THE SEGA AND NINTENDO PLAYERS' GUIDE

CONSOLE XS

No 4 CHRISTMAS 1992
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FEATURING:
GREENDOG
STREET FIGHTER II
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NES cartoon capers

ZELDA 3

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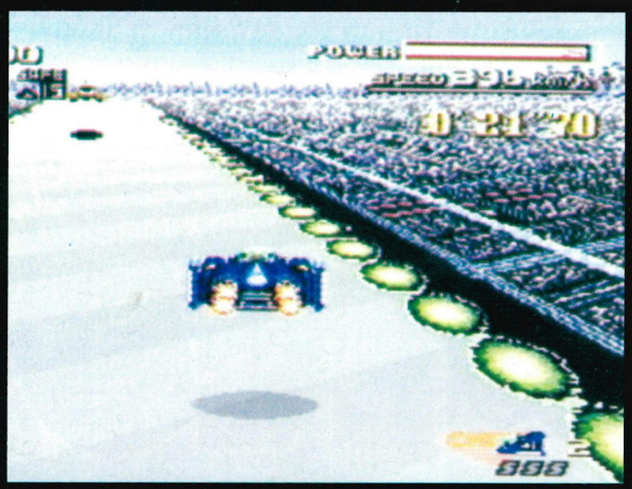
Alien 3™ Twentieth Century Fox 1992
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ISSUE 4 CHRISTMAS 1992

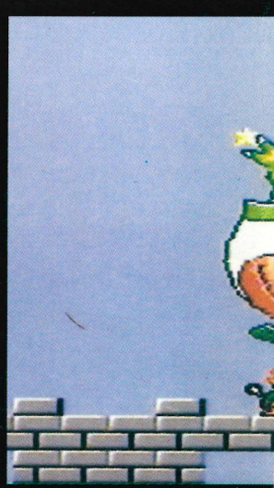






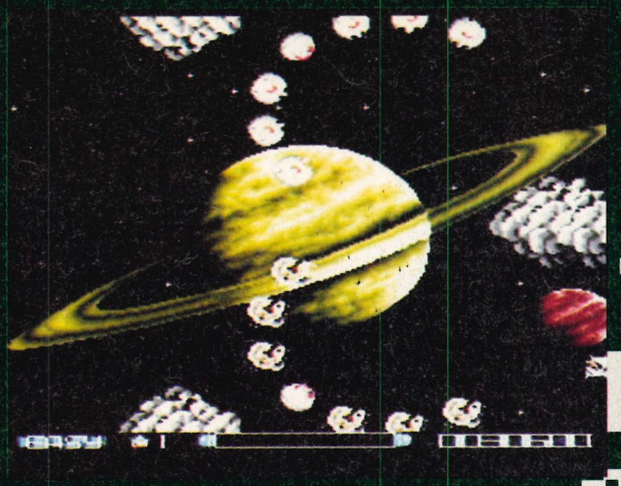


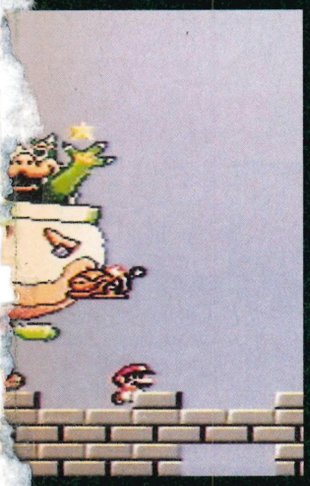




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Here's wishing an XSive Christmas to all our readers!

IN XS



TOM & JERRY

Cartoon capers a-plenty in this new NES platformer! Tom has kidnapped Jerry's nephew, Tuffy, and as Jerry it's up to you to brave the dangers of a typical all-American household to rescue him and give the fiendish feline a good drubbing into the bargain!



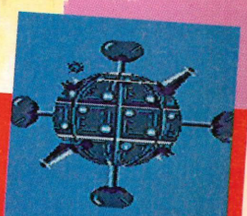
DRAGON'S LAIR

The trials and tribulations of Dirk the Daring arrive on the Super Nintendo, no longer a laserdisk cartoon extravaganza but a mammoth platform adventure. The aim of the game is still the same, however - defeat the dragon and rescue the princess - and we show you how!



STREET FIGHTER 2

"Hwaaaaa!" scream the Console XS crew (apart from Andy, who wasn't impressed for some reason) as they cheerfully break bones and crack craniums on the Super NES. With the aid of our exhaustive guide, you too can maim, mangle and mutilate your friends!



THE HUNT FOR RED OCTOBER

This version is sadly lacking in the distinctive "Russian" tones of Captain Sean Connery, but it's still a gripping subsurface chase through the canyons of the North Atlantic en route to the West and freedom. Navigational charts supplied by Cabin Boy Simon Young.



ZELDA 3

It's here! It's great! It's... well, somewhat on the massive side, so this is just the first part of the complete and utter solution to the decidedly epic Super Nintendo graphic adventure. Link (ho ho) up with us for a trip round Hyrule to rescue the third princess this month.



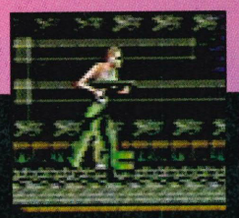
GREENDOG

"Who's Greendog?" chorus a selection of old giffers on Sega's TV advert for the eponymous game. Well, he's blond, suntanned, Californian and, at the moment, utterly unable to surf, which is a bit of a downer for a surfer! Fear not, for the XS crew has all the answers.



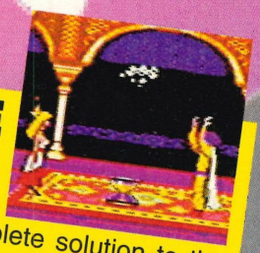
SONIC 2

He's back! The little blue fellow with a penchant for rings makes his return to the Megadrive, and this time he's brought a friend... The first part of our exclusive complete solution of Sonic's continuing battle with the evil Doc Robotnik starts here!



ALIEN 3

Ripley returns, and this time she's bald. Probe's "somewhat" loose adaptation of the film has allowed our de-barnetted heroine to tool herself up with a veritable arsenal of Alien-bursting weaponry, which is just as well as there are rather more Aliens here than in the film.



PRINCE OF PERSIA

The concluding part of CONSOLE XS's complete solution to the excellent Eastern extravaganza on the Master System brings the Prince to the end of his quest - but first, he'll have to face off against the evil Vizier. Are you up to the challenge?



BART'S NIGHTMARE

"Bart!" Yup, the yeller feller is back for another videogame appearance, and this time he's descending into the hell of his own subconscious in a quest to recover the lost pages of his latest school assignment. No need to have a cow, though - we're here to help.



TURTLES IV

Turtlemania may have gone the same way as Spacehoppers, platform soles and Dan Quayle, but the games keep on coming, and they keep getting better. Choose your chelonian and check your chronometer as you take a magical history tour.



PREDATOR 2

No Arnie this time - instead it's Danny versus another of the interstellar big-game hunters above, on and below the streets of Los Angeles, 1997. With Patrick's mega maps, you can rescue the hostages with ease and avoid ending up in the Predator's trophy cabinet!

ALSO FEATURING:

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BUSTIN' BUSINESS

If you are already a regular reader then you will notice a complete front-end facelift and the introduction of the Busters A to Z which contains over 25 pages of all the latest and greatest cheats as well as all the golden oldies for future reference. The news and previews sections have been dropped in favour of larger and longer solutions.

But the major changes are yet to come! From issue five, CONSOLE XS will split into SEGA XS and SUPER XS to cover all the Sega and Nintendo machines specifically. Now you will get 100 percent tips for your console, nothing else comes close!

This month we have smash hit games on all systems including the definitive maimer's guide to *Street Fighter II* on the Super NES, the first part of the epic *Zelda III* solution, full maps to Elite's Singeing smash, *Dragon's Lair* and *Turtles IV* and *Bart's Nightmare*.

On the Mega Drive there is the exclusive solution to Sega's own, *Greendog: The Beached Surfer Dude*, *Predator 2* and *Alien 3*; which I think you will agree is one of the most breath-taking, fully mapped solutions ever printed!

Tom & Jerry on the NES proves that 8Bit can cut it with the best of them and *Prince of Persia* still keeps the flag flying for the Master System.

Perhaps the biggest exclusive this month is the first part of our ground-breaking *Sonic 2* solution on the Mega Drive. Without doubt the biggest thing to hit the Sega console since the first hedgehog game, Sega have ordered over a million copies in advance to cope with demand.

If the original is anything to go by then thousands of frustrated *Sonic 2* owners will need help on the larger and tougher levels and CONSOLE XS (as ever) is here with it's finger on the pulse.

XS TEAM

DAMIAN BUTT

Keeping the deranged gamesplaying maniacs on CONSOLE XS in their seats is a tough task but after writing issue #3 almost single-handed, the Buttster has at last found the meanest deputies in the west.

PATRICK BASEDEN

The latest recruit, Patrick was sent insane by *Tom & Jerry* and *Predator 2* this month, but admits to liking Meatloaf (so he was probably insane anyway).

SIMON YOUNG

"In your face," "Hardcore - you know the score," and "Waaaa!!" are among sly-boy Simon's favourite catchphrases. The *Street Fighter II* king of pain, Simon tackled the awesome *Alien*^{3} this month. We came, we saw, we kicked its ass!

CAROLYN RATCLIFFE

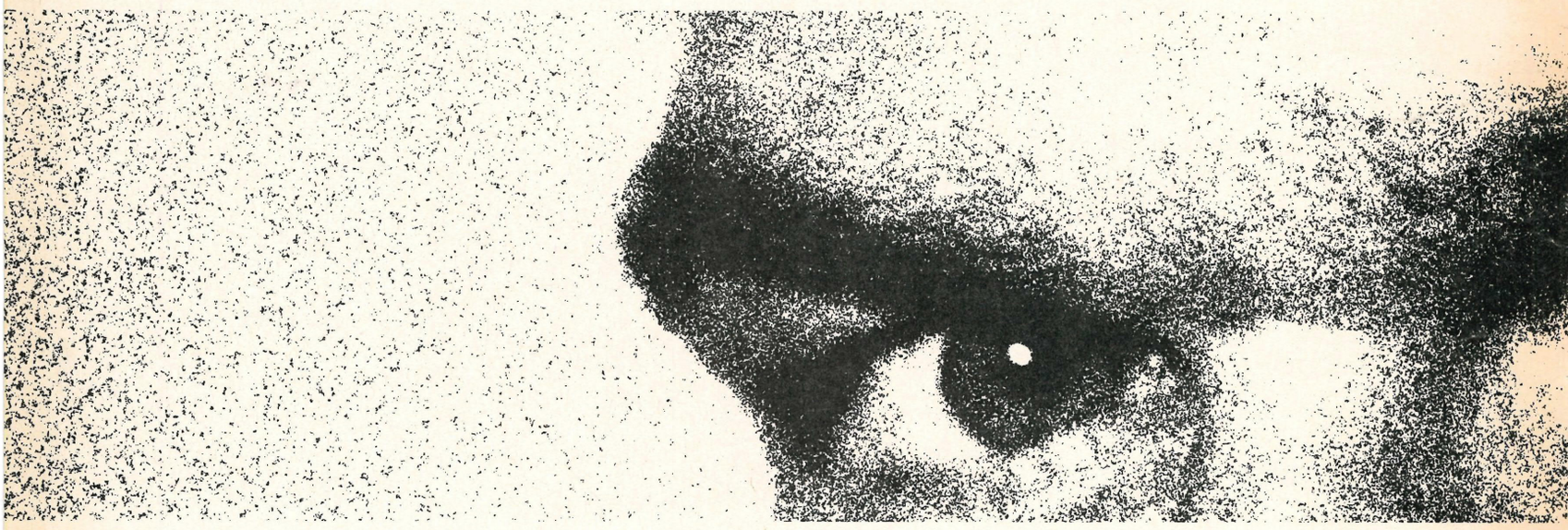
Miss Innuendo herself has already destroyed every Mac we've let her touch, but is very popular in the coffee-making department (she only makes them because she's a person, not a woman). Carolyn is an ardent pacifist but likes nothing better than to beat someone up on *Street Fighter II*.

ANDY McDERMOTT

Trekkie supreme, Andy never misses the repeats of the original *Star Trek* and is a heavy movie memorabillia collecter as well as an *Aliens* fanatic.

We sometimes wonder whether Andy is actually human but as long as the mag looks as good as he makes it, we won't try to uncover his secret (phone home).

Greasy gra
Spikeless
Loose dirt

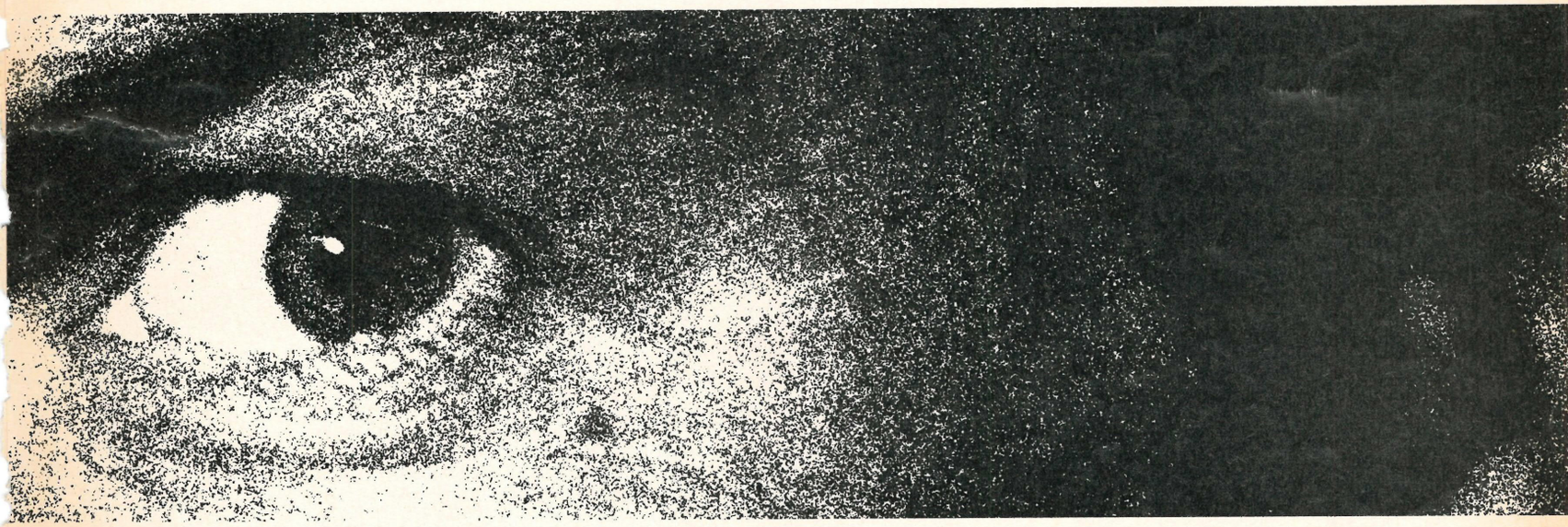




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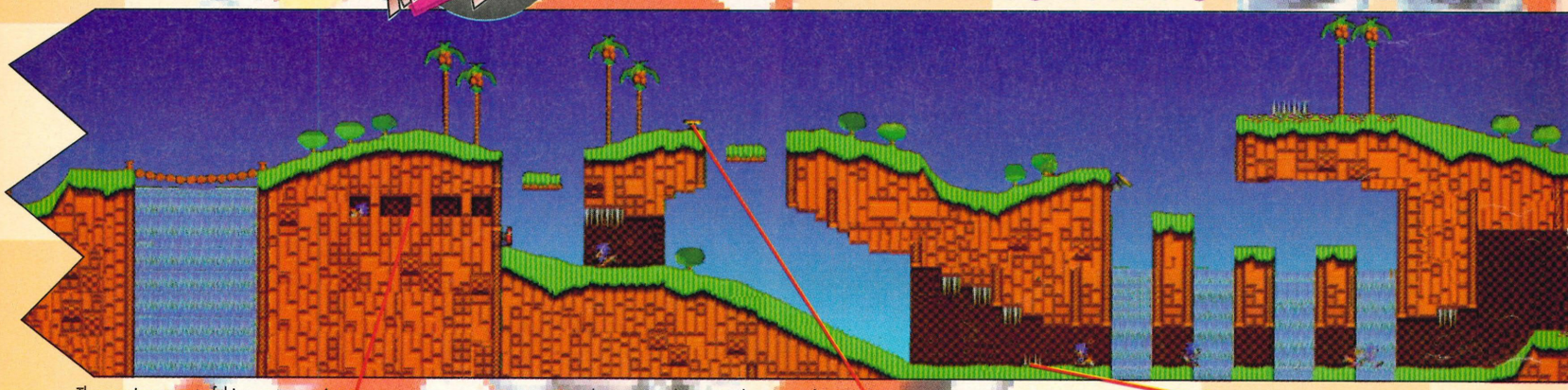
Will you ever reach the end?

SONIC 2

It's big, blue, bad and destined to be the biggest grossing Mega Drive game of all time. *Sonic 2* is the triumphant return of everybody's favourite spiky mammal. Over 20 levels of ring racing, Robotnik rapping, rip-roaring platform action - with Sonic's foxy apprentice, Tails, in tow. Brimming with fiendishly placed secret rooms (including the hidden Palace level). You will have to wait for the full solution in SEGA XS #1, but as always, CONSOLE XS brings you the first exclusive installment.

MEGA DRIVE

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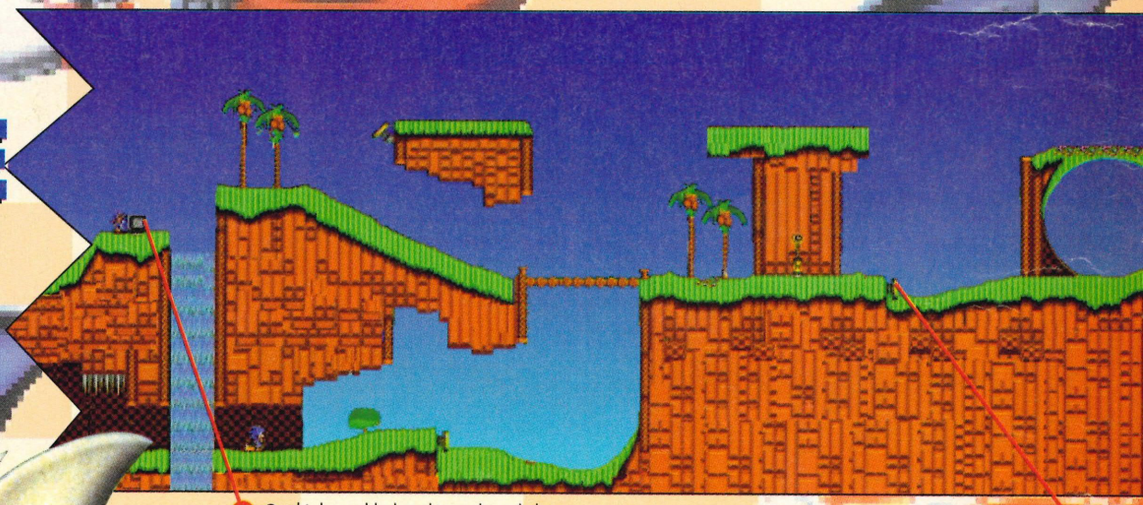


The cunning aspect of this secret room is that is isn't very secret at all. Just jump down near the spring and leap into the wall for a few extra rings. This is just a taste of things to come.

Use this spring to leap over the gap and get a small collection of rings, hanging high above the Emerald Zone. If you see a spring, the chances are, there are rings or bonuses waiting above.

These spikes will bring tears to your eyes! Every few seconds, they shoot up and catch you unawares. Hold down on the joypad and press C to rev up you legs and race through the danger zone unscathed.

EMERALD HILL ZONE





Get this bonus block and jump through the waterfall to the lower level. All the waterfalls can be jumped through and may provide short cuts on later levels.

For super sonic speed, run into this spring and get catapulted through the loops and up to the high platform to the right or the secret room.

SUMMARY

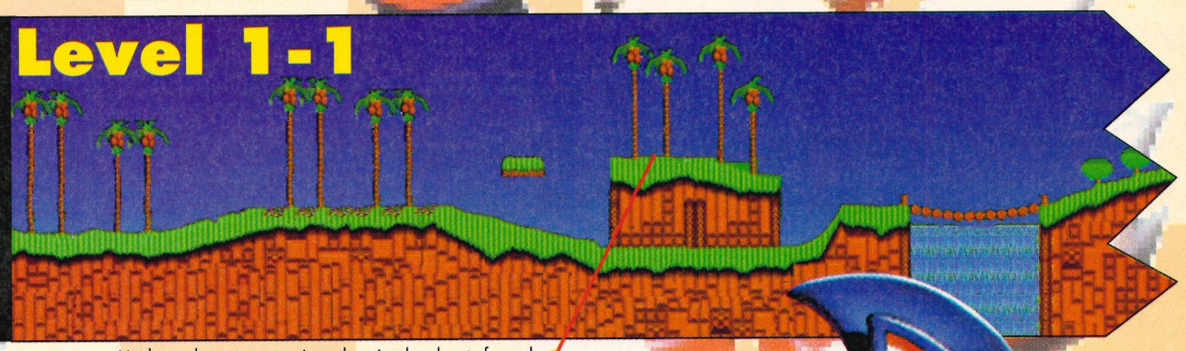
GAME NAME: Sonic the Hedgehog 2
TIME TO COMPLETE: 8 days
HIGHEST SCORE: 2,102,600
NUMBER OF LEVELS: 24
CHALLENGE RATING: Medium

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

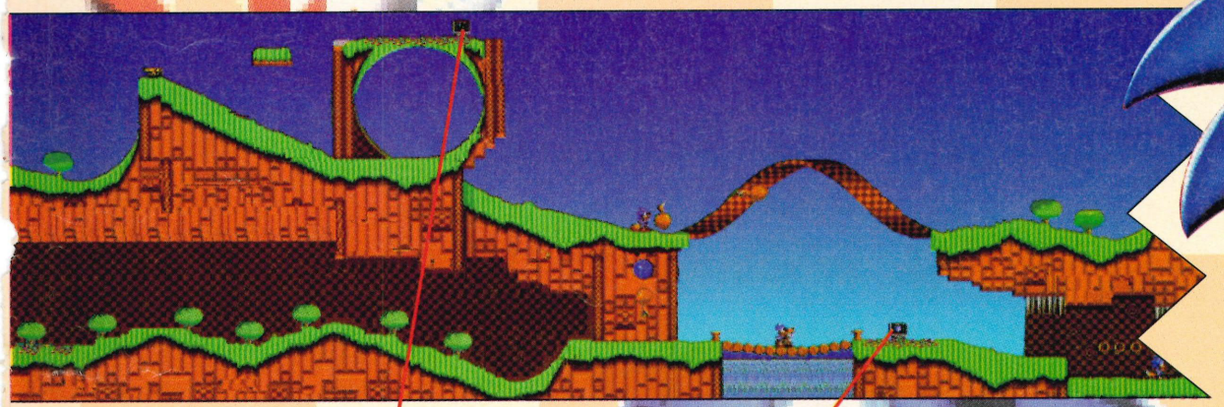
Special thanks to Mark at Sega UK for all the support.
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Level 1-1

A case of deja vu greets you on entering the Emerald Hill Zone because it looks uncannily like the Green Hill Zone in *Sonic the Hedgehog*. There are no great dangers to encounter but you will need excessive speed to clear some of the wacky spirals and conveniently placed springs. Bonuses are plentiful but as with the first Sonic game, hidden ledges and secret rooms are in abundance. Keep a sharp look out for rings in solid bricks walls.



It's always the same, one minute there is a handy set of speed boots on this ledge, the next, someone has nicked them. Probably that little tyke Tails! Use the speed boots to get to the higher platforms halfway through the level.



If you get the speed boots then you can grab this bonus and leap for miles. Alternatively you can drop through the spiral and get the shield below.

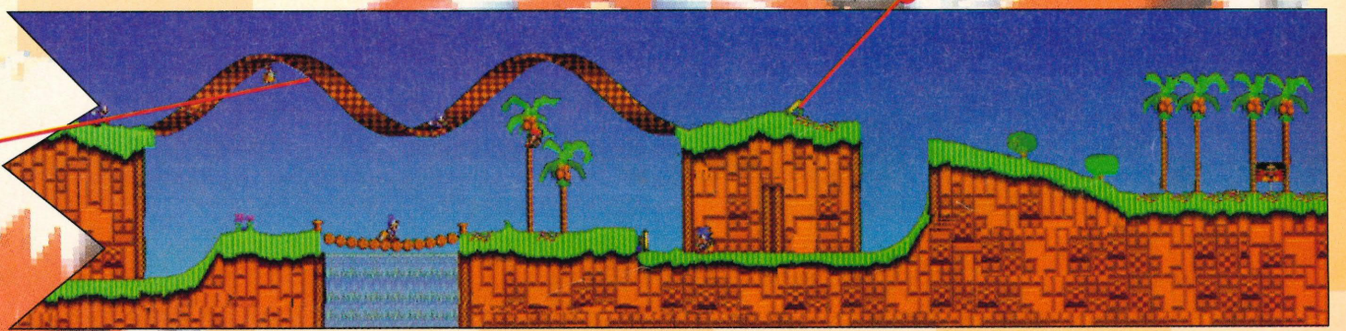
This power-up box contains a shield that protects you from one hit and preserves any rings you may have collected. Unfortunately when you collect it, you turn into a sad blue blob that flashes inanely.



Bounce up here and you go through to a secret room with an extra life at the end. If you cannot get here using the springs, stand by the ramp below and use your super speed attack to reach it.

These platforms are hard to reach but lead to a mass of rings on top of the loop and a marker point.

This tilted spring is used to collect a group of rings found in the middle of the spiral.



If you loose momentum on this spiral you will drop to the ravenous jaws of the mechanical piranha in the water.

Level 1-2

The moment you see a spring, you know there must be something out of sight that it enables you to reach. In this case, it is a group of rings, but make sure you don't land on the spikes below.

The second Emerald stage is bigger and more frantic but a plethora of secret rooms and wild loops and corkscrews keep Sonic on his toes. You meet the dreaded Robotnik in his war machine for the first time in this new adventure but you should have no trouble defeating him. Are you ready for the terrors and mammoth scale of the Chemical Zone?

These rings are guarded by robotnic piranhas. Use your spinning attack to transform them into cuddly bunnies and collect the rings.



Surprise surprise! This spring is used to clear the sheer drop you encounter here. Jump too far however and you land on some unforgiving spikes.

To reach this cunning secret room, super spin on the ram below and curve back into the hole here. Run through, collecting the rings and get the extra life in the waterfall. Once you are finished here, go to the secret room below.

These platforms drop away as soon as you touch them and the ground in the cave is full of traps. It is best to stay on the top route.

More spikes shoot out from the ground here. Use the spring at the end to clear the cliff but watch out for the spikes above.

After continuous playing, we found that the only way you can enter this cave with Sonic is to first get the secret room above and then it mysteriously opens this room.

If you have the speed boots and get enough of a jump, this spring will send you flying onto the two platforms to the right.



Just above this spring is a secret room that has a ring power-up inside. If you walk to the right, a spring rockets our lorry-fodder hero into the spikes on left.

Use the small moving platform to reach these two hidden ledges. Leap left for a restart point and right for enough rings to take you to the special zone.

Wait for this platform to move out of the way and collect the ring power-up. Go to the right for a secret room and then stay at the top for the safest route.

Use this spring to reach the moving platform. You will have to time your jump very carefully to coincide with the platforms lowest point.

Due to the recession, there are no more power-ups on this platform. But before Major's Britain, you could find an extra life here. The other platform has a restart point but you can only reach them both if you use the speed boots and race through the whole level.

ROBOTNIK

Sonic 2's only achilles heel is that the guardians are very easy to defeat and this was a common fault with the original game. For this first guardian, wait for the evil doctor to land in his helicopter and then jump on his tank twice with your spin attack before it goes off the screen. When he reappears, get in more hits. The drill is fired on the last pass so jump it.

There are two ways to enter this cave. Either jump up at the exact point on this wall or stand on the platform above and super spin to the right as it falls. You should break into the room where rings are waiting.

Start your super spin on this slope to make it back up. If you have the boots or an RS Cosworth engine then you may make it up to the hidden platforms above.

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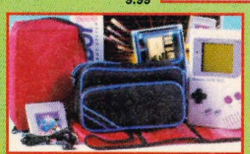
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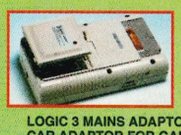

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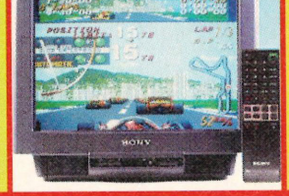
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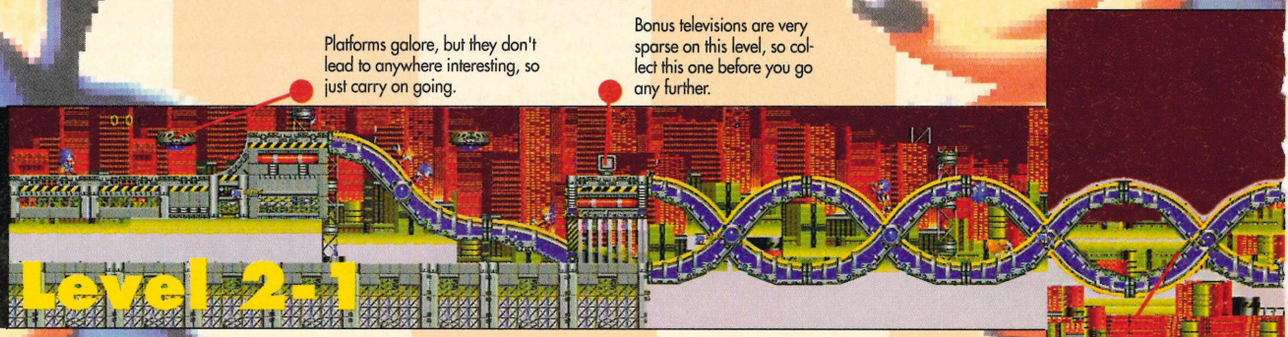
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Platforms galore, but they don't lead to anywhere interesting, so just carry on going.

Bonus televisions are very sparse on this level, so collect this one before you go any further.

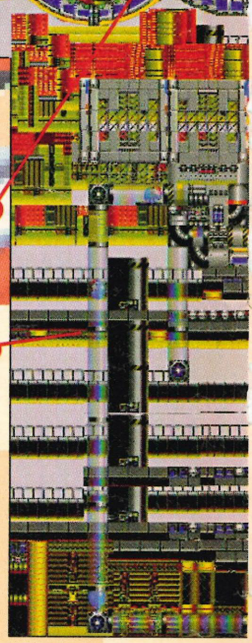


Level 2-1

CHEMICAL PLANT ZONE

Choose your route time! It really doesn't make that much difference which way you go so don't worry too much!

More tubes! There's no way you can choose what direction you travel after you've entered one of these, so sit back and enjoy the ride!

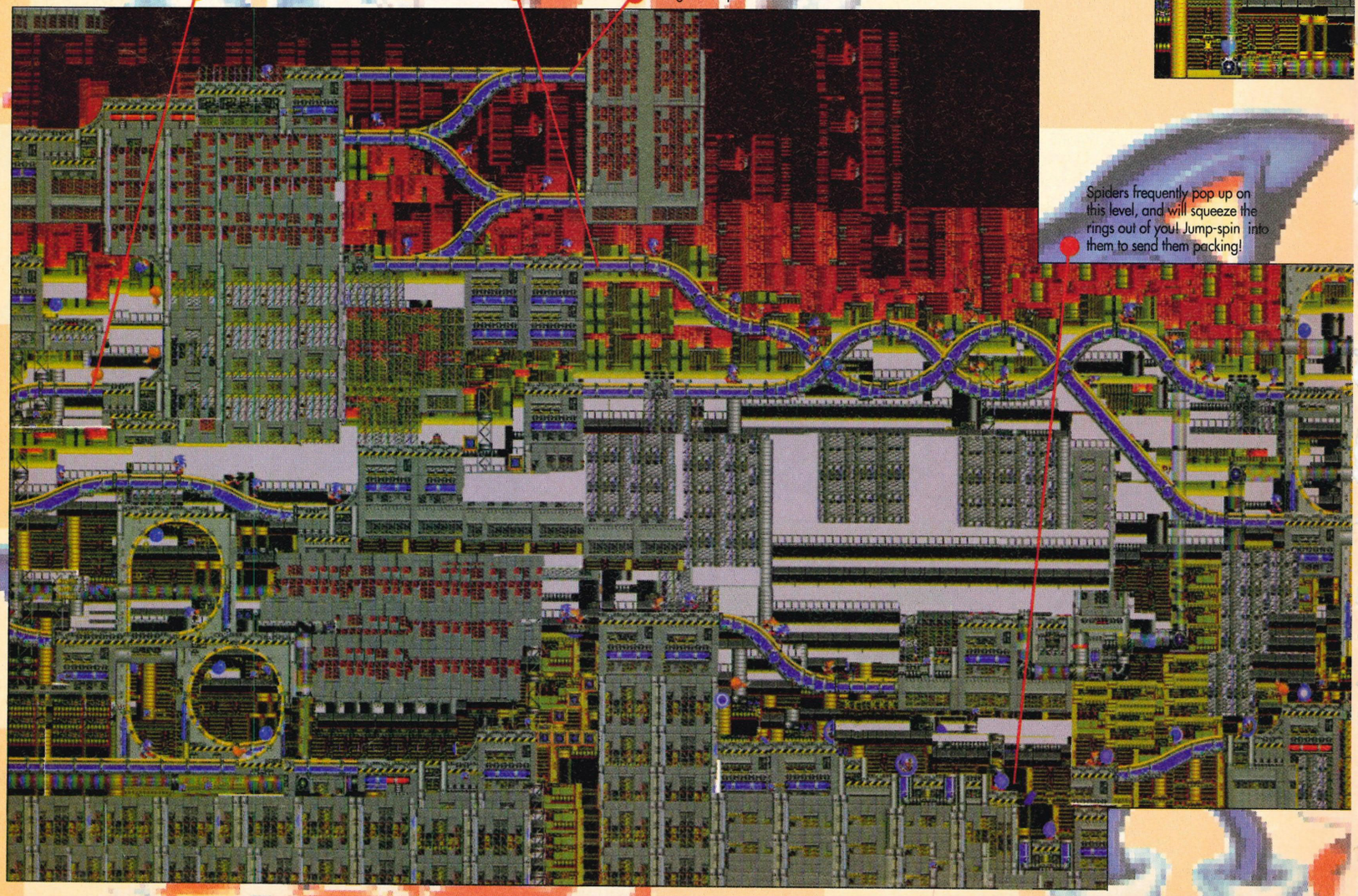


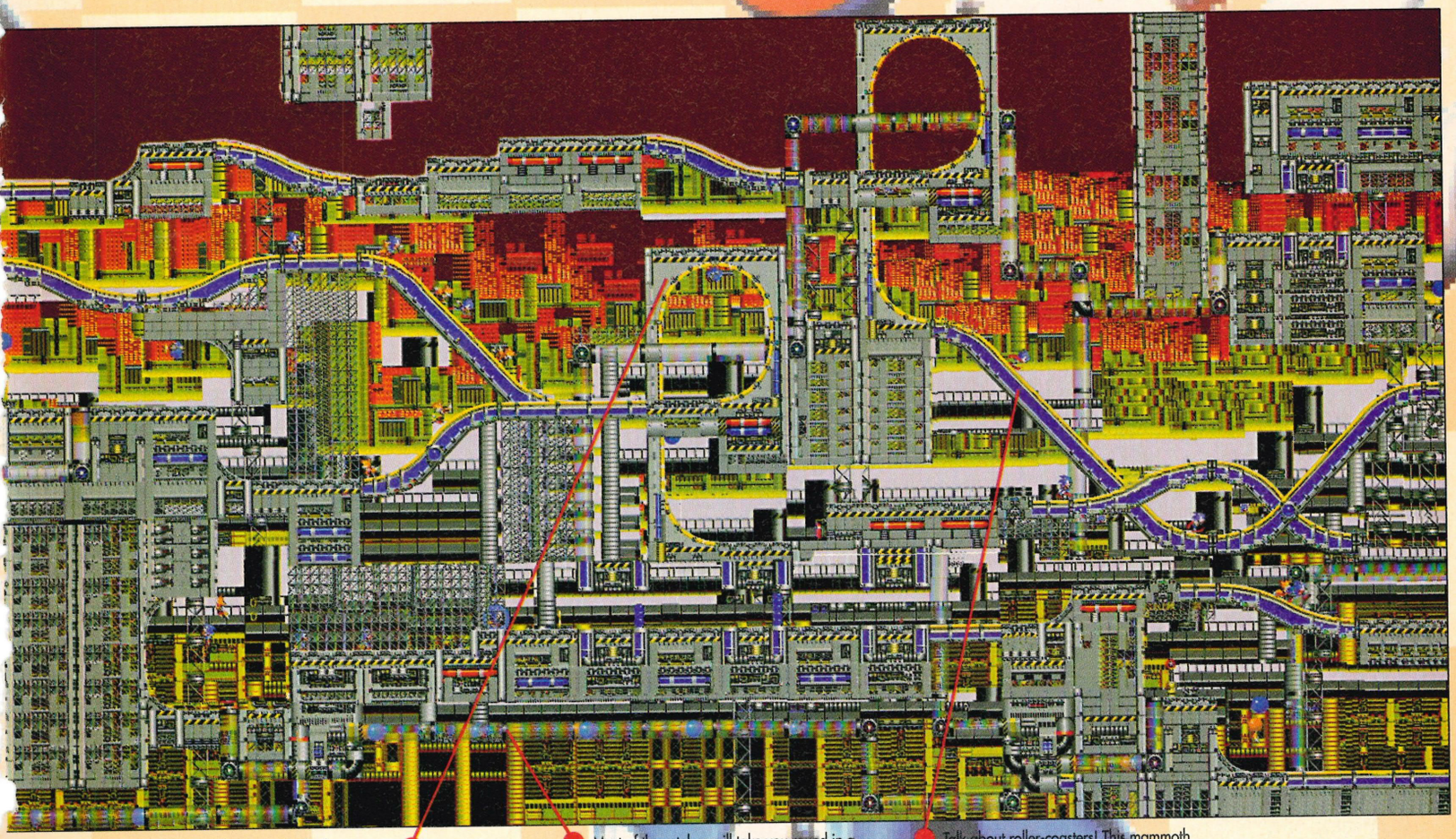
Use your super-speed to roll up this chute.

Full speed ahead for this run. Get your head down, pump those arms and go for it!

Curl up into a ball to quickly navigate this part of the level.

Spiders frequently pop up on this level, and will squeeze the rings out of you! Jump-spin into them to send them packing!





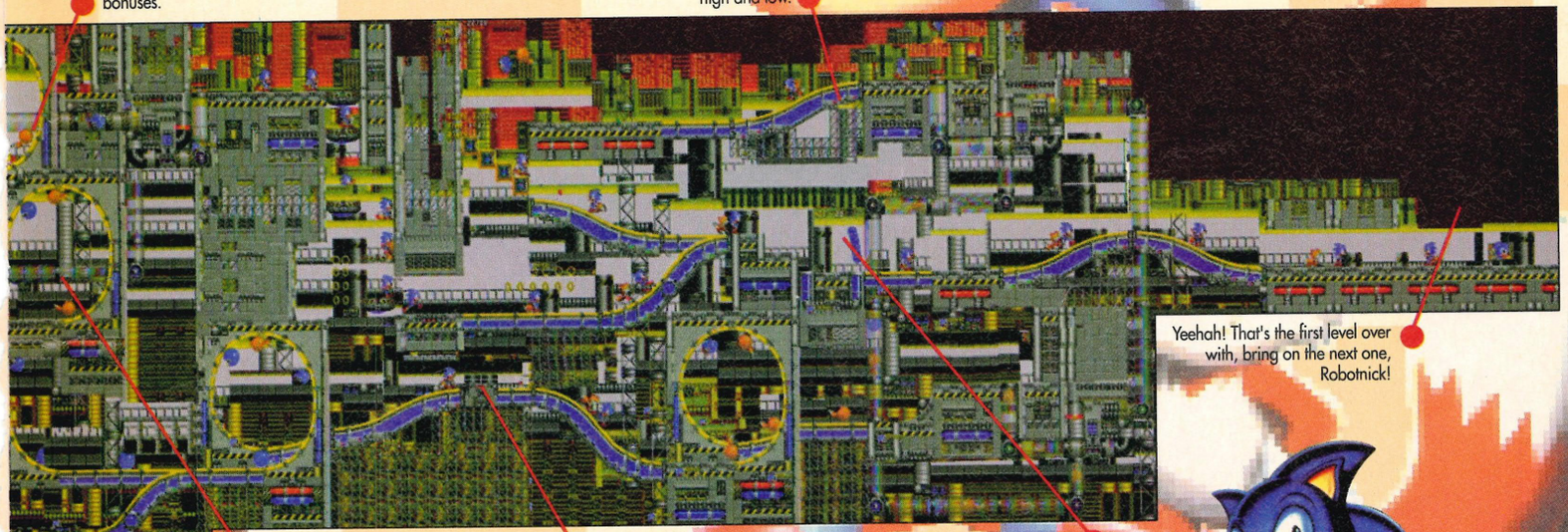
Make sure you curl up into a ball when you go around these loop-the-loops. If you do, you'll gain more speed and fly out of the other end!

Most of these tubes will take you round in a big circle but some of them act as short-cuts, cutting off a big chunk of the level.

Talk about roller-coasters! This mammoth run would leave most animals pleading for mercy, but not our Sonic!

By this stage you will be travelling phenomenally fast. Fasten your seat belt and close your eyes. Everything whizzes by so quickly there's no chance to look for bonuses.

Around and around you go – searching for rings high and low.



Yeehah! That's the first level over with, bring on the next one, Robotnick!

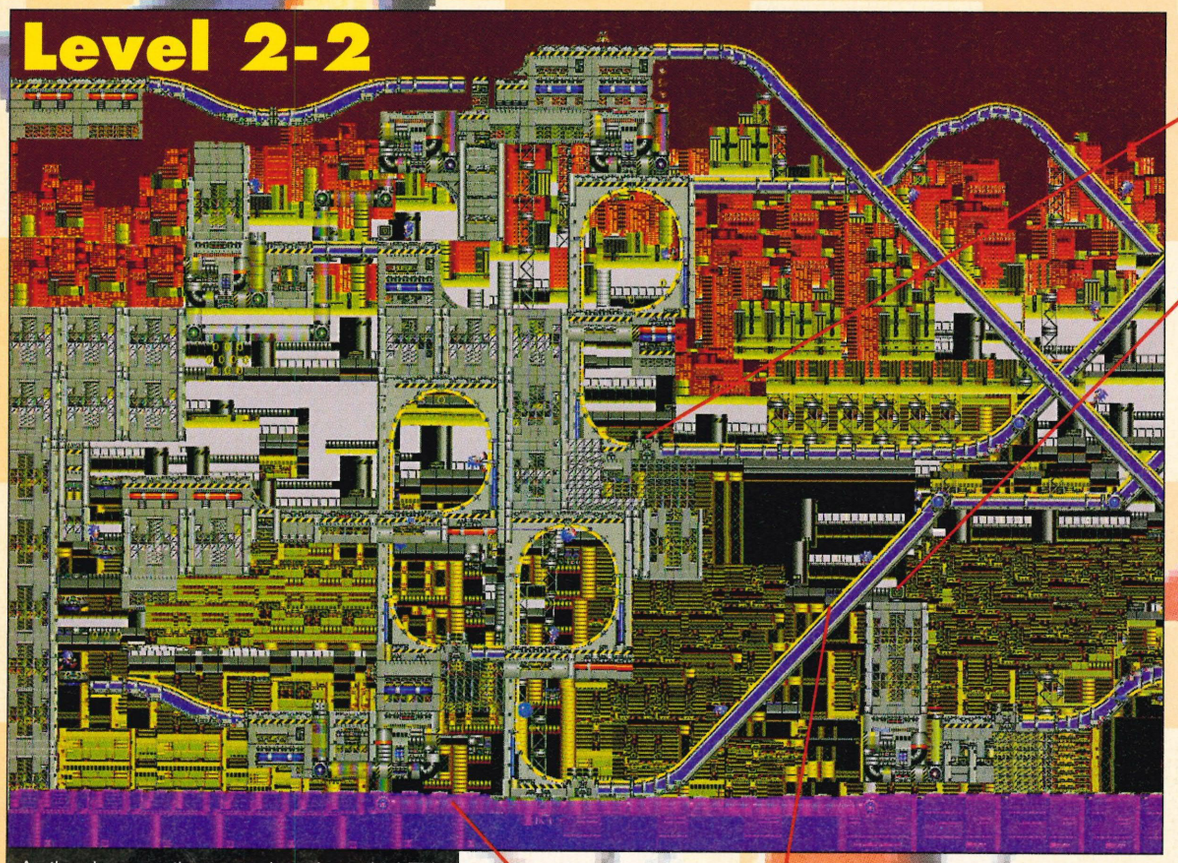
Loops, loops and more loops! I hope you've had your lunch, because you're going to feel your stomach turn when Sonic shoots around these!

These strange looking objects fling Sonic out with a huge burst of acceleration in the direction of the arrow. Curl up into the ball and then go for it!

Use your super speed burst to get past this jet of chemicals when it has just disappeared into the floor.



Level 2-2

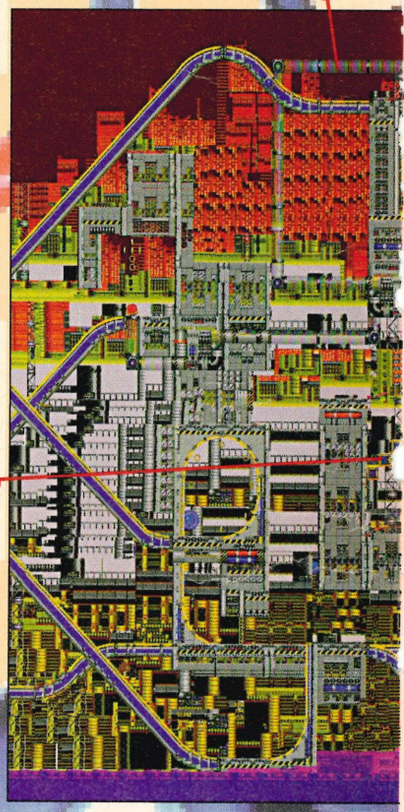


As the chase continues, so does the action! This level is just one giant roller-coaster with slides, loops and runways galore. PLenty of rings are available and there's even the odd extra life or two. The restart points are still a bit sparse, but the end of the level's not too far away.

Yet another one of those speed up buffers. This one spins Sonic up the ramp and into a set of loops. As always, it's best to take these curled up in a ball.

Use the bouncing platform below this TV to launch yourself onto the top of the tower and grab a much needed bonus.

This giant tube will take you through most of the level. All you've got to do now is find the entrance!



If you can get into this tube, it will cut off a large section of the level which includes some of the water hazards that appear now and then.

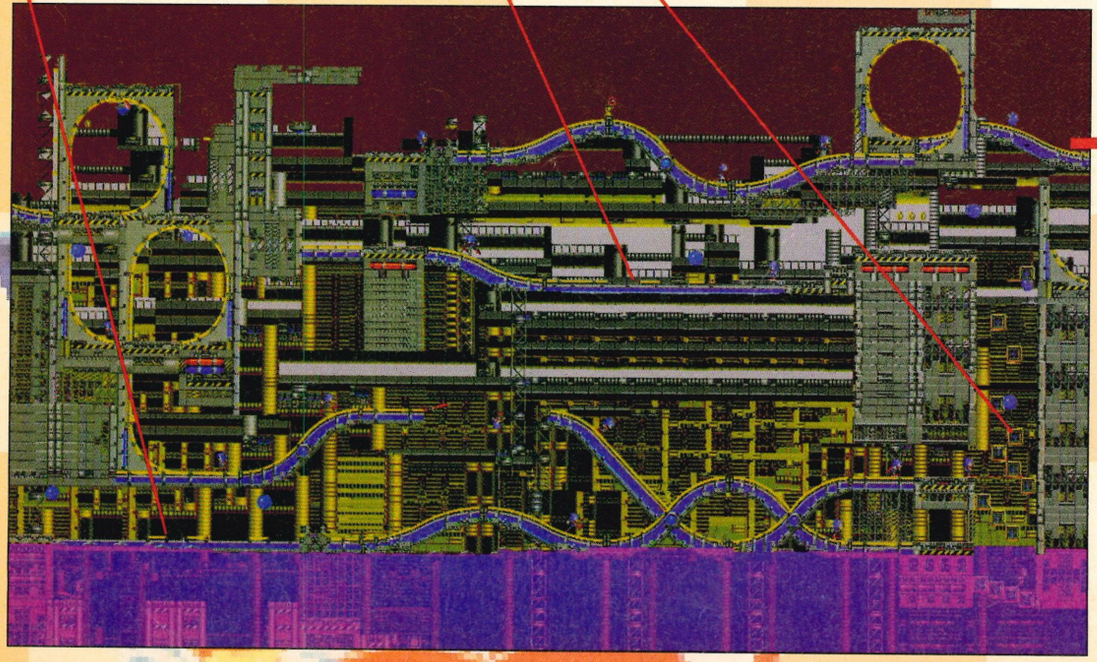
Afterburners aren't needed when you've got a slide like this you shoot down! Sonic becomes so fast here that the screen has trouble keeping up.

Be careful when trying to climb up these blocks. If you're not careful, you'll get squashed like the proverbial hedgehog!

If you fall off these platforms, jump to the left and use the springboard to jump out of the water and back onto dry land.

Take it slow over these platforms or a swift death of the squashing kind could be yours!

As soon as you enter this part of the level, the water will rise and you've only got about a minute to reach the air before Sonic drowns in the toxic water.

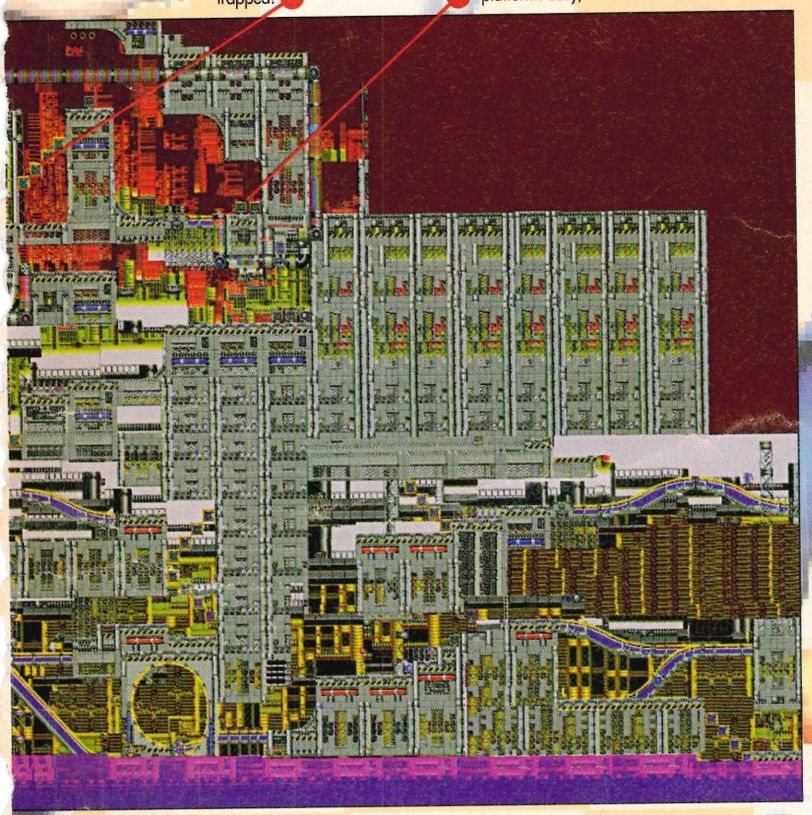






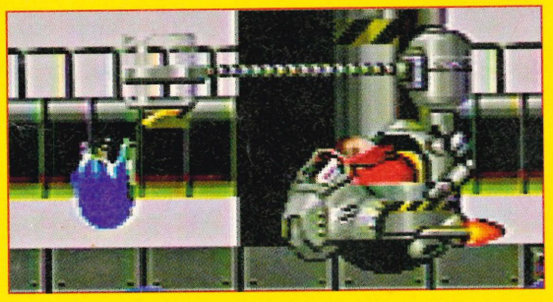
These moving blocks are a quick way to move up in the level. Just be careful not to get trapped!

Loads of bonus items just waiting to be collected! All you have do do is get up on that platform! Easy, huh!

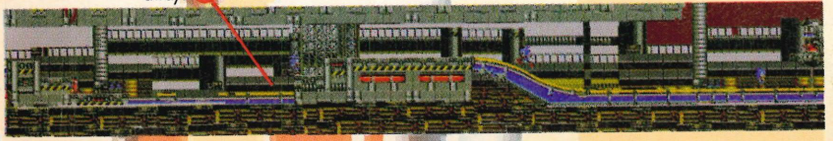


ROBOTNIK

Stand on the middle platform and as soon as Robotnik appears, keep on hitting him. He'll then try and drop the bit of chemical he has collected onto you; just jump over it and continue jumping into him until he dies a watery death!



Don't stop for anyone! Keep on going and the end of the level is just a few seconds away!



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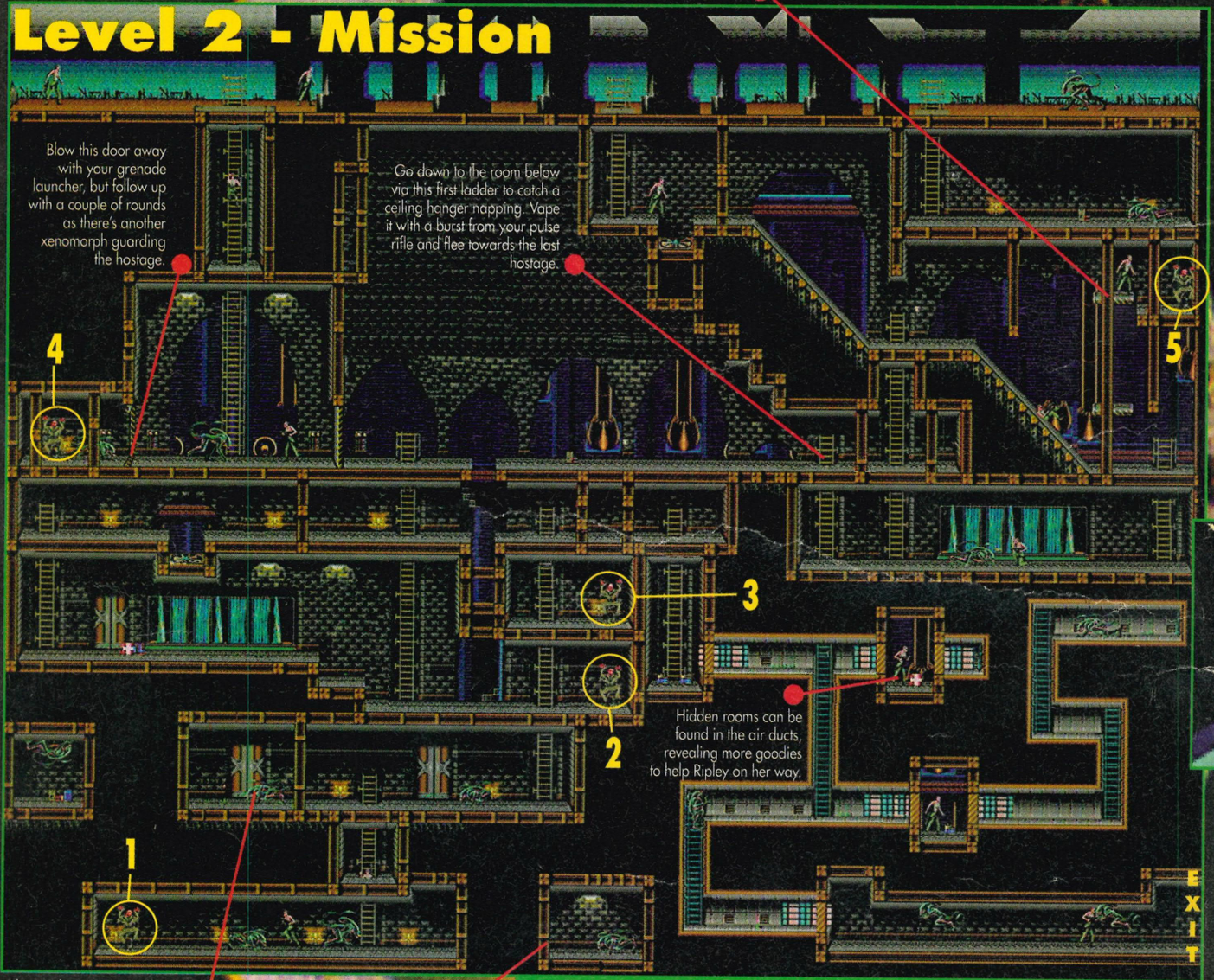
They're in your space and in your face! Acclaim's adaptation of the (somewhat disappointing) latest film in the Alien saga sees the crop-topped Ripley facing up to her foes for one last time on the desolate prison planet Fury 161. Unlike the movie, in which there was only a single Alien, the game features hundreds of the drooling xenomorphs. To make up for this, the Mega Drive Ripley is armed to the teeth with all the excellent bug-blasting hardware from *Aliens* as opposed to some drums of toxic waste and a long stick. The mission is simple: rescue the prisoners, blast the Aliens - and save yourself!

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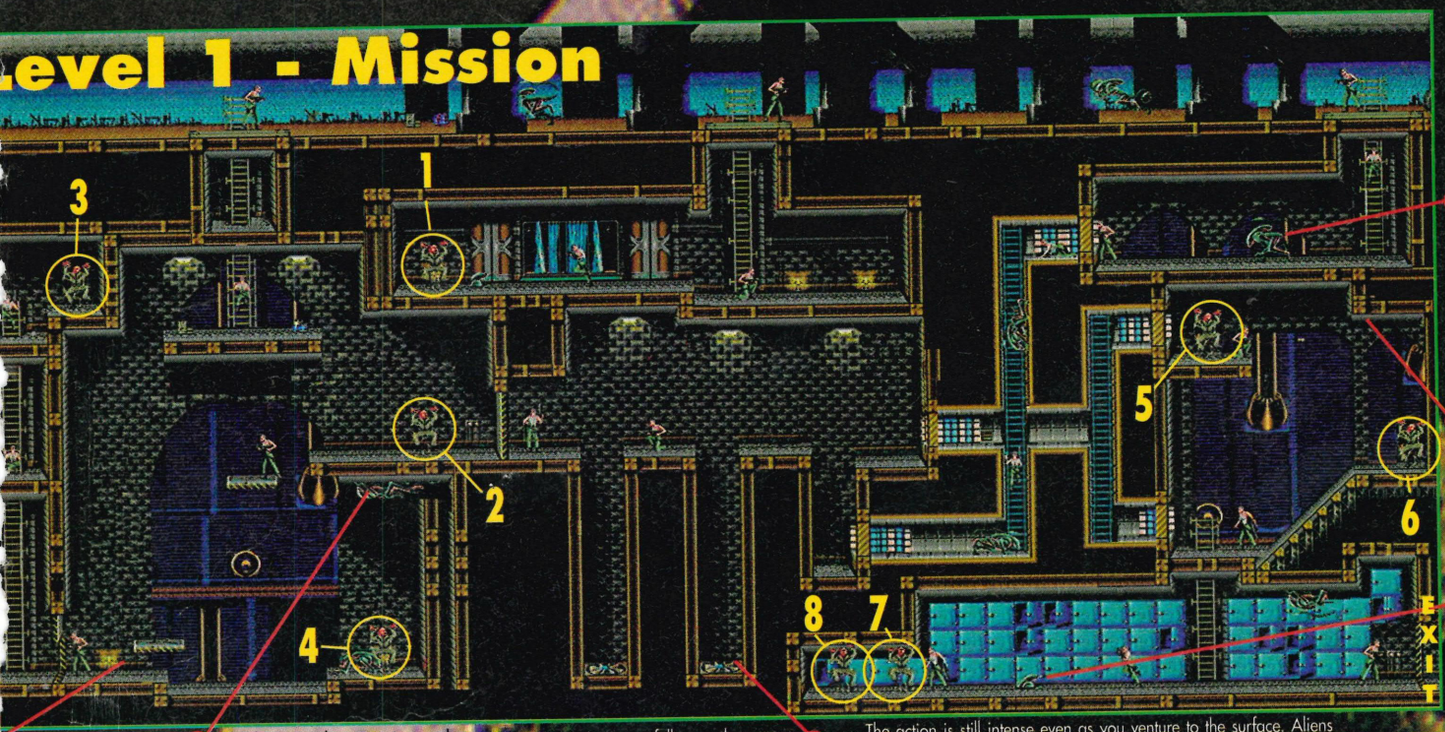
Right from the start, the xenomorphic action is fast and furious and with the clock ticking,there's no time to lose in freeing the eight hostages cocooned below. Use this level to master your weaponry. Skillful use and split second timing can be imperative in saving energy on later levels. As you can see there's plenty of extra ammo and energy boxes up for grabs, ensuring a safe escape. But don't waste time as you can award yourself a Smarmie Charlie Bonus of 50,000 if you complete in under 1 minute 30 seconds!

Level 2 - Mission



This level starts you off in the heart of a prison complex and introduces the first of many hidden rooms. These rooms are accessed by simply jumping through the walls which have no solid brickwork and contain either power-ups or dreaded alien enemies. Watch for aliens that appear as you leave certain ladders!

Level 1 - Mission



Aliens guard all key areas and this one's no exception. Blast him first and hurry to the first air duct of the game

After releasing hostage five, waste the alien lurking under here and make a careful leap to the platform on the right, where hostage six can be found.

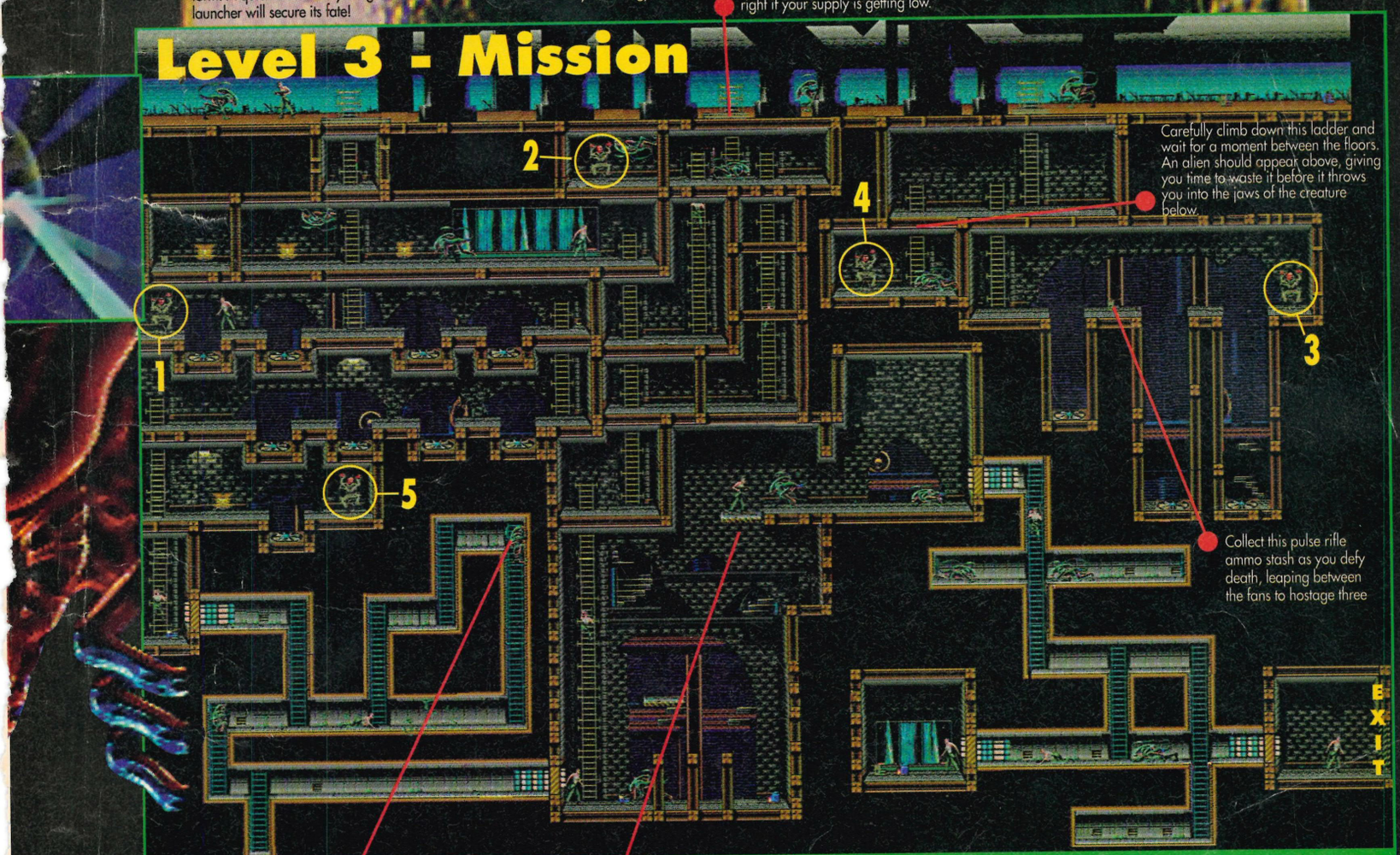
Tread carefully as you dash for the final two hostages, worker aliens will emerge from the floor without warning to pounce on your unsuspecting Ripley.

This hanging alien is getting ready to jump on you as you descend the platform. A quick blast from your grenade launcher will secure its fate!

Jump carefully over these gaps as the fans below will make light work of your energy bar.

The action is still intense even as you venture to the surface. Aliens run wild up here, so keep firing as you run or you'll find the alien pace is too quick for our bald heroine. There's extra ammo to the far right if your supply is getting low.

Level 3 - Mission



Carefully climb down this ladder and wait for a moment between the floors. An alien should appear above, giving you time to waste it before it throws you into the jaws of the creature below.

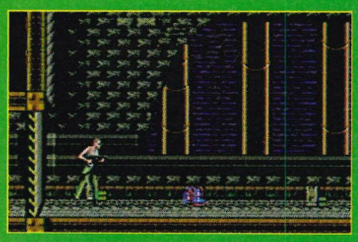
Collect this pulse rifle ammo stash as you defy death, leaping between the fans to hostage three

Xenomorphs lie in wait around every corner, so stay on the right path or face the consequences!

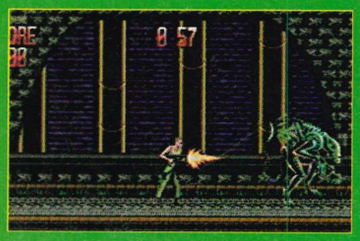
Fire upward with your pulse rifle as you reach the top, to wipe out aliens ready to pounce.

Level three and the pace has certainly stepped up. Although there's only five hostages to be freed from their alien cocoons, they're spread throughout the complex and are getting distinctly harder to find. Fortunately there aren't too many surprises here and as long as you don't get lost, you should reach the exit in one piece.

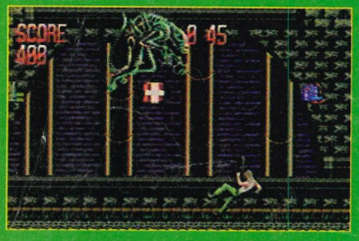
FIRST GUARDIAN



Ripley is graced with a selection of ammo to take care of this awesome guardian. Grab all of these and prepare to do battle.



The alien jumps from one side of the room to the other, position Ripley in the middle area and hammer at it from behind. Use grenades.



Help is at hand. When left with 45 seconds on the clock, power-ups will fall from above, giving you more than a fighting chance.

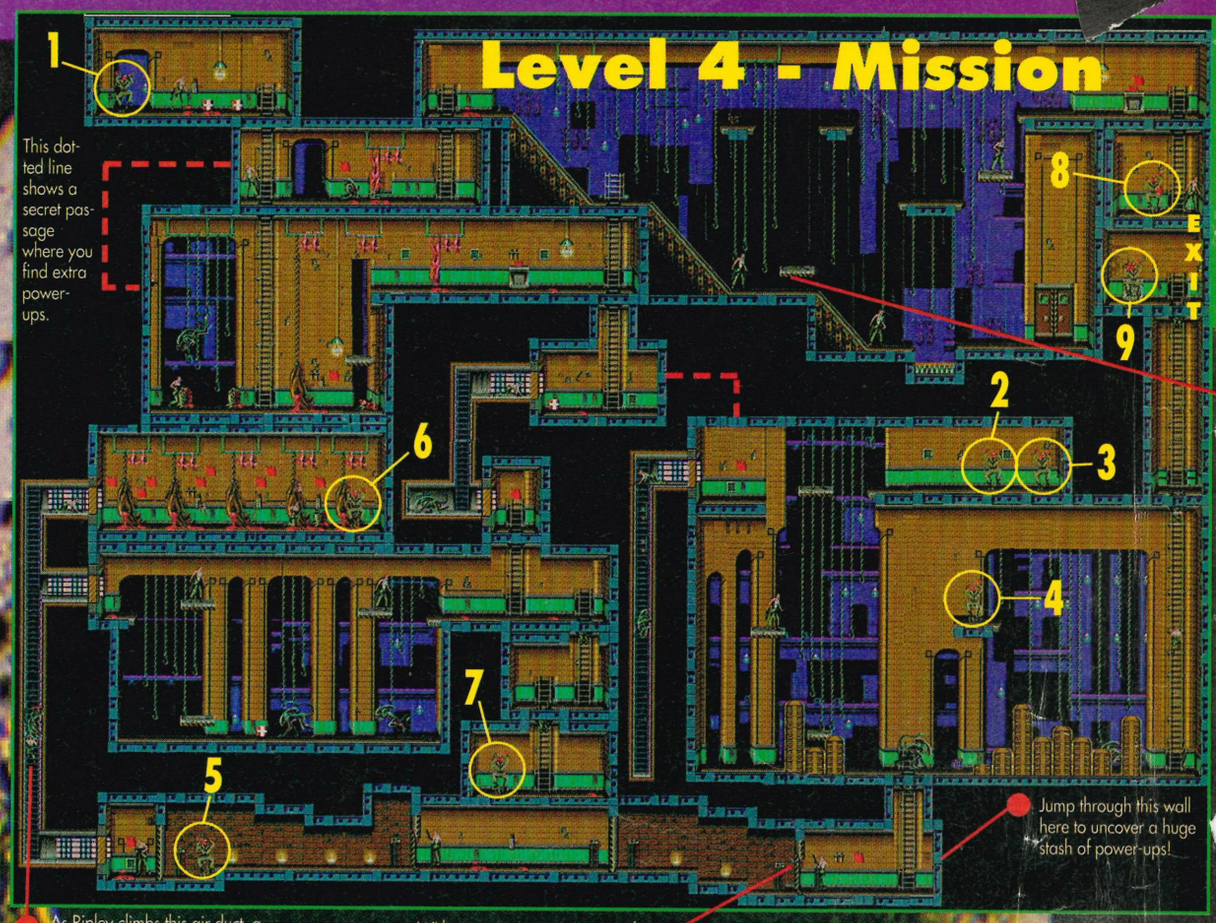


The offending Xenomorph is reduced to shredded lettuce and you can continue to level four.

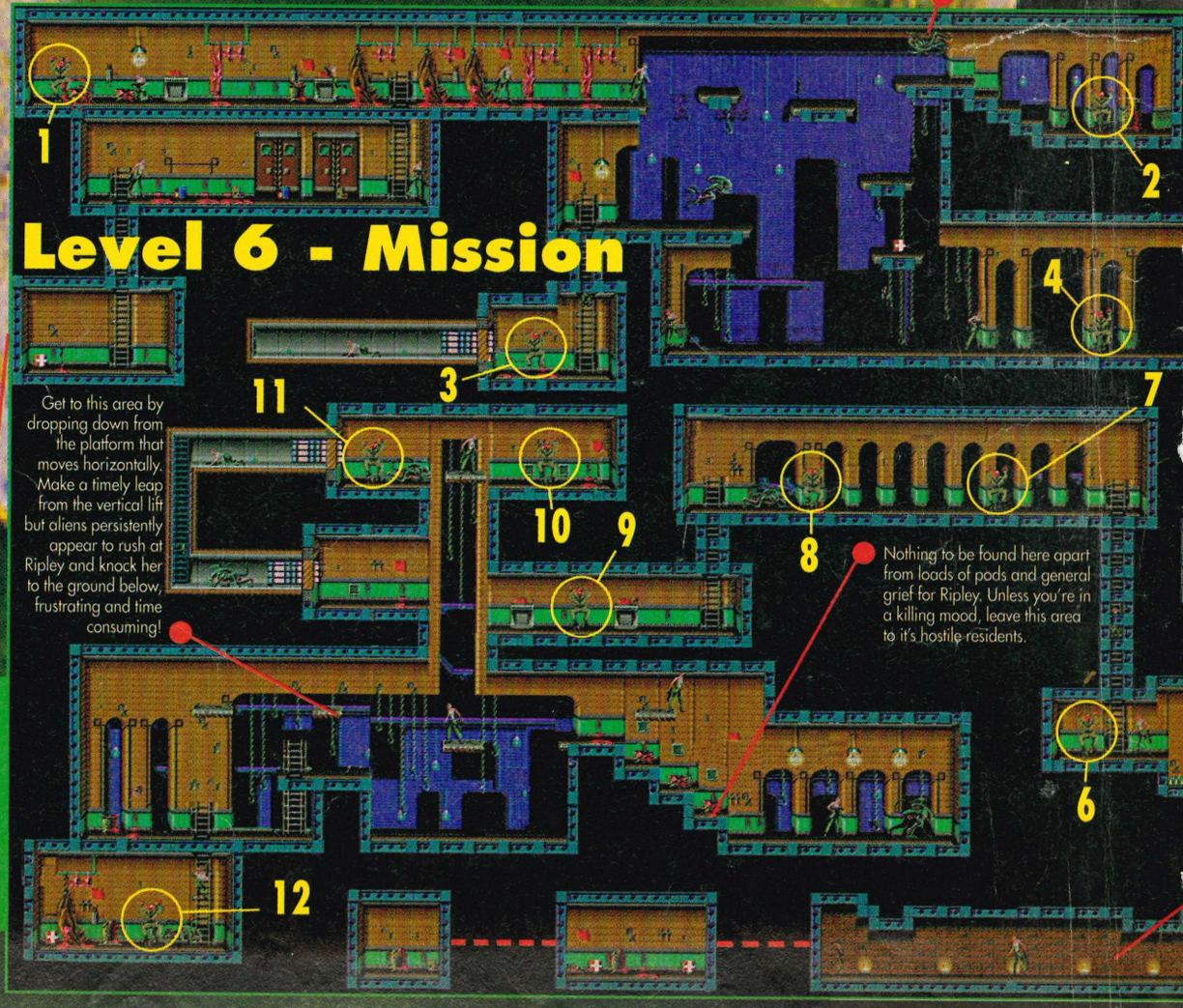
This mission starts here in this isolated room. Grab the energy box for points, then go up the ladder to the first prisoner. Gory carcasses litter the route as do face hugger pods. Keep blasting as you near prisoner locations as they are always guarded!

This complex houses no fewer than 12 prisoners to be tracked down. Make sure you know the exact route to follow before setting out, as speed is imperative to beating the clock and surviving this level. The alien scourge has become increasingly troublesome so watch for ceiling hangers just waiting to pounce as you approach prisoners.

Level 4 - Mission



Level 6 - Mission



Level 5 - Mayhem

This complex introduces the dreaded face huggers. These parasites jump out of their pods and endeavour to launch themselves onto Ripley's face whenever she approaches. Waggle the D-pad feverishly to cast them off, then fill 'em with lead before they come back for more. Secret passages and rooms become more intriguing and aliens start to hide behind scenery. Beware!

"What, no hostages to set free" I hear you cry? Well, true, but the alien population seems to of had a baby boom. There are plenty of ammo power-ups to be found along the way, but you'll need to keep your wits about you to get past the barrage of alien workers intent on slowing brave Ripley down. Keep to the right of the complex and take no prisoners as they say.

When Ripley reaches this switch push up on the D-pad to open the door because you can't blast it open. When the lift arrives press down and throw fearless Ripley into more alien mayhem.

This platform will take Ripley to the dizzy heights above, where there's extra grenade ammo. Use the high platforms to leap across and save hostage eight.

...re's where you ...rt the level with an energy box. Leave it, and take on the alien foe ahead. If your energy is low then run back and grab the prized gift!

Forget the room above and ride the lift down to this area. There's an energy box to collect as you run left, but take it easy as aliens pop up from all angles.



If you've ventured down the lift to this door you'll find goodies galore on the other side. Trouble is, you shouldn't be here at all and the time is running out!

If you didn't manage to reach prisoner two from the left, there's a secret passage here, which can only be accessed from the ladder below. Ammo reserves are also up for grabs.

Use this lift and go down the ladder on the left. Now run right, collecting pulse rifle ammo as you go and enter the air duct.

EXIT

Throw a few rounds of grenades here to take care of the alien lurking below.

Wait for the Xenomorph enemy to break this door down, then toast it with any weapon you've got!

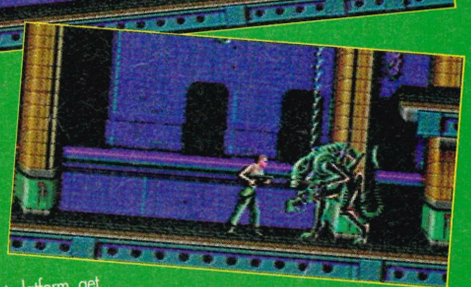
There's still plenty of aliens left, ready to thwart your attempt to reach the exit. So pulse rifle your way through this section.

EXIT

Venturing along this corridor will lead to power-ups located in the secret rooms (as shown). Take advantage of these only if you think there's time to spare.

5

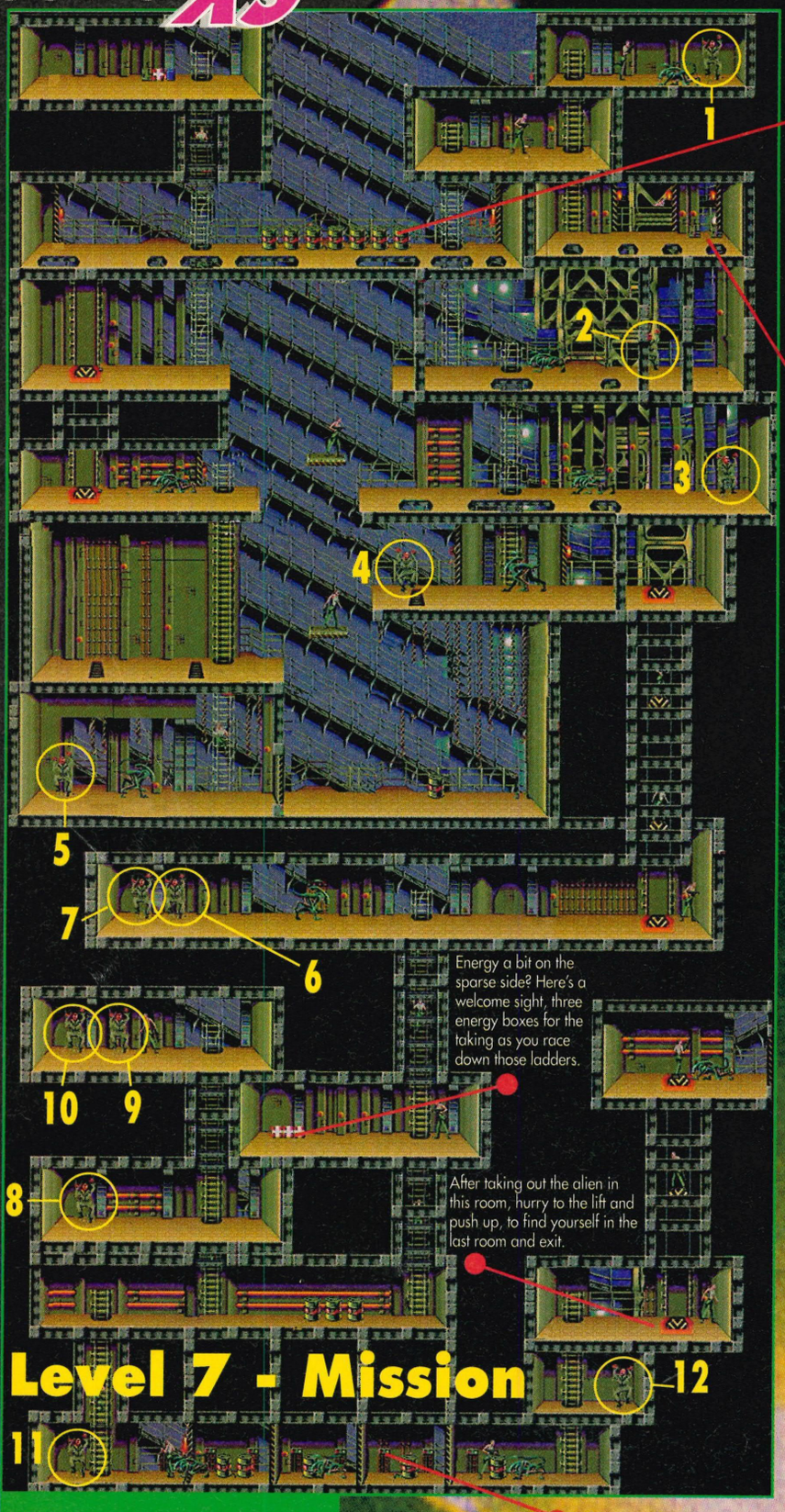
SECOND GUARDIAN



This little beauty is much the same as the first guardian in the way that it crosses from one side of the room to the other, spitting lethal acid. Fire off some grenades when Ripley first appears for an early advantage. If the screen flashes you're scoring hits.

When she jumps up onto the first platform, get underneath and be ready to give her all you've got when she drops down. Repeat this method as she goes between the two platforms, but try to judge where the acid will fly. Power-ups come to your aid when the clock reaches 1 minute 8 seconds.





Rows of oil drums are spread throughout this level. These act as a handy weapon when blasted with the grenade launcher because they explode in succession; showering shrapnel over unsuspecting aliens. Run in the opposite direction when firing to escape the same fate.

This room is free from any alien presence and holds extra pulse rifle ammo. Dash in here and grab the booty, but use it sparingly!

Energy a bit on the sparse side? Here's a welcome sight, three energy boxes for the taking as you race down those ladders.

After taking out the alien in this room, hurry to the lift and push up, to find yourself in the last room and exit.

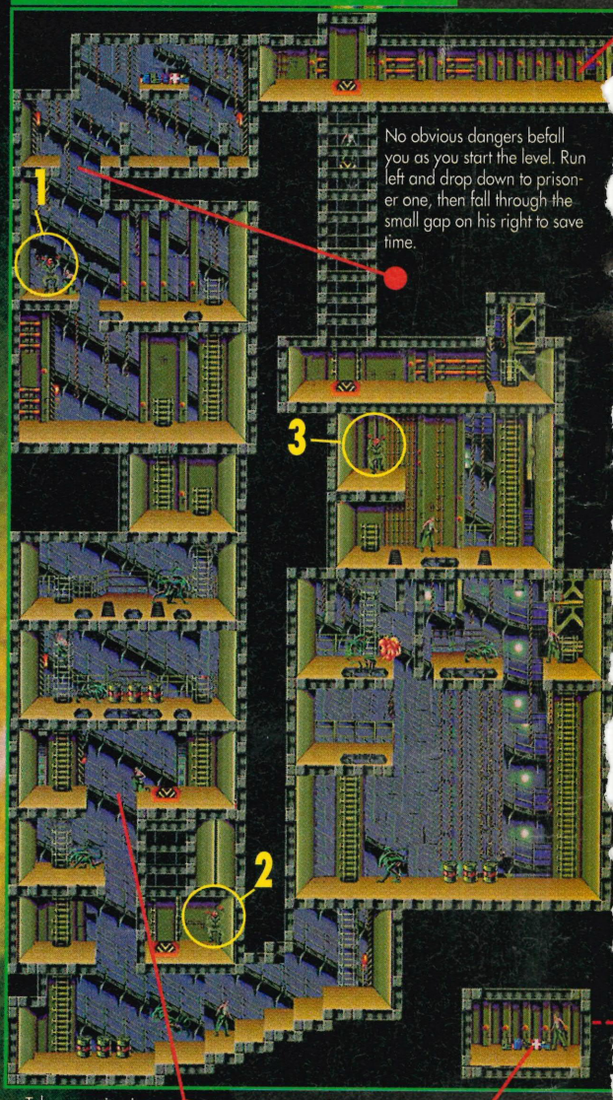
Level 7 - Mission

Only half way through the game and the action doesn't let up for a minute. The lack of time to complete this level proves to be the main challenge. Ammo is few and far between so use it sparingly as you race around the maze of rooms in the complex. Was that a scream I just heard?

Take it easy through this passage as oil drums and aliens alike are extremely hazardous. Keep a safe distance from the drums and blast your way through here as quickly as possible

Level 9 - Mission

Another eight prisoners feel the need for a woman's touch. This complex is large to say the least. But the alien captors are reasonably few on the ground so finding your way around the maze of lift shafts and secret passages will be the challenge. Use the technique of enticing waiting aliens to the bottom of ladders by descending, then running back up when they move, before vapourising them.



No obvious dangers befall you as you start the level. Run left and drop down to prisoner one, then fall through the small gap on his right to save time.

Take a running jump across this gap and use the lift to reach prisoner two. Now return to this divide, jump back and down the ladder to meet the aliens lurking below.

Here's more secret goodies to tempt our fearless heroine. Grab them while you can!



Level 8 -Rescue

It seems that the gruesome greenies take a bit of a lunch break here; leaving Ripley plenty of prisoners to release from their webbed dilemma, unhindered. Sound too good to be true? Well, without knowing where the prisoners are located it would be, but that's why we're here! Guide Ripley to the prisoners in the order shown and you should break out of this complex with time to spare.

This is where you'll find yourself at the start of the level. There's no time to waste, so get going down that first ladder!

Go into the roof at the top of this ladder and run left and right to receive hidden goodies!

EXIT

Keep the pace up through this section, there's no aliens to prey on your energy until you reach prisoner five.

Although there's no aliens to destroy on this rescue level, grab the ammo stash here as you go. It'll come in handy for level nine!

Jump through this wall here, but be prepared to fall into the room below. As Ripley plummets downward, push right on the D-pad so that she safely lands on the ledge, facing an alien. Don't worry if you miss, there's a rising platform to break your fall.

The only access to prisoner six is via this lift. In tests, eight out of ten Ripley's who expressed a preference, said they always missed this prisoner. Don't forget!

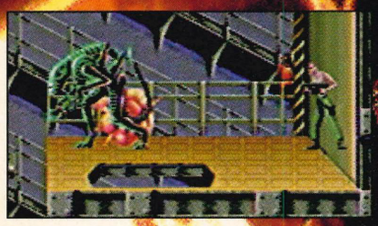
As you're heading for prisoner 11, walk off this ledge and drop down. The distance is not enough to lose any energy and it saves time waiting for the lift.

Use ledges like this to reach the lower floors whenever possible. They're much quicker than the ladders.

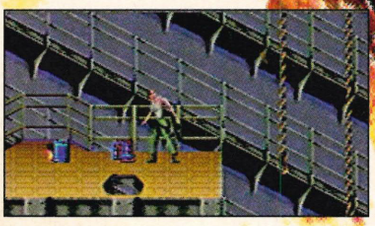
EXIT

Those acid spitting xenomorphs are getting more cunning on each level. Prisoner eight has been stashed away in this hidden room. But that's not enough to deter our hardened Ripley!

THIRD GUARDIAN



Guardian three and make no mistake she's a toughie. The best strategy is to blatantly blast your way through her, taking several hits of acid head on at times! At the start, move slightly forward and launch a couple of grenades towards the right, then dive back under the ledge when old acid breath jumps up.



When she jumps down, go hell for leather with the pulse or launcher as she looms towards you. Ignore her attempt to retaliate as she spits in your face and jumps back onto the ledge. Get ready to go on the attack again when she jumps down, blasting her from behind!



Your ammo supply is a bit low, grab the lift and go to the top left ledge. Collect supplies and then jump up into the wall for hidden power-ups! Repeat the attack as before, staying under the ledge. When the job's done, take the lift to the top right and exit the stage.



The darkened boundaries of the previous complex continues in the same vein here. More prisoners are held captive now though, and the pods are increasingly active. As before there's plenty of energy and ammo to be collected, so following the mapped route should lead you to the exit with relative ease.

Level 11 - Mission



Moody graphics and atmospheric music set the scene as you are plunged into a totally different setting. Dripping acid and biomechanic terrain are but some of the hazards that Ripley has to deal with. The air duct maze makes a re-appearance also, but this should be no problem, you've got the map!

Level 10 - Mission

Ripley's old pals, the face-hugger pod is back! Jump through the wall and let it have a few hand grenades. Ha ha ha!

After prisoner five has been freed, it's time to venture into familiar territory. Access the air duct here.

As you leave the air-duct, another energy-sucking parasite awaits to launch itself onto you.

Climb down this ladder towards the bottom until the face-hugger appears. Now dash back up so it doesn't get its slippery suckers on you and give it a face-full of pulse rifle when it tries to climb up.

Hugger pods dominate the floor area of this cavern. Luckily this one's history!

Alien guards will often leap out from behind the scenery as you approach prisoners. Keep blasting, there's plenty of ammo scattered along the route.

EXIT

Start the mission here amidst the dark and eerie atmosphere of these chambers. Watch out for green acid dripping down, it stings! The blue ones are harmless water.

They're everywhere! Get ready to toast this alien, sneaking behind this wall here.

Hidden steps in these walls secure the route to that ever-elusive exit. Jump up and push left to walk through the scenery.

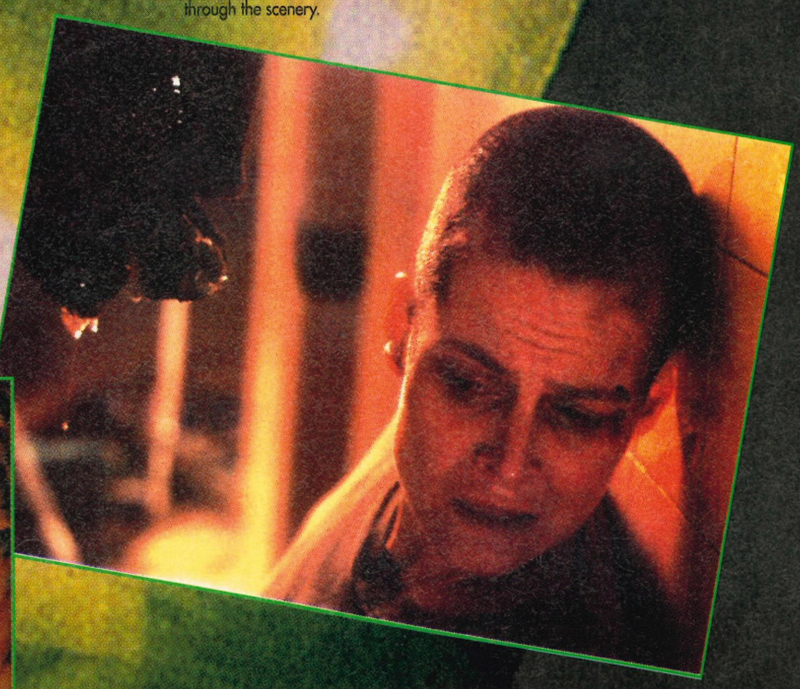
Watch for ceilings like this above prisoners, there's usually a hanging alien ready to leap out.

LEVEL SELECT CHEAT

A CONSOLE XS exclusive cheat!

Access the option screen. Plug the joypad into port two. Press C, Up, Right, Down, Left, then A, Right, Down. If the cheat has worked you'll hear the power-up sound. Plug the joypad back in and start level one. Pause and press C, A, B then unpause for a level skip. Continue to pause pressing C, A, B and unpausing at any time on any level to warp!

If the face-huggers have been sapping your energy there's a hidden energy box here.





This area is well guarded by two hugger pods and an alien. Sneak up the ladder until this pod ejects its inhabitant and blast it before you reach the top. You'll have time to take care of the other two now without sacrificing energy.

Level 12 - Mission

These two energy boxes will give you enough supply for the final exit run.

Two pods are positioned here as a last ditch attempt to deny your escape. No chance!

EXIT

Be ready to grease a hanger alien that drops down from here as you approach the top of the ladder.

Lure the hiding alien here, towards you with the old ladder trick, then toast it. They fall for it every time.

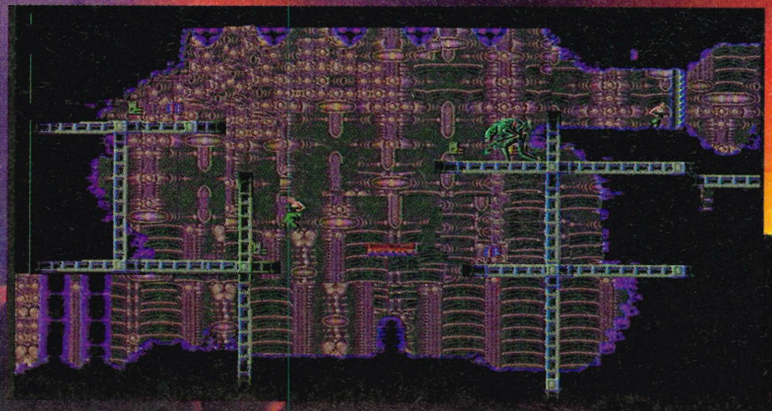
Aliens lie in wait for you in this eerie cavern. Go in with guns blazing, you'll be shooting blind though.

Don't hesitate for a second as you reach this part of the ladder. If you're quick enough you'll get through before the inhabitants notice.

The mayhem continues, with alien ceiling hangers having a field day. They sneak around, waiting for you to reach the top of ladders before lunging and sending you spiralling downward into all sorts of trouble. Best move is to hesitate at the top and put pay to their foul tactics when they appear.

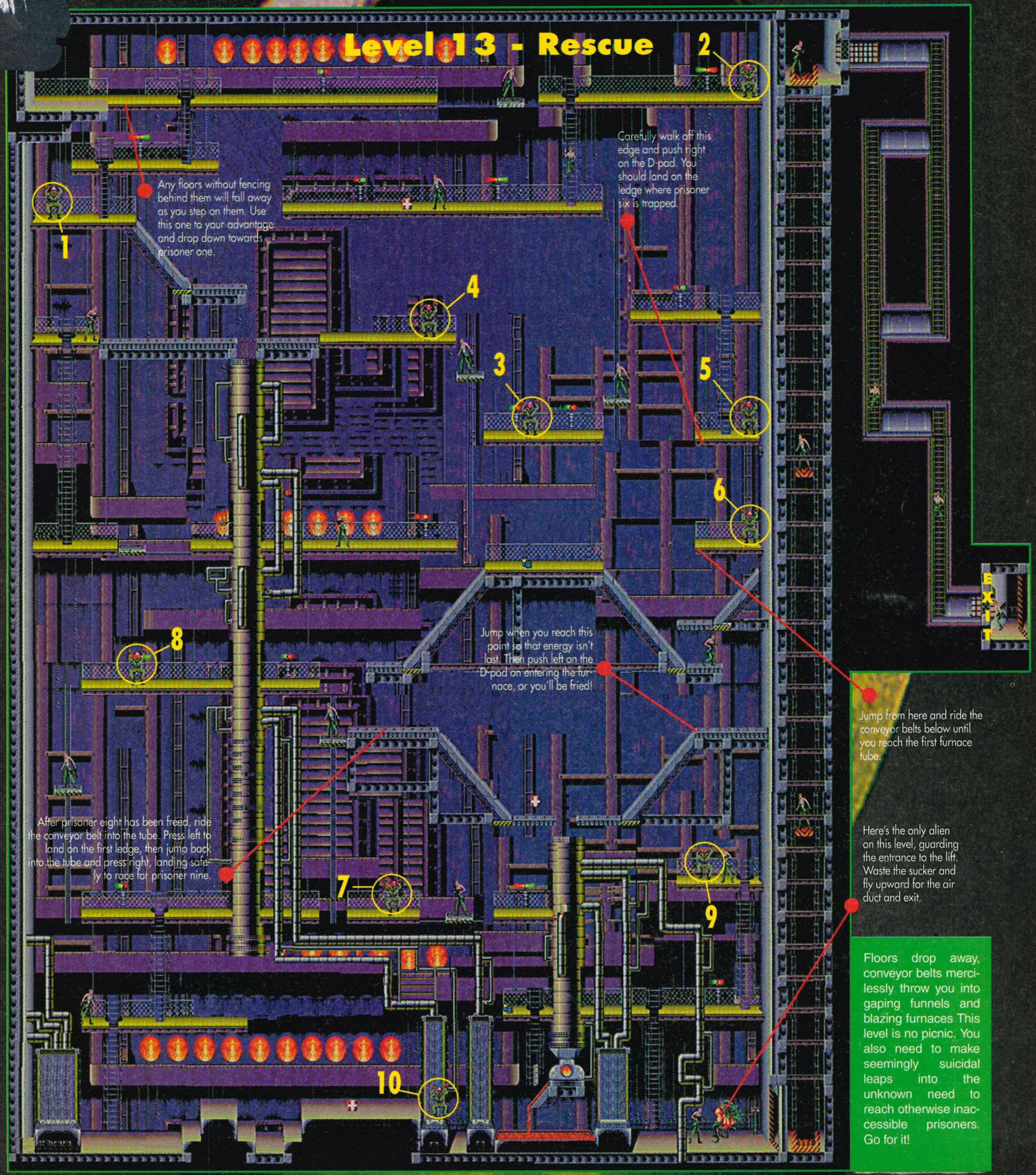
Make a run left from the start here, towards prisoner one. It looks simple but ceiling hangers drop down to join forces with the pods surrounding him. Prepare for frustration unless you're quick!

FOURTH GUARDIAN



Quickly fire your grenade launcher to the right when you first appear. If you hear the grenades explode, then you'll know the guardian is on the ground and coming at you. Keep blasting it until you see it jump away, then go as far right as possible and into the wall, collecting hidden power-ups as you go. Now run left until you hit a small step but don't jump up it. Stay where you are and keep blasting whenever it appears. If the clock reaches 2 minutes 20 seconds, power-ups will fall by the lift, but if more are needed, go to the top right where the exit is. The guardian will soon succumb to the might of the grenade launcher.

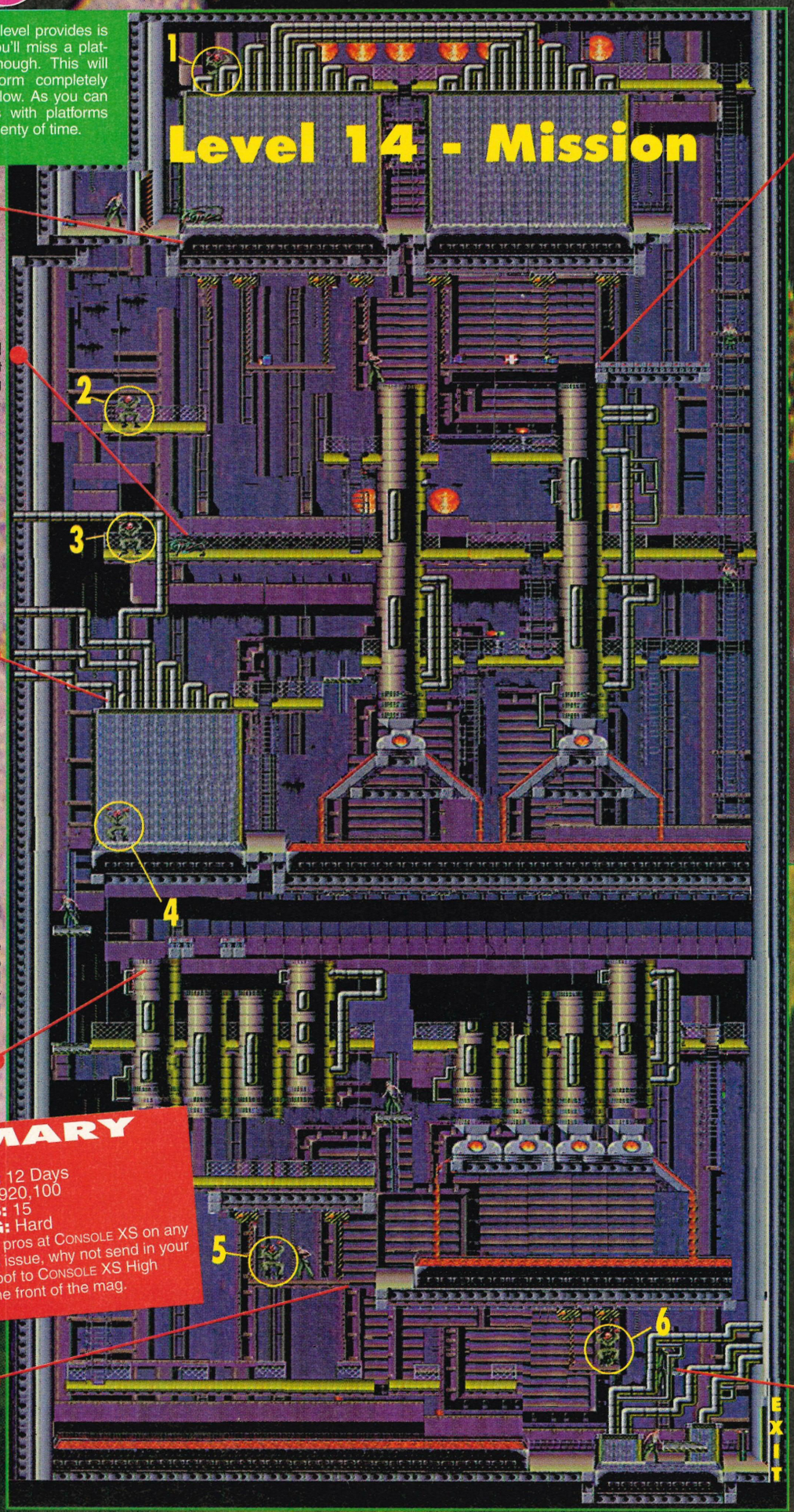




Floors drop away, conveyor belts mercilessly throw you into gaping funnels and blazing furnaces This level is no picnic. You also need to make seemingly suicidal leaps into the unknown need to reach otherwise inaccessible prisoners. Go for it!

The only real challenge this level provides is that, if you're not careful, you'll miss a platform by not jumping far enough. This will result in making the platform completely impossible to get to from below. As you can guess, it normally happens with platforms that hold prisoners. There's plenty of time.

Level 14 - Mission



At the start of the level, the door opens to let in a waiting worker alien. Crouch down and fill it full of lead.

Drop down to this level from prisoner two, but watch for the guarding alien below.

From prisoner three, jump to this level, then down again for prisoner four. That's what I call a short cut!

Drop down through this funnel and run right. Reach the edge and drop down to where you'll find the next prisoner on a suspended platform.

Fall through this gap and push slightly left to avoid landing on the unsupported part of the bridge.

Jump from the edge of this conveyor belt so you land on the suspended platform and collect the waiting power-ups. Now take a dicey jump to land on the edge of the funnel on the left. Keep jumping between platforms until you find the second prisoner.

The moment you free the first prisoner, an alien will appear and attempt to send you plummeting downward. Be certain to take it out first or your mission will be impossible to complete.

This section of the lift shaft leads to a dead end. If for some reason you decide to venture this far down, you might as well grab the goodies at the bottom.





Jump between these platforms from the right and climb down for prisoner five.

This is the ladder you'll need to take to reach the last, stranded prisoner of the game.

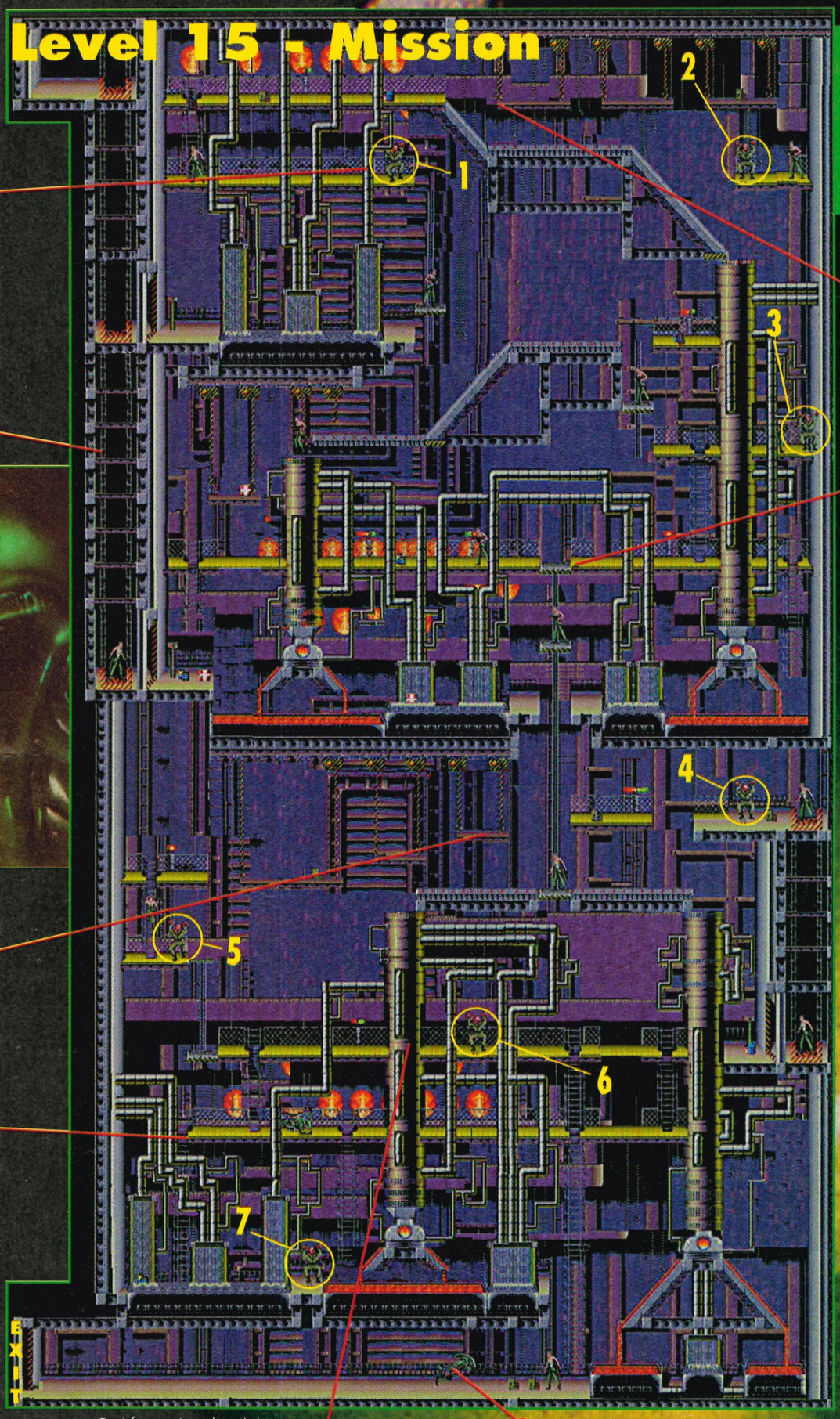
Leap from the highest point of the platform on the right of prisoner six. You'll avoid the aliens below and land right in the exit doorway.

SUMMARY

GAME NAME: Alien 3
TIME TO COMPLETE: 12 Days
HIGHEST SCORE: 14,920,100
NUMBER OF LEVELS: 15
CHALLENGE RATING: Hard

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

Level 15 - Mission



At last we come to the final level! Bit of a teaser this one as you would expect, but to find that a single, mis-calculated jump between platforms can destroy any hope of completion, can be a tad daunting. If any conveyor belts start to carry you towards a grisly end, run and jump in the opposite direction. You should be able to out-pace them. Also be sure to use the small amount of ledge inside the funnels as a safe guard against impending doom. You will soon be taking on the might of the final two guardians.

You'll need to take an extremely careful jump from here to land on the suspended platform on the right. It's really tight and if you miss it becomes impossible to reach the second prisoner on the secluded ledge below.

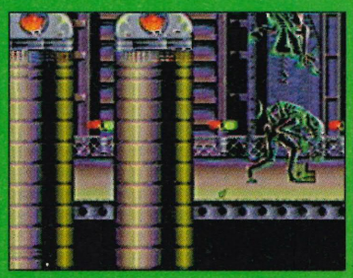
Drop through the funnel below prisoner two, pushing left and right so that you land on the ledges to break the fall. Free prisoner three and run to this moving platform. Go down two floors and run right where you'll find prisoner four.

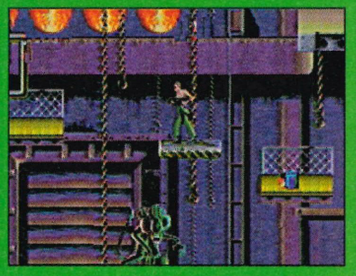
Don't forget to jump through these gaps in the funnels or you'll end up crispy.

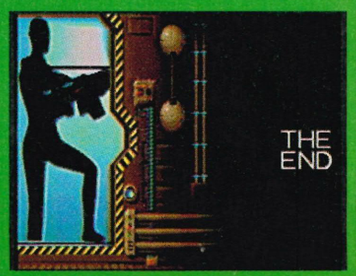
Aliens leap out everywhere on the final dash to the exit. Grab these pulse rifle power-ups and go out Rambo style!

FINAL GUARDIANS

Jump as you pass the metal pipes that go up as there's hidden power-ups behind. Drop down to the level below and stay far left. You can't be hit here, so just go for it whenever a guardian appears until it's history. The second guardian doesn't leave the lower floor, so go down and stay on the left, then shoot whenever it appears. It can't actually touch you here, but it will spit acid at you when it jumps, so you'll need to jump when it does. Ammo and energy boxes are hidden behind nearly all the funnels and pipes, and you'll need to jump to reach them. Exit the level by taking the lift to the top right. It's time to enjoy the sweet smell of success and chill to that funky music!







TOM & JERRY

HIGH TECH ● £39.99 ● PLATFORM ADVENTURE

***Tom and Jerry* is the latest all-action platform game based upon a cartoon. Jerry's nephew, Tuffy has been mousenapped by that wily old trickster Tom the cat. All-round good guy, Jerry has vowed to attempt a rodent rescue or die in the attempt. You begin in the basement of Tom's house and must scamper through 15 perilous levels until you reach Tom in the attic.**

***Tom & Jerry* is one of the best-looking NES games to be released and certainly has enough challenge to test even the CONSOLE XS pros!**

NES

Level 1-1



Jump here!

The first stage is the basement, although large, it is quite simple to finish. The only real threats are the spiders (whose webs slow you down) and drawing pins (very painful). You start in the bottom left corner and must follow the pipes to the exit in the top right. Good luck!

This is the bubble gum; keep hold of it, you will need it late for floating to high areas.



Level 1-2



Time your jump at this gap so you don't hit the crab on the other side.

Snails don't die, so hit them twice and run through them before they awake.

The more cheese you pick up, the bigger the bonuses. Some even give extra lives.

Here you must re-grab the ladder after the water has knocked you off.

Scary sewers form the next level. Jerry finds himself in pipes with slimy snails and killer crabs after him, plus torrential downpours of bath water. Some nifty timing of jumps is needed here but all in all, it's not too difficult.

Level 1-3

When jumping watch out for Tom's spit, as well as his marbles



Here you face Tom for the first time but don't worry, just jump on to the first platform then to the second where you can jump and blast Tom. Occasionally he throws balls at you but they are easy to dodge.

Leap from the taps to here and save time. Then go left to the shelf.

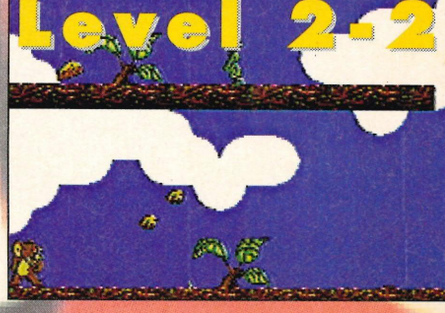


There's loads of cheese and power-ups to collect here if you can reach them.

You reach this secret cheese room through the hole on level 2-2 (right). Inside there is an abundance of wedges and some trees that you can use to reach the higher platforms. Once you have stocked up on lives, return to the level and run to the top.

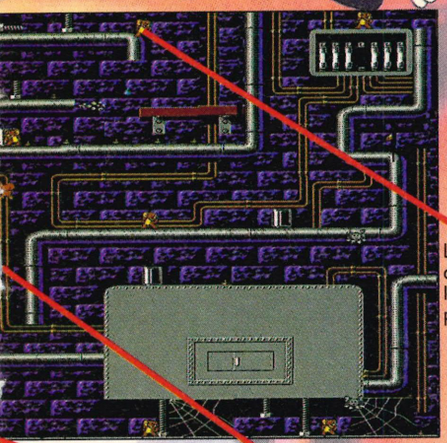


Level 2-2





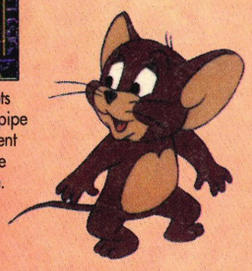
Jerry finds himself in the heart of a tree (what a sap!) You will have to use all your skills to dodge falling acorns, caterpillars and even rampant soldier ants. The bubble gum from level one will come in very handy here, as you will need to float through certain obstacles to reach items.



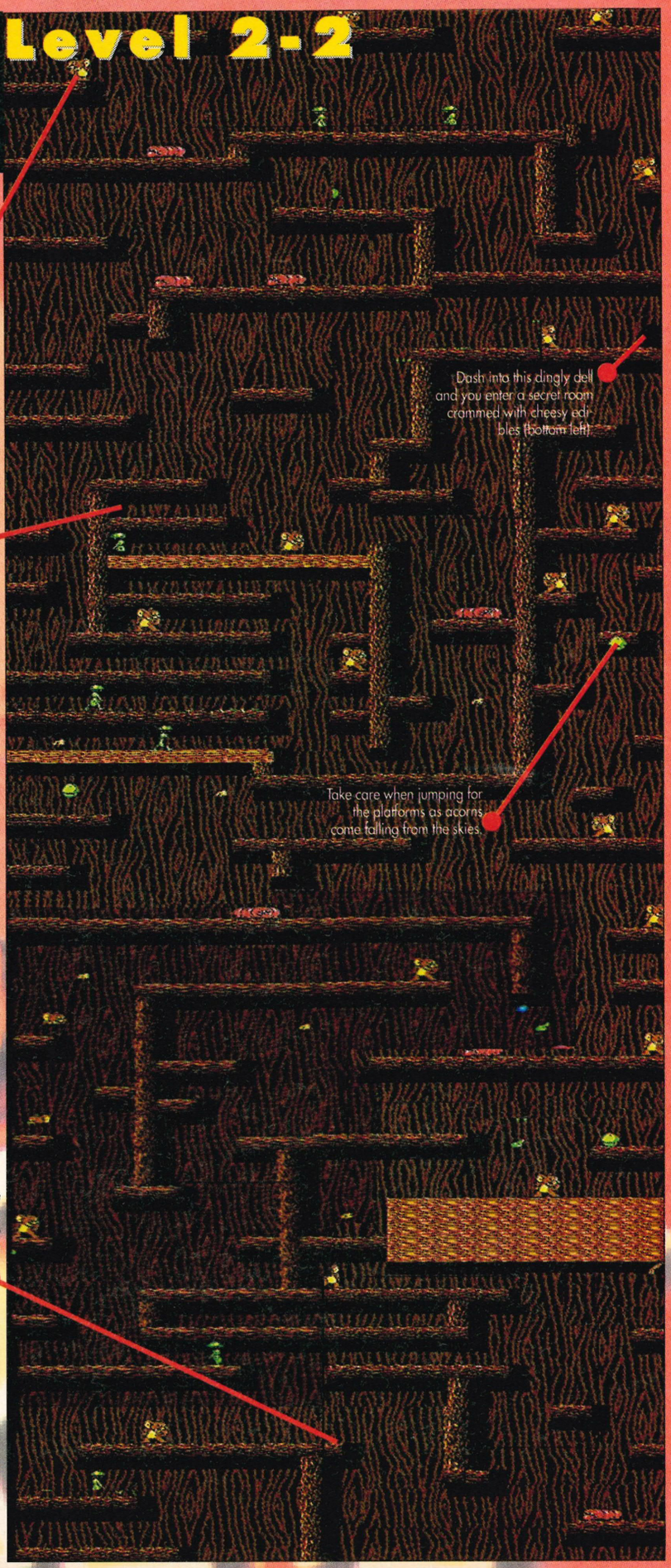
Let Jerry slip off the edge and he's mouse pizza! Instead, jump onto the pipe and get the cheese.

Don't bother to climb the boxes just run straight past them. (helpful advice inc).

Scalding steam shoots from this concealed pipe so pause for a moment to let it escape before climbing up the pipe.



Level 2-2



This is the end of this level just a few more jumps and you will be out and in the clear.

Dash into this dingly dell and you enter a secret room crammed with cheesy edibles (bottom left).

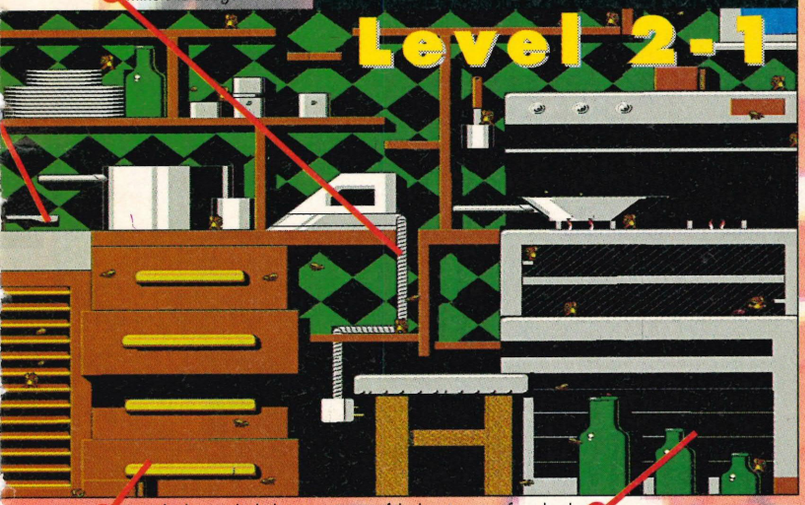
These soldier ants are fast and hard to defeat, try to trap them in a corner and blast them to bits with your marbles. Each takes two hits to wipe out.

Take care when jumping for the platforms as acorns come falling from the skies.

Level two is the kitchen. Jerry faces cockroaches, toy soldiers and even flying cutlery. The level is quite complex but your only problem comes from the flying bugs which hinder your progress, so get them before they get you.

Drop down the cable and grab it at the last minute to dodge the flies.

Level 2-1



Don't bother to climb the drawers, just run to the line of green bottles where the action is!

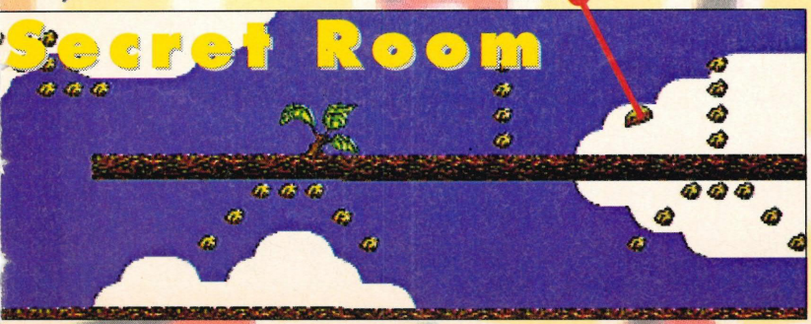
Be careful when jumping from bottle to bottle that you don't get knocked off by the annoying flies. If they try to attack you, hit them with marbles before you attempt the climb.



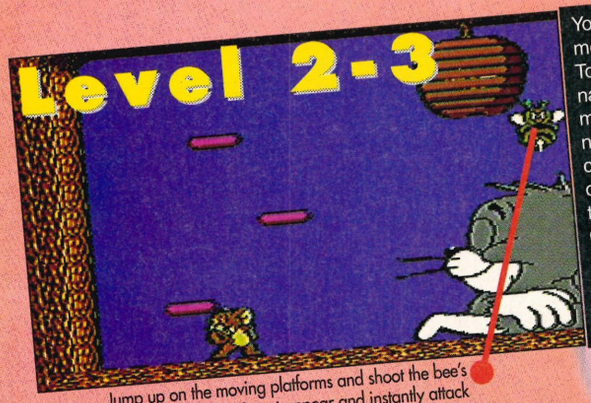
Just walk of the edge here, don't jump. Then use the caterpillar to jump to the next platform

These large pieces of cheese restore life, so get them first.

Secret Room



Level 2-3



Your second meeting with Tom, unfortunately your marbles have no effect. So call on the help of your friends the wasps! Careful now though they will sting you as well as Tom!

Jump up on the moving platforms and shoot the bee's nest to make an irate insect appear and instantly attack you. Stand next to Tom's head and shoot the bee with a marble. The bee will fly up and sting Tom instead!

Level 3-1 Secret Room



To get to the cheese you will need to jump on the nail then through the wood

This secret room is smaller than the last but no less important to your survival. Once in, gather the large pieces of cheese first.

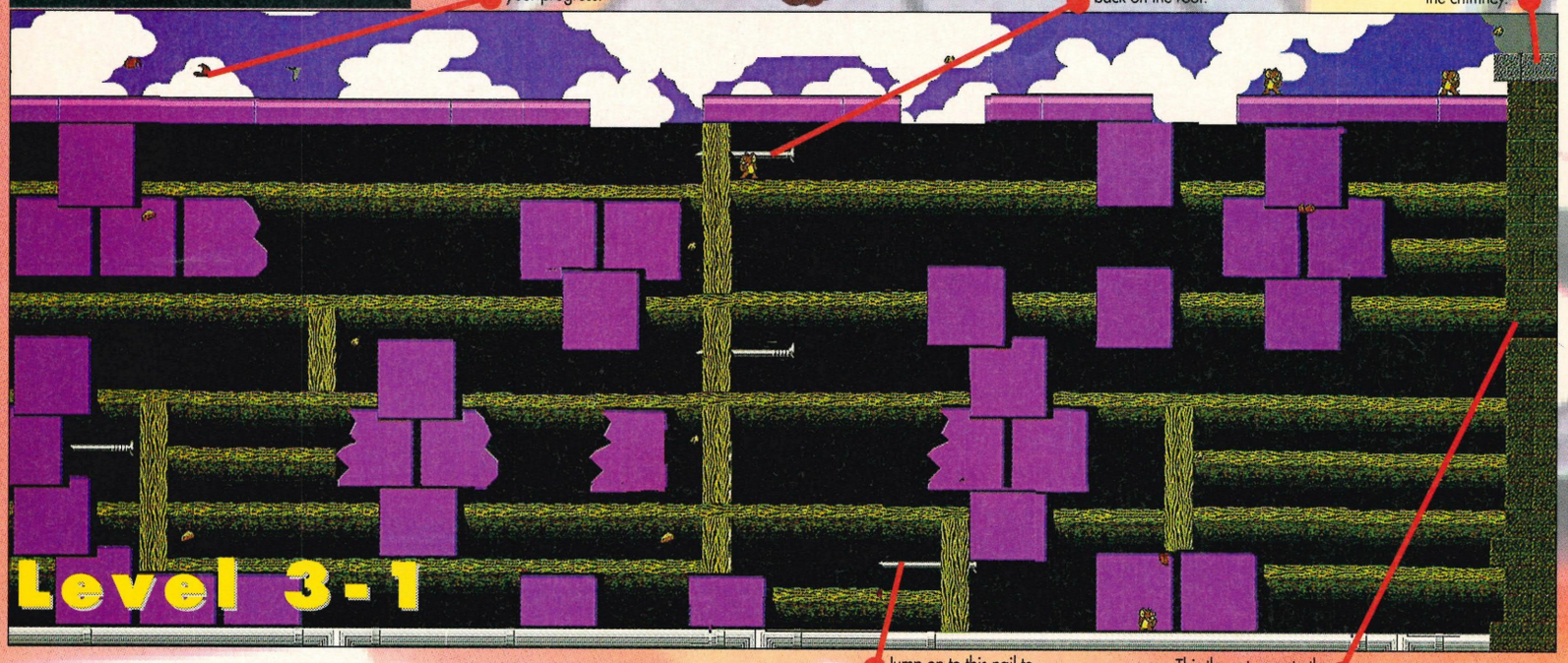
Level three and Jerry is fighting through the loft insulation and being attacked by manic squirrels throwing nuts at him. Leaves, flying in through the broken tiles, threaten to push Jerry off the precarious platforms. Nails can be used to climb to different levels and the only object of this level is to escape alive.



Watch out for leaves along the way; they will do all they can to hinder your progress.

Jump on to the nail to get back on the roof.

This is the exit , all you have to do is jump down the chimney.



Level 3-1

Jump on to this nail to get to the next platform then go right and drop down.

This the entrance to the secret room (above), as before, grab all the cheese you can.

Having climbed out of the fireplace Jerry is now in the living room with videos, stereos and an NES system to get past. There are some very nasty bouncy balls which you can either shoot or dodge, we recommend you shoot them. The exit is in the bottom right but you have to climb the insurmountable table to reach it.



Jump on to the Nintendo (subliminal advertising) then over the control pad and scale the VCR to reach the table on the other side. Watch the bouncing balls!

Tiny gaps become huge chasms to a small mouse and Jerry should leap between the table and TV for extra cheese.

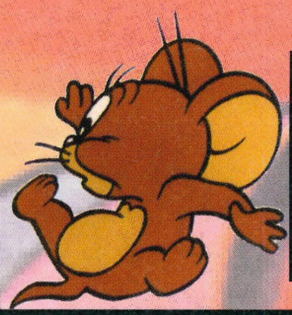
Once on the table, head to the left and hop onto this video tape so that you can reach the top of the table.

Once clear of the tapes, head for the right table leg and use the stereo amp as a leg up to the table

Level 4-1

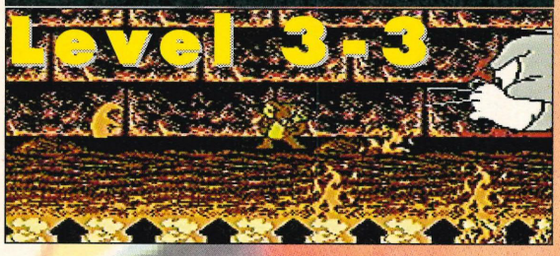




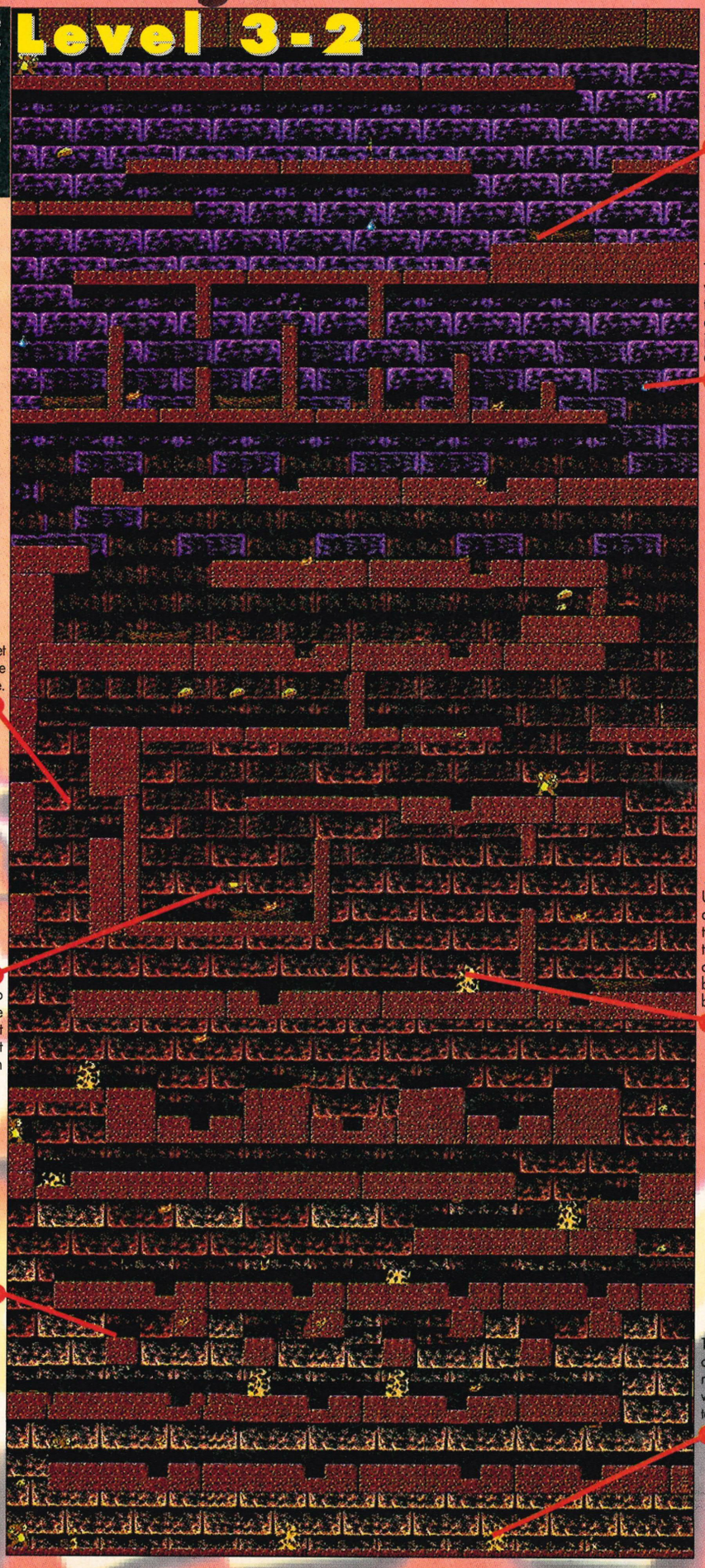


Having come in from the roof Jerry now comes down the chimney! The level is quite straight forward with little to kill you , other than rising sparks. So pick up the water to dowse the flames.

To defeat Tom, Start by jumping the flames to get right up to his nose where you can hit him. The flames appear in two stages so if one appears at Jerry's feet, quickly leap to avoid the real hot bit. Stand in the gap between the mound and Tom and shoot furiously, jumping flames every few seconds. When a flame appears, leap left on the mound until it subsides., A flame will now come up on the mound so jump back and shoot like mad. Being close means more hits in less time.



Level 3-2



Use these bird's nests to bounce up to higher levels. Watch out for falling drops of water when you jump!

These water drops won't kill you, but they do knock you down when you jump for higher levels.

Use bubble gum to get up here for loads of life giving cheese.

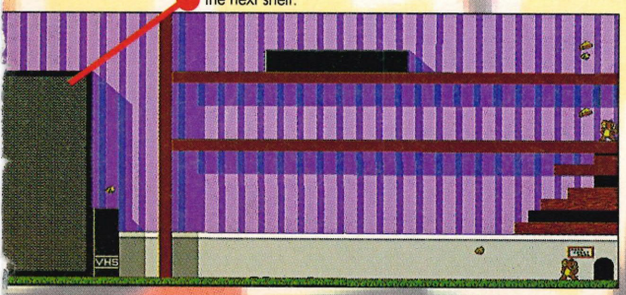


This ladle is the key to your success. Once taken, Jerry can spit at the sparks to get past them

Use the water to dowse the flames, then jump through the gap for the cheese. Use the bird's nest to get back through.

To get through here, jump onto the top block then drop down under the rising spark

Jump from the speaker to the shelf, then drop down and press right, so you land on the next shelf.



To clear here without ending up as mouse burger you will need the water to spit at the flames

Level 4-2

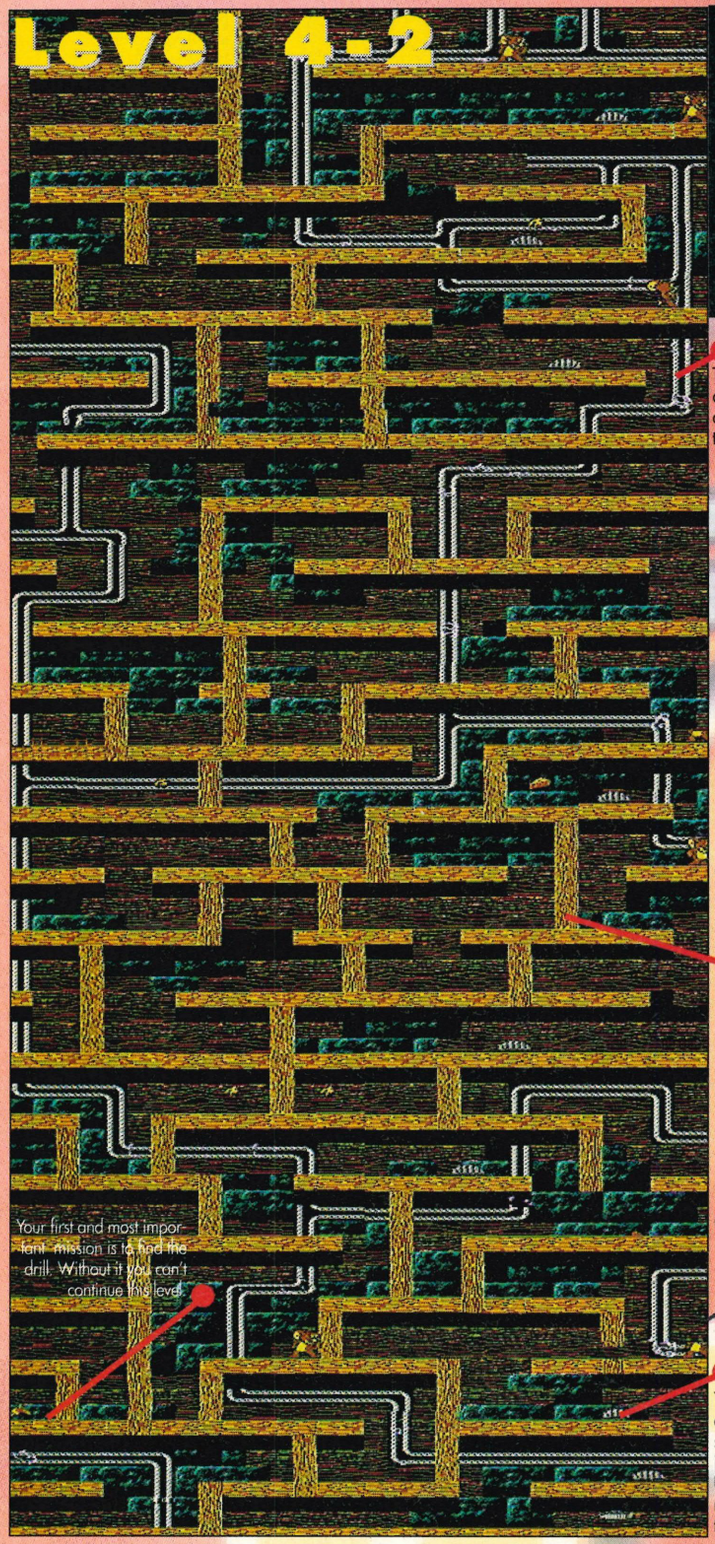
Cacophonous cavity capers means Jerry is dodging high voltage cables in an attempt to reach the attic. You find a handy drill that some builder has dropped and it can be used to break down certain walls. Frying tonight or home and dry?

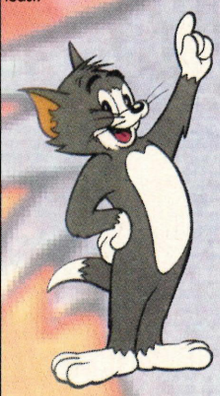
The power lines can be climbed, but it must be done quickly or you're toast!

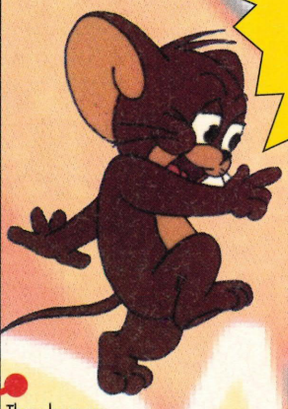
When you drill through a wooden post, don't stand still too long as the posts reform!

Your first and most important mission is to find the drill. Without it you can't continue this level.

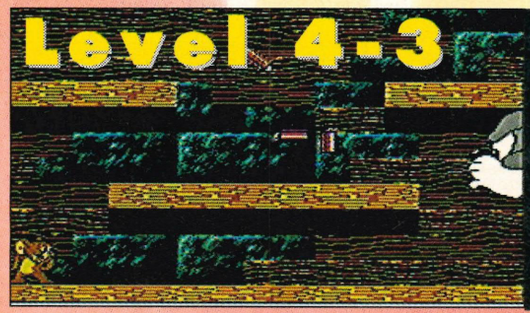
These bugs are armour- plated, so they don't die, just roll over. Use this time to run through them.







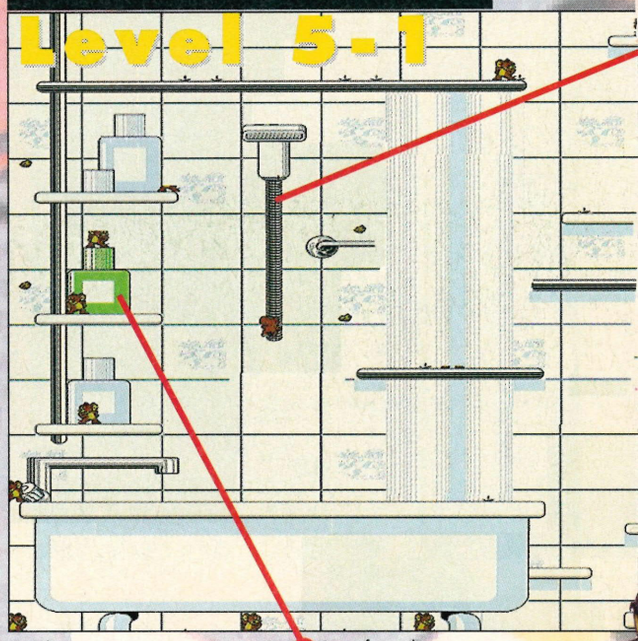
Level 4-3



It's Tom again, but this time he is throwing firecrackers at you. These bounce and then explode taking life if you're too close. The easiest way to deal with fanatic feline Tom is to stand on the lower level where the background turns to brick and watch the patterns of the bombs. Tom appears every two bomb attacks so get in close shooting constantly to on each pass. If Tom throws two crackers at you, move back and shoot them and run quickly back into the action.

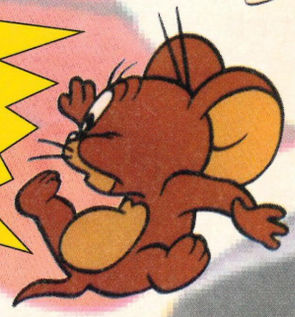
Having dealt with the firecrackers, cool off in the bathroom. Amongst the aftershave bottles and tooth brushes, Jerry must find the exit. Lots of drawing pins and long jumps await; the cockroaches are back but now they are faster and meaner than before !

Level 5-1



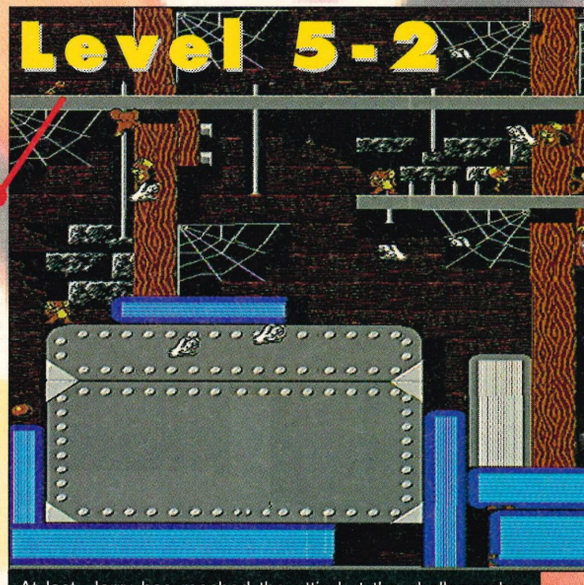
Go as far as the green bottle then jump across and push up as you hit the shower hose.

On title screen press A,R,R, Up,Up,R,Down, B, A, Select, then Start twice for infinite lives.



Level 5-2

You must collect this key to be able to release Tuffy from his bonds.

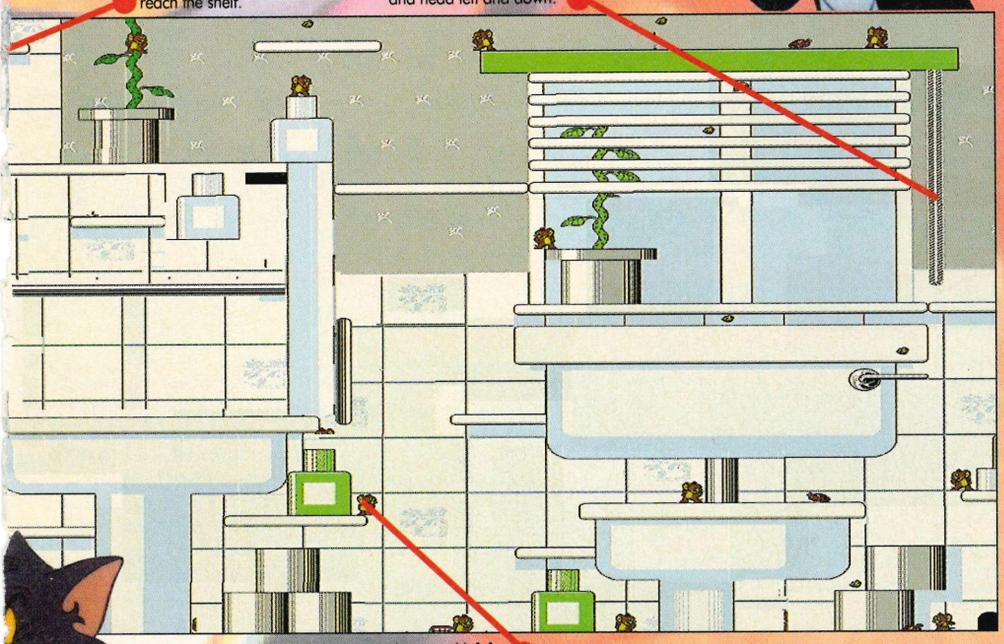


At last, Jerry has reached the attic but the challenge has only just begun. Hazards include sticky webs that push you into enemies, ghosts and painfully placed nails.

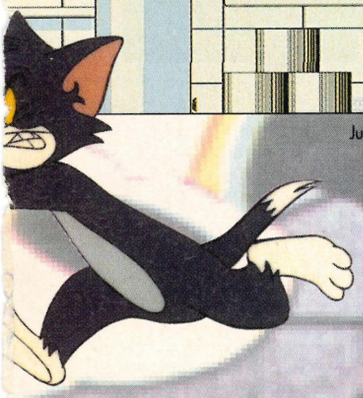


Climb to the top of the hose then jump to your left, head onto the shower-head to reach the shelf.

Go straight across here and down the blind cord. Get to the bottom and head left and down.



Jump down and left for a safe landing, then right to the bottle, up and across the toilet.





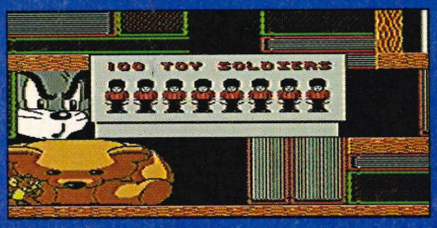
SUMMARY

GAME NAME: Tom & Jerry
TIME TO COMPLETE: 7 Days
HIGHEST SCORE: 300,550
NUMBER OF LEVELS: 15
CHALLENGE RATING: Hard

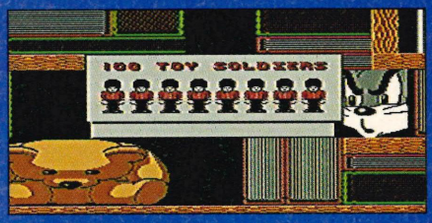
If you think you can beat the pros at CONSOLE XS on any of the games covered in this issue, why not send in your high score, together with proof to CONSOLE XS High Scores. The address is at the front of the mag.

FINAL GUARDIAN

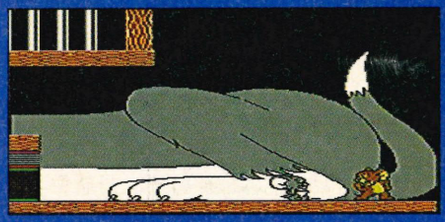
Tuffy's in sight but this is the ultimate confrontation! Stand on the teddy, face left and wait for him to appear. Tom's hand will appear, then he tries again but unleashes a rocket which you must jump. This should be no trouble. After two rockets, Tom's face appears and this is the time to smash it in once and for all. Ignore him if he appears anywhere else.



When you enter jump on the teddy and turn to face Tom. When he sticks out his head, jump and shoot him.



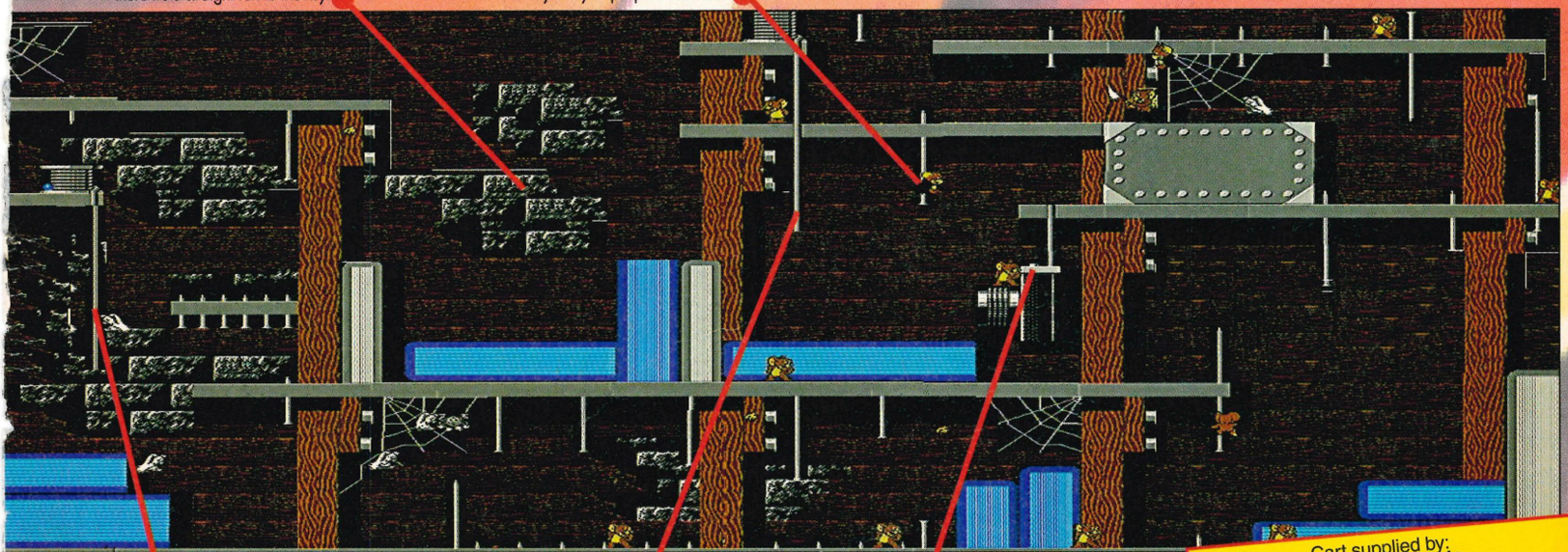
Stay on the teddy even when Tom moves around.



Tuffy's safe, Tom's history, congratulations you made it !!!

Use the bubble gum to get across this gap. Once landed, jump up to the nail and then up to the top platform. From there it's a straight run to the key.

This is Jerry's alter-ego and he hates mice. Shoot him before you try to jump for the nails.



Walk off the edge of the platform and slowly climb down the piece of cotton, avoiding the ghosts. Wait on the cotton until it is safe to jump to the platform on the right with the nails above it. This is the toughest part of the level.

Jump from the top of the books to this wire then to the nail and then onto the shelf.

Jump on the button on this camera and it takes a picture complete with flash.

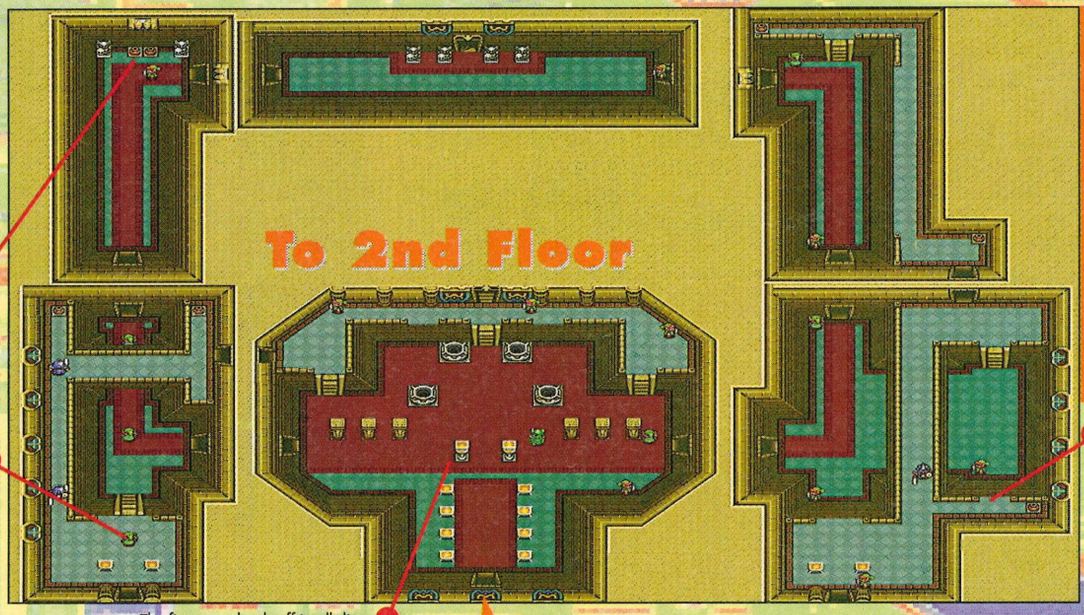
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ZELDA III
A LINK TO THE PAST

SUPER NES

Following in the great tradition of Zelda games, *Legend of Zelda* is a hot contender for best RPG ever and knocks spots off most arcade games to! There is no adventure that comes close in terms of involvement, interactive involvement, action or enjoyment. Even the XS team have been scratching their heads late into the twilight hours in order to figure this one out, yet it's finally been busted! Here's part one of our mega solution in which we describe every task in the light world.

To Palace Basement 1



The first palace is practically deserted and a perfect introduction to Link's many skills. The aim is to find the Boomerang and Princess Zelda and then escape to Sanctuary. You will need the Lantern (found in Link's cottage) and a great deal of magic power to make it through the basement floors. Otherwise you will find some of the darker areas a little frustrating.

Get the goodies in the chests at the top to add to your supplies.

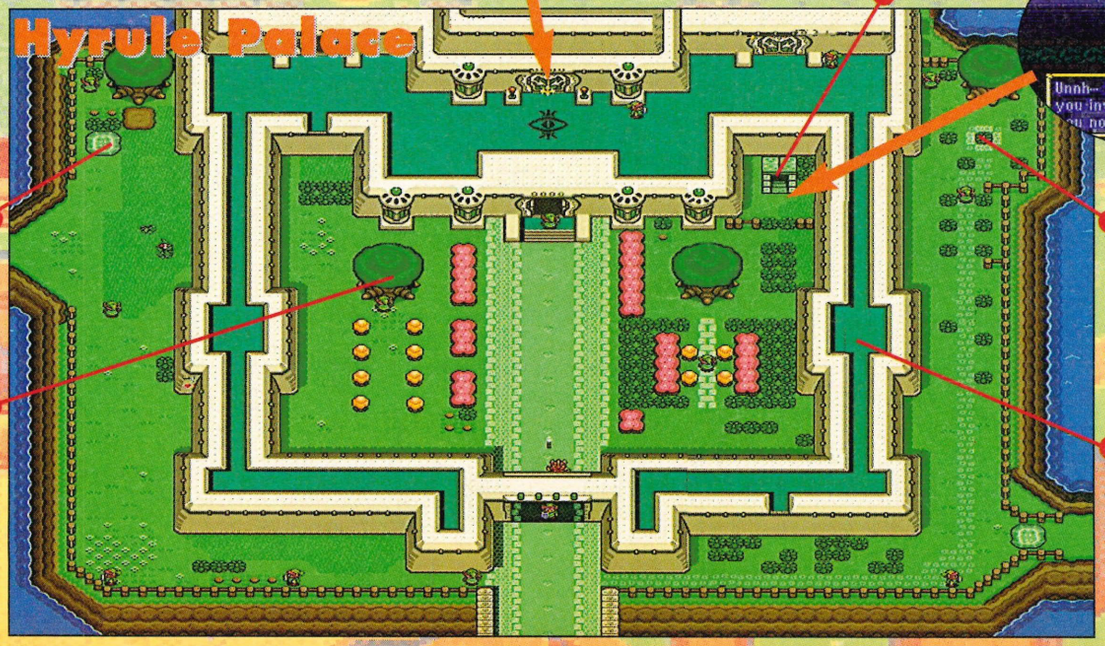
You can go up here to reach the battlements where soldiers throw bombs at you. Head up to reach the entrance to the Basement.

For a quick route down, go to the platforms that aren't protected by a high wall and then walk into it until Link jumps.

The first room leads off in all directions - if you're in a hurry, head straight for Palace Basement, otherwise take a good look around.

Once out of the first section, you need to move around to the entrance to the main castle in the middle section. Use the bushes to hit the guards since it is quicker and safer to kill them from a distance.

Hyrule Palace





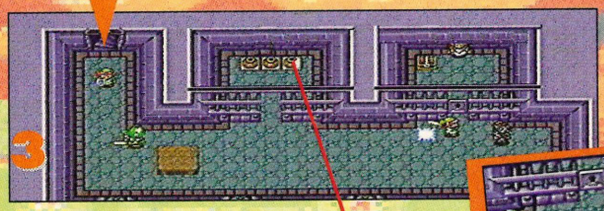
Looking under the bushes, either by picking them up or hacking them down can reward you with different items and power-ups.

To get into the castle grounds you need to pick up this bush. Drop down the hole and you're in! Inside you meet your step father who gives you a sword and shows you how to use it. Follow the passages to the palace gardens (left).

Run into this tree to earn five rupees. You may not be able to do this just yet, though, because you need the Pegasus boots found later in the game.

You are able to get onto the castle walls although its pretty pointless. There is a confused guard up there but that's about it! Later on, the place is crawling with Agahnim's disciples!



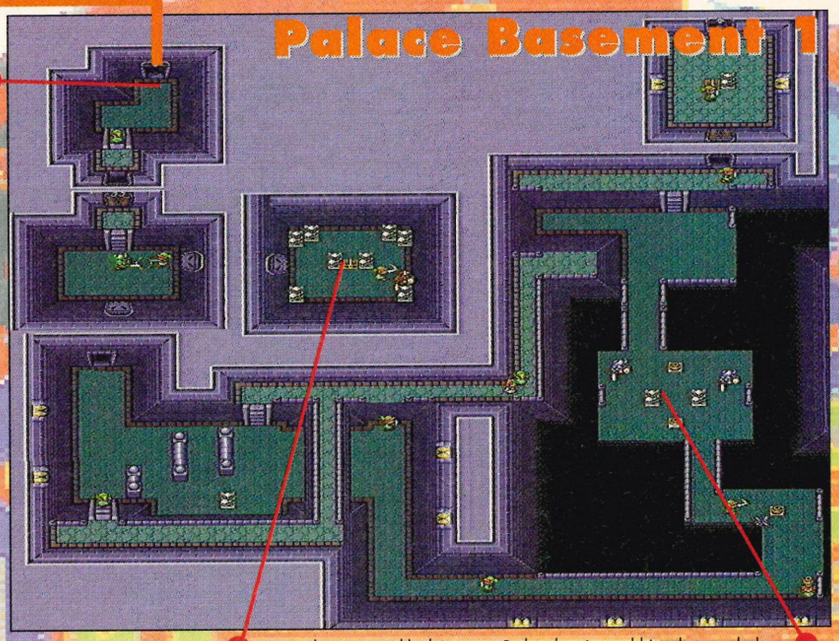


This room contains three hearts, so if you are low, stock up before taking on the knight guarding Princess Zelda.



When he swings his ball, stand back - when he stops, attack with the special sword attack.

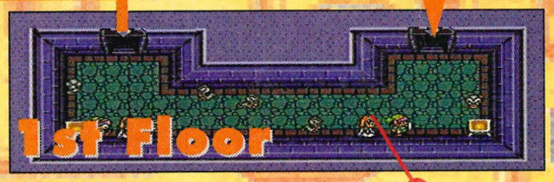
Before leaving the first Basement, make sure that you have full energy and the Boomerang. If you have only half energy, go and look under a pot or two.



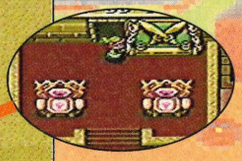
Go into this room and look in the chest to find the boomerang.

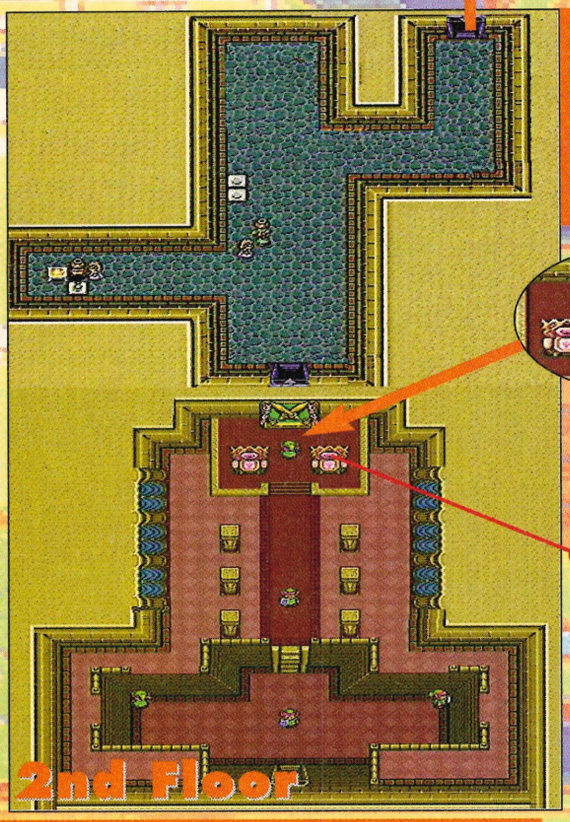
Rather than just stabbing the guards, keep hitting them until they teeter off of the edge. Make sure that they don't do it to you though!

A whole new section of the castle opens up to you. You first need Zelda's help to shove the altar aside and then go through the new area to the Sanctuary. The path to Sanctuary is fraught with danger such as rats, bats and anoraks so use the lantern to ignite the fires and light the room.



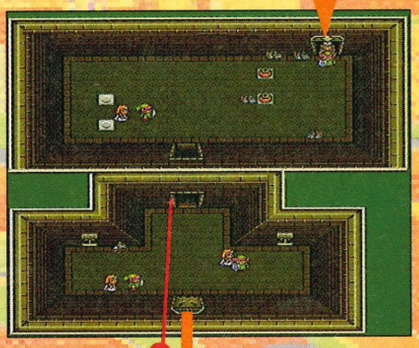
Don't waste any power or time - just rush to the left to reach the next section.



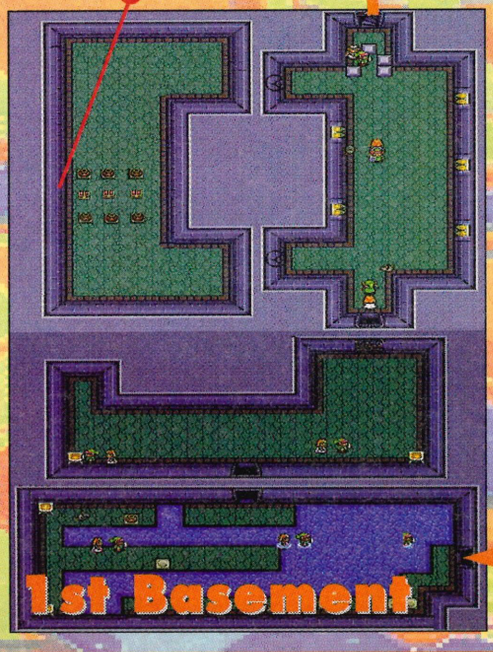


Push the altar from the left to the right. When done, head through the small doorway to the room above.

You can only get in to this section by blowing up the cracked areas in the walls (right). You need bombs, the only way to reach this room is to drop through a secret passage in the cemetery when you have some TNT.



Check out the pots in the top room, then pull the switch on the right in the bottom room to open the way to the Sanctuary. The left hand switch fills the room with cobras.





Light up the castle rooms by going to the torch holders and using the Lantern power.

The old man has many useful things to say and there is a section of heart waiting for you in the chest.





LIGHT WORLD MAP

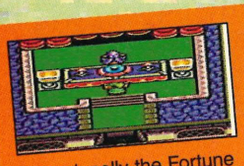


There is something magical about this tree - come back later when you have the boots and dash into it to find a fairy room





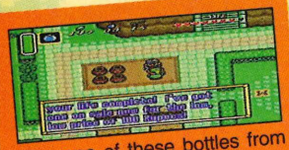
This cave is the entrance to Death Mountain and the third castle. You'll need the Glove to move the rock out of the way.



Occasionally the Fortune Teller will give you some valuable information but CONSOLE XS is cheaper and more omnipotent!



Once you have the Master Sword and the Blacksmith's partner returns, go here to make the sword even more powerful.



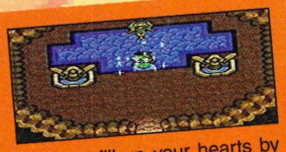
Buy one of these bottles from the merchant. They allow you to carry all-important liquids and potions.



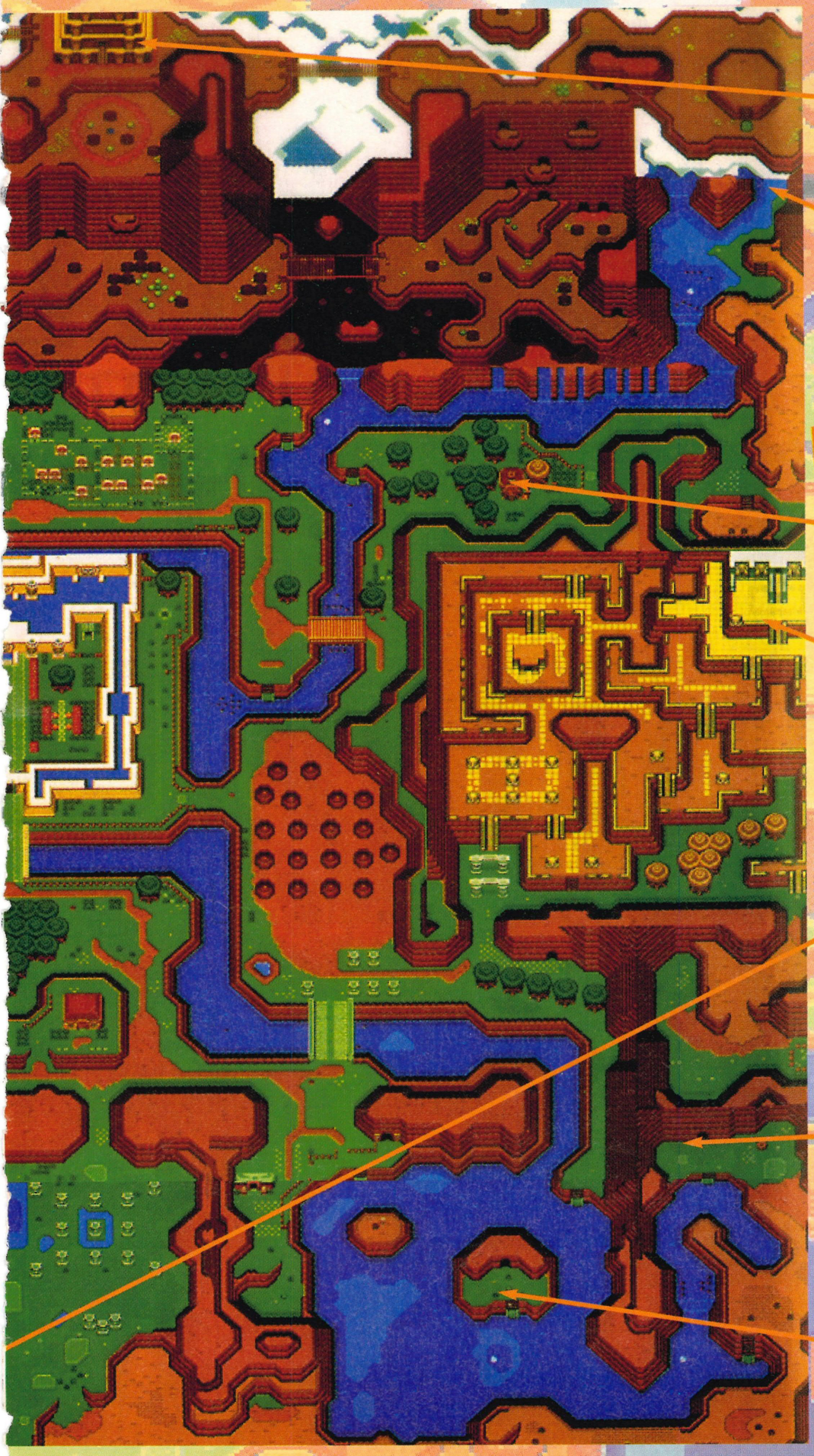
To get the flute from this guy, go here in the Dark World and get the spade from the creature. Return here and dig around to find the desired item.

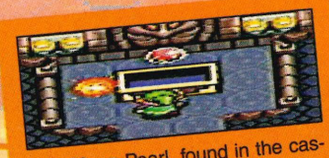


To get through to the castle entrance, you must stand in front of the inscribed stone and use the Book Of Mudora.

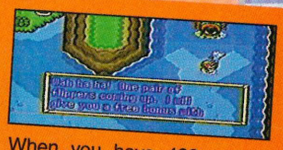


You can fill up your hearts by going to a fairy and standing in front of her.





The Moon Pearl, found in the castle, allows you to retain your shape when in the Dark World instead of turning into a useless bunny.



When you have 400 rupees, you can go to Zora and buy the Flippers which allow you to wade in the deepest waters.

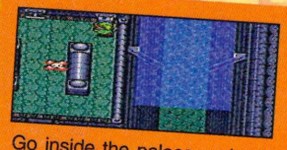


Get the mushroom from the Lost Woods (where the Master Sword is) and then give it to the witch for a potion.





The first castle can be found here. Make sure that you visit Sahasrahla first though.



Go inside the palace and pull the right switch so that the water is drained away and you can find a piece of the heart.



To reach this section of the palace, bomb the cracked area on the left hand side of the normal cave entrance. The ice rod is the reward.

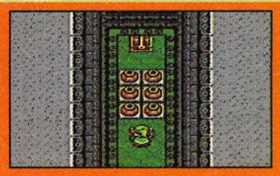


Once you have the flippers you can reach this area and use the fountain of happiness. Bomb the right wall to find another area..





To reach this cave, go to the hill above and jump right in! There are loads of bonuses within.



Go downstairs in the Thieves House and blow a hole in the weak section of the wall to find the hidden treasures.



You will be able to gain some valuable information on the old man that you're after by visiting this house.

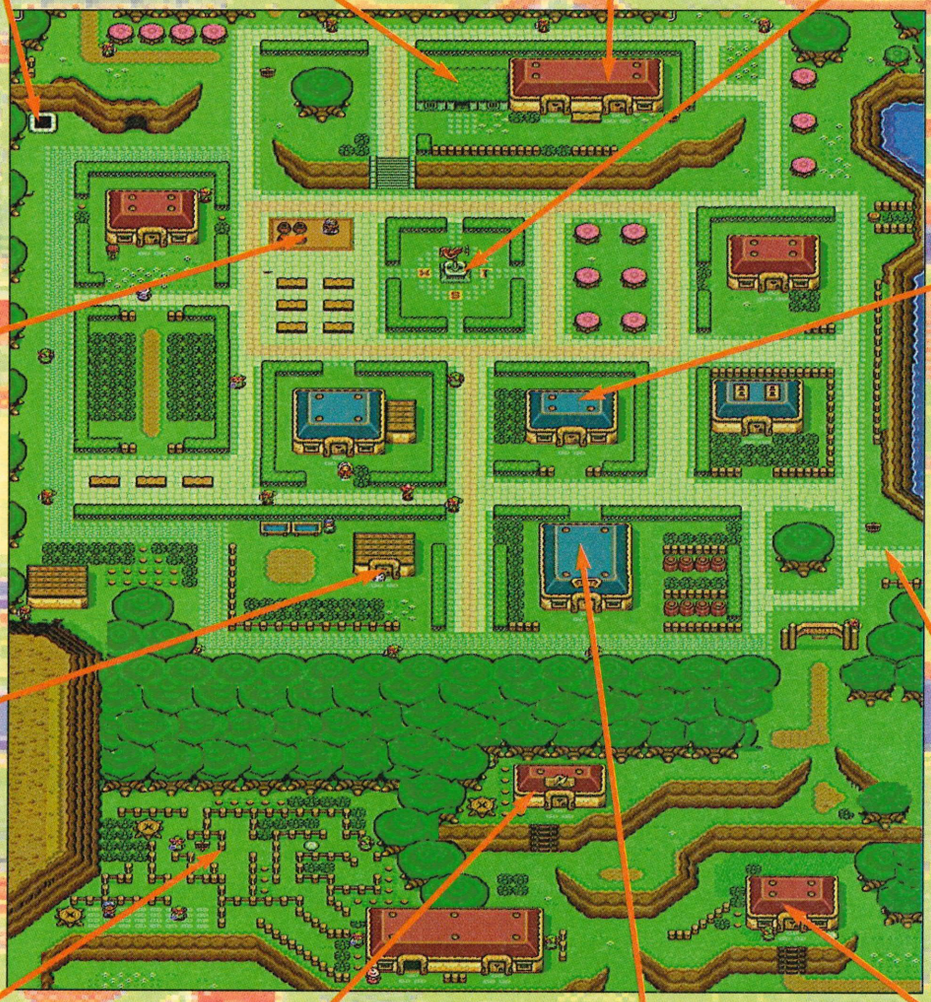


Once you have the flute, you can go to the Weathercock and blow it (the flute) and you can be transported to one of eight locations by a goose.





Just to reiterate, make sure that you get a magic bottle from this guy. You won't get many other chances!

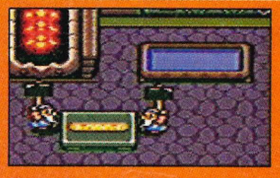




This sick lad will give you a bug-catching net although only if you have the magic bottle to catch things in.



Visit the merchant to stock up on essential items if you can afford them.



When both the blacksmith and his partner are present, you will be able to increase the power of the magic sword.





To successfully beat the 15 second game you will need the boots. Go up along the right side then cut along the top and run through the bushes. Go down at the end.



When you have the boots, you can run into the shelf and make the Book of Mudora fall down.

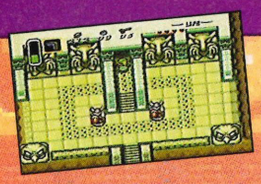


Go around the back of the inn and walk through to find another magic bottle.



A game of chance. Take your pick of the chests to see if you win big or lose small!

Kakariko Village

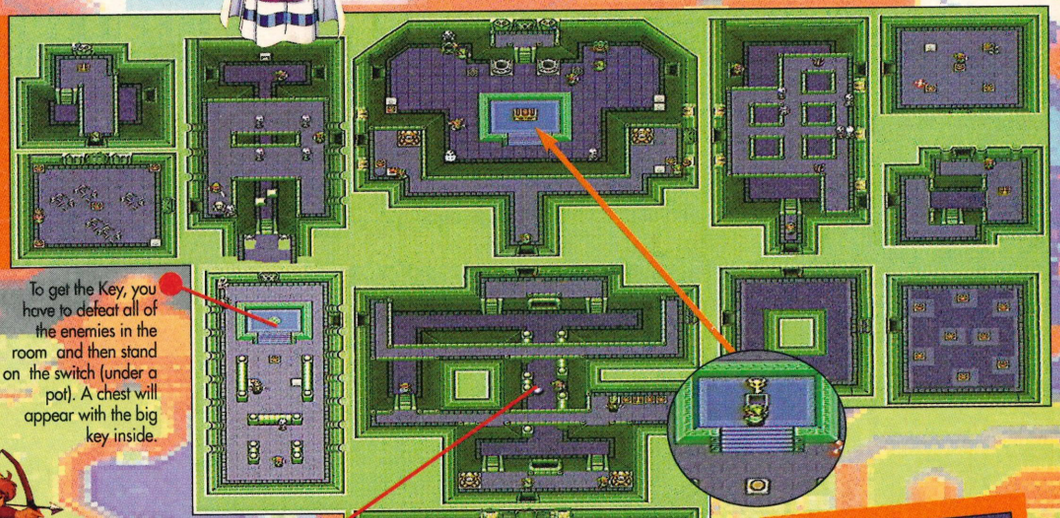




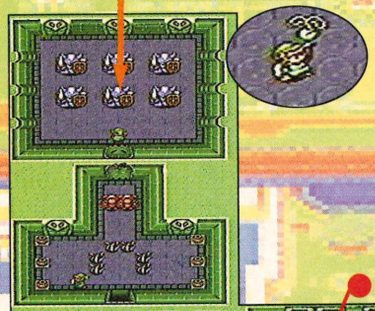
The Eastern Palace is a little more demanding than the first castle. It's important to collect the Bow in here as well as the first amulet that Sahasrahla has requested you to find. Once you have it, return to him to earn the Pegasus boots.



The bow is needed to deal with the guardian of the palace. Hit the first five with three arrows then finish off the final one with your sword.



To get the Key, you have to defeat all of the enemies in the room and then stand on the switch (under a pot). A chest will appear with the big key inside.



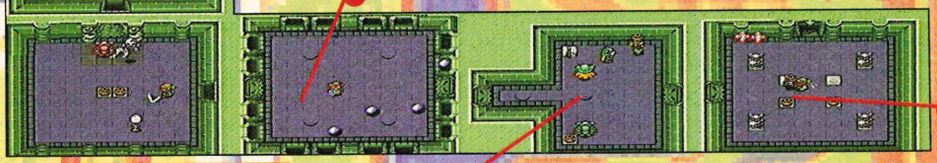


When moving up, try to dodge the balls by running from one alcove to the other. As long as you don't try to rush through it you shouldn't lose any energy.



Once you have the key you can go and get the bow from the large chest.

Head for the four pressure pads to open the door and escape this ball-filled room.

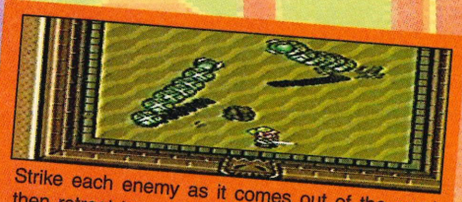


Once you have climbed the steps you will reach this room. Look under the pots to see if you can find any hearts.



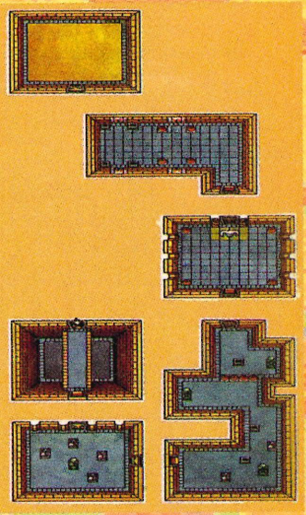
You need to hold the Book of Mudora in front of the stone to open the door. The statues will then shift position so that you can enter.

To get through this room, shoot the guardians in the eyes with the bow to disable them and step on one of the pressure plates to open the door.



Strike each enemy as it comes out of the sand then retreat to a safe place. You can see where they are going to pop out by the swirling areas in the sand - make sure that you don't stand there, otherwise you will end up sustaining damage.

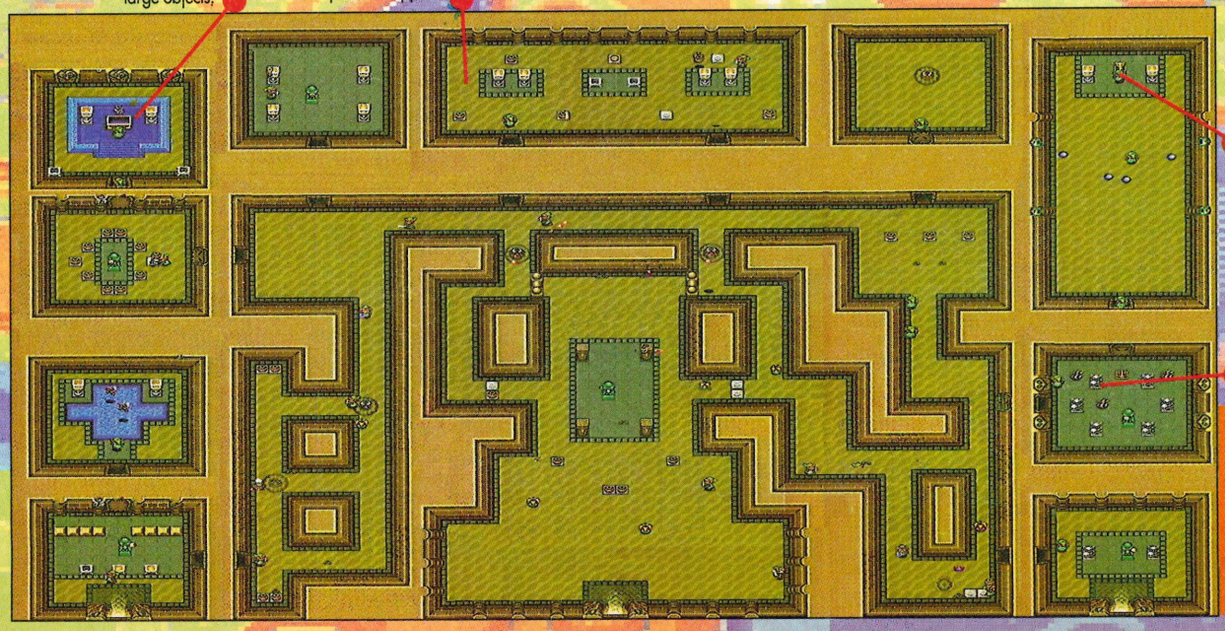
To reach the first and second floors, exit through the west door and head right to the caves. You will need the power glove (found in the big chest in the top left room of this palace) to move a large rock. The sentinels in the rooms leading to the guardians shoot lasers as they rotate so time your runs to miss the lethal blasts.





Enter this room for the Power Glove which lets you pick up large objects.

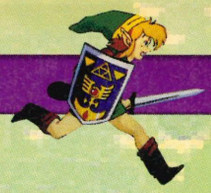
Light the two torches and a chest containing the compass will appear.



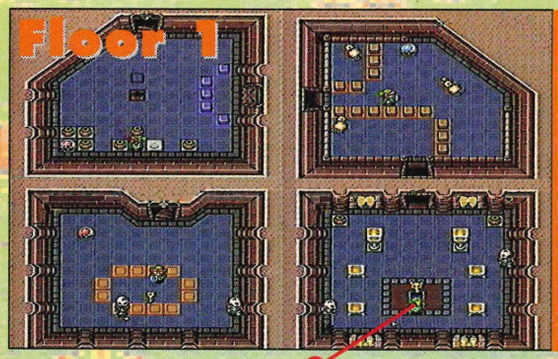
Head up to get the Big Key.

The map to the Desert Palace can be found by searching around in this room.

The palace containing the second amulet is a little smaller than before although you will have to venture outside to reach the first and second floors. There's also a small piece of Heart to be found if you go out of the south west exit and walk down.



Floor 1

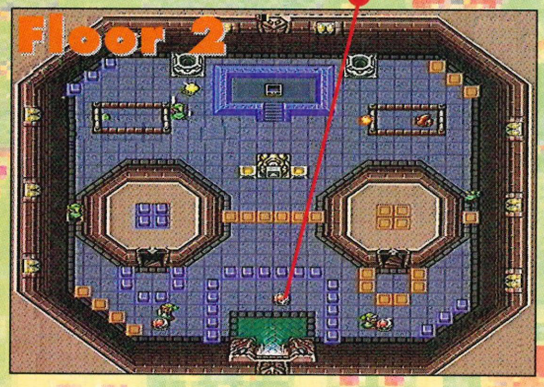


You don't start on the first floor, but you will certainly need to visit it to find the big key. Hitting the right combination of magic balls may take a while - remember, you can use the arrows to do the job.

To be able to reach the big key, you need to hit one of the balls to make the barriers retract.

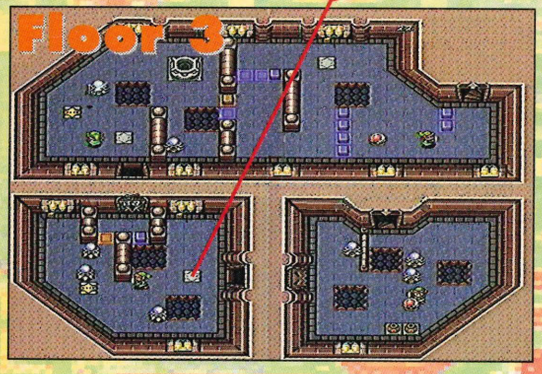
Learn to use the magic balls to make the barriers retract. It's not as complicated as it looks - there are only a few different settings and combinations.

Floor 2

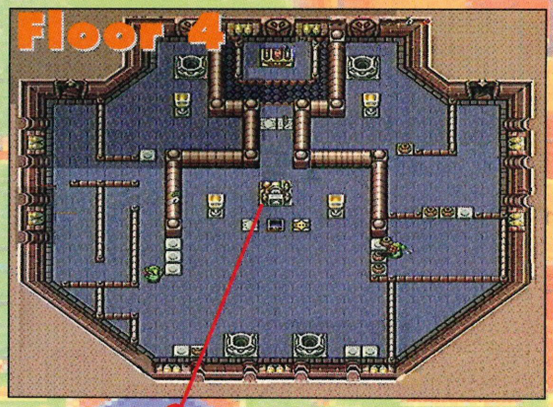


Hit the star buttons to alter the position of the holes so that you can advance onwards. You can also use them to send enemies to the depths below.

Floor 3



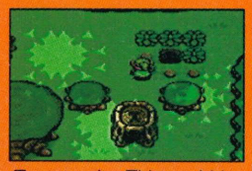
Floor 4



This is a telepathy tile, use it to contact Sahasrahla in times of trouble. This is also the level with the Moon Pearl so don' t forget it.

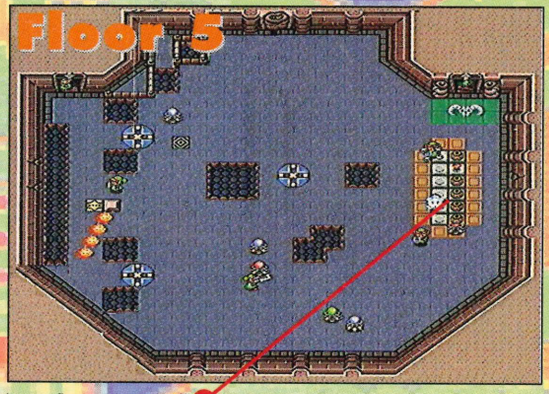


Go through here to find the Master Sword then travel on to the Sanctuary.



To enter the Thieves hideout, search under some of the bushes above the tree entrance (above).

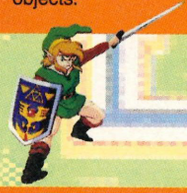
Floor 5



Go down a floor and switch off the barriers so that you can get to the pots and the hearts underneath. Don't use them all at once!

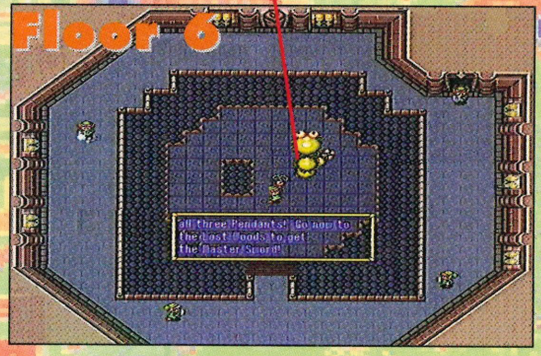


Keep out of the way of the thieves! They take all your objects.



Once the worm is defeated you have the final amulet! Now you need to go and get the Master Sword before returning to the Sanctuary.

Floor 6





Go to the fifth floor, don't alter the position of the holes and fall through the top one of the group of three (near the door). You will fall all the way down to a fairy room where your energy will be refilled. Don't worry about climbing back up - the teleporter will take you right back to the fifth floor. Now that's magic!

Death Mountain Tower





To reach the entrance to the Mountain Tower, go through a portal found atop Death Mountain so that you arrive in the Dark World. However, since you don't have the Moon Pearl you will appear as a Bunny. Find a patch of ground that looks exactly like Spectacle rock (above) and use the mirror to zip back to the Light World where you will miraculously appear on the top of the mountain.



Guide the Old Man through Death Mountain and you will be rewarded with the Magic Mirror.



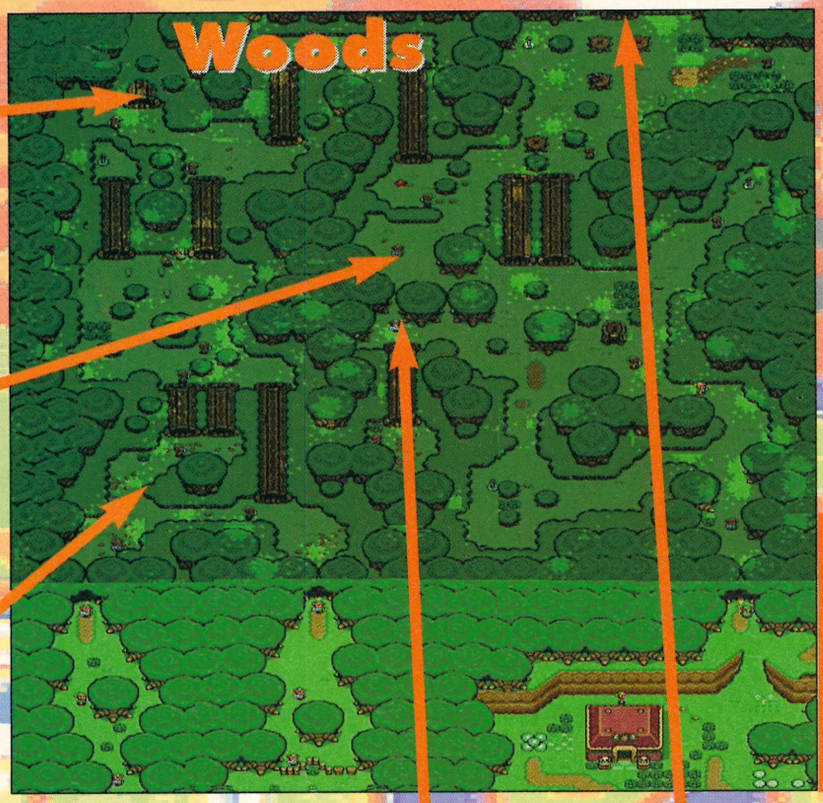
To defeat this bug-eyed worm you will need to use special attacks on this tail. Get your attack ready by holding down the B button and let go when the tail is near. You will also need to keep on moving to avoid his body attacks.



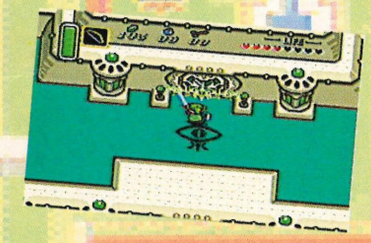
Reaching the Moon Pearl is tricky. Go to the fifth floor, step on the star and fall through the top of the hole at the top of the screen and hold up so that you land on the edge of the platform below. The Moon Pearl is now yours.



Woods

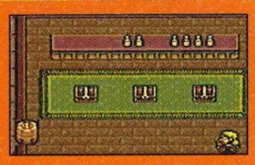


Once you have all three amulets you can go to the Woods and retrieve the sword. Once you have it, you will be given a strange message and you will need to return to the Sanctuary.





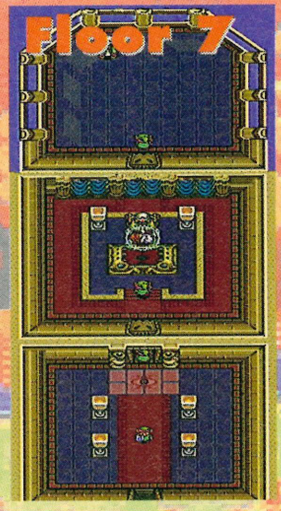
Get the mushroom, then visit the witch to get the Magic Powder.



Enter this log for a slightly fixed game of chance.



Floor 7

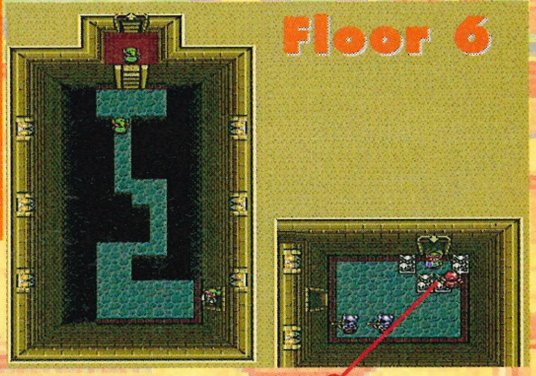




Agahnim

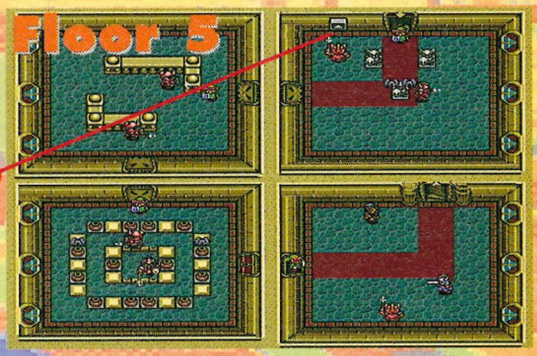
Agahnim is a nasty piece of work - he doesn't have a nice bone in his bod. To defeat him, stand to one side and hit his magic bolts back at him with the Master Sword. You can't hurt him any other way. When he rushes to the top of the screen to shoot out lightning, move to one side and he won't be able to harm you. Once this fight is over you can move on to the Dark World. Dare we say that the battle has just begun...?

Floor 6



Stand right up to the statues and slash the enemy with your sword. Now push the left statue out of the way and finish them off with arrows.

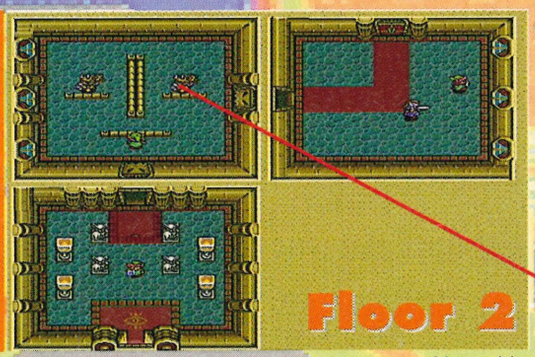
Floor 5



Have a chat with Sahasrahla by walking into the telepathy tile.

Use a combination of sword and arrow here. If you have full energy then you can make the Master Sword shoot out a bolt of energy when you use the spin attack.

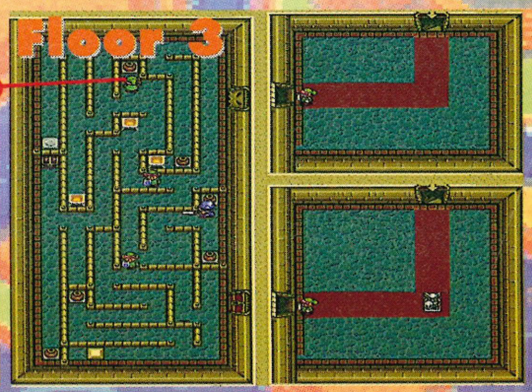
To open the entrance to the Palace Tower, you need to strike the force field with the Master Sword. Once inside, you will find a whole new section. At the end you will find Agahnim, the Wizard responsible for the whole mess! Each floor contains traps of every description so stay sharp, Link!



Floor 2

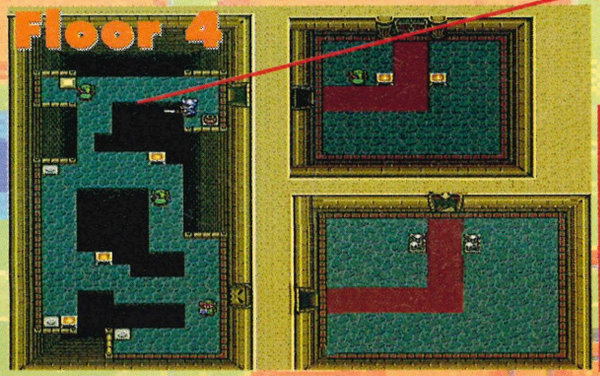
Palace Tower

Don't waste too much magic power here - just light one torch at a time and work your way around to the pressure pad using our map.



Floor 3

Be careful around the pits, use the rush attack to push any aggressive guards out of the way otherwise they may force you back.



Floor 4

SUMMARY

GAME NAME: Legend Of Zelda
TIME TO COMPLETE: 1 month
HIGHEST SCORE: n/a
NUMBER OF LEVELS: tons
CHALLENGE RATING: medium

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



MASTER SYSTEM

PRINCE OF PERSIA

DOMARK ● £32.99 ● PLATFORM ADVENTURE

Back by public demand, here's the final solution to this classic Master System adventure. As before our bold prince finds himself trapped deep within the evil Grand Vizier's dungeon. His beloved is given an hour to marry the dastardly tyrant, or both will face an unsightly demise. Many obstacles face the Persian monarch as he gracefully negotiates the maze-like rooms. Finally leading him to duel with the Grand Vizier himself. Never let it be said that the posse at CONSOLE XS wouldn't help a damsel in distress, let alone a prince with pots of cash. We've mapped every spike, crevice and tricky manoeuvre, to ensure that the good guys once again win the day and we collect a tidy sum. Goodnight sweet prince!

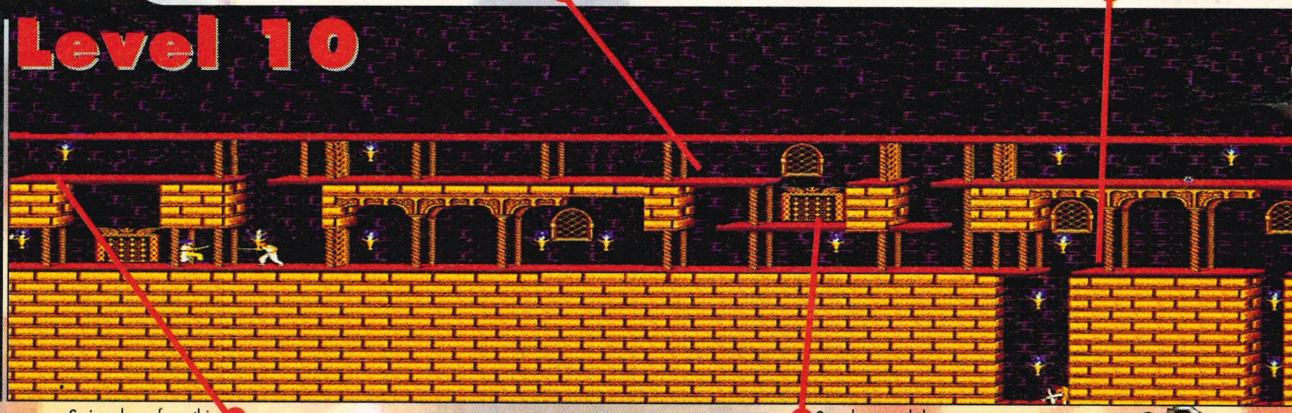


Secret floors must be discovered if you're ever to see your beloved girl again. If you jump up, where the roof looks none to solid, you will often uncover the secret whereabouts of these mysterious passages. Plenty of blue potions are scattered about for the taking so you should survive any mistakes with the Vizier's henchmen.

Dash along this corridor, opening the doors as you go. Your royal blood tells you the exit is near.

Devious Persian minds are at work again here. These floors fall away at the hint of a prince's footstep.

Level 10



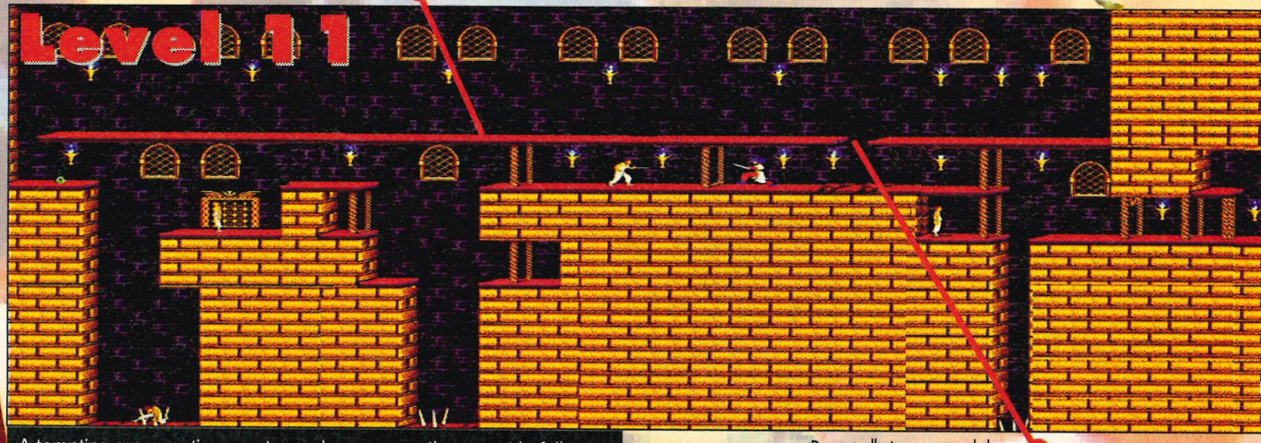
Swing down from this edge and prepare to do battle with the last guard who stands between you and the exit.

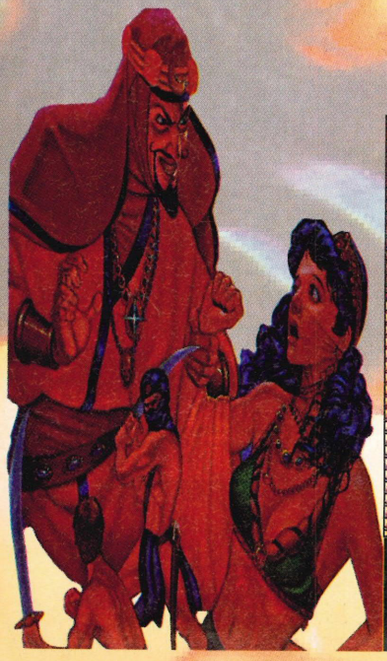
Start here and drop down. Turn right and sprint as fast as you can!



Fancy a swig of that mouth-watering green potion? Pull this floor down, climb up and go for it! You can also run right here to avoid the impending scuffle below.

Level 11





A tempting green potion greets you here, as another quest befalls our gallant hero. The room basically runs from left to right with a powerful guard at the end, trying to thwart any chance of you reaching that all-important switch. The things a prince will do for love!

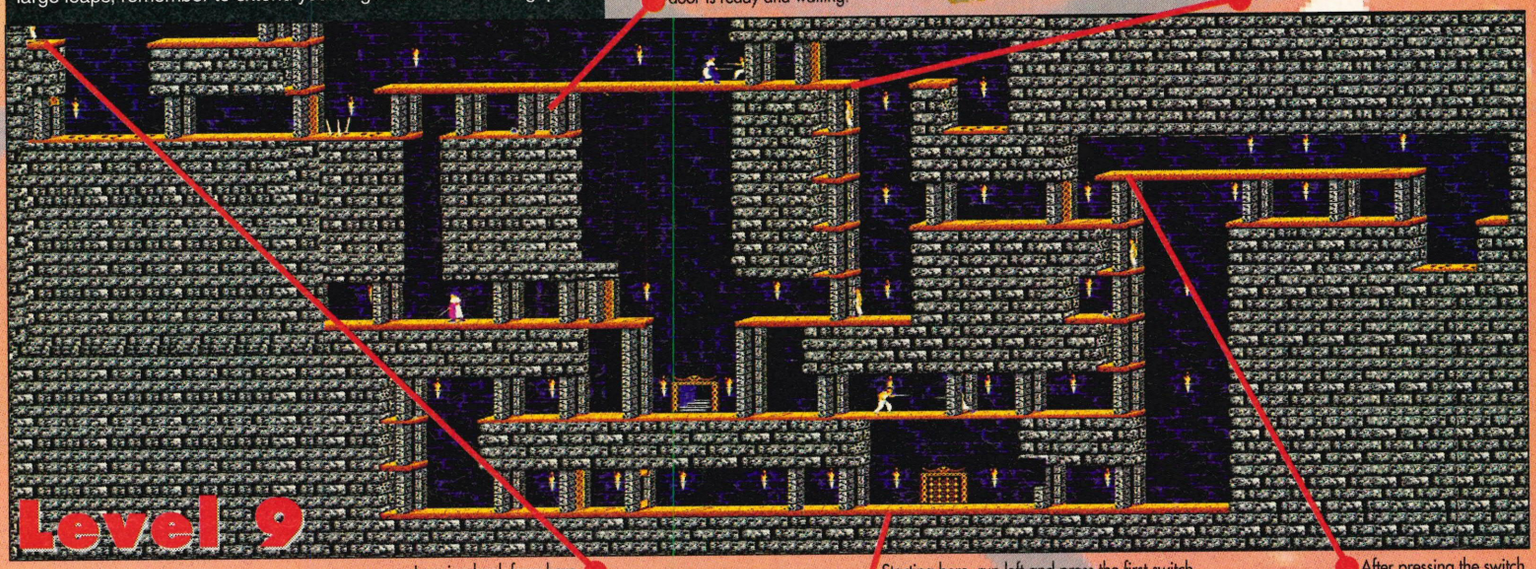
Repeatedly jump up and down below this piece of ceiling and it will collapse (make sure you are well clear). Now you can climb up.



Death defying leaps across great chasms that seem impossible to negotiate will test the prince's nerves of steel. Spikes burst through the floor, reminding you of the price failure. When you perform any large leaps, remember to extend your finger nails for a solid grip.

Re-trace your steps through here and climb down on the right. The exit door is ready and waiting.

Getting to the switch on the right seems decidedly dicey. Take a standing jump from this door and press button one to cheat death.



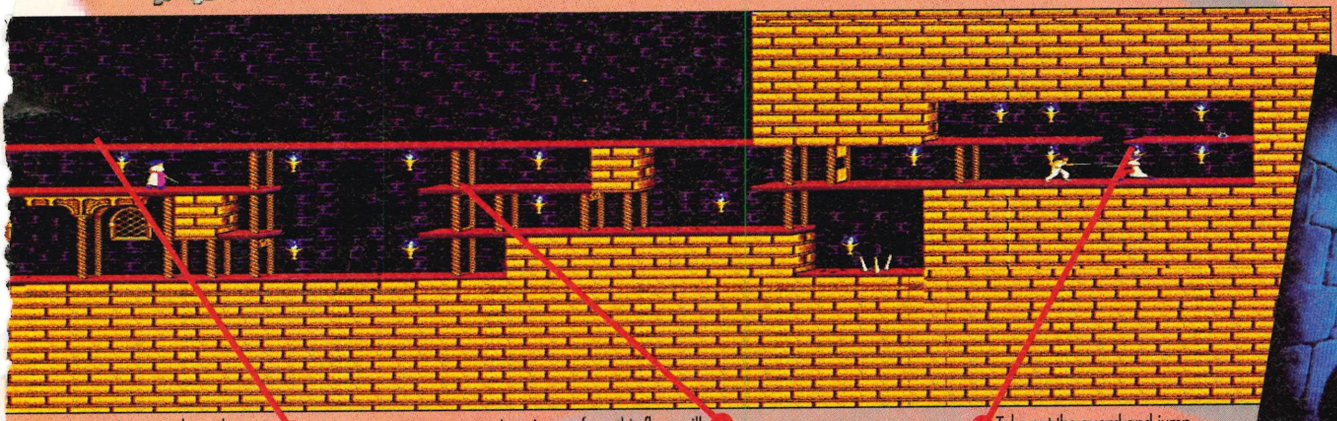
Level 9



Jumping back from here requires the old finger clinging move!

Starting here, run left and press the first switch. Use the slippy-slide move to get close to the slicing gate, then leap through, missing the second switch and diving past the opened door.

After pressing the switch on the right, take a precise jump from here to miss the switch in front of the door. If you hit the wall, you'll lose a heart.

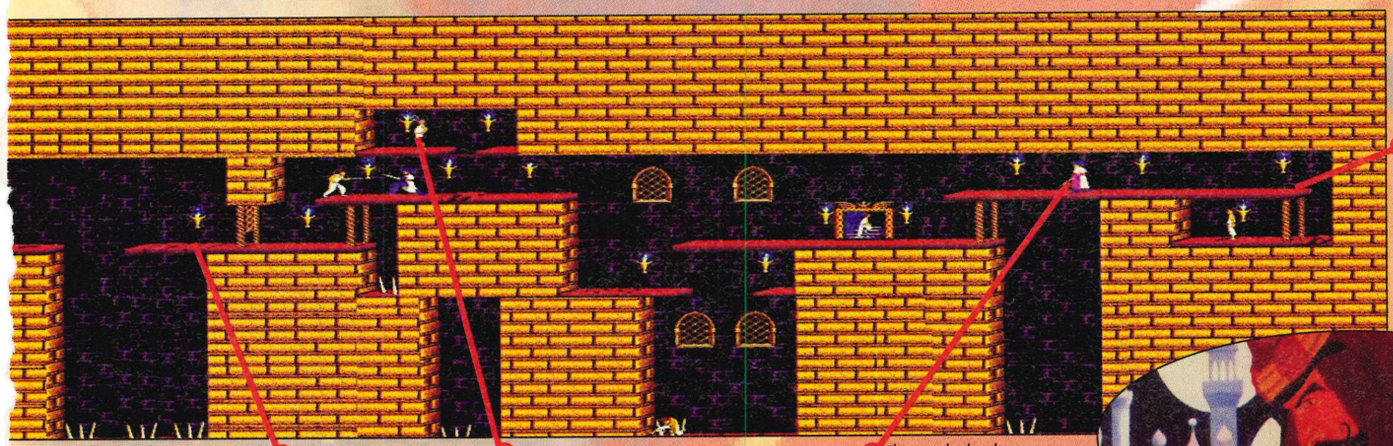


Jump up through a gap here to find a tasty blue potion.

Jumping up from this floor will bring the floor above crashing down around your ears. Climb up and jump left with a finger-grabbing move to catch the ledge, where the guard awaits!

Take out the guard and jump upward to uncover a secret floor. Guzzle the potion and press the switch to guarantee your exit from this level.





This ledge breaks away. Be prepared to jump again immediately as you land here. One mistake and you will be spiked.

Blue potion; gets to your energy... fast!

This guy looks about as handy as my sister. Don't be fooled!

Step on this floor to reveal the exit switch. What are you waiting for?







It's lucky the prince has a head for heights, he certainly needs it now! This level has plenty of surprises for the intrepid, including the return of that troublesome mirrored twin who appeared on earlier stages. At least he seems to be mortal this time, ready to taste the cold steel of your blade.

Draw your sword when you face this familiar foe and then, contrary to common sense, put in back in your scabbard and then run towards him. He will merge with you and you can run to the exit.

This switch will open the door (below), letting you at the switch behind. Climb back to this ledge and take a running jump to safely clear the collapsible ledge on the right.

Level 12

Climb to here and press jump, a split second after you press left to make the prince run. It's a nerve-racking leap but he'll just make it. Do the same to reach the far left.

Jumping from the wrong ledge above will send the prince hurtling to his certain death. If the drop doesn't get you, the spikes will!



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Not only do you have to get past the spikes (right), but this floor falls away. Leave this area to less intelligent prisoners.

Climb up to this point and jump to the right to find another bluey.



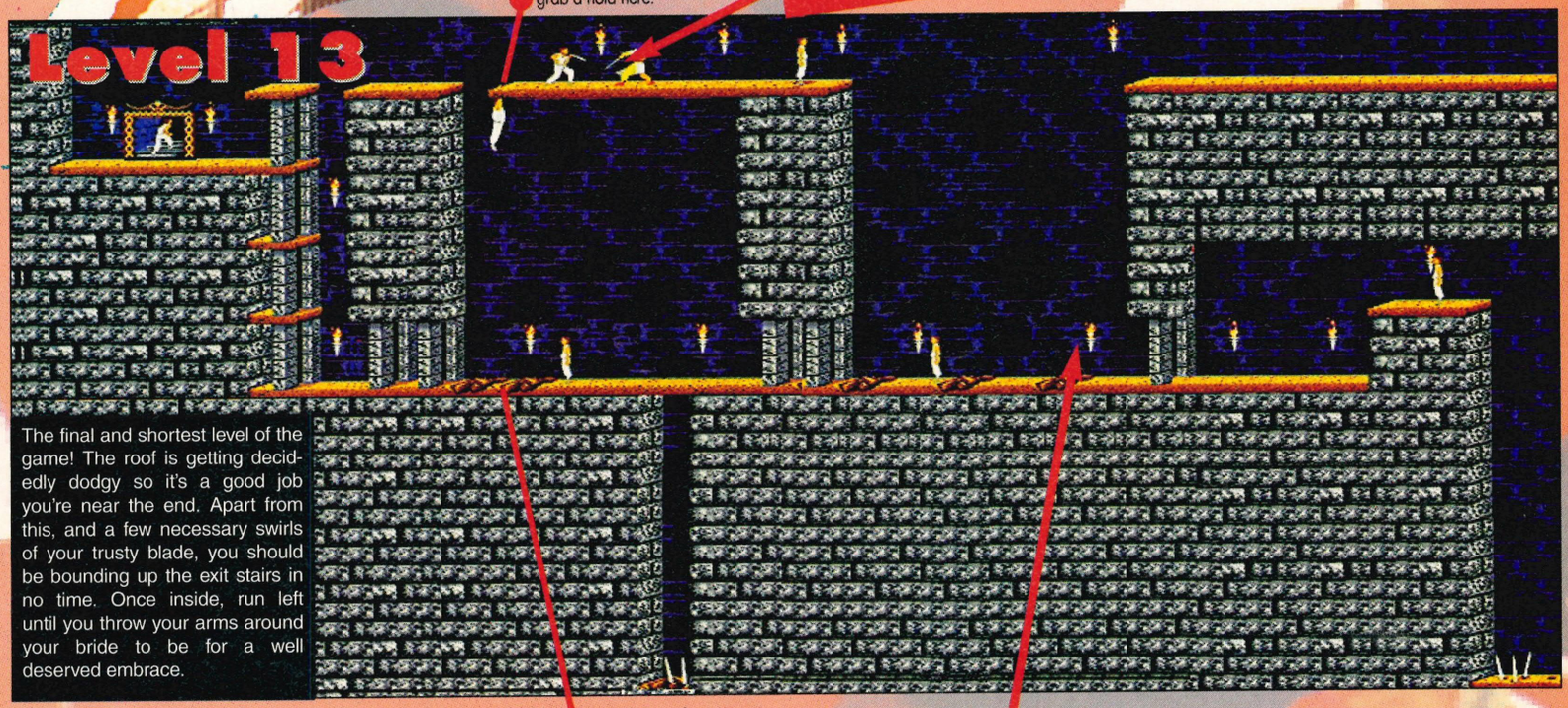


The mighty Grand Vizier himself. Sporting six hearts, he's the only thing between you and the exit switch. Use the usual fighting tactic of continually pressing right and lunging and he'll soon crumple to the ground.



Take a flying leap from the far left ledge and grab a hold here.

Level 13



The final and shortest level of the game! The roof is getting decidedly dodgy so it's a good job you're near the end. Apart from this, and a few necessary swirls of your trusty blade, you should be bounding up the exit stairs in no time. Once inside, run left until you throw your arms around your bride to be for a well deserved embrace.

Great lumps of masonry are crashing all around you. Better get a move on. I hope the Vizier is insured!

SUMMARY

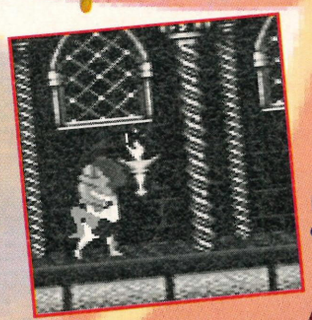
GAME NAME: Prince Of Persia
TIME TO COMPLETE: 11 Days
HIGHEST SCORE: n/a
NUMBER OF LEVELS: 13
CHALLENGE RATING: Average

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



Take short runs through here as the building begins to fall about your ears. Here you can see a pile of tiles, run to where they land and you'll keep your head!





PASSWORDS

The final set of codes which let you start on any level with an hour on the clock.

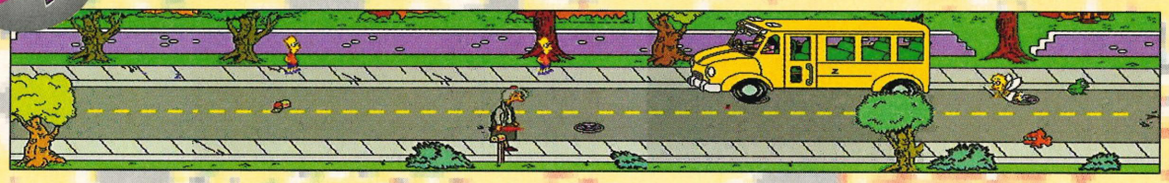
Level Nine	OMGJGF
Level Ten	RNRLIY
Level Eleven	SNRLIZ
Level Twelve	RLNJGO
Level Thirteen	PIKGDA
Level Fourteen	SKGIFF

BART'S NIGHTMARE

SUPER NES

ACCLAIM ● £40.00 ● ARCADE ADVENTURE

Flaming Homer graphics and actual samples of the famous families phrases make this Super NES game an instant classic. The basic plot is the bane of every school boy's life, Homework. Bart has fallen asleep while writing an essay on what he would most like to be, and in his nightmare, all the pages are scattered through-out his nightmares. The only way that Bart can finish his essay and get an 'A' is to explore his dreams and rescue each page in the guise of one of his fantasies. Unlikely heroes such as Bartman, Bartzilla and Indiana Bart make this a cartoon treat for all ages and a perfect medium for the XS treatment. What better games to do tips on, than the ones we enjoy the most! Roll on Bart!



WINDY STREETS

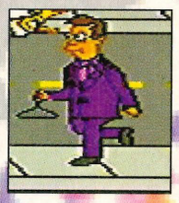
In order to find the missing pages, Bart has to negotiate the windy street searching left and right for the flying bits of paper and then jump on them. There are many dangers just waiting around the corner such as killer mailboxes, a group of school bullies, granny, Lisa, bouncing balls, mad TVs and even fish with attitudes!

Here's a brief guide to surviving the pavement perils.

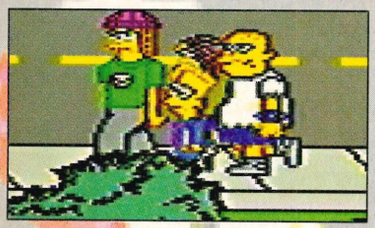
GRANNY

What are grannies for but to give you a big slobbery kiss? If you are turned into a frog then good old granny with plant you with her smackers and return Bart to normal.

SUITED UP



Touch the man carrying the tiny suit and Bart spins into it protecting him from all damage but preventing him from collecting any more Zs or using weapons. He also moves slower when confined by a suit and will constantly try to get out of it.

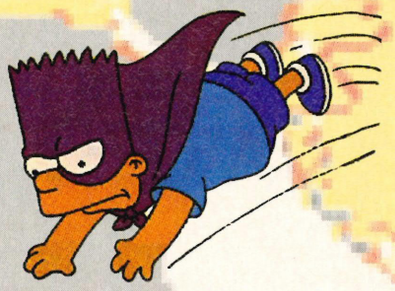


NELSON'S BULLIES

Every now and again, the bullies will come on screen and grab Bart; carrying him along the screen and causing him harm all the time. Lisa will rescue you and turn the playground rats into sewer rats.

FAIRY LISA

Lisa flies overhead and will drop fairy dust onto Bart turning him into a frog for ever! Fear not, brave Bart, one kiss from granny will put you back on your feet. Lisa is also useful for getting rid of the bullies (who said little sisters were horrible).



BARTMAN: BLUE DOOR

Ta ta daaaa! Bartman to the rescue! Go through the blue door and Bart turns into the masked super hero whose mission is to fly across the dangerous skies of Springfield, searching for the lost page of homework. Halfway through there is the Springfield nuclear plant where the clouds become radioactive and deadly to the touch.

This is probably the easiest level to complete as you get plenty of extra lives and as long as you duck and dive when the guardians appear, you should defeat most of them with no trouble at all.

THE TWINS



The twins from Bart's school attack in a huge balloon and throw purple bombs onto Bart's head. The best way to defeat them is dive down and attack them, then swoop up into the balloon (you don't get hit by the actual balloon sack) and fire constantly to register loads of hits.

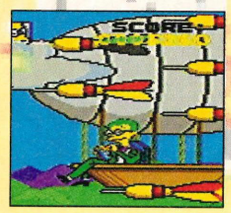
Each time the twins begin to hit you, dive down again and repeat the procedure.



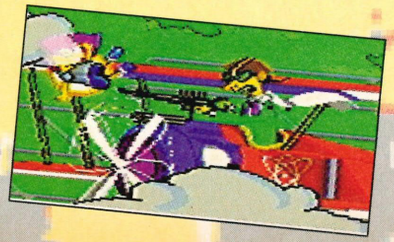
BARNEY'S ELEPHANT

Homer's drinking partner is well and truly sloshed tonight! The pink elephant he rides on spits peanut missiles at you which can be shot but the real killer here is Barney's deadly burps. Green clouds sail towards Bart and the only solution is to dive quickly or your energy will be sapped at an alarming rate.

BURN'S BLIMP



If Burns traps you in the corner then you are done for because the huge darts he fires take loads of energy. The best method is to lure Burns into shooting a dart then drop suddenly to miss it or shoot it repeatedly as it approaches.



SMITHERS BI-PLANE

The easiest way to destroy this grinning maniac is to fly up while shooting all the time as he flies in from the right. Now dive down and pull back while shooting to hit the bi-plane in the underbelly as it shoot back across the screen. Smithers takes quite a few hits and he changes his angle of fire so keep moving.

INDIANA BART: ORANGE DOOR

In true Spielberg fashion Bart must leap across a multitude of coloured blocks that are all at different heights. If the blocks are at their lowest points then Bart will plunge into the depths forever. In addition to the mighty chasms, Bart must avoid blue and green devils, a large bird and even statues of Maggie spitting killer dummies at you. The object is to get to the altar where Bart must fight for the page. To get through, leap from block to block and see which ones go up and which go down ahead. Always make your way to the highest block and if you see any with flames licking around the edge, avoid them like the plague. Take it easy, there's no time limit.



EGGHAUSTING

If Bart grabs the eggs that occasionally drop to the stone slabs then he gets an extra continue to attempt the temple again. You must get to the egg before it's owner however because the giant bird will quite happily take Bart instead of the egg if you get in the way.

MAGGIE'S DUMMY

When you see the first statue of Maggie in the background, beware of the dummy that she has in her mouth because pretty soon it will be firing at you. The easiest way to avoid becoming a human kebab is to go down to the dark blue blocks, leap forward then quickly back as the dummy shoots past.



LITTLE DEVILS

As soon as a devil appears, stand still and rapidly whip in its direction. Each button on the pad refers to a direction that you can whip and it only takes one hit to send this evil demon back to the hot place. If you let him go AWOL then he will spike you with his pitch fork and eventually send you over the edge. The green devils are found in the second part of the temple just before the altar.



BARTZILLA: GREEN DOOR

Bart's fertile imagination casts him as Bartzilla the unconvincing rubber monster who ravages Tokyo while Damian and Simon get unfeasably drunk watching him on B-movies. Each button controls a different level of fire and Bartzilla has a laser vision weapon, devastating fireballs and his immense bulk to cause as much damage as possible.

Certain buildings explode violently (power stations) and take everything on screen with them but it's mainly down to your effective marksmanship to get you through.

BOMBING BART

Jet fighters cause the most damage so when you see them fly along the bottom of the screen, you know that an attack is imminent. Fire the beam at eye level to send them crashing down in a ball of flames.

TOWERING INFERNO

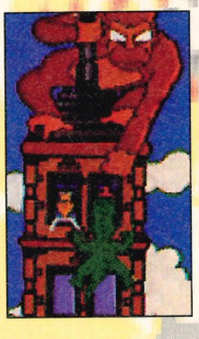
At the end of the level you come across the empire state building (in Tokyo??) and Bartzilla must climb up, avoiding TVs, kitchen sinks and other pieces of furniture. If you press A while you are climbing, Bartzilla will become electrified which is how to protect yourself from crippling blows.



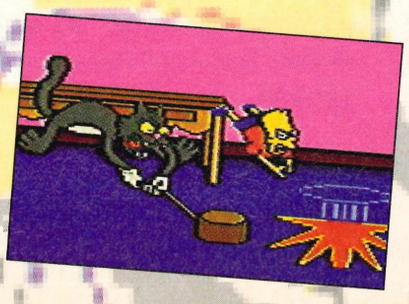
MAD MARGE

Halfway up the tower, Mad Marge the mutant butterfly will attack you and attempt to knock you off the building. The best method we've found is to stay still at the bottom of the screen. She will fly off to the right but don't be fooled, (Arnie accent) she will be back!

APE-MAN HOMER



Just when you thought that all you would have to fight at the summit would be bi-planes, Ape-man Homer swings a gargantuan fist in your direction. To complete this level, electrify yourself as soon as he lunges and instead of hitting you, Homer will recoil in pain. Do this ten times and the page will float into your massive green claw.



ITCHY & SCRATCHY: YELLOW DOOR

Instead of just watching his favourite cartoon duo smashing each other to a pulp every week, in his dreams, Bart is trapped with Itchy & Scratchy in a violent Tom & Jerry rip-off.

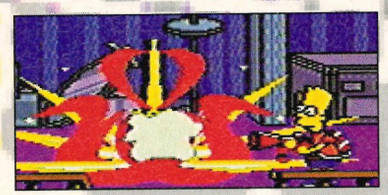
Grab the hammer as soon as possible on the first section and stand near the back of the screen to smash the troublesome duo as they run on screen. Near the end of this section, Itchy and Scratchy get tooled up with a bazooka and a flamethrower, so jump on the table to avoid them.

There is a fire extinguisher on the table with the flying light bulbs which is very useful for quick extermination. The best place to stand is in front of the table with the extinguisher pointing left and right



to spray whoever appears first. If you are low on lives, spray the first three bulbs for three 1-ups.

The attic section has a very useful plunger gun that wipes out just about everything. If the killer vacuum cleaners turn up the heat, climb aboard the comfy chair and bash them from there.



The Kitchen section is the hardest of the three because apart from animated fridges, cooker and phones, Bart also has to tackle Itchy & Scratchy with butcher's knives that take a whole life each hit. Stand on the cupboards when a knife attack is imminent and then jump down and splat the next thing that moves. Remember that you can use the rolling cans of Coke to spray enemies if you lose your weapon.



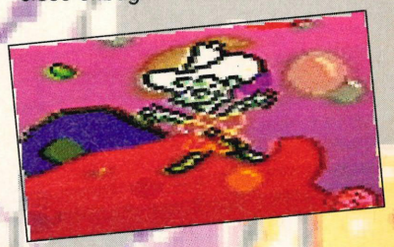


BART'S BLOODSTREAM: PINK DOOR

The blood of Springfield's coolest kid is infested with mexican germs in spiked hats and wearing bullet belts. Bart's only weapon is a bicycle pump that he uses to stick in and inflate the enemy germs so that they explode.

Take it steady because the germs throw bombs at Bart and just one hit is enough to end this section of the game.

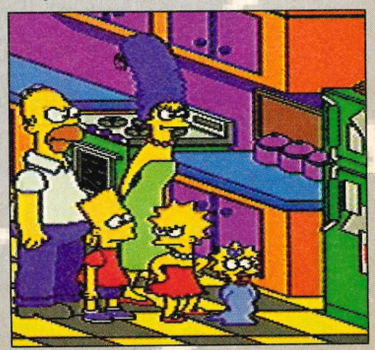
The easiest way to avoid the germs is to stay at the top of the screen so that bombs explode harmlessly and you have more time to dodge the explosions. It is also important to note that an exploding germ can take out others if you are close enough.



RADIATION RIDER AWAY!

The Rad Rider is a small cowboy who yells "Hi There" whenever he's about to appear on the screen. You must touch as many of them as possible as the screen will turn white and the force field holding the page of homework will develop a defect.

Keep collecting Rad Riders and the force field will disappear and the homework is yours. This section is probably the easiest to complete as long as you don't get careless and hit by one of the bullets which are very hard to see.



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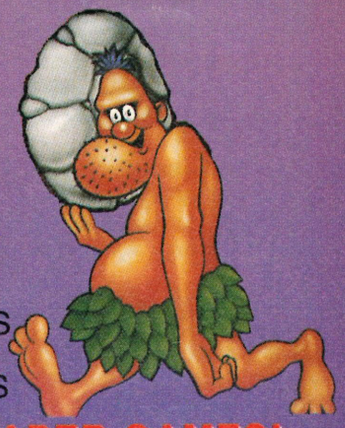
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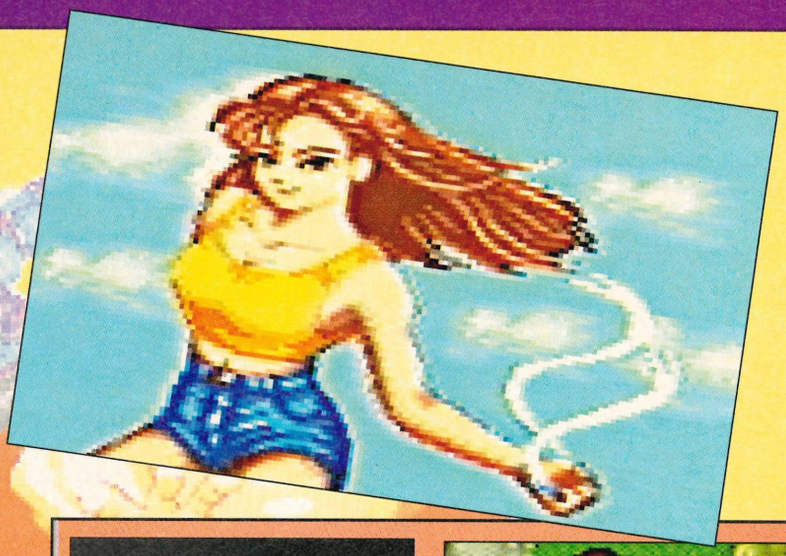
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CHUN-LI

THE WORLD'S STRONGEST WOMAN

Chun-Li entered the street fighting contest to avenge the death of her father at the hands of M Bison (the current world champion). Her remarkable kicking power coupled with lightning fast speed makes her a formidable opponent although her special moves are limited.

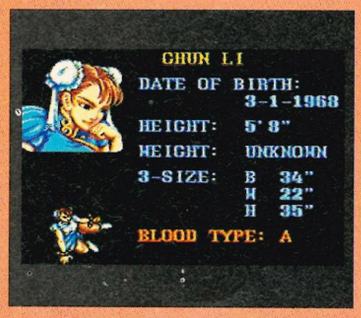
As the only female combatant, Chun-Li has to prove that women are worthy fighters compared to the larger and more bizarre collection of men.

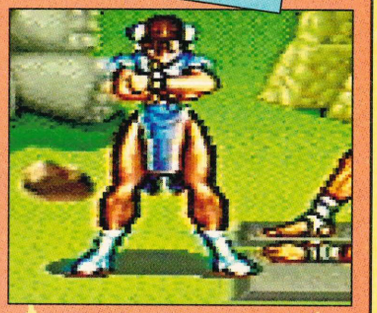
Chun-Li's repertoire includes a mid-air grab and slam dunk which is her most powerful move, a lightning kick, inverted helicopter kicks and an excellent jumping toe kick.

PLAY VS CHUN-LI

Chun-Li always attacks from the air so when she leaps towards you, move back and anticipate one of her fast kicks. The inverted helicopter can be avoided by ducking and a high kick will stop her in mid attack. Blocks can stop the devastating lightning kick but she will always try a few low kicks to knock you off balance before hitting you with a power punch.

Don't hold any thoughts about not hitting a lady, this one's out for your blood and nothing's gonna stop her getting to M Bison.





SPECIAL ATTACKS



BODY SLAM

Get right up to your opponent and press the Left button for this extremely powerful move.



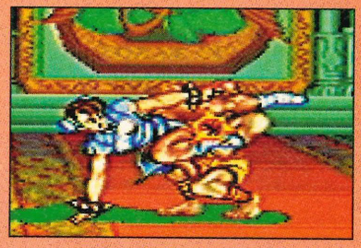
HELICOPTER

Hold down on the pad for two seconds then press up and a kick button simultaneously.



LIGHTNING KICK

Rapidly press any kick button and Chun-Li's legs will become a deadly blur.



LOW SWIPE

Get within range and press down and the right button together to execute this hand plant.

The smash conversion of the coin op features a motley crew of gruesome, bone-crushing, neck rending characters. The key to this one-on-one blood fest is getting to grips with the many special moves. A simple kick can become a spinning, dragon fury, lightning death grip, in the hands of a master. CONSOLE XS presents the ultimate player's guide for the world's greatest beat-'em-up, all the super moves, combinations and cheats you will ever need.

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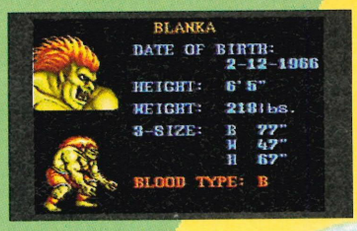


BLANKA

KING OF THE JUNGLE

Raised by wild animals after a plane crash in the jungle, Blanka is more beast than man and his fighting skills reflect this. The Brazillian nightmare's method of attack is wild and uncoordinated to confuse his opponents and Blanka is excellent at blocking nearly every type of move while dishing out some extreme pain.

Back flips followed by spin attacks and slashes with his claws are a particular favourite. Blanka has also harnessed the ability to electrify his body when he wishes and this is especially damaging if the opponent is on top on him. Blanka is also very fast and has a neat line in low kicks to knock you flat on your back while he dances on your spine.





SPECIAL ATTACKS



SPIN

Blanka becomes a human cannon ball by holding down left for two seconds and then punch.



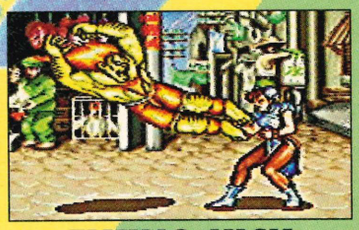
BITE

Blanka will grab an opponent in mid air and take chunks out of them simply because he's hungry.



ELECTRIFICATION

If someone tries to leap on you, press punch repeatedly to electrify Blanka and shock them.



FLYING KICK

Press up and then the right button as you come down to perform this neck shapping move.

PLAY VS BLANKA

Flying kicks and low kicks are all that you need to knock Blanka out of his fierce attacks. Once he is momentarily stunned, knee jerk him or move in close for a special move. Blanka is one of the toughest opponents to defeat because he loves to spin attack constantly until you are stunned, leap the spin, turn and throw him all over the shop and move in for the kill.

Don't try to attack him when he is juiced up or you will be shocked beyond belief. Chun-Li is excellent against Blanka because she can leap him easily and is fast enough to dodge those razor sharp claws.

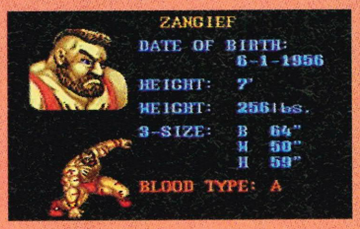


ZANGIEF

SOVIET STEAMROLLER

Rumour has it that Zangief wrestles grizzly bears in his spare time. The Russian ripper is incredibly strong but slow. Fast characters can inflict loads of hits without him touching them.

Luckily, Zangief has an iron constitution and can take more pain than Peter Pain, last years winner of the Mr pain and agony competition. Zangief has a special line of holding moves activated by pressing the Left/Right buttons when near the opponent. These include the slam dunk, wrist crush, a long throw and the spectacular spinning pile-driver which is the most difficult move pull off in the whole game.





SPECIAL ATTACKS



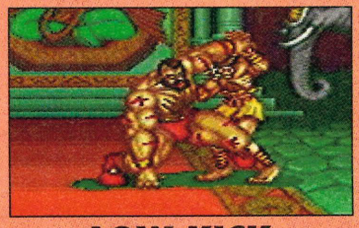
SPINNING PILEDRIVER

The hardest move to accomplish, get near your victim, press punch while rotating the pad.



SLAM DUNK

What not give them a headache? Press the right button when in range for this crushing blow.



LOW KICK

Not very special but very effective, press down and a kick to knock your opponent flying.



SPIN

Press all three punch buttons simultaneously for this spinning clothesline move.

PLAY VS ZANGIEF

Use flying kicks and don't land right next to him or you will be on the receiving end of a massive super move. Strong kicks to the abdomen will send Zangief reeling and a nifty follow-up with low kicks is nearly always successful. If he tries the spinning clothesline punch then upper cut him or leap over and kick him in the chest. Speed is your ally so keep jumping out of his range and get as many sneaky hits in as possible. Remember, this is no rules street fighting, anything goes!

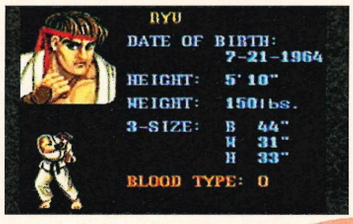


RYU

JAPANESE WHIRLWIND

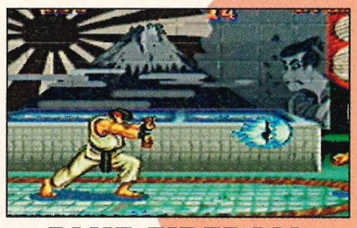
Years of hardened training in his Japanese dojo has made Ryu the most accomplished fighter in the world. The last time Ryu entered the street fighter area he beat the current champion, M Bison in an awesome display of power and skill. Now he's back for the return bout to prove himself the ultimate warrior.

All of Ryu's moves are powerful and he is extremely quick to match. Ryu can perform the "Ha Dou Ken" blue fireball which severely cripples opponents before unleashing Hurricane kicks and Shouryukens galore. Ultra-fast punches and low kicks are perfect for disabling larger opponents like Zangief and E Honda.



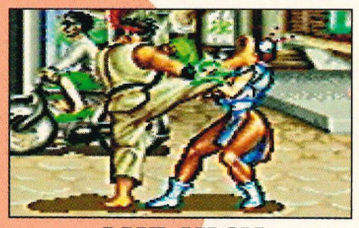


SPECIAL ATTACKS



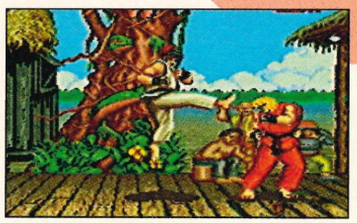
BLUE FIREBALL

The easiest special move to execute is the Ha Dou Ken, press down, down right, right and punch.



AXE KICK

Get your victim close (stunned preferably) and press the right button for a double Axe Kick.



HURRICANE KICK

Rotate the pad down, down left, left and press a kick button to become a human helicopter.

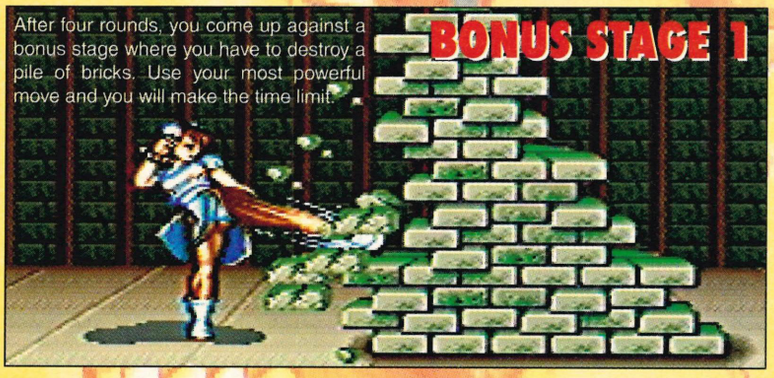


DRAGON PUNCH

Ryu and Ken's mega-punch is the Shouryken, press right, down and then down, right.

PLAY VS RYU

After attempting a Shouryken, Ryu is very vulnerable so hit him quickly and keep piling on the pressure because Ryu crumbles under repeated attacks, he stuns easily. Ryu will also try to use loads of "Ha Dou Kens" in a row, just give them some space and leap them while performing flying kicks to get in range.



After four rounds, you come up against a bonus stage where you have to destroy a pile of bricks. Use your most powerful move and you will make the time limit.

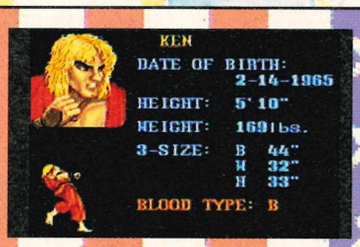


KEN

KARATE BAD BOY

Ken trained in the same dojo as Ryu which explains the similarity of their moves and attacks. Ken has since returned to the States where he makes a living, teaching lesser fighters the meaning of humiliation. Ken is strong as an ox but Ryu beats him on speed and so they are equally matched.

Ken also uses "Ha Dou Ken" and hurricane kicks to excess. Ken is an excellent character to begin with because of his simple moves and power. and he has a devastating upper cut and throw.





SPECIAL ATTACKS



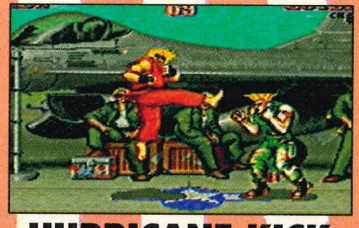
BLUE FIREBALL

Ken's moves are identical to Ryu, press down, down right, right and punch for the fireball.



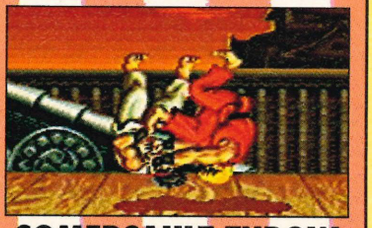
AXE KICK

One press of the right button when near your opponent and Ken kicks up then down. Painful!



HURRICANE KICK

Press Down, down left, left and a kick button to perform the Hurricane kick.



SOMERSAULT THROW

Ryu and Ken have two throws, press the left or right button and the reverse direction for a fling.

PLAY VS KEN

As with Ryu, Ken is suckered when he descends from a Shouryken and can easily be beaten if you keep attacking without a break. Sometimes it maybe necessary to leap back to get some space and prepare a counter-attack such as a high kick to catch him in the neck as he tries a flying kick.

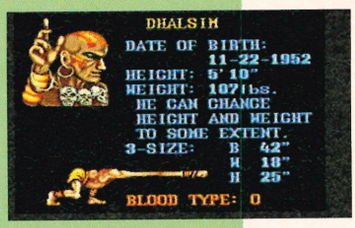
Ken also uses blue fireballs and you have to be quick if you are to jump them in time. Each time you get hit by one, you are stunned for precious seconds.

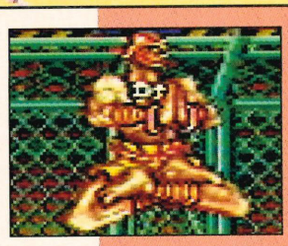


DHALSIM
YOGA FIRE

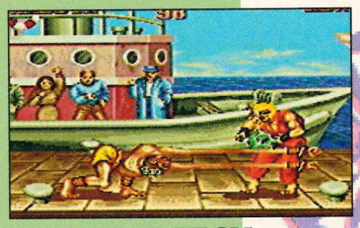
Dhalsim's incredible yoga skills allow him to stretch his thin limbs to three times their normal size, allowing some truly amazing long range attacks. Dhalsim is very light but his techniques allow him to become a human corkscrew, hitting opponents several times before he lands. There is also the Yoga flame and fire which can be used to dramatic effect, turning anybody in range into a human fireball.

In addition to his stretchy moves, Dhalsim has toughened his skin through meditation and consequently, his double head-butt is like hitting a brick wall.





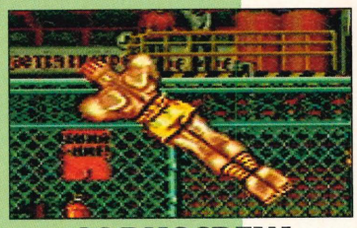
SPECIAL ATTACKS



STRETCH
A simple press of the left button will cause Dhalsim to use both stretchy arms in a straight punch.



YOGA FLAME
For Flame, rotate left, down and right and punch. For fire, rotate down, right and punch.



CORKSCREW
Feet or head first depends on whether you press kick or punch when he's at the top of a jump.



HEAD BUTT
Approach at close quarters and press the left button for a double head-butt.

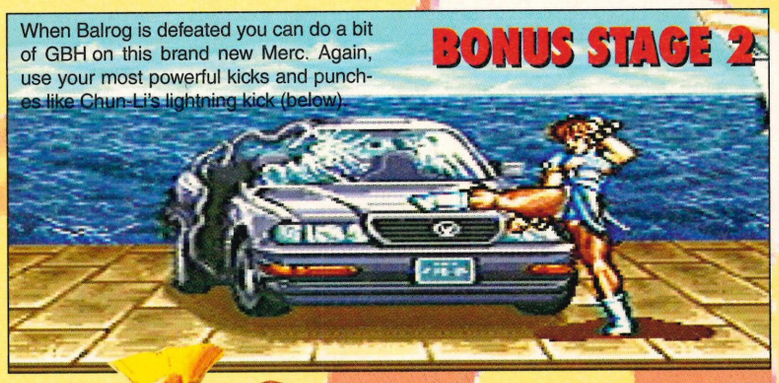
PLAY VS DHALSIM

Mr Yoga Stretchy is relatively weak and easy to defeat if you stay high and get in as close as possible to avoid long attacks. Watch out for the head-but and Dhalsim has a nasty habit of grabbing you in a head-lock and repeatedly punching you on the top of the head.

Dodge the Yoga fire by leaping it at timed intervals but mind the flame which is deadly. Concentrate your attacks and Dhalsim will stun easily. If the Yoga master tries to slide along the floor to trip you up, leap up and kick downwards.

BONUS STAGE 2

When Balrog is defeated you can do a bit of GBH on this brand new Merc. Again, use your most powerful kicks and punches like Chun-Li's lightning kick (below).

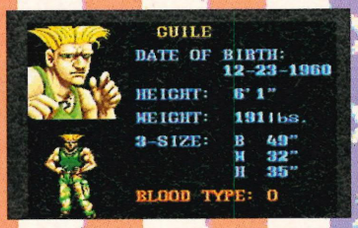


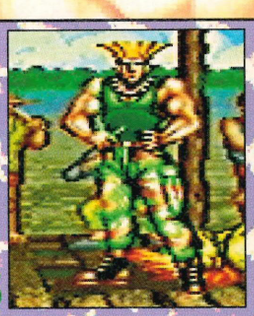


GUILE
GI JOE

Guile is the all-American hero, he enlisted in the special services and is currently fighting on his home patch at an air force base. Guile joined the services to beat M Bison and judging by his muscled physique and army training, he might have what it takes to be the best.

Guile has a sonic boom attack and a somersault kick (with speed blur) that he uses as often as possible but he relies on mega-hard, fast punches and kicks to do the business. Guile has some excellent combinations and one or two slam dunk moves guarantied to take half an energy bar!





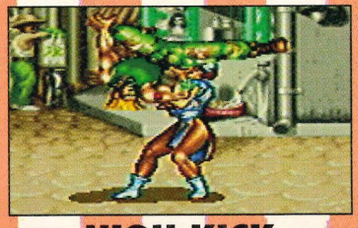
SPECIAL ATTACKS



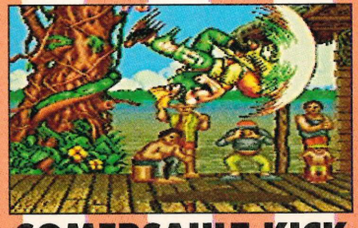
SONIC BOOM
Guile's "Sonic Boom" is accomplished by pressing down left for two seconds then punch.



BACK PUNCH
Get within arms length and press the left button for a reverse, jaw-cracking punch.



HIGH KICK
A nifty tap of the right button at the right time lets Guile invert and slam his boots face-wards.



SOMERSAULT KICK
Hold down while your victim approaches and then press up and kick simultaneously.

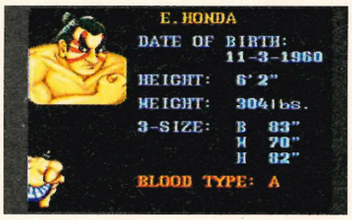
PLAY VS GUILE

Guile's fists are deadly, he can execute three jabs a second and usually follows up with a reverse punch or a sonic boom. The booms are easily jumped but the somersault kick can only be deflected by a Shouryken from Ryu or Ken. The best method is to get close and duck to avoid the fists, while jabbing him in the groin or using low kicks to knock him off his feet.



E. HONDA
SUPER EGO SUMO

Honda may be slow but his immense bulk is used to his advantage. Every one of Honda's moves are very powerful, in particular the double kick he has is crippling! If you get too close then he will grab you in a bear hug and Honda's special move is the hundred hand slap that is as devastating as Chun-Li's lightning kick. E Honda thinks he is the best fighter in the world and anyone who can turn into a 304lb human missile must have a distinct advantage.

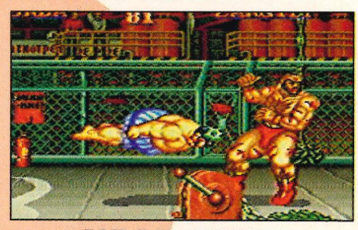




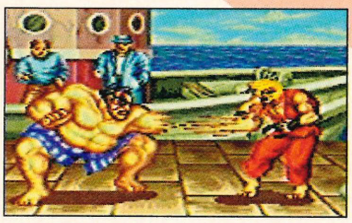
SPECIAL ATTACKS



BEAR HUG
Honda's crushing attack is activated by pressing the right button when you are on an opponent.



HEAD BUTT
Defy gravity with this missiles attack. Hold down left for two seconds and press right and a punch.



HUNDRED HAND SLAP
As with Chun-Li's kicks, keep pressing the any punch for this lightning fist fight.



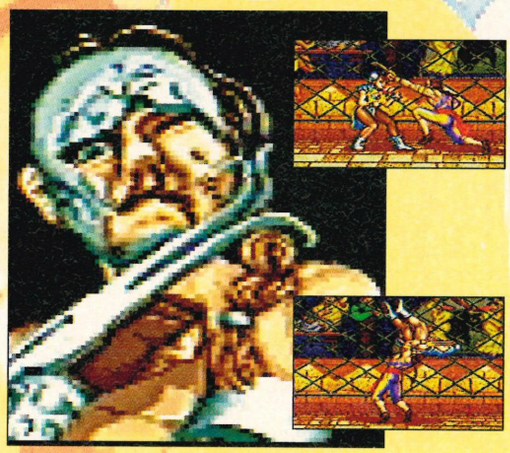
FRISBEE FLOP
Press Up, the right button and the reverse direction for this effective belly flop move.

PLAY VS E. HONDA

Chun-Li is the only one who can jump clean over E Honda, if others try, he will simply slash them down with an overhand chop. His flying Sumo head-butt is painful but easy to avoid and you musn't get caught in the corner or he will hundred hand slap you to oblivion. Use low or sliding kicks to flatten him then jump kick him into the tiles.

STREET FIGHTERS SUPREME







BALROG
DANGEROUS PSYCHOTIC

An ex Boxer, Balrog was banned for being too violent and now he pulverises any takers with his iron weighted gloves. Balrog has no real technique, he just runs straight in and punches his way to victory. Upper cuts and jabs make short work of many street fighter's energy bar but he is incredibly vulnerable from low attacks as he tends to concentrate on high blows. Try a flying kick against Balrog and you may well end up as a mass of broken bones. Balrog is also easy to get in a set move like Guile's back drop and Zangief's slam dunks but to do them you have to get in range of those gloves...

VEGA
VICIOUS VANITY

This man loves himself! If you can stand the egotistical garbage about how great he is, then you can get down to the business of smashing that mask of his. Vega's foot long claws mean he can get in long range slashing attacks but he is very nimble and spends most of his attacks in the air trying to disorientate you. His kicks are powerful and he uses low kicks or slides to get the advantage but the real trick is actually pinning him down long enough to do some damage. If he is feeling particularly vindictive he climbs the fence behind, then dives on you with claws in Freddy Kruger mode. The way to defeat Vega is execute your most powerful moves with cracker-jack timing and hope you catch him as he comes down from a leap. It is possible to break off Vega's claws with hard kicks.

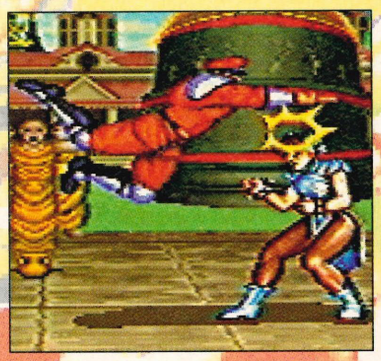
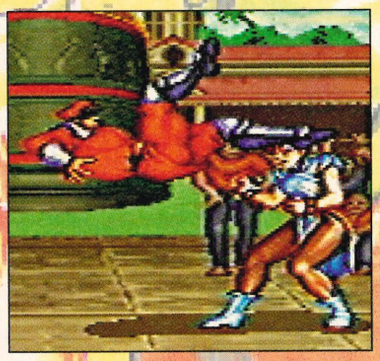
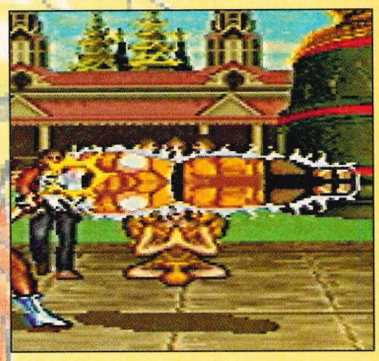
SAGAT
DEPOSED CHAMPION

Sagat still bears the scars of his last battle with Ryu but time has honed his fighting skills. Nearly every move Sagat performs with flawless efficiency is very dangerous such as the Tiger ball (a bolt of energy like the Ha Dou Ken), mid kick and Tiger Upper-cut the most deadly.

Sagat's timing is impeccable but you can usually get a good hit in after he tries an upper-cut and flying kicks sometimes hit the spot. The Tiger balls may seem easy to dodge but Sagat shoots off so many that you barely have time to recover if you get clumsy.

Once you have his weak spot, pile on the pain and don't give him time to recover or you will won't live to regret it.

STREETFIGHTER 2 CHAMPION

M. BISON
CAPED KILLER

You will need to have mastered every aspect of your chosen character to beat this titan of the contest. If Bison gets a foothold then you are finished as he rarely forgives mistakes and never makes them himself.

His principle attacks are a flying flaming torpedo, tumbling cobra kicks and the mystical fist. The best defence against all three is to jump in, attack him then get out sharpish before he recovers. You won't have any time for the fancy moves so stick to what you know best like loads of knee jabs, punches or Ha Dou Kens. Chun-Li is good for speed and agility but Honda and Zangief are the kings of stamina and high power. Try and get Bison into a corner and don't let the sucker up for air. Good luck, you'll need it!

CHEATS

Almost everyone has printed one or two of these cheats but no one has them all. In true Console XS style we present the definitive guide to all the cheats you'll ever need!

SAME CHARACTER

Switch on the machine and wait for the Capcom logo to appear. In the short time that it is on screen press Down, Right (button), Up, Left (button) then Y, B, X, A. If you have entered it correctly, the title screen will have a blue background and you can select the same character from the selection screen. One of the players will have different coloured clothes so that you can distinguish one from another.

CONFIG SCREEN

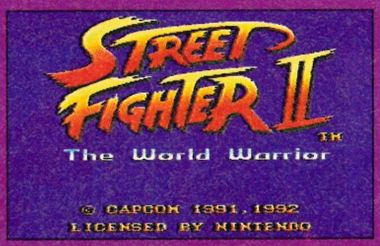
Lose a one or two player match and hold down Select while you enter the player selection screen and once the options are dealt with and you have pressed Start, you will be taken to a configuration screen to alter the control settings.

EASY BEATINGS

If you are desperate to practice the bosses then start a one player game, press Start on controller two and choose the character on the same stage. Beat the player and you will then go onto the next character where you can repeat the process until you reach the bad boys.

KEN VS SAME COLOUR KEN

Go to the selection screen on the one player game and put the cursor on Ryu and wait for the computer to choose Ken as your opponent and you will go to Ken's stage. Now press Start on controller two and choose Ken as the player and when you go back to the stage leave the pads for four rounds (each one will be a draw) and Ryu will lose the last round. Before the counter reaches zero, press Start on controller two and you will see Ken Vs the same colour Ken. A miracle!







ACTION REPLAY CODE

Warning! Using this code could seriously undermine your future playing of *Street Fighter II* because it makes it ridiculously easy. This code gives infinite energy for any character so that they cannot be hit by punches. Flames and electricity will not have any effect and you cannot be stunned for long.

The only disadvantage is that in Bear hugs and grips, you may be held for a long time before your opponent decides to release you.

Enter the code as normal:
7EØC 2BBØ

This code enables you to see all the special endings.

THE ENDINGS

Just completing *Street Fighter II* isn't enough for power-crazed sadists you also have to see all the different endings as well including the statics of each character's future. How satisfying your reward is dependant on what difficulty level you have it set on and whether you lost any matches.

Level Ø-2: Congratulations, no graphics though.
Level 3-5: Graphics and congratulations.
Level 6-7: Graphics with congratulations and credits.
Level 7 (Using continues but keeping the same character): Graphic ending, credits, congratulations screen with eight characters.
Level 7 (Using no continues): Same as before but with 12 character congratulations.
Level 7 (Without losing a round): Same as before but more graphics and Chung Li Speech.



The treacherous Atlantic deep is filled with rocks and seemingly impassable routes for the Red October to negotiate. Keep as close to the sea bed as possible and let fly with those homing missiles. If you stray to the surface, the destroyers and aircraft will seek you out!

Realising that the Red October is defecting, the US Forces leave Power-ups along the route to try and ensure they get their mits on the Russian technology. Crafty!

Take the lower path to discover some yummy power-ups. But beware as an Alpha sub gets wind of your route and waits above this gap for you to surface. Slam on the reverse rudder and cunningly slip a homer through the gap to catch it unawares.

Level 1

There's no choice but to plough headlong through this underwater canyon. Be ready to go head to head with an Alpha lurking on the other side.

Each Aircraft Carrier holds three to four jets and/or helicopters, which waste no time in attacking. A handy tip is to get under the front or rear of the Carrier and use a few missiles to take them out before the pilots know what happened.

A large open space gives the Russian fleet a chance to go mad with homers. Hit the Cavitation Drive and full speed ahead.

Guide the top secret vessel carefully up through here as a touch on those craggy rocks will rip a hole in your hull. So near but so far!

The first of its kind, this strange looking contraption is all that's between you and level two. Use the Cavitation Drive to avoid the missiles and launch torpedoes at the four gun turrets to destroy it.

Time to switch on the thermo-nuclear heating as the silent sub arrives off the coast of Greenland. It's said that most of an iceberg is underwater, (probably by the captain of the Titanic) which becomes apparent in this hazardous terrain. Use every nook and cranny to your advantage by guiding incoming missiles into the pack ice.

Whip the mighty October into this gorge where the Yanks have hidden power-ups. The Alpha subs like to attack from the rear, so check the map first to see if it is clear.

Your elite navigational skills are required to slip through this tight gap. Dive and push ahead to avoid running aground.

Take refuge under the carrier and it will absorb any homing missiles launched by the destroyer on the right. When it's all clear, nip out and release some of your own deadly warheads.

Level 2

Coral reefs litter the sea bed but unfortunately they don't provide much cover from the well equipped Soviet fleet. Use tactical evasive moves when trapped in the open by homers, they have a short life span and explode after a while. Sonar buoys betray your position - even with the Cavitation Drive activated. So torpedo them as you see them dive towards you.

Repair power-ups are invaluable along this route. Use them cunningly by taking out any hostile craft in the area first before grabbing them. Chances are you've incurred some hits.

Go between this island and the Carrier to annihilate the aircraft before they can take off.

Even small submerged debris like this is vital in avoiding the Russian arsenal. Keep close to its under side to distract those missiles.

Level 3

Many a Captain before you, have tried to negotiate these menacing waters, with disastrous results. Their sunken liners are collecting barnacles on the ocean floor, providing good protection from the enemy. There are plenty of places for the sleek sub to hide, but gingerly approach tight gaps ;move too hastily and you'll run aground.

Collect every power-up that can be found to survive. Diving deep here reveals some hidden treasures, but the passage is small. Beware!

Hidey holes like this one are thin on the ground. Dash out and fire off homers to destroy the enemy (above), then slip back under as the incoming missiles try to seek you out.

The Soviets have done their homework. The area is well guarded by destroyers and hydrofoils so you'll need to engage the precious Cavitation Drive if you're going to slide past unnoticed.

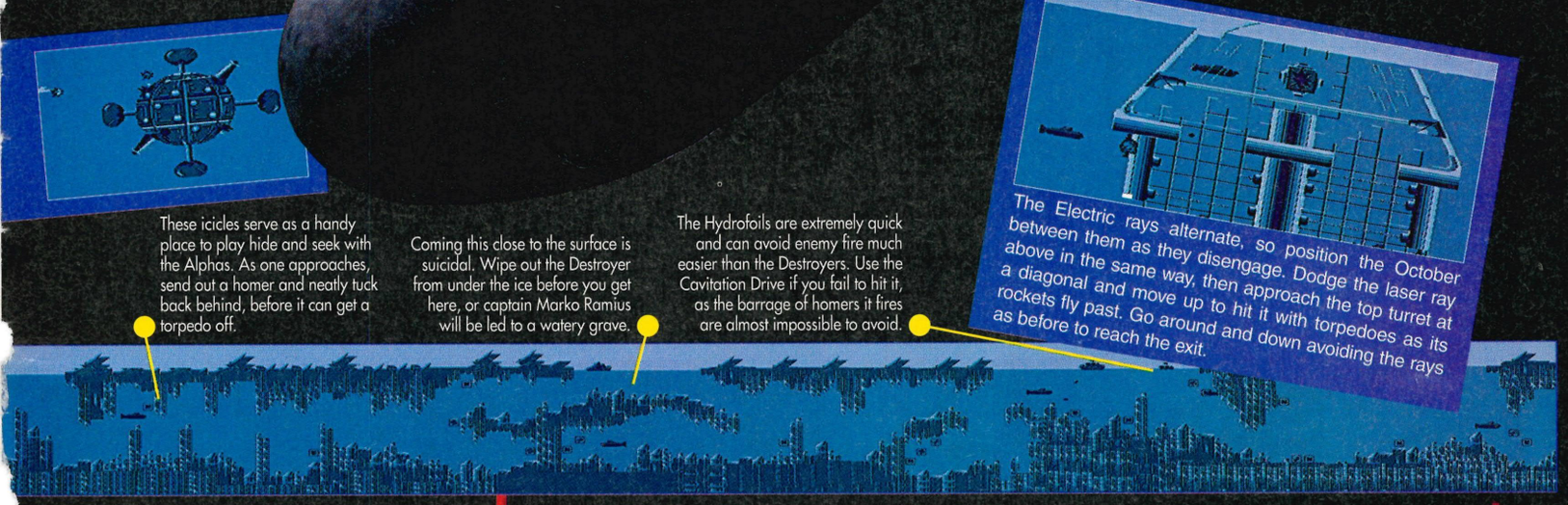
Level 4

GAME BOY

THE HUNT FOR RED OCTOBER

Dive! Dive! Dive! The hunt for Red October is on! As renegade Soviet submarine captain Marko Ramius, you take charge of the top secret Typhoon class vessel and pursue a plotted course through treacherous sections of the Atlantic ocean. Your mission? To defect to the West and hand over the Soviet technology in exchange for political asylum. As you may have guessed, the Russians are none too pleased with your plans and send out the entire Soviet atlantic fleet with orders to hunt the Red October down - and destroy it!

HI-TECH ● £19.99 ● SHOOT-'EM-UP

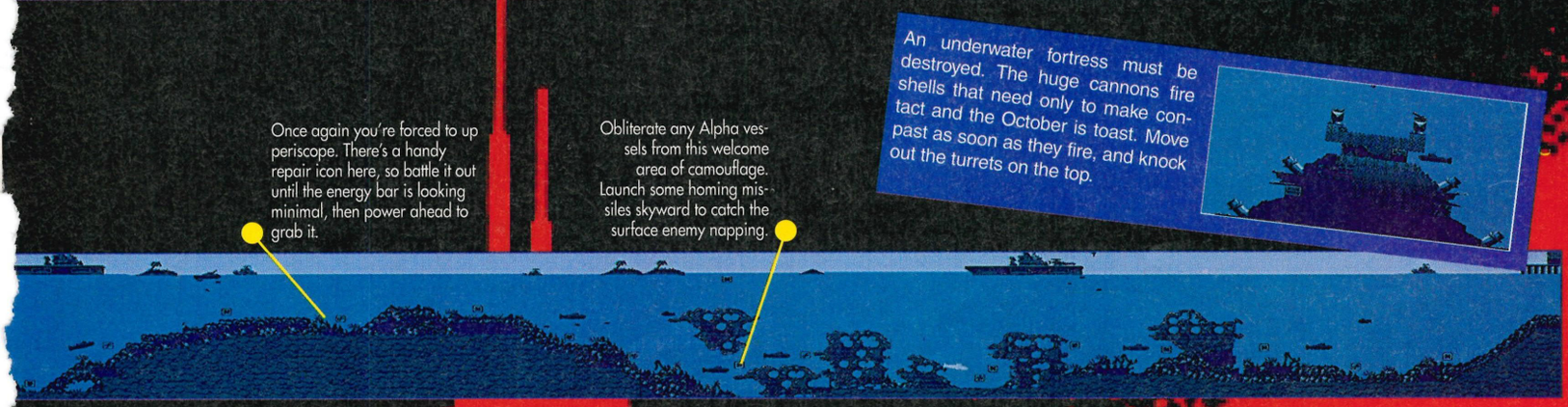


These icicles serve as a handy place to play hide and seek with the Alphas. As one approaches, send out a homer and neatly tuck back behind, before it can get a torpedo off.

Coming this close to the surface is suicidal. Wipe out the Destroyer from under the ice before you get here, or captain Marko Ramius will be led to a watery grave.

The Hydrofoils are extremely quick and can avoid enemy fire much easier than the Destroyers. Use the Cavitation Drive if you fail to hit it, as the barrage of homers it fires are almost impossible to avoid.

The Electric rays alternate, so position the October between them as they disengage. Dodge the laser ray above in the same way, then approach the top turret at a diagonal and move up to hit it with torpedoes as its rockets fly past. Go around and down avoiding the rays as before to reach the exit.



Once again you're forced to up periscope. There's a handy repair icon here, so battle it out until the energy bar is looking minimal, then power ahead to grab it.

Obliterate any Alpha vessels from this welcome area of camouflage. Launch some homing missiles skyward to catch the surface enemy napping.

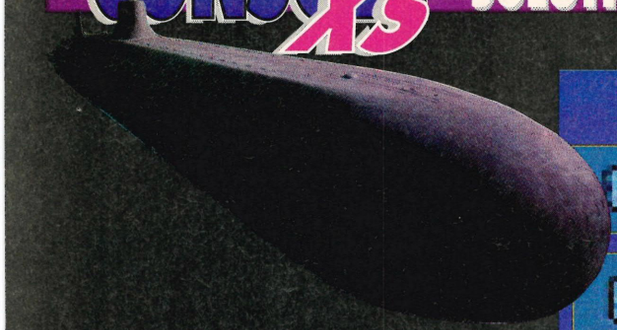
An underwater fortress must be destroyed. The huge cannons fire shells that need only to make contact and the October is toast. Move past as soon as they fire, and knock out the turrets on the top.



An underwater chasm houses easily accessible power-ups. Full steam ahead but have the homers at the ready. Those sneaky Alpha subs attack from the rear.

Exit the stage here, but prepare to attack the destroyer above as it launches several missiles. Dive as low as possible and jerk left and right, they explode before any damage is incurred.

Enter the area when the two lower electric fields turn off together. Up ahead is familiar ground but you have to deal with two gun turrets this time. Use the same method as level two and dive down to exit right.



POWER-UPS

MISSILE
Arms you with three homing missiles.

CATERPILLAR DRIVE
.Makes the sub untraceable to sonar, momentarily.

REPAIR
Replenishes life gauge to the maximum.

HEART
Collect, to give yourself an extra life.

KNOW YOUR ENEMIES

The route to safety is extremely dangerous. You have very little natural cover to protect you from the onslaught of enemy fire. Keep a watchful eye on the scope because you'll need to fire torpedoes and missiles at enemy vessels, even before they appear on the screen.

Two helicopters and a jet will attack from this Carrier. When you start the level, rise straight up and stay under the jetty on the left. As the aircraft approach, watch with glee; they're so bent on your destruction, they'll crash straight into the wall above. Suckers!

Level 5



There is no time limit so take these narrow passages very slowly. It'll take all your nautical skill to navigate your way through without hitting the sea bed and of course there's still the Soviet fleet to contend with. Take advantage of some of the Alphas only being able to fire forwards, by firing a homer when you are under a stalactite, they'll always fall for this method.

Coming through from here means a whole lot of trouble. Above you lies a destroyer and a hydrofoil. So use a Cavitation Drive before they sense your presence.

Sunk in this rock pool you'll find more US aid.

Gently ease the October through this gap with an upward diagonal movement. Don't straighten up until you're through, there's no room.

Level 6



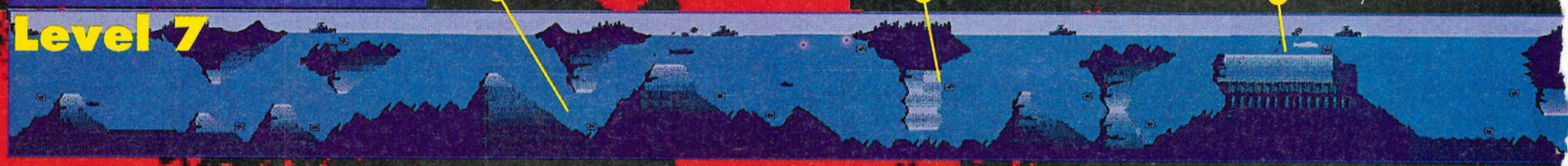
Huge rock canyons make up the route you must follow now. Make good use of the open spaces to speed along and get to the power-ups before they are destroyed by enemy fire. Warships and aircraft have the surface well covered, so you'll need to use the homers sparingly or risk sailing unarmed.

Dive deeply to receive a power-up and then send off some homers in the direction of the destroyer on the surface.

A repair icon lies here but you'll need to grab it quickly or an Alpha blasts it from under your nose.

Use a Cavitation Drive as you reach the surface, then fire off homing missiles to take care of the destroyer.

Level 7



The final frontier! Oil rigs tell you that you're close to the Gulf of Mexico, but they pose a bit of a problem in themselves. There are only small gaps in the scaffolding for the October to squeeze into and these will house attacking Alphas. As one approaches pull back and lure it into open water, then dive down and fire a homer at the same time to ensure it's no longer a threat to your freedom!

There's always only one route through the rigging. The passage here is deep so the destroyer above won't detect you until you reach the other side.

Hidden here you'll be able to annihilate an Alpha before it has time to descend.

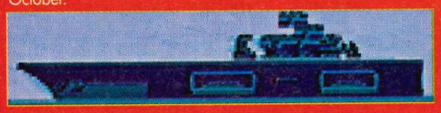
The passage between the oil rigs has to be negotiated slowly. One slight movement in the wrong direction will scrape the October's hull and lose valuable life energy.

Level 8



AIRCRAFT CARRIER

Each Carrier holds three to four jets and/or helicopters which take off very quickly and fire into the water. The Carrier's themselves are not armed and cannot be harmed by the Red October.



"ALPHA"

Expendable Alpha class attack subs are plentiful in the Soviet fleet. They attack with torpedoes.



DESTROYER

These are armed to the teeth with homing missiles. They can also carry charges and sonar buoys.



HELICOPTER

The whirlys are quick and hard to bring down. They rapidly fire into the water in a sweeping action.



HYDROFOIL

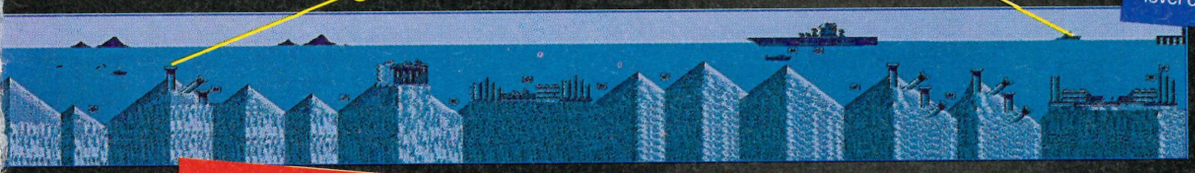
Weaker than the destroyers, the hydrofoils are fast on the water and can more easily avoid missiles.

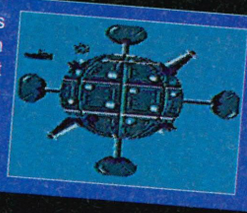


These jutting pipes can be used as a distraction for missiles and Alphas. Stay low and rise quickly to attack a waiting Alpha, it'll have no chance.

A destroyer guards the exit. Hit it from under the Carrier with three seeking missiles. Now put the propeller on turbo, you'll make it without coming under fire from elsewhere.

This huge mine is guarded by an Alpha. Blast it first then proceed to knock out the cannons as with the level one guardian.





SUMMARY

GAME NAME: The Hunt for Red October
TIME TO COMPLETE: 2 days
HIGHEST SCORE: 8,240
NUMBER OF LEVELS: 8
CHALLENGE RATING: Hard

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



As soon as you come up against this monster, you'll be bombarded from all angles. Hit the Cavitation Drive immediately and surface avoiding the large cannons. Take out the aircraft above and destroy the fortress as before.

Access the shallow waters here and push right for power-ups. There's no way through from the other side!



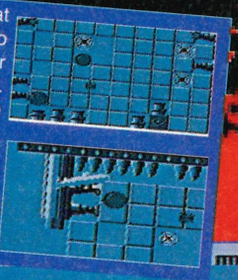
Cart supplied by:
Bandai UK, Eastleigh, Hants., SO5 5XZ.

CHEATS

Level Select:
On the title screen press LEFT, RIGHT, B, SELECT, LEFT, RIGHT, B, SELECT and START. Use LEFT and RIGHT to select level.

Extra Missiles:
On the map screen press A and B together then UP, DOWN. You start the game with 25 missiles.

Huge air balloons float up from the floor to crush the October against a spiky ceiling. They show up on the scope so avoid them at all costs, it's almost impossible to get away from them if they do get underneath.



A twisty passage through here is guarded by attack subs. Fire homers from the highest point to engage the enemy.







There's no doubt you'll have to engage the Cavitation Drive a few times on the final dash to America. Use as a last resort though, the final boss looms.

Collect as many missile power-ups as you see and use them every time you near the surface. The Convoy Commander has pulled out all the stops now!!

The destroyers will wipe out power-ups as you meander through. Take them out before they can unleash their deadly weapons.

Follow the path shown but hesitate whenever you come across a sonar buoy As it passes shoot into the nearest place away from its path, but advance forward. Continue with this method until you reach the sea on the far right, then engage the Cavitation and check when the next episode of Cheers is on!!

TURTLES IV
TURTLES IN TIME



KONAMI ● £49.99 ● BEAT-'EM-UP

SUPER NES

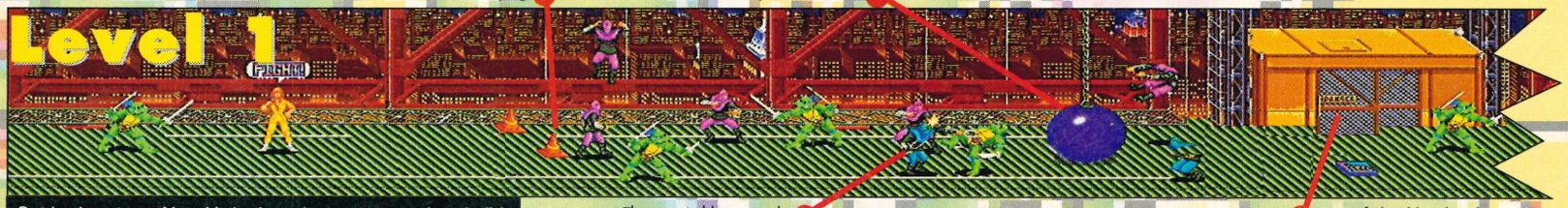
Cowabunga dudes! Those heroes in a half shell are back for their first Super NES adventure. Its advanced capabilities have enabled Konami to radically improve the sound and graphics, familiar from previous Turtle games. Digitally sampled voices introduce each of the ten levels and Mode 7 graphical effects will leave you totally shell-shocked! *Turtles IV: Turtles In Time* marks the sixth Nintendo appearance for the four mutant sewer surfers. We brought you *Turtles II* on the NES, now, CONSOLE XS presents the definitive Super NES solution.



Give these bollards a whack to send any unsuspecting foot soldiers flying.

The wrecking ball comes crashing down in your path. Avoid becoming a Turtle pancake, stay out of the way of its shadow.

Level 1

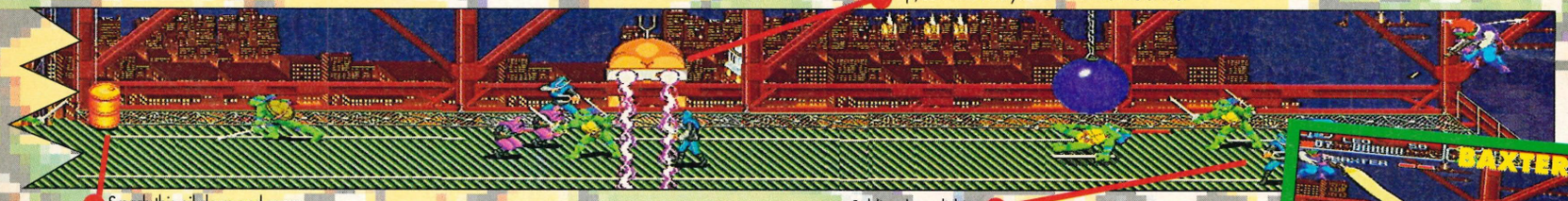


Set in downtown New York, the adventure starts in a building that's currently under construction. Put down your pizza and get ready to take on the first of Shredder's foot clan.

The guys in blue carry the lethal Sai as a weapon. Take them out before worrying about the unarmed ninjas.

The giant krang robot! This sinister monster helps out the foot clan by trying to zap you with lasers from its eyes. The eyes flash just before letting rip, so make sure you're not in the line of fire.

More of Shredder's henchmen arrive on the scene from here. Give 'em a kicking and stop for a spot of pizza!



Smash this oil drum and scarper. After it smokes briefly, it'll explode, killing all known enemies...dead.

Soldiers brandishing numchukas appear here. They take loads of energy so waste 'em quickly.

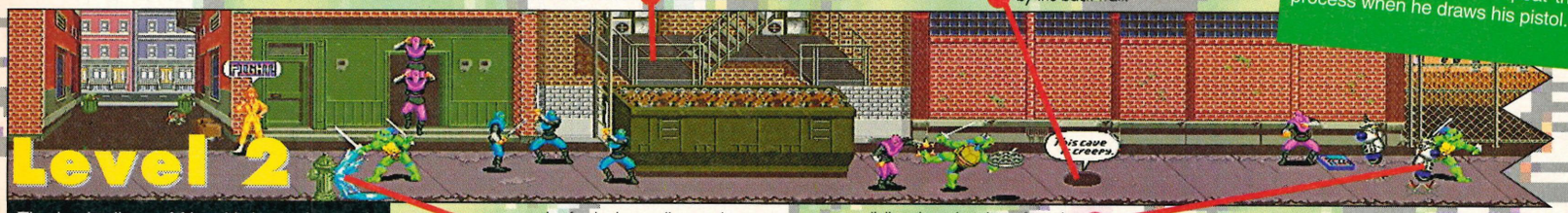


Baxter initially attacks with a machine gun. Avoid his shots by staying underneath him, then attack when he lands. Repeat this process when he draws his pistol.

Foot soldiers tooled up with shurikens join in the mayhem from here. Knock them out before they can jump up and unleash their vicious attack.

In this manhole lurks another of Shredder's disciples. He'll leap out and throw the cover, so stay by the back wall.

Level 2

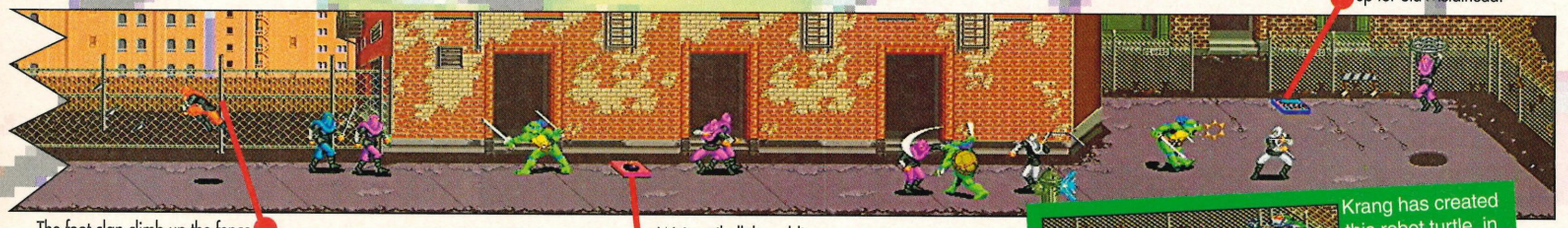


The back alleys of New York aren't exactly renowned for being safe, but being a Turtle means you laugh in the face of danger (even if your wallet does get nicked).

Hitting this fire hydrant will certainly cool things down a bit. It will also make the ground slippery.

Roadkill Rodneys break out from the street here. They come equipped with lasers and lassoing electrical cables. Use jumping attacks to stay off the ground as much as possible.

Save this pizza power-up for old Metalhead.



The foot clan climb up the fence before jumping over to kick shell. This gives you enough time to position your attack.

Wait until all the soldiers have come out of the building. Grab this bomb pizza box and give 'em what for!

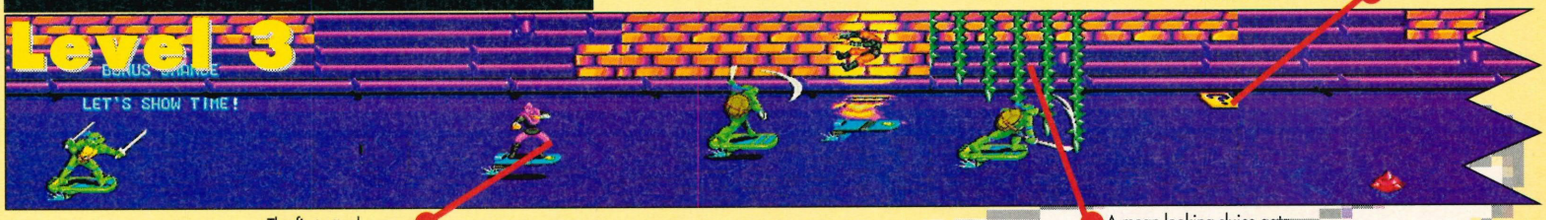


Krang has created this robot turtle, in a vain attempt to resemble our heroes. Stay in the back, right hand corner and get the hits in before he can use the laser gun.



This is really a bonus stage. Collect as many '?' boxes as possible while whacking any attackers you can see. You can speed forward or hold back, enabling you to successfully surf through this hazardous sewer and collect a perfect bonus score on the way!

The object of this level is to collect these '?' boxes.



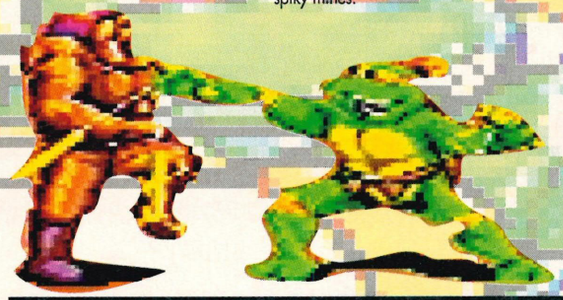
The first attack comes from those familiar foot clan characters. Get a good swipe in as they appear.

A mean looking sluice gate will come down. Turbo surf as soon as you see it to prevent being spiked.

Waste all of these deformed pizza monsters or you'll miss out on the perfect bonus. Watch where they swim and slice as they pop out.



Don't stub your turtle toes on these submerged spiky mines.





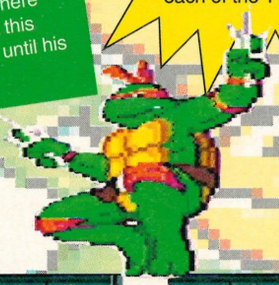
Stand between the missiles and stay in position, attacking the break point all the time. When he lets off the mines, surf over to his right where you'll be safe. Repeat this back and forth action until his jet ski is toast.

CHEAT

On the title screen. Use controller two, and push U, U, U, D, D, D, B, A, B. You will hear a chime. Start the game, you can now select each of the 11 bosses.

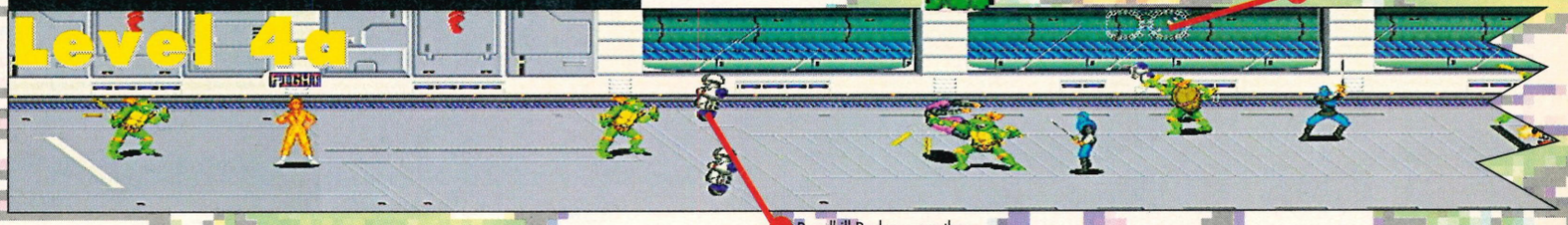
The Rat King reckons he rules the sewers. It's up to you to show him who's boss. The fiendish tyrant uses mines and lasers.





Before the awesome foursome know it, they find themselves deep within Shredder's fabled hideout, the Technodrome. The turtles encounter the dreaded mechanical Mousers; originally created by Baxter to get rid of mice. Their function is somewhat more sinister now.

Chomping Mousers crash through the glass here. Their only desire is to do a Rottweiller on your arms!



Roadkill Rodneys are the first obstacle you'll come up against. Use flying kicks to disable them.

Cowabunga! It's pizza time dudes.

Here's a handy bomb pizza to send your turtle hero into a spin.

Keep well clear of the electric force-field or the effects will send shivers to your bones

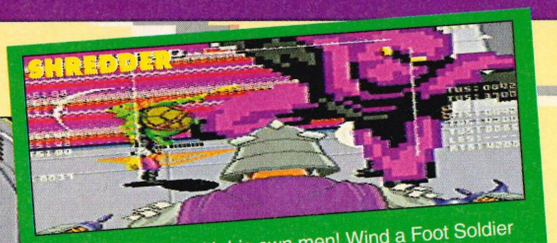




A new breed of liquid soldier lie, camouflaged as part of the floor itself. They will materialise as you approach and normally travel in groups of not more than two hundred.

Take on Rahzar first. Stand in the lower right corner and keep hitting him until he is reduced to a cuddly puppy. Tokka is slightly tougher, but will go down with the same method.





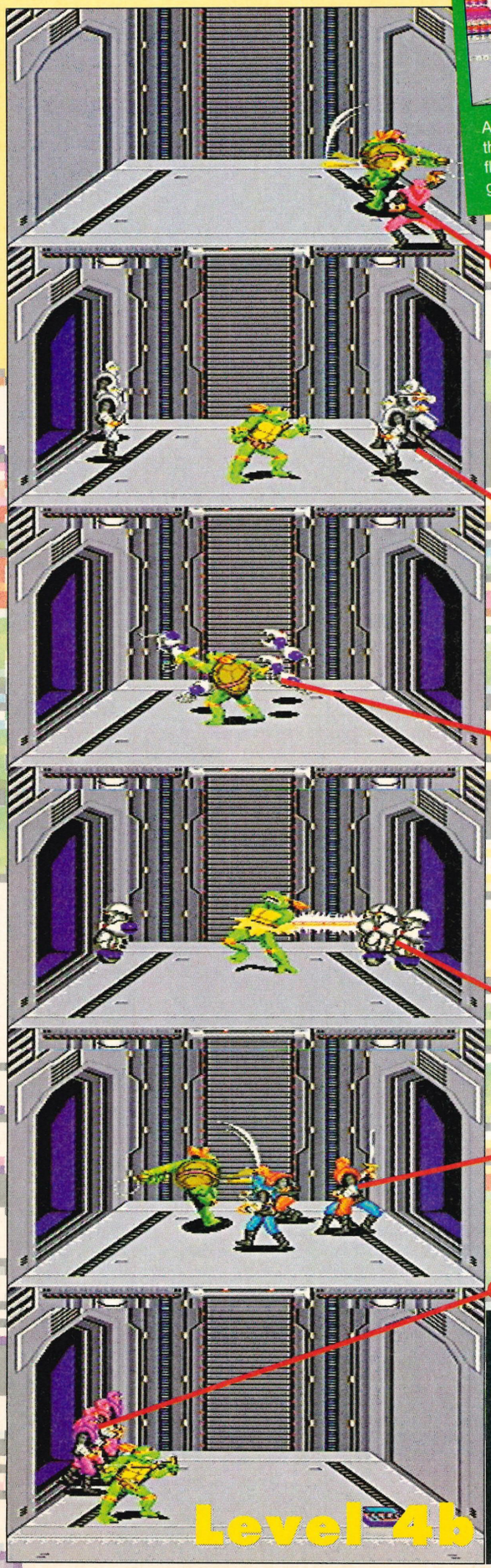
Attack Shredder with his own men! Wind a Foot Soldier then get close and press attack. This will execute a flinging move. Attack Soldiers away from Shredder's target and keep an eye on those retractable pinchers.

Pterodactyls fly above you and let their eggs drop. Keep left of their flight path and don't jump to attack, you can't hit them.



Shredder's somewhat miffed at you wrecking his technodrome. He banishes the turtles to a time warp where they'll be transported back a million years to prehistoric times! Be prepared for a stampeding dinosaur when the ground shakes on this level and don't trust the ceilings in the caves.

The mode of transport in these uncivilised times seems to be to grab the nearest Pterodactyl's legs. Foot Soldiers enter by this method.



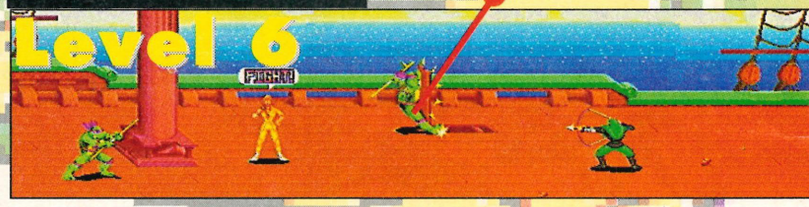
Metamorphic Liquid Soldiers try to surprise our intrepid Turtle by rising out of the floor. Once they materialise, deal with them in the same way as the Foot Soldiers.



The fifth floor brings double trouble. Cowardly chain soldiers attack first; jump attacks from side to side will prevent them ganging up on you. Sai soldiers command the second rush so stay sharp and keep high kicking.

Avast ye swabs! An ancient pirate vessel is where you find yourself now. There's more Foot Clan to deal with than before and they have some new recruits in the form of archers and shuriken frisbees!

The deck is in need of repair, these loose boards will smack you in the face if you step on them.



Mechanical Mousers try to nip your mission in the bud. It takes one swipe to destroy them, so keep your distance and time the attacks.

Yee-haa! It's time to fight, western-style as you warp to AD 1885. This runaway train has horse riders and barrel-throwers galore. Watch out for the Foot Clan members in ponchos and any suspicious looking boxes.

A posse of sickle-wielding soldiers are the first passengers asking for trouble on this locomotive. High attacks are again the best form of attack.



Electromondo! Roadkill Rodneys zip around here. Keep using jumping attacks to avoid any shocking experiences.

The second floor invites both sickle soldiers and those shifty shuriken soldiers. Try to take out the latter first, it'll keep them down to earth.

Barrels mysteriously fall from above. Be prepared to leap over them or you'll be squashed. If you are lucky, the missiles will flatten the enemy instead of a heroic turtle.

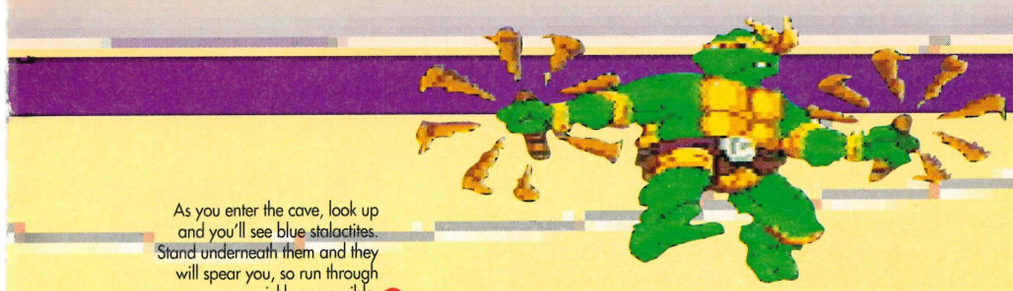


Firstly, you will battle with those all-too-familiar Foot Soldiers. If your energy is weak, grab a chunk of pizza power.



After knocking Tokka and Rahzar down to size, you will move on to the second section of the Technodrome - the lift shaft. There is a total of six stops before you reach the top, where Shredder awaits!

Level 4b



As you enter the cave, look up and you'll see blue stalactites. Stand underneath them and they will spear you, so run through as quickly as possible.

These armoured bully boys will try to mow you down. Get plenty of hits in to ensure they don't start their run.

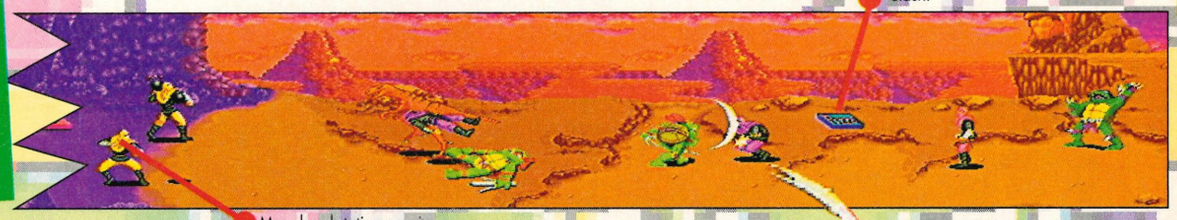


A new type of warrior is introduced here. These lackeys carry bombs which have a slight delay before exploding. It would be a good idea to dodge them.



Slash is also a mutant turtle but he's one of the bad guys. His weakness is from behind so wait for him to attack, then get behind him and do some mean slashing yourself.

Pizza with mozzarella sir? Munch this tasty snack before you face Slash.



More bomb toting warriors arrive. The bombs will also kill their own men. When they throw the bombs, lure any Foot Soldiers to where they land.



The bully boys are back with machine guns. If they're close they'll send you reeling with a whack round the shell. Otherwise they'll try to turn you into Swiss cheese.

Turtle power! A handy pizza bomb will take care of those archers.



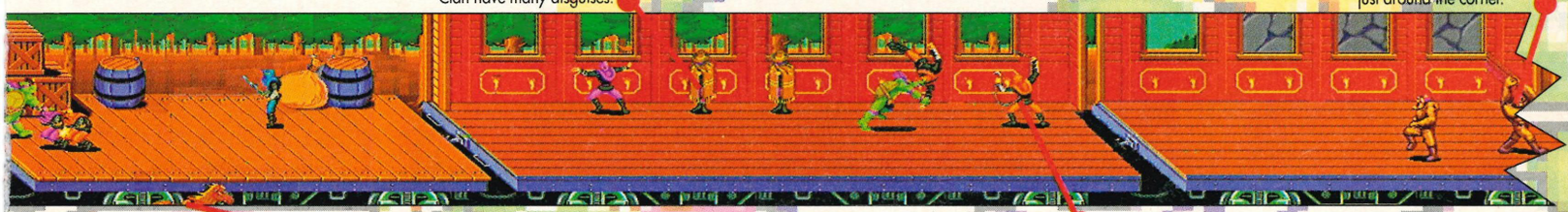
Shredder's most faithful, but stupid henchmen, are really one boss. Concentrate on Rock Steady until in a frenzy, he turns on Bebop and both are history!

A hostile ship fires cannon balls as it pulls along side. Unfortunate turtles will be smashed into the decks. The Foot Clan can also meet the same fate and so the best way to avoid the missiles is to watch the shadow and jump out of the way accordingly.

Yellow warriors appear and throw spiky, green frisbees. Kill them off before they can unleash these deadly turtle trashers.

They may look like innocent by-standers under the Ponchos, but as you might have guessed, the Foot Clan have many disguises.

The bully boys come back harder, tooled up with iron girders. A hit with one of these kicks like a mule, but life saving pizza is just around the corner.



In the great Western tradition, foot soldiers jump up from galloping horses to join in the mayhem. Keep away from this side as they appear.

Back on the chain gang! Show these chain swirling warriors a few ninja skills before they can let fly.



Make sure you avoid the wrath of this bazooka and slice him from behind.



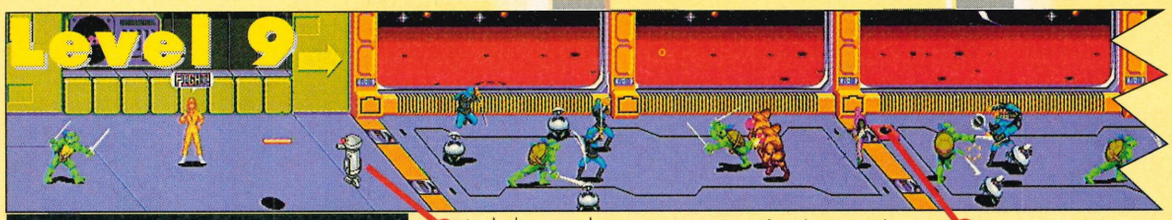
Smack this box of dynamite when the bully boys appear to wipe them out in one fell swoop.

Barrels will start to fall here. Look for the shadows on the floor and dodge left or right.

Old leatherhead has plenty of tricks up his sleeve. The best attack is to follow him back and forth across the floor then immediately attack when he stands up, preventing him from defending himself. Watch that tail!

CONSOLE XS SOLUTION

Level 9



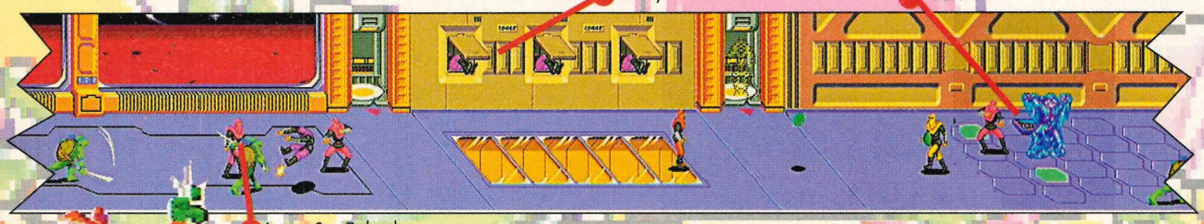
Where no Turtle has gone before! Krang's new hideout is in outer space and is guarded by every type of enemy you've met so far, plus a few more surprises thrown in. Laser barriers can be a bit of a problem but remember that you can jump over them if necessary.

A robo laser guard attacks immediately. Jump high and kick to mangle it.

If you have enough energy, take on the two bully boys without using this bomb pizza. Then grab it as the electro-pods come down.



Krang's Robot! This momentous creation is easily taken down by a few well timed special attacks. As soon as he's finished his speech, get one in and don't let up!



These innocent looking hatches hide yet more lackeys.

Don't step on the blue hexagons as they rise, or you end up with a frosty stare!



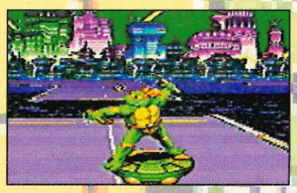


In true *Star Trek* style, foot soldiers now start to energise in groups.

Bully boys are armed with those machine guns again.

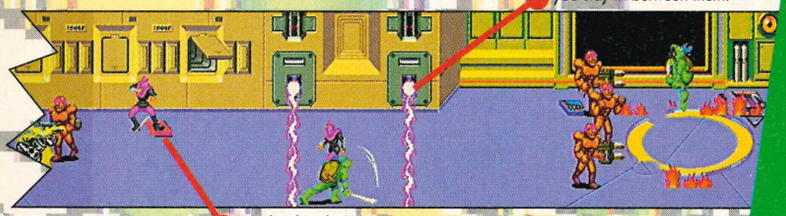
As the machine guns were obviously ineffective, the bully boys come armed with grenades and laser guns. Keep at them with jumping attacks, making sure they don't surround you.

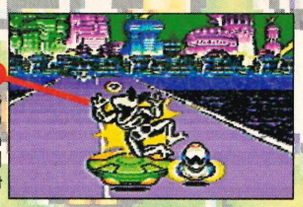




Bouncing green balls are reminiscent of level one and equally as deadly.

Laser rays will try to fry you as you approach here. If you are under attack, make sure you stay in between them.





Smack the Roadkills before they give you a shock. They can simply be dodged for the more faint hearted of you.

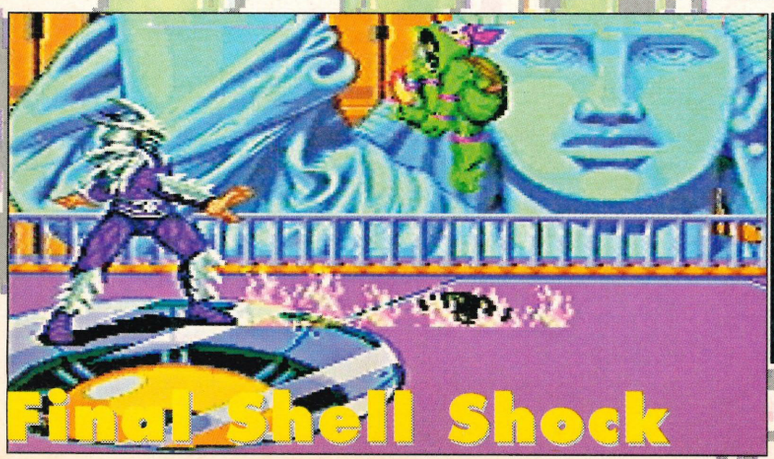


Time to meet the evil Krang himself! The spaceship cannot hurt if touched, so attack with a jump kick so you land near its centre. Follow up with a couple of weapon hits.

Another bomb pizza should take care of any Bully Boys left around.



Take out as many foot soldiers, heli-soldiers and Roadkills as possible while collecting those '?' boxes to obtain a maximum bonus score.



With Krang defeated, it's up to old Shred-head to deal out the punishment. The only way to take him out is to wait for his shield to go up before he uses a weapon. Go just behind or in front of him (behind being towards the statue), then the second he releases a weapon, move straight in with any attack you feel proficient with. You probably won't strike every time, but do it right and you should get away without one hit to yourself!

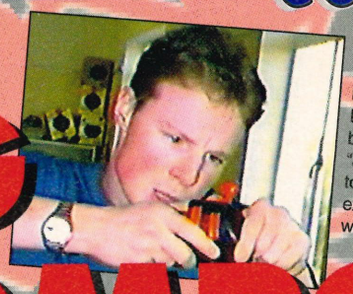
SUMMARY

GAME NAME: Turtles IV: Turtles In Time
TIME TO COMPLETE: 4 Days
HIGHEST SCORE: 952
NUMBER OF LEVELS: 11
CHALLENGE RATING: Easy

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

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Console Concepts, The Village, Newcastle-under-lyme, Staffordshire, ST5 1QB, Tel (0782) 712759

KRACKING KONIX KOMPO



Hmm, all this Speedking business is just too hard for Damian's simple brain to cope with. "Just let me get back to my Etch-a-sketch!" exclaims the over-worked Ed.

What's the first thing that comes into your head when you hear the name Konix? Eye drops? The commander in Space 1999? Plastic model kits of famous fighter aircraft, or even the little ball you put in the washing machine that holds the powder?



After *Tom & Jerry*, Patrick plugged himself into the electrical socket and went crazy-a-bonkers.

In fact, Konix is a leading joystick manufacturer whose latest range, the Speedking joystick is available for Sega and Nintendo consoles.

Currently there are Speedkings for NES, Master System and Mega Drive, all have auto-fires, a micro-sensitive joystick and a strange new way of controlling them.

After extensive testing (check out the XSories feature on page 118) by the CONSOLE XS crew, we failed to destroy our sample copies and despite throwing them out of windows (we are on the fifth floor), stomping them into the ground and even jamming them in the lift door, they refused to blow up.



We found them especially good for tight manoeuvres in games like *Super Kick Off* and *Dyna Blaster*.

CONSOLE XS, Britain's best-selling dedicated tips magazine in association with Konix Joysticks is giving you the chance to win 36 Master System, 36 Mega Drive and 36 NES Speedking joysticks if you just answer the three simple multiple choice questions. Each joystick contains a complicated series of micro-switches so that the smallest movement on the stick controls the game. The Konix Speedking also contains an unbreakable steel shaft for the stick so that no matter how hard you play, the Speedking will always keep up.



We are still waiting for demonic Andy's head to start spinning around. Would you trust this man with your joystick?

THE QUESTIONS

Following are three simple multiple choice questions you must answer.

1. Famous Kings, how many wives did King Henry the VIII have?

A. 6
B. 12
C. 1,050

2. Which King burnt his cakes?

A. Nigel
B. Arnie the Arsonist
C. Alfred

XS forces' sweetheart, Carolyn was the only one to totally destroy a Speedking in a coffee temper tantrum.



3. Who is the king of rock 'n roll?

A. Take That
B. Elvis
C. Captain Sensible

Simon's fetish is at last revealed! During his spare time, Simon likes nothing better than to dine on fine Speedkings and Mr Crispy crisps. Since this picture was taken Simon has been committed. Wibble!



COMPETITION ENTRY FORM

My answers to the Kracking Konix Kompo 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: **Kracking Konix Kompo, CONSOLE XS, Durham House (4th & 5th floors), 124 Old Christchurch Rd, Bournemouth, BH1 1NF.**
All entries must be in by 14th January.

PREDATOR 2

ACCLAIM ● £39.99 ● ARCADE ADVENTURE

MEGA DRIVE

Predator, the jungle warrior is back! This time however he's come to Los-Angeles to indulge in his gruesome sport with the drug barons of the city. As tough-talking Lt Harrigan you must rescue innocent civilians from the Predator blood bath. From the bullet-ridden subway to the exposed rooftops and ultimately, the alien ship- Harrigan must blow away anything that moves using a variety of large weapons. Miss a hostage and there's a scream as the Predator rips them apart. Gory stuff and perfect material for a stunning CONSOLE XS solution. Got a few days to kill?

Level 1

Harrigan's on the streets of Los Angeles with nine hostages to save. There are plenty of guns to collect so use this level to practice your marksmanship skills. Look out for flak jackets and first aid boxes for energy.

Captive number three is to be found here. Once saved, look out for thugs from the open doors

Don't forget this guy hidden round the corner. After saving him pick up the weapon up in the corner.

Hostage number one, you can't miss him as he is right in front of you as you enter the game.

Your second hostage is surrounded by thugs, just blast them and save him.

To get up this blind alley, destroy the taxi first with the shotgun and run up for the sixth hostage and a handy flak jacket.

Destroy as many of the thugs behind you as you can before coming round this corner .When you do, blast the doors to stop any more thugs, then use the shotgun on the taxi .

Level 2: KILLERS

This is your starting point for this level. Save the hostage in the bottom corner first, and watch out for the thug in the trapdoor.

Kill the thugs in the skylights before you rescue the hostage.

Save the hostage in the bot corner before making toast the chopper. You will now s the last hostage.

Release the hostage in the top corner then move across for the second one. There is a very useful shotgun to be had on the finger of roof by the stairs.

Protecting the exit is a chopper. To beat it, use grenades and the shotgun.



Level two finds you in search of fourteen hostages on the roof tops of the city. Collect as many weapons as possible as you will need them against the the end of level boss. Some of the hostages are well hidden so check all the nooks and crannies. Level two is harder than the first as the Predator gets quicker.

Look out for shots from below when you save this hostage.

Collect a hostage and scatter-gun, then run back to the fire escape to continue.

Train doors open as soon as you enter so shoot right and run! for the first hostage

WEAPONS



RIFLE
Slightly more powerful than your issued gun.



SCATTER GUN
Perfect for extreme crowd control conditions.



SHOTGUN
Most powerful gun, good against large vehicles.



GRENADE
Not much use against thugs, good for vehicles.



DISK
Predator weapon: very good anti personnel.



SPEAR
Excellent weapon for use against the Predator.



NET
Useful to pin enemies to wall and then kill.

Once you reach this area of the platform you will start to be shot at from above by a Predator standing on the top of the train.

Level 4: LOS ANGELES

Amongst the high speed trains in the subway, the Predator is busy culling everything in sight. Just as Harrigan arrives to save the hostages, the alien leaps on the moving trains and throws everything but the kitchen sink at our hero.

No hostage, just a much-needed first aid box which will give you an extra life.

This is the last hostage on this level. Home free? Nope, before you can get to the exit you must kill the Predator from the top of the train



The quickest way to blast the truck is to use your grenades to blast at the open doors,above all keep moving! Concentrate on the cab for a quicker dispersal.

Level 3: CAMOUFLAGE

This door is your gateway to the next level, be quick after destroying the truck.

Your last two comrades have been tied to the wheels of a large truck. Even if you manage to save them without dying, you can't get past the truck. Use grenades on the cab.

From hostage four, run straight up to number five, then go right to find the next three hostages

As soon as you set foot in the road to rescue the vulnerable hostage, bikers will attack. The best form of attack is to get a powerful weapon before attempting this guy.

Fresh from the smell of blood underground, Harrigan is intent on taking out the alien big game hunter. The streets get meaner as the drug barons realise that something smelly has hit the fan and it'S time to get seriously tooled-up. Thugs attack in taxis, bikes and of course, the armoured truck at the end.

Once round this corner, stick close to the wall shooting as you go. Save the hostage and grab the first aid box

Even as you enter the streets, the laser sights of the Predator's awe-some weapon are fixed on you. Move fast and head for the first hostage. Use the aid kit if necessary.



At last, you meet the alien face to face. Stand at the top and keep B pressed down so that no matter where you move, you will always shoot down. Now move left and right at the top to avoid his missiles and stay in the middle to score loads of hits.

Level 5: SUBTERROR

It's not surprising that the slaughterhouse is the Predator's home from home. Dismembered carcasses hang from all the walls and intertwined in this gory miss-mash are the fifteen hostages. Stay frosty!





Loads of gun-toting drug runners storm you from this arch. Stay in front, firing constantly.

After releasing this hostage, head for the next set of stairs, turn left and save the hostage. There's also a scatter gun here.

Rush up the first steps to get the hostage and become eligible for Mr Flack jacket '93.

Run along to this captive then back-track to the stairs, go down then turn left for hostage number three. Now run right for the first aid box.

Use the same technique to destroy this truck as you did on the last level. The only difference is that now when the truck goes up, it is replaced by three choppers and you will need loads of bullets and an insane streak to get past. Grenades and shotguns do the business in the quickest time.



Enter this section firing either a scatter-gun or a shotgun to despatch the chopper guarding the hostages.

Look out for motorbikes when making your dash across here. Nobody messes with a magnum .44 in the face!

Destroy the cab that the hostage is tied to, before saving him.

This is your starting point, you will be greeted by a chopper so come out shooting. Use grenades or anything with a large calibre to destroy it. The best technique is to stand right underneath and shoot from there.

SUMMARY

GAME NAME: Predator 2
TIME TO COMPLETE: 4 Days
HIGHEST SCORE: 200,050
NUMBER OF LEVELS: 7
CHALLENGE RATING: Medium

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

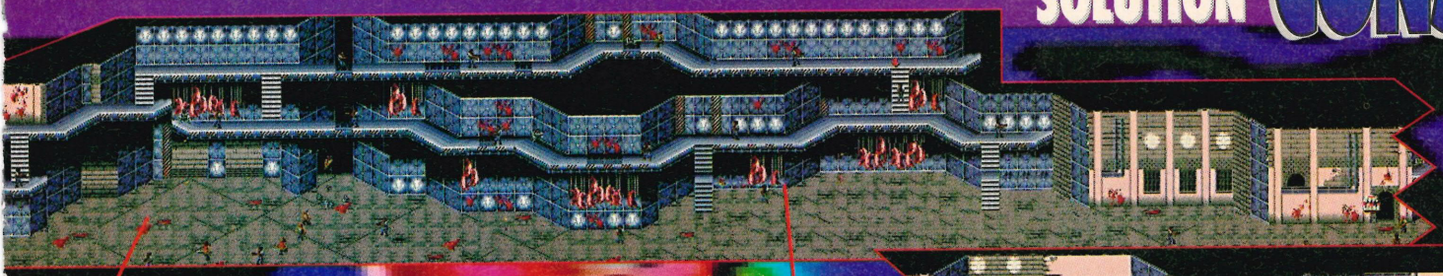


Look out for men coming up out of the sewers. These sneaky snipers need a napalm enema!

Level 6: TOTAL BODY

You can taste the fear on the LA streets as drug lords, cops and innocent civilians are getting cut to pieces in the deadly crossfire. In the midst of all this chaos, the Predator picks off targets at will, furnishing his trophy cabinet as he goes. Harrigan has to be quicker, tougher and even more stupid than before as he follows the alien to its base ship for the final showdown.

Check out all the corners for weapons and important first aid kits. Follow the arrows to the hostages.



Only come out in the open to save hostages, it's safer up top!

From here you have only three hostages to save, prepare to meet the Predator!



Go for the left hand hostage first here.

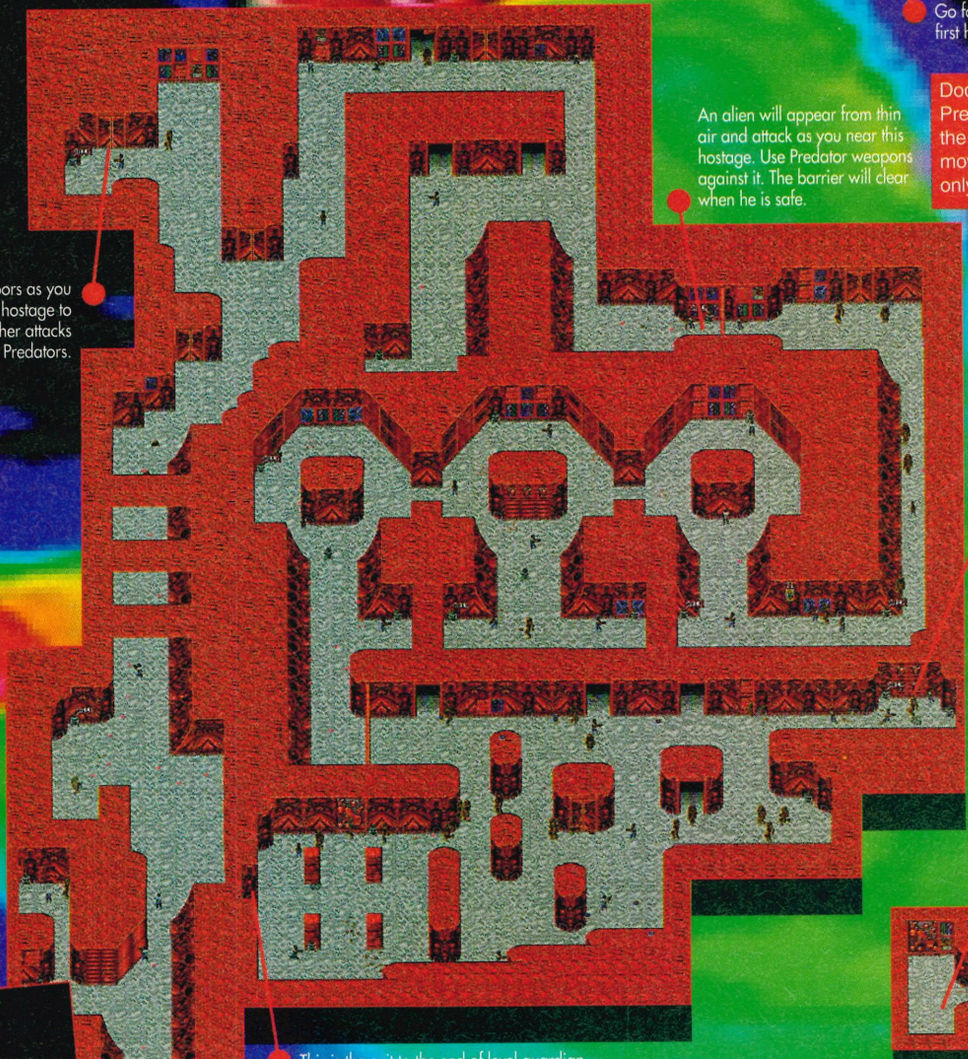
This is your exit but you can't use it until the Predator is dealt with.

Dodge the nets that Predator throws and use the scatter-gun, keep moving from left to right, only firing when clear.



An alien will appear from thin air and attack as you near this hostage. Use Predator weapons against it. The barrier will clear when he is safe.

Blast the doors as you save this hostage to prevent further attacks from Predators.

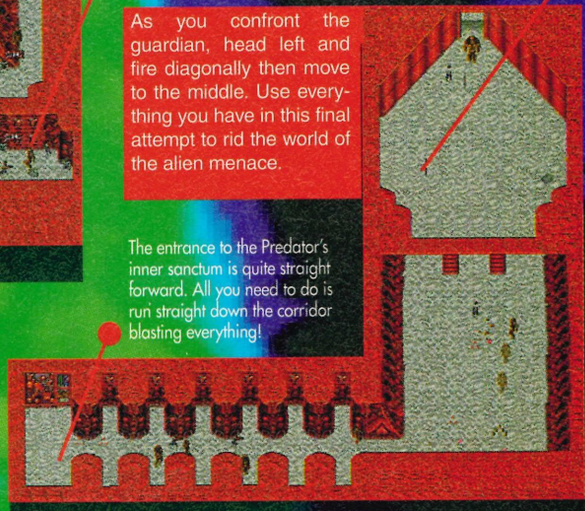


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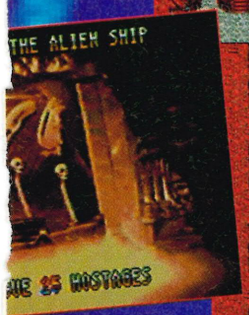
Any Predators killed here will leave behind much needed weaponry. Alien gear is most effective against the Predators.

As you come under the bridge go left to pick up several Predator spears, you will need them against the guardian.

As you confront the guardian, head left and fire diagonally then move to the middle. Use everything you have in this final attempt to rid the world of the alien menace.



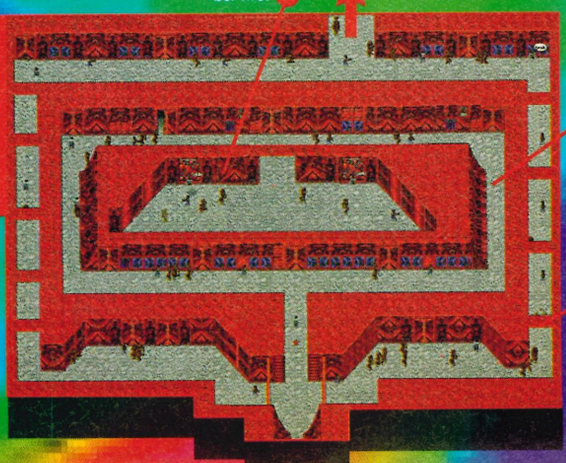
The entrance to the Predator's inner sanctum is quite straight forward. All you need to do is run straight down the corridor blasting everything!



This is the exit to the end of level guardian, take it quickly before you are shot in the back!

Save the left hand hostage first. Don't bother with the predators, just run right for hostage number two.

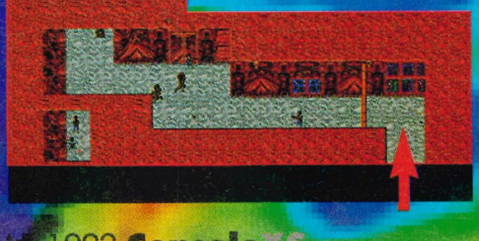
Level seven, the alien ship! There are twenty five hostages to save, and the place is crawling with the Predator's closest chums. Your best defence is to use their own weapons against them. Keep moving and use the red arrows to help in your search for the innocent.



Take it easy coming down this corridor as there are guns in the wall. Watch for the gaps and work your way down. Time it right and you should come through unscathed.

Level 7

This is a predator shooting gallery, with you as the prime target! Don't forget the hostage at the bottom. Your only hope is to run straight up the corridor running left and right to avoid the missiles.



The Predator on the corner here will throw nets at you, so come down firing. Move to the right as the first net flies past then move to the left, shooting all the time. Once clear, pick up the weapons he leaves behind.

DRAGON'S LAIR

Arriving on the scene in the shadow of its fla coin-op conversion counterparts, *Dragon's* takes on an entirely new format for its Super debut. The mode 7 castle sequence is breath-taking and it is good to see the cartoonesque graphics have survived the transition from laser disc to cart. All 24 levels are incredibly colourful and contain a cornucopia of challenges and weird creatures under Singe's domination. Dirk has a nifty sword to hack 'n slash his way through the dungeon denzins but can also acquire throwing stars and daggers. XS boys against Singe the dragon. Sorted!

ELITE ● £49.99 ● PLATFORM ADVENTURE

SUPER NES



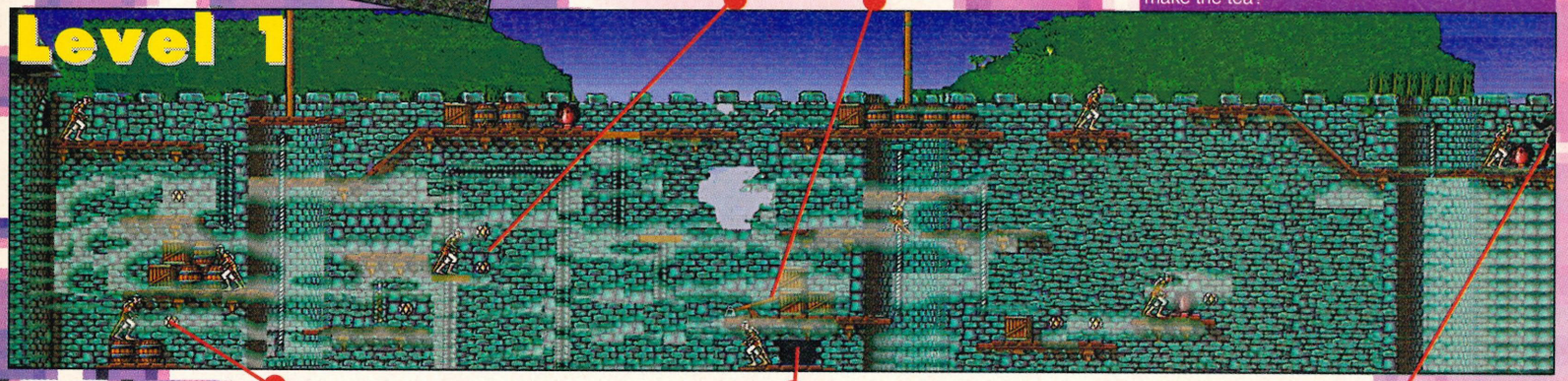
You must guide Dirk the daring through twenty levels of platform action to rescue his sweetheart from the clutches of the mighty Singe. Singe as you may already know is a fierce Dragon that lurks beneath Mordoc's Castle. You may be referring to the level map and thinking,"Hang on, there's twenty four levels!". Well indeed there are, but why bother wasting time going to levels that aren't en route? The XS team know the score and will tell you exactly which exits to take to avoid visiting pointless levels. You will have to slash some pretty mean guardians on levels five, 11, 17 and of course, the mighty Singe on level 21.

Level 1

This is where Dirk begins his perilous journey. As the foul breeze hurls up your trossachs; the stagnant stench of things to come fills your nostrils. Our hero ponders whether this girlie is actually worth the trouble. Being an old softie at heart, he decides to slog on. Anyway, who'd make the tea?

Jump on this platform and as it drops, smash open the bonus blocks to reveal a coin and an extra life.

Fall onto the see–saw from the platform above to catapult the weight onto the moving platform on left. This will cause it to drop, as it does so, hop on and break open the pod to reveal an extra life.



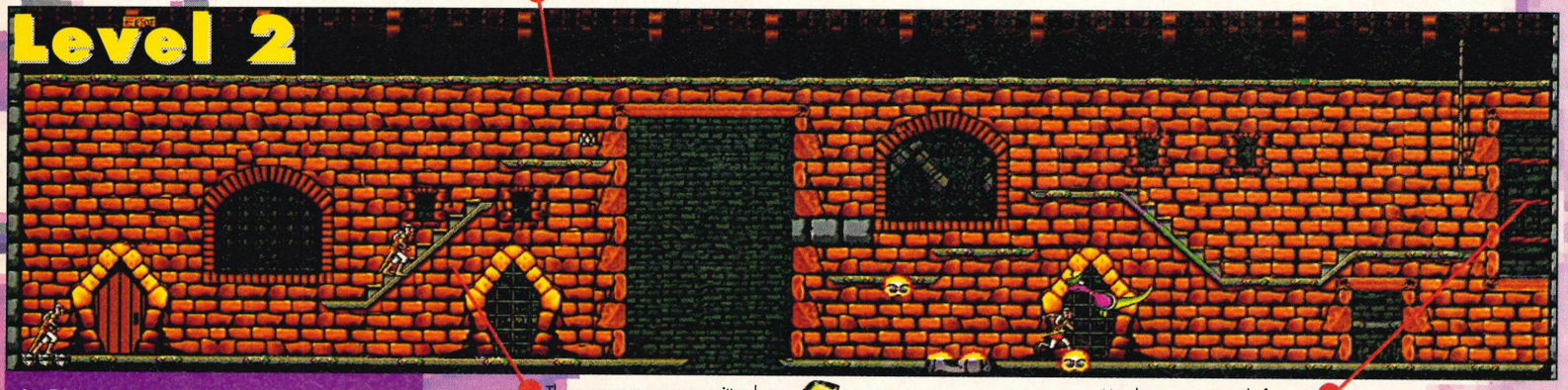
This pod contains the first extra life so be sure not to miss it, after all it could make all the difference later on.

If you have energy to spare at this point, try jumping into a baddie. This should propel you to the top of the screen. Now simply run along to the exit.

This secret passage will take you directly to level four, no bother, no fuss. So what are you waiting for, scared of the dark?

Kill this ugly looking knight and make haste to the exit. Remember there is a time limit.

Level 2



As Dirk wanders the dark and damp halls of Mordroc's Castle, foul creatures attack from all angles. Our hero has two forms of defence, he can either lob axes or kill off these yellow lizards with his trusty sword.

There once was a song written by Led Zeppelin called "Stairway to Heaven", however this doesn't apply because this stairway certainly doesn't lead to heaven.



Use these retracting platforms to jump up to the top of the level. Simply run along to the right and the exit is near.

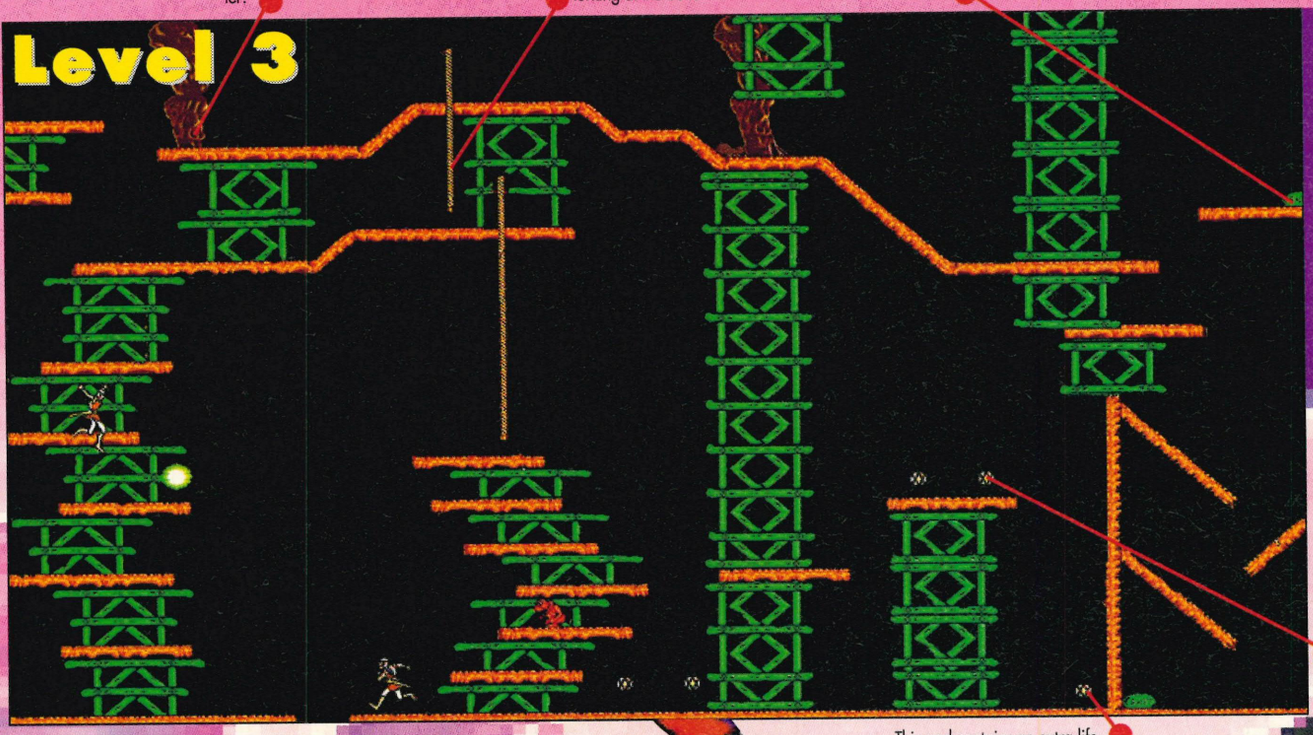


You start the level here. Two options are open to you, either dash straight to the exit, or explore and gain loads of bonuses and lives. Personally, I'd go for the latter!

Climb down the ropes to explore the rest of the level. Beware of the enemy nasties lurking at the bottom.

To avoid going round in unnecessary circles, I'd strongly advise that you give this exit a miss!

Level 3



As you progress, the levels get longer and more complex. Always explore and find out where every possible exit is located. Some will lead you to other levels that you don't really have to go to. Try and find the bonus pods situated in the most obscure places. They usually contain extra lives, bonus time and different weapons.

Getting to this platform isn't as easy as it looks. However, a great reward awaits you if you make it in the form of an extra life.



This pod contains an extra life. Grab it and increase your chances of completing the game.

Level 4

This level is set entirely in darkness, your visibility consists of a small glow surrounding you. Go to the top right corner to gain an extra life. The exit can be found in the bottom right hand corner. But to get there you must brave the perilous depths of the dungeon.



To guide Dirk underwater, you must continually tap the jump button. Beware, as deadly fish swim around these waters and could quite easily kill Dirk with one of their toxic bubbles.



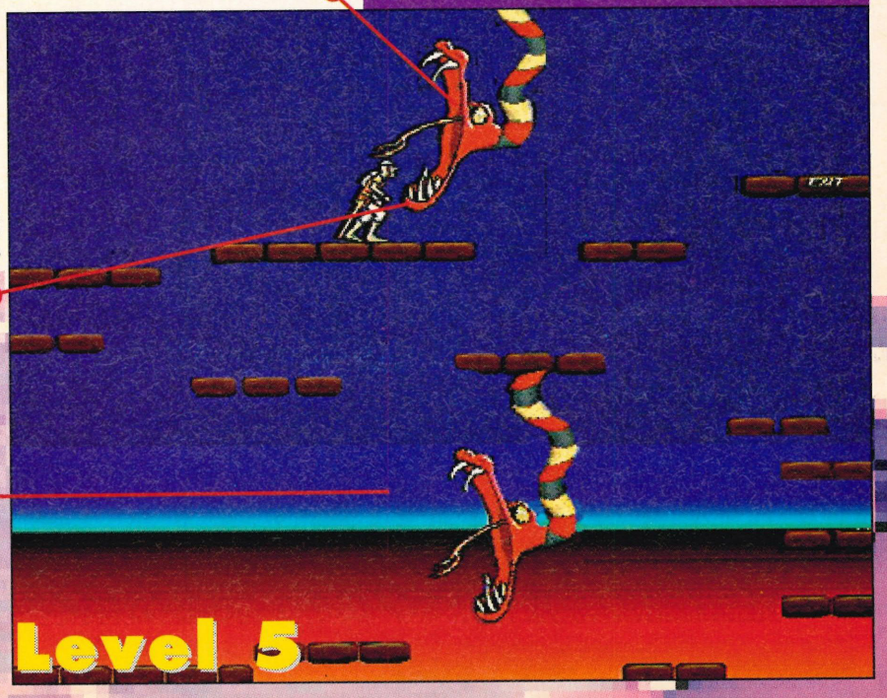


The most effective weapon to use against these giant snakes is the throwing stars. If you aren't equipped with these, then ten shots with an axe should finish them off.

At certain points in the game, big guardians crop up, these take several hits to finish off. If you successfully do so, then you will be awarded with a password. Enter this password and you will start on the level after the guardian you've killed.

Trouble always comes in pairs, so be alert and repeat the same process as before.

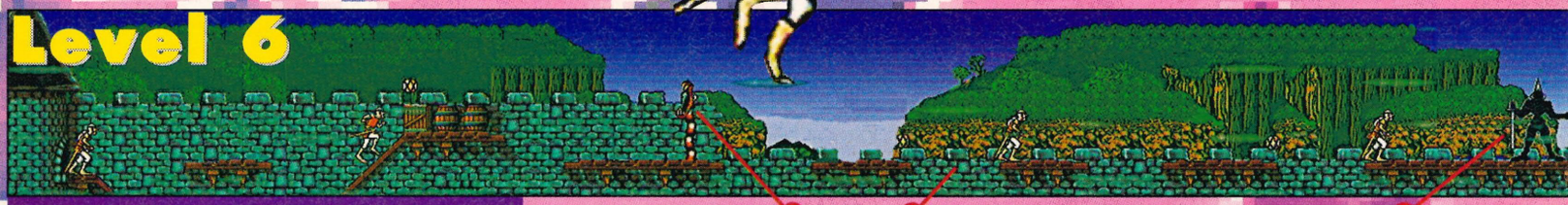
This is the first guardian that Dirk comes across. It takes on the form of a psychedelic snake. To kill this crazy creature, simply get close, jump up and shoot it in the head. Beware of the deadly eggs that it spits at you.



Level 5



Level 6



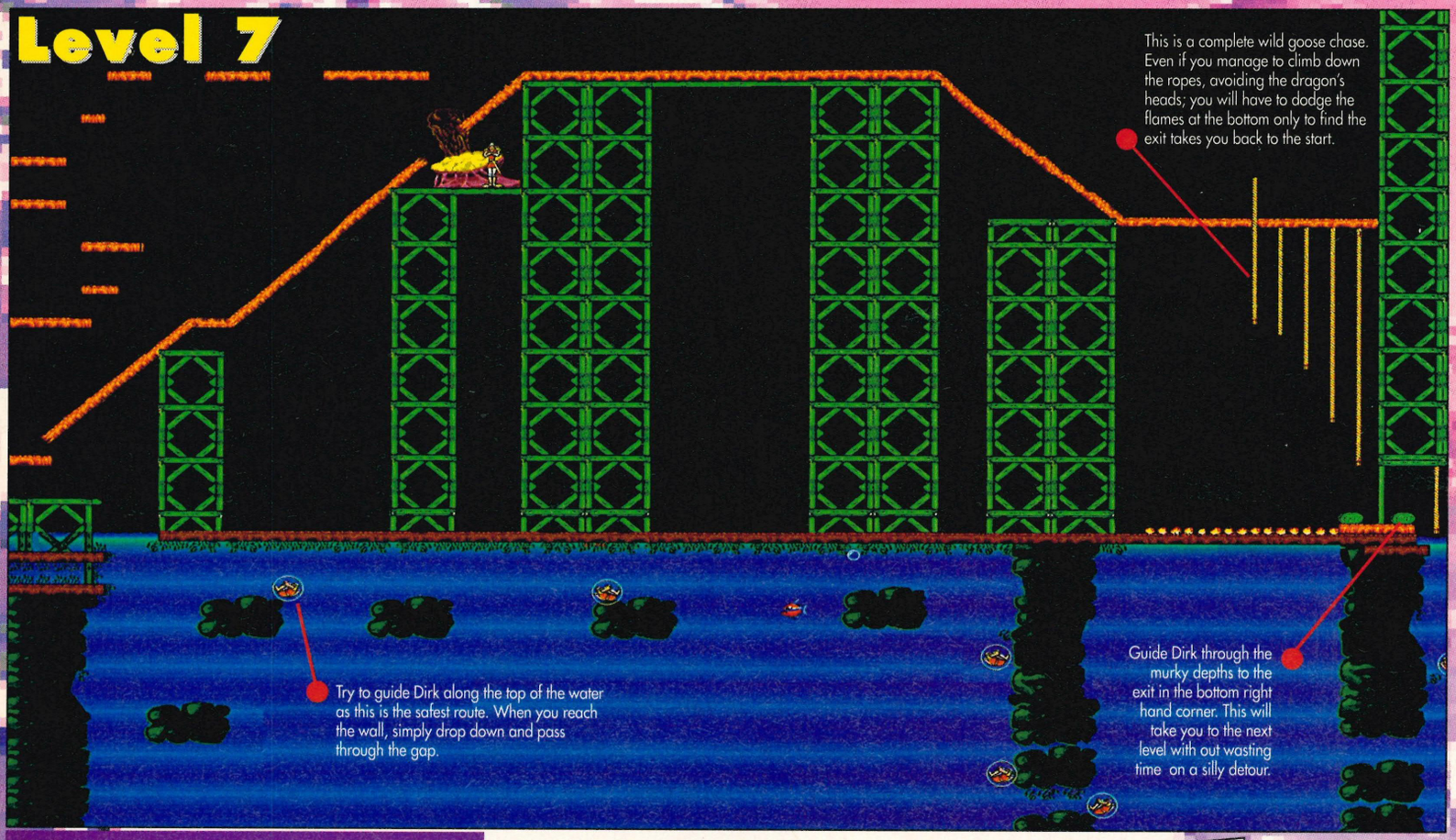
Back on the ramparts again, our hero must brave the battlements and dash to the exit on the far right. Be sure not to drop off the bottom of the screen as it spells certain death for our hero. The only enemies to avoid are the snakes and flying dragon's heads.

Be ever alert as you never know when nasties will crop up and bite you in the soft and danglies!

These chasms must be jumped over. There's no secret exits on this level, so don't waste time exploring.

This Dark Knight may look mean, but one swipe of your blade will send him back to the void. Jump to avoid the shocks he send across the floor.

Level 7



This is a complete wild goose chase. Even if you manage to climb down the ropes, avoiding the dragon's heads; you will have to dodge the flames at the bottom only to find the exit takes you back to the start.

Try to guide Dirk along the top of the water as this is the safest route. When you reach the wall, simply drop down and pass through the gap.

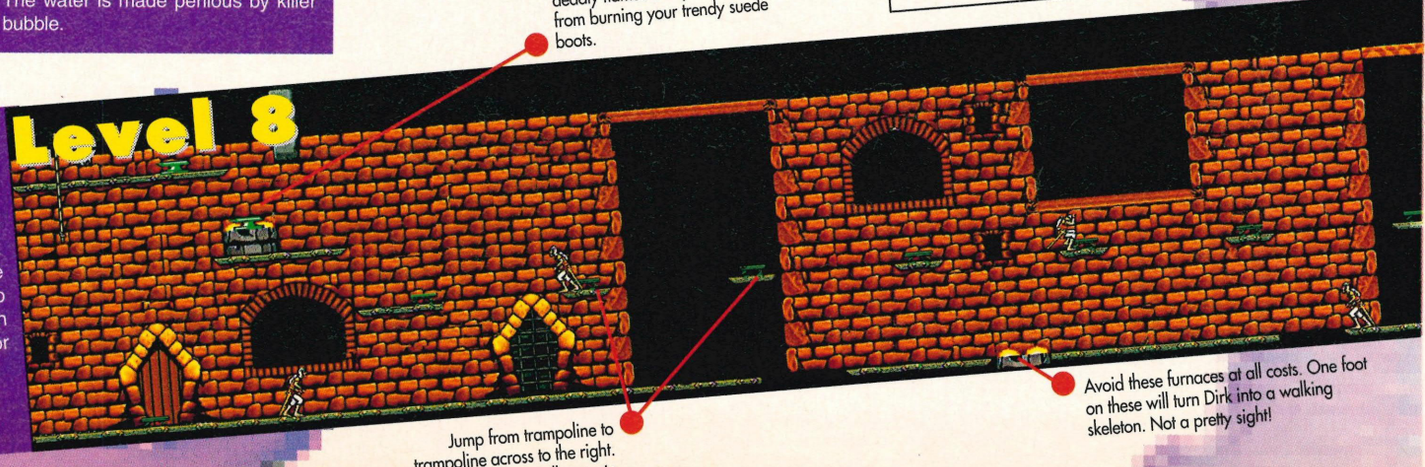
Guide Dirk through the murky depths to the exit in the bottom right hand corner. This will take you to the next level with out wasting time on a silly detour.

Time is short on this level, so don't waste time dithering about. The best way to complete this level is to jump up on the platforms above you and grab the extra life at the top, then drop down into the water and make your way across to the right. The water is made perilous by killer piranhas biting your bubble.



Gently push this anvil onto the furnace. This will block out the deadly flames and prevent you from burning your trendy suede boots.

Level 8



Certain elements of strategy come into this level. You must think of simple solutions on how to overcome puzzles. If you can complete this level without to much trouble then you're ready for anything.

Jump from trampoline to trampoline across to the right. Eventually you will come to the exit.

Avoid these furnaces at all costs. One foot on these will turn Dirk into a walking skeleton. Not a pretty sight!



These platforms collapse and snakes appear from nowhere to catch Dirk out.

Beware of the electrical volts that are sent along the ground by the Dark Knight. Simply jump over them and dispose of the ghastly creature.

The exit can be found in the top right hand corner of the level. However don't be fooled, jump into the tower and drop down the other side.

Wait for this moving platform, time your jump just right and it will carry you across to the exit. Miss it and you plunge to you doom and have to go through the whole level again.

Level 9

This level has great walls to scale, use whatever facilities available to aid you along the way. When the exit is in sight, jump it and you'll surely progress in the game. Confused? Try it and you'll see what we mean. The Dark Knight makes another appearance but you should have no trouble in defeating him after all the practice you've had.

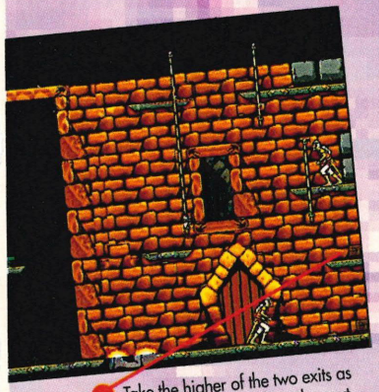


You have to be really careful on this rope because the Dark Knight's energy blasts need to be avoided before you can get to the very top.

Use the moving platforms to reach higher places. You never know, they may even lead you to bonus pods!



Use the same process as before to catapult the weight onto a higher platform. This section of the castle takes great skill to master, don't give up!



Take the higher of the two exits as it will take you directly to the next level without delay.

Make your way down the slopes and eventually you'll come to another secret passage. This will take you to the next level. It's easy when you're a games playing ace!

CONSOLE XS SOLUTION

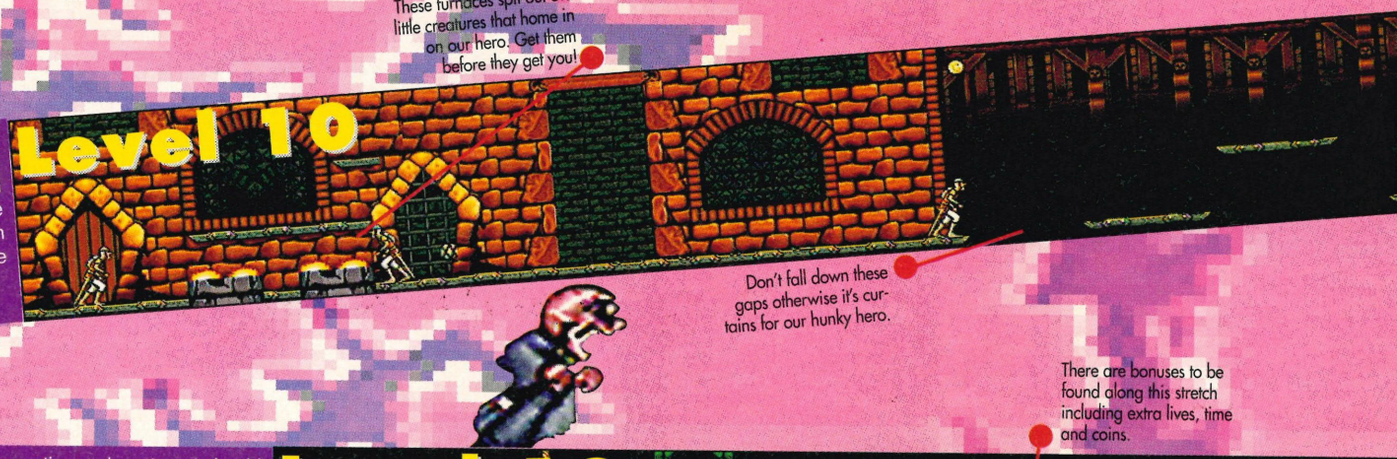


Level 10

This level is just a straightforward dash to the exit, pausing only to collect certain bonuses that crop up. Be sure to stock up with lives on this level. It's guardian time again soon!

These furnaces spit out evil little creatures that home in on our hero. Get them before they get you!

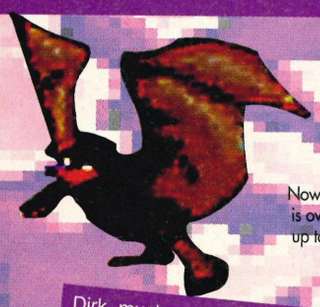
Don't fall down these gaps otherwise it's curtains for our hunky hero.



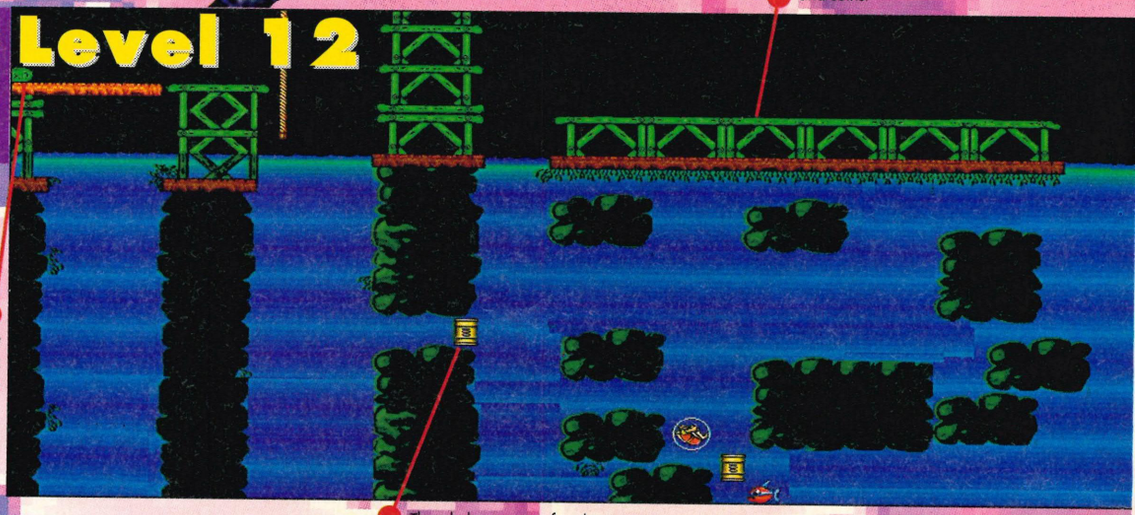
Level 12

Anyone severely lacking in the patience department should switch off their console at this point. This is in fact one of the toughest levels in the game. To complete it will take great skills in pushing a barrel around underwater against a very strict time limit. Worried? You should be!

There are bonuses to be found along this stretch including extra lives, time and coins.



Now that the tricky part is over with, guide Dirk up to the exit at the top of the level.



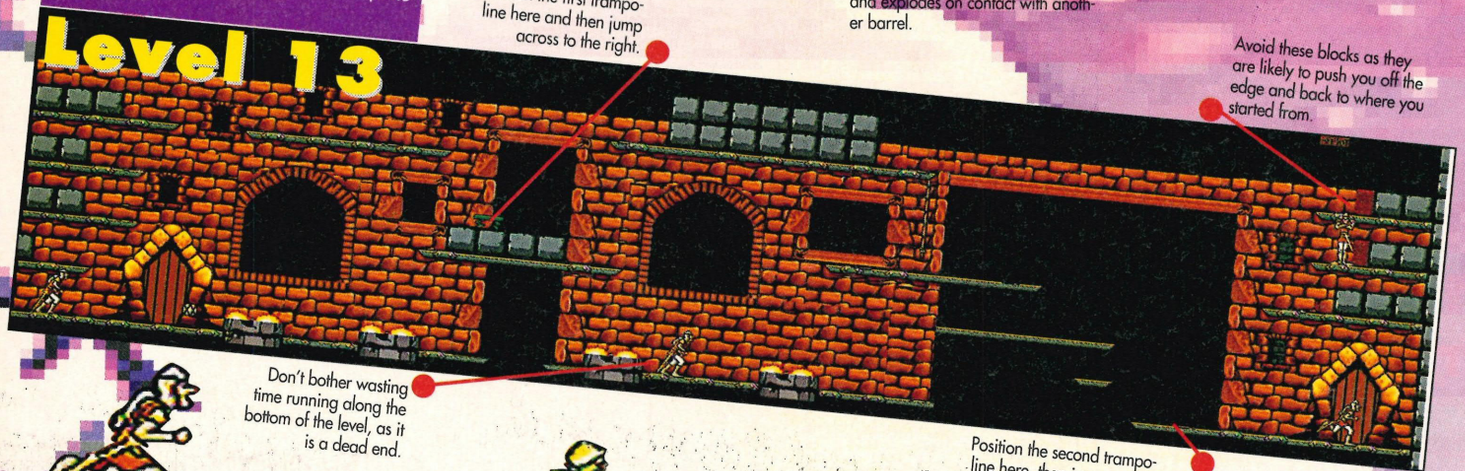
Dirk must once again use his thinking skills to come up with a simple solution on how to complete the level. To aid him are several trampolines, which with correct positioning will enable him to complete the level.

The whole purpose of pushing a barrel around these cold waters is to smash this one. It blocks your path and explodes on contact with another barrel.

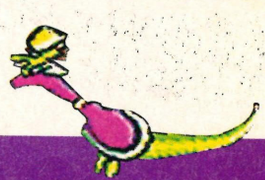
Level 13

Position the first trampoline here and then jump across to the right.

Avoid these blocks as they are likely to push you off the edge and back to where you started from.



Don't bother wasting time running along the bottom of the level, as it is a dead end.



Position the second trampoline here, then jump over to the right once again and land on the higher platform.

Level 14

Who turned out the lights? Dirk is hampered by the darkness, it's just as well the exit is not hard to find.



Keep going right along the top of the level. Every time you come to a gap, jump over to the right. Climb up the rope and keep going right.



When you reach the top right, hop on the lift and go down. The exit can be found on the second platform from the top. Guess who puts in an appearance (right)?



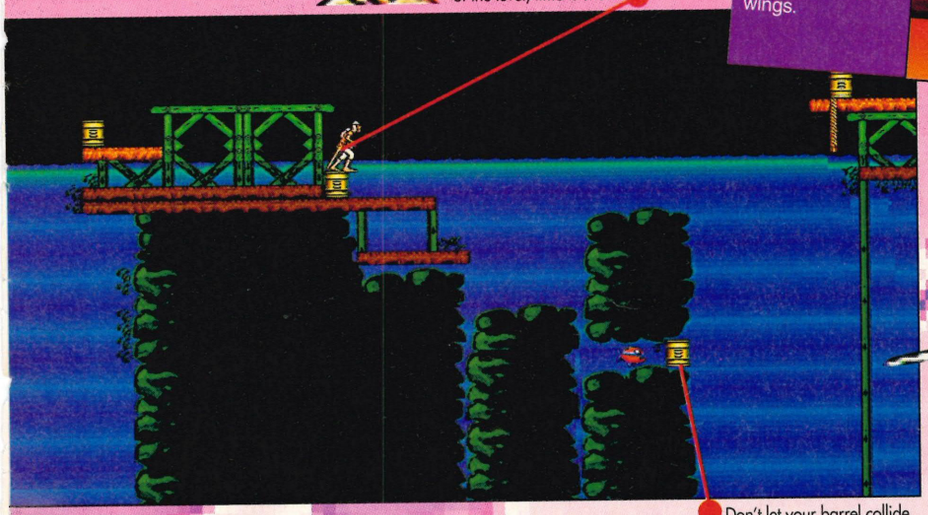


Some bonus pods contain extra weapons that may be useful later on in the game.

Be ready to fight off bats, dragon heads and jumping lizards that attack from all angles.



Position the barrel here, jump on top and dash along to the second part of the level, time is short!

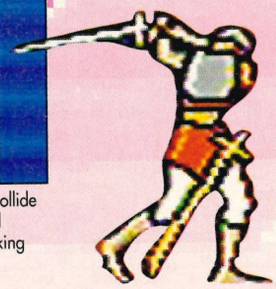


Don't let your barrel collide with this one, as it will release this mean looking Piranha.

Level 11

This is the second of the guardians. It takes the form of a huge Vampire Bat. It will hover high and low, and attempt to shoot at you. When fang-features fires, leap back diagonally and shoot it in the head to score a hit. Ten hits will clip this mother's wings.





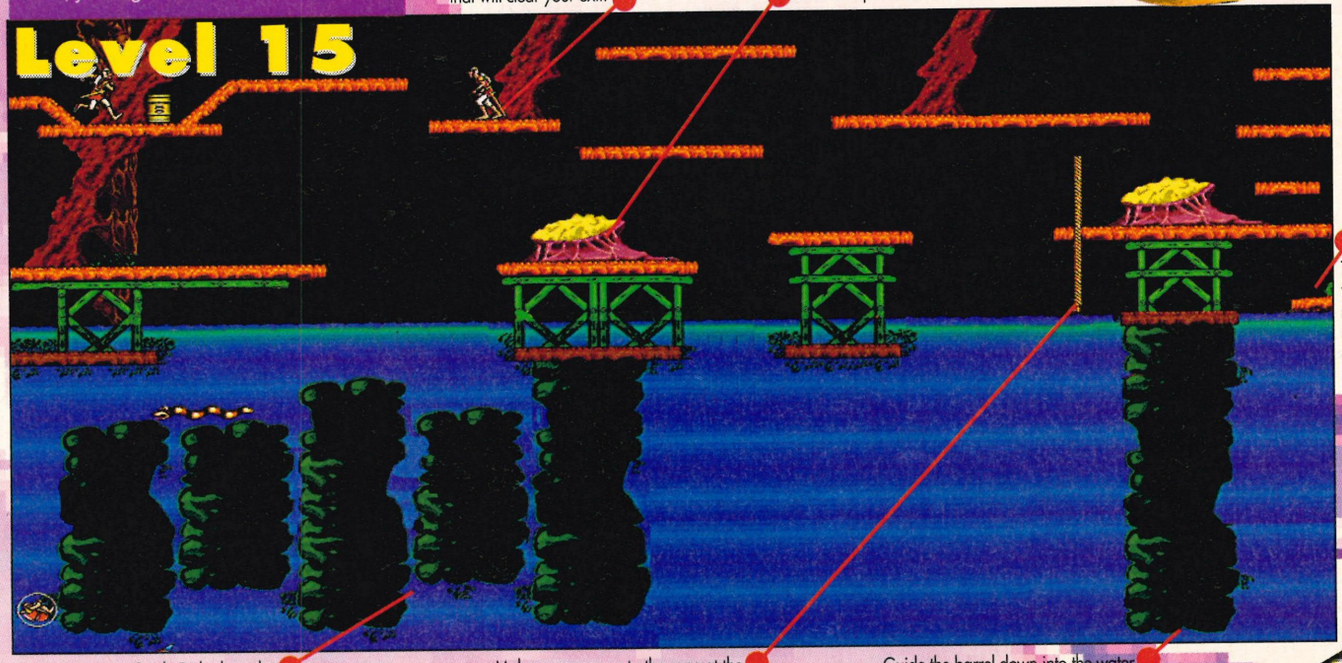


Level 15

This is another level to really test your skill and see if you've really got what it takes to defeat the mighty Singe. This level involves more barrel guiding so if you disliked it earlier on, you're gonna love this!

Guide Dirk up to the top left hand corner. Here you will find the barrel that will clear your exit.

These mounds will spit out molten fire, try and avoid it if possible.



Try to allow as much time to get to the exit as possible. Jumping up to it certainly isn't easy and could take several attempts.



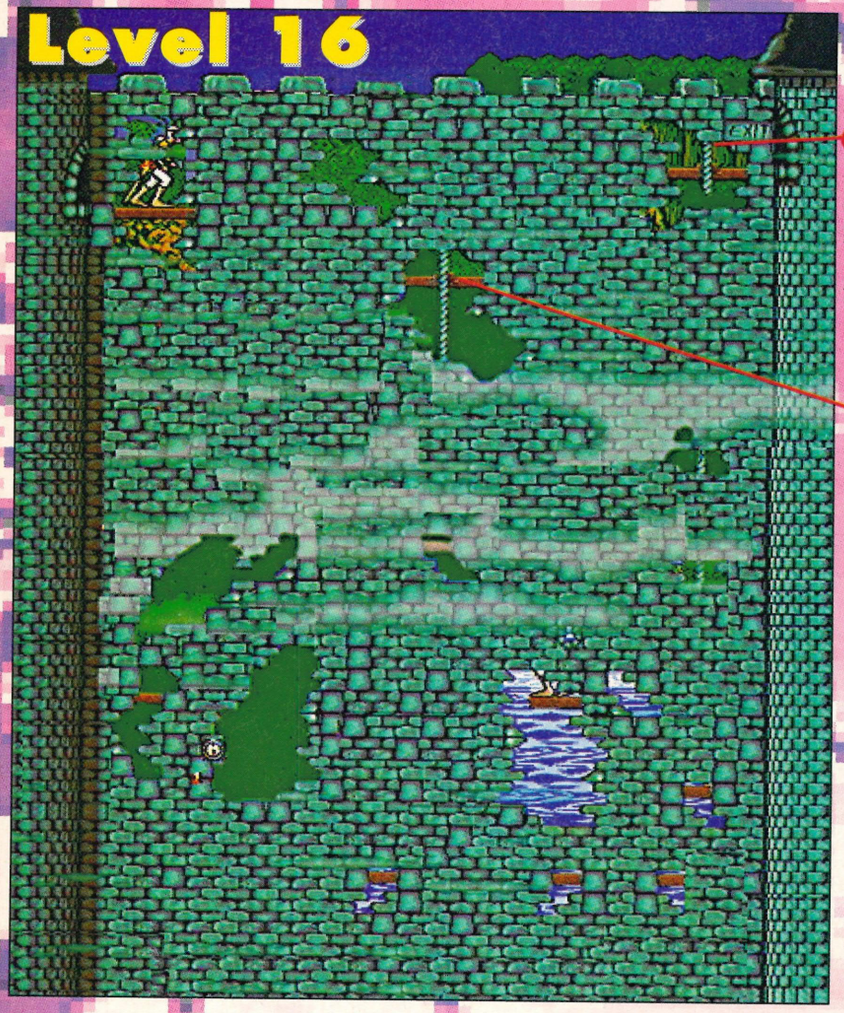
Guide Dirk along the bottom of the water to reduce the risk of hitting an enemy.

Make your way up to the rope at the top of the water. Gathering enough momentum will allow him to jump out and catch the rope.

Guide the barrel down into the water and allow it to collide with the one situated here. This will clear the route to your exit.



Level 16

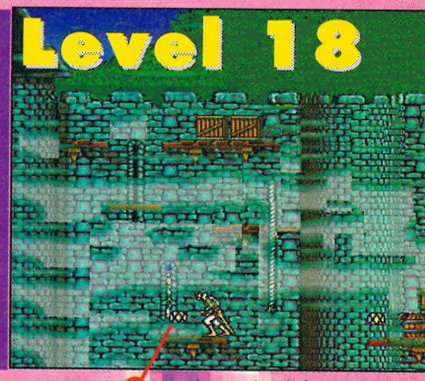


You'll find the exit situated in the top right hand corner. Two well placed jumps will get you here.

When you start the level, jump over to the right and you will land on this platform. Then jump again. You should now drop down slightly and land at the foot of a rope. Simply climb it go for the exit.

The end isn't far away now. Be very cautious as you tread because you never know what traps are waiting for you. Mordroc's creatures are working overtime to evict you from their castle. This level takes on a simular format to the other battlement scenes, so you should have some idea of what to expect.

Level 18



Drop down to this platform and you'll be rewarded with an extra life. As you're so near the end, you'll certainly need it.

At this point of the game, Dirk should have perfected the art of pushing objects around exceedingly large levels. All his practice should pay off on this level because our gallant hero has to push a platform along the top of the screen to aid him in his escape.

Level 19



This devilish entity is the third guardian. To exercise this foul spectre, make your way to the top of the level and bombard the ghoul with a constant flow of axes. It will retaliate by firing homing bullets at you. Dodge these and continue with your attack. Ten shots or so will finish off this puny poltergeist!

Level 17



ACTION REPLAY

Here's the essential code for all you desperado's out there. For infinite energy on Elite's Brilliant platform game simply enter:

7EØF F 9Ø3



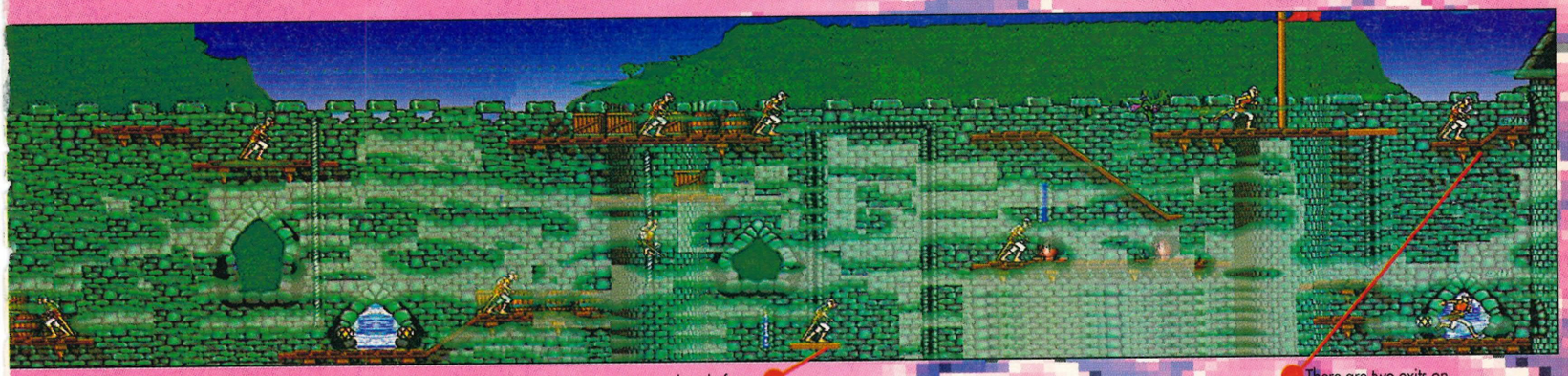
SUMMARY

GAME NAME: Dragon's Lair
TIME TO COMPLETE: 1 Month
HIGHEST SCORE: 25,650
NUMBER OF LEVELS: 24
CHALLENGE RATING: High

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

Cartridge supplied by:
Elite Systems Ltd
Anchor House, Anchor Road
Aldridge, Walsall
West Midlands, WS9 8PW



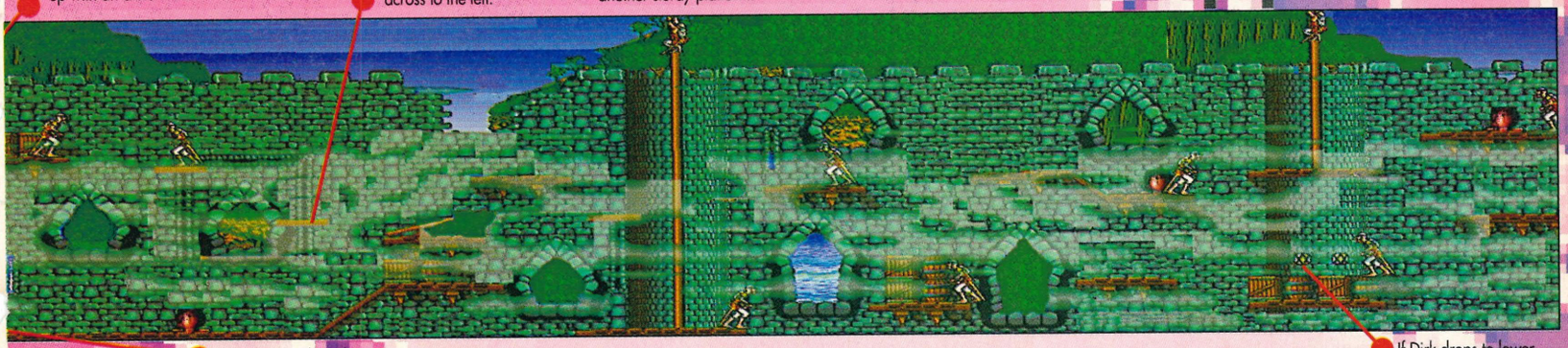


Position the platform just to the left of this point. You should now be able to jump across to the exit. But first stock up with an extra life or two.

Drop down onto the see-saw to catapult the weight onto this lift, then as it drops, hop on and then quickly jump across to the left.

Hop on this platform, then as it drops, jump over to the right. You should land safely on another sturdy platform.

There are two exits on this level, be sure to take the bottom one.



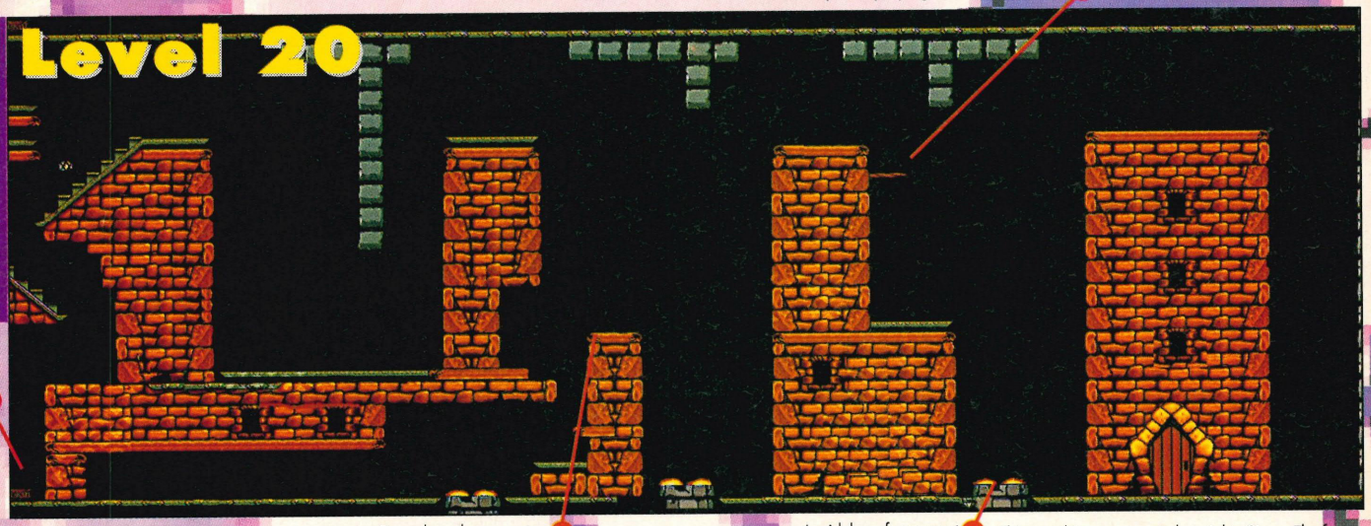
This level can be taxing on the old brain cells, and even more so on the time limit. So why not replenish it here.

Use the re-tracking platforms to scale the walls. A handy tip to prevent you from dropping back down is to keep jumping. Now the platform that you're jumping on will never go in.

If Dirk drops to lower limits, he's in for a big surprise. Well a couple of bonus pods anyway!

Level 20

This is the penultimate level. The odds are really stacked against you. This level can be completed quite easily if you take the time to kill each baddie as it appears. Watch out for the long drops.



Make a mad dash for the lower exit and the Dragon's Lair awaits you.

Drop down here, run to the left and collect two juicy extra lives.

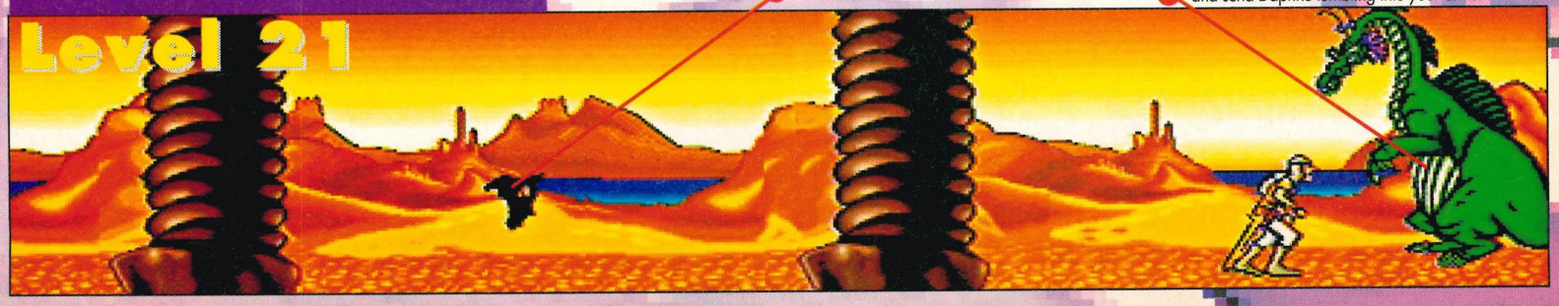
Hordes of Mordroc's creatures will make a last attempt to evict our hero. Don't give them the satisfaction.

Avoid these furnaces at all costs. If contact is made, death isn't far away!

This revolting creature is the mighty Singe. The fate of your sweetheart rests on whether or not you can defeat him. The best way is to jump when he breaths fire, and then turn to shoot him in the head. Twenty hits should cause the loathsome beast to combust, and send Daphne tumbling into your arms.

Our hero has made it to the end. The big question now is whether or not he's got what it takes to defeat Singe and win the day. The beautiful Daphne is depending on you. Once more into the breach dear friends, once more!

Level 21



GREENDOG

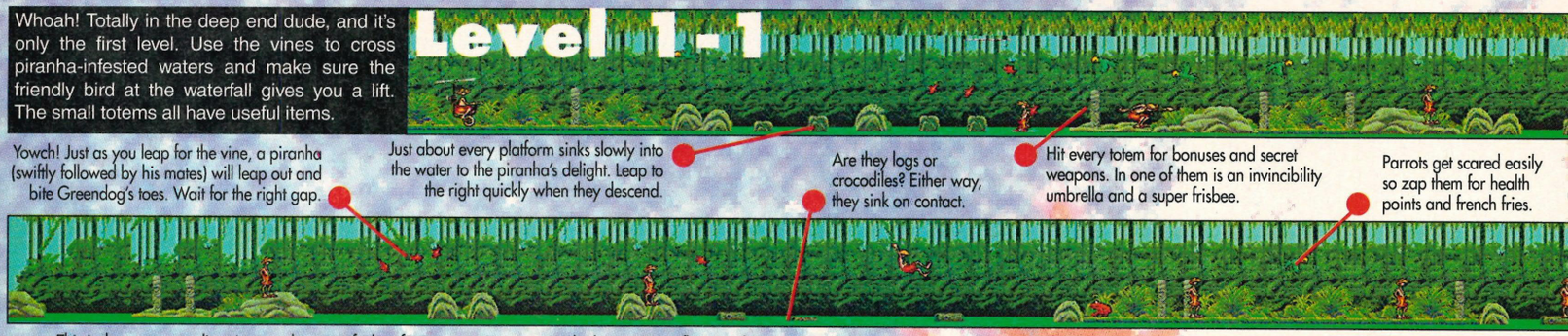
MEGA DRIVE

SEGA ● £39.99 ● ARCADE PLATFORM

Greendog–The Beached Surfer Dude **is the first of many adventures featuring the heroic surf bum. Tropical graphics and a host of steel drum accompaniments make it a summer game through and through and Sega are pushing it to the hilt as one of the greatest Mega Drive games ever! The object is to regain your surfing skills (not to mention your board) by piecing the six pieces of the lost Aztec amulet together and freeing yourself of the curse. Donning Bermuda shorts and shades CONSOLE XS hangs ten with the complete solution.**

Level 1-1

Whoah! Totally in the deep end dude, and it's only the first level. Use the vines to cross piranha-infested waters and make sure the friendly bird at the waterfall gives you a lift. The small totems all have useful items.



Yowch! Just as you leap for the vine, a piranha (swiftly followed by his mates) will leap out and bite Greendog's toes. Wait for the right gap.

Just about every platform sinks slowly into the water to the piranha's delight. Leap to the right quickly when they descend.

Are they logs or crocodiles? Either way, they sink on contact.

Hit every totem for bonuses and secret weapons. In one of them is an invincibility umbrella and a super frisbee.

Parrots get scared easily so zap them for health points and french fries.

This is the totem guardian, just use the super frisbee from the secret room (right) to hit each head as it turns round. Each head fires different weapons so learn the patterns.

Use the last spring to fly up to this secret room where you will find a super frisbee and loads of points (points mean prizes in *Greendog*).

Level 1-2



Sections of these floors drop away as you walk so keep jumping all over this level. At the end is the dragon's the head doorway that needs you to throw a frisbee in its mouth to open the wall.



Unfortunately for a power-crazed Greendog, these two pots contain only point bonuses but use the spring to reach the upper level where a super frisbee is wait-

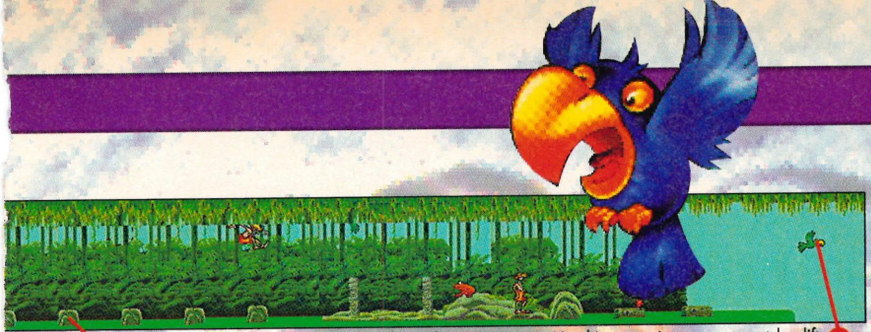
Use the floating platform to reach this ledge and climb up for more bonus pots and a quick way to the rest of the level. If you miss the jump you have to go all the way back for the platform to re-appear at the start.

At last a real level to get your teeth into. This is your first encounter with the totem pole guardians who hinder your progress on each consecutive level. There are also plenty of temple dangers such as fire spitting statues.

Level 2-1



This short beach section's pretty straight-forward. Shoot everything animal such as crabs and starfish (watch out for their flying spines). Fetch appears to grab the goodies that you get from irate pelicans who can cause damage.



This long section of collapsing rocks is best taken at speed (the old XS moto, if in doubt, leg it). As soon as you touch one, leap right onto the next.

Use this convenient parrot to catch a lift to the logs below. Quite an amazing feat when you think about it!



Greendog's lost his Point Break skills when the curse was placed upon him so you have to get to each new island in this flying contraption. Basically all you have to do is fly to the top right and you miss everything.



Between Levels

Horror of horrors, the temple section of level two is a massive section of ramps, spikes and perilous drops. While you try to tabletop over the ramps an ancient aztec bird will try to hit you so stay high when it flies on the screen.

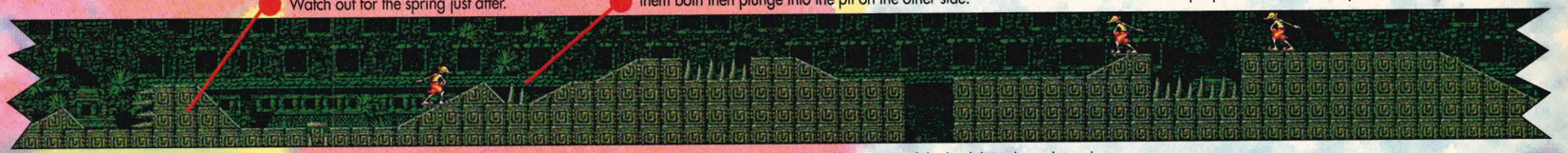
Level 2-2



Get enough speed up and jump from the very end of the ramp to clear these spikes. Watch out for the spring just after.

Two short taps on the jump button are all that's required to miss these two sets of spikes. It is very easy to clear them both then plunge into the pit on the other side.

Just hit the first ramp with a massive jump and you should clear it all, then perform a nimble small jump for the third set of spikes.



This is a good jump to avoid the bird with. When it flies up to you, jump over it and then skate up to the high point further on.

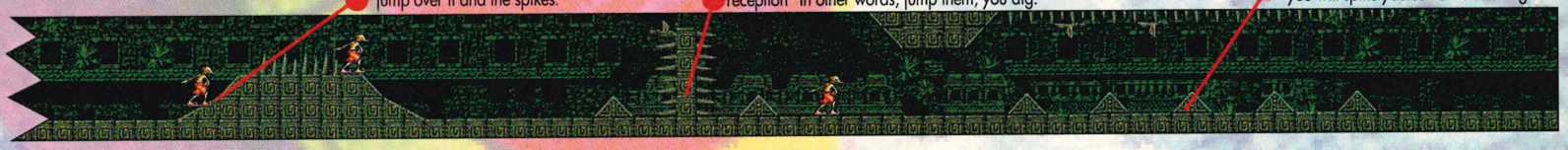
Use the high platform here to avoid the bird then shoot down the steep ramp and jump right at the last minute to perform a mega high jump followed by another for the second set of spikes.



here's another place to outwit the aztec bird, let it fly over you in the dip then jump over it and the spikes.

Old Chinese proverb say "Miss the ramp next to a wall of spikes and you will receive a prickly reception" In other words, jump them, you dig.

Slow right down for this section and don't try to jump these little ramps or you will spike yourself on the ceiling.



Now this is a most heinous level Greendog! The sea makes you slower and one false move near an inlet pipe and you are sucked all the way back to the start. Bogus!

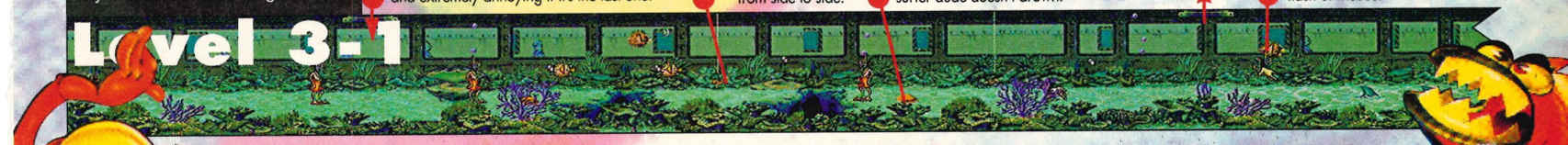
If you get caught by any of the inlet pipes marked on this map by an arrow pointing up then you are sucked all the way back here and you must make your way through the level again. Time consuming and extremely annoying if it's the last one.

The fishing hooks are deadly if you get caught and it is made more difficult because they move from side to side.

This sad little brown patch looks like an empty water bottle. But it is in fact a very important top-up of oxygen so that the aquatic surfer dude doesn't drown.

Your only living enemy on this level are the dreadfully spindly killer fish that can be dispatched with a flick of the wrist and a flash of frisbee.

Level 3-1



You are joined by your little pup Fetch who eats everything you uncover such as food, bones and points.

Here's a fine shot of that all-too rare occurrence, the coke can. In *Greendog*, each one helps you replenish your flagging energy reserves.

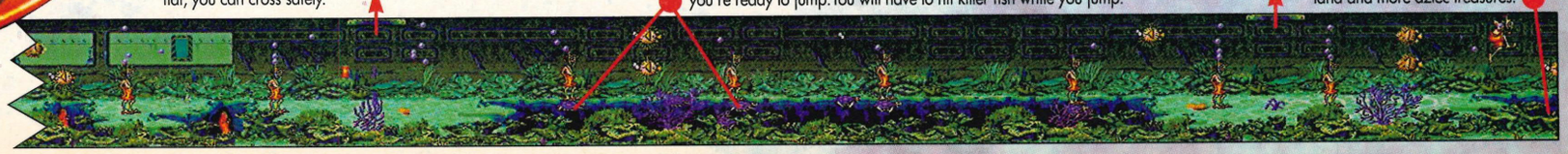
Leap high over the heads of the red eels when they return to the depths.



Shoot the purple weeds here or you will be sucked up the pipe by the suction. Once they are flat, you can cross safely.

Use each of the turtles in turn to cross this Marianas trench. As soon as you touch the shell of each turtles, it starts moving so don't trigger one before you're ready to jump. You will have to hit killer fish while you jump.

This is the end of the level, a large chasm in the reef that leads to dry land and more aztec treasures.



Level 3-2





Sections of these platforms collapse onto the spikes below (I wondered why they were there). Don't forget to top up on oxygen.

You should quite a few useful items in this secret room. You use the spring below to reach it.

Just walk through the wall to access this large secret room. Inside is some badly needed oxygen and points bonuses as well as the route to another very important section.

Spin the frisbee into this head and a secret door will open later on the level. Take time to walk through the wall below for the spring board to the secret room that looks tantalisingly out of reach.

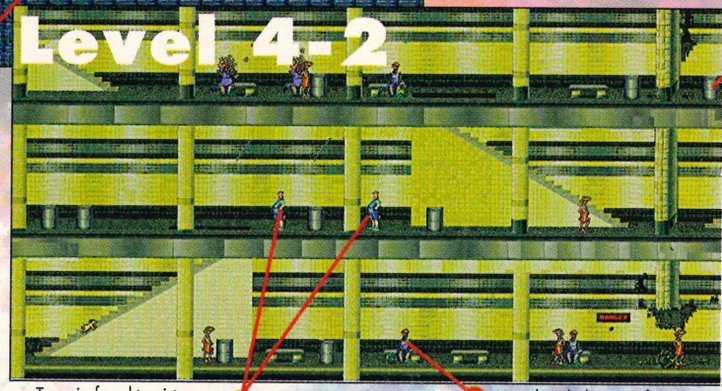
Greendog's moves are ponderous in this underwater temple but the formula is just the same. Use your frisbee to open doors in the floor and walls and leap at every surface in a vain attempt to find secret rooms (of which there are plenty). The guardian is unfortunately the same and this game certainly suffers from repetition



Again, it's another totem pole guardian with spinning heads. Make sure you have the super frisbee and it should present no problem. Stand well back and let the weapon do the slaying.

Make your way down here quickly because it is easy to forget the time and run out of air. The super frisbee is located in the last pot and this makes the guardian very easy.

Level 4-2

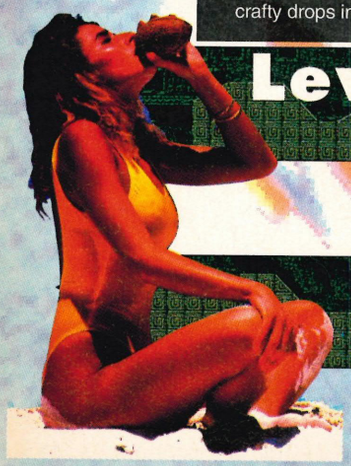


Two pig-faced tourists pace around here. One look at you and they fire bullets from their chest cameras. They need loads of hits and cause heavy damage.

More bag ladies wait for you here. Get very close and shoot at them, avoiding the missiles they throw at you.

Another skating level, this is longer and tougher with particular emphasis on ramps leading to walls of spikes, springs to send you back half the level and even more crafty drops in the worst places.

You're going to need some nifty skills here to negotiate this section. Two short jumps to miss the drop and spikes then a massive leap over the last set of spikes but not too long as you fall down one of the holes. just after.



Level 4-3



Just when Greendog thought he was up a certain creek, these ramps don't even need to be jumped, just race along and you will fly to the top. An excellent place to avoid the bird.



The ramp to the left is used for a hefty run-up for the short ramp and wall of spiky bits. Miss by a fraction of a second and you end up on a kebab. You must jump the gap then do a small jump to land after the spikes on the other side but before the spring.

An excellent long section with nothing to do and the sun is shining already. Pity it's just to lull you into insecurity.

Leap the first set of blocks so that Greendog hits the second where he can just skate to the other side. If you get stuck on the spikes, keep catching the frisbee and you will be invincible!



Tediousity is the name of the game here. All you have to do is choose your transport and leap parking meters and pot plants. The annoying aspect is that if you hit a post you get catapulted in front of the last one. One step forward, two steps back. Yawnaramacity!

This skating section can be taken by roller skates or skateboard, we advise the board because you are going to need high jumps to clear each parking meter.

That's right, Fetch is back with a vengeance! Luckily there is no large bonuses on this level for the little tyke to nick, just concentrate on clearing those obstacles.

4-1



Yeeeeeha! At last a chance for some real fun. Practice your ariel moves in this half pipe section if you want. It's not part of the game but anything is better than just racing along straights jumping the odd obstacle; boring!

This time there's plant pots bristling with Venus fly traps to jump. Time your jumps carefully because collision with any of these suckers takes half your energy.

Another chance for light relief. If you shoot off the edge hoping to hit the other side, you will be disappointed, all that happens is you hit the ramp with a clunk and need more momentum to skate to the end of the level.



The subway is one of the more difficult levels because apart from bats, strange bag ladies and pig-faced tourists, there are some tricky jumps to make and only two restart points. Bonuses are a-plenty though as dangers are high.

Go on, treat yourself to some bonuses. Make sure you explore every nook and cranny in the subway because there are often barrels lying all over the place. This one has a special item.

Bats attack you as you try to grab one of the chains. Energy can be lost if you swing over and get a bat clinging on. It's best to clear the area before you attempt the jump.

As well as chains, there are also weights that drop on your head if you get too close.

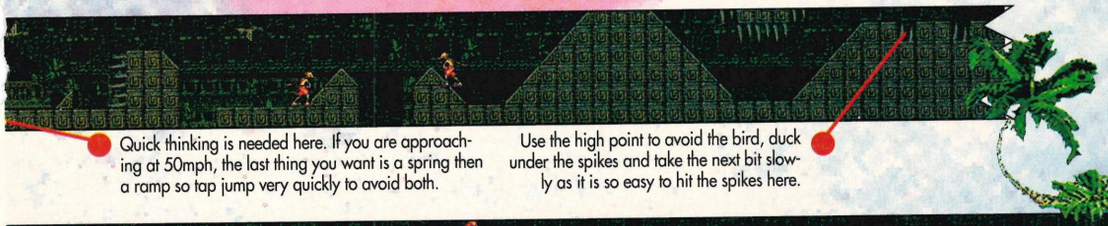
There's plenty of bonuses here, including health power-ups . Unfortunately the bats are out in force and now begin dive-bombing you.



As Greendog runs down the stairs you must be careful of the bats that swarm all over the place. All of them can be hit out off the sky but it is best to leave the higher ones and just get those at head height.

This lower part of the level is where the actual trains rush by and every now and again, the screen shakes and a deep rumble is heard as one goes past or stops (right). These moving platforms are relatively easy to use, just wait for it to move back to you and jump on. If you die here you have to go right back to the middle of the level. Bats make the jumps even more hazardous so clear them before you go.





Quick thinking is needed here. If you are approaching at 50mph, the last thing you want is a spring then a ramp so tap jump very quickly to avoid both.

Use the high point to avoid the bird, duck under the spikes and take the next bit slowly as it is so easy to hit the spikes here.



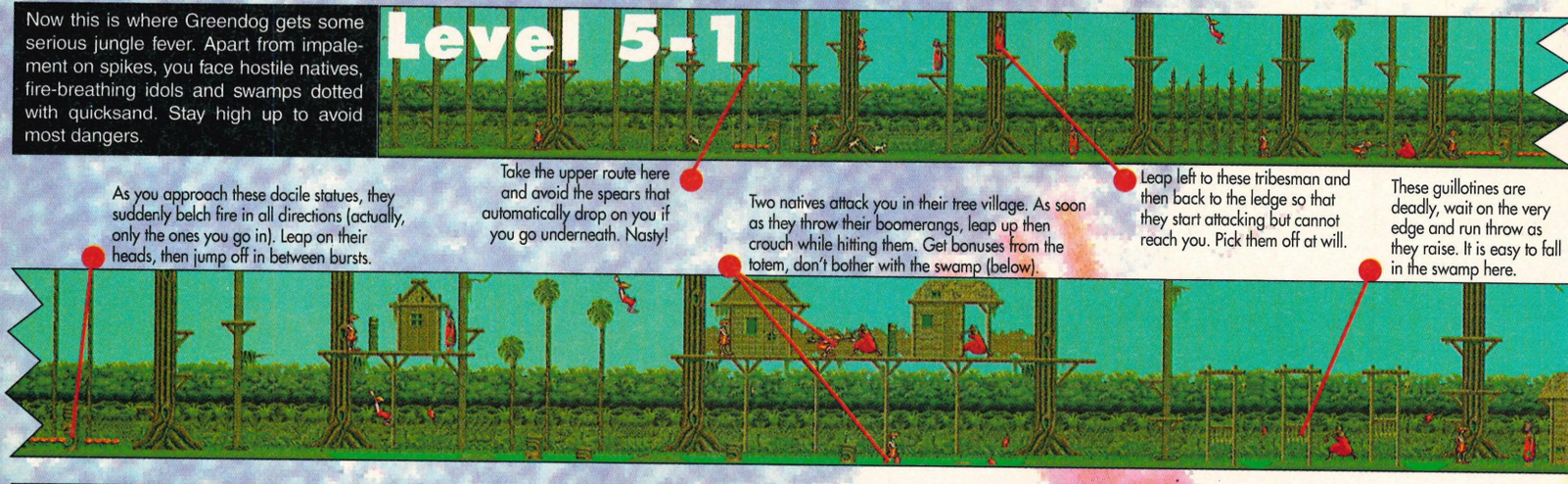
As if the aztec bird and treacherous ramps were not enough, the programmers try to trick you here by placing a spring here and two at the bottom of the hill.

These are the last platforms, so leap for all you are worth and leave all your worries behind. The good times are gonna roll.



Now this is where Greendog gets some serious jungle fever. Apart from impalement on spikes, you face hostile natives, fire-breathing idols and swamps dotted with quicksand. Stay high up to avoid most dangers.

Level 5-1



As you approach these docile statues, they suddenly belch fire in all directions (actually, only the ones you go in). Leap on their heads, then jump off in between bursts.

Take the upper route here and avoid the spears that automatically drop on you if you go underneath. Nasty!

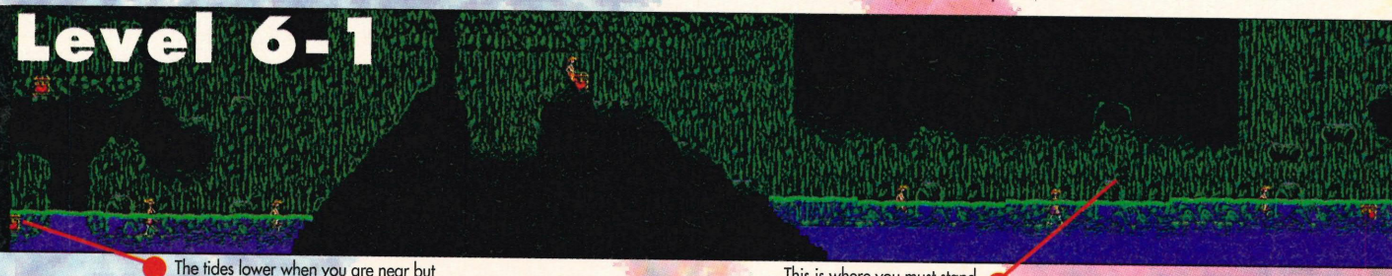
Two natives attack you in their tree village. As soon as they throw their boomerangs, leap up then crouch while hitting them. Get bonuses from the totem, don't bother with the swamp (below).

Leap left to these tribesman and then back to the ledge so that they start attacking but cannot reach you. Pick them off at will.

These guillotines are deadly, wait on the very edge and run throw as they raise. It is easy to fall in the swamp here.

For the last piece of amulet, Greendog has to go into the depths of the islands where bats, falling rocks and the unstoppable tide are your worst enemy. Drowning is common.

Level 6-1



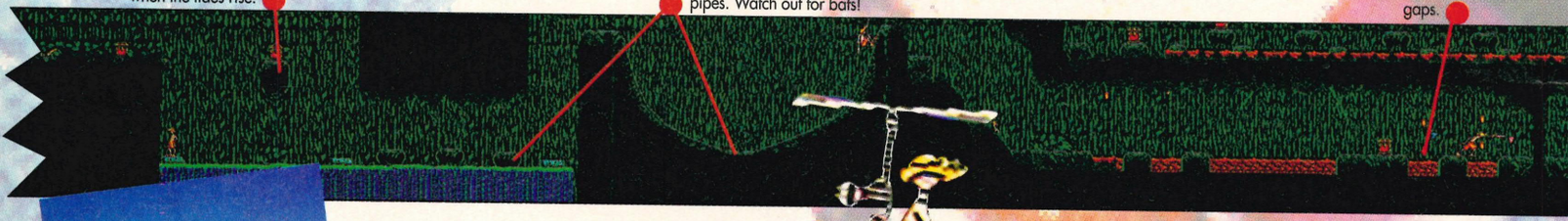
With the skeleton dealt with, why not nick his booty? Take care not to drown in these caverns when the tides rise.

The tides lower when you are near but you must take the platform down or you will drown. Quickly make it to the higher rock to the left and wait for the waters again. Run left for the treasure.

After you have cleared the sinking boulders (left) Greendog can once again exercise his skating talents in these natural half pipes. Watch out for bats!

This is where you must stand when the tides rise again. Once you have cleared this bit, quickly run to right and jump up on the platforms.

This lava is deadly so time your jumps carefully. Fire regularly erupts from the gaps.





This is the worst skating section but it starts just like all the others. Easy jumps lull you into false security.

Look out for this spring, it'll take you back to the last ramp.

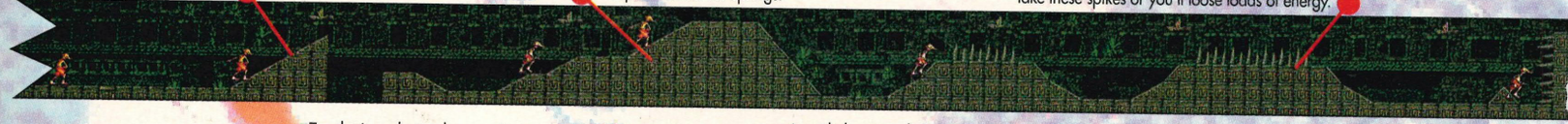
Level 6-2



Dodge the bird here (if you time it right) and leap to the other side.

Another spot for some bird dodging. Wait here until the danger's passed. Keep a look-out for springs.

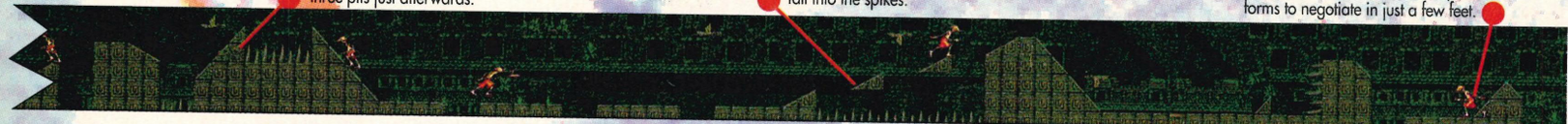
As with the other skating levels, get enough speed to take these spikes or you'll loose loads of energy.



Tap the jump button here and don't fall off into the three pits just afterwards.

As with the second section, just run up these platforms at full speed or you will fall into the spikes.

Great! A long ramp, a spring, wall of spikes, drop and two small platforms to negotiate in just a few feet.



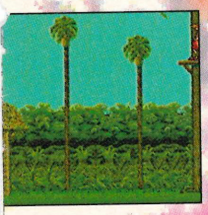
Hey, no fair man! If you manage to get past the first walls of spikes then you are Mondo. Clear the spring and you are Gnarly, but sail past the final spiky bit and you are a totally awesome skater dude!

Tap the jump button to reach the first platform then leap all the way to the other side. Not easy at 50mph!

Leap high over these ramps to avoid the bird or wait until the high point.

Level 5-2

This large temple level is just a matter of zig-zagging up on springs and platforms until you reach the guardian. There is of course a cavernous secret room in the bottom right but it holds nothing of real value. The same old enemies crop up here I'm afraid.



Every gargoyle on each level of this temple fires differently. The one on the bottom shoots out flame in three directions and the ones above just fire down. They are easily avoided until the stone men start getting in the way (top).



Continually frisbee this skeleton of an old pirate and watch bits of it's body fall off. Once you destroy the head, it's over.

Walking down these steps is made hazardous by the fire-spitting gargoyles at head height. Run head-long down the steps without stopping and you should avoid all the flames.

To access the secret room, jump on this spring and press right as you leap up against the wall. You miraculously go straight

Use this spring to reach the higher level. Luckily, there are springs conveniently placed under every large drop so you should never have any trouble.

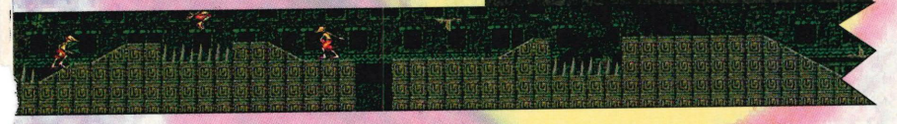
These gargoyles spit fire every few seconds so leap up and crouch immediately in the interval. Now either wait for it to pass or leap the flames to the lower level.

To kill the stone men, stay two steps below and jump and fire. After six or more shots, they turn solid again.

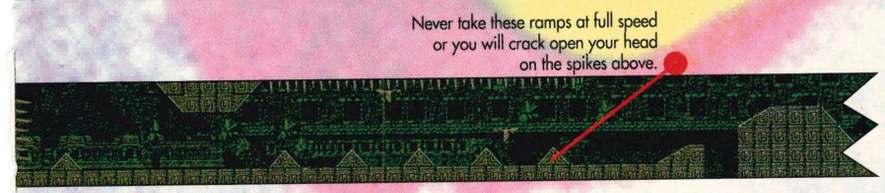
This secret room looks impressive but holds very little. Bonuses can be found in all the pots as well as some health which should be useful after the onslaught of stone men on the stairs.



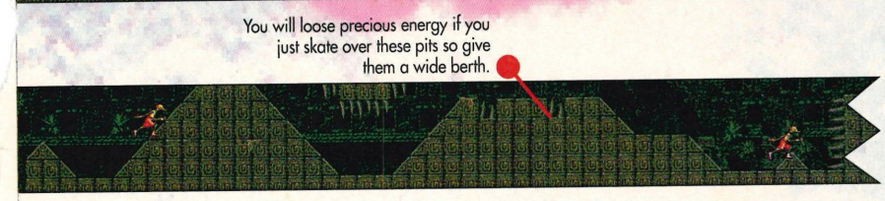
That's right, just when you thought that they couldn't include another tedious skating level, here it is, the last and probably the worst level of the whole game. Most of it's the same as the two other sections but it's long and mega-tough.



Never take these ramps at full speed or you will crack open your head on the spikes above.

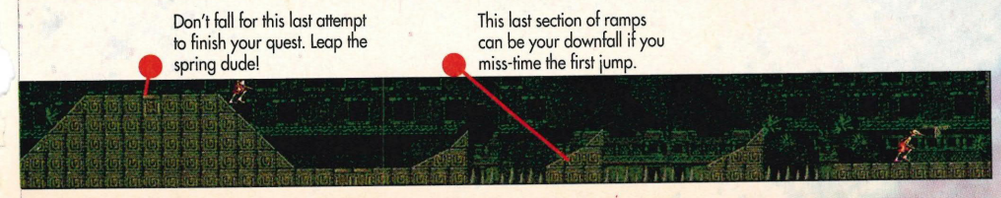


You will loose precious energy if you just skate over these pits so give them a wide berth.



Don't fall for this last attempt to finish your quest. Leap the spring dude!

This last section of ramps can be your downfall if you miss-time the first jump.





Cart supplied by:
Console Concepts
The Village
Newcastle-under-lyme
Staffordshire
ST5 1QB
Tel (0782) 712759

END OF GAME



Against our usual policy of showing Game Over screens, we thought that *Greendog* deserved special attention. After playing the game for over a week (most of it on the last level) we were greeted with a sad screen showing Greendog surfing in the stars. This is just not good enough and evidence that this part of the game is thought to be insignificant. You've just spent months completing a game, don't you deserve some reward for your work! CONSOLE XS believes so. What are your views?



SUMMARY

GAME NAME: Greendog: The Beached Surfer Dude
TIME TO COMPLETE: 5 Days
HIGHEST SCORE: 800,003
NUMBER OF LEVELS: 13
CHALLENGE RATING: Easy

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

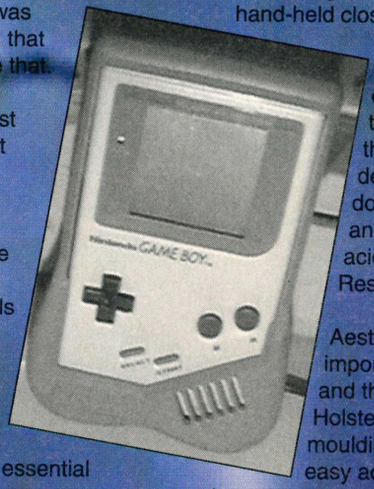
FULL METAL GAME BOY COMPO



There are many more everyday objects that are tougher than a Game Boy. A scorpion tank, titanium, a Boeing 747 and even Simon Young. But even though each Game Boy is as naked (and vulnerable) as the day it was manufactured when you buy it, that doesn't mean it has to stay like that. Konix have produced what is undoubtedly one of the sturdiest Game Boy holsters around, but can it hope to stand up to the exhaustive CONSOLE XS tests?

First of all we clipped the Game Boy Holster onto our belts and proceeded to jump against walls in an attempt to crack the screen or at least chaff the buttons. Unfortunately due to the GB Holster's protective lips and raised plastic surfaces, all of the essential controls were perfectly preserved. Also, due to the case being made out of a resilient plastic, not even a dent was made on its smooth gray surface.
Result √

Next, the XS posse took the Game Boy in its jacket and threw it against every available surface in a random physical abuse test. Our team was especially impressed with the clip at the back that was not only strong enough hold the hand-held close to your hip, but it also did not snap if you fell onto it. The rest of the unit came through unscathed, despite a drop down the lift shaft and a steam-roller acid test.
Result √



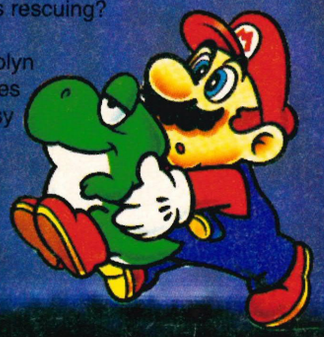
Aesthetics are more important than ever and the Game Boy Holster has special mouldings that allow easy access to the many controls such as contrast and volume. It even has a convenient slot at the top for inserting carts without having to unclip anything.
There is absolutely no chance that the Game Boy could fall out of its protective jacket because it wedges in so tight that you may even have difficulty getting it out again (ooer)!
The GB Holster is also perfectly moulded to fit into anybody's sweaty hands with two bulges at the bottom corresponding exactly with your palms.
Result √

As you can see, the Konix GB Holster is an essential piece of kit if you have Nintendo's hand-held. Now you've heard all about the GB Holster and we have wetted your appetite, how would you like to win 50?
That's right, CONSOLE XS has managed to secure half a century of the little beauties as prizes for our Game Boy readers.
We realise that many magazines ignore the Game Boy and to lay to rest any criticism, Console XS gives you the chance to win this excellent accessory and get through our solution to *Hunt for the Red October* in complete safety.

THE QUESTIONS

To make the Konix GB Holster even more desirable, you only have to answer one incredibly easy question to be eligible to win one. That's right, you're only one answer away from a full metal Game Boy!

1. Nintendo's mascot, Mario the plumber has already starred in one of the top-selling Game Boy games of all time, but what is the name of the princess he is always rescuing?
Is it
A Carolyn
B Agnes
C Daisy





COMPETITION ENTRY FORM

My answer to the Full Metal Game Boy competition are as follows:

QUESTION 1

A
B
C

NAME.....
ADDRESS.....
.....
PHONE NUMBER.....

Tick the appropriate boxes on this coupon and send it (or a photocopy) to , Full Metal Game Boy, CONSOLE XS, Durham House (4th & 5th floors), 124 Old Christchurch Rd, Bournemouth, BH1 1NF. All entries must be in by 14 January.

CONSOLE XS

BUSTERS A-Z



Can you stand it? Busters, the most comprehensive cheats section ever, just got bigger! Now you get over 25 pages of cheats and tips for each machine. All the Busters are in separate alphabetical boxes and all the cheats are guaranteed 100 percent, no waffle. The CONSOLE XS Busters A-Z is updated every issue with new and exiting cheats for the latest games which are highlighted in red so that you can find them quickly and don't have to wade through reams of text about what the writer had for tea.

We try to keep the A-Z as topical and crammed to the hilt with the latest tips but we need your help. Console XS offers free games for your machine if you send in a cheat that no one has covered before. Send your red hot busters to CONSOLE XS Busters at the usual address.

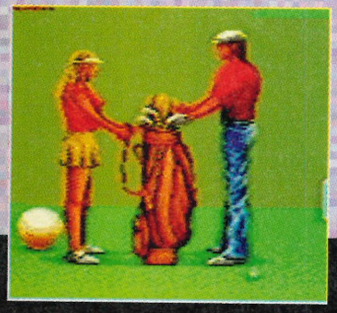
MEGA DRIVE



Aisle Lord



Arcus Odyssey



Arnold Palmer Golf

AFTERBURNER 2

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

AIR DIVER

Invulnerability
Go to the map screen and put the cursor where there are no enemies. Hold START and press A, B, C, B, A, A, B, C, B, A and B. Hold START until the game begins to be invincible.

AISLE LORD

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

ALESTE

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

ALEX KIDD IN THE ENCHANTED CASTLE

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

ALIEN STORM

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

ALTERED BEAST

Character select
Get to the title screen and hold the LEFT and DOWN diagonal, A, B, C and START to be able to select the character (that is, wolf, bear, tiger and so on) you play.

Infinite continues
Press START and A on the title screen to continue from where you left off in the previous game.

ARCH RIVALS

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

ARCUS ODYSSEY

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

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

ARNOLD PALMER GOLF

Hidden game
If you take over 100 shots on a hole the game over screen appears. Press buttons A, B, C and joypad UP simultaneously to access a hidden mini version of *Fantasy Zone*.

Super shot
Enter your name as EVE and you will be able to hit the ball great distances.

AXE BATTLER

Power up
On the password screen, enter "KADB BMCM NPLM DLBE" and you will be more powerful than you can possibly imagine.

AYRTON SENNA'S SMGP 2

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

BAD OMEN

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.

BURNING FORCE

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

CENTURION: DEFENDER OF ROME

Password
Just type in the following code to own the world:
QDUA YQ25 5555
55NK VKXW IPJI

CURSE

Level select
Press RESET, hold down button A and press START. You can enter the configuration mode and choose the level you wish to start on.

CYBERBALL

Password buster
You'll be playing the Dallas Destroyers in the final against the LA Assassins (in easy mode) with $6,948,000 in the kitty if you enter this code: L5BB LDC1 BFAV. Alternatively, enter the following to win the game with the Chicago Killers as your team: CGBB B8FB BB2V.

DANGEROUS SEED

Extra credits
Start the game and then from the opening demo press the joypad sequence LEFT, LEFT, LEFT, UP, DOWN, RIGHT, LEFT and RIGHT for 99 credits.

DARIUS 2

Invulnerability
To be invulnerable to hits press A, B, A, C, B, C, C, B, C, A, B, A on the title screen. No hit should appear onscreen and you'll be able to start the game as usual. This cheat, like the ones below, should be entered quickly while the title screen is showing.

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

DESERT STRIKE

Extra Lives
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.

DEVIL CRASH

Password	Score	Ball
DEVIL CRASH	390,000	7
TECHN OSOFT	2000,000	10
09563 35555	555,500	33
TF2hz TF3EM	464,900	10
LUCKY LUCKY	77,700	7

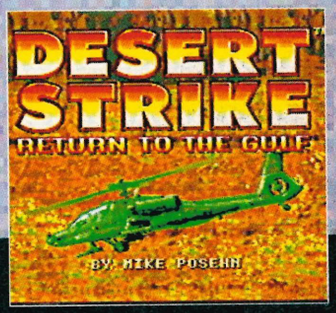
DINOLAND

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.

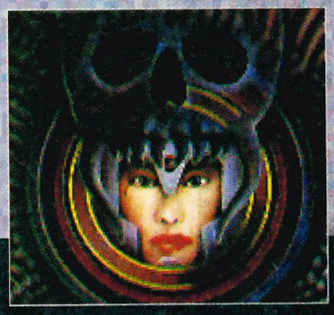
99 Balls
During the title screen, hold down buttons A, C and LEFT on the control pad. When you press start, you will have 99 balls.

EA HOCKEY

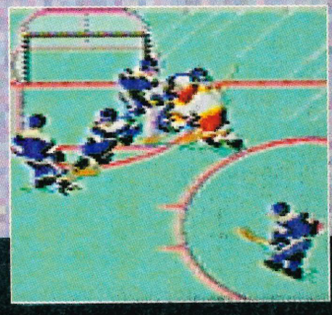
Best shots
Slap shots are best played from the blue line. Take time with your passes and move in close to goal, skate from side to side across the goal mouth and when you see an opening tap C. This tactic, if performed properly, will cause the goalie to move out of the goal.

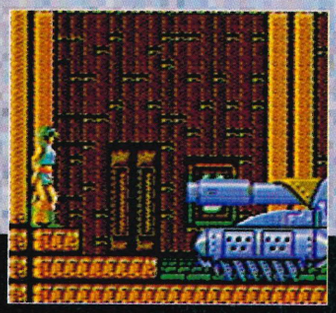


Desert Strike


Devil Crash


Dinoland


EA Hockey



El Viento

EL VIENTO

Level Select
During the game press pause, then press UP, LEFT, RIGHT, DOWN, and B, you will now progress to the next stage.

Multi Magic
Similarly, after pausing, press UP, LEFT, RIGHT, DOWN and C. You should have acquired a spell, repeat 4 times to gain all four spells.

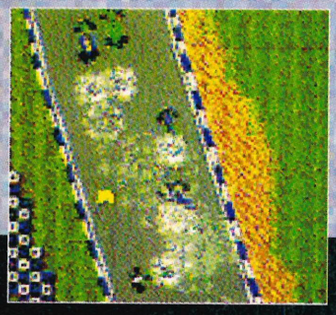
ESWAT

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

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

EVANDER HOLYFIELD'S "REAL DEAL" BOXING

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



F1 Circus

F1 CIRCUS

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

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

FAERY TALE ADVENTURE

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

7R2KUL6RSZXSK6NHGS
DCB72Ø663RI2HO785P



Faery Tale Adventure

FANTASIA

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

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

FASTEST ONE

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

Viewing mode
Choose test mode and on the team select screen hold down RIGHT, B and START.

FERIOS

Extra credits
Start the game as usual and when Chapter 1; Devil in Diros appears onscreen, enter the sequence C, A, B, A, C, A, B, A for a very handy extra nine credits.

FIRE MUSTANG

Extra life
For an extra life hold LEFT and C and press START from the title screen.

Power-up
From the title screen hold RIGHT and A and press START to begin the game with full power-ups.

FIRE SHARK

Full power-ups
Finish the game once and you'll have full power-ups the second time.

FORGOTTEN WORLDS

Infinite continues
To get infinite continues just play in two-player mode and when one player dies, hit START several times in rapid succession. It's really that easy.



Fantasia

GAIN GROUND

Level select
Go to the option screen and press the controller sequence A, C, B and C to make a level select option appear in the menu.

GAIRES

Invincibility
Pause the game and then hold LEFT, A and C. The screen will pause for a second. Continue the game and you will be invincible.

Level select
Hold A, B, C and press START. Set sound test to 18 and hold A on the second controller to get a level select option.

GHOSTBUSTERS

Invincibility
You're invincible if you're on the stairs.

Boss beating
Stay in the right corner and shoot bubbles to kill the boss on level two.

GHOULS 'N' GHOSTS

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

GOLDEN AXE

Level select
On the player select screen, hold the RIGHT and DOWN diagonal, B and START simultaneously to get a level select.

Extra credits
Once again, from the player select screen push the RIGHT and DOWN diagonal, A, C and START simultaneously to gain nine credits.

GOLDEN AXE 2

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.

GYNOUG

Level select
On the options screen, put the cursor on the control menu option and hold A, B and C simultaneously for around ten seconds to get a handy level select.

Infinite credits
When the game over message appears, hold LEFT, A and C and press START to prevent your credits decreasing.

HELLFIRE

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

HERZOG ZWEI

Password buster
Try any of these passwords to get further in the game:

JLJOIGJBOKO
LHJKINAFAMA
JLJOIGLAOKN – last level

THE IMMORTAL

Level codes
6E1EC21ØØØE1Ø – level 3
D4BFD41ØØØEBØ – level 5
6B1ØF61Ø1ØACL – level 7
465FA31ØØ1EBØ – level 4
BCFEF51Ø1ØA41 – level 6
E59ØD71Ø178C1 – level 8

INSPECTOR X

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

JAMES POND

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

JAMES POND 2: ROBOCOD

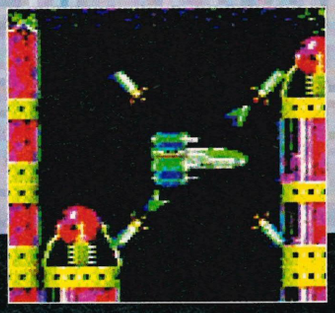
Level select
On the title screen, push A, C, DOWN, LEFT and then START. You should now be taken to an options screen from where you will be able to choose your starting level.



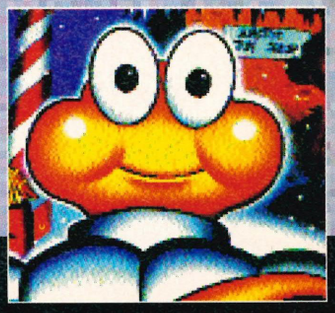
Golden Axe



Ghouls 'n' Ghosts



Hellfire



James Pond 2: Robocod



Krusty's Super Fun House

JAMES "BUSTER" DOUGLAS

Extra continue
When you die, wait for the game over message to appear and press UP and START together. You will be able to continue where you left off as you'll be awarded an extra continue. This only works once, so only use when you're right out of continues.

JOHN MADDEN '92

Password buster
Try any of the following to participate in various stages of the game:

0465100 – quarters 0075121 – semi finals 0475352 – superbowl

KID CHAMELEON

Final Boss Warp
To warp straight to the last boss, Plethora, go to the Lake Woods 2 level. Fight your way all the way to the end and jump onto the last prize block above the exit. Now press the DOWN, RIGHT diagonal and press the jump and special attack buttons at the same time. The screen will fade and you will be warped to the last boss.



M1 Abrams

KING'S BOUNTY

Password
This code enables you to have a huge army and three villains left to defeat:

VRP Ø6 8TQ FT3 VE M6N
DG1 ZZ 7B1 MOE 8W CQR
WOA BD EHX DCE FH Y22
VW1 JL MF6

KLAX

Special game
Hold the LEFT and UP diagonal, A, B, C and START simultaneously from the title screen for a special game.

KRUSTY'S SUPER FUN HOUSE

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

LAKERS VS CELTICS

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

M1 ABRAMS BATTLE TANK

Unlimited ammo and invincibility
Wait for the demo screen, then press B, B, C, B, C, C, C, B, C, B, B, C and then START. Now you'll be able to blow up anything in your path but be careful as you can still run out of fuel.



Mercs

MARVEL LAND

Password buster
Enter the code TRIDENT to get to the end of the game.

MERCS

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

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

MIDNIGHT RESISTANCE

Level skip
From the title screen, hold down C and START. During play, pause the game and press A each time you wish to advance a level.



Moonwalker

MOONWALKER

Level select
Hold UP, LEFT and A on controller two. Then press START on controller one and select a one player game. Use LEFT and RIGHT to skip through the levels.

THE NEW ZEALAND STORY

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

ONSLAUGHT

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

OUTRUN

Ending sequence
Enter, logically enough, ENDING on the high score table to see the end of the game.

Hidden airships
Don't crash to see three hidden airships during the second stage.



Outrun

PHANTASY STAR

Living longer
You are most vulnerable during fighting stages, so this hint could prove vital to your longevity. Alternate pressing C and B as you walk. Button C opens the subscreen menu while button B closes it. There's a quirk which prevents monsters attacking you if you do this. It isn't foolproof but works most of the time. It's a tricky manoeuvre so try the following; step forward, press C, press B, step forward...

PHELIOS

Extra continues
For an extra six continues, press the sequence C, A, B, A, C, A, B, A on the chapter one screen.

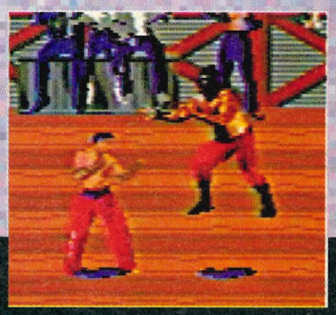

Phelios

PIT-FIGHTER

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

POPULOUS

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


Pit-Fighter

POWERBALL

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

PRO BASEBALL SUPER LEAGUE '91

Win every match
Go to the player change screen when you are fielding and press C. You will be asked if you want to forget the match. Press C for yes and you will win 1-0. Be warned, this quirk – nay, bug – will only work when you are fielding.

QUACKSHOT

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


Quackshot

RAINBOW ISLANDS

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

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

RAMBO 3

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

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



Road Rash

THE REVENGE OF SHINOBI

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

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

ROAD RASH

Level codes
The following are a couple of codes to get you further in the game:

43143 Ø67KØ Ø1EVD 571RQ – Level 5, Diablo, £27,440
BØØØØ Ø4RDØ 11CAF 56C7B – Level 5, Panda, £26,230

ROLLING THUNDER 2

Enter any of the following codes to progress further into the game:
A private isotope desired the target – round 7
A natural rainbow elected the future – round 8
A magical machine muffled the killer – round 9
A digital nucleus punched the device – round 10
A private thunder created the powder – round 11



SD Valis

SAINT SWORD

Level advance
On the password screen, enter "TAITOZ". The game will then start from chapter 6 with lots of items in your possession.

SD VALIS

Invincibility
On the title screen, press UP, DOWN, LEFT, RIGHT, A, B, UP, DOWN and START. When you hear a chime you'll become invincible. You'll also notice that your wardrobe changes in the game.

SHADOW DANCER

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.



Shadow of the Beast

SHADOW OF THE BEAST

Immortality
When you are told to enter your initials after a game, enter ZQX. Then hold down A, B, C and start. During the game your hit points will still go down when you're hit, but when they reach zero they will reset to 11 or 12.

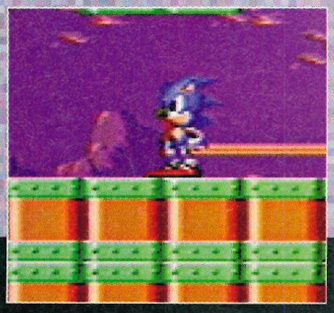
SHINING FORCE

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

Increase your numbers
Hold down Up and start on player 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.

SHINING IN THE DARKNESS

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!



Sonic the Hedgehog

SONIC THE HEDGEHOG

Stage select
From the title screen press UP, DOWN, LEFT, RIGHT, A, C, B and C. You should hear a small noise to indicate that the cheat has worked. Press A and START simultaneously to get a stage select. Simply highlight the one you want to start on.

Alternative stage select
Again, from the title screen, press UP, DOWN, DOWN, DOWN, LEFT and RIGHT. Hold down A and press START to get a useful stage select screen.

Invincibility and character select
Press UP, C, DOWN, C, DOWN, C, DOWN, C, LEFT, C and RIGHT on the title screen. Hold A and press START. If the score goes funny (that is, displays strange characters), the cheat has worked. You can change Sonic into another character by pressing B. Pressing C makes the change permanent. Pausing the game, followed by pressing by B or C, gets you into slow motion mode.

Speedy Sonic demo
If you want to have a blast during Sonic's demo, hold down buttons A, B and C to make him run at super speed. Press and release the same buttons to make him go nuts. This also works during the end credits. Finally, try to grab the invincibility monitor and something special will happen.

SPACE HARRIER 2

Level select
During the beginning sequence in the space ship, press the buttons A, B and C together and move the joypad LEFT or RIGHT to select the starting stage.

SPACE INVADERS '90

Stage select
On the title screen press A, C and START simultaneously. When the screen goes black press B, A and C. You'll now be able to select the stage you wish to start on.

SPEEDBALL 2

Password
To get into division one, and the major league, enter the following devious code:

```
LCLI CWAF O6XE ya3q 2bst -is1 gGVC
```

SPIDER-MAN

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

SPLATTERHOUSE 2

Passwords

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

Stage Select
On the title screen (when the menu is not on screen) press Down, Down, B, Down, Down and C.

STEEL EMPIRE

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.
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.

STORMLORD

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

STREET SMART

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

STREETS OF RAGE

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.

STRIDER

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

SUPER FANTASY ZONE

Level skip
You'll need two joypads connected to the machine to make this work. Pause the game by pressing START on the first joypad. Now press B on the second joypad whilst pressing the DOWN and LEFT diagonal and START. The word Pass will be displayed onscreen, so press C on the first joypad and you will suddenly move to the second round.

Invincibility
As with the level skip, you'll need two joypads connected to the machine to make this work. Pause the game by pressing START on the first joypad. Now press B on the second joypad whilst pressing the DOWN and LEFT diagonal and START. The word Pass will be displayed onscreen, so press B and you'll be able to alternate between No Hit and Free Play. Unpause the game to activate them. No Hit means you'll be invincible, Free Play mode means you'll die from collisions but have unlimited ships to finish the game with.



Space Harrier



Splatterhouse 2



Street Smart



Streets of Rage



Super Hang-On

SUPER HANG-ON

Password buster
Enter the following passwords for the desired effect:
5FF3F546F35564
FFØSLPIMPJQNKS – end sequence
51BØ4ØØØAØ5ØØØ
7ØJØCG976ACMG1 – lots of money

SUPER LEAGUE

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

SUPER MONACO GP

Password buster
Enter the following to be driving for the best team (which is Maddona), have previous World Championship wins and loads of driver points.
ØQ76 2ILM F2ØØ ØØØØ
ØØ1Ø H1ØF B324 5D76
CA89 EGC1 ØØØØ ØØØ2
ØØØØ ØØØØ F2ØØ 2CAC



Super Monaco GP

SUPER THUNDERBLADE

Level select
Press A, UP, DOWN, LEFT, RIGHT, RIGHT, LEFT, DOWN and UP from the title screen. Then press UP and START together to reach a very handy level select screen.

Invincibility
Go to the option screen and select hard as the difficulty level. Start the game and fly to the top left or right hand corner and the enemy fire won't hit you. This works on levels 1, 2 and 3.

SWORD OF SODAN

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

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

SWORD OF VERMILLION

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

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



Sword of Vermillion

TASK FORCE HARRIER EX

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.

THUNDERFORCE 3

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

THUNDER PRO WRESTLING

Continue Mode
When you run out of continues and the screen displays GAME OVER, press UP and C to gain three more continues.

TOEJAM & EARL

Warp
In level one go to the island with a hole in the middle, then drop into the hole. You will arrive at level zero. Your live gauge recovers when you have a bath, and you get an extra live when you drink lemonade. Jump off this level and you will go to the highest level you've been to.

TROUBLE SHOOTER

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



Truxton

TRUXTON

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

TWIN COBRA

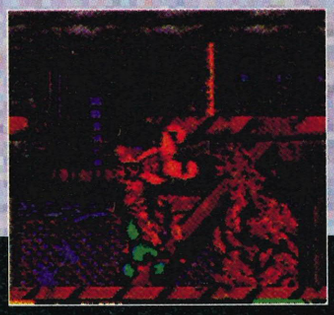
Extra continues
Keep pressing A on the title screen to get up to 14 extra continues.

Ending sequence
From the title screen, press UP, DOWN, LEFT, RIGHT, A, B, C and START. You will now get to watch the excellent ending sequence.

TWO CRUDE DUDES

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.

Extra Lives
During each bonus round, Bust–up the vending machine to gain an extra life.



Two Crude Dudes

VERYTEX

Infinite lives
Hold the buttons A, B and C while pausing the game. Then press DOWN and START for an extra life. Continue pressing DOWN and START for more lives.

Bonus shield
If you wish to kit your ship out with a shield, hold A, B and C while pausing the game. Hold RIGHT and START to unpause the game and get the shield.

WANI WANI WORLD

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



Wani Wani World

WARRIOR OF ROME

Password option
Enter the password GREBDQ3ONE to see the end sequence.

WORLD CUP ITALIA '90

Beating the goalie
In the first half, your computer opponent's goalkeeper will come off the line quickly; the best way to score is using high crosses and headers. During the second half your opponent's goalie is often slow off his line, so it's best to aim for the far corners of the goal.

WRESTLEBALL

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

Karate team
Enter KW6EN to get the near-undefeatable karate team.

ZOOM!

Extra options
On the player selection screen, press in sequence UP, UP, DOWN, DOWN, LEFT, RIGHT, LEFT, RIGHT, A and B. Press the sequence slowly otherwise the cheat might not register. Extra options will appear in the menu on completion, including unlimited continues, music test and demo play.

SUPER NES

DRAGON'S LAIR

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.



Dragon's Lair

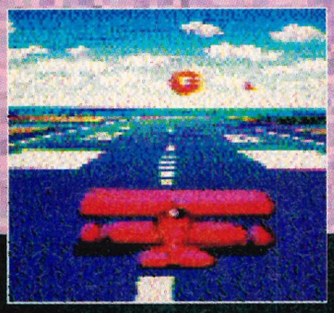
GRADIUS 3

Weapon power-up
Pause the game and press UP, UP, DOWN, DOWN, L, R, L, R, B, A and then restart the game. You will have missiles,options and shields – use the cheat wisely as you can only use it once per stage.

Extra lives
On the title screen hold LEFT, press A three times and then start the game. This will give you 30 extra lives to play with.

JOE & MAC

Extra credits
For up to nine extra credits, rapidly press the X button on the title screen. For every tenth press of the button you will get an extra credit. However, if the title screen disappears, the number will revert back to four.



Pilot Wings

PAPERBOY 2

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.

RIVAL TURF

Passwords

Route: 5738 Week 2

Route: 6479 Week 3

PILOT WINGS

Passwords

If you cannot wait to complete the early stages of this excellent aeriel game then enter these passwords.

985206 – level 2
394391 – level 3
520771 – level 4
108048 – helicopter 1
400718 – level 6
773224 – level 7
165411 – level 8
760357 – level 9
882943 – helicopter 2



Rival Turf

SIM CITY

Earn a million

Spend all of your money in one year. When the tax screen appears at the end of the year, hold the L button and exit the screen. While still holding L, go back to the tax screen again and increase spending to 100%. Exit again and release L. When the people start spending the money, your funds will raise to $999,999.

SMASH TV

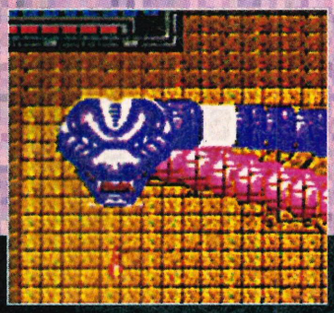
Stage Select

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.

SPANKY'S QUEST

Passwords

354 Level 3–1
116 Level 4–1
988 Level 5–1



Smash TV

STREET FIGHTER 2

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!

SUPER ADVENTURE ISLAND

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.



Street Fighter 2

SUPER FIRE PRO-WRESTLING

Watch mode

Ever wish your wrestler could be secretly controlled by the computer when fighting someone else? Well, here's how you do it. While you're selecting your character from the Exhibition match screen, hold down button X. The wrestler will now be under computer control. Both players can do this. It's especially useful for tag matches.

Bleeding referee

If you run at the ref, using run or hammer throw for instance, the wrestler will occasionally bump the ref to the canvas. Sometimes the ref will even start bleeding. This can prove very useful as he is unable to take counts while on the deck.

SUPER GHOULS 'N' GHOSTS

Hidden message

Defeat a boss and hold UP on the control pad for a hidden message.

Stage select

Select the option mode from the title screen and highlight the Exit selection. Hold L and START on the second controller and another option screen will appear in which you can choose the level and area on which you want to start.

SUPER MARIO KART

Change screen

Plug in two controllers, when the title screen appears, start a one player game and keep the Left and Right buttons pressed on the second controller. The upper screen will be the course map and the lower section will be your playing area.

SUPER MARIO WORLD

1-up bonanza
In the secret vanilla fortress, swim to the door before Reznor where there are two Bony Beetles. Jump on them without touching the ground. Keep treading water while they regenerate. Repeat. As long as you don't touch the floor (just keep swimming), you'll earn thousands of points and consequently 1-ups.



Super Mario World

SUPER OFF-ROAD

Unlimited continues
To continue on your own forever, select two player mode. If you play on your own, just leave truck two and you'll always come third or higher.

SUPER R-TYPE

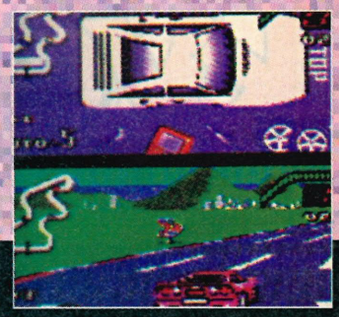
Level select
At the title screen hold down the R button and press UP nine times. You'll here a tone. Start the game and then pause it. Hold R and A together, and press SELECT. Press UP or DOWN to choose your level.

SUPER SOCCER

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.
Bendy shots
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.

SUPER TENNIS

Super player
For a more skillful player, highlight the one that you want and press the following on the second controller: L, L, L, L, X, R, R, R, R, R, R, X.



Top Gear

TOP GEAR

Passwords

PRO

FOUR MEG ALCHEMY	South America France	LEGEND A LOOPER	Japan Italy	THEWORLD SEASONAL	Germany UK	LETSRACE	Scandinavia

CHAMP

EDUCATED EPYLLION	South America France	OILCLOTH GLUCAGON	Japan Italy	WRECKAGE KEELSON	Germany UK	CARACOLE	Scandinavia

TURLES 4: TURTLES IN TIME

Boss Select
On the title screen, use controller two and press Up, Up, Up, Down, Down, Down, B, A and B. You will hear a chime, now start the game, choose your turtle and a menu will arrive showing all 11 bosses. You can go to any one. You wil have 16 hit points and three turtles for each fight.

NES

ADVENTURE ISLAND 2

Island select
To start off on any island, press the following on the title screen: RIGHT, LEFT, RIGHT, LEFT, A, B, A, B.

ADVENTURES OF LINK

The Final Guardian
When fighting your shadow, move to the left hand side of the screen and continuously press the B button. Your shadow may hit you once or twice, but you should land many more strikes during that time.
Sword skills
To discover the art of the upward attack, go to Darunia and use the jump spell to leap up to the house with a chimney. Drop down this and go right to find the warrior who will teach you the skills. The downward attack is found in Mido town. Use the jump spell to reach the open door at the top of the church, and go through to find the man in the know.

THE ADVENTURES OF LOLO 2

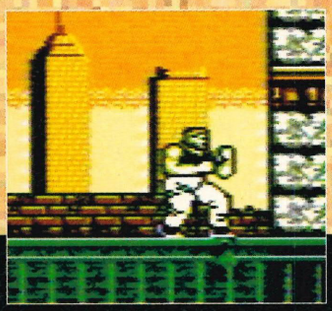
Extra levels
For a greater challenge, enter any of the following codes at the password screen: PROA, PROB, PROC, PROD.



Adventures of Lolo 2

AIRWOLF

Extra lives
Look out for the gold planes – shoot one down and you will get an extra life. They don't appear often, so do keep your eyes well and truly peeled.



Bad Dudes

BAD DUDES

Extra lives
For 64 Bad Dudes, enter the following button sequence with the second controller on the title screen: B, A, UP, DOWN, UP, DOWN. Use the first controller to start the game.

BATMAN

Infinite power-ups
When you come across the falling drop claws, crouch next to their landing position and punch repeatedly. Each drop claw that you destroy will turn into a heart, weapon bonus or points bonus. Three normally drop one after the other and then there will be a slight pause, so rush in and grab the loot before returning to the crouching position.



Batman

BATTLETOADS

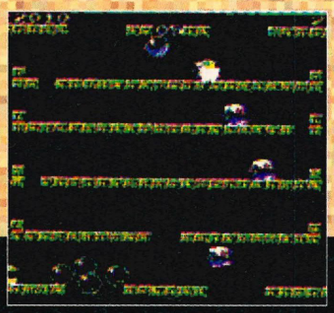
Level skip
On level one, there is warp zone at the top of the first rock. Just walk on up there and you will see a Mega Warp screen. The second warp is on the *R-Type*-like shoot-'em-up bit, the third level. It's on the second half at the bottom. Watch out, though, because it's right before the barrier, so you really have to hope you get the right one. The last one is on the second stage of level six.

Ride the dragon
You can get on the dragon that you encounter during the latter half of level one. Take the stick sword from the tool worker by beating him up. Now use the sword to kill the dragon. Now lie on the dragon and press A, and you'll be able to ride it. You can now control the dragon using B for breathing fireballs and continually pressing A to fly.

Extra lives
On the title screen push DOWN on the joypad and press A, B, START. You will hear an explosion and when you start you will have six hearts instead of three. You can also do this on the continue mode.

BIONIC COMMANDO

Easy way out
If you enter a section that you don't wish to play or cannot continue in, press the A and B buttons simultaneously and you'll return to the map screen.



Bubble Bobble

BLUE SHADOW

Power shot
For a devastating lightning attack, hold the B button down for a few seconds, and you will release a bolt which will subsequently strike most of the enemies onscreen. The only problem is that it will use up about half of your energy, so use it sparingly.

BOULDER DASH

Passwords
Enter the following codes for the required world:
635870 – ice world
840967 – ocean world
752053 – volcano world
840137 – sand world
225378 – relic world

BUBBLE BOBBLE

Stage select
To be able to select any stage, enter DDFFI on the password selection screen.



Captain Planet

BURAI FIGHTER

Start with full weapons
To start the game with a full complement of weapons, enter LTBB on the password screen.

CAPTAIN PLANET

Passwords
Use any of the codes here to get to later stages in the game:
763754 – level 1-2
955783 – level 2-1
637511 – level 2-2
148574 – level 3-1
786565 – level 3-2
920272 – level 4-1
799274 – level 4-2
344551 – level 5-1

CAPTAIN SKYHAWK

Safety zone
While flying through a level with mines, go the the side of the landscape, and you'll be safe from their attacks.

CASTLEVANIA

Defeating Dracula
To kill the first incarnation of Dracula, kneel on the platform on the right hand side and whip him in the head. When he dies, he will change shape – go to the left hand side and use your whip in conjunction with any weapon that you may have (the holy water and boomerang are best).



Castlevania

CASTLEVANIA 3

Extra power-ups
On the first level collect all of the power-up pods that you can. Use them to increase your speed and missiles. Ensure you collect the extra life near the beginning. Let the time run out, and repeat the manoeuvre – as long as you keep collecting the 1-up, you won't lose any lives and you'll be able to build up your powers.

COBRA TRIANGLE

Extra Lives
Call yourself "Help Me" on the name entering screen and you'll start with ten extra lives.

CRACK OUT

Passwords
Enter the following to get to later stages:
NOBCZ2.CW5103 – stage 4-10
NOBCZ3.DWK503 – stage 4-11
End-of-game password
Enter the password MERRY CHRISTMAS into the computer at the end of the game.



Double Dragon 2

DOUBLE DRAGON

Defeating Willy
To defeat the end-of-game guardian, evade him until he starts firing. When he starts shooting, position yourself just above or below him, and move in with a jump-kick. Repeat the manoeuvre.

DOUBLE DRAGON 2

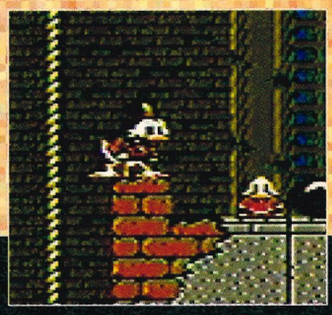
Extra lives
If you are playing alone, select the 2 Player Game B mode and beat up the other character. Each time you kill the other character, you will be rewarded with an extra life.
Continue mode: Press the following combinations to continue the game at the end of the relevant stage (use the second controller for entering the very last cheat):
UP, RIGHT, DOWN, LEFT, A, B – stages 1 to 3
UP, DOWN, LEFT, RIGHT, B, A, A – stages 4 to 6
A, A, B, B, DOWN, UP, RIGHT, LEFT – stages 7 to 9

DRAGON'S LAIR

The elevator
Take the following exits from the elevators to get to Singe:
After the hallway – second exit
After the mines – third exit
After the reaper – first exit

DUCK TALES

Infinite lives: Go to the African mines and you will be instantly transported to Transylvania. Find the two extra lives. One is found by going right, up the first rope, right to the next rope and up, and it is in the chest on the top right. The second is one screen down and to the right of the section where you ride in the mine train. Return to the mirror near the beginning of the stage, jump over the chest (so that you don't collect the key), and then return to the African Mines to repeat the procedure.
Bonus stage: If the 10,000 digit of your score is 7 (the fifth digit from the right) when you accept a lift back to Duckberg with Launchpad, you will stop off at a bonus stage on the way.



Duck Tales

FARIA

Extra options
Enter your name as GAOGAO to receive invincibility, unlimited gold and other great bonuses.

FAXANADU

Extra money
To get an extra 1500 gold pieces at the start of the game, visit the King to get the first lot of money, spend it all so that your money level is zero, then go back to the King and he will find an extra 1500 gold pieces for you.
Password
For just about every conceivable item you could imagine, enter the following code:
k8fPcv?,TwSYzGZQhMIQhCEA

GAUNTLET 2

Exits
To turn all of the walls into exits simply stand completely still for two to three minutes – first the doors will disappear, then the walls themselves.



Gauntlet 2

GHOSTS 'N' GOBLINS

Level select
To start on any level, hold RIGHT, press B three times, release B, press and release UP, then B three times, press and release LEFT, press B three times, press and release DOWN, and then B three more times, finally press START.



Gradius

GOAL

Passwords
Use these codes to play in the various matches leading up to the semi finals and finals:
GTXAREZC
GZHIKUIK – semi finals, England vs Brazil
HTXAREZC
GZHIKUIL – final, England vs USSR

GODZILLA

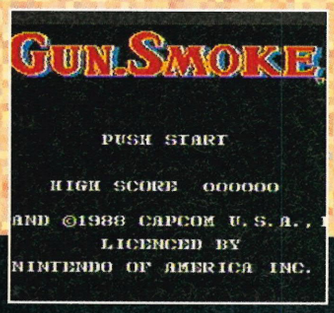
Special passwords
Following are a number of special passwords and their effect:

DESTR0Y ALL M0NSTERS – to fight all the monsters
M0NSTER 0 – to fight monster zero
START T0 END – to watch the end sequence

GOONIES 2

Password
For all Goonies and necessary equipment, enter the following password: Z4G "!41 40" "KOK

Extra equipement code
SugNY4wT!NUU!!uF



Gunsmoke

GRADIUS

Full weapons
Pause the game, and push UP, UP, DOWN, DOWN, LEFT, RIGHT, LEFT, RIGHT, B, A, START. This will give you missiles, options and shield, but you can only use it once per game.

Continue mode
As soon as your last ship is destroyed, press DOWN, UP, B, A, B, A, B, A, B, A on controller one. You'll need to be on stage two or higher, and you'll also have to enter the code quickly.

GREMLINS 2

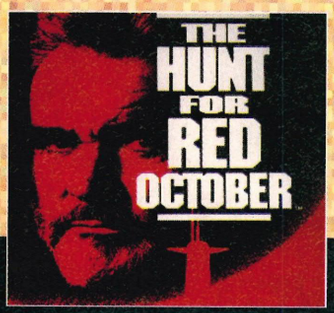
Stage codes
No matter what stage you want to get to, there's a code for it:
BVKH – level 1-2
DXNH – level 2-1
CGMW – level 2-2
NJDT – level 3-1
ZFPJ – level 3-2
SHMC – level 4-1
VLBB – level 4-2
NXRD – level 5-1

GUNSMOKE

Unlimited ammo
On the title screen, press RIGHT, RIGHT, RIGHT, RIGHT, SELECT, SELECT, SELECT, SELECT, RIGHT, RIGHT and then begin the game. You'll be given a machine gun with plenty of ammo to help you rid the townships of pesky bandits.

GUNSMOKE 2

Extra weapon
To get a machine gun and 100 bullets, press A, A, A, A, right, and right.



The Hunt for Red October

THE HUNT FOR RED OCTOBER

Sub power-up
To power-up your sub during the game, pause the game and then press A, B, SELECT, A, B, SELECT, A, B, SELECT, A, B, SELECT, A, B, SELECT, A, B, B, A. You can only use this once per game, so use it wisely.

Jump levels
Another cheat which you can only employ once per game is this level skipping one. Pause the game and press A, B, SELECT, RIGHT, LEFT, LEFT, RIGHT, SELECT, B, A, B, B, A.

IKARI WARRIORS

Extra continues
To continue when you have lost all of your lives, press A, B, B, A before Game Over comes up.

Level select
On the title screen, press UP, DOWN, A, A, B, LEFT, RIGHT, A, B, UP, A, DOWN, RIGHT, RIGHT, LEFT, B, UP, LEFT, A, RIGHT, B, LEFT, RIGHT, A, LEFT, UP, A, DOWN, A, RIGHT, LEFT and finally B very quickly. Use A and B

IRONSWORD

Extra lives
If you have less than two extra lives recorded in your password, alter the fifth character to an N.



Jackie Chan

ISOLATED WARRIOR

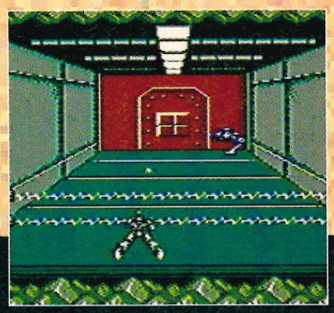
Level codes
Use the following codes to progress further into this infuriatingly demanding game:
5963 – level 2
0705 – level 4
2687 – level 6
8920 – level 3
5826 – level 5

JACKIE CHAN'S ACTION KUNG FU

Level select and continues
Allow Jackie to lose all of his energy and when the title screen reappears after the game is over, press UP, UP, DOWN, DOWN, UP, DOWN, B, A and START, then press the B button on the second controller. A number will appear which you can alter with the UP and DOWN buttons to select the level you wish to attempt. Finally, press B on the second controller again and you will get 99 continues.

KABUKI QUANTUM FIGHTER

Energy increase
When you are fighting an end level guardian, pause the game then use the UP and DOWN buttons to transfer chip points to your energy level or vice versa.



Kabuki Quantum Fighter

THE LAST NINJA

Invincibility
Just go to the password screen and use all H's except for the fourth to last which should be Ø.

LEGEND OF ZELDA

Second quest
To be able to start on the more challenging second quest, enter ZELDA as your name on the initial screen.

LIFE FORCE

Steal a life
To steal a life on a two player game, press A and B simultaneously.

Extra lives and continues
On the title screen, press UP, UP, DOWN, DOWN, LEFT, RIGHT, LEFT, RIGHT, B, A and START for 30 lives and four continues.



Lifeforce

LITTLE NEMO

Stage select
On the title screen, press the following buttons: UP, SELECT, LEFT, RIGHT, A, A, B. DREAM SELECT will appear, so put the arrow next to that, and press the A button once for each stage that you wish to skip. Once you have decided the number, press the START button.

LOW G MAN

Stage passwords
Get to later levels in this massive, tough game by using the following codes:
M1CH – level 2
FLLF – level 3
SCRD – level 4
MP45 – level 5

MANIAC MANSION

Calling the police
To call the Meteor Police, use Bernhard to get the tube from the radio in the living room, and then put it into the socket of the radio in Dr Fred's room. Call the frequency written on the wanted poster with the Radio.

Destroying the mansion
Go up the stairs and through the security door and go to the fifth strip of wallpaper hanging down. Look for a keypad and select "Use Keypad", a number comes up and shortly after the mansion explodes.



Low G Man

MARBLE MADNESS

Extra time
Select a two player game when playing solo, then finish the level and you will then be granted extra time in the next stage.

MEGA MAN

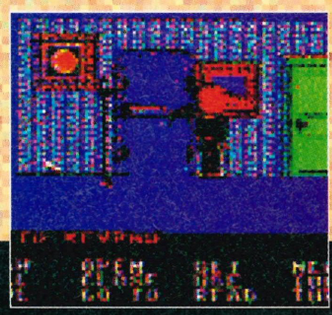
Lightning trick
To increase the damage caused by a lightning shot, repeatedly press the pause button as soon as the beam connects – each time that you unpause the game, another hit will register.

MEGA MAN 2

Password
To get to Dr Wily enter the following code:
A1 B2 B4 C1 C5 D1 D3 E3 E5

MEGA MAN 3

Password
To get to the last boss, enter the following on the password screen (you may not automatically appear at the desired location; if that's the case, let yourself be killed and then continue as normal to reach the last of the areas):
T1111 11611
11111 11111
11116



Maniac Mansion

METROID

Super Jump
To jump really high without the Rushcoil, hold Right on the second controller, then jump as usual with the A button, making Mega Man fly into the air!



New Ghostbusters 2

MIKE TYSON'S PUNCH OUT

Passwords
Enter any of the codes below to get to the section of your choice (for the last password to work you must press SELECT, A and B simultaneously):

005 737 5423 – WVBA minor champ
267 853 7538 – world circuit bout
135 792 4680 – another world circuit
777 807 3454 – WVBA major champ
007 373 5963 – versus Tyson

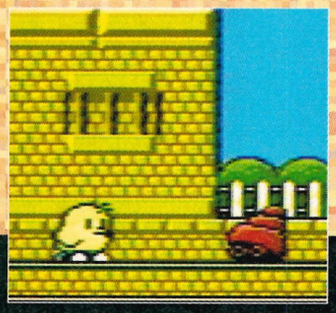
MISSION IMPOSSIBLE

Level passwords
Here are the codes for later levels:

HMPR – level 2
KMVW – level 3
XDGJ – level 4
TVJL – level 5
QBYZ – level 6

NEW GHOSTBUSTERS 2

Difficulty select
On the title screen, press SELECT, A, B and START simultaneously, and you will then be able to select the difficulty level of the game, as well as test the many sounds.



The New Zealand Story

THE NEW ZEALAND STORY

Warp to an extra life
Just as in the arcade version, there are two warps in this game. The first can be found on level 1-2. Jump up to the second platform from the start, face left and fire until the warp appears. Jump into it, take the warp on the right, continue right on the new screen and grab the extra life. The second is found on 1-3. After you've been through the water near the end, jump to the top platform and shoot to the right. After you've entered the warp, press LEFT to land on the middle platform, shoot right to reveal the warp and you will reach a room with two more extra lives.

NINTENDO WORLD CUP

Passwords
Codes for every possible match follow:

10307 – second match
30707 – third match
01507 – fourth match
22007 – fifth match
72107 – sixth match
11507 – seventh match
42407 – eighth match
62607 – ninth match
60207 – tenth match
22307 – semi finals
12807 – finals

PROBOTECTOR

Extra lives
To get 30 extra lives, press UP, UP, DOWN, DOWN, B, A, START on the title screen.



Probotector

POWER BLADE

Passwords
Get to the stage of your choice with these codes:

B2712209 – stage 2
G3784JD2 – stage 3
6843D12F – stage 4
IBJ39FK4 – stage 5
J23KGBBK – stage 6
77KDIOGJ – stage 7

RAD RACER

Continue
To continue on the same track you were previously racing on, press A and START simultaneously.

Stage select
To choose any level, select your car and then on the demo screen press the B button to increase the tachometer by two lights. Each time you press the button the level selected increases by one.. Once you've decided on your course, hold UP and RIGHT and press A and START.

ROBIN HOOD

Passwords
On the title screen, press A eight times and B eight times to get a password screen. Now enter any of the following to reach various parts of the game.
CATACOMB, WALL, LOCKSLEY, DUBOIS, CHONE, CATHEDRA, BOAR, WELL, CHAPEL, MASTER, TAX, POND, VILLAGE, TOWN, TOWNHANG, CASTLEIN.



Snake Rattle and Roll

ROBOCOP

Infinite continues
When your continues have been used up, you can still carry on by pressing A, B, SELECT and START on the title screen.

ROCKMAN 4

Extra energy
Go left on the first stage of Doctor Kosuck and you'll find there's a hidden energy can that you'd normally miss.

Controlled bombs
Rockman can explode drill bombs whenever and wherever he likes. Firstly, discharge a bomb as usual, then press button B when you wish to explode it.

SNAKE RATTLE AND ROLL

Warp to world 8
Try to reach the end of the first level within four seconds. If you make it, you'll come across a rocket which will warp to level eight.

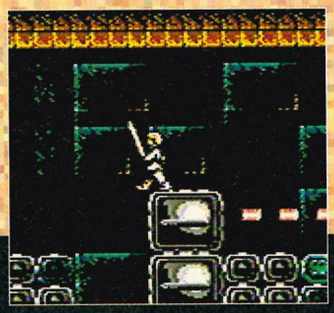
Extra Continue
Make sure you are hit by the last yellow anvil on Level four and you must be standing on the square in front of the scales when it hits you.

SOLAR JETMAN

Extra lives
On the password screen, enter every letter as Q. You will start off in a bonus cyberzone with ten extra lives.

SOLSTICE

Infinite lives and magic
During the game, get the sub-screen up with the SELECT button. Press B, START, START, B, B, START, START, B, B, START, START, START, B, START, B, B, B, START, START, START, B, START, B, START, START, B, START, TART, B, B, START, B and START. If you've done it correctly the screen will flash and, the next time you look at the sub-screen, your lives will be at maximum and all of the potions will be full.



Star Wars

STAR WARS

Unlimited lives
In Obi-Wan Kenobi's cave you will find two extra lives hidden behind a secret wall. To find them, go right from the start of the cave section, drop down to a long platform near the end of the level, go left to the wall, fall to the platform on the right, and then fall down to the long platform directly below. On the left you will see a small platform – jump from this into the wall, and you'll find that you can walk through the wall to two extra lives. Leave the cavern and repeat the manoeuvre until you have nine extra lives. It's really that easy.

SUPER MARIO BROS

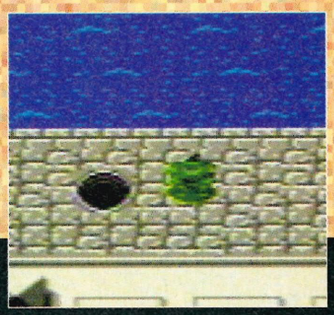
Warp to world 8
In level 4-2, find the invisible blocks just after the first lift by jumping up and down. Use these invisible blocks to punch the otherwise unreachable block. The punched block will reveal a most useful vine which, upon climbing, leads to a bonus level and the wonderful warp. It's that easy.
Continue
To continue on the last world that you were on, hold A and press START on the title screen.



Super Mario Bros 3

SUPER MARIO BROS 2

Warp from world 1-3
At the end of the first section of world 1-3, drop a potion next to the large plant pot, go in the door and down the pot to warp to world 4.
Warp from world 3-1
When you reach the waterfall, fall into it and land on the platform at the bottom. Go through the door, head right, pick up the potion from under one of the plants, drop it by the pot, go in the door and down the pot to world 5.
Warp from world 4-2
On the whale section, run to the right, pick up the potion, and continue until you reach the flower pot. Work your way around to it, drop the potion, do what's required and head off to world 6.
Warp from world 5-3
You'll need Luigi to be able to make it to this warp. After climbing the ladder into the level, super leap to the top platform, and use the potion to go in the warp door and down the pot. This leads to world 7.
Warp whistles
The first warp whistle is on world 1-3. Go to the white block surrounded by four other coloured blocks, then crouch down for five seconds on top of it. You will fall through behind the background – run to the right and you'll eventually reach a house. Toad will give you the first whistle. The second is in the first world's fortress. At the end of the first section, fly up to the roof, get on top and run to the right. When you stop, press UP – you will then enter a door leading to the second whistle. To get to world 8, blow one whistle to get to the warp section, then blow it again once there to get to the final stage.



Turtles 2

SUPER MARIO BROS 3

Extra Lives.
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.
27 "P" Wings
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.

TEENAGE MUTANT HERO TURTLES 2

Extra lives and level select
To begin with ten lives and have the option to choose the start level, press the following when on the title screen: B, A, B, A, UP, DOWN, B, A, LEFT, RIGHT, B, A, START.

TETRIS

Instant completion
Hold down A, B and SELECT in B Mode Games as one of the shapes falls. When the shape stops, you will have magically completed the game.
Faster game
To add 10 levels to the one you've selected, press A and START simultaneously when the cursor is in the right place.



Totally Rad

TOTALLY RAD

Extra lives
Get to the first green soldier and position yourself so that a massive number of troops come onscreen. Now hold down the fire button and get slaying. You will receive an extra life – up to a maximum of 13 – for every 100 men.

WWF WRESTLE-MANIA CHALLENGE

Tag team cheat
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 ring.

MASTER SYSTEM



Altered Beast

ACTION FIGHTER

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

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

AFTERBURNER

Continues to level 17
Turn on the machine and press PAUSE 100 times before the demo starts. This will provide you with infinite continues until level 17.

Infinite continues
To get the continue option on dying, press 1, 2 and UP simultaneously.

ALEX KIDD IN HIGH TECH WORLD

Level select
Enter the code 01AdGSCPVd to start your mission in the forest section of the game.

ALEX KIDD IN MIRACLE WORLD

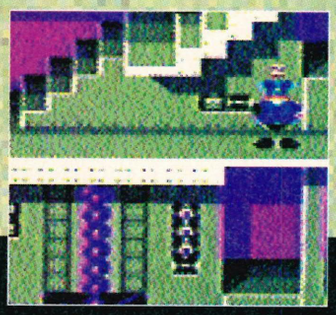
Extra continues
Providing you have a score of over 4000 (easy enough to achieve) when you die, you can continue by pressing button 2 and UP simultaneously eight times.

Bonus stage
When the octopus appears, kill it and sit on its bowl. Keep pressing DOWN on the joypad to enter a bonus level.

ALTERED BEAST

Extra energy
On the title screen press 1 and the UP and LEFT diagonal to gain extra bars of energy.

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



Bonanza Brothers

AMERICAN PRO FOOTBALL

Trick tactics
On all levels choose post, corner or bomb pass. However, don't go through with those strategies – run instead. You'll win the games easily with these tactics.

AZTEC ADVENTURE

Level select
Press UP five times before the scroll unwinds on the title screen. When the character throws the cash, press RIGHT three times. Then press LEFT and DOWN when everybody moves right. You can now choose the level on which you start.

BATTLE OUTRUN

Level select
Turn the power on while you hold buttons 1 and 2. When the title screen disappears let go of the buttons and then press 1. The UP an DOWN keys will enable you to select the level on which you wish to start.

BLACK BELT

Infinite lives
For infinite lives, start the game as usual but keep pressing button 1. You'll be presented with the usual red screen showing lives and levels. As the screen flashes off, let go of button 1 and press RESET. Riki appears and then proceeds to collapse.

BONANZA BROTHERS

Invincibility
Get to a location with a rake. Time it so that as you step on the rake and faint, you get hit by an enemy bullet. You will be invincible until you pick up treasure.



Casino Games

CASINO GAMES

Cash password
Enter the code 8314853112 to gain loads of money. Your name must be MR SEGA for this code to work. Play that charismatic characterCharley at poker and keep the stakes high. Win one game to take you over the million mark.3

CHOPLIFTER

Level select
Press UP, DOWN, LEFT and RIGHT on the title screen and then enter the player select screen. Repeat the process once there.

CYBORG HUNTER

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

DEAD ANGLE

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

DOUBLE DRAGON

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

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

DYNAMITE DUX

Bonus stage
At the start of the game you'll see a bald man with glasses sitting down. Jump on his head and jump off again while pressing buttons 1 and 2. This will take you to a bonus stage.

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

ENDURO RACER

Level select
Reset the machine and when the title screen appears, press UP, DOWN, LEFT and RIGHT to get a level select.

FANTASY ZONE

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

Cheap lives
To buy loads of cheap lives, switch on as normal and allow the story line to be displayed. While this takes place, waggle the pad UP and DOWN over 50 times before starting the game. Collect as much money as you can and find a shop. Buy lives at $1000 each. This only works on level one.

GAIN GROUND

Level select
Press buttons 1, 2 and joypad UP while turning on the machine. If you hold this combination you'll eventually get to a hidden options screen which lets you select the start level and stage.

GANGSTER TOWN

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

GHOST HOUSE

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

Freeze enemies
Punching light bulbs will freeze all characters onscreen.

GHOSTBUSTERS

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

Password dodge
When you get an account number you can fiddle things by altering the last two digits. Increase one and decrease the other. By doing this you can boost your cash to over one million dollars. For instance, if the last two digits read 4 and 5, change them to 3 and 6 or 5 and 4.

GOLDEN AXE

Extra continue
On losing all your continues, a further one is awarded if you press the joypad diagonal UP and LEFT and button 1 simultaneously.



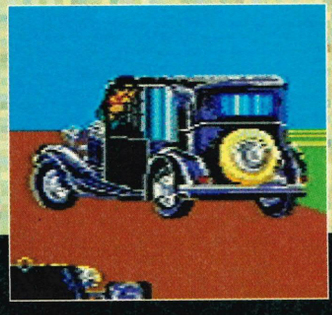
Double Dragon



Dead Angle



Enduro Racer



Gangster Town



My Hero

GOLVELLIUS

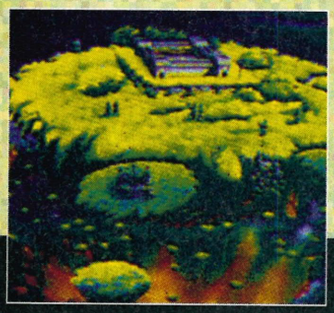
End-of-game password
Enter the code J7VZ HEQV AWPJ 42S8 36AL PQLH MRLY Ø258 to have seven crystals in your possession, allowing you to go to the lair.
Surprise cheat
On the password screen, type in QQQQ QQQQ QQQQ QQQQ QQQQ QQQQ QQQQ QQQK for a surprise.

KENSEIDEN

Level select
To get the round selection screen, turn on the machine with buttons 1 and 2 pressed. Release the buttons when the title screen appears and press the joypad diagonal UP and LEFT and button 1.**Hidden screen**
Climb the Buddha on the first round and when you're standing on his head, push UP to enter a secret room.

MY HERO

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



Populous

THE NINJA

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

PAC-MANIA

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

POPULOUS

Password buster
The following are just a few of the 4000-odd codes to get you further in the game:

0100	CALEOLD	0199	KILLMEHILL
1999	ALPDEEND	2999	SADENG
3999	SUZLOPDON	4999	KILLOGOAL



Power Strike

POWER STRIKE

Extra lives
On the title screen push the pad DOWN, RIGHT, DOWN, DOWN, LEFT, RIGHT, UP, RIGHT and button 1 twice to get ten extra lives.

R-TYPE

Invincibility
Before you turn the power on, hold the diagonal DOWN and RIGHT on joypad one and the diagonal UP and LEFT on joypad two. Turn on and wait for the logo before you let go of the buttons. You'll now be invincible during the game.

Extra credits
First, use your 12 credits and when the continue screen appears, rotate the joypad anti-clockwise to enter a sound test menu. Push button 2 and LEFT to reveal 95. Rotate from 95 to 00 pushing button 1 after each number and pausing briefly on each sound. At 00 press 1 and start rotating the joypad clockwise. Now sit back and watch those credits increase beyond your wildest dreams.

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



R-Type

RAMBO 3

Infinite bullets
If you have the rapid fire module, you'll have infinite bullets when it's plugged in.

RAMPAGE

Infinite lives
For infinite lives wiggle the directional pad clockwise and press buttons 1 and 2 simultaneously.

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

RASTAN

Infinite Continues
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.

SECRET COMMANDO

Continue option
Both players must hold down both buttons on the joypads and continually press LEFT and RIGHT for a continue option. This works after level three.

SHINOBI

Level Select
Press the joypad diagonal DOWN and LEFT together with button 2 and you'll be able to select the starting stage.

SPACE HARRIER

Extra continues
To get several extra continues, move the control pad UP, UP, DOWN, DOWN, LEFT, RIGHT, LEFT, RIGHT, DOWN, UP, DOWN and finally UP from the title screen.

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



Space Harrier

SPELLCASTER

Password buster
To get near the end of the game and avoid having to embark on your epic journey of the universe, use the following cunningly-crafted password:
pljDjZKØ9mZpeEIjioxoGUHC.



Spellcaster

SUPER TENNIS

Perfect serve
When you serve, go to the bottom corner and keep hold of button 1. This gives perfect serves unless you're on a level higher than two.

TENNIS ACE

Password busters
Try any of the following passwords to get the better of your opponents:
ERVO URSM WRHB OKRF – all your scores are set at 30
EZCV FHAM WPBB OKRF – Italian singles final vs Noah
EBRO FKJM WWBB OKRN – French singles final vs Noah
NKOF VVLG LKGS FCKK – doubles final vs Noah and Becker

THUNDERBLADE

Invincibility
Press UP, DOWN, LEFT, RIGHT and button 1 in sequence to become invincible.

TIME SOLDIERS

Invincibility
In a simultaneous two player game, one of the players can walk off the back of the screen and become invisible and – better still – invincible. The player offscreen can still destroy enemies, though. The tricky part is knowing which way to move.



Super Tennis

TRANSBOT

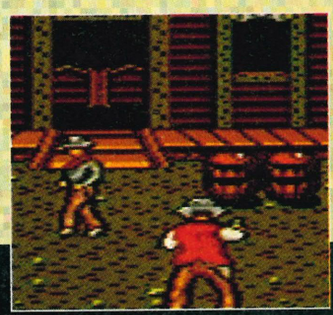
Options menu
Switch on the console with button 2 and down depressed. After a few seconds some options will appear. Press UP for infinite lives, DOWN for infinite weapons, LEFT for power and RIGHT to cycle through weapons. Push button 1 on pad two to continue.

VIGILANTE

Level select
To select any level, press the UP and RIGHT diagonal on the joypad and buttons 1 and 2. An option will appear allowing you to start on any level.

WANTED

Level select
Shoot the title screen by pressing fire. Then, while pressing PAUSE, shoot either of the two exclamation marks (!) at the bottom right of the screen that make an appearance. When the round selector eventually appears, simply shoot the number of the round that you wish to enter.



Wanted

WONDERBOY

Level skip
Press button 1 on the title screen and then twice more. Now press button 2 twice and hold both buttons together. Press UP to skip a level.



Wonderboy

WONDERBOY 3: THE DRAGON'S TRAP

Legendary weapons
Enter 9JC5 YHX XN4U H'T2 to get the legendary weapons.
Infinite weapons
Entering WE5T ONE ØØØØ ØØØ will enable you to play the game with infinite thunderflashes, fireballs, arrows and whirlwinds.
Full power
Enter spaces as the password and you'll start the game with all available weapons, armour and stones.

WONDERBOY IN MONSTERLAND

Extra money
Plug a controller into port two and press button 1 to bring up the status screen. Each time you do this, you add an extra gold coin to your tally. Continue this procedure to get loads of currency.

WORLD CUP ITALIA '90

Group select
In the World Cup tournament, if you press PAUSE when your team is shown in its group, the team will move group. Do this until your team is in an easy group.

Team choice
Brazil are the best team, so always choose them against the computer.

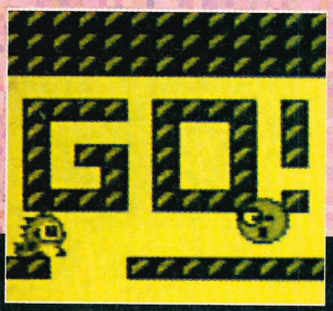
ZILLION

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

ZILLION 2

Continue option
When you die, press buttons 1, 2 and UP. You will continue from the level on which you died.

GAME BOY



Bubble Bobble

THE AMAZING SPIDER-MAN

Surviving level five
To successfully negotiate the first section of level five (the wall-climbing part) continuously press A to jump up, then UP to cling back on to the wall, then A again and so on. This way, Spidey will leap up the wall and avoid all of the enemies who try to attack him.

BUBBLE BOBBLE

Here are the codes for the last five levels to this classic platform action adventure.:
BGL3 – level 96
VLLD – level 97
VGLD – level 98
KLLD – level 99
KGLD – level 100

BURAI FIGHTER DELUXE

Following are all the level codes you'll ever need to complete this massive game:

Eagle	Albatross	Ace	Ultimate
HGKM – level 2	HGNC – level 2	GBHC – level 2	GDCP – level 1
CPFG – level 3	BMHB – level 3	MHCB – level 3	LMCJ – level 2
JJCM – level 4	DGBF – level 4	CDMN – level 4	CCHL – level 3
DKLF – level 5	JGJH – level 5	KDPG – level 5	HFKP – level 4
			BNGN – level 5

CASTLEVANIA

Extra lives
Don't destroy the first candle in stage 1, but do whip all subsequent ones and the eleventh will reward you with an extra life.
Bonus stage
On stage one, keep climbing one of the last ropes despite the fact that there's a ceiling in your way – you'll come to a bonus room.



Choplifter

CASTLEVANIA 2

Extra Lives
Enter two candles then two hearts as your password and you will have nine extra lives.

CHOPLIFTER 2

Passwords
Use these codes to any section of the game:

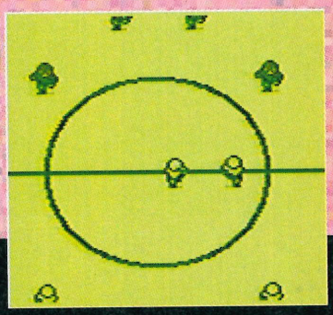
SKYHPPR – stage 1-2	LKYBYSS – stage 1-3	CHPLFTR – stage 2-1
BYMSFWR – stage 2-2	RGHTHND – stage 2-3	GDGMPLY – stage 3-1
TRYHRDR – stage 3-2	SPRYSKS – stage 3-3	CMPTRWZ – stage 4-1
CHPYBYS – stage 4-2	VRYHPPY – stage 4-3	GMBYQZD – stage 5-1

DYNABLASTER

Passwords
Enter the following code to go to Faria:
35NPSDJD

FOOTBALL INTERNATIONAL

Scoring
When you'e directly in line with the edge of the six yard box and just inside the penalty area, shoot to the opposite corner – invariably, you'll score.



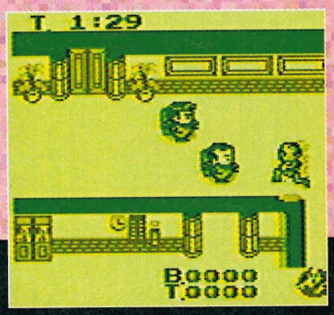
Football International

FORTRESS OF FEAR

Extra lives
You will first need to score enough points to get on the title screen. Then enter your name as W♥W. In the next game that you start, you'll have six extra lives!

GARGOYLE'S QUEST

Last area password
Go to the very last area by entering KKKK KKKK as your password.



Ghostbusters 2

GHOSTBUSTERS 2

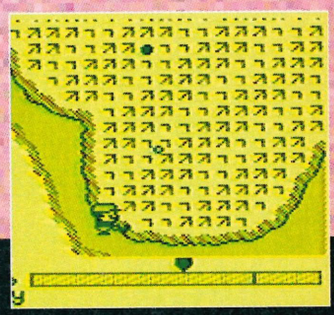
Guardian strategies
When fighting the end-of-level guardians, try to position the trap buster in front of you since it is invincible and can stop their attacks, leaving you to concentrate on shooting them.

GO! GO! TANK

Invincibility
On the title screen, press LEFT, UP, RIGHT, UP, LEFT, LEFT, UP, RIGHT, UP, LEFT, UP, RIGHT, START to become invincible.

GOLF

Take A
If you play a bad shot, press A, B, SELECT and START before the ball comes to a stop. This will reset the game, yet – thanks to the Game Pak's battery – when you restart, you'll begin on the shot that you just played.



Golf

THE HUNT FOR RED OCTOBER

Stage select
On the title screen, press LEFT, RIGHT, B, SELECT, LEFT, RIGHT, B, SELECT and START. Use LEFT and RIGHT to select the level and start to begin.

HYPER LODE RUNNER

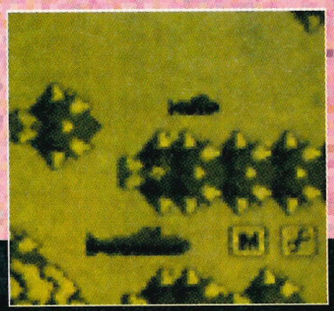
Stage select
When you start the game and the initial score screen appears, press A or B to raise or lower the stage number. You can only go up to stage 16 in this way; for anything else you need a password.

KING OF THE ZOO

Stage select
When choosing your character, move the cursor to the desired animal, hold LEFT and B, and then press A to make the round number appear. Use the UP and DOWN buttons to alter it and then use the START button to begin.

LOCK 'N' CHASE

Stage Select
Press A, A, B, B, A, B, B on the title screen to reach all new stages.



The Hunt for Red October

MEGA MAN

Battling Dr Wily
To go to Wily's fortress enter the following code:
A2 A3 B4 C2 C3

Codes

Elecman	A2, 4, B3, D1, 2	Iceman	A1, B4, C1, D2, 3
Fireman	A2, 3, C1, D2, 3	Cutman	A2, 3, B4, C2, 3

BECOME A

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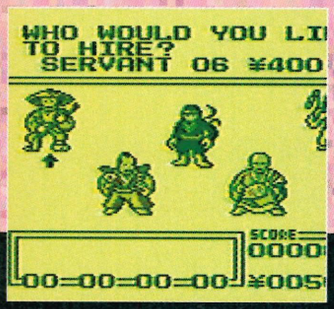
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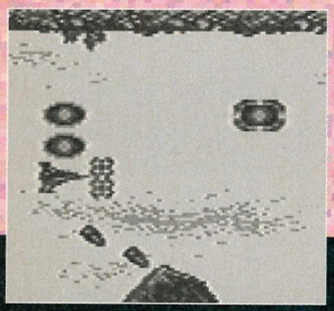
Mercenary Force

OPERATION C

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.

MERCENARY FORCE

Level select and extra money
On the title screen, press UP, SELECT, A and B simultaneously, then press the START button. You will then have 50,000 yen to spend. Once you have chosen the characters that you want to take on the adventure, the stage number will appear – quickly alter it to the level that you want and get ready for a far easier fight!



Nemesis

NEMESIS

Extra power-ups
For additional speed and a force field pause the game and press the buttons B, B, B, B, B, A, A, A, A, A. Unpause to continue the game.

Extra weapons
For complete weapons, pause the game and press UP, UP, DOWN, DOWN, LEFT, RIGHT, LEFT, RIGHT, B, A, START.

NINTENDO WORLD CUP

Following are all the codes for the various matches you can play:

22445 – England vs Japan
03345 – England vs France
53045 – England vs USSR
36345 – England vs Spain
17245 – England vs USA
42945 – England vs Mexico
56145 – England vs Holland
51345 – England vs Brazil
97145 – England vs Italy
08645 – semi England vs Argentina
01645 – final England vs Germany

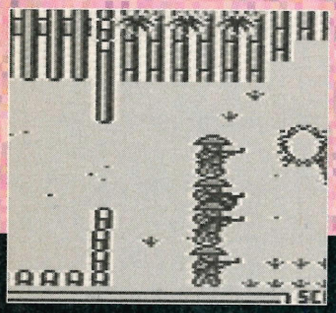
Supershots
When playing as England, run with the ball for five steps and then shoot – time it just right and you'll let loose a supershot which is unstoppable.

PARODIUS

Extra Weapons
Pause the game, then press UP, UP, DOWN, DOWN, LEFT, RIGHT, LEFT, RIGHT, B and A. This will give you a whole set of extra weapons!

PITFIGHTER

Continues
Upon being defeated, press DOWN and A to continue.



Operation C

PIPE DREAM

Passwords
Enter the following codes to get yourself further into this frustrating puzzle game:

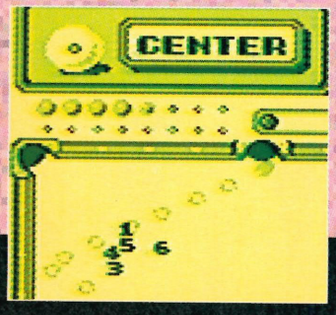
HAHA – level 2
GRIN – level 3
REAP – level 4
SEED – level 5
GROW – level 6
TALL – level 7
YALI – level 8

PRINCE OF PERSIA

Final Level
To reach the 13th level, enter 770 27514 on the password screen.

SIDE POCKET

Trick shots
Trick shot 1 – Tap UP four times so that the indicator is just touching the first ball, then have one 'follow', and hit the ball at full strength.
Trick Shot 2 – Simply hold RIGHT so that the indicator is perfectly straight then shoot at full speed.
Trick Shot 3 – Aim directly at ball number 2, draw back three times and hit the cue ball at full strength.



Side Pocket

THE SIMPSONS

Bully-boy tactics
To defeat the three tree-house bullies, fire the boomerang left, then jump over to the bully to the right. He will turn around to face you, and the boomerang will hit him in the back sending him to the ground below.

SNOOPY'S MAGIC SHOW

Passwords
Following are codes for various later stages in the game:

XQ1A – Stage 20
TTOT – Stage 35
BTND – Stage 40
V5K2 – Stage 50

SNOW BROS JR

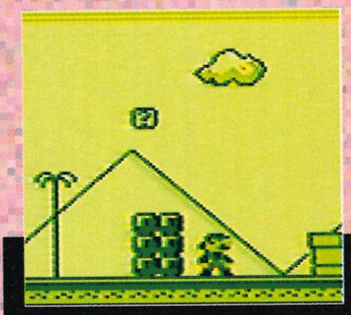
Level skip
At the title screen, hold down UP, SELECT and B. Then press START and press UP or DOWN to select your starting stage.

SOCCER MANIA

Transparency!
Make your opponents invisible by pressing UP, UP, DOWN, DOWN, LEFT, RIGHT, LEFT, RIGHT, B and A on the title screen.

SPANKY'S QUEST

Stage Select
Enter 0199 as your password and you'll find a stage select screen.



Super Mario Land

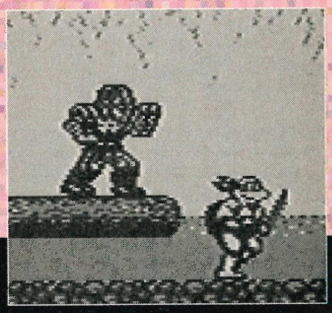
SUPER MARIO LAND

Bypassing guardians
If you are Super Mario when fighting a guardian, simply run into the guardian – this will cause you to turn small, but as you are invincible for a few seconds you can jump to the lever and escape.

Level select
To be able to select any level, you need to first complete the game twice (no mean feat). You are then able to select the level from the title screen.

Extra lives
On stage 2-3, you'll find MARIO spelt out in coins. Shortly after that, a 1-up heart will appear in the wall. Collect as many coins as possible, then grab the heart and let yourself be killed by the next enemy. You'll start off just before the coins – collect them all over again, as well as the heart, and repeat the manoeuvre. Since 100 coins grants you an extra life, your reserves will build up in no time!

Bonuses
On stage 1-3, on the third set of three blocks, jump up between the second and third bricks and an elevator will appear. Leap onto it, run right once it's carried you up and drop down the pipe to a bonus screen.



TMNT 2

TEENAGE MUTANT HERO TURTLES

Energy replenish
If your turtle is low on energy, pause the game and press UP, UP, DOWN, DOWN, LEFT, RIGHT, LEFT, RIGHT, B, A and START to join the action again. You can only use this once per game.

Bonus game select
On the stage select screen, press A, B and Select together, and a question mark will appear on the right hand side. Choose this and you can practice on the bonus games.

TENNIS

Winning serves
When serving, throw the ball into the air, purposely miss it, and move under it so that it goes through your head; you'll win the point.



Track Meet

TRACK MEET

Passwords

S. Pastrami	BHCBTWVB
K. Ninja	GXMBGWNC
I. B. Cheetin	TBRBNNQM
Jack Strop	HHTBSRLR

WIZARDS AND WARRIORS

Extra lives
When you get on to the high score screen, enter HEART as your name and you will start the next game with six extra lives.

Extra power-ups
At the start, go left rather than right to find some rather useful items.

GAME GEAR

AX BATTLER

Passwords

Firewood City	—	JMLO BFKC DLEC EAPI
Turtle Village	—	PIPF OEBA ODGA IIKQ
Sand Marrow	—	OOBK CBPM IMAM NBLP
Holm Stock	—	EEAP IKLN LMPE CNOG

CASTLE OF ILLUSION

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



Factory Panic

CHASE HQ

Extra continue
If you bash into the oil barrels, which can be located on the side of the track on round two, you'll gain an extra much-needed continue.

FACTORY PANIC

Let your time run down to 100 and then collect all the stars that will appear on the conveyor belts for some precious extra lives.

Passwords

Level 9 — THBSRK	Level 1Ø — 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 2Ø — MERCURY

FANTASY ZONE

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.



Fantasy Zone

NINJA GAIDEN

Password buster
The following are codes to get to higher levels in the game:
NINJA – level 2 GIDEN – level 3 DRGON – level 4 SWORD – level 5

Invincibility
To become invincible, enter the password NODIE. Then go back to the title screen and start the game.

Credits
During the password screen, enter MONTY. This will enable you to see the list of staff names.

OUTRUN

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.

PSYCHIC WORLD

Level select
To choose which level you start on and also hear the game's sounds, hold down the LEFT and UP diagonal, 1 and 2 during the title screen. Then push START.



Ninja Gaiden

RASTAN

Infinite continues
To continue the game after you've been killed, press UP and START simultaneously.

REVENGE OF DARKON

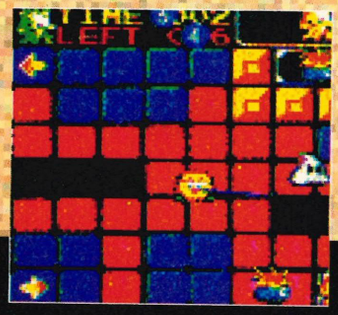
Bonus level
After you pass a sign with 2 on it, you will see a small snail on the ground. Above it is a banana in a tree. Kill the snail and jump up to get the banana. When you get the fruit, a red bag appears in its place. Grab the bag and Ronnica will escort you to the bonus section. While in this secret stage, don't get the red bag unless you want to leave.

Stage select
For a round select option to appear onscreen, push DOWN and press START. Then press UP to select the rounds. Do this while you're on the title screen.

SHINOBI

Extra life
There is an extra life in the second part of the woodland level. Go to the top of the tower where the pole sticks up in the air. Stand on the right of the pole facing left, jump up and fire. An extra life will appear.

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.



Slider

SLIDER

Level codes
Following are all the codes for the last 10 levels:

ECAG – 90	NCJI – 91	ELAP – 92	NLJB – 93
ECCI – 94	NCLK – 95	ELCB – 96	NLLD – 97
GCAI – 98	PCJK – 99		

SPACE HARRIER

Passwords
Just type in these passwords to leap ahead:

EAGF – stage 2	FBHE – stage 7
CHFA – stage 3	BFCH – stage 9
DGBC – stage 5	HGDA – stage 10
HBGA – stage 6	AGEC – stage 11

SUPER MONACO GP

Corner taking
When going around corners, let go of button 1 and rapidly press it instead. You'll stay on the track while keeping a constant speed.

WONDERBOY

Level skip
Press DOWN and START on the title screen. Then push UP on the joypad to choose the starting level.

Run faster
To make Tom run faster, press and hold buttons one and two simultaneously and press right. If you want to attack something, press button two.

MEGA-CD

COSMIC FANTASY STORIES

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.

EARNEST EVANS

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

Warp
Climb the wall to the left of the starting point on stage 6. When you are out of the screen you will warp to the boss on this stage.



Earnest Evans

HEAVY NOVA

Hidden bonus points
In a versus battle against an end-of-level guardian, if you manage to kill him without losing any energy, you'll receive a massive 1,000,000, a Perfect Bonus Point.

NOSTALGIA

Skip intro
Reading all that intro text can get very monotonous after the first time, so here's how to skip it. Turn on and when you see the word SEGA press button C. Keep holding it till you see the words Sur De Wave, the programmers, and the rest of the storyline will be skipped.

SOL-FEACE

Extra options
On the title screen, press A, B, C, A, B, C, B, C, B, A. Press START when you hear a little sound effect. Now if you select Config mode, you'll find there are a couple more options, Start and Mode. If you go to Start, you can choose the level which you wish to begin on by moving the joypad LEFT and RIGHT. Mode allows you to adjust the difficulty level and number of fleets. Change the number of fleets with LEFT and RIGHT. If you press RIGHT a few times whilst holding A, you get a message informing you of Muteki (which means invincibility).

THUNDER STORM FX

Level Select
On the title screen, press Left, Right, A, B, C and then start the game. When the level comes up, press right to skip through them.

Debug Mode
On the title screen, press Up, Down, Left, Right, B, C and A to enter the level edit screen where you can play back sections of the game inlcuding the end.



Thunder Storm FX

KEEP BUSTIN'! CONSOLE XS

If you want to be a part of Britain's best dedicated tips magazine then why not send your sackfulls of original solutions and tips to us at **CONSOLE XS, 4th/5th floors, 124 Old Christchurch Road, Bournemouth, BH1 1NF**. Every issue your prized cheats will be added to this comprehensive Busters A to Z. The best tips and cheats will win a free game for each Sega and Nintendo system and a place in the CONSOLE XS hall of fame! What more motivation do you need? Keep bustin'!

XSORIES

Got a console? You would be surprised just how many add-ons you can buy for your machine and how many just aren't worth the money. Console XS brings you the XSories, the definitive guide to the more memorable Sega and Nintendo accessories currently available.

NINTENDO



ANGLER
BEESHU **£19.99**

This colourful expansion of the standard pad features selectable turbos for shoot-'em-ups and a superb slow mode control, but suffers from the buttons being too far apart for quick reaction games like *Street Fighter 2*. Beeshu are renowned for their sturdy products and they don't come chunkier than this. The only thing really wrong with this pad is the name; Angler, I mean what were they thinking of?

You can of course play it two-handed but the controls are so tightly packed that you will soon get a multitude of cramps. Ten for originality but two for practicality.



CAPCOM POWER STICK FIGHTER
CAPCOM **£79.99**

The ultimate *Street Fighter II* stick is a monster of marketing with the same configuration of buttons as the hit coin op. The stick is surprisingly loose and doesn't feel up to the crushing blows that *SF II* addicts are likely to inflict. It maybe official Capcom but is it really worth 80 quid?



ASCII STICK SUPER L5
ASCII **£24.99**

A one handed Super NES joypad, are you crazy! Apparently not. The latest design from Japan is about half the size of a conventional pad and twice as complicated. The top half swivels for the best playing position but the general consensus was that it was totally unplayable.

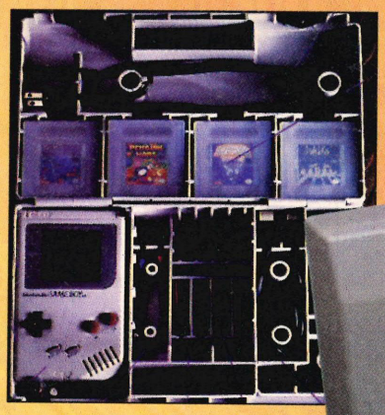


FANTASTICK
DAOU **£29.99**

The Koreans would have us believe that triangles are trendy. Unfortunately this makes the Fantastick a very unstable joypad that rips from the desk the moment you give it some stick. Although the Fantastic is solid enough, the switches don't look like they could stand up to the constant bashing from the XS boys and the Left/Right buttons are a joke. Steer clear of this Reliant Robin joystick.

GAME GENIE
CODEMASTERS **£39.99**

World-wide success on the NES made the Game Genie a household name and THE device to have if a guardian proves too tough or a level is too long. Codes are supplied by Codemasters regularly but you can also alter the codes for even more bizarre effects. Game Genie is easy to use and with a Super NES and Game Boy Genie in the pipeline, soon all Nintendo owners can have the power.



GAME BOY CARRY ALL
ASCII **£19.99**

Game Boy battery packs, ear phones, car adapters, vs cables and of course, more games - where are you going to keep it all? The answer is the Game Boy Carry All, consisting of a plastic case with enough compartments to hold all your paraphernalia. Got a Game Boy, get this.

GB HOLSTER
KONIX **£9.99**

Let's face it, they may be portable but Game Boys are still very fragile. Luckily, Konix have just introduced the GB Holster which is a tough rubber jacket that protects the screen and buttons but still gives access to the all-important controls at the side. We've tested it thoroughly (smashing against walls, dropping out of windows etc) and it always came up trumps. The GB Holster also clips onto your belt in a vice-like grip.





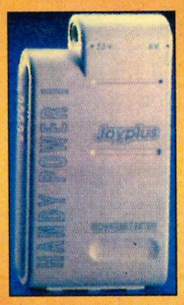
GB STORAGE CASE
NINTENDO **£19.99**

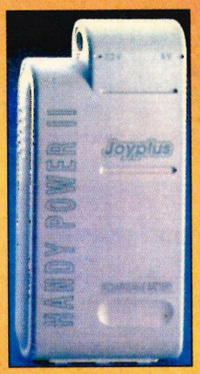
Watch as you street cred goes straight down the drain as you happily swing this incredibly tackly Game Boy shaped case down the high street. Moulded like a large plastic Game Boy with a handle, this carry case looks terrible but is in fact very useful for transporting your gear if you can stand the embarrassment.

Win the entire Konix range!
See page 17 for details.

HANDY POWER I
JOYPLUS **£24.99**

This sleek, light-weight unit will store enough charge for your hand-held for approximately two hours and can be recharged with the Handy Power Kit. It is designed to avoid over-charging and makes the Sega equivalent seem large and ungainly.





HANDY POWER II
JOYPLUS **£39.99**

The Power I's big brother, this model can hold twice as much charge for just under twice the price (seem fair?) Again though, if you want the unit to pay for itself you have to fork out for the Handy power kit to re-charge. A good investment if you are addicted to hand-helds as it will save you a fortune in batteries.



HANDY POWER KIT
JOYPLUS **£49.99**

You have to be playing your Game Gear or Game Boy constantly to justify paying nearly fifty quid for this re-charge unit. Of course you still have to buy either the Handy power I or II and it takes two hours to replenish the juice.

QUEST SLICK STICKS
£TBA

Smooth contours make this joypad a pleasure to use and the turbo switches are strong and won't cut your thumb open if you have sweaty hands. This is an excellent all round pad, but the spongy Left/Right buttons on the front mean that you jump gears in *Top Racer* or miss crucial moves in *Street Fighter 2*.





SN PRO PAD
QUICK JOY **£14.99**

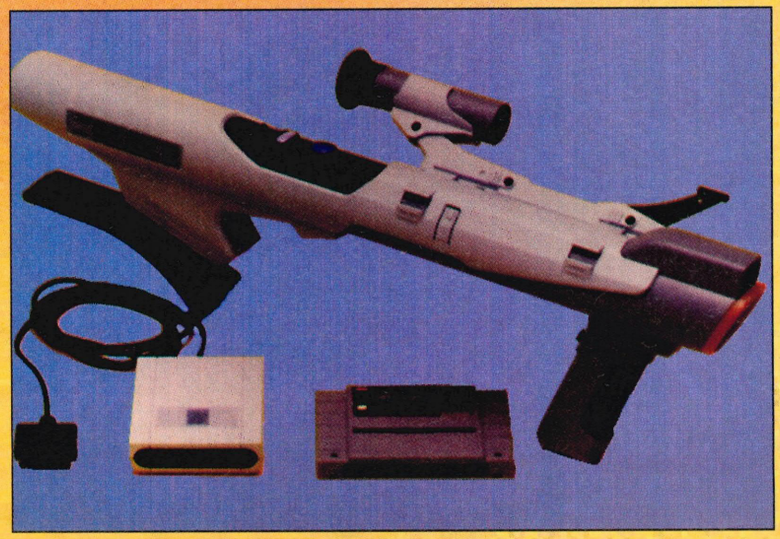
Competitively priced against the standard Super NES joypad, the SN Pro Pad is the Rolls Royce of controllers featuring a clear case and brightly coloured buttons. Apart from being the most visually pleasing, the Pro Pad has all the usual turbos and autos but it is sadly lacking a slow mode.

SUPER CON 2
QUICK SHOT **£15.99**

If Lotus could make Joypads then this sleek offering would be the result. The turbos don't just click into place, they slidddeeeee! The direction pad is firm but gives lightning response and all the buttons are a pleasure to use, except one.... I hope there are no cheats or games that require the select and start to be pushed simultaneously because the Super Con 2's are welded together. The Super Con 2 is probably the best joypad CONSOLE XS has seen in a long time.

SPEEDKING NES
KONIX **£14.99**

Known for their radical designs, Konix's Speedking is unlike any other joystick. For a start you wrap one hand around the underside and use the other to manoeuvre the highly sensitive stick which is set on micro switches. If you can stand the constant clicking then this stick is perfect for most games but it tends to make your hands ache after a while and the pressure pads can be very unresponsive.



SUPER SCOPE
NINTENDO £79.99

"And lo it came to pass that light guns became trendy again thanks to the Super Scope 6". Nintendo's latest toy is packaged with a set of six games on one cart to test your sharp shooting skills and it is fully adjustable with so that the sight can be used on the left or right. The only real disadvantage is that it drinks batteries by the dozen and with no mains supply, your Dirty Harry sessions will be cut short too soon.





TURBO TOUCH 360
HORNBY HOBBIES **£TBA**

The Super NES Turbo Touch is perhaps the best model of the three because the smooth shape makes it perfect for pressing the Left/Right buttons on the front. It is also an essential purchase if you have *Street Fighter II* because it makes short work of Dragon punches and breathing flames. The NES version shares the attributes of the Sega pad and is likewise, excellent. Prices for the Nintendo 360's are likely to be under £20 for the Super NES and under £17 for the humble NES.



SEGA



ACTION REPLAY PRO
DATEL **£44.99**

Got a Mega Drive, you should have an Action Replay Pro. This state of the art cheating device lets you create your own codes by playing the games and hacking into them with a special "Trainer" feature. Each Action Replay comes with a code book and of course new codes are always being printed by SEGAPRO and CONSOLE XS.



AVIATOR 3
QUICK SHOT **£34.99**

A flight sims dream come true, the Aviator is basically an aircraft yoke with a multitude of handy firing buttons and turbos to give Harry the hun a good thrashing! The fact that to move up and down means pushing and pulling the stick makes it impractical for shoot-'em-ups but driving and flight sims are its forte.



CHIMERA 3
QUICK SHOT **£9.99**

Quick Shot have a tendency to make their sticks out of the ordinary and the Chimera 3 wouldn't look out of place in Star Trek 7: The quest for the colostomy bag! What's even more incredible is that it's an excellent stick that combines a perfect (ache free) grip with accessible buttons and razor sharp response.

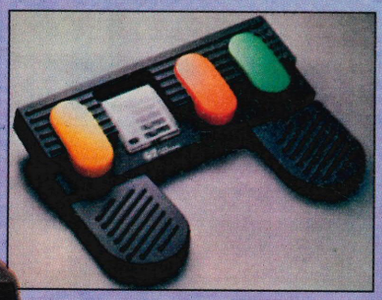


COMPETITION PRO
HAPP CONTROLS INC **£19.99**

What a good idea, why not alter the basic Sega joypad, add few auto fires and charge twenty quid for it! The Competition Pro is a perfect example of what a joypad shouldn't be. The plastic is cheap, the switches are painful to use and the odd shape is guarantied to cause palm sores within hours. Avoid like the plague!

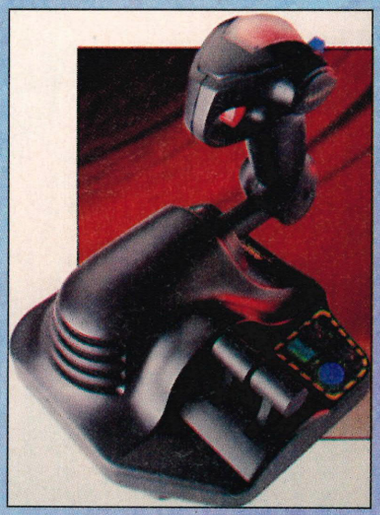
FANTASTICK
DAOU **£29.99**

Sad, sad and sad again! Like the Super NES version the triangular shape doesn't work and the stick is full of gremlins. But what is worse about this Sega version is that to facilitate production of this ungainly leviathan, Dauo have left in the slots for the Left/Right buttons and for some strange reason there is an A+B button. How many times have you needed to change your weapon and fire several times a second?



FOOT PEDAL
QUICKJOY **£24.99**

An original idea marred somewhat by the lack of software that actually takes advantage of it. You plug the joystick into the Footpedal and each of the three large pads can be assigned a function such as accelerating, braking or letting off a missile. The Footpedal is too specialised to appeal to a wide market but it's a colourful ornament for the mantelpiece.



INTRUDER 3
QUICKSHOT **£29.99**

Superbly impractical, the Intruder 3 by presence alone makes all other lesser joypads cower in its shadow. The Intruder 3 is solidly made with high quality plastics and is comfortable to use but the novelty of the flip top head and the "T" shaped turbos will soon wear off and you will be left with a stick that's not much good at anything.



LOGIC 3 GAME GEAR CARRY CASE
LOGIC **£12.99**

The Logic 3 is a simple fabric carry case with enough padding and convenient pockets to hold six games and of course your beloved Game Gear.

MAGNIGEAR
EUROMAX **£11.95**

The cheap alternative to Sega's Wide Gear, the Magnigear is actually better. The screen magnifies the Game Gear two and a half times with no blurring at the edges. Got a Game Gear? Get a Magnigear!



MASTER GEAR CONVERTER
BEESHU **£17.99**

Slap this smart grey unit into your trusty Game Gear and it lets you play Master System games. The only problem with this excellent device is that MS games are designed for the big screen so the graphics may well be compacted on the hand-held. Great value for money.

MENACER
SEGA **£59.99**

Sega's answer to the Super Scope 6 is a lot bolder in design but uses the same method of laser sighting and with more impressive start-up software. Whereas the Nintendo version has few titles that use the Scope, the Menacer promises many titles by Christmas. We wait with bated breath.



MICRO GENIUS
DATEL £29.99

Without doubt, the best infra red joypad around, the Micro Genius comprises of a receiver that plugs into the two Mega drive ports allowing you to stand up to twelve feet away with the chunky pad. There are two speed settings and all the buttons are basically Sega's own but it works under rigorous XS testing and we've only had to replace the batteries once in six months!

POWER CLUTCH
ASCII **£35**

This hard-based, arcade style stick can take all the punishment that CONSOLE XS can throw at it, and it still survives! It's just like having coin op controls at your fingertips and all the usual turbos make it the 'ardest stick around. Miles better than the Arcade Power Stick.





POWERBASE CONVERTOR
SEGA **£29.95**

If you've just bought a Mega Drive and are feeling nostalgic about your old Master System then the Power Base Convertor will do just that. A bit expensive but totally dependable and easy to use.

PYTHON 3 QUICKSHOT £12.99



A smooth stick action, slick controls and a sucker like grip even more powerful than Karen's, the Python 3 is one of the best sticks currently available for the Mega Drive. It is best suited to games like *Desert Strike* where the turbo comes in very handy.



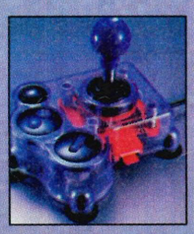
SEGA CHAIR
SEGA **£99**

Gimmicks ahoy! The Sega Chair is the most over-priced, unworkable idea Sega have ever had and destined for the scrap heap. Many games are impossible to play on it and it is cumbersome and too specialised to be worth the money.

SG FIGHTER
QUICKJOY **£15.99**

The SG Fighter is well named as it looks like it has come straight from an F-15. It's a fairly good all-round stick but if the micro switches don't drive you crazy, the annoying position of the C button will.

SG MEGA STAR QUICKJOY £24.99



Set in its clear case, the Mega Star is attractive, very sturdy and full of gizmos but it is one of many and at twenty five quid you would be hard pushed to justify spending that much on a simple joystick.



SN PROPAD QUICKJOY £14.99

Essentially a Super NES pad with buttons missing, this pad is as good except that there are no spongy Left/right buttons to contend with. Standard features include auto fire, slow mode and ABS brakes.



MS/MD SPEEDKING
KONIX **£12.99/£19.99**

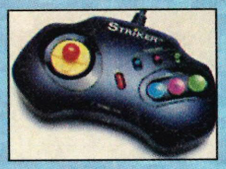
Containing all the aspects of the NES version except with a switch instead of a pressure pad for the auto fire, the Speedking is a *Super Kick Off* player's dream. The sensitive stick is ideal for escaping tricky situations with incredible dexterity with makes the Speedking ideal for fast games but it can hurt the hands after continuous play.



STARFIGHTER 3
QUICK SHOT **£15.99**

The Starfighter 3 is the Mega Drive version of the Super Con 2 and so it shares the slick control, impeccable quality and accessible controls of the Nintendo version. One of the better joypads on the market containing a superb slow mode (no pausing here) and miles better than the Sega standard joypad.

STRIKER EUROMAX £29.95



Plagiarism is rife in the joypad business and it's difficult to know which came first, the Striker or the Angler for they are basically the same shape. The Striker is multi coloured, fun to use and a proficient pad with the clever idea of including a piece to make it into a joystick.

TECHNICHE JOYPAD TECHNICHE £14.99



A simple idea made good by the inclusion of some wicked turbos that are guarantied to turn any game into a Rambo blood fest. A low price mean the Techniche literally flew off the shelves when it was released and it is one of the select few used by the busters at CONSOLE XS and SEGAPRO.



TV TUNER
SEGA **£74.99**

What are Sega doing releasing a TV tuner for this exuberant price when you can get a portable TV for the same price? Apart from being over-priced the TV tuner is a remarkable piece of equipment that is guarantied to impress certain mono screen hand-helds (you know who you are).



ULTIMATE SUPERSTICK
EUROMAX **£36.95**

The Ultimate Superstick for the Master System is the oddest stick on the market looking more like a model from Battlestar Galactica. The buttons are hard going but the tall stick may cause problems when small moves are required. Good auto fires though.

NEW!



TURBO TOUCH 360
HORNBY HOBBIES **£TBA**

Touch sensitive joypads have always been frowned upon but the Triax-developed Turbo Touch 360 is set to change all that. Moulded in tough plastic with resilient buttons, turbos and of course the all-important sensitive direction control, the 360 is extremely good value for money(under £20). You only have to run your finger over the pad to see the super fast response that is destined to make the 360 a hit. It takes a while to get used to, but once mastered, you will never go back to the old pads again. Highly recommended! Available in January 1993.

SUPPLIERS

Those cheeky chappies at the Video Game centre supplied us with all the gear so if you are tempted by any of the collection of waggling beauties then don't hesitate to give them a call on (0202) 527314.

All the Konix range are available from most high street retailers, if you want to contact Konix themselves, call (0495) 350101 for details.

Alternatively if you want to cut out the middle man you can contact the companies direct.

1. Bandai – (0703) 651010
2. Cheetah – (0222) 867777
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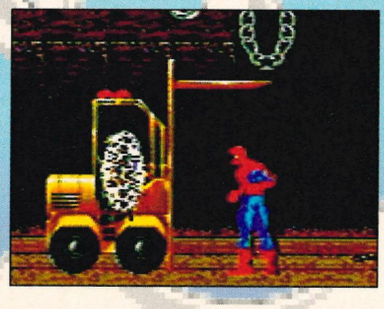
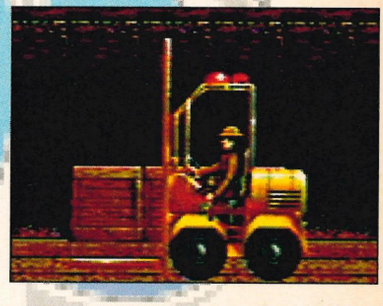
XS SOS

Now that CONSOLE XS has established itself as most comprehensive, fact packed, complete solution and tips encyclopedia, it's time to get to the real heart of the matter. The SOS helpline is created primarily to give help to distraught games players world-wide on every type of game imaginable. If you are stuck on a game on any Sega of Nintendo system then contact the Pros at CONSOLE XS SOS for the answer. The address to write to is *Console XS SOS, Paragon Publishing, Durham House (4th/5th floors), 124 Old Christchurch Rd, Bournemouth, BH1 1NF.*

SPIDER-MAN (MD)

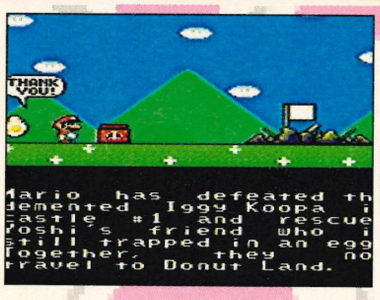
WHAT IS THE BEST WAY TO DEFEAT THE THE FORKLIFT?
Dammon Hardy, Southampton
You need to defeat the guy fighting with the forklift to get to Doctor Octopus and there are various methods. For a start you need to remember that webbing the front of the machine just wont work because the operator is protected by a steel bar so you have to hit him from behind about ten times with your sticky webs. For the more acrobatic you can fire a web onto the roof and swing from side to side until the forklift is out of position and then jump down quickly, webbing the guy inside. The more direct route is to stand in front of the forklift as it approaches, at the last minute, leap straight over it, turn immediately and shoot as many times as possible. Repeat the process to defeat him.

HOW DO I DE-ACTIVATE THE BOMB AT THE END?
F. Conner, Milton Keynes
The bomb will be flashing a certain colour so go to the menu screen and insert the key that is the same colour as the light and the bomb will go crazy, flashing different colours wily nilly. After about ten seconds, the light will return to one pulsing colour so again, insert the next key and repeat the process until it is de-activated.

SUPER MARIO WORLD (SNES)

WHERE IS THE SECRET EXIT IN CHOCO ISLAND 3?
Kate Burge, Bath
Probably the trickiest exit to find, the one in chocolate Island three requires careful flying and some nifty ariel work. Jump across all the platforms as normal but don't forget to collect the feather in the block just past the halfway marker. Now get to the long platform just before the exit and take a running jump to fly. Use the direction controls to duck under the exit gate (you can fly straight through the ground) to land on the other side where you will find another exit gate further to the right.



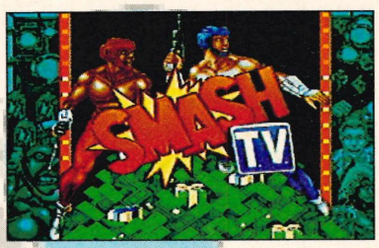


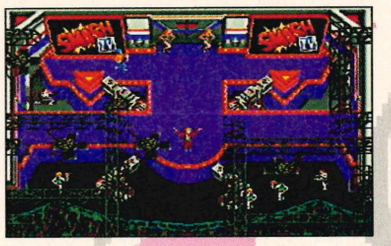
PLEASE GET ME THROUGH TUBULAR!
Valerie Bennet, Bolton
The second special world, Tubular is a major pain to say the least. The worst part about it is that there are too many places to get hit by Koopas or drop down holes. Leap over the green and yellow pipes then grab the switch block. Drop down and bounce on the spring whilst activating the block so that all the platforms are turned to coins releasing a P block that you must get.
Now you are balloon Mario and the way to get past the left is float under the pitting Koopas and Chargin' Chucks and open as many blocks as possible to find the next P block. One of the worst obstacles is the Chargin' Chuck after the last yellow pipe who will knock you out of the air with his football. Luckily the level is quite short.

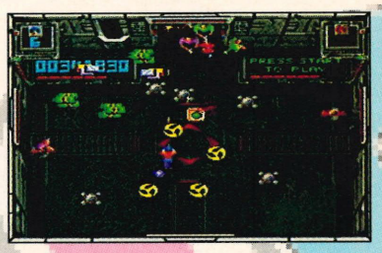


SUPER SMASH TV (SNES)

HOW CAN I DEFEAT SCARFACE?
C. Boxley, Exeter







No-where is safe from this pizza-faced menace so keep moving at all times, don't stop for anything and shoot whatever you can lay your hands on. Bazookas work well as do the lobbing bombs but it is essential that you get either the spinning spikes defence or the force shield right at the start.
After a while, the Scarface mask will fall off but this isn't the end. Now you have to fight the ultra-fast spinning mask which spits fireballs from its eyes. Again, there is no hiding place so circle the screen firing at the mask at all times.

QUACKSHOT (MD)

HOW DO I SOLVE THE RIDDLE OF THE SPHINX?
James Saunders, Bristol



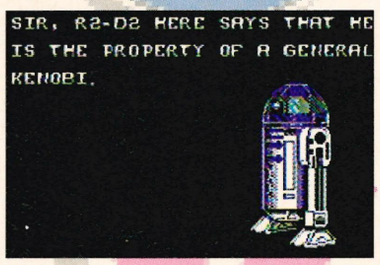


CONSOLE XS has had many calls for this tricky part of the game, so here it is once and for all.
If you have read the scroll given to you right at the start which says: 1 Sun, 2 Moon, 3 Star, then you will know the combination to the pyramid. The chamber where the roof comes down to crush Donald has four symbols on the floor and you must quickly jump on each (so that they drop slightly) in the correct order. First the sun symbol, then the moon (which is at the far right) and then back-track to the Star symbol. The roof will then begin to go up and you can get the sceptre of RA.
One thing to remember is that the ceiling will only kill you when it hits the ground so you can still walk around even when it's below Donald's head!

STAR WARS (NES)

THE TRACTOR BEAM, YOU DIG?
Carolyn Montecute, Swansea



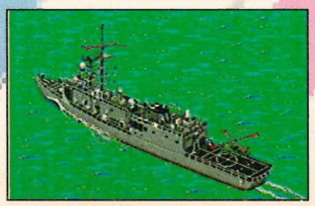


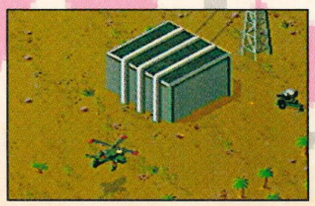


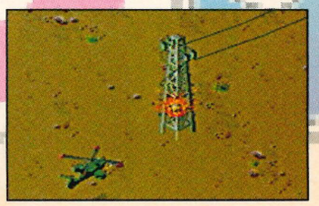
You have to be precise on this section because if you miss the vulnerable spot or get knocked off the ladders then you fall out into space. Arm Luke with his blaster and wait to the right until the laser reaches you. Now leap on the ladder to the left, drop off the ladder; shooting all the way down to get as many hits as possible on the control panel. Stay at the bottom of the ladder because you will suffer damage from the height if you jump from the top. By now, the laser will have moved back over so return to the right and repeat the process. The control panel takes 12 hits.

DESERT STRIKE (MD)

IS IT WORTH DESTROYING THE PYLONS OR SHOULD I SAVE MY AMMO?
Andy Burton, Lancaster







The pylons located near all power stations supply all the electricity to the enemy troops so decimating as much of it as possible all adds to your score at the end. The more disruption you can cause, the slower the enemy will be.

PHANTASY STAR 2 (MD)

HOW DO I GET TO UZO ISLAND TO FIND THE MARUERA LEAF?
Phil Rogers, Blandford





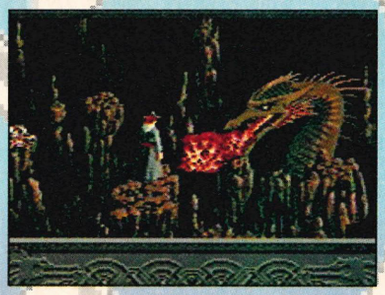


First of all get to the garbage dumb for Roron (south of the map) which is located in the building at the peninsula. Enter the dungeon but watch out because all the enemies are strong so it is best to find the quickest route so avoid as many as possible. In the second basement, check out the container for something useful.
You descend into the third level by a chute where you will find the Motavians who will tell you of a jet scooter. Now get out of the garbage dump and you will find a jet scooter waiting on the beach outside the building.
Now that you have the scooter, the whole game will open up but to get to Uzo island, visit Kueri Town, talk to the professor and then shoot out to sea in the east where you will find the tiny island of Uzo. The island is small but, like an iceberg, the dungeon below the surface is absolutely massive.
Beware, there is a fake island of Uzo, the one to the North is the true one. Don't get lost!

THE IMMORTAL (MD)

THE IMMORTAL (MD)
HOW DO YOU KILL MORDAMIR?
Simon Thornley, London







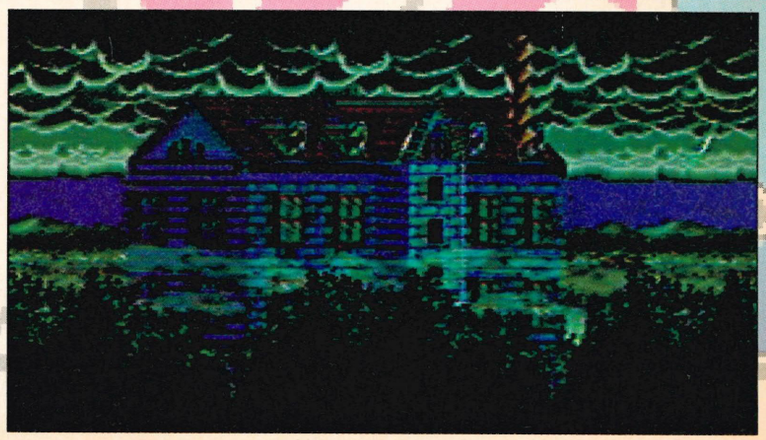
First of all Mordamir will raise his hands and loose of three fireballs into the air. As each disappears into the sky, wait for a second then activate one statue spell for each bolt and the electricity will not affect you.
Now the evil wizard will try to use a sonic attack on you which will cause your head to explode, the moment he makes a move, use your sonic spell to counter-act his; the timing of this is crucial.
In anger, Mordamir fires off two more bolts of lightening which you deflect in the same way and as a final act he casts an animate spell on the pile of bones behind you. Before your very eyes, the bones transform into a scythe wielding skeleton that you avoid by using your last statue spell.
Now the great Mordamir is tired and relies on the protection of the amulet to keep the dragon at bay. Now it the time to use the magnetism spell which whisks the amulet from Mordamir's hands and he is promptly burnt to a crisp.

SPLATTERHOUSE 2 (MD)

WHERE IS THE SHOTGUN?
Christian Phillips, Bolton

If you manage to fight your way to level five then you will find yourself in the mansion. After a section of windows there are some puking deer's heads on the wall and it is under the first one that the very useful shotgun can be found. Simply stand in front of it and pick it off the wall. The gun has eight shells that turn zombies into mush at long range.





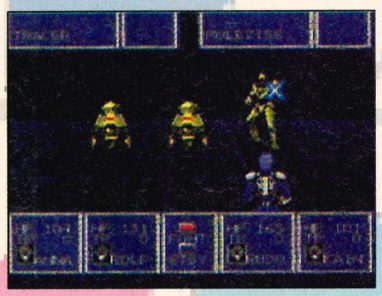
TEENAGE MUTANT NINJA TURTLES (GB)

HOW DO YOU DEFEAT KRANG?
H. Ross, Eire
Stay on the left side of the screen, when Krang appears, hit him and then get to the other side and hit him as he pops up again. He will now try to kick you so run away and run underneath him when he jumps at you. His feet should miss you and the moment he lands, you should turn and keep hitting him until he is defeated.

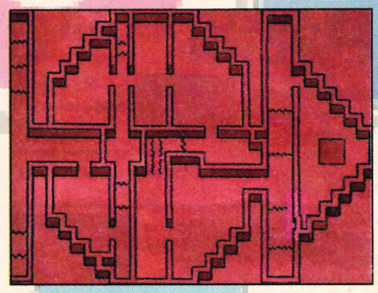


PHANTASY STAR 2 (MD)

CAN I ESCAPE FROM GAIRA WHEN I CAN'T FIGHT?
K. Grayson, York
Yes you can.
You may be covered in plasma you can still run away through the damage zone. As you look for the exit in Gaira, an alarm sounds and the Gaira orbit aims towards Palm. Luckily you are saved by the space pirate, Tyler as Gaira almost smashes in Palm. You are taken straight back to Paseo on Mota. The commander of Paseo will tell you about Dezo and reveal a hidden spaceport on the roof of the central tower.







STORMLORD (MD)

ARE THERE ARE CHEATS?
Claire Evans, Boscombe
Where have you been Claire? There are in fact three cheats in this incredibly visual game for a level select, infinite lives and time.
For a level select, pause the game and press C once, B three times, A four times, C twice and A four times.
Extra time can be obtained by pausing the game and pressing B once, A three times, C once, UP three times and A three times.
Old beardie can have infinite lives in you pause the game and press A four times, C twice, B three times, C once and then A.
Remember, you can only have nine lives at any one time so you may have to activate this cheat many times in one game.

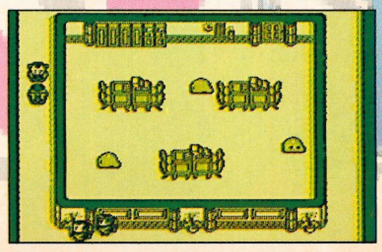






GHOSTBUSTERS II (GB)

HOW DO YOU BEAT VIGO?
Ian Figgins, Warrington
Keep moving from left to right to avoid Vigo's first attack which is firing wave after wave of pods while floating in front of you. If you keep moving then Vigo cannot get a bead on you and all the pods will miss. Are you ready for his second attack?
Vigo moves backwards and forwards shooting bullets in your direction, use the gap between the bullets to stand in the middle and shoot him. Vigo takes loads of hits but if you use this method and don't slip up, you should come through un-scathed.



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From the next issue, CONSOLE XS will be a little different. For a start, it won't be called CONSOLE XS any more! Yes, the UK's top dedicated tips magazine will soon become the UK's *equal* top dedicated tips magazines – SEGA XS will cover the Mega Drive, Mega-CD, Game Gear and Master System, and SUPER XS will be devoted to the Nintendo Super NES, Game Boy and NES. From now on we'll be giving *your* machine more in-depth coverage than ever before: bigger maps, more cheats, and even more of the amazing game-busting hints and tips you've come to expect from CONSOLE XS!

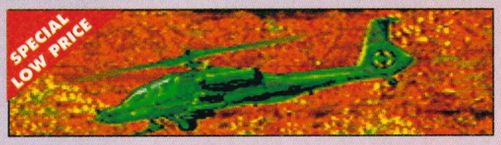
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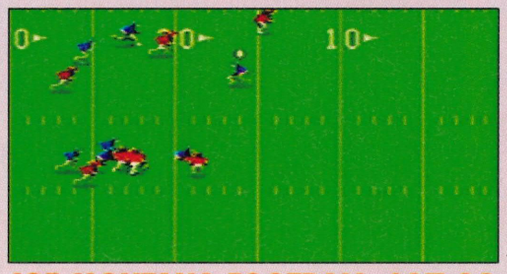
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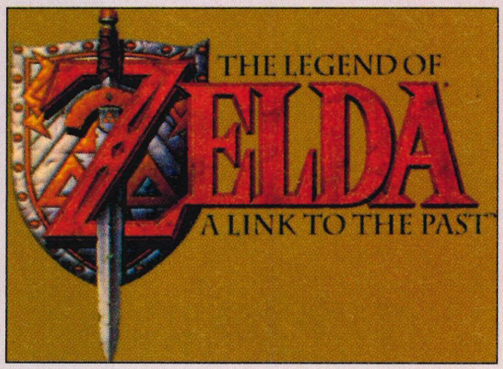


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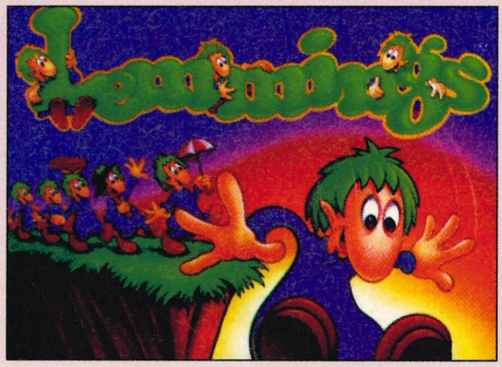
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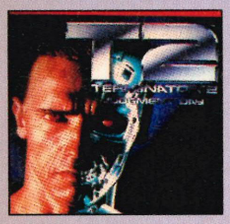
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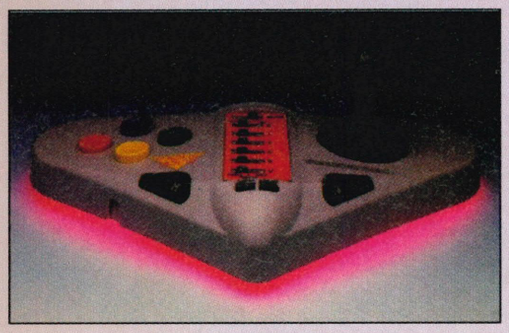
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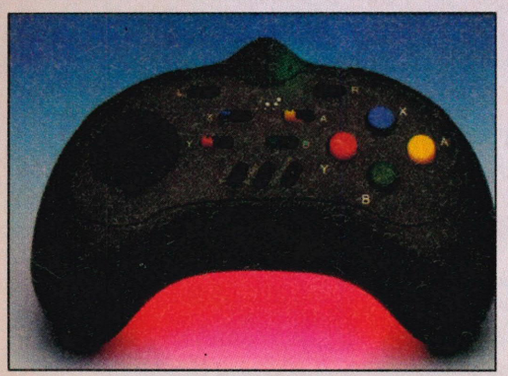
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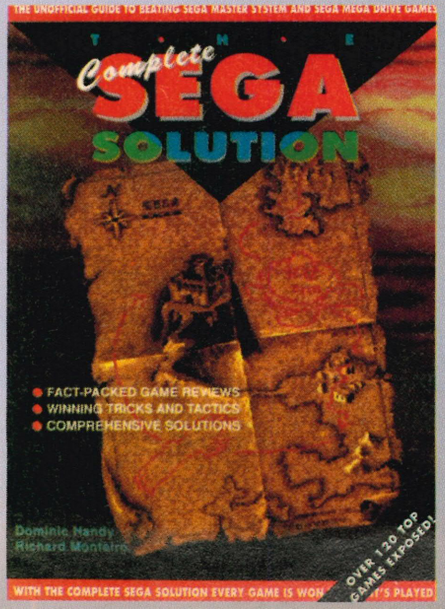
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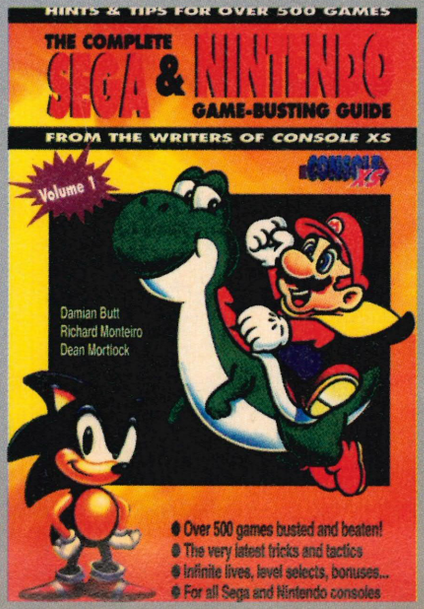
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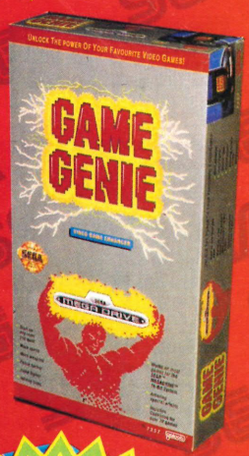
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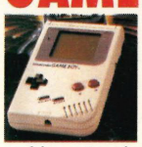
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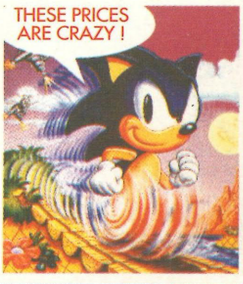
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