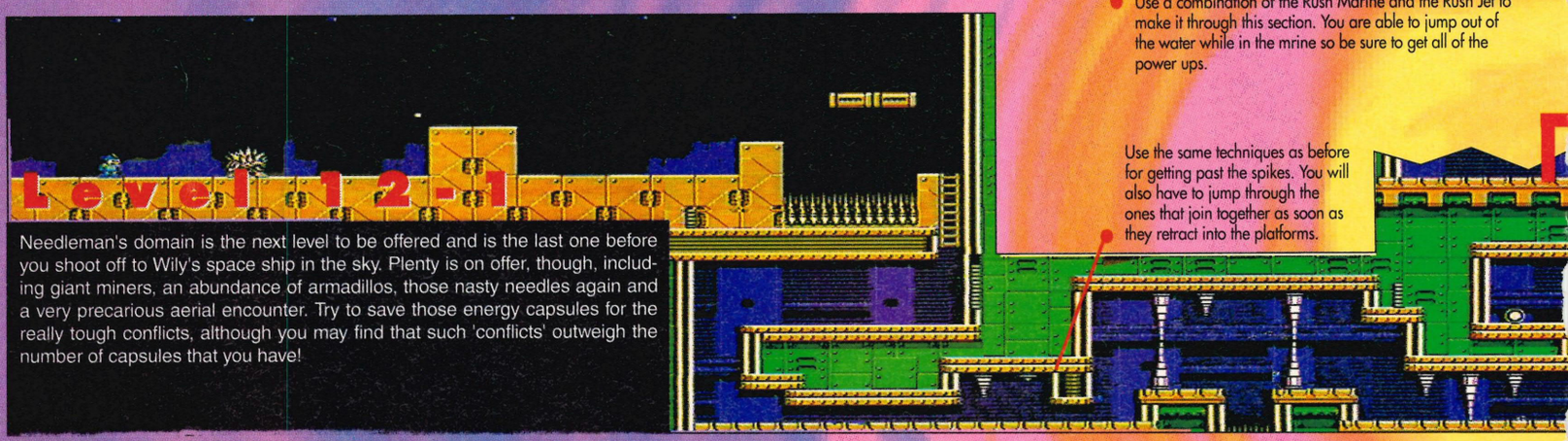
The second section of stage 11 features even more traps than before! There are some awkward enemies too which crawl along the ground – the best weapon, certainly the easiest to use, is the Magnet so save it especially for these guys!

Level 11-2



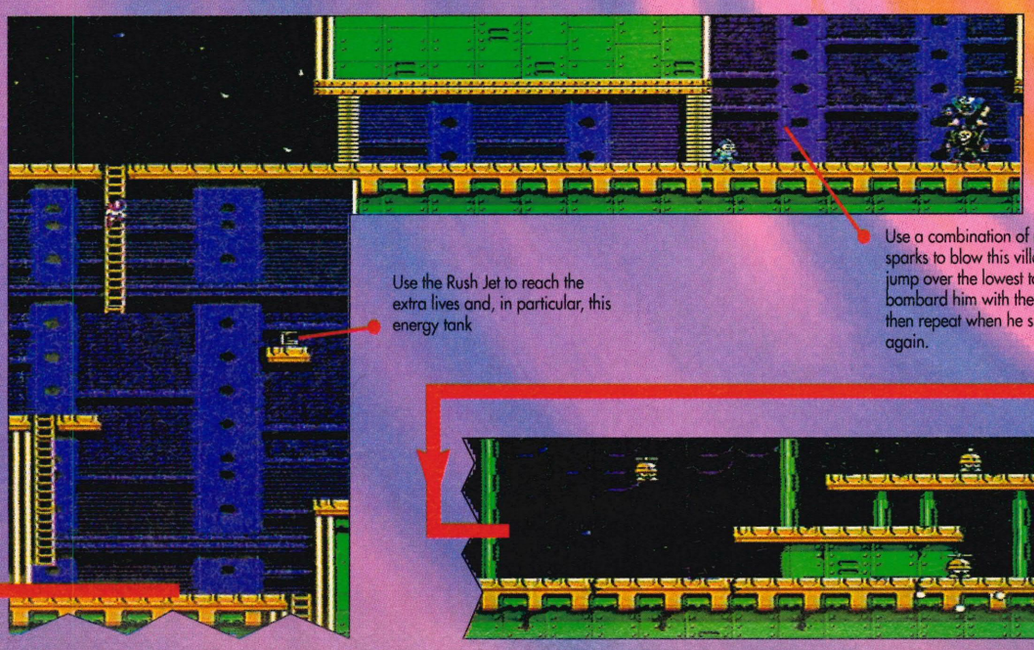
Use a combination of the Rush Marine and the Rush Jet to make it through this section. You are able to jump out of the water while in the mrine so be sure to get all of the power ups.

Level 12-1



Needleman's domain is the next level to be offered and is the last one before you shoot off to Wily's space ship in the sky. Plenty is on offer, though, including giant miners, an abundance of armadillos, those nasty needles again and a very precarious aerial encounter. Try to save those energy capsules for the really tough conflicts, although you may find that such 'conflicts' outweigh the number of capsules that you have!

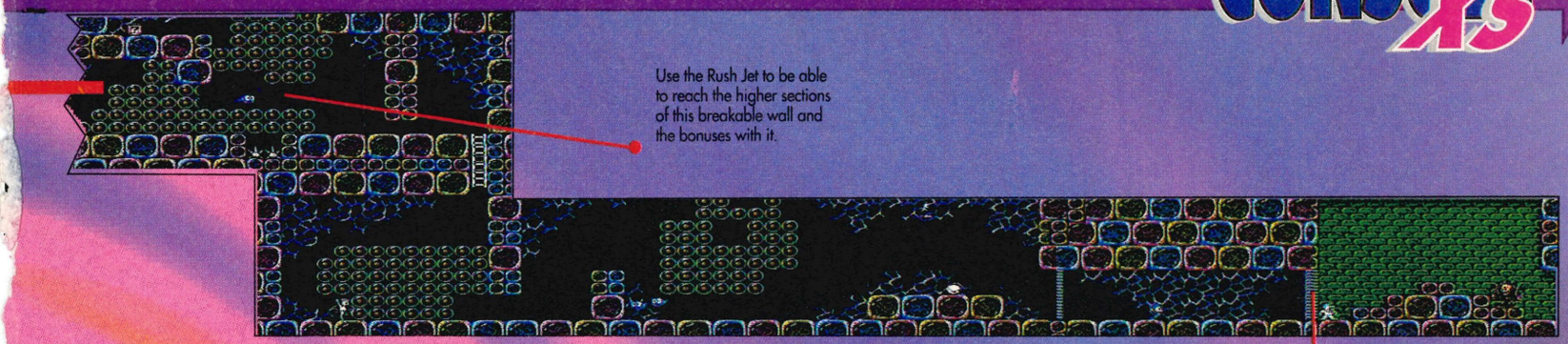
Use the same techniques as before for getting past the spikes. You will also have to jump through the ones that join together as soon as they retract into the platforms.



Use the Rush Jet to reach the extra lives and, in particular, this energy tank

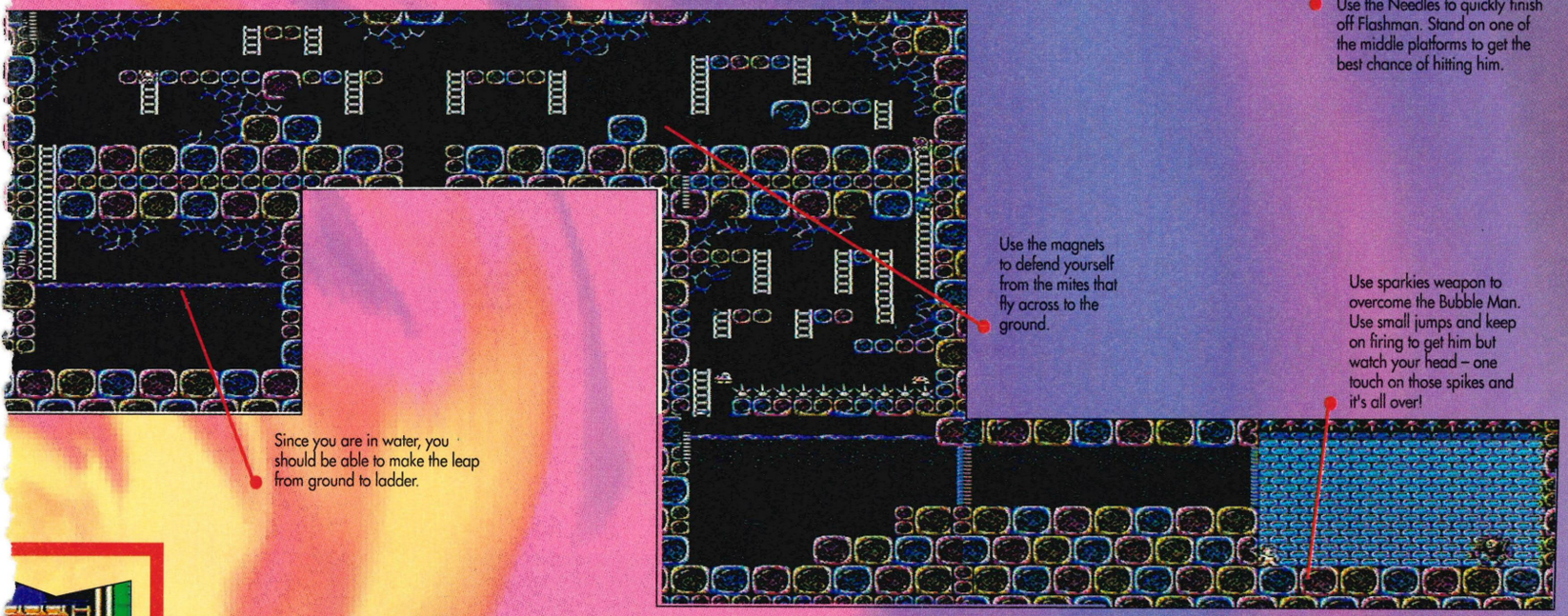
Use a combination of magnets and sparks to blow this villain away. First, jump over the lowest tornado and then bombard him with the chosen weapon, then repeat when he shoots at you again.

Leve



Use the Rush Jet to be able to reach the higher sections of this breakable wall and the bonuses with it.

Use the Needles to quickly finish off Flashman. Stand on one of the middle platforms to get the best chance of hitting him.



Use the magnets to defend yourself from the mites that fly across to the ground.

Use sparkies weapon to overcome the Bubble Man. Use small jumps and keep on firing to get him but watch your head – one touch on those spikes and it's all over!

Since you are in water, you should be able to make the leap from ground to ladder.



12-2

Shoot the enemies and collect the spoils, using them to increase the power of the Rush Jet. Only when it's at full capacity should you try crossing this great ravine!

To survive this particular section you will need to power up your Rush Jet power. Its then into the fray, with giant miner hats, complete with thrusting jets (oo-er missus) attack you. Keep attacking him with your normal gun, aimin for the red cross on his head. It may take a while, but eventually you will win through!

As soon as you have collected the capsule here, immediately slide in the opposite direction other wise you will slide right off towards an untimely death!

To avoid the Dragon flies, keep ducking and weaving. Be sure to grab the power capsules and make sure that you are over solid ground if you pause!



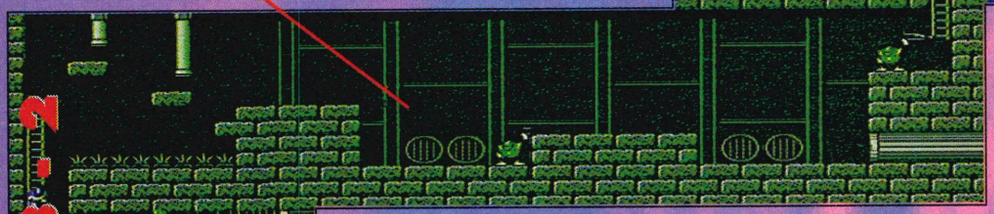
Just before this stage you will need to face Break Man once again – use the same tactics as before to defeat him.Then comes the 13the stage - use the Rush Jet to get around to the extra life on the left hand side then head left, using the normal gun to defeat the top spinners. At the left edge, use the top of the ladder as a platform so that you can reach the Energy capsule.



Again, use the Rush Jet here. If you are out of power, go down the ladder and shoot the enemies until you find enough!

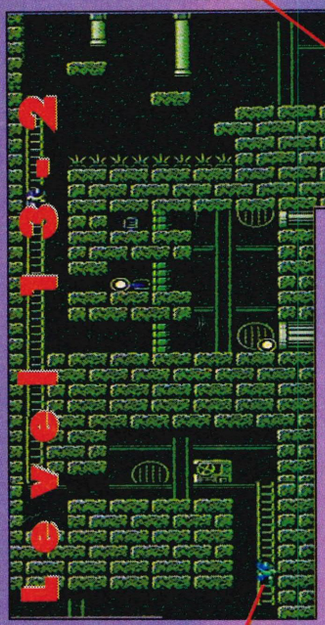


Use the Rush Jet to fly through this section, thus helping you to avoid the trouble going on below.



To destroy these Turtle type characters, use the Shadow Blades. Don't try hitting the metal ship – it's destroying the turtles that does the damage.



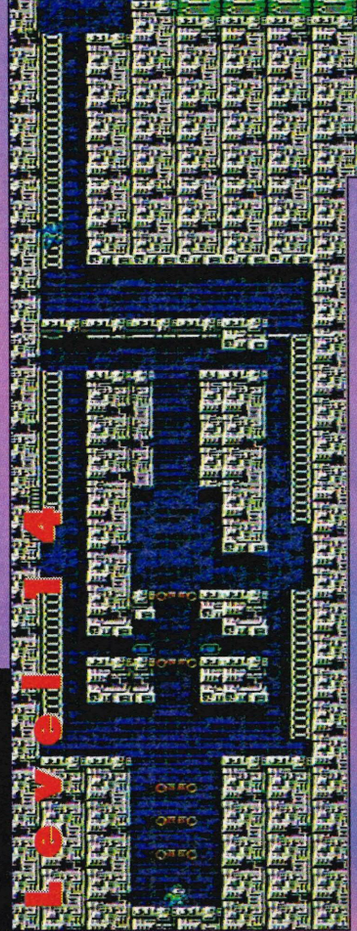


Use the Hard Knuckle to break through the green barriers, then, if need be, fall from the top of the ladder so that you can squeeze through the gap.

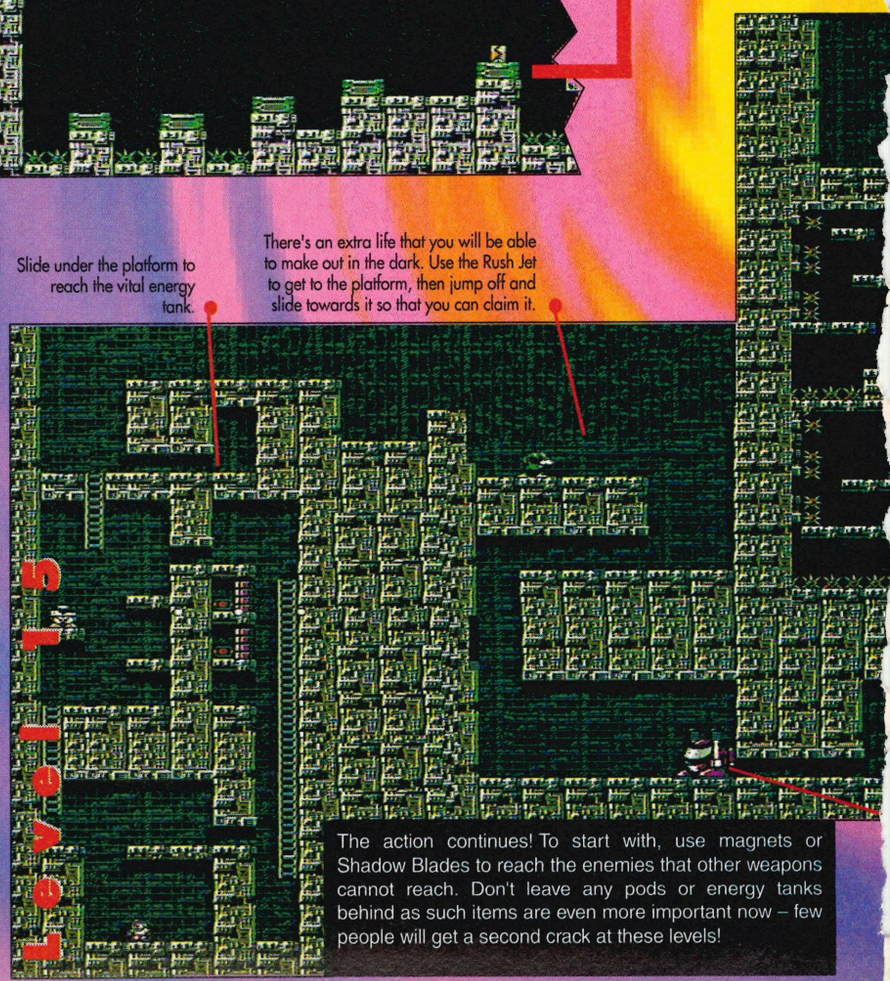


Slide under the platform to reach the vital energy tank.

There's an extra life that you will be able to make out in the dark. Use the Rush Jet to get to the platform, then jump off and slide towards it so that you can claim it.



The fourteenth level doesn't pose too many problems that you have't already encountered. You will need to be careful when crossing the metal molar traps at the top of the level since bees attack you at the same time. Try jumping up and down on them so that you avoid the chompers which wil give you a good chance to shoot the winged insects.



The action continues! To start with, use magnets or Shadow Blades to reach the enemies that other weapons cannot reach. Don't leave any pods or energy tanks behind as such items are even more important now – few people will get a second crack at these levels!

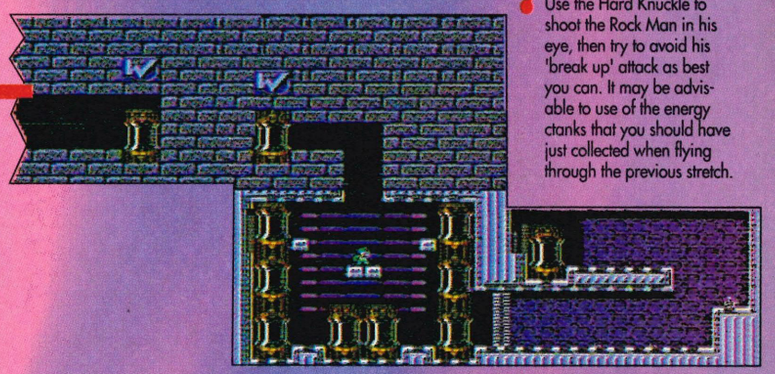




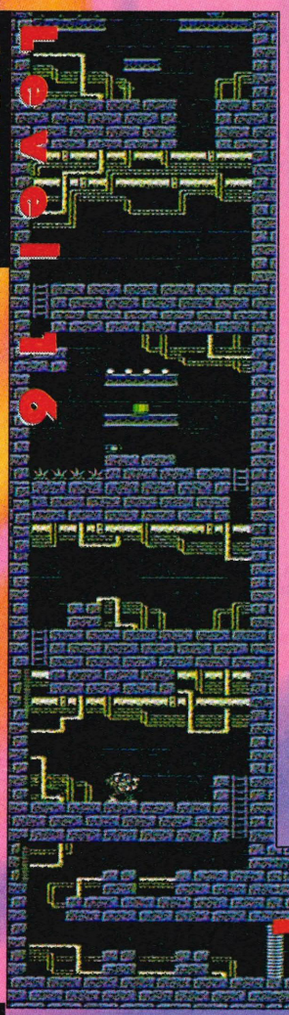
It's just as easy to jump through this section rather than waste the power of the Rush Jet. Keep shooting so that the penguins don't get you!



Use the Hard Knuckle to shoot the Rock Man in his eye, then try to avoid his 'break up' attack as best you can. It may be advisable to use of the energy tanks that you should have just collected when flying through the previous stretch.

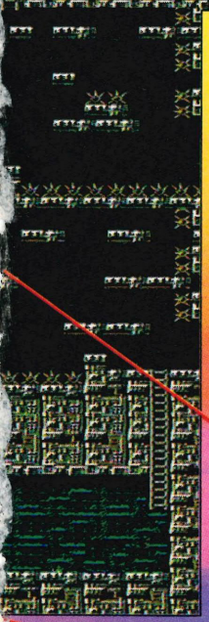


In this section you will need to fight all of the robots created by Wily again, so make sure that you fill up all of your powers. There's also a trash throwing monster to deal with, but a few shots from your normal gun should do the trick. Use the following powers on each enemy: Needle Man – Gemini Beam; Gemini Man – Search Snake; Hard Man – Magnet Missiles/Hard Fist; Top Man – regular gun; Shadow Man – Shadow Blades; Spark Man – Spark/Shadow Blades; Magnet Man – Shadow Blades; Snake Man – Needles



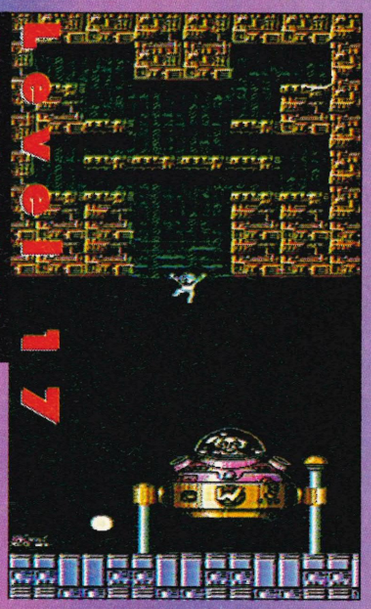


Against your clone you first need to choose a place to shoot from and then just use your normal gun. Only one of the clones can be hurt, yet it is very difficult to tell which one so you might as well stand on the middle platform and fire away!



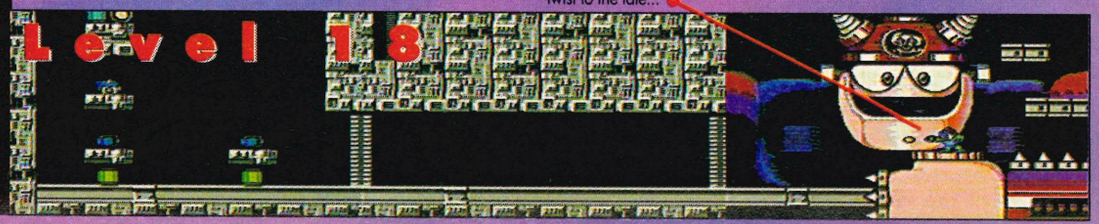
These moving platforms are deceptively easy to negotiate, although, if you aren't totally confident of your ability, use the Rush Jet instead.

To begin with, stock up your Search Snake and Hard Knuckle powers, then head down to the Bug! Against this monstrosity, you first need to break the gun with the Hard Knuckle, then, when Wily appears, fly up with the Rush Jet and blast him away.If you run out of power, get underneath the bug and fire the Shadow Blade up towards him.



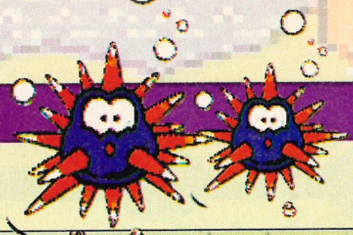
When Wily appears, work your way up to the right and jump towards the cockpit firing Search Snakes. These are the only items that effect the doctor, yet it will still take some time. Beat him, though, and you can enjoy the 'emotional' end credits! There's a nice twist to the tale...

Finally – this is really the final confrontation!Stock up on Shadow Blades and Search Snakes, and then enter! For the first part of the monster, stand below the guy controlling the monster and then jump up and fireShadow Blades directly into him.He will soon succumb, and Wily will return.



Slide under these metal monsters when they jump up.





No one could have believed that *Super Mario World* would be such a massive solution for CONSOLE XS to undertake. We always realised that there were 96 levels but the sheer task of converting all that action into maps and tips was one of the most awesome projects we have ever completed. The last sections of *Super Mario World* are the eight Special Stages encountered in the centre of the Star Road. You can complete the game without them, but the whole game changes graphically and sonically when you do. Not surprisingly, these final levels are the toughest in the game so a CONSOLE XS solution is just what Mario ordered.

SUPER NES

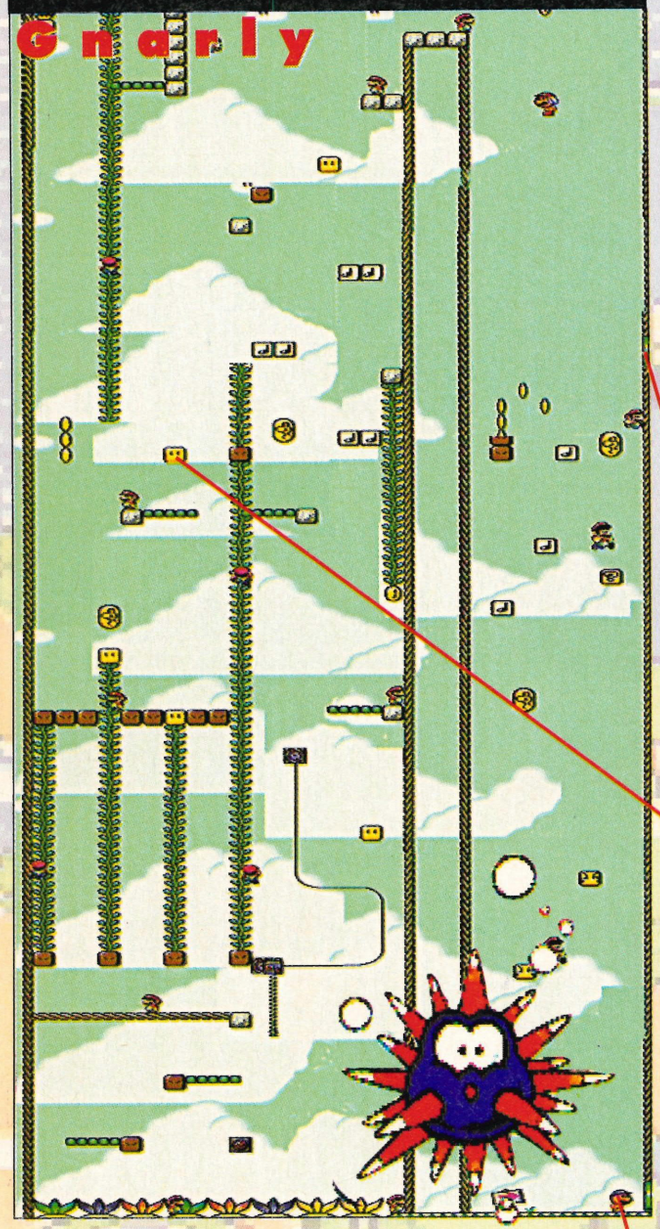
NINTENDO ● FREE ● PLATFORM ADVENTURE

SUPER MARIO WORLD



Gnarly

The Gnarly level is definately the entry level to the special zones. It is incredibly easy to complete if you just want to whizz through but finding the hidden bonuses requires much more skill. Mario must learn to carry the "P" switch up and down ropes as well as not droppping it as he jumps between small ledges.



Get to the top of the level and activate the "P" block found opposite. Jump off the edge and push hard right – adjacent to this pipe is a block allowing you to enter and get the bonues.

Here's the "P" block, if you drop it on the way up you will have a long climb back up but you can also lose it forever, in this case, quit the level and start again.

Here's the exit, this way takes you to the end of the bonus section without picking up any bonuses , it is the safe option. Who wants to be safe! The best route is take the green tube and get loads of 1-ups and bonuses.

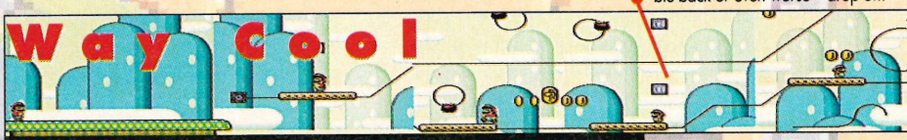
Tubular



Tubular is one of the toughest levels in *Super Mario World* because you must become inflated and avoid all the Chargin' Chucks and Koopas. American footballs become lethal weapons and all the time you have to keep tapping the jump button to stay afloat. It really is a nightmare.

Pop this "P" block to change the coins to blocks and get a pill from the block to become balloon Mario.

Way Cool



OK, there are many paths to take on this cable car level but here is the one that best does the job. Ignore the first switch, hit the top one in the next pair and then hit the second one in the next group. This should take you to the bonus pipe. Now use the cape to fly over the rest of the level.

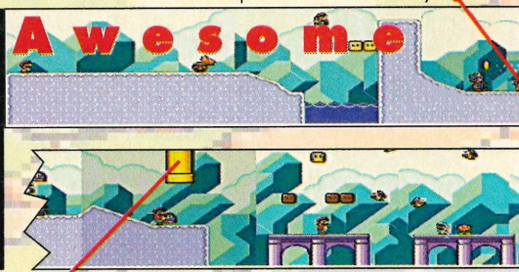
Mario must hit the switches in order or the path ahead will double back or even worse – drop off.



Awesome

Now this is hard, the guys at even our best Mario fanatics lost a few lifes trying to complete this level intitially. It's easy to get extra lives by using your immunity icon to smash the Koopas into next week, after ten you get a life for each one. The real problem is leaping between the small, slippery platforms near the end. The air is black with Bullet Bills and you still have an amazing jump at the end to make!

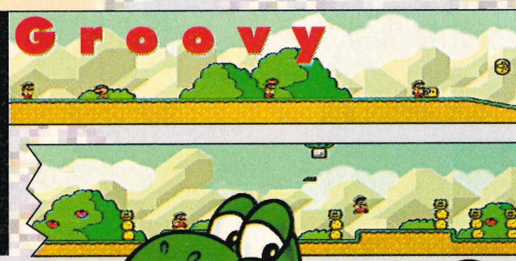
Get a good run up and race through this level bouncing on all the Koopas and shells to cross safely.

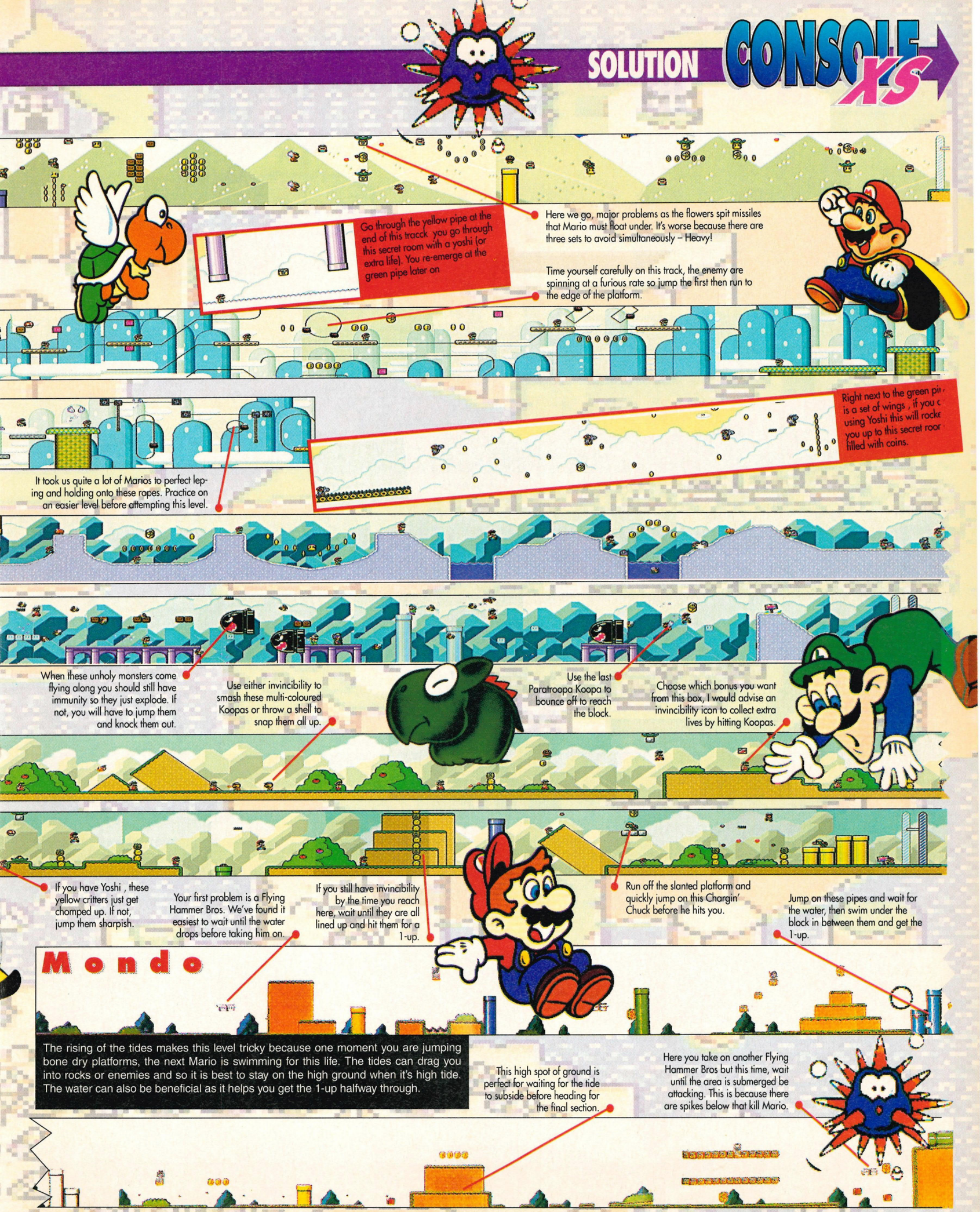


Get to here an you get immunity for a while, use it to get extra lives and as far as possible before the magic wears out (just like life).

Groovy

If you've paid attention to the Mario demo at the start of the game then you may well recognise the start of the Groovy level. It's just a question of pegging it straight through, collecting invincibility at the start and using it to destroy anything in your path. Get Yoshi to start off with and you shouldn't have any trouble eating the yellow creatures or the wimpy Koopas.




Here we go, major problems as the flowers spit missiles that Mario must float under. It's worse because there are three sets to avoid simultaneously – Heavy!
Go through the yellow pipe at the end of this tracck you go through this secret room with a yoshi (or extra life). You re-emerge at the green pipe later on
Time yourself carefully on this track, the enemy are spinning at a furious rate so jump the first then run to the edge of the platform.
Right next to the green pi is a set of wings , if you using Yoshi this will rocke you up to this secret roor filled with coins.
It took us quite a lot of Marios to perfect lep-ing and holding onto these ropes. Practice on an easier level before attempting this level.
When these unholy monsters come flying along you should still have immunity so they just explode. If not, you will have to jump them and knock them out.
Use either invincibility to smash these multi-coloured Koopas or throw a shell to snap them all up.
Use the last Paratroopa Koopa to bounce off to reach the block.
Choose which bonus you want from this box, I would advise an invincibility icon to collect extra lives by hitting Koopas.
If you have Yoshi , these yellow critters just get chomped up. If not, jump them sharpish.
Your first problem is a Flying Hammer Bros. We've found it easiest to wait until the water drops before taking him on.
If you still have invincibility by the time you reach here, wait until they are all lined up and hit them for a 1-up.
Run off the slanted platform and quickly jump on this Chargin' Chuck before he hits you.
Jump on these pipes and wait for the water, then swim under the block in between them and get the 1-up.
Mondo
The rising of the tides makes this level tricky because one moment you are jumping bone dry platforms, the next Mario is swimming for this life. The tides can drag you into rocks or enemies and so it is best to stay on the high ground when it's high tide. The water can also be beneficial as it helps you get the 1-up halfway through.
This high spot of ground is perfect for waiting for the tide to subside before heading for the final section.
Here you take on another Flying Hammer Bros but this time, wait until the area is submerged be attacking. This is because there are spikes below that kill Mario.





Mondo cont

Go through the blue pipe next to the suspended extra life and you will be taken to this secret room high in the clouds. The room is fairly drab except for a bountiful supply of coins and a special coin. Without this room you cannot get an extra life for five speical coins.

Outrageous is right! This level contains swarms of bullet Bills and is made particularly tricky by having to carry a spring past the most complicated bit. Once you have cleared the pipe the level gets even more treacherous with exploding Bob Ombs and Flying Hammer Bros. Good luck.

The path through the cannons is very dangerous but a steady run while carrying the spring will prevail. You can jump on the bullets so use them to leap higher. You need the spring to clear the final yellow pipe.

Outrageous

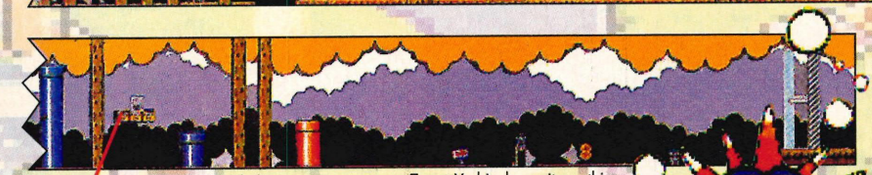




These blocks explode to reveal hungry Bob Ombs. Don't let them explode near you or it's curtains.

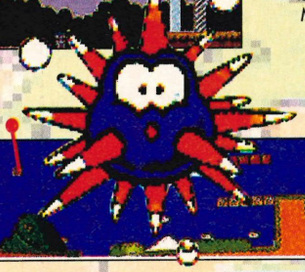
Grab this bonus to use in case you get hit by a bullet. You will very rarely make a totally clean run.





Just when you needed it most, here is a bonus to protect you from any danger before the gate.

To get Yoshi who waits on this platform, throw a shell to break him open, then hit the "P" switch to drop him down.



This is a cunning section, use shells to clear any Sumo Brothers from the blocks then leap up into the chamber. If you are a super Mario then you can spin through the blocks in the middle, if not then throw a block to revolve a block and run through the gap. There is an invincibility star in the top right block, hit it and then quickly run down to collect it before it falls down the gap.



Funky

This is it, the last level in *Super Mario World* and some would say the most challenging.Basically the worst enemy here is the time limit because it's such a large level that you are hard pushed to make it out in time. Watch for the special message at the end congratulating you.



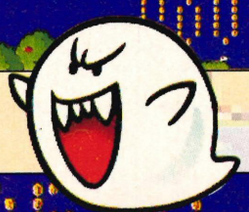
This is where a Chargin' Chuck is holding the pass. Use a shell to smash him out of the way, then jump on him twice.

Get Yoshi (you still have him don't you?) to eat the berries here and you can get a much needed 20 seconds to help you complete the level.

Take time to get these two bonuses here.



As you pick up the blocks to hit the bonus, make sure you don't take away the ground you are on and fall into the abyss.



Well done, you are just about to complete the special levels and change the whole game.Don't pause to admire the letters, you may run out of time. That would be embarrasing!





WIN A UK SUPER NES!



The very latest and most sought after 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 a meare phone call away!

SUPER NES COMPO FORM

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Simply dial 0891 662563 and listen to the three easy multiple choice questions on the recorded message. Fill in your details 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 November wins.

Your answers
Question 1
A☐ B☐ C☐
Question 2
A☐ B☐ C☐
Question 3
A☐ B☐ C☐

Name.....

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Rules and things
Tick the appropriate boxes on this coupon and send it or a photocopy to Super NES Compo, Console XS, Durham House, 124 Old Christchurch Rd, Bournemouth, BH1 1NF. All entries must be in by the end of November. 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 this competition will be announced in the next issue of Console XS.

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DATEL ACTION REPLAY PRO CODES

Mega Drive

We have been inundated with hundreds of codes for your favourite games, so we thought it best to save them up and print a huge Datel extravaganza! Datel created the Pro version so that you could make up your own infinite lives cheats and help you through the toughest games but it has the added attraction of being able to send them in to help other distraught readers. Best codes each issue wins the highly desirable CONSOLE XS t-shirt. So get cracking!

BURNING FORCE
FFB25 C00Ø4
Infinite lives

DICK TRACY
FFFD6 B00Ø3
Infinite lives

DINO LAND
FFF5A 300Ø3
Infinite balls

DJ BOY
FFA18 900Ø4
Infinite lives

FIRE SHARK
FFØ28 700Ø3
Infinite lives
FFØ42 B00Ø3
Infinite bombs

GHOSTS AND GHOULS
FFBØ4 900Ø
Infinite time

INSECTOR X
FF98Ø 300Ø7
Infinite lives

JUNCTION
FFCCA 700Ø19
25 balls (reset for infinite)

KLAX
FFØFD D00Ø14
Infinite lives

KRUSTY'S SUPER FUNHOUSE
FFØFF 300Ø3
Infinite lives

LAST BATTLE
FFFE1 500Ø99
Time set with last two digits
FFFEØ D00Ø48
Infinite lives

OUTRUN
FFFE1 500Ø99
Time set with last two digits

PHANTASY STAR II
FFC62 00005
Infinite money

QUIX
FFØØ6 FØØØ6
Infinite lives

RAMBO III
FFC1Ø 300Ø85
Infinite lives

SPLATTERHOUSE 2
FFØØF 8ØØØ3
Infinite lives
FFØØF 7ØØØ4
Infinite energy

STARFLIGHT
FF957 300FF
FF95D D00FF
Infinite fuel

FF978 10098
FF983 10098
Money



FF97A 50010
Cargo Pods

FF943 C0021
FFC34 B0015
Infinite time

STEEL EMPIRE
FFCB7 1Ø01E
Infinite energy
FFCB5 7ØØØ3
Infinite lives
FFCB5 7ØØØ3
Infinite smart bombs
FFC87 ØØØ6E
Fewer enemies



SUPER HANG-ON
FFØ55 4ØØ99
Time set with last two numbers

SUPER THUNDER BLADE
FFF82 AØØØ7
Infinite lives

TASK FORCE HARRIER EX
FF81Ø 8ØØØ4
Infinite lives

TAZ-MANIA
FFD45 B00Ø3
Infinite lives
FFD4B C0ØØC
Infinite energy
FFD4C B00Ø2
Invulnerability

THE TERMINATOR
FF147 D001F
Infinite energy

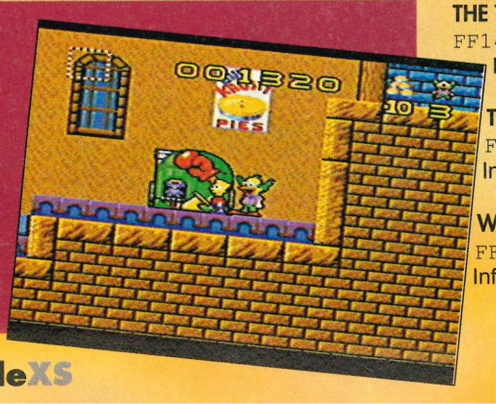
TWO CRUDE DUDES
FF46C B00Ø2
Infinite lives

WHIP RUSH
FFDØ2 8ØØØ5
Infinite lives

KRUSTY'S SUPER FUN HOUSE

Mega Drive

Passwords
Level 1 — HI KIDS
Level 2 — WHOAMAMA
Level 3 — FLANDERS
Level 4 — BROCKMAN
Level 5 — SIDESHOW



SPLATTERHOUSE 2

Mega Drive

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



FACTORY PANIC
Game Gear

Passwords

Level 1	—	TSMDCV
Level 2	—	TTNDCV
Level 3	—	TVPDCV
Level 4	—	TZTDCV
Level 5	—	THBDCV
Level 6	—	THBEDW
Level 7	—	THBGFY
Level 8	—	THBKJC
Level 9	—	THBSRK
Level 10	—	THCSSL
Level 11	—	THESUN
Level 12	—	MQANCZG
Level 13	—	MSCNCZG
Level 14	—	MWGNCZG
Level 15	—	MEONCZG
Level 16	—	MEOODAH
Level 17	—	MEOVJGN
Level 18	—	MEOCROV
Level 19	—	MEPCSPW
Level 20	—	MERCURY



SHINING FORCE
Mega Drive



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

Musical interlude
See the ending once, reset and go to the beginning. Select continue, when the picture is being displayed press down and start and press either A, B, or C. An ensemble appears and will play various tunes for you.

Range of healing
Select heal 3 for a character that can use heal 4. Press B while heal 3's range is displayed. Now select heal 4, and the range should be increased from one to three.

Increase your numbers
Hold down Up and start on player 2's joypad and switch the console on. During the Sega logo screen keep holding down A and start on player 1's joypad and A and C on player 2's joypad. Start on any stage you want, your main character should have a Forbidden box, use it and the party's level rises to nineteen.

Change names
Choose "from the beginning" and enter the main characters name. Move the cursor to End. While pressing down player 2's start, A, B, and C press down player 1's A or C buttons. You can now write in the names of all the other friendly characters. Choose End after entering each name.

FANTASY ZONE
Game Gear

Continue Mode
Wait for the "Game Over" screen to fade and go into the title screen then hold UP and button 1, then start the game. You will start on the same stage you died on.

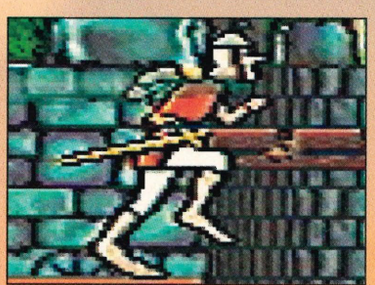


DEVIL CRASH
Mega Drive

Password	Ball
DEVIL CRASH	7
TECHN OSOFT	10
09563 35555	33
TF2hz TF3EM	10
LUCKY LUCKY	7

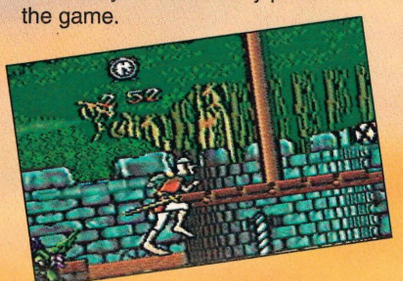
When you think that the ball is going out, press A and display password, then start the game. The game starts with the ball in your

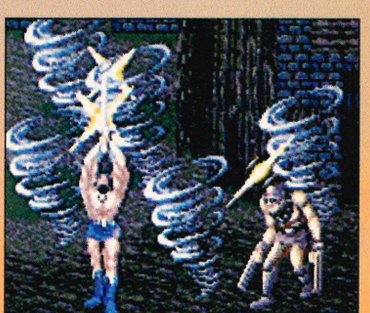




DRAGON'S LAIR
Super NES

Extra Lives
Locate the three extra lives available on level one, then simply return to collect them as many times as you want at any point in the game.



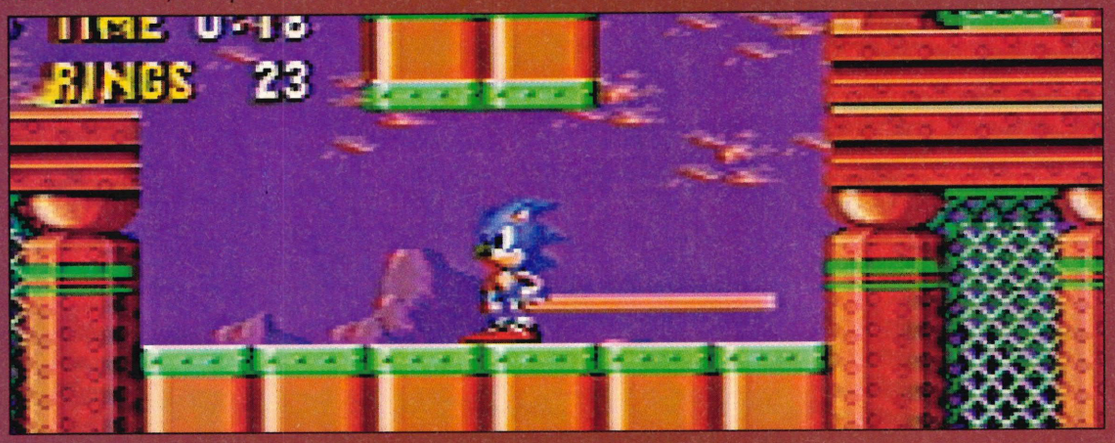


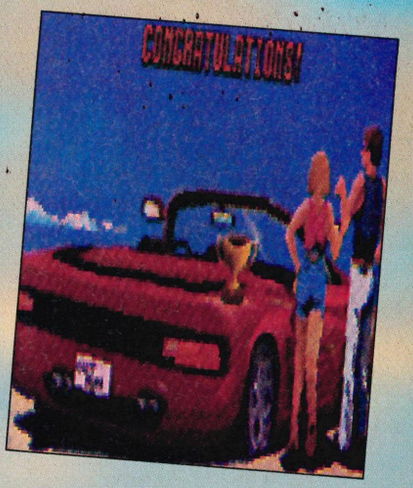
GOLDEN AXE 2
Mega Drive

Power Up Magic
In normal game mode, go to the boss of a stage, then keep pressing A until you finish him off. When the bonus stage is displayed, release button A. If your magic book is stolen, don't try to retrieve it. In the next round, if your character uses a magic by itself, you have succeeded and the magic gauge increases enormously. Don't build magic above your level otherwise the game will stop.

SONIC THE HEDGEHOG
Mega Drive

Extra points & Lives
To get 1ØØ,ØØØ points and two extra lives for completing the first level of *Sonic the Hedgehog*, first collect the four rings and quickly jump the mechanical insect. Keep on running until you get to the first ramp and press down to spin down it (this will splat the crab). Run up the next hill until you get to the third last ring, then jump in the direction you're travelling in. You should hit the invincibility icon and continue to the crest of the opposite hill. If you press downwards, you should pick up speed and Sonic will fly upwards. Press right, and Sonic will disappear off-screen. When he lands, he'll be as fast as the power sneakers without actually collecting them! Keep pressing the direction in which you're going, until you've passed the box with the arrow in it, then take your fingers off the D-button (Sonic will still be off-screen). When you're coming to the end of the second hill, jump, and if you're skilful enough you should clear the spikes, and hit the bonus panel containing two extra lives and the covetted1ØØ,ØØØ points.



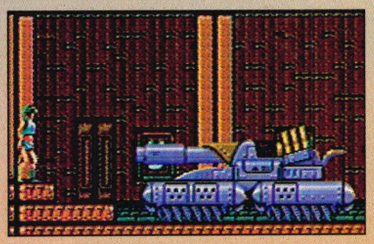


OUTRUN
Mega Drive

Ending
When entering your name input "ENDING" and then press start. You can now see the real ending that you can only normally view after you've completed each course. During the ending, hit button C repeatedly, and instead of a couple, a woman in a bikini appears.

DEVILISH
Mega Drive

99 Balls
During the title screen, hold down buttons A, C and LEFT on the control pad. When you press start, you will have 99 balls.



EL VIENTO
Mega Drive

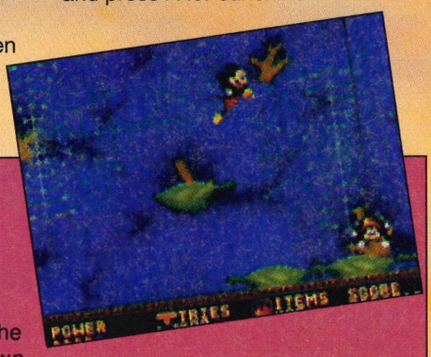
Test Card
When the "Wolf Team" logo is displayed, hold down A, B and C, and push start. A test card should appear.

Level Select
During the game press pause, then press UP, LEFT, RIGHT, DOWN, and B, you will now progress to the next stage.

Multi Magic
Press UP, LEFT, RIGHT, DOWN and C. You should have acquired a spell, repeat 4 times to gain all four spells.

F1 CIRCUS
Mega Drive

Weather Setting
You can easily clear every stage of training mode by flicking into reverse gear and going round the circuit in the wrong direction. When setting the course, hold down start and DOWN and press A for a cloudy day. Hold down Start, UP and press A for sunshine.



CASTLE OF ILLUSION
Game Gear

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



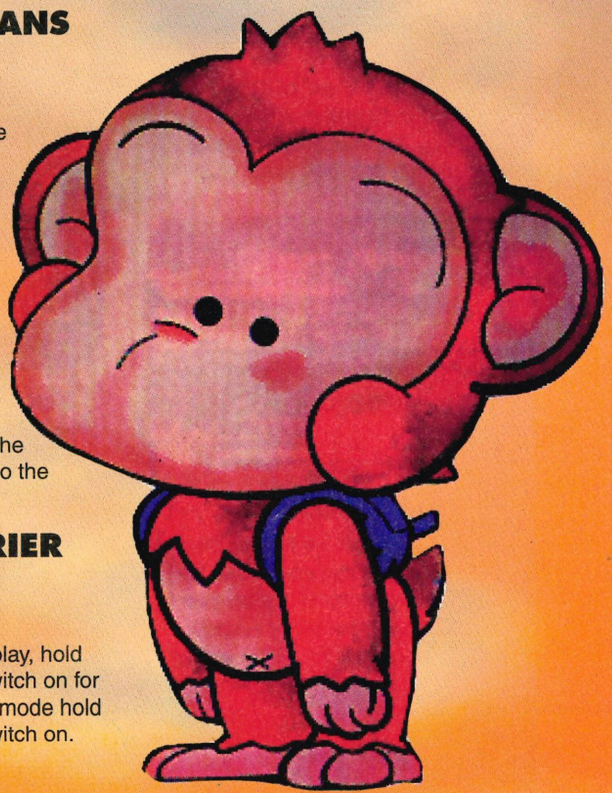
EARNEST EVANS
Mega–CD

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

Warp
Climb the wall to the left of the starting point on stage 6. When you are out of the screen you will warp to the boss on this stage.

SPACE HARRIER
Game Gear

Playing Mode
To alter the mode of play, hold down button 1 and switch on for hard mode. For easy mode hold down button 2 and switch on.



SD VALIS
Mega Drive

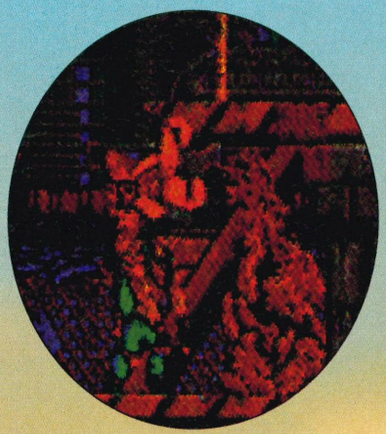
Remove background music
Lets face it, the sound on this game is dire, so if you want to remove it then follow this procedure. Go to the title screen and press B and START together.

Unlimited energy
On the title screen press UP, DOWN, LEFT, RIGHT, A, B, UP, DOWN and START. If you hear a chime then you have performed the cheat correctly. When you start the game, Yuko will be in her invincibility swim suit and impervious to hits.



TWO CRUDE DUDES
Mega Drive

Extra continues
When you are on your last life and low on energy, press start on player two's joypad. You will bring the second character into the game and have three extra continues.



AMBITION OF CAESAR 2
Mega Drive

Extra Option
Connect two pads to the console, maximise the mode select window and set the cursor on the right hand edge of "Data Load".
Now press player one's A button while holding down both pad's START button. An extra mode will appear.

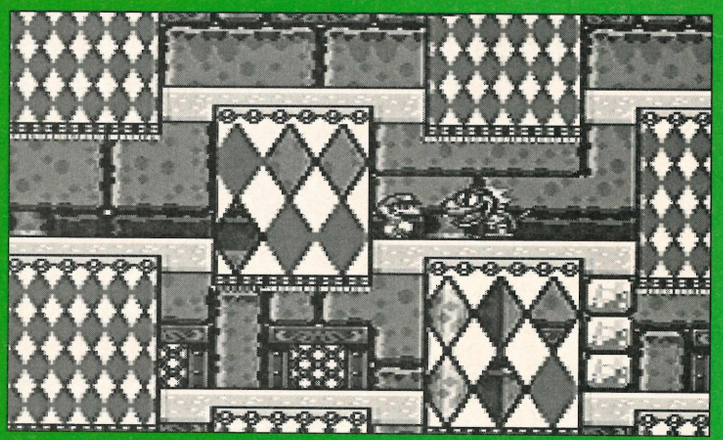
STEEL EMPIRE
Mega Drive

Stage Select
Go to the options screen and perform the sound test option in the following order. Sound 1, twice, sound 9, once and sound 2, once. A new round select option will appear under the exit. Choose from one to seven and press START to begin on any level.



SUPER MARIO WORLD
Super NES

Extra Lives
Mark Eaves from Lancashire sent in this little tip for even more lives in this Super NES epic. In Vanilla Secret 2 get Yoshi at the start and carry on past the Koopas. At the halfway point do not break the tape and run over the next three hills where you will jump over a gap. At the trench with eight moving red flowers, hit the second block to reveal a P block. The red flowers will turn into black balls which Mario can collect for extra lives. Continue through the level at high speed and as soon as you jump the next gap, press the speed button and run up the pipes. Don't kill the chipmonk, run over the Chargin' Chucks before the switch block music runs out and the chipmonk will throw a black ball at you which is a 1-up. Repeat the process for loads of lives. Well done Mark, you are a CONSOLE XS Terminator.





SHADOW OF THE BEAST
Mega Drive

Immortality
When you are told to enter your initials after a game, enter ZQX. Then hold down A, B, C and start, During the game your hit points will still go down when you're hit, but when they reach zero they will reset to 11 or 12.

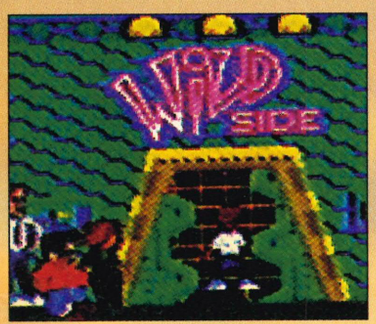
GOLDEN AXE 2
Mega Drive

Extra Credits
Get on the title screen and move to the "Options". Press A, B and C simultaneously. Keep them held down and enter the options screen. Let go of A, but keep B and C pressed down. Move down to the "Exit" and press START. Choose a one or two player game and then a normal game by pressing A. You will see your credits increase from three to eight.



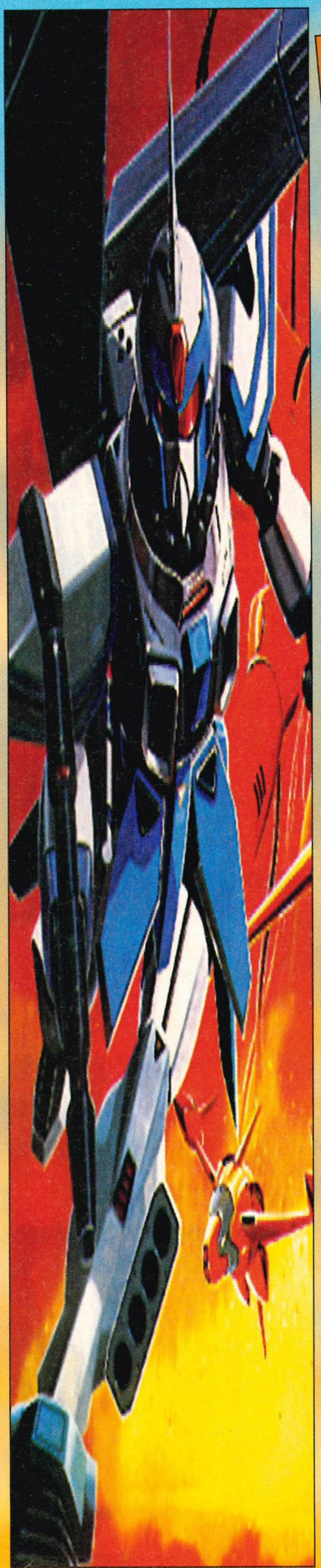
KID CHAMELEON
Mega Drive

Final Boss Warp
To warp straight to the last boss, Plethora, go to the Lake Woods 2 level. Fight your way all the way to the end and jump onto the last prize block above the exit. Now press the DOWN, RIGHT diagonal and press the jump and special attack buttons at the same time. The screen will fade and you will be warped to the last boss.



MOONWALKER
Mega Drive

Level Select
Plug in two joypads and then when the Sega logo is displayed at the start, press Up–Left on the second pad and A. Now press START with all these still pressed down. When the menu appears (don't release the buttons), press the two player START again and you will be able to select the level.



TROUBLE SHOOTER
Mega Drive

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





ALISIA DRAGOON
Mega Drive

Wacky Cheats
Connect a second joypad to the console, switch on and press player one's A button. When the "Game Arts" logo fades, release it, and then hold down the B button.
When the "Gainax" logo fades release button B and press down button C until the "Mecano Associates" logo disappears, then press start.
During the game press the buttons below for the following commands:

2 Player Pad

A	–	Pause and Slow Motion
B	–	Cancel Pause

1 Player Pad
(Hold down the buttons after cancelling pause)

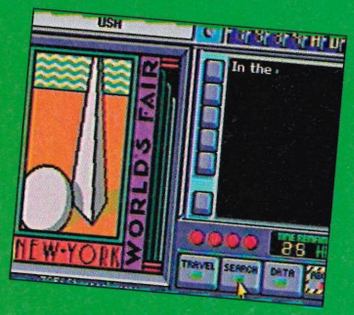
UP	–	increase hit points
LEFT	–	Increase the power of lightning
RIGHT	–	Increase the power of options
C	–	Invincibility
B	–	Hyper–lightning

2 Player Pad
(Press after cancelling pause)

C	–	Next Stage
C, C	–	Stage 1
C, B	–	Stage 2
C, B, C	–	Stage 3
C, A	–	Stage 4
C, A, C	–	Stage 5
C, A, B	–	Stage 6
C, A, B, C	–	Stage 7
C, Start	–	Stage 8







WHERE IN TIME IS CARMEN SAN DIEGO?

Mega Drive

Passwords

A curious amalgamation of genres makes *Where In Time is Carmen San Diego* a challeging and enjoyable experience and the added appeal of what Electronic Arts call "Edutainment" means that you learn all sorts of intersting historical facts while you play. The object is to track down the whole of Carmen San Diego's gang who use time machines to zap in and out of different periods of history to steal important artifacts such as Pete the great's throne. As a newly enrolled member of the Acme detective agency, you must use your Chronoskimmer to reach the scene of the crime and follow a trail of codes through time to the criminals hiding place. Each arrest paves the way to more promotions and progressing through the ranks to Time Controller.

CONSOLE XS gives you just some of the codes to get way into the game. If any else has go further then supply us with the info and we will totally solve this time travelling teaser.

LEVEL	CODE
1	GBBBHDB
2	GMBBJFB
3	GMBFKGB
4	GPBFLHB
5	LPBFSJB
6	XPBFJKM
7	XPDFLLM
8	XRDFMMB
9	XXDFNNB
1Ø	XXGFSPB
11	XXLFDRM
12	XXXFPSM
13	XXXGRTB
14	XXXLSWB
15	XXXXTXB
16	GBBBGBN
17	GBHBMDN
18	GMHBNFN
19	LMHBWGN
2Ø	LMJBBHD
21	LMTBNJD
22	LMXBSKD
23	XMXBJLN
24	XMXDKMD
25	XMXNLND
26	XMXTMPD
27	XSXTNRD
28	XTXTPSN
29	XTXXRTN
3Ø	XXXXSWN
31	DFBBBXD
32	DKBBDBF
33	DWBBFDF
34	DWHBLFF
35	NWHBBGP
36	NWHFDHP
37	TWHFKJP
38	TWHPLKP
39	XWHPPLP
4Ø	XWJPSMP
41	XWTPJNF
42	XWXPMPF
43	XWXRNRP
44	XXXRPSF
45	XXXXRTF
46	FBBBBWP
47	FHBBDXP
48	FHDBGBR
49	FHDFHDR
5Ø	FHDFKGR
51	GHDPMHR
52	GHGPRJR
53	GJGPSKG
54	LJGPDLR
55	LLGPFMR
56	LLLPLNR
57	LLLRMPG
58	LXLRNRG
59	XXLRFSR
6Ø	XXXRRTR
61	XXXXSWR
62	DBBHBXG
63	DBMHNBH
64	DBPHSDH
65	DFPHTFH
66	DFRHXGH
67	DFXHHHS
68	DFXKJJS
69	DKXKKKS
7Ø	DKXLLLH
71	DKXXMMH
72	DLXXNNS
73	GLXXSPS
74	LLXXDRH
75	XLXXPSH
76	XXXXRTH
77	JBBBGWS
78	JMBBHXS

GG ALESTE

Game Gear

Sound Test

During the title screen hold down buttons 1 and 2 and press start for sound testing.

SWORD OF SODAN

Mega Drive

Warp

Collect four clear potions and drink them all at once. You will then be warped to the next stage.

OUT RUN

Game Gear

Invincibility

Set the cursor to 1 Player, hold down left, buttons 1 and 2, then press start. Your machine can now drive through other vehicles and obstacles. It is also not affected by time over.

FANTASIA

Mega Drive

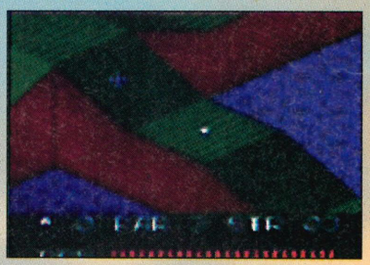
When starting stage one, go down a flight of stairs and shoot at two small enemies. Two brooms will appear from the right, take them along to the left and shoot the first one, then loads of items will appear on the stairs.

PUT 'N PUTTER GOLF

Game Gear

Passwords

HOLE	LEVEL	PASSWORD
3	Beginner	SANAT
7	Beginner	DKGKL
10	Beginner	OATBK
13	Beginner	BKMLD
16	Beginner	LKPKO
4	Master	WBNAU
7	Master	KBQAT
10	Master	PLJKF
13	Master	FLMKF
16	Master	MBZAL



SONIC THE HEDGEHOG

Mega Drive

Credits

During the title screen press button C seven times, UP, DOWN three times, LEFT, and RIGHT. Once again on the title screen, press UP, DOWN three times, LEFT, RIGHT, then hold A and press Start. In stage select, set sound number to 9E or 9F and press A or C. 9E will lead to names of staff, and 9F the ending.

THUNDER PRO WRESTLING

Mega Drive

Continue Mode

When you run out of continues and the screen displays GAME OVER, press UP and C to gain three more continues.



SAINT SWORD
Mega Drive

Level advance
On the password screen, enter "TAITOZ". The game will then start from chapter 6 with lots of items in your possession.

STREET SMART
Mega Drive

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



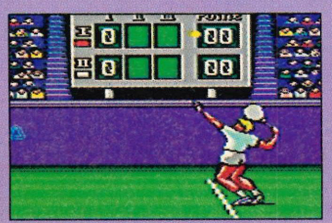
TWO CRUDE DUDES
Mega Drive

Extra Lives
During each bonus round, Bust–up the vending machine to gain an extra life.

GRANDSLAM TENNIS '92
Mega Drive

New opponents
During the password screen, enter GRAND SLAM and fill the remaining spaces with full stops. Then select exhibition or circuit mode and you will find 24 new opponents tougher than the previous players.

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



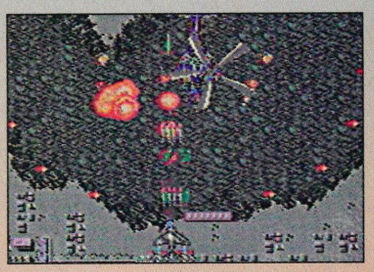


PRO BASEBALL SUPER LEAGUE '91
Mega Drive

Jap names
When selecting a team, press A 14 times or more. The team names will then appear in Japanese instead of English.

TASK FORCE HARRIER EX
Mega Drive

Stage Select
Switch on your console keeping the A button pressed down. Press up, down, left, right, A, B, A, C, B before the title stops. From the options you can now choose stage select, invincibility or window. Pause during a game and press A to skip stages or press B repeatedly to use slow motion.



DINOLAND
Mega Drive

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

WANI WANI WORLD
Mega Drive

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



QUACKSHOT
Mega Drive

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





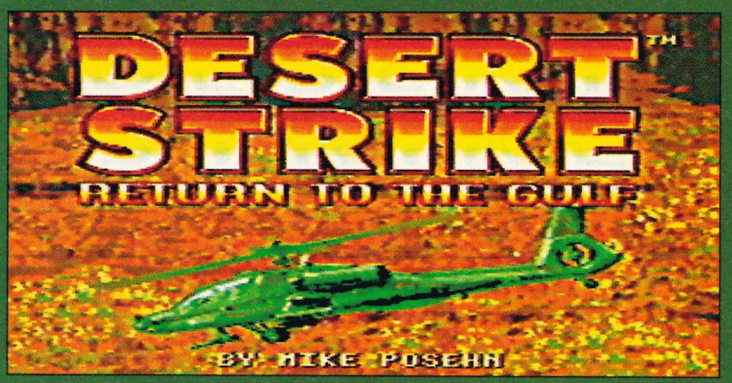
DRAGON'S FURY
Mega Drive

Password
Enter the following code to skip straight to the end of game guardian.
ALCLAAE8ECK

DESERT STRIKE
Mega Drive

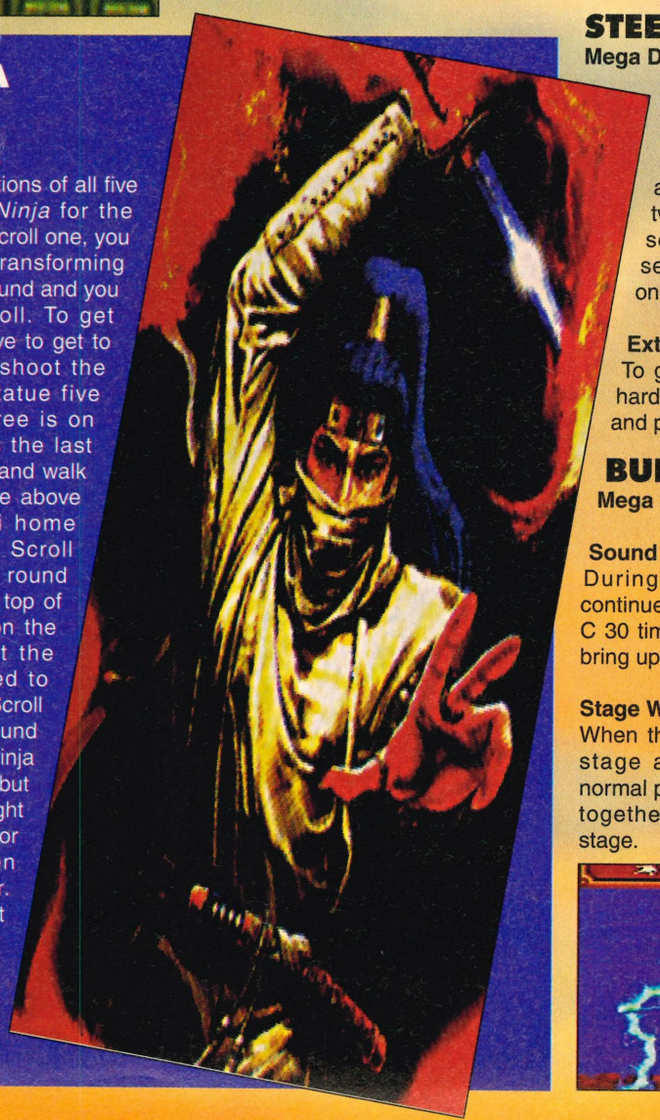
Extra Lives
In Mission 4 when you start destroying the Dust Carts holding the bomb parts, look at the rocks around each building. One of them is slightly larger and holds three extra lives that will appear when you die.

To add two lives to your gunship's armoury, enter the password TQQLOM then whichever level password you wish. When you start the game you will have two extra lives to help the cause.



THE NINJA
Master System

Locations of scrolls
Here are the locations of all five scrolls on *The Ninja* for the Master System. Scroll one, you have to kill the transforming ninja in the first round and you will find the scroll. To get scroll two you have to get to round four and shoot the bottom of the statue five times. Scroll three is on round six. Cross the last bridge on the left and walk straight to the tree above the fist samurai home next to the wall. Scroll four is hidden in round eight. Go into the top of the last garden on the right and repeat the process you used to find scroll three. Scroll five appears in round nine. Get to the ninja on top of the wall but don't kill him straight away. If you wait for a while the green scroll will appear. Now you will get instructions for reaching the temple.



STEEL EMPIRE
Mega Drive

Level Select
Set difficulty to normal, stock to three, credit to two, and play the first sound twice, the ninth once and the second once. You can now select what round you start on.

Extra lives
To get 99 lives, set difficulty to hard, stock to two, credit to one, and play sound 65.

BURAI
Mega Drive

Sound Test
During the title screen when continue is displayed, press button C 30 times and then start. This will bring up a sound test.

Stage Warp
When the objectives for clearing a stage are displayed, or during normal play, press A, B, C, and start together to progress to the next stage.



BAD OMEN
Mega Drive

99 Balls
During the title menu press buttons A and C together, then start. The screen switches and you will notice that your ball stock has increased to 99.



BATTLEMANIA
Mega Drive

Strange Scene
When the Sega logo appears, keep pressing start on player 2's joypad and something strange will happen.

BEAST WARRIORS
Mega Drive

Sound Test
During the title screen, hold down A, B, C, and press start for a sound test option.

AXE BATTLER
Mega Drive

Power up
On the password screen, enter "KADB BMCM NPLM DLBE" and you will be more powerful than you can possibly imagine.

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!

WONDERMEGA COMPO FORM

How to enter
Simply dial 0891 662562 and listen to the three easy multiple choice questions on the recorded message. Fill in your details 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 November wins.

Your answers
Question 1
A☐ B☐ C☐
Question 2
A☐ B☐ C☐
Question 3
A☐ B☐ C☐

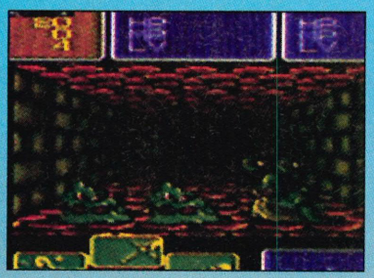
Name.....

Address.....

.....

Phone number.....

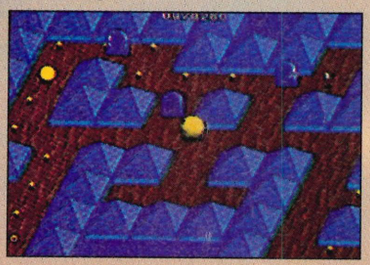
Rules and things
Tick the appropriate boxes on this coupon and send it or a photocopy to Wondermega Compo, Console XS, Durham House, 124 Old Christchurch Rd, Bournemouth, BH1 1NF. All entries must be in by the end of November. Calls cost 36p a minute cheap rate and 48p a minute at all other times. Please get permission from the person who pays the phone bill before calling. The winners to this competition will be announced in the next issue of Console XS.



SHINING IN THE DARKNESS

Mega Drive

Infinite Gold
Take a magic item that will become redundant after one use and take it to a shop to be repaired. Make sure however that you have less money than the repair job costs. Go to sleep at night and go to pick up the item the next day. You will find you have millions of gold coins. Now that's magic!



PAC-MANIA

Master System

Hidden Level
To access the hidden level in *Pac-mania* on the Master System eat all the dots while leaving the power pills alone. An object will appear in the middle of the screen where all the bonus fruits usually are. Eat this and you will find yourself transported to the hidden level.

SNAKE RATTLE N' ROLL

NES

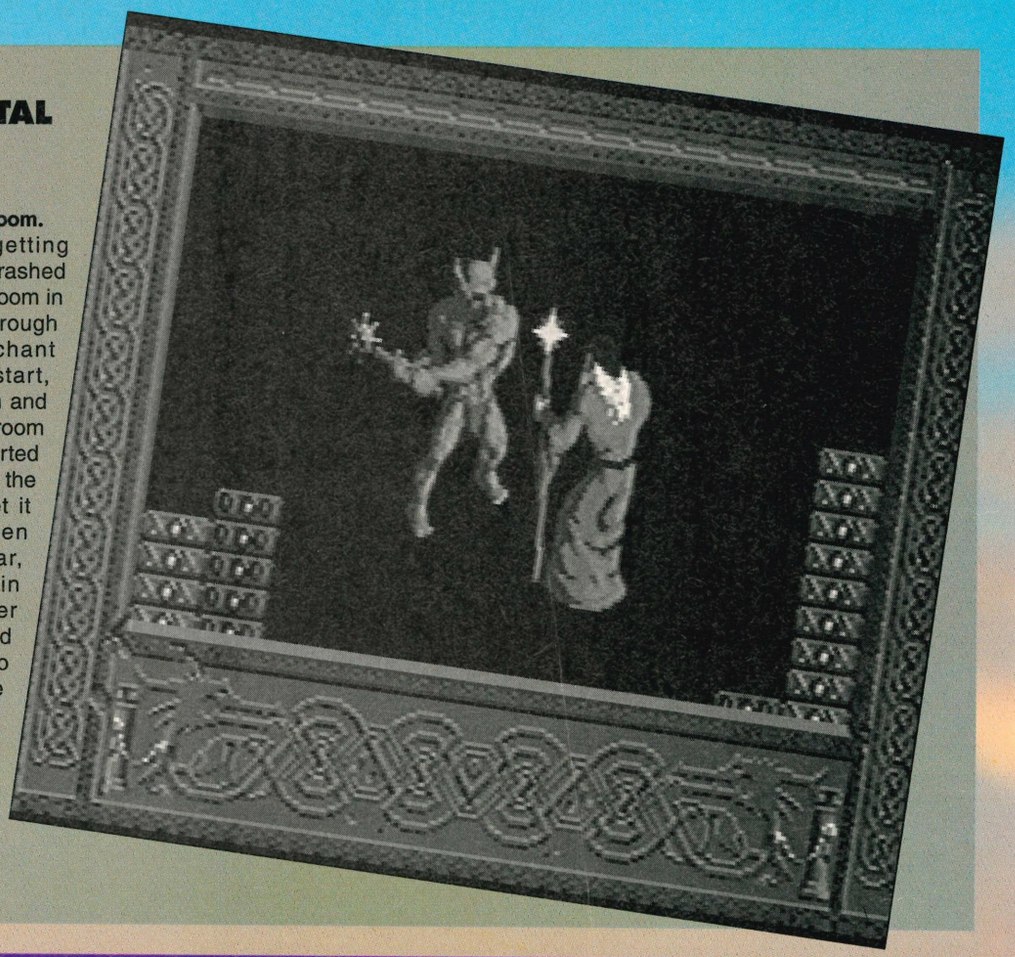
Extra Continue
Make sure you are hit by the last yellow anvil on Level four and you must be standing on the square in front of the scales when it hits you.



THE IMMORTAL

Mega Drive

Avoid Worm room.
If you are getting completely thrashed on the worm room in level 5, go through to the merchant right at the start, buy the potion and return to the room where you started off. Now drink the potion and let it kil you. When you re-appear, you will be in the room after the worms and able to complete the level.



EVANDER HOLYFIELD'S "REAL DEAL" BOXING

Mega Drive

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



SHADOW DANCER
Mega Drive

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



NINJA GAIDEN
Game Gear

Invincibility
To become invincible, enter the password NODIE. Then go back to the title screen and start the game.

Credits
During the password screen, enter MONTY. This will enable you to see the list of staff names.



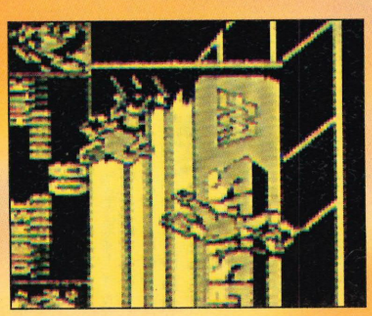


COSMIC FANTASY STORIES
Mega CD (import)

Enemy Dodge
Keep pressing Left and start on player 2's joypad during the Mega CD menu until the Sega logo disappears. Start the game and call up the status map window, press player 2's start and then player 1's start, close the window and you will not come across any enemy in the field. This will also enable you ti walk through obstacles. Open the window again and press player 2's start button and the enemy will re–appear. When you die after entering the above commands, hold down UP on player 2's joypad and skip through the messages with player 1's joypad. Your character will be revived with no hit points.

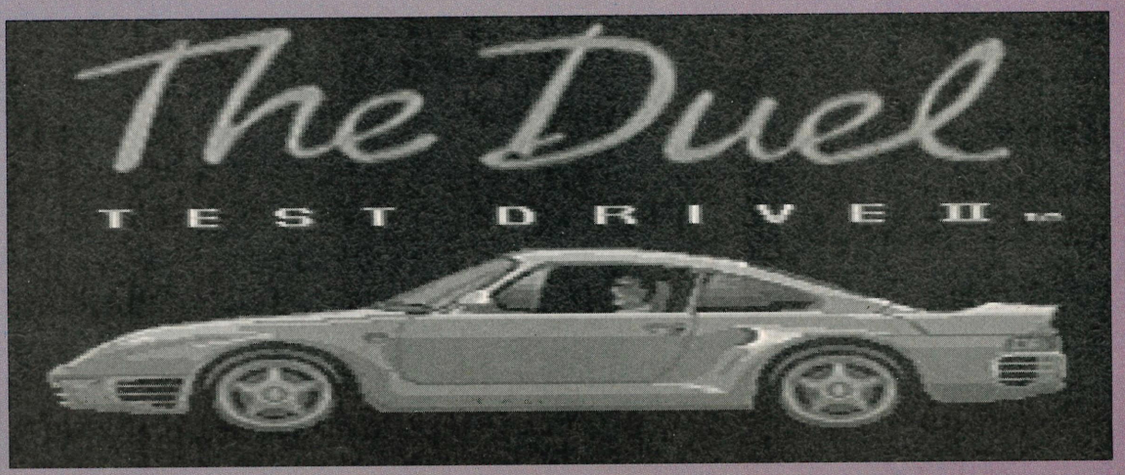
WWF WRESTLEMANIA CHALLENGE
NES

Tag team cheat
This is a tip from Simon Rose of Huddersfield. Press select and B in the Tag Team and Survivor series mode. Now your partner will run around the outside of the ring and beat up your opponents partner who is also outside the rind.



TEST DRIVE 2
Mega Drive

Sound Menu
As soon as you begin the race and before you rev the car into first gear, press A. B and C together to go to a sound menu.





JOE & MAC
Super NES

Unlimited Lives
Complete a level with plenty of extra lives in it and then you can enter it again, grab an extra life and pause the game then press start to exit it. All you have to do now is enter the level again and get the life. Repeat the procedure for as many lives as you can handle.

SUPER MARIO BROS 3
NES

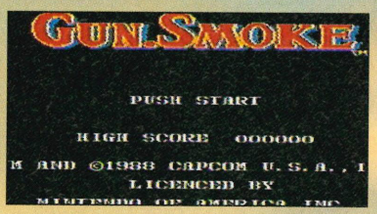
27 "P" Wings
This one sent in by the ever-enthusiastic Simon Rose from Huddersfield, nice one Simon! Complete the game and press UP, UP, DOWN, LEFT, RIGHT, LEFT, RIGHT, A, B, START. This will give you 27 "P" Wings to use at will.

Extra Lives.
This is a tip from Jack "the lad" Thomson of Surrey. At the end of a stage, do a super run into the black area, when the whistle blows hit the card and you will get a star. Keep repeating this to get extra lives and points.

SHINOBI
Game Gear

Level Select
Pushing DOWN and pressing BUTTON 2 on the title screen of this excellent hand-held ninja game when the complete ninja face is showing, reveals the ingenious level select.





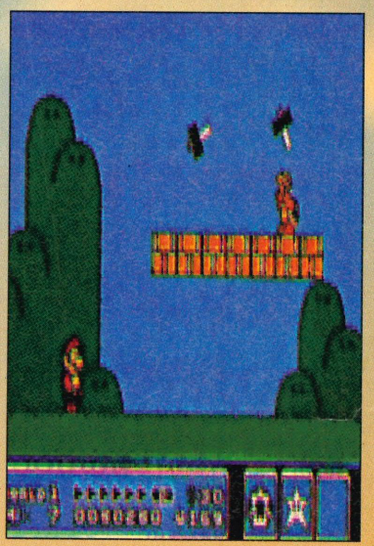
GUNSMOKE
NES

Extra weapon
Thank you John Thompson from Cambridge for this tip. To get a machine gun and 100 bullets, press A, A, A, A, right, and right.

CRYSTAL LEGEND
Game Gear

Sound Test
Hold down buttons 1, 2 and start, then switch on. During the title screen hold UP and press start. You will now have a sound test option.





KRUSTY'S SUPER FUN HOUSE
Mega Drive

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



BART SIMPSON'S ESCAPE FROM CAMP DEADLY
Game Boy

Sound off option
This tip was sent in by Ned Beauman. Pause the game and press A, B, and select at the same time. This will turn off the music, repeat the process and it will come back on.



SPIDER-MAN
Game Gear

Hidden Game
Hidden deep within the game of *Spider-Man* is a *Pac-Man* game. To access it, you first have to collect the key from Electro's Power Plant. Once done, drop down the left side of the screen, and you'll see a Game Gear appear. The next time Peter's room appears, press A and get chomping those dots.

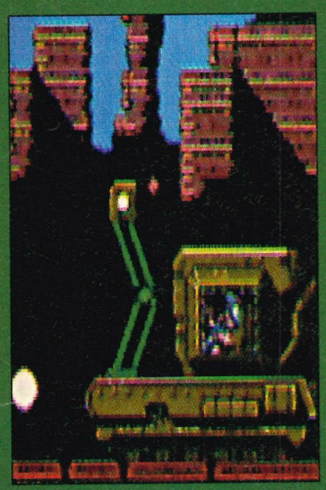


LOW G MAN
NES

Passwords

JPN1	Level 1.1A
386V	Leve1 1.1B
M1CH	Level 2.1
31ØØ	Level 2.1A
MØ52	Level 2.1B
FLLF	Level 3.1
HV1Ø	Level 3.1A
8ØMB	Level 3.1B
SCRD	Level 4.1
LV12	Level 4.1A
SØN8	Level 4.1B
MP45	Level 5.1
5VLB	Level 5.1A
SGJK	Level 5.1B

Thanks to John Thompson from Cambridge for these nifty codes.



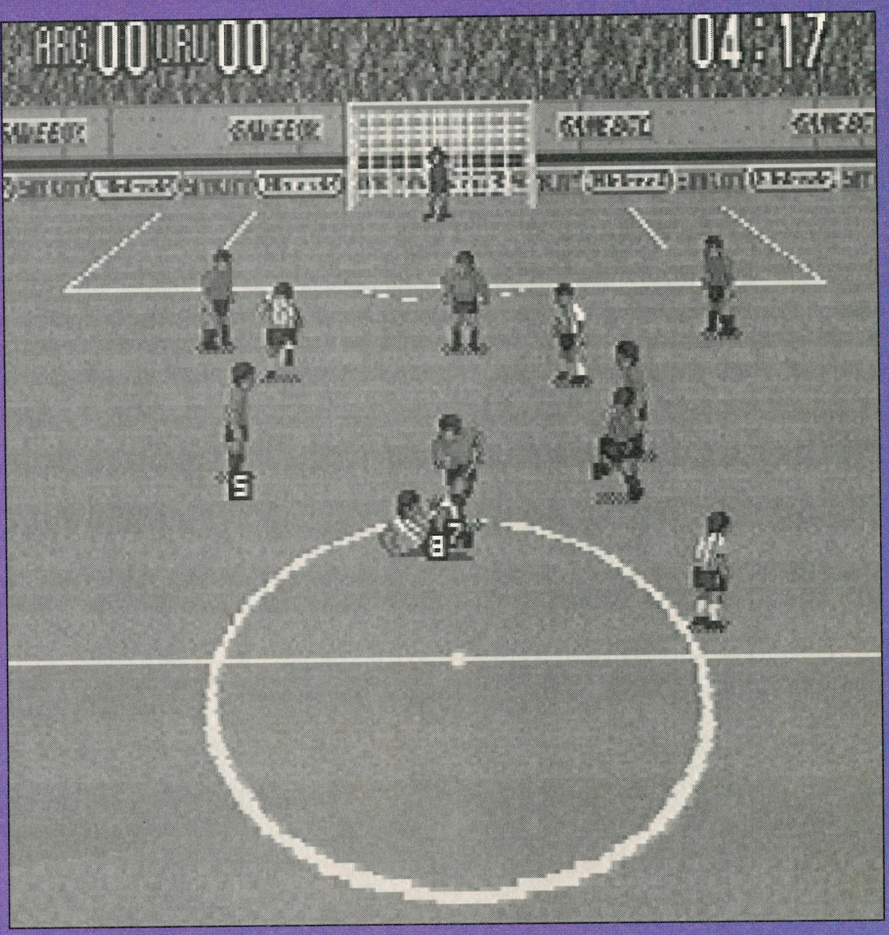
RASTAN
Master System

Infinite Continues
Press the following buttons to gain infinite continues: Down, left, down, and both fire buttons. If the cheat has worked the Rastan logo will turn blue.



SUPER SOCCER
Super NES

Bendy shots
Stephen L'Estrange from Manchester has discovered that you can curve your shots when you take penalties in this fine footy game. Here's Stephen's cup winning method.
Press B (yellow) to begin your run up.
Press the direction you want to shoot to aim the ball.
Now press L then R the L to curl to the left and R then L then R again to curl to the right.
You must press the left and right buttons before the player kicks the ball for this to work.



TOP GEAR (US VERSION)
Super NES

Passwords

AMATEUR

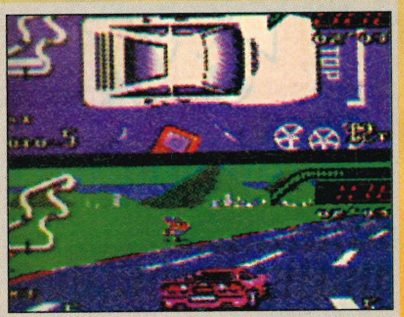
MOONBATH	South America
GEAR BOX	Japan
CAR PARK	Germany
ROAD HOG	Scandinavia
EMULATOR	France
ANALYSER	Italy
HORIZONS	UK

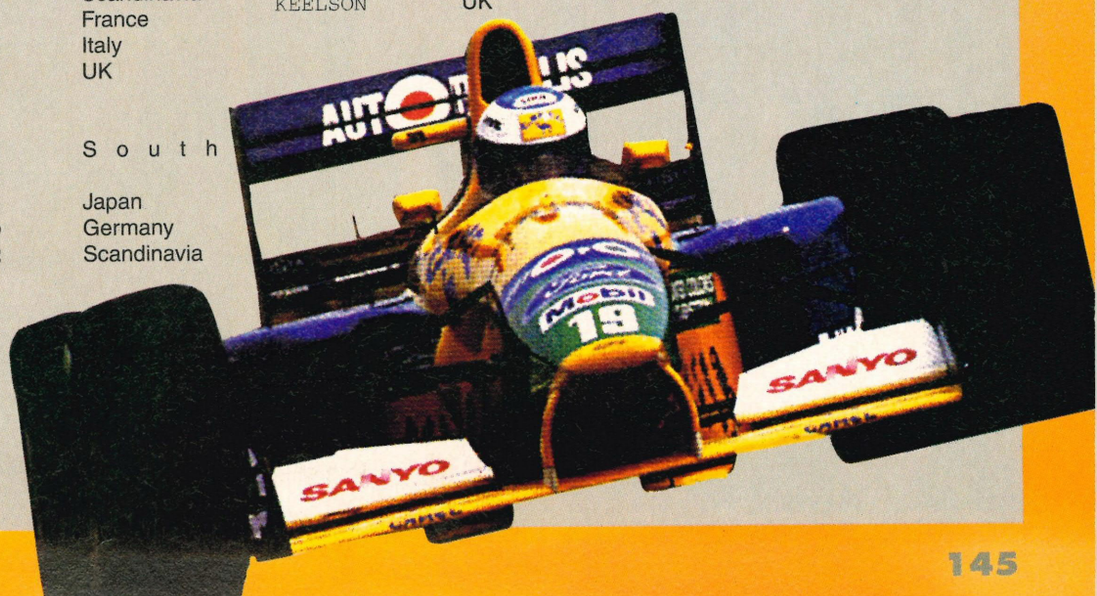
PRO

FOUR MEG	South America
LEGEND	Japan
THEWORLD	Germany
LETSRACE	Scandinavia
ALCHEMY	France
A LOOPER	Italy
SEASONAL	UK

CHAMP

EDUCATED	South America
OILCLOTH	Japan
WRECKAGE	Germany
CARACOLE	Scandinavia
EPYLLION	France
GLUCAGON	Italy
KEELSON	UK



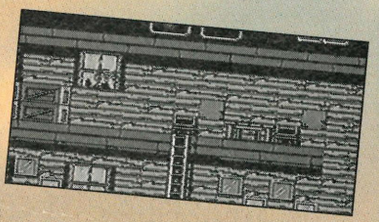






AISLE LORD
Mega Drive

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

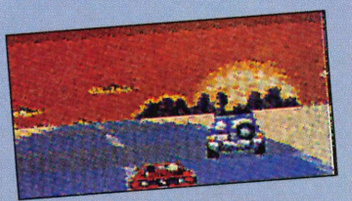


GOONIES 2
NES

Extra equipement code
This code sent in by Darren Figg who's a very young tipster indeed, good on ya Darren!
`SugNY4wT!NUU!!uF`

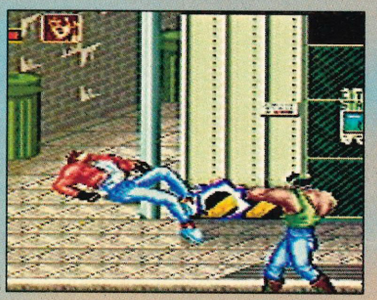
TOP RACER
Super NES

Double placings!
In one player mode you can get two places on the scoreboard if you follow this little trick. When you come to the finish line with the goal posts, crash head-on into the posts without reducing speed. You must hit them squarely for this to work, you will know you are in with a chance when the screen stops vibrating. Look at the results screen and your name will occupy two places and you receive both sets of points.



RIVAL TURF
Super NES

Mouse trap
Trivial tips incorporated. Crush the first oil drum in stage three and a mouse appears although you cannot catch it.



F1 EXHAUST HEAT
Super NES

System mode
When registerig a player, type in "CHECK" and start, you will now be in system report mode.

SPANKY'S QUEST
Super NES

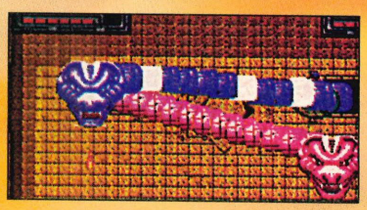
Passwords

354	Level 3–1
116	Level 4–1
988	Level 5–1



SUPER SMASH TV
Super NES

Stage Select
Go to the option screen and press RIGHT, RIGHT, UP , DOWN, R BUTTON, L BUTTON and you will hear "Bingo" from the host. Now choose one or two players and you will see a stage select. This gives you the chance to start on any level including all the bosses.



STREETS OF RAGE

Mega Drive

Level select

Hold down the two player's pad then type A, B, C and enter the option mode using the 1P pad. You can now select the rounds and set the number of players.



CENTURION DEFENDER OF ROME

Mega Drive

Passwords

CENTURION –
BEXA ARAM RAMA
JBIP 555T 5GFV

TRIBUN –
DJPA MUKC SE6Q
JKKX 555T PATW

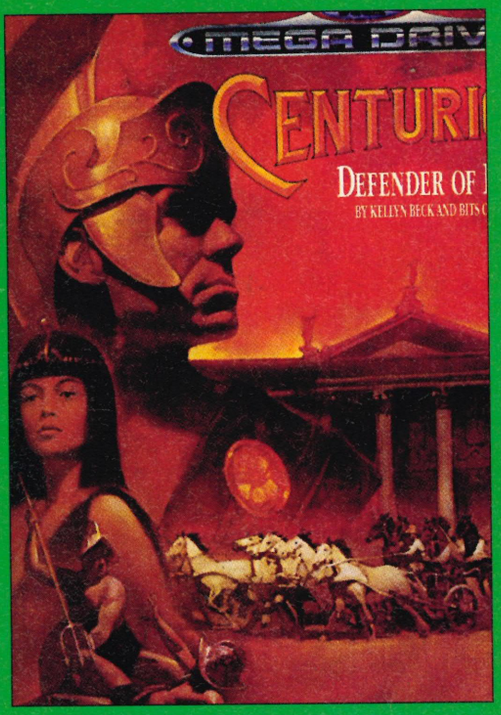
LEGATUS –
CUFQ NDKJ TEPQ
JLKX 555U RCID

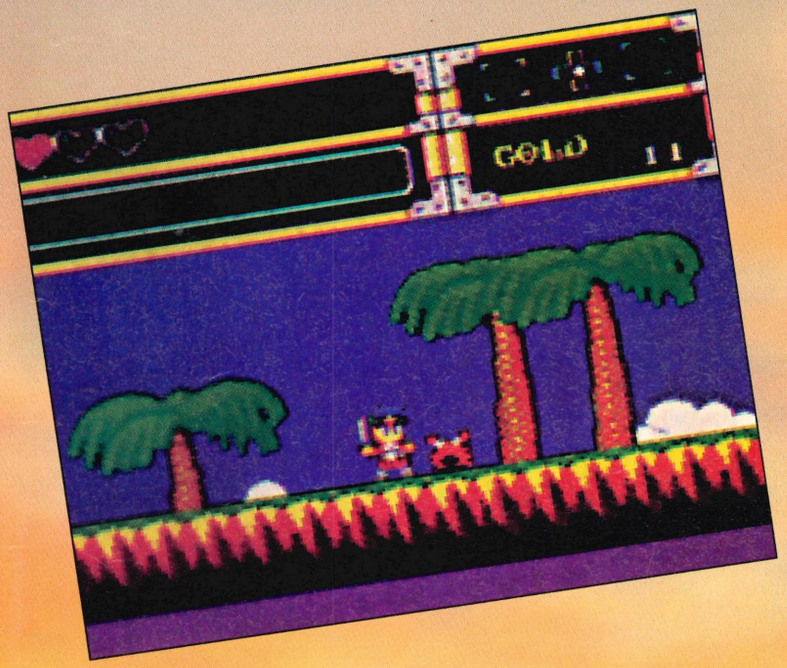
GENERAL –
EJLQ MWCP TEPQ
LNKV 555V D54E

PRACTOR –
GBYQ RFDE TEPY
LNKV KH5U VT15

CONSUL–
HV4Q MX1X SMP4
D6KV KH5T YYTX

PROCONSUL –
6MHQ P1VM 5555
15NK U7VC YWTB





STREET FIGHTER II

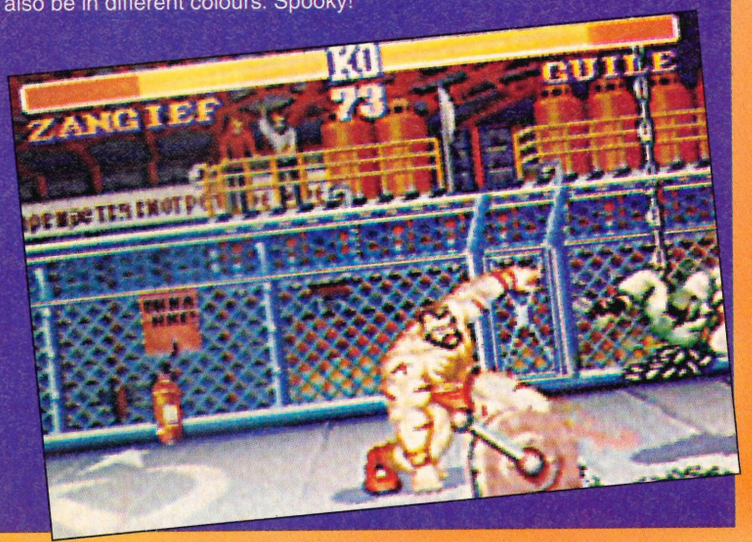
Super NES

Get to last four bosses easily

Start the game with both 1P and 2P pads connected, when the game starts, immediately choose any opponent and let him join in the fight and knock him out. On the player select screen you will see a cross over the player you have just beaten showing that you have completed the stage. When your own player is getting low on energy, use player two. This does use up continues but you can reach the last bosses with ease.

Fight the same character

Press START when choosing a character then DOWN, RIGHT, UP, LEFT, Y, B, X, A in rapid succession with the 1P pad and you can use the same character only in a different colour. The computer player will also be in different colours. Spooky!



WONDERBOY

Game Gear

Run faster

This tip accompanied a very flattering letter from Alexandra Linfield from West Sussex, thank you for your kind words Alexandra and glad you liked the Game-busting guide. To make Tom run faster, press and hold buttons one and two simultaneously and press right. If you want to attack something, press button two.

GAME GENIE

The second edition of the codebook is already on the way but here is a taster of what is to come. CONSOLE XS readers have already smashed open the Game Genie helpline number with their calls and Hornby Hobbies are already compiling a list of codes sent in by readers. Remember there is a prize for the wackiest codes so get cracking Genie disciples, there's prizes afoot.

MEGA DRIVE



ROAD RASH

RH9T-R60T	Master code (must be entered)
AYPA-AAFG	Player A starts on L5
VAPA-BGGL	Player A starts with $50,000
A6PA-AAGW	Player A starts with Diablo

DESERT STRIKE

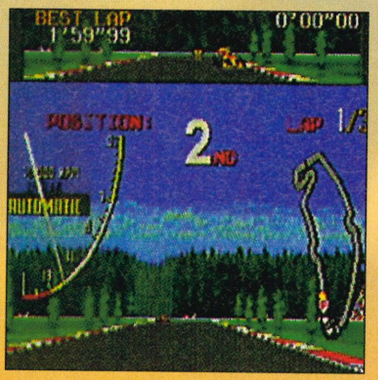
RH9T-860E	Master Code (must be entered)
BE1A-AADC	Start with nine lives
D3ZA-AA7E	Infinite lives
8VET-ACAC	Fuel holds 500 units
NPST-WAGL	9 9
HellfiresBMSA-AAFR	Helicopter holds 10 passengers



THE IMMORTAL

R19T-860L	Master code (must be entered)
RHAT-A600	Infinite Fireballs
STVT-DWA8 + AAVT-CABA	Kills most enemies with one hit





SUPER MONACO GP

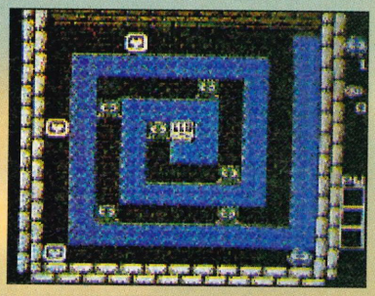
ACBT-AA66	No position limit
FB4A-AABE + CV4A-BA46	Clock runs slower

The next editions of the Game Genie codebook will be available soon (for more info contact Hornby Hobbies on (0843) 231088). They will contain all these codes and more, supplied by the makers themselves and also readers who phone in. Each codebook will be a vaulable addition to your game Genie enjoyment and an essential purchase, CONSOLE XS will tell you where and when.

NES

ADVENTURES OF LOLO 2

GZKPOLVG	Infinite lives
GZXZKPVG	Never lose magic



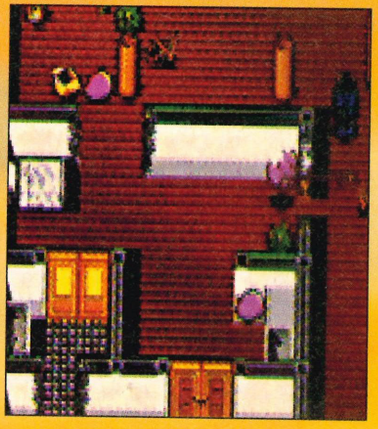
BUBBLE BOBBLE

OAUGUZLE	Infinite lives



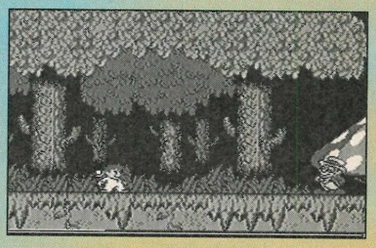
GHOSTBUSTERS 2

SXXKZUVK	Infinite lives
LEVGZAAA	Start on level 4



LITTLE NEMO: DREAM MASTER

SZOKSZLE	Infinite lives
SXUVYEVK	Infinite life energy
IEUKOZAA	Start on Stage 6
TEUKOZAA	Start on Stage 7
YEUKOZAA	Start on Stage 8



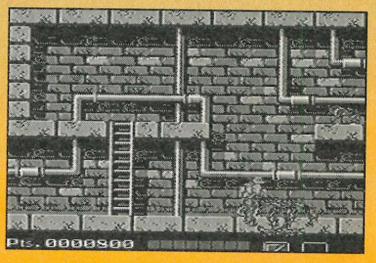
SNAKE'S REVENGE

SZEEOUSE	Infinite Beretta ammo
SZXVUPSA	Infinite energy



TURTLES 2

AAEAULPA	Infinite lives
PEXTNZLE	More powerful kick



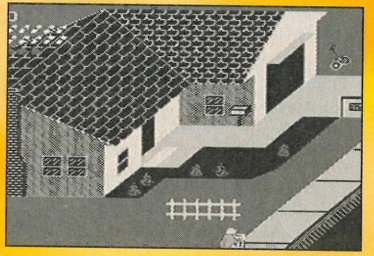
PAPERBOY 2

Super NES

Passwords

Route: 5738 Week 2

Route: 6479 Week 3



PHANTASY STAR III

Mega Drive

Locations

Island Cavern – Sapphire
Wren's Cavern – Wren (obviously)
Weather Control – Lyle (weather control systems)
Cille Castle – King of Cille
Aridia-Draconia Cavern – Force Ribbon, Laser Shot.
Aridia-Landen Cavern – Mighty weapons, sword, knife, claw
Landen Dungeon – Sari
Techna Dungeon – Rocket Shuttle
Azura Dungeon – Mighty Sword, Powerful Protection
Landen-Elysium Cavern – Ceramic Shield, Ceramic Ribbon
Lost Cavern – Sub parts, Ceramic Gear, Hunting Bandanna, Laser Sword Force Helm, Laser Claw.
Landen- Aridia Cavern – Mighty Weapons, Sword, knife, Claw
Aridia-Frigidia –



ALESTE

Mega Drive

20 continues

Press pause in the game and press UP three times, down three times, left three times, right three times followed by C, C, B, A.



ARCUS ODYSSEY

Mega Drive

Level Codes

Level 2	–	GDEEHMBDBG
Level 3	–	K4EWM2UYØY
Level 4	–	K4EEO2UZ1J
Level 5	–	K4EGM2UØEK
Level 6	–	K4EGM2UY3L
Level 7	–	KYEEM4QV44
Level 8	–	K4EGM2U1PN

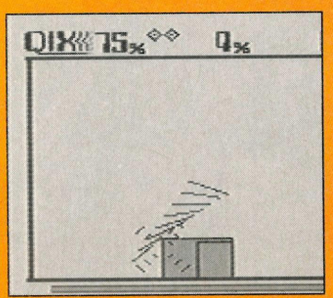
BOXXLE

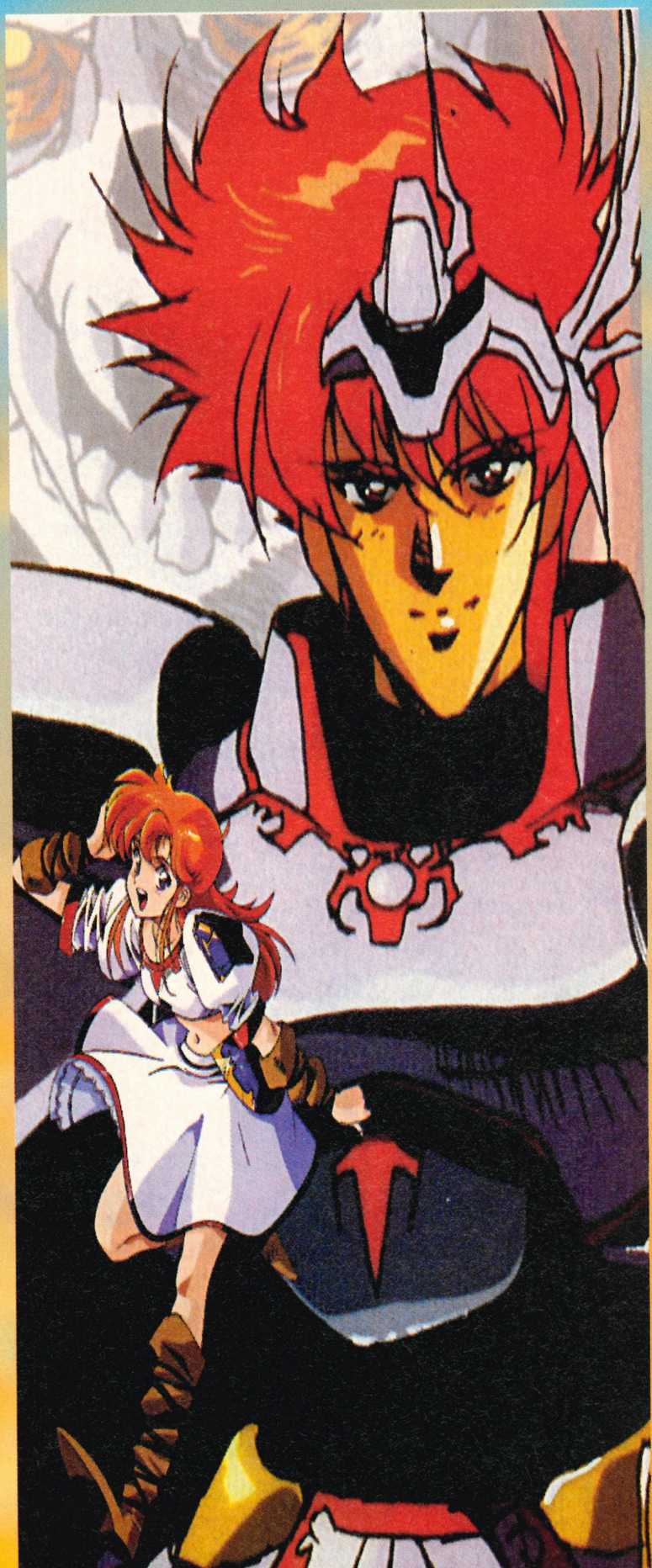
Game Boy

Codes

This is for the American version of this classic game and are in no particular order.

GPGV
GRGX
GXG?
GPikGH
GPikHJ
GPikMN
GPikXY
HBBH
HBY?
HBYO
HHYZ
HMY6
HMYG
HXYG
HPpikZ?
HPik57





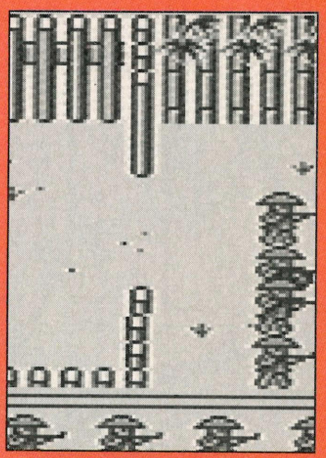
DEVILISH
Mega-Drive

Extra Balls
To gain a handy stock of 99 balls, go to the title screen, press START then, on the next screen hold buttons A, C and LEFT on the control pad.



OPERATION C
Game Boy

Ten Lives
On the title screen press Up four times, down four times, left four times and also right four times. Follow that with A, B and finally Start to begin the game with ten lives.

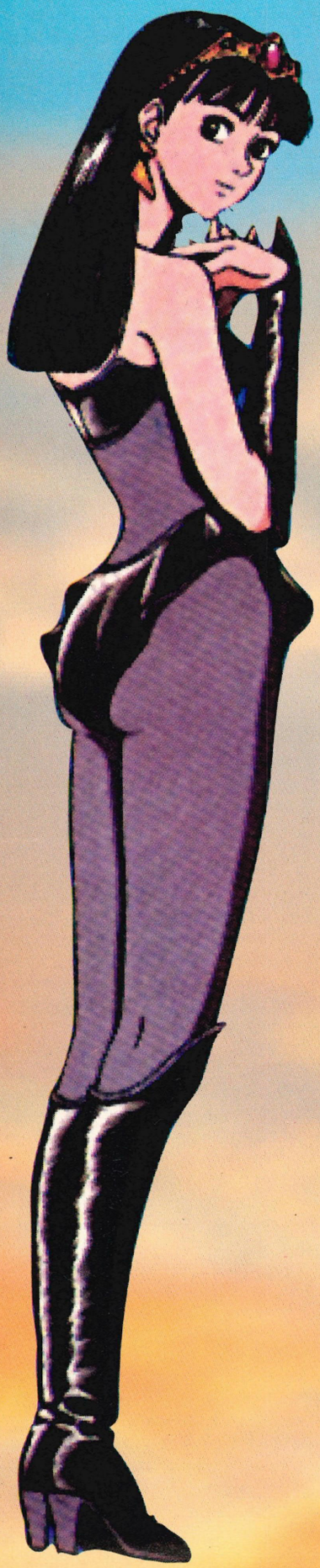


SUPER ADVENTURE ISLAND
Super NES

Round Select
Wait for the story screens to appear and press START, so that the second title screen comes up. At this point, press diagonal top left, L, X and right on the joypad. While holding these three buttons press START to enter the round select screen.

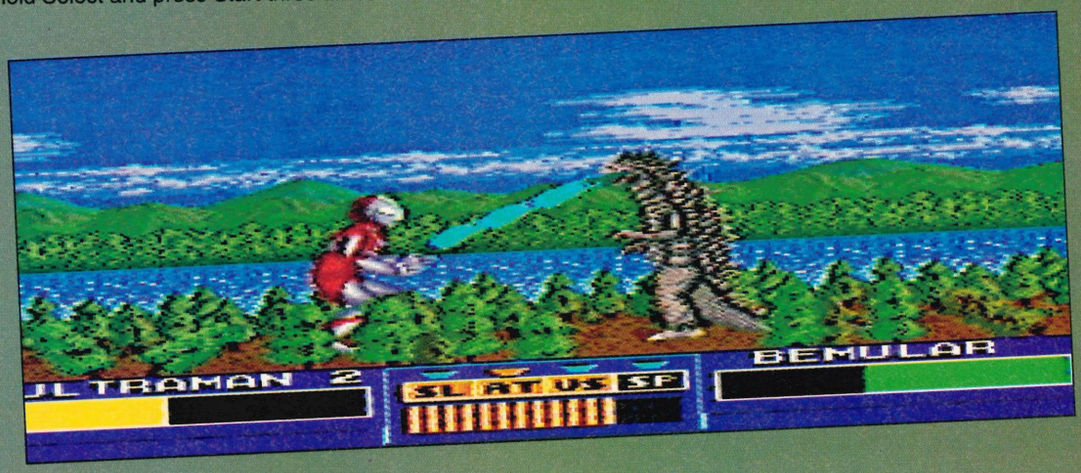






ULTRAMAN
Super NES

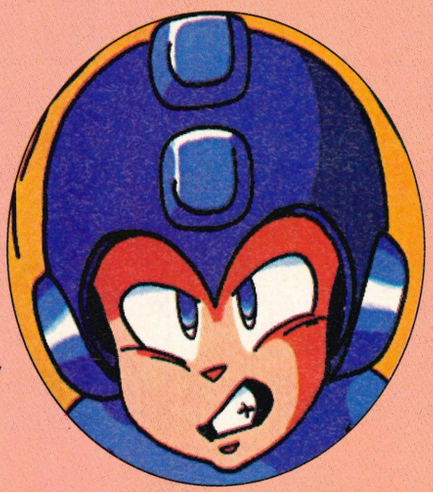
Hidden Menu screen
Hold Select and press Start three times on the title screen to access a no-thrills hidden menu screen.



MEGA MAN
Game Boy

Codes
On defeating...

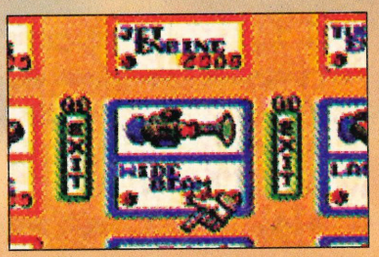
Elecman A2, 4, B3, D1, 2
Iceman A1, B4, C1, D2, 3
Fireman A2, 3, C1, D2, 3
Cutman A2, 3, B4, C2, 3



FANTASY ZONE
Game Gear

Start Credits
On the title screen, press button 1 and START.

End Credits
On the title screen, press UP, 1 and button 2 and START.



FAERY TALE ADVENTURE
Mega Drive

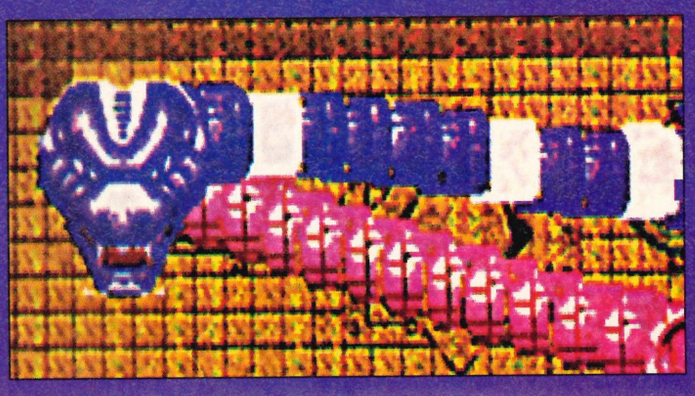
Final Password

9S5KVR
YGHZ4T
A5NLME
DCA790
66001Y
SØP8DJ



SUPER SMASH TV
Super NES

Speed-Up Mode
Enter the player/skill selection screen and press LEFT, RIGHT, LEFT, UP, R button, R button. You will hear "Bingo" and then you will be able to choose your options before the speeded–up action starts.



CONSOLE XS HELP

XS S.O.S

Got a problem? The Console XS SOS Helpline is here and judging by the wealth of letters we have received in the past two months, it's just what everybody's been crying out for. Most magazines give you a small column, a page or even two on solving the worst console nightmares; Console XS, the UK's only dedicated tips magazine, recognises the need for a large regular section aimed solely at answering problems and improving the magazine. You requested it and now you have the chance to air your views, grievances and beat that end-of-level guardian. The address to write to is Console XS SOS, 7a Wicker Hill, Trowbridge, Wiltshire, BA14 8JS. In addition, there is a special prize of a Console XS T-shirt for the best letter and a limited edition Console XS "Artists" T-shirt for the best picture sent in. Be a part of the Console XS SOS Helpline and get your problem solved. Remember, tips are our business and nobody does them better.

THERE CAN BE ONLY ONE

Dear CONSOLE XS Terminators
As I am new to all the amazing consoles around (I know I must have been hiding under a rock somewhere) I am having a little difficulty keeping track with the wide range of choice. I bought a Game Boy about two months ago and now I am totally hooked on game playing. I would be very grateful if you could guide me through the maze of consoles available. I've heard about the Master System, Mega Drive, WonderMega, NES, Super NES etc, but I am absolutely lost!

Which system is the better of the lot? Everyone extols the virtues of their own machine so I thought I'd better get some unbiased advice.
My main concerns are:
1. Quality of graphics.
2. Quality and availability of games (the Super NES does not seem to have many).
3. For the Super NES; What's all this fuss about the UK/USA/Jap consoles and games? Will it be difficult to get stuff for the Super NES?

If you even go halfway to sorting me out, I will be a grateful game player and devoted CONSOLE XS reader. Keep up the good work – your news pages are excellent! Thanks also for the helpline number, it was very handy for Super Mario Land.
Dave Hooper, Slough



Are you sure you do not want to ask any more questions, Dave? Just one or two more? Go on, treat yourself! Many thanks for your comments on CONSOLE XS, it is only through listening to our readers views that we can make the magazine as popular as possible. Your letter highlights the confusion many people face when buying a console for the first time. The choice can be overwhelming, but luckily CONSOLE XS is here to help.

Currently on the market there are three types of console: the 8-bit, 16-bit and hand-held units. To add to the confusion, there's CD. Early in 1993 expect the long awaited CD ROM-XA for the Super NES and Sega's Mega-CD system for the Mega Drive. CD-ROM is an extension to an existing entertainment platform and not a completely different system in itself.

The Master System and NES are both 8-bit consoles which means they can only process a certain amount of information at a given time. This information takes the form of onscreen graphics, sound and movement of sprites and so when faced with a 16-bit machine like the Mega Drive or Super NES, the 8-bit seems primitive. Of course the 8-bit machines are cheaper (around £60-£80) whereas the larger consoles retail at anything from £130 to £180 depending on which pack you buy.

There is no doubt that 16-bit consoles like the Mega Drive



can not understand the game busters for the level select as they have got to level seven several times without finishing. Also, we have bought *Bart Simpson vs the Space Mutants* but we cannot get through the first level!

Please help.

Mrs K Peacock, St Albans

possess excellent graphics and sound, some approaching coin-op quality, but they must have the software support and diversity of titles to cope with demand. At present as you observe, Dave, the Super NES cannot compete with the Mega Drive because it has only just been released. However, Nintendo have assured everyone that the titles are on the way for Christmas. You only have to look to America to see how many titles are available there.

On the point of games compatibility for the Super NES, the Japanese and American games will not work on a normal UK Super NES. But if you have an imported (scart) version then you should have no troubles at all, unless you try to play official games. Luckily Console Concepts in association with Datel Electronics have produced the Universal Adapter (featured in news, last issue) which copes with any compatibility problems. If want our advice, Dave, then choose between the Sega Mega Drive and the Nintendo Super NES – it is up to you whether you want all the games now, or are prepared to wait for some of the superior software that's been promised.

Game busters can be a problem because some programmers prefer you to push buttons in rapid succession while others prefer you to pause between each press.

For *Turtles II* you must go to the title screen, press UP, then RIGHT twice, DOWN three times, LEFT four times, then buttons B, A and finally START for a level select. You do not have to press them all at once, but in sequence for the cheat to work. The directions are what should be pressed on the control pad. You will know that the cheat has worked because the screen will go dark and the choice of levels is given to you before starting. Lastly, try, try and try again. CONSOLE XS does not print duff cheats so you are assured of success eventually.

KEEP BUSTIN'

Dear Console XS

I have bought the first issue of CONSOLE XS and I find it is good value for money. We have a Nintendo and have quite a few games including the two Golf games, but the other games are not very well explained. The reason I am writing is that we were very grateful for your excellent solution of *Turtles II*, but my two grandsons



NEWSAGENT VIOLENCE

STAR LETTER

Dear CONSOLE XS

What can I say? Amazing, brilliant, fabulous, beautifully presented – perfect, in fact. These are just a few words that describe myself (although I missed out modest). I must grudgingly admit that the same words could be used to describe your magazine. I say grudgingly because it is not perfect, not yet. You will be glad to know that the modest still applies as I have noticed that it is not full of itself like other mags I could mention.

The price did put me off a bit but only until I had actually read through it and I now feel that the news, previews and tips offer incredible value for money. What I also liked was the way you had no unnecessary chit-chat, like how great your magazine is, or what the writers had for their tea last night.

I do, however, have three minor complaints:

1. I know printing errors do occur, but there seemed to be quite a few in the first issue.
2. I loved the *SMB3* solution, but what about the fortresses? I am sure many readers would be interested in your solution for the fortresses, maybe in a later issue.
3. Lastly, but most importantly. I went to get the next issue of CONSOLE XS only to see it not on any of the shelves. After having beaten up my newsagent he managed to mumble through a mouthful of broken teeth that your magazine was bimonthly. What I want to know is will you become a monthly magazine?

Having said all this I do think that CONSOLE XS is one of the best magazines to hit the streets in a long time and I for one will be buying it every other month.

Steven Macintosh, Glasgow

We try to make CONSOLE XS worth every penny of the £2.95, Steven. This issue, for example, boasts over 160 pages packed with solutions and busters. And now with a glossy cover we think it makes CONSOLE XS even more collectable than before. Our ultimate aim is for CONSOLE XS to build into the most comprehensive tips guide ever. When the binders become available you will be able to keep them all together for easy reference.

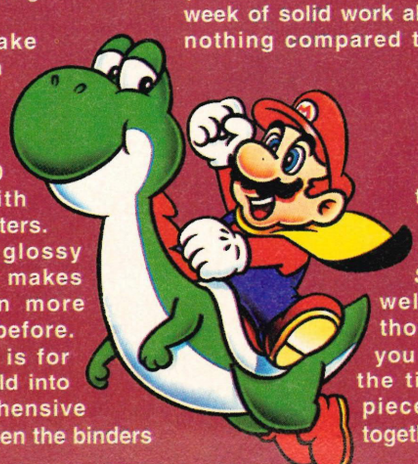
Considering you might pay £1.95 for a review-based magazine which only has a maximum of 10 pages of tips, CONSOLE XS gives you total tips dedication for only slightly more money.

In *SMB3*, each fortress guardian can be dealt with in the same way. All you have to do is leap over the guardian and jump on him three times. As with all the Mario games, the guardians are not exactly tough compared with the normal levels.

As for the bimonthly debate, well we felt that CONSOLE XS is far better suited to it than any other magazine. Review mags have to be up to the minute with their coverage so that they can get the exclusives over their competitors, but CONSOLE XS can take a more calculated approach. With two months to discover and crack as many games as possible, you get 160 pages of tips guaranteed and every game will have been busted harder than ever before.

All CONSOLE XS is interested in are tips and solutions and their accuracy is paramount. Bimonthly means more games to choose from when compiling the solutions, more time for people to see and buy the mag and more importantly, it gives you, the reader, a chance to save up. If we were monthly CONSOLE XS would be smaller and you would have to fork out twice the cash for a tips and a review mag in the same month.

What you may also not realise Steven is that mapping and busting games takes time. *Castlevania IV* (featured in issue #1) took nearly a week of solid work alone, but that is nothing compared to *Super Mario World* which took well over a month of mapping spread over two issues. When you consider that *SMW* contains well over a thousand pictures you can appreciate the time it takes to piece each one together.



XS S.O.S

MY COUSIN VINNY

Dear CONSOLE XS
After reading your first issue, I decided to put you under the spotlight.
I. What does the XS stand for?
II. Why has it taken so long for a mag to come out just for Sega and Nintendo tips?
III. Why oh why does it cost £2.95?
IV. Why don't you put a poster in the middle pages each issue?
V. *Days of Thunder* must be the worst game for the NES, but I bought it. Please print a solution, cheat or tip for it please.
VI. I've also got a Mega Drive and here is my all time top ten.

1 Castle Of Illusion
2 Quackshot
3 Insector X
4 James Pond II: Robocod
5 EA Hockey
6 F-22 Interceptor
7 The Immortal
8 Rolling Thunder II
9 Speedball 2
10 ToeJam & Earl

Vinny Coyle, West Lothian

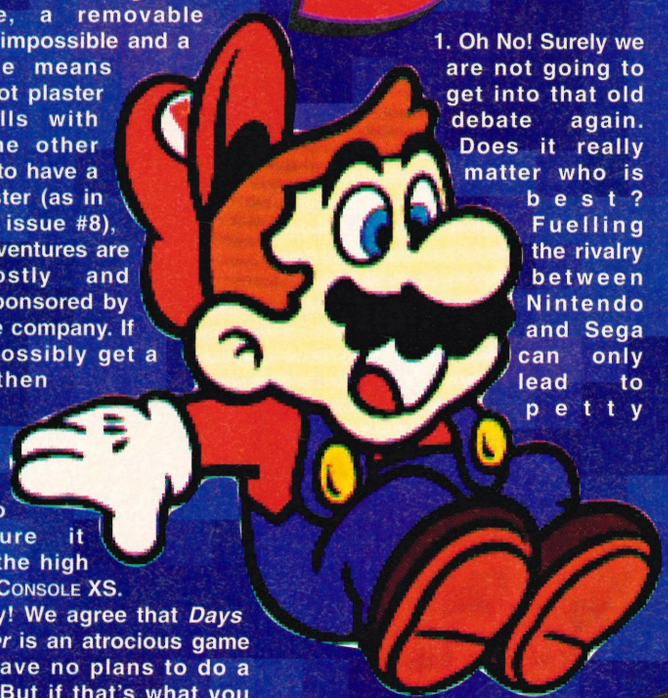


1. XS is short for excess which is defined in the Collins dictionary as "The state or act of going beyond the normal sufficient or permitted limits". That's what CONSOLE XS is all about, going beyond the limits of other magazines to bring you the latest and greatest tips possible. No other magazine goes to the lengths we do to provide you with complete solutions and cheats for Sega and Nintendo – we break the rules to bring you the results. No messin'.
2. Everybody knows that tips are the best loved section of any magazine, but up until now no one has been prepared to bridge the gap and go full force with a dedicated mag. In Japan and America, tips magazines are well respected and sell huge numbers. We hope CONSOLE XS will be the same and look forward to your comments.
3. See previous letter.
4. This is an excellent idea, Vinny, and one that we have looked into. Unfortunately, because of the nature of the binding of the magazine, a removable poster is impossible and a fixed one means you cannot plaster your walls with them. The other option is to have a loose poster (as in Sega Pro issue #8), but such ventures are very costly and usually sponsored by a software company. If we can possibly get a poster then have no fear we'll include it, but we want to make sure it matches the high quality of CONSOLE XS.
5. Unlucky! We agree that *Days of Thunder* is an atrocious game and we have no plans to do a solution. But if that's what you want then we will try to get a cheat or a two page text solution in the next issue (no promises). Remember, if you want a tough game busted by us then send in your requests to CONSOLE XS SOS at the usual address.
6 Not bad, but why isn't *EA Hockey* at number one? More importantly, why is *Insector X* in the top ten? If enough readers send in their charts every issue, we will print a readers chart for each machine in CONSOLE XS SOS. Can't say fairer than that.

WHO CARES?

Dear CONSOLE XS
I would like to ask you some questions.
1. Who is the best Sonic or Mario?
2. Is there a Gamekey for the Game Gear or Game Boy?
3. Could you be very kind and tell me if there is a level select for *Sonic the Hedgehog* for the Game Gear?
4 .Will there ever be a *Quackshot* for the Game Gear?
5. Will there ever be an *Alex Kidd the Lost Stars* or *Terminator 2* for the Game Gear?
That is all.
PS: Will you please send me a baseball cap?

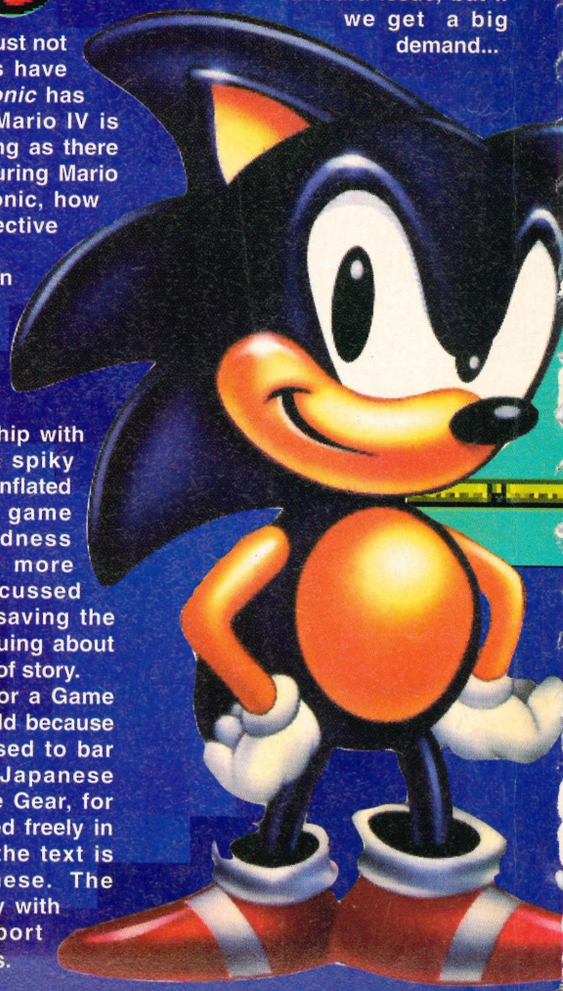
Steven Russen, Kent



1. Oh No! Surely we are not going to get into that old debate again. Does it really matter who is best? Fuelling the rivalry between Nintendo and Sega can only lead to petty squabbles which are just not worth it. Both games have their good points (*Sonic* has great graphics and Mario IV is challenging) but seeing as there are many games featuring Mario and only two with Sonic, how can you make an effective comparison?

If you are going on personalities then Mario is a plump Italian Plumber with dubious fashion sense and an even more dodgy relationship with Luigi and Sonic is a spiky mammal with an over-inflated ego. They are only game characters for goodness sake! It would be more worthwhile if you focussed your aggression on saving the environment than arguing about this trivial matter. End of story.
2. There is no need for a Game Key on either hand-held because lock chips are not used to bar import material. Japanese imports for the Game Gear, for example, can be played freely in this country but all the text is obviously in Japanese. The Gamekey is used only with the NES to play import games on UK machines.
3. There is currently no level select for *Sonic* on the Master System or Game Gear that we know of, but if anyone has come across one then by all means send it in for a special prize.
4. No.
5. T2, the arcade game, will be arriving for the Mega Drive later this year, but it is thought that it will be used in conjunction with the new Sega light gun, the Menacer. If this is true then there will definitely not be a Game Gear version. As for Alex Kidd, well no Alex Kidd game has ever been converted to the Game Gear and seeing as Sonic has replaced him as the Sega mascot, I doubt it ever will.

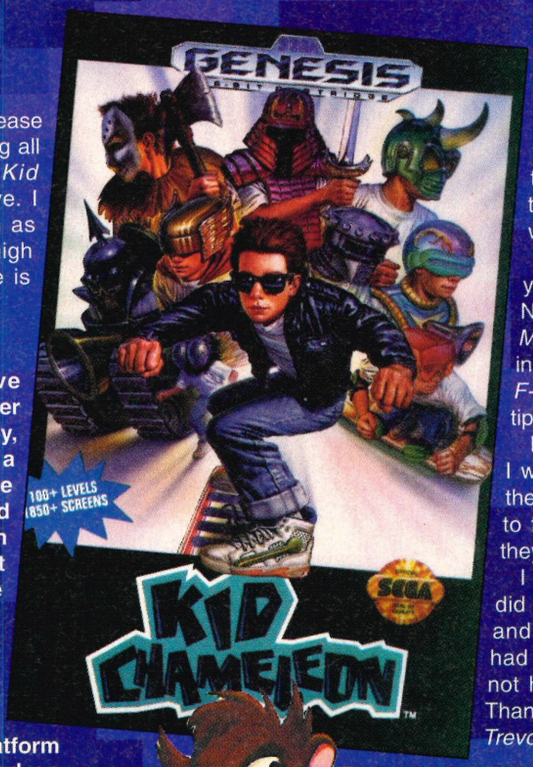
PS: I think you must have seen us at the filming of GamesMaster wearing our Console XS caps (they were limited edition). There are no plans as yet to make them standard issue, but if we get a big demand...



KICKIN' KID

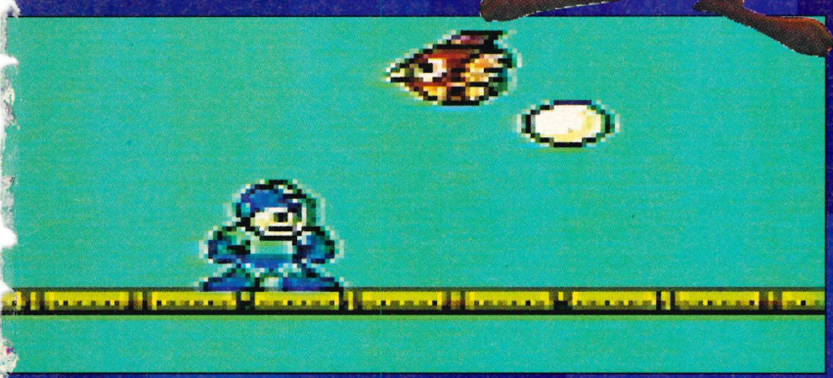
Dear XS
In the next issue could you please do a full map solution including all the secret rooms for *Kid Cameleon* on the Mega Drive. I think *Kid Cameleon* can run as fast as Sonic and jump as high as Mario and your magazine is the best.
Adam Snaps, Manchester

What! *Kid Cameleon*, have you seen the size of it? Over 1800 screens! No, seriously, we will consider it, but such a solution would cover more than 50 pages. If we covered it in installments then perhaps it's possible, but it is much more likely that we would print a text solution with some maps and pictures of all the secret rooms. Would this satisfy you? *Kid Cameleon* is certainly one of the best platform games we have ever played on the Mega Drive and when you consider the size of it, it is also the most challenging. The Kid is due to go official very soon so when that happens more people will have the game and CONSOLE XS will certainly be there with the solution.



MEGA PROBLEM

Dear Whoever opens the envelope
Help! I can't work out how to kill Doctor Wily in *Mega Man* on the NES. When he first appears I use Elec Man's weapon and the front of his machine falls off. Now here's my problem: what to do next, I just get killed by the smegger?
PS: Regarding the tip about pausing the Elec-bolt to inflict damage, it doesn't work.



The way to kill Elec Man is exactly the same as all the other guardians. You must hit him in the vulnerable section and to do this successfully, the pause method is best. I can assure you that is does work if you use it correctly. Jump and fire into the right spot and before it hits, start pressing pause (not the weapon select) rapidly. As the bolt shoots into Elec Man, each time you pause and un-pause, it will register another hit and finally finish him off. You may have to jump one of Elec Man's bolts and the chances are it will hit you, so make sure you have enough energy to cope. Good luck, and don't give up!

ZERO'D IN

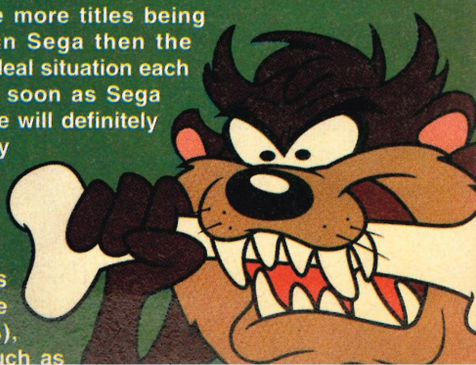
Dear CONSOLE XS
Congratulations on your first two issues. In my opinion it is the best console magazine on the market at the moment and I will be buying every issue.
Just before the release of your first issue I bought a Super NES so your solution of *Super Mario World* was very welcome in issue #1. I now have a copy of *F-Zero*, will you be printing any tips for it?
However I am sorry to say that I was disappointed that not all of the 96 levels were solved. I refer to the Special stages, where are they?
I was relieved with the ones you did solve, there were many hints and tips and even some levels I had not discovered which I could not have found without your help. Thank you.
Trevor Lamb, Northern Ireland

Unfortunately there aren't many things we can do with *F-Zero* otherwise a solution would be already in the pipeline. Printing maps of the tracks is an option, but we feel that you get an idea of the layout on your first lap and after that it is just a case of remembering the corners. Most of the strategy is already explained in the instruction manual and apart from dodging the other competitors (which is just instinct) there really is nothing we can cover. If we get enough response from distraught readers then we will of course print full race maps.
On the subject of Mario, the pages allocated to *SMW* were getting out of hand and we had in total created over 26 pages of tips for one game!
Have no fear, Trevor, somewhere in these very pages is a special guide highlighting the special zones in *SMW*. That's what we're here for.

TAZ-MANIX

Dear CONSOLE XS
Your latest edition of CONSOLE XS (issue #2) is the best yet of your fabuloso mag. I have some questions for you.
1. Will *Asterix* ever come out on the Mega Drive?
2. Can you recommend me a decent game which isn't too pricey (not *Sonic*). I have heard of *Taz-Mania*, is it good? If so, when are you going to cover *Taz-Mania* in CONSOLE XS?
3. Do you know whether *Granada* has come out yet (this was reviewed in SEGAPRO)?
4. Also, the latest edition seemed full of Nintendo titles, why?
5. Is there a Mega Drive version of *Bart vs the Space Mutants* and do you know a place near Eastbourne where I could get it?
Tom Alexander, Eastbourne

1. There are no plans yet, Tom, but Sega should definitely consider it because the MS version is so excellent.
2. Talk about perfect timing! *Taz-Mania* is an excellent game by Sega following the exploits of the cartoon character. SEGAPRO reviewed it in issue ten where it received a hefty 93%. By coincidence, we decided to solve this highly visual game in this issue. Turn the pages to the solutions section and you will find the complete game cracked. We highly recommend this game, so go straight to your stockist and snap it up for £39.95.
3. *Granada* is available on American import (exactly the same as official version) from TV Games in Ewell and Purley. The number to ring is (081) 786 7816 and you can get this fast paced shoot-'em-up for £34.99.
4. It's quite simple: if there are more titles being released for the Nintendo than Sega then the magazine will reflect this. In an ideal situation each will be given fair coverage. As soon as Sega send us their latest titles then we will definitely include them, especially if they are of the same quality as *Asterix*. CONSOLE XS has no bias; we just reflect the current trends .
5. There is indeed a Simpsons game for the Mega Drive (reviewed in SegaPro #9, 92%), available from most stockists such as



CONSOLE XS S.O.S



MAXWELL'S 12

Dear CONSOLE XS
I got your ace mag and I read through the tips book and it helped me with my troubles. I am pleased. I hope you like my picture it took me ages. I like your mag and I have got both of them, well done! Oh yes, please could you set an easy competition because I missed them all.
PS: When I'm 12 can I come out and help out with your mag because I'm ace on my Master System?
Maxwell E Hogg, Dumfries

Thanks for your praising letter, Maxwell. We have already had offers from the Louvre concerning your work of art.
PS: We'll see, but I suspect you'll have to be a bit older to work the gruelling hours needed to complete CONSOLE XS.



BONANZA GIVEAWAY

Dear Console XS
I've got some questions to ask.
1. Will there ever be a *Lemmings* on the Game Boy?
2. When will the Game Genie be available for the Mega Drive?
3. Will there ever be a Game Genie for the Game Boy?
4. Why don't Sega and Nintendo join forces instead of fighting?
5. Why don't you have a pictures page?
6. Why don't you have a bonanza giveaway?
Keep up the good work.
Paul Russen, Kent

The brothers Russen return with even more questions.
1. Doubtful, unless you want serious eye strain from the tiny characters.
2. The Mega Drive Game Genie will be available in November priced at £44.99 but you can win ten now in our Hornby Hobbies competition on page 14.
3. Yes indeed, the Game Genie for the Game Boy will be available in the new year, but if you want to know more then look for the piece in the news section to whet your appetite.
4. In a perfect world, Paul, Sega and Nintendo would join forces. Games would arrive on time and always work, tips lines would always solve your problem, no-one would ever be ripped off by dodgy mail order companies, every magazine would receive review copies of the latest games and Paul Daniels would patch up the Ozone layer with his toupee. Unfortunately, this is not the case and I'm afraid it never will be.
5. Your looking at it.
6. A what?



COMIC CHARACTER CONUNDRUM

Dear CONSOLE XS
I bought *Spider-Man* for the Mega Drive last December and I have been fighting and web-slinging my way through the game to find myself completely stumped on the last level. It's impossible to complete isn't it? Or is it that I have missed something?
I would be very grateful if you could help me as I am having a really bad time on an otherwise great game. Also could you tell me how to get to the Chocolate Secret in *Super Mario World*.
Andrew Gilletto, Blackpool

We've had loads of phone calls with exactly the same problem in *Spider-Man*, Andrew, so the guys at CONSOLE XS decided to play and complete the game and see what all the fuss was about. Here is the end solution for *Spider-Man* on the Mega Drive.

Collect the web icon from the bottom left and bottom right of the first maze of air ducts. Then make your way to the top right to the exit. As soon as you exit the pipe, Electro attacks followed by Lizardman, Hobgoblin and Venom. Now you must defuse the bomb by inserting each coloured rod according to which colour is flashing. After insertion the colours will flash out of sequence before pulsing on a single colour again. Now enter the air ducts to the right and get to the bottom right to find the Kingpin who you must kick in the head before the girl falls into the acid.

Here is how to get to the Chocolate secret. Go to Chocolate Secret 2, run through the first zone without collecting any coins or defeating any of the enemies, then jump across the platforms on the second section, again without hitting anything and reach the exit before the timer reaches 250 seconds. Get through the next couple of easy sections (only reached by this method) and you will be taken to Chocolate Secret. It's tough, but practice makes perfect. From Chocolate Secret you can go straight to Wendy's castle.



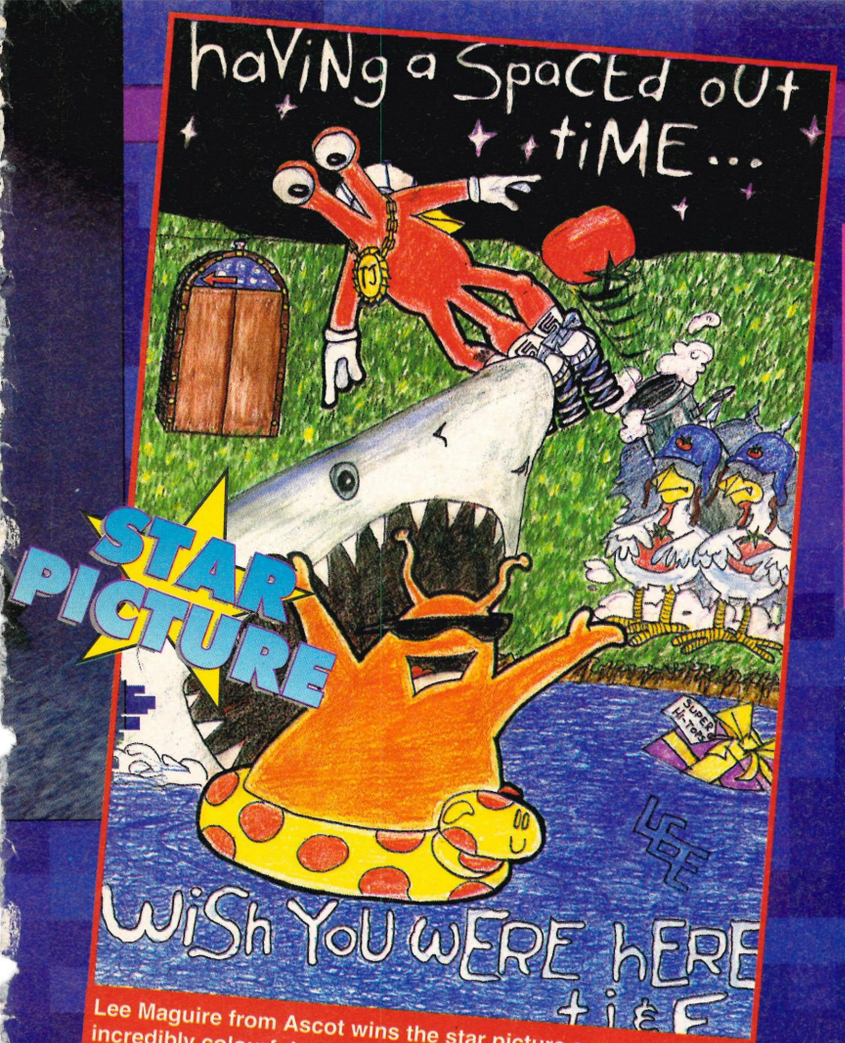
YOU GOTTA BE KIDDING!

Dear Console XS
I am writing to say that I bought the issue you printed with the free tips book and I tried the *Kid Icarus* code for the NES and it did not work!

The code is:
8uuuuu uuuuuu
uuuuuu uuuuuu

I have tried it with big U's and small ones but it just keeps saying "Error". Am I doing something wrong? Please help.
David Smith, Mansfield

We checked the code David and it does work, the only possibility is that you might have an American NES or an American copy of the game. Our NES and game are both official. Codes are often changed when they cross the Atlantic and this is more than likely the cause of your problem.



Lee Maguire from Ascot wins the star picture award . For this incredibly colourful action shot he wins the unique Console XS Artists T-shirt with the cover of the issue on the front. If you want to be the winner of this excellent prize in the next issue, send your pictures to XS Art, at the usual address.

BACK ISSUES

Dear XS
I was reading the second issue of CONSOLE XS and saw the comments on the first and I was hoping that you could find a way for me to get back issues, please help!
Mark Hatchard, Camberley

There are still stocks of Console #1 left and you can get them from the mail order department at Paragon Publishing. Just send your orders to CONSOLE XS savers, Paragon Publishing, 7a Wicker Hill, Trowbridge, Wiltshire, BA14 8JS. The cost of a back issue is the cover price (£2.95) plus postage and packing (55p) which comes to £3.50 in all.

ALL BRIBES ACCEPTED

Dear Console XS
I thought that I would ask you some questions and see how good you really are.
1. Will there ever be a *Super Mario Land* 3?
2. If so when will it be on sale?
3. Will there be a volume two of the Complete Sega & Nintendo guide free with a future CONSOLE XS?
4. Will Terminator be out on the NES? If so, when?
5. When will *Super Mario World* be out on the NES and Game Boy?
David Harrison, Crawley

1. Give Nintendo a chance, David, number two hasn't even been released over here yet.
2. If the second one is popular (as it undoubtedly will be) then they may possibly make another one but not until late '93 or '94 at least.
3. It took us ages to finish the last one, and there are no plans for a sequel just yet, but cheat books may be in the pipeline.
4. There should be an NES version of *Terminator* available for Christmas.
5. *Super Mario World* was created solely for the new Super NES and there no plans for a conversion.



GOOD GAME

Dear CONSOLE XS
I used to collect SEGAPRO, but as I was looking through the newsagents shelf CONSOLE XS caught my eye. The covers are much brighter and the contents are much better (I think). The Complete Sega and Nintendo Game-Busting Guide was a great idea. Thanks for all the helpful tips.
Now I have three questions to ask:
1. Would it be possible to put a few reviews for each console at the back of the mag?
2. Why is it most of your competitions have to be phoned up? I would enter them, but I am not allowed to ring you up.
3. I have a Mega Drive, could you please suggest a decent game that you would give over 85%
Gavin Johnstone, Lincoln

1. No way! CONSOLE XS is and will always be 100% tips – no reviews guaranteed. If we covered game reviews then we would fall back into the mass of other mags who are all striving for recognition and sales figures. At present CONSOLE XS is the only magazine of its kind and we want to remain original. The idea is that you buy SEGAPRO and SUPERPRO for the reviews and CONSOLE XS for all the tips you need.
2. The telephone competitions are 0891 numbers which means you pay more for each call in return for the chance of winning bigger prizes. We will definitely try to keep at least two normal compos every issue, so you can enter them both.
3. What a choice! *Taz-Mania* is excellent, *Buck Rogers* is an astounding RPG, *EA Hockey* of course, *Terminator* is a stonking conversion, The *Immortal* is still a Mega Drive classic and *Pit-Fighter* beats all others hands down for violence. More recently there's *Evander Holyfield's "Real Deal" Boxing* which is definitely worth a look at, and *Aquabatics* is another quality game from EA. The wealth of quality software on the MD is astounding, so you will be spoilt for choice. If you want the latest reviews for Sega, get SEGAPRO.



That's all for this month, if you have any views, questions, suggestions for solutions or you just want to tell us what you like/dislike about CONSOLE XS then write to CONSOLE XS SOS, 7a Wicker Hill, Trowbridge, Wiltshire, BA14 8JS.

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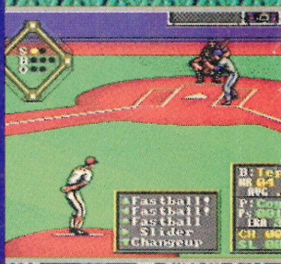
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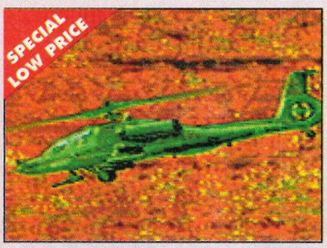
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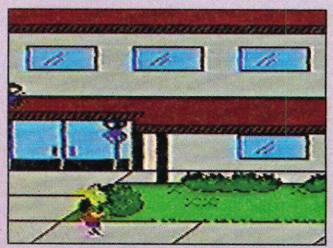
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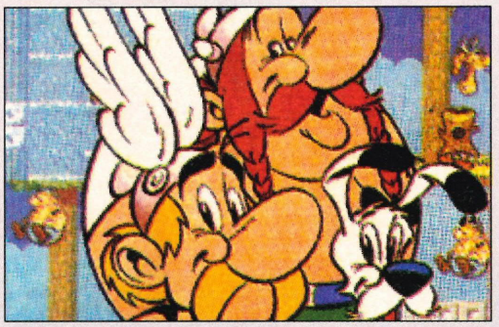
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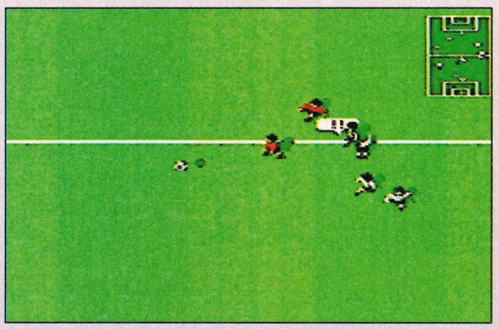
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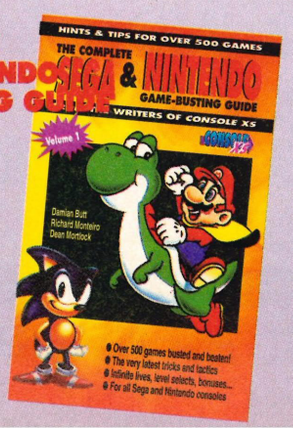


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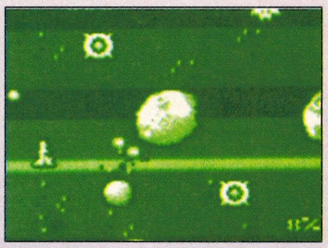


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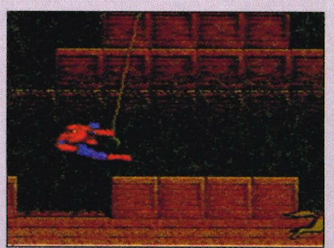
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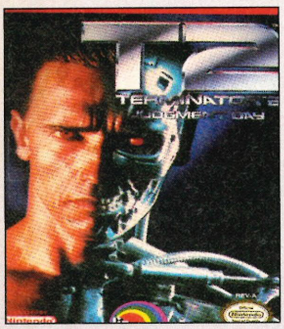


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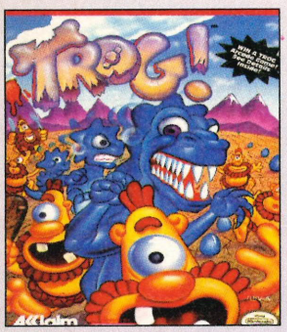
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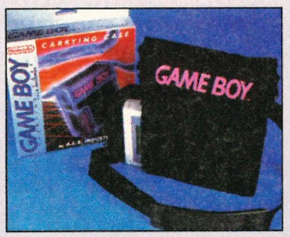
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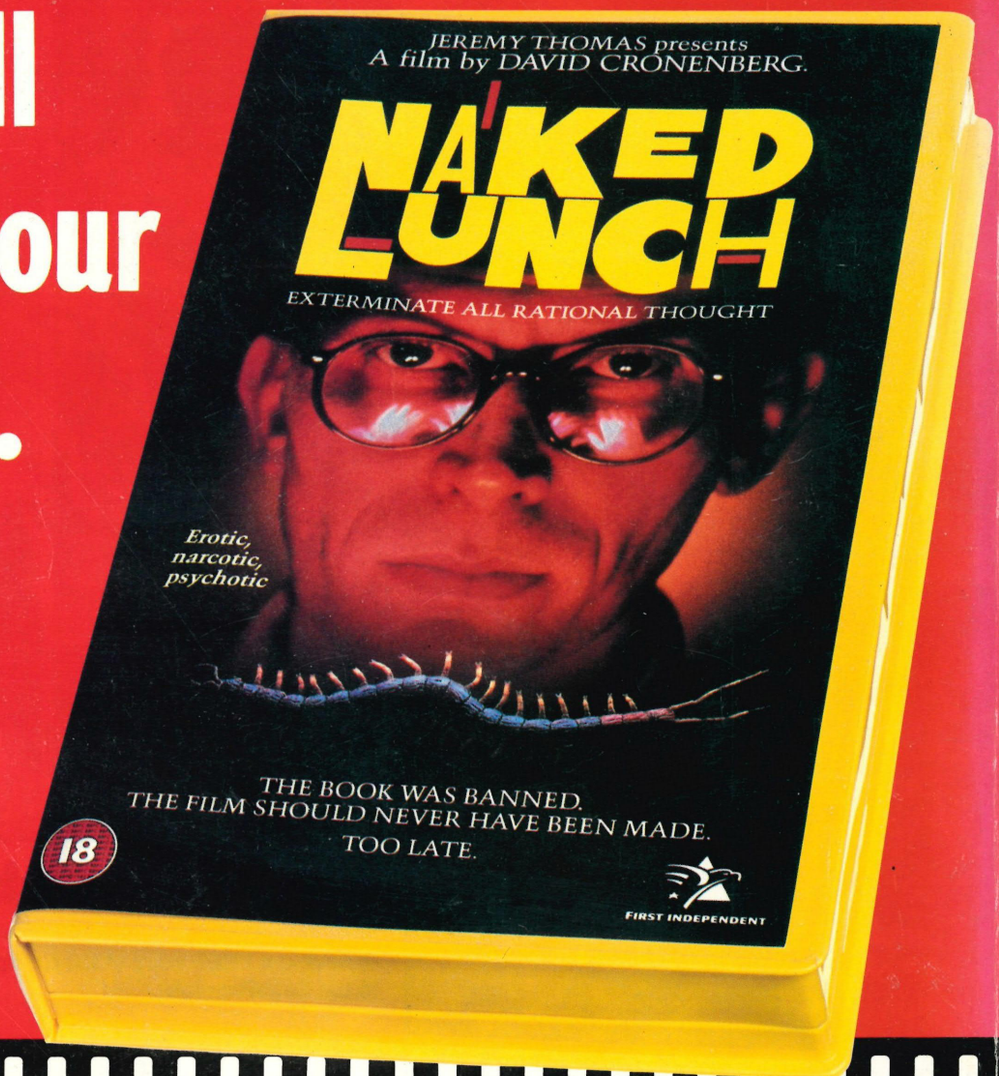
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