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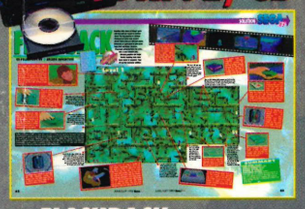
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Nº1 JUNE/JULY 1993
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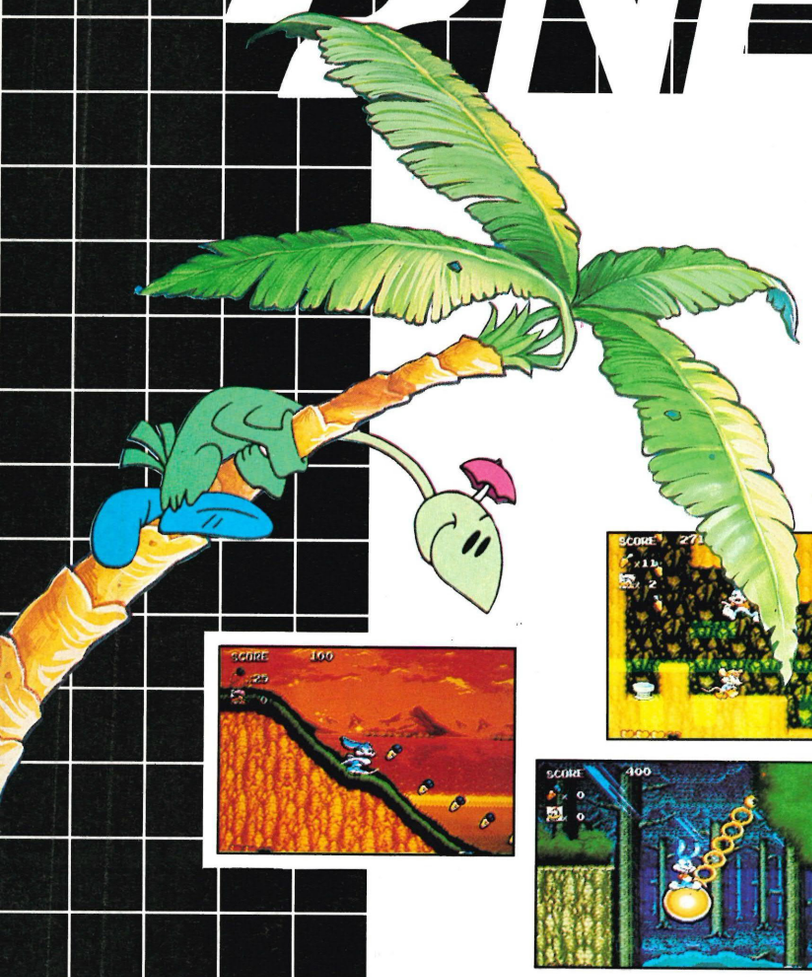
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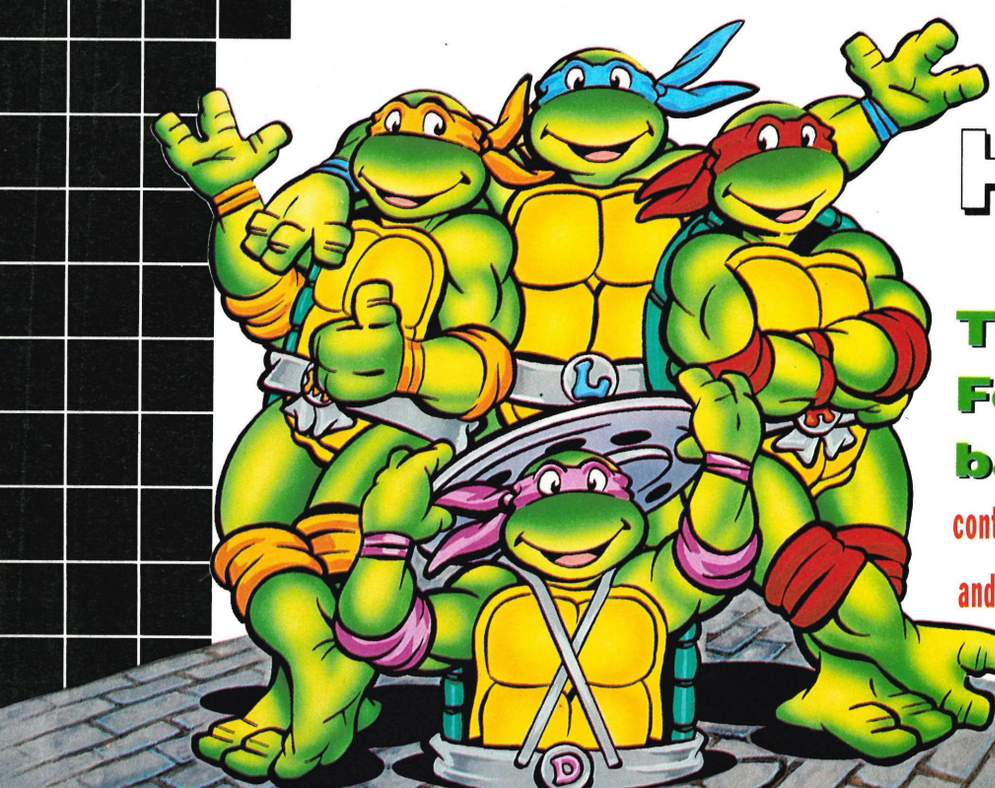
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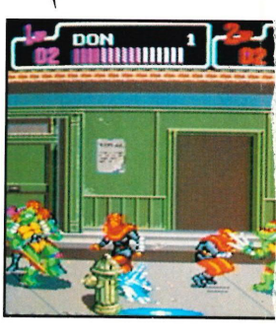
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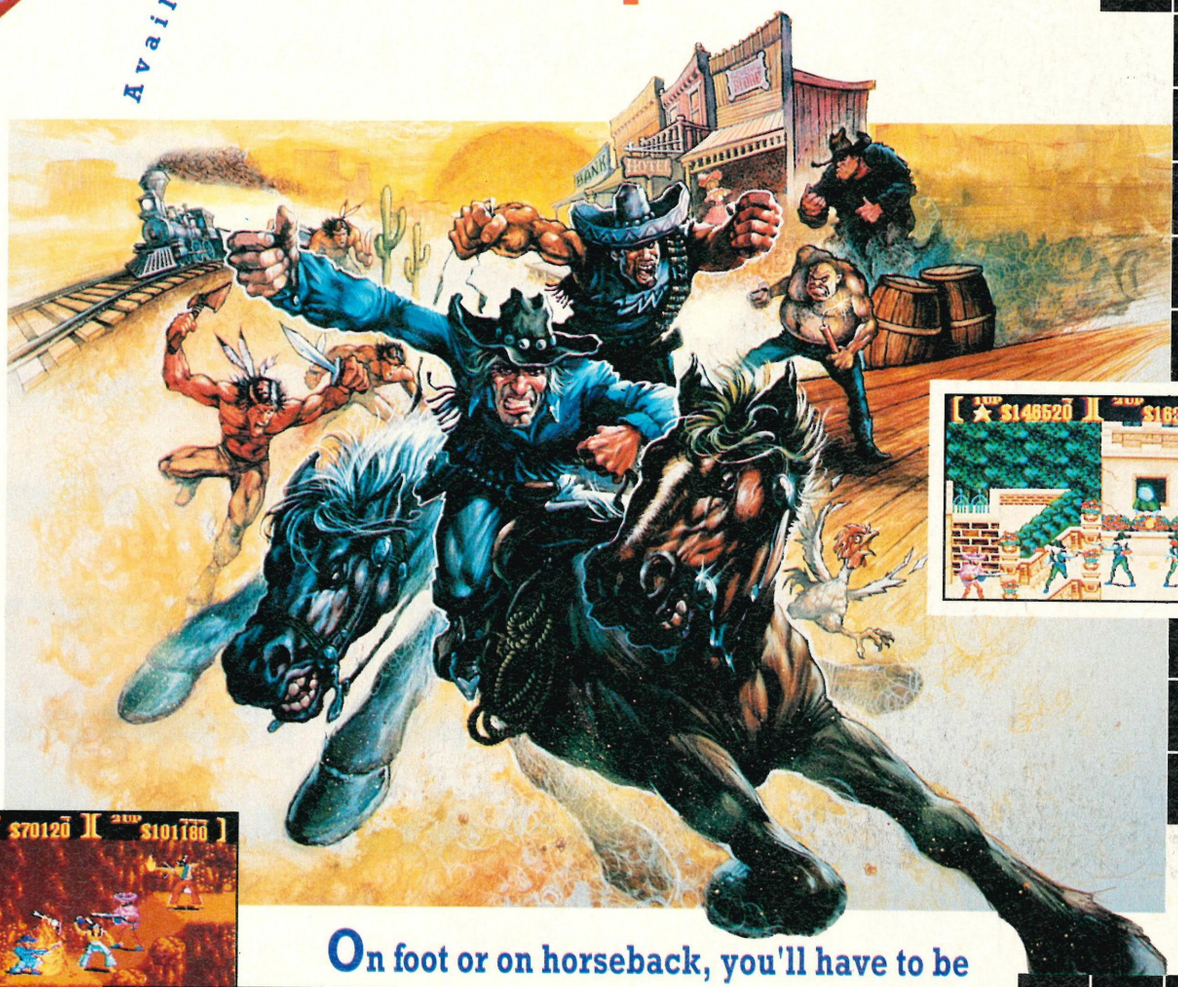
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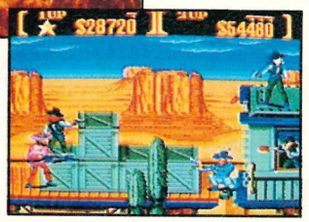
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Last word: Tuna!

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This is how long it took us to complete it from first picking it up with no cheats at all. This means an average day's playing time and it does not refer to how long it took to map or walk through.

Pretty simeple really, the game name in full, just in case you skipped the title.

There have been some confused readers recently, who have not yet got to grips with the summary. Here's the guide to the guide.

SUMMARY

GAME NAME: Sonic 8: Spiky Geriatric
TIME TO COMPLETE: 6 days
HIGHEST SCORE: 99,999,999
NUMBER OF LEVELS: 45
CHALLENGE RATING: hard

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

This is the score you have to beat if you want to win a cart (see below right). No cheats allowed.

Easy, medium or hard. What we think of a game after we've completed it.

The challenge, can you beat the pros? We ask anyone who can top our high scores to write in and stake their claim. Anyone who can beat us and prove it (with a photo or video) gets a free cart and enters the SEGA XS hall of fame.

Pro Action Replay

Designed and Manufactured by DATEL ELECTRONICS

SEGA XS gets all the latest Action Replay codes on all formats every issue. In addition, we always print the relevent codes in each solution. There are now Action Replays for the Mega Drive and Master System, with a Game Genie version due soon, and only SEGA XS covers *all* the codes.

GAME GENIE

The Game Genie's remarkable reputation in the US has now extended over here! All the latest codes are printed in SEGA XS exclusively!

We cannot stress this enough: you *must* have one of the cheating devices to be able to use the codes we print. Both devices are priced at £20–£40, available at most shops and plug directly into your machine. Let's hope we have no more people angrily ranting that they cannot find the 'F' button on the joypad!

INXS

It's here! The magazine every Sega owner should have has finally arrived! SEGA XS. If you have just picked it up in the newsagent and are scanning the pages for reviews, is a TIPS ONLY magazine. No reviews, news, previews or even those annoying little boxes with pictures of reviewers throwing up or grinning ecstatically. Our sole aim is to get you past impossible guardians, through secret levels and game over screens. In fact, through every aspect of every game we cover. If you have a game that has been niggling you for ages, why not let us know about it? Not only can we do full solutions on any game you care to mention, but we can also solve any problems you might have in the SEGA XS SOS section (see pages 158 and 159).

As Britain's first tips only magazine, you will find over 164 pages of fully mapped solutions, complete with up-to-the-minute cheats, passwords and codes. SEGA XS also features the Busters A-Z section which basically contains every cheat ever printed! If you have a game, no matter how obscure, the Busters section will have a cheat for you. No other magazine prints all the new cheats on a regular basis and because SEGA XS is so big, we have the space to solve games in more depth than has ever been possible before.

In this launch issue, we have exclusive solutions to US Gold's *Flashback*, *World of illusion*, *Batman Returns*, *Battletoads*, *Another World*, *Streets of Rage II* and of course our huge 16-page *Ecco the Dolphin* epic on the Mega Drive to name but a few.

Master System owners have not been left out either, with choice cuts for the gothic masterpiece *Master of Darkness*, *Taz-Mania*, *Terminator*. There's even something for Game Gear owners – *Spider-Man* for starters.

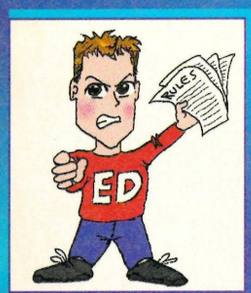
SEGA XS is offering free carts for all your cheats and solutions, so send them in to *SEGA XS, Paragon Publishing, 124 Old Christchurch Road, Bournemouth BH1 1NF*. Enjoy the mag!

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THE XS POSSE!

Damian Butt



Lord and master of all he surveys, Damian (or "Sir", as he prefers to be known) works night and day to ensure that all the latest Sega games are busted wide open. It's been rumoured that he occasionally takes time out to sleep, but people voicing such rumours tend to disappe-

Jon Eves



Once an ecologically sound, animal-cuddling type of chap, constant exposure to *Ecco the Dolphin* has caused a worrying change in Jon's personality. Now, he tends to mutter darkly about tuna fishing, ten mile drift nets and Japanese trawler fleets – and how much he's in favour of them!

Steve Bough



Ultra-relaxed surfer dude Steve is the scruffiest member of the team (beating even Andy, which is some feat), but his dress sense has meant that he's been refused entry to one of the crew's regular lunchtime haunts on more than one occasion. But he's so laid back, he doesn't care...

Andy McDermott



The XS designer and *Star Trek* authority has just bought himself a flat, which has had the unfortunate side effect of turning him into someone who knows about mortgage rates and APRs – and tells you at great length. His flat is free of fungus, which is more than can be said of his face – and car!

Carolyn Ratcliffe

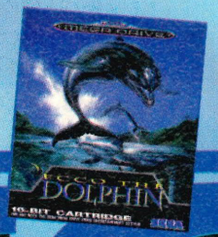


"Cabs", as she is affectionately known, is the office's long-suffering representative of the fairer sex, who responds to the constant barrage of laddish drivel with a stare of disdain and a shrill cry of "Mmmmust weeeee?" She's allegedly a descendant of Lady Godiva, but we've been denied a similar performance!

ECCO THE DOLPHIN

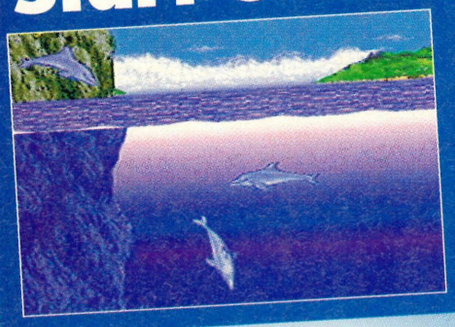


SEGA ● £39.99 ● SWIM-'EM-UP



Ecco, a dolphin that surpasses even Flipper's talents has got to be the most original game ever! A role playing game in which the main character is a fish with an attitude! Ecco is a lost soul, searching passionately for the missing dolphin pod after all the life was savagely sucked from the seas by an almighty vortex. Travel through shark-infested seas and even through time to the jurassic period to play with the pterodactyls. Apart from creating a superb underwater environment with moody graphics and smooth animation, Sega has also succeeded in breaking the mold with this entirely new genre of swim-'em-up adventures.

Start of Ecco's Journey





The game begins with the tranquil surroundings of dolphins at play in their underwater garden with Ecco frolicking in and out of the water, getting higher and higher as he does so. However, during one of his biggest leaps, disaster hits the suburb of Oceansville. A dreaded swirling unearthly force sucks the inhabitants off to darker places. So begins Ecco's incredible journey to save his friends.



XS DEMAND

This happy chappy is Ross McInherney from Hanwell in London, who has won himself a FREE cart for sending us the full solution to *Ecco*. If you'd like to be an XS winner, send us your solutions to the usual address.



This, almost practice level, enables you to get to grips with the moves that Ecco can perform. You can also find out who your enemies are. The jumping takes a little getting used to, but it's all experience that will hold you in good stead for future journeys... Good luck!

Straight away you will have to negotiate this obstacle. Using the B and C buttons boost your speed and give yourself a big run-up

Avoid all jellyfish, as they will – like all enemies – damage your health. Don't let your Health Meter get too low as you may come to a premature end. Recharge by eating the little fishies.

Coral Garden



Glyphs are vital to Ecco succeeding in his quest for peace. Aim you sonar at the Glyphs to obtain a message or the key to exit the level (far right). They can be well hidden so it's wise to take your time when searching.

Another one of the few friends Ecco still has are these Killer Whales which give you messages (sometimes cryptic), which give clues as to what to look for in future levels.



CHEATS

Chose any level, when the level name appears, push Up, Down, Left, Right and press and hold A and Start together. Press Start and infinite lives are yours!

This open ocean holds no real treasures but you'll be able to whip Ecco's fluke into a real frenzy.

If your health meter is low and you need to replenish your energy, stop for lunch whenever you spy a school of fish. By speeding into them, your meter will be renewed.

This Barrier Glyph can only be moved if you've visited the Key Glyph earlier in the level. Using the sonar, the Glyph will fall away, allowing you to complete the level.

Now life becomes a little more difficult as it's all set in claustrophobic caves; making breathing a little less easy. There are more enemies and puzzles to make this level the first of many intricate, thought-provoking and frustrating levels allowing you to perfect the art of pulling hair out. The best advice to give would be to think about any problem and always use Ecco's sonar map to guide you.

Guide this shell towards the wall of rock which will, as if by magic, make them disappear! You can now enter the caves beyond and get to the Glyphs.

There are plenty of these spikes throughout your journey, don't go near them, they'll do you no favours.

Blowfish can occur in great numbers, causing problems if caught unawares. However, using the B (charge) button, you can dissolve these and other enemies before they get you.

The Undercaves

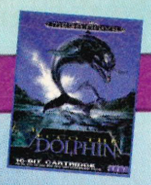
YPNAINCX

This wall of spiked ammonites can be breached by charging them one by one until you can pass without touching them. Like all the other molluscs in *Ecco*, they damage your health if hit.

One of the less obvious obstacles is this current, which will not enable you to pass however hard you try. Don't forget there will always be an alternative route and sometimes you can drop rocks to block the current.

Make sure you have a full breath meter here, as once you pass this Barrier Glyph, it will return, blocking your entry to the surplus of air in the cavern above.

This is the last time it shall be said. Make sure you have visited the Key Glyph before trying to pass this barrier, as you will only have to return the way you've already been. You wouldn't want to do that now, would you?





When obtaining this crucial Key Glyph, be wary, as there are a great many puffer fish itching to infect you with their harmful spikes. The best way to negotiate these, and any other swarms of enemies, is to charge them into sea foam.

The Undercaves (cont)

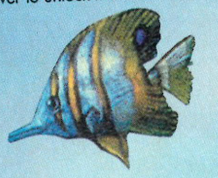
The Octopus is a rather cunning creature which responds with lightning speed. Only, however, if you provoke it by swimming too fast. The key point here is to take it very slooooowly.

This is just one of the many barriers that lie in the wake of Ecco's immense journey. To obtain the key to this particular Glyph, you will have to negotiate a rather unfriendly Octopus.

This is a rather pleasant place to be for Ecco as it contains all that is needed for his existence. Charge the school of fish to revitalise Ecco's health, take a deep breath in the cave and sustain more time under water. Finally, get the power to unlock the last barrier of this level with the Key Glyph.

Coral Spikes are best avoided, however, in this instance, they are conveniently in the path of the final Key Glyph. Take it slowly and make sure your aim is right and you'll find it no problem. Touch the spikes and you may never return from the depths.

That's right, this is the way out but, you've guessed it, there's a barrier. Nip down to the Key Glyph at the other end and then you'll have this level sewn up.



The shell above will enable you to move this rock, but getting out will be a little more difficult!

The Lagoon is a particularly cunning level, holding the fate of three trapped dolphins and full of puzzles that would tax the most intelligent of sea mammals. As life becomes harder in this maze of caverns, always remember to use echolocation (sonar map) if you find yourself stuck or short of air.

This is the key to your exit out of this trap. Use your sonar to move the Starfish towards the rock obstacle. Speed is of the essence.

Your journey through the Lagoon begins here. You can start by rescuing the first of the dolphins from the bottom of this abyss. Oh, and try and avoid the sharks.

The Lagoon

JNSBRIKY

KEY

- **K** Key Glyphs have to be visited before being allowed to pass the otherwise impassable Barrier Glyph.
- **B** Barrier Glyphs serve no purpose, other than hindering Ecco's progress.
- **I** Information Glyphs will give clues to both present and future problems.
- **A** Access Glyphs appear later in the game and once visited will allow Ecco to pass the more inanimate objects.
- These cute symbols denote the positions of trapped dolphins that require Ecco to save them.
- **V** Invincibility Glyphs will give Ecco a temporary barrier against all enemies.
- **P** The power of Pterodactyl Glyphs allow Ecco to call a friendly bird to escort him to the next stage.

This is where the second lost dolphin is found. Glide slowly over him, close to his back, and he will follow you. Now you can take him back to his pod. Don't forget the power of the Key Glyph.

This, I assure you, is the exit to this most heinous Level. But as with most others, it's all one big learning experience leaving you in good stead for the future.

To complete the final stage of the level, you'll have to be swift in using this Starfish. Using your sonar, guide it towards the two rocks that are blocking your access to the exit. Watch the rocks magically dissolve.

The Vents is a place where the destiny of trapped dolphins are mixed with the maze of tunnels and puzzles, as Ecco's task becomes more complex. This level needs patience and lateral thinking to solve its mysterious depths.

The Vents

BQDPXJDS



Take the beginning nice and easy, using the rock to fight your way against the currents. Make your way to the bottom of the cavern.

Jumping over these landforms will enable you to return the lost dolphins to their pods, and allow access to the final stage. Rocks 'n' all.

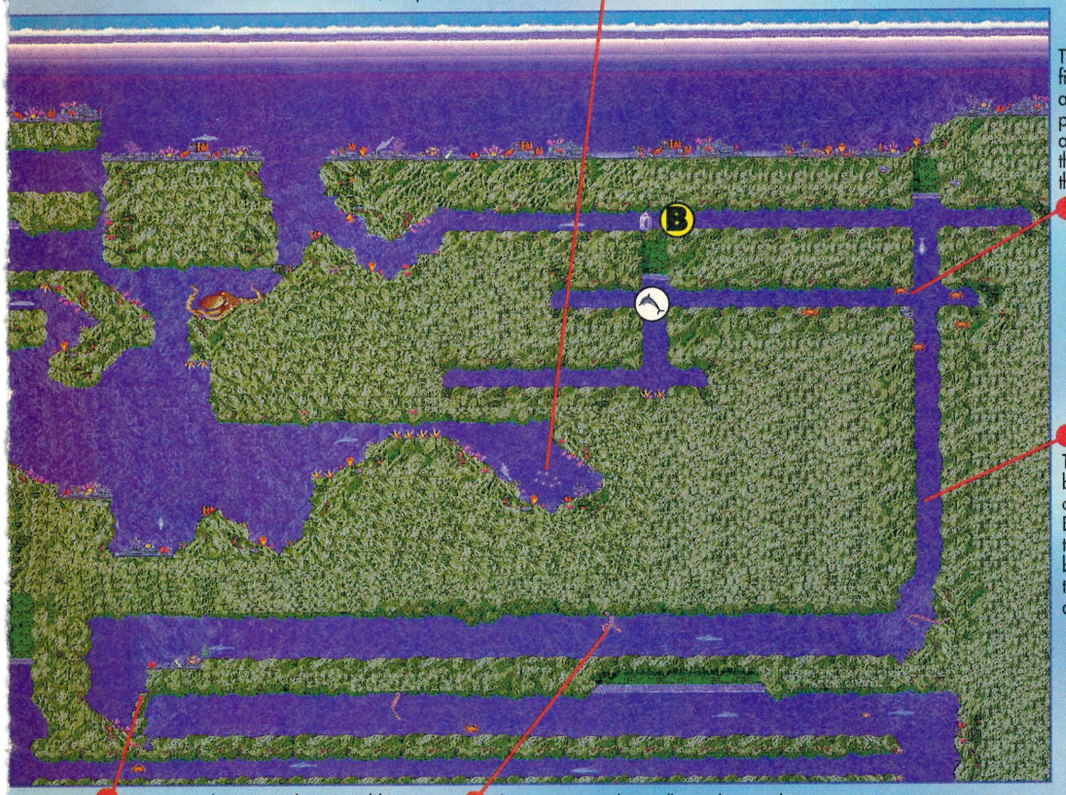
As the depths increase and the opportunities for obtaining air decrease, look for oxygen clams that will replenish your air metre. These will show up as bubbles on the echolocation maps.

The Whale here will be most helpful in giving sound advice for future stages.

Using Ecco's superior intelligence and a little brute force, remove these offending shells and gain yourself access to surplus air and another lonely dolphin.

This is the passage leading to the exit, but don't leave until you have rescued the final dolphin that's concealed below. This will only be possible after removing a final barrier.

You may wonder what this Starfish is doing in the middle of nowhere, however, you'll soon realise that this is moved by means of your sonar. Push it past the Octopus to rid you of the obtrusive boulder. This is difficult, as speed is not the answer.



This is the way to the final dolphin and it's also the meeting place for crabs with attitude. To get rid of them, keep pressing the B button.

This is a nice straight bit, giving you a chance to rip open Ecco's throttle. Use the brakes at the bottom or you'll be trapped by the long arm of the leech.

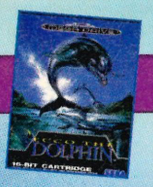
Once more this seemingly immovable wall of rocks can be penetrated with the mollusc type shell (above).

This is a Sea Leech, you'll note the way that they are fast, versatile and above all, EXTREMELY dangerous. Avoid at all costs by moving past them at great speed.

CHEATS

To choose your level with infinite lives, go to the password screen and enter the word P, L, E, A, S, E, followed by the following letters.

E, E	Ice Zone
F, F	Island Zone
G, G	Pteranadon Pond
H, H	City of Forever
I, I	Under Caves
K, K	Deep City
O, O	Last Fight
Q, Q	Origin Beach
R, R	Cold Water
U, U	Marble Sea
W, W	Open Ocean
Z, Z	Ridge Water



A lot of distance has to be travelled by Ecco in this the last instalment of the by now familiar surroundings. There are some fierce currents which Ecco will need to battle through, as well as news of a big blue whale with some vital information.

Ridge Water

NTSBZTKB



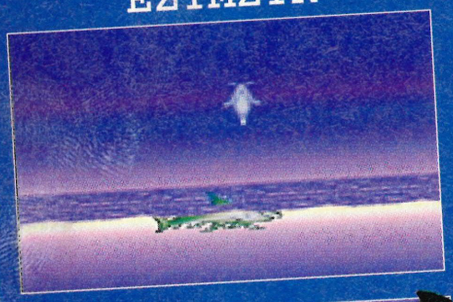
After making it to the bottom of the trench you will find the familiar shell. Move it towards the rocks and once again they'll disappear... ooooh!

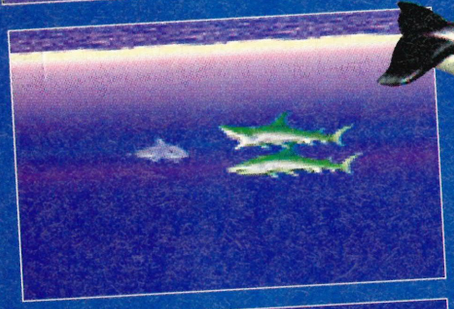


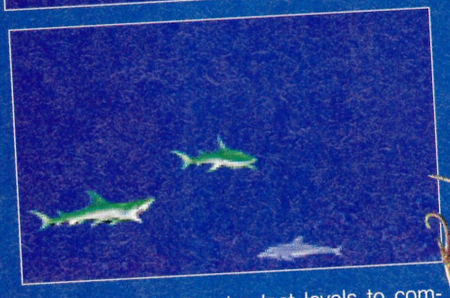
Starfish are used to remove this wall of rocks, the only catch is that they're a long way past the flatfish at the end of the underwater corridor (far right). Be quick and don't mess with the crabs.

Open Ocean

EZYMZTK





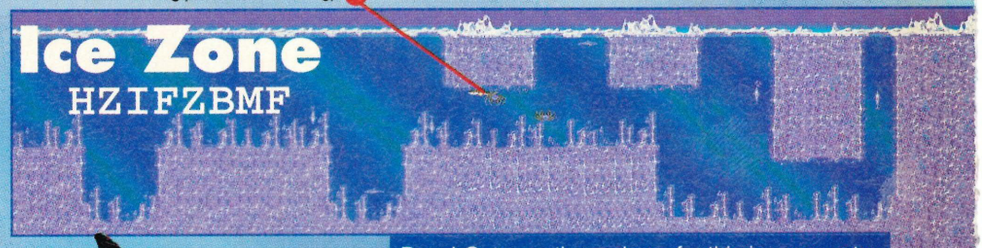


This is one of the simplest levels to complete with no obstacles apart from the numerous angry sharks! They have only one thing on their minds which is to halt the courageous progress of our hero, and at the same time, fill their hungry appetites. This is easily avoided if you keep pressing B and charge your little socks off!

It is a complete waste of time coming to this part of the level, it serves no purpose apart from wasting your time and energy.

Ice Zone

HZIFZBMF



Brrrrr! Get your thermals on for this icy encounter with mister nippy. This is a simple introduction into the sea of many icicles, with only two Glyphs to find. But there are some absolutely huge crabs waiting to give Ecco a nip! Don't hang around on this level as it can be completed quite quickly and there are plenty to go.



It takes good navigating to get to this Glyph and it's going to take even more to get out. Don't forget to use the echolocation to find the best route (but why bother when you have these maps to guide you?).

Another level in the life of Ecco takes us to the Hard Water. Here we find something that has as yet not been seen before; icebergs! Oversized ice-cubes that have to be negotiated or they will prove to be fatal if Ecco finds himself stuck between them. This level also contains a high proportion of vicious sea creatures. Be lucky!

Hard Water

LRFJRQLI





There are plenty of these side moving icebergs to give you enough practice in avoiding them. It's all down to good timing.



The exit is around here, but you'll have an unfriendly shark preventing you from making the escape. Don't waste time fighting, just shoot past.

Once more the helpful killer whale will give another insight into what will happen in the future, then swim away, nervous or what!? The Glyph nearby will give you the power to unlock the final barrier.

Again, use the Starfish to remove the rockform below. After that, travel to the end and take a gasp of oxygen in the air pocket.

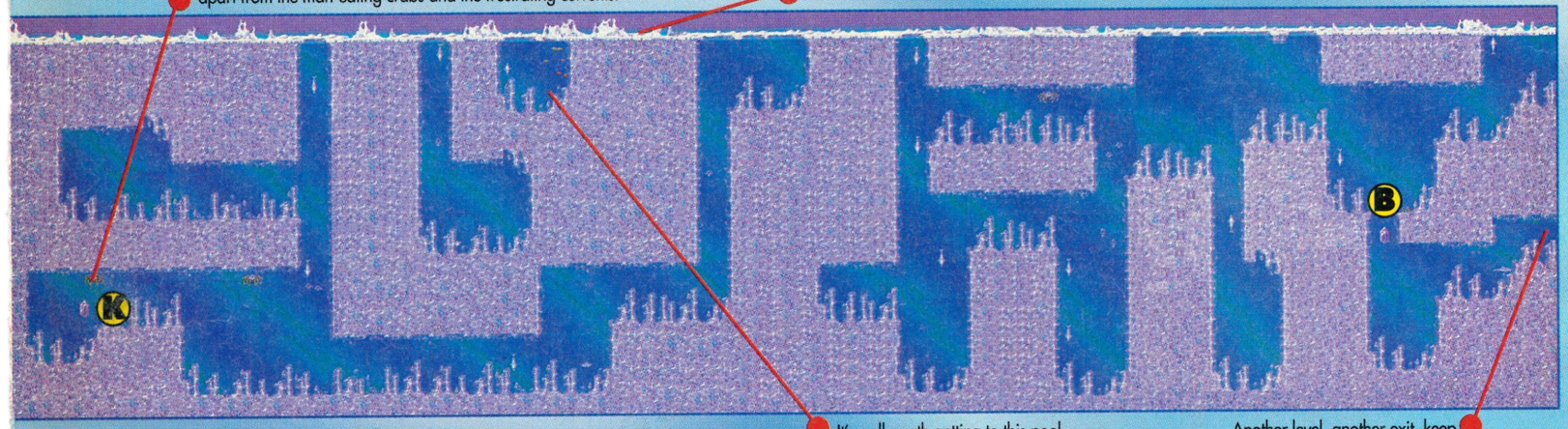
CHEATS

To gain infinite lives enter: NIHPLODS, Dolphin backwards with an 'S' on the end!



This is the only Glyph to find with few obstacles in your way, apart from the man-eating crabs and the frustrating currents.

You can have a great time jumping on to the ice and skidding over the surface. Use the B button to jump over any obstructions or dodgy waters.

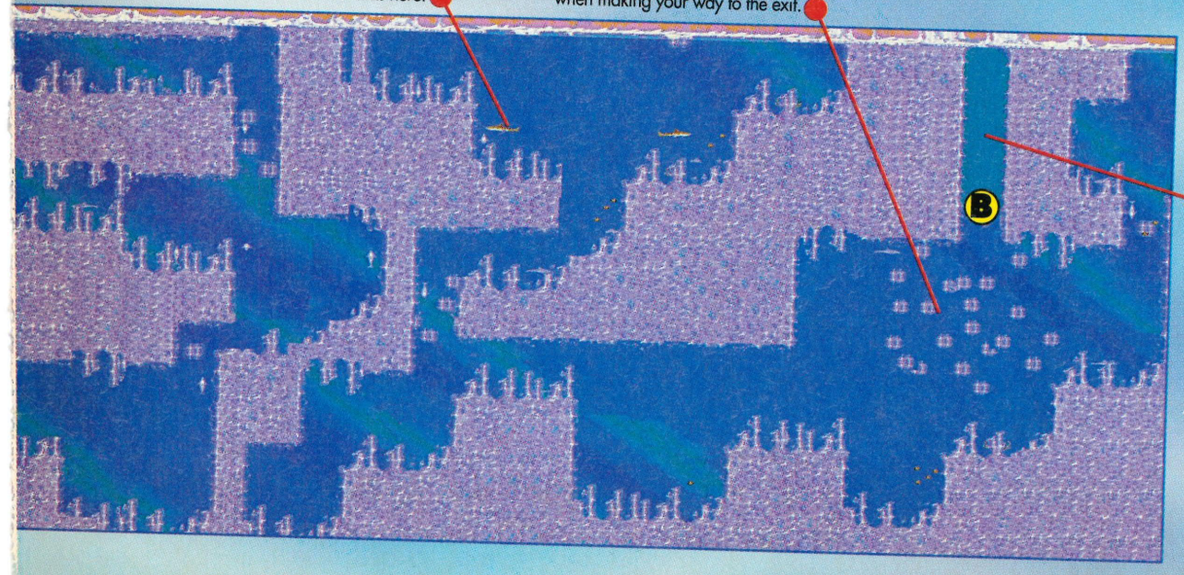


It's well worth getting to this pool, as it's teeming with fodder for our hard working Ecco.

Another level, another exit, keep moving you trooper!

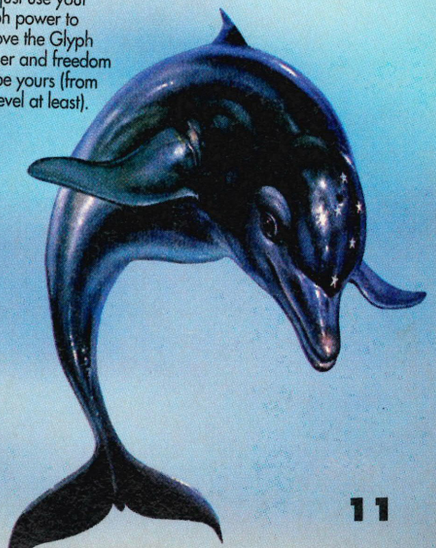
Underwater is not always the safest way to go. Try skating on the surface of the ice to avoid a more precarious route like the sharks here.

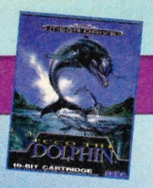
This has got to be the craziest place to be! Avoid this potential deathtrap by keeping to the edges when making your way to the exit.





This unassuming passage is the way out, just use your Glyph power to remove the Glyph Barrier and freedom will be yours (from this level at least).





Finally you're able to experience the wrath of the 'Big Blue', the philosopher of the deep. He's big... real big, but mellow with it. Luckily for you, the blue whale is not in the habit of feeding on stray dolphins. Blue has a tale to tell of an even greater life form than himself that takes you further into secrets that are contained at the depths of the ocean. Dare you venture into the abyss?

Cold Water

UYNFRQLC

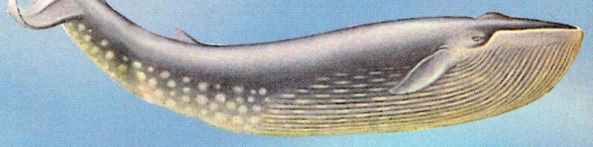
To begin with, you'll need to jump out of this channel – sliding along the ice to the far west of the level – where you will find the first Key, along with fish to revive Ecco's health.

Although it seems that you can escape from these channels, I'm afraid you can't. This is worth noting when you're short of air, as you will need to find another route to the supplies above.

Here you finally are, just under the half-way stage, and in the presence of one of the greatest beings known to dolphins. Can I have your autograph?

Barrier Glyphs have an annoying habit of reappearing once you've passed through, so you'll require the power of this Glyph again after visiting the blue whale.

By now you should have perfected the art of jumping and sliding on ice, so you'll have no problem getting to the exit here. Be wary of sharks lurking in the shadows.



This level finds us back in the familiar rocky surroundings. There are a few more Glyphs than usual, some of which just want a quick chat with Ecco. As you'd expect, there are more sinister and cunning sea creatures to hinder Ecco's progress, as well as a smaller, if not just as friendly whale than on the previous level.

Island Zone

LYTIOQLZ

You'll need to use this rock to protect you against the currents and gain access to a couple of helpful Glyphs.

Make no sudden moves when passing the napping octopus, otherwise he'll beat and whip you back, until you go past at a more leisurely pace.



This expanse of water only serves to contain the final Key Glyph. Your only problem maybe shortage of air, so take every opportunity to fill your breath meter.

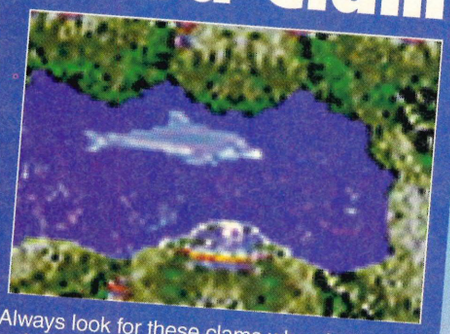
A rather long tunnel is all that's stopping Ecco from gaining the final Glyph's power. The only obstacles down this alley are the lean, mean crabs, out for a little dolphin hunt.

This apparent dead end is, you've guessed it, the way out. Don't bother trying to go down here until you have gained the Glyph power.



This level holds the darkest secret of all life forms, the Asterite. Although it looks like an oversized Amoeba, it has in fact got a greater intelligence than dolphins and man put together! Well worth a visit for some all-important information about your friends who were sucked away.

Good Clam



Always look for these clams when in need of a breath of fresh air. Direct your sonar towards the clam and you'll see it open and air bubbles rise from inside. To find out exactly where these occur, use echolocation and they'll appear as bubbles on the map.

Deep Water

MNOPOQLR

Basically, the way is down. Fight your way against the current to this point and hang a left. Take it easy and try not to take the wrong turning.

Avoid all spikes and constantly top up with air, you never know where your next lungful is going to come from.

Bad Clam



These clams need avoiding. However, they look no different from the above kind, except when you use your sonar towards them. You'll notice that orange coloured bubbles float out and if Ecco is hit by the bubbles, his health meter decreases.

After taking a deep breath above, cruise down towards the Asterite. Don't be too hasty, as there are a lot of spikes lining the walls.

There isn't much point in being here, unless you need a little breather. Top up any health deficiencies as you're about half way through this level.



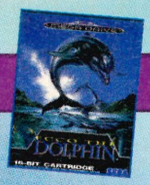


Finally you can meet the highest of all life forms, the Asterite. It has a lengthy message to give, take note they are wise words indeed as they hold clues as to the next turn of your adventure.

Once you have spoken to the Asterite, you will need to return the way you entered and you'll find yourself whisked away to the next level.

These passages are riddled with crabs. Don't bother going down any of these and make sure you have a full supply of health and air meters.







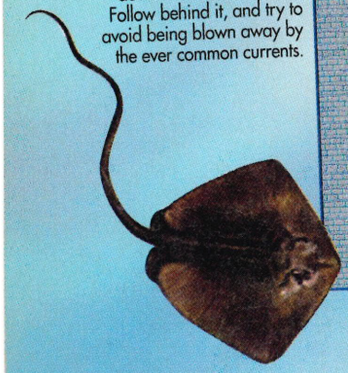
It appears that Atlantis has been found by Ecco in this latest setting for his epic adventure. It's totally authentic, down to the torso statues and crumbling columns. This is a relatively small level, but not the easiest, be careful.

Marble Sea

RJNTQQLZ

You begin in this derelict passage, head straight away for the left and follow the route down. There's nothing above to visit.

The chain is broken by the rock to get in, and by the Starfish when you're leaving. Your reward will be the Key Glyph's power.



Push this rock right and down towards the chains. Follow behind it, and try to avoid being blown away by the ever common currents.



The first of the torsos can be found here. Each torso can have varying effects on Ecco. This one helps by giving Ecco temporary invincibility.

This is one big jump! All that can be done to improve your chances of getting past this quickly is to take a long swim up and use a combination of the B and C buttons and a lot of luck.

This is the first of the Access Glyphs. Although it doesn't appear to do very much, you won't be able to complete this level until both this and the Key Glyph have been visited.

The second Atlantian level takes *Ecco's* gameplay to another dimension. There are some extraordinarily difficult obstacles to overcome and an even more confusing maze of passages. This is no pushover! The currents are of Amazonian proportions with no sign of things getting any easier.

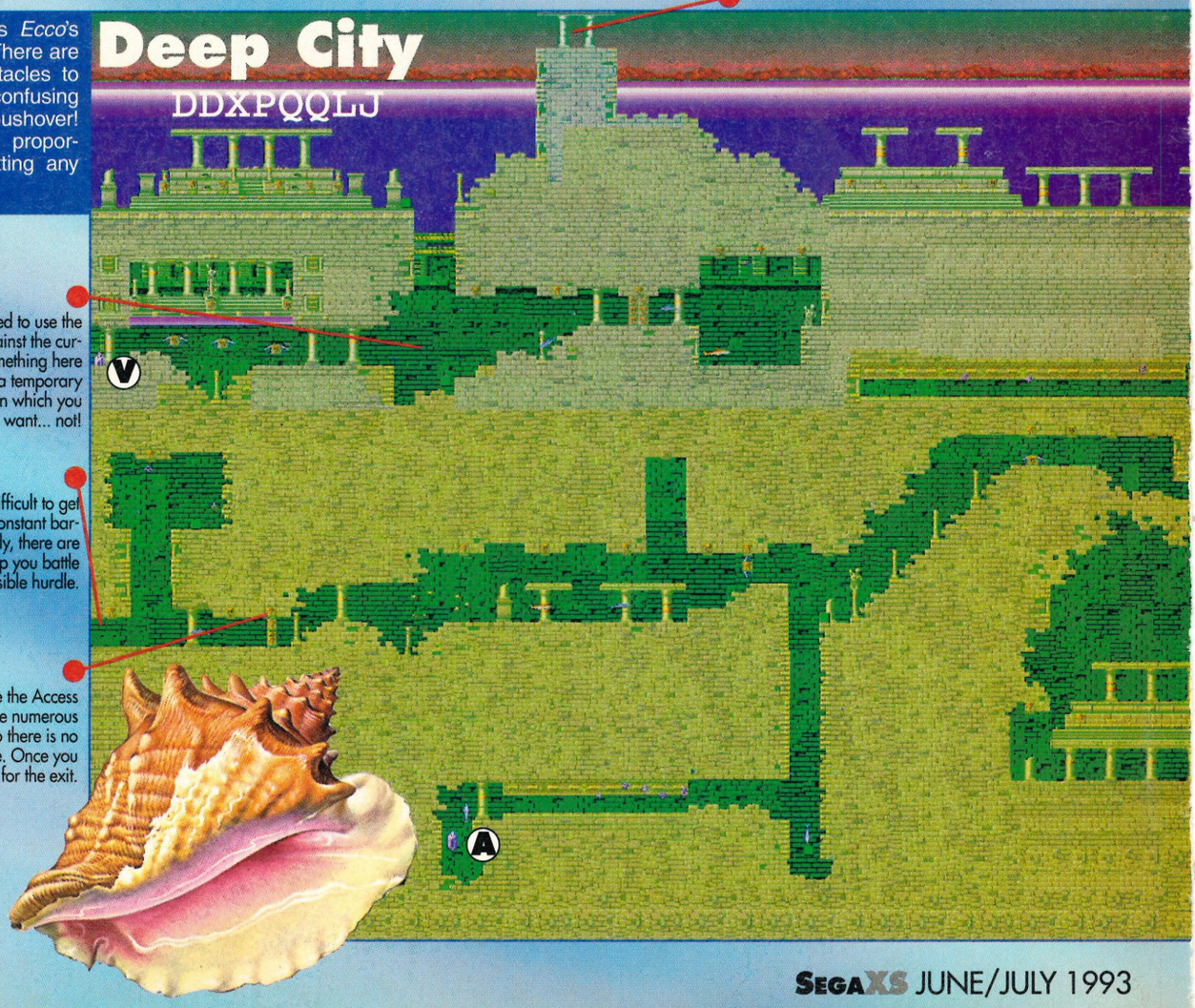
Deep City

DDXPQQLJ

To get down here you'll need to use the square marble slab against the currents. However, there is something here worth visiting such as a temporary invincibility and a room in which you may be entombed if you want... not!

The exit here is very difficult to get to, especially with the constant barrage of currents. Luckily, there are rocks available to help you battle against this invisible hurdle.

This wall will be destroyed once the Access Glyph has been visited. There are numerous currents to hinder you this far, so there is no point in coming down here before. Once you have the Access, head directly for the exit.



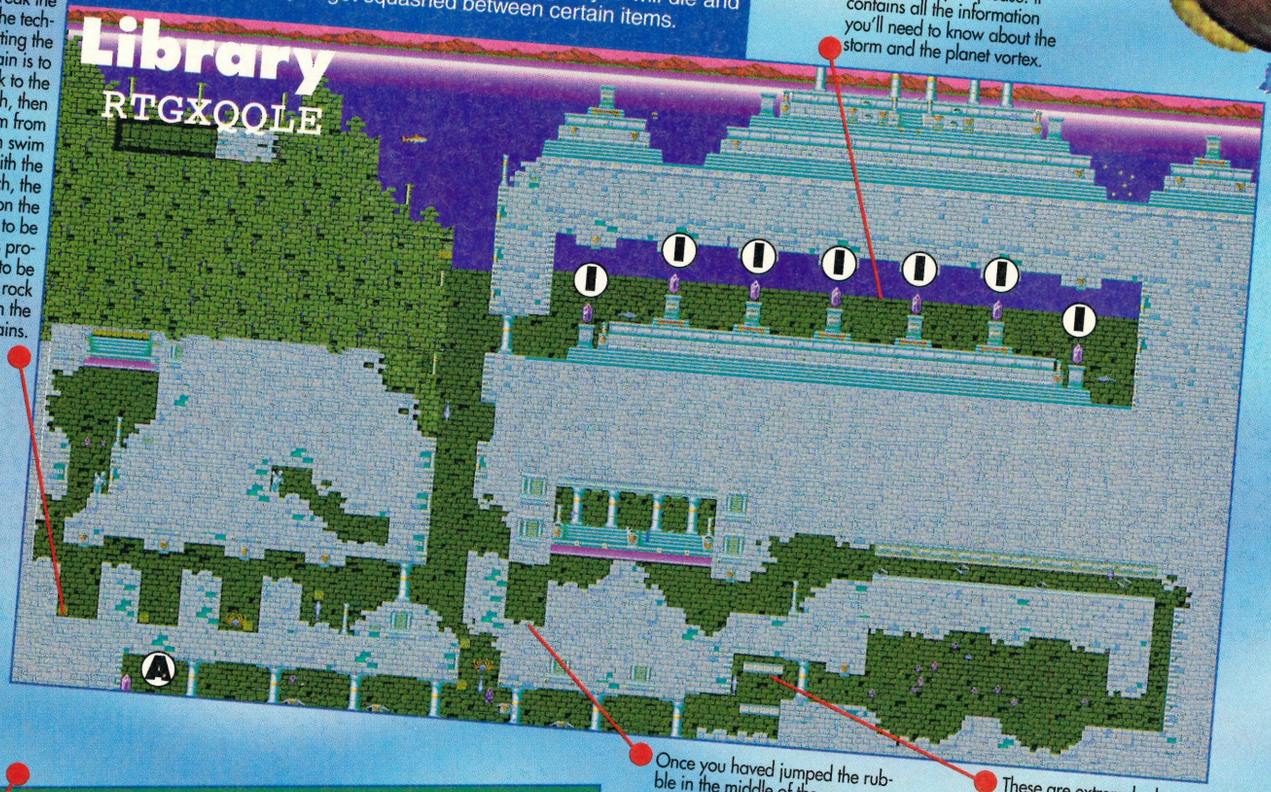
This, I presume, is called the Libray as it contains numerous Glyphs with vast amounts of information. Like the ice zones, there are objects here which are fatal to get between; in short, you will die and start the level again if you get squashed between certain items.



This is the actual library within this level, so quiet please! It contains all the information you'll need to know about the storm and the planet vortex.

Library

RTGXQOLE



You will need to use this rock to break the chains ahead. The technique in getting the rock to the chain is to first push the rock to the right of the trench, then slowly swim from below and then swim up. Once level with the top of the trench, the rock will perch on the edge, ready to be pushed right. This process will need to be repeated until the rock is able to fall on the chains.

If you really must go down here, then please use this rock, as you will find it pretty difficult otherwise. Once down here, there is invincibility to be had, although it's pointless really, as it lasts for only a few seconds.

Once you haved jumped the rubble in the middle of the spa, you will find yourself only a whisker away from the exit. Make your way to this point and you will be taken to the next level.

These are extremely dangerous, avoid at all costs. They are fast, vertically moving slabs of ancient rock. To successfully navigate past them, keep to the edges and use your burst of speed to nip between them.



You will need to pass through this chain if you want to get any further. You won't need a rock, however, just a little forceful entry. Barge through using the B button.

You'll need to use the falling rock to gain access to this vital Key Glyph. The current is just too strong to defeat on your own.

Statue



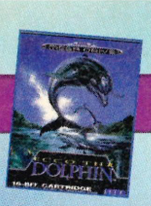
These Romanesque status hold some ancient gifts, similar to the Glyphs, whereas others will grant you access; taking you to the final conquest.



Crab



Crabs of this sort are not to be found in Cromer, but then again, neither is Ecco. All crabs are to be avoided, especially the large ones, as they can make life miserable for Ecco.



I can understand why this is the city of forever as it takes ages to make it over the ridiculously high jumps that have to be negotiated at the beginning. If you are one of the lucky few who complete this level and don't resort to using passwords to continue, then you're incredibly lucky.

City of Forever

MSDBRQLA

Use all the help you can get. This rock will certainly help the fight against hurricane winds and the fight for the oceanic way.

After breaking the chains, you'll be able to pass through the wall to the final stage of this very trying level.

Take this short cut and avoid the first major jump and the first major hair-pulling session. Don't bother with the Glyph nearby as it only serves to act as a decoy. To get over the massive steps of water, you must use the currents to give you extra lift. It is also a good idea to press B and C for extra speed, and make sure you hit the boost just as you leave the water.

If you pass through this plain wall, you will find yourself surprisingly near the end of the level. It acts as a teleporter.



This may appear to be a dead end of a level, however, if the power of the lone glyph is utilised, you will find a handy mode of transport to help you on your way.

Jurassic Beach speaks pretty much for itself. Being a prehistoric level, it has totally archaic enemies which themselves have extremely brutal attitudes to the likes of Ecco. This level sees Ecco flying for the very first time, and having to use his initiative by finding the entrances to more than just the present.

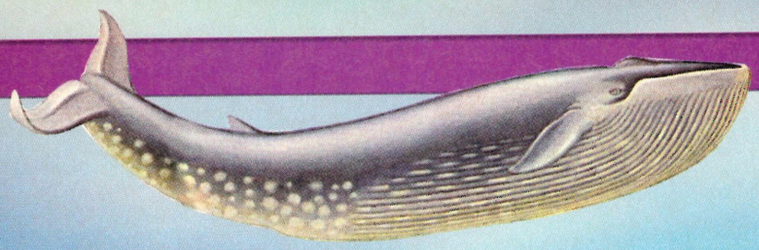
You can travel through some of the volcanoes to reap the benefits of enhanced powers and progression. Beware as some volcanoes are not as forgiving as others.

When travelling down this passage, you will be confronted by many strange sea creatures. To be on the safe side, avoid them... all!

Having passed the final Barrier Glyph, nip into this little cave and obtain the powers of this Invincibility Glyph. Once gained, you will be able to travel to the exit unhindered.

Jurassic Beach

IYCBUNLB





The Pteranadon Pond is one of the larger levels. It will take a lot of care and cunning. Use the echolocation and always be wary of hidden meanies. Once more there is the prehistoric bird on hand (or fin) to help Ecco in his quest.

Pteranadon Pond

DMXEUNLI

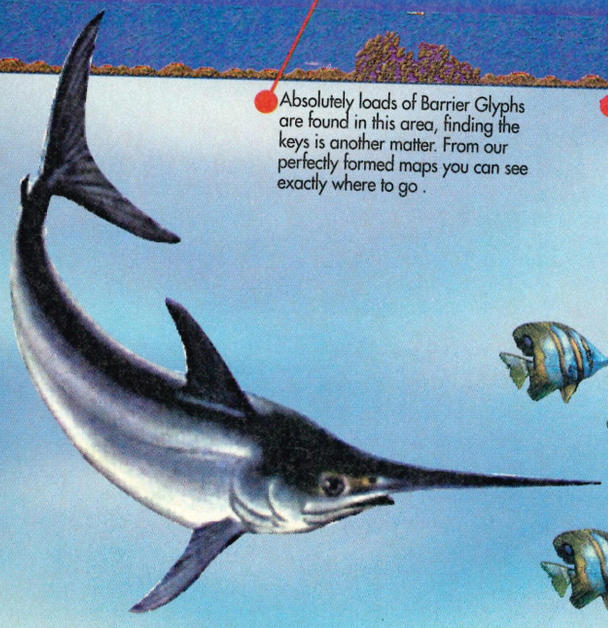
Luckily for Ecco, there is another secret way through here, thus avoiding the impossible currents.

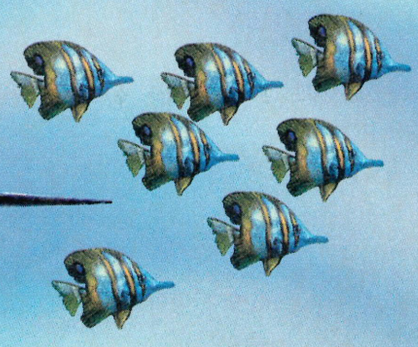
The pterodactyl will help you to this place, once here, head directly for the exit in the bottom right.

Absolutely loads of Barrier Glyphs are found in this area, finding the keys is another matter. From our perfectly formed maps you can see exactly where to go .

The crucial Key Glyph is hidden well below ground. Making the long trek here may seem a waste of time, but you will reap the benefits in the future.

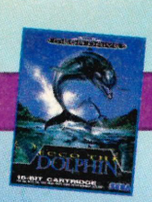
The final Pterodactyl Glyph is concealed here, but you will need to pass another barrier before reaching this stage.





Pro Action Replay

FFB6350038
Infinite energy
FFB6360003
Infinite air
FFB7C20000
Ignore water up currents



Origin Beach

EGRIUNLB

This insignificant looking Glyph should be visited before jumping over the land mass that separates Ecco from new oceans.

The exit here is hard to get to for the untrained dolphin, but with the expert guidance of SEGA XS you have no problem.

To avoid the infuriating currents, jelly fish, crabs and the like you can use this small yet effective short-cut to enable you to complete the level.

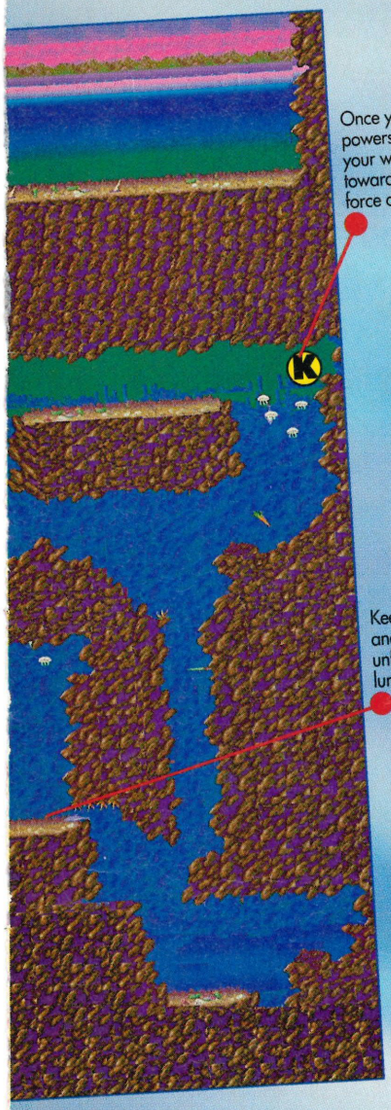
This is a relatively simple level as far as levels go with Ecco. It's very much a case of using the Key Glyph to unlock the Barrier Glyph, with a few minor obstacles. Apart from that, there shouldn't be too many problems.



Air Sponge

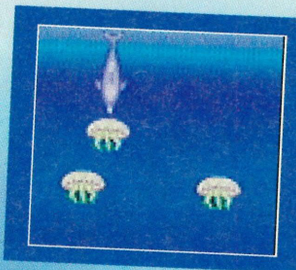
Use the air sponges found in many areas of the levels to get much-needed oxygen when there is no clear passage to the sky. You will usually find the sponges in deep caverns and you must swallow the bubbles.





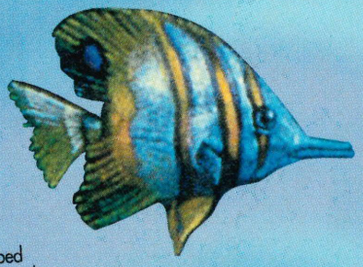
Once you gain the invincible powers of this Glyph, make your way as fast as you can towards the exit. Avoid the full force of the seas.

Keep close to the sea bed and watch out for the usual unfriendly characters that lurk in these depths.



Jellyfish

These are prehistoric jellyfish with slightly more power than jellyfish of previous levels. It goes without saying, don't venture too close.





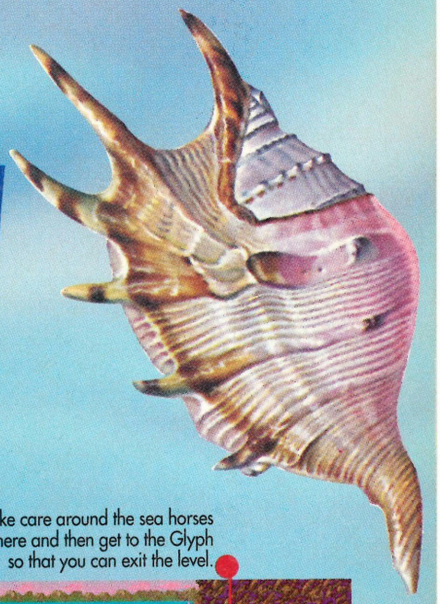
Flat Fish

These curious fish are mostly harmless to Ecco as they don't chase him, but if these squished fish are breached, then there will be trouble!



Floating Fossils

Fossils are just some of the delightful characters that are present at the bottom of the deep blue sea. These, in particular, like to congregate near sites in which Ecco needs to go.



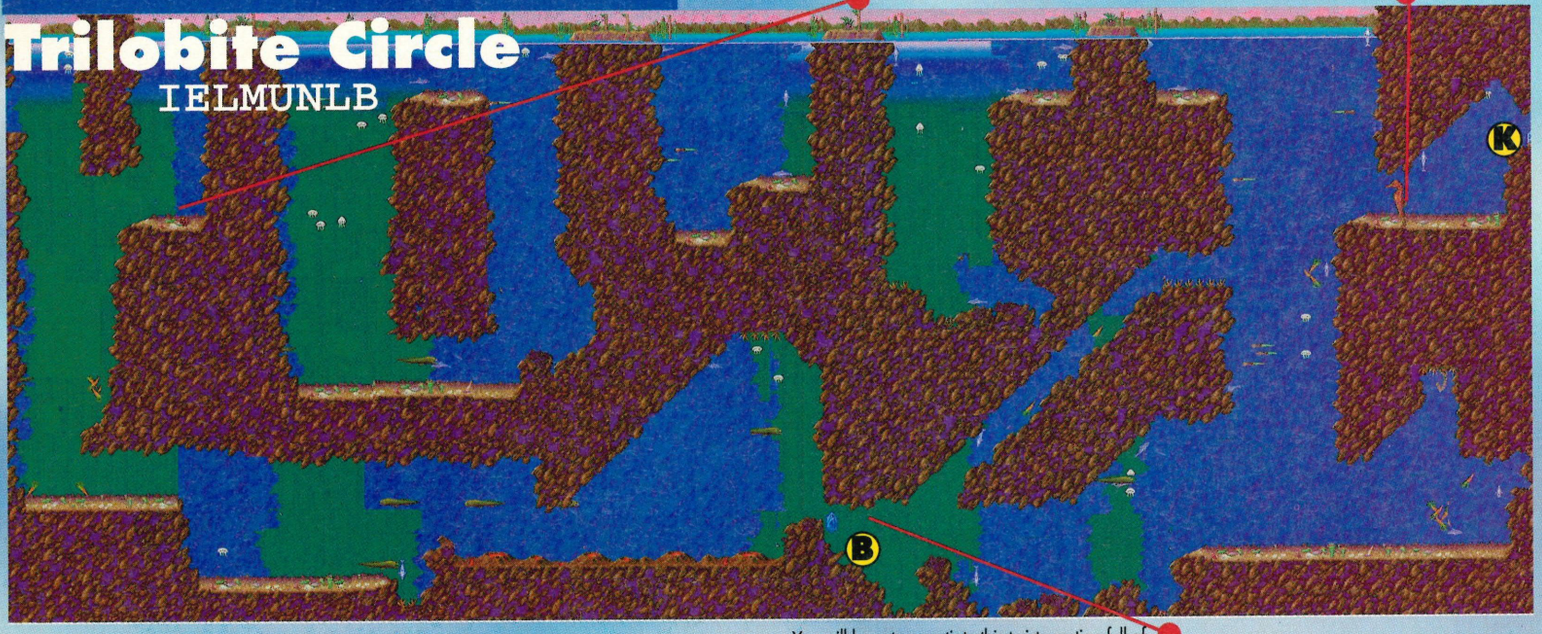
As you can see from the map, Trilobite Circle is a simple level but full of sea horses to avoid and strong currents that push you right back to the start.

Trilobite Circle

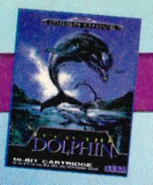
IELMUNLB

This current is impossible to fight against. You had better find an alternate route.

Take care around the sea horses here and then get to the Glyph so that you can exit the level.



You will have to negotiate this twisty section full of sea horses to get to this Barrier Glyph.





There are no secret volcanoes here, but many hidden enemies will happily greet you with the usual impolite push off!

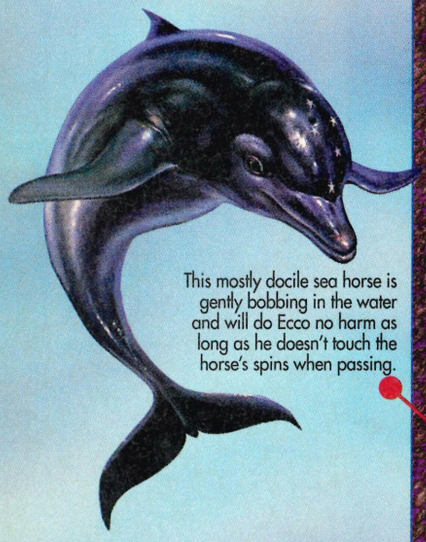
Avoid this sea leech which is cunningly hiding in the volcano, waiting for prey like Ecco.

Dark Water

RKEQUNLN



The asterite is not at all well and seems quite eager to harm Ecco. To defeat this fiend is to knock three of the same coloured balls to begin the spin.

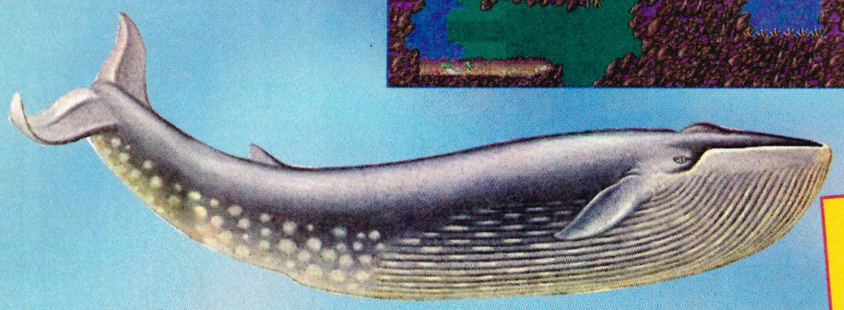


This mostly docile sea horse is gently bobbing in the water and will do Ecco no harm as long as he doesn't touch the horse's spins when passing.

So you have finally made it to this stage of the game; almost the end, but not quite, as you will have to repeat a few levels in case you weren't happy with your first attempt! This level can be deadly as there are numerous shells just aching to crush little Ecco against the cold walls of the Dark Waters.

This has got to be one of the most crushing parts of the whole game as you will restart the level if you are prematurely stopped by the spiky ammonites. The only advice that can be given is to choose your timing carefully and speed boost past them. May luck be with you.

As mentioned above, you will experience the first of the shells here, where they are moving at varying speeds just to confuse you. More haste less speed.





Cartridge supplied by:
House of Fun
Tel: (0202) 485100

Having completed Dark Water you will be whisked back to the Deep Water level where you will have to return the lost Asterite pearl, and in return be given special powers to help you on your journey. You will also have to complete the City Of Forever level again! If and when you manage to complete the level, you will be taken back to the beginning of the storm after which you will find yourself in the grasps of the planet Vortex, as the final stages of this epic are coming to a close.

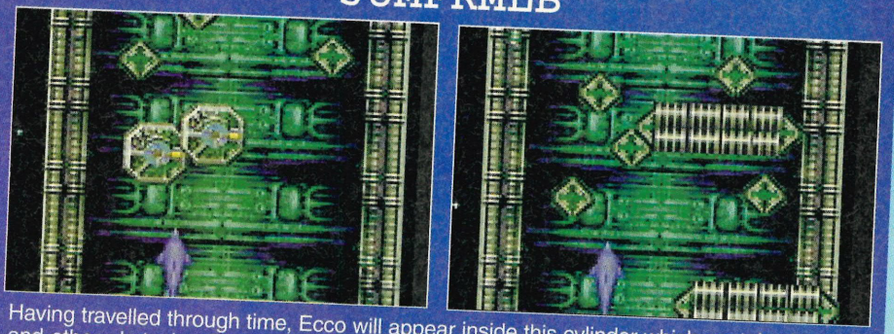
SUMMARY

GAME NAME: Ecco The Dolphin
TIME TO COMPLETE: 7 days
HIGHEST SCORE: n/a
NUMBER OF LEVELS: 25
CHALLENGE RATING: difficult

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

The Tube

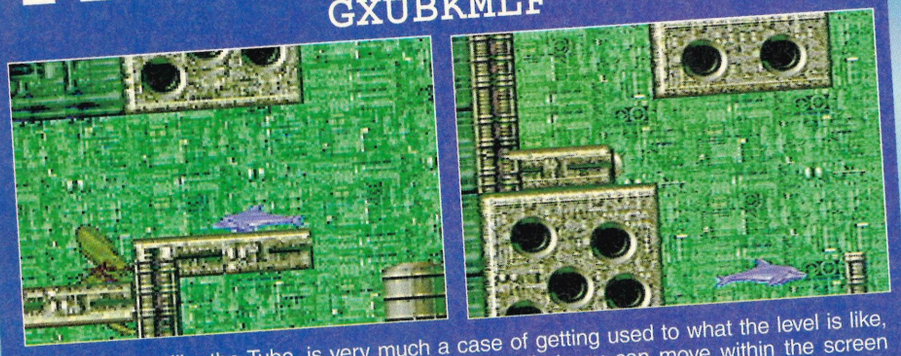
JUMFKMLB



Having travelled through time, Ecco will appear inside this cylinder which contains barriers and other obstacles. The only purpose of these obstacles is to quell Ecco's conviction, if not also Ecco's body. Having completed this level, you will enter the larger and more dangerous Machine level.

The Machine

GXUBKMLF



The Machine, like the Tube, is very much a case of getting used to what the level is like, as Ecco has no control over the direction except that you can move within the screen itself. Ecco's sonar becomes a deadly weapon which will inevitably be used in his defence and in the destruction of all that is evil.

Final Guardian

TSONLMLU



The final guardian is impressive to look at but relatively simple to beat. Firstly, Ecco must shoot each eye ten times using his sonar. Next, you must charge the guardian's jaw, knocking it off three times. Finally, and most simply, Ecco must hit the side of the alien a few times to render himself a truly worthy hero. Phew!





Cartridge supplied by:
AJM
Tel: (061) 7077230

CHEATS

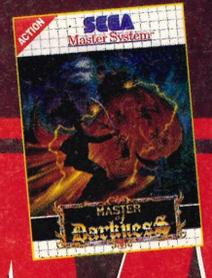
Entering **SHARKFIN** on the passwords screen will take Ecco to the Lagoon level with unlimited air supply and a deadly sonar to boot (press B then A in rapid succession).



MASTER OF DARKNESS

SEGA ● £29.99 ● PLATFORM STAKE-'EM-UP

MASTER SYSTEM



Master Of Darkness **is a blessed relief from all the film licenses, cartoon tie-ins and console mascot games that have swamped the Master System of late. This horizontal platform vamp-fest follows the story of Doctor Social and his never-ending fight against the supernatural. After a warning on his ouija board, Doctor Social raced to London bridge to save another innocent victim, only to become embroiled in Count Dracula's curse. You must defeat each of Dracula's dark companions over five, dark and terrifying levels. SEGA XS sharpened the stakes and brought the garlic for the full solution.**

Level 1-1



Use the boats to ferry across the sections of water. Alternatively, take the upper route. Occasionally there will be much-needed bonuses down here, so keep an eye out.

Mad dogs are a main source of hassles on this level. As soon as they see you, they will raise their heads. Duck low and swipe at them with your weapon. The stake is best for this as it kills them immediately.

The first level is set on London bridge where the next murder is due to take place under the light of the full moon. Luckily, some virtuous sole has left all sorts of zombie-bashing tools like stakes, sabres and guns lying around in ice hockey masks. You shouldn't have much trouble with this level, but watch the areas over water, one touch and you will drown.

Level 1-2



Zombies and devil dogs are the main enemies on the first few levels. If you take the top route along the river you will be constantly attacked, but you must not let them push you off into the Thames.

To get this sabre you have to leap off the boat, run along, hit the mask and then jump back on the boat before it sails past.

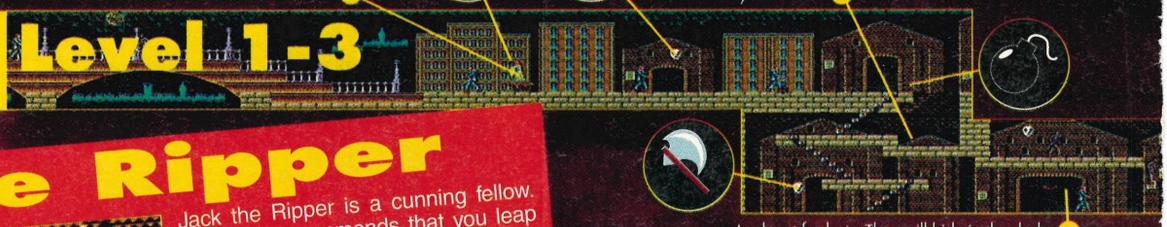
Don't drop through here or you'll be crushed by the zombie waiting below. It is much better to take the stairs and plan your attack.

The green witches attack at head height so leap up and hit them with your stake or sword for maximum effect.



Once you are across London bridge you must follow Jack the Ripper to his warehouse hideout for the confrontation. Luckily, you have prevented another murder.

Level 1-3



Look out for bats. They will hide in the dark corners, but as soon as you get in range, they will attack. Hit them as they approach.

Jack the Ripper





Jack the Ripper is a cunning fellow. SEGA XS recommends that you leap down by the second platform on the left and wait for Jack to attack. As he leaps across, use a throwing weapon (boomerang is best) to hit him, then slash him as he lands on the platform. Keep hitting him like this.



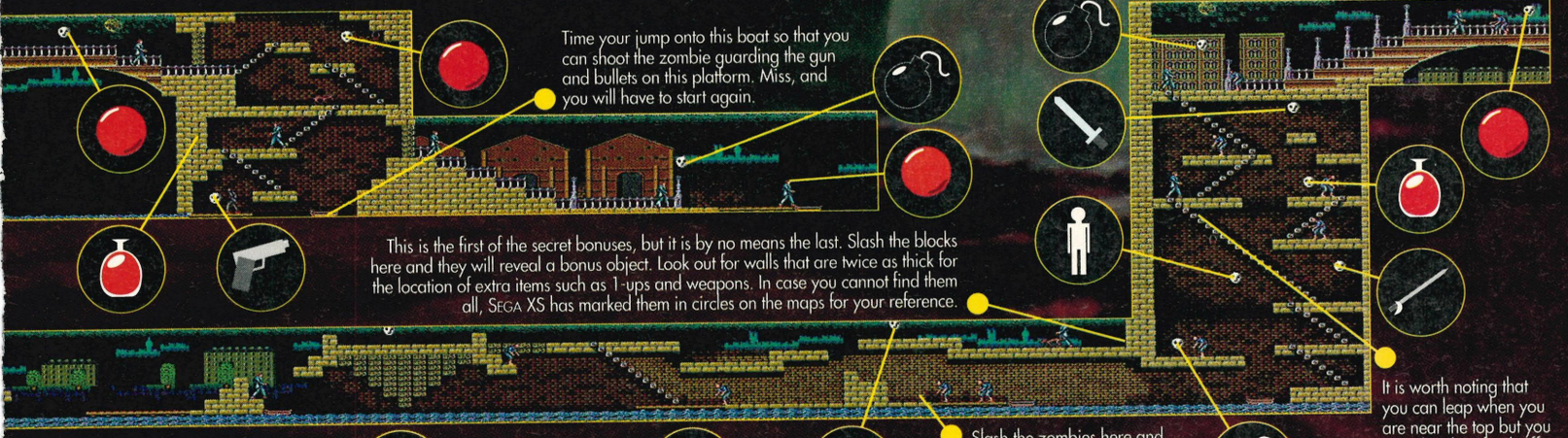
Dracula is dismayed that you killed his old mate Jack, so he has set you against an even greater foe in the wax museum. Even as you feel you are being watched, the wax figures attack!

Level 2-1



All the zombies in white will flicker, then attack you instantly. Leap over them and hit them from behind as they run past you.

Get the sabre from the mask (left) if you need it and kill all the zombies on these platforms. If you leap across carelessly, you may be pushed into the deep pit by the zombies opposite.

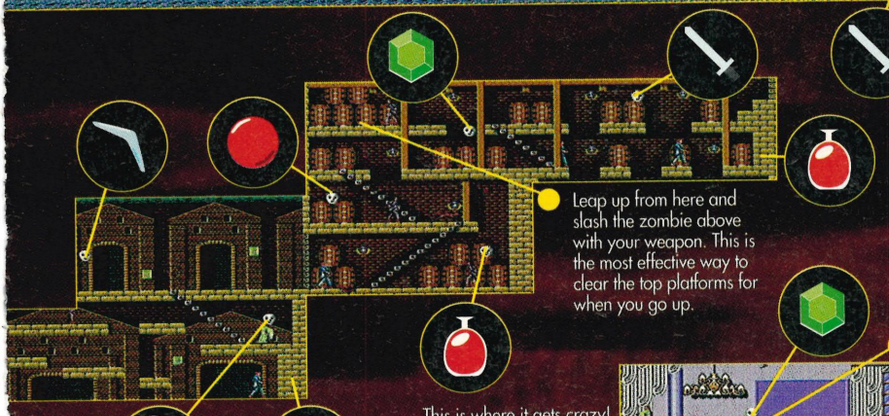


Time your jump onto this boat so that you can shoot the zombie guarding the gun and bullets on this platform. Miss, and you will have to start again.

This is the first of the secret bonuses, but it is by no means the last. Slash the blocks here and they will reveal a bonus object. Look out for walls that are twice as thick for the location of extra items such as 1-ups and weapons. In case you cannot find them all, SEGA XS has marked them in circles on the maps for your reference.

Slash the zombies here and then quickly leap on the boat to be taken to the end of the level, London bridge.

It is worth noting that you can leap when you are near the top but you can also drop back off the stairs if you are not high enough, so be careful.

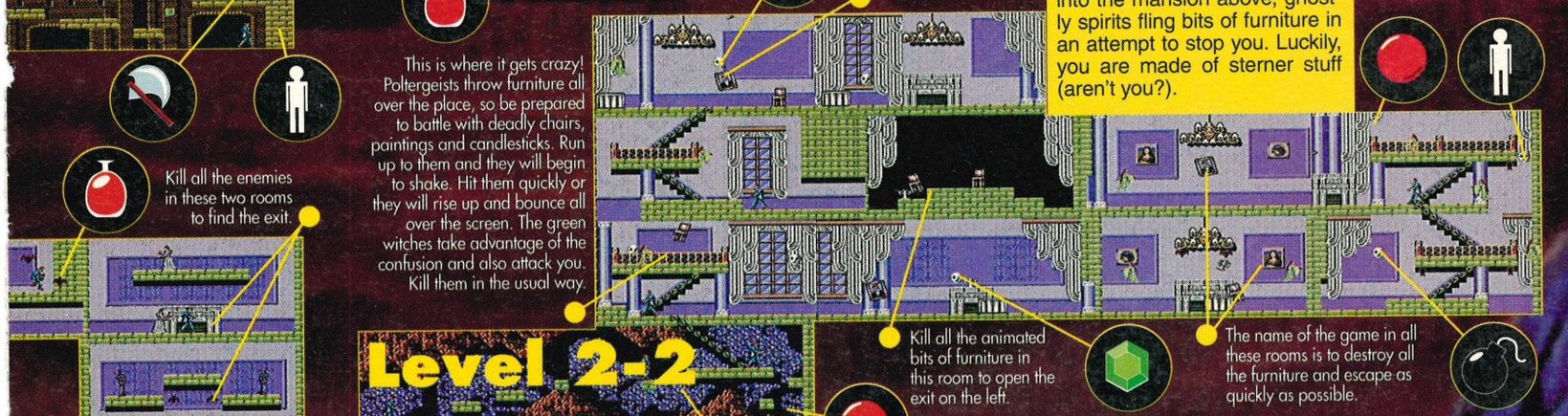


Leap up from here and slash the zombie above with your weapon. This is the most effective way to clear the top platforms for when you go up.

"Hasta La Vista, baby!" Touch the smart crystal here, and, like the Prodigy song, all the spooks are taken to another dimension.

Poltergeists! As you ascend from the museum basement into the mansion above, ghostly spirits fling bits of furniture in an attempt to stop you. Luckily, you are made of sterner stuff (aren't you?).

This is where it gets crazy! Poltergeists throw furniture all over the place, so be prepared to battle with deadly chairs, paintings and candlesticks. Run up to them and they will begin to shake. Hit them quickly or they will rise up and bounce all over the screen. The green witches take advantage of the confusion and also attack you. Kill them in the usual way.



Kill all the enemies in these two rooms to find the exit.

Kill all the animated bits of furniture in this room to open the exit on the left.

The name of the game in all these rooms is to destroy all the furniture and escape as quickly as possible.

Level 2-2

OBJECTS



Axe, very powerful close range.	Bomb, can hit high platforms.	Boomerang, hits from front and behind.	Dagger, totally rubbish, short range.	Smart crystal – destroys everything.	Gun, slow but lethal long range weapon.
Projectile, long range, kills everything.	Points crystals, red, pink or black.	Energy potion, restores life points.	Sabre, medium range stabber.	Stake, medium range killer.	1-up, an extra life no less!



Fight through the poltergeists in the first two rooms then leap off this ledge (grabbing the bonuses as you go) and land on the roof.

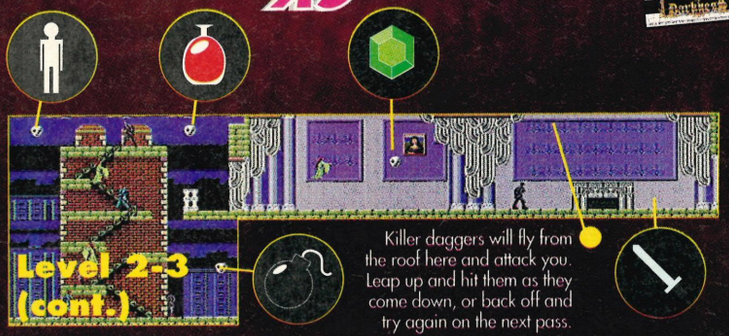
Level 2-3

The last section of the wax museum finds Dr Social climbing out over the roofs in pursuit of his foe. The main problem you will face here are the green witches and bats pushing you off the slates.

Two zombies and two green witches attack on the roof while bats swoop on you from the skies and also flutter up from the rafters. The best advice is to leap in the air as soon as you see them and keep slashing for all you're worth.

SEGA XS SOLUTION



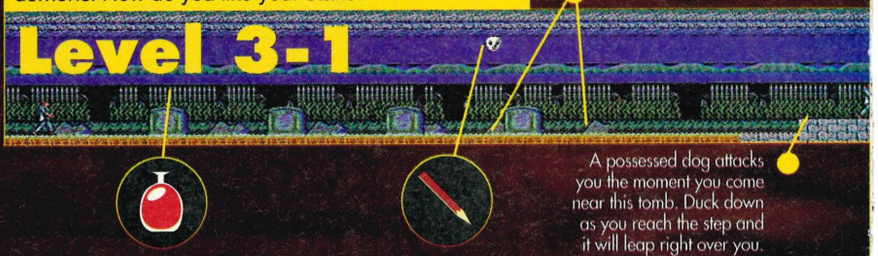


Killer daggers will fly from the roof here and attack you. Leap up and hit them as they come down, or back off and try again on the next pass.

This phantom skull and mystic gypsy woman can be difficult to defeat, especially if you get lumbered with the dagger near the end of the stage (above). The best weapon is the stake for its long range abilities, but keep bombs in reserve. To defeat the guardian, stand on one of the platforms (below) and hit it as it passes you. If it is getting close, hit it and leap through it when it is still flashing.



The first level of the graveyard is noticeably tougher and a reminder of what's to come. After the terror of the graves, Dr Social has to face the dark tombs and even an abandoned church writhing with Dracula's demons. How do you like your stake?



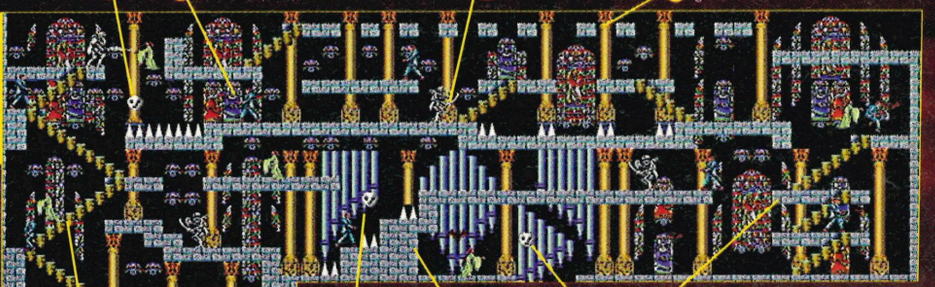
Zombies break out of the ground between tomb stones and must be killed, or they will trap you against the stone. Most zombies take one or two hits from the stake.

A possessed dog attacks you the moment you come near this tomb. Duck down as you reach the step and it will leap right over you.

Get gothic! Level 3-2 is crammed with skeletons, bats and ghostly witches, but spikes line the vulnerable areas; ready to punish the foolhardy. The most difficult area of this level is stained glass window section because the long stairs mean you can be attacked by bats and not be able to retaliate. If you try to attack your enemy, you will fall to your death below.

This area is rife with bats, so keep a sharp lookout for the pesky nocturnals every step of the way. The penalty for getting the smart crystal on the left is energy loss from the spikes, but you will probably lose more trying to get to the top platforms anyway.

To get to the end of the level you have to leap these small platforms and stop on each one to kill the bat beneath. If you fall through, the chances are you will hit spikes or green witches.



The skeletons found on this level are armoured and take two or more hits to destroy. Bear this in mind when you are trapped by them.



The big decision. Should you go down and get that juicy red potion and jewel, or should you forget the extra dangers and keep on going up to the end of the level? We recommend the former.

It is very easy to get hit by the green witches on these stairs, so time your runs carefully. Leap up to the platform as quickly as possible, then slash the witch as she moves left.

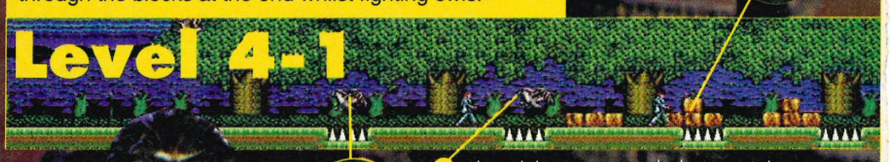
To get this skeleton, wait until he turns his back on you, then leap up onto the platform and slash him three times.



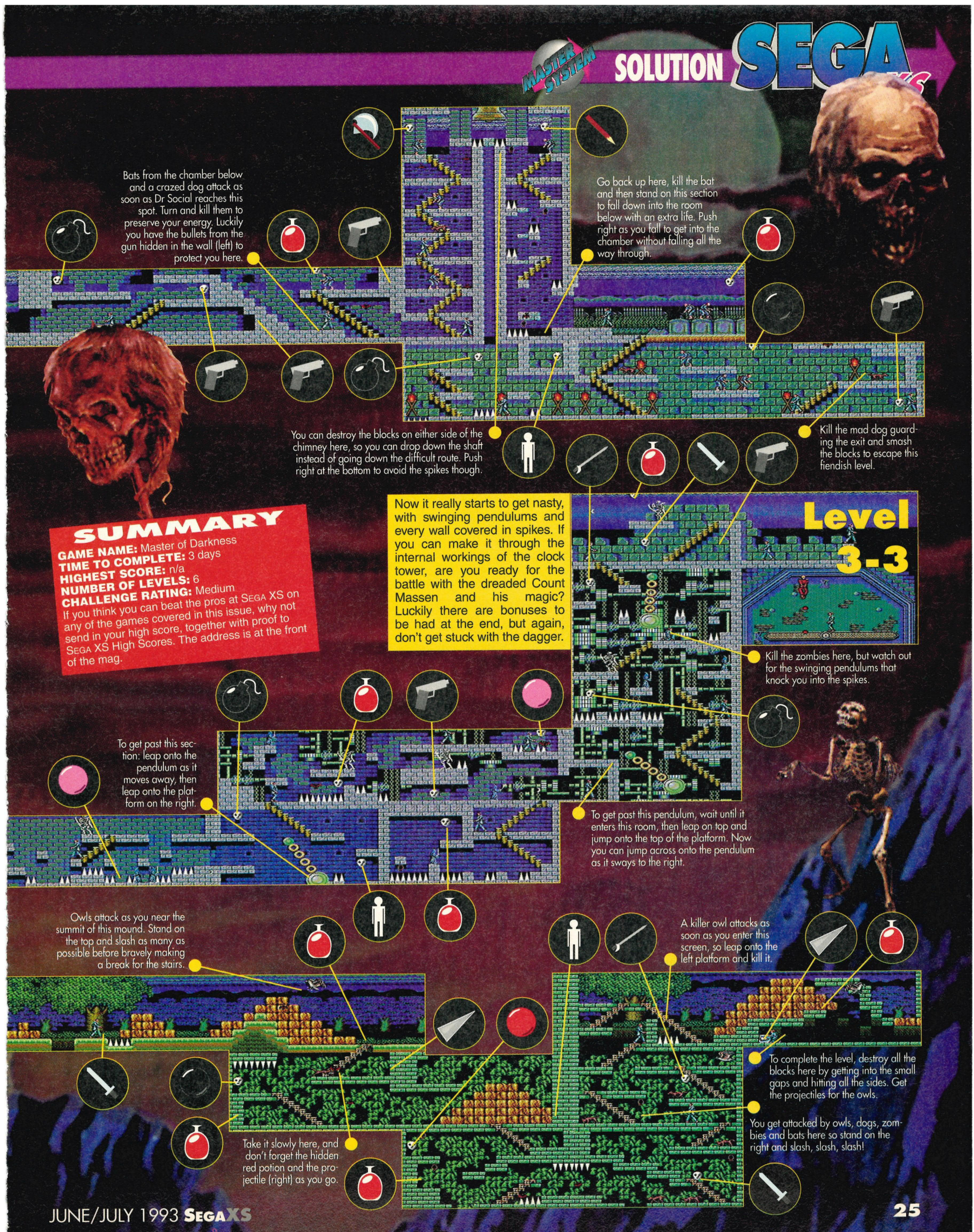


Count Massen is your next foe and not a pushover. First of all, the Count will spin around the clock; getting faster and faster on each pass. Crouch on the right side and slash constantly to hit him. On every other pass, leap away to avoid the red hot coals he throws in groups of three. When the Count slows, you can get more hits in; using the boomerang if you have it. Finally, slash him repeatedly when he stops. Follow him left and right until defeated.

Without doubt your worst enemies on this level are the owls and devil dogs – you will need to be quick to get them. This level is very long, but there are plenty of hidden bonuses in the walls to get you through. The end of the level can only be found if you slash the correct path through the blocks at the end whilst fighting owls.



The owls here are extremely dangerous. They swoop down very fast and if you don't duck, get in a hole, or slash them, they will take loads of energy. If you have the stake, stand your ground and slash them twice in quick succession to defeat them.



SUMMARY

GAME NAME: Master of Darkness
TIME TO COMPLETE: 3 days
HIGHEST SCORE: n/a
NUMBER OF LEVELS: 6
CHALLENGE RATING: Medium

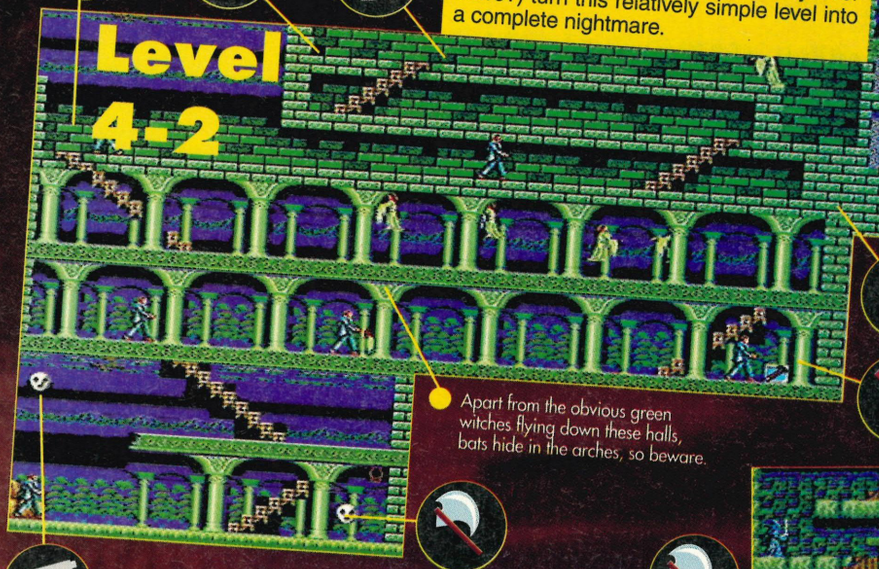
If you think you can beat the pros at SEGA XS on any of the games covered in this issue, why not send in your high score, together with proof to SEGA XS High Scores. The address is at the front of the mag.

SEGA XS SOLUTION

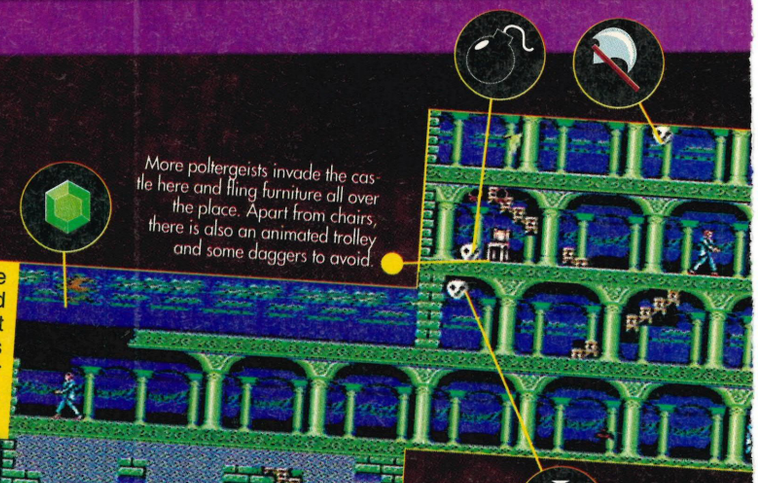


This is definitely the most difficult level due to the special rooms which seal up and require you to destroy a certain object before leaving. Zombies, ghosts, witches and the return of the bats (did they ever leave?) turn this relatively simple level into a complete nightmare.

Level 4-2



More poltergeists invade the castle here and fling furniture all over the place. Apart from chairs, there is also an animated trolley and some daggers to avoid.



Once this room seals up, the only way to escape is to destroy the painting here. You must first fight all the poltergeists in the room as you make your way to this spot. You are most vulnerable on the steps, so use them when everything is gone.

Apart from the obvious green witches flying down these halls, bats hide in the arches, so beware.

The zombies here will try to impale you on the spikes, so leap well clear and hit them from the opposite side.



For the last level you are transported all the way to Transylvania for the final showdown with Dracula but first you must find the way out of his fiendish maze of rooms.

Level 5

This is a bit of a gamble. If you hit the skull mask here, you have to leap over and get the projectile before it disappears into the spikes.

The zombies here only need a couple of hits to defeat them. Some come back though, so stay sharp.



Pro Action Replay

Designed and Manufactured by DATEL ELECTRONICS

ØØCA3A2Ø

Infinite energy.

This is also a level select but it only skips to the next stage if you fall down a hole until you run out of lives. If you want to play through the entire level, switch on the Action Replay when you are low on energy and then get a potion as soon as possible.

Mind your head here or you will hit spikes and lose energy.



A skeleton lurks here to attack you as you go down or up the stairs. Hit him three times.

This is the exit to the level and will take you to the inner sanctum where Dracula awaits. The best idea is to get the projectile weapon (above) first to use against him, and then drop through for an extra life.



This is Dracula, the final confrontation with the dark lord. If you manage to defeat him, then the murders in London will cease forever. Check out the box (right) on how to defeat him.

Cartridge supplied by:
Video Games Ltd
Tel: (081) 9986555



The only way to escape this room is to crawl under the spikes at the bottom (attacking any ghosts on the way), and then climb the ladder to the hole in the middle. Destroy the candlestick and you will be free.

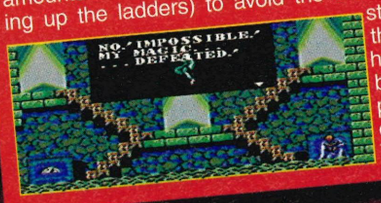
To get through this room without injury, leap over the pit and slash the object in this hole with a long weapon such as the stake. When it is gone, the door will open.

Level 4-3 is set in the madman's laboratory and there are plenty of weird machines, not to mention zombies and skeletons, all over the place. The main things to master on this level are the spinning balls that are used to get around bottomless rooms. The guardian awaits you at the end.

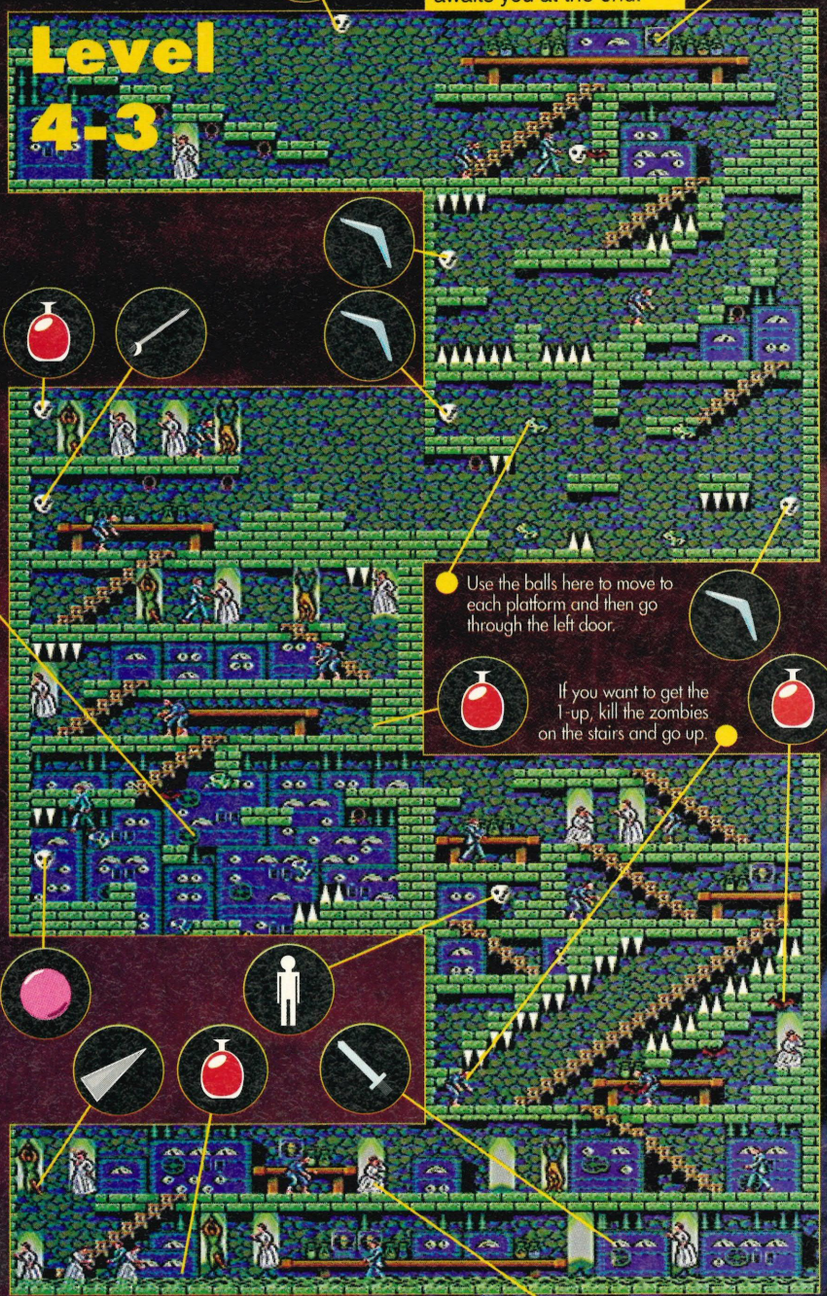
MASSEN



For a penultimate guardian, this guy isn't *that* difficult. First of all, stay at the bottom of the screen and leap up to hit the cloaked guy. Now he will transform into four pink balls that take massive amounts of energy when they hit. Run around the screen (including up the ladders) to avoid the balls. When, when they settle, stand next to them. When the guardian reforms, hit him as many times as possible and use projectiles if possible. Repeat this procedure to defeat him and go to Transylvania for Dracula!



Level 4-3



Use the revolving balls in this room to carry you across the dangers and reach inaccessible areas.

Use the balls here to move to each platform and then go through the left door.

If you want to get the 1-up, kill the zombies on the stairs and go up.

As with the Wax Museum level, the white figures will come alive and attack you.



DRACULA



Dracula has three incarnations. First of all he will mirror himself and fill the screen with imitations (the coward). However, if you leap up and keep slashing the clones until one flickers, Dracula will show himself. Huge spikes rip from the floor to pierce Dr Social, but luckily there are platforms moving downwards to leap onto. Dracula remains at the top and moves from left to right; throwing fire at you. Keep leaping up onto the highest platform as they descend and hit Dracula as he passes with your Stake or projectile. Each hit by the spikes or Dracula's fire will lose you one energy jar. The final battle with Dracula has you leaping around the screen as he flies in and out; throwing blue flame at you. Keep leaping up at the right time and slashing your weapon to defeat the prince of darkness and win the game.









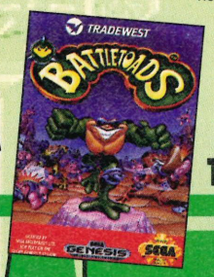


BATTLETOADS

TRADEWEST ● £39.99 ● PLATFORM BEAT-'EM-UP

***BattleToads* is the latest platform stormer to be unleashed on the gaming world by Tradewest. This spot-on conversion of the NES classic has all the right ingredients to keep you playing for hours... humour, variety and a difficulty level which almost made the SEGA XS crew break into a sweat! Don't expect to pick up this little baby and bust it in a day! The first few levels are set just right to get you into the swing of things. As you venture onward to the final showdown with the dastardly Dark Queen, you'll be thrown into some of the toughest action yet seen on the Mega Drive. *Battletoads* will leave your joypad smoking and your frustration levels peaking!**

MEGA DRIVE

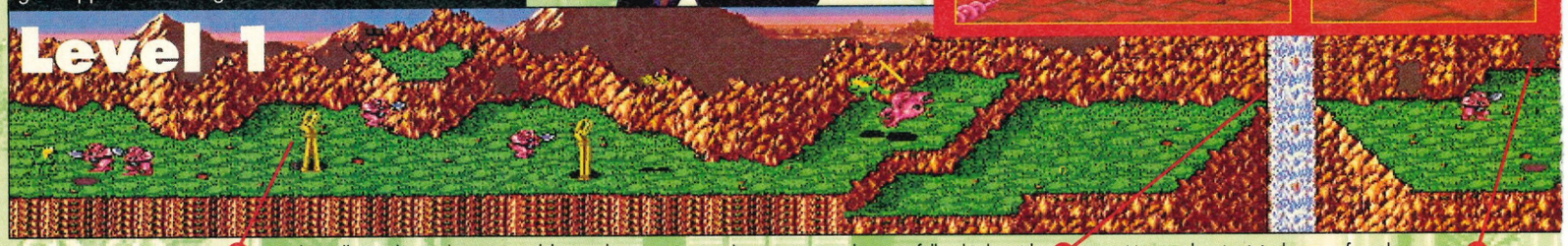




Level one slips you nicely into the game with only a few of the Queen's strange creatures under her employ. You'll be introduced to a few of the game's surprises, so watch your surroundings for hidden enemies. The walking robots can be dismantled with a few hits, enabling your toad to use the legs as weapons. The dragons can also be brought to heel for a rather unorthodox means of transport. Try not to get trapped at the edges of the screen.



Level 1



Give the walking robots a thumping and then push down and pick up one of the legs. You've now got a handy weapon to pulp the psyko pigs.

Either jump across this waterfall or hitch a ride with a dragon. By pressing the B button, the dragon will spurt flames at the enemy.

More psyko-pigs join the party from these cave entrances. Be sure to get to the right of this area, or you'll find they'll push you off the cliff edge.

Level 3



Don't get all ratty with these weaklings, they'll go down with just one thump. Hold down the jump button to get extra height when leaping across the gaps.

Here we go then. Strap yourself into the driving seat of a toad scooter to start the wildest ride of your life. Bring on the Crash Dummies!



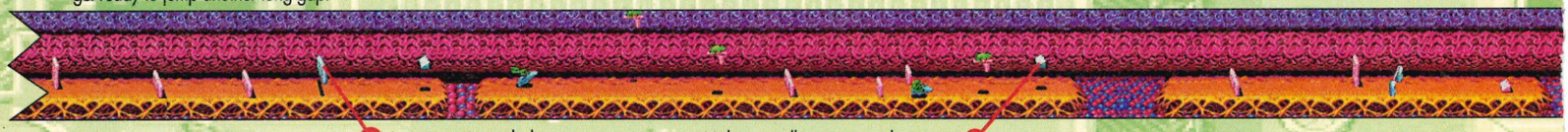
Jump over these hurdles, but make sure you pull back if you're going to clear the next one! Luckily the restart point is just ahead.

The small ramps can be a tad tricky. Line yourself up and press the jump button just as you make contact and you'll clear the gap with ease.



These pillars are laid out in a slalom style. Flit between them – pressing up and down – then get ready to jump another long gap.

As you reach a restart point, approach as if you're going underneath it, then push up suddenly as you get level with it. You'll grab yourself a cool 5,000 points!



Large granite rocks hang menacingly ahead. You must steer the toad vehicle under these, or all your efforts will be (th)warted.

Make a small jump to get the necessary height to reach this floating ramp. As you hit it, go for a mega jump to make the gap, then pull back to land neatly at the beginning of the next island. Phew!



As soon as you clear these two suspended rocks, jump up quickly to reach the high ramp.



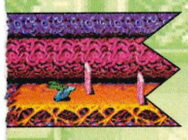
The first guardian will test your toadily amazing shot-put skills! Keep to the bottom centre of the screen and watch as the laser beams fly harmlessly past. Now it's your turn to move in for the kill. Grab the pink ball and aim to throw it at the target in the centre of the screen, as this is where you'll gain the most points. Repeat this method each time to make a hit. Keep well forward as those beams are fired off. Three hits will secure the fate of this mechanical menace!



Grab your speed bikes, toads, it's time to ride the warm currents of the underworld and avoid all manner of obstacles at break neck speeds! Probably one of the best parts of the game this, summoning every ounce of your lightning reactions. You must race along whilst ducking and diving between the obstacles hurtling towards you. Have fun!



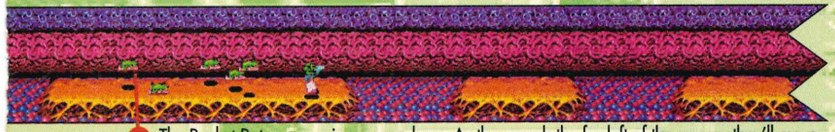
The Toadtraps are a pesky strain of plant life in this underground hell. Swing towards them and then attack with plenty of distance or they'll make a meal out of you.







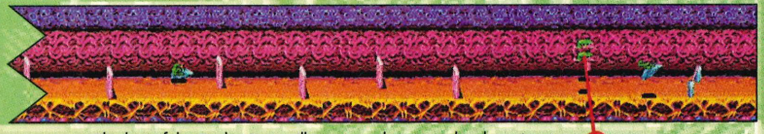
Renegade Rocket Rats try and stop you from reaching here by dropping blocks in front. Watch their shadows to see where the next obstacle is coming from.



The Rocket Rats appear in a group here. As they reach the far left of the screen, they'll move up to the top, so make that your ticket to slip past. Use the same method for the second wave.

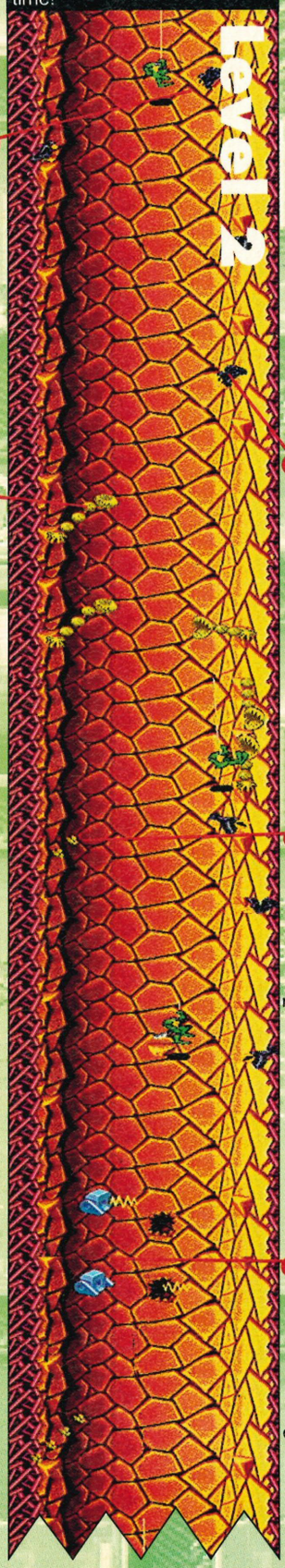


Some of the islands are not exactly generous with their landing area. Use a small jump and keep pulling back to land at the earliest point.



The last of the Rocket Rats will try to catch you out by dropping two parallel blocks. A simple jump will take you to the end of the level.

After the first of many insulting remarks by the Queen, you'll find yourself swinging your way deep into the heart of the underground caverns. As you descend, keep banging that attack button when near to the ravens, it's 1-up time!



The ravens will try to cut your toad line short. Attack them in turn while they're close to the walls, then keep at them to rack up loads of score and an extra life!

Rather like the Retros, these Zappers play tennis with another shocking attack. As they spread open, move quickly down to the bottom of the screen.

Push down to speed up the rate of your descent and attack the ravens before they break into flight.

If you get a buzz out of this level it means lunch! Get close to the flies and attack. Your sticky tongue will suck them in and replenish any lost energy. Yum!

Another set of chomping plants await in this section. Double click right for that special attack.

The Retro-Blasters smash out of the wall suddenly, ready to plug 2,000 volts into your ultra conductive toady. Attack quickly and move down.

You'll need to skillfully zip up and down between these Zappers to survive the last stretch of level two. Only attempt to pass when they're fully apart.

Level 4

Yes you've guessed it! Those precariously balanced icicles on the roof are not part of the scenery, they'll drop on you from a great height as you pass. When you see one, let it drop, then back peddle to let it smash in front of you.

As you drop down from the level above, the snowman will immediately throw snowballs at you. Jump and dodge the first one, then leap forward and hit him.

After reducing the snowman to a pile of balls, pick them up and throw them at the door here. After a couple of hits, it'll open up and you can carry on with the rescue.

Arctic antics continue as you must slide from left to right to go deeper in the caverns. Watch out for a following ice cube, you'll need to jump and let it pass.

Kick the offending chunk of ice to stop it in its path of destruction. In its dormant state you can pick it up to throw at the door to break it down.

Jump on to the moving platform, then prepare to duck when you're about half way across. A mysterious snowball will fly from the rear!

Be careful to get well clear of the moving doors before they come down. If you hesitate, you'll look like Sonic on the M4.

Press down to avoid the spiky threat from above, but don't jump until the second platform is easily within reach. The lower spikes are toadally deadly, dude!

Time for your toads to chill out in this, the Ice Cavern level. Lots of slippery slopes must be negotiated and if that wasn't enough, crazed snowmen attack at every turn, hurling particularly nasty snowballs. Again, many of the seemingly vicious attacks will come from weapons that you can turn to your advantage. Huge ice blocks slide around, but if you manage to stop them, you can use them to open doors!





SUMMARY

GAME NAME: Battletoads
TIME TO COMPLETE: 5 days
HIGHEST SCORE: 99,995
NUMBER OF LEVELS: 11
CHALLENGE RATING: hard

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

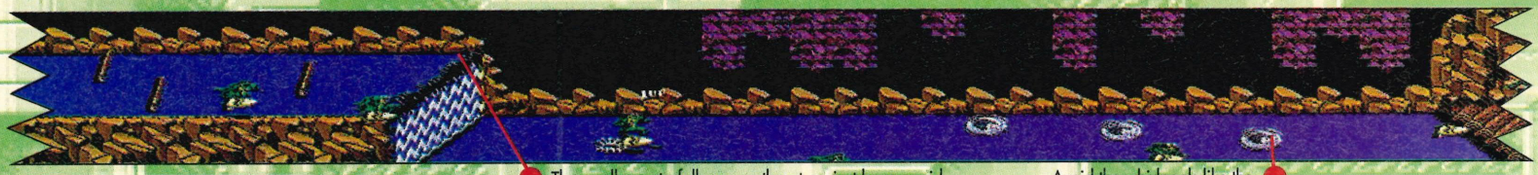
Level 6

Level 5

Let's go surfing dudes! Grab a Space Board and prepare for some super-fast tube riding through the next level. There's plenty of debris to avoid however, so stay sharp Toads!



Don't try and jump the logs because if you land on them, you'll lose balance. Head straight for them then quickly move up or down to sail past.



The smaller waterfalls are no threat, so just keep on riding the surf toads. As you take flight, position yourself in the middle of the river to grab an extra life.

Avoid the whirlpools like the plague; if you get too close they'll suck you in and sap energy.

Try and grab yourself a stick before taking on the Rat, it'll finish him off that much quicker. Trap him against the edge of the screen and keep beating him. When he leaps into the air, quickly flee to the other side of the area then move back in for the kill.



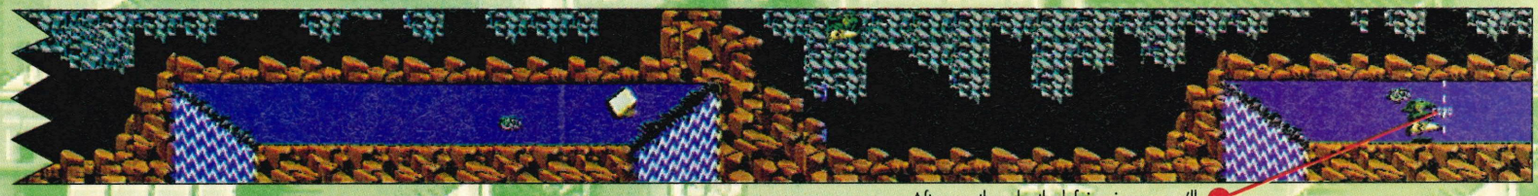
Take a short break from shredding and face the might of the Wart Faced Rat! You'll need to thrash him to within an inch of his life to get surfing again.

After fighting the Wart Faced Rat, jump onto another Space Board and continue to impress the local toad babes. No need to worry about reaching the dizzy heights of the next waterfall, you'll automatically be launched into the air!

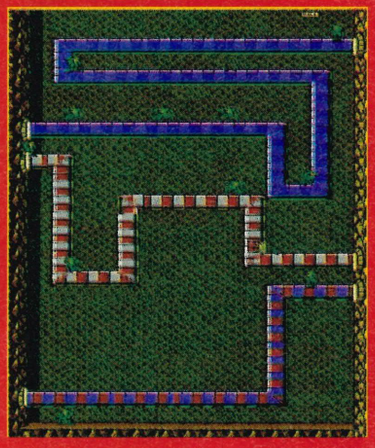


Jump across the ravine and prepare for some more surfing spills. The other side is littered with mines, so hold back and slip past each one as it starts to drift closer.

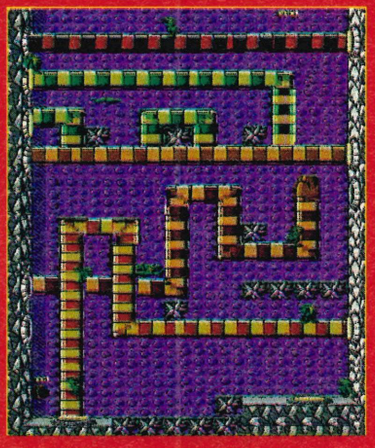
As with the Speed Bike level, you must make a good jump when you hit the ramp. Get it right and you'll fly straight across the next part. Eat my shorts, man!



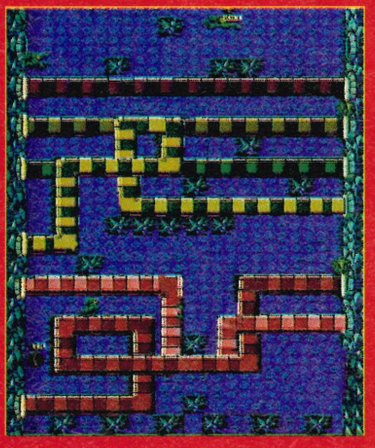
After another death defying jump, you'll crash into the last marker. Make a small jump as you hit it for extra points.



The first of the four sections of Karnath's lair introduces you nicely to the gameplay. The real trick is getting the jumping action right, but you'll also need to scale the snakes body to gain the extra height.



The second section introduces the dreaded spikes. Grab a hold of the first snake and ride it up to the top, then run against the movement. After a few seconds, drop down and immediately jump right to clear the spike.



As soon as you plop out of the entrance you'll be whisked away by the passing snake below. When it reaches its highest point, run against the flow, then drop down. The snakes will often go back on themselves.



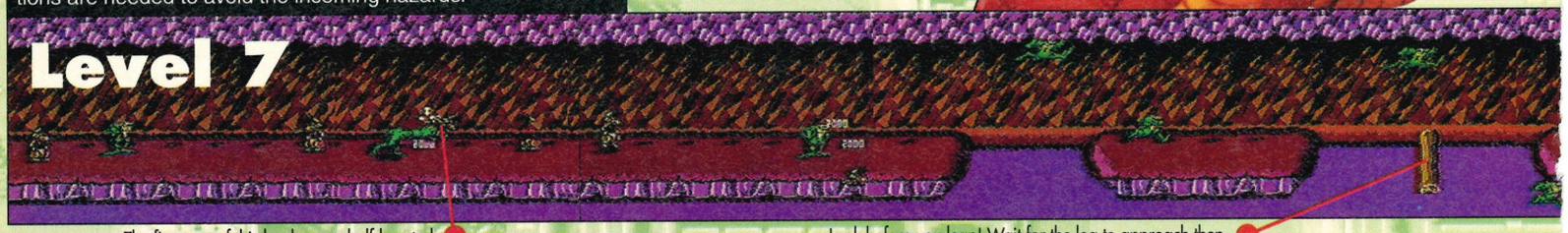
The final and hardest part starts with a snake chase. Jump between the rocks and launch yourself onto the snake as it goes up the left of the screen. The yellow/ purple snake comes back on itself, so wait when it reaches its lowest point.





A weird and wonderful contraption appears on this level – the Jet Turbo! It's certainly hot down there in Volmier's Inferno and the action keeps up with the pace. After scrapping with a few of the Queen's goons, you'll need to ride a log or two before you can strap on your safety harness and take control of a Jet Turbo. These are the Ferraris of toad transportation and lightning reactions are needed to avoid the incoming hazards.

Level 7



The first part of this level sees a half-hearted attack by some more rat thugs. Just a couple of hits will take these guys down!

Look before you leap! Wait for the log to approach then, make the jump. Don't jump as it moves away, as you'll have more chance of keeping your flippers dry.



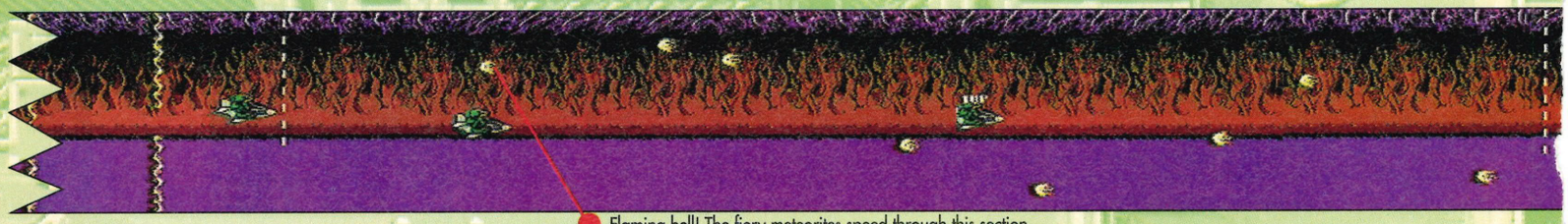
When the Rocket Rats appear, move down to the bottom of the screen and they'll soon scarper. Vaders will suddenly swoop down to nick some of your energy icons, so give each one a punch and then jump and punch the floating icons to return them to their rightful owner!

Alright friends, this is where we board flight number 205 straight into all sorts of speedy mayhem. Better hold tight, it's going to be a turbulent trip.

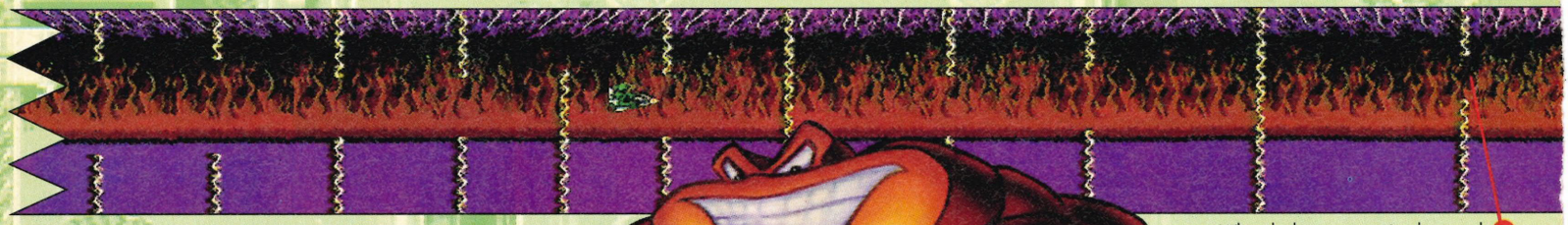


Okay, the first set of frenzied fire hazards are easy to work out. Starting from the top, as you zip through, move straight to the bottom then back to the top etc. Keep up the zigzag method until you reach a break.

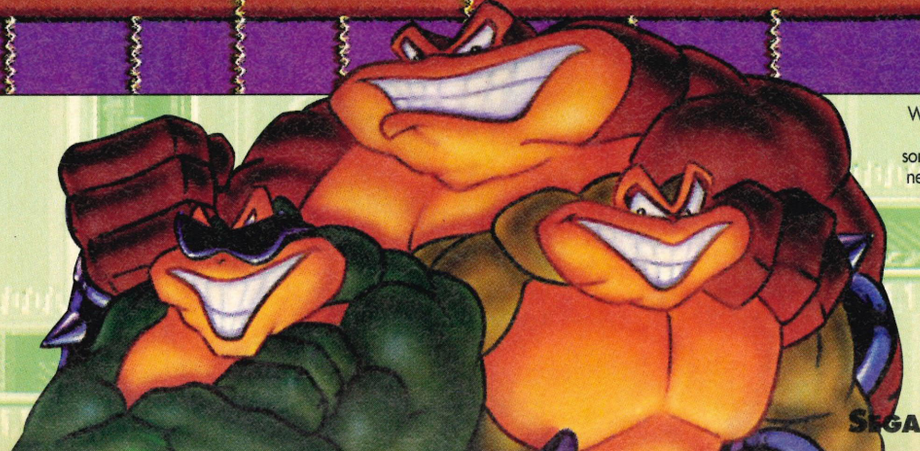
Dodging between the beams can be a dicey business. If you're getting into trouble, make sure you're as far back as possible so you can line up for the next gap. Repeatedly pausing as you go will slow things down enough to see exactly what you're doing.



Flaming hell! The fiery meteorites speed through this section at a frightening rate. Keep well to the left and try to keep central – use small movements up and down.



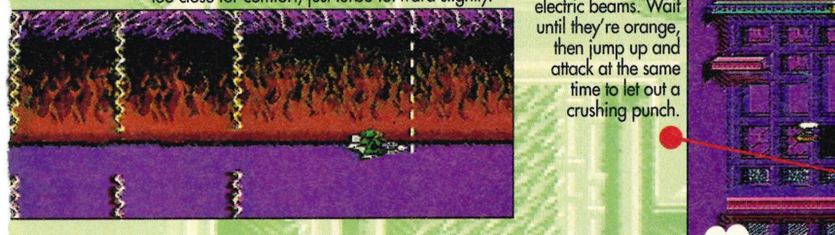
When the beams mysteriously spread apart as you approach, you know something's afoot! Yep, that's right, the next little lot shut tight, so get ready to hit the retros for any hope of jetting through.



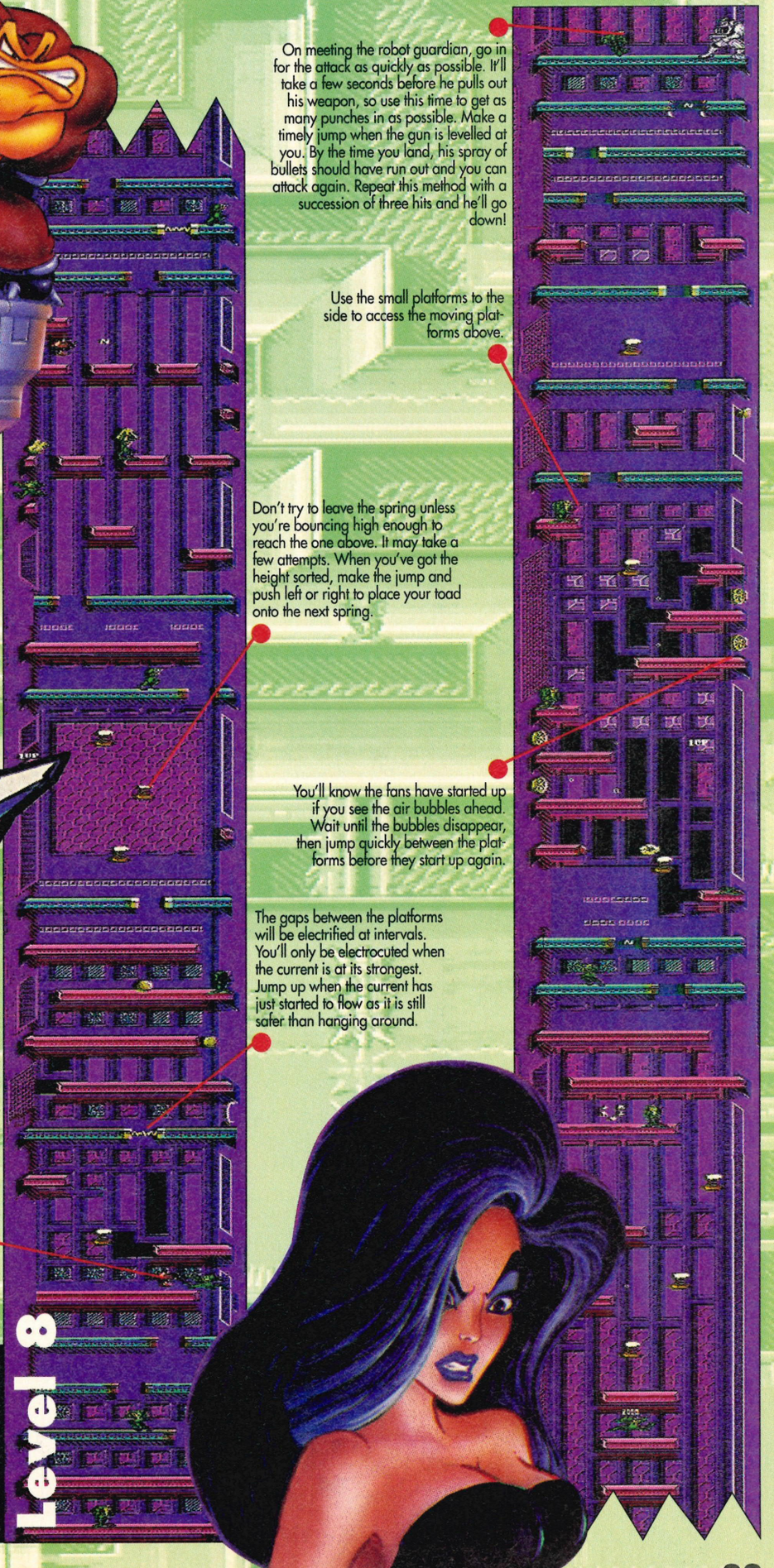
Cartridge supplied by:
AMS
Electronic Games
Tel: (081) 201 0535







Keep to the bottom left corner of the screen and you can glide through this section without getting a rocket up your backside! Occasionally one will get too close for comfort; just turbo forward slightly.



On meeting the robot guardian, go in for the attack as quickly as possible. It'll take a few seconds before he pulls out his weapon, so use this time to get as many punches in as possible. Make a timely jump when the gun is levelled at you. By the time you land, his spray of bullets should have run out and you can attack again. Repeat this method with a succession of three hits and he'll go down!

Use the small platforms to the side to access the moving platforms above.

Don't try to leave the spring unless you're bouncing high enough to reach the one above. It may take a few attempts. When you've got the height sorted, make the jump and push left or right to place your toad onto the next spring.

You'll know the fans have started up if you see the air bubbles ahead. Wait until the bubbles disappear, then jump quickly between the platforms before they start up again.

The gaps between the platforms will be electrified at intervals. You'll only be electrocuted when the current is at its strongest. Jump up when the current has just started to flow as it is still safer than hanging around.

The Sentry-Drones will turn purple before letting fly with those killer electric beams. Wait until they're orange, then jump up and attack at the same time to let out a crushing punch.

Level 8

Phew! After surviving the breakneck speeds of the previous level, let's slow the pace down a bit and take a breather. Level eight returns to the more orthodox platform favourites we all know and love. There are electrifrying platforms, Sentry-Drones, moving platforms and poisonous plumes of gas to negotiate before you reach the top and tackle the guardian. The springs take a bit of practice to get the launching action going, but try and get a feel for the movement, then guide your toad in mid flight to make him land safely.



Level 9

The Terra Tubes are enough to scare off even the toughest toad! Not only must you negotiate the twisty turny channels of this strange world, but you're always harassed by charging Big Balls and spiky pits. Luckily SEGA XS has got the whole area mapped again so there's no need to be caught out!

To get enough speed, make the jump to the next level as soon as possible. Even the slightest hesitation will have you Big Ball busted.

With that Big Ball hot on your heels, get near to the pillar here and wait as it drops harmlessly into the water pit behind.

When you reach the water here, use small jumps to skip along with greater speed, and you'll outrun the Big Ball.

The swimming technique is best performed with a single press of the jump button. Be sure to press it just as you start to sink near to the spikes.

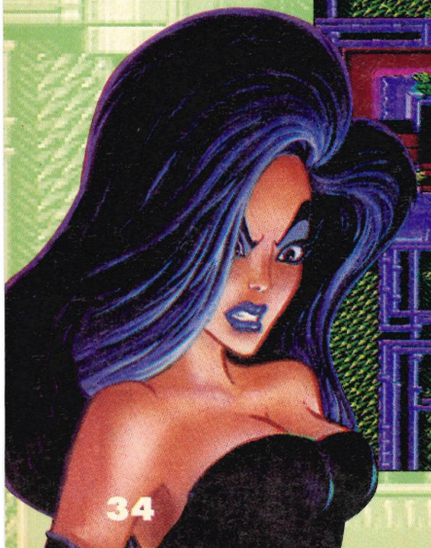
As with the electric eels, try to slip past these Hammerfish unnoticed. If they're close, you'll have to attack or they'll hammer you straight into a set of spikes.

Press the B button to tread water just above the spikes here. Miraculously the Big Ball will pass overhead leaving you to continue the mission.

Push left here to avoid the spikes and then put your trunks on for some swimming feats.

Make sure you're as close as possible to these spikes before making the jump or you'll never make it.

Take on the sharks as soon as they're close. If you leave them, they'll keep on attacking. Using punches means you'll tread water, so there's no worry about falling onto spikes.



The Rat Race is a frantic race against the fastest rat in the West. You can't waste a single second or make a mistake, or the dreaded rat will beat you to the bomb at the bottom and detonate it; blowing you to atoms!

Level 10-1

Drop into the pit here and the Big Ball will pass overhead to open the door to the next section.

Take a good look at the map so you know where all the spike pits are. If a pit is coming up, push the appropriate direction to land safely in the direction you're travelling. It'll give you vital speed.

Take a good leap and grab hold of a hover stick. The movement with these is slow, so make sure you observe where the spikes are and move early to avoid them.

The Steel Beak ducks are particularly vicious. Wait until their backs are turned, then go at them with that powerful toad punch.

Don't get anywhere near the gas until it has totally dispersed. One hit from this yellow peril is certain death.

Mr Turbo Rat starts the fastest hundred meters known to man from this point. Make sure you're totally on the case with the double direction click to make the distance.

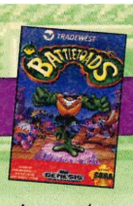
Instead of making use of the platforms through this section, try to guide your toad so he'll float down, rather than touching the edges. The speed difference is remarkable!

The longer platforms are where the rat makes up for any lost time. You can't attack him, so just run for your life... literally!

Using quick left and right movements through this area will keep your sticky webbed feet from touching those platforms. It's a simple zigzag path and that rat is really moving!

You'll need to be at least three levels, if not more, ahead of the rat as you pass through this section. Go for it, Toads!

Here's the ticking bomb, however, it's first come first survived! Hopefully you've made it just ahead of old rat face. Give the bomb a boot and it's game over the pesky rodent.



Just when you though it was safe to have a Lucozade and be done with it, the race continues. Don't worry about the speed factor until you've safely passed the first two gas jets and the rat comes into view. As soon as the rat sees you coming, he'll be off, so don't hang around. It's a case of making the speed up on the smaller platforms.

Level 10-2

Wait on the platform above until the jets have expelled their deadly gas and it's safe to pass.

"And they're off! The toad has taken the lead, but he must wait for a second on this platform until the gas has dispersed. Sadly the rat takes the advantage and soars past. Can the Toad make up for lost time?"

Use the slippy left and right motion to avoid touching the edges of these platforms and your toad will scorch ahead... honest!

The moving platforms will move towards you as you flee desperately downwards. Amazingly this helps if you dodge through the gaps.

Don't lose any sleep if the rat seems miles ahead. Even if all seems lost, you can often catch up!

Speed really is of the essence here as these long stretches will slow you down no end.

By far the most difficult of the Rat Race sections. You should be proficient enough with the general gist of hacking downward towards that elusive bomb by now. However, there are far more of the long platforms destined to slow you down. This level is basically a test of your gamesplaying ability and agility with the joypad. No mistakes allowed. Game on!

Level 10-3

Use the gaps to your full advantage.

The three platforms here form a giant zigzag. As your Toad falls, skillfully direct him through the platforms.

Although the gap is electrified here, don't worry about it; you'll be extremely unlucky if you get hit.

Drop down from above and leave the joypad well alone. Without interference, the toad will fall at least four floors before you have to take control again.

The long stretches here will slow you down considerably. Try to have the speed dash charged up as you hit the lower platform for a speedy head start.

Here's a familiar face. Why won't this rat get the message and get lost?

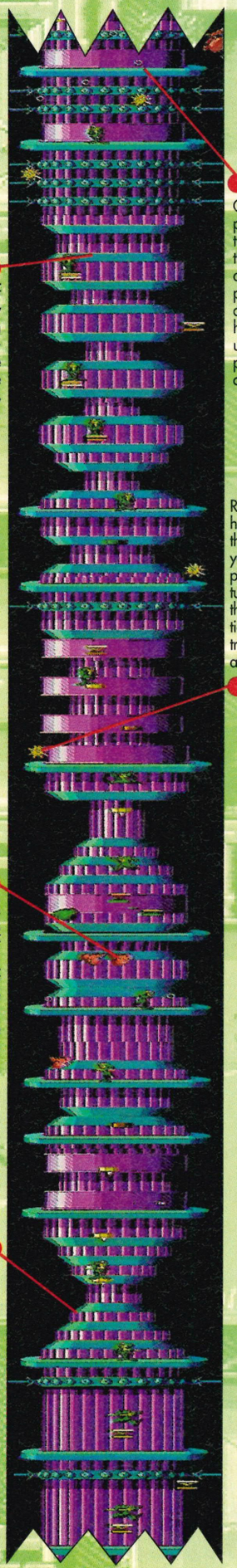
Again, use the zigzag method to slip down through the gaps.

By this time you should just have the rat in your sights. If so, tyou'll be pleased to know you can take him on the oncoming shorter stretches and just reach the bomb with a split second to spare!

Level 11



Right from the off you can tell it's going to be another hair-raising, death-defying, lightning-reaction level. With not even a seat this time, your amazing Battletoad skills are tested to the limit. The Orb can travel faster than your toad bike, with only slight speed being made up on the turns. Press the direction in which you need to go just as you hit the corner. A wrong direction will slow you down!



Skillful timing of jumps is the only way you'll land on the springs successfully. Take your time on these treacherous slinkys.

On reaching the plinth, quickly throw yourself in the general direction of the protruding sticks above. Grab hold and wait until the huge pink fish blows off!



Dark Queen



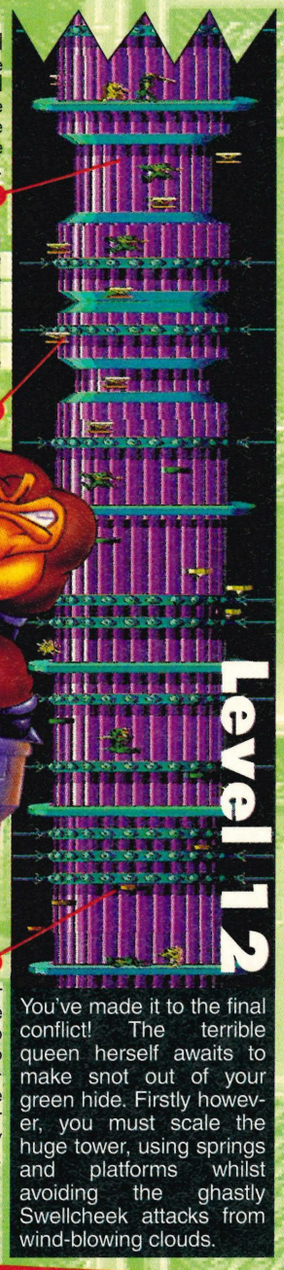
With your teeth gnashing and great clumps of hair clasped in your non-joypad hand, you finally come face to face with the busty old witch herself. With enough frustration flowing through your veins to take on Tyson, she'll seem relatively easy. Stay to the right of the screen and jump straight in the air as she goes into a whirlwind attack. Now is your chance! Immediately go at her with a crushing body charge, then retreat to dodge the whirlwind again.

The Hornhead guards will take three hits to send them flying. Use the toad charge as they stalk the outer rim.

Before launching skyward from the springs, make sure the next platform is spinning round fast enough for you to guide your toad onto it.



Level 12



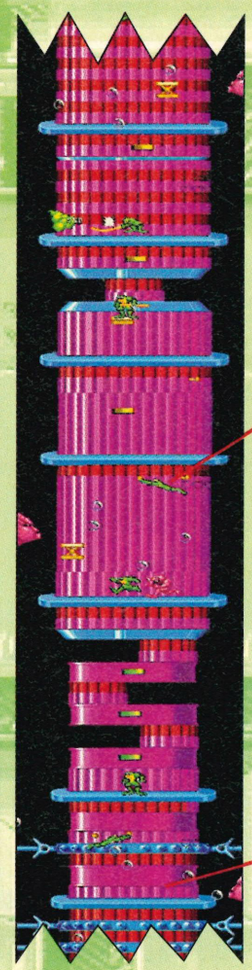
As the tower rotates, line yourself up and leap onto the small platforms. Some will disappear momentarily so be careful.

You've made it to the final conflict! The terrible queen herself awaits to make snot out of your green hide. Firstly however, you must scale the huge tower, using springs and platforms whilst avoiding the ghastly Swellcheek attacks from wind-blowing clouds.

Revolving spikes hurtle around these plinths. As you jump onto the platforms above, turn and run in the same direction as they're travelling to keep ahead.

The pink Swellcheek pests can be avoided if you're in a hurry. Try to keep hold of the sticks, the green faces will not let you leave so easily.

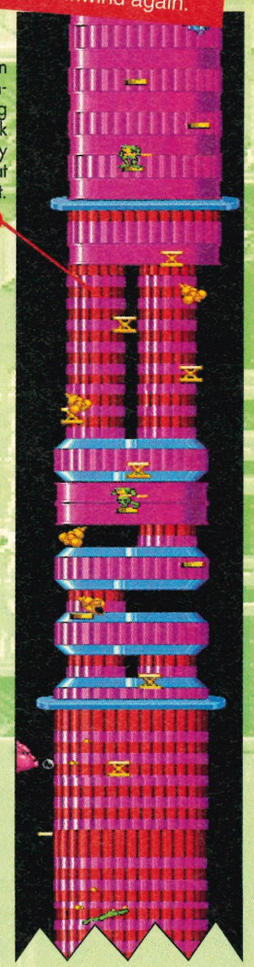
You'll need to defeat all the Hornhead guards before you can go any further.



Leaping between these springs is dangerous as the floating Swellcheeks attack from all angles. Only jump when they're at their highest point.

Cling on for dear life! As the fish disappears, a small platform will appear to ensure you reach the next part.

Pink fish pop up at every turn now, so if you see a tell-tale stick up above, quickly grab it.





The guardian at the end of level 10-3 is one tough geezer. The only way to get a hit on this guy is an attack from behind, but here's the catch – you must get three hits in succession to take him down!



ROLLING THUNDER 2

Key military satellites are being knocked out of the sky by an unknown force. A Senate committee is called in to discover the source and come to the conclusion that a terrorist organisation called Geldra is behind the atrocities. As two hard-hitting secret agents, you are called in to find the base and knock it out.



Level 1

You begin your mission in Bermuda, near to some dockyards. It isn't long before the enemy are upon you as a huge lorry carrying guards tries to run you down. This is the perfect level to get used to quickly climbing onto platforms to avoid gun fire and also using crates to hide behind. Remember, the green guards take two hits.

Guards attack from the first door and the platforms on the right. You will also have to duck behind this crate to avoid the green guard. Shoot once to hit him, then shoot again just as he is about to stand up again.

The second level is on a small island. The rich surroundings hide hordes of Geldra's men and someone seems to have been a bit careless and let the panthers out. To top it all, there is a large robot guardian to take on.



Jump down through this section and try to stay on the right to avoid most of the guards. Again, use the crates as cover and get to the bullets at the bottom for a refill.

Level three is disguised as a hotel, but if you shoot your way through the facade, you will discover a hi-tech computer base. The guards are just as stupid as on the first two levels but some can now shoot from the knee so watch out!

To get past this section, leap up onto the left platform and then shoot the guard from there. Otherwise, you will be hit by grenades.

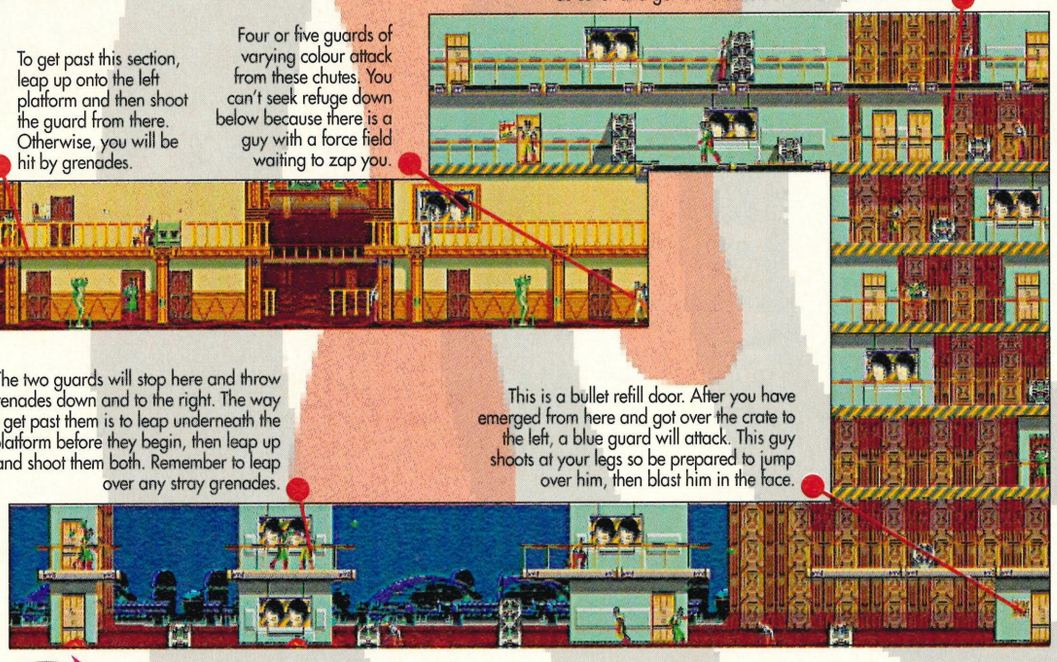
Four or five guards of varying colour attack from these chutes. You can't seek refuge down below because there is a guy with a force field waiting to zap you.

Level 3



The two guards will stop here and throw grenades down and to the right. The way to get past them is to leap underneath the platform before they begin, then leap up and shoot them both. Remember to leap over any stray grenades.

This is a bullet refill door. After you have emerged from here and got over the crate to the left, a blue guard will attack. This guy shoots at your legs so be prepared to jump over him, then blast him in the face.



With *Rolling Thunder 3* on the way, it's time for SEGA XS to reveal the full solution to this classic platform shoot-'em-up before its sequel is upon us. *Rolling Thunder 2* was available on import for nearly a year before Sega snapped up the product and released it. You play either one of the two secret agents, fighting against the infamous Mr Big. The game has 11 levels set all over the world as you follow the criminal and his henchmen to secret bases and then promptly blow then up. To aid you in your adventure, you are armed with a pistol containing a finite supply of bullets, but you can easily get a rapid-firing machine gun and start kicking some ass!

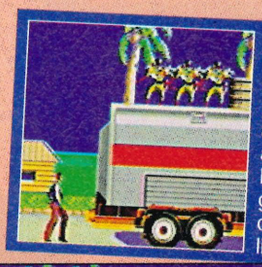
MEGA DRIVE

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ROLLING THUNDER 2



Get the machine gun from the door on the left and then climb across this truck. Guards will leap over the barrels, but some will be inside. Look for their heads and get into the barrels to shoot them.



Right at the start of this level. The truck (below) will drive past and three green guards will leap off to attack you. Crouch down and shoot them quickly. Remember that each of the green guards take two hits, dark blue take one and light blue take three.



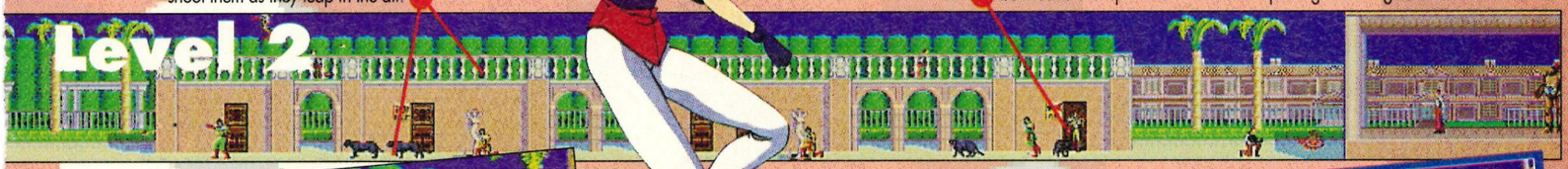
When you get to the end of the level, climb onto the platform and let the ten guards walk by and enter the door below. When most of them have gone and there is a gap, leap down and shoot the remainder, before running to the right and the exit to the level.



To get past the panthers without injury, you have to wait until they go back on their haunches, and then shoot them as they leap in the air.

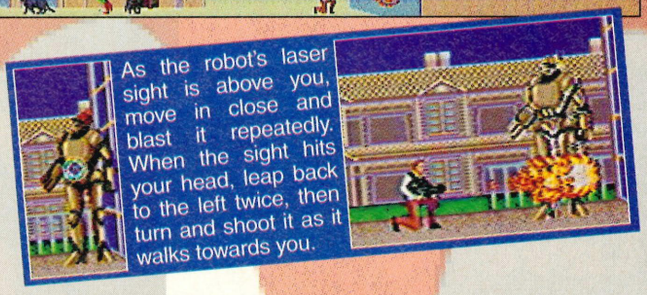
This is the flame thrower room. There are plenty of guards, not to mention panthers guarding it. Drop down from the balcony and shoot anyone in sight. The flame thrower will kill any enemy with one hit and panthers will be fried to a crisp. This is the best weapon against the guardian.

Level 2







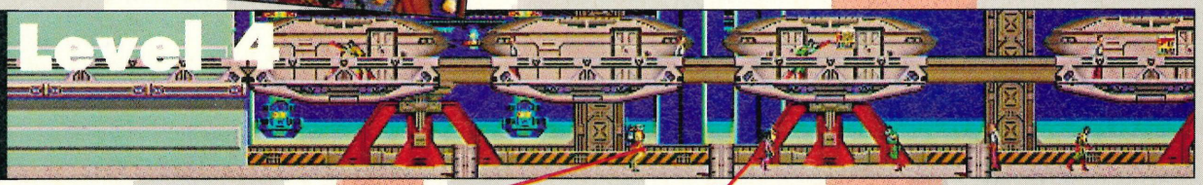


As the robot's laser sight is above you, move in close and blast it repeatedly. When the sight hits your head, leap back to the left twice, then turn and shoot it as it walks towards you.

Cartridge supplied by:
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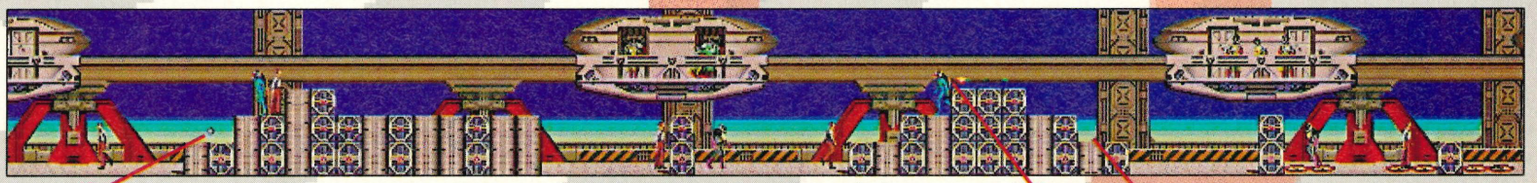
This is another of the levels without a guardian. There are plenty of guards to contend with, but you really have to get used to the shuttle pods and the guards wearing blast suits with rolling bombs.

Level 4



To get this guard with a force field, climb up over the shuttle pod and then drop behind him. You can only destroy them when you shoot them in the back.

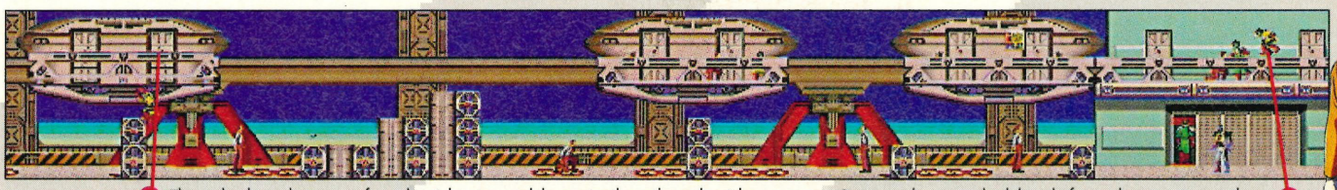
There is a guard with a force field here. Use the same method as before and get behind him before shooting him in the back and igniting his pack.



Guards leap up from these crates as you go by. Be prepared to turn and shoot or leap over them and avoid the bullets.

To get past this blue guy hurling bombs you have to edge him on screen and then stay back and leap the bombs. Now wait until he is about to turn his back and run right; leaping onto the platforms. Shoot the guard as soon as you can.

Guards leap up from here. Shoot as many as possible and then leap over the ones on the ground. Watch out for guards behind who try to shoot you in the head.





These shuttle pods move in from the right, stop and then raise the rails on the sides. You have to wait until they are fully extended before you can climb aboard. Guards pour out of the doors so climb up onto the left side and keep blasting to clear them.

Once you have reached this platform, shoot your way along to the end where there will be five guards pouring out of the door. Shoot them all and you can go to level five.

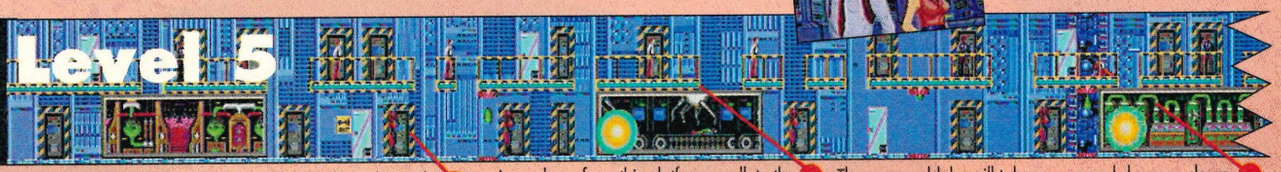
SOLUTION



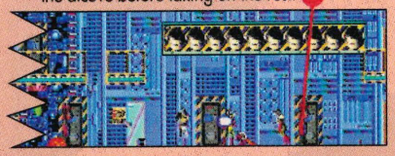


Level 5

Level five is set in Geldra's cloning laboratory where all the green guards are being created (I thought they all looked the same). This level is tough.



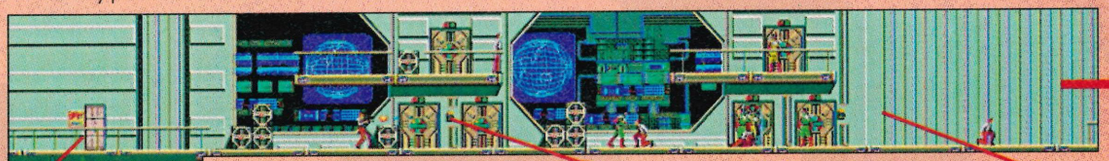
Guards pour out of these chutes. Shoot the first few, then get the red guard in the alcove before taking on the rest.



Use these alcoves to hide from the red guards who are usually hiding just one step away. Shoot the guards when they poke their heads out.

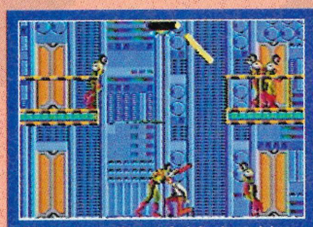
Leap down from this platform, walk to the right and quickly leap up to the next platform before the red guard blasts you.

These green blobs will take energy and slow you down. Kill the red guards near here. Go up on top to attract the force field guard, then shoot him in the back.



Shoot this door control to prevent any more guards from attacking you. If you have the machine gun it makes this a lot easier.

Loads of guards pour from these doors. Stand to the left with the machine gun (from the door on the left) and then blast them to kingdom come!

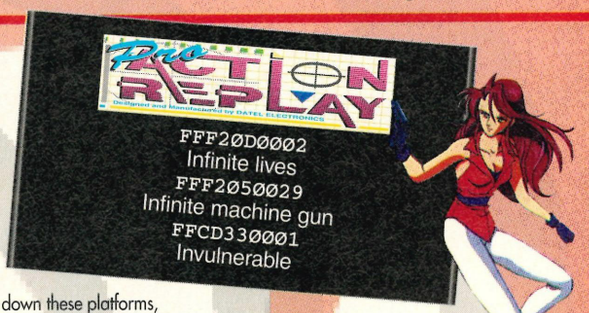


The guardian of this level is a huge all-seeing laser gun. You complete the level by killing enough guards on the different levels.

Grab this machine gun to blast the multitudes of guards on the top level.







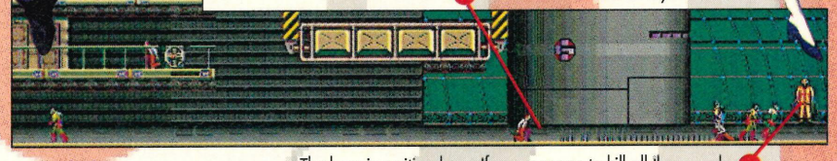
Word has it that the boss of Geldra is trying to escape to an unknown base. You must now infiltrate his Atlantic base and stop him. Failing that, you could always attach a bugging device so you can track him to his new destination and then finish him off.

Level 6

Leap down these platforms, shooting all the guards that come out of the doors. When you reach the bottom, you will be attacked by more guards than you can possibly imagine.

You will be attacked by about 20 guards here; desperate to protect their boss. The group consists of green, blue and turquoise guards. Duck and shoot frantically.





Guards pop out of the chutes to the left and also from the crates. You will need to leap over some guards to avoid being shot in the leg. The platform on the right appears from nowhere. Stand to the left and keep blasting all the guards. Climb to the next level.

The boss is waiting here. If you manage to kill all the guards by constant shooting, the head of Geldra will escape in his sub and you will have to track him to level seven.

Level seven is set in Egypt. The main dangers here are the bizarre dust devil guards and the confusing fact that you can go in front of and behind the netting. This may seem like convenient camouflage but unfortunately it also hides the enemy.

Guards throw grenades and drop down from these platforms. It is easier to go behind the nets and get the bonuses.

There is a machine gun here. Step out of the nets and let those goons eat lead!

Level 7

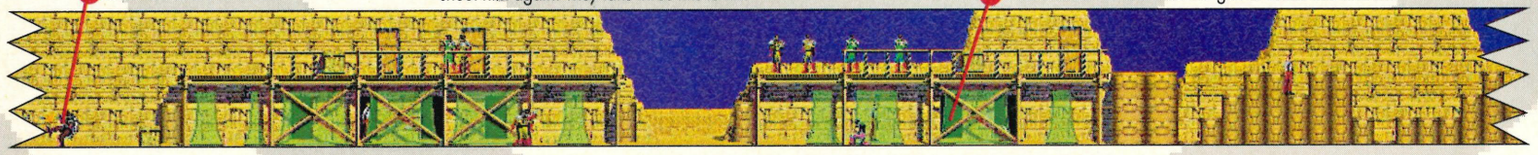


To get past the dust devils, shoot the guy in the head, then wait till the last second before jumping over him as he rolls towards you. Wait for the dust to settle, then shoot him again. They take three hits to kill.



To get past this dust devil, walk over until he appears, then leap back over the crate and shoot him.

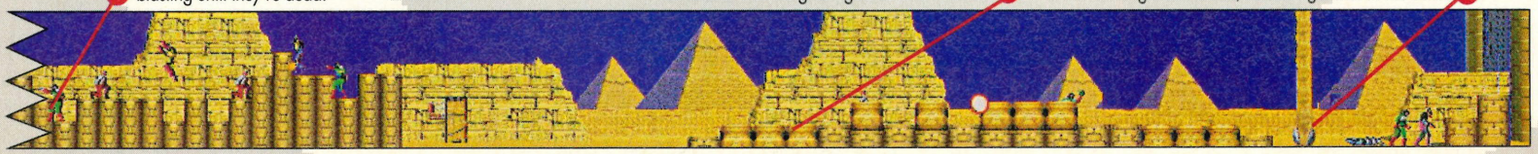
Don't forget to search all the doors behind the nets for extra weapons and special time and health bonuses. You should have a machine gun to tackle this section.



Guards leap at you all over this section. To get the green guys in the holes, leap over their bullets and drop into the hole with them. Now turn and keep blasting until they're dead.

If there is a grenade-thrower here, walk back to the left to make him disappear. Now leap over the pots and use them for cover against the guards who hide on the right. Remember that the green guards take two hits.

To get past this section, you must leap over the bullets that the guards fire, then jump off the edge and kill the dust devil in the usual way. Two guards attack right at the end, so don't get shot in the back.



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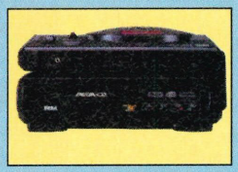
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TOTAL

Level 8

This is one of the most difficult levels to complete due to a tough guardian and not enough hiding places.



SEGA XS doesn't recommend you take the flame thrower here because it has a short range. You would be better off using bullets.

Hide in the alcoves and shoot the red guards. Time your shots to hit them just as they emerge.

Keep leaping all over to avoid the laser sight and shoot all four power sources.



Here are some much-needed bullets. By now you should have none left. Guards attack you while you attempt to kill the red guards.

Leap down from the rocks to the left and land in front of the doorway; immediately hide from the red guard's bullets.

Level 9

The main problems in level nine are the moving pillars which makes shooting guards and bats tough.



Bats attack you all along here. Move very slowly and keep shooting to kill them.

Bats will swoop down here. Stand on the left and shoot them. Don't get knocked off!



Level 10



Take the upper route to the lift to avoid most of the guards. Shoot any from the doors.

Wait on this platform and shoot the guards emerging from the door before leaping right.

To get the guards on these platforms, jump forward, then straight back onto stable ground. Now shoot the guards who are just on screen.



Now Geldra's really mad! Level ten has three main areas of difficulty, the lifts. You must be able to look in all directions at once, while picking off snipers and leaping up and down to avoid their bullets. Have you got what it takes?

Jump between the top and bottom of the lift, shooting all the guards on either side as you go down. Watch out for stray bullets and grenades.



Guards appear from nowhere here. Crouch in the bottom left corner of the dip and shoot them all as they pass.

The bullets are welcome but you will be swamped by guards the moment you leave the door.



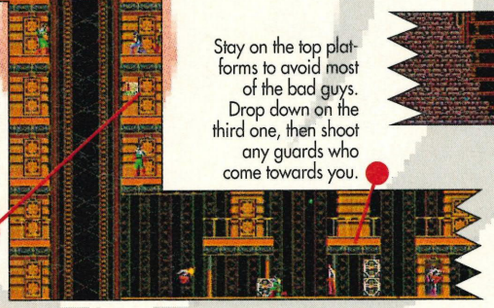
SUMMARY

GAME NAME: Rolling Thunder 2
TIME TO COMPLETE: 3 days
HIGHEST SCORE: 950, 410
NUMBER OF LEVELS: 11
CHALLENGE RATING: medium

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

Use the same method on this lift as before. This time, there are some bullets to collect halfway down. When you hit the bottom, shoot the two green guards and then go right to the platforms.

Stay on the top platforms to avoid most of the bad guys. Drop down on the third one, then shoot any guards who come towards you.



To defeat the boss, first of all, shoot him while avoiding the laser beams. When he explodes, walk to the far left and turn to face him. Now he will shoot long winding lasers at you. Stand at the gap between the shuttle and the post and duck to avoid them. Shoot all the time and he will be defeated. Try to get a machine gun for extra speed and don't forget the special bonus on the door to the far right.

This is the really tough part of the level. Two sets of green guards attack here. Shoot the first two on the top of the lift, then drop down and blast the second couple.



Keep shooting left and right and stay in the middle of the lift to avoid the grenades.

Guards pour out of here. Make sure you don't get knocked off the platforms by enemy bullets.



The last lift is crammed with guards on all sides. Keep a cool head and leap up and down to confuse them. Shoot first, don't bother asking questions at all.

The enemies are really laying it on thick now! Hundreds of green guards protect the boss of Geldra, but you must be able to defeat him and his metal exoskeleton in front of the last shuttle craft.

Last stage

How about a refill? The screen stops here for a moment. Get the bullets, but be prepared to be attacked the moment you step out.

Shoot the guard out of the door here, then drop down and keep shooting right to take out the next group.

You have to be very agile to get past here. Guards will try to shoot you on the crates. Use them for cover and remember to take out the light blue guards first!

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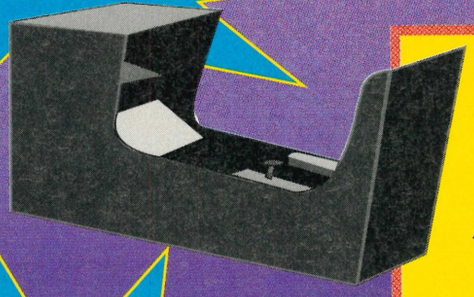
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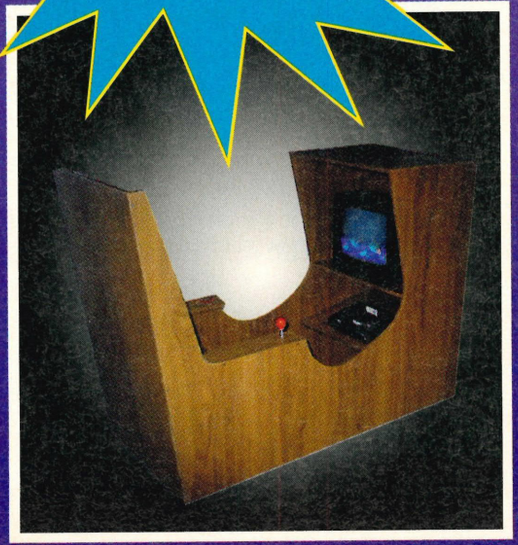


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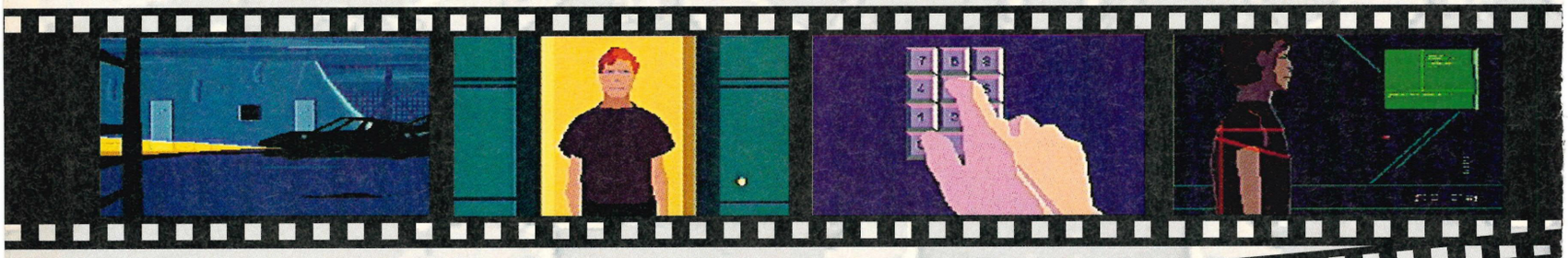
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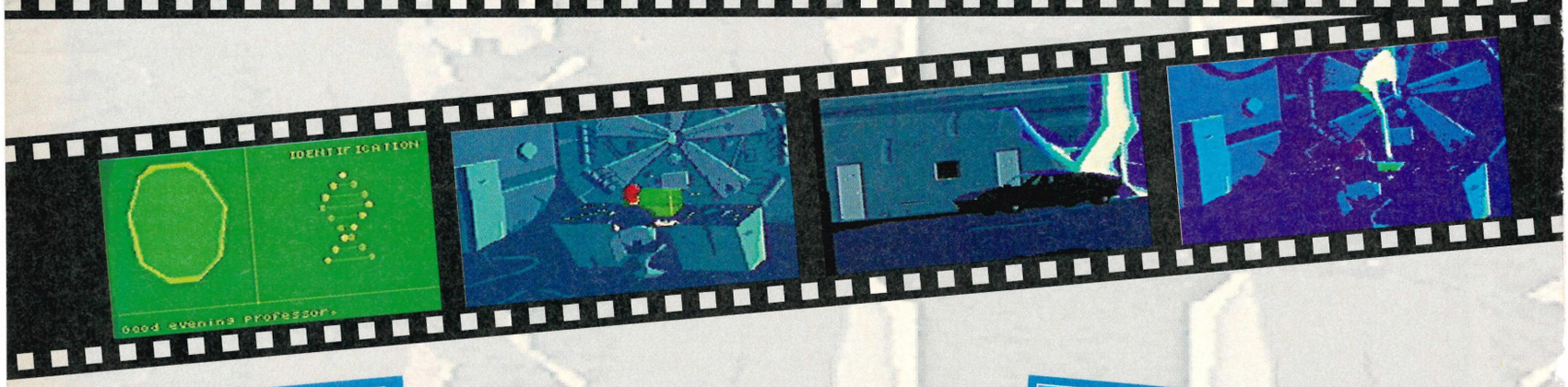
THE TWIN SEATER
6'X 2.5' X 4'



THE DESK
3'X 2.5' X 3'









Run to the very edge of the chasm and leap to the left. You will grab the vine which will snap and you will be hurled to the right where you will have a head start on the beast. Run right.

Talk about a rude awakening! Lester is transported straight into a deep pool where he must first get free from the section of desk that was trapped in the particle field. A frantic swim to the surface is needed to avoid the tendrils of killer octopus that threaten to drag him to a watery grave; and this is just the first level!

A menacing silhouette moves as you approach. If Lester heads to the right, this demonic form leaps from rock to rock in deadly pursuit.



Run to this screen and the shadow beast leaps down and roars at you. Turn immediately and run full pelt to the left and the cliff on the other side. The beast will nip your heels but you won't be harmed.



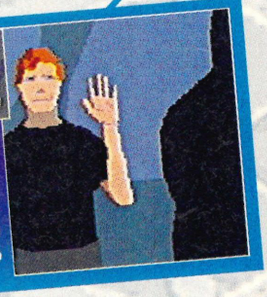
Stand for too long in front of the lake and Lester will be strangled and drowned in the water by the octopuses tentacles.



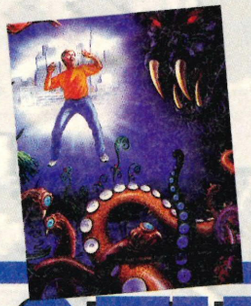


Use the A button to kick these saber slugs into a mush. Miss just one, and it hacks a chunk out of your leg causing you to fall unconscious.





Return here after the cliff and a stranger will blast the shadow beast. You barely have time to say "Me earthling, peace man" before he stuns you and drags you to prison. Charming!



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ANOTHER WORLD

Whilst working on a tachyon experiment at his secret government laboratory. Particle physicist Lester Knight Chaykin was ripped from reality by a freak lightning bolt and transported to an alternative universe. If that wasn't enough to put a dampener on his weekend, all the inhabitants except one seem preoccupied with killing him off with lasers, poison barbs and even a huge octopus. The object of this visually stunning game is to survive and escape but when the graphics are as good as this, you may not want to leave.....ever.



Press left and right to swing the cage from side to side. The rope will eventually snap; crushing the guard and allowing you to escape.



Press down near the gun that the guard dropped to pick it up.

On the second screen, you will need to quickly press the fire button as soon as you enter to kill a guard who is trying to fry you and your friend.

Here you face an impassable door. Let your ally work on the controls while you set up force fields to protect you both from enemy fire. Press the fire button for a short time and a small ball of plasma energy will form. Let go and a thin beam will appear that deflects all laser beams.

Level 2



Take the time to enjoy the scenery by walking up to the window and you get a panoramic view of the city below.



Lester wakes with a sore head in a swinging cage with an alien who seems friendly (don't bend over for the soap). The objective for this level is to escape from the cage, find a weapon and disable enemy communications so that you can escape into the city.

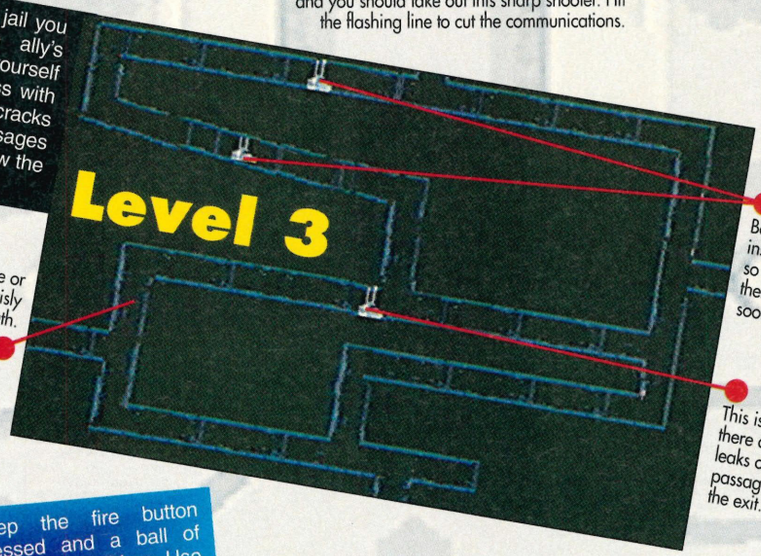
This is your escape hatch that your alien ally throws you through.

As soon as you enter this room, fire very quickly and you should take out this sharp shooter. Hit the flashing line to cut the communications.

After you have taken out the communications (left), get to this point and destroy the security door. The guard below will not be alerted, so press down when standing in the gap to transport, and then run left to escape.

In your hurried escape from jail you didn't question your alien ally's methods. But you now find yourself fumbling in the pitch blackness with scolding steam gushing from cracks in the pipes and deceptive passages dropping away to nothing. Follow the route on the map to safety.

Level 3



Don't head left here or you will fall to a grisly neck-breaking death.

Boiling gas will kill you instantly if you roll too far so stay right on the edge then rapidly get past as soon as it stops.

This is the last danger but there are two pulsing gas leaks on either side of this passage. Head right for the exit.

Power up the gun so that there is a large ball of energy before unleashing the power on this fragile section of wall. If all goes to plan. This should be your exit.



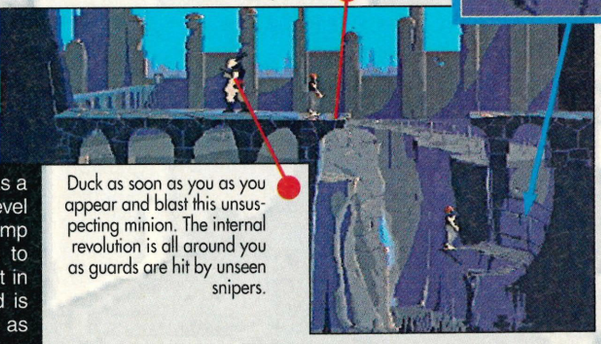


Keep the fire button pressed and a ball of plasma will build up. Use it to blast through these three doors.

Get back to the door and take a running jump. Leap right from this ledge and you should clear the spikes and land on the plateau.

Level 4





Go through the first door and stand in the chamber to recharge your laser gun.



Having escaped from the prison, Lester has a weapon and an ally. This relatively short level tests your dexterity with a herculanian jump across spikes. But the main purpose is to recharge your gun and learn how to use it in combat. The revolution in this alien world is unfolding and you can see the war raging as you venture into the sunlight.

Duck as soon as you as you appear and blast this unsuspecting minion. The internal revolution is all around you as guards are hit by unseen snipers.





If you manage to jump past the spike pits on this level after you have unleashed the water, you will be shot to safety by this water-propelled ledge.

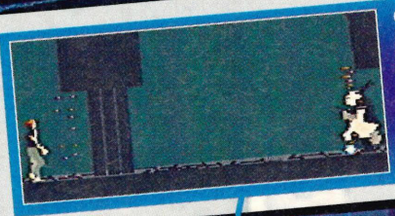
Level 5



Blast the base of this heavy pinnacle and it falls on its side. Not a very sensible move, especially if you are on the wrong side.

On your way back to the surface, the ceiling monster will be preoccupied with the bat you scared in its direction. Lester can leap to each stalagmite to cross the spikes and reach the other side.





Create a shield (against lasers) then walk up to these doors and they open. The guard will roll grenades towards you so step back, the doors close and destroy him.

Leap from the stairs to here and shoot right immediately. A guard who was about to bush-whack you will be vapourised just off screen. Note: Your ally is crawling through the air ducts to help you later on.

Level 6

Level six is set partly in the caverns where you have to swim to gain access to internal security. The palace above is fraught with danger and Lester will have to be quick off the mark to take out the devious guards, some carry plasma grenades.

Jump the floor creatures and shoot the communication beam on the far wall. You have now disabled the defences and can escape the palace with your friend.

Walk off the screen to the right and this guard will grab hold of you. Kick the luckless minion in the groin then run over to where your gun lies as he fires his laser at you. When you reach the gun, press down. Lester spins and points his gun at the guard. Blow the sick mother away!



The first thing you have to do once you are submerged is get some air and this handy cave is just the place. If you make one deviation, you will drown. The passage to the left is blocked so don't waste valuable time. Head straight down.



Touch these dark pools and set after set of razor sharp teeth will swiftly end Dr Chaykin's quest for freedom. Use small jumps to leap them or swim over them.

Stand on the right hand side at the top of the stairs and create a shield. Now destroy the door between you and the guard and he will very kindly throw loads of grenades down the steps to form this escape hatch. Three is usually enough.

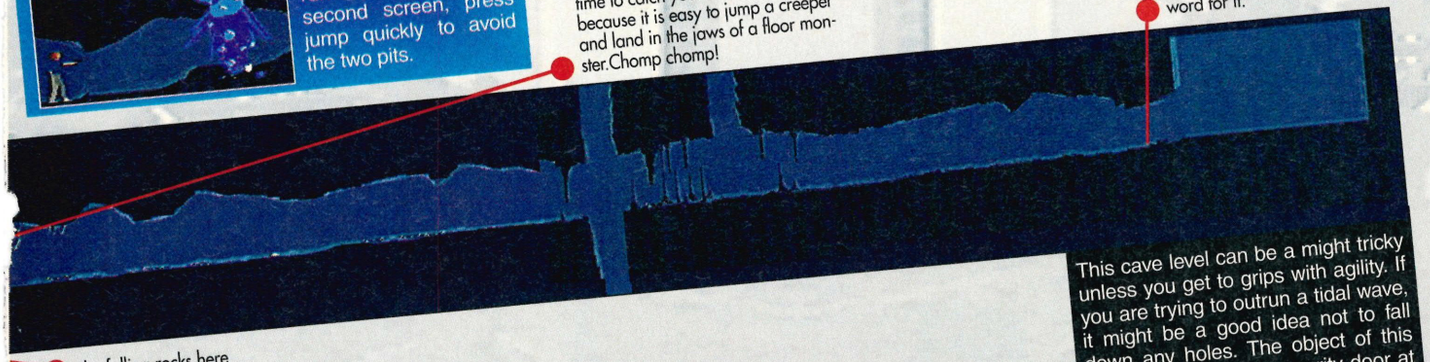




Now you have to flood the entire cave system so that on a later level you can disable the defences. Charge up a large beam of energy and fire at the thin support below the lake. The water erupts down the narrow corridor so run back and on the second screen, press jump quickly to avoid the two pits.

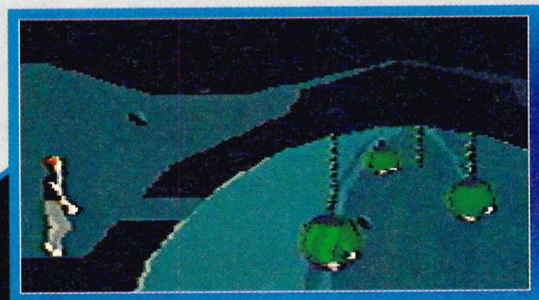
A sharp blast with the laser will cause these creepers to retreat. If you cannot reach them, then jump through them and they don't have time to catch you. Take care here because it is easy to jump a creeper and land in the jaws of a floor monster.Chomp chomp!

This security door is the first object of this level. Destroy it and you can swim through here later. OK, so there is no door on the map. Can I help it if some dweeb forgot to put it in? Take Lester's word for it.

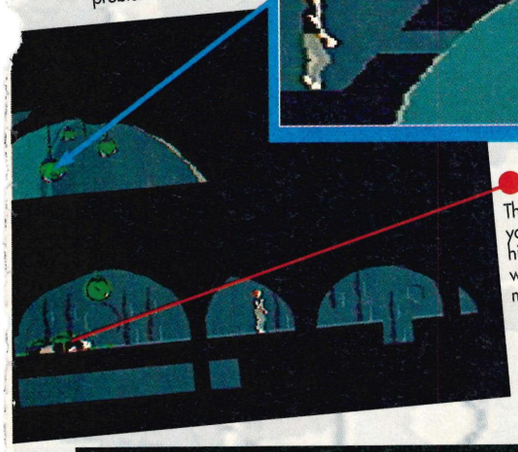


This cave level can be a might tricky unless you get to grips with agility. If you are trying to outrun a tidal wave, it might be a good idea not to fall down any holes. The object of this level is to get to the security door at the end and destroy it for later. Once you have done this, return to the top and flood the whole place before entering the palace.

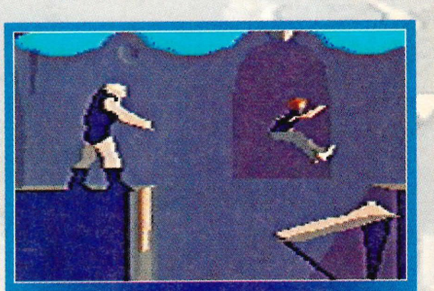
The falling rocks here are at timed intervals. Wait right near the impact zone and as they smash, leg it past to the next safe spot. It takes practice but should be no problem.



Another World is full of clever puzzles that require more than a shoot-'em-up mentality. This room is positioned above an impassable guard so you must wait until the reflection is in the central position (left). Shoot the nearest light and if you hear a groan, you will have knocked out the guard.

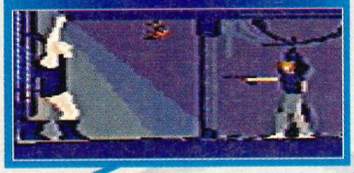


This guard is a right hard nut unless you visit the room above and clobber him with the light fixture. If he retaliates with laser fire then you know you have missed.



Let your ally walk to the edge and he will beckon you. Now run towards him and like a true hero he will fling you across the gap. When he tries himself unfortunately he smashes the canopy and hangs in mid air. You must complete the level to free him.

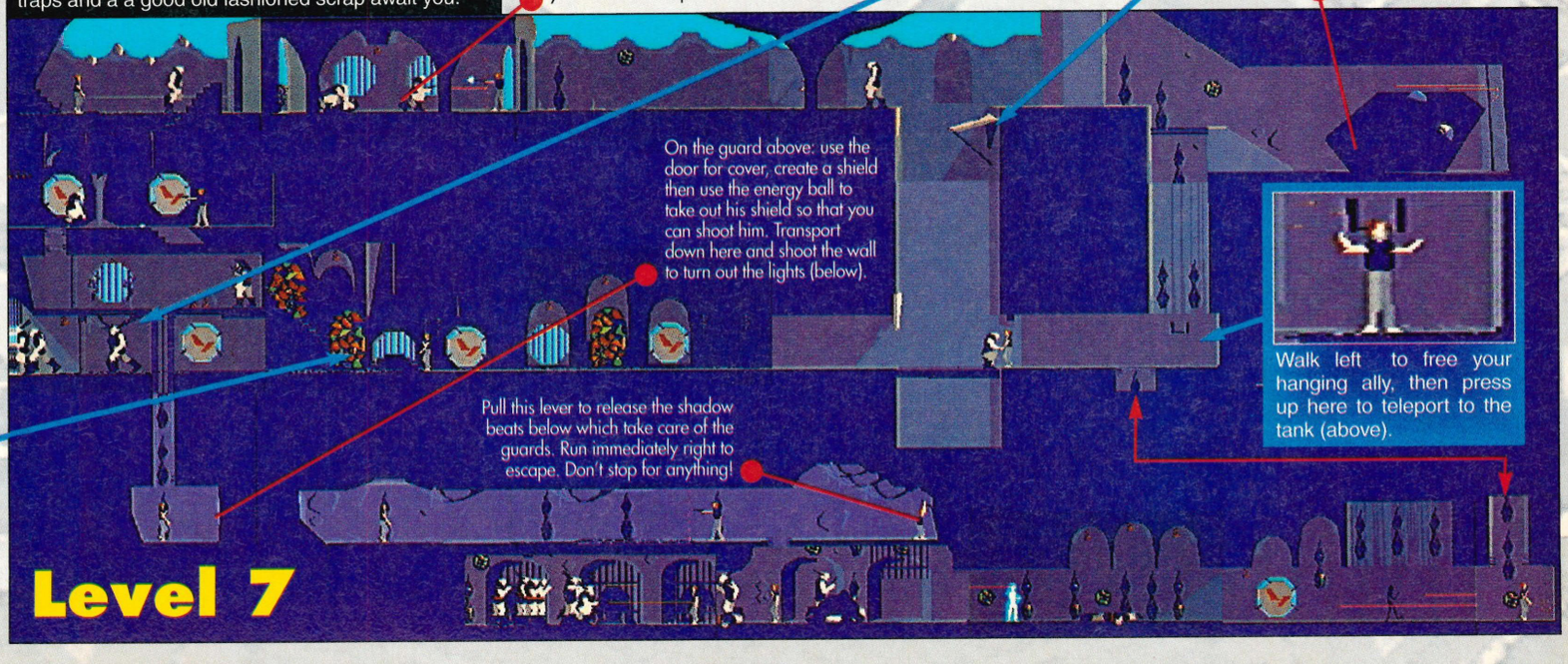
The way to avoid being burnt to a crisp by the guard on the second level is to chase this guy to the bars. Point your gun at him but don't shoot and the coward will seal all the doors with the switch.



This level is so cunning you could sellotape a tail to it and call it a weasel. Apart from being crammed with detail, there are an inordinate amount of clever tasks to perform to escape the city. Hidden switches, laser traps and a a good old fashioned scrap await you.

From the hole, run left and press up to run behind the room where your ally is being searched by the enemy. Surprise them from behind by creating a shield and then using a large energy blast to disintegrate the guard before your friend is overpowered.

For the end of the level, run into the tank and climb aboard for the final battle!



On the guard above: use the door for cover, create a shield then use the energy ball to take out his shield so that you can shoot him. Transport down here and shoot the wall to turn out the lights (below).

Walk left to free your hanging ally, then press up here to teleport to the tank (above).

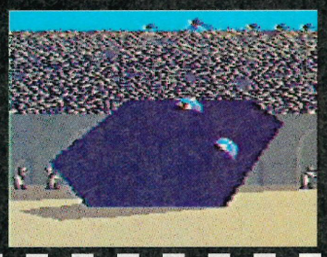
Pull this lever to release the shadow beats below which take care of the guards. Run immediately right to escape. Don't stop for anything!

Level 7



Now that Chaykin has some serious firepower with the tank, you have to drive it through the battle-torn arena. Find the right combination of buttons to launch all the missiles and activate the escape pods for the ascent to the next level. Exciting stuff!









SUMMARY

GAME NAME: Another World
TIME TO COMPLETE: 2 days
HIGHEST SCORE: n/a
NUMBER OF LEVELS: 8
CHALLENGE RATING: medium

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

PASSWORDS

Level 1	–	LDKD
Level 2	–	HTDC
Level 3	–	TBHK
Level 4	–	HBHK
Level 5	–	BRTD
Level 6	–	TBHK
Level 7	–	TXHF
Level 8	–	LFCK



First of all press the buttons in the central console and some will appear on the left and right. The ones on the right are the defence systems including the missiles.

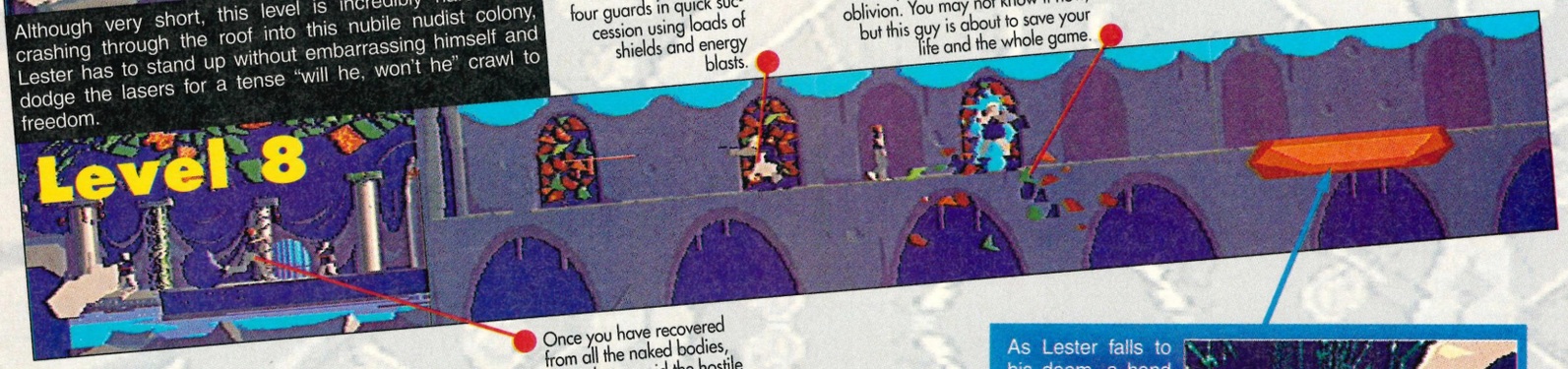


If you press the small cluster of six buttons on the left then a single white light will flash. Press this and you will be shot out in the escape pods to level eight.



Although very short, this level is incredibly hard. After crashing through the roof into this nubile nudist colony, Lester has to stand up without embarrassing himself and dodge the lasers for a tense "will he, won't he" crawl to freedom.

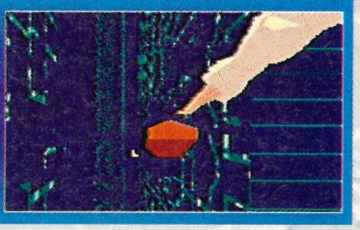
Level 8



Lester will have to fight four guards in quick succession using loads of shields and energy blasts.

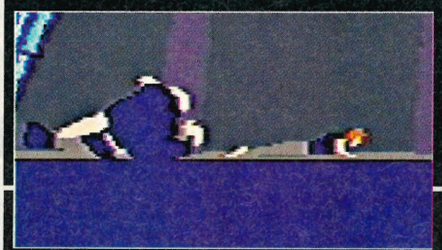
Look who it is; and you thought old iron jaw had been catapulted to oblivion. You may not know it now, but this guy is about to save your life and the whole game.

Once you have recovered from all the naked bodies, run right to avoid the hostile laser fire.



As Lester falls to his doom, a hand reaches out to pull him to safety. Is this the hand of friendship or are you out of the frying pan and into the fire?

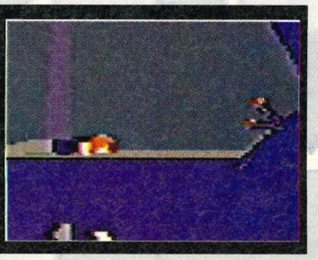
Final Level



The final showdown takes place in a small observatory room with your ally fighting for both your lives in a pitched fight with the enemy commander. By repeatedly pressing the directions, Lester Knight Chaykin will torturously crawl towards the levers in the corner. Will they save the day or just be red herrings?



Here we see the last push to the end of the game, but we at SEGA XS wouldn't deny you the final solution. Crawl to the levers and wait for the two guards to finish the fight. Your pal will fall off as the enemy approaches you. When he is in the middle, pull the first lever and he will be instantly vapourised (left). Now pull the second lever and the roof will open. Tap left and crawl back to the centre of the room. If you have timed it right, laser beams will miss you and you will be teleported home. Congratulations!



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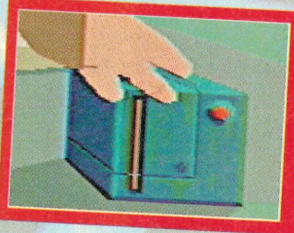
US GOLD ● £39.99 ● ARCADE ADVENTURE

Delphine have come up trumps again with this indirect sequel to *Another World*. The big question is whether *Flashback* is better than *Another World*? While both use different styles, Rotoscope is again used to give amazingly fluid animation. However, *Flashback* definitely takes the prize, with a more involved plot, detailed graphics and larger levels; requiring even more brain power to complete. SEGA XS has the exclusive solution.



You begin the level here, with a groggy head and a small box next to you, which you inadvertently knock down a hole. You have no idea how you got here, what your name is, or where you are? Your first task is to get the holocube and find out what's going on. Then it's time to get the hell off this jungle planet.





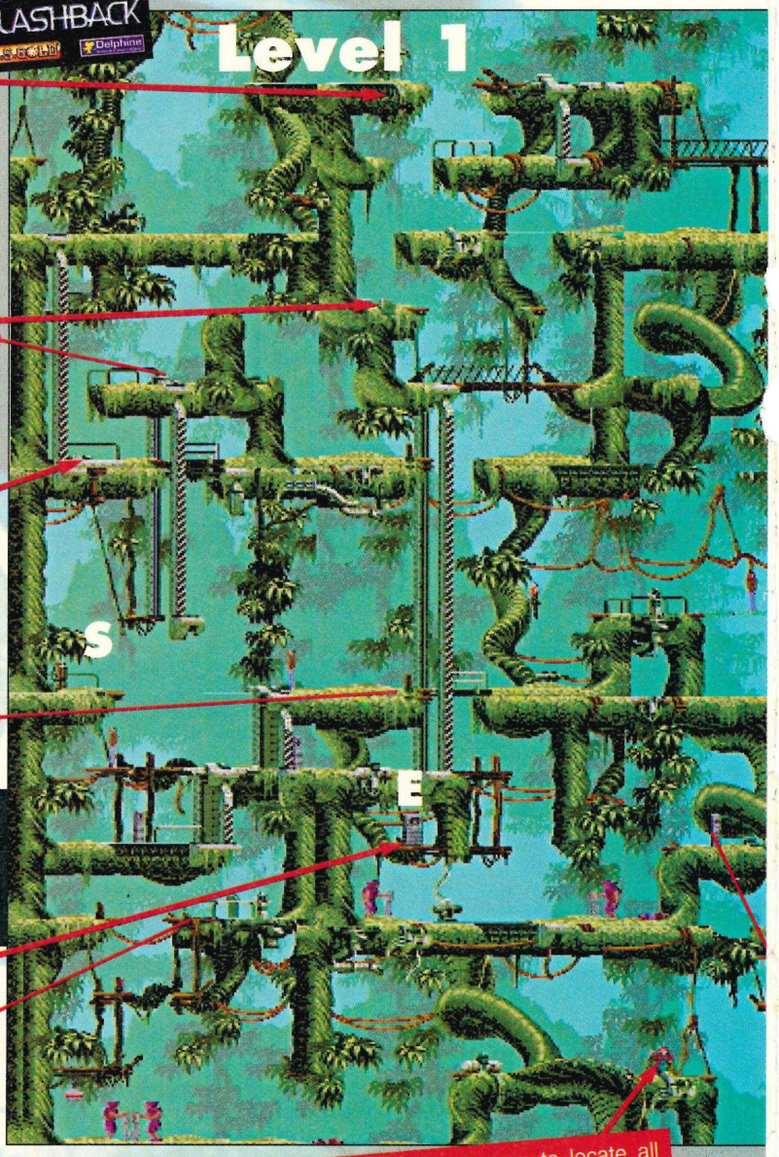
Pick up the holocube by pushing Down and A. A short sequence will explain who you are and what you should do next. Go to New Washington and find a guy called Ian for the truth to be revealed on level two.

Place this rock on the pressure plate on the right and the lift to the left will stay down. This enables you to get the personal teleporter that you must give to the old man.

Take this personal teleporter to the old man in the top right of the level and he will disappear; leaving you with a personal ID card. This can be used in certain security doors and is crucial later on in the game



This area is electrified and you will be killed if you stand in one place too long. The bridge in the centre will take you to the personal teleporter at the top left.



Stuck on a planet with no idea who you are or how you came to be here. Your first objective is to get the holocube which details some of your background, but you really have to get to New Washington and find a guy called Ian. Apart from the long drops and laser-wielding guards patrolling the woodland, you must also negotiate an impassable chasm using a particle bridge, and also find an ID card and enough money to buy the Anti Grav and enter New Washington.

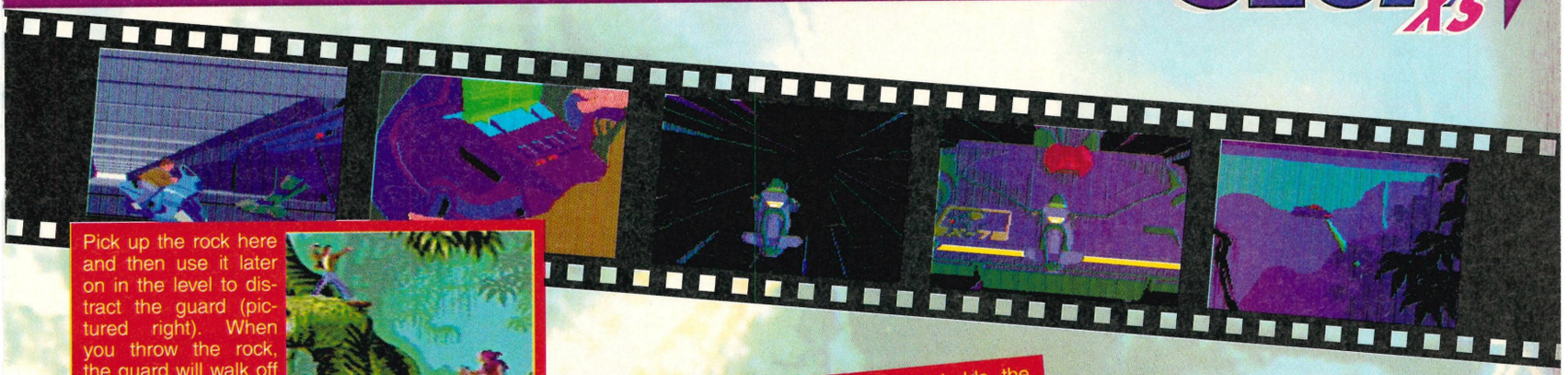


Recharge your shield or cartridge with this machine. Doing this means you can take more hits. It is vital to use these maps for reference in times of trouble.

Crouch by the edge of this hole and face to the right. Now somersault down and you will hit the platform below without dropping three floors to your death. Now climb down and shoot the guards. Watch out for the gun pod on the right.

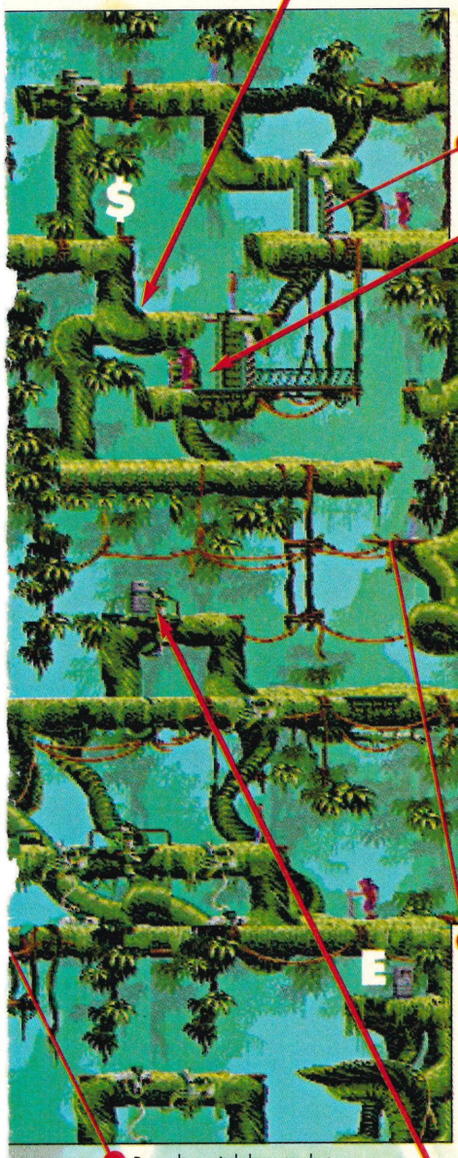


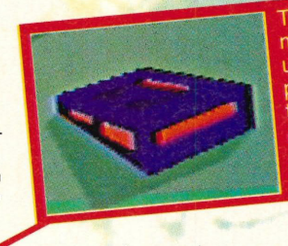
Use the SEGA XS map to locate all the credits (especially the one in the top right) in order to afford the Anti Grav from the old man here. Once you have 500 credits, talk to the vendor and he will hand over the device. Now simply activate it, and leap down the hole. For a second you will tumble out of control and you will think you've died, but then, the Anti Grav will kick in and you will go to level two.



Pick up the rock here and then use it later on in the level to distract the guard (pictured right). When you throw the rock, the guard will walk off in its direction and you can blast him.

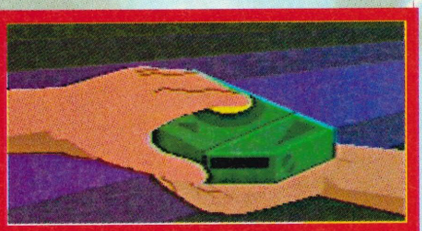
This door will only stay open when you've got the holocube and have touched the sensor nearby. Draw your gun and walk off the end to shoot the guard.





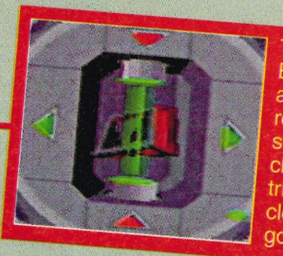
The guard holds the magnetic cartridge used to activate the particle bridge halfway through the level. First of all, you will have to charge the cart at the energy point (below).

Step on the bottom right pressure pad to lower the lift, then leap over the next one and climb up to the second level. Now do the same to bring down the next lift and climb over the old man.





Once you have charged the cart, go to the top left of the map and get the personal teleporter. Take the device to the injured old man here and he will disappear; leaving behind an ID card. The ID is extremely useful on subsequent levels, but can only be used to open one security door here.



The 'E' stands for Energy point. This allows you to replenish your shields and also charge the cartridge for the particle bridge. 'E's are good, 'E's are good.



Bingo! Instead of lugging loads of bits of plastic around, here are the 500 credits you need in one easy lump sum.

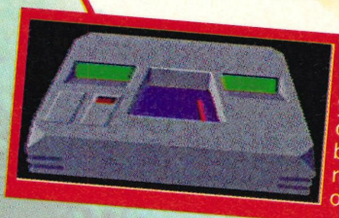
If you fall from here you will die. Stay to the right side, then do a running jump to the left to land on the lower platform. The particle bridge is to the left.



Use this key to open the security door on the far left. The other door uses the ID card to open it.

The floor here will instantly vapourise you if you stay too long. Run forward to lower the lift, then run immediately back. Now run to the right and keep holding A to jump onto the lift. Finally, press Up and A together to climb up.

Press the switch here to shut off the particle beam on the right, then leap over the sensor on the floor to prevent the beam from re-appearing. If you just run straight through, the beam will be activated and you will be instantly fried!



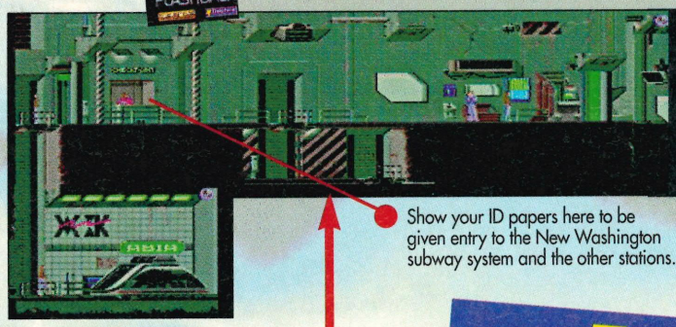
Once you have taken the cart to the energy point (above), you can insert it into the particle bridge control and create a beam to walk on. This will remain functioning for the rest of the game.

SUMMARY

GAME NAME: Flashback
TIME TO COMPLETE: 3 days
HIGHEST SCORE: 780,600
NUMBER OF LEVELS: 6
CHALLENGE RATING: medium

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





At the bottom of the chasm is the Asia basement and subway system. This is a turning point in your mission because you learn who you are and what you have to do from your pal Ian, in the mind transfer machine. From Asia, you can enter the subway cars by pressing A and travel to the rest of the world.

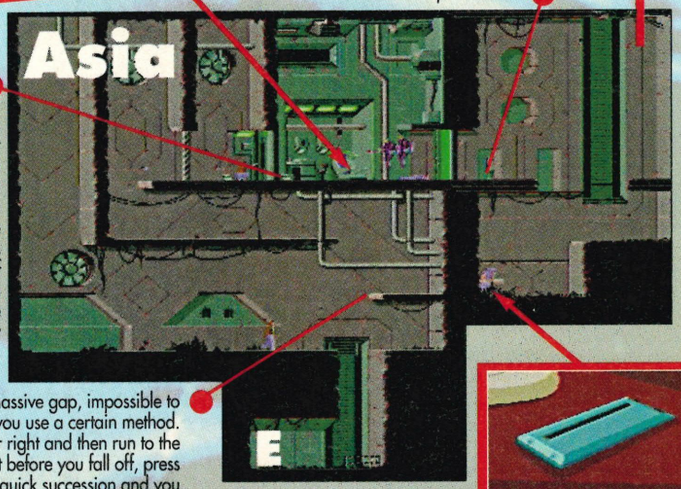
Show your ID papers here to be given entry to the New Washington subway system and the other stations.



Sit in the chair after you have killed the two cops and then talk to Ian to discover your past. Ian gives you a personal force field.

Insert the fuse here to summon the lift and enter the second part of Asia.

Asia



Crouch down as soon as the door opens here and make sure you you have your gun drawn. Blast the cops as soon as you can. Walk off the screen and then back on to confuse them and get a few more hits in.

This is a massive gap, impossible to jump unless you use a certain method. Get to the far right and then run to the edge. Just before you fall off, press jump twice in quick succession and you will leap to the top platform.

To fix the lift switch, you must first shoot this guard and get the fuse.

Job 1





Your first mission is incredibly simple, even for you. Collect a package from the shop in Asia and then take it to Titan Travel in Africa. The only hiccup in your otherwise uneventful delivery is a cop waiting for you outside the travel agent. Use your force field to deflect your enemy's bullets, then shoot him three times and deliver the package.



Go to this office and when you get to see the boss (window B), hand over your ID papers for a work permit. Now go to Europa for work.



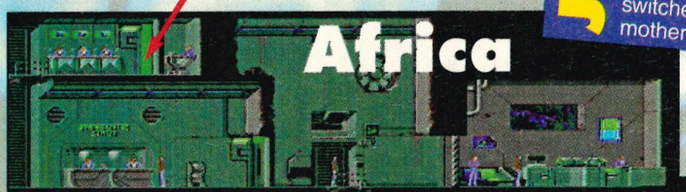
Job 2





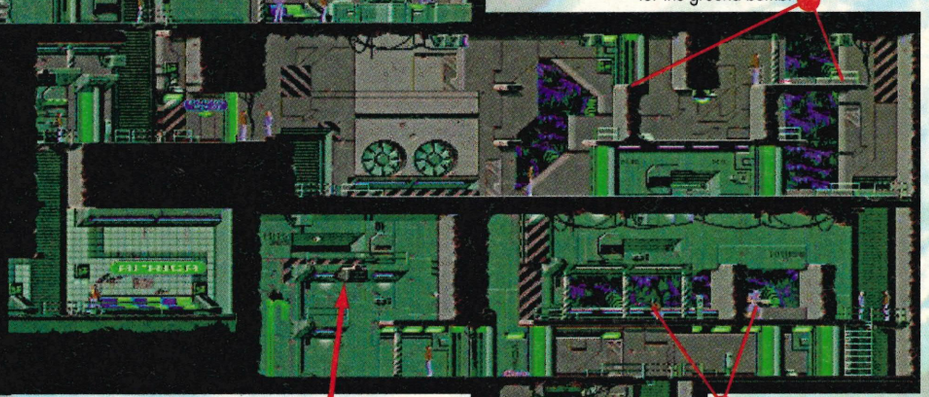
You mission is to escort this VIP to the lab in the restricted area (below). You will need to find switches to open doors and blow away any sick mothers trying to get the pencil pusher. Simple.

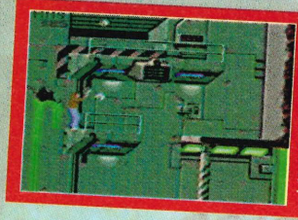
Africa



The Africa level houses the admin offices where you get your work permit. You need to talk to the guy in America to get the door to the admin section to open. Africa also contains the drop-off point for Job one and the restricted zone for job two.

Press these switches to open the two doors below, but watch out for the ground bomb.





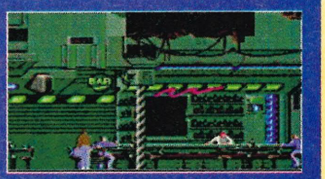
Go to the far left, climb up and immediately draw your gun and shoot madly at the spinning silver ball. If you miss, the sphere will jolt you with electricity. Now go up the right side of the top platform and shoot the second ball for the key. The door will now open.



This is a laboratory and the end of your mission. Let the VIP walk here, then stand still to get the cash.

Walk off the first wall with your shield at the ready. Activate it immediately to absorb the first bullet, then retaliate with your own. Get the key, touch the sensor pad to open one of the doors below, then shoot the last guard and use the key in the slot. Now go into the room on the left.

Job 3



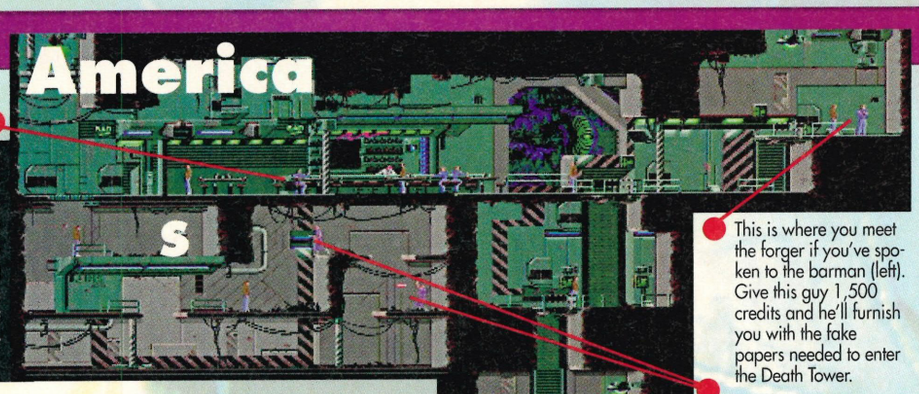


This is more complicated. Go to America and talk to the extra guy at the bar for some info. Now visit the cop (above) and then go to the top left of the map to talk with the informer. A psycho cop will try to shoot your man, so use your shield to protect him and fill the corrupt law enforcer with lead. Now kill the cop on the second level for the key and enter the secret room to battle the cyborgs.





America



Talk to the guy at the end for extra information in job three.

America is home to the all-American bar – Cheers! Talk to the barman as instructed by Ian and you will be taken to a shady guy who offers you false ID papers to enter the Death Tower game to win tickets back to Earth. The bad news is that you need 1,500 credits to get the papers and to raise that kind of dough, you are going to have to work for it. Go to Africa for a work permit.

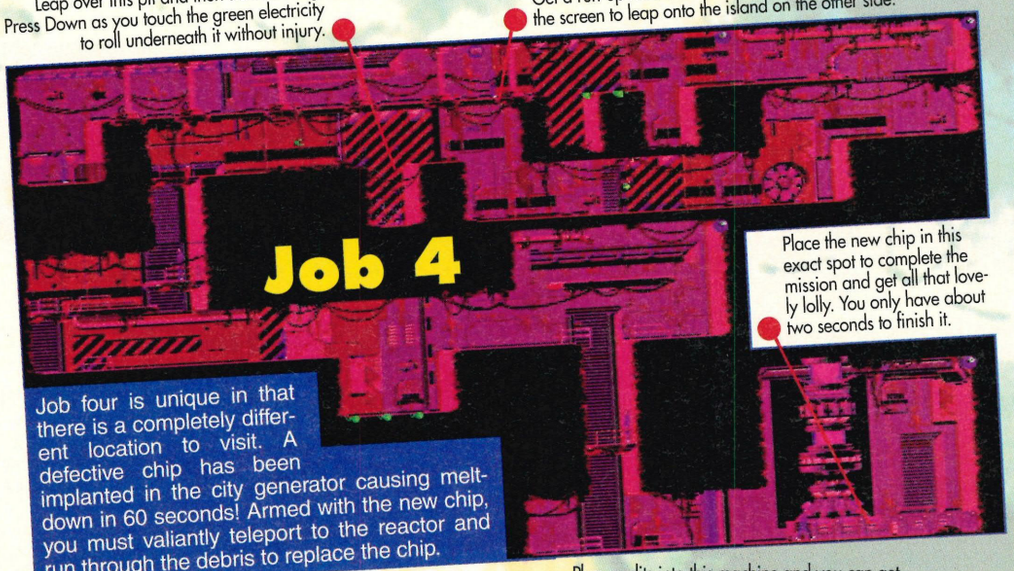
This is where you meet the forger if you've spoken to the barman (left). Give this guy 1,500 credits and he'll furnish you with the fake papers needed to enter the Death Tower.

To kill the cyborgs in this section, save your position (the chances are, you'll use a lot of continues here!) Walk along the first platform and enter the second screen – but stay near its edge. The first cyborg will attack. Use your shield to deflect his shots, then keep blasting him. When he teleports, turn and face him; keep shooting until he reforms. Use the same method for the second one.Never let them get too close or they will pistol-whip you!

This is where the rogue cop waits. First talk to him and then blow him away to get a key for the secret zone at the top.

Leap over this pit and then start running. Press Down as you touch the green electricity to roll underneath it without injury.

Get a run-up here and then press Up as you go off the screen to leap onto the island on the other side.



Job 4

Job four is unique in that there is a completely different location to visit. A defective chip has been implanted in the city generator causing meltdown in 60 seconds! Armed with the new chip, you must valiantly teleport to the reactor and run through the debris to replace the chip.

Place the new chip in this exact spot to complete the mission and get all that lovely lolly. You only have about two seconds to finish it.

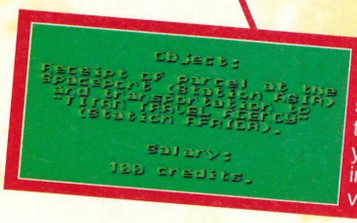
Cartridge supplied by:
Video Game Centre
Tel: (0202) 527314

Plug credits into this machine and you can get your photo taken.

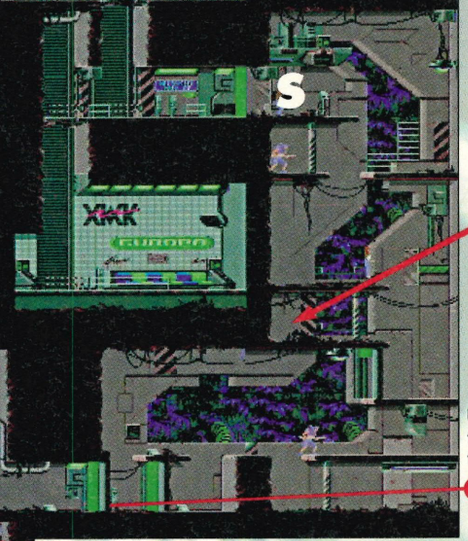
Europa

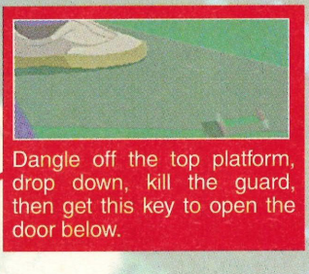


Europa is the entrance to the Death Tower game and also where you must enlist to get your jobs. The employment centre has an energy point to refuel, a save point so that you can always return there, and of course, the job pods where you can select your next mission. Europa also has the massive mutant restricted zone which you have to clear out.



Press A to look at your next mission which should be scrolling on the VDUs. When you've read the briefing, insert your card to validate it.





Dangle off the top platform, drop down, kill the guard, then get this key to open the door below.

Kill the guard here and then get a run-up from this screen. As soon as you go off the screen, press Up to jump and you will dive over the ground bomb and onto the opposite platform. Quickly activate your force field to stop the enemy's bullets and shoot him dead! Now get the objects on the lower floor and climb back up the ledges on the left and touch the sensor to open the trapdoor below.

Use the key you found above to open this door and access the rest of the complex.

Get the rock from the right and then press Down and B while it is selected to place it on the door sensor here and keep it open. Watch out for the ceiling bomb just above the doorway.

Use the key you found to open this final door and shoot the hovering silver ball to complete the mission.

Job 5



The restricted area above is where the last job is set. You mission is to simply kill all the illegal mutants lurking there and make the zone safe again. Basically, shoot anything that moves.

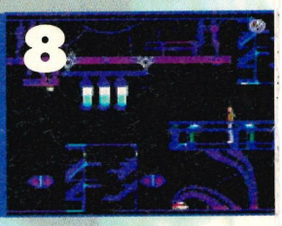




Death Tower



Each of the eight levels is an individual test of your skill and dexterity. Trapdoors, wire bombs, cyborgs and fiendishly placed laser guns are just some of the dangers you must face in the fight to the top of the tower. Every exit is closed off by electronic doors and wires and it is up to you to follow our maps and find the right switches. Sometimes, it is just a case of killing everything on the level to open the gateway to freedom...



To enter the Death Tower game, you must first work for the money to get the forged papers from the guy in America. Then go to Europa and give your papers to the woman at the desk. You will be instantly transported to level eight of the game, with the aim of killing all the other participants in order to win the free tickets to Earth. It's time to start running, man!

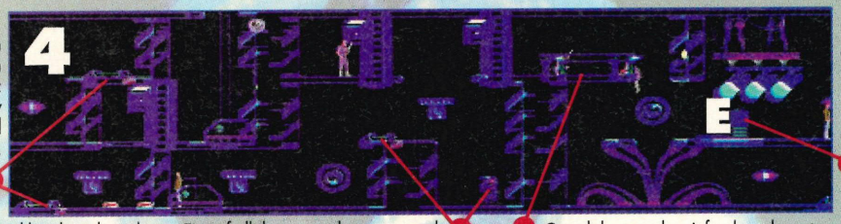




Press this switch first of all and you will see the door open to the right. This is the exit, you must now go all the way through to the left to escape.

Run through the sensors in this room and the floor will literally fall away! Proximity mines are waiting for you below, as well as an instant death.

To get to the energy point above, you must run towards this laser gun and roll underneath as you touch the sensor. Now climb up the platforms and shoot the two cyborgs waiting for you on the other side.



Hit the sensor on the top first, to open the door, then go down the bottom and walk through the bombs; exploding them instantly. Now recharge your energy nearby and enter the third level fully refreshed.

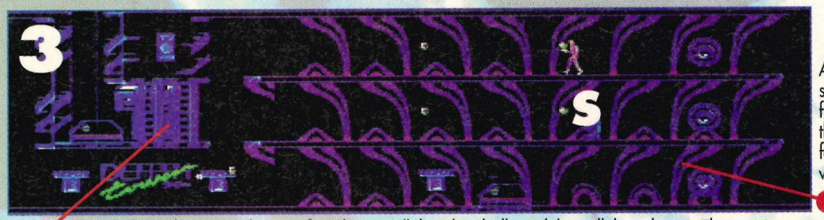
Use this recharge station to get all of your energy back to normal. You can even return from later levels to top up if it looks like you are going to get killed.

This sensor opens the door above and lets the cyborg loose. First of all, leap over the sensor and push the switch on the right to open the top right door. Then open the first door. Shoot the cyborg as soon as he gets near and he will fall into the pit and you can escape to the right.

Crouch here and wait for the cyborg to climb up. Now shoot him and he will explode the bomb and fall to his death.



If you want to reach level two, crouch and shoot the first cyborg and then roll left and right until you force him to stand still; this is when to hit him. Use your shield to deflect his shots and after four hits he will explode. You will then have to kill the second cyborg in the same way.



Apart from the cyborgs patrolling the area, silver electro spheres also fly between floors. Climb up, then immediately blast them first, and somersault across the platform and shoot the cyborgs in the usual way.

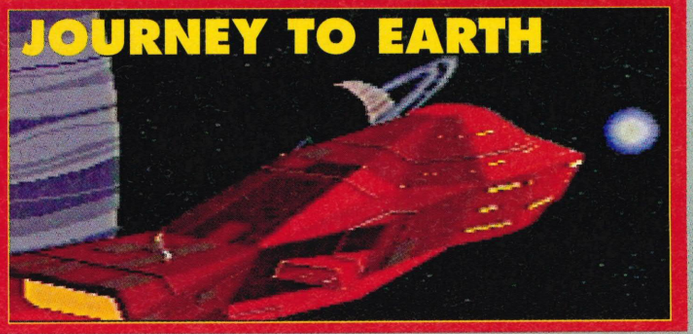
To open these doors, you have to first destroy all the silver balls and then all the cyborgs. The gaming pros at SEGA XS recommend that you shoot as much as possible, and if you get low on energy, go back to level four for a recharge. Use the save point on this level to avoid being sent back to level five.

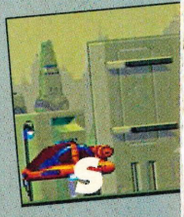


This is it! The last level has only one tough cyborg to defeat before you get that free ticket to Bournemouth. The way to kill this guy, and all the other cyborgs, is to keep rolling left and right until he stands up and tries to shoot you. Activate your shield to deflect the shots and shoot him, before rolling again. Repeat four times.



Defeat all the enemies in the eight levels of the Death Tower game and the flamboyant host gives you the free tickets to Earth. But you still have plenty to do.

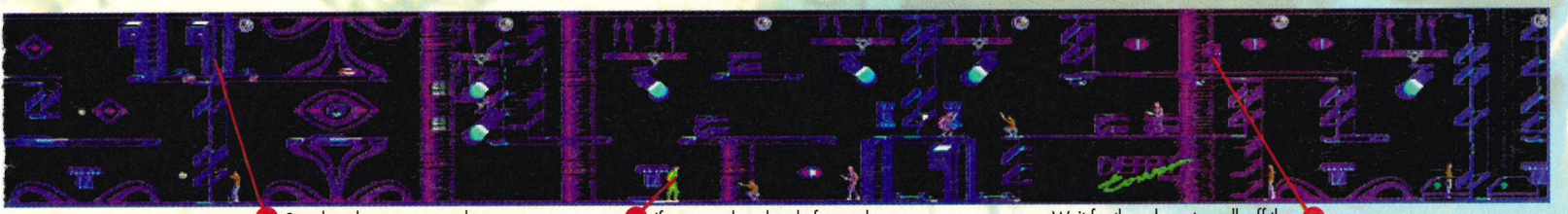






You start off here and are immediately attacked by cyborgs. If you are a good enough shot, you will be able to shoot the cyborg onto the mine and destroy him completely.

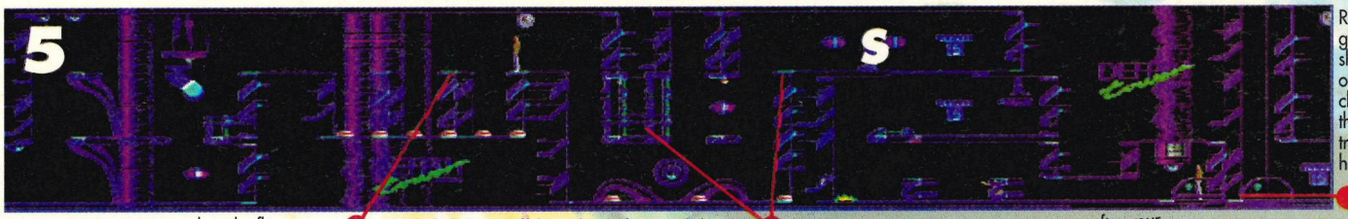
If you touch either one of these buttons, then the opposite door will open; enabling you to escape if you go back around the level and approach from the other side.



Stand on the pressure pads to open these doors, but watch out for the silver electro spheres on the other side. Remember to save your position here.

If you stand on the platforms above, the cyborg will try to climb up. Simply crouch and shoot him on each attempt until he dissolves.

Wait for the cyborg to walk off the screen, then touch this switch to open the floor and run through to the left where you can fight it out with the synthetic.



Roll your way through this gap and then immediately shoot the cyborg on the other side. When you climb up the platforms on the left, watch out for the trip wires, they activate head-height lasers.

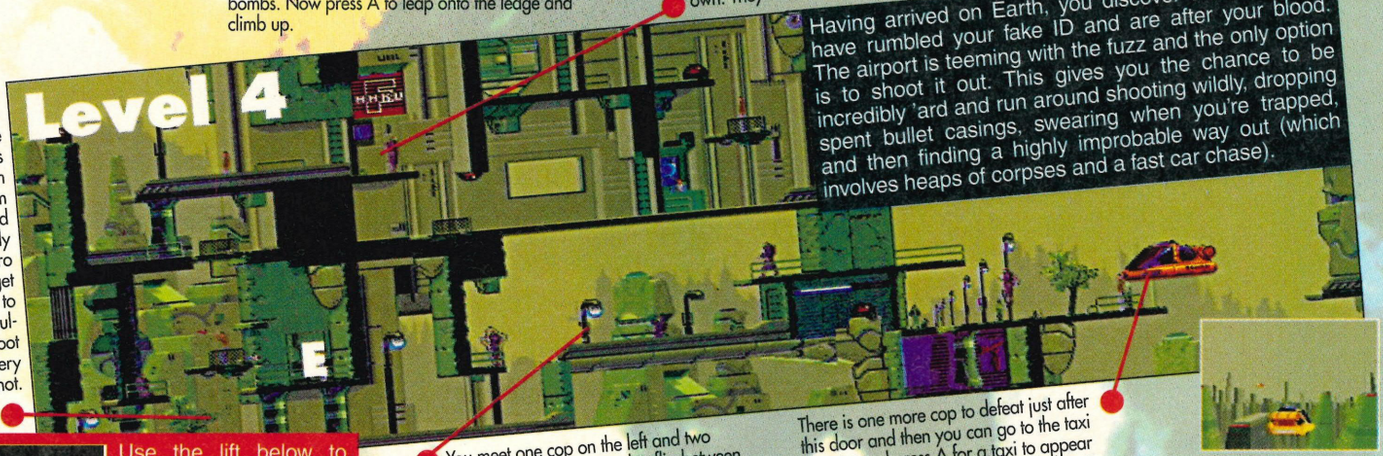
Heat sensitive pads in the floor sense your approach and drop you into a cluster of concealed mines. You can lose two or three shield points here.

First of all, hang off the right platform and drop to the bomb below. This is unavoidable. Now leap over the bombs on the ground then climb onto the second platform and run to the left under the bombs. Now press A to leap onto the ledge and climb up.

The first two cops that you see are after your blood and shoot at you. Use your shield to absorb their shots and then fire some of your own. They take four or five hits.

Level 4

Having arrived on Earth, you discover that the police have rumbled your fake ID and are after your blood. The airport is teeming with the fuzz and the only option is to shoot it out. This gives you the chance to be incredibly 'ard and run around shooting wildly, dropping spent bullet casings, swearing when you're trapped, and then finding a highly improbable way out (which involves heaps of corpses and a fast car chase).



This lift takes you right to the bottom. Shoot the cop on the left as you pass, then roll to the bottom left, turn and shoot continually at the electro sphere. Now get your shield up to stop the cop's bullets and shoot back on every alternate shot.

You meet one cop on the left and two more here. You may need to flip between screens and get more energy halfway through the gun battle, but keep deflecting their bullets with your shield and then shooting back to defeat them.

There is one more cop to defeat just after this door and then you can go to the taxi point and press A for a taxi to appear and take you to the night club hideout.



Use the lift below to climb up on the light fitting (see picture) and shoot the pane of glass with your gun. Now you can get the key to the door on the far right.

Use running jumps to leap between these high platforms and then pistol-whip the glass door (above) to break the glass and gain entry to the locked club.

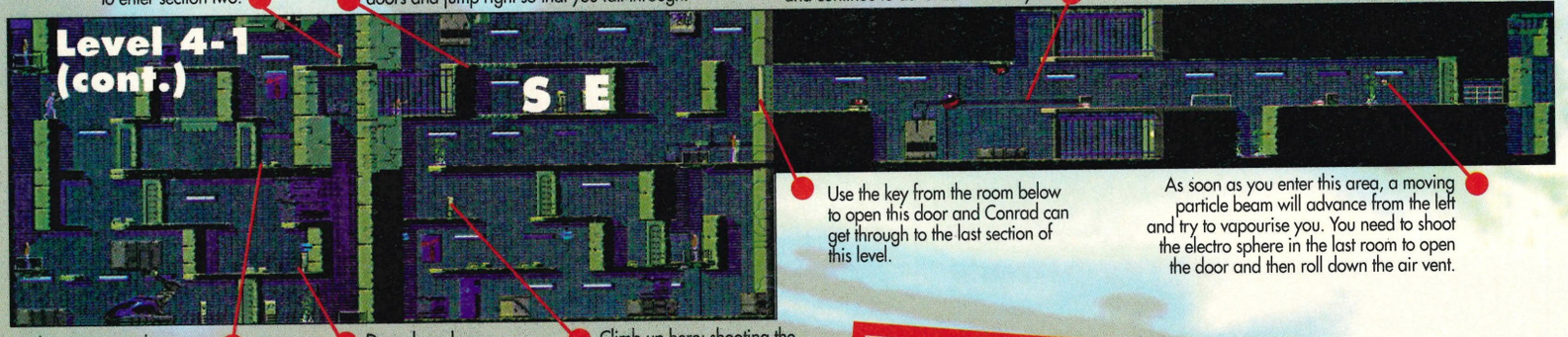
To destroy this security droid, wait until its antennae sticks up, then shoot it off and get clear as it explodes. Now press this switch to shut off the particle beam on the lower level.

Use the key you found on the far left to open this door (above). When you reach the secret passage (below), jump onto the light fitting to touch the switch and the wall will move away and a lift will arrive.

SEGA XS SOLUTION



Level 4-1 (cont.)



This switch opens the door directly below and allows you to enter section two.

You *can* actually reach the save and energy points, but you have to be right on the edge of the trap-doors and jump right so that you fall through.

Leap over this ground mine and the particle beam will appear on the left and continue to advance towards you.

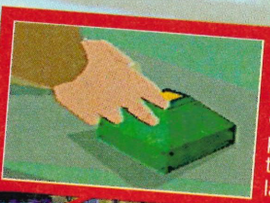
Use the key from the room below to open this door and Conrad can get through to the last section of this level.

As soon as you enter this area, a moving particle beam will advance from the left and try to vapourise you. You need to shoot the electro sphere in the last room to open the door and then roll down the air vent.

When you get to here, two electro spheres pop out and attack. Shoot them, and then kill the morphic blob guard to get the key.

Drop down here, avoiding the laser gun, and touch the sensor in the corner to switch off the particle beam.

Climb up here; shooting the electro sphere, and push this switch to open the door on the right and get the key.



This is the teleport receiver. If you throw this device down deep holes, across chasms or even through particle beams, you can teleport to where ever it lands with the controller.

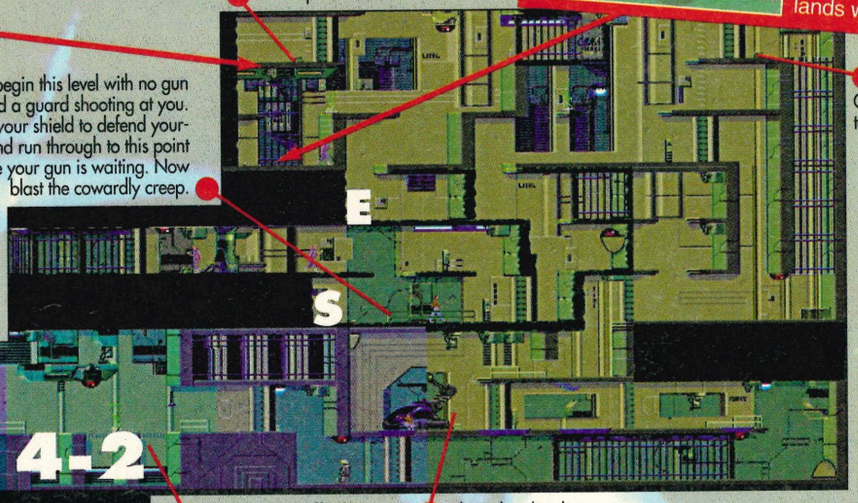


This is the teleporter controller. You activate this to teleport to where ever the receiver has been placed. This is perfect for getting down deep chasms and through energy beams.

Get the key here for the door on the far right and you can also turn off the particle beam.

You begin this level with no gun and a guard shooting at you. Use your shield to defend yourself and run through to this point where your gun is waiting. Now blast the cowardly creep.

Go up in this lift and reach the sensor to activate the door below.



Level 4-2

After you crashed in on the aliens' diabolical plot to destroy mankind, you have been imprisoned. However, one of the guards has decided to execute you personally, without your gun – you're helpless! Luckily you still have your shield to protect yourself.

This room is difficult because not only is there an energy beam tearing across the top (drop into the holes), but there is also an electro sphere waiting in the last pit. The room on the end houses the teleporter to the alien world.

Shoot the alien here to open the door, and then run down the corridor to the right then left and head for the alien teleporter.



Once you have shot the controlling brain on the far right, the door here opens. You can now go down in this lift to the second heart of the planet, and then onto the final guardian.



PASSWORDS

Level 1	–	PIXEL
Level 2	–	BETSY
Level 3	–	STUDIO
Level 4	–	TOHO
Level 5	–	AKANE
Level 6	–	INCBIN
Final	–	CYGNUS



To kill this heart, first of all shoot the two guards, then climb up on the left side. Shoot the heart, drop down, shoot the guards again and then climb up on the right side to take a chunk out of the heart on that side. Repeat three times.

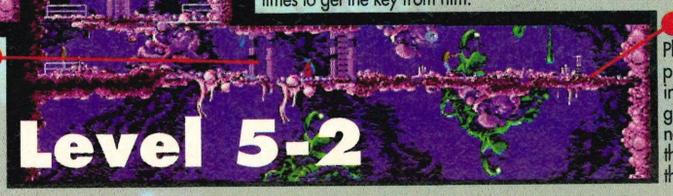
There is a machine here whose sole purpose is to move left and right; dropping bombs on your head. As soon as the lift goes up, run right and drop down to avoid it.



Pick up the exploding mouse here and a morphic guard will appear on the left. Drop down and shoot the guard four times to get the key from him.

The doors here will only open when you have defeated the heart (see above). Once you have shot the heart once, the door on the left will close.

Two morphic guards attack you simultaneously! You need to roll to the far left and then shoot any of the guards stupid enough to stand up. Keep rolling left and right; gradually picking off the guards until they are both dead.



Level 5-2

Place the bomb here and then press the switch to drop the bomb into the core of the planet. The ground will shake and you will now have about a minute to get to the hangers and escape before the whole planet explodes.




From your hiding place in the air vent, you overhear the aliens talking about the destruction of Earth. Unfortunately, the grille gives way and you are discovered! Now you have to escape from prison and get to the alien homeworld.

SILLY PUTTY

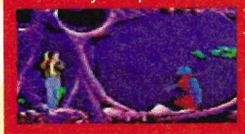


The alien creatures are amazing! They can change into any shape and stick to any surface. The only thing that will stop them is a bullet in the face!



Use a standing leap or your teleporter to get past these deadly particle beams. Watch the mouse above for the gaps.

To defeat these morphic blob guards, roll left and right until they stop and stand up straight. Now shoot them twice and when they fall, wait for them to approach you and roll out of the way. Repeat this method to destroy the guards. They take four or five hits.



This switch opens the door to the left, but you must shoot the morphic guard on the platform above first. If you try to get past, he will follow you everywhere.

Climb up, get hit by the laser, and throw your teleporter to the left. Now beam past the gun turret.

Once you have opened the door and the scientist has been shot, he will give you this bomb.

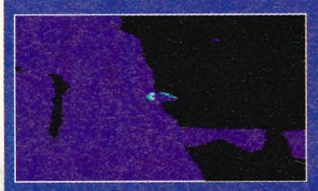
Use the key you found down below to enter this door. The moment you step through, you will be given a password and this will be your restart point.

This door will open as soon as you drop the bomb into the planet's core. Get to this hanger before time runs out, then press up when you are next to the landing strut to escape.

Kill the guard (using your shield to miss his shots), then stand on the right (see picture) and shoot the brain as it is revealed. Duck the laser.

This final alien planet level is the toughest yet! Morphic alien guards are swarming all over their mother world and all these bio-mechanical passages look the same. The object of this first section is to get as deep into the planet as possible and find a way to destroy the aliens. Luckily, there is a human scientist who has constructed a bomb.

I'M TOO TIRED FOR THIS...





As Conrad "planet killer" Hart dives aboard the ship, the aliens' mother world begins to rip itself apart. You escape just in time (as usual), but you find yourself in uncharted space. Time to hit the sleep chamber and wait for somebody to pick you up.

THE TERMINATOR

VIRGIN ● £32.99 ● PLATFORM SHOOT-'EM-UP

Finally, Master System owners get to rampage around with Uzis, looking perplexed and spewing well-worn cliches like "I'll be back" and "I've come for Sarah Connor". *Terminator* is a direct conversion of the Mega Drive platform game, but Probe software have tweaked the difficulty level to the maximum. Now you will have to be an extremely agile Kyle Reese to get past even the smallest of enemies. Graphically, the Master System version is excellent, but there are still only four levels which couldn't hold back the XS team for long!



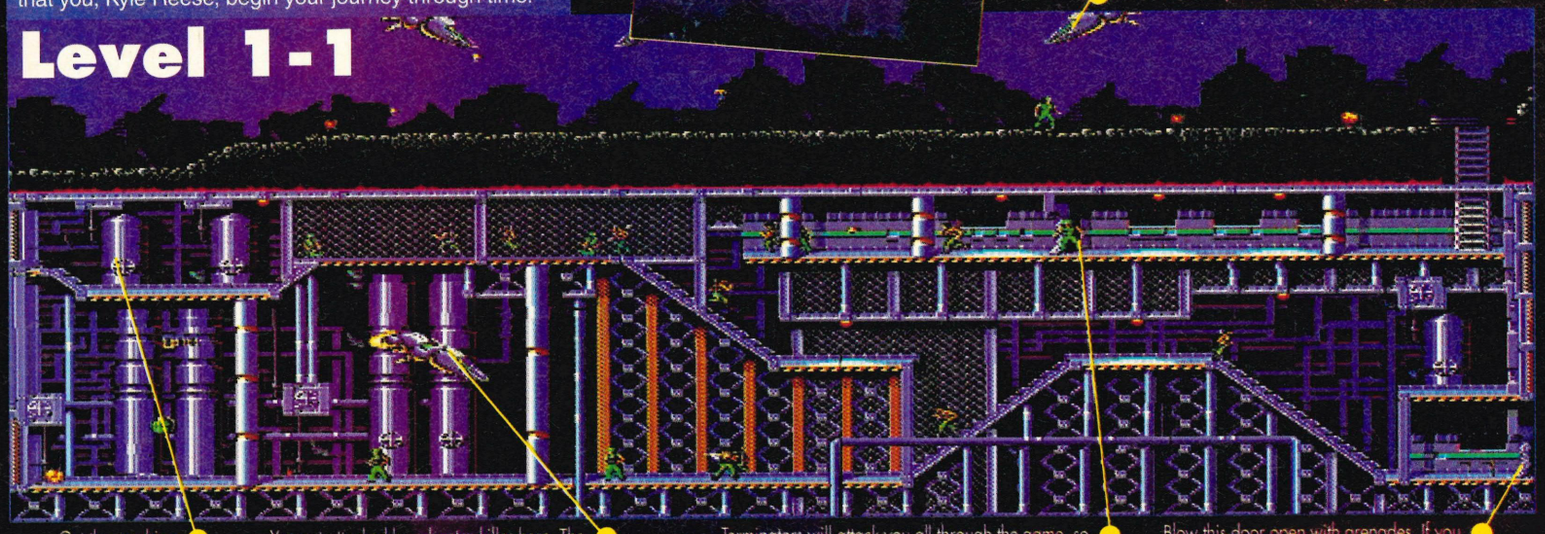




The time is 2019, the place... Los Angeles. Nuclear war has devastated the city and Skynet is busy trying to wipe out mankind with terminators. It is against this backdrop that you, Kyle Reese, begin your journey through time.

Level 1-1

The hunter-killers will drop loads of bombs on parachutes to destroy you. Look for the gaps and run through them to safety. The HKs can be destroyed with three well-placed hits from your grenades.



Get the machine gun here for extra firepower.

You get attacked by a hunter-killer here. The machine is guarding a collection of grenades used to break open the door on the far right.

Terminators will attack you all through the game, so duck or leap over their plasma shots depending on where they are. Blast them once to destroy them.

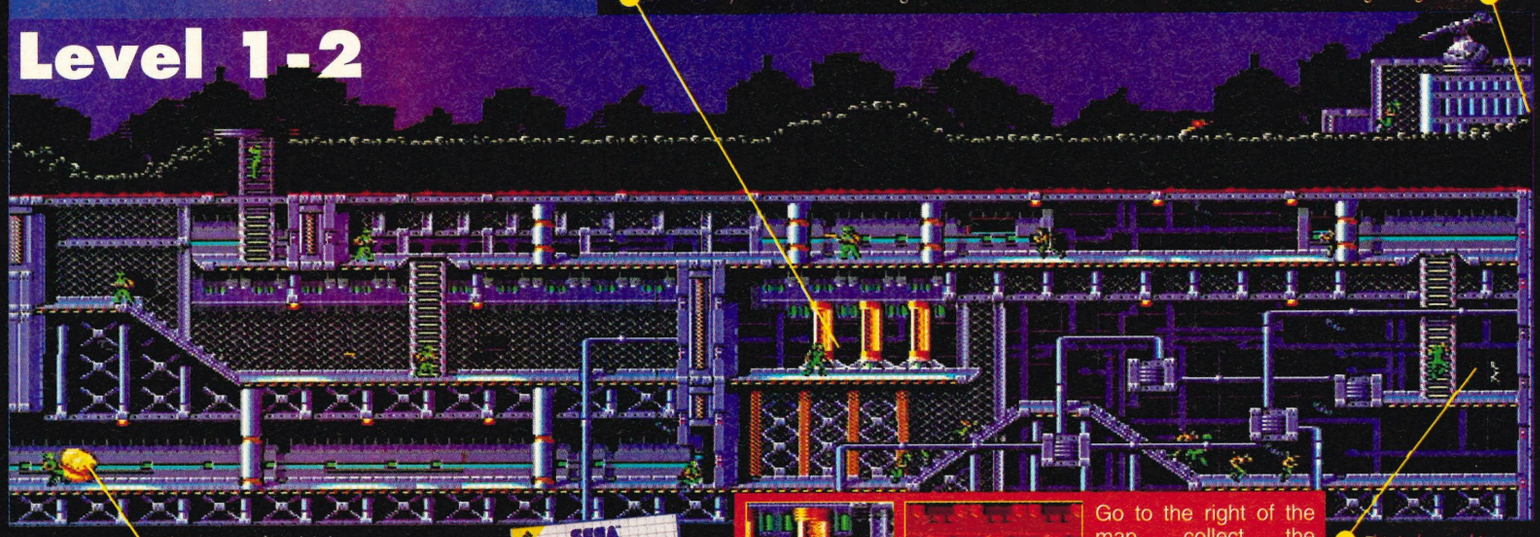
Blow this door open with grenades. If you have picked up the machine gun, get more bombs from the bottom left of the map.

The second section of the techno base is where the reactor is housed. You need to destroy this to escape to the time machine and reach Los Angeles 1984. It is not clear in the manual how to escape, so follow our directions.

This is the reactor needed to disable the laser turret at the top of the time machine. Touch the bomb here (see box below), and then get to the time machine in under 40 seconds or you will be blown to kingdom come!

This is the time machine. You can just make it if you have full energy and are facing backwards when the lasers hit, but it is best to destroy the reactor before travelling through time.

Level 1-2



This area is infested with terminators, duck and shoot at them to avoid their phased plasma rifles.



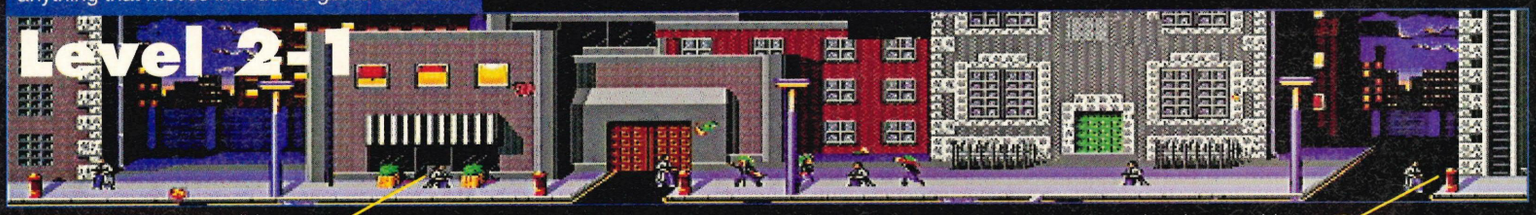
Go to the right of the map, collect the machine gun, then run back to the reactor where the bomb is waiting. Touch it and get out in 40 seconds!

This is the machine gun you need to collect to make the bombs appear near the reactor. Go up the ladder, left, down and then up right to escape.

THE TERMINATOR is a trademark of Cinema '84. © 1984.

The first section of level two is very short but can be lethal due to the huge number of fire-bomb-wielding punks and cops. You basically have to take the level inch by inch and blast anything that moves in order to get to the club.

Level 2-1



Cops and punks attack you all the time here. Shoot the punks once to kill them. The cops take two or three hits when you are crouched down.

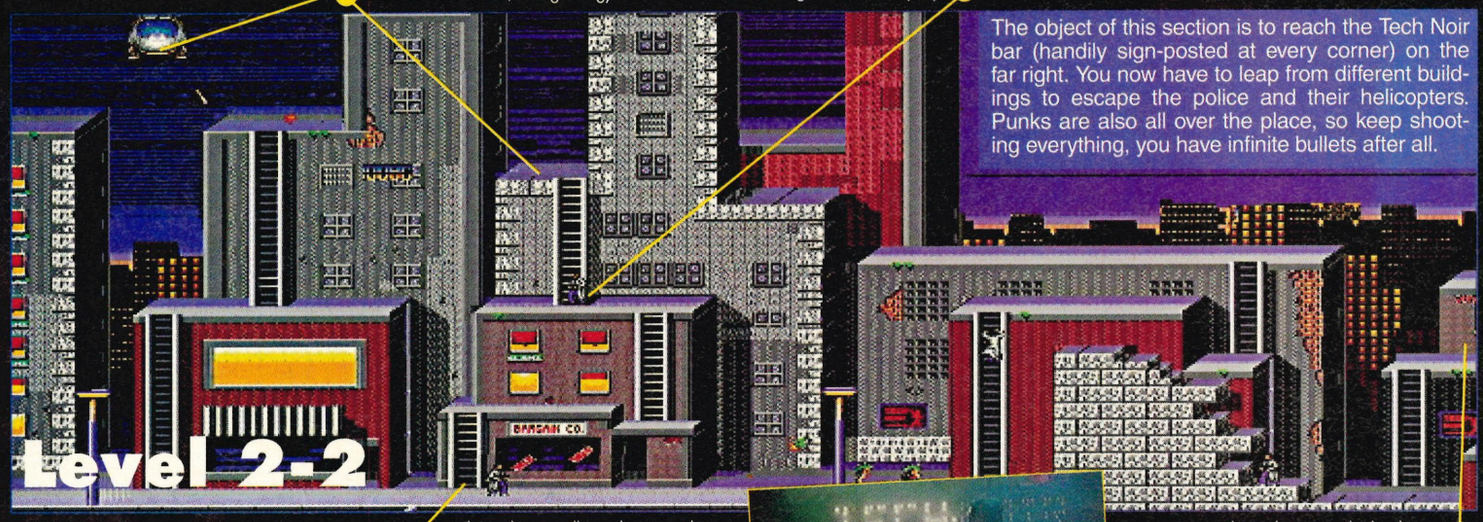
Try to get back onto either of these platforms and you will be immediately knocked back down, losing energy.

Police guard the roofs here and will blow you away at a moment's notice. Shoot them from across the gaps, then leap over. You will have to be very close to the edge to make the jump.

Shoot the cop and the two punks here, then climb the ladder to the second section of this level.

The object of this section is to reach the Tech Noir bar (handily sign-posted at every corner) on the far right. You now have to leap from different buildings to escape the police and their helicopters. Punks are also all over the place, so keep shooting everything, you have infinite bullets after all.

Level 2-2



Punks and cops will attack you on the streets, so duck and shoot as soon as you see them on the edge of the screen.

This is the exit to the level. You didn't really need much skill to complete this one, did you?

Someone obviously decided to take a coffee break when designing the Tech Noir nightclub level because it's incredibly short and very easy. All you have to do is meet with Sarah and keep shooting the terminator with your gun.

Tech Noir





Stand on the first step and keep blasting the terminator until he is off the screen. Keep going right.

Bits of the terminator will fly off indicating a hit, so keep plugging away. When you reach this section, you will automatically go to the police station.

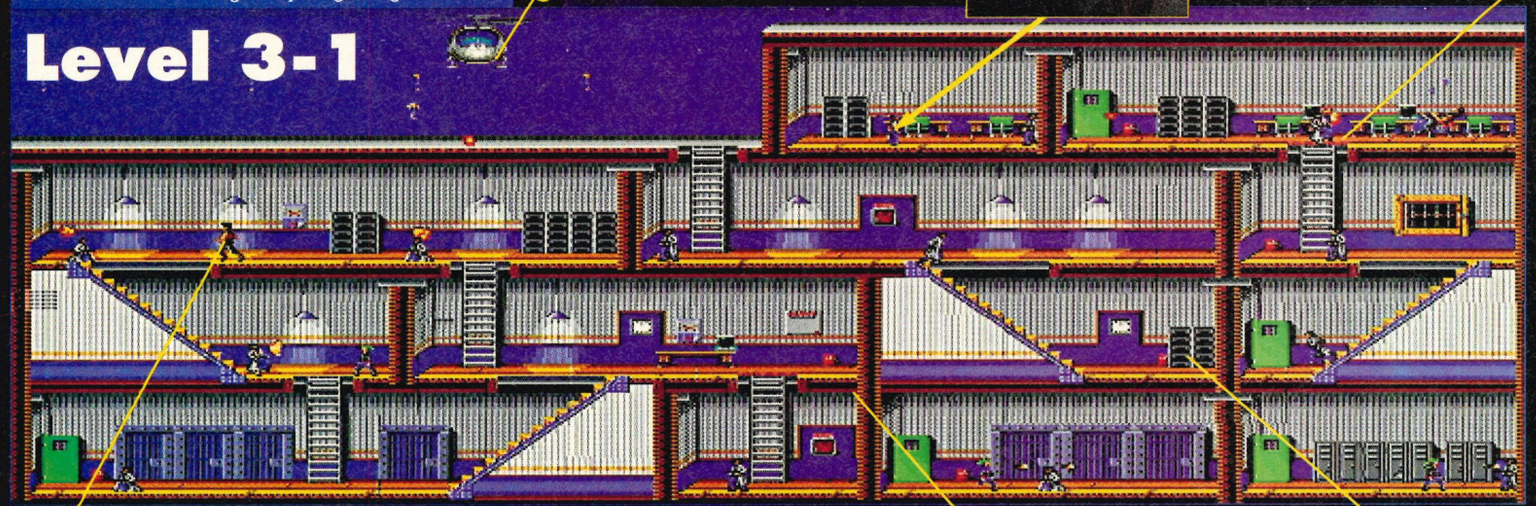
After razing the Tech Noir to the ground, Kyle and Sarah escape the terminator in a car chase and are escorted to the police station. Unfortunately, the terminator is programmed to use the phone book and is soon killing everything in sight!

Police helicopters on the roof (I don't remember them!) will try to pick you off with bullets. Keep running and jump any missiles heading for you.



Keep shooting the terminator, then leap over him here to get to Sarah (left)

Level 3-1



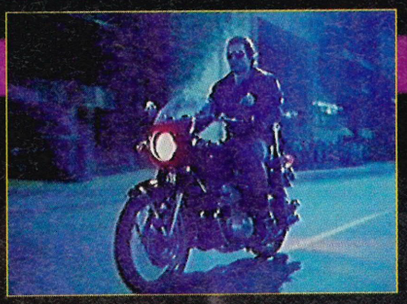
The terminator appears here, intent on blowing every cop into small chunks. Keep blasting him, then jump over to freedom.

Go up this ladder and then down to the bottom left corner where you enter the second section of level three. You must go through it to reach Sarah by going on the roof.

Again, punks and cops attack you all through the police station: kill them in the usual way.

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SEGA XS SOLUTION



SUMMARY

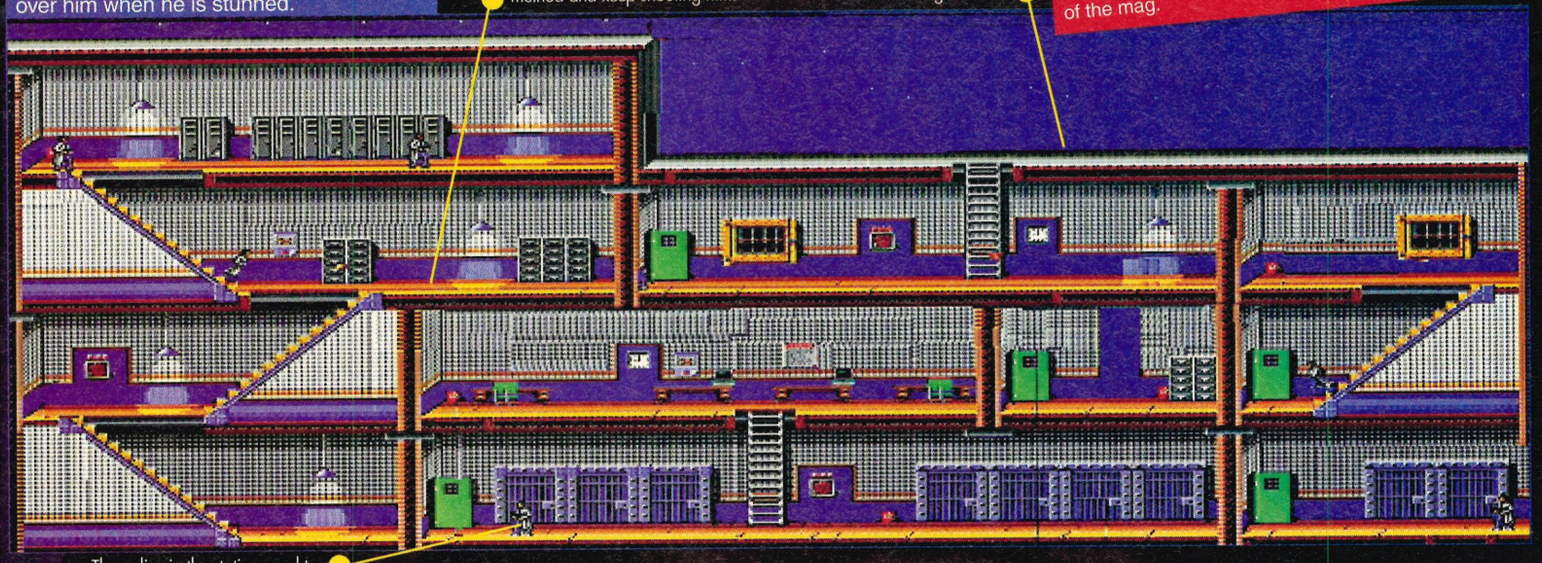
GAME NAME: The Terminator
TIME TO COMPLETE: 1 day
HIGHEST SCORE: 85,550
NUMBER OF LEVELS: 4
CHALLENGE RATING: hard

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

The second section of the cop shop extends from the door in the left of the first map. Kyle must fight past punks and the police to reach the roof and then run past the helicopters to the other side where Sarah is waiting. The terminator is busy killing everything in sight and the best way to deal with him is to shoot first, then leap over him when he is stunned.

The terminator will attack you here as you try to get up the stairs to the roof. Use the usual method and keep shooting him.

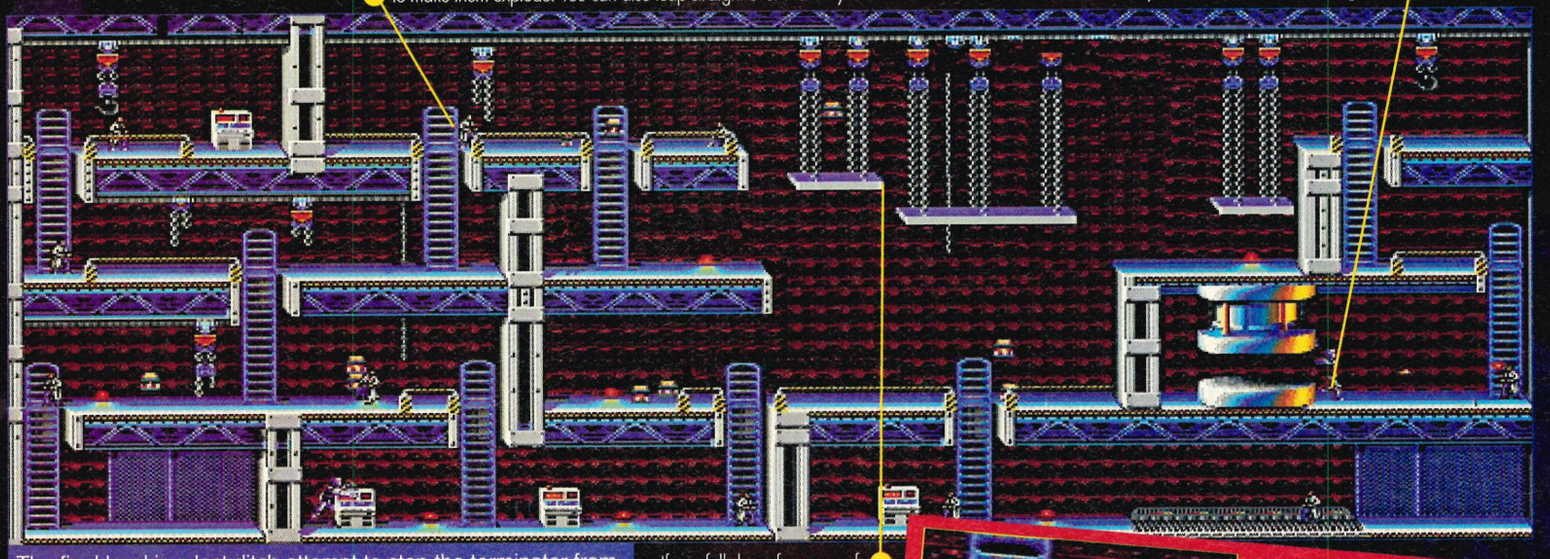
Run along the roof here to the right and you will go back to the top of map one. Now you can go back inside the police station and get Sarah.



The police in the station need to be shot twice to kill them , whereas the punks (what are they doing here?) need only one hit.

Loads of security robots will attack you during your fight in the factory. Wait until they move along the floor, then crouch down and shoot them four times to make them explode. You can also leap straight over them if you want.

Get down off this ladder, then keep shooting the terminator until it falls into the crusher behind. You may have to move to the left to get it in, but once you have, it's the end of the game.



The final level is a last ditch attempt to stop the terminator from killing Sarah Connor. Now stripped down to its bare endoskeleton, the terminator is prowling the corridors searching for you. Apart from the meddling security droids, you will have to face assaults from the terminator before you can lead it to the crusher and finish it off. "On your feet Reese".

If you fall down from one of these platforms, you will have to go all the way back down and then up the ladders on the left for another attempt.



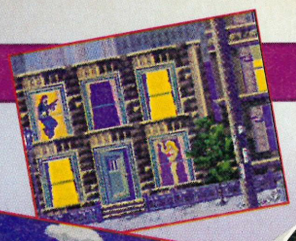
Arrrgh! It's the terminator. This guy is a real killer and if you get trapped then you can kiss goodbye to your only life. That's right, you only get one life, how stingy can programmers be? Shoot this guy and he will fly against the wall.





Cartridge supplied by:
Landsdowne Computer Centre
Tel: (0202) 556535

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SEGA XS



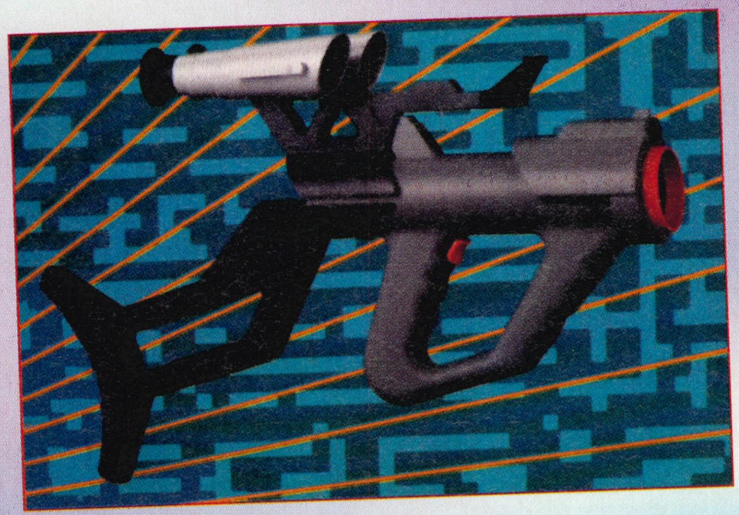
SURVEY 1993

WIN! A SEGA MENACER LIGHT GUN

SEGA XS is Britain's only dedicated tips magazine, bringing you 164 pages of tips, cheats and fully mapped solutions every two months. But we want your comments to make it even better!

We want to know what you think of the mag. Do you like the layouts? Is it informative enough? Can you complete more games with our help?

Simply fill in the form below with all your comments and constructive criticisms and you'll have a chance to win a Sega Menacer Light Gun and six games! The first person pulled out of the bag next issue will win the prize, so get your forms in now! If you don't want to rip up your copy of SEGA XS, send us a photocopy instead.



YOUR DETAILS

1. ARE YOU:

1 ☐ Male 2 ☐ Female

2. HOW OLD ARE YOU?

.....

3. ARE YOU:

3 ☐ At school
4 ☐ At college
5 ☐ Unemployed
6 ☐ Employed (job title)

.....

7 ☐ Self employed (business)

.....

4. MY WEEKLY EARNINGS ARE:

8 ☐ Zero
9 ☐ Under £20
10 ☐ £20-£50
11 ☐ £51-£100
12 ☐ £101-£200
13 ☐ £201-£350
14 ☐ £351-£500
15 ☐ Over £500

5. HOW MUCH, ON AVERAGE DO YOU SPEND ON SOFTWARE EACH MONTH?

16 ☐ Under £20
17 ☐ £20-£40
18 ☐ £41-£50
19 ☐ £51-£60
20 ☐ £61-£100
21 ☐ Over £100

6. WHERE DO YOU BUY YOUR GAMES?

22 ☐ Mail order
23 ☐ High street (Virgin etc)
24 ☐ Importer
25 ☐ Second hand
26 ☐ Other

.....

7. HAVE YOU CONSIDERED, OR DO YOU CURRENTLY RENT SOFTWARE ON A REGULAR BASIS?

27 ☐ No
28 ☐ Yes, from a registered dealer
29 ☐ Yes, from an unofficial dealer

8. IF SO, PLEASE SUPPLY DETAILS OF YOUR DEALER

Shop name .....

.....

Address .....

.....

.....

.....

(Shop details will be treated with the strictest confidence.)

9. APART FROM PLAYING WITH YOUR SEGA CONSOLE, WHAT ARE YOUR OTHER INTERESTS?

.....

.....

.....

.....

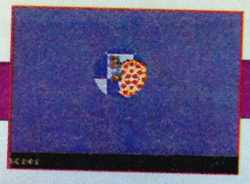
10. WHAT MOST INFLUENCES YOUR DECISION TO BUY A MAGAZINE?

30 ☐ Cover price
31 ☐ Cover gift
32 ☐ Front cover
33 ☐ Contents
34 ☐ Title of mag
35 ☐ Friend's recommendation

11. DO YOU BUY SEGA XS BEFORE ANY OTHER MAGAZINE?

36 ☐ Yes
37 ☐ No

SEGA XS SOLUTION



12. WHAT OTHER MAGAZINES DO YOU READ REGULARLY?

38 ☐ SegaPro
39 ☐ Mega
40 ☐ Sega Force
41 ☐ Megatech
42 ☐ Sega Power
43 ☐ Mean Machines Sega
44 ☐ CVG
45 ☐ Mega Drive Advanced Gaming
46 ☐ Game Zone/ Sega Zone
47 ☐ Other

.....

13. WHICH OTHER TYPES OF MAGAZINES OTHER THAN SEGA XS DO YOU READ (IF ANY):

48 ☐ Sport
49 ☐ Children's Comic
50 ☐ Adult Comic
51 ☐ Music
52 ☐ Video/ Hi-Fi
53 ☐ Youth Culture
54 ☐ Motorcycle/ Car
55 ☐ Movie
56 ☐ DIY
57 ☐ Gardening
58 ☐ Puzzle
59 ☐ Lifestyle

14. WHICH MACHINE DO YOU OWN OR INTEND TO BUY OVER THE NEXT YEAR?

	OWN	Within 3 MNTHS	Within 6 MNTHS	Within NEXT YEAR
Mega Drive	60 ☐	73 ☐	86 ☐	99 ☐
Mega-CD	61 ☐	74 ☐	87 ☐	100 ☐
Master System	62 ☐	75 ☐	88 ☐	101 ☐
Game Gear	63 ☐	76 ☐	89 ☐	102 ☐
Super NES	64 ☐	77 ☐	90 ☐	103 ☐
Game Boy	65 ☐	78 ☐	91 ☐	104 ☐
NES	66 ☐	79 ☐	92 ☐	105 ☐
Lynx	67 ☐	80 ☐	93 ☐	106 ☐
PC Engine	68 ☐	81 ☐	94 ☐	107 ☐
Neo-Geo	69 ☐	82 ☐	95 ☐	108 ☐
Amiga	70 ☐	83 ☐	96 ☐	109 ☐
IBM	71 ☐	84 ☐	97 ☐	110 ☐
CDTV	72 ☐	85 ☐	98 ☐	111 ☐

ABOUT SEGA XS

15. PLEASE RATE THE FOLLOWING FEATURES OF SEGA XS AND TELL US IF YOU'D LIKE MORE OR LESS OF THEM.

	RATING (%)	MORE	SAME	LESS
Mapped solutions	112 ☐	118 ☐	125 ☐	131 ☐
Text solutions	113 ☐	119 ☐	126 ☐	132 ☐
Competitions	114 ☐	120 ☐	127 ☐	133 ☐
Busters A-Z	115 ☐	121 ☐	128 ☐	134 ☐
XS SOS	116 ☐	123 ☐	129 ☐	135 ☐
Super Savers	117 ☐	124 ☐	130 ☐	136 ☐

16. WHAT DO YOU THINK OF OUR FULLY MAPPED SOLUTIONS?

	EXCELLENT	OKAY	POOR	AWFUL
Accuracy	137 ☐	142 ☐	147 ☐	152 ☐
Information	138 ☐	143 ☐	148 ☐	153 ☐
Maps	139 ☐	144 ☐	149 ☐	154 ☐
Length	140 ☐	145 ☐	150 ☐	155 ☐
Cheats	141 ☐	146 ☐	151 ☐	156 ☐

17. WHAT DO YOU THINK OF OUR TEXT SOLUTIONS?

	EXCELLENT	OKAY	POOR	AWFUL
Accuracy	157 ☐	162 ☐	167 ☐	172 ☐
Information	158 ☐	163 ☐	168 ☐	173 ☐
Maps	159 ☐	164 ☐	169 ☐	174 ☐
Length	160 ☐	165 ☐	170 ☐	175 ☐
Cheats	161 ☐	166 ☐	171 ☐	176 ☐

18. DO YOU FIND THE BUSTERS A-Z SECTION HELPFUL?

177 ☐ Yes
178 ☐ No

180 ☐ Every issue
181 ☐ Occasional issues
182 ☐ Never again

19. HOW FREQUENTLY DO YOU INTEND YOU BUY SEGA XS IN THE FUTURE?

179 ☐ Through a subscription

20. HAVE YOU EXPERIENCED DIFFICULTY IN OBTAINING YOUR COPY OF SEGA XS?

183 ☐ Yes
184 ☐ No

21. IF SO, WHAT IS THE NAME AND ADDRESS OF YOUR NEWSAGENT WHERE YOU HAD DIFFICULTY?

NAME
.....
ADDRESS
.....
.....
.....
.....

22. HOW DO YOU RATE THE GENERAL CONTENT OF SEGA XS?

185 ☐ Informative
186 ☐ Lively
187 ☐ Vague
188 ☐ Boring
189 ☐ Spot on
190 ☐ Too much waffle

23. HOW MANY PEOPLE ON AVERAGE READ YOUR COPY OF SEGA XS?

.....

24. HOW DO YOU RATE THE DESIGN OF SEGA XS?

191 ☐ Excellent
192 ☐ Confusing
193 ☐ Okay
194 ☐ Poor

25. PLEASE MENTION ANY IMPROVEMENTS/ NEW FEATURES YOU WOULD LIKE TO SEE, PLUS ANY GENERAL COMMENTS YOU HAVE ON SEGA XS.

.....
.....
.....
.....
.....

26. WHAT WOULD BE THE IDEAL FORMAT FOR ALL YOUR TIPS AND CHEATS?

195 ☐ Exactly like SEGA XS (164 pages, bimonthly)
196 ☐ A smaller, but monthly tips magazine
197 ☐ Larger pull-out section in a review magazine
198 ☐ Tips sections already found in review magazines

27. ON AVERAGE, HOW MUCH OF SEGA XS IS RELEVENT AND INTERESTING TO YOU OR YOUR CONSOLE?

199 ☐ All of it
200 ☐ 50-100 pages
201 ☐ 20-49 pages
202 ☐ Less than 20 pages

28. HAS SEGA XS HELPED YOU TO COMPLETE ANY GAMES?

203 ☐ Yes
204 ☐ No

29. WHAT ARE YOUR TOP THREE FAVOURITE SEGA GAMES?

1.....
2.....
3.....

THE OBSCURE

30. DO YOU SHAVE?

205 ☐ No
206 ☐ Yes, please state:

207 ☐ Wet razor
208 ☐ Electric razor

BRAND

.....

NAME.....

ADDRESS.....
.....
.....
.....

POSTCODE .....

Please send your completed form to:
SEGA XS READERS' SURVEY, SEGA XS, PARAGON PUBLISHING LTD, DURHAM HOUSE, 124 OLD CHRISTCHURCH RD, BOURNEMOUTH BH1 1NF.

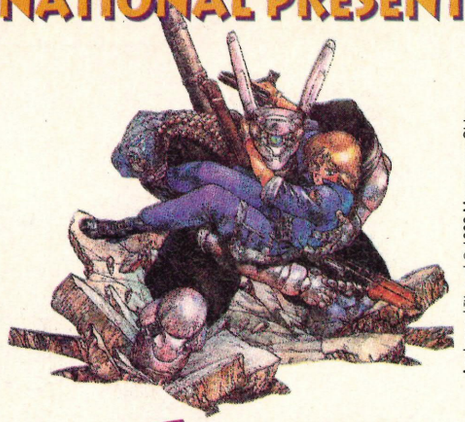


MANGA MANIA

DARK HORSE INTERNATIONAL PRESENTS



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MANGA mania

GODZILLA The world's favourite multi-storey monster returns to terrorize modern-day Tokyo in an action-packed epic by Kazuhisa Iwata!

AKIRA The most popular Japanese science fiction comic strip of all, by Katsuhiro Otomo, recently made into a best-selling animation feature film – a scorching cyberpunk saga. Fasten your seat belts!

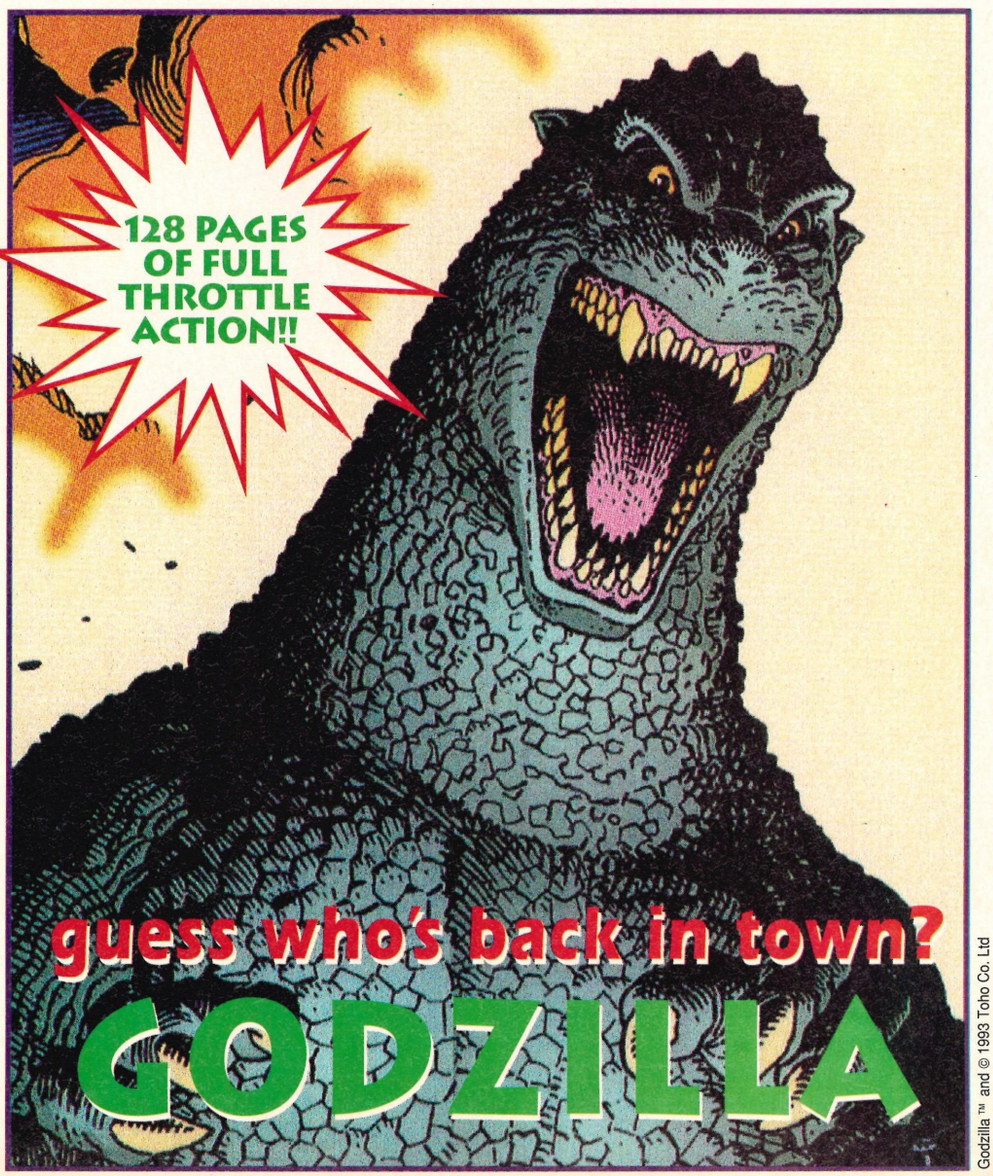
APPLESEED Hi-tech humour and non-stop mayhem by Masamune Shirow in the adventures of a girl and her cyborg, newly recruited into the police force of Olympus.

PLUS... Sushi and slapstick collide hilariously in the fabulous misadventures of **THE SUMO FAMILY**!

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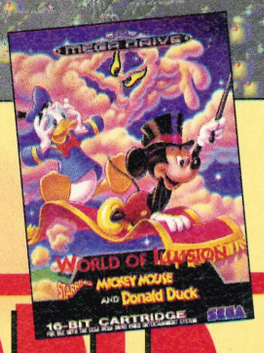


Godzilla™ and © 1993 Toho Co. Ltd

WORLD OF ILLUSION

SEGA ● £39.99 ● PLATFORM ADVENTURE

After the Castle of Illusion, life was pretty quiet for cartoon characters. Mickey spent most of his time playing with Minnie and practising his magic until, during a magic show with his close friend Donald Duck, the pair stumbled across a strange box. As inquisitive as the pair are, they decide to look inside. Before they know it, they're transported to a different world with a booming voice saying "You'll have to perform some serious magic to escape from my World of Illusion". Sounds like a job for SEGA XS!



Level 1-1



The enchanted forest. Bewildered at where they have landed, Mickey and Donald must take on new dangers if they're ever to escape. You'll find there are lots of surprises to be had, so check everywhere for bonuses, you never know what you might find. Remember, be quick with your cape or you'll never return to perform magic and get that spot on the Paul Daniels show, ha ha, poor Mickey – not!

Make sure you get this item, it's a lovely dairy cream sponge and it'll fill you right up... mmmm!



On reaching the top, remember to jump across. You'll be rewarded with a sweetie which will boost your energy.

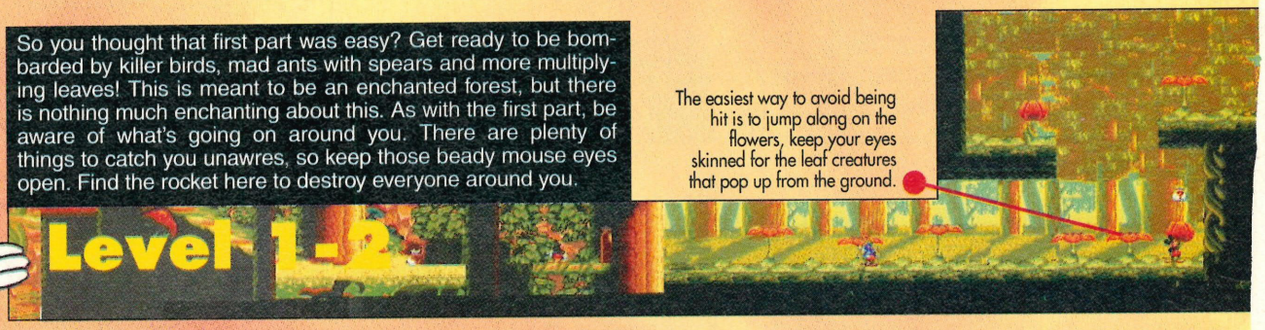
Mind out for the leaf creatures, all you have to do is jump the first one and get onto the seesaw.

Mind out for these little blue soldiers, they'll charge you with their spears. Be quick with your cape or you'll lose energy.

Level 1-2



So you thought that first part was easy? Get ready to be bombarded by killer birds, mad ants with spears and more multiplying leaves! This is meant to be an enchanted forest, but there is nothing much enchanting about this. As with the first part, be aware of what's going on around you. There are plenty of things to catch you unawres, so keep those beady mouse eyes open. Find the rocket here to destroy everyone around you.



The easiest way to avoid being hit is to jump along on the flowers, keep your eyes skinned for the leaf creatures that pop up from the ground.

Level 1-3

On leaving the enchanted forest, full of natural beauty, trees and flowers, you'll appear in a huge spider's web with, you guessed it, loads of spiders. If you don't like spiders, don't worry, it's only a game! The object is to get across as safely as possible, watch the cobwebs though, they're not as safe as you think!



Yet again, you have to follow the spider. He doesn't lead you to your doom but it is a long and treacherous journey. Watch out that the web doesn't disintergrate from beneath your feet.

Watch this fellow, he hasn't got that much web and it's pretty slippery! The best way to get past this section is to only stand on the thick pieces of web and avoid any that are ripped.

MICKEY MOUSE and DONALD DUCK © 1993 The Walt Disney Company



You'll find a stack of cards for the taking here, but be careful. Get too close to the whirlwind and it will sap your energy at an alarming rate.

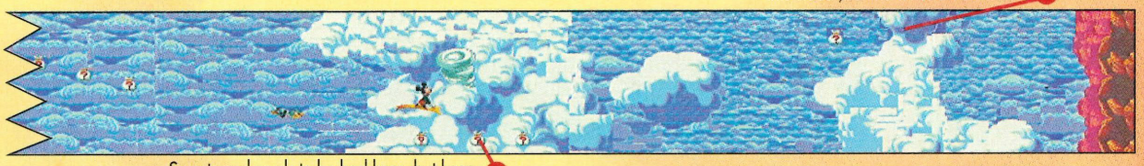
Watch out for the birds, if you're out of control, you' ll get hit for sure.

Level 2-1



Mickey and Donald have discovered a new magic trick,and that is the ability to fly. They get to fly a magic carpet across the sky just like in Arabian Nights. Make sure you use the jump button to good effect or else you're history!

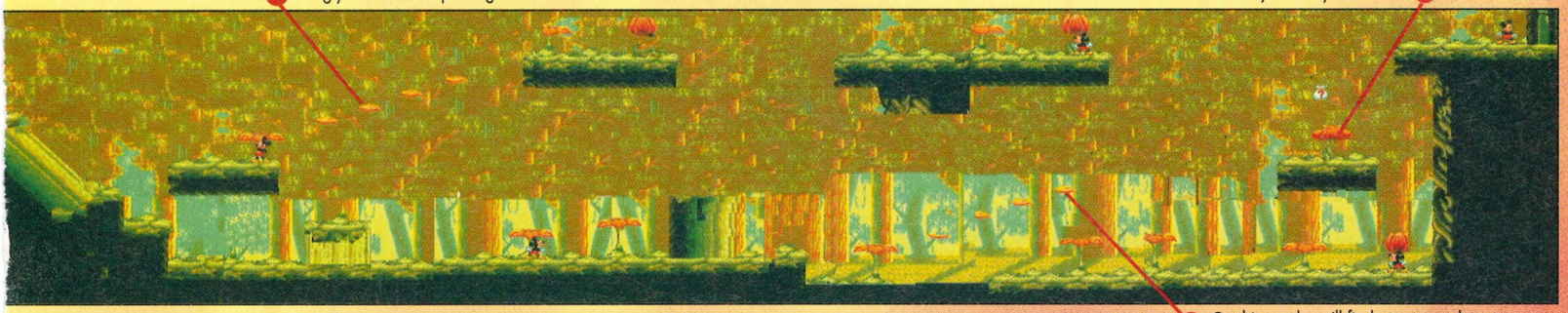
There's a good prize here. Once you've collected the items, go to the top part of this cloud ,behind it lies an extra life!



Sweets and cards to be had here, but keep your eyes open for birds and whirlwinds.

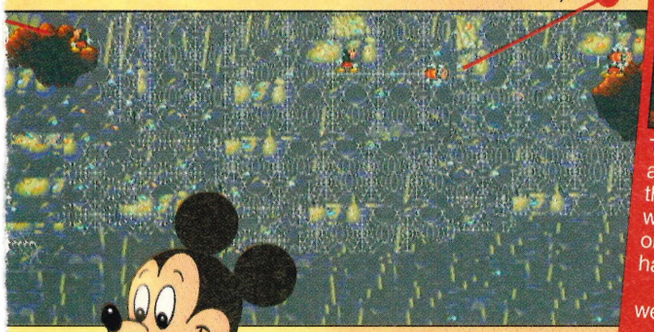
Jumping on the flower produces these petals, hop along on these and it will bring you to more exploding flowers.

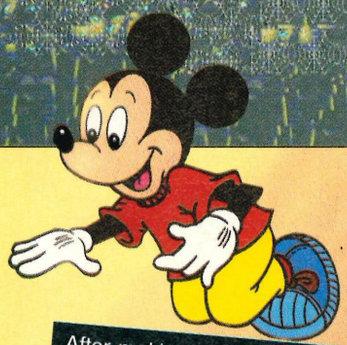
From this flower you will not only recieve two cards,but it will also take you safely to the exit.



On this petal you'll find a sweet, only one mind, but it will still fill you up.

Plenty of items to be had along the cobweb trail, but make sure you're jumping is precise, or it's curtains for you.





Guardian



The end of level guardian and appropriately, it's a giant spider. It reminds me of the film, *One million years BC*, the one with Rachel Welch in a skimpy bikini, only you have a magic cape and she had... no talent (only joking Rachel).

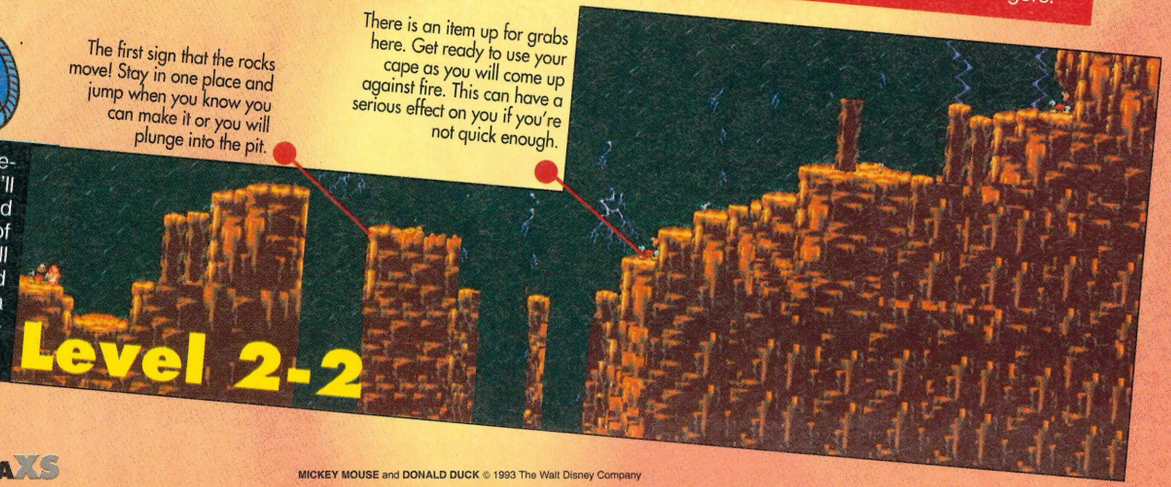
To defeat the spider, stand on the cobwebs and use your cape. The only time when this proves ineffective is when the spider comes down with his underbelly showing. When he returns on the second attack, hit him twice more and you will defeat it and the chest will be yours for the taking. The guardian's weapons are the sticky webs so keep to one side to avoid them and leap over any dangers.

The first sign that the rocks move! Stay in one place and jump when you know you can make it or you will plunge into the pit.

There is an item up for grabs here. Get ready to use your cape as you will come up against fire. This can have a serious effect on you if you're not quick enough.

After making your way safely through level 2-1, you'll leave behind blue skies and find yourself in the midst of a thunder storm. You will find moveable rocks and dancing fire but you're a brave mouse, you can handle it, can't you?

Level 2-2



MICKEY MOUSE and DONALD DUCK © 1993 The Walt Disney Company



Look out for these clouds, they'll give way under you, so be quick when jumping.

Mickey returns to the idylic skies of Illusion land, but this time he's without his magic carpet. Luckily, the clouds are strong enough to hold a small mouse, so they will aid him in his journey across the sky. Mickey will get great rewards for playing tunes on the magic piano.

Level 2-5



These clouds will transport you across distances that are too long to jump, look for the unhappy faces.



This is a very short level that requires precise jumping because the blocks will give way underneath you. The key, is to stay on the centre block and jump quickly. You will now find the bottom block safely.

Level 2-3



This short level again shouldn't pose too many problems. All you have to do is run fast. A bouncing boulder will apppear immediately, all you have to do is hold down button C and run like crazy!

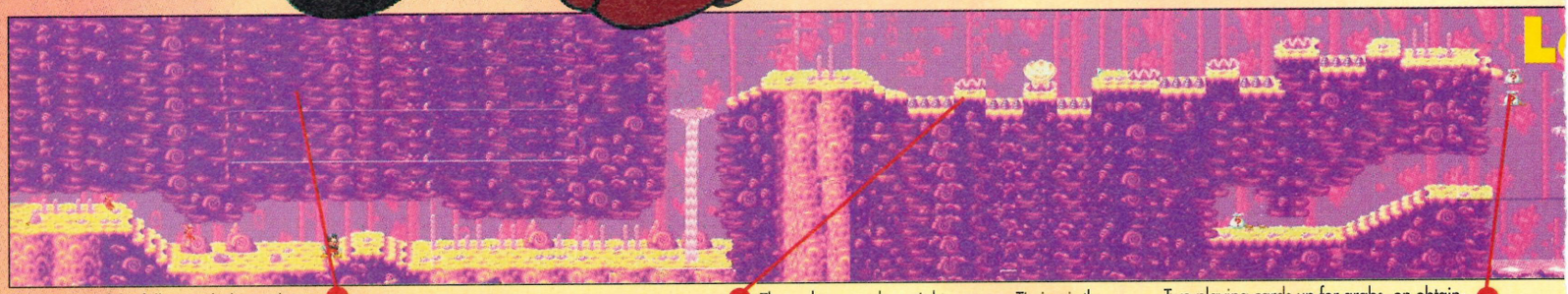


Now for something completely different, Mickey's gone swimming. This level can be tricky as there are a number of obstacles that can cause our big eared friend hassle.Killer fish will constantly attack you,as will sea spikes. Mickey's out of control on this level so it's up to you to guide him through this maze of oceanic treachery.There are plenty of sweets and an extra life and because you bought the mag, I'll tell you where they are.

Level 3-1



As soon as you appear on screen, stay at the top and go right. Drift down, clinging to the wall and enter the cave; taking care to avoid the killer fish. In here are two sweets, all for you.



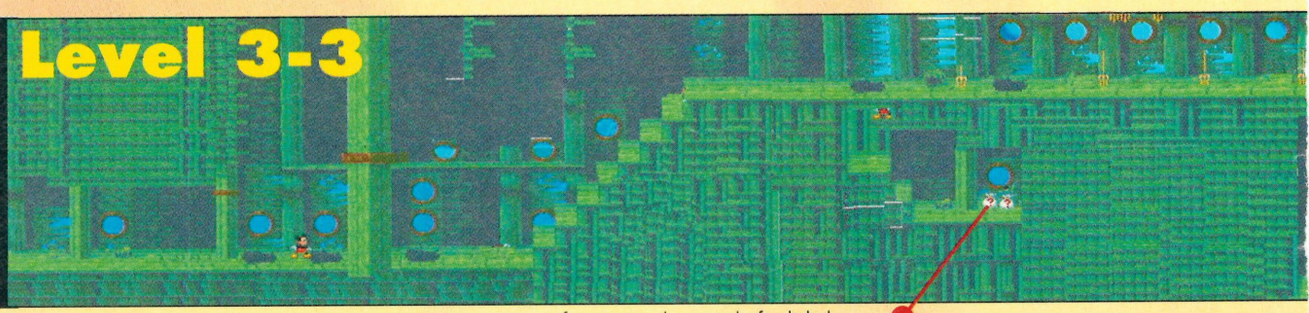
Mind the falling rocks here. They're liable to give you a nasty headache. Be patient and wait for them to fall.

These clams can be a tight squeeze. Timing is the all-important key to success. Wait until one has shut, then time your jumps appropriately.

Two playing cards up for grabs, on obtaining these, hold left and crawl through the gap for a sweet and an invincibility card.

After leaving the colourful ambience of the last stage, Mickey finds himself in an old shipwreck. As in most wrecks, the sea has eaten away at the wood so beware of the floor, it might give way! Patience is yet again a virtue on this level. If you go too quickly you'll find you will be spiked, so tread carefully!

Level 3-3



After going up the stairs, the first hole that you come to will give way. Drop down and pick up your special prize of a cake and an extra life.

MICKEY MOUSE and DONALD DUCK © 1993 The Walt Disney Company

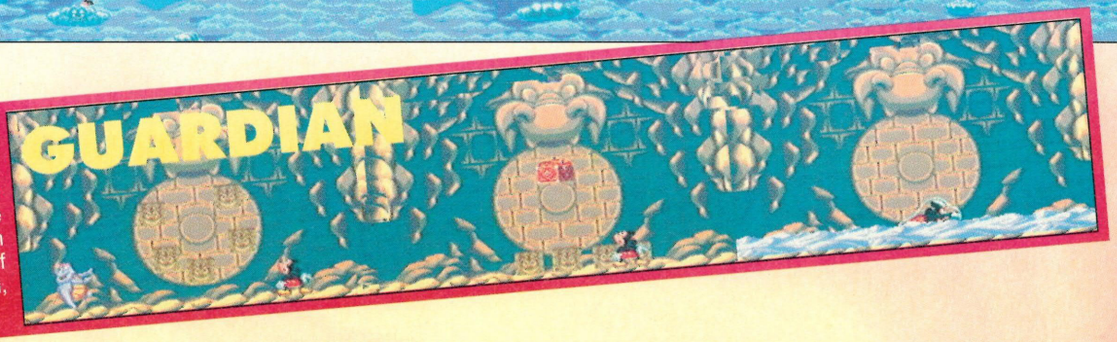
Precise jumping is called for if you're to stay alive, it's all up to you!

The magical floating piano. This looks like an easy stroll and it pretty much is. The things to look out for are the bombs, they'll appear from nowhere and cause you a lot of grief, so take care.

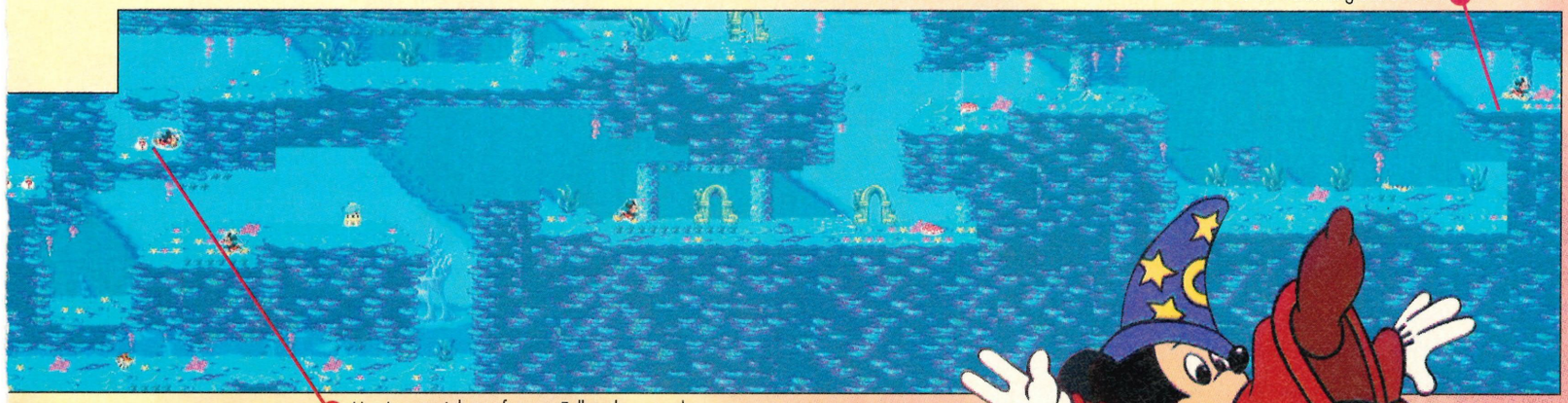


GUARDIAN

Puff the magic dragon lived by the sea, in this case he seems to have found a home in a cave, where his main objective is to eat little mice for breakfast! The trouble for Puff is that he's up against a mouse with a magic cape! The way to deal with this firebreather is to jump the balls of flame and when he lands close to you, magic him with your cape.



After your long underwater expedition, here's the welcoming end of level.



Here's a special treat for you. Follow the natural course of the seaways and when you come to the fork at the top, go left. Again, avoid the fish and you will be rewarded with a much needed extra life.

Level 3-2

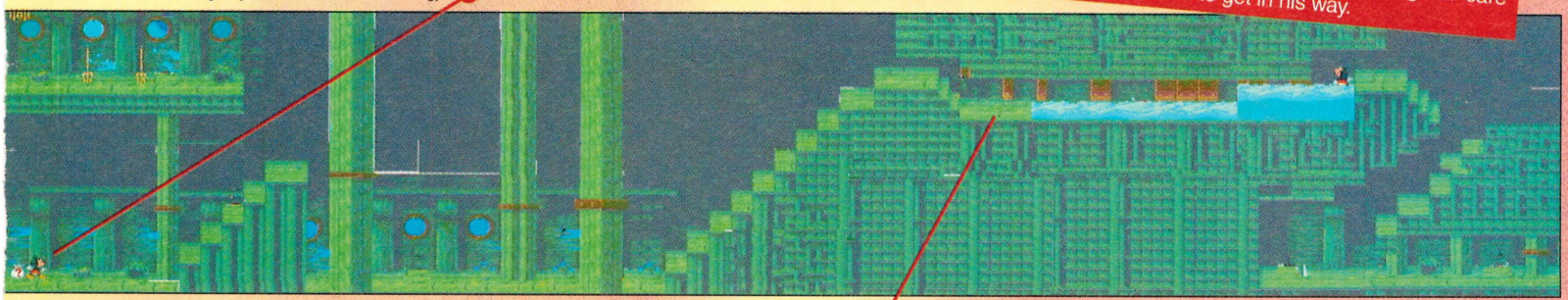


Wow, what pretty colours man! One thing about this game is the picturesque graphics, they really want to make you say "ah!" Mickey has left the underwater caverns and found himself somewhere much more psychedelic. Falling rocks and mouse-eating clams are the main dangers here. You are unlikely to lose much energy, but in saying that, care and patience are important.

GUARDIAN

After all the problems Mickey has had to face, this is certainly one you wouldn't pick out of choice. Sharks are bad enough in the wild, but this one has been left in solitary confinement for a month and he's really hungry! At first you see his dorsal fin. The fin will quickly disappear and he'll appear with jaws snapping. Hit jaws once with the cape and jump over him. Jaws will then appear as you see him (above), follow the same procedure, taking great care not to get in his way.

Here are two items. There is a playing card which will help you get an extra life and a sweet which will give you back one card of energy.



What you must do on this in this section is to run like mad! The water level will rapidly rise, so you have to be quick or else Mickey will be drowned!

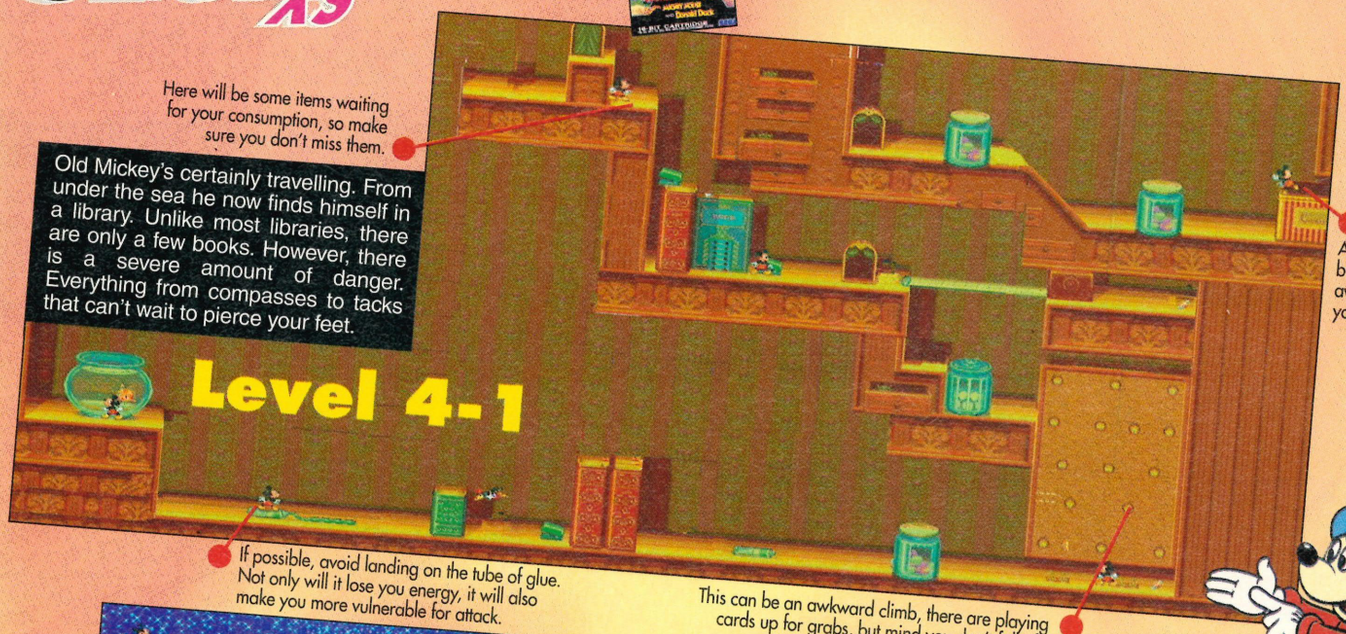
MICKEY MOUSE and DONALD DUCK © 1993 The Walt Disney Company



Here will be some items waiting for your consumption, so make sure you don't miss them.

Old Mickey's certainly travelling. From under the sea he now finds himself in a library. Unlike most libraries, there are only a few books. However, there is a severe amount of danger. Everything from compasses to tacks that can't wait to pierce your feet.

Level 4-1



After you come out of this biscuit box, don't just walk away, jump back in it. Here you will find an extra life.

If possible, avoid landing on the tube of glue. Not only will it lose you energy, it will also make you more vulnerable for attack.

This can be an awkward climb, there are playing cards up for grabs, but mind you don't fall off.

Cork Flight

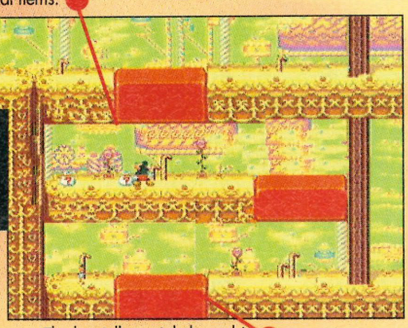


All you have to do is guide Mickey through the stars. There are plenty of items to pick up so make sure Mickey hasn't drunk too much.

The lovely sinking jelly, when you have sunk through, check left and right for special items.

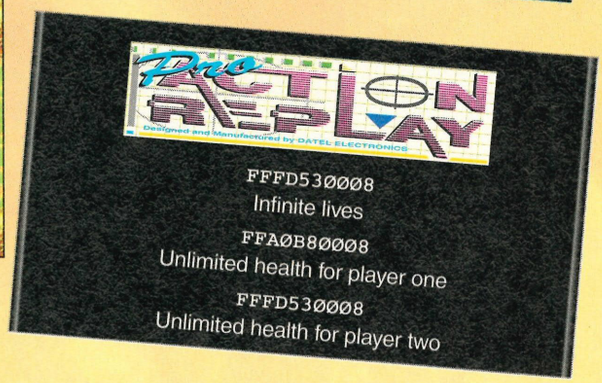
Level 4-3

The end of cake land! Yet again there are a lot of items and they really aren't that difficult to get. The biscuits are the only problem, if they are still giving you a problem, how about taking up another hobby... like knitting!



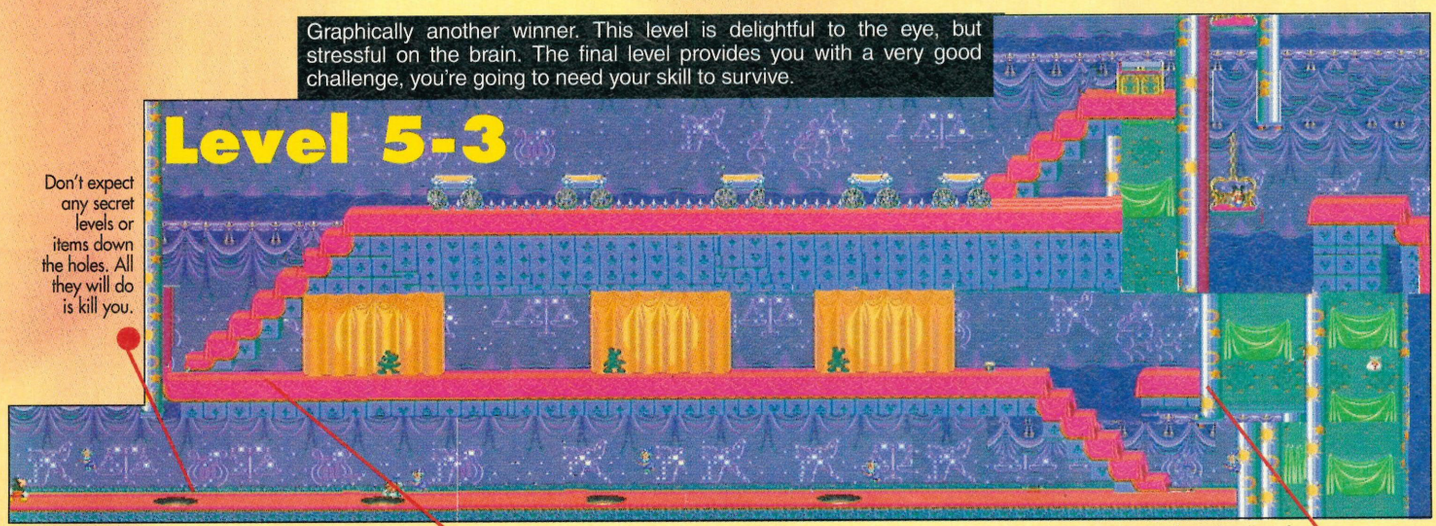
The last jelly to sink through! Prepare yourself for the level guardian, she's pretty wound up.

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Landsdowne Computer Centre
Tel:(0202) 556535



Graphically another winner. This level is delightful to the eye, but stressful on the brain. The final level provides you with a very good challenge, you're going to need your skill to survive.

Level 5-3



Don't expect any secret levels or items down the holes. All they will do is kill you.

As you approach the stairs, get ready with your cape. You'll be attacked by those bendy men.

On climbing the stairs, jump right and walk as far right as you can go. There is a lovely cream sponge which will fill you up, you're going to need it!

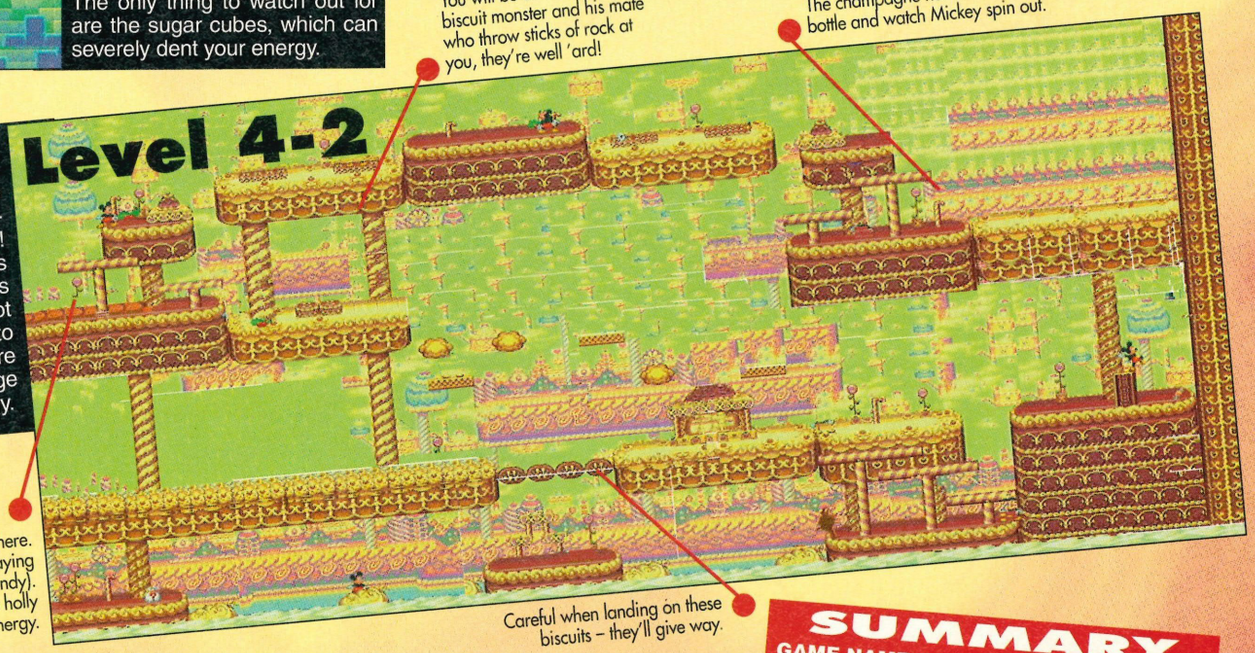
MICKEY MOUSE and DONALD DUCK © 1993 The Walt Disney Company

Ice Cubes

After jumping in the sugar jar you'll find yourself here, where there are some items to collect. The only thing to watch out for are the sugar cubes, which can severely dent your energy.

Level 4-2

This looks like heaven for all the sweet-toothed amongst us. Whilst playing this level I tried to eat the screen, but only succeeded in breaking two teeth! This humbugtastic level makes you realise why Disney games make you go all gooey! It's not overly hard, quick reactions to deal with the biscuit monster are needed. You should manage this without losing much energy.



You will be attacked by the biscuit monster and his mate who throw sticks of rock at you, they're well 'ard!

The champagne has arrived, land on this bottle and watch Mickey spin out.

Two things to bear in mind here. Firstly, collect the items (the playing cards will come in very handy). Secondly, avoid landing on the holly as this will zap your energy.

Careful when landing on these biscuits – they'll give way.

Guardian

This evil witch can cause you a few problems, but by now you should be able to handle anything. She will drop balls of fire at you; these can be jumped. When she is in the air, jump and hit her with your cape. Five hits and she turns into a treasure chest.



SUMMARY

GAME NAME: World of Illusion
TIME TO COMPLETE: 1 day
HIGHEST SCORE:
NUMBER OF LEVELS: 5
CHALLENGE RATING: easy

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

Level 5-1

Playing cards really come into their own on this stage. Mickey's ability to control the cards makes difficult areas accessible.

Careful jumping needed here, if not, you know what happens.

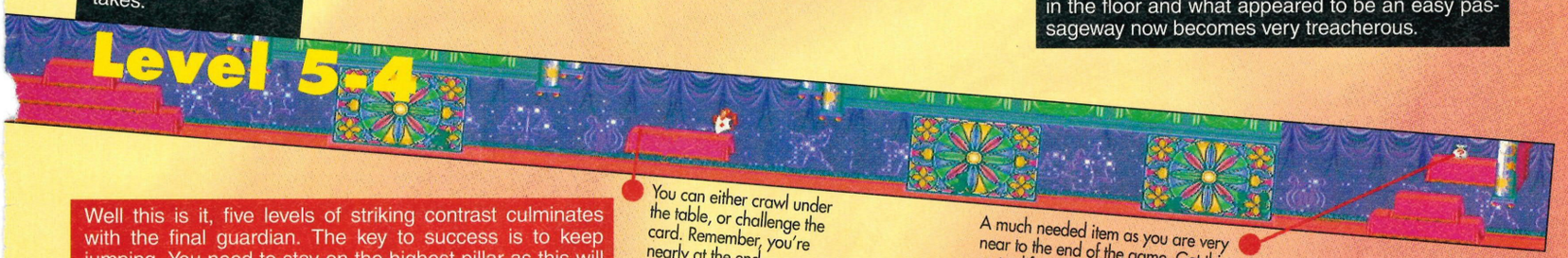
Level 5-2

You will be under constant attack from angry playing cards so make sure you're ready to duck. You are nearly at the end of your journey and this is no time for mistakes.

Candlesticks and plates will come flying at your head, so you'll have to have fast reactions.

A short in-between stage, but nevertheless, it provides a fair challenge. Walk through the mirror and find yourself on a moving floor. Holes will appear in the floor and what appeared to be an easy passageway now becomes very treacherous.

Level 5-4

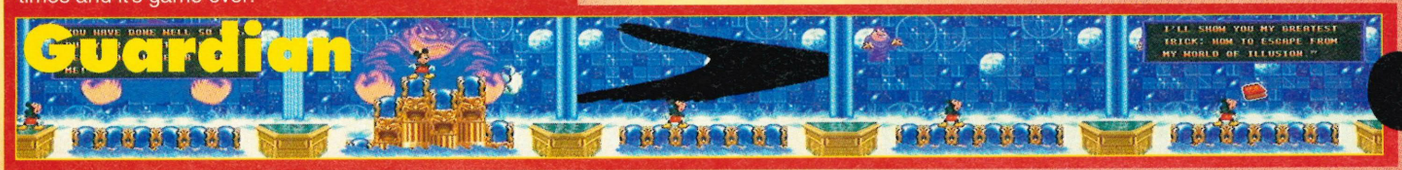


You can either crawl under the table, or challenge the card. Remember, you're nearly at the end.

A much needed item as you are very near to the end of the game. Get this extra life to give you a good chance of defeating the guardian.

Guardian

Well this is it, five levels of striking contrast culminates with the final guardian. The key to success is to keep jumping. You need to stay on the highest pillar as this will put you in the prime position to hit him. As with the other guardians, this is not really much of a problem. Hit him six times and it's game over!





MICKEY MOUSE and DONALD DUCK © 1993 The Walt Disney Company



THE GOOD GUYS



These are the heroes of the story and you must choose one of these characters to tackle the tournament. Somewhere in the competition the two characters that were not chosen will stop a fight and challenge you to a duel to the death. So much for friendship, eh? Don't worry too much about this as they are easy to defeat; it is just a gutsy fight, so just kick, punch and throw and you will soon show them who is boss.

ANDY BOGARD

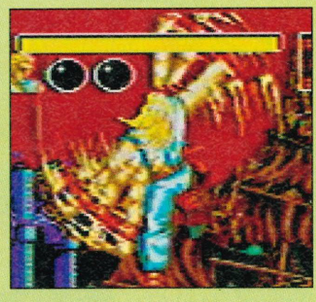


Andy is Terry's younger brother and is smaller and less ferocious. He does have, however, the flying punch which is an umbrella of fire thrown at the enemy. Also he has the dragon bullet which is an aggressive spinning of arms. The body spin, however, is where Andy throws his full body forward in a blaze of power. Like the body spin, Andy throws his body forward in the shotgun kick, the difference in this move is that Andy flies forward feet first to plough into the face of his adversary.

BODY SPIN

Push the joypad to the Down Left position, then immediately press Right and tap the A button.



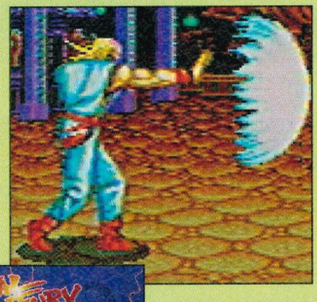


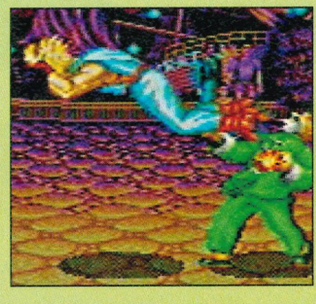
DRAGON BULLET

Press Down on the joypad followed by Down Right, Right then Up Right and press the A button (anticlockwise roll).

FLYING PUNCH

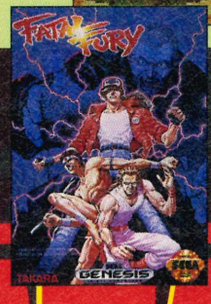
Press the joypad Down, Left Down, then Left whilst pressing the A button (clockwise roll).





SHOTGUN KICK

Press the joypad Down Left, then slide to Up Right whilst pressing the B button.



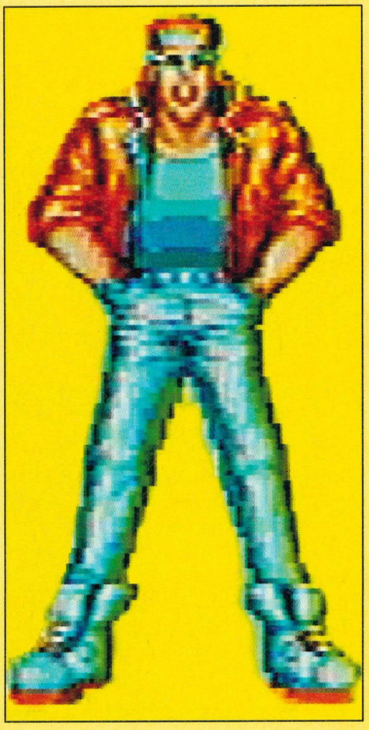
You have returned to South Town to avenge your father's death and to win the reknowned 'King of Fighters' title! Choose between three characters, Terry Bogard, Andy Bogard and their faithful friend Joe Higashi. *Fatal Fury* hit the Mega Drive to mixed reviews, but is still a decent beat-'em-up if you can forgive the annoying pseudo 3-D fighting area. You fight against nine enemies including the other two player characters. Dare you enter the fight? Of course you do, you've got the XS solution!

MEGA DRIVE

TAKARA ● £TBA ● BEAT-'EM-UP

FATAL FURY

TERRY BOGARD

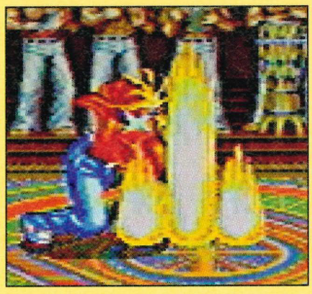


Terry is really miffed at Geese for killing his father so he has returned after ten years to seek revenge (sigh). The good guys have more power moves than the bad guys. In the burning knuckles move Terry throws his fist forwards in a ball of flames to knock bells out of all who stand in his way. Terry also has a slam attack where he chucks his body into his opponent. The supershot kick is a flaying of legs, helicopter fashion, and last but not least, the power wave is exactly the same as the violent wave performed by Geese Howard.



BURNING KNUCKLE

Press the joypad Down, Down Left then Left whilst pressing A.



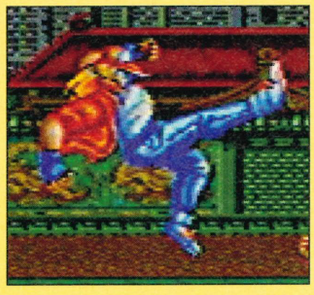
POWER WAVE

Press the joypad Down then Down Right then Right whilst pressing A.



SLAM ATTACK

Press Down then slide to Up and press A.



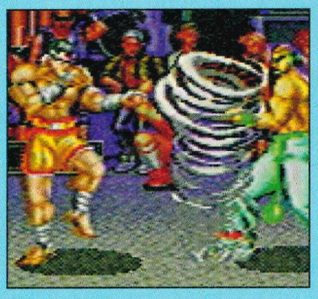
SUPERSHOT KICK

Press Down, Down Left, Left, Up Left and press B.

JOE HIGASHI

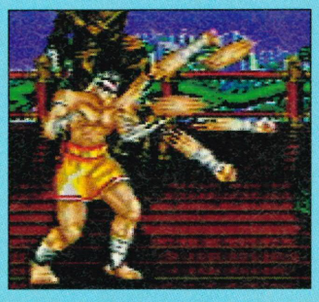


Joe is famed across Japan and Thailand for being the champ of kick boxing. Joe is blessed with the finest (and easiest to use) power moves. His slash kick is a normal kick except powered by a fireball. His hurricane uppercut is the same as Michael Max's tornado uppercut. The tiger kick is the most unstoppable move. Joe bursts into flames and streaks across the screen, burning all in his path! Joe's machine gun punch is decidedly excellent and easy to perform. Just press the A button repeatedly and Joe's arm becomes faster than lightning.



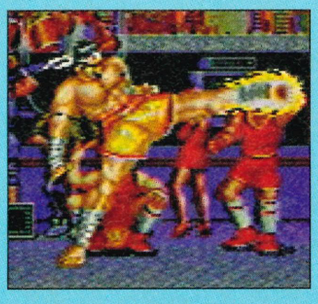
HURRICANE UPPERCUT

Press Left, Down Left, Down, Down Right then Right and then press A (phew!).



MACHINE GUN PUNCH

Press A button repeatedly.



SLASH KICK

Press the joypad Down Left, then slide to Up Right, whilst pressing B.



TIGER KICK

Press Down, Down Right, Right, Up Right and press B.



RICHARD MYER

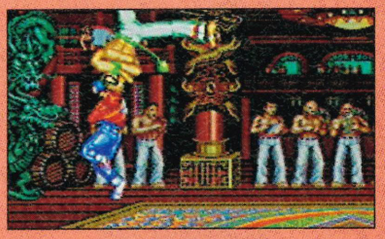
PAO-PAO CAFE



This first contestant can sometimes be difficult because of the unpredictability of his attacks, mainly through multiple kicks. So approach this man cool and calmly. Watch his moves and react against them because blatant all out attacks are useless. His moments of weakness are when he has just completed an attack, because he needs a few seconds to compose himself. Richard Myer's special skills are the rolling attack and spider kicks. With these, as with all his moves, he loses concentration when the move has been carried out. Flying kicks and power moves are the best moves against him. You shouldn't have too much trouble with this first guardian, but don't give him an inch. The best tactic is to hit him with a power move and then trap him in the corner (yes, that old cliche) and keep low kicking him. If he tries to escape, leap up and kick him down.

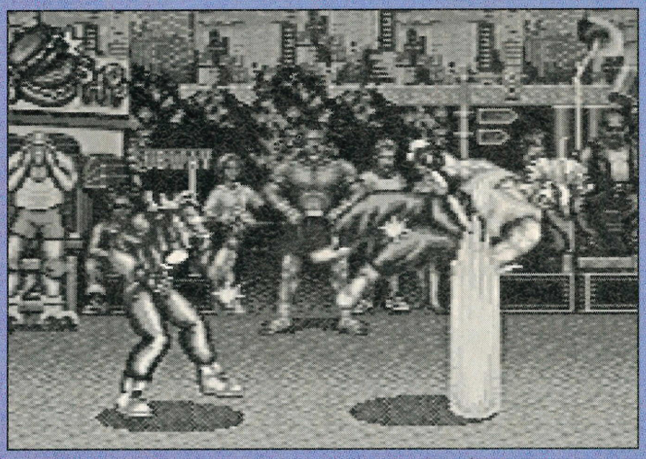
POWER MOVES

Myer is an expert in 'kapo-eral', a technique that focuses attack through multiple kicks. His rolling attack is where he combines a flying scissor kick with a somersault, hence producing the effect of whirling rotorblades. To avoid this move just duck and return the assault when he lands. Also, he has the spider kick which is where he hangs from the pipes in the roof and thrashes his legs about wildly. Looks very tame, but it is a very sinister move to avoid. Wait slightly out of reach of his feet and when he lands on the ground, hit him! Richard also does this same move on his head. Crouch low and when he starts jumping up and down, leg sweep his arms away so he comes crashing to the ground (this is a very satisfying move and brought me great pleasure each time I saw him fall!).



DUCK KING

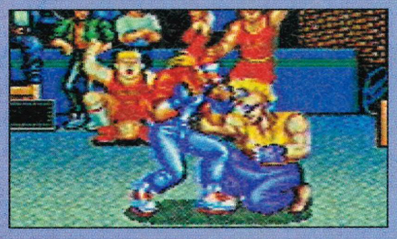
THE WEST SUBWAY



This is the easiest of the guardians to defeat. When the fight begins, leap into the air as Duck King will curl himself into a ball and throw himself at you (echoes of *Street Fighter II* perhaps?). As he lands, pick him up and throw him to the floor. Run to where the body lies (quickly before he rises) and throw him to the floor again. Continue this until he is defeated. The Duck King's special abilities are headspin attack and cannonball attack. With each, they are predictable and can be easily avoided. All you have to do is keep throwing him to the ground and then grabbing him while he is still stunned.

POWER MOVES

The Duck King is more of a dancer than a fighter. He combines street dancing with martial arts. His power moves are slow and easily avoided. His head spin attack is where he rolls up into a ball and hurls himself at you. To avoid this, just leap into the air. The cannon ball attack is much the same except he hurls himself skyward. To avoid it, duck...





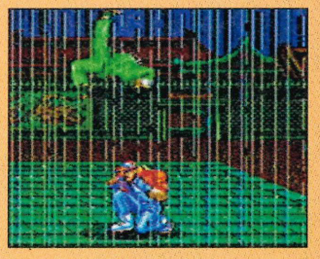
TUNG FU RUE

HOWARD'S ARENA



Don't feel guilty about smashing this little old man to a pulp because when he is angry, he changes into a ferocious muscled demon! Start by throwing him twice to the floor, then he will change into Beelzebub. Throw him to the floor again (as the demon), then crouch low, kicking and punching. Lookout for his spinning attack! His special moves are flying wheel kick and palm slap, but they are both mediocre powers and will cause you no problems. I must point out here that this vicious killer is not one of Geese's henchmen, he is actually competing for the chance to fight and kill Geese because Tung Fu Rue was your father's sensei (small world). Why can you not join forces with this guy and fight the enemy? If Tung Fu Rue does get his spinning wheel kick off, leap high to avoid the feet and then punch him in the air. Follow up with a quick throw or a projectile super move.





POWER MOVES

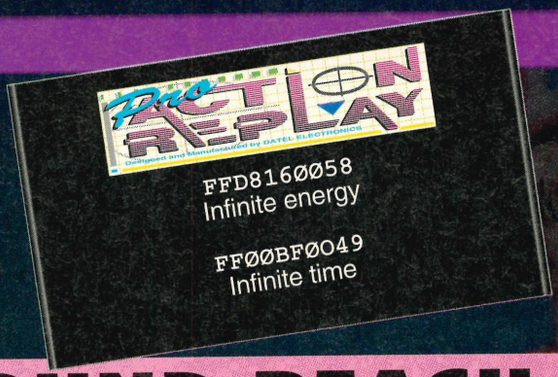
This grand master of style has good power moves but no strength to back it up. His power moves consist of the flying wheel kick which is where he spreads his legs and hurls his body across the arena, legs akimbo! Avoid this by ducking. Also, Tung Fu Rae has the palm slap which is where fire spurts forth from his hand, but it doesn't go very far, so back off and avoid it.

SUMMARY

GAME NAME: Fatal Fury
TIME TO COMPLETE: 1 day
HIGHEST SCORE: n/a
NUMBER OF LEVELS: 9
CHALLENGE RATING: easy

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

Cartridge supplied by:
Video Games Ltd,
Tel: (081) 7419050



MEGA DRIVE

CHEATS

On the VS selection screen, press Down Left as the screen fades to be able to access Geese Howard on the fight menu.

MICHAEL MAX

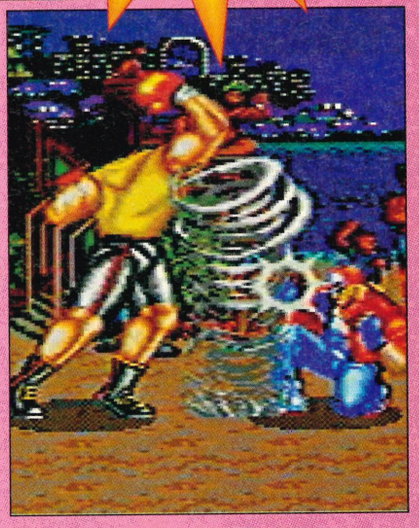
SOUND BEACH



This is the toughest of your opponents and has a vicious right hook! Keep low and close to Michael as he is tall, clumsy and his low swings are limited. Mike's special move, the tornado uppercut, is to be watched out for because it's a killer! Stay close to him and keep moving and he will not use It. If he does, and you don't, leap into the air or you'll be trapped under a barrage of whirlwinds. Michael's other special move is the gust straight punch which is nearly always used after he has just knocked you down from a tornado uppercut.

POWER MOVES

This professional boxer who loves to fight dirty has some even dirtier moves, his tornado uppercut is the most severe of all the power moves. Michael hurls a tornado towards his victim engulfing them in swirling wind. Avoid this by leaping into the air, do not get caught because he will continue to throw his tornadoes at you. His other power move is the gust straight punch, a straight forward power punch which knocks the wind out of anyone! To avoid this just step back or crouch.



RAIDEN

DREAM AMUSEMENT PARK



Don't be fooled by this terrible titan, he may be Geese's number one henchman, but he is very slow, so consistent assault is the way to destroy him. His special moves are killer fog and rocket attack. These moves can be easily avoided as you can see them building up, so just step back unharmed.

POWER MOVES

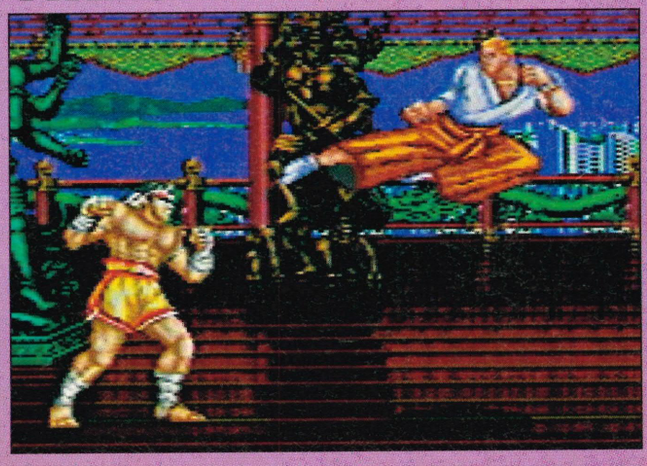
Geese's number one henchman and a bit of a bully can easily be taught a lesson. He obviously likes a bit of violence and he is never disappointed. His killer fog is more of a gentle breeze. As he blows just step backwards and his mist blows nowhere. His rocket attack is a little more destructive, he hurls himself into the air feet first in your general direction, to avoid this just do a flying kick into him and he'll fall like a baby to the floor.





GEESE HOWARD

THE GEESE BUILDINGS



Geese, the sponsor of the 'King of Fighters' tournament, is fast and furious but this fag in flares can easily be whipped. Just manoeuvre between crouch kicks and throws until he dies. If you have mastered the special abilities, do not use them here because Geeses' dragon throw will turn your weapon against you. His other special ability is the violent wave, this can easily be leapt over, but he will try to hit you if you have just fallen over.

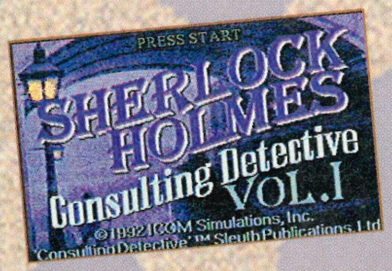
POWER MOVES

Geese controls all the vice and corruption in South Town and he is a right nasty piece of work. Geese disposed of Jeff Bogard, Terry's father, because Jeff was the only thing that stood between him and total power (ha, ha, evil laugh). Now with Jeff out of the way, Geese rules South Town with an iron fist. His power move is the finest and most destructive (surprisingly enough!). His dragon throw is a nice little touch for those who have mastered their own power move. To use a power move against him is fatal because he just pushes it back! All I can say is that there is no defence against yourself, so don't use your power moves here. The other move is the violent wave which is where he sends a burst of flame blazing across the floor, so don't forget to leap. What a nasty man!





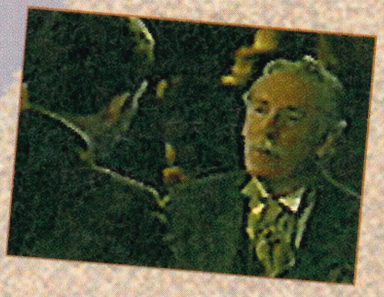
The Mummy's Curse



"Watson, a most perplexing case. All of London is in an uproar due to the circumstances surrounding the murdered archeologists. The London Times was quick to label the killer as a 4,000 year old mummy because of the fact that each man was strangled and a piece of mummified bandage was draped over the neck. The reporter covering the case for the Times was a Phillip Travis, who believes that the deaths are the result of the curse of the pharaoh, however I believe the killer to be a much younger chap."

THESE ARE THE FACTS, WATSON

Dead are Ebenizer Turnbull, Andrew Weatherby and James Windibank. All eminent archeologists excavating the Katebet tomb in Egypt. Turnbull was found strangled to death in the tomb itself on March 5, but Weatherby was killed on the ship (the Eastern Empress) on the journey home and Windibank was murdered in the British Museum in London.

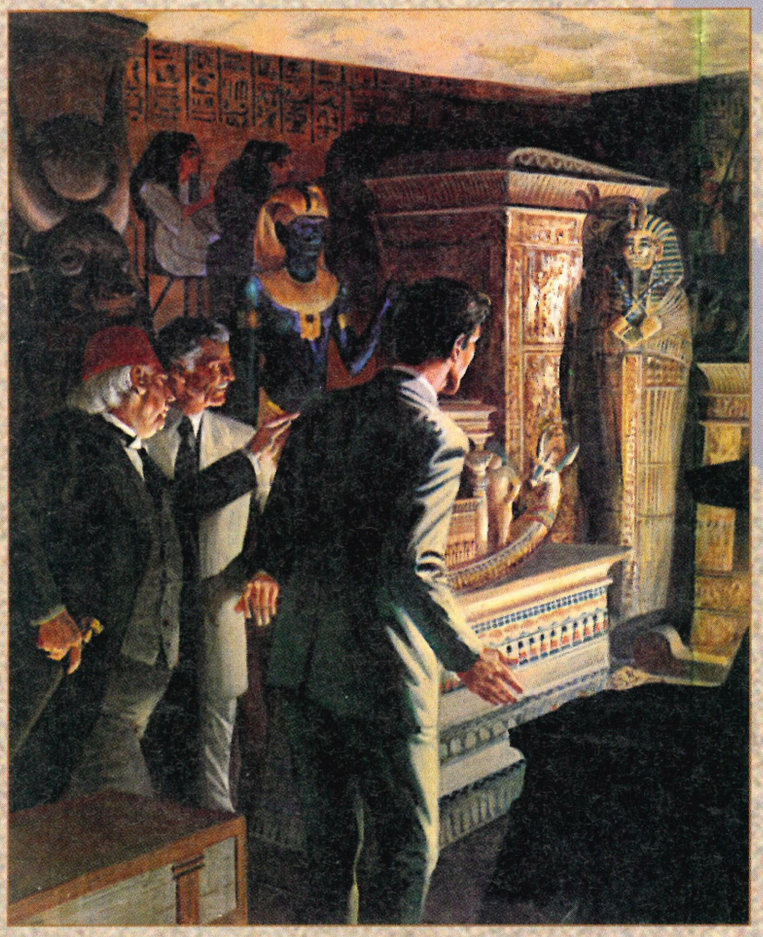


The key to solving this mystery is not to be swayed by talk of a mummy's curse or mystic mumbo jumbo, and look at it through unbiased spectacles. First of all, visit the scene of Windibank's murder and get all you can from the Museum's curator who found the body. You may not think the old man has any useful information but he does in fact tell you one important clue. Although the mummy was still in the sarcophagus, it was completely untouched and no bandage was missing. This immediately means that wherever the bandages found on the bodies came from, it wasn't the mummy; dismissing talk of it roaming the streets of London searching for victims.

Unfortunately, you cannot visit the other scenes of the crime, as the Eastern Empress is halfway to the orient and Holmes rarely travels out of the country to solve a crime. All you need to solve the case is right here.

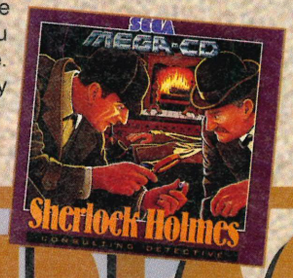






Bundled with the Mega-CD, *Sherlock Holmes – Consulting Detective* is an accurate conversion of the PC game of the same name. Don the famous deerstalker and pipe to solve three murders utilising the clues and suspects available. Sherlock Holmes is one of the first CD games to exploit the pseudo Full Motion Video (FMV) function whereby actual footage from film is used in the game. Key clues and information can be gleaned from actual actors, but only if you can decipher their terrible Dick Van Dyke English accents. Interview suspects, brutalize harmless old ladies and ridicule bumbling Inspector Lestrade in this faithful murder/mystery.





SEGA ● £44.99 ● RPG

SHERLOCK HOLMES CONSULTING DETECTIVE



Look at the murders closely, the murderer has to have been in Egypt for the first murder, on the boat for the second and finally in London for the third which makes it all the easier to track down the guilty man or woman, and there is no reason to suspect more than one murderer.

The best place to start with is the ship because there was only a small number of passengers and one of them must be the murderer. Closet Holmeses will already have their suspects and a quick visit to Jardine & Co (the owners of the Eastern Empress) from the London Directory will reward you with the passenger list, from it, a list of suspects. If you want a clearer list of the passengers, you can always send the Baker Street Irregulars.

Check with the London Times on March 5 for an article on the death of Turnbull and also (if you look right at the back) a list of ships and their ports of call. You will notice that the Eastern Empress was in Calcutta



when Turnbull was done in so this eliminates the crew of the ship as suspects. If you also check the April 12 edition of the paper, you will see a piece on the murder of Weatherby which includes the two names of people investigating the crime. Captain Ramsay can be bypassed as he has no useful information, but Luther Tenny (who found the body) must be interviewed.

So let's look at the passengers of the ship. Visit Luther Tenny (mentioned in the article above) for an



accurate account of the murder and the actions of the passengers. The Arabs you can rule out because they don't seem to have anything to do with the case. Louise Fenwick had an argument with Windibank about the vivisection of his pet, but this is only because she has a dog of the same breed and is therefore not a viable motive (Langdale Pike puts you onto her).

The two prime suspects in the case would seem to be Phillip Travis



and Clarissa Weatherby. Visit Sir Jasper Meek for some medical advice and you will be informed that the killer must have extremely strong hands to crush the necks of the victims. A further visit to HR Murray at



the criminal science lab reveals that not only are the bandages not the murder weapon, but also traces of monkey hairs were found on each victim.

You can rule out Clarissa after a quick visit to her, because her hands were not even strong enough to open a tin of toffee, let alone crush the neck of a man. She also does not have a motive for killing the other archeologists as the only reason we suspected her in the first place was a suspected affair with Uruburhu and a fight over her honour on board ship. Both of these turn out to be red herrings.

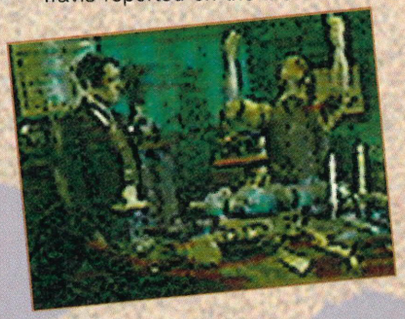
So now the only viable suspect is Phillip Travis, a journalist who is also trained in Egyptology and was in all



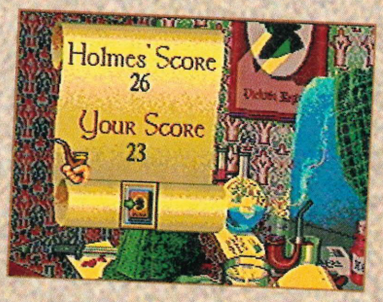
the right locations at the time of the murders. Send Holmes to see Travis and your suspicions will be confirmed. Not only is Travis a complete nutter (believing in mummy's curses etc) but also, you will notice that he has a mummified monkey in his possession (remember that monkey hairs were found on the victims).

A professor at London University adds further evidence by stating that Travis had an argument with Windibank, and also that Travis took it personally when Weatherby was taken on the excavation instead of him.

Travis reported on the first murder



(so he was obviously there), had an argument with Windibank on the boat, criticized Turnbull and had access to the museum in London. Travis is also a fanatic who has a mummified monkey in his room that coincides with the hairs on the murderer's bandage. The motive was obviously revenge on the three men who had conspired to stop him from going to the Katebet tomb. What more evidence do you need?

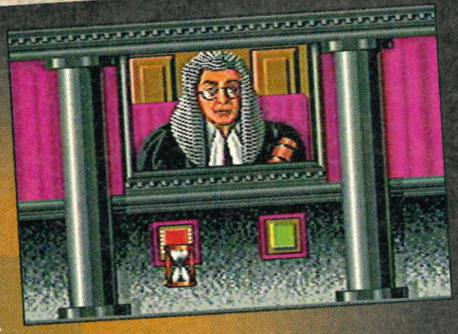


IT'S A FAIR COP, GUV!

The key elements to bringing this case to trial is information from the following sources:

1. **The British Museum** (murder location).
2. **Jasper Meek** (rules out Clarissa Weatherby).
3. **Jardine Shipping Co** (passenger list).
4. **Newspapers on March 5 and April 12.**
5. **Luther Tenny** (found the body on the boat).
6. **Murray HR** (monkey hairs).
7. **Phillip Travis** (confirm suspicions).
8. **Clarissa Weatherby.**
9. **Ellis Henry** (tells you of Travis).
10. **London University** (reveals the argument between Travis and Windibank).

JUDGEMENT



Once you have compiled all the evidence from the relevant sources, go to the judge screen and begin the trail of Phillip Travis. First of all, select Travis from the notebook as the first murderer. The first motive is answer C, Turnbull publicly lambasted Travis after his criticism of the Katebet excavation. Now select Travis as the murderer of Weatherby, answer D to suggest that Travis was getting revenge for Weatherby being chosen instead of him. Finally, to seal the fate of Phillip "Mummy killer" Travis, answer B for the murder of Windibank because the professor did not choose Travis for the expedition. A simple case of revenge, made complex, because the murderer was the one writing the newspaper reports to stir up the public.



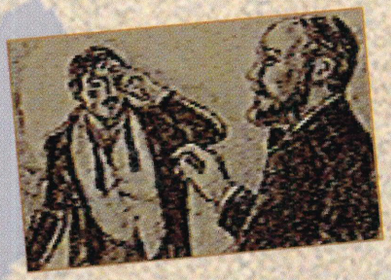
The Mystified Murderes

"What made Watson and I take this case was the fact that it all seemed so clear cut to the police. Investigative ignorance is utterly inexcusable in my experience and it seemed that Lestrade was all set to lock up poor Frances Nolan for a crime she obviously did not commit. It didn't need the passionate plea by her suitor, Gerald Locke to convince me that there was more to this case than meets the eye."



THE GAME'S AFOOT

The victim is Guy Clarendon, the son of a rich banker, whose gambling debts and way with women was the talk of London high society. Frances Nolan, Guy's alleged fiancée was found unconscious in Guy's room at the Halliday Hotel with a gun in her hand having been witnessed going into the room just before a shot was



fired. An open and shut case?

At the beginning of the case there are only two suspects, the Nolan sisters.

First of all, visit Frances Nolan in jail (you can reach her through the barrister Edward Hall who arranges the meeting). Frances does not remember a thing and it is wise to check with her physician, Dr Mason, on the cause of the blackouts and also with Dr Trevellian, who is currently looking after her estranged sis-



ter Loretta. Dr Trevellian was with Frances the night before the murder.

Choose Frances Nolan from the directory to see the maid. She will tell you that Frances left the house at 7:30am, which ties in with her



appearance at the Halliday Hotel. Also check with Hiram Davenport (solicitor) about the inheritances of both sisters. Frances has most of



hers left, whereas Loretta has all but spent her entire fortune. If you visit Langdale Pike, he will confirm the fact that Guy seemed only interested in Frances for her money, the bounder! Frances also had a blackout in Hiram's office with Loretta which is very suspicious.

Inspector Lestrade of Scotland Yard tells you in no uncertain terms that Frances must be guilty and that S Goff, the gun shop owner, had sold her the gun. If you go to Goff's shop, the woman he describes as buying the gun and calling herself Frances Nolan is nothing like her, in fact, the complete opposite. Suspicions now abound concerning Frances' impostor, so it's time to visit her sister Loretta.

Loretta Nolan is a com-



plete flirt, but suffers (according to her doctor) from a delusion that she is a princess and can do no wrong. This all stems from the fact that her parents were killed by a bomb and young Loretta saw the whole thing. It is easy to assume that Loretta cares



little for human life and has a casual attitude to Frances' imprisonment. Another important fact is that Loretta Nolan is the person S Goff described as buying the gun in the name of Frances.

Now investigate the deceased, Guy Clarendon. Sir Charles Clarendon confirms that Guy was recently cut off from any money with

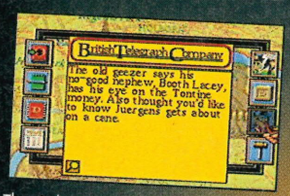


a final payment of £5,000. Clarendon's butler also tells you that Guy came home one night after being beaten up, but wouldn't say who did the deed.

Porky Shinwell (publican and ex con) has some vital clues.



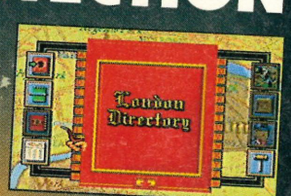
THE TOOLS OF DETECTION



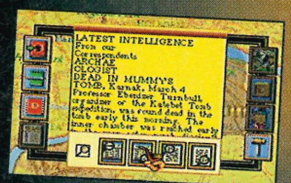
The Baker Street Irregulars will only take one move instead of the normal two for a visit, which is vital if you want to beat Holmes' final score. They often shed more light on a case when you're out of tangible leads.



For clarity, it is advisable to copy suspects names into your personal notebook. Highlight the name, then press and hold A to drag it into the book. You start each mystery with the usual group of experts to interview.



The London directory holds more names than you will ever need! Apart from the suspects, experts and places you can visit, there are also the programmers, and any other famous figures they decided to include.



The London Times is full of factual information on all the events surrounding the murder cases, but you have to sift through all the day-to-day nonsense for clues. Obtain information by reading between the lines.



If you click on the horse and carriage icon, you will be taken to whoever you have selected in the London Directory. If they're totally unconnected, then you will waste time, but vital clues can be gleemed.



Watson conducts many of the interviews himself, but can lead you astray with his speculations. Dr Watson's main purpose seems to be so that Holmes can keep patronising him by saying "elementary" all the time.

ELEMENTARY, MY DEAR WATSON

Visit the following people to unravel the mystery of the mystified murderess.

1. **Frances Nolan** (tells of blackouts).
2. **Loretta Nolan** (the murderess).
3. **Sir Charles Clarendon** (tells of Guy's last £5,000).
4. **Dr Trevellian** (explains Loretta's trauma).
5. **Dr Mason** (confirms Frances' blackouts).
6. **S Goff** (gunsmith evidence).
7. **HR Murray** (close range evidence).
8. **London Times July 4** (list of stolen items).
9. **Hiram Davenport** (solicitor, explains the will).
10. **Nolan's Maid.**
11. **Porky Shinwell** (vital evidence about Guy).
12. **Langdale Pike.**
13. **Somerset House** (details of will).
14. **Inspector Lestrade** (Tells you of S Goff).

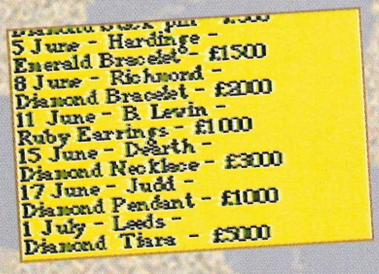
Apparently, Guy owed Killgore (the owner of a gambling house) £7,000 and used a local villain, Gus Bullock, to make sure he got the cash. This was presumably who gave Guy the



beating as witnessed by the butler, and because Guy was murdered at Halliday's Hotel, he must have fled his home after Bullock found out where he lived. The fact that Guy was also in dire financial straights ties in with his interest in Frances (or more importantly, her wallet).

Shinwell also says that a few days later, Clarendon and Killgore suddenly became friends again as if Guy had paid back all the money. The mystery deepens when Calvin Leech, a crook who pays half the value of stolen goods, comes on the scene.

As the case comes together, read



the July 4, 1888 edition of the Times for a complete run down of the items stolen by the Society Burglar as hinted at by Watson in the opening sequence of the game. Who would have thought that the murder of Guy Clarendon and the Society Burglar



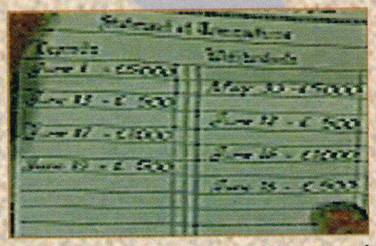
were connected?

For the nail on the coffin, go to the scene of the crime, the Halliday Hotel. This contains one of the longest sections in the whole game between the porter of the hotel and then Holmes' examination of the room. You learn that Guy moved to the hotel on May 29 in suite 205, facing the front. After a meeting where a man (Bullock) accosted Guy in the lobby, Guy asked to be moved to the back of the hotel. This would have been when Guy paid Bullock the



£5,000 given to him by his father, but he still needed another £2,000. Guy was also visited by Loretta (who could forget that laugh!). But the porter said Guy was always in by ten, something we know to be false, due to his late night gambling exploits. This means Guy was getting out of the hotel without being seen.

An investigation of the room shows up the blood and wine stains, and a very important clue, Guy's bank balance, showing deposits made the day after each society burglary for the exact half amount of the stolen goods (use the paper for reference). This confirms that Guy was using his high society connections to rob his friends and then getting Calvin Leech (as seen by Porky Shinwell) to fence the goods for half the price. The purpose of this was to presumably pay for Guy's gambling debts to Killgore, with the remaining balance of the debt being paid in the next three rob-



beries. The presence of a set of black clothes and a trellis leading out of the hotel in Guy's room proves that Guy Clarendon is none other than the Society Burglar!

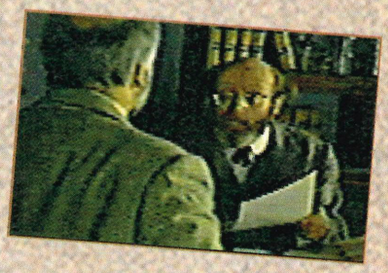
But that doesn't explain why he was murdered. If Guy had paid his gambling debts then why would Killgore murder him? Simple... he didn't. It is obvious that after Guy was cut off from his father, he needed money fast. Frances was one answer, but now Guy had another profitable sideline and the burglaries continued until July when he was murdered.

The Times reports that the last item to be stolen was the Cleopatra



Tiara. Loretta must have climbed the same trellis used by Guy at the back of the hotel, poured the wine found on Guy's clothes and then shot him for the Tiara. Why Loretta? We already know that Loretta Nolan believed she was of royal blood and so would be desperate to get hold of something as valuable as the tiara, and she also had a twisted view of reality due to the trauma.

After shooting Guy at close range (check with HR Murray) to muffle the sound, Loretta returned to Frances and hypnotised her to go and fire a shot in the roof of Guy's room and take the blame. The blackouts Frances had suffered before were Loretta experimenting with her new

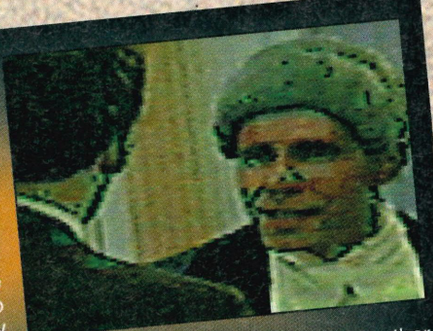


skill and this could also mean that Loretta was implicated in the burglaries by hypnotising the victims into revealing the locations of the jewels.



JUDGEMENT

So we all know who did it now. The murderess was of course, Loretta Nolan. Answer C to the motive – greed, she wanted the Cleopatra Tiara. How did she do it? Answer B, she hypnotised Frances Nolan to take the rap for her. Finally, to solve the case of the Society Burglar, answer Guy Clarendon and then B, his father had cut him off from money. Another case solved Holmes!





The Tin Soldier



"Watson, this is the hardest case because the murder of General Armstead is eclipsed by the search for the Polar Star diamond by the Russian Count Rostov. The key to solving this mystery is to ignore talk of the diamond, as Armstead's death is not connected, even though it appears to be. The following solution is divided into the true solution and the red herring solution; designed to put you off the scent."



First of all, visit David Sennet, Armstead's butler for a full description of the murder and any suspicious circumstances. Sennet provides many clues to the case. According to Sennet, the general's visitor was very old and walked with a cane, but he still managed to flee the scene by scaling an eight foot fence. This suggests a younger man.

The figure of Napoleon was also facing the wrong way on the scaled war model, which could mean something, but what? Sennet also reveals



that the general had fought with his own sword, which was usually found above the mantelpiece. This means that unless the general's sword was already down, the murderer must have allowed him to fetch it. This is not consistent with a simple case of murder and even suggests a case of honour was being settled with a duel of swords.

The final piece of important evidence is the condition of the note that the murderer had delivered. The envelope was yellow with age and addressed to Captain Armstead, in his old regiment. This reveals that whatever came to haunt the general,



it was something that was in his past. Sennet tells you that Jean Paul Gerrad, an old war friend of Armstead, had recently come to London and the two were due to meet at the French Embassy. Send the Baker Street Irregulars to interview Gerrad and he tells you about an affair Armstead had in France



with a young French girl named Arneau, and of the child she bore him.

Arneau, that name rings a bell. The Times on June 10 has an article about the French playhouse, the Princess theatre, staging a play with the brilliant French actor Phillip Arneau in the lead part... things are afoot Watson.

Go to the Princess Theatre and the proprietor will tell you about Arneau's portrayal of Napoleon and his miraculous transformation from a young to an old man. You are also told that Arneau has just been



informed that his mother Fleurette, who has been confined to an asylum, has just died, and he was devastated at the news. It turns out that Phillip's sister had killed herself at an early age and that there had been a Captain in the army involved all those years ago.

A final visit to Arneau's room at the Grand Hotel confirms your suspicions. Inside is the cane containing a sword, a carpet bag to keep the disguise in, and even the mysterious letter confirming the fact that Armstead's involvement with Fleurette caused the suicide of their



daughter and her committal to an asylum. This is Phillip's motive, the death of his mother was obviously the last straw, he had to see Armstead for a duel to defend his mother's honour. The figure of

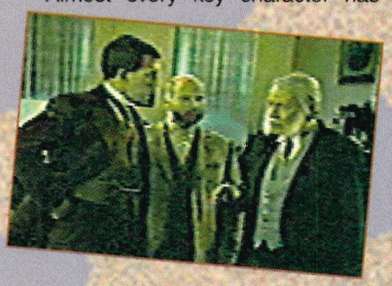


Napoleon was obviously turned by Armstead in his death throes, to point the finger at Arneau who was playing Napoleon at the theatre. "Elementary" muses Holmes in an incredibly patronising manner.

THE RED HERRINGS

Right from the start of the mystery, the assumption was that Armstead's death was something to do with the Polar Star diamond. The jewel was stolen from a Russian Tsar by a well known thief called Andre Matin who was later found strangled in the Thames. The rumours say that his brother Pierre now has, or knows where, the Polar Star can be found. However, the Russians are eagerly chasing the gem and killing anyone who has come into contact with it.

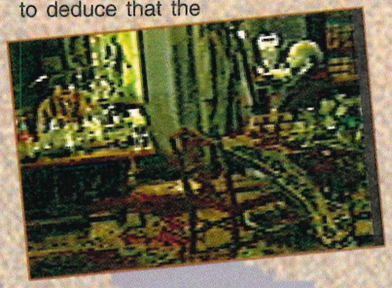
Almost every key character has



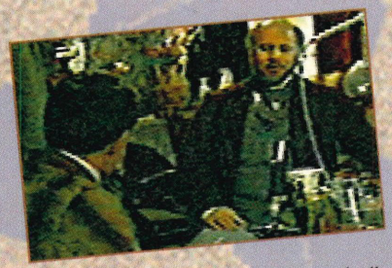
something to say on the subject and there are plenty of insinuations concerning the Tontine ticket holders and various motives. Juergens was a prime suspect because he walks with

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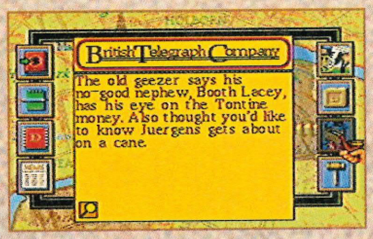
a cane (as revealed by the Irregulars) and has a dodgy nephew named Booth lacy who desperately wants the Tontine money. If you believe that Booth and Juergens were in it to win the prize, then your investigation could last months... all for nothing. The fact that Armstead was writing a book with a large section on the Polar Star could lead you to deduce that the



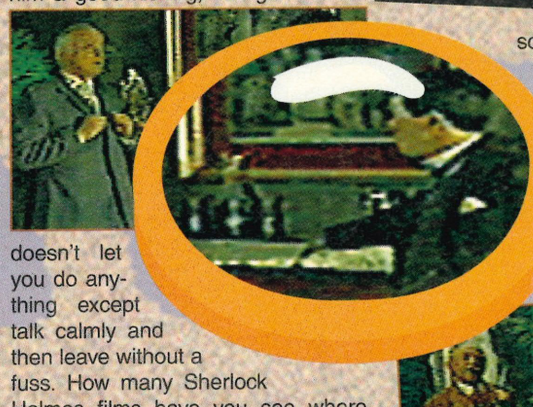
two cases are related, but the key to solving all of Holmes' cases is to concentrate only on the facts and not speculation. Inspector Lestrade and the rest of the criminology fraternity all give you tip bits about the Polar Star and eventually direct you to DeKaiser's hotel where Pierre Matin is staying. Unfortunately, you arrive too late and the bell boy explains that



he is dead in his room... strangled! You are also told that a burly Russian gentleman went to his room shortly before, and then fled out the door and into a cab before he could be stopped. This is obviously very suspicious and prompts a visit to the Russian embassy where the Russian premiere is staying. This pompous aristocrat explains that his servant, Vladamir, was the man seen at DeKaiser's, and that he was enquiring about the Polar Star. Apparently, Vladamir had found the body and escaped before the police could question him in case they caused an international incident. Whether you believe the Russian or not, you have



nothing to convict him. Due to Sherlock Holmes' rigid detective skills, you cannot talk to Vladamir himself and so this line of investigation ends here. The Russian is tight lipped but obviously knows something of the murders. Although you want to grab him by the hair and give him a good kicking, this game



doesn't let you do anything except talk calmly and then leave without a fuss. How many Sherlock Holmes films have you see where our hero doesn't even get his coat wet!

Sherlock Holmes – Consulting Detective is a solid murder mystery simulation, but perhaps Sega could create a more complex and baffling set of mysteries for the next set of cases, possibly including some more interaction with the characters.

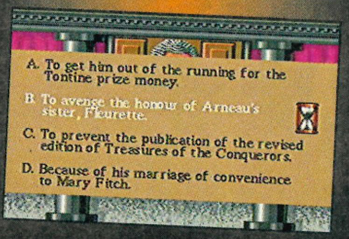
If you want to solve these mysteries and any others that will be



released on separate CDs in the future, you must learn to look only at the facts and concentrate on the motive and any clues left at the

JUDGEMENT

Accuse Phillip Arneau at the judgement screen, then answer B, "to avenge the honour of his sister". Then answer D to the Napoleon question and finally C to answer "Horseface". You will now have completed the murder.



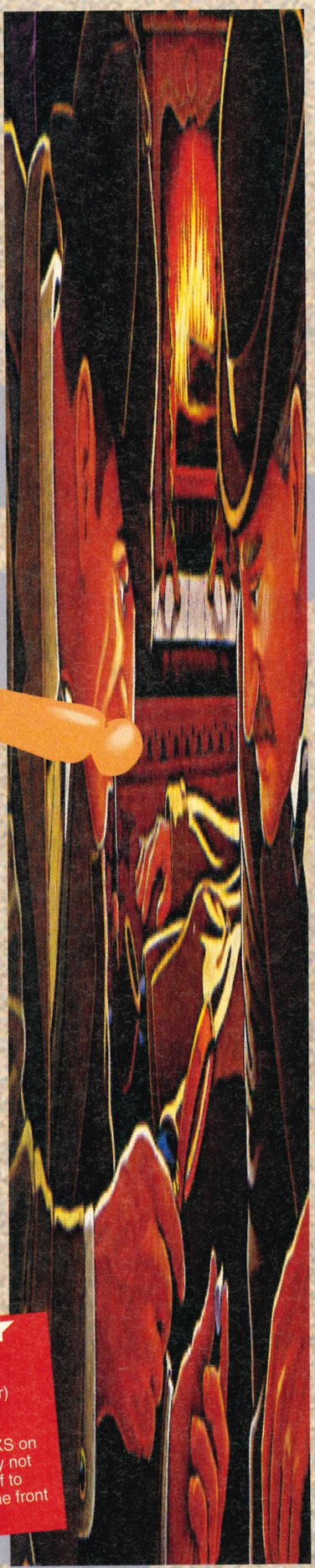
scene. The Tin Soldier mystery is in fact the simplest of the lot, but because there are so many rumours abound, it is all too easy to be swayed



by gossip and lose sight of the case.

We hope that the SEGA XS guide to *Sherlock Holmes – Consulting Detective* will help you solve the cases. Be sure to look out for more XS guides to the next batch of Holmes mysteries available in the summer.





ELEMENTARY, DEAR WATSON

Visit the following people to unravel the mystery of the Tin Soldier.

1. **David Sennet** (butler to Armstead).
2. **Jean Paul Gerrad** (send Baker Street Irregulars).
3. **Princess Theatre**.
4. **Grand Hotel** (Arneau's room).

SUMMARY

GAME NAME: Sherlock Holmes
TIME TO COMPLETE: 6 days
HIGHEST SCORE: 26 moves (Tin Soldier)
NUMBER OF LEVELS: 3 mysteries
CHALLENGE RATING: medium

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

WET 'N' WILD

WIN A £5,000 JET SKI!!



DO NOT ADJUST YOUR EYES!

It's all true, you could win this superb beach machine if you enter our exclusive competition. SEGA XS and SUPER XS are giving *you* the chance to walk away with this incredible jet ski worth over £5,000! But that's not all, we are also providing you with the specially manufactured trailer to tow the jet ski behind a car.

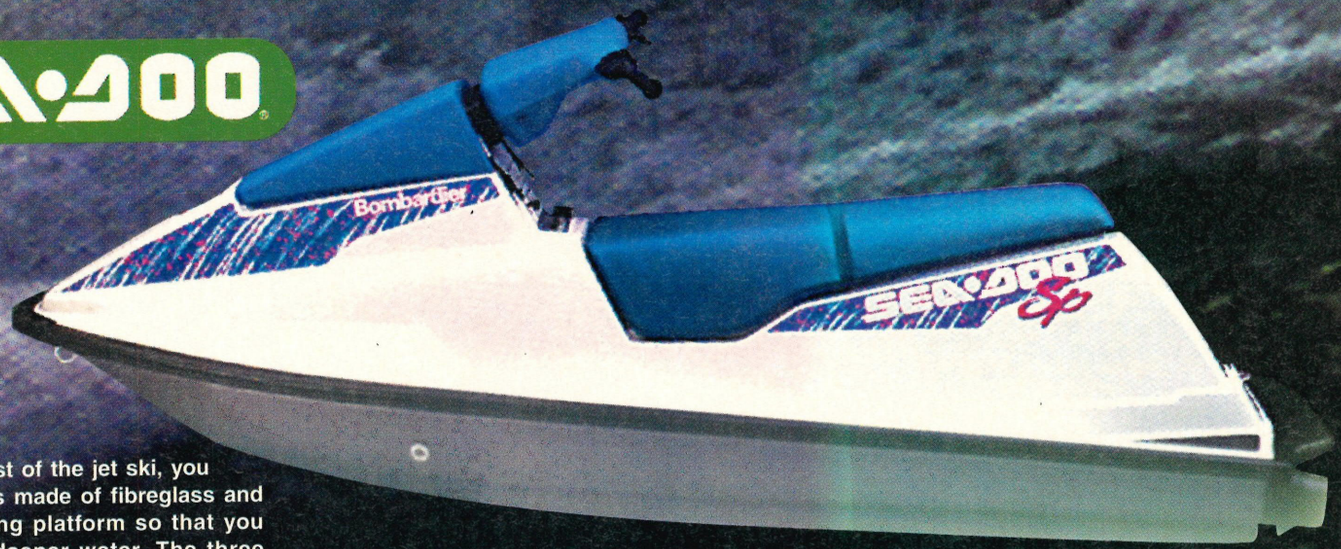
Before we get down to the nitty gritty of the rules, take a look at the cool machine you could be winning. The Bombardier Sea Doo SP is the very latest and greatest model, available with a 580CC Bombardier-Rotax engine capable of in excess of 40MPH in the water! The jet ski is propelled by a powerful jet system that sucks in water and forces it out the back at high speed.

The engine is water cooled to ensure longer life and apart from goodies like electric start, RPM limiter, overheat warning device and a handlebar-mounted stop button, the manufacturerer's also claim the Bombardier is unsinkable! All this means you can have limitless fun without worrying about the technical side. The Bombardier Sea Doos are also supported by dealers all over the country so you should have no trouble servicing your machine.

THERE WILL NEVER BE ANOTHER COMPO LIKE THIS!

COMPETITION

SEA-DOO



What about the rest of the jet ski, you cry? Well, the hull is made of fibreglass and features a reboarding platform so that you can get aboard in deeper water. The three seater Sea Doo also comes with deck pads, grab handles (for passengers), a watertight storage compartment, reserve fuel supply, and all the Sea Doo jet skis have a one year warranty and a safety booklet. Can you afford to miss out on the chance of a lifetime?

Picture the scene. You have just been presented with your £4,000 jet ski by the XS team. It's a fabulous sunny day, as, let's face it, all days are in Bournemouth. The urge is just too much, you have to do it. You sit atop the surprisingly large and secure jet ski, feather the accelerator and dab the electronic starter. The soft roar burbles in your ear and settles immediately into a comfortable purr. Restrained but incredibly potent, you are in control. The sun is out, the beach is fine, everybody's looking; green with envy ... it's time to get wet!



THE RULES . . .

So, now you're interested, what do you have to do to win this superb machine? Well, the rules are simple. Turn immediately to the sheet of Datel cheat cards bound in the centre of this issue and check out the one at the bottom with a picture of the jet ski. This is your prize password card; treasure it, lock it away, don't lose it whatever you do because it's your ticket to our fabulous prize.

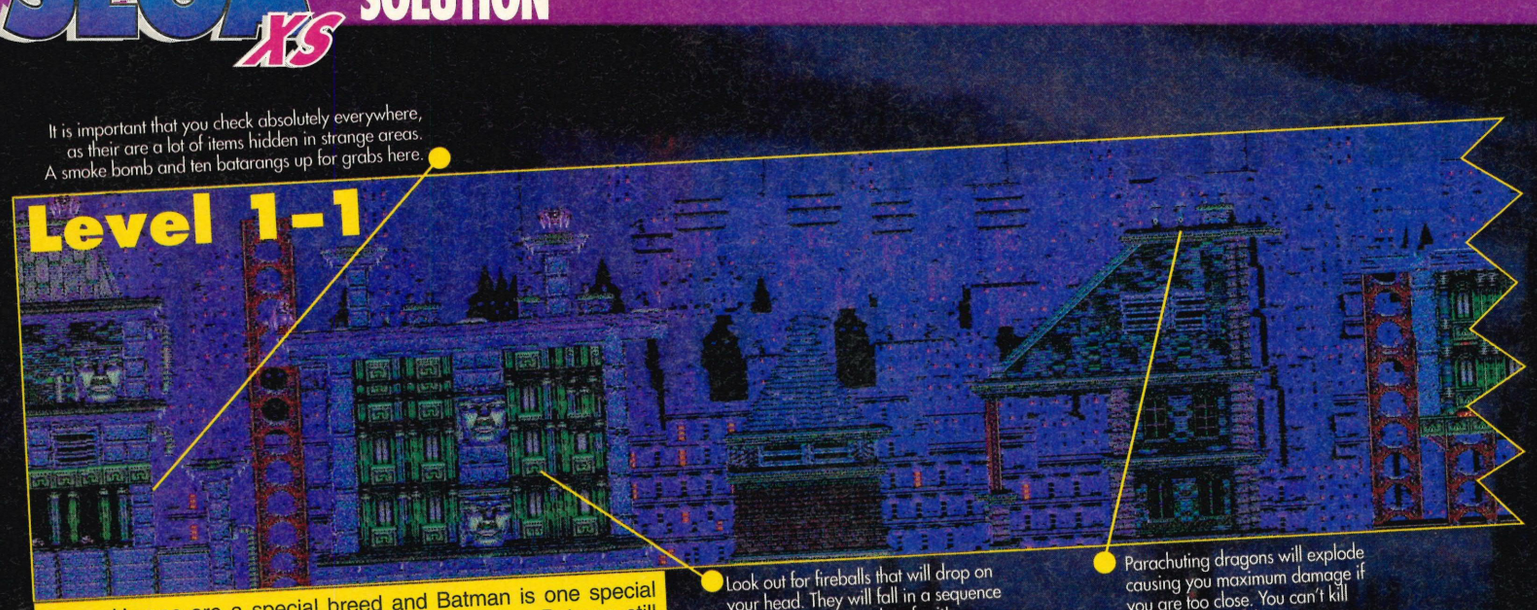
On the back of the card is a space to write the password and some rules, but to enter the competition what you really need to do is ring 0891 445955 (36p a minute cheap rate, 48p at all other times – get permission before calling). When you have the prize password from the phone message, enter it on the card and keep it safe.

Sure, you're dying to win the jet ski immediately, but you have to wait for issues two and three to come out, where you can get the further two prize cards. Repeat the procedure until you have the three prize passwords and then send them in to *XS Wet 'n' Wild competition, Sega XS, 124 Old Christchurch Road, Bournemouth BH1 1NF.* The closing date for the competition is November 19, but you will not win anything unless you have all three cards with the correct password on each.

Remember, this exclusive competition will run over six months in order to give all existing XS readers (any new ones) the chance to enter.

RING 0891 445955

BATMAN RETURNS



Super Heroes are a special breed and Batman is one special dude. Returning once again on the Mega Drive, Batman still proves he is the hardest man in Gotham City. This game is pretty hard like Batman and you are going to need plenty of skill and judgement to succeed. Time to go on the prowl.





SEGA ● £39.99 ● PLATFORM ADVENTURE

Batman Returns **on the Mega Drive captures all the spirit of the film with its dark film noir graphics and faithfully recreated sound. You (Batman) are pitted against the Penguin, his gang and even the delectable catwoman in non-stop action throughout the streets and skies of Gotham. There are five levels based loosely on the film, but many of the scenes, such as the final confrontation with the Penguin, have been twisted to fit the platform formula.** ***Batman Returns*** **will ultimately sell just because of the name, but there really is a good game under all the hype. Bat fans will definitely enjoy** ***Batman Returns*** **and its fairly high difficulty level makes it perfect for the XS treatment. The SEGA XS team donned the cape and mask, leapt into the batmobile and brought the kitty litter for the full solution.**

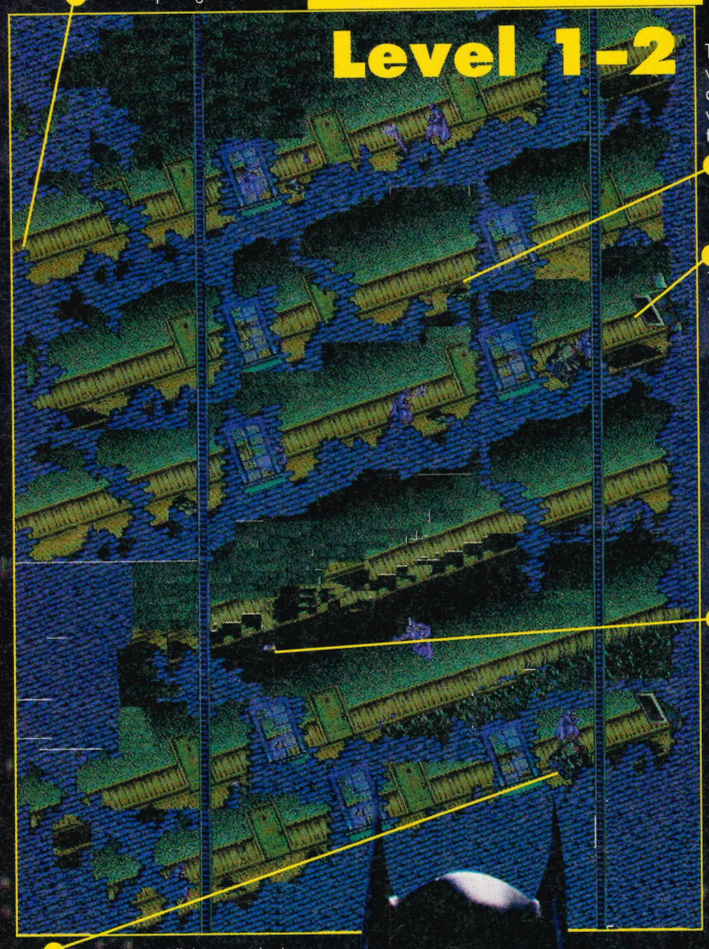
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If you're not careful, you can lose a lot of lives on this stage. It's very angled and full of nasty obstacles that can zap your energy. Watch out for the clowns, not only do they charge you, they also have guns. The chutes will return you right back to the beginning, so watch it!

Jump into this corner, there's an item up for grabs.

Level 1-2



The steam will provide you with a lot of problems if you don't know the sequence. It will rise three times, after the third, jump.

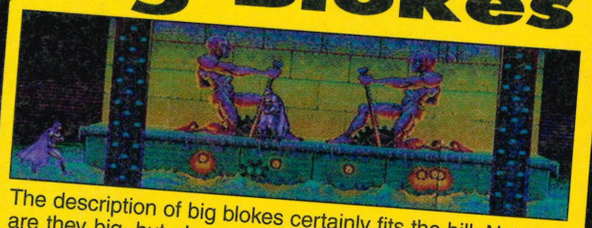
This is one of the chutes, if you get too close, you'll be sucked in and taken back to the start of the stage.

This is very tricky, you must be quick in swinging if you are to stand any chance. There are plenty of items to be had, including an extra life, but be careful as the floor is full of spikes!

You've come all this way, the last thing you want to do is go back to the start. Take care or you will be sucked into the dreaded chute and you don't want that.



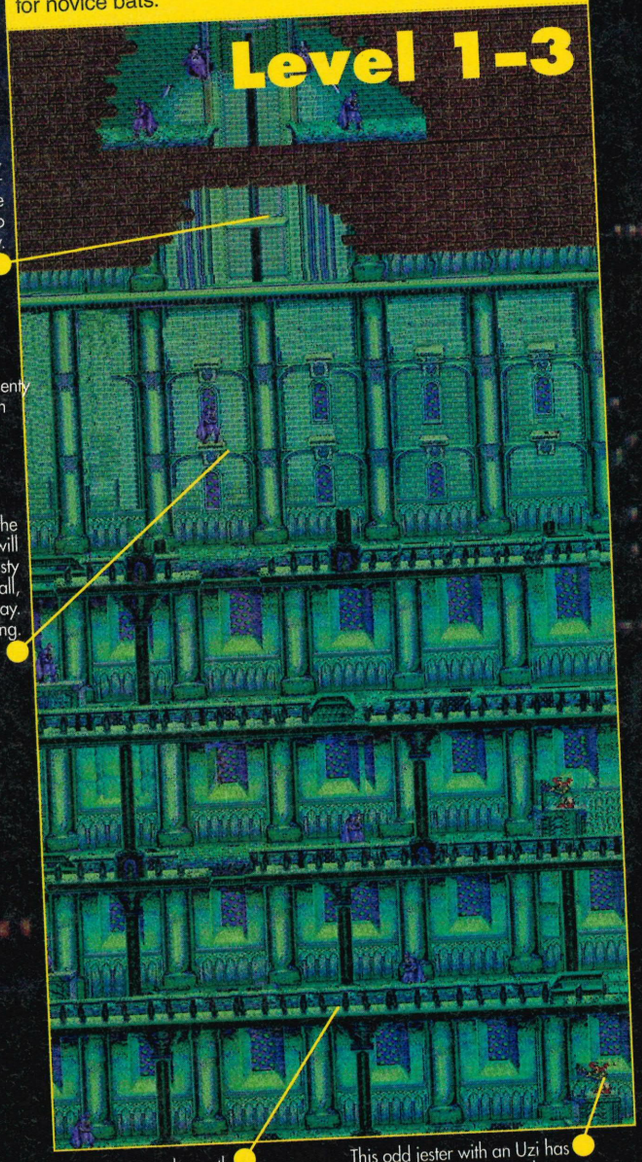
Big Blokes



The description of big blokes certainly fits the bill. Not only are they big, but also very tricky. If you had any sense on the first few stages you will have used your super-seeking Batarangs sparingly. The reason being that you're going to need them now. Eight Batarangs will dispatch each of them, alternately, use Batarangs whilst standing on their knee, this can be done, but is very difficult.

Very gothic in appearance, this level can be very frustrating. The reason being that not only are there several holes in the floor, but also you are constantly under attack. I suppose this is the idea of the game, but it sure makes it tough for novice bats.

Level 1-3



After getting rid of the goblins, you need to jump on this platform to meet the Penguin. Be warned, don't stay on it too long as it will give way.

Climbing your way to the top is no easy feat. You will be harassed by those nasty goblins and also, to top all, the platforms will give way. Be ready to swing.

The floor here gives way underneath you so don't forget to jump. On landing, you will be attacked instantly. Stand your ground and punch their lights out!

This odd jester with an Uzi has heat-seeking bullets. Use either a swarm of bats or super-seeking batarang to dispose of him.

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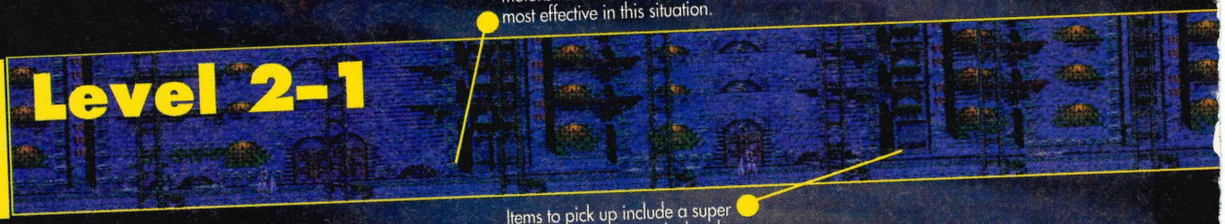
SEGA XS SOLUTION





Wait to be chased by geezers on motorbikes who also have machine guns. After the first level, you probably are aware that this game isn't a piece of cake. Well there's plenty more where that came from.

Level 2-1

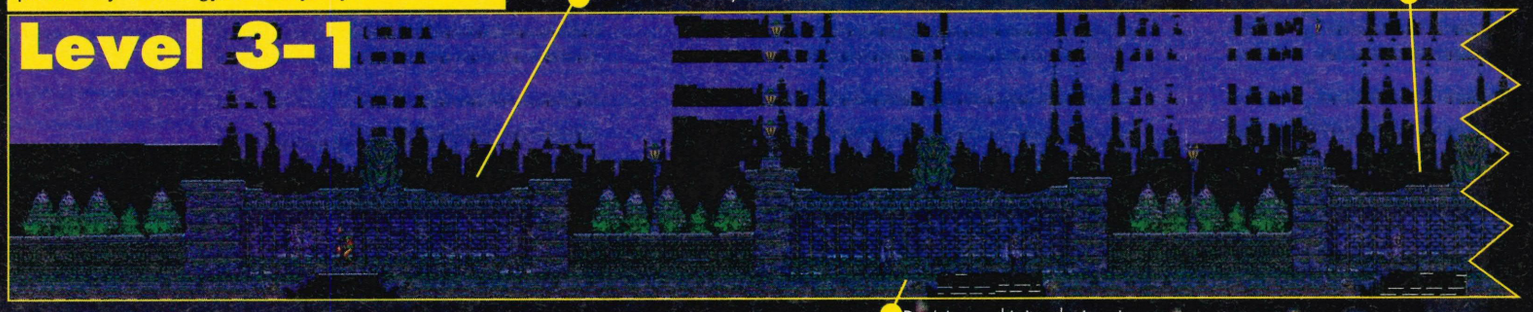


Get ready to defend yourself from the motorbikes from hell! Batarangs prove the most effective in this situation.

Items to pick up include a super batarang and a smoke bomb.

If there is a good time to lose loads of energy, then this is it! You will come under a volley of endless attack. You must be quick on the controls to preserve your energy, if not, bye bye.

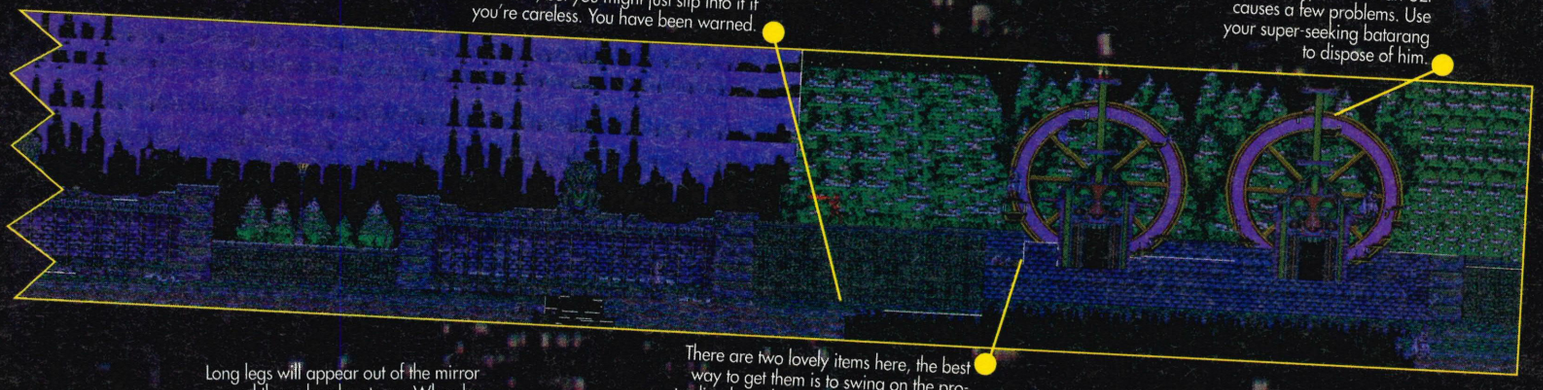
Level 3-1



You'll find yourself in a lot of trouble if you're not quick with your defence. As soon as you drop, use your batarangs to deal with the shrinky man.

Luckily, Batman has a degree of intelligence, so if you're out of smoke bombs or batarangs, use your fists like a real bat-man.

Don't ignore this item by jumping straight on the wall. You know you're going to need it, so grab it!



I shouldn't have to warn you about this massive hole, but you might just slip into it if you're careless. You have been warned.

This court jester with an Uzi causes a few problems. Use your super-seeking batarang to dispose of him.

There are two lovely items here, the best way to get them is to swing on the protruding branch and collect the items, then swing back to safety.

Long legs will appear out of the mirror and throw bombs at you. When he comes out, step back to avoid the bomb, then use a batarang.

Level 3-2

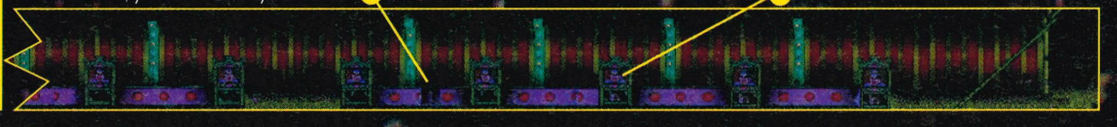


I bet you thought the circus was a fun place where you could go on the gravity wheel and if you're lucky, win some goldfish. Unfortunately, you're in a nasty circus where people can't wait to beat the hell out of you! Luckily, you're well 'ard, so you should be able to deal with these wimps

Make sure your sensors are working so you can keep a watchful eye on the Penguin's shenanigans. Otherwise, if you're too late to duck, you'll have a nasty headache.

Much needed items here, collect them, but watch out for long legs.

Don't forget to duck, you're going to need your energy intact.



This is a bit like *Indiana Jones*, oops, wrong game, same train! Lots of nasty surprises await you, don't slip between the carriages or else you'll lose a life.

The key to these springs is timing. Approach the first one and it will spring up. Jump across and follow the same procedure.

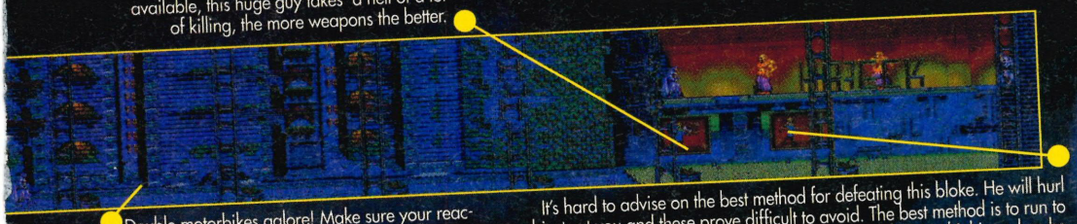
You must jump inbetween the gap if you wish to preserve your energy.

Level 3-4



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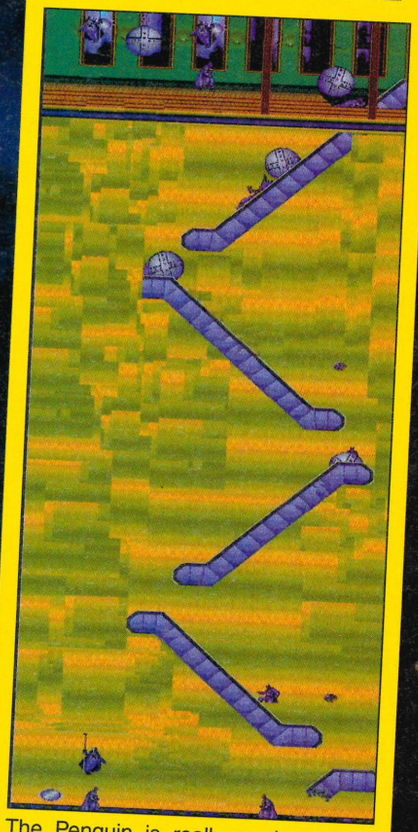
Make sure that you get the items that are available, this huge guy takes a hell of a lot of killing, the more weapons the better.



Double motorbikes galore! Make sure your reactions are fast, or else it's back to the start for you.

It's hard to advise on the best method for defeating this bloke. He will hurl objects at you and these prove difficult to avoid. The best method is to run to the right and climb up. Use whatever weapons you have to hit him. when he starts to throw an object, drop down, run left and repeat the procedure.

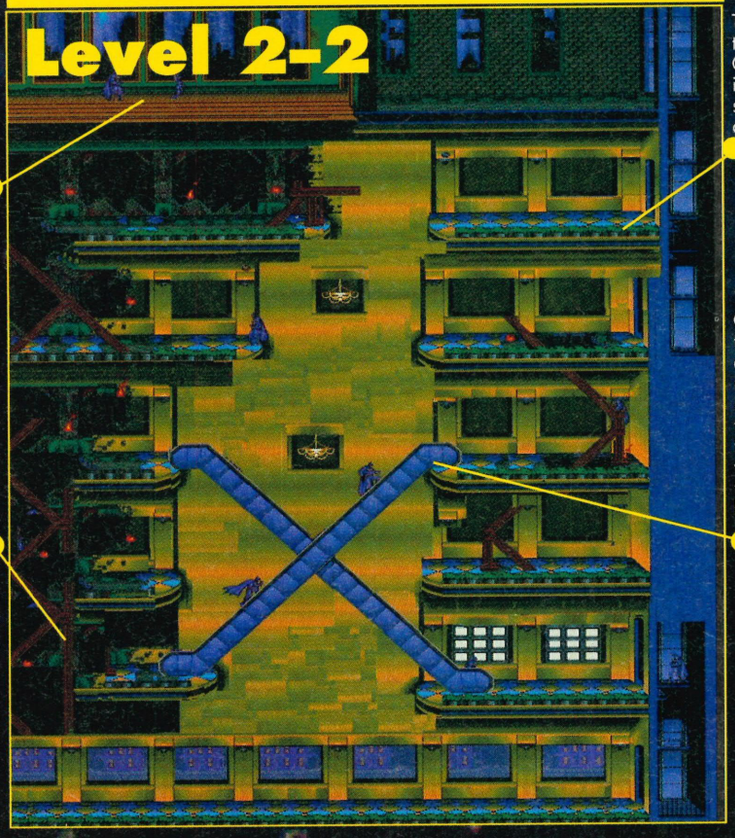
Guardian



The Penguin is really mad, so he's brought reinforcements in the shape of a circular saw and a large iron ball. As soon as the ball starts moving, run and jump into the hole. The quickest way to get down the escalator is to jump. When you are at the bottom, jump the saw and when you're level with the penguin, jump and punch the wily old bird.

This is like Woolworths on a Saturday afternoon. I suppose the only difference is that Woolworths has more escalators. Explore every possible area on this level as you will be justly rewarded.

Level 2-2



There is an item here in the top left corner. Obstacles in your way include a man with a stick on roller skates and a knife-throwing woman.

It's that feline pain again! Catwoman's back again to cause Batman serious grief. Don't waste your weapons on her. Stand in the left hand corner and when she charges at you, punch her in the face.

Getting to the top of this escalator is not as easy as it looks. The reason being that there is a man throwing continuous bombs at you from the top. The best way to deal with him is to use a super batarang.

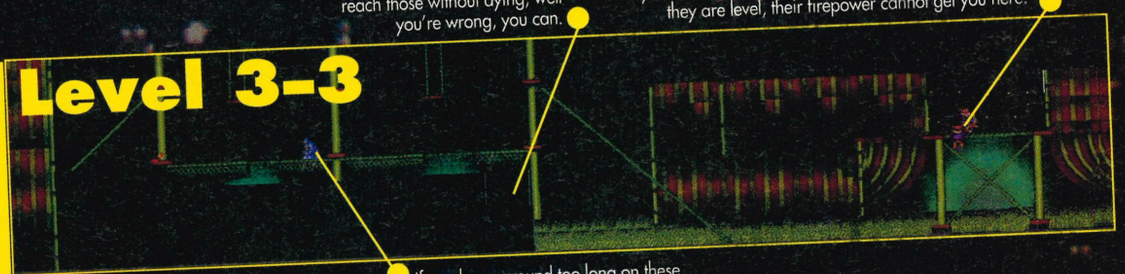
Investigate all of these areas, as you will find items galore. They're not all in convenient places, but then you wouldn't expect that would you?

This stage should be called "Trapeze of death", one mistake and you're brown bread. Swinging and jumping are the key points, if you can't do either by this stage, go and buy an Amiga! Leave the hard stuff to the pros.

Level 3-3

There are two items here. I know what you're thinking, ooh I can't reach those without dying, well you're wrong, you can.

See this curtain, this is where you need to stand if you're to avoid a total mullering. Use batarangs when they are level, their firepower cannot get you here.



If you hang around too long on these nets, they'll give way; taking you with them. So get on those platforms.

Super-seeking batarangs are found here, these are special, don't waste them foolishly.

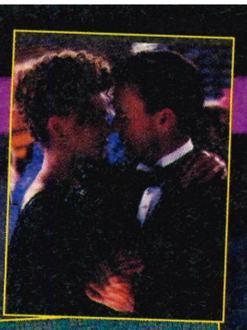
Batman does seem to have quite a hard time of everything, what he needs is a nice cup of tea!

Providing you have enough batarangs, this bloke is no problem, if not, just punch his lights out.



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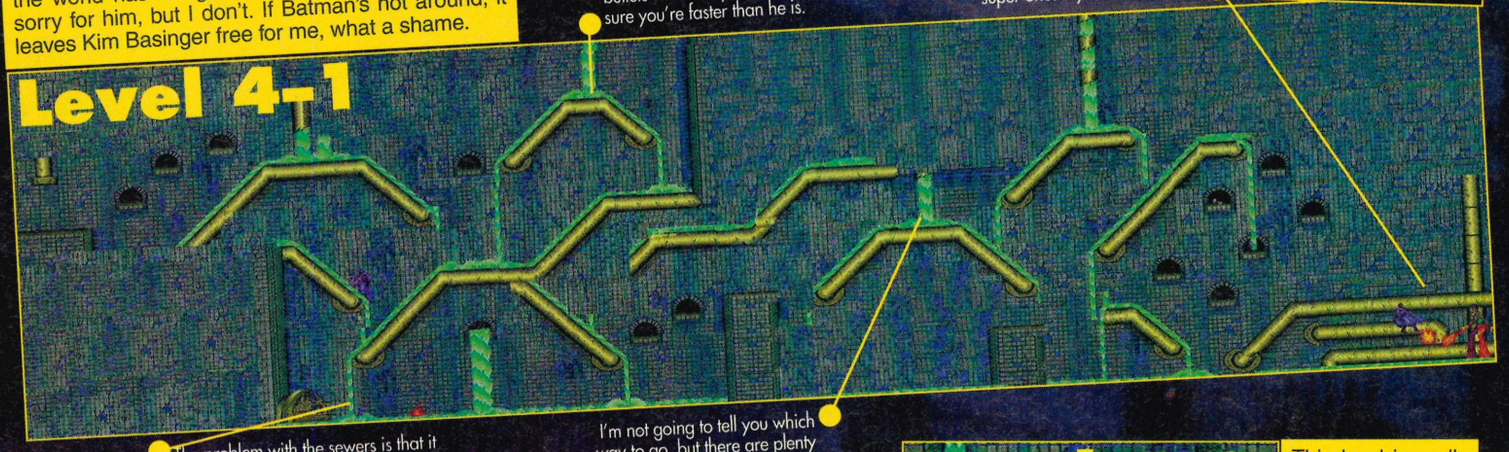


This is nice, if poor old Bruce Wayne hasn't had enough to deal with, probably the hardest man in the world has to fight in the sewers! I should feel sorry for him, but I don't. If Batman's not around, it leaves Kim Basinger free for me, what a shame.

A man with a gattling gun. I haven't seen one of these since my days in the wild west. His bullets will track you so make sure you're faster than he is.

This geezer is very difficult. Stand on the top pipe and wait for him to deliver the fire. When the fire approaches, drop down to the next pipe and use your batarangs, super ones if you have any left.

Level 4-1



The problem with the sewers is that it all looks the same. To make matters worse, there are a lot of bad guys, here is one of them. Crouch and kick him and he'll soon go down.

I'm not going to tell you which way to go, but there are plenty of items everywhere. Oh,alright then! From here, go left and up to collect a swarm of bats.

Level 4-3

This level is really puzzling at first. It appears that it's just an exercise in obtaining items. This is where your flight power comes in very handy and use it to control Batman and pick up all the items that are available.

Super seeking batarang, what more can I say?



This is where you need to land after picking up the items.

A good place to swing from to get the extra life which is just above on the right hand side.

Swarm of bats. Make sure you get this as it is one of your most effective items.

A short stage to get your breath back. Hopefully your swinging will be intact, so you can climb up to the top platform with no trouble at all.

Level 4-2

From this ledge jump right onto the next ledge,and then swing onto the grid.



If you happen to fall down here you will find some green slime and a gattling gun,it makes you wish you'd practised your swinging.

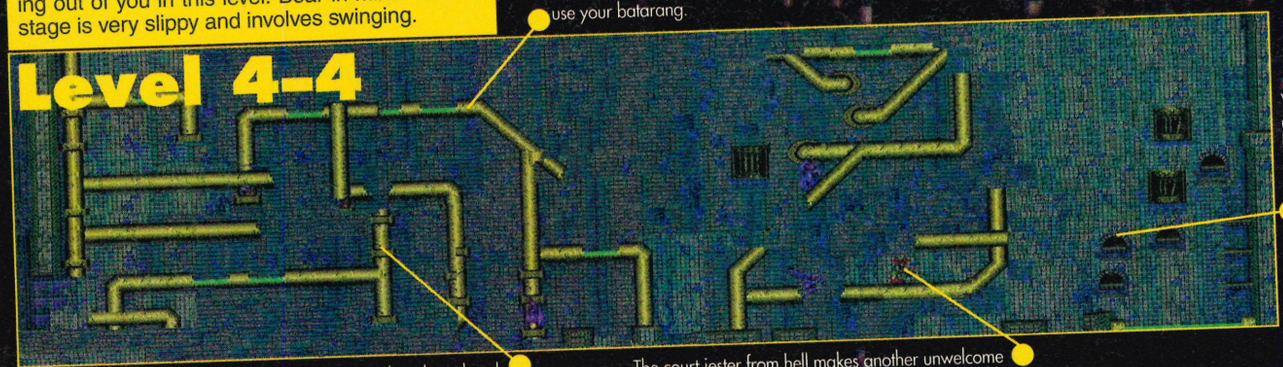


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More filthy sewers, Batman's going to need a bath after hanging around in here. A similar collection of bad guys are waiting to knock the stuffing out of you in this level. Bear in mind that this stage is very slippy and involves swinging.

Here are some smoke bombs guarded by the gattling gun man. Duck on approach, then use your batarang.

Level 4-4



Your swinging must be up to scratch as you have to reach the ledge on the right hand side to escape this level.

You need to climb these pipes to reach the item placed overhead.

The court jester from hell makes another unwelcome appearance. With his heat-seeking gun, he proves a handful, but by now you should know how to deal with him.

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Level 5-1

Never having been to Iceland I assume that this is what an Icelandic dungeon looks like. There are a great deal of spikes waiting to pierce your shiny rubber suit so tread carefully and use your rope to swing across dangerous bits.



If you feel like doing some bungee jumping, this is the ideal place to do it. You'll certainly die, but it's quite funny until the novelty wears off.

Punch the wall to receive a pleasant surprise of two items.

Use this to swing to safety. Make sure your grappling hook catches, or you're in for an icy bath.

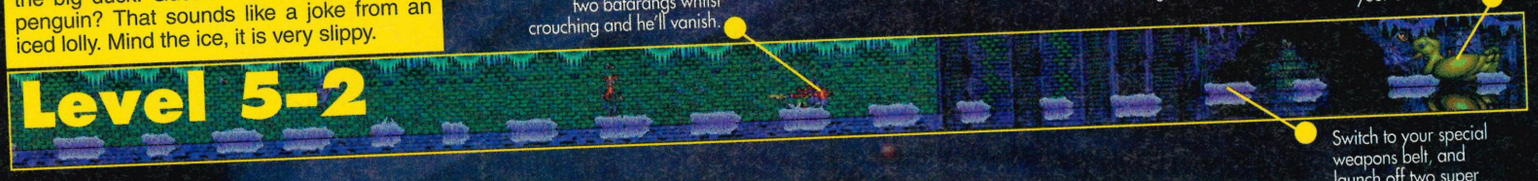
Nasty little jumps and a knife-thrower to contend with. As soon as you land on the first block, duck and use a batarang.

The things to watch out for are the killer birds which will fly at your head. Get ready to duck and reply with some of your own ammo.

Level 5-2

Getting a bit nervous? There's no chance to bottle out now. Jump the ice floes to get to the big duck. Guess who's on the duck, a penguin? That sounds like a joke from an iced lolly. Mind the ice, it is very slippy.

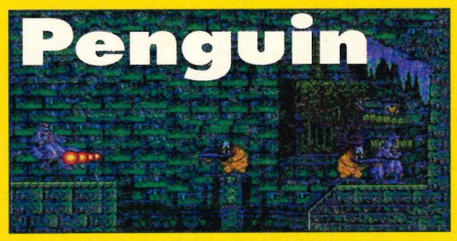
The court jester is back! This time, he's got rid of the Uzi and found a bazooka. Fire two batarangs whilst crouching and he'll vanish.



Switch to your special weapons belt, and launch off two super batarangs. This will make the Penguin's energy go down by half.



Penguin



The final guardian. When the Penguin appears, immediately shoot at him using either batarangs or super-seekers. When he fires back, jump the first grey laser, then wait. After two seconds, Penguin will fire again, this time with a red laser. Jump this, then when his energy is empty, go to the right and destroy the electrical box. When it explodes, watch the Penguin die and you'll complete the game.

5-3

This is the last hurdle before the final confrontation with the Penguin. I bet your nerves are pretty strung out, that's a sign of a good game and *Batman Returns* definitely qualifies. Keep your cool and you'll make mincemeat of that fish-eating freak.



This is where you need to go. Bear in mind if you slip off one of the platforms, you're going to have to do it all over again.

Make sure you use quick jumping or you haven't got a chance.

From this platform, another wooden platform will appear. You'll have to use your grappling hook in order to get onto it.

Objects

A quick summary of all the objects that are available throughout the game. They're all very useful, but some more than others. Keep your eyes peeled.



This is exactly what you want, an extra life. Certainly not to be sniffed at and found only in the most hazardous positions.



Pulsing heart. This will fully restore your energy. Hearts are often located near level guardians.



Smoke bomb. Plenty of these up for grabs, they blinker your opponents and are very useful on the lesser minions.



Super-seeking batarangs. Seem to be the most useful items in the game as they seek out your opponent and seriously destroy their energy.



Ordinary batarang. Yet again, these are very useful. Disarm your enemies with one of these.



Swarm of bats. Batman's mates will take care of any baddies that try to hurt you. Excellent FX!.



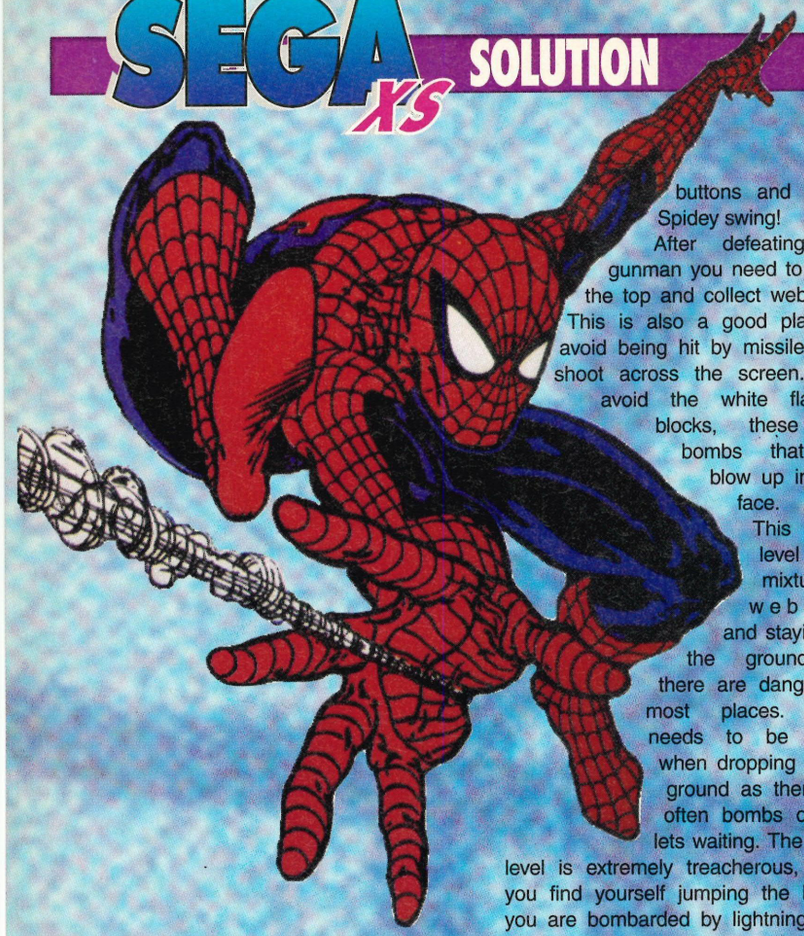
Grappling line. One hit from this lethal line can totally wipe out the bad guys. Use sparingly because there are not too many lying about.

SUMMARY

GAME NAME: Batman Returns
TIME TO COMPLETE: 2 days
HIGHEST SCORE: 570,000
NUMBER OF LEVELS: 5
CHALLENGE RATING: medium/ hard

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

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SPIDER-MAN
RETURN OF THE SINISTER SIX

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GAME GEAR

Whilst working in a lab, photographer Peter Parker was bitten by a radioactive spider... hang on, you know all this. Basically he's back! Our arachnid friend returns in another mad adventure where yet again the insane criminals have got together and are planning to take over the world. The Kingpin has been replaced as head of the organization by an old favourite, Dr Octopus. Acclaim present us with a follow up that has everything that *Spider-Man* had, and more! It's equally difficult and Spidey's going to have to be at his sharpest to survive. Acclaim have made it harder; giving you only one life and two continues, so things aren't going to be easy. The web slinger's done it once and he'll do it again, it's all up to you!

LEVEL 1-1

The freak in the green shell suit is back! Electro has been released from prison where he was too hot to handle and he's not a happy chap. Spidey well and truly murdered him last time, so Electro's out for revenge.

The first level of this game appears as a street scene. As soon as Spiderman appears on screen he's fired at, so crouch and punch the enemy straight away. It's certainly not the last time you're going to be using this move. You need to get used to the controls and become familiarised with webbing. To do this hold down both buttons and watch Spidey swing!

After defeating the gunman you need to go to the top and collect web fluid. This is also a good place to avoid being hit by missiles that shoot across the screen. Also avoid the white flashing blocks, these are bombs that will blow up in your face.

This first level is a mixture of webbing and staying on the ground as there are dangers in most places. Care needs to be taken when dropping to the ground as there are often bombs or bullets waiting. The street level is extremely treacherous, when you find yourself jumping the boxes, you are bombarded by lightning bolts as well as bullets. If you have lost an energy point at this stage, you will be able to get one back when you reach the end.

LEVEL 1-2

After a brief run around outside, Spidey finds himself in the warmth of a warehouse. There is plenty of electrical tomfoolery to catch Spidey out, so keep your Spidey sense in overdrive. Inside, drop to the bottom and a gunman will be waiting for you, but you can avoid him by staying to the right hand side. From here, go up, keeping to the right. Plenty of bullets and lasers will greet you here so take care. Crouching underneath bullets is the way to avoid being shot, and the lasers just require a timely jump.



Mind out for the square electrical boxes as these will zap your energy. After going right as far as you can, drop to the bottom and proceed left. Break the barrier and go through. Jump onto the platform and leap left. Here you will find a key which enables you to get into the next room. The next bit requires some deft jumping as a string of bullets are sent your way. Dodge these and when you see the door, stand in front of it and press up to meet the guardian.

LEVEL 2-1

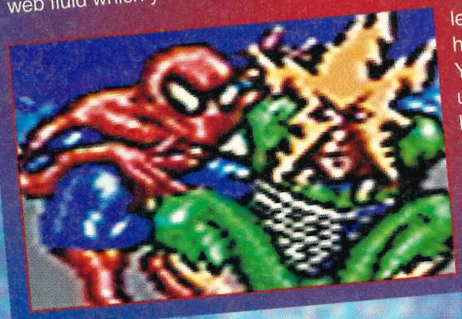
As soon as the screen opens there are bullets from crazed gunmen all around you. As you progress into this level you'll find tonnes of slime and rats. Dropping slime will make your energy go down so avoid it where possible. Also, the rats give you a nasty bite so jump over these.

As on the first level, Spidey has to get a key to retrieve the TNT detonator. Things are starting to get a bit more lively now and you can't beat a good explosion to get the blood rushing!

To get the detonator, climb the pulley rope to the very top. Jump onto the lintel, run and jump to the left. Pick up the explosives and run back to the pulley; taking great care not to get shot. Drop down the rope until you see the first box. From the floor on the right, make your way right and up the chains. Follow the course and watch as the TNT takes effect and blows a way clear for our webbed friend.

ELECTRO

Electro first appears hidden, go to the right and you'll see him frozen in a force field. Crouch and punch the lever to the right to release your arch enemy. Once done, he'll rise up to face you. At the top of the computer is web fluid which you need. On top of the computer you will be fired upon by Electro. The only problem with Electro is that he can't fire straight. Your best bet is to stay under the platform that he stands on, and when he draws level, web him. Repeat this technique until he is dead. Electro requires nine hits to defeat him.





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SANDMAN



We'll you don't have to be exceptionally clever to work out where the Sandman lives. That's right, the Sandman's moved to Milton Keynes and is now married and living happily with Brenda, his wife and two kids – not! As opposed to the first Spiderman game, you can't kill the Sandman with water. Basically this is because there isn't any, and also Acclaim wanted to make the game different.

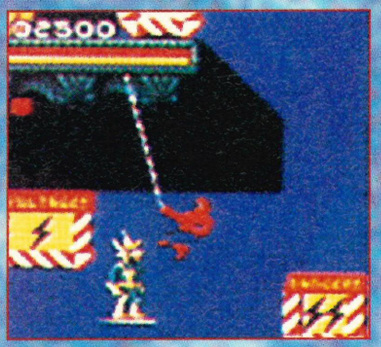
The Sandman's lair is big, but you will find your best bet is to stay in one place because the Sandman goes where Spidey goes.

Your enemy rises out of the ground and will fire sand flans at you which hurt. Crouch and attack the Sandman when he gets in range. Keep moving right and ducking when he throws a flan to get close to him, then punch him repeatedly nine times. The main problem with the Sandman is distance. If you stand too close you have no chance unless you have some webbing fluid left, if not, don't get too close or the Sandman will crush you.

LEVEL 3-1

It's Sellafield! Spidey has found his way to a nuclear power plant where the evil henchman of Mysterio lie in wait. This level is very different from the others in that there are four short levels. Graphically this level is superb, there are plenty of excellent visuals to be had on this one!

Move right from the start, if you run too fast you'll get shot. More Gunfire awaits you as you make your way right, so go steady and keep crouching. There is no web fluid to be found so you will have to defeat your enemies by muscle power alone. Killer insects which charge you will also attack on this level. The trick is to jump slightly to make them charge, then when they attack, crouch down to avoid them. Keep going right until you see some jagged doors and push up.



LEVEL 3-2

The next level is very similar, the only real difference is that you go left instead of right. Stay along the bottom until you come to the furthest ladder, climb it and go left. You'll see the infrared goggles in the top left corner. Make your way back right, jump onto the first platform and you'll see more doors.



LEVEL 3-3

It's all gone red! Now you see why you had to get the goggles, if not, then this area would be totally black. This level is pretty easy and there's not much danger. Drop to the bottom and go left, you'll see a ladder. Climb this and beware of the gunman who is your only obstacle, so run through him and keep going left until you see another set of jagged doors.



LEVEL 3-4

On this stage you will find that there seems to be much more of everything. More bullets, more killer insects and exploding feathers. With the feathers, wait for them to drop and then proceed. Follow the same instructions for the bullets and insects. Stay right for as long as you can and then follow the passages. Basically there is no other way for Spidey to go. Through the jagged doors and you'll meet the man with the fish bowl on his head.

LEVEL 4-1

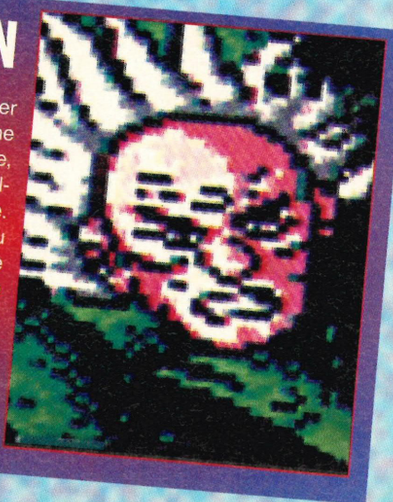
This is by far the easiest level of the game, there is only one stage and it shouldn't prove too much of a problem. The level is very similar to the first, the main difference being that the henchman here have bazookas. You have the choice of webbing across the rooftops (this is the way to go if you're looking for safety) or if you're feeling more suicidal, along the ground. If you are in the game for points and high scores it is worth taking the lower route, but is very treacherous.

MYSTERIO



Spidey appears in a psychedelic library with no books, but where's Mysterio? They seek him here, they seek him there, those crime fighters seek him everywhere. Mysterio appears in a flash and is difficult to hit. The trick is to stay in the same place because he'll follow you. Defeat him by crouching and punching. You won't have any web fluid, so you'll have to rely on accurate punching. Be quick with your reflexes and don't forget to crouch, otherwise you'll be hit by the boomerangs that Mysterio hurls at you. As with the Sandman, don't get too close or you'll pay for it.

VULTURE WOMAN



Stay in the one place and avoid her droppings.The Vulture woman is the easiest level guardian of the game, she does not pose much of a challenge for someone of Spidey's calibre. It doesn't really matter where you stand, all you need to do is avoid the bombs that she drops. Luckily she only drops a few and then lands. When she is on the ground, punch her in the stomach. The only thing to worry about is her flapping wings but even these don't create too much of a

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SEGA XS SOLUTION





SUMMARY

GAME NAME: Super Mario Land 2
TIME TO COMPLETE: 2 days
HIGHEST SCORE: 5.290,100
NUMBER OF LEVELS: 6
CHALLENGE RATING: Easy0

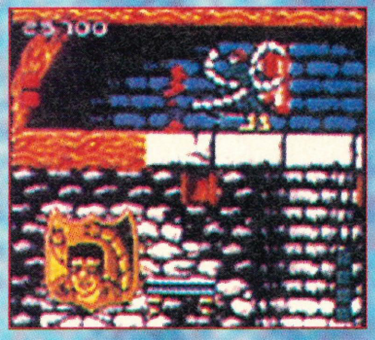
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LEVEL 6-1

No longer in the green wilderness of the forest Spidey is now in the more urban surroundings of the city park. All the henchman that Spidey has faced in the last five levels appear to sort him out good and proper in the final confrontation. Spidey is bombarded from every angle by bullets, bombs, missiles and wooden clubs. There is no point in trying to web you're way out of it because you have to take it like a man, or a spider in this case. Use all the techniques that you have learnt throughout the game and you will get through. Again, try and get as much web fluid as possible; you're going to need it.

LEVEL 5-1

The Hobgoblin has set loads of traps and Spidey must be careful.There are the henchmen who stand on platforms wielding clubs, to defeat them, duck their clubs and kick them. Mad birds will also try to knock you off your perch by flying directly at you, keep checking because they appear out of nowhere. Gunmen also patrol most of the forest, so deal with them in the usual manner. Be careful, because some of the ropes lead to danger, by climbing some of them, you'll be walking directly into a firing line. The most important thing to find on this level is web fluid, there's plenty of it, so make sure you get it all, you're going to need it!



DR OCTOPUS



Once you've got through that level, you'll come to Dr Octopus' castle. Hasn't he gone up in the world? Last time he was hanging round in a dirty warehouse, now he appears to have taken residence in a palatial mansion. Who said crime doesn't pay!

Dr Octopus is not an easy foe at all and you'll have to be sharp to defeat him. In the castle, drop to the bottom and go to the right, the tentacled one will appear fully armed. He'll launch bombs from his tentacles and you'll have to take great care in avoiding these. When he's stopped firing – which isn't very often – crouch and web him again. If you have no web fluid, punch or kick him, but be wary of his tentacles. As with the other guardians, there is an energy gage which will show your enemy's energy. Keep at it and he'll eventually die.

THE HOBGOBLIN



Entering a cavern you are immediately fired upon by the Hobgoblin. For *Spider-man 2* the Hobgoblin seems to have returned madder than ever! He will fire lasers from his flying skateboard and also hurl objects for you to avoid. If you get trapped by his shots, you're history, so keep moving. Spidey's best bet is to go to the bottom of the section where there is web fluid, collect this and return to a platform. Follow the same method as Electro, that is, stay under him and when he's level web him. If you're out of web, punch the Hobgoblin. The moves on the Hobgoblin require practice but once mastered, he's easy meat.



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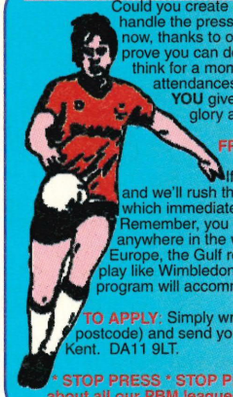
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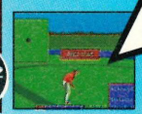
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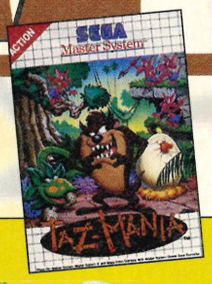
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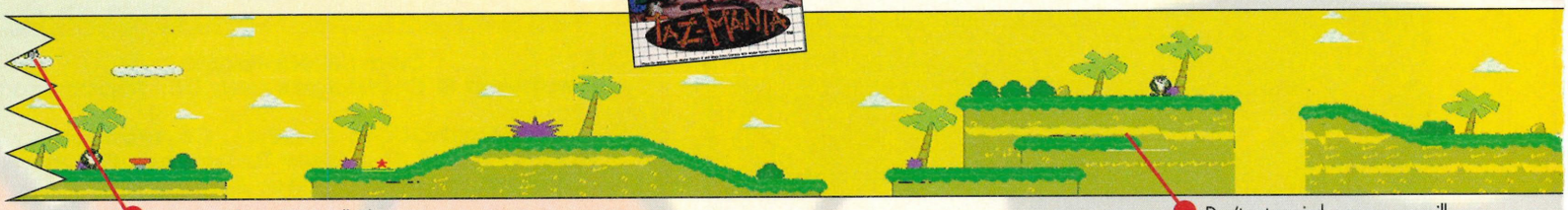
TAZ-MANIA

SEGA ● £29.99 ● PLATFORM ADVENTURE

That loveable Tasmanian devil is back, this time, to munch his way through the Master System! Taz's as hungry as ever and luckily there's plenty to keep his iron stomach full. Join Taz as he whizzes off in search of the world's biggest omelette. This will hopefully keep Taz full for a whole year, but he'll probably be down at McDonald's first thing tomorrow morning, ordering nine chicken nuggets with mild mustard sauce. SEGA XS turned into a whirling dervish for the full MS solution.

MASTER SYSTEM



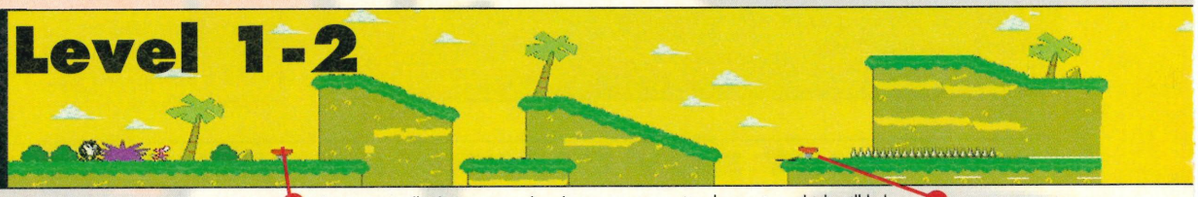


Jump onto this spring. It will take you to this platform, From here, jump to the left and collect the extra life.

Don't get carried away as you will run straight into a bomb.

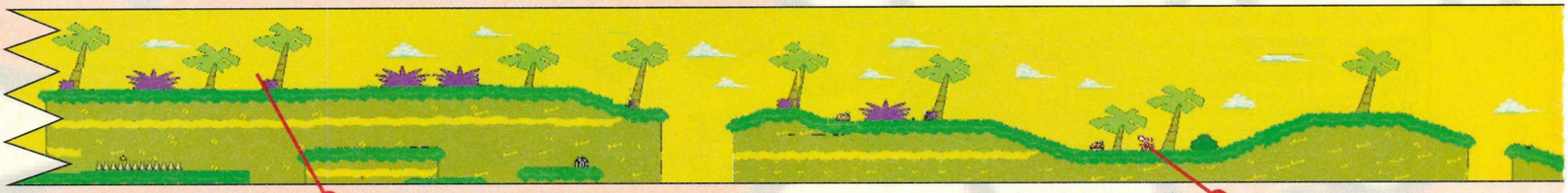
Level 1-2

Now you know what the precarious platforms entail, be prepared for another stage of mayhem. There are a few added dangers, including more spikes and bombs, so don't get too mad or Taz will fly off the edge and lose a life.



This spring will take you onto the platform up above where you will find two bombs. Getting rid of the bombs gives you points, which in turn give you more lives, so get ready to whirl!

Another spring which will help to avoid the dangers of the spikes. Be prepared for a big jump at the end.

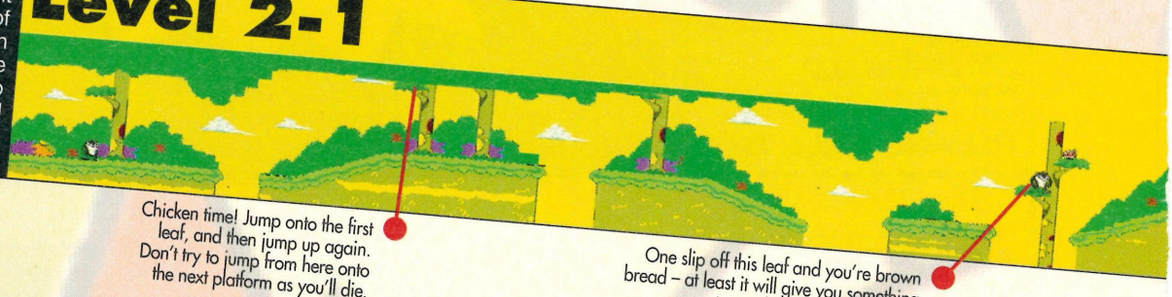


Taz is well fired up, the trouble is, don't let him get too worked up as he will get out of control causing him to die.

A juicy plump chicken guarded by a mouse is here. The mouse won't touch you if you stand in the spot where the chicken is which will give you time to get into a spin.

Level 2-1

This is the hostile jungle, and it is, if you consider being under constant attack hostile. The same style of graphics and layout are adopted on this level so it isn't too dissimilar to the last. Many jumps require accuracy, so be precise. Stay level-headed and you'll be safe.



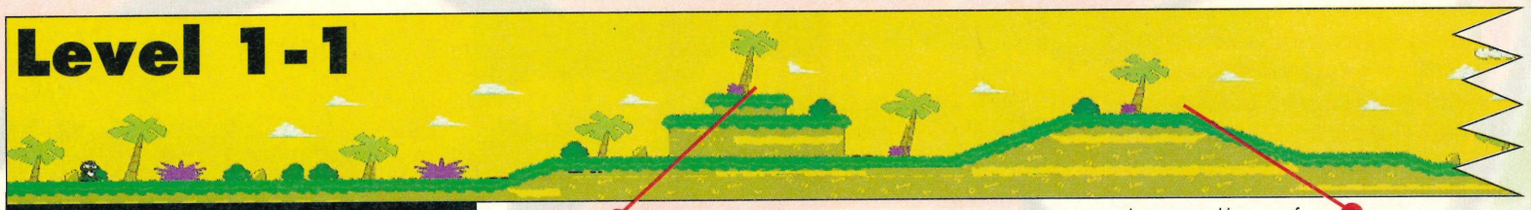
Chicken time! Jump onto the first leaf, and then jump up again. Don't try to jump from here onto the next platform as you'll die.

One slip off this leaf and you're brown bread – at least it will give you something to put the chicken in (ho ho).

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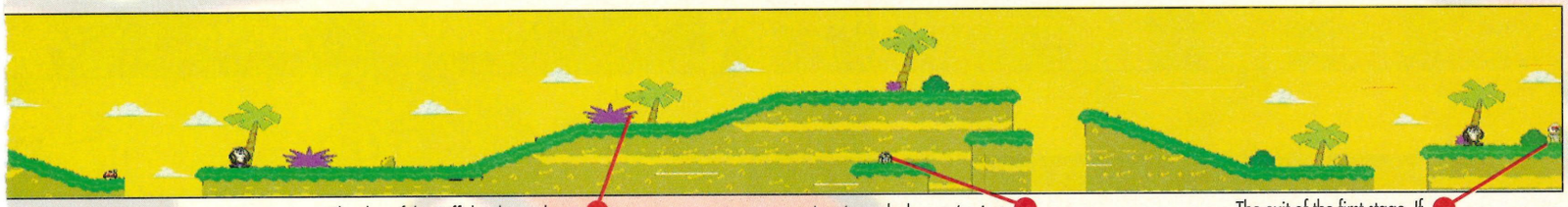
Level 1-1



Start off your adventure on a precarious plateau filled with danger. Taz is very hungry so get ready to eat anything that gets in your way, I assure you that there is plenty to keep Taz's hunger at bay. Triffid-like plants and small mice with spears will hassle Taz and try to hurt him, but send our hero into a mad frenzy and he will destroy everything in his path.

There is a chicken here that will fill a gap in Taz's stomach, so make sure you don't pass it by. Unfortunately, you will be obstructed by a mad mouse and a man-eating plant.

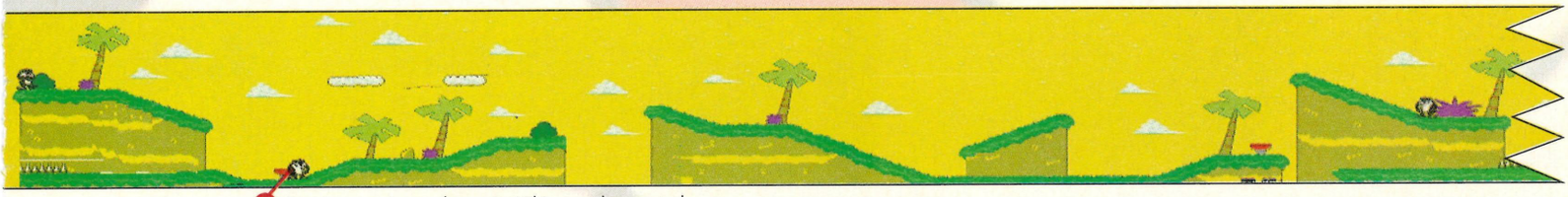
Watch your speed because if you go too fast you'll walk straight into a bomb which Taz will stupidly eat.



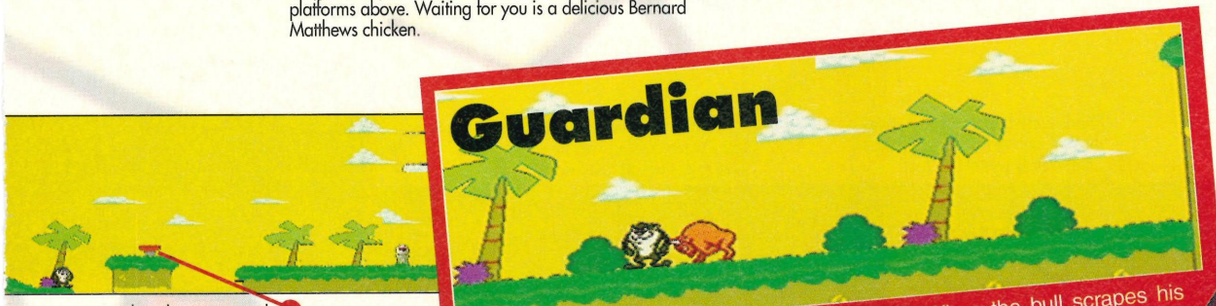
The day of the Triffids! These plants will put a serious dent in your energy. Spin into a whirlwind and wipe them out of your path.

Aren't you lucky, you've just picked up an extra life and here's another one up for grabs.

The exit of the first stage. If you've done this correctly you will have two extra lives and hopefully most of your energy intact.



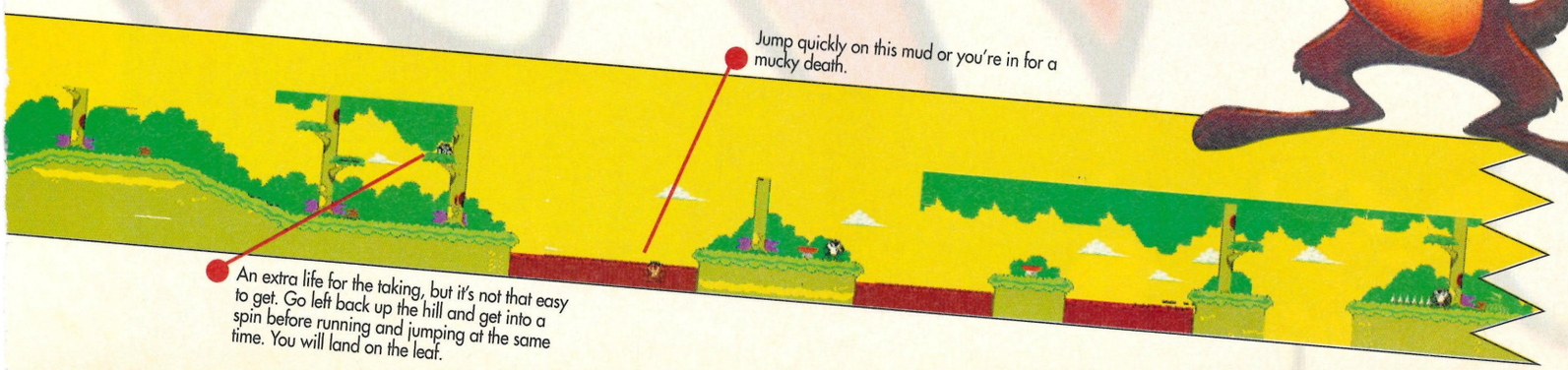
Surprise, surprise another spring! This one takes you to the platforms above. Waiting for you is a delicious Bernard Matthews chicken.



Land on this spring and keep going left whilst in the air and you will reach a platform. Jump onto the smaller platform and collect the extra life.

The end-of-level guardian, what a load of bull! When the bull scrapes his hoof, he is getting ready to charge. When he does, go into a whirlwind and hit him repeatedly. The bull will go off the screen and move to the right, then return. Use the same method to defeat him.





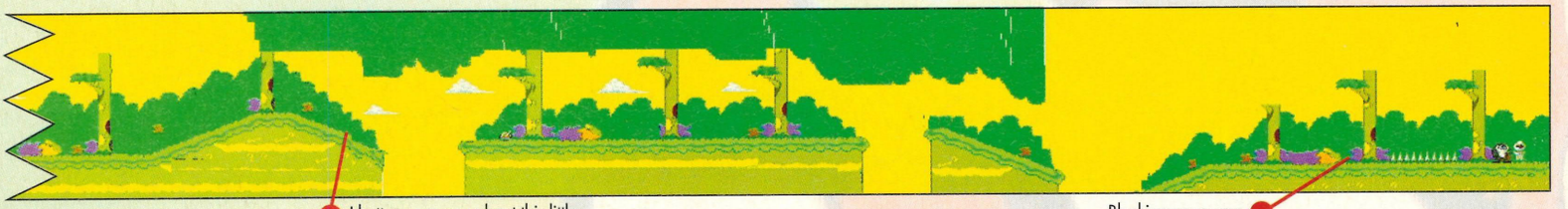
Jump quickly on this mud or you're in for a mucky death.

An extra life for the taking, but it's not that easy to get. Go left back up the hill and get into a spin before running and jumping at the same time. You will land on the leaf.

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SEGA XS SOLUTION





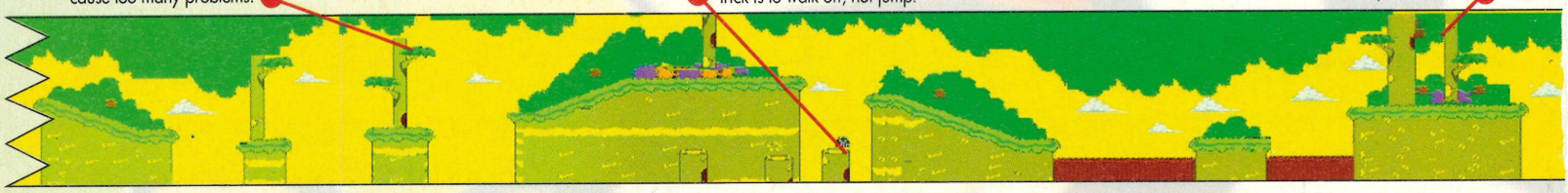
I better warn you about this little jump, As you go down the hill, make sure you press jump firmly or else you'll slip off.

Blocking your way between the end of stage are these spikes. Run and jump to clear it safely.

After those three precise jumps, the leap onto this leaf shouldn't cause too many problems.

An extra life for the taking. But it's not that easy. On the platform to the right, drop off left onto the log shown. The trick is to walk off, not jump.

Don't be deceived into thinking that there is chicken on this leaf, it's a bomb!

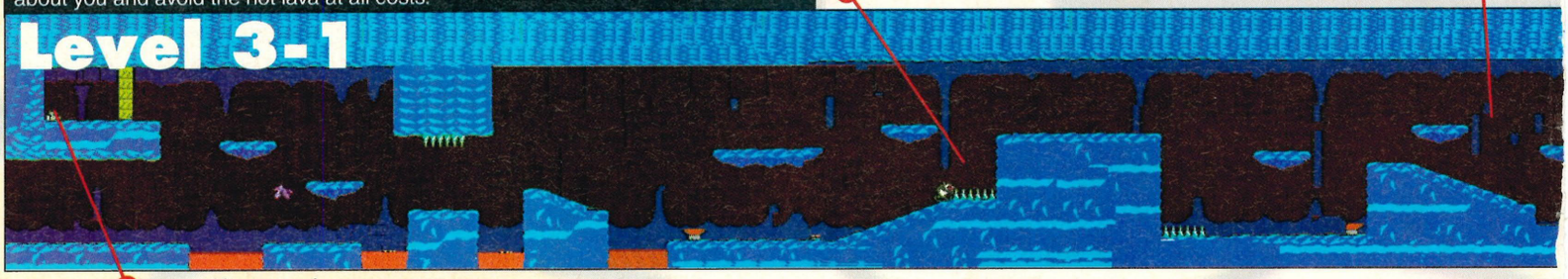


This cavern is pitched in darkness. It is a drastic change from the ambience of the last two levels and proves to be quite a complicated maze. As you can already see, there is plenty of jumping and spinning to be done, so get your fingers poised for action. The killer bats and living skeletons cause a problem, but keep your wits about you and avoid the hot lava at all costs.

You won't be able to jump here so go back and use the spring.

Don't slip or else there will be the succulent smell of burning flesh.

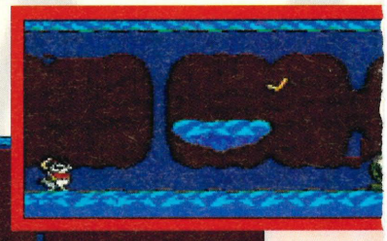
Level 3-1



An extra life is waiting for you here. Follow the route, then move back left along the platforms and spin through the wall.

This is a cleverly positioned skeleton that will annoy Taz. Also, a bat will continuously pester you here.

This bat will hassle you. Take care when dealing with him or you might fall off into the lava.

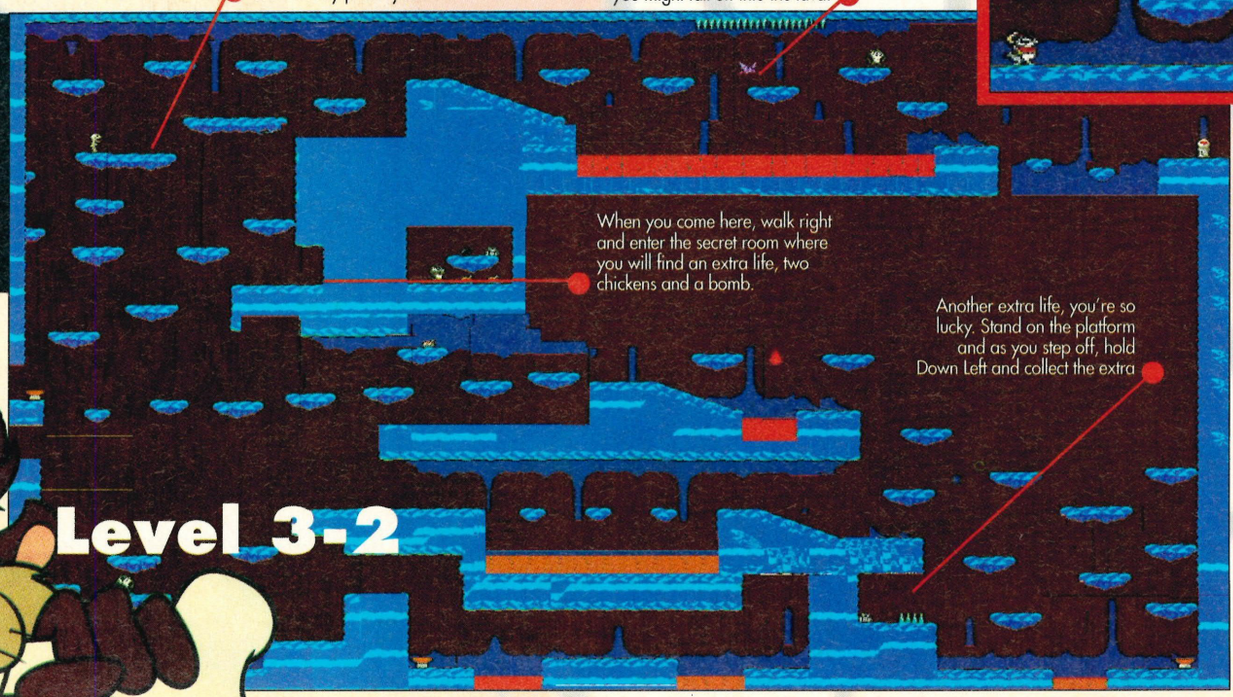


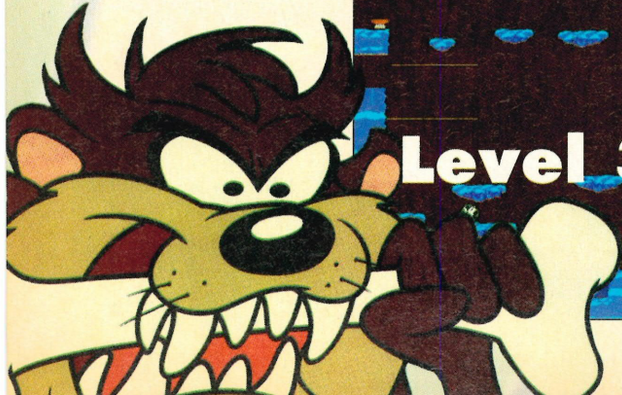
Much bigger than the last stage with far more things that can go wrong. You need to go all the way right in order to claim available items and then go all the way left to find the way back to the end of the level. Confused? You will be!

When you come here, walk right and enter the secret room where you will find an extra life, two chickens and a bomb.

Another extra life, you're so lucky. Stand on the platform and as you step off, hold Down Left and collect the extra

Level 3-2

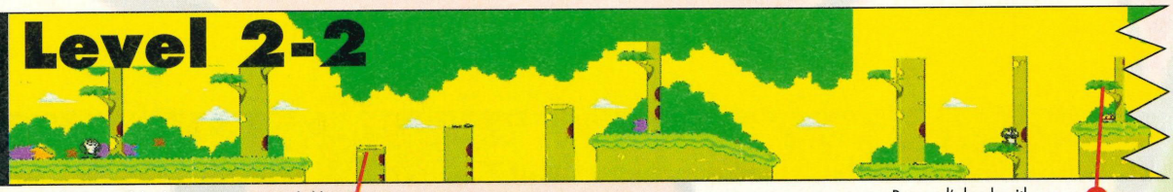




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The second stage of the hostile jungle requires more jumps as you have to spring from log to log. Care needs to be taken as one false move means Taz won't be eating ever again!

Level 2-2

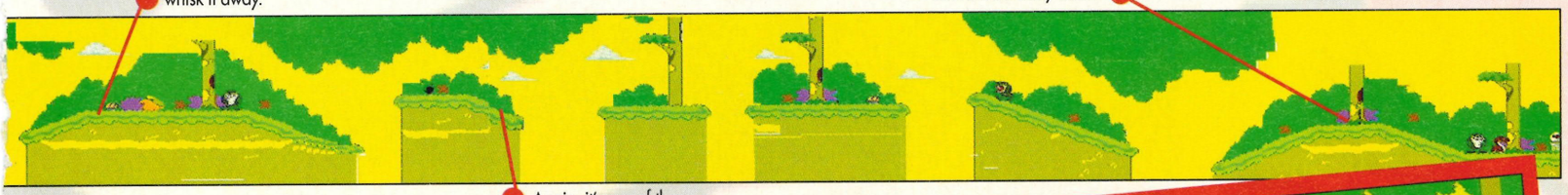


The start of the long jump. It sounds like the Olympics; don't rush or you'll fall.

Bernard's back with more chicken for Taz. Jump onto this leaf for a feast.

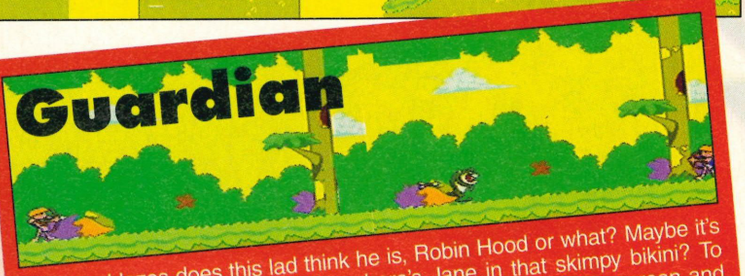
A nasty snake will obstruct your path so start spinning and whisk it away.

Run and spin onto this leaf as it means you won't have to confront the nasty snake.



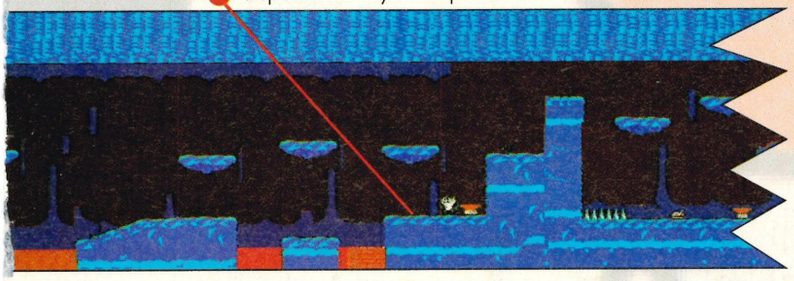
Again, it's one of those tricky jumps so push the jump button firmly.

Guardian



Who the blazes does this lad think he is, Robin Hood or what? Maybe it's a young version of Tarzan. If so, where's Jane in that skimpy bikini? To deal with this young upstart, stay on the left-hand side of the screen and wait for him to fire an arrow. He will fire three arrows, all which must be jumped. When he has done this he will bounce into the air towards you; make your move and hit him in mid air. Stay at the right side of the screen and repeat the same move, this time he will appear on the left.

There is a chicken next to the spring, so if you're on the top, drop down and fill yourself up.



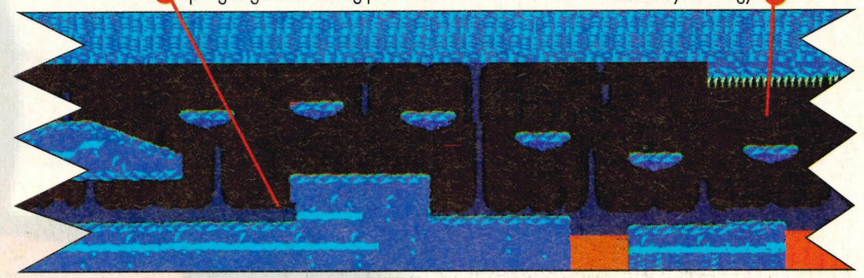
Guardian



The third level guardian is Australian, I think. The small shrew will launch two boomerangs at you, so wait until they are quite close and then jump onto the platform. They will follow you, but jump again to avoid these. Jump back left and when the shrew jumps onto the platform, jump and hit him. Repeat this method from other direction.

Again, there is no way you can jump, so go back left and use the spring to get onto the big platform.

The problem with these jumps is the spikes. Jump too much and you'll catch your head which will lose you energy.

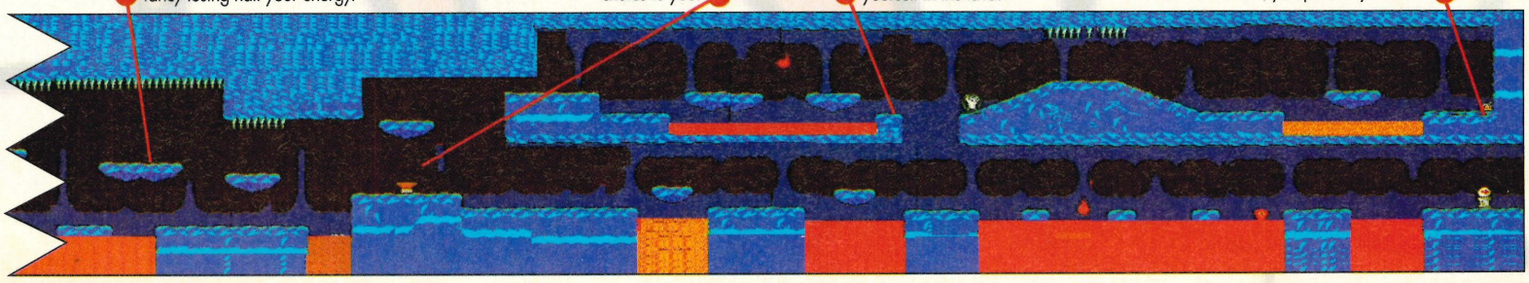


Mind the bomb, unless you particularly fancy losing half your energy.

You need to go both ways, so I'll leave the choice to you.

Don't drop down, keep at the top otherwise you'll find yourself in the lava.

You've gone all this way and your prize is a chicken. Well be honest, you probably need it.



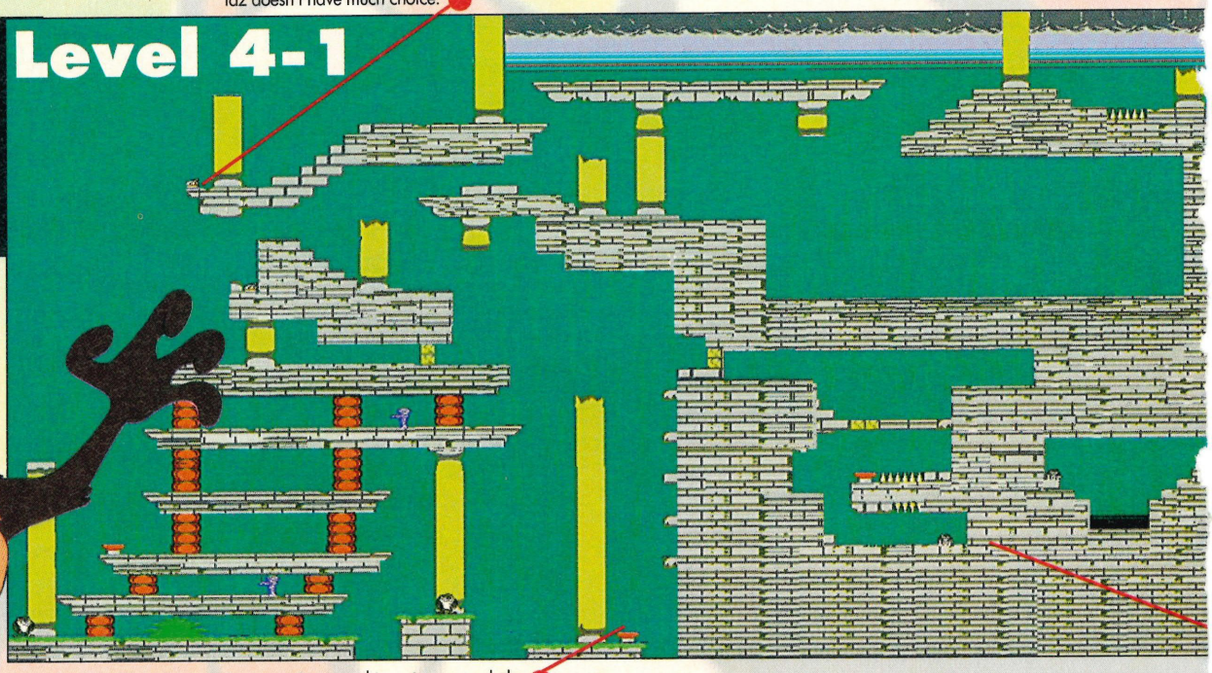
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Chicken for the hungry Taz. Personally I would be sick of chicken by now, but Taz doesn't have much choice.

The ancient ruins of Greece... not! As you can see from the map, it's pretty big. There are plenty of objects and extra lives up for grabs , so come on Taz, get munching and spinning your way through the level! There's not too far to go now until the giant omelette.

Level 4-1



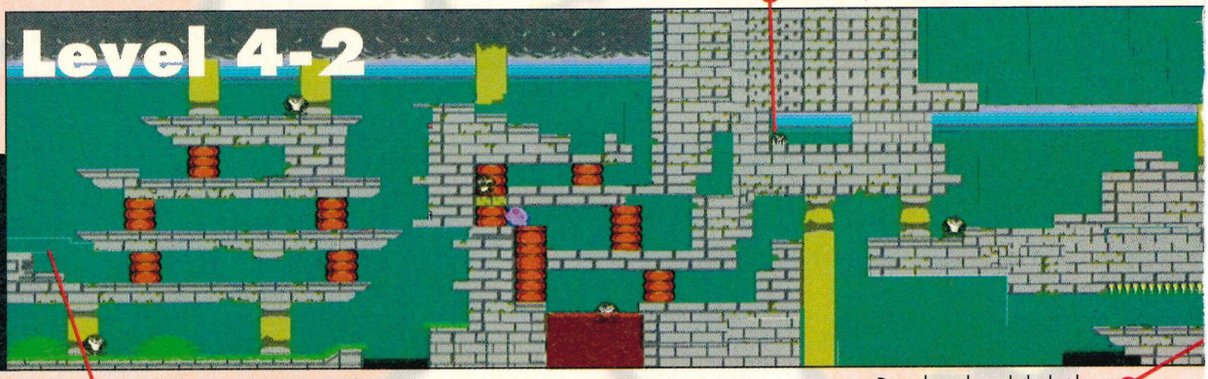
Jump on this spring to reach the blocks on the right side where clever jumping is needed to reach the top. This is done by jumping outwards and then bringing Taz back in.

There is an extra life tucked into the corner. To get it, jump onto the ledge directly above where Taz is standing and make your way left.



Level 4-2

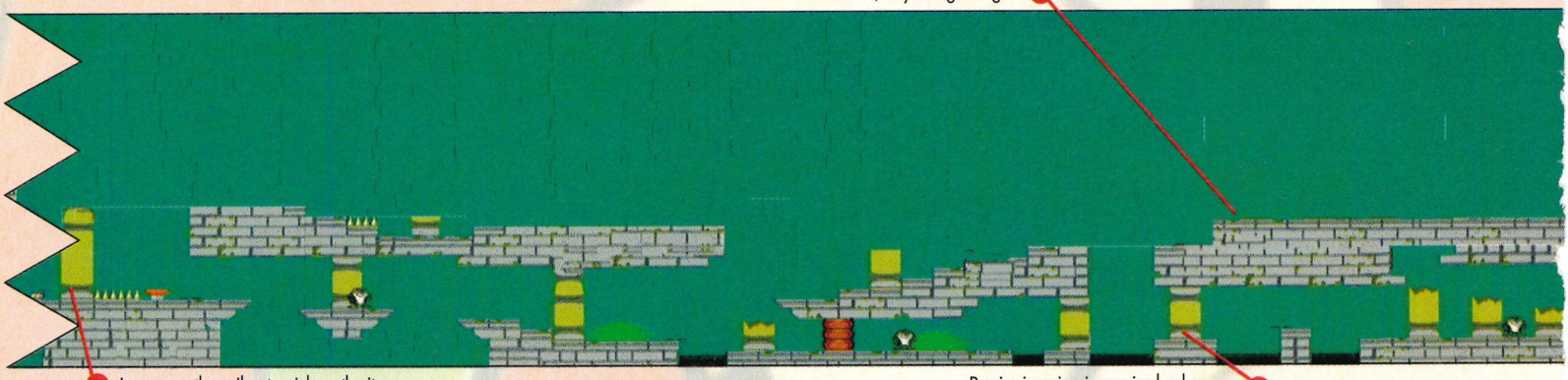
Stage two involves lava lamp fluid which Taz can actually sink into. The way to go is more of a problem than anything. You will often find yourself in a place that you've already been which can become frustrating, but I wouldn't lose any sleep over it.



Yet again, anyone for chicken? Oh I can hear you all rushing foward.

Drop down through the hot lava and avoid the spring, go to the right ledge and jump the gap. There is an extra life waiting for you.

Mind the bombs, or you'll get singed.



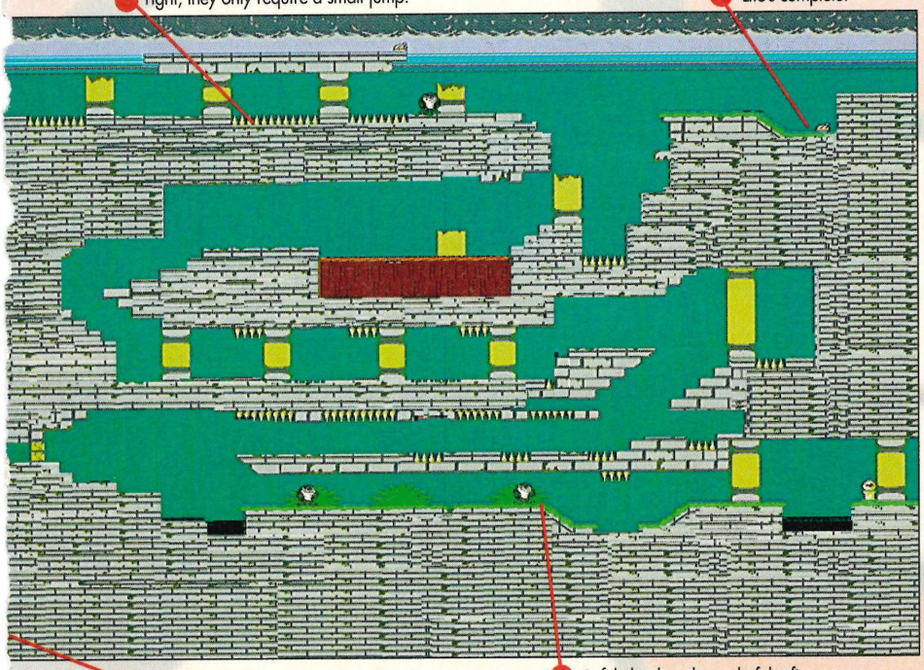
Jump over the spikes to pick up the item.

Precise jumping is required unless you want to fall into the black hole.

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Mind the spikes on the path going right, they only require a small jump.

Here's some more chicken. Life's complete.



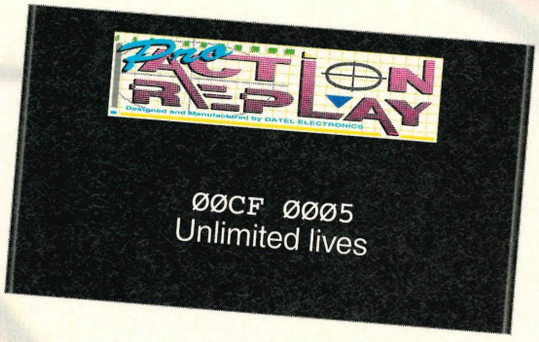
An extra life is here. After the difficult jumping, make your way to the right through the blocks and pick up your reward.

Safely back at the end of the first stage. Hopefully you have kept most of your lives, if not why not?

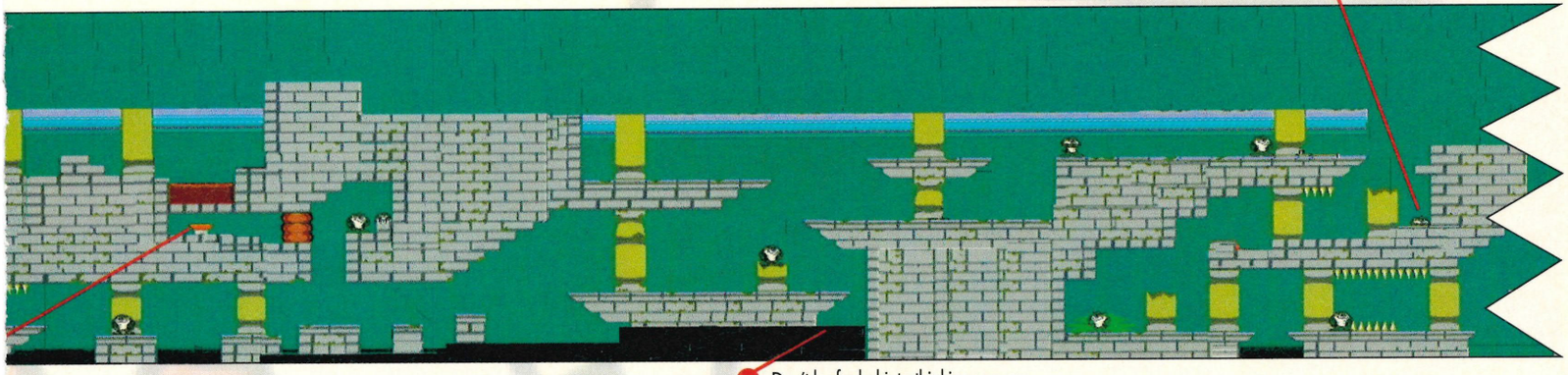
SUMMARY

GAME NAME Taz-Mania
TIME TO COMPLETE: 2 hours
HIGHEST SCORE: 4,490,000
NUMBER OF LEVELS: 6
CHALLENGE RATING: easy

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

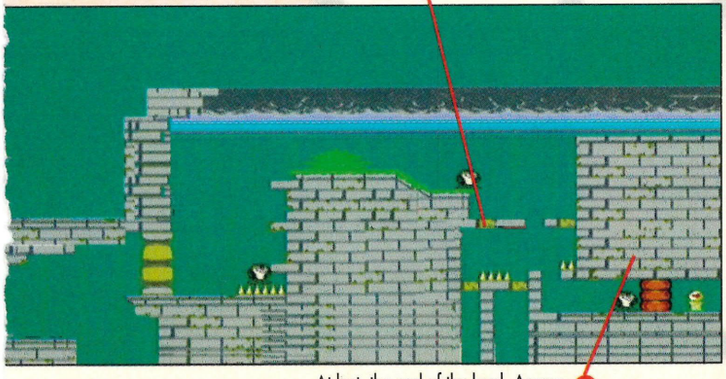


The one thing that is annoying about this game is the amount of chicken.



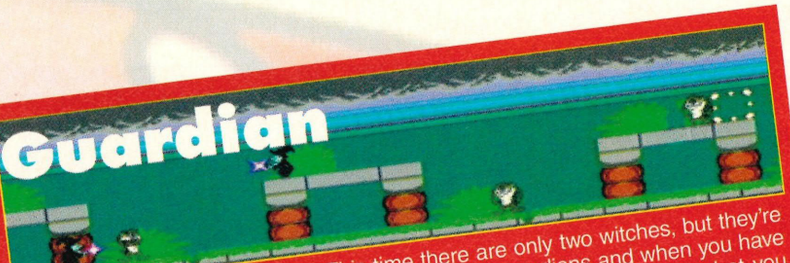
Don't be fooled into thinking you can drop into this black stuff, you can't.

Whatever you do, don't break through this block as it leads to instant death. After coming this far, you don't want to go back to the start, do you?



At last, the end of the level. As you approach it you should be well up on your lives – you're going to need them.

Guardian



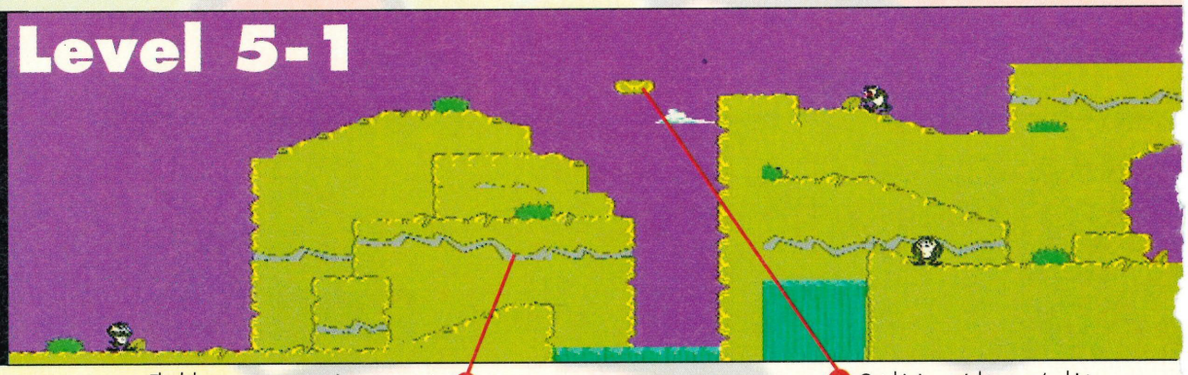
Hubble, bubble, toil and trouble. This time there are only two witches, but they're still a pain. The fourth level guardian is in fact two guardians and when you have disposed of one, the other takes over. Jump the first crystal that is fired at you and when the witches have disappeared momentarily, jump onto the top platform. When they reappear, jump the crystal and land on the opposite platform hitting the other witch in the process. As with the others, repeat the technique.

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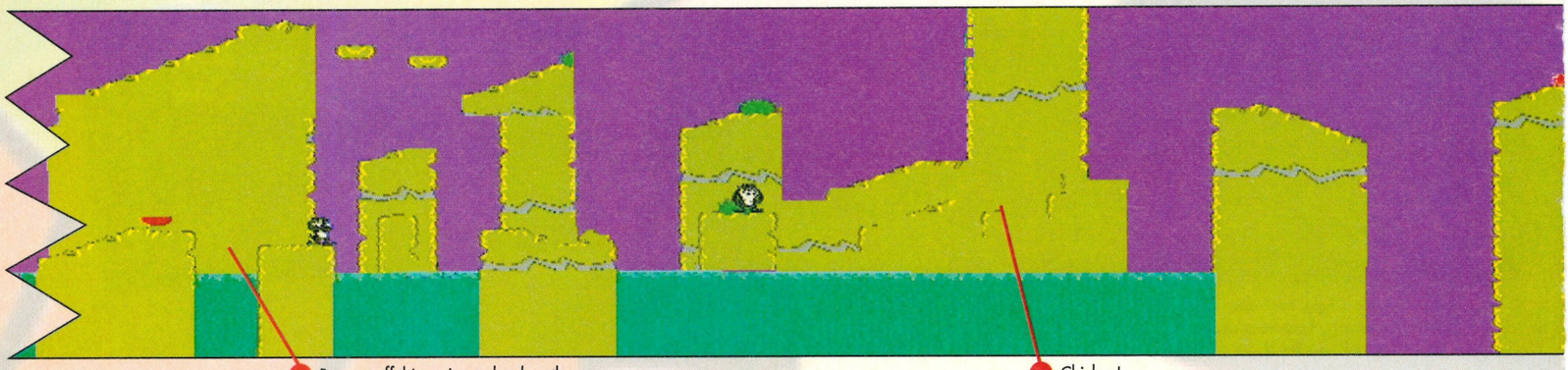
The last level. Taz's hunger has been somewhat subdued by the chicken, but what he wants is that omelette. Summon your last resources for the final uphill struggle and the feast of a lifetime. The square rocks are brilliant, I don't know why because they don't really do much, but they are good. There are plenty of distractions such as lobsters and a great deal of water to drown in. Good luck.

Level 5-1



The lobster creature can give you a nasty nip so make sure you deal with it first.

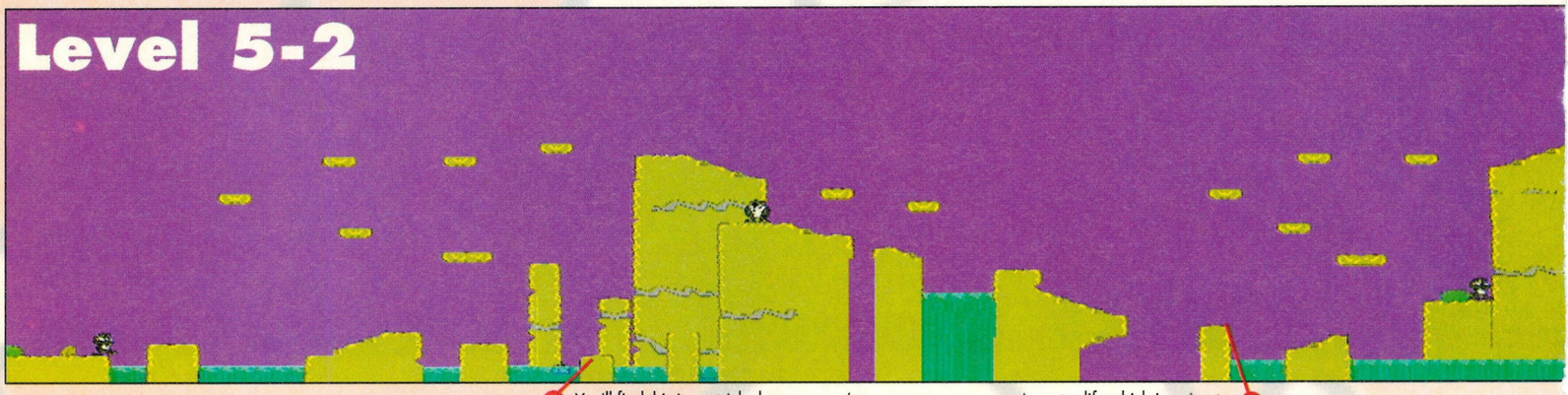
Get this jump right or you're history.



Bounce off this spring to land on the top platform where you will find an item waiting for you.

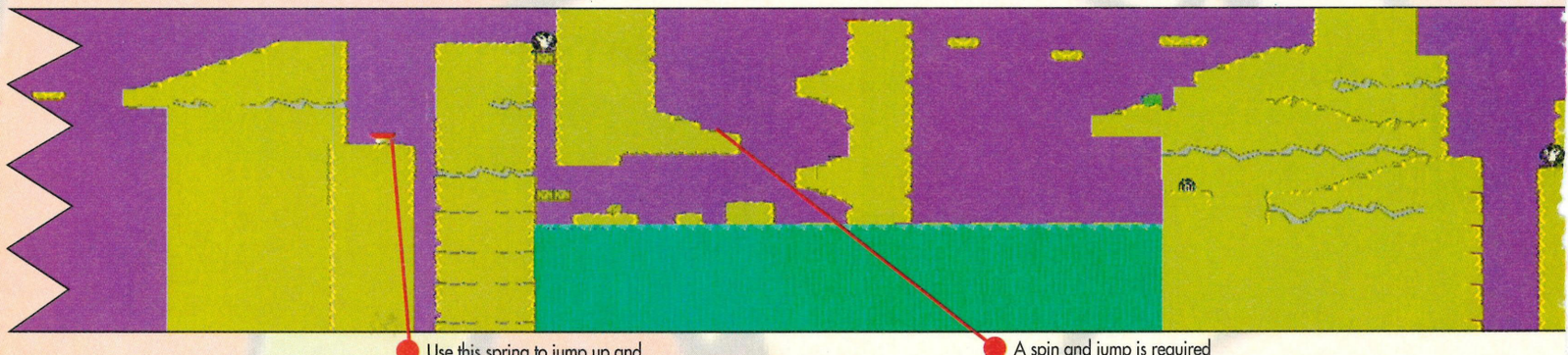
Chicken!

Level 5-2



You'll find this jump tricky because you're jumping so much that you get carried away and could possibly fall.

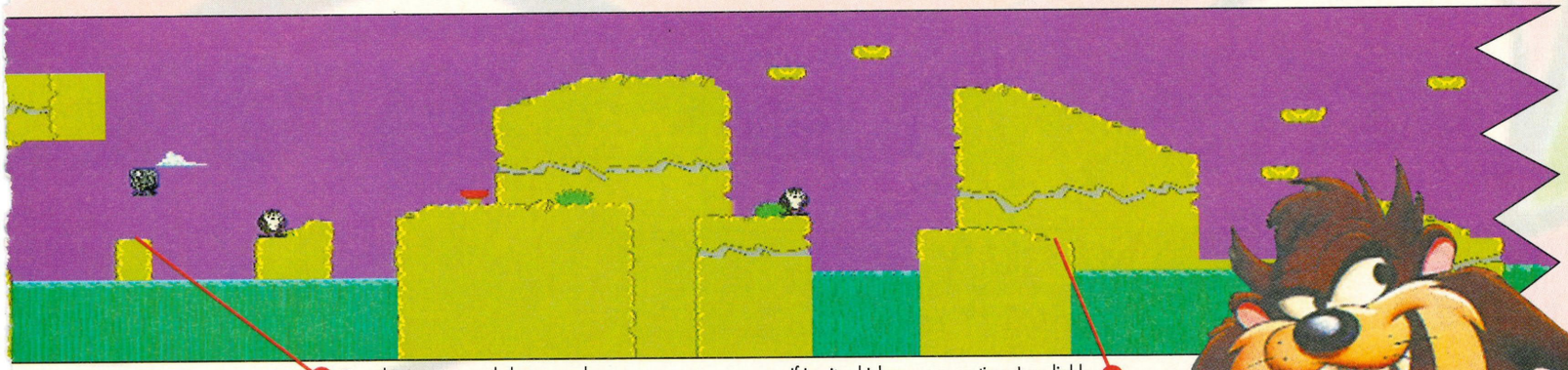
An extra life which is going to come in handy – mind the water.



Use this spring to jump up and right to land on the blocks that give way with a spin.

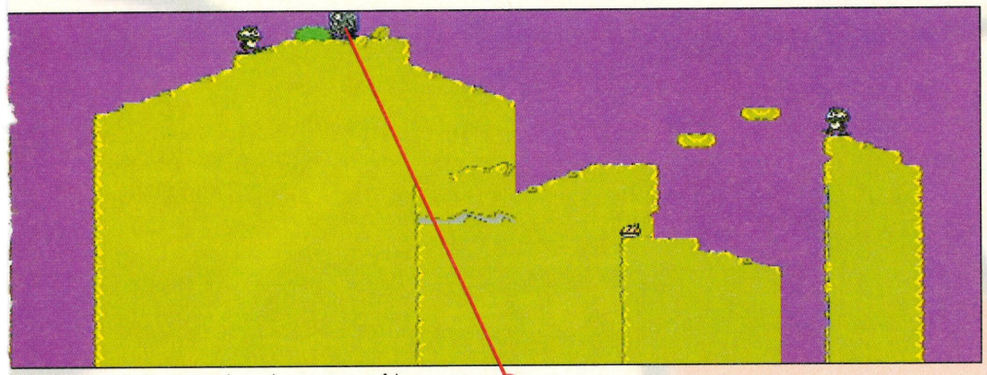
A spin and jump is required to get back across to the opposite platform.

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Time this jump correctly because when you jump toward this platform, the square rock will jump up.. As you land, jump quickly.

If I write chicken one more time, I am liable to have a nervous breakdown.

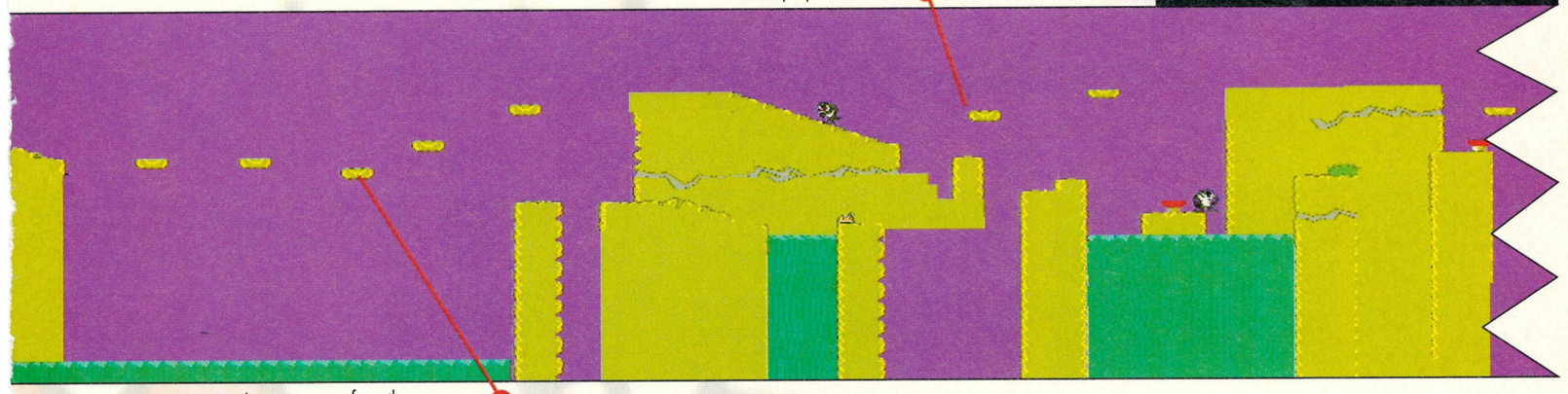


Spin the rock monster out of the way. It's a shame to hurt the poor fellow though.



The last level in Death Valley is submerged in water so make sure you don't get wet. The bonus items are restricted on this stage because you're coming to the end of the game and they don't want to make things too easy.

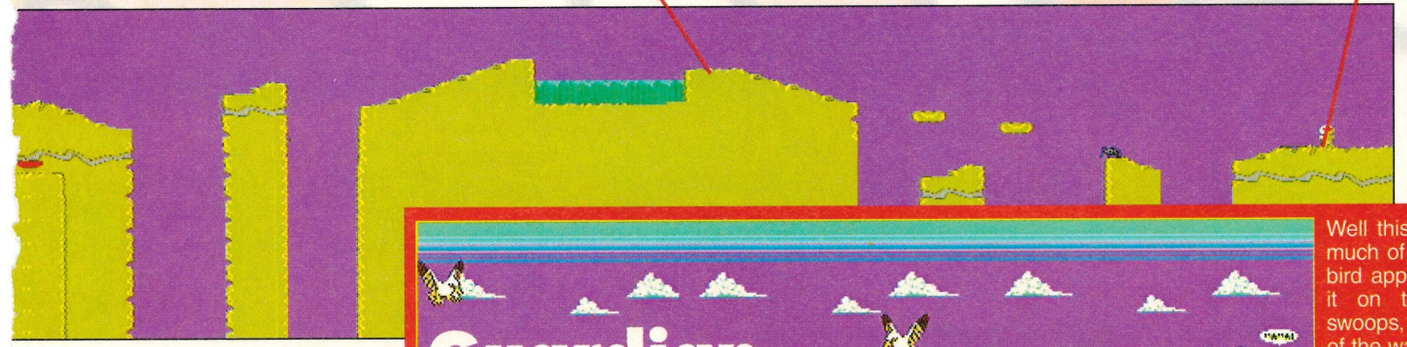
Hopefully your feet aren't sweaty or else you're liable to slip off into the purple wilderness.



As you can see from the map, one false move... need I say more?

Nearly there now. Don't get too excited as you still have to deal with the level guardian.

The last stage before the level guardian. If you're hungry, don't worry, it won't be long.



Well this is it, and it's not too much of a problem. When the bird appears, jump up and hit it on the belly. When he swoops, either jump or get out of the way. After about six hits, the bird dies and out pops the egg. Food time!

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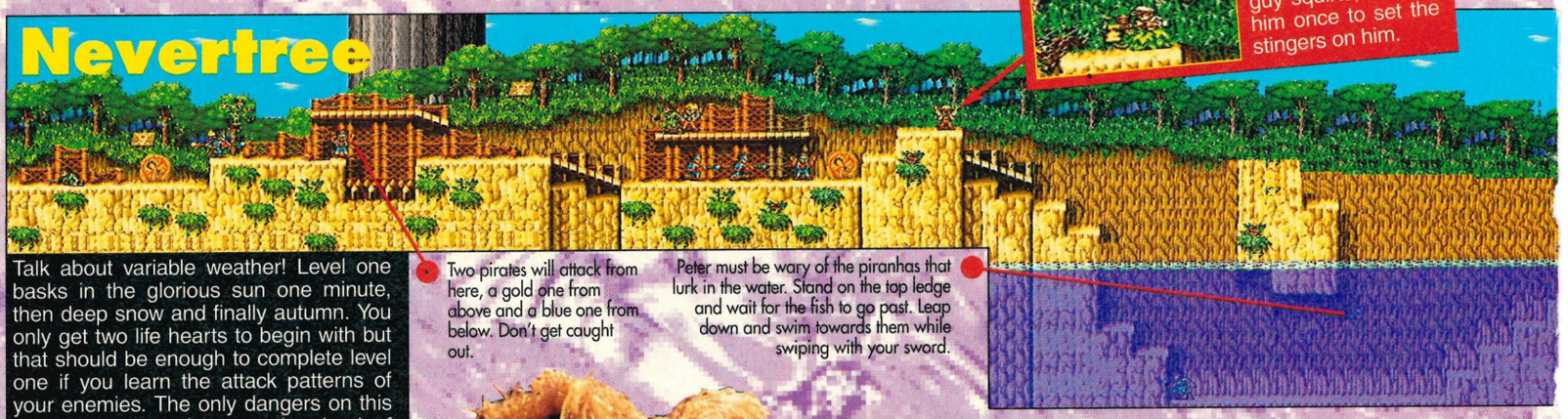
HOOK

MEGA-CD

SONY ● £39.99 ● PLATFORM ADVENTURE

The Mega-CD version of the Super NES game *Hook* is a superb graphical affair with ten massive, well-detailed levels teeming with evil pirates and bizarre Neverland creatures. You play Peter Pan and with the help of Tinkerbell (who gives you flying power) you must fight across Neverland to the pirate ship and a final confrontation with captain Hook! SEGA XS brings you the exclusive, fully-mapped solution to Sony Imagesoft's CD stormer.

Nevertree



Leap over the swarm of bees this guy squirts, then hit him once to set the stingers on him.

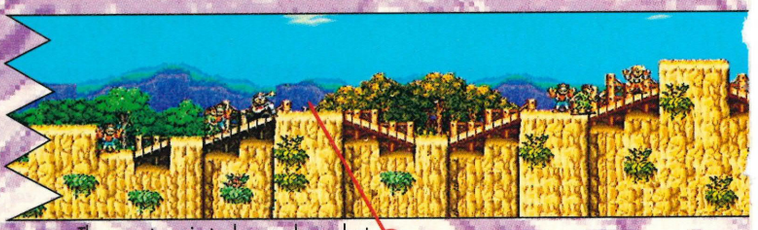
Talk about variable weather! Level one basks in the glorious sun one minute, then deep snow and finally autumn. You only get two life hearts to begin with but that should be enough to complete level one if you learn the attack patterns of your enemies. The only dangers on this level are some pirates and a load of spikes to leap. You will need to master flying if you want the 3-up in the snow section.

Two pirates will attack from here, a gold one from above and a blue one from below. Don't get caught out.

Peter must be wary of the piranhas that lurk in the water. Stand on the top ledge and wait for the fish to go past. Leap down and swim towards them while swiping with your sword.







There are two pirates here and a cook at the top of the ramp. This portly fellow takes two hits, so don't get hit because you thought you had finished him off.

Forest

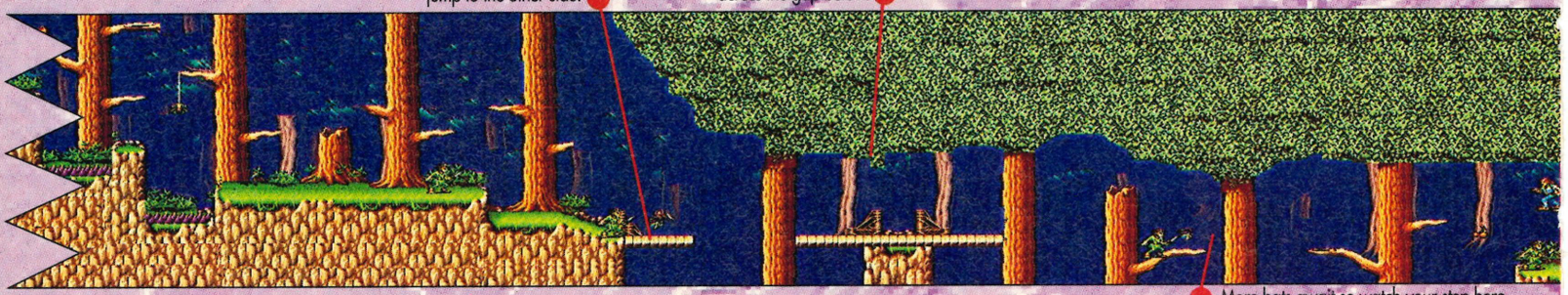
You can easily end your quest on this level if you get clumsy. After level one you are presented with a power sword that lets you shoot fireballs at enemies at great distances. However, if you get hit just once, it will spin away and you are back to the trusty old steel. The real trick with this level is learning how to leap from branch to branch while swiping at pirates with your sword. Power-ups and energy bonuses are scattered all around but you will need to be very nimble to get them all. If you fall off a branch near the bottom, you will instantly lose a life so always over-compensate and be careful at the end of this level because the jumps are extremely treacherous.



Grab this leaf immediately, it increases the amount of energy you can have with each life. Now you can take three hits without going back to the start.

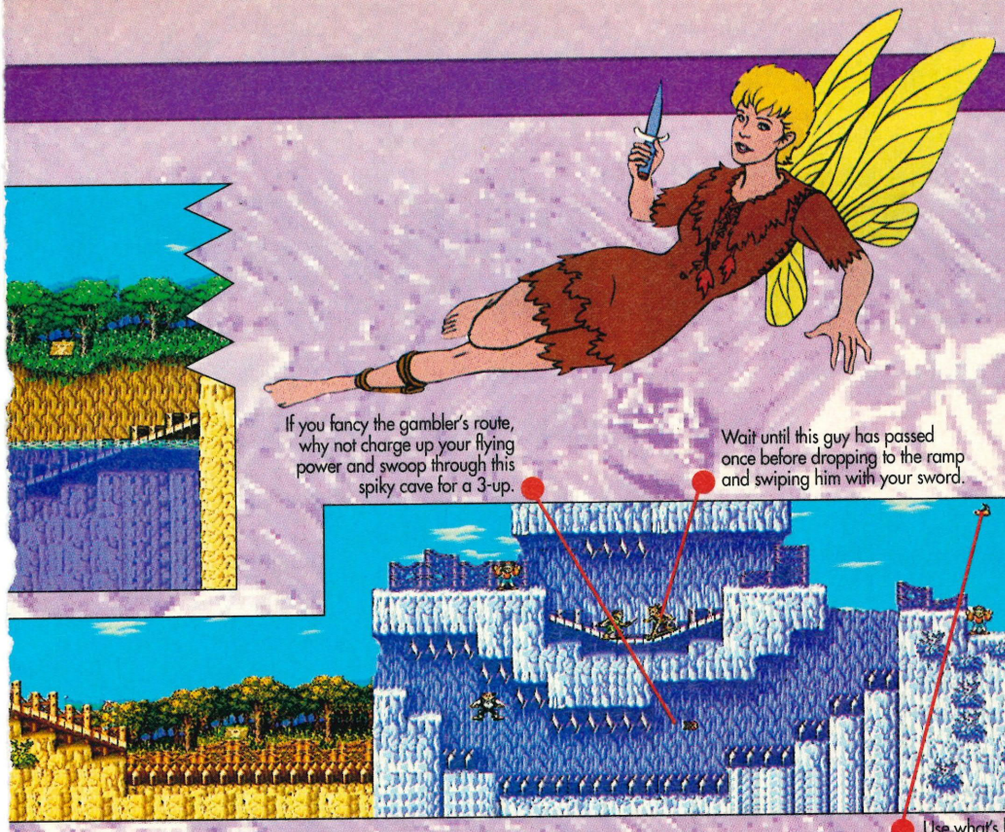
Kill the pirate on this bridge then take a run-up for the jump to the other side.

A bat lies in wait here; you must swipe it as you leap across the gap below.



More bats await so watch your step here. The gaps look easy enough but you can easily slide off the edge. The pirates will also try to push you off.

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If you fancy the gambler's route, why not charge up your flying power and swoop through this spiky cave for a 3-up.

Wait until this guy has passed once before dropping to the ramp and swiping him with your sword.

The first guardian is easily dealt with. Stand your ground as he runs towards you sword drawn. At the last second, leap over his head and turn back to face him. Hit him once then retreat to the other side of the log and repeat the process. The first hit will knock away his sword so he must try to get you at close range. Don't get trapped in a corner and don't wait too long to hit him.



Use what's left of your flying power to get these cherries for some energy. To get the pirate to the right, leap over him to the ledge below and hit his legs. Now it's on to the guardian.

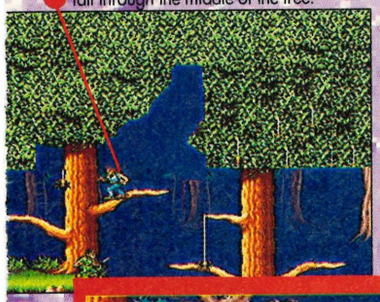
Touch the bees' nests and an angry swarm will attack you. Run away quickly or jump over the swarm to escape.



If you fall from these branches and land on the spikes below, you must use the limited invincibility to get back on the ledges or you will quickly die. The trick to getting past this section is to get on the highest trees and leap onto the lower branches to clear the larger gaps.

These archers will fire three arrows at various heights to hit you. Luckily, you can stop them dead with your sword.

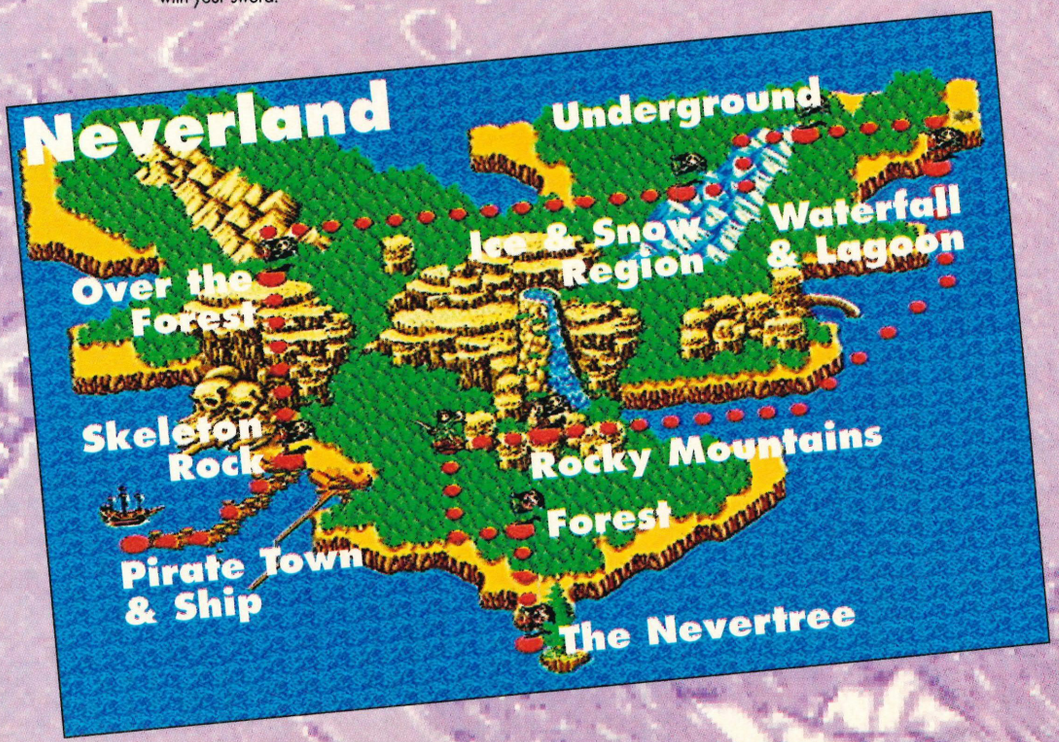
Wait until the pirate on the ground has moved away before leaping on this ledge. Kill the pirates and hit the spider before it drops back down. Make sure you don't fall through the middle of the tree.





Climb to the top of the tree (above) and wait in the end of the branch. The guardian will settle into the pattern of popping out of the holes on the left and right. Hit him once with your sword each time. After each appearance, three acorns fall in various places and roll down the branches, leap over them and hit the boss again.





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To scale this vertical level you have to watch all the ramps above as unicycling pirates roll down them frequently. There is no guardian on this level; the object is to reach your friends at the top. It may seem simple but there are loads of enemies and plenty of avalanches to contend with. Don't forget to get the power sword and the extra life.

Rocky Mountains



Use some of your flying power to get this extra life in the sky. Now fly to the right and clear the cliff you end the level.

Fill up with flying power here, so that you can fly to the higher ledges. It is better to clear the platforms of enemies, rather than fly up the left side, because you can easily be hit by missiles.

There is a power sword here. Collect it for long range fire but watch out for pirates flying down the ramps above you.

To get rid of this annoying boulder man, just stand underneath him and wait until he throws a rock. Leap up slightly and hit him twice with your sword.

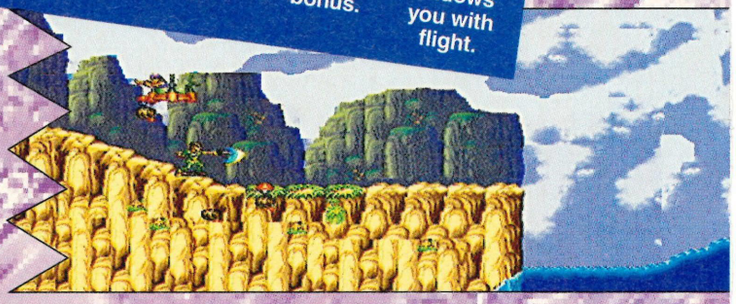
"Can you fly, Bobby?" The key to this level is not wasting any time between Tinkerbells. You really need to master the speed flight (hold down A when flying) to get over the cliff safely. There are plenty of bonuses along the way including another power leaf and extra lives. The water section is a matter timing but you have to steer clear of the mines and flying bombs.

Waterfall & Lagoon



Peter's Power-Ups

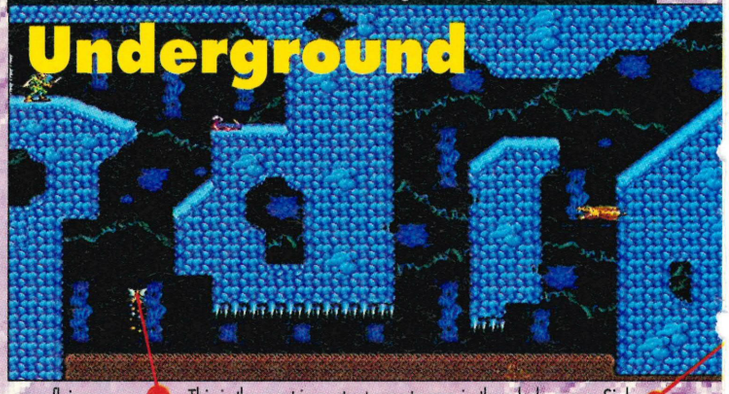




These pirates shoot flaming arrows which burn a large section of ground. Watch it!

This short underground section takes you through the mountain ranges of Never Never Land. If you rush through this level then you could easily miss the hidden room at the start which not only gives you another energy leaf, but also a 3-up which can be recollected everytime you die for more as many times as you want. There is also a power sword and another extra life lurking about. It may not be a large level but it is crucial to stock up on as many power-ups as possible. Now it gets really hard!

Underground



Leap over these plants when the blue faerie is at the highest point. Use a tumble jump to clear them.

Recharge your flying power with Tinkerbell here. Don't waste your power on this corridor because you will probably hit your head on the spikes.

This is the most important secret room in the whole game. Sink under the mud, but keep walking under this rock to reach it. Inside is a leaf and a 3-up. That may not sound amazing, but you can die and pick up the extra lives as many times as you want. In theory, you could have 99 lives in no time!

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These pirates in balloons will throws bombs and fire bullets at you as you fly by. Either swoop below them or wait on a ledge until they go away.

The leopards open their mouths and fire gold rings. If one hits you, you will instantly be turned to stone. If you are flying at the time, you will plummet to your death. Always give the leopards plenty of room and fly past them after they've just fired.

Use Tinkerbell to boost your flying power and keep A pressed as you fly to perform a speed dive. This is the only way you can get past the spikes (below) safely.



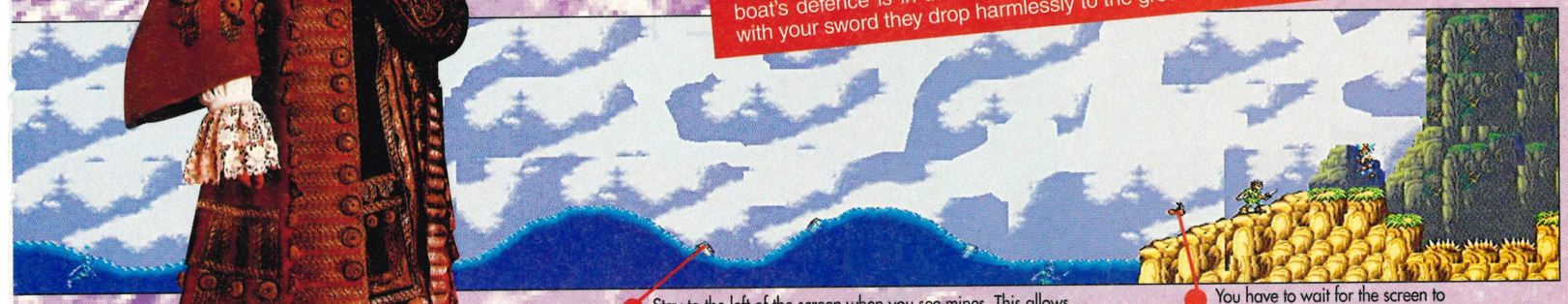
Don't forget this handy 1-up!

Here's another leaf to increase your energy bar even further. The only problem with this method is that the game will only allow you to have a maximum of four.





To defeat this guardian, fill up with Tinkerbell's magic and then attack whichever porthole the blue pirate emerges from (above). Usually it is the left porthole first, then the bottom, then the right. One swipe is all you will be able to get at any one time. If you need to refill, you will have to lure the flying boat over to you, then zoom over it. The boat's defence is in the form of parachuting bombs falling all over the place. Once hit with your sword they drop harmlessly to the ground.



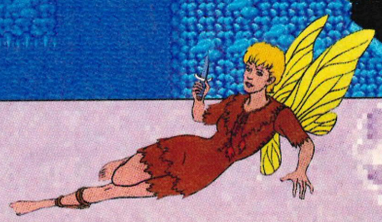
Stay to the left of the screen when you see mines. This allows you to swim forward, hit them, then get well back before they explode. The annoying part about this level is that the mermaid who rescues you often pushes you right into the danger.

You have to wait for the screen to catch up or the mermaid to push you out to reach this health cherrie and then on to the guardian.

If you get greedy, this 1-up can be picked up but it requires spit second timing and is probably more dangerous than it's worth. Even if you survive the spikes, you won't miss the snake at the bottom.

Ha ha! You thought this was just a piece of wall, well you were wrong. A power sword lies on the other side. Very 'andy!





Killer eels pop up from these holes so stay well away unless you want to be fish bait. When you try to hack the piranhas, watch out for the spikes above.

Watch out for the eel on the platform on the left, but pay particular attention to the stalactites in this section. They only fall when you get near so you have to lure them off before you can proceed.

Charge up with Tinkerbell and then use the magic to reach the exit (above). Again, there is no guardian but don't let that fool you, they get a lot worse from now on.

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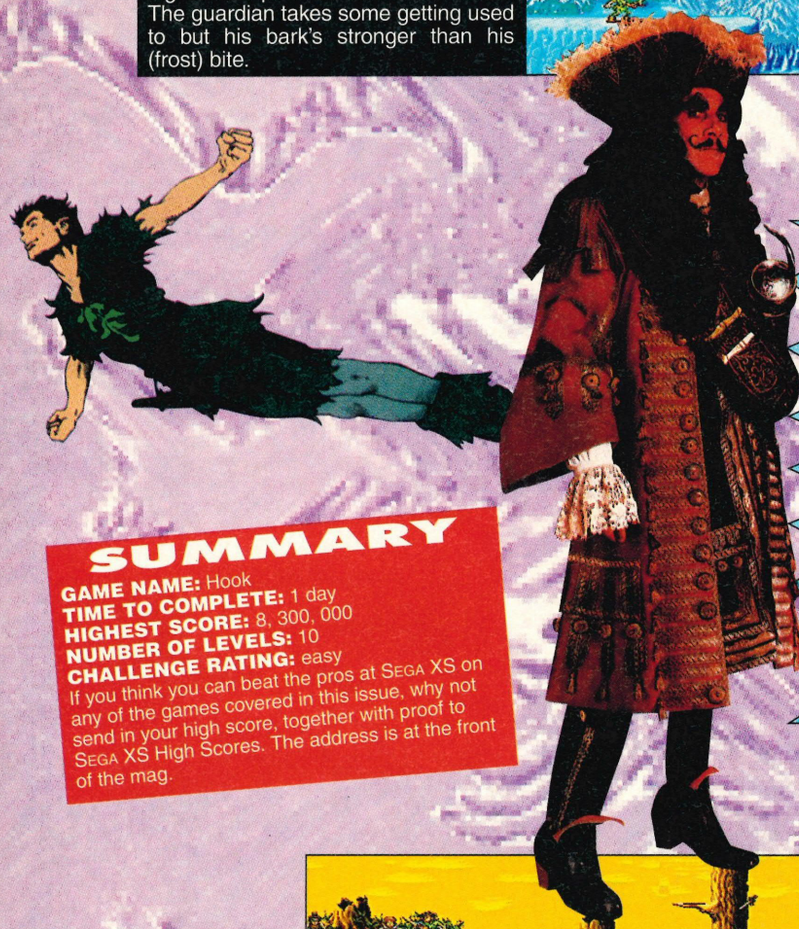
As Peter slips into the ice region, the action really starts to hot up. Mad snowball hurling pirates are the main problem on this level. Unless you have the power sword, these foes are impossible to defeat without taking energy. Luckily, you have a sword from the caves. When you are about to make a jump, remember that this level is covered in ice. You may end up sliding off the platform into the chasms. The guardian takes some getting used to but his bark's stronger than his (frost) bite.

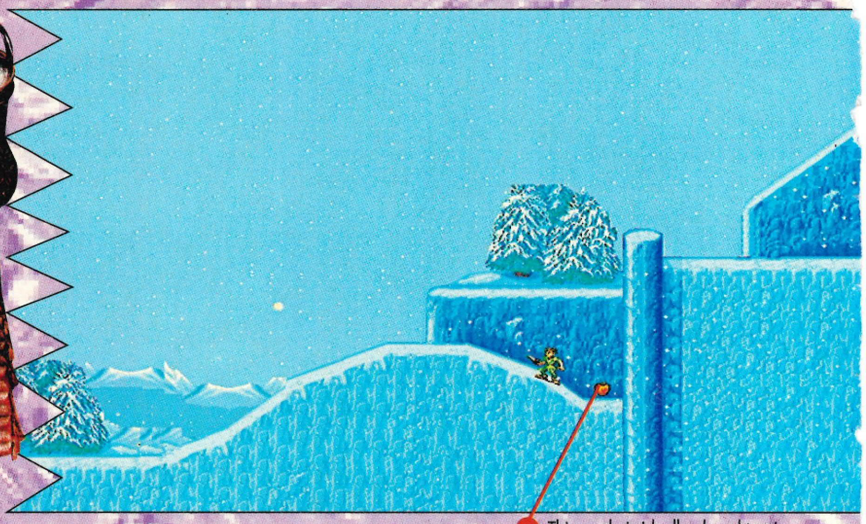
Ice & Snow Region



It is probably best to avoid this guy altogether. The two pirates you encounter first are both equipped with shields to foil your sword. You will now have to jump right over them and hit them from behind.

To kill the pirate on this hill, either leap up and shoot him with the power sword. Or keep jumping towards him, taking hits and hacking him at close range. You can easily lose all your lives here if you mistime it.





This apple is ideally placed to give you full energy before the tougher part of the level.

SUMMARY

GAME NAME: Hook
TIME TO COMPLETE: 1 day
HIGHEST SCORE: 8, 300, 000
NUMBER OF LEVELS: 10
CHALLENGE RATING: easy

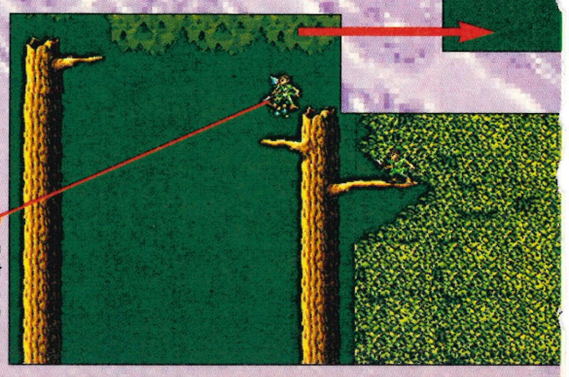
If you think you can beat the pros at SEGA XS on any of the games covered in this issue, why not send in your high score, together with proof to SEGA XS High Scores. The address is at the front of the mag.



Pirates in balloons drop these parachuting bombs on your head as you leap from branch to branch. Wait until they come near, then swoop underneath them to escape.

If you have suffered at the hands of the pirates, float down here for a Cherry.





This is the third Tinkerbell but you still should have plenty of flight power by this time. From now on, pirates in balloons will attack so you will have to take evasive action.

Cartridge supplied by:
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Another leaf waits for you here but it is placed on a very slippery platform. When you perform the running jump to cross the spikes, prepare for a sharp brake to avoid toppling into the abyss.

The vultures are easily dealt with, but the leopards are back with a vengeance! If you get caught in this area, you will fall into the spikes.



There are some tricky icy platforms to leap between to reach the guardian here. Take big run-ups to clear them.

Grab this 1-up, but don't jump for it or the pirate above will drop a snowball on your head.

Wait for a gap in the pirates here so that you can drop down and slash at them from behind. Not very sporting but we're playing for points.



Hmm, it took us a while to sort this one out. Stand on the right side and wait for the guardian to let some bombs on balloons float over (above). If you crouch down, the bombs will stay lower, giving you more chance to jump them.



Now leap clean over the two bombs and land on the middle platform. Stand on the left edge, turn and leap up at the two bombs as they float over. Slash the balloons at the last possible moment to send them crashing onto the guardian.



You get two balloons at once here. This is because, they're trying to stop you getting this extra life.

This is another constantly scrolling level and you have to make full use of the Tinkerbells lying around, as well as learning how to jump like you have never jumped before! There are 1-ups lying in many places but it is best just to get this infuriating level over with as quickly as possible.

This jump is impossible with regular legs, so use your special powers on this last bit before replenishing with Tinkerbell above.

Grab some flight power from Tinkerbell before the screen scrolls past her. Try to use normal jumps to get through the first part of this level. If you fall off, quickly press the flight button to save yourself.



Over the Forest

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I know you're thinking, "Blimey, this level's a bit big, innit?" Yep, certainly is. But you shouldn't have any trouble if you follow our advice. The main thing to remember with this level is that if you let the flame out of sight, the level will be plunged into darkness. Consequently, if you drop down a lift shaft, it will become pitch back and you won't see the thousands of spikes until it's too late. There are also many short cuts revealed by dotted lines, so follow them.

Leap over and back-slash this pirate to get an extra life. The only problem is that the flame follows you in.

Charge up on flight energy from Tinkerbell to get past any nasty drops. There are two massive pits edged by spikes later on and you would be well advised to float down using your special powers, rather than dropping out of control.

Use the short cut here to reach the main path. The flame will pass through the rock and it will never be far behind. If it touches you, you will lose life.

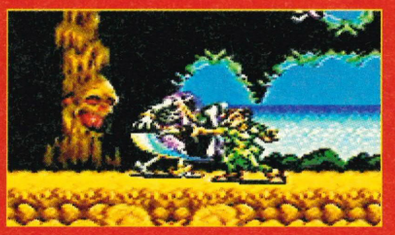
Stand on the second platform and slash these spiders before they get a chance to bite you.

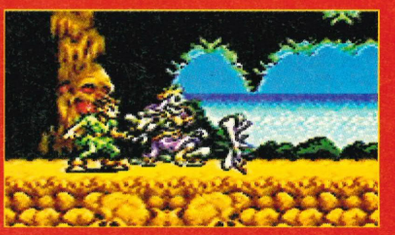
Wait until the skeleton at the bottom of this platform throws its bone, then jump over it and run like hell! The second skeleton will appear in front of you; jump straight over it and drop off the edge at the end. In our experience, we've found that tackling the skeletons will mess you up.

The frogs are fairly harmless and can be dealt with from a distance. If they get close, they will keep jumping on you until you lose a life.

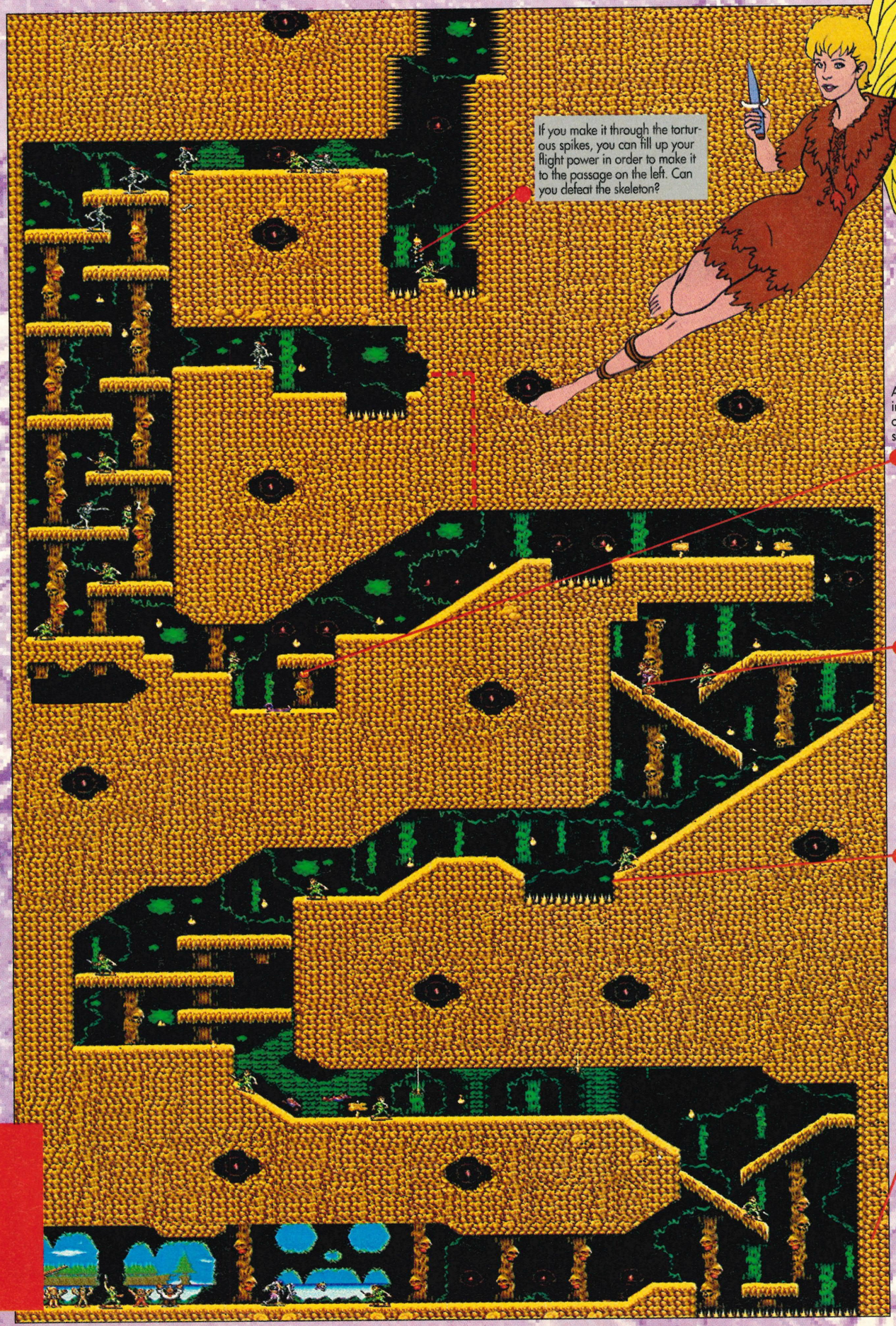


Stay on the right of the screen to confront this skeleton king. Bony will throw his head at you; leap over it and then run and jump over his body. Now hit him once in the back before the head gets back to score a hit. Five more hits and the guardian is history but don't let the skeleton trap you in a corner. It is very hard to leap over him when his arms are outstretched.





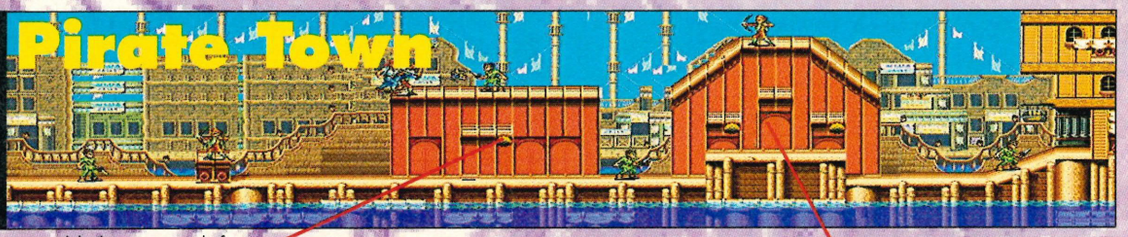
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Pirate Town

Pirate Town is infested with... pirates! Peter will have to be incredibly agile with both his jumping and flying skills to dodge the barrage of arrows and bullets. Hook has obviously pulled out all the stops to end your adventure here. Good guys wear green.



Avoid the bees' nests as before and climb up onto this house to fight the pirates on the roof. Now leap from roof to roof to escape.

Stay clear of this fire archer on the roof. Use the three platforms below to get past.

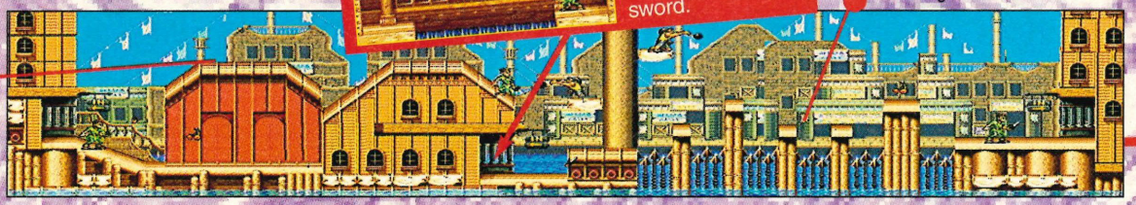


To get past this boomerang thrower, leap over the first boomerang he throws, then slash him twice to defeat him and get the apple.



Unless you know about the high speed flight, you won't get the bonuses in this room. Charge up with flight power and keep Y pressed as you fly. Zigzag up the floors, avoiding the spikes, and kill the skeleton at the top for the power sword.

To get past these pillars, kill both pirates on the mast to the left by jumping up the mast and slashing them in mid air. Leap from platform to platform until you reach the last pirate. Stand right on the edge of the pillar. Leap right and on your way down, slash the pirate; then land and get back to the left as quickly as possible. Repeat once more to get rid of him and get to the next area.



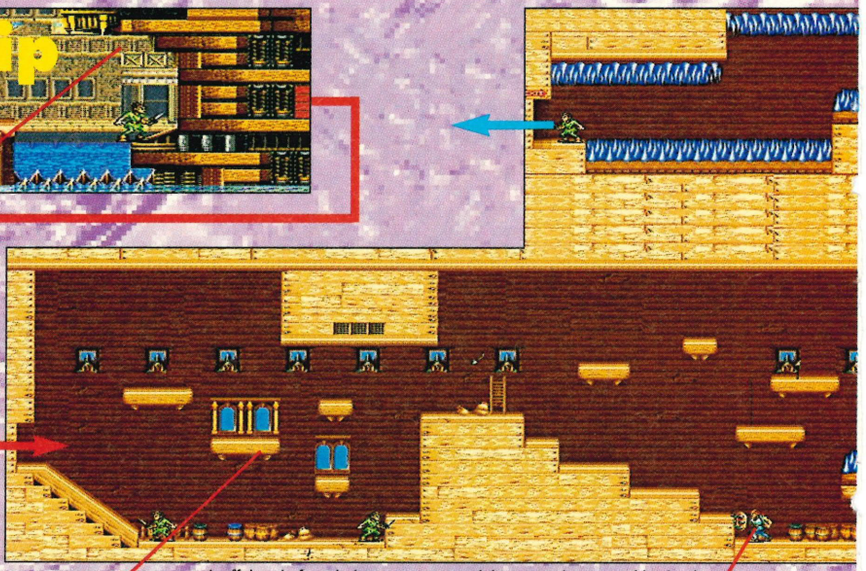
More of Hook's pirate scum hide on this roof throwing bombs at you. Perform a tumble jump to climb up and finish them off.

Pirate Ship

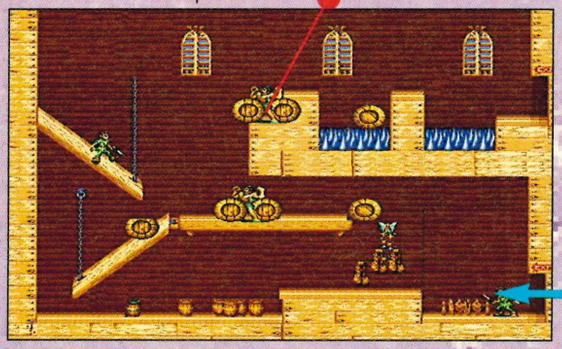
Before you meet Hook himself, you have to work your way through the ship itself. Wouldn't it be easier just to use a grappling hook SAS-style up the back of the ship? Or even burn the ship down and wait for old Hooky to leap out? Oh well...



If you leap full force over this gap you will bang your head and drop onto the spikes. Use a small tap of the jump button to get across.



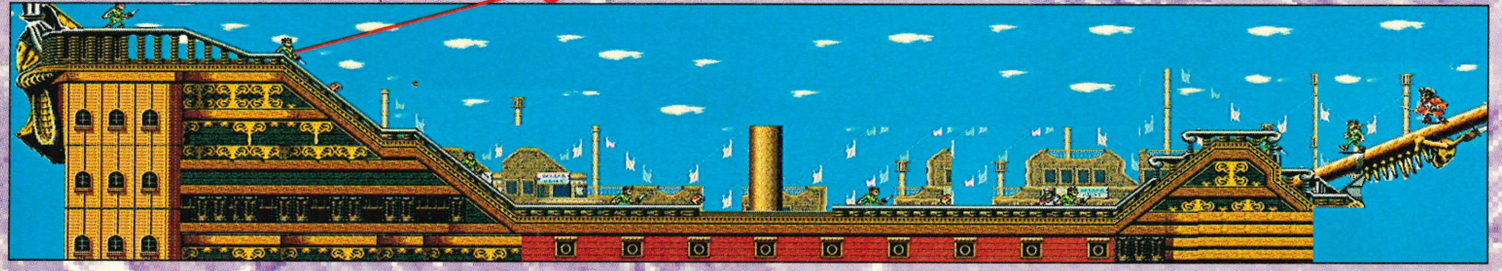
The last room of the ship is a toughie. Jump past the barrels at timed intervals and get the flight power from Tinkerbell. Now fly up the left-hand side and over the spikes to the exit.



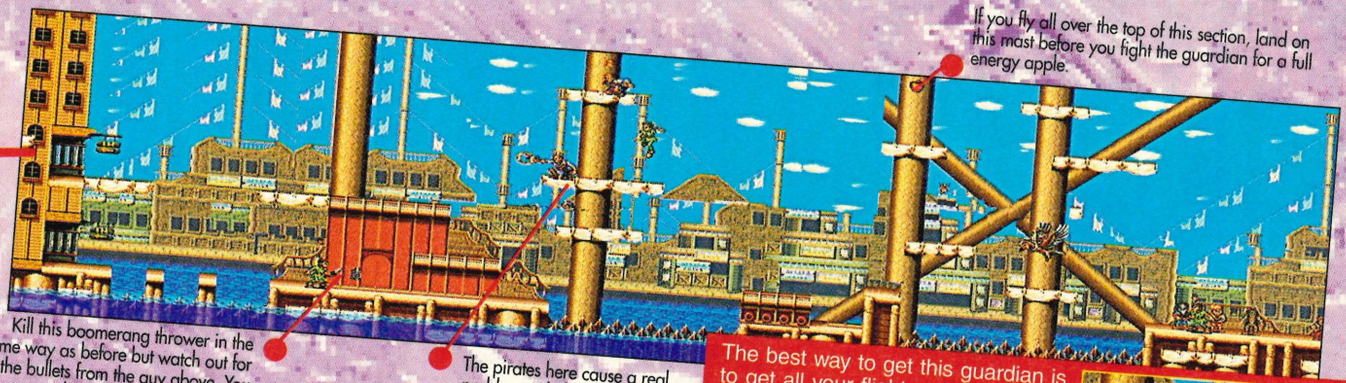
Somersault off the platform below to reach this one and slash all the pirates in sight. Leap over the next room where you can get a power sword.

Wait until this pirate has turned his back on you before attacking him and running through to the sword. When you jump off the platforms (above), don't land on the spikes!

Slash the fat cook here and he will roll down the ship, knocking all the other pirates off the deck.



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If you fly all over the top of this section, land on this mast before you fight the guardian for a full energy apple.

Kill this boomerang thrower in the same way as before but watch out for the bullets from the guy above. You may have to delay the two hits.

The pirates here cause a real problem with their constant barrage of missiles. We've found it is a good idea to fly over this entire section with the flight from the bonus room (see previous page).

The best way to get this guardian is to get all your flight power and then go to the top of the screen. There is an apple if you are low on energy. The eagle will fly towards you but stop midway through a mast. Quickly run down to the mast and hit it in the back of the head. Do this four times to defeat it.





Take each barrel one at a time and jump high enough to clear each one. Once you are below the pirate, jump up and slash him twice then run to the left and get the energy leaf.

You will need to press Y to fly through this tight corridor and have enough flight power to reach each Tinkerbell. If you are going fast, make sure you do not crash into the spikes or hit the unicyclists who roam the area.

If you go through this door and then come back, you will always start from here. Kill all the pirates immediately or you will be cut down by all the bullets and bombs.



To get the sword, slash the pirate and then wait until he is on the far left before dropping down to get it and shooting him immediately.

Leap up to the platform below the pirate immediately, then get to one side and jump up and slash him. Now collect the leaf.

This is a very tough room. Use the flight power to get up to the higher platforms but only slash one pirate at a time to avoid getting swamped by bullets. There is an extra life at the top and the exit to the top of the ship.













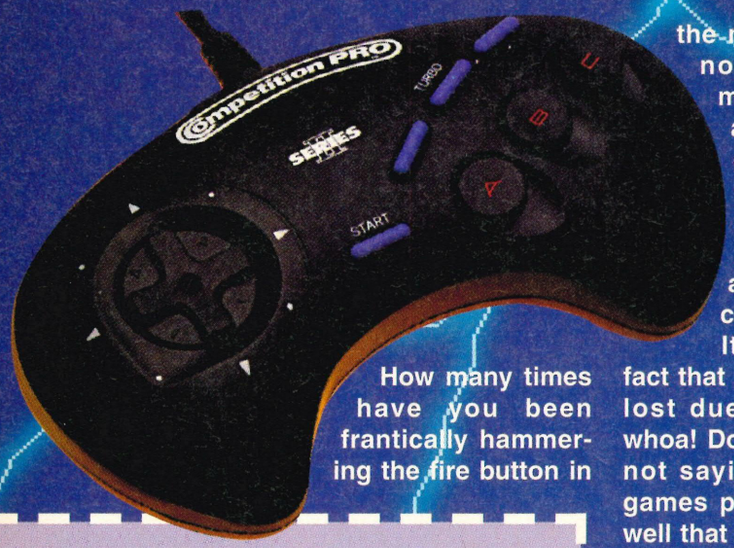
Pay attention, this is a complicated final battle. First of all, jump up to Hook on the boat and slash him on your way down. If he grimaces, you know you have scored a hit and three more will send him over the edge. All you have to do then is knock his arm off before he gets back up. Don't let him get too close on the beam.

Hook will now attack for the second time on dry land. Leap in the air to avoid the extendible hook and slash him before it retracts. Three more times and the hook flies off leaving him with a sword. Hit him on the way down as before. If you get trapped, stay still until the very last minute before leaping over him and getting clear.

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POWERPLAY COMPO

HOW GOOD IS YOUR PAD?



How many times have you been frantically hammering the fire button in the most fierce shoot-'em-up to no avail? Or trying to manoeuvre your way through a delicate level on a platform game, only to fail because your equipment just wasn't up to the standard? I think you know what I'm talking about. That's right, your control pad.

It's not a commonly known fact that more games are prematurely lost due to shoddy game play.... whoa! Don't jump to conclusions, I'm not saying that you guys are bad games players, because I know full well that you've bought the first issue of SEGA XS and that proves that you are constantly striving to improve your skills. What I am suggesting, though, is that your joypad is just not capable of providing you with the speed and facilities that both you and the game require.

No-one ever seems to give a second thought for the poor destitute control pad which is under the constant barrage of fingers and thumbs. Feeling battered and bruised it lies coiled next to your Mega Drive, but the standard pad just doesn't make the grade. What is there to save the day?

POWER EXTREME!

Superior quality and reliability have been captured by PowerPlay in the form of the Competition PRO series II control pad. You may wonder what all this is leading up to, well wonder no more! PowerPlay are proud to offer SEGA XS readers, not ten, not 20 but 25 of these up-to-date control pads.

Based on the original Mega Drive control pad, the Competition PRO has major features which today's faster and more complex games require. The Competition PRO also has three new functions built in, which will all help in relieving the strain that should make knotted fingers a thing of the past!

There are rapid fire controls on each of the three buttons for unparalleled hyper action and the Competiton PRO also has a slow motion control on the bottom so that you have more time to react.



THE QUESTIONS

To win one of the 25 Competition PROS worth £14.99, simply answer correctly the following three multiple choice questions and the send the entry form (or a photocopy) to us.

1. "The Hammers" is the nickname for which soon-to-be Premier Division football club?

A The Breakfast Club
B West Ham United
C RAC

2. Which of the following is now a privatised power company?

A Power Gen
B Volts 'R' Us
C Sparks 'n' Things PLC

3. What is the name of Prince's backing group?

A The Crickets
B The New Power Generation
C The Ni Ni Brothers

COMPETITION ENTRY FORM

My answers to the *PowerPlay competition* are as follows:

QUESTION 1

A☐ B☐ C☐

QUESTION 2

A☐ B☐ C☐

QUESTION 3

A☐ B☐ C☐

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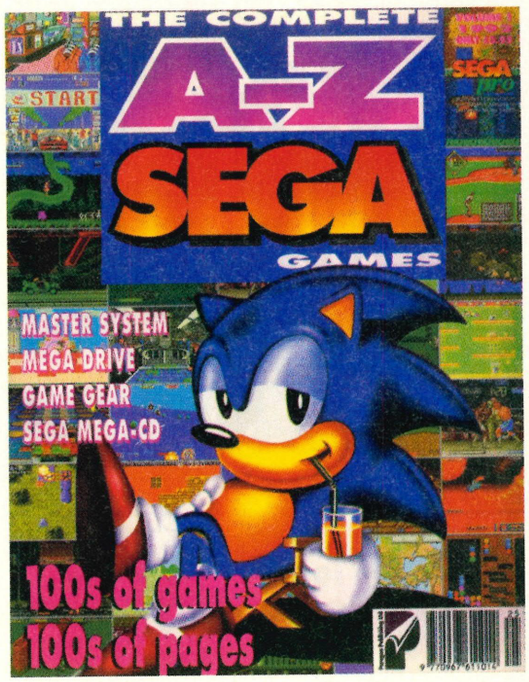
The console I own is .....

Please print a solution for .....

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Tick the appropriate boxes on this coupon and send it (or a photocopy) to *PowerPlay compo, SEGA XS, Durham House, 124 Old Christchurch Road, Bournemouth BH1 1NF.* All entries must be in by July 19.

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AXEL



Axel is an all-round mean mother who is swift on his toes and packs quite a mean punch. Although he isn't as interesting as Blaze, his moves are more effective against the stronger guardians. A good character to start with, as he has a wide range of suitable moves and is the strongest character.



A (Dragon Wing)
Get close to an opponent and press the A button. This will unleash a ferocious swipe, killing everything within spitting distance!



D+B (Grand Upper)
By pressing the direction twice, followed by the B button, Axel will slide towards an opponent and perform a powerful punch!



A+D (Dragon Smash)
By pressing the direction followed by A, Axel will perform a multiple punching sequence finishing with a Dragon Punch!



C+B (Flying Kick)
Jump towards an enemy and press the B button, Axel will then carry out a deadly mid-air kick.

BLAZE



Blaze is probably the most supple fighter, with a vast multitude of attack moves under her belt. All foes would be very foolish to stand in her way. Some of her moves include a fireball, a leg sweep and several throwing actions. Blaze is second only to Skate when it comes to speed, but she's definitely a hot contender for best fighter.



A+D (Kikousho)
By pushing towards an opponent and pushing A, Blaze will unleash a great ball of energy.



D+B (Vertical Slash)
Push the directional button twice and then B. This will cause Blaze to jump towards her opponents, killing them as she lands.



Grab+B (Back Slam)
By grabbing hold of her opponents from behind, Blaze will then proceed to slam them into the ground, head first!



A (Embukyaku)
Blaze's special move consists of her flipping about the place doing untold damage to opponents in the vacinity!

SKATE



This roller-boogie youngster is a little small to be getting mixed up in such dodgy dealings, but he is a valued asset to the team due to his powerful special moves and speed. Skate's moves include several break dancing moves that knock his opponents off balance, and several mid-air attacks to finish them off.



A+D (Cork Screw)
This is Skate's most powerful move. When A is pressed in conjunction with the direction, Skate will spin towards his opponents killing all!



C+B (Swinging Kick)
This flip will catch most enemies unaware and is very effective if followed up with a special move.



A (Spin Kick)
Once the A button is pressed, this radical half-pint performs a breathtakingly fast spinning kick that will wipe out any enemies.



Grab+B (Head Punch)
By grabbing his enemies, Skate will hop onto their back and proceed to bash them continuously about the face and neck!

MAX



Max may be the slowest of the team, but he is definitely the strongest. Max uses his vast weight to great advantage by slamming his opponents into the ground. Despite his awful taste in clothes, Max possesses some of the most interesting moves in the game as you can see in the boxes to the right.



A (Spinning Punch)
When Max is near his foes, press A to launch this big fellow into a spinning punch.



A+D (Sonic Barge)
This move causes Max to turn into a blur as he dashes across the screen and demolishes his enemies.

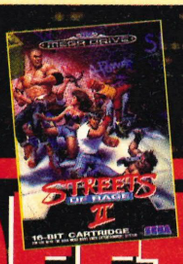


Grab+B (Back Slam)
This is the same as Blaze's move, only twice as powerfull. Especially good for big guardians.



D+B (Sliding Kick)
Press the direction twice, followed by the B button to perform Max's sliding kick.

Yet another sequel hits the Mega Drive, and for a change, it's actually an improvement over the original. *Streets of Rage II* crams over 20 levels of frantic fighting action into a whopping 16 Mbit cart. It certainly had the XS crew captivated for a while, that is, a very short while, for that's all it takes for this team of elite gamesplayers to completly bust a game wide open. Like most scrolling beat-'em-ups, *Streets of Rage II* stars a motley crew of beef cakes, all battling against the odds to rescue one of their captured comrades. Read on for the complete hard-hitting solution!



SEGA ● £44.99 ● BEAT-'EM-UP

STREETS OF RAGE II

Level 1-1



This is the very first level of bone-crunching mayhem and puts your requested killing machine straight in at the deep end. These hostile streets contain hordes of mean looking muthas, all intent on re-arranging your finely chiselled features. So head down, fists up and onward into battle!

If this thug doesn't approach you, just to ask "for a spare bit of change mister". He will be intent on slamming your head into the dirt, so attack first with a series of kicks and punches.

It's hard to tell whether or not these freaks are male or female! The quickest way to nail them is to go in for the throws.

Theses knives can be used to slice your opponents, or throw at them. To do this, simply hold down the B button and then press C.

Break open these rather conspicuous dustbins to reveal extra energy power-ups and other point-related goodies!

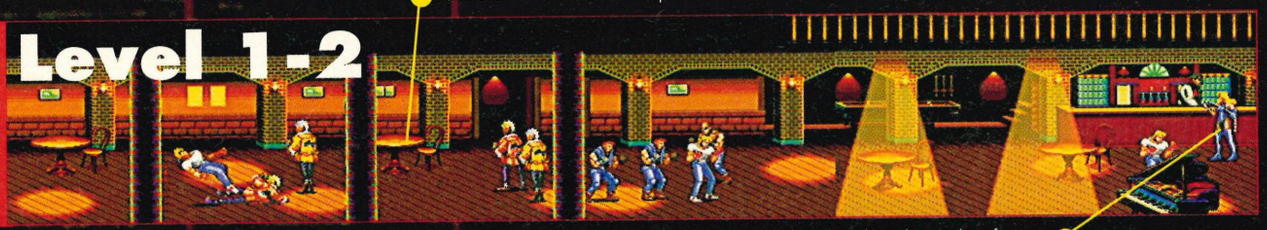


Make sure you don't get cornered here. The thugs that surround you all have knives.

This leather clad knife-wielder is the first major enemy you'll come up against. He'll attack by using the virtually limitless supply of knives that are stashed in his pants!

Level 1-2

This sleazy joint is the hang out of all manner of shady characters. Funnily enough, they all seem to take an instant dislike to you! Waste no time in tossing this bunch of skegs about the place.



Smash the tables and chairs to reveal extra bonuses, including food, gold and even the occassional weapon.

This foxy lady will use her whip to electrify you. Get in close and throw her into her friends or any furniture lying about the place.

Level 1-3

Break open the bins to gain an extra energy boost. You'll need it when tackling this giant drug-crazed killing machine!

This is the first end-of-level guardian. He'll hide behind a legion of lesser fighters to begin with, but then step forward and start dealing out his own form of justice. A couple of special moves will help in rapidly depleting his energy, then use a few throws to finish him off.



The second section of levels has the hero trekking across a suspension bridge in the downtown ghetto. As well as the usual horde of pedestrian thugs, there is also the odd convoy of mad bikers who'll be only too pleased to run you down. Stay nimble on those controls.

The familiar thugs tend to toughen up on the later levels. So don't approach thinking that one wave of attack will finish them off, because like Arnie, they'll be back!

Level 2-2

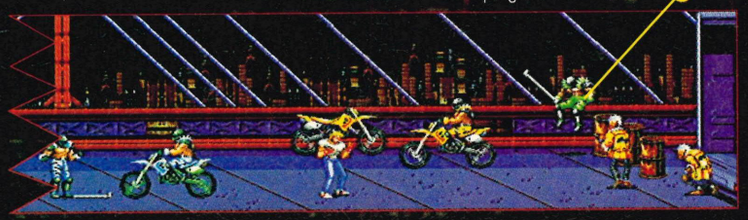


These barrels contain bonus goodies, so be sure to grab all the loot before you progress.

There's one last horde of rampaging loonies to kill off before you progress to the next level.

Use a well-timed flying kick to immoblise these shifty looking bikers. Watch out, because their bikes will self-destruct after a couple of seconds!

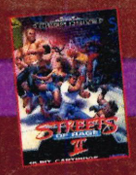
Break open these caskets to reveal extra bonuses to assist you in the tough challenge ahead.



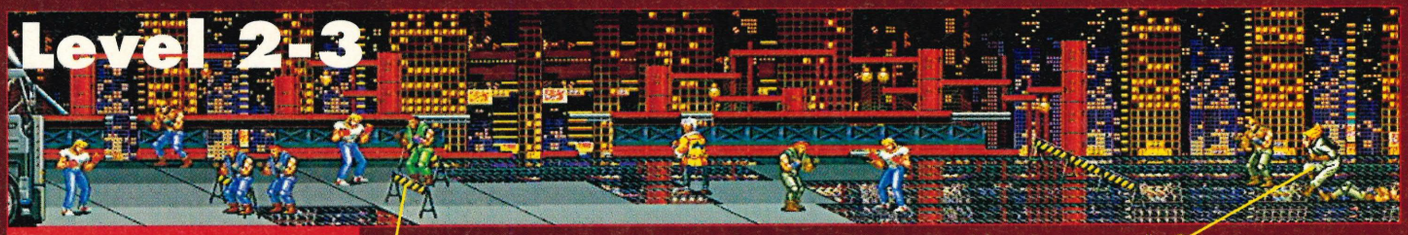
This trailer contains a tough sub guardian who is a master in most martial arts. Like the thugs, he can be easily dispatched using a series of decent throws and attack combos.

Level 2-3





Level 2-3



Having beaten the Van Damme look-a-like inside the truck, you must now get to the other side of the bridge; taking on the vast lynch mob who are eagerly awaiting your arrival. The key to survival is to tackle each thug as he appears on screen, otherwise you'll end up with a gang of twenty circled around you.

Kick over the signs to reveal hidden goodies.

This bloke will attack from above, so use well-timed flying kicks to see him off!

SUMMARY

GAME NAME: Streets of Rage II
TIME TO COMPLETE: 1 day
HIGHEST SCORE: 450,000
NUMBER OF LEVELS: 8
CHALLENGE RATING: easy

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

Surely a bit of drain pipe would be an unfair advantage if used against you. Quickly grab it and make short work of the thugs surrounding you.

Level 3-1



This is the level where every harassed executive can live out their fantasies of kicking the begging tramps off park benches! Although this level is very short, it still requires a certain amount of skill to wipe the floor with those cohorts of mindless goons!

It is every kid's dream to trash an entire arcade, and now you can live out that dream by tossing the pack of thugs into the various machines. Oddly enough though, every machine seems to be *Bare Knuckle*! Whatever happened to variety!

Level 3-2



Go on, smash up the machines, you won't be racked with guilt when you see what goodies they conceal!

This Trev in the luminous anorak is all that stands between you and the next level.

The entrance to the Pirate Ship is an incredibly short and unbelievably easy level to complete. Simply use whatever attack routine feels most comfortable to defeat the enemy.

Level 3-3



The knife wielding freak will constantly run at you with his weapon, concentrate on him first.



This power crazed ninja crops up again on this section of the leave. Deal with him in the same manner as before.



The bondage babe crops up again at the end of this level with her electric whip. So quickly get in close and throw her about.

GAME GENIE

B39ABA60 – Start on stage 8
AW7TAA7J – Infinite lives
A71AAADR – 6 continues

Another brief encounter with the great unwashed spells more combat related chaos for our hero. Remember that throws not only take the most energy, but they are also the most effective moves to use against the onslaught of vicious thugs.

Level 3-4



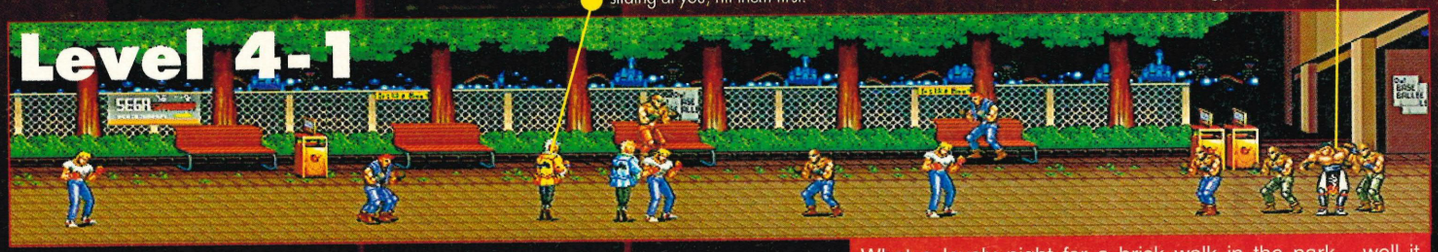
Level 3-5

This strange level puts you inside some sort of interactive video game. You must tackle the endless legions of thugs who seem to rise up from the ground like zombies! Credit goes to the Top of the Pops stage effects crew for supplying the dry ice and strange lighting effects!



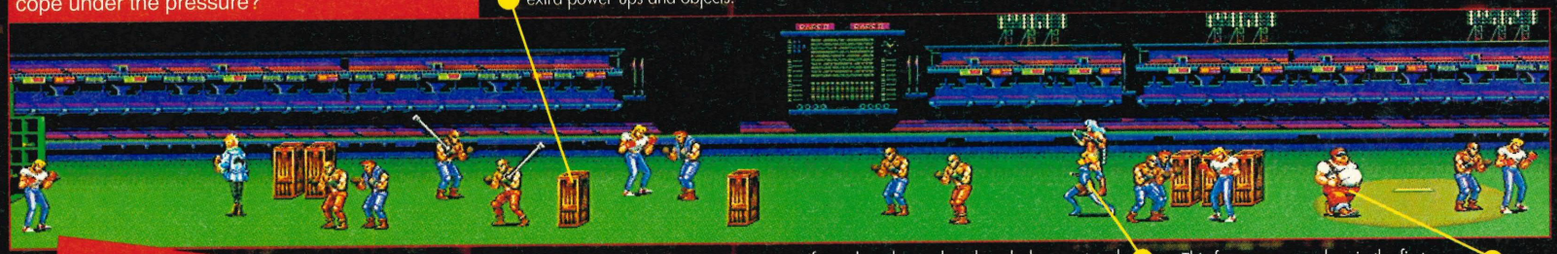


Level 4-1



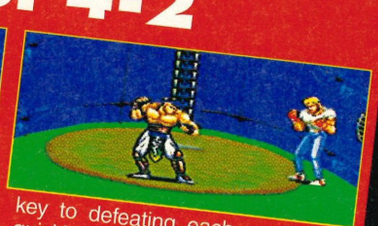
What a lovely night for a brisk walk in the park... well it would be if the park wasn't infested with vigilante hit-men on the pay roll of Mr Big. Attack them as they appear on screen to prevent yourself being severely beaten up!

Your journey now takes you into that old favourite scenario, a sports stadium! Inside, you'll encounter endless groups of thugs, heavily armed with bits of drain pipe. With the odds so much in the enemy's favour, how will you cope under the pressure?

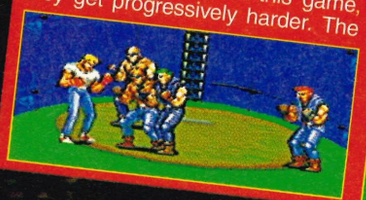


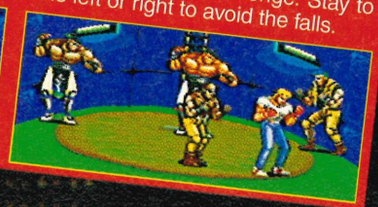
Level 4-2





This level consists of various waves of goons dropping from above. The first lot are a pushover, but like most things in this game, they get progressively harder. The key to defeating each wave is to quickly take out each thug as he drops, thus clearing the fighting area for the next challenge. Stay to the left or right to avoid the falls.





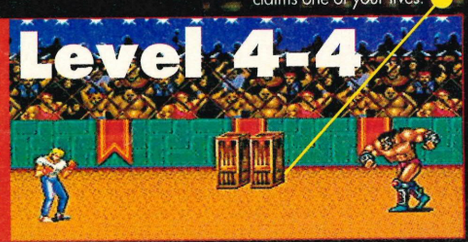
Pro Action Replay

FFFF200003
Infinite lives
FFFF2100002
Infinite special attacks

These crates contain an energy-replacing chicken, so use it before this lank-haired muscle-man claims one of your lives.

Oh no! Stuck in a huge arena with a steaming great sweaty monster in front of you – trouser clip time! It is useless trying to use special moves against this brute, simply use a series of flying kicks to kill him. It's a slow process, but it works!

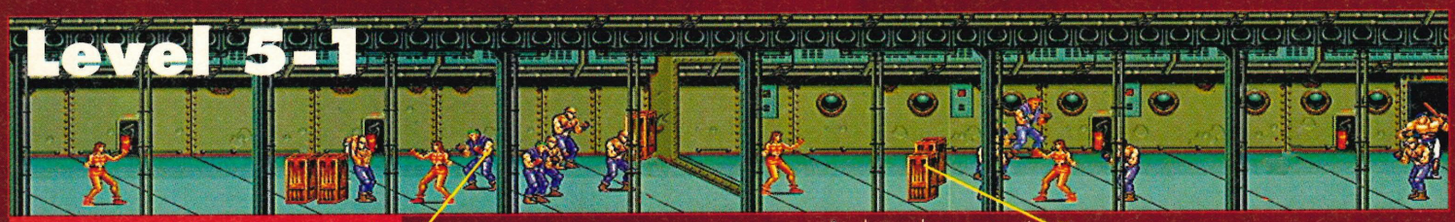
Level 4-4



SEGA XS SOLUTION



Level 5-1



Having survived the heavy onslaught encountered on the earlier levels, our hero has now decided to hop onto an ocean liner in the hope of a little peace and quiet. However, your hopes are dashed only too quickly, when a few familiar faces come along for the ride!

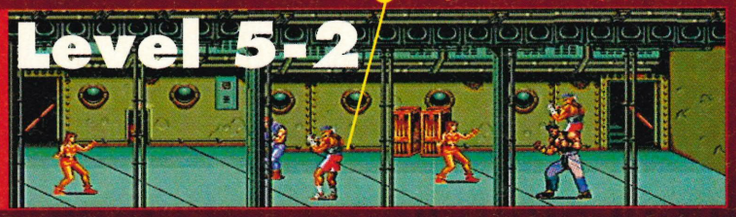
The thugs are now attacking in force, so quick responses and unbeatable combos are the key to success.

Break open the crates to gain extra bonuses. These will help you in your quest for truth.

The kick boxer can be easily killed by using a series of throws. Simply get in close and don't give him a chance to get you first.

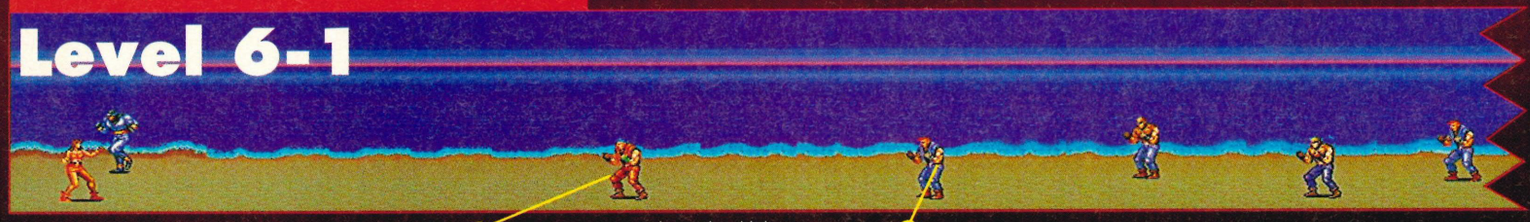
Short but sweet! This level is simply brimming with nastiness. You'll encounter another guardian, so be prepared for the showdown!

Level 5-2



Having decided that the boat is just a little too hectic, you decide to jump overboard and chance it on the beach. But little did you know that Mr Big has branches everywhere, and it isn't long before your space is once again violated!

Level 6-1



These guys are quite tough, so approach with extreme caution. Flying kicks and throws are best suited to killing them off.

Oh no! The old denim ginger nuts are back! This time, they're tougher than before. Use kicks and throws to see them off!

To get onto the next level, you just first tackle a group of burly kick boxers. Concentrate on one at a time and all becomes easy!



Level 6-2

Trash the sandbags to reveal extra booty. I doubt whether extra points and food would go amiss at this late stage of the game!

Yep, ol' fat bloke's back again, this time sporting a very fashion conscious pair of flared purple dungarees!

The rocky road to glory now takes you along an old disused forest pathway. It is littered with sandbags, barbed wire and of course, loads of punks to really make your day! This level also sees the return of several old guardians, so be sure to remember how you tackled them last time.



Use flying kicks to knock the mad bikers from their vehicles.

More whip-wielding babes to kick in. Isn't life a bitch!

Old dragon breath is back, and smelling worse than ever! Use the bonus energy inside the canisters if you get low.

Old Blanka's back and this time he's tougher than ever. Your only chance is to get in close and try to throw him.

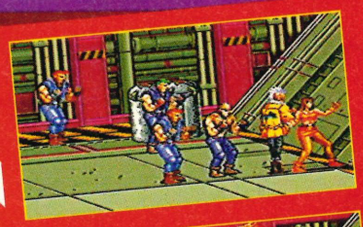
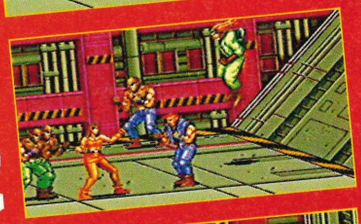
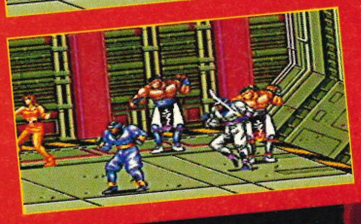
Level 7-1

You're now in the production lines, deep within the heart of Mr Big's drug syndicate. These thugs seem more interested on bashing your head in than working but you will have to negotiate the conveyors and pits to reach the guardian.

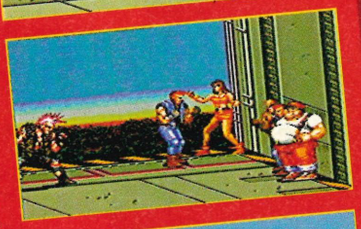
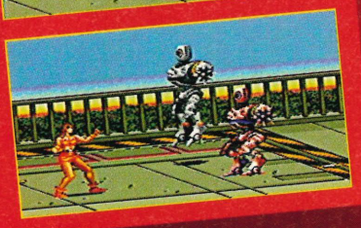


Cartridge supplied by:
Console Plus
Tel: (0532) 500445

Level 7-2

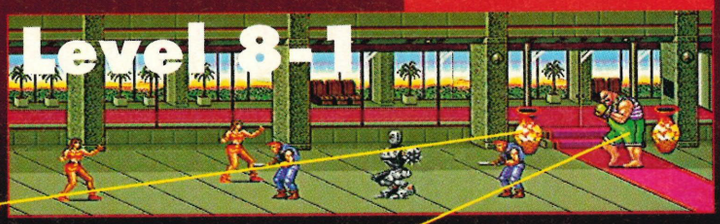




Another lift sequence must be negotiated here, and only sharp reflexes and a steady mind will get you past. If you require none of the above, then SEGA XS suggests that you pack it all in now before it's too late! This level mainly consists of old foes who are making one last bid for Mr Big's cash in an attempt to vanquish you from their base. The only real problems lie in the jet-powered goons who, let's face it, have been quite troublesome in the past. Once at the top, you'll encounter two of Mr Big's elite robot force who possess strength far greater than that of any human. A real challenge if ever there was one! To disassemble them, move in close and use a series of throws and special attacks to override their circuitry causing them to shut down most abruptly!

The short walk to the main entrance of Big's HQ is ruined by the fact that there are several tough nuts hanging around to greet you. Not only is there a tin-headed robot, but also some poncy boxer, who looks as though he's been lifted from some old Chaplin movie. Check out his cossie!

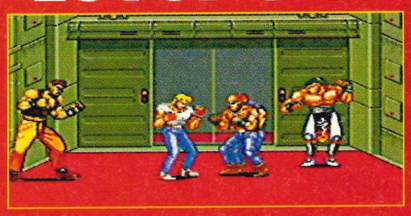
Level 8-1

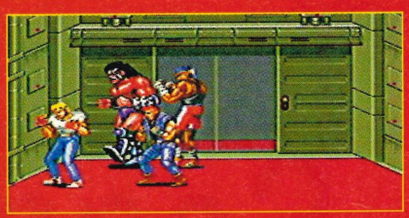


Break open the vase to reveal extra bonuses to assist your quest.

Most moves are useless against this monster, so try to use throws whenever possible.

Level 8-2





Another lift sequence to get past here. The various waves of thugs that drop down here are tougher than ever. As your confrontation with the boss is imminent, he's throwing everything at you to stop the meeting from taking place. Apart from the leather-clad Blanka, the only real problem is the return of the hulking wrestler, who you thought you'd killed back in the arena. The wrestler has now turned red with rage and is certainly ready for a re-match. May the force be with you!

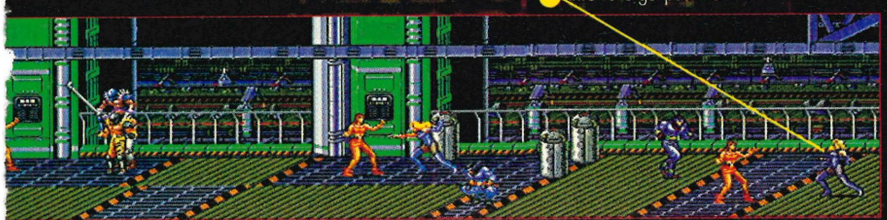
Da Boss!

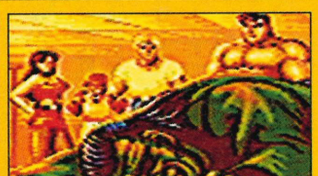



Having finally made it to Mr Big's chamber, the awesome task of overthrowing this mighty man looms ever nearer. You will first have to tackle a multitude of troublesome thugs who you've encountered at previous points in the game, so you shouldn't have too much trouble there. Mr Big will then call upon his martial arts expert son to try and dispose of you. This guy is no pushover. You must use every ounce of speed and agility in your body to overpower and disable him. The best method is to get in close and keep kicking him. Then it is on to the big man himself. The guardian carries a huge machine gun around with him for close encounters such as this. He will move to the side of the screen whenever he is about to let loose a chain of bullets, so get in close and throw him continually.




Not too much to worry about here, just the old bag with the electric whip and some burly dude with an attitude. Use throws to get past them.






Now that Mr. Big has been persuaded to stand down from power, the world is a safer place and you and your athletic chums can return home with the thought that you've just saved the world from a terrible fate. Well done, geezers!



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HOW TO USE THE BUSTERS A–Z

The SEGA XS busters A-Z is coloured coded according to what console you have. For the Mega Drive, it's red, blue for the Master System and green for the Game Gear. All the cheats you could ever want are to be found in alphabetical order within these hallowed pages. New cheats are highlighted for easy reference and gradually go to fill the 21 pages of solid no-nonsense cheats for all Sega consoles. Never before has such a large concentration of tips been held by so many!

MEGA DRIVE

MASTER SYSTEM

GAME GEAR

BUSTERS



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.

ALIEN³

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

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.

ALISIA DRAGOON

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

ALTERED BEAST

Character select
Get to the title screen and hold the Left and Down diagonal, A, B, C and Start to be able to select the character (that is, wolf, bear, tiger and so on) you play.

Infinite continues
Press Start and A on the title screen to continue from where you left off in the previous game.

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.

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.

BACK TO THE FUTURE 3

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

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.

BATTLEMANIA

Strange Scene
When the Sega logo appears, keep pressing start on player 2's joypad and something strange will happen.

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`

CHAKAN

Potions

1 green, 1 clear	–	Invincibility
2 clear	–	Swap hour glass
1 red, 1 clear	–	Restart point
2 blues	–	Makes you invisible
1 blue, 1 green	–	Slow enemies
1 green, 1 red	–	Fire bombs
1 red, 1 clear	–	Fire sword
2 green	–	Air sword
2 red	–	Fire sword
1 blue, 1 clear	–	Jumping boots
1 blue, 1 red	–	Earth sword

CURSE

Level select
Press Reset, hold down button A and press Start. You will then 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, you can 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 TQQQLOM then whichever level password you wish. When you start the game you will have two extra lives to help the cause.

DEVIL CRASH

Extra Balls

Password	Score	Ball
DEVIL CRASH	390,000	7
TECHN OSOFT	2000,000	10
Ø9563 35555	555,500	33
TF2hz TF3EM	464,900	10
LUCKY LUCKY	77,700	7

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

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

DEVILISH

99 Balls
During the title screen, hold down buttons A, C and Left on the control pad. When you press start, you will have 99 balls.

DINOLAND

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

DJ BOY

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

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

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.

ECCO THE DOLPHIN

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

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

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

Passwords

Undercaves	–	WEFIDNMP
Vents	–	ZYUELFBM
Ridge Water	–	NRAVEEIP
Lagoon	–	NGBBLFBM
Ocean	–	YWGTTJNI
Hard Water	–	RGQRHEIX
Cold Water	–	UVJUBUKX
Island Zone	–	LYTIOQLZ
Deep Water	–	SJVLTJNW
Marble Sea	–	FZTPVJND
The Library	–	GYZMBUKU
Deep City	–	FAZXIFLZ
Jurassic beach	–	ZAOBUNLG
Pterodactyl Pond	–	LLHFUNLA
Origin Beach	–	MPAJUNLC
Trilobite Circle	–	FEUMUNLH
Dark Water	–	CRNQUNLO
Last Battle	–	KQCNLMLX

EL VIENTO

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

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

ESWAT

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

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

EVANDER HOLYFIELD'S BOXING

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

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

EUROPEAN CLUB SOCCER

Passwords
Final – `A63UAA61AA`
Enter `THREE SHREADED WHEAT` for a harder kick.

F1 CIRCUS

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

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

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

FAERY TALE ADVENTURE

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

FANTASIA

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

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

FASTEST ONE

Invincible 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.

FIGHTING MASTERS

Same players
Select two players from the title screen. When selecting the first player, put your cursor over your favourite monster and press Up and A simultaneously. The same monster will now come up on player two in a different colour.

Championship edition
On two player character selection, press Up and A simultaneously to change the colour of your monster.

FIRE MUSTANG

Extra life
For an extra life hold Left and C and press Start from the title screen.

Power-up
From the title screen hold Right and A and press Start to begin the game with full power-ups.

FIRE SHARK

Full power-ups
Finish the game once and you'll have full power-ups the second time.

FIRE SHARK

Level select
Go to the explanation of level screen (after the title screen) and then press A, C, Up and Start to enter the round number.

FORGOTTEN WORLDS

Infinite continues
To get infinite continues just play in two-player mode and when one player dies, hit Start several times in rapid succession. It's really that easy.

GAIN GROUND

Level select
Go to the option screen and press the controller sequence A, C, B and C to make a level select option appear in the menu.

GAIARES

Invincibility
Pause the game and then hold Left, A and C. The screen will pause for

a second. Continue the game and you will be invincible.

Level select
Hold A, B, C and press Start. Set sound test to 18 and hold A on the second controller to get a level select option.

GALAHAD

Infinite lives
Type in the code LTUS, then press A, B, C and Start to skip the levels.

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.

GRANADA

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

GRANDSLAM TENNIS '92

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

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.

HARD DRIVIN'

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

HELLFIRE

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

HERZOG ZWEI

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

HUMANS

Passwords

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

THE IMMORTAL

Level codes

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

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

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 II: 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.

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.

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.

LEMMINGS

Sunsoft passwords

Level 25	–	FCOBU
Level 26	–	PXHNC
Level 27	–	RRKUC
Level 28	–	XAMAD
Level 29	–	PZKXH
Level 30	–	DJHPI

LHX ATTACK CHOPPER

Passwords
Libya

Majestic 12	–	CQAAAFA
Anterior Nova	–	CQAAIEA
Reindeer Flotilla	–	CQAAQHA
Phoenix	–	CQAAYGA
Rainbow Veil	–	CQAAAVC
Chess	–	CQAAIUC
Lobster Quadrille	–	CQAAQXC
Hen House	–	CQAAYWC
Desert Two	–	CQAABFE
Flaming Arrow	–	CQAAJEE
Plain Aria	–	CQIERDG

Central Europe

Domino Mirror	–	CSIEIYE
Chess	–	CSIEQ6E
Arc Lite	–	CSIEY4E
Anterior Nova	–	CSIEBJC
Renideer Flotilla	–	CSIEJIC
Hop Toad	–	CSIERLC
Olympic Torch	–	CSIEZKC
Lobster Quadrille	–	CSIEBZA
Grand Theft	–	CSIEJYA
Flaming Arrow	–	CSIER6A

Vietnam

Lobster Quadrille	–	CQIEZCG
Reindeer Flotilla	–	CQIEBRE
Flaming Arrow	–	CQIEJQE
Hen House	–	CQIERTE
Lava Lamp	–	CSIEZSA
Anterior Nova	–	CSIEAJG
Gemini	–	CSIEIIG
Chess	–	CSIEQL6
Binary Rainstorm	–	CSIEYKG
Freedom Train	–	CSIEAZE

LOTUS TURBO CHALLENGE

Passwords

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

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

M1 ABRAMS BATTLE TANK

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

MARVEL LAND

Password buster
Enter the code TRIDENT to get to the end of the game.

MASTER OF MONSTERS

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

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

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

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.

OUTLANDER

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

Level 1	–	FYBY1QZFQ24ØQØ
Level 2	–	89DØ2ØJCYY8CZ8
Level 3	–	P69HØSK7YCKCX
Level 4	–	TZZY2159Q9YK8Ø

OUTRUN

Ending sequence
Enter, logically enough, ENDING on the high score table to see the end of the game.

Hidden airships
Avoid crashing and you'll see three hidden airships during the second stage.

Hyper level
On the title screen, press C ten times and then go to the options screen to enter Hyper mode.

PHANTASY STAR 2

Living longer
You are most vulnerable during fighting stages, so this hint could prove vital to your longevity. Alternate pressing C and B as you walk. Button C opens the 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

Six continues
Press C, A, B, A, C, A, B, A on the chapter one screen.

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 any by doing the following from the password screen: type in the level number you wish to go to followed by the word `BIT`. Hence to get to level 327 enter `327BIT` as the password.

POWERBALL

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

POWERMONGER

Passwords
Enter: `TJ3DP2TJW7TI5PJ3DJ4PJLIKPHAKJEKOGQ` for the final level.

PREDATOR 2

Passwords

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

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.

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 should 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.

THE REVENGE OF SHINOBI

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

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

RINGS OF POWER

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

ROAD RASH

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

ROAD RASH II

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

ROLO TO THE RESCUE

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

ROLLING THUNDER 2

Passwords
Enter any of the following codes to progress further into the game:

Level 2 –	A Magical Thunder Learned the Secret.
Level 3 –	A Natural Fighter Created the Genius.
Level 4 –	A Rolling Nucleus Smashed the Neuron.
Level 5 –	A Curious Program Punched the Powder.
Level 6 –	A Logical Leopard Blasted the Secret.
Level 7 –	A Private Isotope Desired the Target.
Level 8 –	A Natural Rainbow Elected the Future.
Level 9 –	A Magical Machine Muffled the Killer.
Level 10 –	A Digital Nucleus Punched the Device.
Level 11 –	A Private Thunder Created the Powder.

SAINT SWORD

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

SD VALIS

Invincibility
On the title screen, press Up, Down, Left, Right, A, B, Up, Down and Start. When you hear a chime you'll become invincible. You'll also notice that your wardrobe changes in the game.

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

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 two's joypad and switch the console on. During the Sega logo screen keep holding down A and start on player one's joypad and A and C on player two's joypad. Start on any stage you want, your main character should have a Forbidden box, use it and the party's level rises to nineteen.

SHINING IN THE DARKNESS

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!

SMASH TV

Level skips
Press Up, Down, Up, Down, Left, Right and Left to leap to the Mutoid man.
Press Down, Down, Left, Right, Up, Up, Right, Left, Down, Up, Down to go to level two.

SOL-FEACE

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

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

SONIC THE HEDGEHOG

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.

SONIC THE HEDGEHOG 2

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

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

Icon select
Perform the level select cheat (see above) and then press B to change Sonic into a ring, then A to cycle through the different sprites in the game and C to place each sprite.

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`

For the championship type:
`LAhM CJ78 2k7I ZyØ1`
`26Ss ti+L fvRS MBNx`

SPIDER-MAN

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

SPLATTERHOUSE 2

Passwords

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

STEEL EMPIRE

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

STORMLORD

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

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

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

STREET 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

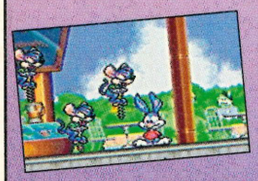
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Hold down player two's pad then type A, B, C and enter the option mode using the first pad. You can now select the rounds and set the number of players.

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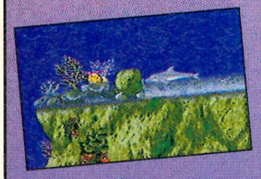
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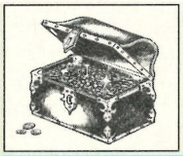
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STREETS OF RAGE II

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

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.

SWORD OF SODAN

Warp
Collect four clear potions and drink them all at once. You will then be warped to the next stage.

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.

SUPER HANG-ON

Password buster
Enter the following passwords for the desired effect:

`5FF3F546F35564`
`FFØSLPIMFJQNKS` – 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 THUNDERBLADE

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

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

SWORD OF SODAN

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

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

SWORD OF VERMILLION

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

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

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.

TAZ-MANIA

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

TECHNOCOP

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

TERMINATOR 2

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

TEST DRIVE 2

Sound Menu
As soon as you begin the race and before you rev the car into first gear, press A. B and C together to go to a sound menu.

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

THUNDERFORCE III

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.

TMNT – RETURN OF SHREDDER

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

TOEJAM & 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

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

TURRICAN

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

TWIN COBRA

Extra continues
Keep pressing A on the title screen to get up to 14 extra continues.

Ending sequence
From the title screen, press Up, Down, Left, Right, A, B, C and Start. You will now get to watch the excellent ending sequence.

Full weapon power-ups
Pause during the game and press Up, Down, Left and Right. Then hold down A and press Start for full weapons.

Stage select
Press Up, Down, Right, Left and Start on the title screen.

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.

UNIVERSAL SOLDIER

Passwords

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

VALIS 3

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

Effects select
Press the Up and Left diagonal, A, B, C and Start together to get to a sound effects test option.

VERYTEX

Infinite lives
Hold the buttons A, B and C while pausing the game. Then press Down and Start for an extra life. Continue pressing Down and Start for more lives.

Bonus shield
If you wish to kit your ship out with a shield, hold A, B and C while pausing the game. Hold Right and Start to unpause the game and get the shield

WANI WANI WORLD

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

WARRIOR OF ROME

Password option
Enter the password GREBDQ3QNE to see the end sequence.

WHERE IN THE WORLD IS CARMEN SANDIEGO?

Passwords

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

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.

XENON 2

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

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

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.



BLACK HOLE ASSAULT

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

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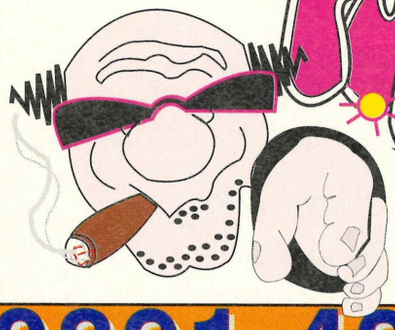
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Hand of God
Enter your name as BIGNET and when you fight an opponent, press Start and he will instantly drop to the floor.

CHUCK ROCK

Passwords

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

COSMIC FANTASY STORIES (IMPORT)

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

EARNEST EVANS

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

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

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.

HOOK

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

NOSTALGIA 1907 (IMPORT)

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.

ROAD AVENGER/ROAD BLASTERS FX

Level select
From the start, push Up to access the Options Mode, then press A six times and you will hear a chime to tell you the cheat has worked. Play the game as usual and a level select will be offered.

View mode
Access the Options menu as above and press A five times, B five times and then press A to watch each level being played out.

In-game pause
Again, access the Options menu as before, then press A four times, B once and A once. This will allow you to pause the game while you're playing by pressing Start.

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/COBRA COMMAND

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

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

TIME GAL

Passwords

BC 7,000,000	–	DODZILLA
BC 3000	–	STONEAGE
BC 1600	–	ELEPHANT
BC 44	–	OSIRIIYA
AD 500	–	HARDWORK
AD 666	–	DEATHOUL
AD 1588	–	SOUTHERN
AD 1941	–	WORLDWAR
AD 1991	–	LANDMINE
AD 2001	–	RECKLESS
AD 3001	–	MURDERER

WONDERDOG

Passwords

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

MASTER SYSTEM



ACTION FIGHTER

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

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

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

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

AFTERBURNER

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

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

ALEX KIDD IN HIGH TECH WORLD

Level select
Enter the code `Ø1AdGSCPVd` to start your mission in the forest section of the game.

Extra points
On the ninja section you'll see some of the clouds are yellow. Shoot these five times and a box worth 200 GP's will appear.

ALEX KIDD IN MIRACLE WORLD

Extra continues
Providing you have a score of over 4,000 (easy enough to achieve) when you die, you can continue by pressing button two 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.

Defeating opponents
Use these to defeat your opponents:

Stone Man (Goozeba)	–	Stone, Scissors
Scissor Man (Chokkinna)	–	Scissors, Paper
Paper Man (Parlin)	–	Stone, Scissors

After defeating them they'll want to have another try so do this:

Stone Man (Goozeba)	–	Paper, Paper
Scissor Man (Chokkinna)	–	Stone, Stone
Paper Man (Parlin)	–	Stone, Scissors

Opponent skip
To continue past each opponent without playing scissors, paper and stone go to any boss and press Start twice.

Final level box sequence
When you get to the end of Cragg Lake and have opened the door with the moonlight and sun stone, you'll enter a room with several pink boxes on the ground sporting different symbols. You have to jump on these in this order: Sun, Waves, Moon, Star, Sun, Moon, Water, Fish, Star and Fish.

ALEX KIDD IN SHINOBI WORLD

Secret room
On part two of the lobster level leap onto the single platform and jump backwards towards the wall on your left. At the end there is a rope, swing on it and throw a fireball to your right to discover the hidden room.

ALIEN^3

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

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

ALTERED BEAST

Extra energy
On the title screen press 1 and the Up and Left diagonal to gain extra

bars of energy.

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

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

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

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.

ARCUS ODYSSEY

Character codes
The following codes will select any of the characters during the various levels of the game:

BEAD SHIA

Act two	FA2HAIADRR
Act three	FI4IAIAESB
Act four	HK3CDIILDO
Act five	HLØDAQIPMX
Act six	HNØDE5IQVR
Act seven	HNØDE5IVWZ
Act eight	KRØDE2IZX5

DIANE FIREYA

Act two	GJEIACRT
Act three	GJWZAIAEKM
Act four	GIRCTQIJ1X
Act five	IISDUXIPUI
Act six	IIUHUZMRNZ
Act seven	IIXBUYIUGW
Act eight	IJXBU2JØHB

ERIN GASHUNA

Act two	HIJAAIAABB
Act three	HIIYAIAGC3
Act four	HIIAOOIKDK
Act five	HIKAQYIOUZ
Act six	HIKEQYIRVC
Act seven	HIKEQYIVOH
Act eight	HJKBQYIZPK

JEDDA CHEF

Act two	GDHAAIAABZ
Act three	GIEIAAAECA
Act four	GJECAIIL1Q
Act five	IJCECJIOUØ
Act six	KICBEPIQ3F
Act seven	KICBHIIVWG
Act eight	KJCBHNIYXR

AZTEC ADVENTURE

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

BACK TO THE FUTURE II

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

BART VS THE SPACE MUTANTS

Access codes

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

BATTLE OUTRUN

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

BLACK BELT

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

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

BLADE EAGLE 3-D

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

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.

Level select
Plug the joypad into port two and hold Up and both buttons, then switch on. The story pictures should now be different when you start. Go into the game as normal and select your character to activate the level select.

BUBBLE BOBBLE

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

Secret room
Reset the game and select one/ two player start. On level one, bubble the first three enemies but don't burst them. Soon they'll turn red – when this happens, bubble them again and repeat, even when Baron Von

Bubba appears. After a few seconds, a door should open to a secret room.

CAPTAIN SILVER

Extra continues
To be able to continue after the game over screen press Up and then both buttons simultaneously.

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 character Charley at poker and keep the stakes high. Win one game to take you over the million mark.

CHOPLIFTER

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

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

CYBORG HUNTER

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

DEAD ANGLE

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

DOUBLE DRAGON

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

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

DYNAMITE DUX

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

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

ENDURO RACER

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

FANTASY ZONE

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.

THE FLINTSTONES

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

UP: Level one
DOWN: Level three
RIGHT: Level two
LEFT: Level four

GAIN GROUND

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

GANGSTER TOWN

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

GAUNTLET

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

GHOST HOUSE

Invincibility
Keep jumping onto the arrows fired at you and after a while you'll turn

golden and become invincible for a short while.

Freeze enemies
Punching light bulbs will freeze all characters onscreen.

GHOSTBUSTERS

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

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

GOLDEN AXE

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

GOLF MANIA

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

GOLVELLIUS

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

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

Power-up bonanza
For eighteen lives, the legendary sword, the ring of invincibility, the Remedia shield, some ascent boots, mirror, purple mea and only Govellius to kill try either of these codes:
UPDZ, CPTB, 72CK, XCS2, 3PP3, B7NE, MMNA, MOFS, or,
WK4Q, AH85, LDSX, KNGF, Q5N7, 2K3L, 7T5E, QKQL.

GREAT VOLLEY BALL

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

JAMES BOND – THE DUEL

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

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KENSEIDEN

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

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

KUNG-FU KID

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

LIGHT FORCE

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

LIGHT CORRIDOR

Passwords

Ø622	2ØØ8	3212	7328
1Ø15	26Ø2	33Ø5	9932
1825	2819	6811	

LUCKY DIME CAPER

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

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

MARBLE MADNESS

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

MIRACLE WARRIORS

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

MOONWALKER

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

MY HERO

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

THE NINJA

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

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

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

PAC-MANIA

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

POPULOUS

Password buster

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

POSEIDEN WARS

Extra continues
When you lose your last life press Down, Down, Down, Down, Right,

Right, Right, Up, Up and Left to continue.

POWER STRIKE

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

PSYCHO FOX

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

QUARTET

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

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

R-TYPE

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

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

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

RAMBO 3

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

RAMPAGE

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

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

RASTAN

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

SECRET COMMANDO

Continue option
Both players must hold down both buttons on the joypads and continually press Left and Right for a continue option. This works after level three.

SHINOBI

Level Select
Press the joypad diagonal Down and Left together with button two and you'll be able to select the starting stage.

SONIC THE HEDGEHOG 2

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

SPACE HARRIER

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

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

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

SPELLCASTER

Password buster
To get near the end of the game and avoid having to embark on your epic journey of the universe, use the following cunningly-crafted password:
`pljDjZKØ9mZpeEIjioxoGUHC.`

SPY VS SPY

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

SUPER TENNIS

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

TEDDY BOY

Level select
On the title screen press Up, Down, Left and Right. When the new screen appears press Up then Down nine times and use button one to choose the start level.

Continue mode
On the option screen press Up, Down, Left, Right, Up, Down, Left, Right. Play the game then when you lose your last life go back to the option screen and select continue, B and "YES".

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

THE TERMINATOR

Level select
On the main *Terminator* title screen hold down button two and press button one once. The screen should turn black. Now press Left, Left, Up, Up, Right, Right, Down and Down. Two zeros will appear on the screen and pushing Left or Right will toggle between the levels.

THUNDERBLADE

Invincibility
Press Up, Down, Left, Right and button one to become invincible.

THUNDERBLADE II

Extra continues
When the game over message appears press button two, Down and Right.

TIME SOLDIERS

Invincibility
In a simultaneous two player game, one of the players can walk off the back of the screen and become invisible and – better still – invincible. The player offscreen can still destroy enemies, though.

TRANSBOT

Options menu
Switch on the console with button two and down depressed. After a few seconds some options will appear. Press Up for infinite lives, Down for infinite weapons, Left for power and Right to cycle through weapons. Push button one on pad two to continue.

VIGILANTE

Level select
To select any level, press the Up and Right diagonal on the joypad and buttons one and two. An option will appear allowing you to start on any level.

WANTED

Level select
Shoot the title screen by pressing fire. Then, while pressing Pause, shoot either of the two exclamation marks (!) at the bottom right of the screen that make an appearance. When the round selector eventually appears, simply shoot the number of the round that you wish to enter.

WIMBLEDON

Bonus points
To add 52 points to your player in Tour mode, enter either of these codes:
Enter: `JJI AAH FHI` `EFJ DER XHA`

Level password
To begin in Australia having already won the American and Australian cup, enter the following code. You'll also be able to put your speed, power and skill up to the maximum of 20 and still have 27 points left over.
Enter: `IJJ WUT RQM`

WONDERBOY

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

WONDERBOY II

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

WONDERBOY III: THE DRAGON'S TRAP

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

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

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

Level passwords
`1WZ4 JHO 289Y 5BX` (lizard man)
`NFKU 1EO 4Ø3P X88` (Lizard man)
`2CKF 3L4 894Z A5F` (Mouse man)

2CKF 3MO 8GEU U7J (Mouse man)
YF3U 5DW CR1A ED7 (Mouse man)
2CKF KKO 8RGP V9J (Piranha man)
LIZ4 C14 ER2N 4E4 (Mouse man)
84FD 5M4 B9PB 86N (Lion man)
YF3V 5CO CRVF NC9 (Mouse man)
ZP3K N4L DA1F TV7 (Hawk man)
2CKF 7PL 8T4J 27A (Mouse man)

WONDERBOY IN MONSTERLAND

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

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.

WORLD SOCCER

Easy shot
When you kick off, press button two and wait until the ball arrives at the arrowed man. Press one and you'll only have the goalie to beat.

ZILLION

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

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

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

ZILLION 2

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



AX BATTLER

Passwords

Firewood City	—	JMLO BFKC DLEC EAPI
Turtle Village	—	PIPF OEBA ODGA IIKO
Sand Marrow	—	OOBK CBPM IMAM NBLP
Holm Stock	—	EEAP IKLN LMPE CNOG

CASTLE OF ILLUSION

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

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

CHASE HQ

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

CHUCK ROCK

Passwords
Level 2 – 7GØ9M

Level 3 – NN6E3
Level 4 – 84AKC

COLUMNS

Alternative ending
Go to flash mode and select a block starting height of nine. Choose your difficulty level and start the game as normal. Purposely end the game. When the flash mode demo ends, there'll be a different ending.

FACTORY PANIC

Extra lives
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 1	—	TSMDCV	Level 11	—	THESUN
Level 2	—	TTNDCV	Level 12	—	MQANCZG
Level 3	—	TVPDCV	Level 13	—	MSCNCZG
Level 4	—	TZTDCV	Level 14	—	MWGNCZG
Level 5	—	THBDCV	Level 15	—	MEONCZG
Level 6	—	THBEDW	Level 16	—	MEOODAH
Level 7	—	THBGFY	Level 17	—	MEOVJGN
Level 8	—	THBKJC	Level 18	—	MEOCROV
Level 9	—	THBSRK	Level 19	—	MEPCSPW
Level 1Ø	—	THCSSL	Level 2Ø	—	MERCURY

FANTASY ZONE

Continue Mode
Wait for the "Game Over" screen to fade and go into the title screen and hold Up and button one, then start the game. You will start on the stage where you died.

Collecting points
All the hamburgers you get to shoot in the first 30 seconds of level one turn into big rotating coins worth 1,000 gold pieces each. Well worth shooting, you'll doubtless agree. The shop appears after you've amassed 2,000 points, so you've got to be quick collecting the points and then heading for the shop.

LUCKY DIME CAPER

Unlimited lives
When you lose your last life and the continue screen appears, push Down and button one simultaneously. You'll continue the game on the level where you died, and you'll now be armed with unlimited lives.

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 one Player, hold down left, buttons one and two, then press start. Your machine can now drive through other vehicles and obstacles. It is also not affected by time over.

PENGO

Level select
Press and hold the Up Left or Right diagonal, then hold buttons one and two and press Start. The level select will be yours along with seven lives.

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, one and two during the title screen. Then push Start.

PUTT 'N' PUTTER

Secret options screen
On the title screen press button one and Start for the secret option screen to appear.

RASTAN

Infinite continues
To continue the game after you've been killed, press Up and Start simultaneously.

REVENGE OF DRANCON

Bonus level
After you pass a sign with two 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 for the taking.

Best path
Tackle the levels in the following order: Highway, Harbour, Valley, Woodland.

Level Select
Pushing Down and pressing button two on the title screen of this excellent hand-held ninja game when the complete ninja face is showing, reveals the ingenious level select.

SLIDER

Level codes
Following are all the codes for the last 50 levels:

AGAG – 50	JGJI – 51	APAP – 52
JPJB – 53	AGCI – 54	JGLK – 55
APCB – 56	JPLD – 57	CGAI – 58
LGJK – 59	AEEI – 60	JENK – 61
ANEB – 62	JNND – 63	AEGK – 64
JEPM – 65	ANGD – 66	JNPF – 67
CEEK – 68	LENM – 69	AGEK – 70
JGNM – 71	APED – 72	JPNF – 73
AGGM – 74	JGPO – 75	APGF – 76
JPPH – 77	CGEM – 78	LGNO – 79
EAAE – 80	NAJG – 81	EJAN – 82
NJJP – 83	EACG – 84	NALI – 85
EJCP – 86	NJLB – 87	GAAG – 88
PAJI – 89	ECAG – 90	NCJI – 91
ELAP – 92	NLJB – 93	ECCI – 94
NCLK – 95	ELCB – 96	NLLD – 97
GCAI – 98	PCJK – 99	

SONIC THE HEDGEHOG 2

Level select
Before switching on hold the Left Down diagonal and both buttons, then press and hold Start simultaneously. Switch on while still holding all the buttons and wait until Sonic has run right across the screen then press Start again and a level select screen will appear.

SPACE HARRIER

Change difficulty
To play the game in easy mode, hold down button two whilst turning on the GG. To play in hard mode hold button one whilst turning the machine on.

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

Playing Mode
To alter the mode of play, hold down button one and switch on for hard mode. For easy mode hold down button two and switch on.

SPIDER-MAN

Hidden Game
Hidden deep within the game of *Spider-Man* is a *Pac-Man* game. To access it, you first have to collect the key from Electro's Power Plant. Once done, drop down the left side of the screen, and you'll see a Game Gear appear. The next time Peter's room appears, press A and get chomping those dots.

STREETS OF RAGE

Extra continues
On the game over screen press Left, Left, B, B, B, C, C, C and Start. You'll now be able to continue from where you left off.

SUPER MONACO GP

Corner taking
When going around corners, let go of button one and rapidly press it instead. You'll stay on the track while keeping a constant speed.

Final sequence
Go to the password screen and select World Championship mode. This will take you to the final screens. Also input CHAMPION on the same screen.

TAZ-MANIA

Extra lives
On the first level spin all the way to the opening, but don't jump down. If you're far enough ahead of the bomb, walk back and a heart should appear. You must walk to the very edge for the cheat to work. On the ice level, wait until the guardian is small and squash him, you'll be rewarded with another extra life.

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.

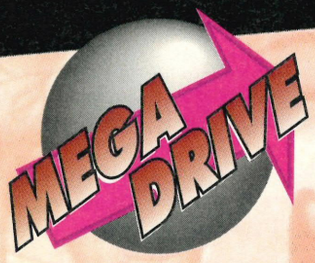


BUSTERS

Got any cheats, tips or solutions for your favourite Sega games? If you have, send them in to Britain's only dedicated Sega tips magazine, and the best Busters that we publish will win a free cart! The address is **Busters, SEGA XS, Durham House, 124 Old Christchurch Road, Bournemouth, Dorset, BH1 1NF.**



XS CODES



You can't have failed to notice the pull-out Datel Action Replay code cards free with this issue, but here we have the most comprehensive list of Action Replay codes ever! Every issue we will keep you updated with all the latest codes as well as all the old favourites, plus any news on new hardware. SEGA XS is also offering free carts for the most ingenious and hottest codes you can find for all the latest games. We know that there are plenty of games released in the two months each issue of SEGA XS is on sale, and here's your chance to update the XS codes section and win games for all your hard work. Send your codes to *Datel Code Busters, SEGA XS, 124 Old Christchurch Road, Bournemouth BH1 1NF.* Every issue, one lucky person will win a cart for any Sega console... it could be you.

ALICIA DRAGOON

FF01A3000X: Where X is a level number, you start from this level.
FF00220010: Friendly monster energy meter does not decrease.
FF00C2000A: Infinite energy.

ALIEN³

FF08450099: Unlimited machine gun rounds.
FF08470099: Unlimited flame.
FF08490099: Unlimited Mortars.
FF08EB00XX: The value in XX is how many lives you start the game with.
FF09ØB0009: This parameter is for infinite lives.
FF08670050: Freeze the timer.
FF08110000X: X changes the amount of people you must collect.
FF08130002: Level select, you must start the game and lose a life before correct level is selected.
FF08670059: Infinite time.
FF08670059: Infinite missiles.

ALIEN STORM

00C7C520000: Special attack does not lose energy.
00C7CE4E75: Normal attack does not lose energy.
003A2E6002: Unlimited credits.
00A7546002: Aliens do no damage.

ALTERED BEAST

002C58603E: Almost invulnerable.
002F6A602C: Infinite lives.
0037185668: First ball turns you into the beast.

ARROW FLASH

00A674000A: Ten special weapons per life.
00BAD66004: Unlimited special weapons.
0054326004: Unlimited lives.
000438000X: Use a number in place of X to select a level number.

ATOMIC RUNNER

FFC321000F: Infinite continue.
FFC3230004: Infinite lives.
FFC3240001: Invincibility (Death can still occur by falling).
FFDD0D000X: Size of shot (X is 1-4).
FFDD1A0010: Super high jump.

BART VS THE SPACE MUTANTS

FF01B70002: Infinite energy.
FF01B50002: Infinite energy.
FF01B40004: Infinite lives.
FF01450010: Infinite money.
FF01A40001: Infinite spray cans.
FF022D0001: Infinite spray cans.

BATMAN

FFFE320007: Unlimited lives.
FFFE340009: Unlimited batarangs.
FFFE380001: Unlimited guided batarangs.
FF431C0006: Infinite lives.

BATMAN RETURNS

FFFE320003: Infinite lives.
FFFE34000A: Infinite batarangs.

BATTLE SQUADRON

00EF960000: Infinite lives.
0036SE0000: Infinite smart bombs.
00D4F46008: Don't downgrade weapons.

BIO-SHIP PALADIN

FFF2E80003: Infinite lives.

BONANZA BROTHERS

0053446068: Infinite lives for red player.
0053D0606C: Infinite lives for blue player.
0104580005: Five minutes per level.
01066A4A28: Infinite time.

BUDOKAN

FF81B8007F: Infinite stamina.

CADASH

FF0E510099: Can be used for a fighter or a mage, it keeps your health at 153.
FF0E570099: If you're a mage, it keeps your magic at 153.
FF0A7B0002: This will give you unlimited continues.
FF0E930009: This will give you a constant nine healing herbs.

CHUCK ROCK

FF06D10003: Infinite lives.
FF06D50007: Unlimited energy.

CRACKDOWN (UK)

02882E6002: Gives Ben unlimited machine gun bullets.
0288E86002: Gives Andy unlimited machine gun bullets.
0288106002: Gives Ben unlimited cannon shots.
0288CA6002: Gives Andy unlimited cannon shots.
005B7C6004: Gives Ben unlimited super bombs.
005AEA6004: Gives Andy unlimited super bombs.
00DA1A6004: Stops Ben from losing a life in most situations.
0021326004: Will stop Ben from losing lives when above cheat fails.
000D0A6004: Gives infinite time.

CRUE BALL

FF8439000X: Volume level select (Ø-9).
FF843B000X: Score multiplier (Ø-5).
FF843D0001: Infinite balls.
FF843F000X: Number of extra balls (Ø-5A).
FF8443000X: Number of times 5ØK is shot (Ø-3).

CYBERBALL

0095D49999: Player starts with $999,9ØØ.
0095EA9999: Player one in a two player game starts with $999,9ØØ.
0095F09999: Player two in a two player game starts with $999,9ØØ.

DARK CASTLE

FF130B0003: Infinite lives.

DEATH DUEL

FFFF2F0087: Infinite time.
FF268D0040: Infinite left side shots.
FF26AF0040: Infinite centre shots.
FF26D10040: Infinite right side shots.
FF1F4F00XX: Level select. (XX is Ø-1Ø).
FFFF030002: Infinite tries.
FFFF2F0099: Unlimited time.
FFFF38XXXX: Amount of Pheelae (currency) X1Ø,ØØØ. (XXXX is Ø-9,999).
FFFF3AXXXX: Amount of Pheelae (currency) X1. (XXXX is Ø-9,999).
To get through all levels automatically (except selecting for weapons in the shop) enter the following, FF1F230001, FF1F250001, FFFF380001.

DECAP ATTACK

02EC9E6002: This parameter will make Chuck immune to enemy attack.
02B1666002: Allows Chuck to walk on lava.
02EC386004: Removes all enemies from the game.
02EB884E71: Infinite chucks.
02EB626002: Skip levels.

DESERT STRIKE

FF10B70003: Infinite lives.
FF10AB0064: Unlimited fuel.
The following codes cannot be used when you have entered a password.
FFACDC00XX: Armour X256. (XX ranges from Ø-FF).
FFACDD00XX: Armour X1. (XX ranges from Ø-FF).
FFAE9D009A: Unlimited chain guns.
FFAEDD0026: Unlimited Hydras.
FFAF1D0008: Unlimited Hellfires.
FF10AB0064: Unlimited fuel.
095F8C1388: Gun capacity is 5,ØØØ.
0049BE0000: Helicopter consumes no fuel.
006AA44A79: Infinite lives.
0068904A79: Unlimited fuel.
0049D07FFF: This parameter will start the game with 32,767 armour.
095FCA0190: Hellfire inflicts 4ØØ points of damage.
00D55A6002: Unlimited capacity on all weapons.

DICK TRACY

04D82400XX: Change XX to start with

different values. Try 04D8240063 for 99 lives.
05BAA26024: Almost invulnerbale to enemy attack.
0686464E71: Infinite time.

DJ BOY

FFA189000A: Unlimited health.
FFA19803E7: Unlimited money.

DUNGEONS AND DRAGONS

FF10C500FF: Gives you £280,000,000.
FF91850014: Gives top character max ex points. You must have 1 flight for each.
FF915A0001: Cure light wounds scrolls (infinite).
FF915A0003: Cure serious wounds scrolls.
FF915A0006: Cause light wounds scrolls.
FF915A0009: Cause critical wounds scrolls.
FF915A000C: Detect magic scrolls.
FF915A000F: Light scrolls.
FF915A0010: Darkness scrolls.
FF915A0013: Continual dark scrolls.
FF915A0016: Anti magic shell scrolls.
FF915A0019: Resist cold scrolls.
FF915A001C: Detect trap scrolls.
FF915A001F: Animate dead scrolls.
FF915A0020: Ceate water scrolls.
FF915A0023: Death spell scrolls.
FF915A0026: Sticks to shakes scrolls.
FF915A0029: Hold portal scrolls.
FF915A002C: Read Magic scrolls.
FF915A002F: Entangle scrolls.
FF915A002F: Entangle scrolls infinite.
FF915A0030: Mirror image scrolls infinite.
FF915A0033: Fireball scrolls infinite.
FF915A0036: Slow scrolls infinite.
FF915A0039: Protection from missiles scrolls infinite.
FF915A003C: Ice storm scrolls infinite.
FF915A003F: Feeble mind scrolls infinite.
FF915A0040: Wall of stone scrolls infinite.
FF915A0043: Stone to flesh scrolls infinite.
FF915A0046: Bows infinite.
FF915A0049: Infinite +1 Daggers.
FF915A004C: Maces.
FF915A004F: Slings.
FF915A0050: +1 Slings.
FF915A0053: +2 Swords.
FF915A0056: +1 Swords + vs 3 enchanted.
FF915A0059: +1 Swords + vs 3 undead.
FF915A005C: Axes.
FF915A005F: Spears.
FF915A0060: +1 Spears.
FF915A0063: War hammers.
FF915A0066: +3 War hammers.
FF915A0069: +1 Leather hammers.
FF915A006C: Chain mails.
FF915A006F: +3 chain mails.
FF915A0070: Plate mail.
FF915A0073: +3 Plate mail.
FF915A0076: +2 Shields.
FF915A0079: Ring of protection.
FF915A007C: Ring of water walking.
FF915A007F: Displacer cloaks.
FF915A0080: Drums of panic.
FF915A0083: Horns of blasting.
FF915A0086: Potions of heroism.
FF915A0089: Potions of giant strength.
FF915A0090: Protection from magic scrolls.
FF915A0093: Protection from undead scrolls.
FF915A0096: Wand of fireballs.
FF915A0077: +3 Shields.
FF915A0078: Ring of fire resistance.
FF915A007A: Ring of regeneration.
FF915A007B: Ring of spell turning.
FF915A0099: Wands of magic detection.
FF915A0097: Wands of lightning.
FF915A0098: Wands of paralyzation.
FF915A009C: Wands of trap detection.
FF915A009A: Wands of negation.
FF915A009B: Wands of secret doors.
All of the above codes are infinite whilst enabled.

EA HOCKEY

00C0080000: Freeze game timer.
009A706002: Freeze penalty timers.

ECCO THE DOLPHIN

FFB6360003: Unlimited air.
FFB6350038: Unlimited health.
FFB7FF0000: Invincible to crushing walls on last level.
FFB7C20000: Ignore water currents.

ESWAT

0019604E71: Infinite lives.
0017C26000: Use with the next two codes. This will make you invulnerable.
001A284E71: Use with above and below codes.
0258C6002: Use with both above codes.

FAERY TALE ADVENTURE

006176XXXX: Julian starts with XXXX amount of coins.
0061700XXX: Julian starts with XXX kindness points.
01063E6006: All items are free.
0029E46002: Swimming no longer causes any loss to your vitality.

FANTASIA

005D54103C: Gives energy instead of removing it.
005D584E71: Used in conjunction with above code.
0062284E71: Infinite large magic.
0062504E71: Infinite little magic.
FF07D90004: Infinite strength.
FF07DB0003: Infinite dreams (lives).
FF08370003: Infinite magic paints.

FATAL LABYRINTH

004A8E5000: Start with 5,000 hit points, use code below as well.
004A905000: Use with the above to start on 5,000 hit points.
0996C6016: Almost infinite hit points.
0070107C14: Restore hit points at a super fast rate.
0050E0600A: Kill most enemies with one attack.

FATAL REWIND

FFE0210002: Infinite lives.

FLASHBACK

FFD3D70005: Infinite shields.

FLICKY

0120080XX: Start with XX lives.
0144366004: Infinite lives.
0120E0X0X: Start on round X.

FORGOTTEN WORLDS

FF11090028: Makes player invulnerable.
FF1A470028: Makes player two invulnerable.
FF1106099: Increases the intake of Zenny for player one.
FF1A440099: Increases the intake of Zenny for player two.

GHOSTBUSTERS

FFFE2C0010: Unlimited life.
FFFE32001A: Unlimited energy.
FFFE0D00XX: Money X100,000 (XX ranges from 0-99).
FFFE0E00XX: Money X100 (XX ranges from 0-99).
FFFE0F00XX: Money X1 (XX ranges from 0-99).

GHOULS 'N GHOSTS

0065866006: Infinite lives.
0073B40001: Instant charge on magic armour/ weapon.

GOLDEN AXE

FFFE7E0080: Unlimited life for Duel.
FFFE720031: Stop timer for Duel.
FFFE7C0003: Infinite lives.

GOLDEN AXE II

FF08820005: Always keep five bombs while the Action Replay is enabled.
FF08800XX: Will give you XX lives when you activate Action Replay.
FF08820005: Change number at the end to keep required amount of bombs.
FF08800002: Infinite lives.

GREENDOG

FF17DD0004: Infinite lives.

GYNOUG

FFD6CD0002: Infinite lives.

HELLFIRE

002AE46004: Infinite hellfire missiles.
00283E6004: Infinite lives.
0026085079: First power-up gives you full power.
0028020005: Same facility when used with above code.

HERZOG ZWEI

00758C0243: All weapons are made immediatley.
00758E601C: Infinite money.
003A3C6002: Infinite energy.
000EFE600E: Infinite ammunition.
008D6A6008: Infinite total strength.
008AD84E71: Immediate energy recovery.
008AF87260: Immediate ammunition recovery.
008AB44E71: Immediate stamina recovery.

THE IMMORTAL

0081E8197C: Use with following parameter for infinite lives.
0081EA00FF: This is used with above to give you infinite lives.
0113F46006: This cheat will defeat the goblins in combat.
0099304E75: Beat floor traps, worms, arrows etc.
FF109A0002: On most levels this provides you with unlimited continues.
FF0B720003: Unlimited amount of fireballs.
FF10A8000C: This will stop your man from losing energy during fights.

INDIANA JONES & THE LAST CRUSADE

FF7F5B0008: Infinite lives.
FF7F590020: Infinite energy.

JAMES BOND (THE DUEL)

FF1B0D0008: Used with below codes.
FFA37B0007: Use with above and below codes.
FFA3970007: Used with above codes to give infinite lives.
FF1B7D0007: Used with below codes.
FF1B8D0007: Used with above and below codes.
FFA37B0007: Used with above and below codes.
FFA3970007: Used with above codes to give infinite energy.

JAMES POND

007ED16004: Infinite lives.
008A166002: Infinite time.

JAMES POND II: ROBOCOD

00190A4E71: Infinite lives.
003D1C6002: Use with code below to make you invincible.
003CC26002: Use with above code.
0029166002: Keep wings from round to round.

JEWEL MASTER

FFC4D50048: Unlimited health.
FFC4320XXX: Score X1,000,000. (XXX is 0-999).
FFC434XXXX: Score X 100. (XXXX is 0-9999).
FFC4420003: Infinite continues.

JOHN MADDEN FOOTBALL

0092660XX: Play starts at XX seconds.

ØØ74C4ØØØX: Where X is the amount of timeouts the home team start with.
ØØ74CAØØØX: Visiting team starts with X timeouts.
ØØ8E38ØØØ6: Only need five yards for first down.
ØØ8FE4563Ø: Touchdown worth three points.
ØØ8FE45Ø3Ø: Touchdown worth eight points.

KID CHAMELEON

FFFC45ØØXX: XX in this code referes to a level number to start from any level.
FFFC43ØØ63: Will maintain your maximum number of diamonds all the time.

KRUSTY'S SUPER FUN HOUSE

FFØ2FDØØØX: Level select. (Ø-4)
FFØ3EXØØØØ: Remove golden padlock from final door.
FFØFF3ØØØ2: Infinite lives.
FFØFF5ØØ64: Invincibility.
FFØFFDØØØA: Infinite weapon count.

LAST BATTLE

ØØ93D86ØØ2: You are not killed when your energy bar reaches zero (infinite energy).
ØØ121C6ØØ2: Timer does not decrease.

LEMMINGS

FFF534ØØXX: Fun stage. Where XX is the level number -1, and ranges Ø-ID.
FFF535ØØXX: Tricky stage. Where XX is the level number -1, and ranges Ø-ID.
FFF536ØØXX: Taxing stage. Where XX is the level number -1, and ranges Ø-ID.
FFF537ØØXX: Mayhem stage. Where XX is the level number -1, and ranges Ø-ID.
FFF538ØØXX: Present stage. Where XX is the level number -1, and ranges Ø-ID.
FFF539ØØXX: Sunsoft stage. Where XX is the level number -1, and ranges Ø-ID.
FFF48BØØXX: Number of floaters. (XX ranges Ø-63).
FFF491ØØXX: Number of diggers. (XX ranges Ø-63).
FFF48AØØØX: Gives you X athletes to do a level.
FFF48BØØØX: Gives you X floaters to complete a level.
FFF48CØØØX: Gives you X bombers for a level.
FFF48DØØØX: Gives you X blockers for a level, leave enabled for unlimited.
FFF48EØØØX: Gives you X builders for a level, leave enabled for unlimited.
FFF48FØØØX: Gives X tunnelers to do a level, leave enabled for unlimited.
FFF49ØØØØX: Gives X miners per level, leave enabled for unlimited.
FFF491ØØØX: Gives X diggers per level, leave enabled for unlimited.
FFF4E8ØØ3B: Unlimited time to complete a level.
FFF48EØØ13: Infinite builders.
FFF48BØØ13: Infinite floaters.
FFF48AØØ13: Infinite climbers.
FFF48CØØ13: Infinite bombers.
FFF48DØØ13: Infinite blockers.
FFF48FØØ13: Infinite miners.
FFF48ØØØ13: Infinite diggers.

LHX ATTACK CHOPPER

FFF1BDØØDØ: Infinite chain guns.
FFF1BF0004: Infinite sidewinders.
FFF1C1ØØØ8: Infinite hellfires.
FFF76CXXXX: Score.(Where XXXX ranges Ø-FFFF).
FFF92A004A: Unlimited fuel.
FFFBF4ØØXX: Mission number. (XX ranges Ø-21).
FFF1C10004: Unlimited hellfires.
FFF1BF0009: Unlimited sidewinders.

LOTUS TURBO CHALLENGE

FF41A5ØØØX: Level select (Ø-7)
FF434ØXXXX: Speed of opponent cars. (speed for odd levels:1ØAA)
FF439AXXXX: Acceleration factor, acceleration factor for the Lotus Elan: 6CF6, instant acceleration: 4AF4.
FF439EXXXX: Deceleration factor, deceleration factor for the Lotus Elan: 6D8E.
FF43A2XXXX: Speed factor, speed factor for the Lotus Elan: 6E26, best speed factor: **6DFA**.
FF7CB5ØØ63: Unlimited time for player one.
FF7D7FØØ63: Unlimited time for player two.

M1 ABRAMS BATTLE TANK

ØØCA186ØØ2: Infinite ammo.
ØØC89C6ØØ2: Infinite machine gun rounds.
Ø1108E6ØØ2: Infinite smoke canisters.
ØØD7366Ø1Ø: Infinite fuel.
Ø1ØFE86ØØ2: Infinite smoke.
Ø11Ø94ØØXX: Smoke canister time in seconds.
Ø08BBCOXXX: Start with XXX gallons of fuel. 64 would be 1ØØ gallons.
ØØ8B9E0ØXX: Start with XX Heat rounds 64 would be 1ØØ.
ØØ8BA4ØØXX: Start with XX Sabot rounds 64 would be 1ØØ.
ØØD8A24E71: Equipment can't be damaged.

MARBLE MADNESS

FFAC77ØØ39: Infinite lives.
FFBØCFØØ39: Infinite time.

MARIO LEMIEUX HOCKEY

Ø162BØ6ØØ4: Freeze timer.
Ø162D46ØØ4: Freeze player 2's first penalty timer.
Ø162C24E75: Freeze all penalty timer.

MARVEL LAND

FFF747ØØØ2: Infinite lives.

MERCS

ØØ8ØB8C351: Infinite bombs.
ØØBØ944E71: Infinite energy.

MICKEY MOUSE

ØØB7944E75: Mickey only takes one point of damage per section.
ØØC8C4ØØ26: Jump higher.

MIGHT & MAGIC

Ø2BB8ØØØØØ: Dagger is free.
Ø2BBB6ØØØØ: Nunchukas are free.
Ø2BBØØØØØØ: Short sword is free.

MOONWALKER

Ø05F1E31FC: Use with below code. This will increase Michael's ability to dance.
Ø05F2ØØØ4Ø: Use with above code.
ØØDFD06ØØ4: Infinite lives.

MS. PAC-MAN

ØØ18366ØØ2: Infinite lives.

MYSTIC DEFENDER

ØØCØDE4E71: Will make firing super-charged weapons easier.
ØØ6EF06ØØ2: Will protect you against most enemy attacks.

OUTRUN

ØØ35A84A1Ø: Infinite time.

PACMANIA

ØØ88926ØØ2: Will give you infinite Pac-men.
ØØ2992ØØØX: Start with X lives minus one, eg for six lives enter X as five.
ØØØØ4418E7: Ghosts stay blue much longer than normal.

PHANTASY STAR II

ØØ2D526ØØ2: Players never get paralysed.
ØØD01C6ØØC: All items are free of charge.
ØØ2BØC6Ø12: No damage is taken in battle.
ØØ2C146Ø12: No damage is taken from venomn strikes.
ØØ716E6Ø14: No damage is taken in the damage zones.

PHANTASY STAR III

Ø182DC8XXX: With XXX giving the amount of Mesetas.
ØØAB186ØØ6: All items are free.
Ø111766ØØ4: Characters cannot be poisoned.
ØØC36A6Ø18: Sleep and game saving are free.
Ø1Ø33Ø6Ø34: Can be used to protect you against enemy attacks.

PHELIOS

ØØ35DC6ØØ4: Infinite lives.
ØØ72E8603E: Unlimited beam weapons.
ØØ737E4E71: Unlimited homing missiles.

PIT-FIGHTER

FF2C2FØØØ4: Infinite lives for player one.
FF2CFDØØØ4: Infinite lives for player two.
FF2B7BØØD8: Unlimited energy for player one.
FF2C49ØØD8: Unlimited energy for player two.
FF2BA4ØØØ1: Power pill ability for player one.
FF2C72ØØØ1: Power pill ability for player two.

QUACKSHOT

ØØ5ØAC6ØØX: X can be changed to alter the number of lives you start with.
ØØ48726ØØ4: Infinite lives.
ØØ5EDE6ØØC: Invulnerable to enemy attack.
ØØ6ØAC6ØØ2: Donald does not calm down after he loses his temper.
ØØ7D98ØØØ1: Donald loses his temper after only one chilli pepper.
ØØ5ØC631C2: Start the game with about 15 units of popcorn.
ØØ51926ØØ2: Does not decrease popcorn.

RAMBO III

ØØ228Ø3CCØ: Will give you a large amount of lives.
ØØ495A6Ø12: Infinite lives during missions.
ØØ2E186Ø12: Infinite lives during bonus battles.
ØØ484Ø72ØØ: Infinite arrows.
ØØ98E6ØØXX: Each A is worth XX arrows e.g. ØØ98E6ØØ1Ø for 1Ø arrows per A.
ØØ48DA72ØØ: Infinite time bombs.
ØØ98D2ØØXX: Each B is worth XX bombs.

RASTAN SAGA II

FFOAC1ØØØA: Unlimited life.
FFØAC3ØØØ2: Infinite lives.

REVENGE OF SHINOBI

ØØC1B24E71: Will give you unlimited Shurikens through out the game.

ROAD RASH

ØØBA7C6ØØ**2**: Slows the game down while the enable switch is on.
ØØ1AACØØØ**X**: Player one starts at level X.
ØØ1BC2ØØØ**X**: Player two starts at level X.
ØØ1ACAØXX**X**: Player A starts with money corresponding to XXX.
ØØ1BE6ØXXX: Player B starts with XXX money (see above).
ØØ1AD2ØØØ**X**: Player A starts with bike number X eg use ØØ1AD2ØØØ7 for Diablo.
ØØ1BEEØØØ**X**: Player B starts with bike number X eg use ØØ1BEEØØØ7 for Diablo.
FFØ5ØDØØØ**X**: Level select for player A.
FFØ5ØFØØØX: Level select for player

B.
FF0519 00XX: Money X 655,360 for player A. (XX ranges 00-FF)
FF051A XXXX: Money X 10 for player A. (XX ranges 0-FFFF)
FF051D 00XX: Money X 655,360 for player B. (XX ranges 00-FF)
FF051E XXXX: Money X 10 for player B. (XX ranges 0-FFFF)
FF0543 000X: Bike for player A. (X ranges 0-7)
FF0545 000X: Bike for player B. (X ranges 0-7)
FF1A73 00XX: 1st gear acceleration. (XX ranges 00-FF)
FF1A75 00XX: 2nd gear acceleration. (XX ranges 00-FF)
FF1A77 00XX: 3rd gear acceleration. (XX ranges 00-FF)
FF1A79 00XX: 4th gear acceleration. (XX ranges 00-FF)
FF1A7B 00XX: 5th gear acceleration. (XX ranges 00-FF)
FF1A7D 00XX: 6th gear acceleration. (XX ranges 00-FF)
FF1A88 00XX: Maximum speed. (XX ranges 0-7C)

ROAD RASH II

FFF4DC XXXX: Money X 10 for player A. (0-FFFF)
FFF4DE XXXX: Money X 10 for player B. (0-FFFF)
FFF4CF 000X: Level select for player A. (1-5)
FFF4D1 000X: Used with above code.
FFF4D3 000X: Level select for player B. (1-5)
FFF505 000X: Bike for player A (F is a special bike called WILD THING 2,000).
FFF505 000X: Bike for player B (0-F, where F is a special bike).
FF05BF 000X: Number of Nitros. (0-8)
FF05CF 000X: Number of Nitros for player B in head-to-head. (0-8)
FF06C4 00FF: Never hit certain objects. (Note: this doesn't work in head-to-head)
FF0A74 00XX: Current speed. (0-7F, where 7F is 327 mph)
FF0EF4 00XX: Current speed for player B in head-to-head.
FF0A7B 0001: Bike can reach maximum possible speed.
FF0EFB 0001: Bike can reach maximum possible speed for player B.
FF0ACD 000X: Weapon carried/ hitting method.
FF0F4D 000X: Weapon carried/ hitting method for player B in head-to-head.
FF0AD3 00FF: Player always stays on bike. (Note: bike can't be wrecked!)
FF0F53 00FF: Player always stays on bike for player B.

ROLLING THUNDER 2

FFF20D 0002: Infinite lives.
FFF203 0040: Infinite bullets.
FFF205 0029: Infinite machine gun.
FFF135 0074: Infinite time.
FFCD33 0001: Invulnerable.

ROLO TO THE RESCUE

FFC51E 0004: Infinite continues.

SHADOW OF THE BEAST

014E9E 6004: Unlimited energy.
014EDC 4E71: Protection against sudden death.
FF1A17 000C: Infinite lives.
FF1A17 000C: When switched is enabled your energy will be restored.

SHADOW OF THE BEAST II

FF2239 0080: Every time Acton Replay is enabled your energy is restored.
FF2242 0002: Second option is always axe, even though it is not visible.
FF2242 0004: Second option is health restore option.

SHINING IN THE DARKNESS

001AFE 0000: Herbs are free.
001506 0000: Depoison is free.
001516 0000: Wisdom is free.
001596 0000: Healer fruit is free.
00159E 0000: Smelling salts are free.
002D34 03E7: Use with below code to start the game with 999 points.
002D40 03E7: Use with above code.
0012CE 0000: Woodstaff is free.
0012360000: Word is free.
00143E 0000: Bronze shield is free.
0014160000: Bronze armour is free.

SIDE POCKET

FFC094 00XX: Balls in stock. (XX ranges 0-10).
FFC0A2 00XX: Total Score X100.

SLAUGHTER SPORT

FF2895 0068: Unlimited health for player 1.

SMASH TV

FFA37B 0007: Infinite lives.

SONIC THE HEDGEHOG

0138A0 6032: Infinite lives.
0039F0 11C1: This parameter makes sonic invulnerable to enemy.
00A35E 6042: Gives Sonic his turbo shoes.
0039FC 31C1: This will enable an aerial view of levels.
0039DC 31C1: This will start you with several hundred rings on each level.
0032426010: Start from any level.
FFFFE0 0001: Start game at any level, press and hold button A, then press start.
FFFE09 0001: Allows a level to be modified. Use A and C to position, B plays.

SONIC THE HEDGEHOG 2

FFFE12 0009: Infinite lives.
FFFE21 0063: Gives you 99 rings all the time allowing special exits etc.
FFFE09 0001: Allows you to modify levels by using the A and C buttons. Switch the Action Replay on then off fairly quickly to use this cheat, once you have changed the level press B.
FFFFD0 0001: Press start and A together for level select.
FFFFB1 000X: X is the number of Chaos Gems in possession (1-7) use with code
for number of rings to change into Super Sonic.
FFFE21 00XX: XX is the number of rings in possession – set to 50 or more and set
the Chaos Gems to seven and you can turn into Super Sonic by jumping into the air.
FFFE19 0001: Jump higher/ Weird hair.
FFF65F 00FF: White Sonic.
FFFE12 000X: X is the number of lives.
FFB01E 0000: Sonic is always running.
FFB02B 0001: Shield protection.

SPACE HARRIER II

006CD4 000A: Start with ten lives.
006CD4 0014: Start with twenty lives.
007C74 4A38: This parameter is for infinite lives.

SPEEDBALL 2

FF009F 00XX: Freezes timer at the value in XX eg use FF009F 0002 to keep the game going as long as you like.
FF00FA 7FFF: Unlimited cash for player one.
FF0DEE 0002: Score multiplier is two in favour of player one.
FF0DEE 0001: Score multiplier only one in favour of player one.
FF0DEE 0000: Score multiplier inactive.
FFD5AA 0008: Electro mode.

SPIDERMAN

FFE691 003B: Unlimited time.

SPLATTERHOUSE II

FF00F7 0004: Unlimited life.
FF00F7 0003: Unlimited energy.
FF00F8 0003: Unlimited energy.

STAR CONTROL

0070445A40: More income per turn.
006D8C 5A6E: Mines make more money.
179ADA 0204: Faster human energy regeneration.
01C9C2 0004: Urquan fighters shoot more often.
01C76A 0030: Urquan fighters move faster.
179C96 0040: Faster Vux turning.
01683E 0014: Lots of Asteroids, the game plays somewhat slower.
00999C 003F: Asteroids are speeded up.
016878 601A: No planets.
0096EC 0000: Planets have no gravity.
01601A 6016: Find precursor relics at most stars.

STEEL EMPIRE

FFCB4B 0013: Gives you a weapon level of 20.
FFCB57 0003: Unlimited bombs.
FFCB51 0003: Infinite lives.
FFE07B 000X: Start from any level where you should replace X with a number 1-6.

STORMLORD

FF0025 0005: Infinite lives.
FF0029 0004: Speedy StormLord
FF002F 00XX: Score X10,000 (0-99).
FF0030 XXXX: Score X1 (0-9999).
FF0037 0001: Invincibility (almost). Falling and fire still kills.
FF0079 000X: Number of fairy Princesses freed (0-9).
FF007B 000X: Number of fairy Princesses remaining (0-9).
FF00A5 0001: Unlimited time.
FF05DB 000X: Level select (0-9).

STREETS OF RAGE

002B664E71: Infinite lives for both players.
010CE01C80: Will give you infinite time on each section.
00402E4E71: Gives a constant supply of special weapons.
FFFF20 0003: Infinite lives for player one.
FFFF23 0003: Infinite lives for player two.
FFFF21 0002: Infinite special attacks for player one.
FFFF24 0002: Infinite special attacks for player two.

STREETS OF RAGE 2

FFEF69 0000: Almost never get hit-player one.
FFF069 0000: Almost never get hit-player two.
FFEF81 0068: Unlimited health for player one.
FFF081 0068: Unlimited health for player two.
FFEF83 0005: Infinite lives for player one.
FFF083 0005: Infinite lives for player two.
FFFC3C 0099: Unlimited time.
FFFC43 000X: Level select (1-8).

SUPER HANG-ON

008B14 600E: Infinite time in arcade mode.
0054BE 600A: This parameter allows infinite money in the original mode only.
00E68A 123C: Use with code below.
00E68C 00XX: Adds XX seconds when you get extended play.
FF0554 0055: Unlimited time.

SUPER MONACO GP

FF9108 0001: Used together with below code will take your car to about 390km/h.
FF9109 008F: See above.
FF9108 0002: Used together with below code will give you speed of 507km/h.

FF91090000: See above.

SUPER MONACO GP II

FFFC2AXXXX: Current speed.
FFFF5B000X: Player's position (Ø-F).
FFFF61000X: Rival's position (Ø-F).

SUPER SMASH TV

FFA3490010: Keeps weapon for player two until the next one is picked up.
FFA347000X: Weapon select for player two you must put the above code in. Use 2
for spray, 4 for photo, 6 for missile launcher and 8 for peanut gun.
FFA3420005: Player two shield. invincible.
FFA3A90004: Unlimited lives for player two.
FFA37B0007: Unlimited lives for player one.
FFA3020005: Gives player one a shield as long as the switch is activated.
FFA3090010: Keeps weapon for player one once it is picked up.
FFA307000X: Player one weapon. You must enter the previous code as well as this
one. Use 2 for spray, 4 for photo-gun, 6 for missile launcher and 8 for peanut gun.

SUPER THUNDERBLADE

FFF82A0007: Infinite lives.
007A264A38: Player cannot lose a life.

SUPER WRESTLE MANIA

NOTE: in order to start the game you must have the Action Replay cart switch in the middle.
FFB8FA0120: Unlimited energy for the first wrestler for player one.
FFB8FE0120: Unlimited energy for the first wrestler for player two.

SWORD OF SODAN

0047426002: Infinite lives.

SWORD OF VERMILLION

00B5BA4E71: Invincibility against most enemy and protection against poison.
0223 0C0000: Ferros magic spell book is free.
0223100000: Sangua magic spell book is free.
0026CA4E71: Increase experience levels very fast.
01A20E4A78: With below code will allow almost unlimited magic.
01A2424A78: See above.
02242C0000: Crystal armour is free.
02248A0000: Diamond armour is free.
0224400000: Golden sword is free.

TAZ-MANIA

FFD45B0003: Infinite lives.
FFD0370002: Unlimited chilli peppers.
FFD4CB0002: Protection against enemy while the switch is on.
FFD45B0003: Infinite lives.
FFD02100XX: Level/ section. (XX range Ø-13, 19 gives ending).
FFD4BC000C: Unlimited health.

TECHNOCOP

FF17050048: Invincible car.
FF177B0001: Unlimited time.
FF25AE0001: Unlimited health.
FF26290005: Infinite lines.

TMNT: HYPERSTONE HEIST

FFC0390004: Infinite lives for player one.
FFC03B0004: Infinite lives for player two.
FFC0590050: Unlimited life for player one.
FFC05B0050: Unlimited life for player two.

THE TERMINATOR

FF147D001F: Unlimited health.
FF147D001F: Infinite energy.
FF80CA0005: Player one unlimited lives.
FFFF9D0005: Player two unlimited lives.
FF8019 0025: Player one unlimited rocket grenades.
FF8069 0025: Player two unlimited rocket grenades.

TINY TOONS

FFFB0B0003: Infinite energy.
FFFB090002: Infinite lives.
FFFB0F0032: Gives one special helper each time you pick up a carrot.
FFFB110009: Pick one special helper up to get infinite helpers.

TOEJAM & EARL

00BCB06002: Infinite lives (ToeJam & Earl).
00BB980063: This parameter will start ToeJam with a total of 99 bucks.
FFDAD200XX: Will allow different facilities for Earl XX is replaced as follows:-
00 is for infinite icarus wings.
01 is for infintie spring shoes.
02 is for infinite inner tubes.
03 is for infinite tomatoes.
04 is for infinite slingshots.
05 is for infinite rocket skates.
06 is for infinite rose bushes.
07 is for infinite super hi-tops
08 is for infinite doorways.
09 is for infinite food.
10 is for infinite total bummers.
11 is for infinite extra lives.
12 is for infinite randomisers
13 is for infinite telephones.
14 is for infinite bucks.
15 is for infinite jackpots.
16 is for infinite tomato rains.
17 is for infinite earthlings.
18 is for infinite school books.
19 is for infinite boombox's
FFDAC200XX: As above but for ToeJam.

TOKI

FF1B860005: Infinite lives.
FF1B830059: Unlimited time.

TRUXTON

000A861040: This will give over 4,ØØØ ships to help you on your way.
000AB41040: This will give each ship 4,ØØØ bombs.
FF0030001A: Infinite power boosters.
FF004F000B: Infinite lives.
FF0051000B: Infinite destroyer bombers.

UNIVERSAL SOLDIER

FF12D90009: Unlimited smart bombs.
FF0ADF000X: Gives you X lives each time the Action Replay is enabled.

VALIS III

FFF4590016: Infinite lives.
FFF4470018: Unlimited energy.
FFF44B0018: Constant full energy meter.
FFF45B002C: Stops clock at three minutes.

WARRIORS OF THE ETERNAL SUN

FF91530063: This will give the leading member of the group infinite energy.
FF91E90063: Infinite energy to the second member of the party.
FF927F0063: Infinite energy for the third group member.
FF93150063: Infinite energy for the fourth person.

WHERE IN TIME IS CARMEN SANDIEGO

FFD77A001E: Unlimited time.

WONDERBOY IN MONSTERLAND

FFDA00000A: Unlimited life.

WORLD OF ILLUSION

FFA0380008: Unlimited health for player one.
FFA0B80008: Unlimited health for player two.
FFFD530008: Infinite lives.
FFFFDB000X: Level select (1-5).
FFFD530003: Mickey or Donald permanently has three tries.
FFA0380005: Mickey or Donald permanently has three energy cards.
FFFD530006: Unlimited tries.

XENON 2

FF08350027: Unlimited energy.
FF0839000X: Gives a player X amount of lives each time the Action Replay is enabled.

ZANY GOLF

FFE9A20005: Infinite lives.

MASTER SYSTEM

ALIEN³

00C42763: Unlimited machine gun.
00C42B63: Unlimited bazooka gun.
00C42963: Unlimited flame.
00C42D63: Unlimited grenade.
00C42F63: Unlimited other option.
00C46A63: Unlimited energy.

ALIEN STORM

00C11310: Infinite energy (lifemeter).

ALIEN SYNDROME

00C05402: Unlimited lives.
00C07B06: Unlimited time.
00C07501: Need one hostage to open exit.
00C8ED01: Keep flame weapon.

ASSAULT CITY

00C0D90A: Infinite energy (switch the Action Replay off at the end of the level).

ASTERIX

00C09D03: Infinite lives.
00C09A03: Invincibility.

BACK TO THE FUTURE II

00C36B05: Infinite energy.
00C36304: Infinite lives.

BANK PANIC

00C01F03: Infinite lives.

BART VS THE SPACE MUTANTS

00C01003: Infinite lives.
00C3AF09: Infinite time.
00C3E9BE: Infinite paint.

BUBBLE BOBBLE

00CEB703: Infinite lives.
00DB000X: Replace X with a number for level select (switch Action Replay off at the end of the level).

CHASE HQ

00C28203: Infinite turbos.
00C23836: Infinite time.
Level Select:-
00C2210X: Replace X with a number (Ø-2) to change the round.
00C2200X: Replace X with a number (Ø-4) to change the stage.
00C2538Ø: Full damage to villains car (hit him once when you catch him and he dies).

DICK TRACY

ØØCE67Ø3: Infinite lives.
ØØC1ED06: Infinite energy.

DOUBLE DRAGON

ØØCB2B03: Infinite lives.

THE FLINTSTONES

ØØC9A504: Infinite sand timer.
ØØC9F20F: Infinite paint.
ØØC9A203: Infinite lives.

GALAXY FORCE

ØØCØ7F1Ø: Infinite energy.

GAUNTLET

ØØC83F96: Use with code below.
ØØC8ØF96: Use with above code to give infinite health for one or two players using any character. (Action Replay should be switched off between levels, switch off when entering exit and on when resuming play).
ØØC8ØE01: Infinite potion.

GHOST HOUSE

ØØC1BAØ2: Infinite lives.
ØØC1F5CØ: Infinite energy.

GHOULS & GHOSTS

ØØCØ33Ø2: Infinite lives.
ØØCØ4CØ2: Invincibility.
ØØCØ4B4Ø: Magic stays full.

G-LOC

ØØCB2C38: Infinite time.
ØØCCØE28: Infinite missiles.
ØØCCØD07: Infinite armour.

GOLDEN AXE

ØØCØØ503: Infinite lives.
ØØC1871F: Infinite energy.
ØØCØØ6ØX: This parameter gives unlimited Magic. e.g. enter ØØCØØ6Ø1 for unlimited Magic 1, ØØCØØ6Ø2 for unlimited Magic 2 etc.

INDIANA JONES & THE LAST CRUSADE

ØØC98706: Infinite lives.
ØØC97305: Infinite whips.
ØØCBB907: Infinite time.

MASTER OF DARKNESS

ØØCA3A2Ø: Infinite energy.

MICKEY MOUSE: CASTLE OF ILLUSION

ØØCØBDØ3: Infinite energy.
ØØCØC803: Infinite lives.
ØØDCØØØ5: Infinite time.

MICKEY MOUSE: LAND OF ILLUSION

ØØCØ99Ø2: Infinite energy.
ØØCØ9F03: Infinite tries.
ØØCØA295: Infinite time.
ØØCØAD07: Infinite air.

MIRACLE WARRIORS

ØØC5ØA1Ø: Infinite energy.

NEW ZEALAND STORY

ØØDDECØ3: Infinite lives.
ØØDE1504: Invisible.

OPERATION WOLF

ØØC1162Ø: Infinite Ammo.

OUTRUN

ØØDE0172: Unlimited time. (Only activate Action Replay when race has started and then turn off when finished).

PACMANIA

ØØCØ4ØØ3: Infinite lives.

PAPERBOY

ØØD5ØE03: Infinite lives.
ØØD5ØF0A: Infinite papers.

PSYCHO FOX

ØØCØ16Ø3: Infinite lives.

RAMPAGE

ØØCØA1Ø3: Infinite lives for player two.
ØØCØAØØ3: Infinite lives for player one.
ØØCØ966Ø: Infinite energy for player one.
ØØCØ976Ø: Infinite energy for player two.

ROCKY

ØØCØAC3E: Gives 62 hits on qualifier.
ØØC1C32F: Infinite energy.
ØØCØ5FØE: Takes you straight to round 15.

R-TYPE

ØØCEØ1Ø3: Infinite lives.

SAGIA

ØØC8262Ø2: Unlimited lives.

SEGA ARCADE SMASH HITS

ØØCØ2104: Infinite lives for Breakout.
ØØCØ2104: Infinite lives for Centipede.

SHADOW DANCER

ØØCØ59Ø3: Infinite lives.
ØØCØ5AØ3: Unlimited special attacks.

SHINOBI

ØØCØ7AØ2: Infinite lives.
ØØCØ6CØ6: Infinite energy.

SONIC THE HEDGEHOG

ØØD2AAXX: Keeps XX rings. Try ØØD2AA99.
ØØD246Ø3: Unlimited lives while Action Replay is enabled.
ØØD41105: Switch Action Replay on for turbo Sonic, turn off to return to normal.

SONIC THE HEDGEHOG 2

ØØD29803: Infinite lives.
ØØD29905: Invincibility (always keeps 6 rings). Be sure to turn Action Replay off at the end of the Act but back on again at the beginning of the next one.

SPACE HARRIER

ØØC123Ø2: Infinite lives.

SPEEDBALL 2

ØØDAØB14: Unlimited money.

SPELLCASTER

ØØCØ252Ø: Infinite strength.

STRIDER

ØØD485Ø3: Infinite lives.
ØØD265Ø7: Infinite timer.

SUPER MONACO GP

ØØC3621Ø1: Allows you to win every time.

SUPER SMASH TV

ØØC51ØØ7: Infinite lives.

SUPER SPACE INVADERS

ØØC2EEØ3: Infinite lives.
ØØC2FØØ3: Infinite energy.

TAZ-MANIA

ØØC1ØØØ5: Unlimited lives.

THE TERMINATOR

ØØCC163C: Infinite energy.

TOM & JERRY

ØØC43908: Infinite energy.

VIGILANTE

ØØCØ14Ø3: Infinite lives.
ØØC2544F: Infinite energy.
ØØC29154: Infinite time.

XENON 2

ØØDØE2Ø3: Infinite lives.



You will find Game Genies almost everywhere now and with the new Game Gear version soon, you should be totally covered, no matter what console you have. SEGA XS will print every new Game Genie code it can, but we need your help! Hornby Hobbies, are offering every SEGA XS reader the chance to win a free cart for their machine. All you have to do to win is send us a selection of some of the weirdest codes you can possibly find and if we print them, you will receive a spanking new game. If you can turn Sonic's hair green, or even make Bart Simpson walk on the ceiling, let us know about it immediately. Send your codes to *Gaggle of Game Genies, Sega XS, 124 Old Christchurch Road, Bournemouth BH1 1NF.*

MEGA DRIVE

ALIEN³

AACTCA6J: Infinite time.
A2EAAA8R: Infinite lives.
AJNAEA3R: Infinite machine gun ammo.
AJMAEA7C: Infinite flame-thrower ammo.
AJJTEA2J: Infinite grenade-gun ammo.

AJKAEA88: Infinite hand grenades ammo.
AJFTAA66: Never lose radar.
YDXAD93N: Ripley jumps much higher.
SACTCADY: Game clock runs slower.
8ACTCADY: Game clock runs much slower.
NC2ACAG0: Machine-gun recharge reloads to maximum.
NC2ACAHY: Flame-thrower recharge reloads to maximum.
NL2TCAAW: Grenade-launcher recharge reloads to maximum.
NW2TCABT: Hand-grenade recharge relaods to maximum.
LBRTJAEJ: Machine-gun capacity is 50.
GBRTJAEL: Flame-thrower capacity is 50.
EBRTJAEN: Grenade-launcher capacity is 50.
GBRTJAER: Hand-grenade capacity is 50.
AMDACA4J: Long falls do not reduce energy.
ADEACAGJ: Falls into turbine fans do not reduce energy.
AJBTAAEY: Start on stage 2.
ANBTAAEY: Start on stage 3.
ATBTAAEY: Start on stage 3 – Guardian.
AYBTAAEY: Start on stage 4.
A2BTAAEY: Start on stage 5.
A6BTAAEY: Start on stage 6.
BABTAAEY: Start on stage 6 – Guardian.
BEBTAAEY: Start on stage 7.
BJBTAAEY: Start on stage 8.
BNBTAAEY: Start on stage 9.
BTBTAAEY: Start on stage 9 – Guardian.
BYBTAAEY: Start on stage 10.
B2BTAAEY: Start on stage 11.
B6BTAAEY: Start on stage 12.
CABTAAEY: Start on stage 12 – Guardian.
CEBTAAEY: Start on stage 13.
CJBTAAEY: Start on stage 14.
CNBTAAEY: Start on stage 15.
CTBTAAEY: Start on stage 15 – Guardian.

AQUATIC GAMES

RH9TR60T: MASTER CODE – MUST BE ENTERED

100-Meter Splash Codes.
1B2TBEY0: Clock runs slower.
1B2TBNY0: Clock runs faster.

Kipper Watching Codes.
1CXTBEYR: Clock runs slower.
1CXTBTYR: Clock runs faster.
ALXTAA9G + ALXTAA9Y: Never miss qualification.
AYMTAAFY: Substitute Long Jump Bonus Event instead.
AEMTAAFY: Substitute Juggling Bonus Event instead.

Hop Skip & Jump Codes.
ANMAACBY + ACETAABW: 1 attempt only.
ANMAAEBY + AGETAABW: 2 attemps only.
ANMAAJBY + ARETAABW: 4 attempts.
ANMAAJBY + AWETAABW: 5 attempts.
ANMAARBY + A4ETAABW: 7 attempts.
ANMAAWBY + BCETAABW: 9 attempts.

BART VS SPACE MUTANTS

AJRTAA6R: Invincibility againts hits.
A2RTAA8R: Infinite lives.
AAXTBJ2E: Infinite rockets after you buy one.
AAXABJ9G: Infinite bombs after you buy one.
FJ0AAA6N: Infinite paint after pick-up.
AJBTAAET: Start on level 2.
ANBTAAET: Start on level 3.
ATBTAAET: Start on level 4.
AYBTAAET: Start on level 5.
A1YACABY: Set level 1 goals to 5.
AHYACABY: Set level 1 goals to 1.
AEAAEAEN: Set level 2 goals to 1.
GANAEAF0: Set level 3 goals to 30.
BEBTAAEE: Start with 9 lives.
AYBTAAEL: Start with 5 coins.

BATMAN

E2ETAA4C: MASTER CODE – MUST BE ENTERED.
AKFTAA4Y: Infinite lives.
RFFAA60N: Batman floats when he dies.
AKYAAA9G: Infinite Batarangs.
RYFAC6VR: Guns don't hurt hurt.
AKYTAA5L: Infinte rockets for the Batwing.
B2ATCA46: Punches knives and guns don't hurt.
AKYTAA7R: Infinite rockets for the Batmobile.
HEETBJX2: Start on Axis Chemical Plant.
HEETBNX2: Start on Flugelheim Museum.
HEETBTX2: Start on Battle with Bob the Goon.
HEETBYX2: Start on Before Gotham City Streets.
HEETB2X2: Start on Gotham City Streets.
HEETB6X2: Start on Battle with Mimes.
HEETBAX2: Start on Battle with Gotham City Streets Boss.

BATMAN RETURNS

BLYTAA4R: Invincibility – unless you fall.
ALFAAA9N: Infinite Batarangs.
BLGTAA5N: Infinite smoke-bombs.
BLHTAA8C: Infinite swarms.
BLJTAA4L: Infinite grappling guns.
BLLAAA7A: Infinite super-seeking Batarangs.
NPFAAAFT: Start with 99 swarms.
NPFAAAFE: Start with 99 batarangs.
NTFAAABL: Start with 99 lives (shows 0 on display).
NPFAAAFL: Start with 99 smoke bombs.
NPFAAAF0: Start with 99 guns.
NPFAAAF6: Start with 99 super bats.
BMGACAD6: Start on level 10.
B1GACAD6: Start on level 11.
B9GACAD6: Start on level 12.
CDGACAD6: Start on level 13.
CSGACAD6: Start on level 14.
CXGACAD6: Start on level 15.
C1GACAD6: Start on level 16.
C5GACAD6: Start on level 17.
CHGACAD6: Start on secret level 1.
CMGACAD6: Start on secret level 2.

BATTLE SQUADRON

N66TR6F4: Enemy bullets travel at light speed.

CHUCK ROCK

BEATEABW: Start with 10 lives.
BTCTEA5E: Infinite lives.
B5RAAA3Y: Infinite health.
HC5AAA8J: Invincible (spiked plants & green water hurt).
AXHAAA6J: Cannot drown.
SG5TB2T4: Heart restores full energy.
AJATEABA: Start on Level 1, zone 2.
ANATEABA: Start on Level 1, zone 3.
ATATEABA: Start on Level 1, zone 4.
AYATEABA: Start on Level 1, zone 5.
AJATEAA2: Start on Level 2, zone 1.
AJATEABA + AJATEAA2: Start on Level 2, zone 2.
ANATEABA + AJATEAA2: Start on Level 2, zone 3.
ATATEABA + AJATEAA2: Start on Level 2, zone 4.
ANATEAA2: Start on Level 3, zone 1.
AJATEABA + ANATEAA2: Start on Level 3, zone 2.
ANATEABA + ANATEAA2: Start on Level 3, zone 3.
ATATEAA2: Start on Level 4, zone 1.
AJATEABA + ATATEAA2: Start on Level 4, zone 2.
ANATEABA + ATATEAA2: Start on Level 4, zone 3.
ATATEABA + ATATEAA2: Start on Level 4, zone 4.
AYATEAA2 Start on Level 5 Zone 1.
AJATEABA + AYATEAA2: Start on Level 5, zone 2.
ANATEABA + AYATEAA2: Start on Level 5, zone 3.

DECAPATTACK

ILZTEASW: Gravity Pull.

DRAGON'S FURY

AECTBA3W: Start with 1 ball.
AJCTBA3W: Start with 2 balls.
BJCTBA3W: Start with 10 balls.
NTCTBA3W: Start with 100 balls.
RE0AA6WR: Infinite balls.
AACTAAEN: Start with 0 bonus pts.
GJCTAAEN: Start with 1000 bonus pts.
NNCTAAEN: Start with 9900 bonus pts.
AJCTAAE0: Start bonus multiplier at 2.
BECTAAE0: Start bonus multiplier at 9.
AVPAAA8L: Bonus points never reset.
AVPAAA8Y: Bonus multiplier never resets.

ECCO THE DOLPHIN

AKRTJA64: Almost infinite air.
AL2AJA7L + ALZAJA5Y: Protection from most enemies + AAVTNAFC: Octopus.
HAVTNAFC: Octopus is fatal.
HCBTLAEW: School of fish restores health completely.
SW2AKGPJ + HC2AJAFL: Jellyfish & other enemies restore health instead of taking it away.
SW2AKGPJ + TC2AJGFL: Jellyfish & other enemies restore air + E42AJAFN: Instead of taking it away.

EUROPEAN CLUB SOCCER

ANKALAB2: Player 1 starts with 3 goals.
ATKALAB2: Player 1 starts with 4 goals.
AYKALAB2: Player 1 starts with 5 goals.

EVANDER HOLYFIELD

AJWAAA64: Always one round.
BJWAACFN + BJNAACHW: Rounds are 6 minutes long.
CTRAAA2L: Rounds never end.

F22 INTERCEPTOR

RH9TR60T: MASTER CODE – MUST BE ENTERED.
BMAAAAEE: Start with 11 lives.
7CPAGGA8: Start with 1,000 ammo.
NW1AGAAG: Start with 100 chaff.
1B7TBLYW: Fuel burns 2x faster than normal.
1B7TBGZA: Afterburner fuel burns 2x faster than normal.

FORGOTTEN WORLDS

CTWACAF8: Player 1 starts game at half strength.
CTWTCABL: Player 2 starts game at half strength.
AAWACAGL: Player 1 starts with 32,500 Zenny.
AD8TBAFA: Tiny coin is worth 1,000 Zenny.
AD8TBAZE: Regular coin is worth 5,000 Zenny.
A18TAAFL: Huge coin is worth 50,000 Zenny.
R18TBE6T + TH8TAD6W: All coins are worth 7,500 Zenny.
ATGACA24: Enemy attacks don't reduce strength.
AVCACA8E: Trapping obstacles don't reduce strength.
ATPTCADL: Machinery room leads to Inner Sanctum.
A2PTCADL: Machinery room leads to Miasma.
BAPTCADL: Machinery room leads to Tower of Dread.

GREENDOG

ATNTAA4E: Infinite lives.
BEPAAADE: Start with 10 lives.
GACACAC4: Cola restores energy completely.
AYNABE5Y: Start on Ancient Aztec Crypts.
A6NABE5Y: Start on Mustique level.
BJNABE5Y: Start on Curacao level.
BNNABE5Y: Start on Underwater Crypts of Curacao.
BYNABE5Y: Start on Skateboard level 1.
B2NABE5Y: Start on Jamaica level.
B6NABE5Y: Start on Skateboard level 2.
CENABE5Y: Start on Saba level.
CJNABE5Y: Start on Crypts after Saba.
CTNABE5Y: Start on St Vincent level.
CYNABE5Y: Start on Skateboard level 3 (final level) .

ABYACAAN: Spikes don't hurt.

JAMES POND 2: ROBOCOD

AVAAAAAA: Some nasties become invisible.

JOHN MADDEN '93

RH9T860T: MASTER CODE – MUST BE ENTERED.
RG3TA6WG: Infinite timeouts for both teams.
AMJAAAA8: 1 play to get first down.
FDLTAADR: 5 yards needed for first down.
GDKTBA1A: Touchdown worth 8 points.
BDKABE40: Extra point worth 8 points.
BDKABE5G: Field goal worth 8 points.
GDLABAXW: Safety worth 8 points.

KING'S BOUNTY

R17AR6V0: MASTER CODE – MUST BE ENTERED.
VCWTFGFW: Start with days left at 5,000.
LCWTFEM6: Start with leadership for Sir Crimsaun at 50.
ACWTEAET: Start with commission for Sir Crimsaun at 0.
JCWTF3ET: Start with comm for Sir Crimsaun at 40,000.
7CWTF56T: Start with comm for Sir Crimsaun at 65,000.
AGWTFENE: Spell power for Sir Crimsuan starts at 100.
GLWTEJ56: Start with leadership for Lord Palmer at 50.
7CWTF56W: Start with comm for Lord Palmer at 65,000.
7CWTF56L: Start with gold for Lord Palmer at 65,000.
NWWTEEEA: Spell capacity for Lord Palmer starts at 100.
A8WTECEE: Spell power for Lord Palmer starts at 7.
NWWTECEE: Start with leadership for Tynnestra at 50.
JCWTF3EY: Start with comm for Tynnestra at 40,000.
8XYTAAG4: Always have 500 troops in each army in battle.
AMBAAA84: Recruiting does not reduce troops population.
AKWACA9Y: Recruitment and boat rental are free.
RGNAA6YY: Armies work for free.
AKCTAA6G: Days left never decreases.
CBCTAA6T: Never run out of days.
AJVTAA4L + AJTAAA6Y: Accept any password.
2AXTDCTG: Never lose control of an army.
GLWTF2M8: Start with leadership for Mad Moham at 50.
KRWTF2M8: Start with lead for Mad Moham at 75.
S0WTF2M8: Start with lead for Mad Moham at 125.
W4WTF2M8: Start with lead for Mad Moham at 150.
3CWTF2M8: Start with lead for Mad Moham at 200.
9LWTF2M8: Start with lead for Mad Moham at 250.
ACWTEAE0: Start with commission for Mad Moham at 0.
NWWTEAE0: Start with comm for Mad Moham at 100.
8WWTECE0: Start with comm for Mad Moham at 500.
4CWTERE0: Start with comm for Mad Moham at 2,000.
VCWTFGE0: Start with comm for Mad Moham at 5,000.
CCWTERN0: Start with comm for Mad Moham at 10,000.
ECWTE6Y0: Start with comm for Mad Moham at 20,000.
JCWTF3E0: Start with comm for Mad Moham at 40,000.
7CWTF560: Start with comm for Mad Moham at 65,000.
ACWTEAER: Start with gold for Mad Moham at 0.
7CWTEGER: Start with gold for Mad Moham at 1,000.
VCWTFGER: Start with gold for Mad Moham at 5,000.
ECWTE6YR: Start with gold for Mad Moham at 20,000.
JCWTF3ER: Start with gold for Mad Moham at 40,000.
7CWTF56R: Start with gold for Mad Moham at 65,000.
ACWTELEC: Spell capacity for Mad Moham starts at 0.
ACWTEEEG: Spell power for Mad Moham starts at 0.

KRUSTY'S SUPER FUN HOUSE

RJ5AAA7L: Start anywhere with Infinite lives.
ABFTAA58 + JBFTAAEA: Magic blocks can open secret passages only.

NHPLA '93

RH7TR60E: MASTER CODE – MUST BE ENTERED.
ZJNACJC2: Period clock runs slower.
AANACAC2: Period clock is frozen (No time limit).
CBWTA6D0: Each period lasts 60 minutes.
AHXTBJ5J: All penalties last 1 minute.

PAC-MANIA

KBCAAB22: Ghosts don't turn blue.
KBFAAT62: Ghosts become invisible.
KBFAATK2: Ghosts cannot leave home.

REVENGE OF SHINOBI

ACTTBA4Y: Infinite lives – not when using Jitsu or Mijin.
BMVTGA6L: Infinite shurikins.
BXVAGA9E: Infinite energy.
AANTCAAJ: Bombs and enemy bullets don't hurt.
BGKAAAH4: Start with 9 continues.
C0KTAAAA: Start in District 8 Level 1.
C4KTAAAA: Start in District 8 Level 2.
C8KTAAAA: Start in District 8 Level 3.
3ABTAAC0: Start with 200 shurikins.

ROAD RASH 2

RH6A86YJ: MASTER CODE – MUST BE ENTERED.
ZASTAC58: Start with $250,000 (Player A).
ZATAAC5W: Start with $250,000 (Player B).
BESTAAEG: Start with Diablo 1,000 (Player A).
B2TAAAD4: Start with Diablo 1,000 (Player B).

ROLO TO THE RESCUE

R19TR60L: MASTER CODE – MUST BE ENTERED.
NPVTAACT: Start with 100 lives.
AK6AAA3Y: Infinite lives.
ACLAAAGJ: Invincibility.
AB6TBAHN: Bogus jump.
AB6TAA1N: Super jump.
AB6TAA9N: Mega jump.
RGYAA616: Always have key.
DJ8AADYE: Invincible infinite lives and see whole map! The game will reset the first time you turn on the Game Genie. When you see the title screen, turn the Genie off and leave it off.

SONIC THE HEDGEHOG

SATADAVW: Each ring worth 8 (Player 2).
JW3ACA4J: Infinite lives (Player 1).
JXGACA7G: Infinite lives (Player 2).
CBVTCAE2: Rocket jump!
ALTACA9J: Once invincible, stay invincible – end of level
ATTTCA4W: Sonic doesn't lose rings when hit.
ATTTCA5G: Tails doesn't lose rings when hit.
GJ8AAA4G: Go straight to the end sequence.
AH2TCAH6: Only 1 ring needed to enter Special Stage.
ALZTCACA: Start with 5 Chaos Emeralds.

STREETS OF RAGE II

LV0ABECT: Start with 9 lives (Player 1).
LV0ABEG8 + LW5ABEBA: Start with 9 lives (Player 2).
AW7TAA7J: Infinite lives (Both players).

SUPER MONACO GP 2

RE5TC6Z6: Always reported as 1st place.
BJAACAFG: Much faster low end acceleration.
EJAACACL: Faster high end acceleration and top speed.

THE TERMINATOR

RO3A861A: Protection from most damage.
AW9T8A78: Infinite time bombs.
AG2A8AG0: 1 time bomb at a time.
AL2A8AG0: 2 time bombs at a time.
A02A8AG0: 5 time bombs at a time.
BL2A8AG0: 9 time bombs at a time.

T2 - THE ARCADE GAME

LA6ABE3W: Start with 50 credits.
RZ8AA6V6: Infinite lives.
RZ8AA6X0: Infinite rockets & shotgun shells on pick-up.

THUNDER FORCE IV

AABTAA5J + AJTAAA20: MASTER CODE – MUST BE ENTERED (3 Parts) + RZMTA6YW.
A25TAA8T: Invincibility.
AKWTAA8R: Infinite lives.

TOE JAM & EARL

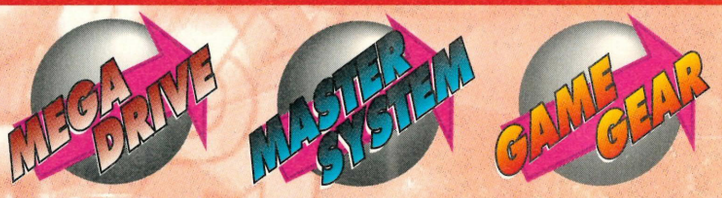
ZZ8ADT2Y: All enemies are gone.

TOKI

ATWTCA88: Infinite lives.
BC3TAA4T: Infinite credits.
AW4TAA72: Infinite time to continue game.
AATTCA44: Infinite time to complete round.

WORLD OF ILLUSION

BM2AAA9L: Infinite lives.
AX2AAA6Y + DM2AAA8N: Infinite health.
FF5TAA38: Candy restores full health.
AF6AAAAY: Extra life for every card.
BK6AAAAY: Extra life for every 10 cards.
AJSTEAHY + HAPABEWA: Start on Stage 2.
ANSTEAHY + HAPABJWA: Start on Stage 3.
ATSTEAHY + HAPABNWA: Start on Stage 4.
AYSTEAHY + HAPABTWA: Start on Stage 5.



Only SEGA XS prints every new code for the Datel Action Replay and the Game Genie every issue. If any of the codes printed here have helped you, then why not take advantage of the two competitions to win free carts for your most outrageous codes? In the future, SEGA XS will be keeping you up-to-date with the latest cheating devices to appear, as well as running more promotions like the free Datel cheat cards this issue.

XS SOS

DOCTOR M.

Ha ha, welcome to my gaming laboratory. I am Dr M, SEGA XS' resident tips genius. Even the likes of Jon Eves bow down to my immense knowledge when it comes to bashing end of level bosses, finding level selects and purloining passwords. No one else plays games 24 hours a day like myself, so there's no one else who can possibly help you if you are stuck on a game. No matter how small or insignificant the problem is, no matter how obscure the game, Dr M has the answer, and promises to reply in the SEGA XS SOS.

If you have any problems on any Sega game, send your pitiful pleas to *Dr M, SEGA XS SOS, SEGA XS, Paragon Publishing, Durham House, 124 Old Christchurch Road, Bournemouth BH1 1NF.* All problems will be solved as XS SOS swells to six pages next issue. Put pen to paper and test me with your wildest problems. No game is too tough...

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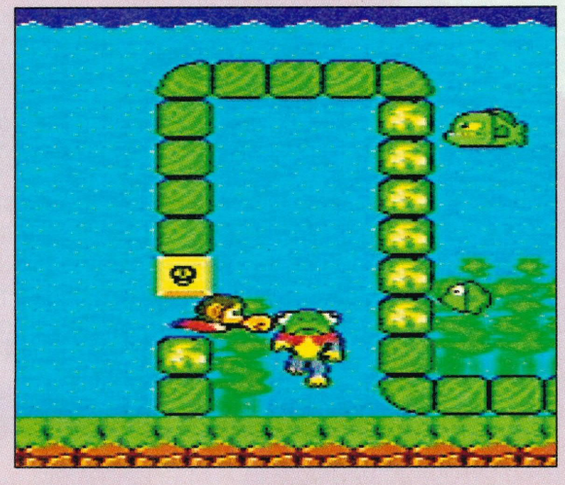
ALEX KIDD IN MIRACLE WORLD (MS)

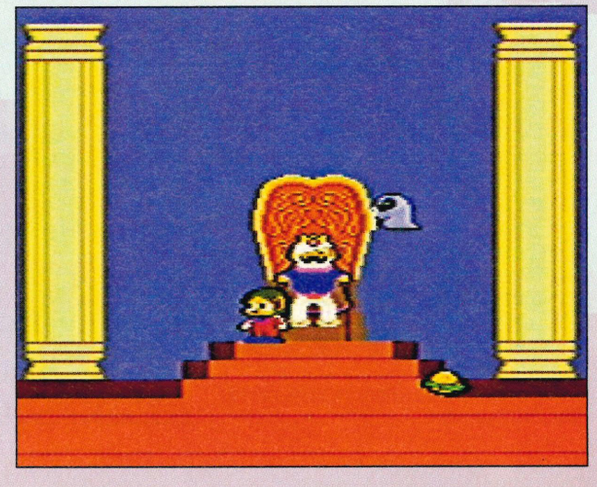
HOW DO YOU GET PAST THE LAST LEVEL?

S McLough, Manchester

Here's how it works. At the start of the level, fall into the water and go to the left side to kill the first two little fish. Kill the Merman and drop down into the gap to enter a small room. Go up to the door and open it by using the moonlight and sun stone. Go through and you'll face some pink blocks. These need to be stepped on in this order; sun, waves, moon, star, sun, moon, waves, fish, star, fish.

Before your very eyes a crown should appear, but to get it you'll need to take a good run up to leap those spikes. Once done, sit back and enjoy those elusive game over screens. Hoorah and lashings of ginger beer!





SONIC 2 (MD)

HOW DO YOU GET INTO THE UNDERGROUND TUNNELS IN ACT 1 OF THE HILL TOP ZONE?
Christina James, Musselburgh

I think the part you're refering to Christina, is the tunnels that are blocked at the top by rocks. What you need to do is spin into them whilst performing a jump. As you make contact you'll smash the rock into pieces and fall past into the delights of the tunnels below. Zoom around the loop at the top to get enough speed and then press Down as you make contact with the ground.

No problem! Have a look in the Busters section for more funky cheats and the infamous level select.





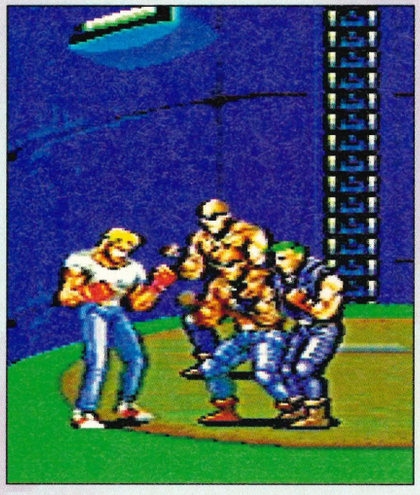


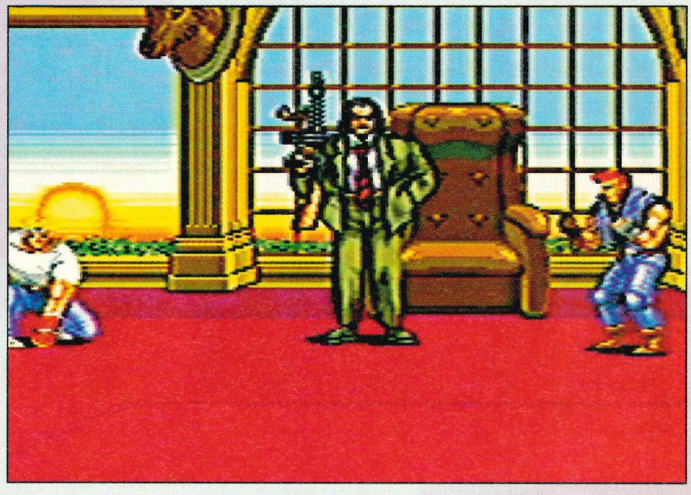
STREETS OF RAGE II (MD)

I DON'T WANT TO SOUND BIG-HEADED, BUT I THINK *STREETS OF RAGE II* IS WAY TOO EASY! ALSO, I BET I CAN BEAT YOU GUYS AT ANY GAME!
Lewis Mitchell, Norfolk

Well Lewis, you've gotta lorra front I'll give you that. Maybe you should come down to my lab and show me what you're made of!

Anyway, as to your question, you're in luck. There is actually a cheat to access a Mania level, which should challenge even you. When the title screen comes up, press start on controller two. You'll access a screen allowing you to change the number of players, options and duel. Use controller two to highlight the options screen and hold buttons A and B simultaneously. With these held, press the start button. Amazingly, another secret option screen will appear! You can now set the number of lives, select your starting round and also set your level of difficulty to completely easy or mega hard.

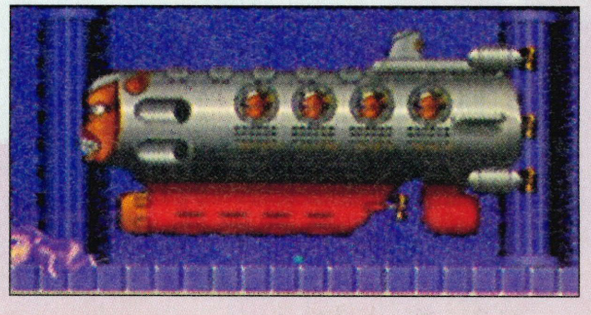


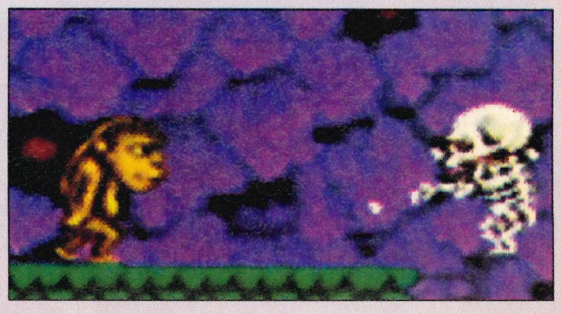


TOKI (MD)

I'M GOING TOTALLY APE SPIT OVER TOKI. I JUST CAN'T GET PAST THE GIANT MAMMOTH!
Helen Carter, Bath

Bit of an oldie this one, but I distantly remember the prehistoric pest you need assistance with. When it appears, get yourself well to the left, duck and shoot at its feet. As you know, it soon moves in for the tusk attack, so make a timely jump as they approach and they'll boomarang back harmlessly. Repeat this method until all the red globes go out and it'll drop dead.





SUPER

MEGA DRIVE



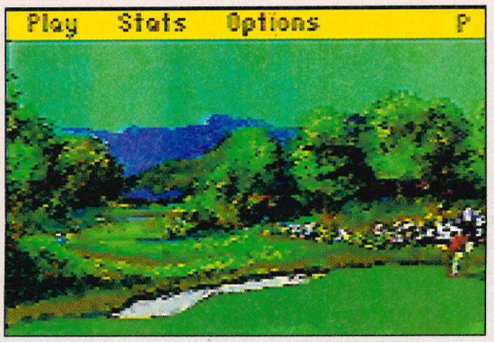
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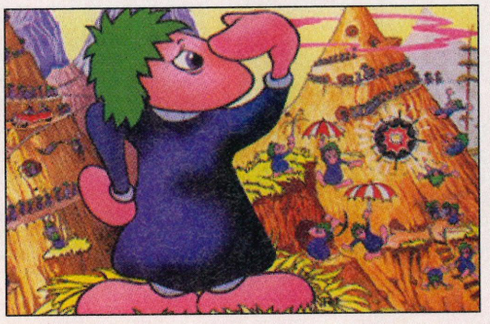
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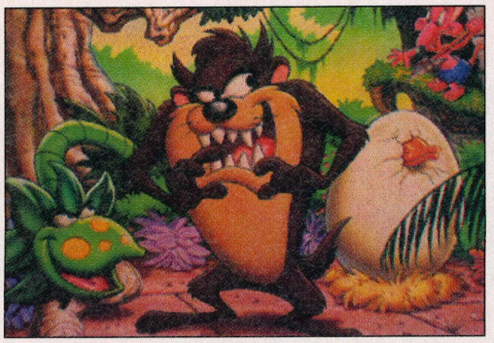
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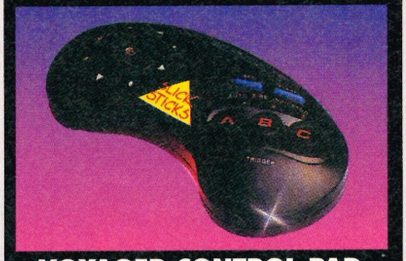
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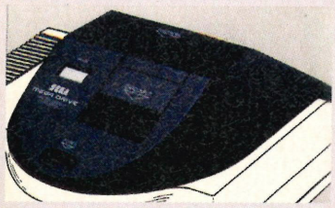
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LANDMARK v2.00 PERFORMANCE COMPARISON CHART

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20 MHz	25 MHz	31 MHz	47 MHz	51 MHz	66 MHz	54 MHz	67 MHz	84 MHz	92 MHz



Model shown: 'MEGA PLUS' PC 486SLC 33MHz

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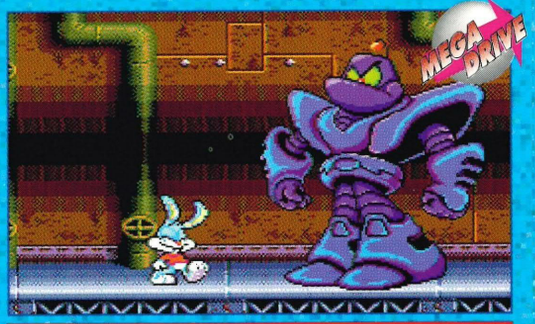


Codemasters™

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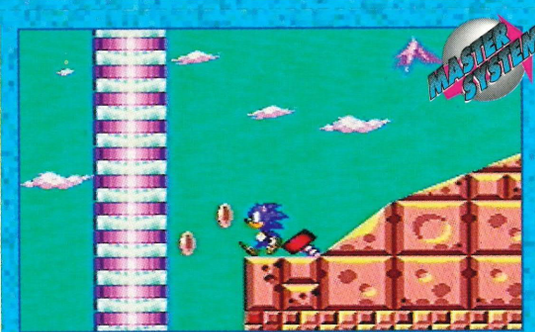
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Currently one of the best Master System titles around, *Alien*^{3} is a direct conversion of the best selling 16-bit version. With the Action Replay firmly slotted in, turn your humble weapons into blazing infinite ammo demons. Get away from her you bitch!

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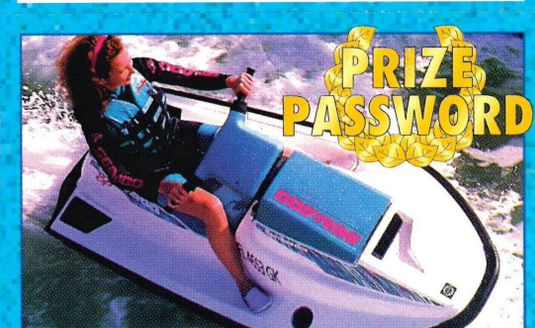


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SEGA XS

FFFB0 B0003
Infinite energy

FFFB0 90002
Infinite lives

FFFB0 F0032
Adds one special helper per carrot you pick up (switch Action Replay off at end of level)

FFFB1 10009
Infinite special helpers (after one has been picked up)

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FFEF690000
Almost never get hit for player 1

FFEF810068
Unlimited health for player 1

FFEF830005
Infinite lives for player 1

FFFC3C0099
Unlimited time

FFFC43000X
Level select (O-E)

FFFD05000X
Difficulty level, where X is:
Ø – Very Easy (hidden)
2 – Easy
4 – Normal
6 – Hard
8 – Hardest
A – Mania (hidden)

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SEGA XS

ØØC42763
Infinite machine gun

ØØC42B63
Infinite bazooka gun

ØØC42963
Infinite flame

ØØC42D63
Infinite grenades

ØØC42F63
Infinite other options

ØØC46A63
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ØØC02103
Infinite lives

ØØC1590A
Infinite energy

ØØC01F02
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FFF4DCXXXX
Money x 10 for player A

FFF4CF0000X
FFF4D1000X
Level select (1-5)

FFF503000X
Any bike for player (A-F)

FF05BF0000X
Number of Nitros (0-8)

FF0A7B0001
Maximum possible speed

FF0AD300FF
Player always stays on bike

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FFC03900004
Infinite lives for player 1

FFC03B0004
Infinite lives for player 2

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TURTLES ● KONAMI ● £44.99

SEGA XS

ØØD29803
Infinite lives

ØØD29905
Invincibility

Level selects
ØØD2950X
(X – Zone)
Activate the enable switch after the first two title screens, but before the level starts. After the level starts, disable the Action Replay.

ØØD2960Y
(Y – Act)
Activate the enable switch after the first two title screens, but before the level starts. After the level starts, disable the Action Replay.

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